

JUNIOR

Issue 1 October 2013

British

CHES

Magazine

♠ learn basics

♣ test your tactics

♞ master strategy

♚ check out checkmates

Aktion Girl...
12 year old
Akshaya wins
THREE UK titles!

Packed with pages
of chess know-how,
news, games,
pics & puzzles

2nd & 3rd Prize 1st, 2nd, 3rd

25	Akshaya Kalaiyalahan						Age 12
Round No.	1	2	3	4	5	6	Result
RESULT	1	0					1
COLOR	W	B					B
Opponent's							S1

BCM

RELANCEY vs. SCHWIL CHES CHALLENGE TRIAFINAL 2013



THE JUNIOR BRITISH CHESS MAGAZINE

Bi-Monthly

Chairman Shaun Taulbut

Director Stephen Lowe

Editor David Levens

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Introducing *Junior British Chess Magazine* and your Editor David Levens



British Chess Magazine is delighted to launch this very first issue of the *Junior British Chess Magazine*, a new on-line magazine for all young chess players everywhere. We believe Junior BCM is the first magazine of its kind anywhere in the world; and whether you have just learned to play, or play regularly in teams and clubs but want to get better, *Junior BCM* is for you!

We are honoured that David Levens has agreed to be your Editor. David is a long established and hugely respected junior chess coach in England and writes extensively about chess for young players. In his prime David was one of England's leading players, took part in several British Championships and tied for first place in the Nottinghamshire County Championship on two occasions. David has notched up wins against several England international players and masters and has won many splendidly attacking Best Game prizes. He has even found time to be chess consultant to Yorkshire TV! So why not test your skills against him – if you think you have spotted something David has missed or can do better than him just let him know, he would be delighted to hear from you (davidl64@chesscoach.co.uk)!

David is deeply committed to helping young chess players improve their play. His work in developing junior chess is widely recognised and he holds many influential positions – he is a selector for the England junior chess teams, Director of Junior Chess for the Midlands Counties Chess Union, and has recently been appointed as Manager of Coaches for the English Chess Federation. Over the years David has run several chess clubs, captained county and club level chess teams, and coached hundreds of young players many of whom have played in national junior chess teams for England. So you can be confident that with David at your side you are in great company. If you want to know more about David just visit his website www.chesscoach.co.uk

We share David's passion and enthusiasm for junior chess and are delighted that together we have made *Junior BCM* a digital reality. It will appear every two months and will be packed with games, opening theory, key positions and examples of practical play which will surprise, delight and sometimes puzzle you. If you have suggestions about what you would like to see in *Junior BCM* or have played an interesting game we would love to hear from you (davidl64@chesscoach.co.uk). *Junior BCM* is available on-line via your desk- or laptop, Kindle, iPad and other handhelds (www.britishchessmagazine.co.uk).

One thing is for sure – by downloading *Junior BCM* you will learn much more about the wonderful game of chess, get ahead of your opponents and improve your results. We want you to enjoy *Junior BCM* and experience the magic which the great game of chess has to offer. Above all, we want you to have fun whether you win, draw or lose. So good luck and let's get going!

Shaun Taulbut, Chairman
Stephen Lowe, Director
British Chess Magazine



Why are we doing this?

Good question! First of all, let me say that I am delighted to be your Editor. I have spent much of my life playing, coaching or organising chess at national, county and local level and am totally committed to developing young chess players. Together with my colleagues involved in

Junior BCM we want to make a difference and encourage the growing and vibrant chess scene in schools and clubs.

And in digital format so that our readers can download *Junior BCM* anytime, anywhere! You will be the judge of whether or not we succeed, so I will always welcome hearing from you with your thoughts, questions and (constructive please!) criticisms (davidl64@chesscoach.co.uk).



What are those pawns doing at the bottom of the page?



Different articles in *Junior BCM* have different levels of chess content. So if there's no chess (like on this page) or this page is aimed at beginners and novices you'll see just one pawn.

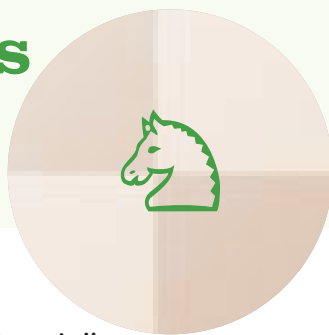
Articles aimed at intermediate level players will have two pawns, while the more advanced sections will have three pawns.



But just because an article has three pawns that doesn't mean that beginners shouldn't read it! You won't understand it at all, but everything you read about chess will help you to improve. And you can always come back to those articles when your skills have advanced!



Who on earth is David Levens?



Few of you outside the county of Nottinghamshire will know me. So let me tell you a bit more about myself. Though I rarely read the English Chess Forum I'm reliably informed that comments like the one in the title above were posted on the Forum by a number of players, mainly from the south east, who had obviously never heard of me. I can't really say that I blame them, even though I come from the south east corner of England myself.

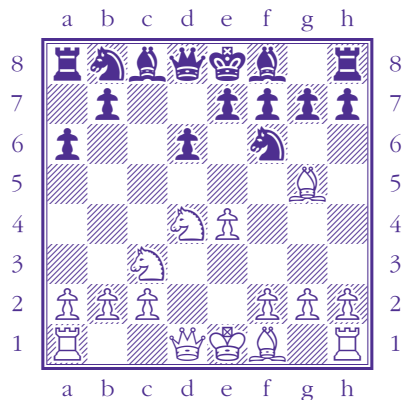
I was born in Dulwich, London at the start of the Second World War, and grew up mainly in Middlesex, where I founded Cedars Chess Club, once the most famous club in the country. Cedars played in Division 1 of the Middlesex League and Division 1 of the prestigious London league. I played board 3 below my friends Dave Rumens, now a FIDE Master (FM), and Dave Mabbs. Both my friends had won the London U18s championship and the British Boys U18 championships before I even knew such things existed!! Once I found out about them I began to take chess seriously at last and competed in three



British Championships and by the time I was 25 had a BCF grade around 200 – which means I was playing at quite strong county level. By this time I was living in the Midlands and played in the Leicester League for Loughborough Chess Club. Whilst here I won the Midland Counties Best Game prize with the following game against a strong player from Ireland.

David Levens (Loughborough) – Pat Hogan (Leicester)
Chapman Cup 1970

1 e4 c5 2 Nf3 d6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 a6 6 Bg5



At the time this was the most common way of dealing with the Najdorf Variation, which didn't then enjoy the popularity that it does today.

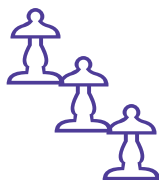
6...e6 7 Qf3

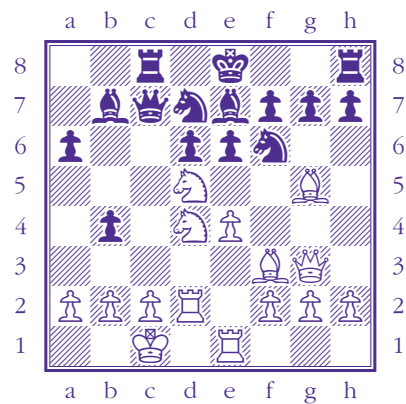
7 f4 followed by Qf3 was more commonly played here, but I have always liked to keep my opponents guessing! Besides, Pat Hogan, a minor Irish international, knew me well.

7...Be7 8 0-0-0 Qc7 9 Be2 Nbd7 10 Qg3 b5 11 Bf3 Bb7 12 Rhe1 Rc8 13 Rd2 b4!?

Black has delayed castling, probably with the idea of causing White to be unsure as to which side to attack on.

14 Nd5!





When your opponent's king is stuck in the centre you needn't attack on either side – you attack where the king is!

14...exd5 15 exd5 Ne5

Hoping to block the dangerous open e file.

16 Rxe5! dxe5 17 d6! Bxd6

If 17...Qxd6 18 Bxb7

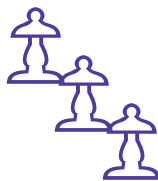
18 Nf5 Bf8?

18...Nd5 is best as the rook on d2 is tied down to defending a mate on c2.

19 Bxb7 Rd8

And not 19...Qxb7? 20 Qxe5+ Be7 21 Nd6+ wins the white queen.

20 Rxd8+ Kxd8



If 20 Qxd8 Bc6+ wins at once.

21 Bxa6

Black's poor development allows White to take time out to grab another pawn, while still maintaining his attack.

21...h6 22 Qd3+ Qd7 22 Qe4

Threatening 23 Qa8+ Kc7 24 Qb7+ Kd8 25 Qb8+ and mate next move. So Black does not have time to capture the white bishop on g5.

23...Qa7 24 Qd5+ Kc7 25 Qxe5+ Kb6?

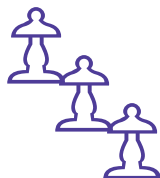
After suffering for much of the game Black blunders, but he is lost anyway.

26 Be3+ 1-0

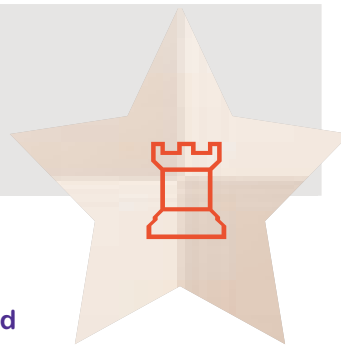
Unfortunately, due to a burgeoning career as an electronics technician and the pressures of a young family, I stopped playing competitively shortly after this for the best part of the next 25 years. Nowadays I'm not quite the player that I was – but I've still managed to beat a FM or two since my return to active play.



David Levens – Editor



Chess in Easy Stages



This is the first of a series of articles designed mainly for beginners, but could also be useful for schoolteachers wanting to teach chess successfully to their own schoolchildren.

Initially we will start with Stage 1, which will teach you how to set the board up correctly; teach you the names of all the pieces; teach you how each piece moves; and teach you how each piece captures.

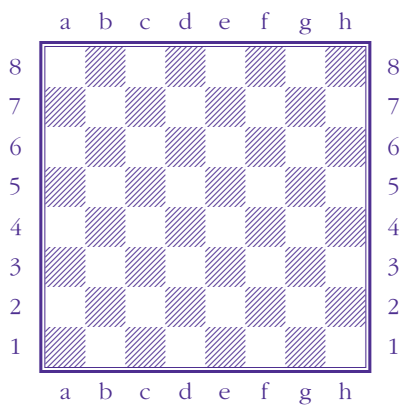
In subsequent issues we'll progress through grades 2, 3 and 4; by the time you've completed Stage 4 you should be nearly up to the standard of a good club player. But, if you wish we can take you further!

Stage 1

The first thing to realise is that chess is a game of war. Invented in about 600 AD it is probably the first true war game. These 'wars' take place on a battlefield of 64 alternate black and white squares between two armies, one called 'White' and the other 'Black'. White always moves first and players then take turns to move, but are only allowed one move at a time!



Below is the normal chess battlefield. *Note:* You should always have a white square in your bottom right hand corner.



Each square is named using a letter and a number, from a1 (lower left) to h8 (top right). We can use these labels when writing down our games.

Each army at the start of battle consists of 16 men each, eight Pawns one King, one Queen, two Rooks (or castles), two Bishops and two Knights.

The pieces and pawns are depicted on the next page:

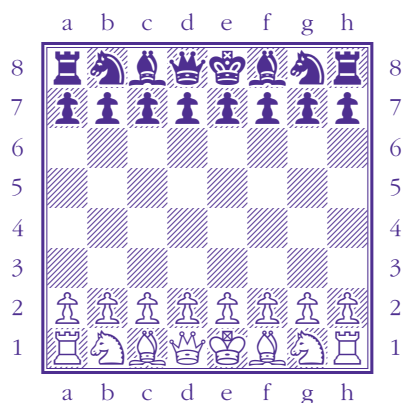


	White		Black		Letter
	Piece	Symbol	Piece	Symbol	
Pawn					P
Knight					N
Bishop					B
Rook					R
Queen					Q
King					K

We use the symbols to represent the chessmen in chessboard diagrams. We use the letters when we write down moves. Note that we use 'N' for knight because 'K' is used for the king. And when we write down moves 'P' is not in practice used when a pawn moves.



The diagram below shows the two armies lined up at the start of battle.



The Rooks, or castles, are placed in the four corners; the Knights are placed immediately next to the Rooks; the Bishops immediately next to the Knights. The King *always* goes on a square of the opposite colour in the centre of the first and last rows (ranks); and his Queen *always* is placed on a square of her own colour: white Queen on a white square; black Queen on a black square. Your eight pawns line up in front of your other army members.

The word pawn probably comes from the Spanish word 'peon', which means peasant; your pawns are really just that, peasants called into battle by their Lord or King. They are only worth one measly point each.

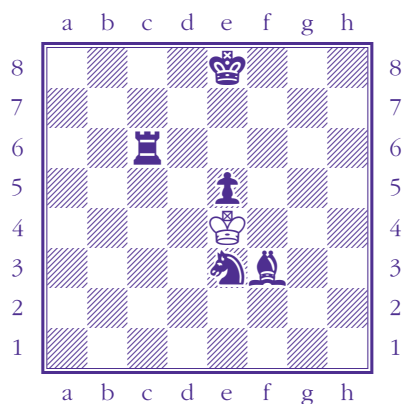
The King

But I think it's time we introduced you to your King! Your King is the most important piece on the whole board. He is so valuable that we cannot give him a real value as we can with every other

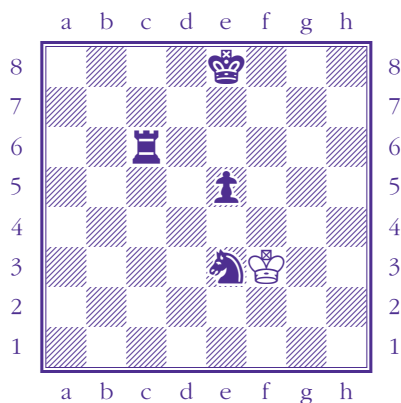


member of your army. You *must* look after him and you *must* make every effort to capture your opponent's King at the same time. Once you have captured your opponent's King the game is over. This is called checkmate, from the Persian *shah mat*: the King is dead. If you know anything about mediæval history, or have ever watched an adventure film involving wars between armies of that time, like Henry V, you will know that this is what each army is trying to do – capture the enemy King or gain his resignation! So for all his value the King is only allowed to move just one square at a time, but in any direction: forwards, backwards, sideways and diagonally. He can capture members of the opposing army exactly the same way.

In the diagram below the white King can capture the black pawn simply by removing it from the board and occupying the square that the pawn was on. It can capture the black Knight and the black Bishop exactly the same way, but *not* the Rook: it is more than one square away.



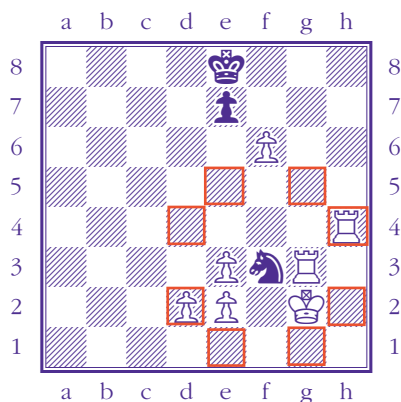
Below is what the position will look like after you have captured the Bishop; your King now occupies the square that the black Bishop was on.



Knights

The colourful diagram below can be used to illustrate various moves of the Knight, pawn and King. The black Knight can move to any of the squares marked red and this clearly shows that a Knight can control as many as eight squares at a time, when placed near the centre of the board. But what makes the Knight so very special is that it can jump over any other piece in its way, just like a real horse. For example, the Knight on the square f3 can jump over the white pawn on e3 and capture the pawn on d2. When the Knight moves to either e1 or h4, jumping over the Rook on g3, it will be threatening to 'capture' the white King; this is called 'check'. Though it is no longer necessary to call check out loud you may find it useful to do so while you are learning. If you play either of these moves the white King will have to move out of check, to a square not attacked by the Knight. *Note:* the rules do not allow you to actually capture your opponent's King and remove it from the board.





Pawns

If you played your white pawn to the square, f7, you would have your opponent's King in check, because pawns capture diagonally one square. If you were recording this game on a score-sheet (see note at end of paragraph) you would write f7+ but I'll explain chess notation fully a little later. But to return to the diagram: if it is Black's turn he still has seven more possible moves! His King can move to the squares f7, d7, f8 and d8 while his pawn can move to e6 and e5 or capture the white pawn on f6 – pawns can only move forwards and one square at a time, except on their very first move when they may also move two squares forwards. When you wish to capture a piece or another pawn with one of your own pawns then your pawn moves diagonally forwards one square (see above).

Note: whenever you capture an opponent's pawn or piece remember to remove it from the field of battle!

(Score sheet: When you start playing in serious competitions you will be obliged to record all your moves and all your opponent's moves on an official score-sheet. This is really very easy and I will explain it fully in a later issue. Using score sheets, recording your games, is the reason that we can play through games of players played a very long time ago – action replays!!)

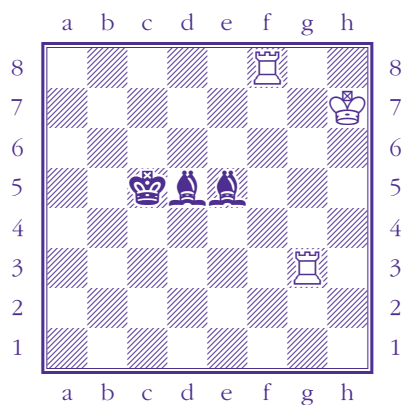


Bishops

Bishops, which have roughly the same value as a Knight (3 points), move diagonally forwards or backwards as many squares as is legally possible. But unlike the Knights they cannot jump over other pieces. Also, the Bishop that starts on a white square can only move on white squares and attack other pieces that are on white squares. A Bishop that starts on a black square can only move along black squares and attack pieces that are on black squares. So a pair of Bishops, one controlling white squares and one controlling black or dark squares, is very powerful indeed!

In the diagram below the black Bishop on the square e5 can move to any square along the diagonal from a1 to h8 OR the square b8 to f4 (remember Bishops cannot jump!) OR you could use it to capture the white Rook on g3 by landing on that square and removing the Rook from the board!

The black Bishop on the square d5 can move anywhere along the diagonal a2 to g8 or the diagonal h1 to a8 and be placed wherever you wish to put it.



Rooks

Rooks, which are worth 5 points each, also move in straight lines but can only move vertically or horizontally but *not* diagonally. Therefore the white Rook on the square g3 can be moved from there to any square along the file g1 to g8 *and* anywhere along the rank h3 to a3. If you wish to check the black King all you have to do is move it to the square c3. From here it threatens the King as the Rook and King are in a direct line and no other piece or pawn is in the way. Similarly the white Rook standing on the square f8 can move to any square on the file from f8 to f1 *or* anywhere along the rank from f8 to a8 *or* from f8 to h8.

What would happen if you placed this Rook on the square c8?
Answer: you could call check, as your Rook and the black King are again in a direct line with each other and no other piece or pawn stands between them.

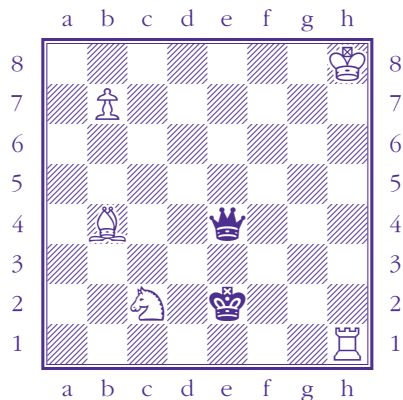
What would happen if you placed your white Rook on the square h8? *Answer:* the black Bishop on e5, when it is Black's turn to move, could move to the square h8, capture the white Rook and remove it from the battle.

The Queen

And now we come to your most powerful piece of all: the Queen. Her majesty is worth a massive 9 points; nearly twice as much as a Rook and three times as much as either a Bishop or Knight and nine times as much as the lowly pawn. This mighty piece can move in any direction at all in a straight line. She can move horizontally, vertically up, or even diagonally, backwards and forwards, though she cannot jump.



So, in the next diagram can you tell me how many squares the Queen can get to? Can you see how many checks the Queen can make against the white King? Can you work out how many other pieces the Queen can capture?



Answers: the black Queen can reach the squares d3, f5, g6, and h7 along that diagonal; the Queen can reach the square h1 and capture the white Rook, at the same time giving check to the King on h8!! She can also go to g2, f3, d5, c6 and also capture the pawn on b7. She can go to e8 and announce check to the white King on h8; she can be placed on e5 and announce check to the King on h8; she can go to h4 and announce check to the white King from here too. She could capture the white Knight on c2 or the Bishop on b4. Have I missed any? Try and find the ones I have missed.

What if the Queen travelled to h7 and announced check to the white King. What could white reply?



Answer: if the black Queen placed herself next to the white King, though it would be check, the white King could actually capture the black Queen, as she is not protected by another black piece or pawn.



The values of the pieces

A reminder of the values of all the men in your army:

King	B	too valuable to give a number to
Queen	Q	9 points
Rook	R	5 points
Bishop	B	3 points
Knight	N	3 points
Pawn	P	1 point

These are only a guide! Quite often, players will give up a Rook for a Bishop, or a Knight for one or two Pawns, so that they can get some other advantage, like an attack on the enemy King.

Now, without cheating, try and complete Test 1 A. You would need 13 points out of 15 to pass. If you 'fail' have another read of the information and try Test 1 B.

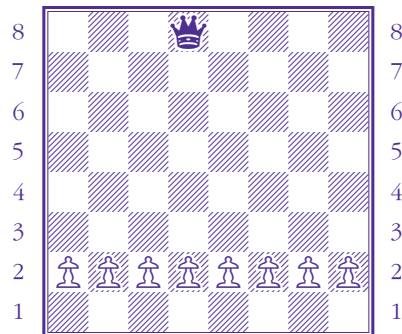
When you have done this here is a game you can enjoy while you learn how to use your pawns and pieces. This game is called Fox and Geese



Fox and Geese

Place all eight pawns (the Geese) of one colour on their normal start squares (the second rank) and a Queen (the Fox) of the opposite colour on her start square; *remember*: a black Queen on a black square and a white Queen on a white square. By using the moves you have learnt try and get one of your geese safely to the other end of the board without getting 'eaten' by the Fox.





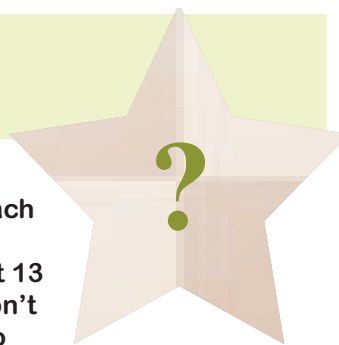
The Geese start first. If you do get one of your Geese to the eighth rank you win, but only if the Fox still cannot capture you. However you would still win if you could then recapture the Fox with one of your Geese. Try this with a friend and take it in turns to be the Geese.

When you have played this enough times to have learnt the moves properly you should have learnt which is more powerful, eight pawns or one Queen? When you know the answer to this question you can play different variations of this game: 4 pawns v one Rook; 3 pawns v one Bishop; and three pawns v one Knight. Just see what you can learn!



Test 1A

Below is the Test 1A, which if you passed in front of a qualified chess coach or teacher would get you a Grade 1 certificate. You need to answer at least 13 questions correctly to pass Test 1A. Don't worry too much if you just fail. If you do you can always take Test 1B! In the next issue I'll introduce you to Stage 2, which leads to a Grade 2 certificate. The whole system is based on the music examination system that mostly goes from Grade 1 up to Grade 8. However, in the chess world, once you get to Grade 4 or 5 you will probably have an ECF Grade over 150 and then you will almost certainly be more interested in improving that! Nevertheless this system is a useful guide for all coaches.



Question 1



This tall piece with the cross on top is the only piece that cannot be taken off the board. It is called the ...

- ☐ Queen
- ☐ King
- ☐ Bishop

Question 2



The piece shaped like a horse's head is called the:

- ☐ Queen
- ☐ Horse
- ☐ Knight

Question 3



This piece is sometimes called the castle but it's real name is the

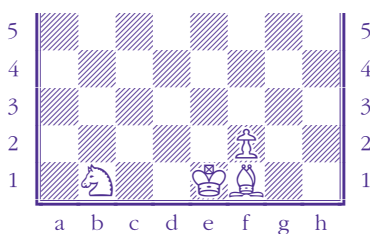
- ☐ Tower
- ☐ Rook
- ☐ Pawn



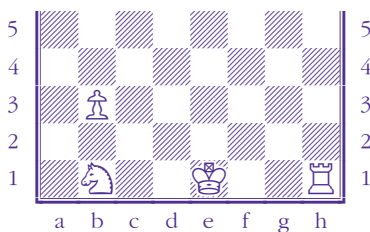
Question 4



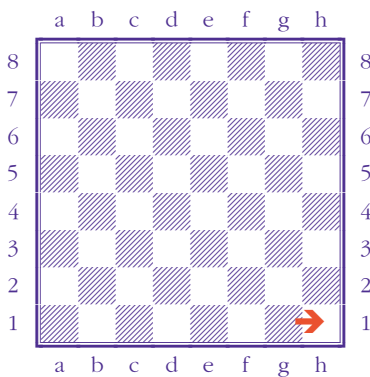
Question 5



Question 6



Question 7



These small pieces are called:

- ☐ Ninjas
- ☐ Pawns
- ☐ Bishops

The **pawn** has not yet moved.
How many squares forward
can it move on its first move?

- ☐ Only one
- ☐ One or two
- ☐ Three

The **pawn** has already moved
forward one square. How
many squares **forward** can it
move on its **next** move?

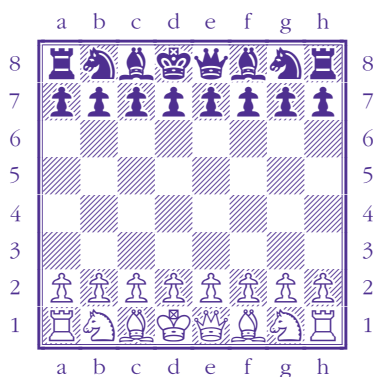
- ☐ Only one
- ☐ One or two
- ☐ Two

This chess board has a **white**
square in the **bottom right**
hand corner (see arrow).

Is the board the right way
round?

- ☐ Yes
- ☐ No

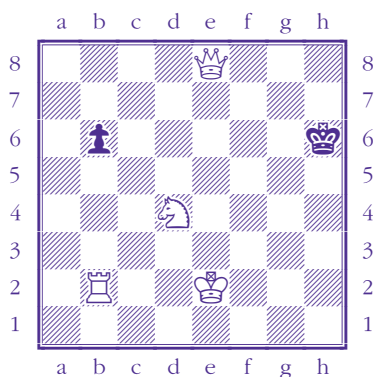
Question 8



What is wrong with the way this chess board has been set up?

- ☐ The **queens** and **kings** are on the wrong squares
- ☐ The **bishops** and **knight**s are on the wrong squares
- ☐ The **rooks** are on the wrong squares

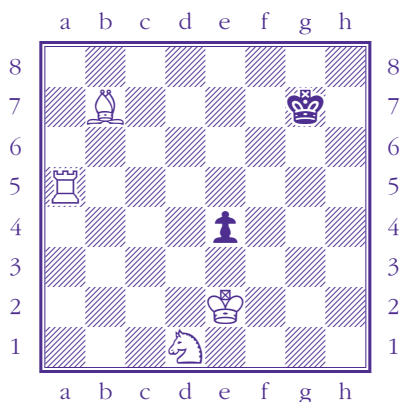
Question 9: White to move



Which is the **only** white piece that can capture the **black** pawn next move?

- ☐ Rook
- ☐ Knight
- ☐ Queen

Question 10: White to move

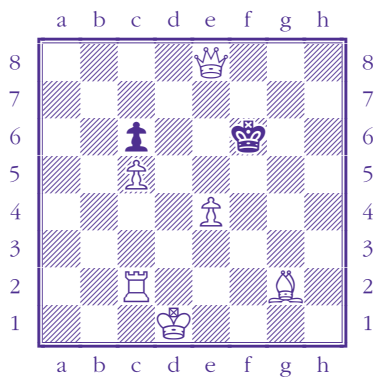


Which is the **only** white piece that can capture the **black** pawn next move?

- ☐ Rook
- ☐ Knight
- ☐ Bishop



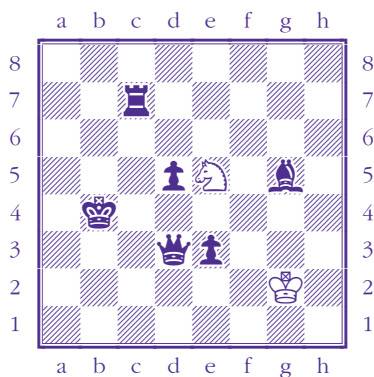
Question 11: White to move



Which is the **only** white piece that can capture the **black pawn** *next* move?

- ☐ Rook
- ☐ Queen
- ☐ Bishop

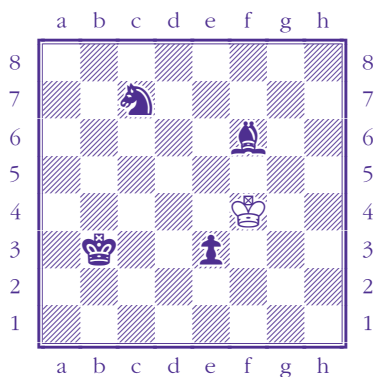
Question 12: White to move



Which is the **only** black piece the **white knight** can capture *next* move?

- ☐ Bishop
- ☐ Queen
- ☐ Rook

Question 13: White to move

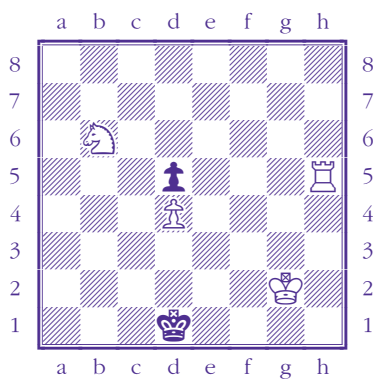


Which is the **only** black piece the **white king** can capture *next* move

- ☐ Bishop
- ☐ Pawn
- ☐ Knight



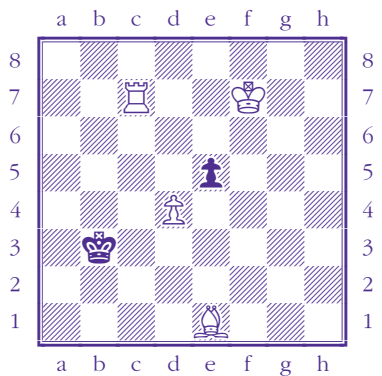
Question 14: White to move



Which is the **only** white piece (apart from the king) that **cannot** capture the **black pawn** *next* move?

- ☐ Pawn
- ☐ Knight
- ☐ Rook

Question 15: White to move



Which is the **only** white piece that **can** capture the **black pawn** *next* move?

- ☐ Pawn
- ☐ Bishop
- ☐ Rook

Remember you need to score at least 13 to pass Test 1A.

Solutions are on page 97.



Signs and Symbols

People use lots of symbols and abbreviations when writing about chess, so it's important to know what the common ones are. Here's a list of the ones used in *Junior BCM*. If you read some of the highly specialised books and magazines about chess you'll find that there are many more!



- + Check
- # Checkmate
- ! Good move
- !! Brilliant move
- ? Bad move
- ?? Blunder
- !? Interesting move
- ?! Dubious move
- = Level position
- + - White is winning
- + Black is winning

BCF British Chess Federation (the former name of the ECF)

ECF English Chess Federation: the governing body in England



EEC; EEC Examine Every Check; Examine Every Capture.

FIDE Fédération Internationale des Echecs (International Chess Federation); the world governing body for chess.

Fritz The best-known chess-playing computer program. There are many others: you may hear the names Houdini or Stockfish, for example.

GYPO Get Your Pieces Out.

LPDO Loose Piece Drop Off.



* * * *

Here are a few things some great chess players have said about chess. They certainly make us smile at BCM!

“We don’t really know how the game was invented, though there are suspicions. As soon as we discover the culprits, we’ll let you know.” – Bruce Pandolfini

“A Chess game is divided into three stages: the first, when you hope you have the advantage, the second when you believe that you have an advantage, and the third ... when you know you’re going to lose ” – Savielly Tartakower

“When you don’t know what to play, wait for an idea to come into your opponent’s mind. You may be sure that idea will be wrong” – Siegbert Tarrasch

“You must take your opponent into a deep dark forest where $2+2=5$, and the path leading out is only wide enough for one.” – Mikhail Tal

“Genius. It’s a word. What does it really mean? If I win I’m a genius. If I don’t, I’m not.” – Bobby Fischer



Girl Power!



One of the many great joys of chess is the fact that, unlike almost any other sport, female players can compete on level terms against males – strength and speed play no part!

Judit Polgar, once nick-named 'Tal in a skirt' (after the brilliant attacking World Champion Mikhail Tal), is one of the most ferocious attackers on the planet. This game is her demolition of FIDE World Champion, Rustam Kasimdzhanov. Polgar also crushed current World Champion, Vishy Anand, in similar fashion.

Judit Polgar (2735) – Rustam Kasimdzhanov (2670)
FIDE World Championship, San Luis, Argentina 2005

1 e4 c5 2 Nf3 d6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 a6

The Najdorf variation invented by Argentinian Grandmaster, Miguel Najdorf.

6 Be3 e6 7 g4 e5 8 Nf5 g6 9 g5 gxf5 10 exf5

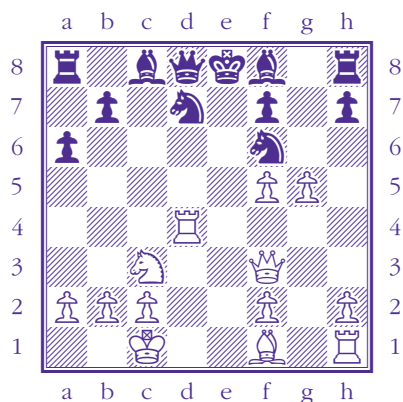
The Perenyi Gambit: White gives up a piece for a huge attack.

10...d5 11 Qf3 d4 12 0-0-0 Nbd7

If 12...Qc7 13 Bd2 dxc3 14 Bxc3; 12...Qb6 is also possible. It leads to a very complex position which Fritz was unable to make up its mind about! For that reason it is doubtful that any of your opponents could find their way through the labyrinth of variations either.

13 Bxd4 exd4 14 Rxd4





White is now two pieces down. But look where Black's pieces are! And his king is still uncastled, while White also has a good space advantage.



Judit Polgar is the strongest ever female chess player.

In tournament play she has defeated nine male world champions – including Garry Kasparov, Anatoly Karpov, Boris Spassky and Vishy Anand!

14...Bg7 15 Rg1 Kf8

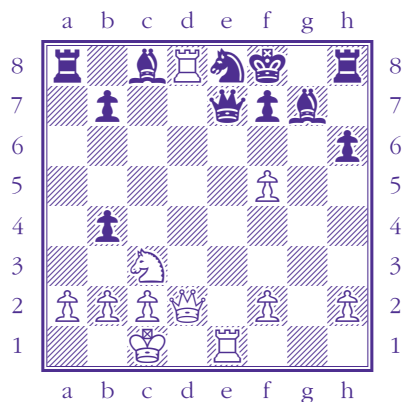
If 15...0-0 16 gxf6 Qxf6 17 Rdg4 is my preferred choice.

16 Qe3 Qe7 17 Qd2 h6 18 gxf6 Nxf6 19 Rd8+ Ne8 20 Bb5!!



Sacrificing yet another piece with gain of *time*, an important element of chess!

20...axb5 21 Re1 b4



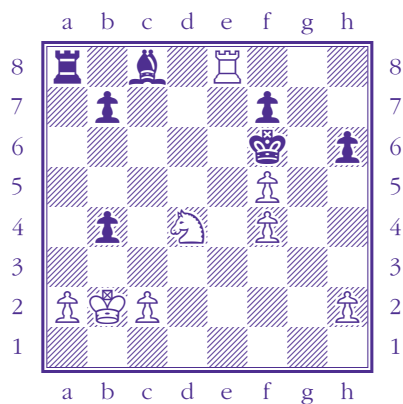
22 Nb5

If 22 Rxe7 Kxe7 is less clear-cut for White.

22...Bxb2+ 23 Kxb2 Qf6+ 24 Qd4 Kg7

24...Qxd4+ 25 Nxd4.

25 Rxe8 Rxe8 26 Rxe8 Qxd4+ 27 Nxd4 Kf6 28 f4!



A good example of where doubled pawns are strong! The pawn on f4 prevents Black's king from advancing into the centre.

28...b6 29 Rd8 Bb7 30 Rxa8 Bxa8

Black has defended very well, but now the smoke and dust has cleared White is a pawn up.

31 Kb3 Bd5+ 32 Kxb4 Bxa2 33 Kb5 Bb1 34 c3 Ke7 35 Kxb6 Kd6 36 c4 Bd3 37 c5+ Kd5 38 Nc6 Ke4 39 Ne7 Bc2 40 c6 Ba4 41 c7 Bd7 42 Kc5 1-0

The following game, played in the World Women's Championship in 2008, shows a 14 year old Grandmaster demolishing her opponent with simple chess. By following the basic techniques taught by your coach you too could obtain regular good results!

Hou Yifan (2557) – K.Mona (2007)
Women's World Championship, Nalchik, Russia 2008

1 e4 e5 2 Nf3 Nc6 3 Bb5

The Spanish Opening, originally called the Ruy Lopez after the Spanish priest who invented it.

3...Nge7

The Cozio variation, a rare reply.

4 Nc3

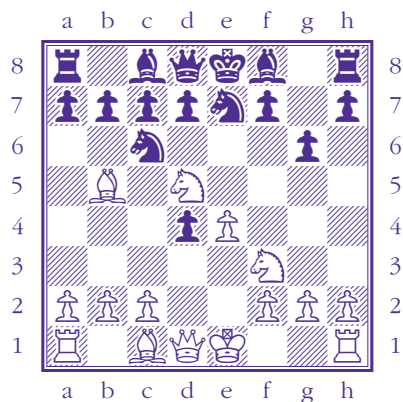
Simple development by the 14 year old.

4...g6 5 d4



Attacking the *centre* whilst gaining *time* to develop another piece!

5...exd4 6 Nd5



White is already *threatening mate* after just six moves. Good players look for mating possibilities at all stages of the game. Remember: The game ends with checkmate!

6...Bg7 7 Bg5 h6 8 Bf6 Bxf6 9 Nxf6+ Kf8 10 0-0

Getting her king into safety and developing her h1 rook.

10...Nf5?!

Get your pieces out! 10...d6. controlling e5 and preparing to develop her bishop would have been much more sensible.

11 Nd5 Ng7 12 Bc4 Ne6 13 Qd2

Uniting both rooks, ready for battle.

**13...b6 14 c3 Na5 15 Be2 c6 16 Nf4 dxc3 17 Nxe6+ fxe6
18 Qxc3 Kg8 19 Rad1 Qe8 20 Ne5**

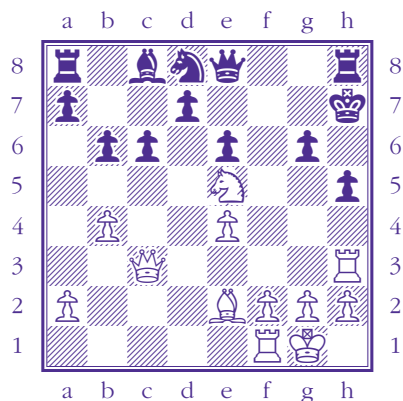
Planning Ng4-f6.

20...h5 21 b4 Nb7 22 Rd3



A rook lift, getting ready to swing across to g3.

22...Kh7 23 Rh3 Nd8



*Note: This knight has now moved **four times** while both her rooks and bishop haven't yet got out of bed! The moral of this game is always **try** not to move any piece twice until you have moved every piece once. This is a good rule of thumb but as you gain experience you will probably realise that there are always exceptions to every 'rule'.*

24 Nxg6!! Kxg6 25 Rg3+ 1-0

Black resigns as it is mate next move by Qg7.

And now for a game from Alexandra Kosteniuk, an ex-Womens' World Champion and also a model!

Alexandra Kosteniuk (2510) – A.Pourkashian (2269)
Women's World Championship, Nalchik, Russia 2008

1 e4 e5 2 Nf3 Nf6

Petroff's Defence has become quite popular at the highest level in recent years. Tellingly, though, since Vladimir Kramnik, conqueror of Garry Kasparov in a world title match,

began using it he hasn't won a game with Black for a very long while against other 'Super' GMs.

3 d4

A variation that was popular in the 1960s and 70s.

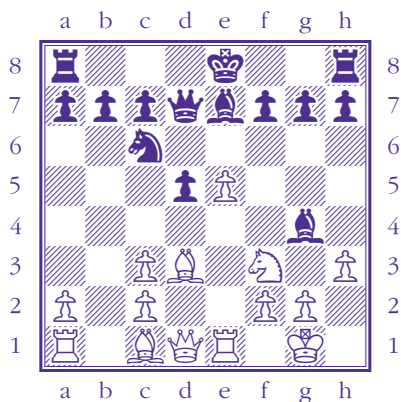
3...Nxe4 4 Bd3

Kosteniuk prefers the sharp lines!

4...d5 5 dxe5 Be7 6 0-0 Nc6 7 Nc3 Nxc3 8 bxc3

Though White now has doubled pawns these are not really weak, as Black has no easy way to attack them.

8...Bg4 9 Re1 Qd7 10 h3



10...Be6

This really makes the earlier 8...Bg4 pointless. Better is 10...Bh5 11 Rb1 Rb8 12 g4 Bg6 13 Rb5 Nd8 14 c4 dxc4 15 Bxc4 Qc6 16 Bd3 0-0.

11 Rb1

Rooks belong on open files.

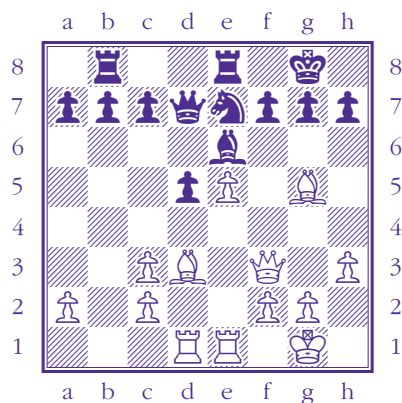




**Former Women's World
Champion Alexandra Kosteniuk
has brought fashion, style and
glamour to chess**

**11...Rb8 12 Ng5 Bxg5 13 Bxg5
0-0 14 Qf3 Rfe8 15 Rbd1 Ne7**

This is understandable, but is really too passive. 15...b5 would be better, then 16 a3 a5 17 Rb1 Ne7 18 Be3 Ng6 19 Ba7 Rb7.



16 c4! Qc6

16...dxc4?? allows 17 Bxh7+ Kxh7 18 Rxd7.

17 cxd5?!

Even stronger was 17 Bxe7! Rxe7 18 cxd5 Bxd5 19 Bxh7+ Kxh7 20 Rxd5.

17...Bxd5 18 Qg3 Ng6 19 h4 h5

The advance of White's h-pawn has created a little weakness in Black's kingside.

20 f4 Qc5+ 21 Kh2 Bxa2

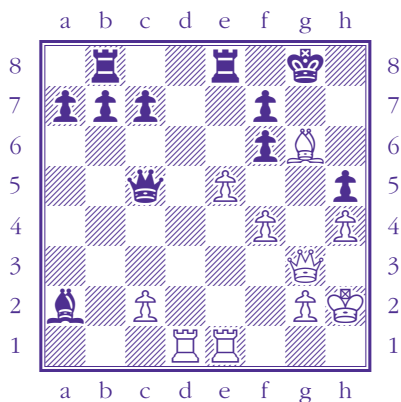
This is not the time to go pawn grabbing.

22 Bf6



The focal point of White's attack is the g7 square, hence White's last move.

22...gxf6 23 Bxg6



23...fxe5?

It's difficult to find a good defence for Black here, for example, if 23...fxg6 24 Qxg6+ Kf8 25 Rd7; But 23...Qf8, bringing a piece back to help with the defence seems more logical.

24 Rd7!

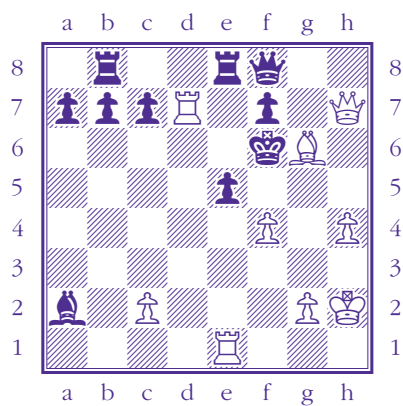
Simple chess. The reason for placing rooks on open files – *White penetrates to the 7th rank.*

24...Kh8 25 Qg5

With the idea of 26 Qh6+-Qh7+-Qf7 checkmate.

25...Qf8 26 Qxh5+ Kg7 27 Qh7+ Kf6





28 fxe5+

Opening the f-file for the other rook.

28...Rxe5 29 Rf1+ Ke6 30 Rxf7 1-0

And finally... let's
have a glimpse of
British girl power

Here we see
Sarah Hegarty in
action at Torquay,
where she finished
joint winner with
Akshaya Kalaiyalahan
in the
British Women's
Championship



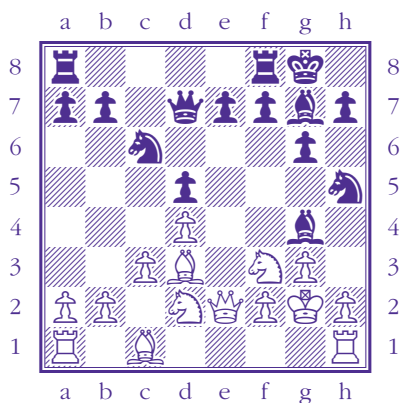
Spot the Continuation



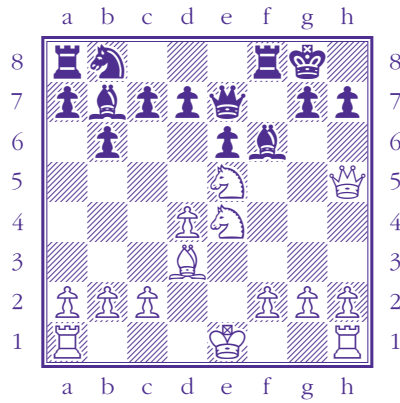
I have little doubt that many of you reading this have seen the letters **LPDO** among the annotations given by some Grandmaster or other! They stand for Loose Pieces Drop Off. In other words, a piece standing on an unguarded square is likely to be lost.

There are other uses of capital letters to help annotate a game, eg: **GYPO** – Get Your Pieces Out!! But first I want to look at **EEC; EEC**. Examine Every Check; Examine Every Capture. The key word in this mnemonic is *Every*! If you can train yourself to do this during your own games you could save yourself a lot of missed opportunities and heartache.

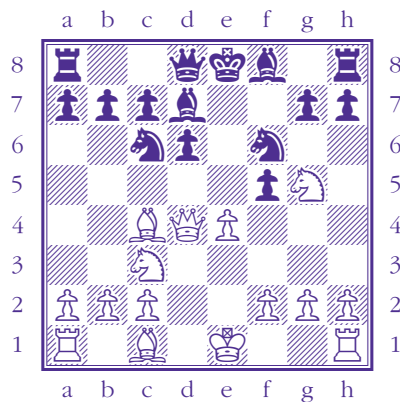
1. The following position is from a game of mine played in the 4NCL in 2005. In the diagram below White has just played 12.Rh1. Now is the time for **EEC; EEC**! How did Black win this?



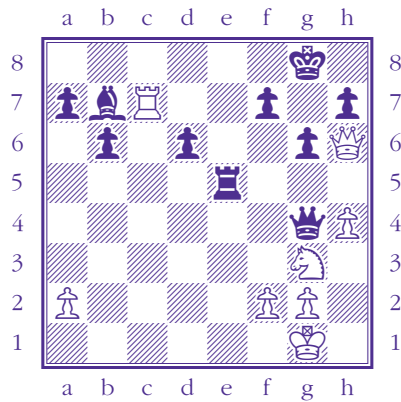
2. The position in the next diagram was reached after just 10 moves of a Dutch Defence. How did White win from here? Remember, EEC; EEC; EEC.



3. The next position is from a game played in 1891: EEC; EEC! White to play and win.



4. The following game was a win by a well-known Grandmaster who has just produced a DVD of his best games. The game started out as a Gruenfeld Defence. How did Black win powerfully from here?



Solutions on page 97-98.



‘Buster’ solved all these puzzles, can you?



Tournament Reports



Because I'm a full-time, professional chess coach I do try to attend as many junior tournaments as possible to support my own pupils, but as I'm also an England Under 11 selector for EPSCA I also like to keep an eye on any other talents, both boys and girls, coming through. But it's impossible to be everywhere, so I invite you to send in any reports of any events that you might compete in. These should be of interest to all juniors actively seeking to improve their game.

British Championships

This year's championships, the 100th (!!), were held in the Riviera International Centre at Torquay, a superb venue in a wonderful, family friendly seaside resort. We were also blessed with good weather, so when the games were done and dusted families could enjoy the beach and other local attractions. As always there was a wealth of events that juniors could compete in but the main ones were the age group championships, all of which were highly competitive and hard fought. The standard of play, too, was astonishingly high.

The U16 group (22 entries) was won by Ollie Wilson with a score of 5½; Paul Calderon and Katherine Shepherd, who recently represent England girls in the annual Gilbert Championship at Cardiff, were equal second on 5 points.

Under 14 Championship (27 entries): 1st William Claridge-Hansen 6; Daniel Gallagher 5½; Michael Ashworth 5.

Under 13 Championship (24 entries): 1st Dion Huang 6½; Richard Zhu 5. There was a 5-way tie for third place between David Gallagher, Girinith Haridas, Joshua Higgs, David Lin, Alyssa Wang all on 4½ points.

Under 12 Championship (36 entries): 1st Akshaya Kalaiyalahan 6½; Girinath Haridas 5½; Koby Kalavannan 5½.

Under 11 Championship (60 entries): 1st Koby Kalavannan 6; and a 4-way tie for 2nd between Anantha Anilkumar, Gabriel Balouka-Myers, Nugith Jayawarna and Charlie McLaren all on 5.

Under 10s Championship (58 entries): 1st Sacha Brozel 6; and another 4-way tie for second between Omeet Atara, Aditya Verma, David Liu, Riyaan Yesudian all on 5½.

Under 9s Championship (70 entries): 1st Ieysaa Bin-Suhayl 6½; equal second Alexander Jamieson and Ilya Misyura 6.

Under 8s Championship (43 entries): Five juniors tied for first place. These were Srindhi Dwarkanathan, William Golding, Ranesh Ratnesan, Christopher Tombolis and Haolin Zhao.

* * * *

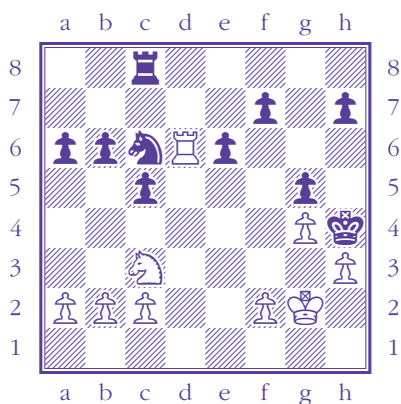
Here is a fluctuating game taken from the Under 9s tournament which shows the standard of play and an amusing finish by White.

Vishnuja Vaseekaran – Anita Somton

British Under 9 Championship, Torquay, 3rd August, 2013

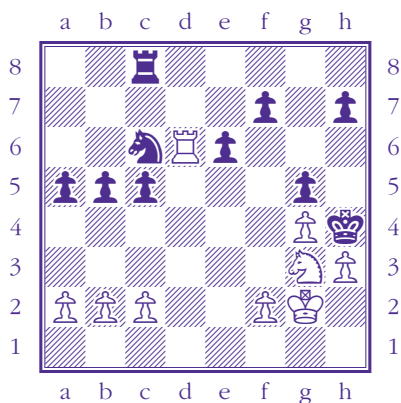
1 e4 c5 2 Nc3 g6 3 g3 Bg7 4 Bg2 Nc6 5 Nge2 e6 6 0-0 Nge7
7 d3 0-0 8 Be3 Nd4 9 Qd2 d5 10 Bh6 Nxe2+ 11 Nxe2 b6 12 Bxg7
Kxg7 13 Nf4 Bb7 14 Rad1 dxe4 15 dxe4 Qxd2 16 Rxd2 Rad8
17 Rfd1 Rxd2 18 Rxd2 Bc6 19 h3 Kh6 20 e5 g5 21 Bxc6 Nxc6
22 Ne2 Nxe5 23 Kg2 Nc6 24 Rd7 a6 25 Rd6 Rc8 26 Nc3 Kh5
27 g4+ Kh4!?

Living dangerously as the black king has no retreat. Safer was 27...Kg6 28 Na4 when the position is about level. However no damage is done by the king move provided Black plays accurately.

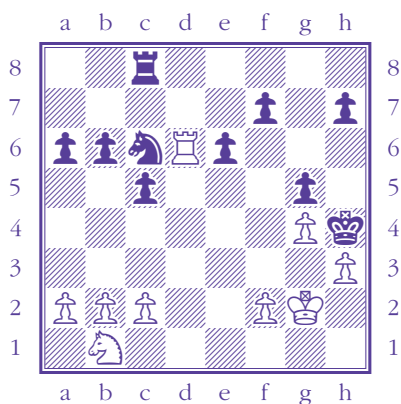
**28 Nb1!**

White is alert to a new opportunity. This is a good example of the chess term *reculer pour mieux sauter*, a French phrase which means 'retreat in order to make a better jump'.

Also interesting is 28 Ne4! (with the same idea of going to d2 and f3 checkmating. Then if, say, 28...b5 29 Ng3 a5? (To save the queenside pawns from capture but 29...Ne7 stopping White's next move is best, even though White has 30 Rxa6).



30 Nf5+! exf5 31 Rh6#. What a surprising checkmate, this time with the rook!

**28...b5**

To get the pawn off the third rank so that when the knight moves White cannot play Rxb6. If 28...f5 then 29 Rxe6 h5 30 f3 and White is threatening mate by Rh6 and Rxh5. If 28...Nd4 then 29 Rxd4! cxd4 30 Nd2 and mate follows by Nf3 as in the game. And if Black tries to prevent mate with 28...Rd8 White can play 29 Rxd8 Nxd8 30 Nd2 and 31 Nf3 mate. The best defensive move was 28...h5 29 gxh5 (after 29 f3 the knight no longer has the mating threat on this square) 29...Kxh5 liberating the king.

29 Nd??

Missing 29 Rxc6! Rxc6 30 Nd2 and mating on f3.

29...a5??

Black could still stop the mate with 29...Ne5 upon which White would play 30 Rxa6.

30 Nf3 mate

England junior international Anita Somton is the highest rated Under 10 player in England, so it was quite an achievement for Vishnuja, rated more than 50 points below her, to win this game.

Marcus Harvey wins Sensational Seventeenth Delancey UK Schools Chess Challenge Terafinal

Report by Mike Basman

The seventeenth Terafinal of the Delancey UK Schools Chess Challenge produced some of the most eventful scenes ever.

Boasting an array of star junior talents, observers were treated to displays of outstanding virtuosity, nerveless thinking and fine sportsmanship. Many reputations were made in this concertinaed two-day event, and many lost.

The tournament consisted of one Terafinal, in which 58 of the winners from the North and South Gigafinals played; three Challengers sections of approximately 40 players each, for competitors who had taken the 2nd and 3rd places in the Gigafinals; and two 'Relax' sections, in which parents and siblings of the competitors could play.

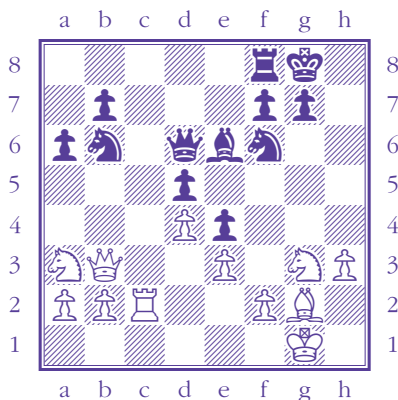
The favourite for first place was the 2011 winner, **Yang-Fan Zhou**, who has a fantastic grade of 240 (ELO 2469), and is tipped as England's next Grandmaster. However, he struggled in round 4 against end-game expert, **Pierre Weller**, and again in round 5 was unable to convert an advantage against his main rival, **Marcus Harvey**. Harvey, in contrast, was playing outstanding chess, including a master-class game against last year's runner up, **Jean-Luc Weller**. Thus, at the beginning of round 6 there were 3 players tied for first place on 13 points: Yang-Fan Zhou, Marcus Harvey and **Andrew Horton**. Andrew had been held to a draw in round 2 by fellow 3Cs player, **Daniel Abbas**, but thereafter demolished the fourth seed, **William Foo**, and Northumberland's **Zheming Zhang**.

The last round pairings were:

William Foo v Yang-Fan Zhou
Marcus Harvey v Andrew Horton



Marcus Harvey – Andrew Horton

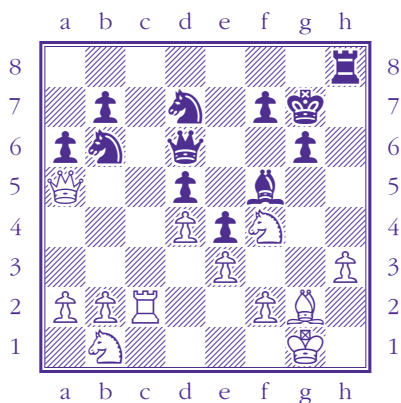


23...g6

Preparing to utilize the h file with ...Kg7 and ...Rh8. White needs to stir up trouble on the other wing.

Andrew Horton made a fatal time pressure error in the decisive final game

24 Qc3! Rc8 25 Qd2 Re8 26 Qa5 Nfd7 27 Ne2 Kg7 28 Nf4 Bf5 29 Nb1 Rh8



At last Black has got his ducks in a row, and is planning ...g5 followed by collapse of weak h3 pawn.

30 Qa3 Qf6

With storm clouds looming, White needs to find a target, and he latches on to the pawn at d5.

31 Nc3!

The sickly knight becomes a tower of strength. You could call him a late developer.

31...Qg5 32 Kf1!

The flexi-king does a runner. The White position seems to be holding.

32...Rh4

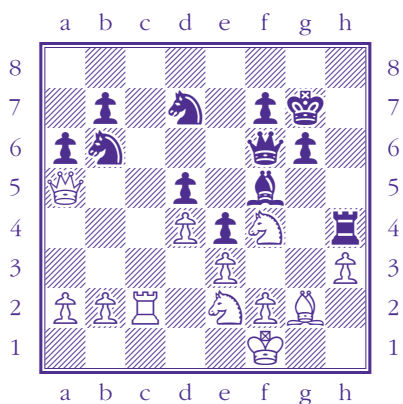
Planning an exchange sacrifice on f4. But White calmly shores up the defences.

33 Nce2 Qf6 34 Qa5

Putting more pressure on d5.

***THE CHAMPION!***

Marcus Harvey's victory in the Delancey UK Schools Chess Challenge was rewarded with £2,000 in prize money



34...Nc4??



A time pressure error. After 34...Qd6 (threat ...g5), the position is still unclear.

35 Qxd5 Be6 36 Nxe6+ Black resigns.

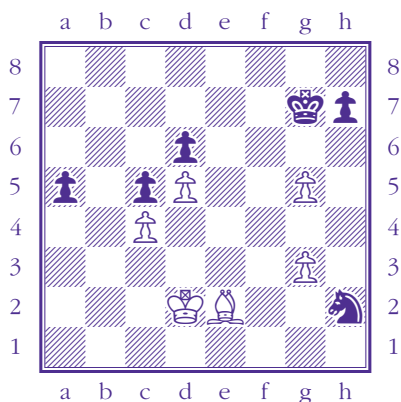
He's losing a piece.

That left Yang-Fan Zhou still in play against William Foo, and a win for Yang-Fan would force a play-off as occurred last year between Brandon Clarke and Jean-Luc Weller. A win for William, however, would give the title to Marcus Harvey, as he had a superior sum of progressive scores.

This was the position after move 41:

Highest rated competitor Yang-Fan Zhou could not break down his opponent's resistance in the last round and had to settle for 3rd= place

William Foo – Yang-Fan Zhou



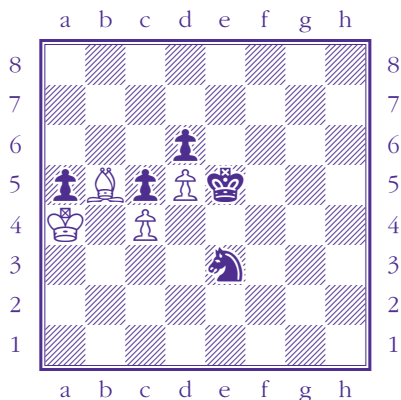
Black had played aggressively in the opening and sacrificed the exchange for a pawn which White returned. In this position the points are level, but though the black knight at h2 is trapped, the white pawns on the kingside look vulnerable to a charge by the black king.

Furthermore, White has a 'bad' bishop on the same colour squares as his centre pawns. The pawn at c4 looks weak, and the black pawn at a5 looks to be a valuable decoy...

The defensive skills of 4th seed William Foo earned him 5th= place in the tournament



42 Kc2 Kg6 43 Bd3+ Kxg5 44 Bxh7 Nf3 45 Bg8 Nd4+ 46 Kb2
Kg4 47 Be6+ Kxg3 48 Bd7 Kf4 49 Ka3 Nc2+ 50 Ka4 Ne3 51 Bb5
Ke5



52 Kxa5

Now, unfortunately, although the c pawn can be won, (by 52 ... Kd4 53 Kb6 Nxc4+ 54 Bxc4 Kxc4 55 Kc6 Kb3 56 Kxd6), the game cannot, because both sides queen at the same time.

Yang-Fan played on for another 50 moves, at which point the game was declared a draw, giving **Marcus** the well-deserved title.

The 3-1 System

The 3-1 system, 3 points for a win, 1 for a draw, worked well in the Terafinal and Challengers. We can be sure that any players who drew in the last round, did so after exhausting all the winning possibilities. Yet, surprisingly, most top Grandmasters and Masters are against the system. Somewhat suspiciously, in the last round of the British Championships 2013, held one week before and *not* employing the 3-1 system, 11 out of the top 12 games were drawn.

The classic scoring system of $\frac{1}{2}$ 1 0, gives players too many opportunities to bail out with a draw, and encourages de facto 'rest days'. WITH THE 3-1 SYSTEM, YOU ARE FORCED TO PLAY FOR A WIN; WITH THE STANDARD SYSTEM, YOU HAVE TO FORCE YOURSELF TO PLAY FOR A WIN.

Top UK Chess Challenge Prizewinners

	Age	Grade		Points
STRAT £2,000				
Marcus Harvey	17	227	Marlborough, Oxfordshire	16
2nd and Top Girl £1,000				
Akshaya Kalaiyalahan	12	178	Nonsuch, Surrey	15
3rd= £400				
Maria Wang	17	171	Oxford High, Oxfordshire	14
Yang-Fan Zhou	18	240	Whitgift, Surrey	14
5th= £120				
William Foo	15	206	Wellington College, Berkshire	13
Andrew Horton	15	209	Ashton/Manchester GS, Lancashire	13
Tharshan Kuhendiran	12	146	Wilson's, Surrey	13
Naomi Wei	13	145	City of London, Essex	13
Jean-Luc Weller	18	202	All Saints, Yorks	13
Top U11 £1,000				
Koby Kalavannan	11	159	Grand Avenue, Surrey	12
10th= £85				
Daniel Abbas	13	181	3 Cs/Manchester GS, Lancashire	12
Ananthanarayanan Balaji	14	189	Queen Elizabeth's, Middlesex	12
Rachel Cass	18	163	Aughton St Michael's, Lancashire	12
Joseph Levene	16	184	QE Boys, Hertfordshire	12
Pierre Weller	17	192	All Saints, Yorkshire	12

Akshara Kalaiyalahan wins Terafinal Girls title

A couple of months ago the news came that a 12 year old girl had played on board 16 in an adult county chess match and won. This victory was unprecedented, especially considering that it enabled the county (Surrey) to win the match and the National Championships. Then, in mid-August, the same girl tied for the Woman's prize in the British Chess Championships, as well as taking the title of British Under 12 Champion in the morning sessions. Coming into the Terafinal, Akshaya Kalaiyalahan, was the fourth ranked girl, but then the new gradings appeared and she had shot into the number one position. The stage was set for an intriguing battle; could she win the girls title and £1,000, defeating girls up to 6 years older than her?

Akshaya's major test came at the end of day one, when she was up against the second seed, Marcus Harvey. Harvey definitely had the best of this encounter, but Akshaya was stubborn in resistance. On the second day she had to overcome two capable opponents, but in the last round she really impressed by defeating the 2013 British Major Open winner and 2012 Challengers winner, Pierre Weller.

Akshaya gained second place, was ahead of the tournament favourite, Yang-Fan Zhou, only lost to the tournament winner Marcus Harvey and made the highest score of any girl since Sabrina Chevannes in 2005 – but Sabrina was 17 years old at the time, and Akshaya is 12.

Akshaya's success was not isolated; behind her were two other girls, Maria Wang on 14 points and Naomi Wei on 13 points, both of whose scores would have been enough to win them the girl's title in 2012; and behind these girls too, were a whole raft of other girl players in the Terafinal and Challengers who were achieving higher scores and grades.

Akshaya played many fine games in the Terafinal including a mind spinning battle against Charlie McLaren in round 2.



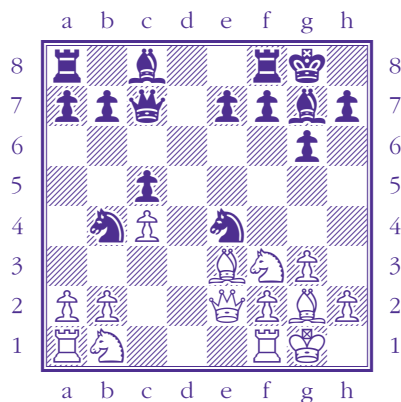
Akshaya has also recently won the British U-12 and, jointly with Sarah Hegarty, the British Women's Championship!

However, I have chosen one of her briefer encounters against the Scottish Champion, Declan Shafi.

Akshaya Kalaiyalahan – Declan Shafi
UK Chess Challenge, Terafinal 2013

**1 d4 Nf6 2 Nf3 g6 3 g3 Bg7 4 Bg2 d6 5 0-0 0-0 6 c4 c5 7 Qc2
Qc7 8 e4 Nc6 9 dxc5 dxc5 10 Be3 Nb4 11 Qe2 Nxe4**

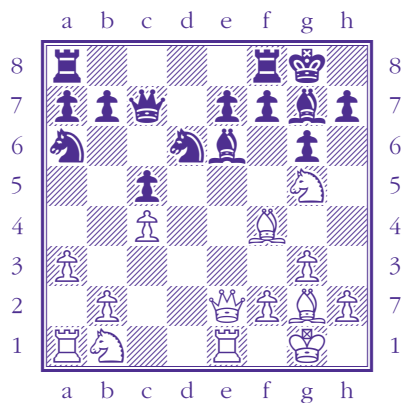
Black has managed to capture a rather hot pawn. Let's see how Akshaya responds:



12 a3 Na6 13 Bf4 Nd6 14 Re1 Be6

Attack and counter attack; White targets the pawn at e7 whereas Black aims his fire at the pawn on c4.

15 Ng5!

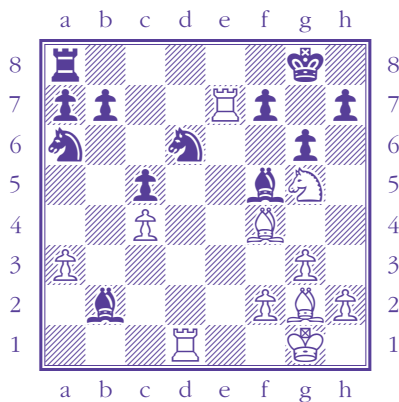


Of course, Black cannot now play 15 ... Bxc4 as he would lose a piece after 16 Bxd6.

15 ... Bf5 16 Nc3 Rfe8 17 Nd5

A crushing blow. The White pieces pour into the Black position.

17 ... Qd7 18 Nxe7+ Rxe7 19 Qxe7 Qxe7 20 Rxe7 Bxb2 21 Rd1

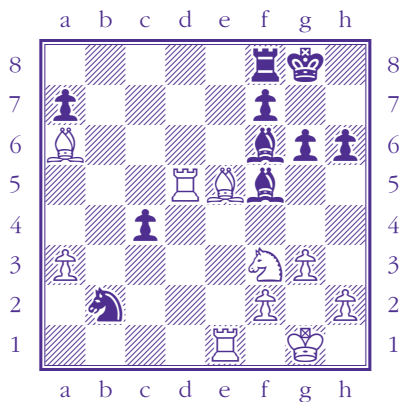


Black has too many vulnerable pieces to be able to hold this position.

21 ... Bf6 22 Ree1! Nxc4 23 Bxb7

The decisive blow; White wins yet more material.

23 ... Rf8 24 Bxa6 Nb2 25 Rd5 h6 26 Nf3 c4 27 Be5



27...Bd8?

Just losing a piece.

28 Bxb2 Be6 29 Rb5 Bb6 30 Bd4 and Black resigned.

The King of Rock and Roll

It is related that one night Jerry Lee Lewis got drunk and went round to Elvis Presley's home in Graceland brandishing a revolver and claiming to be the "King of Rock n' Roll".

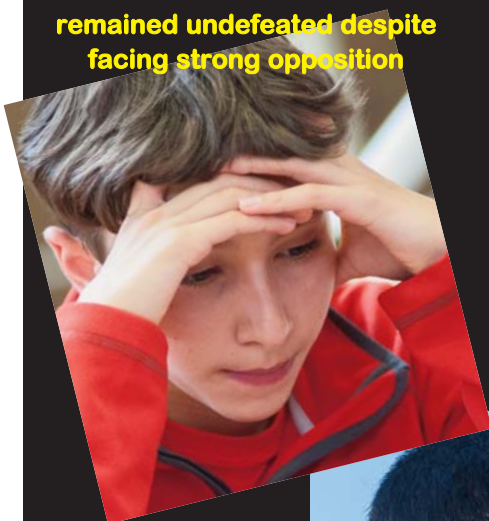
In chess, the two kings fighting for supremacy are Oxfordshire and Surrey. This year Surrey put up the favourite, Yang-Fan Zhou against the second seed, Marcus Harvey. Among the girls the swift rise of Akshaya Kalaiyalahan challenged the dominance of the Wang sisters from Oxford. In the event the final positions ended up:-

- | | | |
|----|----------------------|--------|
| 1. | Marcus Harvey | Oxon |
| 2. | Akshaya Kalaiyalahan | Surrey |
| 3. | Yang-Fan Zhou | Surrey |
| | Maria Wang | Oxon |

So Oxford get the nod this year although if you widen the frame, Surrey's Koby Kalavannan took the £1,000 Under 11 title (on top of his U11 British Championship title), and Alex Golding shared the Under 9 title with Aditya Munshi of Nottinghamshire.

Looking further afield, the Lancashire chess engine is firing on all cylinders: Joseph McPhillips and James Horton won their Challengers sections and James Horton's brother Andrew was tied first in the Terafinal going into the last round. A new name, Daniel Abbas, from the 3Cs club in Lancashire, is someone to watch. He went through the tournament undefeated and showed he was the equal of the very best, drawing with Andrew Horton, Maria Wang and Jean-Luc Weller, as well as defeating last year's wunder kind Alex Golding in round 4. So 3 kings?

**Daniel Abbas
remained undefeated despite
facing strong opposition**



**Maria Wang came
overall 3rd=
in the Terafinal**

**Koby Kalavannan
took the
Under 11 title,
on top of his
U11 British
Championship
victory**



**Alex Golding shared
the Under 9 title with Aditya Munshi**



Challengers Sections

The Challengers sections were spiced up, as last year, by the prospect of the top 3 players plus the top U11, top girl and top U9 players being able to represent the UK Internationally.



Challengers A

	Age	Grade	
Adam C Taylor	15	190	1st=
Jamie Horton	17	188	1st=
Richard Zhu	13	162	3rd
James Xu	12	157	4th
Karthik Saravanan	11	133	5th= Top U11
Riyaan Yesudian	10	128	5th= Top U11
Benjamin Atueyi	18	154	5th=
Kumar Dixit	16	173	5th=
Theo Slade	12	162	5th=

Jamie Horton
(above)
and **Adam C Taylor**
(below)
shared first prize
in Challengers 'B'

This was a very competitive section with 6 players – Taylor, Slade, Dixit, Horton, Zhu and Atueyi vying for first place. Kumar Dixit was not able to repeat his triumph of last year and lost to Jamie Horton, whilst Adam Taylor defeated Theo Slade.



The girls prize
was won fairly
comfortably by
Elizabeth Ivanov



Challengers B

This was another extremely hard fought section. Once again a look at the last round pairings will help us to get our bearings.

Matthew Payne (13)	v	David Redman (13)	3-0
Craig Whitfield (13)	v	Ewan Wilson (12)	3-0
Joseph Friar (12)	v	Michael Ashworth (12)	1-1
John Fraser (10)	v	Lauren Weaver (10)	3-0

Craig Whitfield had lost in an earlier round to Michael Ashworth, who in turn lost to David Redman. In the last round showdown Matthew Payne came out on top over David Redman. Lauren Weaver was leading the girls group up to the last round, at which point she was over taken by Victoria Sit.



Matthew Payne
1st

Craig Whitfield
2nd

Victoria Sit
Top Girl

Age Grade

Matthew Payne	18	184	1st
Craig Whitfield	18	193	2nd
Michael Ashworth	14	163	3rd=
John Fraser	15	163	3rd=
Joseph Friar	14	161	3rd=
David Redman	14	176	3rd=
George Ivanov	11	136	7th= Top U11
Victoria Sit	14	129	7th= Top Girl

The Under 9 title in this section was shared between, Kenneth Greenshields, James Hartman, Amerleen Hundle and Laura Borland – two girls and two boys!

Challengers C

Here Joseph McPhillips routed the field and was the only player to score 100% in the whole event. Taylor Pearson racked up his second second place in two years in the Challengers section. Cassie Graham and Zoë Varney played above their grades and shared the Girls title between them. Benjamin Headlong managed to win the Under 9 prize and also share the U11 prize.



	Age	Grade	
Joseph McPhillips	15	210	1st
Taylor Pearson	12	151	2nd
James Friar	16	163	3rd=
Charlie Nettleton	17	179	3rd=
Conrad Allison	18	161	5th=
Sam Cobbold	13	148	5th=
Nathan Taylor	17	177	5th=
Benjamin Headlong	9	119	8th= Top U9/11
Hoatian Wu	11	146	8th= Top U11
Cassie Graham	12	125	10th= Top Girl
Zoë Varney	13	136	10th= Top Girl
Sam Herring	14	163	10th=
Austin See	14	111	10th=
Hari Solomonides	12	159	10th=

(above)
Taylor Pearson
runner up in
Challengers C.
(right)
top girls
Zoë Varney and
Cassie Graham



Relax with Chess sections

Numbers were up in the Relax sections (designed mainly for parents to have something to do!) and we were able to hold two well contested events for higher and lower graded players.

Thus ends the Chess Challenge for another year. The pieces will be put back in the box to re-emerge to take part in the 19th Delancey UK Schools Chess Challenge.

Who will be the winners next year, we can only guess? So place your bets now. Of one thing we can be certain, **THE FUTURE HAS NOT HAPPENED YET.**

MAJOR U200

	Grade
Samuel Milson	190 1st
Jim Friar	168 2nd=
Robert Starley	165 2nd=
Oren Levene	135 4th=
Paul Shafi	121 4th=

MAJOR U120

	Grade
Steven Mcharg	100 1st
Sholpan Namazbayeva	83 2nd
Harunobu Oyama	114 3rd=
Soumiya Ragavan (U13)	75 3rd=
Simon Scott	100 3rd=
Andrew Camp	95 6th
Lorenzo Rocco	110 7th

Details of this season's UK Chess Challenge available from

Mike Basman,

Mobile: 07715 041320

Email: ukchesschallenge@aol.com

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Positional Play



There have already been quite a lot of tactics for you to enjoy in the games and the EEC problems. What follows is a beautiful example of positional play. In future issues I intend making a regular feature of at least one positional game.

When I was a young and up-and-coming chess player I was only really interested in sharp, tactical battles, games that immediately excited me. My big heroes were the great attackers like Tal, Morphy and Alekhine. I did not appreciate the positional genius of players like Capablanca, Smyslov and Petrosian. Yet, as I progressed and began to face more and more top class British players, I began to realize that I had to improve both my positional understanding and my endgame technique if I were to go any further. Good positional players are always looking for the tiniest weakness in their opponents' game: weak squares; bad bishops and many other often static weaknesses in their opponents' positions. We'll start with a beautiful demonstration of the exploitation of a 'bad bishop'.

Ruslan Ponomariov (2703) – Alexander Morozevich (2747)
Tal Memorial, Moscow 2006

In 2002, during the period when the Professional Chess Players Association had split from FIDE, Ponomariov won the FIDE World Championship – at only 18 years of age! Today he is still ranked one of the best players in the world.



1 e4 c5 2 Nf3 d6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 a6

The Najdorf variation was much played by Kasparov, among others.

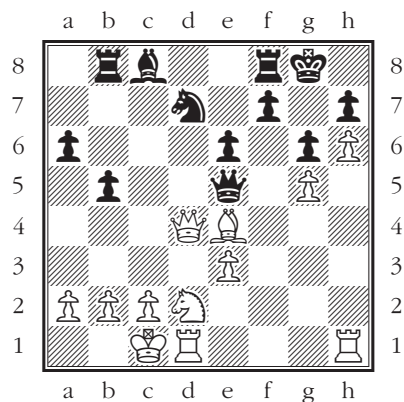
6 Be3 e6 7 g4 d5 8 g5 Nxe4 9 Nxe4 dxe4 10 Qg4 Nd7

10...e5 is met by 11 Qxe4.

11 0-0-0 Qa5 12 Nb3 Qf5

12...Qxa2 13 Qxe4.

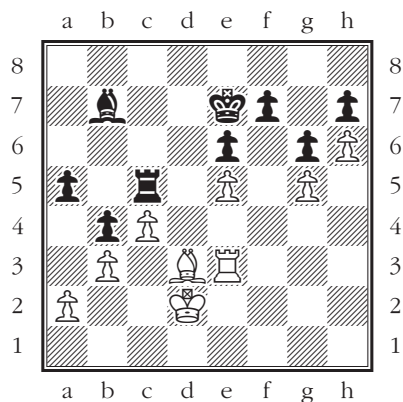
**13 Qg3 Be7 14 h4 Qf3 15 Qh2 Qf5 16 Bg2 0-0 17 Qc7 Bd8
18 Qc4 Bb6 19 Bxe4 Bxe3+ 20 fxe3 Qe5 21 Qd4 Rb8 22 h5 b6
23 h6 g6 24 Nd2 b5**



Now Black has all his pawns on light squares not giving his light squared bishop much scope to play an active role in the remainder of the game. What Ponomariov (and maybe you?) has to do is exploit this weakness; this is where positional awareness and mastery comes to the fore.



**25 Nf3 Qxd4 26 exd4 Rb6 27 Rhf1 b4 28 Rde1 a5 29 Ne5 Nxe5
30 dxe5 Rb5 31 Bd3 Rc5 32 Rf4 Bb7 33 Rc4 Rfc8 34 Rxc5
Rxc5 35 Kd2 Rd5 36 Re4 Kf8 37 c4 Rc5 38 Re3 Ke7 39 b3**



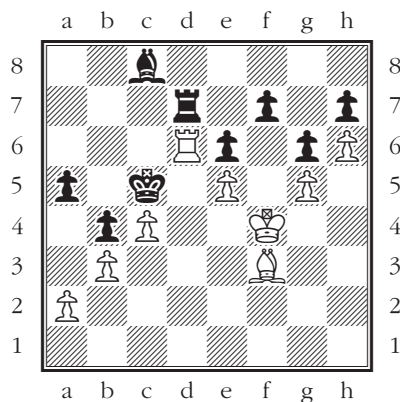
The mobility of Black's bishop is severely limited: pawns on h7, g6, f7, e6, all on white squares, are severely restricting the light-squared bishop.

39...Kd8 40 Be4 Bc8

If 40...Bxe4 41 Rxe4. The potential passed pawn on the queenside, plus the weakness of f7, should decide the game in White's favour.

**41 Bf3 Kc7 42 Kd3 Kb6 43 Ke4 Rc7 44 Rd3 Rd7 45 Rd6+ Kc5
46 Kf4**





Threatening 47 Rc6+ and 48 Rxc8. Apparently this move threw the computers 'watching' into a frenzy; they simply could not understand what Ponomarev was doing?! It also fooled Fritz for quite a while!

46...Rxd6 47 exd6 Kxd6

White seems to have thrown away a valuable pawn.

48 c5+!!

The point of Ponomarev's stunning idea.

48...Kxc5

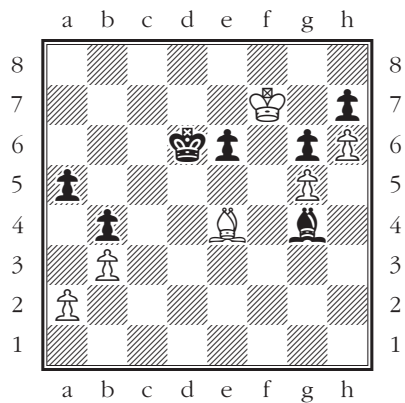
48...Ke7 might have prolonged Black's chances a little longer.



Ruslan Ponomarev holds the record for being the youngest ever official FIDE world champion at the age of 18



49 Ke5 Ba6 50 Kf6 Kd6 51 Be4 Be2 52 Kxf7 Bg4



53 Bxg6! 1-0

A beautiful piece of positional play. Ponomariov's win was brought about simply by the strength of his bishop compared to the weakness of that of Morozevich. The lesson is: be very careful about locking your bishop in behind your own pawns!



Great Players of the Past



In my experience as a coach over the last 14 years I have discovered that though most promising juniors know about Bobby Fischer and, possibly, Garry Kasparov, very few know much about the many other great players that helped shaped the wonderful game of chess. Great players of today learnt from the great players of the past!

So, I thought it time that I introduced you to some of them with some action-replays of some of their games. *Note:* Chess has had action replays long before football or any other sport.

I'll start with Paul Morphy, who, like all the true greats, was well ahead of his time. Kasparov described him as "the American super-genius, who conquered both the New and Old Worlds". Morphy blended aggression and accurate calculation and probably recognised before any other player the true importance of rapid development.

The following game, played in the Paris Opera House, was between Morphy (White) and two players working in consultation, the Duke of Brunswick and Count Isouard.

There is little doubt that in his time Paul Morphy was the best player in the world, but there was no official World Championship then.



Paul Morphy – The Duke of Brunswick and Count Isouard Consultation Game, *Paris, 1858*

1 e4 e5 2 Nf3 d6 3 d4 Bg4?

Most juniors of a decent standard of play should be well aware that this is bad. It is rarely a good idea to pin your opponent's knight before they have castled! 3...Nbd7 is best since 3...Nc6?! 4 d5 gains time with an attack on the knight.

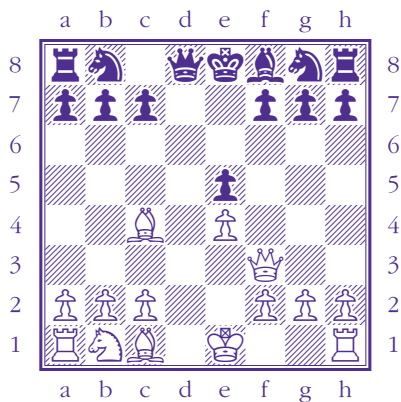
4 dxe5 Bxf3

4...dxe5 5 Qxd8+ Kxd8 6 Nxe5 wins a pawn. Black could gambit a pawn to speed up his development by 4...Nd7 5 exd6 Bxd6 6 Be2 Ngf6.

5 Qxf3

A positional treatment lies in 5 gxf3 dxe5 6 Qxd8+ Kxd8 7 f4, undoubling his pawns and remaining with the 'two bishops' against bishop and knight, which is often an advantage.

5...dxe5 6 Bc4



6...Nf6?





American Paul Morphy
conquered both the
New and Old Worlds

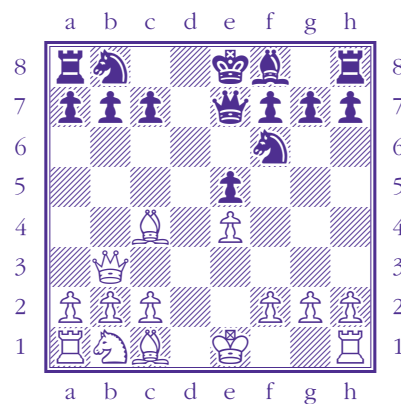
This is a good example of why you need to think at *every* move. Better is 6...Qf6! to stop 7 Qxf7 mate. Then 7 Qb3 Bc5 8 0-0 Bb6 9 a4 a5 10 Nc3 Ne7 11 Be3 Nd7 12 Rad1; also 6...Qd7 is a sensible reply.

7 Qb3!

Again targeting the weak f7 square and also b7; Black clearly had not considered this.

7...Qe7

Because Black did not really think, already he is forced to make a poor move that prevents his dark squared bishop from entering the game. 7...Qd7 would allow 8 Qxb7 Qc6 9 Bb5.



8 Nc3!

Morphy, true to his style,
continues to develop!



Two other possibilities worth examining are:

(1) 8 Qxb7 Qb4+ 9 Qxb4 Bxb4+ 10 Bd2+-;

(2) 8 Bxf7+! Kd8 (8...Qxf7 9 Qxb7+-) 9 Qxb7 Qb4+ 10 Qxb4 Bxb4+ 11 c3 Bc5 12 Bg5 Nbd7 13 Nd2 Rf8 14 Be6 h6 15 Bxd7 hxg5 16 Bc6 Rb8 17 Nf3 Rxb2? 18 0-0-0+ 1-0 was played in the game, Tenk – Egert, Brno 1930.

8...c6 9 Bg5 b5?

Better is 9...Qc7 or 9...Nbd7.

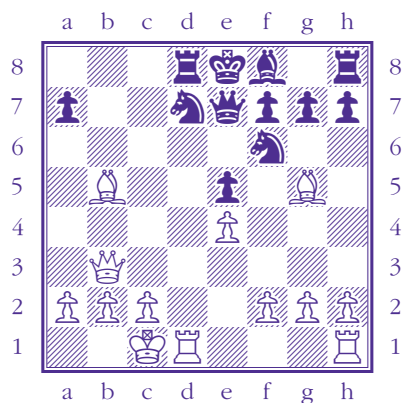
10 Nxb5!

10 Be2 allows Black to equalise after 10...Qb4.

10...cxb5 11 Bxb5+ Nbd7

11...Kd8 12 Bxf6 followed by 13 Qd5+ wins at once.

12 0-0-0 Rd8



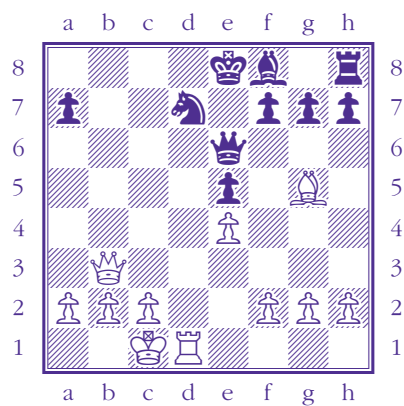
In this position the knight on f6 is pinned to the queen and the knight on d7 is pinned to the king (an *absolute pin*); Morphy makes excellent use of these pins.

13 Rxd7! Rxd7 14 Rd1 Qe6 15 Bxd7+



Also 15 Qxe6+ fxe6 16 Bxf6 wins.

15...Nxd7



16 Qb8+!! Nxb8 17 Rd8 checkmate.

Remember: chess is a game of war and in war you always need your army on the battlefield as quickly as possible, but two of Black's army, the dark-squared bishop and the rook on h8, *never* got into play; they might as well have stayed in the box!

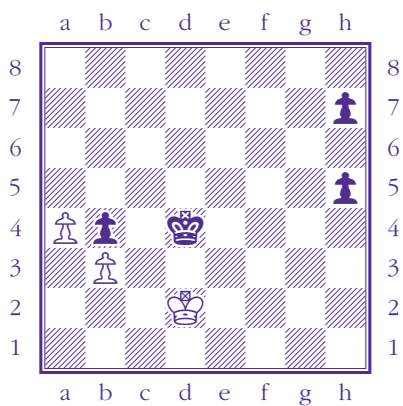


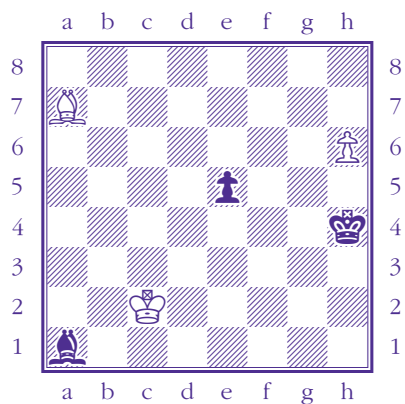
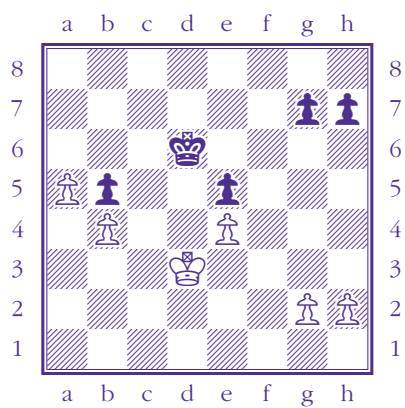
Endgame Teasers



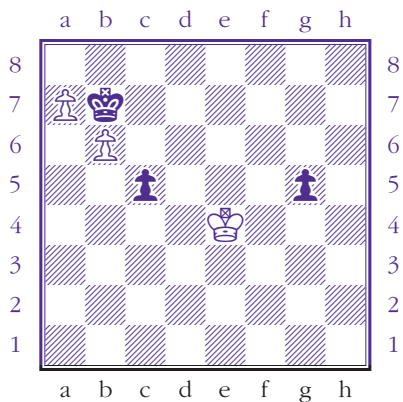
Good endgame play is an essential part of any player's repertoire and many an extra half point can be gained by practising this part of your game; by solving studies like the following ones shown here

1. White to play and win



2. White to play and win**3. White to play and win**

4. White to play and win



Whether you solve all four studies or not I'd be interested to learn if you know what the common theme is in all four? But if you do not know the answer is with the solutions on pages 98-99.



Analyse this!



This magazine is for you and we'd love to hear from you. To encourage you to write in I intend making the following a regular feature of your *Junior BCM*. With every issue I will present you with a game to analyse. The best analysis will receive a prize of a 2012 *BCM* bound volume (normal price £60 plus postage) and your analysis will be produced in the next issue!

Analysing games (yours or anybody else's) is also a great way to improve your chess. It makes you really think about what the players were trying to do, and you can move the pieces around on the board as you analyse, which helps you to see things more clearly.

In the game below I have given you some guidance as to where I would expect some comment and/or analysis, but you do not have to be restricted by this. What I am looking for are good, clear notes with a little analysis where necessary, but without using Fritz, Houdini or other software!

The game below is an old game of mine, played by post before the internet was invented. Future games may be culled from anywhere!

Axel Hemmingsen – David Levens
Glostrup CC (Denmark) v Cedars CC (England)
Correspondence, 1961

1 d4 Nf6 2 c4 e6 3 Nc3 Bb4

What is the opening?

4 e3 0-0 5 Bd2

Comment.

5...d5 6 Nf3 Nc6 7 Bd3

Comment.

**7...dxc4! 8 Bxc4 Qe7 9 Qc2 e5! 10 d5 Na5!? 11 Bd3 c6 12 a3
Bd6 13 b4**

Comment.

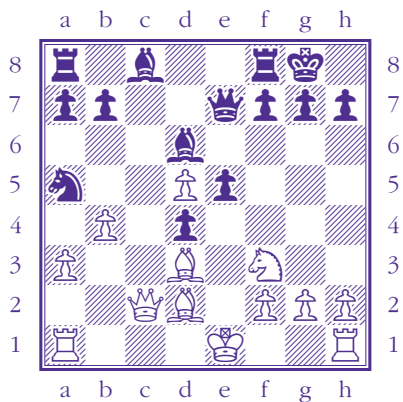
13...cxd5 14 e4

Brief analysis.

14...d4 15 Nd5?!

What other main possibilities are there?

15...Nxd5 16 exd5



16...e4!

Comment.



17 0–0 exf3 18 Bxh7+?

Comment.

18...Kh8 19 Be4 Qh4 20 g3 Qh5 21 Qd3 Bg4 22 h3 f5!

Comment.

23.hxg4

Comment.

23...fxg4 24 Rfb1

Some analysis might be helpful here.

24...Bxg3!

Conclude with some more comment.

**25 fxg3 Qh3 26 Kf2 Qg2+ 27 Ke1 f2+ 28 Kd1
f1(Q)+ 29 Qxf1 Rxf1+ 0–1**



**The Three Daves
playing for
Cedars Chess Club
50 years ago!**

(from left to right)
**David Levens,
David Mabbs and
David Rumens**



Sharpen up your openings



Now, how about some sharp attacking opening lines to try out at your next opportunity?

The King's Gambit

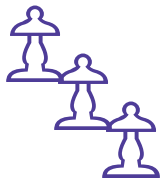
The King's Gambit has been known about since the 17th century. Though no longer as popular as it was in the Romantic period, when players seemed only to be interested in all-out attacks at any cost, there are still Grandmasters who like to try it on occasion. The following game, dubbed 'The Immortal Game', remains a fascinating example of true attacking genius.

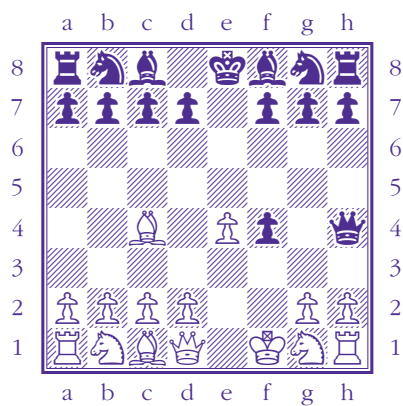
Adolf Anderssen – Lionel Kieseritzky
'The Immortal Game', London, 1851

1 e4 e5 2 f4 exf4 3 Bc4

This is the 'Bishops Gambit', favoured by Nigel Short, Bobby Fischer and Alexander Morozevitch among others!

3...Qh4+ 4 Kf1





White's king is quite safe here and Black will soon have to move his queen.

4...b5?!

This idea – The Bryan Counter-Gambit – is such a poor move that when Garry Kasparov was obliged to play this in a thematic match v Nigel Short he lost very quickly!

5 Bxb5 Nf6 6 Nf3 Qh6 7 d3 Nh5 8 Nh4 Qg5 9 Nf5 c6 10 g4 Nf6 11 Rg1!

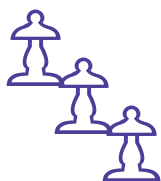
Threatening 12 h4.

11...cxb5 12 h4 Qg6 13 h5

White gains *time* and *space*.

13...Qg5 14 Qf3

And now the black queen is in mortal danger.



14...Ng8 15 Bxf4

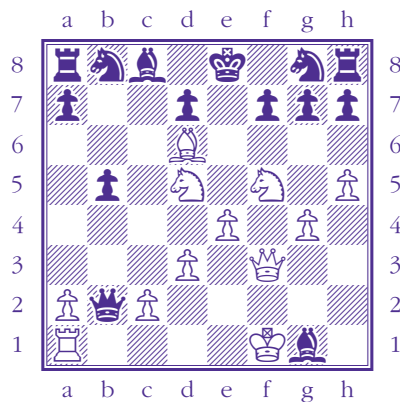
White develops another piece with gain of *time*!

15...Qf6

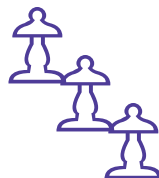
It's worth examining the position here: White is a piece down but has four pieces on the battlefield, where it really matters, to Black's one.

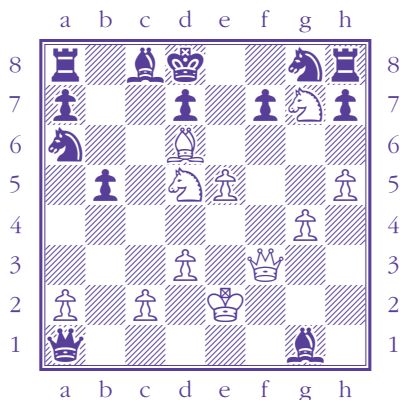
16 Nc3 Bc5 17 Nd5 Qxb2 18 Bd6!?

White is only interested in mating the black king and is not at all concerned about the loss of his two rooks.

18...Bxg1**19 e5!!**

Preventing the black queen from helping the defence.

19...Qxa1+ 20 Ke2 Na6 21 Nxg7+ Kd8



22 Qf6+ Nxf6 23 Be7 checkmate

A truly beautiful finish.

1-0

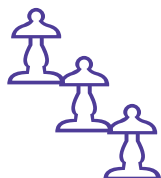
Black could have defended much better than he did. You might enjoy playing this through with your friends to try to discover better defences!

The next game features the highly imaginative Latvian Grandmaster Alexei Shirov sacrificing a whole knight on move five in order to launch a furious attack.

Alexei Shirov (2500) – J. Lapinski (2200)
Daugavpils, 1990

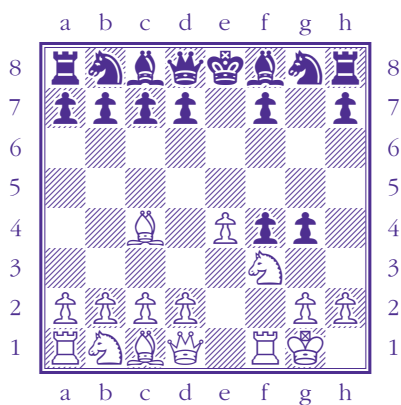
1 e4 e5 2 f4 exf4

The King's Gambit Accepted



3 Nf3 g5 4 Bc4 g4 5 0-0!?

The dangerous Muzio Gambit, a variation of the Kings Gambit. This wild gambit has been known about since the 1600s and is well worth a try if you have the courage!

**5...gxf3 6 Qxf3 Qf6**

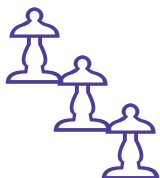
Black threatens simply to win another piece with Qd4+.

7 e5! Qxe5 8 Bxf7+

The Double Muzio Gambit. White sacrifices a second piece!

8...Kxf7 9 d4 Qxd4+ 10 Be3 Qf6

Not 10...Qxe3?? because of the simple reply 11 Qxe3. The pawn on f4 is pinned and Black loses his queen. If instead Black plays 10...Qxb2 11 Bxf4 Qxa1 12 Be5+ also wins the black queen.



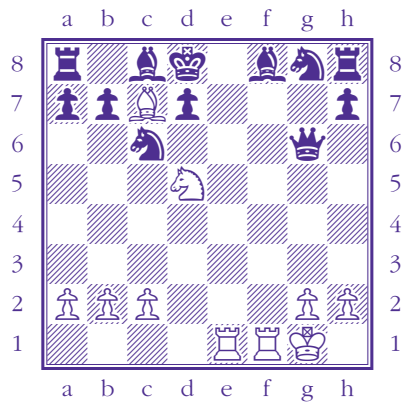
11 Bxf4 Ke8 12 Nc3 Nc6

12...c6.

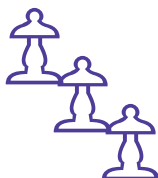
13 Nd5 Qg6 14 Rae1+ Be7 15 Bd6!! Kd8

**15...Qg7 16 Nxc7+ Kd8 17 Qf8+ Qxf8 18 Rxf8+ Bxf8 19 Re8
checkmate.**

16 Qf8+ Bxf8 17 Bxc7 checkmate.



Black's pieces remain undeveloped!



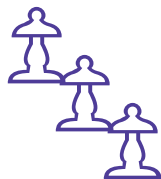
Test Your Chess!



Now it's your turn, both boys and girls, to do some thinking on your own. What follows is a wonderful game where I'm asking you to 'guess' correctly most of White's moves after move two. You will need to have a set in front of you for this. Try to treat it as if you are sitting down in front of a difficult opponent and really concentrate. Good luck.

This is a junior version of *BCM's Test Your Chess* by IM Shaun Taulbut. The difference is that I am giving you three choices, called candidate moves, after most moves by Black. Experienced players usually analyse three or four moves, not just one at most turns. Of course there is no limit on the amount of candidate moves a GM or IM might analyse; I once had nine reasonable moves to consider!! But I think that three possibilities is a reasonable amount to start training you to look at various alternatives.

Carlos Torre was a Mexican player who played in the 1920s and won many games with his own opening – appropriately named the Torre Attack. The following was probably a training game and you are partnering Adams against the future GM. After Black's second move, you are invited to choose the best move from the three offered. Where there is no choice given it is because the move should be obvious, but still enter a move anyway.



Edwin Ziegler Adams – Carlos Torre Repetto New Orleans, 1920

1 e4 e5 2 Nf3 d6

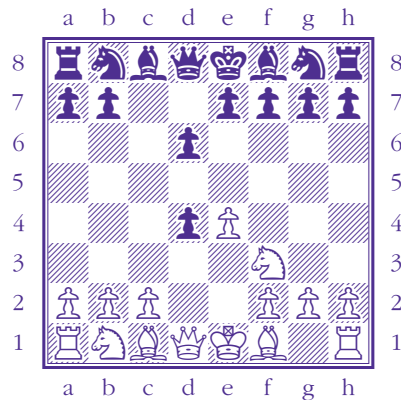
Philidor's defence, a solid but rather unenterprising opening.
(a) Bc4 (b) d4 (c) Bb5+.

3 d4

2 points for Bc4 or d4. Nothing for Bb5+ which not only wastes time, but allows Black to strengthen his control of the centre.

3...exd4

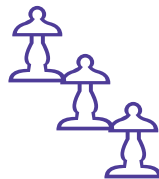
(a) Nxd4 (b) Qxd4 (c) Be2.



4 Qxd4

2 points for this or Nxd4. Nothing for Be2 which is far too passive and gives Black no problems to solve.

4...Nc6



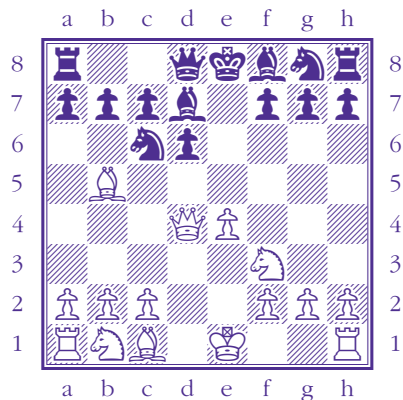
(a) Bb5 (b) Qc3 (c) Qa4.

5 Bb5

3 points for this, the only logical follow-up to 4 Qxd4. No points for anything else.

5...Bd7

(a) Qd1 (b) Bxc6 (c) Qe3.



6 Bxc6

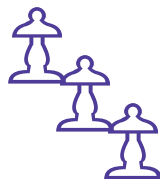
3 points for this. As with move 5 this is the only rational follow-up to the previous move. 1 point for Qe3 transposing into a version of the Centre Game. No points for anything else.

6...Bxc6

(a) 0-0 (b) Bg5 (c) Nc3.

7 Nc3

2 points for this or Bg5; 1 point for 0-0. White has a lead in development and a substantial space advantage.



7...Nf6

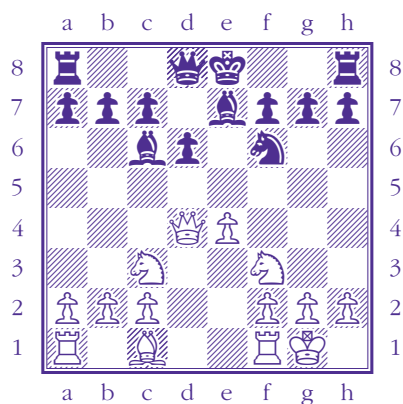
(a) Bg5 (b) 0-0 (c) Bd2.

8 0-0

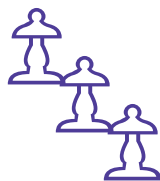
I prefer (a) Bg5 immediately – 2 points – as it gives Black no time for preventive measures like h6, but 1 point for 0-0. No points for Bd2 preparing to castle queenside. This would give Black good counter-attacking opportunities down the queenside

8...Be7

(a) Re1 (b) Bg5 (c) Nd5.

**9 Nd5**

2 points for either (a) or (b). Only 1 point for (c), moving a piece twice before developing all your other pieces, but this works out well for White later!

9...Bxd5 10 exd5

1 point; minus 3 for anything else!

10...0-0

(a) Bg5 (b) Re1 (c) c4.

11 Bg5

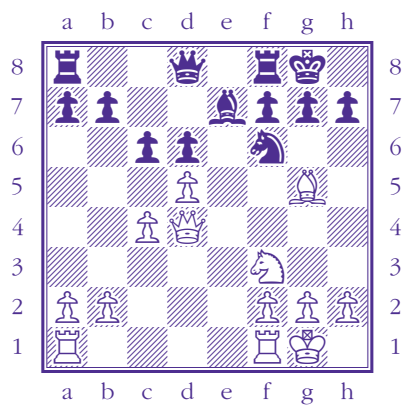
2 points for this or (b). 1 point if you answered (c).

11...c6

(a) c4 (b) dxc6 (c) Bxf6.

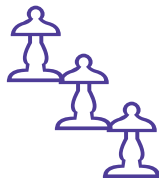
12 c4

Only 1 point for this though White gets away with it spectacularly! 2 points for (b), minus 1 for (c).



12...cxd5

(a) b3 (b) cxd5 (c) Bxf6. Black's best was 12...Nxd5! 13 cxd5 Bxg5 14 Nxg5 Qxg5 15 dxc6 bxc6 16 Qxd6. This is why 12 c4



was not the best reply, though he still may have retained a very slight advantage.

13 cxd5

(a) minus 1 point (b) 2 points; the only sensible reply which keeps White's space advantage and leaves Black's dark squared bishop gasping for air (c) minus 1 point.

13...Re8

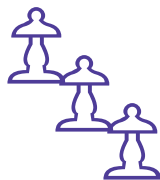
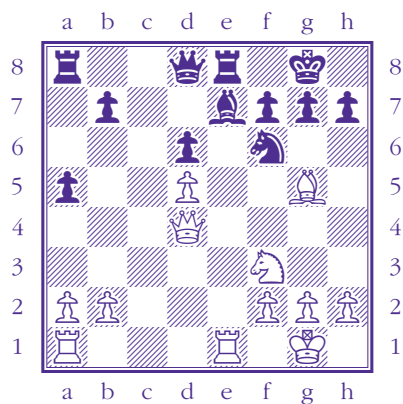
(a) Rfe1 (b) Rae1 (c) Rfc1.

14 Rfe1

2 points for this and 1 point for either of the other two rook moves. By playing Rfe1 you give yourself more flexible options for your other rook.

14...a5

(a) Re2 (b) Re3 (c) Nh4.



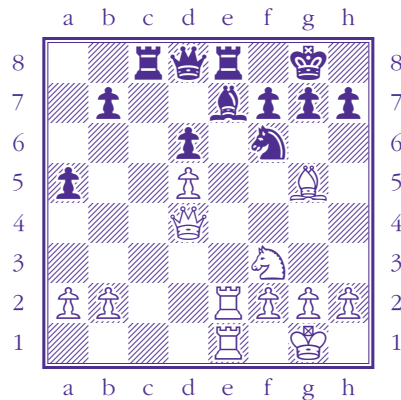
15 Re2

2 points for this or for Re3, though I would have preferred Re2 had I been playing this game to allow my Bishop a possible retreat square if necessary. Nothing for (c) Nh4.

Capablanca said, in effect, make a plan and stick to it. White's general plan is the sensible one of controlling the e-file with his rooks.

15...Rc8?

After Black's last move this makes no sense at all. Your choices now are (a) h3 (b) Qa7 (c) Rae1.

16 Rae1

3 points for this but nothing for anything else. This is the culmination of White's plan; he now controls the available open e-file.



16...Qd7

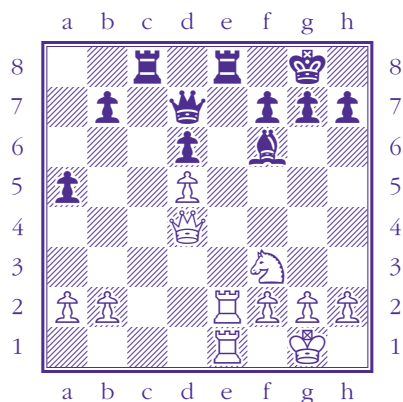
Here is only one move here worth considering. What is it?

17 Bxf6

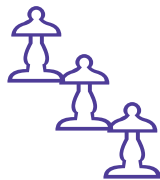
3 points for this; nothing for anything else.

17...Bxf6

We have reached the critical phase of the game. Stop and consider what Black's weaknesses are.

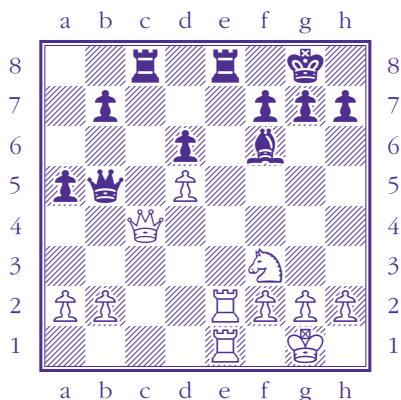
**18 Qg4!**

4 points for this but minus 4 if you played 18 Qa4. Though this also aims to deflect the black queen from protecting e8, it would still help in the defence of the back rank and you would have just tossed your queen away!

18...Qb5

All your efforts should now be directed towards decoying the black queen away from the defence of its back rank; only one move is worthy of any points. *Note:* If 18...Qxg4 19 Rxe8+ Rxe8 20 Rxe8 checkmate.

19 Qc4!!



5 points if you got this, a beautiful double deflection; the white queen cannot be captured by either the rook on c8 or the queen on b5.

19...Qd7

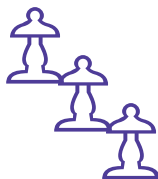
(a) Qg4 (b) Qc7.

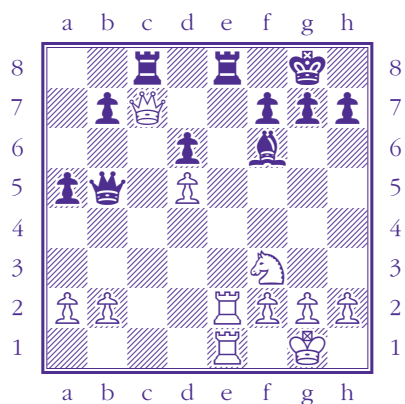
20 Qc7!!

And 5 points for this. Nothing for 20 Qg4 which just takes us back to where we started.

20...Qb5

(a) Qxb7 (b) a4 (c) Rxe8+.



**21 a4!**

Well done if you spotted this; give yourself 4 points. However (a) 21 Qxb7? loses to 21...Qxe2 22 Rxe2 Rc1+. The tables are turned and it is White who can resign. Like boxing it only takes one mistake in chess to find yourself 'knocked out!'.

21...Qxa4

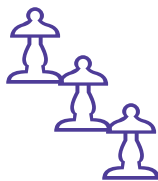
(a) Re4 (b) Qxa5.

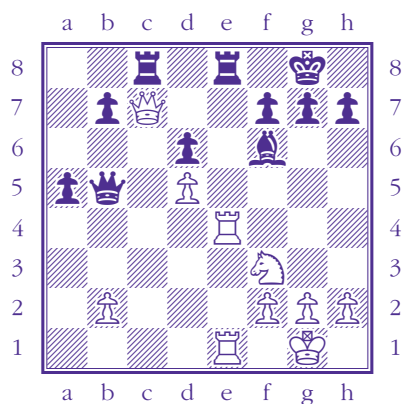
22 Re4

3 points if you found this and 1 point if you chose (b) Qxa5.

22...Qb5

(a) Qb6 (b) Qxa5 (c) Qxb7.



**23 Qxb7!!**

6 points for this final move of the game, which leads to the quickest win, but 3 points for each of the other alternatives.

23 Qxb7 works now because Black no longer has the reply 23...Qxe2. This was the reason for 21 a4! followed by 22 Re4 – very clever! Black resigns.

1-0

Now add your score up from a maximum possible score of 60.

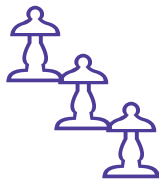
50-60 points Brilliant! You could be an International Master in the making?!

40-49 Very good indeed – maybe a possible future FIDE Master.

30-39 Possible county standard.

20-29 Could do better! Have another try in another day or two, but this time really *think*!

Below these scores you either need to work harder or maybe find yourself a good coach. But if you keep reading *Junior BCM* we're confident your results will improve. Good luck!



Solutions



And here are the answers to the various problems that you've all been waiting for:

Chess in Easy Stages – Grade 1A test answers

1 King. 2 Knight. 3 Rook. 4 Pawns. 5 One or two. 6 Only one.
7 Yes. 8 The queens and kings are on the wrong squares. 9 Rook.
10 Bishop. 11 Queen. 12 Queen. 13 Pawn. 14 Pawn. 15 Pawn.

Spot the Continuation (EEC; EEC)

1. Black played **1...Nf4+!** and after some thought White resigned because if **2 gxf4 Bh3+** followed by **3...Qg4#**. Anything else and Black wins the white queen.

2. This was a game between Edward Lasker (no relation of World Champion Emanuel) and G.A. Thomas of England. Remember, the key word is *every*. Lasker played **1 Qxh7+!! Kxh7 2 Nxf6++ Kh6** (if **2...Kh8 3 Ng6#**) **3 Neg4+ Kg5 4 h4+ Kf4 5 g3+ Kf3 6 Be2+ Kg2 7 Rh2+ Kg1 8 Kd2#** Because White Examined Every Check and Every Capture the black king was forced to walk from g8 to g1 where he was *checkmated*!

3. White played **1 Bf7+ Ke7 2 Qxf6+!! Kxf6** (if **2...gxf6 3 Nd5#**) **3 Nd5+ Ke5 4 Nf3+ Kxe4 5 Nc3#**. Once again the black king was forced to 'walk the plank'. Never forget that a check is a forcing move and cannot be ignored by your opponent. But many players probably would not even consider White's second move, *Qxf6 check!!*

4. Black in this game was German GM, Wolfgang Uhlmann. He played **1...Re1 check 2 Kh2** (if **2 Nf1 Qxg2 checkmate**) **2...Rh1 check 3 Kxh1 Qh3 check** (the pawn on g2 is now pinned by the bishop on b7). **4 Kg1 Qxg2 checkmate**.

I hope this section on EEC; EEC will in future help you to remember to always **Examine Every Check** and **Examine Every Capture**.

Endgame Teasers

All these problems are based on the principle of the 'square'. This is a means of assessing whether or not a passed pawn can gain promotion before being caught by the king, without having to count moves in your head! In Diagram 1 the 'square' is from the passed pawn on a4 to the square a8; to the square e8; to the square e4. The black king on d4 is inside the 'square' and can catch the passed pawn if White foolishly plays a5 in this position. However, if the king steps outside the 'square', to f4 for instance, White can play a5 and be sure of promotion.

1. So, to gain the full point, White first plays **1 Ke2 Ke4 2 Kf2 Kd4 3 Kg3** and White captures the two black pawns on the h file and returns to the centre and queenside to win the endgame. If Black plays Kc3 at any time, in order to promote his own b pawn, White plays a5 and promotes in plenty of time to prevent Black promoting and gaining a draw.

2. This is certainly a difficult problem, but the same principles apply. The black king is outside the square of the h-pawn (h6-h8-f8-f6) and cannot possibly catch this pawn. Black's only hope is to play his pawn to e4 to be able to catch the white passed pawn with his bishop. White plays **1 Bd4!! exd4 2 Kd3** and the passed pawn on h6 romps home. Or **1 Bd4!! Bxd4 2 Kd3 e4+ 3 Kxd4** and again the white passed pawn promotes.

3. I took this from one of GM Chris Ward's excellent books, *Whose Move?* Again the black king cannot step outside the Square, a5-a8-d8-d4 without letting White promote the outside passed pawn. The problem for White is that there are no easy entry points to get across to the kingside and gobble up Black's

pawns there. **1 Ke3 Kc6 2 Kf3 h5** to prevent the white king's access. **3 g4! h4 4 g5** and now the king has gained entry to Black's kingside and can win the h pawn and create a second passed pawn on the kingside. The black king is virtually immobilised. If **1 Ke3 g5! 2 h4!** and again White creates points of entry for his own king however Black replies.

4. This is a slightly unusual position and is called a 'floating square'. The white king has the difficulty of having to remain within the 'square' in relation to each of Black's two passed pawns in order to catch them before they promote – which in fact cannot be done. Without the special resource inherent in this position White would be lost. But White can win by **1 Kd5 g4 2 Kd6 g3 3 a8(Q)+ Kxa8 4 Kc7 g2** Almost there, but not quite! **5 b7+ Ka7 6 b8(Q)+ Ka6 7 Qb6#**



* * * *

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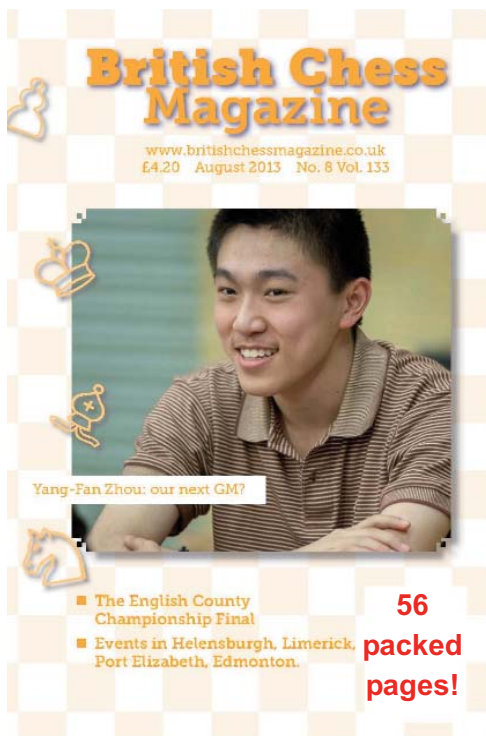
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and now Junior BCM –
part of Britain's chess
scene**

You may not have heard of or know much about *BCM*. Perhaps not surprising! Well, let us introduce ourselves, and you can find out more about us on-line at

www.britishchessmagazine.co.uk

BCM has been around since 1881 and what we have always tried to do is simple: entertain, inform and help readers improve their play and results. Creating a brand new publication to help young chess players improve and have fun has been a long held ambition at *BCM*. Well, thanks to the tremendous efforts and talents of David Levens, your *Junior BCM* editor, we have now made that ambition a reality. We hope you enjoy this, the very first issue of *Junior BCM*.

BCM is the world's oldest chess journal and has been published continuously since 1881. It appears every month and is packed with high quality games and analysis, reports on tournaments, articles and analysis about openings, interviews with famous players, book and DVD reviews, problems and endgame studies. We have articles about



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International Master Shaun Taulbut
Chairman, *British Chess Magazine*

We thought you might like to see something from the *BCM*. Below is an extract from an issue a few months ago about the founder of our magazine.

A Wise Child

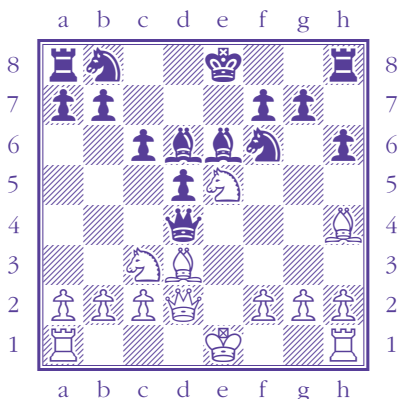
by Ken Whyld

It's a wise child that knows his own father, so here, in response to requests in our March 1981 issue, is a little more about the father of our magazine. On February 1833 John Watkinson was born in Huddersfield, and there he died on 19th December, 1923, seldom leaving his home town.

Soon after it appeared in 1847, Watkinson read Staunton's Handbook from cover to cover, twice over. He became a pupil at Huddersfield College, founded in 1838 and affiliated to the University of London in 1844, where day boys were prepared for university. By 1861 he was recognised as a first-rate player and from February to March that year he engaged the Sheffield champion, Edmond Thorold (1832-1899), in a match decided by the first to win seven games, draws not counting. They played alternate games at each other's clubs, and the match attracted great interest. After five games Thorold was winning 4-1, but then Watkinson won six consecutive games. Here is the tenth game, with notes condensed from those made by Steinitz in 1878.

John Watkinson – Edmond Thorold
Sheffield, 1861
French Defence

1 e4 e6 2 d4 d5 3 exd5 exd5 4 Nf3 Bd6 5 Nc3 Be6 6 Bd3 Nf6 7 Bg5 c6 8 Ne5 h6
9 Bh4 Qb6 10 Qd2 Qxd4
10 ... Qxb2 11 Rb1 Qa3 12 Rb3 Qa5 is better.



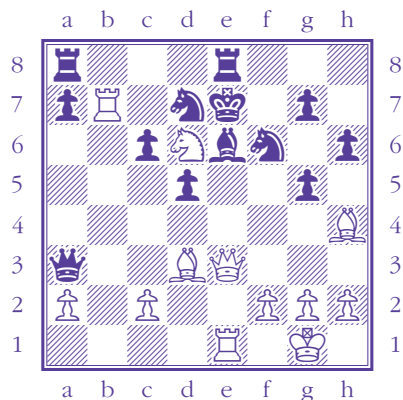
11 Ng6 Rg8 12 Nb5 Qxb2

12...Qc5 13 b4 followed by 14 Nc7+ is not to be feared, despite its formidable appearance.

13 Nxd6+ Kd7 14 0-0 fxc6 15 Rab1 Qa3 16 Rxb7+ Kd8 17 Qf4 Nbd7 18 Re1 g5 18...Ke7 19 Rxe6+ Kxe6 20 Qe3+ Ne4 21 Nxe4 dxe4 22 Bc4+ and Black loses his queen.

19 Nf7+ Ke7 20 Qe3 Rge8 21 Nd6

This fine manoeuvre alone would raise the game much above the level of games played during the period when the present encounter occurred.



21...Kf8

If 21...Qxd6 then 22 Bg3 Qa3 23 Qxe6+ Kf8 24 Bd6+.

22 Nxe8 Rxe8 23 Bg3 a5 24 Bg6 Qxe3 25 Rxe3 d4 26 Re1 Ke7

26...Bf7 27 Bd6+ Kg8 28 Rxe8+ Bxe8 (28...Nxe8 29 Bxf7+ Kxf7

30 Rxd7+) 29 Bxe8.

27 Bxe8 Nxe8 28 Ra7 h5 29 Rxa5 h4 30 f4 hxc3 31 f5 gxh2+ 32 Kh1 Nc7 33 fxe6 Nxe6 34 Rxc5 1-0

In October, 1872, Huddersfield College started its own magazine, and from the first number it included a chess section edited by Watkinson. He continued his voluntary task for eight years, by which time there were so many subscribers who were unconnected with the college but who wanted the chess pages that *HCM* doubled its size from 16 pages, and the chess content went up to about ten pages. The time had arrived for *BCM* to be born, and in January 1881 it bore quite a resemblance to *HCM*.

Watkinson edited *BCM* until the end of 1887, and the next year of the magazine opened with the poem 'We bid our chief farewell with three times three ...' and so on. Rather poor verse by modern standards but the prose tribute was unambiguous. 'He has supported every movement which may claim to have benefited the game in this country, he has avoided every clique or quarrel which has harmed it, and ... to him, more than to any one man, is due the great advance it has made in public favour during the last few years.'

He continued to subscribe to the end, taking particular interest in problems. Somehow the promised obituary notice never appeared in these pages.

Captain Blunder and Thin King



If you ever get involved in the world of chess coaching these two characters will appear regularly. One is a good friend and the other is bad company. I am sure you can work out which is which!

The following conversation can be heard regularly every season between one junior or other and his or her teacher.

Junior: "Sir, I had mate in one..."

Teacher (beaming): "Well done, we needed that win!"

Junior: "But sir, he mated me first!"

Teacher (wearily): "Oh dear, so Captain Blunder struck again, did he?"



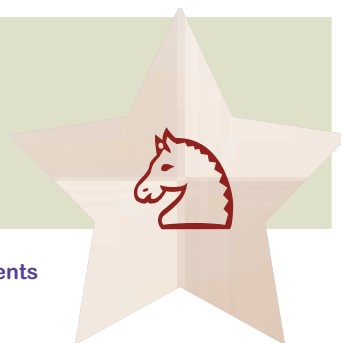
Junior: "Sorry sir."

Teacher: "Somehow we must prevent Captain Blunder getting to your game in future. Let's call for Thin King next time, shall we?"

* * * *

I really hope that you have enjoyed this first issue of *Junior BCM*. It's been a lot of fun producing it, but if we've omitted anything that you'd like to see in future issues please get in touch. This is intended to be *your magazine* and we want it right for you! Hoping to see you in two months time with issue 2 – keep playing and enjoying what is possibly the most popular played game in the world.

Junior Calendar of Events



NB: All events marked * are all EPSCA England U11 trial events

6th October Enfield Junior Chess Congress

Enquiries to Nathaniel Lutton chessorganiser@gmail.com

13th October Barnet Junior Chess

Enquiries: tony1n@yahoo.com

13th October York Junior Chess Congress

Enquiries: jr.hipshon@ntlworld.com

October 12th/13th English Closed Championships for under 11s at Nottingham High School *

All enquiries to David Levens: davidl64@chesscoach.co.uk

19th October Bucks Junior Championships

Enquiries: hapehansen@aol.com

19th October Northumbria Junior Chess Association Congress

Enquiries: ncjmail@gmail.com

20th October Berkshire Junior Championships

Enquiries: nigelwdennis@btinternet.com

26th October Junior London Rapidplay

Enquiries: Londonrapidplay@gmail.com

26th October Sussex Worth Junior Rapidplay

Enquiries: entrymanager@sussexjuniorchess.org

9th November National Youth Chess Championships

Enquiries: kevinstaveley@btinternet.com

9th November Round 1 of East Midlands Grand Prix

Enquiries to CrawlJ6@aol.com

16th/17th November Junior 4NCL

Enquiries: mike@truranfamily.co.uk

17th November Basildon Junior Congress

Enquiries: chessorganiser@gmail.com

November 23rd Junior London Rapidplay

Enquiries: Londonrapidplay@gmail.com

November 23rd British Rapidplay Junior Championships, Leeds Metropolitan University *

Enquiries to Steve Burton 0113 256 8157

December 7th R2 of East Midlands Grand Prix

Enquiries to CrawlJ6@aol.com

28th December – Monday 30th December London Junior Championships *

Enquiries to Nathaniel Lutton entry@ljcc.co.uk

Saturday 18th January 2014 EPSCA Rapidplay at Broadgreen Comprehensive School, Liverpool *

Enquiries to Peter Purland 0151 639 1797

25th – 26th January 2014 South of England Championship at Yateley Manor School, nr Camberley *

Enquiries to Joe French 01256 472537 email: joe french@msn.com

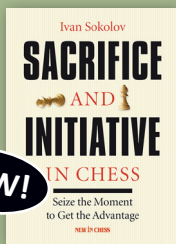
Sat. 22nd February – Sunday 23rd 2014 West of England Championships in Swindon *

Enquiries to Bev Schofield 01793 487575

April 5th/6th 2014 Junior Squad Champion Championships *

Enquiries to Glynis Purland 07590 608243

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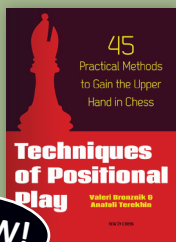
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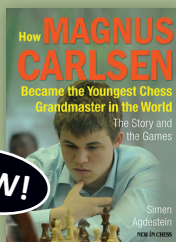
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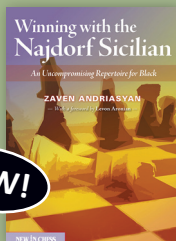
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