



The RIGHT MOVE

MARCH 2007



English Chess Federation—Junior Chess Magazine

director.juniorchess@englishchess.org.uk

Welcome to the 1st issue of the new monthly English Chess Federation junior magazine. Our aim is to produce a magazine for juniors of all ages and chess abilities. Each great issue will contain:

- ♠ fascinating articles from juniors and Masters alike
- ♠ prize puzzles to fine-tune your creative thinking skills
- ♠ a chess problem page with answers from the professionals
- ♠ junior game of the month
- ♠ and a multitude of other helpful hints.

This is going to be YOUR magazine! We need your games, reports and chess questions. We are also running a competition to name this magazine. The 1st issue is called "The Right Move," but we'd like you to come up with a better name! The winner of the competition will have their suggestion immortalised in the next issue and will also receive the first issue of the Harry Potter magazine, a free ECF Junior membership, and a wooden Hamleys chess set.

All competition entries and sugges-

tions for next month's magazine must be received by 20th March.

IMPORTANT INFORMATION



If you wish to receive the next issue of this magazine on the 1st April, you **MUST** email Claire Summerscale, ECF Director of Junior Chess & Education at the above email address. Please entitle your email's subject line, "the right move".

I hope you enjoy the magazine and I look forward to receiving your suggestions and feedback for future issues.

Claire Summerscale

ECF Director of Junior Chess & Education

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The RIGHT MOVE

EDITOR'S FOREWORD AND BASIC ADVICE

by Andrew Martin
International Master



Welcome to the first edition of *the RIGHT MOVE*. You'll find a lot of chess in this online newsletter. In future monthly editions we intend to provide:

- ♠ Regular columns and coaching tips
- ♠ Opening ideas
- ♠ Puzzle corner
- ♠ Up to date results and games of key national and International Junior events
- ♠ A Games' section where both master and junior games can be discussed
- ♠ The opportunity to submit your own games and notes for printing
- ♠ Other relevant chess news
- ♠ Letters to the editor and discussion forum

How the publication evolves depends on you. I hope that it will be useful and interesting to all.

GOLDEN RULES OF THE OPENING

One is *place your pieces where they control lots of squares. Get the pieces working together.* Let's take a closer look at other rules in turn.

1) DEVELOP YOUR PIECES QUICKLY

In order to win at chess you need to learn

to DEVELOP YOUR PIECES QUICKLY. Chess is an attacking game and you cannot attack unless you have brought all your pieces into play. Let us take a brief look at a game where one player develops quickly, and the other player forgets about this rule.

1.e4

A good move. White lets the Bishop/Queen out.

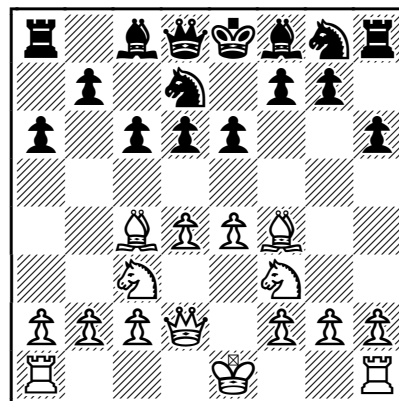
1...c6 2.d4 d6 3.Nc3 a6 4.Nf3

White brings his Knight out. The Bishops will follow.

4...h6 5.Bc4 Nd7

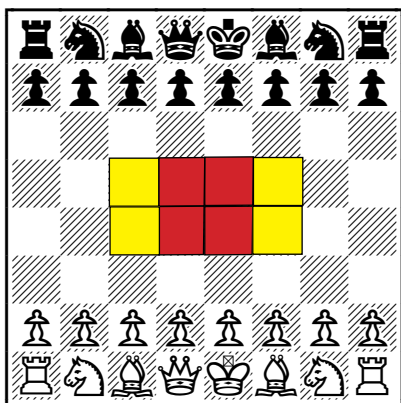
Finally Black brings out a Knight, but he blocks in his Bishop.

6.Bf4 e6 7.Qd2



White has an excellent position and he is ready to castle, bringing his King to safety and then starting the attack. REMEMBER NOT TO DELAY DEVELOPING YOUR PIECES, WHETHER YOU HAVE THE WHITE OR BLACK PIECES.

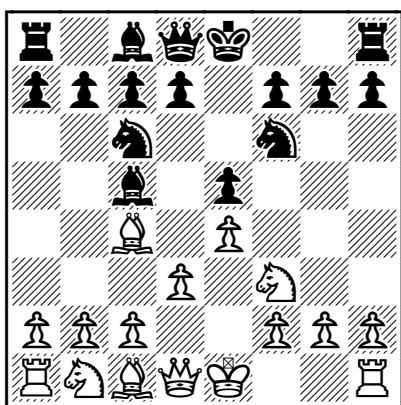
2) OCCUPY AND CONTROL



The centre of the board is most important at any stage of the game, but particularly in the opening. Pieces and pawns are best placed in the centre because they control most squares. The really important squares are marked in RED, but the squares marked YELLOW are also very influential. PLAY TO CONTROL OR OCCUPY THE CENTRAL SQUARES at the beginning of the game.

3) GET CASTLED

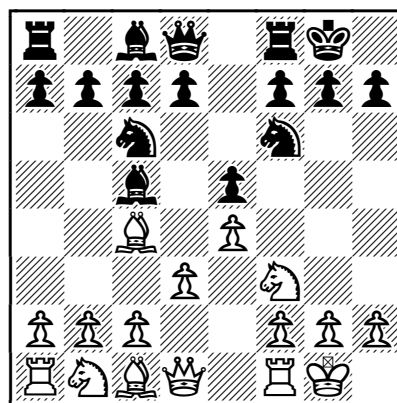
1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.d3 Bc5



The King is the most important piece you own. If you leave him in the centre, you are likely to get checkmated against a skilful opponent. GET CASTLED. As

you can see, in the diagrammed position, both players have developed quickly, and they are ready to castle. Thus the game might continue:

5.0-0! 0-0!

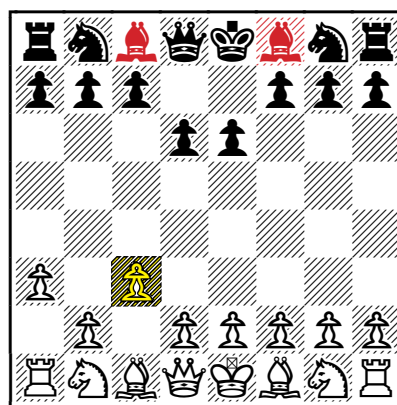


with both Kings protected.

4) DON'T BLOCK THE PIECES IN

A common mistake that beginners make is to block in the pieces, especially the Bishops and Knights. Let's take a look at a game where the players don't believe in making good moves!

1.c3 d6 2.a3 e6



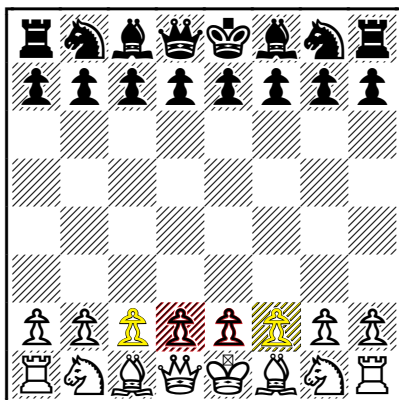
White's moves have been horrible, mainly because he has not brought out any pieces and he has taken away the best square (marked in yellow) for his

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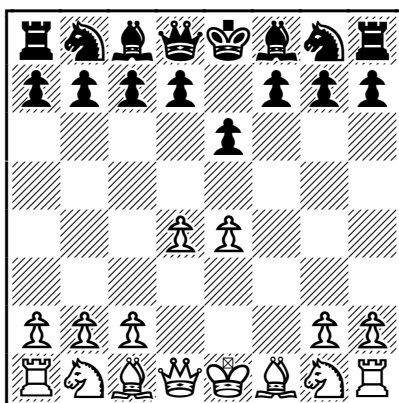
Queen's Knight! Black has blocked in both Bishops! How is either player going to get his Queen and Rooks into the game? They have no plan to do so. The lesson is a simple one and we can immediately apply it: DON'T BLOCK IN ANY OF YOUR PIECES WITH PAWNS IF YOU CAN HELP IT.

5) NOT TOO MANY PAWN MOVES

Making too many pawn moves in the opening is not a good idea. If you are up against a strong opponent he will be developing pieces while you are messing around. The best pawns to move in the opening are the central pawns.



1.e4 e6 2.d4



is the ideal position to aim for and White has free development for his pieces.

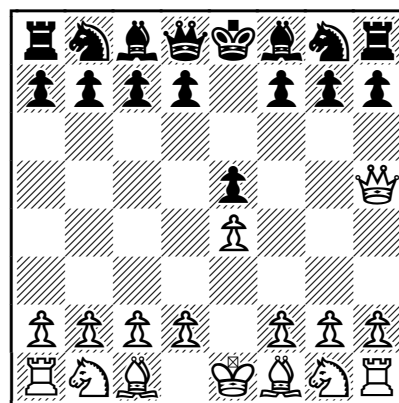
6) PLAY AGGRESSIVELY

This is a tip which applies to beginners and world champions alike. You will enjoy chess more and win lots of games if you learn to ATTACK. Chess is an aggressive game and you have try to get on to the offensive as soon as possible. This tip blends in well with all the other things we have learned so far. You can't attack unless you get your pieces developed, control the centre etc. ONLY DEFEND WHEN YOU HAVE TO.

7) DON'T BRING THE QUEEN OUT TOO EARLY

The opening is a battle for TIME and POSITION. If you bring your Queen out early she gets pushed around and eventually driven back by lesser enemy pieces. Thus you *lose* time and position. Here is a basic example:

1.e4 e5 2.Qh5?!



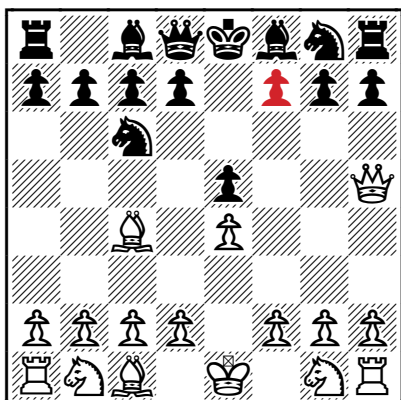
A beginners' move, setting two traps.

2...Nc6!

Here are the traps: 2...Nf6? 3.Qxe5+; 2...g6?? 3.Qxe5+ Qe7 4.Qxh8.

I've seen many young players fall for these traps because they do not pay attention to what the opponent is doing.

3.Bc4



Checkmate looms on f7. However, by carefully parrying the threats and gaining time along the way, Black is able to emerge with a very good position.

3...g6

Blocking checkmate and attacking the Queen.

4.Qf3

Another move, another checkmate threat.

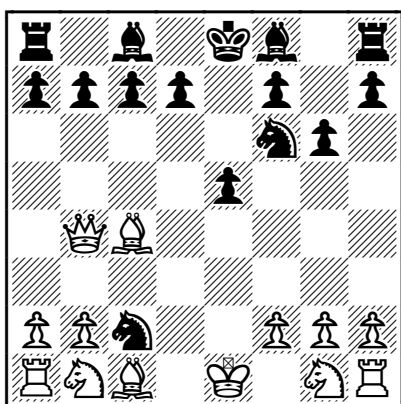
4...Nf6 5.Qb3

Again White hammers away at f7.

5...Qe7! 6.d3 Nd4!

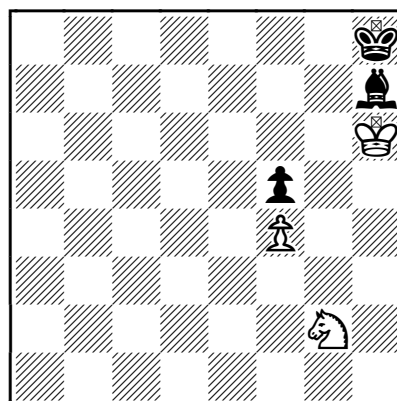
Black starts to harry White's Queen.

7.Qa4 Qb4+! 8.Qxb4 Nxc2+



A nice three-way fork and Black wins a pawn.

PRIZE PUZZLE



Here's the first prize puzzle. White to play and win.

Entries to:
andrew@andrewmartinchessacademy.com

before 25th March please. All correct answers will be put into the hat and the winner will be awarded a book prize. Good luck!



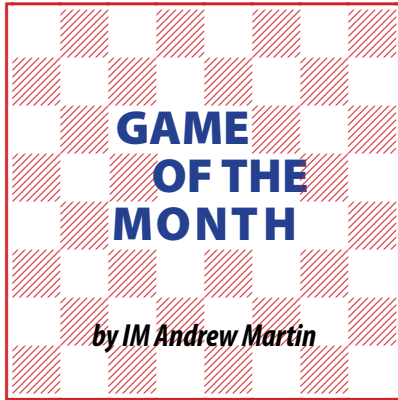
TOURNAMENT INFORMATION

Upcoming... and Reports

English Under 14 Closed Report

Next month, Akash and Rahda Jain report on the Closed English Championships at Yately Manor. We welcome other reports FROM YOU on junior tournaments around the nation.

The RIGHT MOVE



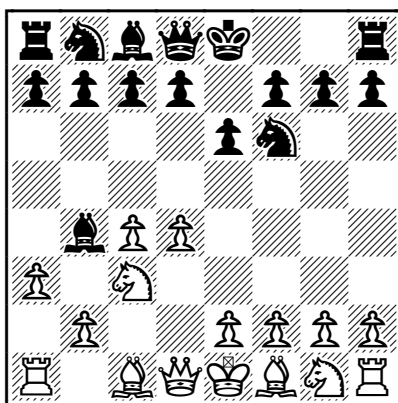
W Lockwood (1948) - K Spraggett (2578)

Nimzo-Indian Defense

Metz, April 22, 2006

Give this game a try. It deals with the interesting problem of how to play against a **much stronger opponent**. In general, it is best to try to attack such players and to create a random position where the chance of a mistake is high. But, this is not at all easy to do! This first game is rather interesting; "Master vs Amateur" if you like. White knows he has to go for the initiative, but is completely outplayed!

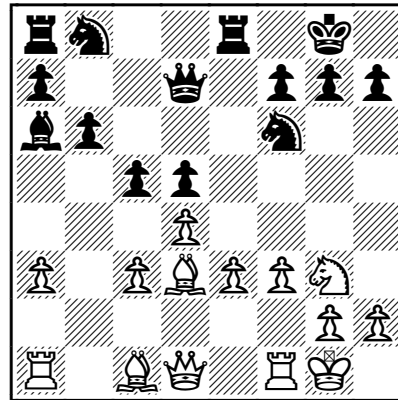
1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.a3



An uncompromising variation. We learn that it is best to play aggressively and to take risks against a much stronger opponent. However, with this particular

line there is no plan B!

4...Bxc3+ 5.bxc3 c5 6.e3 0-0 7.Bd3 d5 8.Ne2 b6 9.0-0 Ba6 10.cxd5 exd5 11.f3 Re8 12.Ng3 Qd7

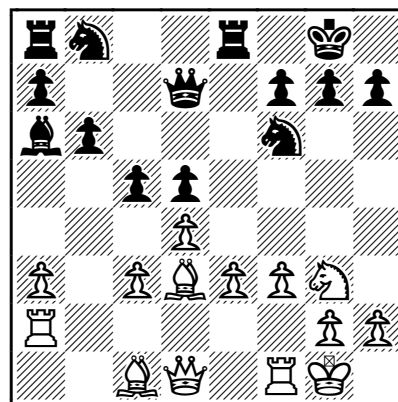


13.Bxa6

Black's play in this variation comes from:

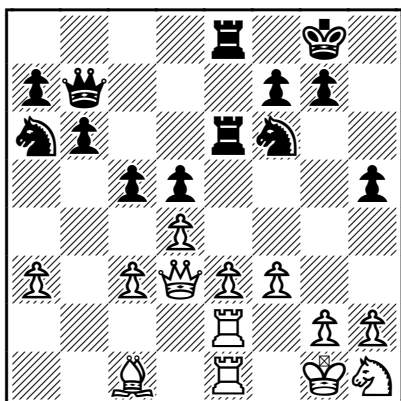
- Carefully trying to restrain White's pawn centre.
- Developing play on the light squares.

This may take some time. I am suspicious about 13.Bxa6 simply because it helps Black to develop. I prefer 13.Ra2! and to let Black take on d3 if he wishes.



A thematic game was the following:
13...Bxd3 14.Qxd3 Nc6 15.Re2 Re6

16.Rd1 Rc8 17.Bb2 Ne7 18.e4. The result was 1–0, *Jelen-Roskar, Bled 1993*.
13...Nxa6 14.Qd3 Qb7 15.Ra2 Re6 16.Re2 Rae8 17.Rfe1 h5 18.Nh1!?



18.Qf5 was preferred in a high-level game. White takes an age to play e3-e4, but it eventually comes, although he has a dickens of a job to get those pawns any further. Eventually, 0–1, *Beliaevsky, A-Short, N/Linares 1990*.

18...Nc7 19.Nf2 Qa6 20.Qxa6 Nxa6 21.e4 dxe4 22.fxe4 Nd5!?

Already Black has the better position, despite what the machines say. Long-term, the Bishop/c1 is a poor prospect because Black can station his pieces out of range of this unfortunate object. Basically, White has no counterplay.

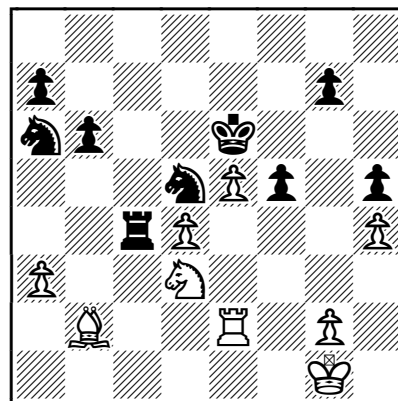
23.Bb2

23.Bd2 cxd4 24.cxd4 f5 25.e5 Nac7 26.Nh3 Nb5 27.Bc1 Rc8 does not help the plight of the poor Bishop.

23...cxd4 24.cxd4 f5 25.e5 Rc6 26.Rc1

26.Nd3 Kf7 27.Rc1 Rxc1+ 28.Bxc1 Nac7 29.Rc2 Ne6 30.Bb2 Rd8 31.Kf2 g5 is still preferable for Black, although White may defend it out after, say 32.Rc6.

26...Rxc1+ 27.Bxc1 Rc8 28.Bb2
 28.Nd3 Rc3 29.Rd2 Kf7.
28...Kf7 29.h4 Ke6 30.Nd3 Rc4



Black's edge grows. The Bishop is an onlooker.

31.g3 Nac7 32.Kg2 Nb5 33.Nf4+ Nxf4+ 34.gxf4 Nxd4 35.Rd2 Nb3 36.Rd6+ Ke7 37.Kg3 Rc2 38.Bd4 Rd2--+ 39.Bc3 Rxd6 40.exd6+ Kxd6 41.Bxg7 Kd5 42.Kf3 Nd4+ 43.Kf2 Ke4 44.a4 Ne6 0–1.

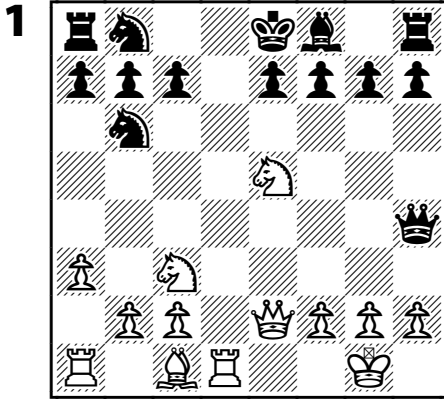
Lessons to be learned:

- 1) The approach is right—attack the stronger player, but the weapons have to be chosen with care. In the end, White had to defend for most of this game!
- 2) Avoid variations which have a long-term strategical defect. Random tactics defeat the Grandmaster, not positions where deep positional plans and gradual improvement of structure are the order of the day.
- 3) There are improvements for White, as we have seen, but they are not easy to find and may require a high level of technique to implement.

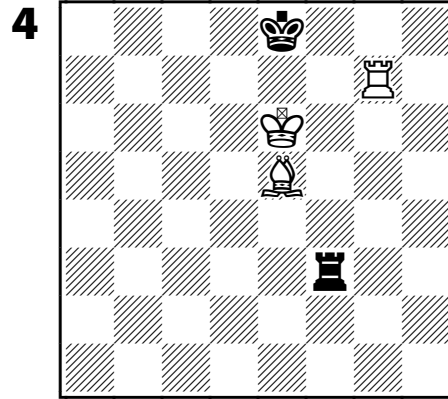
The RIGHT MOVE

CHESS PUZZLE PAGE

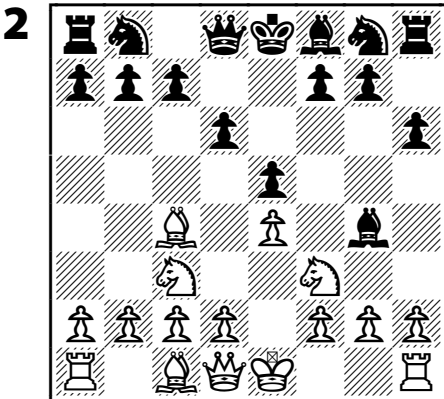
some are easy... some are not



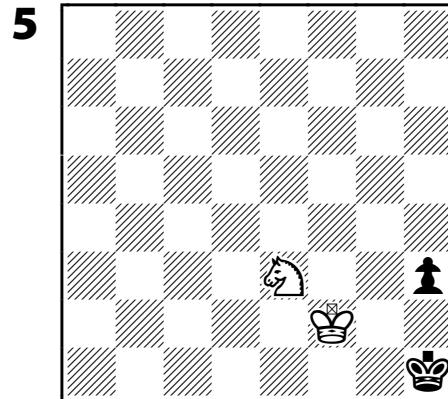
White to play and win.



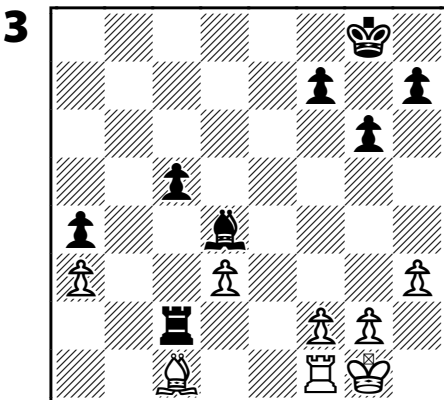
White to play and win.



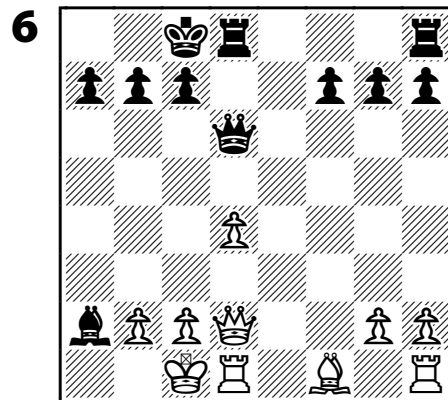
White to play and win.



White to play and win.



Black to play and win a pawn.



White thought he was winning a B after 1.b3?? What happened next?

Answers are on the back page.

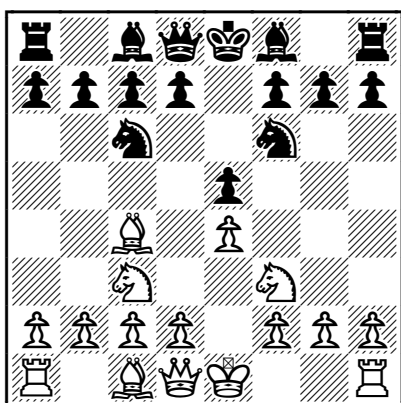
JUNIOR CHESS OPENINGS

FIGHTING THE ITALIAN GAME [C55]

[Andrew Martin]

Here we will try to focus on openings that crop up a lot in junior chess and to give you some ideas which might help you. Play this out on your board.

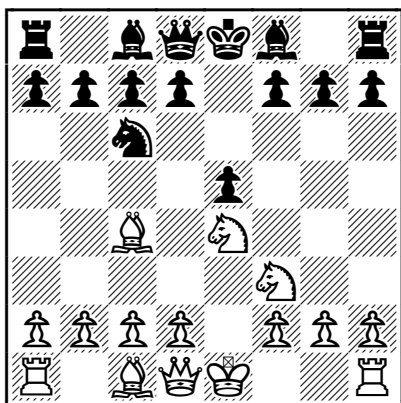
1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Bc4



Very common among young players. White has been simply taught to develop the pieces. However, this is a stodgy variation. Black should play 4...Nxe4! 'The fork trick.' Nevertheless a lot of players go 4...Nxe4 without fully knowing the analysis. Let's take a look at it now:

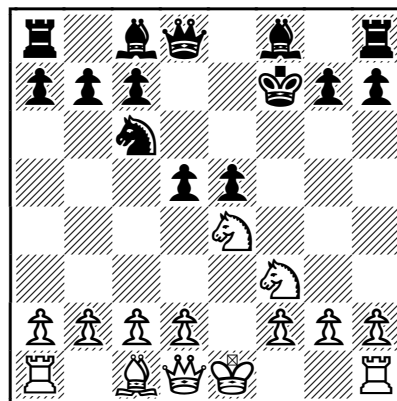
Variation A: 5.Nxe4

Now Black executes his idea.



Variation B: Attacking the King looks good. However, appearances are deceptive.

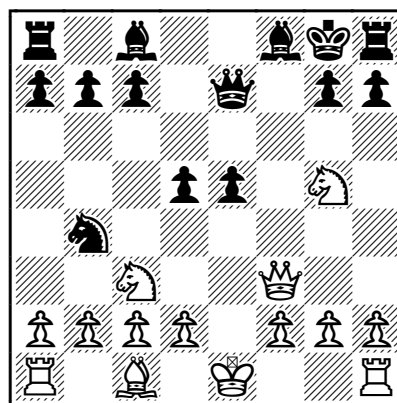
5.Bxf7+ Kxf7 6.Nxe4 d5!



A lovely centre and two nice Bishops ensures that Black gets a good position. He has to be careful for a couple moves more, that's all.

7.Neg5+

a) Or 7.Nfg5+ Kg8 8.Qf3 Qe7! 9.Nc3 Nb4!



A trick which could easily be overlooked by BOTH players.

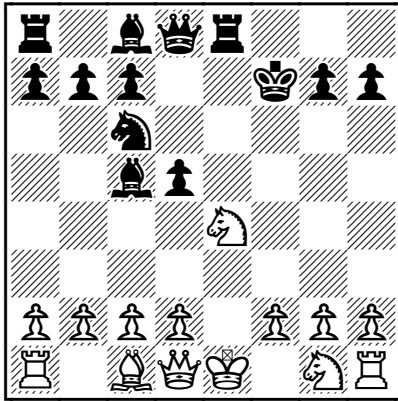
10.Nxd5 Nxc2+ 11.Kd1 Qxg5 12.Kxc2 e4! 13.Qxe4 (13.d3 Qxd5) 13...Bf5-+;

b) 7.Ng3

Passive.

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7...e4 8.Ng1 Bc5 9.Nxe4 Re8!



And now an old game provides us with both entertainment and instruction: (9...dxe4 10.Qh5+) 10.d3 Kg8 11.Qh5 Bb4+ 12.c3 dxe4 13.cxb4 exd3+ 14.Be3 Nxb4 15.Kf1 Nc2 16.Rc1 d2 17.Rd1 Rxe3 18.fxe3 Bg4! 0-1, *Habel-Kuhne, Germany 1918*.

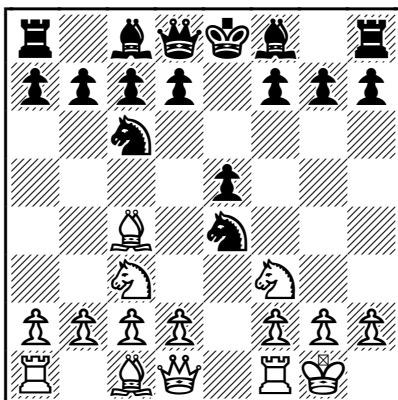
7...Kg8 8.d4

8.d3 h6 9.Nh3 Bxh3 10.gxh3 Qf6.

8...h6 9.Nh3 Bg4 10.Qd2 Bxf3 11.gxf3 Nxd4.

White's position is awful.

Variation B 5.0-0!?



This is the Boden-Kiezeritsky Gambit, which could catch out a lot of players. I focus on a simple solution for Black, which drains all hopes of a White attack

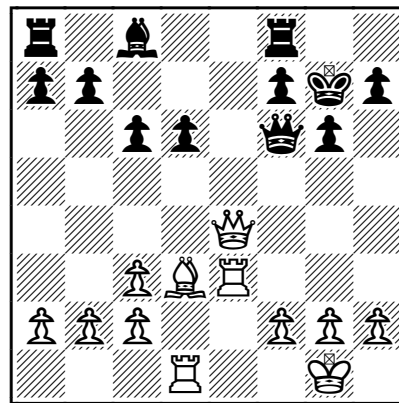
out of the game.

5...Nxc3 6.dxc3 Be7! 7.Qd5 0-0

Black gets his King to safety with ease.

8.Nxe5 Nxe5 9.Qxe5 c6!

But not 9...d6 10.Qe4 which might be a bit better for White: 10...c6 11.Re1 Bf6 12.Bd3 g6 13.Bh6 Bg7 14.Bxg7 Kxg7 15.Rad1 Qf6 16.Re3.



White has some attack.

10.Bd3 d5 11.Qh5 g6 12.Qf3 Bd6 13.Bf4 Bxf4 14.Qxf4 Re8 15.Rfe1 Be6=.

Now after 5. Nxe4 (Var. A, pg. 9)

5...d5

Black wins the sacrificed piece back and opens up lines for the rest of his pieces in the process.

6.Bd3

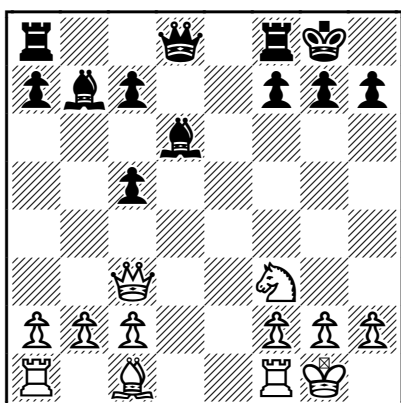
6.Bxd5 Qxd5 7.Nc3 Qd8 8.d3 Be7 gives Black an excellent, free game.

6...dxe4 7.Bxe4 Bd6

The key to understanding this position is DEVELOPMENT. Black has no problems getting his pieces out to good squares.

8.d4

Or 8.Bxc6+ bxc6 9.d4 exd4 10.Qxd4 0-0 11.0-0 c5 12.Qc3 Bb7!



Black may have doubled pawns, but just look at the wonderful diagonal for this Bishop. In this variation Black must make his light-squared Bishop work hard, because that's the piece White doesn't possess.

13.b3 Qd7 14.Bb2 f6 15.Rad1 Qf5 16.Qc4+ Kh8 17.Nh4 Qh5

Black has the better game, with two nice Bishops and light-squared pressure.

8...Nxd4! 9.Nxd4 exd4 10.Qxd4 0-0 11.Be3 Qe7 12.0-0-0 Be5=.

Black is fine and has a fully equal game. He may follow up with simple moves such as ...c6, ...Be6, and Rooks to the centre.

SUMMARY

The way Black handles this line teaches us a lot about open games. Premature attacks don't work and break up when confronted with quick and accurate development. Now you are ready to meet this line with confidence.

QUESTIONS AND ANSWERS

Learn and Advance

Submit your questions to our panel of experts. We cannot guarantee to answer all your queries, but we will try!

Anna Wang asks: "How can I concentrate on the game when I am getting bored?"

Chess teaches CONCENTRATION. There is always something in a position that you can focus on. If you are stuck for a move, try improving the position of your worse-posted piece. If your opponent is thinking for a long time, get up, have a little walk around, go back, try to predict what he or she will do next. Speedy play is the enemy of the young player. Chess champions DO NOT GET BORED AT THE BOARD!

Isabelle Kent asks: "How many moves should I think ahead?"

That depends on the position. If you are thinking ahead at all it is a very good sign. A great player, Richard Reti, was once asked the same question and the questioner was amazed when he answered "As a rule, only one. But it's always the best move."

John Toshack asks: My child is 8 years old and has started playing. How can I best help him improve? Simple: learn to play yourself and play with him at home. Encourage him. After a while, take him to the occasional tournament. Don't push it, if he wants to carry on with chess he will!

The RIGHT MOVE

Answers to the puzzles on page 8:

1. Try 1. Bg5
2. 1. Nxe5 is famous.
3. 1... Bxf2+ wins a pawn.
4. 27 ways to win in 14 moves!
5. 1. Nf1 mates after 1... h2.
6. 1. b3?? Qa3 mate!



Harry Potter Chess Set Gives English Chess a Boost

The English Chess Federation has warmly welcomed the launch of the Harry Potter chess set, which will be built up through a unique part-work series, Harry Potter: The Step-by-step chess manual. Martin Regan ECF Chief Executive said:

“The federation will gain enormous publicity as a result of this launch which has the potential to hugely increase the demand for chess starter products and coaching information. The ECF is the obvious starting point for those who wish to build on their new knowledge of our wonderful game.”

English Chess Federation Junior Chess Magazine

The Right Move

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