


The RIGHT MOVE

JULY 2007



English Chess Federation—Junior Chess Magazine
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National Girls' Team Championships 2007

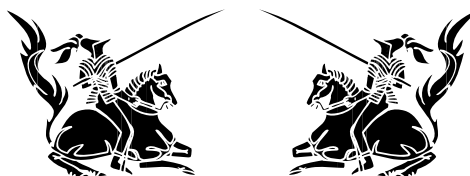
This prestigious team tournament was open to all female chess players, up to the age of 18.

County sides, school teams or just groups of chess-friends were all welcome. This festival of chess was held on the 9th June 2007, in the historic grounds of Claremont Fan Court School.



It was a fantastic day out for all the family.

The amazing weather allowed everyone to take advantage of the 97 acres of parkland, picnic facilities, and tours of the Claremont Mansion.



The Championships entertained over 120 competitors from across the UK, including those selected to attend as Elite Players.

Thank you to Mrs. Farrar, principal of Claremont Fan Court School and CJ de Mooi, Mensa chess championship and quiz genius, for presenting the special trophies to the elite players.

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Some of the competitors outside the Claremont Mansion.

The 2007 Trophy Winners are:		
SECTION	SECTION WINNERS	BEST SCHOOL TEAM
Under 18	The Four Queens	St. Swithuns School
	Chantel Sirisena	Sophie Gane
	Jessica Thilaganathan	Alexandra Yardley
	Thilagini Anandajeyarajah	Asia-Sophia Wolf
	Radha Jain	Holly Woodward
Under 14	Berkshire	N/A
	Angelica Aponte	
	Rachel Davey	
	Holly Carter	
	Florence Mitchell	
Under 11	Surrey Sharks	Fonthill Lodge
	Alicia Mason	Katherine Lane
	Arpita Prasad	Hannah Watkinson
	Katherine Shepherd	Emily Yates
	Sophie Nixon	Lauren Merry
Under 9	Wimbledon High Knights	Wimbledon High Bishops
	Fiona Howard	Flora Buckley
	Rachel Hunt	Isobel Miles
	Susannah Hardwick	Avery Hill
	Georgia Green	Elena Margetts



Some of the section winners, with Mr. Insall-Reid, Head of Senior School at Claremont Fan Court School. Any player who scored 50% or more qualified for the All England Gold Finals.



From the Director

Welcome to the 5th issue of The Right Move. Don't forget to go to <http://www.chesspublishing.com/content/ecf/index.htm> to view the latest opening theory for FREE. Remember your **user id: rightmove** and **password: chesspublishing**

The junior selection process for World and European Championships and other prestigious international tournaments is changing for events in 2008.

Qualifications

ANYONE who wishes to be considered for selection must enter ALL of their long-play games from June 2007 onwards, into the grading calculation database which can be found on the junior page of the English Chess Federation website.

They must also send me their **10 most recent games** in a *Chessbase format*.

The closing date for candidates to have submitted all of the above data is 1st March 2008, so I would expect to receive your games and grading information at some point in February. **GOOD LUCK!**

I hope you enjoy the magazine.

Claire Summerscale

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EDITOR'S FOREWORD AND BASIC ADVICE

by **Andrew Martin**
International Master



Welcome to the July edition of the *Right Move*. We are picking up new subscribers daily and your support has been very encouraging. Please don't forget to send us your games/analysis/news/letters, but not computer viruses! We want to hear from YOU!

Andrew Martin

THE RIGHT WAY TO LEARN

Whatever openings you eventually choose the best way to prepare is to use the following method.

1) FAMILIARIZATION

Play through a number of games at reasonable speed with the opening in question (20–30), to get the basic ideas and patterns of play in your head. At this stage **IGNORE DETAIL**.

2) **TRY THE OPENING OUT** in friendly or quick games at your club, on the Internet or against a playing program.

3) **CHECK** the lines used in practical play in your opening books. You are now starting to learn theory!

4) **REPEAT** stages 2 and 3 for a few weeks.

5) **STUDY** the book more carefully now and learn concrete lines.

6) **PLAY** your new opening repertoire choices in competitive games! Finally,

don't forget to:

7) **ANALYSE** your games afterwards. You can continuously update your opening knowledge this way. This is how the best players do it—follow tried and trusted methods. What is the point in trying to go your own way before you have even mastered the basics?

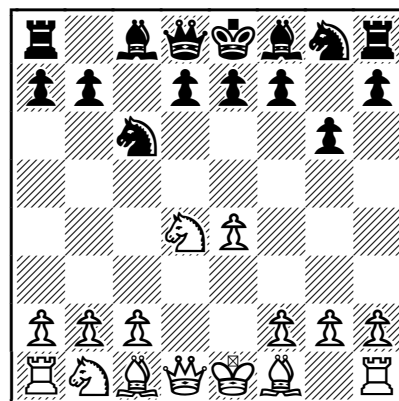
Hartston, William R – Westerinen, Heikki MJ

[B79]

Havana olympiad (Men) 1966

White could have done with a bit more opening work before the following game. Even back in 1966, going into the Yugoslav Attack in the Dragon was fraught with risk!

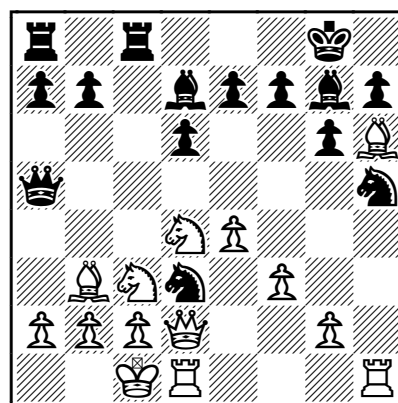
1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 g6



This is the **Accelerated Dragon move-order** which occasionally transposes back into the Dragon proper.

5. Be3 Bg7 6. Nc3 Nf6 7. Bc4 0-0 8. Bb3 d6 9. f3 Bd7!

9... Bd7 is Black's best move and has replaced all others. Black develops his last minor piece and prepares to operate on the c-file with his major pieces. Deploying the major pieces is actually Black's next task. There's plenty of choice, but if he gets it wrong he can be obliterated.



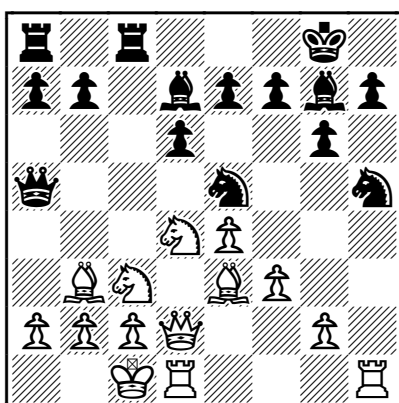
10. Qd2 Qa5 11. h4

White launches an attack before castling. There's nothing that Black can do about this. He must prepare his queen-side counterplay and trust in the resilience of his King's position.

11... Rfc8!

Sometimes the King needs an escape square on f8 and can even protect e7 if need be. Perhaps the Rook on a8 will go to b8.

12. h5 Nxh5 13. 0-0-0 Ne5



This is the next key moment. Black centralizes the Knight and will more often than not follow up with ...Nc4, taking away White's Bishop pair.

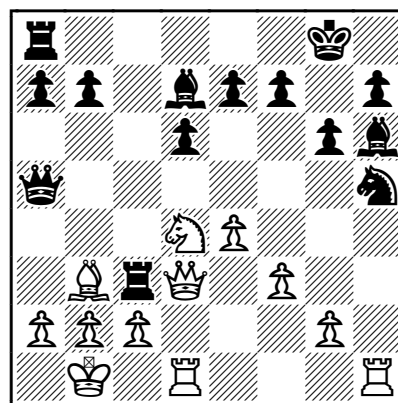
14. Bh6 Nd3+!?

A remarkable move. We are here to get involved in heavy theory; suffice it to say that 14... Nc4 had been played many times before this game and had been found wanting.

15. Qxd3

The point is that after 15. cxd3 Bxd4 Black is quite safe. Future games would test the incredible 15. Kb1 Nxb2!? with very sharp play. 16. Kxb2 Bxh6 17. Qxh6 Qxc3+ 18. Kb1 Nf6 19. g4 a5 20. g5 Nh5 21. Rxh5 gxh5 22. g6.

15... Bxh6+ 16. Kb1 Rxc3!



The Exchange sacrifice is a key resource. What does Black achieve?

- 1) He demolishes White's pawn structure.
- 2) He weakens White's King position.

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tion.

3) There is the distinct possibility of rounding up White's isolated pawns on the queenside.

4) He takes away the potential threat of Nd5. The black Knight will go to f6, protecting h7 against possible checkmate.

5) He can now start to think about his own attack rather than submissively defending and hoping for the best.

6) Endgames can be quite favourable. White's Rooks struggle to make an impression against Black's watertight pawn structure.

All in all not bad value!

16... Nf4?! is worse: 17. Qd2 Bg5 18. g3 Nh5 19. Qh2 Rxc3 20. bxc3 Qxc3 21. g4 Bf4 22. Qh4 Nf6 23. Ne2 Qe3 24. Nxf4 Qxf4 25. e5 Qxe5 26. Rde1 Qd4 27. Rxe7 Be8 28. g5 Qxh4 29. Rxh4 Nh5 30. Rxb7 a5 31. a4 Ng3 32. Rc4 Nf1 33. Kc1 d5 34. Rcc7 Rd8 35. Rc5 Ne3 36. Rxa5 1-0 *Gheorghiu, F-Westerinen, H/Oerrebro 1966.*

17. Qxc3

Hartston thinks that it's sensible to get the Queens off and that the extra Exchange will surely begin to be more and more influential. There MUST be a way to get the Rooks in. It doesn't work out that way. Observe how Westerinen calmly takes over the position. 17. bxc3 furnishes us with two Vasiukov Black wins: 17... Rc8 18. Nf5 Bg5 19. f4 Rxc3 20. Qd4 Bf6 21. Nh6+ Kf8 22. e5 Bg7 23. Nxf7 (23. g4 Ng3 24. Nxf7 Ne2 25. Qd2 Rxb3+ 26. cxb3 Qxd2 27. Rxd2 Ng3 28.

Rg1 Ne4 29. Rd4 Nc3+ 30. Kb2 Ne2 31. Nxd6 Nxd4 32. Nxb7 Ne2 33. Rf1 Bxg4 34. Nc5 Ke8 35. b4 Nxf4 36. Re1 Ng2 37. Re4 Bf3 38. Rc4 0-1 *Cherepkov, A-Vasiukov, E/Soviet Union 1967*) 23... Rxb3+ 24. axb3 Kxf7 25. Rhe1 Bg4 26. Rd2 Ng3 27. c3 Qa3 28. Rb2 Bf5+ 0-1 *Jansa-Vasiukov/Havana 1967* was a typical example of White's attack breaking up in confusion.

17... Qxc3 18. bxc3 Bg7

I quite like 18... Bf4! gripping the dark squares.

19. Rhe1 a5! 20. a4

Another concession. Now we see that the Bishop on b3 has been reduced .

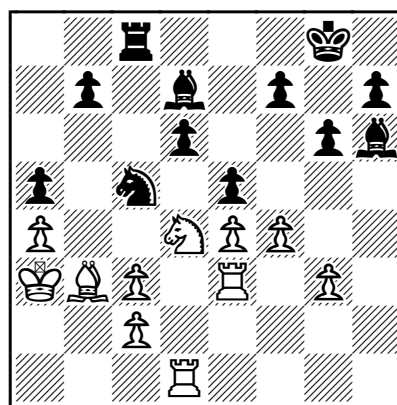
20... Rc8

An essential follow-up. If Black manages to capture the weakling on c3 the Bishop on g7 starts to play.

21. Kb2 Nf4 22. g3 Ne6!

En route to the beautiful square on c5.

23. Re3 Nc5 24. Ka3 Bh6 25. f4 e5!

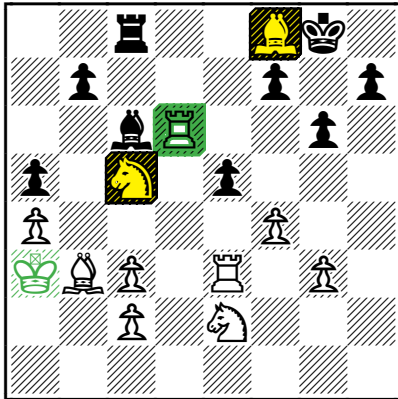


Black dominates. He has a Bishop, pawn and a massive initiative, all for a lousy Exchange. Every white pawn is vulnerable and his Rooks are completely

tied up.

26. Ne2 Bc6 27. Bd5

Hartston identifies the Bishop on c6 as Public Enemy No. 1. If he can get rid of it he can then take on d6 as he pleases. That's the plan at least. White could have captured immediately: 27. Rxd6 Bf8!



This is why he didn't. The King on a3 is looking exposed. 28. Rd1 exf4 (28... Nxe4+ 29. Kb2 Bc5 might be even better.) 29. Nxf4 Nxe4+ 30. Kb2 Bc5 31. Red3 Kg7 32. Rd8 Rxd8 33. Rxd8 Nxd3 The three kingside passed pawn will surely win the game for Black.

27... Bxa4 28. Rf3

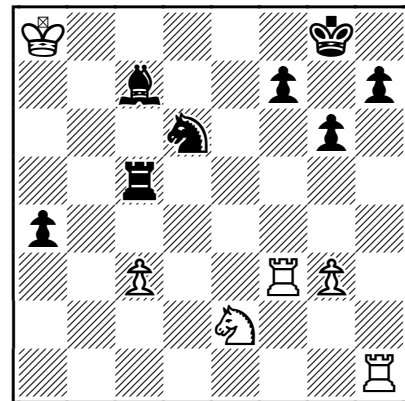
28. Bxb7 Bxc2 29. Rd2 (29. Bxc8 Bxd1) 29... Nxb7 30. Rxc2 Nc5 31. Rd2 Rc6 doesn't help. Black is still better.

28... Bxc2 29. Rh1 Bf8 30. fxe5 Bxe4 31. Bxe4 Nxe4 32. exd6 Bxd6+ 33. Ka4

You have to like your position in order to play at your best. Most players who come to me for coaching are simply getting involved in positions that they do not feel comfortable with. The art of chess is to do your thing and prevent the opponent from doing his thing; it can be reduced to that. Not easy though. Hart-

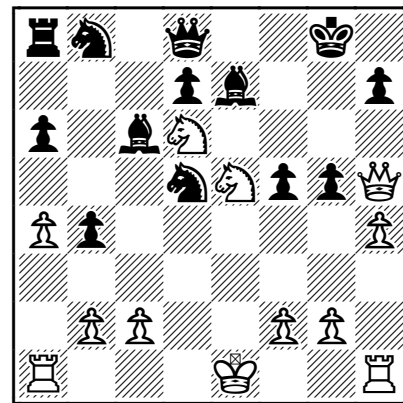
ston has been uncomfortable since 16... Rxc3! It has shown in his play. White has been defending when he expected to attack. This is why the Dragon is so popular for Black—he gets the chance to dish out a taste of White's own medicine.

33... Rc4+ 34. Kb5 Rc5+ 35. Kb6 Bc7+ 36. Kxb7 Nd6+ 37. Ka8 a4 0-1.



Comically making room for ...Ra4

**From Volovik-Koslov
CHESS PUZZLE 5**



White to play and force mate!

A nice easy one this month.
Entries (before 20th July) to:
manager.coaching@englishchess.org.uk
Solution for June on page 13.

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Emma Bentley wins the Susan Polgar Under 11 Open World Championship for Girls

It seems everything went right from the moment we received the email from Susan Polgar asking if Emma could play in Las Vegas at the World Open Championship for Girls. The Las Vegas Chess Festival had over 800 players, including 15 Grand Masters this year, battling it out for a prize fund of \$200,000.

The Polgar World Championship takes place at the festival and is a very prestigious and well run US Chess Federation event. The brightest and best players from around the world gathered to win the fine trophies and prizes as well as the title itself.

Emma stormed to victory in the under 11 championship, with 5½ out of 6, winning some great games against strong opposition.

She played in the Susan Polgar simultaneous and emerged as the last player standing.

David Bentley



THE RUY LOPEZ

1. e4 e5 2. Nf3 Nc6 3. Bb5

The Ruy Lopez is certainly one of the most commonly played of chess openings. All chessplayers should have at least a working knowledge of this venerable opening, because the positions that are reached are extremely diverse and perhaps this is the real reason the interest is so great. To young players I say: *study the Ruy Lopez closely and play both sides of the argument whenever you can.* You will learn a tremendous amount.

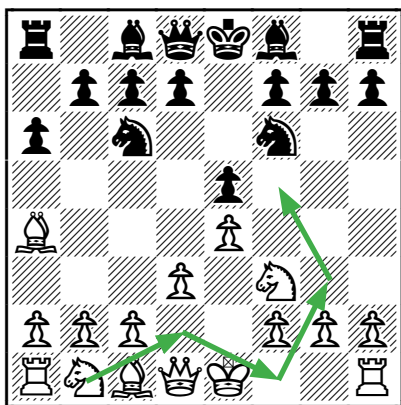
Mokry, Karel (2520) - Blatny, Pavel (2415)

[C77]

Tirnavia Trnava 1986

[Andrew Martin]

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. d3!



Maybe theory doesn't think a lot of this old, Steinitz Variation but I like it! And that's what counts... With 5. d3 White cuts out a lot of Black's sharper tries, but limits himself in other ways. 5. d3 is usually the prelude to a slow king-

side attack. White usually manoeuvres his N/b1 to g3, possibly pushes his pawn to g4, and then eyes the f5-square.

5... b5 6. Bb3 Be7 7. c3 d6 8. Nbd2 0-0 9. 0-0

He could play 9. Nf1 but decides to castle instead. The delay in castling by White is a common feature of this line.

9... Re8 10. Re1 h6 11. Nf1 Bf8 12. Ng3

The typical Lopez Knight manoeuvre is completed.

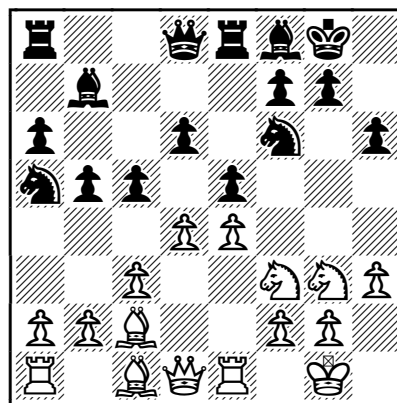
12... Na5

Not all Lopez defenders like to play with a Knight on a5. Play continues along traditional lines.

13. Bc2

White should keep the Bishop, which later on could have a glorious future.

13... c5 14. h3 Bb7 15. d4!



This is an ideal central pawn formation for white in the Ruy Lopez, although White must be careful that his pawn on e4 does not become vulnerable to attack.

15... cxd4 16. cxd4 exd4 17. Nxd4 d5?!

I prefer 17... Rc8, but White's position is preferable after 18. a4. Blatny thinks

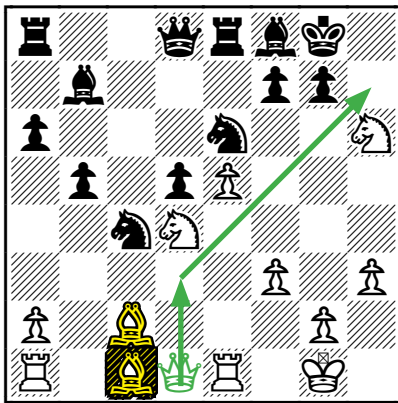
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he sees a chance to liquidate his weak, backward pawn.

18. e5 Ne4 19. Ngf5!

With a Bishop on b7 the f5-square will always be rather bare. Mokry now hits with devastating force.

19... Nc4 20. f3 Nc5 21. b4 Ne6 22. Nxf6+!!



An absolute killer.

22... gxh6 23. Qd3 Bg7 24. Qh7+ Kf8 25. Nf5

Joining the party.

25... Qb6+ 26. Kh1 1-0.

Resigning isn't premature. A classic kingside attack, seemingly out of nowhere, but which in fact was carefully prepared by White's accurate opening play. Points to remember:

The possibility of d3-d4 at the right moment.

The extension of White's Knight tour to f5. (Nbd2-f1-g3-f5)

The Lopez Bishops on c1 and c2, which, when the centre opens up, often become a lethal attacking force.

Please enjoy your adventures in the Ruy Lopez!

EPSCA Small Schools Tournament

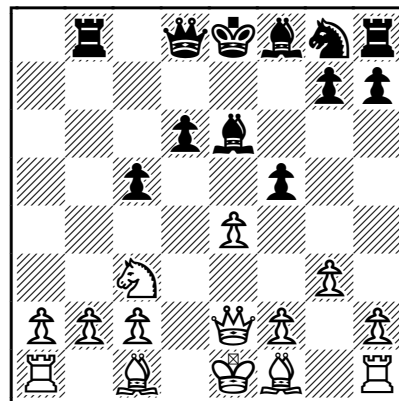
Two young board two players battle it out at the EPSCA small schools tournament. This game is an extremely good example of why you should develop and castle early and the disastrous consequences of ignoring this important advice.

Zoe Strong who is only 8 years old, was the victor in this game and played on board 2 of the Blagdon team, who won the event.

1. e4 e5 2. Nf3 d6 3. Nc3 Nc6 4. d4 exd4 5. Nxd4 Nxd4 6. Qxd4 c5 7. Qd5 Be6 8. Qxb7 Rb8 9. Qxa7 Ra8 10. Qb7 Rb8 11. Qa6 Bc8 12. Qe2

No development spells disaster for Black.

12... Be6 13. g3 f5



14. Bg2

14. exf5 wins the Bishop.

14... fxe4 15. 0-0 Nf6 16. Bg5 Bg4 17. Qc4 Rb4 18. Qa6 h6 19. Qc6+ Ke7?

Unwise; trapping the black King in the centre of the board. 19... Bd7 would have been a much safer approach.

continued on the last page

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JUNIOR OPENING THEORY

Miller, Bruce T - Collins, Geoffrey

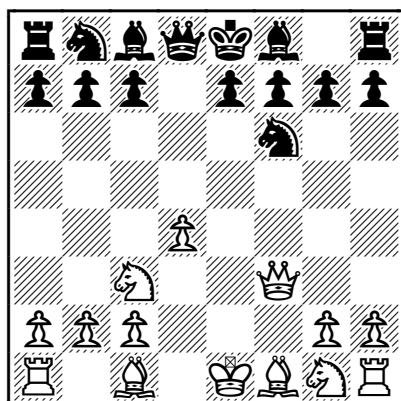
[D00]

US Amateur Team East Parsippany USA, 2007

The **Blackmar-Diemer Gambit** is bound to crop up a lot at amateur level and this is one pawn Black simply has to take. Playing against the BDG is a question of attitude as much as anything else. Club players or even youngsters often go passive when faced with outright aggression in the opening and of course this is what White is hoping for. The cemeteries are littered with the corpses of passive Black players who have fallen foul of BDG tactics. Let's get it straight: ultimately the BDG is a load of rubbish!

1. d4 d5 2. e4 dxe4 3. Nc3 Nf6 4. f3 exf3 5. Nxf3

The Ryder Gambit 5. Qxf3



is an arrogant move, even more so when played by a computer against one of the best GM's in the world. 5... c6! Black can safely take on d4 too! 6. Bd3 (6. Qf2 Qa5 7. Bd2 Bg4 8. Bc4 Nbd7 9. h3 Bh5 10. g4 Bg6 11. 0-0-0 e6) 6... Qxd4 7. Nge2 Qh4+ 8. g3 Qh5 9. Qxh5

Nxh5 10. Be3 g6 11. h3 Bg7 12. g4 Nf6 13. 0-0-0 0-0 14. Bd4 Nbd7 15. Rhe1 Re8 16. Ng3 Nb6 17. Bf1 Be6+ 0-1 *CRAFTYNOVUS-Georgiev, K/FICS INT 2007*. Black chose a simple and effective retort.

5... c6!

With several ideas.

1) 5... c6 is very flexible.

2) Options are preserved with the Bishop on c8. If White plays Bc4, Black responds with ...Bf5, whereas if 6. Bd3 Black plays 6... Bg4! He then sets up a solid, coherent pawn chain with ...e7-e6.

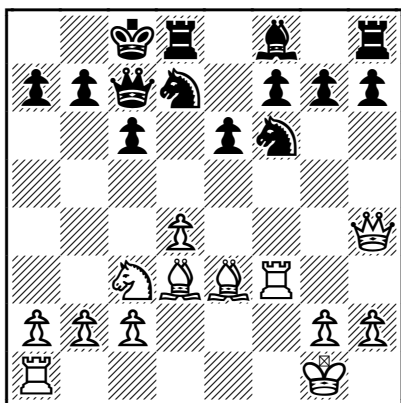
3) Black's plan of development can be simply stated: he wants to develop the Bc8 first, then ...e7-e6, then ...Nbd7, maybe... Bd6, usually 0-0 and then look to break with ...c6-c5 or ...e6-e5 (less common). I believe it is quite impossible for White to get any advantage whatsoever against this plan; in all cases he finds himself a pawn down for nothing.

6. Ne5

If one can call it thus, here is the latest 'game' in this line. 6. Ne5 is unusual, but White wants dissuade ...Bf5.

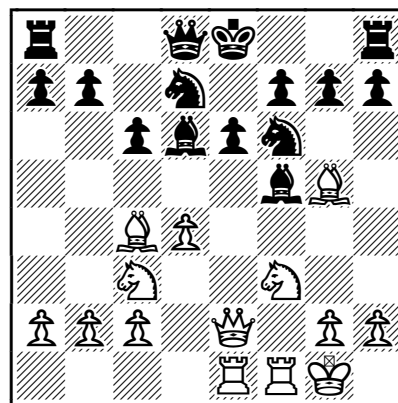
6. Bd3 Bg4! is the approved sequence, with immediate pressure on d4. 7. Be3 e6 8. 0-0 Nbd7 (8... Be7 9. Qe1 Nbd7 10. Qg3 0-0 11. h3 Bh5 12. Ne4 Bg6! Black's position is rock-solid. 13. Nxf6+ Bxf6 14. Bxg6 fxg6!? (14... hxg6 is quite okay: 15. c4 Re8 16. Rad1 Qa5) 15.

Rad1 Qe7 16. Ne5 Nxe5 17. dxe5 Bh4 Bd6 10. Rae1
 18. Qg4 *Stampovsky,L-Novak,J/Karvina 2005* when 18... Rf5! would have been clearly better for Black.) 9. Qe1 Bxf3 (9... Bd6! is also strong, but maybe Black feared 10. Ng5 however 10... 0-0 11. h3 Bh5 12. Nce4 Nxe4 13. Nxe4 Be7 leads nowhere for White.) 10. Rxf3 Qc7 11. Qh4 0-0-0!



Displaying the flexibility of the Black set-up. What I like about this game is Black's very simple approach. He just plays for coordination and invites White to display compensation. 12. Bg5 Re8 13. Raf1. About as good as it gets 13... Bd6 14. d5. The usual desperate lunge from BDG practitioners. (14. Ne4 Nxe4 15. Bxe4 f5 16. Bd3 h6 17. Bf4 Bxf4 18. Qxf4 Qxf4 19. Rxf4 g6 20. h4 Kc7) 14... Ne5?! (14... exd5 15. Bf5 Be5+) 15. dxc6 (15. Rxf6 gxf6 16. Bxf6 Nxd3! 17. Bxh8 Rxh8 18. cxd3 exd5) 15... Nxf3+ 16. Rxf3 Qxc6 17. Bb5 Qb6+ 18. Be3 Qa5 19. Bxe8 Rxe8 20. Qc4+ Kb8 *Wuts,F-Scho,C/Germany 1995* Black could have done better than this though.;

6. Bc4. The main line, one could say. 6... Bf5 7. 0-0 e6 8. Bg5 Nbd7 9. Qe2



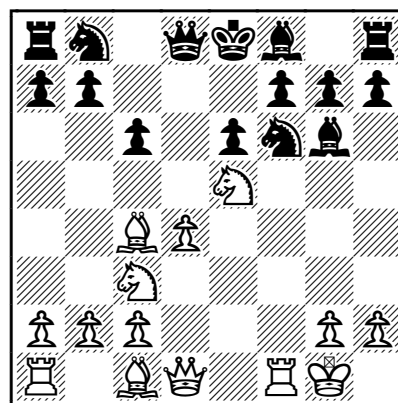
completes a rather pretty layout of the pieces for White. I think Black is simply a pawn up: 10... Qc7! 11. Nh4?

a) 11. Kh1 0-0-0 12. Ne5 Bg6 13. Bb3 Bh5 14. Qe3 h6;

b) 11. Bb3 h6 12. Bd2 0-0-0 13. Kh1 Bg4 14. h3 Nh5!! 15. hxg4 (15. Qf2 Ng3+ 16. Kg1 Nxf1+) 15... Ng3+ 16. Kg1 Nxe2+; 11... Bxh2+ 12. Kh1 Bg4.

6... Bf5! 7. g4

A move typical of the opening. After 7. Bc4 e6 8. 0-0 Bg6!



is the most careful move, taking away ideas of Nxf7, which is virtually White's only trick. 9. g4 Nbd7 10. Nxc6 hxg6 11. g5 Qc7! 12. Bf4 (Or 12. Rf2 Bd6 13. Qe2 Nh5 14. Ne4 Nb6 15. Bb3 0-0 16.

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Nxd6 Qxd6 17. Be3 Nd5 18. Raf1 Ng3 19. hxg3 Qxg3+ 20. Kh1 Nxe3 21. Re1 Nf5 22. Bxe6 fxe6 23. Qxe6+ Rf7 24. Rh2 Qf3+ 25. Kg1 Nxd4 26. Qxg6 Qg3+ 0-1 *Curi, G-Zelcic, R/Mallorca 2004*) 12... Bd6 13. gxf6N (13. Bxd6 Qxd6 14. Rf2 may be safest, but what I really don't like about these positions, in fact the whole line, is that White has no Plan B. 14... Nd5 (14... Nh5! 15. Ne4 Qc7 16. Qg4 0-0 17. Raf1 Rae8 18. c3 Re7 19. Bb3 e5± Note the careful preparation which made this freeing break possible.) 15. Ne4 Qc7 16. Qf3 *Vogel, R-Levushkina, E/Bayern 2004* and now 16... 0-0! 17. Raf1 Rad8 18. c3 e5 19. Qg3 Qb8 20. Qh4 exd4 21. Rf3∞) 13... Bxf4 14. fxc7 Be3+ 0-1 *Rodriguez-Bricard/Toulouse 1998*.

7... Bg6 8. h4

8. g5 looks quite unsound, one excellent response being 8... Nd5 9. Qf3 Nb4! 10. Bd3 Nxd3+ 11. cxd3 Qxd4 12. Nxc6 hxg6 13. Rf1 f5 14. Be3 Qh4+ 15. Rf2 e5 16. 0-0-0 Qh5 17. Qh1 Be7 18. Rg1 Qh3 19. Re1 Nd7 20. d4 0-0-0 21. d5 Bc5 22. Rf3 Bxe3+-+ *Salthe, G-Vik Hansen, R/Harstad 2001*.

8... e6

It transpires it is not even necessary to the Black h-pawn, which utterly negates the whole of White's play as far as I'm concerned 8... Be4!? also appears possible: 9. Nxe4 (9. Rh3!?) 9... Nxe4 10. Qf3 Nd6 11. Bd3 Nd7 12. 0-0 f6 13. Nc4 Qc7 14. Bf4 0-0-0 15. Qg3 Nb6 16. Bf5+ Nxf5 17. gxf5 Qd7 18. Nxb6+ axb6 0-1 *Sudier, G-Jacob, J/Fussbach 1994*.

9. h5 Be4 10. Nxe4

This time 10. Rh3 is met by 10... Bb4 11. h6 gxh6 12. Bxh6 Nd5 13. Bd2 Nxc3.

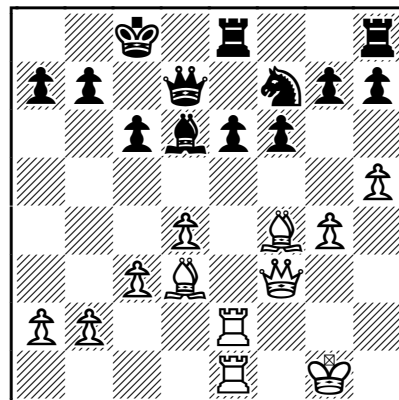
10... Nxe4 11. Qf3 Nd6 12. Bd3 Nd7

Exchanging off a well-placed attacking piece is a typical device for the defender in the BDG.

13. 0-0 f6

I must admit when I first saw his move I thought it had to be weak. But, it's beginning to grow on me. It's easy enough to defend e6 and Black may have designs against White's King!

14. Nxd7 Qxd7 15. c3 0-0-0! 16. Bf4 Nf7 17. Rae1 Re8 18. Re2 Bd6 19. Rfe1



Again, about as good as it will get.

19... Bxf4 20. Qxf4 Ng5!±

Now ...g7-g6 looms, taking a can-opener to the white King!

21. Qg3 Qc7 22. Qe3 Kb8 23. Kg2 Re7 24. Bf5

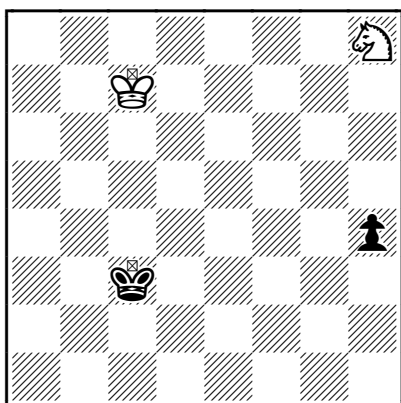
24. b4 e5!

24... g6! 25. Bd3

25. hxg6 hxg6 26. Bxg6 Rh2+ 27. Kg1 Nh3+ 28. Kf1 Rh1+ 29. Kg2 Qh2+ 30. Kf3 Ng5+.

25... gxh5 26. Qg3 hxg4 27. Qxc7+ Rxc7 0-1.

CHESS PUZZLE 4 Answer



White to play and force mate!

1. **Nf7!** Now, no matter how the black pawn charges forward, White can stop it. A couple of examples:
 1... **h3** 2. **Ng5** **h2** 3. **Ne4!**+ **Kd3** 4. **Ng3!** **Ke3** 5. **Nf1**+ winning the pawn.
 1... **Kd3** 2. **Ne5+** **Ke3** 3. **Ng4+** **Kf3** 4. **Nh2+** **Kg2** 5. **Ng4** and no progress will be made. The Knight is very adept in situations like these.

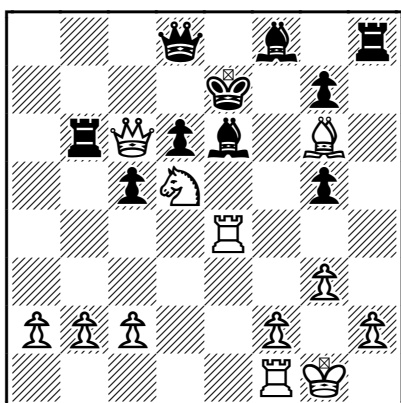
continued from page 10

20. Bxe4 hxg5 21. Rae1 Rb6 22. Bg6+

A nice discovered check, closing in for the kill!

22... Ne4 23. Rxe4+ Be6 24. Nd5# 1-0.

It's certainly not often that a Knight gives checkmate in the middle of the board. Well done Zoe!



**ANSWERS
to the puzzles
on page 9**

1. **1. Rh2.**
2. **1. Nb5! Qb8** 2. **Qxc6+ Ke7** 3. **Bc5#**. If the Q doesn't move she gets taken.
3. **1. Rxg7+**. If **1... Kh8** 2. **Bd3**; **1... Kxg7** 2. **Qg5+ Kh8** 3. **Qf6+ Kg8** 4. **Rg1+**
4. **1. Bxf7+ Kxf7** 2. **Nxe5+ Nxe5** 3. **Qxh5+**.
5. **1. Bh6! gxh6** 2. **Nf6+** fork. On other Black moves White plays **2. Bxg7**.
6. **1. Bxd5 exd6** 2. **Nxe7+**; **1... Qxd5** 2. **Nxe7+**. Can you break Black's other defences?

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