



NEWSLETTER



Chess World Australia Pty. Ltd. ABN 41 118 087 862



Rush to the Chess Camp...



RJ and Chris Fu - winner of the May RJ Shield.

8-11 July, 2014
Philip Island

Message from the Guru

I posted a link on Facebook recently to an article published in 1859 about the "dangers of chess". The author's fear was that chess was becoming too popular, as it was too sedentary an activity for the increasing numbers of the population who were working all day at a desk.

I love chess, but I do believe that chess must be just one part of a well-rounded life. All children should learn music, another language, play a sport and play chess. With this balance, kids will develop a healthy mind and body and allow themselves the maximum number of options for success in the future.

With that in mind we've been preparing our itinerary for the Chess Camp in July school holidays. We do have a rigorous schedule of workshops, tournament games and game analysis (in small groups and one-on-one). But between chess times we also have a trip to the wildlife park, 10-pin bowling, beach walks, flying fox, archery and a host of other sporting and physical activities which will in fact help to sharpen our minds.



Looking forward to it!

David Cordover,

Managing Director,
 Chess Group of Companies

RJ SHIELD REPORT

25th May 2014



Gabbi and Chris face off on board one with Alistair and Moksh on board two.

The second RJ Shield tournaments for the year were held on 25th May at Tucker Road Primary School, Mildura and in Yarrowonga and all events attracted a good field of players.

Chris Fu, returning to chess after a break, was the clear winner in Bentleigh whilst Sam Trewin continued his dominance at Yarrowonga and Liam Harrison looks to have moved past his older sister to score a big win in Mildura.

RJ Shield Bentleigh

Leading Scores (over 10s) - 36 players

6 C.Fu
5.5 A.McCutcheon
5 D.Poberezovsky, G.Ripps, D.Bradley & M.Goswami

Leading Scores (under 10s) - 31 players

6 D.Fernando & K.Bao
5.5 M.Chang

RJ Shield Yarrowonga

Leading Scores - 28 players

7 S.Trewin
6 D.Amarasinghe
5 C.Pang, J.Scalzo, L.Amarasinghe & C.Lindsay

RJ Shield Mildura

Leading Scores - 26 players

7 L.Harrison
5.5 Z.Harrison & H.Gooch

The next event will be a Novices Tournament on Sunday 29th June.

“Find the Grandmaster Move Challenge”

Each RJ Shield I select a position from a grandmaster game and we have a competition to see if the players can pick the move made by the grandmaster.

On this occasion I chose a very famous game, but did not tell the players anything about the game other than it was a very famous move made by a very famous chess player. After about an hour, where the kids had been studying the position between their games, one boy came up to me and said "I think I know this position is it Byrne v Fischer 1956?" Of course I was amazed that a young kid would have remembered the position and the details of the game and duly awarded him the prize for being the first to solve the "grandmaster move challenge." His name is Robin Neupane - perhaps we should remember that name?



Robin Neupane demonstrates the winning move in the “Find the Grandmaster Move Challenge.”

One of the good things about the RJ Shield is that it gives me the opportunity to record the games of some of my students and to get new material for my lessons.

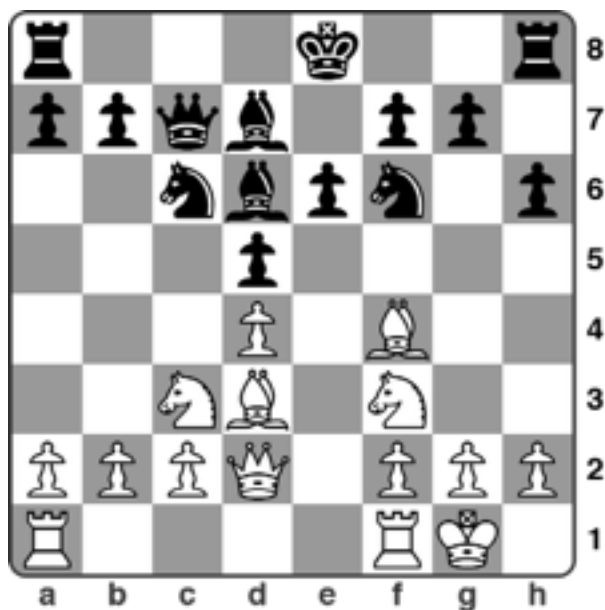
RJ Shield, 2014

Shawn Zillmann 894

Daniel Nikolaevsky 957

Caro-Kann: Exchange, 4.Bd3

1.e4 c6 2.d4 d5 3.exd5 cxd5 4.Bd3 e6
5.Nf3 Bd6 6.Nc3 Nc6 7.O-O Nf6 8.Be3
Bd7 9.Qd2 h6 10.Bf4 Qc7?



White to play

Either losing a pieces or losing a Queen for two pieces.

11.Nb5 Bxf4

The right decision ... two minor pieces for a Queen is not so bad.

12.Nxc7+ Bxc7 13.Rfe1 O-O 14.Bb5?

No doubt aiming to swap off pieces because he is ahead on material, but it's better just to build up your position, e.g. c3 then b4.

14...Ne4 15.Qd3 a6 16.Bxc6 Bxc6 17.Ne5 Bb5 18.c4

Hoping to trick Black into 18...Bxc4?

19.Nxc4 dxc4 20.Qxe4 but the plan backfires.

18...Bxe5 19.cxb5 Bf6 20.bxa6 Rxa6

Now it's not so easy for White as his "d" pawn is vulnerable, so 21.Rd1 is necessary.

21.f3 Nd6

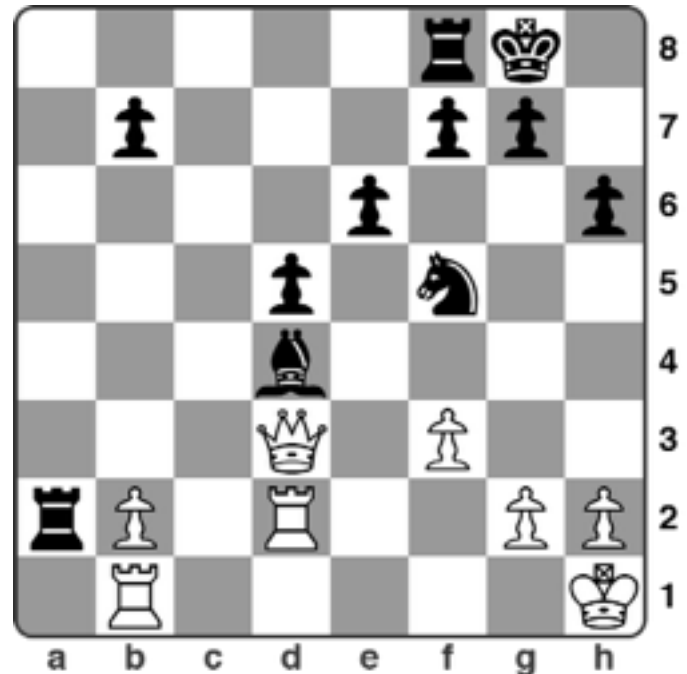
Threatening 21...Nf5.

22.Re2 Nf5 23.Rc2 Bxd4+ 24.Kh1 Rb6?

Overlooking a tactic for White. 24...Bb6 was best.

25.Rb1 Ra6 26.Rd2 Rxa2?

Falling for White's trap.



White to play

27.g4

White finally sees the idea!

27...Be3 28.gxf5

Better was 28.Re2 to save the rook and still win a piece.

28...Bxd2 29.Qxd2 exf5 30.Qxd5 Ra6

31.Qxb7

Now that he has a passed pawn it should be easy for White, although he is running short of time.

31...Re6 32.Rc1 Ree8 33.Kg2 g6 34.b4

Kg7 35.f4 Rb8 36.Qe7 Rfe8 37.Qc5 Rec8?

38.Qe5+

38.Qxc8!

38...f6 39.Rc7+ Kg8 40.Qd5+

Missing 40.Qe6+

40...Kh8 41.Qd7 Rxc7 42.Qxc7 Rxb4

43.Qd8+ Kg7 44.Qe7+ Kg8 45.Qxb4 Kg7

46.Qe7+ Kg8 47.Qxf6 Kh7 48.Qf7+ Kh8

49.Qxg6 h5 50.Qxh5+ Kg7 51.Qxf5 Kg8

52.h4 Kg7 53.h5 Kh6 54.Qg6# 1-0

Notes by Robert Jamieson

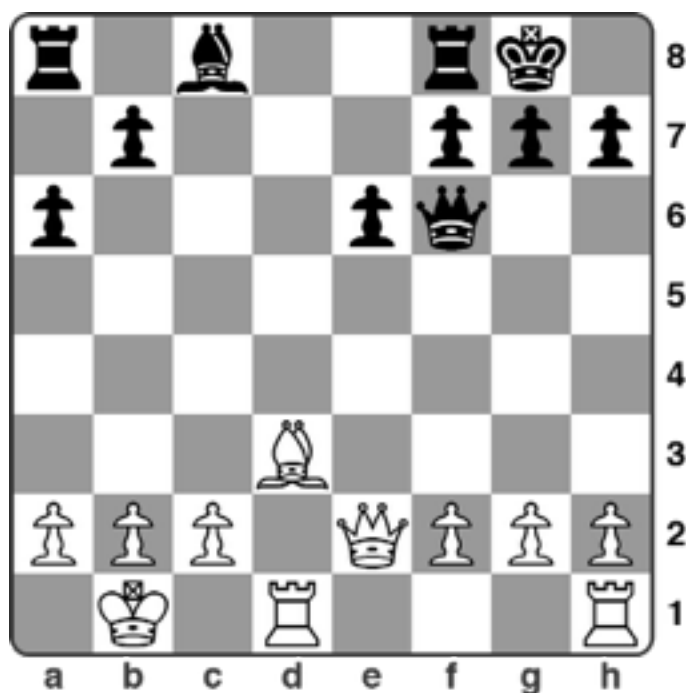
CHOOSING THE RIGHT PLAN

by IM Robert Jamieson

One of the hardest things to do in chess is to find the right plan. When you first learn chess your “plan” may be to swap pieces or to check the King but as you improve you learn about more advanced plans that may for instance involve attacking, positional play or trying to get a passed pawn and queen it.

Many players make the mistake of developing a plan based what they want to do - like they love attacking so their plan is always to attack the opponent's King. This is WRONG! *Your plan should be based upon what is actually happening in the position, not on what you would like to do.*

I saw a classic example of this in a game from Ballarat the other day (see diagram).



White to Play

Many players would look at this position and would immediately notice that the players had castled on opposite sides of the board. What is the plan in such a position? Most players know that the usual plan in such positions is to launch a violent attack

against the opponent's King, whilst he is doing the same to you, and its often a race to see who gets home first.

White decided to launch his attack starting with **1.g4** and it turned out to be the winning move! Black unthinkingly thought that he must do the same and so replied **1...b5??** whereupon **2.Qe4!** win a rook and the game for White. Instead Black should have countered with **1...e5** with a good game.

Did White have the requirements to launch an attack? Normally you need to have more attackers than defenders and/or some weakness in the opponent's position to attack. In the diagram White has only a Q +B attacking and Black has Q+R+4Ps defending with a nice, safe pawn chain in front of his King. Clearly this does not meet the requirements for attacking.

Now, lets go back to the position and assess what is happening based on the basic elements of Material, Time, Space and King Safety. Material is even, space is perhaps slightly in Black's favour, time is in White's favour as Black has not yet developed his B and both Kings look pretty safe.

So, were I playing White, I would take a positional approach based on my lead in development and Black's problems developing his B (for instance ...Bd7 allows Bxh7+ winning a pawn). My plan would be to play **1.Be4!** placing my B on a great central square and pressuring the b7 pawn. This move also opens the "d" file for White's rook so ideally I'd like to follow up with **Rd6** then **Rhd1** controlling the "d" file.

White has a majority of pawns on the Queenside supported by his King, so if White could swap off Queens and get into an ending I'm sure that the position would be favourable for him.

STUDYING YOUR GAMES

by IM Robert Jamieson

You should always go over your tournament games afterwards either with your coach or a chess program so that you can learn from your mistakes.

There aren't many high-rated chess coaches in WA so keen local junior Adam Kelly occasionally sends me his games to comment on. Here is a sample. Notes are by Adam with my comments in brackets.

Perth Weekender 2014

Adam Kelly 1776

Tristan Boyd (FM) 2370

Kings Indian Defence

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 O-O 6. Nge2 c5 7. d5 e6 8. Ng3 exd5 9. cxd5 Nbd7 10. Be2 h5

(I don't like this much as it just weakens the g5 square. 10...a6 was better)

11. Bg5

The idea behind withholding Be3 earlier is to play this in response to h5 without losing a tempo.

11...Qb6

(Perhaps the Q is better placed on c7 planning c4)

12. Rb1 a6

12.Qc2 would have been better than Rb1 as I'm going to play the queen there anyway and I'm not certain where the rooks are best placed yet.

13. Qd2 Qc7 14. a4

Played to prevent b5 and any queenside play from my opponent.

14...Re8 15. O-O Rb8 16. Rfc1

Slightly unusual in this position but I wished to play b4 then b5 blocking the queenside and then manoeuvre my g3 knight to c4. Due to my opponent's lack of space and development I didn't think he had much counterplay. Judging from the game however, I'm not sure if my plan met the requirements of the position.

16...b6?

(Black should be aiming for ...c4 and ...b5, not just b6)

17. b4

It is probably best not to rush this. I think Nf1 would have been more accurate.

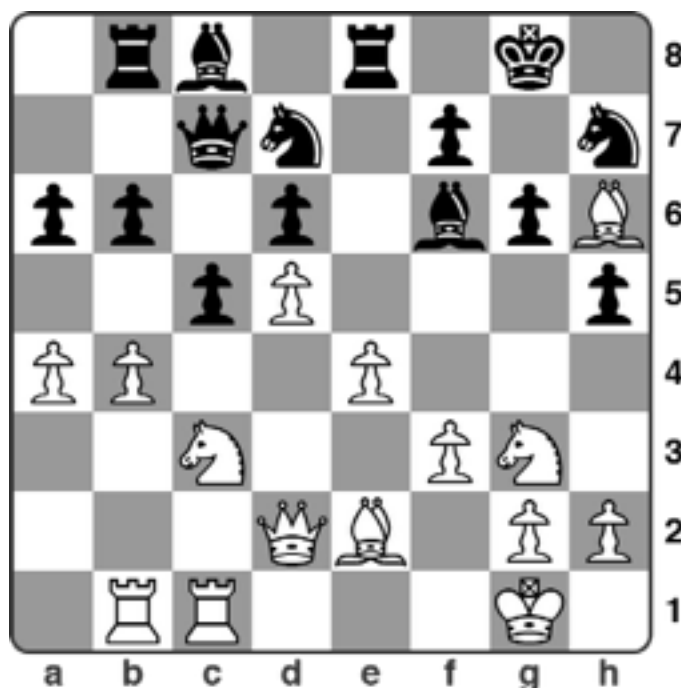
17...Nh7 18. Bh6

Be3 would have been better to stop any ideas about trapping my bishop on h6 so I can spend my time on manoeuvring my knight instead.

Although it does take away the e3 square for that knight so maybe it is safe on h6 for a little bit.

18...Bf6

(18...Bd4+ looks preferable)



19. b5?

(If White has placed his pieces to attack on the queenside then why is he blocking the position?)

19...a5

19.Nf1 would have been better. My plan was to block the queenside, get a knight to c4 then move my rooks to the centre. I didn't think any ideas involving f5 would have worked due to h5 already weakening his kingside pawns, but the unfortunate location of my bishop gave me room for error and allowed him to activate his pieces.

20. Nf1 Ne5 21. Ne3 Qd8 22. h3

h3 was a mistake. I played it with the idea of playing f4 next move without the knight being able to go to g4 (a common theme in similar positions but not applicable to this one) then getting my knight to c4 but I underestimated g5 after which h3 is a liability. Better is Rf1 where I

can meet g5 with f4 activating my rook. It does mean I've made a concession in weakening my pawn structure but its too late to do anything about that.

(Agreed, the game will now be decided on the kingside so your priority is to get your pieces over there before you do anything committal. So Rf1 and Re1 first perhaps.)

23...g5?

(Better was 23...Bg5 to exploit White's weakened dark squares.)

23. f4 gxf4 24. Bxf4 Ng6?

(Moving the N off a great square can't be best.)

25. Bh6

25.Nc4 or retreating my bishop would have been much better as my bishop was misplaced on h6.

(Yes, your B can't survive on h6 and it's all about getting your pieces on good squares so Nc4 was the go.)

25...Bd4 26. Kh1 Qh4

Pretty much forcing Nf5. My opponent now has a strong initiative.

27. Nf5 Bxf5 28. exf5 Ne5 29. Qf4

Bf4 may have been a little better (I missed the reply Ng4 to Qf4)

29...Ng4 30. Ne4??

A finishing blunder. I'd had a look at Bxg4 (my only chance for survival but it merely prolongs the game) but decided against it (I can't remember why). I went through it afterwards after Bxg4 and we came to the conclusion that Black had a decent edge in all of the lines. *(A really terrible move, so the question is why did you do that? Did you not ask yourself "what will he reply" before you made the move? Also if you just look at the position on general principles then your B is pretty useless whereas his N on g4 is a real threat so the exchange is the obvious move).*

30...Rxe4 0-1

Notes by Adam Kelly

Notes in brackets by Robert Jamieson

After we have played through your game there is a question that I always ask my students. "What can you learn from that game?" I then get them to enunciate what they did wrong and what they should do in future to avoid doing similar things again. Try that yourself!

Phillip Island Chess Camp

8 - 11 July 2014



**CAMP THEME
DEFENDING**

If you are being attacked

Capture the attacker - Evade, i.e. move the attacked piece to a safe square - Block the attacker's path (if it isn't a knight) - Defend the piece with another piece - Put the enemy king on check.

Capture - You can capture the attacking piece if it is in the assault path of either your attacked piece itself or another ally piece or pawn.

Evade - Your attacked piece can evade capture if there is at least one safe square it can move to and doing so would not put the friendly king in check.

Block - In this defense, you put another chessman between your attacked piece and the attacker. The blocking piece must be of lesser value than the attacked one; otherwise you'd be doing the enemy a favor! As an example, let's say your queen is attacked by a rook. To block the way to her, you move a knight. If the rook captures the knight, you get the rook with the queen. Since the rook is worth 5 points and the knight is only worth 3 points, this is a worthy exchange to make.

Defend - Defend is similar to blocking. But here you put the defending piece behind or around the attacked one. A capture would lead to the attacker being seized by the defender. This defense works only if the attacker is more valuable or equal in value to the attacked piece; otherwise the sacrifice would be worth it.

Check - If checking the king would force the attacker to move to defend its king, you can save your piece.

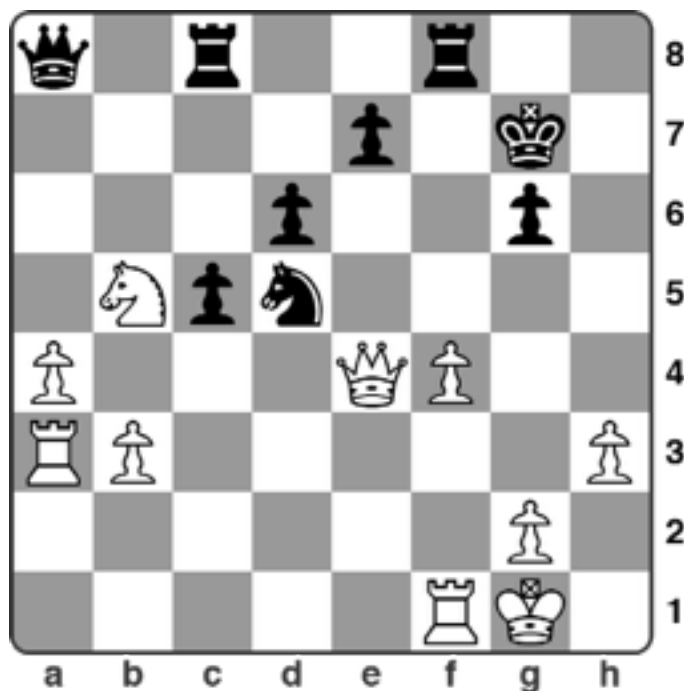
CHOOSING YOUR MOVES by IM Robert Jamieson

Chess is a simple game. Somewhere, in every position, is the “best” move. All we have to do is find it!

How then do we go about choosing our moves? Very young players like to capture, or check, or threaten something so as soon as they see a move they like they do it.

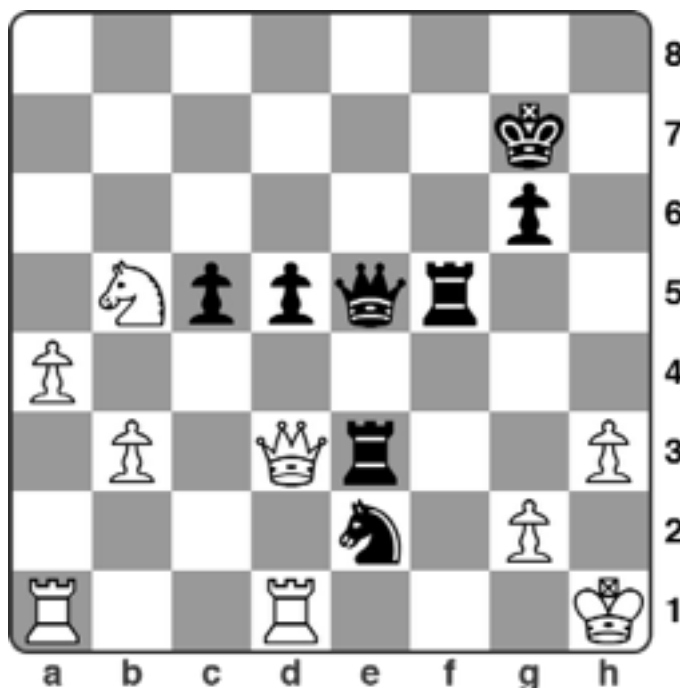
As we get a bit better we learn to consider alternative moves and to analyse the consequences of those moves. I think most players chose their moves just based on analysis.

For example, have a look at the position below and decide what move you think White should play. Before you decided on your move did you assess the position? Black is not threatening anything and White is a solid pawn ahead. Surely White is possibly winning - at worst an easy draw?



Grandmaster Johansen, playing White, decided on 1.Rd1. No doubt he had analysed the consequences and decided

that he ended up with a good double attack on d6. The game continued as follows:
1.Rd1 Nxf4 2.Qxe7+ Rf7 3.Qg5 Re8 4.Ra2 Re5 5.Qg4 Re4 6.Kh2 Ne2 7.Qg5 Rf5 8.Qd2 d5 9.Qd3 Qb8+ 10.Kh1 Qe5 11.Raa1 Re3 White Resigned.



Where did he go wrong? Black certainly got all his pieces into play and in good positions - resulting in a winning kingside attack.

Perhaps he didn't consider the “big picture”. Some of my students decided that the big picture was that Black's King was unsafe so he chose either 1.Rf3 (intending 2.Rg3) or even 1.b4 with the idea of Rg3.

I have an even simpler idea. If I don't see any concrete lines that I want to analyse and my opponent has no threats, I simply ask myself **“How can I improve my position?”** Clearly White's problem is that he has a rook out of play on a3, so my move would be 1.Ra2 to activate the rook and threaten 2.Rd2. It's a good, safe move and may have taken about 15-20 seconds to decide upon. As Karpov once said, “when unsure what to do, make good moves quickly.”

CHess PUZZLES TO SOLVE

Position #1

An easy one to start with. White makes one move and Black resigns.



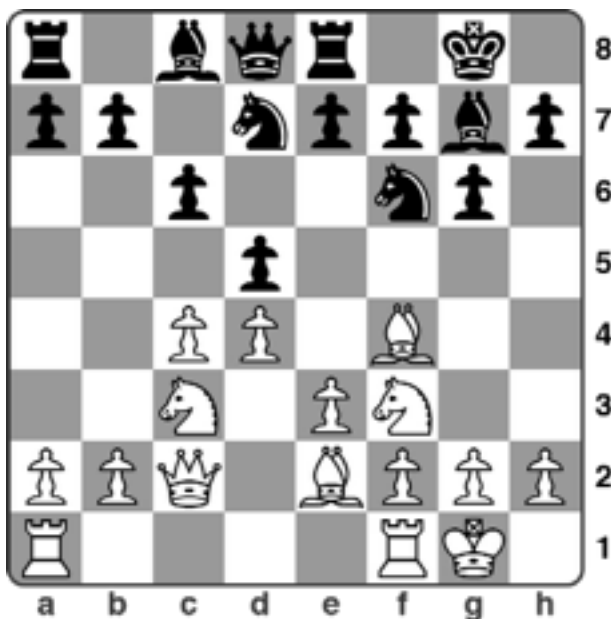
Position #3

And now for the really easy one! White to play and mate in 10 moves!



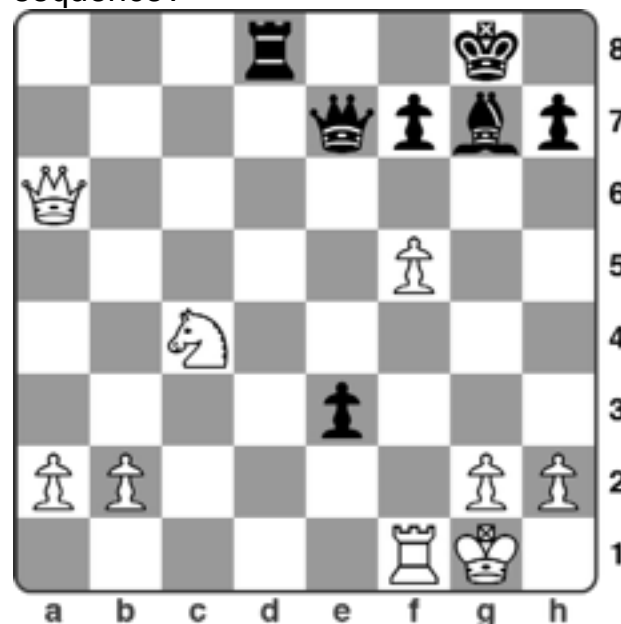
Position #2

In the position below White played 1.h3 ... but he had better. What did he miss?



Position #4

Play continued 1.f6 e2 2.fxe7 Bd4+ 0-1 White resigns. What was the blunder in this sequence?



Answers:

#1 1. Rd7!! 1-0

#2 1.cxd Nxd5 (1...cxd 2.Nb5!) 2.Nxd5 cxd5 3.Bc7!

#3 1.Qf4+! gxf4 2.Bxf4+ Ne5 3.Bxe5+ Ka8 4.Nb6+ axb6 5.axb+ Na6 6.Rxc8+ Rxc8 7.Rxa6+ bxa6 8.Bg2+ Qf3 9.Bxf3+ Rc6 10.Bxc6#

#4 The blunder was resigns! 3.Ne3! Bxe3+ 4.Kh1 exf1+ 5.Qxf1 is winning for White!