

JUNIOR

Issue 3 February 2014

British

CHESS

Magazine

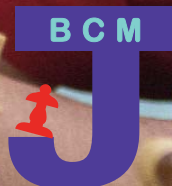
♟ tests and quizzes

♟ checkmate techniques

♟ gambit play

♟ great past masters

Top U-18 player
Marcus Harvey
Interview
and
Games



**THE JUNIOR BRITISH CHESS
MAGAZINE**

Bi-Monthly

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Director Stephen Lowe

Editor David Levens

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Magazine Limited**

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Registered in England No 334968

ISSN 2053-8782

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On-line purchasing

UK: GBP 3.99

US: US\$ 5.99

Euro: 5.49

Available on Apple and Android
apps, all other digital platforms
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Editor's Opening



Welcome back! I hope you enjoyed the first and second issues of *Junior BCM*. Looking back 2013 saw Magnus Carlsen defeat Vishy Anand in the World Chess Championship in India – Magnus is a real inspiration to every player, young and not so young, and we will include a feature article on him in the next issue of *Junior BCM*. Looking forward, may 2014 bring you great success on the chess board – even if you don't quite make it to world championship level just yet!

In this issue of *Junior BCM* we take you to the next level of difficulty in our Chess in Easy Stages section and include a report on various junior tournaments including the important Junior 4NCL tournament. We have an interview with Marcus Harvey who won the 17th Delancey UK Schools Chess Challenge Terafinal in 2013 and is surely destined for great things. Marcus is a fine attacking player with a keen eye for the initiative. We have of course our regular features to help young players (and their teachers and parents!) improve their understanding of chess by looking at some instructive games and positions from great players of today and the past.

In truth I normally open 1 e4 in most of my games of chess. I like open games and I like open people. I suppose that's because I like to be able to see and know almost for certain what is going on. So, please, do not play closed games with me; send me your comments and enter the various competitions and tests we've written up for you. In this issue there's a cracker of a game in

the Test your Chess section – a beautiful game by Black in a Two Knights Defence. And in the section on Great Players of the Past you will find a wild attacking game, almost in the style of Mikhail Tal, but played by Samuel Reshevsky who was a child prodigy and gave simultaneous chess exhibitions at the age of 8 (!!), long before the great Bobby Fischer was born. Reshevsky was better known for his positional style of chess but in this game he tears his opponent apart with a cascade of sacrifices in a devastating attack. By way of contrast in the section on positional chess there's a master class by Alexander Alekhine, a Russian former World Champion who is better known for his skill as a tactician and attacking play; in this game (against another former world champion no less) Alekhine shows how superior piece placement in a quiet position left his opponent totally helpless, and he won with a minimum of effort and risk.

If you want to see something quite unusual but also very instructive about whether several minor pieces are worth more or less than a queen, have a look at Analyse This! where Black sacrifices three minor pieces early on to gain White's queen – only to find himself without any play and in a losing position.

Never forget, it's your magazine and we're interested in hearing from you. Send us any interesting games you have played and tournament reports, with photos if possible - we will publish the best ones. You can contact me by e-mail at davidlevens@chesscoach.co.uk.

Above all, keep playing and practising as much as you can and you will be sure to improve your results!

David Levens

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

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.

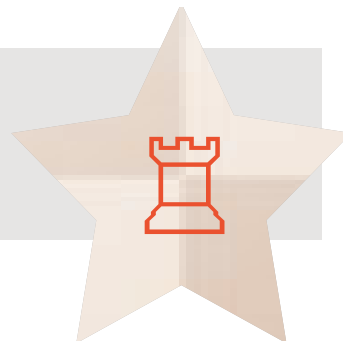
GYPO Get Your Pieces Out

LPDO Loose Pieces Drop Off

	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.

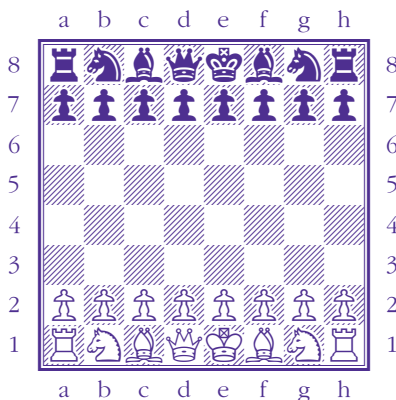
Chess in Easy Stages



Chess in Easy Stages – Stage 3

In Stage 3 we look at the ‘en passant rule’, recording a game of chess on a chess score sheet (see below), checkmating with a King and Queen vs. a lone King, with a King and Rook vs. a lone King, and with a King and 2 Rooks vs. a lone King. We look at basic but very important tactics: Pins, Forks and Skewers. We also look at the absolutely essential Endgame principles of ‘the Opposition’ and ‘the Square’.

The basic information for how to record a game of chess was given in stages 1 and 2 in earlier issues of *Junior BCM*. If you open by moving a pawn to the square, e4 you simply write on your score sheet 1 e4. If Black then plays his e pawn to the square e5 you write for Black, e5 and so on. You never write ‘pawn’ or ‘P’ However, when moving pieces you must always designate which piece you are moving. Thus if you move a Knight to the f3 square you write Nf3 (N is for Knight as we use K for King). A capture is indicated by the times sign ‘x’. So, if you capture another piece with one of yours you write on your score sheet eg: Qxa5 which tells the reader that you have captured whatever piece or pawn was on the a5 square with your Queen.



It is quite common for chessboards to have numbers and letters on them as in the diagrams. This makes it easy for juniors and other inexperienced players to record a game of chess.

Your game on a score sheet could look like this:

White

- 1 e4 (pawn to e4)
- 2 Nf3 (Knight to f3)
- 3 Bc4 (Bishop to c4)
- 4 Ng5 (Knight to g5)
- 5 exd5 (pawn captures pawn on d5)
- 6 Bb5+ (Bishop to b5 check)
- 7 dxc6
- 8 Be2
- 9 Nf3
- 10 Ne5
- 11 d4

Black

- e5 (pawn to e5)
- Nc6 (Knight to c6)
- Nf6 (Knight to f6)
- d5 (pawn to d5)
- Na5 (Knight to a5)
- c6 (pawn to c6)
- bxc6
- h6
- e4
- Bd6
- exd3

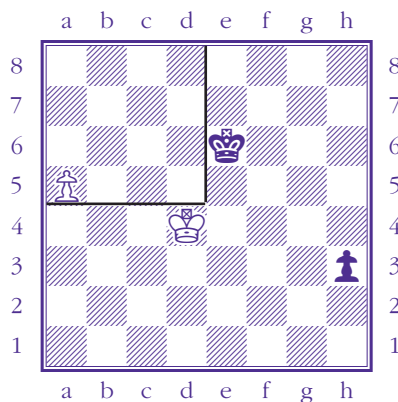
This pawn capture is known as taking **EN PASSANT**. If you have a pawn on your own 5th rank (row 4 on the chess board for Black and row 5 for White) and your opponent moves a pawn to pass yours to land next to your own pawn; in this case on d4, next to your pawn on e5, you may capture as if they had played d3 instead. That is why you write exd3 in this instance. It's quite simple in practice even if it sounds a bit complicated in words!

12 Nxd3

0-0

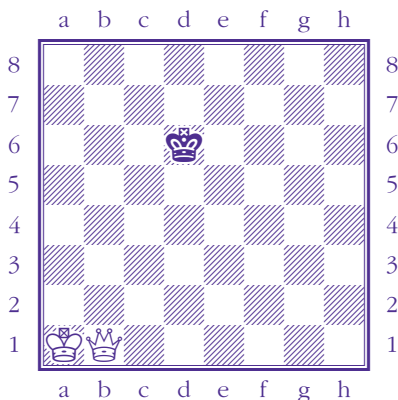
This is the notation you use when castling. If you castle on the Queen's side you would write 0-0-0.

Once you have become familiar with the chess notation above, that is all you will ever need to know to record a game of chess!



In the above diagram **THE SQUARE** is from a5-a8-d8-d5. In the above example to find the Square (if you are White) an imaginary line is drawn from a5-d8 and you use those corners as your boundaries of the Square. The Square is very useful when you are trying to decide whether or not you can catch a passed pawn. In the above diagram if it is Black to move his King steps into the Square, say d6, and catches the white pawn easily. However, if it is White to move, after White plays a6 the Square becomes a6-c8-a8-c6 and the pawn cannot be caught at all. In the same diagram White cannot catch the black pawn on h3 because his King is too far outside 'The Square.'

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*Junior British Chess Magazine***Basic checkmates**Forcing **CHECKMATE** with a King and Queen v a lone King

In this very basic ending it is essential to drive the defending King to the edge of the board – it does not matter what edge – but to succeed in this you do need to use **BOTH** your King and Queen!

1 Qe4

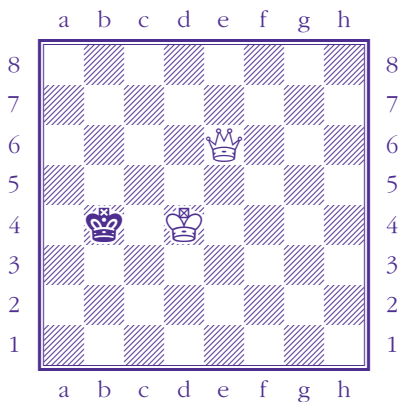
Immediately restricting the black King to just 16 squares.

1...Kc5 2 Kb2 Kb5 3 Kc3 Kc5 4 Qe6 Kb5

Already this is the only square available.

5 Kd4 Ka4

The King has now been forced to the edge of the board. (If 5...Kb4 instead then 6 Qb6+ Ka3 7 Kc3 Ka2 8 Qb2#)



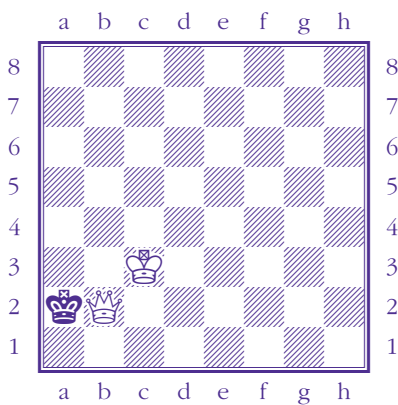
6 Qb6+

By placing your Queen here, next to the edge of the board, the black King cannot escape.

6...Ka3 7 Kc3

Your King is now **OPPOSITE** the black King and ready to protect your Queen for the final mating position

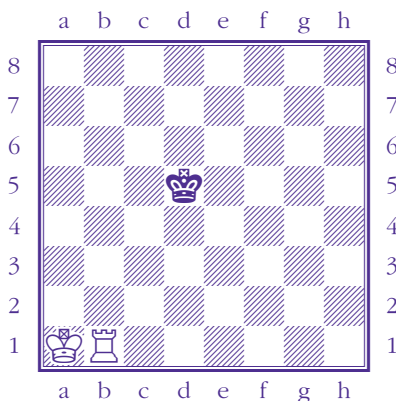
7...Ka2 8 Qb2#



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Forcing CHECKMATE with a King and Rook vs. a lone King

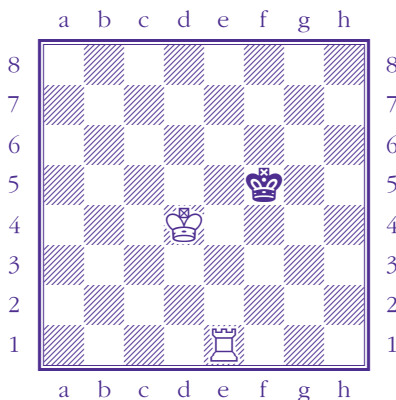


The process of mating with a King and Rook vs. a lone King is similar to mating with a King and Queen v a lone King – you first drive the defending King to the edge of the board using **BOTH** your King and Rook.

1 Kb2 Kd4 2 Kc2 Ke4 3 Kc3 Ke5 4 Kc4 Ke4

When the Kings are in opposition like this, with just one square between them, then a check with your Rook will force the defending King back.

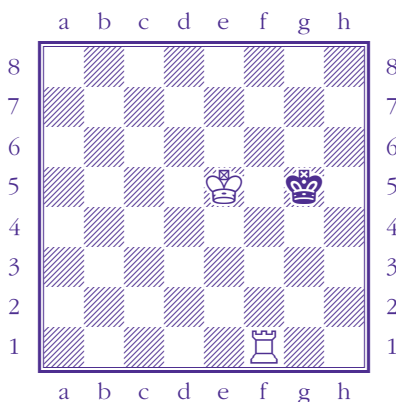
5 Re1+ Kf5 6 Kd4



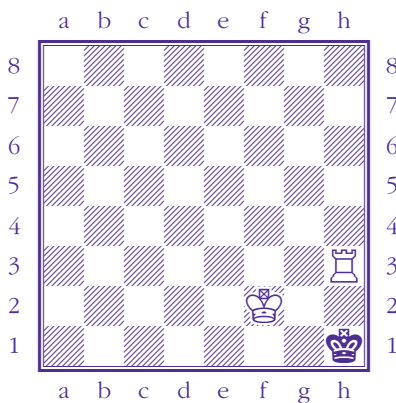
6...Kf4

NB: The Rook prevents the black King from moving on to the e-file.

7 Rf1+ Kg5 8 Ke4 Kg6 9 Ke5 Kg5



10 Rg1+ Kh4 11 Kf5 Kh3 12 Kf4 Kh2 13 Rg3 Kh1 14 Kf3 Kh2 15 Kf2 Kh1 16 Rh3#

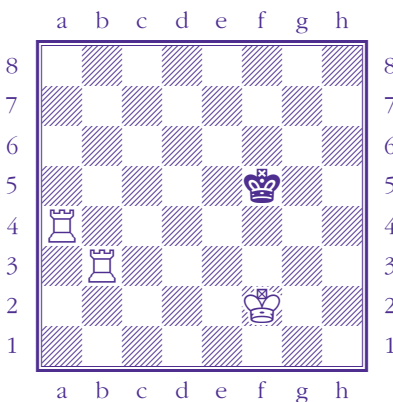


To checkmate your opponent's King with a King and two Rooks is probably the easiest checkmate of all! You do not even need the help of your King.

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In the following position:

White plays **1 Rb5+ Kg6 2 Ra6+ Kf7 3 Rb7+ Ke8 4 Ra8#**

Just practice a few positions with two rooks against a lone King. The principle is always the same: restrict the space available to the opponent's King, drive it to any edge of the board, and use one of the rooks to deliver the checkmate.

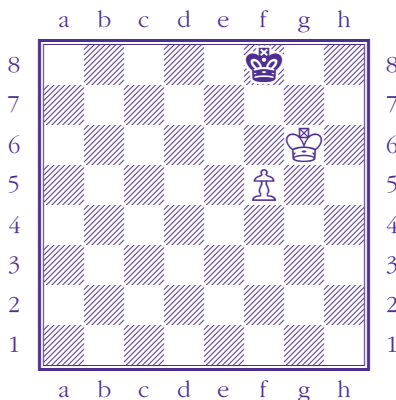
* * * *

The **OPPOSITION** is a fundamental and essential piece of knowledge necessary to have even a chance of playing endings well!

To gain the opposition you need one square between your King and the opposing King, with your opponent to move. If you have to move, your opponent has the opposition! And vice versa.

The following example is a simple win for White providing he understands the principle of the opposition. Many juniors here, including Julian Hodgson, now a three times British Champion and a strong Grandmaster, are inclined to play **1 f6??** This cost Julian Hodgson the British U-10 championship many years ago.

After 1 f6 Black plays **1...Kg8**, gains the **OPPOSITION** and draws!!



Instead White can win as follows:

1 Kf6

After this Black is to move and White has the **OPPOSITION**.

1...Kg8

If 1...Ke8 then 2 Kg7.

2 Ke7

OUTFLANKING the Black King – the point of gaining the opposition – and gaining control of the queening square, f8.

2...Kh8 3 f6 Kg8 4 f7+ Kh8 5 f8Q+.

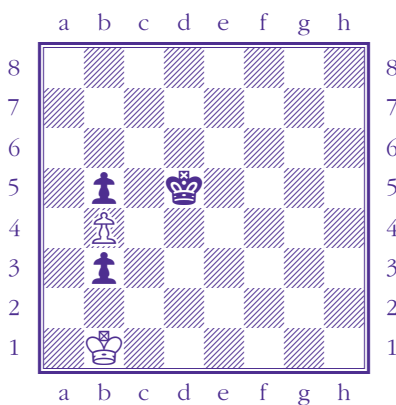
The player **NOT** to move has the opposition. Having the opposition allows you to outflank your opponent's King.

NB: You will learn all this a lot easier and understand it far better if you set up each position on a board and then play out the moves.

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Here is another example. It is White to move.



1 Kb2 Kc4 2 Ka3 b2 3 Ka2! Kxb4 4 Kxb2

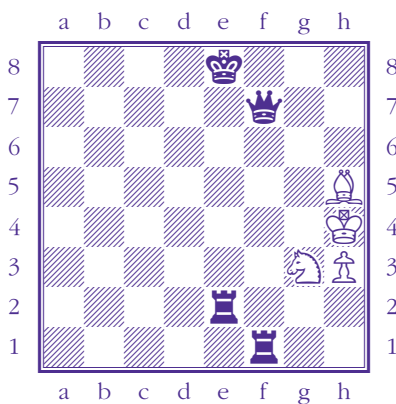
And White has the **OPPOSITION** and as a result in this position can draw the game.

NB: Had White played **3 Kxb2??** Black's reply **3...Kxb4!** gains the **OPPOSITION** and wins!

* * * *

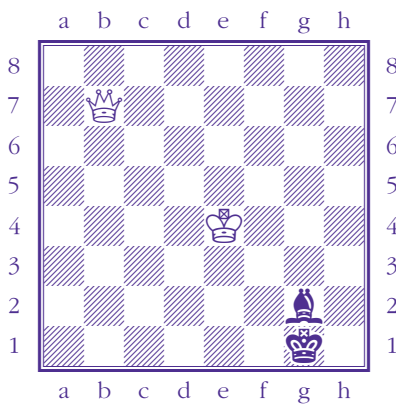
And now... Some simple **TACTICS** for you to learn.

At the top of the next page is a made up diagram showing a **KNIGHT FORK** – the white Knight attacks both Rooks at the same time. This is a common and simple tactic that can also be administered with any other piece or pawn. Attacking two pieces at the same time is usually called a fork, though sometimes it is referred to as a **DOUBLE ATTACK**. In the same diagram the white Bishop has pinned the black Queen to its King. The Queen cannot move without putting its own King in check.



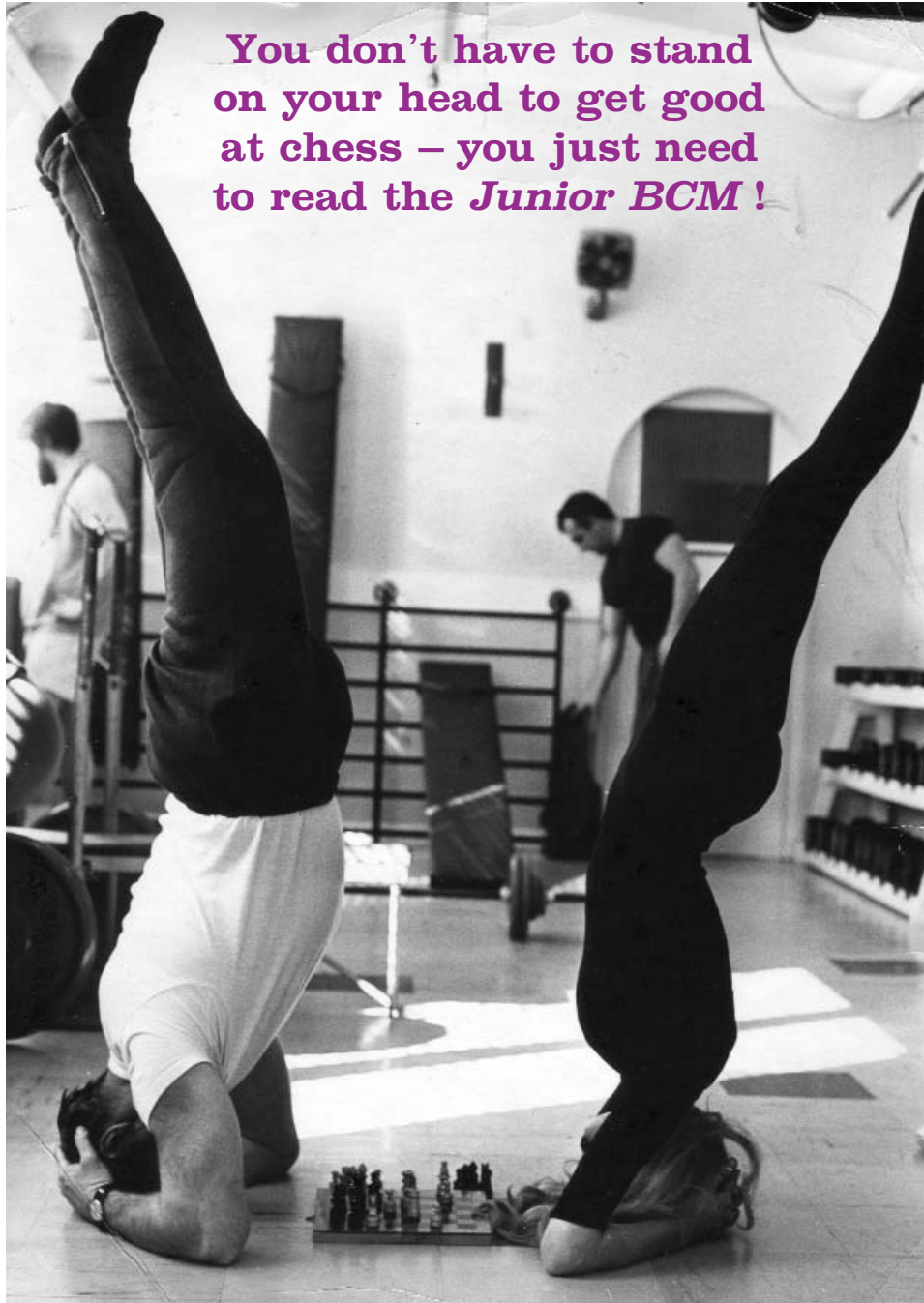
The **SKEWER** is almost the exact opposite of a pin.

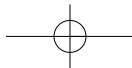
In the following diagram the white King and white Queen have been skewered by the black Bishop. The white King is in check and when it moves out of check the black Bishop may capture the Queen.



You will come across these tactics very frequently in real play so look out for them!

**You don't have to stand
on your head to get good
at chess – you just need
to read the *Junior BCM*!**



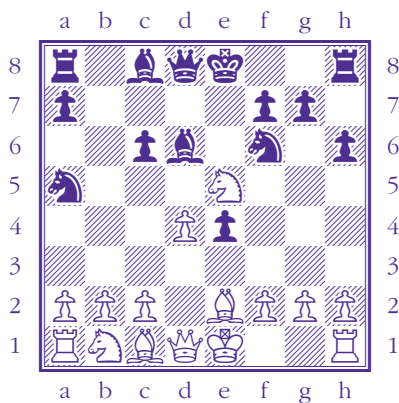


Test 3



Now for Test 3 of our 'Chess in Easy Stages' series. If you successfully completed the Grade 1 and 2 Tests you should be eager to attempt Grade 3. If you just missed out on the required score in the previous tests, have another go at Grades 1 and 2. Solutions are on page 134.

Question 1: Black to move



Question 2:

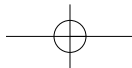
In this diagram White has just played his pawn from d2 to d4. Can Black capture the pawn on d4 immediately? Tick the correct answer.

- Yes
- No

If you think Black can capture the d4 pawn show how this would appear on your score sheet.

11 d4.....

Write in Black's move here.



Question 3:

Which **three** chessmen cannot effect a pin or a skewer?

ANSWER:

1.....

2.....

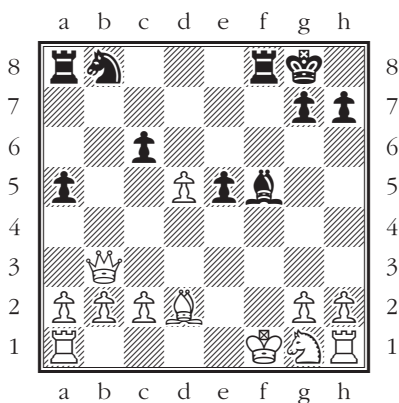
3.....

Question 4:

What is the one way to stop a **Double Check**? Tick a, b or c.

- a. Capture both pieces giving check?
- b. Block both checks?
- c . Move the king out of check?

Question 5: Black to move



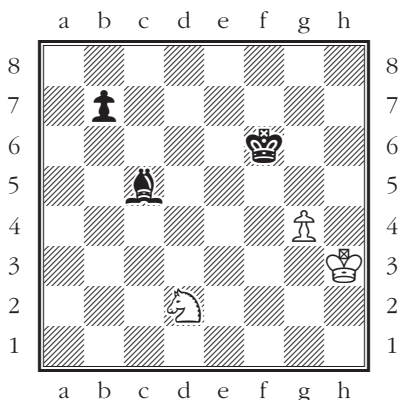
Using a double check show how Black can mate in 2.

ANSWER

1.....

2.....

Question 6: White to move

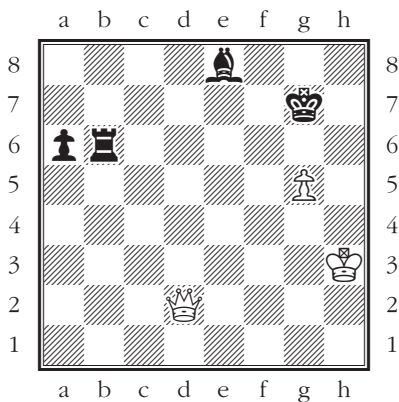


Show how White can win a piece in this diagram.

ANSWER:

.....

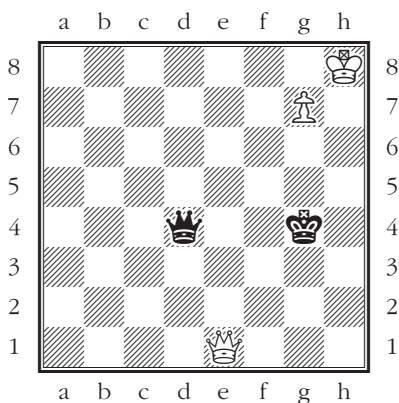
Question 7: White to move



What square does the white queen need to be played to, to fork the black king and rook?

ANSWER:

Question 8: White to move

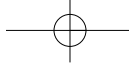


Here, White's pawn on g7 is pinned by the black queen, preventing it promoting. By using a fork followed by a skewer White can force a winning position. Show how using chess notation?

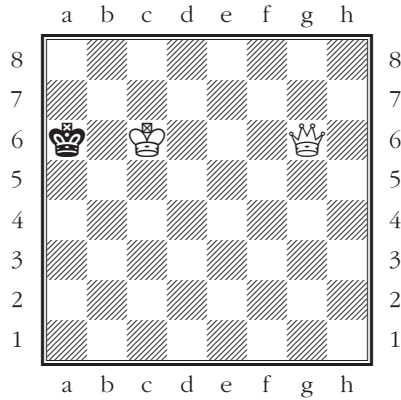
ANSWER:

1.....

2.....



Question 9: White to move

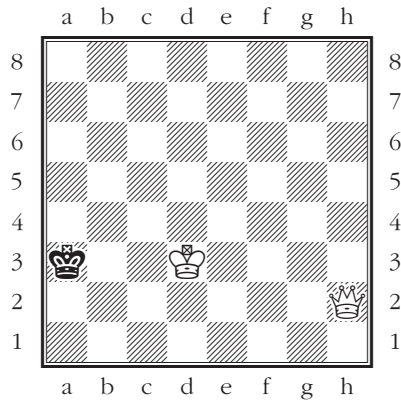


White to play and checkmate in 2 moves.

1.....

2.....

Question 10: White to move

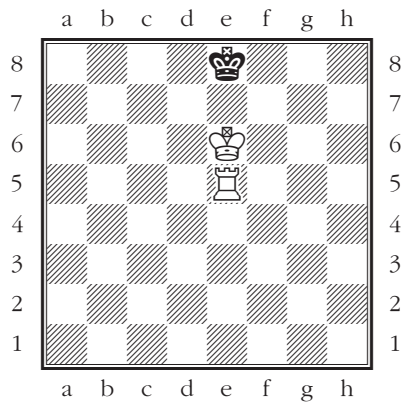


White to play and checkmate in 2 moves.

1.....

2.....

Question 11: White to move

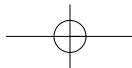


White to play and checkmate in 3 moves.

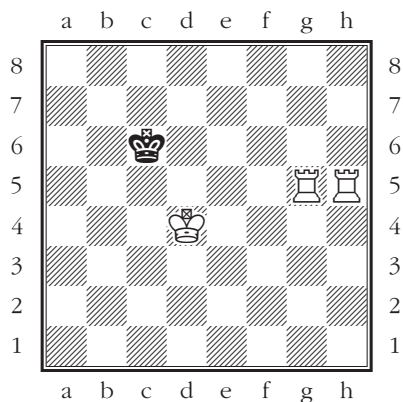
1.....

2.....

3.....



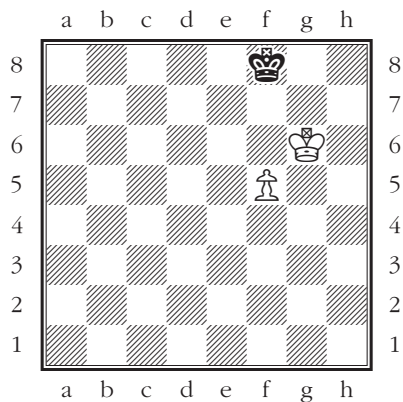
Question 12: White to move



White to play and checkmate in 3 moves.

- 1.....
- 2.....
- 3.....

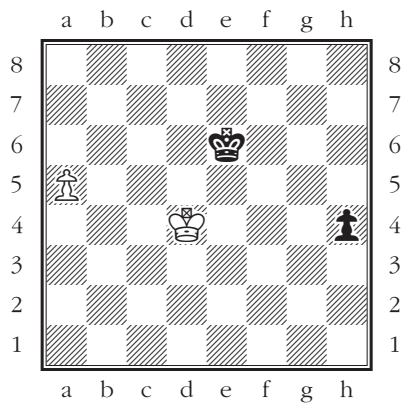
Question 13: White to move



Using the **opposition** in the next position demonstrate with full chess notation how White can promote his pawn.

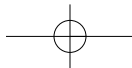
- 1..... 2.....
- 3..... 4.....
- 5.....

Question 14: White to move

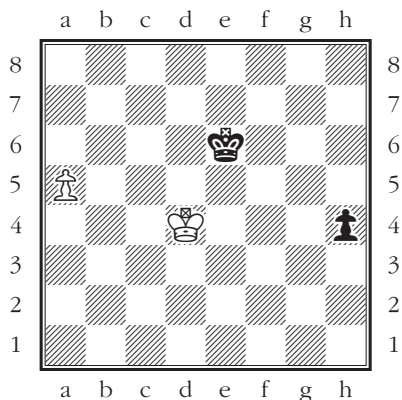


In this position with *White to move* can the black king get into 'the Square'? Answer yes or no.

.....



Question 15: White to move



Can the black king get into 'the Square' if it is *Black* to move?
 Answer yes or no.

.....

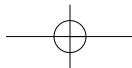
Now check your answers carefully on page 134!
 You need to score 10/15 to get a pass and 12/15 for a distinction.

Here, Mickey warns juniors not to make two common mistakes.

DON'T move too many pawns in the opening

and

DON'T neglect to get your pieces into action as quickly as you can



Tournament Reports



Junior 4 Nations Chess League (Junior 4NCL)

The 4 Nations Chess League (4NCL) is the most prestigious team chess event held in the UK, and some of the world's best Grandmasters travel from all over the globe to compete in it. 4NCL has been a great success and has become one of the main events on the chess scene in the UK.

So why not do something similar for juniors? Why not indeed. And so in recent years a sister league has been created for younger players – the Junior 4NCL – which aims to achieve the same standing and reputation as the main 4NCL by becoming the UK's strongest junior tournament attracting top juniors and many aspiring youngsters.

Not only is Junior 4NCL a great place to play and improve your chess, but FREE chess tuition between rounds is available. This coaching enables you to have your games analysed by leading masters and professional coaches who will be on hand to answer any questions you may have. How good is that!!

The 2013-14 Junior 4NCL was held over three weekends at the splendid Daventry Court Hotel in Northamptonshire in October and November 2013 and January 2014 and, as can be seen from the final table below, it was well supported throughout. Midland Monarchs, managed by IM Lawrence Cooper, proved too strong in the final analysis, though Manchester A pushed them to the wire and only lost out by one game point! In the final weekend Robin Hoods A won all their first 4 matches and looked as if they might at least win the trophy for the best team that weekend, but it wasn't to be. Midland Monarchs 3, an all girls team (!), trounced them in the final round 4-0.

4NCL Final table 2013/14	P	W	D	L	GP	MP
1 Midland Monarchs 1	15	11	1	3	41	23
2 Manchester A	15	10	3	2	40	23
3 Beethoven's Fifth	15	9	2	4	36	20
4 Robin Hoods A	15	9	2	4	36	20
5 Witney	15	8	2	5	34	18
6 Midland Monarchs 3	15	5	5	5	28½	15
7 Sandhurst Scorplings	15	5	3	7	31	13
8 Midland Monarchs 2	15	6	1	8	27½	13
9 Sandhurst Tigers	10	5	1	4	21½	11
10 Welsh Dragons	10	3	4	3	20	10
11 Welsh Dragons B	10	3	3	4	18½	9
12 Manchester B	15	3	2	10	21	8
13 Heathside School of Witchcraft and Wizardry	5	2	1	2	11	5
14 Barnet Knights	5	1	3	1	10	5
15 Barnet Knights A	5	2	1	2	9½	5
16 The Hall Tigers	5	2	1	2	9½	5
17 Barnet Knights B	5	1	2	2	9	4
18 Sandhurst Silverbacks	5	1	2	2	9	4
19 The Hall Lions	5	1	1	3	8	3
20 Robin Hoods B	2	1	0	1	8½	2
21 Barnet Knights D	5	0	½	4½	4½	½
22 Barnet Knights C	5	0	½	4½	4	½
23 Heathside Underdogs	5	0	0	5	1	0

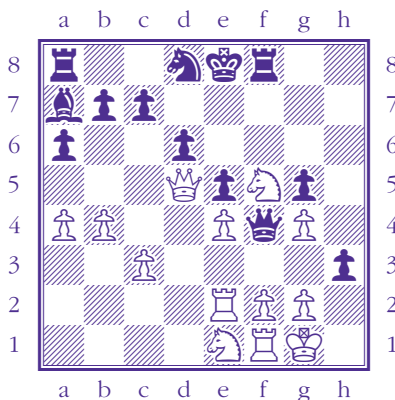


**4NCL juniors played at the splendid
Daventry Court Hotel in Northants**

Here is a game from Round 1 where the black King is left in the centre far too long and comes to a grisly end.

Arjan Bolina - Kevin Daria

1 e4 e5 2 Nf3 Nc6 3 d4 exd4 4 Bc4 Bc5 5 c3 d3 6 Qxd3 d6
 7 0-0 Nf6 8 Bg5 h6 9 Bh4 g5 10 Bg3 Qe7 11 a4 a6 12 Re1 Be6
 13 Nbd2 Nh5 **Here Black's best chance for counter-play may be an immediate 13...h5!? 14Nxc5 0-0-0 with some open lines against the white King.** 14 b4 Ba7 15 Rab1 Nxc3 16 hxg3 Qf6
 17 Bxe6 fxe6 18 Re2 e5 19 Qd5 Rf8 20 Rf1 h5 21 Nc4 h4 22 g4 h3 23 Ne1 Nd8 24 Ne3 Qf4 25 Nf5



25 ... c6?? A terrible blunder. 25 ... hxg2 26 Nxc3 Qxc4 26 Rd2 Rh8 is good for Black. 26 Qxd6 Rf7 27 g3 Qxc4 28 Qxe5+ Kd7 29 Rd2+ Kc8 30 Nd6+ Kc7 31 Nxf7+ Kc8 32 Rxd8 mate

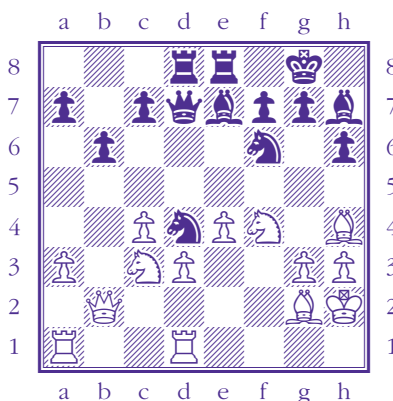
Robin Hoods' only girl player, Hambel Willow, who finished second in the National Girls U16 section earlier this season, played the following fine game. White appears to be on the way to equalising after playing the opening poorly, but then commits a horrible blunder and is mercilessly swept off the board.

Ruben van der Lubbe – Hambel Willow

1 c4 e5 2 g3 Nf6 3 Nc3 Nc6 4 Bg2 Bc5 5 e3 0-0 6 Nge2 Re8
 7 0-0 d6 8 h3 Be6 9 b3 Qd7 10 Kh2 d5 11 d3 Rad8 12 Qc2 Nb4
 13 Qb1 Bf5 14 Rd1 dxc4 15 e4 Bg6 16 bxc4 b6 17 a3 Nc6
 18 Bg5 Be7 19 f4 h6 20 Bh4 exf4 21 Nxf4 Bh7 22 Qb5 Nd4



23 Qb2?? White forgets the safety of his own King. Exchanging queens was best.



23 ... g5! 24 e5 To avoid the loss of a piece. 24...gxh4 25 exf6 hxg3+ 26 Kxg3 Bxf6 27 Nh5 Otherwise Black pins the Knight with ...Be5 followed by ...Ne6. 27...Qd6+ 28 Nf4 Re3+ 29 Kh2 Qxf4+ 30 Kh1 Be5 31 Bd5 Rxh3+ 32 Kg1 Qe3+ 33 Kf1 Bxd3+ 34 Kg2 Qg3 mate. A splendid attacking finish by Hambel.

To find out more about the excellent Junior 4NCL please contact the organiser, Mike Truran (mike@truranfamily.co.uk or 01993 708645.).

National Prep Schools Rapidplay

This was the 13th year of holding the competition at Aldro School in Godalming, Surrey and took place on December 14th 2013. The tournament was previously held at Oundle School and attracted schools from all over the country. Since moving to Surrey most of the teams have come from the south of England but it has become an annual fixture for many of the top chess playing schools and all the sections are keenly contested. 111 players took part, many of the players play for their counties and there are always a number of players who have represented England. At the same time some of the players are new to competitive chess and it is good to see them enjoying the event.





Aldro are the National Prep Schools Rapidplay champions!

Magdalen College School from Oxford have won the team cup 7 times and Aldro School and Homefield School have won it twice each.

The U13 and U12 sections were small so they joined together to make a group of 15 players and the winners in each age group were as follows:

U13 1st Joel Malam (Twickenham Prep) 2nd= Ted James, Ross Milverton and Kishen Singh (Twickenham Prep)

U12 1st= Kiran Lee (Homefield) and Martin Vizir (King College), 3rd= Linus Rossington and Julius Gasson (Magdalen College School)

The younger age groups were more varied in ability and the winners of each age group were:

U11 1st Oliver Howell (Hawthorns) 2nd= Anthony Fox (MCS), Pramoth Ragavan (Kings), Nick Rees (MCS) and Kyle Rundstrom (Kings)

U10 1st Matthew Gray (Aldro) 2nd= Anerhan Ahilan (Twickenham), Dameer Ahmeed (Homefield) and Henry Dorman (Aldro).

U9 1st Logan Fear (Homefield), 2nd= Henry Hickey (Aldro), Masson Graves-Brown (Dulwich), Oscar Horsfall (Hawthorns) Ali Sharma (Twickenham) and Charlie Thompson (Aldro).

The 3 team trophies were awarded to the top schools at the end of the prize giving and as usual it was a close competition.

1st Aldro 17 points, 2nd Homefield 16½, 3rd= Twickenham and Kings College 15, 5th= Magdalen College and Hawthorns 14½, 7th Dulwich 11½.

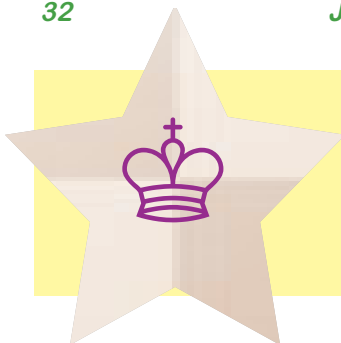
My thanks goes to all the players who competed so sportingly and to the Aldro parents who ran the refreshments and raised £134 for the school's two charities. It was a most enjoyable event with some high quality games - congratulations to all those who did well!

David Archer

Following the success of the Junior 4NCL we asked the famous submariner, Captain Nemo, if there was much chess activity under the ocean waves.

He replied: Of course... We have 20,000 leagues under the sea !





When they were young

Nigel Short was once ranked number 3 in the world and defeated former champion, Anatoly Karpov, on the way to challenging Garry Kasparov for the world title. In fact Nigel is the only Englishman to play a classical chess world title match in over 100 years.



In the following game Nigel was just 12 years of age and his opponent, Jonathan Penrose, was the reigning British champion!

**Nigel Short – Jonathan Penrose
Round 1, British Championship, Brighton, 1977**

1 e4 c5 2 Nf3 e6 3 c3 Nf6 4 Bd3

The Kopec System

4...b6 5 0–0 Ba6?!



**Nigel Short remains a formidable
world class player today**

A poor move by a player of the stature of Penrose. It's likely that Penrose did not take his young opponent seriously enough until it was too late. 5...d6, guarding the e5 square, has to be better than the move chosen. A possible continuation then is 6 Na3 a6 7 Bc2 Be7 8 d4 cxd4 9 cxd4 Bb7 10 e5 or 10 Re1 with a pleasant game for White.

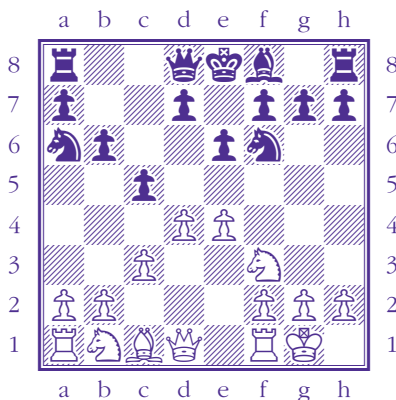
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6 Bxa6! Nxa6

The knight is misplaced here.

7 d4!



White wins the battle for the **CENTRE!**

7...cxd4 8 Nxd4 Be7

8...Nxe4? 9 Qe2 Nec5 or Nac5 10 b4 wins a piece.

9 e5

Gaining **SPACE!**

9...Nd5 10 Qg4!

Forcing a weakening of Black's kingside.

10...g6 11 Bh6!

Preventing Black from castling kingside and from getting his king into safety.

11...Nc5 12 c4 f5 13 Qf3

13 Qh3 is better still! There might then follow 13...Nb4 14 Rd1 Bh4 15 Nc3 Ncd3 16 Rxd3 Bxf2+ 17 Kxf2 Nxd3+ 18 Qxd3

Qh4+ 19 Kg1 Qxh6 20 Ndb5 with a winning position for White.

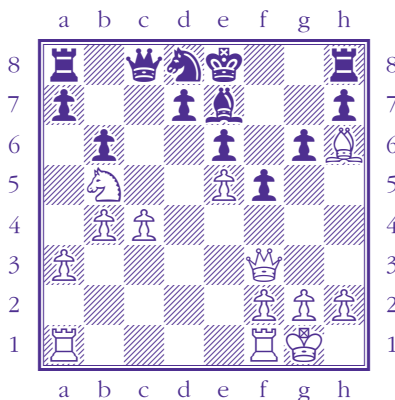
13...Nc7 14 Nc3 Qc8 15 b4

Now gaining **SPACE** on the queenside.

15...Nb7

Black's pieces are uncoordinated and his rooks are kept apart so that they cannot cooperate, whereas White's pieces are acting together towards a common goal.

16 a3 Nd8 17 Ndb5 Nxb5 18 Nxb5



White is aiming to occupy the **OUTPOST** on d6 which would give White a big positional advantage.

18...Nc6 19 Bg7 Rg8 20 Bf6 a6 21 Bxe7 Kxe7?

21...axb5 22 Bd6 bxc4 23 a4 Rg7 24 Qe3 Qb7 25 Rfc1 g5 26 Qe2 g4 was better for Black but White is still well on top.

22 Nd6

White takes control of the weak square, the outpost on d6 – see note above.



Jonathan Penrose was himself defeating grandmasters at the age of 16 !

22...Qc7 23 Qg3 g5 24 Qh3

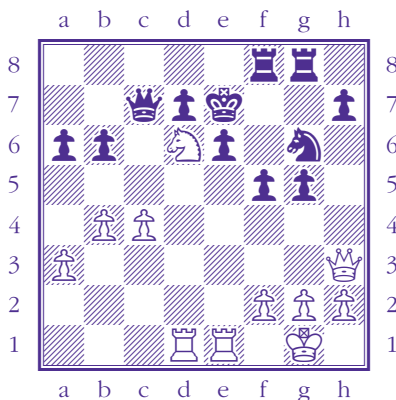
Also very good for White is 24 Rfd1 Kf8 25 b5 axb5 26 cxb5 Ne7 27 Rac1 Qa7 28 Rd3 Rg7 29 Rdc3 Kg8 30 Qh3.

24...Nxe5 25 Rad1 Raf8 26 Rfe1

Both of White's rooks are now on **HALF-OPEN** files.

26...Ng6?

Rather better was 26...Nf7 but after 27 Nxf5+ Kf6 28 Ng3 Rg6 29 c5 Rh6 30 Nh5+ Ke7 31 Rc1 bxc5 32 Rxc5 White is still on top.



27 Qxh7+ Kf6 28 Ne8+!! Rxe8 29 Rxd7

Taking control of the 7th RANK; threatening 30 Qf7 mate and 30 Rxc7.

29...Re7 30 Rxc7

30 Qxe7+ Nxe7 31 Rxc7 also wins for White.

30...Rxb7 31 Rxb7

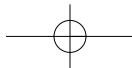
And now White's queenside PAWN MAJORITY wins the day!

31...Rc8 32 Ra7 Ne5 33 Rxa6 Nxc4 34 a4 Ke7 35 a5 Rb8 36 axb6

Even better was 36 Ra7+! Kd6 37 a6 e5 38 Ra1 e4 39 Rf7.

36...Nxb6 37 b5 Kd6 38 h3 Kd5 39 Raa1 Nc4 40 Rad1+ Kc5 41 Rxe6 1-0

A very fine performance by a 12-year old against the best English player of his day – Penrose won the British Championship no less than ten times!



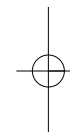
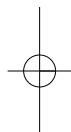
Endgame Teasers



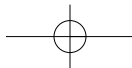
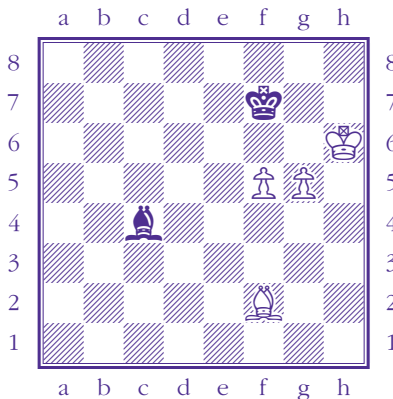
Good endgame play is an essential part of any player's repertoire and many an extra half point can be gained by practising this part of your game and solving studies like the following ones shown here.

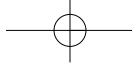
Endgames very often lend themselves to precise calculation because of the reduced material and limited number of options available to the players. So if you like working things out very precisely and logically, you will like endgames!

Whether you solve all four studies or not I'd be interested to know. But if you cannot work them out the solutions are on page 135.

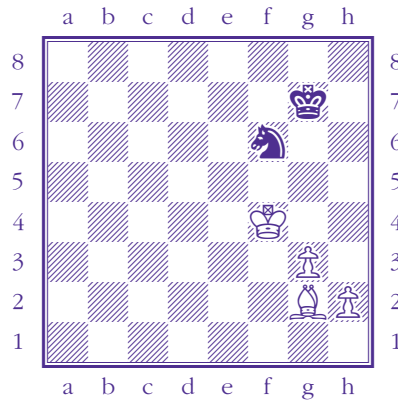


1. White to move and win

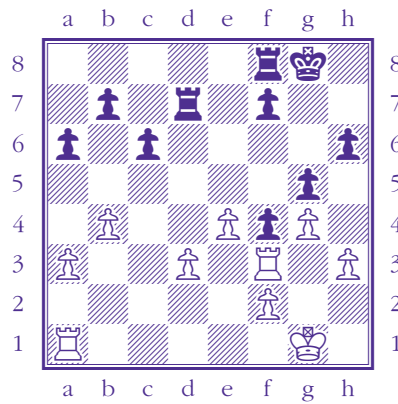




2. White to move and win



3. Black to move and win

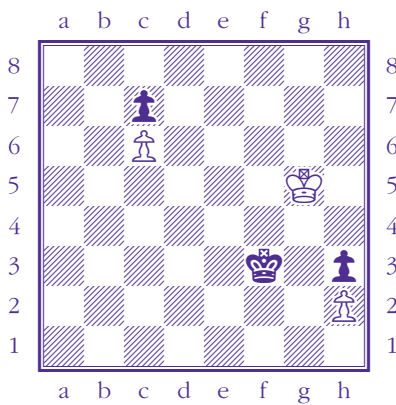




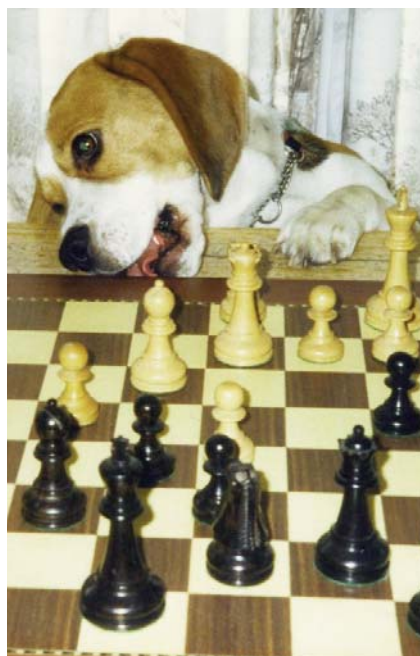
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4. White to move and draw



**Buster took 10 minutes
to solve the teasers.
Can you beat that?**



Girl Power!



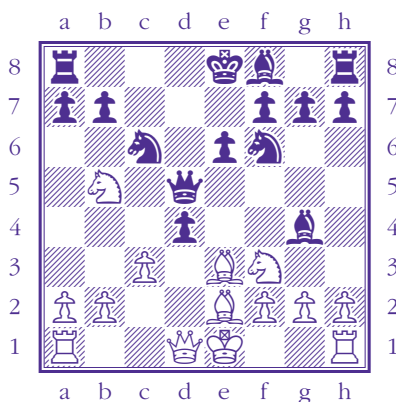
The World Youth Championships in Al Ain, in Abu Dhabi, is at an end and one of the most impressive performances came from **Harmony Zhu** of Canada; she certainly caught Garry Kasparov's eye! Zhu won the under 8 section after celebrating her 8th birthday during the tournament. Playing through the game below it struck me what a superb talent she is – I didn't even learn to play at all until a good two years later, when I was closing on my 11th birthday. Hou Yifan and Judit Polgar had better watch out.

Qian Wan – Harmony Zhu World Under 8s Championship, 2014

1 e4 c5 2 c3

The Alapin variation.

2...d5 3 exd5 Qxd5 4 d4 Nf6 5 Nf3 Bg4 6 Be2 e6 7 Na3 Nc6
8 Be3 cxd4 9 Nb5



9...0-0-0 10 Nbx d4 Nxd4 11 Qxd4 Qxd4 12 Bxd4 Bxf3 13 Bxf3 Kb8 14 Rd1?!

14 0-0-0 makes more sense.

14...Be7

14...Bd6! controlling the b8-h2 diagonal with the possibility of 15...e5 was more sensible.

15 Ke2

Preparing to do battle in the endgame.

15...Rhg8 16 Rd3

16.Be5+, taking control of the diagonal, was clearly better.

16...Ka8? 17 Rhd1!

According to Fritz 12 White now holds a clear advantage.

17...Nd5 18 Bxd5



18 Be5 f6 19 Bg3 was far stronger. There is no need to concede the pair of bishops.

18...Rxd5 19 g3

Why? Best is 19 c4! gaining control of the important d5 square.

19...b6

19...b5! preventing a possible c4 by White is much better.

20 b4

By placing all her pawns on dark squares White is systematically restricting her own bishop.

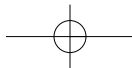
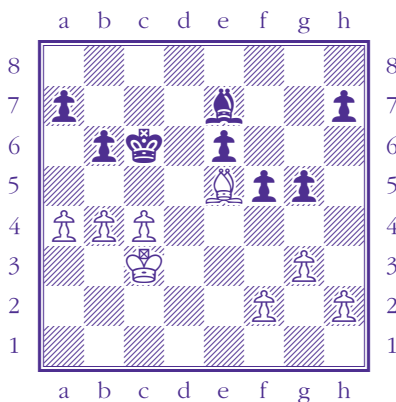
20...f6 21 Be3 Rxd3 22 Rxd3 Rd8 23 Rxd8+ Bxd8 24 a4 Kb7!

The black King must enter the fray!

25 Kd3 f5

Trying to keep control of e4.

26 Bd4 g5 27 Be5 Kc6 28 c4 Be7 29 Kc3



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29 b5+ was essential.

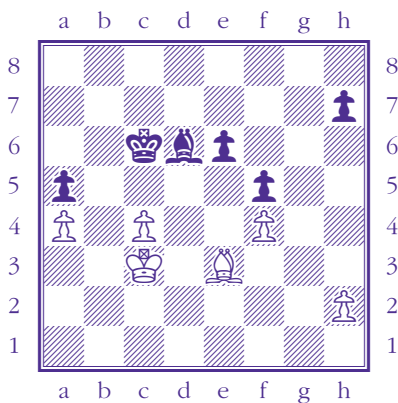
29...a5

29...g4 would have fixed White's kingside pawns very nicely!

30 bxa5 bxa5 31 Bd4 Bc5 32 f4? gxf4 33 gxf4

White's kingside pawns are now easy targets.

33...Bd6 34 Be3



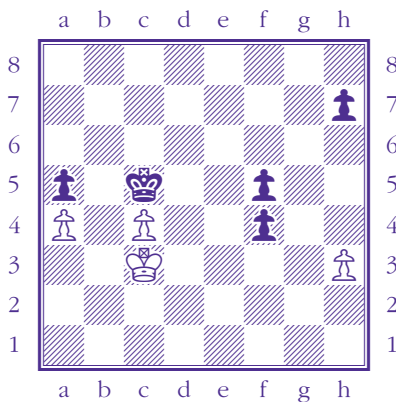
34...e5! 35 h3?

Probably the losing move. 35 Kd3 was essential to be able to keep some rein on Black's passed pawns. Young Zhu plays the remainder of the game with consummate skill for one so young.

35...exf4 36 Bf2 Bc5! 37 Bxc5?

Now it's all over. White had to keep the bishops on the board to stand any chance at all.

37...Kxc5



Black now proceeded to promote to two queens and checkmated her opponent on move 63. **0-1**



We end with some Brit Girl Power. Not even Judit Polgar could make such brilliant moves as Kelly does here!!

Great Players of the Past



Samuel Reshevsky (1911-1992) was a famous chess prodigy, long before Bobby Fischer appeared on the scene, and was giving simultaneous displays at the age of 8! He was also a strong contender for the World Championship from the mid-1930s to the mid-1960s, as well as US title holder eight times. Sadly, many young players of today and quite a few not-so-young seem not to have heard of him.

During his long chess career, Reshevsky played eleven of the first twelve World Champions, from Emanuel Lasker to Anatoly Karpov, the only player to do so (he met Garry Kasparov but never played him). He defeated seven World Champions: Lasker, José Raúl Capablanca, Alexander Alekhine, Max Euwe, Mikhail Botvinnik, Vasily Smyslov, and Bobby Fischer.

Reshevsky often played the openings very slowly which sometimes led to blunders on his part. He said of this: "By playing slowly during the early phases of a game I am able to grasp the basic requirements of each position. Then, despite being in time pressure, I have no difficulty in finding the best continuation. Incidentally, it is an odd fact that more often than not it is my opponent who gets the jitters when I am compelled to make these hurried moves."

Reshevsky was a tough and forceful player who was superb at positional play, but could also play brilliant tactical chess when warranted. He assessed himself as follows: "My strength consists of a fighting spirit, a great desire to win, and a stubborn defense whenever in trouble. I rarely become discouraged in an inferior situation, and I fear no one." That is very good advice to all of us!!



US Champion Sammy Reshevsky was a chess prodigy and later a world championship candidate

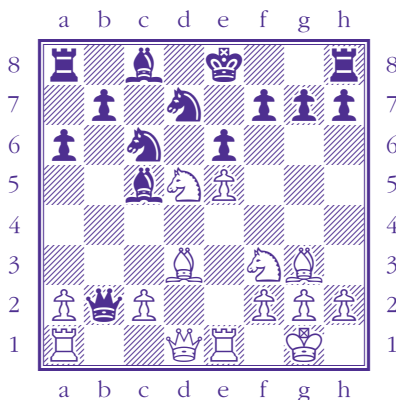
Apparently Reshevsky was on holiday in 1944 when he realized that the US Open was soon to start. He entered on a whim and in the following game decided to prove to the chess-playing public that he didn't just play positional grinds!

**Samuel Reshevsky – Arnaldo Vasconcellos
US Open, Boston, 1944**

1 e4 e6 2 d4 d5 3 e5 c5 4 dxc5 Nd7 5 Nf3 Bxc5 6 Bd3 Ne7 7 0-0 Nc6 8 Bf4 Qc7 9 Nc3 a6 10 Re1 Qb6 11 Bg3 Qxb2 12 Nxd5!

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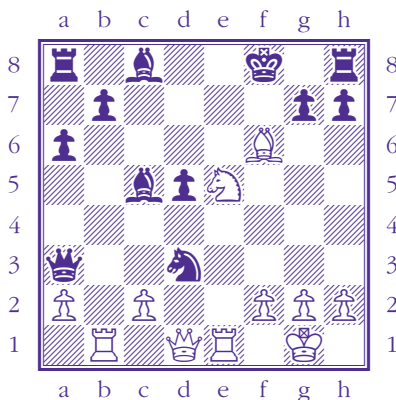
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A brilliant idea by White, taking advantage of his better development and the fact that Black has not yet castled.

12...exd5 13 Rb1 Qa3 14 e6 Nf6 15 exf7+ Kxf7 16 Bh4 Nb4 17 Ne5+ Kf8 18 Bxf6 Nxd3

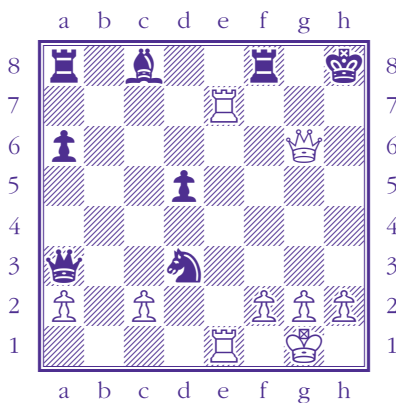
If 18...gxf6 19 Qh5 fxe5 20 Qxe5 is winning for White.



19 Bxg7+!! Kxg7 20 Rxb7+!

Another brilliant stroke by White. If now 20...Bxb7 21 Qg4+ and the white attack will get through.

20...Be7 21 Qh5 Rf8 22 Qg5+ Kh8 23 Ng6+ hxc6 24 Qh6+ Kg8
25 Qxc6+ Kh8 26 Rbxe7 1-0



A beautiful attack by a player more usually known for his tough positional play.

* * * *

Despite Reshevsky's prodigious exploits, the world record for the youngest player to score against a reigning world champion at a normal time limit is still held by Spaniard Arturo Pomar who, at 13 years of age, drew a hotly contested 70-move tournament game vs. Alekhine in Gijon 1944.



Sharpen up your openings

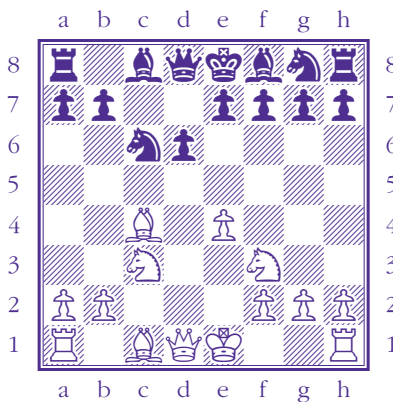


THE MORRA GAMBIT

In issue 1 we took a look at the King's Gambit and the variation, the Muzio Gambit; and in issue 2 we examined a little of the Albin Counter Gambit. In this issue I thought we'd look at the controversial Morra Gambit to the Sicilian Defence. I use the word controversial because a great many GMs and IMs seem to look down their noses at the Morra, yet when faced with it few of them dare accept it in full and most duck it with 3...Nf6 or 3...d3, while GM Michael Adams once used it to defeat IM William Watson; Mikhail Tal also defeated an IM with it and Bobby Fischer once played it against Viktor Korchnoi; the result was a draw.

1 e4 c5 2 d4 cxd4 3 c3 dxc3 4 Nxc3 Nc6 5 Nf3 d6 6 Bc4

We've reached the basic position of the Morra Gambit Accepted.



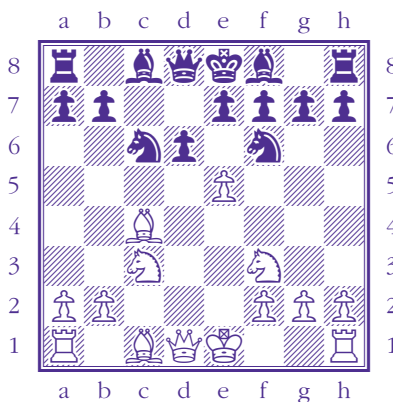
White has sacrificed a pawn for **RAPID DEVELOPMENT** and **ACTIVE PIECE PLAY**. This is a typical position from a Morra Gambit but already there are plenty of traps for the unwary player of the black pieces to fall into!

For example:

6...Nf6?

A perfectly natural move to play, but a big mistake!

7 e5!



If now 7...Nxe5?? 8 Nxe5 dxe5 9 Bf7+ Kxf7 10 Qxd8 and wins.

OR

7...dxe5 8 Qxd8+ Nxd8 9 Nb5 Rb8 (not 9...Kd7? 10 Ne5+ Ke8 11 Nc7 mate) and White remains slightly better.

If 7...Ng4 8 e6! Bxe6 9 Bxe6 fxe6 10 Ng5 Nf6 11 0-0 Qd7 12 Re1 e5 13 Qb3 d5 (13...Nd8 14 f4 is worse) 14 f4 keeps the advantage.

if 7...Nd7 8 Bxf7+! Kxf7 9 e6+ Kxe6 10 Qd5+ Kf6 11 Ne4+ Kg6 12 Nh4 mate.

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And now let's see how a Grandmaster fares against the lively Morra Gambit.

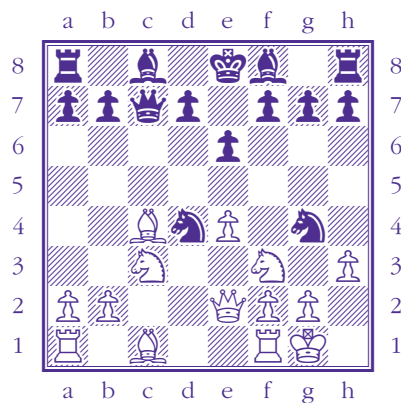
L Milman (2356) – J Ehlvest (2587)
53rd New York Masters, 2003

1 e4 c5 2 d4 cxd4 3 c3 dxc3 4 Nxc3 Nc6 5 Nf3 e6 6 Bc4 Qc7

Black is planning the Siberian trap (see notes below), but fails because White knows his stuff!

7 0–0 Nf6 8 Nb5!

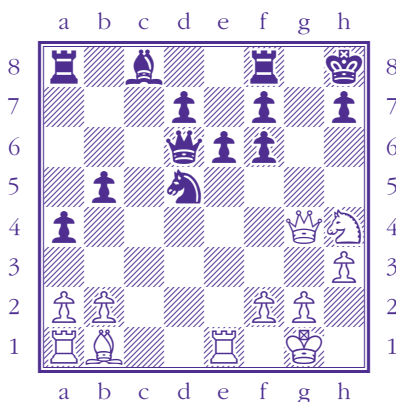
Avoiding The Siberian Trap: 8 Qe2 Ng4 9 h3 (if 9 Rd1 Bc5! and Black stands well.) 9...Nd4!! wins for Black because of the mate on h2 if White plays 10 Nxd4 or allows 10...Nxf3+.



8...Qb8 9 e5 Ng4 10 Nd6+ Bxd6 11 exd6 b5 12 Bb3 0–0 13 h3 Nf6 14 Re1 a5 15 Bg5 a4 16 Bxf6 gxf6 17 Bc2 Nb4 18 Bb1 Nd5 19 Nh4 Qxd6? 20 Qg4+

If 20 Qh5 f5 21 Nxf5 exf5 22 Bxf5 h6 Black survives the attack (22...Nf6 also holds for Black).

20...Kh8

**21 Nf5!! 1-0**

Black's only defence to 22 Qg7 mate is to sacrifice the rook with 21...Rg8 22 Nxd6 Rxc4 23 hxg4 and White has an easy win.

If you're brave enough to give this opening a try you will never get a boring game. But please remember, the idea is to launch an all-out attack against White's king and NOT to spend the remainder of the game trying to win back your pawn!

MORE ON THE MORRA!

**David Levens – G. Morris (2162)
Monmouth Open, 2001**

**1 e4 c5 2 d4 cxd4 3 c3 dxc3 4 Nxc3 Nc6 5 Nf3 d6 6 Bc4 a6 7 0-0
Nf6 8 h3**

A quiet move to prevent the inconvenience of 8...Bg4.
If instead 8 e5 dxe5 9 Qxd8+ Nxd8 10 Nxe5 e6 11 Rd1 Be7
12 Be3 0-0 13 Rac1 Nc6 and White is slightly better.

8...e6 9 Qe2 b5 10 Bb3 Be7 11 Rd1

Threatening 12 e5.

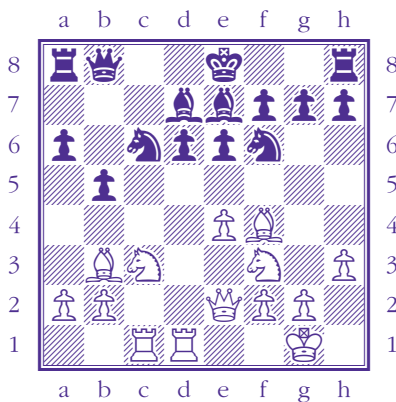
11...Qc7 12 Bf4

White should only develop this bishop once he knows its best square, as here!

12...Bd7 13 Rac1

This is a typical Morra Gambit position: White's rooks are now ideally placed and his bishops are both on good diagonals.

13...Qb8



14 Nd5!?

Sacrifices on d5 are a common theme in the Morra Gambit.

14 e5 dxe5 15 Nxe5 Nxe5 16 Bxe5 Qb7 17 Bxf6 gxf6 18 Qg4 Bc6 19 Bc2 f5 20 Qg7 Rf8 with chances for both sides, though White may stand a little better.

14...exd5 15 exd5 Na5 16 Re1

Threatening immediate mate.

16...Ng8

Now Black's king is awkwardly placed and unable to get to safety easily.

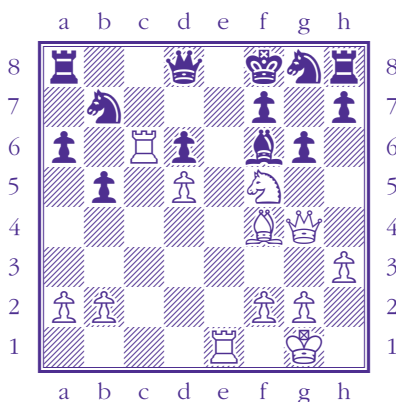
17 Bc2 Nb7 18 Nd4

18 Ne5! (illustrating the importance of the e5 square) was stronger. If then 18...Qd8 (If instead 18...dxe5 a possible continuation could be 19 Bxe5 Nd6 20 Bxg7 Bf5 21 Bxh8 Bg6 22 Bd4 Kf8 23 Bxg6 hxg6 24 Qf3 Qd8 with a big advantage to White.) 19 Nc6 Bxc6 20 dxc6 Nc5 21 Bf5 g6 22 Bg4 Kf8 with a strong attack for White.

18...Kf8 19 Bf5 Bxf5 20 Nxf5 Qd8 21 Qg4 Bf6 22 Rc6

Black is still playing without the use of either rook and one knight is back where it started from!

22...g6



23 Nxd6

If 23 Bxd6+ Nxd6 24 Nxd6 Ne7 25 Nxf7 is a strong sacrifice, although 25...Nxc6 26 Nxd8 Nxd8 could prove quite tenacious for Black as he may be able to coordinate his forces. And in this line if instead 24...Nh6 25 Qf4 Kg7 26 Nb7 Bg5, then the quiet 27 Qe4 keeps the pressure on with chances of a good attack.

23...Nxd6 24 Rxd6

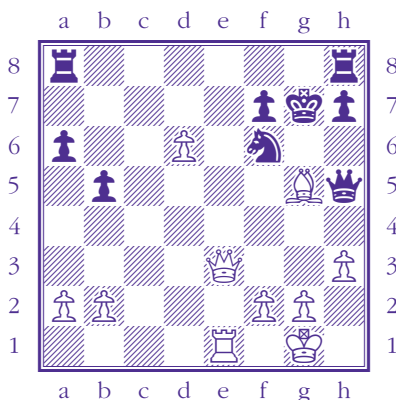
24 Bxd6+ Kg7 25 b3 Nh6 26 Qf4 Re8 27 Rxe8 Qxe8 28 Bf8+ Kxf8 is not so clear.

24...Qc8 25 Qe2 Qf5 26 Rxf6!? Nxf6 27 Bh6+

This keeps the king caged and the h8 rook out of play.

27...Kg8 28 d6 Qh5 29 Qe3 g5 30 Bxg5 Kg7??

After enduring so much pressure not surprisingly Black finally cracks.



31 Qe5

I missed 31 Bxf6+! but White is now winning anyway. After the bishop move, the game could have ended 31...Kxf6 32 g4 Qg5 (32...Qd5 33.Qh6 mate.) 33 f4 Qd5 34 Qc3+ Kg6 35 f5+ Kg5 36 Qe3+ Kh4 37 Qh6+ Kg3 38 Re3+ Qf3 39 d7 f6 40 Rxf3+ Kxf3 41 Qxf6 h5 and White is clearly winning.

31...Qg6 32 d7

32 Re3! was even better!! 32...Rhf8 33 Bxf6+ Kg8 34 d7 b4 35 Rg3 a5 36 Qc7 is winning.

32...h6 33 Bh4 Rad8 34 Rd1

34 Re3 Kh7 35 Bxf6 Rxd7 36 Rg3 Rg8 37 Rxd7 fxd7 also wins.

34...Rhg8 35 g3 Qc2 36 Qxf6+ Kh7 37 Rd6 Qg6 38 Qf4 Qh5 39 Qe4+ f5 40 Qe7+ 1-0

If now 40...Rg7 41 Qxd8 wins easily.

The Morra Gambit often leads to a quick and easy attack for White and needs careful defence by Black who will try to weather White's middle game pressure and make his extra pawn count. Try it out!

Test Your Chess!



To become proficient at chess it's no good only examining one move at every turn. Good players are constantly considering several moves all the way through the game. These are called candidate moves. In critical positions, where the result of the game depends on finding the very best move of all, good players may be obliged to analyse many possible variations.

Test Your Chess is designed to get you into the habit of always considering more than one move. In each game you will be asked to take the black or white pieces and at various points in the game you will be asked to choose the best move from two or three options. Each correct move will earn you points, which are totalled up at the end of each game and your potential assessed accordingly.

When you reach the warning sign * * * * * do not proceed any further until you have made your choice of move. Then read on until you reach the next warning.

And remember! No using computers and clever software to find the best moves – after all they are no more than calculating machines and are no substitute for working things out for yourself.

This section is a junior version of *BCM*'s 'Test Your Chess' by IM Shaun Taulbut and is quite a bit easier. However, if you want to stretch yourself read *BCM* !

In this game you are Black. Your partner was a strong English amateur who has since become an International Master!

Ian Ponter (1904) – Jack Rudd (2200)
West of England Open, Exmouth, April, 2003

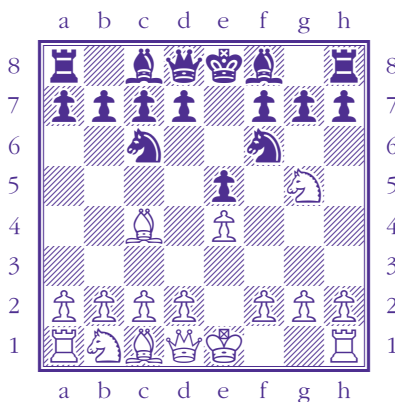
1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 Ng5

Move 4

This is a pretty standard position in the Two Knights Defence. White's last move, 4 Ng5 not only defends the pawn on e4, but also adds another piece onto the attack on f7, one of the two weakest squares on the board – the other is f2. As Black in this position which of the following 3 options would you choose to play now?

- (a) 4...Qe7 attempt to defend the pawn.
- (b) 4...d5 block the attack by the white Bishop.
- (c) 4...Bc5 ignore the attack and get on with your own development.

* * * * *



4...d5

If you picked (b) 4...d5, the move chosen by your playing partner, take 2 points.

If you chose (c) 4...Bc5, intending to play the Traxler Variation, you may also take 2 points, but I hope you know it very thoroughly!

If you decided on (a) 4...Qe7 deduct two points!! Not only does this move block in the Bishop on f8, but also the Queen cannot provide a proper defence to f7 anyway! Eg: 4...Qe7 5 Nxf7 Qxf7 6 Bxf7+ Kxf7 and you will have lost your Queen and a pawn for a Knight and a Bishop and you cannot now even castle!

5 exd5

Move 5

In this position do you now play:

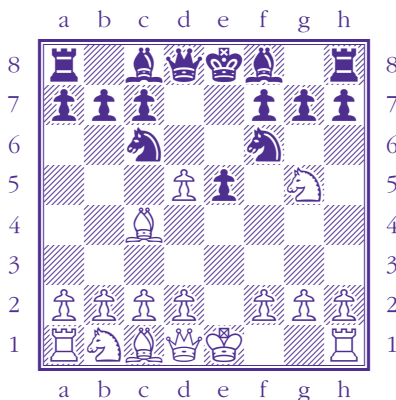
(a) 5...Nd4 threatening 6...b5.

(b) 5...Nxd5 to simply recapture the pawn and discover an attack on White's Knight on g5.

(c) 5...Na5 attacking the Bishop on c4.

* * * * *

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Junior British Chess Magazine**5...Na5**

If you played (a) 5...Nxd5 deduct 2 points. This is a bad error, allowing White the option of 6 Nxf7!, the Fried Liver attack, or 6 d4!, the start of a very fierce attack.

If you played (c) 5...Nd4, intending to play the Fritz Ulvestad variation, take 2 points, but again, you really need to know this line very well indeed!

If you played (b) 5...Na5, the move actually played, attacking the white Bishop on c4, the Classical Pomerio variation, give yourself 2 points.

6 Bb5+ c6 7 dxc6 bxc6 8 Be2***Move 8***

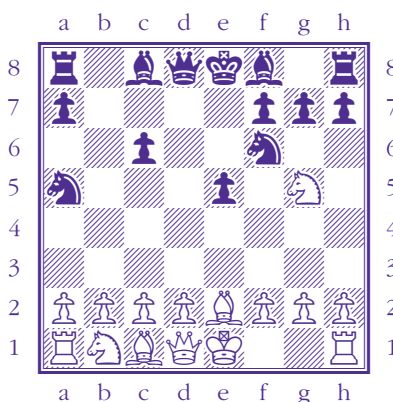
In this position you have the choice of the following candidates:

(a) 8...Be7 developing a piece and preparing to castle.

(b) 8...h6 to gain time by driving the Knight away.

(c) 8...Bc5 developing your Bishop to a good attacking square.

* * * * *



8...h6

Though 8...Be7 (1 point) and 8...Bc5 (1 point) are reasonable developing moves only 8...h6! (2 points) drives away the Knight from its attacking position.

REMEMBER: As Black in the Two Knights Defence you are nearly always a pawn down from early on. Your compensation for this gambit is better development; you cannot give White time to recover and catch up on development.

9 Nf3

Move 9

You could now consider defending the pawn on e5 by playing...

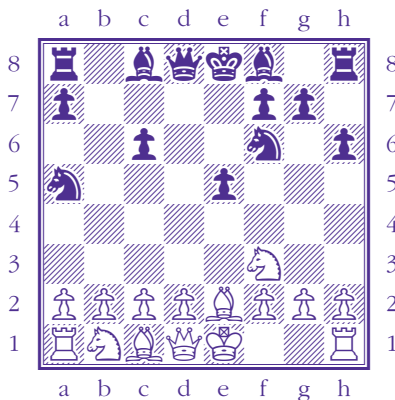
(a) 9...Bd6 or

(b) 9...Qc7

Your third candidate move is

(c) 9...e4 gaining space and forcing the white Knight to move from f3.

* * * * *



9...e4

When your opponent makes a threat you should always consider at least the following three options: (1) can I ignore it? (2) can I counter-attack? (3) only after you have rejected the first two should you look for the best active defence!

In the position at move 9 you certainly cannot ignore the threat to your pawn unless you want to be two pawns in arrears. Question 2, therefore, is can I counter-attack? Of course you can! 9...e4! gets 2 points, but nothing for anything else. This move is a forcing move: White cannot ignore it and has to respond.

10 Ne5 Bd6 11 d4

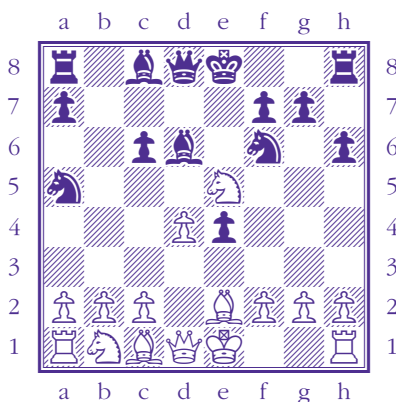
Move 11

Now what? White has a Knight on a powerful outpost on e5, from where it attacks 4 squares in your half of the board: c6, d7, f7 and g6.

Do you play

- (a) 11...exd3 capturing the d pawn en passant?
- (b) remove the Knight by playing 11...Bxe5?, or
- (c) 11...Qc7 applying further pressure to the Knight on e5?

* * * * *



11...exd3

11...exd3 (en passant) is the only sensible move here – 2 points. It forces White to recapture with his Knight and effectively destroys the outpost on e5.

11...Bxe5? is a mistake as after dxe5 it is Black who has to move his Knight, losing a valuable tempo and handing the initiative back to White! – minus 1 point.

11...Qc7 – 0 points – allows White to play 12 Bf4 developing another piece and consolidating his position.

12 Nxd3

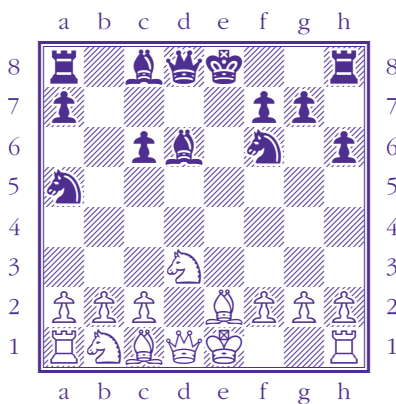
Move 12

Already Black has a lead in development: both Knights and a Bishop are out on the battlefield. White has only developed 1 Knight and 1 Bishop.

Do you now play

- (a) 12...0-0, getting your King into safety and preparing to play Re8?
- (b) 12...Qc7 creating a battery and putting pressure on h2?
- (c) 12...Bf5 developing another piece to a good square?

* * * * *



12...Qc7

- (a) 12...0-0 is a safe move but causes White no problems – 1 point.
- (b) 12...Qc7! This means that White will have to waste more time before castling. (eg: 13 0-0?? Bxh2+) – 2 points.
- (c) 12...Bf5 deserves nothing. Though it develops another piece you cannot yet be sure that this is its best square.

13 b3

Move 13

By playing 13 b3 White prepares to develop his queen's Bishop onto the long diagonal, aiming it at Black's kingside. Black now has 4 pieces developed to White's 2.

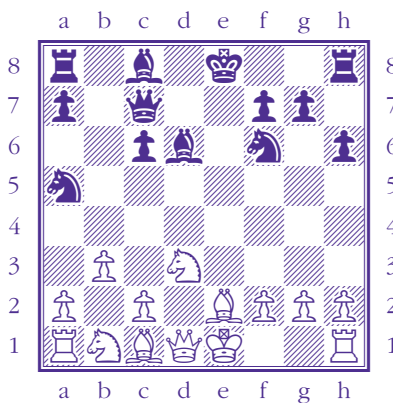
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Do you play:

- (a) 13...Bxh2 grabbing a pawn while you can?
- (b) 13...0-0 placing your King in safety and developing your Rook?
- (c) 13...Ne4 gaining the outpost?

* * * * *



13...0-0

If you played 13...0-0 getting your King into safety and preparing to take control of the e file, award yourself 2 points.

13...Ne4 (0 points) is premature. There are other pieces needing developing first.

13...Bxh2? is a mistake; minus 2 points. After 13...Bxh2? White responds with g3 and Black is forced to give up his Bishop, leaving you with two pawns for a piece; not enough compensation!

14 Bb2

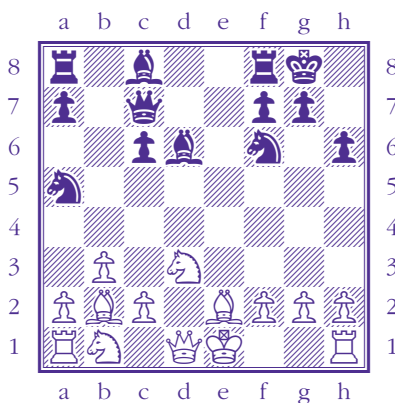
Move 14

After White's 14th move (Bb2) he seems to be threatening 15 Bxf6 disrupting the black pawns on the kingside.

Do you play:

- (a) 14...Bxh2 winning back your pawn?
- (b) Ignore it and play 14...Re8 pinning the Bishop on e2?
- (c) Develop the Bishop to f5?

* * * * *



14...Re8

- (a) Minus one point for pawn grabbing, as this just opens the h-file for White's own attack.
- (b) 2 points for this.

(c) 1 point, but it's worth waiting in case you need it elsewhere.

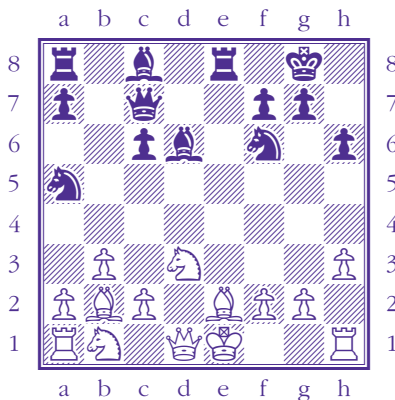
15 h3

Move 15

Do you now play:

- (a) 15...Ne4 for the reason explained above
- (b) 15...Bf5 also for the reason explained above
- (c) 15...c5 threatening to cause some disruption to White's position by c4.

* * * * *



15...Bf5!

- (a) 15...Ne4 was played by the Dutch Grandmaster, Jan Timman, against the then world champion, Gary Kasparov, but he subsequently lost. If you chose this take 1 point.
- (b) 15...Bf5 was the move chosen by Black in this game. The disruption to your kingside pawns is not too important here: White will lose some control of the dark squares and Black will have an avenue of attack for his Rooks down the g file – 2 points.
- (c) 15...c5 is not bad, but it is better to have ALL your pieces developed before starting an attack – 1 point.

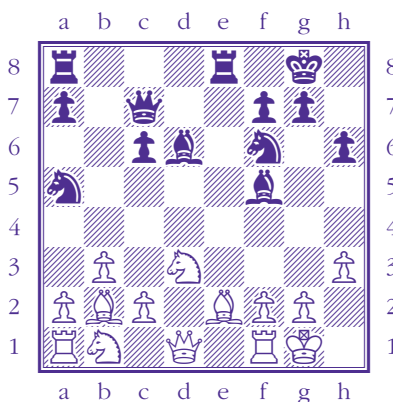
16 0–0

Move 16

Do you now play:

- (a) 16...Rad8 effectively pinning the Knight on d3.
- (b) 16...Bh2+
- (c) 16...Ne4

* * * * *



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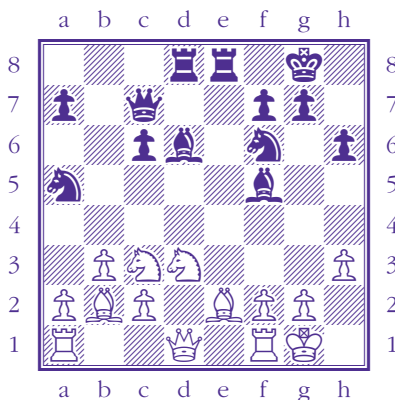
16...Rad8

(2 points) nothing for either of the other moves.

17 Nc3

Move 17

* * * * *



17...Qc8

After this move Black appears to be threatening 18...Bxh3!?
For a bonus point, if you were White here, how would you defend against this?

18 f4?

In answer to the last question White should play 18 Qd2! (take 1 bonus point) for if Black then plays 18...Bxh3 then 19 gxh3 Qxh3 20 Nf4 is good for White.

Move 18

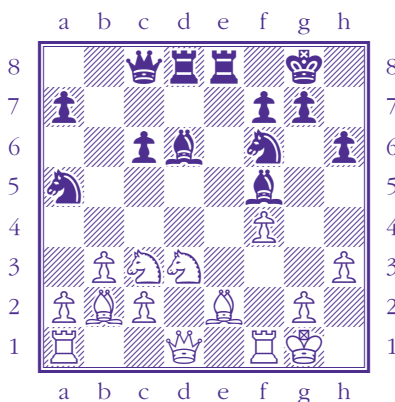
White's last move has left the dark squares around his King very weak. How would you exploit this? Do you now play:

(a) 18...Qc7

(b) 18...c5

(c) 18...Bxh3

* * * * *



(a) 18...Qc7 1 point for this, it is not as forcing as the move Black actually plays.

(b) 18...c5 3 points for this. The dark squared Bishop can soon enter the fray via c5.

(c) 18...Bxh3 0 points. This is premature; unless you DEFINITELY have a winning attack wait until EVERY piece is ready.

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18...c5 19 Qc1

Move 19

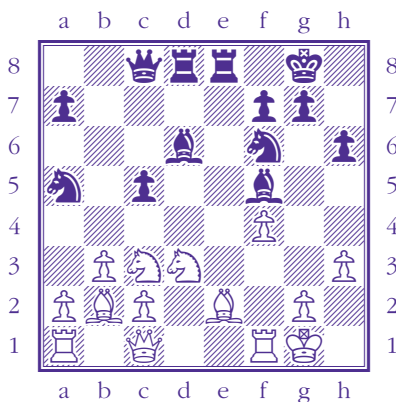
What next? Do you now play:

(a) Bxd3

(b) c4

(c) Nc6

* * * * *



19...c4!

3 points for this. This was the whole point of 18...c5. Nothing for (c) and minus 2 for (a).

20 Ne5

Intending to bring a halt to Black's promised attack.

Move 20

Your choices now are:

(a) 20...Bxe5

(b) 20...Rxe5

(c) 20...Bc5+

* * * * *

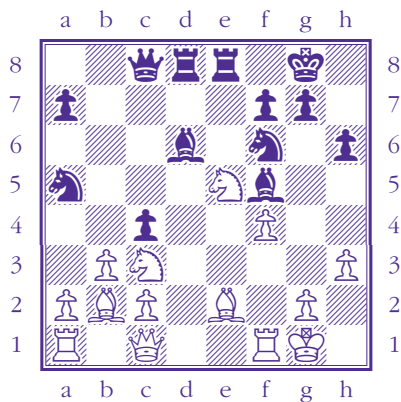


PHOTO: JOHN UPHAM

Jack Rudd is noted for his exciting brand of attacking chess

(a) 20...Bxe5 No points. The Bishop is needed to exploit the dark squared weaknesses mentioned earlier.

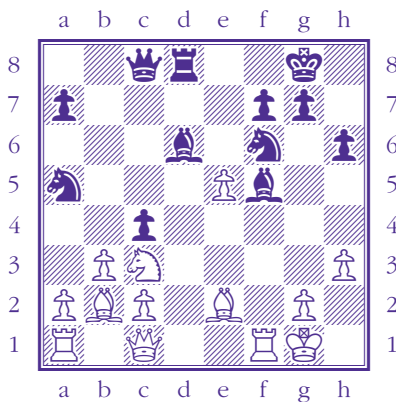
(b) 20...Rxe5!! 5 points.

(c) 20...Bc5+ Right idea but too early – 1 point only.

20...Rxe5!! 21 fxe5

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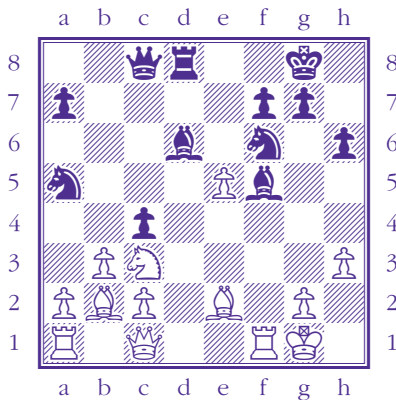
Move 21

You are now reaching the culmination of your attack. Do you now play:

- (a) 21...Bxe5
- (b) 21...Bc5+
- (a) 21...Qc5+

EXAMINE EVERY capture and EXAMINE EVERY check!!

* * * * *



(c) 21...Qc5+! 3 points

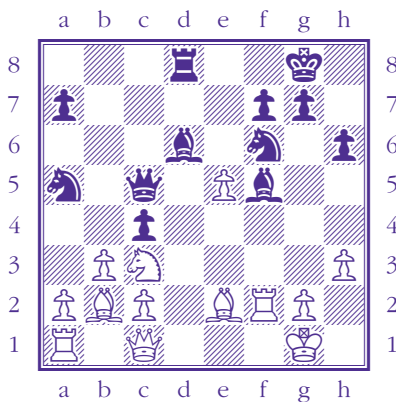
Nothing for anything else

21...Qc5+ 22 Rf2

Move 22

No hints this time. What would you play next?

* * * * *



22...Qxe5

2 points. Nothing else was worth consideration.

23 g4?

This is a poor move. But after the better 23. Kf1 then 23...Bb4 24 Na4 c3 25 Ba3 Nc6 is one way for Black to try to keep the initiative

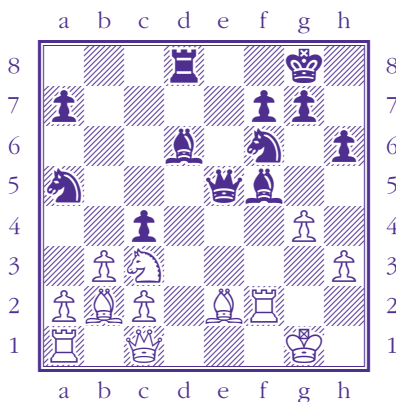
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1 point for every correct move from here. Nothing for anything else.

Move 23

* * * * *



23...Qg3+

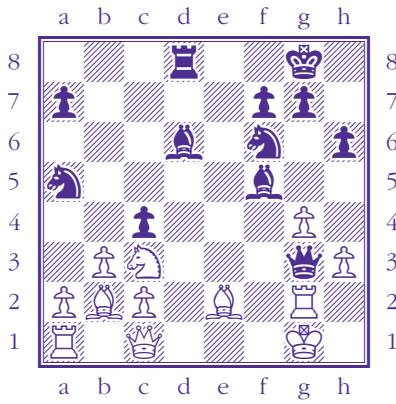
1 point.

24 Rg2

If instead 24 Kf1 Bc5 25 Qf4 Qxh3+ 26 Ke1 Nxg4 27 Qxf5 Bxf2+ 28 Qxf2 Nxf2 29 Kxf2 and Black wins easily.

Move 24

* * * * *



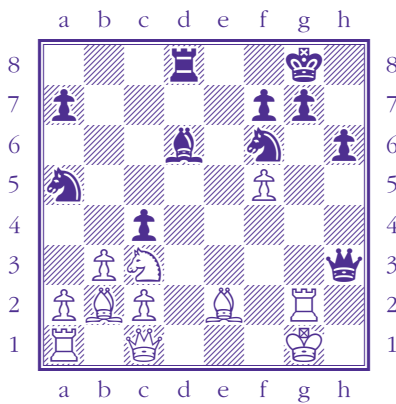
24...Qxh3

1 point.

25 gxf5

Move 25

* * * * *



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25...Bc5+

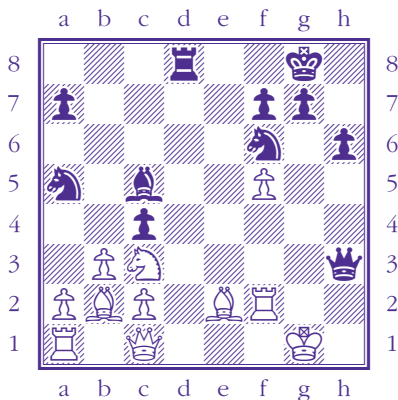
1 point and now you should realise the value of this dark-squared Bishop!

26 Rf2

If instead 26 Kf1 Qh1+ 27 Rg1 Qxg1 mate.

Move 26

* * * * *



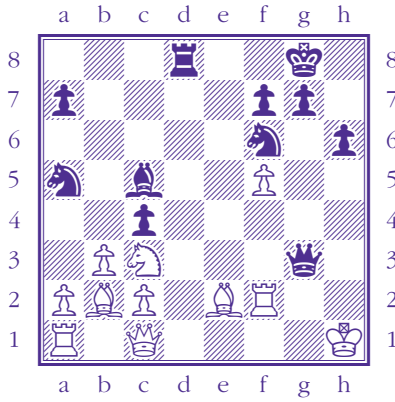
26...Qg3+

1 point.

27 Kh1

Move 27

* * * * *



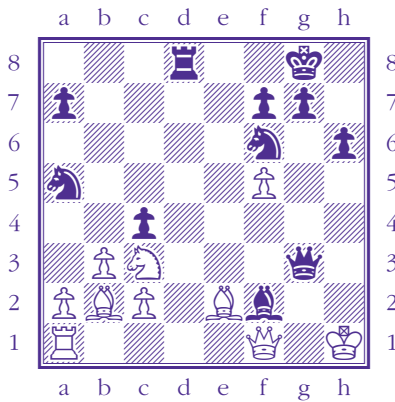
27...Bxf2

1 point.

28 Qf1

Move 28

* * * * *



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28...Rd4

1 point.

White resigns (0-1)

Now add up your score

37 points You're getting help from IM Jack Rudd.

30 points You're on the way to becoming an IM.

25 points A good county player.

20 points A middle board county player.

15 points You need to study the Two Knights Defence a little more.

10 points or less You probably need a good coach.



Three members of Jack Rudd's front line fighting forces!



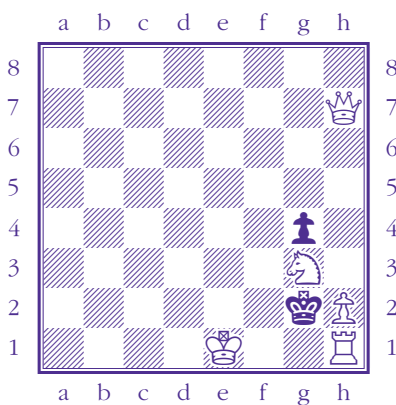
Chess Art – and Design!

Let's now enter the world of chess 'compositions.' These are not only artificially constructed puzzles for solving but designed to bring out the beauty, the fantasy and even the miraculous in chess.

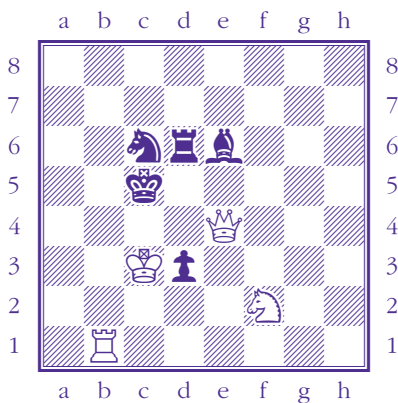
See if you can discover the imaginative solutions to the following puzzles.

The answers are given on page 136.

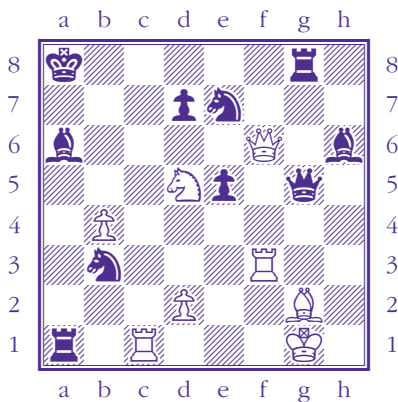
1 White to move and mate in two moves



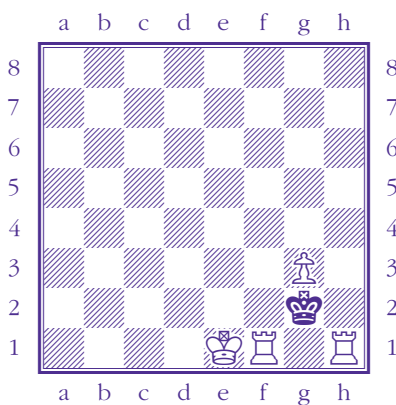
2 White to move and mate in two moves



3 White to move and mate in five moves

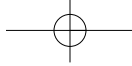


4 A famous problem by Sam Lloyd; White to move and mate in three



And now, from
artistic chess
compositions
we move on
to designer
chess fashion ...





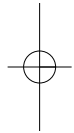
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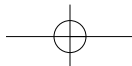
Is this the Future?

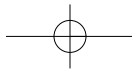
**M
A
G
N
U
S**



versus

**M
A
R
C
U
S**





17 year old Marcus Harvey, from Oxfordshire, is currently the top under-18 player in England. Even at the age of 14 Marcus was already making headline news when he won the 2011 Kidlington Open Tournament, beating two previous winners and a chess master along the way, and achieving a stunning grading performance of 247 – comparable with some of the top players in the country.

Marcus has claimed many notable scalps over the board and has notched up success after success on the chess scene (see below). Most recently at the e2e4 tournament in September 2013 he tied for second place on 4/5 with two Grandmasters, two International Masters and a FIDE Master, and in October 2013 Marcus achieved 5/5 in the e2e4 tournament in Wycombe where he beat another International Master and two FIDE Masters, and achieved a very high FIDE rating performance of over 2900. Great performances!

Marcus plays for Witney Chess Club in the Oxfordshire Chess Association League, and for the Oxford first team in the powerful 4NCL league. Witney has a thriving chess club and a strong junior section, and was named as new Club of the Year in 2012 by The English Chess Federation. Apart from having Marcus to call upon, Witney CC also has Grandmaster Peter Wells in its ranks. With his quick play and aggressive style Marcus is a feared and respected opponent over the board. We will undoubtedly hear much more about him in the future, so let's meet Marcus and look at examples of his play. The questions are from your Editor.

How did you start playing chess?

At my local primary school, my twin brother Jake took part in an after school club (music) and I had to join an after school club. There weren't any sports clubs so I tried chess instead – it was a great decision!

What do you most like about chess?

The fact that no game will ever be the same. There are endless possibilities to experiment with and enjoy.

How do you train and prepare at chess?

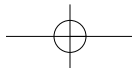
I play online blitz a lot. I look on ChessBase often and check out the top GM games. I think it is essential to analyse the games you play in depth.

How would you describe your chess style?

Firstly, I am an intuitive player, I usually play the first move I see. I enjoy grinding down my opponents in endgames. I also like to avoid main-line theory and come up with some new opening ideas. Some people say I am very aggressive and love sacrificing!



“I am an intuitive player, I usually play the first move I see. I enjoy grinding down my opponents in endgames.”



“I like to avoid main-line theory and come up with new opening ideas. Some people say I am very aggressive and love sacrificing!”



How do you deal with a loss?

By winning the next game! I try to forget the past and focus on the future.

Who is your chess hero?

This is easy for me. Magnus Carlsen is the best chess player of all time and I admire the way he wins drawn endgames against top Grand Masters.

What are your greatest achievements so far?

British Under 14 Champion, joint British Under 18 Champion, winning the Terafinal in the UK Chess Challenge 2013. I have also managed to beat Hikaru Nakamura and Fabiano Caruana at online blitz – they are both in the top 10 players in the world.

How many chess coaches have you had over the years?

From 6 to 8 years old, a Bosnian IM called Merim first got me involved in the game. I have played in 2 European Junior Championships where both times IM Thomas Rendle coached me. When I played in an U16 Olympiad, GM Glenn Flear was the team coach.



“I have not read any chess books yet! But I would suggest buying books to do with chess tactics since this is especially important for juniors.”

How easy is it for you to balance your chess playing with school work and other non-chess activities?

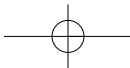
I do not find it a problem at all, as I am only really playing in FIDE tournaments and local leagues this year due to exams. I have a lot of free time in school and at home, so juggling between chess and work is not difficult.

Can you tell us about one of your most memorable moments playing chess?

At the 4NCL a few years ago, when I beat GM Simon Williams. I was given a huge responsibility by the Oxford 4NCL captain (Tim Dickenson) to play on board 1 and it was a great feeling when I shook his hand at the end of the game.

What are your ambitions as a chess player?

First and foremost I would like to become a Fide Master and then International Master. Eventually, I would like to become a 2600 Grandmaster and hopefully win the British Championship. Also, I would love to participate in the London Classic against some of the world's best players.



Is there one chess book that every young player who wants to become a strong player should own?

I have not read any chess books yet! I would suggest buying books to do with chess tactics since this is especially important for juniors.

What might people be surprised to know about you?

I can impersonate numerous different characters from TV programs! My best impression is probably Bubbles De Vere from Little Britain!

Any chess fun facts you wish to share with us?

The number of possible chess games is more than the number of atoms in the universe.

* * * *

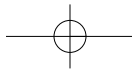
Let's now look at a couple of Marcus' games. First, Marcus generates strong middle-game pressure from excellent piece placement and accurately transfers the advantage into the endgame.

**Marcus Harvey (227ECF) vs Jean-Luc Weller (202ECF)
UK Chess Challenge Terafinal 2013
(Notes by Marcus Harvey)**

1 g3 Nf6 2 Bg2 c5 3 c4 d5 4 cxd5 Nxd5 5 Nc3 Nc7 6 d3 e5 7 Nf3 Nc6

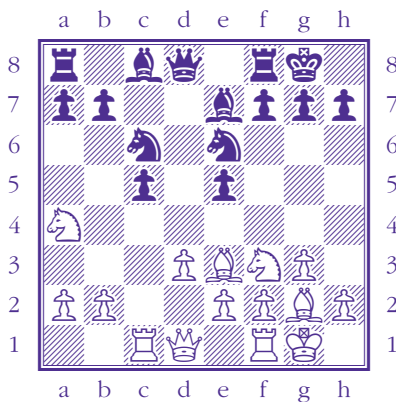
This opening is very solid for Black. White must act fairly quickly otherwise Black is better since there will be no obvious pawn breaks for White.

8 Be3 Be7 9 Rc1 Ne6 10 0-0 0-0 11 Na4



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Forcing Black's queen out in the open.

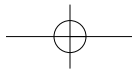
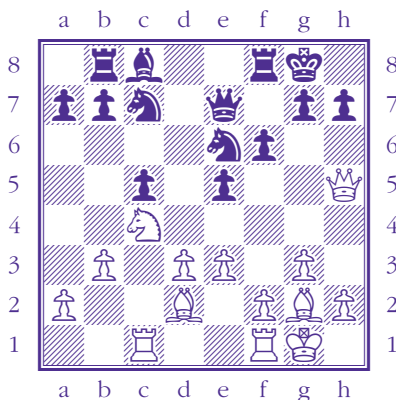
11...Qa5 12 Nd2! Ncd4 13 b3 Rb8 14 Nc4 Qc7 15 Nc3!

Now White's Knights are running riot and finding excellent outposts – White is clearly better.

15...f6 16 Nd5 Qd8 17 Bd2

This subtle move gives White an option of e3 and stops b5 since Na5 would be a killer.

17...Nc7 18 Nxe7+ Qxe7 19 e3 Nde6 20 Qh5!



I like this move a lot as it is limiting Black's options and prepares a possibility of a kingside attack.

20...Rd8 21 Rfd1 Qf7

If 21...Rxd3 22 Be4! wins.

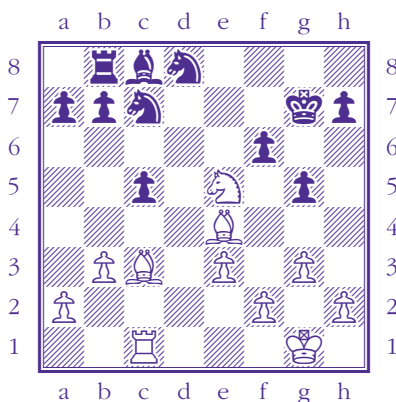
22 Qh4 Rxd3? 23 Be4!

My opponent missed that 23...Ng5 is met with 24 Nxe5! where White is winning.

23...g5 24 Qh6 Rd8 25 Bc3

White has amazing compensation for the pawn.

25...Qg7 26 Rxd8+ Nxd8 27 Qxg7+ Kxg7 28 Nxe5!

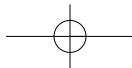


The tactics are all working for White!

28...Nb5 29 Bb2 Nd6 30 Bf3 b6 31Rd1 N8f7 32 Nc6 Rb7 33 e4 Rc7 34 e5 Ne8!

White is completely dominant but it is not so simple to finish the game.

35 exf6+ Nxf6 36 Nd8?! g4 37 Nxf7 Kxf7 38 Rd6 gxf3 39 Rxf6+ Ke7 40 Rxf3

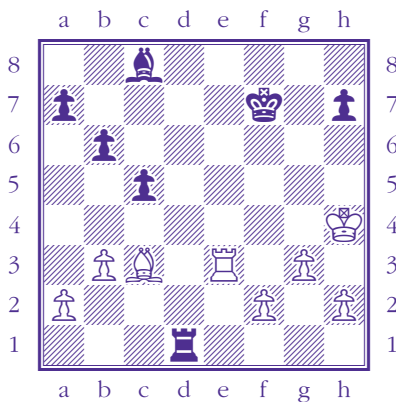


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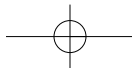
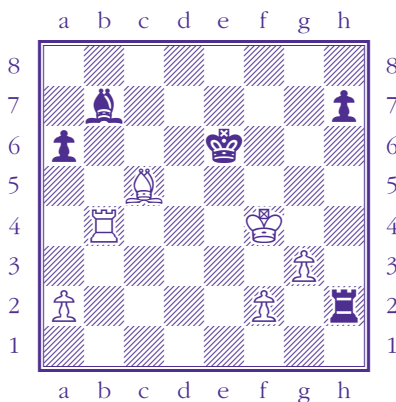
White is a pawn up but opposite colour bishops means this should be a draw.

40...Rd7 41 Re3+ Kf7 42 Bc3 Rd1+ 43 Kg2 Bb7+ 44 Kh3 Bc8+ 45 Kh4



A good plan, surrendering the h-pawn so as to bring the king into active play.

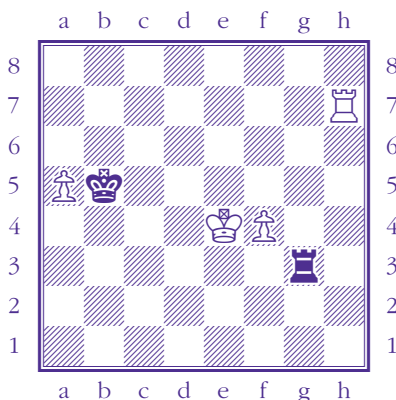
45...Rh1 46 Rf3+ Ke7 47 Be5 Rxh2+ 48 Kg5 Bb7 49 Rf4 a6?! 50 Bc7 b5 51 Bb6 c4 52 bxc4 bxc4 53 Rxc4 Bf3 54 Kf4 Bd5 55 Ra4 Bb7 56 Bc5+ Ke6 57 Rb4





Finally White is close to winning and now in time trouble, Jean-Luc blunders into a lost rook and pawn ending.

**57...Kd5? 58 Rxb7 Kxc5 59 Ke3 a5? 60 a4! Kc4 61 Rb5 Rh6
62 Rxa5 Kb4 63 Ra7 Kc5 64 a5 Kb5 65 f4 Rg6 66 Rxh7 Rxc3+
67 Ke4 1-0**



Black now resigned. The black king is too far away from the f-pawn and so the endgame is an easy win for White.

Next, another example of Marcus being prepared to surrender material in order to seize the initiative, and also using his king actively in the endgame. White handles the opening in passive fashion and is comprehensively outplayed.

Adam Hunt (FIDE 2426) vs Marcus Harvey (FIDE 2207) e2e4 Tournament 2013

1 e4 e6 2 d4 d5 3 Nc3 Nf6 4 Bg5 dxe4 5 Nxe4 Be7 6 Bxf6 gxf6

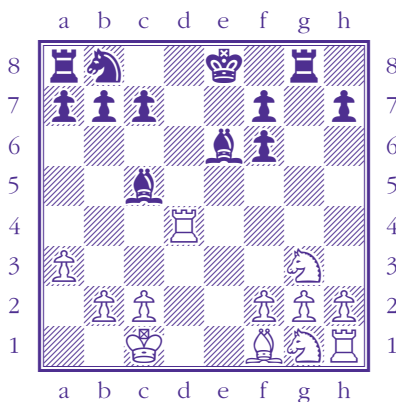
6...Bxf6 is more common here. Marcus chooses an active line which however weakens his pawn structure.



7 Qd3

Developing the knight by 7 Nf3 looks better.

7...e5 8 0-0-0 Qxd4 9 Qxd4 exd4 10 Rxd4 Be6 11 a3 Rg8 12 Ng3 Bc5

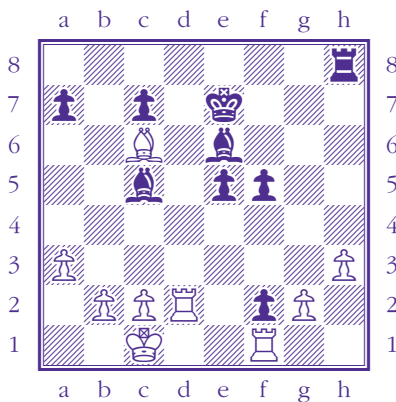


Black has achieved a very active position and now has a clear advantage.

13 Rd2 Nd7 14 Bd3 h5 15 Nf3 Ne5 16 Nxe5 fxe5 17 Be4 h4!

A good decision setting in motion favourable tactics for Black.

18 Bxb7 hxg3 19 Bxa8 gxf2 20 Rf1 Ke7 21 Bc6 Rh8 22 h3 f5



Black is the exchange down but has excellent compensation – even though his pawn on f2 will not survive, all his pieces are active and his king will soon join the fray.

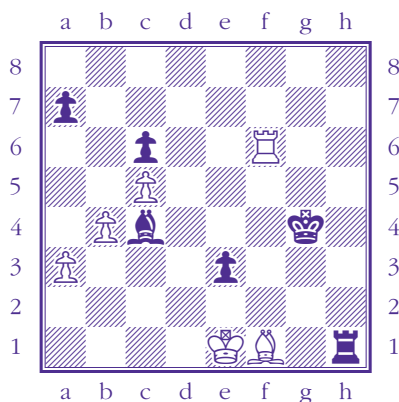
23 Rdx2 Bxf2 24 Rxf2 Kd6 25 Ba4 e4 26 Bb3 Bc8!

Exchanging bishops would ease White's defence.

27 Kd2 Ke5 28 Ke1 f4 29 Rd2 c6 30 Bc4 Bf5 31 Rd1 e3 32 Bd3 Be6 33 c4 f3!

The final breakthrough. The black King now becomes a powerful piece.

34 gxf3 Rxh3 35 b4 Kf4 36 c5 Rh1+ 37 Ke2 Rh2+ 38 Ke1 Kxf3 39 Bf1 Rh1 40 Rd6 Bc4 41 Rf6+ Kg4 0-1



White resigns, his position is hopeless and he has no constructive moves. The pawn advance e2 will swiftly decide the game for Black.

Marcus is now regularly beating Masters and International Masters. As the games above demonstrate, his play shows a strong understanding of the importance of maintaining the initiative and ensuring mobility and coordination between pieces – even if material has to be sacrificed to achieve this.

Positional Play



Alexander Alekhine, born in Russia in 1892, was the fourth World Chess Champion. He is considered one of the greatest chess players ever.

By the age of 22 he was already among the strongest chess players in the world. During the 1920s he won most of the tournaments in which he played. In 1927 he became the fourth World Chess Champion by defeating Capablanca, who at the time was widely considered invincible.

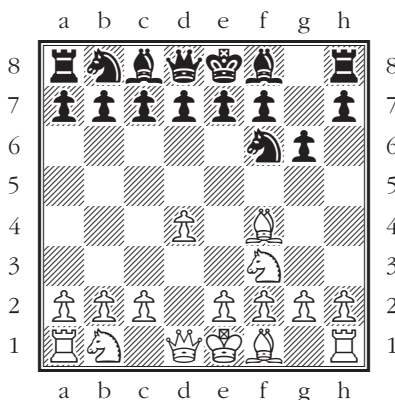


Alekhine dominated chess into the mid-1930s and is known for his fierce and imaginative attacking style, combined with great positional and endgame skill. He was one of the greatest attacking players of all time and could apparently produce combinations at will. Highly regarded as a chess writer and theoretician, he produced innovations in a wide range of chess openings and gave his name to Alekhine's Defence and several other opening variations. Go check them out!

Alekhine was a master of attack and thrived in fierce complications, but he was equally at home in quieter positions where small and often static weaknesses in the opponent's position prove decisive. Below is an elegant example of Alekhine's ability to simplify a position, create a long term positional advantage and then exploit it. Black is reduced to total passivity as White creates a super-dominant knight in the centre of the board – Black's forlorn bishop, hemmed in by his own pawns, plays no active role in the game. This is a splendid example of a 'good knight vs. bad bishop' endgame and how to steer the middle game to achieve it. The win seems so easy and uncomplicated, when you know how!

**Alexander Alekhine – Max Euwe
London 1922**

1 d4 Nf6 2 Nf3 g6 3 Bf4



The start of the London System.

3...Bg7 4 Nbd2 c5!

One of Black's best tries.

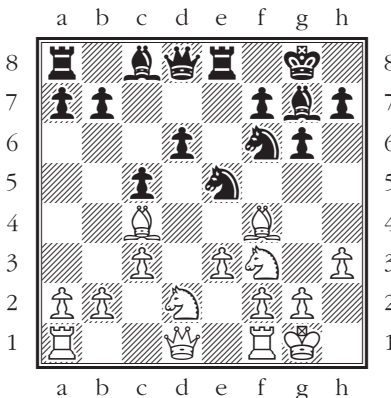
5 e3 d6 6 c3 Nc6 7 h3

This is often played to preserve the dark-squared bishop against a possible Nh5.

7...0-0 8 Bc4

In some lines this bishop goes to d3, but against a King's Indian type set-up there is little point.

8...Re8 9 0-0 e5? 10 dxe5 Nxe5



11 Bxe5!

White already realises that Black is likely to end up with a useless bishop on g7 and that his knights will, therefore, be better than his opponent's bishops!

11...dxe5 12 Ng5

This attack on the weakened f7 square will leave Black with some permanent weakness.



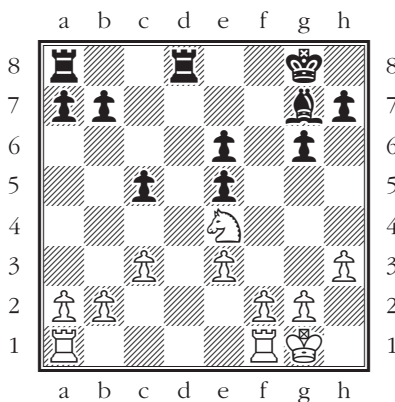
12...Be6

12...Re7 13 Qb3 Qf8 was an alternative for Black.

13 Bxe6 fxe6

Now the pawns on e6, e5, c5 and a7 are all targets.

14 Nde4 Nxe4 15 Qxd8 Rxd8 16 Nxe4



A fantastic outpost for White's Knight from which it dominates the centre of the board. It also blockades the e5 pawn and keeps the g7 bishop virtually out of play.

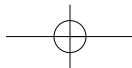
16...b6 17 Rfd1 Kf8 18 Kf1 Ke7 19 c4!

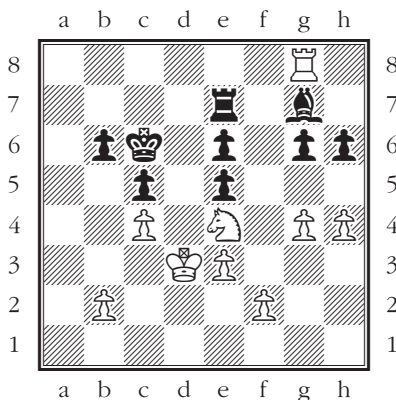
Keeping Euwe's pawns on black squares and, therefore, reducing the scope of Black's dark squared bishop.

19...h6 20 Ke2 Rxd1 21 Rxd1 Rb8 22 Rd3 Bh8

Black can do little else but wait!

23 a4 Rc8 24 Rb3 Kd7 25 a5 Kc6 26 axb6 axb6 27 Ra3 Bg7 28 Ra7 Rc7 29 Ra8 Re7 30 Rc8+ Kd7 31 Rg8 Kc6 32 h4 Kc7 33 g4 Kc6 34 Kd3





In closed positions like this one the knight is far superior to the bishop, especially when that bishop is locked up behind its own pawns of the same colour.

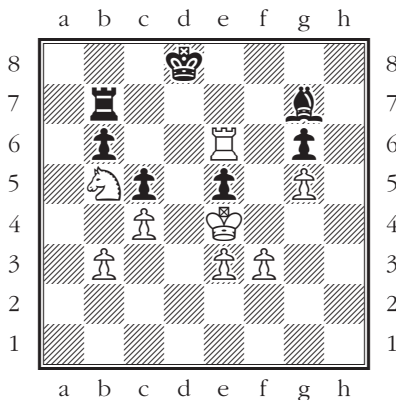
34...Rd7+ 35 Kc3 Rf7 36 b3 Kc7 37 Kd3 Rd7+ 38 Ke2 Rf7 39 Nc3 Re7 40 g5 hxg5 41 hxg5

And now the bishop has nowhere to go.

41...Kc6 42 Kd3 Rd7+ 43 Ke4

The king and knight have now swapped places, allowing the knight to assist in the final attack.

43...Rc7 44 Nb5 Re7 45 f3 Kd7 46 Rb8 Kc6 47 Rc8+ Kd7 48 Rc7+ Kd8 49 Rc6 Rb7 50 Rxe6





White's pieces dominate while the bishop on g7 is little more use than a tall pawn. Black resigns.

1-0

* * * *

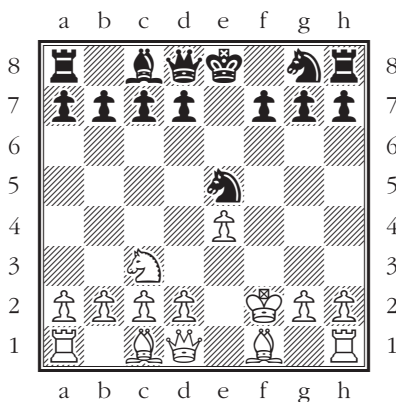
SPACE – the final frontier!

Narcisa Mihevc (2114, Women's FIDE Master) – C. Neethling
Women's Olympiad, Bled 2002

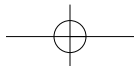
1 e4 e5 2 Nf3 Nc6 3 Nc3 Bc5 4 Nxe5! Bxf2+

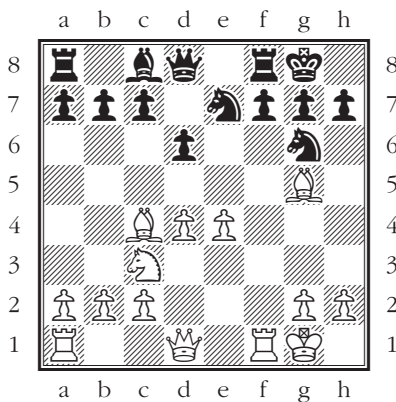
if 4...Nxe5 5 d4 regaining the piece and creating a space advantage for White.

5 Kxf2 Nxe5



6 d4 Ng6 7 Bc4 N8e7 8 Rf1 0-0 9 Bg5! d6 10 Kg1

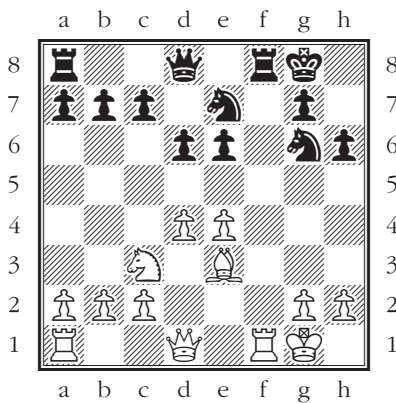




10...h6 11 Be3

White has won the battle for the centre.

11...Be6 12 Bxe6 fxe6

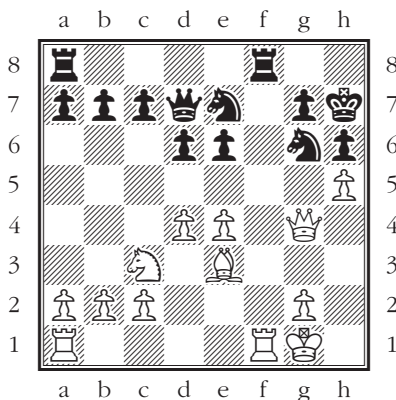


13 Qg4

Because of White's control of the centre – the pawns on e4 and d4, supported by the knight on c3 and the bishop on e3 - White can manoeuvre her pieces more easily.

13...Qd7 14 h4! Kh7 15 h5

The pawns on e4 and d4, controlling the squares c5, d5, e5 and f5, all in Black's half of the board, reduce the squares available to Black's pieces; her knight on g6 is now forced to retreat.

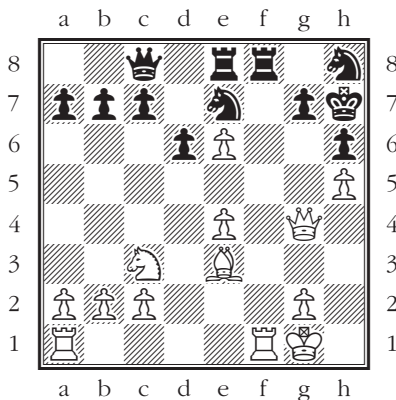


15...Nh8 16 d5

The centre pawns advance, gaining even more space! This move also takes advantage of the unprotected position of the black queen on d7.

16...Rae8 17 dxe6 Qc8

The white pawns on e4 and e6 control four squares in Black's half of the board: f5, d5, f7 and d7, but it's the winning of the battle for the centre that has caused this gain of SPACE!



18 Bd4

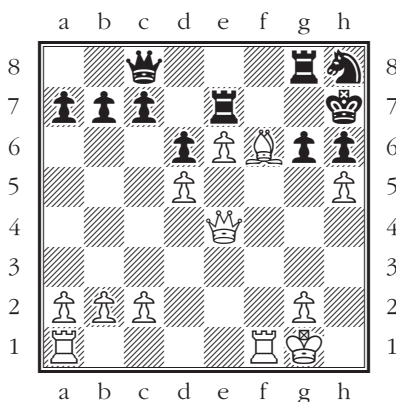
Now the bishop takes the central square vacated by the pawn on move 16.

18...Rg8 19 Nd5 Nxd5 20 exd5

White has a huge advantage: she is a pawn up, has a connected passed pawn on e6, enjoys much more space than Black, and has an attack. It is no surprise that the game does not last very long from here.

20...Re7 21 Qe4+ g6 22 Bf6!

A beautiful little *Zwischenzug* (a German word which means an 'in-between move') that allows White's rook to penetrate easily to the 7th rank.



22...Ree8 23 Bxh8 Kxh8 24 Rf7

What started out as a simple win of the centre has resulted in White having a huge space advantage, a rook in a commanding position on f7 and a winning attack.

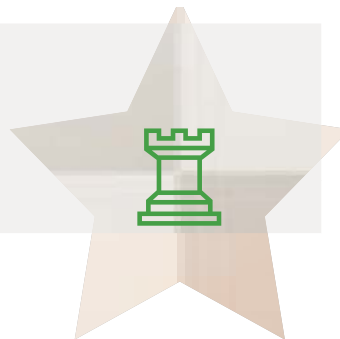
24...Rg7 25 Rxg7 Kxg7 26 Qxg6+ Kh8 27 Qxh6+ Kg8 28 Rf1

It isn't always necessary to check. This cuts off the king and threatens Rf7 and a quick mate.

28...Re7 29 Rf5 Rg7 30 Rg5 Rxg5 31 Qxg5+ Black resigns.

If now 31...Kh8 32 e7 Qe8 33 h6 wins easily.

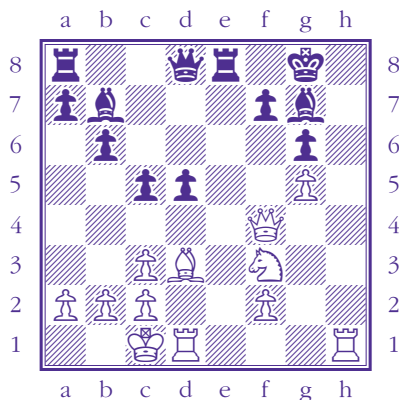
Spot the Continuation



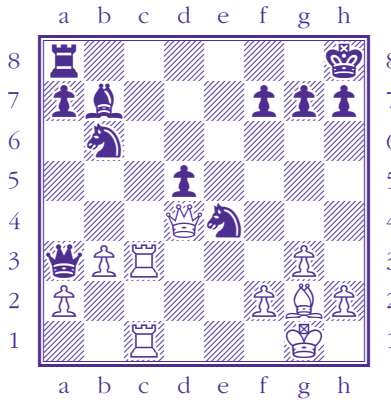
Can you see how to win the following positions? Good luck! In real play you will often have to solve difficult problems quickly, so it is important – and fun! – to practise.

To check how you did, the solutions are on page 136.

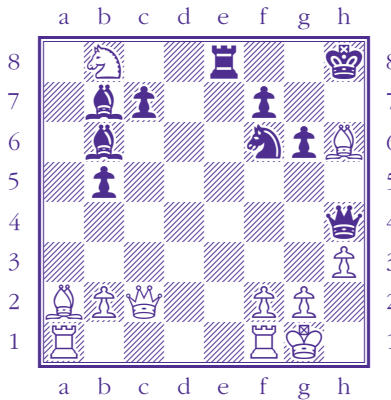
1. In the following position, from a recent game between two very strong Grandmasters, Black has just played 18...Bg7. How did White now force Black's resignation just a few moves later?



2. This next position was from a training game between a coach and his pupil. How did White gain a winning position from here? Hint: look at Black's back rank.



3. In the following position (Black to play), played in 2011 between two of the world's top Grandmasters, Black's bishops point menacingly at the white King, but what is the coup de grâce?



The game below is in effect a series of 'Spot the Continuations'. At almost every move from move 8 onwards White finds sharp attacking lines and sets Black difficult problems which he ultimately fails to solve.

You may have come across the letters GYPO which stand for: Get Your Pieces Out! Remembering this is very important and will, if you can do it, bring you a lot of wins.

Rapid and effective piece development in chess is something every good player aims for. Here is a dramatic example of how even a very strong player can be swept off the board by an opponent who has the imagination to sacrifice material in order to mobilize his forces and attack while the opponent hardly develops at all.

**David Rumens (2310) – Murray Chandler (2450)
British Championship, Brighton, Round 11, 1980**

1 e4 g6 2 f4

Playing f4 could almost be called Dave Rumens' trademark!

2...Bg7 3 Nf3 c5 4 Be2 Nc6 5 0-0 d5 6 exd5 Qxd5 7 Nc3

Developing with gain of time.

7...Qd7 8 Ne5! Nxe5 9 fxe5

Gaining the open f-file for which Dave Rumens play is renowned – the simple threat of 9 Bb5 also gains White a valuable tempo.

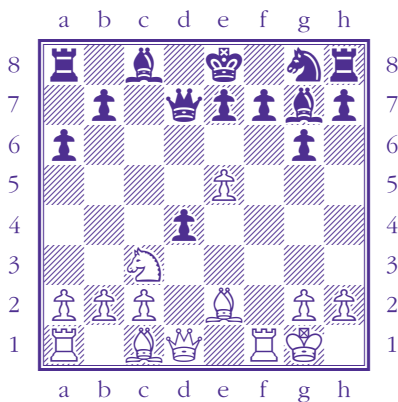
9...a6

If 9...Bxe5 10 Bb5 wins the queen.

10 d4 cxd4

108

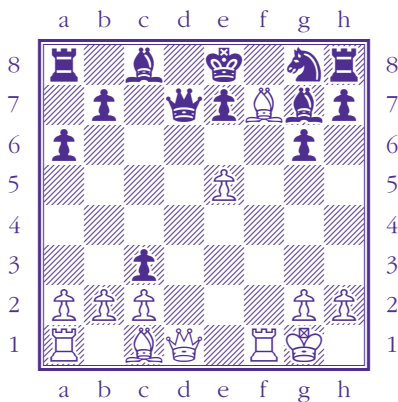
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11 Bc4!!

I doubt if Black even considered this excellent reply, which is so reminiscent of the greatest tactician of them all – the Latvian former world champion, Mikhail Tal.

11...dxc3 12 Bxf7+



12...Kd8

If 12...Kf8 13 Be6+ wins.



No British player ever played more like the great Mikhail Tal than David Rumens. Here he is in action – 50 years ago! – achieving an exciting draw against the legend himself. A former runner up in the World Junior Championship, nowadays he is a junior chess coach.

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*Junior British Chess Magazine***13 Qe2**

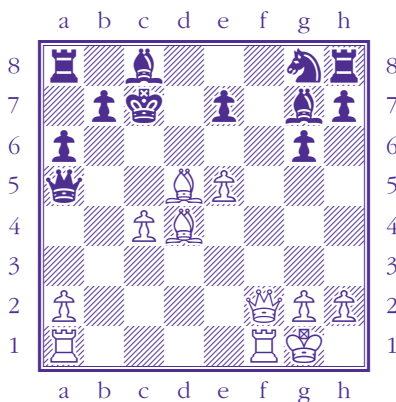
Not as forcing and less good for White is 13 Bf4 Qxd1
14 Raxd1+ Kc7 15 e6+ Kc6 16 Rd8 (16 Be8+ Kb6 17 Be3+
Kc7) 16...Nf6.

13...cxb2 14 Bxb2

Though White is a piece down Black's King is stuck in the center and he is going to have difficulty getting his remaining pieces into play.

14...Qb5 15 Qd2+ Kc7 16 c4 Qd7 17 Qf2 Qc6

18 e6 was threatened.

18 Bd5 Qb6 19 Bd4 Qa5

Black is allowed no time to develop the remainder of his army.

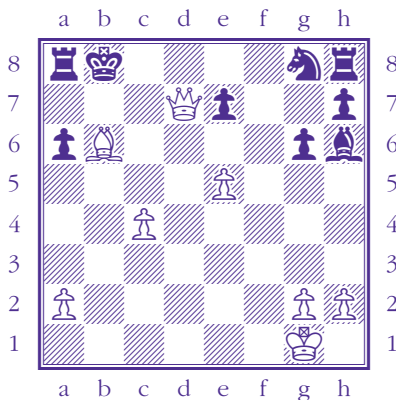
20 Rab1 Kb8

If 20...Kd8 21 Bb6+ wins; and if 20...Kd7 21 e6+ Kd6 22 Qg3+
Be5 23 Qxe5 mate.

**21 Rxb7+!! Bxb7 22 Rb1 Qc7 23 Rxb7+ Qxb7 24 Bxb7 Kxb7
25 Qf3+!**

An important intermezzo.

25...Kb8 26 Qf7 Bh6 27 Qe8+ Kb7 28 Qd7+ Kb8 29 Bb6 1-0



A lovely attacking game, played with all the vigour and aggression for which Dave Rumens is well known. Black lost time throughout and hardly developed his pieces at all.

The 19th century world champion Steinitz said, when you have the initiative you **MUST** attack. This is especially true when your opponent is slow to develop his pieces. By constantly attacking and causing your opponent problems he is not given **TIME** to catch up and this will usually cause him to lose the game.



David Rumens today

Short and Sweet Games



Four delightful games from the past to enjoy. Remember, if you win a miniature and play well, enjoy the moment, it is a good feeling! If you lose a short game, well, there is no better remedy than to go and win your next game.

Some miniatures are so short that – blink and you’ve missed it! As happens in some of the games below.

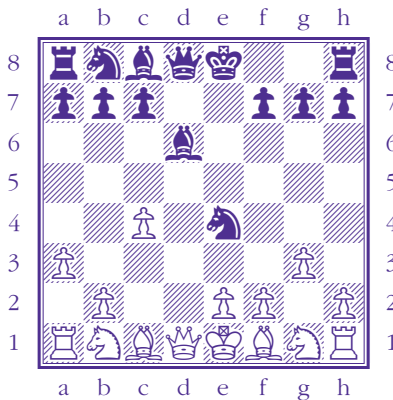
Please send us your experiences – we’d love to publish the best ones.

Warren – Selman Correspondence 1930

1 d4 Nf6 2 c4 e5!?

The Budapest Gambit.

3 dxe5 Ne4 4 a3 d6 5 exd6 Bxd6 6 g3

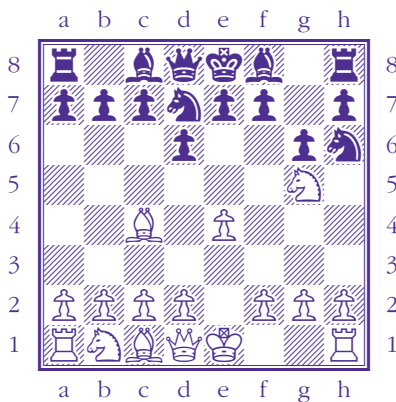


6...Nxf2! 0-1

If 7 Kxf2 Bxg3+ wins the white queen.

**Dadian – Doubrava
Kiev 1896**

1 e4 d6 2 Bc4 Nd7 3 Nf3 g6 4 Ng5 Nh6

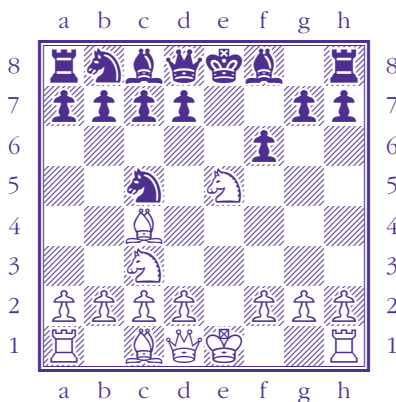


5 Bxf7+ Nxf7 6 Ne6! 1-0

The black queen is 'smothered' and lost.

**Taylor – Amateur
London 1862**

1 e4 e5 2 Nf3 Nf6 3 Bc4 Nxe4 4 Nc3 Nc5 5 Nxe5 f6



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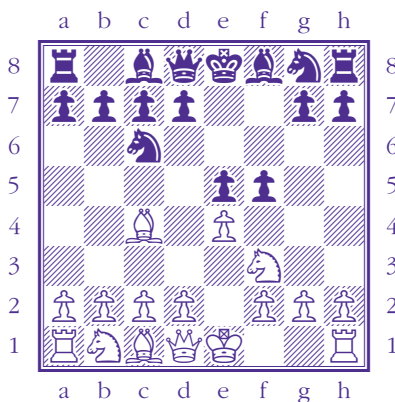
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**6 Qh5+ g6 7 Bf7+ Ke7 8 Nd5+ Kd6 9 Nc4+ Kc6 10 Nb4+ Kb5
11 a4+ Kxb4 12 c3+ Kb3 13 Qd1 mate.**

**Lewis – NN
London 1840**

William Lewis [1787-1870) was an English player of about master strength for the period, as well as an author.

1 e4 e5 2 Nf3 Nc6 3 Bc4 f5



A similar idea to the Latvian Counter Gambit, but it's not so good after White has already played 3 Bc4.

4 Bxg8!

And here's why: the diagonal h5-e8 is considerably weakened, and this removes a valuable defender!

4...Rxg8 5 d4!

Challenging for the centre and, at the same time, opening lines for his pieces to get at Black's king.

5...Nxd4 6 Nxd4 exd4 7 Qxd4 fxe4 8 Qd5

Gaining time by first attacking the black rook.

8...Rh8 9 Qh5+ g6 10 Qe5+ Kf7 11 0-0

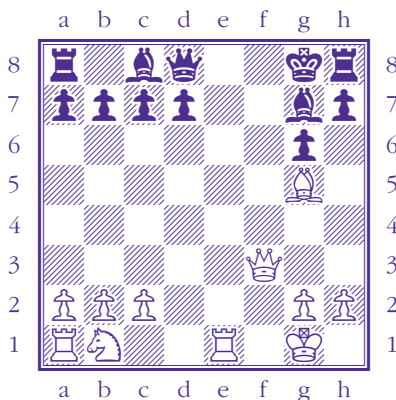
But not 11 Qxh8 as 11...Bb4+ wins the white queen and the tables are turned.

11...Bg7 12 Qd5+ Ke8 13 f3!

Again intent on opening lines to get at Black's king.

13...exf3 14 Re1+ Kf8 15 Qxf3+ Kg8 16 Bg5!!

A lovely deflection sacrifice.

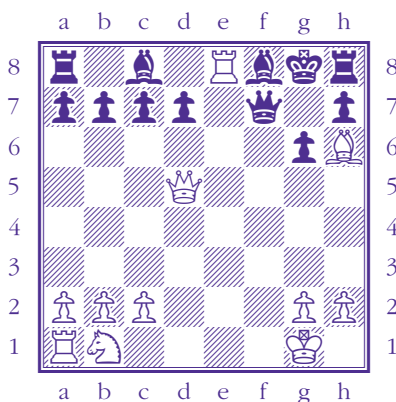


16...Qf8

If instead 16...Qxg5?? 17 Re8+ Bf8 18 Qxf8 mate.

17 Qd5+ Qf7 18 Re8+ Bf8 19 Bh6

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There is no defence to 20 Rxf8 mate.

1-0

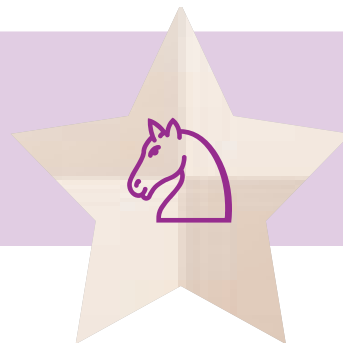
NB: Examine the last two diagrams and note where the black pieces are, especially the rooks.

DEVELOPMENT is one of the most important factors in opening play; the game above gives some idea of what can happen when you neglect to bring out your army on to the field of battle.

LESSONS from this game:

1. **DON'T** counter-attack before you have fully developed your own army.
2. You **MUST** attack when you have the advantage [a maxim of Steinitz, the first official World Champion], especially a lead in development; otherwise your opponent may catch up and neutralise your advantage.
3. **DON'T** be distracted by hunting for pieces or pawns when you have your opponent's king in your sights

Analyse this!



As I have mentioned in previous issues of *Junior BCM*, in each 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).

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.

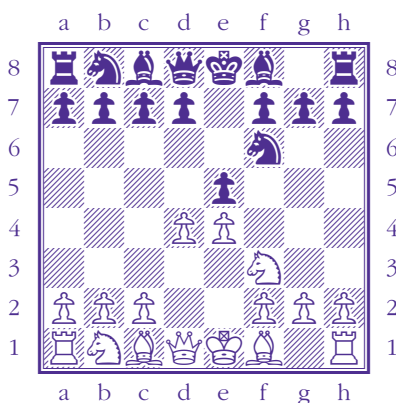
In the game below I have given you some guidance as to where I would expect some comment and/or analysis, but you do not have to be restricted by this. What I am looking for is good, clear notes with a little analysis where necessary. If you wish to add more comments or analysis that you think are relevant please do so. The best analysis received by 31 March 2014 will be published.

In the following game you are sitting opposite Gerald Abrahams, the co-inventor of the Noteboom variation to the Slav Defence, and an occasional member of the England team. This is not a perfect game; so do not be afraid to criticize where you think it necessary. I'm looking for interesting comments and analysis **WITHOUT** using an engine such as Fritz, Houdini or other software! And remember my suggestions are only that. You may make as many comments as you see fit.

**David Levens – Gerald Abrahams
British Championship, Bath, 1963**

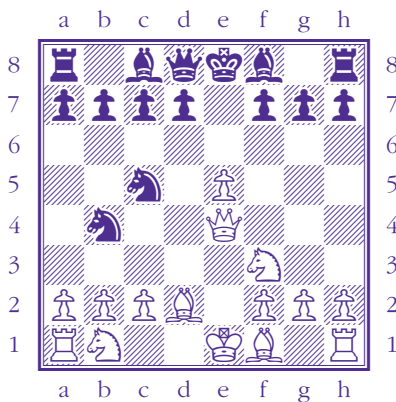
1 e4 e5 2 Nf3 Nf6 3 d4

Name the opening and its variation and add some brief commentary if you can.



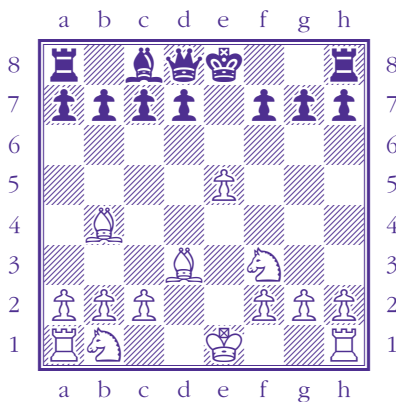
3...exd4 4 e5 Nd5 5 Qxd4 Nb4 6 Qe4 N8a6 7 Bd2 Nc5

After Black's 7th move we definitely need some commentary please.



8 Qxb4 Nd3+ 9 Bxd3 Bxb4 10 Bxb4

More commentary after 10 Bxb4 please with some analysis.
White has deliberately entered into a very unusual sacrificial line.

**10...d5 11 Nc3**

Comment with some analysis.

11...c6 12 0-0 Bg4 13 Be2.

Comment again after White's 13th move.

13...Qb6 14 Ba3 a5 15 Na4 Qd8 16 c4

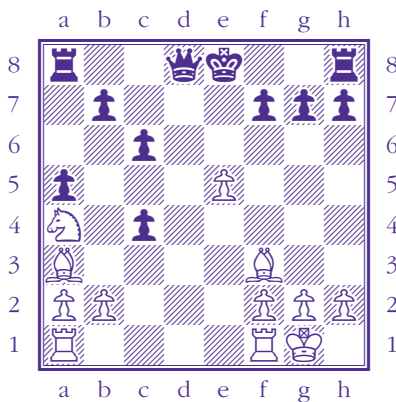
Comment please.

16...Bxf3 17 Bxf3 dxc4?

Comment please after Black's 17th and provide some analysis of alternative moves.

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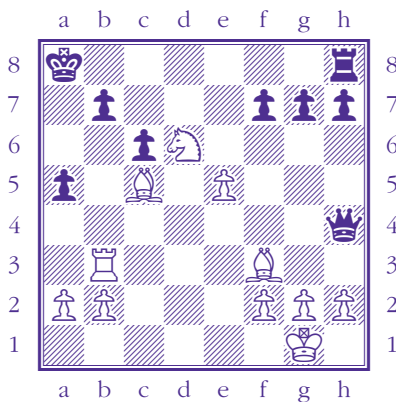


18 Rfd1 Qh4 19 Nc3 Rd8 20 Ne4 Rd3 21 Rxd3

Brief commentary please.

**23...cxd3 22 Rd1 Kd7 23 Rxd3+ Kc7 24 Bd6+ Kb6 25 Rb3+ Ka7
26 Bc5+ Ka8 27 Nd6**

And another brief commentary after White's 27th move.

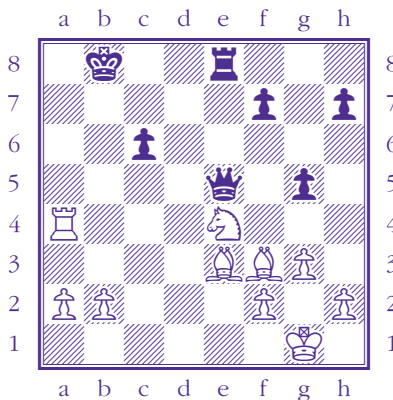


27...Qf4 28 Be3!

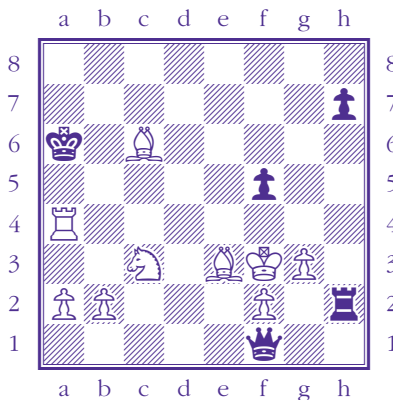
Commentary with analysis if you think it necessary.

28...Qxe5 29 Nxb7 a4 30 Rb6 Rc8 31 Nc5 Qd6 32 Ra6+ Kb8 33 Rxa4 Re8 34 Ne4 Qe5 35 g3 g5?

I am very interested in your commentary and analysis here.



36 Bxg5 Rg8 37 Bf6 Qf5 38 Bg2 Re8 39 Bd4 Qd7 40 Rb4+ Ka8 41 Be3 Qd1+ 42 Bf1 f5 43 Nc3 Qe1 44 Ra4+ Kb7 45 Bf4 Qa1 46 Rb4+ Ka8 47 Kg2 Re1 48 Ba6 Rh1 49 Bb7+ Ka7 50 Bxc6 Qf1+ 51 Kf3 Rxh2 52 Be3+ Ka6 53 Ra4 mate



And a final comment please!

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THE BRITISH CHESS MAGAZINE

Founded 1881 Monthly

Chairman Shaun Taulbut

Director Stephen Lowe

Editorial James Pratt, Shaun Taulbut

Photography John Upham

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Company Limited by Shares
Registered in England No 334968
ISSN 0007-0440



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West Street, Bourne, Lincs,
England PE10 9PH
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subscriptions@warnersgroup.co.uk

1, 2, 3 years, 12 issues p.a.

UK: £45/£85/£125

Europe (air): £57/£107/£160

RoW (air): £68/£125/£180

Typeset by Ian Kingston Publishing
Services, Sutton Coldfield

Printed in the UK by
Lavenham Press Ltd

British Chess Magazine 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 second 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



famous players of today and from the past to show you the game's great talents and rich history.

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We are very proud to publish *British Chess Magazine* and its sister publication *Junior British Chess Magazine*, and are privileged to have distinguished editors and writers committed to today's chess players and enthusiasts. We hope you enjoy what we do.

International Master Shaun Taulbut
Chairman, *British Chess Magazine*

We thought you might like to see something from the *BCM*. Below is an extract from the November 2013 issue, an article written by a junior player.

The Mozart of Chess by Theo Slade

Prior to the Anand-Carlsen World Championship match, I thought that I would go back in time to take a look at Carlsen's rise to fame, as well as his distinctive style that has brought him such brilliant results. What he has achieved at such an early age is an inspiration to all of us youngsters. Early on in his career he played very aggressively, which meant that he had a good understanding of activity – crucial at the top level. GM Simen Agdestein, Carlsen's first coach, said that he had "a fearless readiness to offer material for activity." As Magnus has matured, he has developed a more positional style, but even today, every so often, he shows flashes of the unorthodox attacking play which he developed in his youth. Carlsen's ability was not limited to classical time controls, either, as he defeated Anatoly Karpov in a blitz tournament when he was 13, before going on to draw with the great Garry Kasparov shortly afterwards.

Here's a game the 11 -year-old Carlsen played against Jon Ludvig Hammer, who is currently Norway's second-best player.

Magnus Carlsen – Jon Ludvig Hammer

Nordic Teams, 2001

Queen's Gambit, Exchange Variation

1 d4

Carlsen was, and still is, renowned for having a flexible opening repertoire, and this game was no exception. Around this time, according to my database, Carlsen normally opened with 1 e4.

1...d5 2 c4 e6 3 Nc3 Be7



The Mozart of Chess. With those hands he may not play music – but he does play VERY good moves!

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A move-order trick to stop a quick Bg5. 3... Nf6 4 Bg5 Be7 is the main line.

4 cxd5 exd5 5 Nf3 Nf6 6 Bg5 c6 7 e3 Be6!

Accurate play from Hammer: Black wants to keep the light-squared bishops on to defend against the minority attack, as the bishop can be useful on c8, d7 and e6. Moreover, Black needs pieces on to attack on the kingside, so this move makes sense. 7...Bf5 would be less accurate because of 8 Bd3! Bxd3 9 Qxd3, with a slight pull for White.

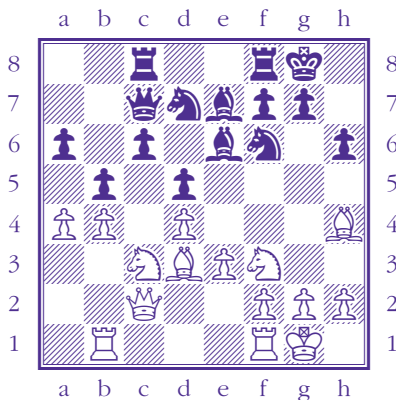
8 Bd3 Nbd7 9 Qc2 h6 10 Bh4 Rc8 11 0-0 0-0 12 Rab1 Qc7 13 b4!

The beginning of the minority attack.

13...b5 14 a4!

Carlsen threatens the pawn on b5, and therefore provokes ...

14...a6



15 a5!

A powerful move which completely fixes Black's structure in White's favour. This is because he can eventually work a knight into c5, and pressurise the a6 pawn. Whilst this is happening,

he will tie down one of Black's pieces to its defence, meaning that it will be passive. Therefore, White's knight on c5 will be more powerful than whatever piece is defending the pawn on a6, which secures Carlsen a solid positional edge.

15...Bg4 16 Nd2

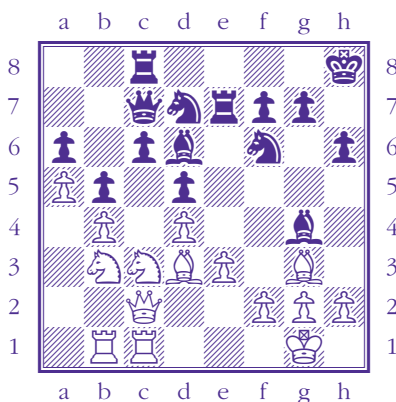
The knight heads to c5, whilst preventing the annoying ...Bxf3 capture.

16...Bd6 17 Bg3

Carlsen doesn't mind the exchange of dark-squared bishops as this increases his control over c5 and gets one step closer to the endgame, which will favour White as he has the better structure.

17...Rfe8 18 Rfc1 Re7 19 Nb3 Kh8

Black has nothing to do.



20 Na2!

A trademark Carlsen move! The knight was simply in the way on c3.

20...Nb8 21 Nc5

Now the time is right because the knight can't be exchanged due to the pin on the h2-b8 diagonal. Notice how the knight on b8 is completely passive.

21...Nfd7 22 Bf5!

This is the beginning of a forcing sequence.

22... Bxf5

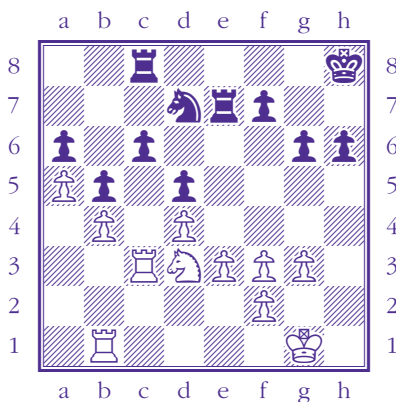
22...Bxg3 23 hxg3 Bxf5=; 22...h5? 23 Bxd6 Qxd6 (23...Bxf5? loses a pawn: 24 Qxf5 Qxd6 25 Qxh5+) 24 Bxg4 hxg4 25 Qf5! secures White the advantage.

23 Qxf5 g6 24 Qf3 Bxg3 25 hxg3 Nxc5 26 Rxc5

At the end of the exchanges, White seems to have a slight edge.

26...Nd7 27 Rc3 Qd6 28 Nc1!

Black has dealt with one monster knight on c5, but now he's going to have to deal with another.

28...Qf6 29 Nd3 Qxf3 30 gxf3

White's structure has been slightly damaged by this exchange, but it means that now Black can't whip up any counterplay as the queens have been exchanged. Moreover, a player such as Carlsen will now toy with Hammer, building up the pressure whilst gaining space in the centre.

30...g5

Desperation. I can't describe this as anything other than a weakening move.

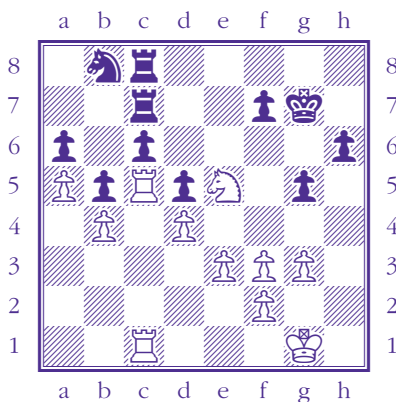
31 Rbc1 Nb8

It's that knight again!

32 Ne5 Kg7 33 Rc5

33 Nxc6? Rec7 and now White has to bail out with a draw:
34 Nxb8 Rxc3 35 Rxc3 Rxc3 36 Nxa6=.

33...Rec7



34 e4!

Crushing play. I find this late aggression from Carlsen a theme in many of his games.

34...dxe4 35 fxe4 f6?

Houdini says the last chance was 35...Re7 but, from a practical point of view, these moves are so difficult to find after three or so hours of pure defensive work.

36 Ng4! h5 37 Ne3

Angling for d5 or f5.

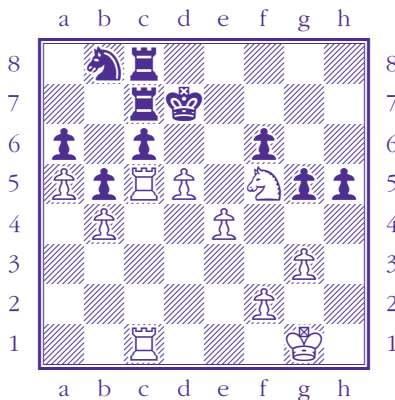
37...Kf7 38 Nf5 Ke6?

Hammer must have missed Carlsen's next ...

39 d5+! Kd7

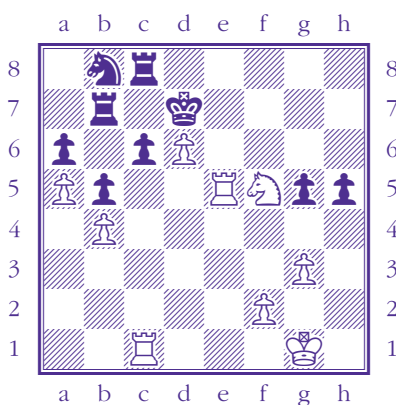


The look from Jon Hammer that says: "I've just blundered!"



40 d6

Strong enough but 40 Rd1! was the most clinical: 40...cxd5
41 Rxd5+ Ke6 42 Rd6+ Kf7 43 Rb6! Rxc5 44 bxc5 Kf8 45 Nd6
Rd8 46 c6! when Black is truly dead and buried.

40...Rb7 41 e5 fxe5 42 Rxe5**42...Re8**

This final mistake loses the game at once. But Black is also lost after the better 42...Rh8 or 42...Rf8.

43 Re7+ Rxe7 44 dxe7

Now the e-pawn will promote:

44...Rc7 45 Rd1+ 1-0

After 45...Ke8 46 Rd8+ Kf7 47 e8Q+ finishes off Black.



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Dazzlers and Dreamers



A dialogue...

Chess is a game of often wildly fluctuating fortunes. We overheard a conversation between some members of the Dazzlers and Dreamers chess team talking about Captain Blunder's latest loss:

Captain Blunder: I played really well in that game and at the end I had mate in 2.

Thin King: Fantastic! I watched your game and you're quite right, you did have mate in 2. Well played!

Deeply Thoughtless: Hmmm. So how come you lost?

General Check: Easy. Your opponent had mate in 1 first.

Captain Blunder: Yeah. It was a bit unfair really...

Thin King: Real shame. I saw what happened. All you had to do was defend the square where you got mated, dead easy, and then your own mate would have been forced next move.

Deeply Thoughtless: Happens to me all the time. I get so involved in my own brilliant plans that I completely forget about my opponent and what he's up to!

General Check: Reminds me of that quip from grandmaster Savielly Tartakower: "The winner of the game is the player who makes the next-to-last mistake."

Thin King: That guy knew what he was talking about. I think he also said: "Some part of a mistake is always correct". I'm still trying to work that one out...

Captain Blunder and Deeply Thoughtless (together): Ouch, my brain is hurting. Anyone fancy another game!?

The moral of this little tale is very simple: when you see a good move, look for a better one. That's also been said before by a much better player than me...

Your Editor

Savielly Tartakower was the wittiest grandmaster of all time and a most prolific chess journalist.

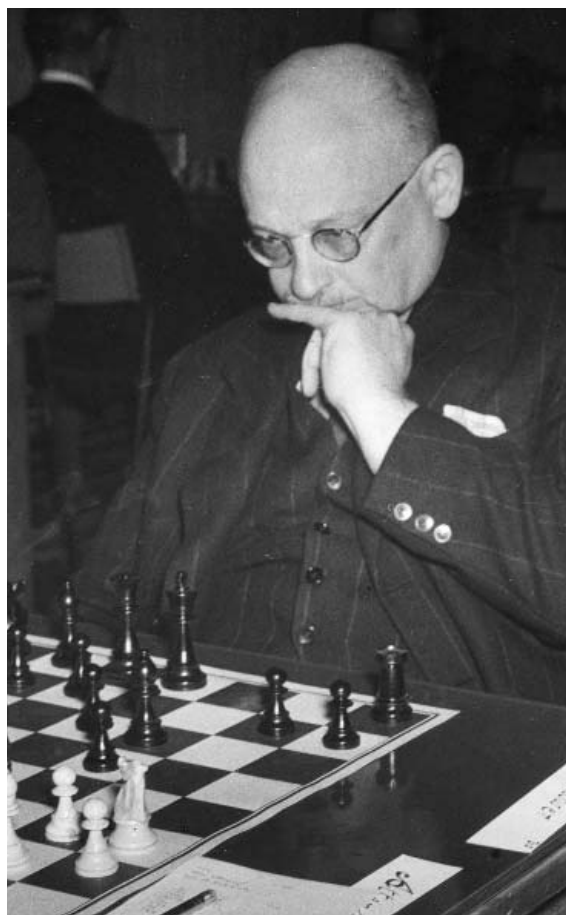
He had definite views on mistakes.

“The mistakes are all there waiting to be made.”

“I make mistakes – but also I live!”

“The winner of the game is the player who makes the next-to-last mistake.”

So DON'T be discouraged by mistakes or defeats, LEARN from them.





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Solutions



Chess in Easy Stages:

Grade 3 test

- 1 Yes.
- 2 11 d4 exd3.
- 3 King, Knight and Pawn.
- 4 c. Move the king out of check.
- 5 1 ...Bd3++ 2 Ke1 Rf1 mate.
- 6 Ne4+.
- 7 d4.
- 8 1 Qg1+ Qxg1 2 g8=Q+.
- 9 1 Qb1 Ka7 2 Qb7+ OR 1 Qb1 Ka5 2 Qb5 mate.
- 10 1 Kc4 Ka4 2 Qa2 mate.
- 11 1 Rf5 Kd8 2 Rc5 Ke8 3 Rc8 mate. OR 1 Rd5 Kf8 2 Rg5 Ke8 3 Rg8 mate.
- 12 1 Rg6+ Kd7 2 Rh7+ Ke8 3 Rg8 mate OR a similar sequence.
- 13 1 Kf6 Ke8 2 Kg7 Ke7 3 f6+ Ke8 4 f7+ Ke7 5 f8=Q OR any similar sequence.
- 14 No.
- 15 Yes.

Endgame Teasers**1. 1 Bd4**

1 g6+ Kf6 2 g7 Kxf5; 1 f6 Bd5 2 g6+ Kxf6 and Black draws easily in both cases.

1...Kf8 2 f6 Kf7 3 g6+ Kg8 4 Bc5 Bd5 5 Kg5 Bc4 6 Kf5 Bb3 7 Ke5 Bc4 8 Kd6 Bd3 9 Ke7

2. 1 Kg5

The most direct way. There are also two other possibilities: 1 Be4 Kh6 2 Kf5 Kg7 3 h3, and 1 Bf3 Kg6 2 h3 Kh6 3 Kf5 Ne8 4 h4 Nd6+ 5 Kf4 Ne8 6 g4.

But not 1 h4? Nh5+ 2 Kg4 Nxg3 and White cannot promote the h-pawn, as Black can easily reach h8 and the light-squared bishop will never be able to force the black king out of the corner.

1... Ng8 2 h3 Nf6 3 g4 Ne8 4 Kf4 Nc7 5 h4 Ne6+ 6 Ke5

And White will win by centralising his bishop, advancing his pawns (carefully!) and King, and taking care to avoid stalemates or Black sacrificing his Knight for one of the White pawns leaving White with an h-pawn and again unable to force the Black King out of the h8 corner. For example, a typical line could be 6...Nf8 (not...Kf7 7 Bd5 wins) 7 Be4 Nd7+ (if...Kf7 8 Bf5 wins) 8 Kf5 Nf6 9 g5 Ng8 10 Ke6 (h5 also wins) Nh6 11 h5! (careful! 11 gxh6+ only draws) Ng8 12 Ke5 Nh6 (or Ne7) 13 Bd5 and White will win by exchanging off the knight for his bishop and promoting the g-pawn. Play it out to a finish!

3. 1...Rfd8 2 Rd1 Rd4 3 h4 Rxe4 4 hxg5 hxg5 5 Rh3 f3 6 Rxf3 Rxd4+ 7 Kh2 Rgd4 8 Re3 f5 9 Kg2.

The extra activity of the black rooks is the deciding factor here.

4. 1 Kf5 Kg2 2 Ke6 Kxh2 3 Kd7 Kg1 4 Kxc7 h2.

Though Black undoubtedly promotes first he cannot prevent White from doing the same or from forcing a draw. Once the white pawn reaches c7, and with the black king so far away, on

its own the black queen cannot win the c pawn. The white king goes to b8, threatening to promote, and after Black plays Qb6+ White simply plays Ka8. If then Black captures the pawn on c7 it is stalemate!

Chess Art and Design

1 The mate comes about in an unexpected way: **1 Qh6 Kf3** (forced) **2 0-0 mate.**

2 An incredible kamikaze queen sacrifice provides an astonishing checkmate, with three possible variations: **1 Qd5+!! Rxd5 2 Ne4 mate. 1 Qd5+!! Bxd5 2 Nxd3 mate. 1 Qd5+ Kxd5 2 Rb5 mate.**

3 By sacrificing his queen and then a rook, White clears the way for his pinned(!) bishop to play a decisive role in a final checkmate: **1 Qxa6+! Rxa6 2 Rf8+ Rxf8** If **2...Bxf8 3 Nb6+ Kb8 4 Nxd7+ Ka7 5 Rc7 mate. 3 Nb6+ Ka7** If **3...Kb8 4 Nxd7+ Ka7 5 Rc7 mate. 4 Rc7+ Kxb6 5 Rb7 mate.**

4 Sam Loyd was a prolific composer of all sorts of brain-teasers (not only chess). This one is not so simple as it looks at first sight! **1 Rf4 Kxg3 2 0-0 Kh3 3 R1f3 mate.** Or if Black instead plays **1...Kxh1 2 Kf2 Kh2** (forced) **2 Rh4 mate.** All very neat!

Spot the Continuation

1. White played **19 Rh7!!** and if **19...Kxh7 20 Qxf7** and wins.

2. White played **1 Bxe4** and after **1...dxe4 2 Rc8+! Rxc8 3 Rxc8+** and now whichever way Black recaptures White has **4 Qd8+** and mate next move.

3. Black played **1...Re2!!** And after **2 Qxe2 Qg3** White had no defence to the threat of **3 Qxg2#**. Black's first move deflects the white queen from the c-file, as if an immediate **1...Qg3** then **2 Nc6** obstructing the bishop's diagonal to g2.

I hope you have a successful year in 2014 and use some of the material in *Junior BCM* to notch up some swift wins and try out new openings. Winning quickly is a great feeling, but never be in a rush at the chessboard – otherwise you might end up playing like Captain Blunder. According to the experts the longest game of chess that is theoretically possible is 5,949 moves, but there is no need to be SO patient – most games do not last longer than 40 moves at most.

We have enjoyed putting together the third issue of *Junior BCM* for you. As always if we've not included anything that you'd like to see in future issues, or you have played any interesting games (whatever the outcome!), please get in touch. See you again in two months time.

David Levens

**And a final
message to our
Chinese readers:**

**A Happy New
Year to you all!**

**It is of course
'The Year of the
Horse' ...**



Junior Calendar of Events



NB: Events marked * are EPSCA England U11 trial events

22 February: Get Your First Chess Grade, Millennium Hall, Parish Centre, St. Mary's Church, Osterley Road, Isleworth TW7 4PW MAP
Contact: Amu Sainbayar Email: londonrapidplay@gmail.com
Website: <http://www.londonrapidplay.co.uk> – starts 10.00am ends 5:10pm. 6 round Swiss, sections: U7, U8, U9, U10, U11 & U14. Players graded under 80 ECF. Winner will receive a trophy in each age category, Best Girl medal in each section. Special prize for players scoring 4½ points or more

22-23 February: Wiltshire & West of England Junior Open Championships*, St Joseph's Catholic College, Ocotal Way, Swindon, Wiltshire SN3 3LR MAP Contact: Bev Schofield Email: bev@schofieldhall.co.uk Website: www.wiltshirejuniorchess.co.uk – although this 28th Junior Open Congress is organised by Wiltshire Junior Chess, it is open to ANY chess player aged under 18 on the 31st August 2013

23 February: Bury St Edmunds Junior Congress, Moreton Hall Community Centre, Symonds Road, Bury St Edmunds, Suffolk IP32 7EE MAP Contact: Bob Jones Email: bobjoneschess@btinternet.com – starts 9.30am ends 5.15pm. Six round Rapidplay Tournament with various age-group sections.

1st March: EPSCA Midlands Counties Junior Team Championships at Nottingham Boys Junior High School

2 March: 9th Chess Coaching Services Tournament and Training Day, John Keble Church, Church Close, Edgware HA8 9NS MAP
Contact: Rob Willmoth Email: robwillmoth@hotmail.co.uk
Website: <http://chesscoachingservices.co.uk> – starts 12:30AM ends 6:00PM. The only junior event of its kind in the UK. Training split into 4 different ability groups. Training plan determined beforehand so that

parents can see what their child will be taught before the event. This is supplemented by an ECF rapidplay tournament in between the 4 training sessions.

2 March: Suffolk Junior Open, Woodbridge School, Burkitt Road, Woodbridge, Suffolk IP12 4JH MAP Contact: Adam Hunt
Email: ahunt@woodbridge.suffolk.sch.uk
Website: <http://www.woodbridgechess.com> – starts 8:00AM ends 5:30PM.
Suffolk Junior Championships, with a strong Open section for adults/parents

7-9 March 38th Blackpool Chess Conference, The Imperial Hotel, North Promenade, Blackpool FY1 2HB MAP Contact: Simon Woodcock
Email: blackpoolchessconference@yahoo.co.uk
Website: www.blackpoolchess.org.uk – starts 7:00PM ends 6:15PM.
5 sections: Open, U181, U155, U135 and U115. £6250 in Prizes. Entry limited to 450 players. Online entry available at the website

NB: I'd personally recommend Blackpool!!

8 March: EPSCA Under 9 Zones Hampshire, Kent and Staffordshire
Contact: Nigel Dennis Email: nigelwdennis@btinternet.com

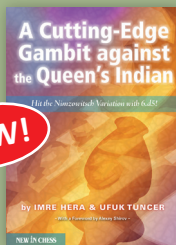
9 March: SCCU U14/U18 Jamborees, The Downlands School, Hassocks BN6 8LP MAP Contact: Carol Graham Email: info@sussexjuniorchess.org
– team event in 2 age groups – U14 and U18. Major and Minor sections.

15 March: EPSCA Under 11 Zones Berkshire, Richmond and Merseyside
Contact: Nigel Dennis Email: nigelwdennis@btinternet.com

22 March: EPSCA Under 11 Girls, Oxfordshire Contact: Nigel Dennis
Email: nigelwdennis@btinternet.com

29 March: Get Your First Chess Grade, Millennium Hall, Parish Centre, St. Mary's Church, Osterley Road, Isleworth TW7 4PW MAP
Contact: Amu Sainbayar Email: londonrapidplay@gmail.com
Website: <http://www.londonrapidplay.co.uk> – starts 1.30pm ends 5:10pm. 6 round Swiss, sections: U7, U8, U9, U10, U11 & U14. Players graded under 80 ECF. Winner will receive a trophy in each age category, Best Girl medal in each section. Special prize for players scoring 4½ points or more.

5-6 April: Junior Squad Championships, Daventry Court Hotel Contact: Peter Purland Email: petepurland@btopenworld.com



NEW!

A Cutting-Edge Gambit against the Queen's Indian

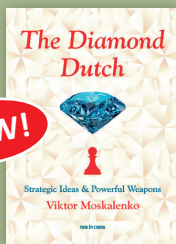
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NEW!

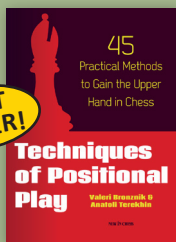
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