

NEW ENGLANDER

Chess Club Update – July 2011

Chairman's Chatter

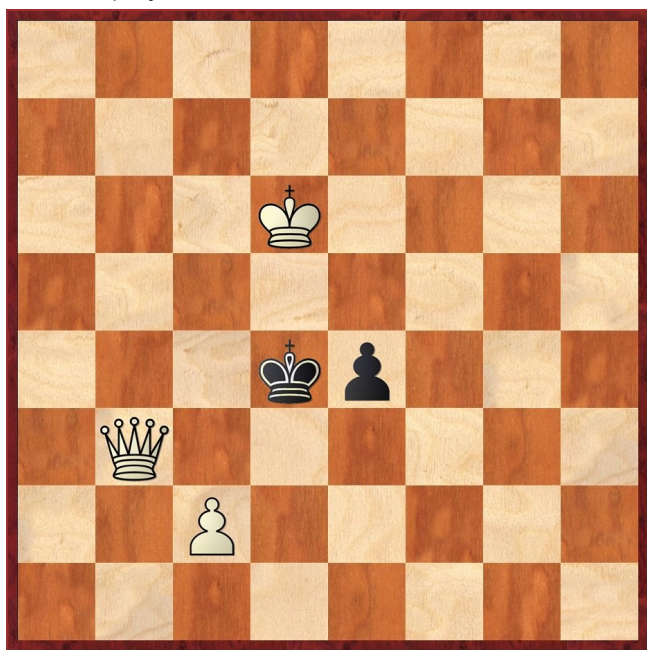
The main points of the Cambridgeshire County Chess Association AGM were :-

- funds have risen due to the surplus made on the Rapidplay and County Individual
- a second Rapidplay will be held in the south of the County on 9th October
- the County Individual congress will take place at the PSL Club over 12-13th November
- the January issue of the ECF grading list will not be used for County competitions
- league entries must be made by 10th September ahead of the Executive Committee Meeting on 15th September.

Paul Hanks

Puzzle Problem

White to play and mate in 2.



Last Month's solution

Position: 8/8/3Q2n1/8/2Nnk1K1/8/1N6/8

1 Qc5 Nb5 or f5 2 Nd2# [1 ... Nd4 other 2 Nd6#; 1 ... Ng6 any 2 Qxe5#]

Website to Watch

Given the demise of several top tournaments, surprisingly, two run consecutively during July. Dortmund is probably the bigger draw and can be followed on www.sparkassen-chess-meeting.de from 21st to 31st. The Biel event runs from 18th to 29th July and although it is unclear whether there will be live games, its website is www.bielchessfestival.ch.

Website : www.newenglandchess.org.uk

On the domestic front, the British Championship starts on 24th July and goes on until 6th August. On the list of qualifiers is the familiar name of our club champion so you can watch him mow down the likes of Mickey Adams, Nigel Short and Luke McShane on www.britishchess2011.com. Good luck Chris!

Result Round-up

Team 550 Competition : Play-off 15th June 2011

New England 1	2	Cambridge	2
P Hanks	½	R McCorry	½
R Jones	½	S Pride	½
D Lane	0	A Oyama	1
C Russell	1	H Oyama	0

Cambridge win by virtue of a lower aggregate grade

Team 1	New England 2	Godmanchester	Warboys N	New England 2	Godmanchester	Warboys N	Cambridge (play-off)	Score	Appearances
P Hanks	½	1	½	½	½	0	½	3½	7
D Lane	0			1	1	0	0	2	5
P Spencer	½	0				1		1½	3
R Jones							½	½	1
C Russell		½	0		½		1	2	4
A Brookbanks	1	0	1	1	1			4	5
S Walker			1	0		½		1½	3
Total	2	1½	2½	2½	3	1½	2	13 + 2	
Team 2	New England 1	Godmanchester	Warboys N	New England 1	Godmanchester	Warboys N		Score	Appearances
P Turp	1		½		1	½		3	4
S Caraway	½	1	0	½				2	4
R Jones		0	½	0	1	1		2½	5
M Tarabad		0		0	0			0	3
I Ramdewar						½		½	1
H Currie	0							0	1
S Sitaram	½	½	1	1	1	½		4½	6
Total	2	1½	2	1½	3	2½		12½	

Correction. In last month's cross-table of individual league performances, Phil Turp was inadvertently credited with winning against Spalding in the second division. This success was due to Paul Spencer.

Diary Dates

During July, the club will continue masterclass tuition and casual play.

Match of the Month

As you probably know, New England Chess Club is just one of the strings to my bow. I also regularly compete for York in the Woodhouse Cup - effectively the Yorkshire team championship - and I am also team manager for the Braille Chess Association (BCA) in the 4NCL.

4NCL is the acronym for Four Nations Chess League (see www.4ncl.co.uk) which is organised into three divisions (with one Northern section). At the highest level, the teams are packed with grandmasters but even lower down, there is a good sprinkling of titled players. BCA has competed in division 3 since 2003 and the six-board matches against the likes of Bradford, Guildford and Banbury Bulldogs take you to venues around the Midlands and Home Counties.

This year, we managed 8th position in a league of 41 teams with a record of P11 W7 L4. We had a successful run-in until we stumbled in the last round against the eventual winners. I finished with four straight wins and some of my efforts have appeared in previous club newsletters.

For the article this month, however, I am not acting as a player but as a commentator! 4NCL runs a "Best Annotated Game" competition with three £50 prizes for the best entries. My teammate Tyson Mordue intends to send in the following game with some input from me. I enjoyed it and hope you will too.

Chris Ross

John Feavour (2069) v A. Tyson Mordue (2258)
Hinckley, 16.01.2011

There are always highs and lows in any player's chess career and one day it will end. For personal and health reasons, I have not played since January 2011. At the time of writing, it is not clear if I will be able to do so again competitively. Time will tell but let us suppose that I have played my last games. In what way would any chess player choose to bow out?

At Hinckley in January, I was allowed to play Bxh7+ early in Round 3. My shocked opponent collapsed and lost in 21 moves. Okay I suppose, but what really gets a chess player's attention? Why, a Queen sacrifice of course! Below is the Round 4 game. Yet, on the very morning of this game it became apparent that something was not right. My team captain was highly impressed given the circumstances, even more so several months on. This might not be a bad one to finish with, "an end game" so to speak!

1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4 d6 5 Nf3

At Paignton last year, my opponent chose the Four Pawns Attack with 5 f4 and got a good game after I went astray in the opening. Naturally I had booked up so he now reverts to a line he had played against me previously.

5 ... 0-0 6 Be2 e5 7 d5

Feavour-Mordue 4NCL 2007/8 continued 7 dxe5 dxe5 8 Qxd8 Rxd8 9 Bg5 Re8 10 0-0-0 h6 11 Bh4 Na6 12 h3 Nh5 13 Rd8 Rxd8 14 Bxd8 Nf4 15 Rd1 Nxd2 16 Be7 Bxh3 17 Bf1 Nf4 18 Bxh3 Nxd3 19 Rd2 Nf4 20 Rd7 Rc8 21 Nb5 Nb8 22 Rd2 Nc6 23 Bc5 a6 24 Nc3 Rd8 25 Nd5 Ne6 26 Be3 Ncd4 27 Bxd4 exd4 28 e5 Kf8 29 b3 c6 30 Nb4 h5 31 Kc2 Ke7 32 Nd3 c5 33 Re2 Rh8 34 Nh4 Bh6 35 b4 Rc8 36 bxc5 Kd7 37 Nf3 Bf8 38 Re4 Bxc5 39 Nxc5+ Rxc5 40 Kd3 Ra5 41 Nxd4 committing the cardinal sin of rushing the move immediately after the time-control, although White was lost anyway. 41 ... Nc5+

7 ... a5 8 h3 Nh5

Generally, I regard P-R3 as a poor move so I was very encouraged to see this. I used to play the Simagin variation (6 ... Bg4) against the Classical and many times had 7 0-0 e5 8 d5 Nh5 9 h3 Bd7 when White can't play g2-g3 to stop Nh5-f4 because it leaves the h3 pawn loose. I was now heading for the same line but with a tempo saved. However, it may have been better to go 8 ... Na6 first because White could now play 9 g3.

9 0-0 Na6 10 Be3 Nf4

Black has deliberately waited before White moved his Queen's Bishop before playing this. Now White has to concede another tempo if he wants to eliminate this steed and the weakness of the dark squares persists throughout the game.

11 Bxf4 exf4 12 Qd2 Qf6 13 Rac1

Perhaps White had his eye on the potential c4-c5 push but Black's next squashes that hope. 14 Rad1 is a better square while 14 Rfe1 is a better rook move. ChessMaster 9000, despite wrongly judging this position as slightly better for White - he's actually slightly worse - suggests regrouping with 14 Bd1 first looking to go to c2 or even a4.

13 ... Nc5 14 Rfe1 Bd7 15 Bd3 Rfe8 16 Bb1 Re7

Remarkably CM9000 suggests 16 ... a4 followed by ... Ra8-a6-b6. The first move I'm happy to agree with but I'm not sure about the rest. Food for thought. The doubling on the e file looked obvious though and it eventually bore fruit albeit in a very unexpected manner.

17 Re2 Rae8 18 Rce1 h5

This may be too early so it might be better to play the restrained 18 ... h6 or instead 18 ... b6 to defend the a5 pawn in advance. My reason for rejecting the first will be obvious given my earlier remarks about P-R3 moves, and the second was deferred because I wanted the b6 square for my Queen in the event of the Pawn sacrifice 19 e5 dxe5 and 20 Ne4.

19 Nb5 Bxb5

Two Pawns were en prise so this is forced. Naturally Black would like to keep his light-squared bishop for a later kingside attack. Control of g4 is very important but he still has his excellent dark-squared one.

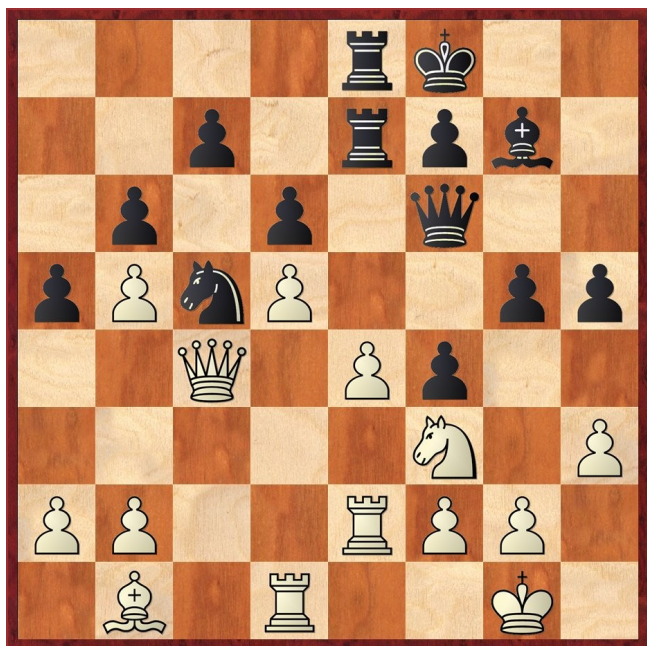
20 cxb5 b6 21 Qc2 Kf8

White's last was clearly designed to prevent 21 ... g5 because of 22 e5 dxe5 23 Qh7+ Kf8 24 Qxh5 so I chose to sidestep the check in advance. This proved to be double-edged as a variation soon arose where the king is better on g8! Moreover 22 h4 slows Black down on the kingside and would have caused me to regret 18 ... h5.

22 Qc4

I thought this to be an odd move and it very nearly backfires tactically later. However, it does allow the bishop to range down the diagonal thus preventing a later Qg6 because of e4-e5. The real point is to play the knight via d4 to f5. For reasons that will become apparent I thought this didn't work. An alternative plan is to oust my knight from c5 by playing b4, but this needs the slow sequence b2-b3; a2-a3 and then b3-b4. If a2-a3 immediately, then a4! ensures b2-b4 is always met by a4xb3 e.p.

22 ... g5 23 Rd1



Only now did I see the subtle point I'd created against myself! Stop here and see if you can work out what might happen after 23 ... g4. Specifically see if you can do without moving any pieces and don't let the length of a variation put you off!

23 ... g4

I thought I would win the pinned knight, but after 23 ... g4 24 hxg4 hxg4 25 Nd4 Nxe4 26 Bxe4 Rxe4 27 Rxe4 Rxe4 28 Qxc7 taking on d4 is no good because (28 Ne6+ Qxe6) 28 ... Rxd4 29 Rxd4 Qxd4 30 Qd8# Ironically, Black's extra piece blocks one of his flight squares. Yes, this line is eight moves long but it is nearly all captures so it is easier to calculate than a non-forcing line. It came as a bit of a blow because if I can't stop the knight getting to d4, I can't stop it going

to f5 as well. After some cogitation, I decided I had to get on with my kingside advance. In fact, Black is perfectly okay here due to another tactical point that I hadn't yet appreciated. CM9000 suggests the sensible 23 Nh2 which might hold up the kingside advance completely given the absence of Black's light-squared bishop - see the comment at move 19 - but to a human, f5 looks to be a far better square than h2.

24 hxg4

There is a case for not making this capture because White might become exposed down the h file in some lines. Then again, Black has the extra option of g4xh3. It all depends on circumstances.

24 ... hxg4 25 Nd4 f3

Again I couldn't see an alternative. 25 ... Qh4 simply allows a fork with 26 Nf5. Actually the text is quite consistent. It allows Qf4 in some lines and the replies 26 Re3 or 26 Rd2 are met by the strong 26 ... Bh6. When Bh6 is a good move in the King's Indian, it's always a very good move! My main concern, as expressed above, is the knight incursion to f5. I was aware I could sacrifice the queen on f5 and the rook penetrating to e2 would be useful, but I couldn't find a way to make it viable.

26 Ree1

White definitely does not want to exchange pawns on f3. This would invalidate the White king's insurance policy. Hence the obvious retreat, yet somehow the rook kept appearing on e2 in my subsequent analysis. I was getting alarmed here, yet strong is 26 ... g3! as 27 fxg3?? f2+ wins a Rook. I wasn't sure about the position after 27 Nxf3 gxf2+ 28 Kxf2 but I'd missed that 28 ... Qxb2+ was possible here - the rook on e2 syndrome mentioned above. However, my reservations about the position remained until I later realised 29 ... Qb4 will force a good endgame.

26 ... fxg2

Inspiration struck. After 27 Nf5, I'll play 27 ... Nd7 28 Nxe7 Ne5 hitting the Queen and gaining a tempo for Nf3+ winning back the exchange. CM9000 recommends the exchange sacrifice 28 Qxc7 Ne5 29 Qxb6 Nf3+ 30 Kxg2 Nxe1+ 31 Rxe1. Quite right too. If White had played 28 Nxe7 I would have then realised that 28 ... Qh4 29 Kxg2 Qh3+ 30 Kg1 Ne5 wins. I was becoming aware of the strength of 28 Qxc7 when my opponent plonked the knight onto the dreaded square.

27 Nf5

Am I going to have to try 27 ... Nd7 and hope he takes the rook and not c7? A worried two minutes went by. Suddenly I noticed the white bishop sitting on b1 and the realisation of where White's rook really was - not e2 but e1!

27 ... Qxf5

Bang goes White's position. With the capture of the rook occurring on e1 and not e2, the incidental check means the undefended white bishop on b1 perishes as well. Black wins rook, bishop and knight for the lady with a solid position, weak white pawns everywhere and hardly any play for the white queen.

28 exf5 Rxe1+ 29 Rxe1 Rxe1+ 30 Kxg2 Rxb1 31 Qxg4

It is possible to go 31 b3 but after 31 ... Rb2, Black can just take the a2 pawn in due course. He can't do it just yet because b3-b4 would attack two pieces but White's queen can't stay on c4 forever. If White wants to save this game, he must activate his queen. To that end, 31 f6 is a try. However, after 31 ... Bxf6 32 Qxg4 Rxb2 33 Qc8+ Ke7 34 Qxc7+ Nd7, Black has everything safely guarded. To guard b5 and a2, White must go 35 Qc4 whereupon Black regroupes with 35 ... Rd2 intending Bd4-c5 and Nd7-f6 and d5 drops off. Of course, the f2 Pawn might also go under the combined attack of rook and bishop. After the text, my original intention was 31 ... Rxb2 and transpose into the line above, but then I noticed White has 32 Qh4 threatening both 33 Qd8 mate and 33 f6, so I played 31 ... Bf6 to rule out Qh4 and f6. Keeping the pawn on f5 means less open lines for the white queen which is to my advantage. When I put the position after 31 ... Rxb2 32 Qh4 on CM9000, it replied with the ugly but effective 32 ... f6. Black's bishop is now a dreadful piece but White doesn't have a single entry point for his queen. This may be more effective but it's not half as much fun as the game turns out to be.

31 ... Bf6 32 Qh5

Once again 32 b3 Rb2 will win more pawns shortly so White tries to be as active as he can.

32 ... Rxb2 33 Qh6+ Ke7 34 Qe3+ Kd7 35 Qh6 Ne4

Gathering forces around the white king. The c7 pawn can now be defended down the c file by the rook.

36 Kf3

Following 36 Qf8 Rxf2+,

- a 37 Kg1 Be5 38 Qxf7+ Kc8 39 Qe8+ Kb7 40 Qc6+ Kb8 41 Qe8+ Ka7 42 Kh1 Ng3+ 43 Kg1 Bd4 mates shortly. There are no stalemate traps while White can still move his a and f Pawns.
- b 37 Kg1 Be5 38 Qxf7+ Kc8 39 Kh1 Ng3+ not 39. ... Rxf5?? 40 Qxf5+ with check 40 Kg1 Rxa2 ... Bd4+ is unstoppable 41 Qe8+ Kb7 42 Qc6+ Kb8 43 Qc4 Bd4+ 44 Qxd4 Ne2+
- c 37 Kh1 Ng3+ 38 Kg1 Rxf5 39 Qxf7+ Kc8 40 Qg8+ Kb7 and now 41 Qxg3 is met by 41 ... Rg5. Better is 40 Qe8+ but play is similar to line a.
- d 37 Kh3 Ng5+ defending f7 38 Kg4 Rxa2 is simply winning.

I didn't calculate all of this - I saw the mating nets in line a and I knew the king could escape the checks for a move on a7 - but the general ideas are obvious. Get the pieces coordinated, harass the white king, eliminate the white f pawns which are the king's only cover, then either move in for the kill or knock off the remaining white pawns and create my own passed pawn. Meanwhile, White wants to keep his king as near the middle of the board as possible but away from his queen. We'll see why soon.

36 ... Ng5+

This looks odd but it's part of an accurately calculated, provocative sequence. Now the fun begins.

37 Ke3 Ke7 38 f4

Is the black knight in trouble?

38 ... Rg2

No, but the white queen is! Clearly 39 fxg5 Bxg5+ forking is no good, but Black is threatening 39 ... Rg3+ and 40 ... Rh3 trapping the queen. Note how Black's king helps in the encirclement by controlling f8. Her majesty must make an ignominious retreat.

39 Qh1

The best try is 39 Qh4 Ne4 40 Qe1 Nc3 41 Kf3+ Re2 but having navigated safely the traps Black is set to reap a harvest of white pawns.

39 ... Rg3+

39 ... Rg1! is amusing. The idea is 40 Qxg1 Bd4+ 41 Kxd4 Nf3+ 42 Ke3 Nxe1 43 Kf2 Kf6 with a won pawn endgame. However, the time control beckoned and I was happy to play the next two moves quickly.

40 Ke2

If 40 Kf2 Rf3+ and 41 ... Rxf4 solves all problems.

40 ... Nh3

Reaching the time control with the simplest move. White's f4 pawn is doomed.

41 Kd2 Rd3+

This sneaky move ensures the d5 pawn will also be eliminated. Obviously, White can't take because of the knight fork on f2. Equally, Black should avoid the calamitous 41 ... Nxf4?? 42 Qe1+ winning material - Black has to play 42 ... Ne2 to save the rook.

42 Kc2 Nxf4 43 Qe4+ Be5

All Black's pieces mutually defend each other. Now what is White's most active move here?

44 Qh1 Rxd5 45 Qh4+ Ke8 46 a4 Rc5+ 47 Kd2 Rc4

Now what is White's most active move here?

48 Qh1

It's the position you have to repeat three times to get a draw, not one particular move! White is desperately trying to get to Black's back rank, not his own, but Black is having none of it. A try was 48 f6 but I was quite willing after 48 ... Rxa4 49 Qh8+ Kd7 50 Qg7 to go 50 ... Ke6 and another white apple drops off.

48 ... Rd4+

Yes, if you want to be flashy you can go 48 ... Nd5.

49 Kc2 Nd5 50 Qf3 Nb4+ 51 Kc1 Nd3+

White can go to the d file but instinctively avoids a discovered check. Even so after 52 Kd2 Nc5+ the a4 pawn falls for nothing. Instead the king gets caught in the corner.

52 Kb1 Rb4+ 0-1

53 Kc2 Ne1+ loses the queen while 53 Ka2 Nc1+; 54. Ka3 Bb2 mate lets the King's Indian bishop have the last say. That seems appropriate given all the K.I.D.s I've played. Remember, when all seems lost it may not be. Stay active!