

# OPEN FILE



*The Magazine Of The Combined Services Chess Association*

## Editorial



Another year, and another Combined Services rolls around. Sadly, work commitments made it impossible for me to attend the 2010 Combined Services in full. I was able to make it for the weekend. Although the numbers were continuing the downward trend somewhat, the event seemed to have been enjoyed by all. Duncan Harwood was the 'in-form' player, and won from the ranks of the Territorial Army. This was due to a change in the rules agreed to at the AGM in order to give our auxiliary compatriots equal status with serving members of the CSCA.

Guest writer for this edition is former Association member IM Loz Cooper, who has written a report on the final, nail-biting 4NCL weekend. Maybe the CSCA could rustle up a team to compete in the 3rd Division someday... an interesting proposition if it were to come about.

*Munroe Morrison*

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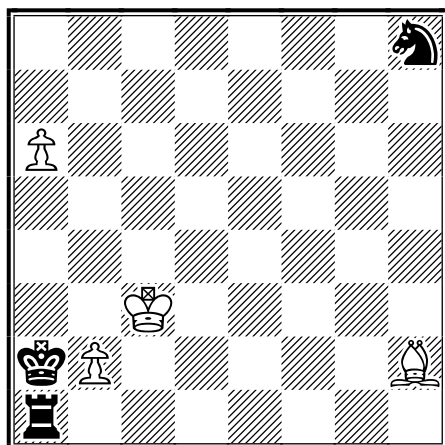


# Miles Patterson's Puzzle Corner



Welcome to another Puzzle Corner. This column is designed to encourage readers to have a go at solving chess puzzles. Give them a try - you may be surprised at how well you do and you will almost certainly appreciate the clever ideas expressed by the composers. As usual, we'll work through a puzzle together and then you can try some on your own.

To start with, have a look at this position by W. Shinkman. White to play and win. Try a few ideas yourself before reading on.



We always start with a general assessment of the position. Clearly White's pawns are the key and queening one of them is the way to win. From Black's point of view, it may be worth giving up the rook for a pawn, especially the advanced a-pawn, if the knight can get across to stop the other one and draw. There don't seem to be too many options in this position – we can probably solve it by elimination.

What happens if we just push the a-pawn? 1.a7 Kb1 (the only way to stop the pawn queening) 2.Bb8 Ng6 3.b4 Ne7 4.b5 Nc8 and Black wins a pawn. That didn't work.

Can we run both pawns together? 1.b4 Ng6 2.b5 Ne7 3.a7 Nd5+ 4.Kc4 Nb6+. No good either.

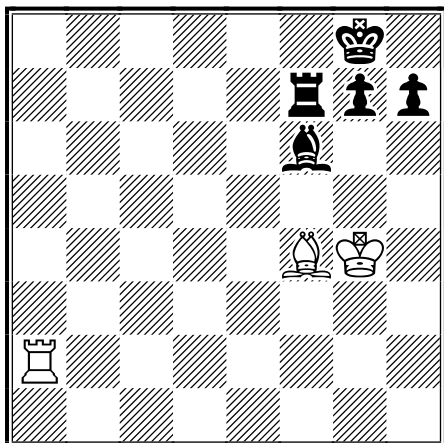
What else can we try? How about blocking the a-file? 1.Bd6 Kb1 2.Ba3 looks good, but 1...Rc1+ 2.Kb4 Rc8 3.a7 Ra8 4.Bb8 and 4...Rxa7 or ...Kxb2.

Another way to block the a-file is to stop Black's king from moving off it. So **1.Kc2**. Now the knight can't get across in time so the rook has to act quickly, but nothing can save Black now. 1...Rb1 2.Be5 and White will queen. 1...Re1 (or 1...Rf1) 2.a7 Re8 3.Bb8 wins. 1...Rh1 2.a7 Rxh2+ 3.Kd1 Rh3+ 4.Ke2 and the checks will run out, the pawn will queen and mop up the loose black pieces.

Now have a go at these four positions, which are in rough order of difficulty. Solutions on page 25.

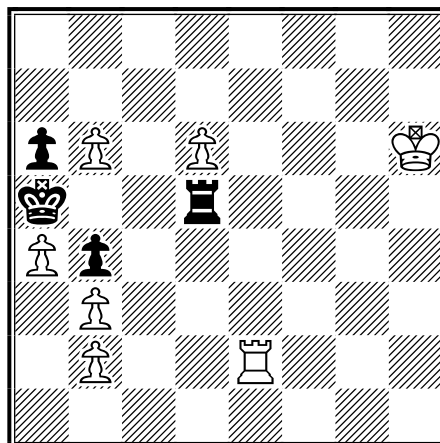
**Position One**

This is literally an *old* favourite. If you can remember a certain basic endgame principle, it won't take you very long. White to play and draw.



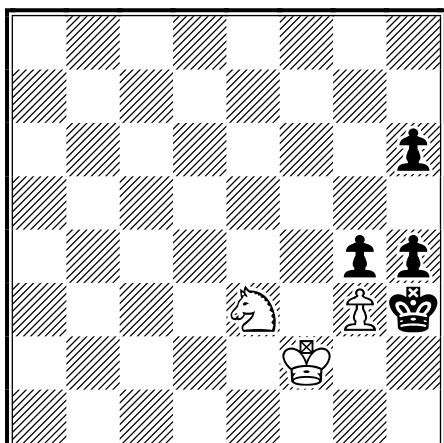
**Position Three**

Once you've found the initial idea, watch for a little trap. White to play and win.



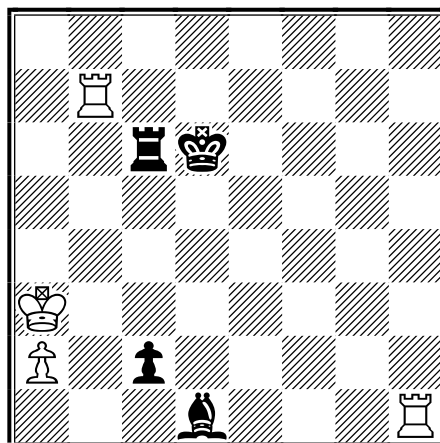
**Position Two**

A little careful manoeuvring will solve this one. White to play and win.



**Position Four**

No clues here. Working through the previous problems will have given you a few ideas. White to play and draw.



***Would you like to write for 'Open File'?***

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# ***Combined Services Chess Championship 2010***

## ***Report By Andy Foulds***

It always seems to take an age for the Combined Services Chess Championships to come round, a bit like queuing at the counter at the post office. You know you'll get there eventually but the wait is painfully slow. The good thing is that when it does eventually turn up you know you will have a good time catching up with people, old friends and new, and then try to inflict misery on the said same and few over the chessboard. This year was no different, only the venue had changed. Thanks to the hard work of Dave Ross, CSCC 2010 was being hosted by the Royal Navy, having taken the mantle from the RAF who had covered the event over the last few years. So it came to pass that 21 players, in fear of being press ganged, descended into HMS Nelson at Portsmouth, and even though numbers were lower than in previous years each was determined to show that quality over quantity was the important element at the end of the day. Encouragingly, word of the Association seems to be getting around as there were six new faces at the tournament, so welcome to (in no particular order) Martin Murphy, Aron Townend, David Woods, George Beedie, Tristan Munro and Ed Chwieseni (150 points on a triple word score). As always, special thanks go to Kevin Thurlow for again stepping in as Arbiter and doing a great job as usual. Hopefully we weren't too much trouble.

Of course we have to get our priorities right so we headed off to the pub on the first evening for a meet and greet. No point in breaking with tradition, and it was purely to make the new guys feel welcome you understand.

Portsmouth is steeped in seafaring history, and although it involves some travel for a few players to get here it makes a great venue for the CSCC as there is plenty to do and see during time away from the chess board. The historic dockyards allow you to discover the famous ships, HMS Victory, Mary Rose and HMS Warrior while there is also the Royal Naval Museum, the Royal Naval Submarine Museum and the Dockyard Apprentice Museum. There is also the spectacle which is the Spinnaker Tower situated at the entrance to Portsmouth Harbour. It has three viewing decks, one of which has a section of glass floor, and on a clear day you have wonderful views for over 20 miles, and although my personal favourite view would be from the tap end of Cheryl Cole's bath, there really are no excuses for getting bored in Portsmouth.

## ***Round One***

The games were being played in The Victory Club, a spacious venue with good lighting, and the event was opened by Commodore Thompson R.N, the commanding officer of HMS Nelson to whom we thank for the kind permission to host the Tournament. The move rate for all the games was 36 moves in 90 minutes followed by 15 minutes to complete the game.

Duncan Harwood opened his account in defence of his title with a win over Steve Lefevre after the latter lost his way in the

middlegame complications, but it was on board two where the only surprise result of the round occurred. Although Alec Toll was favourite to take the full point from their game it appears nobody told James Galloway. James was reduced to passive defence but Alec was finding it difficult to make the breakthrough, and after the first time control Alec pressed too hard and found himself in a mating net of his own making. It did however have an interesting finish, given below. This loss meant that Steve O'Neill could take the lead in the race to become RAF Champion should he manage at least a draw. Unfortunately it wasn't to be and his moment of glory was snatched from him by the stalwart that is Pete Doye. Still, all to fight for in the remaining rounds, eh Steve!

### Round One Results and Games

Harwood 1 – 0 LeFevre

Galloway 1 – 0 Toll

Watson 1 – 0 Beedie

Woods 0 – 1 Denner

Doye 1 – 0 O'Neill

Pettigrew 0 – 1 Ross

Foulds 1 – 0 Eddershaw

O'Byrne 1 – 0 Murphy

Townend 1 – 0 Bye

Chwieseni 1- 0 Bye

½ point Bys: Glover, Munro, and Onley.

White: **Harwood, D**

Black: **LeFevre, S**

Opening: Birds Defence

1.f4 Nf6 2.Nf3 c5 3.e3 Nc6 4.b3 d6 5.Bb2 e6 6.Be2 Bd7 7.0–0 Be7 8.Qe1 Qc7 9.a4 a6 10.Na3 0–0 11.Nh4 e5 12.fxe5 dxe5 13.Nf5 Bxf5 14.Rxf5 Nd7 15.Qg3 Bf6 16.Raf1 Qd6 17.Nc4 Qe6 18.Bg4 Qe7 19.a5 g6 20.Rh5 Rfd8 21.Bxd7 Rxd7 22.d3 Re8 23.e4 Bg7 24.Rh3 Nd4 25.Qf2 Rf8 26.c3 Ne6 27.Nb6 Rdd8 28.Bc1 f5 29.Nd5 Qf7

30.Qh4 h5 31.Ne7+ Kh7 32.exf5 g5 33.Qxh5+ Qxh5 34.Rxh5+ 1–0

White: **Galloway, J**

Black: **Toll, A**

Opening: England Gambit

1.d4 e5 2.dxe5 Nc6 3.Nf3 Qe7 4.Nc3 Nxe5 5.Nxe5 Qxe5 6.Qd5 Bd6 7.Qxe5+ Bxe5 8.Bd2 Nf6 9.h3 d5 10.f4 Bd4 11.e3 Bb6 12.Na4 0–0 13.Nxb6 axb6 14.Bd3 Re8 15.0–0 Bd7 16.Rfe1 c5 17.Bc3 Ne4 18.Bxe4 Rxe4 19.Bd2 h5 20.a3 Rae8 21.Kf2 Bf5 22.c3 R4e6 23.h4 Kf8 24.g3 Bd3 25.b4 Ra8 26.Kf3 Ra4 27.Bc1 Be4+ 28.Kf2 Bd3 29.Kf3 f5 30.Bb2 g6 31.Kf2 Ke7 32.Red1 Bc4 33.Re1 Kd7 34.Red1 Kc6 35.Rd2 Kb5 36.Kf3 Ra8 37.Kf2 Ka4 38.Kf3 Rae8 39.Re1 Kb3 40.Kf2 R8e7 41.Kf3 Bb5 42.Kf2 Re8 43.Kf3 Bc6 44.Kf2 Re4 45.bxc5 bxc5 46.Ba1 b5 47.Ree2 Kc4 48.Bb2 Kb3 49.Rd3 Rc4 50.Rdd2 Ra4 51.Rd3 Ree4 52.c4+ Ka2 53.Bd4+ 1–0

## Round Two

Duncan Harwood carried on as he started, gaining his second point with a win over yours truly. I lost on time with one move to make, but the game was a lost cause by this stage anyway. Ed Chwieseni soon found himself two pawns down against Paul Watson who had no trouble converting the advantage into the win. Dave Ross became the third person to achieve 100% with a fine win over James Galloway, and Alec Toll got off the mark with a win over Bill Pettigrew. So, could our Chairman keep the pressure on Toll in his effort to become RAF Champion? In short – no. Newbie David Woods took the point from Steve with a fine attack after Steve had gifted him a free bishop.

**Round Two Results and Games**

Foulds 0 – 1 Harwood  
 Chwieseni 0 – 1 Watson  
 Denner ½ – ½ O’Byrne  
 Townend ½ - ½ Doye  
 Ross 1 – 0 Galloway  
 Onley 1 – 0 Glover  
 Toll 1 – 0 Pettigrew  
 LeFevre 1 – 0 Eddershaw  
 Beedie 1 – 0 Murphy  
 O’Neill 0 – 1 Woods  
 Tristan ½ point Bye

White: **Ross, D**Black: **Galloway, J**

Opening: French Advance

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3 Qb6  
 6.a3 cxd4 7.cxd4 Nh6 8.b4 Nf5 9.Bb2 Be7  
 10.Be2 0–0 11.0–0 a5 12.b5 Bd7 13.Qd2  
 Nd8 14.Nc3 f6 15.Rac1 Nf7 16.Na4 Qd8  
 17.Nc5 Bxc5 18.dxc5 fxe5 19.Nxe5 Nxe5  
 20.Bxe5 Qe8 21.a4 Qg6 22.Bd3 Qg4 23.f4  
 Rfc8 24.Rf3 g6 25.Be2 Qh4 26.Qb2 Qe7  
 27.g4 Nh6 28.Rh3 Nf7 29.Bf6 Qf8 30.Qd4  
 Rc7 31.Bd3 Rac8 32.f5 Rxc5 33.Rxc5 Rxc5  
 34.fxc6 Rc1+ 35.Kg2 hxg6 36.Bxg6 Nh6  
 37.g5 Rc4 38.gxh6 1–0

White: **Onley, D**Black: **Glover, J**

Opening: Scandinavian Defence

1.e4 d5 2.exd5 Qxd5 3.Nc3 Qd6 4.d4 Nf6  
 5.Nf3 a6 6.Bc4 e6 7.0–0 Be7 8.Qe2 0–0  
 9.Bg5 b5 10.Bd3 Bb7 11.Rad1 Nbd7  
 12.Rfe1 Rfe8 13.Ne5 Nxe5 14.dxe5 Qc6  
 15.f4 Nd7 16.Bxe7 Rxe7 17.Ne4 Nf8  
 18.Qf2 Qe8 19.h4 Bd5 20.h5 h6 21.Nf6+  
 gxf6 22.exf6 Rd7 23.Qg3+ Ng6 24.hxg6  
 fxg6 25.Bxg6 Qf8 26.Be8+ Rg7 27.Qxg7+  
 Qxg7 28.fxg7 Rxe8 29.Rxd5 1–0

# Round Three

## Round Three

Duncan moved into the sole lead with a quick win over Dave Ross who played a speculative piece sacrifice to fend off a kingside attack. Onley and Watson played out a hard fought draw, as did O’Byrne and Townend. O’Byrne couldn’t make progress in a knight against bishop Endgame even with an extra pawn. Alec continued to play catch up by winning again, this time his victim was George Beedie. My own game against James Galloway was hectic to say the least, and having sacrificed a rook in what looked like a winning attack around my king, I was forced to use up a lot of time finding some saving moves. When I had finally extracted myself from the onslaught, still a rook up and now having the upper hand, my flag fell with only one move to make. To say I was gutted is an understatement, two games in two rounds lost on time with one move to make. Ed Chwieseni won his first game after a blunder by John Glover, which finished the game on the spot. Meanwhile, Doye - Denner finished in a short draw.

**Round Three Results and Games**

Harwood 1 – 0 Ross  
 Watson ½ - ½ Onley  
 Doye ½ - ½ Denner  
 O’Byrne ½ - ½ Townend  
 Beedie 0 – 1 Toll  
 Galloway 1 – 0 Foulds  
 Woods ½ - ½ LeFevre  
 Glover 0 – 1 Chwieseni  
 Eddershaw 1 – 0 O’Neill  
 Murphy 0 – 1 Pettigrew  
 Tristan ½ point Bye

White: **Watson, P**

Black: **Onley, D**

Opening: Stonewall Defence

1.d4 Nf6 2.e3 g6 3.f4 d6 4.Bd3 c5 5.c3 Bg7  
6.Nf3 0-0 7.0-0 Nc6 8.Nbd2 a6 9.a4 Rb8  
10.Qe2 cxd4 11.exd4 Bg4 12.Qf2 Qa5  
13.Nc4 Qh5 14.Ne3 Bxf3 15.Qxf3 Qxf3  
16.Rxf3 e5 17.dxe5 dxe5 18.Bc4 exf4  
19.Rxf4 Ne5 20.Bf1 Rbd8 21.Nc4 Rfe8  
22.Rd4 Nxc4 23.Bxc4 Re1+ 24.Kf2 Rxd4  
25.cxd4 Rd1 26.Be2 Rxd4 27.h3 Ne4+  
28.Kf3 Nd2+ 29.Bxd2 Rxd2 30.Rc1 Rxb2  
31.Rc8+ Bf8 32.Bc4 Rb4 33.a5 b5 34.axb6  
a5 35.Rc7 Bd6 36.Bxf7+ Kf8 37.Be6 Rxb6  
38.Rxh7= a4 39.Rf7+ Ke8 40.Rg7 a3  
41.Rxg6 Ke7 42.Bd5 Rb2 43.Rg7+ Kf6  
44.Ra7 Ke5 45.Bc4 ½-½

White: **Galloway, J**

Black: **Foulds A**

Opening: Pseudo-Trompowsky

1.d4 d5 2.Bg5 Nd7 3.Nc3 Ngf6 4.e3 e6  
5.Nf3 Be7 6.Bd3 0-0 7.Qe2 c5 8.Qd2 Qb6  
9.Rb1 Re8 10.0-0 a6 11.Rfe1 Qa7 12.e4  
cxd4 13.Nxd4 Ne5 14.Bf1 Nxe4 15.Nxe4  
dxe4 16.Bxe7 Rxe7 17.Rxe4 Ng6 18.Nf3  
Bd7 19.Rd4 Bc6 20.Be2 Qb6 21.h4 Ree8  
22.h5 Ne7 23.Rg4 Qc5 24.Qh6 Nf5  
25.Rxg7+ Nxc7 26.Ng5 Qxc2 27.Rf1 Be4  
28.Bd1 Qc6 29.Qf6 Rf8 30.h6 Ne8 31.Qf4  
Bg6 32.Bf3 Qd6 33.Qh4 Qe5 34.Bxb7 Rd8  
35.Nf3 Qf6 36.Qg3 Black lost on time 1-0

## Round Four

# Round Four

Watson put the brakes on Harwood when a quick draw was agreed on top board in contrast to Onley and O'Byrne, who slogged out 77 moves before Onley finally ground out the win. Ed Chwieseni won with the black pieces against Toll in an interesting game given below, while James Galloway's tournament went from strength to strength

with another win, this time against Phil Denner. Aron Townend was in trouble straight from the opening, quickly losing a piece and shortly after, the game. A quick win for myself got me back on track while Steve LeFevre's win kept him in the middle order. Steve O'Neill self destructed against John Glover, falling into a simple opening trap and losing a piece on move 6. The game only lasted another 10 moves – not a pretty sight! (unless you're John Glover of course). A rather longer game was played between the veteran players Pettigrew and Eddershaw where the spoils were eventually shared 50 – 50.

### Round Four Results and Games

Watson ½ - ½ Harwood

Onley 1 – 0 O'Byrne

Toll 0 – 1 Chwieseni

Ross ½ - ½ Doye

Denner 0 – 1 Galloway

Townend 0 – 1 Woods

LeFevre 1 – 0 Munro

Foulds 1 – 0 Beedie

Pettigrew ½ - ½ Eddershaw

O'Neill 0 – 1 Glover

Murphy 1 point Bye

White: **Toll, A**

Black: **Chwieseni, E**

Opening: Veresov Defence

1.d4 d5 2.Bg5 Nf6 3.Nc3 Bf5 4.f3 h6  
5.Bxf6 gxf6 6.e4 dxe4 7.fxe4 Bg6 8.Nf3 c6  
9.Bd3 Bh5 10.Be2 Bxf3 11.Bxf3 e6 12.Qd3  
Bd6 13.0-0-0 Qa5 14.Kb1 Bb4 15.Ne2  
Nd7 16.c3 Be7 17.Rhf1 0-0-0 18.Qc4 Kb8  
19.Ng3 h5 20.Qe2 h4 21.Nh1 Nb6 22.Nf2  
Na4 23.Qc2 Ba3 24.bxa3 Nxc3+ 25.Ka1  
Nxd1 26.Rxd1 Qxa3 27.Rd3 Qd6 28.h3  
Qb4 29.Qd2 Qxd2 30.Rxd2 Rd6 31.Ng4  
Rhd8 32.Nxf6 Rxd4 33.Rxd4 Rxd4 34.Bh5  
Rd2 35.Bxf7 Rxg2 36.Bxe6 Kc7 37.e5 Kd8  
38.Ne4 Re2 39.Bf5 Ke7 40.e6 b6 41.Kb1

c5 42.Nc3 Rxe6 43.Bxe6 Kxe6 44.Kc2 Kf5  
45.Kd3 Kf4 46.Nb5 Kg3 47.Ke3 Kxh3  
48.Kf3 Kh2 49.Kf2 a6 50.Nc3 b5 51.Ne4  
c4 52.Ng5 c3 53.Nf3+ Kh3 54.Ng1+ Kg4  
55.Ne2 b4 56.Nd4 Kf4 57.Nc2 a5 58.Kg2  
0-1

White: **Ross, D**

Black: **Doye, P**

Opening: French Defence (Advance)

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3  
Qb6 6.a3 Bd7 7.b4 cxd4 8.cxd4 Nge7 9.Be2  
Nf5 10.Bb2 Rc8 11.Qd3 Bxb4+ 12.axb4  
Nxb4 13.Qd2 Nc2+ 14.Kf1 Qxb2 15.Rxa7  
Qxb1+ 16.Bd1 0-0 17.g4 Nh6 18.h3 Qb4  
19.Qxb4 Nxb4 20.Rxb7 Rc1 21.Kg2 Na2  
22.Rxd7 Nc3 23.Rc7 Rxd1 24.Rxc3 Rxh1  
25.Kxh1 f6 26.Kg2 ½-½

White: **Denner, P**

Black: **Galloway, J**

Opening: London System

1.d4 d5 2.Nf3 Nf6 3.Bf4 Bg4 4.c3 e6 5.Qb3  
b6 6.Nbd2 Bd6 7.Ne5 0-0 8.Ndf3 Bxf3  
9.gxf3 Nh5 10.Bg3 Nxe3 11.hxg3 Bxe5  
12.dxe5 Nd7 13.Qc2 h6 14.f4 c5 15.Bg2 c4  
16.e4 dxe4 17.Bxe4 Rc8 18.0-0-0 Qe7  
19.Qe2 b5 20.Qg4 f5 21.exf6 Nxf6 22.Qe2  
b4 23.Bf5 Rc6 24.Rhe1 bxc3 25.Bxe6+  
Kh8 26.Bxc4 cxb2+ 27.Kb1 Qb4 28.Bb3  
Re8 29.Qf1 Ne4 30.Kxb2 Qc3+ 31.Ka3  
Nd6 32.Rxe8+ Nxe8 33.Rd8 Qa5+ 0-1

## Round Five

# Round Five

Harwood got back into winning ways with a sacrificial attack against Onley's Najdorf defence and so remained at the top of the leader board. James Galloway continued to do well with a creditable draw against Paul Watson and Ed Chwieseni won his third game on the trot from a drawn position after Dave Ross blundered his Rook. Denner –

Townend saw castling on opposite sides and a race to get the attack in first. This interesting game was marred by time trouble on both sides which saw mistakes being made and material being dropped. The game was decided when Phil's flag fell although Aron had a won position at that point anyway. It took 5 rounds but Steve O'Neill finally broke his duck with a win over Martin Murphy, a momentous occasion indeed.

### Round Five Results and Games

Harwood 1 – 0 Onley  
Galloway ½ - ½ Watson  
Chwieseni 1 – 0 Ross  
Doye ½ - ½ LeFevre  
Woods 0 – 1 Toll  
Denner 0 – 1 Townend  
O'Byrne ½ - ½ Foulds  
Glover 1 – 0 Pettigrew  
Eddershaw 1 – 0 Munro  
Murphy 0 – 1 O'Neill  
Beedie 1 point bye

White: **Harwood, D**

Back: **Onley, D**

Opening: Closed Sicilian

1.e4 c5 2.Nc3 Nc6 3.Nge2 e6 4.d4 cxd4  
5.Nxd4 a6 6.g3 Nxd4 7.Qxd4 b5 8.Bf4 Bb7  
9.0-0-0 Nf6 10.Bxb5 axb5 11.Nxb5 Qa5  
12.Nc7+ Kd8 13.Nxa8 Bxa8 14.Be5 Kc8  
15.Bxf6 gxf6 16.Qxd7+ Kb8 17.Qe8+ Ka7  
18.Qxf7+ Bb7 19.Rd7 Bh6+ 20.Kb1 Rb8  
21.Qxf6 Qb5 22.Rhd1 Bg5 23.Qc3 Ka8  
24.a4 Qc6 25.Qa5+ 1-0

White: **Chwieseni, E**

Black: **Ross, D**

Opening: Two Knights Defence

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Nc3 Bc5  
5.d3 h6 6.Be3 Bxe3 7.fxe3 d6 8.h3 Na5  
9.Nd2 Nxc4 10.Nxc4 Be6 11.Nd2 0-0  
12.Nf3 c6 13.Qd2 Qc7 14.0-0-0 b5 15.Ne2

b4 16.Qxb4 Rab8 17.Qa3 Rb5 18.Nc3 Ra5  
 19.Na4 c5 20.b3 Bd7 21.Kd2 Bxa4 22.bxa4  
 c4 23.Rb1 d5 24.exd5 Rxd5 25.Ke2 cxd3+  
 26.cxd3 e4 27.Nd4 exd3+ 28.Kxd3 Qe5  
 29.Qb2 Re8 30.Qf2 Qe4+ 31.Kd2 Qxb1  
 32.Rxb1 Ne4+ 33.Ke2 Nxf2 34.Kxf2 Rc8  
 35.Rb2 f5 36.Kf3 g5 37.Rb5 Rxb5 38.axb5  
 Rb8 39.a4 a6 40.g4 fxg4+ 41.hxg4 axb5  
 42.axb5 Kf7 43.Ke4 Kf6 44.Kd5 Rd8+  
 45.Kc6 Re8 46.Nf5 h5 47.Nd6 Rxe3  
 48.gxh5 g4 49.h6 Rh3 50.b6 Rxh6 51.Kb7  
 Rh7+ 52.Kb8 Ke6 53.Ne4 Rh8+ 54.Ka7  
 Kd7 55.Nf6+ Kc6 56.Nxg4 Rh7+ 57.Ka6

LeFevre ½ - ½ Galloway  
 Onley ½ - ½ Doye  
 Toll 1 – 0 Townend  
 Ross 1 – 0 O’Byrne  
 Foulds 1 – 0 Woods  
 Eddershaw 0 – 1 Glover  
 Beedie 1 – 0 Denner  
 Pettigrew ½ - ½ O’Neill  
 Munro 1-0 Murphy

White: **Chwieseni, E**  
 Black: **Harwood, D**  
 Opening: 3.Bb5+ Sicilian

## Round Six

Rb7 58.Ne5+ Kc5 1–0

A tough round for the leaders, and with all to play for, no-one wanted to make any mistakes. That said, the top boards weren’t going to give up easily as was proved with three hard fought draws, no grandmaster scandals under ten moves here. Aron Townend had a pawn advantage over Alec Toll but was unable to withstand the complications that Alec presented him with. Not for the first time in this tournament Aron succumbed to time pressure and Alec took the full point. On Board eight George Beedie took the point from Phil Denner, and after going through the game I have to admit I haven’t a clue what was happening half the time. Just when you thought things were going to hit off, pieces would retreat and back off. No doubt there were hidden ideas that I can’t fathom out, it wouldn’t be the first time!

### Round Six Results and Games

Chwieseni ½ - ½ Harwood  
 LeFevre ½ - ½ Galloway  
 Onley ½ - ½ Doye  
 Chwieseni ½ - ½ Harwood

1.e4 c5 2.Nf3 d6 3.Bb5+ Nd7 4.Nc3 a6  
 5.Bxd7+ Bxd7 6.d3 e6 7.0–0 Be7 8.a3 b5  
 9.d4 Qc7 10.Be3 b4 11.axb4 cxb4 12.Na4  
 Bb5 13.Re1 Nf6 14.Bg5 a5 15.c3 0–0 16.e5  
 Nd5 17.Bxe7 Qxe7 18.g3 Rfc8 19.Rc1 Qd7  
 20.Ra1 Bxa4 21.Qxa4 Qxa4 22.Rxa4 bxc3  
 23.bxc3 Rxc3 24.Kg2 dxe5 25.dxe5 h6  
 26.Nd4 Nb6 27.Ra2 a4 28.Rea1 Ra5 29.f4  
 Rc4 30.Nf3 Nd5 31.Nd2 Rb4 32.Rb1 Rxb1  
 33.Nxb1 Rb5 34.Na3 Rb4 35.Nc2 Rc4  
 36.Kf2 Nb4 37.Nxb4 Rxb4 38.Ke1 f6  
 39.Kd1 fxe5 40.fxe5 Rd4+ 41.Kc1 Re4  
 42.Kd2 Kf7 43.Kd3 Rg4 44.Kc3 h5  
 45.Rf2+ Kg6 46.Kb2 h4 47.Ka3 hxg3  
 48.hxg3 Rxg3+ 49.Kxa4 Re3 50.Rg2+ Kf5  
 51.Rxg7 Kxe5 52.Kb4 Kf4 53.Kc4 e5  
 54.Rf7+ Kg3 55.Kd5 e4 56.Kd4 Re1  
 57.Rf8 e3 58.Kd3 Kg4 59.Ke4 e2 60.Ke3  
 Rf1 61.Rg8+ ½–½

White: **Ross, D**  
 Black: **O’Byrne, D**  
 Opening: French Defence (Advance)

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3  
 Qc7 6.a3 f6 7.Bb5 Bd7 8.Bxc6 Bxc6 9.0–0  
 h6 10.Re1 f5 11.dxc5 Bxc5 12.Nd4 Kf7  
 13.b4 Be7 14.Nd2 Bd7 15.Bb2 b5 16.Qe2  
 a6 17.f4 g5 18.Qh5+ Kg7 19.N2f3 Qb6  
 20.g4 fxg4 21.Qxg4 h5 22.Qg2 g4 23.Qf2  
 gxf3 24.Nf5+ exf5 25.Qxb6 Bh4 26.Qc7  
 f2+ 27.Kf1 fxe1Q+ 28.Rxe1 Bxe1  
 29.Qxd7+ Kf8 30.e6 Ne7 31.c4 dxc4  
 32.Bxh8 c3 33.Qd4 c2 34.Bg7+ Kg8  
 35.Bh6 Bc3 36.Qxc3 c1Q+ 37.Qxc1 1–0

# Round Seven

## Round Seven

Going into the last round Duncan had a half point lead over Ed Chwieseni. Ed claimed his 4½ points through 4 wins and a draw in the Rounds 2 to 6. With a one point bye in Round 1 Ed was looking to win his game and hope Alec Toll beats Duncan Harwood in order to win the Championship at his first attempt! As it happens Ed did his part by beating James Galloway from a position where he was clearly worse, so exactly what was happening on board 1? Well, obviously Alec wasn't up for the fight and only 13 moves were made before the draw was agreed making Duncan the Combined Services Champion based on Sum of Progressive Scores. Ed's 5½ points put him in second place, making it an Army top two.

If there are two players at the CSCC that will grind out a tough draw it's Doye and Watson, and that's exactly what happened on board 3. With bishop and knight against two bishops, Watson managed to hold his ground in the endgame and the draw was a fair result. This result won Paul the winner of the Victor Ludorum Trophy.

Ross-Onley was also a short draw, while my own game against John Glover was also a draw, although rather longer. Lefevre won a quick game against Townend - the latter lost a Rook and O'Byrne made short order of Beedie when Beedie started giving pieces away! The board 8 game Munro - Woods went on for 30 moves but White should have resigned after putting his queen en-prise at move 10, however, he continued giving pieces away before resigning in a hopeless position. Eddershaw ended his tournament on a high, taking the point from Murphy. O'Neill threw his pawns up the board on all fronts against Phil Denner. Denner gave up a knight for two pawns on

the queenside but the advantage would have been with O'Neill if he had managed to follow up correctly, however he swapped off the major pieces and Denner used his passed pawns to squeeze the position, eventually winning another pawn. O'Neill was left with only a knight to defend with and even giving that up was not enough to hold back the storm.

So, well done again to Duncan for becoming the Combined Services Champion in 2010, a title he retains from last year. It only gets harder from here on in Duncan.

### Round Seven Results and Games

Harwood ½ - ½ Toll  
 Galloway 0 – 1 Chwieseni  
 Doye ½ - ½ Watson  
 Ross ½ - ½ Onley  
 Glover ½ - ½ Foulds  
 Townend 0 – 1 Lefevre  
 O'Byrne 1 – 0 Beedie  
 Munro 0 – 1 Woods  
 Murphy 0 – 1 Eddershaw  
 O'Neill 0 – 1 Denner

White: **Glover, J**

Black: **Foulds, A**

Opening: Reti's Opening

1.Nf3 d5 2.c4 e6 3.g3 Nf6 4.Bg2 dxc4  
 5.Qa4+ Bd7 6.Qxc4 Bc6 7.Nc3 Nbd7 8.0-0  
 Be7 9.Re1 0-0 10.a3 Nb6 11.Qa2 Nbd5  
 12.d3 Nxc3 13.bxc3 Nd5 14.Bb2 Nb6  
 15.Rac1 Na4 16.Nd4 Bxg2 17.Kxg2 c5  
 18.Nc2 Qd5+ 19.Qxd5 exd5 20.Ba1 Rfd8  
 21.e4 Bf8 22.f4 dxe4 23.Rxe4 Nb6 24.Rd1  
 Rd7 25.d4 Rad8 26.Rd2 Nc4 27.Rd3 f5  
 28.Re2 Kf7 29.Kf3 g6 30.h3 a6 31.g4 Re7  
 32.gxf5 gxf5 33.Ne3 Nxe3 34.Rxe3 Rde8  
 35.Re5 Rxe5 36.dxe5 Re7 37.c4 Rc7  
 38.Bc3 b5 39.Ba5 Rb7 40.Rb3 Ke6 41.Bd2  
 Be7 42.Be3 Bf8 43.Ke2 ½-½

White: **O'Neill, S**

Black: **Denner, P**

Opening: French Defence

1.e4 e6 2.d4 d5 3.c4 c5 4.Nc3 cxd4 5.Qxd4  
Nc6 6.Qd1 d4 7.Nce2 e5 8.f4 f6 9.Ng3 Be6  
10.Nf3 Qa5+ 11.Bd2 Bb4 12.a3 Bxd2+  
13.Nxd2 Nge7 14.f5 Bf7 15.Be2 0-0-0  
16.Bd3 Kb8 17.b4 Nxb4 18.axb4 Qxb4  
19.Rb1 Qc3 20.Rb3 Qa5 21.Qb1 Rd7  
22.Qb2 Rc8 23.0-0 Rc5 24.Rb5 Qc7  
25.Rxc5 Qxc5 26.Qb5 Rc7 27.Qxc5 Rxc5  
28.Rb1 Ra5 29.Nb3 Ra3 30.Nf1 Kc7  
31.Nfd2 b6 32.Ra1 Rxa1+ 33.Nxa1 Nc6

34.Nc2 a5 35.Na3 Kd6 36.Nb5+ Kd7  
37.Kf1 Nb4 38.Ke2 Kc6 39.Nb3 a4 40.Nc1  
Kc5 41.Kd2 Bxc4 42.Bxc4 Kxc4 43.Na3+  
Kc5 44.Nd3+ Nxd3 45.Kxd3 b5 46.Kc2 b4  
47.Nb1 b3+ 48.Kb2 Kb4 49.h4 d3 50.g3 h5  
51.Kc1 a3 52.Nxa3 Kxa3 0-1

### Final Top Placings

So, the top placings in the event were:

1<sup>st</sup> - Duncan Harwood (Army)

2<sup>nd</sup> - Ed Chwieseni (Army)

3<sup>rd</sup> - Alec Toll (RAF)

Victor Ludorum – Paul Watson

2010 Blitz Champion - Alec Toll



**Duncan Harwood receiving a prize from CSCA President, Cdre Laurie Brokenshire CBE**

# Study to Win

## By JM Andrew Martin

### Part One: Enter The Hedgehog

Chess openings sometimes acquire strange names. The hedgehog system of defence describes the idea of playing on three ranks, setting up a flexible defence and waiting for the opponent to run aground against the 'hedgehog spines'. This issue's game is a perfect example of all the good things about the system. White thinks he has the initiative with his slight advantage in space and plays accordingly. He does not realise that Black lies in wait, ready to 'rope that dope'. And as usual, once the Grandmaster gets even a glimmer of an opportunity, he takes it.

**White:** Gschnitzer,O (2427)

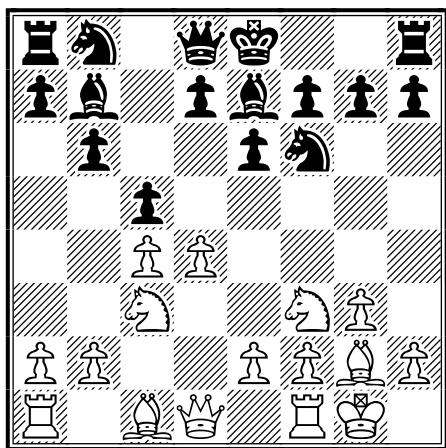
**Black:** Lutz,C (2609)

Bundesliga, Baden Baden, 2006

**1.Nf3 Nf6 2.c4 b6 3.g3 c5**

A prelude to developing on three ranks. Black anticipates d2-d4 after which he will reply ...cxd4, dissolving the centre.

**4.Bg2 Bb7 5.Nc3 e6 6.0-0 Be7 7.d4**



One of two moves if White wants to genuinely play for an advantage. With 7.d4 White opens the centre, activating his queen and hoping to tie Black down to the defence of his backward d-pawn. 7.Re1 is the other try, intending e2-e4. Another story entirely.

**7...cxd4 8.Qxd4 d6**

Why not 8...Nc6? It looks natural enough. Yet repeated practice has shown that White is at least a little better after 9.Qf4! Qb8 10.Rd1 A position is reached where it is virtually impossible for Black to play for a win and this is why most masters don't go for it.

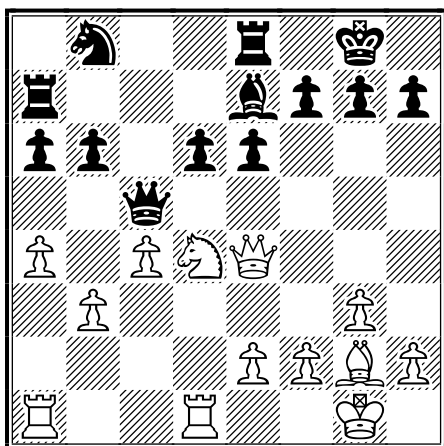
**9.Bg5**

Positional. White wants to take on f6 and then pile up against either d7 or d6, dependent on what Black plays. He will have to cede the two bishops but hopes to station a knight effectively on either b5 or e4, increasing the pressure.

**9...a6 10.Bxf6 Bxf6 11.Qd3**

11.Qf4 is the other move, targeting d6 again. A representative sample might be 11...0-0 12.Rfd1 Be7 13.Ne4 Bxe4 14.Qxe4 Ra7 15.Nd4 Qc8 16.b3 Re8 17.a4 Qc5 Karpov-Kasparov, USSR 1981 is about equal.

*See Diagram Over*

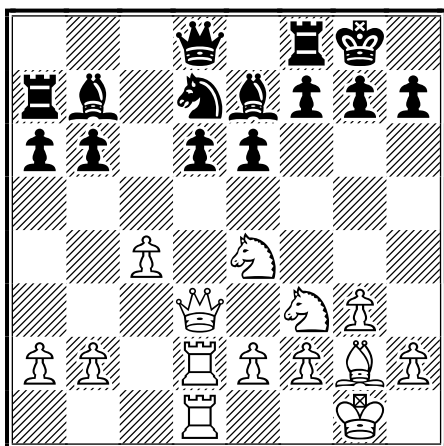


### 11...Ra7 12.Rfd1

Either this or 12.Rad1, which I must say I prefer. The idea of keeping the rook on f1 is to play f2-f4 somewhere, but maybe that's what the Hedgehog player wants anyway! Nevertheless Greenfeld-Pasman, 1984 continued 12...Be7 13.Nd4 Bxg2 14.Kxg2 Qc8 15.f4 g6 16.b3 (16.f5!? gxf5 17.e4 fxe4 18.Nxe4 f5 19.Ng5! (19.Rxf5 exf5 20.Nxf5 Qc6!; 19.Nc3 Nc6 20.Qe2 Nxd4=) 19...Bxg5 20.Nxe6 Qxe6 21.Rde1 Qxe1 22.Rxe1+ Re7 23.Qd4 Rg8 24.Rxe7+ Kxe7 25.Qxb6 Nd7 26.Qxa6 Tal-Short Naestved 1985) 16...0-0 17.h4 b5 18.cxb5 Rc7 19.Rf3 e5? 20.Nd5!! Qb7 21.b6 Qxd5 22.bxc7+-.

### 12...Be7 13.Nd2

13.Ne4 0-0 14.Rd2 Nd7 15.Rad1



It looks like it's better for White, but over the next few moves Black gives an object lesson in sapping White's strength and eventually takes the initiative himself! 15...Nc5 16.Nxc5 bxc5 17.Ne5 Qc7 18.Bxb7 Rxb7 19.Nf3 Rfb8 20.b3 a5 21.Qc2 a4 Showing how rigid the queenside white pawn structure really is. 22.Rd3 axb3 23.Rxb3 Rxb3 24.axb3 Qb6 25.Rb1 Ra8 26.Ne1 Bf6 27.Nd3 g6 Every Black piece is better than his White counterpart.

### 13...Bxg2 14.Kxg2 0-0 15.Nde4N

15.Rac1 Rc7 16.Nf3 Qc8 17.b3 Nd7= 18.a4 Nc5 19.Qb1 Rd8 20.Kg1 h6 21.h4 Qb7 22.b4 Nd7 23.Ne4 Nf6 24.Nxf6+ Bxf6 25.b5 Qc8 26.Nd4 Bxd4 27.Rxd4 e5 28.Rdd1 Rxc4 29.bxa6 Rxc1 30.Qxc1 Qxa6 31.Qc7 Rc8 32.Qd7 Ra8 33.Rxd6 Qxe2 34.Rxb6 Qe1+ 35.Kg2 Qe4+ 36.Kh2 Qd4 37.Qxd4 ½-½ Chernin,A-Dorfman,J/Lvov 1984

### 15...Rd7

Calmly defending. We reach a deceptive position where White appears to hold an edge, but how should one make further progress? Black is quite content to garden his own back door and all is tidy at the moment.

### 16.Rac1

Maybe 16.Rd2 Nc6 17.b3 Qb8 18.Rad1, but even there Black is comfortable after 18...Rfd8=.

### 16...Nc6 17.f4 Qb8 18.h4?!

Around here White starts to run out of good ideas. Perhaps he should get the draw offer in quickly, because in reality, he has no advantage. Note the no-man's land on the fifth rank, typical of Hedgehog positions. Whoever has command of this territory usually gets the upper hand in Hedgehog battles. Black can break out with moves such as ...d6-d5! or ...b6-b5! whereas White is trying to prevent these breaks and at the same time drum up something himself.

### 18...Qb7 19.Kh2

Hurriedly vacating the long diagonal.

### 19...Rfd8

It looks like Lutz has ...d6-d5! in mind.

**20.Ng5 g6 21.e4 Bf6**

Again very calm. Black will not break open the position until he is absolutely ready, with his pieces on the best squares.

**22.b3 Nb4 23.Qe2 h6 24.Nf3 Bg7 25.h5**

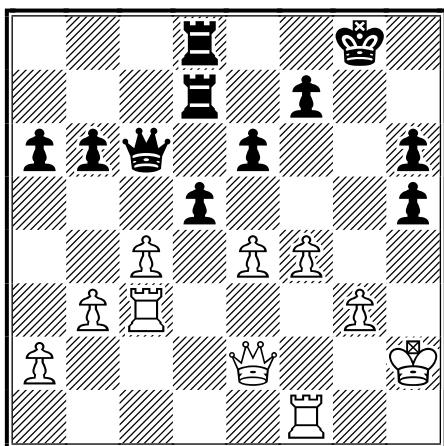
He is afraid of the impending ...d6-d5 and tries to distract Black. But now Lutz starts to play very strong moves.

**25...gxh5!**

Unstereotyped, but White has to spend time regaining this pawn, which will in turn decrease his control of the centre. 25..gxh5 is a complex solution to the position. Note in the end how it is White's king that gets hounded on the kingside open lines.

**26.Nd4 Nc6 27.Nxc6 Qxc6 28.Rf1 Bxc3! 29.Rxc3 d5!**

You could say this was the culmination of Black's opening strategy.

**30.Qxh5**

30.e5 dxc4 31.Rxc4 Rd2 32.Rxc6 Rxe2+ 33.Kh3 Rxa2 34.Rxb6 Rdd2 35.Rh1 Rdb2 does not look too friendly for White, but he might be able to hang on for a draw. Rook endings depend almost exclusively on activity and here White is very passive. Meanwhile 30.exd5 exd5 31.Rd1 dxc4 32.Rxd7 Qxd7 33.Rxc4 Qg4! 34.Qxg4+ hxg4 35.Rc6 Rd2+ 36.Kg1 Rxa2 37.Rxb6 Kg7 leaves White toiling for a draw.

**30...dxe4 31.Qxh6 f6!!**

Excellent. White's King comes under direct threat.

**32.Qxf6 Rh7+ 33.Kg1 Qc5+ 34.Rf2 Rd1+ 35.Kg2 Rh2+! 36.Kxh2 Qxf2+ 37.Kh3 Rh1+ 0-1**

The final attack is easy work for a Grandmaster, but this does not diminish the achievement in this game. Black played perfectly.

**Part Two: Winning Endgame Tips**

I'll summarise now what I think it takes to be a good endgame player.

- 1) Play **slowly and carefully**, precision is required.
- 2) **Try and create a passed pawn. Passed pawns should then be pushed.**
- 3) The **king** is a **strong piece** in the endgame.
- 4) When ahead on material **exchange pieces**. When down material **exchange pawns**.
- 5) Calculation is at least as important in the endgame as it is in the middlegame.
- 6) An increasing **knowledge of basic positions** is essential in these days of the fast time limit. You need to be able to play from a certain point on autopilot.

Try to expand your knowledge of basic positions **Absorb small chunks of endgame knowledge at a time**.

There are plenty of superb endgame books but here are my recommendations:

- 1) Fundamental Chess Endings  
Muller and Lamprecht (possibly all you will ever need)
- 2) Test your Endgame Ability  
J. Speelman

Reflect on how the endgame develops out of the opening of this game. It is an example of keeping a potential endgame in mind at all times during a game of chess. In this encounter, no quarter is given or expected in an extraordinary duel.

White: **Bacrot, E (2717)**  
 Black: **Aronian, L (2752)**  
 Super-GM Morelia/Linares 2006  
 Opening: Nimzo-Indian

**1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.Nf3 c5 5.g3 Ne4 6.Qd3 Qa5**

Known from the days of Romanishin, Karpov and Kasparov.

**7.Qxe4**

White must allow exchanges given that 7.Bd2 Nxd2 8.Qxd2 cxd4 9.Nxd4 Nc6 leads to a comfortable position for Black.

**7...Bxc3+ 8.Bd2 Bxd2+ 9.Nxd2 Nc6 10.dxc5 b6!**

With White some distance from castling safely, Black strives to open the game, whether it costs a pawn or not. As you can see this is a relatively well-known position, at least at this level. White does best to decline the kind offer and complete development.

**11.Bg2 Bb7 12.Qf4**

Looks like the right square. Obviously 12.Qe3 is also possible, but this recent high-powered fragment shows that the complications seem to be moving in Black's favour: 12...Nb4! 13.0-0 Nc2 The text move, (12.Qf4), avoids this tactic. 14.Qg5 Bxg2 15.Nb3 Qa4 16.Qxg7 Rf8 17.Kxg2 Nxa1 18.Rxa1 bxc5 19.Rc1 d6 20.Nd2 0-0-0 21.Ne4 Qc6 22.f3 f5 23.Nf6 Qc7 24.Qxc7+ Kxc7 25.Nxh7 Rg8 26.h4 Rb8 Topalov, V-Kramnik, V/Monte Carlo 2002

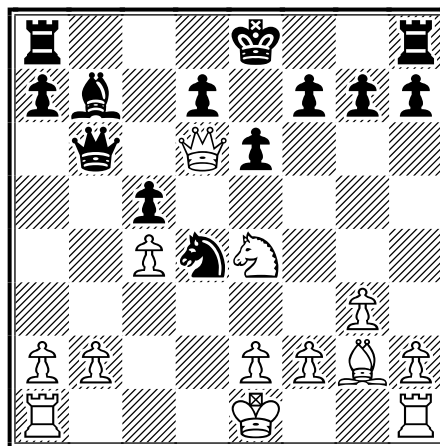
**12...bxc5**

12...Qxc5 13.a3 (13.b4!?) 13...0-0 14.b4 Qh5 15.Bf3 Qh3 16.Qd6 Rad8 Kuzubov, Y-Smirnov, I/Rivne UKR 2005 17.Rd1± Looking back, 12...Nb4 is now simply met by 13.Bxb7+-

**13.Qd6**

Provoking complications. There are a couple of ways to head for quieter waters: 13.Bxc6 (Too quiet!) 13...Bxc6 14.0-0 0-0 15.Rfd1 White is hoping to nail Black down to the defence of d7 but the position is too reduced to hope for progress: 15...Qb4! 16.b3 a5± 17.a3 Qb6 18.Qe3 Rab8 19.Rab1 Rfc8 20.Ne4 d5 21.Nxc5 dxc4 22.b4 h6 23.Qc3 axb4 24.axb4 Bb5 25.Nd7

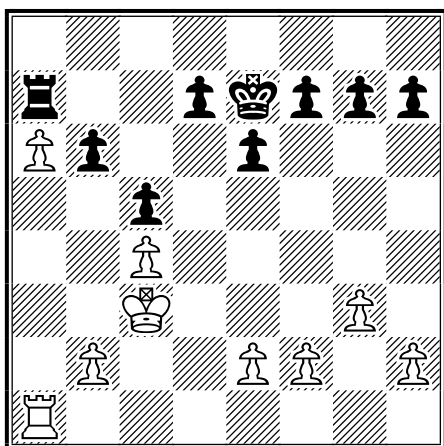
Bxd7 26.Rxd7 ½-½ Parker, J-Pinter, J/Saint Vincent ITA 2005; 13.0-0 Nd4! Another fork looms and we should we see playing White but Bacrot! He could not have been satisfied with the sequel: 14.Qg5 Nxe2+ 15.Kh1 Bxg2+ 16.Kxg2 0-0± Bacrot, E-Volokitin, A/Moscow RUS 2004 when 17.Nb3 Qa4! maintains Black's advantage. **13...Qb6 14.Ne4 Nd4!?**N



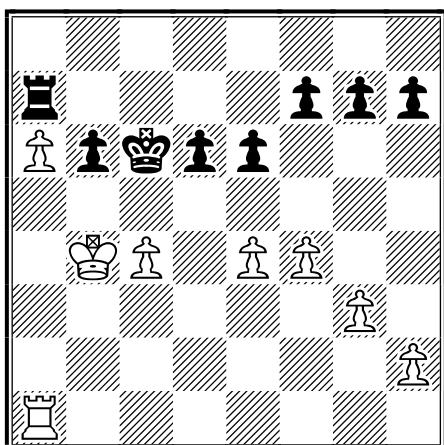
The first new move of the game, encouraging a strange imbalance. Black is actually sacrificing material to try to assume the initiative. At this moment in time I do not quite believe it, but there is doubtless much more to be analyzed for future games. 14...Qb4+ 15.Qd2 Ke7 16.Rd1 Qxd2+ 17.Rxd2 Ne5 18.0-0 Nxc4 19.Rc2 Bxe4 20.Bxe4 d5 21.Bd3 Ne5 22.Rxc5 Nxd3 23.exd3 Rhc8 ½-½ Priehoda, V-Hiebel, J/Germany 1994 says little. Both players breathed a sigh of relief no doubt.

**15.Qxb6 axb6 16.Nd6+ Ke7 17.Bxb7**

17.Nxb7 is also very interesting. White cannot save his knight but he can try to set up a favourable rook ending: 17...Nc2+ 18.Kd2 Nxa1 19.Rxa1 Ra7 20.a4 Rb8 21.a5 Rxb7 22.Bxb7 Rxb7 23.a6 Ra7 24.Kc3



The passed pawn gives White pressure. Whether he can win is another matter.  
 24...Kd6 25.b4<sup>∞</sup> cxb4+ (25...g5 will not do:  
 26.b5 g4 27.h3 h5 28.hxg4 hxg4 29.Rh1±)  
 26.Kxb4 Kc6 27.e4 d6 28.f4



Well, Black can fight here, but eventually the white king will come to b5 and increase the grip.

**17...Nc2+ 18.Kd2 Nxa1 19.Nxf7! Rxa2**

Aronian is forced to go for murky complications. Maybe White will not be able to rescue his knight. 19...Kxf7 20.Bxa8 Rxa8 (20...Nb3+ 21.axb3 Rxa8 22.e4±) 21.Rxa1 just leaves Black a clear pawn down.

**20.Nxh8 Rxb2+ 21.Kd3 Rb3+ 22.Ke4 Nc2 23.e3**

He cuts the knight out of d4 but the move costs time. I quite like 23.Rc1! which seems

a giant step on the road to consolidation:  
 23...Nd4 (23...Rc3 24.g4) 24.e3 Nf5  
 25.Kf4.

**23...b5!**

There is nothing else. Black must try to create as many passed pawns as possible and hope for the best.

**24.Kf4 bxc4**

24...Rb4 25.Be4 Rxc4 26.Kf3 g6 27.h4 d5  
 28.Bxc2 Rxc2 29.Ra1<sup>∞</sup>

**25.Be4 Nb4 26.Bxh7 Nd3+ 27.Kg5 Nxf2 28.Rf1 Rb2 29.h4 d5 30.Ra1 Kd7**

Stepping out of range of the knight. Both players were now facing time-trouble, which in such a position must have been worrying! 30...c3 31.Ng6+ Kd6 32.Ra6+ Kc7 33.Nf4!

**31.Nf7 c3 32.Kg6**

32.Rc1 d4 33.Ne5+ Kc7 34.Nf3<sup>∞</sup>

**32...Ng4 33.Rg1 Re2 34.Kxg7 Rxe3 35.h5 d4 36.h6 c4 37.Bc2**

Missing 37.Rd1!! which attends to the advanced pawns, a favour Black cannot replicate: 37...d3 38.Bxd3 cxd3 (38...Rxd3 39.Rxd3+ cxd3 40.h7+-) 39.h7 c2 40.Ra1+-  
**37...Nxh6 38.Nxh6 d3 39.Ba4+ Kd6 40.g4 Kc5 41.g5 Kb4 42.Ng4 Re4 43.Nf6 Re5 44.Bd1?**

Better chances were offered by the paradoxical 44.Bc2! when Black must display ingenuity just to stay in the game: 44...Re2 45.Kf7 (45.g6 Rxc2 46.Kf7 Ra2 47.g7 Ra7+) 45...Rxc2 46.g6 Ra2 47.Kxe6 Re2+ 48.Kd6 d2 49.g7 c2 50.g8Q c1Q 51.Nd5+ Kb3 52.Qb8±±

**44...d2 45.g6 Re1!**

Two pieces up and there was nothing White could do about this move. He tries a last desperate push:

**46.Kf7 Rxc1 47.g7 Ka3 48.Bg4 Rxc4!**

**49.Nxc4 d1Q 50.g8Q Qd7+**

The initiative plus the passed pawns are a deadly combination. White is suddenly lost.

**51.Kf6 Qd4+ 52.Kxe6 c2 53.Qa8+ Kb2**

**54.Qb8+ Kc1 55.Qg8 Kd1 0-1**

Such ferocity is typical of the best games of modern chess. One can see why the top players are becoming increasingly youthful!

# *The Final 4NCL Weekend*

## *By JM Loz Cooper*

The final weekend took place on the 30<sup>th</sup> April to the 2<sup>nd</sup> May 2011 in Hinckley. It saw all three divisions playing at one venue, the Northern League merged with Division Three and titles, promotion, relegation and European Club Cup places were up for grabs.

### Division One Championship Pool:

<b>Team</b>	<b>P</b>	<b>W</b>	<b>D</b>	<b>L</b>	<b>GP</b>	<b>Pts</b>
Pride & Prejudice	7	7	0	0	43½	<b>14</b>
Wood Green Hilsmark 1	7	6	0	1	37	<b>12</b>
White Rose 1	7	4	1	2	25	<b>9</b>
Cheddleton 1	7	3	0	4	28	<b>6</b>
Betsson.com	7	2	1	4	23	<b>5</b>
Barbican 4NCL 1	7	1	2	4	26	<b>4</b>
Guildford A&DC 1	7	2	0	5	23	<b>4</b>
e2e4.org.uk 1	7	1	0	6	18½	<b>2</b>

The destination of the title inevitably came down to the final round encounter between defending champions Wood Green Hilsmark Kingfisher 1 and Pride and Prejudice. P&P had the advantage on game points which meant as the teams both had 12 match points that a 4-4 draw would suffice.

The match was surprisingly one sided despite the teams appearing to be evenly matched. Board one saw a hard fought draw where Luke McShane had some initiative against Michael Adams but Black was able to liquidate and hold. David Howell won on board 2 against Jon Ludvig Hammer after gaining a clear advantage in the early middle game due to black's exposed king and weakened pawn structure. Board 3 was a fifteen move draw as Emmanuel Berg fell an hour behind on the clock trying to find a plan against Sergei Tiviakov's 3...Qd6 Centre Counter. Gawain Jones easily converted a positional advantage into extra material after a seemingly quiet opening where Black made a couple of questionable decisions. Board 5 saw an interesting tussle between Nick Pert and Glenn Flear where Black had an extra pawn but white had some space. As someone who prefers to grab pawns and worry about compensation later I was more convinced by Glenn's position throughout the game. Mark Hebden had a nominal edge against Pia Cramling but Black always looked secure on board 6. Board 7 started quietly but then exploded into life before the time control. John Emms, as black, was allowed a dangerous passed e pawn which Ketevan Arakhamia-Grant was unable to stop. Sophie Milliet played an enterprising gambit against Neil McDonald but he gave up material which allowed Sophie to play without risk having an extra pawn in a rook and oppo-

site coloured bishop ending which Neil was able to hold. This meant that Pride and Prejudice won the match 6-2 and secured their first 4NCL Division One title. Congratulations to the team and to Claire Summerscale, their manager. Their team has changed a lot since they first set foot in the 4NCL. Initially a team that fielded mainly women, then juniors they have now evolved to a team that regularly fields three of the England team and a number of other experienced English GMs with a foreign female player.

The earlier rounds of the weekend had seen WGHK1 win a tough match against Barbican with Luke McShane winning against Jonathan Parker on top board which combined with wins on boards 5 and 8 helped them to a 5-3 victory despite Max Devereaux winning against Ketevan Arakhamia. Pride and Prejudice were able to overtake them on game points though as they scored heavily against White Rose and e2e4.org.uk.

White Rose clinched third place with an impressive win against Cheddleton by winning the bottom two boards (wins for Paul Townsend against Paul Wallace and Lateefah Messam-Sparks against the much higher rated WIM Fiona Steil-Antoni from Luxembourg) and showing great resilience in some of the other games with Colin McNab holding a knight and pawn ending against Danny Gormally in the last game to finish. This victory, coupled with their win against Betsson in round 8 ensured they clinched a European Club Cup place and they finished with a creditable 4-4 draw with Barbican. They have clearly had a great season and have managed to finish above teams with far bigger budgets and higher rated players.

Cheddleton finished their first season in the top flight in fourth place and Jonathan Hawkins secured his first GM norm after a great result on top board which included wins against Parker, Gordon and Conquest. He has made huge progress in the last couple of years and I won't be surprised to see him making more norms in the near future. The team also added Elisabeth Paehtz and Richard Pert to the team for the final weekend to ensure a good finish.

Of the other teams e2e4.org.uk had an outstanding first season in the initial group stage and Yang-Fan Zhou gained yet another IM norm which he can add to his collection. He should become a ratified IM at the next FIDE meeting in June and is likely to have a rating around 2450 in July. He is still only sixteen and is an outstanding talent who I hope can keep improving and fulfil his potential. He is also a great role model to the other juniors and I hope his results will help inspire them to keep playing. I should also thank David Howell for his work with Yang-Fan and hope this will continue. I was also pleased to see Ameet Ghasi return to international chess for the first time in five years and a draw with Elisabeth Paehtz and a win against Richard Bates was a very encouraging comeback. His only loss came against Sergei Tiviakov.

Both Betsson and Barbican finished slightly lower than expected but were involved in a number of close matches which could have gone either way whilst Guildford had a good final weekend to avoid last place.

The top three teams qualify for the European Club Cup in 2011 although as WGHK have already turned down their place this means that P&P, White Rose and Cheddleton are currently the three teams able to take up places. At the time of writing only White Rose have confirmed their intentions so it is still possible that Betsson will get a chance to play and I am aware that e2e4 are also interested should enough teams turn down the opportunity.

**Division One Demotion Pool:**

<b>Team</b>	<b>P</b>	<b>W</b>	<b>D</b>	<b>L</b>	<b>GP</b>	<b>Pts</b>
Wood Green Hilsmark 2	7	6	1	0	37	<b>13</b>
Cambridge University 1	7	6	0	1	34½	<b>12</b>
The AD's	7	4	1	2	31	<b>9</b>
Barbican 4NCL 2	7	4	0	3	33	<b>8</b>
Oxford 1	7	3	1	3	27	<b>7</b>
Pandora's Box Gran- tham	7	1	1	5	19	<b>3</b>
Sambuca Sharks	7	1	0	6	23½	<b>2</b>
Warwickshire Select 1	7	1	0	6	19	<b>2</b>

The demotion pool was mostly about relegation but Wood Green Hilsmark Kingfisher 2 beat Cambridge to top the pool despite having to play their joker as I was asked to fill a vacant board leaving Brian Smith free to look after Pia Cramling's daughter. Congratulations also to Peter Sowray who secured an IM norm.

The crucial relegation battles were realistically between ADs, Barbican 2 and Oxford. Sophie Tidman continued her fine run of form for Oxford. She started the weekend on 4/6 and performing at 2293. She won on Saturday against Pandora's Box and drew a complicated game against IM Craig Hanley leaving her assured of a norm if she played anyone rated over 2235 or a draw against anyone lower. Sadly, she was unable to do this and lost to Jana Bellin. Her rating performance was still 2240 for the season and probably her best career result to date. I hope to see her playing more as she remains one of our strongest women. Sadly for Oxford their 4-4 draw in round 9 against Pandora's Box was followed by defeats to WGHK2 and in the vital eleventh round they were overpowered 6.5-1.5 by the ADs so not only did they miss out on norms for Sophie and David Zakarian but they also fell into the bottom four meaning they will play in Division 2 next season. Barbican 2 secured their escape by winning in rounds 10 and 11 and Chris Dorrington made his first IM norm whilst Kanwal Bhatia narrowly missed out on her first WIM norm.

**Division Two Promotion Pool:**

<b>Team</b>	<b>P</b>	<b>W</b>	<b>D</b>	<b>L</b>	<b>GP</b>	<b>pts</b>
Jutes of Kent	7	5	0	2	33½	<b>10</b>
Anglian Avengers 1	7	3	4	0	29½	<b>10</b>
Bristol 1	7	3	1	3	29½	<b>7</b>
Guildford A&DC 2	7	3	1	3	26	<b>7</b>
Poisoned Pawns 1	7	3	0	4	28½	<b>6</b>
Barbican Youth	7	3	0	4	26½	<b>6</b>
Wessex 1	7	2	2	3	26	<b>6</b>
Rhyfelwyr Essyllwg	7	1	2	4	24½	<b>4</b>

Jutes of Kent recruited GM Luis Galego from Portugal and IM Bjorn Thorfinsson and this enabled them to win all three matches to move from fifth to top the division albeit round 9 was only 4.5-3.5 against Poisoned Pawns. Bjorn lost to Andrew Dunn and Luis was held to a draw but wins by GM Simon Williams, WFM Aly Wilson and Alexis Harakis saw them home.

Barbican Youth were the team to slip out of the promotion places although as Barbican 2 survived they would not have been able to take promotion anyway. Anglian Avengers had a great season and finished second only on game points to Jutes. Their strength in depth enabled them to draw 4-4 with Bristol despite taking only 0.5 on the top four. Their last round 4-4 draw with Wessex also led to Wessex finishing seventh whereas a 4.5-3.5 victory to Wessex would have seen them finish fourth by half a game point! Guildford 2 therefore took fourth place ahead of Wessex whilst Bristol secured third by winning against Barbican Youth.

Both Jutes and Bristol look well equipped to establish themselves in Division 1 whilst it will be interesting to see how Anglian Avengers fare, they have certainly been one of the success stories of this season. Guildford 2's chances may largely depend on how strong their first team is.

**Division Two Demotion Pool:**

<b>Team</b>	<b>P</b>	<b>W</b>	<b>D</b>	<b>L</b>	<b>GP</b>	<b>pts</b>
South Wales Dragons	7	5	1	1	35	<b>11</b>
White Rose 2	7	4	2	1	30	<b>10</b>
AMCA Dragons	7	3	3	1	30	<b>9</b>
Kings Head	7	3	2	2	29½	<b>8</b>
Cambridge University 2	7	3	1	3	26	<b>7</b>
3Cs 1	7	2	1	4	29½	<b>5</b>
Sambuca Black Sheep	7	1	2	4	23	<b>4</b>
Poisoned Pawns 2	7	0	2	5	18½	<b>2</b>

The demotion pool saw AMCA Dragons, Kings Head and White Rose both win in round 9 to virtually secure their survival. AMCA won 5.5-2.5 against Cambridge 2 with James Holland amongst the winners on board 3. White Rose 2's win against 3Cs left Cambridge and 3Cs with too much to do and despite both winning in round 10 they finished with a 4-4 draw and were both relegated along with Sambuca Black Sheep and Poisoned Pawns 2. South Wales Dragons topped the pool on 11 match points.

# BOOK REVIEW

## Analyse Your Chess

Colin Crouch  
Everyman Chess  
£15.99

Colin Crouch has developed a reputation as a high quality chess author. A previous book, 'How to Defend in Chess' is a classic - a fascinating insight into the defensive powers of Lasker and Petrosian. He was struck down by a stroke in 2004, as a result he not only became partially sighted, but also lost some of his cognitive abilities. This forced Crouch re-learn how to play chess to somewhere near to his previous IM standard. This continuing journey has already provided us with one high quality book, 'Why We Lose At Chess', and now we have another of at least the same quality.

The premise of Crouch's latest book is to take in in-depth look at the games he played in 2009 and subject them to a rigorous, computer-aided analysis to find out exactly where the turning points of the games were, and how the author felt he could have improved on his play. All this seems like conventional stuff - there

have been more than a few books on the 'art of analysis'. Quite often these can be dry, analytical affairs (a book of Jan Timman comes to mind!) where a determined search for the chess 'truth' becomes heavy going for all but the most determined reader. Because Crouch is using his games from 2009, he cannot cherry pick the games he wants to analyse. This 'warts and all' approach is something which an average player can relate to. Crouch always strives to improve and play his best, despite his disability and a general feeling that he will struggle to regain his previous chess strength.

What makes this book truly excellent is not just the candour of the author, but the deeply personal journey he allows us to be privy to. His annotations are as painfully honest as they are enlightening. These games are not ones played against high rated grandmasters, in fact, games against titled players are quite rare. There is a lot to take from the way Crouch annotates his own games. He combines computer analysis with a strong verbal discussion to delve into the heart of the position, rather than produce a stream of long fritz-inspired variations. When Crouch does give a sequence of variations, he does so by leading the reader through them in a highly engaging manner.

I think this work is an early candidate for the various 'book of the year' awards. It is an inspirational journey which not only entertains and instructs, but should also inspire anyone who feels their chess abilities are on the wane. It is a superb example of what makes chess a great game.

**Calculate Like a Grandmaster**

Danny Gormally

Batsford

£14.99

This book is based around a very interesting selection of somewhat lesser known games by players who are recognised for their over attacking style. Players such as Tal, Shirov, Topalov and Alexander Morozevich all feature in chapters of their own as English GM Danny Gormally takes us on journey through some of his favourite chess games and attempts to find the hidden logic behind these interesting games.

My first reaction to any book which attempts to instruct club players into the art of calculation is to compare it to Kotov's classic 'Think Like a Grandmaster'. With this in mind, Gormally has not written a 'this is how to calculate' book. There are no secret 'systems' or pages of exercises to test your new found skills. Instead we have a series of highly tactical games analysed with a nice mix of words and moves. Gormally does not shy away from offering a large amount of analysis if the position is complex enough to warrant it, but generally there is plenty to keep the reader occupied.

Considering the title of the book, I think that Gormally has offered some high quality training material for a student who wants to take a bare game score from the internet, have a go at annotating the game, and then compare your work with Gormally's own notes. I think this would provide maximum benefit to the student, and would fulfil the book's title. Of course, if you just want to purchase a good quality set of annotated games, then you will enjoy this book too.

I found Gormally's writing style to be entertaining, even if he explains his online chess habits in a little too much detail for my liking! It does provide something of a personal touch. All too often chess authors take themselves far too seriously, and it is a refreshing change to read a book by a strong

chess player who clearly enjoyed writing the book in the first place. By ending with a chapter based on his own games, Gormally shows he also has a distinct flair for the type of attacking play seen throughout the book.

**Chess Openings For Kids**

John Watson and Graham Burgess

Gambit Publications

£9.99

I don't usually review beginners books in Open File, but anything by John Watson and Graham Burgess deserves some respect. These two authors have written many exceptional opening books between them, so I was intrigued to see how this pair of esteemed authors would tackle this subject.

The subtitle of the book informs us that it features '50 Mighty Opening Systems'. It is illustrated with some very humorous 'opening themed' cartoons which school age kids will find enjoyable. They serve to really brighten up the book, and set a tone which indicates the authors are trying to take a more light hearted approach. At £9.99, this hardback book isn't too expensive either. It's perfectly pitched at the young and inexperienced club player.

The book starts with a very sensible discussion on the general principles of opening play with advice on the importance of the centre and exactly what is involved when sacrificing material in the opening. There is also a useful discussion on pawn structure weaknesses – a vital point since most active black defenses will leave sensitive spots. It is important for inexperienced players to understand this.

Moving on to the 50 'Mighty' openings, we are given the main lines of each opening over two pages and six diagrams. In essence, you are given a birds-eye view of the opening in question. The two page format works well with 'minor' openings, such as the Alekhine or the Scandinavian, where it

is quite amazing what you can cover in two pages! When things get more complex, then the openings are split into two or three sections. The Sicilian/Anti-Sicilian complex is covered over nine sections, while something like the Kings Indian is done in two.

Clearly, this is far from comprehensive, but it is one of the best ways to give beginners a taste of what is going on in the various openings. At the back of the book is a short 'Test Your Opening Knowledge' chapter (alongside a very artful 'chess hedgehog' cartoon) which will give you a feel for what you have learned.

What Burgess and Watson have done is created a very good framework for novice chess players to begin to construct their opening knowledge – I would suggest inexperienced adult players will find this material equally useful. Because it's done in easily digestible chunks, it isn't tough on the memory and great to dip in and out of. This should satisfy the undoubted curiosity young players have for the names of the various opening schemes, which can seem a little daunting and challenging to new players.

### **Slaying the Spanish**

Timothy Taylor  
Everyman Chess  
£16.99

As a junior, whenever I faced 1...e5 as a reply to my habitual 1.e4, I was confident I would have a very interesting game with my pet CARL (also known as the Centre Attack Ruy Lopez, a line based upon an early d4 central attack). Occasionally, I was faced with players who deviated before I was able to get CARL in. More than a few players opted for simple Ruy Lopez systems involving ...a6 and ...d6 - after 1.e4 e5 2.Nf3 Nc6 3.Bb5 Black was playing 3...a6 4.Ba4 d6. These lines are known as the 'Modern Steintz'. Although every opening book I consulted suggested these lines were inferior, I found that in practice they almost always offered Black a solid position, and

were a difficult nut to crack.

In this book Taylor provides an in-depth analysis of the Modern Steintz. He demonstrates how to get an even game with rock-solid lines involving the fianchetto of the king's bishop after 1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 d6 5.0-0 Bd7 6.d4 Nf6 7.c3 g6 8.Re1 b5 9.Bc2 Bg7. Taylor also offers an alternative model of solidity where Black instead opts for the development of the knight to g6, playing the knight to e7 on move 6, then heading to its natural home on g6 at a convenient point. Looking over the analysis it is not difficult to come to the conclusion that Black's position is underrated by modern theory and eminently playable after the fianchetto line or the knight e7 to g6 plan.

Taylor does seem to have developed a taste for writing for the club player audience – he knows there is an in-built berserker beating in the heart of many tournament players. With that in mind, if Black wants to try something different, he offers two interesting gambit lines for Black, The Siesta (1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 d6 5.c3 f5!?) and The Yandemirov Gambit (1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 d6 5.0-0 Bg4 6.h3 h5!?). The former gives Black complete equality if White follows the 'safe' line, and compensation for the gambited pawn if White opts for the complications. The Yandemirov gambit is somewhat more speculative, but is not without its points if White takes the piece.

Taylor rounds the book off by offering two interesting lines against the turgid Ruy Lo-



pez Exchange Variation (again, a smart move to get the club player interested). This completes a varied and worthwhile repertoire. This book is aimed squarely at the average player, however, more advanced players may find this a useful resource, as I am unaware of any book which covers the Modern Steinitz Defence in any depth. Well worth a look!

### **The Sniper**

Charlie Storey  
Everyman Chess  
£15.99

On the whole, most chess opening books tend to give you a clue what you are buying simply by looking at the title. For example, 'Beating the Sicilian' leaves you in little doubt what you are purchasing. 'The Sniper', however, may leave you a little intrigued. Allow me to enlighten you. It is a system for black where the second player plays ...g6, ...Bg7 and ...c5 against almost anything.

'The Sniper' is essentially a mix of the Modern and Sicilian, with a King's Indian/Benko thrown in for good measure when White plays d4/c4. In essence, FM Charlie Storey has taken what appears to be a fairly disparate set of ideas and welded them into a coherent opening system. However, a word of warning is appropriate here. Black must be ready to play a wide variety of opening set ups.



For example, after 1.e4 g6 2.d4 Bg7 3.Nc3 c5 4.Nf3 cd 5.Nxd4 Nc6 6.Be3 Nf6 you are in the midst of a complex Sicilian Dragon. Throughout the book, Storey sidesteps main line theory. In the Dragon he recommends playing 7.Bc4 d6 8.f3 Qb6 in the

main line described above. This Qb6 idea is the brainchild of Kupreichik, and is a decent way to avoid hackneyed Dragon main line theory (I am reminded of Fischer's famous advice on how to beat the Dragon '...sac ... sac ...mate'). There are some disadvantages to Black's flexibility, as the recommended move order also allows White the famous 'Marozy Bind'. Fortunately, ...Qb6 comes to the rescue. After 1.e4 g6 2.d4 Bg7 3.Nf3 c5 4.c4 cd 5.Nxd4 Nc6 6.Be3 Qb6. Again, this is a little explored and interesting way to meet the bind.

The author also gives good recommendations against the Anti-Sicilian lines which Black may come across. Against d4/c4, Black heads for blocked centre Kings Indian positions. For example, 1.d4 g6 2.c4 Bg7 3.e4 c5 4.d5 d6 5.Nc3 e5 leads to a closed game which may or may not be everyone's cup of tea. Storey also offers lines against other openings, such as the English and the Reti – but watch out, he is quite keen on sacrificing the 'Sniper Bishop' in several lines with Bg7xNc3 – damaging the White pawn structure after bxc3.

I would summarise this book by saying it is a well put together repertoire, but it does require a lot of work to come to grips with the many different pawn structures and ideas. The average player may look for a less complex repertoire, but stronger players may revel in the double-edged positions which occur.

### **A Ferocious Opening Repertoire**

Cyrus Lakdawala  
Everyman Chess  
£16.99

Like 'The Sniper', we have an opening title which doesn't give us much of a clue about the opening in question. In this case, former US champion Lakdawala takes a close look at the Veresov opening, a fairly unusual line which begins with 1.d4 d5 (or Nf6) 2.Nc3. This somewhat neglected opening was last

tackled in book form by Nigel Davies in 2003, he produced a broad survey of the opening which seemed to be the definitive word on the overall state of Veresov theory. Here Lakdawala produces a straight forward repertoire approach, with distinct choices for White in the main line. By producing a repertoire work, Lakdawala must justify his selections in a way Davies was not required to do.

First of all, this is a complete White repertoire, lines are given against all Black's responses to 1.d4, including the Dutch defence. There are chapters where Black plays in the style of the Caro-Kann, Philidor and (of most importance) the French Defence. It is quite often the case that when faced with this opening Black responds with the 'safety move' ...e6. For example, 1.d4 d5 2.Nc3 Nf6 3.Bg5 e6 4.e4 Be7 5.e5 Nfd7 6.h4, leaves Black facing the Alekhine-Chatard Attack, through an unusual route which may leave Black in a very unfamiliar (and dangerous) position.

In the main line Veresov, White is given two options – the first (somewhat discredited) attempt to expand in the centre is by playing the pawn move f3 to preparing e4. The line goes: 1.d4 Nf6 2.Nc3 d5 3.Bg5 Nbd7 4.f3. Here White has to be careful as Black has 4...c5! hitting the centre before White has got going. This is archetypal play in the Veresov and Lakdawala gives White a reasonable path through to a series of totally unclear positions which will suit white



players looking for obscure complications. For the more sane amongst us, 1.d4 Nf6 2.Nc3 d5 3.Bg5 Nbd7 4.Qd3 is a sound way to play for the e4 break, and is given a full chapter.

So, 'ferocious' or not? Well, it is easier to say 'unclear' or not. With this book white has an armoury of lines which lead to unclear positions, where a slip by either side could prove fatal. In this respect, anyone opening with the Veresov is guaranteed an interesting and uncompromising game, fulfilling the book's title without wading into oceans of established theory.

It is interesting to note that a combination of 'A Ferocious Opening Repertoire' and 'The Sniper' provide a complete two-volume repertoire of complex and offbeat line whether you are playing black or white. This might be an idea worth looking at for players who are considering a full revamp of their opening repertoire.

### ***Solutions To The Puzzle Corner***

#### **Position One**

Greco. 1.Ra8+ Rf8 2.Rxf8+ Kxf8 3.Bh6! And Black is left with one or two h-pawns and a bishop of the wrong colour (with a rook's pawn the bishop must be same colour as the queening square to win).

#### **Position Two**

A. Troitsky. 1.Ng2 hxg3+ (1...h5 2.Nxh4 wins) 2.Kg1 h5 3.Kh1 h4 4.Nf4 mate

#### **Position Three**

B. Bron. 1.Re5 Rxe5 2.d7 Re6+ 3.Kg5 Rxb6 (Now d8(Q or B) is stalemate and d8 (R) only draws but 4.d8(N) and wins wherever Black's rook moves.

#### **Position Four**

A. Troitsky. 1.Rh6+ Kd5 2.Rxc6 Kxc6 3.Rb1 cxb1(N)+ (queen and rook promotions are stalemate, bishop is a draw) 4 Kb2 Nd2 5 Kc1 and a piece drops, leaving a draw.