

Hobart International Junior Chess Club



NEWSLETTER

Issue 3

15th March 2010

Hi everyone.

The Tasmanian championships were held over the long weekend last week. It was a strong tournament with 5 of the top 6 rated players in the state taking part but the numbers were on the modest side. Congratulations to the juniors who took part. The results from the tournament are presented below.

Tas Champion: Alastair Dyer

Tas Senior Champion: Glen Gibbs

U18 prizes: 1st Lawrence Bretag, 2nd Owen Short

U12 prize: Mason Carter

U1700 ratings prize: Glen Gibbs

U1400 ratings prize: Adam Carter (countback over Leo Minol).

No	Name	Feder	Loc	Total	1	2	3	4	5	6	7
1	Dyer, Alastair	TAS	1910	5.5	20:W	8:W	7:W	4:D	3:W	5:D	2:D
2	Lovejoy, David	QLD	1810	5	11:W	6:D	4:L	20:W	10:W	8:W	1:D
3	Bretag, Marcus	TAS	1565	5	18:W	10:L	16:W	7:W	1:L	11:W	5:W
4	Frame, Nigel	TAS	1719	4.5	17:W	5:D	2:W	1:D	9:W	6:D	7:L
5	Dowden, Tony	TAS	1971	4.5	16:W	4:D	10:W	6:D	8:W	1:D	3:L
6	Small, David H	TAS	2053	4.5	22:W	2:D	9:D	5:D	13:W	4:D	10:D
7	Markovitz, Neil	TAS	1952	4.5	15:W	9:W	1:L	3:L	14:D	13:W	4:W
8	Bretag, Lawrence	TAS	1609	4	19:W	1:L	15:W	11:W	5:L	2:L	14:W
9	Gibbs, Glen B	TAS	1616	4	12:W	7:L	6:D	16:W	4:L	10:D	15:W
10	Bonham, Kevin	TAS	1875	3.5	14:W	3:W	5:L	13:D	2:L	9:D	6:D
11	Carter, Adam	TAS	1202	3.5	2:L	21:W	17:W	8:L	20:W	3:L	12:D
12	Minol, Leo	TAS	1049	3.5	9:L	15:L	21:W	22:+	18:D	14:D	11:D
13	Egan, Bill	ACT	1453	3	21:W	22:L	14:W	10:D	6:L	7:L	17:D
14	Short, Owen	TAS	1245	3	10:L	18:W	13:L	15:W	7:D	12:D	8:L
15	Richards, Graham	TAS	1342	3	7:L	12:W	8:L	14:L	21:W	20:W	9:L
16	Carter, Mason	TAS	1355	3	5:L	17:W	3:L	9:L	19:L	0:W	20:W
17	Sturges, Tony	TAS	1136	3	4:L	16:L	11:L	18:D	0:W	19:W	13:D
18	Brown, Oscar	TAS	817	2.5	3:L	14:L	19:D	17:D	12:D	21:L	0:W
19	Briant, Harrison	TAS	977	2.5	8:L	20:L	18:D	0:L	16:W	17:L	21:W
20	Ivkovic, Milutin	TAS	1336	2	1:L	19:W	22:W	2:L	11:L	15:L	16:L
21	Yu, Shuqi	TAS		2	13:L	11:L	12:L	0:W	15:L	18:W	19:L
22	Sheerwater, Henry	TAS	1427	1	6:L	13:W	20:L	12:-	0:	0:	0:

Now onto this week's lesson...

The name Giuoco Piano means 'quiet game', but it is not really quiet. When it got its name, people were still playing the bloodthirsty variations of the King's Gambit. Compared to that, I suppose the Giuoco Piano is quiet! But there is a variation to be avoided, which is the Giuoco Pianissimo. That means 'very quiet game'.



It looks like this

1. e4 e5
2. Nf3 Nc6
3. Bc4 Bc5
4. Nc3 Nc6
5. d3 d6

Look familiar? Of course it is! It's the start of the Double Freddie attack. But if Black knows not to castle too soon it can become rather boring.



Why? Because the position becomes blocked. Both sides are equal and everything is so well defended that it's difficult to get things going. The whole position gets bogged down in sticky toffee and both players get bored and confused by the positions that come about.

It can take a long time to beat worse players because things are so solid. Knowing this can happen, you need to know the two great ways to avoid it, which lead to open exciting games:



The first way is to play

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| 1. e4 | e5 |
| 2. Nf3 | Nc6 |
| 3. Bc4 | Bc5 |
| 4. c3 | |

This should also look familiar because this is the main line of the Giuoco Piano or Italian game which we have covered previously.

The idea is to play c3, d4 and only after ...exd4,cxd4 do you play Nc3. You then have your old-fashioned pawn centre and good prospects of a quick attack down the centre or on the King side.



The other way is to play the EVANS GAMBIT named after the British sea captain, W. D. Evans who invented it in the 1820s.

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| 1. e4 | e5 |
| 2. Nf3 | Nc6 |
| 3. Bc4 | Bc5 |
| 4. b4!? | |

With 4.b4 White deflects the Black Bishop from its control of the centre squares and White gives up a pawn to gain rapid development and open lines for his pieces. The Evans gambit is more dangerous than the Giuoco Piano - for both sides!

This opening is not as popular today as it used to be but John Nunn, Bobby Fischer and Gary Kasparov have played it with success.

Basic ideas in the Italian Game/Evans Gambit

- Bring your Bishop onto the a2-g8 diagonal, attacking the f7 square
- Play c2-c3 and d2-d4 to take over the centre
- Develop your other pieces rapidly - bring your King's Rook to e1. If you have a lead in development break open lines to get at the Black position
- Keep the opponent's pieces from settling with central pawn advances. Usually we say, don't make time-wasting pawn moves, like h2-h3. But if you play e4-e5 attacking a Knight on f6, the Knight has to move, and so you haven't given Black a chance to catch up in development and you may have dislodged an important defender.
- Try and catch the opponent's King in the middle or, if it escapes by castling, attack on the King's side. Usually, only the Evans' Gambit and Moller Attack in the Giuoco Piano are fast enough to catch the King in the middle.
- If your attack doesn't come about, fast development and seizing the central files may give you an advantage in the endgame



First, I'll show you an example game which includes the ideas I have listed above.

White,R -Al Marif,S London 1990

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|---------|------|
| 1. e4 | e5 |
| 2. Nf3 | Nc6 |
| 3. Bc4 | Bc5 |
| 4. b4 | Bxb4 |
| 5. c3 | Bc5 |
| 6. O-O! | d6 |
| 7. d4 | exd4 |
| 8. cxd4 | |



Central advantage: White now has a strong pawn centre with good development for the cost of a pawn

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| 8. . . . | Bb6 |
| 9. Re1 | |

The Rook comes to e1, giving the King a Hard Stare.

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| 9. . . . | Bg4 |
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White's next points both Bishops at the King's side.

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| 10. Bb2 | Qf6 |
| 11. e5 | dxe5 |
| 12. dxe5 | |



Raiding by centre pawns. The Pawn wins time by the attack on the Queen, and then breaks open lines by a further step forward.

12. . . . Qf4
13. e6 Bxf3

Black hopes to gain time by taking a piece with an attack on the Queen.

Of course, taking the bishop on c4 leads to a quick mate (13.....Qxc4. 14.Qd7+ Kf8. 15. Qxf7#)



14. exf7+

Not a bit of it! - Check stops everything. In fact Black never gets to move the Queen or take the Bishop!



Attack on f7 along the "Italian Diagonal"

14. . . . Kf8
15. g8=Q+ Rxc8
16. Ba3+ Ne7
17. Bxe7+

At which point Black resigned

Ideas mainly for White - Develop rapidly and takeover the centre

You should know this idea already. Get your pieces out and fighting - if they are on the back rank you might as well not have them! And of course, they are most effective in the centre. The way to take over the centre is with your e- and d-pawns. These pawns can make little steps down the middle towards the Black King, and on the way stamp on the toes of the Black pieces to make them jump out of the way!



The raid with central pawns:

Morphy, Paul - Laroche, H
[Evans' Gambit, C52] Paris, 1859

1. e4	e5
2. Nf3	Nc6
3. Bc4	Bc5
4. b4	Bxb4
5. c3	Ba5
6. d4	Nf6



Now a little Pawn stab.

7. dxe5	Ng4
8. Bg5	f6
9. exf6	Nxf6
10. e5	



Another awkward Pawn raid.

10. . . .	h6
11. exf6	hxg7
12. fxg7	Qe7+
13. Qe2	1-0

Ideas mainly for White - Catch the Black King in the middle

As I said, this is mostly an idea for the Evans' Gambit. White's pieces charge out before Black can play ...Nf6 and ...O-O, and before the defence can get organised.



King caught in the middle:
Fischer - Fine RH [Evans' Gambit, C52]
(New York) 1963
This game was played as a 'friendly' game at Fine's house.

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| 1. e4 | e5 |
| 2. Nf3 | Nc6 |
| 3. Bc4 | Bc5 |
| 4. b4 | Bxb4 |
| 5. c3 | Ba5 |
| 6. d4 | exd4 |
| 7. O-O | dx3 |



"A little too greedy", said Modern Chess Openings, and Fischer agreed

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| 8. Qb3 | Qe7 |
| 9. Nxc3 | |



White has a massive lead in development.

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| 9. . . . | Nf6 |
| 10. Nd5 | Nxd5 |
| 11. exd5 | Ne5 |
| 12. Nxe5 | Qxe5 |
| 13. Bb2 | Qg5 |



Fischer now finds a nice deflecting move.

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| 14. h4 | Qxh4 |
| 15. Bxg7 | Rg8 |
| 16. Rfe1+ | Kd8 |
| 17. Qg3 | 1-0 |

Another, conclusive deflection. The Black Queen cannot defend the f6 square, so if
 17. . . . Qxg3
 18. Bf6 is mate.



Anderssen, Adolf - Dufresne, Jean
 [Evans' Gambit, C52]
 Berlin 'Evergreen', 1852

This is a very famous game, published in newspapers all over the world at the time and is still considered one of the 10 best games of chess ever played!

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| 1. e4 | e5 |
| 2. Nf3 | Nc6 |
| 3. Bc4 | Bc5 |
| 4. b4 | Bxb4 |
| 5. c3 | Ba5 |
| 6. d4 | exd4 |
| 7. O-O | d3 |
| 8. Qb3 | |



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| 8. ... | Qf6 |
| 9. e5 | Qg6 |

White's e5 pawn cannot be captured; if 9. ... Nxe5, then 10. Re1 d6 11. Qa4+, forking the king and bishop

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| 10. Re1 | Nge7 |
| 11. Ba3 | b5 |
| 12. Qxb5 | Rb8 |
| 13. Qa4 | |



13. ... Bb6

(Black cannot castle here because 14. Bxe7 would win a piece as the knight on c6 cannot simultaneously protect the knight on e7 and the bishop on a5.)

14. Nbd2 Bb7

15. Ne4 Qf5

16. Bxd3 Qh5

17. Nf6+ gxf6

18. exf6 Rg8



In playing his next move, Anderssen must have seen the mate at the end – **FIVE** moves ahead. Superb!

19. Rad1 Qxf3

20. Rxe7+ Nxe7

21. Qxd7+ Kxd7

22. Bf5+ Ke8

23. Bd7+ Kf8

24. Bxe7# 1-0

Ideas mainly for White - The King's-side attack.

Of course, if Black is not greedy you may see the Black King flee to the King's-side. But all the things that make the attack on the uncastled King work - better development, central control and open lines - also make a King's-side attack work!



Budimir, Boris – Brkic Jasmin
 [Evans' Gambit, C52]
 2006

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|--------|------|
| 1. e4 | e5 |
| 2. Nf3 | Nc6 |
| 3. Bc4 | Bc5 |
| 4. b4 | Bxb4 |
| 5. c3 | Ba5 |
| 6. d4 | exd4 |
| 7. 0-0 | |



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|----------|------|
| 7. ... | dxc3 |
| 8. Qb3 | Qf6 |
| 9. Bg5 | Qg6 |
| 10. Nxc3 | Bxc3 |
| 11. Qxc3 | Nge7 |
| 12. Be3 | 0-0 |
| 13. Nd2 | d6 |
| 14. f4 | Qg4 |



Now white brings his rook into the attack!

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| 15. Rf3 | Qd7 |
| 16. Rg3 | Ng6 |
| 17. h4 | h5?? |
| 18. Rxg6 | Ne5 |
| 19. fxe5 | 1-0 |

Mate Problems



White to Move: Mate in Two

1. _____
2. _____



Black to Move: Mate in Two

1.
2. _____



Black to Move: Mate in Two

1.
2. _____



White to Move: Mate in Two

1. _____

2. _____



White to Move: Mate in Two

1. _____

2. _____



Black to Move: Mate in Two

1. _____

2. _____