

50 Guidelines

to Winning Chess Games

by

Ralph E. Bowman

Author of *A Beginner's Guide to Coaching Scholastic Chess*

available free at

<http://www.uschess.org/scholastic/ABeginnersGuidetoCoachingScholasticChess.pdf>

Copyright © 2007

Introduction

There can be four results of a Chess game: win, draw, getting beat, and losing. Getting beat means that your opponent was simply better than you were in this game. Losing means that you made an error. The “50 Guidelines to Winning Chess Games” is a list of errors players make which usually lead to a loss. This is not an all inclusive list, but a list of those mistakes which I have repeatedly found with the players I have coached.

Each of the sixty-five games contained within this book are actual games played by students on my teams. The names have been omitted on purpose to save on embarrassment. After each tournament I have each student enter at least one game into Chessbase®. This game is either a game they lost or a game they felt had instructive merits for the team. I then enter commentary on the game and present it to the entire team.

To make the most of the learning opportunities available in this book, the reader should have a Chess board in front of them and play through the games attempting to discover the mistakes and *then* turn the page over and repeat the process, but this time noting the comments. Half-way through each game is a diagram to make sure that as you are playing through the game you have all of the pieces on the correct squares at that point. Please note that most of the commentary is designed for the player who lost the game since the player who won the game did well enough to win. If you pay close attention to the comments I believe they will help you to improve your game. When the word “stronger” appears in a comment it refers to the ability of that move to strengthen the position or attack, which will in turn increase that player’s ability to win this game.

These games are not in any particular order. The reason for that is with many players if they are unaware of the “theme” being taught then they will pay attention to everything and not look for just one type of mistake.

The games included are short games (i.e. less than 35 moves). The reasoning behind that is two-fold: 1) most games with mistakes do not last very long and 2) players sometimes get bored going over long games.

Whenever you see a *#* within the comments in a game it refers to the corresponding number within the “50 Guidelines to Winning Chess Games”, which begin on the next page.

50 Guidelines for Winning Chess Games

A “Guideline for Winning” is a general rule which will apply in almost every game to improve a player’s level of play. The following is a list of the “50 Guidelines for Winning Chess Games” which I stress repeatedly with the players I coach. There is a short synopsis of the rule in italics next to the number which is followed by an explanation. The first one is the most important and the others are listed in random order.

1. *Development* – This means that the player should concentrate on getting the pieces (Knights, Bishops, and Queen) on their back rank (Rank 1 as White and Rank 8 as Black) off of the back rank and to a useful position for both attacking and defense as soon as possible in a game. I tell my players that unless you need to react to something your opponent is doing or take advantage of a mistake made by your opponent they should have their Rooks connected (castle and have nothing between the two rooks) no later than move 10.
2. *Attack Power* – This phrase refers to the first move of a piece to a square where it is attacking as many of the squares on the opponent’s side of the board as is possible. Usually the best first move for a piece is to attack as many squares as possible on the opponent’s side of the board.
3. *Berserker* – A player who begins an attack without having a sufficient number of pieces developed to maintain the attack or create checkmate. A “Berserker” usually starts an attack without first developing all of his/her Knights and Bishops. This type of player will usually develop one or two pieces and begin attacking until those pieces have been captured and then start with one or two more.
4. *Never trade an attacking piece for a defending one* – If you have developed a piece to the opponent’s side of the board which is doing something useful, such as a Bishop pinning a Knight to the King, do not trade the Bishop for the Knight unless it is to your advantage or you are forced to move the piece and the capture is your best move.
5. *What is your opponent attempting to do to you?* - A player must not only consider how to attack your opponent, but also how your opponent is attempting to attack you. Specifically consider why did your opponent make their last move and what can they do their next move?
6. *d pawns & b Knights* - If the d pawn is moved out two squares on the first move, then a player will usually get a much better position for the game if they develop the b Knight to the d file (White or Black) instead of the c file. Once you learn a specific opening which calls for a different type of development of the Knight use it, but until that time this rule will work well for you.
7. *Tempo* - If you make an attack on a piece or vulnerable square, then your opponent should react to that move. Tempo is your opponent reacting to your moves, which then makes it difficult for them to attack you.

8. *Pawn captures* - When a pawn captures it is usually stronger for it to capture towards the center, if possible. Do not do this automatically, but instead analyze the position of the pieces on the board and determine for yourself if capturing towards the center is the best move. Never forget that a pawn captures one square “diagonally” in front on each side. Even some experienced players occasionally forget this. Is it stronger to have one pawn capture another pawn or push the pawn and create a passed pawn? Carefully analyze the position to determine the correct answer.
9. *Enpassant* – This is a French term meaning “in passing”. On the first move a pawn can move one or two squares. If a pawn moves two squares and lands on a square next to an opponent’s pawn, then, only for the very next move, the opponent can capture that pawn as though it had only moved one square. Many games have been lost due to not understanding this rule.
10. *Giving up pawns* - Don’t give up pawns unless you have a specific reason for doing so, such as opening up an attack on an opponent’s piece. The pawns make it more difficult for your opponent to attack you. The fewer pawns a player has makes it easier for the opponent to attack. Never forget that pawns are the only pieces which cannot move backwards so be careful when you move them!
11. *Side pawns* - Never move a side pawn (a, b, c, f, g, h) up two squares unless there is a specific purpose which will directly lead to the winning of the game. This guideline is even more important if the side pawn is one of the three in front of a castled King. The pawns in front of the castled King are usually strongest if they have never been moved or if only one has been moved to provide an escape square for the King.
12. *Keeping a pawn* - Never try to keep a pawn in a gambit opening, instead concentrate on developing pieces. A gambit opening is where one player gives away a pawn in the opening to get better development or a better position.
13. *Pawn structure* – A pawn not protected by another pawn is considered weak and should be a target to attack. A pawn which has no pawns on either side is called an “isolani” and usually it is a wasted effort to try to protect them. When a player has two of their pawns on the same file they are called “doubled pawns” and it is usually wise to try to undouble the pawns if possible.
14. *Pawn vs Piece moves* - Never move a pawn if there is a piece which can be moved to a stronger square or to a square where it will attack an opponent’s piece on this move. The only purposes for moving a pawn are 1) to attack a piece or 2) promote it to another piece or 3) to create an escape square for the King or 4) to defend/attack the center or 5) to open up a line so a piece can move to a stronger square. A “Pawn Storm” is when two or three connected pawns, protected by other pieces attack on the opponent’s flank, usually in front of the opponent’s castled King.

15. *Pins* - Whenever you can pin one piece to a piece of greater value do so. It keeps the pinned piece from attacking you and restricts your opponent's ability to attack you. However, the pin is not any good if the pinned piece can legally move to create check.
16. "A *Knight on the Rim is Dim*" – This saying has been around for many years. It means that a Knight placed on the side of the board is not effective because it restricts the number of squares to which it can move. Never volunteer to place a Knight on the edge of the board unless it is leading to the winning of a piece or the game.
17. *Combination* - A combination is two or more consecutive moves by one player which force a reaction by the opponent with each move, such as you attack a piece and then the opponent must move or protect the piece and then you can make the next move you planned. If you plan combinations which your opponent is forced to react to then you are controlling the game and increasing your chances of winning. When you plan combinations double-check as you play through it in your mind to make sure you are making the moves in the proper order, because making the moves in the wrong order can cause an undesired result.
18. *Purposeful moves* - Every move must have a specific purpose. The purpose may not be a strong attack this move, but should become a strong attack within two moves. If your move does not attack an opponent's piece or an important square on your opponent's side of the board then try to make sure that the piece will either make that attack the next move or it will add to the defense of your King on this move.
19. *No Queen* - A game can be won without a Queen, it just takes more planning and concentration. Never be afraid to trade Queens.
20. *Attacking moves* - Always look for an attacking move each move. Never forget that the purpose of the game is checkmate, so look first for moves which attack the opponent's King or squares around the opponent's King and then look for moves which will get your pieces to stronger squares and possibly attack an opponent's piece. Make sure that your attacks are concentrating on the side of the board where your opponent's King is or the center.
21. *Look ahead* - Look ahead and try to see what your opponent will probably do on their next move if you make this move. Especially look to see if you are moving this piece to a square where it can be captured for free. Make up your mind what your best move is before you touch any piece on the board.
22. *Clock usage* - Use your opponent's time to your advantage. When your opponent's clock is running look and see what you think their best move is and if you see it start planning what your response will be while their clock is still running. If you know your opening well do not spend a lot of time on the first two-three moves so you will have more time on your clock later in the game when you will need it.
23. *Center control* - Beginners need to learn to control the sweet center (i.e. e4, e5, d4, d5) with the d & e pawns. It is strongest to move one of these pawns up two squares on the first move of the game to control more of the center.

24. *Opening* - Until you have mastered an “opening” in the first five moves move any five of these six pieces and only move each one time: d pawn, e pawn, Knights, and Bishops and move them in any order which is comfortable for you. This will help to get you quickly developed to a position which will be strong to support an attack and strong to help defend.
25. *Trading pieces* - Whenever your opponent has more pieces than you do not trade pieces of equal value (Bishop for Bishop, Rook for Rook, Bishop for Knight, etc.) unless you still have your Queen on the board and the only reason for trading is to improve your attack on the opponent’s King. When you have more pieces than your opponent you want to “simplify” (i.e. trade pieces of equal value) at each and every opportunity. Before volunteering to trade pieces be positive that this trade has more value for you than your opponent.
26. *Open files* - Whenever there is an open file (file with no pawns on it) you want to have a Rook on that file. Whenever both players have a Rook on an open file, usually the player who captures first ends up with an inferior position in the game.
27. *Placing pieces well* - Always be careful about getting important pieces in a position where your opponent can easily get their pieces developed or strengthen their position by attacking that one piece. This is especially true for players who develop their Queen much too early. Make sure your pieces are attacking the center or the side where the opponent has castled. Don’t block your own pieces from developing.
28. *Hurting yourself* - Don’t make moves in the opening which restrict the development of your own pieces. If you like using your Bishops then do not move a pawn which blocks that Bishop from developing. Don’t take away retreat squares for your pieces.
29. *King on the side* - When attacking the opponent’s King it is usually easiest to checkmate if you force the King to one side of the board. When your King is attacked never volunteer to move to the edge of the board, always try to keep your King as close to the center as is possible.
30. *Attacking the King* - When your opponent is in check, they cannot attack you because they have to respond to the check first. Never constantly check the King. Use your pieces to first narrow down the squares to which the opponent’s King can legally move. Remember that most of the time it takes at least two pieces to create checkmate. Always make sure that the opponent has a legal move so that you do not create stalemate.
31. *Discovered Check* - This is when one piece moves and a piece behind it puts the opponent’s King in check. Be especially careful to make sure that the piece is moved to the strongest possible square.
32. *Connected Rooks* - When your opponent has two connected Rooks on the 7th rank (2 for White and 7 for Black) always make sure there are three open squares (i.e. one on each side) for the King to move or the King can be easily checkmated.

33. *Games purpose* - The purpose of the game is to checkmate the opponent. Too many players just try to take a lot of pieces and think that is good. Unfortunately, while White may be concentrating on taking pieces Black may be concentrating on checkmating White and White ends up losing even though they have captured more pieces.
34. *Don't be afraid to get close* - Beginning players are sometimes scared of getting a piece close to the opponent's King. There are many times when checkmate is impossible unless a piece is on a square next to the King. As long as the mating square is guarded by another of your pieces and not guarded by an opponent's piece other than the King there is no problem getting the attacking piece close to the opponent's King, in fact it usually makes checkmate easier.
35. *Castling* –The reason for this move is because the King can be better protected on the side of the board than in the center.
36. *Making the King active* - After the Queen's are off the board and each player has three or fewer pieces (not pawns) the King should become an active piece. The King is much harder to attack when it is in the middle of the board attacking other pieces. When a player has a lone King against the opponent's piece, such as a Rook, it is much more difficult for the opponent to checkmate if the King stays as close to the Rook and the center of the board as is possible.
37. *Getting out of check* - There are three ways to get out of check: 1) take the piece putting the King in check, 2) move the King, and 3) block – put another piece between the King and piece putting the King in check. A player should carefully look at each one of these and determine which one is the best for this position. Most of the time blocking is the least effective because it allows that piece to be pinned and a pinned piece cannot move.
38. *Forks and Decoys* - A fork is when one piece/pawn is attacking two or more pieces at the same time so one of the pieces must be lost. A decoy is luring an opponent's piece away from protecting an important square. Both are very valuable tactics which are responsible for a lot of wins.
39. *Never believe your opponent about the rules or checkmate* - If you are unsure about something in your game always stop the clock and ask the tournament director, never ask your opponent.
40. *Mistakes* - If neither player made a mistake in a game, then the game should end in a draw. The good players can usually get by with one mistake because they then will increase their level of concentration in the game instead of giving up. If you concentrate on not making mistakes you will have more wins.

41. *Math* - Chess involves a lot of math. If both players have the same number of pieces attacking one square then the player who begins the attack will end up losing a piece. If one player has more pieces attacking/defending a square then that player will win any attack on that square. Math can be used to determine whether to take the move to stop an opponent's pawn from promoting or just to promote your pawn or whether your opponent's piece has enough moves to stop your pawn from promoting.
42. *When to start attacking* - Never start an attack until you have enough pieces developed to maintain the attack. Many games have been lost by players who continually check the opponent with one piece. To defend the checks the opponent is developing pieces to much stronger squares and eventually, when there are no more checks, the game is lost because of the lack of developed pieces by the player making the checks.
43. *64* – This is the number of squares on a Chess board. It is also the number of squares which you should pay attention to for each of your moves. Too many players lose a game because they do not notice one of the opponent's pieces attacking a key square near their King. What is even worse is the player who has a piece on the opposite side of the board (Bishop, Rook, or Queen) which is helping out in an attack, but the player is not paying attention to the entire board (i.e. all 64 squares) so the attack is completely missed.
44. *Poor sportsmanship* - It is poor sportsmanship to “wipe out” your opponent (i.e. take every piece). It also signifies that you are not a good player if you must promote several pawns in order to win the game. Whenever a player promotes pawns to have three or more Queens there are more games which end up in stalemate than checkmate.
45. *Space & Position* – Space means that your pieces are controlling more squares on the board than your opponent's pieces. Position means that your pieces are in stronger positions on the board to both defend your King and to attack the opponent's King. When you have more Space and pieces in better positions it allows you to control the game.
46. *Check by Knights* - If you are put in check by a Knight never volunteer to move to a square where that Knight can check the King again or a square where when that Knight moves there will be a discovered check from another piece.
47. *Never give up* - Always keep trying your hardest and good things will usually happen! Never get a defeatist (i.e. losing) attitude in a game, always look for attacking moves and keep fighting, and then good things can happen.
48. *Kings escape square* – Always make sure your King has an escape square to the next rank. If this is late in the game and the opponent has only one Bishop, make sure that the color of the escape square is not the same as the one the opponent's Bishop is on.
49. *Stalemate* – When you are attacking the King always double check to make sure that the opponent has some piece/pawn which can make a legal move. If not then a probable win can easily turn into a stalemate.
50. *Never assume that your opponent is an idiot* - Always assume that your opponent is a grandmaster or you may be the one looking like an idiot.

Game 1

1.e4 d5 2.exd5 Nf6 3.Bb5+ Bd7 4.Be2 Bf5 5.Nf3 Qxd5 6.Nc3 Qd7 7.d4 a6 8.0-0 Nc6

9.Be3 0-0-0

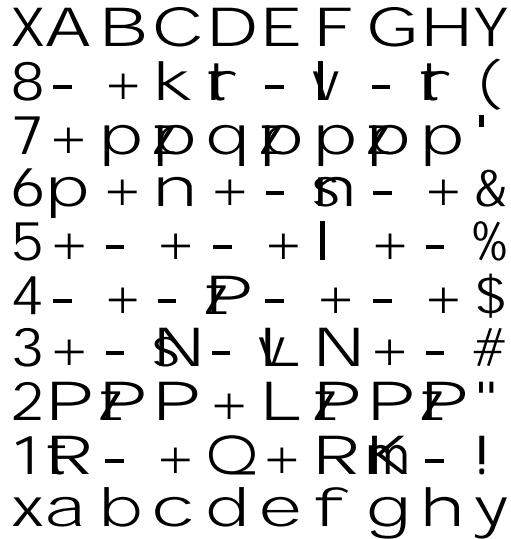
X A B C D E F G H Y
8- + k t - l - t (
7+ p p q p p p p '
6p + n + - s - + &
5+ - + - + l + - %
4- + - P - + - + \$
3+ - \$N- l N + - #
2P P P + L P P P "
1R - + Q + R K - !
x a b c d e f g h y

10.Nb1 e6 11.c3 Be7 12.Nh4 Bg6 13.Nf3 h5 14.Nbd2 h4 15.h3 Ne4 16.Nxe4 Bxe4 17.Kh1

e5 18.Nxe5 Qxh3+ 19.Kg1 Qxg2# 0-1

Game 1

1.e4 d5 2.exd5 Nf6 3.Bb5+ This move has no real purpose except to aid Black in development. Either N-c3 or B-c4 is a stronger move. *1* *18* 3...Bd7 4.Be2 *18* *7* If White did not want to trade pieces why move to b5? White should have traded Bishops; otherwise White is aiding Black - White has one piece developed and Black now has two. 4...Bf5 5.Nf3 Qxd5 6.Nc3 Excellent move! It gets back the initiative by making Black react to White's move. 6...Qd7 7.d4 a6 This is a defensive move to stop the White Bishop from getting to b5 for a possible check. 8.0-0 Nc6 9.Be3 0-0-0



10.Nb1 It is obvious that White wants to strengthen the hold on d4 by this move, but because White is underdeveloped it ends up being a bad move. *1* 10...e6 11.c3 Be7 12.Nh4 N(b)-d2 or N-a3 are each stronger. 12...Bg6 13.Nf3 Trading for the Bishop is disastrous in this position because it would open up the h Rook to White's kingside. 13...h5 14.Nbd2 h4 15.h3 This move is forced. If the pawn had been allowed to advance to h3 White's pawn structure around the King would be very bad. 15...Ne4 16.Nxe4 White needed to examine which piece could do the most harm on e4, the Knight or the Bishop. *21* 16...Bxe4 17.Kh1 A completely useless move. Much better is N-d2. *20* 17...e5 18.Nxe5 This is the one move on the board that White could not make because it leads to a quick loss. Either K-g1 or B-d3 would allow White to stay in the game longer. *21* 18...Qxh3+ *15* Aren't pins great! Now we see why on Move 16 White should have been more worried about the Bishop than the Knight on e4. 19.Kg1 Qxg2# 0-1

Game 2

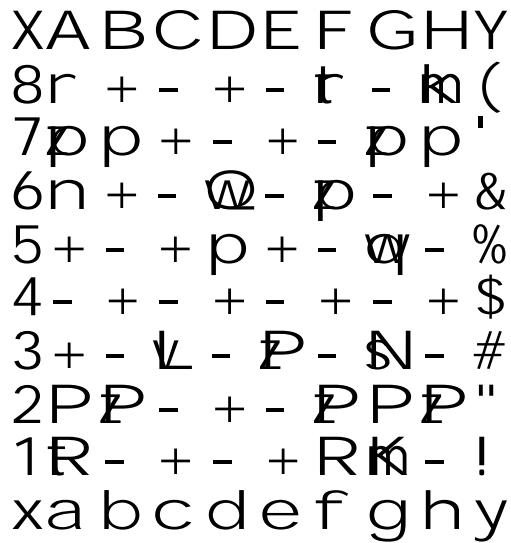
1.d4 d5 2.c4 Nf6 3.Nc3 dxc4 4.e3 e6 5.Bxc4 Bb4 6.Bd2 Nd5 7.Bxd5 exd5 8.Nf3 0-0
9.0-0 c5 10.dxc5 Bxc5 11.Ne2 Bg4 12.Ng3 Bd6 13.Bc3 Bxf3 14.Qxf3 Qg5 15.Qf5 f6
16.Qe6+ Kh8 17.Qxd6 Na6

X A B C D E F G H Y
8 r + - + - t - k (
7 p p + - + - p p '
6 n + - @ - p - + &
5 + - + p + - @ - %
4 - + - + - + - + \$
3 + - L - P - N - #
2 P P - + - P P P "
1 R - + - + R K - !
x a b c d e f g h y

18.Qe6 Rae8 19.Qh3 Rf7 20.Rad1 Qg6 21.Rxd5 Qc2 22.Nf5 Nc7 23.Rd2 Qa4 24.Nd6 Kg8
25.Nxf7 Kxf7 26.Rfd1 Nb5. 27.Qxh7 Nxc3 28.bxc3 b5 29.Rd7+ Re7 30.Rxe7+ Kxe7
31.Qxg7+ Ke6 32.Qd7+ Ke5 33.Qd5# 1-0

Game 2

1.d4 d5 2.c4 Nf6 3.Nc3 dxc4 4.e3 In this position you need to understand what your long range plan is. If you do not have a plan then you might want to try to play aggressively and play P-e4 to get a stronger control of the center. *2*. **4...e6 5.Bxc4 Bb4 6.Bd2 Nd5** This is not a bad move, but it is much stronger for Black to develop the other Knight. *1* **7.Bxd5** Neither player has a strong attack. White would have a stronger position by developing N-f3. *1* **7...exd5 8.Nf3** White could have gained a pawn with NXP(d), BXB+, QXB, QXN. **0-0 9.0-0 c5 10.dxe5 Bxc5 11.Ne2 Bg4 12.Ng3** Moving the e Knight is forced to keep Black from moving BXN and ruining White's kingside pawn structure; however, N-f4 is stronger.. **12...Bd6 13.Bc3 Bxf3 *4* 14.Qxf3 Qg5 15.Qf5** This is a good aggressive move. N-f5 hitting both g7 and d6 is stronger. R(a)-e1 or R(a)-d1 would be stronger developing moves. **15...f6 *43*** Black is not paying attention. By making this move White is giving up a Bishop. Evidently, Black is hoping for White to capture the Queen so Black would have a half-open f file. The strongest move is B-e7. **16.Qe6+ Kh8 17.Qxd6 Na6 *16*** N-c6 is much stronger.



18.Qe6 A stronger move is R(a)-c1 or R(a)-d1. Always concentrate on getting pieces developed to the strongest squares whenever possible. *2* **18...Rae8 19.Qh3** White is now a piece up and could have forced a Queen trade with Q-f5. *25* **19...Rf7 20.Rad1 Qg6 21.Rxd5 Qc2 22.Nf5** [*17* *43* *38* White missed this possible winning combination: 22.Qe6 R(f)-f8 stops checkmate. 22...Rxe6 23.Rd8+] **22...Nc7 23.Rd2** Excellent move! Black is forced to move the Queen and cannot stop the fork of the Rooks which Black did not see. *17* **23...Qa4 24.Nd6 Kg8 25.Nxf7 Kxf7 26.Rfd1 Nb5** K-g8 is stronger. **27.Qxh7 *30*** At first glance White might want to start checking Black with the Rooks. However, by taking away escape squares with this move checkmate will become easier. **27...Nxc3** Black is down on material and needs to be getting pieces to a position where they can protect the Black King. *25* **28.bxc3 b5 *18*** Worthless move. It blocks Black's Queen from the defense of the center. *47* Usually when a player starts making pawn moves in this type of position it means that they have already given up. *20* **29.Rd7+ Re7 30.Rxe7+ *25* 30...Kxe7 31.Qxg7+ Ke6 32.Qd7+ *48*** White has to be very careful because White's King does not have an escape square. **32...Ke5 33.Qd5#** This is a very unusual checkmate in the middle of the board. Note how useless Black's Queen is on the side of the board. **1-0**

Game 3

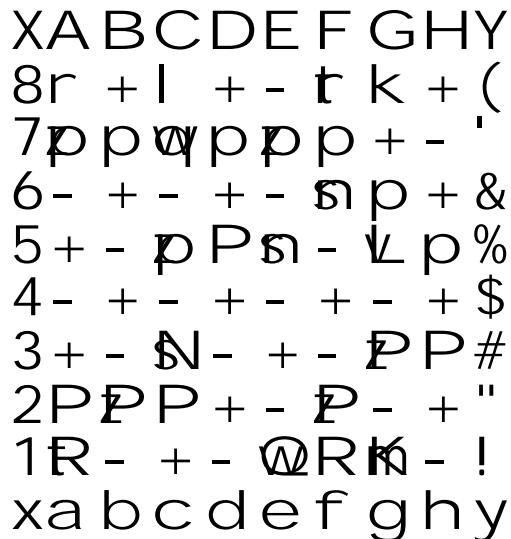
1.e4 c5 2.Nc3 Nc6 3.Bc4 g6 4.Nf3 Nf6 5.Ng5 Ne5 6.d4 Nxc4 7.d5 Bh6 8.0-0 Ne5 9.Bf4 Neg4 10.h3 Bxg5 11.Bxg5 h5 12.e5 Qc7 13.Qe1 0-0 14.g3 Nxe5

X A B C D E F G H Y
8 r + I + - t k + (
7 p p @ p p p p + - '
6 - + - + - n p + &
5 + - p P n - \ p %
4 - + - + - + - + \$
3 + - \$ N - + - P P #
2 P P P + - P - + "
1 R - + - @ R K - !
x a b c d e f g h y

15.Bf4 Nf3+ 16.Kg2 Nxe1+ 17.Kh2 Nf3+ 18.Kh1 Ne5 19.Rad1 Kg7 20.Nb5 Qb6 21.Nc3
Qxb2 22.Bxe5 d6 23.Bf4 Qxc3 24.Rc1 Rh8 25.Rfd1 c4 26.Bd2 Qf3+ 27.Kg1 Bxh3
28.Kh2 Qg2# 0-1

Game 3

1.e4 c5 2.Nc3 Nc6 3.Bc4 g6 4.Nf3 Nf6 5.Ng5 White is not yet developed and this double attack on f7 is easily stopped, so this is a poor move. *1* **5...Ne5 6.d4** White is so interested in attacking f7 that no attention is paid to the fact that Black is attacking the Bishop which is not protected. *5* **6...Nxc4 7.d5 Bh6 8.0-0 Ne5** Black missed a combination to get up another pawn and get more pieces off of the board. *25* [*17* **8...Nxb2 9.Bxb2 Bxg5**] **9.Bf4 Neg4 10.h3 Bxg5 11.Bxg5 h5 12.e5** Why? Nothing is protecting it and this allows Black to take another pawn. *43* **12...Qc7** Excellent move. If the e pawn captures the Knight then Q-h2++. If the h pawn captures the Knight and after Black's h pawn captures back then Black still could still eventually have Q-h2++ guarded by the h Rook. **13.Qe1** Too little too late. White now has one defending and Black has two attacking. **13...0-0** Bad move for Black in this position because it costs one of the mate threats. White can now afford to take the Knight on g4 and after the Knight takes, P-g3 ends the mate threat. *21* **14.g3** This move ends up losing the game for White. Much better is this combination: [*17* **14.Bxf6 exf6 15.d6 Qc6 16.hxg4**] **14...Nxe5**



15.Bf4 Nf3+ *15* *46* Pins are not any good if one of the pinned pieces can check the opposing King. 16.Kg2 *46* Another bad move for White. The only good move is K-h1 so if NXQ then BXQ. Allowing Black to take the Queen with check is the reason for this loss. 16...Nxe1+ 17.Kh2 *46* Once again White moves to a square where the Knight can safely escape by checking the King. 17...Nf3+ 18.Kh1 Ne5 The Knight safely escapes to protect the Black Queen while winning the White Queen without losing a piece. 19.Rad1 Why is White protecting a pawn that is already defended? White is down a Queen, which means White's play must be safe, but very aggressive. White should have moved R(f)-e1 building up the attack on the Knight. *19* **19...Kg7 20.Nb5 Qb6 21.Nc3 Qxb2 22.Bxe5 *25* *21* This is not a good move because White is down in pieces and it ends up an even trade. **22...d6 23.Bf4 Qxc3 24.Rc1 Rh8 25.Rfd1 c4 26.Bd2 Qf3+** White never saw the mate threat because White had forgotten all about the Bishop on c8 that is now attacking h3. *43* **27.Kg1** [Other possible continuations are: 27.Kh2 Qxf2+ 28.Kh1 Bxh3 29.Rg1 Qf3+ (29...Ng4 30.Be3 Qh2#) 30.Kh2] **27...Bxh3 28.Kh2 Qg2# 0-1****

Game 4

1.e4 e5 2.Bc4 d6 3.d3 Bd7 4.Be3 Qc8 5.Nf3 Bg4 6.0–0 Qd8 7.Qd2 Nh6

X A B C D E F G H Y
8 r n - v k l - t (
7 p p p - + p p p '
6 - + - p - + - n &
5 + - + - p - + - %
4 - + L + P + I + \$
3 + - + P L N + - #
2 P P P @ - P P P "
1 R N + - + R K - !
x a b c d e f g h y

8.Bb3 Qf6 9.Nc3 Qg6 10.Nb5 Bxf3 11.g3 Qg4 12.Ba4 Qh3 13.Nc3+ Nd7 14.Bxd7+ Kxd7
15.Nd5 Qg2# 0–1

Game 4

1.e4 e5 2.Bc4 d6 3.d3 Bd7 4.Be3 Qc8 5.Nf3 Bg4 6.0-0 Qd8 7.Qd2 A better move would be N(b)-d2 or P-h3. The following checkmate has happened numerous times from this position: [*17* 7.Nc3 Nh6 8.Bxh6 gxh6 9.Nxe5 Bxd1 10.Bxf7+ Ke7 11.Nd5#] 7...Nh6

X A B C D E F G H Y
 8r ș - ș k ș - t (
 7p p p - + p p p '
 6- + - p - + - ș &
 5+ - + - p - + - %
 4- + L + P + I + \$
 3+ - + P ș N + - #
 2P ș P ș - ș P ș "
 1R N + - + R K - !
 x a b c d e f g h y

8.Bb3 *18* This move has no purpose. The Bishop has no reason to move and White still has a Knight undeveloped. Always get pieces developed before moving an unattacked piece a second time. **8...Qf6 9.Nc3 Qg6 10.Nb5** *5* Black is attacking the King, why move something that is not helping to defend the King. White is completely ignoring the mating attack of BxN then QXP(g). The correct move is N-h4 or N-g5 or N-e1 or Q-e2. **10...Bxf3 11.g3 Qg4 12.Ba4 Qh3 13.Nc3+** [*17* *20* White could have played this combination to get even and remove the checkmate threat: 13.Nd4+ Nc6 14.Nxf3] **13...Nd7 14.Bxd7+ Kxd7 15.Nd5 Qg2# 0-1**

Game 5

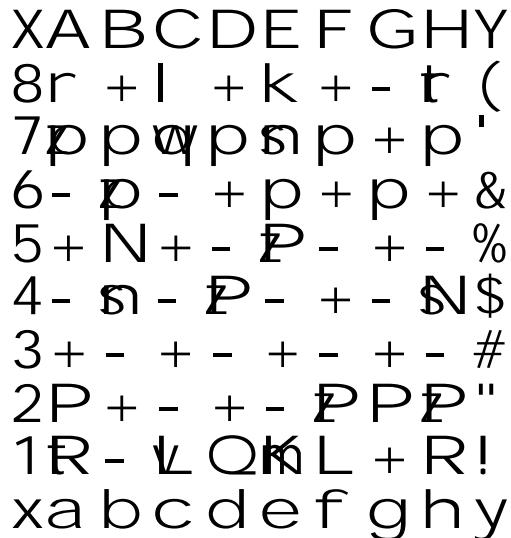
1.e4 e6 2.e5 Nc6 3.Nf3 Bc5 4.d4 Bb4+. 5.c3 Ba5 6.b4 Bb6 7.c4 Nge7 8.c5 Nxb4 9.cxb6
cxb6 10.Nh4 g6 11.Nc3 Qc7 12.Nb5

X A B C D E F G H Y
8 r + I + k + - t (
7 p p w p n p + p '
6 - p - + p + p + &
5 + N + - P - + - %
4 - s - P - + - \$ N \$
3 + - + - + - + - #
2 P + - + - P P P "
1 R - L Q K L + R !
x a b c d e f g h y

12...Nec6 13.Nxc7+ Kf8 14.Nxa8 Na5 15.Ba3 Nac6 16.Bxb4+ Nxb4 17.Qc1 g5 18.Qxg5
Nc2+ 19.Kd2 d6 20.Qh6+ Ke7 21.Nf5+ Ke8 22.Qf6 Nxa1 23.Qxh8+ Kd7 24.Bb5# 1-0

Game 5

1.e4 e6 2.e5 This is usually not a strong move. Its purpose is to restrict Black's development. It occurred because Black did not make the first pawn move two squares as should be done. *23* **2...Nc6 3.Nf3 Bc5 4.d4 Bb4+** *18* Black's moves help White get a positional/space advantage with a nice pawn chain. B-b6 is slightly stronger. **5.c3 Ba5 6.b4 Bb6 7.c4** Very poor move. White should have either moved P-a4 to attempt to trap the Bishop or B-e3 or B-d3. *45* White had excellent pawn structure to control more space which would restrict Black's development, so now White needs to concentrate on getting developed, not making more pawn moves. *13* **7...Nge7** *5* Black is ignoring what White is attempting to do. White is weakening development by making too many pawn moves. Black is trying to get developed hoping that superior development will help in the Middlegame. *21* White misses the move to open up White's pawns and save a piece is NXP(b). [*17* *43* Black missed this possible combination: 7...Nxb4 8.Bd2 Ba5 9.a3 Nc6 Black is behind in development, but is up a pawn and has hurt White's queenside pawn structure which should be adequate compensation.] **8.c5 Nxb4 9.cxb6 cxb6** Because of the White pawn on e5 Black might have had a better position with aXb, which would also open up the Rook. *8* **10.Nh4** *16* *1* White needs to concentrate on getting pieces developed not moving the same piece a second time. **10...g6** *18* All this move accomplishes is to weaken the kingside. The best move is P-d5 which allows the Bishop to move. If White captures en passant then the Queen will have a developing move to capture it which will also add protection to the Knight on b4. **11.Nc3 Qc7 12.Nb5**



12...Nec6 ??? *5* The Queen is being attacked! When not paying attention it becomes difficult to win. Q-c6 is the best move. **13.Nxc7+ Kf8 14.Nxa8 Na5 15.Ba3** *15* Pins are great! **15...Nac6 16.Bxb4+** *25* **16...Nxb4 17.Qc1 g5** *18* This is a totally useless move. The best move is N-c6 to keep from losing the Bishop with check. All this move accomplishes is to make it easier for White to win. **18.Qxg5 Nc2+ 19.Kd2 d6** NXP(d) is stronger. **20.Qh6+ Ke7 21.Nf5+ Ke8** [*17* This is actually a good move because of this possible combination: 21...exf5 22.Qxd6+ Ke8 23.Nc7#] **22.Qf6 Nxa1** *5* Always pay attention to why your opponent makes their move. Black doesn't have enough pieces to lose another. **23.Qxh8+** *33* Be very careful. Players who want to capture a lot of pieces will lose games because they are not looking for the right thing. White had checkmate this move with Q-e7. **23...Kd7 24.Bb5#** **1-0**

Game 6

This game is between two players who like to constantly attack. This is the fifth game these two have played and each has been an attacking game by both players. Many scholastic players find that if they just keep attacking, they will find a win. This ends up with an unusual mate.

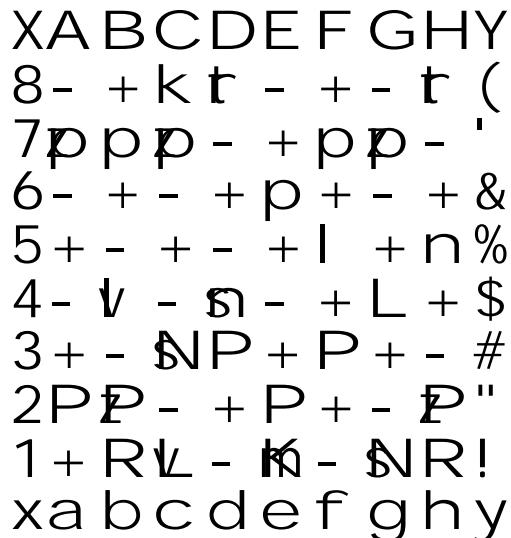
1.c4 d5 2.cxd5 Nf6 3.g3 Qxd5 4.f3 Bf5 5.Nc3 Qa5 6.Qa4+ Qxa4 7.Nxa4 Nc6 8.Bg2 0-0-0 9.g4 Bg6 10.Bh3 e6. 11.d3 Bb4+ 12.Nc3 Nd4 13.Rb1 h5 14.gxh5 Nxh5 15.Bg4 Bf5

X	A	B	C	D	E	F	G	H	Y
8-	+	k	t	-	+	-	t	(
7	p	p	p	-	+	p	p	-	'
6-	+	-	+	p	+	-	+	&	
5+	-	+	-	+	I	+	n	%	
4-	v	-	s	-	+	L	+	\$	
3+	-	\$	N	P	+	P	+	-	#
2P	P	-	+	P	+	-	P	"	
1+	R	v	-	K	-	\$	N	R	!
xa	b	c	d	e	f	g	h	y	

16.Bxf5 Nxf5 17.Nh3 Bc5 18.Nf4 Rdf8 19.b4 Be3 20.Ba3 Nhg3 21.b5 Nxh1 22.Bxf8 Rxh2
23.b6 Nhg3 24.Kd1 axb6 25.Rxb6 Rh1+ 26.Kc2 Nd4+ 27.Kb2 Bc1+ 28.Kb1 Ba3+ 29.Nd1
Rxd1# 0-1

Game 6

1.c4 d5 2.cxd5 Nf6 3.g3 Qxd5 4.f3 *24* The purpose of P-g6 is usually to fianchetto the Bishop. Why destroy the kingside pawn structure with this pawn move when the natural move for this opening is N-f3? **4...Bf5 5.Nc3** This is the best move. The possible pawn fork does not work: [*17* 5.e4 Nxe4 6.fxe4 Qxe4+ 7.Be2 Qxh1] **5...Qa5 6.Qa4+** *19* Experienced players know that many beginners have trouble winning when they do not have a Queen on the board. Therefore, as with this move, they try to force the opponent to trade Queens as early in the game as is possible. **6...Qxa4 7.Nxa4 Nc6 8.Bg2 0-0-0 9.g4 Bg6 10.Bh3 e6** *31* This Pawn move is necessary because without it White could simply move P-g5 which would give a discovered check and win the Knight for a Pawn. **11.d3 Bb4+ 12.Nc3 Nd4 13.Rb1 h5 14.gxh5 Nxh5 15.Bg4 Bf5**



16.Bxf5 Nxf5 17.Nh3 Bc5 18.Nf4 Rdf8 Black should have started the attack which begins on move #20 here. **19.b4 Be3 20.Ba3 Nhg3** Black could capture the free Knight, but instead goes for the win. If White moves Pxn then Black plays RXR++. **21.b5 Nxh1 22.Bxf8 Rxh2** Black is not worried about taking pieces. The White King is trapped so Black is concentrating only on checkmate. *33* **23.b6 Nhg3 24.Kd1 axb6 25.Rxb6** White is so interested in attacking without noticing that this move loses the Rook without compensation. Black has such a strong position that capturing the Rook is not important. **25...Rh1+ 26.Kc2 Nd4+ 27.Kb2 Bc1+ 28.Kb1 Ba3+ 29.Nd1 Rxd1# 0-1**

Game 7

1.e4 e5 2.Nf3 Nc6 3.d4 f6 4.d5 Na5. 5.c4 c6 6.Nh4 Bc5 7.Qh5+ Ke7 8.Ng6+ Kd6 9.Nxh8 g6 10.Nf7+ Ke7 11.Qxh7 Qf8 12.Nh6+ Kd8 13.Nxg8 Nxc4

X A B C D E F G H Y
8 r + I K - Q N + (
7 P p + p + - + Q '
6 - + p + - P p + &
5 + - V P p - + - %
4 - + n + P + - + \$
3 + - + - + - + - #
2 P P - + - P P P "
1 R N L - K L + R !
x a b c d e f g h y

14.Bh6 Bb4+ 15.Nc3 Qc5 16.Qe7+ Qxe7 17.Nxe7 Bxe7 18.Bxc4 cxd5 19.Nxd5 Bc5 20.h4 d6 21.h5 gxh5 22.Rxh5 Bd4 23.Bg7 Bg4 24.Bxf6+ Kd7 25.Bb5+ Ke6 26.Rh7 Re8 27.Bd7# 1-0

Game 7

1.e4 e5 2.Nf3 Nc6 3.d4 f6 The normal move is exd. *24* *11* This move weakens Black's kingside without strengthening Black's position. **4.d5 Na5** Either N(c)-e7 or N-b8 are stronger moves. **5.c4 c6 6.Nh4 Bc5** *21* White's purpose in moving the Knight to h4 is to clear a path for Q-h5+. *5* Black needs to meet that threat with either P-g6 or Q-e7 on this move. **7.Qh5+ Ke7** [*17* White hopes this leads to the following combination: 7...g6 8.Nxg6 hxg6 9.Qxh8] **8.Ng6+ Kd6** Because Black's pieces are on bad squares the position just keeps getting worse. **9.Nxh8 g6 10.Nf7+ Ke7 11.Qxh7 Qf8 12.Nh6+ *31* 12...Kd8 13.Nxg8** *1* White has only developed two pieces; however, because Black's pieces were poorly developed, White now has a two piece majority and Black cannot castle. **13...Nxc4**

X A B C D E F G H Y
8 r + I h - w N + (
7 p p + p + - + Q'
6 - + p + - p p + &
5 + - v P p - + - %
4 - + n + P + - + \$
3 + - + - + - + - #
2 P P - + - P P P "
1 R N L - K L + R !
x a b c d e f g h y

14.Bh6 Bb4+ 15.Nc3 Qc5 Getting away from the defense of the King is seldom the best move. However, Black would probably have lost or been forced to trade the Queen if the Queen had remained on the back rank. At least this way Black might be able to get an attack. **16.Qe7+ *25* 16...Qxe7 17.Nxe7 Bxe7 18.Bxc4 cxd5 19.Nxd5 Bc5 20.h4 d6 21.h5** Much stronger here is NXP(f). **21...gxh5 22.Rxh5 Bd4 23.Bg7 Bg4 24.Bxf6+ Kd7 25.Bb5+ Ke6 26.Rh7 Re8** Which stops R-e7++. **27.Bd7# 1-0**

Game 8

1.e4 Nc6 2.Nf3 Nf6 3.Nc3 e6. 4.d4. Bb4 5.e5 Ng4 6.Ng5 Ngxe5 7.dxe5 Rf8 8.Nxh7 Rg8

9.Qe2

X A B C D E F G H Y
8 r + l w k + r + (
7 p p p p + p p N'
6 - + n + p + - + &
5 + - + - P - + - %
4 - v - + - + - + \$
3 + - \$ N - + - + - #
2 P P P + Q P P P "
1 R - v - K L + R !
x a b c d e f g h y

9...b5 10.Bg5 f6 11.Bxf6 gxf6 12.Nxf6+ Kf8 13.Nxg8 Nx e5 14.Qxe5 Bb7 15.Nh6 d6

16.Qh8+ Ke7 17.Qg7+ Ke8 18.Qf7# 1-0

Game 8

1.e4 Nc6 2.Nf3 Nf6 *1* *14* Poor move for Black. Black needs to develop a pawn to get more control of the center. The best move is P-e5. **3.Nc3 e6** P-e5 is stronger. **4.d4** *23* White is doing a good job of getting control of the center. **4...Bb4 5.e5 Ng4** Another poor move for Black. The best move is N-d5 to put pressure on the c3 square. **6.Ng5** *5* *31* White made this move so that the White Queen has a discovered attack on the Knight and the White Knight is protected by the Bishop. Notice how that Bishop, which has not been moved, is still available to help out in the attack. **6...Nxe5** Another poor move for Black. Black should have moved N-h6. **7.dxe5 Rf8** This move leads to the loss. The f pawn is already protected by the King. Now nothing is protecting the h pawn. [*17* This possible combination is Black's best continuation: 7...Bxc3+ 8.bxc3 Nxe5] **8.Nxh7 Rg8 9.Qe2**

X A B C D E F G H Y
8r + I ♕ K + r + (
7p p p p + p p N'
6- + n + p + - + &
5+ - + - P - + - %
4- ♝ - + - + - + \$
3+ - ♜ - + - + - #
2P P P + Q P P P "
1R - ♞ - K L + R !
x a b c d e f g h y

9...b5 ??? This move has no purpose as White can capture the pawn for free. Black is underdeveloped and needs to get pieces out. P-d6, Q-e7, Q-h4 and BXN are each stronger moves. *11* *18* *1* **10.Bg5 f6 11.Bxf6** Poor move for White. The pawn should have taken first. **11...gxf6 12.Nxf6+ Kf8 13.Nxg8 Nxe5** ??? Black should have captured the Knight on g8. The Knight took a pawn and can be recaptured for free. *18* **14.Qxe5 Bb7** ??? Black should have captured the free Knight. *18* **15.Nh6 d6 16.Qh8+ Ke7 17.Qg7+ Ke8 18.Qf7#** *34* 1-0

Game 9

1.e4 c5 2.Bc4 e6 3.Nf3 Nf6 4.d3 Nc6 5.Nc3 Be7 6.Be3 d5 7.Bb5 d4 8.Bxd4 cxd4 9.Ne2 Qa5+ 10.c3 Qxb5 11.Qc2 dxc3 12.Nxc3 Bb4 13.0-0 Bxc3 14.Qxc3 0-0 15.a4 Qb4 16.Qd2 b6 17.Qc1 Bb7 18.e5 Nd5

X A B C D E F G H Y
8 r + - + - t k + (
7 p l + - + p p p '
6 - p n + p + - + &
5 + - + n P - + - %
4 P Q - + - + - + \$
3 + - + P + N + - #
2 - P - + - P P P "
1 R - Q - + R K - !
x a b c d e f g h y

19.Re1 Rac8 20.Re4 Nd4 21.Qg5 Nxf3+ 22.gxf3 Qxb2 23.Rae1 h6 24.Qh4 Rc1 25.Kh1 Nc3 26.R4e3 Rxe1+ 27.Rxe1 Bxf3+ 28.Kg1 Qd2 29.Ra1 Ne2+ 30.Kf1 Nf4 31.Qg3 Qxd3+ 32.Kg1 Ne2+ 33.Kf1 Nxg3+ 34.Kg1 Qf1+ 35.Rxf1 Ne2# 0-1

Game 9

1.e4 c5 2.Bc4 e6 3.Nf3 Nf6 4.d3 Nc6 5.Nc3 Be7 6.Be3 *5* Poor move. Whenever there is a pawn on e6 and c5 (or e3 and c4 for White) the d pawn can be pushed and force the trading of a piece for a pawn. The best move here is B-f4 or B-d2. This move caused White to lose two pieces and thus the game. **6...d5 7.Bb5 d4 8.Bxd4 cxd4 9.Ne2 Qa5+** This move is one of the tricks with Queen pawn openings when the C pawn has been moved. It allows this check and then wins the piece that is not defended. **10.c3 Qxb5 11.Qc2 dxc3** *25* **12.Nxc3 Bb4 13.0-0 Bxc3** *25* Since Black is up two pieces and naturally wants to make as many equal trades as possible. **14.Qxc3 0-0 15.a4 Qb4 16.Qd2** White feels that if the Queens were off of the board the Knight would be stronger on d2. *25* **16...b6 17.Qc1 Bb7 18.e5 Nd5**

X	A	B	C	D	E	F	G	H	Y
8r	+	-	+	-	t	k	+	(
7p	l	+	-	+	ppp	'			
6-	p	n	+	p	+	-	+	&	
5+	-	+	n	P	-	+	-	%	
4P	Q	-	+	-	+	-	+	\$	
3+	-	+	P	+	N	+	-	#	
2-	P	-	+	-	PPP	"			
1R	-	Q	-	+	R	K	-	!	
xa	b	c	d	e	f	g	h	y	

19.Re1 Rac8 20.Re4 Nd4 21.Qg5 *31* [21.Rxd4 Rxc1+ 22.Rxc1 Qxb2] **21...Nxf3+ 22.gxf3 Qxb2 23.Rae1 h6 24.Qh4 Rc1 25.Kh1 Nc3 26.R4e3 Rxe1+** *17* A beautiful mating trap begins. **27.Rxe1 Bxf3+ 28.Kg1 Qd2 29.Ra1 Ne2+ 30.Kf1 Nf4 31.Qg3 Qxd3+ 32.Kg1 Ne2+ 33.Kf1 Nxe3+ 34.Kg1 Qf1+ 35.Rxf1 Ne2# 0-1**

Game 10

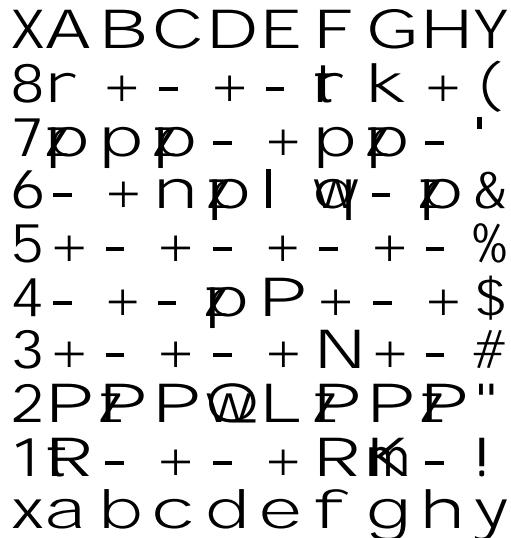
1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.d3 h6 5.Be2 Bb4 6.Bd2 d6 7.Nd5 Bxd2+ 8.Qxd2 Be6
9.Nxf6+ Qxf6 10.0–0 0–0 11.d4 exd4

X A B C D E F G H Y
8 r + - + - t k + (
7 p p p - + p p - '
6 - + n p l w - p &
5 + - + - + - + - %
4 - + - p P + - + \$
3 + - + - + N + - #
2 P P P w L P P P "
1 R - + - + R K - !
x a b c d e f g h y

12.Bb5 Bg4 13.Rad1 Bxf3 14.gxf3 Qxf3 15.Bxc6 bxc6 16.Qxd4 Qg4+ 17.Kh1 Rae8
18.Rg1 Qxe4+ 19.f3 Qxf3+ 20.Rg2 Re2 21.Qxg7# 1–0

Game 10

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.d3 It is usually stronger to develop the Bishop that this pawn move has blocked in before moving the pawn, unless your opening does not require it. **4...h6 5.Be2 Bb4 6.Bd2 d6 7.Nd5 Bxd2+ 8.Qxd2 Be6 9.Nxf6+ N-c3** is better because this move allows the Black Queen to develop to a strong square. **9...Qxf6 10.0-0 0-0 11.d4** This is a poor move because Black has two pieces defending d4. **exd4**



12.Bb5 Bg4 13.Rad1 Bxf3 14.gxf3 Qxf3 N-e5 is the strongest move to allow a second piece to attack the kingside. **15.Bxc6 bxc6 16.Qxd4 Qg4+ *31*** Black needs to concentrate on getting pieces developed. Spiteful checks are useless. Black's strongest move is R(f)-e8. **17.Kh1 Rae8 18.Rg1 Qxe4+ *25* 19.f3 *38*** This move looks wrong, but its purpose is to decoy the Queen to another square. **19...Qxf3+ 20.Rg2 Re2 *5*** Black has several moves which will save the game: P-g6, P-g5, P-f6, or R-e5; unfortunately, Black is not paying attention to what the opponent is attempting to do and only what Black wanted to do. **21.Qxg7#** Even though the Rook is pinned it can still be used to support the attack. **1-0**

Game 11

1.e4 e5 2.Bc4 c5 3.d3 Nc6 4.Nc3 Nf6 5.Nf3 d6 6.Bg5 Be7 7.0–0 Be6 8.h3 Nd4 9.Nh4 0–0

10.a4 d5

X A B C D E F G H Y
8 r + - ♕ - t k + (
7 p p + - ♝ p p p '
6 - + - + l s - + &
5 + - p p p - ♛ - %
4 P + L s P + - N \$
3 + - N P + - + P #
2 - P P + - P P + "
1 R - + Q + R K - !
x a b c d e f g h y

11.exd5 Bxd5 12.Bxd5 Nxd5 13.Nxd5 Bxg5 14.Nf3 Qxd5 15.Nxg5 h6 16.Ne4 Ne6 17.c4

Qc6 18.b3 f5 19.Ng3 Nf4 20.Qh5 Qxg2# 0–1

Game 11

1.e4 e5 2.Bc4 c5 3.d3 Nc6 4.Nc3 Nf6 5.Nf3 d6 6.Bg5 Be7 7.0-0 Be6 8.h3 White's purpose in this move is to stop the Bishop from pinning the Knight to the Queen. In this position BXN and then N-d5 is slightly stronger. **8...Nd4 9.Nh4** *18* This move has no purpose. BXN followed by B-d5 is stronger. **9...0-0 10.a4** *14* White is moving pawns when pieces need to be moved. BXN followed by N-f3 is the strongest move. **10...d5**



11.exd5 Bxd5 12.Bxd5 NXB is stronger. **12...Nxd5 13.Nxd5** BXB is stronger. **13...Bxg5 14.Nf3 Qxd5 15.Nxg5 h6 16.Ne4 Ne6** P-b6 is the strongest move. **17.c4 Qc6** Q-d4 is stronger. **18.b3 f5 19.Ng3** N-c3 is slightly stronger. **19...Nf4 20.Qh5** ??? *5* Black's last move is threatening Checkmate and White moves the Queen to a square that does not stop Checkmate, but also if it were not Checkmate Black's knight could have taken the Queen. The correct move here is either P-f3 or Q-f3. **20...Qxg2# 0-1**

Game 12

1.d4 f5 2.Nc3 Nf6 3.Bg5 e6 4.Nf3 d5 5.e3 Be7 6.Bxf6 Bxf6 7.Bb5+ Bd7 8.Qe2 0-0
9.Bxd7 Nxd7 10.0-0-0 c5 11.Qb5 b6 12.Ne2 Qc7 13.c3 a6 14.Qd3 c4 15.Qd2 Qd6
16.h4 Rfb8 17.h5 h6

X A B C D E F G H Y
8 r t - + - + k + (
7 + - + n + - p - '
6 p p - w p l - p &
5 + - + p + p + P %
4 - + p P - + - + \$
3 + - P - P N + - #
2 P P - Q N P P + "
1 + - K R + - + R !
x a b c d e f g h y

18.Rdg1 b5 19.a3 a5 20.g4 b4 21.cxb4 axb4 22.axb4 Rxb4 23.Nc3 Qb6 24.gxf5 Ra1+
25.Nb1 exf5 26.Qc2 Ra2 27.Qxf5 Rbx2 28.Qxd5+ Kf8 29.Qf5 Rxf2 30.Rf1 Qb2+
31.Kd1 Qe2+ 32.Kc1 Rxf1+ 33.Rxf1 Qxf1+ 34.Ne1 Qxe1# 0-1

Game 12

1.d4 f5 2.Nc3 *6* When opening with the d pawn, whether on White or Black, the b Knight should usually go to the d file and not to the c file, but only after N-f3. By going to the c file a weakness is created which this game demonstrates. **2...Nf6 3.Bg5 e6 4.Nf3 d5 5.e3 Be7 6.Bxf6** *4* **6...Bxf6 7.Bb5+ Bd7 8.Qe2 0-0 9.Bxd7 Nxd7 10.0-0-0 c5 11.Qb5 b6 12.Ne2 Qc7 13.c3 a6 14.Qd3 c4 15.Qd2** *7* Black has all of the tempo. White has had to react to Black's moves because each move has attacked something. Q-c2 is slightly stronger because it gives the King a better escape square. **15...Qd6 16.h4 Rfb8 17.h5 h6**

X	A	B	C	D	E	F	G	H	Y
8r	t	-	+	-	+	k	+	(
7+	-	+	n	+	-	p	-	'	
6p	p	-	wp	p	l	-	p	&	
5+	-	+	p	+	p	+	P	%	
4-	+	p	P	-	+	-	+	\$	
3+	-	P	-	P	N	+	-	#	
2P	P	-	Q	N	P	P	+	"	
1+	-	K	R	+	-	+	R	!	
xa	b	c	d	e	f	g	h	y	

18.Rdg1 b5 19.a3 *14* In this position with all of the pieces that Black has concentrated on the Queenside, pushing the pawn creates a weakness, not a strength. White should have continued the kingside attack with P-g4. **19...a5 20.g4 b4 21.cxb4** P-a4 is slightly stronger. **21...axb4 22.axb4 Rxb4 23.Nc3 Qb6 24.gxf5** K-b1 is slightly stronger. **24...Ra1+ 25.Nb1 exf5 26.Qc2 Ra2 27.Qxf5 Rxb2 28.Qxd5+ Kf8 29.Qf5** Q-e4 or QXP(c) is a much stronger. **29...Rxf2** If the Queen were on e4, now White could move N(f)-d2 and it would be extremely hard for Black to win without bringing more pieces into the attack. **30.Rf1 Qb2+ 31.Kd1 Qe2+** [Black now has many variations to win because the Black pieces are in very strong positions: 31...Qb3+ 32.Ke1 (32.Qc2 Qxc2+ 33.Ke1 Qc1#) 32...Rae2#] **32.Kc1 Rxf1+ 33.Rxf1 Qxf1+ 34.Ne1 Qxe1# 0-1**

Game 13

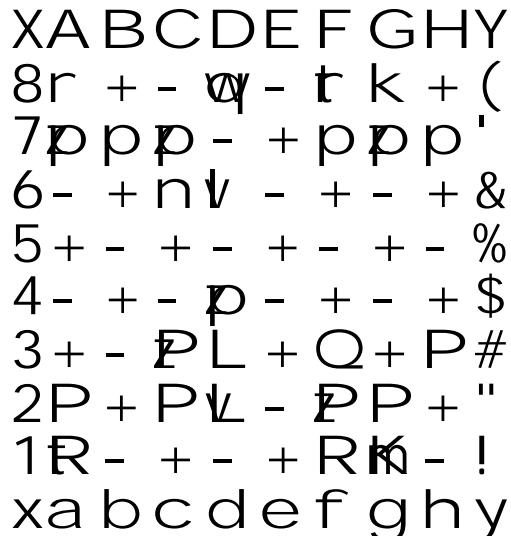
1.e4 d5 2.exd5 Nf6 3.Nc3 Nxd5 4.Nf3 Nxc3 5.bxc3 Bg4 6.Bc4 Nc6 7.h3 Bh5 8.d4 e6
9.0–0 Bd6 10.Qd3 Bxf3 11.Qxf3 0–0 12.Bd2 e5 13.Bd3 exd4

X A B C D E F G H Y
8 r + - ♕ - t k + (
7 p p p - + p p p '
6 - + n \ - + - + &
5 + - + - + - + - %
4 - + - p - + - + \$
3 + - P L + Q + P #
2 P + P \ - P P + "
1 R - + - + R K - !
x a b c d e f g h y

14.Rac1 dxc3 15.Bxc3 Be5 16.Bxh7+ Kxh7 17.Qh5+ Kg8 18.Bxe5 Qd5 19.Rfe1 f6.
20.Rcd1 Qc5 21.Rd7 Nxe5 22.Rxe5 Qxe5 23.Qg6 Qg5 24.Rxg7+ Kh8 25.Qh7# 1–0

Game 13

1.e4 d5 2.exd5 Nf6 3.Nc3 Nxd5 4.Nf3 Nxc3 5.bxc3 *8* This is the proper way to capture. Black's purpose in capturing is hoping the d pawn will capture, trade Queens and then White will not be able to castle. This pawn structure does provide a little security to the center. **5...Bg4 6.Bc4 Nc6 7.h3 Bh5 8.d4 e6 9.0-0 Bd6 10.Qd3 Bxf3** *4* Black could have gained a tempo by moving B-g6. **11.Qxf3 0-0 12.Bd2 e5 13.Bd3 exd4**



14.Rac1 This is an old gambit (i.e. giving up pawns so that while the opponent is taking pawns you are getting better developed). However, most of the time White moves R(a)-d1. The purpose is to give up center pawns in order to get two Bishops concentrating on the Kingside. *26* **14...dxc3 15.Bxc3 Be5 16.Bxh7+ Kxh7 17.Qh5+** White is trying to get a pawn ahead by having the Queen guard while trading a Bishop for Bishop and Knight. If the Rook were on d1 White would now have an easy win. *26* **17...Kg8 18.Bxe5 Qd5** *15* Excellent move! Now Black has a pin on the White Queen. **19.Rfe1 f6** Good move because it strengthens the attack on e5. **20.Rcd1 Qc5 21.Rd7 Nxe5 22.Rxe5 Qxe5 23.Qg6 Qg5** This move loses to a very nice mating attack. What Black should have done is P-f5 so the Queen can help protect g7 and then being a Rook up should have led to an easy win. **24.Rxg7+ Kh8 25.Qh7# 1-0**

Game 14

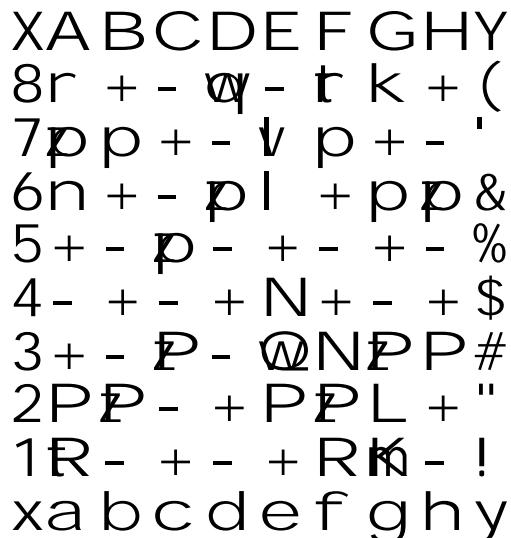
1.d4 d6 2.g3 Nf6 3.Nf3 g6 4.Bg2 Bg7 5.0–0 0–0 6.Bg5 h6 7.Bxf6 Bxf6 8.h3 Nc6 9.d5 Nb4 10.c3 Na6 11.Nbd2 e6 12.dxe6 Bxe6 13.Ne4 Be7 14.Qd4 c5 15.Qe3

X A B C D E F G H Y
8 r + - ♕ - t k + (
7 p p + - l p + - '
6 n + - p l + p p &
5 + - p - + - + - %
4 - + - + N + - + \$
3 + - P - ♘ N P P #
2 P P - + P P L + "
1 R - + - + R K - !
x a b c d e f g h y

15...Qd7 16.Rad1 Rad8 17.Ned2 Rfe8 18.Qxh6 b6 19.b3 Bf8 20.Qg5 Bxh3 21.Bxh3 Qxh3 22.Nh4 Rxe2 23.Qxd8 b5 24.c4 bxc4 25.Nxc4 Kg7 26.Nxd6 Bxd6. 27.Rxd6 Nb4 28.Qf6+ Kh7 29.Qxf7+ Kh6 30.Qxg6# 1–0

Game 14

1.d4 d6 2.g3 Nf6 3.Nf3 g6 4.Bg2 Bg7 5.0-0 0-0 6.Bg5 h6 7.Bxf6 Bxf6 8.h3 Nc6 9.d5 Nb4
 18 Much stronger is N-e5. **10.c3 Na6** White has succeeded in two important things: 1) the Knight is on the opposite side of the board from its King and 2) the pawn on c3 is making Black's dark-squared Bishop ineffective at the present time. **11.Nbd2 e6 12.dxe6 Bxe6 13.Ne4 Be7** *21* This is a major positional blunder. The entire purpose of fianchettoing a Bishop is to add protection for the King. The Bishop needs to stay in the hole unless coming out to take a piece of greater value. By this move Black is also reducing the effectiveness of Black's Queen. The best move is B-g7. **14.Qd4 c5 15.Qe3**



15...Qd7 ??? *5* White is attacking something that is NOT defended, the pawn on h6. H6 is the last place Black wants the enemy Queen sitting. Black should have defended with K-h7. **16.Rad1 Rad8 17.Ned2 Rfe8 18.Qxh6 b6 ???** Black is making pawn moves when the game is going to be won with pieces. The best move here is B-f8 and the only other strong move is N-c7. *5* *14* *18* **19.b3** N-e4 is White's strongest move. **19...Bf8 20.Qg5** Q-h4 is stronger because it leaves g5 open for the Knight. **20...Bxh3 21.Bxh3 Qxh3 22.Nh4 Rxe2** *18* Black has no mating attack and has left the Rook on d8 unprotected. The best move is N-c7 and then N-e6 to help in the defense of the King. Black also needs to make sure that the Queen does not get trapped. **23.Qxd8 b5** *14* Black is realistically down two pieces, one piece on the board and the Knight on a6 is useless, why move pawns? The best move is Q-e6. **24.c4 bxc4 25.Nxc4 Kg7** Black is attempting to get a stronger position by B-e7 and then perhaps open up the kingside with BXN. However, N-b4 has the long term possibility of being the better move. **26.Nxd6 Bxd6** *25* When you are down in pieces never trade if you can avoid it. This move cost Black the game. Black should get the knight to b4 and if White concentrates on f7, then R-e7 or Q-e6 stop White's attack. **27.Rxd6 Nb4 28.Qf6+ Kh7 29.Qxf7+ Kh6 30.Qxg6# 1-0**

Game 15

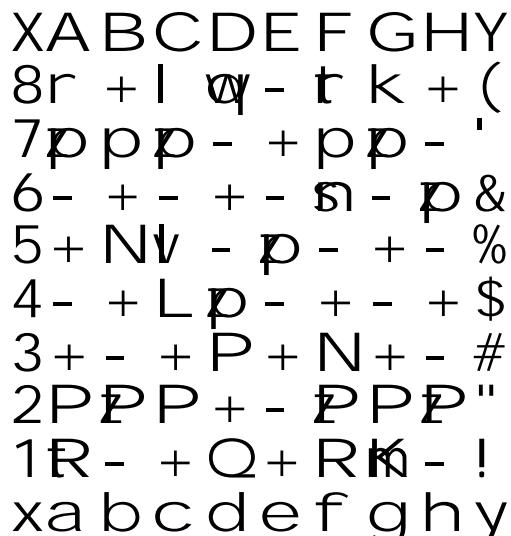
1.e4 e5 2.Bc4 Bc5 3.Nf3 Nc6 4.d3 h6 5.Nc3 Nf6 6.Be3 Nd4 7.Bxd4 exd4 8.Nb5 d6 9.0-0
0-0 10.e5 dxe5

X A B C D E F G H Y
8 r + l ♕ - t k + (
7 p p p - + p p - '
6 - + - + - s n - p &
5 + N l - p - + - %
4 - + L p - + - + \$
3 + - + P + N + - #
2 P P P + - P P P "
1 R - + Q + R K - !
x a b c d e f g h y

11.Nxe5 c6 12.Na3 Qe8 13.Ng6 Bd6 14.Nxf8 Kxf8 15.Re1 Qd7 16.Qf3 b5 17.Nxb5 cxb5
18.Qxa8 Qf5 19.Bxb5 Ng4 20.Re8# 1-0

Game 15

1.e4 e5 2.Bc4 Bc5 3.Nf3 Nc6 4.d3 h6 5.Nc3 Nf6 6.Be3 Nd4 *10* Black is giving away a pawn, White should have captured it to weaken Black's center. **7.Bxd4 exd4** ??? This move is making the black-squared Bishop ineffective. *14* **8.Nb5** N-d5 would be slightly stronger. **d6 9.0-0 0-0 10.e5** [White can get up a pawn with this combination: 10.Nbxd4 Bxd4 11.Nxd4] **10...dxe5**



11.Nxe5 c6 12.Na3 Qe8 Black's best move is B-e6. **13.Ng6** *15* Excellent use of a pin! **13...Bd6 14.Nxf8 Kxf8 15.Re1 Qd7 16.Qf3 b5** With this move Black opens himself up for a "Skewer". This means if a piece moves (pawn on c6) then the opponent will win a piece behind it. **17.Nxb5 cxb5 18.Qxa8 Qf5** ??? Why did the pawn not take the Bishop? Black could have been a piece up, but because this move is missed Black helps White to a position to aid checkmate. *9* **19.Bxb5 Ng4** *5* Black completely ignores what White can do and loses the game because of it. *43* **20.Re8# 1-0**

Game 16

1.d4 Nc6 2.c4 Nf6 3.Nf3 h6 4.Nc3 g5 5.e3 d6 6.Be2 Be6 7.0–0 Bg7 8.d5 Qd7 9.dxe6 Qxe6

10.Nd5

X A B C D E F G H Y
8 r + - + k + - t (
7 p p p - p p \ - '
6 - + n p q s - p &
5 + - + N + - p - %
4 - + P + - + - + \$
3 + - + - P N + - #
2 P P - + L P P P "
1 R - \ Q + R K - !
x a b c d e f g h y

10...Nh5 11.Nxc7+ Kf8 12.Nxe6+ fxe6 13.g3 e5 14.e4 Nd4 15.Nxd4 exd4 16.Bxh5 e5

17.Qf3+ Ke7 18.Qf7+ Kd8 19.Bg4 h5 20.Qd7# 1–0

Game 16

1.d4 Nc6 *24* If you have not mastered openings then follow this rule: when your opponent opens with a center-pawn, you open with the opposite center-pawn. **2.c4 Nf6 3.Nf3 h6 4.Nc3 g5** *11* Never move a side pawn until the Queens are off of the board because it creates too many weakness' for the opponent to exploit. **5.e3** Because of development to the center of the board, White already controls the center and barring a catastrophe should win the game because of that center development. **5...d6 6.Be2 Be6** *28* This move creates a "problem child" (i.e. a piece blocking the natural development of a pawn). The e pawn cannot move AND Black has put the Knight and Bishop in a position to be pawn-forked. **7.0-0 Bg7 8.d5** *38* **8...Qd7 9.dxe6 Qxe6 10.Nd5**

X A B C D E F G H Y
8 r + - + k + - t (
7 p p p - p p \ - '
6 - + n p q s - p &
5 + - + N + - p - %
4 - + P + - + - + \$
3 + - + - P N + - #
2 P P - + L P P P "
1 R - \ Q + R K - !
x a b c d e f g h y

10...Nh5 Because Black does not have control of the center, White is just slowly pushing and taking advantage of the position Black has allowed. If Black would have moved Q-d7 or Q-c8, the game had a chance to be close. **11.Nxc7+ Kf8 12.Nxe6+ fxe6 13.g3 e5 14.e4 Nd4** This move lets White get two pieces for one. **15.Nxd4 exd4 16.Bxh5 e5 17.Qf3+ Ke7 18.Qf7+ Kd8 19.Bg4** *20* Excellent move! White could have captured the Bishop, but remembered that the purpose of the game is checkmate not capturing pieces. **19...h5 20.Qd7# 1-0**

Game 17

1.d4 e6 2.c4 c5 3.e3 Nf6 4.Nc3 d5 5.Nf3 Nc6 6.cxd5 Nxd5 7.Nxd5 Qxd5 8.Bb5 Be7

9.0–0 0–0 10.b3 Bf6 11.Bc4 Qe4

X A B C D E F G H Y
8 r + l + - t k + (
7 p p + - + p p p '
6 - + n + p \ - + &
5 + - p - + - + - %
4 - + L P q + - + \$
3 + P + - P N + - #
2 P + - + - P P P "
1 R - L Q + R K - !
x a b c d e f g h y

12.Nd2 Qg6 13.a3 Be7 14.Nf3 a6 15.Bd3 Qh6 16.dxc5 Rd8 17.Qc2 b5 18.a4 Bf6 19.Rb1

Ne5 20.Nxe5 Bxe5 21.Be4 Qxh2# 0–1

Game 17

**1.d4 e6 2.c4 c5 3.e3 Nf6 4.Nc3 d5 5.Nf3 Nc6 6.cxd5 Nxd5 7.Nxd5 Qxd5 8.Bb5 Be7
9.0-0 0-0 10.b3 Bf6 11.Bc4 Qe4**

X A B C D E F G H Y
8 r + I + - t k + (
7 p p + - + p p p '
6 - + n + p \ - + &
5 + - p - + - + - %
4 - + L P q + - + \$
3 + P + - P N + - #
2 P + - + - P P P "
1 R - L Q + R K - !
x a b c d e f g h y

12.Nd2 Either B-a3 or B-d3 are much stronger moves. **12...Qg6 13.a3** B-a3 or B-b2 are much stronger moves. **13...Be7 14.Nf3 a6 15.Bd3 Qh6 16.dxc5** [*17* White missed this possible combination to gain a minor advantage in position: 16.e4 Qg6 17.e5 Qg4 18.h3 Qh5] **16...Rd8 17.Qc2 b5** The best move here is P(c)XP(b) en passant. **18.a4 Bf6 19.Rb1** Either P(a)XP(b) or B-e4 are stronger moves. The reason is that the a Rook is not developed so Black would have to take one move to capture the Rook and a second move to retreat the Bishop and that would give White two moves to attack other pieces. **19...Ne5 20.Nxe5 Bxe5 21.Be4** *5* White is ignoring what Black is doing. White's best move is P-f4! **21...Qxh2# 0-1**

Game 18

1.e4 e5

2.Nf3 Nc6

3.Bc4 Bc5

4.Nc3 h6

5.0-0 Nf6

X A B C D E F G H Y
8 r + l v k + - t (
7 p p p p + p p - '
6 - + n + - s - p &
5 + - t - p - + - %
4 - + L + P + - + \$
3 + - \$ N - + N + - #
2 P P P P - P P P "
1 R - v Q + R K - !
x a b c d e f g h y

6.Nh4 d6

7.Qf3 Nd4

8.Qg3 Ne2+

9.Nxe2 Nh5

10.Qf3 Qxh4

11.Qxf7+ 1-0

Game 18

1.e4 e5

2.Nf3 Nc6

3.Bc4 Bc5

4.Nc3 h6

5.0-0 Nf6

X A B C D E F G H Y
8 r + l ♕ k + - t (
7 p p p p + p p - '
6 - + n + - s - p &
5 + - t - p - + - %
4 - + L + P + - + \$
3 + - N - + N + - #
2 P P P P - P P P "
1 R - L Q + R K - !
x a b c d e f g h y

6.Nh4 d6 [*17* Black missed this combination to get up a pawn: 6...Nxe4 7.Nxe4 Qxh4 8.d3]
7.Qf3 Nd4 8.Qg3 Ne2+ *18* *22* Obviously, Black is moving too fast and not paying attention to the position of White's pieces and especially the fact that White had both a Bishop and Knight guarding e2. Black's best move here is to castle. *35* **9.Nxe2 Nh5 10.Qf3 Qxh4 11.Qxf7+** *37* *39* The King could move to d8, but when White said "Checkmate" they shook hands and left the game. **1-0**

Game 19

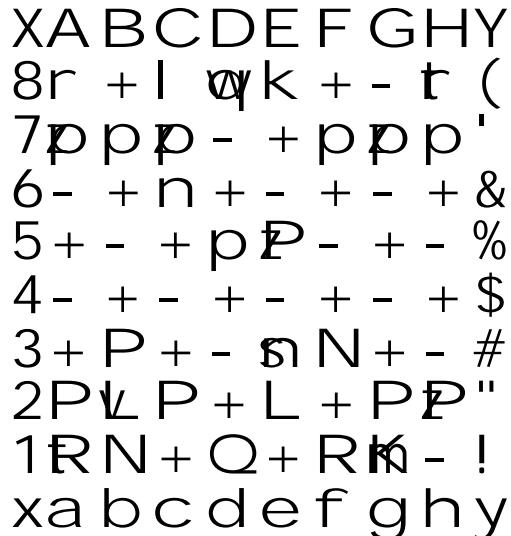
1.f4 d5 2.Nf3 Nc6 3.e3 e6 4.Be2 Bc5 5.0–0 Nf6 6.b3 e5 7.fxe5 Ng4 8.Bb2
Bxe3+ 9.dxe3 Nxe3

X A B C D E F G H Y
8 r + l v k + - t (
7 p p p - + p p p '
6 - + n + - + - + &
5 + - + p P - + - %
4 - + - + - + - + \$
3 + P + - s N + - #
2 P L P + L + P P "
1 R N + Q + R K - !
x a b c d e f g h y

10.Qd2 Nxf1 11.Bxf1 f6 12.exf6 Rf8 13.fxg7 Bg4 14.gxf8Q+ Kxf8 15.Qf4+ Ke8 16.Qxg4
Qd6 17.Ba3 Qe6 18.Qxe6+ Ne7 19.Qxe7# 1–0

Game 19

1.f4 d5 2.Nf3 Nc6 3.e3 e6 4.Be2 Bc5 5.0-0 Nf6 6.b3 e5 7.fxe5 Ng4 *17* This is the first move in a beautiful 3 move combination. **8.Bb2 Bxe3+ 9.dxe3** If K-h1, then N-f2+, RXN, BXR. **Nxe3**



10.Qd2 Nxf1 11.Bxf1 f6 *14* *40* Any pawn push just weakens Black's position. The move here should have been either B-e6 or to castle. Unfortunately, from this point it is just one bad move after another for Black. *47* **12.exf6 Rf8 13.fxg7 Bg4 14.gxf8Q+ Kxf8 15.Qf4+ Ke8 16.Qxg4 Qd6 17.Ba3 Qe6 18.Qxe6+ Ne7 19.Qxe7# 1-0**

Game 20

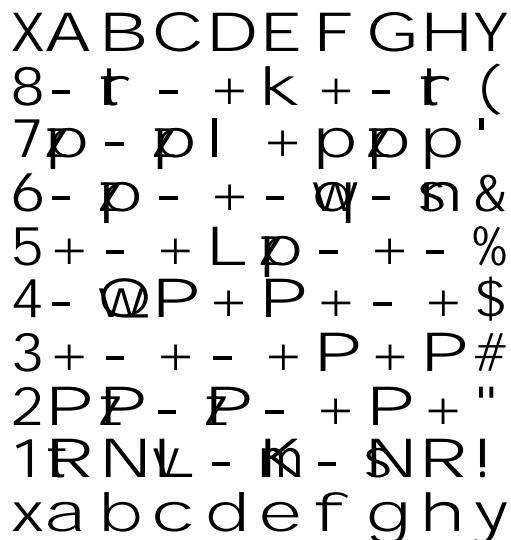
1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.Ng1 d5 5.Bxd5 Nb4 6.c4 Nf6 7.Qa4+ Bd7 8.Qa5 Ng4
9.Qxc5 Qf6 10.f3 b6 11.Qxb4 Rb8 12.h3 Nh6

X A B C D E F G H Y
8- t - + k + - t (
7 p - p l + p p p '
6- p - + - w - n &
5 + - + L p - + - %
4- w P + P + - + \$
3 + - + - + P + P #
2 P P - P - + P + "
1 R N L - K - \$ R !
x a b c d e f g h y

13.a4 a5 14.Qa3 c6 15.b4 cxd5 16.Bb2 d4 17.bxa5 bxa5 18.Ne2 d3 19.Ng3 Rc8 20.Nh5
Qh4+ 21.g3 Qxh5 22.Qd6 Qxf3 23.Ba3 Qxh1+ 24.Kf2 Rxc4 25.Qe7# 1-0

Game 20

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.Ng1 ??? *1* Never retract moves in the opening. *7* White had the Tempo because White had the first move, with this move White has not only lost the Tempo, but is allowing the opponent to get an extra piece developed. The correct move is N-c3 to get better developed. **4...d5** *18* Poor move. This move only succeeds in giving away a pawn. Black needed to take advantage of White's positional error and continue to develop with N-f6 or P-d6 **5.Bxd5 Nb4 6.c4** White has just taken away the Bishop's only escape square. With P-c6 Black will win a Bishop for a pawn. This will be a significant advantage since the Bishop is the only piece White has developed. *28* **Nf6 7.Qa4+ Bd7 8.Qa5 Ng4** The correct move here would be B-d6. **9.Qxc5 Qf6 10.f3 b6 11.Qxb4** White has not been making strong moves, but as long as Black keeps giving away pieces it may not be necessary. **11...Rb8 12.h3 Nh6**



13.a4 a5 14.Qa3 c6 This move has been there since move 6 and Black just now sees the ability to win a piece for a pawn. **15.b4 cxd5 16.Bb2 d4 17.bxa5 ???** This move allows Black to control the only open file on the board with the Rook on b8. White's best move is P-b5 to restrict Black's Bishop and remove the effectiveness of Black's Rook. Then the next move should be P-d3 followed by B-c1 and White would then have a stronger position. **17...bxa5 18.Ne2 d3 19.Ng3 Rc8 20.Nh5 Qh4+ 21.g3 Qxh5 22.Qd6 Qxf3 23.Ba3** *5* The only moves to stop checkmate are QXP(e)+ followed by R-h2. **23...Qxh1+ ?!?!?** *20* *30* *34* Black missed checkmate with Q-e2! The purpose of the game is checkmate not taking pieces. This game is a perfect example of the fact that taking pieces can lead to a loss. [23...Qe2#] **24.Kf2 Rxc4 25.Qe7# 1-0**

Game 21

1.e3 Nc6

2.Bc4 e5

X A B C D E F G H Y
8 r + l v k v n t (
7 p p p p + p p p '
6 - + n + - + - + &
5 + - + - p - + - %
4 - + L + - + - + \$
3 + - + - P - + - #
2 P P P P - P P P "
1 R N L Q K - S R !
x a b c d e f g h y

3.Qf3 Be7

4.Qxf7# 1-0

Game 21

1.e3 *23* **1...Nc6** If you do not move out a Pawn on the first move always move N-f6! **2.Bc4 e5**

X A B C D E F G H Y
8r + l w k v n t (
7p p p p + p p p '
6- + n + - + - + &
5+ - + - p - + - %
4- + L + - + - + \$
3+ - + - P - + - #
2P P P P - P P P "
1R N L Q K - N R !
x a b c d e f g h y

3.Qf3 Be7 *5* Black failed to notice that White had two pieces hitting f7. The correct move should have been N-f6 and this checkmate, known as the "Scholar's Mate", is avoided. **4.Qxf7#** N-f6 on the first or second move would have stopped this checkmate. **1-0**

Game 22

1.d4 d5 2.Bf4 e6 3.Nc3 Nf6 4.e3 Bd6 5.Bg5 0-0 6.Nf3 Nc6 7.Bd3 e5 8.0-0 exd4 9.exd4

X A B C D E F G H Y
8 r + l ♕ - t k + (
7 p p p - + p p p '
6 - + n \ - s - + &
5 + - + p + - \ - %
4 - + - P - + - + \$
3 + - N L + N + - #
2 P P P + - P P P "
1 R - + Q + R K - !
x a b c d e f g h y

9...Bg4 10.h3 Bxf3 11.Qxf3 Nxd4 12.Bxf6 Nxf3+ 13.Kh1 Qxf6 14.gxf3 Qxf3+ 15.Kg1

Rae8 16.Rfd1 Re6 17.Kf1 Qh1# 0-1

Game 22

1.d4 d5 2.Bf4 e6 3.Nc3 Nf6 4.e3 Bd6 5.Bg5 0–0 6.Nf3 Nc6 7.Bd3 e5 8.0–0 *5* 8...exd4 ???

38 If Black had been paying attention Black should push to e4 forking the Bishop and Knight!

9.exd4

X	A	B	C	D	E	F	G	H	Y
8r	+	I	W	-	t	k	+	(
7p	p	p	p	-	+	ppp	'		
6-	+	n	v	-	s	-	+	&	
5+	-	+	p	+	-	U	-	%	
4-	+	-	P	-	+	-	+	\$	
3+	-	\$	N	L	+	N	+	-	#
2P	P	P	+	-	P	P	P	"	
1R	-	+	Q	+	R	K	-	!	
xa	b	c	d	e	f	g	h	y	

9...Bg4 10.h3 Bxf3 *4* 11.Qxf3 Nxd4 12.Bxf6 *30* Poor move. Whenever a player can capture for check the opponent cannot do anything about it. Q-e3 is the best move. 12...Nxf3+ 13.Kh1 The Queen has just been captured and the Bishop is being attacked so the Knight must be captured this move so pieces can be developed. **13...Qxf6 14.gxf3 Qxf3+ 15.Kg1 Rae8 16.Rfd1 Re6 17.Kf1 Qh1# 0–1**

Game 23

1.d4 d5 2.Nf3 c6 3.Nc3 Bf5 4.Bf4 Nf6 5.e3 e6 6.Bd3 Bxd3 7.Qxd3 Bd6 8.Bxd6 Qxd6
9.Ne5 Nbd7 10.f4 Qe7 11.g4 Nxe5 12.fxe5 Nxg4 13.Rg1 Qh4+ 14.Kd2

X A B C D E F G H Y
8 r + - + k + - t (
7 p p + - + p p p '
6 - + p + p + - + &
5 + - + p P - + - %
4 - + - P - + n v \$
3 + - \$ Q P - + - #
2 P P P K - + - P "
1 R - + - + - R - !
x a b c d e f g h y

14...Qxh2+ 15.Qe2 Qxe2+ 16.Nxe2 Nf2 17.Rxg7 Ne4+ 18.Kd3 c5 19.b3 Rc8 20.c4 Nf2+
21.Kc2 cxd4 22.exd4 dxc4 23.Rf1 cxb3+ 24.Kxb3 Ne4 25.Rfxf7 Rf8 26.Re7+ Kd8
27.Rd7+ Ke8 28.Rge7# 0-1

Game 23

1.d4 d5 2.Nf3 c6 3.Nc3 Bf5 4.Bf4 Nf6 5.e3 e6 6.Bd3 Bxd3 In this position it is usually stronger to block with the Knight than to trade Bishops. **7.Qxd3 Bd6 8.Bxd6 Qxd6 9.Ne5 Nbd7 10.f4 Qe7 11.g4** *14* Poor move because the e5 Knight can be captured and then the g pawn falls. White is making too many pawn moves and weakening the position. **11...Nxe5 12.fxe5 Nxg4 13.Rg1 Qh4+ 14.Kd2**

X	A	B	C	D	E	F	G	H	Y
8r	+	-	+	k	+	-	t	(
7p	p	p	+	-	+	ppp	p		
6-	+	p	+	p	+	-	+	&	
5+	-	+	p	P	-	+	-	%	
4-	+	-	P	-	+	n	W	\$	
3+	-	\$	N	Q	P	-	+	-	#
2P	P	P	K	-	+	-	P	"	
1R	-	+	-	+	-	R	-	!	
xa	b	c	d	e	f	g	h	y	

14...Qxh2+ *5* The move here is to protect the pawn behind the Knight (g7). No matter how much you continue the attack that pawn will be a weakness that White can explore. The correct move would be either 0-0 or P-g6 since there are attacks for Black but no real threat of checkmate. **15.Qe2 Qxe2+ 16.Nxe2 Nf2** P-h5 protects the Knight and the vulnerable pawn behind it. **17.Rxg7 Ne4+ 18.Kd3 c5** *14* Before anything else can be done Black needs to get the Rooks connected with K-e7. **19.b3** The move is the best move to stop P-c4++. **Rc8 20.c4 Nf2+ 21.Kc2 cxd4 22.exd4 dxc4** *7* **23.Rf1 cxb3+ 24.Kxb3 Ne4 25.Rxf7 Rf8** *32* This move lost the game! The King always has to have three (3) squares in which to move, not two. **26.Re7+ Kd8 27.Rd7+ Ke8 28.Rge7# 0-1**

Game 24

1.e4 e5 2.Bc4 a6 3.a3 b5 4.Bd3 Nf6 5.Nf3 Nc6 6.Nc3 b4 7.Nd5 d6 8.h3 bxa3 9.bxa3 Be6 10.c4 Nh5 11.Bc2 Nf4 12.0–0 Nd4 13.d3 g5 14.Nxg5 Qxg5 15.g4 Nxh3+

X A B C D E F G H Y
8 r + - + k l - t (
7 + - p - + p + p '
6 p + - p l + - + &
5 + - + N p - o - %
4 - + P s P + P + \$
3 P - + P + - + n #
2 - + L + - P - + "
1 R - l Q + R k - !
x a b c d e f g h y

16.Kh2 Qh4 17.Kg2 Rc8 18.Rh1 Bxg4 19.Qd2 Bf3+ 20.Kf1 Be2+ 21.Kg2 Bf3+ 22.Kf1 Bxh1 23.Bb2 Bh6 24.Qe1 Nxc2 25.Qe2 Nxa1 26.Bxa1 Rg8 27.Ke1 Rg1+ 28.Qf1 Rxf1+ 29.Kxf1 Qxf2# 0–1

Game 24

1.e4 e5 2.Bc4 a6 3.a3 Never move side pawns until at least move 5. **3...b5 4.Bd3** *1* This move created a “problem child” (Bishop blocking a pawn from advancing). In this game this move gave Black a tremendous positional advantage. The best position for the Bishop is a2. [The ideal continuation would be as follows: 4.Ba2 Nf6 5.d3 Nc6 6.Nf3 b4 7.a4] **4...Nf6 5.Nf3 Nc6 6.Nc3 b4 7.Nd5 d6 8.h3 bxa3 9.bxa3 Be6 10.c4 Nh5 11.Bc2 Nf4 12.0-0 Nd4 13.d3 g5 14.Nxg5** *18* That pawn is guarded. The correct move should have been N-h2. **14...Qxg5 15.g4** *18* While the game lasts for 14 more moves, this move is the reason for the loss because it severely weakens White's position. The following combination will remove Black's mate threats: [*17* White can end the mate threat and pick up a pawn in this combination: 15.Nxc7+ Kd8 16.Bxf4 exf4 17.Nxe6+] **15...Nxh3+**

X A B C D E F G H Y
8 r + - + k \ - t (
7 + - p - + p + p '
6 p + - p | + - + &
5 + - + N p - \ - %
4 - + P s P + P + \$
3 P - + P + - + n #
2 - + L + - P - + "
1 R - \ Q + R K - !
x a b c d e f g h y

16.Kh2 Qh4 17.Kg2 Rc8 18.Rh1 Bxg4 19.Qd2 Bf3+ 20.Kf1 Be2+ BXR is slightly stronger. **21.Kg2 Bf3+** [Black missed this mate in two: 21...Qg4+ 22.Kh2 Nf3#] **22.Kf1 Bxh1 23.Bb2 Bh6 24.Qe1 Nxc2 25.Qe2 Nxa1 26.Bxa1 Rg8 27.Ke1 Rg1+ 28.Qf1 Rxf1+ [*17* Another continuation is: 28...Qxf2+ 29.Kd1 Rxf1# (29...Qd2#)] 29.Kxf1 Qxf2# 0-1**

Game 25

1.d4 d5

2.Nf3 Nf6

3.e3 Nc6

4.e4 dxe4

5.Ng5 Bg4

X A B C D E F G H Y
8 r + - v k l - t (
7 p p p - p p p p '
6 - + n + - s - + &
5 + - + - + - N - %
4 - + - P p + l + \$
3 + - + - + - + - #
2 P P P + - P P P "
1 R N L Q K L + R !
x a b c d e f g h y

6.Be2 Bxe2

7.Qxe2 Nxd4

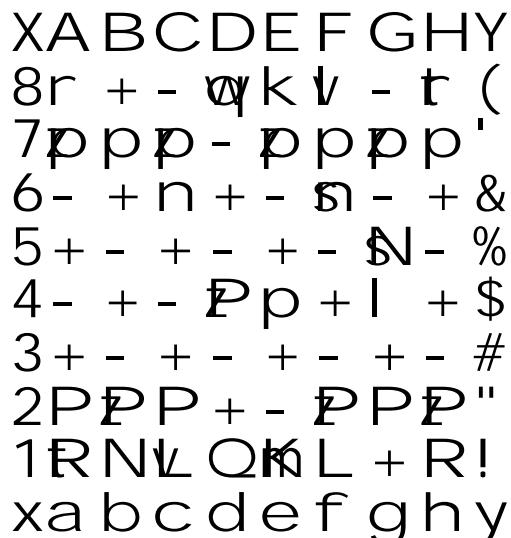
8.Qe3 Nxc2+

9.Kf1 Qd1

10.Qe1 Qxe1# 0-1

Game 25

1.d4 d5 2.Nf3 Nf6 3.e3 The best move here is B-f4 or B-g5 or N-c3. This move blocks in White's dark-squared Bishop. **3...Nc6 4.e4 ?!?!?** WHY? *1* *24* *43* White is not developed and needs to get developed. The correct move should have been N-c3 or B-b5. White has nothing protecting e4 and Black has two pieces attacking e4. Never move the same piece twice in the first five moves! **4...dxe4 5.Ng5 Bg4**



6.Be2 Bxe2 7.Qxe2 Nxd4 White has now lost complete control of the center. **8.Qe3** *21* This move lost the game. Always look ahead. Black's next best move is NXP(c2), White should have moved Q-d2 or Q-c4 to stop it. **8...Nxc2+** *38* **9.Kf1 Qd1+** Notice that Black is not taking pieces, but instead going for checkmate. **10.Qe1 Qxe1#** This quick loss is a direct result of not getting pieces developed. **0-1**

Game 26

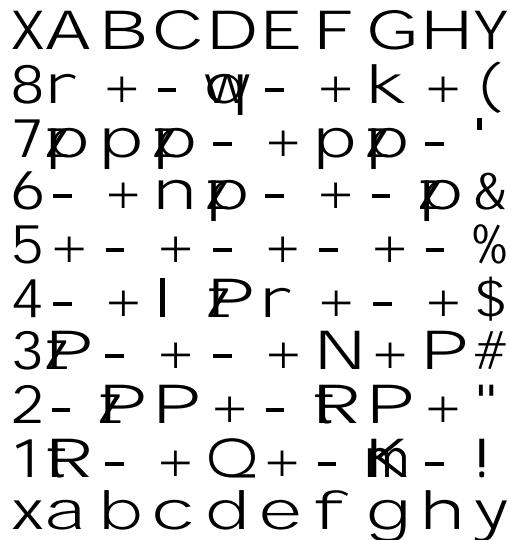
1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.Nc3 Nf6 5.h3 0-0 6.0-0 d6 7.d3 h6 8.Be3 Bxe3 9.fxe3 Be6
10.d4 Bxc4 11.Rf2 exd4 12.exd4 Re8 13.a3 Nxe4 14.Nxe4 Rxe4

X A B C D E F G H Y
8 r + - ♕ - + k + (
7 p p p - + p p - '
6 - + n p - + - p &
5 + - + - + - + - %
4 - + l P r + - + \$
3 P - + - + N + P #
2 - P P + - R P + "
1 R - + Q + - K - !
x a b c d e f g h y

15.b3 Ba6 16.c4 b6 17.Re2 Rxe2 18.Qxe2 Qf6 19.Rd1 Kf8 20.d5 Ne7 21.Qe4 Re8 22.Re1
Bc8 23.Nh4 Bd7 24.Qh7 g5 25.Rf1 Qg7 26.Rxf7+ Kxf7 27.Qxg7+ Kxg7 28.Nf3 Nf5 0-1

Game 26

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.Nc3 Nf6 5.h3 0-0 6.0-0 d6 7.d3 h6 8.Be3 Bxe3 9.fxe3 This move is beneficial to White for two reasons: 1) it opens up the file the Rook is on and 2) stops the c Knight from advancing to d4. **Be6 10.d4 ???** The best move for White is N-d5. This move leaves the Bishop unprotected and is the reason that White lost the game. *5* **10...Bxc4 11.Rf2 exd4 12.exd4 Re8 13.a3 ???** P-a3 has no purpose. *5* The first priority should be to protect the e4 pawn which is attacked by two pieces and protected by only one. Unfortunately, the e4 pawn cannot be protected. White has two strong moves: P-d5 to attack the Knight and P-b3 to attack the Bishop. **13...Nxe4 14.Nxe4 Rxe4**



15.b3 P-c3 is a stronger move. **15...Ba6 16.c4 b6 17.Re2** *25* This is not a bad move; however, this combination is stronger and allows the a Rook to get into the action. Never volunteer to trade pieces when you are down in material. [*17* 17.d5 Ne5 18.Nxe5 Rxe5 19.Qf3] **17...Rxe2 18.Qxe2 Qf6 19.Rd1 Kf8 20.d5 Ne7 21.Qe4 Re8 22.Re1 Bc8 23.Nh4** *18* This move has no purpose. If the Rook were on f1 then moving the Knight is a good move. Either N-d4 or Q-e3 is a better move to strengthen the position. **23...Bd7 24.Qh7** White needs to be careful because of being one piece down already; Black's pawn move costs White another piece. **24...g5** [Black could have played this line: 24...Qxh4 25.Qh8+ Ng8 26.Rxe8+ Bxe8] **25.Rf1 Qg7 26.Rxf7+ WHY???** *18* There is nothing here. If the Black Knight were not on e7, and Black captured the Rook with the Queen, then N-g6+ would force Black to give up the Queen and White would have a chance. *50* **26...Kxf7 27.Qxg7+ Kxg7 28.Nf3 Nf5** White resigns because too many pieces have been given away. **0-1**

Game 27

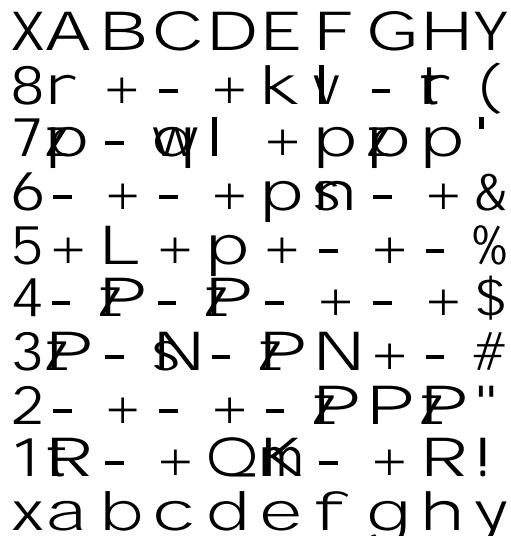
1.d4 d5 2.c4 c6 3.Nc3 Nf6 4.Bg5 Nbd7 5.Nf3 Qa5 6.a3 e6 7.b4 Qc7 8.Bxf6 Nxf6 9.e3 b5
10.cxb5 cxb5 11.Bxb5+ Bd7

X A B C D E F G H Y
8 r + - + k \ - t (
7 p - \ l + p p '
6 - + - + p s - + &
5 + L + p + - + - %
4 - P - P - + - + \$
3 P - N - P N + - #
2 - + - + - P P P "
1 R - + Q K - + R !
x a b c d e f g h y

12.Qa4 Qxc3+ 13.Ke2 Qb2+ 14.Kd3 Qxf2 15.Ne5 Qf5+ 16.Ke2 Qh5+ 17.Ke1 Rd8 18.Rc1
Bxb4+ 19.Qxb4 a5 20.Qd6 Ne4 21.Bxd7+ Rxd7 22.Qxd7+ Kf8 23.Qd8# 1-0

Game 27

1.d4 d5 2.c4 c6 3.Nc3 Nf6 4.Bg5 Nbd7 5.Nf3 Qa5 *1* Bad move. There is no attack unless White makes a mistake. Black needs to finish developing before making a Queen move. The best move is either P-h6 or P-e6. **6.a3 e6 7.b4 Qc7 8.Bxf6 Nxf6 9.e3 b5** *13* White has more pieces developed. Black cannot afford to push pawns which weaken the position. The best move is B-e7. **10.cxb5 cxb5 11.Bxb5+ Bd7**



12.Qa4 *5* **12...Qxc3+** **13.Ke2 Qb2+** **14.Kd3 Qxf2** *18* VERY BAD MOVE! [*17* Black could possibly win with this combination: 14...Rc8 15.Ne5 (15.Rac1 Rxc1 16.Rxc1 Qxc1 17.Ne5 Qc7) 15...Rc3#] **15.Ne5 Qf5+** **16.Ke2 Qh5+** **17.Ke1 Rd8** **18.Rc1 Bxb4+** Black is making desperate moves trying to get castled. **19.Qxb4 a5** **20.Qd6 Ne4** *18* White has too many threats for Black to remove a piece from the defense. This move ends up losing the game. **21.Bxd7+ Rxd7 22.Qxd7+ Kf8 23.Qd8# 1-0**

Game 28

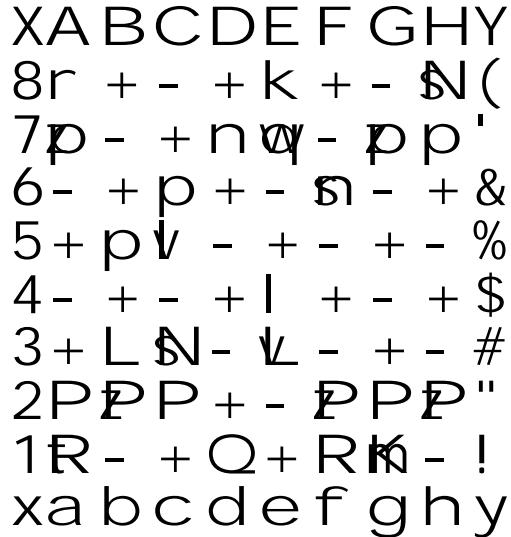
This game is a perfect example of what can happen if you are NOT paying attention to what your opponent can do to you! **1.e4 e5 2.Nc3 Nf6 3.Bc4 c6 4.Nf3 d5 5.Bb3 dxe4 6.Nxe5 Bd6 7.Nxf7 Qe7 8.Nxh8 b5 9.0-0 Be5 10.d3 Bf5 11.dxe4 Bxe4 12.Be3 Nbd7**

X A B C D E F G H Y
8 r + - + k + - N (
7 p - + n w - p p '
6 - + p + - s - + &
5 + p \ - + - + - %
4 - + - + l + - + \$
3 + L N - \ L - + - #
2 P P P + - P P P "
1 R - + Q + R K - !
x a b c d e f g h y

**13.Bd4 Ng4 14.Qxg4 Bxd4 15.Nxe4 Nf6 16.Nxf6+ Qxf6 17.Qe2+ Be5 18.Qh5+ g6
19.Qxh7 0-0-0 20.Nf7 Rd2 21.Qg8+ Kb7 22.Rad1 Qf4 23.Nd8+ Kb6 24.Qe6
Qxh2# 0-1**

Game 28

1.e4 e5 2.Nc3 Nf6 3.Bc4 c6 4.Nf3 d5 5.Bb3 White should capture or Black could have too strong of a center. **5...dxe4 6.Nxe5 Bd6 7.Nxf7 Qe7** White has successfully created a center isolani and exposed the Black King. **8.Nxh8 b5 9.0–0 Bc5 10.d3 Bf5 11.dxe4 Bxe4 12.Be3 ???** White should have pinned the Bishop to the Queen with R-e1. **12...Nbd7**



13.Bd4 R-e1 is the strongest move. **13...Ng4 14.Qxg4** [*17* *25* White made moves in the wrong order. If BXB is first, threatening the Queen, then White can still take the Knight and get another piece up: 14.Bxc5 Nxc5 15.Qxg4] **14...Bxd4 15.Nxe4 Nf6 16.Nxf6+ Qxf6 17.Qe2+ *1*** White desperately needs to develop pieces. R(a)-e1+ is an excellent move. **17...Be5 18.Qh5+ Nf7** is the best move. **18...g6 19.Qxh7 0–0–0 20.Nf7 Rd2 21.Qg8+ *25*** White is a piece and two pawns up and needs to simplify. The correct move is NXB. **21...Kb7 22.Rad1 Qf4 23.Nd8+ *5*** The only move which easily allows White to win is NXB. **23...Kb6 24.Qe6 Qxh2# #47** Notice how Black never gave up even after being down a Rook and Knight and two pawns and as a result is able to win the game. **0–1**

Game 29

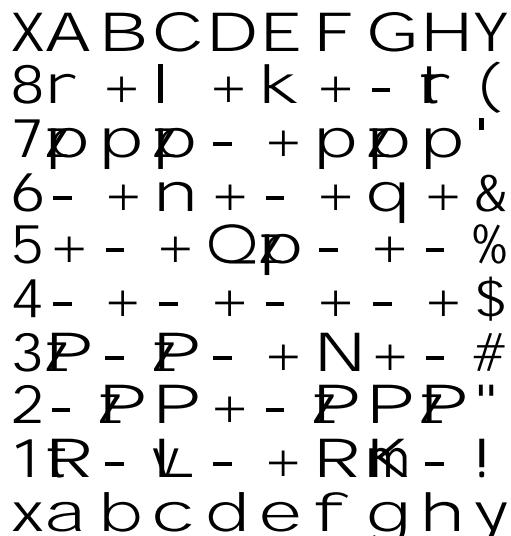
1.e4 Nc6 2.Bc4 Nf6 3.Nc3 e5 4.Nf3 Bb4 5.a3 Bxc3 6.dxc3 Nxe4 7.Qd5 Nd6 8.0-0
Nxc4 9.Qxc4 d5 10.Qc5 Qf6 11.Qxd5 Qg6

X A B C D E F G H Y
8 r + l + k + - t (
7 p p p - + p p p '
6 - + n + - + q + &
5 + - + Q p - + - %
4 - + - + - + - + \$
3 P - P - + N + - #
2 - P P + - P P P "
1 R - L - + R K - !
x a b c d e f g h y

12.Nxe5 Nxe5 13.Qxe5+ Be6 14.Re1 0-0-0 15.Bf4 Rd7 16.Rad1 Rhd8 17.Rd2 Qf5
18.Rxd7 Rxd7 19.Qe3 Qxc2 20.Qe2 Qxe2 21.h3 Qxe1+ 22.Kh2 White resigns. 0-1

Game 29

1.e4 Nc6 2.Bc4 Nf6 3.Nc3 e5 4.Nf3 Bb4 White needs to worry more about solidifying the center with d3 instead of the Bishop. **5.a3 Bxc3 6.dxc3 Nxe4 7.Qd5 Nd6** *5* Black is paying attention to what White can do. This is Black's only move. Any other move loses the Knight or is checkmate. **8.0-0** The best move for White is to keep the threat on f7 with B-b3 or B-a2, then castle. **8...Nxc4 9.Qxc4 d5 10.Qc5** White is keeping the Queen in the center to stop Black from castling. However, Black also needs to get developed. **10...Qf6 11.Qxd5 Qg6**



12.Nxe5 Nxe5 13.Qxe5+ Be6 14.Re1 *18* B-f4 is the move to make in this position, because it stops the queenside castle and also stops the B-h3 potential problem with B-g3. White cannot worry about losing the c2 pawn, it cannot be saved because it is on a White square. **14...0-0-0 15.Bf4 Rd7 16.Rad1 Rhd8 17.Rd2 Qf5 18.Rxd7 Rxd7 19.Qe3** *18* A stronger move is to create a hole for the King to escape with P-h3. **19...Qxc2 20.Qe2** ??? This move loses the game. *5* The best moves are P-h3 to create an escape square for the King or Q-e5 which forces the Rook to stay on e7 or Q-c1 which forces Black to trade Queens or move the Black Queen. **20...Qxe2 21.h3 Qxe1+ 22.Kh2** White resigns. **0-1**

Game 30

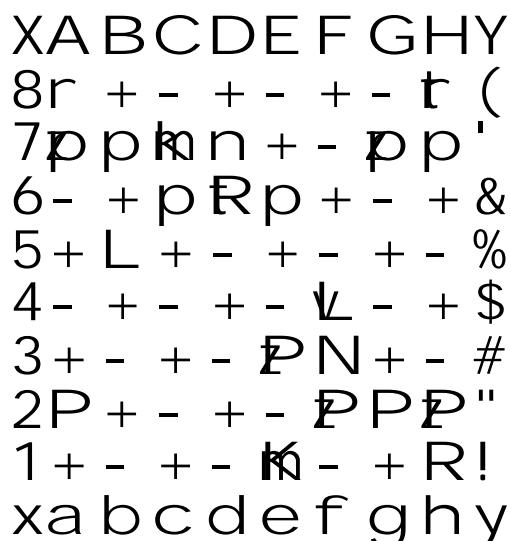
1.d4 d5 2.Bf4 e5 3.dxe5 d4 4.Nf3 Bb4+ 5.c3 dxc3 6.Qxd8 Kxd8 7.bxc3 Bxc3+ 8.Nxc3 Ne7
9.e3 Be6 10.Bb5 Nd5 11.Rd1 Nd7 12.Nxd5 Bxd5 13.Rxd5 c6 14.Rd6 Kc7 15.e6 fxe6

X A B C D E F G H Y
8 r + - + - + - t (
7 p p k n + - p p '
6 - + p R p + - + &
5 + L + - + - + - %
4 - + - + - L - + \$
3 + - + - P N + - #
2 P + - + - P P P "
1 + - + - K - + R !
x a b c d e f g h y

16.Rxe6+ Kb6 17.Bd3 Nf8 18.Rd6 a5 19.0-0 g6 20.Rd4 Ne6 21.Rb1+ Ka7 22.Rd7 Rac8
23.Rdxb7+ Ka8 24.Be4 Nc5 25.Re7 Rhd8 26.Rb8+ Rxb8 27.Bxb8 Kxb8 28.Bxc6
Rd1+ 29.Ne1 Rxe1# 0-1

Game 30

1.d4 d5 2.Bf4 e5 3.dxe5 d4 4.Nf3 Bb4+ 5.c3 dxc3 6.Qxd8+ Many players like this type of opening especially against a beginning player. Many beginning players rely too heavily on the Queen and cannot play without it, also Black cannot castle now. **6...Kxd8 7.bxc3 Bxc3+ *5* 8.Nxc3** At this point White is clearly winning. White is a piece up and has three pieces developed while Black has no pieces developed and cannot castle. If White quickly castles White should win. **8...Ne7 9.e3 Be6 10.Bb5 Nd5 11.Rd1** White has created a nice pin. However, in this game it probably is wiser to simplify and trade equally to keep up a piece. **11...Nd7 12.Nxd5 Bxd5 13.Rxd5 *17*** Wrong move order. The first move is BxN, then after the King captures RXB. Then White is up a second piece. [13.Bxd7 Kxd7 (13...Bxf3 14.gxf3) 14.Rxd5+] **13...c6 14.Rd6 ???** The move here is to retain the advantage in material and take the Knight for check and then move the Bishop and castle. **14...Kc7** Black should have captured the Bishop to help get material back. **15.e6 fxe6**



16.Rxe6+ Kb6 17.Bd3 Nf8 18.Rd6 Should have moved R-e7 to keep the King from getting back to the 7th Rank. **18...a5 19.0-0 g6 20.Rd4** The move here is to get another piece into the attack with R-b1+. **20...Ne6 21.Rb1+ Ka7 22.Rd7 Rac8 23.Rdxb7+ *17*** Taking with the b1 Rook leads to mate in 1! [23.Rbxb7+ Ka8 24.Ra7#] **23...Ka8 24.Be4** White has a possible mate in two with R(7)-b6, any move and then R-a6 mate. **24...Nc5 25.Re7 Rhd8 26.Rb8+** This move gives the game away for White. White has one piece attacking b8 and Black has three defending. Also Black's Rook has an open file to White's back rank. **26...Rxb8 27.Bxb8 Kxb8 28.Bxc6 Rd1+ 29.Ne1 Rxe1# *48* 0-1**

Game 31

1.e4 e5 2.Nf3 Nc6 3.Nc3 f5 4.exf5 d5 5.Bb5 Qd6 6.d4 e4 7.Ne5 Nf6 8.0–0 a6 9.Bxc6+ bxc6 10.Bg5 Be7 11.f4 0–0

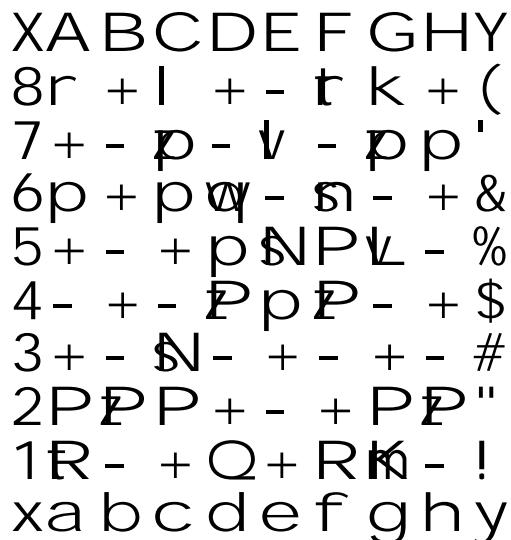
X A B C D E F G H Y
8 r + l + - t k + (
7 + - p - v - p p '
6 p + p w - s - + &
5 + - + p \$ N P v - %
4 - + - P p P - + \$
3 + - N - + - + - #
2 P P P + - + P P "
1 R - + Q + R K - !
x a b c d e f g h y

12.Na4 Bxf5 13.h3 Rab8 14.c4 Bd7 15.Nxd7 Qxd7 16.c5 Ne8 17.Bxe7 Qxe7 18.f5 Qf6

19.Nc3 Rb4 20.Ne2 Qg5 21.Nf4 Rxb2 22.Ne6 Qxg2#. 0–1

Game 31

1.e4 e5 2.Nf3 Nc6 3.Nc3 f5 This move telegraphs that Black probably intends to castle queenside, but first wants to get a firm control of the center. **4.exf5 d5 5.Bb5 Qd6 6.d4 e4 7.Ne5 Nf6 8.0-0** B-f4 is the best move. **8...a6 9.Bxc6+ bxc6 10.Bg5 Be7 11.f4** *18* Either B-f4 or P-f3 is a much stronger move. **11...0-0**



12.Na4 Bxf5 13.h3 N-c5 is White's best move. **13...Rab8 14.c4** *18* P-b3 or P-a3 are each stronger moves. **14...Bd7 15.Nxd7** [*17* White missed this combination which should have won the game: 15.c5 Qe6 16.f5 Qxf5 17.Rxf5 Bxf5 18.Nxc6] **15...Qxd7 16.c5 Ne8 17.Bxe7 Qxe7 18.f5** *18* Q-d2 adds protection to f4 and also defends b2 which allows the Knight to move from the side of the board. **18...Qf6 19.Nc3** Q-d2 is still the strongest move. **19...Rb4 20.Ne2 Qg5 21.Nf4** P-b3 is stronger. **21...Rxb2 22.Ne6 Qxg2#** *5* White lost this game due to lack of concentration. White is only paying attention to White's attack and not paying attention to what Black is attempting to do. **0-1**

Game 32

1.Nf3 Nc6 2.c4 Nf6 3.g3 e5 4.Bg2 Bc5 5.d3 h6 6.b3 Ng4 7.e3 d6 8.Bb2 Bb4+ 9.Nbd2 Bf5
10.d4 e4 11.Nh4 Qd7 12.a3 Bxd2+ 13.Qxd2 g5 14.Nxf5 Qxf5 15.d5 Nce5 16.h3 Nxf2
17.Bxd5 Nd3+

X A B C D E F G H Y
8 r + - + k + - t (
7 p p p - + p + - '
6 - + - p - + - p &
5 + - + P L q p - %
4 - + P + p + - + \$
3 P P + n P - P P #
2 - + - Q - + L + "
1 R - + - K - + R !
x a b c d e f g h y

18.Kd1 Qxd5 19.b4 Qxa1+ 20.Ke2 Qb2 21.Bxe4 Qxd2+ 22.Kxd2 Nf2 23.Bf3 Nxh1
24.Bxh1 f5 25.e4 f4 26.gxf4 gxf4 27.Ke2 Ke7 28.Bf3 Rhg8 29.Bg4 Rg5 30.Kf3 h5
31.Kxf4 hxg4 32.hxg4 Rg8 33.c5 Rxg4+ 34.Kf5 R8g5# 0-1

Game 32

1.Nf3 Nc6 2.c4 Nf6 3.g3 e5 4.Bg2 Bc5 5.d3 h6 6.b3 Ng4 7.e3 d6 8.Bb2 Bb4+ Slightly stronger would be 0-0. **9.Nbd2 Bf5** *7* Blocking check with the Knight removes the protection for the d pawn. Black develops the Bishop with a tempo because now White is forced to react to Black's move. **10.d4 e4 11.Nh4 Qd7 12.a3** *18* White cannot afford to capture the Bishop on f5 because the Queen would then be on f5. Therefore, White decides to force the Bishop on b4 to move. **12...Bxd2+ 13.Qxd2 g5** *18* To continue the attack Black needs the Queen on f5. The purpose of the pawn move is to force the Knight to trade for the Bishop which will get the Queen to f5. **14.Nxf5 Qxf5 15.d5** This is White's first major mistake. In moving the d pawn to get an attack on the Rook White has now created an opening for the Knight to move forward to a much stronger square. **15...Nce5 16.h3 Nxf2 17.Bxe5** [*17* The reason for this move is that Black is hoping for this combination. 17.Qxf2 Nd3+] Other strong moves are 0-0, R-f1, and P-g4. **17...Nd3+**



18.Kd1 Qxe5 Now Black is up a pawn and is threatening both the Rook on a1 and the Pawn on g3. **19.b4** *5* **19...Qxa1+** **20.Ke2 Qb2** *25* Black is now up a Rook and Pawn. It is in Black's best interest to "simplify". **21.Bxe4** *5* **21...Qxd2+** *25* **22.Kxd2 Nf2** After this move White gives up and is just making moves awaiting the end. *47* **23.Bf3 Nxf1** **24.Bxh1 f5** **25.e4 f4** **26.gxf4 gxf4** **27.Ke2 Ke7** **28.Bf3 Rhg8** **29.Bg4 Rg5** **30.Kf3 h5** **31.Kxf4 hxg4** **32.hxg4** This is forced. *41* White has done the math and figured out that if White captures the Rook that White would not be able to catch the pawn and it would promote. **32...Rag8** **33.c5 Rxg4+** **34.Kf5 R8g5#** **0-1**

Game 33

**1.d4 d5 2.c4 Nf6 3.Nc3 c6 4.Nf3 Bf5 5.Bg5 h6 6.Bxf6 exf6 7.cxd5 cxd5 8.Qb3 Be6
9.Qxb7 Nd7 10.Nxd5 Qa5+ 11.Nc3 Rb8 12.Qc6 Rxb2 13.e4 Bb4 14.Rc1 Qxa2 15.Bd3
Rxf2 16.Rg1 0-0**

X A B C D E F G H Y
8- + - + - t k + (
7 p - + n + p p - '
6- + Q + l p - p &
5 + - + - + - + - %
4- v - P P + - + \$
3 + - \$ N L + N + - #
2 q + - + - t P P "
1 + - R - K - R - !
x a b c d e f g h y

**17.Rd1 Nb8 18.Rd2 Nxc6 19.Nxa2 Bxd2+ 20.Kxf2 Ba5 21.d5 Nb4 22.Nxb4 Bxb4 23.dxe6
fxe6 24.Bc4 Re8 25.Nd4 Bc5 26.Rd1 Kh8 27.Kf3 e5 28.Nb5 Re7 29.Nd6 Rd7 30.Nf7+
Rxf7 31.Bxf7 a5 32.Bg6 a4 33.Rd8+ Bf8 34.Rxf8# 1-0**

Game 33

1.d4 d5 2.c4 Nf6 3.Nc3 c6 4.Nf3 Bf5 5.Bg5 h6 N(b)-d7 is the best move and Q-b6 is the next strongest. **6.Bxf6 exf6 7.cxd5 cxd5 8.Qb3** In this position this is a common fork. *38* White is attacking the Pawn on b7 with the Queen and the Pawn on d5 with the Queen and Knight. Black cannot defend both. **8...Be6 9.Qxb7 Nd7 10.Nxd5 Qa5+** Excellent move! While Black is down two pawns due to the opening trap, this move gives Black a tempo and the chance to become the attacker. **11.Nc3** This is the best move available for white. **11...Rb8 12.Qc6 Rxb2 13.e4 Q-c8+** gives White back the tempo, stops Black from castling, delays Black's dark-squared Bishop from developing and then White can still move P-e4 the next move. **13...Bb4 14.Rc1 Qxa2** The Queen is strongest with the Bishop battery and holding down the center. The strongest moves for Black are 0-0 or RXP(a) or B-g4. **15.Bd3** Excellent defensive move for White. It develops the Bishop and is guarding e2, c2, and c4. **15...Rxf2 16.Rg1** White is playing defensively now. The strongest move is P-d5. **16...0-0**



17.Rd1 [*17* White missed this possible combination which removes all of Black's mating threats: 17.Rb1 Bxc3+ 18.Qxc3] **17...Nb8** Q-b2 or RXP(g) are all much stronger moves for Black. **18.Rd2 Nxc6** Black is in too much of a hurry to trade Queens and because of this move loses the game. With this variation Black should win the game: [*17* 18...Rxd2 19.Nxd2 Qb2 White is forced to move the Queen and will then lose the c3 Knight and possibly the d2 Knight.] **19.Nxa2 Bxd2+ 20.Kxf2 Ba5 21.d5 Nb4 22.Nxb4 Bxb4 23.dxe6 fxe6 24.Bc4** *47* By not giving up White is still in the game. White is up a piece, but down two pawns. **24...Re8 25.Nd4 Bc5 26.Rd1 Kh8 27.Kf3** *15* Whenever your opponent has a pin always get out of the pin at the first opportunity. **27...e5 28.Nb5** Because the Knight is no longer pinned to the King the Knight is now free to move. **28...Re7 29.Nd6 Rd7** Before this move Black still had winning chances because of the two Pawn advantage. The correct move here is P-a5. Black needs to concentrate on the fact that the win is with the a pawn. Once Black's Rook is behind it White has to concentrate on stopping that pawn and that leaves Black's King free to attack with the King and extra pawn on the kingside. **30.Nf7+ Rxf7 31.Bxf7 a5 32.Bg6 a4 33.Rd8+ Bf8 34.Rxf8# 1-0**

Game 34

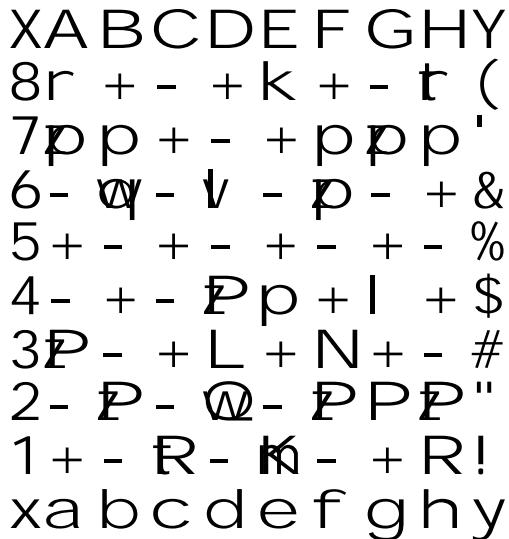
1.d4 d5 2.c4 c6 3.Nc3 Bf5 4.Nf3 Nf6 5.Bg5 Nbd7 6.cxd5 Nxd5 7.Nxd5 cxd5 8.e3 Qa5+ 9.Qd2 Qb6 10.Rc1 Nf6 11.Bxf6 exf6 12.a3 Bd6 13.Bd3 Bg4 14.e4 dxe4

X A B C D E F G H Y
8 r + - + k + - t (
7 p p + - + p p p '
6 - Q - V - D - + &
5 + - + - + - + - %
4 - + - P p + I + \$
3 P - + L + N + - #
2 - P - Q - P P P "
1 + - R - K - + R !
x a b c d e f g h y

15.Bxe4 0-0 16.0-0 Bxf3 17.Bxf3 Bc7 18.Rfe1 Qd6 19.g3 f5 20.Bxb7 Rae8 21.Qc3 f4
22.Rxe8 Rxe8 23.Qxc7 Qe6 24.Qxf4 Qe7 25.Bg2 a5 26.Rc7 Qe1+ 27.Bf1 Re2 28.Qxf7+
Kh8 29.Qxg7# 1-0

Game 34

1.d4 d5 2.c4 c6 3.Nc3 Bf5 4.Nf3 Nf6 5.Bg5 *18* Q-b3 is White's strongest move. It hits d5 and b7. **5...Nbd7 6.cxd5 Nxd5 7.Nxd5 cxd5 8.e3** *18* White's best move again is Q-b3 attacking both b7 and d5. Black's best response to Q-b3 is N-b6 or possibly Q-a5+ followed by P-b6. **8...Qa5+ 9.Qd2 Qb6** *7* Why make the move for check if you do not intend to trade Queens? The check gives Black the tempo but Black gives up the tempo with this move. The best move is QXQ, which keeps the tempo with Black and moves White's Knight to a weaker square. **10.Rc1 Nf6 11.Bxf6 exf6** *18* Black has two good choices here: P(e)XB or QXB. QXB stops Black from having doubled pawns. PXB allows Black to develop the Bishop more quickly. Black chose to get developed. **12.a3** [*17* This move is forced because Black could play this combination if something else were done: 12.b3 Bb4 13.Rc3 0-0 14.Be2 Rac8 Black should be able to win from this position.] **12...Bd6 13.Bd3 Bg4 14.e4 dxe4**



15.Bxe4 0-0 16.0-0 Bxf3 17.Bxf3 Bc7 Black's strongest move is to develop the a Rook to c8 or d8 and then retreat the Bishop to b8 so it still controls the important b8-h2 diagonal. **18.Rfe1** *26* White has the correct placement of Rooks. Whenever there is an open file always have a Rook on that file. Note: when there are Rooks opposite each other the player who captures first usually ends up in a much weaker position. **18...Qd6** Quick checkmates like this usually do not win against good players, but you never know when a player will not be paying attention. **19.g3 f5 20.Bxb7 Rae8 21.Qc3 f4** *5* This move lost the game for Black. Black wants to play P(f)XP(g) to weaken White's pawn structure around the King. White's last move has two pieces attacking the Black Bishop and Black has only one defending so the only good move for Black is B-b8, which keeps the pressure on the B8-H2 diagonal. *25* **22.Rxe8** *17* *25* Because Black did not notice the double attack on the Bishop White is going to end up a piece up. Therefore, this move is the perfect move to get as many pieces off of the board as possible so the extra piece can win the game. **22...Rxe8 23.Qxc7 Qe6 24.Qxf4** White has removed all of Black's threats so now White needs to regroup the forces and use the piece and two pawn advantage to win. **24...Qe7 25.Bg2** The strongest place for a fiancettoed Bishop is in the hole which is created for it. **25...a5** Since Black is down a piece and two pawns Black needs to make forceful moves which give Black the tempo. *18* *7* **26.Rc7 Qe1+ 27.Bf1 Re2** *5* Black is getting aggressive, which is the proper way to play when down on pieces; however, you still have to pay attention to the opponent's attack and White has checkmate faster. **28.Qxf7+ Kh8 29.Qxg7# 1-0**

Game 35

**1.d4 d5 2.Nf3 Bf5 3.Bf4 e6 4.e3 a6 5.c4 Bb4+ 6.Nc3 c6 7.a3 Bxc3+ 8.bxc3 Nf6 9.Qb3 Qc8
10.Be2 Ne4 11.0–0 Bg4 12.c5 Bxf3 13.Bxf3 Nd2 14.Qd1 Nxf1**

X A B C D E F G H Y
8 r n q + k + - t (
7 + p + - + p p p '
6 p + p + p + - + &
5 + - P p + - + - %
4 - + - P - L - + \$
3 P - P - P L + - #
2 - + - + - P P P "
1 R - + Q + n K - !
x a b c d e f g h y

**15.Kxf1 Nd7 16.Bd6 b6 17.Rb1 bxc5 18.dxc5 Ra7 19.Qd4 Nf6 20.Rb8 Kd7 21.Rxc8 Rxc8
22.Qb4 Ne8 23.Bb8 Ra8 24.Qb7+ Kd8 25.Qxa8 f6 26.Qb7 e5 27.Bd6 Nxd6 28.cxd6 g6
29.Qe7# 1-0**

Game 35

1.d4 d5 2.Nf3 Bf5 3.Bf4 e6 4.e3 a6 While this is not a normal developing move, its purpose is to stop White from moving B-b5 to create a possible pin. It also tells White that several of Black's previous opponents have had successful pins which probably affected the outcome of the game. White needs to store that information and remember to try to create pins whenever possible. **5.c4 Bb4+ 6.Nc3 c6 7.a3 Bxc3+ 8.bxc3 Nf6 9.Qb3 Qc8** *18* P-b5 or P-b6 are stronger moves. **10.Be2 Ne4 11.0-0 Bg4 12.c5** *17* *5* White is ignoring that Black is attempting a combination to attack the d2 square which will fork the Queen and Rook. The only piece White has protecting that square is the Knight on f3, if the Bishop captures the Knight then Black can move N-d2. White needed to move either R(a)-a2 or R(f)-d1 or Q-b2 on this move. **12...Bxf3 13.Bxf3 Nd2 14.Qd1 Q-b2** is slightly stronger. **14...Nxf1**

X A B C D E F G H Y
 8 r n q + k + - t (
 7 + p + - + p p p '
 6 p + p + p + - + &
 5 + - P p + - + - %
 4 - + - P - L - + \$
 3 P - P - P L + - #
 2 - + - + - P P P "
 1 R - + Q + n K - !
 x a b c d e f g h y

15.Kxf1 Nd7 16.Bd6 Excellent "outpost" for the Bishop. An outpost is a square on the opponent's side of the board where a player can place a piece which cannot be attacked by a pawn, but is protected by a pawn. This move greatly restricts Black's development. **16...b6** **17.Rb1 bxc5** ??? *40* White already has a Rook on the file. This move succeeds in strengthening White's b1 Rook. The correct move is P-b5. **18.dxc5** This is the correct move because it leaves the Bishop on an excellent square still protected by a Pawn. **18...Ra7** *48* P-f6 is slightly stronger to give the King another escape square and to support a push to e5. **19.Qd4 Nf6** *40* This move lost the game. Now Black is the one who is not paying attention. White has two pieces attacking b8 and until Black makes this move Black had two defending. The best move for Black is P-f6, which stops the Queen's attack on g7 and gives the King an escape square. **20.Rb8 Kd7 21.Rxc8 Rxc8 22.Qb4 Ne8 23.Bb8** Excellent move!!!! **23...Ra8 24.Qb7+ Kd8** [*17* There is this possible combination for Black, but White still ends up ahead: 24...Nc7 25.Bxc7 Rxc7 26.Qxa8] **25.Qxa8 f6 26.Qb7 e5 27.Bd6 Nxd6 28.cxd6 g6 29.Qe7#** Getting Rooks on open files and pieces in good positions always brings rewards--if you are concentrating. **1-0**

Game 36

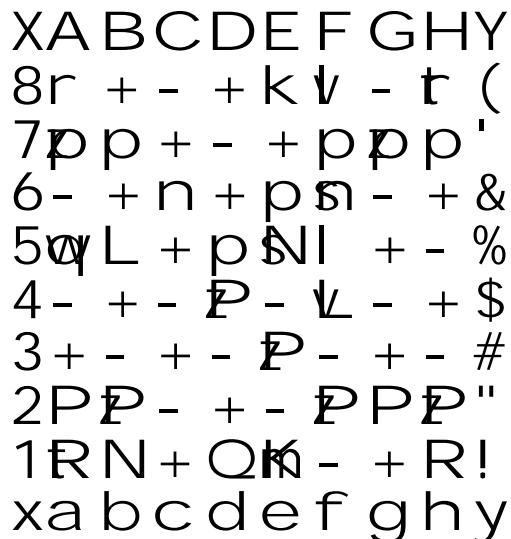
1.d4 d5 2.c4 Nf6 3.Nf3 c6 4.Bf4 Bf5 5.e3 e6 6.cxd5 cxd5 7.Bb5+ Nc6 8.Ne5 Qa5+

X A B C D E F G H Y
8 r + - + k \ - t (
7 p p + - + p p p '
6 - + n + p s - + &
5 q L + p N I + - %
4 - + - P - \ L - + \$
3 + - + - P - + - #
2 P P - + - P P P "
1 R N + Q K - + R !
x a b c d e f g h y

9.Nc3 Bb4 10.Qb3 Qxb5 11.0-0-0 Qb6 12.Nxc6 bxc6 13.Na4 Qb7 14.a3 Bd2+
15.Rxd2 Qxb3 16.Nc5 Qa2 17.Nb3 Qb1# 1-0

Game 36

1.d4 d5 2.c4 Nf6 3.Nf3 c6 4.Bf4 Bf5 5.e3 e6 6.cxd5 In this position P-c5 is slightly stronger. It creates a nice pawn chain and restricts the moves available to Black's dark-squared Bishop.
6...cxd5 7.Bb5+ Nc6 8.Ne5 Qa5+



9.Nc3 This is the only possible move because it blocks check and protects the Bishop. **9...Bb4** **10.Qb3** [This combination leads to a stronger position for White: 10.0-0 Bxc3 11.Bxc6+ bxc6 12.bxc3 Qxc3 13.Rc1 Qa3 14.Qe2] **10...Qxb5** Taking advantage of the pin. **11.0-0-0** White should have played 0-0 which is away from Black's attack. **Qb6** The purpose of this move is to provide protection for the Queen. **12.Nxc6 bxc6 13.Na4 Qb7** Q-b5 is the strongest move. **14.a3** *40* *5* This move lost the game for White. The a pawn is the only thing protecting the White Queen. **14...Bd2+ *30* 15.Rxd2** White could have fought longer if the King had captured the Bishop and then after QXQ the Knight moves to c5. **15...Qxb3 16.Nc5 Qa2 17.Nb3** *18* White's only move to stay in that game is R(d)-d1, **17...Qb1# *5* *43*** White completely forgot about the Bishop on f5. This is exactly the reason you should always stop at least every five moves and look at the entire board. **1-0**

Game 37

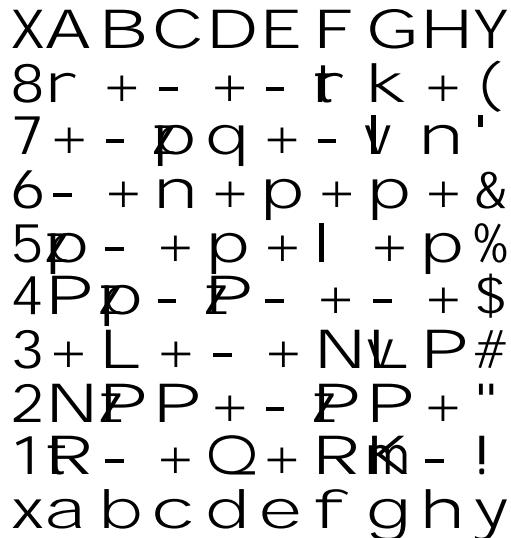
1.e4 d5 2.e5 f6 3.exf6 Nxf6 4.d4 Nc6 5.Nf3 g6 6.Nc3 Bg7 7.Bb5 a6 8.Ba4 0-0 9.h3 h5
10.0-0 Bf5 11.Bb3 e6 12.Bg5 b5 13.a3 Qd6 14.a4 b4 15.Na2 Nh7 16.Bh4 a5 17.Bg3
Qd7

X A B C D E F G H Y
8 r + - + - t k + (
7 + - p q + - v n '
6 - + n + p + p + &
5 p - + p + l + p %
4 P p - P - + - + \$
3 + L + - + N \ L P #
2 N P P + - P P + "
1 R - + Q + R K - !
x a b c d e f g h y

18.Qd2 Nf6 19.Qe1 Ne4 20.Ne5 Bxe5 21.Bxe5 Nxe5 22.dxe5 Rac8 23.c3 bxc3 24.bxc3 c5
25.c4 dxc4 26.Bxc4 Qxa4 27.Bxe6+ Bxe6 28.Nc3 Qd4 29.Nxe4 Qxe5 30.Rxa5 Ra8
31.Rxc5 Qb8 32.Ng5 Bb3 33.Qb1 Ba2 34.Qxg6+ Kh8 35.Qh7# 1-0

Game 37

1.e4 d5 2.e5 f6 3.exf6 [This combination is stronger for White: 3.d4 Nc6 4.Bb5 a6 5.Bxc6+ bxc6 6.Qe2] **3...Nxf6 4.d4 Nc6 5.Nf3 g6 6.Nc3** *6* This move creates a positional error. In d pawn openings, which this has become, it is strongest for the b Knight to move to d2 on its first move. Also since White knows that Black intends to fianchetto the dark-squared Bishop White needs to protect the pawn on d4 with a Pawn on c3. **6...Bg7 7.Bb5 a6 8.Ba4 0-0 9.h3 h5 10.0-0 Bf5 11.Bb3** [*17* This combination gives White a pawn advantage and gets the Black King to the center of the board where it is much easier to attack. 11.Ne5 Nxe5 12.dxe5 Ne4 13.Qxd5+ Qxd5 14.Nxd5 Nc5 15.Nxe7+ Kf7 16.Nxf5 gxf5 17.e6+ Kxe6 18.Bb3+ Nxb3 19.axb3] **11...e6 12.Bg5 b5 13.a3** [*17* This combination would allow White to get up a piece: 13.Ne5 Nxe5 14.dxe5 The Knight cannot move because of the pin. 14...c6 15.exf6 Bxf6 16.Bxf6 Qxf6] **13...Qd6 14.a4 b4 15.Na2** *16* **15...Nh7 16.Bh4 a5 17.Bg3 Qd7**



18.Qd2 The Knight is stuck, so White needs to move P-c3 to make an opening for the Knight to get back into the action. **18...Nf6 19.Qe1** *18* Q-e3 is a much stronger. **19...Ne4 20.Ne5 Bxe5 21.Bxe5 Nxe5 22.dxe5 Rac8 23.c3 bxc3 24.bxc3 c5 25.c4 dxc4 26.Bxc4 Qxa4** White has an excellent combination here: **27.Bxe6+ Bxe6 28.Nc3 Qd4 29.Nxe4 Qxe5 30.Rxa5 Ra8 31.Rxc5 Qb8 32.Ng5 Bb3 33.Qb1 Ba2** *5* Black's best move is R-a6. **34.Qxg6+ Kh8 35.Qh7# 1-0**

Game 38

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.Ng5 Nh6 5.Nc3 Qxg5 6.d4 Qxg2 7.Rf1 Bxd4 8.Bxh6 gxh6
9.f3 d6 10.Qd2 Qxd2+ 11.Kxd2 Bxc3+ 12.bxc3

X A B C D E F G H Y
8 r + l + k + - t (
7 p p p - + p + p '
6 - + n p - + - p &
5 + - + - p - + - %
4 - + L + P + - + \$
3 + - P - + P + - #
2 P + P K - + - P "
1 R - + - + R + - !
x a b c d e f g h y

12...Be6 13.Bb5 Bd7 14.Rg1 0-0-0 15.a4 a6 16.Bxa6 bxa6 17.Rgb1 Na5 18.Rb4 Rhg8
19.c4 Rg2+ 20.Kc3 Rxh2 21.c5 dxc5 22.Rab1 Nc6 23.Rb7 Na5 24.Rb8# 1-0

Game 38

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.Ng5 *5* *43* **4...Nh6** *5* *43* *40* White just made a mistake by giving up the Knight for free. Black is concentrating so much on defending that Black is blind to attacks on White. **5.Nc3 Qxg5** White missed the mistake, but Black did not let it go by for two moves. **6.d4 Qxg2 7.Rf1 Bxd4 8.Bxh6** *25* This move is made to stop the Black Knight from getting to g4, but it will also open up the g file for the Black Rook. **8...gxh6 9.f3 d6 10.Qd2 Qxd2+** *25* **11.Kxd2 Bxc3+** *25* **12.bxc3**

X A B C D E F G H Y
8 r + I + K + - t (
7 p p p - + p + p '
6 - + n p - + - p &
5 + - + - p - + - %
4 - + L + P + - + \$
3 + - P - + P + - #
2 P + P K - + - P "
1 R - + - + R + - !
x a b c d e f g h y

12...Be6 13.Bb5 Bd7 14.Rg1 0-0-0 15.a4 a6 16.Bxa6 bxa6 17.Rgb1 Na5 18.Rb4 Rhg8 19.c4 Rg2+ **20.Kc3 Rxh2 21.c5 dxc5 22.Rab1** *40* Black completely missed PXR+ which should have won the game! **22...Nc6 23.Rb7 Na5** *40* This move lost the game. Black needed to analyze that with the Knight on c6 the b7 Rook has no good moves and the Black King is safe. Black's best move is B-e6 which accomplishes three things: 1) it gives the King an escape square, 2) allows the Bishop to attack squares around the White King and 3) allows the d Rook to attack squares around the White King. Another possibility is the following combination: [23...Nb4 24.Ra7 Rxc2+ 25.Kb3 Be6+ 26.Ka3 Ra2#] **24.Rb8# 1-0**

Game 39

This is a quick game which shows how a player who is concentrating can sometimes very easily and quickly beat a player who is not concentrating.

1.e4 e5

2.Nf3 Nc6

3.Bc4 a6

4.d3 b5

5.Bb3 d6

6.Ng5

X A B C D E F G H Y
8 r + l v k l n t (
7 + - p - + p p p '
6 p + n p - + - + &
5 + p + - p - \$ N - %
4 - + - + P + - + \$
3 + L + P + - + - #
2 P P P + - P P P "
1 R N L Q K - + R !
x a b c d e f g h y

6.....f6

7.Nf7 Bg4

8.Qxg4 Qc8

9.Be6 Nh6

10.Nxh6 Qxe6

11.Qxe6+ Kd8

12.Nf7# 1-0

Game 39

1.e4 e5 2.Nf3 Nc6 3.Bc4 a6 White has already shown that c4 is preferred over b5, so getting developed with N-f6 or B-c5 are much stronger moves. **4.d3 b5 5.Bb3 d6 6.Ng5**

X A B C D E F G H Y
8 r + l ♕ k ♞ n t (
7 + - p - + p p p '
6 p + n p - + - + &
5 + p + - p - \$ N - %
4 - + - + P + - + \$
3 + L + P + - + - #
2 P P P + - P P P "
1 R N L Q K - + R !
x a b c d e f g h y

6...f6 *5* This move does not stop what White wants to do, but N-h6 would. **7.Nf7 Bg4** *40*
8.Qxg4 Qc8 9.Be6 Nh6 10.Nxh6 Qxe6 11.Qxe6+ Kd8 12.Nf7# 1-0

Game 40

1.e4 e5 2.Nf3 Nc6 3.Nc3 Bc5 4.Bc4 d6 5.0–0 Bg4 6.h3 Bh5 7.d3 Qf6 8.Bg5 Qg6 9.g4 f6
10.gxh5 Qxh5 11.Bh4 g5 12.Nxg5

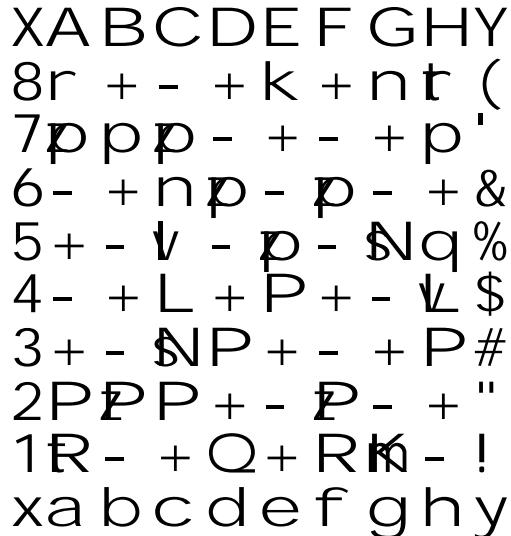
X A B C D E F G H Y
8 r + - + k + n t (
7 p p p - + - + p '
6 - + n p - p - + &
5 + - v - p - \$ N q %
4 - + L + P + - v \$
3 + - \$ N P + - + P #
2 P P P + - P - + "
1 R - + Q + R K - !
x a b c d e f g h y

12...Qg6 13.Bf7+ Kf8 14.Bxg6 hxg6 15.Ne6+ Ke8 16.Nxc7+ Kd8 17.Nxa8 g5 18.Bg3 Rxh3

19.Kg2 Rh5 20.Qxh5 Nd4 21.Nd5 Nxc2 22.Rac1 Nd4 23.Nac7 Ne2 24.Qe8# 1–0

Game 40

1.e4 e5 2.Nf3 Nc6 3.Nc3 Bc5 4.Bc4 d6 5.0-0 Bg4 6.h3 Bh5 7.d3 Qf6 8.Bg5 The best move is N-f6 to continue getting developed. [*17* Black is trying for a combination such as this: 8.a3 Nd4 9.Be3 Nxf3+ 10.gxf3 Bxf3 11.Qe1 Qg6+ 12.Kh2 Qg2#] **8...Qg6 9.g4 f6** [This possible combination is stronger for Black. 9...Bxg4 10.hxg4 Nd4 11.Nxd4 Qxg5 12.Nf3 Qxg4+ Now Black is only down a piece to two pawns and the White King is exposed.] **10.gxh5 Qxh5 11.Bh4 g5 12.Nxg5**



12...Qg6 ??? *5* This move lost the game. QXB leaves Black with equal pieces and a stronger position since both the Knight on g5 and the pawn on h3 are attacked. **13.Bf7+ Kf8** ??? *18* The Queen is lost so the best move is to trade the Queen for the Bishop and Knight. **14.Bxg6 hxg6 15.Ne6+ Ke8** K-e7 is stronger, always try to attack something. *46* **16.Nxc7+ Kd8 17.Nxa8 g5** *43* ??? RXB **18.Bg3 Rxh3 19.Kg2 Rh5** ??? R-h7 is the best move because White's next move should be R-h1. **20.Qxh5 Nd4 21.Nd5 Nxc2 22.Rac1 Nd4 23.Nac7 Ne2 24.Qe8# 1-0**

Game 41

1.d4 d5 2.Nc3 Nf6 3.g3 Be6 4.Bg2 Nc6 5.e4 dxe4 6.Nxe4 Nxe4 7.Bxe4 f5 8.Bf3 Qd7
9.d5 Bf7 10.c4 e5 11.g4 g6 12.Qb3 Nd4 13.Qxb7 Rd8 14.Rb1 Qc8 15.Qxa7 Nxf3+
16.Nxf3 fxg4

X A B C D E F G H Y
8- + q t k l - t (
7 @ - p - + l + p '
6- + - + - + p + &
5+ - + P p - + - %
4- + P + - + p + \$
3+ - + - + N + - #
2 P P - + - P - P "
1 + R l - K - + R !
x a b c d e f g h y

17.Nxe5 Bg8 18.0-0 Qf5 19.Qa4+ c6 20.Qxc6+ Rd7 21.Nxd7 Bg7 22.Re1+ Kd8 23.Bg5+
Qxg5 24.Qb6+ Kxd7 25.Qb7+ Kd8 26.Qxg7 Bf7 27.Qxh8+ Kd7 28.Rbd1 Qf4 29.d6
h5 30.Re7+ Kc6 31.Qc8+ Kb6 32.Qb7+ Kc5 33.Qb5# 1-0

Game 41

1.d4 d5 2.Nc3 Nf6 3.g3 Be6 *2* This creates a "problem child"--which is a piece blocking the development of another piece, in this case one Bishop stopping the development of the other Bishop because the d pawn cannot move. [This line shows the proper development of pieces for this opening: 3...Bf5 4.Bg2 e6] **4.Bg2 Nc6 5.e4 dxe4 6.Nxe4 Nxe4 7.Bxe4 f5** NEVER move a side pawn this early in a game. The proper move here is Bishop to d5 which causes a threat which White must react to. [7...Bd5 8.Bxd5 Qxd5] **8.Bf3** The fianchettoed Bishop should be on g2 and only come out to win a piece. **8...Qd7 9.d5** Because of not being properly aggressive on move 7 Black is now forced to lose a piece with the pawn fork. **9...Bf7** Moving the Knight to b4 is slightly stronger because if White captures the Bishop then the Queen can take the pawn with check. **10.c4** White should have captured the Knight. The Bishop is guarding the Queen so White does not have to worry about not castling after QXQ. **10...e5** ??? When a piece is attacked, MOVE IT! N-e5 is the proper move. White had Black in a hole and lost the initiative because of not being aggressive. **11.g4 g6 12.Qb3 Nd4 13.Qxb7 Rd8 14.Rb1 Qc8** Either P-e4 or B-d6 are much stronger moves. **15.Qxa7 Nxf3+ 16.Nxf3 fxg4**

X	A	B	C	D	E	F	G	H	Y
8-	+	q	t	k	l	-	t	(
7	Q	-	p	-	+	l	+	p	'
6-	+	-	+	-	+	p	+	&	
5+	-	+	P	p	-	+	-	%	
4-	+	P	+	-	+	p	+	\$	
3+	-	+	-	+	N	+	-	#	
2P	P	-	+	-	P	-	P	"	
1+	R	l	-	K	-	+	R	!	
xa	b	c	d	e	f	g	h	y	

17.Nxe5 Bg8 Notice that all of Black's pieces are on the back rank. **18.0-0 Qf5 19.Qa4+ c6 20.Qxc6+ Rd7 21.Nxd7 Bg7 22.Re1+ Kd8 23.Bg5+** [White missed this simple mate: 23.Qb6+ Kxd7 (23...Kc8 24.Re8+ Kxd7 25.Qc6#) 24.Qc6+ Kd8 25.Re8#] **23...Qxg5 24.Qb6+ Kxd7 25.Qb7+ Kd8 26.Qxg7 Bf7 27.Qxh8+ Kd7 28.Rbd1 Qf4 29.d6 h5 30.Re7+ Kc6 31.Qc8+ Kb6 32.Qb7+ [This line, known as "Walking the King", is usually easier. 32.Rb7+ Ka6 33.Qa8#] 32...Kc5 33.Qb5# 1-0**

Game 42

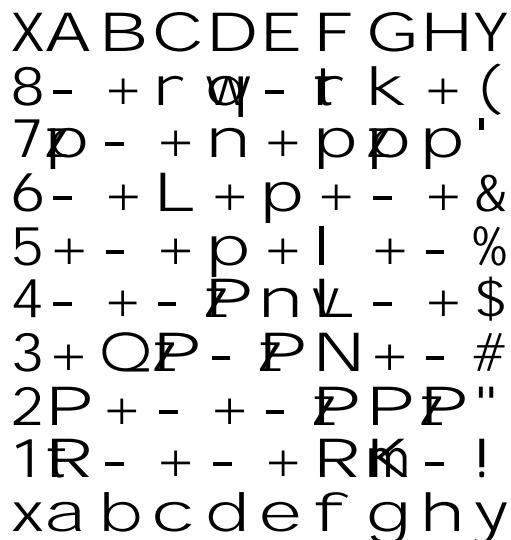
1.d4 d5 2.c4 c6 3.Nc3 Nf6 4.Nf3 Bf5 5.Bf4 Nbd7 6.e3 e6 7.Be2 Bb4 8.0-0 Bxc3 9.bxc3
Ne4 10.Qb3 b5 11.cxb5 cxb5 12.Bxb5 0-0 13.Bc6 Rc8

X A B C D E F G H Y
8- + r ♕ - t k + (
7 p - + n + p p p '
6- + L + p + - + &
5 + - + p + l + - %
4- + - P n L - + \$
3 + Q P - P N + - #
2 P + - + - P P P "
1 R - + - + R K - !
x a b c d e f g h y

14.Bxd7 Qxd7 15.Rac1 Bg4 16.Ne5 Qe7 17.Nxg4 Nd2 18.Qc2 Nxf1 19.Kxf1 f5 20.Ne5 g6
21.Nd3 Rc4 22.Nc5 Kg7 23.Rb1 Kf6 24.h4 Qd8 25.Rb7 26.Be5# 1-0

Game 42

1.d4 d5 2.c4 c6 3.Nc3 Nf6 4.Nf3 Bf5 5.Bf4 Nbd7 6.e3 e6 7.Be2 Bb4 8.0–0 Bxc3 Never trade an attacking piece for a defending one. **9.bxc3 Ne4 10.Qb3 b5 P-b6** is a much stronger move. **11.cxb5 cxb5 12.Bxb5 0–0 13.Bc6 Rc8**



14.Bxd7 Qxd7 15.Rac1 Bg4 The normal purpose of this move is to pin the Knight. There is nothing to pin the Knight to so it is wasted. Black ends up going down a piece here. Much better is R-b8 followed by R(f)-c8. **16.Ne5 Qe7 *38* 17.Nxg4 Nd2 18.Qc2 Nxf1 19.Kxf1 f5 20.Ne5 g6 21.Nd3 Re4** Poor placement for the Rook because it can easily be trapped there. Black cannot afford to have any pieces trapped since Black is already down a piece. **22.Nc5** Excellent move! The Black Rook can make no legal moves without being captured and the Knight is covering several important squares. **22...Kg7 23.Rb1 Kf6 24.h4 Qd8 25.Rb7 Rf7 P-g5 or Q-e7** are the only moves that stop checkmate. **26.Be5# 1–0**

Game 43

1.Nf3

2.e4 Bc5

3.Nc3 Qh4

4.g3 Qf6

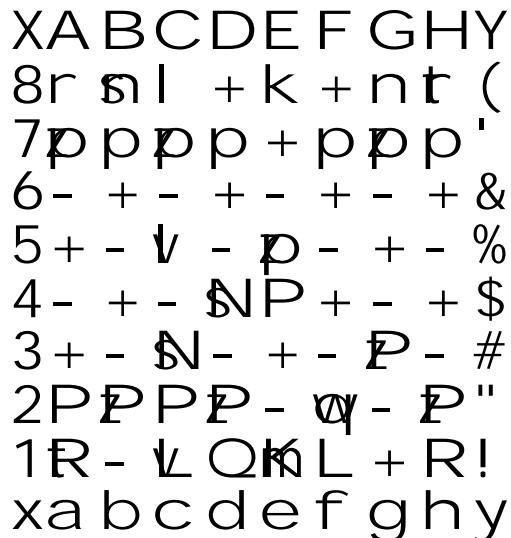
5.Nd4 Qxf2+

X A B C D E F G H Y
8 r n l + k + n t (
7 p p p p + p p p '
6 - + - + - + - + &
5 + - v - p - + - %
4 - + - \$ N P + - + \$
3 + - \$ N - + - P - #
2 P P P P - v - P "
1 R - v Q K L + R !
x a b c d e f g h y

0-1

Game 43

1.Nf3 e5 *5* White is already attacking this square. **2.e4 Bc5** **3.Nc3 Qh4** *40* Black is so intent on a Scholar's Mate that no attention at all is paid to the placement of White's pieces. **4.g3** ??? **NxQ!** *43* *22* White is obviously moving too fast and not paying attention to what the White pieces can do. **4...Qf6** **5.Nd4** Nothing is guarding this Knight move and Black has two pieces attacking d4. The best move is B-g2 or P-d3 or N-d5. **5...Qxf2+**



39 NEVER BELIEVE YOUR OPPONENT! This is NOT checkmate. Because of the Knight on d4, nothing is guarding the Queen on f2 and the King can legally capture it. White should not have believed the opponent when the player stated it is checkmate and instead, if not sure, raised his/her hand and asked the tournament director. **0-1**

Game 44

1.e4 e5 2.Nf3 d6 3.h3 g6 4.Nc3 Bg7 5.Bb5+ Bd7 6.d3 Nf6 7.Bg5 Bxb5 8.Nxb5 Qd7
9.Nc3 Rg8 10.0–0 h6 11.Bh4 Nc6 12.a3 0–0–0 13.Nd5 Qe6 14.c4 Rde8 15.b4 Ne7
16.a4 c6

X A B C D E F G H Y
8- + k + r + r + (-
7 p p + - n p \ - ' -
6- + p p q n p p &
5+ - + N p - + - %
4 P P P + P + - \ \$
3+ - + P + N + P #
2- + - + - P P + "
1 R - + Q + R K - !
x a b c d e f g h y

17.b5 cxd5 18.cxd5 Qd7 19.Rc1+ Kb8 20.Qb3 Rc8 21.Rcd1 g5 22.Bg3 Nh5 23.a5
Nxg3 24.fxg3 Rc5 25.b6 Rxa5 26.bxa7+ Rxa7 27.h4 Qa4 28.Qb6 Qa6 29.Qb4 Rh8
31.Kf2 Qb6+ 32.Ke1 Qe3# 0–1

Game 44

1.e4 e5 2.Nf3 d6 3.h3 g6 It is not recommended to fianchetto a Bishop when you have already placed your own pawns in a position to block your fianchettoed Bishop. **4.Nc3 Bg7 5.Bb5+ Bd7 6.d3** This is not a bad move, but White's strongest move is B-c4. **6...Nf6 7.Bg5 Bxb5 8.Nxb5 Qd7 9.Nc3 Rg8** White now knows that Black does not intend to castle kingside. This should also be a warning for White not to castle kingside, because White would be castling into an easy pawn storm attack for Black. **10.0-0 h6 11.Bh4** Only back the Bishop up to the side of the board when there is still a pin on. There is no pin so the strongest position for the Bishop is either e3 or d2. **11...Nc6 12.a3 0-0-0 13.Nd5 Qe6 14.c4** This is a good move since the pawn push is on the opposite side of the board as the White King and on the same side of the board as the Black King. However, it can only work if White supports the advanced pawns with Rooks before they are pushed too far. White is hoping Black will play NXN and then White can open the c file. **14...Rde8 15.b4 Ne7 16.a4** *5* This move extends the pawns farther than White can easily defend. To protect the pawn push White needs the Queen on b3 and the f Rook on c1. White is concentrating too much on the queenside. Black is getting pieces ready for a kingside attack. White's dark-squared Bishop is not doing him any good so it would be best to play BXN on this move. **16...c6**



17.b5 ??? Black has just attacked a piece and White ignores it and goes a piece down. The best move for White is NXN(e), which will reinstate the pinning of the f Knight and make that Knight useless for a while. **17...cxd5 18.cxd5 Qd7 19.Rc1+ Kb8 20.Qb3 Rc8 21.Rcd1** NOW White starts to pay attention that pieces are attacked! Never move a Rook off of an open file. White could have still won the game without the Knight, but giving up control of the c file is the specific move that gave Black the game. White's position just continues to fall apart after this. **21...g5 22.Bg3 Nh5 23.a5** This pawn push tremendously weakens White's queenside. White's strongest move is N-d2 followed by N-c4. White's Bishop is not any good so Black does not want to waste a good Knight by capturing it and opening up the f Rook. **23...Nhg3 24.fxg3** GM Yasser Seirawan calls this the "Master Pawn Formation". With the King on h2 it is usually difficult to attack. **24...Rc5** Black takes advantage of the weakness that White created and will soon own the queenside. **25.b6 Rxa5 26.bxa7+ Rxa7 27.h4** White continues to self-destruct by making pawn moves when pieces need to be moved. **27...Qa4 28.Qb6** White is down a piece, messed up the kingside position; therefore, cannot afford to trade Queens. However, the best move would be Q-b2. **28...Qa6 29.Qb4 29...b5 30.hxg5** White continues to self-destruct. P-h5 will allow the game to continue a lot longer. **30...Rh8 31.Kf2 Qb6+ 32.Ke1** White walked right into checkmate in 1. K-e2 is the best move. **32...Qe3# 0-1**

Game 45

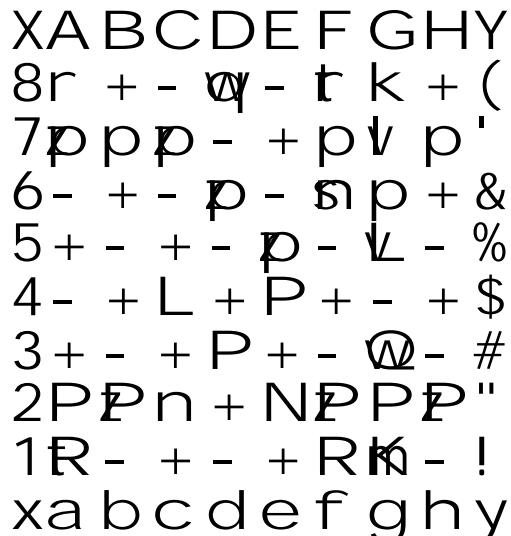
1.e4 e5 2.Qh5 Nc6 3.Bc4 g6 4.Qf3 Nf6 5.Nc3 Bg7 6.Nge2 0-0 7.0-0 d6 8.d3 Bg4 9.Qg3
Bxe2 10.Nxe2 Nb4 11.Bg5 Nxc2

X A B C D E F G H Y
8 r + - ♕ - t k + (
7 p p p - + p \ p '
6 - + - p - s p + &
5 + - + - p - \ L - %
4 - + L + P + - + \$
3 + - + P + - ♖ - #
2 P P n + N P P P "
1 R - + - + R K - !
x a b c d e f g h y

12.Bxf6 Bxf6 13.Rac1Nb4 14.f4 Nc6 15.fxe5 Bxe5 16.Qf2 Bd4 17.Bxf7+ Rxf7 18.Nxd4
Nxd4 19.Qxf7+ Kh8 20.Rxc7 Qg8 21.Qf6+ Qg7 22.Qxg7# 1-0

Game 45

1.e4 e5 2.Qh5 Nc6 3.Bc4 g6 4.Qf3 Nf6 *19* A stronger move is Q-f6. Black should want to trade Queens because player's who bring out their Queen's early usually do not play well without a Queen. **5.Nc3** The best move is N-d4, which forces Q-d1. **5...Bg7 6.Nge2 0-0 7.0-0 d6 8.d3 Bg4 9.Qg3 Bxe2** Q-d7 is stronger. Never trade an attacking piece for a defending one unless there is a specific purpose. **10.Nxe2 Nb4** [This combination would give Black a stronger position: 10...Nd4 11.Nxd4 exd4 12.Bg5 Qd7 13.Rae1 Nh5 14.Qf3 Be5] **11.Bg5 Nxc2**



12.Bxf6 Bxf6 The move should have been QXB. Always leave the fianchettoed Bishop in the hole as long as is possible. **13.Rac1 Nb4** N-d4 is stronger. **14.f4 Nc6** Never retreat a piece unless it is attacked or you are planning a better use for it. [This combination would have proven better: 14...exf4 15.Qxf4 Be5 16.Bxf7+ Kg7 17.Qf3 Qe7] **15.fxe5 Bxe5 16.Qf2 Bd4** Black's best move is Q-e7. **17.Bxf7+ Rxf7 18.Nxd4** To eliminate the pin. **Nxd4** ??? *5* *18* RXQ should allow Black to win the game! Never allow yourself to get into a defeatist attitude as Black did in this game because then you fail to look for attacking moves. **19.Qxf7+ Kh8 20.Rxc7 Qg8 21.Qf6+ Qg7 22.Qxg7# 1-0**

Game 46

1.e4 e5

2.Bc4 Bc5

3.Nf3 h6

4.0–0 Nf6

5.Nxe5

X A B C D E F G H Y
8 r n l v k + - t (
7 p p p p + p p - '
6 - + - + - n - p &
5 + - v - N - + - %
4 - + L + P + - + \$
3 + - + - + - + - #
2 P P P P - P P P "
1 R N L Q + R K - !
x a b c d e f g h y

5.....d5

6.exd5 Nxd5

7.Nxf7 Kxf7

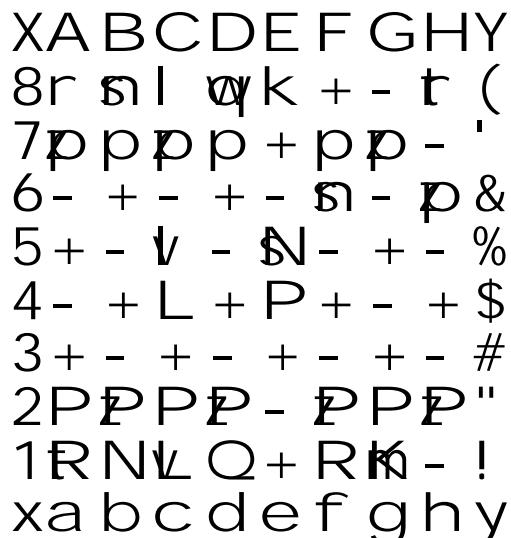
8.Qf3+ Ke6

9.Re1+ Kd6

10.Qxd5# 1–0

Game 46

1.e4 e5 2.Bc4 Bc5 The correct second move for Black in this opening is N-f6 which attacks the e pawn and stops a potential "Scholar's Mate". **3.Nf3 h6** N-c6 would protect the e pawn which is now attacked. Not protecting that pawn caused the loss in this game. **4.0-0 Nf6** White is attacking Black's e pawn and Black needs to protect it with N-c6. **5.Nxe5**



5...d5 Much stronger is 0-0. **6.exd5 Nxd5 7.Nxf7** The purpose of this move is to remove the King's protection to make an attack easier. **Kxf7 8.Qf3+ Ke6 9.Re1+ Kd6 10.Qxd5#** *1* This game is an example of how lack of development will lead to a loss. **1-0**

Game 47

1.e4 e5 2.Nf3 Nc6 3.d4 d6 4.Bb5 Bd7 5.d5 Nb4 6.Bg5 Be7 7.Bxd7+ Qxd7 8.Qd2 Na6
9.0-0 0-0-0 10.Qc3 Bxg5 11.Nxg5 Qe7 12.Nf3 Nf6 13.Nbd2 h5

X A B C D E F G H Y
8- + k t - + - t (
7 p p p - w p p - '
6 n + - p - s - + &
5 + - + P p - + p %
4 - + - + P + - + \$
3 + - w - + N + - #
2 P P P N - P P P "
1 R - + - + R K - !
x a b c d e f g h y

14.Nc4 g5 15.Nfxe5 dxe5 16.Nxe5 Ng4 17.Qf3 Qxe5 18.g3 Rdf8 19.Rfd1 f5 20.Qc3
Qxe4 21.d6 c6 22.d7+ Kc7 23.Rd4 Qe2 24.Qb3 b6 25.Qc3 Qxf2+ 26.Kh1 Qxh2# 0-1

Game 47

1.e4 e5 2.Nf3 Nc6 3.d4 d6 4.Bb5 Bd7 5.d5 Nb4 Up until this move Black has played this opening well. N-e7 is the strongest move. **6.Bg5 Be7 7.Bxd7+ Qxd7 8.Qd2 Na6 9.0-0 0-0-0** Remember that you and your opponent's strongest attack is in the direction your pawns are pointing. White's pawns are pointing toward the queenside therefore that is not the direction which Black should have castled. **10.Qc3 Bxg5 11.Nxg5 Qe7 12.Nf3 Nf6 13.Nbd2 h5**



14.Nc4 g5 This looks like a foolish move. However, the g5 pawn is a poison pawn. If White captures it, Black moves R(d)-g8 and White will be in big trouble. NXP(e) will weaken White's center. **15.Nfxe5 dxe5 16.Nxe5** White has just traded the Knight for two pawns. If White were better developed (i.e. already had Rooks on the d and e files) this is a good trade, but in this position it is not. **16...Ng4** Black wants White to capture the Knight so the h Rook can have a clear path to h2. **17.Qf3** This move cost White the game. There is no hope now. Not only does White lose a piece, but because of lack of development White has no control of the center. **17...Qxe5 18.g3 Rdf8 19.Rfd1** White still had very slight chances if the a Rook is moved to d1. **19...f5 20.Qc3 Qxe4** *25* With a two piece advantage Black should have traded Queens to simplify. **21.d6 c6 22.d7+ Kc7 23.Rd4 Qe2 24.Qb3** White has two good moves to keep from being checkmated: R-f1 or R-d2. **24...b6 ???** This move has no purpose. Black should have immediately gone for the mate. *18* **25.Qc3 Qxf2+ 26.Kh1 Qxh2# 0-1**

Game 48

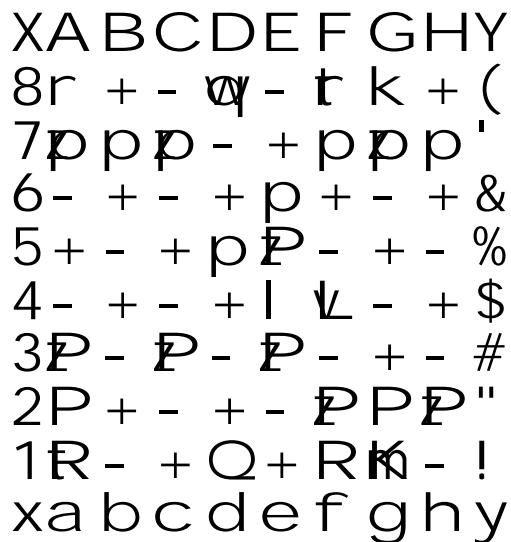
1.d4 d5 2.Nf3 Nc6 3.Bf4 Bf5 4.e3 Nb4 5.Na3 e6 6.c3 Nc6 7.Bd3 Bxa3 8.bxa3 Nf6 9.Ne5
Nxe5 10.dxe5 Ne4 11.Bxe4 Bxe4 12.0-0 0-0

X A B C D E F G H Y
8 r + - ♕ - t k + (
7 p p p - + p p p '
6 - + - + p + - + &
5 + - + p P - + - %
4 - + - + l L - + \$
3 P - P - P - + - #
2 P + - + - P P P "
1 R - + Q + R K - !
x a b c d e f g h y

13.Qg4 h6 14.Bxh6 g6 15.Bxf8 Qxf8 16.c4 Qg7 17.cxd5 exd5 18.f3 Qxe5 19.fxe4 dxe4
20.Qd7 Qc5 21.Qxf7+ Kh8 22.Qxg6 Qxe3+ 23.Kh1 Qd4 24.Rf7 Rf8 25.Qh7# 1-0

Game 48

1.d4 d5 2.Nf3 Nc6 3.Bf4 Bf5 4.e3 Nb4 5.Na3 e6 6.c3 White has found an effective way to stop this attack on c2. **6...Nc6 7.Bd3 Bxa3 8.bxa3 Nf6 9.Ne5** A much stronger move here is BXB forcing Black to have doubled f pawns. **9...Nxe5 10.dxe5 Ne4 11.Bxe4 Bxe4 12.0-0** It would be slightly stronger to move P-f3 to force the Black Bishop to move prior to castling. **12...0-0**



13.Qg4 h6 This move has no purpose since the g pawn is pinned. Black has just given away a pawn in front of the King. Black's best moves were either B-g6 or K-h8 or B-f5 or P-c5. **14.Bxh6 g6** *40* The correct move is B-g6. **15.Bxf8 Qxf8 16.c4 Qg7** Black cannot capture the pawn because it will remove the Bishop's protection. **17.cxd5 exd5 18.f3 Qxe5** When a piece is attacked you must move it! The best move is B-d3. **19.fxe4 dxe4 20.Qd7 Qc5** This move has no good purpose. Black's strongest move is R-f8. **21.Qxf7+ Kh8 22.Qxg6 Qxe3+ 23.Kh1 Qd4 24.Rf7 Rf8** This is another example of a player who believes he/she is losing so they stop looking for attacking moves. [Black missed this two move mate: 24...Qxa1+ 25.Rf1 Qxf1#] **25.Qh7# or RXR++ 1-0**

Game 49

**1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Ne3 Bc5 5.0–0 d6 6.h3 0–0 7.d3 h6 8.Re1 Nd4 9.a3 Be6
10.Bxe6 Nxe6 11.Be3 Nd4 12.b4 Bb6 13.Nd5 a6 14.Nxb6 cxb6 15.Nxd4 exd4**

X A B C D E F G H Y
8 r + - ♕ - t k + (
7 + p + - + p p - '
6 p p - p - s - p &
5 + - + - + - + - %
4 - P - p P + - + \$
3 P - + P L - + P #
2 - + P + - P P + "
1 R - + Q R - K - !
x a b c d e f g h y

**16.Bxd4 a5 17.Qd2 Re8 18.bxa5 bxa5 19.Rab1 d5 20.e5 Nd7 21.Rxb7 f6 22.exf6
Rxe1+ 23.Qxe1 Nxf6 24.Bb6 Qc8 25.Rc7 Ne8 26.Rxc8 Rxc8 27.Bxa5 Ra8 28.Qe6+ Kh8
29.Qxd5 Nf6 30.Qxa8+ 1-0**

Game 49

1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Nc3 Bc5 5.0-0 d6 6.h3 0-0 7.d3 h6 8.Re1 Nd4 9.a3 Be6 10.Bxe6 N-d5 is a stronger move. **10...Nxe6** Black should have captured with the f pawn. This accomplishes two things: 1) it opens up the Rook to White's kingside and 2) it stops White's Knight from going to d5. **11.Be3 Nd4 12.b4 Bb6 13.Nd5** This begins a nice combination to get White a pawn advantage. **13...a6 14.Nxb6 cxb6 15.Nxd4 exd4**



16.Bxd4 a5 Not a good move, much stronger is R-c8. *26* Always put Rooks on open or half-open files. **17.Qd2 Re8 18.bxa5 bxa5 19.Rab1 d5 20.e5 Nd7 21.Rxb7 f6 22.exf6** P-e6 is a stronger move. **22...Rxe1+ 23.Qxe1 Nxf6 24.Bb6** [This combination is much stronger for White: 24.Qe6+ Kh8 25.Rf7 Qe8 26.Rxf6 Qxe6 27.Rxe6] **24...Qc8 25.Rc7 Ne8 ??!!??** *5* When the Queen is attacked, MOVE IT! **26.Rxc8 Rxc8 27.Bxa5** [White missed this move: 27.Qe6+] **27...Ra8 28.Qe6+ Kh8 29.Qxd5 Nf6** Black completely ignores the piece that is attacked. **30.Qxa8+** Black resigned. **1-0**

Game 50

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.d4 exd4 5.Nxd4 Bc5 6.Nf5 0-0 7.Nd5 d6 8.Nxf6+ Qxf6
9.Qf3 Bxf5 10.Qxf5 Qxf5 11.exf5 Rfe8+ 12.Be2 Nd4

X A B C D E F G H Y
8 r + - + r + k + (
7 p p p - + p p p '
6 - + - p - + - + &
5 + - v - + P + - %
4 - + - S - + - + \$
3 + - + - + - + - #
2 P P P + L P P P "
1 R - v - K - + R !
x a b c d e f g h y

13.Rb1 Rx e2+ 14.Kd1 Rx f2 15.Be3 Rx f5 16.Bxd4 Bxd4 17.Re1 a5 18.b4 axb4 19.Rxb4
Bc3 20.Re3 Bxb4 21.Kc1 Ba3+ 22.Kd1 Bb2 23.h4 Rx a2 24.Re8# 1-0

Game 50

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.d4 exd4 5.Nxd4 Bc5 6.Nf5 [Many persons like to play this combination so that Black cannot castle. 6.Nxc6 dxc6 7.Qxd8+ Kxd8] **6...0-0 7.Nd5 d6 8.Nxf6+ Qxf6 9.Qf3** This move is too aggressive and leads to the loss. The best move is N-e3. **9...Bxf5 10.Qxf5 Qxf5 11.exf5 Rfe8+ 12.Be2 Nd4**

X A B C D E F G H Y
8 r + - + r + k + (
7 p p p - + p p p '
6 - + - p - + - + &
5 + - v - + P + - %
4 - + - s - + - + \$
3 + - + - + - + - #
2 P P P + L P P P "
1 R - v - K - + R !
x a b c d e f g h y

13.Rb1 Rx e2+ 14.Kd1 Rxf2 The best move is R(a)-e8 to get all of the pieces into the attack while White is still not developed. **15.Be3 Rxf5 16.Bxd4 Bxd4 17.Re1 a5 18.b4 P-c3** is stronger because it attacks something. **18...axb4 19.Rxb4 Bc3 20.Re3** Either Rook to e4 is stronger. **20...Bxb4 21.Kc1 Ba3+ 22.Kd1 Bb2 23.h4 Rxa2** *48* Always make sure the King has an escape square. **24.Re8#** Black should have won this game and would have if paying attention to what the opponent could do. **1-0**

Game 51

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Bc4 d6 5.h3 Be6 6.Bxe6 fxe6 7.d3 d5 8.exd5 exd5 9.Ng5
d4 10.Ne2 Qd5 11.0–0 0–0–0 12.Bd2 e4

X A B C D E F G H Y
8- + k t - l - t (
7 p p p - + - p p '
6- + n + - s n - + &
5+ - + q + - \$ N - %
4- + - p p + - + \$
3+ - + P + - + P #
2 P P P L N P P + "
1 R - + Q + R K - !
x a b c d e f g h y

13.dxe4 Nxe4 14.Nxe4 Qxe4 15.Ng3 Qe5 16.Qf3 Bd6 17.Bf4 Qxf4 18.Qd3 Qh4 19.Nf5
Qf4 20.Nxd6+ Qxd6 21.c3 dxc3 22.Qxc3 Qd5 23.Qxg7 Rhg8 24.Qxh7 Qxg2# 0–1

Game 51

1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Bc4 d6 5.h3 Be6 6.Bxe6 fxe6 7.d3 d5 8.exd5 exd5 9.Ng5
Q-e2 is the strongest move. **9...d4 10.Ne2 N(c)-e4** is the strongest move. **10...Qd5 11.0-0 0-0-0**
12.Bd2 e4



13.dxe4 Nxe4 14.Nxe4 Qxe4 15.Ng3 Qe5 16.Qf3 Bd6 17.Bf4 *41* White has one piece protecting that square and Black has two attacking, very poor move! If both players have the same number of pieces attacking a square the one starting the attack will lose; however, if one has more pieces attacking then the other that player will win. White's best move is R(f)-e1
17...Qxf4 18.Qd3 Qh4 19.Nf5 Qf4 20.Nxd6+ Qxd6 21.c3 dxc3 22.Qxc3 Qd5 23.Qxg7 *5*
This is a poisoned pawn. If captured it gives Black easier access to the White King. **23...Rhg8 24.Qxh7 Qxg2# 0-1**

Game 52

1.d4 d5 2.Be3 Bf5 3.Nc3 e6 4.Nf3 Nc6 5.Ne5 Bd6 6.Nxc6 bxc6 7.Qd2 Nf6 8.Bg5 0–0 9.h4 h6

X A B C D E F G H Y
8 r + - ♕ - t k + (
7 p - p - + p p - '
6 - + p \ p s - p &
5 + - + p + l \ - %
4 - + - P - + - P \$
3 + - N - + - + - #
2 P P P Q P P P + "
1 R - + - K L + R !
x a b c d e f g h y

10.Bxf6 gxf6 11.Qxh6 Bb4 12.g3 Bxc2 13.Bg2 Re8 14.Rc1 Be4 15.0–0 Bf8 16.Qh5 Rb8
17.Nxe4 dxe4 18.Bxe4 Qxd4 19.Qh7# 1–0

Game 52

1.d4 d5 2.Be3 *21* Don't block in your own pieces. **2...Bf5 3.Nc3 e6 4.Nf3 Nc6 5.Ne5 Bd6**
6.Nxc6 bxc6 7.Qd2 Nf6 8.Bg5 0-0 *26* R-b8 is slightly stronger. **9.h4 h6**



10.Bxf6 gxf6 This move lost the game because it opened up the King for attack and also lets White's Queen capture the h pawn. The correct move is QXB, which develops the Queen and keeps the King protected. **11.Qxh6 Bb4 12.g3 Bxc2 R-e8** is stronger. **13.Bg2 Re8 14.Rc1 Be4** B-f5 is stronger. **15.0-0 Bf8 16.Qh5 Rb8** B-g6 is much stronger. **17.Nxe4 dxe4 18.Bxe4 Qxd4** *5* P-f5 stops checkmate and attacks the Bishop at the same time. B-g7 also stops checkmate but is not as strong of a move. **19.Qh7# 1-0**

Game 53

1.e4 e5 2.Nf3 Nc6 3.Bb5 Bc5 4.d3 d6 5.Nc3 Nf6 6.Bg5 Bd7 7.Nd5 h6 8.Nxf6+ gxf6 9.Bh4
Nd4 10.Bxd7+ Kxd7 11.c3 Ne6 12.b4 Bb6 13.d4 exd4

X A B C D E F G H Y
8 r + - w - + - t (
7 p p p k + p + - '
6 - v - p n p - p &
5 + - + - + - + - %
4 - P - p P + - v \$
3 + - P - + N + - #
2 P + - + - P P P "
1 R - + Q K - + R !
x a b c d e f g h y

14.Nxd4 Rg8 15.Rg1 Qe7 16.a4 Rad8 17.Nxe6 Qxe6 18.a5 Qxe4+ 19.Qe2 Qxh4 20.axb6
Qxh2 21.Qf1 Rde8+ 22.Kd2 Qf4+ 23.Kc2 Rg4 24.bxa7 Ra8 25.Qb5+ Kc8 26.Qe8# 1-0

Game 53

1.e4 e5 2.Nf3 Nc6 3.Bb5 Bc5 4.d3 d6 5.Nc3 Nf6 B-d7 is stronger. **6.Bg5 Bd7 7.Nd5 h6 8.Nxf6+ gxf6 9.Bh4 Nd4 P-a6 or R-g8** are each stronger moves. **10.Bxd7+ Kxd7** This move is forced because if the Queen captures the Bishop then Black loses the f6 pawn. **11.c3 Ne6 12.b4 Bb6 13.d4 P-a4 or Q-b3** are much stronger moves. The Bishop needs to stay on h4 since it is keeping the Queen temporarily busy protecting the f6 Pawn. **13...exd4**



14.Nxd4 Rg8 15.Rg1 N-f5 or NXN are much stronger moves. The g2 pawn is poison, because if the Black Rook captures it then White moves B-g3 and two moves later the King can possibly capture it. **15...Qe7 16.a4 Rad8** [This is a much stronger line: 16...Nxd4 17.cxd4 Qxe4+ 18.Qe2 Qxh4] **17.Nxe6 Qxe6 18.a5** *5* Q-d5 or Q-f3 or B-g3 are each stronger moves. **18...Qxe4+ 19.Qe2 Qxh4 20.axb6 Qxh2 21.Qf1** 0-0-0 or Q-b5+ or K-f1 are stronger moves. **21...Rde8+ 22.Kd2 Qf4+ 23.Kc2 Rg4** This move lost the game. [This line should win the game for Black: 23...Qf5+ 24.Kb2 axb6 25.f3 Re3 26.Re1 Qe5 27.Rxe3 Qxe3 28.Qc4 Rg7] **24.bxa7 Ra8 25.Qb5+ Kc8 26.Qe8# 1-0**

Game 54

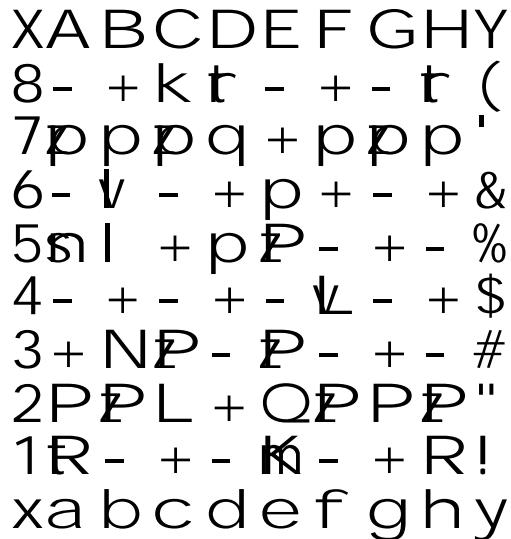
1.d4 d5 2.Bf4 e6 3.Nf3 Nc6 4.e3 Bd6 5.Ne5 Nxe5 6.dxe5 Bc5 7.Nd2 Bd7 8.c3 Bc6 9.Nf3 Qd7 10.Nd4 Ba4 11.Nb3 Bb6 12.Be2 0-0-0 13.Qd2 Ne7 14.Bd3 Nc6 15.Qe2 Na5 16.Bc2 Bb5

X A B C D E F G H Y
8- + k t - + - t (
7 p p p q + p p p '
6- v - + p + - + &
5 n l + p P - + - %
4- + - + - L - + \$
3+ N P - P - + - #
2 P P L + Q P P P "
1 R - + - K - + R !
x a b c d e f g h y

17.Qg4 f5 18.exf6 Rdf8 19.Qxg7 Qxg7 20.fxg7 Re8 21.gxh8Q Rxh8 22.Be5 Rg8 23.Bxh7 Rg5 24.Bf6 Rxg2 25.Nd4 Be8 26.Nxe6 Bh5 27.Nf4 Bg4 28.Nxg2 Bh3 29.Rd1 Bxg2 30.Bf5+ Kb8 31.Rg1 Be4 32.Rg8# 1-0

Game 54

1.d4 d5 2.Bf4 e6 3.Nf3 Nc6 4.e3 Bd6 5.Ne5 Nxe5 N(g)-e7, BXN, or Q-f6 are stronger moves. **6.dxe5 Bc5 7.Nd2 Bd7 8.c3 Bc6** *1* Get developed! N-e7 is the best move. **9.Nf3 Qd7 10.Nd4 Ba4** Pieces have to be moved off of the back rank to have a chance to win. N-e7 is still the best move and then 0-0. **11.Nb3 Bb6 12.Be2 0-0-0** N-e7 is the strongest move. The next best move is P-c5. **13.Qd2 Ne7 14.Bd3 Nc6 15.Qe2 Na5** P-f6 is the strongest move, because it will allow the Knight to then advance to e5. **16.Bc2 Bb5**



17.Qg4 f5 18.exf6 Rdf8 This move lost the game. NXN or R(d)-g8 or P(g)XP(f) are much stronger. **19.Qxg7** Q-e8 is the best move. **19...Qxg7 20.fxg7 Re8 21.gxh8Q Rxh8** *18**25* White now has a piece and pawn advantage. The correct strategy for White is to now develop each piece to stronger squares and make as many equal trades as possible. **22.Be5** *25* NXN is the best move. This enables White to simplify the position. **22...Rg8 23.Bxh7** NXN or B-g3 or P-g3 are each stronger moves. **23...Rg5 24.Bf6** B-g3 is stronger. **24...Rg2 25.Nd4 Be8 26.Nxe6 Bh5 27.Nf4 Bg4** *5* **28.Nxg2 Bh3 29.Rd1** ??? When a piece is attacked, move it or protect it. **29...Bxg2 30.Bf5+ Kb8 31.Rg1 Be4 32.Rg8#** *48* [This is another way to win the game: 32.Bxe4 dxe4 33.Rd8#] **1-0**

Game 55

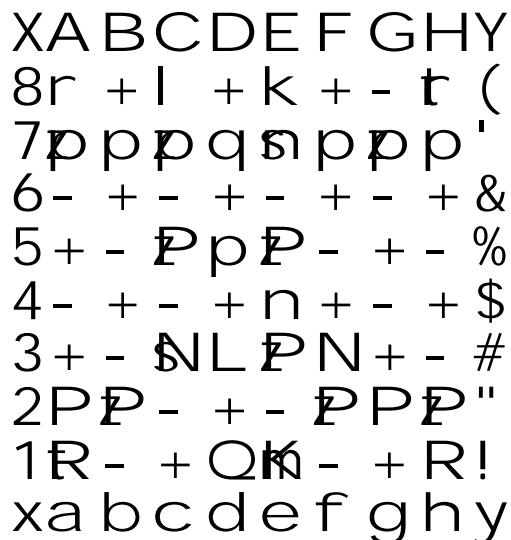
1.d4 d5 2.c4 e6 3.Nf3 Nc6 4.Nc3 Be7 5.c5 Nf6 6.Bg5 e5 7.dxe5 Ne4 8.Bxe7 Nxe7 9.e3 Qd7 10.Bd3

X A B C D E F G H Y
8 r + l + k + - t (
7 p p p q n p p p '
6 - + - + - + - + &
5 + - P p P - + - %
4 - + - + n + - + \$
3 + - \$ N L P N + - #
2 P P - + - P P P "
1 R - + Q K - + R !
x a b c d e f g h y

10...0-0 11.Bxe4 Qc6 12.Bxh7+ Kxh7 13.Ng5+ Kh6 14.h4 Ng6 15.Qf3 Bg4 16.Qxg4 f5
17.Qf3 Nxh4 18.Rxh4+ Kg6 19.Qh5# 1-0

Game 55

1.d4 d5 2.c4 e6 3.Nf3 Nc6 4.Nc3 Be7 5.c5 Nf6 6.Bg5 e5 *5* Up until this move Black has been doing a good job of getting properly developed. This move gives White an advantage by weakening Blacks control of the center. The strongest move is P-h6. **7.dxe5 Ne4** N-d7 is stronger. **8.Bxe7 Nxe7 9.e3 Qd7** *18* This move has no purpose. Black should have moved NXP(c). **10.Bd3**



10...0-0 *20* The best move is NXP(c). **11.Bxe4 Qc6** ??? White now has three pieces concentrating on d5 and Black only two. Black's best move to stay in the game is PXB. **12.Bxh7+** White is now starting one of the oldest mating combinations. **12...Kxh7 13.Ng5+ Kh6** [Black still has chances with this possible continuation: 13...Kg8 14.Qh5 Re8 15.Qh7+ Kf8 16.Qh8+ Ng8] **14.h4 Ng6** This Knight is in its strongest position. The best moves available are: QXP(c), P-f6. or P-f5. **15.Qf3 Bg4** ??? *20* Why give away pieces for free? Nothing is protecting this Bishop. Black's strongest move might have lead to this combination: [15...Nxe5 16.Qf4 Nd3+] **16.Qxg4 f5 17.Qf3 Nxh4** *5* The White h pawn is all that is keeping Black from getting checkmated. NXP(e) is Black's strongest move. **18.Rxh4+ Kg6 19.Qh5#** 1-0

Game 56

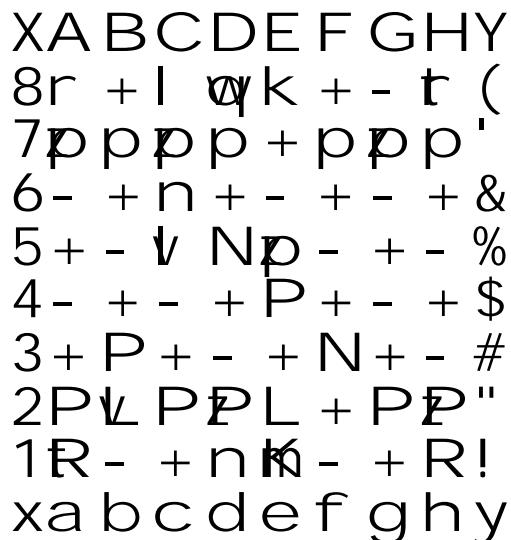
1.e4 e5 2.Nf3 Nc6 3.b3 Nf6 4.Nc3 Bc5 5.Be2 Ng4 6.Nd5 Nxf2 7.Bb2 Nxd1

X A B C D E F G H Y
8 r + l w k + - t (
7 p p p p + p p p '
6 - + n + - + - + &
5 + - t N p - + - %
4 - + - + P + - + \$
3 + P + - + N + - #
2 P L P P L + P P "
1 R - + n K - + R !
x a b c d e f g h y

8.Bxd1 0-0 9.Nxe5 Nxe5 10.Bxe5 d6 11.Bb2 Qh4+ 12.g3 Qxe4+ 13.Ne3 Qxh1+ 14.Nf1
Qg2 15.Bc3 Qf2# 0-1

Game 56

1.e4 e5 2.Nf3 Nc6 3.b3 Nf6 4.Nc3 Bc5 5.Be2 Ng4 6.Nd5 *5* White could have easily stopped what is about to happen with 0–0. **6...Nxf2 7.Bb2 Nxd1**



8.Bxd1 0–0 9.Nxe5 *25* This is the correct move, whenever you are ahead pieces always try to make as many equal trades as possible. **10.Bxe5 d6** This is the strongest developing move available. It not only attacks the Bishop but also allows the white-squared Bishop to develop. The following possible combination is strong also: [10...Qh4+ 11.Bg3 Qxe4+ 12.Ne3 Bxe3 13.dxe3 Qxg2 14.Rf1 Re8] **11.Bb2 Qh4+** **12.g3 Qxe4+** **13.Ne3 Qxh1+** **14.Nf1 Qg2** [This possible combination does not lead to checkmate as fast but is stronger because it uses the development of pieces to aid in the attack. 14...Bh3 15.Be2 Rfe8 16.0–0–0 Rxe2] **15.Bc3** White's only move to stop checkmate is B-e2. **15...Qf2# 0–1**

Game 57

1.d4 Nc6 2.Bf4 d5 3.Nc3 Nf6 4.Nb5 e5 5.dxe5 Ng4 6.e6 Bd6 7.exf7+ Kxf7 8.Bxd6 cxd6

9.Qxd5+ Ke7

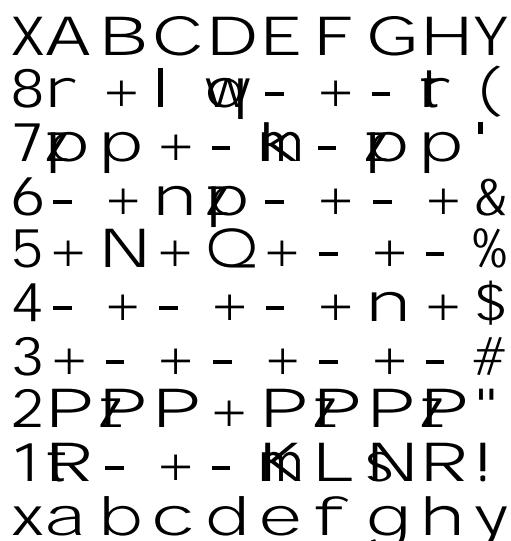
X A B C D E F G H Y
8 r + l v - + - t (
7 p p + - k - p p '
6 - + n p - + - + &
5 + N + Q + - + - %
4 - + - + - + n + \$
3 + - + - + - + - #
2 P P P + P P P P "
1 R - + - k L \$ R !
x a b c d e f g h y

10.Qg5+ Nf6 11.Qxg7+ Ke6 12.Nc7+ Ke5 13.Qg5+ Bf5 14.Nxa8 Rg8 15.Qe3+ Kd5

16.Rd1+ Kc4 17.Qc3+ Kb5 18.e4+ Ka4 19.Qa3# 1-0

Game 57

1.d4 Nc6 The best response to P-d4 is P-d5 or N-f6. **2.Bf4 d5 3.Nc3 Nf6 4.Nb5** *21* Most players look for the Knight fork on f7 not a Knight fork on c7. As soon as White has a Knight on c3 and Bishop on f4 Black needs to have a pawn on a6 or c6 to stop this combination. It is also used it as Black with the Bishop on f5 and Knight on c6 and in that case the pawn needs to push to a3. **4...e5** Once you are already in this position, P-e5 is the best move. **5.dxe5 Ng4 P-a6** and trading Knights is the best move. **6.e6 Bd6 7.exf7+ Kxf7 8.Bxd6** This is the winning move for White. Since the King is out in the open and this move makes it an easy target to attack. **8...cxd6 9.Qxd5+ Ke7**



10.Qg5+ Nf6 11.Qxg7+ Ke6 12.Nc7+ *21* Excellent move!!! This moves forces the Black King to the center of the board and away from the pieces which could protect him. **12...Ke5 13.Qg5+ Bf5** This is Black's best move because it is also developing a piece which might aid in the defense of the King. **14.Nxa8** [White missed this mate in two: 14.Nf3+ Ke4 15.Qe3#] **14...Rg8 15.Qe3+ Kd5 16.Rd1+ Kc4 17.Qc3+ Kb5 18.e4+ Ka4 19.Qa3# 1-0**

Game 58

1.Nc3 e5 2.e4 Bc5 3.Qe2 Nc6 4.Qc4 d6 5.Nd5 Be6 6.d3 Nf6 7.Bg5 Bxd5 8.exd5 Nd4
9.Rd1 h6 10.Bxf6 Qxf6 11.b4 Bxb4+ 12.Qxb4 Nxc2+ 13.Kd2 Nxb4

X A B C D E F G H Y
8 r + - + k + - t (
7 p p p - + p p - '
6 - + - p - w - p &
5 + - + P p - + - %
4 - S - + - + - + \$
3 + - + P + - + - #
2 P + - K - P P P "
1 + - + R + L \$ R !
x a b c d e f g h y

14.a3 Qxf2+ 15.Be2 Nxd5 16.h4 Qe3+ 17.Ke1 Nf4 18.Rh3 Qxg1+ 19.Bf1 Nxh3 20.gxh3 f5
21.Rd2 0-0 22.Rg2 Qe3+ 23.Be2 f4 24.d4 f3 25.Rf2 fxe2 26.Rxe2 Qc1# 0-1

Game 58

1.Nc3 e5 2.e4 Bc5 3.Qe2 *1* White is already in trouble because of not getting developed.
3...Nc6 4.Qc4 *3* Major blunder! White has moved the same piece twice in the first 5 moves.
4...d6 5.Nd5 In 5 moves White has now moved the Queen twice and the Knight twice, while Black is just concentrating on getting developed. **5...Be6 6.d3 Nf6 7.Bg5 Bxd5** N-d4 or P-h6 are stronger moves. **8.exd5 Nd4 9.Rd1 h6 10.Bxf6** *4* This move by White helps develop Black's Queen to a much stronger square. **10...Qxf6 11.b4** *21* Very poor move! White is not looking ahead at what can happen because of this move. *38* **11...Bxb4+ 12.Qxb4 Nxc2+ 13.Kd2 Nxb4**

X A B C D E F G H Y
8 r + - + K + - t (
7 p p p - + p p - '
6 - + - p - w - p &
5 + - + P p - + - %
4 - s - + - + - + \$
3 + - + P + - + - #
2 P + - K - P P P "
1 + - + R + L N R !
x a b c d e f g h y

14.a3 Qxf2+ 15.Be2 Nxd5 16.h4 Qe3+ 17.Ke1 Nf4 18.Rh3 Qxg1+ 19.Bf1 Nxh3 20.gxh3 f5 21.Rd2 0-0 22.Rg2 Qe3+ 23.Be2 f4 24.d4 f3 25.Rf2 fxe2 26.Rxe2 Qc1# 0-1

Game 59

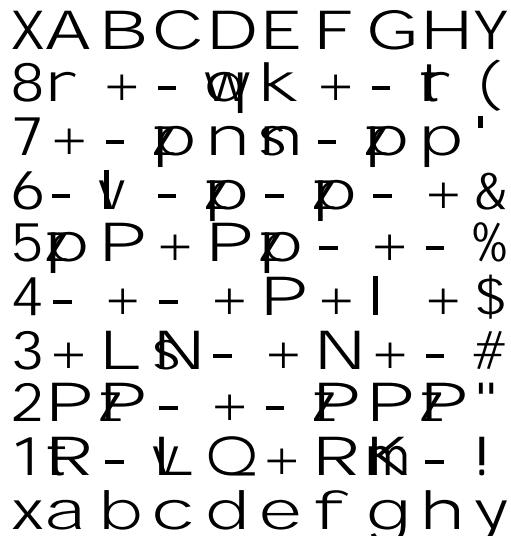
1.e4 e5 2.Nf3 Nc6 3.Bb5 Bc5 4.d3 f6 5.0-0 Nge7 6.c3 a6 7.Ba4 b5 8.Bb3 d6 9.d4 Bb6
10.d5 Nb8 11.c4 Bg4 12.Nc3 Nd7 13.cxb5 a5

X A B C D E F G H Y
8 r + - ♕ k + - t (
7 + - ♜ ♛ - ♜ ♜ '
6 - ♛ - ♜ - ♜ - + &
5 ♜ ♜ + ♜ ♜ - + - %
4 - + - + ♜ + ♜ + \$
3 + ♜ ♜ - + ♜ + - #
2 ♜ ♜ - + - ♜ ♜ ♜ "
1 ♜ - ♜ ♜ + ♜ ♜ - !
x a b c d e f g h y

14.Bd2 Nc5 15.Bc4 g5 16.Be2 Ng6 17.h3 Bd7 18.a3 a4 19.Be3 Qc8 20.Bxc5 Bxc5 21.Nxa4
Bxh3 22.gxh3 Qxh3 23.Nh2 Nf4 24.Bf3 g4 25.Rc1 Rg8 26.Nxg4 Rxg4 27.Bxg4 Qg2# 0-1

Game 59

1.e4 e5 2.Nf3 Nc6 3.Bb5 Bc5 4.d3 f6 The best move is N(g)-e7. **5.0-0 Nge7 6.c3 a6 7.Ba4 b5 8.Bb3 d6 9.d4 Bb6** P(e)XP(d) is much stronger. **10.d5** Either P-a4 or R-e1 are slightly stronger moves. **10...Nb8** N-a5 is stronger. After the Bishop moves c4 will be open for the Knight. **11.c4 Bg4 0-0** is the best move. **12.Nc3 P(c)XP(b)** and P-h3 are stronger. **12...Nd7 13.cxb5 a5**



14.Bd2 Either P-h3, B-c4, or B-c2 is a stronger move. **14...Nc5 15.Bc4 g5 0-0** is the strongest move. **16.Be2 Ng6 17.h3 Bd7 18.a3** The strongest move is N-h2. **18...a4 19.Be3 Qc8 20.Bxc5** *21* In this situation, before moving, always analyze which piece could do you the most harm on c5, the Bishop or the Knight. **20...Bxc5 21.Nxa4 Bxh3** Until this aggressive move White has the superior position. This move completely changes the game. However, the combination would not have worked if Black's Knight had not been in the correct position to aid in the attack. **22.gxh3 Qxh3 23.Nh2** NXB is the strongest move. Then when the Black Knight moves to f4, N-e1 stops checkmate. **23...Nf4 24.Bf3 g4 25.Rc1 Rg8** [This continuation is also possible: 25...g3 26.Ng4 g2 27.Nh2 Qg3 28.Bh5+ Ke7 29.Bg4 gxf1Q+ 30.Kxf1 Qxf2#] **26.Nxg4 Rxg4+** *38* This is a decoy move. **27.Bxg4 Qg2# 0-1**

Game 60

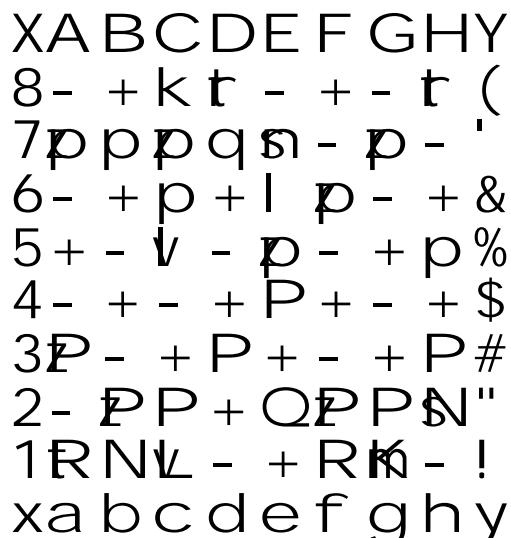
1.e4 e5 2.Nf3 Nc6 3.Bb5 Bc5 4.Bxc6 dxc6 5.0–0 f6 6.d3 Ne7 7.h3 Be6 8.Nh2 Qd7 9.Qe2 0–0–0 10.a3 h5

X A B C D E F G H Y
8- + k t - + - t (
7 p p p q n - p - '
6- + p + l p - + &
5+ - v - p - + p %
4- + - + P + - + \$
3 P - + P + - + P #
2- P P + Q P P N "
1 R N L - + R K - !
x a b c d e f g h y

11.b4 Bd4 12.c3 Bb6 13.Bb2 g5 14.Nd2 Ng6 15.Rfe1 g4 16.hxg4 Nf4 17.Qd1 hxg4 18.Ndf1 Qh7 19.Ng3 Qxh2+ 20.Kf1 Qxg2# 0-1

Game 60

1.e4 e5 2.Nf3 Nc6 3.Bb5 Bc5 4.Bxc6 dxc6 5.0-0 f6 This move weakens White's kingside. The strongest move is B-g4 or Q-d6. **6.d3 Ne7 7.h3 Be6 8.Nh2** White does not need to be moving the same piece again. Either N-c3 or B-e3 is a much stronger move. **8...Qd7 9.Qe2** B-e3 or N-c3 are the best moves. **9...0-0-0 10.a3** *14* Don't move pawns when pieces need to be developed. Either B-e3 or N-c3 is still a better move. **10...h5**



11.b4 Bd4 12.c3 Bb6 13.Bb2 Black has two pieces attacking d3 and White has only one defending. The correct move is R-d1. **13...g5** QXP(d) or N-g6 are stronger moves. **14.Nd2 Ng6** *14* Black realizes the win is now on the kingside, which is why taking the d pawn is not as strong of a move as the kingside pawn storm. **15.Rfe1 g4 16.hxg4** This is the worst move on the board for White. The strongest move is P-g3. **16...Nf4 17.Qd1 hxg4 18.Ndf1 Qh7 19.Ng3** *5* **Qxh2+** **20.Kf1 Qxg2# 0-1**

Game 61

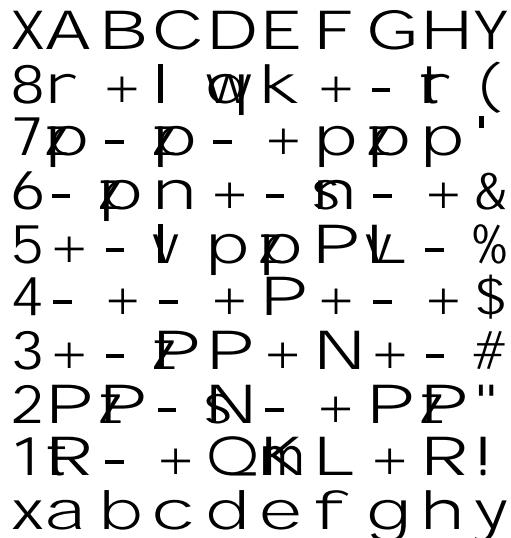
1.e4 e5 2.f4 Nc6 3.Nf3 Bc5 4.c3 Nf6 5.d3 d6 6.f5 d5 7.Bg5 b6 8.Nbd2

X A B C D E F G H Y
8 r + l w k + - t (
7 p - p - + p p p '
6 - p n + - s - + &
5 + - t p p P L - %
4 - + - + P + - + \$
3 + - P P + N + - #
2 P P - N - + P P "
1 R - + Q K L + R !
x a b c d e f g h y

8...Qd7 9.h3 0-0 10.Bxf6 gxf6 11.Nh2 Ba6 12.Qh5 Qe7 13.Ng4 Kg7 14.Qh6+ Kg8
15.Nxf6+ Kh8 16.Qxh7# 1-0

Game 61

1.e4 e5 2.f4 Nc6 P(e)XP(f) is the best move. This is the King's Gambit. For beginning players it is usually strongest to remember the rule: "King's Gambit always take, Queen's Gambit never take". After you develop a response to each of these opening you can change that philosophy. **3.Nf3 Bc5 4.c3 Nf6 5.d3 d6 6.f5 d5** White has a nice Pawn Chain and Black feels the need to break it up with this move. **7.Bg5 b6** [This combination would eliminate White's ability to castle and also gets Black up a pawn with an attack: 7...dxe4 8.dxe4 Qxd1+ 9.Kxd1 Nxe4 Black now has two threats: N-f2 and BXP(f5).] **8.Nbd2**



8...Qd7 B-e7 is Black's best move. **9.h3 0-0** *21* B-e7 is the best move. If the Knight is not protected then as soon as Black castles White can capture the Knight and open up the castled King to attacks. **10.Bxf6 gxf6** The Black King is now open and White is attacking in the direction the White pawns are pointing. **11.Nh2** White can now get more pieces to the kingside of the board to attack, then Black can defend. **11...Ba6 12.Qh5 Qe7 13.Ng4 Kg7 14.Qh6+ Kg8 15.Nxf6+ Kh8** [This line is the only way to stop checkmate: 15...Qxf6 16.Qxf6] **16.Qxh7# 1-0**

Game 62

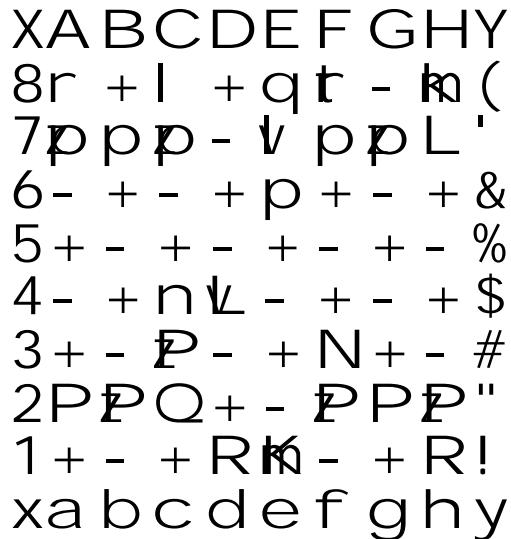
1.e4 Nf6 2.Nc3 Nc6 3.Bc4 e6 4.d4 Nxe4 5.Nxe4 d5 6.Bd3 dxe4 7.Bxe4 Nxd4 8.c3 Nc6
9.Qb3 Bc5 10.Nf3 0-0 11.Bg5 Be7 12.Rd1 Qe8 13.Be3 Na5 14.Qc2 Nc4. 15.Bxh7+ Kh8
16.Bd4

X A B C D E F G H Y
8 r + l + q t - k (
7 p p p - v p p L '
6 - + - + p + - + &
5 + - + - + - + - %
4 - + n L - + - + \$
3 + - P - + N + - #
2 P P Q + - P P P "
1 + - + R K - + R !
x a b c d e f g h y

16...f5 17.Qe2 Nd6 18.Qe5 Bf6 19.Qg3 Kxh7 20.h4 Qg6 21.Ng5+ Kg8 22.Bc5 f4 23.Qh3
e5 24.g4 fxg3 25.Qxg3 Bxg5 26.hxg5 Ne4 27.Qxe5 Nxc5 28.Qxc5 Qe4+ 29.Kd2 Qf4+
30.Ke1 Bg4 31.Qd5+ Rf7 32.g6 Qxf2# 0-1

Game 62

1.e4 Nf6 2.Nc3 Nc6 3.Bc4 e6 4.d4 Nxe4 5.Nxe4 d5 This combination gives Black a psychological advantage in two ways: 1) it tells Black whether White prefers Bishops or Knights and 2) getting Pawn-forked gives many players a feeling of inferiority. **6.Bd3 dxe4 7.Bxe4 Nxd4 8.c3 Nc6 9.Qb3** This combination would stop Black from castling: BXN+, P(b)XN, QXQ+, KXQ. **Bc5 10.Nf3 0-0 11.Bg5 Be7 12.Rd1 Qe8 13.Be3 Na5** P-f5 is the strongest move. **14.Qc2 Nc4** P-f5 is the best move. **15.Bxh7+ Kh8 16.Bd4**



16...f5 This is the best way to block the protection of the Bishop on h7. **17.Qe2 Nd6** Taking the Bishop on h7 is an even exchange since the Queen is now attacking the Knight. **18.Qe5 Bf6** *1* Notice how Black develops a piece to stop an attack. **19.Qg3 Kxh7 20.h4** White's strongest move is N-e5 and the next best move is 0-0. This move is trying to get another piece into the attack, but the problem is that White does not have enough moves to accomplish that. **20...Qg6** *25* Black is ahead a piece so Black wants to simplify. **21.Ng5+ Kg8 22.Bc5 f4 23.Qh3** [White cannot capture the "free" pawn because of this combination which would lose the Queen: 23.Qxf4 Bxc3+ 24.Kf1 Rxf4] **23...e5** Excellent move which gives a discovered attack on the Queen and allows an undeveloped piece to become a strong piece. **24.g4 fxg3 25.Qxg3 Bxg5** *25* This move begins another combination to eliminate pieces to simplify. **26.hxg5 Ne4 27.Qxe5 Nxc5 28.Qxc5 Qe4+ 29.Kd2 Qf4+ 30.Ke1 Bg4 31.Qd5+ Rf7 32.g6** *5* White is concentrating so much on attacking that White did not notice that Black had mate in one. **32...Qxf2# 0-1**

Game 63

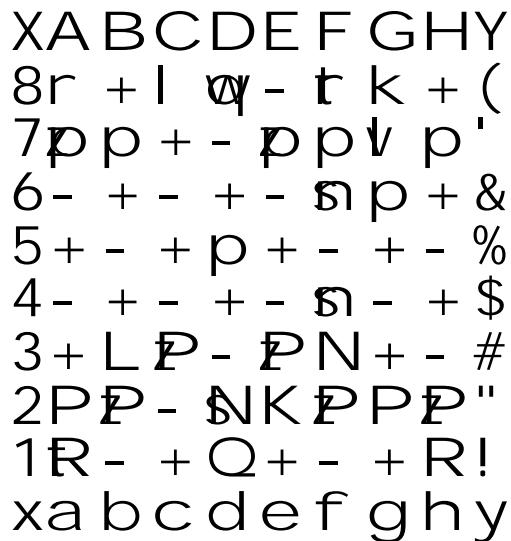
1.d4 c5 2.dxc5 Na6 3.Nf3 Nxc5 4.Bf4 Nf6 5.e3 g6 6.Nbd2 Bg7 7.Bc4 0-0 8.c3 d5
9.Bb3 Nd3+ 10.Ke2 Nxf4+

X A B C D E F G H Y
8 r + l ♕ - t k + (
7 p p + - p p \ p '
6 - + - + - s p + &
5 + - + p + - + - %
4 - + - + - s - + \$
3 + L P - P N + - #
2 P P - N K P P P "
1 R - + Q + - + R !
x a b c d e f g h y

11.exf4 Qb6 12.Nd4 Bh6 13.g3 Re8 14.N2f3 Bg4 15.Re1 e5 16.fxe5 Qa6+ 17.c4 dxc4
18.Bxc4 Qxc4+ 19.Qd3 Rxe5+ 20.Kd1 Qxd3# 0-1

Game 63

1.d4 c5 2.dxc5 Na6 Q-a5+ is a stronger move. **3.Nf3** N-c3 is the strongest move. **3...Nxc5 4.Bf4 Nf6 5.e3 g6 6.Nbd2 Bg7 7.Bc4 0-0 8.c3 d5 9.Bb3** This move lost the game. The only good move is B-e2. The d3 square must be protected until White has castled. **9...Nd3+ 10.Ke2 K-f1** is the strongest move. **10...Nxf4+**



11.exf4 Now the White King cannot castle and has been opened up for attack. **11...Qb6 12.Nd4** K-f1 is the strongest move. **12...Bh6 13.g3** Moving the g Pawn creates weaknesses for Black's Bishop and Knight to exploit. White should not have tried to protect the pawn. **13...Re8 14.N2f3** *21* P-h3 is the strongest move to keep the Bishop or Knight from moving to g4. **14...Bg4** Excellent move creating a double pin. The Knight is pinned to the King and if the King moves then the Knight is pinned to the Queen. This is the reason why on move 10 the best move is K-f1. **15.Re1** P-h3 is the best move. **15...e5 16.fxe5 Qa6+** The game is now over and White has no chances due to the excellent placement of Black's pieces. **17.c4 dxc4 18.Bxc4 Qxc4+ 19.Qd3 Rxe5+ 20.Kd1 Qxd3# 0-1**

Game 64

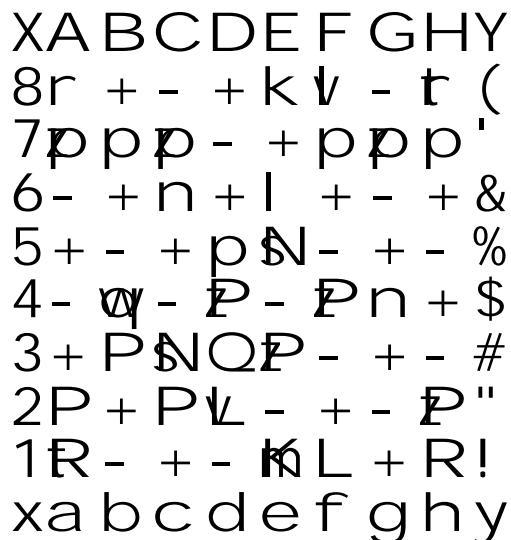
1.e3 d5 2.Nf3 e5 3.Nxe5 Qe7 4.d4 Nf6 5.Nc3 Bf5 6.g4 Be6 7.b3 Qb4 8.Qd3 Nxg4
9.Bd2 Nc6 10.f4

X A B C D E F G H Y
8 r + - + k \ - t (
7 p p p - + p p p '
6 - + n + l + - + &
5 + - + p \\$ N - + - %
4 - q - P - P n + \$
3 + P \\$ N Q P - + - #
2 P + P \ L - + - P "
1 R - + - K L + R !
x a b c d e f g h y

10...Qa3 11.Bg2 0-0-0 12.Bxd5 Bxd5 13.Nxd5 Rxd5 14.Qf5+ Kd8 15.Nxf7+ Ke7 16.Qxd5
Rg8 17.Ng5 Rh8 18.Qf7+ Kd6 19.Qe6# 1-0

Game 64

1.e3 Unless you are using an opening in which you are very familiar and confident, never move your first pawn only one square. **1...d5** **2.Nf3 e5** ??? *5* *21* *18* There is nothing protecting e5. The best move is N-f6. **3.Nxe5 Qe7** N-d7 is the strongest move. **4.d4 Nf6** N-d7 is the strongest move. **5.Ne3 Bf5** **6.g4 Be6** *41* Black cannot capture because White has two defending g5 and Black has two attacking, when the numbers are equal the one who begins the attack always loses. **7.b3 Qb4** N-d7 or P-c6 are the best moves available. **8.Qd3 Nxe4** Before ever starting an attack you must make certain that the important squares on your King's side of the board are protected. The best move here is P-c6. **9.Bd2 Nc6** Whenever possible capture the opponent's pieces which are the threatening you the most. The only good move here is N(g)XN(e) also threatening the White Queen. **10.f4**



10...Qa3 Q-e7 is better. **11.Bg2 0-0-0** Q-e7 is the strongest move. **12.Bxd5 Bxd5** [This combination puts Black up a piece and should lead to a win: 12...Nb4 13.Qe4 Bxd5 14.Nxd5 Nxd5] **13.Nxd5 Rxd5** The only good move is N(g)XN. **14.Qf5+ Kd8** K-b8 is stronger. **15.Nxf7+ Ke7** **16.Qxd5 Rg8** **17.Ng5 Rh8** **18.Qf7+ Kd6** [The game could also have ended like this: 18...Kd8 19.Ne6+ Kc8 20.Qxc7#] **19.Qe6#** Notice that Black's Queen is stuck on the side of the board and therefore could not help defend the King. **1-0**

Game 65

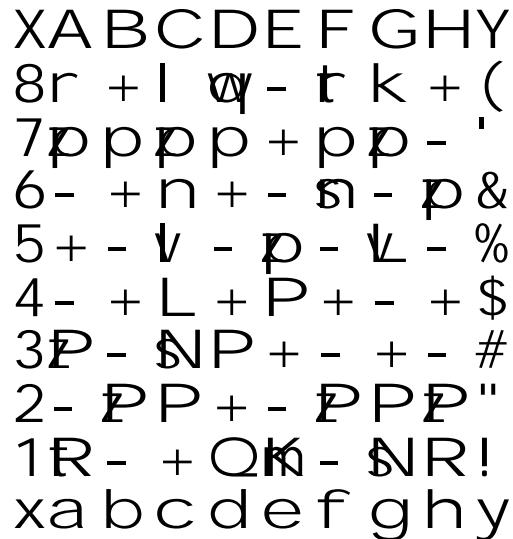
This last game is another example of an Opening Trap. The only way in which most Opening Traps will work is if the opponent is not developing pieces well. **1.e4 e5 2.Bc4 Nc6 3.Nc3 Nf6 4.d3 Bc5 5.a3 0-0 6.Bg5 h6**

X A B C D E F G H Y
8r + l w - t k + (
7p p p p + p p - '
6- + n + - s - p &
5+ - v - p - l - %
4- + L + P + - + \$
3P - NP + - + - #
2- P P + - P P P "
1R - + Q K - N R !
x a b c d e f g h y

7.h4 hxg5 8.hxg5 Nh7 9.Qh5 Re8 10.Qxf7+.Kh8 11.Rxh7+ Kxh7 12.Qh5# 1-0

Game 65

1.e4 e5 2.Bc4 Nc6 3.Nc3 Nf6 4.d3 Bc5 5.a3 In this Opening Trap this pawn move is an "in-between move", which means that White is making a move which will not hurt White but is not of much value while waiting for Black to do what White wants. **5...0-0** This is what White is waiting for. **6.Bg5 h6**



7.h4 *18* This move should set off alarms with Black. If Black captures the Bishop and the h pawn captures back White will then have an open Rook file to the Black King. *1* Black's best move is P-d6 continue developing to strengthen Black's control of the center and allow the white-squared Bishop to become active. **7...hxg5 8.hxg5 Nh7 9.Qh5** Now it is too late. The trap has been sprung. **9...Re8** This move is forced to give the King an escape square once the Knight is captured. **10.Qxf7+** This move is forced to get the King to h8 so checkmate can be forced. **10...Kh8 11.Rxh7+ Kxh7 12.Qh5# 1-0**