

Themes:

- Using general principles to create short term plans
- What to do when you are ahead in development
- Specific plans in the “Ruy Lopez” pawn structure.
- Taking control of the centre with pawns.
- Light square weaknesses
- Backward pawns
- Moving pawns, leaving holes and creating permanent weaknesses your opponent can exploit at any time of the game.

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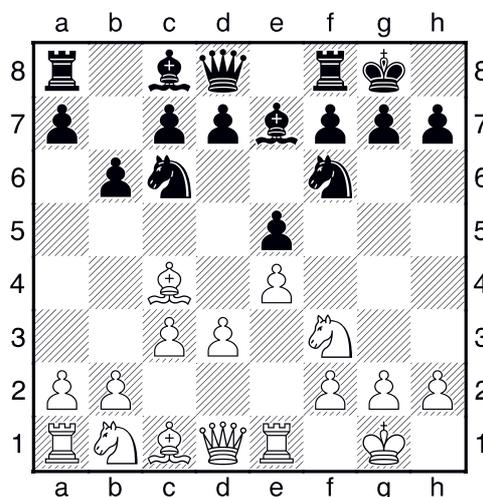
1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.d3 [What is the name of this opening for white?]

4...Bb4+? [Why is this a bad move?]

5.c3! [Describe the advantages and disadvantages of the move c3. What do you think white's strategy to conquer the centre will be after the move c3? What is stopping white from playing d4?]

5...Be7 6.0–0 0–0 7.Re1! [What is stopping white from playing d4?]

7...b6?! [Diagram



What colour squares have been weakened? Describe the effect on g4, f5, e6, d7, b7, a6 and c6]

8.Bb3?! [This is where Giles starts to go wrong. Apart from moving the same piece twice in the opening before we've finished developing our pieces, it's clear that in this position white needs to understand some "short term goals" in the position. To find out what those goals should be, ask yourself these questions: 1. What do we tell beginners the most important part of the opening is? Once you have answered this question, YOU HAVE YOUR SHORT TERM GOAL and you can start "calculating" only 2 moves in advance to see how you can concretely achieve the goal.]

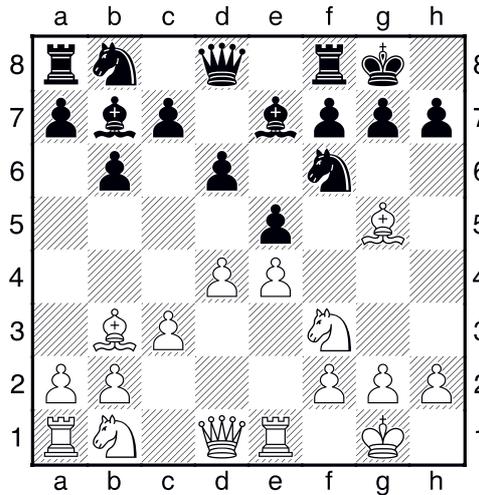
8...Bb7 [Which white pawn is under a little bit more pressure now? How does Bb7 effect white's option to play d4? In chess, there are two main ways to stop a pawn advance: 1. Cover the square where the pawn wants to advance to (d4 in this case) or 2. Put indirect pressure on the pawn that wants to advance, by attacking a piece or pawn it is defending (in this case, e4).]

9.Bg5? [White has a typical knight maneuver in this position. Describe the benefits of having a knight on g3.]

[9.Nbd2! Followed by Nf1 then Ng3, supporting the centre and preparing d4.; 9.d4]

9...d6 10.d4 [Can you develop your b1 knight now? We shouldn't advance our centre before we're sure we can maintain it. If we do, the advanced pawns become targets.]

10...Nb8? [Diagram



Black's idea is to come to d7. This is a bad move however, as it wastes a tempo. It loses time, and black becomes underdeveloped. QUESTION: When you have a lead in development, should you think about (a) OPENING THE POSITION, or (b) CLOSING THE POSITION]

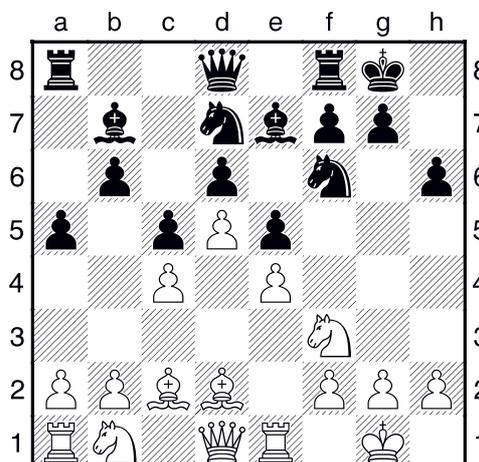
[10...exd4 11.cxd4 Nxe4!]

11.d5? [This makes black's last move make sense. Which important square did white lose control of after pushing the pawn to d5?]

11...Nbd7! [Where is the knight headed?]

12.Bc2 h6 13.Bd2 a5!! [An excellent move. What was wrong with Nc5 immediately?]

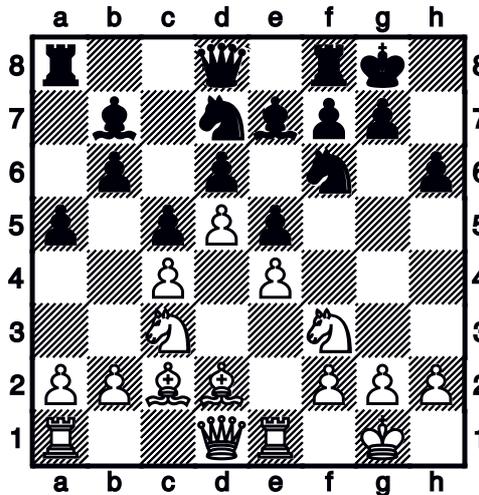
14.c4 c5?? [Diagram



a b c d e f g h

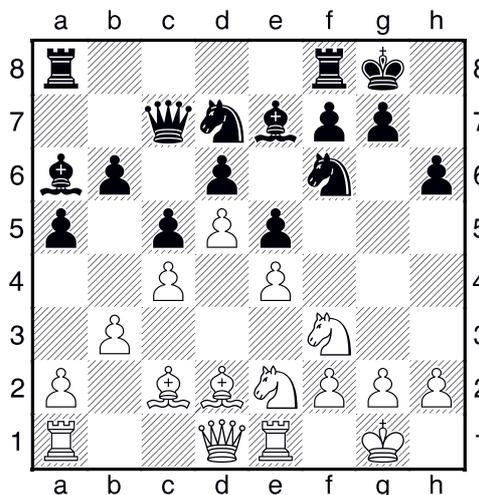
That was the square for the knight! Black now as TWO extremely weak "backward pawns"— identify them, and then identify as ideal square for a knight to attack them. I would say this is a strategically "losing" move. There is no immediate win, but black has (a) created two permanently and horribly weak pawns that are easy to attack (b) Given himself a space disadvantage and taken a great square for his d7 knight.]

15.Nc3! Ba6



16.b3 [b3 is fine, but white had a move that achieves two things at once: Qe2! Qe2 firstly develops a piece, and secondly supports a key square— identify which square.]

16...Qc7 17.Ne2? [Diagram



This knight definitely belongs on b5. White has also "let the cat out of the bag" and taken all the pressure off b5. What move should black immediately play in this position?]

17...Nh7 18.h4 [This pawn move stops Ng5, but it creates long term weaknesses. Remember: a pawn cannot move backwards. It solves a short term problem, but creates a permanent problem of a different kind. Which square are we talking about as a permanent problem? (To help you out, think about what happens if black plays Nf6 now).]

[18.Nc3 Coming back to cover b5.; 18.Ng3 Coming to the weak light square f5]

18...Qd8 [Black has a bit of play against the advanced pawn now, and white has to make more pawn more, and more weaknesses.]

19.g3 [Which squares have been critically and permanently weakened?]

19...Bc8! [Repositioning the bishop to put pressure on the weak light squares which black's pawns have abandoned.]

20.Qc1 Ndf6 21.Kg2 Qd7 22.Rh1 [White is not achieving any strategic goals in this sequence, he is simply defending against the weaknesses that he has created by advancing pawns.]

22...Qg4 [The queen enters on the light squares.]

23.Nc3 Bd7 [An important question: which is black's GOOD BISHOP and which is his BAD BISHOP? If we could organise a way to swap one of his bishops off the board, which one would we choose and why?]

24.Qb2 Rab8 [Preparing to get rid of a weak pawn with b5 perhaps]

25.Rae1 Qh5 26.Nh2 Ng4 27.f3 [27.Bd1]

27...Nxh2 28.Rxh2 Qg6 29.Qc1 Nf6 30.Rg1 b5 31.cxb5 Bxb5 32.Nxb5 Rxb5 33.Bd3 Rb7 34.Bxa5 Ra7 35.Qd2 Rfa8 [Black now has the initiative and white's pieces are not coordinated.]

36.b4 [White resigned prematurely. White can learn a lot from this game. Specifically, how important it is to create short term goals based on general principles, and also how to exploit the backward pawns that black created.] **0 - 1**