

Lancashire U9/U11 Bulletin

Volume 1, Issue 1

July 2006

WELCOME!

Welcome to the first issue of a new publication, a chess newsletter intended to be of interest to all members of Lancashire's U9 and U11 squads. The main purpose of the newsletter is to provide you, the most promising junior players in the county, with information and articles that will be of interest and in many cases will have some coaching value, helping you to improve your chess.

We make no promises about how often the newsletter will be published but we will try to produce one whenever there is anything interesting or important to tell you.

We would be very interested to hear your views on the newsletter, whether you like it, hate it or even never read it. This will help us to tailor the content to match your needs, or even forget the whole idea if none of the players is interested!

Above all we hope that you enjoy reading the newsletter.

 **Dave Gaston & Steve Fanning**

PLANNING FOR THE FUTURE

INTRODUCTION

Dave Gaston and the other Lancashire junior chess organisers are currently trying to ensure that every player in the U9 and U11 squads is given the best possible chance to develop his or her chess. We believe that if our youngest players are given all possible help with the game, then that can only be good for the long-term future of chess in our county.

CHANGES

Those of you who attended the end of season training day at Blackburn Northern on Saturday 24th June might have noticed two key changes already.

Firstly we have decided that to give the squad the best possible chance of developing, we need to get the best possible coaching support. This is why much of the coaching on 24th June was given by John Littlewood who is one of the strongest players Lancashire has and regularly plays on one of the top boards for Lancashire's Open team. John also has many years of coaching experience and will help the squad immensely. However in addition to John a number of other strong Lancashire players have agreed to help coach next season, including Graham Morrison, Jeff Horner, Bob Newton and Scott Riley. They are all keen to help YOU improve!

Secondly we have taken advice from a number of top coaches and they have told us that any young player who is keen to improve should regularly write down the moves of their game. There are many benefits to you in recording your games and we will explain these over the coming months. We intend that all players should practise by writing at least one game down at all future Lancashire U9/U11 squad training sessions.

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There will be a number of other new ideas introduced throughout next season, all of which are intended to help you enjoy the game and get a little better at it.

DO YOU NEED TO DO ANYTHING?

The only thing we ask of you is to attend as many squad training days as you can, to gain the maximum benefit from the experienced players and coaches who are prepared to offer their time to help you.

It would also benefit your chess immensely if you could enter as many of the Lancashire junior congresses as you possibly can. No amount of coaching will help any player to improve if they don't practise, and these junior congresses are a fun way to practise. We will keep you informed of these events.

We hope that you have an enjoyable season with us, starting in the Autumn!

 **Dave Gaston & Steve Fanning**

WHO PRODUCED THE BEST SCORE SHEET?

Those of you who attended the training day at Blackburn Northern on Saturday June 24th 2006 will recall that all players recorded the moves of one of their games, and a prize was on offer to whichever player was judged to have made the most effort.

The judging panel (Dave and Steve) have scrutinised all entries in this competition and found the final choice very hard.

Special mention must go to Henry, Tom and Matthew F, all of whom produced very neat and accurate score sheets.

However there can only be one winner and the judges decided that the prize had to go to a player who not only recorded his game with great accuracy but also periodically recorded how much time he used. A great example to us all – well done Stephen Bradford. Stephen will receive a score book as his prize at the next training day.

 **Dave Gaston & Steve Fanning**

YOUR GAMES

The sixteen players who attended the training session at Blackburn Northern on 24th June each played one game which they recorded and here are some of those games. Please play through all of these games on your chess board; some of them will contain tips that will be of benefit to you.

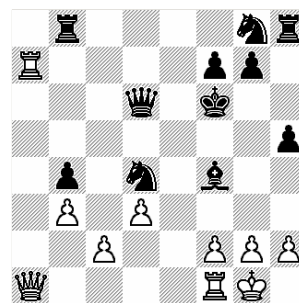
We have not put the individual players' names against each of these games; we don't want anybody getting embarrassed through making a mistake. The idea of publishing these comments is for us all to learn, not to poke fun at others.

GAME 1

Player 1 vs. Player 2, Lancs Training Day, 24/6/06

There are a few inferior moves played in this game but the real lesson comes on Black's 22nd move!

1.e4 Nc6 2.Bc4 Nd4 3.Nf3 c5 4.0-0 e5 5.d3 Be7 6.Bg5 h6 7.Nxe5 Bxg5 8.Nc3 Bf4 9.Ng4 d6 10.Na4 Bxg4 11.Qxg4 h5 12.Qd1 Rb8 13.e5 b5 14.Bb3 bxa4 15.exd6 axb3 16.axb3 Qb6 17.d7+ Kxd7 18.b4 cxb4 19.b3 Qd6 20.Rxa7+ Ke6 21.Qe1+ Kf6 22.Qa1 and we have reached the following position:



Unbelievably both players' score sheets indicate that Black now played 22...Nxb3 which is of course totally illegal! Play continued for some time with Black eventually winning.

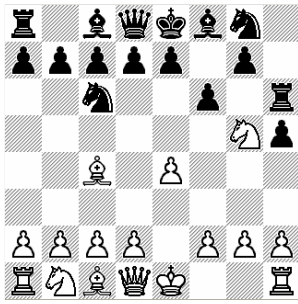
TIP 1 – WHEN YOUR OPPONENT MAKES A MOVE, THE FIRST THING YOU SHOULD ASK YOURSELF IS “WAS HIS MOVE LEGAL?”

GAME 2

Player 3 vs. Player 4, Lancs Training Day, 24/6/06

1.e4 Nc6 2.Bc4 h5 3.Nf3 Rh6 4.Ng5 f6

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I bet that if I asked you to look at this position and tell me where the checkmate is, you would spot it in seconds. Of course 5.Bf7 is checkmate, game over. Unfortunately White is blinded by the possibility of winning Black's queen – he liked 5.Nf7 and didn't bother looking for a better move.

TIP 2 – IF YOU SEE A GOOD MOVE, NEVER PLAY IT IMMEDIATELY. ALWAYS LOOK FOR AN EVEN BETTER MOVE!

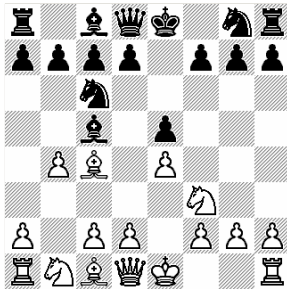
Despite his oversight, White won anyway but only after having to play another 30-odd moves.

GAME 3

Player 5 vs. Player 6, Lancs Training Day, 24/6/06

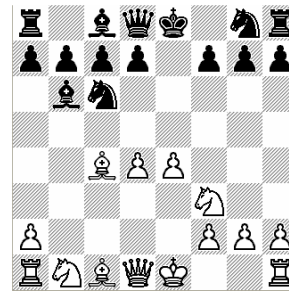
The following game contains a number of mistakes by both players.

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



So hands up everyone who thinks that White's last move was a mistake. Well actually it isn't and here White knows exactly what he is doing. This opening is known as the Evans Gambit and has been played by some of the world's strongest players including the great Gary Kasparov. The idea is for White to offer a pawn in exchange for a powerful centre.

4...Bxb4 5.c3 Bc5 6.d4 exd4 7.cxd4 Bb6



See how the position has developed and how White has established two pawns in the centre of the board.

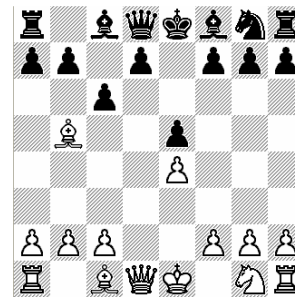
TIP 3 – DO NOT ASSUME THAT YOUR OPPONENT IS AN IDIOT WHEN HE MAKES A SURPRISING MOVE. TRY TO WORK OUT WHY HE HAS MADE THE MOVE.

The game finished with White checkmating on move 40.

GAME 4

Player 7 vs. Player 8, Lancs Training Day, 24/6/06

1.e4 e5 2.Nc3 Nc6 3.d4 Nxd4 4.Nb5 Nxb5 5.Bxb5 c6



In this position White should look at the board and ask himself why his opponent has played ...c6 and does it threaten any of his own pieces. Look for a few seconds and you will see that White's bishop is threatened and so must move. But White doesn't bother looking properly and plays 6.c4.

Of course Black now simply wins the bishop and should go on to win the game (which he does, albeit after further mistakes by both sides).

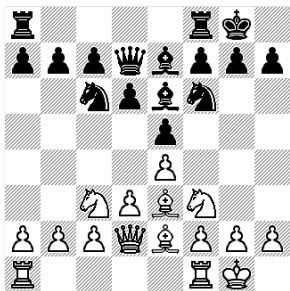
TIP 4 – WHENEVER YOUR OPPONENT MAKES A MOVE, ALWAYS CHECK WHETHER HE IS THREATENING TO TAKE ANY OF YOUR PIECES.

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GAME 5

Player 9 vs. Player 10, Lancs Training Day, 24/6/06

1.e4 e5 2.d3 Nf6 3.Nc3 d6 4.Nf3 Nc6 5.Be3 Be7
6.Be2 0-0 7.Qd2 Be6 8.0-0 Qd7



Stop at this point in the game and have a look at the position. Don't worry about the exact order of the moves that have been played, after all there are many thousands of openings and you can choose to play whichever you want. However it is worth noting how both players in this game have concentrated on three things in their opening:

(1) They have both developed their pieces before starting any attacks - they have not wasted time by trying to catch their opponent out with early but unsound attacks. No Lancashire player should ever waste his time trying to trick an unwary opponent with Fool's Mate, Scholar's Mate or any similar line of play; against a good player you will certainly lose!

(2) They have both castled, getting their kings to safe positions at the side of the board, behind a wall of their own pawns.

(3) Neither player has wasted time fiddling about with pawn moves at the side of the board. Their pawn moves have been aimed at contesting the centre of the board and clearing paths for bishops to get into play.

TIP 5 – WHICHEVER OPENING YOU PLAY, MAKE SURE YOU KEEP THREE THINGS IN MIND DURING THE OPENING PHASE OF THE GAME – DEVELOPMENT, KING SAFETY AND CONTESTING THE CENTRE. DON'T GET DISTRACTED BY POINTLESS PAWN MOVES OR PREMATURE ATTACKS.

With his minor pieces developed White's next move was more aggressive (9.d4) and he ended up winning the game.

Steve Fanning

JOHN LITTLEWOOD ANNOTATES

For one of the games played on Saturday 24th June, top Lancashire player and coach has provided more detailed annotations. Try and play through the game and see whether you agree with John's comments...

Henry Broadley – James Walsh
Lancs Training Day, 24.06.2006

1.e4 e5 2.Nf3 Nc6 3.Bb5 Bc5 4.0-0 Nge7 5.Nxe5 Nxe5
6.d4 Bd6 7.dxe5 Bxe5 8.Nc3 c6 9.Be2 Bxc3 10.bxc3
d5 11.e5 Be6 12.Bg5 h6 13.Bxe7 Qxe7 14.Bg4 Bxg4
15.Qxg4 0-0 16.Rfe1 Rfe8 17.f4

Giving Black a pawn for nothing.

17...Qc5+ 18.Kh1 Qxc3 19.Qf5 g6 20.Qd3

Swapping queens only helps Black to reach a winning end-game.

20...Qxd3 21.cxd3 Re7

Better is to prevent d4 by playing 21...d4 himself.

22.d4 Rae8

And now 22...Rac8 followed by ...b6 and ...c5 would get his queenside majority moving.

23.Rab1 f6 24.h3 Rf8!

A good idea but White must answer it by g3 rather than capturing the pawn, because now Black can challenge rooks on the 'e' file.

25.exf6? Rxe1+ 26.Rxe1 Rxf6 27.g3

Or 27 Re7 Rf7! 28 Re8+ Kg7 29 g3 g5!

27...Kf7 28.Rb1 b5 29.a4 a6 30.axb5 axb5

Or even simpler 30...cxb5! followed by ...Rb6 and the advance of the two connected Black pawns.

31.Kg2 Ke6! 32.Kf3 g5

The immediate 32...Kd6 was simpler, with the threat of 33...Re6.

33.Re1+ Kd6 34.Kg4 gxf4 35.gxf4 c5 36.dxc5+ Kxc5
37.Rc1+ Kb4 38.Rb1+ Kc4 39.Rc1+ Kd4 40.Rd1+ Ke4
41.Re1+ Kd4

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Better to give up the 'd' pawn and push the 'b' pawn after 41...Kd3! 42 Rd1+ Kc2 43 Rxd5 b4 but Black has made difficulties for himself by his casual play in the last few moves, whereas White is doing his best to thwart him!

42.Rd1+ Kc5 43.Rc1+ Kb4 44.Rb1+ Kc3?

He should not give up his 'b' pawn so easily but immediately play his king back to b6 followed by ...Rd6 and the advance of his 'd' pawn

45.Rc1+?

He should capture the pawn with excellent drawing chances.

45...Kb4 46.Rb1+ Kc5 47.Rc1+ Kb6 48.Rb1 Rd6!

Having been let off the hook, Black finds the correct plan.

49.Rd1 d4 50.Rd3

Better is 50.f5 followed by 51.Kf4 but the advance of Black's 'b' pawn should win comfortably e.g. 50...b4 51.Kf4 Kc5 52.Ke5 Rd8 53.f6 b3 followed by ...Kc4 etc., when Black can give up his rook for the 'f' pawn and queen one of his passed pawns.

50...Kc5 0-1

In general a well-played game by Black even though he faltered towards the end.

 **John Littlewood**

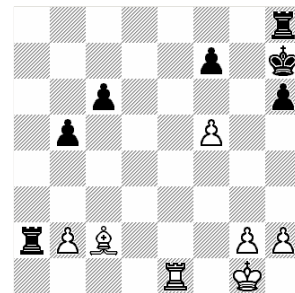
PUZZLES

In the following four positions, it is White to move. In one position it is checkmate in one move, in another position White will checkmate on his second move, in another position White will checkmate on his third move and in another position White will checkmate on his fourth move. However the four positions are presented in a random order. Find the winning checkmate in each case...

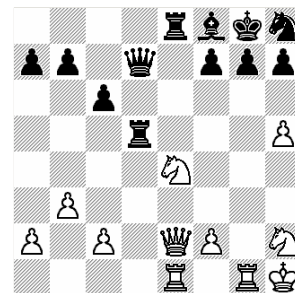
POSITION 1



POSITION 2



POSITION 3



POSITION 4



Solutions will be included in the next newsletter.

 **Steve Fanning**