

The Right Move



English Chess Federation—Junior Chess Magazine
director.juniorchess@englishchess.org.uk

2008
OCT.

NAME THESE CHESS CELEBRITIES!

Send in your answers by number. Most correct wins a prize. Spelling counts!
Drawing by lot if there are duplicate winners. [Info on last page.](#)



Computer Confusion - The Case of Taylor Kirkwood (aged 11)

Taylor Kirkwood plays chess for his school team at St. Paul's Primary School in Gateshead. Unfortunately he will be unable to play chess next term because his school will no longer run a chess club.

Robyn Kirkwood, Taylor's mum, thought it would be a good idea for him to join a chess club out of school. Sensibly she looked up 'Newcastle Junior Chess' on the internet and came up with the name of the junior chess organiser, Traci Whitfield, and e-mailed her to ask if she knew of a suitable club for Taylor to join.

Now Traci, as well as organising the initial stages of the E.P.S.C.A. schools team tournament, does run Junior Chess in Newcastle, Staffordshire. Traci, naturally assumed that Robyn had mixed up her Newcastles and e-mailed me asking me to find a chess club for Taylor. I naturally agreed, though I was bit surprised that St. Paul's School, Gateshead, had had a chess team that I had never heard of! (In fact there is no St. Paul's Primary School in Gateshead.)

I responded to Robyn's e-mail, mentioning that Gateshead had a Chess Club, meeting in the Central Library but also that there was a Junior Chess Club in Jesmond. I also told her about the N.J.C.A. and its website. Robyn was pleased to hear from me and e-mailed back asking for further details of the two clubs. Jesmond is another suburb of Newcastle and she hoped it would be possible for

Taylor to join. She also mentioned that the Kirkwoods lived in Belmont North and that St. Paul's Primary was a feeder school for St. Mary's High School, Gateshead, situated between Jewellstown and Floraville.

Now I was really puzzled — I'd never heard of St. Mary's High, nor Jewellstown and Floraville; Belmont I did know was in Durham City. I e-mailed back to Robyn giving her details of Gateshead Chess Club and Robin Horner's phone number. Also details of the Jesmond Chess Club and how to find it in Lambton Road.

Then I had a moment of inspiration. I googled 'Jewellstown, Floraville, Belmont North and Gateshead'.

Amazingly all are suburbs of Newcastle — but Newcastle in New South Wales, not England at all! The two schools, St. Paul's Primary and St. Mary's High are there too. Jesmond is a suburb too, just to the east of Wallsend. There is even a Lambton Road.

Sadly it does not look as if we'll get Taylor Kirkwood playing chess at Jesmond this year — I do hope Robyn does find a chess club for him.

The Internet is a wonderful thing; it's just as easy to e-mail an address in Australia as it is one in the next road. But it can lead to real confusion if neither party knows that they are writing to somebody half the world away!

Paul Bielby
Northumberland Junior Chess Association



EDITOR'S FOREWORD AND BASIC ADVICE

by **Andrew Martin**
International Master

Welcome to the October Edition of *The Right Move*. Remember this magazine is here to help YOU. We need your GAMES (with notes preferably), PHOTOS, and NEWS.

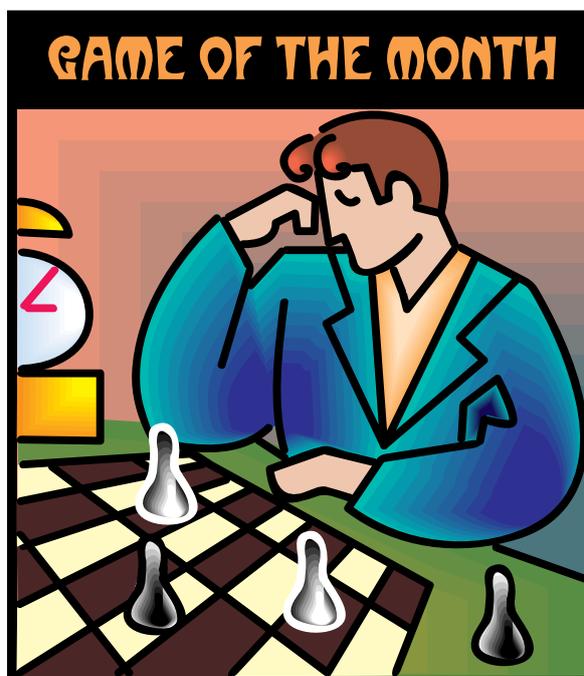
Send your contributions to:

a.martin2007@yahoo.co.uk by the 15th of each month. I look forward to receiving them.



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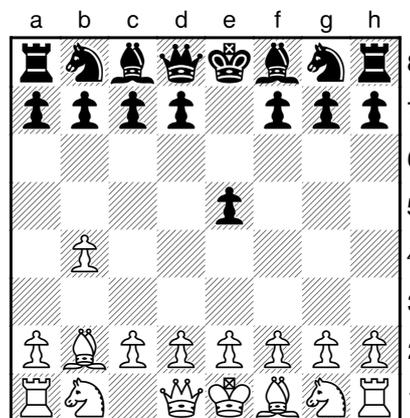


Sokolsky - Strugatch [A00]

Minsk, 1958

AN UNUSUAL POSITION

1.b4 e5 2.♘b2

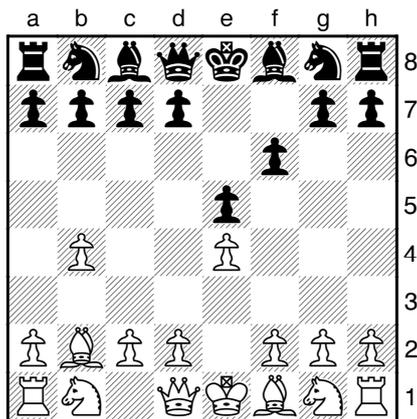


A critical position already. White offers the b-pawn after which he will take on e5, establishing a central pawn majority. Black decides to shut down the diagonal and retain his threat to b4.

2...f6?! 3.e4!

A Gambit which may or may not be sound, but that is hardly the point. The opponent is forced to fight on very

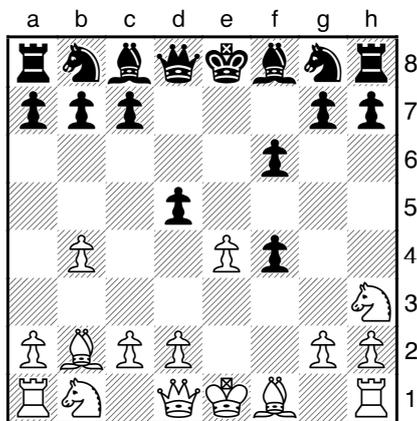
shaky ground. It's do or die!



White follows up with Bc4 and f2–f4!, opening up Black's K-side.

3...Bxb4

Declining the gambit leads to complicated play which should favour White. For instance 3...d5 4.f4! Blasting open the diagonal is the top priority. 4...exf4 5.g4h3!

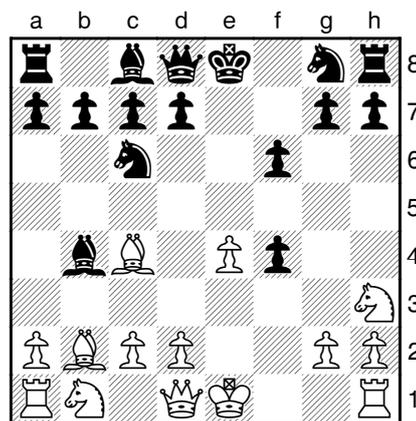


An interested and little-used option which seems to give Black problems after (5.Wh5+ g6 6.Wxd5 Wxd5 7.exd5 is steadier and White has compensation for his pawn in all lines: 7...Bxb4 8.Bc4 Bf5 (8...Nd7 9.Ne2 Bd6 10.Nbc3 Qf7 11.0-0 Ne5 12.Bb3 g5 13.Ne4 Bg4 14.Nd4 Bd8 15.Nb5 Qg6 16.Nxa7±) 9.Ne2 Bd6 10.Nd4) 5...dxe4 (5...Bxh3 6.Wh5+ g6 7.Wxh3∞) 6.Nxf4 Bf5 7.Bc4∞

4.Bc4 Nc6

Let us note 4...Ne7 at this point. White must react accurately: 5.Wh5+! g6 (5...Ng6 6.f4 exf4 7.a3 d5 8.Bxd5 c6 9.Bb3 Bd6 10.Nf3) 6.Wf3 Ne6 7.Ne2.

5.f4! exf4 6.g4h3

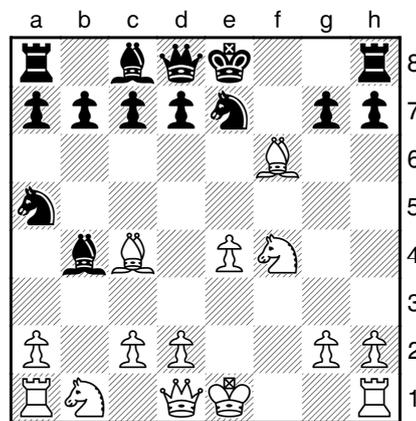


Not an everyday position. White threatens Nxf4 and/or Qh5+, finishing Black off before the game has even started! I believe the average player will be most uncomfortable as Black in such a situation.

6...Ne7 7.Nxf4 Na5

Thanks to the gaze of the Bishop on c4, Black cannot castle. Thus 7...Na5, but the move looks poor. I guess Black was running out of ideas.

8.Bxf6!!



A triumphant move and very themat-

ic. White brings the diagonal to life! Of course the key factor is the black King which is stuck in the centre. White's attack is fully justified.

8...♖f8

8...gxf6 9.♖h5+ ♗g6 10.♗xg6 is the end of the road.; Likewise 8...♗xc4 9.♙xg7 ♖g8 10.♖h5+ ♗g6 11.♗xg6 is horrible for Black.

9.♗h5! ♗xc4

If 9...gxf6 10.♗g7# is pure entertainment.; The variation after 9...♖xf6 is both complex and beautiful: 10.♗xf6+ gxf6 11.♖h5+ ♗g6 12.♙g8!! ♖e7 (12...♗f8 13.♖xh7 ♗e5 14.0-0) 13.a3 ♙c5 14.♙xh7 ♖xe4+ 15.♗d1.

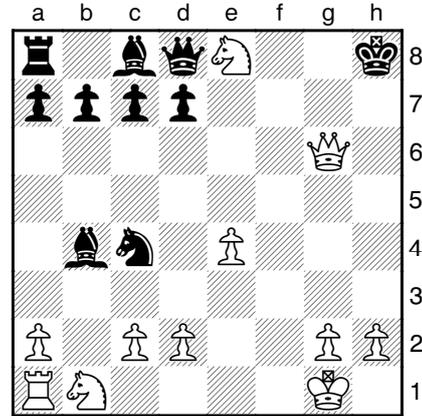
10.♗xg7+ ♗f7 11.0-0 ♗g8 12.♖h5!

12.♖g4 ♖xf6 13.♖xf6 ♗e5 14.♖g3 ♗7g6 is not as good.

12...♖xf6 13.♖xf6 ♗g6 14.♖xg6! hxg6 15.♖xg6 ♗h8

15...♗e5 16.♖g3 ♖f6 17.♗h5+ ♖g6 18.♖xe5 d6 19.♖g3 leaves White with two extra pawns.

16.♗e8!



A really excellent move, restricting Black's Queen. The two alternatives are nowhere near as good: 16.♗h5 ♖g8!; 16.♗f5 ♖f8!

The Quote for the 20th Issue of the Right Move

The quote for The Right Move comes from "Chess for Tigers" by Simon Webb, 2nd edition:

DON'T BE AFRAID OF LOSING

Once you've accepted that your position is lost, you should be in a position of psychological strength. Keep calm, remember that the worst you can do is lose, and look for a way of helping your opponent to go wrong. If he doesn't make any mistakes you're going to lose whatever you do, so don't worry if you can't see a good continuation. You know in your heart that there isn't one; so don't waste all your time looking for one. Instead, assume that your opponent is going to make a mistake, and play to give him the maximum chance of doing so.

This approach is rather similar to that recommended against Heffalumps. Remember that the pressure is on him. He's the one who is going to look silly if he doesn't win. You don't need to worry since you have a lost position anyway, and so you can try anything. Any Swindle that you can manage to pull off will be a bonus; so Fortune is on your side.

EMMA IN “THE TIMES”

From **The Times**

September 23, 2008

Chess: September 23

Raymond Keene

Liverpool

One of the notable features of the European Union Championship in Liverpool was the following mature game won by 11 year old Emma Bentley of Chesterfield near Derby. In spite of stiff resistance the 11 year old conducts her endgame advantage to victory.

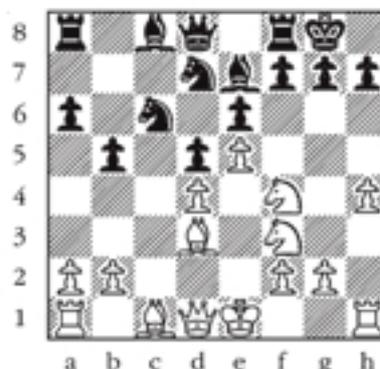
White: Michael Wood
Black: Emma Bentley
 European Union Championship,
 Liverpool 2008
Italian Game

1 e4 e5 2 Nf3 Nc6 3 Bc4 Be7 4 d4
 exd4 5 Nxd4 d6 6 Nxc6 bxc6 7
 0-0 Nf6 8 Nc3 Be6 9 Bxe6 fxe6 10
 Re1 e5 11 Bg5 0-0 12 Bxf6 Rxf6 13
 Qd3 Kh8 14 Rad1 Qd7 15 Ne2
 Raf8 16 f3 Rg6 17 Ng3 Bh4 18
 Qa6 Bxg3 19 hxg3 Rxc3 20 Qxa7
 Qd8 21 Qf2 Rg6 22 Re3 Qg5 23
 Ra3 c5 24 Ra7 Qd8 25 Rd3 Qb8
 26 Rda3 Qxb2 27 Ra8 Qcl+ 28
 Qfl Qxf1+ 29 Kxf1 Rgf6 30 Rxf8+
 Rxf8 31 Ra7 Kg8 32 a4 Rc8 33 a5
 Kf7 34 a6 Ke7 35 Rb7 Kd7 36 a7
 Ra8 37 Rb8 Rxa7 38 Rg8 Kc6 39
 Rxg7 Ral+ 40 Ke2 Rhl

Rxc3 53 Kf3 Rg3+ 54 Kxf4 Rc3 55
 Ra2+ Kb4 56 Ra7 Rxc4 57 Rb7+
 Kc3 58 Kf5 Kd3 59 e5 dxe5 60
 Kxe5 Rd4 61 Rb3+ Kc4 62 Rb7
 Kc3 63 Rxc7 c4 64 Ra7 Rd3 65
 Ke4 Kb3 66 Rb7+ Kc2 67 Ra7
 Rb3 68 Ra2+ Rb2 69 Ra4 c3 70
 Ke3 Kcl 71 Kd3 c2 72 Ral+ Rbl 73
 Ra2 Rb3+ 74 Kc4 Rb2 75 Ra3 Kbl
 White resigns

White: Ray Cannon
Black: Steve Hulligan
 European Union Championship,
 Liverpool 2008
French Defence

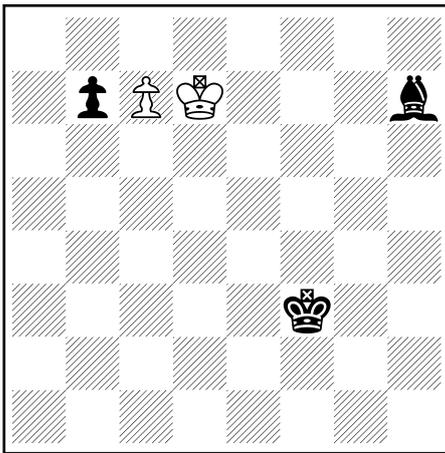
1 e4 e6 2 d4 d5 3 Nd2 Nf6 4 e5
 Nfd7 5 Bd3 c5 6 c3 Nc6 7 Ne2
 cxd4 8 cxd4 Be7 9 Nf3 0-0 10 Nf4
 a6 11 h4 b5



SEPTEMBER'S PUZZLE SOLUTION

from
Andrew Martin

SEPTEMBER PRIZE PUZZLE

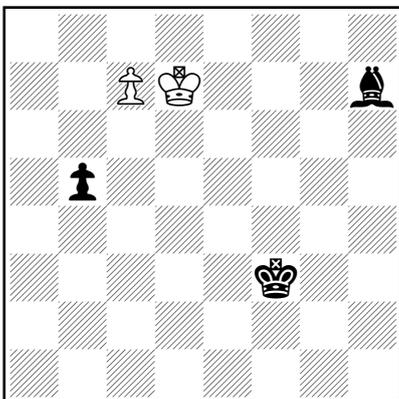


White to play and DRAW.

1. ♔c8!!

All other moves fail miserably:

- 1. c8♚ ♕f5+ 2. ♔c7 ♕xc8 3. ♔xc8 b5;
- 1. ♔d6 ♕f5 2. ♔e5 (2. ♔c5 ♔e4 3. ♔b6 ♕c8 4. ♔a7 b5 5. ♔b8 ♕h3) 2... ♕c8;
- 1. ♔d8 ♕f5; 1. ♔e6 ♔f4 2. c8♚ ♕f5+ 1... b5 2. ♔d7!!



Let us review what has happened:

1) White has given Black two whole moves.

2) He is still not ready to queen.

3) He seems to be unable to catch Black's pawn.

2...b4

2... ♕f5+ 3. ♔d6 b4 4. ♔e5 transposes to the solution.

3. ♔d6

First move regained. Black must play ...Bf5.

3...♕f5 4. ♔e5!

Second move regained.

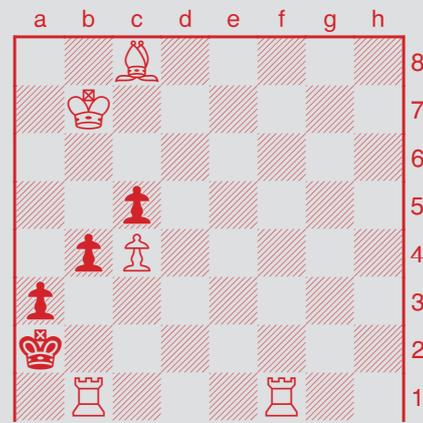
4...♕c8 5. ♔d4 b3 6. ♔c3 ♕e6 7. c8♚

♕xc8 8. ♔xb3

Draw.

A minimal masterpiece. 1/2-1/2

OCTOBER PRIZE PUZZLE



O von KROBSHOFER, 1904,
White to Play and Mate in 4.

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YATELEY MANOR NATIONAL SCHOOLS CHESS CHAMPIONSHIP

in association with the English Chess Federation

First Prize £500

ENTRY FORM 2008-9

Entries are invited for the United Kingdom's leading and most prestigious Team Competition for schools. This competition, formerly the *Sunday Times* and then the *Times* Championship, and now with the generous sponsorship of Yateley Manor School <http://www.yateleymanor.com>, has existed continuously since 1958. The strongest teams are always very strong. Most teams are not, and many are quite inexperienced. Consider entering, if you have not done so before.

Entry forms have been distributed much more widely this year, but still it has not been possible to write to every school in the country. If you know of other schools in your area which might be interested but may not know about it, please mention it to them. Bring a friend.

THE CHAMPIONSHIP IS OPEN to all schools in England, Scotland, Wales and Northern Ireland.

TEAMS are of 6 players, who must all be pupils of the school. Age limit: under 19 on 31st August 2008. A school may enter any number of teams, but no player may play for more than one team.

AGE HANDICAP. There is an age handicap, based on the difference between teams' average ages. It starts at a difference of 12 months and increases in yearly steps until the difference is four years or more. At the maximum four-year handicap, the younger team needs only 1½ points out of 6 to win. A state primary school reached the semi-finals in 2007.

HOW DOES IT WORK? Teams are initially placed in local Zones which start in October and finish after Christmas. Zone winners win an inscribed chess clock. They go on to the knockout National Stage, with the semi-finals and Final (and a play-off for third place) taking place at a single venue at the start of July. There is also a Plate competition, run on the same lines, for Zone runners-up.

The conduct of the Zones will be according to schools' preference as expressed on the entry form (see Note 1 on the next page).

ENTRY FEE, payable to ECF, is £25 for one team and £15 for any additional team from the same school.

The fee, together with the completed entry form, should reach the Chief Conductor not later than 30th September 2008. Late entries may be accepted if you telephone or email to say they are coming. Chief Conductor: RJ Haddrell, 48 Southview Rd, Tunbridge Wells, Kent TN4 9BX 01892 532361 rjh@sccu.ndo.co.uk

ECF National Schools Chess Championship: Entry form 2008-9

Closing date 30th September 2008

Detach this form, and keep the other half. You may need to refer to it later.

Be legible!

To the Chief Conductor: RJ Haddrell, 48 Southview Rd, Tunbridge Wells, Kent TN4 9BX

Tel 01892 532361: email rjh@sccu.ndo.co.uk

Name of School.....

Address of School.....

Tel email

Correspondence should be sent to:

(Name) Captain/Teacher/Other adult

Please give home address:.....
Tel email

My telephone number may / may not be given to other schools (circle)

Correspondence should normally be sent to my address. (Insert HOME or SCHOOL.)

I wish to enter team(s). I enclose entry fee of £.....
Fee (payable to ECF): £25 for one team and £15 for any additional team

If entering more than one team, do you want them to play in different groups? SAME /DIFFERENT

Would you prefer a knockout Zone, or a league in which you would be guaranteed (say) four or five matches? (See Note below)? Prefer LEAGUE / KNOCKOUT

It will not be possible to please everyone. If you have special preferences, write “PTO” and comment below.

NOTES

1. Format of Zones

There is a question on the entry form about this. Please answer it if you have a preference. Some, if not all, of the Zones will be split initially into groups. Groups will be leagues or knockouts according to schools’ preference. In a league, everybody plays everybody (with half the matches home and half away). Leagues will have a maximum of six teams, more likely four or five.

Every effort will be made to meet schools’ preferences. However, it will not be possible to suit everyone. It is guaranteed that a school which opts for a knockout will get one. Schools opting for a league may find that they been unavoidably placed in a knockout group.

The groups will normally finish by Christmas, and the group winners play off after Christmas for the Zone Championship and runners-up place.

2. Extra Teams. Teams from the same school will be entered as “A”, “B” and so on. They will normally be placed in different Zones or groups where travelling distances permit. If you do not wish this, you can say so on the entry form.

3. Addresses and phone numbers. Please give the information requested on the form. Home telephone numbers are particularly important. Home addresses will not be given to other schools unless you wish correspondence to go there. However it will be assumed, unless you say otherwise, that your telephone number may be passed on. There is a space on the form for you to say otherwise if you wish.
Please give your email address if you are prepared to be contacted that way.

4. Some details about matches. Who is home and who is away will always be laid down in advance. The date and time of a match are by agreement between the two sides. Matches are usually played after school, but there is no rule about it.
Schools must provide their own equipment. Chess clocks should be used where available, and for stronger players they are important. In practice many schools have no clocks and manage without.

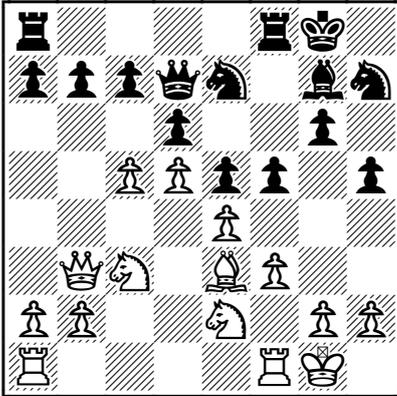
For the full rules, see <http://www.sccu.ndo.co.uk/schrul.htm>. If you would like more information, please do not hesitate to email or telephone the Chief Conductor.

Entrant Comments:

CHESS QUIZ PAGE

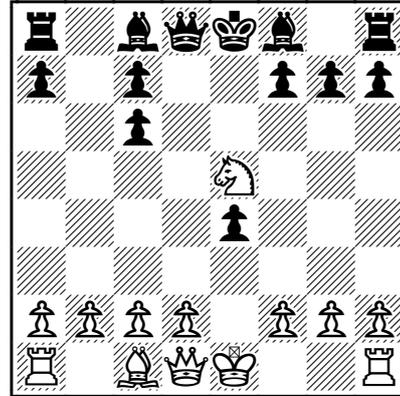
Find the best win!

1



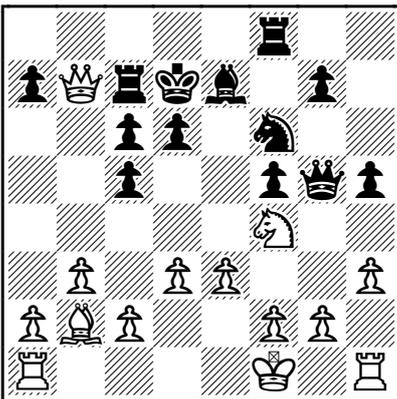
White to move and win.

4



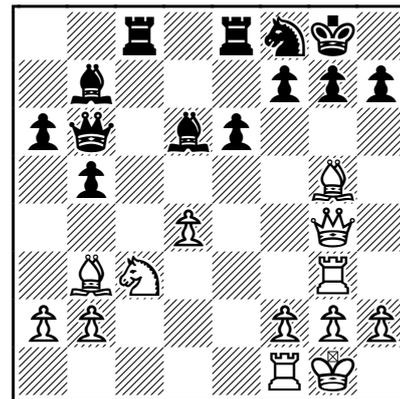
Black to move and win.

2



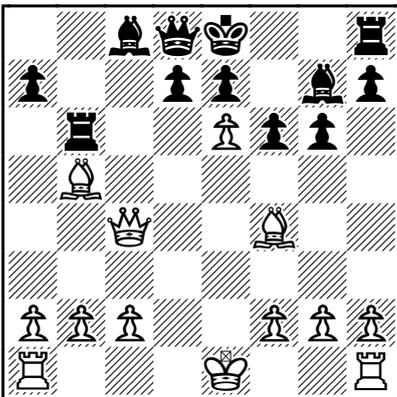
White to move and win.

5



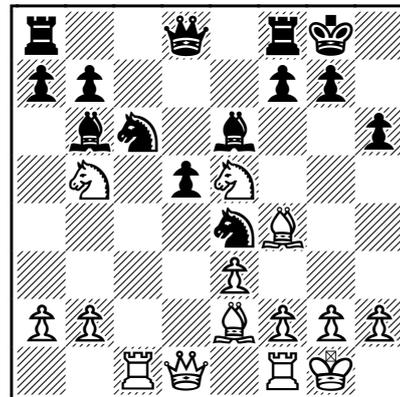
White to move and win.

3



White to move and win.

6



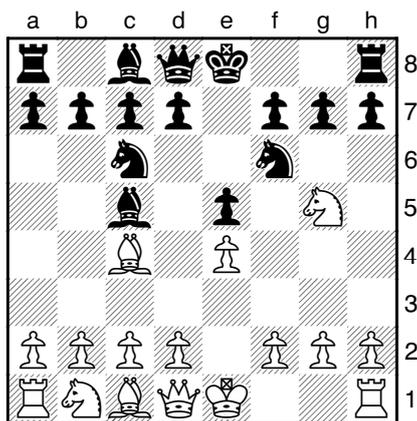
Black to move and win.



by Andrew Martin

**SMASHING UP
THE WILKES BARRE**

1.e4 e5 2.♘f3 ♘c6 3.♙c4 ♘f6
4.♗g5 ♙c5



There are many coaches who recommend this way of playing as Black and to an opponent who is unfamiliar with 4...Bc5, the Wilkes-Barre or Traxler variation, will come as a shock!

5. Nxf7 is a pretty poor bet over the board. If you have a fantastic memory,

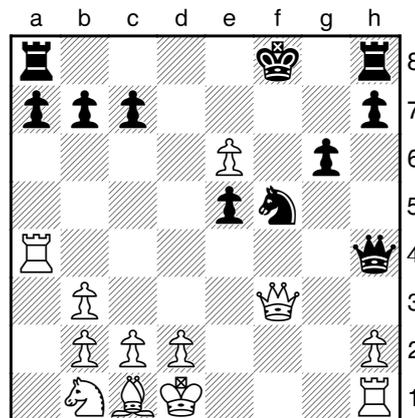
amazing nerves, or you are plugged into a computer it might be playable, but I would like to show you a simpler solution.

5. ♙xf7+!

Known as the best move for quite some time. White isn't greedy. He contents himself with a pawn and messes up Black's King.

5... ♖e7

5...♙f8? is just much worse. The Rook belongs on f8. White has a clear advantage after 6.♙b3 d5 7.exd5 ♘d4 8.♗e6+ ♙xe6 9.dxe6 ♘xb3 10.axb3 and castling comes next, unless Black goes for the wild 10...♙xf2+?! 11.♖xf2 ♘e4+ 12.♗e1 ♔h4+ 13.g3 ♘xg3 14.♕f3+! ♘f5+ 15.♗d1 g6 16.♖a4!



as in Schmidt-Zitsold, Correspondence 1968.

6. ♙b3!

6.♙d5 is also very playable, but we concentrate on the text move. White leaves the d5-square vacant for a Knight.

6... ♖f8

What is Black's plan here? It may be simply described:

1) To get an attack against White's K-side;

2) Thus the Rook goes to f8, with veiled pressure on f2;

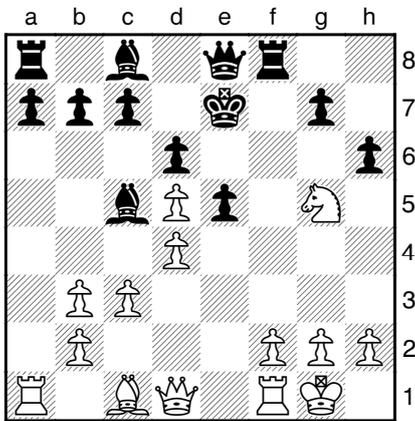
3) ...Qe8–g6 is a common idea and after that maybe ...d7–d6 and ...Bh3 or ...Bg4. White must remain cool and believe in his position. He has done everything RIGHT to date.

7.0-0 d6 8.♘c3! ♕e8

8...♙g4 9.♘d5+! ♘xd5 10.♖xg4.

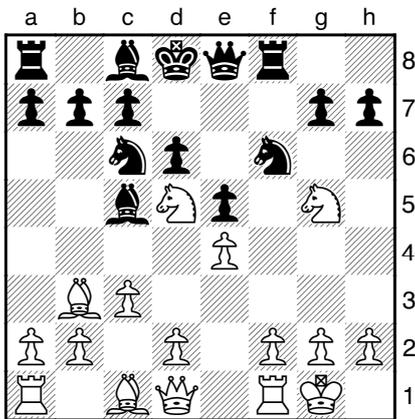
9.♘d5+! ♔d8

Capturing does not help Black at all: 9...♘xd5 10.exd5! ♘d4 11.c3 ♘xb3 12.axb3 h6 13.d4!



Always look out for a COUNTER-ATTACKING possibility.

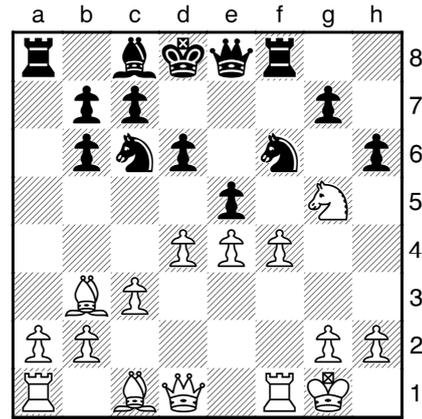
10.c3!



A key move. d2–d4 is coming.

10...h6 11.d4! exd4

11...♙b6 12.♘xb6 axb6 13.f4!



Going for gold! 13...hxg5 (13...exf4 14.♘f3 g5 15.e5!) 14.fxg5 ♘g6 15.e5 ♘xe5 15.♙xg5! ♘g6 16.e5 ♘xe5 17.dxe5 ♖xe5 18.♖d2±

12.♘xf6! ♗xf6

12...gxf6 13.♘f3 dxc3 14.bxc3 ♖g6 15.♘d4 and despite what the engines say, White's position is far superior, thanks to the shaky black King.

13.e5!!

Lots of exclamation marks and I can assure you this is exactly what Black doesn't want to see. Black wants to rule the roost and be in charge of the initiative after 4...Bc5. Here, White dishes out a taste of Black's own medicine!

13...♗f5 14.♘f3 ♘xe5 15.♘xd4 ♗f6 16.♙e3

White has stabilized the position and holds the advantage, due the poor position of the black King.

16...♖f8 17.♔h1 g5 18.♘e6+ ♙xe6 19.♙xc5 ♙xb3 20.axb3 ♘c6 21.♙e3±

I want to inspire you to HIT BACK against an aggressive opponent. There is no reason at all why you should just sit and take it. With good preparation, White can repel the Wilkes-Barre and turn the game on its head.

YOUR ENGLISH CHESS FEDERATION DIRECTORY

The readers of *The Right Move* are entitled to view the most up-to-date opening theory on ChessPublishing.com.

An excellent site, we recommend you visit it:

<http://www.chesspublishing.com/content/ecf/index.htm>

Remember your user ID:

rightmove

and password:

chesspublishing



Best Answers to Quizzes on page 10

1. c6.
2. 1. Qxc7+.
3. 1. 0-0-0.
4. 1... Qg5.
5. 1. Bd8.
6. 1... g5!

THE CHESS CELEBRITIES CONTEST

Write down the number and next to it the name(s) of the chess person(s) in each photo. The one with the most correct answers wins the prize. Send your entry to: a.martin2007@yahoo.co.uk

In the event of a tie, a winner will be drawn by lot. Put your "thinking hat" on and send your answers to Andrew by the 15th of the next month.

English Chess Federation (ECF) Junior Chess Magazine

The Right Move

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