

Theme 1: Study your own games!!

Things to look for when studying your own games.

1. *Types of positions in which you make serious errors/blunders.*
 - oversights in advantageous positions (overconfidence, relaxation of concentration)
 - mistakes in disadvantageous positions (despair, giving up too soon)
 - mistakes in quiet positions (boredom, lack of planning)
 - mistakes in tactical positions (over/under-estimating your opponent's chances, lack of vision)
2. *What types of positions do you feel "happy" in?*
 - middlegame pawn structures
 - attacking or defending/counter-attacking
 - maneuvering/play against static weaknesses
 - space advantage or disadvantage
3. *Choice of openings*
 - pawn structure – fluid, closed, open
 - pace of events (how quickly does confrontation begin), eg, Austrian Attack vs Classical in Pirc.
 - level of sharpness, eg, (in general) Sicilian vs Caro-Kann
 - simplification – eg, early Qe2 in Petroff
4. *Time allocation*
 - spending too much time in late opening/early middlegame – lack of understanding of positions, lack of incisiveness.
 - spending too little time at critical points – superficial decisions, lack of re-orientation when position has changed character (eg, after winning material, transition to endgame).

Computer-based assistance when studying your games

1. *Analysis programs*
 - Fritz and friends. About \$100 or so, needs "serious" PC (Win95 or better, 64 MB, preferably 128 MB, 600 MHz+). Outstanding at finding tactical oversights. Useful for complete analysis of your own games. Limited games database.
2. *Databases*
 - ChessBase, NICbase. More expensive (about \$300). Good for opening preparation. Contain > 1 million games (of variable quality!). ChessBase package includes Fritz.
3. *On-line resources*

- This Week in Chess "TWIC" (<http://www.chesscenter.com/twic/twic.html>). Typically 1000+ new games per week, can be downloaded and imported into ChessBase/Fritz databases.

Examples of Fritz in action



SBE - C Ghenzer NSLCCC Ch 2001
 17.Qe2 [17.Nf5 gxf5 18.Ne6] 17...Bf6 18.Nxh7 Rf7 19.e5
 Bh4 20.Qg4 Bxg3+ 21.Qxg3 Nf8 22.Bxg6 Nxg6 23.Qxg6
 e6 24.Ng5 Qe7 25.Rf1 1-0



Kasparov - Kramnik Corus, 2001
 25.Ng5 [25.g4 Rhh8 (25...hxg3+ 26.Nxg3 Rxh3 27.Rxd4
 Rxd4 28.Nf5+) 26.f5] 25...Rhh8

Tactical theme 1: Double attack

Double attack: Example 1



Dvoretsky-Zaitsev, 1972
 1.Qd3 [1.Rxc7 Ra1+ 2.Nf1 Qd8 3.Qb3 Qxc7 4.Qxb4] 1...c6
 2.c5

Double attack: Example 2



Kirpichnikov-Dvoretsky, 1966

1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.Bd3 dxe4 5.Bxe4 Nf6 6.Bd3 c5
 7.dxc5 Nbd7 8.Bd2 Nxc5 9.Bc4 0-0 10.Nf3 (after ...Qc7 11.
 Qe2 followed by castling and a3, White gets two bishops in
 open position, so has better chances) Nce4 11.Nxe4 Nxe4
 12.Bxb4 Qb6 13.0-0 [13.Qe2 Qxb4+ 14.c3 Nxc3 15.Qd2
 Qxc4 16.Qxc3 Qxc3+ 17.bxc3 b6; 13.Qd4 Qxb4+] 13...Qxb4
 14.Qd4 Nd6 15.Bb3 Qxd4 16.Nxd4 Rd8 17.Rfd1 Kf8 18.f4
 Bd7 19.Nf3 Be8 20.Ne5

Double attack: Example 3



1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.cxd5 exd5 5.Bg5 Be7 6.e3 0-0
 7.Bd3 Nbd7 8.Nge2 Re8 (Black delays ...c6 until White
 has castled – if Q-side castling then ...c5, when previous
 ...c6 would be a loss of tempo.) 9.0-0 Nf8 10.b4 Bxb4
 11.Bxf6 gxf6 12.Nxd5 Qxd5 13.Qa4 Bh3 14.Nf4 Qa5
 15.Qxa5 Bxa5 16.Nxh3

Positional theme 1: the superfluous piece

Superfluous piece: archetypal position



White to move: 1 Nxc7 Qxc7 2 Nd5

Black to move: 1.. Ne6 (maintains superfluous knight on c3, counterchances on kingside)

Superfluous piece: Example 1



Dolmatov - Romanishin Minsk, 1979

27.Bc3 N4e5 28.Bd4 b6 29.a4 Bf6 30.Nxe5 Bxe5 31.Bxe5 Nxe5 32.a5 g6

Effect of this is that Black has exchanged his superfluous pieces for White's active pieces

Better was **27 Ba5 b6 28 Bc3 N4e5 29 Nd4** with a4 and a5 to come with a better game for White.

Superfluous piece: Example 2



Karpov - Dolmatov IBM Amsterdam, 1980

34...Ne7 35.Ra6 Qd7 36.Qe4 Nxd5 37.Nxd5 Be7 38.Rfa1 Bf8 39.Qe2 Rc6 40.R6a3 Rc5 41.Rf3 Rxf3 42.Qxf3

Black's pieces are passive and disorganised – White soon developed decisive attack on Black's king.

Better was 34... e4 (maintaining superfluous knights and threatening ... Qe5-d4, attacking weak White pawn on c4)

Superfluous piece: Example 3



Begun-Dvoretsky Minsk 1972

White's N and B are competing for c4, therefore one is superfluous. Thus, to prevent access to c4:

19...Bb5 20.h4 h5 21.Qg5 Qxg5 22.hxg5 Na6, with a good endgame

(1) Zukertort,J - Blackburne,J [A13]

London, 1883

1.c4 e6 2.e3 Nf6 3.Nf3 b6 4.Be2 Bb7 5.0-0 d5 6.d4 Bd6 7.Nc3 0-0 8.b3 Nbd7 9.Bb2 Qe7 [9...a6 Preserves Bd6] 10.Nb5 Ne4 11.Nxd6 cxd6 12.Nd2 Ndf6 [12...Nxd2 Avoids superfluous piece] 13.f3 [13.Nb1] 13...Nxd2 14.Qxd2 dxc4 [14...e5 15.cxd5 (15.dxe5 dxe5 16.Rfd1 Rfd8 17.Qe1) 15...e4 16.Bc4 Bxd5 Control of central light squares] 15.Bxc4 d5 16.Bd3 Rfc8 17.Rae1 [17.Qe2 Prevents ..Ba6 after ..a5] 17...Rc7 [17...a5 Irrelevant c-line (no entry squares)] 18.e4 Rac8 19.e5 Ne8 20.f4 g6 21.Re3 f5 22.exf6 Nxf6 23.f5 Ne4 [23...gxf5 24.Bxf5 Ne4 25.Bxe4 dxe4 26.Rg3+ Kh8 27.d5+] 24.Bxe4 dxe4 25.fxg6 Rc2 26.gxh7+ Kh8 27.d5+ e5 28.Qb4 R8c5 [28...Qxb4 Fritz 6: 29.Bxe5+ Kxh7 30.Rh3+ Kg6 31.Rf6+ Kg7 32.Rg3+ Kh7 33.Rf7+ Kh6 34.Bf4+ Kh5 35.Rh7#; 28...Qe8 29.Rf8+Qxf8 30.Bxe5+ Qg7 (30...Kxh7 31.Qxe4+ Kh6 32.Qh4+ Kg6 33.Qg4+) 31.Bxg7+ Kxh7 32.Qxe4+ #7/7] 29.Rf8+ Kxh7 30.Qxe4+ Kg7 31.Bxe5+ Kxf8 32.Bg7+ Kg8 33.Qxe7 1-0

Assignment



White to play – how should the game go?