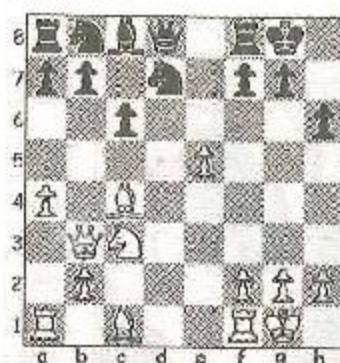


CHESS

by Alan Dommett

25 SEP 2010

DIAGRAM 1



AFTER a one-sided contest last year, the Two Towns Match between Bournemouth and Poole has made a welcome return to its customary production line of close finishes.

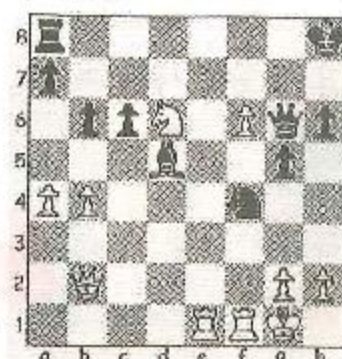
In a well attended curtain-raiser for the new season Poole reclaimed the trophy with a nail-biting 14.5-13.5 victory and the strength of their team, containing no fewer than 10 Wimborne players, could be measured by the fact that they suffered only two defeats over the top 12 boards.

The following game, taken from the Golden Jubilee week of the Paignton Congress, features impressive opening play and a clinical finish from the local GM and eventual winner of the Premier event.

Arkell, K – Feavvour, J
Paignton Premier, 2010-
Slav Defence (D17)

1.d4 d5 2.c4 c6 3.Nf3 Nf6 4.Nc3 dxc4 5.e4 Played instead of an immediate 4.e3! this a-pawn advance is designed to prevent 4...b5 and is the popular response when the c-pawn is captured. 5...Bf5 6.Nh4 Bc8 Black wishes to retain his bishop, leaving the white knight on the rim and although the retreat may appear somewhat eccentric main line theory is still being followed. 7.e3 e5 8.Bxc4 In Alekhine-Euwe (World Ch, 1935) White opted for 8.dxe5 and an early exchange of queens, but, after 8...Qxd1+ 9.Nxd1 Bb4+ 10.Bd2 Bxd2+ 11.Kxd2 Ne4+ 12.Ke1 Be6, the cull of pieces took the sting out of a game that was drawn in 61 moves. 8...exd4

DIAGRAM 2



9.exd4 Bb4?! The bishop is vulnerable to attack on this square and is better placed defensively. For example, in Arkell-Gormally (4NCL, 1999), after 9...Be7 10.0-0 0-0 11.Re1 Nd5 12.Nf3 Be6 13.Qb3 Na6 14.Bd2 Nac7 15.a5 Rb0, a draw was agreed. 10.0-0 0-0 11.Qb3 Bd6 12.Nf3 h6 13.Ne5 Bxe5 White's smooth re-routing of the knight proves too threatening for Black, but its removal only makes matters worse. 14.dxe5 Nfd7? (Diagram 1) 15.Bxf7! Kh8 Settling for a pawn deficit, whereas 16...Rxf7 16.c5 Nc5 17.exf7+ loses the exchange. 16.f4 Qe7 17.e6 Nc5 18.Qa3! A nasty pin on the knight that saves the e-pawn long enough for it to be connected a move later when...18...Nba6 19.f5 Rxd7 ... Black is virtually forced into giving up the exchange in order to free his minor pieces. 20.exf7 Qxf7 21.Be3 b6 There are no good squares on the d-file for the knight and the next passage of play sees White consolidate his advantage by first creating a passed pawn and then making full use of its potential. 22.f6 g5 23.Bxc5 Nxc5 24.b4 Ne6 25.Na4 Nf4 26.Qb2 Be6 27.Nd6 Qg6 28.Pae1 Safe in the knowledge that 28...Nd3? walks into 29.Qb1 and yet another of those pins! 28...Bd5 (Diagram 2) 29.Re8+! and, rather than face 29...Rxe8+ 30.f7+, Black resigned.

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