All,

Here are two games from the last weekend's 4NCL. I enjoyed my performance

for the weekend, racking up these 2 wins and a draw against a correspondence

GM, who I was pushing all the way, but just couldn't convert it.

These two wins illustrate beautiful my style of chess. The first

demonstrates my deep positional appreciation of good knights and bad

bishops, the control of certain coloured squares and the exploitation of

pawn structures etc.

The second, is a mixture of positional play against an isolated queen's pawn

, with a flourish of tactical twists to enter into a winning end-game, at

which point, a resignation is immediately proffered.

The games aided the team to rack up two wins too, thereby raising it's

position in the league, obtaining a top 10 spot (6th place on game points).

Hope you enjoy these.

[Event "4NCL/DIV3/WWKS2 VS. BCA"]

[Site "Daventry, ENG"]

[Date "2009.05.02"]

[Round "9.2"]

[White "Ross, Chris"]

[Black "Lunn, Timothy"]

[Result "1-0"]

[ECO "B31"]

[WhiteElo "2197"]

[BlackElo "2066"]

[PlyCount "91"]

[WhiteTeam "Braille Chess Association"]

[BlackTeam "Iceni"]

{B31: Sicilian: Rossolimo}

1. e4 c5

2. Nf3 Nc6

3. Bb5 g6

4. Bxc6

{OK, let's start there and consider the whole objectivity of this move, as

the whole game hinges on this single positional move and the plan is formed.

1. White gives up his light-squared bishop.

This means that he is heading for a good knight - bad bishop game, where he

hopes to restrict the black light-squared bishop and hope to find excellent

outposts for his 2 knights.

In this regard, the pawn structure is extremely important: White must put

pawns on light squares to hinder the bishop and the white knights need

outposts to stand on.

2. White shatters the black pawn structure.

This will mean that the black double "C" pawns are a target, whether it be

the c6 or c5 pawn. As c5 is at the front, that is the easier target to hit.

Following all these positional elements, the game can almost play itself.}

4... dxc6

5. h3

{Normally Pawn-to-Rook-3 moves aren't necessary, but here, it is a

positional ploy to restrict the bishop on c8. Note how white dominates the

light-squares in the near facility of the light-squared bishop.}

5... Nf6

6. d3 Bg7

7. Nc3 Nd7

{A common enough maneuver. Black intends to stick a knight on the d4 square,

which is an excellent outpost for that piece. Naturally, it takes 5 moves to

get there, which gives white plenty enough time to neutralize it's effect.}

8. Be3 e5

9. Qd2 Qe7

10. O-O Nf8

11. Bh6

{A new idea for me, inspired by the great Anand himself. Previously, I have

played Nh2, Ne2, a3 and b3. All perfectly good enough plans, but as Anand

has demonstrated, white might as well get rid of the dark-squared bishop

immediately, heading for that desirable ending and facilitating f2-f4 moves

later, without having to worry about the "Dragon" bishop on g7. So, I

decided to emulate the great man himself.}

11... Ne6

{Black may do best to take on h6, as the white queen is somewhat out of play

on h6. It depends on where black wants to castle. Castling queen's is

possible, but dangerous!}

12. Bxg7 Nxg7

{Fienchettoed knights can't be a good idea, but it's been seen before!}

13. Ne2 O-O

{Black has to stop white from getting in f2-f4 at all costs and attempt to

take over the control of the dark squares, as was shown in Anand-Ivanchuk:

13... f6 14. Nh2 g5 15. a3 a5 16. c3 O-O 17. Ng4 Bxg4 18. hxg4 h5 19. b4

axb4 20. axb4 cxb4 21. cxb4 hxg4 22. Ng3 Ne6 23. Nf5 Qd7 24. Qe2 Nd4 25.

Qxg4 Nxf5 26. exf5 Rad8 27. Ra3 Kg7 28. d4

Anand,V (2752)-Ivanchuk,V (2711)/Prague 2002/CBM 089/1/2-1/2 (50)}

14. a3

{Playing across the board, demonstrating that white can instigate activity

on whichever side he wishes to work. The sign of a good position is that you

can play across the board, from the queen-side, through the centre or on the

king-side.

So, another pawn-to-rook-3 move.

What's it's purpose this time?

OK, it is to avoid the pawn being en prise to a future Be6 by black. Also,

it is preparing the push b2-b4, thereby targeting the vulnerable c5 pawn.

Yes, this may "undouble" the pawns, but by doing this, I open up the "A"

file for my rook, leaving the black A7 pawn very weak indeed, and more

importantly, I am preventing the black pawn majority from advancing

advantageously. White may even have a "minority" attack possible, if black

isn't careful.

There were other ways to play this, but there are so many possibilities for

white to play effectively and logically, all ideas must be good for him, as

long as they abide by his game-play, as illustrated above.

14. Nh2 Be6 15. f4 exf4 16. Nxf4 Rad8 17. Nxe6 fxe6 18. Rxf8+ Rxf8 19. Rf1

Rxf1+ 20. Nxf1 Qd6 21. c3 e5 22. Ne3 b5 23. Ng4 Nh5 24. Qg5 Qxd3 25. Qxe5

Qb1+ 26. Kh2 Qxa2 27. Nh6+ Kf8 28. Qh8+ Ke7

Harila,P (2083)-Szilardfy,G (2123)/Budapest 2005/CBM 105 ext/1-0}

14... Rd8?

{A weak move, that contributes nothing to black's play. The idea of the move

is to facilitate a c5-c4 push, ridding himself of his bad pawn and giving

white a backward "D" pawn, which would be good for black. However, a

one-move threat can be easily e avoided. The rook moves away from the

king-side, where it is needed for defensive purposes. There is no future on

the D file at the current moment, so black should concentrate on freeing up

his pieces. e5 is naturally en prise, so the consolidating f7-f6 is a

perfectly acceptable response, allowing a future g6-g5 blockading move if he

so desires.}

15. Qc3

{Removing the queen off the "D" file, preventing c5-c4 moves and also

pressuring e5, which is now attacked twice, forcing the f7-f6 move in any

case. More importantly, there is now more pressure on the c5 pawn.}

15... f6

16. Nh2 Ne6

{Black has some incredibly difficult decisions to make now. Should he

blockade with 16.. g5? I'm not sure. The f5 square then becomes an outpost

for a white knight but getting there via g3 or g4/e3 may allow simple

exchanges. The question is then to whether the f4 square could be used by

black, for his knight. Does white chop it, or play h3-h4 and g2-g3 somehow?

This would certainly give white pause to think, but in the meantime, he

could continue his operations on the queen-side unhindered.}

17. f4

{I think this is just about forced. If black has not taken the chance to

prevent this, then white should certainly play it. Pieces are exchanged and

tactics now become relevant, with the additional exposure to both kings, but

white still has a considerable lead in development and the better piece

play, so, all must be ok for him.}

17... exf4

18. Nxf4 Nxf4

19. Rxf4 Rf8

{Meekly defending. I had more concerns about 19.. f5 and the possibility of

black playing g6-g5 and f5-f4 blockading it all and the position becoming

very unbalanced.

If I was forced to take this with 20 exf5, then Qe3+ ideas, Bxf5 and it was

incredibly difficult to figure out which was the most important file, the

"F" file (if so, would I be forced into g2-g4 to evict the bishop away), or

the open "E" file, which wouldn't be easy to get onto, with my poorly

positioned rook on f4. Black may be able to swap everything off and hope to

hold the ending.}

20. Raf1 Kg7

{Again, too passive. Putting the king on the long diagonal is too risky.

Black had to take the risk and open up with f6-f5 and try to get his bishop

into the game by forcing exchanges on f5. The black king is exposed, but I

don't' think Qb3+ or similar tactics help white all that much.}

21. Nf3

{Bringing the knight back into the game. Putting it on g4 allows it's

exchange, which goes against the white game-strategy. This also allows white

to begin operations on the king-side, as g6-g5 moves are prevented, as Nxg5

is possible, with the f6 pawn being pinned Another disadvantage of Kg7.}

21... Be6

{Black seems to have achieved development now. The white advantage still

holds, but it is not as discernable as before.

White must still play on both sides of the board, distracting black from

which side is to be concentrated on.

Another factor here is that the position has opened up somewhat and

exchanges, especially of the heavy pieces, seems inevitable.

White's next move must have come as a bit of a shock for black!}

22. h4!

{A multifaceted move, with a couple of specific purposes.

Principally, it has the intent of opening up lines on the king-side. The

idea of h4-h5 and h5xg6 with Rh4 and attacks down the open "H" file is

particularly worrying for black. Also, the rook on f4 is secured from any

attacks with g6-g5 and the blockading up of the dark squares.

The pawn also secures the g5 square, making f6-f5 less effective, since the

white knight can settle on g5, being a nice outpost.

Finally, the pawn stands on a dark square, preparing for the end-game, where

the white pawns should stand on dark squares, to prevent them from being

attacked by that "bad bishop".}

22... h6

{A concession. Black wishes to stop any king-side advancement by white (as

g6-g5 is now possible), but the g6 pawn has been weakened, an important

factor as the f5 square could be potentially weak now, especially if h4-h5

has been played to lure the g6 pawn away from that square's protection.

OK, now having made a move on the king-side, time for the queen-side again!}

23. b4

{Black must have been scrabbling around, wondering on what side of the board

he should be concentrating, as white is happily switching from one to

another. The other positional aspect of the doubled c5 pawn comes under

attack. With the queen on c3, the pawn is now actually en prise.}

23... b6?

{After which, black is positionally lost.

Black didn't like the idea of 23.. cxb4 24. axb4 and with Ra1 ideas, forcing

a7-a6 and then Ra5 ideas, with a domination of the 5th rank and the

dark-squares, he didn't think he would have much play.

As played though, he just allows exchanges and permits white to enter into

that ending, that he so sought.}

24. bxc5 Qxc5+

25. Qxc5 bxc5

26. e5

{Time to put those pawns on dark-squares and make that bishop as miserable

as possible. The 4th rank is cleared for the f4 rook's escape (g6-g5 was

threatened). Also, the white knight needs pathways into the centre and

queen-side to exploit those doubled, weak pawns on the "C" file.

Naturally, rook exchanges will only favour white.}

26... f5

27. Ra4 Rfb8

28. Nd2 g5

{Black tries to break out. 28... Rb2 is only illusionary activity as 29. Rc1

secures the c2 pawn, before Nc4 comes in to evict the rook. Note that the

exchange of the knight for the bishop isn't a disaster now, since the rook

ending is always good for white, with the black pawns being so weak.}

29. hxg5 hxg5

30. Nc4 Kg6

{30... a5 may have been an attempt, to stop the rook from forcing more

defensive moves after Ra6/Ra5 ideas. The a5 pawn may be immune to capture.

White would have to probe with Nd6 and get g2-g4 in at some point and give

himself the e4 outpost.}

31. Ra6 Bd5

32. Ne3 Rb6

33. Ra5

{Good enough to win a pawn. The computer prefers 33. Rxb6 axb6 34. Rxf5 but

I think any method is good enough to convert this ending.}

33... Be6

{33... Rb5? 34. Rxb5 and the bishop on d5 drops off.}

34. Rxc5 Rc8

35. Rc3 Rb5

36. d4 f4

37. Nc4 Rc7

38. Nd6 Rb2

{38... Rd5 put up more resistance.}

39. g3

{More breaking up of the pawn chain and destroying all the cover for the

black king. This also frees up any possible mating ideas black had on the g2

square or down the "H" file.

More importantly, the "F" file must become open now to allow the white rooks

to deliver the coup de grace.}

39... Bh3

{39... Rh7 40. gxf4 gxf4 41. Rxf4 Rb1+ 42. Rf1 Rh1+ 43. Kxh1 Rxf1+ 44. Kh2

brings nothing for black.}

40. Re1 fxg3

41. Rxg3 Rh7

{If the bishop moves away, the rook steps back onto the F file with decisive

affect. The f6 square is the entrance square for the white rook.}

42. e6 Kf6

{The passed pawn can't be stopped now.}

43. Rf3+ Ke7

44. Rf7+

{The computer wants to play it the other way, but either was good enough. I

took the easy option, wanting an immediate resignation from my opponent. 44.

Nc8+ Kd8 45. Rxh3 and the pawn crashes through.}

44...Kxd6

45. Rxh7 Bxe6

46. Rh6 1-0

[Event "4NCL/DIV3/BCA VS. GUI4"]

[Site "Daventry, ENG"]

[Date "2009.05.04"]

[Round "12.2"]

[White "Punnett, Alan"]

[Black "Ross, Chris"]

[Result "0-1"]

[ECO "B22"]

[WhiteElo "2102"]

[BlackElo "2195"]

[PlyCount "58"]

[EventDate "2009.05.04"]

[WhiteTeam "Guildford-ADC 4"]

[BlackTeam "Braille Chess Association"]

{B22: C3 Sicilian}

1. e4 c5

2. c3 d5

3. exd5 Qxd5

4. d4 e6

5. Nf3 Nf6

6. Be2

{Not as aggressive as 6. Bd3, but an acceptable, if somewhat unambitious

line.

I like playing against the C3 Sicilian, as white sets out with pure tactics

in mind. In many games, white gets a king-side attack or forces dangerous

tactics through the centre. Often, if those tactics are snuffed out, the

simple positional pressure against the isolated queen's pawn proves to be

too much for white to hold in the end-game, which he doesn't want to head

for. So, cool defensive play often becomes dividend of the wins I rack up

against this particular opening.}

6... cxd4

7. cxd4 Nc6

8. O-O Be7

9. a3 O-O

10. b4

{I've never seen this idea before in the C3 Sicilian. White wishes to gain

space on the queen-side, when he should be playing through the centre and on

the king-side.

Note that the weakness of the c3 square has now become very evident and keep

that in mind when this comes back to haunt white in the latter stages of the

game.

Unless white is intent in pushing b4-b5 and driving the knight away

somewhere (probably to a5/c4 etc.), then the move has no purpose. Pushing

b4-b5 will leave the a3 pawn weak though and that will have to advance later

too. So, a lot of time is being wasted on the queen-side.

10. Re1 b6 11. Nc3 Qd6 12. Bg5 Bb7 13. Rc1 Rad8 14. Nb5 Qb8 15. Bd3 a6 16.

Ne5 axb5 17. Nxc6 Bxc6 18. Rxc6 Rd5 19. Be3 Rfd8 20. Qf3 b4 21. a4 Qa7 22.

b3 R5d6 23. Rec1 Nd5 24. g3 Nc3

Briscoe,C (2169)-Burrows,M (2201)/Telford 2004/EXT 2006/0-1 (36)}

10... b6

{Black is not worried about the push b4-b5, for the reasons outlined above.

So, a7-a6 isn't necessary, which would only weaken the c5 square, which

could haunt him later. Black has to be wary of NE4 ideas in the future and

then Nc5 moves, where the c5 square could be an annoying outpost. So, b7-b6

makes more sense to get the queen-side bishop baring down on the d5 square,

the blockading square to the IQP. Classical chess.

10... Rd8 11. Bb2 b6 12. Ne5 Bb7 13. Bf3 Qd6 14. Nd2 Rac8 15. Ndc4 Qb8 16.

Nxc6 Bxc6 17. Bxc6 Rxc6 18. Ne5 Rc7 19. b5 Rd5 20. Qb3 Bd6 21. Rfe1 Bxe5 22.

dxe5 Nd7 23. Rad1 Nc5 24. Qf3 Rcd7 25. Rxd5

Vltavsky,V-Znamenacek,K (2325)/Czechia 1997/EXT 1998/1-0 (50)}

11. Nc3 Qd6

12. Nb5 Qd8

{OK, white has gained some tempi and driven the queen back home, but that's

not advantageous, since the knight on b5 is now a liberty and the thrust

d4-d5 has been prevented for some time to come. White must find a way now to

continue his forward momentum, otherwise, he will be simply driven back

himself and the initiative wrestled away from him. Black, in many ways, is

poised in true counter-attacking style.}

13. Ne5 Bb7

{Cool development. Black isn't fazed by the tactics offered by white yet.

Black could take on e5 and then plonk a knight on d5, but then the d4 square

becomes available for the estranged knight on b5. However, black had to

check his tactics very carefully here.}

14. Bf3 Nd5

{14... Rc8 isn't playable since 15 Bxc6 loses the a7 pawn and the position

will soon collapse. No, that knight on b5 can not be justified!

The d5 square is utelised, but tactics have to be verified.}

15. Re1

{Wanting to move the rook away from potential Ba6 pins. Also, tactics down

the "E" file are possible and the bishop on e7 could become loose.

However, what's the idea after 15. Bxd5?

15... Qxd5! sacking the exchange is strong for black. 16. Nc7 Qxd4 and I'll

let you figure out the variations, but suffice to say that the rook on a1 is

left loose and black has Ne2+ tactics with Nxc1 and knights on a8 or e7 or

wherever are loose. Black will get the bishop pair, have a pawn at least for

the exchange and a queen-side majority. All is sufficient compensation for

the exchange.}

15... Bf6

{Removing the bishop of all those tactics mentioned above and the possibly

dangerous "E" file. Also, pressure on d4 is now exerted. The knight on b5 is

in danger of being kicked away and the d4 pawn dropping off. The whole game

is now hinging on that poor old isolated queen's pawn. Where is white's

king-side attack, which he should be going for?!}

16. Bb2 a6

{With the tactics on d4 now prevented (at the cost of putting the bishop on

a horrible square [b2]), black forces white's hand.}

17. Nc3

{White had to bail out here with 17. Bxd5 and after exd5 18. nc3 Nxc3 19.

Bxc3, enter into a worse ending, where both sides have isolated pawns, but

where the d4 pawn will prove to be more awkward to defend and black having

the major positional plus of the bishop pair.}

17... Nxc3

18. Bxc3 Rc8

{Black is just one move away from clinching a huge advantage in this game.

Once the bishop on b7 has been defended with Rc7, the move Ne7 will solve

all black's slight tactical problems and the knight landing on d5 must give

him a massive plus, especially with a poor bishop on c3 or b2.

White must now find a telling plan, otherwise, black will consolidate next

move and take full control.}

19. Ng4

{19. rc1 to defend the bishop on c3 has to be preferred. or 19. Bb2 to

remove the bishop away from the line of fire and admit that he has to grovel

in a worse ending.

The text-move is a belated attempt at a king-side attack and to open up

lines for attack. However, due to the poor positioning of his pieces (knight

on g4; bishop on c3; bishop on f3), the attack and tactics are bound to

fail.}

19... Bg5

{Provocative and played with the intention of luring white into a sense of

insecurity. Black maintains his bishop pair and controls the c1 square,

preventing a rook from protecting the loose bishop on c3.

Again, black is that one move (Rc7) away from consolidating his position.

White needs to act quickly. h2-h4 ideas never work and the knight on g4 is

actually standing in white's way a bit and not doing very much. So,

aggression was sought.}

20. d5?

{Successfully lured!

White believes that he's ridding himself of his weakened pawn and that his

bishop pair will now spring into the king-side attack.

Indeed, if black captures on d5, white will recapture on d5 with the bishop

and suddenly, black is in major difficulties with all the white pieces

active, open and the attack will soon crash through.

However, tactics, good old tactics and the loose nature of that poor old

bishop on c3 play a massive part in the whole downfall to white. Dreams are

shortly shattered.}

20... Ne7!

{Cool!

The precise move black wanted to play in any case, once the bishop on b7 was

defended against the bishop on f3. But now the bishop on f3 is blocked out,

the move can be played without Rc7 having to be played.

So, as it stands, white has a bishop on c3 attacked as well as his pawn on

d5. Thereby, losing a clear pawn. Rather effective really. But further

tactics had to be calculated, and analysed, well in advance of entering into

this variation.}

21. d6

{What else?

21. dxe6 Qxd1 will lose a piece somewhere, probably on c3. Note that in all

the tactics, the knight on g4, so aggressively placed there, is loose after

Bxf3 ideas.

21. Qd4 Nf5 22. Qe5 h5 followed by Bf6 is another demonstration of the

harmony between the black pieces.}

21... Bxf3

{Winning a clear pawn. 21... Rxc3 22. Bxb7 Nf5 23. Bxa6 Qxd6 24. Qxd6 Nxd6

25. Be2 is not as accurate and gives white hope.}

22. dxe7

{22. Qxf3 Qxd6 is just a clear win of the "D" pawn and allowing Nd5 or other

such consolidating moves. This may have been best, as it kept queens on the

board and white could have some swindling possibilities.}

22... Bxd1

{Accurate until the end!

White still had some sneaky dirty tactics up his sleeve.

22... Qxd1 23. exf8=Q+ Kxf8 24. Raxd1 Bxd1

and then the annoying 25. Bxg7+! regains the pawn. 25... Kxg7 26. Rxd1 and

although clearly better for black, the ending is not as easy to convert.

The motto: Don't allow compensation, counter-play or dirty tactics such as

Bxg7+!}

23. exd8=Q Rfxd8

{And note that with all these exchanges, white still has two pieces en

prise, the bishop on c3 and that loose knight on g4. Nice coolly calculated

tactics!}

24. Raxd1 Rxc3

{And black has won his piece back and is a clear pawn up with the better

ending! Now, to avoid back-rankers and the game is over.}

25. f4 Be7

26. Rxd8+ Bxd8

27. Rd1 Bc7

28. Ne5

{White had just about given up the ghost for life now, resigning himself to

the fact of the loss. 28. g3 Rxa3 29. Rc1 h5 30. Nh6+ gxh6

31. Rxc7 h4 was a slower way to perish.}

28... f6

29. Nd7

{I can't explain this. I have no idea what white was thinking here, whether

he thought the b6 pawn was loose...I don't know. 29. Nd3 Rxa3 30. Kf2 Kf7 is

easy enough to convert with two pawns up and the bishop against the knight.}

29... Bxf4

{Playable as taking on b6 allows Be3+ forks. So, with two pawns to the good

and a 3rd to drop off and the knight being entrapped on d7, white threw in

the towel.}

30. 0-1

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Rossie finishes with a flourish!

HI all, Here are two games from the last weekend's 4NCL. I enjoyed my performance for the weekend, racking up these 2 wins and a draw against a correspondence

...

Chris Ross

braillechess...

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