Pike – Ross e4

All,  
  
This game is of interest, as it demonstrates how an illusionary advantage  
for white (the half-open H-file), is not at all a plus for him. In fact, an  
idea from a 2766 opponent may just prove to be fundamentally flawed. As it  
were, my deviations from the 2709's structure may be an improvement for  
black, and instead of achieving a draw as with the said 2709, I convert a  
rather startling rook-pawn ending, as the half-open H-file becomes white's  
ultimate downfall, a paradox in itself. I refer to the game Sergey Karjakin  
against Dmitry Andreikin at Khanty-Mansiysk in the FIDE Candidates  
tournament 2014, which took place a day before this particular encounter.  
  
Pawn structures and formations are discussed heavily in this game, so please  
take time to read and consider the structural formation of central pawns in  
the described positions.  
  
Enjoy.  
  
[Event "Bedfordshire League Matches 2013-2014"]  
[Site "Northampton, ENG"]  
[Date "2014.03.26"]  
[Round "8.1"]  
[White "Pike, Steve"]  
[Black "Ross, Chris"]  
[Result "0-1"]  
[ECO "B47"]  
[BlackElo "2226"]  
[Annotator "Chris Ross"]  
[PlyCount "102"]  
[EventDate "2014.03.26"]  
[WhiteTeam "Bedford B"]  
[BlackTeam "Northampton"]  
  
{B47: Sicilian: Taimanov}   
1. e4 c5   
2. Nf3 e6   
3. d4 cxd4   
4. Nxd4 Nc6   
5. Nc3 Qc7   
6. Nxc6   
  
{A curious choice by white. He diverts away from all of the main theory. It  
was only later in the post-mortem in the bar afterwards, that I learnt that  
he was trying out an idea by Karjakin, who had played an idea in the recent  
Candidate FIDE Championships. Although at the time, I was not aware of this  
particular game, consequential viewing of it does not convince me of white's  
intensions. The source game can be viewed below in opening reference D.  
White cedes control of the centre very quickly, as the knight on d4 can be  
left vulnerable in many lines. The knight is often a tactical consideration  
and often has to retreat to b3, or experience difficulties along the g1-a7  
diagonal.  
This exchange though only permits black to fortify his pawn centre, and the  
resulting question is to how black should set that pawn mass.}  
  
6... bxc6   
7. Qd3  
  
{The concept introduced by Karjakin in round 10.1 of the Candidates  
Championships 2014. Due to its lack of success, top players with the white  
bits may not enter into this variation again if they are seeking a victory.}  
  
7... Nf6   
  
{A natural enough developing move, waiting to see what the point of the  
white queen excursion is. The awkward nature of the queen's development  
indicates that white has a specific objective in mind. That aim is duly  
demonstrated on the next move.}  
  
8. Qg3   
{One of the points of 7. Qd3, if not, the only purpose. However, there are  
many things to consider with this deliberate seeking of the queen exchange.  
For what does it actually accomplish, this early exchange of queens for  
white? It only relieves any development difficulties that black could have  
forborn. The queen on c7 no longer has to worry about Nb5/Nd5 tactics and  
the dark-squares are just that bit more weakened. With the pawn structure as  
it were, with a white pawn on e4, and the black central pawns all on light  
squares (e6, d7, c6), the squares through the centre are particularly  
vulnerable, especially so the dark ones.  
With the queens off the board so quickly, white limits his attacking  
potential. Any opening advantage he may have by moving first has now been  
completely  dissipated with all of the exchanges. There is a more serious  
positional defect to this plan though, and this is where the basic  
difficulty is with this plan.}  
  
8... Qxg3   
9. hxg3   
  
{White has gained the half-open H-file. It takes a deeper understanding to  
realise the actual worth of this half-open file. The rook on h1 appears to  
be active, but it is, in fact, doing very little. As described, the  
dark-squares in the whole position are weakened, and black is now going to  
attempt to exchange the dark-squared bishops. With those off the board, and  
the queens disappearing so quickly, black is naturally intending to post all  
of his pawns on dark-squares. Following that logic, the pawn on h7 is not  
going to stay there. It is likely to step onto h6, thereby making the pawn  
secure and not a target for the rook on h1.   
In addition, if white were now to castle king-side, the half-open H-file has  
done him no good at all and the pawn structure is compromised for no clear  
justification. If white were to castle queen-side, this suggests that the  
white rooks belong on the D-file to pressure down that half-open file.  
Hence, the rook is not needed on h1, but on d1 or d2. Again, making the  
opening up of the H-file a redundant process.  
Finally, the pawn structure. White has doubled pawns. Although not always a  
weakness, it is how can the white king-side pawns advance, without an  
imbalance in the pawn structure occurring. With the pawn already being on  
e4, the F and G pawns for white will always cause a weakness if they were to  
advance. Playing f2-f4 will leave the g4 square fatally weak forever, and  
playing g3-g4 will leave gaps on the dark squares, namely f4 and h4. If then  
g2-g3 is played to protect those dark-squares, the f3 and h3 squares become  
the secondary weakness.  
These subtleties in the pawn formation are slight, but are ultimately  
important in the exploitation of weaknesses in the latter middle-game and  
more so, in the end-game. Therefore, it is the end-game that black is  
naturally aiming for. It is very befitting though, that it is actually this  
half-open H-file that becomes white's downfall.}  
  
9... Bb4   
  
{Played to gain a tempo by the threat of causing white major pawn structural  
damage. The intension though, is to encourage and promote the thought of  
exchanging dark-squared bishops.}  
  
10. Bd2   
  
{Now comes the critical question to how the pawn structure in the centre  
should be set.  
So, an explanation and outline of central pawn-structures is needed here.  
When I took up these systems by black in the Sicilian (2... e6), it was  
asked off me once by a Grandmaster, how I would react if a capture were to  
take place on c6. In some lines of these variations, black can indeed  
re-capture on c6 with the queen, with the idea of putting pressure down the  
long diagonal with b7-b5  and Bb7. Indeed, I have done this many a time.  
Take the 3 central black pawns though. If black were to re-capture on c6with  
the b7 pawn (which controls the centre and follows the principle of  
capturing towards the centre), where do the pawns go.   
If possible, they would like to stand all on the 5th rank, but that is only  
feasible, if white does not have pawns on the 4th rank himself. For if he  
did, then one of the black pawns would have to be captured, thereby causing  
a hole somewhere on the 5th rank.  
Following that through, say a white pawn is on the 4th rank, where do the  
black pawns go.  
A. If the white pawn is on c4, then the black pawns belong on c6, d6 and e5,  
for then all of the central squares are protected and if black wants to  
break, he can with d6-d5 and any cxd5 captures will allow c6xd5 and black  
has the strong centre.  
B. If the white pawn is on d4, black wants the pawns on e6, d6 and c5. This  
is in order to control the centre, but to challenge the white central pawn  
with a flank pawn (C-pawn), and allow the h1-a8 diagonal to be open for the  
light-squared bishop.  
C. If the white pawn is on e4. And this is where the current game is. For  
how should black best set his centre against such a white structure.  
Of course, there are exceptions to the rule, and the norm, but these are the  
formations that are generally recommended in central pawn controlling  
scenarios.}  
  
10... e5!  
  
{Setting the ideal pawn centre. When the white pawn is on e4, black wants  
his pawns on c6, d6 and e5. This is to control the centre, but also to  
prevent the white E-pawn from advancing. D4 is controlled and if black wants  
to advance through the centre, d6-d5 will allow a capture, e4xd5. Black will  
then want to re-capture with a flank pawn (C6), and thereby exchange a flank  
pawn for a central pawn. The black light-squared bishop needs a diagonal to  
work on, and if white has a pawn on e4, and the black pawn stands on c6, the  
bishop does not have any future on b7. A6 is possible, but the h3-c8  
diagonal is  usually vacated for it, and the e6 square frequently seen to  
outpost it.  
All of this is good enough, but in this particular position, it is even more  
highlighted by the dark-squared weaknesses, which have been established by  
the early exchange of queens.  
For a start, the d4 square is weakened and black needs to control this  
point. Once the dark-squared bishops are off the board, a black knight  
landing on d4 will prove to be very powerful.  
More importantly though is how white breaks in the centre. Playing f2-f4  
with this pawn structure is his only natural plan. Doing that though will  
leave big weaknesses, and create backward G-pawns, which consequentially  
makes the H-file more vulnerable.   
This "domino" effect is long-term, of course, but clearly demonstrated in  
the simple composition of the pawn structure.}  
  
11. Bd3   
  
{Not a very attractive square for the bishop, but it has little scope  
elsewhere. C4 is active, but achieves very little. Indeed, it is a tactical  
liability to d7-d5 at some stage, although black will play his pawn  
structure as in the game initially, and carry out the plan as occurs.  
It was apparent at this stage though, that the comprehension of the pawn  
structure and its subtlety's was not fully realised by white.}  
  
11... d6   
  
{Black is not interested in pushing out with d7-d5, as this only causes  
weaknesses. Especially so to b5, if white is to capture on d5 and then Nb5  
and Bb5+ become attractive options.   
Karjakin in his game played d7-d5 immediately, obtaining a French-like  
structure, but this left the black light-squared bishop very miserable  
indeed. That pawn structure with a pawn on e4 and black pawns on e6, d5, c6  
do not give much for black, especially so, if white is able to play c2-c4  
and break the structure down.}  
  
12. f3 Nd7   
  
{White's last move has solidified the E-pawn, so the knight has no further  
use on f6. It begins its long journey around to the d4 square. It's  
immediate impact may be Nc5 and a capture on d3, giving white a very poor  
backward D-pawn.}  
  
13. a3?  
  
{This move only deserves a question-mark, as white does not follow it up  
with an aggressive advance on the queen-side, although arguably, this would  
only create further weaknesses in the white camp. This PR3 move cannot be  
played on its own though and must have a purpose.   
Some "chess psychology" was also involved here too. For after black's 12th  
move, I moved away from the board and exited the room, to frequent the  
downstairs bar and re-fresh my  empty beer glass. Being nearly 10 minutes up  
on the clock, I could well afford the time.  
This though can play on the opponent's mind and they look for "easy" moves  
when you are out of the room, in order to gain time on the clock. True  
enough, when I returned some 6 minutes later, my opponent had played this  
move relatively quickly and I had lost nearly 4 minutes on my clock.  
Few moves are "easy" though. "Easy" moves tend to be immediate re-captures  
on pieces and other such "forced" moves. Departing the room at such times is  
not good clock management. In this example, white is "lured" into a  
seemingly harmless, but immensely significant weakening.  
As the next few moves demonstrate, white has a specific plan in mind, and  
this pawn advance does not even assist him in achieving it, making it  
completely redundant. If it is not necessary, then it should be strictly  
avoided.  
The crooks of the matter though is that the a3 square has now been deprived  
to the white rooks. ON a3, the white rooks could actually assert excellent  
counter-pressure on the black queen-side pawns, tying the black rooks down.  
With the third rank being blocked, and the white rooks not having access to  
it, black can develop his own rooks to their most effective squares.  
Although slight in its appearance, this is an important feature in the way  
black is able to reduce white's counter-play.}  
  
13...  Ba5  
14. Bc4 Nf8   
  
{Since Nc5 has been ruled out of the picture with b2-b4 forks, the knight  
finds another route into d4. Another theme often seen in the Rossomino  
variation of the Sicilian defence. However, black is now seeking to exchange  
white's most active piece and rendering the white pawns even weaker than  
what they are already are.}  
  
15. O-O-O?  
  
{White is not considering the consequences of his pawn structure. The white  
king has no purpose or duties on the queen-side. Attacks are not likely for  
either side, so an exposed central king is not of any consequence. White  
should be making every effort to place his king on e3 as best and as quickly  
as he can. By the exchange of the dark-squared bishops, as in the game, or  
by simply playing 15. Ke2 or even 15. Kf2, when a check on the g1-a7  
diagonal can be answered by interposing the white dark-squared bishop on e3.  
  
White is now verging on the positionally lost stage.}   
  
15...  Be6   
  
{Completing development and exchanging white's last active piece. Things now  
soon become very critical for white.}  
  
16. Bxe6 Nxe6   
17. Ne2   
  
{Finding a structured plan for white here is difficult. Although this plan  
is acceptable in itself, it has to be followed up correctly. White has no  
sensible pawn-breaks in the position, whereas black has options across the  
board. He can take his time and decide on the centre or the king-side.}  
  
17... Bxd2+   
18. Rxd2?   
  
{After which, it can be argued that white is "positionally" lost.  
Tactically, he still has possibilities, but black is now fully in control of  
the position.  
As "demeaning" as it appears, 18. Kxd2 is the only option, with the idea of  
planting the king on e3 is quickly as possible. Black has play down the  
B-file and if white is forced into b2-b3, there are weaknesses there with  
a6-a5-a4, and c6-c5-c4 to exploit. That will take time and technique though.  
White would have reasonable drawing chances in that particular line.  
The text-move just disconnects the rooks, puts the illusion that the white  
king's rook belongs on the D-file and makes black's job all that much  
easier.}  
  
18... Ke7   
{The black king defends the backward D-pawn and connects the black rooks.  
The d6 point is the only true "weakness" in the black camp. It's defence is  
yet again another very clever feature, which does not deserve conventional  
means.}  
  
19. f4  
  
{It is too harsh to begin questioning all of white's moves, but he has now  
obtained such a poor position, it is difficult to suggest improvements for  
his play. This pawn-break is white's only natural looking move, but it  
leaves all kinds of weaknesses behind it. Black is in no way obliged to  
capture this pawn though as any captures on e5 would only leave white's pawn  
structure even more aesthetically abhorrent than it already is. Although the  
black pawns would be broken and isolated on e5, c6 and a7, they control a  
lot of the central and queen-side squares, as well as the pawn on e5 not  
being easily challenged. The white doubled G-pawns though would be a target  
in any end-game.}  
  
19...  h5!  
  
{Thus securing a huge advantage for black. Black clamps down on the  
advancing G-pawn and makes the g4-square a spring board from where to launch  
operations. The black H-pawn holds up any white king-side advance and  
cunningly, allows a subtle defence of the only black weakness.}  
  
20. Rhd1   
  
{Attacking the D-pawn, but importantly, moving the rook off the H-file, as  
it no longer has any purpose or apparent need there.}  
  
20... Rad8   
  
{Note how this rook can simply defend the D-pawn on a temporary basis, as it  
does not have to worry about a white rook stepping up onto d3 and then  
switching across to a3 to worry the "weak" a7 pawn. In fact, the a7 pawn  
doesn't even become a telling factor. If a white rook were to step onto d3,  
to a3, and Rd7 was forced by black, Ra6 would be frustrating as then the c6  
pawn would be pressured. The point is, that white would have play and black  
would have to find it necessary to defend his apparent weaknesses. As it is,  
he can simply get on with all of his game-plan.}  
  
21. f5   
{An ugly move, fixing the pawn chain and making the e4 even more "backward"  
than it was. White can't move his own knight though without having to defend  
f4 somehow.  
Now begins a second elaborate journey for the black knight, it needs to find  
it's best square.}  
  
  
21... Ng5  
  
{Gaining a tempo by attacking e4, but beginning its journey to its dream  
square.}  
  
22. Nc3 Rh6!  
  
{One feature of rooks, which a lot of players often neglect, is that they  
can do duties both horizontally, as well as vertically. The rook here  
defends the d6 pawn, allowing the rook on d8 to move away and prevent itself  
from being "pinned" against the D-pawn. This is a telling factor, which  
white immediately attempts to take advantage off, but the tactics lie with  
black, due to his superior piece positioning.  
Black now has the plan of Rg8, and at some stage, g7-g6 to break open the  
G-file, to attack the backward isolated G-pawns. Indeed, with the rook on  
h6, g7-g6 immediately may be on offer.}  
  
 23. b4 a6   
  
{Played with the idea of preventing white from pushing with b4-b5 and  
attempting to rid himself off the defender of d5. If white wishes to push on  
the queen-side further, he must advance the A-pawn, creating yet more  
weaknesses. The a6 pawn cannot be attacked easily.}  
  
24. Kb2 Nh7   
  
{The night re-routes itself to find it's best square - g4! On f6 for  
example, it attacks e4, but eyes up the g4 square and has all kinds of  
pressure on the white weak squares on f2, e3 and potential forks On c4 too,  
it would defend the potentially weak e5 pawn - if black deemed it necessary  
to push d6-d5 to undermine the base of the pawn-chain to make f5 vulnerable  
- and allow the black rooks to probe the king-side at will.}  
  
25. Na4   
  
{In desperation, white strives for tactics, as he has little else to do. His  
position is on the verge of utter collapse, so he seeks tactical play as an  
attempt to salvage the position.}  
  
25... Nf6   
  
{Due to the superior black piece positioning, it is fitting that the tactics  
actually fall for black. White is a simple tempo down on his idea.}  
  
26. Nc5   
  
{Defending e4 and exploiting the pinned nature of the d6 pawn. An annoying  
feature, but not insurmountable. The fatal flaw in white's plan is that the  
white king, which advanced to support his queen-side pawns, is on the worst  
square possible, with forks being available on c4 and the rook on d1 falling  
with check.}  
  
26... Ng4   
{With Ne3 threats, which are too great to solve. The rooks must be  
maintained on the D-file to keep the pin on the d6 pawn, and after Ne3, Nc4+  
is a big threat.}  
  
27. Nb7   
  
{Hoping for a repetition with 27... Rd7 28. Nc5 Rd8 29. Nb7 Rd7 etc.  
Of course, black was not looking for this and concluded things by exploiting  
his final positional understanding about the idea of 6. Qd3 and 7. Qg3 in  
the opening.}  
  
27... Ne3   
28. Nxd8   
  
{The exchanges are forced, for otherwise, the pin feature on the D-file is  
broken.}  
  
28... Nxd1+   
29. Rxd1 Kxd8   
  
{A rook ending has been reached, but with black massively in the driving  
seat. The black king has access to all the weaknesses, and the route  
Ke7-Kf6-Kg5-Kg4 is always going to be an issue, which white cannot solve  
easily.}  
30. c4 Kc7   
31. Kc3  
  
{At this stage, white had to quicken up considerably with his play, as he  
was short on time reaching the time control on move 35. A seemingly harmless  
rook-pawn ending is incredibly difficult to hold for white, as black now  
demonstrates.}  
  
31...  h4!  
  
{Turning the tables on white, by demonstrating that the weaknesses in the  
white pawn structure, by opening up the H-file, are actually fatal for him.  
White bemused this fact for a long time in the bar afterwards and found it  
an enlightening feature of the game.  
It was discussed that 31. Rh1 could hold things, but this only allows the  
black king to wander back across to d7, e7, f6 and g5. Even g7-g6/g5 will  
help black at some stage.}   
  
 32. g4 h3  
33. gxh3   
  
{Ironically, white now has to concede the H-file to the black rook. With the  
white pawns being on backward, indefensible squares, it is only a matter of  
time now for black to pick them off.}   
  
33... Rxh3+   
34. Rd3 Rh1   
  
{The rook must stay active to pressure the white pawns. The black rook now  
has threats of attacking the white pawns from behind. Rg1 is a particular  
threat, as the pawn cannot be defended.}  
  
35. Rg3 Re1   
  
{Probing. The black rook has all the time in the world to tickle the white  
pawns. Something has to give eventually.}  
  
36. Kd3 Rd1+   
37. Kc3 Ra1   
38. Kd2 Ra2+  
  
{Forcing the white king to the back-rank, as otherwise, the a3 pawn drops  
with check. With the white king confined to the back-rank, black can  
re-occupy the open file.}  
  
39. Kd1 Rh2   
  
{White is almost in zugzwang here. The white king cannot move, as this will  
allow Rc2 or Re2 hitting a backward pawn. The rook can't move due to Rg2  
ideas picking off the G-pawn. So, white pushes, making yet more weaknesses,  
which the black king is happy enough to exploit.}  
  
40. g5 Kd7?  
  
{The only blemish in the black play to this game.  
With white now having just under 3 minutes to complete all his moves, it was  
essential to maintain a 5 minutes advantage on the clock. This led to some  
rather rapid and rash decisions, this being one of them. A "waiting" move  
was the intension, but it simply puts the black king on a worse square. The  
attack of the E-pawn was more productive immediately.}   
  
 41. g6 f6   
42. Rd3 Rh4   
  
{Which would have been best played on move 40. Not all rook-pawn endings are  
perfectly played though.}  
  
43. Re3   
  
{Played with a draw offer!  
White had just over 2 minutes now to complete the game and black nearly 8.  
With the clock situation being as it is, and black having all the play and  
breaking chances, there was no good reason to accept the draw, especially so  
when black had played so well during the game. Black now has a simple and  
easy winning method.  
Again, it seems as though white has managed to rid himself off all his pawn  
weaknesses, and more critically, his frustratingly weak G-pawn. However, by  
advancing that, he has weakened the f5 pawn. That f5 pawn is subsequently  
supported by the e4 pawn, and the best way to break down a pawn chain is by  
attacking its base. Therefore, black's response and winning method is easy  
enough to find.}  
  
43... d5   
  
{After which, white should resign, as there is nothing salvageable in the  
position.}  
  
44. cxd5 cxd5   
45. exd5 Kd6   
  
{Simple and strong. The black king penetrates. If the white rook wanders,  
Rf4 will allow Rxf5 and the white pawns soon fall.}  
  
46. Ke2 Kxd5   
47. Rd3+ Rd4   
  
{"Building the bridge" for the black king to step around and snaffle the  
weak white pawns.}  
  
48. Rh3 Ke4  
  
{Again, demonstrating that rooks can defend horizontally, as well as attack  
vertically. A feature that always, always has to be kept in mind.}  
  
 49. Rh7 Rd7   
50. Rh8 Kxf5   
51. Ra8 Rd6  
52. 0-1  
  
Opening references  
  
A.  
7. f4 d5 8. Bd3 Nf6 9. O-O h5 10. Qe2 Be7 11. f5 Ng4 12. Bf4  
e5 13. Bg3 Qb6+ 14. Kh1 Qxb2 15. Na4 Qa3 16. exd5 Qxa4 17. Bxe5 Nxe5 18.  
Qxe5 Kf8 19. Rfe1 Qa3 20. dxc6 h4 21. Rad1 Qc5   
Gertosio,F (2180)-Skripchenko,A (2430)/Calvi FRA 2013/1-0 (32)})   
  
B.  
7. Be3 a6 8. a3 Nf6 9. Bd3 Bb7 10. Qe2 Be7 11. O-O d5 12. exd5 cxd5 13. Bd4  
Bd6 14. g3 h5 15. Bxf6 gxf6 16. Rae1 h4 17. Bf5 hxg3 18. Bxe6 Rxh2 19. Bxd5+  
Kf8 20. b4 g2 21. Qe4 Qxc3   
Jahan,D (1972)-Shamima,A (2092)/Narayanganj BAN 2010/0-1  
  
C.  
7. a3 Nf6 8. Bd3 Bd6 9. h3 O-O 10. O-O Qb6 11. Rb1 Ba6 12. Bxa6 Qxa6 13.  
Qxd6 Rfd8 14. Qd3 Qb7 15. Bg5 h6 16. Bxf6 gxf6 17. Rfe1 Kh8 18. Re3 Rg8 19.  
Rg3 d5 20. Qe3 Kh7 21. Ne2 Rg5   
Mileva,E-Radosevic,N/Herceg Novi MNE 2008/1/2-1/2 (33)  
  
D.  
[Event "FIDE Candidates 2014"]  
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[Round "10.1"]  
[White "Karjakin, Sergey"]  
[Black "Andreikin, Dmitry"]  
[Result "1/2-1/2"]  
[WhiteTitle "GM"]  
[BlackTitle "GM"]  
[WhiteElo "2766"]  
[BlackElo "2709"]  
[ECO "B46"]  
[Opening "Sicilian"]  
[Variation "Taimanov variation"]  
[WhiteFideId "14109603"]  
[BlackFideId "4158814"]  
[EventDate "2014.03.13"]  
  
1. e4 c5 2. Nf3 e6 3. d4 cxd4 4. Nxd4 Nc6 5. Nc3 a6 6. Nxc6 bxc6 7. Qd3 Qc7  
8.  
Qg3 Qxg3 9. hxg3 d5 10. g4 Rb8 11. g5 f6 12. gxf6 Nxf6 13. e5 Nd7 14. f4 Nc5  
15.  
Rh3 a5 16. b3 Ba6 17. Bxa6 Nxa6 18. Na4 Rb4 19. Bd2 Re4+ 20. Kf1 Bb4 21. c3  
Ba3  
22. Re1 Rxe1+ 23. Kxe1 O-O 24. Ke2 h6 25. Rg3 Kf7 26. Rh3 Kg6 27. Rg3+ Kf7  
28.  
Rh3 Kg6 29. Rg3+ Kf7 1/2-1/2  
  
Chris Ross  
March 2014