



# Hickory Chess Club

hickorychessclub.org

## Part Two: Sample Game

Playing through a written game will help you grasp basic concepts. Refer to Part One's passage on notation if you have trouble following, and it will soon become clear. With practice, you'll find you can follow without setting up a board & moving pieces. Like riding a bike, it's only hard until you get used to it. Half the battle of mastering chess is training your brain to "think chess." It sounds difficult, but is just a matter of practice: playing a lot of chess. Studying games of experienced players helps, too- this game is between two fairly low-level players, but demonstrates many basics.

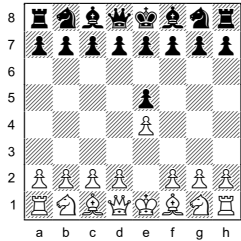
Comments after moves are *annotation* or *analysis*. Although written for beginners, easing you into the complicated parts, this takes the basic form found in chess books and magazines.

### Dagenhart/Shaver

Hickory, NC 1/10/06

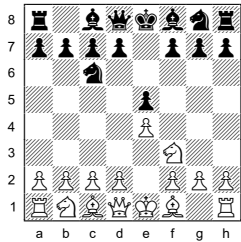
(This is the format for naming games: white player/black player, location, date.)

**1.e4,e5** White moves his e-pawn (pawn in front of the King) a double-jump forward, thus claiming a place in the center, and opening a path for the Queen and Bishop to *develop*, or move out onto the board from the back row, where they aren't too useful. (Developing pieces in the first 10 moves is essential.) Black does the same. The pawns can't attack each other or move at all until the other pawn is taken.



**2.Nf3** White develops his Knight on g and attacks e5 at the same time.

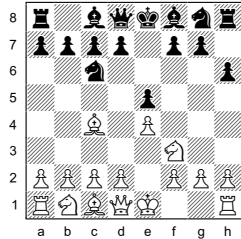
**...Nc6** Black defends e5 by developing his b Knight.



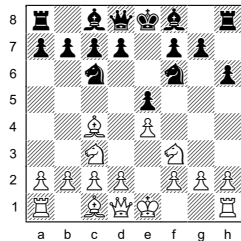
**3.Bc4** Develops Bishop and clears the way for king-side castling.

**...h6** Guards g5 & prevents white from Ng5, then Nxg7, which would *fork* (attack simultaneously) the Q and R,

losing one of them. The c4 Bishop guards f7, so the King couldn't take the N. Bxf7 instead would give check while guarded by Ng5, forcing the K to move (preventing him from ever castling) & exposing him to attacks. White wins a pawn either way. However, black has moved a pawn, instead of developing a piece, awfully early in the game.

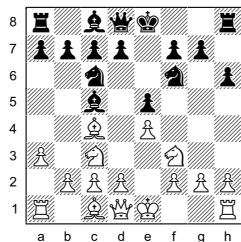


**4.Nc3,Nf6** Both sides develop.



**5.a3** Prevents black from ...Bb4, then ...Bxc3, which is an even trade of material and allows Nx4.

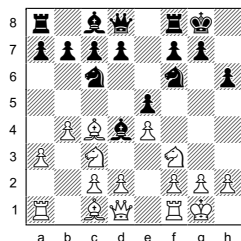
**...Bc5** Develops B, & Allows O-O.



**6.b4** Attacks Bc5 while protected by a3-pawn. A Bishop is worth more, so it's a bad idea to take b4- he must move.

**...Bd4** Moves B to relative safety- e5 protects the square- and attacks Nc3.

**7.0-0,0-0** Castling moves K to safety behind a row of pawns, & R towards the center -in one move-.

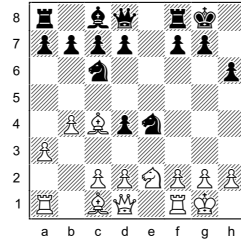


**8.Nxd4** Removes threat to c3.

**...exd4** *Equalizes material* (each side has lost 1 pawn) & restores threat.

**9.Ne2** Moves to safety & attacks d4.

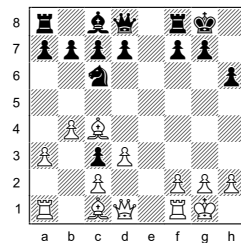
**...Nxe4** White's N move left Pawn e4 unguarded, or *hung*. It was free. Black is *ahead in material* by a pawn.



**10.d3** Attacks Ne4.

**...Nc3** Forks Ne2 & Qd1.

**11.Nxc3,dxc3** White was going to lose Qd1 or Ne2- this way it's even

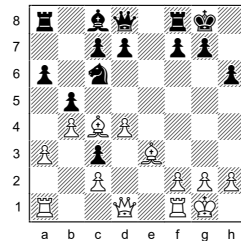


**12.Be3** Develops Bishop.

**...a6** Prevents Bb5.

**13.d4** Nc6 has one safe move left.

**...b5** Attacks Bc4. Covered by a6 & worth less than Bishop, who must move.



**14.Bb3** Moves to safety.

**...d5** Blocks d4. Opens way for B.

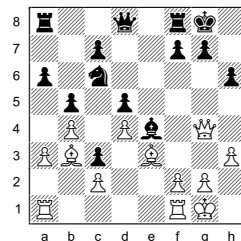
**15.h3** Makes an escape hatch for the King later & guards g4.

**...Bf5** Develops Bishop.

**16.Qf3** Attacks Bc4.

**...Be4** Counterattacks Queen.

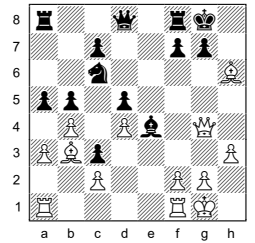
**17.Qg4** Please note that this attacks g7 in front of the King-- black didn't.



**...a5** Not sound, but threatens 18 ...axb4 19.axb4, Rxa1 20.Rxa1,b4 which gains only a pawn & leaves white with a R on an open file, although it guards c3. Or- 18.bxa5,

Nxa5 threatening Bb3 & moving the N to a guarded square- it's pretty useless where it is.

**18.Bxh6** Equalizes. Since it's illegal to expose the King to check, (from Q on g4) the B can't be taken- g7 is *pinned*. This not only picks off a pawn, it threatens 19.Qxg7++. Black was asleep at the switch, & is in trouble. 18...g6 would prevent checkmate (guarded by f7), but surely lose the Rf8 for a mere Bishop.



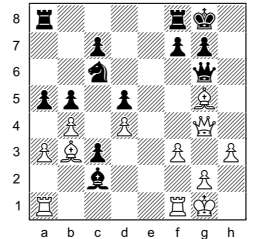
**...Qf6** Protects g7 (19.Bxg7, Qxg7 20.Qxg7,Kxg7 wins Q & B for Q & P). Attacks Bh6, d4 & f2, and guards Nc6.

**19.Bg5** Had to move or be lost. Counterattacks Q, forcing her to move

**...Qg6** Re-enforces Be4, so taking e2 should be safe (20...Bxc2 21.Bxc2, Qxc2 *wins the exchange* by a pawn) promoting c3 becomes a possibility.

**20.f3** Chases Bishop off e4.

**...Bxc2** Black is up a pawn.

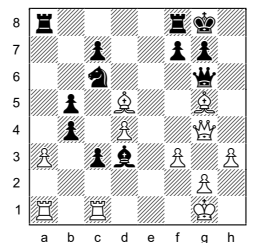


**21.Bxd5** Equalizes -d5 was hung- & attacks Nc6. Exchanging B's would leave black ahead, as already explained.

**...Bd3** Since Qg6 guards Nc6, it's safe to attack Rf1, clear the way for c3 & guard b5. The best moves tend to do more than one thing at once.

**22.Rfc1** Safe now, & attacks c3.

**...axb4** Temporarily guards c3



**23.h4** Probably planning h5 to chase black's queen off g6.

**...c2** Guarded by Bd3. c1 queens it.

**24.Be4** Guarded by f3 & Qg4. Attacks Bd3, Qg5 &, still, Nc6.

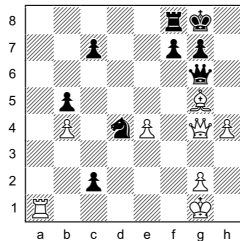
**...Bxe4** Best way to save Qg6.

**25.fx4** Even trade; guarded by

Qg4 and blocks Qg6's guard of c2  
**...Nxd4** d4 was hung. Guards c2. Black is up two pawns.

**26.axb4,Rxa1**

**27.Rxa1** White wins the exchange by a pawn & puts Rook on an open file. It still commands the promotion square.



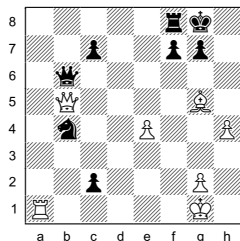
**...Nc6** Attacks b4- c2 is temporarily not attacked. N can protect it from b4.

**28.Qe2** h4 guards Bg5- Q still guards e4. Since there is no safe way to cover b4, counterattacks c2 & b5.

**...Nxb4**

**29.Qxb5** Compensates for b4 and attacks Nb4.

**...Qb6+** Makes Qxb4 impossible. Note c7 guarding Q. Since black is up a pawn, he's glad to trade pieces- if they all cancel out, one pawn can make the difference in the *endgame*, & who wins.



**30.Qxb6** White's only way to protect the K without leaving his Q hung.

**...cxb6** -And black's still up a pawn.

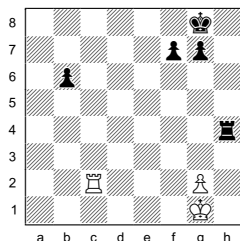
**31.Rc1** Attacks c2- which white mustn't allow to promote on c1.

**...Re8** Attacks e4. c2 is guarded from b4. Possibly better: 31...Rc8.

**32.Bd2,Rxe4** Takes, & guards b4.

**33.Bxb4,Rxb4**

**34.Rxc2,Rxh4** White trades minor pieces to remove the guard on c2. Black picks off another hung pawn to win the exchange. Despite losing c2, his advantage going into the endgame is large; not only up two pawns, b6 is *passed* (has no opposing pawns blocking its path to the far side of the board or able to take it), and is widely separated from f7 & g7. This matters because the Kings will have to get involved soon, and they move one space at a time. The strategy now revolves around pawn promotion.

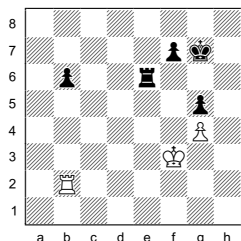


**35.Rb2,Rh6** Attacks & defends b6.

**36.Kf2,Re6** White's King moves towards the action & Re6 hems him in. Kings can't pass through ranks or files commanded by the enemy, of course.

**37.g4,g5** Black's happy to block white's g pawn from advancing.

**38.Kf3,Kg7** Inching into action.



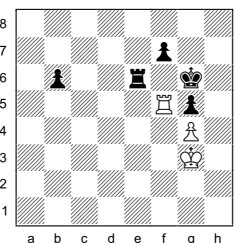
**39.Rb5,Kg6** Attacks & defends g5.

**40.Kg3** Notice white's King can't get out of the corner. g5 commands f4 & h4; Re6 commands the entire e file.

**...Kf6** Inching...

**41.Rf5+** Forks g5 & f6; covered by g4. 40...Kf6 was a mistake. 40...f6 would have guarded g5, & been guarded by Re6. Rf5 also attacks f7 (a *skewer*).

**...Kg6** Has to guard both g5 & f7 from Rf5. Two moves wasted, there.



**42.Rb5,f6**

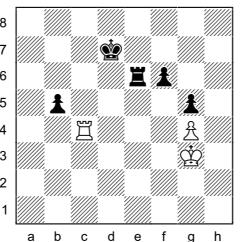
**43.Rf5,Kf7**

**44.Rb5,Ke7**

**45.Rb4,Kd7** White is low on options & is playing for time, hoping black will give him an opening. Black is trying to get his King next to b6, to escort it to the first rank, and promotion; promoting a Queen should quickly end the game.

**46.Rc4** Blocks the c file for black's King, but removes the attack on b6...

**...b5** ...which can now advance/attack.



**47.Rc5** Counterattacks b5.

**...Re5** Counter-counterattacks, & guards b5, covered by f6. Black would love to trade. 48.Rxe5,fxe5 yields another passed pawn, & black's king is in better position to react. White still has to go around f4 to get at e5 or g5.

**48.Rc2,Ke6**

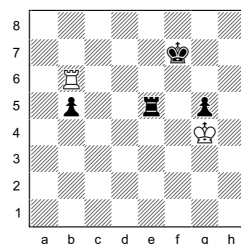
**49.Rc6+,Kf7** Has to cover f6.

**50.Rb6,f5** Now he doesn't.

**51.gxf5,Rxf5**

**52.Kg4** But white's King has a way out of the box now.

**...Re5**

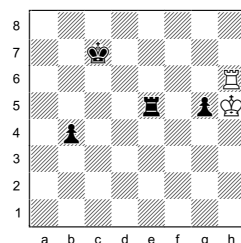


**53.Kh5,Ke7** Creeping over to chase away white's Rook.

**54.Kg4,Kd7**

**55.Kh5,Kc7**

**56.Rh6,b4** At last advances.

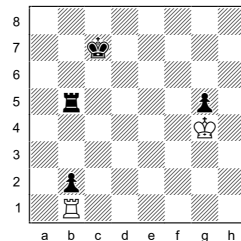


**57.Kg4,b3**

**58.Rh1** Has the disadvantage of no longer closing the 6<sup>th</sup> rank to black's King- but 58.Rb6 loses the Rook & nothing else does any good.

**...b2**

**59.Rb1,Rb5** White's R can't move to c1 or a1 without being taken by b2. With b2 & g5 guarded by Rb5, if black carefully advances his King to c2 or a2, he should have it in the bag.



**60.Kf3,Kc6** Better- 60...Rb4. Keeps white away from g4.

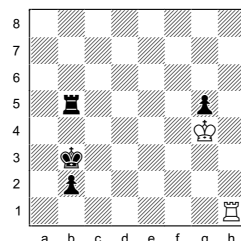
**61.Kg4** Can't let g4 advance. White King is stuck guarding. Still playing for time, hoping black will foul up.

**...Kb6**

**62.Kf3,Kc5**

**63.Kg4,Kc4**

**64.Rh1,Kb3**



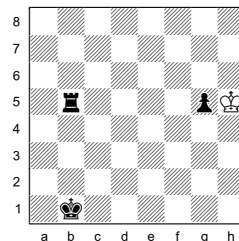
**65.Kh5,Ka2**

**66.Rh2** It's only safe to stop covering b2's *queening square* because b2 is pinned.

**...Ka1** Unpins b2.

**67.Rh1+,b1(Q)**

**68.Rxb1+,Kxb1** Black is ahead in material by a pawn & a Rook, and would have to blunder horribly -twice- to lose them. He can't do worse than draw now. Since white has only one piece left to move, he's hoping black will miscalculate, and leave him no legal move- a stalemate. It could happen.



**69.Kg4,Kc2**

**70.Kg3,Rb4** Traps King in the first three ranks.

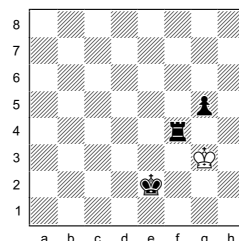
**71.Kf3,Rc4**

**72.Kg3,Rf4** Shrinking the box.

**73.Kh3,Kd2**

**74.Kg3** But g5 covers Rf4.

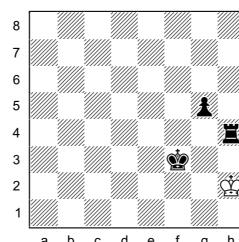
**...Ke2** Closing in.



**75.Kg2,Rg4+**

**76.Kh3,Kf3**

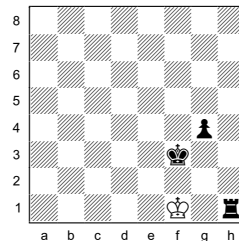
**77.Kh2,Rh4+**



**78.Kg1** *Forced*- the only legal move.

**...g4** Delaying move avoids stalemate. White sees mate in one, but to give black the satisfaction of a check-mate, he doesn't *resign* (surrender).

**79.Kf1,Rh1#**



**0-1**

This is a longer-than-average game. 20-30 moves are roughly typical.