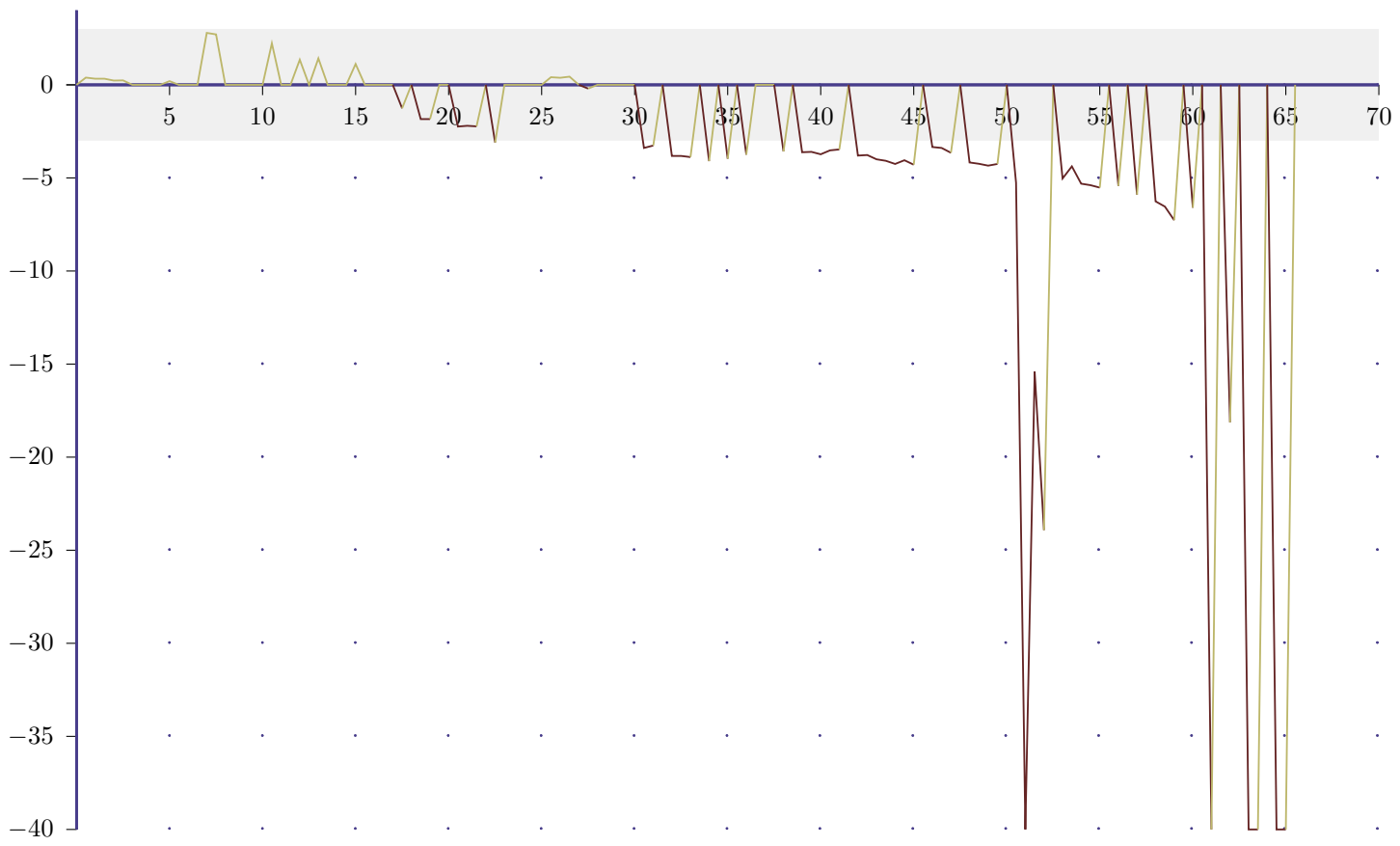


White: Vincent Denard (1003)  
 Black: Mark Dennehy (1019)

Bodley Cup 2014 (2)  
 St.Benildus Chess Club  
 2014.10.01

Result: 0-1

Analysis Scoregraph:



1 e4 c6  
 2 d4 d5  
 3 exd5 cxd5  
 4 ♖c3

Didn't think Bf4 was doing anything other than attacking a covered knight and developing, so I got on with my development. +0.44

Wait, what? That's not in the exchange variation. It's not in any of my basic opening books, or in the MCO... -0.01

4 ... ♘f5

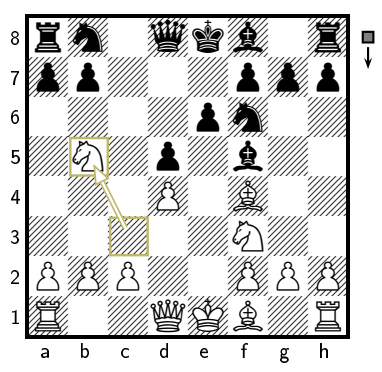
Well, if he won't block me from doing it with Bd3, I'll go ahead and play the natural move here... +0.23

5 ♖f3 ♘f6

Hummed and hawed a bit here wondering if I should do this or e6 first, but couldn't see a reason not to and didn't think bringing out the queen so early if he played Nxd was the best approach. +0.13

6 ♘f4 e6

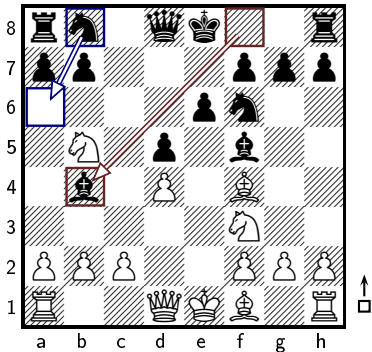
7 ♘b5



Wallop. That was unpleasant. Obvious threat is now Nc7+ +0.63

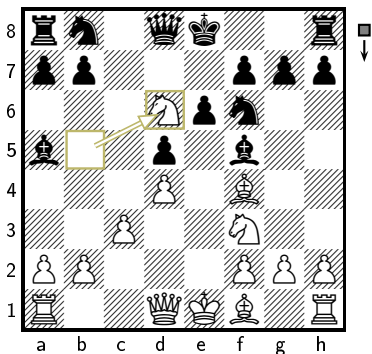
7 ... ♘b4+?±

And I'm toast. For some reason, that Knights-on-the-rim-are-dim phrase stuck in my head and I was thinking that Na6 wasn't the better move here and I could go round the knight with the bishop to defend the c7 square; but it sooooo is. This damn near lost me the game in 15 moves. +2.65 / +0.63



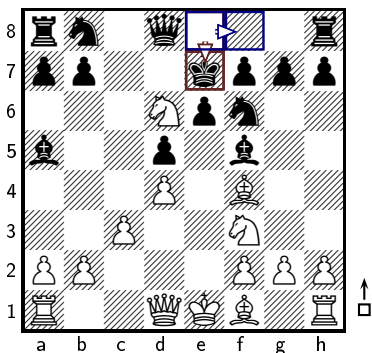
7... ♖a6 8 c3 ♗e4 9 ♘e5 ♘d7 10 g4 ♗e4 11 f3 ♗g6 12 ♘xg6 hxg6 13 ♗d3 ♗h4+ 14 ♖f1 ♖f6 15 ♗d6 ♗g5 16 ♖g2 ♗e3 17 ♖e2 ♖h4±

8 c3 ♗a5  
9 ♘d6+



And there it is, the move I missed. That's castling rights gone and a pawn to boot. +2.75

9 ... ♖e7?+-

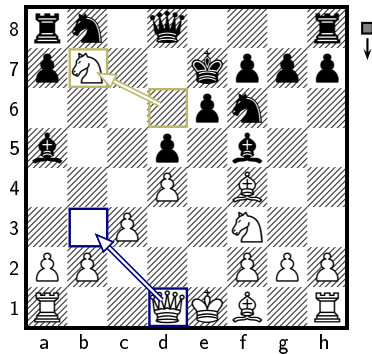


The engines strongly disagree here and for good reason; I'm looking to let the rook out before hiding behind an undisturbed pawn wall, but I've missed some nastier tactics the engines are seeing. +5.26 / +2.75

9... ♖f8±

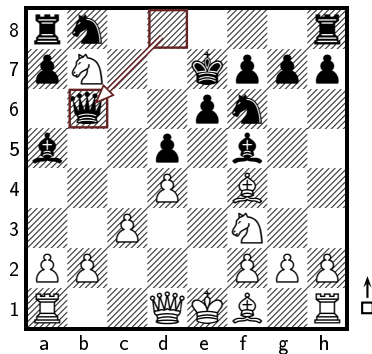
10 ♘xb7?+-

And another lucky escape for me there. +3.17 / +5.26



10 ♖b3 b5 11 ♗x b5 ♖f8 12 ♘b7 ♖b6 13 ♖a3+ ♖g8 14 ♖xa5 ♖xa5 15 ♘xa5 h6 16 h4 ♗e4 17 ♖e2 a6 18 ♗a4 ♘bd7 19 ♗c6 ♖a7 20 ♖ag1 ♗xf3+ 21 ♖xf3 ♖h7 22 g4 ♖d8 23 g5+-

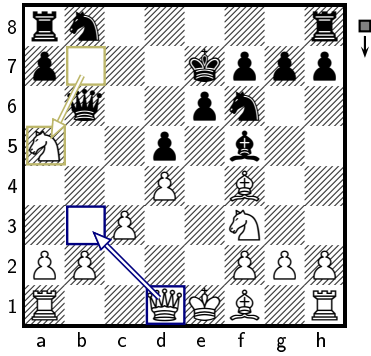
10 ... ♖b6



Only place for the queen to go. +3.41

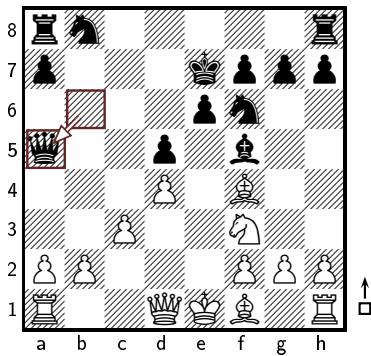
11 ♘xa5?!±

Wasn't expecting that, but I'll take it. And it's a very very lucky escape - the only other game I could find with this opening was Huesemann v Schulz, in round 3 of BEM-ch U16/18, 1998 and there white played Bd6+ and the natural Ke8 was followed by Qa4+ and the game ended in resignation on move 15 after some utter mangling of black by white: <http://www.365chess.com/game.php?gid=912554> +2.23 / +3.41



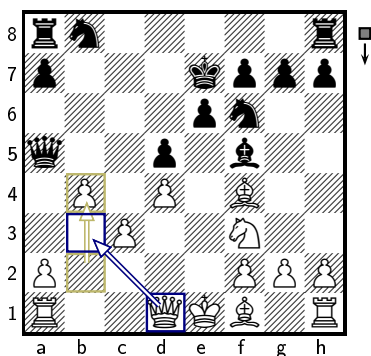
11 ♖b3 ♜xb3 12 axb3 ♜b6 13 ♜d6+ ♔d7 14 ♘e5+ ♔c8 15 ♘xf7 ♜g8 16 ♘c5 ♜xc5 17 dxc5 ♖b7+-

11 ... ♜xa5



12 b4?!±

I didn't see the Qb3 move here that the engine's talking about, but it's right, it's better. Keeps the pressure up on me and eventually wins material but more, keeps me frazzled. +1.42 / +2.23



12 ♖b3 ♘bd7 13 a4 ♔f8 14 ♖b7 ♜d8 15 ♜a6 ♔g8 16 O-O h6 17 ♜c6 ♔h7 18 ♜b7 ♜c8 19 ♜xc8 ♜xc8 20 ♜b5 ♜g8±

12 ... ♜b6

And somehow I've escaped with only the loss of a pawn. Not sure how... +1.34

13 ♜e2 ♜e8

Firstly I'm thinking of hiding my king away and secondly of pointing the rook at his king. There was some very vague idea of using this in a tactic, but it was too nebulous to pin down. +1.48

14 ♘d2 ♘bd7

And that's the opening formally over. Down one pawn, castling rights lost, bishop pair lost, queenside in utter disarray, and still lucky that's all that was. What a mangling of an opening! +1.50

15 ♘b3

I'm guessing Nc5 here, but beyond it being good positionally, I don't see any real plan behind it. +1.39

15 ... ♘e4

Attacking the weak c3 pawn. +1.47

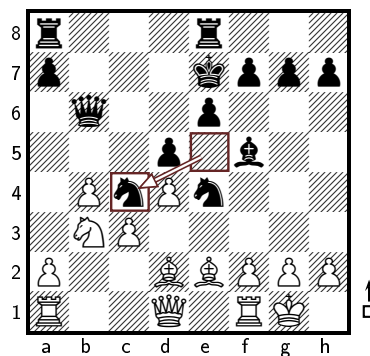
16 ♜d2 ♘e5

Knight's perfectly safe, dxN leads to Qxf2# +1.41

17 O-O

Natural move. +1.39

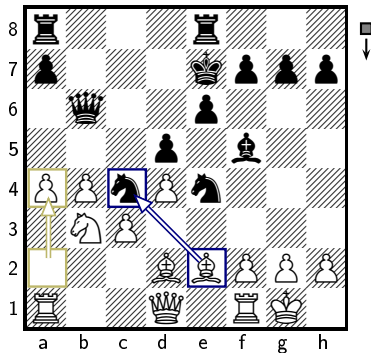
17 ... ♘c4



The skittles room thinks all I get from this is an exchange (BxN, dxB) that leaves the c4 pawn trapped. But in the game, I saw the loss of the bishop pair and thought that wasn't the worst outcome ever given how mangled I'd just been. +1.41

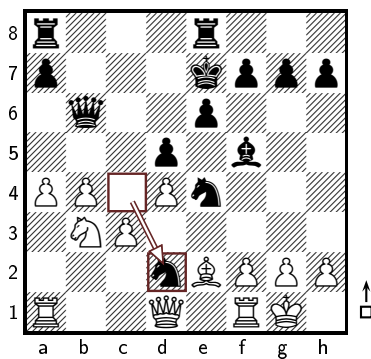
18 a4?

I don't know what he was doing here. I mean, it's not a horrible move on its own, it gets the queenside push rolling, but I didn't see any plan for it. Worse yet, it opens him up to a tactic with NxB, NxN, Nxc3 and the queen must move to Qe1, leaving two pawns hanging -1.18 / +1.41



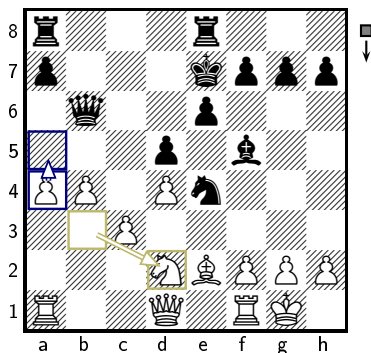
18 ♕xc4 dxc4 19 ♖c5 ♖xc5 20 bxc5 ♗c6 21 ♗f4 ♖f8  
22 ♗d6+ ♔g8±

18 ... ♖xd2



19 ♖xd2?!±

I'd missed this nice move by the engines, attacking the queen with a5 - I still get the pawn from the opening back but it's nowhere near as comfortable. -1.79 / -1.26



19 a5 ♗d6 20 ♖xd2 ♖xc3 21 ♗e1 ♖ac8 22 b5 ♗b4  
23 b6 axb6 24 axb6 ♗xb6 25 ♖f3 ♖f8 26 ♗a6 ♖c7 27  
♗e3 ♗b2 28 ♖fc1 f6 29 ♗d2 ♗xd2 30 ♖xd2 ♖g8 31 f3

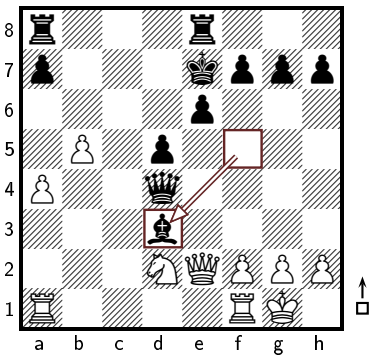
19 ... ♖xc3  
20 ♗e1 ♗xd4

Taking the center pawn when given the choice between b and d pawns. -1.77

21 b5

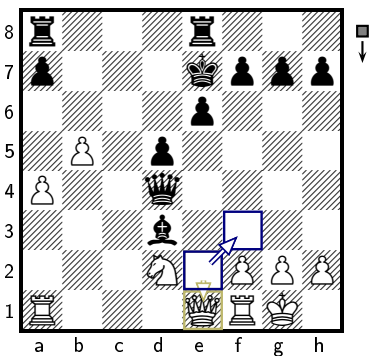
Again, this makes sense on its own, but leaves him open to a tactic, in this case NxB+ and either QxB, Bc3 pinning the queen to the rook, or Kh1 and the knight leaps away and we're up the same amount of net material. -2.10

21 ... ♖xe2+  
22 ♗xe2 ♗d3



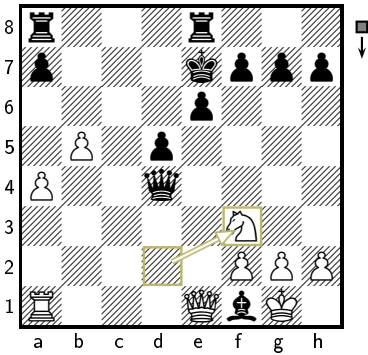
23 ♗e1?!-+

I didn't think I'd see Qe1 here, I didn't even consider it. I thought I'd see either Qe3 to swap off the queens or Qf3 to save them - which the engines prefer. -3.06 / -2.23



23 ♗f3 ♗xf1 24 ♗a3+ ♖f6 25 ♖f3 ♗d3 26 ♗b2+ d4  
27 ♖xf1 ♖ed8 28 ♗c1 ♗f5 29 ♗a1 e5 30 ♖e1 ♖d3 31  
♖h4 ♗d3 32 ♖d1 ♗b3 33 ♖f3 ♖c8±

23 ... ♖xf1  
 24 ... ♗f3

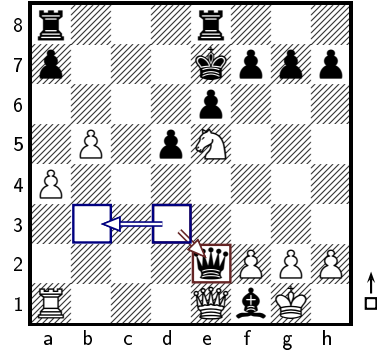


A very lucky escape for me, as he misses the early Qb4+ attack and goes after the queen again. -2.25 / +11.53

25 ♖b4+ ♖d8 26 ♗d6+ ♖c8 27 ♖c1+ ♗c4 28 ♖xc4+ ♗xc4 29 ♗c6+ ♖d8 30 ♗xa8+ ♖e7 31 ♗xa7+-

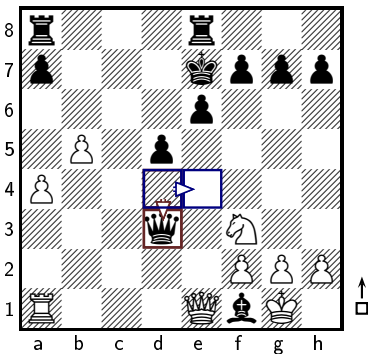
25 ... ♗e2? =

And again chasing after lost material in a greedy way that leads to self-destruction. +0.36 / -2.25



Didn't see that coming, but it's sound enough. How I reacted to it was not. -3.07

24 ... ♗d3??+-



25... ♖b3 26 ♗xf1 f6 27 ♖c6+ ♖f7 28 ♖d4 ♖b4 29 ♖c6 ♗d6 30 ♖b1 e5 31 h4 d4 32 ♗d3 g6 33 h5 ♖g7 34 ♗d2 g×h5 35 ♖b3±

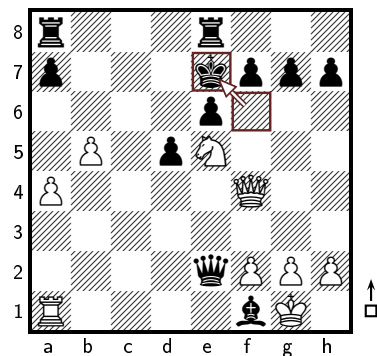
26 ♖b4+

And this time he doesn't miss it, though it's now been blunted. I'm thinking Kd8 is mate in only a few moves, so it has to be Kf6, he'll come round the Knight in attack and I'll loop back the way I came to escape. I'll lose the f-pawn, but I have chances of escaping - and losing here with my Queen sitting on his King would just be embarrassing. +0.36

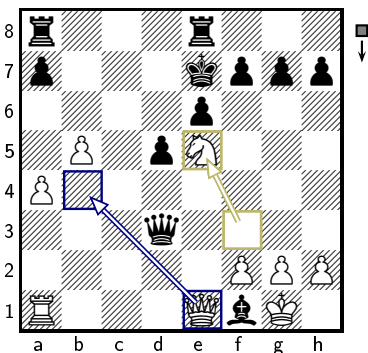
So I'm thinking I can save the bishop. Greed, pure greed. Qc4 leads to the Nd2 fork, so I come in to Qd3. The skittles room thought this bizarre, and suggested Qe4 to swap off the queens, and the engines think it's out-and-out losing, but they're seeing something six moves away which he blundered in the game. This was a pretty heinous mistake and a lesson for me to learn... +11.53 / -3.07

24... ♗e4 25 ♗xf1 ♖ec8 26 h3 ♖c2 27 ♗d1 ♗e2 28 ♗d4 ♖f8 29 ♖b4+ ♖g8 30 ♖f1 ♗c4 31 ♗a5 ♖a2 32 ♖e5 ♗xa4 33 ♗c7 ♖f8+-

26 ... ♖f6  
 27 ♖f4+ ♖e7

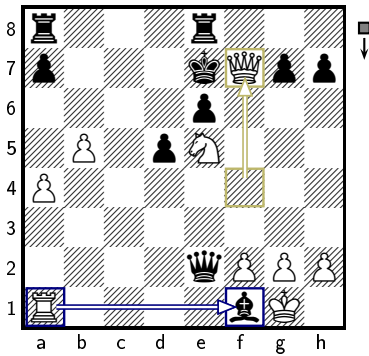


25 ... ♖e5??±



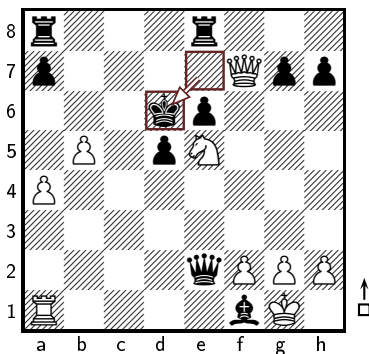
28 ♗xf7+?! =

The engine's right btw, and I saw this in the game - that bishop's just hanging here. -0.41 / +0.44

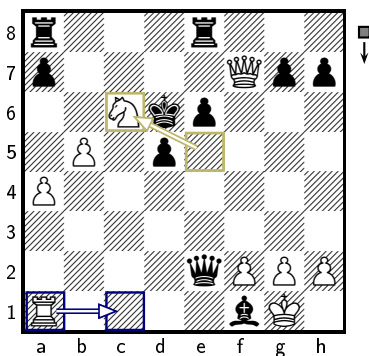


28 Rxf1 Qe4=

28 ... Kd6



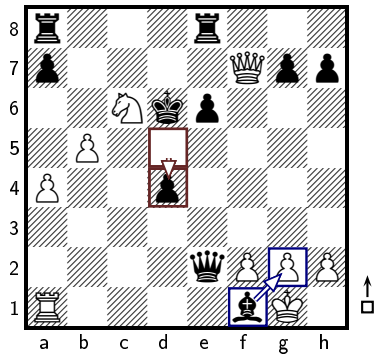
29 Qc6??



I was expecting Rc1 here and the pressure stepping up. -2.33 / -0.20

29 Rxc1 Rxc8 30 Qc6 Qxg2 31 Qxa7 e5 32 Qxg2 Qe6 33 Qa6 Qg4+ 34 Qf1 Qh3+ 35 Qg1 Qf7 36 a5 Qg4+ 37 Qf1 Qf3 38 Qg1 Qf8 39 Qa7 Re6 40 Qe3 Qf5 41 a6 d4 42 Qa3+=

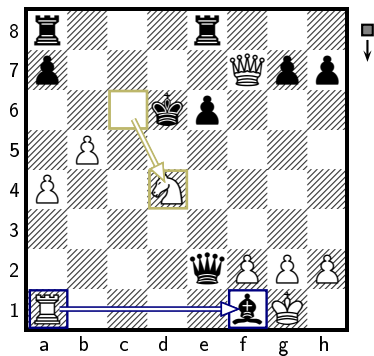
29 ... d4??±



I did see Bxg2 in the game, but I couldn't see a clear way out of the mating net he was working on, so I moved d4 to gain some breathing room around the king. +0.70 / -2.33

29... Qxg2 30 Qf4+ e5 31 Qb4+ Qd7 32 Qxg2 Qe4+ 33 Qxe4 dxe4 34 Rd1+ Qc7 35 Re1 a6 36 Rxe4 axb5 37 axb5 Qd6 38 Re2 Ra1 39 Qd4 g6 40 Qf3 Ra5 41 Rb2 Rb8 42 b6 Rd5 43 Qd2 Qc6 44 Qc4±

30 Qxd4??-+



And that was a mistake - I didn't think he'd think the pawn was worth taking the pressure off. Up to now, that queen was annoying because without it, Rf8 was mate in two (Qxf2+, Kh1, Qxg2#) but if the rook came off defending the e7 square, it was mate in one with Qe7# -4.19 / +0.70

30 Rxf1 d3 31 Qf4+ e5 32 Qb4+ Qc7 33 Qc5 Qc2 34 Qd5 Rad8 35 Qxd8 Rxd8±

30 ... Rf8??

