

Leapfrog Simul by Mr. G. and Umesh

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1 Preface

In a *chess simultaneous exhibition*, often called a *simul*, a stronger player plays multiple games at a time with a number of other players. Many Grandmasters do this kind of exhibition against a lot of opponents, and Mr. G. normally plays against 50 players or more and scores more than 96%.

A *leapfrog simul* is more difficult: Here, two players play against several opponents, playing alternate moves in each game. Since the playing strength of the combination is less than either one's strength and difference in style poses additional challenges, leapfrog simuls yield much inferior results compared to normal simuls.

A few months back, Mr. G. and I tried a leapfrog simul against 6 players, playing 9 games and scoring $8\frac{1}{2}$. On December 21, 2012, we tried it again, this time against 12 kids, and scored 15/15.

These trials gave us the confidence to try on a big scale. Mr. G. gives a simul every year to 50+ players, which includes adults and strong players. We decided to make it a leapfrog simul. There were 50 players – 48 kids (some of them strong rated players) and 2 adults – and we won convincingly – 50 wins, no draws, no losses!

This is the full score of all the games, with some analysis.

A note on analysis: These are analyzed as if they are normal chess games. However, it is not possible to play games of that quality in a leapfrog simul, where moves are played without much thought and there is no communication between players making alternate moves. So, take the analysis with a grain of salt!

2 The Games

In all games, we took the White pieces. Aryan, who beat Mr. G. in the last simul¹ tossed a coin to decide who should go first. I made the odd-numbered (1, 3, 5, ...) and Mr. G. made the even-numbered (2, 4, 6, ...) moves.

We won with a 50–0 score, but it was not a clean sweep as the score indicates. Aryan (Game 2.2, Page 12) prepared a dangerous gambit against **d4** and got a winning position against us. We defended the best we could, and Aryan missed several winning chances. After a series of cat-and-mouse maneuvers, the game reached an even Rook and pawn ending. Against Raghu (Game 2.3, Page 17), we had a clear advantage, but took a long time to figure out a winning plan. Fred, the director of *Kolty Chess Club, San Jose* and a veteran player, gave us a tough time by playing a complicated game (Game 2, Page 5), but Mr. G.'s timely **24. ♖e4!** simplified the game into an endgame with two solid pawns up. It was not simple even after that, though.

Even though we decided to play safe games, there were some little combinations, which we executed together without trouble. My rook sacrifice **17. ♖f6!** (and the later **21. ♖xh6!**) against Kushal (Game 2.4, Page 20), Mr. G.'s **10. ♗xh7+** against Pryal (Game 2.10, Page 34), my **13. ♗xh7!** against Rishi (Game 2.5, Page 22) are some examples. The finale against Fred (Game 2, Page 5) also was well-played by us.

We opened all games with 1. d4 and adopted the *Stonewall formation* or the *Colle system* whenever possible. Several games went beyond this, Fred's Dutch defence (Game 2, Page 5) and Aryan's Englund defence (Game 2.2, Page 12) being two very important ones.

¹He gave us a lot of trouble this time also. See (Game 2.2, Page 12).

2.1 Umesh (odd) & Mr. G (even) – Fred (1–0)

- UMESH (ODD) & MR. G (EVEN)
- FRED

Leapfrog Simul:
2013.01.26

A90: Dutch: 2. c4 ♘f6 3. g3 e6

Fred Leffingwell was the strongest opponent in the simul. He is a USCF first category player (Both Mr. G. and I are only second category players) and the director of the famous Koltz Chess Club, San Jose. This is our most prestigious win in the event. Fred observed that we are playing some convoluted variation of Queen's pawn opening to beat opening preparation, and decided to adopt the Dutch defence to challenge us. He sacrificed a pawn on move 13 and lost another pawn move 18, and a timely 22. ♖g4! and 24. ♖e4! by Mr. G. forced him to enter an endgame with two pawns down. Even two pawns down, he gave us a hard time winning the endgame.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	f5	3	...	e6
2	c4	♘f6	4	♗g5	
3	g3				

Our original plan was to play ♘c3/e3/♘f3 etc. against the Dutch, and play on the Queenside. But I decided to play this variation because the opponent was Fred, and we needed to play the most accurate continuation. The King fianchetto restricts Blacks options:

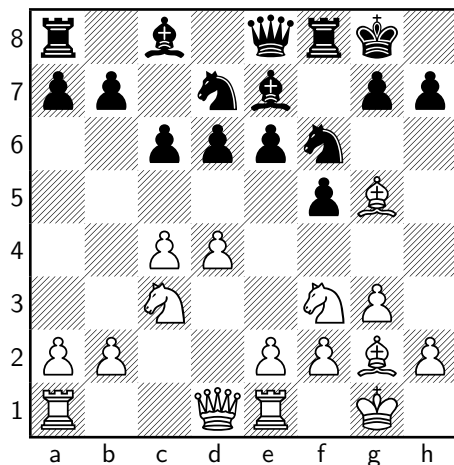
1. By preventing ...f4, White can play e2-e4 when there is a chance.
2. The Bishop on the h1-a8 diagonal prevents Black's light squared Bishop getting developed on the Queenside.

White generally do not develop the Queen Bishop early in this variation. 4. ♗g2 is correct.

4	...	♗e7
5	♗g2	O-O
6	♘c3	d6
7	♘f3	♘bd7
8	O-O	c6
9	♖e1	♖e8

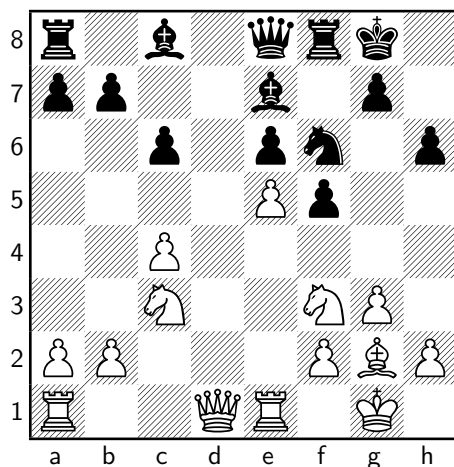
Mr. G. was not familiar with this variation, but it didn't cause much problems.

Mr. G. took the hint from my last move and snatched the initiative by opening up by...



10 e4! h6
 11 ♗xf6 ♖xf6
 12 e5 dxe5
 13 dxe5

I didn't know what Mr. G. planned as follow-up: 13. dxe5 or 13. ♖xe5. On second thoughts, 13. ♖xe5, securing a strong post for the Knight and controlling many weak points in the Black's camp, is much better.



13 ... ♖e4?!

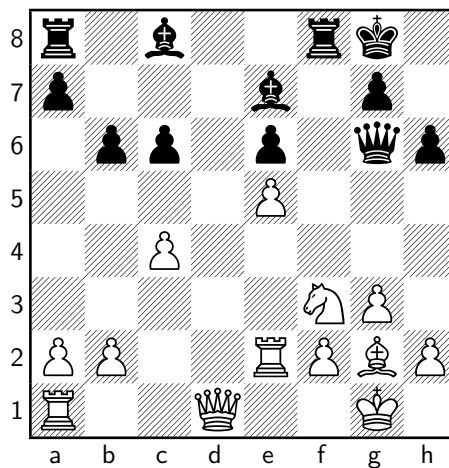
Sacrificing a pawn for nothing. 13... ♖d7 or 13... ♖h7 is better.

14 ♖xe4 fxe4
 15 ♖xe4 ♖g6

If Black had plans to play ...b6 and ...♗b7, this is the right time. After the Queen leaves e8, queen-side fianchetto becomes difficult.

16 ♖e2 b6?

This loses a second pawn. White plays g2-g3 and ♗f1-g2 against the Dutch defence to prevent developing Black's light squared Bishop this way.



17 ♖d4! ♗b7
 18 ♖xc6

18. ♖c2! is stronger. After 18... ♖xc2 19. ♖xc2, both the pawns on c6 and e6 are attacked. For other moves, one of these pawns can be captured, and controlling the b1-h7 diagonal gives White a lasting advantage.

18 ... ♖c5
19 ♖d2

I had considered and rejected by some reason the variation 19. ♖e7+ ♗x7 20. ♗x7 ♖ad8 21. ♖c2, but didn't see that the Knight controls b4, otherwise would have played 19. b4, forcing 19... ♗xc6 20. ♗xc6 ♖ad8 21. ♖e1 ♗d4 22. ♗e4 etc., but the move played is much simpler, especially for a leapfrog simul.

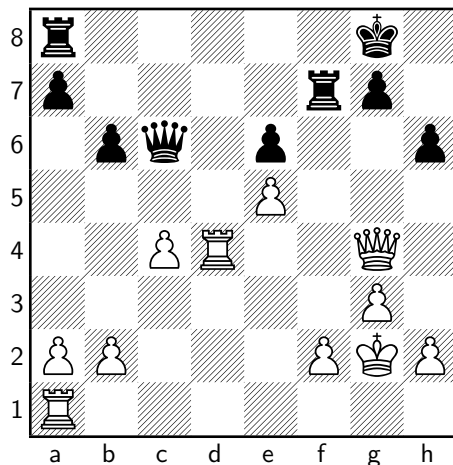
19 ... ♖e8

Leaving the b1-h7 diagonal is not good. 19... ♖ac8 was better.

20 ♖d4 ♗xg2
21 ♗xg2 ♖f7
22 ♖g4!

A fine move, anticipating Black's plan. 22. ♖e2! also is good.

22 ... ♗xd4
23 ♖xd4 ♖c6+



24 ♖e4!

The idea behind Mr. G.'s 22nd move. 24. ♖g1 also is fine for a normal tournament game, but for a leapfrog simul, it is necessary to simplify the game as much as possible.

24 ... ♖xe4+

Black does not have much choice. The only moves to avoid exchange of Queens -24... ♖e8 and 24... ♖c8 - allow 25. ♖ad1 or 25. ♖d6 with a strong position for White.

25 ♖xe4 ♖af8
26 f4

26. ♖e2 first and then 27. f4 (If Black doesn't play 26... g5) looks like a better move order.

26 ... g5
27 ♖f1 ♖g7

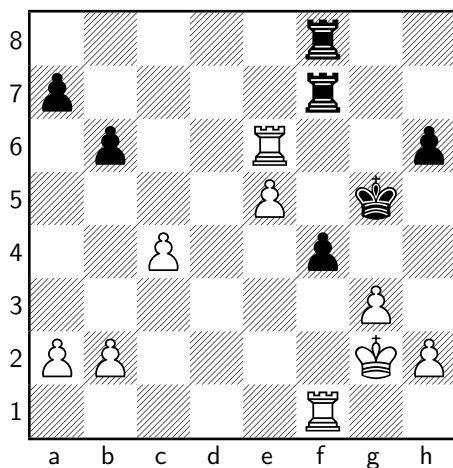
Black should grab the d-file with 27... ♖d8! here, which was the last chance for counterplay.

28 ♖d4! ♖g6
29 ♖d6?

This gives Black some chances of counterplay. Simple Queenside expansion with 30. b4 is adequate here. Black doesn't have any counterplay.

29 ... gxf4
30 ♖xe6+ ♖g5

30... ♖f5 31. ♙xh6 ♖xe5 would have been stronger.



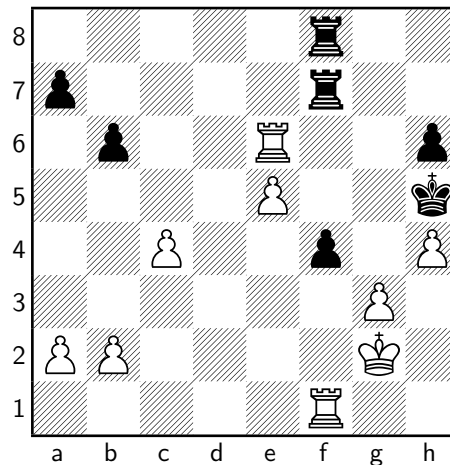
31 h4+!?

Mr. G. didn't like this move. He preferred simplifying with 31. gxf4+ ♙xf4 32. ♙xf4 ♙xf4 33. b3. "Thou shalt not complicate!" is the first and last commandment in leapfrog simuls!

However, the move played is better, though complicated. The advanced h-pawn will be significant after the simplifications.

31 ... ♖h5

31... ♖f5 32. ♙xh6 ♖xe5 33. ♙h5+ ♖e4 34. ♙g5 +-.



32 ♙f6!?

My idea was after 31. h4 ♖h5, White can play 32. ♖h3!, threatening 33. g4#. All variations seem to favor White:

- A) 32... f×g3 33. ♙×f7 ♙×f7 34. ♖×g3 +-.
- B) 32... ♙g7/♙g8 33. g4 (33. ♙×f4 also is fine.) ♙×g4 33. ♙×h6+ ♖×h6 34. ♖×g4 +-.

However, analysis shows that the simple 32. ♙d6 with the threats of e6 and ♙d3 also is very strong.

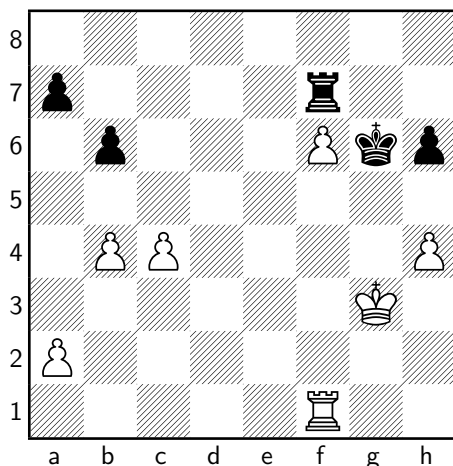
Mr. G.'s move, forcing the trade of a pair of Rooks also is interesting.

32 ... ♙×f6
33 e×f6 f×g3

After 33... ♙×f6, 34. ♖h3! threatens 35. ♙×f4 without losing the pawns. If 35... f3, 36. g4+ ♖g6 37. ♖g3 wins the pawn. 34. ♙×f4 ♙×f4 (34... ♙d6!) 35. g×f4 ♖g4

(♖×h4 36. b4 +-) 36. b4 ♖×f4 37. c5
bxc5 38. bxc5 ♖e5 39. ♖f3 also wins
but with a little more difficulty.

34 ♖×g3 ♖f7
35 b4 ♖g6

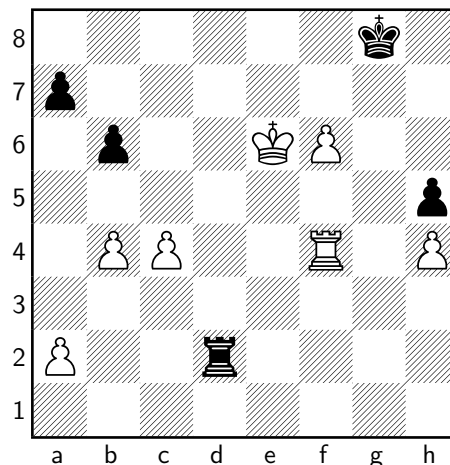


36 ♖f4

Here, Mr. G. is threatening 37. ♖g4+,
with 37... ♖×f6 38. ♖f4+ or 37... ♖h7
38. ♖g7+, both forcing the trade of the
rooks, and White can win with the extra
pawn.

However, the simple 36. c5 is adequate.
The funny thing is, neither of us con-
sidered playing c4-c5 for quite some
time, and were planning some conflict-
ing manuevres.

36 ... h5
37 ♖f3 ♖h7
38 ♖e4 ♖g8
39 ♖d5 ♖d7+
40 ♖e6 ♖d2



We unwisely allowed Black to activate
his Rook and need to play carefully to
win. The best move here is 41. ♖f5!, at-
tacking f5 and threatening ♖e5 if the
rook checks along the e-file. The move
played is fine, but not as effective as be-
fore.

41 c5 ♖xa2
42 cxb6

42. c6! secures a passed pawn and is
more forcing. Now, White needs to go to
the King side to win. The more pawns
exchanged, the dimmer gets the chance
of a win.

42 ... axb6
43 ♖d4

Again, 43. ♖f5 is the right plan.

43 ... ♖e2+
44 ♖f5 ♖f2+
45 ♖g6 ♖g2+
46 ♖×h5 ♖f7
47 ♖f4 ♖g1
48 ♖h6 ♖g2
49 ♖f5

Threatening 50. ♖g5, but 49. h5! would have prevented 49... ♖g6+, and 49... ♖g4 could be met with 50. b5.

49 ... ♖g6+

49... ♖g4! would have put White in more trouble. White will still win narrowly: 50. ♖b5! ♖g6+ 51. ♖h7 ♖xh6 52. h5 and Black is in a *zugzwang*.

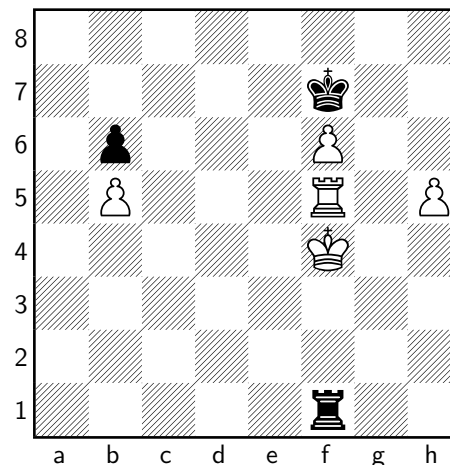
50 ♖h5!

50. ♖h7? ♖g4 51. h5 ♖xb4 will be a disaster.

50 ... ♖g8
51 b5

Mr. G. criticized this move, but I think this is good. 51. ♖g5? ♖h8+ 52. ♖g4 ♖xf6 will lose another pawn. 51. ♖b5 ♖b8 52. ♖h6 ♖xf6 also is not good. 51. ♖h6 ♖h8+ 52. ♖g5 ♖g8+ is not better than the text. Mr. G. must have considered 51. ♖b5 ♖b8 52. ♖g5, followed by h4-h5-h6. But this move is at least as strong as that.

51 ... ♖h8+
52 ♖g5 ♖g8+
53 ♖f4 ♖g1
54 h5 ♖f1+



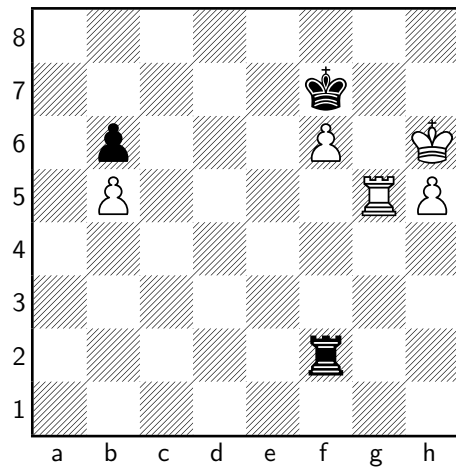
55 ♖e5?!

Again, Mr. G. and I are following different plans. Mr. G. considers marching the King to the King-side, going ahead of the h-pawn and pushing the pawn behind it. I am considering going to the center and to the Queenside. After a little conflicts and repetitions, I decided to go with Mr. G.'s plan.

55 ... ♖d1
56 ♖f4

56. h6 ♖h1 57. ♖d6 ♖xh6 58. ♖c6 was my plan. After this, I decided to follow Mr. G.'s plan, and we didn't have any conflict of interest thereafter.

56 ... ♖f1+
57 ♖g5 ♖g1+
58 ♖h6 ♖g2
59 ♖g5! ♖f2



60 ♖g7+! ♔xg6
 61 ♖g6+! ♔f7
 62 ♖xh6

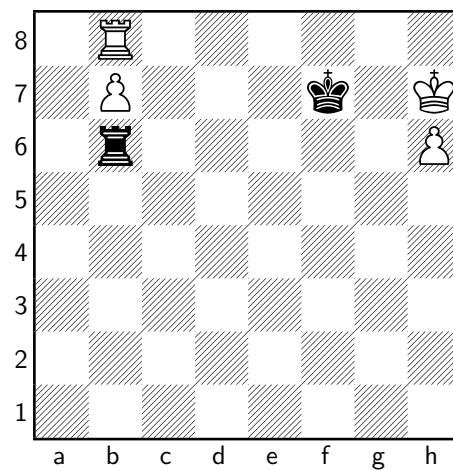
Now, it is an easy win. Black cannot stop both pawns.

62 ... ♖f5
 63 ♖b7+ ♔f6
 64 ♖b8 ♔f7
 65 b6 ♖b5
 66 b7 ♖b6+
 67 ♔h7 ♖b5

Threatening 68... ♖xh5#.

68 h6 ♖b6

To meet 69. ♔h8?? with 69... ♖xh6#, but White has a Killing move.



69 ♖g8!

Black resigns. White is threatening 70. b8♖, while after 69... ♖xh6, 70. ♖g7+ wins the Rook.

1-0

2.2 Umesh (odd) & Mr. G (even) – Aryan (1–0)

- UMESH (ODD) & MR. G (EVEN)
- ARYAN

Leapfrog Simul:
2013.01.26

A40i: Englund Gambit

Aryan, who had defeated Mr. G. in the last year's simul, offered the toughest opposition this time. He played the Englund Gambit against our 1. d4, and I, who was not familiar with the opening, made some crucial errors in the opening, leading to a lost game, despite Mr. G.'s hard efforts to correct my mistakes. Aryan obtained a winning advantage in less than fifteen moves, but made some inaccurate moves to allow us to level the game. It was a drawn Rook and pawn ending when Aryan again blundered to lose the game. Aryan earned a well-deserved prize.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

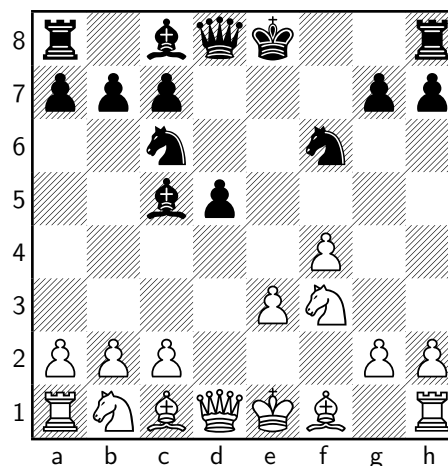
1 d4 e5!?

The Englund Gambit, a very rare gambit against the Queen-pawn opening. This is not popular in serious games, because White gets an advantage if handled correctly. However, it has some surprise value as in this game.

2 dxe5 ♖c6
3 f4?

Being a 1. e4 player throughout my life, I was not aware of this opening, and fell for the trap. 3. f4 is considered inferior in the theory. White should continue with 3. ♖f3. Black will recover the pawn but will lose time in doing so.

3 ... f6
4 exf6 ♜xf6
5 ♜f3 d5
6 e3 ♙c5



7 c4?

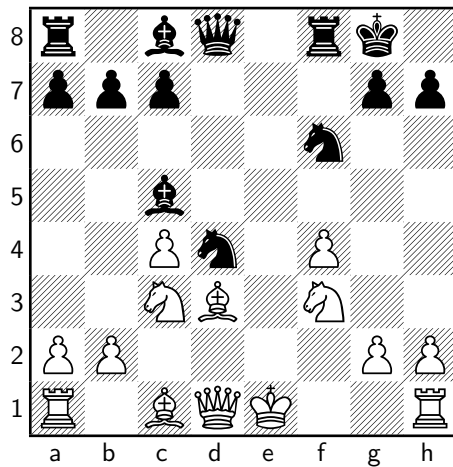
The start of troubles. White should play 7. ♙e2 and 8. O-O before opening the lines. I completely overlooked Black's powerful reply.

7 ... d4!
 8 exd4 dxd4
 9 d3?

Making things worse. After 9. dxd4 exd4 10. e2, White cannot castle, but Black doesn't have enough pieces to attack.

9 ... O-O
 10 dxc3?

10. dxe5! was the last chance to save the game. After a series of mistakes by White, Black has a winning attack.



10 ... e8+

Much stronger is 10... g4! and White is lost. 11. e2 dxe2 12. dxe2 de4 poses all kinds of threats.

11 de5

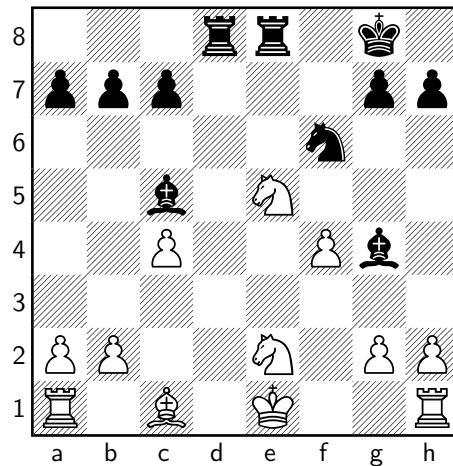
Forced. 11. d2 g4 12. f1 dxf3+ 13. gxf3 hf5 14. c2 e1-+. 11. f1 dxf3

12. fxf3 hf4 13. g3 dh5 -+. 11. e2 dxf3+ 12. gxf3 hf5 -+. 11. de2 dxf3+ 12. gxf3 hf3 13... hg2 -+.

11 ... g4!
 12 e2 dxe2
 13 fxd8

Exchanging Queens didn't reduce Black's attack.

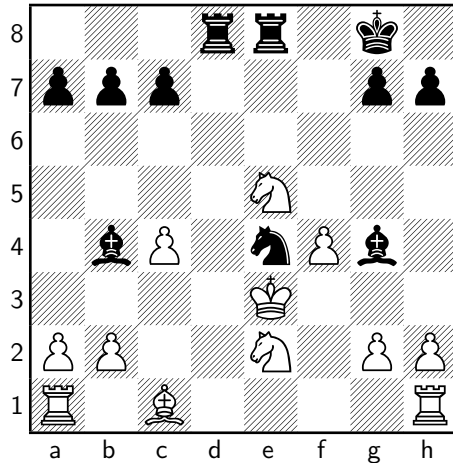
13 ... axd8
 14 dxe2



14 ... hb4+

This is good, but 14... hf5, threatening 15... dg4, is stronger. Note that after 14... de4, White can play 15. dxc4, but Black will still win with 15... hb4+ 16. d2 dxd2 17. f2 hc5+ 18. e1 dxc4. After 14... hf5 15. h3, 15... de4! is strong.

15 f2 de4+
 16 e3



16 ... ♖c5+?

16... ♖c5! △17... ♜d3+ wins. 18. ♖d4 ♖d7 wins the pawn back with attack, and the Knight on d4 will fall soon. 16... ♖g5! also is interesting. Looks like Aryan overlooked that the Knight on e4 is unprotected.

17 ♔xe4 ♖xe2
18 ♖e3!

The only move to save the position.

18 ... ♖b4

Black could obtain two pieces for a Rook by 18... ♖d3+ 19. ♖f3 ♜xe5 20. fxe5 ♜f8+ 21. ♖f4 g5 22. g3 gxf4 23. gxf4 ♖xc4, but this will leave Black with only a small advantage.

Now it is an equal game, but White commit more errors.

19 a3 ♖d2
20 b3?

20. ♖xd2 ♜xd2 21. b3 should give an even game.

20 ... ♖c3?

Black misses the last chance to win. 20... ♜xe5! 21. fxe5 ♖d3+ 22. ♖f3 ♜f8+ 23. ♖g3 ♖xe3 --.

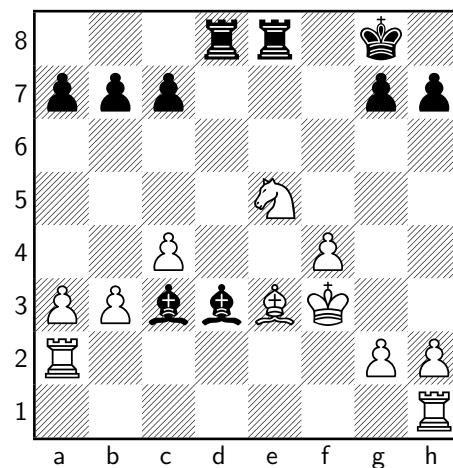
21 ♜a2?

I rejected 21. ♜a1 because of 21... ♖b2, but White was OK after 22. ♜e1 ♖d3+ 23. ♖f3, and Black has nothing better than 23... ♖xe5 24. fxe5 ♜xe5=.

21 ... ♖d3+

21... ♖d1! wins because after 22. b4 ♖b3 (22... a5! 23. b5 ♖b3!), Black wins a pawn, and later will win a pawn on e5 as well.

22 ♖f3

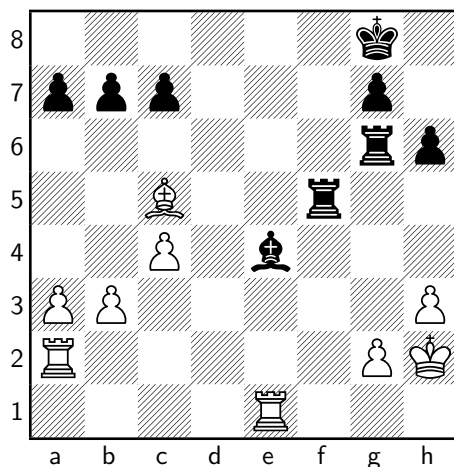


Despite a pawn down, Black still enjoys a small advantage, but by trading pieces to win back the pawn, Black allows an even game.

22	...	♙xe5
23	fxe5	♖xe5
24	♖e1	♖f8+
25	♔g3	♖e6
26	h3	h6
27	♙f2	

The game is pretty much equal here. Black should continue with 27... ♖xe1 28. ♙xe1 with an equal game. Instead, Black tries to complicate that lead to trouble.

27	...	♙e4
28	♙c5	♖g6+
29	♔h2	♖f5



30 ♖xe4

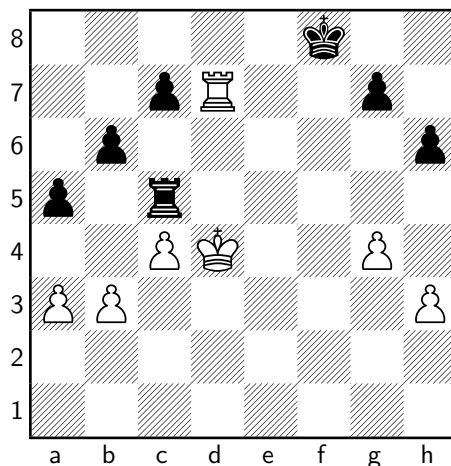
Heading to an equal ending. However, 30. ♙xa7! would have won a pawn.

30	...	♖xc5
31	♖f2	♖cg5
32	g4	

This helped to bring the King out, but 32. ♖e7! ♖b6 33. b4 ♔c6 34. ♖f4 would have been better.

32	...	♖d6
33	♔g3	♖d3+
34	♖f3	♖xf3+
35	♔xf3	a5
36	♖e7	♖c5
37	♔e4	b6
38	♔d4	♔f8
39	♖d7	

I considered 39. ♖e5, but was not sure whether it is a win after 39... ♖xe5 40. ♔xe5 ♔e7. Later analysis showed that 41. c5! indeed wins. However, Black has 39... ♖c6 as well.



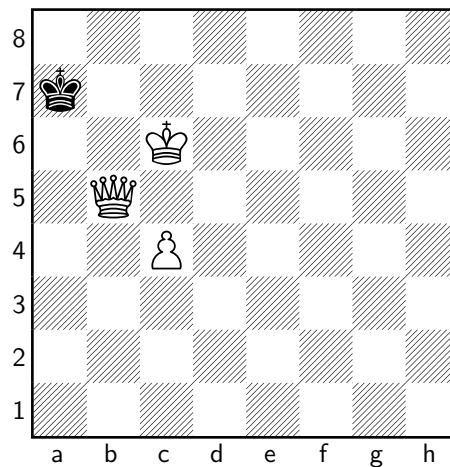
39 ... c6??

Black probably was afraid of 40. ♖d5. Exchanging the rooks will favor White, but Black had 40... ♜c6. So, 39... g5 was sufficient to draw.

Now, Black is lost.

40	♜b7	♜g5
41	♜xb6	h5
42	♜xc6	h×g4
43	h×g4	♜×g4+
44	♙c5	g5
45	b4	a×b4
46	a×b4	♜g1
47	b5	g4
48	b6	♜b1
49	♜g6	♜e1
50	♜×g4	♜e8
51	b7	♙e7
52	♜e4+	♙d7
53	♜×e8	♙×e8
54	b8♙+	♙e7
55	♙e5+	♙d7
56	♙f6	♙c7

57	♙d6+	♙b7
58	♙d7+	♙a6
59	♙b5+	♙a7
60	♙c6	



1-0

2.3 Umesh (odd) & Mr. G (even) – Raghu, R. (1–0)

- UMESH (ODD) & MR. G (EVEN)
- RAGHU, R.

Leapfrog Simul:
2013.01.26

D00d: Queen's Pawn Game: 2. e3

Raghu showed an incredible defence despite having a cramped position, and we had to really struggle to realize an advantage. Having unsuccessfully trying for a breakthrough along the semi-open c-file, we switched to a King side pawn breakthrough, taking advantage of Raghu's weak 27th move, and won finally. Raghu got a prize for his performance.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	d5
2	e3	c6
3	♙d3	e6
4	♜d2	♙d6
5	f4	g6
6	♜gf3	♜e7
7	O-O	O-O
8	c4	dxc4
9	♜xc4	b5
10	♜xd6	♙xc7
11	♜e5	f5

Black could have obtained a little more breathing space by a temporary pawn sacrifice by 17... c5! 18. dxc5 ♜d7 19. ♜e5 ♜xe5 20. dxe5 ♙c7.

18	♜e5	♙c7
19	♙fc1	♜b8
20	♙c4	

White has a clear advantage. 12. a4! gives a thematic break, but it was played only three moves later.

12	♙d2	♜d5
13	♙c1	

I didn't understand this move. I assumed Mr. G. wanted to get rid of the strong Knight on d5, hence my next move. In fact, Mr. G. was threatening to win a pawn by 21. ♙xd5 exd5 22. ♙xd5+, which Black immediately defends.

Instead, 20. ♙b5! would have won a pawn and broken through the fortress.

13. a4! is more effective here.

20	...	♙d6
21	♙xd5?!	

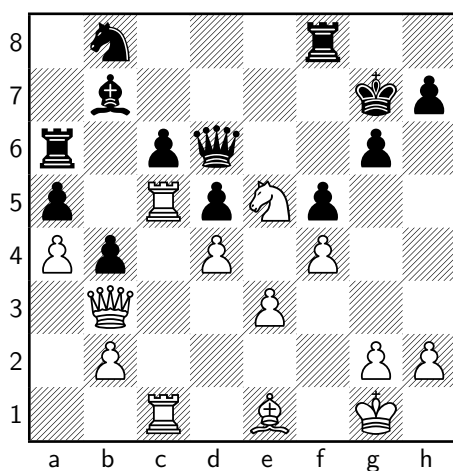
13	...	♙b7
14	♙b3	a5
15	a4	b4
16	♜c4	♙d8
17	♙c2	♜a6

Misunderstanding Mr.G., I thought he wanted to get rid of the Knight. This exchange only strengthens Black. 21. ♙e1 is better.

21 ... exd5
22 ♖e1! ♖a6

Black plays passively. 22... ♖c8 is better.

23 ♖c5 ♔g7?



24 ♖c2

24. ♖xa5! ♖b6 (24... ♖xa5 25. ♖xb4 +-)
25. ♖ac5 ♖26. a5 wins immediately.

24 ... ♘d7
25 ♘xd7 ♖xd7
26 ♖h4 ♖d6

The position is even. Black has a little more active Bishop and control of the c-file, but this is not sufficient to win.

27 ♖f2 h5?!

This move gave us a chance to break through. There was no need for this move, and since White lacks a light-squared Bishop or Knight, it is not possible to break Black's fortress in the King-side. But after this move, there is a hope for a breakthrough with pawns.

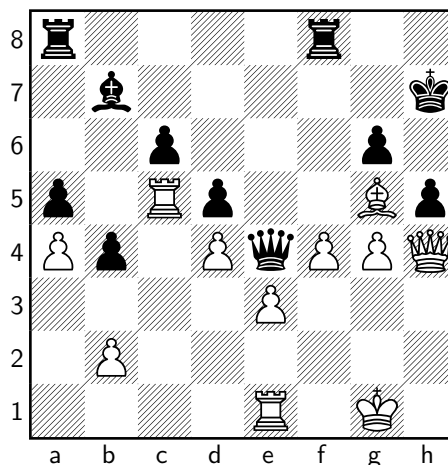
28 ♖g5 ♖e6
29 h3 ♖e4

Black should play 29... ♖e8 and make White defend the e3 pawn so that the Queen cannot leave for the King side. It will prevent a future e3-e4 pawn push once the Queens are exchanged.

30 ♖e1 ♔h7
31 g4!

The only chance to fight for a win. 31. ♖h4 also is good, but White waits to avoid any counterplay like ... ♖c2.

31 ... f×g4
32 h×g4 ♖aa8
33 ♖h4



33 ... ♖e8??

33... ♖f3! offers more resistance, due to the threat 34... ♖xg4+. For example, 34. g×h5 g×h5! (34... ♖xh5? 35. ♖xh5 g×h5 36. e4! ±) 35. ♜c2 ♖g4+ 36. ♖xg4+ h×g4 37. ♜f2 (37. g4! also is good.) and wins the pawn on g3. Defending it will lead to trouble: 37... ♜g6 38. ♜g3 ♜f5 39. ♜e7 ♜g8 40. e4+! d×e4 41. ♜c5+ etc.

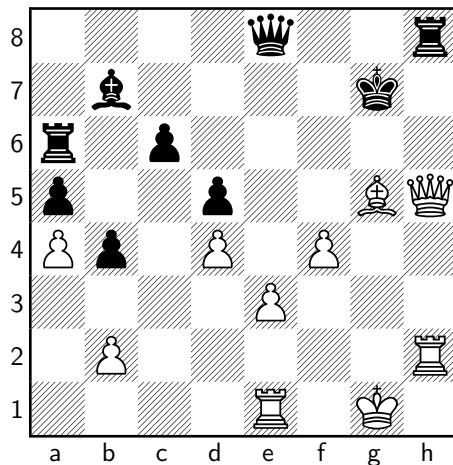
34 ♜c2!

This is strong, but 34. e4! d×e4 35. ♜e5! is stronger.

34	...	♜a6
35	♜h2	♜g7
36	g×h5	g×h5
37	♖xh5	♜h8?

Black should try 37... ♖xh5 38. ♜xh5 ♜e8. White still has the advantage and extra pawn, but the presense of opposite-colored Bishops can offer some drawing chances if he manages to exchange the rooks.

The move played loses an exchange and the game.



38 ♜f6+!

38. ♜h6+ ♜f6 39. ♜g7+ is a riskier way to win the exchange, because 39... ♜xg7 40. ♜g2+ ♜f6 41. ♖g5+ leads to mate.

38	...	♜xh6
39	♖xh8+	

The simplest, but 39. ♖g5+ ♜f7 40. ♖f5+ ♜e7 41. ♖e5+ ♜d7 42. ♜xh8 offers a stronger attack.

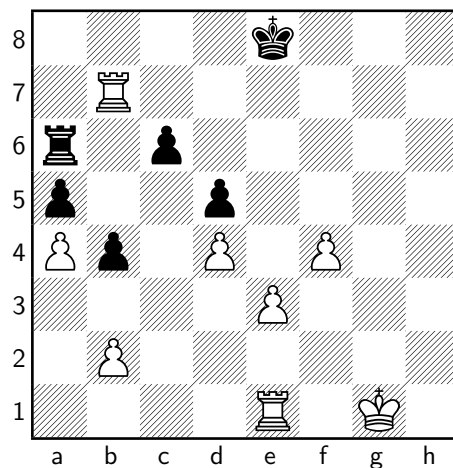
39	...	♜e7?
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Loses a piece also, but 39... ♖xh8 40. ♜xh8 also is hopeless.

40	♜h7+	♜d8
41	♖xh8+	

In fact, White has a quick checkmate with 41. ♖g7! △42. ♖c7#. 41... ♖e6 42. ♖c7+ ♜e8 43. ♜h8 mates. But the move played is good enough to win.

41	...	♜xe8
42	♜xh7	



With a full rook and pawn down, Black resigns.

1-0

2.4 Umesh (odd) & Mr. G (even) – Kushal (1–0)

- UMESH (ODD) & MR. G (EVEN)
- KUSHAL

Leapfrog Simul:
2013.01.26

A40m: Queen's Pawn Game: 1... e6

Kushal handled the opening well, and could have obtained a perfectly even position on the 16th move, failing which allowed me to obtain an advantage by 17. ♖f6!!, a rook sacrifice that destroys Black's defence.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	e6
2	e3	c5
3	c3	cxd4
4	exd4	d5
5	♘d3	♘d6
6	♚e2	♜f6
7	♘g5	h6
8	♘xf6	♚xf6
9	♜f3	♘d7
10	♜bd2	♜c6
11	O-O	O-O
12	♜ae1	♜ae8

Kushal handled the opening pretty well, and obtained an equal position.

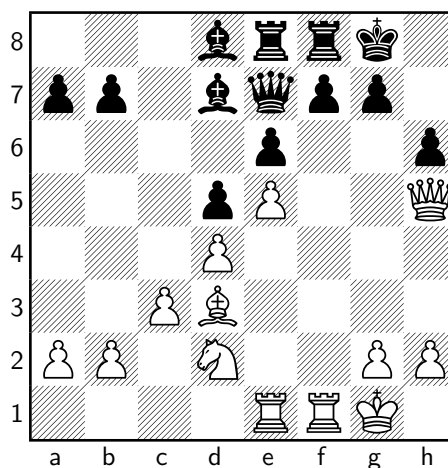
13	♜e5	♚e7
14	f4	♜xe5
15	fxe5	♘c7
16	♚h5	

This allows 16... ♚g5! neutralizing White's initiative. 16. ♘b1, intending 17. ♚d3 would be interesting.

16 ... ♘d8

Kushal prepares 17... ♚g5!, exchanging the Queens and neutralizing the attack

without compromising the pawn structure. White finds a neat combination to beat this idea.



17 ♖f6!!

Preventing both ... ♚g5 and the freeing ... f5, and preparing for the killing ♜xh6!. 17... gxf6 will lose quickly by 18. ♚xh6 f5 19. ♜e3! with 20. ♜g3+ or 20. ♜h3+ following.

Kushal tried to defend well, without falling into this immediate checkmate,

but White's attack was too strong to defend.

17 ... a6
18 ♖ef1?!

18. ♖e3! is a stronger way to continue attack.

18 ... ♗b6?

Black should play 18... ♗b5! even though 19. ♗xb5 axb5 20. ♖1f3 still wins for White.

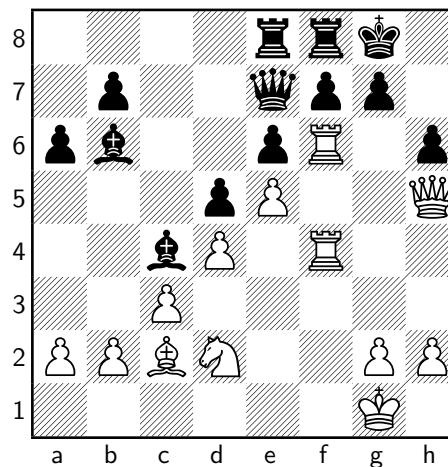
19 ♖1f4

There was no need for this preparatory move. 19. ♖xh6! g×h6 20. ♖f6! wins immediately.

19 ... ♗b5
20 ♗c2

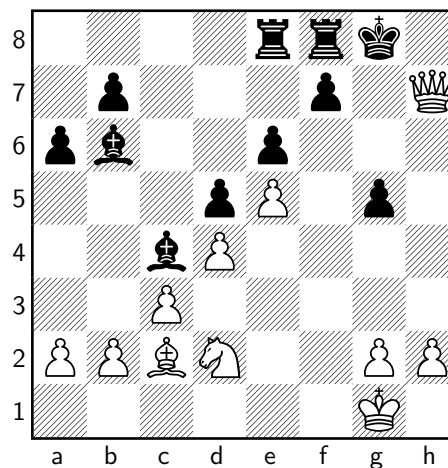
Again, 20. ♖xh6! g×h6 21. ♖g4+ wins.

20 ... ♗c4



White conducts the final winning attack.

21 ♖xh6! g×h6
22 ♖g4+ ♖g5
23 ♖xg5+ h×g5
24 ♖h7#



1-0

2.5 Umesh (odd) & Mr. G (even) – Rishi (1–0)

- UMESH (ODD) & MR. G (EVEN)
- RISHI

Leapfrog Simul:
2013.01.26

A40m: Queen's Pawn Game: 1... e6

Rishi made some opening mistakes and ended up in an inferior position. A small pseudosacrifice won us a pawn with attack, which led to win of Black's Queen and subsequent checkmate.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1 d4 e6
2 e3 ♟d6
3 ♟d3 ♞f6
4 ♞d2 e5
5 dxe5 ♟xe5
6 ♞gf3

6. ♞c4 ♞e7 7. ♞xe5 ♞xe5 8. ♞f3 ±.

6 ... ♟d6
7 e4 ♞h5?

7... O-O (to meet 8. e5 with 8... ♖e8)
or 7... ♞c6 , is better.

8 ♞c4 O-O?

8... ♟f4 9. ♞fe5 g6 10. ♞f3 ♟xe5 11.
♞xe5 ±.

9 ♞xd6 cxd6
10 O-O d5?
11 exd5 d6

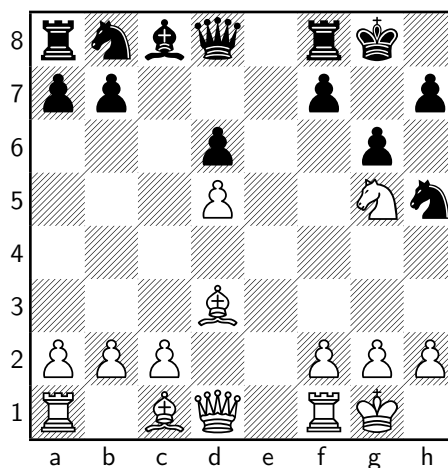
Black sacrificed a pawn hoping to develop his light-squared Bishop, but he is too much lagging in development.

12 ♞g5

12. ♟xh7+! ♞xh7 13. ♞g5+ ♞g8 14. ♞xh5 wins a pawn with attack. After 13... Kg6, 14. g4! is strong, because after 14... ♞f6 15. ♞d3+ ♞e4 16. ♞xe4 f5 17. ♞g2, White has a winning attack; so, Black needs to play 14... ♖h8 15. ♞h1!, with 16. gxh5 ♖xh5 17. ♖g1 coming.

12 ... g6?

12... ♞f6 was necessary. Now White wins a pawn and obtains a dangerous attack by a little combination.



13 ♖xh7! ♔xh7

13... ♖e8 is better, but White still wins after 14. ♗g5 ♖c7 15. ♖f3 +.

14 ♖xh5+ ♔g7

After 14... ♔g8, 15. ♗xg6! gives White a crushing attack.

15 ♖h6+ ♔f6

After 15... ♔g8, White can still play 16. ♗xg6, like in the previous note; but since the Queen is not attacked, stronger is 16. ♗g5!, followed by 17. ♗f6!, checkmating.

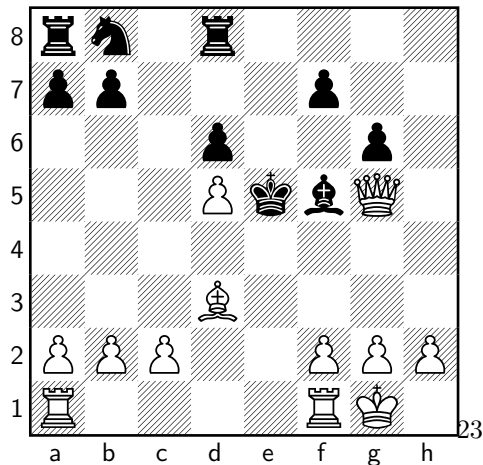
16 ♗g5+

This wins the Queen, but after 16. ♖e1!, there is no way to stop the checkmate by 16. ♗g5#.

16 ... ♔e5
17 ♗xg6

I thought for some time whether there is an immediate checkmate, but couldn't find one, so went on to win the Queen.

17 ... ♖xg6
18 ♖g5+ ♗f5

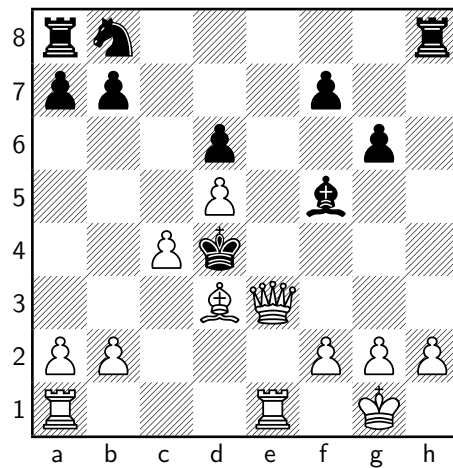


There is a hanging rook on d8, but there may be checkmate in sight!

19 c4! ♖h8

Black could prevent the immediate checkmate by 19... ♖e8, but after 20. ♗e4, threatening 21. ♖ad1 and 22. f4, checkmates. While 20... ♔x4 21. ♖e3# is immediate mate, 20... ♔d4 21. ♖fd1+ ♔xc4 22. a4! ♗x4 22. ♖c1+ ♔b5 23. ♖c3# takes a few more moves.

20 ♖fe1+ ♔d4
21 ♖e3#



1-0

2.6 Umesh (odd) & Mr. G (even) – Manu (1–0)

- UMESH (ODD) & MR. G (EVEN)
- MANU

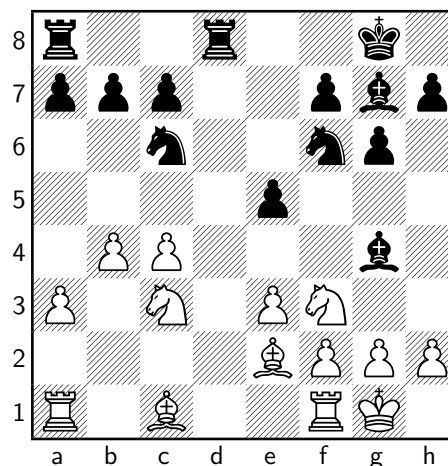
Leapfrog Simul:
2013.01.26

A48c: Neo-King's Indian

Manu was the only player, other than Aryan (Game 2.2, Page 12), who could have obtained an advantage over us. He had a chance to win a pawn on move 12, and to get an active game on move 13, but missed both by playing the right moves in the wrong order. We won a pawn on move 16 and second pawn on move 18, and the rest of the game was simple technique. Then Manu blundered a rook and paved way for White's advanced pawn on move 21, causing an earlier defeat.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	♘f6
2	e3	g6
3	♘f3	♙g7
4	♙e2	e6
5	c4	O-O
6	O-O	d6
7	♘c3	♘c6
8	a3	e5
9	dxe5	dxe5
10	♖xd8	♗xd8
11	b4	♙g4



12 ♙b2?

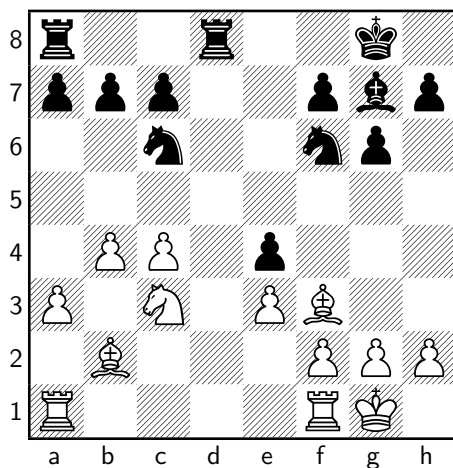
White should continue 12. ♖d1 before moving the Bishop because the squares on the d-file become weak.

12 ... ♙xf3

Black can win a pawn immediately with 12... e4! 13. ♖d4 (13. ♖e1?? ♙xe2 14. ♖xe2 ♜d2 →) ♖xd4 14. exd4 ♜xd4.

13 ♙xf3 e4?

Here, 13... ♜d2! is interesting, but after 14. ♜ab1, White is fine.



14 ♖xe4 ♖xe4
15 ♙xg7 ♙xg7

Losses a pawn. Black should try 15... ♖d2!, and now 16. ♙f6 ♜d6 17. ♙xc6 ♜xc6 18. ♜fd1 ♖xc4 19. ♙d4, and Black has recovered his pawn.

16 ♙xe4 ♖e5
17 c5

White could win one more pawn by 17. ♙xb7 ♜ab8 18. ♙a6.

17 ... ♖c4?

17... c6 was necessary.

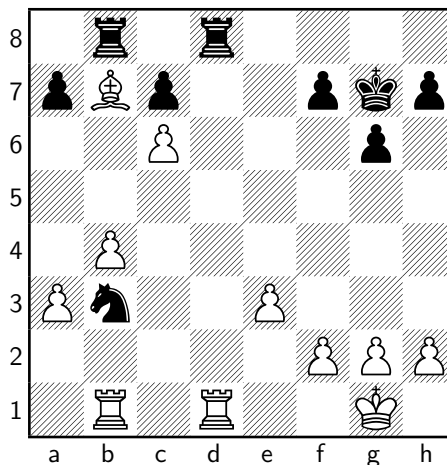
18 ♙xb7 ♖d2
19 ♜fd1

Much simpler is 19. ♙xa8 ♖xf1 20. ♙xf1 ♜xa8 21. ♜d1, getting hold of the d-file.

19 ... ♜ab8
20 c6?!

Not sure whether shutting off the Bishop from the game is a good idea.

20 ... ♖b3
21 ♜ab1



21 ... ♜d6??

This blunder causes a piece. After 21... ♖d2 22. ♜a1/c1 (22. ♜b2?? ♖f3+!) ♖b3, White should play 23. ♜xd8 ♜xd8 24. ♜e1 to avoid repeating the position.

22 ♜xd6 cxd6
23 ♜xb3 d5
24 ♜d3

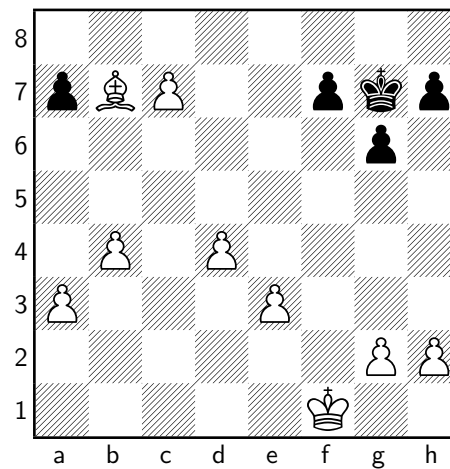
Why not 24. c7? It is interesting that this didn't happen for three more moves.

24	...	d4
25	exd4	Re8
26	g1	

Need to guard against the mate threat.
26. Re3! also is strong.

26	...	Re6
27	c7	Re8
28	Re3	Rxe3
29	fxe3	

Black resigns.



1-0

2.7 Umesh (odd) & Mr. G (even) – Anurag (1–0)

- UMESH (ODD) & MR. G (EVEN)
- ANURAG

Leapfrog Simul:
2013.01.26

D00d: Queen's Pawn Game: 2. e3

Anurag handled the opening well, but played passively to allow us to gain a tremendous initiative on the Queenside, where he castled. We won a pawn and control of the a-file, and while we were launching a powerful attack, Anurag overlooked that his Queen is attacked. After that the game was dead lost.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	d5
2	e3	e6
3	♙d3	♘c6
4	f4	♘b4
5	♙e2	♖d6
6	c3	♘a6
7	♘f3	♙d7
8	♘bd2	O-O-O
9	♘e5	♙e8
10	O-O	f6
11	♘ef3	♙h5
12	b4	♘e7
13	b5	♙xf3
14	♙xf3	♘b8
15	a4	

18	...	cxb5
19	axb5	♘h4?

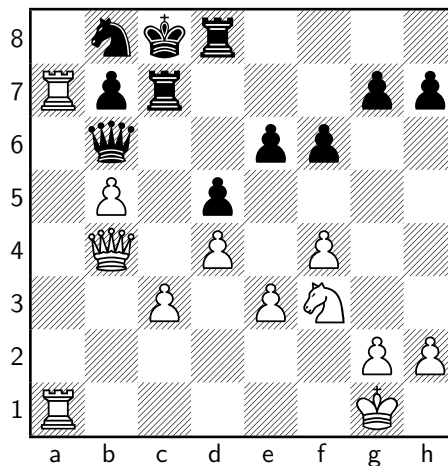
Black should play 19... b6 or 19... ♙xa3
20. ♖xa3 a6 to avoid losing a pawn, but
White opens up the position with c4! in
both cases.

20	♙xf8	♖hxf8
21	♖xa7	♘xf3+
22	♘xf3	♖b6
23	♖ea1	♖f7
24	♖b4	♖c7

The material is even, but Black's moves were very passive, and as a result, White obtained an initiative in the Queenside, where Black castled. White has a clear advantage.

15	...	c6
16	♙a3	♖c7
17	♖b3	♘f5
18	♖fe1	

18. c4! is a stronger way to protect the e3-pawn.

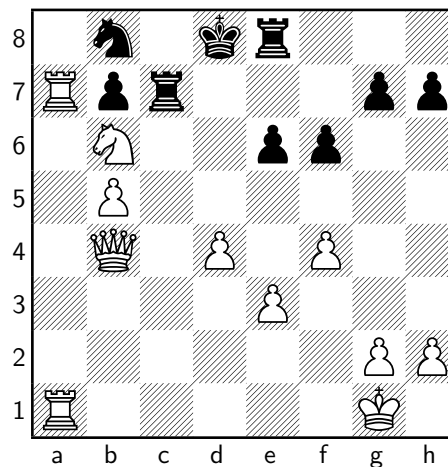


White has won a pawn and enjoys a great advantage due to the control of the a-file, initiative in the queen-side and forcing the Black pieces into passive positions. The next white move prevents 25... ♖c4 and threatens 26. c4.

25	♘d2!	♖e8
26	c4!	dxc4
27	♘xc4	♙d7??

Overlooking that the Queen is attacked. But the Queen has no square to go, so Black should play 27... ♖xc4 28. ♙xc4 ♙d7. Probably, Anurag was considering this and played the second move first, losing his Queen.

28	♘xb6+	♙d8
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In the game, by some mistake, the Rook was on f8 instead of e8. I checkmated with 29. ♙xf8#. In any case, 29. ♙d6+ is crushing.

1-0

2.8 Umesh (odd) & Mr. G (even) – Indra (1–0)

- UMESH (ODD) & MR. G (EVEN)
- INDRA

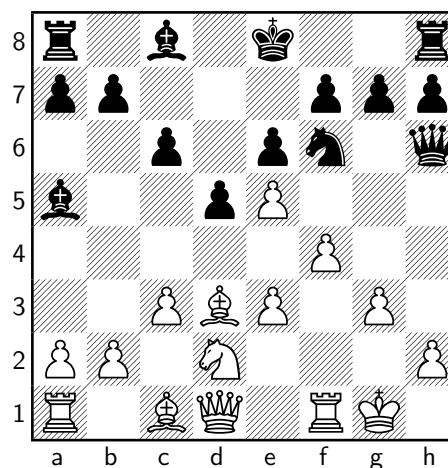
Leapfrog Simul:
2013.01.26

D00d: Queen's Pawn Game: 2. e3

Indra didn't do well in the opening, but we also didn't exploit the mistakes. Indra had a chance to equalize, but committed a blunder on move 17 losing the Queen, and lost pretty soon thereafter.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	d5
2	e3	c6
3	♘d3	e6
4	♙d2	♙b4
5	c3	♙a5
6	f4	♚h4+
7	g3	♚h6
8	♙gf3	♙f6
9	O-O	♙bd7
10	♙e5	♙xe5
11	dxe5	



11 ... ♙h5?

11... ♙d7 was necessary.

12 e4?

An unfortunate necessity, because 11. fxe5 will lose the pawn on e3: 12... ♚xe3+ 13. ♚f2 ♚xd3 14. exf6 gxf6 15. ♚xf6 ♙d8!, and White doesn't have enough time to double the major pieces.

12. g4! would have won the Knight. That move has a hidden threat of 13. g5! also, winning the Queen.

12	...	dxe4
13	♟xe4	♙b6+
14	♞g2	f5
15	exf6	

15. ♞d6+ ♞e7 16. g4 is stronger: 16... f×g4 17. f5 ♙e3 18. ♞×g4 ♙×c1 19. ♞axc1 +-; 16... ♞g6 17. h3 △18. ♞h2 +-.

15	...	♞×f6
16	♞×f6+	g×f6

After 16... g×f6, White doesn't have much advantage to claim.

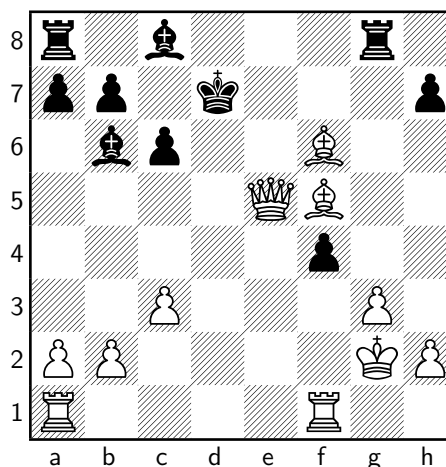
17	f5	exf5??
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Overlooking that the Queen is attacked. However, after 17... ♞g7 18. f×e6 ♙×e6 19. ♞e1 and White has initiative. An interesting variation is 19... O-O-O 20. ♞×e6 ♞d7 21. ♙f5! ♞×d1 22. ♞d6+ ♞c7 23. ♞×d1 ♞×d1 24. ♙f4+ ♞d6 25. ♞e1 ♞hd8 26. ♞e7+ ♞b8 27. ♞×h7, and White has all chances to win. However, this is almost impossible to calculate in a leapfrog simul!

After this blunder, the game is pretty uninteresting.

18	♙×h6	f4
19	♞h5+	♞d8
20	♙g7	♞g8
21	♙×f6+	♞c7
22	♞e5+	♞d7
23	♙f5#	

23. ♞e7 also is mate.



1-0

2.9 Umesh (odd) & Mr. G (even) – Nandit (1–0)

- UMESH (ODD) & MR. G (EVEN)
- NANDIT

Leapfrog Simul:
2013.01.26

D00d: Queen's Pawn Game: 2. e3

Nandit made a weak sixth move, allowing us to win a Bishop for two pawns. This compromised our King's safety, but before Nandit's other pieces joined the attack, we could exchange the queens. The rest was simple technique.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

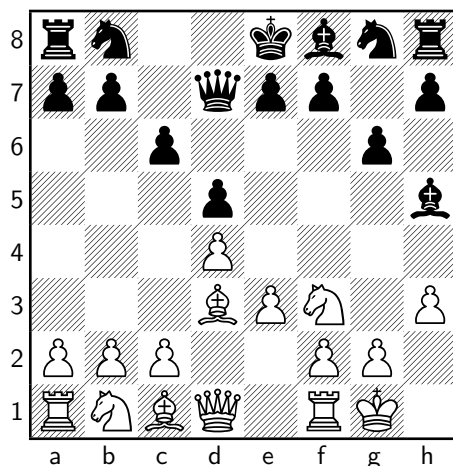
1	d4	d5
2	e3	c6
3	♘d3	g6
4	♞f3	♘g4
5	O-O	♚d7
6	h3	♘h5?

Queens could be exchanged before Black could develop more pieces.

7	g4	♘xg4
8	h×g4	♚xg4+
9	♞h1	♚h3+

After 6... ♘xg4 7. ♚xg4 ♞f6, Black is OK.

9... ♞f6 10. ♞h2 ♚h4 11. ♚f3 leads to the same position as in the game.



10	♞h2	♞f6
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10... ♞d7 is a little more active: 11. ♚f3 ♚h4 12. ♚g3 ♚xg3 13. f×g3 e5 ±.

11	♚f3	♚h5
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Black cannot avoid exchanging Queens: 11... ♚h4 12. ♚g3 +-.

12	♚xh5	♞xh5
13	♞c3	e6
14	e4	♘b4
15	♘d2	♞a6
16	e5	O-O
17	♞g4	♚ab8
18	♘e2	b5
19	♘h6	♚fc8

Now, White can win the Bishop for a pawn by 7. g4, but the Kingside will be dangerously exposed. I thought for a little while and was convinced that the

Black could try 19... ♖xc3 20. ♗xf8 (20. bxc3 +-) ♗xb2 21. ♖ab1 ♗xd4 22. ♗d6 ♖c8 23. a4 +-.

20	♗e3	f5
21	♗xh5	g×h5
22	♖g1+	♗h8
23	♖g5	

23. ♗g7+ ♗g8 24. ♗f6+ ♗f8 25. ♗e2 +-.

23	...	♖g8
24	♖ag1	♖g6
25	♖xg6	h×g6
26	♖xg6	♖g8

Mr. G. would definitely have played 27. R×g8+, exchanging off more pieces, but I decided to grab a couple more pawns.

27	♖xe6	♗b8
28	♗xf5	♗f8
29	♖f6	

Because 29... ♗xh6 30. ♖xh6 is check-mate!

29	...	♗d7
30	♖xc6	♗h7
31	♗xf8	

31. ♗xd5 is interesting, because 31... ♗xh6 32. ♖xh6 is again checkmate.

31	...	♖xf8
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31... ♗xf8 32. ♖h6#.

32	♖c7	
----	-----	--

32. ♖h6+ ♗g8 33. ♗xd5 +-.

32	...	♖xf5
33	♖xd7+	♗g6
34	♗g2	♖g5+
35	♗h3	

To guard the h-pawn, but 35. ♗f3 is ok, probably better.

35	...	♗f5
36	♖xd5	♖g4
37	♖d6	♗f4
38	♖f6+	♗g5
39	f4+	

Forcing the exchange of rooks and queening the pawn.

39	...	♖xf4
40	♖xf4	♗xf4
41	e6	♗f3
42	♗xb5	♗e2
43	e7	a6
44	e8♖+	♗d2
45	♖e4?	

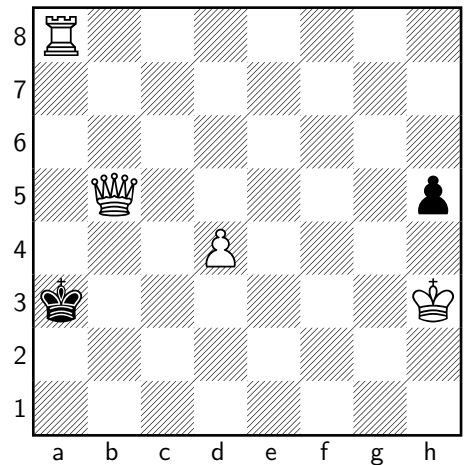
45. ♗a3 is checkmate in 5.

45	...	a×b5
46	♖d3+	♗c1
47	c4	

47. d5 is much faster.

47	...	b×c4
48	♖xc4+	♗xb2
49	a4	♗a3
50	♖b5	♗a2
51	a5	♗a1
52	a6	♗a2
53	a7	♗a3
54	a8♖#	

1-0



2.10 Umesh (odd) & Mr. G (even) – Pryal (1–0)

- UMESH (ODD) & MR. G (EVEN)
- PRYAL

Leapfrog Simul:
2013.01.26

D00d: Queen's Pawn Game: 2. e3

A weak move by Pryal on move 8 allowed us to win a pawn with attack. Pryal didn't defend properly and had to give up heavy material.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	d5
2	e3	e6
3	♙d3	c6
4	f4	♘f6
5	♘f3	♙d6
6	♘bd2	♘g4
7	♚e2	♘a6
8	c3	O-O?
9	O-O	

10	♙xh7+	♚xh7
11	♘g5+	♚g8
12	♚xg4	f5?

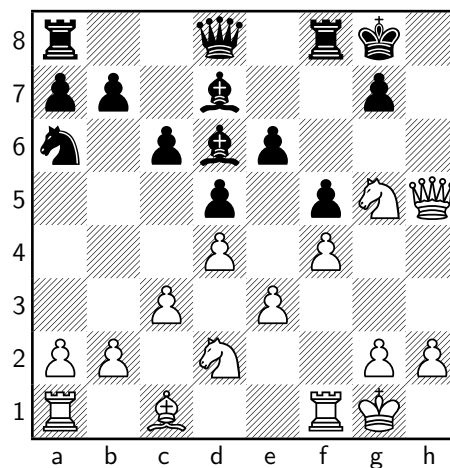
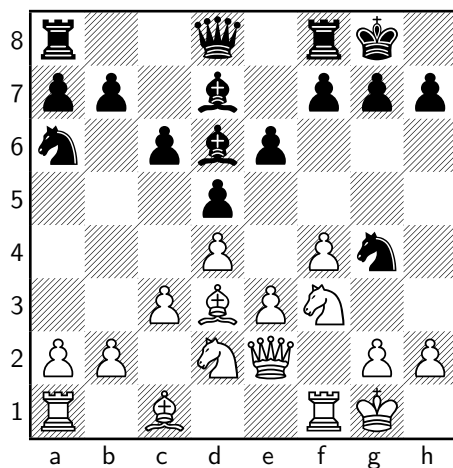
Black should drive the dangerous Knight away with 12... f6 13. ♘xe6 ♚e7 14. f5 ♙xe6 15. fxe6 ♚ae8. But White can continue with 16. e4! ♚xe6 17. ♚xe6 ♚xe6 18. exd5 cxd5 19. ♘f3 ±.

I missed the simple combination 9. ♙xh7+ ♚xh7 10. ♘g5+ and 11. ♚g4, but Mr. G. found it on the next move.

9 ... ♙d7

13 ♚h5

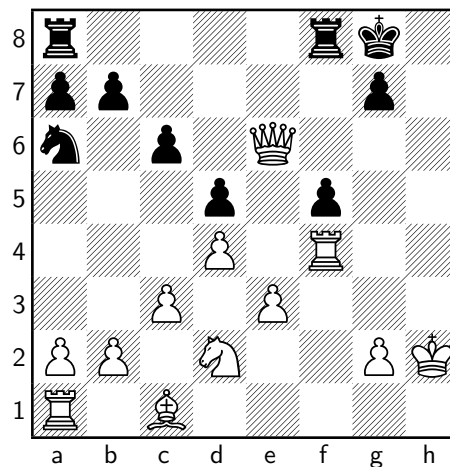
9... f5 =.



Black has only one way to avoid checkmate and losing big material: 13... ♖f6 14. ♔h7+ ♘f8 15. ♔h8+ ♙e7 16. ♔g7+ ♙e8. White doesn't have an immediate checkmate, but the two extra pawns and initiative are sufficient to win.

Instead, Pryal tried some desperado moves.

13	...	♔×g5
14	f×g5	♙×h2+
15	♙×h2	♙e8
16	g6	♙×g6
17	♔×g6	♙h8
18	♖f4	♙g8
19	♔×e6+	



Black resigns. 19... ♖f7 (19... ♙h8 20. ♖h4#) 20. ♖×f5 ♖af8 21. ♖×f7 ♖×f7 22. ♘f3, Black has nothing to play.

1-0

2.11 Umesh (odd) & Mr. G (even) – Saravana (1–0)

- UMESH (ODD) & MR. G (EVEN)
- SARAVANA

Leapfrog Simul:
2013.01.26

A45d: Indian Defence: 2. e3

An interesting game. Saravana missed several chances for counterplay. We also made several mistakes. After the initial counterattack boiled down, White's lead development decided the issue.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	♘f6
2	e3	d6
3	♙d3	g6
4	♘f3	♙h6
5	O-O	O-O
6	c4	♚d7
7	♘c3	♘h5
8	e4	♙xc1
9	♙xc1	♘f4

10 ... g5??

Black could have won a pawn and obtain a dangerous attack by 10... ♘xg2! 11. ♖xg2 ♚h3+ 12. ♖g1 ♚xf3. Since 13... ♙h3 is threatened, White should play 13. ♘c3, and now Black can either get to an end game with an extra pawn with 13... ♚xd1 14. ♙cxd1 ♘c6 15. d5 ♘d4 16. ♖g2 c5 ±, or continue the attack with 13... ♚h3 14. ♘d5 ♘c6 15. ♘xc7 ♘xd4 16. ♙e2 ♘xe2+ 17. ♚xe2 ♚h4! 18. ♚e3 ♙h3 19. ♙fe1 ♙ac8 ±.

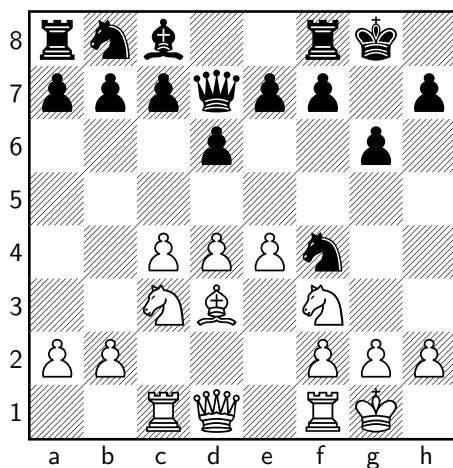
11 ♘xg5?

Better is 11. ♘xf4 gxf4 12. c5.

11 ... f6?

Again, 11... ♘xg2! is possible, but not as effective as before: 12. ♖h1! ♙13. ♙g1 ±.

12 ♘f3



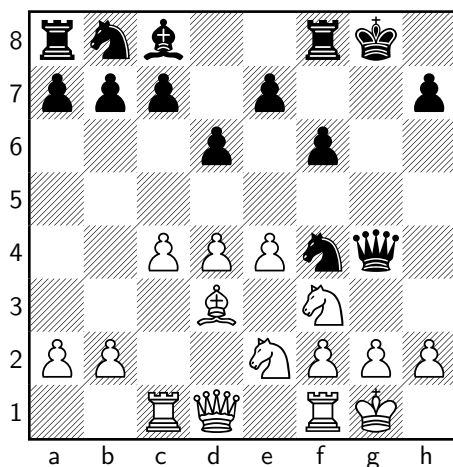
10 ♘e2?

This could have costed us the game is Saravana saw the correct continuation. Instead, 10. ♘d5! is good.

12. ♖xf4 f×g5 13. ♖e2 is better.

12 ... ♖g4

This was the last chance to play 13... ♖xg2!



Stronger was 18. cxd6! If Black plays 18... ♗xf3, White can continue with 19. dxc7, 19. dxe7 or even 19. ♖xc7, with advantage. Or 18... cxd6 19. ♖c7! +-.

18 ... dxc5
19 ♖xc5 ♖d7?
20 ♖xc7 ♖ad8
21 f3 ♗h5
22 ♖fc1

White is winning.

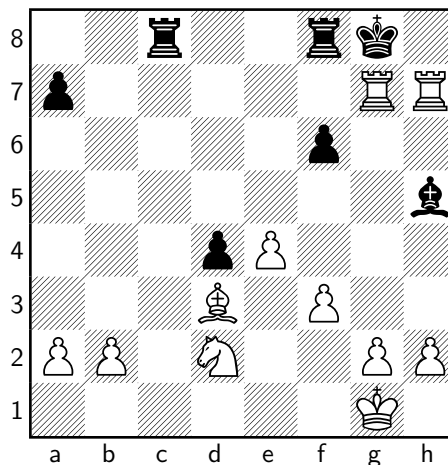
22 ... ♖h8
23 ♖xb7 e5
24 ♖cc7 exd4
25 ♖xd7 ♖c8
26 ♖xh7+ ♖g8
27 ♖bg7#

After a series of mistakes, White consolidates the position with an extra pawn and advantage.

13 ♖xf4 ♖xf4
14 ♖d2 ♖g4
15 ♖h6

15. c5! would have punished Black's poor development.

15 ... ♖g7
16 ♖xg7+ ♖xg7
17 c5 ♗g4
18 ♖d2



1-0

2.12 Umesh (odd) & Mr. G (even) – Prerana (1–0)

- UMESH (ODD) & MR. G (EVEN)
- PRERANA

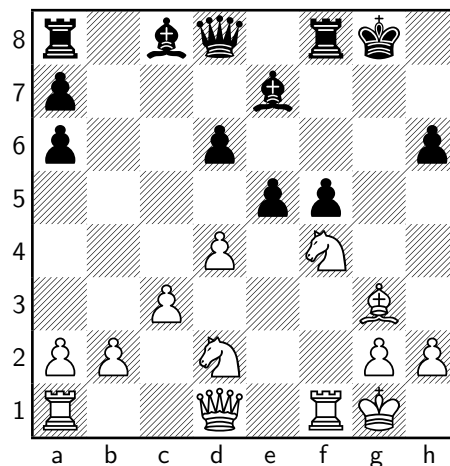
Leapfrog Simul:
2013.01.26

A40a: Queen's Pawn Game

Prerana was giving away material right from the beginning. She pushed her center pawns to create some threats, other than that, an uninteresting game.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	♞a6?!
2	e4	♞f6?
3	♟×a6	b×a6
4	e5	♞e4??
5	f3	♞g5
6	♟×g5	h6
7	♟h4	g5
8	♟f2	e6
9	♞e2	♟b4+
10	c3	♟e7
11	O-O	O-O
12	♞d2	d6
13	exd6	cxd6
14	♟g3	f5
15	f4	gxf4
16	♞xf4	e5



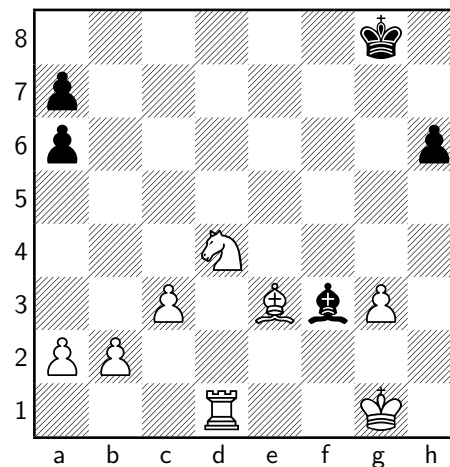
17 dxe5

17. ♞g6! ♜f7 (17... ♜f6?? 18. ♞xe7+ ♜xe7 19. ♟h4 +-) 18. dxe5 dxe5 19. ♞xe5 +- would have avoided all the complications happened in this game.

17 ... dxe5
18 ♞e2

18. ♞g6 now will lose the Knight to 18... ♜b6+ but 18. ♜b3+ ♟h7 19. ♞e6 ♟xe6 20. ♜xe6 would be very strong.

18	...	f4
19	♙f2	♙b7
20	♘b3	e4
21	♔xd8	♚axd8
22	♚fd1	e3
23	♙e1	f3
24	gxf3	♙xf3
25	♚xd8	♙xd8
26	♘bd4	♙e4
27	♚d1	♙c7
28	♙g3	♙f4?
29	♙xf4	♚f6
30	♙xe3	♚g6+
31	♘g3	♚xg3+?
32	h×g3	♙f3?



33 ♚f1?

A simple 33. ♘xf3 was possible. I somehow didn't see that!

Prerana resigned here.

1-0

2.13 Umesh (odd) & Mr. G (even) – Rahul (1–0)

- UMESH (ODD) & MR. G (EVEN)
- RAHUL

Leapfrog Simul:
2013.01.26

D00d: Queen's Pawn Game: 2. e3

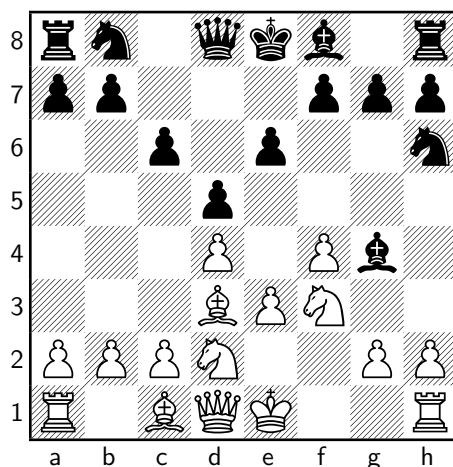
On move 6, Rahul overlooked that a piece pinned against the Queen can move and placed his on Queen so that a Knight pinned against the Queen attacks it, and lost a piece. He lost the second piece on move 15. After that, it was only a matter of playing actively for us to win the game.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	d5
2	e3	c6
3	♙d3	♘h6
4	f4	♙g4
5	♘f3	e6
6	♘bd2	

7	♙xh4	♙xd1
8	♙xg4	♙e7
9	♘hf3	

9. ♘df3 makes more sense.



9	...	♘g4
10	♙e2	f5
11	h3	♘f6
12	♘e5	♘h5

Threatening 13... ♘g3+.

13	♙f3	♙h4
14	♘f1	

14. g4! ♘f6 (14... f×g4 15. h×g4 and Black cannot save both the pieces.)

14	...	g5??
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Loses one more piece.

6	...	♙h4+?
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Loses a piece. The Knight on f3 is not absolutely pinned.

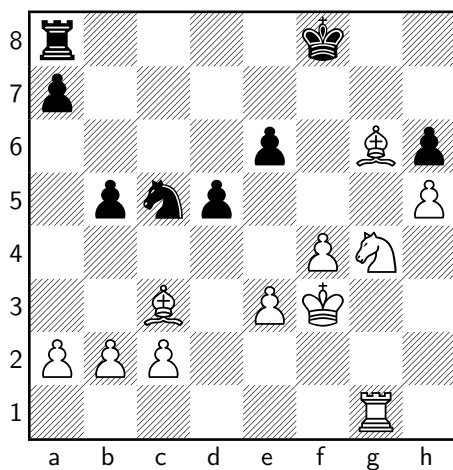
15	g3	g4+
16	h×g4	♙g8
17	g×h5	

17. ♖×h4! ♘f6 18. g×f5 e×f5 19. ♕×f5 is better.

17	...	♕f6
18	♖g1	h6
19	g4	f×g4+
20	♖×g4	♖g7
21	♖g6!	♖×g6
22	♕×g6+	

My plan was 22. h×g6, followed by ♘g3, ♕d2 and ♖g1. This is also good.

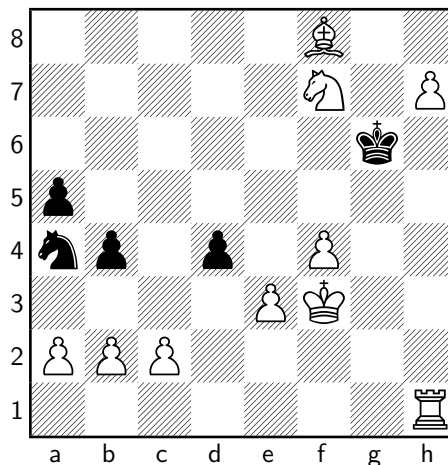
22	...	♖f8
23	♘h2	♘a6
24	♘d7+	♖e7
25	♘×f6	♖×f6
26	♕d2	c5
27	♘g4+	♖g7
28	♖g1	b5
29	d×c5	♘×c5
30	♕c3+	♖f8



31 ♘×h6

If it were Mr. G.'s move, he would not have missed 31. ♕b4! ♖c8 32. ♘e5! with the threats 33. ♘d3 and 33. ♕×c5+ ♖×c5 34. ♘d7+. If 32... ♖g8 33. ♕f7+ ♖f8 34. ♖g8+ is killing.

31	...	a5
32	♘f7	b4
33	♕d4	♘a4
34	h6	♖e7
35	h7	♖f8
36	♖h1	e5
37	♕×e5	d4
38	♕d6+	♖f6
39	♕×f8	♖×g6

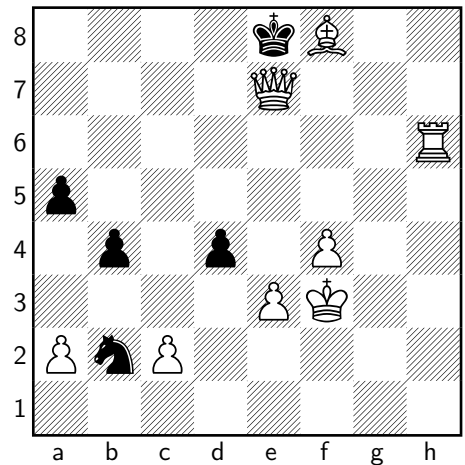


40 h8♖

40. ♘d6! and there is no reply to 41. ♖h6#!

40	...	♖×f7
41	♖h6	♘×b2
42	♖g7+	♖e8
43	♖e7#	

1-0



2.14 Umesh (odd) & Mr. G (even) – Jeffrey (1–0)

- UMESH (ODD) & MR. G (EVEN)
- JEFFREY

Leapfrog Simul:
2013.01.26

D00e: Queen's Pawn Game: Stonewall Attack

Jeffrey's opening was ok, but he blundered a pawn on move 12, and an exchange on move 15, after which the win was pretty straightforward.

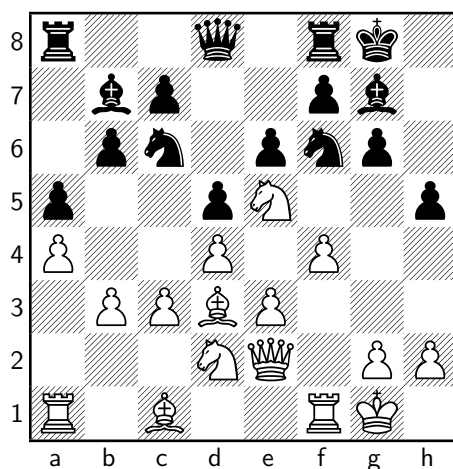
I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	d5
2	e3	♘f6
3	♙d3	♘c6
4	f4	g6
5	c3	♙g7
6	♘f3	b6
7	♘bd2	♙b7
8	O-O	O-O
9	♖e2	e6
10	a4	a5
11	♘e5	h5
12	b3	

Loses a pawn, and makes an already difficult position more difficult.

13 ♙x b5

13. a×b5! is much stronger. The Knight is attacked, and the pawn on b5 can be a real annoyance for Black. After 13... ♘e7 14. ♙a3 followed by 15. ♖a2 and 16. ♖fa1 launches a powerful attack on the Queenside.

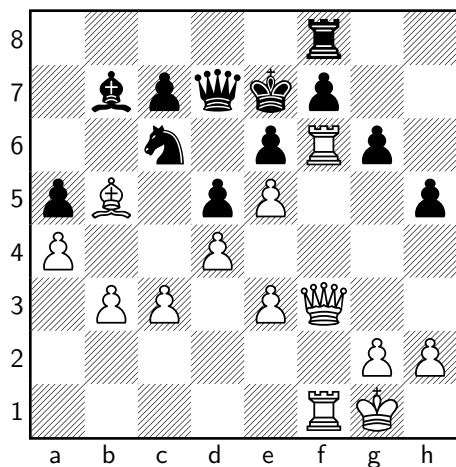


12 ... b5?

13	...	♘a7
14	♙d3	♘c6
15	♙a3	♖c8?

Loses the exchange also.

16	♙x f8	♔x f8
17	♖fc1	♘d7
18	♘xd7+	♖xd7
19	♙b5	♖e8
20	♘f3	♖b8
21	♘e5	♙xe5
22	f×e5	♔e8
23	♖f1	♖d8
24	♖f6	♔e7
25	♖f3	♖f8
26	♖f1	

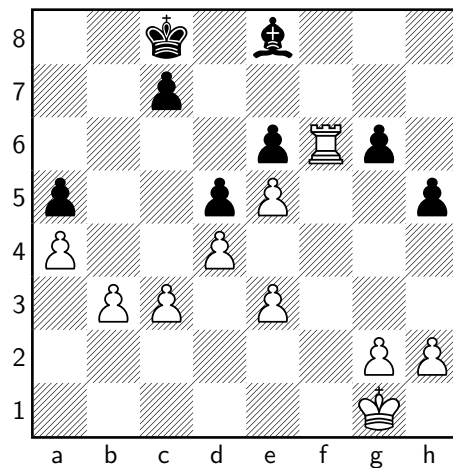


White has a tremendous pressure on the f-file, defending which is difficult. If 26... ♖e8, both 27. c4 and 27. e4 dxe4 28. ♖xe4 are very strong.

26	...	♔d8
27	♖xf7	♖xf7
28	♗xf7	♗xf7
29	♖xf7	♔c8
30	♕xc6	

Exchanging one pair of pieces is good, but that Bishop would be very good to hunt the Black pawns. 30. ♖f6 is better.

30	...	♕xc6
31	♖f6	♕e8



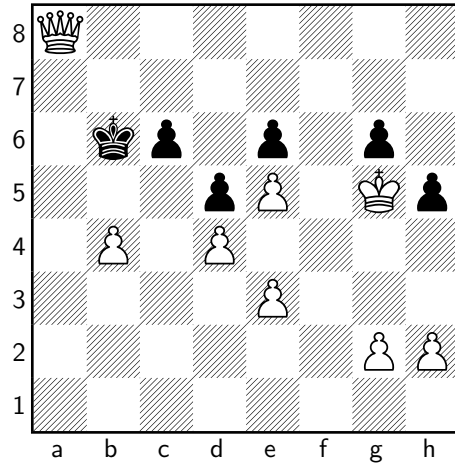
32 ♖f8

Typical Mr. G.! “When you have an advantage, trade as many pieces as possible without seeking the best plan!” is his motto. I would have grabbed the pawn on e6. The Bishop anyway has not many ways to escape from the Rook.

32	...	♔d8
33	♔f2	♔e7
34	♖xe8+	♔xe8
35	♔g3	

With two extra pawns, White easily wins this King and pawn endgame.

35	...	♔f7
36	♔f4	c6
37	b4	axb4
38	cxb4	♔e7
39	♔g5	♔f7
40	a5	♔e7
41	a6	♔d7
42	a7	♔c7
43	a8♗	♔b6



44 ♖a5+

All roads lead to Rome, but 44. ♖b8+ ♜a6 45. h4! c5 46. dxc5! d4 47. ♖b6# was a faster checkmate.

44 ... ♜b7
45 ♜f6 ♜b8
46 ♜xe6

46. ♜e7 mates in four.

46 ... ♜c8
47 ♜d6

47. ♖b6 mates faster.

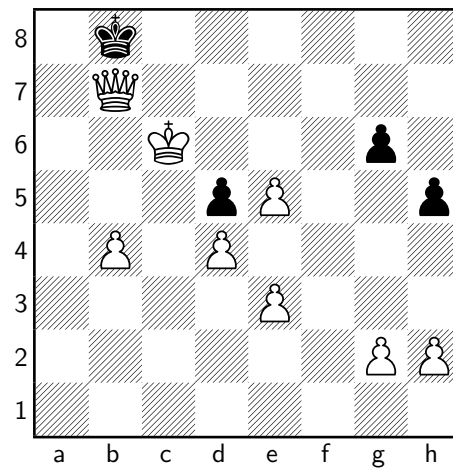
47 ... ♜b7
48 ♖c5

48. ♖c7 followed by 49. ♜xc6 mates next move.

48 ... ♜c8
49 ♖xc6+

49. ♖a7 or 49. ♖b6 mates next move.

49 ... ♜b8
50 ♖d7 ♜a8
51 ♜c6 ♜b8
52 ♖b7#



1-0

2.15 Umesh (odd) & Mr. G (even) – Jasper (1–0)

- UMESH (ODD) & MR. G (EVEN)
- JASPER

Leapfrog Simul:
2013.01.26

D00d: Queen's Pawn Game: 2. e3

Jasper played well in the opening, but made a single blunder on move 14 which costed him the game.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

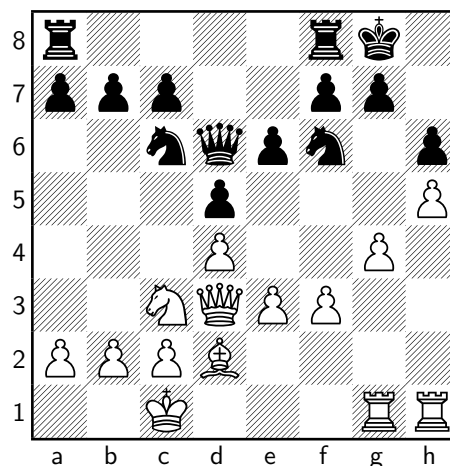
1	d4	♘f6
2	e3	d5
3	♙d3	♙g4
4	♘e2	e6
5	f3	♙f5
6	g4!?	♙xg4

6... ♘xg4?! 7. hxg4 ♖h4+ (7... ♙xg4 8. ♖d2 ♖h4+ 9. ♘g3 transposes.) 8. ♘g3 (8. ♖d2! ♙xg4 9. ♖e1! ±) ♙xg4 9. ♖d2 ±.

7	♖xg4	♙d6
8	♙d2	O-O
9	♘bc3	♙b4
10	O-O-O	♙xc3
11	♘xc3	♘c6
12	h4	♖d6
13	h5!	

Not allowing 13. g5 ♘h5! and White's King-side attack comes to an end. Now White threatens 14. g5.

13	...	h6
14	♙d1	

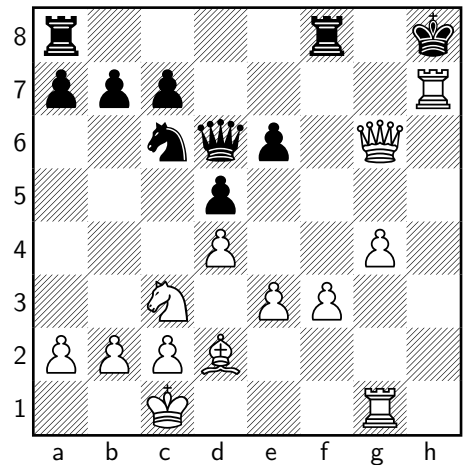


Jasper played the game well till now, even though White has a King-side attack. The attack can be defended by 14... ♘h7 15. f4 f6. Black has a passive, cramped position but not very worse off.

Instead, Jasper makes a horrible move (Did he overlook that White can capture *en passant*?), which immediately loses.

14	...	g5??
15	hxg6	f×g6?
16	♖xg6+	♙h8
17	♙xh6+	♘h7
18	♙xh7#	

1-0



2.16 Umesh (odd) & Mr. G (even) – Sasank (1–0)

- UMESH (ODD) & MR. G (EVEN)
- SASANK

Leapfrog Simul:
2013.01.26

D00d: Queen's Pawn Game: 2. e3

Sasank lost a pawn move 13, and had an inferior position. A blunder on move 16 allowed us to win a pawn and a piece and launch a powerful mating attack.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	d5
2	e3	♟f6
3	♙d3	♙g4
4	♞e2	♞c6
5	f3	♙h5
6	♞f4	g5
7	♞xh5	♞xh5
8	O-O	♞b4
9	♙b5+	

9. ♙e2, not giving Black a chance to play 9... c6, was simpler and better.

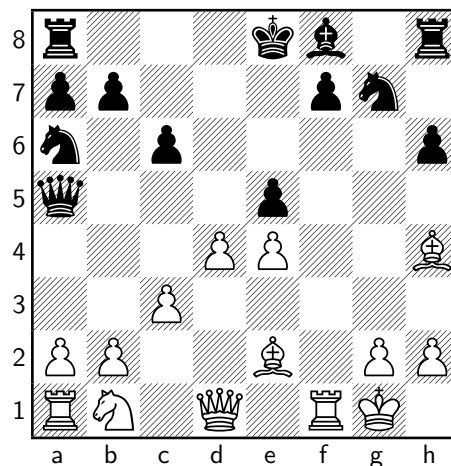
9	...	c6
10	♙e2	

My idea was 10. ♙a4, but Mr. G.'s move is much better.

10	...	♞a5
11	c3	

11. ♙d2! ♞b6 12. c4 is better.

11	...	♞a6
12	e4	♞g7?
13	♙xg5	h6
14	♙h4	dxe4
15	fxe4	e5



16 ♞b3 ♙e7??

Overlooking the attack on f7. 16... ♞c7 was necessary. (16... ♞e6 17. ♙h5!) Even then, 17. ♙c4 continues the attack.

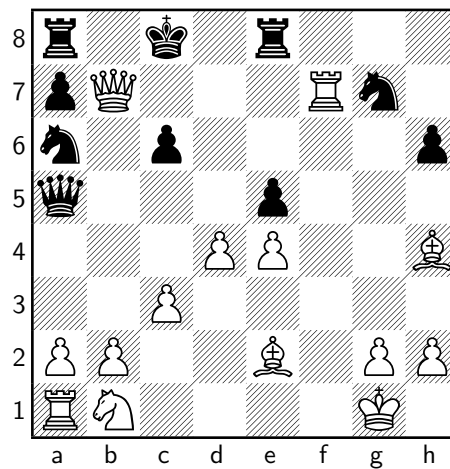
17	♞xf7+	♙d7
18	♞xe7+	♙c8
19	♞f7	

19. ♙xa6! ♞xa6 20. ♞f7 ♞b6 21. ♞d2
△22. ♞c4 is stronger.

19 ... ♖e8?

19... ♘c7 was the only way to prevent immediate mate.

20 ♖xb7#



1-0

2.17 Umesh (odd) & Mr. G (even) – Amogh (1–0)

- UMESH (ODD) & MR. G (EVEN)
- AMOGH

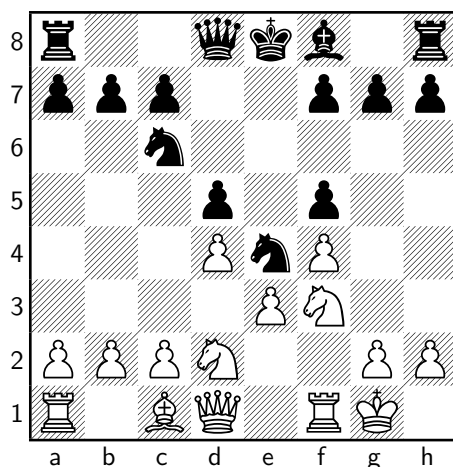
Leapfrog Simul:
2013.01.26

D00d: Queen's Pawn Game: 2. e3

Amogh missed an opportunity to win a pawn but was doing fine with an almost level position, when he blundered on move 18, allowing a checkmate in two.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	d5
2	e3	♘c6
3	f4	♘f6
4	♙d3	♙g4
5	♘f3	e6
6	♘bd2	♙f5
7	♙xf5	exf5
8	O-O	♘e4



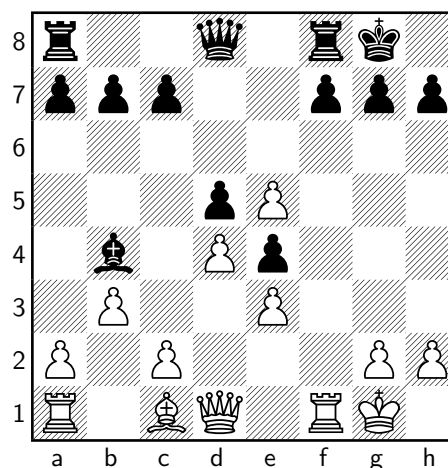
9 b3?

Trying to develop the dark-squared Bishop, but this creates a big hole on c3. 9. ♘e5 was better.

9 ... ♙b4?

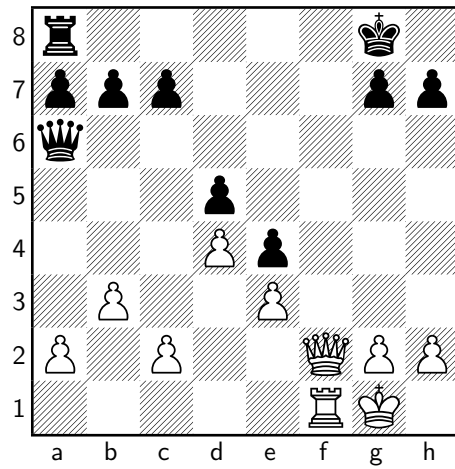
Black could snatch the opportunity with 9... ♘c3! 10. ♖e1 ♘b4, and White needs to be very precise: 11. ♘b1! ♘cxa2 (11... ♘xc2? 12. ♖xc3 ♘xa1 13. ♖xa1 ±) 12. ♖e2 ♘xc1 13. ♖xc1 ♖.

10	♘xe4!	fxe4
11	♘e5	♘xe5
12	fxe5	O-O



White's problems are over, and White's open f-file is counter-balanced by Black's better pawn structure.

13	♙d2	♙x d2
14	♖x d2	f6
15	e x f6	♖x f6
16	♖x f6	♖x f6
17	♖f1	♖a6
18	♖f2	



White has only a very slight plus in this position, and after 18... ♖e6, Black should do fine. Instead, he commits a blunder.

18	...	♖x a2??
19	♖f7+	

Black resigns. After 19... ♖h8 20. ♖f8+! ♖x f8 21. ♖x f8#.

1-0

2.18 Umesh (odd) & Mr. G (even) – Laura (1–0)

- UMESH (ODD) & MR. G (EVEN)
- LAURA

Leapfrog Simul:
2013.01.26

A40m: Queen's Pawn Game: 1... e6

Laura was exchange down in 10 moves and a whole rook down in 13 moves, and gave up another piece on move 18. White's attack was fierce, winning more and more material, finally ending in checkmate on move 33.

Umesh made the odd-numbered moves from 1 to 29, and moves 30 and 32, while Mr. G. made the even-numbered moves from 2 to 28 and moves 31 and 33.

1	d4	e6
2	e3	♟b4+
3	c3	♞e7
4	♞d3	♞f6
5	f4	O-O
6	♞f3	d5
7	♞bd2	♞a6
8	♞e5	b6

9. ♞c6 ♞d6 10. ♞xe7+ ♞xe7 11. e4 is stronger, due to better development.

9 ... ♞b8?

Loses the exchange.

10	♞c6	♞e8
11	♞xb8	♞xb8
12	g4	♞xg4??

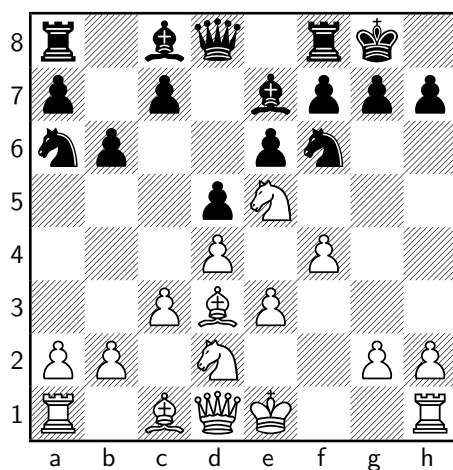
Loses a piece also.

13	♞xg4	e5
14	♞g2	e4
15	♞e2	a6
16	♞h1	

16. f5! △17. f6! is stronger.

16	...	b5
17	f5!	c6
18	f6	♞xf6??

Loses one more piece.



9 O-O

19	♖xf6	♘d7
20	♖f4	c5
21	♘f1	cxd4
22	exd4	g5?
23	♙xg5+	♚h8
24	♖h4	♖g8
25	♙h6	♖g7
26	♘g3	♙g8
27	♕f4!	

I almost played 27. ♘h5?? allowing 27... ♖g1#!

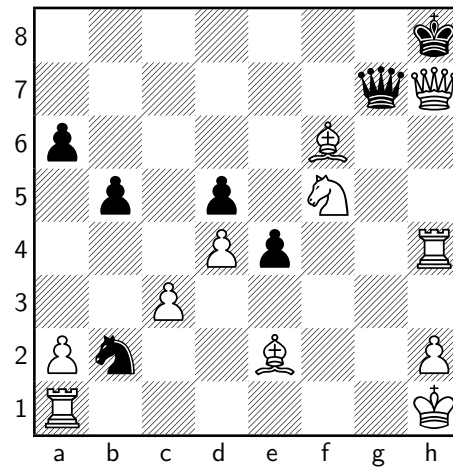
27	...	♘b6
28	♕e5	♘a4
29	♘h5	

I made this move and Laura passed when Mr. G. was at the board. I was also supposed to pass, but by mistake I made the next move. So, moves 30 and 32 were made by me, while 31 and 33 were made by Mr. G.

29	...	f6
30	♕xf6	♕f5
31	♘xg7?!	

31. ♕xg7+ ♙xg7 32. ♙xg7# is straightforward.

31	...	♘xb2
32	♘xf5+	♙g7
33	♙xh7#	



1-0

2.19 Umesh (odd) & Mr. G (even) – Shreyas (1–0)

- UMESH (ODD) & MR. G (EVEN)
- SHREYAS

Leapfrog Simul:
2013.01.26

D00d: Queen's Pawn Game: 2. e3

Shreyas blundered a pawn on move 9, a Knight on move 22 and a Rook on move 26. The Queens were exchanged off on move 13, so it was a very easy task for us to drive the victory home.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	♘f6			
2	e3	d5			
3	♙d3	g6			
4	♘f3	♘c6			
5	c3	♙f5			
6	♙b5	a6			
7	♙xc6+	bxc6			
8	♖a4	♙h6?			

16. c4 bxc4 17. bxc4 ♙c6 18. e4 opens up the position in White's favor.

16	...	e5
17	a4	

Loses a pawn.

Again, 17. c4 dxc4 18. dxe5 dxe5 19. ♖ac1 launches a dangerous attack.

9	♖xc6+	♙d7			
10	♖c5				

10. ♖b7 is a better route to escape via b3 or (if Black plays 10... ♖b8) a6.

10	...	♖g8			
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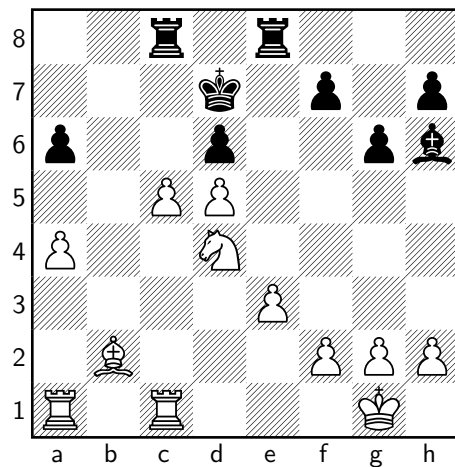
17	...	♙d3
18	♖ec1	♙e4
19	c4	♙xf3
20	♘xf3	

Black could try 10... ♙f8, and the threat of ...e6 forces White to play 11. ♖a5. The Queen is not well-placed on c5.

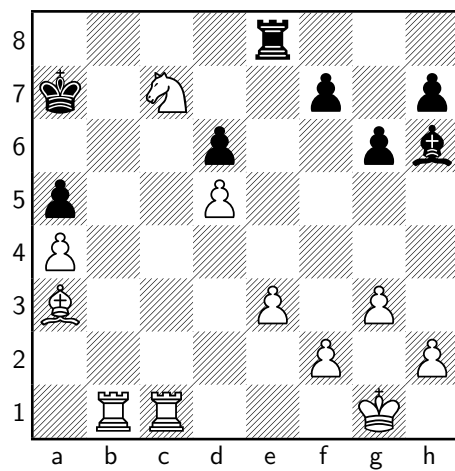
20. dxe5 dxe5 21. cxd5+ ♖b7 22. ♘xf3 is stronger but this is simple.

11	O-O	♙b5			
12	♖e1	♖d6			
13	♖xd6	cxd6			
14	b3	O-O-O			
15	♘bd2	♖ge8			
16	♙b2				

20	...	exd4
21	♘xd4	♘e4
22	cxd5+	♘c5?
23	b4	♙d7
24	bxc5	♖c8



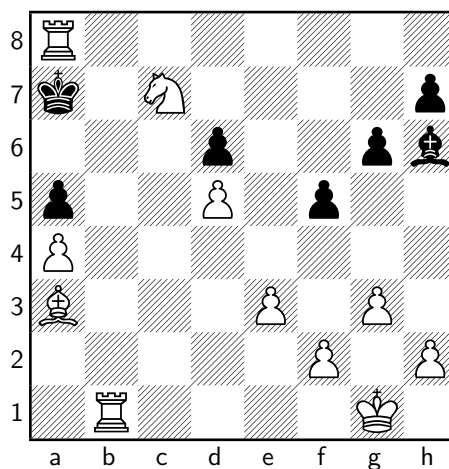
25	c6+	♔d8
26	g3	♚b8?
27	c7+	♔c8
28	cxb8♖+	♔xb8
29	♚ab1	a5
30	♙a3+	♔a7
31	♘b5+	♔a6
32	♘c7+	♔a7



33 ♘xe8

The beautiful 33. ♚c5!, threatening 34. ♚xa5#, mates next move: 33... dxc5 34. ♙xc5#.

33	...	♔a6
34	♚c8	♔a7
35	♘c7	f5
36	♚a8#	



1-0

2.20 Umesh (odd) & Mr. G (even) – Isha (1–0)

- UMESH (ODD) & MR. G (EVEN)
- ISHA

Leapfrog Simul:
2013.01.26

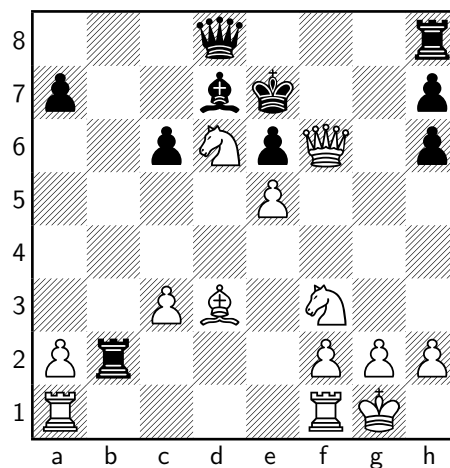
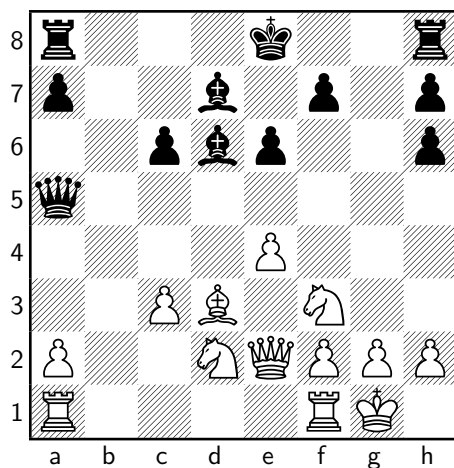
A40m: Queen's Pawn Game: 1... e6

A game where Isha made mistakes after mistakes, losing pawns and pieces and wasting moves.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	e6
2	e3	♟b4+
3	c3	♞d6
4	e4	♞c6
5	♞f3	♞h6?
6	♞xh6	g×h6
7	♞bd2	♞a5
8	♞d3	♞f8
9	♞e2	b5?
10	♞xb5	♞d6
11	d5	c6
12	dxc6	dxc6
13	b4	♞f4
14	♞d3	♞d7?
15	bxa5	♞xa5
16	O-O	♞d6

17	♞c4	♞d8?
18	♞xd6+	♞e7
19	e5	♞b8
20	♞e4	♞b2?
21	♞h4+	f6
22	♞xf6#	



1–0

2.21 Umesh (odd) & Mr. G (even) – Brandon (1–0)

- UMESH (ODD) & MR. G (EVEN)
- BRANDON

Leapfrog Simul:
2013.01.26

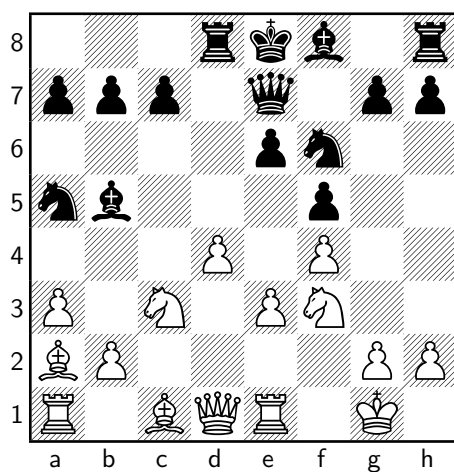
D00d: Queen's Pawn Game: 2. e3

Brandon handled the opening pretty well, but a careless move on move 12 costed him a piece. He abandoned the game halfway, but it was lost anyway.

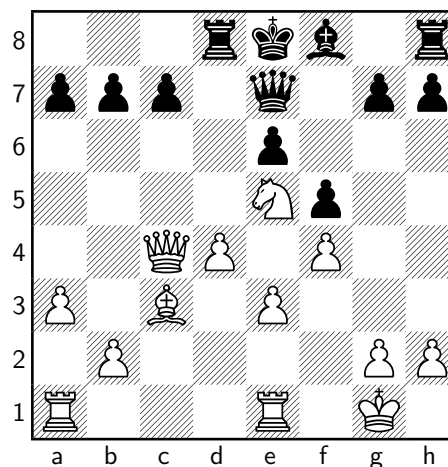
I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	d5
2	e3	e6
3	♘d3	♙c6
4	f4	f5
5	♗f3	♗f6
6	a3	♘d7
7	O-O	♖e7
8	c4	dxc4
9	♘xc4	♗a5
10	♘a2	♘b5
11	♞e1	♞d8
12	♗c3	

12	...	♘c4?
13	♘xc4	♗xc4
14	♖a4+	♖d7
15	♖xc4	♗d5
16	♗e5	♖e7
17	♘d2	♗xc3
18	♘xc3	



Brandon played well till this point, but the next move would lose a piece.



Brandon had to leave before the game is concluded. Anyway, he is a piece down and should lose this game.

1–0

2.22 Umesh (odd) & Mr. G (even) – Harrison (1–0)

- UMESH (ODD) & MR. G (EVEN)
- HARRISON

Leapfrog Simul:
2013.01.26

D00d: Queen's Pawn Game: 2. e3

Harrison tried a faulty combination to neutralize White's center, which costed him a piece and leaving his King vulnerable. I missed a mate in two, but further loss of material forced Black's resignation.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

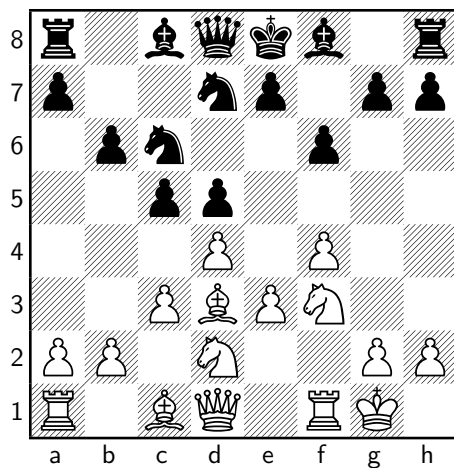
1	d4	d5
2	e3	c5
3	c3	b6
4	♙d3	♘c6
5	f4	♘f6
6	♘d2	♘d7
7	♘gf3	f6
8	O-O	

series of exchanges, but misses a tactical possibility on move 12.

9	fxe5	fxe5
10	♘xe5	♘cxe5
11	dxe5	♘xe5?
12	♖h5+!	♔d7

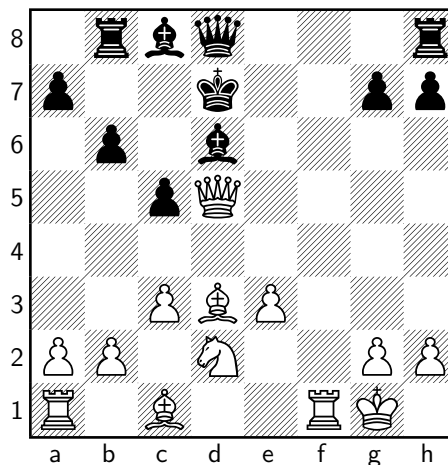
Black loses a piece anyway. 12... ♘g6 13. ♙xg6 is worse.

13	♖xe5	♙d6
14	♖xd5	♚b8



8 ... e5?

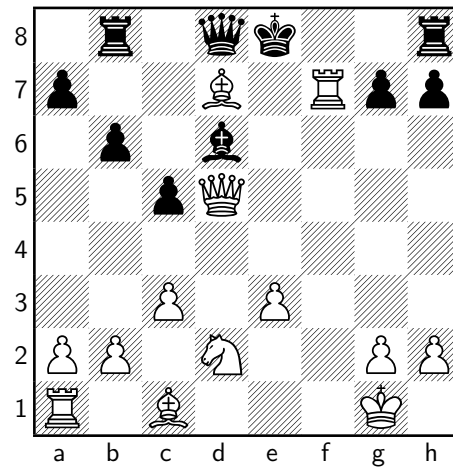
Harrison is trying to neutralize White's control over the e5 square with a freeing



15 ♖f7+

15. ♘b5+ mates on the next move. 15... ♙c7 16. ♖c6#, or 15... ♙e7 16. ♖f7#.

15 ... ♙e8
 16 ♘b5+ ♘d7
 17 ♘xd7+



Black resigns. After 17... ♙xd7 18. ♖xd7 ♙xd7 19. ♘e5, he will lose more material.

1-0

2.23 Umesh (odd) & Mr. G (even) – Raj (1–0)

- UMESH (ODD) & MR. G (EVEN)
- RAJ

Leapfrog Simul:
2013.01.26

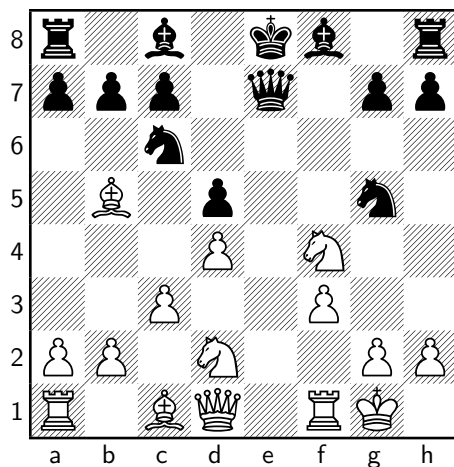
A40j: Queen's Pawn Game: Bogoljbow-Miles Defence

On move 11, Raj blundered into a pin, losing the Queen. He lost more material in the several moves that followed and ended in a checkmate on move 22.

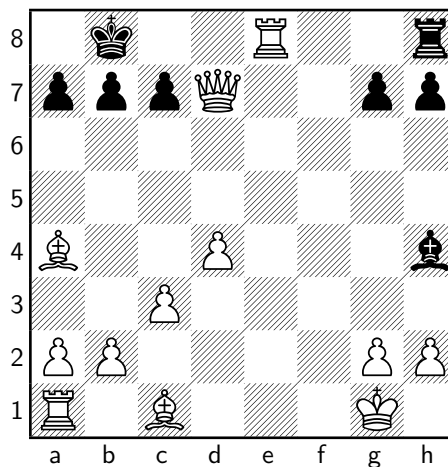
I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	♘c6	12	♖e1	♘xf3+
2	e3	♘f6	13	♘xf3	♙g4
3	c3	♘e4	14	♘xd5	O-O-O
4	♙d3	f5	15	♘xe7+	♙xe7
5	♘d2	d5	16	♙xc6	♙f6
6	♘e2	e6	17	♙a4	♙xf3
7	f3	♘g5	18	♗xf3	♙h4
8	O-O	e5	19	♗g4+	♖d7
9	♙b5	exd4	20	♗xd7+	♙b8
10	exd4	f4	21	♖e8+	
11	♘xf4	♗e7?			

Walking into a pin.



Black resigns. It is checkmate after 21...
♖xe8 22. ♗xe8♯.



1–0

2.24 Umesh (odd) & Mr. G (even) – Daniel (1–0)

- UMESH (ODD) & MR. G (EVEN)
- DANIEL

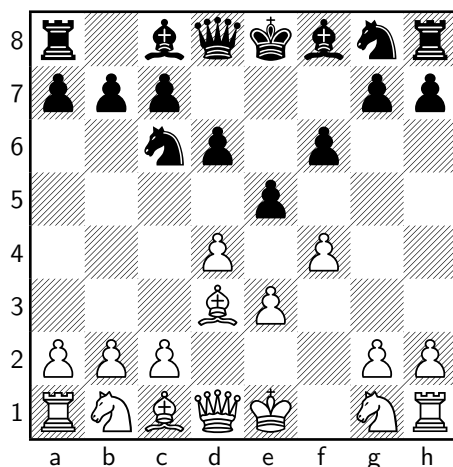
Leapfrog Simul:
2013.01.26

A40j: Queen's Pawn Game: Bogoljbow-Miles Defence

Daniel weakened his kingside by playing an early ... f6 allowing White to launch a strong attack winning material.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	♘c6
2	e3	d6
3	f4	f6
4	♙d3	e5

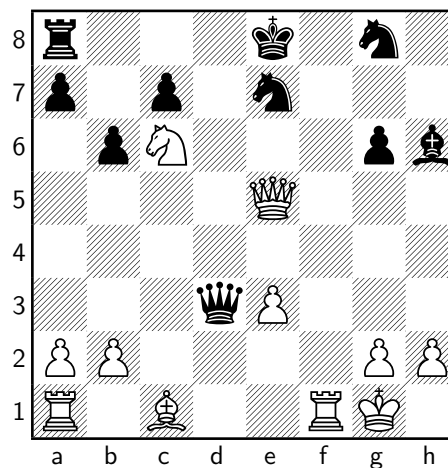


Black has weakened his kingside, and already got a lost game.

5	♙h5+!	g6
6	♙xg6+!	

Wins material and the game.

6	...	hxg6
7	♙xh8	♘ce7
8	fxe5	fxe5
9	dxe5	dxe5
10	♙xe5	♙h6
11	♘f3	♙f5
12	O-O	♙xc2
13	♘d4	♙xb1
14	♙xb1	b6
15	♘c6	♙d3
16	♙a1	



Daniel abandoned the game, but anyway it is lost for him.

1–0

2.25 Umesh (odd) & Mr. G (even) – Wilson (1–0)

- UMESH (ODD) & MR. G (EVEN)
- WILSON

Leapfrog Simul:
2013.01.26

D00e: Queen's Pawn Game: Stonewall Attack

This game followed the killer line, but rather than following it, Black blundered a piece, so we played a simpler game.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	♟f6
2	e3	d5
3	♙d3	♟c6
4	f4	e6
5	c3	♙e7
6	♟d2	O-O
7	♟gf3	♙d7
8	♟e5	♟a5
9	O-O	b6
10	g4	a6
11	g5	

Loses a piece, but even after 11... ♟e8, the killer combination from the famous Horowitz game is possible: 12. ♙xh7+ ♟xh7 13. ♖h5+ ♟g8 14. ♚f3 g6 15. ♖h6 ♟g7 16. ♚h3 ♟h5 17. ♟xg6! f×g6 18. ♖xg6+ ♟g7 19. ♚h8+! ♟xh8 20. g6! mates in two moves.

12 ♖xh5

Wins a piece and continues the attack, but after 12. ♙xh7+! ♟xh7 13. ♖xh5+ ♟g8 14. ♚f3, Black cannot do anything to meet the checkmate by ♚h3 and ♖h8.

12 ... g6
13 ♖h6

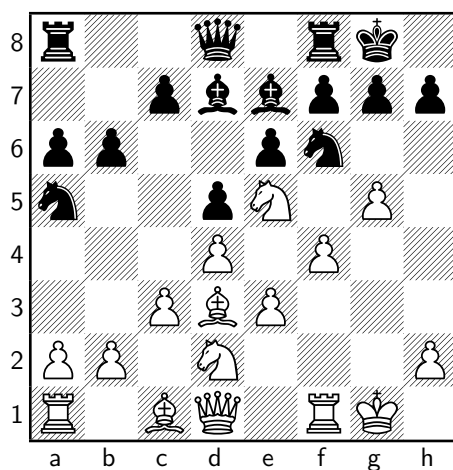
13. ♟xg6 h×g6 14. ♙xg6 f×g6 ♖xg6+ checkmates sooner.

13 ... ♚e8
14 ♚f3 ♙f8
15 ♖h4 b5?

15... h5 is better, but even after that 16. ♙xg6 f×g6 17. ♟xg6, followed by ♖xh5 checkmates.

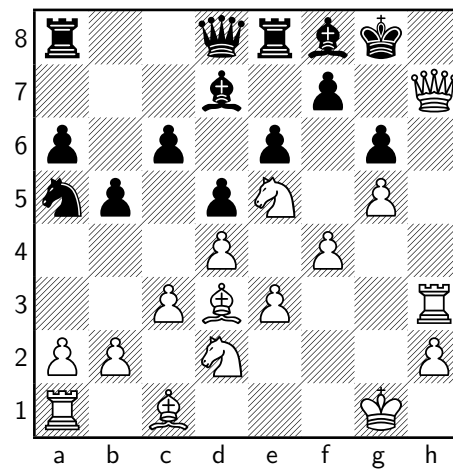
11 ... ♟h5?

16 ♚h3 c6?



After 16... h5, 17. ♘xg6 as in the previous move is possible, but also possible is 17. g×h6 ♖×h4 18. ♖×h4 ♗c8 19. h7+ ♕f8 20. ♘f7+ checkmating.

17 ♖×h7#



1-0

2.26 Umesh (odd) & Mr. G (even) – Likith (1–0)

- UMESH (ODD) & MR. G (EVEN)
- LIKITH

Leapfrog Simul:
2013.01.26

D00d: Queen's Pawn Game: 2. e3

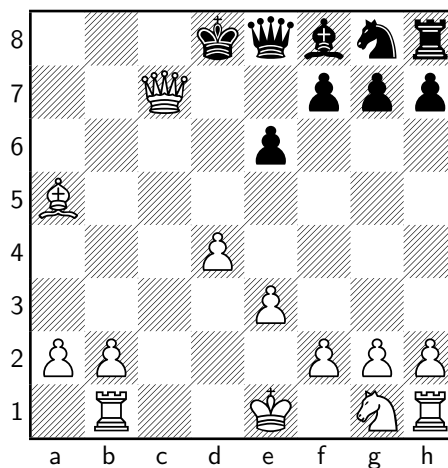
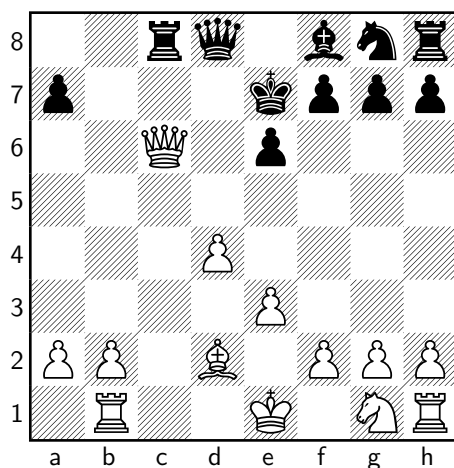
Likith lost two pawns and the right to castle in ten moves, and the rest was simple for us. On move 13, he chose a continuation that led to an immediate checkmate.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	d5
2	e3	f5
3	c4	dxc4
4	xxc4	xb1
5	xb1	e6
6	b3	c6
7	xb7	a5
8	b5+	c6
9	xc6+	xc6
10	xc6+	e7
11	d2	c8

12. b4+ f6 13. f3+ g6 14. e4+
h6 15. c3 is stronger, but Mr. G.
preferred a simpler continuation.

12	...	e8
13	xa7+	d8?
14	a5+	c7
15	xc7#	



1–0

12 ♖a4

2.27 Umesh (odd) & Mr. G (even) – Adarsh (1–0)

- UMESH (ODD) & MR. G (EVEN)
- ADARSH

Leapfrog Simul:
2013.01.26

D00e: Queen's Pawn Game: Stonewall Attack

Adarsh blundered a piece on move 11, and a Rook on move 18, and subsequently lost.

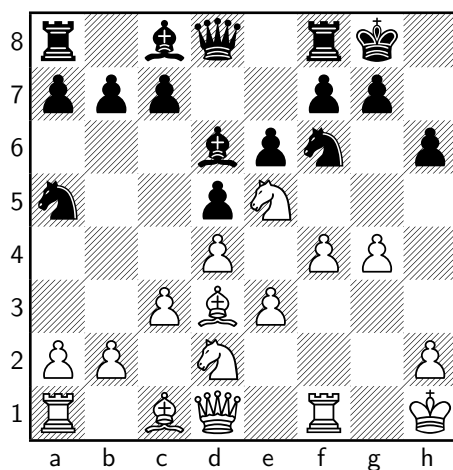
I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	d5
2	e3	♟f6
3	♙d3	h6
4	♞d2	e6
5	f4	♙b4
6	c3	♙e7
7	♞gf3	O-O
8	O-O	♞c6
9	♞e5	♞a5
10	♚h1	♙d6
11	g4	

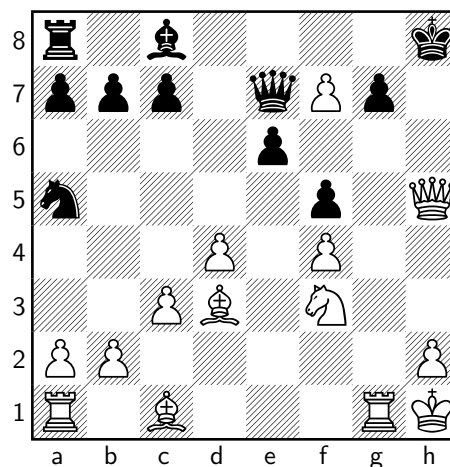
13	♚g3	♙xe5
14	dxe5	

I don't know why Mr. G. preferred this move over 14. fxe5.

14	...	♞f7
15	♞g1	d4
16	exd4	h5
17	♞f3	♚d7
18	♚g6	♞f6
19	exf6	♚h8
20	f7	♚e7
21	♚xh5#	



White had some initiative, but not very significant, when Black blundered a piece.



11	...	♞xg4?
12	♚xg4	f5

1–0

2.28 Umesh (odd) & Mr. G (even) – Vighnesh (1–0)

- UMESH (ODD) & MR. G (EVEN)
- VIGHNESH

Leapfrog Simul:
2013.01.26

D00d: Queen's Pawn Game: 2. e3

*Vighnesh blundered a piece on move 10, and ran into a checkmate.
This was the shortest checkmate in the entire event.*

*I made the odd-numbered moves and Mr. G. made the even-numbered
moves for White.*

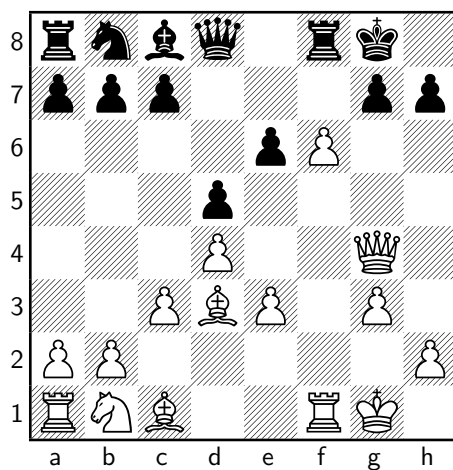
1	d4	d5
2	e3	e6
3	♘d3	♙b4+
4	c3	♙e7
5	f4	♙h4+
6	g3	♙f6
7	♞f3	♞h6
8	O-O	O-O
9	♞e5	♙xe5
10	fxe5	♞g4??
11	♔xg4	f5
12	exf6	

12 ... e5??

Rather than continuing 12... ♖xf6,
Vighnesh tried to attack the Queen, but
overlooked the checkmate on g7.

13 ♔xg7#

1–0



2.29 Umesh (odd) & Mr. G (even) – Pratham (1–0)

- UMESH (ODD) & MR. G (EVEN)
- PRATHAM

Leapfrog Simul:
2013.01.26

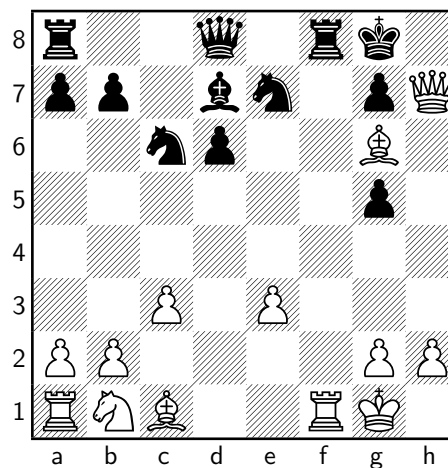
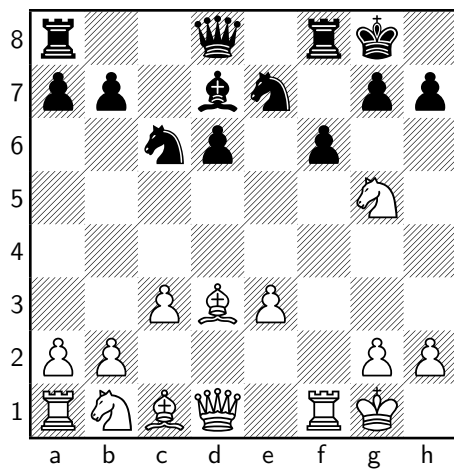
A40i: Englund Gambit

Pratham gave up a pawn on move 1 and a Bishop on move 4. Later he didn't defend his kingside properly and allowed a quick checkmate.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	e5
2	dxe5	♙b4+
3	c3	♙c5
4	♘f3	♙xf2+
5	♙xf2	d6
6	exd6	cxd6
7	e3	♘e7
8	♙d3	O-O
9	♖f1	♙d7
10	♙g1	♘bc6
11	♘g5	f6?

12	♙xh7+	♙h8
13	♖h5	f×g5
14	♙g6+	♙g8
15	♖h7#	



1–0

2.30 Umesh (odd) & Mr. G (even) – Nikhil (1–0)

○ UMESH (ODD) & MR. G (EVEN)
● NIKHIL

Leapfrog Simul:
2013.01.26

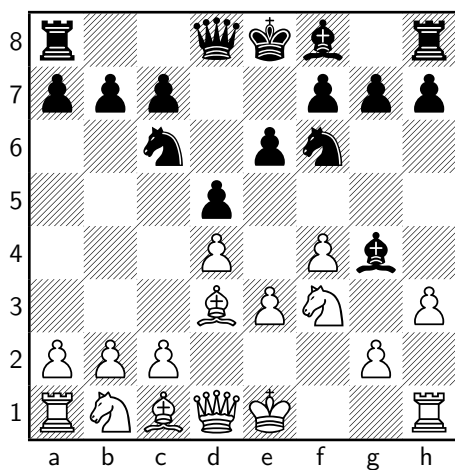
D00d: Queen's Pawn Game: 2. e3

Nikhil blundered a piece on move 6 and another on move 13, and allowed a checkmate soon after. An interesting thing about this game is that both Mr. G. and I missed ♖xh7.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

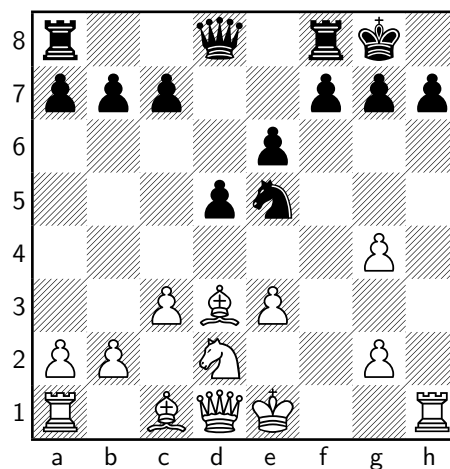
1	d4	d5
2	e3	♖c6
3	f4	♖f6
4	♗d3	♗g4
5	♖f3	e6
6	h3	

7	c3	♗d6
8	h×g4	O-O
9	♖e5	♗×e5
10	f×e5	♖d7
11	♖d2	♖d×e5?
12	d×e5	♖×e5



6 ... ♗b4+??

The Bishop on g4 is attacked, so this move leaves both the Bishops under attack by pawns, thereby losing one of them.



13 ♗c2?

I didn't see 13. ♗xh7+. After 13... ♖h8 14. ♖f3 is strong. 14... ♖xg4 15. ♗d4! ♖f6 16. ♗d3+ ♖g8 17. ♗h4 mates.

Nikhil continued to make blunders to make this oversight obsolete.

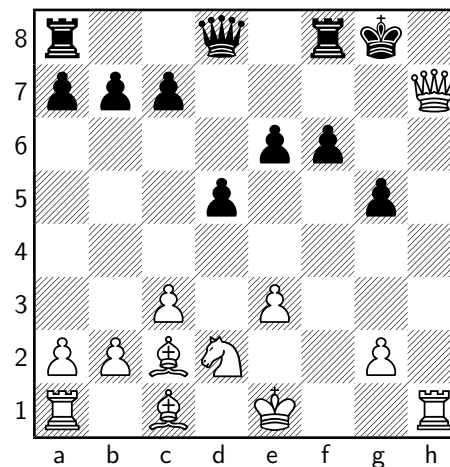
13 ... ♖xg4??
 14 ♔xg4

Mr. G. also missed that the h7 pawn is twice attacked. He could have played 14. ♙xh7+ ♜h8 15. ♔xg4.

14 ... g5?

14... f5 15. ♔h5 h6 would have delayed the checkmate, but not very longer.

15 ♔h5 f6
 16 ♔xh7#



1-0

2.31 Umesh (odd) & Mr. G (even) – Austin (1–0)

- UMESH (ODD) & MR. G (EVEN)
- AUSTIN

Leapfrog Simul:
2013.01.26

D00e: Queen's Pawn Game: Stonewall Attack

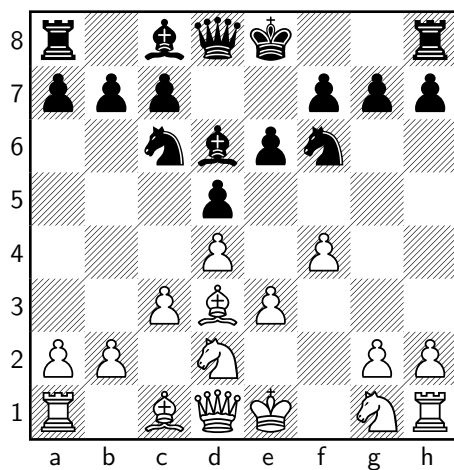
Austin blundered two pieces on move 6 and move 7, and resigned the game on move 11. This was the shortest game in the event.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	d5
2	e3	♘f6
3	♙d3	♘c6
4	f4	e6
5	♘d2	♙d6
6	c3	

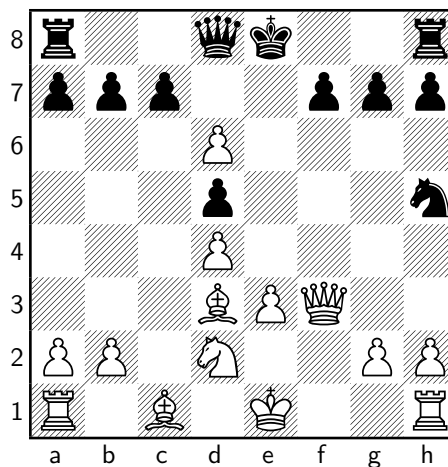
This move leaves a Bishop and a Knight forked by a pawn.

8	fxe5	♙g4
9	♘gf3	♘h5
10	exd6	♙xf3
11	♚xf3	



Austin starts to make a series of blunders here. The next move gives up a Knight for a pawn.

6	...	♘xd4??
7	cxd4	e5??



Austin gave up the game here.

1–0

2.32 Umesh (odd) & Mr. G (even) – Kevin (1–0)

- UMESH (ODD) & MR. G (EVEN)
- KEVIN

Leapfrog Simul:
2013.01.26

D00d: Queen's Pawn Game: 2. e3

I made a mistake in the opening, but Kevin did not take advantage of that. However, he played the game pretty well, but overlooked the loss of his Queen and subsequently resigned.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	d5	7	♙xf5	exf5
2	e3	♘c6	8	♘f3	♘e4
3	f4	♘f6	9	O-O	♖f6
4	♙d3	♘b4	10	a3	♘c6
5	♙e2?		11	♘bd2	♘xd2?

Simple 5. ♘f3 ♘xd3 6. cxd3! is the right way to continue here.

Black should not exchange this strong Knight. If White takes, Black would get a strong pawn on e4. Now White has a favorable position.

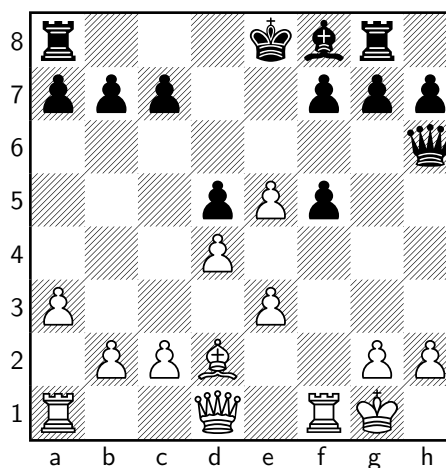
5	...	♙f5!	12	♙xd2	♖g8?!
6	♙d3!		13	♘e5	♘xe5
			14	fxe5	♖h6?

Mr. G. corrects my mistake. I would have played 6. ♘a3 e6 7. c3 ♘c6 8. ♘b1, but the Bishop on f5 will give White a lot of trouble.

It is typical that in a leapfrog simul, one player just reverses the other player's move like this!

6	...	e6?
---	-----	-----

6... ♘xc3 7. cxd3 e6 would have transposed into a known variation (5. ♘f3 ♘xd3 6. cxd3 ♙f5) with an extra tempo.



15 **e4?!**

even though White has a clear advantage.

Simple 15. ♖xf5 is better.

16 **♙xh6**

15 **...** **fxe4??**

Having lost the Queen, Black resigns.

15... ♔b6 would have kept the pawn,

1–0

2.33 Umesh (odd) & Mr. G (even) – Haritha (1–0)

- UMESH (ODD) & MR. G (EVEN)
- HARITHA

Leapfrog Simul:
2013.01.26

A40j: Queen's Pawn Game: Bogoljbow-Miles Defence

Haritha blundered a piece on move 11, and didn't defend the weakened king-side properly thereafter, allowing us to checkmate in 18 moves.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	♘c6
2	e3	♘f6
3	♙d3	e6
4	f4	♙b4+
5	c3	♙a5
6	♘d2	O-O
7	♘gf3	d6
8	O-O	♖b8
9	e4	♘e7
10	e5	dxe5
11	fxe5	b5??

13 ♘h4

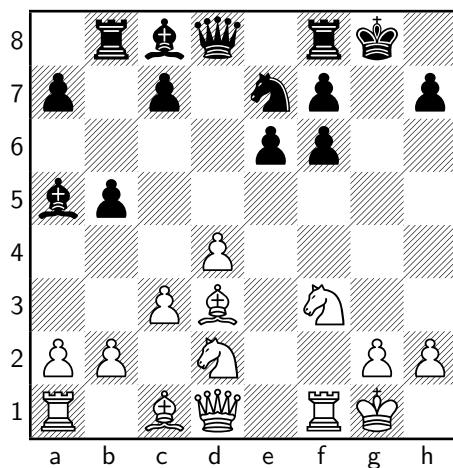
13. ♘e4 ♘f5 14. ♘h4! is stronger. 14... ♘xh4 15. ♘xf6+ ♖h8 16. ♖h5 mates.

13 ... f5!
14 ♘df3

14. ♘b3 ♙b6 15. ♙h6 ♖e8 16. ♙g5 is more forcing because of the gained tempo, but the Knight may be better placed on f3 than b3.

Giving up a piece for no reason.

12 exf6 gxf6



14 ... ♘c6

Black should play 14...f6, so that the Rook can go to f7.

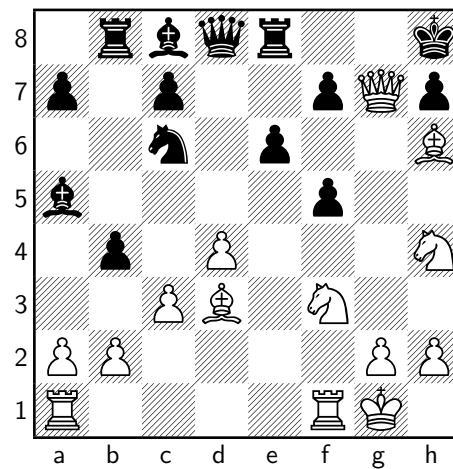
15 ♙h6 ♖e8
16 ♖e1

16. ♘g5 and ♖h5 also is very strong.

16 ... b4

16...♔h8 is necessary to prevent the
 checkmate following, but even after that,
 17. b4 ♕b6 18. ♖xb5 ♕b7 19. ♖xc6
 ♖xc6 20. ♗g6+! h×g6 21. ♕g5 wins.

17 ♔g3+ ♔h8
 18 ♔g7#



1-0

2.34 Umesh (odd) & Mr. G (even) – Karan (1–0)

- UMESH (ODD) & MR. G (EVEN)
- KARAN

Leapfrog Simul:
2013.01.26

D00e: Queen's Pawn Game: Stonewall Attack

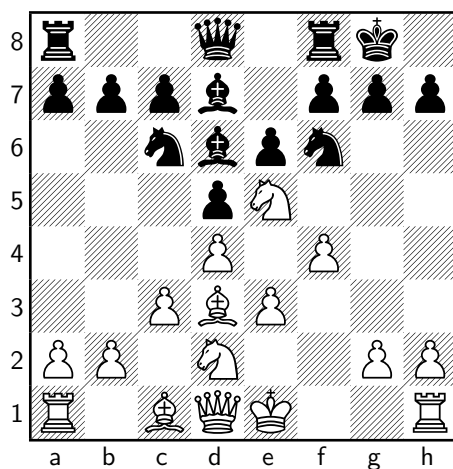
Karan blundered a piece on move 8 by doing a capture with the wrong piece, and another piece on move 12. Finally, he overlooked a checkmate in one on move 15 and got checkmated.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

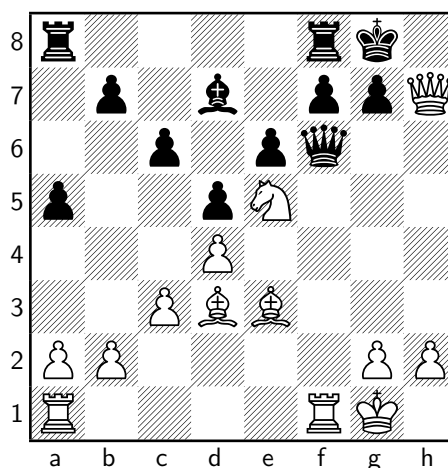
1	d4	d5
2	e3	♟f6
3	♙d3	e6
4	♞d2	♞c6
5	c3	♙d6
6	f4	O-O
7	♞gf3	♙d7
8	♞e5	

Black played 11... ♙g5 to capture the pawn on e3, and ignored White's move supporting it. Loses a second piece.

13	♙xe3	a5
14	♞e5	c6
15	♚h5	♚f6
16	♚xh7#	



8	...	♞xe5??
9	fxe5	♙e7
10	exf6	♙xf6
11	O-O	♙g5
12	♞f3	♙xe3+??



1–0

2.35 Umesh (odd) & Mr. G (even) – Laasya (1–0)

- UMESH (ODD) & MR. G (EVEN)
- LAASYA

Leapfrog Simul:
2013.01.26

A40j: Queen's Pawn Game: Bogoljubow-Miles Defence

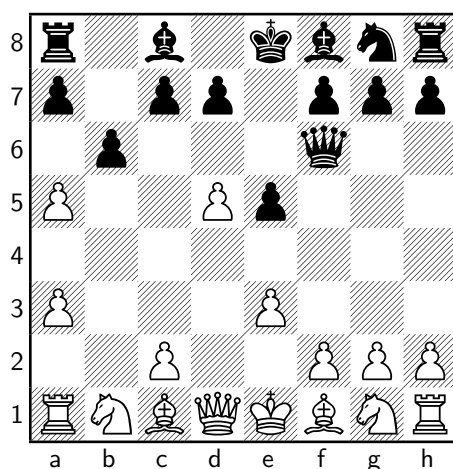
Laasya moved her knight to the edge of the board, and allowed it to get trapped there. On move 11, she blundered her Queen as well, and then allowed a checkmate on move 19.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	♘c6
2	e3	e5
3	d5	♘a5
4	a3	♙e7??

Black didn't realize the shrewd intention of White's fourth move, lest she would have played 4... b6, giving the Knight an escape square.

5	b4	b6
6	bx a5	♙f6



7 a6?

7. axb6 axb6 8. ♖b2 is better. I didn't want to get the Black rook activated by the open file, and thought the pawn on a6 would cramp Black's position.

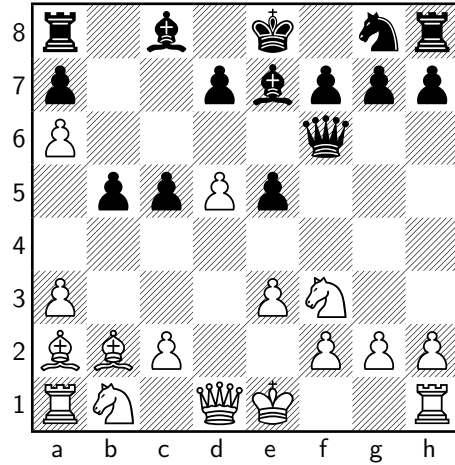
7 ... ♗e7

7... e4! would have forced White to play 8. c3 and prevented the development of both the Knights to f3 and c3.

8 ♗b2

To compliment White's seventh move, White should continue with 8. a4, but it is already late to play ♗b2 because of Black's threat ... e4.

8	...	c6
9	♗c4	b5
10	♗a2	c5
11	♘f3	



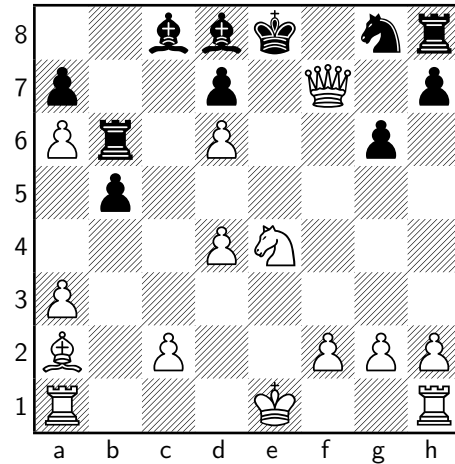
Instead of winning a pawn with 11... ♖xa6, Black blunders her Queen. Probably she thought it is a *double attack* against the Bishop and the Knight!

11	...	♙e4??
12	♙xf6	♙xf6
13	♘d4	

At the board, I didn't realize that Mr. G. just captured Laasya's Queen, but thought he made a blunder allowing two of our pieces (the Knight on f3 and the Rook on a1) hanging, so played this

move choosing the lesser evil. 13. d6! was much better, because if Black takes either piece, 14. ♖d5! threatens checkmate on f7 and winning the Rook on a8.

13	...	cxd4
14	exd4	♙b8
15	♘c3	♙b6
16	♘xe4	♙e7
17	♖f3	g6
18	d6	♙d8
19	♖xf7#	



1-0

2.36 Umesh (odd) & Mr. G (even) – Nishanth (1–0)

- UMESH (ODD) & MR. G (EVEN)
- NISHANTH

Leapfrog Simul:
2013.01.26

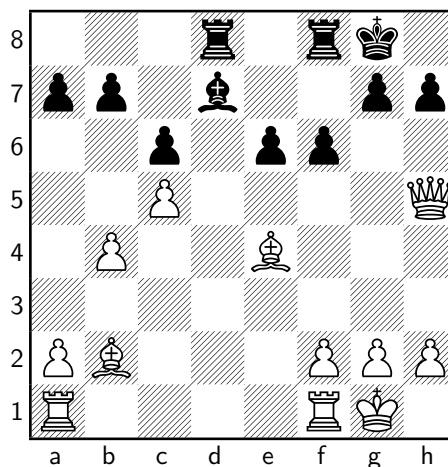
D00d: Queen's Pawn Game: 2. e3

Nishanth blundered a Knight on move 4, a Bishop on move 8, and the Queen move 11. He didn't see a threatened checkmate on move 16 and got checkmated.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	d5
2	e3	c6
3	♘d3	♖a6
4	c3	♖c5??
5	dxc5	e6
6	b4	♘e7
7	♖f3	♘f6
8	O-O	♘xc3??
9	♖xc3	♖f6
10	♘b2	O-O
11	♖e5	♖d7??
12	♖xd7	♘xd7
13	e4	dxe4
14	♖xe4	♖xe4
15	♘xe4	♚ad8
16	♖h5	f6??

16... h6 is the only move to avoid immediate checkmate.



Overlooking the checkmate, but Black doesn't have much game left. For example, 16... f5 17. ♖g5 g6 18. ♘xf5 exf5 19. ♖e7 ♚f7 20. ♖xd8+ ♚f8 21. ♖xd7 ♚f7 22. ♖d8+ ♚f8 23. ♖d4 mates. Or 16... g6 17. ♖h6 f6 18. ♘xg6 hxg6 19. ♖xg6+ ♖h8 20. ♘xf6+ ♚xf6 21. ♖xf6+ ♖g8 22. ♚ad1 (♖xd8+ also is good.) checkmates.

17	♘xh7+	♖h8
18	♘g6+	♖g8
19	♖h7#	

1–0

2.37 Umesh (odd) & Mr. G (even) – Keshav (1–0)

- UMESH (ODD) & MR. G (EVEN)
- KESHAV

Leapfrog Simul:
2013.01.26

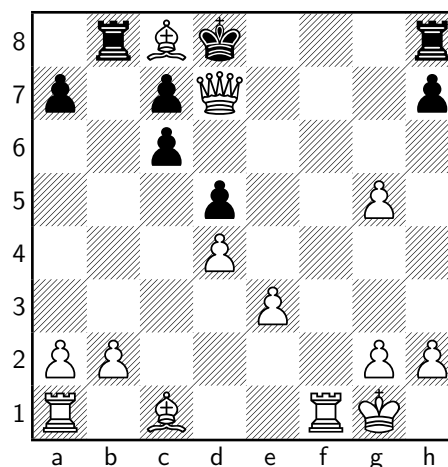
A40j: Queen's Pawn Game: Bogoljbow-Miles Defence

Keshav blundered a pawn on move 7, a Knight on move 8, and the Queen on move 9 and a Bishop on move 15. Finally, he blundered another Bishop on move 19 and got checkmated two moves later.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	♘c6
2	e3	♘f6
3	f4	d6
4	♘d3	d5
5	♘f3	e6
6	♘bd2	♘h5
7	O-O	e5?
8	♘xe5	♘e6??
9	♙xh5	♙d7??
10	♘xd7	♘xd7
11	♘f3	♘b4
12	♘e5	g6
13	♙f3	♘e6
14	♘xc6	bxc6
15	c3	g5??
16	cxb4	♖b8
17	f×g5	♖xb4
18	♘f5	♘c8
19	♘xc8	♖b8
20	♙xf7+	♘d8

21 ♙d7#



1–0

2.38 Umesh (odd) & Mr. G (even) – Hari (1–0)

- UMESH (ODD) & MR. G (EVEN)
- HARI

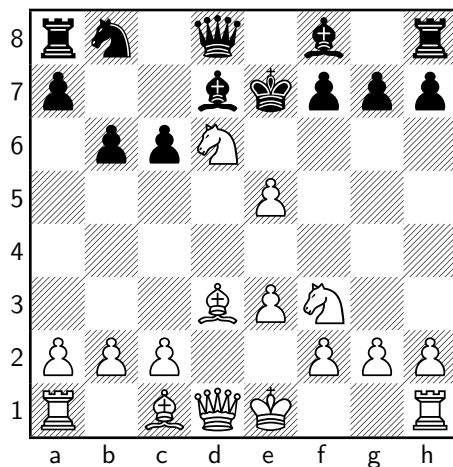
Leapfrog Simul:
2013.01.26

A40a: Queen's Pawn Game: 1... c6

Hari was only 4 years old and just learned his moves. He blundered too many pieces in the opening. We concluded by a mating sacrifice, but Hari left the game before getting checkmated.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	c6
2	e3	♘f6
3	♙d3	b6
4	♘d2	♘e4
5	♘xe4	d6
6	♘f3	e5
7	dxe5	♙d7
8	♘xd6+	♖e7

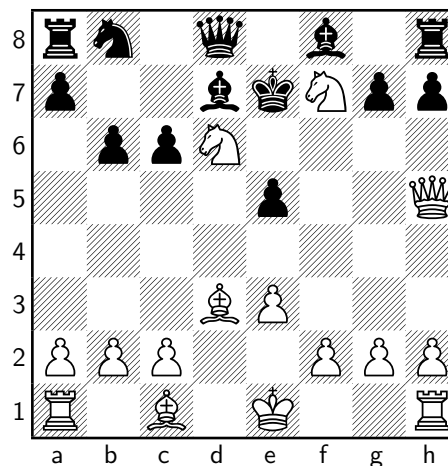


9	♘g5!	f6
10	♘gf7	

10. ♖h5! g6 11. exf6+ ♖xd6 12. ♘f7+ ♖c7 13. ♖e5+ ♖c8 14. ♘xd8 ♖xd8 15. f7 +–

10	...	fxe5
11	♖h5!	

Better than capturing the Queen, because it is hard to meet 11. ♖g5+ ♖e6 12. ♖xe5#. On, 11... h6, 12. ♖xe5+ ♙e6 13. ♙c4 ♖d7 14. e4! △15. ♙g5+ forces 14... ♖xd6 15. ♖xd6+ ♖e8 (15... ♖f7 16. ♖e6#) 16. ♖xe6+ ♙e7 17. ♖c8+ ♙d8 18. ♖xd8#.



Black resigns.

1–0

2.39 Umesh (odd) & Mr. G (even) – Rishabh (1–0)

- UMESH (ODD) & MR. G (EVEN)
- RISHABH

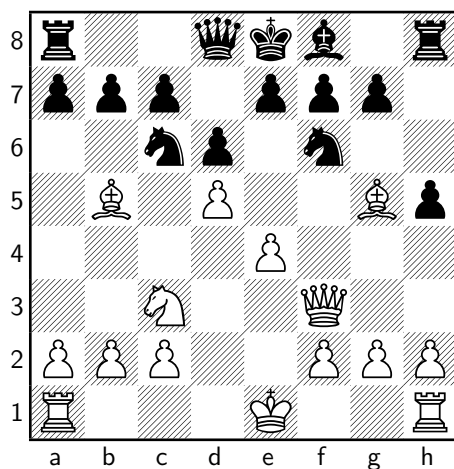
Leapfrog Simul:
2013.01.26

B00t: Nimzowitch Defence: 2. d4 d6

Rishabh lost a piece on move 9, and then blundered on the next move, allowing us to win his Rook also. A crushing King hunt followed, ending in checkmate on move 18.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

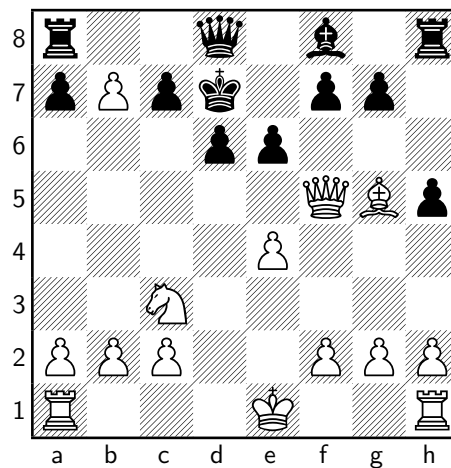
1	d4	♘c6
2	e4	d6
3	♙b5	♙d7
4	♘f3	h5
5	♘c3	♘f6
6	♙g5	♙g4
7	d5	♙xf3
8	♚xf3	



8 ... ♘d7??

8... a6 is necessary, but after 9. ♙a4 b5 10. ♘xb5!, Black's position collapses.

9	dxc6	♘c5??
10	cxb7+	♘d7
11	♙xd7+	♚xd7
12	♚f5+!	e6



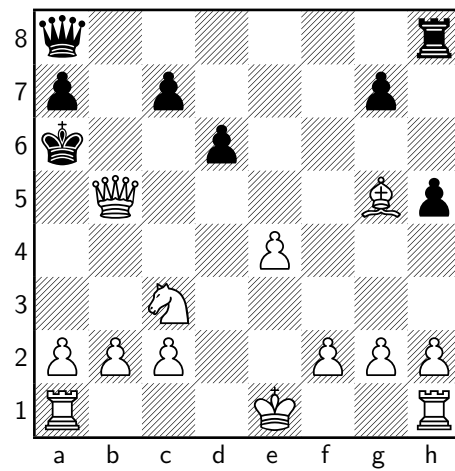
13 ♚xf7+

Both 13. ♚b5+ c6 14. ♙xd8 and 13. ♙xd8 ♚b8 (14. ♚xd8 15. ♚b5 +-) 14. ♚xf7+ ♚d8 15. ♘b5 ♙e7 16. ♘d4 wins a Queen with a crushing attack. The move played also is crushing.

13	...	♙e7
14	bxa8♖	♖xa8
15	♖xe7+	♙c6
16	♖xe6	♙b6
17	♖b3+	♙a6

17... ♙c5 18. ♙e3+ ♙c6 19. ♖b5#.

18 ♖b5#



1-0

2.40 Umesh (odd) & Mr. G (even) – Raj R. (1–0)

- UMESH (ODD) & MR. G (EVEN)
- RAJ R.

Leapfrog Simul:
2013.01.26

D00e: Queen's Pawn Game: Stonewall Attack

Raj gave up a pawn on move 4 and a piece on move 9. On move 13, he allowed a Bishop exchange weakening the King side, giving us a strong attack that won the game in 18 moves.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

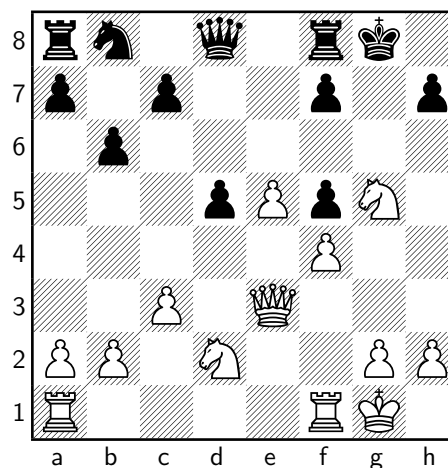
1	d4	♘f6
2	e3	d5
3	♗d3	e5?!
4	dxe5	♘g4
5	f4	♗b4+

Looks like Raj has seen some games in the Budapest defence, but that doesn't work against this setup.

6	c3	♗e7
7	♘f3	♗c5
8	♖e2	O-O
9	O-O	♘xe3??

Loses a piece.

10	♗xe3	♗xe3+
11	♖xe3	b6
12	♘bd2	g6
13	♘g5	♗f5
14	♗xf5	gxf5



15 e6?!

This is strong, but 15. ♖g3! ♖h8 16. ♖h3! is much stronger. 15. ♖h3! also is very strong.

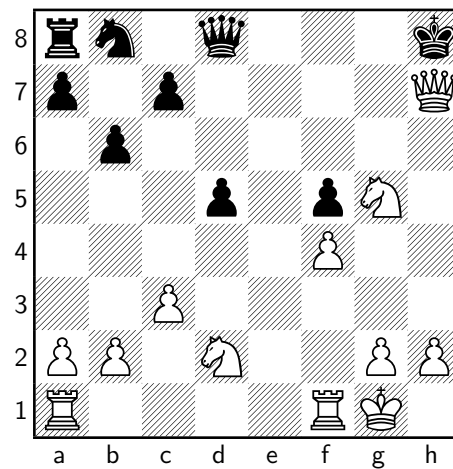
15 ... fxe6

15... ♖e7 16. ♘xf7 ♖c5 was the best way to prevent the attack, but the game is lost anyway.

16 ♔xe6+!

I intended 16. ♘xe6 ♕e7 17. ♖g3+ ♔h8
18. ♘xf8 but Mr. G.'s move is stronger.

16 ... ♖f7
17 ♕xf7+ ♔h8
18 ♕xh7#



1-0

2.41 Umesh (odd) & Mr. G (even) – Advait (1–0)

- UMESH (ODD) & MR. G (EVEN)
- ADVAIT

Leapfrog Simul:
2013.01.26

D00d: Queen's Pawn Game: 2. e3

Advait started to lose pieces from move 14, and then soon lost.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

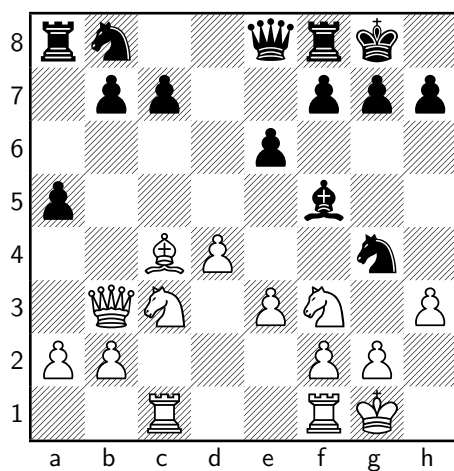
1	d4	d5
2	e3	♟f5
3	c4	dxc4
4	♟xc4	e6
5	♞f3	♟b4+
6	♟d2	♟xd2+
7	♞xd2	♞f6
8	♞b4	♞c8
9	♞c3	a5
10	♞b3	♞g4
11	O-O	O-O
12	♞ac1	♞e8
13	h3	

Starting to lose pieces.

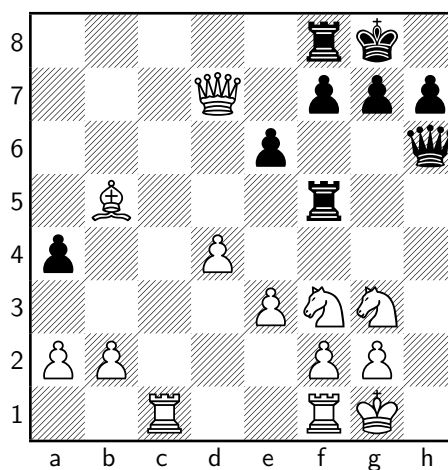
14	♞xb7	♞a5
15	hxc4	♞d7??
16	gxf5	♞xf5
17	♞xc7	♞e7
18	♟b5	♞f6

18... ♞xf3 19. gxf3 ♞g5+ 20. ♞g3 ♞xg3+ 21. hxc4 ♞f6 would have saved the Knight at the expense of an exchange, but White will still win.

19	♞e4	♞h6
20	♞xd7	♞h5
21	♞g3	♞f5



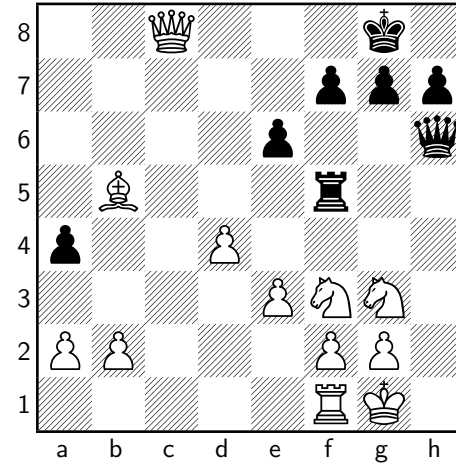
13 ... a4??



22 ♖c8

I am not sure whether Mr. G. didn't see 22. ♘xf5 or he was too impatient to checkmate Black faster! In any case, Black cannot save that Rook because of the threat 23. ♖xf8 ♘xf8 24. ♔e8#.

22 ... ♖xc8
23 ♔e8#



1-0

2.42 Umesh (odd) & Mr. G (even) – Rohan (1–0)

- UMESH (ODD) & MR. G (EVEN)
- ROHAN

Leapfrog Simul:
2013.01.26

D00d: Queen's Pawn Game: 2. e3

Roahn blundered a piece on move 5, another on move 10, and a third one move 14. The rest was pretty simple for us.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	d5
2	e3	e6
3	♘d3	♙c6
4	f4	♙f6
5	♙d2	♙g4?

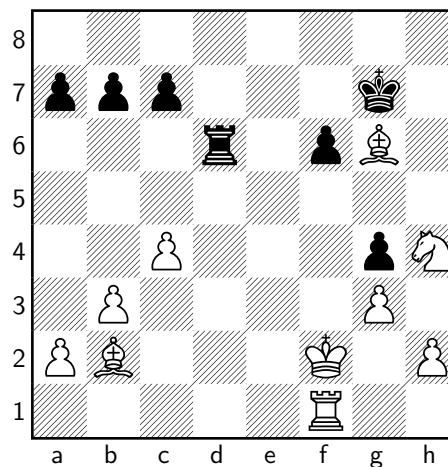
Blunders a piece.

24	b3	g4
25	♙h4	♖e5
26	♘b2	♖c5
27	c4	♖c6
28	♖hf1	♖d6
29	♖ad1	♖fd8
30	♘g6+	♗g7
31	♖x d6	♖x d6

6	♖xg4	e5
7	♖g3	exd4
8	exd4	♙x d4
9	♖e3+	♙e6

Black should have played 9... ♖e7 to avoid losing another piece.

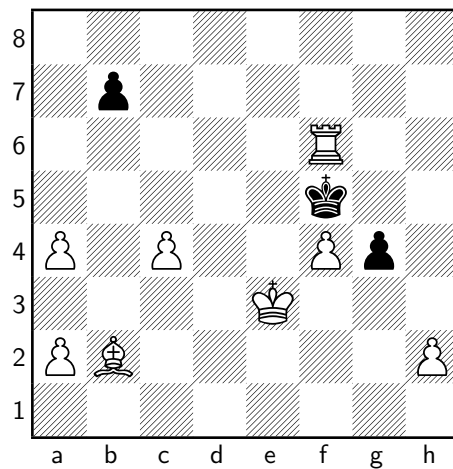
10	f5	d4
11	♖e2	♖h4+
12	g3	♖d8
13	fxe6	♘xe6
14	♙gf3	f6
15	♖xe6+	♖e7
16	♙x d4	♖xe6+
17	♙xe6	♖c8
18	♙xf8	♖xf8
19	♘xh7	♗f7
20	♘f5	♖ce8+
21	♗f2	♖e5
22	♘d3	g5
23	♙f3	♖e7



32 ♙f5+

Winning a Rook for two minor pieces is not good in general, but since we are already three pieces up, this simplification helps to win easily.

32	...	♔xg6
33	♘xd6	cxd6
34	♔e3	f5
35	♖d1	♔g5
36	♖xd6	a5
37	♖b6	a4
38	bxa4	f4+
39	gxf4+	♔f5
40	♖f6#	



1-0

2.43 Umesh (odd) & Mr. G (even) – Bidipta (1–0)

- UMESH (ODD) & MR. G (EVEN)
- BIDIPTA

Leapfrog Simul:
2013.01.26

D00d: Queen's Pawn Game: 2. e3

Bidipta blundered a piece on move 5, another on move 9 and a third one on move 20. We finished the game by a mating attack.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

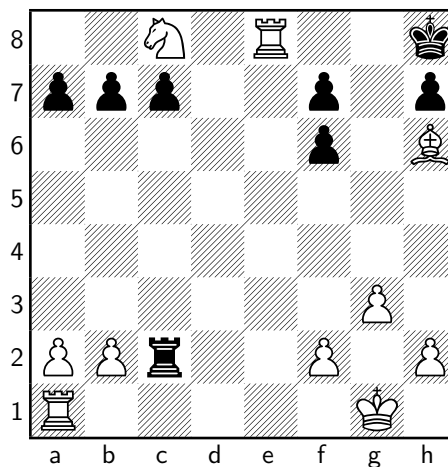
1	d4	d5
2	e3	Qf6
3	Qd3	e6
4	Qd2	Qc6
5	c3	Qb4?
6	cxb4	Qxb4
7	Qa4+	Qc6
8	Qgf3	O-O
9	O-O	Qe4?
10	Qxe4	e5
11	Qed2	exd4?

Black cannot win a piece by 23... Qxd1+
24. Qxd1 Qxf5 because of 25. Qd8#.

24	Qe1	Qc5
25	Qe7+	Qh8
26	Qxc8	Qxc2
27	Qe8#	

I thought Black's intention was to continue with 11... e4 to regain the piece, but probably I was overthinking!

12	Qxd4	Qxd4
13	Qxd4	Qf6
14	Qxf6	gxf6
15	e4	dxe4
16	Qxe4	Qg7
17	Qe3	Qf5
18	Qfd1	Qfe8
19	Qg3	Qad8
20	Qxf5+	Qf8
21	Qh6+	Qg8
22	g3	Qe5
23	Qc2	Qc8



1–0

2.44 Umesh (odd) & Mr. G (even) – Atharva (1–0)

- UMESH (ODD) & MR. G (EVEN)
- ATHARVA

Leapfrog Simul:
2013.01.26

A40m: Queen's Pawn Game: 1... e6

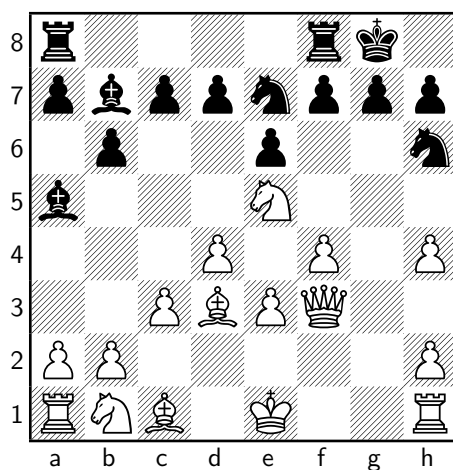
Atharva gave a check on move 5 and forgot to take the Queen back, and lost it. He lost more material and finally got checkmated.

Umesh made the odd-numbered moves 1–11 and the even-numbered moves 12–26. Mr. G. made the even-numbered moves 2–10 and the odd-numbered moves 13–25.

1	d4	e6
2	e3	♟b4+
3	c3	♞a5
4	♞d3	♞h6
5	f4	♞h4+
6	g3	O-O??
7	g×h4	♞c6
8	♞f3	b6
9	♞e5	♞e7
10	♞f3	♟b7

I don't know what I was thinking. I thought my Queen is skewered on the Rook, and didn't notice that the Bishop is unprotected.

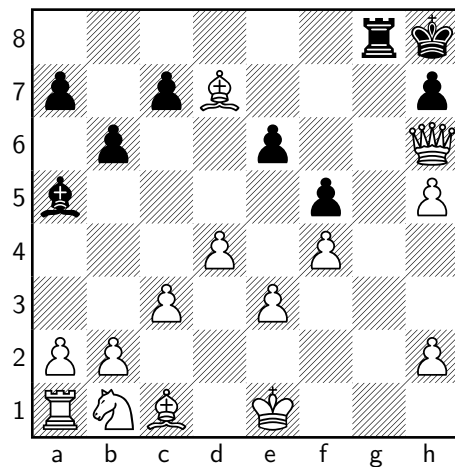
11 ... ♜f5??



11 ♞e4?

A confusion occurred here. Mr. G. skipped a move because Atharva was not at the board, and I played moves 11 and 12 by mistake. Here onwards, I played the even-numbered moves and Mr. G. played the odd-numbered moves.

12	♟×b7	♞ae8
13	♞g1	♞f6
14	♞×d7	♞g6
15	♞×g6	♞×g6
16	h5	♞h4
17	♞g3	♞d8
18	♞f6+	♞h8
19	♞×h4	♞b8
20	♟c6	g×f6
21	♞×f6+	♞g8
22	♞×h6	♞h8
23	♟d7	♞g8



24 ♔f6+

♖g7

25 h6

♜g8

26 ♔xg7#

1-0

2.45 Umesh (odd) & Mr. G (even) – Shriya (1–0)

- UMESH (ODD) & MR. G (EVEN)
- SHRIYA

Leapfrog Simul:
2013.01.26

A40j: Queen's Pawn Game: Bogoljbow-Miles Defence

Shriya sacrificed to Bishop on move 5 for an apparant attack on c2, but that didn't work, and she lost another piece. After the exchange of Queens, it was pretty easy for us to win the game.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	♘c6
2	e3	d5
3	f4	♙f5
4	a3	e6
5	♘d2	♙b4?
6	a×b4	♘×b4

♙×d3 8. c×d3 ♘×d3+ 9. ♖e2 ♘×c1 10. ♔×c1 are favorable for White.

The move played allows Black to have a strong pawn on e4 or d3, but allows White to safely castle.

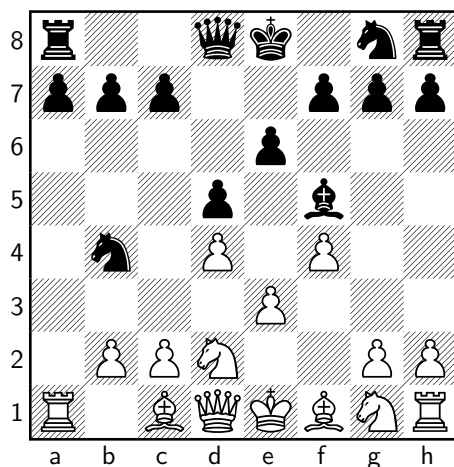
7	...	d×e4
8	c3	♘d3+

8... ♘d5! , with a strong Pawn on e3 and the threat of ... e3, is better.

9	♙×d3	e3??
---	------	------

Shriya miscalculated. She might have thought that both the Bishop and the Knight are attacked and she will win one of them. For example, 10. ♙×f5 e×d2+ 11. ♔×d2 e×f5. She missed Mr. G.'s next move.

Instead, 9... e×d3 was better, even though after 10. ♘gf3, White still has the advantage, thanks to the extra piece.



7 e4?!

It is better to give up a pawn and stop the attack by 7. ♙d3. Now both 7... ♘×d3+ 8. c×d3 ♙×d3 9. ♘e2 and 7...

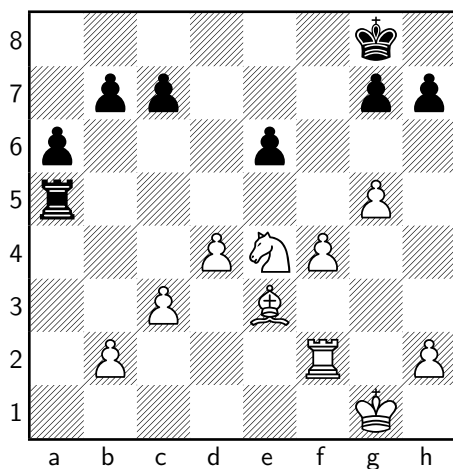
10 ♘c4!

Saves both pieces. However, 10. ♘e4! would have preserved the strong light-squared Bishop.

10	...	♙xd3
11	♖xd3	♗d5
12	♘xe3	♖h5
13	♖e2	♗xe2+
14	♘xe2	

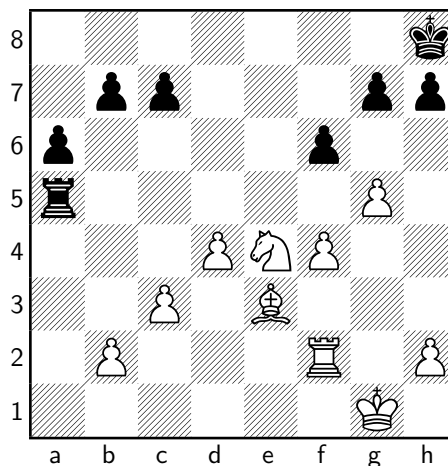
The Queens are exchanged, with White having two extra pieces. The rest is simple.

14	...	♘f6
15	O-O	♘e4
16	♘g4	O-O
17	♙e3	f5
18	♘f2	a6?
19	♘xe4	fxe4
20	♘g3	♙ad8
21	♘xe4	♙d5
22	♙f2	♙ff5
23	g4	♙a5
24	♙xa5	♙xa5
25	g5	



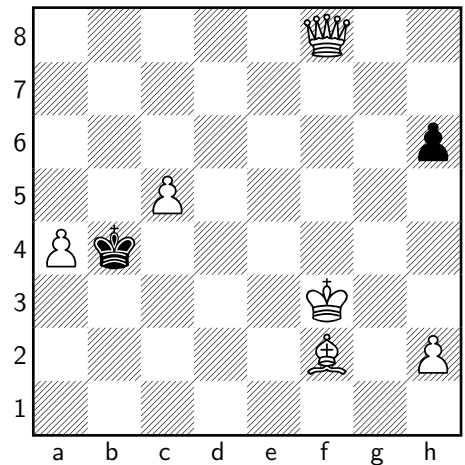
By some reason, this is not the position with which the game continued. Shriya might have misplaced the pieces while analyzing or when pieces dropped to the ground. The Black King got moved from

g8 to g8, and the Black pawn got moved from e6 to f6.



25	...	f5
26	♘g3	♙a1+
27	♗g2	♙e1
28	♙e2	♙a1
29	♘xf5	♙a5
30	♙f2	♗g8
31	♙e5	b6
32	♙xa5	bxa5
33	♘e7+	♗f7
34	♘c6	a4
35	♘b4	a5
36	♘c6	a3
37	bxa3	h5
38	g×h6	g×h6
39	♘xa5	♗g6
40	♗f3	♗f5
41	♘c4	c5
42	dxc5	♗e6
43	a4	♗d5
44	f5	♗xc4
45	f6	♗xc3
46	f7	♗b4
47	f8♖	

1-0



2.46 Umesh (odd) & Mr. G (even) – Aaryan (1–0)

- UMESH (ODD) & MR. G (EVEN)
- AARYAN

Leapfrog Simul:
2013.01.26

D00d: Queen's Pawn Game: 2. e3

Aaryan vlundered a piece on move 6, and again on move 11. He a pawn and an exchange on move 13. Then he gave up a lot of material without reason. At move 20, we were up two Rooks, a Bishop and a Pawn. Aaryan tried a checkmate trap, but we could exchange the Queens off in time and won comfortably.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

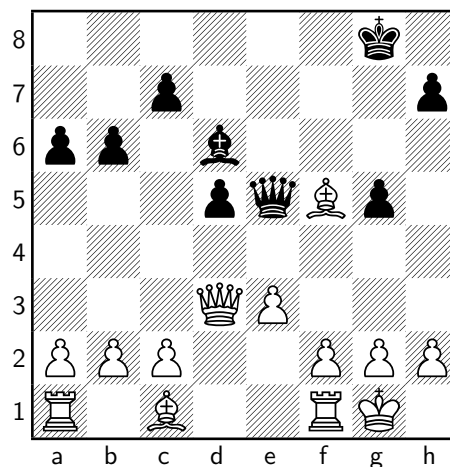
1	d4	d5
2	e3	a6
3	♘d3	♙f6
4	♙d2	g6
5	♙gf3	♘f5
6	♘xf5	e6??

Giving up a piece for no reason.

7	♘d3	♘g7
8	O-O	O-O
9	♙e5	♙e4
10	♙xe4	f6
11	♙f3	f5??

Giving up the second piece.

12	♙c5	b6
13	♙xe6	♙d6
14	♙xf8	♘xf8
15	♙e5	♙c6
16	♙xc6	g5
17	♙e5	♙e8
18	♘xf5	♙xe5
19	dxe5	♙xe5
20	♙d3	♘d6



21 ♘xh7+?!

I saw the mate threat on h2, and was debating whether I should play 21. g3 or 21. f4 instead of this move. What if Mr. G. overlooks the mate threat? Isn't it better to avoid it when I saw it? Should I be too greedy to win another pawn?

I think I should not have taken the risk. Then I saw that in all cases, White has a way to trade Queens, which I am sure Mr. G. won't miss.

But still, I should have played 21. f4!, which itself is very strong. After 21... gxf4, we could still win the pawn by 22. ♖xh7+ ♜h8 23. exf4.

21 ... ♜f8

Black should have played 21... ♜h8!, hoping that White overlooks the mate on h2. After 21... ♜g7 also, 22. ♖g6+ ♜f8 23. ♖f5+ forces the Queen trade.

22 ♖f5+

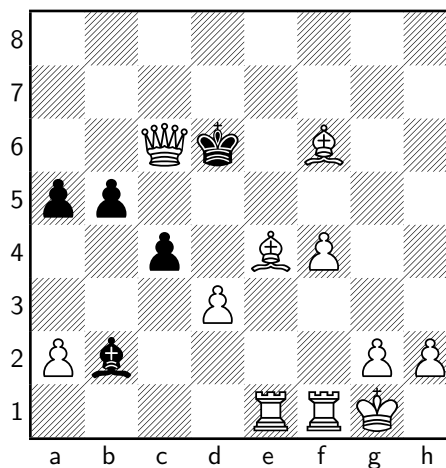
The simplest, even though 22. f4! both defends against the mate threat and opens the line to the Black King for a quick checkmate.

22	...	♜e8
23	♖xe5+	♜xe5
24	♜b1	c5
25	e4	d4
26	♜xg5	♜d7
27	f4	♜h8
28	♜be1	c4
29	e5	b5
30	♜g6	♜c6
31	e6	d3

32	cxd3	a5
33	e7	♜c5
34	e8♖	♜xb2
35	♖c8+	

35. ♖e7+ mates in three.

35	...	♜d4
36	♜f6+	♜d5
37	♜e4+	♜d6
38	♖c6#	



1-0

2.47 Umesh (odd) & Mr. G (even) – Eeswar (1–0)

- UMESH (ODD) & MR. G (EVEN)
- EESWAR

Leapfrog Simul:
2013.01.26

A45d: Indian Defence: 2. e3

Easwar has a slightly better position after nine moves, but starting from move 10, he played weak moves. He gave up a piece on move 11, a second piece on move 14, a pawn on move 18... and finally we had too much material. Mr. G. converted into an easy won endgame. The rest was easy for us.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

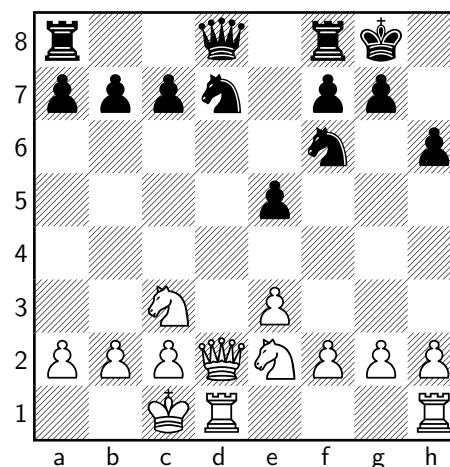
1	d4	♘f6
2	e3	d6
3	♙d3	e5
4	dxe5	dxe5
5	♙b5+?!	

Looks like I thought this will force an exchange of Queens. Rather than moving the Bishop again, it was better to continue development with 5. ♘c3 ♘c6 6. ♘f3 ♙b4 7. ♙d2=.

5	...	♙d7
6	♙xd7+	♘bxd7
7	♘e2	♙b4+
8	♙d2	♙xd2+
9	♖xd2	O-O
10	♘bc3	

Black has better development and slightly better position. But here onwards, he started making weak moves.

10	...	h6?
11	O-O-O	



11 ... ♘g4??

This leaves the Knight on d7 singly-protected, thereby losing it. A fork on f2 is tempting, but before making that, you need to make sure your camp is secure!

12 ♖xd7 ♖xd7

12... ♘xf2 is not better, because of 13. ♖xd8+ ♙axd8 14. ♙xd8 ♙xd8 15. ♙f1.

13 ♖×d7 ♜×f2
14 ♖f1 ♖ad8??

26 ♖h7+

Losing another piece. 14... ♜g4 attacks both e3 and h2 and will win a pawn.

15 ♖×d8 ♖×d8
16 ♖×f2 g5
17 ♜g3 ♖f8
18 ♜f5 a6?

Typical Mr. G.! He doesn't miss a chance to simplify and go to an endgame. The idea behind 25. h4! was 26. ♜e4!, with the threat of ♖g7/♖g5+/♜f5#, forcing 26... ♖g8 (26... ♖×h4 27. ♜g6+) 27. ♜×g8. If 26... ♖h6, 27. ♜f6 and 28. ♜f5#.

Eeswar doesn't care about losing material. Now the pawn on h6 is lost.

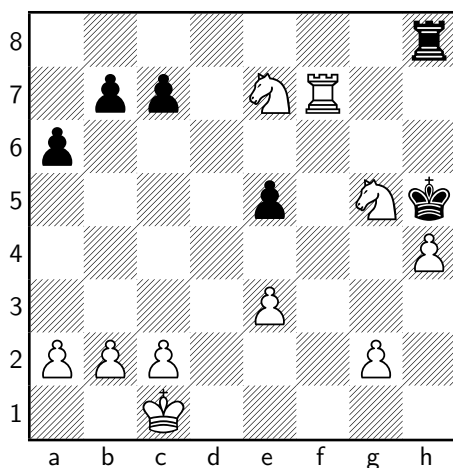
19 ♜×h6+ ♖g7
20 ♜f5+ ♖g6
21 ♜e7+ ♖h6
22 ♜e4 ♖g7?
23 ♜×g5 ♖h8?
24 ♖×f7+ ♖h6
25 h4!

26 ... ♖×h7
27 ♜×h7 ♖×h4
28 ♜g6+ ♖h5
29 ♜×e5 ♖h6
30 ♜f6 ♖g5
31 ♜ed7

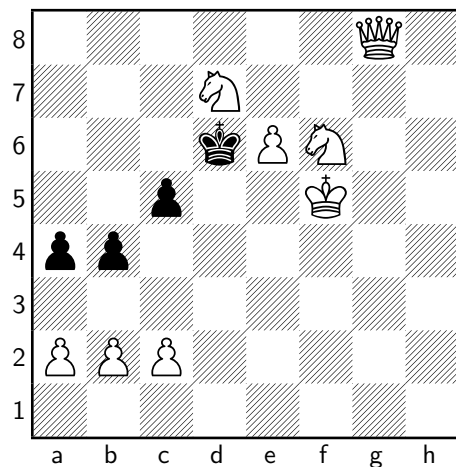
A neat move with some cunning threats.

25 ... ♖h5

Let the Knights support each other from the Black King, while the rest of the forces can settle the issue.



31 ... ♖f5
32 g4+ ♖e6
33 e4 ♖f7
34 ♖d2 ♖g6
35 ♖e3 b5
36 ♖f4 a5
37 e5 ♖f7
38 ♖f5 c6
39 e6+ ♖e7
40 g5 ♖d6
41 g6 c5
42 g7 b4
43 g8 ♖a4



Chess problem 1: White to play and mate in two.

44 e7

44. ♖b8+ mates on next move: 44... ♗c6 45. ♖b6#; 44... ♗e7 45. ♖f8#.

44 ... ♗c6

Problem 2: White to play and mate in two.

45 ♖e6+

45. ♖b8! and there is nothing to prevent
46. ♖b6#.

45 ... ♗b5

Problem 3: White to play and mate in two.

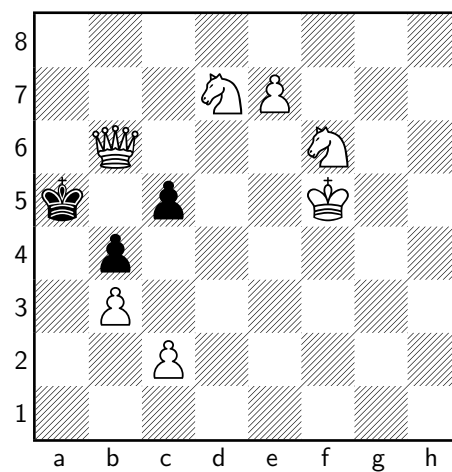
46 b3

46. ♖b6+ ♗c4 47. ♖xc5 is checkmate.

46 ... a×b3

47 a×b3 ♗a5

48 ♖b6#



1-0

2.48 Umesh (odd) & Mr. G (even) – Ria (1–0)

- UMESH (ODD) & MR. G (EVEN)
- RIA

Leapfrog Simul:
2013.01.26

D00e: Queen's Pawn Game: Stonewall Attack

Ria kept losing material one after another, starting from move 12, and by move 24, we were three pieces up. Ria resigned when the position became hopeless.

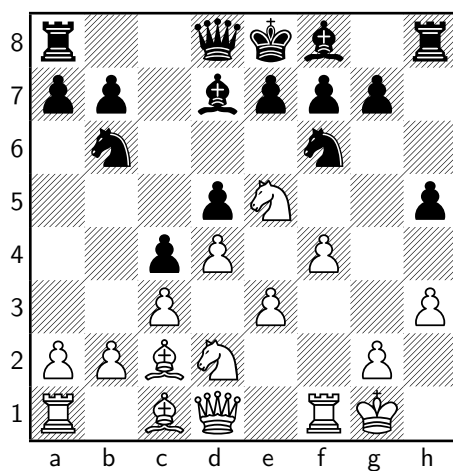
I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	d5
2	e3	♘f6
3	♙d3	♙e6
4	♘d2	♘bd7
5	f4	♙g4
6	♘gf3	h5
7	O-O	c5
8	c3	c4
9	♙c2	♘b6
10	h3	♙d7
11	♘e5	

A blunder losing a piece.

12	♙xa4	♙xa4
13	♚xa4+	♘d7
14	♘df3	

Being a piece up, White could have traded Queens with 14. ♚xd7+, but why not continue the attack, having a big development and initiative?

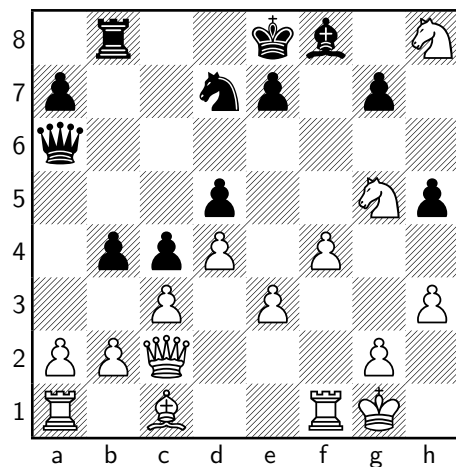


14	...	♚b8
15	♘g5	b5
16	♚c2	b4?

Loses a Rook, but 16... ♘xe5 17. fxe5 f6 18. ♚g6+ ♔d7 19. ♘f7 is not much better.

11	...	♘a4??
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17	♘exf7	♚c8
18	♘xh8	♚a6



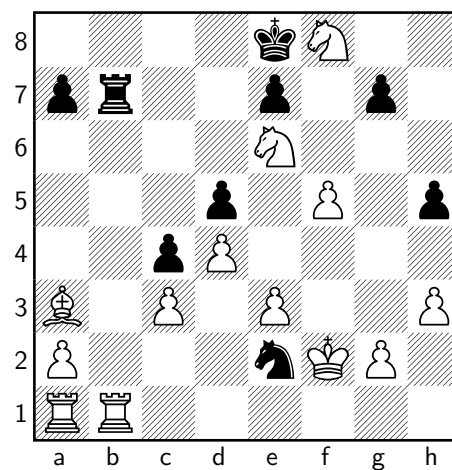
19 ♖g6+

I finally decided to simplify. There may be much better ways for a quick win, but too much complicated for a leapfrog simul!

19	...	♖xg6
20	♗xg6	♜b6
21	f5	bxc3

22	bxc3	♗f6
23	♗e6	♜b7
24	♗gxf8	♗e4
25	♙a3	♗g3
26	♜fb1	♗e2+
27	♙f2	

Ria resigned. She can win a pawn with 27... ♜xb1 28. ♜xb1 ♗xc3, but the position is hopeless.



1-0

2.49 Umesh (odd) & Mr. G (even) – Gavin (1–0)

- UMESH (ODD) & MR. G (EVEN)
- GAVIN

Leapfrog Simul:
2013.01.26

D00e: Queen's Pawn Game: Stonewall Attack

Gavin played the first 12 moves well, but had to leave early, so could not continue.

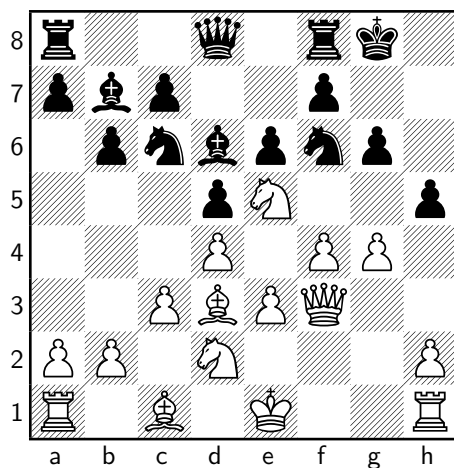
I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	d5
2	e3	♟f6
3	♘d3	♟c6
4	f4	e6
5	♟d2	♘d6
6	c3	O-O
7	♟gf3	b6
8	♟e5	♘b7
9	♚f3	g6
10	g4	h5

11	...	♟xh5
12	♚g1?	

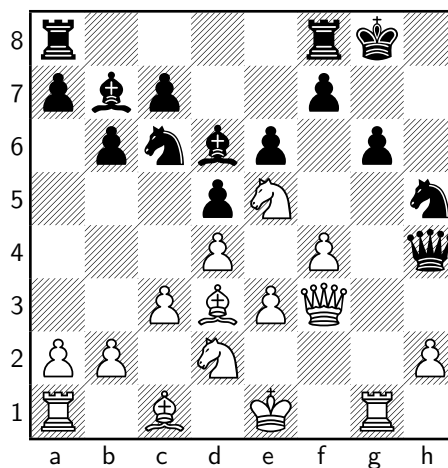
12. ♚h3, preventing 12... ♚h4+, is better.

12	...	♚h4+
----	-----	------



11 g×h5

11. ♚g1! would have been much stronger.



13 ♟d1!?

13. ♖f2 was simple and keeps the pawn on h2.

However, it is risky for Black to capture the pawn on h2: 13. ♔d1 ♖xh2?! 14. ♜g2 ♖h4 15. ♜xg6+! f×g6 16. ♜xg6 ♖h2 17.

♜f1 ♖g1 18. ♜xh2 ♔xh2 19. ♖xh5+.

Gavin had to leave, so he resigned and went.

1-0

2.50 Umesh (odd) & Mr. G (even) – Arthur (1–0)

- UMESH (ODD) & MR. G (EVEN)
- ARTHUR

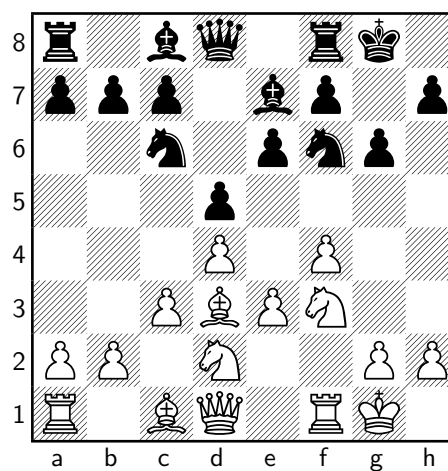
Leapfrog Simul:
2013.01.26

D00d: Queen's Pawn Game: 2. e3

Arthur left after 8 moves. The game was pretty even.

I made the odd-numbered moves and Mr. G. made the even-numbered moves for White.

1	d4	d5
2	e3	♘c6
3	f4	e6
4	♘f3	♙e7
5	♙d3	g6
6	O-O	♘f6
7	♘bd2	O-O
8	c3	



Arthur left, without continuing. The game is even.

1–0

3 Photos



Figure 1: Mr. G. explains the rules



Figure 2: Mr. G. waiting for Umesh to finish the other half.



Figure 3:



Figure 4:



Figure 5:



Figure 6: Umesh against Aryan, who had winning advantage in the game.



Figure 7: Mr. G. in action.



Figure 8: Even little kids made us think.



Figure 9: Some kids were reading books between moves.



Figure 10: Final position of the game against Austin (Game 2.31, Page 70).



Figure 11: Our most prestigious game, against the veteran player Fred.

4 Statistics

Number of games	:	50
Total time	:	6 hours 40 minutes
Total moves played	:	1302
Average moves per game	:	Mean = 26.07 (Std. dev. = 13.6)
	:	Median = 21
	:	Mode = 18
Average time per move (for us) ^a	:	15.67 sec.
Average time per move (for opponents) ^b	:	9.4 min.
Longest game	:	69 moves: (Game 2, Page 5)
Shortest game	:	8 moves: (Game 2.50, Page 104) ^c
Shortest checkmate	:	13 moves: (Game 2.28, Page 66)
Winning advantage for White	:	In 1–5 moves: 8 games
	:	In 6–10 moves: 13 games
	:	In 11–15 moves: 17 games
	:	In 15–20 moves: 6 games
	:	In 21–25 moves: 3 games
	:	In > 25 moves: 1 game
Winning advantage for Black	:	In 11–15 moves: 1 game
Even games	:	2 games (withdrawn)

^aExcluding the time for breaks to catch up with each other, but including the time to record the moves.

^bWhen there were 36 boards. This reduced considerably when the number of boards became less and less.

^cThis was an unfinished game.

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