



Bjelobrk - Broome, Melbourne 2000

This game is about planning, resourcefulness and chess psychology. As a result of strong opening play by White, Black finds himself in a poor position in the early middle game. His pieces are passively placed, and White already has an unstoppable passed a-pawn, just 5 moves from promoting. Black must act quickly, but a panicky desperate response won't do. A chessplayer needs to be patient and adaptable, looking for the positives in the position, and trying to build upon them as quickly as the situation demands.

1	d4	Nf6	
2	c4	d6	
3	Nc3	e5	
4	Nf3	Nbd7	
5	e4	g6	
6	Be2	Bg7	
7	O-O	O-O	
8	Qc2	c6	
9	Rd1	Qe7	
10	Rb1	Re8	White is playing the opening cleverly, waiting to see where Black places his pieces before deciding on the central pawn structure. Black doesn't know where to place this rook. If, as in fact happens, white decides to close the centre with d5, then the rook needs to be on f8 to support Black's essential freeing move f5. But if White chooses to exchange on e5, then f5 will not be part of the plan and the Black rook belongs on e8 or d8.
11	d5!	c5	
12	Ne1	Rf8	Black has wasted 2 important tempi, moving his rook to e8 and back to f8.
13	a3	Ne8	With this pawn structure, White's extra space gives him control of the queenside, where he will advance his pawns as quickly as he can. Black's chances lie on the kingside, where he wants to attack the castled king. To do this, Black wants to get moving with f5 as soon as possible
14	Bd3!	Ndf6	White continues to make it hard for Black to free himself. His last move stops f5 for now, and Black, being short of a good development move, decides to block his own f-pawn for a time in order to get his knight over to the kingside. The bishop on c8 now also supports f5, but first black will have to play h6 and Nh7, which all takes valuable time.
15	b4	b6	
16	bxc5	bxc5	
17	Be2	h6	
18	Qa4	Bd7	
19	Qa5	Nh7	
20	Rb7	a6	
21	Na4	f5	Black has achieved his goal of playing f5, but it has taken a long time, during which White has built a dominant queenside position.
22	Nb6		

White would be very happy with the way the game is going. He controls the queenside, has a rook on the 7th rank, and is about to capture the a6 pawn, after which Black can do nothing in that part of the board to prevent the passed a-pawn from rushing through to a8. It is time for Black to sit and think for a while and try to work out a plan. What are the positives in his position? Well, firstly he has most of his pieces on the kingside, within striking distance of the White king. He has achieved f5, opening up some lines of attack. The White queen will be slightly awkwardly placed on a6, and will need to move out of the way to let the a-pawn advance. So, what is the plan? Black decides to blockade d7 at all costs, saying to White "The a, b and c files are yours. Do what you like with them! I'm only playing on the kingside!" Beyond that, Black isn't yet sure how he is going to attack the castled king. He only knows that he has to move his pieces forward on the kingside and hope some chances arise. And he must act as fast as he can.



22		Rd8	
23	Qxa6	fxe4	
24	Be3		White allows the opening of the f-file, relying on his bishop on e3 to keep f2 safe. Black can see that it is necessary to exchange this bishop, but, yet again, it is going to take time. Black decides on a plan to manoeuvre his dark squared bishop to h6
24		Nhf6	
25	Rb1	Kh7	
26	a4	h5	
27	Nc2	Bh6	Objective achieved, but Black is still unsure how any attack is likely to pan out. He decides he must build up some heavy pieces on the f-file, and also bring the e8 knight into the game.
28	Rf1	Rf7	
29	a5	Ng7	
30	Bxh6	Kxh6	
31	Nxd7	Nxd7	
32	Na3	Nf5	
33	Nb5	Qf6	Next objective achieved. The knight suddenly looks good on f5, and for the first time Black starts to see some concrete attacking moves. He plans Nd4, attacking the e2 bishop, and if White exchanges knights, the e and d pawns roll through to dangerous effect. Objectively, White may still be better, but the a-pawn hasn't made all that much progress yet, and careful defence is required. Now, however, Black's resilient planning pays off as White blunders.
34	Bd1?	Ne3	The pin on the f-pawn and the threat of Qxf2 mean that White can't save his rook. He must counter-attack instead.
35	Nxd6	Rff8!	Patience is a virtue!
36	Qc6	Nxf1	
37	Nxe4	Qf4!	
38	Rxd7	Qxe4	
39	Rxd8		Loses by force, but there is now no good defence for White
39		Qe1	
40	h3	h4	Qxf2+ is also a forced mate, but h4 is prettier.
41	Rxf8	Ng3	
42	Kh2	Qh1 mate	