



made is way down on the list of good moves, yes it will receive some punctuation. The next few moves for both sides are not the best but are high on the list?! **Rfd8?!**

[13...a5!? 14.bxa5 This is a splendid example of 4 moves being good and none of them being best. 14.b5 is just as good, but I always want my opponents to have to calculate lots of reasonable choices. How will they ever make a mistake if you keep

capturing and forcing them to do everything? During a game you'd have to look at Nh5, Na5, Ra5, ba. Finding the correct move during a game would require some experience with these types of positions or a lot of time or both! Fritz hasn't been able to decide which one it likes best even after 15 minutes of looking!]

14.Rfe1 Bd6 15.Bxd6 Rxd6 16.b5
 You must be thinking ...finally, for crying out loud, why did he wait so long to play such an obvious move? Well, I was actually pretty proud of myself for not rushing it. This is why home analysis is so important. 11.Ng3 was actually the #1 move if you let the engine cycle through for a few minutes. 12. I gotta castle it was # 2. 13. I wouldn't care what the computer says, I'm keeping my London bishop and diagonal. 14. Fritz also agreed that 14. Rfe1 was best after being allowed to cycle through for a few minutes. 15.Bd6 is a no brainer. Now finally we see b5! Fritz did not agree with my opponent never playing Nh5, a6, a5, or Rac8! **Ne7 17.Ra3**

[Δ17.Ra4 Rd7 18.Rea1 Nc8 19.Ne5 Rc7 20.Re1 Nd7 21.Ndf3 g6 22.Nxf7 Kxf7 23.Ng5+ Kf6 24.Nxe6 Rc4 25.Bxc4 dxc4 26.Nc7 Rb8 27.Rxc4 This will make more sense later]

17...Rd7 18.Rea1 Nc8

[Δ18...Bc8]

19.Ne5 Rc7 20.Re1 Nd7 21.Ndf3?!

[21.Nxd7 Rxd7 22.Rea1 f6 23.f4 Kf7 24.Kf2 The pawn must fall sooner or later!]

21...g6? Diagram

22.Nxf7! The rook on c7 is trapped! Kxf7 23.Ng5+ Kf6 24.Nxe6 Rc4