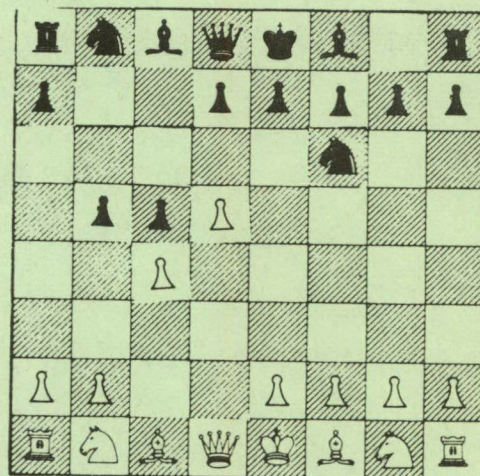


BENK O

DAVID
GOODMAN



A WORD ON THE USE OF THIS TAPE

The speaker (David Goodman) will deliver the moves for you to make on the board. When he goes into a variation, he will refer back to one of diagrams in the booklet to get you back into the main line.

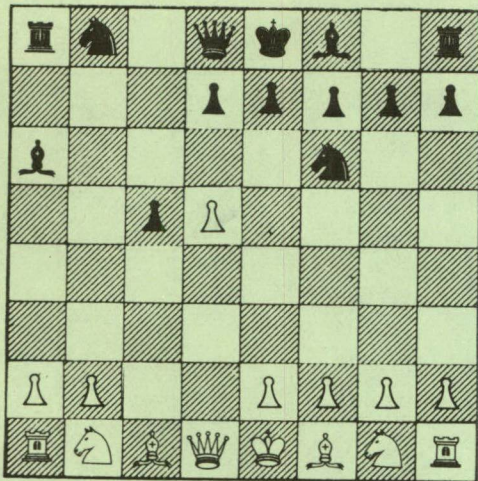
SUPPLEMENTARY GAMES AND ANALYSIS

LINE 2 . If 1 P-Q4 N-KB3 2 P-QB4 P-B4 3 P-Q5 P-QN4 4 PXP P-QR3 5 PXP P-K3 6 N-QB3! NxP 7 NxN PxN 8 QxP N-QB3 9 P-K3! B-K2 10 B-Q2 O-O 11 N-KB3 Q-N3 12 Q-N3 Q-R2 13 B-QB3 BxP 14 Q-R4 N-N5 15 BxN PxB 16 QxB QxQ 17 BxQ RxB 18 K-Q2 KR-QR1 19 KR-QR1 K-B1 20 K-B2 P-N6ch 21 KxP R-QB1 22 P-QR3 R-N6ch 23 K-R2 BxP 24 QR-B1 RxR 25 RxR B-N5 26 N-K5 K-K2 27 N-Q3 B-Q3 28 ~~P-KN3~~ R-QB3 29 RxR PxR 30 K-N3 P-KB4 31 K-B4 P-KN3 32 K-Q4 K-K3 33 P-QN3 K-K2 34 N-K5 1 - 0 (Hoi - Toneli Schilde 1974)

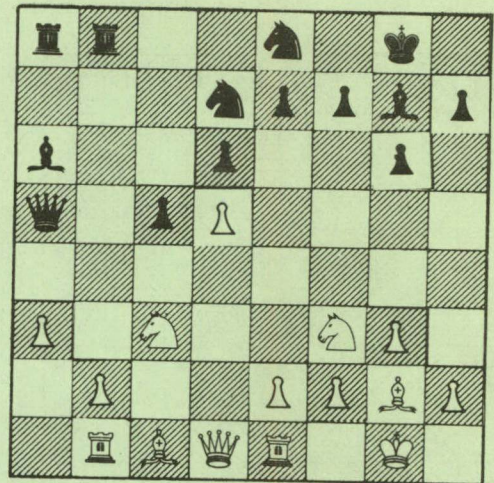
LINE 3 Black's best is probably 1 P-Q4 N-KB3 2 P-QB4 P-B4 3 P-Q5 P-QN4 4 PXP P-QR3 5 N-QB3 PxP 6 P-K4 P-N5 7 N-N5 P-Q3 8 N-KB3 and now ...P-KN3 9 B-QB4 B-N2 10 O-O O-O 11 P-K5 PxP 12 NxP N-K5 13 R-K1 N-Q3 14 NxN PxN 15 N-Q3

There is a game Keene-van der Westhuizen 9 P-K5 instead of B-QB4 ...PxP 10 P-Q6 PxP 11 B-KN5 B-K2 12 BxN ExB 13 NXPch K-B1 14 B-QB4 B-K3 15 BxB PxB 16 N-K4 and white won, because of black's bad bishop, weak pawns and misplaced king. But 14...R-QR2 is good for black, therefore white's best bet against 8...P-KN3 is 9 B-KB4 (with the idea of P-K5) and if 9...NxP then 10 B-QB4 B-N2 11 Q-K2 with pressure - but the position is rather unclear. So 8...P-KN3 may equalise for black.

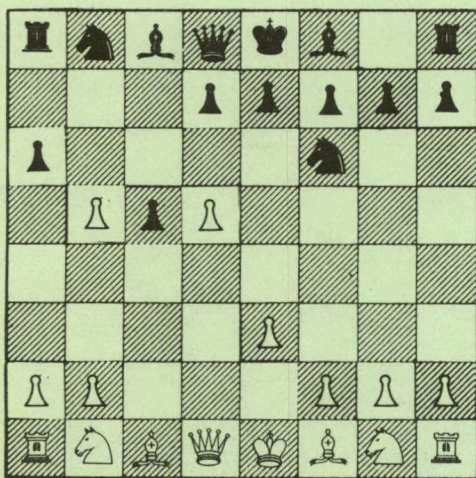
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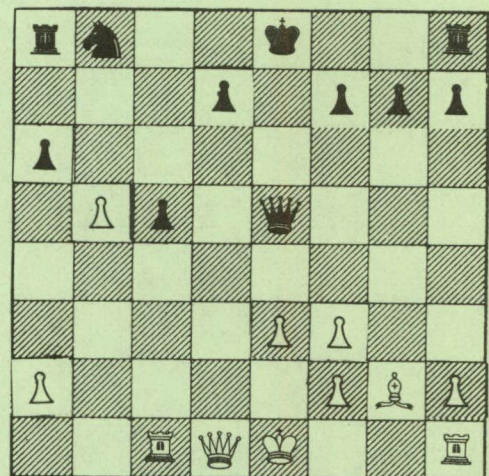
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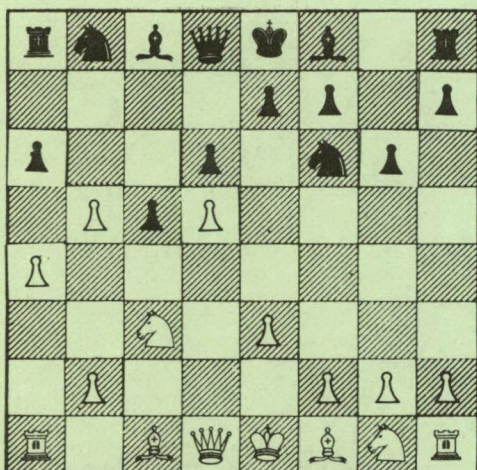
A1



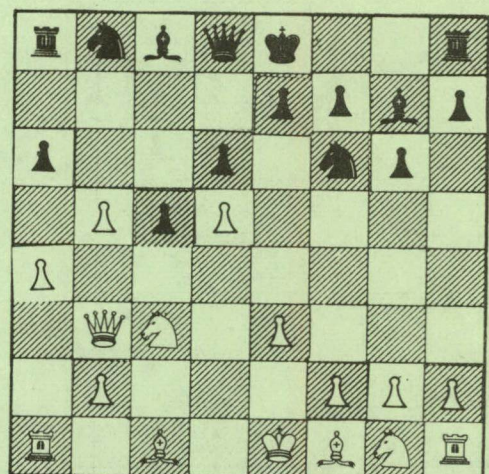
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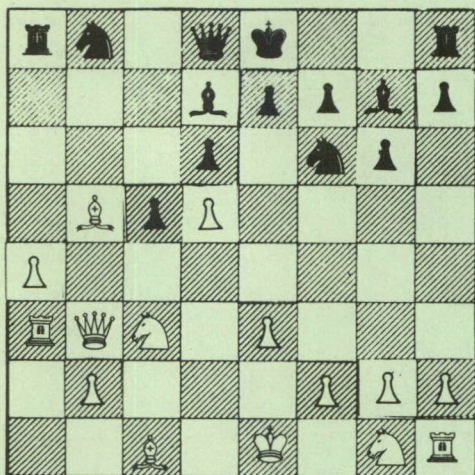
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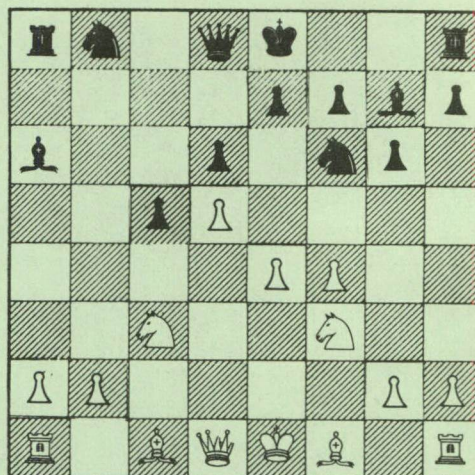
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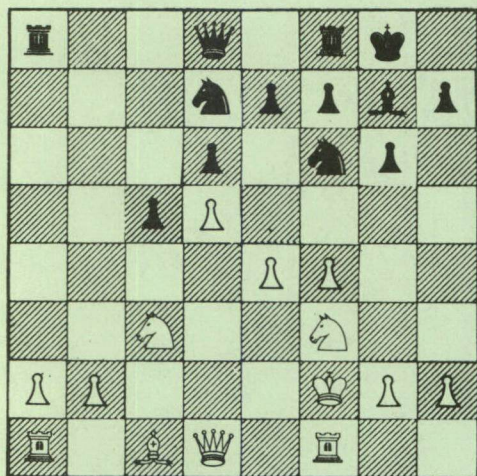
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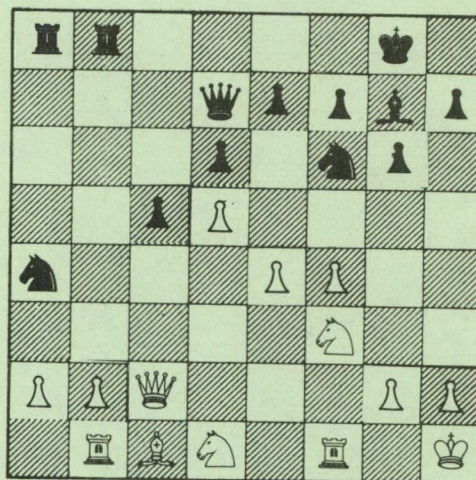
B1



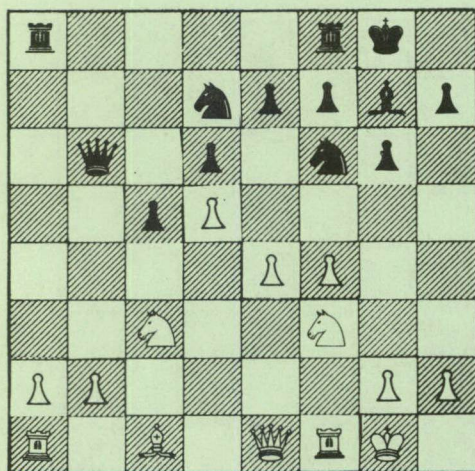
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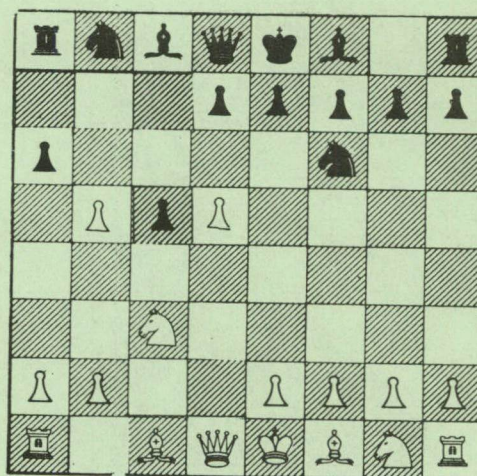
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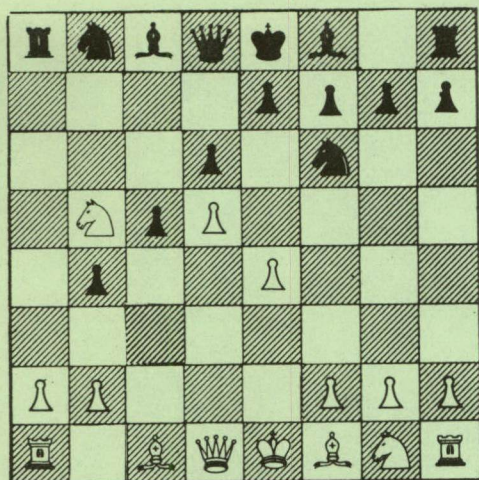
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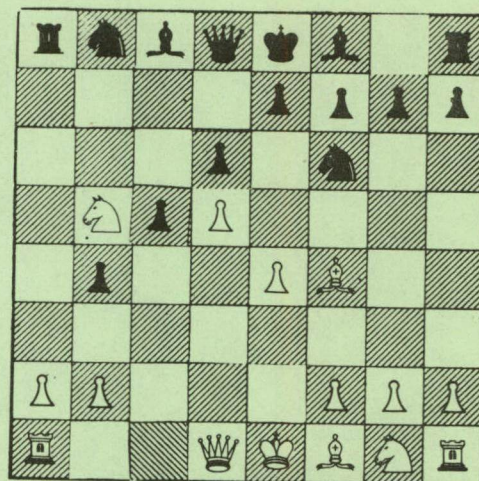
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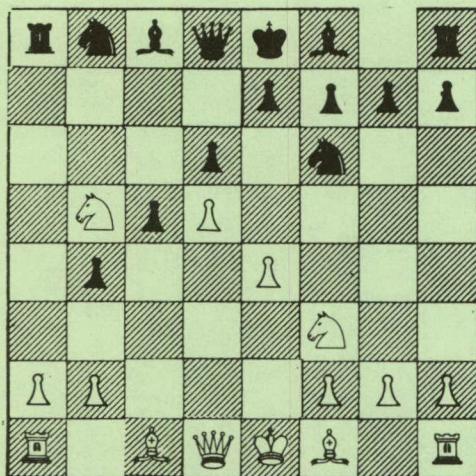
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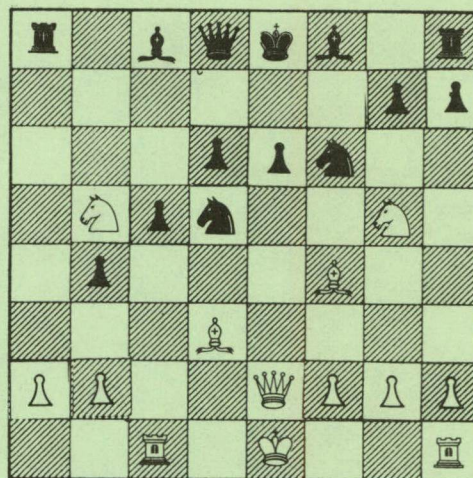
C 3



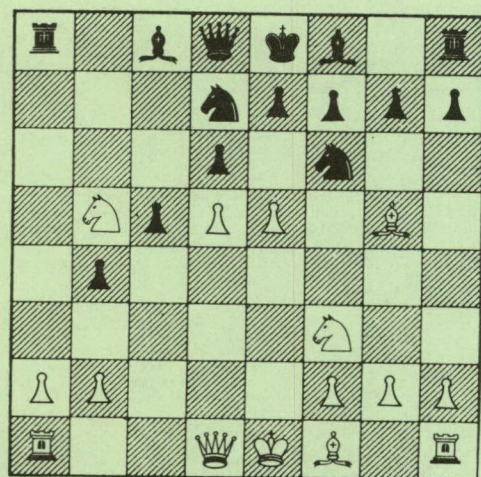
C 4



C 5



C 6



C 7

