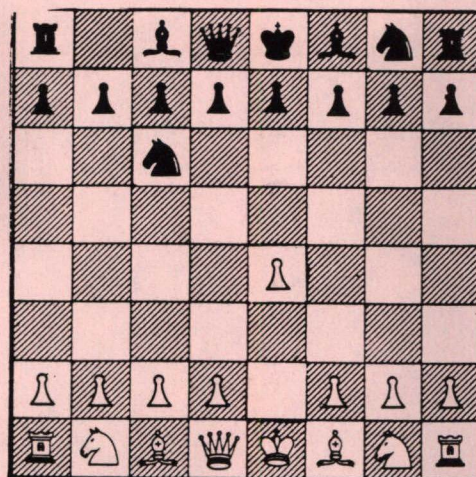


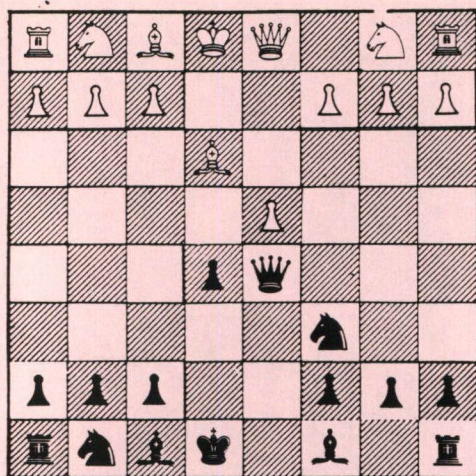
90 minute cassette

NIMZO'S OTHER DEFENCE

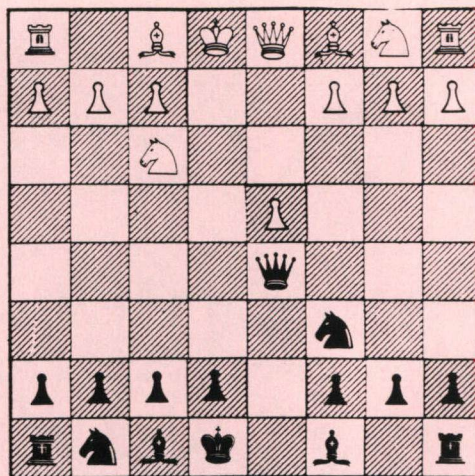
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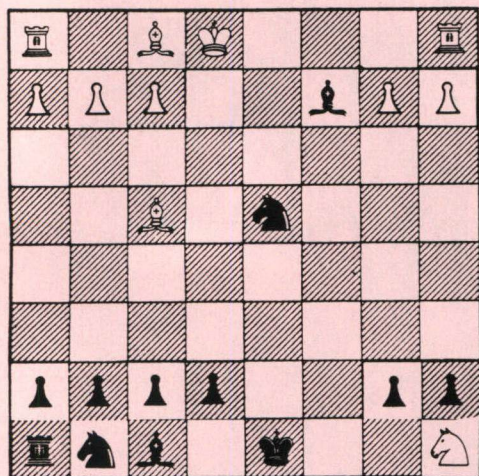
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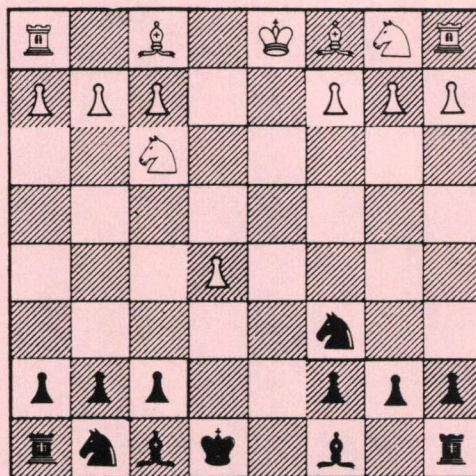
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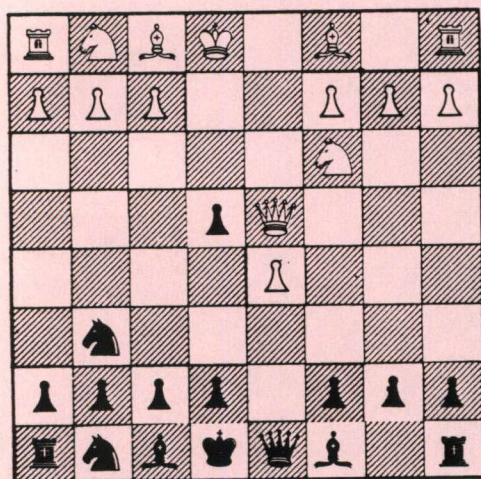
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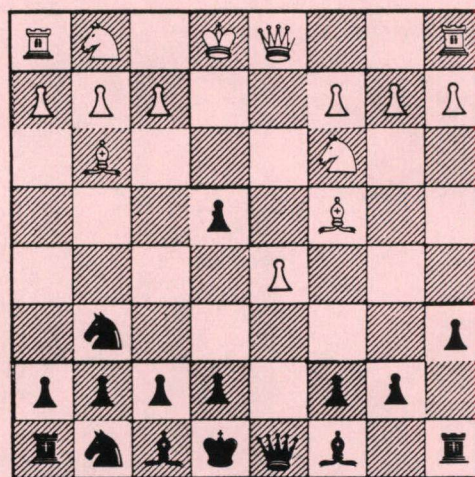
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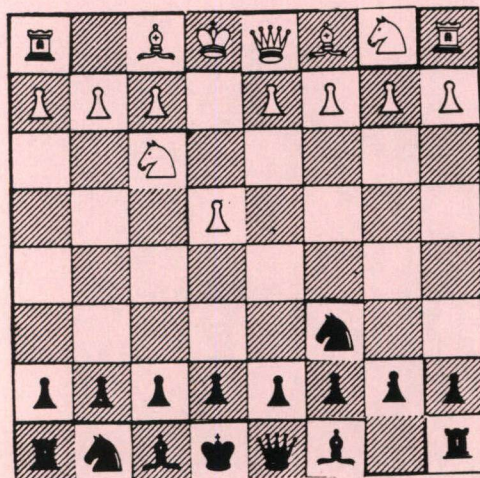
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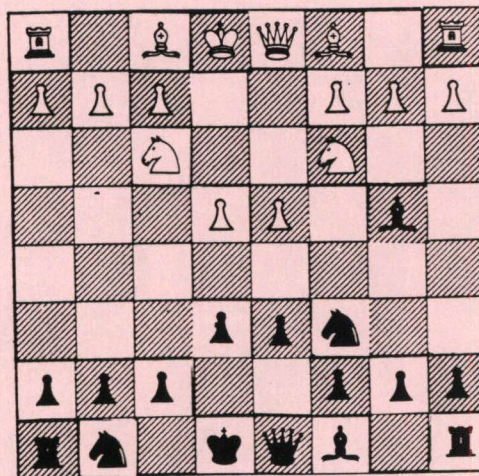
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7



8



ILLUSTRATIVE GAME

1 P-K4 N-QB3 2N-KB3 P-Q3 3P-Q4 N-B3

This move is probably a bit more exact and flexible than ... B-N5.

4N-B3 B-N5

Keres (who was Black) said that White ought to play 5B-QN5, a move that's certainly worth looking into. In reply Black could play ... P-QR3 or ... B-Q2 or even ... KN-Q2 preparing ... P-KN3 and so on, at the same time taking the sting out of 5B-QN5.

5 B-K2

The normal move, a bit more passive than B-K3 but also very solid. Here 5 ... P-KN3 could transpose into a well known line of the Pirc Defence by 6 O-O B-N2, while 5 ... P-K4 is another move that's known.

5 ... P-K3

Keres claimed equality with this move in Informator.

6 B-K3 B-K2 7 O-O O-O

White has a slight space advantage, but Black should be able to neutralise it in time.

8 N-Q2

White would rather exchange off the Black queen's bishop for his own bishop than allow the knight to be swopped off. As it turns out, he'd have done better to keep his bishop after all.

8 ... BxB 9QxB P-Q4

Turning the game into a kind of French, but improved considerably by the absence of those bishops.

10 P-K5 N-Q2 11 P-KB4

Trying for a king side attack, but without the white squared bishops, this has little hope of success.

11 ... N-QN5 12 N-B3 P-QB4 13 QR-Q1 R-QB1 14 P-QR3 PXP 15 NXP N-QB3
16 Q-KB2 N-QR4

The object of this move is to place the knight on QB5; the black rook on QB1 exerts considerable pressure down that file. However, in his notes to the game, Keres suggested that it might be better to have played ... N-N3 and bring that knight round to QB5.

Illustrative Game (continued)

17 B-B1 N-B5 18 N (B3) - K2 Q-N3

This again attacks the QNP.

19 P-QN4

Holds up the Q-side for a little while, but makes long term weaknesses.

19 ... P-B3

Now that the queen protects the KP, this move is possible, opening a new front on the king side and in the centre. This was why Keres kept his knight to Q2.

20 PXP RXP

Both rooks now have a half open file to play down. The black king pawn threatens to advance before long. Nevertheless, according to Keres, White could have equalised here by 21K-R1, getting out of the tactical problem down the g1 - a7 diagonal, or even by N-KB3, to get the queen off and go for an ending.

20 N-QN3 Q-R3

Attacking the QRP.

21 N (K2) - Q4 NXP 22 BXN QXB 23 Q-K2 Q-R3 24 QXQ PXQ 25 R-R1

It almost looks as if White has made himself some chances, but he's still in trouble on the Black squares.

25 ... BXP 26 RXP N-B4

Now if 27 NXN BXN he would pin and threaten to win the unguarded knight at Q4, at the same time protecting the passed QRP.

27 RXQRP NXN 28 PXN B-B4 29 R-R4 R (QB1) - KB1

White's KBP can no longer be saved, since if 30P-N3, P-K4.

30 K-R1 RXP 31 RXR RXR White

Resigned.

A WORD ON THE USE OF THIS TAPE

This booklet contains a set of diagrams to which you will be asked to refer when you get to the end of a variation, in order to get back into the main line. For short variations you will simply be told which pieces to replace and where.

The tempo of delivery on this cassette is somewhat faster than usual, so we would suggest you let the minor points go, and investigate them more thoroughly on the replay.