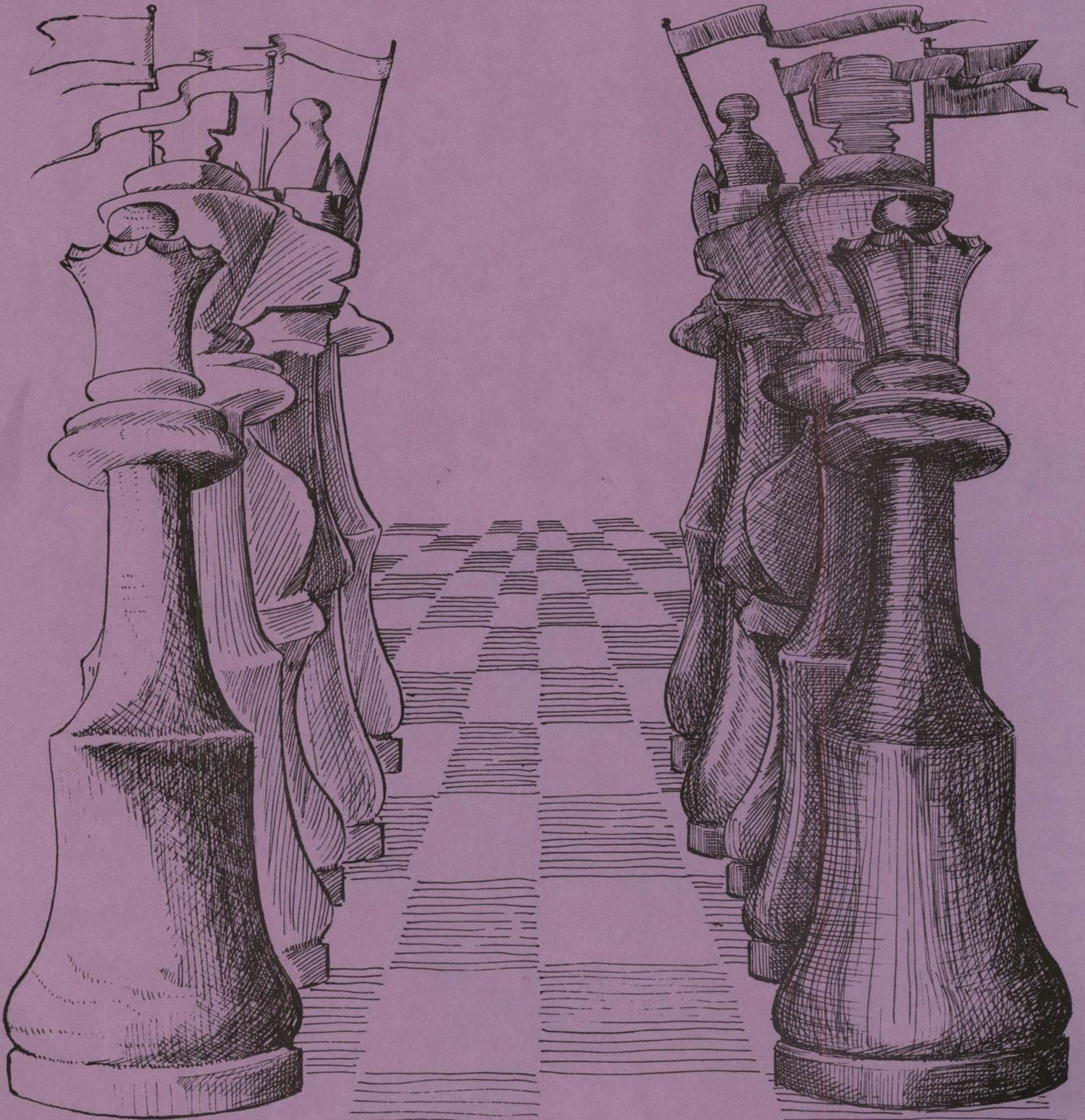


POPULAR CHESS

No. 11



THE KING'S GAMBITEERS

by Victor Mathias

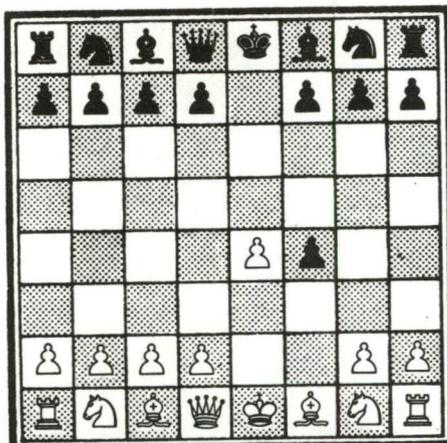
Here is something unusual: usually chess players love describing their wins; here is a description of one of my losses.

I have began a new King's Gambit tournament with Sensor level 3 (ordinary brain). At this level, the computer seems to have no technical problems that make it cut out. It nevertheless plays jolly well (as this game shows!) and it moves in about 2 or 3 minutes. The Kings Gambit, producing as it does a long line of razor sharp tactical positions, suits a computer and gives it a slight advantage to compensate for its relatively low level setting and unadvanced module.

In this game I had a) united advanced pawns (b) a check by my N forking K and unprotected R (c) two rooks on the seventh (d) prevented white from Castling- yet I still lost.

/Notes in capitals by V. Mathias
other notes by M Basman/

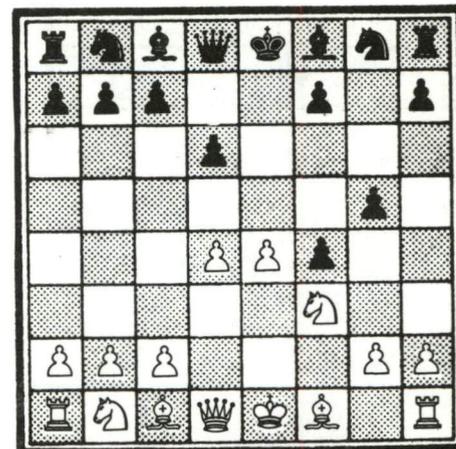
White	Black
Sensor Level 3	V. Mathias
1 P-K4	P-K4
2 P-KB4	PxP



The King's Gambit, where white sacrifices a pawn for two possible advantages a) better control of the centre with pawns, as he will be able to play P-Q4 without being challenged by a black pawn at e5. b) possible use of the f file for his queen and rooks after he has castled and recaptured the sacrificed pawn at KB4.

However, meanwhile he must attend to black's threat of Q-R5ch, exploiting the weakened diagonal to his king.

3	N-KB3	P-Q3
4	P-Q4	P-KN4!



While white builds his pawn centre, black secures his extra pawn at KB5, and this prevents white from using the KB file properly.

5	B-QB4	P-N5?
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But this is too dangerous, since by 6 O-O PxN 7 QxP white could sacrifice a piece for a very strong attack down the open KB file. Stronger was 5 ... P-KR3, cementing his pawn chain.

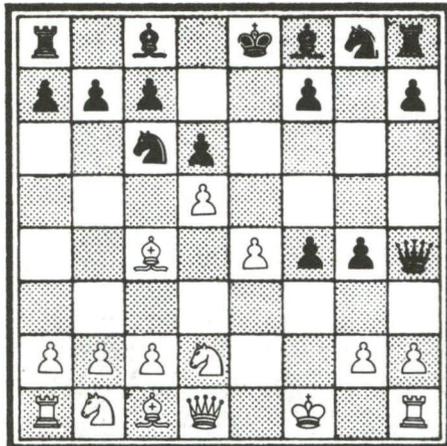
6	KN-Q2?
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If white had to retreat, then KN1 was a better square, since the knight can later emerge at K2 and attack the pawn at KB4.

6 ... Q-R5+!

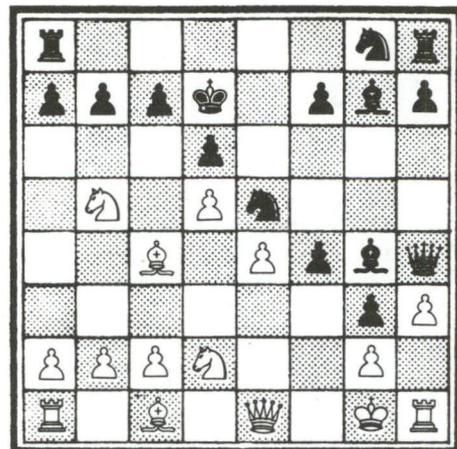
White now has to give up Castling rights.

7 K-B1 N-QB3
8 P-Q5?



IN VIEW OF WHITE'S 12th MOVE, I SHOULD PROBABLY HAVE PLAYED O-O-O HERE, BUT I HESITATED OVER CASTLING BECAUSE I COULDN'T SEE ANY USEFUL WAY OF DEVELOPING MY QR. (THE SQUARE ON WHICH IT COULD NATURALLY EMERGE TO, ON e6, WAS COVERED BY WHITE'S QUEEN PAWN). But black could have castled and later activated his rooks by moves such as P-KB4 and R-KB1; an immediate 11 ... P-B6 is also strong.

11 ... B-N2
12 N-N5! K-Q2
13 K-N1!?

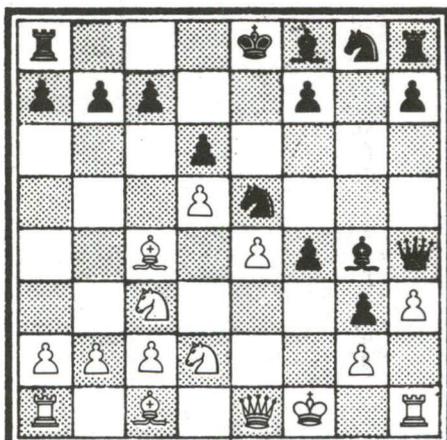


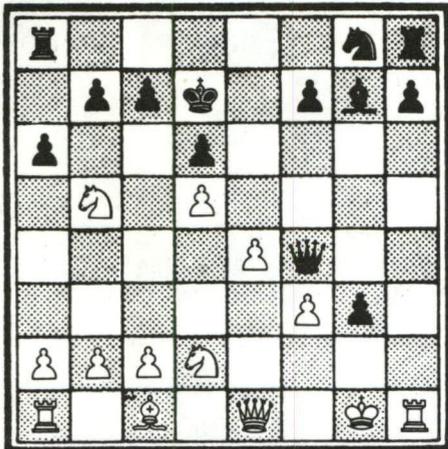
Another positional error, which gives the black knight a strong central out post at K5. Better to play P-QB3, keeping pawn control of all the central squares.

8 ... N-K4
9 N-QB3 P-N6
10 P-KR3 B-N5
11 Q-K1

Black misses the point of this move, which threatens to capture the bishop at KN4; otherwise he would have played 13 ... P-B6! here (if 14 PxB?? P-B7ch wins).

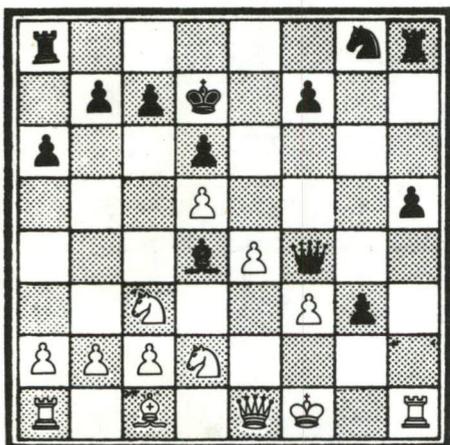
13 ... P-QR3?
14 PxB QxP
15 B-K2 P-B6
16 BxP NxBch
17 PxN Q-B5





MY 17th MOVE (... Q-B5) LOOKS DANGEROUS TO ME IN THAT I PUT THE Q ON THE SAME DIAGONAL AS WHITE'S QB, BUT IN FACT FOR THE MOMENT THE SENSOR CAN'T DISCOVER AN ATTACK ON MY Q BY MOVING HIS N, BECAUSE I THEN PLAY ... QxBP. I HAVE ANYWAY FEW PLACES TO GO WITH MY Q, NOW THAT THE KR FILE HAS BEEN OPENED FOR WHITE, AND HIS CENTRAL PAWNS CONTROL SO MANY WHITE SQUARES.

18 N-B3 B-Q5ch
 19 K-B1 P-KR4?



Black fails to activate his army here - I prefer 19 ... N-B3 or

N-K2, and then if 20 N-K2 P-N7ch! opens up the KN file. After 21 KxP KR-N1ch 22 K-B1 Q-N4, black has a good attack brewing. Note the use of pawn moves to open files.

20 N-K2!

THIS IS A WHOPPER OF A GOOD MOVE FOR WHITE (ATTACKING SIMULTANEOUSLY MY PASSED PAWN, MY Q AND MY UNPROTECTED B). WHY CAN'T I PULL OFF MOVES LIKE THAT? PROBABLY BECAUSE S. SEES FAR ENOUGH AHEAD NOT TO GIVE ME SUCH OPPORTUNITIES.

20 ... Q-N4!?

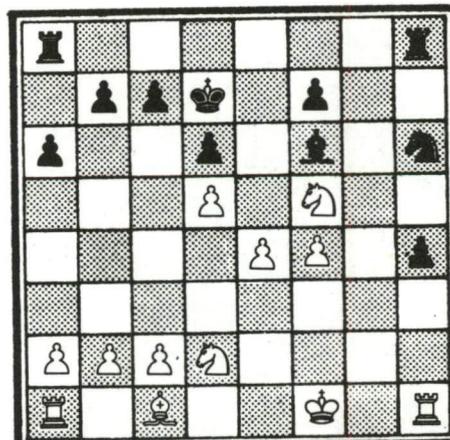
21 QxP!

21 QxP IS THE BEST OF THE VARIOUS CAPTURES OPEN TO WHITE. I WAS IMPRESSED BY THE FACT THAT THE COMPUTER DID NOT PLAY NxB. THIS WOULD HAVE APPEARED MORE LOGICAL THAN THE MOVE PLAYED BECAUSE NxB WINS A BISHOP INSTEAD OF A PAWN, BUT OF COURSE ALLOWS P-N7ch! FOR ME, CAUSING ALL SORTS OF HAVOC IN WHITE'S DEFENCES AND THE LOSS OF HIS KR. DON'T YOU AGREE THAT THIS SHOWS VERY SUBTLE CALCULATION ON THE PART OF MY CUTE MECHANICAL FRIEND?

21 QxQ

I DON'T WANT TO SWAP OFF QUEENS, BUT, IF I DON'T, I LOSE MY B.

22 NxQ P-R5
 23 N-B5 B-B3
 24 P-KB4 N-R3?



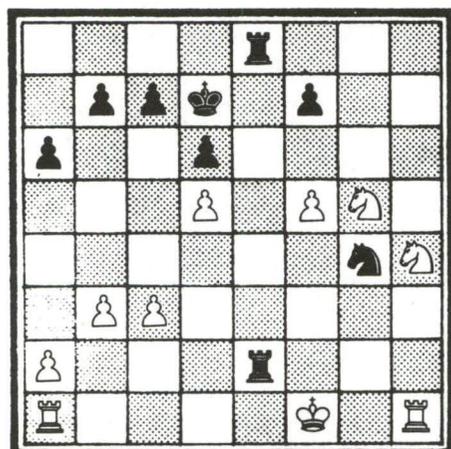
I MISSED THE FACT THAT N-R3 WOULD COST ME ANOTHER PAWN, BUT THE TIME WAS NOW APPROACHING 11.45 PM. IN FACT I SEEMED TO GET A NEW LEASE OF LIFE FOR A WHILE AFTER THIS APPARENT ERROR

25 NxRP N-N5
26 N/2-B3 QR-K1!

MY 26th MOVE ACTUALLY WINS MATERIAL - A PAWN!

White is still labouring from backward development, despite his extra piece.

27 P-B5 RxP
28 P-B3 R/l-K1
29 B-N5! BxB
30 NxB R-K7
31 P-N3



WHITE'S 31st MOVE - MERELY SIDE STEPPING WITH HIS NP-SEEMS TO UNDERESTIMATE THE DANGER MY R ON THE 7th POSES: BUT IN FACT SENSOR HAS SUMMED UP EVERYTHING CORRECTLY, AS IT TURNS OUT.

31 ... R-KB7ch
32 K-N1 R/l-K7

AFTER MY 32nd MOVE, WITH BOTH MY ROOKS ON THE SEVENTH, I THOUGHT I MUST HAVE ANOTHER BRILLIANT MATHIAS WIN ON THE CARDS, DESPITE MY MATERIAL DEFICIT, BUT IT WAS NOT TO BE. READ ON ...

33 P-R4 N-K4

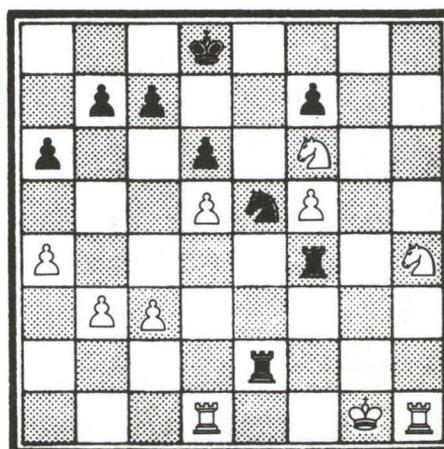
I THOUGHT MY 33rd MOVE WAS PREPARING 34 ... N-B6 mate, BUT I SUDDENLY SAW THAT THE F3 SQUARE WAS IN FACT COVERED BY WHITE'S N ON THE WING. CURSES!!

Possibly better than 33 ... N-K4 was 33 ... N-K6 34 R-R3 NxB 35 NxN RxN 36 N-B3 RxP when black has 2 pawns for the knight and a good position.

34 N-K4!

THIS FORCES ONE OF MY ROOKS OFF THE SEVENTH AND THE ATTACK IS SEVERELY CRIPPLED AS A RESULT.

34 ... R-B5
35 N-B6ch K-Q1
36 R-Q1



36 RxN?!

THIS APPEARED TO ME TO BE INSPIRED BY A BRILLIANT LITTLE TACTIC ON MY PART (SETTING WHITE UP FOR A N FORK), BUT COMPLETELY MISFIRED. AGAIN

SENSOR HAD SEEN DEEPER INTO THE POSITION THAN I HAD 34 ... R-B7 WOULD HAVE BEEN MET BY 35 N-K4. THE CORRECT MOVE WAS 34 R-QB7! OR R-QN7!, BOTH OF WHICH WOULD HAVE (a) THREATENED A WHITE P (b) MOVED MY ROOK ON THE SEVENTH OUT OF RANGE OF THE WHITE K AND (c) SET UP MY FORK CORRECTLY, IN OTHER WORDS, THIS IS AN EXAMPLE OF WHY I LOSE AT CHESS VIZ. I SEE A BRILLIANT MOVE AND PLAY IT STRAIGHT AWAY INSTEAD OF THINKING FIRST AND PREPARING THE GROUND FOR IT.

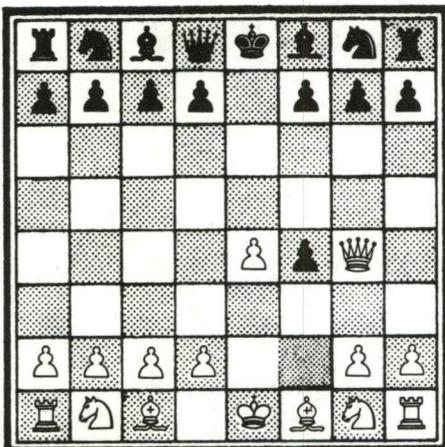
37 RxR N-B6ch
38 K-B1 Resigns

DON'T YOU AGREE THAT THIS GAME WAS A THRILLER AND WORTH CLOSE STUDY.
Game 2

WHITE SENSOR Level 3

BLACK Victor Mathias

1 P-K4 P-K4
2 P-KB4 PxP
3 Q-N4?



THIS IS A CHARLES - CONWAY TYPE MOVE; SUPERFICIALLY LOGICAL, BUT MUCH TOO PREMATURE.

3 ... P-KN4
4 N-KR3 P-KR3
5 P-Q4 N-KB3
6 Q-K2

White has lost time with his queen manouvre.

6 ... P-Q3
7 N-B3 BxN!
8 PxB

AFTER THIS, WITH WHITE'S KING SIDE IN RUINS, I THOUGHT A NORMAL DEVELOPMENT WOULD BUILD UP TO MY EVENTUAL 'CRUSHING ATTACK', BUT I FAILED TO OBSERVE A RULE THAT A MR JOSEPHS (I THINK IT WAS) WROTE ABOUT IN POP CHESS. IT'S A CCPF RULE FOR RABBITS. BEFORE YOU MOVE, LOOK QUICKLY (BUT ALWAYS) FOR CHECKS, CAPTURES, PINS AND FORKS AVAILABLE TO YOU OR YOUR OPPONENT. YOU CAN BE SURE THAT A COMPUTER NEVER FAILS TO OBSERVE THE RULE AND OF COURSE, SENSOR GETS RIGHT BACK INTO THE GAME BECAUSE OF MY FAILURE TO OBSERVE SAME ...

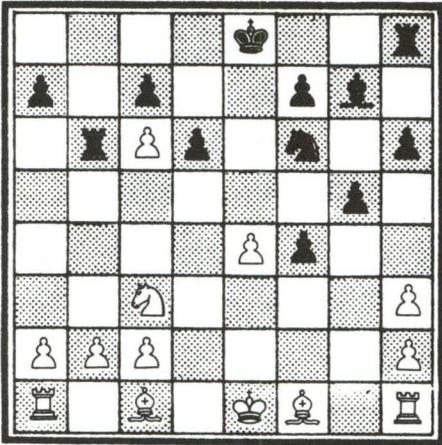
8 ... B-N2?
9 Q-N5ch!

WHITE'S AWKWARD CHECK FORKS KING AND UNPROTECTED QNP (WHICH THIS TIME IS NOT 'POISONED') (eg 9 ... QN-Q2 10 QxP R-QN1 11 QxRP; or 9 ... N-B3 10 QxP R-QN1 11 QxNch!) SENSOR, HOWEVER, FINDS A LINE EVEN BETTER THAN THE ONES I'VE GIVEN; A LINE THAT FORCES THE WIN OF MY QN.

9 ... N-B3
10 P-Q5 Q-Q2

(This is a mistake; black could have saved his piece by 10 ... P-QR3 11 QxNP N-K4 - Ed).

11 QxP R-QN1
12 QxN QxQ
13 PxQ R-N3

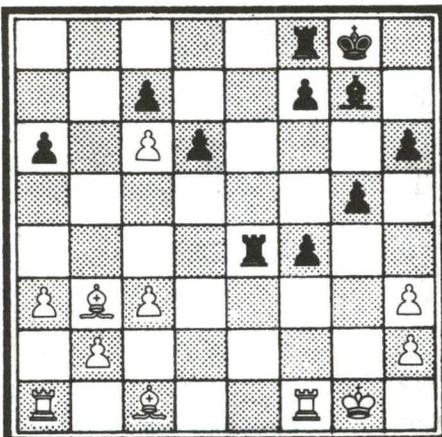


I AM A WHOLE PIECE DOWN (JUST BECAUSE I IGNORED THE CCPF RULE) BUT I DO HAVE SOME COMPENSATIONS: WHITE'S K IS STILL TERRIBLY EXPOSED; AND I HAVE A PASSED KBP. WHITE'S ADVANCED PAWN AT C6 IS DOUBLED, AND WON'T GET ANY FURTHER IN A HURRY. ALSO, IT BLOCKS UP A WHITE DIAGONAL, ALONG WHICH SENSOR COULD HAVE ATTACKED MY KING. SO MY K CAN STAY IN THE CENTRE FOR A WHILE.

14 B-N5 P-R3
15 B-R4 R-N5
16 P-R3 R-B5!

The rook looks exposed here, but in fact it is white's king pawn which is in danger.

17 O-O NxP
18 NxN RxN
19 B-N3 O-O
20 P-B3!



THIS MOVE IS ESSENTIAL TO RELEASE THE QB FROM THE DEFENCE OF THE QNP

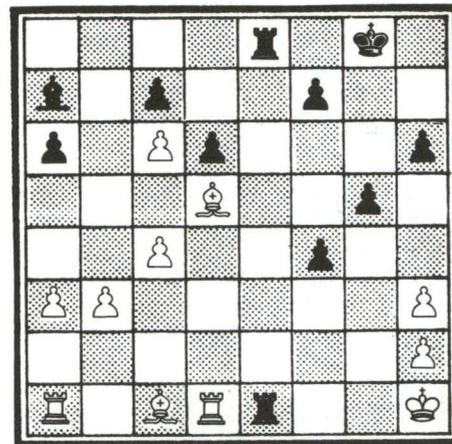
20 R/1-K1
21 B-Q5 R/5-K4
22 P-B4?

An error, letting the black bishop back into the game.

22 ... R/4-K2!
23 K-R1 B-Q5
24 R-Q1 B-R2

BLACK'S BISHOP IS FORCED TO RETREAT, BUT IN FACT FITS VERY NICELY AT R2.

25 P-N3 R-K8ch!



THIS MOVE, DESPITE THE FACT IT EXCHANGES OFF ONE OF MY DOUBLED ROOKS IS VERY STRONG. I'M ALMOST TEMPTED TO SAY IT LEADS STRAIGHT TO AN EVENTUAL WIN. MY ROOK ON THE BACK RANK a) PINS THE WHITE B AGAINST THE BLACK ROOK b) MEANS THAT THE WHITE ROOK MUST STAY ON THE BACK ROW TO PROTECT THE B. SO, IN EFFECT, MY ONE PIECE IMPRISONS TWO WHITE PIECES, RESTORING THE MATERIAL EQUILIBRIUM.

26 RxR RxRch
27 K-N2 P-KR4

THESE PAWN ADVANCES ARE DESIGNED TO ATTACK THE SQUARES IMMEDIATELY IN FRONT OF WHITE'S K BEFORE I DELIVER THE CHECK ON g1.

- 28 P-N4 P-N5
 29 PxP PxP
 30 P-R3 R-N8ch
 31 K-R2 P-N6 mate!

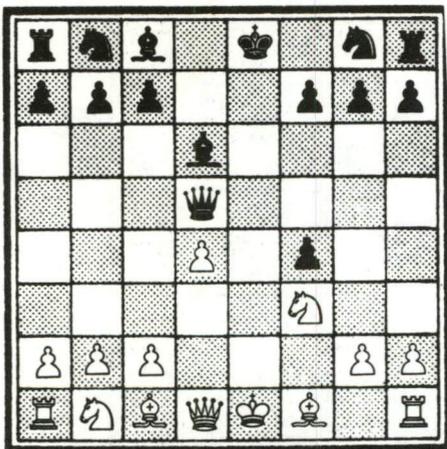
THE END IS ANOTHER MAGNIFICENT 'RARE' MATE DELIVERED WITH A PAWN-ALTOGETHER A VERY SATISFYING GAME AFTER A LEAN SPELL. (BUT I MUST NOT GET OVER CONFIDENT, I MUST NOT IGNORE CCPF.)

Game 3

White V Mathias

Black Sensor level 3

- 1 P-K4 P-K4
 2 P-KB4 PxP
 3 N-KB3 P-Q4
 4 PxP QxP
 5 P-Q4 B-Q3



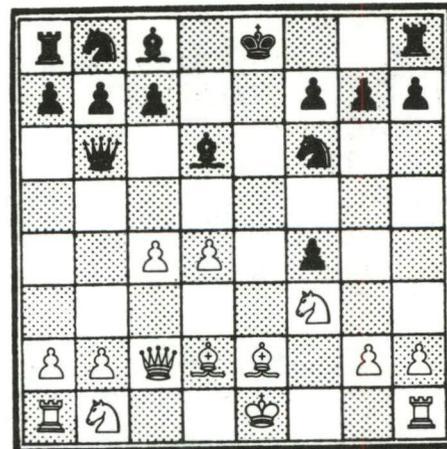
5 ... B-Q3 IS A TYPICAL SENSOR MOVE. BLACK DEFENDS PAWN BUT IS RATHER PASSIVE IN THAT ROLE AND IMPEDES A POSSIBLE RETREAT OF THE QUEEN

- 6 B-K2 N-KB3
 7 P-B4

THIS LOOKS SENSIBLE ENOUGH BUT PROVES WEAK IN THE LONG TERM. PROBABLY N-QB3 WOULD HAVE BEEN BETTER (IT WOULD SIMILARLY ATTACK THE QUEEN BUT WOULD DEVELOP A PIECE AT THE SAME TIME.

(All the same, the white pawn centre causes considerable embarrassment to black's queen and bishop).

- 7 ... Q-QR4ch
 8 B-Q2 Q-N3
 9 Q-B2?



WHEN I REANALYSE THE POSITION, 9 Q-B2 SEEMS TO BE A MOVE THAT MISSES A SENSATIONAL QUICK WIN FOR ME - WHY DIDN'T I PLAY P-B5, FORKING Q AND B? BECAUSE I WAS AFRAID OF ... QxNP THREATENING MY CORNERED QR ... IN FACT I NOW SEE (DO YOU AGREE) THAT MY QNP WOULD BE A POISONED PAWN FOR BLACK IF HE TOOK IT: THUS 9 P-B5 QxNP? 10 B-B3!! AND THE BLACK QUEEN IS LOST (OR AM I MISTAKEN?)

IF I CAN SEE THAT NOW, WHY DIDN'T I SEE IT THEN? I DON'T KNOW.

- 9 0-0

BLACK CASTLES CALMLY AFTER MY 9th MOVE. HE CAN SEE WHAT'S COMING AND NOW HAS A COUNTER READY. IF MY 10 MOVE WERE P-B5?, HE PLAYS Q-B3, AND THE FORKING PAWN IS NOW PINNED AGAINST MY UNPROTECTED QUEEN!

- 10 N-B3
 7

THIS LOOKS POWERFUL, DEVELOPING A PIECE AND AT THE SAME TIME RENEWING THE THREAT OF P-B5 BY COVERING MY QUEEN.

10 ... N-B3!!

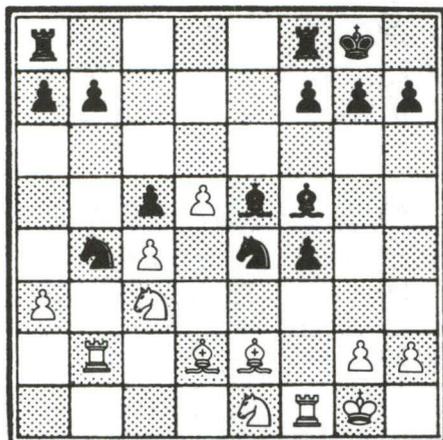
STILL BRILLIANTLY IGNORING THE THREAT OF THE PAWN FORK, AND PLAYING A 10th MOVE MORE POWERFUL THAN MY ONE. (IF I PLAY THE PAWN FORK, BLACK IGNORES IT AND PLAYS NxP!! AFTER WHICH IT WILL TAKE MY QUEEN WITH CHECK AND I'LL LOSE MY QR ALSO - WOE IS ME!)

(This is not so - after 11 P-B5 NxQP white can play 13 NxN.

11 Q-Q3?

THIS IS SIMPLY A MATERIAL ERROR, BUT FACED WITH THE THREATENED ADVANCE OF BLACK'S QN MY PANIC IS I THINK FORGIVABLE.

11		QxNP
12	O-O	N-QN5
13	Q-N1	QxQ
14	QRxQ	B-KB4
15	R-N3	B-B7
16	R-N2	P-B4
17	P-Q5	B-B4
18	N-K1	B-K4
19	P-QR3	N-K5!!



AFTER THIS MOVE (IGNORING MY PAWN ATTACK ON HIS KNIGHT!) I MUST LOSE MORE MATERIAL. THE

ONLY QUESTION IS HOW MUCH. I THINK I GOT OFF LIGHTLY.

20	NxN	BxR
21	B-QB3!	BxN
22	BxB	N-R3
23	RxP	

NOW I'M THE EXCHANGE AND A PAWN DOWN; BUT MY K IS GOING TO BECOME ACTIVE AND THE BLACK KNIGHT LOOKS ABSOLUTELY USELESS.

23	...	KR-K1
24	K-B2	QR-Q1
25	P-KR4	N-B2

THE KNIGHT HARDLY LOOKS ANY BETTER THAN ON R3.

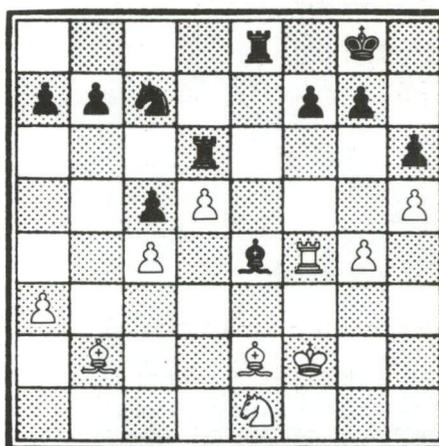
(But black can threaten b5 to dissolve white's centre pawns).

26	P-R5	P-KR3
27	P-N4?!	

(27 R-N4, putting pressure on g7, looks a lot stronger - Ed).

27	...	R-Q3!
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THIS THREATENS R-QN3 WITH AN ATTACK ON MY BISHOP AND ISOLATED QRP.

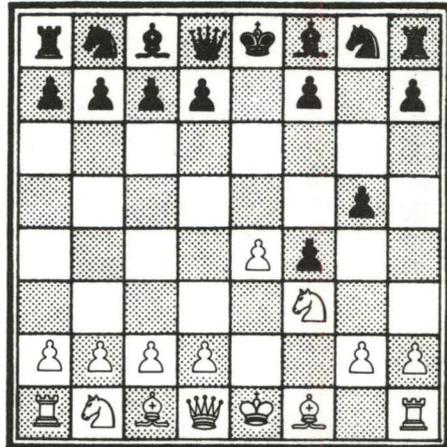


28 N-N2??

I THOUGHT LONG AND HARD ABOUT MY 28th, TRYING TO SORT OUT WHICH OF MY KING FILE PIECES TO ADVANCE AND WHERE TO PUT IT. IN THE END I PRODUCED A

REAL BUMMER. I MIGHT AS WELL HAVE RESIGNED THERE AND THEN, BUT I STILL HAD A PASSED PAWN (MY KNIGHT HAD BEEN HEADING FOR h4)

28 ... BxN
 29 B-Q3 R-QN3
 30 B-QB1 B-R6
 31 B-B5 R-N6
 32 P-Q6! N-K3
 33 BxN



IN A LOST POSITION I PLAYED MY 33rd MOVE. I LATER THOUGHT THAT 33 R-K4 WOULD HAVE BEEN BETTER AND I RESET THE BOARD WITH THAT MOVE BEING PLAYED. I WAS RIGHT. IT WAS BETTER. THE GAME CARRIED ON EXCITINGLY FROM THERE BUT I STILL LOST IN THE END.

I INVARIABLY, IN THIS OPENING AS BLACK, GET A STRONG ATTACK AGAINST SENSOR TO START WITH. THIS IS BECAUSE IT FAILS TO ANTICIPATE THE POWER OF MY 3rd MOVE AND PLAYS 4 P-Q4 INSTEAD OF THE SAFER 4 P-KR3.

33 RxB
 34 R-Q4?!

I THOUGHT THIS WAS CUNNING (TO BLOCK OFF THE QUEEN FILE FROM BLACKS b3 ROOK) BUT I DIDN'T SEE BLACK'S WINNING RIPOSTE ON HIS 35th!

Actually on 4, white has several promising continuations besides 4 P-Q4 or 4 P-KR3. There is the Kieseritsky variation 4 P-KR4, when after 4 ... P-N5 5 N-K5 black has no check at h4. There is also 4 B-QB4, when after 4 ... P-N5 white can play the Muzio Gambit, after 5 O-O gxf3 6 QxF3 sacrificing a piece for a very strong attack down the f file.

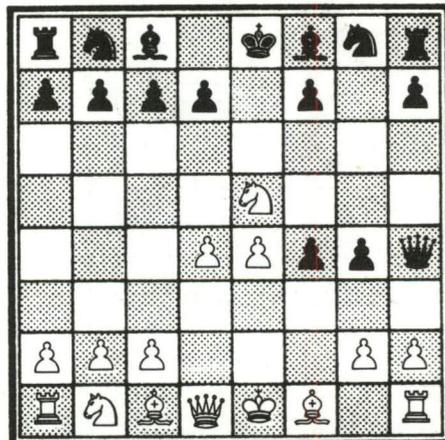
34 PxR
 35 P-Q7 R-Q3!!!

WHITE RESIGNS.

4 P-Q4 P-N5
 5 N-K5 Q-R5ch

I HOPE YOU ENJOYED MY HUMILIATION.

I 'ENJOYED' THIS BEATING. AM I A MASOCHIST?



Game 4

White Sensor Level 3

Black V Mathias

1 P-K4 P-K4
 2 P-KB4 PxP
 3 N-KB3 P-KN4

Now has to go into a dubious gambit, or displace his king by 5 K-K2.

6 P-KN3 P x P
 7 B-N2 P x P dis ch.
 8 K-K2

NOW I AM NO LESS THAN 3 PAWNS UP. I HAVE PREVENTED WHITE FROM CASTLING AND I HAVE CONNECTED PASSED PAWNS, ONE OF WHICH IS ON THE 7th RANK. COULD I ASK FOR MORE SO SOON?

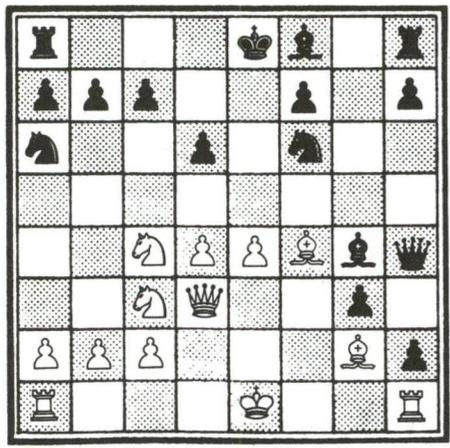
8 ... P-Q3
 9 N-B4 N-KB3
 10 N-B3 P-N6

THIS SUPPORTS MY RP ON THE 7th AND VACATES THE g4 SQUARE FOR EITHER MY KN OR MY QB.

11 Q-Q3 B-N5ch
 12 K-K1

ALTHOUGH SEEMINGLY EXPOSED AND UNABLE TO CASTLE, WHITE'S KING IS IN FACT RELATIVELY SAFE WHEN IT RETURNS TO K1. YOU'LL NOTE THAT I CANNOT MANAGE ANOTHER CHECK FOR 15 MOVES ...

12 ... N-R3
 13 B-B4



THIS DEVELOPS A PIECE AND MOUNTS QUITE A LOT OF PRESSURE ON MY KNP. I GAVE MY REPLY (N-KR4) AN EXCLAMATION MARK BECAUSE I WAS PLEASED TO FIND SUCH A MOVE (THAT BOTH DEFENDED THE KNP AND ATTACKED THE UNPROTECTED f4 B) AFTER ALMOST

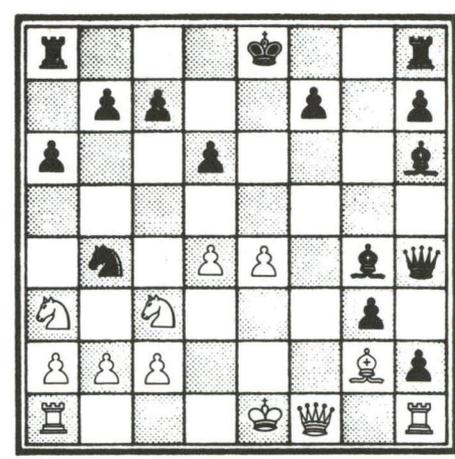
GIVING UP HOPE FOR THE KNP. BUT, WHEN I LOOK AT THINGS AGAIN, I WONDER WHETHER 13 ... N-N5! MIGHT NOT HAVE BEEN EVEN STRONGER. AFTER ALL, WHERE IS WHITE'S QUEEN TO GO? (14 Q-K3?? N x B Pch! ENDS THE GAME THERE AND THEN; 14 Q x P Q x Q 15 B x Q N x B Pch! IS OBVIOUSLY PLAYABLE FOR WHITE BUT ONLY JUST (EVEN IF IT DOES LEAD TO LIQUIDATION OF MY PASSED PAWNS) 14 Q-Q2 IS CLEARLY SAFEST FOR WHITE BUT THEN MY KNP IS ONCE AGAIN UNDER NO PRESSURE).

13 ... N-R4
 14 Q-K3 N x B

THIS IS ESSENTIAL, OR WHITE WILL PLAY 15 B-N5!! WHICH SEEMS TO PUT PAID TO ME WITHOUT FURTHER ADO.

15 Q x N B-R3
 16 Q-KB1 N-N5
 17 N-R3 P-R3

THIS DENIES THE USE OF b5 TO WHITE BUT HIS Q ZOOMS TO C4 INSTEAD AND MY TROUBLES START! WHITE BEGINS A POWERFUL COUNTER ATTACK.

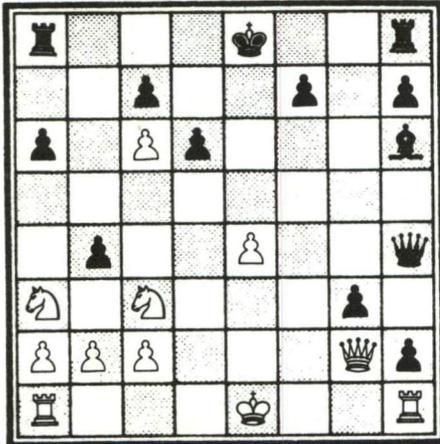


18 Q-QB4 N-B3
 19 P-Q5! B-R6
 20 P x N

AFTER WHITE'S WIN OF MY QN (SIMILAR TO GAME 2!), WE ARE NOW MATERIALLY EQUAL.

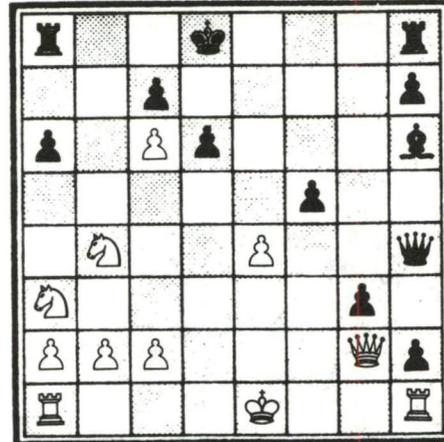
Victor does not explain why he gave up the knight. 19 ... N-K4 looks okay, even after 20 QxBP

20 ... P-N4
 21 Q-B1 BxB
 22 QxB P-N5



NOW WHITE, AFTER BEING 3 POINTS DOWN, IS A POINT UP. HOWEVER, STARTING FROM NOW, I HAVE A FINE BURST TO FINISH OFF THE GAME.

24 ... P-B4



JUST LOOK AT MY 22nd MOVE. IT IS AN ADVANCE OF MY QNP WHICH FORKS WHITE'S TWO KNIGHTS. A PAWN FORK OF Q & B or Q & K or B & K CAN SOMETIMES BE MET MERELY BY TAKING THE PAWN. BUT MY KIND OF FORK IN THIS GAME MUST WIN MATERIAL. MUSTN'T IT ??? THE ANSWER IS NO. LOOK WHAT HAPPENED WHITE'S RIPOSTE NOT MERELY THREATENS NxBPch! WINNING THE EXCHANGE, BUT THEREBY ACTUALLY WINS MATERIAL FOR WHITE, BECAUSE IT FORKS MY QNP AT THE SAME TIME. WELL DONE, SENSOR! PERHAPS THOUGH, I COULD STILL HAVE PLAYED 23 ... PxN AND PERMITTED WHITE TO FORK ME. MY ANALYSIS SHOWS ENDING UP WITH HIS 2 KNIGHTS FOR MY QR; NOT A BAD BARGAIN! THE HIDDEN POINT OF THE MOVE I CHOSE, HOWEVER, IS THAT VACATES e8 FOR MY KR, AS YOU SEE LATER ON. IT IS ALSO, OF COURSE, A CASE OF SAFETY FIRST.

23 N-Q5 K-Q1
 24 NxNP

The white knights are offside, the white king is unable to castle, and black's rook comes smashing through the middle.

25 N-B4 R-K1
 26 P-N3 RxPch
 27 N-K3

BLACK IS LOSING ANYWAY, SINCE IF THE KING GOES TO KB1 OR Q1, CHECK AT N5 or B5 WITH THE QUEEN IS DISASTROUS.

27 ... RxNch
 28 K-Q1 Q-N5ch
 29 K-B1 R-K7ch

WHITE RESIGNS

AFTER THIS GAME 7, SENSOR AND I ARE LEVEL AT 3½-3½.

AND EVERY GAME HAS BEEN VERY EXCITING, AS THE KGa SO OFTEN IS.

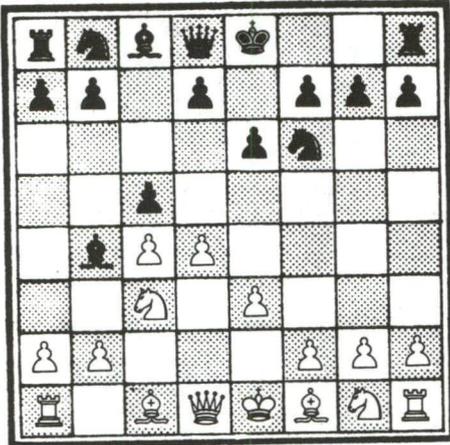
IT IS NOTICEABLE, BY THE WAY, THAT SENSOR AND I SEEM TO TAKE IT IN TURNS TO WIN AS BLACK. THIS SUGGESTS, AS THE BOOKS SAY, THAT THE KGa IS NOT A WISE LINE FOR WHITE TO CHOOSE.

YOU THE MASTER

In this latest game you take the white pieces, and play out the first few moves till you come to the diagram. Then, whenever you come to a 'what now?' sign, choose a move for white. You will receive points according to the power of your move. Naturally, you should cover the page with a sheet of paper so you cannot see the actual move played prematurely.

Let's go!

1 d4 Nf6 2 c4 e6 3 Nc3 Bb4
4 e3 c5



What now?

5 Bd3

3 points. A simple developing move. 3 points for Nf3. 2 points for Bd2, Qb3, Qc2, or Nge2. 1 point for a3 or dxc5.

5 ... 0-0

What now?

6. Nf3

3 points. Also 3 for Nge2. 2 for Qc2, Qb3 or Bd2. 1 point for a3.

6 ... d5

What now?

7 0-0

3 points. 2 points for Qc2, cxd5 a3, dxc5.

7 ... Nc6

What now?

8 a3

4 points.

Now that black has played d7-d5, white need not fear the doubling of his pawns by Bxc3, since he will later be able to exchange them by cxd5.

2 points for cxd5, dxc5, but nothing for moves like Bd2, Qc2 or Qe2, which may lose a pawn after black plays dxc4 followed by capturing several times at d4.

8 cxd4

What now?

9 exd4

3 points. 2 points for 9 axb4 dxc3 10 bxc3 Ne5 which is also possible.

9 dxc4

What now?

10 Bxc4

1 point

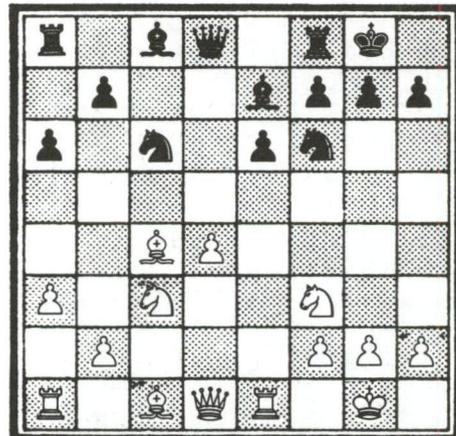
10 Be7

What now?

11 Re1

3 points. 3 points also for Bf4 or Bg5. 2 points for Be3. Nothing for Qe2 or Qc2, which lose a pawn at d4.

11 ... a6



White has the freer game here, with his central pawn at d4, and a locked in black bishop at c8. White needs to be able to start an attack,

otherwise his pawn at d4, which is isolated, may become weak. Black's last move attempts to expand by ...b7-b5 and develop his queen's bishop at b7.

What now?

12 Ba2

5 points. Since black is going to play b5 anyway, white might as well remove his bishop from danger. He could have prevented b5 by playing a4 (1 point), but this weakens b4, and black may later play Nb4 to occupy the weak square.

2 points for 12 d5, which does succeed in exchanging the potentially weak d pawn, but also takes all the tension out of the position, and simply equalises the game. For example, after 12 d5 exd5 13 Nxd5 Nxd5 14 Bxd5 black can play ...Bd7. 2 points for Bg5, Bf4, Be3, Qd3.

12 ... b5

What now?

13 d5!

6 points. Though this advance was not strong on the last move, if you were sharp you will have noticed that the weakening of the diagonal from d5 to the black rook at a8 and the loose position of the knight at c6 gives white chances to further the attack. 2 points for b4, Bb1, Qd3, Be3, Bf4 or Bg5. 1 point for h3. Minus 2 for Ne5, which loses the d pawn after Nxd4.

13 ... exd5

What now?

14 Nxd5

1 point. Nothing for Bxd5, since this leads to the exchange of bishop for knight, and in general a bishop is stronger than a knight, especially in this open position.

14 ... Nxd5

What now?

15 Qxd5!

6 points. 15 Bxd5 (3 points) is

also inviting, but black can defend with 15...Bb7 16 Ne5 Nxe5 17 Bxb7 Qxd1 18 Rxd1 Ra7.

After 15 Qxd5, black cannot now exchange queens by 15...Qxd5, since he loses a piece after 17...Bb7 18 Bxc6 Bxc6 19 Rxe7.

15 ... Bb7

What now?

16 Qh5

5 points. This brings the queen to an attacking position. Only 2 points for other moves such as Be3, Bf4, Bg5, which allow exchanges and weaken white's attack.

16 ... g6

What now?

17 Qh6

2 points. 1 point for the less aggressive Qh3 or Qg4.

17 ... Nd4

What now?

18 Ng5

3 points for this move, which by threatening mate at h7 forces black to exchange a good defending bishop for a knight.

18 Nxd4 (a point) appears to win a piece, but this is an optical illusion after 18...Qxd4 19 Rxe7 Qd1+ and a back row mate.

18 ... Bxg5

What now?

19 Bxg5

1 point. Nothing for Qxg5, which loses the exchange after the knight fork ...Nc2.

19 ... Qb6

Black must keep his queen guarding the f6 square, otherwise white will quickly mate with Bf6 and Qg7.

What now?

20 Rad1

4 points. A tricky decision for white. He has a strong position, but he must take into account

black's possible counter threats of Nc2, Nf5, or Qc6.

Thus 20 Re7 and 20 Be7 gain no points due to the reply Nf5. No credit either for Bb1, which though it stops the threat of Nc2, blocks in the rook at a1.

2 points for Be3, pinning the knight at d4, but retreating as well.

4 points for Re5, which meets the threats of Nc2 and Nf5 (21 Rxf5 gxf5? 22 Qxb6), and also prepares to answer 20...Qc6 with 21 Bd5.

20 ... Rac8

What now?

21 Re7!

6 points. Once again, if you were sharp, you would have noticed that this move, which was bad last time, is now very strong.

After 21...Nf5 white has 22 Rxf7! Rxf7 (22...Nxb6 21 Rxb7 dis. ch. regains the queen)

23 Bxf7+ Kxf7 24 Qxh7+ Ng7 25 Rd7+ and wins. This rook check was not available on the previous move.

2 points for 21 Re5 or 21 Be3 or 21 Bb1 which are less incisive.

21 ... Qd6

What now?

22 Kh1

5 points for this move, which spots black's devilish threat of Ne2+ and Qxd1 mate. Minus 2 points for 22 Rxb7 or 22 Rxf7, which allow this finish.

5 points also for 22 Kf1, which may be even a little stronger than the move played. Nothing for 22 Rde1, allowing ...Nf5, or 22 Reel, retreating.

22 ... Qc6

What now?

23 Rxb7

4 points. Scotches black's threat of mate in one. Minus

2 for 23 Rxd4 Qxg2++

23 ... Nf5

What now?

24 Bd5

5 points. White counterattacks against the black queen. Nothing for 24 Qh3, which leaves white the exchange down after 24...Qxb7.

24 ... Qc2

What now?

25 Rcl

6 points. Another critical position. White's queen is under attack, and he is threatened with mate at d1. No points for blindly moving the queen, though 2 points for playing the rook to f1, e1, or g1, which lose the queen, but at least stop the mate.

Now after 25...Qxcl+ 26 Bxcl Nxb6 27 Bxb6 white has two bishops against a rook.

25 ... Qe2

What now?

26 Bxf7+

6 points. Once again the only move. Nothing for retreating the queen to h3, as black once again mates with 26...Rxc1+ 27 Bxcl Qel++.

26 ... Rxf7
Black cannot play 26...Kh8 as white mates with 27 Bf6.

What now?

27 Rxc8+
1 point

27 ... Rf8

What now?

28 Rxf8++
1 point.

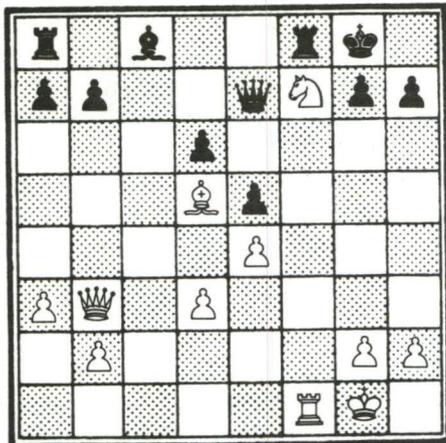
SCORING

76-87	Grandmaster (240+)
65-75	Master (220+)
55-64	British Championship standard (190+)
44-54	Strong club player (160+)
33-43	Average club (120+)
22-32	Weak club (100+)
below 22	Novice (70+)

Prize competition (issue 10)

There were several correct answers to the exceedingly difficult competition in the last issue.

White wins by a series of checks followed by an unusual interference combination.



- | | |
|----------------|-----|
| 1 Nxe5 dis.ch. | Kh8 |
| 2 Nf7ch | Kg8 |
| 3 Nxd6 dis.ch | Kh8 |
| 4 Nf7ch | Kg8 |

Now comes the coup de gras.

- | | |
|---------------|------|
| 5 Qb4!! | Qxb4 |
| 6 Nd6 dis. ch | |

This check interrupts the defence of the rook at f8, and if black now plays Kh8 the answer is Rxf8 mate.

This means black must play 5...Be6 6 Bxe6ch Kh8 7 axb4 when white has 2 pieces and 2 pawns against a rook - an easy win.

Prizewinners were D.Major, P.Armstrong and E.Hallsworth.

QUICKIES: White Basman Black Fidelity Excellence level 4

1 e4 c5 2 Nf3 Nc6 3 Be2 Nf6 4 e5 Ng4 5 b4 cxb4 6 d4 d5 7 0-0 Bd7 8 a3 bxa3 9 Nxa3 e6 10 c4 Be7 11 c5 Nh6 12 Nb5 Nf5 13 Nd6+ Bxd6 14 cxd6 Qb6 15 Be3 0-0 16 g4 Nxe3 17 fxe3 f6 18 exf6 Rxf6 19 Bd3 Raf8 20 Qe2 Nb4 21 g5 Rxf3 22 Rxf3 Rxf3 23 Qxf3 Nxd3 24 Rf1 h5 25 g6 Qd8 26 Qf7+ Kh8 27 Qf8+ Qxf8 28 Rxf8mate.

White Basman Black Fidelity Excellence level 7

1 e4 e5 2 Nf3 Nc6 3 Be2 (the Tayler variation) Nf6 4 d4 exd4 5 e5 Ng4 6 0-0 Bc5 7 Bg5 f6 8 exf6 Nxf6 9 Bc4 d5 10 Rel+ Ne7 11 Bxf6 gxf6 12 Nh4 0-0 (if dxc4 13 Qh5+ Kf8 14 Qxc5) 13 Bd3 Nc6? (a mistake, taking a defensive piece away from the weakened king side; better was Rf7) 14 Bxh7+ Kxh7 15 Qh5+ Kg7 16 Qg6+ Kh8 17 Qh6+ Kg8 18 Ng6 (threat: Qh8+ and Qh7 mate) Ne5 19 Nxe5 fxe5 20 Qg6+ Kh8 21 Rxe5 Bf5 22 Rxf5 Rxf5 23 Qxf5 and white won



POPULAR CHESS is produced several times a year, and caters for the average player rather than the grandmaster. It is edited by Michael Basman and costs 90p an issue, £5 for six issues. Obtainable from Audio Chess, 7 Billockby Close, Chessington, Surrey, KT9 2ED. (Tel; 01-397-1826). Make cheques payable to Audio Chess.

READER'S PAGES

Michael,

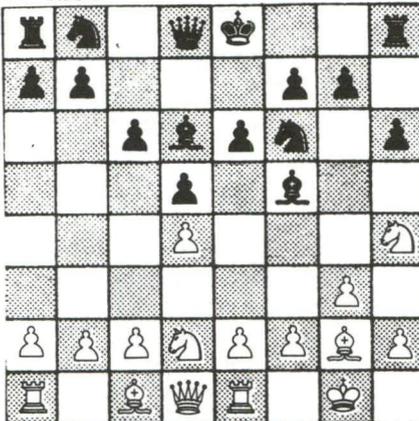
please let me introduce myself. I am aged 44, and only started playing chess 3 years ago. Anyway, I soon realised that chess was all about experience, and here was I over 40 years of age, and the children had more experience than I. So I tried to get them out of books early so I would play 1 d4, but not Queen's Gambit! I was actually playing something like a Cambridge Spring Defence with white, then someone told me I was playing the "Collie", so I tried to read as much as I could about the "Collie" but there's not much about so I was more than grateful for your tape as I was having great difficulty coping with c5 and e5 but your reply to Bf5 was no use to me as I don't know Queen's Gambit.

I've enclosed a copy of a game of mine which may be of interest to you (don't laugh this was the highlight of my season). I'd like to know if you think my system is any good? should I persist or is there a flaw?

Best regards, Wallie.

White R, Beacon (1690 grade)
Black W. McGlinchy (1160 grade)
Dunbartonshire open, Oct. 1984
Opening: McGlinchy special

- | | |
|-------|-----|
| 1 d4 | d5 |
| 2 Nf3 | Bf5 |
| 3 g3 | Nf6 |
| 4 Bg2 | h6 |
| 5 0-0 | e6 |
| 6 Re1 | Bd6 |
| 7 Nd2 | c6 |
| 8 Nh4 | |



Contrary to common ideas, openings can be played without the use of memory at all. One merely has to know three or four basic principles, and this will be usually enough to obtain a playable position from the start of the game.

These principles are:

Development (get the pieces out one at a time, weaker pieces first; try not to move a piece more than once at the start; place pieces near the centre).

King Safety: put the king in a safe place by castling; this also helps to bring the rooks near to the centre.

Central control: place one or two pawns firmly in the centre, to

drive out enemy pieces, and protect your own men; try to expand in the centre with the pawns, and exchange pawns in order to open files for rooks.

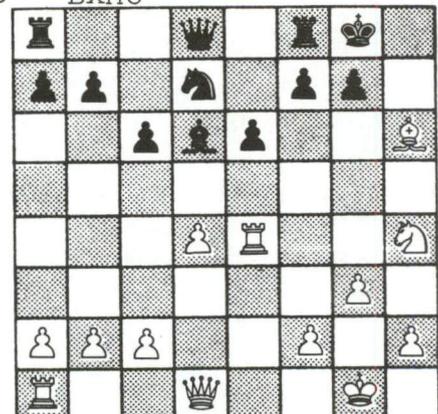
Since both sides have followed these principles fairly well, we can say that they have played a good opening.

White's last move, Nh4, besides attacking the bishop at f5, intends to expand in the centre and open files by e4.

- | | | |
|---|-------|-----|
| 8 | | 0-0 |
| 9 | e4!. | |

Better than Nxf5, which would cramp white's game, because he would then be unable to play e4 easily.

- | | | |
|----|------|------|
| 9 | | dxe4 |
| 10 | Nxe4 | Bxe4 |
| 11 | Bxe4 | Nxe4 |
| 12 | Rxe4 | Nd7 |
| 13 | Bxh6 | |



This sacrifice looks scary, but leads to a draw at best after 13...gxh6 14 Qg4+ Kh7

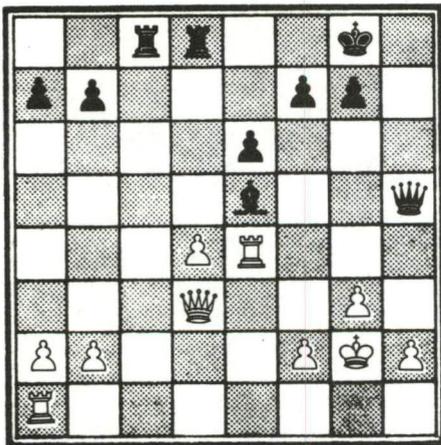
15 Rxe6 fxe6 16 Qg6+
 13 . . Nf6
 14 Bg5 Be7
 15 Bxf6 Bxf6

White has the extra pawn, but makes this unnecessary exchange of bishop for knight (bishop will be superior to knight unless one of several compensating factors exist - doubles pawns, increases central control, weakens squares, or leads to a position where the knight has an advanced outpost or the bishop is locked in by its own centre pawns. As none of these factors apply here, the exchange was unnecessary.

16 c3 Qd5!
 17 Qc2 Rfd8
 18 Nf3 Qh5
 19 Kg2 Rac8

Black centralises his rooks, and soon the white queen begins to feel uncomfortable on the c and d files. If white had been really clued up, he would have hastened to place his queen on the e file, away from the attentions of the black rooks. As it is, he gets into hot water.

20 Ne5 c5
 21 Qd3 cxd4
 22 cxd4 Bxe5

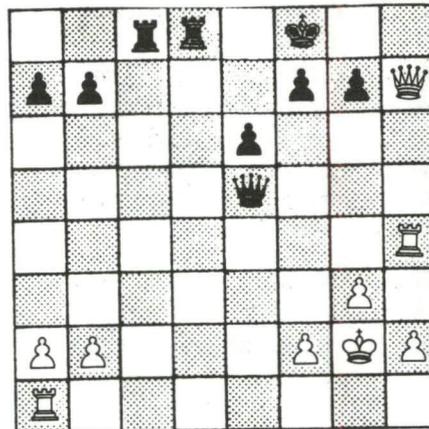


White is now in grave danger of losing a piece in the centre. Fortunately, he has a resource which holds the balance.

23 Rh4!

And not Rxe5 Qxe5 24 dxe5 Rxd3; when black is a piece ahead.

23 Qg5
 24 Qh7+ Kf8
 25 dxe5 Qxe5



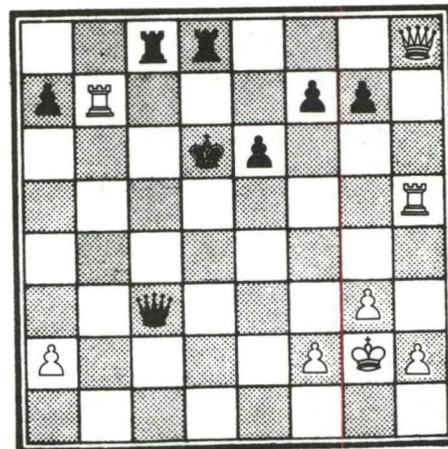
Black's well centralised position more than compensates for his slightly exposed king.

26 Rh5

Continuing to attack, but it is all a pipe dream now.

26 Qxb2
 27 Rb1 Qc3
 28 Qh8+ Ke7
 29 Rxb7+?? Kd6!

And now white has shot his bolt. In his desperate attempts to attack, he has left too many pieces hanging.



30 Qh7 Qc6+

Forking rook and king. White carried on till move 48, but eventually had to resign.

==+==+==+==+==+==+==

If you would like a problem of yours discussed, or a game analysed, write to Reader's Pages, c/o Popular Chess.

GOING FOR GOLD

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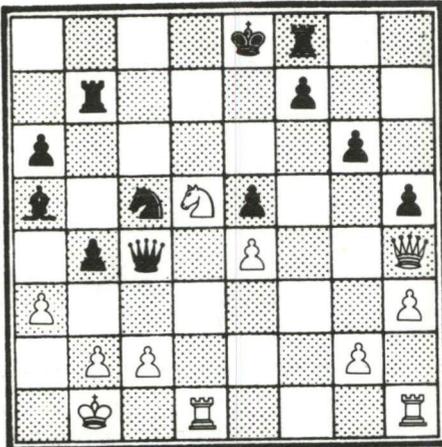


Competition:

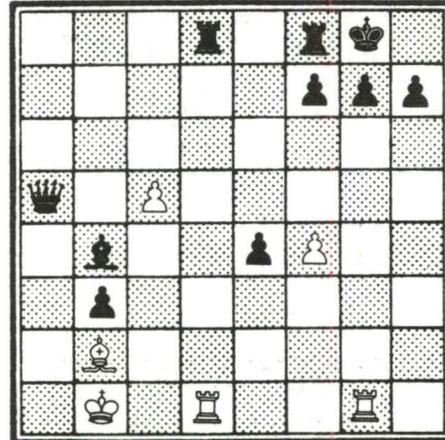
FIND THE MATE

In each of these positions, white forces mate in a few moves, usually involving some spectacular sacrifice. The first correct set of solutions drawn out of the hat wins a copy of the latest Informator (No 39) containing over 750 recent master games. Solutions should be presented by humans, not computers.

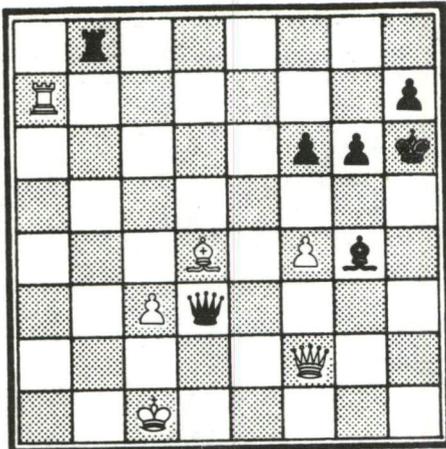
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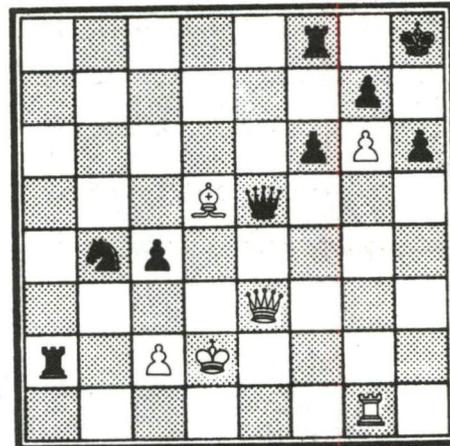
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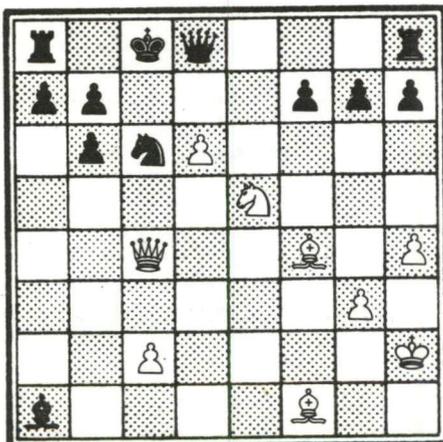
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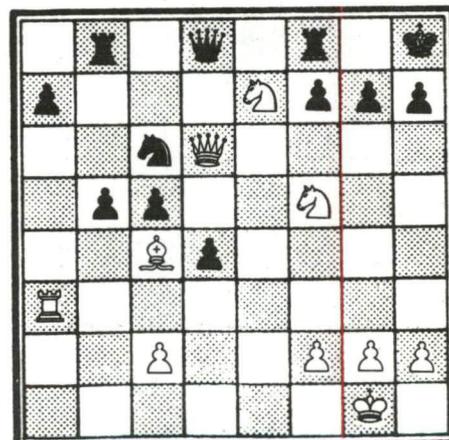
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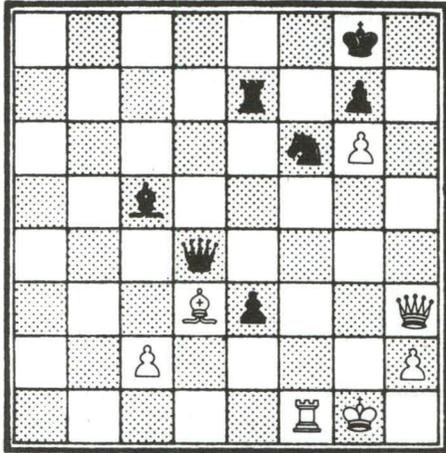
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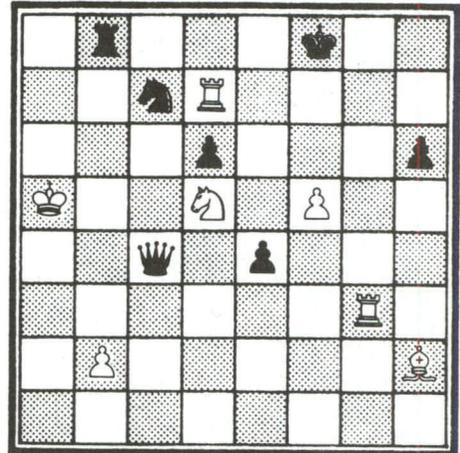
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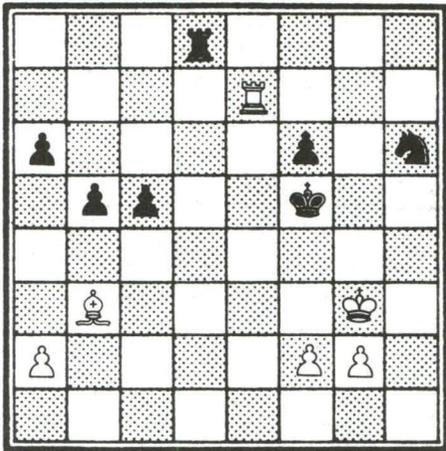
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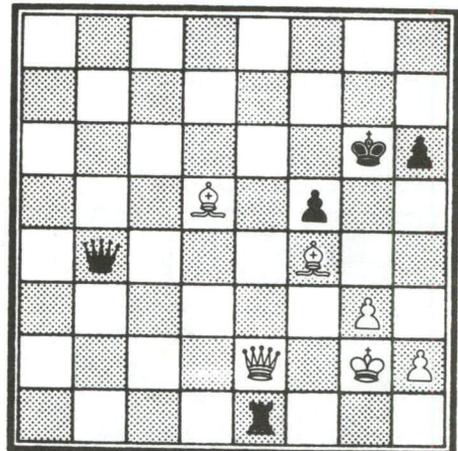
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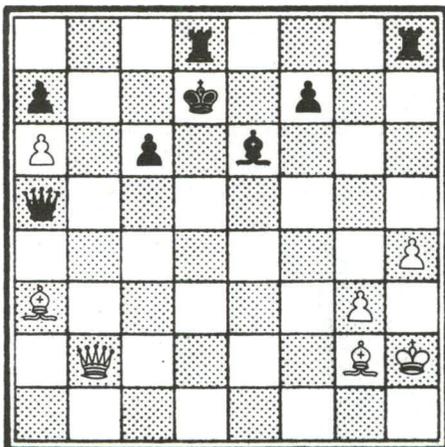
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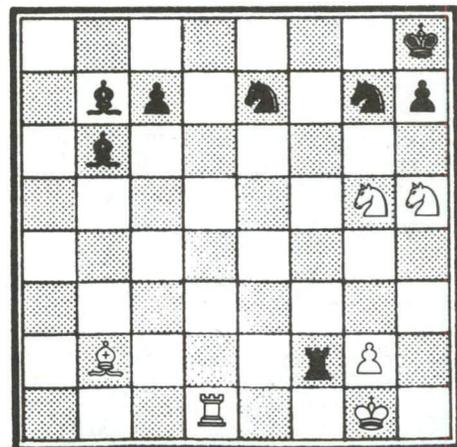
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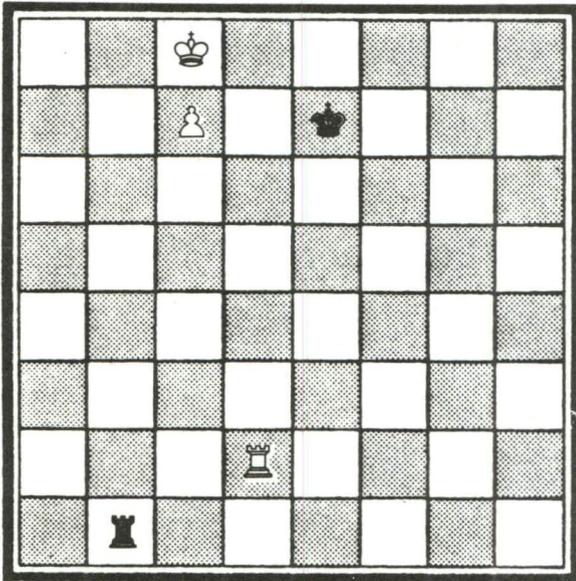
12



rook and pawn **ENDINGS** part 1

If king and pawn endings are the easiest to win, rook and pawn endings are the hardest.

Position 1.



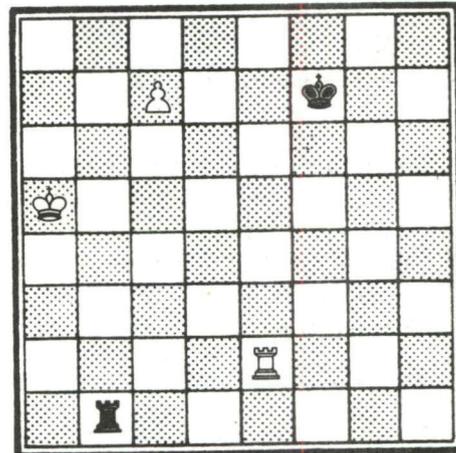
2 Kc8-d7

The king comes out and the queening square is vacated for the pawn.

2 ... Rb1-d1+

The checks begin and white looks for a haven.

3 Kd7-c6 Rd1-c1+
4 Kc6-b6 Rcl-bl+
5 Kb6-a5



Take this position. With only kings on the board, white wins simply by 1 Kc7 and queens the pawn. However with rooks on the board, white has a lot of trouble getting his king out from under the pawn, and even when he does, the enemy rook merrilessly checks him so he never gets time to queen.

Let's see what happens when white tries to win.

He starts by playing

1 Rd2-e2+ Ke7-f7

Black must give way here, since if he moves to d6 with his king, white wins with 2 Kc8-d8. Black must keep the lines clear for his rook to check along.

There is no safe place for the white king, so he evolves a little plan. He hopes black will keep checking on the 'a' and 'b' files and meanwhile he can zigzag his king down to b2, attack the rook and that way hopefully get time to queen the pawn. However, it is all a pipe dream. Black scratches the whole idea with one move.

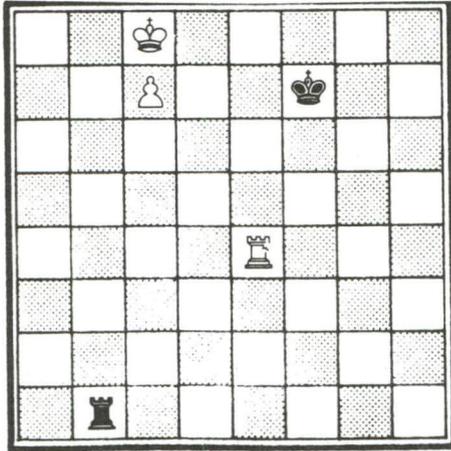
5 ... Rb1-c1

and to his dismay white realises that he will have to return to b6 to defend the pawn, after which the checks will begin all over again.

However there is a way to win from position 1, and this involves using our own rook.

We'll start in the same way.

- 1 Rd2-e2+ Ke7-f7
2 Re2-e4!



The purpose of this move may at the moment escape you. But at any rate, black has no alternative but to mark time with his own rook, and wait for the white king to put in an appearance.

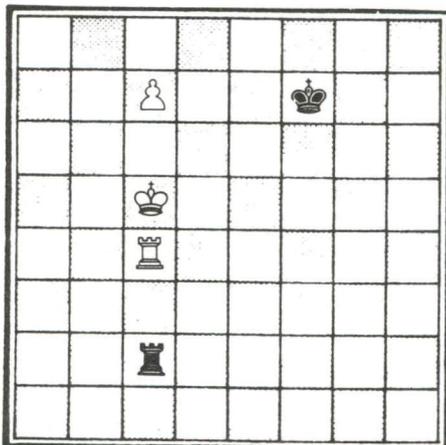
- 2 ... Rb1-b2
3 Kc8-d7 Rb2-d2+
4 Kd7-c6 Rd2-c2+
5 Kc6-d6 Rc2-d2+

'We could go on like this all day couldn't we?'

- 6 Kd6-c5!

'No, just one more move' says white.

- 6 ... Rd2-c2+
7 Re4-c4!



That was the purpose of white's mysterious rook move on move 2.

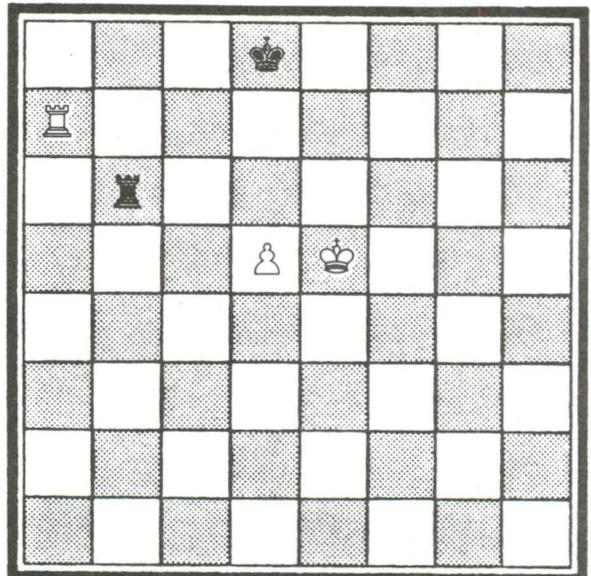
By a careful series of moves, never straying too far from his own pawn, white was able to advance his king far enough up the board to allow his rook to interpose. With the checks all gone, the pawn now queens.

The position in diagram 1 is called the Lucena position. The method of winning used is called 'bridge building'; and the theme of the puzzle was to find a shelter from the checks of the black rook.

In fact, if you remember the word 'shelter' you will have the key to understanding many of the most difficult rook and pawn endings.

The next few positions, which should all be known 'by heart' have the same theme of shelter running through them.

Position 2



Here white is again a pawn ahead, but the black king is more favourably placed in front of the pawn. White's task is to try and drive the black king out of the way and reach the Lucena position of diagram 1.