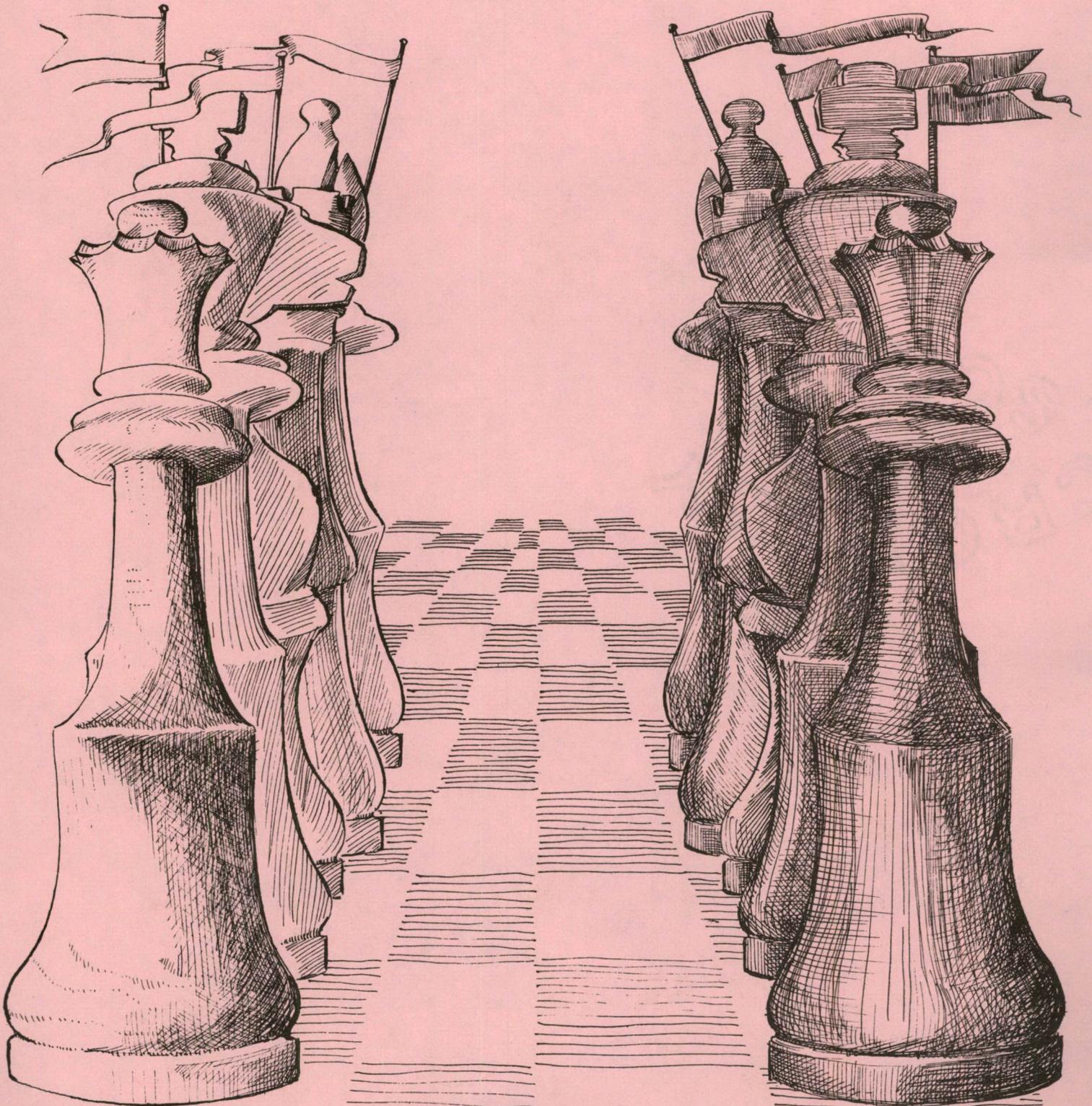


POPULAR CHESS

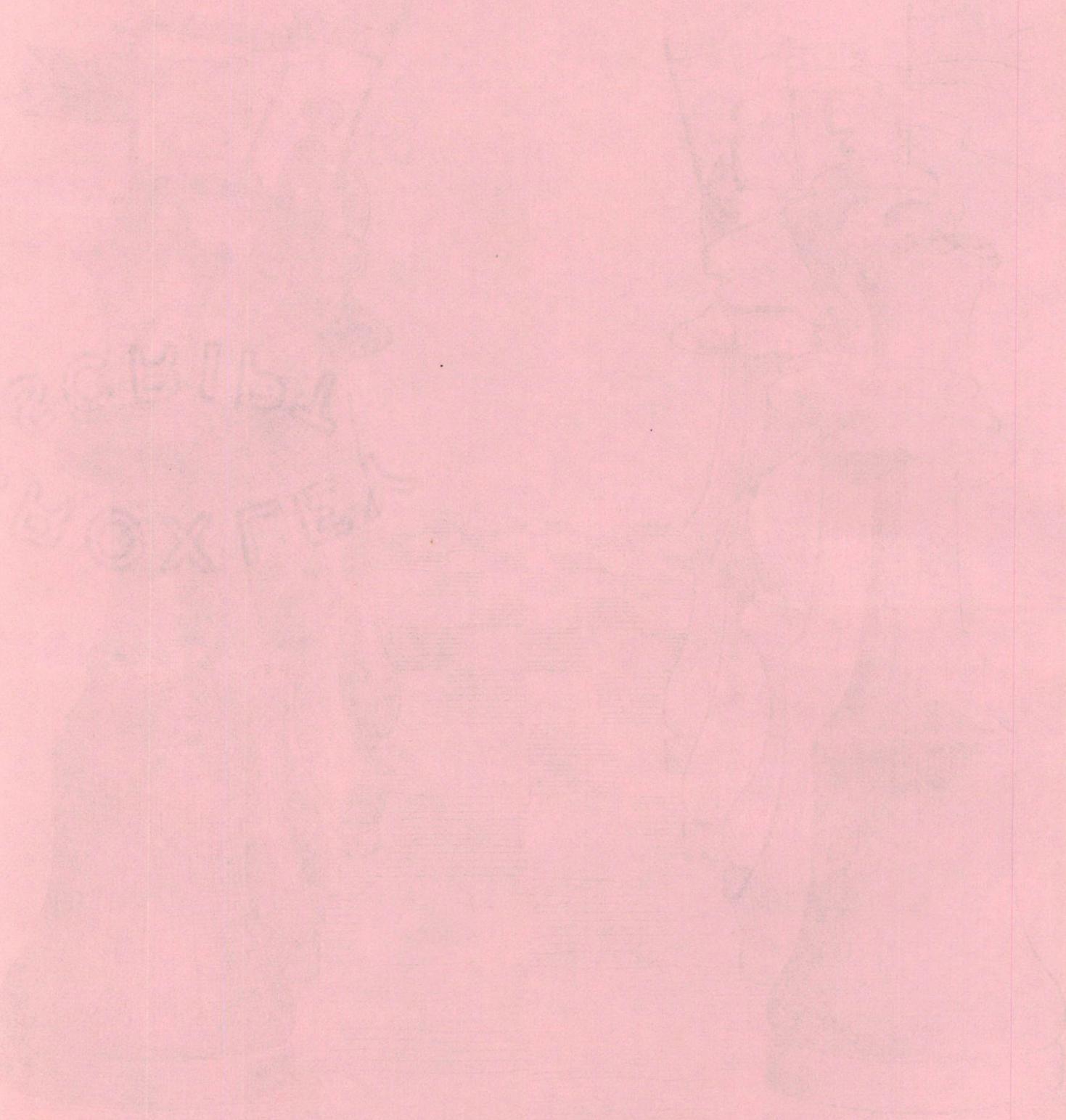
No. 2



POPULAR

CHESS

No. 2



NEWSHOUND reports

Nineteen-year-old Gary Kasparov took another giant stride towards the World Chess Championship by defeating his compatriot, Alexander Belyavsky, in their quarter-final candidates match. The match was played in Moscow and resulted in a 6-3 win for the young Soviet star.

Despite the convincing appearance of the score Kasparov certainly didn't win without a certain amount of anxiety. Although he took an early lead by winning the second game, Belyavsky equalised the score with a magnificent win in the fourth.

At this point Kasparov took a "time-out" to recover his composure. He then came storming back with a beautiful win in the fifth and after a couple of tense draws took the eighth game as well.

Belyavsky found himself in the unfortunate position of having to win the last two games to level the match. His desperate attempts to win game nine rebounded horribly and Kasparov didn't even deign to give him a draw.

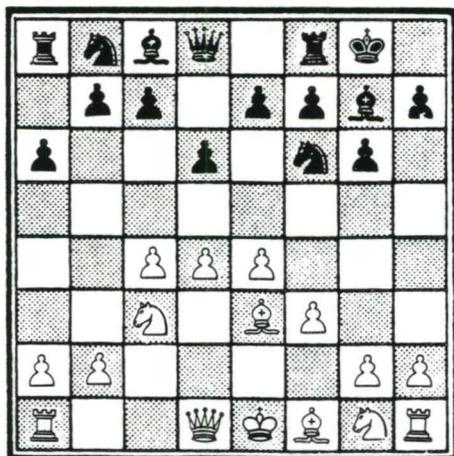
From a technical point of view the match raised the interesting question of how Kasparov would defend against 1 P-Q4. His two favourite defences, the Kings's Indian and the Modern Benoni are considered risky at this level and particularly vulnerable to prepared analysis. This, in fact, prompted Belyavsky to play 1 P-Q4 rather than his favourite 1 P-K4 while Kasparov himself chose to switch to the Tarrasch Defence in games two and six and the Nimzo-Indian in game four.

A possible answer came in the eighth game when Kasparov returned to his favourite King's Indian Defence. As expected, Belyavsky played the dangerous Saemisch variation, probably with something nasty in mind, but then Kasparov produced the first surprise by avoiding his usual treatment.

Belyavsky - Kasparov

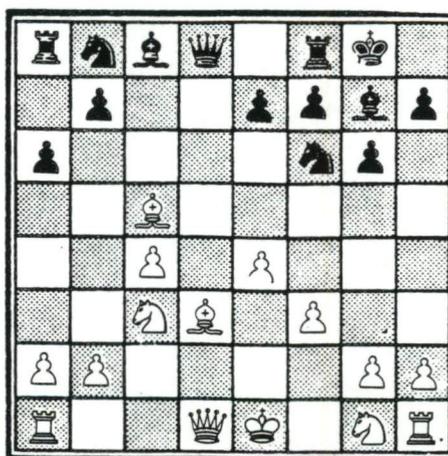
Moscow - 1983

- | | |
|---------|-------|
| 1 P-Q4 | N-KB3 |
| 2 P-QB4 | P-KN3 |
| 3 N-QB3 | B-N2 |
| 4 P-K4 | P-Q3 |
| 5 P-B3 | O-O |
| 6 B-K3 | P-QR3 |



This ubiquitous little move is the common denominator of black's most dynamic defences to the Saemisch variation (5 P-B3). There are possibilities of transposition into either the Panno (...N-B3 7 Q-Q2 P-QR3) double fianchetto (...P-N3 7 B-Q3 P-QR3) or Byrne (...P-B3 7 B-Q3 P-QR3) variations. Though with his next move black gives ... P-QR3 independant significance by trying a plan which was popular in 1977.

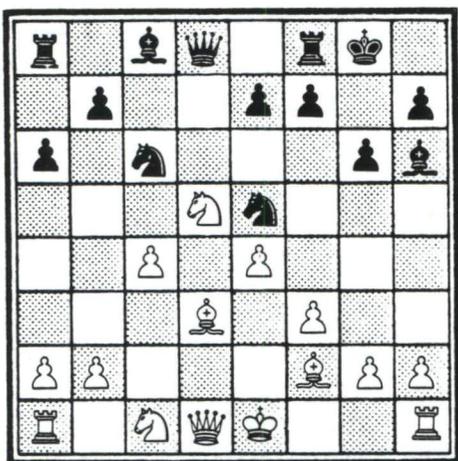
- | | |
|--------|------|
| 7 B-Q3 | P-B4 |
| 8 PxP | PxP |
| 9 BxP? | |



Kasparov's unexpected avoidance of his favourite Panno treatment seems to have thrown his opponent off balance.

Even back in 1977 it had been decided that capturing this pawn was risky and that either 9P-K5 or 8 KN-K2 was preferable.

- | | |
|----------|--------|
| 9 ... | N-B3 |
| 10 KN-K2 | N-Q2 |
| 11 B-KB2 | N/2-K4 |
| 12 N-B1 | B-R3 |
| 13 N-Q5 | |

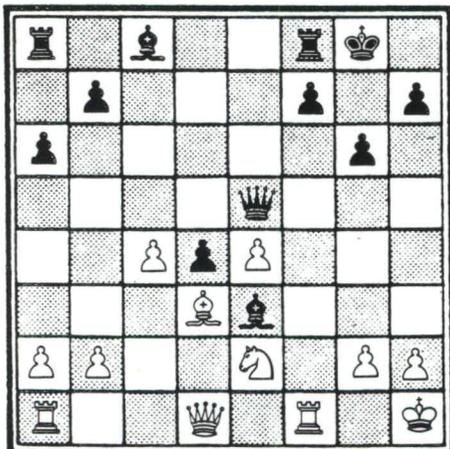


White has to resort to all sorts of acrobatics merely to escape with minor injuries.

- | | |
|---------|--------|
| 13... | P-K3 |
| 14 B-N6 | Q-N4 |
| 15 O-O | PxN |
| 16 P-B4 | Q-R5 |
| 17 PxN | P-Q5 |
| 18 N-K2 | B-K6ch |
| 19 K-R1 | NxP |
| 20 B-B7 | |

Black was threatening ...N-N5

- | | |
|--------|------|
| 20 ... | Q-K2 |
| 21 BxN | QxB |



The element of surprise has done its work and the initial skirmish has ended in Black's favour. Kasparov gradually increases the pressure.

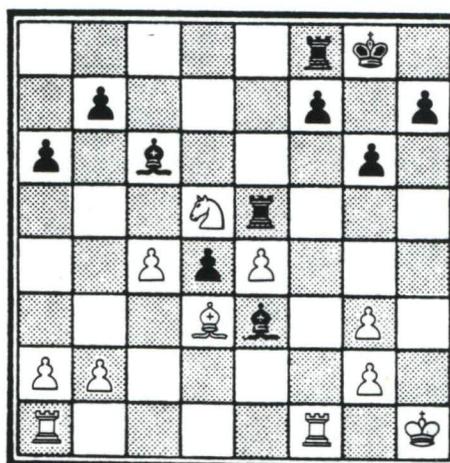
- | | |
|---------|-------|
| 22 Q-K1 | B-Q2 |
| 23 Q-N3 | QR-K1 |
| 24 N-B4 | |

White's only chance is to bring his knight to Q5 though perhaps it would have been better to exchange queens first. Now the process involves weakening his kingside.

- | | |
|---------|------|
| 24 ... | B-B3 |
| 25 N-Q5 | QxQ |

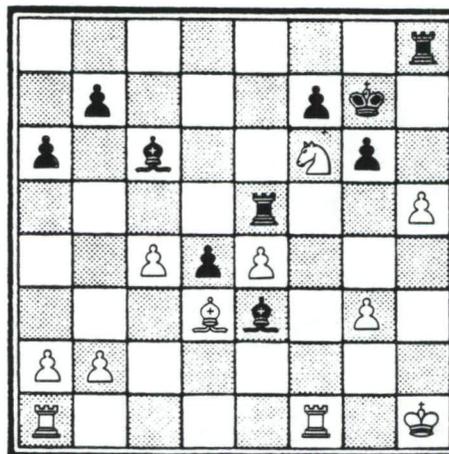
The sequel demonstrates that the presence of queens is no prerequisite for attacking chances.

- | | |
|--------|------|
| 26 PxQ | R-K4 |
|--------|------|



With a threat of mate.

- | | |
|-----------|-------|
| 27 P-KN4 | P-KR4 |
| 28 N-B6ch | K-N2 |
| 29 PxP | R-KR1 |
| 30 P-KN3 | |

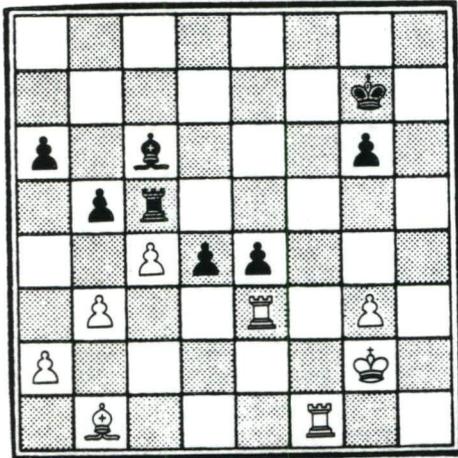


Belyavsky attempts to construct a makeshift blockade, but his efforts are brutally swept aside.

30 ... R/4xRPch!
 31 NxRch RxNch
 32 K-N2 P-B4
 33 QR-K1

After 33 K-B3 PxPch 34 BxP R-B4ch
 white loses a piece.

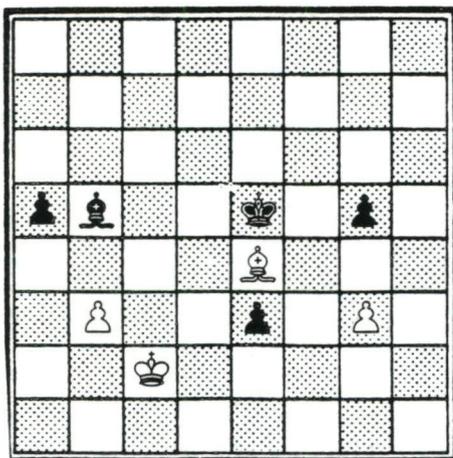
33 ... PxP
 34 B-N1 R-QB4
 35 P-N3 P-QN4
 36 RxB



Perspiration rather than inspiration.

36 ... PxR
 37 R-K1 PxP
 38 PxP RxP
 39 RxP R-N5
 40 R-N3 P-K6ch
 41 K-B1 B-N4ch
 42 K-K1 P-R4
 43 B-K4 RxR
 44 PxR K-B3
 45 K-Q1 P-N4
 46 K-B2 K-K4

White resigned.



Only one pawn down, but it's enough at this level.

In the other matches Korchnoi beat Portisch 6-3 and Ribli beat Torre 6-4. The Huebner - Smyslov match reached a 7-7 tie after two games of one hour each were due to be played in order to resolve the deadlock. Neither player wished to have the result decided like this whereupon the final tie-breaking method was implemented.

This involved a trip to the local casino whereupon a special gold roulette ball was produced. Smyslov naturally took red, Huebner took black and the wheel was spun.

Fate made one last desperate attempt to stop this farce and the first spin came up as zero. The second spin came up as 'trois, impair, rouge' and Smyslov went through.

(I rather feel that this was a fitting end to the match. The contestants had shown that neither was able to beat the other 'by normal means' but one of them had to go through to the next stage. So the fairest thing was to toss a coin - Editor)

The semi-finals will see Ribli facing Smyslov who seems to be revelling in his Indian summer, whilst Kasparov will face Victor ('the terrible') Korchnoi. This latter match between two uncompromising tacticians promises some real fireworks.

NOVICE SECTION

Today we are going to look at a game between two novices. Just as masters are unable to distinguish between rabbits, rabbits cannot tell the difference between a beginner and a novice. A beginner is someone who knows the moves, but has difficulty in remembering them and continually misses attacks on his own and his opponent's pieces. A novice on the other hand, knows a few positional principles and does not make material errors that often. His tactical play however, is quite weak and he cannot see even forced sequences of moves a little way ahead.

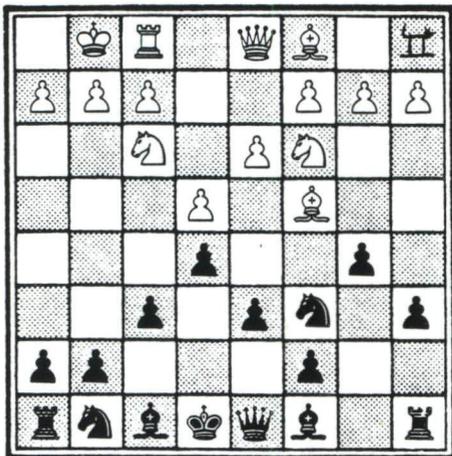
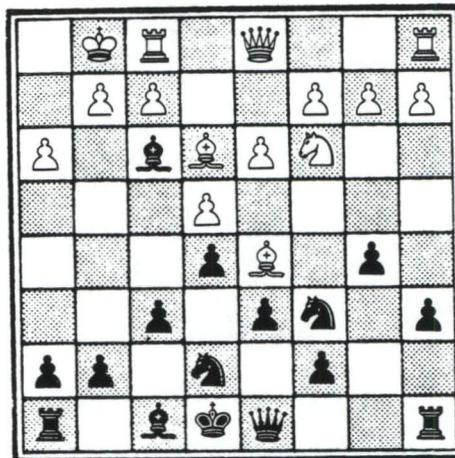
Today's game brings out the strengths and weaknesses of two novices and shows ways in which they can improve.

WHITE: Jamie BLACK: Jane

- | | |
|---------|-------|
| 1 P-K4 | P-K4 |
| 2 N-KB3 | P-Q3 |
| 3 B-B4 | P-KB3 |

Black is setting up a firm central position but this may lead to trouble as the white bishop at QB4 keeps the black king from castling, thanks to black's move ...P-KB3.

- | | |
|---------|-------|
| 4 P-Q3 | N-QB3 |
| 5 O-O | P-QR3 |
| 6 N-QB3 | P-QN4 |



White has developed in classic style, whereas black has moved mainly pawns. However, black too has ensured that his central position is secure.

7 B-Q5

Puts a pin on the knight at QB3 which cannot move because the rook is behind it would be in danger.

7 ... KN-K2!

Bravo! Develops a piece and defends the knight at QB3, as well as attacking the bishop at Q5.

- | | |
|---------|-------|
| 8 B-K3 | B-KN5 |
| 9 P-KR3 | BxN? |

Having placed all her pawns in the centre on black squares, it is unwise for black to exchange off this white square bishop, as it will now prove difficult to defend the white squares in her camp. But this is a positional principle which is at present unknown to black. Better would have been to retreat the bishop to KR4 and later back to KB2, to challenge the white square bishop at Q5.

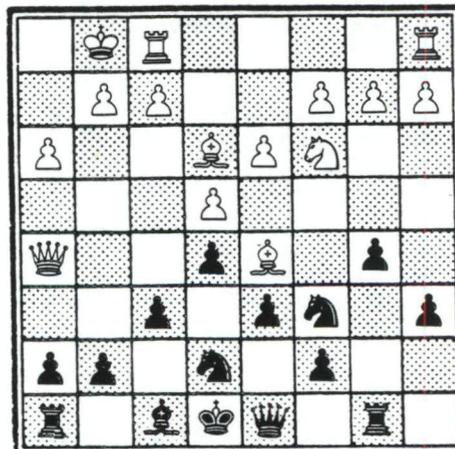
10 QxB

Now the white queen comes into action on the white squares.

10 ... R-QN1

A good move, breaking the pin on the knight at QB3. 10...NxB eliminating a white square aggressor, would also have been strong.

11 Q-R5ch



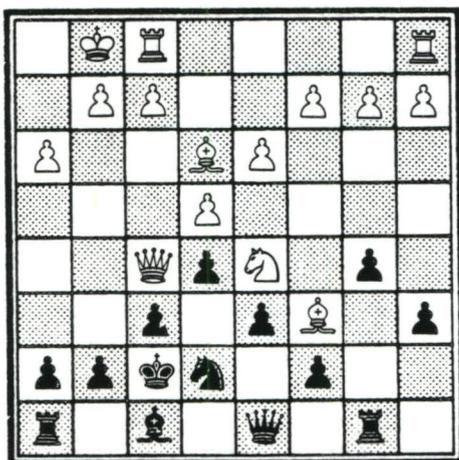
11 ... N-N3??

The sort of material error which is easy for a novice to make. The knight on QB3 is not deliberately left en prise, but in defending against one threat black leaves a different piece unguarded. Instead of 11...N-N3, 11...P-KN3 would have repelled the invader.

12 BxNch K-K2
13 N-Q5ch K-B2
14 Q-B5

At this point white shows uncertainty due to having gaps in his own positional ideas. He tries to penetrate with the piece he already has in action, but black's position is not weak enough for that. If white had known how to get his rooks into action, he would have opened up with 14 P-KB4 or 14 P-Q4, then exchanged at K5, and used his rooks on the open files.

14 ... N-R5
15 Q-R5ch N-N3
16 Q-B5 N-K2



17 Q-N4??

The back and forth movements have bemused white, and now he falls for a simple tactical fork which loses his extra piece back. Best was 17 NxN

17 ... NxB!

Black breathes again.

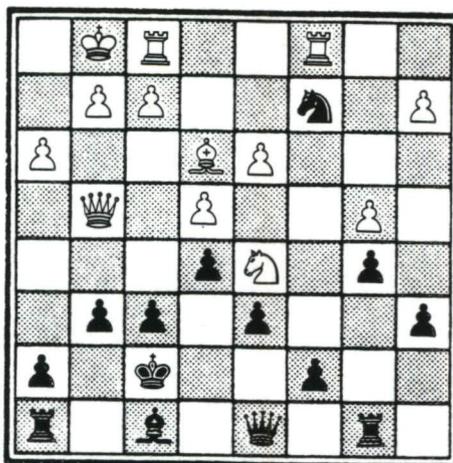
18 Q-R5ch

The king's bishop file screams to be opened with P-KB4. but white does not know this and continues to attack hopefully with his queen.

18 ... P-KN3
19 Q-N4 N-Q5
20 P-QN4!?

Blunder or bait? The pawn at QB2 is left en prise, but black captures it at her peril!

20 ... NxBP
21 QR-QB1!



That's one way to open a file. Now if the black knight moves white comes crashing in on the QB7 square.

21 ... NxB
22 NxN?

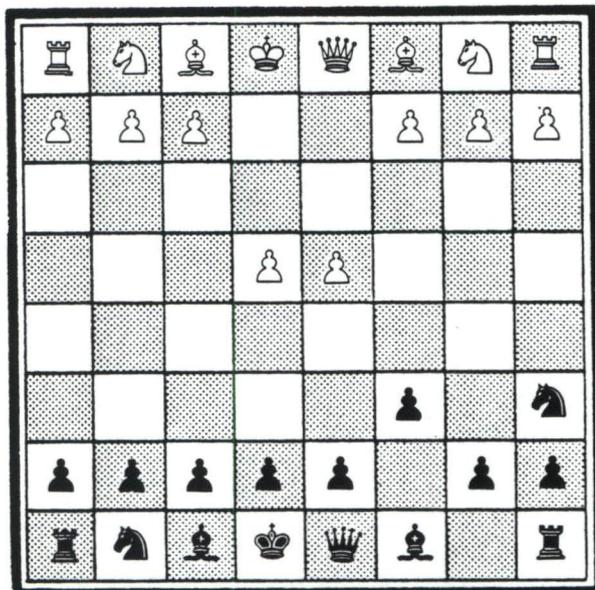
The automatic recapture costs white his advantage again. With 22 PxN! he could have opened the king's bishop file as well as the QB file, and black could not have defended against both threats of 23 Rx.BPch. This sort of tactical calculation is, at present, just outside white's range.

22 ... B-K2
23 N-Q5 R-QB1
24 P-KB4

Here the players agreed a draw. Despite the pawn deficit white's position is superior.

OPENINGS

Flexible Manouevres with the Dark Pieces - by Michael Basman



the de Bruyker defence

Show anyone an opening beginning 1...Na6 and 2...c6 (or vice versa) and he would doubt your positional sanity. The knight is developed away from the middle of the board, and very little pawn control of the centre is established.

Yet as the themes of opening develop you will see that this neglect of principle is only apparent, and the early manouevres give a flexibility to black's position which is very disturbing to the opponent.

After black's early Pc6 the natural follow up would be Pd5, as in the Caro-Kann. This is no doubt what white is expecting. By delaying ...Pd5 black retains this as an option, as well as the possibility of playing ...d6 and ...e5.

There are two distinct strategies at black's disposal, both of which involve the knight travelling from a6 to c7. The first strategy is carried out by playing a king's fianchetto followed by ...d6 and ...e5; eventually it is hoped to transfer the knight from c7 to e6 and finally onto d4. This could be called the guiding idea of the whole system, which is called de Bruyker defence.

The second strategy involves, sooner or later, d7-d5. Here again the c7 knight proves valuable, giving extra support to the delayed central advance, even should white try to prevent it by playing c2-c4 building a 3 pawn centre.

What if white should capture the knight at a6 on move 3 by Bxa6? Sharp eyed readers will note that black can then avoid doubled pawns by playing Qa5+ followed by ...Qxa6. However, from a general point of view I'm not sure that black should really be bothered by the blemish to his pawn structure arising from doubling the pawns by the recapture 3...b7xa6. The pawn structure in the centre is still fluid so his bishops are likely to have good scope and he might even be able to make use of the open 'b' file. These factors should outweigh the doubled pawns.

I'm not going to show you precise variations, just some illustrative games to demonstrate important themes.

It is the policy of the mag not to give loads of moves without explanation, but the games that follow are given for completeness.

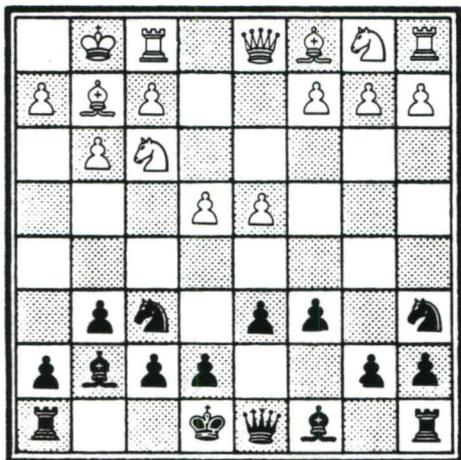
You do not have to play through all the moves. If you just look at the diagrams and read the captions underneath, you'll see how each position demonstrates a particular strategic idea that might arise from the formation you are adopting:

First, the formations with ...d6 and ...e5. These formations bear a close resemblance to the King's Indian and Pirc defences. So if you have any experience of these lines, it will help you here.

I The invasion of d4.

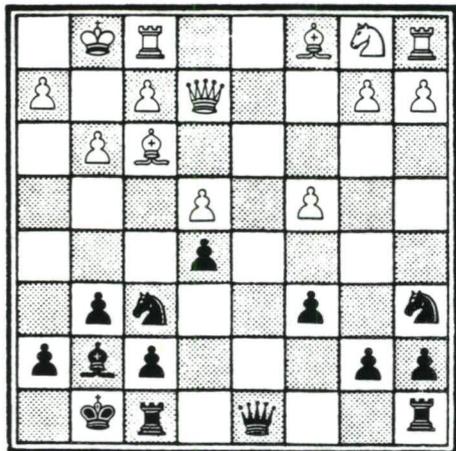
White: de Coninck Black: De Bruyker
Ghent 1978.

1 e4 c6 2 d4 Na6 3 Nf3 g6 4 g3 Bg7 5 Bg2
d6 6 0-0 Nf6



We've got something like a Pirc Defence here with black fianchettoing his king's bishop and preparing for king side castling. De Bruyker also suggests an immediate 6...e5 was possible here.

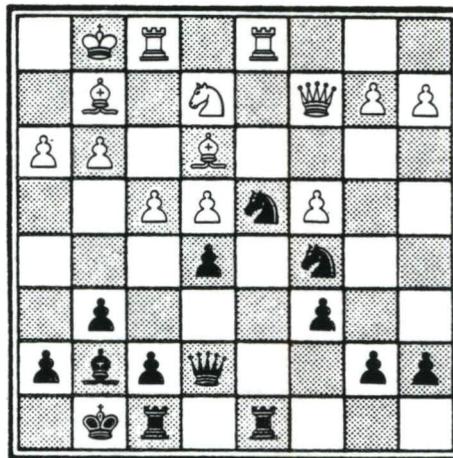
7 Qe2 0-0 8 c4 Bg4! (black is prepared to exchange this bishop for a knight, because it weakens white's hold on the d4 square) 9 h3 Bxf3 10 Bxf3 e5 11 dxe5 dxe5



Black is already doing well here because of the juicy looking hole at d4. Note that white cannot make use of d5 as the c6 pawn prevents occupation. One might ask why white allowed this pawn structure to come about, and the answer is he was aiming for a space advantage.

12 Be3 Qe7 13 Nc3 Nc7 14 Qc2 Ne6!
(here she comes!)

15 Ne2 Nd7 16 Rad1 Rad8 17 Bg2 N7c5
18 F4 Nd4!



Done it! Though white has defended the d4 hole with several pieces, black has nonetheless managed to plonk his knight in there, supported by pawn, bishop at g7 and rook at d8.

White has now no choice but to exchange the knight off, since he cannot move his attacked queen at c2 without losing material. (19 Qd2 Nf3ch! 20 Bxf3 Rxd2). This exchange gives black a strong passed d pawn.

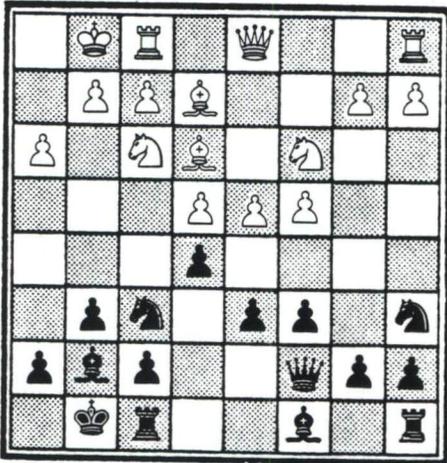
19 Nxd4 exd4 20 Bf2 d3 (the pawn marches on) 21 Qc1 Nxe4 (and black gains a central pawn to boot; the remainder of the game is pretty grim for white, and if you got this position in one of your games you should be glad. (sit on it until adjudication time)).
22 Bxe4 Qxe4 23 Rfe1 Qf5 24 Kh2 Qa5 25 Rd2 Qxa2 26 Bc5 Rfe8 27 Rxe8+ Rxe8 28 Rxd3 Qxb2 29 Qxb2 Bxb2 30 Bxa7 and black won the ending with his extra queen side pawn.

II The King side pawn advance

This game shows black advancing pawns to e5 and f5 and gaining a space advantage on the king's wing. This leads to serious difficulties for the white king who falls under attack.

White: van Dam Black: de Bruyker
Brussels 1981

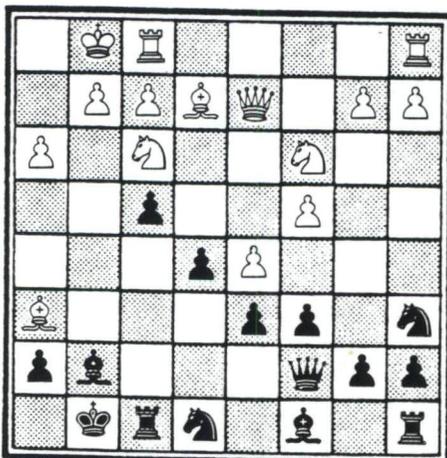
1 e4 c6 2 d4 Na6 3 c4 g6 4 Nc3 Bg7 5 Nf3
d6 6 Be2 Nf6 7 O-O O-O 8 h3 Qc7 9 Be3 e5



Black makes his advance in the centre. At the moment his N on a6 has not been moved yet to c7, as it still retains possibilities for going to c5 as well,
10 d5

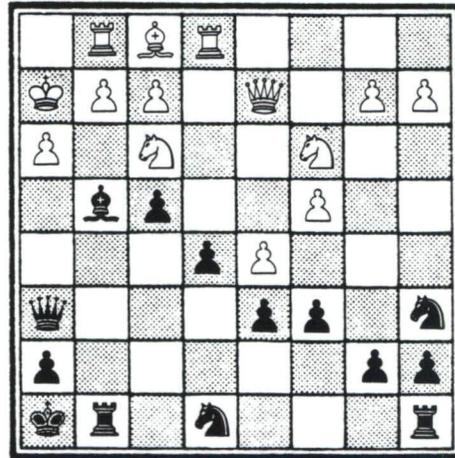
White blocks the position, but now with the tension released in the centre, black begins his expansion in the king's wing.

10...Ne8! 11 Qd2 f5 12 exf5 gxf5 13 Bh6 f4!



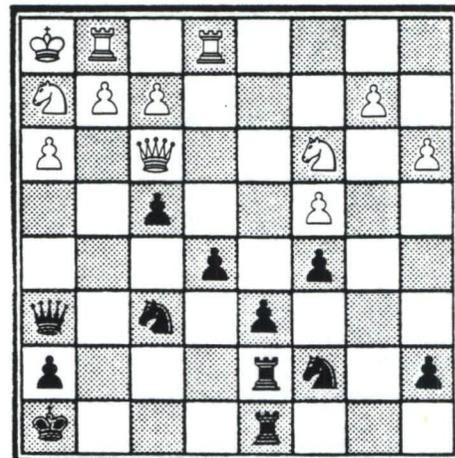
This last move opens the diagonal of the bishop at c8 and places a string of pawns which severely cramp the white king's defensive resources.

14 Bxg7 Qxg7 15 Kh2 Kh8 16 Rae1 Rg8
17 Rg1 Qh6 18 Bf1 Bg4!



The pressure is mounting against white's king side. The bishop cannot be taken because of the pin along the 'h' file, and black threatens to disrupt white's pawn formation on the king side with ...Bxf3.

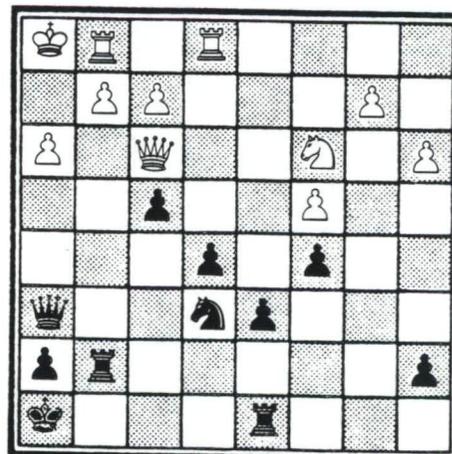
19 Be2 Nf6 20 Bd1 Rg7 21 Kh1 Rd8 22 dxc6
bxc6 23 Nh2 Bxd1 24 Qxd1 R7d7 25 Qf3 c5
26 a3 Nc7!



The knight begins its trek. Black has already a formidable array of pawns in the centre and the square d4 once again looks inviting.

27 Ng4

Eliminating one of the black attackers
27...Nxc4 28 Qxc4 Rg7 29 Qf3 Ne6!



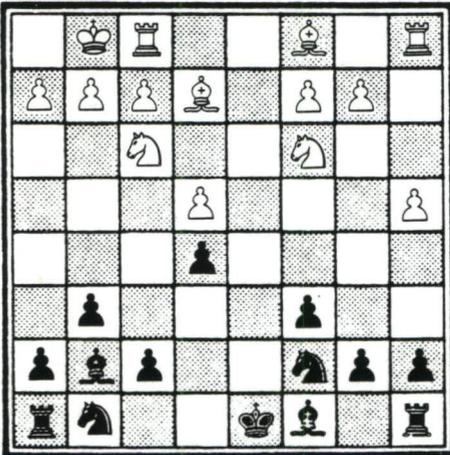
This knight's arrival at e6 is so powerful that white actually resigned here. Black threatens either Nd4 or Ng5, followed by f4-f3 with a break up of the white king position. No doubt the resignation was premature, but there can be no doubt about black's advantage here.

III Exchange of Queens

White: Dunne (Irish topbaord)
Black: de Bruyker 1980

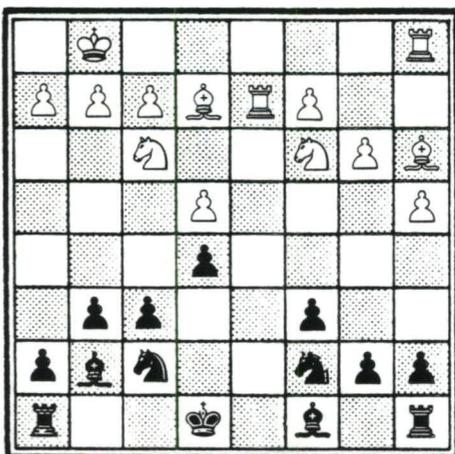
If you play your central thrust ...e7-e5 you may have to put up with an exchange of queens. In some ways this is welcome to black, as his position develops slowly and the dangers to him are lessened after the queen exchange. Black's king need not be exposed in the centre and black has to make sure that the white rooks cannot enter down the central 'd' file.

1 e4 c6 2d4 Na6 3Nc3 Nc7 4 Nf3 g6 5 Be2 Bg7 6 0-0 d6 7a4 e5 8 dxe5 dxe5 9 Qxd8+ Kxd8



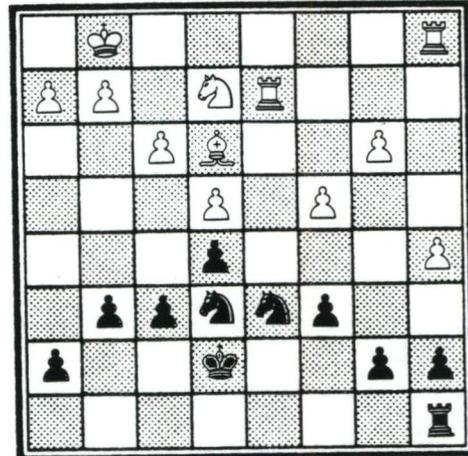
White has exchanged the queens and the black king looks in danger on the open 'd' file. The next few moves will show if he can make anything of it.

10 b3 f6 11 Ba3 Nh6 12 Rfd1 Ke8 13 Rd2 Nf7



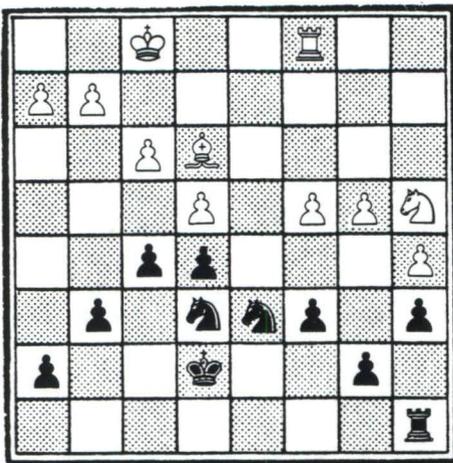
Black lags in development with his two rooks at the edges, his bishop at c8 and the king at e8. Yet his pieces, particularly the knight at f7, prevent any invasion along the open 'd' file. The other threat may come from the white knights at c3 and f3, but they have been neutralised by the placing of the black pawns. As white is unable to take advantage of his development lead, black steadily catches up.

14 a5 Bh6 15 Rd2d1 Bg4 16 Nd2 Bxe2 17 Nxe2 Nb5 18 Bc5 Bxd2 19 Rxd2 Ng5 20 f3 Ne6 21 Be3 Ke7 22 c4 Nd6



In the last eight moves black has exchanged two pieces, brought his knight up a rank (it's the knight that was on c7 that is now on d6 and the f7 knight is now at e6!). Black has also brought his king to the second rank, thus connecting his rooks. He hopes to complete his development when he brings a rook to the open 'd' file.

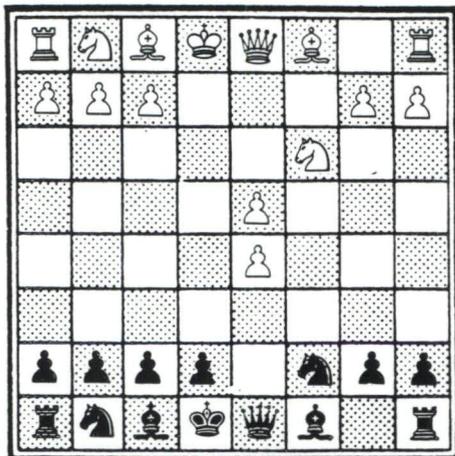
23 Nc3 Rhd8 24 Rad1 Nf7 25 Rxd8 Nfxd8 26 Na4 Nf7 27 b4 Nd6 28 Rc1 a6 29 Kf1 f5!



White still retains pressure on the queen's wing, with his advanced pawns and pieces pointing at the holes at b6 and c5, but this last thrust in the centre by ...f5 gives black counter play. In the later part of the game black gradually gained the initiative and white only drew with great difficulty.

...d7-d5

Now we shall go on to the type of positions that can arise when black concentrates on the eventual d7-d5 thrust, rather than e7-e5. As a matter of interest, even after the moves 1 e4 c6 2d4 Na6 3c4 Nc7 4 Nc3, though white has a load of pieces attacking d5, black could still conceivably make this advance. After 4...d5 5 exd5 cxd5 6 cxd5 we would get the following position.

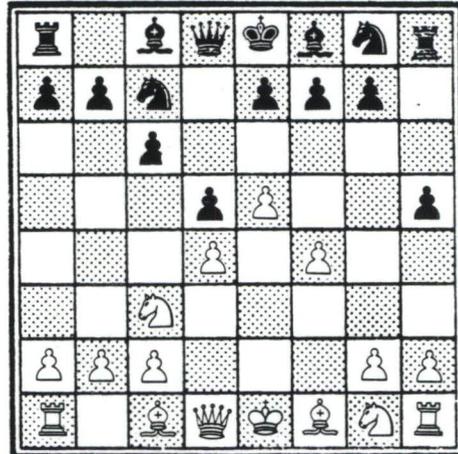


Now black could probably still capture on d5, since after 6...Nxd5 7 Bb5+ Bd7 8 Nxd5 he escapes alive with 8...Bxb5. Black could also consider 6...Nf6 to recover the pawn later. If 7 Qb3 Nf6xd5 8 Nxd5 Nxd5 9 Bb5+ Bd7 10 Qxd5 black still has 10...Qa5+ and ...Qxb5.

The game we are going to look at shows black playing the move ...d7-d5 in easier circumstances, after white has set up a pawn centre on d4, e4 and f4 rather than c4, d4 and e4.

White: Waldner Black Behling
Beil 1978

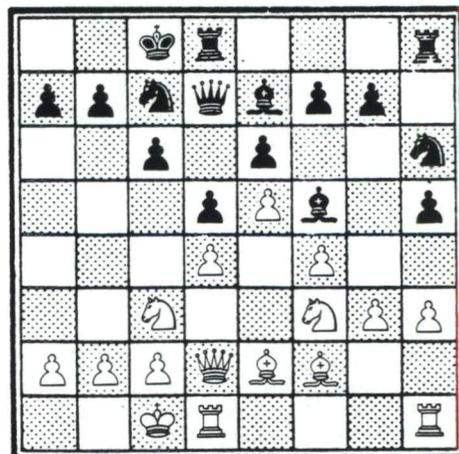
1e4 c6 2d4 Na6 3Nc3 Nc7 4 f4 d5 e5 h5!



Black plans to use the c8-h3 diagonal as an avenue for his pieces; his bishop and queen can use it and his knights even can settle on e6 (via c7) and f5 (via h6). Hence black plays an early ...h5; to ensure that white does not get time for h3 and g4 which would diminish black's control of these lines and squares.

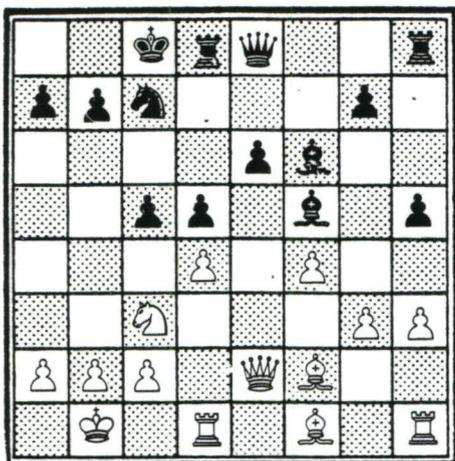
6 Be3 Bg4 7 Qd2 Nh6 8 h3 Bf5 9 Nf3 e6 (this move, which blocks the avenue, might have been avoided. Still, black is planning to play a sort of French Defence with his bishop outside the pawn chain).

10 Bf2 Be7 11 g3 Qd7 12 Be2 0-0-0
13 0-0-0



The blocked pawn chains muffle the activity of the pieces. In order to free his pieces, black will attack the white pawns with the moves ...f6 and ...c5.

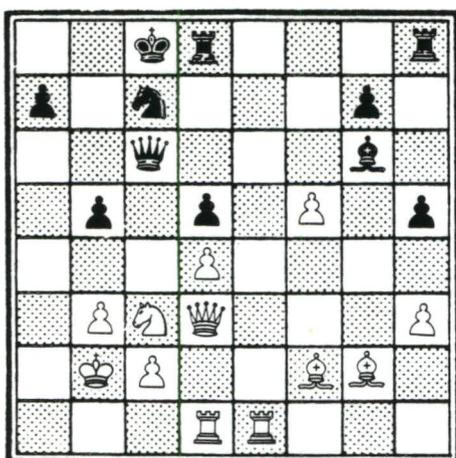
13...f6 14 Kb1 Nf7 15 Qe3 Qe8 16 Bf1 Fxe5
17 Nxe5 Nxe5 18 Qxe5 Bf6 19 Qe2 c5!



Here it comes. Sooner than we might have expected, because the pawn at c5 is en prise. Even though after 20 dxc5 black has promising moves in both 20...d4 or 20...Bxc3. I get the feeling it was white's best chance. He doesn't take it, and black doesn't offer it up again.

20 Bg2 c4! With this move, which seals up the centre, black is aiming for the sort of attacking chances on the enemy king which he had in the first game of the article, only this time the kings are on the other side of the board.

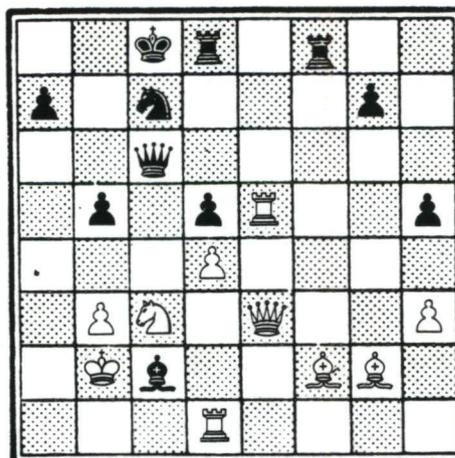
21 g4 Bg6 22 Rhe1 b5 23 b3 cxb3 24 axb3 Qc6 25 Kb2 Be7 26 f5 Bb4 27 Qd3 exf5 28 exf5



With his last few moves black has immeasurably enhanced his attacking chances. Now he is ready for a few coup de graces.

28...Rhf8! Black will answer 29 fxc6 with ...Rxf2 29 Re5 Bxf5! Taking advantage of an overworked white queen, which has to defend both c3 and f5.

30 Qe3 Bxc2!



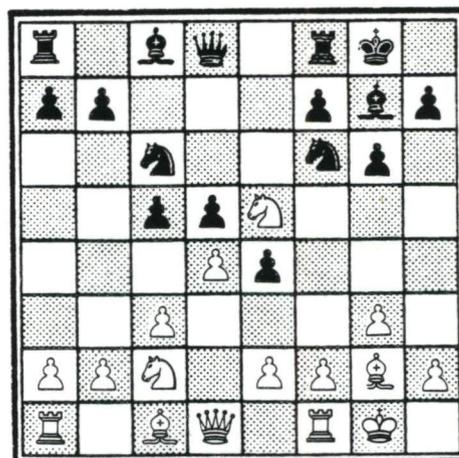
Demolition continues. The white queen is still overworked, defending c3 and now f2. White tries a desperado knight move.

31 Nxd5 Rxd5! 32 Bxd5 Nxd5 33 Rxd5 Rxf2! 34 Rc1 Re2! 35 Qf3 Bd3 check 26 Qxe2 Qxc1+ 37 Kxc1 Bxe2 38 Rg5 a5 39 Rxc7 Kd8 40 Rg2 Bf1. White resigned, because an ending with rook facing two good bishops is usually hopeless, and this is no exception.

Our last example shows the d5 thrust in unusual form. The opening is played with the white pieces here, and d4 is tried despite an impressive phalanx of black pawns at c5, d5 and e5.

White: de Bruyker Black: van Emmelo
League Match 1978

1 Na3 g6 2 c3 c5 3 Nc2 Bg7 4 g3 Nc6 5 Bg2 d5 6 Nf3 e5 7d3 Nf6 8 0-0 0-0 9d4! e4 10 Ne5

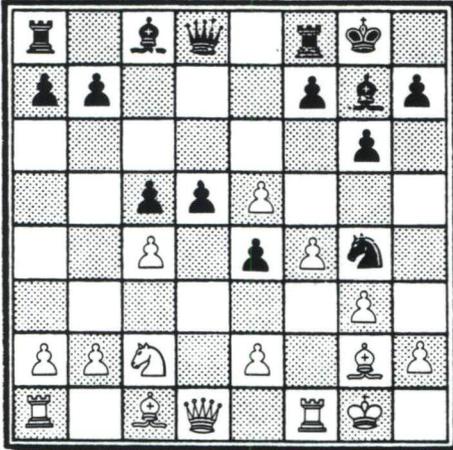


White seems to be leaving a pawn in danger with this move, but in fact he is able to counter attack against the black pawn at d5 as well.

10...Nxe5 11 dxe5 Ng4 attacking the e5 pawn twice...12f4!

Now if black plays 12...exf3 13 exf3 Nxe5
white plays 14 f4 and the d5 pawn will fall.

12...h5 13 c4!



Having allowed black to set up a centre early, white now demolishes it with this accurate blow, which undermines the support to the black pawn at e4.

13...Be6 14 cxd5 Bxd5 15 h3 Nh6 16 Ne3
(notice how this knight which began its career on the sidelines now fills a prominent position in the centre of the action. 16...Be6 17 Qc2 piling up on the pawn at e4. 17...Nf5 18 Kh2 Qd4 19 Qxe4 and white won a pawn, and eventually the game.

I hope this article will have given you enough material to try the de Bruyker system in your own games. Remember, if you find the knight manouvres bemusing it will be far worse for your opponent, facing the system for perhaps the first time in his life.

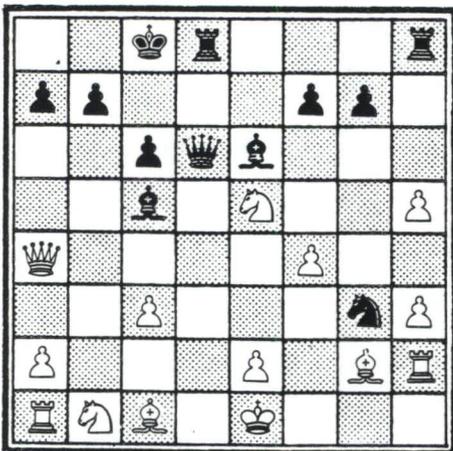
Any triumphs you may have with the opening - please send them up - we'll publish the best!

Finally, my thanks to the Myers Openings Bulletin (No.25) from which the basic material for this article was culled. It is advertised elsewhere in this issue, so if you would like to read about this and other unusual lines in the opening, I can recommend the magazine.

THE INCREDIBLE JIM PLASKETT

by Mike Basman

Playing 5 minute chess against Jim Plaskett (actually 6 minutes on my clock, 3 on his), the following position arose.



Black (Plaskett) already a piece down now unleashes a series of sockdollagers.

1 ... NxKP
2 KxN So what?
2 ... B-B5ch!!

Ulp! This is serious.
If 3 QxB then Q-Q8 is mate

3 NxB Q-Q6ch
4 K-K1 KR-K1ch
5 N-K5 Q-N6ch
6 K-K2 Q-B7 mate

Don't forget, this occurred in 3 minute chess!

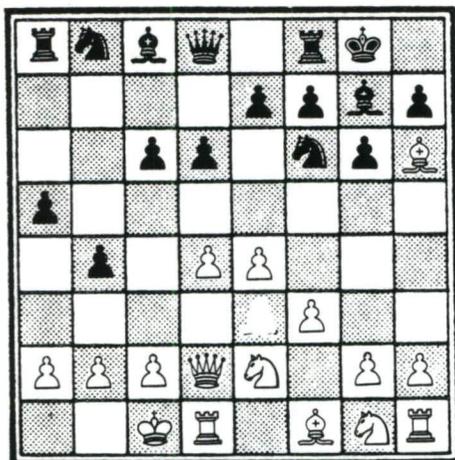
FORTRESS

by Ian Josephs

I am now a 'Popular Chess Player, instead of a rabbit, so I feel doubly confident...!

Chess is a precise game, so let me reply at once to Fortress on Fire by reminding Julian Way and our editor that I have been misquoted!

My criticism of Mr. Keene and Mr. Levy occurred at two stages of the game illustrated.



1) After 10 P-KR4 Q-B2 11 P-R5 BxB 12 QxB NXRp there is NO automatic mate - the book said the knight could not take the pawn on h5 because MATE followed. Now I admit that after the suggested sequence 13 P-KN4 N-KB3 14 P-N5 N-R4 15 N-B4 P-K3 16 NxN PxN 17 RXP P-KB3 18 PXP leaves black with an exposed king - but 18...R-KB2 would allow continued resistance and no IMMEDIATE MATE is on the cards despite what 'the book says', so my point is still valid.

2) The second criticism remains unanswered. i.e. after 10 P-KR4! the book says "black's position is probably hopeless..." I said "surely an exaggeration" and I still say it! Inferior may be but hopeless?? Never! Black needs to connect his rooks (see previous articles) and develop his pieces ready to resist the white onslaught. How about 10...N-Q2 11 P-R5! as in the book, but now instead of P-K4 which seems to open up the position before black is developed, white not 11...B-R3 to stop the white KB attacking the black king later from QB4. Black's K3 seems the dangerous square as well as KR2 and KN2 and must be covered.

If now 12 BxB KxB 13 PXP BPXP 14 Q-R6ch K-N1 black can now get his queen in defence by Q-K1 and Q-B2 (and Q-N2 if necessary) eg 15 P-N4 Q-K1 16 N-B4 Q-B2 17 P-N5 N-K1 18 N-R3 Q-N2 etc.

Usually in these situations black can defend if his queen is not 'frozen out'.

(White could play the attack quicker with 15 N-B4 R-B2 16 NxNp before black gets a chance to move his queen round to the king side -Ed.)

3) After 1 P-K4 P-Q3 2 P-Q4 N-KB3 3 N-QB3 P-KN3 4 P-B3 B-N2 5 B-K3, is 5 ... 0-0 such a terrible move.

If after 6 Q-Q2 N-B3 7 0-0-0 B-Q2 8 B-R6 P-K4 9 P-Q5 N-Q5 10 P-R4 Q-K2 I can't see any terrible problems for black. His queen is on the spot, and now that all his pieces are developed and his rooks are connected he can soon mount a counter-attack on the queen side for a more or less equal game.

All comments from the editor and readers will be welcome as the position and particularly the move 5...0-0?! (my exclamation mark) has intrigued me for ages.

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morgan's mutterings

The Analysis of the Month by Super Rabbit...John Morgan (Grade 147)

(Notes in brackets by our editor in chief)

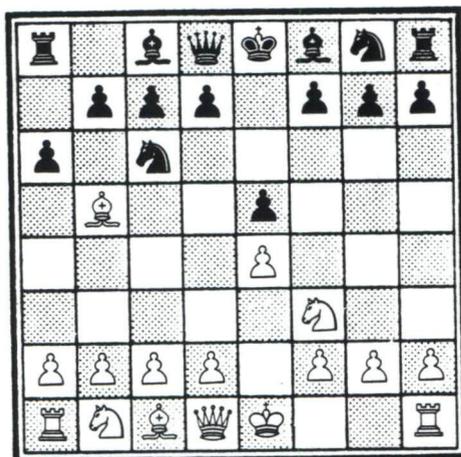
White: B. Goodliffe (New Delight)

Black: B. Kitchen (Mytholmroyd)

Opening: Ruy Lopez

Halifax League Div. 2 21.3.83

1. P-K4 P-K4
2. N-KB3 N-QB3
3. B-N5 P-QR3

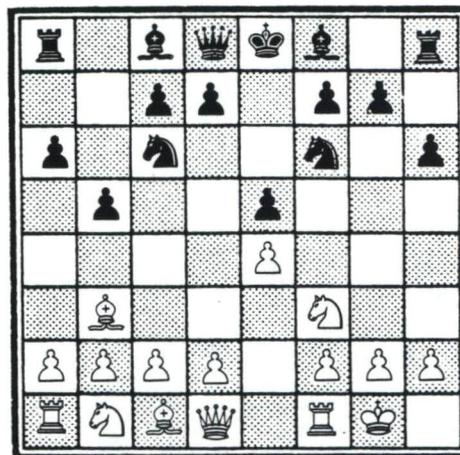


This is the MORPHY DEFENCE which is a popular reply to the Ruy Lopez. As most of you will be aware, the Ruy Lopez is a much used opening at Club level and if you want to improve your results it is worth spending some time studying some of the defences you may need or are likely to meet such as the Classical (...B-B4) the Steinitz (...P-Q3), Birds Defence (...N-Q5) or even the lively Schliemann (...P-B4).

4. B-R4 N-KB3
5. O-O P-QN4

5...NxP is playable but very risky unless you are very familiar with the line. Many of the traps in this opening are based on the move.

6. B-N3 P-R3?



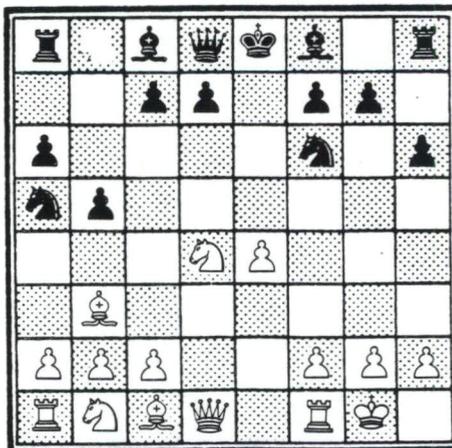
7. P-Q4 PxP?

Here ...B-K2 is much better. The text move loosens the king side structure and loses an important tempo. This capture concedes too much ground in the centre. Blacks risky play should be punished with 8.P-K5! after which 8...N-KN5 loses to 9.P-KR3 N/5xKP 10. NxN NxN 11.R-K1 followed by 12.P-KB4 winning a piece.

8. NxP? ...

White misses a chance which could have dispirited his opponent and perhaps won the game. The sequence of moves in the opening is very important. It dictates how the middle game will be played, who attacks and who defends and what the basic pawn structure will be in the ending.

8. ... N-QR4?



When you are behind in development it is inadvisable to move the same piece twice without a very good reason. In this game for example white could play 9.BxPch KxB 10.P-K5! and white threatens Q-B3 which picks up the knight or the rook in the corner. If 10...P-B4 11.PxN PxN 12.Q-R5ch KxP 13.R-K1 gives a good attack for the piece.

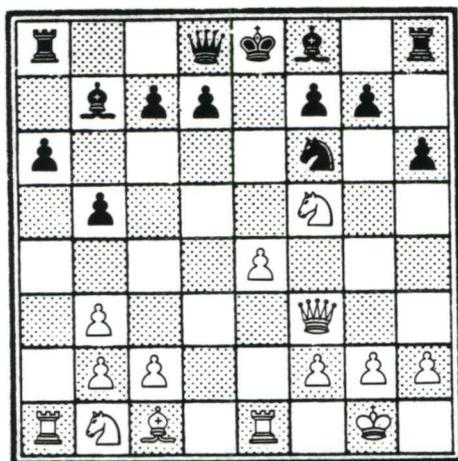
9. Q-B3? ...

Yet another weak move because after black's reply the kings pawn will be pinned thus slowing down the attack.

9. ... B-N2!
10. R-K1 NxB
11. RPxN B-Q3?

The bishop needs developing but here it blocks the queens pawn. Better was 11...B-K2 12.N-B5 P-KN3.

12. N-B5 B-KB1



(White should now have seized the chance to do black in before he gets his king out of the centre. I suggest the staggering 13.P-K5 BxQ 14.PxN dis.ch. B-K2 15 PxB Q-B1 16 NxNP mate for starters. As it is, black gains time to regroup and save his bacon)

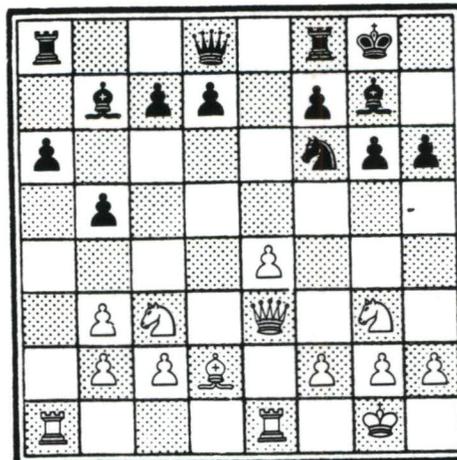
13. N-B3 P-N3
14. B-Q2 R-QN1

And not 14...PxN 15. PxPch which wins back the piece and a pawn.

15. N-N3? B-N2

As mother once said "I was beginning to think you would never leave home".

16. Q-K3 O-O



At last black has completed his development, and despite my remarks he now has a reasonable position.

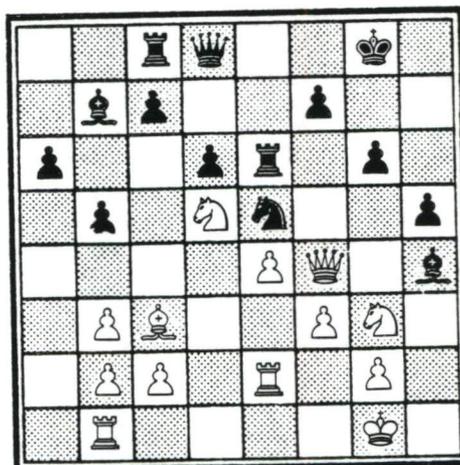
17. P-R4? N-N5!

Now the game swings in black's favour, his bishops are very powerful in their fianchettoed positions and thanks to white's last dithering move, black also gains a pawn and an attack!

18. Q-B4 P-KR4

18...QxP is better but the rook pawn is doomed anyway.

19. QR-N1 R-B1
20. Q-N5 B-KB3
21. Q-B4 R-K1
22. P-B3 N-K4
23. N-Q5 BxP
24. R-K2 P-Q3
25. B-B3? R-K3?



(Both sides now miss that white's last move, 25.B-B3, allows the white queen to be impaled fatally with 25...B-N4! However, white's next makes black an offer he cannot refuse.)

26. Q-R6?? ...

(What a move! White is probably trying for some attack, which is why he leaves his knight at KN3 en prise, hoping for 26...BxN 27 P-B4 N-N5?? 28 Q-N7 mate.)

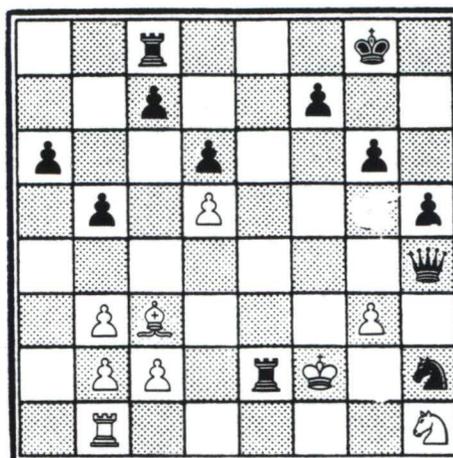
26. ... B-N4!

Goodbye queenie!

27. QxB QxQ
28. N-R1 ...

The mopping up begins. White is powerless.

28. ... NXPch
29. K-B1 BxN
30. PxB N-R7ch
31. K-B2 Q-R5ch
32. P-N3 R XRch



Attack and exchange is the winning recipe.

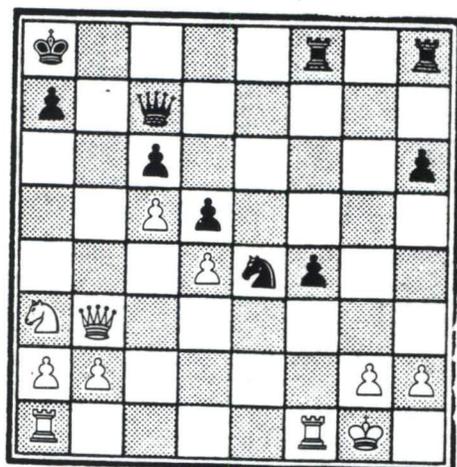
33. KxR R-K1ch
34. K-B2 N-N5ch
35. K-B3 R-K6ch
36. K-N2 Q-R7ch
37. K-B1 QxN mate

After a patchy start, black played the game well and earned his win.

John Morgan

Le Competition

Last issue's winner was G. Cluer, who correctly saw that 1...P-N6ch finishes white off after 2 PxP N-N5ch 3 K-R3 R-R8 and the white king has got himself into a hole from which there is no escape.



Now for this month's, which is a little more difficult (but not much more). In this position, arising from the game Granat - Basman, Boreham Wood, 1983, white could have played here

1 Nb5

Is this move a blunder? brilliant? or merely irrelevant.

State your reasons by writing up to:

Popular Chess,
7 Billockby Close,
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Surrey.

You may be the winner of the cassette BISHOP'S OPENING by Shaun Taulbut.

YOU THE MASTER

This time we take a game from Euwe's book "The Road to Chess Mastery". It is game No.4.

Make the first moves on your board, then cover up the remainder, trying to guess white's moves one by one. When you have decided your move, write it in the space provided and then check if it was the same as the actual one played. Score 1 point if your move agrees, 0 if it does not. (In the earlier part of the game there is a lot of leeway about choice of move, so don't assume that your move was necessarily bad; later on, as things become more concrete, a move that is different to the one played is very likely to be inferior.)

A more sophisticated scoring system is to mark yourself 0 for a bad move, 1 for a fair move, 2 for a good move or the same as was played, and 3 points for a move superior to the game continuation!

The game began 1 c4 Nf6 2 Nc3 e6 3 e4 d5 4e5 d4 5 exf6 dxc3 6 bxc3 Qxf6 (this variation is discussed on the cassette by Tony Miles, 3e4 in the English).

NOW CHOOSE THE WHITE MOVES

<u>WHITE</u>	<u>BLACK</u>	<u>YOUR MOVE</u>	<u>SCORE</u>
7 P-Q4	P-QN3	_____	_____
8 B-K2	B-N2	_____	_____
9 B-B3	P-QB3	_____	_____
10 N-K2	B-Q3	_____	_____
11 P-QR4	P-QR4	_____	_____
12 R-QN1	N-Q2	_____	_____
13 P-B5	B-B2	_____	_____
14 PxP	NxP	_____	_____
15 B-R3	R-QN1	_____	_____
16 B-B5	B-R1	_____	_____
17 N-N3	N-Q4	_____	_____
18 RxRch	BxR	_____	_____
19 Q-N3	Q-Q1	_____	_____
20 BxN	KPxB	_____	_____
21 O-O	BxN	_____	_____
22 BPxB	P-KB3	_____	_____
23 R-K1ch	K-B2	_____	_____
24 R-K7ch	K-N1	_____	_____
25 Q-B2	P-KN3	_____	_____
26 Q-K2	Resigns	_____	_____

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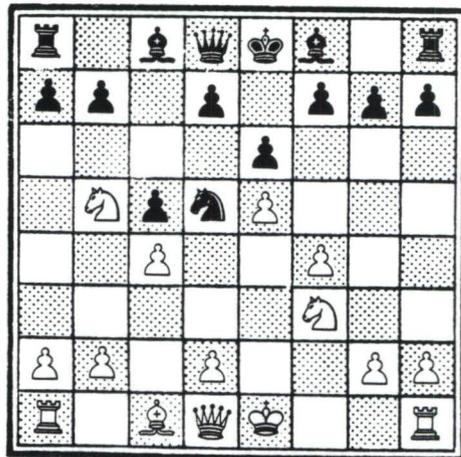
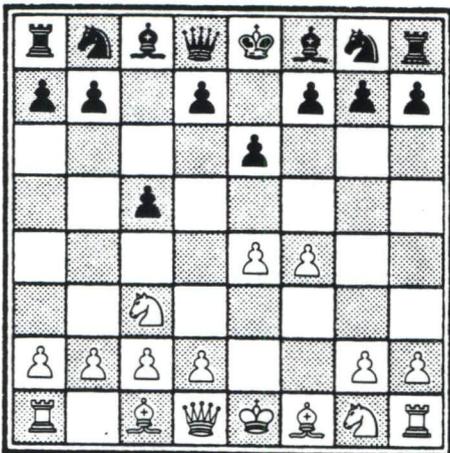
I-SPY

We hear a lot about Mark Hebden's success with the "Grand Prix Attack" (2f4 against the Sicilian). However, we don't see many of his games because he never publishes any!

To remedy this, I took down his game from Round 1 of the Borehamwood Congress in April 1983, and it is now my pleasure to annotate it for Popular Chess.

WHITE: Hebden BLACK: I. Thomas

1 e4 e6
2 Nc3 c5
3 f4



A sharp pawn sacrifice accelerates the white attack.

8 ... Nxf4
9 d4!

Hebden has inveigled his young opponent into his favourite anti-Sicilian line. The idea of playing an early f4, as far as I can see, is that eventually white will be able to open up the f file and do things to black's f7 square.

3 ... Nf6
4 Nf3 Nc6
5 Bb5

The bishop would be no use developed at c4, because of black's forthcoming ...d5, but at b5 it is usually quite happy to exchange for the knight at c6, as the mass of black pawns in the centre make it difficult for the bishops to get weaving.

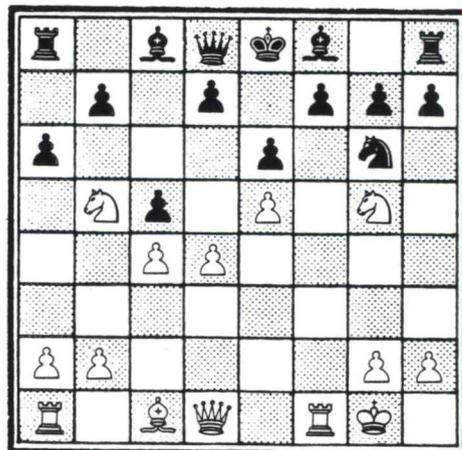
5... Nd4!?

Black chooses to cross white's plans with this aggressive knight thrust. Hebden, however, wastes no time in seizing the initiative.

6 e5! Nxb5
7 Nxb5 Nd5
8 c4!

Offering another pawn at g2; I'm not sure what white does after 9...Nxc2+ 10 Kf1 Nh4 11 Bg5 Be7 12 Nd6+ Kf8 even though he certainly has a good looking game for the pawns. But you have to play the Grand Prix attack with verve and a lot of optimism.

9 ... Ng6
10 0-0 a6
11 Ng5!



White has a knight en prise at b5, but he ignores it for this thematic lunge at f7. Apparently after 11...axb5 12 Nxf7 Qh4 13 Nxh8 black is in trouble - you tell me!

11 ... f6

Black declines the offer again, only to find himself in a hopeless position without any extra material in compensation.

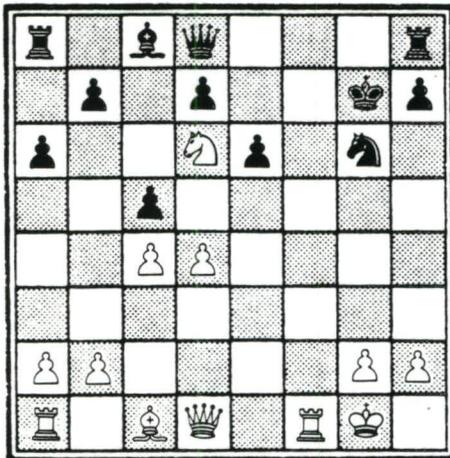
12 exf6 gxf6
13 Ne4 Be7

This time it's quite obvious that if black captures at b5 white wraps it up with 14 Nxf6+ Ke7 15 Bg5

15 N/b5-d6+

A pretty combination breaks down the defences.

15 ... Bxd6
16 Nxf6+ Kf7
17 Ne4 Kg7
dis.ch
18 Nxd6

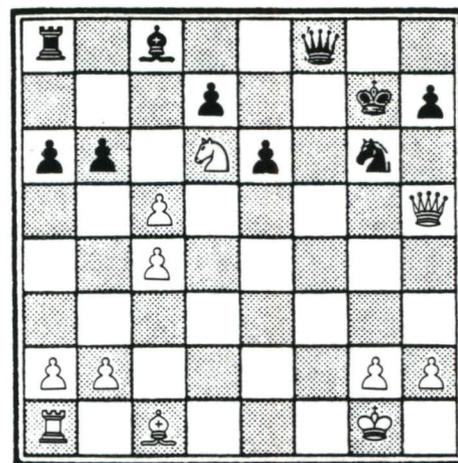


I think we can all evaluate this position as terminal for black. Material is even but the black king is exposed and the black queen side pieces imprisoned by the mighty white knight at d6.

18 ... Rf8

Black can parry white's threat of check at f7 easily enough, but this is one instance of exchanges not favouring the defender. White will be able to mobilise the remainder of his army easily enough while black is still struggling to free his bishop and rook at c8 and a8.

19 dxc5 b6
20 Rxf8 Qxf8
21 Qh5!

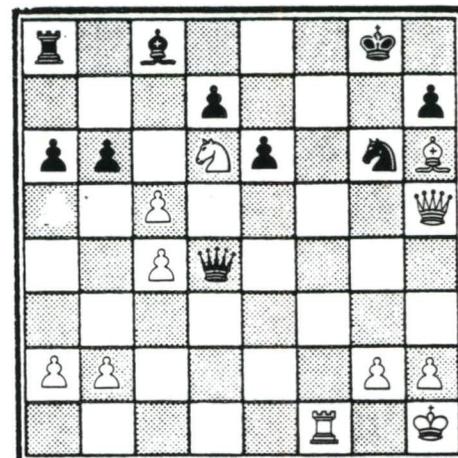


Crashes in with gain of tempo, for there is a threat now of 22 Bh6 check winning the black queen.

21 ... Kg8
22 Bh6 Qf6
23 Rf1

Every move gains tempi by attacking black's queen.

23 ... Qd4+
24 Kh1



Black would dearly love to play 23...bxc5 here but white's superb attacking position gives him no time for this. The main threat is 25 Qf3 followed by a sacrificial mate on the b ack. For example 24... bxc5 25 Qf3 Qxd6 26 Qf7+ and Qg7 mate.

Actually, I've just noticed an even quicker mate after 24 ... bxc5 - 25 Rf8 check! Nxf8 26 Qf7 check Kh8 27 Qxf8 mate.

24 ... Bb7

Resigns would have been more intelligent.

25 Nxb7 Qd3
25 Qd1

A piece up, Hebden shows he is not interested in flash wins. The end game is good enough for him.

26 ... Qxc4
27 Nd6 Qxc5
28 Qf3 Black gave up.

If YOU spot Hebden in action with his Grand Prix Attack - take the game down and send it to Popular Chess. Otherwise there's a real danger of these masterpieces being lost forever.

'Stars Barred' Postal Chess Club

FRANCIS HYNES, our new controller, reports here:-

The starting date for the next round of the Pyramid Tournaments is the 22nd June 1983. All members of the S.B.P.C.C. should by now have received details of pairings, score cards, window envelopes, etc. for the Pyramid Tournaments.

The Informal and Endgame sections have been a little difficult to prepare and some results are not known. I can only assume that these games are still in progress. However, the new pairings for the Informal and Endgame sections should be ready for members by the 29th June.

I would also like to raise the question of the club bulletin. The first edition of the S.B.P.C.C. bulletin will be sent free to all members sometime in August. It will contain a complete set of results for sections played. However, I do need a lot more material if the bulletin is to be worthwhile enough to continue with. I am looking for letters, interesting games, analysis, annotations etc. In fact, anything at all that you may feel will interest other club members.

If I do not get the input the bulletin needs, then the bulletin will not be published again. It will be replaced by an occasional results newsletter.

Finally, an appeal for new members. If you know of anybody who will be interested in playing postal chess or if you reading this letter wishes to play, then please write to:

Mr. Francis Hynes,
104 Circle Court,
Barton Road,
Stretford,
Manchester M32 9GJ

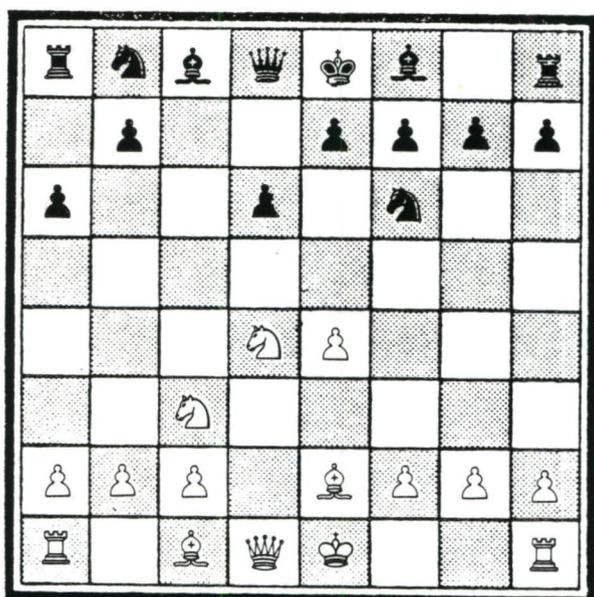
The Informal and Endgame sections start all the time. The Pyramid Tournament is the club's most popular event and I can accept entries up to 16th July 1983.

Many thanks to all of you who wrote sending best wishes. And many thanks to Mike Basman for finding room in the Popular Chess magazine for this letter.

KARPOV v. PORTISCH

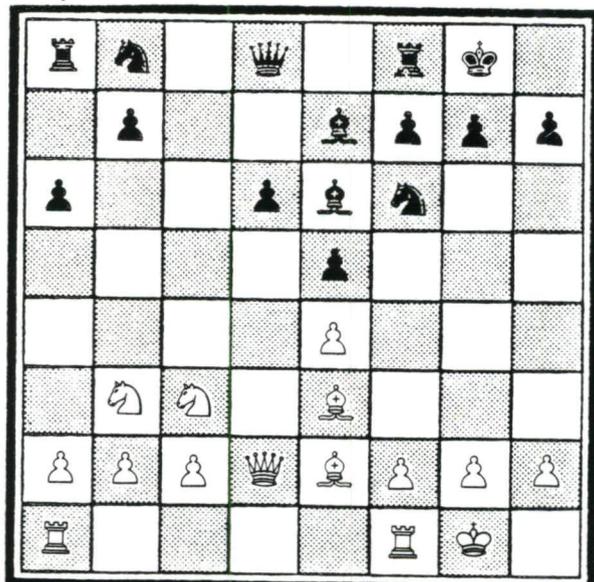
London 1982 - Sicilian Defence

- | | |
|--------|------|
| 1 e4 | c5 |
| 2 Nf3 | d6 |
| 3 d4 | cxd4 |
| 4 Nxd4 | Nf6 |
| 5 Nc3 | a6 |
| 6 Be2 | |



Karpov employs his favourite system against the Najdorf variation with which he has had great success.

- | | |
|--------|-----|
| 6 ... | e5 |
| 7 Nb3 | Be7 |
| 8 0-0 | 0-0 |
| 9 Be3 | Be6 |
| 10 Qd2 | |

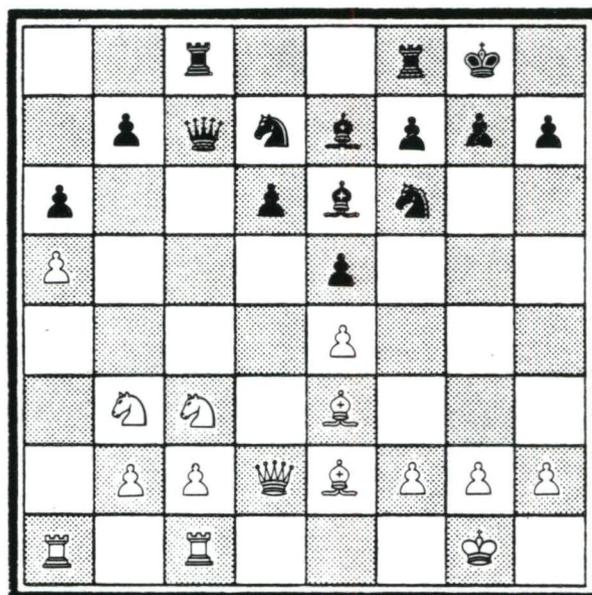


Usually white plays 10 a4 to prevent black from playing the space gaining ...b5. However, Portisch refrained from playing this move, hoping to transpose back into more normal lines.

- | | |
|--------|------|
| 10 ... | Nbd7 |
| 11 a4 | Rc8 |
| 12 a5 | |

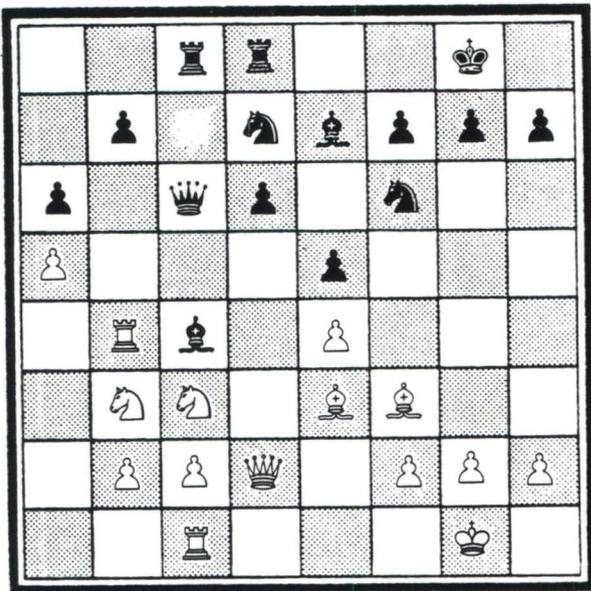
White gives black a backward pawn at b7 and secures the 'b6' square for his pieces.

- | | |
|----------|-----|
| 12 ... | Qc7 |
| 13 Rfc1! | |



A very deep move that most people would not dream of playing, Karpov defends his 'c' pawn so that he frees his Qn which is ready to hop into 'd5' at any moment. After white reaches d5 and an exchange occurs on that square, the white 'c' pawn would then be ready to roll down the board to exploit white's queen side majority.

- | | |
|---------|------|
| 13 ... | Qc6 |
| 14 Bf3 | Bc4 |
| 15 Ra4! | Rfd8 |
| 16 Rb4! | |

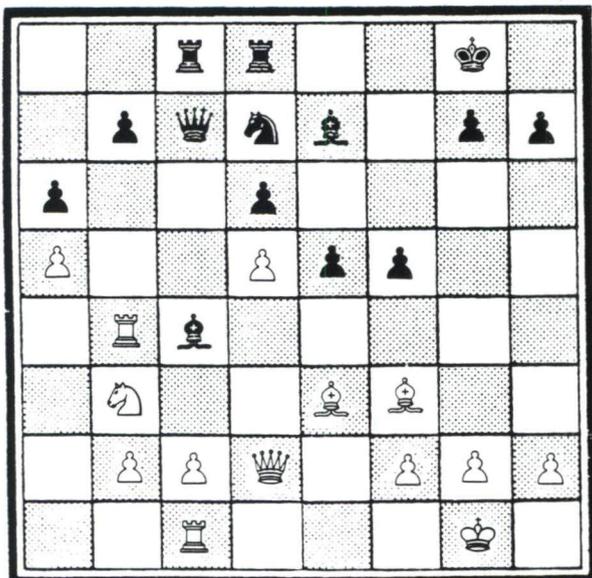


White shows most unusual rook development in this game. One might have expected him to use the 'd' or 'f' files, but instead one rook is quietly tucked underneath the 'c' pawn, while the other lurches into the centre of the board. Though the rook at b4 is undoubtedly centralised and powerful, at first sight it looks like that bugbear of the major pieces - exposure - is going to rear its head, for black has an attractive looking discovered attack in 16...d5 here. However, white need not move the rook in this case, but simply capture at d5 with his 'e' pawn, and because his queen at c6 is attacked, black has no time for ...BxR on b4.

16 ... Qc7
17 Nd5

Splat. White squashes that one and occupies d5.

17 ... Nxd5
18 exd5 f5



The disadvantage of white's exchanges at d5 is that black now has a pawn superiority on the king's wing. White judiciously takes his bishop away from the uncomfortable spot at f3.

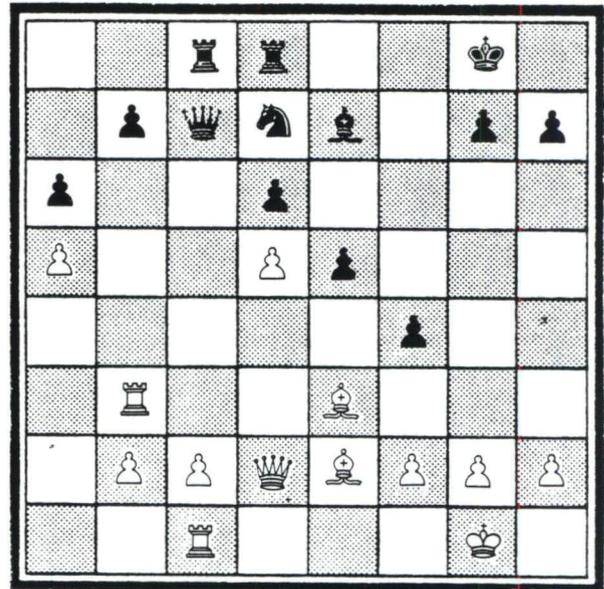
19 Be2!

This exclamation mark is for surprise value. Many players would have tried to make some hay out of the black bishop cut off at c4. Karpov just swaps it off.

19 ... Bxb3

A strange decision. In an open position one does not normally exchange bishop for knight.

20 Rxb3 f4?

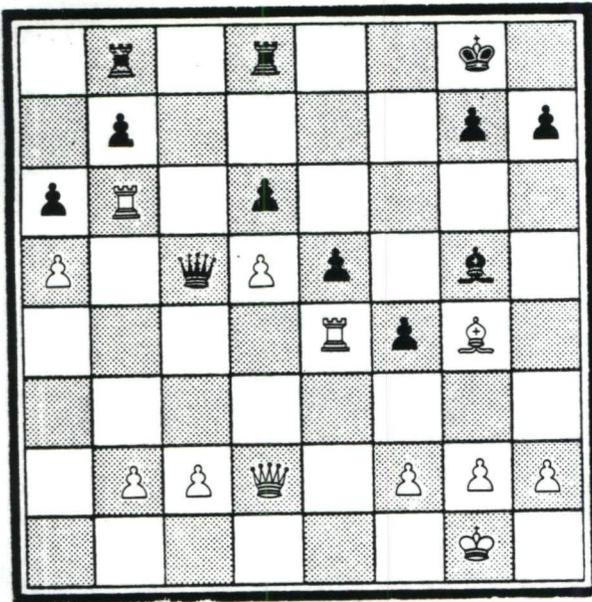


And this is even stranger. Black eliminates white's theoretical advantage of the two bishops, but leaves himself with the clearly inferior minor piece. His bishop at e7 is blocked by its own centre pawns, whilst its opposite number has the run of the white squares.

21 Bb6 NxB6
22 Rxb6 Bg5
23 Bg4 Rb8
24 Re1

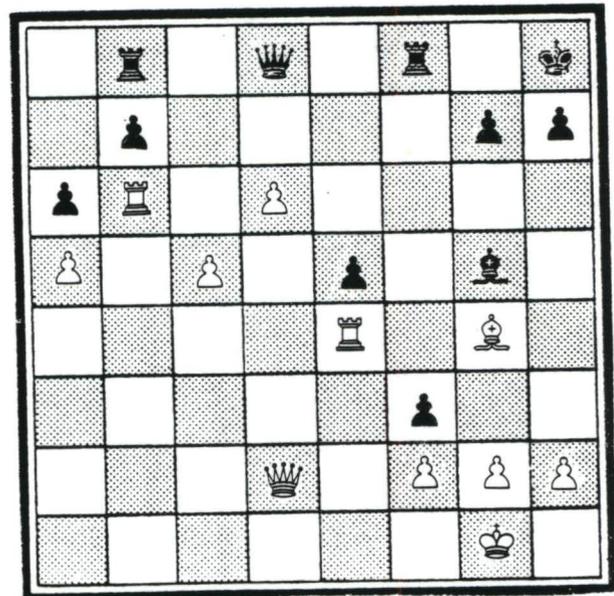
Now that black's rook has been driven off the 'c' file, this rook is free to roam. Where will it go?

24 ... Qc5
25 Re4!



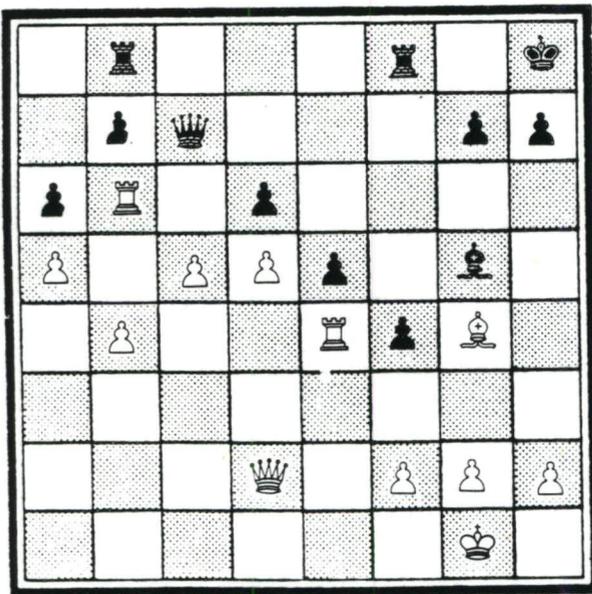
Completing the blockade. As black has no white square attackers of less value than this rook, it is immune on the central e4 square, and will now help the c pawn to come forward. One imagines it must have been downhill all the way from here for Karpov, and he probably made the rest of his moves very quickly.

- 25... Rf8
- 26 b4 Qc7
- 27 c4 Kh8
- 28 c5!



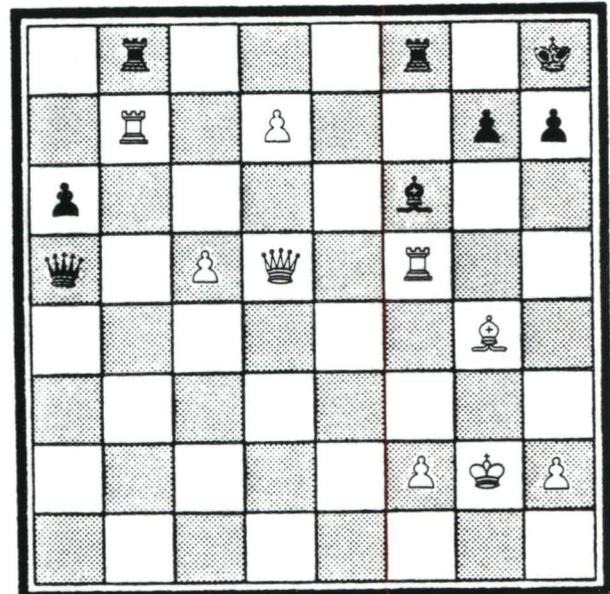
The game now looks like becoming a technical exercise, so black throws in a diversion on the kings wing. Unfortunately, white is too dominant in the centre to be flummoxed by this.

- 31 Qd5 Fxg2
- 32 Rxe5 Qf6
- 33 Rf5 Qa1+
- 34 Kxg2 Bf6
- 35 d7 Qxa5
- 36 Rxb7



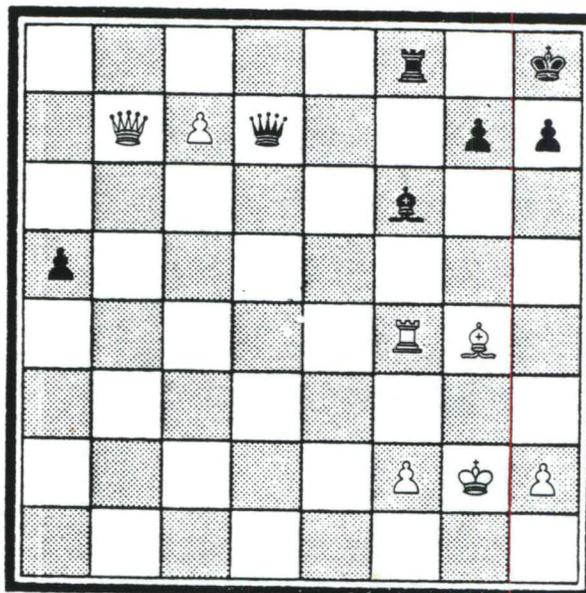
To add to white's white square bind, a passed pawn is now in the offing.

- 28 ... dxc5
- 29 d6! Qd8
- 30 bxc5 f3



Karpov just steam rollers ahead. His last problem is likely to be how to get through the blockade on the black squares which black will try to set up in order to prevent the white pawns from queening.

36 ... Rxb7
 37 Qxb7 Qd8
 38 c6 a5
 39 c7! Qxd7
 40 Rf4 Resigns



White queen on c8 next move.

CHEQUERS

Latest in a long line of chess playing restaurant owners (which includes Ian Josephs of Leonardo da Vinci, and Dave Comminetti of the Casa Comminetti) comes Ali Amin, ex-Egyptian Youth Champion and now the brains behind the new Chequers Restaurant in Chalk Farm Road, London.

Ali has big plans for chess and seemingly inexhaustible supplies of loot. Besides holding blitz tourneys and Grandmaster Guessing games at week-ends at his café, he also sponsors quick play and week-end tournaments in London. I went to the first, sparsely populated with only 70 entrants, and almost everyone got a prize but me!

His restaurant serves a good healthy menu and you can hire set and board for 50p an hour and play away happily in one corner.

Ali also runs a chess magazine, the highlight of which is the regular poem by well known actress Noel North. There are also articles by the likes of Andrew Martin, Malcolm Pein and Nigel Davies, all masters or nearly so.

The photographs in the magazine are a mess.

Forthcoming events in 1983 are two quick plays in Islington Town Hall on 23rd July and 15th October and a week-end tournament with a £1,500(!) first prize in September.

The address of Chequers, for food, chess magazine and tournament information is:-

18 Chalk Farm Road,
 London N.W.1.
 (telephone: 01-485-1696)

MYERS BULLETIN

A magazine solely devoted to the research and analysis of new and off beat lines. It is produced monthly, but nowadays seems to appear bi-monthly as Hugh Myers, the editor from Iowa, USA, is often plagued by the difficulties which beset a small time publisher. I like the magazine as it is open minded and does not clout the reader with 'this is the only way you can play'. But I can't stand the way Myers crams so much material into his magazine. He thinks he is giving value for money!

Subscriptions to the magazine is £9 for 12 issues, or £4.50 for six. Specimen copy 75p.

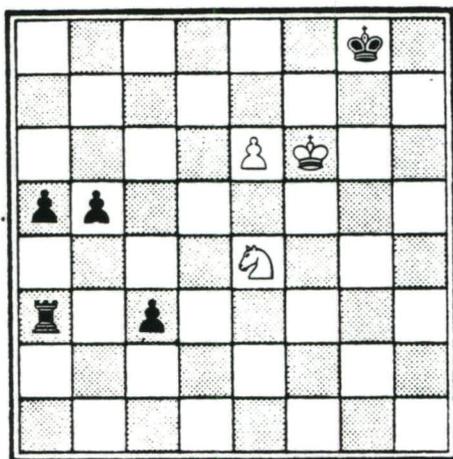
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stating which issue you want to start at (it has reached 27 so far). Make cheques payable to Audio Chess.

Our last issue posed us a problem; was the position in the diagram a win or not after white's 1 K-B6?

Jim Brown of Papigoe takes up the story.



"The ungraded players' endgame play has failed to save white after 1 K-B6. Black cannot simply rush to queen in QB pawn because white will queen with check and win. By playing 46... P-B6? Black has temporarily cut off his rook at R6 and the question really turns on whether white can use this advantageously.

1. Black cannot keep the white king pawn out solely with his king because if 47... K-B1 48 P-K7ch K-K1 49 N-Q6ch and white wins.
2. Black can try to activate his rook by 47... P-B7 48 P-K7 R-B3ch 49 K-N6! and now there is the threat of P-K8=Qch so white wins in this line.

3. A third try is to attack with the rook from a long distance. Black can play 47...R-R8 48 P-K7 R-KB8ch 49 K-K6 R-B1! A brilliant counter sacrifice, which, however, only draws after 50 N-B6ch K-N2 51 N-R5ch.K-N1 and white has to take a draw by perpetual check. Black cannot move his king away from K-N1 or KN2 as PxR=Q would win. Black also can't play 50...RxNch since 51 KxR will also win.

4. 47... R-R5. I haven't been able to save white after this. Black gains a tempo by attacking the knight. I won't give any variations. Anything I thought enabled white to draw turned out to be wrong on further analysis."

