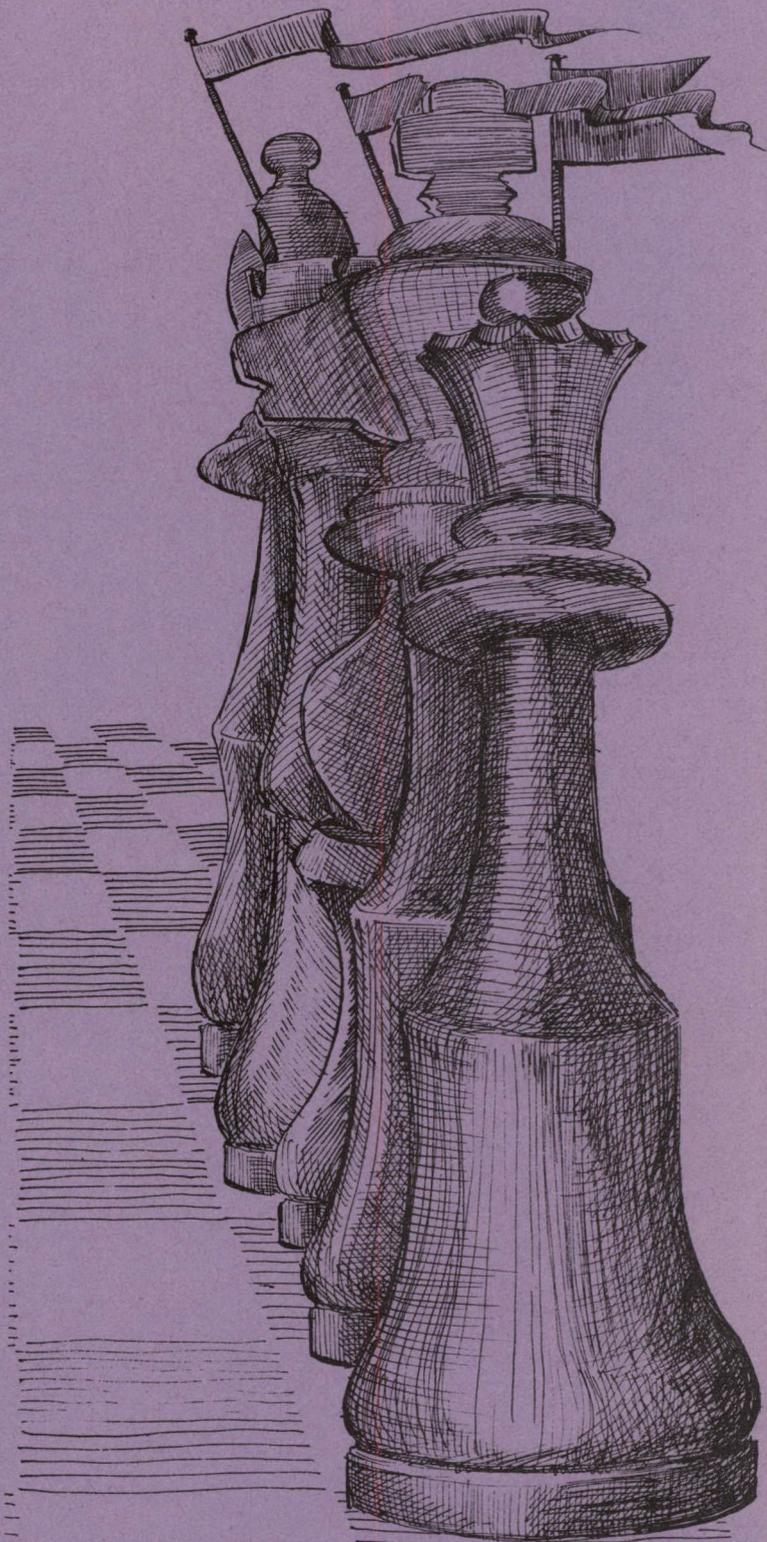
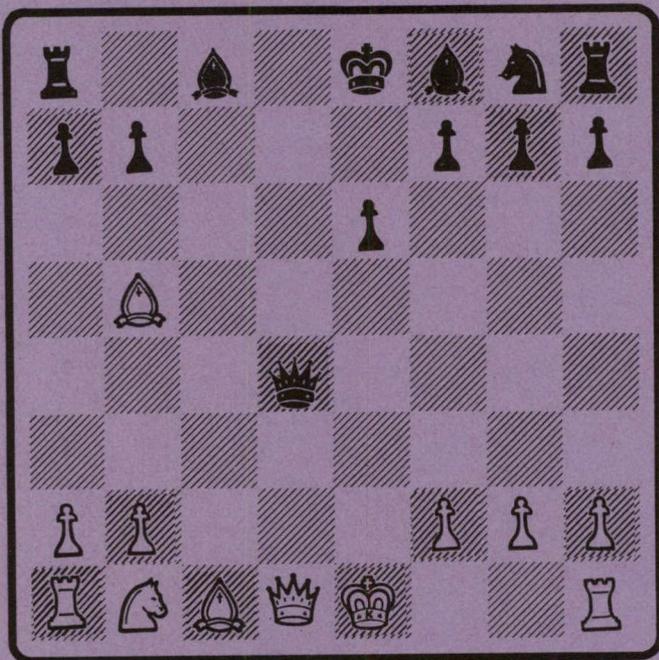




# POPULAR CHESS

No. 5





From the Editor, Mike Basman:-

Apologies for lateness. You have not been forgotten! Mainly I was writing the Chess Training course for beginners (see elsewhere in this issue) so if you have a bright child or a classful of possible players or if you are pretty bad yourself, this could be the course for you. There will be Silver, Gold and possibly Diamond levels for higher graded players coming later.

A request to our readers: the book 'Winning Chess' by Chernev and Reinfeld is now out of print and Faber have no plans to reprint. I reckon it as perhaps the best primer in tactics going, so if you could, write to Faber and Faber, 3 Queen Square, London WC1 and ask them to reissue. Show them what people power (or Popular Chess power) means!

'CHESS EXPRESS': a new fortnightly chess newspaper has appeared and I'm all in favour of it. It is very fast on news and games of masters and grandmasters, particularly those of the new British generation. It fills a gap left by the more prestigious 'Popular Chess', and costs 65p per issue. Write to Jane Seymour, Chess Express, Panther House, Mount Pleasant, London WC1 enclosing 65p for a specimen copy.

The diagram on the cover was made from 'Arty-Fax' peel and stick chess men, from Westwinch House, 6 Winchester Avenue, Tupsley, Hereford. They are larger than the standard letraset type pieces, but photo-copy just as well.

## COMPUTER NEWS

Popular Chess is about the only publication that seriously tries to keep up with developments in the chess computer world. Like the question of notation, computers are a controversial subject, but though some readers complained about issue No 3, it was the only one in recent months which actually sold out.

In December I produced a "Chess Computer" supplement. It was meant to have a head-on clash between the new Fidelity Elite, the Novag Constellation, the Mephisto 111 and the Cyrus program. However, the last one did not materialise until Christmas, the Mephisto 111 is still mysteriously absent from these isles, the Elite performed poorly and may not have been the actual program in the Elites now on sale...the one that won the recent World Computer Championship. Still, the Novag was a real humdinger and I duly gave it a thumbs-up and sold one to Ian Joseph, who alas was not so impressed ; he writes:

" On the advice of my genial editor- Mike Basman, I recently received in France the Novag Constellation Chess Computer - with the special reduction for export. Unfortunately the French customs charged me double the reduction!"

However, to test the computer I remembered my game against Lengyel.

1e4 c5 2 c3 d5 3 exd5 Qxd5 4 d4 e6 5NF3 Nc6 6 Bd3

I set the computer on Level 7' tournament level and approaching Elo 2000 so they say ... I set up the position on the computer and told it to compute black's next move... Could it, I wondered, see the following...

6 ... cxd ? 7 cxd Nxd4 8 Nxd4 Qxd4 9Bb5+ winning the black queen ?

The computer, approaching 2000, decided on 6... cxd, obviously, it could NOT look THREE moves ahead !

7 cxd4 and I let it think out the next move which was 7... Nxd4 ? Obviously, although "approaching" ELO 2000 it could NOT look TWO MOVES ahead!!

8 Nxd4 and I let it think out...8 ... Qxh2!?

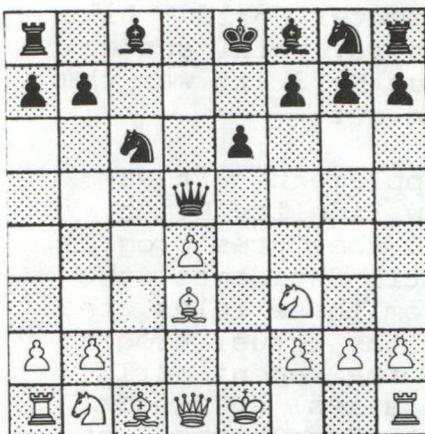
Obviously it CAN look ONE MOVE ahead and decided against 8...Qxd4 allowing 9Bb5+.

However, after 9Qf3 Qxf3 Nxf3 the computer was down a piece for 2 pawns and had a poor game. I swapped off the remaining pieces to an easy end game for white...

The computer is still a lot better than Morphy and can usually beat me at instantaneous BLITZ games, as it does not leave pieces en prise however, they will have to make it look a bit further into the future than 'one move' if it is to play in any tournament ! I wonder how the other computers measured up to the same situation ?

Over to your Elite Mike !

EDITORS' COMMENT: Quite a surprising weakness in a computer meant to be so strong in tactics. Nonetheless, I would like to see some games of Ians against the Constellation where he was not so heavily booked up. The combination that the Constellation fell for was pretty simple and you would not expect anyone above about 105 grade to be caught by it. It is, however, several ply deep as the computer analyses:



Black	Nxd4	1 ply
White	Nxd4	2 ply
Black	Qxd4?	3 ply
White	Bb5+	4 ply
Black	Bd7	5 ply
White	Qxd4	6 ply

So unless the computer has a selective search feature - which it should have - this is a fairly long way ahead for a computer to look in three minutes.

All the same, in many other cases the Constellation performed well; a lot of ELO 2000 players would be proud to play the tactics it showed against Sensory 9 in their match (reported in the PoPChess Computer Special).

I set the position to the Sensory 9 (level 6) and it also fell for the trap by 7...Nxd4. However, when I changed the position slightly, by adding the moves white 0-0- and black Ng8-f6, neither the Sensory 9, nor the Constellation made the faulty knight capture. I believe this was because the possibility of flicking in a bishop check on b4 when the white king is uncastled pushed the ply search of the computers up to 8 ply instead of 6 ply. Readers may remember diagram 16 in PopChess No. 3, when the Mephisto fell for a simple queen pin. In this case, too, there was a bishop check available - irrelevant of course- which pushed the ply search forward.

## CASSETTES

### The Cyrus IS program

World leaders in the home computer market, Sinclair, have produced several chess tapes for their Spectrum.

The Spectrum itself markets at £100 (16K) and £130 (48K). The Cyrus program is held on cassette tape and costs £10. It is compatible with both the 16K and 48K Spectrums.

Cassette chess programs are behind the dedicated computer market by a long way. For example, an earlier Spectrum Chess Program began a game (as black) 1d4 Nf6 2 Nc3 e6 3Bh5 Ke7.!!'

However, the Cyrus program is a definite advance, and could be bracketed among top machines such as the Sensory 9 and the Constellation. In a recent computer championship held in London (the Fourth European Micro Chess Championships) the placings were:

1	Advance 3	7½ out of 9
2	Chess 2001	6½ out of 9
3	Constellation	6 out of 9
4	Cyrus 2 5	5½ out of 9
5	White Knight	5½ out of 9
6	Cyrus 1 8	5 out of 9
7	Colossus	5 out of 9
8	Caesar	5 out of 9 followed on six other programs

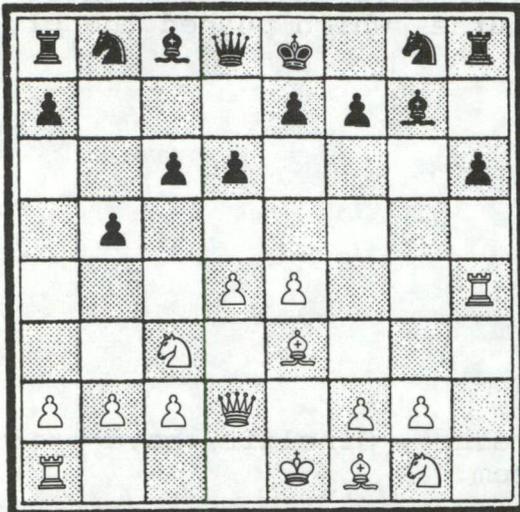
The Cyrus program thus did well, and the winner was Advance 3, which is not generally marketed. Second place was taken by a new machine developed by David Levy, the Chess 2001 (marketed by Eureka).

My objection to the taped programs is the fact that you may be staring at a television screen with poorish graphics for several hours. Even with good graphics you will suffer from screen glare and X-ray radiation. A recent match between Kasparov and British Juniors played on television screens was almost abandoned because Susan Walker fainted and Kasparov went berserk in the fourth hour of play.

Of course one could always transfer the game from the screen to an actual chess board, but the temptation will always be to use the screen.

Here is a sample game, Cyrus level 7 (3 minutes a move) v Basman.

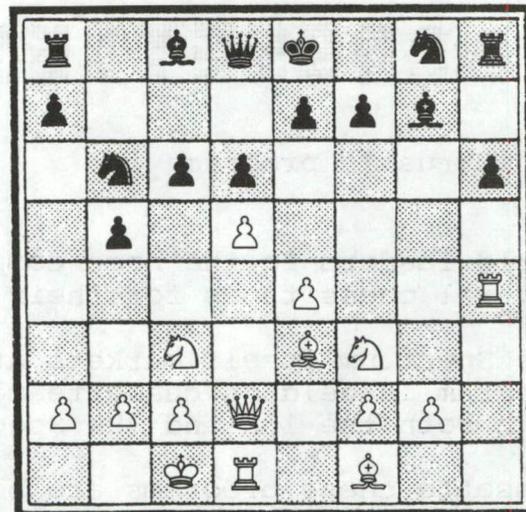
1e4 g5 2d4 h6 3 Nc3 Bg7 4 Be3 c6 6h4! gxh4 6Rxh4 d6 7Qd2 b5



White is training forces on the h6 pawn which explains why black is not developing his g8 knight yet. There is a deeper problem of the eventual placing of the kings, White's cannot go to the king side, and is less safe in the centre due to the advance of the e and d pawns. Therefore white is likely to castle queens side hence black's advance on that wing. Black has only developed a bishop so far, but he is working on the positional principle which underlies many modern openings, of preparing positions for his pieces by pawn advances first. Due to the slow mobilisation however, black must be careful not to allow the game to be opened too soon, hence he keeps a wary eye on white's

possible pawn advances,  
Pe5 or Pd5

8NF3? Nd7 90-0-0 Nb6 10 d5



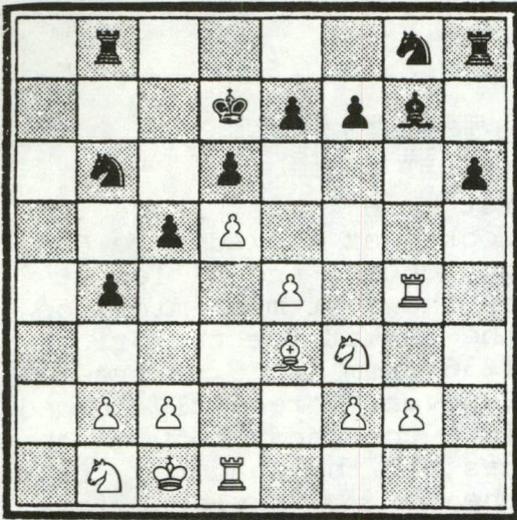
Here it comes ! But black has already taken steps against this advance.

10.. b4 ! 11 Nbl c5 (Closing the position and advancing on the queen's side at the same time).

12a3 ?! a5 13 Be2 Rb8 14 axb4 axb4 15 Bb5 Bd7 16Qd3

(black could now continue to play for the attack, but the end game looks very promising as well).

16.. Bxb5 17Qxb5 Qd7 18Qxd7 Kxd7 19 Rg4



The rook is really embarrassed for squares. If it goes to h4, then 24 .. Ng4 will shut it out of the game. To maintain it in the centre, white agrees to the exchange of his dominant e5 pawn.

24 exf6 Bxf6 25 Bg5 Ng4 !  
 (threat Nxf2) 26 Rd 2 Rg 7  
 27 Bh4 !

White in under pressure but finds the best defence, which preserves his fragile pawns on the g and f files.

This was the move than black had also to cater for, now that his bishop at C8 is gone. Black does not want to play his bishop to F6, for that square is reserved for his knight, and returning to F8 would be a step in the wrong direction.

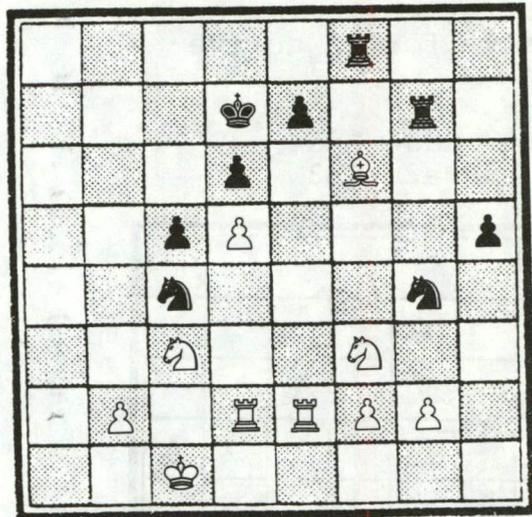
27... Rf8 28 Rf4e2 Nc4 29 Bxf6 ?

19... Rh7 ! This would have been dubious with a white queen still at d3, because of possible discoveries by Pe5.

20 e5 h5 ! Black begins to drive white back. 21 Re4 Nh6

22c3 (White could have played here moves such as 22 Ng5 and 23 Nxf7+ or 23 e6, but they should not really damage black's formation).

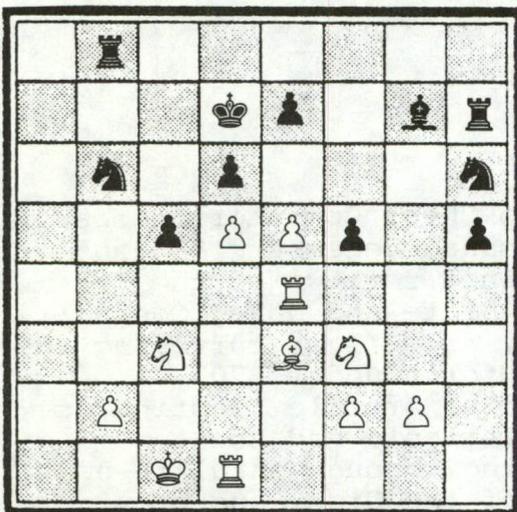
22.. bxc3 23Nxc3 F5 !



Finally white cracks. This move loses a pawn as when black recaptures, he discovers an attack upon the pawn at g2. White should simply have played Rd2-c2, with survival chances.

29 Nxf6 30 Rd3 Rxf2 (First fruits)

31b3 Nb6 32Kb2 C4 (rather than play a technical game black tries his hand in complication against the now naked white king.)

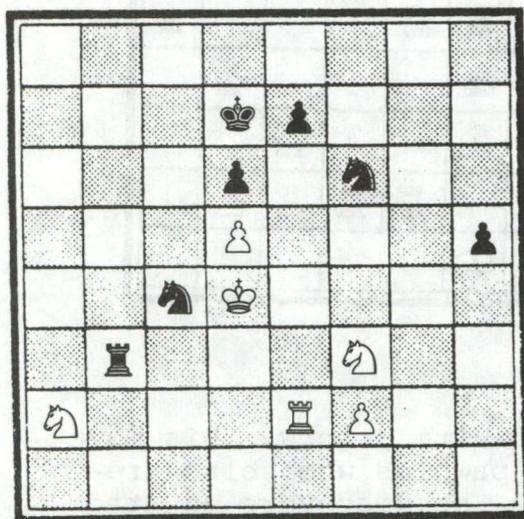


33 bxc4 Nxc4 34Kb3 Rg4  
 35Kc2 ! Rb8 (an interesting  
 example of rook development.  
 Because of the clear back rank  
 the rooks have had the option  
 of switching from one wing to  
 another, rapidly exploiting the  
 open files available. White's  
 rooks, on the other hand, had  
 a less happy time in the centre,  
 hampered by their own pawns in  
 the front and at the side of  
 themselves, and exposed to  
 enemy harassment when they  
 ventured right into the middle  
 of the board.

(Compare with Karpov's rook  
 manoeuvres in "The GM game"  
 popular chess No 2)

36 Rd4! Offering the exchange  
 of a passive for an active  
 rook.

36..Rb2+ 37. Kd3 Rxd4 + 38  
 Kxd4 Rb4 39Na2 Rb3



40 Kxc4

Here, too, the exchange seems no  
 more than that to the computer,  
 whereas in reality it is a  
 grievous positional mistake  
 since the black h pawn will now  
 prove very difficult to stop.  
 Much better was 40 Nc3 when  
 white is still a pawn down, but  
 with better chances.

40.. Rxf3 and black won easily.

## TANDY

Yet more ! Last issue I  
 looked at the Advance Com-  
 putachess, and billed it  
 as the best mini-micro on  
 the market for the price  
 (£36 from A/C p.st free).  
 However, I recently bumped  
 into the Tandy 1650 which  
 has all the features of  
 the Sci sYs Explorer (re-  
 viewed in the Pop Chess  
 Computer Special) but at  
 half the price (about £30).  
 In tests, it proved stronger  
 than the Advance Computa-  
 chess. It has the same  
 features, sensor board and  
 save button, multi-move  
 switch, long battery life  
 and nine levels of play.  
 The main disadvantage of  
 the Advance Computachess  
 was the abrupt jump from  
 level 3 (15 secs a move)  
 to level 4 (3 mins a move).  
 The Tandy has a more  
 measured series of playing  
 levels. So trot down to  
 your local Tandy store or  
 if desperate order from A/C.

That's all for now. Keep  
 in touch with the computers.

Who knows? One day you might  
 even be able to afford one!



The PopChess Computer Special  
 was issued December 1983, and  
 contained reviews of the Fid-  
 elity Elite and Novag Constella-  
 tion, as well as surveying the  
 best Micros under £70.  
 A special article 'Testing of  
 a variation', had the top  
 battling through an ultra-new  
 line of the Grob, and proving  
 their value as analytical tools.  
 Buy from Audio Chess at 90p post  
 free.

# CHESS TRAINING

This course is designed to take the beginner up to club level, and is distinguished by a sound, practical approach and frequent testing of the pupil's progress.

The course can be followed by post by individuals and groups liaising with the CHIEF CHECKER, or applied by a local representative (who has earned his trainer's badge - see below).

The course is taught at three levels, the bronze, the silver, and the gold. Each level has several separate stages, and the candidate has to send his work for checking at each stage.

Emphasis is placed on actual playing ability, so the individual pupil would need to have a playing partner, even if that partner is a computer! In a group, of course, pupils can play each other.

The course has been applied successfully by International Master Michael Basman in middle schools and with private pupils. It is thus not one created 'out of thin air', but has been considerably modified by feedback from students.

Candidates start at the Bronze level, the near beginner stage. We assume they know the basic rules, but if not, there is a leaflet explaining the rules with the rest of the bronze level material. Stronger players will pass their Bronze quite quickly, but even they will learn new techniques from this stage.

The grades corresponding to each level are roughly:

Bronze	-	minimum grade	50
Silver	-	"	70
Gold	-	"	100

The cost of the bronze level course is £5, which includes all leaflets, checking of work, final badge and certificate. Certificates will also show if the candidate has passed with merit or distinction.

Leaflets may be re-used, so, for example, if a person has passed a course he may give his leaflets to another to take the course. In that case the cost of the course will only be £4.

For schools, clubs, chess training groups etc., leaflets may be purchased in bulk sets. Cost of one set of leaflets is £1; a set of 10 will cost £8. All prices include postage.

However, the course itself may not be applied by any but the Chief Checker and his representatives.

## BECOMING A CHESS TRAINER

Any person who has himself passed the Bronze level will be eligible to train others up to this level. Similarly, to train at the Silver level, you will first need to have earned the Silver badge yourself.

In training other players, the teacher takes over the marking work of the Chief Checker, except for that of the final test. In this way the course becomes even more effective, as the teacher can supervise pupils on the spot.

However, every trainer must first pass through a probationary period, when he sends his own marking work to the Chief Checker for checking. When he has trained 3 players in this way, he becomes a registered trainer.

A trainer earns £2 for every pupil he trains to the bronze level, or he may instead choose to use his trainer status to pass pupils through the course at a discount ( i.e. £3 instead of £5).

The materials for the Bronze level are ready now, so you can enrol immediately. The Silver level will be complete in mid-February, with the Gold to follow later in the year.



# THE ENGLISH OPENING FOR THE CLUB PLAYER

by CLINT MANN

The English Opening (1 P-QB4), so called after the famous English chess player of the nineteenth century, Howard Staunton, has become increasingly popular as an opening system for White in the last decade. Evidence of this growing popularity can be found in Kasparov and Keene's recent work, 'Batsford Chess Openings', where the opening is given a far fuller treatment than previous editions of Korn's 'Modern Chess Openings' had ever allowed. Grandmasters, especially Korchnoi, include the opening as a regular part of their repertoire, and it has become almost as commonplace in weekend tournament and club chess matches. It might seem surprising then that relatively little has been written for the club player about the English. Although Batsford have published John Watson's four volume series, and Nigel Povah's paperback on the English Four Knights, little has been written with the average player in mind. There is no book about the English Opening to complement the recent Batsford 'How to Play.....' editions on the Kings Indian, Nimzo-Indian, and the French. Why should this be so? (\* See below).

One of the points often made about the English Opening is that it is essentially positional in character, involving subtleties of judgement and manoeuvre which are too complex for the average player to understand. Furthermore, the transpositional possibilities arising from the opening make it difficult to classify in easily definable terms; the number of avenues one is obliged to explore soon becomes seemingly endless.

In this article I seek to recommend the English Opening to the beginner and average player in spite of the difficulties mentioned above. The seemingly infinite number of variations is an essential characteristic of chess itself; let not the beginner be obscured from the fact, it is a feature which gives the game its magic and beauty. Rather, it is more helpful to give the beginner some idea of the basic characteristics of some of the avenues along which he is to travel, and of the distance he is to pursue along such roads. In chess terms this means drawing attention to the features common to most games which begin with 1. P-QB4, and a taste of some full games arising.

The English Opening has other advantages which may recommend it to the weaker chess player. First, it is possible to play the first half dozen moves relatively quickly as White; the player with the Black pieces is obliged to devise a practical system to meet it. If Black plays passively, White may often gain a lead in space and time, and go into the middle game with an advantage. Secondly, in spite of its popularity in Grandmaster and weekend tournament chess, the English Opening is (relatively) less common at the lower end of the chess arena, and your opponent may not know how to meet it.

I have employed the English Opening myself over the last two years in an attempt to exploit some of the advantages mentioned above. I have met with mixed success, but attribute my failures not to the opening itself, but my own weaknesses in middle game and end game play in being unable to devise a satisfactory plan sufficient to convert an advantage into a win. Below I hope to point out, as well as an opening strategy for White, plans which might succeed and fail, so that the beginner who employs this opening might have some idea where his particular avenue might lead.

## Playing without an opponent - the simplistic approach

To give yourself an idea of the potential of the English Opening, play the following moves on a board, but do not make any replies for Black;

1. P-QB4    2. N-QB3    3. P-KN3    4. B-N2    5. P-K3  
6. N-K2    7. O-O

The position on the board will look like diagram 1, showing the characteristics of White's development in the English. You may think it absurd to consider moves whilst ignoring Black's responses but try playing the same moves against an opponent, irrespective of what he plays. You will be surprised how easy (and quickly) you can achieve rapid development and a safe position. To take this further, add the following moves;

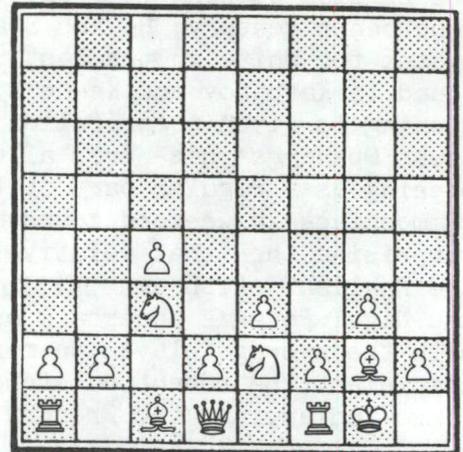


Diagram 1

8. P-QN3    9. B-N2    10. Q-B2

Of course there will be times when some of these moves will be unwise and unplayable - we will look at those later. Nevertheless this system is easy for a beginner to play. A schoolboy from Burnham who had only been playing chess for one month achieved a draw against a player graded 132 last year, using this opening system.

Let us now look at possible Black responses in this opening.

Black responses in the English Opening

John Watson's series on the English Opening is divided into four volumes, and you should examine each of the main plans which Black intends to adopt after the moves: 1.....P-QB4, or 1.....P-K4, or 1.....N-KB3, or 1..... some other move.

1.....P-QB4 (Symmetrical English)

Black's plan here may be crude, he may merely try to copy White's moves and play a relatively cautious game. This may lead to a dull game, tending towards a draw at a relatively early stage. Seeing as this article is written with the beginner in mind, I am assuming that a draw is a creditable result for you, if you are playing a higher graded or better player. Shame on your opponent for playing such a tedious line!

White's advantage (what there is) lies in the fact that he has the move in hand and can dictate play. One such line might run:

1. P-QB4 P-QB4    2. N-QB3 N-QB3    3. P-KN3 P-KN3  
4. B-N2 B-N2    5. P-K3 P-K3    6. KN-K2 KN-K2  
7. O-O O-O    8. P-Q4 PxP

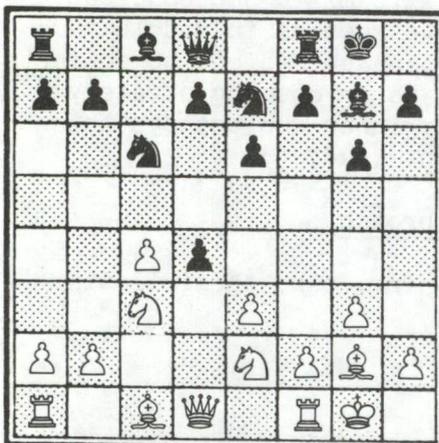


Diagram 2

(Reaching diagram 2). From this position, Watson considers 9. PxP and 9. NxP for White. He dislikes the former, arguing that White's knight on K2 is passive, and can thus be exchanged for Black's active knight on QB3. One line the reader might like to explore is: 9. PxP P-Q4    10. P-QB5 ?! This gives White some positional weaknesses - his white squared bishop is badly placed, but there is scope for a Queen side advance.

After 9. NxP P-Q4, 10. PxP NxN, 11. PxN NxP, 12. NxN PxN leads to a drawn position. White may attempt to be more adventurous and play Q-N3 on move 12. Then after 12.....BxP, he plays 13. B-R6 with an

interesting position. An earlier alternative for White was on move 8 when he could have played P-QR3, and if Black had copied with 8.....P-QR3, then 9. P-QN4 PxP, 10. PxP NxP 11. B-QR3 N(5)-B3, 12. B-Q6 R-K1, 13. N-N5 and White's pieces soon obtain strong attacking squares against Black's major pieces.

Of course Black may deviate earlier in the game from the symmetrical pattern, but so long as White develops along the lines suggested above, he is unlikely to come out worse.

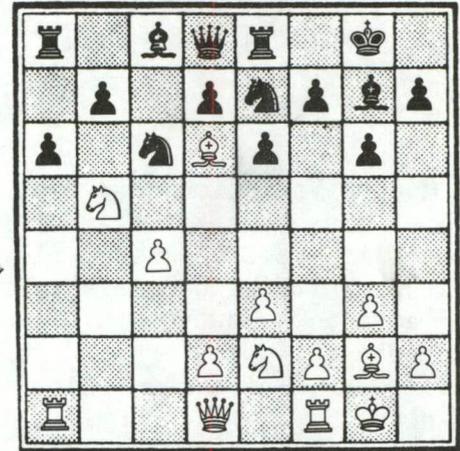


Diagram 3

1.....P-K4 (Reversed Sicilian)

This variation of the English Opening is often called the 'Reversed Sicilian' because White's moves are similar to those played by Black in the Sicilian Defence, except this time White has the move in hand, White has to be far more careful about the wisdom of applying the simple system suggested earlier; he has to watch closely the attacking potential of Black's response. As a general rule, if Black develops passively, White may develop conventionally and achieve central control. If Black attempts a move such as P-Q4, White should exchange the pawn with his own (from QB4). He must also beware of the danger of creating a hole on Q3 which a Black knight may exploit. Let us see how some of these ideas work out in practice.

An example of a game in which White fails to meet Black's challenge is given elsewhere in this magazine, in the game I played against Andy Scrimgeour for the Dengie Championship. I played 3. P-K3, allowing him to develop both knights, exchange pawns in the centre, and place his King's knight on QN5, threatening my Q3 square (and also my QB2 square). White's correct move order should have been:

- 1. P-QB4 P-K4      2. N-QB3 N-KB3      3. P-KN3 P-Q4
- 4. PxP      NxP      5. B-N2

Now Black has not got time to play 5.....N-B3 (he loses a piece). If Black plays 3.....N-B3 earlier, this is advantageous to White, as he can develop along the 'simplistic' lines mentioned earlier. A more detailed analysis of these advantages can be found in Watson's volume on 1.....P-K4, page 58 et al.

If the position in Diagram 4 is reached after White's 5th move, B-N2, Black has a number of options open to him. Should he play 5.....NxN, White recaptures with the N pawn. In most of the variations analysed by Watson, White plays his King knight out to KB3. The reader might like to explore the idea of developing the King knight on K2, but he may need to play P-QR3 as a protective measure before playing P-K3 (preventing a knight coming to QN5). This idea seems neglected in all the chess books on the English. Admittedly, White may develop holes in his position, especially on Q3, and Black may exploit these weaknesses.

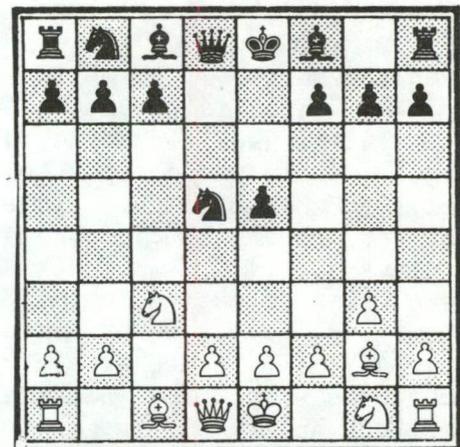


Diagram 4

Let us look at some other ideas which arise in the English after Black's 1.....P-K4. These are the Modern Variation and the Dutch lines.

The Modern Variation occurs after 1. P-QB4 P-K4, 2. N-QB3 N-KB3, 3. P-KN3 B-N5. This seems to be an attractive proposition for Black, ironically I have yet to meet it myself in match play. The point of Black's third move is that it devalues White's Queen's knight, which will become pinned should the Queen's pawn ever advance. However this seems to be one variation in which White's 'simplistic' plan does not work. He can continue with 4. B-N2, and if Black plays 4.....N-B3, White may follow up with 5. N-Q5! If Black plays 4.....P-B3, White may play 5. Q-N3. Finally, if Black plays 4.....O-O, White should not play P-K3 this time, but develop his King's knight on KB3. Should Black play P-K5 sooner or later, the King's knight is best moved on to Q4. White has to be on his guard for difficulties arising from Black playing R-K1. One possible plan for White would be to mount a Queen side attack, even recapturing with the Queen's pawn, should Black play B x N.

The Dutch lines involve Black playing the move P-KB4 at some stage in the game (obviously before playing N-KB3). This may be played on Black's second move, or his third after 2.....P-Q3. In the latter case, Black's second move restricts the scope of his King's bishop, and White may develop along the 'simplistic' lines. The advance of Black's KB pawn gives him a thrust akin to that played by White in the Sicilian Defence in the so-called 'Grand Prix Attack', much played recently in weekend congresses. I believe that White can hold out against aggressive play by Black, and can counter positionally against more passive development. Examples of games using Black's P-KB4 are given below.

Against other second moves for Black, White can develop conventionally without too much risk. There is not room here to consider all the lines but the most noteworthy is the Keres system, where after 1. P-QB4 P-K4, 2. N-QB3 N-KB3, 3. P-KN3 P-B3 gives Black an additional defender of his Q4 square. Black is planning the move P-Q4, and the usual exchange will give Black a solid pawn centre. The 'simplistic' approach may create difficulties for White, and he might be better off playing 4. N-B3 in this particular case.

1.....N-KB3 (Indian style systems)

The Indian response to the English Opening is the third system to be analysed here, and may well be commonly played by players with the Black pieces who are unfamiliar with the English, but more akin to playing the Nimzo-Indian or Queen's Indian against 1. P-Q4. Thus it is a reply you may often have to face, and I am going to suggest an approach quite different in character from the 'simplistic' system so far recommended in lines analysed earlier.

After the moves 1. P-QB4 N-KB3, 2. N-QB3 P-K3, White has the resource 3. P-K4. This is the so-called Mikenas Attack. It threatens P-K5 for White, displacing the Black King's knight, (This was not possible in the previous analysis, when Black had played P-K4). Black's two best replies are 3.....P-Q4 or 3.....P-QB4. If he plays 3.....P-Q3, White plays 4..... P-Q4 and has a clear advantage in the centre. If Black attempts 3.....B-N5 (Nimzo-Indian style), White plays 4. P-K5. Then if Black plays B x N, White recaptures with QPxN. Black's King's knight must move to either K5 or KN1, and White may attack with Q-N4. If Black attempts 3.....P-QN3, White plays 4. P-Q4 B-N2, 5. P-KB3! This makes it hard for Black to react in the centre with either his QBP or QP.

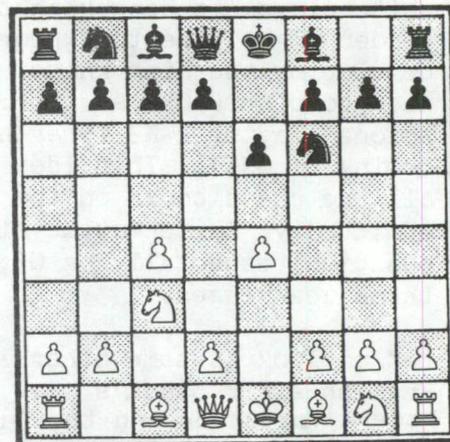


Diagram 5

After Black's 3. P-Q4, White plays 4. P-K5. Black's knight is attacked and he may play either 4.....N-Q2 or 4.....N-K5 or 4.....P-Q5. Here we reach one of those positions in which there are many avenues, and numerous signposts. In the first case, White plays P x P, following with P-Q4. In the second case he plays 5. N x N meets 5.....P x N with 6. Q-N4. The third case is the most commonly played. After Black's 4.....P-Q5 the game might continue: 5. P x N(KB6) P x N, 6. NP x P Q X P, 7. P-Q4. Control of White's Q4 square is important in all these lines. White will follow up with 8. N-KB3, and possibly 9. B-KN5.

After Black's 3.....P-QB4, the game might continue: 4. P-K5 N-N1, 5. N-KB3 N-QB3, 6. P-Q4. Here White plays a pawn sacrifice for the attack. After: 6.....P x P, 7. N x P \ N x KP, White may attempt > either 8. B-B4 or 8. N(Q4)-N5. I prefer the latter, which allows the fascinating: 8.....P-QR3, 9. N-Q6+ B x N, 10. Q x B P-KB3, 11. B-K3 N-K2 (If the N on K4 moves, White may play Q-N3), 12. B-N6 N-KB4, 13. B x Q N X Q, 14. B-QB7. Black must play K-K2 or he loses material.

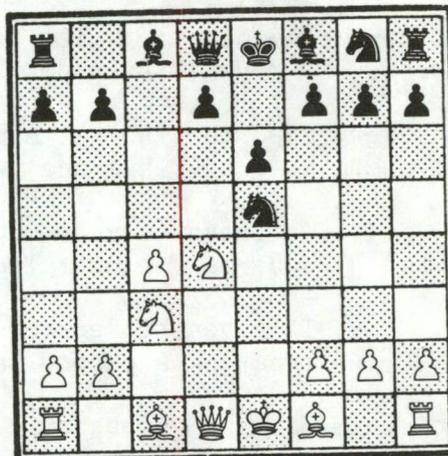


Diagram 6

1.....Other moves

Black may of course play many other replies to the English Opening. I shall not go into detail here, except to say that if the opening transposes into one of the systems mentioned so far, heed the advice given. When in doubt, play the 'simplistic' system, unless there is an obvious tactical disadvantage in doing so. This is most likely to occur if and when black is able to play the move B-QB5.

A strategy for the middle game - with examples

As already indicated, a knowledge of opening variations is useless without a strategic plan for the rest of the game. We have already seen one or two general points. It is usually important to exchange pawns after Black's P-Q4. It is important to guard against a knight attack on the white squares on the Queen's side of the board. White's long term plan may be described in three ways:

1. To gain superior development and control of the central squares against passive play by Black.
2. To cramp Black's Queen side pawns and pieces and mount a Queen side attack, possibly with a pawn storm.
3. Launching a Queen side pawn advance.

Some of the games given below will demonstrate the success or failure of this strategy. (Play through them slowly by yourself before you read the editorial commentary.)

Game 1. Clint Mann v B. Kightly (Dengie v Wickford C 23/3/83).

- |           |       |           |       |           |       |
|-----------|-------|-----------|-------|-----------|-------|
| 1. P-QB4  | P-QB4 | 2. N-QB3  | P-Q3  | 3. P-KN3  | N-KB3 |
| 4. B-N2   | P-K3  | 5. P-K3   | QN-Q2 | 6. KN-K2  | B-K2  |
| 7. P-Q4   | PxP   | 8. PxP    | N-N3  | 9. P-N3   | O-O   |
| 10. O-O   | P-QR3 | 11. P-QR4 | P-Q4  | 12. P-QB5 | N-Q2  |
| 13. P-QR5 | N-QN1 | 14. P-QN4 | N-QB3 | 15. R-N1  | Q-Q2  |
| 16. N-R4  |       |           |       |           |       |

After this point in the game, I thought I had gained a clear advantage, having achieved plans 1 and 3 above. I was unable to convert this into a win, and the rest of the game went:

- |          |       |           |       |           |       |
|----------|-------|-----------|-------|-----------|-------|
| 16. .... | B-Q1  | 17. B-KB4 | R-K1  | 18. B-KR3 | N-R4  |
| 19. B-Q6 | N-KB3 | 20. P-KB3 | R-R2  | 21. N-QB3 | P-KR3 |
| 22. Q-Q2 | N-KR2 | 23. P-KB4 | P-KB4 |           |       |

At this point in the game a draw was agreed, possibly unwisely for me as White, as there seem to be possible advances on the Queen's side. The game shows how a strong Queen side pawn advance can be achieved, albeit, not decisively.

Editors commentary: White was doing well in this game but made some positional lapses. At move 13 this position was reached.

It's very important to get a mobile pawn majority not a static one. This has two advantages:

1. It prevents your opponent from finding squares for his pieces;
2. It gives better possibilities for creating a passed pawn.

From this diagram White could have played 13. P-QN4 followed by R-QN1 and P-N5. This would give the possibility of a passed pawn later by P-QB6. Also Blacks pieces would find no squares to post themselves on except on the QR file. This example shows why the two pawns centre, or two pawns abreast, can be such a desirable positional objective; the pawns work together, each one washing the face of the other, and preventing enemy men placing themselves in their path.

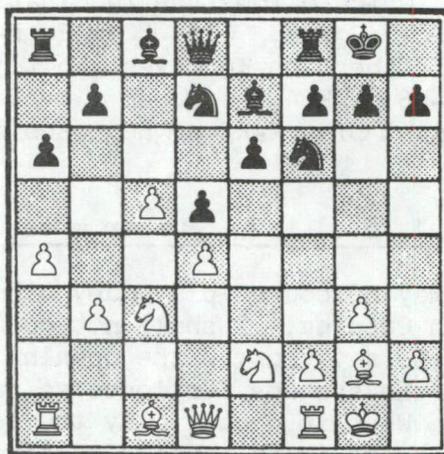


Diagram 7

White's 13. P-QR5 was a crass positional error. No doubt he wished to fix and immobilise the enemies' Queen side pawns, but in doing so he deprives his own pawns of mobility. The White squares at c6 and b5 now cannot be successfully controlled by White pawns (all his pawns have gone to Black squares) and Black should now seek to occupy these squares with his pieces. A move such as N-K1 followed by N-QB2, N(Q2)-KB3 and B-Q2 followed by N-QN4 would have given his pieces scope and outposts on the Queen side.

However, Black does not take his chances and White still retains his advantage.

We reached this position at move 18. Black has done nothing to develop his Queen's bishop, which had such a promising future on the squares of the Queen side. The bishop is shut in by the pawn at K3.

White was no doubt considering whether to play his knight to QN6, but probably thought this would simply exchange an active knight to a poor bishop.

However, from the positional point of view, Black's poor bishops at Q1 and QB2 are not equal. The bishop at Q1 must be the better piece as Black's central pawns shut in the other bishop.

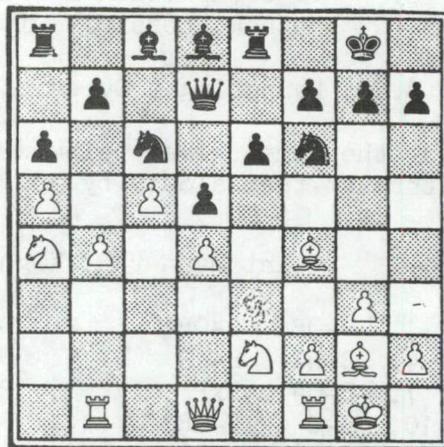


Diagram 8

So White should really play N-QN6 here and exchange off the good Black bishop, following up by a clear plan of N-QB3 P-QN5, bringing his knight to QN5 and then possibly invading on the QB7 and Q6 squares, coupled with an attack down the open QR file.

If white feared Blacks possible breakout by P-K4, then he could preface his N-QN6 N(K2)-QB3, when Black's P-K4 would lose the Black Queen pawn.

Game 2. Clint Mann v Paul Baker (Braintree C 3/3/83)

Here is a game in which the 'Dutch' style defence to the English Opening succeeds because White fails to adopt a strategic middle-game plan.

- |            |       |            |         |           |            |
|------------|-------|------------|---------|-----------|------------|
| 1. P-QB4   | P-K4  | 2. N-QB3   | P-Q3    | 3. P-KN3  | P-KB4      |
| 4. P-K3    | N-KB3 | 5. B-N2    | P-QB3   | 6. KN-K2  | B-K2       |
| 7. P-Q3    | O-O   | 8. Q-B2    | P-QR4   | 9. P-QR3  | N-QR3      |
| 10. P-Q4   | B-Q2  | 11. P-Q5   | R-N1    | 12. P-K4  | PxKP       |
| 13. NxP    | B-KB4 | 14. NxN+   | RxN     | 15. B-K4  | BxB        |
| 16. QxB    | N-B4  | 17. Q-B2   | PxP     | 18. PxP   | P-K5       |
| 19. N-KB4  | R-QB1 | 20. Q-Q1   | Q-Q2    | 21. O-O   | P-KN4      |
| 22. P-QN4? | PxN   | 23. PxN    | P-B6!   | 24. K-R1  | Q-R6       |
| 25. R-N1   | RxP   | 26. Q-B1   | Q-R4    | 27. B-K3? | RxP        |
| 28. Q-B4   | P-N4  | 29. Q-B2?? | QxRP!!+ | 30. KxQ   | R-R4 mate. |

Black's good finish was brought about because White allowed his pawns to make progress and support an eventual attack. See how in the following game (against the same player) White made better progress:

Game 3. Clint Mann v Paul Baker (Writtle Quickplay 26/6/83).

- |           |       |           |       |                         |       |
|-----------|-------|-----------|-------|-------------------------|-------|
| 1. P-QB4  | P-K4  | 2. N-QB3  | P-Q3  | 3. P-KN3                | P-KB4 |
| 4. P-K3   | N-KB3 | 5. KN-K2  | B-K2  | 6. B-N2                 | P-QB3 |
| 7. P-QN3  | O-O   | 8. B-N2   | N-R3  | 9. O-O                  | N-N5  |
| 10. P-Q3  | B-K3  | 11. P-QR3 | N-R3  | 12. R-QB1               | N-B2  |
| 13. P-QR4 | R-B1  | 14. P-KR3 | P-QR3 | 15. P-KB4               | P-K5  |
| 16. PxP   | PxP   | 17. NxP   | NxN   | 18. BxN                 | BxRP  |
| 19. R-KB2 | P-Q4  | 20. B-QB2 | B-QB4 | 21. Q-Q3                | B-KB4 |
| 22. Q-B3  | Q-K2  | 23. N-Q4  | B-QN5 | 24. NxB                 | RxN   |
| 25. Q-Q3  | R-R4  | 26. K-N2  | R-K1  | 27. R-R1                | RxR   |
| 28. KxR   | Q-K5+ | 29. QxQ   | PxQ   | 30. P-B5                | B-B4  |
| 31. B-Q4  | BxB   | 32. PxB   | P-K6  | 33. White lost on time. |       |

Although losing, White's strategy proved more accurate. The breakthrough P-KB4 for White often acts as the first sign of a King side attack.

These two games show more aggressive Black strategy, with Black taking the initiative on the side where White has failed to expand - the King's wing.

These situations are really Close Sicilians in reverse - and you can mug up on these in the Audio Cassettes on the Sicilian Close, and some of the Turnover books on the English.

Probably the best method of containment of Black's King side advance was the one chosen by White in this game, by placing his King's knight at K2 instead of KB3, and keeping in reserve the counter-blow P-KB4!

However in the first game White plays inconsistently.

White here looks set to expand with the move R-QN1 and P-QN4, but instead changes his mind and plays P-Q4. This would not be so bad, except that he then continues with P-Q5? (allowing the Black knight at QR3 a possible outpost at QB4) followed by P-K4? starting a punch up on the K4 square, a square he is not well placed to contest (due to the arrival of that Black knight at QB4).

From the last diagram the moves were 10. P-Q4 B-Q2  
11. P-Q5 R-N1 12. P-K4 PxKP 13. NxP B-KB4  
14. NxNch RxN 15. B-K4 BxB 16. QxB N-B4  
17. Q-B2 PxP 18 PxP.

Here Black's P-K5 may not have been the best, as this gives squares to White knight at d4 or f4. Possibly Black could play instead 18....P-QR5 (preventing P-QN4 by White and preparing a possible N-QN6) 19. O-O R-QB1 20. Q-Q1 N-N6  
21. R-N1 Q-Q2 22. BN5(?) R-B2 23. BxB QxB with a promising position for Black along the QB or KB file or the Q4 square for his knight.

In the second game, White does not advance much on the Queen side, but he does time his thrust P-KB4 well to prevent Black's further advance on that wing.

Black chose to answer 15....P-K5 here, when as well as the line White chose, he could also have considered 16. PxP PxP 17. P-KN4 P-Q4  
18. NQ4 BB2 19. PxP PxP 20. QN-K2, when he has a good out post on Q4, as well as promising play on the King side, or the possibility of doubling rooks on the QB file.

The last game is included as a further illustration of White's plan for a King side attack. Here the pawns support White's pieces in creating what should have been a won game. Unfortunately, I failed to seize the opportunity given and played the end-game poorly, only getting a draw from the adjudication. The first part of the game is entertaining.

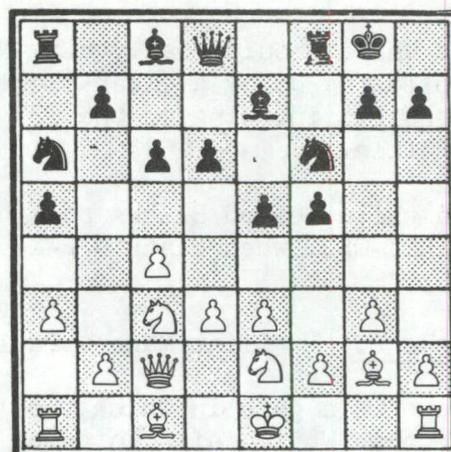


Diagram 9

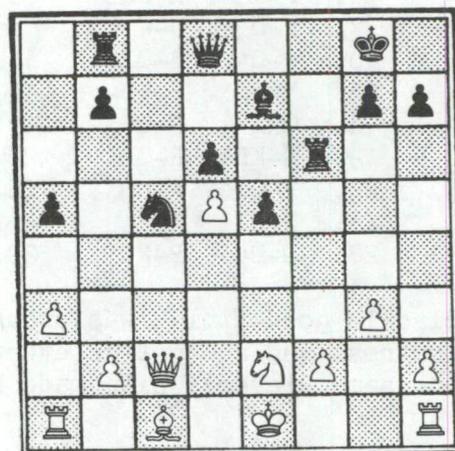


Diagram 10

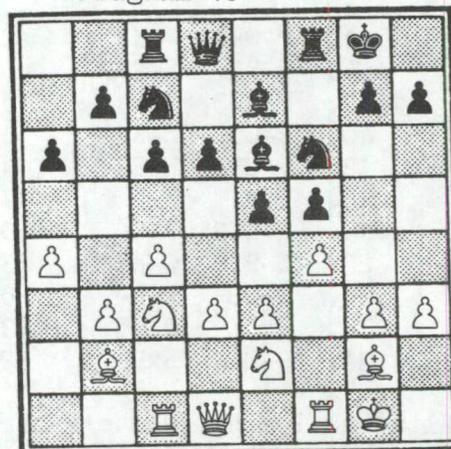


Diagram 11

Game 4. Clint Mann v P. Ohlson (Writtle). Chelmsford Congress 26/9/82.

- |          |      |           |       |           |       |
|----------|------|-----------|-------|-----------|-------|
| 1. P-QB4 | P-K4 | 2. N-QB3  | N-KB3 | 3. P-KN3  | B-QB4 |
| 4. B-KN2 | O-O  | 5. P-K3   | P-QB3 | 6. N-K2   | P-Q4  |
| 7. P-Q4  | PxQP | 8. KPxP   | B-QN5 | 9. PxP    | NxP   |
| 10. O-O  | B-K3 | 11. P-QR3 | B-Q3  | 12. Q-Q3  | N-Q2  |
| 13. NxN  | BxN  | 14. BxB   | PxB   | 15. Q-KB3 | N-QN3 |

16. N-QB3 B-K2      17. R-K1 R-QB1      18. P-KR4 B-KB3  
 19. Q-KN4 R-QB5      20. B-K3 R-K1      21. QR-Q1 R-K3

Game eventually drawn.

A level encounter though I feel White exchanged the wrong minor pieces in the middle game. After 11 moves the following position was reached. Here White played 12. Q-Q3 N-Q2 13. NxN BxN 14. BxB PxB, after which White was left with the worse bishop - the one blocked by its own centre pawn - and Black had the better bishop.

Possibly White could have chosen 12. N-K4 B-B2 13. N-B5, retaining his better bishop, and threatening Black's bishop at e6 as well as his pawn at b7.

After a further series of moves, this new position arose

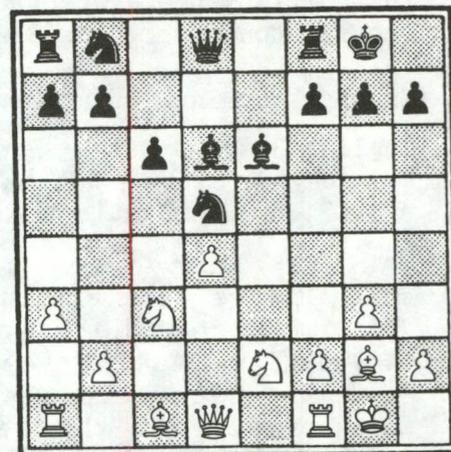


Diagram 12

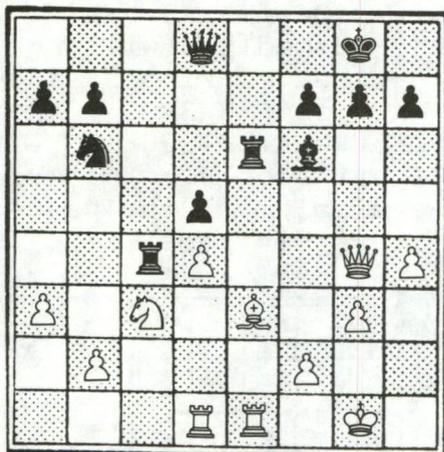


Diagram 13

Black has good play and has been able to outpost his pieces on White squares, squares which are controlled neither by the White pawns or the White bishop. White's bishop at e3 is tied to the d4 pawn, and its mobility is reduced by this pawn too.

### Conclusion

I hope that the small selection of games given above show sufficiently the potential of the English Opening as a system which is playable by the beginner and the average player. With the exception of the Modern Variation and the Keres System, and the Indian replies to the English, the 'simplistic' system outlined earlier seems a good and quick route for White to travel to develop his pieces. Although none of the games above actually end in a win for White, I think that they show the strengths of the opening and the subsequent weaknesses of the player who was playing it! For this reason I have included games of my own but the interested reader might wish to consult some of the books mentioned below to explore games played at a higher level.

### Books referring to the English Opening

English 1.....P-K4	John Watson	Batsford
English 1.....P-QB4	John Watson	Batsford
English 1.....N-KB3	John Watson	Batsford
English: Franco, Slav and Flank Defences	John Watson	Batsford

E.C.O. Volumn A.

ed. Matanovic

Batsford

English Opening

Cafferty

The Chess Player

English Opening

6 Turnover Books

Audio Chess

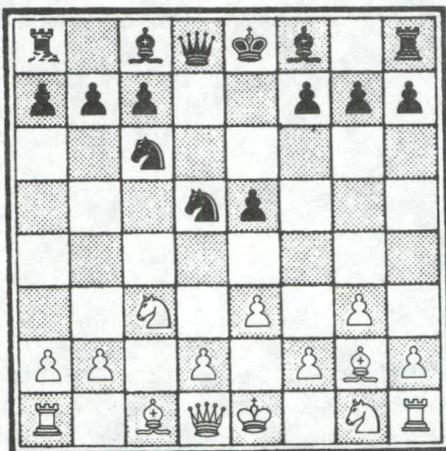
In addition, there are two tapes produced by Audio Chess, 7 Billockby Close, Chessington, Surrey, KT9 2ED. These are:

English Opening by Bernard Cafferty

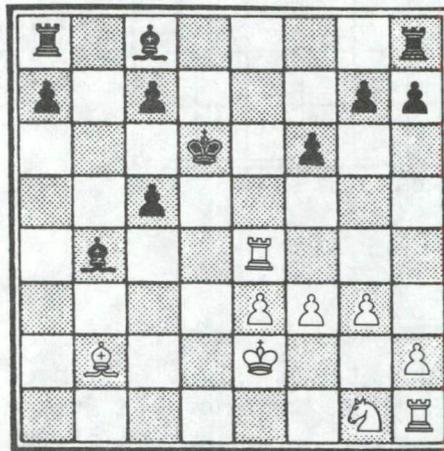
English 3e4 by Tony Miles (This tape deals with the Mikenas Attack).

\* STOP PRESS: Just out - Povah: How to Play the English (Batsford)!!!

P.S. This was Clint Mann's game against Andy Scrimgeour in the the Dengie Club Championship, 1983. If you are wondering where Dengie is, it's somewhere in Essex. 1 P-QB4 P-K4 2 N-QB3 N-KB3 3 P-K3 N-QB3 4 P-KN3 P-Q4 5 Pxp Nxp 6 B-N2 (a careless move which allows black to come round and settle in white's Q3 square.) 6...N(Q4)-N5 7 BxN+ (in nearly all the games of this article, white has seemed too willing to part with this bishop. Its absence seriously weakens the king's side - Ed.) 7...PxB 8 P-Q4 Pxp 9 P-QR3 PxN 10 QxQ+ KxQ 11 Pxn Bxp 12 K-K2 PxnP 13 Bxp P-KB3 14 R-Q1+ K-K2 15 R-Q4 P-QB4 16 R-K4+ K-Q3 17 P-KB3 White has managed to survive to the endgame, but apart from black's lead in development, his two bishops, there is also the problem of the passed pawns on the queen side. Not surprisingly, white drew this game with great difficulty.



Position after move 6.



Position after move 17.

#### BOOKS FOR SALE

Dover print a lot of good books which otherwise would be lost. I have aquired stocks of the following:-

How good is your chess? - Barden	£2.25
Practical Chess Endings - Chernev	£3.60
Chess Praxis - Nimzovich	£4.00
Modern Chess Miniatures - Barden/Heidenfield	£2.25
Common sense in Chess - Lasker	£2.25
The Middle game in chess - Znosko-Borovsky	£2.80

Add 40p per book postage, and order from Audio Chess, 7 Billockby Close, Chessington, Surrey KT9 2ED.

# OUR RESIDENT RABBIT WRITES

## FROM RAMSGATE

What happens when a rabbit - sorry I mean 'popular chess player' such as myself meets a grandmaster in a tournament? (Remember Josephs v Miles last year?) Well I am always determined in such cases to get to an end game without getting wiped off the board in 20 moves or so like most Master v Amateur games in the books. "P.F.C.C." I repeat to myself (pins, forks, checks and captures) look at them all each move and develop early as many pieces as possible.

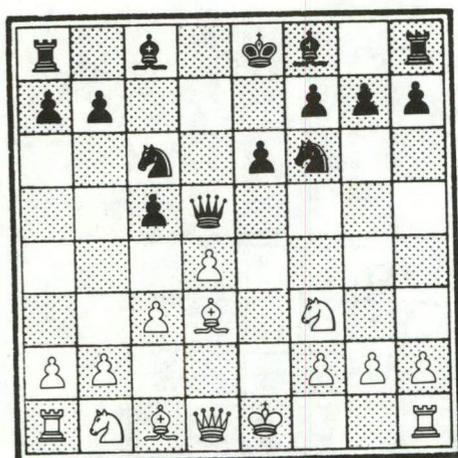
Here is the score of Josephs (139 British) v Grandmaster Lengyel (2500 Elo Approx).

### REGENCY HOTEL MASTERS - Round 1

1 e4 c5  
2 c3 d5

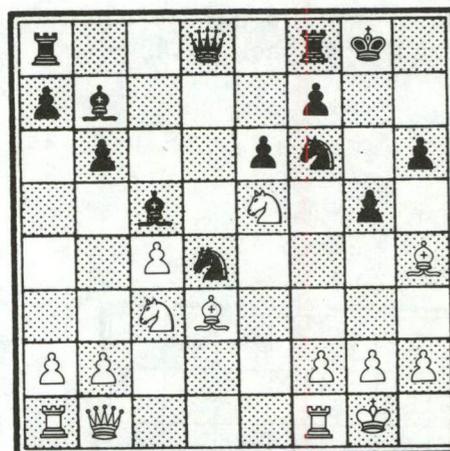
(2 c3 or 2 f4 are good ways for white to avoid the most heavily analysed lines).

3 exd5 Qxd5  
4 d4 Nf6  
5 Nf3 e6  
6 Bd3 Nc6



More or less developed - what next?  
Try to weaken his kingside.

12 Qb1 (!!) h6  
13 Bh4 Nd4  
14 Ne5 g5



Lengyel said afterwards this was dubious', but I think he wanted to force the pace a bit against an obvious rabbit ....

15 Bg3 Nh5  
16 Ne4 Be7  
17 Qd1 (Attack!) Nxg3  
18 hxg3?

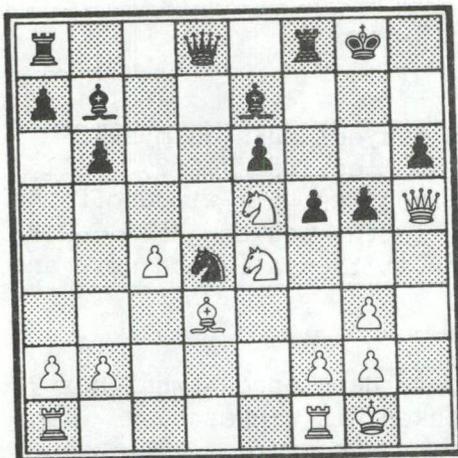
(I remembered 70.0 is O.K. but was nervous about my d4 pawn in spite of 70.0 cxd4 8 cxd4 Nxd4 9 Nxd4 Qxd4 10Bb5+!)

Nevertheless I thought I might have overlooked something so ...

7 c4 Qd8  
8 dxc5 Bxc5  
9 0-0 0-0  
10 N13 b6  
11 Bg5 Bb7

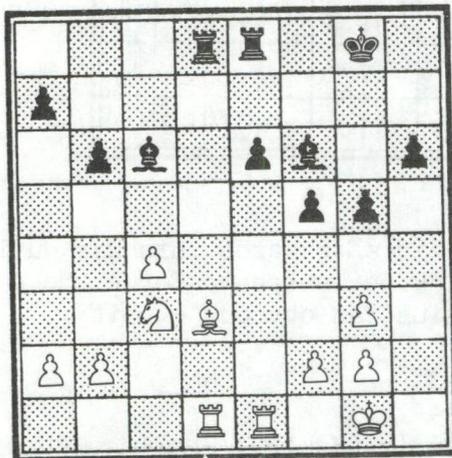
I know you should usually take towards the centre but Fxg3 opening the file for the rook would according to Lengyel have given me a good advantage.

18 ... f5 (threatening my knight but..)  
19 Qh5? (trying for perpetual check)



19 ... Qe8! (Unfortunately, 20Qxh6 fxe4 21 Ng6 does not work because of 21 ... Bf6 covering h8 - but if the 'f' file had been open after 18 Fxg3, I might have brought off a spectacular attack.....)

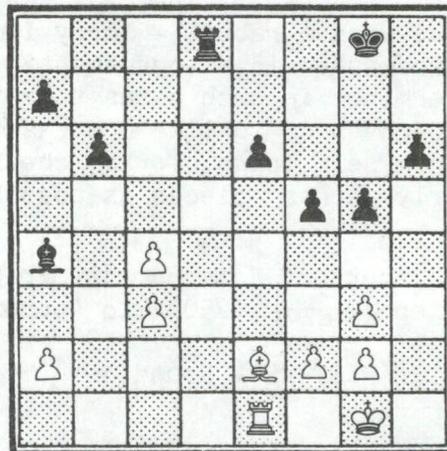
- |    |      |       |
|----|------|-------|
| 20 | Qxe8 | Rfxe8 |
| 21 | Nc3  | Rad8  |
| 22 | Rad1 | Bf6   |
| 23 | Rfe1 | Nc6   |
| 24 | Nxc6 | Bxc6  |



After 24 moves we are more or less equal - but what do I do next? This is where the rabbit begins to falter .....

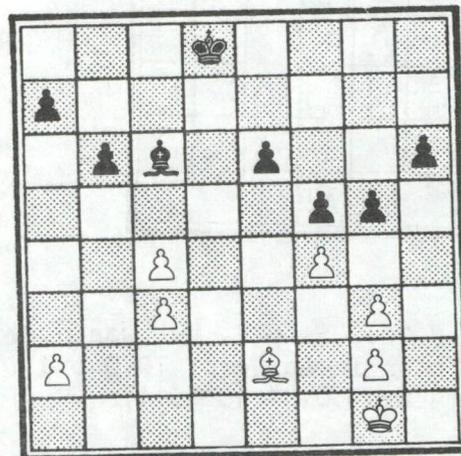
- |    |      |  |
|----|------|--|
| 25 | Be2  | (If in doubt swap off!!)   |
| 25 | ...  | Bxc3   |
| 26 | bxc3 | (I now have two sets of doubled pawns)   |
| 26 | Ba4  | (Material is still equal but I should try to undouble my pawns with Rd4 but instead I play ..... |

- |    |      |   |
|----|------|---|
| 27 | Rxd8 | (still swapping but conceding file as well) |
| 27 | .... | Rxd8  |



I had in mind 28 c5 bxc5 29 Bc4 regaining the pawn and eliminating the weakness on the c file, but I was frightened I had overlooked something and might not regain the pawn after all! So instead of 28 c5! I played 28 Bh5? which achieves nothing. Lengyel says if I had played 28 c5 and offered a draw he would probably have accepted but ... it was not to be.

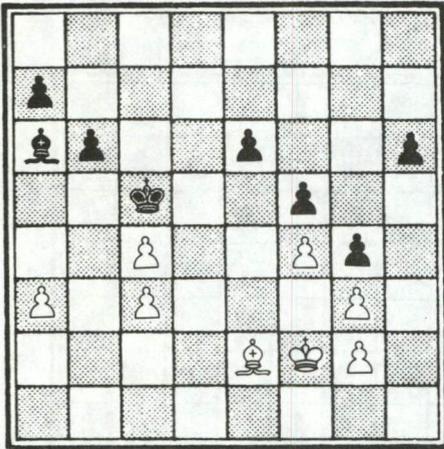
- |    |      |      |
|----|------|------|
| 28 | Bd7  |      |
| 29 | Rd1  | Kf8  |
| 30 | Be2  | Ke7  |
| 31 | f4   | Bc6  |
| 32 | Rxd8 | Kxd8 |



- |    |     |     |
|----|-----|-----|
| 33 | Bd3 | Ke7 |
| 34 | Kf2 | Kd6 |
| 35 | a3  | g4  |

After 35 moves I have my end game - Bishop and six pawns against Bishop and six pawns - a pity his pawns are prettier than mine!

36 Kg1 Kc5  
 37 Kf2 Bb7  
 38 Be2 Ba6



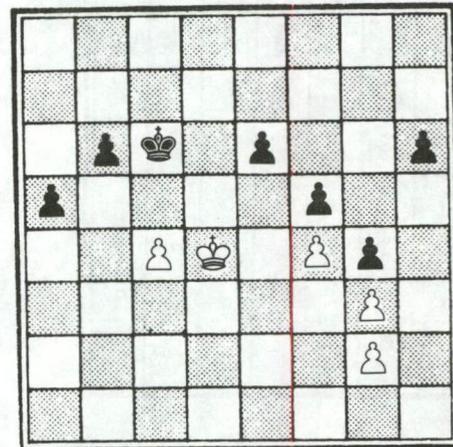
In our diagram, white can simply create a passed pawn by advancing his c and d pawns and exchanging them for blacks 'c' pawn. But black cannot create a passed pawn in the same way by advancing his pawns on the king side.

Looking more carefully at the idea behind such well known concepts as 'the two bishops' 'doubled pawns' prevents a too shallow and cliché ridden approach to positional ideas.

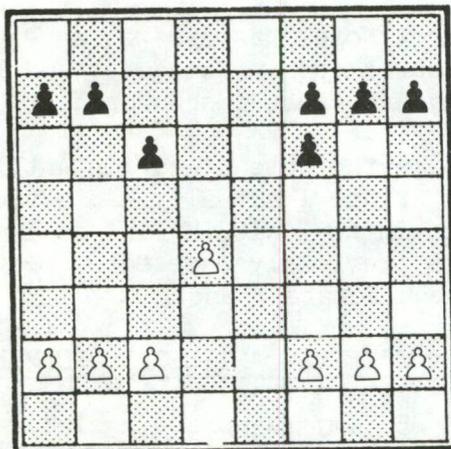
- Editor. 7

39 Ke3 Bxc4  
 40 Bxc4 Kxc4  
 41 Kd2 a5  
 42 a4 Kb3  
 43 Kd3 Kxa4  
 44 Kd4 Kb5  
 45 c4+ Kc6

Now the doubled isolated pawns show their weakness. Black is able (a) to blockade in front of the pawn with his king, thus attacking the pawn at c4 directly (b) able to attack the pawn with pieces and win it because it can no longer be guarded by another pawn.



These twin defects are more a result of the pawns being isolated than from their being doubled.



I had hoped to get among his pawns but now its hopeless.

46 Kc3 Kc5 and I could not insult the Hungarian Grandmaster by continuing, so - I quit'.

Two rounds later I encountered a Woman's International Master M/S FISCHDICK who I remembered from a previous year because she beat my friend International Master Nigel Povah! However, I should not have been as surprised as I was when I actually found the game following the same lines as against Lengyel. EVEN against the likes of me these class masters actually prepare every round by looking at their opponent's previous games, with white or black as appropriate....

This diagram shows doubled but not isolated pawns, and it is certainly not possible to attack and win them in the same way as happened in the game Josephs - Lengyel. Their weakness is a certain loss of mobility (the pawn at f7 cannot move at all) and also the loss of the ability to create a passed pawn by use of the pawn majority.

Here is how the game went this time ....

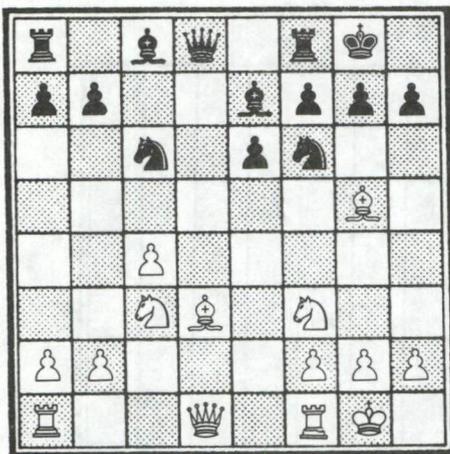
REGENCY HOTEL MASTERS - Round 3

Josephs (Rabbit) - Fischdick (Woman  
International Master)

- |   |     |     |   |      |      |
|---|-----|-----|---|------|------|
| 1 | e4  | c5  | 2 | c3   | e6   |
| 3 | d4  | d5  | 4 | exd5 | Qxd5 |
| 5 | Nf3 | Nf6 | 6 | Bd3  | Nc6  |

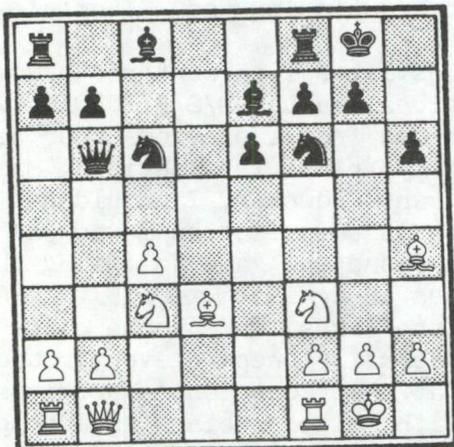
After six moves the SAME position as in round 1, but this time I followed the book with ....

- |    |      |      |    |     |     |
|----|------|------|----|-----|-----|
| 7  | O-O  | Be7  | 8  | c4  | Qd8 |
| 9  | dxc5 | Bxc5 | 10 | Nc3 | O-O |
| 11 | Bg5  | Be7  |    |     |     |



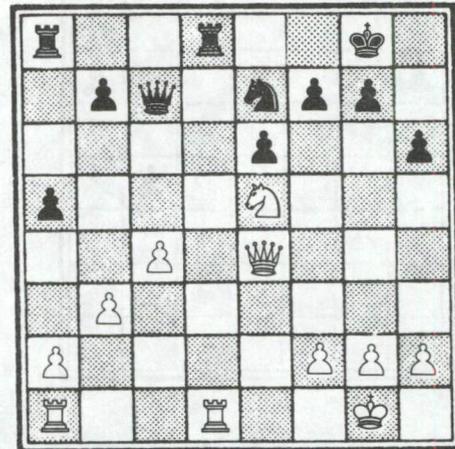
I seem to have gained at least 2 tempi on the first game, and she has moved her bishop three times instead of once -

- |    |          |       |    |
|----|----------|-------|----|
| 12 | Qb1 (!?) | again | h6 |
| 13 | Bh4      | Qb6   |    |



I could hardly have hoped for 13...g5 again. I should now have developed my rooks and redeveloped my queen but...

- |    |      |      |    |      |      |
|----|------|------|----|------|------|
| 14 | Ne4  | Nxe4 | 15 | Bxe7 | Nxe7 |
| 16 | Bxe4 | Bd7  | 17 | Rd1  | Bc6  |
| 18 | b3   | Rfd8 | 19 | Qc2  | a5   |
| 20 | Ne5  | Bxe4 | 21 | Qxe4 | Qc7  |



I've no plan whatsoever .... so ....

- |    |              |     |    |     |
|----|--------------|-----|----|-----|
| 22 | h3 (a luft!) | Nf5 | 23 | Nf3 |
|----|--------------|-----|----|-----|

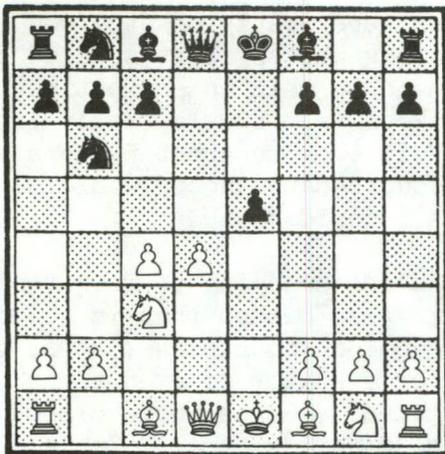
and I offered a draw because although I have a queen side majority I've no confidence in my end game against a master - the draw was accepted!

The Regency Hotel Masters was a very strong tournament in Ramsgate, and I only played because I sponsored it!

However, on the Cote d'Azur in Antiles South of France I actually had a victory published in the 'NICE MATIN' as I won against a previously undefeated player in the penultimate round.

BARREAU v JOSEPHS ANTIBES TOURNAMENT

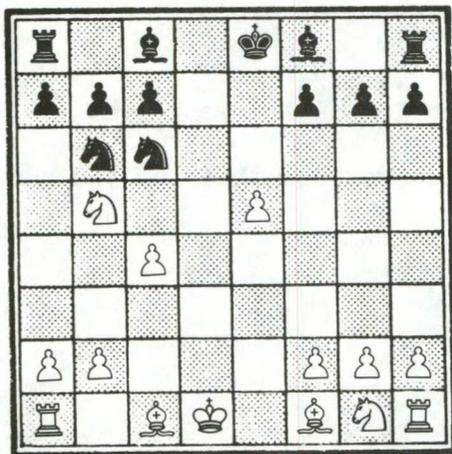
- |   |      |                          |
|---|------|--------------------------|
| 1 | e4   | d5 (my favourite again!) |
| 2 | exd5 | Nf6 3 d4 Nxd5            |
| 4 | c4   | Nb6 5 Nc3 e5!            |



6 dxe5

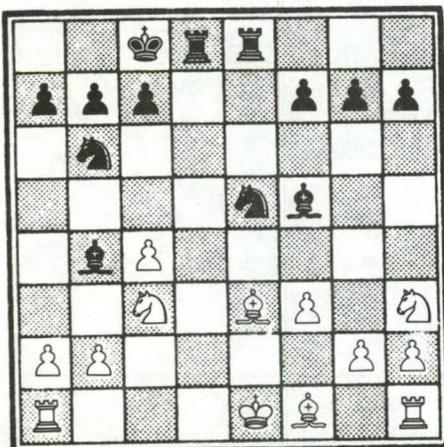
Shouldn't grab pawns in the opening at the cost of development.

6 .... Qxd1+ 7 Kxd1 Nc6  
8 Nb5



Threatening C7 and hoping to stop me castling but...

8 .... Bg4+ 9 f3 0-0-0 +!  
10 Ke1 Bb4+ 11 Nc3 Bf5  
12 Be3? Rhe8 13 Nh3 Nxe5



14 a3 Bxc3 15 bxc3 Nexc4  
16 Bxc4 Nxc4

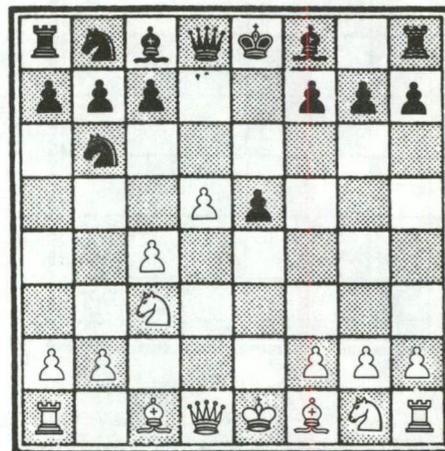
And he resigned in face of overwhelming black forces and undeveloped white pieces.

Moral (a) Develop in a dozen moves - don't 'pawn snatch'.

Moral (b) Don't get too COCKSURE (or should I say over confident) after a SMASHING VICTORY.

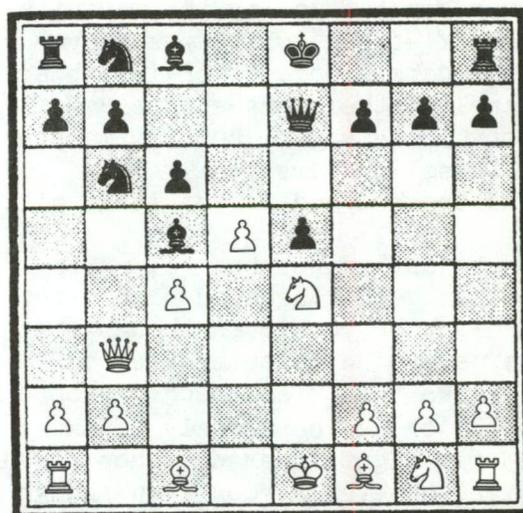
Because CASA v JOSEPHS - Regency Masters  
Same opening ..... but

1 e4 d5 2 exd5 Nf6  
3 d4 Nxd5 4 c4 Nb6  
5 Nc3 e5 6 d5



Help! Something new.

6 ... c6 7 Qb3 Bc5  
8 Ne4 Qe7??





# BOOKWEEK 2

by K.T. ROSE

After the study of complete games, strong players recommend the study of endings but unlike their first piece of advice this one is more of a case of 'do as I say, not as I do'. In fact strong players learn the very rudimentary endings and then learn more either by looking up endings when they have them in adjourned positions or after they have mishandled a position in a game!

This is obviously not the right way to do things. The assessment of an ending can influence your choice of line much earlier in the game. One ought to follow the example of the World's very strongest players who, if they are to be believed, have always studied the endgame.

If you need instruction in the basics of endings e.g. K + P v K, K + R v K etc. then the single best book is Averbakh's 'Chess Endings, essential Knowledge'. Everything in this book really is just that - essential. If you are any kind of chess player at all you should know the entire book so well that you could, if need be, write it yourself.

Most books beyond this level fail the club player in one of two ways. Either they are too encyclopaedic, as are the monographs on different types of ending in the Batsford series of the standard reference book of 'Basic Chess Endings' by Fine, or else they are too patchy and unbalanced like the books by Hooper, Znosko-Borovsky and others. What is needed is a book that selects from the encyclopaedic tomes just what is necessary - neither more nor less. 'Practical Chess Endings' by Keres does exactly that. In the introduction Keres himself admits that the book is hard going in places, but much of it is fascinating. It has 333 examples. Almost a year's work at one per day!

Your third priority should be something to sharpen your tactical ability. This again is the general opinion of strong players (many rate it above endgame play). Some famous player (I forget who) said that chess is 90% tactics. I disagree! Chess is 98% tactics!!

In any tactical calculations which you make two different abilities are required. In the first place you must be able to work through the variations methodically without wandering backwards and forwards between lines, or going over the same line many times. This skill can be developed by inculcating correct habits in home analysis and tournament play. If this is your great weakness you might want to buy 'Think Like a Grandmaster' by A. Kotov which deals very thoroughly with this question and touches on a few other matters.

He compares calculation to following out the branches of a tree one at a time until the tip of every relevant twig is explored. However, I don't believe that you need a whole book about this and every player should be able to develop for themselves a disciplined approach to the calculation of variations.

Secondly you need to be able to spot the tactical motifs, themes and typical combinations quickly. Here too, books are available which catalogue the different ideas. For example there is a chapter about this in another of Kotov's books - 'Play like a Grandmaster' and Bondarevsky's little book 'Combinations in the Middle Game' is interesting. Nevertheless, I don't believe that this kind of book is necessary. The best way to learn these standard ideas and to get practice in calculation is to work through a book of tactical positions of the type where you are shown a diagram of a position, told who is to move and asked to work out the best line of play.

Any of the books listed below (in order of difficulty) would be very useful.

Winning Chess - Chernev & Reinfeld (Faber)

(In this book the different ideas are catalogued - 332 positions, one a day for nearly a year)

Winning Chess Tactics - Horowitz (Cornerstone)

The Penguin Book of Chess Positions - Alexander

It's Your Move - Miles/Teschner (Batsford)

(If I was buying only one book in this category I would go for this one - 345 positions)

One word of warning - don't buy 'The Best Move' by Hort & Jansa. It looks very much like the others but the problems in it are immensely difficult.

I now come to the topic of openings. I find it fascinating to observe how much time and effort players devote to openings when it is obvious that most of their games are decided by tactical blunders or poor positional judgement later in the game. I think the reason for this is that 'knowing the openings' gives a player a feeling of security and of being able to cope with whatever comes at him. Mind you, this feeling is completely unjustified.

There are two types of book that you should avoid completely.

1. Repertoire books. Books that claim to equip you with a complete opening repertoire will do your chess no good at all. For one thing you should work out your own repertoire. If you let someone else do your thinking for you then you will never be any good. Furthermore, in practice you will find that every time you play a recommended line you will find that your opponent knows a move against it that seems much stronger than anything considered by the authors! Chess needs self-reliance and these books don't develop it.

2. Encyclopaedic Collections of variations. This includes M.C.O., E.C.O., Informators and most of the Batsford monographs. You have to be very strong to use these books sensibly. My own grade has improved on average by 6 points a year for the last six years and is now 174. I am only just beginning to be able to make intelligent use of Batsford books because I can now assess positions reasonably quickly and accurately, quickly find the sections I need, spot obvious errors in the text and so on. Up to grade 160 I think you should leave these books well alone.

The first requirements in really learning to play openings well are:-

- a) A knowledge of General Principles.
- b) A knowledge of how these principles are applied in each of the major opening systems and the typical pawn structures, piece placings and middle game plans which result.
- c) An historical overview of the development of the modern understanding of and approaches to the opening which begins in the early nineteenth century.

At the level of play which I have in mind it is important to learn something about all the openings. Specialisation can come later.

Unfortunately I don't know of any book which adequately meets all three of these requirements for this strength of player. Perhaps one day I will write such a book.

For example, Reti's "Masters of the Chessboard" give a rough idea of the general historical progress of the game, but good as it is it suffers because Reti forces his own oversimplified view of chess history on to the facts.

Another very interesting book is 'How to Open a Chess Game', published by R.H.M., which contains contributions from many Grandmasters. Each chapter reveals something of each Grandmaster's approach to and understanding of opening problems and there seem to be as many approaches as there are players. The chapters by Larsen, Petrosian and Keres are especially good. However, it too does not fulfil my requirements. It is not thought out as a whole.

The book from which I feel I have learned most is "Modern Chess Opening Theory" by Suetin. The author gives a very thorough account of principles and aims in the opening. He then devotes one long chapter to the variety of ways in which modern openings struggle for the control of the centre and another one to those systems where a struggle for the initiative or wild tactics come to predominate. He also shows how an opening system ought to be studied. Unfortunately, this book is aimed at strong players. (The introduction suggests Soviet 2nd category players up to candidate master) I'm sure that weaker players than that could learn a lot from this book, but it is not suitable for someone of 110 grade.

Since I am restricting myself to recommending one book in each category then there is really only one contender. That is "The Ideas Behind the Chess Openings" by Reuben Fine.

Fine does a superb job of meeting requirement b) above. For each of the main opening systems he explains the basic ideas which led to its introduction. From this starting point he shows how different methods and variations arose as the obvious moves were gradually superseded by subtler ones. Unfortunately, such openings as The Modern, Trompovsky attack, Owens defence etc. were not in use in those days, and there have been immense developments in all the systems which were used at that time. Nevertheless, the book provides a necessary and solid foundation for correctly studying modern openings later in your career.

Finally, I would like to say a few words about general texts on the middle game. There are many of these, though not so many as there are openings books. Euwe's "The Middle Game" and "Judgement and Planning in Chess", Pachman's "Modern Chess Strategy" Nimzovich's "My System" are all classics. Modern British examples of the game are Stean's "Simple Chess" and J.E. Littlewood's "How to Play the Middle Game".

Once more I don't believe that these books are especially helpful. Whenever I have read such a book I have found that my positional assessments, methods of planning etc. have become limited and distorted according to the structure and content of the book.

If your time and money are limited then you don't need these books. However, if you would feel lost without a middle game text book then I recommend "The Art of the Middle Game" by Keres and Kotov, which is available as a Penguin paperback. This is not a very thorough or systematic book and the authors do not claim any revolutionary ideas. It consists of four large chapters, two by Kotov - attacking the king and central pawn positions which are good, and two by Keres - on defending difficult positions and adjournment analysis - which are absolutely superb. He makes clear exactly how his own mind works towards the solution of the problems in a chess positions in a very balanced way. After following his exposition the reader has a real feeling of what it would be like if one's own mind worked in the same way.

To summarise then I recommend the following five books as the nucleus of a genuinely useful chess library.

1. The Chess Struggle in Practice - Bronstein
2. Practical Chess Endings - Keres (Batsford)
3. It's Your Move - Miles/Teschner
4. The Ideas Behind the Chess Openings - Fine (Bell)
5. The Art of the Middle Game - Keres/Kotov

Naturally you will later want to add collections of games by other famous players but don't be too hasty to do so. There is enough material in just these five books for many months of study and improvement.

Before readers rush out and buy all these books, they should remember that K.T. Rose's suggestions are designed for the 125+ player planning to raise his game to 170+. This of course, does not apply to a large number of our readers.

For these players, the articles in Rabbits Review 15 and 16 make a number of book suggestions, and I will just add a few more titles.

Tactics: for novices, the leaflets by Wade published by the British Chess Federation, 9a Market St., St. Leonards, Sussex, are good value at 80p a set.

More advanced players could buy bargain bundles of back issues of the magazine "Chess" (Sutton Coldfield, B73 6AZ is the address). Most issues had at least 6 winning practice positions in them.

Leonard Barden's book 'How good is your chess', published by Dover, is a good games collection to work through.

For building up a repertoire of specific openings, and also for breaking into a new opening system, the condensed information on the Audio Chess series of cassettes is ideal. (Ask for catalogue from A/C, 7 Billockby Close, Chessington, Surrey.)

'Chess is 98% tactics' - can't understand that statement. If it were so, why does K.T. Rose spend so much time recommending books which have nothing to do with tactical play? - Editor.

### Le Competitium

First correct solution to the Druid v. Celt game (and there were many incorrect ones) was sent by Neil MacFarlane. It went 1 P-K4 P-K4 2 N-KB3 N-QB3 3 B-N5 P-QR3 4 B-R4 N-B3 5 O-O NXP 6 R-K1 N-B4 7 N-B3 NxB 8 NxP NxN(K4) 9 RxN+ B-K2 10 N-Q5 O-O 11 NxB+ K-R1 12 Q-R5 P-Q3 13 QxP+ KxQ 14 R-R5++

Solutions for problems in issue 4 were; 1) 1.Qf3 Kd8 2 Qc8 mate (there were four other solutions to this problem). 2) 1. Re5 Kc8 2 Rb5 Kd8 3 Rc8 mate (there were four other solutions to this problem too!) 3) 1 Qb2 Ke3 2 Rh2 mate, or 1...e3 2 Qg2 mate. 4) 1 Ne6! a superb solution, moves the knight away from the black king 1...Kf3, Kel or Kdl 2 Qgl Ke2 3 Nd4 mate, or 1...Kfl 2 Nf4 Kel 3 Qgl++ Winner of the cassette 'At the British' was D. Everitt.