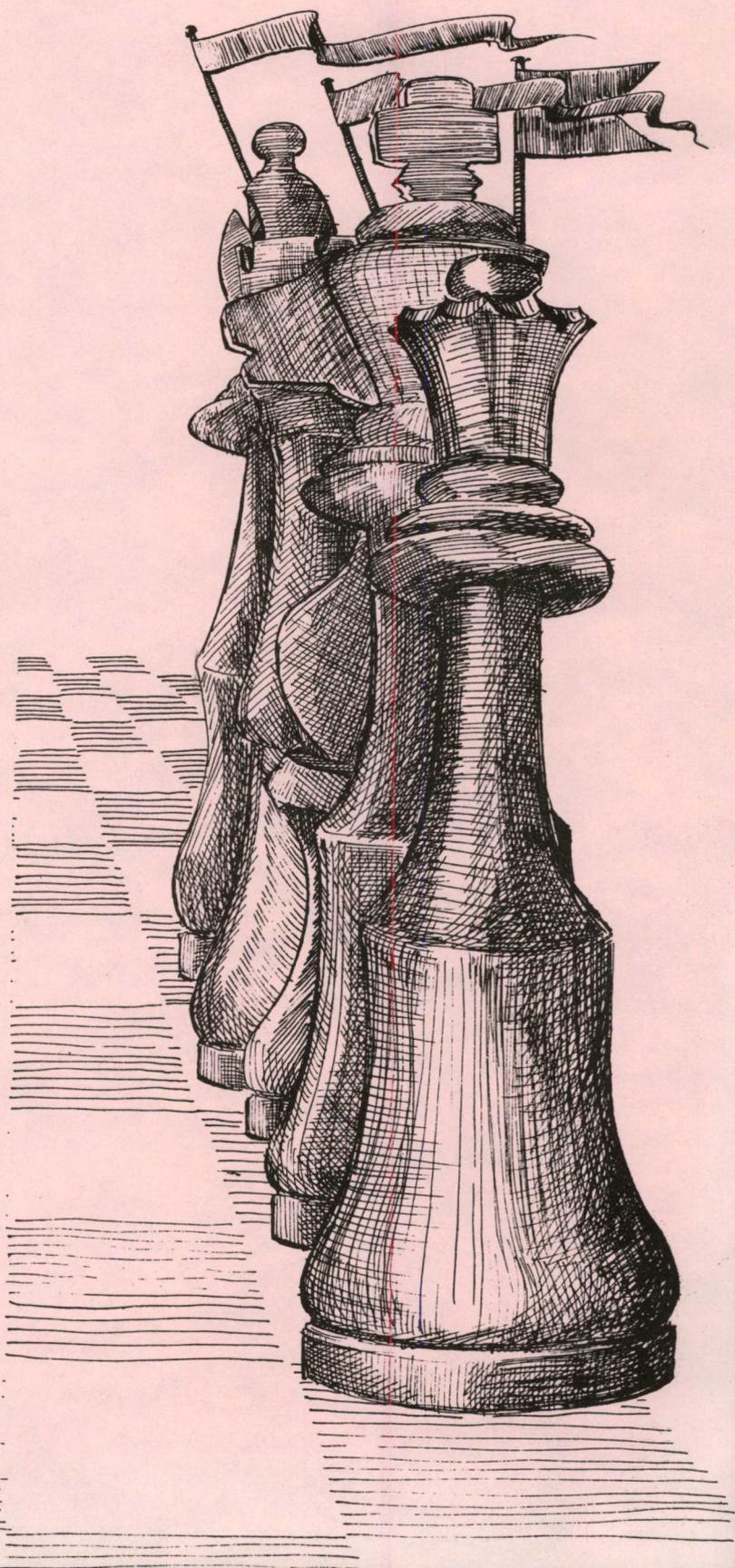


POPULAR CHESS

No. 9

**AN
ATTACKING
ISSUE**



super rabbit

by KT ROSE

Over the August Bank Holiday I scored 5/6 (+4 = 2) to tie for first in the Chorley Open. The overall entry was not tremendously strong, there were few 200+ players but nevertheless I met six opponents rated 185 - 190 so sad as it is I can no longer honestly claim to be a rabbit.

I would like to show you my last round game. It is not my best game of the tournament, in fact, both players mishandle the critical phase of the game. It is however the most interesting: partly because it was played under the most pressure, with £200 and a lot of glory as the difference between winning and losing; partly because of the attractive finish; and partly because I believe it is typical of the strengths and weaknesses of players of this level.

Though well short of master standard the standard of play is well above that of the average club game. At this level contestants rarely make serious tactical mistakes and even when they do they show considerable fighting spirit with resilient and resourceful defence rather than caving in quickly. They have a good eye for combinations and can play well positionally when the positional factors are well defined. However in positionally complex or fluid positions as well as in simplified positions requiring planning skills and fine judgement they lack the masters experience and vision and make similar errors to the average player.

In my notes I have tried to distinguish clearly between what I saw or felt at the board and those lines and ideas which were due to preparation or subsequent investigation. I have also tried to give the reasons for my choices even where, looking back I was certainly mistaken.

You may be inspired by how little it is necessary to see and how wrong one can be during a game yet still come out okay.

Many players waste a tremendous amount of time and energy during their games struggling to find the 'best' moves but I have found that what you do not see fairly quickly you are unlikely to see at all.

The time to spend hours looking for the best plan in a position or improving combinative vision, analytical skills and calculative skills is in study at home between tournaments. In the game itself you often have to play merely adequate moves rather than fall enormously behind on the clock and you must be able to adjust to new and unexpected situations without worrying about missed chances or inaccurate play earlier in the game.

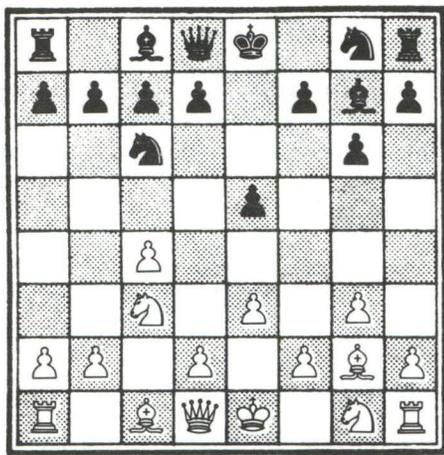
Relaxing and adopting this more sport like attitude will probably free your mind so that you do find the critical or imaginative lines and ideas. Playing the perfect game should wait until you are a GM!

Anyway here is the game and I hope that the editor will supplement my comments with his own - which in other issues have been so clear and illuminating.

K T Rose S Doherty

Chorley Open round 6

- | | | |
|----|-----|-----|
| 1. | c4 | e5 |
| 2. | Nc3 | g6 |
| 3. | g3 | Nc6 |
| 4. | Bg2 | Bg7 |
| 5. | e3 | |



Black has adopted a standard set up against the English which leads to a position from the Closed Sicilian but with colours reversed. He has the option of playing f5 at sometime after which f4 initiating a King side attack will have to be reckoned with by white at every move.

5 e3 clears a square for the KN and protects f4. The Knight can also be developed to f3, but I don't like this because it blocks the bishop on g2 and prevents white from playing f4 to put a stop to Black's kingside ambitions. Also the N at f3 may be attacked by Black's pawns.

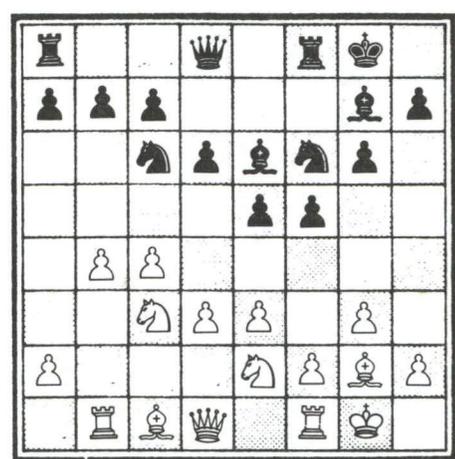
- | | | |
|----|-------|----|
| 5 | | d6 |
| 6. | Nge2 | |

Of course this method of developing also has drawbacks. The N has less influence on the centre, the QB has less mobility and may become blocked in and the white squares may become weak.

- | | | |
|----|-----|-----|
| 6. | ... | f5 |
| 7. | d3 | Nf6 |
| 8. | 0-0 | 0-0 |

The scene is now set for the battle to come. Black will try to force d5. White will try to stop this, perhaps by Nd5 and will try to gain space on the Q side with Rb1 and b4-b5. This plan has risks for if Black strikes successfully in the centre white will be left with several weak pawns.

- | | | |
|-----|-----|-----|
| 9. | Rb1 | Be6 |
| 10. | b4 | |



The immediate 10. Nd5 might have been better than this. Black could now have played 10... d5 introducing enormous tactical complications. The lines are long, there are many branches at each turn and most of the positions reached are obscure. It would be easy to overlook something critical and since Black has worked out a simpler and apparently adequate alternative plan he does not take the risk. Here are some examples of how play might continue.

10 ... d5! During the game I thought I could play 11 b5 and after Ne7 12 Ba3 but this is completely mistaken. True if Black blunders on with 12 ... dc then white is probably okay eg 13 Bxe7 Qxe7 14 dxc4 Bxc4 15 Nd5 Nxd5 (not 15 ... Qc5 16 Rcl Qxb5 17 NxF6+ BxF6 18 Rxc4) 16 Bxd5+ Bxd5 17 Qxd5 + Qf7 18 Qxb7 Qxa2 19 Nc3 Qf7 20 Nd5 and white might hold on though his position is not wonderful. However simply 12 ... Rf7 leads to Blacks

advantage as I noticed soon after the game. Indeed Black does not even need to retreat his knight. He can play 11 ... dxc4 and if 12 bxc4 cxd3 - the knight at e2 has nowhere to go! White might actually be okay after 12 dxc4 but this whole line is another idea I only found later at home.

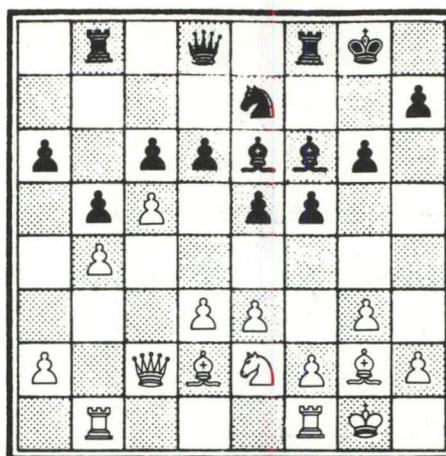
If black had played d5! I am sure I would have realised that b5 is bad - but what can white play? 11. cxd5 just seems to lead to exchanges which leave a weak pawn at d3 and other weaknesses at a2 and b4 - not to mention the K-side white squares. The weakness of d3 suggests that d4 might be a good move for white if it can be made tactically possible. Also white still has pressure along h1-a8 which might come in useful. So perhaps I would have found 11 d4! after which it is Black's turn to think hard (11 ... dxc4 12 d5)

Incidentally white might speed up his Q side play in this opening by delaying castling and/or d3 - at least the idea is worth investigating.

10 ... a6
 11 Nd5 Rb8
 (The immediate Ne7 loses the b pawn)
 12 Qb3 Ne7
 13 Bd2 c6
 14 Nxf6+Bxf6
 15 Qc2 b5

Another critical moment. Black continues consistently in his plan to undermine white's control of d5.

16 c5 (?)



I played this very quickly - much too hastily in fact - without properly investigating the possibility of simply leaving the pawns alone. But 16 ... bxc4 17 dxc4 d5 is a strong threat.

As soon as I had played it I noticed that 16 ... dxc5 17 Qxc5 allows 17 ... Qxc3 attacking two pieces - however Black's queen now looked a bit compromised so I continued to look further 18 Nc3 Qxd2 19 Rfd1 Qc2 20 Rdcl etc draw! But then I noticed 18 ... Qc4 instead of Qxd2. So after 16 ... dxc5 white would have to play 17 bxc5 and fight as best he could in whatever followed.

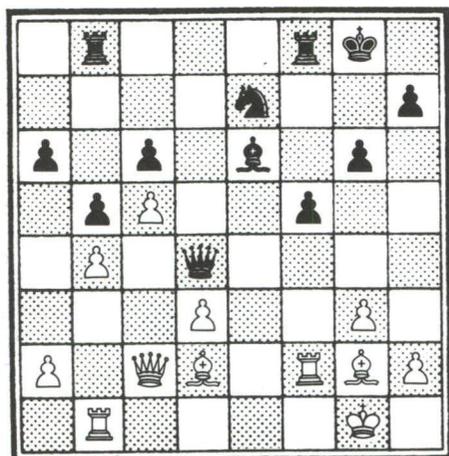
16 ... d5
 Phew!
 17 F4

This is based on the idea 17 ... exf4 18 Nd4 Bxd4 19 exd4 Fxg3 20 hxg3 with tremendous black square play for just one pawn. The only possibility I didn't like was 17 ... e4 when 18 Nd4 is no longer good and 18 d4 really stodes up the position. I found it impossible to evaluate the ins and outs of 18 Bc3. (18 Bc3 looks logical and strong to me - Ed).

17 ... d4?

Either a miscalculation or a bad error of judgement. Black has chances of winning a pawn but the weakness of his black squares in this line should have led him to reject this on general principles alone. I had investigated this at move 17 and now checked that my calculations were correct.

18 fxe5 Bxe5
 19 exd4 Bxd4+ (this cannot be
 delayed for long)
 20 Nxd4 Qxd4+
 21 Rf2

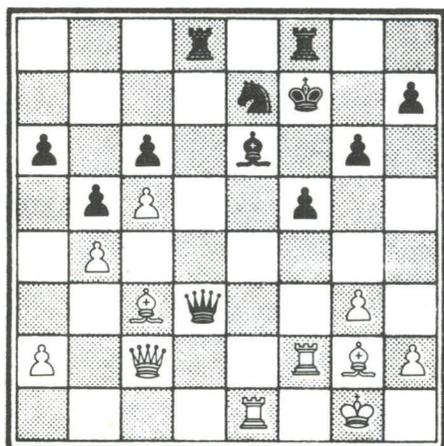


White is only temporarily embarrassed whereas Black has serious and permanent weaknesses. If now 21 ... Nd5 22 Bxd5 Bxd5 (22 ... Qxd5 also loses quickly - work it out! (I haven't been able to - Ed)). 23 Bc3 Qg4 24 Rf4 followed by Q-f2-d4 wins quickly. Similarly 21 ... Bd5 22 Bc3 Qg4 23 Rf4 Qh5 24 Qf2 Bxg2 25 Qd4 Qh6 26 Rh4 Rbd8 27 Qe5.

21 ... Rbd8
 22 Rel! Kf7 (22 ... Qd7 white will still break through soon on the Black squares.
 23 Bc3

This and the next move together are the last clever point that had to be seen.

23 ... Qxd3



24 Qe2!

Now if 24 ... Qxc3 Black obviously loses both of his minor pieces. The nice line occurs when Black tries to avoid loss of material 24 ... Qxe2 25 Rfxe2 Nd5 (attacking Bc3) 26 Bxd5 Bxd5 27 Re7+Kg8 28 Rg7+Kh8 29 Rxc6 mate.

24 ... Qc4
 25 Qe5 Rd7
 26 Qf6+ Ke8
 27 Qxe6 Qxc3
 28 Bxc6 Resigns.

(An interesting game for Pop Chess readers, as it uses the same opening discussed in issues 5 and 8 of Pop Chess. One of the ideas that white held close to, but his opponent ignored, was play along the diagonals of one colour. When black exchanged off his dark squared bishop there was always the latent possibility of invasion and a mating attack against the black squares around the king, especially as white still retained his own queens bishop and queen. In the game white skillfully combined play against the loose pieces on the 'e' file with this dark square theme, and black could not cope with both sets of factors.

By ignoring the squares of one colour theme, black also passed up his best chance of counter play. In the note to move 21, Rose suggests that white should win after 21 ... Nd5 22 Bxd5 Qxd5. However, in exchanging this bishop white also weakens the squares around his own king, and black should be able to make some mileage out of this, possibly by moves such as ... f4 and Bh3 at critical junctures Ed)

CALIBRATING COMPUTERS

BY J GISSING

I purchased my first chess computer, the Morphy Great Game Machine, in September 1981 - this was without its opening and end game cartridges. As I have never been a practising chess player, Morphy initially flattened me even at it's lowest levels. However, my play gradually improved until I could cope with Morphy's tournament levels on a fairly level basis, although it took some considerable time. I then purchased from Popular Chess in 1984, the Tandy 1650, a nice little computer not very strong, but pleasant to take on holiday. The Tandy literature did not suggest any ratings for its playing levels in the same way as Morphy. I therefore played a number of Morphy v Tandy matches in order to rate some of the Tandy levels.

In December 1984, I purchased the Novag Constellation 3.6MHz computer. Again the Novag Handbook made no mention of rating estimates. I was able to use the Morphy programme as a match opponent and obtain rating estimates of some of the Novag playing levels.

The match results which are given here are based directly or indirectly on taking Morphy level 3 as 1400 rating (100 BCF), a figure which I believe is a perfectly fair estimate. Match results are referred to Professor Elo's percentage expecting table which can be found in David evy's 'Chess Computer Handbook' (Batsford).

Tandy V Morphy

Matches were played between Morphy level 3 and Tandy levels 3 and 4. Tandy levels 1 and 2 are very weak. Tandy plays a reasonable middle game but the end game is worse than Morphy's.

	Games	Tandy Score	Estimated Rating
Tandy Level 3	10	+2 = 1 - 7	1211 (76 BCF)
Tandy Level 4	10	+4 = 1 - 5	1364 (96 BCF)

Novag 3.6 V Morphy

Matches played between Morphy level 3 and Novag levels 1 and 3. It had been immediately evident when I played Novag's blitz level that it was very strong considering its extremely (Usually instantaneous) fast response. There could be no better evidence of the improvements in chess computer hardware than the results of the following matches.

	Games	Novag Score	Estimated Rating
Novag Level 1	10	+ 8 - 2	1636 (130BCF)
Novag Level 3	12	+9 = 2 - 1	1672 (134BCF)

The derived rating for Novag 1 of 1636 was now used to estimate the ratings of the higher playing levels of Morphy.

	Games	Morphy Score	Estimated Rating
Morphy Level 4	10	+ 3 = 4 - 3	1636 (130BCF)
Morphy Level 8	4	+ 1 = 2 - 1	1636 (130BCF)

The match with tournament level 8 was cut short at four games as it was evident that there was no significant difference from Level 4. It is quite remarkable that Novags blitz level I could hold the top playing levels of Morphy. Morphy generally got the better of the middle game as might be expected with its long think times but often lost its advantage against Novags much better end game.

Finally, a match was played between the two programmes top tournament levels Morphy 8 and Novag 7 each timed for 40 moves in 2 hours. Morphy 8's derived rating of 1636 was used on the reference.

	Games	Novags Score	Estimated Rating
Novag Level 7	10	+ 7 = 3	1927 (166BCF)

Novag started with 4 crushing mates and it looked as if it was going to achieve an impossibly high rating. However, the statistical probabilities reasserted themselves and Morphy picked up its half points. Two of these draws I had to adjudicate myself after hours of no progress. The other was really a clear win for Morphy which failed to see a 7 ply combination which would have won the game. In the event Novag claimed a draw after repetition. I played the combination myself after the game against Novag 7 and it worked so I do not know why Morphy hadn't seen it, especially as the 5th ply was a knight fork of K and R.

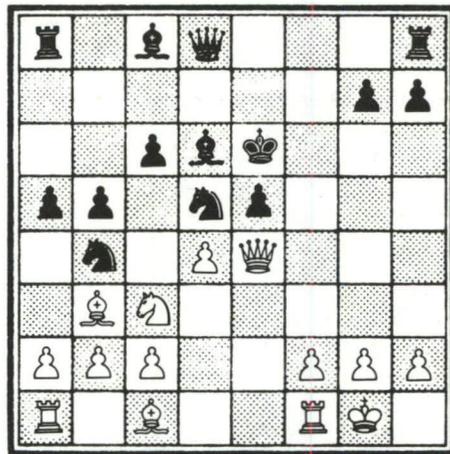
Conclusions

Although the final match giving Novag 7 a 1927 rating may be a little high, (perhaps Morphy 8 was worth another $\frac{1}{2}$ point), the results generally appear quite reasonable. Perhaps they can be used to calibrate other chess programmes for which, somewhat irritatingly, no quantified ratings are given.

FRIED LIVER

From Victor Mathias

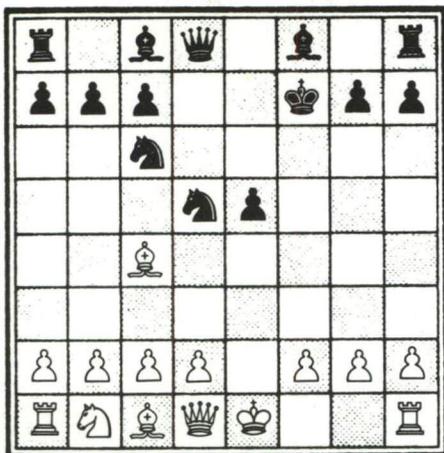
I look forward to future editions of POPULAR CHESS and submit to you herewith a recent sparkling game I played, using the Opening I learnt from you: the Giuoco Piano FLA. In Italian (which I teach), "GIUOCO PIANO" means "quiet game". But quiet is a very inapt description of the game if White gets a chance to follow up with the Fried Liver Attack.



Victor Mathias v Sensor Strong
Play Level 4 Northwood,
Middx 15 October 1984.
Giuoco Piano, Fried Liver
Attack.

(Actually the opening is the
Two Knight's Defence - Editor)

- | | | |
|----|--------|-------|
| 1. | P-K4 | P-K4 |
| 2. | N-KB3 | N-QB3 |
| 3. | B-B4 | N-B3 |
| 4. | N-N5?! | P-Q4 |
| 5. | PxP | NxP |
| 6. | NxBP?! | KxN |



- | | | |
|-----|---------|---------|
| 7. | Q-B3 ch | K-K3 |
| 8. | N-B3 | N(3)-N5 |
| 9. | Q-K4! | P-B3 |
| 10. | P-Q4 | B-Q3 |
| 11. | O-O | P-QN4 |
| 12. | B-N3 | P-QR4? |

(.....Q-R4 is probably better here, as it furthers Black's development, and - because White's QRP is then pinned for the moment - it enables Black's b4 N to stay put for a bit longer)

13. P-QR3!

(forcing Black's b4 N out of the action, which leaves Black's other N - the pinned one - ripe for the taking; White's advance of the QRP also leaves a hole into which his white-squared B can retreat if the opposing QRP advances any further)

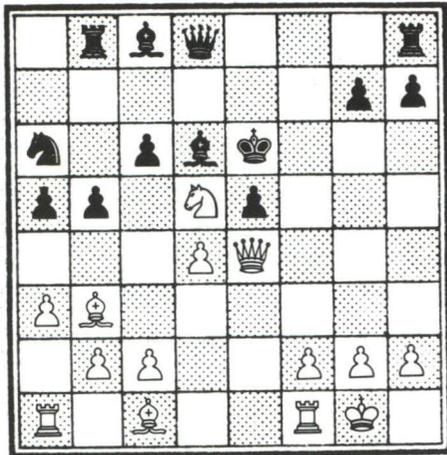
.....N-R3

A simple move on the part of White to continue his development here (such as B-Q2 or R-K1) is not sharp enough because it gives Black time to re-activate his neutralised QN by bringing it to c7 where it once again defends its pinned brother).

14. NxN!

This is better than BxN+, because it not only wins back the material sacrificed earlier but also threatens (a) 14PxN 15 BxP ch!! winning the undefended R on a8; or (b) if the N is left where it is, as happens in the game, a discovered check next.

.....R-QN1 (this is logical: it gives up the N but avoids loss of the QR)



15. N-N4 ch!!

(the winning move, as the white N is going to take the c6 pawn next, forking Black's R&Q)

.....K-B3

16. NxP! Q-B2

17. Q-R4 ch!

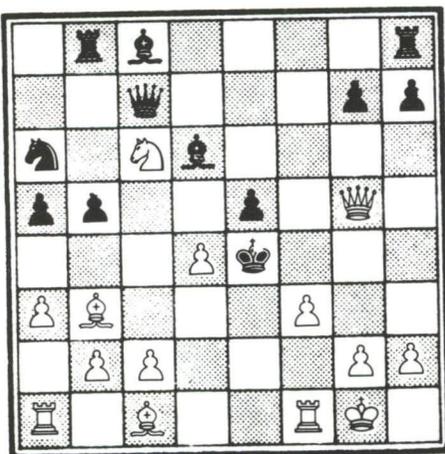
(White doesn't take the R, as a forced mate is now on the cards)

.....K-B4

18. Q-N5 ch K-K5

19. P-KB3 mate (a rare instance of mate delivered with a pawn!)

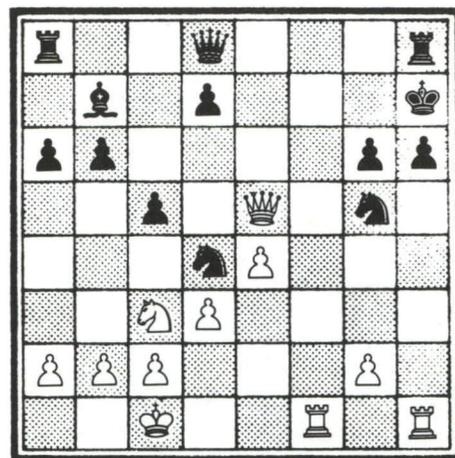
Note that although White did castle he never actually needed to utilise his Rooks in this game at all.



From V Rowe

I wonder if this would interest your rabbit readers. This position arose in a game across the board. I had forced black's king into the open and his queen's rook and bishop are out of play, but I am two pieces down. The last move was Q-K5ch K-R2.

I went on R-B6 and eventually lost the game.



What should I have played? (answer at bottom of page) I found out only afterwards, to my disgust, when I had gone home.

THE STARS BARRED POSTAL CHESS CLUB.

This is a postal club run for amateur players, and people with grades of 135 or more are not allowed in. There are tournaments and friendly games, and if you would like to join, write to

Francis Hynes
104 Circle Court
Barton Road
Stretford
Manchester M32 9GJ
Tel 061 747 6760

SHORT CIRCUITED

From Hugh MacLeod

Enclosed is the score of a game which may be of some interest, as the system used by me in your own strong point, the system incidently, that Gordon Higgins of Oldham - with whom I believe you are acquainted - put me onto when he was a member of our club.

Gordon was also playing in the simul on the board next to me, and he used the strong point also, but Nigel did not exchange in the centre as in my game. Gordon eventually perished, but gave him a good run for his money.

Another member of our team was also playing that day, also using the same system and he managed a draw.

His game was similar to mine, the only difference being he allowed Nigel more Queenside play by not opposing the rook pawn advance.

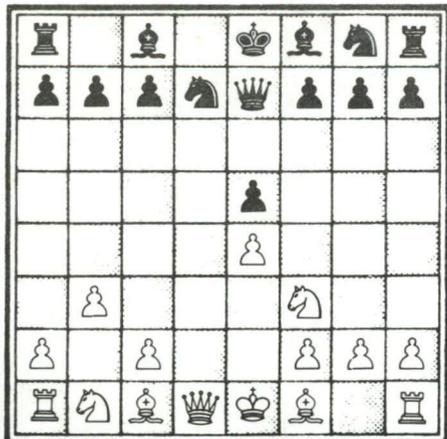
My grading by the way is 79, maybe 80 on a good night!

Simul (40 breaks) 5th April 1984

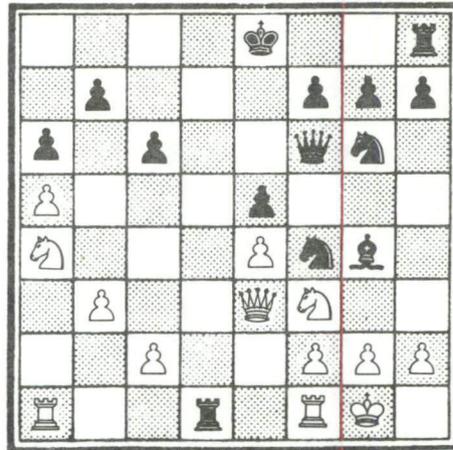
White - Nigel Short

Black - Hugh MacLeod

- | | | |
|----|-------|------|
| 1. | P-K4 | P-K4 |
| 2. | N-KB3 | P-Q3 |
| 3. | P-Q4 | Q-K2 |
| 4. | PxP | PxP |
| 5. | P-QN3 | N-Q2 |

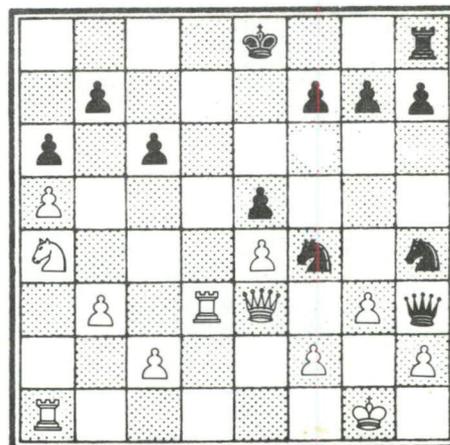


- | | | |
|-----|-------|--------|
| 6. | B-R3 | Q-B3 |
| 7. | BxB | NxB |
| 8. | P-QR4 | N-K2 |
| 9. | P-R5 | P-QR3 |
| 10. | N-B3 | P-QB3 |
| 11. | N-QR4 | B-N5 |
| 12. | B-K2 | R-Q1 |
| 13. | Q-B1 | N-K3 |
| 14. | O-O | N-B5 |
| 15. | B-Q1 | N/2-N3 |
| 16. | Q-K3 | RxB! |



- | | | |
|-----|----------|------|
| 17. | KRxR | BxN |
| 18. | QxB | Q-N4 |
| 19. | P-N3 | N-R5 |
| 20. | Q-K3 (2) | Q-N5 |
| 21. | R-Q3 | Q-R6 |

Resigns



♔ ING IN THE MIDDLE

In the 'open' games it is common for both sides to advance their centre pawns up the board. If pawn exchanges then occur in the middle of the board, the kings are consequently directly exposed. In these cases it is most important to castle, not simply to remove the king from the danger zone, but also to bring the rook onto open central files where it can harm the enemy king.

In this game, taken from an old defunct chess publication called 'Chess Archives', which used to be run by World Champion Max Euwe in the 50s and 60s, there is a clear demonstration of the danger of leaving a king in the centre too long. Notice the effect of white's 12th move, which conflicts with the rule of development (don't move a piece twice in the opening) but has a clear aim of keeping the black king in the middle of the board by pinning the bishop at K2.

In the later stages of this short encounter, white's rooks blast away along the open central files whilst black's stay idly in the corners. And the black king becomes a stumbling block to his own army as well as an object of attack. Interestingly enough, white eventually wins a piece by a pin along the central d file, this time against the black queen, also caught napping in her bed by the rapid development of the white rooks.

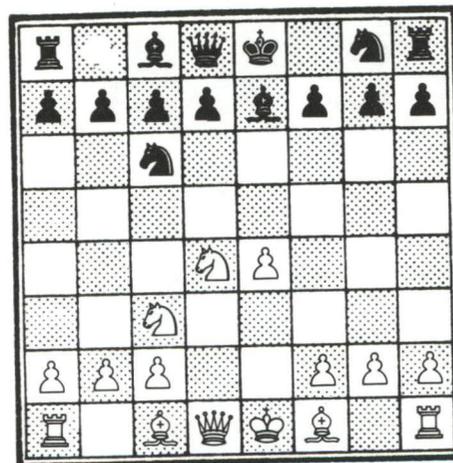
games (1. P-K4, P-K4) some players prefer to leave the treaded paths by playing at a given moment B-K2 or P-Q3. There are no serious drawbacks tied up with these tactics; Black has a restricted terrain but he has a solid position. Therefore it is important for Black to see that white does not too easily achieve P-K5, for this advance generally leads to open play in which the one best developed has the most to gain.

Besides we see in this game how Black after a suspect exchange on Q4 must allow P-K5 with the loss of a tempo. The sequel is that Black is no longer able to castle and is strangled in the centre.

1. P-K4, P-K4 2. Kt-KB3 N-QB3 3. Kt-B3, B-K2.

This is no error although it permits white undue freedom of movement. More common is 3. ... Kt-B3 or 3. ... B-Kt5.

4. P-Q4, PxP 5. KtxP



KtxKt?

It is instructive to see what far reaching effects this mistake has, for it is not only the loss of a tempo that white gains by black's rash exchange.

6. QxKt

Thus the Q is in attacking position (against Kt7) and this has further

“ White Prameshuber
Black Marmoud
Lucerne 1953/54
Three Knight's Game
Summary:

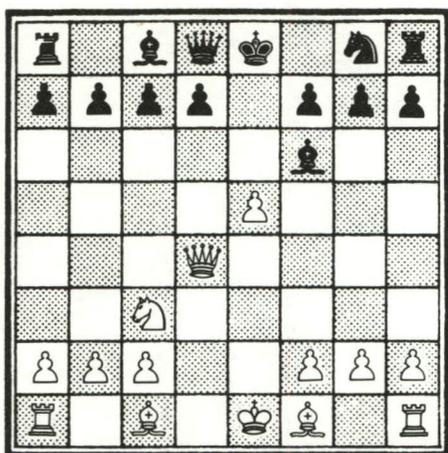
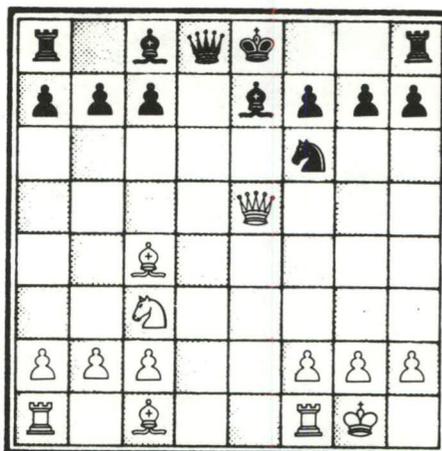
Because of the extension of opening knowledge in the Open

unpleasant consequences for black.

6. B-B3?

It is a well known saying that after a mistake the moves can no longer be good. The text allows white to win a second tempo and this is fatal. Almost satisfactory was 6K-B1 and black can hold the game eg. 7. B-QB4, P-Q3
8. 0-0, B-KB3 9. Q-Q3, Kt-K2.

7. P-K5



Always an important move in open games, it here gains a tempo as well.

7. ... B-K2 8. B-QB4, P-Q3

The only way for black to continue his development.

9. 0-0!

White correctly, avoids winning a pawn after 9. PxP, QxP

10. QxKtP when black with
10. ...Q-B3 gets some counterplay.

9. ...PxP

In order to develop his Kt.

10. QxKP, Kt-KB3

This position, a direct result of black's faulty opening strategy, clearly demonstrates the consequences of loss of tempo in the early part of a game. White can prevent black castling and can commence an attack with an advantage in developed material.

11. R-Q1!

If at once 11. R-K1 then 11. ...Q-Q3 follows.

11. ... B-Q2 12. R-K1

Binds the black king to protect his KB so that castling is out.

12. ...P-B3?

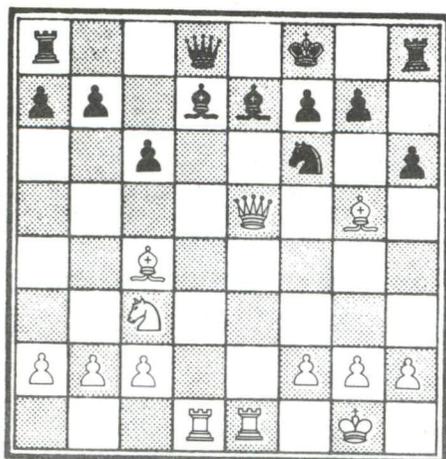
Black is almost out of moves. On 12. ... B-B3 then 13. B-KB4 threatening 14. QR-Q1 would follow. The best was 12 ...K-B1 but Black seems to have an antipathy to this move (see his 6th move).

13. B-KKt5, K-B1

Finally! Now it is forced due to the threat 14. BxKtt.

14. QR-Q1, P-KR3

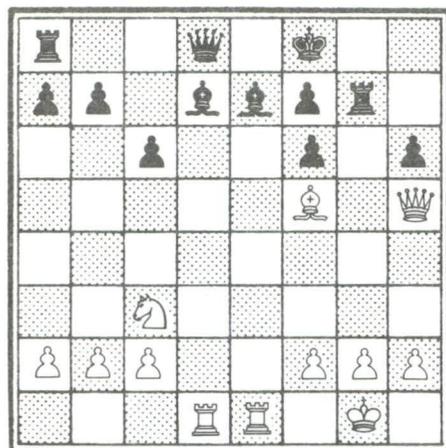
Lloyds Bank British Chess
Problem Solving Championship



15. BxKt, PxB

On 15 ... BxB follows 16. Q-Q6ch
and 17. QxQB.

16. Q-KR5, R-R2 17. B-Q3
R-Kt2 18. B-B5.

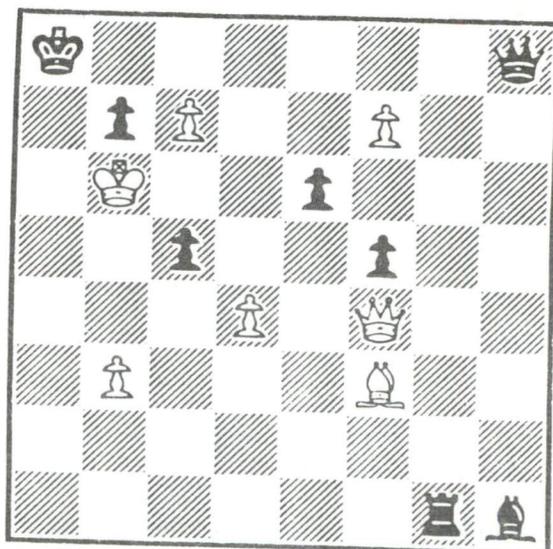


Thus white wins a piece. The
rest is easy.

18. ... Q-QR4 19. RxB, B-B4
20. Q-R4, P-QKt4 21. QxBP,
K-Kt1 22. QxQBP.

Black resigns. ”

BLACK - 8 pieces



WHITE - 7 pieces

White to play and mate in
two against any defence.

This problem is the first stage
in the seventh of the Lloyds Bank
Solving championships, which aims
to find the country's champion
solver.

Successful entrants in this
stage will qualify to compete in
a more difficult postal phase, the
top scorers in which will be
invited to take part in the final,
to be held in London in January 1986.

To compete in the event, solve
this problem and send your solution,
consisting of the key move only, to:
Public Relations, Lloyds Bank PLC,
71 Lombard Street, London EC3 3BS,
marking the envelope, 'Chess Contest'.
Entries must arrive not later than
1 July 1985.

Remember to mark your solution
(name of publication).

There will be prizes of £100,
£50, and £25 for the leading
solvers, and a Lloyds Bank trophy
for the champion.

The Colle and the Torre

Here are two games from our reader Mr R J Selfe, who was encouraged to take up the Colle after reading the articles in Popular Chess.

"Congratulations on your article on the Colle System. This is just exactly the quantity and quality of information that I can absorb. Inspired - I tried this system recently and send you the game."

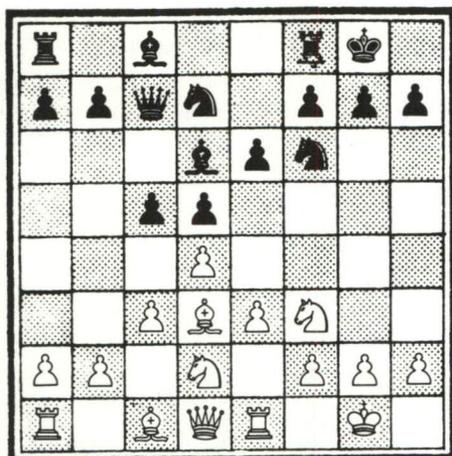
White R J Selfe (Grade 138)

Black N Parker (Grade 148)

Club Championship

Notes by R J Selfe

- | | | |
|----|-------|-------|
| 1. | P-Q4 | N-KB3 |
| 2. | N-KB3 | P-K3 |
| 3. | P-K3 | P-Q4 |
| 4. | B-Q3 | QN-Q2 |
| 5. | QN-Q2 | P-B4 |
| 6. | P-B3 | B-Q3 |
| 7. | O-O | Q-B2 |
| 8. | R-K1 | O-O |



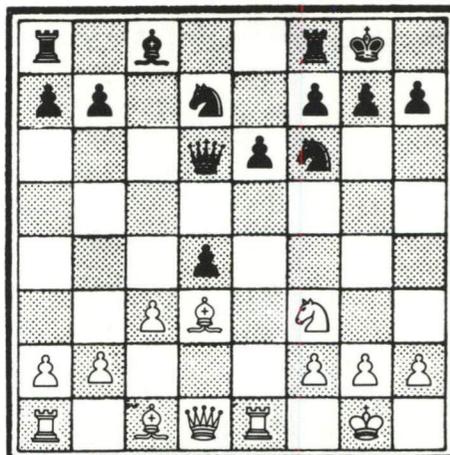
We are now in the position near the foot of column 2 p.14.

- | | | |
|-----|------|------|
| 9. | P-K4 | PxKP |
| 10. | NxP | PxP |
| 11. | NxB | |

Possibly 12 NxNch planning B-KN5, but the game seems open as two bishops must be an advantage.

(Przepiorka - Prokes continued
11 PxP NxN 12 RxN N-B3 13 R-B1!
Q-N1 14 R-R4 with advantage to
white - see the book Logical Chess
Move by Move - Editor)

11 ... QxN



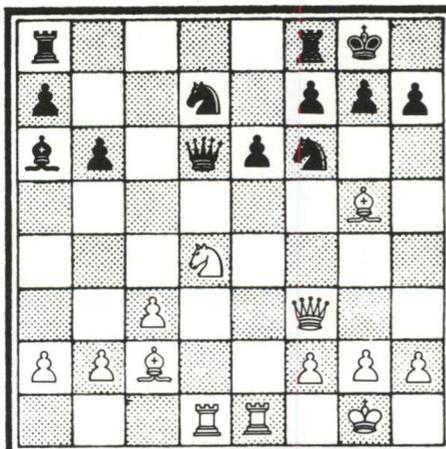
12. NxP

Re-reading the article it seems 12 PxP is correct, keeping the black knight from QB4. I cannot (evidently) take it all in at once.

12 N-B4!
13 B-B2 P-QN3

13 ... P-K4 looks better to me.

14 B-N5 QN-Q2
15 Q-B3 B-R3
16 QR-Q1



16. Q-Q4

Black tries to avert the coming attack by trading queens.

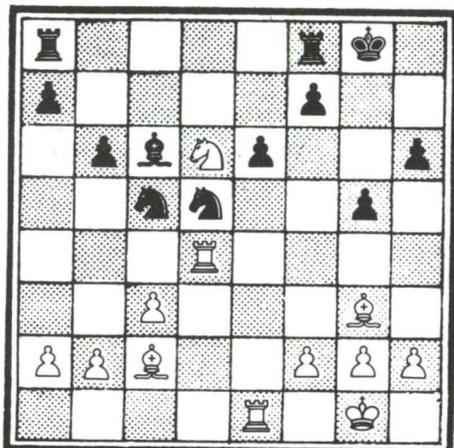
17 QxQ

17 Q-N3 threatening both B-R6 and NxKP looks interesting. I think Black must reply 17 ... N-R4. I could not work things out after that. Perhaps 18 Q-N4 QN-B3. Anyway, after the queen exchange I thought I had a winning end game - so exchanged.

(17 Q-N3 is indeed promising, and 17 ... N-R4? White simply plays 18 Q-R4 and black cannot meet the twin threats of QxN and NxKP. Perhaps black's best reply is 17 Q-QB4, when play could continue 18 P-QN4 Q-B1 19 B-R6 N-R4 20 Q-N5 N/2 - B3 21 BxP NxB 22 QxN with a creaky black king side.

The ending does not look won for white, but he does have two valuable advantages - the two bishops and a queen side majority. White is consistent and soon obtains a dangerous passed pawn - Editor).

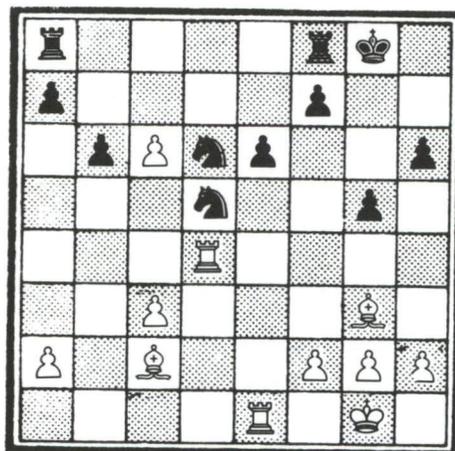
17		NxQ
18	B-N3	B-N2
19	N-N5	N/4-B3
20	N-Q6	B-B3
21	R-Q4	P-KR3
22	B-KR4	P-KN4
23	B-N3	N-B4
24	B-B2	N-Q4



White retains his positional advantage. Though the bishops can be driven back by the black

knight and pawns, they can still take up dangerous posts out of range of the black pieces. On the other hand, the black knights, though centralised, do not have secure posts.

25	P-QN4	N-N2
26	P-N5	NxN
27	PxB	

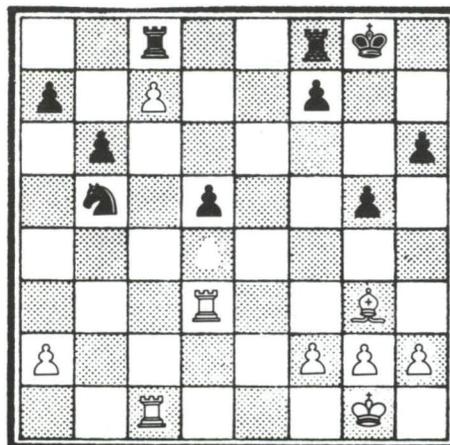


The passed pawn appears, albeit in an unusual manner.

27 ... N-N4

Winning a pawn but not overcoming his difficulties due to the strength of the passed pawn at c6.

28	R-Q3	N/N4xP
29	B-N3	QR-B1
30	P-B7!	N-N4
31	BxN	PxB
32	R-B1	



32		P-Q5
33	P-QR4	

Unlike white's pawn at c7, the d4 pawn cannot be held.

33 ... N-B6
34 K-B1

34 RxP is not possible yet, because of the knight fork at K7.

34 P-B4
35 RxP N-K5
36 B-K5 KR-K1

And here 37 R/B1-Q1 seems to force black eventually to give up a rook with RxP, leaving white winning. However, I played the less good R-Q7 (of course if ... RxB?? R-Q8 + wins) and was troubled by 37 N-B4! and 38 N-K3! but nevertheless white won in 43.

Game 2 was a Torre where things seemed to go wrong at the beginning, but nevertheless this is I think my highest graded victim ever.

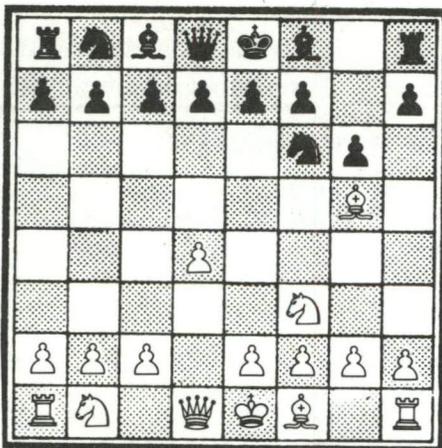
Kidlington Round 1

White R J M Selfe (142)

Black J Edge (174)

Notes by M Basman

1 P-Q4 N-KB3
2 N-KB3 P-KN3
3 B-KN5



The mark of the Torre, an effective line against the King's Indian as black has

not played an early ... c5 and cannot attack the QN pawn with ... Q-N3 yet.

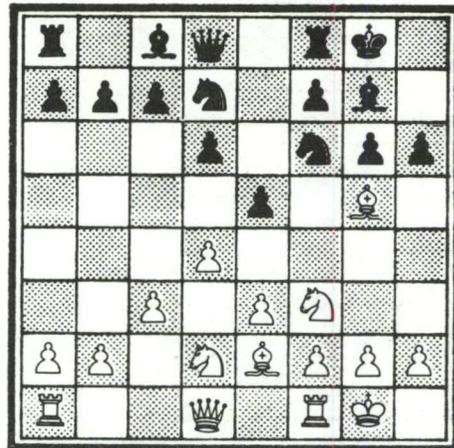
3 ... B-N2
4 QN-Q2

The knight is developed here to give maximum flexibility to the centre pawns at c2 and e2.

4 O-O
5 P-K3 P-Q3
6 B-K2

White develops here because he does not want his bishop at Q3 to be eventually forced by black's P-K4 - K5. But a more aggressive post at QB4 might also have been considered.

6 QN-Q2
7 O-O P-K4
8 P-B3 P-KR3



9 BxN

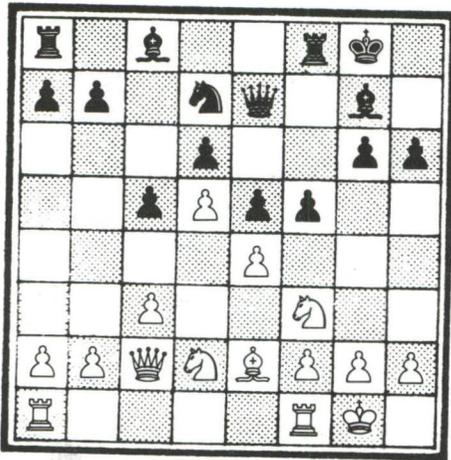
(I feel it was better to keep the bishop by 9B-R4 and put up with the inconvenience of black's pawns thrusts by ... P-KN4 and P-K5).

9 ... QxB
10 Q-B2 Q-K2
11 P-K4 P-QB4
12 P-Q5?

(12 PXBP looks better, later attempting to manouvre a knight round to the weak square at Q5).

12 ... P-B4!

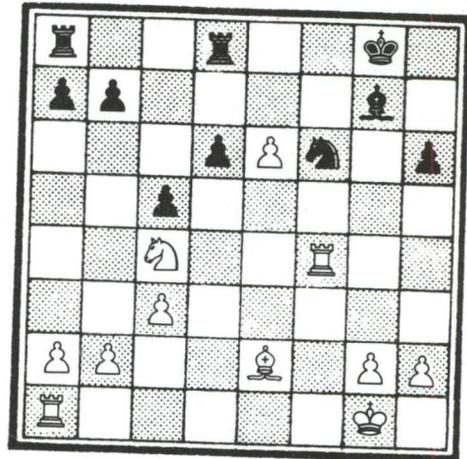
Black takes the initiative on the king side.



13 PxP PxP!
 A mobile pawn centre.

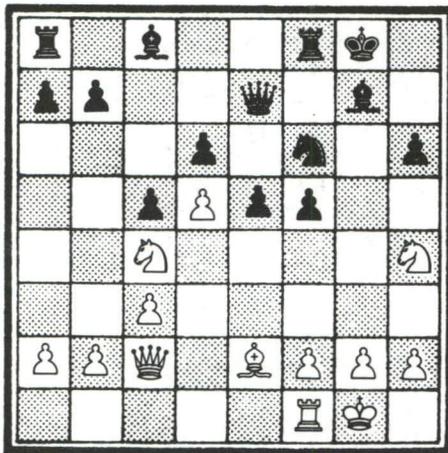
14 N-B4 N-B3?
 A careless move lets white
 in; P-K5 looks better.

15 N-R4!



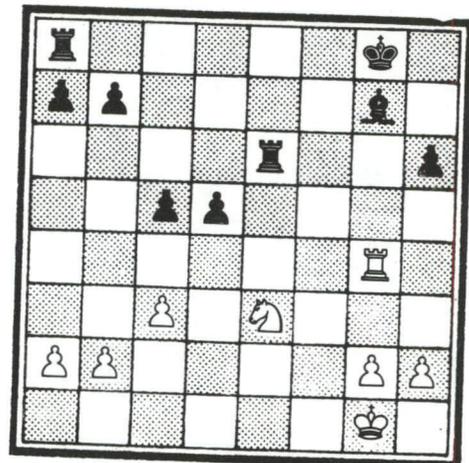
As in the last game, a passed
 pawn proves an annoying hazard
 to black.

21		P-Q4
22	N-K3	R-K1
23	B-N4	NxB
24	RxN	RxP??



Black's advance has left
 weaknesses and he cannot meet
 the two threats of N-KN6 and NxBP.

15	...	Q-Q1
16	NxBP	BxN
17	QxB	Q-K2?!
18	Q-K6ch	QxQ
19	PxQ	KR-Q1
20	P-B4	PxP
21	RxP	



Another careless tactical blunder
 shows that black was not alright on
 this night (First round weekend blues).

25	N-B5!	R-K4
26	NxB	K-R2

and white won quickly after 27 R-B1
 P-KR4 28 R-N3 P-R5 29 R-N4 R-KN1
 30 R-B7.

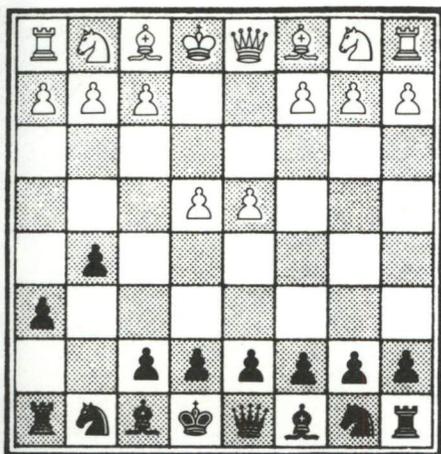
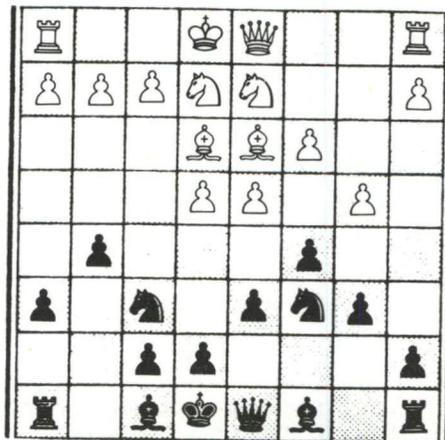
ROCKIN' GROB

Ever thought of taking up the Grob? This game, played in the GLC weekend tournament 1/9/84, may encourage you to do so.

White De La Mothe

Black M Basman

1 e4 g5
2 d4 h6



The characteristic Grob position which apparently conflicts with two of the major principles of opening play, namely king safety and central control.

3 Bd3 d6
4 Ne2 c5

Black has moved only pawns, but with intent. He aims for domination of certain central squares which will later provide posts for his pieces. Here, for example, 5 dxc5 would be a positional blunder by white, as he would cede the central e5 square to his opponent.

5 c3! Nc6
6 Be3 b6
7 Nbd2 Nf6
8 b4!?

All according to a recipe tried out by John Nunn in a last round British Championship game in 1980. Black cannot win the pawn at b4 by ... cxb4 cxb4 Nxb4 because of the queen check at a4.

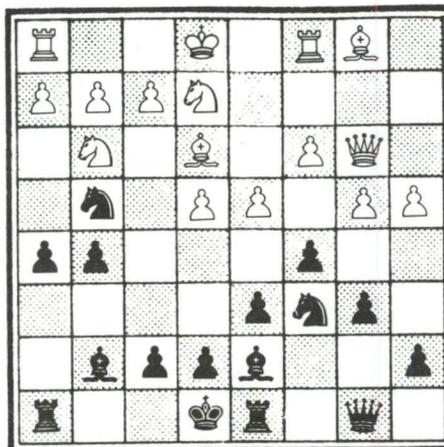
8 ... Qc7!

Black is prepared himself to let white win a pawn at c5 as long as he gains the e5 square in exchange. Infact 9 bxc5 dxc5 10 dxc5 bxc5 11 Bxc5 Ne5! would not be particularly good for white.

9 Qb3 Bg7
10 a4 Bd7
11 Rcl Rd8

Both sides do not wish to disturb the position too much. Neither yet wants to castle, a common feature of Grob positions. Black's last move provides a retreat square for his queen to b8, away from the attentions of the white rook at cl.

12 Bbl Ng4
13 Nfl Qb8
14 Nfg3 h5!??



The war of nerves is at an end and black takes the offensive. This

thrust is completely logical, since if white captures the pawn at g5 he will have to cede squares in the centre. For example 16 Bxg5 Cxd4.

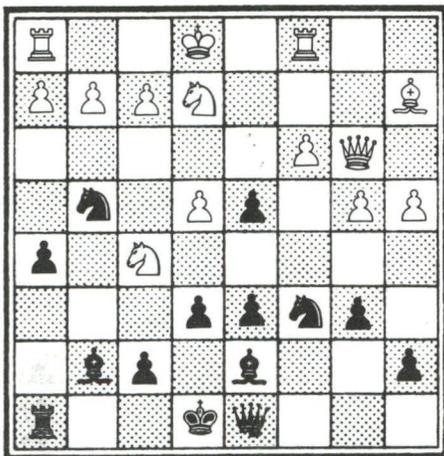
15 Ba2!

If I had seen this move coming I might not have been so sanguine about playing ...h5. The blunt threat of mate at f7 forces black to make larger material concessions than he had intended.

15 ... e6
16 Bxg5

Now this move hits the rook at d8. Rather than lose time moving it, black stakes all on his continuing central play.

16 ... Cxd4!
17 Bxd8 Qxd8
18 Nf5!!



Another grisly sock in the teeth. White takes advantage of the mate threat at f7 to sink his knight into the middle of black's tottering edifice. Now the twin threats are Nxd6+ and Nxg7+, and if black stops to meet them he will lose his precious central control as white will follow up with cxd4, covering the e5 square.

18 ... d3!!

Once again fully logical. Black must control e5 even if it requires more material expenditure.

19 Nxg7+ Kf8

White is now a full rook up, but in view of black's looming threat of ... Qg5 attacking almost everything, he cannot afford to be complacent. Meanwhile his knight at g7 seems to be trapped.

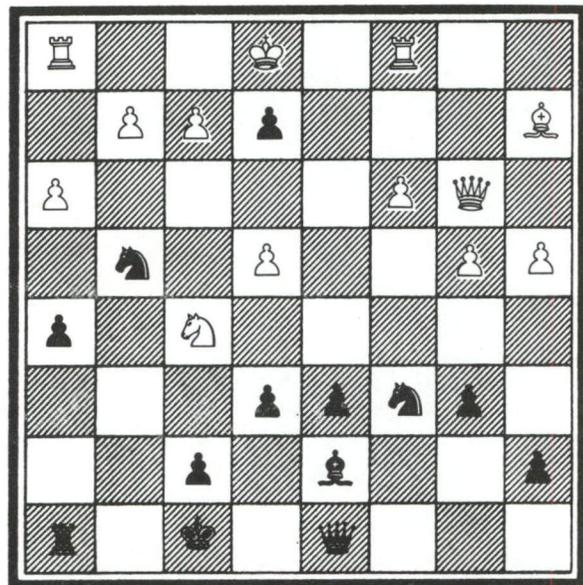
20 Nf5!

Out by the way in. The knights incarceration was only an optical illusion due to the queen bishop battery at b3 and a2.

20 ... dxe2!

Regains some of the loot, and has the effect of keeping white's king firmly in the centre.

21 h3

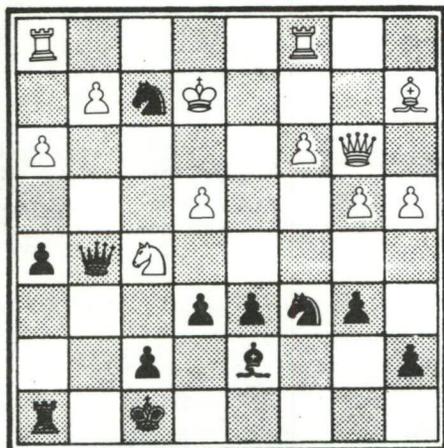


21 ... Nge5?

I feel this is wrong. Black is enticed by this move which simultaneously defends f7 (and thus threatens exf5) and also a knight fork at d3.

It seems black will regain all his material. However, a better course would be to continue the attack with 21 ... Qg5! 22 Kxe2 Nxf2! a further sacrifice which deserves a diagram of its own.

variation



If white captures by 23 Kxf2, Qd2+ leaves his king in an awkward dilemma. If it retreats to the back, the rook at c1 drops; on the other hand, advancing the king runs into checks by black rook or knight. White could ignore the sacrifice by 23 Rhf1, but this leaves him with a weak king and insufficient material compensation after 23 ... Nxe4.

Back to the game, and the previous large diagram.

22 Nxd6?

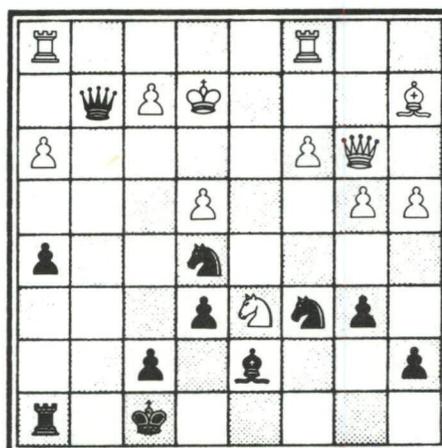
White slips up as well. He could have returned most of the material by 22 Ne3! Nd3+ 23 Kxe2 Nxc1+ 24 Rxc1 when his position is quite tidy, and black would have more difficulty in justifying his pawn deficit rather than the rook he offered earlier.

Perhaps white thought that black would play the knight fork anyway, but black has no intention of letting him off so lightly.

22 ... Qg5!

Strikes at the rook at c1 and the tender g2 square, so often a lethal avenue to the enemy monarch.

23 Kxe2 Qxg2



White now collapsed with unexpected alacrity. He could have made things tougher by playing 24 Rcd1, planning a haven for his king at c1 should black simply go a checking with his queen; eg 24 Rcd1! Qf3+ 25 Kd2 Qxf2+ 26 Kc1 and the attack fades. Instead black can keep up the pressure by 24 ... Rg8! 25 c4 h4 26 Qe3 Rg3 27 Qf4 Rf3 28 Qh6+ Kg8 29 Rhg1 Rxf2+ 30 Kel Nf3 mate.

24 Qc2?

This takes away all the white king's possible flight squares towards the queen side so black's task is now straight forward.

24 ... Qf3+
25 Kd2 Qxf2+
26 Kd1 Qf3+
27 Kd2 Rg8!

And white resigns. The open g file has the last word. There is no defence by 28 Rcd1 because black goes a piece up after 28 ... Rxg1+ 29 Rxg1 Qf2+ 30 Kc1 Qxg1+.

**You can learn more about the Grob on two Audio Chess tapes produced by Michael Basman **

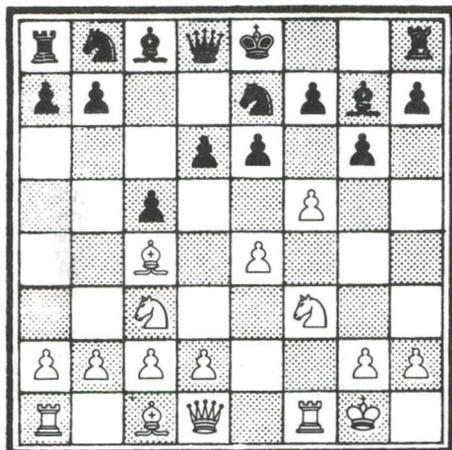
hacker attacker

In recent years, young exponents of attacking play such as Hebden and Hodgson have been causing havoc among Sicilian addicts by their conduct of the Cutty Sark 3f4 variation. Quick development, followed by f4-f5 and soon the lines are opened against the black king with devastating effect. Small wonder that thoughtful players are turning to 1 ... g5 in answer to 1e4.

Here is another example of the Cutty Sark attack, played by rising star Ali Mortazavi in the British under 21 championship.

White A Mortazavi
Black B Duncan

- | | | |
|---|-----|------|
| 1 | e4 | c5 |
| 2 | Nc3 | d6 |
| 3 | f4 | g6 |
| 4 | Nf3 | Bg7 |
| 5 | Bc4 | e6 |
| 6 | O-O | Nge7 |
| 7 | f5 | |



The break comes already, despite the loss of a pawn. White will either open up the f file, or the diagonal of his bishop at c4 - or both!

- | | | |
|---|----|------|
| 7 | | exf5 |
| 8 | d3 | |

The quiet move to release another piece instead an immediate attack.

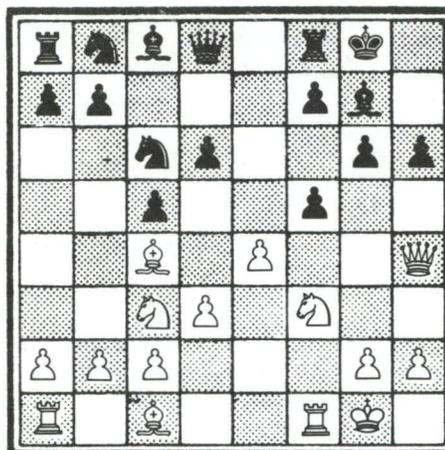
- | | | |
|---|-----|----|
| 8 | ... | h6 |
|---|-----|----|

Black hopes to avoid Nf3-g5.

- | | | |
|---|-----|--|
| 9 | Qe1 | |
|---|-----|--|

Transferring the queen to the king side.

- | | | |
|----|-----|------|
| 9 | ... | O-O |
| 10 | Qh4 | Nec6 |



Black of course hopes to exchange queens and weaken white's attack. But there is a nasty surprise in store.

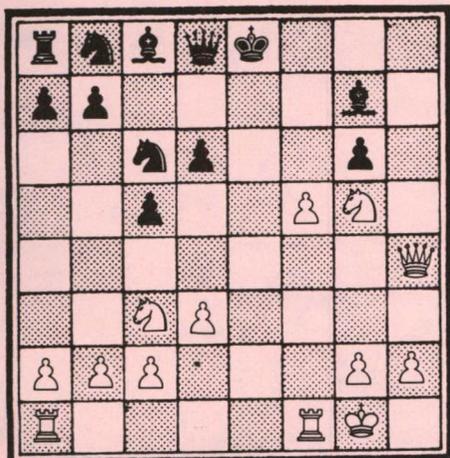
- | | | |
|----|------|------|
| 11 | Bg5! | hxg5 |
| 12 | Nxg5 | |

Already white is threatening mate and there seems only one way out. But then f7 falls as well.

- | | | |
|----|-------|-----|
| 12 | ... | Re8 |
| 13 | Bxf7+ | Kf8 |
| 14 | Bxe8 | |

A seasoned master would probably have played 14 Bxg6 here, but Ali just grabs what he can.

- | | | |
|----|------|------|
| 14 | ... | Kxe8 |
| 15 | exf5 | |



Blacks king started off by castling, but now he has been chased back into the centre and the files are opening up against him.....

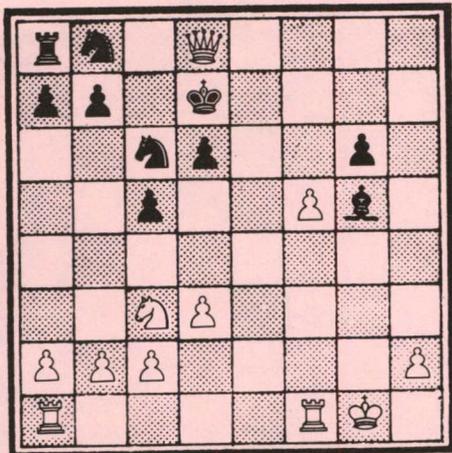
15 ... Bxf5
16 g4!

White is not in a hurry to check at e1, because this could be answered by ... Kd7 or even ... Ne5. He hopes to encourage black to play 16 ... Bd7, when 17 Rf7 is uncomfortable.

16 ... Bf6!

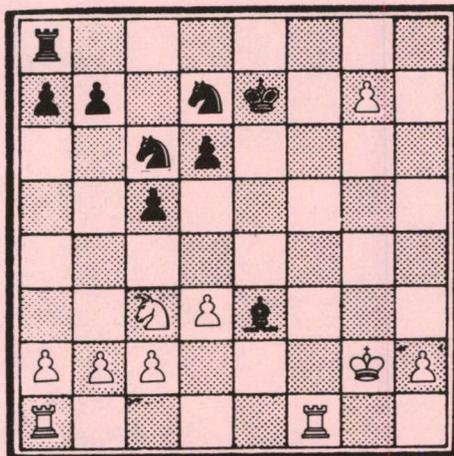
A good try, though the roof fell in a long time ago.

17 gxf5 Bxg5
18 Qh8+ Kd7
19 Qxd8+



Rather sadistically white does not even bother to try and check mate black, but instead swaps queens into an endgame where his passed 'g' pawn is unstoppable.

19 ... Kxd8
20 fxg6 Nd7
21 g7 Be3+
22 Kg2 Ke7

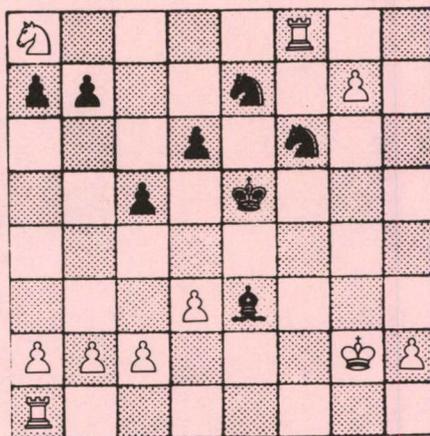


Once again the black king is in the way of his rook. Black has to move his king to e7 or c7 to prevent the g pawn queening, but then Nd5+ leads to several forks.

23 Nd5+ Ke6
24 Nc7+

Not even bothering to pick up the bishop at e3. The rook is worth more.

24 ... Ke5
25 Nxa8 Ne7
26 Rf8 Nf6



Black has stopped the pawn, but the cost has been ruinous. Now white demolishes the last of the red hot blockaders.

27 Rf1 Nfg8
28 Rxc8 Nxc8
29 Rf8 Nh6
30 g8=Q Nxc8
31 Rxc8 Black resigns

