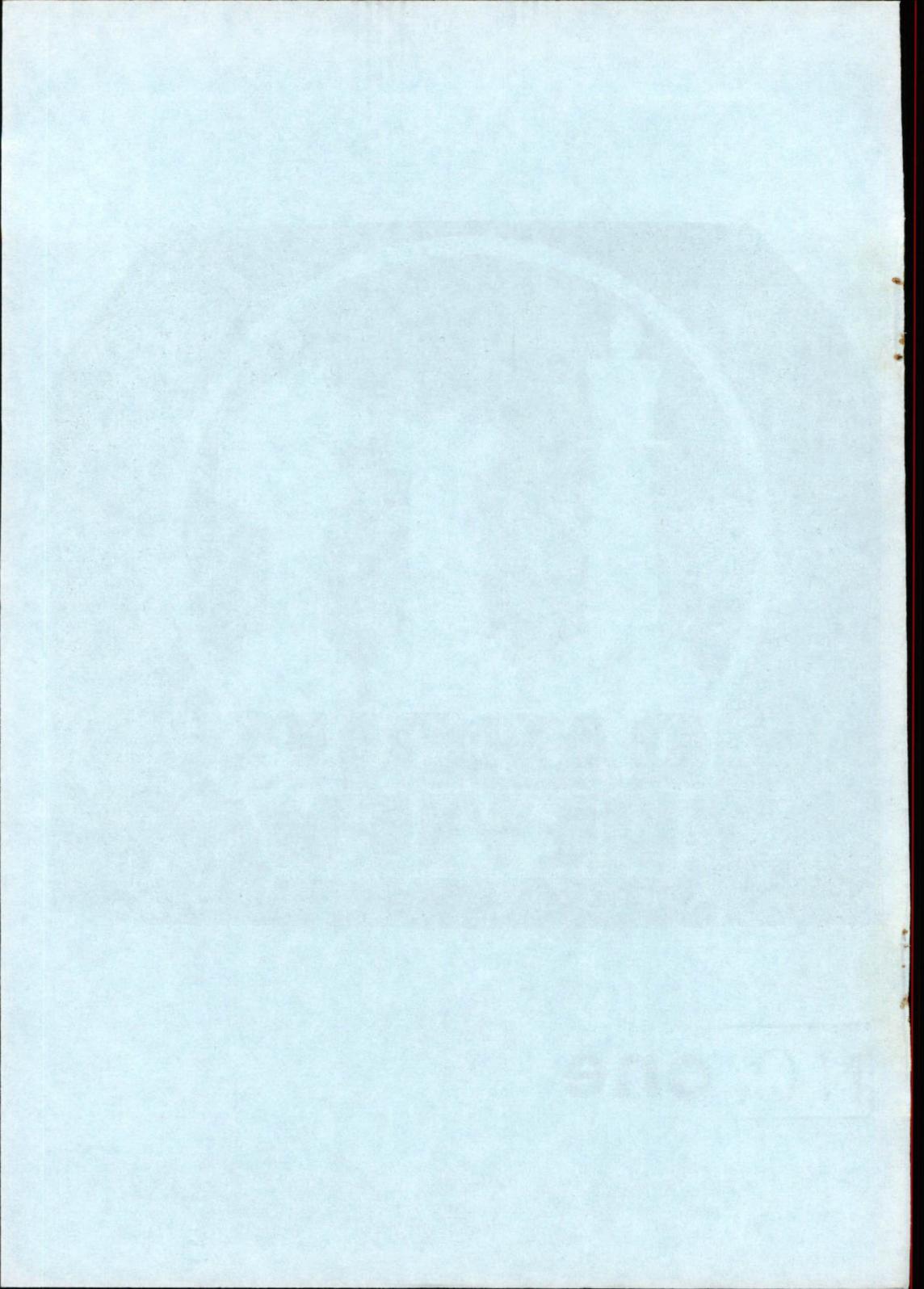


**RABBITS
REVIEW**

NO. one



EDITORIAL

Congratulations! You may not be a Grand Master. You may not even win Major or Minor Tournaments. But you are a very important part of the British Chess scene. Without the average player how different life would be. Leagues of one division only, weekend congresses could not exist and most clubs would go broke through lack of support.

Yet most existing chess publications ignore the fact that your opponents make weak moves and always will. ("You should play 8. P-K5 in this line"). "Very well", you say "but my opponent has already played three moves not in the books. So what do I do now?" Until now, very little. Now there is a magazine which is based on the average players game, which has analysis relevant to your next match and which has articles by the average player.

We call it 'Rabbits Review' - we hope you like it.

B.P.Floyd,
11, Ravenslea Rd.,
London, S.W.12.

+++++++

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Opening Lines

The Sicilian Maroczy Bind by Tim Harding

You have probably all read at some time (or tried to read) a book on the openings, or a specialist magazine, only to find that it did not answer many of the questions you wanted to ask. Often your opponents play moves against you which are not mentioned in the books, but which seem quite troublesome. What this series of articles will aim to do is to fill in some of these blanks - but not at the usual 'theory' level aimed at experts and masters, but rather at the practical needs of a 100-150 rated player.

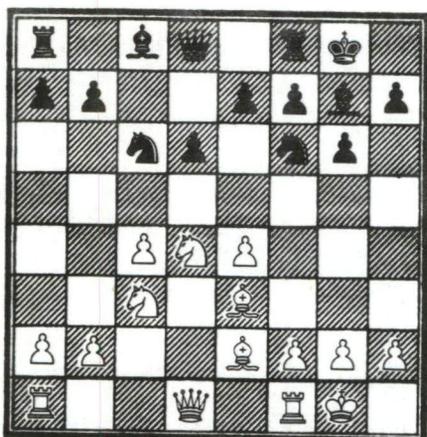


Diagram 1 is a position worth studying. It is usually reached by the Sicilian Defence although it can come about via the English Opening also. But 1. c4 is comparatively rare at 'rabbit level', where 1. e4 is by far the most frequent opening.

After 1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 Black quite often plays 4. ... g6, the 'accelerated Dragon'. This does avoid some lines of the Dragon (Black can sometimes play ... d5 in one go) but

as White's e-pawn is not attacked he can build a wider centre than usual by 5. c4.

Then by 5. c4 Bg7 6. Be3 Nf6 7. Nc3 O-O 8. Be2 d6 9. O-O we reach diagram 1. White's set-up is called the 'Maroczy Bind' after the pre-war Hungarian GM who thought up this way of holding Black in a vice-like grip. White has a conspicuous space advantage. Since ... d5 is unlikely to be possible, Black must try to free himself slowly. Other moves 5-8 are possible for Black, but at 'rabbit level' diagram 1 comes about more often than not. This is because Black's moves are natural, straightforward developing moves. Both sides defer active operations

until they have safely castled: a good rule of thumb for weaker players.

To break the bind, Black will have to achieve one of the thrusts ... b5, ... d5 or ... f5 but only if that advance does not weaken his position too much or lose material. One of the advantages of the Maroczy Bind for White is that if he has more patience than Black he can often win without doing very much except refute Black's desperate counter-attack when it comes. If Black adopts a waiting policy, White can strengthen his position by more and more centralisation, in conjunction with moves like b2-b4 which often leads to a queen-side pawn majority (and ultimately a winning queen-side passed pawn) being created.

In master games, Black has almost invariably selected 9. ... Nxd4, in accordance with the principle that the player who has a cramped position should seek to alleviate his plight by exchanges. However, experience has shown that White's advantage tends to persist. An example is 9. ... Bd7 10. Rc1 Nxd4 11. Bxd4 Bc6 12. f3 Nd7 13. b4! Bxd4+ 14. Qxd4 Qb6 15. Qxb6 Nxb6 (Razuvayev-Honfi, Cuba 1976). Black has succeeded in exchanging three pairs of pieces, including the queens, but this development is backward and he has no strong point in the centre. White broke through by 16. e5! dxe5 17. b5 Be8 18. c5 Nd7 19. Nd5 e6 20. Ne7+ Kg7 21. c6 bxc6 22. bxc6 Nb6 23. c7 Bd7 24. Rfd1 and was now in total command.

Another example comes from one of Smyslov's games: 9. ... Nxd4 10. Bxd4 Bd7 11. Rc1 (11. Qd2 is also a good move) 11. ... Bc6 12. Qd3 Nd7 13. Bxg7 Kxg7 14. b4 Nf6 15. Kh1 a5 16. b5 Bd7 17. f4 Be6 18. Qd4 Kg8 19. f5 Bc8 20. Rcd1 with sufficient central control to justify the coming king-side attack.

In the next article we shall look at attempts to improve Black's chances against the Maroczy Bind.

SHORT AND SWEET?

We all hope for a quick win but they always seem to happen to other people. This game was played in the recent S.C.C.A. congress at Sutton: 1. P-K4 P-K3 2. P-Q4 P-Q4 3. P-K5 P-QB4 4. P-QB3 N-QB3 5. N-B3 Q-N3 6. B-K3 QxNP 7. Resigns ??? White is going to lose two pawns at least - is that an excuse for resigning?

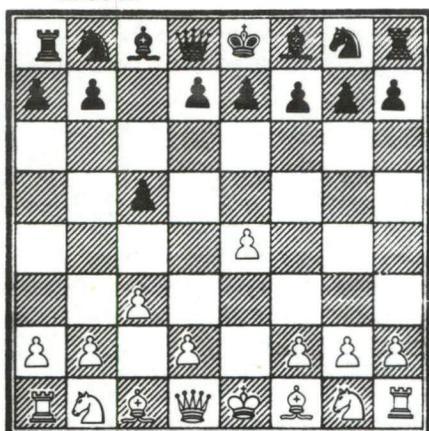
Off The Record

The following is a transcript of an audio cassette lesson of an audio cassette lesson by Simon Webb given to Cpl. T.A. Stafford.

White Black

R. BUCK Cpl.T. A. STAFFORD

1. P-K4 P-QB4
 2. P-QB3



I don't think this is particularly good. It's main merit is that it avoids the main Sicilian lines. The idea is to play P-Q4 and get a strong centre. There are two main lines against it. One is to play 2. ... N-KB3 (similar to an Alekhine Defence) followed by 3. P-K5 N-Q4 4. P-Q4 PxP 5. PxP P-K3 (then later P-Q3) and the position is about equal. White will try to get a King-side attack in eventually. Black will aim to exchange pieces and to have most of the play on the Queen-side

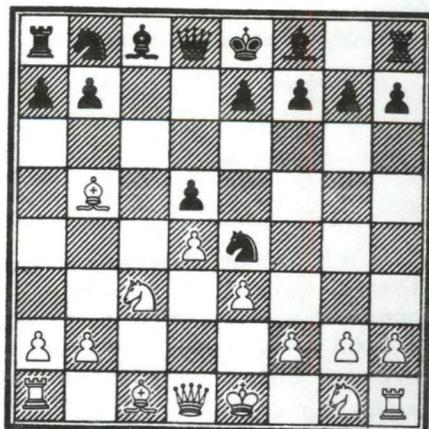
and in the centre.

The other line is 2. ... P-K3 (which I think is soundest) then 3. P-Q4 P-Q4. Now if White plays 4. P-K5 it's an advanced variation of the French which is perfectly O.K. for Black if instead of 4. P-K5 White plays 4. PxQP Black recaptures with the Kings pawn with a pretty even position.

2. ... P-Q3
 3. P-Q4 PxP
 4. PxP N-KB3
 5. N-QB3 P-Q4

It is not necessary to move the pawn twice so early. It would have been better to have played 5. ... P-KN3 and fianchetto the Kings Bishop.

6. P-K5 N-K5
 7. B-N5+

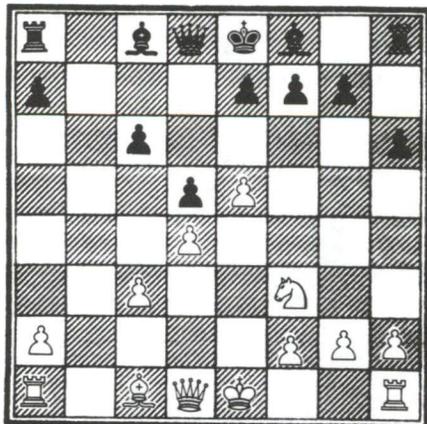


Instead of 7. B-N5+ it would probably have been better to play 7. NxN PxN because it is then difficult for Black to defend his pawn on K5. After 8. N-K2 N-B3 Black's King pawn is rather weak.

7. ... N-B3
 8. N-B3 NxN
 9. BxN+

is unnecessary and in general when you've got a Bishop pinning a Knight it's best to leave it. Then you preserve the option of exchanging it or moving it away again. In this sort of position White may find he wants to move the Bishop back to Q3 to help in a King-side attack.

9. ... PxB
 10. PxN P-KR3



Again this move is not necessary. The best move here would be 10. ... B-R3

which prevents White from castling and shows that BxN was a mistake by White. If 11. Q-R4 then Black plays B-N4 and it's very difficult for White to challenge the Bishop and castle. Another interesting line here is if 10. ... B-R3 and White replies 11. N-N5 then 11. ... P-KR3 12. Q-R5 gives a common sort of manoeuvre but it doesn't work in this particular position because after 12. ... P-N3 13. Q-R4 B-K2 wins a piece for Black.

11. O-O P-K3
 12. R-N1

A good move getting the rook on to the open file.

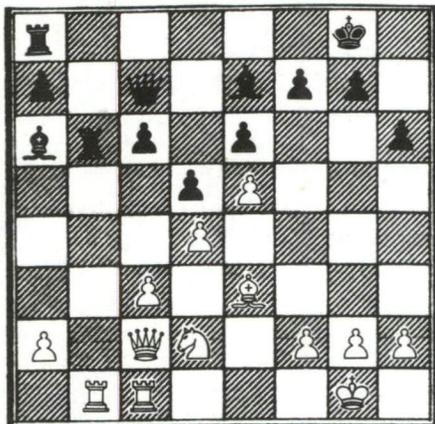
12. ... Q-R4

Yet again an unnecessary move. B-K2 would have been better. He has to move the Queen back to B2 on move 14 because White was threatening P-B4.

13. Q-N3 B-K2
 14. B-Q2 Q-B2
 15. KR-QB1

White is now threatening to play P-QB4. Black has to play B-R3 to stop this and the position is about even.

15. ... B-R3
 16. B-K3 O-O
 17. N-Q2 KR-QN1
 18. Q-B2 R-N3



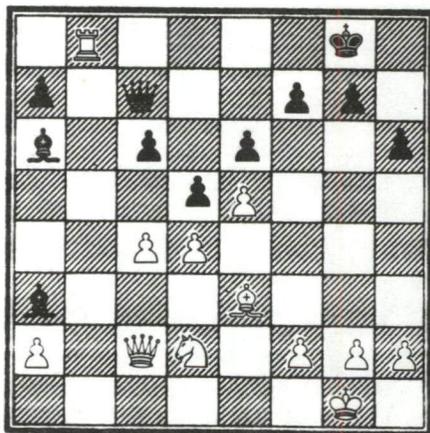
Planning to double up rooks is a good idea in principle but White having played N-Q2 is now threatening P-QB4 and in order to forestall this Black would have done better to have played 18. ... P-QB4 himself. If then 19. PxP, QxKP gets rid of White's central pawns. If White still plays 19. P-QB4 then 19. ... PxQP 20. BxQP RxR 21. RxR PxP wins a pawn. If White does not reply P-QB4 then Black can continue with R-N3 next move.

Alternatively, if White exchanges rooks first before he plays P-QB4, Black no longer wins a pawn but still has the advantage because he has control of the Knight file and he opens up the game for his two Bishops.

19. P-QB4

White now has the advantage. He's threatening P-B5 after which the Black Bishop is shut out of the game. Black could play 19. ... PxP 20. NxP BxN 21. QxB QR-N1 when White only has a very slight advantage, but instead plays 19. ... B-R6 and the Bishop is very vulnerable. White always has the possibility of playing Q-R4 or P-B5 cutting the Bishop off.

19. ... B-R6
 20. R-K1 RxR
 21. RxR R-N1
 22. RxR+

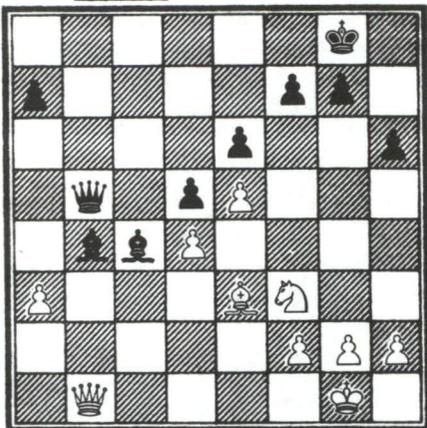


White misses a clear win. He could play Q-R4 forking the two Bishops. If 22. Q-R4 RxR then 23. NxR and there's no way Black can avoid the loss of a piece. 22. RxR+, QxR then Q-R4 looks as though White wins a piece but Black gets out by B-N5!

22. ... QxR
 23. Q-R4 B-N5
 24. Q-N3 Q-N2

Black now has a slight advantage as he has the two Bishops against White's bad Bishop (blocked in behind the pawn chain) and Knight. If the Queens are exchanged in this position the ending is definitely better for Black. White has more weak pawns to defend. His Queen's pawn is a bit of a liability as well as his Queen's rook pawn.

25. PxpP BpxP
 26. N-B3 B-B5
 27. Q-N1 Q-N4
 28. P-QR3?



Black is threatening Q-R5 winning the rook pawn and Black has a clear advantage. Even so 28. P-QR3 is a bad mistake giving away the pawn. It would be better for him to play 28. B-Q2. Black doesn't want to exchange Bishops as

the White Bishop is bad. However, after 28. B-Q2 B-R6 and exchanging Queens, White has difficulty defending his Queen rook pawn, but 29. Q-B2 would leave Black with the advantage but it's not clear. White could also have played 28. N-Q2 but after 28. ... B-Q6 (with the intention of advancing the Queen rook pawn) it's very difficult for White to keep the Queen rook pawn and the Queen pawn defended. After 28. P-QR3? the position is completely won for Black as White cannot stop the Queen rook pawn.

28. ... BxP
 29. QxQ BxQ
 30. N-Q2 P-QR4
 31. K-R1

requires the explanation that White touched his King intending K-B1 which was illegal.

31. ... P-R5
 32. N-N1 B-N7
 33. B-Q2 P-R6
 34. B-B3 B-B5

Black could have won immediately by 34. ... P-R7 threatening to Queen the pawn. Instead he plays B-B5 forcing White to give up the Knight and giving himself an easy win.

End Game Technique versus Opening Lore

What should the average player concentrate on in his studies; should he master the opening - or do as Karpov suggests - learn the ending first? In this article 'Noshier' Rushbrook, well-known cad of the Stock Exchange Chess Club, gives general advice to the aspiring novice, based upon his own years of experience, and dwells upon the thorny question of Endgame and Opening knowledge.

For all novice chess players desirous of improving their standard of play the two most vital factors are PRACTICE and STUDY. PRACTICE might be thought of as friendly "skittles" with colleagues, but this is not recommended. It is imperative to join a chess club and participate in serious tournament games with clock times specified and strict rules to be adhered to. Later on a participation in league and county matches further strengthens one's standard of play. At the top of the list however must come participation in the many congresses now rife in the U.K. In the league and county fixtures adjudications are made at set times to enable the organisers to complete their results. This could mean an adjudicator finding a brilliancy to give victory to a player who would only be capable of drawing the position - he would have the satisfaction of a win, but his standard of play would not have improved. Playing in a congress he could opt for an adjournment with hours of analysis possible by many other chess players - and these practices cannot fail but to have a markedly beneficial effect on the player's ability.

STUDY should be centred on a knowledge of the openings. After each game played a study of M.C.O. should be made to attribute the point where one player strayed from the best line. I would like to stress that many years ago I made a long study of Reuben Fine's "Basic Chess Endings" and as a result have recorded hundreds of draws from lost positions over the last two decades, and scores of wins from "dead draw" games. This has never ceased to baffle me - and is solely attributable to opponents who confine their studies to opening play only - obtain a winning material or positional advantage, and then use up too

much time deciding on the "any" moves to polish off the game and stray from the best course. Therefore I earnestly recommend more time given to end-game techniques. Basically one plays with the principles always in the back of one's mind, viz. "Rooks belong behind passed pawns", "Snap back-rank mates", "Bishops of opposite colours", "Stalemate possibilities", "Under promotions", "Lucena position", "Smothered mates", "Draw against rook pawn and wrong colour bishop", and "Winning with bishop and knight". In fact this last result can only come from a study of an endgame book, as an accepted material advantage is torpedoed by the 50-move rule in actual play. Also a knowledge of "King-opposition" motifs can turn an actual lost game into an incredible win. Incidentally, readers might like to know that achieving a draw after hours of struggling with a lost position gives far more satisfaction than scoring a whole win in ten minutes and ten moves owing to an opening blunder by the opponent!

Novice players should also make a study of the F.I.D.E. rules, and endeavour to keep out of time trouble by continually watching their clock. One rule-of-thumb might be not to spend over-much time on any move - it is surprising how often chess players of all standards examine a position for half an hour to an hour - and then record a weak move far from the best. A knowledge of algebraic assists in studying foreign books.

In conclusion, I feel it advisable to report the following which took place in the National Chess Centre, Fleming's Restaurant, Oxford Street (now a supermarket!). Willie Winter had lectured on two defences by Black, against P-K4 and P-Q4 and selected the Sicilian and the King's Indian. In both lectures he concluded with a position which he declared equalised for Black (who had doubled pawns in both cases). I expostulated that it might be satisfactory for him, but as an end-game devotee I found the pawn position unacceptable. "If you don't know your openings" yapped Willie Winter, "you will never see an end-game"

He is quite right of course (in theory!)

"Nosher"

As an example of the importance of Endgame technique may I submit the following example from the hundreds I possess over the years.

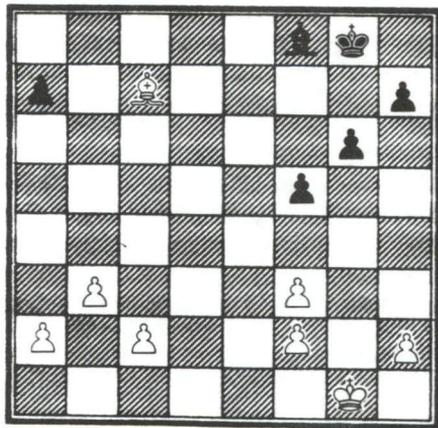
Believe it or not my opponent had travelled all the way from Chicago to Hastings to perpetrate this classic.

His opening lore netted him a pawn, subsequently he won another by force, and transposed into this won end game. Why didn't I resign?

Personally, I consider I could have won for White with my eyes shut. So why play on?

Let's see what happens shall we - it looks so easy - but so did all the others over the last 20 years. Who knows, - Ken Nilson might let me get the pawns off and give up my Bishop for the last two - he might even miss my chance of playing my King to a8 when he is left with Bishop and 'a' pawn. It is even possible he will consume so much time that he will offer me a draw in desperation. So there you are - no less than three possibilities of another of my (in)famous swindled draws - however remote.

Shall we see what happens?



1. ... B-N5
 2. K-B1 K-B2
 3. B-N8 P-QR3
 4. K-K2 K-K3
 5. K-Q3 B-B4
 6. K-B4 BxP
 7. K-N4 P-N4
 8. K-R5 P-KR4.
- At this point Mark Diesen, his fellow American, strolled over - and his frown gave me real encouragement!!
9. P-KR3 P-R5
 10. P-QB4 B-N6
 11. B-R7 K-K4
 12. B-K3 P-N5
 13. BPxP BPxP
 14. PxP P-R6
 15. B-N1 K-B5
 16. P-N5 KxP
 17. P-B5 K-N5
 18. P-B6 K-B6
 19. K-N6 K-N7 and White resigned.

See what I mean? Incredible.

One Game - Two views

In this article an average player presents one of his own games and analyses it. Then, at the end of the article, a British Master comments upon the game.

Opening: Sicilian, Boleslavsky. Analysis by M. Thomas.

1. P-K4 P-QB4
2. N-KB3 N-QB3
3. P-Q4 PxP
4. NxP P-K4
5. N-N5 P-Q3
6. P-QR4! P-QR3

Move 6. ... P-QR4! enables my knight to come back to the Rook file without allowing

7. ... P-QN4!

7. N-QR3 N-KB3
8. N-QB3 P-KR3!

This stops many attacks

i.e. 9. B-KN5 followed by N-Q5! and B-K3!

9. P-KR3? B-Q2

Waste of a move, a much better move would have been 9. ... B-K2!, then I could Castle and advance the Bishop pawn to KB4

10. N-B4! Q-B2?

Better would be 10. ... B-K3!, keeping the Queen 5 square guarded for a Knight attack. To follow B-K3, R-QB1!

11. B-K3 B-K2
12. B-N6 Q-N1
13. Q-Q2 O-O!

Helps to get the King out of the way so that the Knight can go back.

14. R-Q1 N-K1
15. B-K3! B-K3!

One minute I was threatening to be the exchange up, the next he was defying me!

16. N-Q5 BxN
17. PxB! N-Q1

Practically forced!

18. N-N6 N-B3(K)!

Preventing the loss of a whole rook and stopping 19. N-Q7!

19. NxR QxN
20. P-QB4? N-K5

A complete waste of a move.

21. Q-Q3 P-B4!

Getting hold of the centre and also on the Attack.

22. B-N6 N-B2
23. B-K2 B-Q1!

Forcing the swopping off of the two black squared Bishops.

24. BxB QxB
25. O-O?? N-N4(B2)
26. P-R4? N-B4!

The move out of the Blue, the

turning point of the game.

27. Q-B2 N-K5 (N4)
28. P-N3 (K) P-B5
29. K-N2 Q-B3

The Queen moves to join the ferocious Attack!

30. B-Q3 NxB
31. QxN P-B6+
32. K-R2 Q-N3!

Suddenly I saw a superb attack ... Q-N5, 33. ... N-N4!! So if I took 34. ... Q-R4+ followed by Q-R6 winning.

33. R-KN1?? Q-N5!

It made things worse 34. ... N-N4 winning, the right move was 33. R-R1!

34. Q-B1 P-KN4

Could this be the end..... NO!!

35. R-QB1 K-R1
36. R-B2 Q-B4

R-B2 preventing NxP+ after the exchange of Queens.

37. Q-QB1 N-B3
38. Q-Q2 N-N5+

I didn't see it.

39. K-R1 PxP
40. PxP Q-R4!!

Forcing the exchange.

41. RxN QxR
42. QxP+! K-N1

Forcing the exchange of Queens

and being a pawn up in the end game.

43. Q-N5+ QxQ
44. PxQ P-N3
45. P-N4 K-B2

Marching time!

46. P-B5 NPxP
47. PxP R-B1
48. P-B6 R-B2

A strong passed Pawn.

49. R-N2! K-N3
50. R-N7 R-B1
51. R-Q7! KxP
52. RxP K-B4
53. R-Q7 P-K5!

Clever!

54. P-B7 K-K4
55. P-Q6??? P-K6!!

A pure Muff! I had the game won easy if I had played 55.

K-N1, because if R-N1+, K-B1, then if he played 56. ... R-R1, 57. K-K1, P-K6, PxP, P-B7+, R-B7+!, K-N6, RxP!., and Queen next move or 4 pawns against one!!

56. PxP R-KN1!

The move that gave him a draw.

57. R-B7 KxP
58. RxP KxP
59. K-R2? R-K1
60. K-N2 R-K5
61. R-B7+ K-Q3
62. K-B3 RxP

The game was becoming interesting, both of us hoping for a win.

Continued on page 15

Prize Problems

by B.P. FLOYD

With the introduction of the Swiss Pairing System it became possible to dramatically increase the top prizes in Tournaments. However, the big questions which have to be answered by every congress organiser are a) how to split the money available between Open, Major and Minor Tournaments, b) what is a reasonable level of prize money in each, and c) what special prizes are justified?

Obviously the total cash available is dependant on the number of entries, the value of sponsorship and the entry fee. But what are the factors that determine the final decision?

The first will be the strength of players required in the Open - if one can offset £1000 first prize top players will flood in from all over the country whilst £100 would only attract a few local stars. It is, of course, attractive to congress organisers to offer a high first prize in the Open but as this money usually comes from weaker tournaments, I will digress to ask whether the average player benefits from this arrangement.

The answer is undoubtedly yes! We would all like to see a British World Champion. If our current pool of professionals could derive a reasonable living from playing chess and devote the remainder of their energies to improving their own standard of play I am sure that the coveted crown would come our way sooner rather than later. However, to write books, give simultaneous displays, etc. in order to earn a crust means they are being distracted from achieving their full potential.

It is also a truism that because weaker players can compete with and observe our leading professionals in action on numerous occasions their game also improves.

So we need the highest possible level of prize money in the Open and £200 1st, £125 2nd £75 3rd and £30 4th would probably tempt a fair number of 200 plus players. (The subsidy is clear if I suggest that a 100 entry open at a £5 entry fee would only contribute £70 towards congress overheads).

Given the above and allowing for the inevitable running expenses, the prize fund for the Major and Minor tournaments becomes somewhat more difficult to resolve. Instancing again, 100 entries in each and expenses taking 50% of total income (i.e. Income £1500 - expenses £750) we are left with a miserly £320 for Major, Minor, grading, Junior and other special prizes.

It has been suggested that the average player would prefer a lower entry fee and a lower prize fund but as the above (admittedly hypothetical) example shows even halving the prize fund for the lower tournaments would only reduce the entry fee by less than £1 per entry.

It has also been suggested that lower tournaments do not justify any prizes as the winners have not played any opponent of any calibre. I do not agree entirely with this - if you have weaker competitions then players have a right to expect a prize fund. However, I believe there is a strong case for having just one Open tournament when entries do not exceed 250 to 300. A number of useful grading and/or special prizes could be offered (our example above would allow 12 at £25 each), and medals or trophies could be given where appropriate, of course a fairly sophisticated pairing system would have to be used to ensure that whilst no player was paired too harshly all prize-winners earned their rewards.

This would also overcome the problems of ungraded "sharks" entering weaker tournaments and encouraging promising juniors to enter stronger tournaments to gain experience when they can win prize money lower down.

Would this provoke a mass exodus of weaker players? The Park Lane Suites Tournament organised by the Surrey County Chess Association this year attracted 186 entries. Many of these had never played a chess match before and yet they played happily alongside and in the same tournament as a number of congress regulars and three players graded over 200.

We will now assume that the congress organisers have cut their expenses so that special prizes can be awarded. I do not think that enough consideration is given nowadays to the underlying principle of awarding these to people who have done particularly

well despite a grading, age or any other handicap. They are simply used to send more people home happy by giving them a prize. However, even so they are unfairly distributed. Juniors (who have demonstrated conclusively their ability to compete on equal terms) are eligible for Junior and grading prizes; ungraded players are often winners of grading prizes (the logic of which totally escapes me!); certain adults have only an outside chance of winning one special prize.

Surely equity (not the union) demands that if it is decided to have two grading prizes and that any player of 150 stands a good chance of winning the main prize money, then the grading prizes should be 135 to 149 only and under 135 if this is an equal division of your remaining players.

As you will see this is just one thorny problem which congress organisers have to face. Very few get their sums wrong but most would appreciate your ideas and opinions. So send me your letters and you may see your ideas adopted by an enterprising tournament committee.

ONE GAME TWO VIEWS (Continued from page 12)

63. P-K4 R-R8

Not 63. K-K4 or otherwise 63.

... R-Q4! causing problems.

64. K-K3 K-B3?

65. K-Q4 R-R5+

On move 64. ... K-B3, leaves the King pawn to run down the file, eventually he would most probably sacrifice his rook so that he could get his pawn down to the seventh rank, so I would have to sacrifice my rook ... A DRAW.

66. K-K5 R-R4+

67. K-B4? R-R8

67. K-K6 would be adventurous.

68. R-B6+ K-Q2

69. K-K3 P-R4

70. K-Q3 P-R5

71. K-B2 R-K8

72. R-R6!? RxP

The drawing move.

73. K-N2 $\frac{1}{2} - \frac{1}{2}$

COMMENTARY ON THOMAS v. SANDERSON

An interesting games in all stages. 12. N-N6 looks better than 12. B-N6, since White is aiming to occupy the Q5 square.

After 17. PxB, Black need not have retreated to Q1, but could have tried to get some air with 17. ... N-Q5, for example, 18. BxN PxB 19. QxQP B-B3 or 19. ... P-QN4.

After 20. N-K5 21. Q-B2 looks best, to prepare for 21. B-Q3 and later P-KN4. White should be winning easily at this stage, but allows his opponent an attack.

26. P-R4 looks risky; 26. Q-B2 is safer.

29. B-B3 might be better than 29. K-N2 - e.g. 29. ... PxP 30. BxN QxRP 31. Pxp QxPch 32. Q-N2.

30. B-B3 also looks possible.

Is 32. ... Q-N3 best? Simpler is 32. ... N-B4 and 33. ... P-K5.

On move 39 Black's attack reaches its climax; he could try 39. ... N-K6 (threat 40. ... Q-R6 mate) but 40. PxB P-B7 41. QxP saves White. 39. ... P-K5 is also possible; if 40. PxB P-K6 41. Q-Q4ch K-R2 with a ferocious attack for Black. As played White escapes into a better endgame.

47. ... R-B1? - very bad to allow White a protected passed pawn.

49. R-N2: equally good is 49. R-B3 P-K5 50. R-K3 picking up the king pawn and later the KB pawn.

Later White should have activated his king before pushing pawns; he lets Black off the hook again.

The finish is very interesting. After 56. ... R-KN1 White can try 57. R-KN7 RxR (57. ... R-R1ch 58. K-N1 KxP 59. K-B2 - White should win) 58. P=Q P-B7 59. Q-B3ch K-K5!? with an unclear position.

Playing Against The Pirc

by M.J. BASMAN

The Pirc* defence represents a difficult problem for the P-K4 player possibly because it is almost the only defence to 1. P-K4 which conceals its central intentions for quite a long time. If Black plays 1. ... P-K4, White has many direct lines at his disposal; if he plays the French, or the Caro-Kann - there is a pawn at Q4 by the second move. The Sicilian is somewhat more fluid, in terms of the pawn formations that Black may adopt, yet still 1. ... P-QB4 is a committal, aggressive thrust. When we come to openings like the Queen's Fianchetto defence, or Alekhine's Defence, they have yet to prove themselves fully, or to gain full popular acceptance as opening lines.

So the Pirc is unique in being successful in employing tactics that are more often seen in answer to the slower Queen Pawn Games - Black develops some pieces, and waits a favourable moment to strike in the centre. Generally he will choose ... P-QB4, sometimes ... P-K4 or ... P-Q4. There are lines, successfully employed for example by Suttles and Nunn, where Black does not move his central pawns, but expands on the queen's side with ... P-QB3, ... P-QN4, ... P-QR4 and so on.

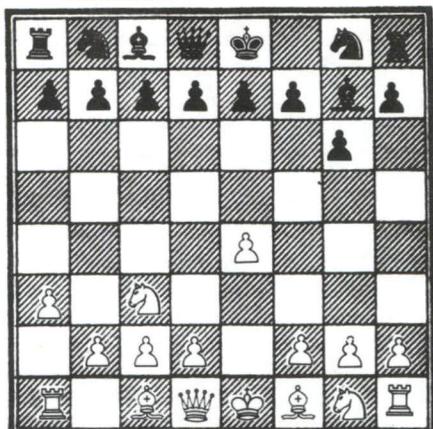
Naturally, what the amateur player wants is some system of moves which can be used against most of the fluid Pirc set ups. He doesn't want to learn too many intricate or tactical lines and he doesn't want to be tricked into an inferior position after the first dozen moves or so of the opening.

After having lost to John Nunn two or three times playing against the Pirc, I hit upon a new foolproof set of moves to give me a sound position and middle game prospects. Well, perhaps I'd better be wary of making large claims for an opening that has only been tested once ... but see for yourself, and try it out in your own games.

* by Pirc I mean formations with ... P-KN3 and ... P-Q3 - otherwise known as Robatsch, Modern, Ufimsev, etc.

White: BASMAN Black: NUNN - Basingstoke 1978

1. P-K4 P-KN3
2. N-QB3 B-N2
3. P-QR3!!



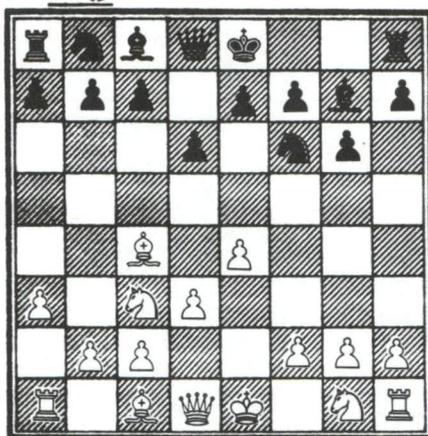
A stupendous waiting move. Since Black is being so cagey about his formation, why should White commit himself either? The move P-QR3 is not without point as will be seen in the further course of the opening.

3. ... P-Q3
4. B-B4

Now Black has played P-Q3, White can bring his bishop out on this diagonal, as to shut it out by ... P-QB3 and ... P-Q4 will result in a small loss of tempo (the QP has moved twice). Also, the move P-QR3 allocates a square at QR2 for the white bishop should it in the subsequent course of the game be attacked by pawns and knights. In fact it is very tempting for Black to try

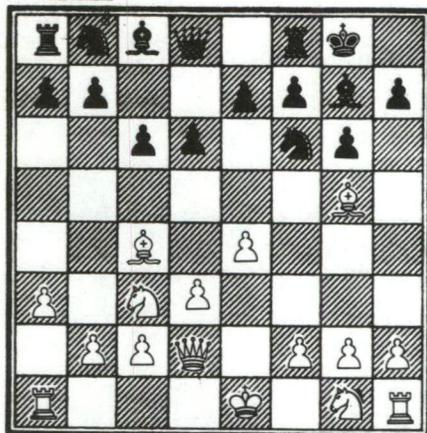
a 'blot out' formation with pawns at QB3, Q4 and K3 - quite feasible, but hardly a normal Pirc formation, and therefore the territory becomes unfamiliar to the ordinary Pirc player.

4. ... N-KB3
5. P-Q3



White's game is taking shape. He does not make the 'blunder' 5. P-Q4, which allows 5. ... NxP 6. NxN P-Q4 (see countless Basman-Nunn games) but strengthens his outposted pawn at K4. Both white bishops now have good diagonals, and White has at his disposal a fair choice of plans - his K BP is not blocked (by N-KB3) so he may choose to play P-KB4-5 later on. He may also consider castling on either side.

5. ... O-O
 6. B-KN5 P-QB3
 7. Q-Q2



The order and choice of moves at this stage of the game is quite important, as Black is getting ready to make his thrust ... P-Q4. In order to prevent this White could have played 7. KN - K2. Then if 7. ... P-Q4 8. PxP PxP 9. BxN BxB White can simply win a pawn by 10. BxP since 10. ... BxN is answered by 11. NxB recapturing and guarding the bishop at Q5.

In the game continuation after 7. Q-Q2, Black could here have played 7. ... P-Q4 since after 8. PxP PxP 9. BxN BxB 10. BxP is not possible (because of 10. ... BxN and 11. ... QxB) so White would have to capture with the knight - 10. NxP. Black would play 10. ... BxQNP 11. R-N1 BxRP and despite White's active-looking position, I haven't found a convincing continuation for him.

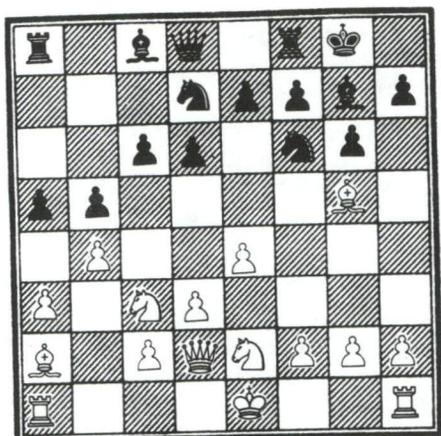
This brings us to the thought that Black could have played ... P-Q4 before castling, and therefore before White could set up his knights at QB3 and K2. In that case, rather than sacrifice a pawn White could answer ... P-Q4 with B-QN3 keeping the central tension. If Black swaps pawns and then queens, the space-down ending is liable to be inferior for him; and if he also keeps the tension, he will have done no more than obtain a quietish variation of the Caro-Kann, which should suit White.

So much for the possibility of Black playing ... P-Q4. In the game, Nunn did not wish to risk it.

7. ... QN-Q2
 8. KN-K2 P-QN4

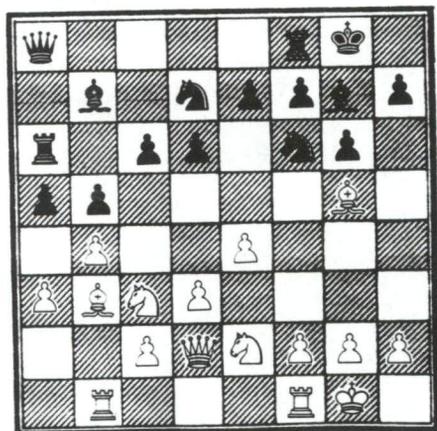
Black goes over to another plan of the 'fluid' PIRC - the queen's side pawn avalanche. Note he does not wish to place his pawns on QB4 or K4 yet, because that would increase the scope of White's king's bishop.

9. B-R2 P-QR4
 10. P-QN4



White's third move (P-QR3) has also enabled him to stop the queen's side advance dead in its tracks. Now if Black plays 10. ... Pxp 11. Pxp P-QB4, after 12. R-QN1 he is liable to be saddled with a very weak QN pawn. He now endeavours to make something of the QR file, without much success.

10. ... B-N2
 11. O-O R-R3
 12. QR-N1 Q-R1
 13. B-N3



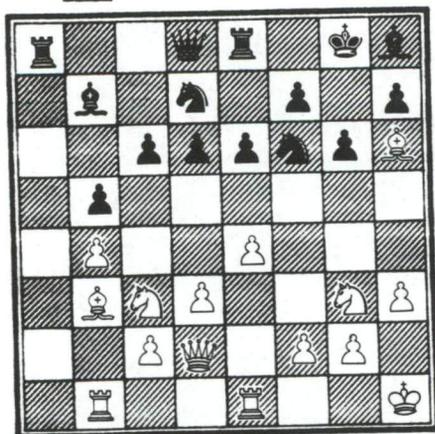
White gets his pieces out of the way just in time and whether Black now plays ... Pxp or 13. P-R5 B-R2, there's nothing for him on the QR file.

13. ... P-K3

A significant advance. If Black follows this up with ... P-Q4, he gains by smothering the white bishop QN3, but his own bishop at QN2 is no better off.

Meanwhile, White can begin a king's side assault with P-KB4 -5.

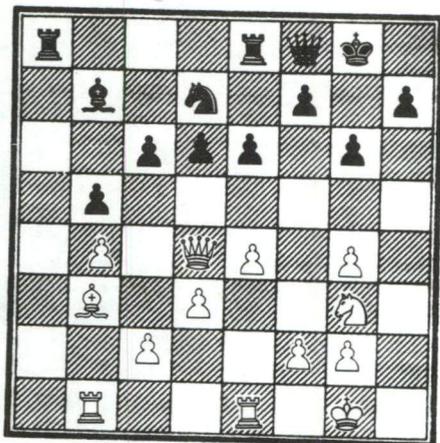
14. KR-K1 KR-K1
 15. B-R6 B-R1
 16. P-KR3 Q-Q1
 17. N-N3 R-R1
 18. K-R1 Pxp
 19. Pxp



You may have noticed a slight hesitancy in White's movements at this point. He is

trying to favourably engineer the pawn advance P-KB4-5, since the initiative has now passed into his hands. However, he has not gone about it the right way and allows Black a bit of tactics.

19. ... N-N5!
 20. PxN BxN
 21. QxB Q-R5ch
 22. K-N1 QxB
 23. Q-Q4 Q-B1



24. P-K5!

Had Black seen the strength of this move he would probably have chosen ... Q-KB5 on his previous move.

Now he is in trouble again; he cannot play ... PxP because of 25. QxN. If he takes with the knight, White moves to N-K4 threatening N-B6ch, and the complications go against Black.

For example, if 24. ... NxP
 25. N-K4 NxNP 26. P-B3 P-KB4

27. NxQP; or if 25. ... Q-N2 (guarding KB6 and threatening 26. ... N-B6ch winning White's queen) White's strongest reply is 26. Q-N6, capturing the queen pawn next move with his knight.

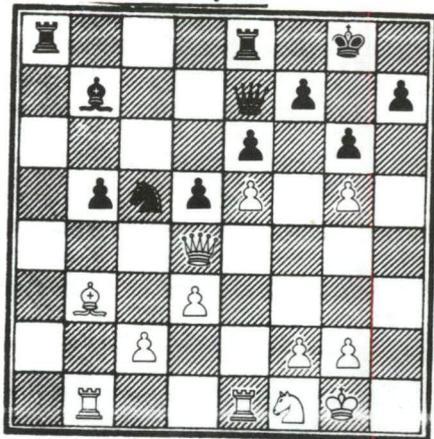
24. ... P-Q4

Black reluctantly accepts this pawn formation, reminiscent of the French defence with an extremely bad bishop at QN2. As White has firm control of Q4, endgame and middle game positions are liable to be very good for him.

25. P-KN5 P-QB4
 26. PxP NxBP
 27. N-B1

It was also possible to put this knight on K2, in order to occupy the Q4 square later, but White was trying to make capital out of the weak square in Black's king's side by the manoeuvre N - B1 - K3 - N4 - B6ch.

27. ... Q-K2



28. N-K3

28. P-KB4 maintains the bind, but White thinks he has seen a forced win ... so he does not bother to guard the KNP

28. ... NxB

Demise of a bishop which, while not appearing to have been very active, has in fact dictated the whole course of the game.

29. PxN QxP

Accepting the bait.

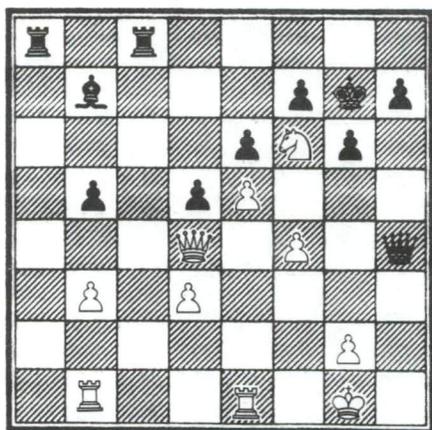
30. N-N4

Threatening to win the exchange with 31. N-B6ch.

30. ... KR-QB1

31. N-B6ch K-N2

32. P-B4 Q-R5



All according to plan; but unfortunately White now

realises that the "winning" move 33. R-K3 (threatening 34. R-R3 trapping the black queen) actually loses after 33. ... R-R7! 34. R-R3 RxBch!! 35. KxR R-B7ch.

So precautions are first necessary to guard the second rank.

33. R-K2 R-B3

34. R-KB1 QR-QB1

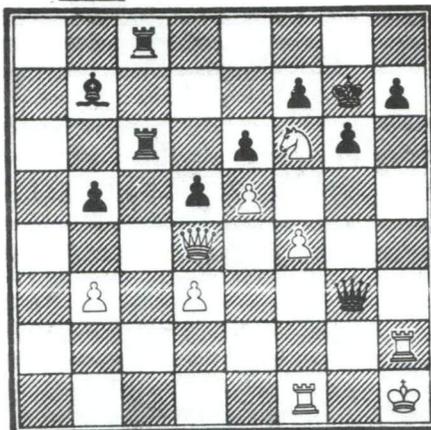
Black masses down the QB file, ready to play 35. ... R-B8, after which he will be on top. So White must get in first.

35. P-N3 QxNPch

36. R-N2 Q-R6

37. R-R2 Q-N6ch

38. K-R1



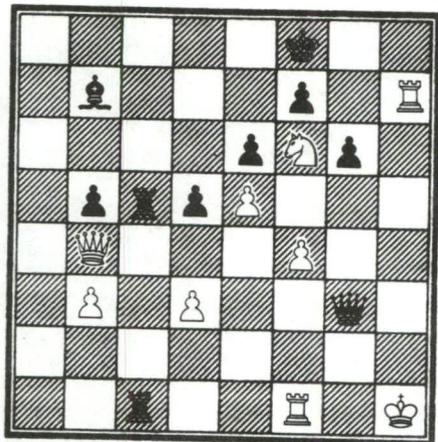
Declining the draw by 38. R-KN2, White maintains his attack on the KRP and also has a second threat: if say Black defends with ... P-KR3 39. N-R5ch! PxN 40. R-N2 winning the black queen.

38. ... R-B8!
 39. RxPch K-B1
 40. Q-N4ch R(B1)-B4!
 41. R-R8ch K-N2

Not of course 41. ... K-K2

42. R-K8 mate.

42. R-R7ch K-B1



Mike, Tim, Simon and I,
 To make this Mag a very good buy
 Have worked very hard indeed.
 We know the title's a teeny bit wry
 (We are all rabbits-That's no lie)
 But what do rabbits read?
 Your letters, opinions (please don't
 be shy)
 I have to know everything: What, when
 and why.
 To succeed that's what we need.
 B.P.

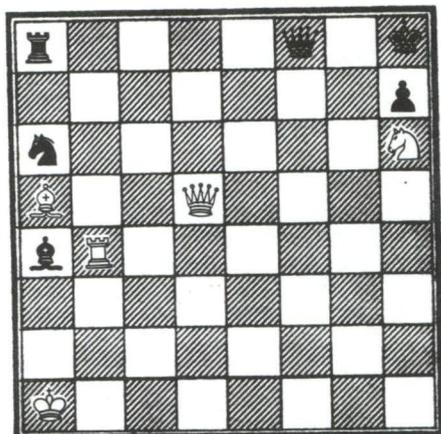
Here a draw was agreed.
 White can do no better than
 perpetual here, since if he
 tries 43. RxR? P-Q5ch 44.
 N-K4 BxNch 45. PxB Q-KB6ch
 46. K-N1 Q-K6ch 47. K-N2
 QxR is even in Black's favour.

A good save by Black who thus
 made sure of first prize in
 the tournament but as for the
 opening

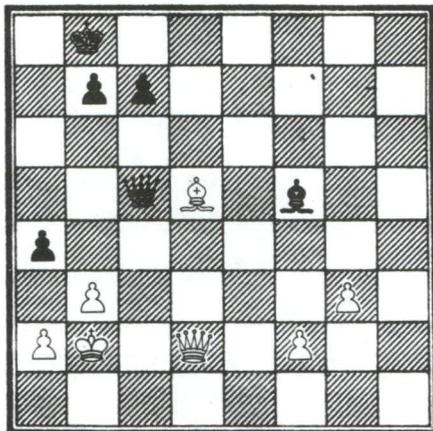
This game has been written in
 READAGAME format - that is you
 should be able to follow it
 from the diagrams without need-
 ing to set up board and men.
 Should you play over the game
 on your set, the diagrams will
 be useful as check positions
 to return to after moving the
 pieces in analysis.

More Prize Problems

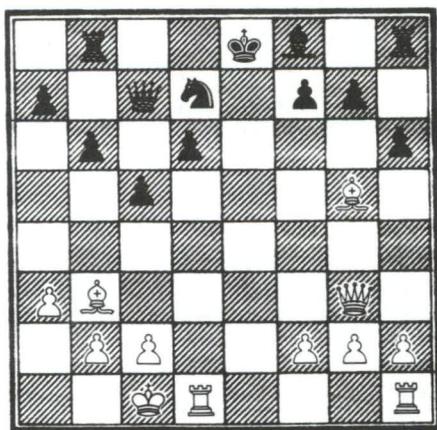
This time we mean it. We will give an Audio Cassette of your choice to the first correct entry received by 30th October 1978. Similar positions could arise in your own games so they are worth thinking about.



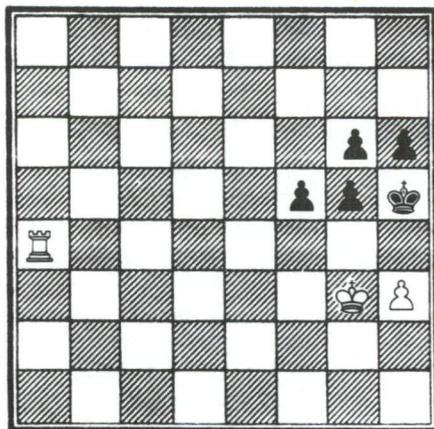
White to play and mate in 4



Black to play and mate in 3



White to play and mate in 6



White to play and mate in 4

NOVICES SECTION

The Algebraic Explained

8	a8	b8	c8	d8	e8	f8	g8	h8
7	a7	b7	c7	d7	e7	f7	g7	h7
6	a6	b6	c6	d6	e6	f6	g6	h6
5	a5	b5	c5	d5	e5	f5	g5	h5
4	a4	b4	c4	d4	e4	f4	g4	h4
3	a3	b3	c3	d3	e3	f3	g3	h3
2	a2	b2	c2	d2	e2	f2	g2	h2
1	a1	b1	c1	d1	e1	f1	g1	h1
	a	b	c	d	e	f	g	h

1. Looking at the board from White's side the files are lettered from left to right a,b,c,d,e,f,g and h.

The ranks are numbered from White's side to Black's 1,2,3,4,5,6,7 and 8. Therefore each square has a unique combination of a) the letter of the file it's in and b) the number of the rank it's in. e.g. White's queen's rook stands on the square a1 and Black's king stands on e8 and so on.

2. The pieces are lettered as follows:-

Queen = Q, King = K, Rook = R, Bishop = B, Knight = N (to distinguish from the King). When no piece is named it is understood as a pawn. (Note: except castling).

3. The move is comprised of a) the piece that moves and b) the square to which it moves e.g. Nf3 = Knight to square f3:
e4 = Pawn to square e4: Qg7 = Queen to square g7.

Captures are indicated by an X and the captured piece is not named e.g. Nxb6 = Knight captures whatever is on b6. In the case of pawns the file on which the capturing pawn stands is

Continued on Page 31

Moving in Time

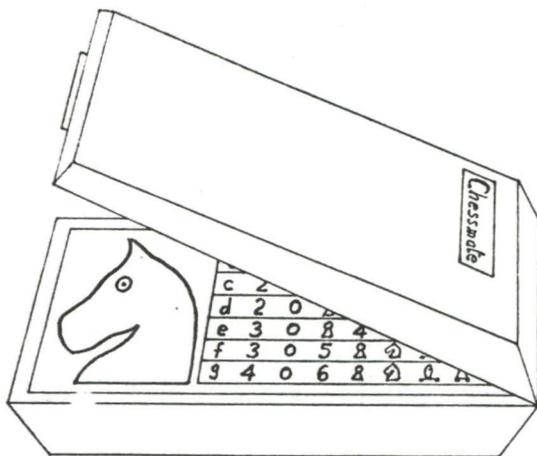
Baron von der Lasa is the man to blame. In 1852 he suggested the idea and 31 (!) years later the first chess clock was used.

The idea then was to stop players thinking for too long, (two hours on a single move was fairly common) but, ironically, the problem now is to persuade players to use more time.

A commodity in limited supply must be used judiciously; this does not necessarily mean a minimum, but rather the correct amount. So here are a few pointers:

- a) The more quickly one makes a move the less you have considered the possibilities that lay ahead.
- b) You will soon learn (by studying or practice) the opening moves which give you a reasonable position. Once these are known the first four to ten moves can be played quickly - say five minutes or less.
- c) If your opponent plays a move in the opening which you have not seen before pause to consider whether it is (i) Strong, (ii) weak, or (iii) a blunder and respond accordingly.
- d) In the middle game only move when you are confident that you have found the best move. But ...
- e) It is usually unwise to spend more than 15 to 20 minutes on one move as time must be left for those remaining.
- f) If you are a piece up a few minutes working out how to take full advantage of your extra material is time well spent.
- g) Using more time means finding better moves which means winning more convincingly or more often.

CHESSMATE - The Ideal Chess Companion. (Pat. Pending)



The Chessmate is an ideal electronic opponent for the game of Chess. It is both light, portable and attractive in appearance and is able to offer easy, moderate or difficult opposition according to your choice. It enables an absolute chess beginner to attain club standard quickly as well as providing an enjoyable companion to an already good player. In operation, the moves which Chessmate gives are obtained simply by TOUCHING the Knight's eye (seen above). Your objective is to checkmate the Chessmate as soon as possible.

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- * May be used in different ways to provide easy, moderate or difficult opposition.
- * Lightweight (4.5 ozs). Pocket size (13.6cm long). Attractive moulded case with dustproof lid.
- * A standard PP3 battery will give (on average) in excess of 3,000 moves from Chessmate.
- * Comprehensive instructions together with example games!
- * Solid state circuitry throughout with no moving parts!
- * No on/off switch. Chessmate turns itself off automatically after generating each move!
- * A carefully devised programme ensures an optimum game from Chessmate!

Colour - Black (Yellow to special order)

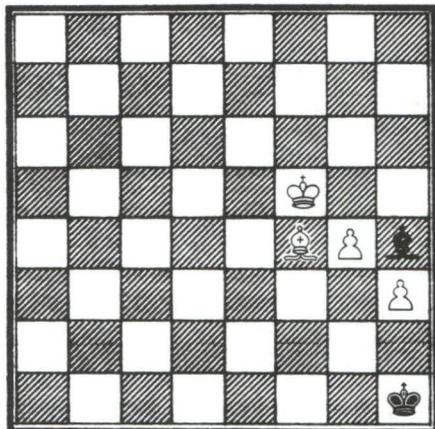
Price - £19.50 (Plus 50p post and packing)

B. Swaffield, 84 Woodcrest Walk, Reigate, Surrey.

Finishing Touches

by B.P. FLOYD

When is a game won? When is it drawn? It is amazing how many players cannot recognise even simple end-game wins or draws. A pawn won in the opening can easily lead to a drawn middle or end-game. A material advantage does not necessarily win as can be seen from the following example:

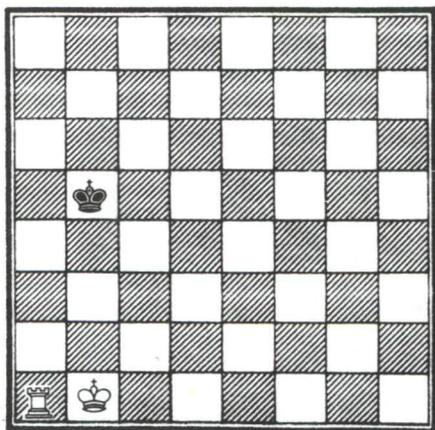


Black, (yours truly) resigned not realising that if he could give up the Bishop for the Knights Pawn only the position was drawn. It is, therefore, very difficult for White to win.

So having gained material or a positional plus we must know how much use this is going to be if we can exchange the rest of the pieces. Let us, then, look at some end-game positions. See how quickly you can force a result as indicated. We will give an

Audio Cassette to the shortest (or most accurate) entry and the analysis will be published in the next issue.

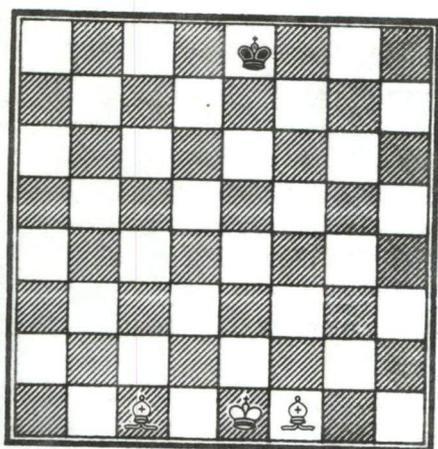
1. Rook & King v King



Strategy.

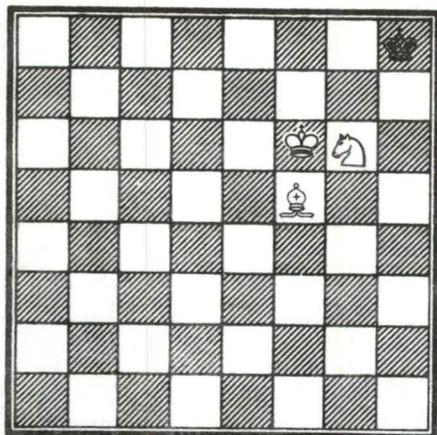
Force the Black King to the side of the board, bring up your own king opposite, and with only one square intervening, mate with the Rook at the side of the board.

King and Two Bishops v King



Force the Black King to a corner square or to a square adjoining the corner; bring up your own King as close as possible, mate with the Bishop which commands the corner square.

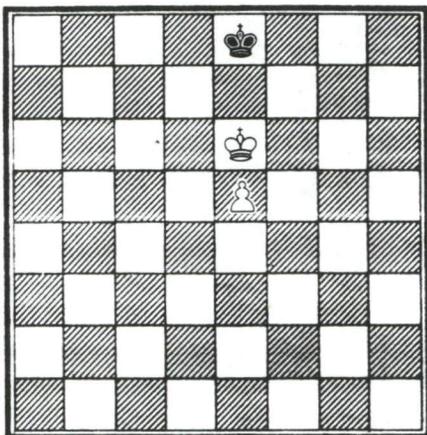
King Knight and Bishop v King



Force the King to one of the corner squares commanded by your Bishop, with which you give mate.
(Not easy by very useful to know).

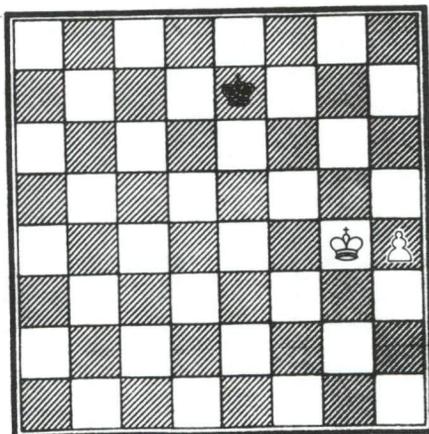
King and Protected Pawn v King

Can Black stop the Pawn
Queening if a) It's White's
move, or b) It's Black's move?

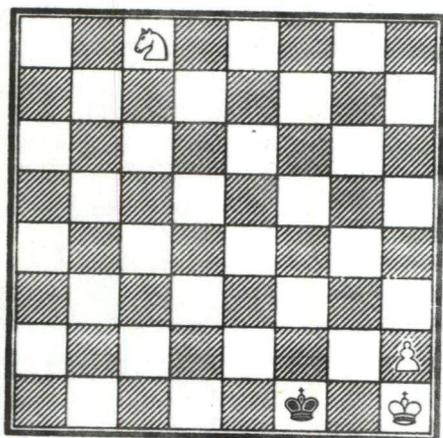


King and Protected Rooks Pawn
v King

The Black King can get in front
of the White Pawn forcing a
draw.
Or is it a win nonetheless?



Knight and Pawn v King



If the White Knight could attack either the KB1 or KB2 squares without giving check White wins.
Can it be done or is it a draw?

So much for material advantage against a lone King. When the King is not alone or when your edge is purely positional it is more complicated and I shall deal with these in subsequent editions.

The Algebraic Explained (Continued from page 25)

named and the square to which it moves e.g. exd5 = pawn at e4 captures pieces at d5 en passant is indicated by E.P. e.g. exd6 E.P. = pawn 6 at e5 captures pawn at d5 en passant.
 O-O = castles King side
 O-O-O = castles Queen side
 $+$ = check e.g. Nf6+ = Knight to f6 check.

Here is a game to illustrate the above:-

Korchnoi v. Karpov 1974 Candidates Final

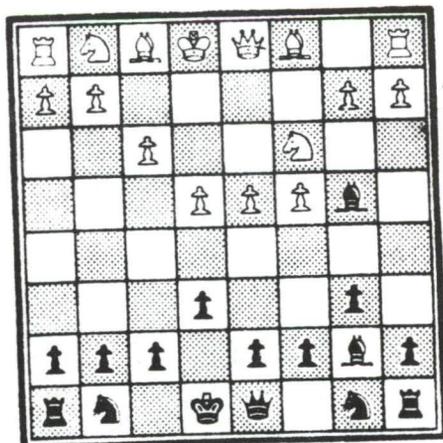
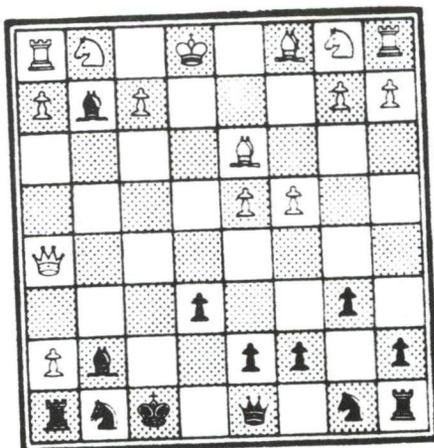
1. d4	Nf6	11. Qd2!	Nxd5?	(a)13. ...	Kxh7
2. Nf3	e6	12. Bxd5	Rb8??	14. Qh6+	Kg8
3. g3	b6	13. Nxb7	Re8(a)	15. Qxg6+	Kh8
4. Bg2	Bb7	14. Qh6	Ne5	16. Qh6+	Kg8 etc.
5. c4	Be7	15. Ng5	Bxg5	(b)18. cxd5??	Nf3+
6. Nc3	O-O	16. Bxg5	Qxg5	wins.	
7. Qc2	c5	17. Qxg5	Bxd5		
8. d5	exd5	18. O-O(b)	Bxc4		
9. Ng5	Nc6	19. f4	Resigns		
10. Nxd5	g6				

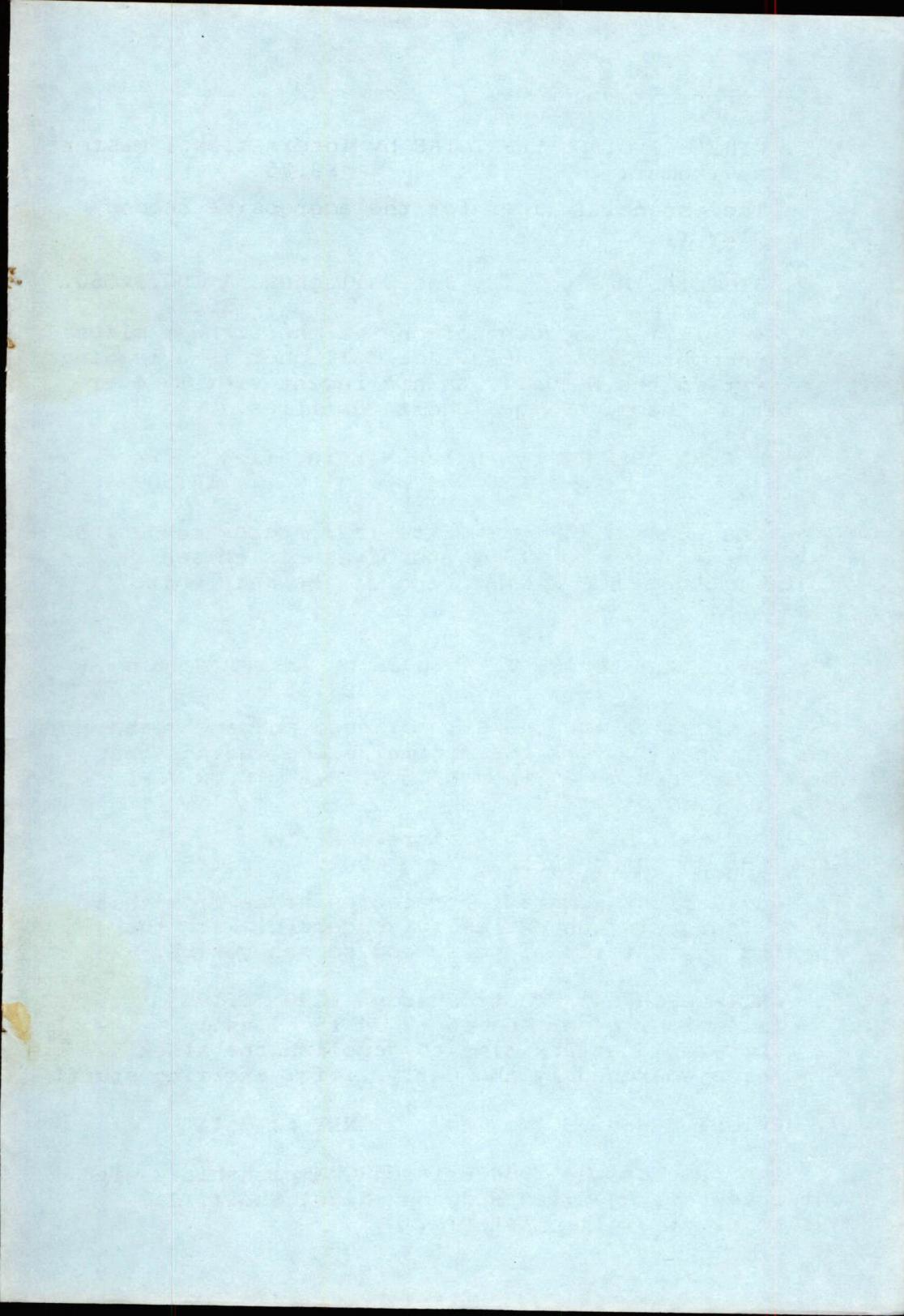
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