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RABBITS REVIEW

NO. 11

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Dr. K.NEAT 1 WEST VIEW, GILESGATE, DURHAM, DH1 1HZ

EDITORIAL: As Rabbits Review approaches its second anniversary, it begins to look for expansion. At present circulation stands at 500, with about 350 subscribers. Our aim is to double these numbers in 1981.

Can we do it? Only with the assistance of a well-disposed readership. If you would like to help, here are some suggestions.

- (1) renew your subscription when the reminder comes through.
- (2) do you have any chess-playing friends who would not be too insulted by a gift of one year's Rabbit's Review?
- (3) are there any members at your club who could benefit from the magazine? Perhaps the club itself could do with a club copy. Why not enrol a few new people? For every new subscriber, we can offer to extend your own subscription by one issue; three subscribers a free subscription; and for ten you will receive a mounted replica of Benjamin Bunny inscribed with the words 'The Rabbits Friend', plus two chess lessons from Jim Plaskett.

Inside this magazine you will find an enrolment form for your first new subscriber. If you can help, that would be marvellous.

Mike Basman

Mike Basman, October 1980

RABBITS REVIEW is a bi-monthly magazine obtainable from 7, Billockby Close, Chessington, Surrey, KT9 2ED. Annual subscription is £3.50. Single issues 60p each (stamps accepted).

Question and Answer Games

What is the difference between a game played by yourself and one read about in a magazine? Undoubtedly it is the degree of involvement. Playing a game of your own you are prepared to put in quite a lot of work - but why should you for someone else?

It is very difficult to follow a game of chess from a cursory glance - look at any position in a club or congress and you'll see it takes at least a minute to focus your mind and get an idea of what is going on. How different to other sports where a glance at the scoreboard shows immediately the state of play. Small wonder that tournament tables are usually more interesting than the chess, and that most readers would rather not have any games in the magazine at all!

In order to slightly alleviate this (practically insoluble) problem, we are annotating the games which follow with the occasional question in them. In endeavouring to answer them, you will find your interest stimulated, your involvement increased, your understanding enhanced. You will find the answers on page 23 .

Okay? Now, concentrate:-

GAME 1

WHITE PC Stokes

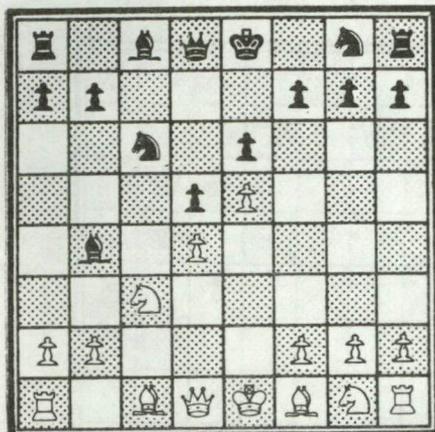
BLACK PL Eastwood

Battersea Chess Club

Handicap Cup 1978

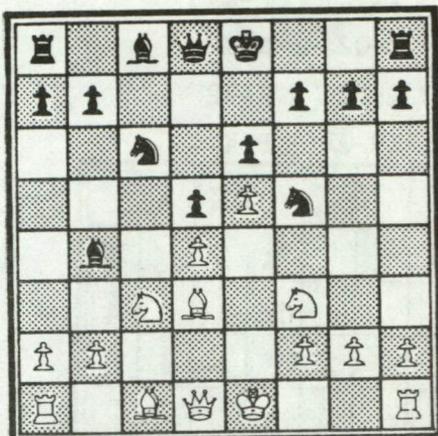
Semi-final. 1 Oct 1979

- | | | |
|---|-------|-------|
| 1 | P-K4 | P-QB4 |
| 2 | P-QB3 | N-QB3 |
| 3 | P-Q4 | PxP |
| 4 | PxP | P-K3 |
| 5 | N-QB3 | P-Q4 |
| 6 | P-K5 | B-N5 |



(A) Comment on the opening moves of this game. Name the opening employed.

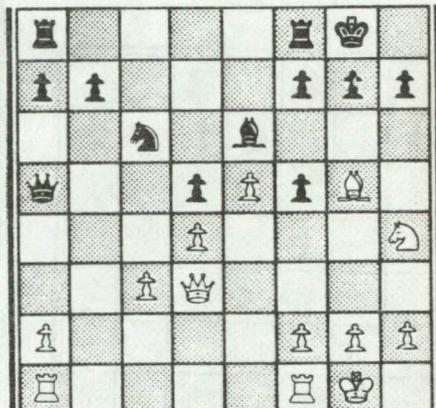
- | | | |
|---|------|-------|
| 7 | N-B3 | KN-K2 |
| 8 | B-Q3 | N-B4 |



- | | | |
|---|-----|-----|
| 9 | BxN | PxB |
|---|-----|-----|

(B) Comment on this exchange by white.

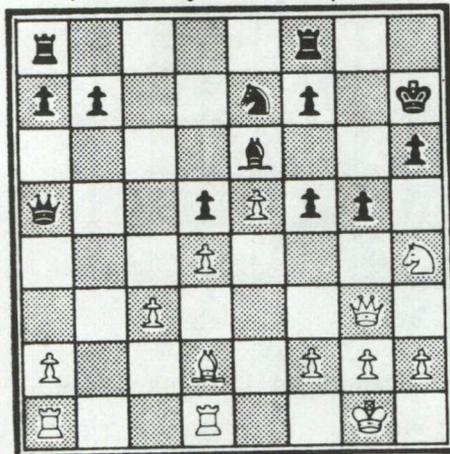
- | | | |
|----|------|------|
| 10 | O-O | BxN |
| 11 | PxB | O-O |
| 12 | B-N5 | Q-R4 |
| 13 | Q-Q3 | B-K3 |
| 14 | N-R4 | |



(C) How do you assess the position in general? What do you think of 14 N-R4?

14 ... P-KR3
 15 B-Q2 N-K2
 16 Q-N3 K-R2
 17 KR-Q1 P-KN4

19 ... N-N3
 20 R-Q3 Q-Q1
 21 Q-R5ch K-N2
 22 NxN PxN
 23 R-N3 Q-K1

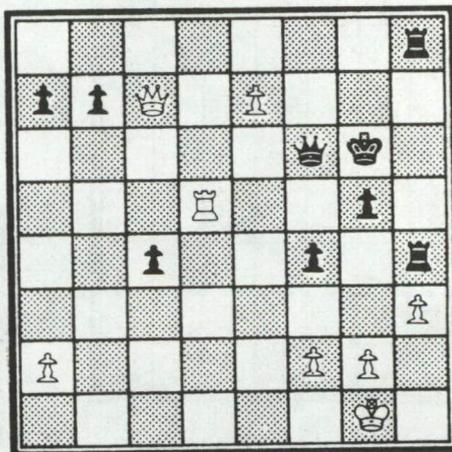
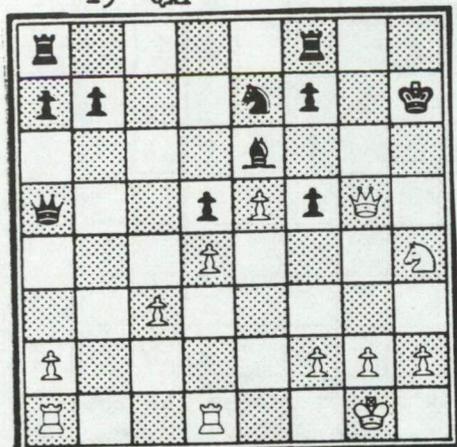


Some more moves followed:

24 R-Q1 R-R1 25 Q-N5 Q-B2
 26 QK-Q3 QR-K5l 27 Q-B4 R-R4
 28 R-Q1 R(1)-KR1 29 P-KR3 K-R5
 30 Q-Q2 P-B5 31 R-B3 P-KN4
 32 P-B4 PxB 33 P-Q5 B-N5 34
 P-K6 Q-B3 35 Q-R5 BxR 36 Q-B7ch
 K-N3 37 P-K7 BxQP 38 RxB

(D) What is your opinion of this move? Would you have played it?

18 BxP PxB
 19 QxP



(F) How would you continue as black from this position?

(E) Consider moves 19-23 by both sides. Are they best?

GAME 2

WHITE P. Alexander

BLACK J. Adams

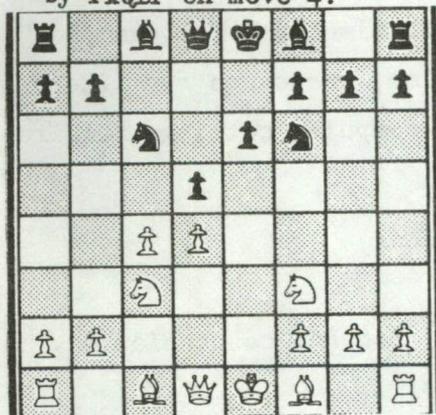
Club Match, London 1979

- 1 P-K4 P-Q4
 2 PxP N-KB3
 3 P-QB4 P-QB3
 4 P-Q4 PxQP
 5 N-QB3 N-QB3
 6 N-KB3 P-K3

(I) What do you think of black's last move?

- 8 PxQP KNxQP
 9 B-QN5 B-N2
 10 N-K5 R-QB1
 11 Q-R4 NxN
 12 PxN Q-B2

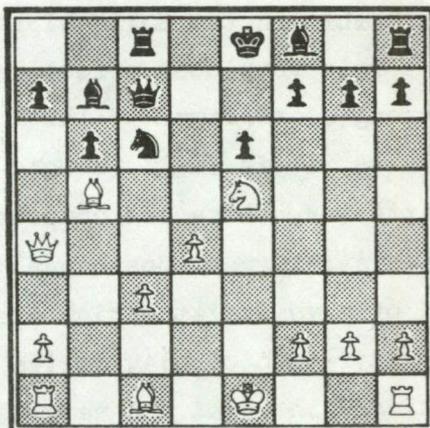
(G) Comment on the opening moves. Name the opening. Why did white not capture by PxQBP on move 4?



7 Q-N3

(H) What is your opinion of this move? Why did white play it?

7 P-QN3



(J) Is there a way for white to exploit his pressure in this position?

- 13 B-R3 BxB
 14 QxB P-KB3

(K) Is this the best move?

- 15 N-B4 R-Q1
 16 O-O K-B2
 17 KR-K1 KR-K1
 18 QR-Q1 R-Q4
 19 BxN BxB
 20 R-QB1 DRAWN

FUN with BORIS

by NEVILLE MAUDE

Two recent articles in Rabbits Review were the outline of the Guioco Piano and Basman's battle with the computer. Combining these ideas I decided to try the almost forgotten Evans Gambit on the Boris Diplomat.

This very cost effective computer (less than £70) has as strong a programme as the Boris Multi-level or the Challenger 10. Also, it is small, weighs less than a pound, and can run on batteries. Like all computers, it is red-hot on tactics, poor on strategy or positional play. Of course, it doesn't get tired or have its attention distracted.

Strength of play varies with the time set. For example, starting with P-K4 and varying the time, responses run like this (using algebraic notation as the computer settings require):

- | | | | |
|---|-----|-----|---|
| 1 | e4 | e5 | |
| 2 | Nf3 | d6 | (instantaneous) |
| | | d5 | (1 minute) |
| | | d6 | (5 minutes) Bc6 and c6 considered. |
| | | Nf6 | (10 minutes) |
| | | Nf6 | (20 minutes) Other moves considered
but no change) |

(the sort of move chosen at the beginning of a game is not a good indication of playing strength, being based on memory ~~of~~ or taste - Editor, Rabbits Review)

Since 8½ minutes is said to equate with a playing

strength of 150 and 10 minutes to give "challenging competition for an accomplished player", a ten minute time was used for the following game on difficult moves and five on simple ones.

A minor snag was that Boris will not bring out the bishop for the Piano or Lopez. Instead it prefers to develop its knights. Leaving aside the question of whether this is good programming or not, we can set up the position as if both bishops were brought out and the game had gone, in classical mode, like this (ordinary algebraic):

- 1 e4 e5
- 2 Nf3 Nc6
- 3 Bc4 Bc5

Now Boris makes the black moves.

- 4 b4 Bxb4

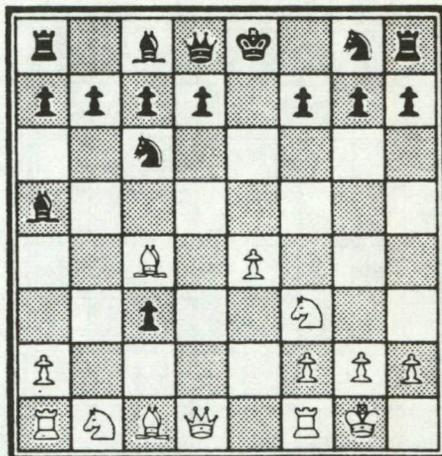
Pawn sacrifice starts the Evans Gambit. If ...Nxb4 5 Nxe5, hoping Nxf7.

- 5c3 Ba5

Boris took the full 10 minutes to decide on a5

Up to this it considered Be7 and Bf8, then Bd6.

- 6 d4 exd4
- 7 O-O dxc3



This seemed rather greedy but also familiar. Eventually I found the game, Blackburne, alias "Black Death" versus Taylor. Would the computer continue to parrallel this game?

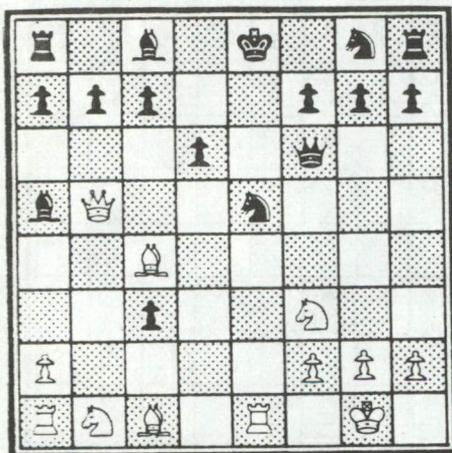
- 8 Qb3 Qf6

9 e5 Nxe5

Here I expected something like ...Qg6, which I would follow with Nxc3, but Boris, not content with a three point lead, takes another. Here the game departs from the Blackburne-Taylor precursor.

10 Re1 d6

11 Qb5ch



11 ... c6

I was hoping for ...Kd8 or ...e7, then Bg5, but Boris would not fall for that.

12 Qxa5 c2

The safe move 13 Na3 has

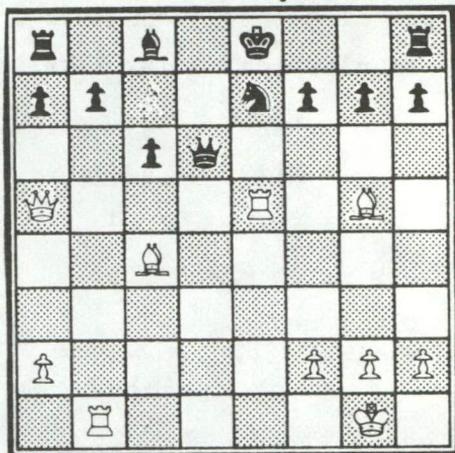
attractions, but the attacking 13 Nxe5 should give a quicker mate. If I delay Nxe5, Boris will move b5 and stop it.

13 Nxe5 dxe5

14 Rxe5ch Ne7

15 Bg5 cxb1(Q)ch

16 Rxb1 Qd6



17 Bxe7 Qd4

18 Bb3 b6

19 Qe1 f6

20 Bf6ch Qxe5

21 Qxe5 Be6

22 Qxe6ch Kf8

23 Qe7 mate.

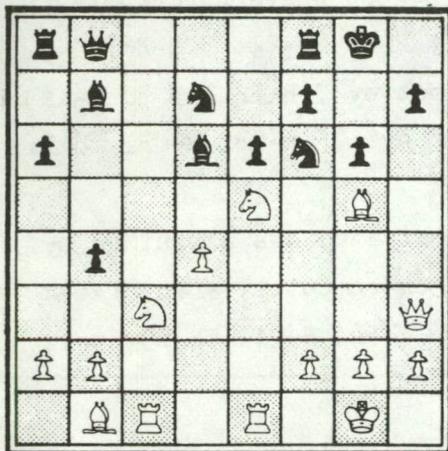
Of course, Boris should have resigned earlier, but computers can't (yet).

Points to make are that playing computers can be fun and good practise for tactics. Weakness in positional play is an inevitable result of the computer trying all positions rather than concentrating on one or two promising lines thought through to greater length or depth. The refutation of a gambit often consists in giving back the pawn at a convenient moment - but computers usually cannot do this; though they are improving.

Despite differences, computers can sometimes play very like people!

Issue 9 of Rabbits Review contained an analytical competition. Here now are the solutions and prizewinners.

POSITION I: WHITE TO MOVE



In this position white seems to have an initiative, and a potential attack on the king side, where black's dark squares are quite weak. White's knight is attacked, where to move it? Mr. M. Doerr suggested 1 N-R4 planning to invade on QN6, but black seems comfortable after 1...B-Q4 with a firm central position.

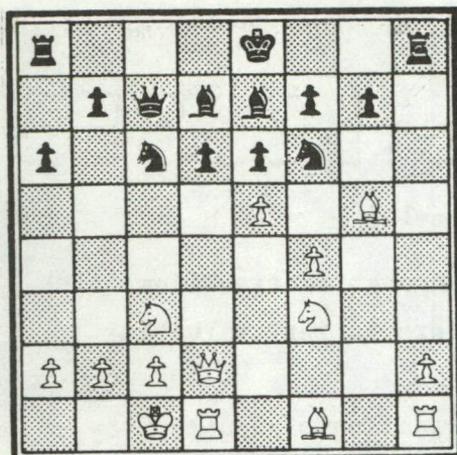
Mr. Doerr also suggested 1 NxN NxN 2 Q-R6, an interesting piece sacrifice. After 2...PxN 3 RxBP, how does black defend against the threat of 4 R-KR3? Possibly by 3... P-KB4 4 R-KR3 R-B2 5 RxBP N-B1 6 B-B6 B-KB5.

The other contestants analysed chiefly 1 N-K4 . With this move white wishes to increase his central and king side pressure. He is well off in the variation 1...N/3xN 2 BxN BxN 3 PxB BxB 4 RxB when he has attained a positional aim liquidating his isolated queen pawn (it is now on K5 and assists white in his king side attack). In this line black cannot play 4...NxKP because of 5 B-KB4 P-B3 6 QxKPch.

After 1 N-K4 black can muddy the waters more by playing 1...BxN, giving up his bishop it is true, but hoping for mass liquidation by 2 BxN NxB 3 BxB NxB 4 RxN BxN 5 PxB R-QB1 when it is not clear that white is winning, because black has considerable queen side play (analysis by C. Archer-Lock).

However, I feel that white should be able to keep an advantage even after 1 N-K4 BxN, if he plays forcefully enough: 2 NxN NxN 3 BxB R-R2 4 P-Q5 P-K4 5 R-B6! P-KB4 6 B-R6 when 6...R-K1 is met by 7 BxEP PxB 8 Q-KN3ch, 6...PxB by 7 Q-K6ch, and 6 ...R-B2 by 7 Kt-QB1 R-QB2 8 RxB BxR 9 P-Q6 BxP 10 B-Q5.

In the actual game, white dissipated his advantage by 1 NxN NxN 2 N-K4 B-B5! The Sargon computer, when faced by this position chose 1 BxN NxB 2 N-R4 B-Q4 3N-B5 etc..



POSITION 2: BLACK TO PLAY

This position is more straightforward than the last. The most important thing to notice first is that black cannot win the king pawn by 1...PxP 2 PxP NxP because of 3 NxN QxN 4 BxN QxB 5 QxBch.

Therefore black will have to move his knight. Mike Doerr suggests 1...PxP 2 PxP N-KN5 3 BxB NxB 4 N-K4 N-KB4, but after 5 N-Q6ch NxN 6 PxN black must crawl back to Q1 with his queen, because white threatens 7 Q-N5 N-KB3 8 QxNP.

The other possible knight move comes after 1...PxP 2 PxP N-Q4 sacrificing a pawn in an attempt to obtain counterplay after 3 NxN PxN 4 QxP. Black has then three possible ways to try and counterattack.

- 1) 4...0-0-0 5 BxB NxB 6 QxBP B-KB4 7 Q-QB4 with advantage to white (analysis by C. Archer-Lock).
- 2) 4...N-N5 5 Q-B4 offering the exchange of queens. If 5...QxQ 6 NxQ R-QB1 7 BxBPch is good for white.
- 3) 4...B-K3 5 Q-K4 N-N5 6 P-QR3 and once again black cannot maintain his attacking impetus.

Prizes of £5 (or £10 worth of cassettes) go to
 C. Archer-Lock (Grade 130-160)
 M.F. Doerr (Grade below 130 prize)
 B. F. Morrish (Ungraded section prize)

LEARN from LOSSES

by M. J. Donnelly

Although it sounds like an unattractive idea, it is by common consent of top players, a very valuable process to play over ones losses.

The identification and correction of faulty play can lead to rapid improvement. It can also show up deficiencies in ones attitude to the game - eg, did you miss an easy combination or throw away a winning position by getting into serious time trouble?

The critical examination of the following game revealed these points:-

a) Selection of an opening in which my opponent was a well-known expert.

b) Poor play in the opening (11...P-K4) resulting in weak pawns and an exposed king.

c) Getting into time trouble in an effort to always find the best move when defending the above weaknesses.

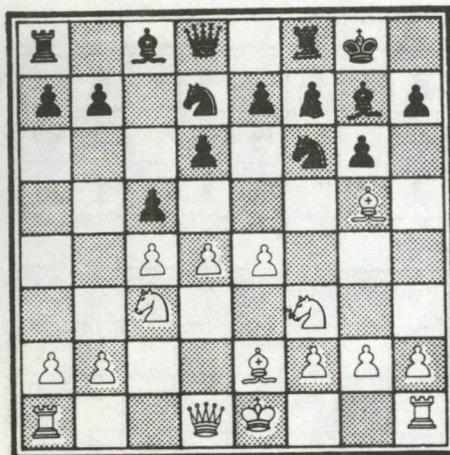
d) Missing the fact that a combination was 'on'. Because of time shortage, combinational counterplay was misanalysed.

WHITE: F.N. Stephenson

BLACK: M.J. Donnelly

King's Indian Defence

- 1 P-QB4 P-KN3
2 N-QB3 B-N2
3 P-K4 P-Q3
4 P-Q4 N-KB3
5 B-K2 O-O
6 N-B3 QN-Q2
7 B-N5 P-B4

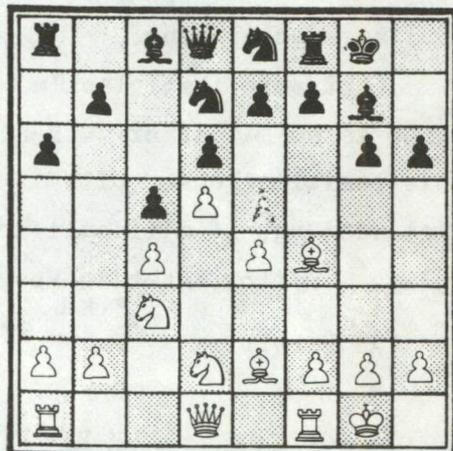


Better was 7...P-K4.

- 8 P-Q5 P-KR3
9 B-B4 P-QR3
10 N-Q2 N-K1
11 O-O

In this position Black has at present thwarted white's intention of breaking through quickly

by P-K5, by himself doubly guarding the e5 square.

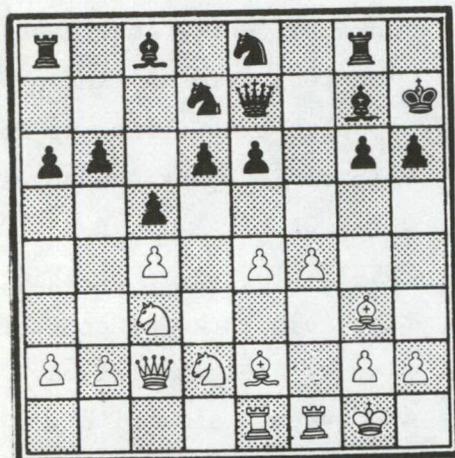


However, white does have the long term and leisurely plan of building up for P-K5 or P-KB5 by the moves Q-B2, QR-K1, B-Q3, B-N3, P-KB4, etc. Against this black can look for counterplay by breaking out on the queen's side with ... P-QN4. However, a quick count up shows black is only able to muster three pieces to support ...P-QN4, - R(N1), N(QB2), P(QR3), whereas white can block it with 4 - P(QR4), P(QB4),

N(QB3), B(K2). Thus black decides to expand in the centre with ...P-K4, though this leads to weakened pawns and an exposed king.

(Not sure that black's game is so bad after ...P-K4, his position looks quite interesting, if difficult to play. - Editor, Rabbits Rev.)

- | | | |
|----|---------|------|
| 11 | ... | P-K4 |
| 12 | PxPe.p. | PxP |
| 13 | B-N3 | Q-K2 |
| 14 | Q-B2 | K-R2 |



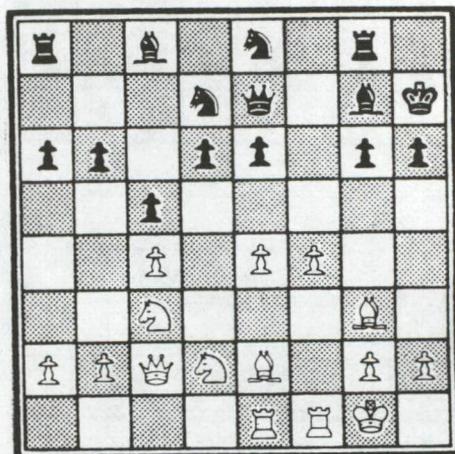
After playing ...P-K4, black finds his KNP weak, and therefore brings his king up to defend it.

(Possibly 14...B-Q5

15 N-B3 Q-N2 16QR-Q1 N-K4 is a more active alternative. On KR2 the black king is a little uncomfortable vis-a-vis the white queen at QB2. -Editor)

- | | | |
|----|-------|-------|
| 15 | P-B4 | P-QN3 |
| 16 | QR-K1 | R-KN1 |

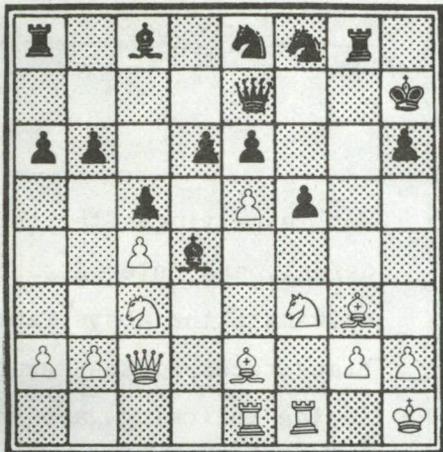
Forced, as, with white fully mobilised, the threats to KN3 (B-Q3 and P-B5) are growing.



17 P-B5

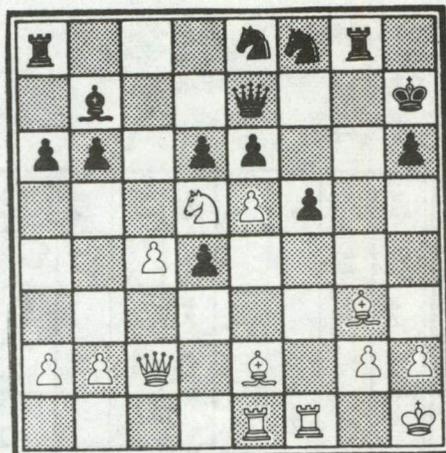
White begins his advance, whereas 17 B-Q3 followed by P-K5 and N-K4, might have been more straightforward.

17 ... B-Q5ch
 18 K-R1 N-B1
 19 P-K5 NPxP
 20 N-B3



Black could here have chosen to play 20...QxP 21 BxP BxB 22 NxB Q-KN2 23B-B3 B-N2, with white's initiative counterbalancing his pawn minus. Instead he tries the immediate counterattack against white's KN2 square, overlooking a brilliant counterstroke.

20 ... B-N2
 21 NxB PxB



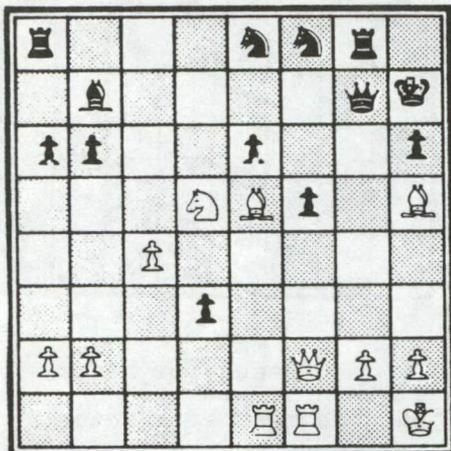
22 N-Q5!

No peace for black. Now he must look into the consequences of 22...PxN 23 RxP, when though there may be no forced win for white, his attack is strong. For example, if 23...N-N3 24 B-R5 puts black in danger particularly due to the threat of invasion by the white rooks on the 7th rank.
 22 ... Q-N2

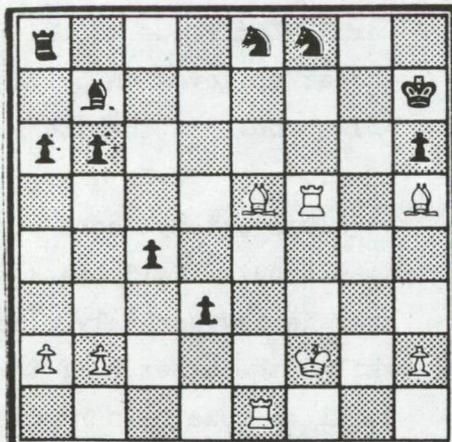
This attempt soon blows itself out. Half black's army is aggressively placed, whilst the other half is still at home. Such scizo

phrenia bodes ill.

- 23 B-R5 PXP
 24 BXP P-Q6
 25 Q-B2



- 25 ... QxPch
 26 QxQ RxQ
 27 KxR PxN
 28 RxP PxPch
 29 K-b2



The invading force triumphs. In fact black cannot avoid further material loss, and so resigned.



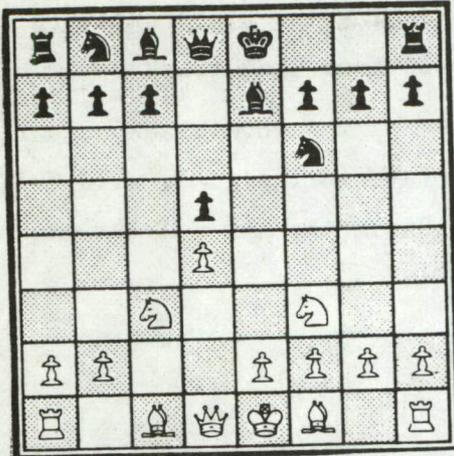
Not despairing after this defeat, and determined to eliminate the above faults, black received the reward in the following game where he prepared his opening carefully, avoided weaknesses and time-trouble as well.

WHITE: F.N. Stephenson

BLACK: M.J. Donnelly

- 1 P-QB4 N-KB3
 2 N-KB3 P-K3
 3 N-QB3 P-Q4
 4 P-Q4 B-K2

The opening was evidently a surprise to white, who began to use a lot of time on the clock without emerging with a good position.



This is the Exchange variation of the Queen's Gambit Declined, a line which is held in high esteem (from white's point of view), even though by exchanging centre pawns so early white relieves the tension, clarifies the position, frees black's game (the queen's bishop is no longer blocked in by a pawn at K3) and reduces the number of possibilities open to both sides.

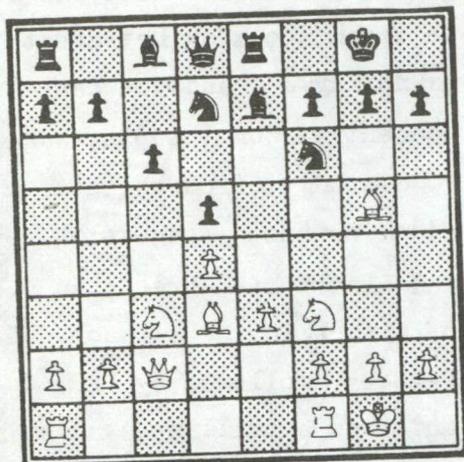
The attraction of the variation lies in the

solidification of the pawn structure, which will not be likely to change much in the future course of the game. Therefore there is "less to think about" - not about pawns anyway, and you can concentrate on the pieces.

Secondly, from white's side, he has a long term and almost risk-free plan of attack in the advance P-QN4-5, followed by PXP and then a build up against the weakened black QBP. Note that this plan is always that easy to carry out to perfection.

What does black try to do? He will often put pressure down his open file, the king file, and will aim to cramp white by placing a knight at K5. In fact, one of the primary concerns of white is to consider the effect of black's eventual ...N-K5.

6 B-N5 O-O
 7 Q-B2 P-B3
 8 P-K3 QN-Q2
 9 B-Q3 R-K1
 10 O-O



Black is shaping up to play his ...N-K5 move. We should note a few things in this position:

1) he cannot play ...N-K5 straightaway because he loses a pawn after 11 BxN BxB 12 BxRPch.

2) black can play first 10 ...P-KR3 hoping for 11 B-R4 N-K5! But if white retreats instead with 12 B-KB4, N-K5 is not possible, and 12...N-KR4 is a disaster

after 13 NxQP! PxN 14 B-B7 winning the black queen. (Did you know that trap?).

3) the move black actually plays in the game, ...N-KB1, guards the KRP and threatens ...N-K5.

10 ... N-B1
 11 QR-K1

It was possible for white to play QK-N1 here, intending his minority attack, the advance P-QN4-5 against black's QB pawn. If black answers... N-K5, white will not gratuitously free black's game with 12 BxB, but keep the pieces on with 12 B-KB4.

White's actual move, 11 QR-K1, has the plan of conducting a king's side and central attack instead.

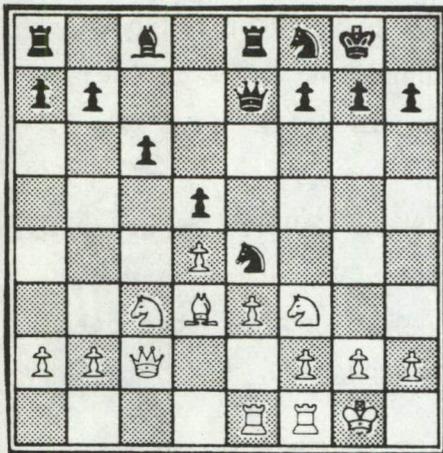
11 ... N-K5
 12 BxB QxB

In a game Marshall-Rubenstein, 1912, white got quite a good game after 13 BxN PxB 14

N-Q2 P-KB4 15 P-KB3 PxP

16 NxP B-K3 16 P-K4,

despite his isolated QP.



13 N-Q2

The way white plays he exchanges two more pieces off, which diminishes his initiative.

13 ... B-B4

14 BxN BxB

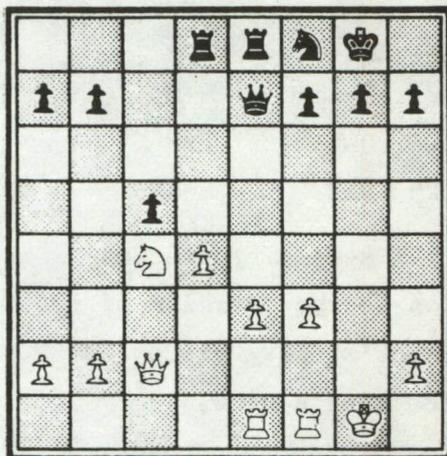
15 N(3)xB PxN

Black already had an advantage of 40 minutes on the clock.

16 N-B4 QR-Q1

17 P-B4 PxP e.p.

18 PxP P-QB4

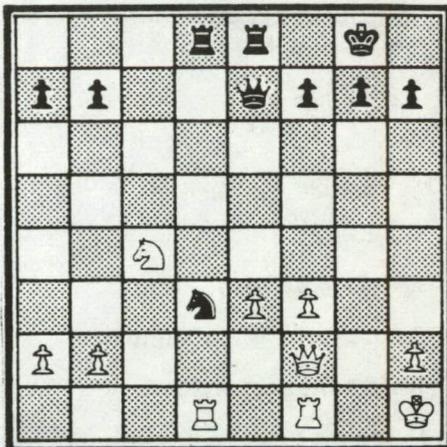


Interestingly enough, it is white in this game who gives himself a wobbly pawn structure in his effort to get himself counterplay. The pawns themselves are a headache, as well as the exposure of the white king.

19 Q-B2 N-K3

20 PxP NxP

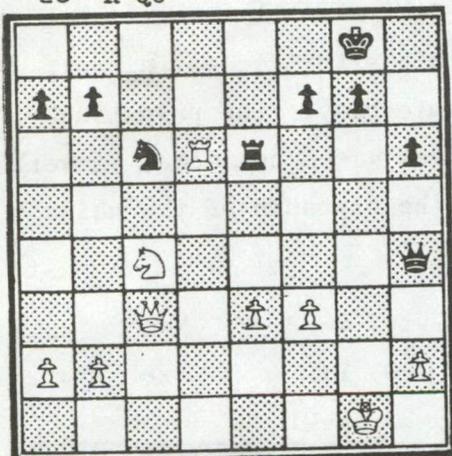
21 R-Q1 N-Q6



22 Q-B2 N-N5
 23 Q-R4 N-B3
 24 Q-N3 RxR
 25 RxR P-KR3

A necessary precaution to the invasion of black's heavy pieces on the king's side,

26 R-Q5 Q-R5
 27 Q-B3 R-K3
 28 K-Q6



White must prevent

...R-N3ch.

28 ... Q-N4ch

29 K-B2 Q-KR4

30 K-N2

A blunder.

30 ... Q-N3ch

White Resigns.

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The ENCOUNTER

by Bruce Floyd

To the general public descriptive notation is nothing of the sort. Can you imagine the appeal of an article on football written "R.W. to C.G." (Right winger moves to centre of goal) ?

So, given the golden opportunity of a seven-move win in a recent congress, I decided to describe it in prose.

The actual game is given on page 31 ... but I doubt if you'll need it!

" The queen's footman took two paces forward. Black's corresponding soldier moved to block his advance. Instinctively the king's front man ran to defend his colleague. The opponent paused, then decided to offer the sacrifice of his bishops bodyguard in order to weaken white's defences. Declining the invitation, the white king ordered another regular to defend the queen's footman.

The adversary, noting that his men were outnumbered, now instructed his king's equerry to move towards the action.

The stage was now set for a steady build-up of troops. Rumours that neither side was about to take precipitate action seemed to be confirmed when the white churchman moved to take up position two paces in front of the queen (surely there was no immediate danger), and Black simply urged the man in front of his queen's horseman to protect those in front.

Realising that the footmen alone would not be able to sustain a prolonged attack, the Lady's white knight rushed out of her castle to the centre of the board from where he could

move to left or right as the occasion demanded.

The tension was increasing. It looked like being a long war. The pressure on the troops was beginning to tell. Suddenly (and it seemed quite out of character) the queen's minister lurched to the right to attack his counterpart. A skirmish ensued. White's cleric killed his aggressor; he in turn was fatally injured by a rapidly advancing rider dressed in black; then from her position of comparative safety the white queen, alone and undefended, tore through the ranks to attack both the king and the isolated combatant.

The loss of a key man so early in the battle was a serious set-back for black. Further losses would not necessarily follow immediately, but a long term battle with an experienced adversary held out no hope of success. So, in order to avoid more bloodshed, the flag of surrender was raised."

CHESS QUIZ

1. WHO was the first official World Champion?
2. HOW does the queen move in Indian Chess?
3. WHAT are other names for chess Rabbits?
4. WHO said tearfully 'They are all beating me now'?
5. WHAT do the letters FIDE stand for?
6. How do you convert a British grade into an Elo grade?
7. Where will England come in the 1980 Malta Olympics?
8. What is a Turnover Chess Book?

Answers page 31

Answers to Question and Answer games

(A) The opening begins as a Sicilian Defence (1P-K4 P-QB4). White generally opens the game quickly with 2 N-KB3 and 3 P-Q4, exchanging central pawns and obtaining an open queen file. In this game he tries a different plan of building a pawn centre (2 P-QB3). Black could reply here 2...P-Q4, on the grounds that after 3 PxP QxP white has not the move 4 N-QB3 at his disposal. Or he could play 2...N-KB3, this time because 3 N-QB3 is not available to white to defend his king pawn. After 3 P-K5 N-Q4 4 P-Q4 PxP 5 PxP, black has an outpost for his knight at Q4.

In the game black transposes into the French Defence characterised by pawns at K3 and Q4. But he does not do accurately. Instead of 2...N-QB3, 2...P-K3 3 P-Q4 P-Q4 was better. As played white could have driven him back on move 5 with P-Q5.

(B) The move 9 BxN has pluses and minuses. On the one hand it removes a strong black piece, which was attacking white's QP. On the other hand it also removes white's better bishop (the one not restricted by its own central pawns), and weakens his attacking chances. It also gives black a possible pawn phalanx on the king-side, which he may exploit later by ... P-KR3...P-KN4 and P-KB5.

Other moves at white's disposal might be 9 P-QR3 (if 9...BxNch 10 PxB defends the white QP), or 9 B-K3, also defending the queen pawn. If black then plays 9...NxB, white's central pawns will be secure and he will have king side attacking chances with his king's bishop and open KBfile.

(C) The position is somewhat easier to play as black, as he has a clear enough plan of action on the queen's side with moves like ...R-QB1 to put pressure on white's QBP, and ...N-QR4 -B5 settling on a good square.

White's king's side attack looks difficult to prosecute as black is well fortified, and some of white's last moves look misdirected. He could have played for a more central formation with moves such as P-QR4, B-QR3 (a better spot for the the bishop than KN5) Q-Q3, N-Q2, P-KB4 (to shut up black's king side and ensure that black's bishop does not escape after an eventual ...P-B5).

White's move 14 N-KR4 is okay if black immediately defends his KBP with 14...P-KN3, after which his kingside is invaded by 15 B-B6, Q-K3-R6 and so on. But black avoids this trap.

(D) White's attack is making no headway. There was no need, and it is positively dangerous to rub it in with 17...P-KN4. Maybe 17...Q-R5, infiltrating on the white squares, is a better bet.

After 17...P-KN4 white sees that 18 N-KB3 P-B5 gets his queen into trouble, so he sacrifices a bishop for two pawns and tears open black's king side.

(E) Black's 19...N-N3 is very dubious. For a start white could have made it 3 pawns for a piece by playing 20 NxBP. In the second place by 20 NxN PxN 21 Q-K7ch white could have even regained his piece because black must now allow 21... B-B2 22 P-K6. Better than 19...N-N3 was 19...Q-Q1 straight-away, which would probably transpose into the game.

White's 22 move is also weak. He could at least have taken a third pawn for his Piece by 22 NxBPch. Alternatively he could try first 22 R-N3!? hoping for 22...Q-K1 23 Q-N5! Q-K2 24 NxN! QxQ 25 NxR QxR 26 NxBch PxN 27 RPxQ when white ends up with a couple of extra pawns.

However, black might see all this coming and play 22... R-R1 instead, which gets him out of trouble, since 23 RxNch PxR 24 QxNPch does not get white anywhere.

As the game goes white's attack is repulsed and black takes the initiative.

(F) Black finished off the game with 38...Q-R8ch 39 K-R2 RxPch! 40 PxR RxPch! 41 KxR Q-R8ch 42 K-N4 Q-N7 mate.

GAME 2

(G) The opening begins as a Centre Counter (1 P-K4 P-Q4). After 2 PxP, instead of recapturing immediately with the queen by 2...QxP, which would lose a small amount of time after 3 N-QB3, black plays 2...N-KB3, intending to take back with his knight.

After 3 P-QB4 Black offers a gambit by 3...P-QB3. White declines, since after 4 PxP NxP 5 N-KB3 P-K4 6 P-Q3 B-QB4 black is ahead in development and white's queen pawn is backward and exposed.

The game transposes into the Panov Attack against the Caro-Kann Defence (this arises normally from 1 P-K4 P-QB3 2 P-Q4 P-Q4 3 PxP PxP 4 P-QB4).

(H) White's move 7 Q-N3 puts pressure on black's QP; but not much. Black could ignore the attack with 7... B-K2; or play 7...B-QN5. He could also punish white's

7 Q-N3 by playing 7...N-QR4. Then 8 Q-N5ch is answered by 8...B-Q2. Or if 8 Q-B2 PxP 9 BxP NxB 10 Q-R4ch B-Q2 11 QxB B-B3 and black has much the better game.

White played 7 Q-N3 because he confused the position with another arising from a different variation of the same opening line. Instead of playing ...P-K3, as in this game, black sometimes plays ...P-KN3, preparing to fianchetto his king's bishop, when Q-N3 is a good move for white as black's QP is less well guarded.

(I) 7...P-QN3 gets black into a lot of hot water due to the pin white sets up against his queen's knight.

(J) There doesn't seem to be a way for white to make large material gains out of the position, for example, 13 B-KB4, threatening 14 NxN or 14 N-N6, is adequately met by 13...B-Q3.

However, white can safely gather a pawn by 13 QxRP, after which black cannot reply 13...R-R1, because of 14 BxNch BxB 15 QxB. And anyway white will be able to exchange queens by 14 BxNch and QxQ, so he will be a safe pawn up in the ending.

(K) It is a good idea for black to drive away white's attacking knight by ...P-KB3. However, it moves to QB4, threatening N-Q6ch, and while black is meeting this threat, white has still time for 16 QxRP O-O 17 QxNP gaining 2 pawns.

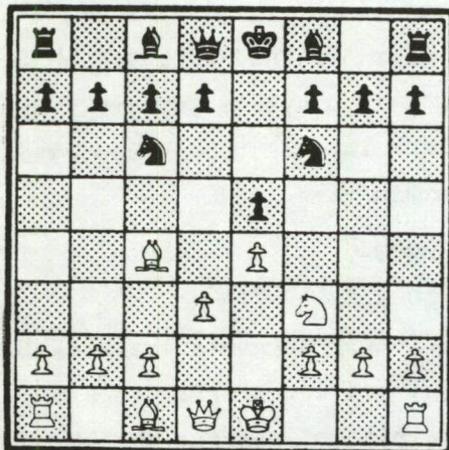
Instead black could have played 14...P-QR3 to attack the white bishop. If white plays 15 BxRP black has ...R-R1 winning a piece. Therefore white would have to free black's game with 15 BxNch BxB 16 O-O B-N2 followed by ...Q-K2.

The PIANO PLAYER

As a supplement to our previous articles on the Giuoco Piano, we present this game with annotations by John Nunn, which appeared in the British Chess Magazine of Aug. 1978. John Nunn has for long been a protagonist of older lines arising from 1 P-K4 P-K4, such as the Giuoco Piano, and the Evans Gambit. His regular employment of these lines against top class opposition testifies to his faith in them. So, over to John:

WHITE J. NUNN
BLACK C. CROUCH

1 e4 e5
2 Nf3 Nc6
3 Bc4 Nf6
4 d3



White can also employ this slow form of the Italian Game against the

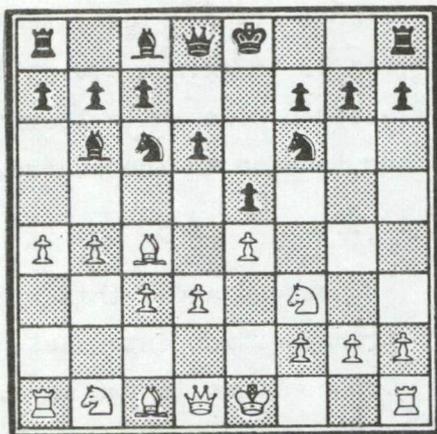
Giuoco Piano. The intention is to gain space on the queen's side while leaving no tension in the centre.

4 ... Bc5

Black can avoid this transposition into the Giuoco Piano in two ways. Firstly 4...d5?! 5 exd5 Nxd5 6 0-0 is possible, but then 6...Be6 7 Re1 Bd6 8 d4! is good for White. So Black would have to sacrifice a pawn by 6...Bg4 7 Re1 Be7 8 h3 Bh5 9 g4 etc, which is of course very risky. The other way to avoid transposing into the

into the Giuoco Piano is by 4...Be7, whereby Black avoids exposing his bishop and thus furthering white's queen's side ambitions. Then 5 Nbd2 d6 6 a4 0-0 7 0-0 and White may be slightly better.

5 c3 d6
6 b4 Bb6
7 a4



Black's most fundamental decision in this line is whether to play ...P-QR4 now to clear up the queen-side, or whether to leave the tension unresolved by 7...a6. Then one possible line is 8 Nbd2 0-0

9 0-0 Ne7 10 Bb3Ng6 11Nc4 Ba7 12 Ra2 n6 (Ljubojevic-Furman, Ljubljana/Portoroz, 1975). White's chances of a short term plus are less after 7...a6, but his nagging space advantage is irritating in the long run.

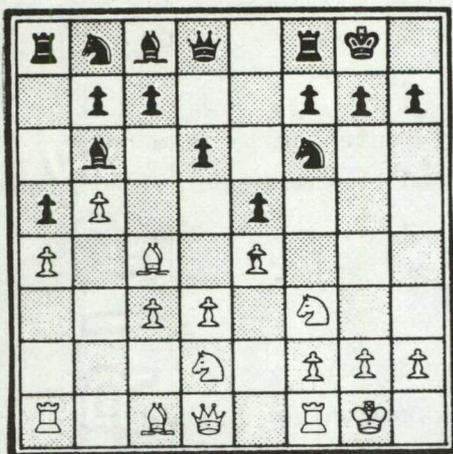
7 ... a5
8 b5 Nb8

This doesn't seem logical to me, although theory considers it one of the main lines. The knight is difficult to redeploy from b8 since if it comes to d7 White can often shut it out by playing d4. I prefer 8...Ne7 followed by...Ng6, as played voluntarily by Black in the above Ljubojevic-Furman game.

9 0-0 0-0
10 Nbd2

Theory suggests the move 10 Bg5, but I preferred to adopt the plan of playing the QN round to c4. Note that this

cannot be answered by ...
Ba7 as the a pawn is attacked.



10 ... n6?

Active play was essential and black should have tried 10...Bg4. Then 11 Ba2 Nbd7 12 Nc4 Nc5 13 Nxb6 cxb6 gives Black a very well posted knight to compensate for the two bishops and the doubled pawns, so White might prefer the more solid 10...Bg4 11 Qc2 Nbd7 12 d4 with a modest advantage.

11 Ba2!

This is now very strong. Black has great problems

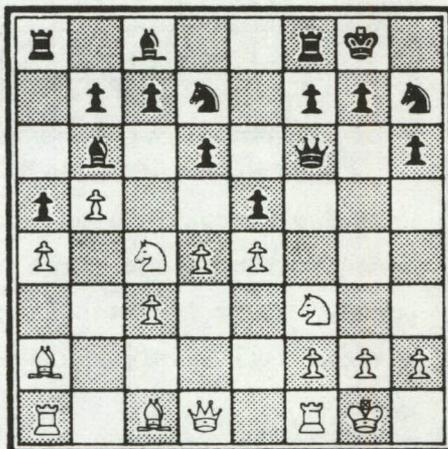
even developing his pieces.

11 ... Nbd7

12 d4 Nh7

13 Nc4 Qf6

Black has barely been able to maintain his e5 point against White's increasing pressure, but White's next move presents him with further difficulties.

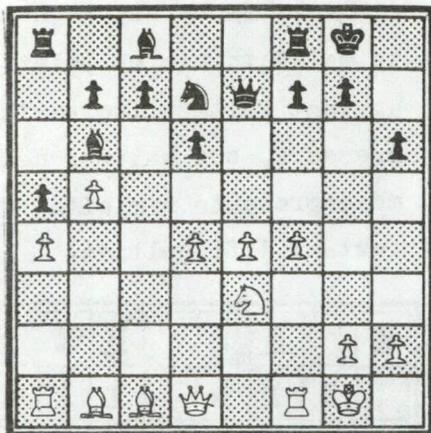


14 Ne3! exd4

This leaves White with a central superiority sufficient to ensure a win if it can be maintained, but Black had little defence against the threat of Nd5 e.g. 14 ...c6 15 Ba3 Re8 16 Nf5, with strong pressure on d6.

15 cxd4 Ng5
 16 Nxe5 Qxe5
 17 f4 Qe7
 18 Bb1!

21 e5 dxe5
 22 fxe5 Nh7
 23 Ba2 Ng5
 24 Nd5



This move and white's next few concentrate on consolidating the central pawns. Their inevitable advance will surely win the game.

18 ... Re8
 19 Khl Qd8

Black's idea is to play 20 ...Nf6 when 21 e5? dxe5 22 fxe5 Qxd4 attacks a1. Therefore white nullifies any potential attack on a1 or e3.

20 Ra3 Nf6

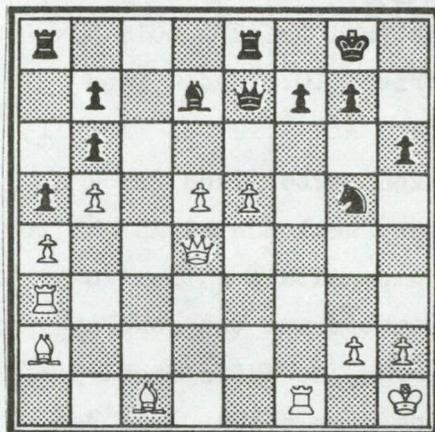
Threatening to take on g5 and b6 whereupon f7 collapses.

24 ... Be6
 25 Nxb6 cxb6
 26 d5 Bd7
 27 Qd4

Threatening Bb2 and e6.

27 ... Qe7

Cunningly preparing to answer 28 Bb2 with 28...Qb4!



28 Re3 Rac8

If now 28...Qb4 then 29 Qxd4 axb4 30 h4 Nh7 31 e6 wins a piece.

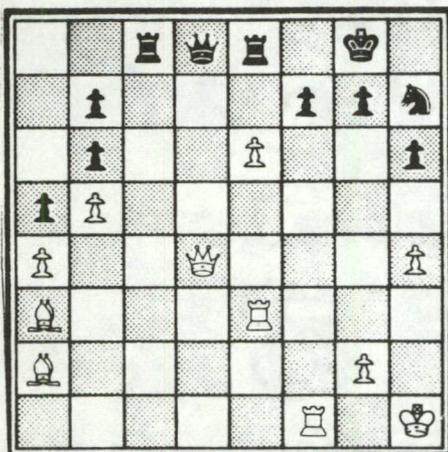
29 Ba3 Qd8
 30 h4 Nh7
 31 e6!

Finally a little combination.

31 ... Rxe6
 32 dxex6 Resigned

These were the moves of the game described in B.P.Floyd's article:

- 1 P-Q4 P-Q4
- 2 P-K3 P-QB4
- 3 P-QB3 N-KB3
- 4 B-Q3 P-QN3
- 5 N-Q2 B-R3
- 6 BxB NxB
- 7 Q-R4ch Resigns.



Black can win a queen, but resignation is better. After 32 ...Qxd4 the quickest is 33 exf7ch Kh8 34 fxe8ch Rxe8 35 Rxe8ch Nf8 36 Rexf8ch Kh7 37 Bblch g6 38 Hlf7ch Qg7 39 Bb2! and mates in two more moves.

White's antiquated opening system can still be dangerous!

Answers to CHESS QUIZ

1. Steinitz, 1886
2. One square in any direction diagonally.
3. Weakie, patzer, lemon, fish.
4. Steinitz
5. Federation International des Echecs.
6. Multiply by 8 and add 600.
7. Fourth
8. See inside cover.

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