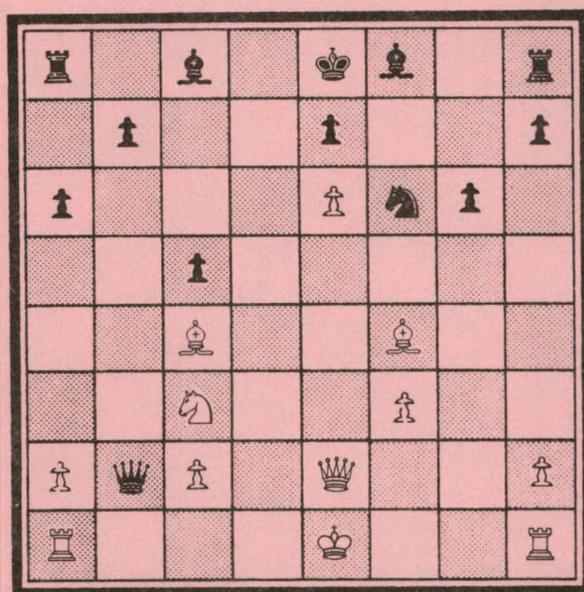


Rabbits Review

14

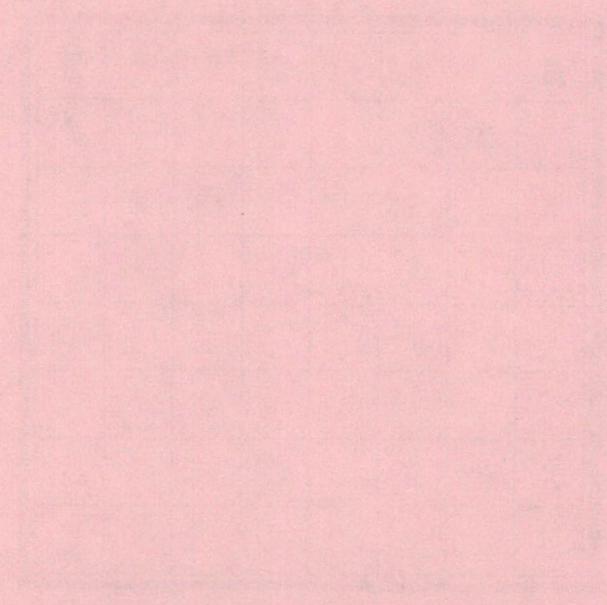


IF YOU CAN WIN THIS POSITION
FOR WHITE, YOU DON'T NEED
RABBITS REVIEW

SECRET

U.S. DEPARTMENT OF
DEFENSE

SECRET



SECRET

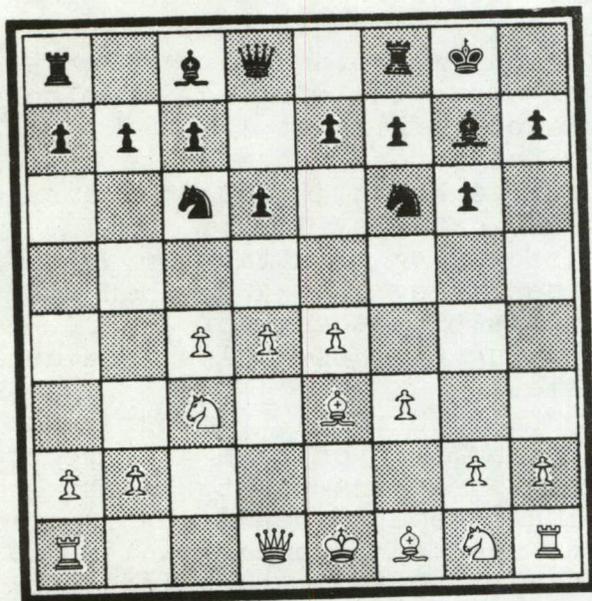
Razor sharp play in the samisch

In issue No. 12 we showed that Black's game in the Samisch King's Indian is not easy if he does not manage to obtain good counterplay on the queen's side. In this article we show how accurately timed counterpunches can put black in the picture. Following the initial moves.

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

We get the standard Samisch position, and now we suggest, instead of the regular ,, P-K4, the move

6. ... N-B3/

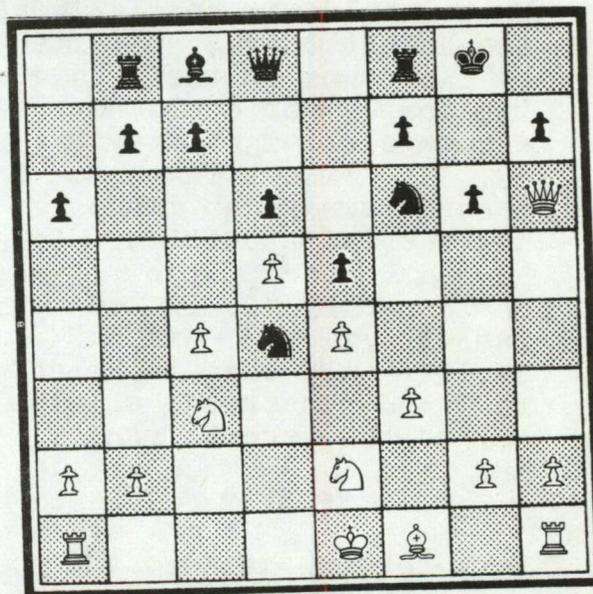


At first sight this looks like black's just preparing to play 7. ... P-K4 8. P-Q5 N-K2 but in fact his plan is more subtle than that. He intends to hold back with ... P-K4 until such time as white has distanced his pieces from the centre, when he will be able to plop his knight into Q5.

This distancing from the centre will occur when white tries to start up a king's side attack with the move B-R6, etc, and meanwhile, while black is waiting for this to happen, he occupies himself in preparing queen side expansion with the moves ... P-QR3 and ... P-QN4.

As an example of this we shall follow the moves of the game Popov - Westerinen, Dortmund 1973, until we get to the KEY POSITION.

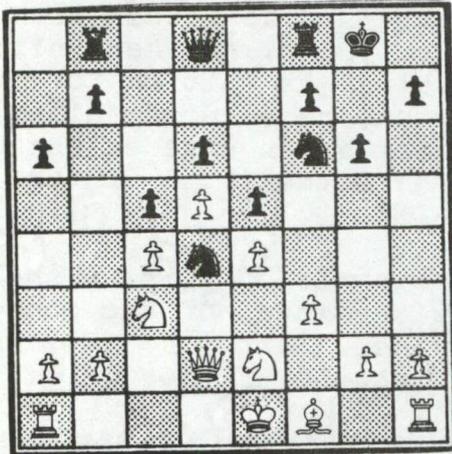
7. KN-K2 QR-N1 8. Q-Q2 P-QR3
9. B-R6 BxB 10. QxB P-K4!
11. P-Q5 N-Q5/



In this position white's queen and bishop have departed to the king's wing, so black plants his knight squarely in the centre of

the board. If white now captures by 12. NxN his game is severely disrupted after 12. ... PxN 13. N-K2 P-QB4 with ... P-QN4 to follow.

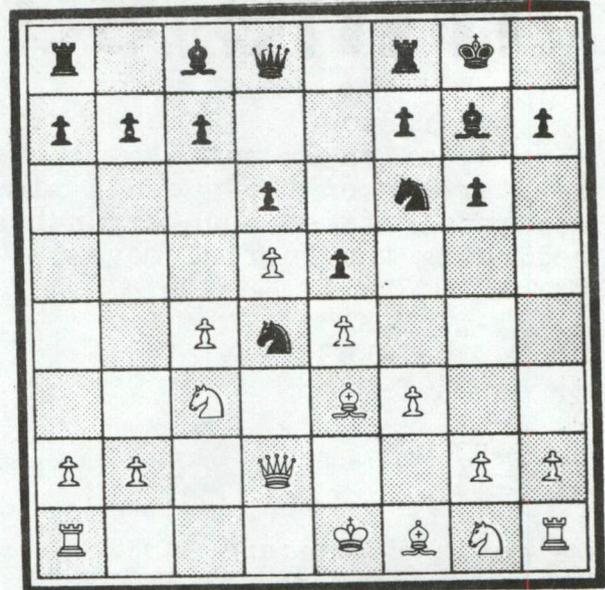
So in the actual game white continued 12. Q-Q2 to put pressure on the knight and hope it will exchange off at K2. But instead black played a very aggressive move 12. ... P-QB4! /



White could now hardly leave the knight there, supported by two pawns in the middle of the board, nor could he really exchange straight away by 13. NxN KPxN giving black a passed pawn right in the heart of his position. So he had to accept the challenge by 12. Pxp en passant Pxp 13. NxN Pxn 14. QxP RxNP when the black rook had penetrated all the way to the seventh rank.

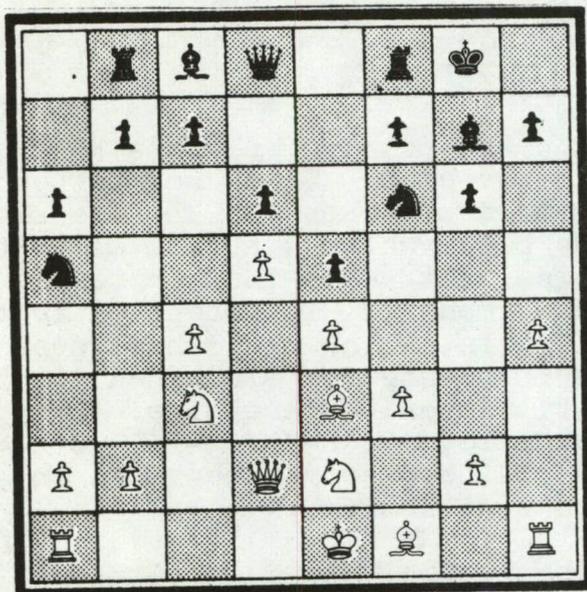
Lets return again to the position after black's move 6. ... N-B3, and explain why black is not in a hurry to play ... P-K4. If white continues 7. Q-Q2 black has the opportunity to

play 7. ... P-K4 8. P-Q5 N-Q5/ reaching a second KEY POSITION.



Here the knight is less secure. White should not play 9. BxN PxB 10. QxP, for in the first place he parts with his best bishop - the one not blocked by pawns - and opens the diagonal of black's bishop lurking at KN2. In the second place white hits trouble by this sequence because black can play 10. ... NxKP discovering an attack on white's queen, and 11. QxN is then impossible because of 11. ... R-K1 pinning the queen along the central file. On the contrary, from our last diagram, if you will just refer your eyes back to it whilst simultaneously reading this script (no mean achievement) white puts more pressure on the black beast with 9. KN-K2 and now it looks like black will have to exchange off his central knight, for if he plays 9. ... P-QB4 10. Pxp e.p Pxp 11. NxN Pxn 12. BxP he loses a pawn without gaining any of the compensating advantages of the previous examples (white retains his black squared bishop and black's counterplay down the queen's knight file has not yet begun.

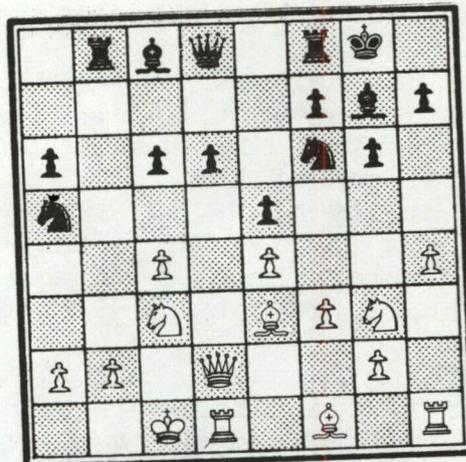
Now to return once again to our position after black's 6. ... N-B3 and look at a third aspect of black's strategy, in that he is not restricted to playing for the central Q5 (d4) square alone. After 7. KN-K2 QR-N1 8. Q-Q2 P-QR3 9. P-Kr4 white has shored up his Q4 square well enough, yet black can still play 9. ... P-K4 10. P-Q5 N-QR4! reaching our third KEY POSITION



On QR4 the knight strikes at a tender point in white's position - the QB4 square - and this pressure can be augmented by a later ... P-QN4.

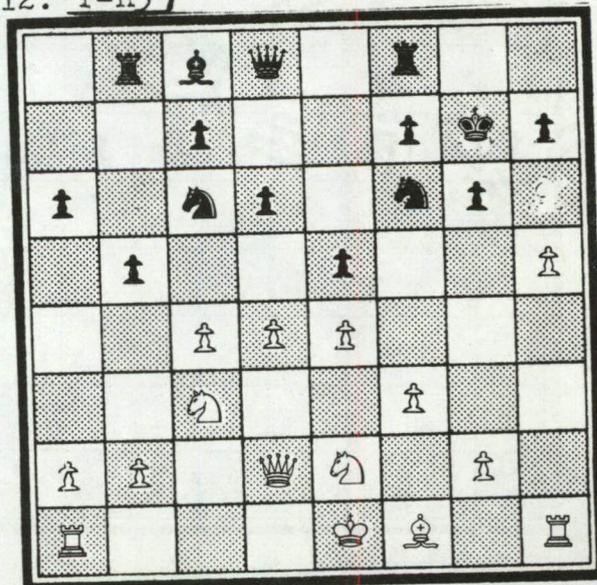
This plan was carried out in the game Gheorghiu - Andersson, Las Palmas 1973, which continued 11. N-KN3 P-QB4 12. P-R5 B-Q2 13. B-R6 BxB 14. QxB P-QN4 15. B-K2 Q-K2 16. 0-0-0 when both sides had made progress on their separate wings. Before leaving this section, we should look at black's 11th move, when he made the advance ... P-QB4, a desirable advance, but one frequently impossible because of the reply PXP en passant. Had white continued

12. PXP e.p PXP 13. 0-0-0, a position could have been reached with white having pressure down the queen file against black's pawn at Q6.



Admittedly, black has an open QN file, but he can't, for example, play ... Q-N3 because of 14. BxQ. So his most active line of counterplay might be ... Q-B2 14. QxQP Q-N2 followed by bringing his other pieces into action against white's king.

Now to consider the possibilities of the white attack. From the position of diagram 1 after 6. ... N-B3 we shall continue 7. KN-K2 P-QR3 8. Q-Q2 R-QN1 9. B-R6 P-QN4 10. P-KR4 P-K4 11. BxB KxB 12. P-R5 / -



This is a quite remarkable position as you rarely see so many pawns in capture contact at the same time; in this case white's king's side advance is being countered by black's play in the centre.

White has delayed P-Q5 (which would be answered by ... N-QR4) as he wants to make some capital out of the possibility of N-Q5. Briefly, his plan is PxP, QR6ch and N-Q5, after which, if black plays ... NxN then QxRP mate happens.

Something like this might occur if black here plays 12. ... NxRP and white answers 13. P-KN4, though the situation is muddled by black's reply 13. ... NxQP. At any rate, in the actual game black pre-empted the possibility by playing the strange looking

12. ... K-R1.

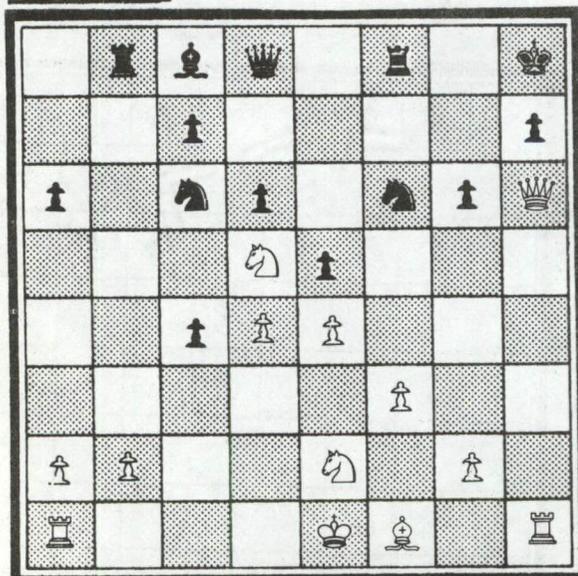
Why black should want to put his king here rather than K-N1 is a mystery, but take my word, it's a very subtle move, the reasoning behind which may become apparent later.

Now white launched in with his masterplan

13. N-Q5 PxBP

14. PxNP BPxP

15. Q-R6/



The boats are burnt! And it looks like everything hangs together for white. Black cannot move his queen to the second rank (for reasons I decline to elucidate), and on the natural ... R-B2 white can play the intriguing 16. QxNP Q-N1 17. QxN RxQ 18. NxQ Q-N2 19. RxRPch which should give him the better endgame. Black's king on R1 is beginning to look sick. Is there no way out?

15. ... N-KR4

This appears to lose a piece.

16. P-KN4 RxNP

17. PxN P-KN4!

Now the point of black's K-R1 move is revealed. Black has parted with a piece on the KR file simply to block white's attack along that line. It seems that white can now transfer his attention to the KN file, which would have been unfortunate for black had his king still been on that line. For example, 19. R-KN1 P-N5 20. B-R3 would be pretty unbearable in that situation.

18. R-KN1 P-N5!

19. O-O-O RxRP/

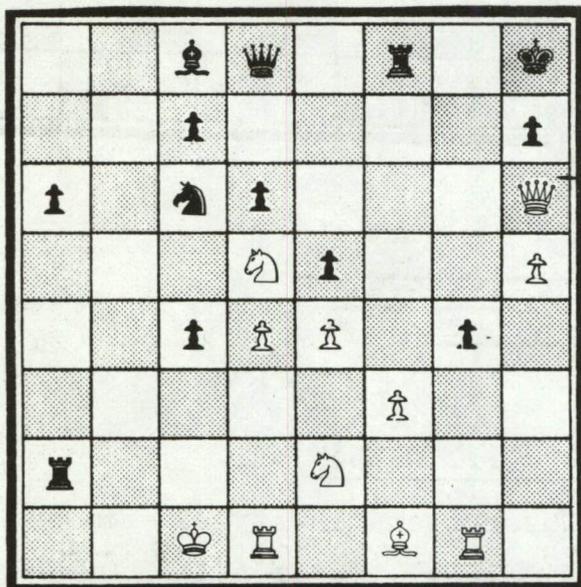
Believe it or not, it is white's king which is more in danger in this position, which just shows the depth of black's strategy conception.

The game now shifts into a purely tactical mode, and contrary to some opinions, tactics do not take care of themselves ("Just get a strategically won game, and combinations will appear of their own accord"). But combinations do not come of their own accord. Tactical ability needs to be trained rigorously, like any other aspect of chess. After all, what is the use of a general who develops a global strategy if his army can't finish the job?

So to give yourself practise in

this area of chess conflict, I suggest you cover up the subsequent commentary, and when you come to a star - like this * - you try and guess black's move. Don't expect to get all the moves right - but if you find you understand the game better as a result of your work, then it was worth it.

Meanwhile, here are two questions for your attention.



How would you reply to white's possible moves here
 20 N/2 - B3 or 20. B-R3?
 (Analysis on page 25).
 Well in the actual game white decided to return the piece to inject a bit of life into his own attack, by

20. N/2-B4 PxN
21. NxKBP

*

21. ... RxN

White has got a bit of a threat with 22. N-N6ch, so black parts with the exchange - a minimal amount - to blunt white's attack and renew his own

22. QxR

*

22. ... P-B6

Did you see this idea? Pawns are usually insignificant pieces, to be expended as ballast when the attack comes. But sometimes in the vicinity of an enemy king they can acquire a tremendous force all of their own. Watch this pawn.

23. B-QB4

*

23. ... R-R6

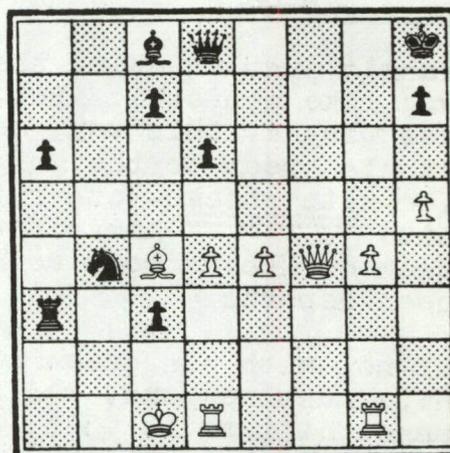
Another unlikely looking move which shows black's tactical mastery more than a hundred queen sacrifices. Black is beginning to weave a remarkable mating net.

24. PxP

White gets on with the job. Thwarted on the KR file, then the KN file, he now intends to move in on the KB file with his major pieces.

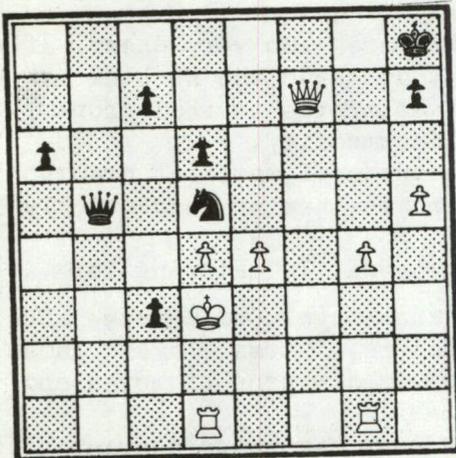
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24. ... N-N5!



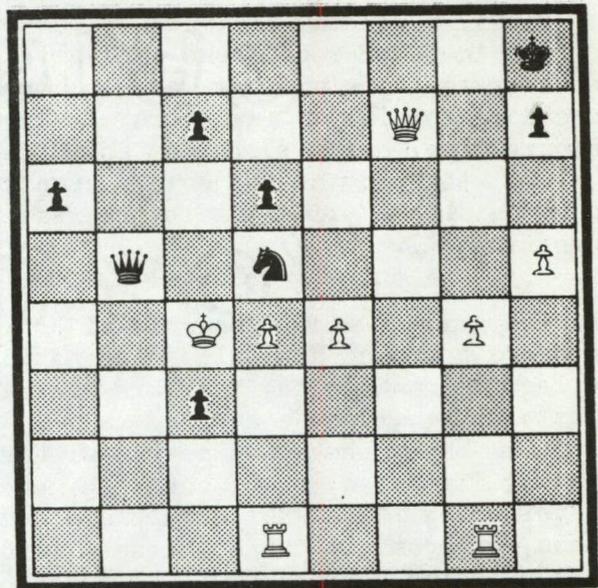
With such scant material, black nevertheless succeeds in building his mating net. The black knight covers QB7, and the black pawn QN2 and Q2, and now black threatens a classic mate with ... R-R8. Note how black's queen has been tied to Q1 throughout the game, required for the defence of the

32. ... Q-N4ch



White resigns. Do you see why? Black has successfully trapped the white king so it cannot escape to the kingside, and must go back to Q2. Then black has a mate in four by 32. ... Q-K7ch (not 32. ... N-K6ch, because of the reply 33. KxP!) 33. K-N3 Q-QN7ch 34. K-B4 Q-N4 mate!

The final position deserves a diagram, with black delivering an artistic mate with minimum material.



In fact the whole game was a work of art! It occurred between Bagirov -Gufeld, Semi-final of the USSR Championship Baku 1973.

chess on cards

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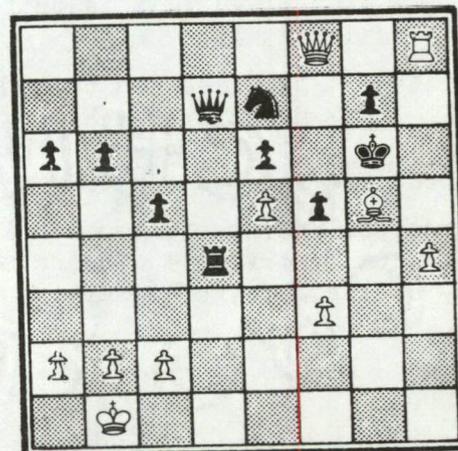
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From the editor:-

I've had a look at the arty-fax cards, which comprise tactical wins (mates) in 2,3, and 4 moves. The two movers should be suitable for novices, but the 3 and 4 movers for players up to grade 140. It is very important to know these typical mating patterns, even if they will rarely turn up so 'perfectly' in ones own games. Certainly, it is hard to imagine a strong player not being able to do them. Have a go at this position. It's mate in 4. If you find difficulty with it then the cards could be useful to you.
(Solution on page 19)



books

Starting this issue, Rabbits Review will endeavour to recommend and review books to its readers.

First, a general analysis of the problems involved.

(1) the number of books available is enormous. They are also very cheap. If we consider that the average wage is about £100 a week, that means the £6 book can be purchased for only a few hours work; however it may take months to read properly. Leisure time, however, is not an infinitely expandable commodity.

(2) still on the subject of quantity, the large amounts of material crammed into books is also detrimental to the readers, as it encourages them to read quickly and superficially.

(3) the third problem with books is in regard to level. In catering for players grade 60-140, the sort of books to avoid are the encyclopedia type- MCOs, Batsford books on specialised opening systems, Informators, 'Chess Player' games collections and so on. They are generally easily recognized - tons of moves and little explanation.

These books may be useful for players who already have a good grasp of the opening discussed, or of chess in general - but this is almost impossible for the player below 140. What such players need are explanatory books giving underlying ideas, or possibly the compressed information of a cassette. If for example, you have a choice between Craig Pritchett's erudite tome on the Scheveningen Sicilian, or Jim Plaskett's cassette, you should go for the cassette first; the book can come later.

The books suggested on these pages will take these factors into account: quantity and level of material. Presentation is also important; ideally it should be possible to follow a book from the diagrams, and the reader should also have some chance to experience the material - from a question and answer approach.

If I am slow in reviewing books that is because it takes time to read them...

BOOKS FOR THE PLAYER GRADE 60-140

Endgames: How to win in the Endgame - Horowitz (Kaye) £1.75

Openings: RHM have published new books called 'UNDERSTANDING THE CHESS OPENINGS'. So far the Caro-Kann and the Queen's Indian (I haven't seen this book) and Open Games (excluding Ruy Lopez) have come out. They cost £6.95 each. Each move is explained carefully, and the reader gets the idea of a thread of intention running through the game. This helps him to avoid the trap of trying to memorise moves. The books are also very up to date.

There are also two books by Horowitz, much older, entitled How to win in the chess openings and

Modern Ideas in the Chess openings published by cornerstone at £2.40 each. They also give interesting descriptions of the chief openings, plus a 'chess movie' at the end of each chapter. They are of course dated, but this is not necessarily a disadvantage. In general, you should not be afraid of being caught out in the opening. If it happens, either you were unlucky, or your opponent has been listening to one of those Audio Chess cassettes. The obsession with acquiring the latest theory is very harmful to a club player; it is better to go over the nobby books thoroughly to imbibe the fundamentals.

Strategy: New ideas in chess - Evans (Cornerstone, £2.40)

My system - Nimzovich (Bell)

Simple Chess - Stean (Faber, £1.50)

These last two books should not be read by players graded under 120.

Games collections: there are lots to choose from. But go over each game several times, gradually trying to understand more and more of it. If possible, the first time you play over a game, cover up the moves and try to work them out yourself.

Books for the novice players: Winning Chess-Chernev; Logical Chess move by move-Chernev. Both published by Faber, about £1.50 each.

STAR BOOK. (Rabbits Review Recommendation)

CHESS by Edward Lasker (Batsford, £5.95)

This would be recommended to players graded 60-140 - the wide range of Rabbits Review reader. I disagree with the blurb which says it will lift the reader from absolute beginner to strong club player (0-170), because most of the book is above the head of the novice, whereas the over 140 would need more specific and subtler opening and middle game guidance.

The book covers several aspects of chess: combinational play, endgame strategy, middle game play, and positional play as derived from the opening. The first advantage is that Lasker gives the reader a good impression of the range of ideas needed by a player to perform competently throughout a game. It is no use learning a few opening moves and hoping to win with them; you have to take on a lot more baggage than that.

The other advantage is that Lasker tests you throughout the book and refers you to the appropriate section for the answers. The most vital question for a reader of any chess book is 'can I do it?' - because he may be called upon to do so in his next game. Hence the value of the question and answer approach. However, it is also quite possible for the reader to become 'immunised' to the questions after he has been through a couple of chapters, and either just ignore the questions, or make pale attempts to answer them. If you find this happening to you, then put down the book; you won't learn much more from it. You need to put at least as much effort into your answers as you would into one of your over-the-board games, so the best policy would be to set up each position in question and spend some time studying it.

The book is however, not all questions; there are long explanatory sections and Lasker's prose style is very clear.

What is the weakness of the book? There is probably none, except its claim to be a complete self-tutor. In discussing the openings, Lasker covers most carefully the open games arising from 1 P-K4 P-K4, such as the Guioco Piano, Ruy Lopez, Kings Gambit, Scotch Game - a very valuable foundation. But other openings such as the half-open defences (Sicilian, French etc) and the Queen side openings, are covered in less detail. Also, in emphasising the king side openings, Lasker inculcates ideas of rapid development. This is okay, but in many of the close opening systems, the rapid developer may find himself 'all dressed up with nowhere to go'.

After he has read this book carefully, the student should then consider deepening his knowledge of other opening systems, and more particularly, of building himself an opening repertoire based on 'one line for white, and two for black (against 1 P-K4 and 1 P-Q4).' For the obtaining of such a repertoire, we refer you to the next section.

cassettes

Cassettes have certain advantages for the study of chess, but the one I shall mention now is the compactness of information. If a 90 minute cassette deals with an opening system, then you know you can learn it in a few evenings. However, most of them are probably not suitable for players below grade 90, as they assume a certain level of knowledge; and weaker players may also have trouble making the moves correctly as instructed on the board. If you have not tried a cassette, and would like to do so, then write to me c/o Rabbits Review Special Offer, and I will send you a cassette on a fortnight's free loan. Please state whether you prefer an opening, middle game or endgame cassette. Under normal circumstances, cassettes can be bought (about £3 each) or hired for 50p a fortnight (see details elsewhere in this issue).

Meanwhile, here are details of cassettes which might be used by a player building up a repertoire. Many of these systems are unusual or little known, and this can be a decided advantage in weekend or club matches, where you rarely meet the same opponent twice; if you can hit him with something he is unlikely to know, this can give you a head start. It used to be thought that one had to play 'standard', 'respectable' openings for success, but in recent years many sound alternatives have been developed.

Where a cassette does not cover a certain part of a repertoire, I refer the reader to other sources.

AS WHITE PLAYING 1 P-K4

(1) the opponent answers 1...P-K4. The Lasker book covers this area quite well. There is also a very good coverage of the King's Gambit by Jonathon Kinlay on Audio Chess cassettes. The RHM book mentioned earlier on open games; also several articles in Rabbit's Review. No 8 deals with the Bishop's Opening; Nos 9,10,11 with the Giuoco Piano.

(2) the opponent answers 1...P-QB4. Here the SICILIAN with 3 Be2 cassette (Basman, £3.35) or SICILIAN CLOSE(Harding) will prove good answers for white.

(3) the opponent answers 1...P-K3. Here the cassette FRENCH TARRASCH variation (Plaskett, £3.35) is recommended.

(4) the opponent answers 1...P-QB3. No specific cassette available. The RHM book above will provide ideas.

Other systems which may turn up are Alekhines Defence (try 1P-K4 N-KB3 2 P-K5 N-Q4 3 P-Q4 P-Q3 4 B-QB4 N-N3 5 B-N3 PxP 6 Q-R5 P-K3 7 PxP), Pirc/modern defence (play perhaps as suggested in RRL), St. George's Opening (see cassettes).

If you feel the repertoire needed to play 1 P-K4 successfully is too large, then it may be better to play the QUEEN'S BISHOP ATTACK(1 P-Q4 N-KB3 2 B-N5) by Stean or the related VERESOV OPENING (1P-Q4 P-Q4 2 N-QB3 N-KB3 3 B-N5) by Plaskett, both on cassette.

AS WHITE PLAYING 1 P-Q4 and P-QB4

This also needs some preparation. You need replies to 1...P-Q4, 1...P-KN3 with ...P-Q3(King's Indian) and ...P-Q4(Grunfeld), 1...N-KB3 with ...P-K3 and...B-N5 (Nimzo-Indian), 1...N-KB3 with ...P-QB4(Benoni) and a few more! All of these openings have developed an extensive body of theory round them. At present I have no suggestions to offer, though a repertoire cassette will be developed on this theme.

Once again, the Veresov and QB Attack openings can be used as alternatives here.

AS BLACK AGAINST 1.P-K4

Several good choices here. Sicilian with 4...Bc5 (Basman)
Caro-Kann with 5...NPxN (Keene)
Nimzo's Other Defence (1...N-QB3)
Strong Point Variation (1...P-K4...Q-K2)
St.George's Opening (...P-QR3)

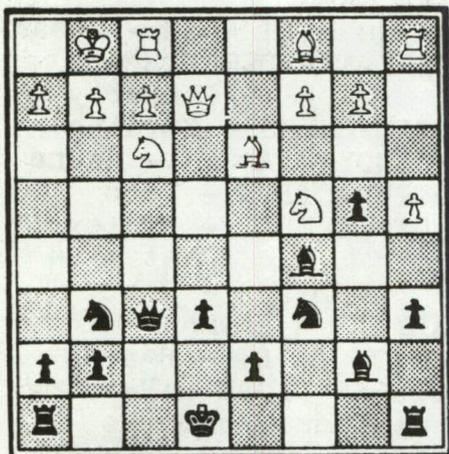
All these openings have considerable surprise value, though in practice the Caro-Kann variation often is avoided by white playing the Panov attack. Two cassettes out July 31st will be Center Counter with ...Qxd5 (Taulbut), Petroff Defence(Taulbut). Of the more regular lines, Plaskett has explained the Sicilian Scheveningen and Taimanov, and Moskow did a good basic tape on the Sicilian Dragon. The French, an important half-open defence, not deeply analysed in Lasker's book, has now been covered by Taulbut on several cassettes.

AS BLACK AGAINST 1 P-Q4 Recommended is the ENGLISH DEFENCE 1...P-K3 ...P-QN3 without ...N-KB3, against 1 P-Q4 and 2 P-QB4, transposing into the French or better St. George's Opening if white plays 2 P-K4.

Also the cassette DEFENCE TO D4 (Basman), which analyses a type of Slav formation(...P-Q4...P-QB3). The articles on the King's Indian in Rabbits Review may have sparked your interest in it. July 31st sees the release of the cassette 'Play the Polish' by Basman (1...P-QN4).

OBTAINING THESE ITEMS I have asked the CHESS CENTRE, 3 HARCOURT STREET, LONDON W.1. to hold stocks of books and cassettes mentioned on these pages. If ordering by post, cassettes are best obtained through Audio Chess (see advertisement in this issue). Books may be obtained by post through the Chess Centre, adding 10% postal charges. Where I am unsure of the price, you can ring them at 01-402-5393 for information.

1. d4 b5 2. e4 a6 3. a4 Bb7 4. Bd3 e6 (f5?! would be Flohr-Prins 1933!!)
 5. Nf3 c5 6. dc5 Bxc5 7. O-O Ne7 8. Qe2 b4 9. Nbd2 Nbc6 (what do you think
 of f6!?, ?) 10. e5 Ng6 11. Nc4 f6 12. ef6 (is Be3 a possibility, I was
 frightened of it). 12. ... Qxf6 (I first intended gxf6 to cover the central
 squares, but changed my mind).



13. Bg5 Nd4 14. Bxf6 Nxe2+ 15. Bxe2
 gxf6 (I was satisfied) 16. g3 Rg8 17.
 Nfd2 Nh4! 18. Nb3 Be7 19. f4 Rc8
 20. Kf2 Nf5 21. Bd3 Nd6 22. Nxd6 Bxd6
 23. Rd1 (23. Bxh7 Rh8 24. Bg6+ Ke7
 25. h4? f5 and the B is imprisoned) 23. ...
 Ke7 24. Rd2 Bc7 25. Re1 h5?! 26. Be4
 Bxe4 27. Rxe4 a5 28. Kf3 Bb6 29. Nd4
 Bxd4 30. Kc d4 Rgd8 31. Kg2 Rc5 32. Kh3
 d5 (preparing to advance the center) 33.
 f5? e5 34. Rh4 Rh8 35. Kg2 R8c8 36. Rxh5
 Rxc2 (Flohr went badly astray the last
 few moves, he is losing). 37. Rh7+ Kd6
 38. Rxc2 Rxc2+ 39. Kf3 e4+ 40. Kg4 e3
 41. Kf3 d4 42. Rf7 Ke5 43. Re7+ Kf5
 44. g4+ Kg6 45. Ke4 Rxh2 46. Kd4 Rxb2
 47. Kc4 Ra2 48. Kb5 e2 resigns. 0 - 1

G. WELLING, HOLLAND

AUDIO CHESS library

For as little as 50p a fortnight you can hire almost any cassette of the Audio Chess range.

ENROLMENT: £2. Thereafter hire fees are 50p per tape per fortnight.

Postage and packing: 15p - one cassette, 25p - two cassettes, 30p - three cassettes.

A member may not have more than three cassettes out at one time, except in the case of boxed sets of four tapes.

Minimum period of hire is 14 days.

Cheques and postal orders should be made payable to Audio Chess.

The time the cassette spends in the post is not counted as part of the hire period. Members should date their letters when returning cassettes, otherwise we have to guess when they were posted!

BUYING CASSETTES: Cassettes used in the library service may be purchased at 15% off the retail price.

Booklets may also be purchased separately at 15p each, except in the following cases: New Caro(60p), Leningrad Attack(60p), Kings Gambit(£1.00), Sicilian Close (60p), R&P Endings (60p), St. Georges Opening (£1.50), At The British (£1.00), English Defence for the Eighties (60p).

CONTINUOUS CREDIT SCHEME: To save you the inconvenience of sending small amounts through the post, you send any amount you wish which will be credited to your account. The balance will be shown on your library card with each new batch of cassettes sent.

TO ENROL: Write to AUDIO CHESS, 7 Billockby Close, Chessington, Surrey KT9 2ED, with the enrolment fee and first orders.

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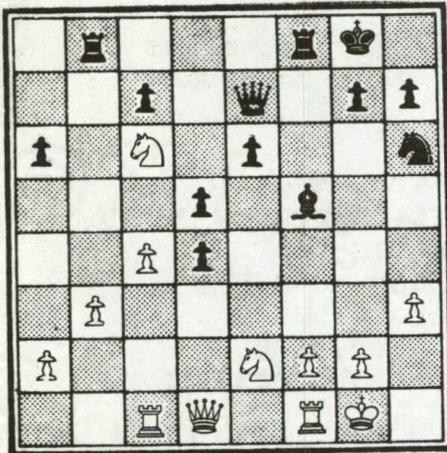
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More detailed descriptions of cassettes available from Audio Chess on request. For hiring purposes, New Caro counts as 2 cassettes, Kings Gambit - 4, Sicilian Close - 3, Korchnoy-Karpov - 2, St. George - 4, English Defence (80s) - 2.

THE NEW RANGE: the new range of Audio Chess Cassettes is:-

- 1 SICILIAN TAIMANOV-Plaskett; 1xC90,1xC60, £5.50;
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shoe-string!

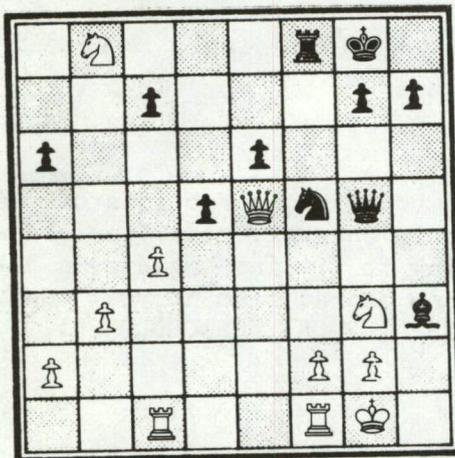


In issue 12 we showed the position after white forked black's queen and rook, and asked 'could white have beaten off the ensuing counterattack?'

18...Q-R5 19 NxR BxRP 20 QxQP Q-N4 21 N-N3 N-B4 22 Q-Q3 BxNP 23 KxB N-R5ch 24 K-R3 Q-R3 etc.

Several (at least two) readers wrote to state that white could decline the sacrifice by 19 QxQP instead of 19 NxP and get a good game.

That may be true; still, a rook is a rook, so why not try to take it? After 19 NxR BxRP 20 QxP Q-N4 21 N-N3 N-B4 there is no need for white to play the tepid 22 Q-Q3 but can initiate a pin of his own by playing 22 Q-K5.



This also has some threats of QxKPch to give white attacking chances. In general, you should not go back on the defensive as soon as your opponent shows his teeth; especially if his attack is a desperate one. You should engage him in hand to hand fighting until he is forced to admit the inadequacy of his position and has to back down himself. (This is a general remark; if you are afraid to do so because of tactical weakness, then you should work on this side of your game).

To continue the analysis: Black can still play 22...BxNP, hoping for the gargantuan mistake 23 KxB N-R5ch winning white's queen.

But instead of this white could play 23 QxKPch or perhaps more accurate 23 KR-K1.

This ensures that black's knight remains immobile and there are also threats to black's back rank with such moves as 24 QxKPch K-R1 25 QxN or 25 Q-B7. Black has several defences at his disposal but they do not look good enough.

_____))))))((((((_____

private tuition

Private tuition by cassette is available, by post, from the following masters:-

Shaun Taulbut(I.M.), 19 Cromwell, Freshbrook, Swindon, Wilts.

Andrew Martin, 117, Wellington Road, East Ham, London E6 4EB

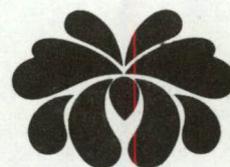
Byron Jacobs, 138 Ellerman Avenue, Slough, Berks SL2 5BE.

For your first lesson you should send two of your games, plus blank cassette, plus £4.50, to the master of your choice, who will reply on the cassette within a fortnight.

Individual game analysis is also available from these masters, on cassette or in writing. If you wish the analysis to be on tape, supply a blank cassette. The fee is £2 a game.

All cheques should be made payable to the master in question, not Audio Chess or Rabbits Review.

It would be helpful if you also gave your own notes to the games you send, which will give the master an insight into the workings of your mind.





Dear Sir,

Mr Nick Fedre, who begins by congratulating you, makes the serious mistake of suggesting that Rabbits Review "seems a little dear".

Alas, it is too cheap and you, for one are wrong in saying that the price is unimportant. It is very important indeed because if the return for your obvious, tremendous efforts is insufficient then the enthusiasm must soon die. It is no secret that you have given up another career to devote your time to your present occupation from which we are benefiting greatly.

When I paid my subscription I made a mental calculation of the finances involved and came to the immediate conclusion that it is far far too cheap unless it is to be considered purely as advertising material for other more profitable lines. Obviously, this is not so and I for one will voluntarily increase my subscription next year and I hope others will follow my lead because I should hate to lose a publication I really look forward to. The labourer is worthy....

I thank Mr Fedre for giving me an excuse for writing.

Yours sincerely,

ERIC AMBROSE

Now for the good news. Rabbits Review will be £4 a year (70p single issues) from now on. Back issues nos 1-12 are still 60p.

TELEPHONE CHESS

Dear Mr Basman. What you say in RABBITS REVIEW about the attractions of Postal Chess apply even more aptly to Telephone Chess, which is cheaper, more flexible and more chummy than Chess by correspondence. I am willing to try and organize a Rabbits Telephone Chess group, if you'd like to publish my name and address in your magazine.

VICTOR MATHIAS, 30 BROOKDENE DRIVE, MIDDX, HA6 3NS PHONE NORWOOD 23251.

BRITISH CHESS MAGAZINE

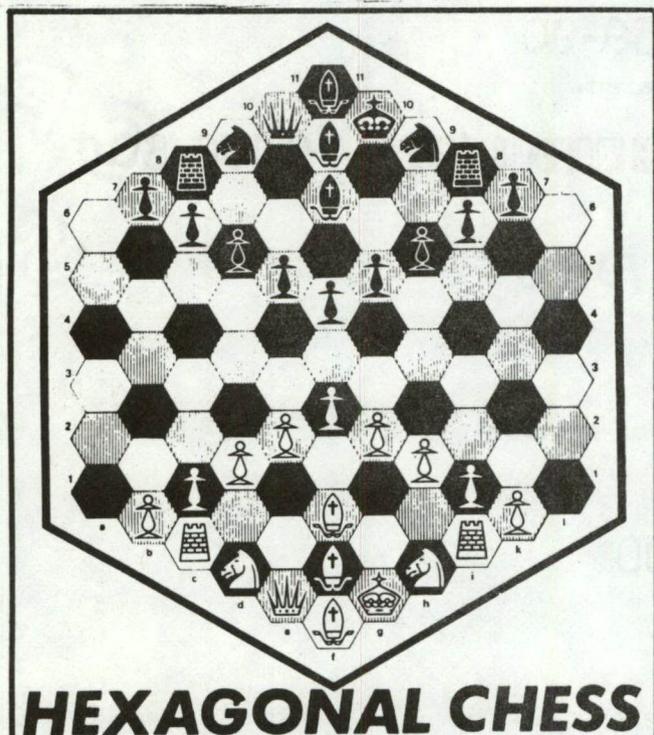
One Hundred Years Old! Yes ONE HUNDRED YEARS OLD!! and still going strong. Home and foreign news, Tournament reports, Book Reviews, Quotes and Queries, Odds and Ends by Bernard Cafferty - all these and many more are regular features of this 48 page periodical.

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HEXAGONAL

Hexagonal Chess is a recent addition to the games establishment, and is growing apace in popularity. Many keen 'square chess' players are taking it up as an interesting diversion. It seems a well thought out game with considerable possibilities for development. In particular, it recommends itself to the Rabbits Review reader, as there is much more scope for a newcomer to shine, because the quality of play of even the best players in the country can hardly be called grandmasterly!

Here is a brief description of the game by Chief Organizer R. Sands, plus details of a tournament in September that ANYONE CAN ENTER.



HEXAGONAL CHESS

The Hexagonal Chess board has 91 six-sided cells and three colours, white, light-brown and dark brown. There are 30 white cells, 30 dark cells, and 31 light brown cells, the odd cell being the one in the middle of the board.

In comparing square chess board pieces with hexagonal board pieces, there is an extra bishop on each side to cover the extra colour and an extra pawn on each side, thus making the hexagonal chess set a total of 36 pieces.

::::::::::::::::::

Rule books, chess pieces, paper boards, hard and foldable chess boards, Magazines etc can be obtained from Hexagames Ltd. Mr. Glinski, 32 Rosedene Avenue, London, SW16 2LT.

::::::::::::::::::

Membership cards, Hexagonal Chess Magazines and tournament information can be obtained from B.H.C.F. 01-769-6886.

BRITISH HEXAGONAL CHESS FEDERATION

MR. WILLIAM EDMUNDS

51, BLEGBOROUGH ROAD

LONDON SW16 6DL

::::::::::::::::::

Entry forms for the BRITISH HEXAGONAL CHESS CHAMPIONSHIP AND MAJOR OPEN are obtainable from the Chief Tournament Organizer.

Mr. MARTIN R. SANDS, 72 RICKSTONES ROAD, WITHAM, ESSEX, CM8 2NF.

BRITISH HEXAGONAL CHESS CHAMPIONSHIP 1981

at ST. PAULS CHURCH HALL, CHIGWELL ROAD, WOODFORD BRIDGE, ESSEX.

PRIZES B.H.C.C. - 1st £200, 2nd £100 3rd £50 4th £30 5th £20

MAJOR OPEN - 1st £60 2nd £25 3rd £15

THERE IS A BRITISH HEXAGONAL CHESS CHAMPIONSHIP CHALLENGE TROPHY WITH 1st, 2nd and 3rd INDIVIDUAL TROPHIES THIS YEAR FOR THE FIRST TIME !!

Send S.A.E. for entry forms from M.R. Sands (address above)



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DIARY of a weekend

Congresser

by John
Shepherd

Friday, 6.15 p.m.

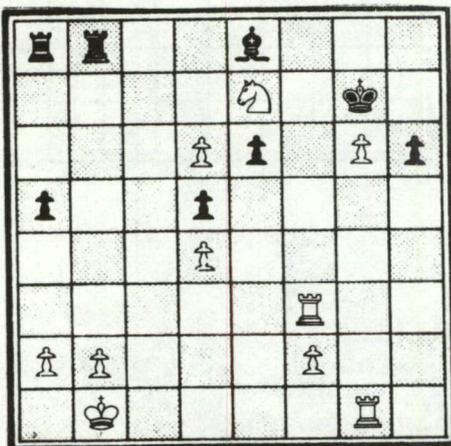
I arrive at the Congress Hall. The first thing that strikes me is that its warmer outside than it is indoors. The second thing that strikes me is that there aren't any other competitors. Am I going to win £200 by default? I check my programme; yes, Round 1 starts at 6.30. One or two other people turn up. They check their programmes. Gradually, players arrive. The list appears on the wall. Amongst the players is one R. Fisher. I consider going home, but don't. Eventually the pairings go up. I've got black against a junior. Again, I consider going home; juniors intimidate you by practising lightning chess against you and winning without ever apparently looking at the board. Afterwards, they say you should have played the move that Bogologov (or somebody) played against Alekhine, San Sebastian 1926.

8.30 p.m.

Remarkably, I'm surviving. He has the initiative but doesn't seem to want it. Meanwhile the temperature has dropped below zero and what sounds like a thousand jackbooted quadrupeds are playing squash next door. I offer a draw, he accepts. I go home to thaw out.

Round 2, Saturday 9.00 a.m.

I'm white. Black plays a French Defence, I play an early Q-N4 and he obliges by castling into my attack. Eventually we reach this position:



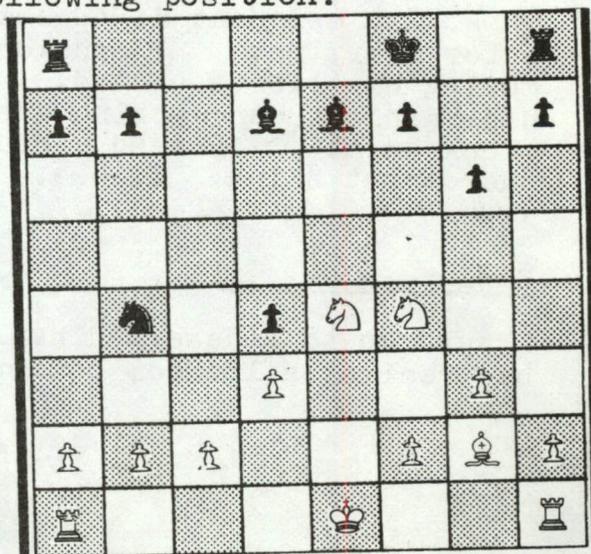
And I am happy to mate him by:

1. P-Q7 BxQP (all roads lead to Rome)
2. R-B7+ K-R1
3. R-R7

So, 1½/2 and an early lunch.

Round 3, 2.00 p.m.

I have white again. Black's Sicilian quickly goes astray and I win a pawn. Then we reach the following position:



I'm quite happy with my position, a pawn up and a solid basis for the endgame. My only immediate problem is preventing NxBP winning the rook. What do I play? O-O-O or R-QB1 loses the RP whilst K-Q1 hems in the rook, and BP moves still loses the rook to the knights check on B7. So I played;

1. K-Q2??

Spot the undeliberate mistake

1. ... P-B4

Of course. Q2 is the knight's only flight square so I go from a pawn up to a piece down. The annoying thing was that I spotted the blunder immediately and had to wait 15 minutes for him to spot it. I lost the subsequent endgame in 4 hours and 57 moves and I'm not even sure that my pawn centre (as it developed) didn't give me some drawing chances. $1\frac{1}{2}/3$

Round 4, 6.30 p.m.

Oh well, $\frac{1}{2}$ hour break and back to battle. I'm black. I have a solid position. My pieces are arranged just as I want them, my pawns intact. I have definite drawing chances. But then I make my opening move ... my position declines, I lose the exchange on move 15. I'm still thinking about K-Q2 from the previous game. My opponent disappears after every move. I consider moving his pieces around, hiding his queen, moving the clock on etc. Instead I do the decent thing; I lose. $1\frac{1}{2}/4$

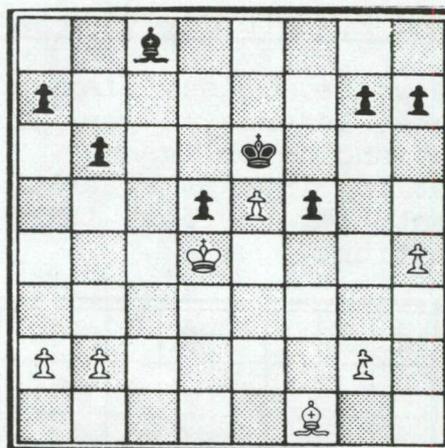
Sunday, 9.00 a.m.

I turn up to a deserted hall, to be precise, a locked, deserted

hall. I consider the possibilities: the controllers have absconded with the prize money; I've slept for 2 days, perhaps its Monday and I should be at work. Could I have mis-read by programme? The discerning reader will guess which it is. Round 5 starts at 10.00. The doors open. To my delight I'm not the only fool. My opponent of Rd.3 turns up. We play pool, I leave all the balls en prise, he wins. I give up pool, decide to stick to chess.

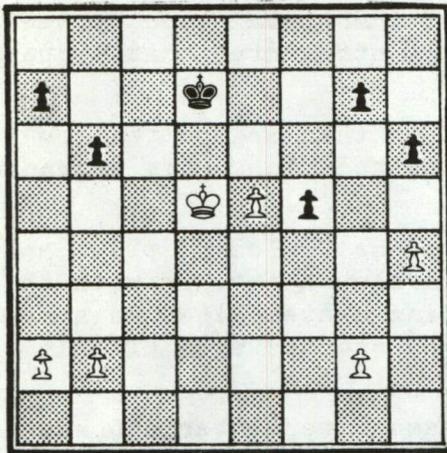
Round 5, 10.00 a.m.

The pairings to up. My name is conspicuous by its absence. I see the controller At the same time he gets a message; one of the competitors is stranded on the motorway with a dying car. I take his place. I'm white, black plays the French again. The game follows Rd.2 for a while but black rightly exchanges queens. I play a dubious knight manouvre and lose a pawn. Then, we arrive at:



Black to move: he plays

1. ... B-Q2?
2. B-R6
- This wins the QP (or the BP)
2. ... B-B3
3. B-B8+ B-Q2
4. BxB+ KxB
5. KxP P-KR3



6. P-K6+ K-K2
7. P-R5 P-B5
8. P-R3 P-R3
9. P-QN4 K-Q1
10. P-R4 K-K1
11. K-Q6 K-Q1
12. P-N5 PxP
13. PxP K-K1
14. P-K7

and black is in zugswang.

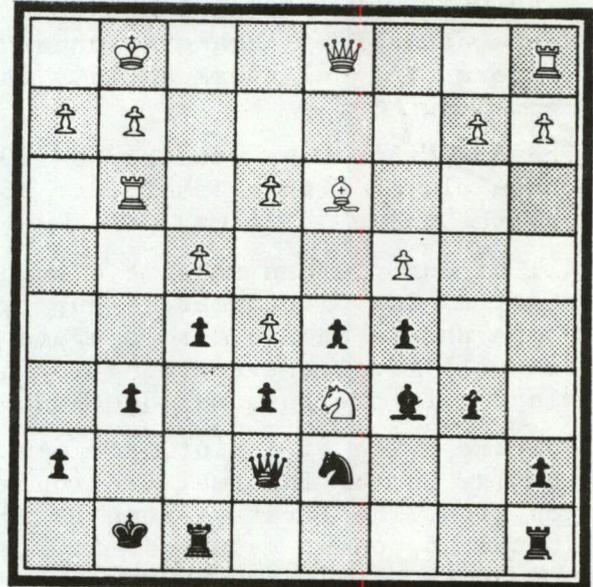
You will notice there is room for improvement in the above play.

So I have $2\frac{1}{2}/5$, a chance of some respectability appears on the horizon.

Round 6, 2.30 p.m.

The final round. I have black. White plays 1. P-Q4. I consider resigning. Usually when I play against P-Q4 I can save myself 3 hours of futile woodshoving by resigning on move one and getting no less points for it. However, my win this morning puts me in good spirits.

By move 16 my spirits are down where they belong again.



I have a stifling position. His knight has grown roots in my camp. It's his move. Q-R5 looks tempting. Instead, he plays

1. R-N5?

to which I reply, the stunning

1. ... NxP!

and subsequently mate him on move 32.

So, no prize money but $3\frac{1}{2}/6$ is better than my usual efforts.

I go home to unscramble by brain. 24 hours of chess over two days and an evening isn't good for the system. "Never again!" I say, whilst searching the fixtures list for the next weekend of masochism. Maybe next time I'll be in the prize money. Maybe.....

SOLUTION TO PROBLEM ON PAGE 7

- | | | |
|----------|------|-------------|
| 1 R-R6ch | PxR | or |
| 2 Q-B6ch | k-R2 | 2... K-R4 |
| 3 Q-B7ch | K-R1 | 3 QxRP mate |
| 4 B-B6 | mate | |

ARE YOU A SUPARABBIT?

RABBITS REVIEW POSTAL CHESS CLUB aims to supplement the aims of Rabbits Review itself by arranging chess encounters of the postal kind between players of equal chess ability in our carefully structured postal chess sections.

The RRPCC has been declared a TIGER FREE ZONE in that we don't allow a chess player with a 135 BCF or above grade into the Club. Only ungraded and the under 135's may join!

All of our players receive a guide to postal chess, rules of play, score sheet(s) for Club games, a supply of window envelopes for use with the score sheets and we also operate our own grading system. Yes, as a member you will receive everything you need to get you started even if only playing in the Informal Section!

For the price of a pint, you can join as an associate member AND start to play in our Informal Section against as many opponents at a time as you wish. The first pairing is free and you send a 11½p stamp for each further opponent required. No time limit, no prizes but if you beat 4 opponents in succession you earn the title of SUPER RABBIT and qualify for entry to the Club Championship. If you lose 4 in succession you earn the title of LEVERET and qualify for entry to a stars-barred style of tournament.

The more adventurous rabbits might like to enter the mysterious Pyramid Section which involves playing a total of 4 games simultaneously in each round. Not too demanding but note that there are time limits to ensure that the majority of games reach a natural conclusion. The Pyramid has three tiers and new entrants start at the base. It's then up to you to work your way to the apex by winning as many of the 4 games per round that you can since promotion is based on points scored per round (one point for a win, half a point for a draw). An elementary tuition service is available to Pyramid entrants and we also offer feedback on completed games. Only full members of RRPCC may enter this and our other events. If you are only interested in the Informal Section then join as an associate member for an all in fee of 60p.

NB: The first round of the Pyramid Section commences on OCTOBER 12th.

CLUB CHAMPIONSHIP & GRADED TOURNAMENTS will be staged in future years and we promise BIG prizes will be available. But be warned: you have to qualify for entry by participating in the Informal & Pyramid Sections.

Results and the occasional game will be published in Rabbits Review.

REMEMBER: PYRAMID, ROUND ONE, COMMENCES OCTOBER 12th. 1981.

INFORMAL SECTION OPERATES CONTINUOUSLY

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computers under scrutiny

Last issue's fairly favourable review of the new computers brought a few comments from readers exposing the weaknesses of these powerful new machines. For example, A. Costeloe writes:-

"I was very interested in issue 13. Some of the results gained by computers surprised me. I own a Sargon 2.5 and generally play it on level 4, to avoid long intervals between moves. I suspect that D.Rowden was unlucky. I have found that my Sargon varies a lot in strength according to the choice of opening. In the published game the computer was able to centralise its pawns and develop pieces quite rapidly. If allowed to do that it will play well and may indeed bring off clever tactical strokes. However, if restrained and if obvious developing moves are not so easy to find the machine is sometimes very inferior in its choice of moves. Typically I cite the machines conduct of a French defence. Without quoting actual games I can assure you that my Sargon in a 'French' situation potters about on the queen's side developing pieces and happily allows itself to be mated on the king's side.

Perhaps the newer version is more versatile?"

The most damning criticism comes from R.I.P. Josephs:-

"I recently bought the new improved version of the Sargon 2.5 - The 'Morphy Edition' - said to be of unparalleled strength and much superior to the Sargon 2.5 which was itself the strongest computer on the market until recently.

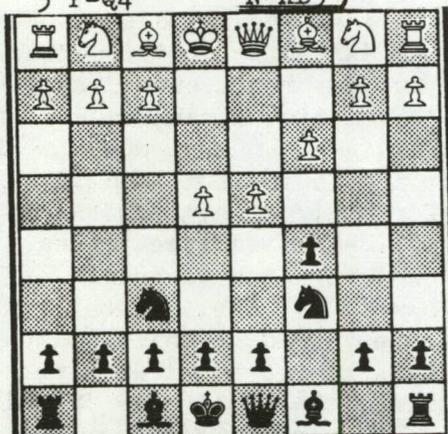
I enclose a game - in fact the first game I played against it on LEVEL 8 (strong tournament-40 moves/2 hours) plus the dot you press for BEST play.

As you will see the computer seems to have no idea about SPACE and was crushed as a result. My attack was probably by no means perfect - but Paul Morphy must be turning in his grave at black's performance against me (my rating is 136!)."

Here is the game he shows:

WHITE IRP Josephs
BLACK MORPH (Level 8)
1 P-K4 P-QB4
2 P-QB3 N-QB3

3 P-Q4 N-KB3 /



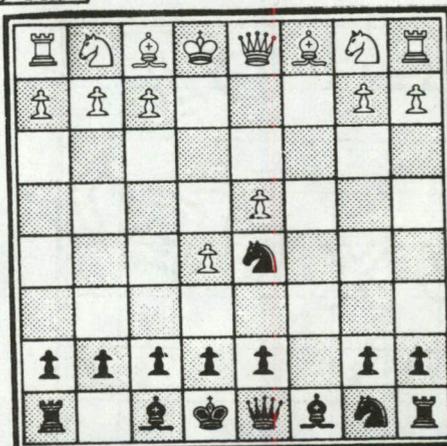
The computer thinks: "I

should get my pieces out quickly. The quickest way to do this is to move the knights. Afterwards I might start moving some pawns to get the bishops out." Yet it completely ignores pawn control of the centre, after which the knights are simply driven back. On move 3, Morph could have checked white's ambitions in the centre by ...P-Q4,

and if 4 PxP QxP, blacks queen comes out early, but on the other hand, white does not have 5 N-QB3 attacking it. Also, white cannot drive the queen back with 5 P-QB4, because his QP would be en prise.

On move 2 black could also have fought for pawn control in the centre with ...P-Q4, or if he didn't want to have to recapture with his queen after white's PxP, he could have prepared ...P-Q4 by playing ...P-K3 first.

Black could also have followed a second strategy: he could allow white to set up his pawns right in the middle of the board, as long as he can get a piece outpost in return. For example: 2...N-KB3 (attacking the king pawn) 3 P-K5 N-Q4 4P-Q4 P*P 5 PxP /

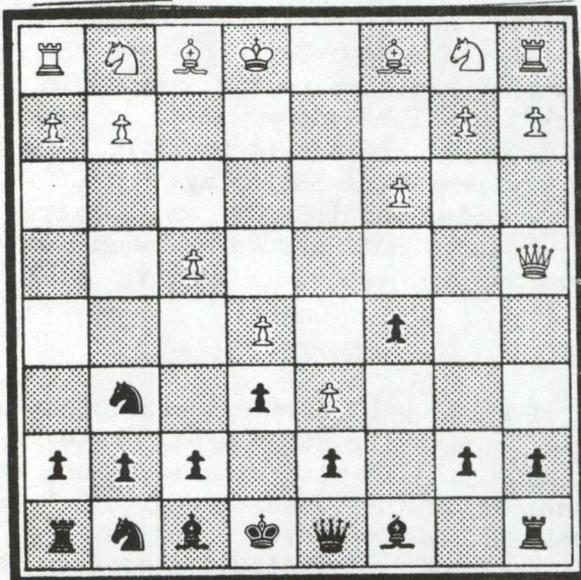


Notice that black has been careful to exchange pawns in the centre so that white will be unable to drive his knight away by a later P-QB4.

The rule is: don't let the opponent get too much scope in the centre, either with his pieces or pawns. Morphy does not know this rule.

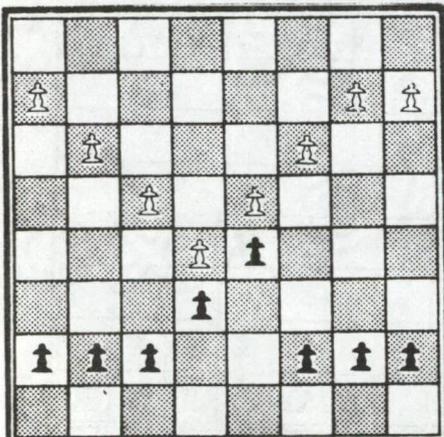
Now to continue with the game (from the diagram before the last).

- 4 P-Q5 N-K4
- 5 P-KB4 N-N3
- 6 P-K5 N-N1
- 7 Q-R4 P-K3
- 8 P-Q6 /



Studying this position, we can see how disastrous black's opening play has been. White has acquired a pawn chain right in the heart of black's position, entombing the black knights and bishops.

The amateur player, however, would like to cut the rhetoric and find out "how strong in fact is white's centre?" One is frequently told "attack a pawn chain at its base" but catch-phrases such as this often prevent one from thinking out ideas more carefully.



Take this position. Literally followed one should go straight to the pawn at QN2, but this would take rather a long time, as well as ignoring central play.

In fact the maxim might be better expressed 'attack the pawn chain where the links are weak'. Here the pawn at K5 is linked strongly to the pawns at Q4 and KB4, whereas those at Q4 and KB4 are only linked to those at QB3 and KN3 (pawns do not defend backwards, so the very word 'chain' is an inaccurate analogy)

Black's plan should thus be to weaken the weak links further, and then bring pieces to bear against them. For example, if he plays ...P-QB4 and exchanges at Q5, white's QP is bereft of all pawn protection and can become a target to black's pieces. However, it would make no sense to play ...P-KB3 (unless you were opening a file for a rook) and then train pieces against the king pawn, because black would be unable to take that square without a sacrifice. On the other hand, if white had no pawn at KB4, this attack would be perfectly in order.

Finally, we should not assume (as the first maxim implies) that one should attack a pawn chain at only one point; you attack it wherever you can, wherever it happens to be weak.

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Looking at the pawn position as it occurs in the Morphy computer game, the pawn at Q6 is obviously inviolate, but the one at K5 could be assaulted by ...P-KB3. The knight at KN3 helps in this attack. Then it is an arithmetic question of how many other black pieces can hit K5. The other black knight can come out via KR3 to KB2, but that's the lot, and black must then look for indirect attacks on K5, say by playing ...B-QN2 and threatening ...BxN if a white knight comes to KB3.

If this were all there were to it, the choice of moves would be fairly simple. However, black has to consider a purely tactical threat that white has in this position, of playing N-QR3-QN5-QB7ch. If it were white's move, and he played N-QR3 here, ...P-QR3 would not be a defence, because after N-QN5 the QRP would be pinned.

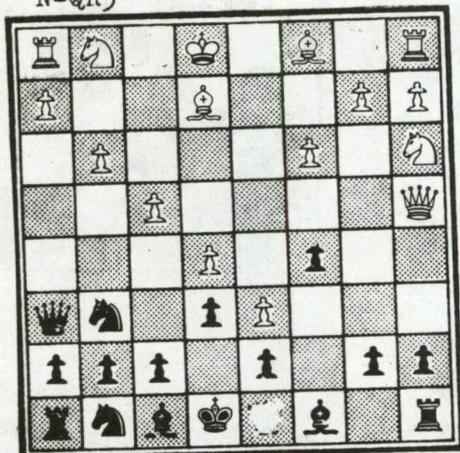
So black should probably start with a move such as 8...P-QR3 and if 9N-QR3 then ...R-QN1 avoids the threat of N-QN5.

8 Q-R5ch

Aargh!! This machine is so crude. Loses time with a pointless check and does

nothing to undermine the pawn chain.

- 9 P-KN3 Q-R4
 10 B-K2 Q-R3
 11 N-QR3



Now there are **two** threats, not one.
 (P-KB5 winning a piece and N-QN5-B7ch).

- 11 ... P-KB4
 12 N-QN5

Disdaining the piece by PxP e.p.

- 12 BxQP
 13 PxB K-Q1

and white, already a piece up, won quite easily.

Despite this debacle, the computer can play a strong game in the right circumstances. But the programmers will need to improve its understanding of opening principles, which should be based on pawn play as much as piece development. The new Grunfeld opening module should be available soon, but will the programmers just fill up its memory with 'book' variations, or try to deepen its methods of evaluation?

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clobber

From E.Chapman:-

"I was intrigued by Neville Maude's 'To clobber a computer'. He may be interested to know that my Chess Challenger 10 "fell" for his line at levels 1,2,3,4, but at 5(Superior, average response time 2mins 20secs), the computer offered me 5Kf2g1 instead of 5Kf2e3 and invited me to do my worst!

From Mrs Jennifer Mills:-

" I am a very rusty chess player, and never having joined a club, am ungraded, but I have taught my eldest daughter, Allison, the basics of the game.

As our free time never coincides, I recently bought a chess computer - Boris Diplomat II - as it was cheap and recommended for the beginner.

After a series of losses to it at the lowest level, I was feeling not like a Rabbit, but more like an innocent bunny, so I was delighted to see Neville Maude's piece 'To clobber a computer', and tried it at once, with the following results:-

To make Boris, playing white, play e2-e4 is easier said than done, it much preferred d2-d4. However, I fed in e2-e4 artificially, and answered e7-e5, but it refused point blank to move the king's knight, every time it went 2d2-d4, so that I could not begin my bishop attack. If I accepted the pawn challenge(toget his pawn out of the way), he took with queen, again stopping any idea of getting my bishop into the middle.

I then artificially set up the board as in the first diagram, but then, instead of moving out his king, Boris moved g2-g3, to challenge the queen. I played Qh4xe4, and he answered Ne5-f3, saving his knight and rook.

After these experiments I decided that Boris is a computer to be reckoned with, and I have much more respect for him - I don't mind being beaten by a computer with a 'brain'."

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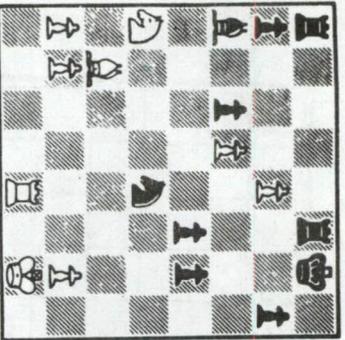
From C.A.Bliss, Shrewsbury:-

"I find the articles on 'Computer Chess' in Rabbits Review very interesting.

Have you any idea why the chess computers are always dedicated machines (he means they can only play chess-Ed.) instead of software for a mini-computer? It would seem to me much better to buy say, a Sinclair ZX80 plus chess program rather than a machine which costs more and will ONLY play chess.

Anyone intelligent enough to play chess could use a mini-computer."

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