



NO. 2



Editorial.

Thanks.It's nice to be a winner and with total sales rapidly approaching 400(200 of which are annual subscriptions)Rabbits Review is fast becoming a vital part of the average chess-players reading.

The reputation we have already earned is due in no small part to the calibre,effort and energy of Simon Webb,Michael Basman and T.D. Harding(so rush out now and order your copy of Chess For Tigers,Chess For Average Players and a complete set of Audio Cassettes)

But this is not the whole story.I have received numerous letters from readers who have spontaneously and voluntarily publicised the magazine for me in their various clubs and schools. Combine this with the contributions and ideas(all constructive and appreciated)from readers and friends and add a cover designed by Chris Jones of 33,Inman Rd.,London S.W.18 and we must have Rabbits Review.

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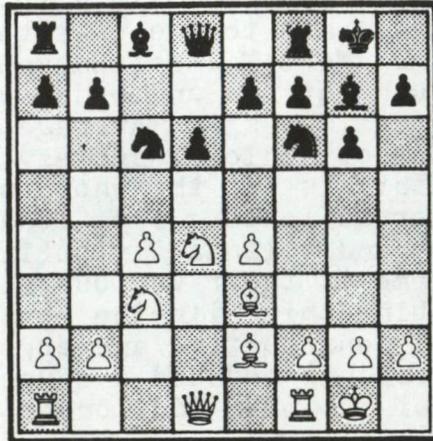
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# Opening Lines

2. THE SICILIAN MAROCZY BIND (continued) by Tim Harding



In the first article of *Opening Lines* we saw that Black cannot equalize from the diagram position if he adopts the traditional methods given in the books. After 1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 g6 5. c4 Bg7 6. Be3 Nf6 7. Nc3 O-O 8. Be2 d6 9. O-O the simplifying plan of 9. ... Nxd4 seemed to leave Black without hopes of counterplay.

Instead it would be logical for Black to play for attacks against the key white pawns at e4 and c4. If he can force White to defend them by f2-f3 and b2-b3 then the white king's bishop will become bad. Also f2-f3 may give Black some tactical chances based on the opening of the a7-g1 diagonal and the temporarily unprotected state of e3. (A variation illustrating that is 9. ... Bd7 10. f3? Qb6 11. Qd2 Nxe4! e.g. 12. fe Bxd4 or 12. Nxc6 Nxd2 13. Nxe7+ Kh8 14. Bxb6 Nxf1 15. Bf2 Rfe8).

The move f2-f3 can have advantages for White (if he can avoid

that last trap), as the protection of e4 leaves his queen's knight free to move. But b2-b3 is rarely desirable for him, as it is generally b2-b4 which he wants to play. Protection of c4 by Qd3 or Qb3 is also unsatisfactory, because the queen should not be doing such a lowly job and is inefficient at it. So it stands to reason that Black should play for complications based on attacks against the white pawns.

9. ... Nd7 is one way to try to do this, but the game Karpov-Visier, Las Palmas 1977, showed its darker side: 10. Qd2 Nc5 11. Rfd1 Qa5 12. Nb3 Qb4 (the queen gets into a tight corner here) 13. Qc1 Be6 14. Nd5 Nxb3 15. axb3 Qxb3 16. Rd2 Bxd5 17. exd5 Ne5 18. Ra3 Qb4 19. Qc2 with imminent loss of material confronting Black (20. Ra4 is the main threat).

A plan which has caused me trouble on a few occasions when Irish players have defenced the Maroczy against me is 9. ... Bd7, followed by ... Rc8 and ... Ne5. A subsidiary 'threat' is that if White plays Qd2 before f3 then one or other black knight may go to g4. As study material, here are how some of my games from this variation have continued:

Harding - A.N.Other 9. ... Bd7 10. h3 (not recommended) 10. ... Rc8 11. Qd2 Ne5 12. b3 Nc6 (best, despite the loss of time) 13. Rac1 Nxd4 14. Bxd4 a6 15. Qe3 Bc6 16. Rfd1 Nd7 17. Nd5? (17. f4 is better) 17. ... Bxd4 18. Qxd4 e5! 19. Qe3 Nc5 with a good game for Black as d4 and f4 are both strong squares for the knight.

Harding - B.Other 9. ... a6 10. Rc1 Bd7 11. f3 e6?! 12. Nc2 Qc7 13. Qe1 (heading for f2 and h4) 13. ... Ne5 14. b3 b5 (ingenious but probably unsound) 15. cxb5 axb5 16. Nxb5 Bxb5 17. Bxb5 and now with 17. ... d5 (instead of 17. ... Rxa2? 18. Nb4) Black might have had some compensation.

Harding - P.Other 9. ... Bd7 10. Rb1 (a dubious experiment) 10. ... Rc8 11. f3 b6?! (11. ... Ne5!) 12. Qd2 Re8 13. Rfd1. Black missed his chance by playing too passively. There followed 13. ... Be6? 14. Nxc6 Rxc6 15. Nb5 Qb8?! 16. Nd4 Rc7 17. Nxe6 fxe6 18. b4 Nd7 19. Rb3 Qc8 20. f4 Nf6 21. e5! dxe5 22. fxe5 Nd7 23. Bh6 Bh8 24. Rf1! Bxe5 25. Re3 Rd8 26. Rxe5! Nxe5 27. Qf4 1-0

Harding - N.N.O'ther 9. ... Bd7 10. Rc1! Rc8 11. Nxc6!?  
 Bxc6 (11. ... bxc6! for if 12. Bxa7 c5) 12. f3 b6 (12. ... e6!?  
 intending ... d5) 13. Qd2 e6 (too late) 14. Rfd1 Ne8 15.  
 Bg5 (if 15. Bh6 Qf6) 15. ... f6 16. Bf4 (better just 16. Be3)  
 16. ... e5 (better 16. ... Rf7 for if 17. Bxd6 Rd7) 17. Be3  
 f5 18. b4 Qe7 (not 18. ... Qf6 19. c5! dc 20. Bc4+ and  
 21. Bg5) 19. Nd5 Qb7 20. c5 dxc5 21. bxc5 Nf6 22. Bc4 and  
 White was well in control.

On the basis of this experience I have come to a few conclusions.  
 10. Rc1 is best (not 10. Qd2 Ng4) and after 10. ... Rc8 White  
 should investigate the complications of 11. f3 Qb6 12. Qd2  
 Nxe4 13. Nxc6 Nxd2 14. Nxe7+ Kh8 15. Bxb6. (Notice the  
 difference: now a black rook is attacked!) Unfortunately you  
 will probably find that 15. ... Rce8 is good for Black (notice  
 16. Rfd1 Rxe7 17. Rxd2 Bh6!), while the possible improvement  
 12. Nf5! is unclear - White obtains some compensation for the  
 pawn after 12. ... Qxb2 13. Nxc6 Kxc7 14. Rc2 Qa3 15. Qd2  
 but is it enough? If Black cannot play 11. ... Qb6 then  
 White's game will go smoothly but slowly forward. (He will  
 probably have to meet 11. ... Ne5 by 12. b3 as a temporary  
 measure, but at least his central superiority will not be  
 seriously challenged.) If White wants to avoid such tactics,  
 he can look further into my move 11. Nxc6.

The plan with 9. ... Bd7 and 10. ... Rc8, although it is not  
 in the books, is not without interest and I advise readers to  
 try to get into this variation, with either White or Black.  
 At least you will learn something about an important type of  
 position, the Maroczy Bind.

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Our first prize winner

An Audio Cassette of his choice goes to C.Wallace  
 of 3, North Dell, Ness, Isle-of Lewis for the following:  
Top left; 1.R-N8, RxR 2.B-B3+, Q-N2 3.Q-N8+, RxQ 4.N-B7  
 (Mate)

Bottom left; 1.KR-K1, N-K4 2.RxN+, PxR 3.QxP+, QxQ  
 4.B-R4+, P-N4 5.BxP+, RxB 6.R-Q8 mate.

Bottom Right: 1.R-R4+, PxR+ 2.K-B4, P-N4+ 3.KxP, P-N5  
 4.PxP mate

The last position was (as many of you spotted)  
 insoluble: after P-R6+, K-R1 B-Q6, Q-N2 there is no  
 forced mate.

## Mr. Honeybun plays in the Battersbridge Chess Competition

by John Wilcox

Mr. Honeybun is not a good chess player, in fact he is a very bad chess player. He plays bottom board for his local chess club in the fourth team and his grading is so low that he can only be classified as Novice standard although he has been playing chess for more years than he cares to remember. He once entered a Chess Congress in the Minor Tournament and scored a half point out of six (and that was a half point bye!)

One day this year Mr. Honeybun was in his local library, the Battersbridge District Library, when he saw a notice concerning a Chess Competition. The entry fee was nominal so he took an entry form home with him. When he arrived home his wife made him a cup of tea and while he had his tea he took the entry form from his pocket and began to read the rules. The rules were somewhat complicated to say the least but after he had read the form several times a gleam came into his eye. He filled in the form with the required details and, enclosing the entry fee, he posted it the next day.

He had a bye in the first round because he was a member of a chess club so he had to wait several weeks before he received a letter informing him of his second round opponent. The following day he rang his opponent and it was agreed to play the game at his opponent's chess club the following Monday.

The due day came and that evening Mr. Honeybun made his way to his opponent's chess club. Sure enough his opponent, who was a fairly strong club player graded more than 50 points higher than Mr. Honeybun, was already there with a board set up and a chess clock. They sat down to play and a coin was tossed to decide colours. Mr. Honeybun had black. His opponent opened pawn to king four and Mr. Honeybun played the Sicilian defence. The game went

1. P-K4 P-Qb4
2. N-KB3 P-Q3
3. P-QB3 N-QB3
4. B-K2 N-KB3
5. P-Q4

Mr. Honeybun now studied the position - his head inclined forward over the board. Should he take the pawn on king five or was it some kind of trap? Perhaps his opponent had made a mistake and the pawn could be won for nothing. After long deliberation he decided to play safe and the game continued.

5. ... PXP  
6. PXP NxP!

Now Mr. Honeybun was a pawn up!

7. O-O P-KN3??  
8. P-Q5!

Oh dear, the knight has to move and then the white queen will give check.

8. ... N-QR4  
9. Q-QR4ch B-Q2  
10. QxN

Now Mr. Honeybun was a piece for a pawn down, but he was not too worried by this and the game continued with White increasing his advantage move by move until by move 20 Mr. Honeybun found that his queen was almost trapped and he had to lose the exchange. By move 25 White had a rook on the seventh rank and it looked as if mate could not be avoided or at least not without great loss of material within the next few moves. The time control had been agreed to be at 30 moves and Mr. Honeybun made his last move with about a minute to spare. It was a totally lost position for him and his opponent prepared to set back the clocks for a 15 minute play off. Mr. Honeybun had his set of the rules by the side of the board and he appeared to be studying them carefully through his horn-rimmed spectacles. His opponent asked him if he was ready to play the 15 minute play off and Mr. Honeybun replied that he could not quite understand the rules. His opponent re-read the form and this is what was stated:-

"If you use a clock you may agree a mutual number of moves to play in a set time or you may use the following: either 36 moves in  $1\frac{1}{2}$  hours, or 42 moves each in  $1\frac{3}{4}$  hours. Both times to be followed by a 15 minute play off (both clocks set back 15 minutes). Should one player not have reached the minimum number of moves before the time control he loses automatically. If, however, the game is unfinished by the due time, but both players have played their minimum (36 or 42) then the game is a draw and a re-play will be needed."

"What I can't understand is the last sentence," says Mr. Honeybun and quite frankly his opponent could not make sense of it either, so it was decided that Mr. Honeybun would ring the organiser the following day to get clarification of the rules. They both took a note of the position on the board and also the times and departed to their respective homes.

The following day Mr. Honeybun rang the organiser at the Battersbridge Library who agreed that the rules do state that if a game is unfinished by the time control then the result is a draw. Mr. Honeybun rang his opponent to tell him this staggering piece of news. His opponent could not believe it and rang the organiser saying that the rules state that a 15 minute play off is required. The organiser said that unless the players specifically agreed to a 15 minute play off then the result is a draw, and the players have to replay with colours reversed within three days. Mr. Honeybun's opponent was somewhat put out to say the least by the decision but, after some thought on the subject, he decided that he could beat Mr. Honeybun in a replay anyway so he might as well agree rather than be disqualified. So he rang Mr. Honeybun that evening to find that Mr. Honeybun was not in. The following day he rang Mr. Honeybun at his office and said he will agree to a second game, with colours reversed, that evening. Mr. Honeybun said it was impossible for him to play that evening. "So this means we both get disqualified" said his opponent. "No," said Mr. Honeybun, "the rules state: 'If the first game is drawn, a second must be played, in reverse colours, within three days; if this is impossible, or if the second game is drawn, a coin must be tossed to decide the winner'."

"This is ridiculous," said his opponent. "How can we toss a coin over the 'phone?" "You have to come to my house" said Mr. Honeybun. By this time his opponent is so exasperated by the whole situation he has found himself in that he concedes the game and slams down the 'phone.

When Mr. Honeybun arrived home that evening he went into his sitting room where his wife had a cup of tea for him. He sat down in his armchair and with a smile on his moon-like face he took out the rules from his pocket and began to read them again.....

WORK SHOP - PART 1  
=====

A Rabbit's life is not all fun and games. He has to work to survive, to progress. The work involved in this article is to write your own annotations to the game given below, using the notes (supplied by the winner) as a rough guide. When you have completed this task, turn to WORK SHOP - PART II where you will find the same game analysed by a master.

White: C.E. WILLIAMS

Black: B. REEDER

Board 4, G + B III v. MORLEY COLLEGE 4th February 1977

- |                        |       |                        |                    |
|------------------------|-------|------------------------|--------------------|
| 1. P-Q4                | N-KB3 | 30. P-KR4              | K-R2 D             |
| 2. N-KB3               | P-KN3 | 31. P-KB3              | B-R3               |
| 3. P-KN3               | B-N2  | 32. Q-K2               | Q-B4               |
| 4. B-N2                | O-O   | 33. Q-B1               | B-K6               |
| 5. O-O                 | P-Q3  | 34. Q-K2               | R-R2 E             |
| 6. N-B3                | QN-Q2 |                        | (sealed)           |
| 7. P-K4                | P-K4  | 35. B-B4               | R-QB2 <sup>F</sup> |
| 8. PxP                 | PxP   | 36. Q-Q1               | Q-K2               |
| 9. Q-K2                | P-B3  | 37. Q-Q3               | B-N3               |
| 10. R-Q1               | Q-B2  | 38. Q-Q5 <sup>G</sup>  | R-B1               |
| 11. P-QN3              | P-QR3 | 39. Q-Q2 <sup>H</sup>  | R-Q1               |
| 12. B-QR3 <sup>A</sup> | P-B4  | 40. B-Q3               | Q-B4               |
| 13. N-Q5               | NxN   | 41. K-R3               | Q-N8               |
| 14. RxN                | P-QN4 | 42. Q-B1               | Q-B4               |
| 15. B-N2               | B-N2  | 43. Q-Q2               | Q-N8               |
| 16. R-Q3               | KR-Q1 | 44. Q-B1               | Q-B7               |
| 17. QR-Q1              | P-B5  | 45. Q-Q1               | P-N4 <sup>I</sup>  |
| 18. R-B3 <sup>B</sup>  | N-N3  | 46. Q-K2               | Q-N8               |
| 19. RxRch              | RxR   | 47. Q-B1               | P-N5ch             |
| 20. N-Q2               | P-N5  | 48. PxP                | PxPch              |
| 21. RxP <sup>C</sup>   | NxR   | 49. KxP                | R-N1ch             |
| 22. NxN                | B-QB3 | 50. K-B5               | QxP <sup>J</sup>   |
| 23. B-KB1              | B-N4  | 51. K-K6 <sup>K</sup>  | R-K1ch             |
| 24. Q-B3               | P-B3  | 52. K-Q5               | Q-N2               |
| 25. B-Q3               | R-Q2  | 53. Q-B5ch             | K-N1               |
| 26. Q-K3               | BxN   | 54. K-B6               | B-Q1               |
| 27. BxBch              | K-R1  | 55. Q-Q7               | QxQ                |
| 28. B-Q3               | P-QR4 | 56. KxQ <sup>L</sup>   | K-B1               |
| 29. K-N2               | P-R4  | 57. B-QB1 <sup>M</sup> | B-N3               |
|                        |       | 58. B-R6ch             | Resigns N          |

NOTES ON GAME v. MORLEY COLLEGE

- A. A waste of time - it did nothing and had to retreat.
- B. NOT clever - as is soon apparent.
- C. Better than losing a piece by allowing P-B6.
- D. Only just beating the clock!
- E. I couldn't see much point in this.
- F. Nor, it seems, could he!
- G. Sheer bravado.
- H. Joke over!
- I. Having at last decided that I am not going to fall for a mate, he is going to force his K side pawns. I had hoped for this, as it gave me an escape route - which came off!
- J. Another close shave with his clock!!
- K. Do I smell fresh air?
- L. Who said the king was not an attacking piece?
- M. Clearly telegraphing my intentions, but his clock was winning again.
- N. Presumably overlooking that after 58. ... K-B2 59. B-B4ch K-N3 60. KxR KxB, it is very doubtful if I had more than an opposite bishops draw. Still, as by this time he had raised his arms to heaven in despair, bowed his head in shame and knocked his king over - his flag had gone. I doubt if he would have made it even without the histrionic display.

NOTE TO STUDENTS:

Points of interest in this game are a) the early middle game play culminating in Black's win of the exchange b) the exchange-up position and its exploitation, c) the journey of the white king into the enemy's camp, d) the final question put by White in note N - would the bishops of opposite colour ending have been a win or a draw?

AFTER YOU HAVE MADE YOUR OWN ANNOTATIONS, COMPARE WITH MASTER COMMENTARIES IN PART II.

# Technique

by Nigel Povah (Can. IM.)

This series of articles will attempt to make the reader more aware of certain important facets which are frequently neglected by the majority of chessplayers.

We have all heard the expression "It's simply a matter of technique!" or "... with a technical win". However, the so-called technical win is often far from simple.

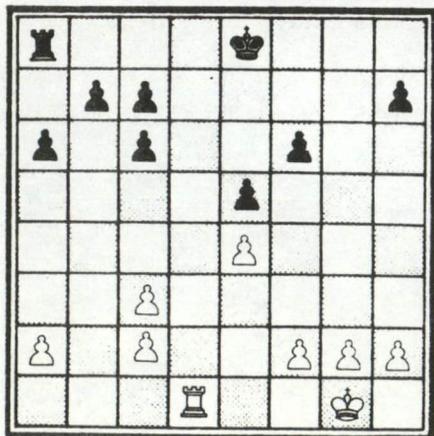
So what is meant by a technical win, and what does it entail?

A technical win usually refers to a position in which the winning strategy is readily obvious since analogous positions are referred to in various text books.

It is the technical ability of the Grand Master which elevates him above the Master. By this I mean his knowledge and understanding of standard positions is superior to that of his subordinates. This "understanding" is based on accurate positional assessments which enable the GM to choose the correct course of action for a given position.

For instance, he must know which pieces to exchange according to the influence of the prevalent pawn structure, hence he must know which types of endings are won and drawn, and the correct procedure.

Let us take as our first example the following position from the game Fischer-Smyslov, Monaco 1967:



Position after 16. Rd1

This position arose from Fischer's favourite exchange variation of the Ruy Lopez, and a quick assessment reveals that White stands slightly better because he has an effective 4 v 3 pawn majority on the king-side, whilst Black has an ineffective majority on the queen-side.

Now many players in this position would automatically challenge White's control of the d-file with 16. ... Rd8? which, in fact, loses, because the king and pawn ending after 17. Rxd8+ Kxd8 is a trivial win for White - assuming he has the technique!

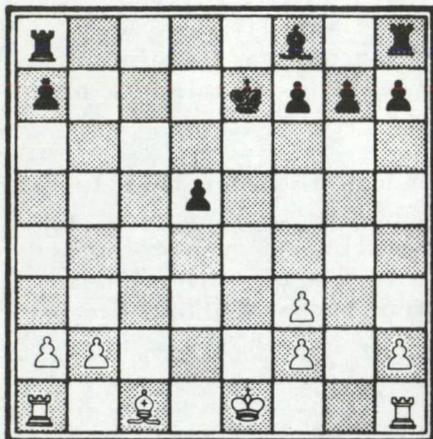
It is worth giving the winning procedure in order to illustrate the plight of Black's queen side 'majority'. Play might continue 18. f4! an effective way of creating an outside passed pawn, e.g. 18. ... ef (18. ... Ke7 19. fe fe leaves White with the potential outside passed pawn and a similar winning strategy) 19. Kf2 Ke7 20. Kf3 Ke6 21. Kxf4 b5 22. g4 c5 23. c4! (Black must not be allowed to play ... c4, ... c5, ... a5 and ... b4 etc., e.g. 23. h4 c4 24. e5 fe+ 25. Ke4 c5 26. g5 a5 27. h5 b4 28. g6 hg 29. hg a4 when Black, who threatens ... b3, is winning) 23. ... b4 (23. ... bc leaves Black with a useless 4 v 2 majority) 24. h4 a5 25. e5! (This temporary pawn sacrifice is the quickest way of creating an outside passed pawn) 25. ... fe+ 26. Ke4 a4 27. g5. (Not 27. h5? h6 when White's pawns are stifled) 27. ... c6 (Black is running out of useful moves) 28. h5 a3 29. g6 (29. h6 playing for Zugzwang is also possible, e.g. 29. ... Kd6? 30. g6 wins, but the text is easier) 29. ... hg 30. hg Kf6 31. g7 Kxg7 32. Kxe5 Kf7 33. Kd6 and the White monarch eliminates the static Black pawns.

Naturally Smyslov avoided this disaster, simply because he knew the King and pawn ending was lost, and that his best hopes must lie in the Rook and pawn ending, hence he played 16. ... Ke7 and eventually managed to draw, although not without some difficulties.

Our second example is the game M.P.Cook-N.E.Povah, Islington 1977 in which an interesting ending was reached which well illustrates 'the English Disease' of poor endgame play, since neither player understood the priorities of the position.

1. d4 Nf6 2. c4 c5 3. e3 cd 4. ed d5 5. Nc3 Nc6 6. Nf3 Bg4 (The game has now transposed to the Panov-Botvinnik variation of the Caro-Kann!) 7. cd Nxd5 8. Qb3 Bxf3 9. gf e6 10. Qxb7 Nxd4 11. Bb5+ Nxb5 12. Qc6+! (Forcing the black king to move) Ke7 13. Qxb5 (13. Nxb5? Rb8 14. Nd4 Qd7 15. Be3 Rxb2 16. Qc4 f6 17. Rd1 Kf7 18. Nb3 Be7 19. O-O Rc8 favours Black) 13. ... Qd7 14. Nxd5+ Qxd5 15. Qxd5 ed

Position after 15. ... ed



I must confess to having blindly followed the book recommendation in reaching this position - a dangerous practice, since I did not know quite how to assess this position. I felt that my passed d-pawn, centralised king and his doubled pawns might offer me some chances; but on the other hand my d-pawn may become a weak target, and his potential outside passed pawn might prove to be an embarrassment.

The game continued 16. Be3 which is recommended by Botvinnik in ECO B (=). The alternative is 16. O-O Ke6 17. Re1+ Kf5 18. Be3 Be7=.

16. ... Ke6

A natural move, but now both players had to consider how they would continue their development, paying particular attention to the pawn structure, which determines which endings are to be favoured. Both of us knew that the king and pawn ending would favour White due to his outside passed pawn on the queen-side, but what of the Bishop ending or the Rook ending?

It was John Nunn during the post-mortem who made both my opponent and myself feel rather naive when he summed up the diagrammed position as follows:

"White wins the King and pawn ending; the Bishop ending is probably drawn because White's potential Q-side passed pawn is counterbalanced by the weakness of his h-pawn; the Rook ending favours Black because of his inside passed pawn; finally, White's best chances lie in the ending with all the pieces, since Black has vulnerable a- and d-pawns and White might create a passed Q-side pawn."

Hence, to summarize, White should either try to avoid exchanges or somehow exchange all the pieces.

The game continued 17. Rc1?!, already an inaccuracy, perhaps  
17. Kd2 Rc8 18. Rhg1 g6 19. Bd4 Rg8 20. Rae1+ offers  
better chances.

17. ... Bd6 18. Ke2 Rhc8 19. h3 a5! Black intends to  
attack White's Q-side pawns and to eliminate his own weak  
a-pawn.

20. Kd3 Be5 21. Bd4 Bxd4 22. Kxd4. Slowly Black is  
achieving his objectives and the promising Rook and pawn end-  
ing is not far away, although it is being achieved more by  
luck than judgement!

22. ... Rab8 23. b3 Rb4+ 24. Ke3 Rxc1 25. Rxc1 a4! Black  
now has a very promising position (probably a won position)  
due in the main to White's weak b-pawn and h-pawn. However,  
John commented that Black would still be better if White's  
pawn were on g2 instead of f3. This came as a surprise to  
me, as I felt it was White's weak h-pawn which was the  
decisive factor in this position.

26. Rb1 Ke5 27. Kd3 Rh4 28. Rh1 (28. ab is dangerous because  
of 28. ... Rxh3 29. Ke3 Rh4 30. a5 Ra4 or 30. Rb7 Rxa4  
31. Rxf7 Ra3+ 32. Ke2 Rxa2+ with good chances) 28. ... ab  
29. ab Kd6. With White's king cut off along the fourth rank  
and his Rook passively tied down to the h-pawn Black intends  
to attack the weak b-pawn.

30. Ke3 g5 (fixing the White K-side pawns) 31. Kd3 Rf4?!  
(Black could win comfortably with 31. ... f5 followed by  
32. ... g4 creating a passed h-pawn when the win is very  
simple; 32. Rg1 would fail to 32. ... h6 33. Rg3 f4 winning  
the h-pawn). 32. Ke2 Kc5? (This move loses the initiative.  
Correct was 32. ... h6! when 33. Rg1 f5 leaves White helpless  
against the threats of ... Rh4 and Kd6 c5-b4 etc.) 33. Rg1  
h6 34. Rg4! (White has successfully activated his rook since  
the K & P ending is equal, e.g. 34. ... Rxg4 35. fg Kb4  
36. Kd3 Kxb3 37. Kd4 Kc2 38. Kxd5 Kd3 39. Ke5 Ke2 40. f4  
gf 41. Kxf4 Kf2 42. g5 h5! 43. Kf5 Kg3 44. Kf6 Kh4!  
45. Kxf7 Kxg5 46. Ke6! Kh4 47. Kf5 Kxh3 48. Kf4 h4  
49. Kf3 =) 34. ... Rf6 35. b4+ Kb5. 1/2 - 1/2

Hence, the moral behind this game is to be aware of which endings are to be favoured for any given pawn configuration. In order to assist the reader we shall attempt to examine certain classic end-game situations in future issues, so that he might be able to make the correct decisions and demonstrate the appropriate technique!

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## Advertisement.

# BCF

stands for BRITISH CHESS FEDERATION - that very necessary body which is seldom praised and often damned, but which you really can't do without: as one leading London organiser once said, "if the BCF didn't exist it would be necessary to invent it".

The BCF is the national representative body for chess in England, recognised both by the International Chess Federation and by the Government. We were founded in 1904, and are a Federation of the four regional Unions, 40 county associations, and sundry other chess interest groups.

What does the BCF do? Quite a lot, believe it or not!

- We act as an established and permanent reference point, for such matters as information on the Laws, on where to find chess clubs, on what congresses or events are in the offing, etc... indeed, much of our daily routine is occupied in answering such enquiries, and offering help and advice to all comers.

- The Federation also organises competitions, notably the British Championships, the National Club Championship, the "Sunday Times" Schools Tournament, and the final Counties Championships.

- and there are our services: our dedicated junior officials continue to develop the status of junior chess, we provide an adjudication service, and a "Certificate of Merit" Scheme; our monthly "Newsflash" continues to amuse, while our annual "Year Book" is a useful reference work for organisers.

- international affairs also concern us, and BCF officers are responsible for English representation in the World Championship eliminators, and for selecting the teams which recently won the World Under-26 Championship and have performed so well in both men's and women's Olympiads.

Why say all this? Because there seems so much cavilling and carping about the money the BCF needs that it's about time we spoke up for ourselves. The BCF does provide useful services and our existence is necessary: and we feel that we deserve the support of the ordinary chess player. We don't compel this support - if you don't like BCF activities then vote, via your county, for change, disaffiliation, or what-have-you: our administrative structure is remarkably democratic!

After such a fuss, how much does the BCF take from the ordinary player? - A MERE 72p PER ANNUM - that's the BCF Registration Fee. Quite frankly, in my opinion that's a ridiculously low figure: almost derogatory in fact, for a club player's support for his national body, particularly in view of the high prestige English chess now enjoys, thanks in no small part to the efforts of the BCF... but still many players grumble at paying BCF dues.

Do you support the BCF? We need your support to function well. Is your league or association affiliated, and do you pay BCF dues? If you don't why not think about it: surely it's better to be part of the community of chess players than an isolationist. And if you already support the BCF please do so gladly, and support us in our work - you really couldn't manage without us.

If you want to hear more just contact us: BCF officials will be glad to visit any chess function or meeting.

PAUL BUSWELL  
BCF General Secretary  
4, The Close, Norwich.

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### Who said that?

Chess mastery is the supreme example of concentrated mental power exercised on insatiable futility.

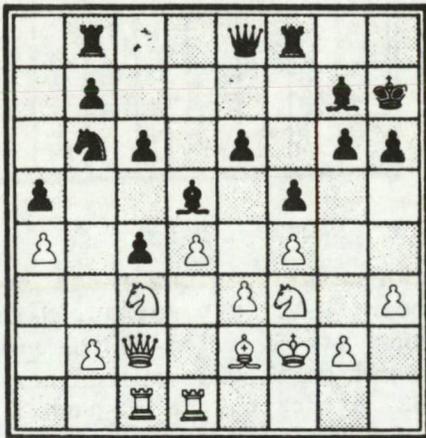
E.G.(circa 1937)

I have known a person consume an hour in looking over a game at chess, without understanding the moves.

The Looker-on No.VIII(1792)

(18. N-R4 - a blow in the air;  
 18. N-Q2 is better. A king-side  
 attack by White is a mirage.)

19. P-KB4 B-Q4  
 20. N-QB3 P-K3  
 21. N-B3 Q-K1  
 22. K-B2 R-QN1



23. NxB? BPxN

Well, what can I say? I nearly  
 leant over the board and said  
 "thanks". White has undoubled  
 my pawns and wiped out any ad-  
 vantage he had in the centre.  
 I don't think the Bishop was  
 threatening anything, or was it?

(Attentive readers will have  
 guessed that White should have  
 played 23. N-N1 followed by N-R3  
 and/or KN-Q2 regaining his pawn.  
 But it may be even too late for  
 this, as Black can answer 23. ...  
 Q-K2 24. N-R3 Q-N5 (occupying  
 the weakened square pointed out  
 by Mr. Holmes in his note at  
 move 14.) 25. NxBP NxRP and  
 White is still a pawn down.)

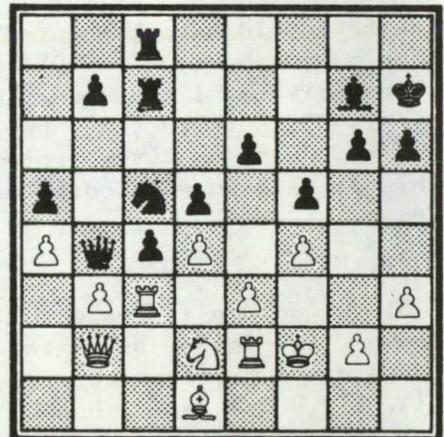
24. P-QN3 R-B1  
 25. Q-N2(?) R-KB2  
 26. R-K1 R2-B2  
 27. R-B3 Q-K2  
 28. B-Q1 Q-N5

(a nice post for the queen.)

29. R-K2 N-Q2

White has obviously been play-  
 ing without a plan for some  
 moves now, and ever since 25.  
 Q-N2 the white QP has been  
 pinned by the Black Bishop.

30. N-Q2 N-B4



(Black plays this part of the  
 game very well.)

31. Q-B2 N-Q6+

White could have stopped this  
 with 31. B-B2, but he was  
 getting short of time.

(However, 31. B-B2 loses to  
 31. ... NxRP!)

32. K-N1 NxP

Of course, if 33 PxN BxP+

same time he is less likely to challenge further in the centre, for example by in P-QB4, as occurs in Queen's Gambit Declined lines).

8. B-Q3 P-KR3  
9. BxN NxB

I was expecting 9. B-R4 when ... P-KN4 would leave my king-side badly weakened, so perhaps 9. ... N-N3 with ... PxP and B-K3 to follow.

10. O-O B-N5  
11. P-KR3 B-K3  
12. R-K1? PxP

White should have bolstered the pawn here by 12. P-QN3 with a roughly equal position. As it is Black takes the pawn with a tempo and over-protects his extra pawn with surprising ease.

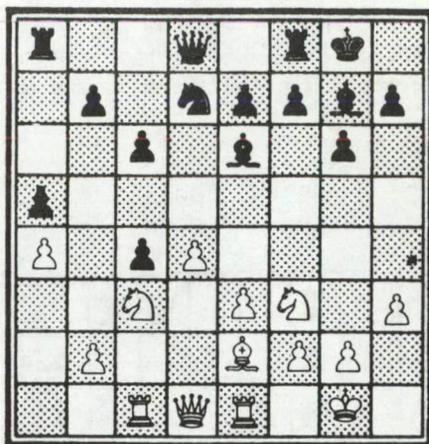
13. B-K2 N-Q2

(Black decides to guard the c pawn with pieces, but this should not prove successful.

13. ... P-QN4 is worth consideration, then if 14. P-QR4, P-QR3. Or if 14. P-QN3 P-N5 15. N-R4 P-B6 and White is not making progress.)

14. P-QR4 P-QR4

Naturally White does not wish to allow ... P-QN4 supporting the gambit pawn, but he leaves a nasty hole on his QN4, which should make a nice post for a Black piece later on.



15. N-QR2 N-N3

(White's 15. N-QR2 looks pretty pointless. Why not 15. N-K4, then if 15. ... N-N3 the knight could go to QB5 or even back to Q2, attacking the QB pawn.)

16. Q-B2 Q-Q2(?)

I was thinking of a switch to the king-side here, but 17. N-K5 would be embarrassing, forcing ... BxN.

(17. N-K5 BxN is not dangerous for Black, despite loss of his defensive bishop because most of White's pieces are nowhere near the Black king position. 17. N-Q2 looks best. White consistently ignores the need to recover his pawn. In fact, it is often a feature of amateur games that one player misses the point of a position for a long time.)

17. KR-Q1 P-Kb4  
18. N-R4 K-R2

# One Game - Two views

Continuing our series when a British Master and under 160 grade player both comment on the same game, here is a game by Alan Holmes of Norfolk, which shows that Amateur play can be of a very high standard - not just blunders! Comments by the master are given in brackets.

MARTIN v HOLMES, Game 4 of a "Best of 10" £5 Challenge Match by Alan Holmes.

This is my favourite win to date for three reasons:-

1) A bad run of results culminating in my least successful congress to date had left my morale badly in need of a quick return to form.

2) I was trailing in the match at the time, and could see myself parting with a fiver a bit too soon for my self respect.

3) This was my first serious try at either side of a Queen's Gambit, inspired by Mike Basman's tape "A Defence to d4". It's always particularly nice to win with your first try at an opening, especially as Black. This may help to explain the odd "nothing" move which appears from time to time.

OPENING: QUEEN'S GAMBIT, SLAV DEFENCE. Analysis(?)  
by Alan L. Holmes.

1. P-Q4 P-Q4

2. P-QB4 P-QB3

3. N-QB3 N-KB3

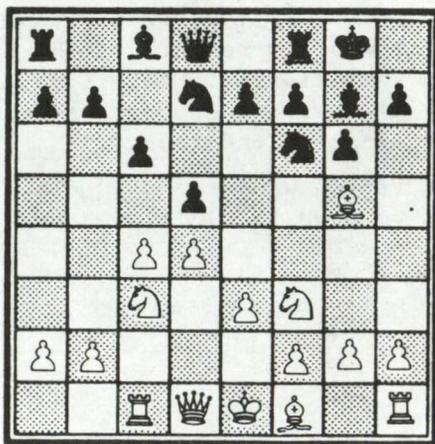
4. N-B3 P-KN3

Basman's tape favours 4. ... PxP in this line, but I had decided to decline the pawn if this line arose; it seemed too easy for White to get the pawn back with an edge in the centre. So already we're in "Indian Country" (sorry about that). I can at least play for one of the gambit declined lines, whilst retaining the option of taking the pawn at a more suitable point.

5. B-N5 QN-Q2

6. P-K3 B-N2

7. R-B1 O-O



(The idea of Black's formation is to maintain a solid pawn in the centre, while retaining free development for his pieces. Note his QB is not blocked by a pawn at K3, as in the normal Queen's Gambit Declined. But at the

34. R/3-K3 PxP 35. QxNP R-B6  
with R+ 3 pawns for B and N.  
The expected 32. K-B1 was prob-  
ably better for White.

33. R-B2 N-Q6  
34. R-B1 P-K4

If 35. PxKP, BxP traps the  
White Rook

35. PxBP PxBP  
36. N-B3 P-K5

The White Knight has to retreat,  
and still the White QP is pinned  
by the Bishop.

37. N-Q2 Q-N7

Black has a pawn plus on both  
wings and an acre of space.

So let's have the Queens off  
before White uses his to wriggle  
off the hook.

38. QxQ NxQ  
39. B-K2 B-B1  
40. R1-QB1 B-N5

The Black Bishop has been pin-  
ning the White QP most of the  
afternoon, now it joins that  
attack at last.

41. R3-B2 NxP  
42. RxP N-B6

White threatened to win a Rook  
with 43. RxR+, so Black answers  
threat with threat, also block-  
ing the line.

43. RxR+ RxR  
44. K-B2 P-R5  
45. N-N1 B-R4  
46. NxN RxN

I had rejected 46. ... BxN

because of the apparent pin  
against the Rook. After the  
move played however, I real-  
ised to my horror that 47. RxR  
BxR left us with opposite-  
squared Bishops in the end-  
game. What if he stole a draw  
when I'd been in the driving  
seat all afternoon? I needn't  
have worried, one he didn't  
play it, and two every line I  
looked at after the game indi-  
cated that White's King had too  
much to do, having to deal with  
a pawn majority on both wings.

47. R-QN1 P-N3  
48. P-Q5 P-R6  
49. P-Q6 R-B7

Pinning the Bishop to allow  
... P-N4.

50. R-Q1 P-N4

Allowing the Bishop to observe  
White's promotion square.

51. P-Q7 B-Q1  
52. K-K1 P-N5  
53. R-N1 P-R7  
54. R-R1 P-N6  
55. B-Q1 (too late!) P-N7  
56. BxR PxR=Q+

and, at last, White resigned.

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If you would like a game  
included in this section  
send the game score, with  
your own annotation, to  
B.P.Floyd, 11, Ravenslea Rd.,  
London, S.W.12.

## WORK SHOP - PART II

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(READ PART I BEFORE TACKLING THIS PART OF THE ARTICLE)

### THE OPENING

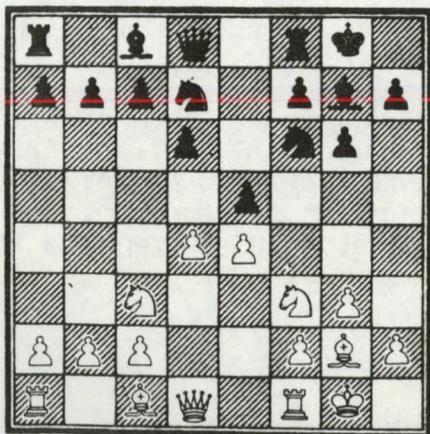
Though the game begins as a Queen's Pawn Opening, with Black fianchettoing his king's bishop as in the Kings Indian Defence, it turns into a kings pawn opening because White plays P-K4 and N-QB3, omitting P-QB4. It is the omission of this last move which makes the difference. In fact the position after move 7 could also arise from a King's Indian Attack (1. P-K4 P-K3 2. P-Q3 followed by fianchettoing the white king bishop) in case you thought that naming an opening was an easy matter.

White: C.E. WILLIAMS

Black: B. Reeder

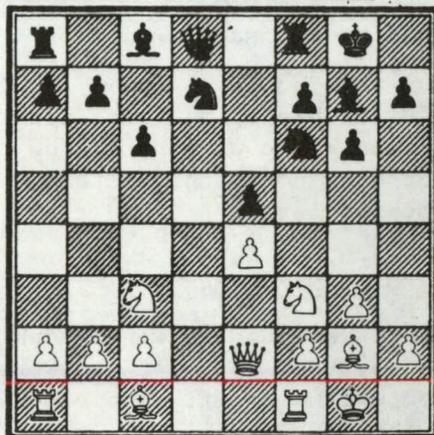
G and B III v. MORLEY COLLEGE  
4th February 1977.

1. P-Q4 N-KB3 2. N-KB3 P-KN3  
3. P-KN3 B-N2 4. B-N2 O-O  
5. O-O P-Q3 6. N-B3 QN-Q2  
7. P-K4 P-K4



How should White answer this central thrust? With his pawn back at QB2, instead of QB4, 8. P-Q5 looks less inviting, because it will then take longer for White to expand on the queen's side, where he has a space advantage. He would have to move his queen's knight for a start, and then play P-QB4, and later P-QN4 and P-QB5 to open up the QB file. White therefore opts for piece play by exchanging centre pawns and bringing his rook to the queen file.

8. PxP PxP 9. Q-K2 P-B3



An innocent looking position has arisen, almost symmetrical, but one which generally finds one side or the other getting into difficulties quite soon - as occurs in this game.

White's knight at QB3 encourages Black to play ... P-QB3, guarding his Q5 square, but weakening Q6. White has many routes to that square (R-Q1, B-QR3, N-Q2-B4) but its occupation is not always fatal to Black.

In his turn, Black, besides neutralising White on the queen file, may endeavour to place a knight at Q5 (for example, by N-B4-K3-Q5). In fact, his outpost may be better than White's on Q6, because it is supported by a pawn and more centralised.

10. R-Q1 Q-B2 11. P-QN3 P-QR3

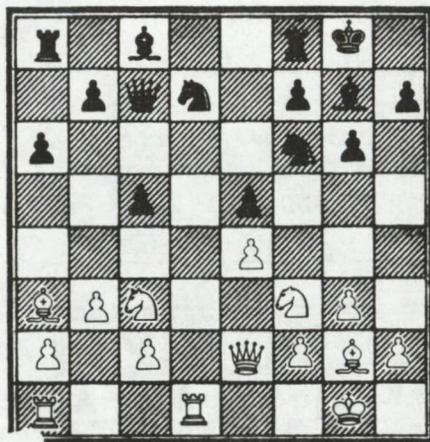
An alternative is 11. ... R-K1, and then if 12. B-QR3, Black has the annoying answer 12. ... Q-R4, attacking both bishop at QR3 and N at QB3.

After 11. ... R-K1, White may try a different tack, 12. N-Q2; but what does this bring him? Suppose Black just carries out his plan with 12. ... N-B4 13. N-B4 N-K3 14. N-Q6. White has now occupied his beloved square, but after 14. ... R-Q1 or directly 14. ... N-Q5, Black does not appear to be badly off.

After the move played, 11. ... P-QR3, a good plan for White is 12. P-QR4, to restrain the advance of Black's queen side pawns.

12. B-QR3 P-B4!?

Black could also have played 12. ... R-K1, answering 13. B-Q6 with 13. ... Q-R4. The move played is very challenging. Black cedes his Q4 square to White, but hopes to make capital out of advancing his queen's side pawns.



13. N-Q5

Instead of directly occupying the square Q5, White could have considered retreating his bishop to N2, in view of the fact it is liable to be driven back anyway after ... P-QN4-5. A possible continuation is then 13. ... P-QN4 14. P-QR4 (to solidify the situation on the queen's side) P-N5 15. N-Q5 NxN 16. PxN P-K5! 17. BxB PxN 18. QxBP KxB 19. P-Q6 and White gets the advantage after all.

13. ... NxN 14. RxN P-QN4  
15. B-N2

White cannot maintain the impetus and must get driven back. Had he played 15. QR-Q1

(to answer 15. ... B-N2 by 16. RxN) 15. ... P-N5 16. B-N2 N-N3 17. R/5-Q2 P-B5 sees the Black pawns on the rampage.

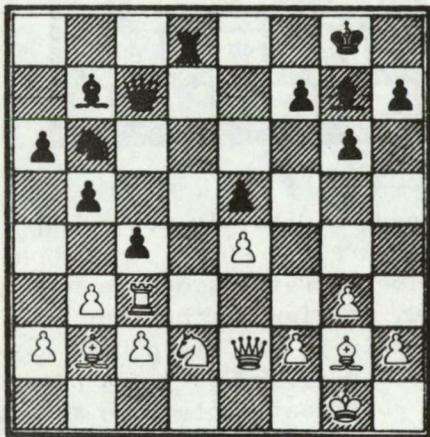
15. ... B-N2 16. R-Q3 KR-Q1

Now White even loses control of the queen file.

17. QR-Q1 P-B5 18. R-B3

A truly awful square for the rook. White has taken ten moves to turn an even game into a losing one.

18. ... N-N3 19. RxRch RxR  
20. N-Q2



20. ... P-N5

Need Black have made such haste to garner the rook? In fact, White's position becomes rather difficult to breach after this.

An alternative for Black was 20. ... B-R3, when White can hardly walk into a self pin by 21. B-QB1, and if he moves

his knight, say to KB1, 21. ... P-N5 is now more powerful than before. Sacrificing the exchange is no longer good for White, and 22. R-B3 P-B6 23. B-QR1 leaves an incarcerated white bishop at QR1.

A feature of the position in diagram 4 is that White has lost control of the queen file, and Black should try to make capital out of this, as well as winning material.

21. RxP!

Seizing his chance, accepting a small material deficit but improving the positioning of his pieces.

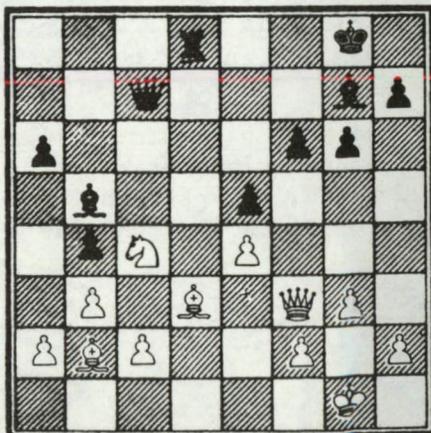
21. ... NxR 22. NxN B-QB3

The position is still very good for Black, as his rook has an open file to play down. Yet White next takes steps to neutralise this.

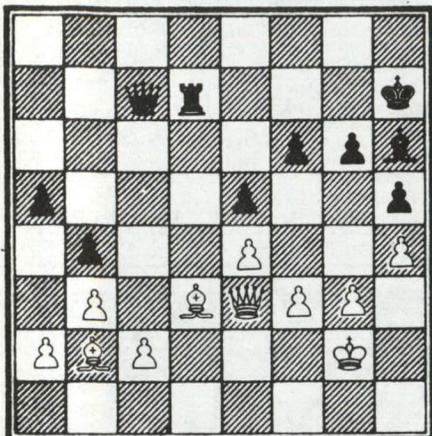
23. B-KB1!

Ready to transfer the piece to Q3 if need be, to blot out the pressure down the queen file.

23. ... B-N4 24. Q-B3 P-B3 25. B-Q3

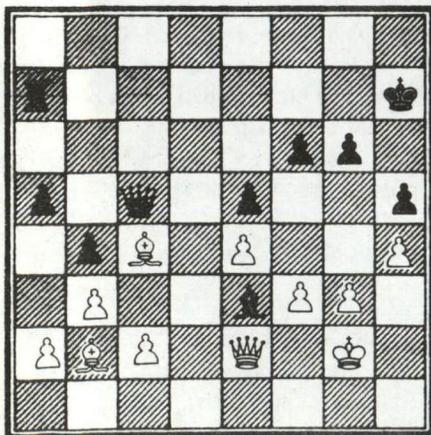


25. ... R-Q2 26. Q-K3 BxN  
 27. BxBch K-R1 28. B-Q3  
 P-QR4 29. K-N2 P-R4 30.  
 P-KR4 K-R2 31. P-KB3 B-R3



Though presently thwarted down the queen file, Black is steadily improving the positioning of his pieces. His bishop is extremely well placed here, while its opposite number on QN2 is virtually movebound.

32. Q-K2 Q-B4 33. Q-B1 B-K6  
 34. Q-K2 R-R2 35. B-B4



35. ... R-QB2

Why did Black relinquish his threatened play down the QR file? Could the rook have been made more active by 35. ... P-R5? Then White would have to play 36. PxP (since if he leaves Black to make the capture, then he will not be able to hold both the queen file and the queen rook file) 36. ... RxP 37. B-N3 R-R2 38. B-B4 R-Q2 39. B-Q3 R-R2 40. B-B4 and Black is making no progress.

Nonetheless, it was probably a good idea to play 35. ... P-R5, but after that redepoly the Black pieces putting the bishop back at R3, queen at K3 and rook at QB2.

Black's actual move, 35. ... R-QB2, is an attempt to play 36. ... P-R5 without allowing 37. PxP, but White counters this by playing on the queen file.

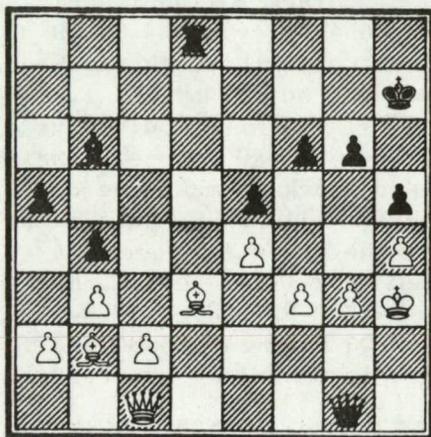
36. Q-Q1 Q-K2 37. Q-Q3 B-N3!

Black conceives a most dangerous plan to infiltrate the white king position via the black squares. White's bishop at QN2 is just as much a handicap as the lost exchange, and Black is taking advantage of this now.

38. Q-Q5 R-B1 39. Q-Q2 R-Q1  
 40. B-Q3 Q-B4 41. K-R3

Head for the hills!

41. ... Q-N8 42. Q-B1!



The best chance, offering the exchange of queens after which the white bishops combine well to keep Black's pieces out.

42. ... Q-B4 43. Q-Q2 Q-N8  
44. Q-B1 Q-B7! 45. Q-Q1 P-N4!

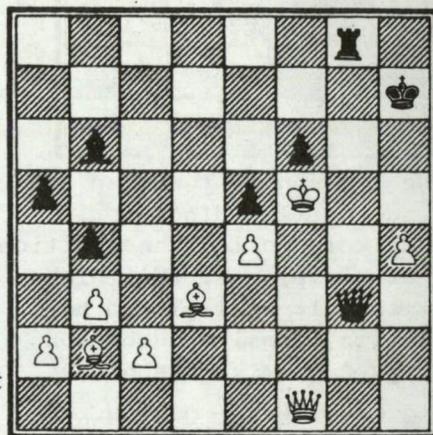
Having cornered the white king, Black begins the final onslaught opening up lines on the king's side with his pawns. As this weakens Black's king position as much as White's, he has only embarked on it at this late stage, where he has an almost certain win in the attack. His threat is simply 46. ... PxP  
47. PxP R-KN1 46. Q-K2

46. ... Q-N8

It looks stronger to play 46. ... QxQ 47. BxQ R-Q7 (in at last!) 48. B-Q3 B-N8 threatening mate 49. P-N4 R-R7ch 50. K-N3 PxP mate.

Now we get a king hunt with the white king in the role of strutter.

47. Q-B1 P-N5ch 48. PxP PxPch  
49. KxP R-KN1ch 50. K-B5 QxP



51. K-K6!!

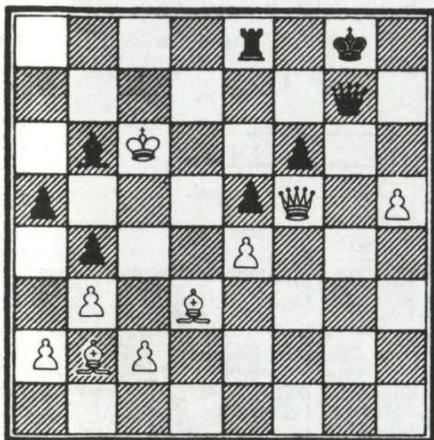
It seems quite incredible that White's king should be able to survive in this position. But Black is lacking light square control (see his bishop at QN3 and pawns at K4, KB3, QN5 and QR4) whereas White's queen and bishop combine well at KB1 and QB4.

51. ... R-K1ch 52. K-Q5

This seems to let White in for a killer check at N1 - 52. ... Q-N1ch, and therefore 52. K-Q6

or even 52 K-Q7 look better. But even after 52. ... Q-N1ch, it is not easy for Black to deliver the final blow. For example, 53. K-B6 Q-K3ch 54. K-N5 Q-Q2ch 55. KxB R-N1ch 56. KxP Q-B2ch 57. K-R4 Q-R2ch 58. B-R6. Another possibility is 52. ... Q-N1ch 53. K-B6 R-K3ch 54. K-Q5!

52. ... Q-N2 53. Q-B5ch K-N1  
54. K-B6

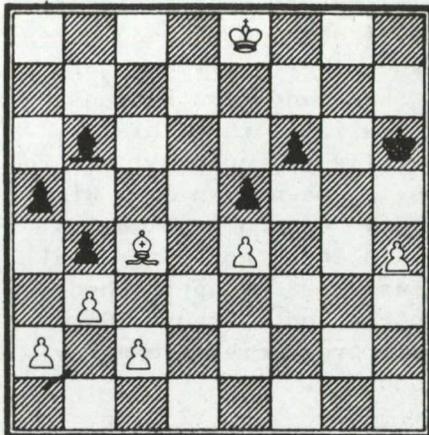


Continuing his merry dance. If he gets to QR4 White will not be able to mate - e.g. 54. ... Q-B2ch 55. K-N5 Q-B4ch 56. K-R4 Q-B3ch 57. B-N5. However, 54. ... B-Q1 looks very sickly and 54...B-K6, keeping White's queen bishop incarcerated, looks stronger.

54. ... B-Q1 55. Q-Q7 QxQ  
56. KxQ K-B1 57. B-QB1! B-N3  
58. B-R6ch Resigns

White puts the question in his analysis of the game - would the bishops of opposite

colours' end game be a win or a draw after 58. ... K-B2 59. B-B4ch K-N3 60. KxR KxB - see diagram



To win a bishops of opposite colours endgame you need two pawns spaced widely apart - one to tie up the enemy king, the other his bishop. While his king is stopping one pawn, you force the other one through with the help of your own king.

In this position, White has one passed pawn on KR4, to restrict the black king, and he needs to create another on the queen's side. At first sight this looks difficult, because Black can put his bishop on Q5 and White cannot advance his QBP. However, White could play his king to the queen's side and Black's bishop will be overloaded guarding QB3 and the QRP. If Black drops his bishop back to Q1, then White can continue K-B4 and P-B3, to create the passed pawn.

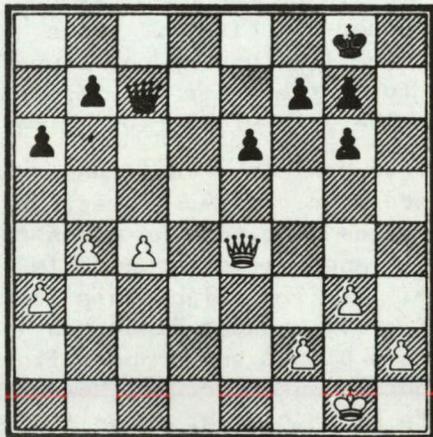
# NOVICES SECTION

## KING AND PAWN ENDINGS ARE ALWAYS WON.

by M. Basman

A glaring error of beginners' (and stronger players') games is when they gaily swap off into King and Pawn Endings, not realising that this is generally the quickest way to lose. A pawn down in a king and pawn ending is almost a certain loss; and even level endings must be approached with caution, because 90% of them prove decisive one way or another.

To show I am (was) not blameless in this respect, here is a position I reached in a clock simal in 1959 against Grandmaster Szabo.

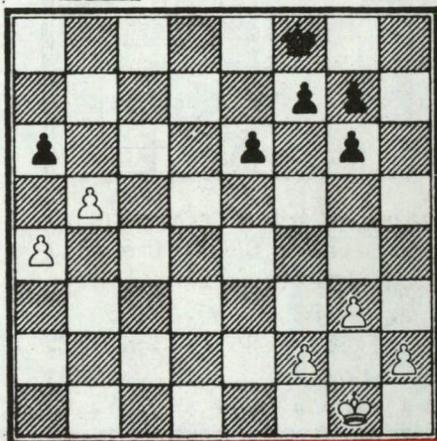


White has certainly got the advantage here, with his menacing queen side majority and dominating queen position. I didn't like that queen much so I decided to swap it off by

1. ... Q-B3 thinking I would be able to get my king to the queen's side to stop White's advancing. Of course, I should have continued grovelling, keeping the queens on as the move played is a blunder on two counts.

The first reason is that White can rush his pawns through to queen before Black gets his king close enough, as follows:

1. ... Q-B3
2. QxQ PxQ
3. P-QR4 K-B1
4. P-N5 BPxP
5. B PxP



Here I resigned, having just realised that after 5. ... PxP White does not recapture but plays 6. P-R5 and the black king is too far away from the queening square.

However, as I said, exchanging

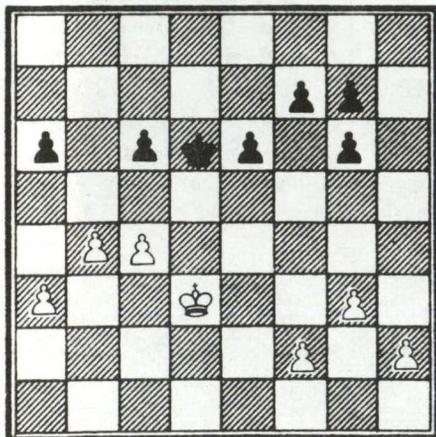
queens from diagram 1 was a double blunder. Even if White had not had the cunning move 6. P-R5, he could have forced a winning position by bringing up his king, creating a passed pawn on the queen's side and then using it as a decoy to keep the black king busy while the white king invades on the king's side.

This winning process is fundamental to king and pawn endings so let us see how White wins from diagram 1 using the second method.

1. ... Q-B3
2. QxQ PxQ
3. K-B1

White brings his king up

3. ... K-B1
4. K-K2 K-K2
5. K-Q3 K-Q3



Now White has to think. He would like to move his king up, but then he just gets driven back after 1. K-Q4

P-K4ch 2. K-K4 P-KB4ch and the pawns are managing to keep him out. So he marks time for the present, meanwhile trying to set up avenues of entry to the black pawns. He plays

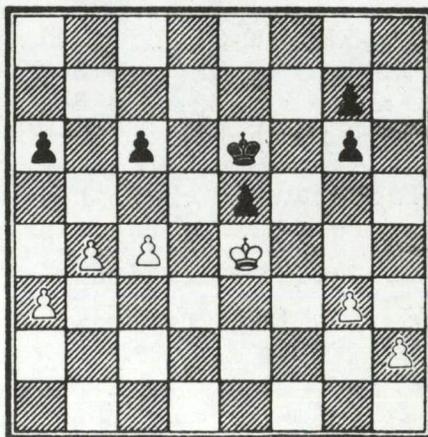
6. P-B4

Now Black is in difficulties; almost any move he plays will weaken his position: if he goes back with his king, White advances up to Q4, without fear of ... P-K4ch. So he plays a waiting move himself

6. ... P-B3
7. K-Q4

Black is stuck again. If he retreats his king, White advances into B5; so he tries something else

7. ... P-K4ch
8. PxPch PxPch
9. K-K4 K-K3



Now White wins easily using his queen's side pawns as a decoy: 10. P-QR4 K-Q3 11. P-N5 BPxP

12. BPxP PxP the position in diagram 3 against  
 13. PxP K-B4 14. KxP KxP a friend, to get the winning  
 15. K-K6 and White mops up process right; to give Black a  
 the king's side pawns and better chance, put his pawn at  
 pushes his own through to KN3 on KR2. In all cases, however,  
 queen. White should win with his decoy  
 plan.

As an exercise you can play

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Another Prizewinner:

AN Audio Cassette of his choice goes to R. Murphy of 25, Church Rd., Halewood, Liverpool for the following solutions to FINISHING TOUCHES in our first issue.

	<u>White</u>	<u>Black</u>		<u>White</u>	<u>Black</u>		<u>White</u>	<u>Black</u>
1)								
1.	K-N2	K-B5	5	B-B5	K-B3	5	N-K5	K-R3
2	R-Q1	K-B4	6	K-N4	K-K2	6	N-N4+	K-R4
3	K-B3	K-N4	7	K-N5	K-Q1	7	K-B5	K-R5
4	R-Q5+	K-B3	8	K-B6	K-K1	8	K-B4	K-R4
5	K-B4	K-N3	9	B-B7	K-B1	9	B-B7+	K-R5
6	R-Q6+	K-B2	10	B-Q7	K-N1	10	N-K3	K-R6
7	K-B5	K-N2	11	K-N6	K-B1	11	B-N6	K-R5
8	R-Q7+	K-R3	12	B-Q6+	K-N1	12	N-N2+	K-R6
9	R-K7		13	B-K6+	K-R1	13	K-B3	K-R7
10	R-R7 mate		14	B-K5 mate		14	K-B2	K-R6
2)			3)			15	B-B5+	K-R7
1	B-KR3	K-Q1	1	....	K-N1	16	N-K3	K-R8
2	B-B4	K-K2	2	B-K6+	K-R2	17	B-N4	K-R7
3	K-K2	K-B3	3	B-Q5	K-R3	18	N-B1+	K-R8
4	K-B3	K-K2	4	B-N8	K-R4	19	B-B3 mate	

4) Black cannot stop the pawn queening whether it is his move or Black's.

5) The position is drawn .

6) The position is drawn whether white or black moves first.

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# Glossary

Clarity of thought is an important element in winning games of chess. As this applies not only to one's analysis but also to the technical terms we use I give below an interesting selection.

## 1. Castling

A combined move of King and Rook allowed to each player once in a game. The Rook is moved to the square next to the King and the King is moved at the same time to the other side of the Rook.

The conditions under which castling is allowed are:-

- a) That neither the Rook or King has been moved.
- b) That there are no other pieces between the King and the Rook.
- c) That the King is not in check.
- d) That the King does not cross or move to a square commanded by an opposing piece or pawn.

## 2. i) Check

The warning which must be given when the adversary's King is attacked. The attack must be immediately defended against by either:-

- a) Moving the King to a square not under attack.
- b) Capturing the attacking piece.
- or c) Moving one of his own pieces between his King and the attacking piece.

## ii) Double Check

When the King is in check from two pieces simultaneously.

## iii) Discovered Check

An attack on the King following the removal of an intervening piece or pawn.

## Checkmate

A position where the King is under attack and cannot legally defend against it by any of the means stated above.

## 3. Close Game

In which the development of the pieces is chiefly effected

behind the pawns. It follows, therefore, that an OPEN GAME is one where the pieces are in front of the pawns.

(This is the technical definition, but in fact the idea of Close and Open games is a lot more vague than this. A 'Close' game generally involves long manouvreing and few piece and pawn exchanges for a long time; an 'Open' game sees rapid piece action and clearance of pawn in the centre. Most Open games are regarded as stemming from 1. P-K4 P-K4; 'half-open' games are defences to 1. P-K4 such as Sicilian, French, Caro-Kann. 'Close' games begin with 1. P-Q4 or Flank systems such as 1. P-QB4, 1. N-KB3. However, much of this nomenclature is as much due to history and convention as common sense. Some open games can get very blocked up and vice-versa!)

#### 4. Combination

The concerted action of two or more pieces for a specific object usually forcing a quick and decisive advantage. Most books give only combinations involving sacrifices but a combination does not include a sacrifice by definition.

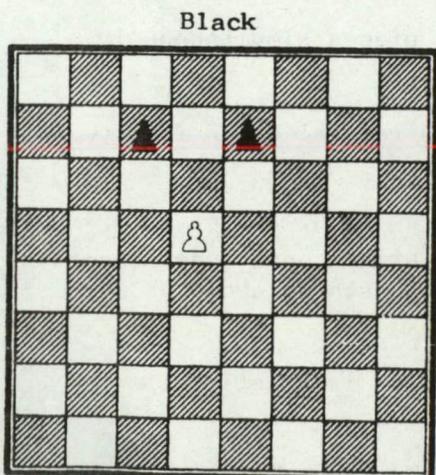
#### 5. Doubled Pawns

Two Pawns on the same file are known as doubled pawns.

#### 6. En Passent

On the first move a pawn can move one or two squares, If a pawn moves two squares and in doing so passes an opposing pawn, the latter may, on the next move only, capture it EN PASSENT just as though it had moved one square only.

In the diagram below if the pawn on QB2 were to move to QB3 then White could play PxP. If Black plays P-QB4 then White still has the option of playing Pxp but on his next move only.



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I shall give further definitions in subsequent issues. Should there be any particular expression which you would like to see included, please let me know.

So all in all I decided it was a very meaningful name which distinguished me nicely from the numerous Grand Masters, International Masters and just plain chess players and was obviously carefully chosen by my friends. This title seemed to reflect certain of my attributes rather than the reverse.

So call me a rabbit by all means. I'm one of a select breed.  
B.P.

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## Sudden Death

One of the most recent innovations on the congress scene is the ten-minute rule.

So inappropriately nick-named the sudden death finish, this is the rule where (after the first time control) the clocks are put back a specified number of minutes and the game has to be finished in the time remaining.

So why the "Sudden Death" nick-name? I suppose that if the clocks are only set back ten minutes and the original time control is at 30 or 35 moves then a blitz finish would be inevitable. However, let us consider the following.

- a) Although the best way of completing a game is an adjournment, this is not possible in most weekend congresses.
- b) The only other possibilities devised so far are adjudication or the quick-play finish.
- c) Few games exceed 40 moves. Therefore, if the original time control is at 42 or more moves only a tiny minority of games are affected.
- d) Given that the clocks are now usually put back 15 or 20 minutes this gives an overall time limit of  $2\frac{1}{4}$  hours per player. Very few players require more than this.
- e) There is no more sudden death than adjudication. Often applied after 30 moves it totally ignores the abilities or weaknesses of the players concerned.



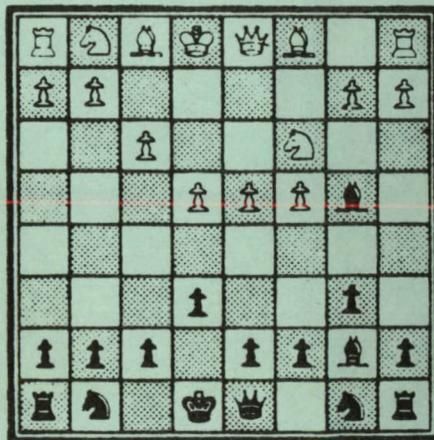
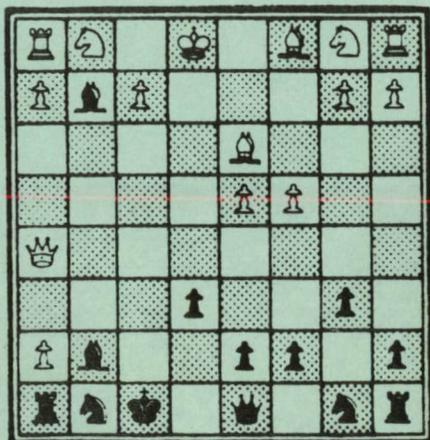
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## A RABBIT WRITES

At first I thought it might be because I was always rabbiting on about various things. Then I thought it might be more subtle. Something to do with the fact that I was forever reproducing things; magazines, entry forms, etc. I have no children so they certainly weren't dropping hints in that direction. So why had I been nick-named The Streatham Rabbit? It couldn't possibly have anything to do with the way I play chess, surely? After all I'm not the weakest player in the club and consider myself capable of playing quite a reasonable game on my day.

Totally perplexed and utterly self-conscious I drew my copy of The Oxford Illustrated Dictionary from the shelf and read ....

'Rabbit ... a burrowing, herbivorous, gregarious mammal, native to W. Europe.' Still none the wiser I turned to Chambers which immediately told me that a burrow was a passage dug or eaten through wood or stone. Obviously this was a reference to the determined way in which I use my Queenside pawns to smash the Stone-Wall Defence.

Greatly heartened, I eagerly discovered that feeding on plants was also a trait of mine. With injured pride I assured myself that I didn't always win because my opponent left a piece on pris, and hurriedly turned the pages to find 'gregarious'. Here it said simply 'fond of the company of others'. I challenge anyone to find a derogatory meaning in such an innocent phrase as that.

Now 'mammal' is a very interesting word. In essence it means a member of that class of animals which has mammae. After much consideration, and accepting that the cruder of my adversaries might intend something almost unspeakable, I consoled myself that being accused of not having a Mammae or, worse still Daddae, was even more unflattering.

Native to Western Europe? No harm in this. But those poor Russians without people like me.