



# Rabbits Review

20

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# digging up grandpa

By Anthony Curtis

I think when we bought our Chess Challenger 10 we must have been one of the first families in the UK to possess a chess-computer. Although by today's standards it has a weak program, it had the effect of completely reviving my interest in the game, dormant since schooldays during World War 2. In spite of Challenger's reluctance to castle (this was rectified in later models) and other predictable quirks, I enjoyed playing with it and often found it a tussle to beat.

When I recently purchased a Sensory 9 I was reluctant to trade the old fellow in. Partly I suppose out of pity. After all, my new chess-computer also came from Fidelity Electronics and might be considered in the relation of a grandson to my earlier playing-companion; and partly because I reckoned I wouldn't have got much for it anyway. The other night I thought it would be fun to make the old boy play a game or two against his flashy, brilliant grandson. The result, as you will see from the game that follows, was both painful and entertaining. I suppose it would have been fairer to the sage to have put him at one of his higher levels to give him a bit of a chance, but at those levels he does take an unconscionable time to make up his mind, and I hadn't the patience. I set them both at level one (the basic). I wanted a quick blitz contest which was what I got.

WHITE

Chess Challenger 10

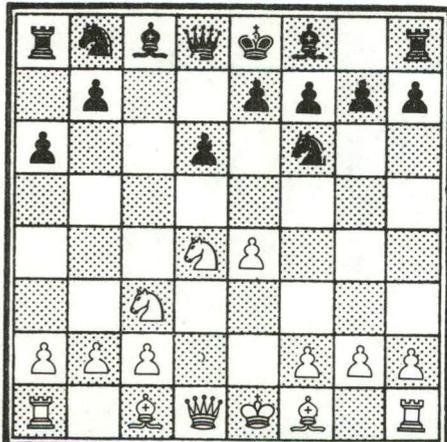
BLACK

Sensory 9

Sicilian Defence

- |         |       |
|---------|-------|
| 1 P-K4  | P-QB4 |
| 2 N-KB3 | P-Q3  |
| 3 P-Q4  | PXP   |
| 4 NXP   | N-KB3 |
| 5 N-QB3 | P-QR3 |

Up to this point the moves were played without a second's hesitation on either side, but here the old chap's book memory deserted him and he began to scratch his head and came up with a move not in any of my tiny collection of books. Is it really playable?



- 6 B-QB4  
7 B-Q5

- P-QN4  
NXB

A brief life, but one hopes a happy one.

- 8 NXN  
9 N-N4

- P-K3

Note that every single one of the stripling's pieces is on its original square while his grandsire has both knights developed. But see what happens.

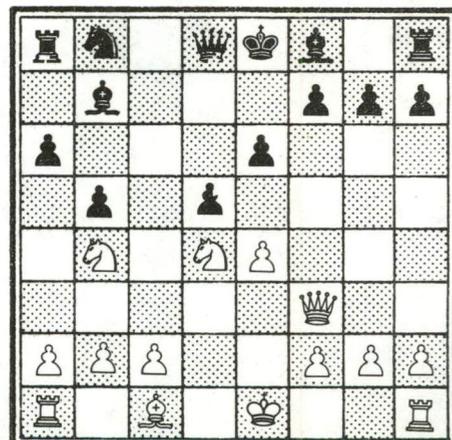
- 9 ...  
10 Q-B3

- B-N2

That KBP looks weak, reckons the sage.

- 10 ...

- P-Q4!



11 B-Q2

P-QR4

Still moving pawns instead of developing pieces. Tut-tut! One day the boy will learn.

12 N-Q3

PXP

Oh dear! (as Dan Maskell would say). White has had his chips now, but its worth continuing for the sake of the mate.

13 Q-K3

PXN

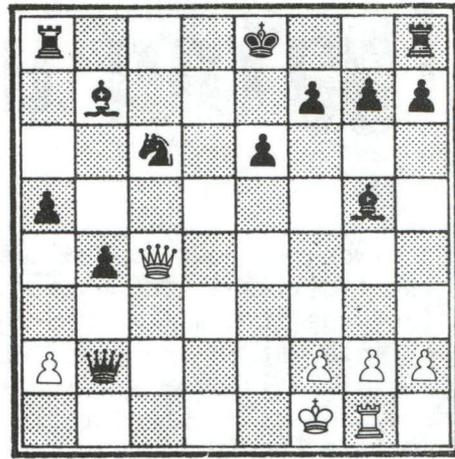
14 PXP

B-QB4

15 B-B3

P-N5

16 K-B1

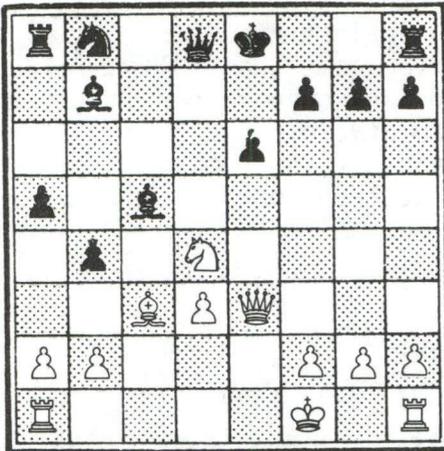


He should be in bed by now. Sensory 9, already a piece ahead now rips through the 'old man'.

Now both white's queen and king disappear almost simultaneously.

25 ...  
26 QXB

B-R3



At this Sensory 9 gleefully announced mate in 3. Quite a spectacle '-' every red bulb on the board, save for the last three rows, lights up rather like Picadilly Circus.

26 ...

Q-N8 ch

Personally I'd have nicked his queen while I could, but then I'm not a computer.

27 K-K2

N-Q5 mate

The final curtain with both Queens en prise is something I shall always remember.

16 ...  
17 R-KN1  
18 B-Q2  
19 Q-B4

Q-Q4  
N-B3  
BXN  
BXNP

The massacre of the innocents continues.

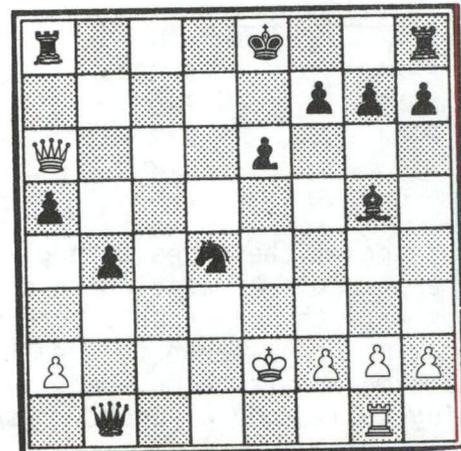
20 R-N1  
21 K-K1

QXP ch  
QXR ch

Regan and Goneril showed greater mercy. \*

22 B-B1  
23 Q-B4  
24 K-K2  
25 K-B1

BXB  
B-N4 ch  
Q-N7 ch



(\* Two characters from a Shakespearean play.)



# PLAY THE ST. GEORGE

by Michael Basman

The new book from Pergamon on an all purpose defence to 1 e4 or 1 d4. The system goes 1 e4 e6 2 d4 a6 with ...b5 and ...Bb7.

Out in December this book is in two parts. Part one gives the theoretical basis of the systems, and will be useful for newcomers who never listened to the St. George tapes.

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A buy at £4.95 + 40p p & p from R.R.

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THE IAN WELLS MEMORIAL TRUST FUND has been established in memory of England's bright young star who died after a bathing accident when representing his country abroad.

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The authors of the tapes are International Master Michael Basman and New Zealand Master Roger Nokes.

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# ADVANCED ANALYSIS

Of course these things are relative. Advanced here means ideas that can be explained to a grade 100-120+, not to a grade 70-80 who needs articles by Ian Josephs and the new Audio Chess "Chess School" series (see elsewhere in R.R. 20).

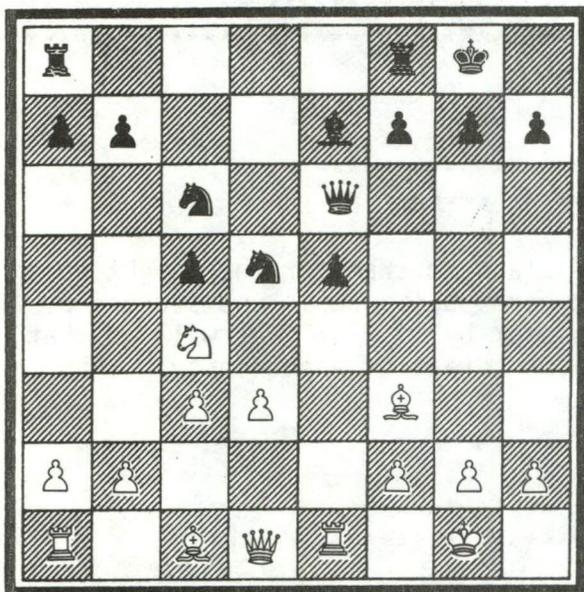
However, for the work to be effective you need to carry it out in a certain manner. I don't want you to read this article in the usual sleepy manner reserved for the rest of the magazine. When you come to a line of asterisks like this:-

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you should not continue until you have analysed the position a lot. You need to be aware of what you are/were thinking concerning the position and not forget it as soon as you read the subsequent commentary in the magazine. Otherwise no comparisons can be made and no impact gained from your study. In this sort of work, what is coming out of your own mind is just as vital as what is written on the printed page.

Basically, what is liable to happen with this article is that you are liable to give up as soon as you discover how bad your analysis is, which will enable you to preserve your ego but not improve your chess playing.

Let us begin by assessing the following position. It arises after the moves  
1 e4 c5 2 Nf3 d6 3 Be2 Nf6 4 c3 e5 5 d3 Be7 6 0-0 0-0 7 Nbd2 Be6 8 Ng5 Qd7 9 Nxe6  
Qxe6 10 Nc4 d5 11 exd Nxd5 12 Re1 Nc6 13 Bg4 Qf6 14 Bf3 Qe6



Assess this position; does either side have an advantage; if so, in what does it lie and how great is it?

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Things of interest in this position are development, central control, piece placing and permanent features of pawn weaknesses, colour control, balance of minor pieces.

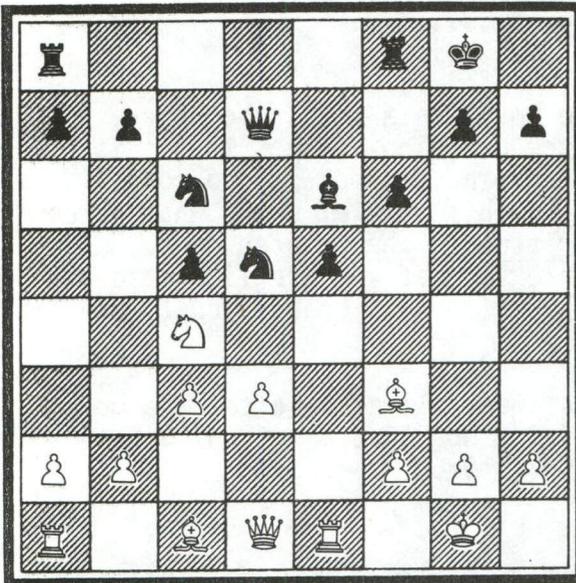
In development black is ahead. He has connected rooks and white is still two moves away from this. Black also has more space control (two pawns on the fourth against two pawns on the third), white's pawn at d3 is a backward pawn and as it is on an open file it will be susceptible to attack.

However, these pluses in black's position are more than outweighed by the disadvantages. His queen is uncomfortable at e6, because it faces a rook at e1; though piece placing of this sort is usually a temporary matter, here things are more difficult for black in that he cannot move his queen away from e6 without losing the pawn at e5.

The second disadvantage that black suffers from is his poor control of white squares. This concept is often one that puzzles amateurs, but it is fairly easy to diagnose. Black has pawns at c5 and e5 and these pawns are fairly fixed - either the pawns cannot move forward or their advance would lose them, and we know from the rules of chess that pawns cannot move backwards. The pawns would be more fixed if they had enemy pawns in front of them; but here they are still quite fixed.



The pawns stand on black squares and control black squares; that means that all the white squares around them are undefended except by pieces. The best piece to defend those squares would be a white square bishop, but where is this piece? It was exchanged off earlier. Instead black has a black squared bishop, which means limitation of the bishop by its own pawns and a duplication of effort. Both bishop and pawns are fighting for the same market - the black squares. Really in this position black would prefer this sort of placing.



See the bishop at e6 harmonising with the pawns and controlling white squares; the black queen unexposed at d7. Here black would have the advantage, due to the factors we first noted.

Let us return to the previous diagram

Logically, white should try to strike at those points where he is strongest, and the move 15 Qb3 springs to mind. There is a direct attack on b7 (if that pawn falls there will be even less black pieces controlling the white squares) and a concealed attack on d5. Can you see what white threatens against d5? You can find a tactical answer at the foot of the page

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15 N-Q2 What is your opinion of this move?

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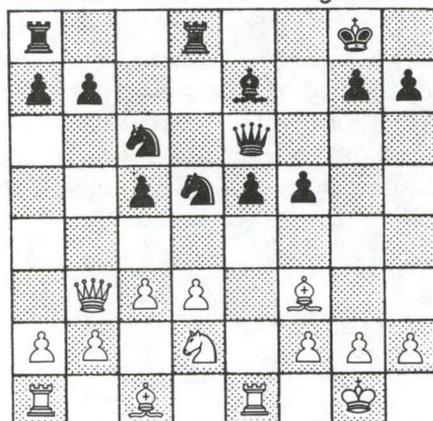
This hinders white's own development and plans to transfer the knight to an insecure central square. An outpost is a place where your piece is undisturbed by enemy pawns, but on e4 the knight will be driven back by ...Pf5. As well as that, the knight was perfectly happy at c4; it was under threat of ejection by ...Pb5, but this could be easily rectified by playing Pa4.

15 ... F5 What do you think of this move?

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It would be better to wait until the knight had got to e4 before ejecting it with Pf5. Black, if he was sensitive to these things, would have immediately put a rook at d8 not so much to put pressure along the d file as to give his precarious knight at d5 extra support. Playing Pf5 also weakens the e pawn (because that pawn can no longer be guarded by another pawn) and also further weakens the white squares (- the square e6 is now undefended and the diagonal a2-g8 has been opened against the black king).

16 Qb3 Rfd8



White now has an opportunity to capture the pawn at b7. Should he do so?

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16 Exd5 Qxg5 17 Nxe5!



One of the first things we are taught about is the danger of grabbing pawns with the queen, especially the queen's knight pawn. As a result amateur players often use their queens too little, for fear of exposure. However, a simple idea can tell us whether to use the queen aggressively or not. If the opponent is weak on squares of one colour - which usually means that he has lost the bishop that controlled those squares, and the pawns are on the other colour squares - then we can use our queen with impunity as long as we stay in the weak squares.

For example, after 17Qxb7 Rab8 18Qa6 Rb6 19Qa4 white has escaped with his queen to safety and he has an extra pawn. If black now plays 19...Nf4, this is met by 20Qxf4 exf4 21Rxe6.

17 c4 How do you assess this move?

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White increases his hold on the white squares, but the price is very high. His d pawn becomes more invalid and the squares b4 and particularly d4 are perfect out posts for the black knights. Up till now the black knights, though developed, were limited pieces. Look at the diagram at the beginning of the article, and you will see that the knights had no ability to advance into white territory (...Nf4 would lose a piece to Bxf4 because of the pin on the e file). So white's move 17 c4 is a sizeable positional blunder.

17...Nf4

Even better would have been 17...Nd5 b4, attacking the chronically weak d pawn, and also preventing white's next desperate thrust.

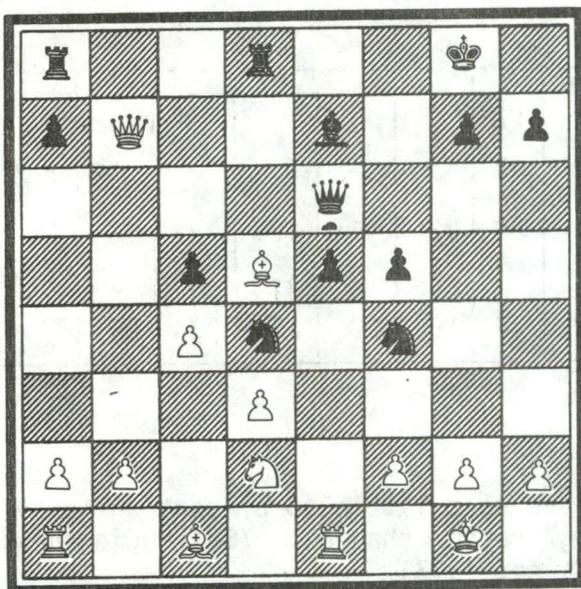
18 Qxb7

It's do or die now

18...Nd4!

The knight plunges into a beautiful hole.

19 Bd5!



White uses the residue of his white square control to stave off total disaster. His bishop pins the black queen, and black needs to attend to his threat whereas he would prefer to be doing other things!

19...Nxd5

20 exd5 Qxd5!!

I wonder if black intended this move to sacrifice his bishop at e7, or he just over looked it? It turns out well, because he soon gathers a rook in exchange. 20...Qd7 would also have been strong, as after the exchange of queens white is badly developed and has to face the threat of ...Nc2, forking two rooks.





weakness here (see RR18, Positional Values article).

4. On move 13, black should hit back with ...f5, and after 14 Bf3 play ...Rfd8.

5. Both sides make double errors on the fifteenth move, both positional and tactical (see article).

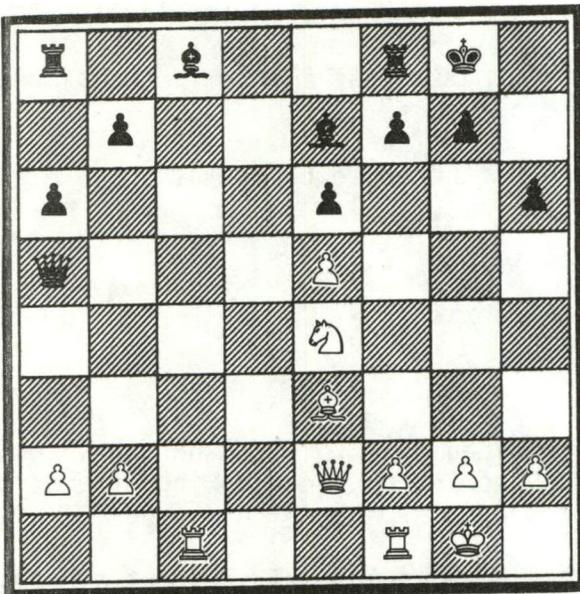
Interesting conclusions arise from this table; the brunt of the problems occur at move 12 - 20, and here the errors are largely positional. When matters become forced white makes no tactical slips, but his opponent makes serious tactical errors which cost him material. There is even some doubt as to whether black's tactical blow at move 20 was really a lucky blunder rather than a superb stroke!

Though black does not make as serious positional errors as white (for example, move 17), his tactical play is much weaker, and this is why he loses. He is in fact ahead on points until move 23.

I have deducted two sets of points at move 15, penalising both the positional and tactical errors on the same move; this may seem cruel but it does show where the hardest parts of the game were.

# TACTICAL CHESS

This position 1 e4 c5, 2 Nf3 d6 3 Be2 Nf6 4 c3 a6 5 d3 Nc6 6 0-0 h6  
 7 Be3 e6 8 N<sup>b</sup> d2 Be7 9 d4 cxd4 10 cxd4 0-0 11 Rc1 d5 12 e5 Ne4 13 Nxe4 dxe4  
 14 Nd2 Nxd4 15 Nxe4 Nxe2+ 16 Qxe2 Qa5



Make an assessment of this position.

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Material is equal, but black is forking two pawns. Has white sufficient advantage to compensate for the imminent loss of a pawn?

When pawns are in question, there are many types of positional advantage that can provide compensation for the loss of a pawn - notably attacking chances against the enemy king. The other positional advantages will tend to be worth less than a pawn, but in a pronounced form they can equal or exceed a pawn.

Here white has a large lead in development (rooks already connected, one on an open file). It would take black two moves to play Bd7 and Rc8; there is a danger that black may be permanently prevented from developing his queen side if white for example, manages to control d7 by playing Rfd1 or Rc7 sometime.

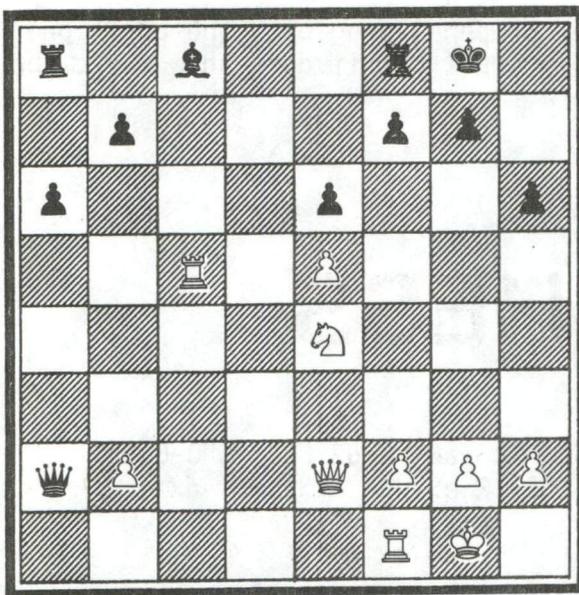


White's pieces are well centralised and black's king is in danger of attack. This can be simply realised by using the evaluation method of RR18, though black's pawns are not weakened around the king and black has only the bishop at e7 as a defensive piece. (The rook at f8 is not very effective as a defensive piece, its function is more to trap the black king on the king side - a disadvantage of castling!)

On the other hand white has four possible attacking pieces (Qe2, Be3, Ne4, Rc1) which are ready for attack. A four to one majority means an attack is possible even against an unweakened king position.

If white attacks it is important that he does not let the black queen into the defence - for example, by allowing black to capture Qxe5. The e5 pawn is vital in preventing black pieces from coming to the defence (eg Bc8, Qa5).

Shifting attention from the king side attacking chances, black has the advantage of the two bishops, but this is not yet significant, as the bishop at c8 is limited and undeveloped. There is a possible weakness on the dark squares, and white could accentuate this by exchanging bishops with 17 Bc5 Bxc5 18 Rxc5 Qxa2 reaching this diagram position.



Here too white has full compensation for the pawn, in fact one could say a two pawn advantage, as he has a choice of two plans

- i) continue his kingside attack, possibly with a sacrifice.
- ii) continue central play, play Rc7 to prevent the bishop developing at d7 and then playing Nd6, blocking the d file and attacking f7.

This last continuation, which follows the strategy of play against squares of one colour (white rook goes to c7, white knight to d6, both dark squares that black is unable to defend due to his pawn structure and lack of a dark squared bishop) is probably the simplest, because kingside attacks involve sacrifices and calculations which may be complicated to work out.

Now let us return to our diagram position. granted that 17 Bc5 is the simplest course, let us also analyse the king side attacking prospects.

So now do a tactical analyses, on your own, of the consequences of

- i) the sacrifice Bxh6
- ii) the sacrifice Nf6+

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### The sacrifice Bxh6

Black should not bother to accept this sacrifice, as after 17 Bxh6 gxh 18 Qh5 (this is very important, otherwise black has ...Qxe5 coming up, which brings the strongest piece into defence) white should follow up with Rc3 -g3+ or h3, with a powerful attack.

Instead black plays 17 ...Qxe5 and white may have to abjectly retreat his bishop having lost both his attack and a cramping central pawn.



The sacrifice 17 Nf6+

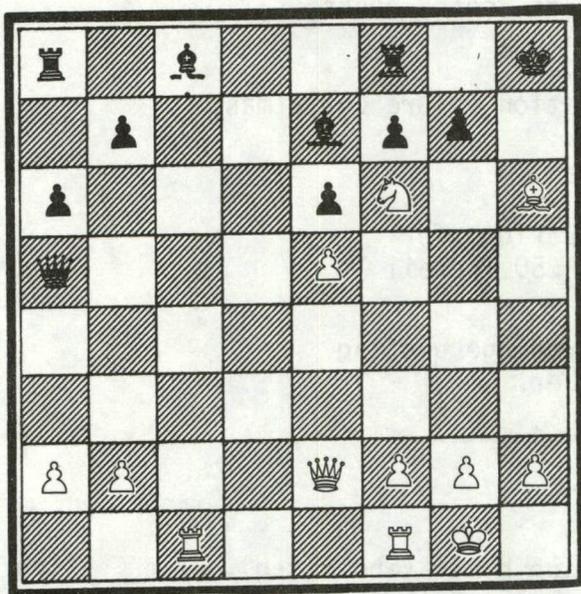
This looks a more promising idea to break-up the black king position, It puts pressure on the 'g' pawn, which is always the central defensive pawn in the black stockade. In these situations black has three possible lines and only analysis can show which of them is best.

a) 17...gxf6 The most dangerous, but it does win a piece. Can white get a good attack here? Once again there is the problem of keeping the black queen out, and also of the black rook coming now to the defence via g8. Let's look at the obvious 18 Qg4+ Kh7 19Qh4 Qxe5 20 Qxh6+ Kg8 21 Rc4 f5 22 Bd4 screech.

b) 17...Bxf6 The drawback of this is that it does not win a piece and still allows some disturbance of the g pawn whatever happens, e.g. 18 exf6 g6? 19 Bxh6 with an extra pawn and likely mating attack on the dark squares. So this move gets dismissed too. Quick analysis eh?

c) 17...Kh8 At first sight this only puts off the evil hour and yet by playing this move black leaves white still facing four options - the capture at e5 with his queen, the capture at f6 with his pawn or his bishop and the possibility of doing nothing at all as long as the king position remains intact. The trouble is that white action to meet one option may be inappropriate to meet another.

For example, 18 Qd3 (threatening mate at h7) g x f6 19 Bxh6 Qxe5 20 Rc4 f5 21 Qh3 Kg8. Not clear white is winning here. Probably white must continue willy nilly with 18 Bxh6 which at least keeps his e pawn guarded.



How should black respond in this position?

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To play 18...gxh6 looks disastrous after 19Qh5 Bxf6 20 Qxh6+ Kg8 21 exf6 followed by mate at g7.

White is anyway threatening 19 Bxg7+ from the diagram position, so black has to capture the knight at f6, 18...gxf6, hoping that white will break wind with 19 Bxf8 Rxf8 (its almost always wrong to give up one's attacking chances like this, because one loses out both ways - materially and in attacking power). 20 Rc3 Qxe5 21 Rh3+ Kg8 22 Rg3+ Bg7 23 Qg4 Qg5 and

black is still on the board and may end up with two bishops against a rook.

Instead white tries another tack. 19Qh5 this looks peculiar because black can play 19 ...Qxe5 with gain of temp. But now comes white's quiet coup de gras - 20 Qh4 and black is helpless because he cannot even reply 20...f5 because of 21 Qxe7.

This looks pretty convincing. So do we adjudicate it a win for white?

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Not yet, there's another way of juggling the captures by playing 19...Bxf6 20 exf6 gxh6! and white's attack may not succeed because if 20 Rc3 Qg5 21 Rh3 Qxf6 22 Qe3 Kg7 and black is a piece ahead.

So be wary of sacrificial attacks: every sacrifice costs an attacking unit, and here the attack was made difficult due to the constant threat of incursion by black's queen into the defensive area; white's attack was immeasurably strengthened by having a rook which could quickly move up to the third or fourth and then across to the king's wing, and black's defence was always hazardous as his bishop at c8 and rook at a8 were chronically undeveloped. Even so, the attack did not seem strong enough, so the positional plan advocated at the beginning of the analyses - 18 Bc5 looks stronger, as it keeps both options open; gradual strangulation of black's undeveloped pieces and weak dark squares, and possibility of attack if conditions prove overwhelmingly favourable.

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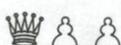
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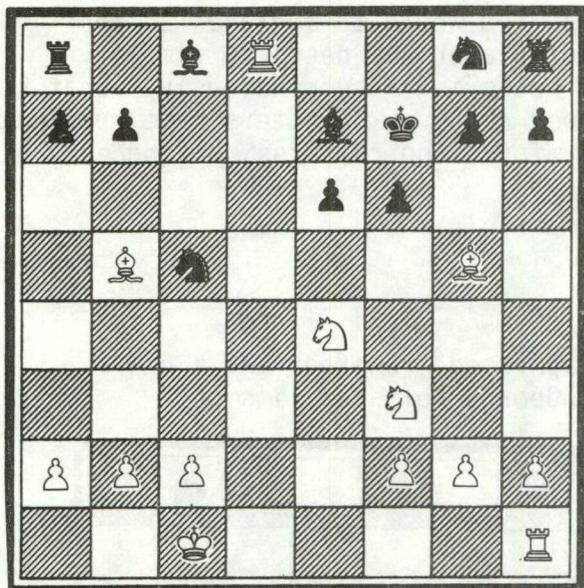
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RR POSTAL CLUB Due to the traumas of changing homes (and wives), Mike Collins is now unable to continue as boss. We owe a lot to him for his work and ideas of informal pyramid, and club championship tournaments, not to mention a marvellous Bunnies Bulletin. But now all that is past and we must look for a new RR postal club organizer, or wind up the club (returning all monies, which Mike tells me are untouched). Any volunteers? I feel that a future organizer could slim down the facilities of the club to suit his personal quota of spare time. It need not be an onerous task. Contact RR at Chessington (01-397-1826)



# LE COMPETITION



A record twelve entries were received for the R.R. Competition.

Paul Musse found an instant solution in 1 B-K8 mate; Dave Wilkinson and Reg Cox took a little longer with 1 B-K8 ch K-B1 2 B-N6 discovered check mate; Gordon Cluer constructed a help mate with 1 Re8 Fxg5 2 Ne5 mate. Bernard Kay extended this with 1 R-K8 NxN 2 N-K5 ch PxN 3 BxB but did not notice the reply 3...NxN 4 RxR P-QR3 followed by ...P-QN4 and ...B-N2 and black has two pieces against a rook.

Eric Ambrose, with characteristic ingenuity, suggested 1N-K5 ch PxN 2B-K8 ch K-B1 3KR-Q1 and ended with this comment "I will not insult you with the minutiae of the possibilities but they all end in white's victory." I can agree that if black now plays 3...NxN 4 B-N6 dis. ch. BxR 5 RxR is a good mate, but cannot see a win after

3...BxBch 4 NxN K-K2 e.g. 5N-B7 N-B3 6 NxR, or 5 B-B7 P-KR3.

Correct solutions were received from M. Walters, B. Bigwood and Mr. X (I lost his name, but he didn't win anyway) and all these names went into the hat with that of Bob Hanna, whose answer "No, I cannot solve this problem" was also correct.

Bill Bigwood came out the winner of the Tony Smiles tape.

We also received a correct solution from K.T. Rose, grade 170 (disqualified for being too high graded - see rules of the competition on my wall) but here is the letter reproduced:

"Re the problem on the cover of R.R.19.

1. Ne5+ fxe5 2. Nd6+ and now either

A2...Bxd6 3. Be8+ Kf1 4. Bg6 mate or

B2...Kg6 3. Bxe7 and white wins material.

A little retrospective analysis suggests the following as the probable course of the game.

1. e4 e6 2. d4 d5 3. Nc3 d5xe4 4. Nxe4 Nd7 5. Nf3 c5  
6. dxc5 Nxc5 7. Bg5 f6 8. Qxd8+ Kxd8 9. O-O-O+ Ke8  
10. Bb5+ Kf7 11. Rd8 Be7 12. Ne5+! etc.

Though I fail to understand Black's abominable play.

I appreciate the enormous amount of work that Mr. Josephs must put into his articles, but I find this approach to chess depressingly superficial. I can't help feeling that his recommendations avoid problems that a player must struggle with if he hopes to improve. I suspect the player who follows his advice may be sacrificing long term progress for the sake of short term success.

Yours sincerely,



K.T. Rose (Rabbit 1st class - 170!) "

Mr. Rose - your retrospective analysis was not quite correct since 7 Qxd8+ Kxd8 happened before 8 Bg5+ f6, but quite a good try for a bunny. The game was Pleci versus Endzelins, Buenos Aires 1939, an unsung immortal from Horowitz's book "Solitaire Chess".

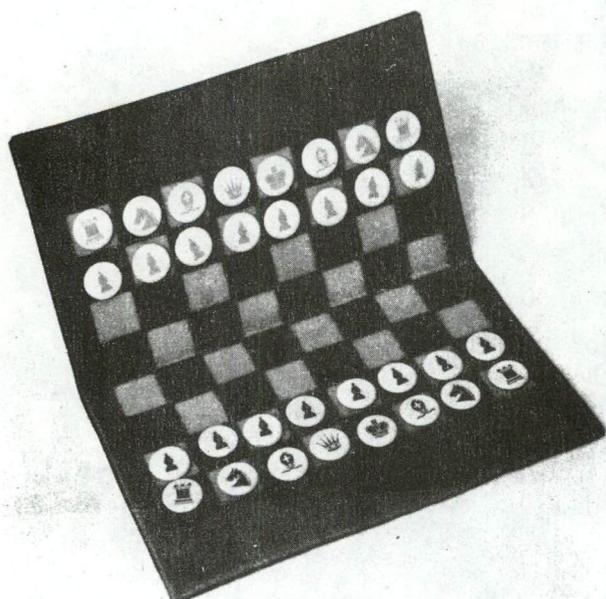
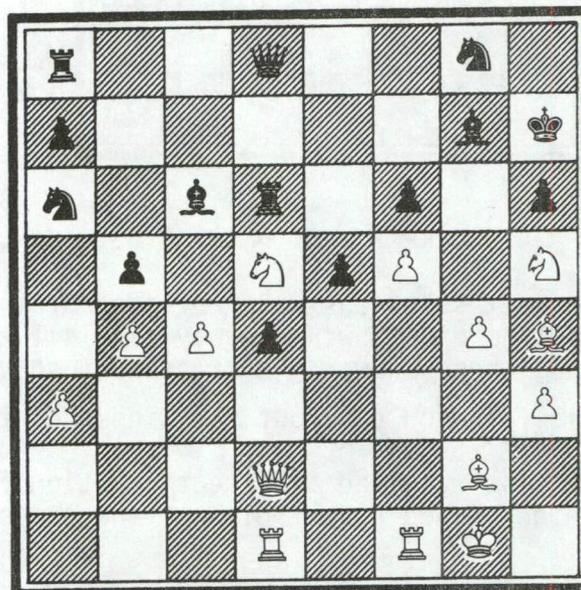
As for Ian Joseph's articles, it depends who they are intended for. Obviously you do not give the same advice to a grade 60-100 as you would to a grade 120 and Joseph's articles are best for the grade 80 range of player who needs to simplify his thinking. I agree though that Ian is wrong in believing - subconsciously - that his methods can raise his own play above 136. Which they can't. Computers have rudimentary positional ideas, and always look for pins, checks, forks and captures, but none is higher than 130-140 grade.

Now for this month's 'Le Competition'. Rephrased, reworded and a new position. The victor this time will win a copy of George Koltanowski's book "Chessnicdots".

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# a rabbit in guernsey

By Roger Hornsby

My holiday in Guernsey last year happened to coincide with the first two days of the Guernsey International Chess Festival. An enjoyable afternoon was spent wondering round watching players of 'IM' R. Bellin's standard right down to one woman with an E.L.O. Grading of 800.

Talking to one or two of the players and the Festival Organiser, the theme of the Festival was to play chess in a relaxed atmosphere and because only one round was played each day, combine this with a Holiday In Guernsey. In fact, one person I spoke to said that he was an average club player who had been coming for the last three years as a holiday with the chance of playing chess a bonus.

So at 2.00pm on Sunday 17th October I am seated along with another 170 players ready to start playing this 7 Round Swiss Tournament. I must admit to a sense of "what am I doing here", the first Tournament I have ever entered and not very far away are Nigel Short and Jim Plaskett. I manage to console myself that there are 20 people graded 1520 or less and that I have entered for the experience and to hopefully improve my chess.

## Round No. 1

I have White against an ungraded player from Holland. I had already decided as white to play 1 P-QB4 each time as this was what I felt most at home with. Black forced an exchange of Queens on move 8 and by move 35 we are down to an ending with 4 pawns and a bishop on the black squares each. The only problem is that he has pawns on QR-QN, KN and KR files, while I have my pawns on K, KB, KN and KR files plus his bishop is active whilst mine is passive. 17 moves later his two passed pawns on the Queen side and his active bishop take their toll and I have to resign.

## Round No. 2

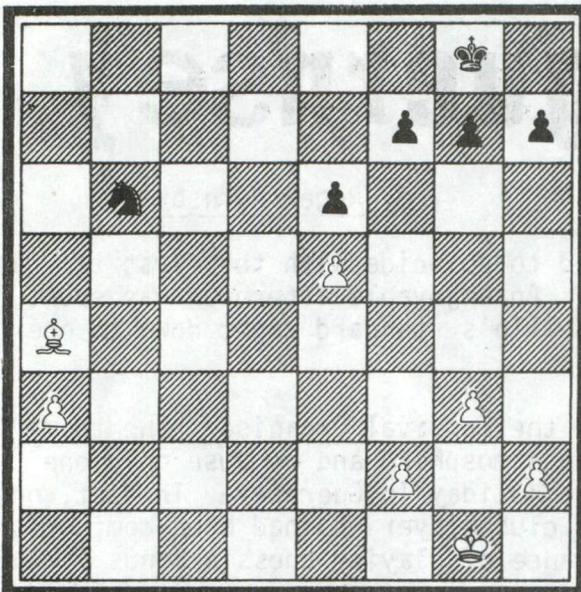
I am Black against an Englishman graded 1272. He plays the Reti which I have never faced before. I somehow play the correct defence and then manage to give a knight away and from then on play like a Rabbit 1st Class. I manage to hold on for 39 moves before I resign, hoping he might blunder, but on the occasions he gives me a chance to get back into the game I don't take the opportunity. I console myself that there are 22 other players who haven't any points yet.

So I return to my Hotel convincing myself that I can't play any worse.

## Round No. 3

I am White against a Belgian graded 1300. (To change this into English deduct 600 and divided by 8.) Keeping to my original plan of 1 P-QB4 I win a pawn on move 22 exchanging queens in the process. By move 35 black has decided to exchange off all the pieces, leaving himself with a knight and 4 pawns against my bishop and 5 pawns. This leads to the following position.





- |          |         |
|----------|---------|
| 36 B-N3  | P-KN4   |
| 37 P-KB4 | P-KR3   |
| 38 K-B2  | N-Q2    |
| 39 B-B2  | N-N3    |
| 40 P-QR4 | K-B1    |
| 41 K-B3  | K-K2    |
| 42 K-N4  | P-B3    |
| 43 K-R5  | PXP(B4) |
| 44 NXP   | PXP     |
| 45 PXP   | K-Q2    |
| 46 KXP   |         |

Black carries on for another 7 moves and then resigns.  
My first point and although the game was not brilliant it made my journey worth while.

#### Round No. 4

I arrive early to find that complaints have been made to the organisers regarding the ungraded players from Holland. In all there are 16 of them and all bar 4 have scored 2 or 3 points after three rounds.

I check the pairings for this round and find that I am black against an ungraded player from, would you believe, Holland!

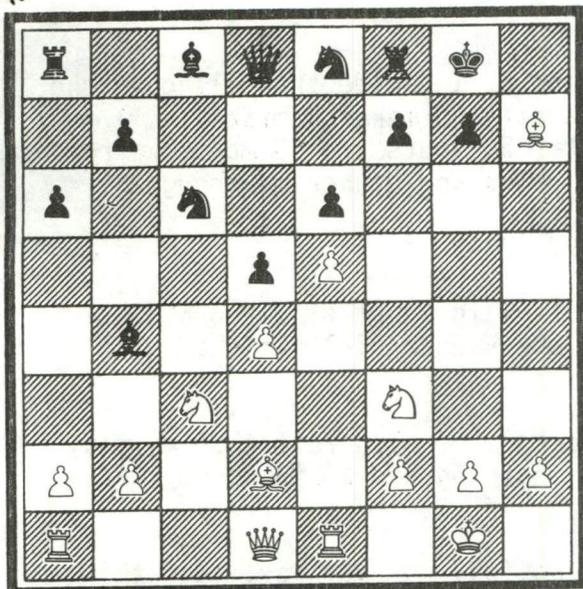
I decide to play Alekine's Defence to his 1 P-K4. For 7 moves the game follows the normal line with black advancing his pawns. Then in the space of four moves I make two bad errors. i) Play P-K3 blocking in my QB and then ii) with him building up an attack on my 'K' side proceed to castle on the 'K' side straight into his attack. After 27 moves he has taken me to the cleaners and I resign. The one good point to come out of this game is that I must not neglect the development of my pieces in the opening. This lesson is to help me for the rest of the Tournament.

#### Round No. 5

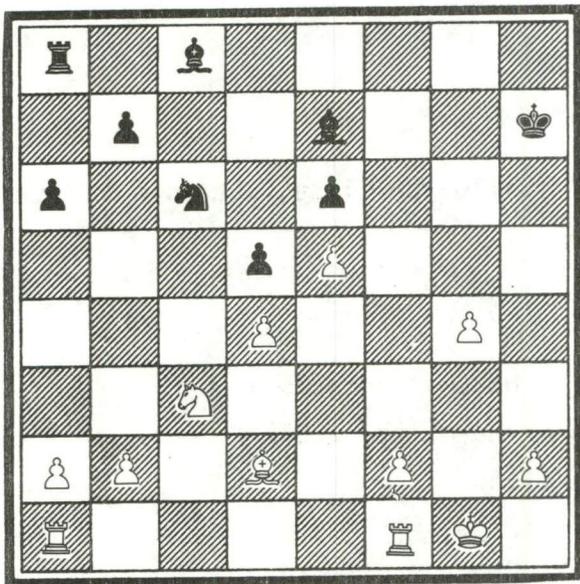
According to theory an Open Tournament will sort itself out after either round 3 or 4 so that you would be playing against players of your own strength. So much for theory! My opponents in the final three rounds turned out to be the highest graded players I could have been paired with. However, even the strongest players can be beaten so think positively and you never know what will happen.

This round gives me white against yet another player from Holland graded 1852. I should add that when I entered I did not have an official grade. However, after discussion with my local club's Secretary he said I should indicate my playing strength as between 110/115 B.C.F. For the Tournament I was given a grade of E.L.O. 1520 which is 115 B.C.F. Anyway, back to the game. After my normal 1 P-QB4 and deciding the best form of defence is attack, the following position was reached after my 13th move.





Reaching this position below.



### Round No. 6

I am Black against an Englishman (I was beginning to think there were no more there) graded 1680. A fairly uneventful game. He eventually gains control of an Open Kings File with his two rooks and queen on it. However, by remembering my lesson in Round 4 of non development, I have a defence which can cope with his threatened attack. After 24 moves he sits thinking for 15 minutes, makes a passive move and offers a draw, I accept.

### Round No. 7

Instead of the normal 2.00pm start today it is 9.30am. The mood at my end of the room seems very relaxed. In fact one of the players next to me is more concerned with where to put his ash tray than play chess. Having sorted this out during the opening seven moves he then finds out that his King and Queen are on the wrong squares and changes them over. His opponent raises no objection and ten minutes later proceeds to mate him.

In this round I am white against a Belgian player graded 1794. After 15 moves he wins a pawn and holds onto it into the end game where he has five pawns and a rook to my four pawns and rook. As the game progresses I feel that if the colours were reversed

My opponent thought for 40 minutes on his reply. I hoped for KXB but he finally played K-R1. After game analysis by my opponent and two of his fellow players from Holland he said that my reply should have been B-Q3 with an easy win. However, I never even thought of this move and the game continued:

- |           |       |
|-----------|-------|
| 14 N-KN5  | P-KN3 |
| 15 Q-N4   | N-N2  |
| 16 Q-R3   | N-KR4 |
| 17 P-KN4  | B-K2  |
| 18 NXBPch | RXN   |
| 19 BXP    | Q-N1  |
| 20 QXN ch | R-R2  |
| 21 QxRch  | QxQ   |
| 22 BXQ    | KXB   |

I now make the fatal mistake of thinking the game is already won and continue with a passive N-K2. From then on I allow my opponent back into the game and after four hours and 43 moves he offers a draw which I accept, as although I am still slightly ahead, one small mistake could lose the game. Yet another lesson learnt and this was part of the reason for entering.



I would expect to win. After my experience in Round 5, I decide that although the best I can hope for is a draw, to carry on. Eventually he makes a mistake. I get the pawn back and exchange the rooks. Finally after  $3\frac{3}{4}$  hours and 53 moves we reach a dead drawn position. I retire to the lounge to relax and gather my thoughts.

My final score was - P: 7, W: 1. D:3, L:3, Pts:  $2\frac{1}{2}$

For the record the Tournament was won by J. Plaskett with 7 out of 7 and N. Short was second with 6 out of 7 but was undefeated and one French girl finished with 0 out of 7.

Overall the experience gained was more than I expected. I also felt that my play in the last three rounds improved, apart from only gaining a draw in Round 5 after having a won position.

For any 'RABBIT' who wants to combine chess with a Holiday in Guernsey, then this event is a must, if only for the experience of competing in a Major Tournament. I feel fairly certain that I will be returning next year.

# BOOKS

Available from:

Rabbits Review, 7 Billockby Close, Chessington, SURREY.

Add 40p postage per book.

Logical Chess - Chernev £2.50

How to Win In The Chess Openings - Horowitz £3.75

Modern Ideas In The Chess Openings - Horowitz £2.40

Improving Your Chess - Reinfeld £1.50

Winning Chess Tactics - Horowitz £2.40

Blockade - Nimzovich £2.50

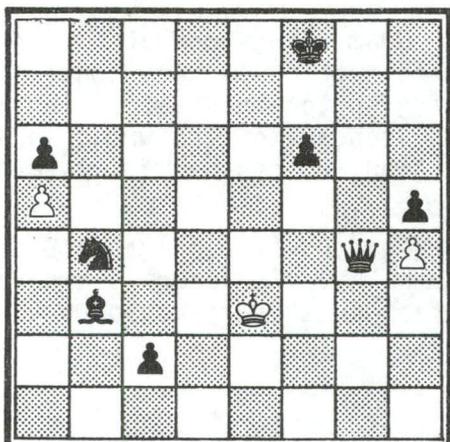
Tension in the Chess Position - Sheffield £2.50

Better Chess for Club Players - Griffiths £3.95

Chessnicdotes II - Koltanowski £2.95

Tactics and Analysis (Turnover Chess) 4 books £2.25

Play The St. George - Basman (Pergamon) £4.95



This was played last season in a league match (long enough ago to avoid embarrassment I hope). Black has already blundered by not stopping play and getting a win on adjudication. Play continues: Resigns? Not on your life. (Resignation. Only Loses Outright) 49 K-B2 P-B8 (Q)!! Black took quite a while to register that my "thank you for a good game" was not quite polite fortitude under defeat.

Yours sincerely,



Edward Warner (92)

# NEW TAPES

## Advanced Positional Ideas - Piece and Pawn Interplay

By Basman and Dickenson 1 x C90, 1 x C60 at £5.50

This is designed for the 120+ graded player and features the analysis of middle game positions from master games (people like Fischer, Karpov). One way for the 120+ players to improve his results is to go for unusual but powerful opening systems (supplied by the Audio chessrange below), another is to give himself a firm middle game positional foundation so he seeks the correct objectives at this stage of the game. The bias of this tape is on the effect pawn placing has on the enhancement or restriction of the powers of the pieces.

The Amateur Game No. I (Basman) 90 mins £2.95

The Amateur Game No. II (Basman) 60 mins £2.50

One of the good things about the T.V. series 'The Master Game' is that Hartston and James speak all the moves, so one doesn't need an expensive video recorder and cassette to record the program, an audio tape will do. For the price of a blank cassette you can record the whole program and just play it back listening to the dialogue and making the moves on the board as they are spoken.

This has little to do with the two tapes advertised above, which feature amateur games (approx. graded of players 100) analysed thoroughly by R.R. editor M. Basman. You can get more material from the book "Better Chess for Club Players" (see elsewhere in this issue) but it depends how much time you have to study. Too much material can be a curse. The audio method of chess instruction, compared to the written page is far superior due to the rate and manner in which materials are provided to the listener. (Some people may notice a degree of repetition in the ideas of Rabbits Review. It is a process called 'legitimate brainwashing', in which an idea, by being presented many times is eventually accepted by the reader; illegitimate brainwashing occurs when the idea itself is incorrect or harmful.)

The Grob Meets Its Match (Basman) 90 mins £2.95

The last British Championship, despite the overall result (5½/11) nonetheless provided a feast of new material for Grob fans, supplementing the analyses of the pioneering 'Macho Grob' tapes. (Still available from Audio Chess at £6.50.) For those still ignorant, the Grob begins 1Pg4 followed usually by 2Ph3, or as black 1...Pg5 followed by 2...Ph6. This tape reinforces the opening's claim to viability. Grab a Grob today!



# OPENINGS

Available from Audio Chess

## NEW LINES

### For White

1. QB Attack - Stean (1P-Q4 N-KB3 2B-N5) £3.75
2. Veresov - Plaskett (1d4 d5 2Nc3 Nf6 3Bg5) £3.35
3. New Bē2 - Basman (1e4 c5 2Nf3 any 3Be2) 2 x C90 £6.50
4. Bishops Opening - Taulbut (1e4 e5 2Bc4) £3.75
5. Sicilian Check - Taulbut (1e4 c5 2Nf3 d6 3Bb5+) £3.75

### For Black

1. Sicilian with 4...Bc5 (Basman) £3.75
2. New Caro (5...gxf6) Keene 2 x C60 £5.35
3. English Defence for the eighties (1c4 b6) 2 x C90 £6.50
4. Strong point Variations (1P-K4 P-K4 2N-KB3 Q-K2) £3.75
5. St. George's Opening (Basman) ...e6...a6...b5 4 x C90 £12.50
6. Centre Counter - Taulbut (1e4 d5 2 exd Qxd5) £3.75
7. Polish Defence (1d4 b5) Basman £3.75
8. Budapest Defence (1P-Q4 N-KB3 2P-QB4 P-K4) £3.75

## STANDARD LINES

1. Benoni - Nunn £3.75
2. Alekhine's Defence - Cafferty £3.75
3. Sicilian Taimanov - Plaskett 1 x C60 1 x C90 £5.50
4. Sicilian Scheveingen - Plaskett £3.75
5. French Tarrasch - Plaskett £3.75
6. French Advance - Taulbut £3.75
7. White's Repertoire for 1d4, 2c4 - Keene 2 x C90 £6.50
8. 3e4 in the English - Miles (1c4 Nf6 2Nc3e6 3e4) £3.75

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# REVIEWS

BETTER CHESS FOR CLUB PLAYERS by Peter Griffiths Published by EP

Available from R.R. at £3.95 + 40p postage.

Peter Griffiths has done a good job in annotating several club games and spending enough time on the games to look at them in detail. As a mark of approval, Rabbits Review has added it to the list of books which it sells.

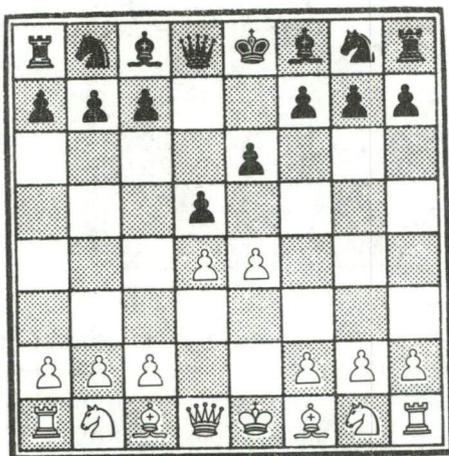
There are two defects in the book, which are rectifiable. One is the placing of the diagrams. Instead of placing them sensibly underneath the move they refer to, as any sane person would do, they are dotted around the page in random fashion and the reader has to search the text to discover which part of the game they correspond to. No doubt the publishers will claim that they save space or something with this layout, but it is pointless and I hope they will change it for the next edition.

The other problem with the books is the amount of information which is coming at the reader from the page. Griffiths has solved the problem of level of information by choosing club games to go over. But some system should be devised so that the information is fed in discrete amounts and not flung at the reader's head. As well as having the moves of the game, which tell their own story at the same time the reader has Griffiths's extensive notes and this ensures that little impression will be made at the would be student. Rabbits Review has typed out the bare scores of all 18 games in the book, so that the reader will be able to play the games by himself prior to reading the actual book. Copies of these bare scores will be supplied free to purchasers of the book through R.R.

TENSION IN THE CHESS POSITION by Riley Sheffield Published by Chess Enterprises, USA

Available from R.R. at £2.50 + 40p postage.

Sheffield's definition of Tension is best understood by printing an extract from the book.



"The next position is perhaps a more familiar example of tension: after two moves of a French Defense (1 e4 e6 2 d4 d5) there is immediate pawn tension in the center, white's e-pawn and black's d-pawn under mutual attack; and white perhaps feels more pressure from this situation because his e-pawn is undefended. Consequently, white must make a major strategical choice at this point: 1) whether to release this tension, by exchanging 3 exd or pushing 3 e5; 2) or maintain tension by 3 Nd2; 3) or increase tension by 3 Nc3. None of these moves gives white a bad game; each has its merits and may suit various players in various situations. (After all, white is allowed some inaccuracy without severe punishment.) However, keeping pressure on black with 3 Nd2 or 3 Nc3 is generally recognized as white's strongest winning attempt and receives the most attention in opening theory. By contrast, the tension-releasing moves 3 exd and 3 e5 ease Black's game."

Sheffield's thesis is that IN GENERAL, IT IS PREFERABLE TO MAINTAIN OR INCREASE TENSION UNTIL ANALYSIS INDICATES A DISTINCTLY BETTER CONTINUATION, and he elaborates and discusses this in a nicely produced book. The subject matter is something of a rarity among chess books - dealing with an overall strategical idea, rather than a specific opening or variation. Obviously, for players of 120+ grade.



# EXCHANGE OF IDEAS

Yes, there will be another one of these teaching simuls in January - at the Casa Comminetti, 120 Rushey Green, Gatford SE6 4AA. Sunday, 16th Jan. 10 a.m. to 5 p.m. Entry £6 per person, payable to RR.

The simul is limited to ten players and every game will be analysed afterwards. Unlike other simuls, the player does not have to move when the master comes round but can take as long as he likes.

Such simuls are not only useful for having one's game dissected, but also for picking up ideas, obviously opening ideas, but also middle game approaches, tactical methods.

For example, from the last simul.

White - Basman

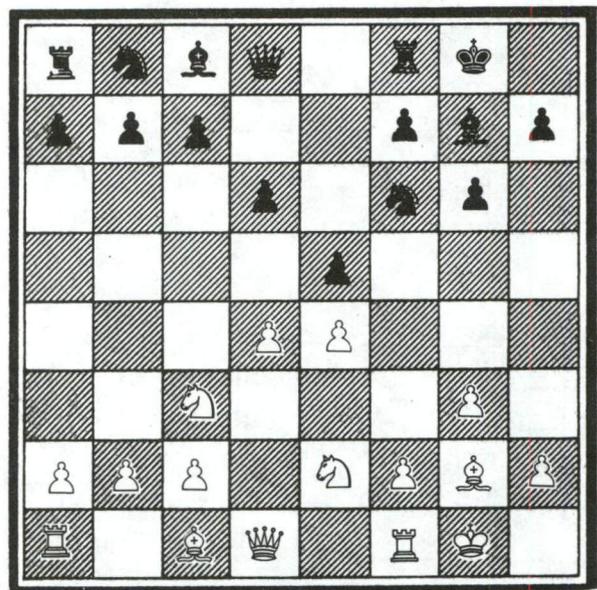
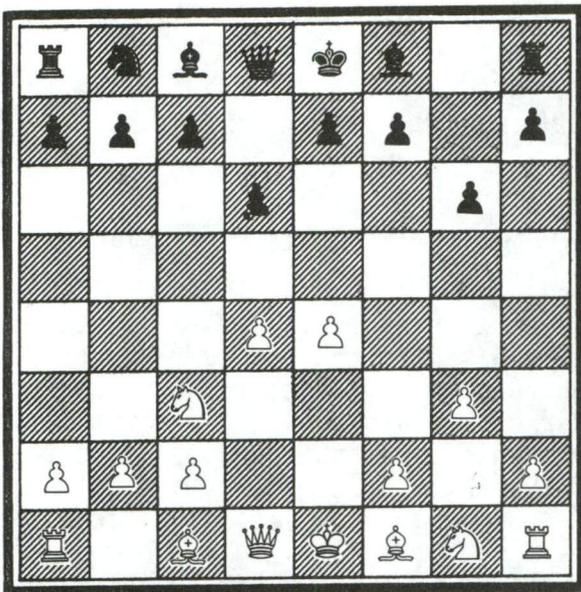
Black - Pallett

1 e4  
2 d4  
3 Nc3  
4 g3

d6  
Nf6  
g6

4 ...  
5 Bg2  
6 Nge2  
7 0-0

Bg7  
0-0  
e5



If some readers have been wondering what to play against the 'King's Fianchetto' formation, advocated by Ian Josephs, and explained on Keene's recent tape, this is a promising approach. White puts his bishop out of the way at KN2, and then brings his knight to e2, later mobilising his rooks in the centre. By not blocking the 'f' pawn, he has a later possible plan to advance this pawn, opening the f file or beginning a king side push.

White is prepared to allow half his centre to be liquidated as long as his pawn at e4, helped by the bishop at g2 and knight at c3, prevent black from freeing his game with ...Pd5.

7 ... e6  
8 h3

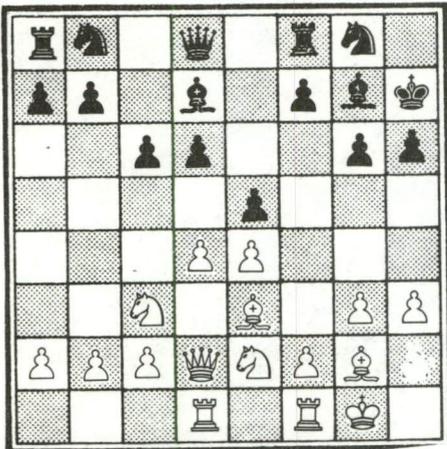
This move is played not simply to deny the black bishop and knight use of g4; it is a common move to play when you want to go Be3 without being attacked by ...Ng4

8 ... h6  
9 Be3 Bd7



This is dubious. The knight on b8 needs to be brought near to the centre, as it is a short range piece, and its effectiveness is diminished away from the middle of the board. There is a counsel which says - develop knights before bishops - because you know the best square for the knight but not the bishop. But probably the reason for developing knights is due to this factor, that they have to be brought off the back rank to be effective, whereas a bishop can still function reasonably well from its original square.

10 Qd2                      Kh7  
11 Rad1                     Ng8



White has mobilised all his forces, which means - they have been deployed more actively than before, between the 1st and 4th rank; he is now ready to advance further.

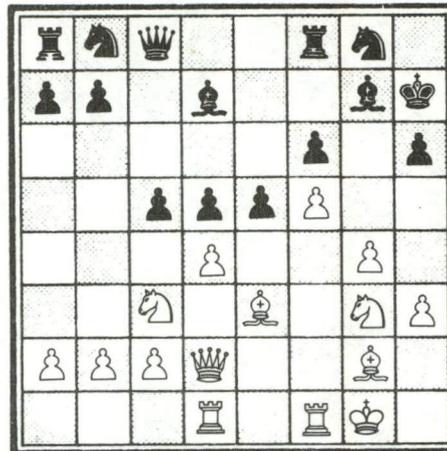
12 f4                        Qc8  
13 f5!

Deciding on king side pressure (see article 'Squashing the Castled King' in R.R.14). This is possible as though black is attacking the f5 square with 3 pieces and white defends it with only two, black can not win the f pawn due to a piece of tactics - 13...gxf 14 exf5 Bxf5?                      15 Rxf5! Qxf5 16 Be4 pinning the queen.

13 ...                        gxf  
14 exf                        d5!

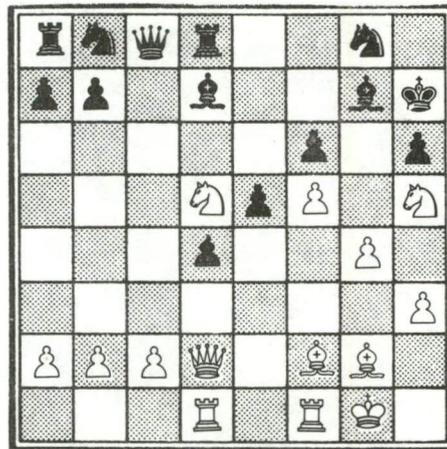
Black ensures that he gets something in exchange for his critical king position - a superiority of pawns in the centre.

15 g4                        f6  
16 Ng3                      c5!



17 Nxd5                      cxd4  
18 Bf2                        Rd8  
19 Nh5

Despite immense pressure on f6, black still holds the position, and white cannot win by a direct kingside attack. He still maintains an overall superiority in a complex position.



19 ...                        Bc6  
20 c4                        Na6

At last his knight is developed and threatens to activate itself at c5.

21 Bh4                        Rd6  
22 b4                        Qd8  
23 a3

White consolidates for the time being.

23 ...                        b5

This final aggressive thrust leads us to the position in this issue's "Le Competition" so I can say no more at this point.



