



Kabbits
Review

21ST ISSUE

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COUNT: DOWN

Report by vendor Mike Basman

I was first introduced to the digital chess clock when I played Stewart Reuben, famous congress organizer and poker professional (but useless chess player), in the second round of the Islington Tournament in December. Stewart plonked this squat little black object beside the board and seemed determined to use it. The clocks were both set at 100 minutes at the start of the game, so they both read 1.40 and diminished as the game progressed. Stewart's diminished more rapidly and on the 13th move his reading plummeted from 1.06 to only 8 minutes. One of the neat features of the clock is that when you get to only ten minutes left the display shows not only the minutes but the seconds remaining to you. When Stewart finally resigned his dial was showing 4.14 (four minutes and 14 seconds). He then pressed the top of the clock and the dial showed the number of moves played in the game - 19.

Apart from its novelty value the clock is very useful to players who get into time trouble (e.g. me). Whenever I've got only a few minutes left with an orthodox clock, you can see me desperately craning my neck to see how much time there really is. With a conventional clock you can be sure only within minutes how much time you have left; the digital tells you to the second.

In the scrambles, players frequently make a couple of dozen rushed moves and then one of them says 'I think that's forty' - and they stop. Or one side loses on time and there is a messy affair of reconstructing the game to see whether enough moves have actually been made. In this situation it's very useful if the clock itself can tell you what move number it is.

After thinking it over I bought a Count Down clock myself, and am now selling them too. So if you want a clock that's tailor made for tournament or blitz chess, write to Rabbits Review at the regular address enclosing a cheque for £43.50 and one will be posted to you. The batteries of the clock last over a year, and the clock itself is British made (Ra Ra) and guaranteed for one year.

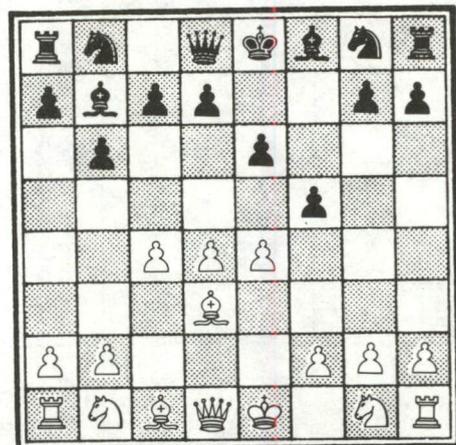
Anyone want to see my game against Stewart?

White: Stewart Reuben Black: Michael Basman
English Defence

1 d4 e6
2 c4 b6

The dreaded English Defence, scourge of orthodox Queen Pawn players.

3 e4 Bb7
4 Bd3 f5

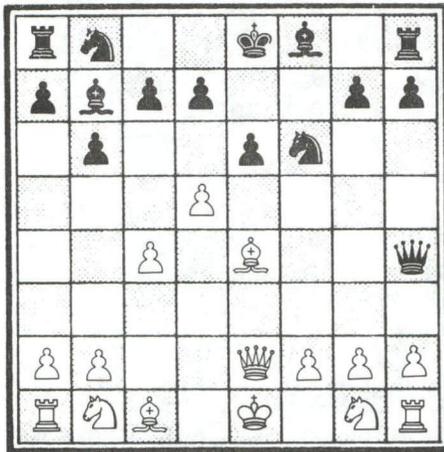


Stewart does not want to risk the gambit line 5 exf5 Bxg2 6 Qh5+ g6 7 fxc6, when black gains a rook and white an attack. (Analysed deeply on the Audio Cassette "English Defence for the Eighties"). Instead he tries to blot out the bishop at b7 by advancing his d pawn.

5 d5 fxe4
6 Bxe4 Qh4!

This move was discovered over 5 years ago by Raymond Keene, who did the original English Defence cassette. He used it to wipe out a bigger fish, Andrew Whitely.

7 Qe2 Nf6

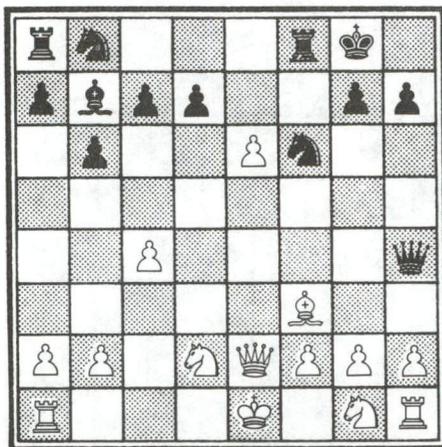


Only now the knight develops after the black queen has been activated.

8 Bf3 Bb4+

Black is developing rapidly.

9 Bd2 Bxd2
10 Nxd2 0-0
11 dxe6

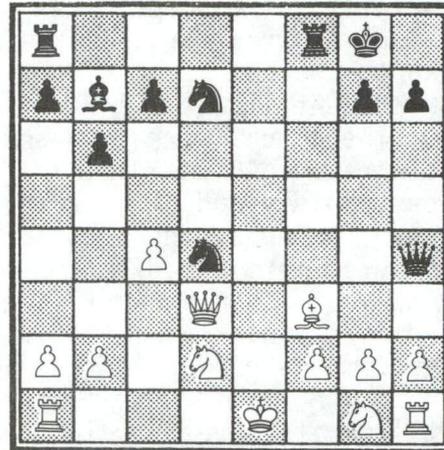


White now hopes that black will exchange bishops, which will allow him to develop his knight with tempo. But in these positions, with a white king stuck in the centre, fast development is more important than pawns.

11... Nc6!

Now white should really cut his losses and play 12 Bxc6 Bxc6 13 Ng1f3 Qg4 14 0-0 Rae8 when he may emerge with only the slightly worse position (knight v bishop on open board). Instead he thinks he can grab more material.

12 exd7? Nd4
13 Qd3 Nxd7



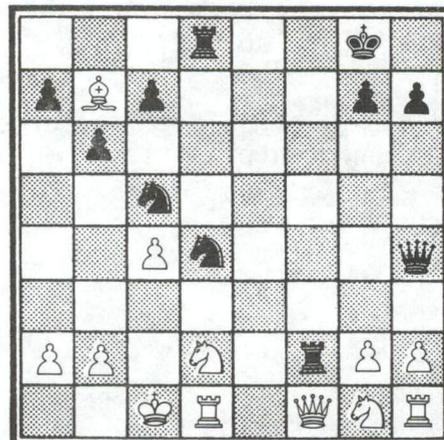
White had missed this recapture, which was why, on the thirteenth move, his clock began to consume vast quantities of that invisible subjective commodity (time) until it had reduced to almost nothing. Unfortunately, if white wins the piece at b7 his king has little chance on the open air. (14 Bxb7 Qxf2+ 15 Kd1 Nc5 16 Bd5+ Kh8 17 Qg3 Qf5 18 Rc1 Rae8 19 Ngf3 Nd3 with attack).

14 0-0-0

Chickening out. The king is not much better on c1.

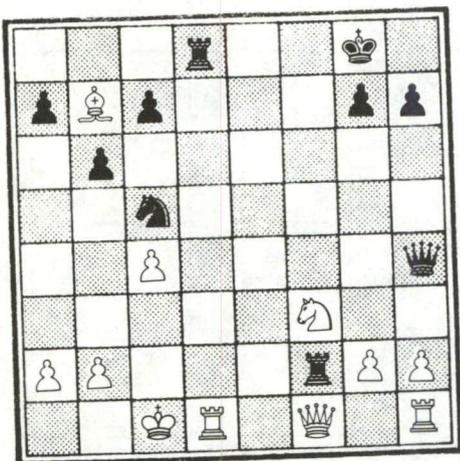
14 ... Nc5
15 Qf1 Rad8
16 Bxb7 Rxf2

The queen now is squareless, as 17Qe1 runs into ... Nd3+



17 Ng1 f3
18 Nxf3

Nxf3



Both queens are under attack, but
black can move his - with check.

18 ... Qf4+
19 Kg1 Rxf1

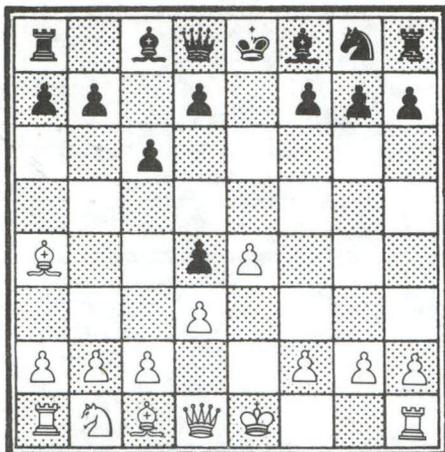
And white stopped the clocks.



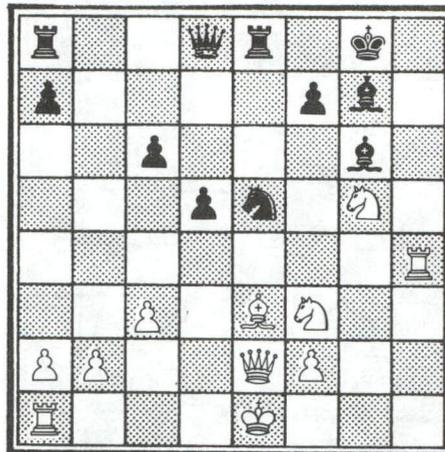
THE RR POSTAL CHESS CLUB has not yet found a new organizer, but we hope to
have things settled by next issue. We'll keep you posted!

TACTICS

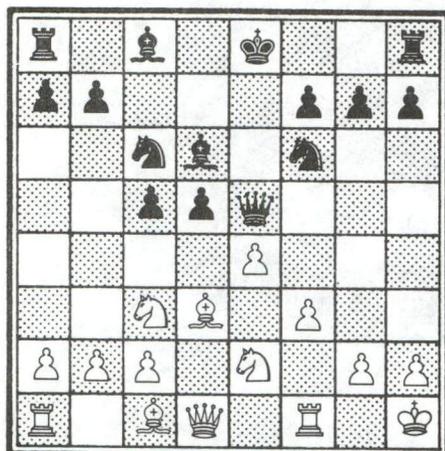
(for players up to grade 90 and ungraded)



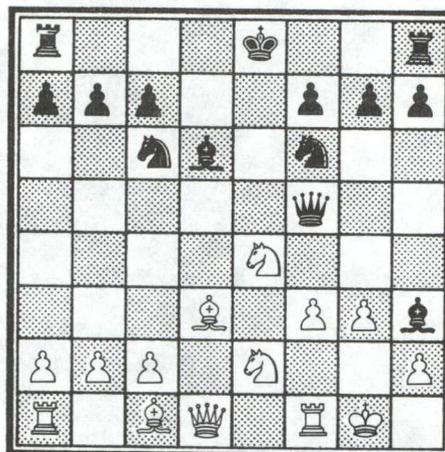
Black to play: can he win a piece?



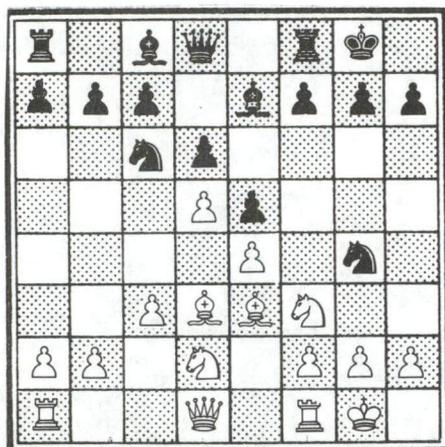
Black played here 1...NxN on B6 check. How would you recapture?



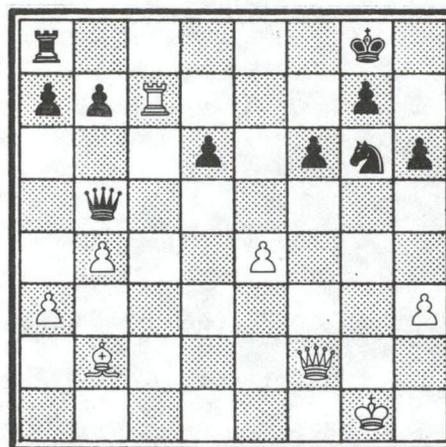
Black threatens mate: how would you meet this?



White to play.



White has just played 1 P-Q5. Would you move the knight to QN1 or QR4?



White to play.

Solutions page 26

DON'T TRUST THE BOOKS!

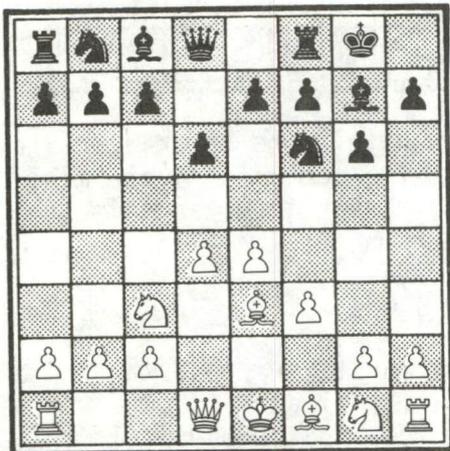
Another bunny saga from Ian Josephs

'How to play the Opening' - by Levy and Keene, gives a game in the chapter "Modern Defence" - section "white storms the black king."

Malachi v Bjornsson

Student World Team Championship
Dresden 1969

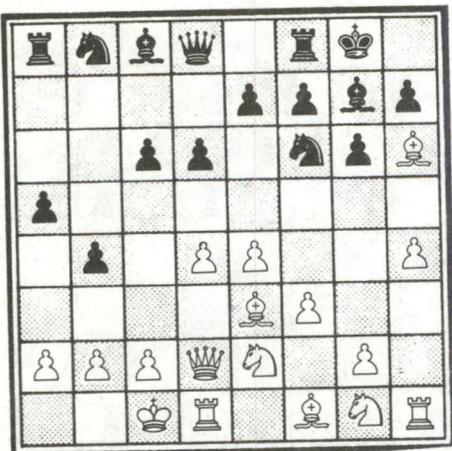
- | | |
|---------|-------|
| 1 P-K4 | P-KN3 |
| 2 P-Q4 | B-N2 |
| 3 N-QB3 | P-Q3 |
| 4 B-K3 | N-KB3 |
| 5 P-B3 | O-O |



- | | |
|--------|------|
| 6 Q-Q2 | P-B3 |
|--------|------|

Too slow - 6 ...N-B3 and 7...P-K4 is better.

- | | |
|----------|-------|
| 7 O-O-O | P-QN4 |
| 8 B-R6 | P-N5 |
| 9 QN-K2 | P-QR4 |
| 10 P-KR4 | |



The book says "by now Black's position is probably hopeless. There is no defence to white's automatic mating attack. Surely an exaggeration Mr. Editor?"

- | | |
|----------|------|
| 10... | Q-B2 |
| 11 P-R5! | |

The book says "it seems that this scheme is not possible. But if now 11...NxRP the sacrifice 12RxN! 13Q-N5 leads to checkmate.

'Oh is that so?' says I, all rabbit like. What if black FIRST plays ...BxB? Then 11...BxB 12QxB NxRP! does not lead to mate at all. If white plays 13RxN PxR he loses the exchange with no time to mate before black regroups.

(Can any reader put Ian out of his misery and explain how white gets a winning attack even after black plays 11...BxB 12QxB NxRp. Best answer receives this month's star prize - Editor.)

Better still why not 10...P-K4 instead ...Q-B2 following this by developing the queen's knight and queen's bishop and I would have said that Black's position was by no means hopeless after 10P-KR4!

(You didn't do your PFCC this time - 10... P-K4 loses a pawn straight off - Ed.)

Maybe M.BASMAN I.M. will agree with his fellow chess masters and not this 'Tame Rabbit' but I await his comments with interest. The actual game led to a quick demolition of black, that in my opinion was due to his own faulty defence, not the hopelessness of his position.

Mr. Rose - Grade 175 - A real SUPER-RABBIT? says my approach is 'superficial' - and indeed it is! Anything else would not be read let alone UNDERSTOOD by rabbits in the 80-100 bracket.

Nevertheless, if they follow the SIMPLE principles I outlined in Issue 19 (£1 per back copy!) they will soon get to about 120 grade without much effort and much quicker than normally would be the case - and if I'm wrong sue me - sue the Editor and take up Ludo!

Meanwhile, I will make a New Year Resolution to follow my own principles in 1983 and PROVE that I can increase my grade just by doing so and thus confound my editor.

A rabbit may not be able to beat an International Master, but he can sometimes get a draw, especially if white and careful!

White - Ian Josephs - Rabbit $\frac{1}{2}$
 Black - Bob Wade I.M. 2325 $\frac{1}{2}$

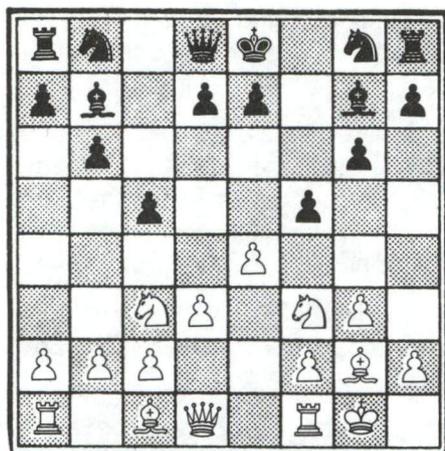
1 Nf3	c5
2 d3	g6
3 g3	b6
4 Bg2	Bb7
5 0-0	Bg7

White plays the famous King's Indian attack suggested as bullet proof in earlier R.R.s.

6 Nc3 f5

Bob said this was 'experimental'.

7 e4

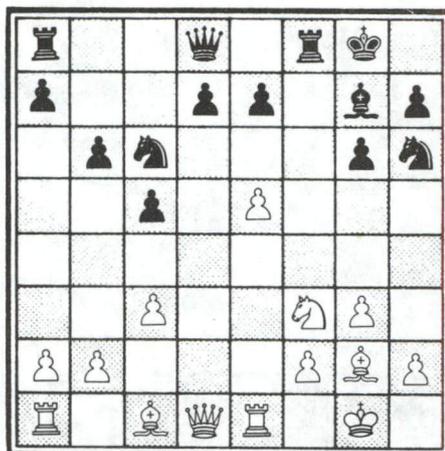


Black seems to be able to win a pawn here by 7...Bxc3 8 bxc3 Fxe4, but would be thwarted in his designs by a common trick- 9Ng5! when because of the pin on the 'e' pawn black cannot play 9...exd3 and must allow white to regain the pawn.

7... fxe4
 8 Nxe4

Now white threatens trouble with the knight at e4 - for example he wants to play Re1 and Nd6+. Or if black plays 8...Nf6 after 9 Nxf6+ Bxf6 10 Bh6 black cannot castle kingside. However, the king could still have gone to the queen side, so may be this was better than black's actual move.

8... Bxe4 !?
 9 dxe4 Nc6
 10 c3 Nh6
 11 Re1 0-0
 12 e5!

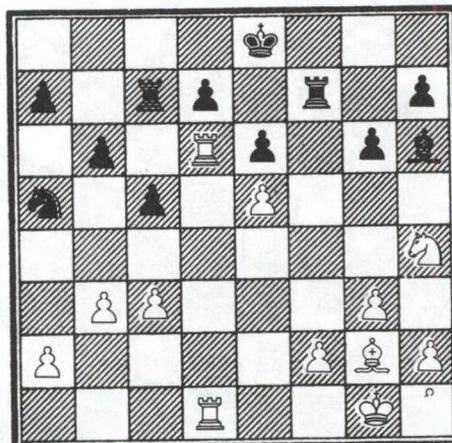


Good try! White opens the diagonal of his g2 bishop. The mobility of the minor pieces is of great importance in this position.

12... e6
 13Bxh6?!

Black threatens to surround the white e pawn with 13...Nf7 and 14...Qc7, so black chops this idea in the bud. All the same, white could cramp the opponent more with 13 Bf4 Nf7 14 Qd2 Qc7 15 Rad1 h6 h4 and black hasn't any counterplay.

13... Bxh6
 14 Qd6 Rf7
 15 Rad1 Qf8
 16 Nh4 Rc8
 17 Qxf8 Kxf8
 18 Rd6 Na5
 19 Red1 Ke8
 20 b3 Rc7



Despite small errors on moves 11, 13 and 16 I reckon WHITE (that's me) is still better, since his rooks and bishops are more active than his opponents. Bob thought so too and offered the draw - yes please says I !

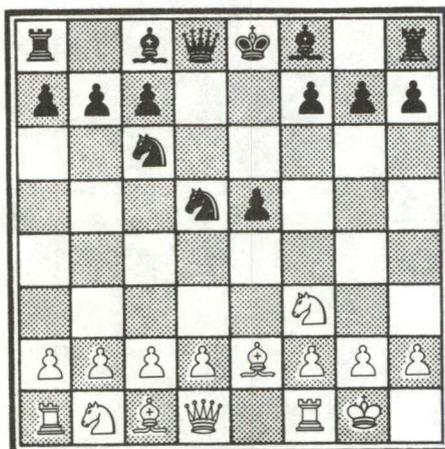
Now an important NEW principle and two not-so brilliant illustrative games!

When your opponent threatens to fork two of your pieces (or pin your queen or create an outpost), it is all very well to cover the square with one of your pieces to prevent this, but if that piece can be removed by an exchange your opponent will fork you (or pin you) after you retake and you will probably lose the game (unless of course you show the incredible tenacity and resourcefulness of BLACK in the following game!

The 'epic' - Ramsgate v Broadstairs
29.11.1982

White - Colonel Knox
Black - Ian Josephs Rabbit 1st Class

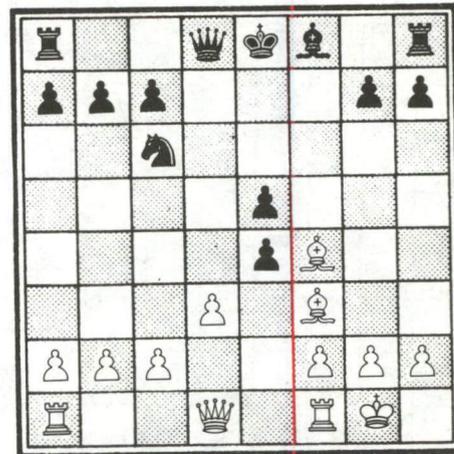
- | | |
|----------------|-------|
| 1 P-K4 | P-Q4 |
| 2 PxP | M-KB3 |
| 3 N-KB3 | NxP |
| 4 B-K2 | |
| (a bit timid!) | |
| 4 ... | N-QB3 |
| 5 O-O | |
| (still timid) | |
| 5 ... | P-K4 |
- stakes out the centre



- | | |
|--------------------------------|------|
| 6 P-Q3 | B-N5 |
| Could lose the king pawn after | |
| 7 NxP NxN etc. | |
| 7 N/1-Q2 | N-B5 |

Moving the same knight twice when other pieces are still undeveloped.

- | | |
|---|------|
| 8 N-K4 | P-B4 |
| Still not developing but hoping to 'steal' a piece. | |
| 9 BxN | BxN |
| 10 BxB | PxN |

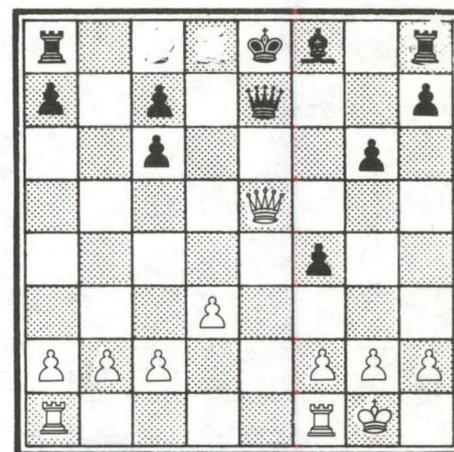


Threatening two bishops at once - but look at my development - Oh dear!

- | | |
|-------------|------|
| 11 BxP (K4) | PxB |
| 12 Q-R5 ch! | P-N3 |

He can't fork my rook with Q-K5ch because of my knight! But ...

- | | |
|-----------|------|
| 13 BxNch | PxB |
| 14 Q-K5ch | Q-K2 |
- Oh dear!



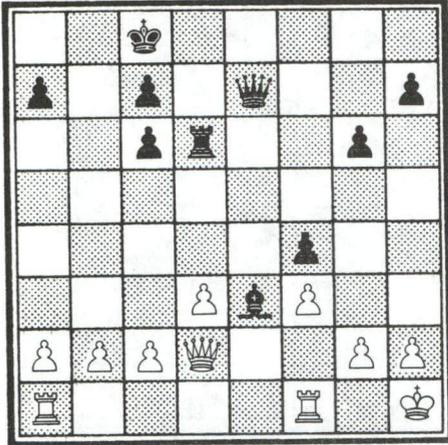
15 QxR O-O-O
Exchange and a pawn down - I won't, I won't resign!

- | | |
|----------|------|
| 16 Q-B3 | R-Q3 |
| 17 P-B3? | |

Let me get a wonderful OUTPOST! (Remember what they are? see Issue 19)

17 ... B-N2
 18 Q-Q2 B-Q5ch
 19 K-R1 B-K6

Bob's your uncle, an outpost in the enemy camp, completely shutting out the white rooks!



20 Q-K2 B-N4!

Reinforces the outpost and lets pieces cross to the KR file.

21 R(R)-K1 R-R3

Attack

22 R-B2

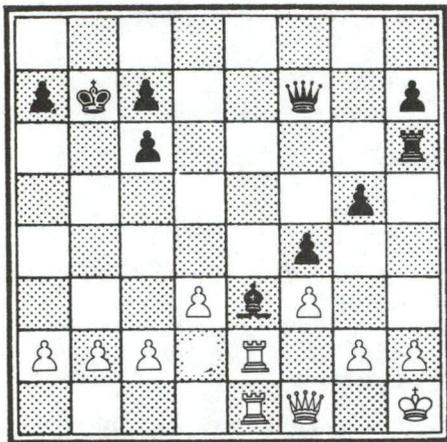
Offers the exchange to get rid of my OUTPOST BISHOP

22 ... Q-B2
 23 Q-B1 K-N2

and hold my breath.....

24 R(2) - K2

saving his rook and everything looks protected.....



24 ... RxPch !!

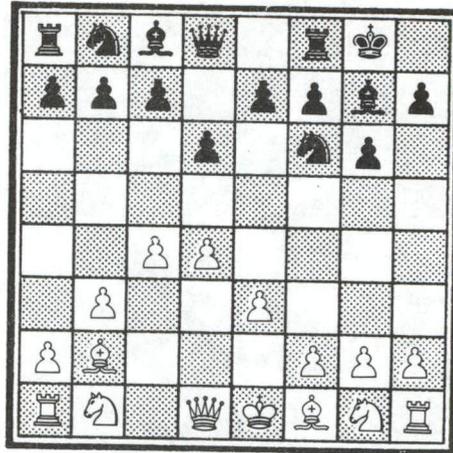
and the gallant Colonel struck his colours and RESIGNED. If you can't see why - take up dominoes.

GAME 2 sees Ian Josephs not triumphant but utterly routed by an attractive French lady.

Regency Masters - Round 9-12.12.82

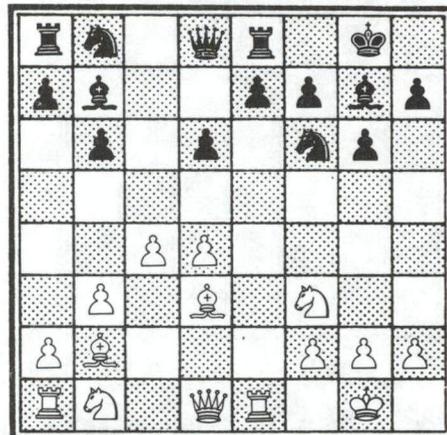
White - Ms. Tagnon
 Black - I. Josephs

1 P-QN3 N-KB3
 2 B-N2 P-KN3
 3 P-K3 B-N2
 4 P-QB4 P-Q3
 5 P-Q4 O-O



The famous system again.

6 N-KB3 P-B4
 7 B-Q3 PxP?
 8 PxP P-N3
 9 O-O B-N2
 10 R-K1 R-K1



Made without thinking but my rooks are probably better on the open QB file than behind a pawn on white's open K file.

11 N(1)-Q2 N(1)-Q2
12 N-B1

Wastes time and should let me back into the game again ...

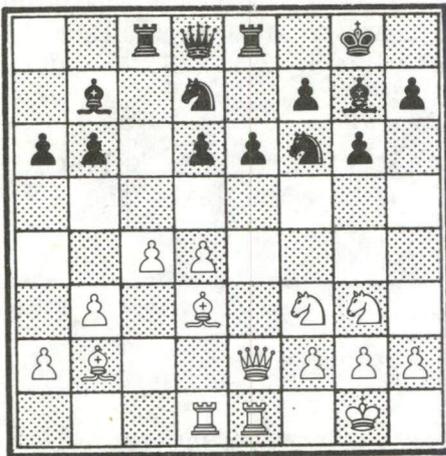
12... R-QB1

On to the open file at last.

13 N-N3 P-QR3?
14 Q-K2

Doubles up on the file and threatens a concealed attack on the RP I just moved!

14... P-K3
15 R(R1)-Q1



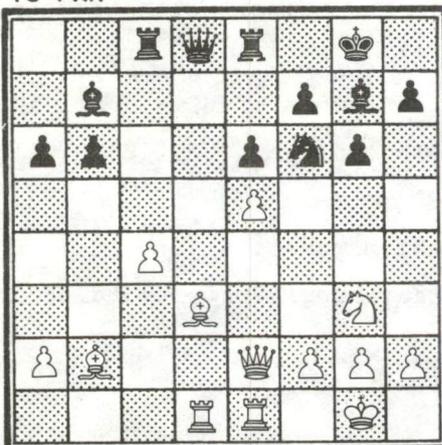
Should I move my queen from the line of his rook as in R.R. Issue 19?

Probably I should, but looking at 4 pieces in between and getting impatient at the lack of 'action' I play a disastrous positional error.

15... P-Q4
16 N-K5!

Swoops into the new outpost

16... PxP
17 PxP NxN??
18 PxN



I thought it would create 2 weak pawns on the queen side for white, but it gives her 2 beautiful possible outposts on Q6 and KB6 which are far more dangerous to me - as horrible weak squares always are ...

18... N-Q2

Got to shield my queen still opposite that rook...

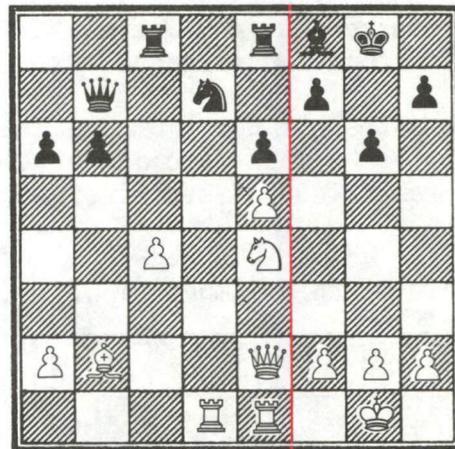
19 B-K4! Q-B2?

Moves my queen away at last but ending up in a triple fork!

20 BxB QxB
21 N-K4

Threatens N-Q6 winning the exchange - 'luckily' N-B6 is stopped by both the black bishop and the black knight...

21... B-B1???



Both my Q3 and KB3 SEEM to be COVERED if you suffer from occasional 'chess blindness' (21...Q-B3 and 22...QxBP would have exchanged rook for knight and pawn, and I could have fought on.)

22 RxN!!

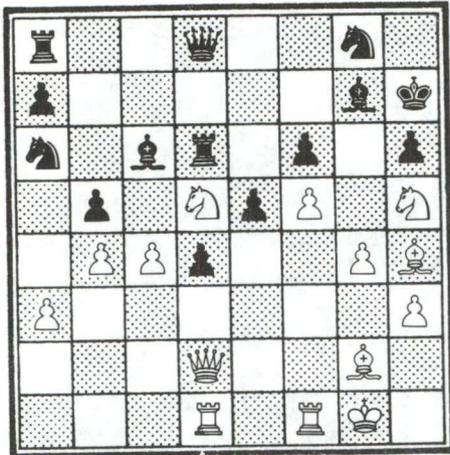
and suddenly KB3 has no protectors at all and I can't recapture the rook as I'll lose my queen to N-Bbch. One protector (the bishop) I moved and the other protector (the knight) has been taken.

22... Q-B3
23 N-B6ch RESIGNS

Ms. Tagnon is now A WOMAN FIDE MASTER - thanks to yours truly
Ian Josephs RABBIT FIRST CLASS!



Le Competition



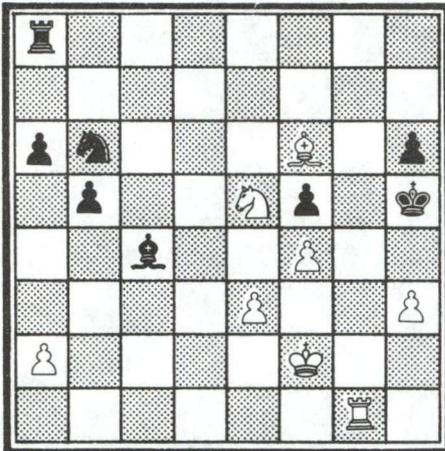
White has a very straight forward win of material based on a forced series of moves. Playing 1 Nd5 x f6+ Nxf6 2 Bxc6 Rxc6 3 cxb5, white forks rook and knight and gains a pawn plus smashing up the defences round the black king.

Lines like these should always be preferred to the nebulous attacking possibilities which involve white sacrificing material. For example, some solutions began 1 g5 hxg5 2 Bxg5. It is quite possible that such an attack might work, but it is not good policy to give up material when you can get your way without giving away anything.

Nonetheless, quite a good turn out of correct and almost correct solutions, though some efforts were far too voluminous. Note that after 3 cxb5 black is still trussed up, and is unable to gain any counter play by 3...Rc3, because 4 Qxc3 dxc3 5 Rxd8 scotches all that.

Into the hat go: J. Blackie, E. Taylor, M. Walters, Miss M. Wallace, (possibly the most succinct of the solvers) and M. Doerr. Now let's see which rabbit hopped out first. It's E. Taylor!

* This month's Competition.



White to play and mate in two.

Solution by March 31st.

1st Prize : A Hairy Velcro Chess Set.

COMPUTERS FOR SALE

BORIS DIPLOMAT Chess computer-Portable, batteries or mains. With booklet, mains transformer, plug, pieces. Excellent condition. £30.

SENSORY CHESS S CHALLENGER 8 Battery or mains. 8 levels of play. Full instructions included, transformer and magnetic pieces. Perfect condition. Cost £120 will accept £65.

Wish to sell both computers to buy more expensive model.

Ring 051-424-7360 (Liverpool area). J.D. MacFarlane, 220 Derby Rd, Widnes, Cheshire.

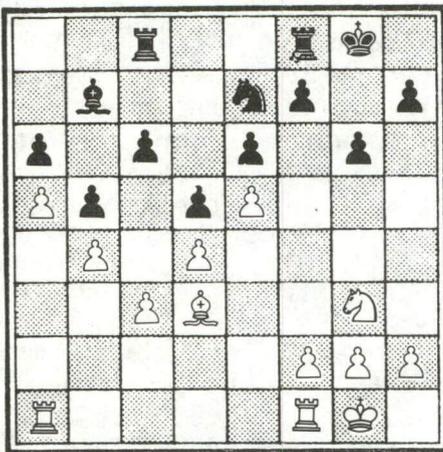
MINOR PIECES

Which is the better piece, the bishop or the knight? In material and tactical chess we have called them equal at 3 points, but in positional chess, where we deal with small differences, we regard the bishop as slightly superior; this is due to its long range and greater control of squares - a maximum of 13 to the knight's 8 maximum. This factor outweighs the knight's own advantages of being able to attack both white and black squares and being able to jump over pieces.

Comparing bishops and knights is rather like comparing dogs and cats. Usually, the dog comes out on top, but there are many cases where the cat is superior.

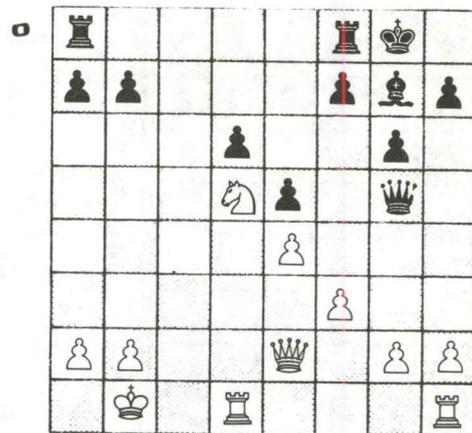
Previous R.R.s, particularly No. 18, have shown that both bishop and knight can be well or badly placed. We can say that a knight, developed near the centre is worth a little less than a well placed bishop. However, if the knight has a good outpost then its power is increased and it could be the equal, or sometimes superior to the bishop.

Now what about the badly placed knight, as opposed to the badly placed bishop? In this case we get a sudden reversal. A bad bishop, that is, one restricted by its own blocked central pawns, is usually much inferior to a bad knight. This is due to the permanence of the limitation on the bishop. Take this position:-



Both knight at g3 and bishop at b7 are bad; the knight is limited by the enemy pawns at g6, e6 and d5 and the bishop by its own pawns. However, though we can imagine the knight moving slowly to a better situation - for example to e2, - c1 - b3 then c5, occupying an outpost, the bishop will always be limited to some extent by its own pawns, fixed on the squares of its own colour. Furthermore, the duplication of force - both bishop and pawns attacking white squares - means a definite lack of control of the squares of the opposite colour.

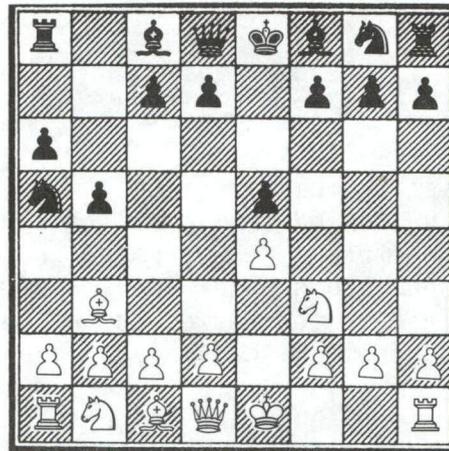
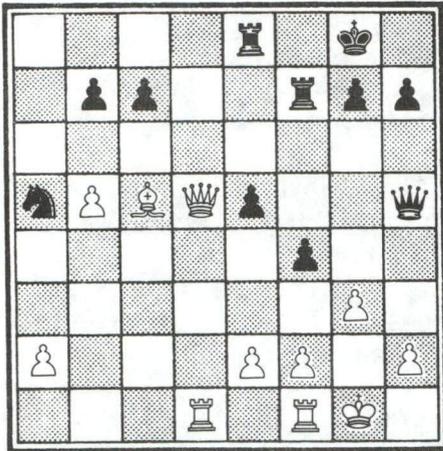
This analysis should help you decide when and why the pieces are better than each other. Look at the next diagram. Who has the better minor piece?



Here white has a good knight, and black a bad bishop. Possibly the worth of the bishop has descended to $2\frac{1}{2}$ or $2\frac{1}{4}$ and the worth of the knight has risen to $3\frac{1}{2}$ or 4 points. That means in this position white might have the equivalent of a one or two-pawn advantage. Maybe you noticed that white was a pawn down here, and perhaps you can now understand why he still has the better position, particularly since black's extra pawn at d6 is backward and weak.

Our next diagram shows a position with a bishop better than a knight.

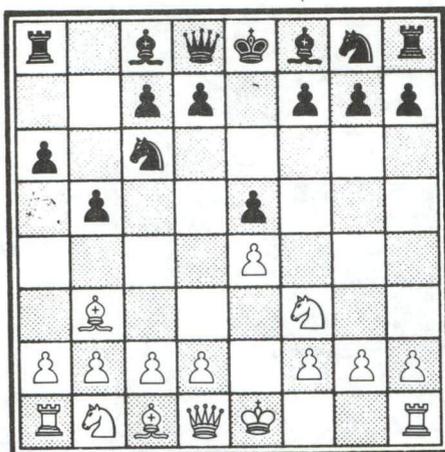
Study the diagram and decide what it might be.



It is interesting how our discussion of positional chess takes us to an understanding of quality, whereas material and tactical chess were concerned with quantity. Knowing when the bishop and knight are better than each other is vital when we have to decide whether to exchange one for the other. Generally, the bishop is the superior, so that means that the bishop may be exposed to knights as well as pawns. What did that last sentence say?

Let us look at an opening sequence which illustrates this.

1 e4 e5 2 Nf3 Nc6 3 Bb5 now here black may drive the bishop back with ...Pa6 4 Ba4 b5 5 Bb3.



So far the pawns have expanded but as black has not developed pieces or increased his central control, nor has he driven the bishop to a poor position, white has not lost any advantage yet from the attacks of the black pawns.

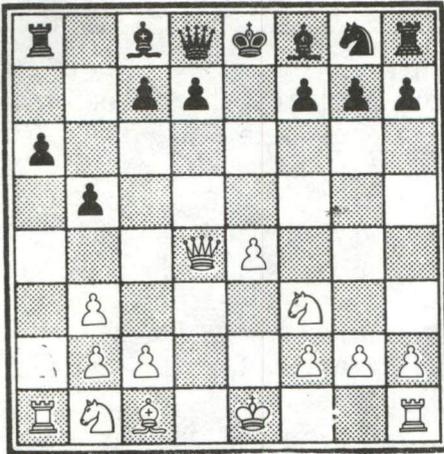
However, what if black attacks the bishop again by ...Na5? The bishop now seems trapped and cannot avoid exchange, because if the bishop moves to d5, then black can play ...Pc6. It looks like black will gain the advantage of two bishops against bishop and knight, so to compensate this, white needs some other positional advantage.

First I'd like to say that do not gain a material advantage in compensation. If you play 6 Nxe5, black can answer ...Nxb3 7 axb3 Qe7 and now if the knight retreats black will capture the pawn at e4; if on the other hand white plays 8 d4 to defend the knight, black still drives it away with ...d6 and captures the enemy 'e' pawn next move. So to return to the diagram.

If white cannot gain material compensation, he can aim for positional compensation. In the first place, if he plays here 6d3 Nxb3 7 axb3 we can see that all the white pawns in the centre are on white squares and that the remaining bishop at c1 is on black squares, so white is certainly not left with a bad bishop; in fact the pawns and the bishop work well together to control the squares.

Secondly, white can aim for more central control; instead of playing 6 d3 he can play 6 d4 Nxb3 7 axb3. Here black's moving of the knight away from the centre has weakened his hold on the squares e5 and d4 and white takes advantage of this. Black's pawn at e5 is attacked, so he exchanges by ...exd4 and now how would you recapture?

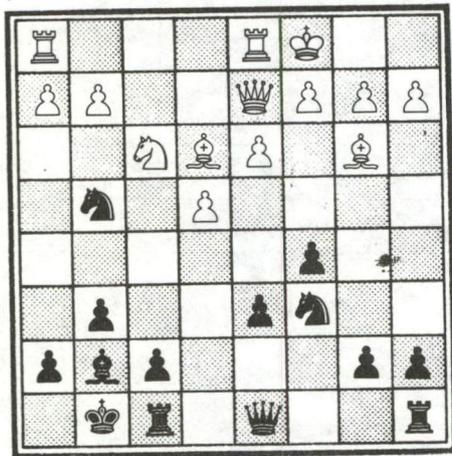
One would normally recapture with the weaker piece, but as the black queen's knight has gone, that means that white's queen will not be exposed on d4, so you can in fact play 8 Qxd4, posting your queen as aggressively as possible. However, after 8 Qxd4, is not the queen exposed to attack by ...Pc5?



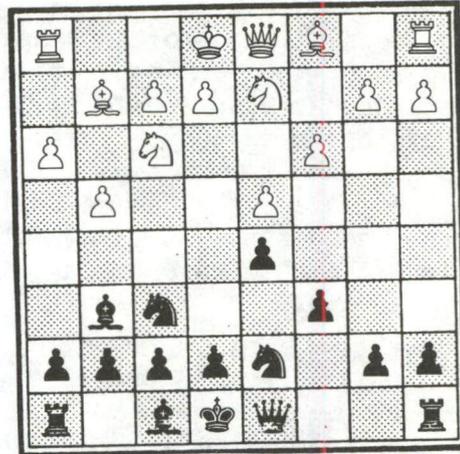
If you remember our earlier talks about exposure, it is sometimes possible to put a piece on an advanced square because a pawn attack would only leave weaknesses in its train.

If black here plays ...Pc5 9 Qd3, black has weakened all the squares d5, d6 and d7 along the d file and the queen pawn is backward. So the temporary joy of lashing out does not make up for improving white's prospects along the central 'd' file. A bee sting can only be used once; it is not infinitely retractable.

Let us now look at the diagram below, the knight at g4 attacks the bishop at e3. Should black capture it?

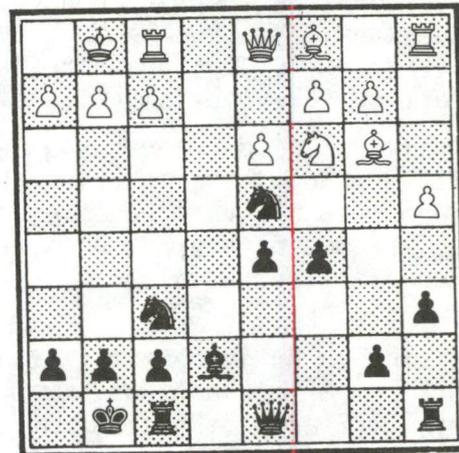


By checking the pawn structures in the centre, we can see that the bishop at e3 is white's better bishop, so that to exchange it is a good idea and besides gaining a bishop for a knight, black has weakened his opponent on the dark squares.



Now on to the next diagram. Here white has the opportunity to play Nh4 and force the exchange of the bishop at g6. Should he do so? This is a more marginal case. The black bishop is well placed at g6, commanding a good diagonal but it is black's inferior bishop in relation to the pawn structure, also it takes two moves to play Nh4 and NxB so there is a loss of time involved. The doubling of the pawns is not a vital weakness here and it does not weaken squares or pawns.

So we could call this an even exchange.

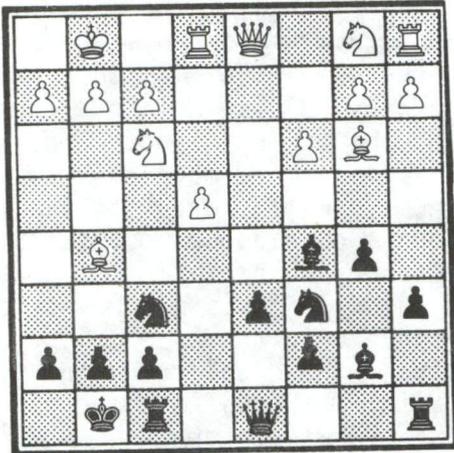


In this diagram black has a dominating knight at d4. Should he exchange it for the bishop at b3? Here the black knight has a strong outpost, but it is only temporary, since white threatens to move the knight at c3 and then play c3 himself. However, the white bishop at b3 is a poor piece, hampered severely by the black pawn at d5. Nonetheless, black exchanges here, because he sees that after ...Nxb3 cxb3 white will have no less than 3 isolated pawns - the ones at d3, b3 and b2, which cannot be protected by other pawns. This gives black a large positional advantage, worth at least half a pawn.

Now had white's pawn been at a2 instead of a4 after ...Nxb3, axb3 white would have no weak pawns, so the exchange would have been much less desirable.

If there are possibilities of exchanging knight for bishop, then the opposite also occurs, when you have the choice of exchanging bishop for knight. This usually happens when the bishop is pinning the knight and the general rule is again that the bishop should not be exchanged for a knight, unless there are compensating factors.

Let us look at an example.

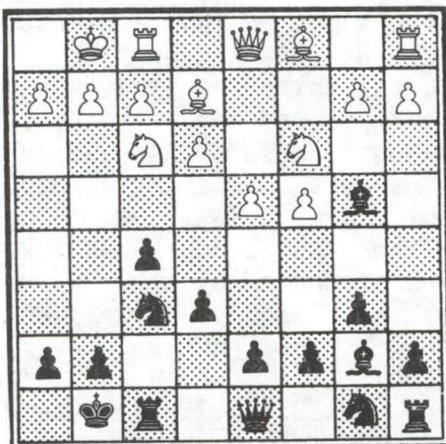


Here white develops the bishop at g5, and pins the knight. Black attacks the bishop with ...Ph6. The question is, do you retreat or take the knight?

Capturing is not good because you lose your better bishop and also bring the black queen into a strong position. The queen can advance further when exchanges have taken place, especially if one of the opponent's bishops has gone.

So retreating to h4 is better. It is true that black can then chase and 'trap' the bishop by ...g5 and ...Nh5, but here this would be outweighed by the damage black does to his own kingside castled position.

Look at the next diagram. Should black exchange here with ...Bxc3 or not?

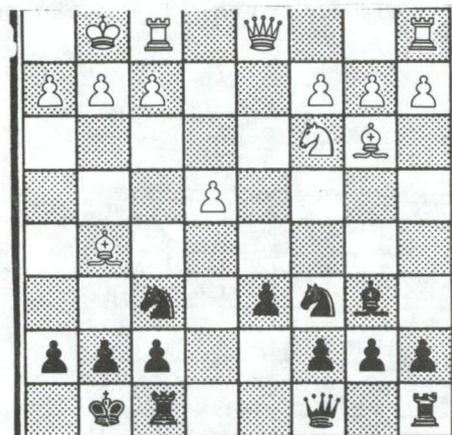


Black here parts with a good bishop, but enhances his central control. If you look at the position, black is aiming his pawns and pieces at the central white squares, so capturing the c3 knight enhances his control of them. Black can follow up with ...Ne4 with a good central outpost.

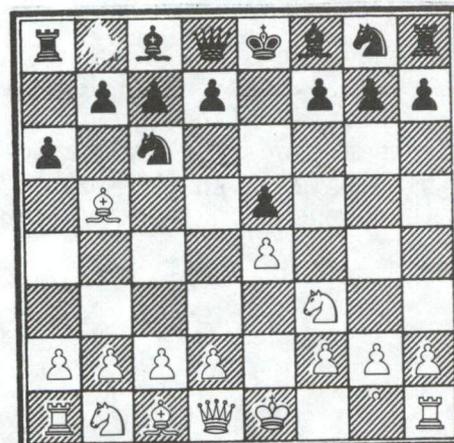
The second advantage gained by the exchange is to weaken the pawns and squares at a2, c3 and c4 none of which can now be defended by pawns.

Once could imagine black later playing Nc6-a5, Pc5, Ba6, Rc8, beginning to pile pressure on the pawns of the c file. So here the exchange was promising for the two reasons I have stated.

The doubling isolating of enemy pawns is often a clear reason for exchanging a bishop for a knight. In the next diagram, the capture of Bxf6 just cries out to be made, since then not only all the black pawns on the king side are weak and isolated, but black's king is thereby seriously exposed.



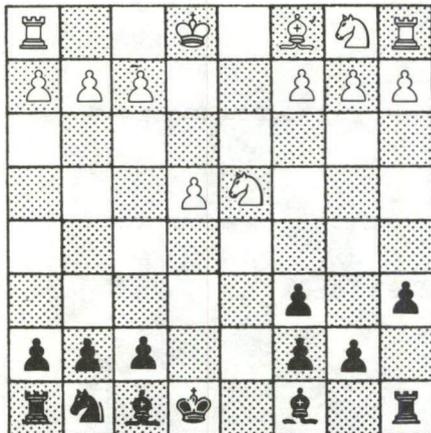
Less clear cut is this example: from the start 1 e4 e5 2 Nf3 Nc6 3 Bb5 Pa6. Now should white play 4 Bxc6 or 4 Ba4?



4 Ba4 is the more popular move, because after 4 Bxc6 dxc6 (it is also possible to play ...bxc6) the doubled pawns are not weak in themselves.

If white now follows up with 5 d4 exd4 6 Qxd4 7 Nxd4 we reach the position of the next diagram.

Do you see any possible advantage for white in having exchanged his bishop for a knight?

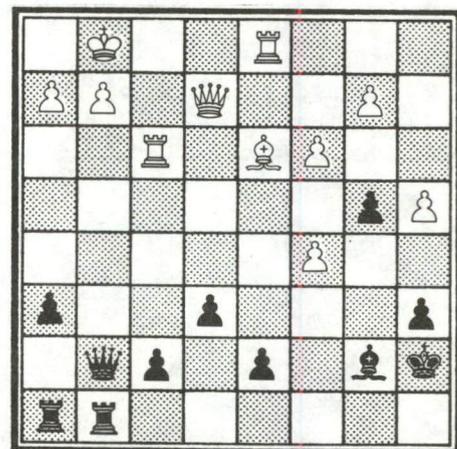


Well black's bishops are certainly not blocked in, and though the knight is well centralised at d4, it seems that black will sometime drive it away with ...Pc5; so it is not totally secure in the centre. White's main advantage, besides his extra central pawn, is that he may eventually create a passed pawn, whereas black has no pawn majority on the queen side, because his pawns are doubled there. In fact, take all the pieces off the board and the king and pawn ending is a win for white. Whether white will be able to achieve his aims is another matter, so we can regard white's capture on c6 as about an equal exchange - he gave up a superior piece but obtained some compensation in pawn structure and the ability to create a passed pawn.

I hope this little essay will have given you some insight into one area of positional chess, and that you will now outplay your opponents. Don't forget that this sort of study is valueless if you do not have basic skill in tactical and especially material chess. What is the use of winning on points if you get knocked out before the final bell goes?

Why not get a copy of the new book from Pergamon Press, PLAY THE ST.GEORGE, written by RR editor Mike Basman? This all purpose defence to 1e4 and 1d4 smashed Anatoly Karpov in 1980, and several others. Here is another other:-

WHITE D. Forth BLACK Otto Hardy Played 21st Jan. 1983
 1 d4 e6 2 Nf3 b5 3 e4 a6 4 Bd3 c5 5 c3 Bb7 6 0-0 Nf6 7 Bg5 h6 8 Bf6: Qxf6
 9 Nbd2 g5! 10 e5 Qg7 11 Ne4 Be7!
 12 a4 g4 13 Ne1 b4 14 f3 Nc6
 15 Bc2 gf: 16 Nxf3 0-0-0 17 Rc1
 Rdg8 18 Qe2 Kb8 19 Bd3 Ka7 20
 Nxc5 Bxc5 21 dxc5 Ne5!! 22 Rad1
 Nxf3ch 23 Rxf3
 23...Qxg2ch!! 24 Qxg2 Bxf3! 0-1



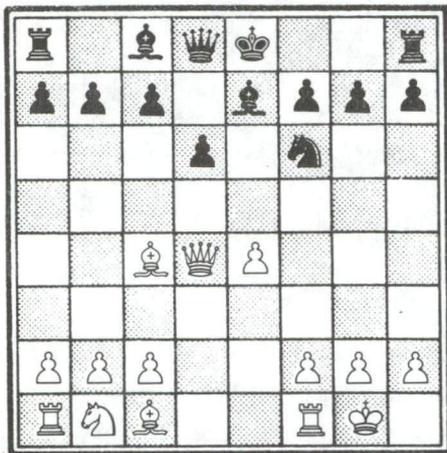
Book obtainable from Rabbits Review at £4.95 plus 40p postage.

THE INTEREST

Exchanging money into foreign currency leaves a small percentage - perhaps 10% - in the hands of the exchange bureau. On the chess board exchanging pieces of equal value will usually leave some position plus or minus to one side or the other. The skilful player will try to ensure that 'the interest' rubs off onto his position.

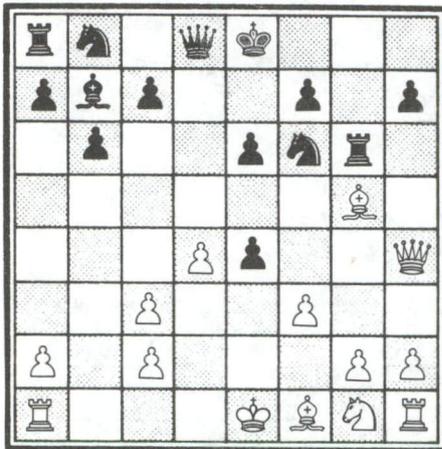
Few exchanges are completely even transactions; and here we have examples of possible exchanges for your analyses. Answer the questions underneath the diagrams and then turn to page 25 for our answers.

Diagram 1



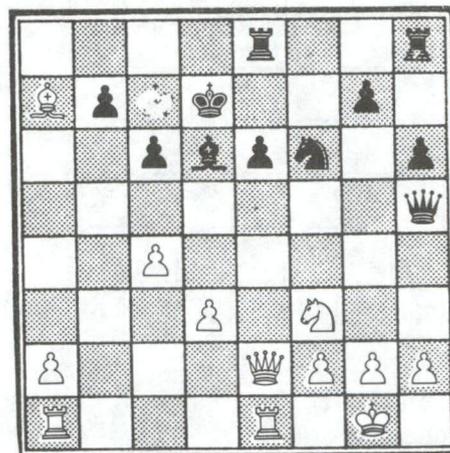
White to play; which move do you prefer 1 e5 or 1 Nc3?

Diagram 3



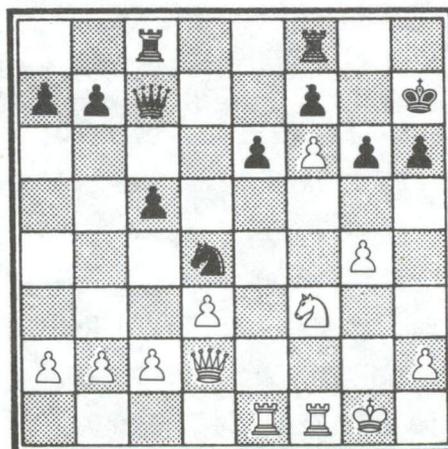
Black to play; would you choose 1...exf3, 1...e3 or 1...Nbd7?

Diagram 2



1 Ne5+ is a positional mistake. Why?

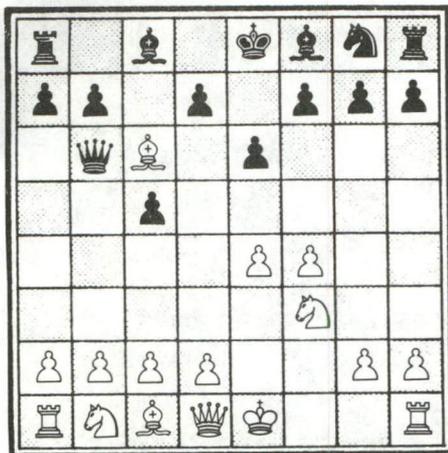
Diagram 4



White to play; do you like 1 Nxd4 or 1 Ne5?

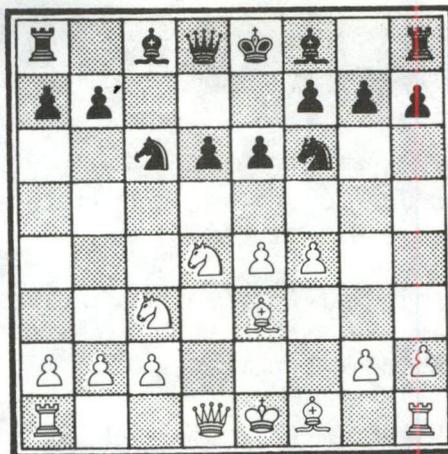


Diagram 5



White has just played 1 Bxc6.
How do you recapture?

Diagram 6



What is your opinion of 1 Nxc6 by white?

NEW RELEASES FROM AUDIO CHESS

DEATH OF THE BENKO by OTTO HARDY 90 minutes. Descriptive notation. £3.75
David Goodman tried to bash it. Now along comes Otto Hardy to bury it. He concentrates on the line 1 P-Q4 N-KB3 2 P-QB4 P-QB4 3 P-Q5 P-QN4 4 PXP P-QR3 5 N-QB3 and demonstrates a forced mate in 33. Of course, black has worse lines...

PIONEERING PLAY IN THE ENGLISH DEFENCE (1d4 e6 2 c4 b6) by Jim Plaskett 90 minutes. Algebraic notation. £3.75

Continuing the saga of this daring defence, International Master Plaskett shows his latest games from the black side. This tape immeasurably deepens our understanding of the sharp gambit line, where white sacrifices a rook for a gothic attack.

AND AN OLD RELEASE

THE NEW Be2 by MICHAEL BASMAN 2x90 minute cassettes on the line 1 e4 c5 2 Nf3 any 3 Be2. Algebraic notation £6.50

Club players looking for an answer to the Sicilian defence have always found this a strong weapon, with simple strategy of quick development, safe king, and the two pawn centre. Its gambit lines also lead to very lively play. Here is a recent example from a club match in Holland.

WHITE E.Habers BLACK Den Dunren 17th Jan. 1983

1e4 c5 2 Nf3 d6 3 Be2 Nf6 4 c3 (the trap: if 4...Nxe4 5Qa4ch)

4...Nc6 5 d4 cxd4 6 cxd4 Nxe4 7d5 Qa5ch

8 Nc3 Nxc3 9 bxc3 Ne5 10 Nxe5 dxe5

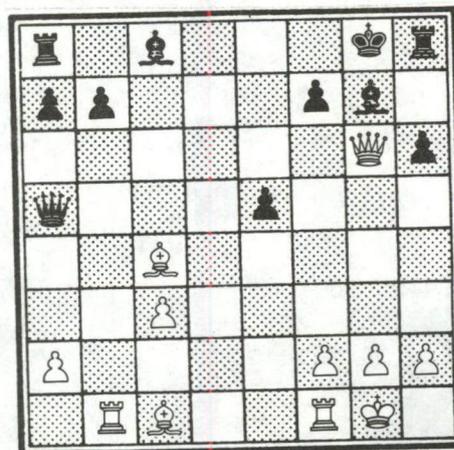
11 0-0 g6 12 Rb1 Bg7? 13 Bb5ch Kf8

14 d6! exd6 15 Qxd6ch Kg8 16 Bc4!

(a cunning move which prevents the c8 bishop from developing by uncovering an attack on b7. Black blunders in frustration) 16...h6? 17 Qxg6!

17...Qc7 18 Rfd1 Bf5 19 Qf5 Qc4

20Rxb7 with an easy win for white.



A GROB AT THE CLUB

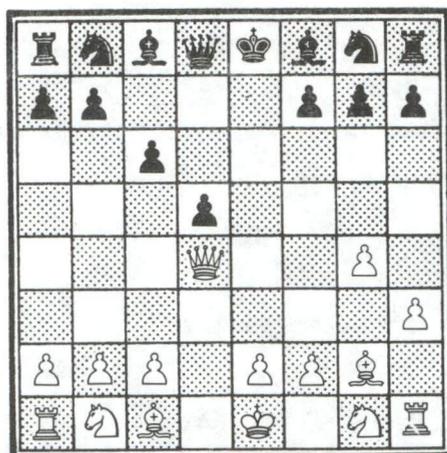
Club players are naturally quite wary of playing such an outlandish opening as the Grob, but John Shephard, who listened to the Macho Grob tapes last year, has so far scored 100% with it.

The interesting effect the opening has is to cause his opponents to desert normal positional canons, as though white's first two moves have given them a licence to print their own rules.

In game 1 black loses a pawn and castling rights early on, and white lures him into falling behind in development in an effort to regain his pawn. Game 2 sees black losing several tempi with his pieces right in the very opening, and then falling into a tactical move. In game 3 Shephard gets into trouble by himself mishandling the opening, but resourceful play allows him to notch up another win. In none of these games does either side castle!

London Commercial League Div.I

White	Black
1 P-KN4	P-Q4
2 P-KR3	P-K4
3 B-N2	P-QB3
4 P-Q4	PxP
5 QxP	



Black now spent twenty minutes deciding his next move, which under this league's time rules is a considerable chunk to use up. In any case, the move he chose is not the best.

5 ... N-Q2

Better is surely B-K3. I now took the chance to exploit this inaccuracy.

6 P-QB4 Q-B3

Maybe N-N3 is more logical

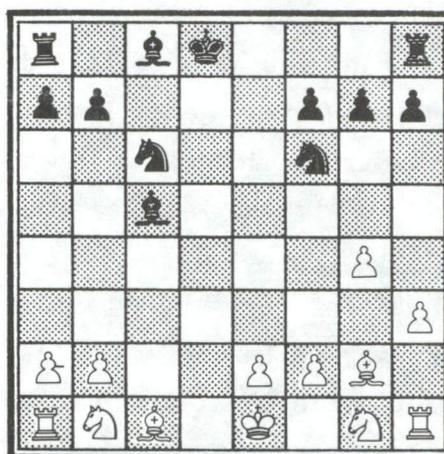
7 Q-K3 K-Q1?

Giving up the pawn, apparently quite willingly and pinning his hopes on his lead in development.

8 PxP B-B4
9 Q-B4 N-K2
10 QxQ

Now I don't mind exchanging off and hanging on to my pawn.

10 ... NxQ
11 PxP NxBP

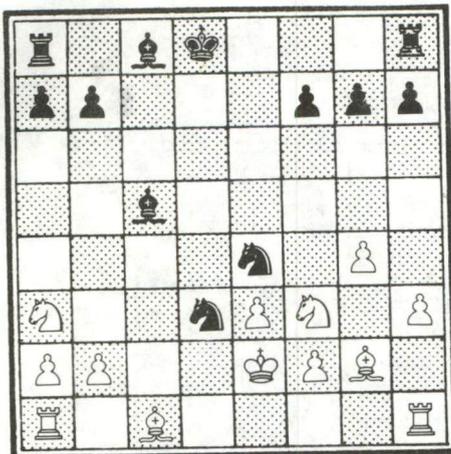


I could now further disrupt his pawns with 12 BxN and 13 B-N5 but preferred to keep my bishops. Black was quite happy at this stage feeling he has sufficient compensation for the pawn investment. I felt fairly happy too though wary of the fact that I would have to be careful about where I allowed them to infiltrate.

12 N-KB3 N-K5
13 P-K3

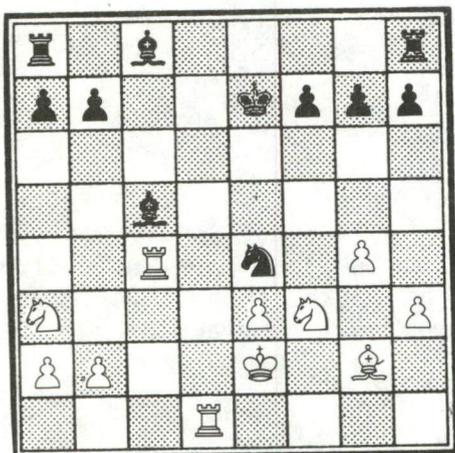
Perhaps 13 0-0 is simplest.

13 ... N-N5
14 N-R3 N-Q6+
15 K-K2



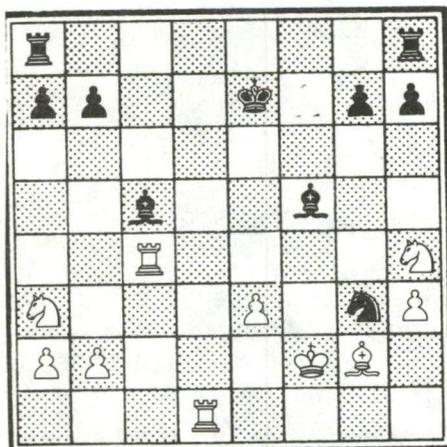
Now black has to think very carefully before taking the KBP. Analysis afterwards suggested that it's far too dangerous - the best that he can do is to give up both knights for the rook. Anyway, black weighed up the risks and played.

- | | |
|-----------|--------|
| 15 ... | N(5)xP |
| 16 R-B1 | NxB+ |
| 17 QRxN | N-K5 |
| 18 KR-Q1+ | K-K2 |
| 19 R-B4! | |



Black has problems.

- | | |
|---------|-------|
| 19 ... | P-B4 |
| 20 PxP | BxBP |
| 21 N-R4 | N-N6+ |
| 22 K-B2 | |



Three pieces en pris

- | | |
|----------|------|
| 22 ... | BxN |
| 23 PxB | B-K3 |
| 24 R-B7+ | K-B3 |
| 25 KxN | |

The knight finally goes, unable to get out of the grave it dug for itself on move 15. Black resigns.

MY FIRST GAME WITH THE GROB

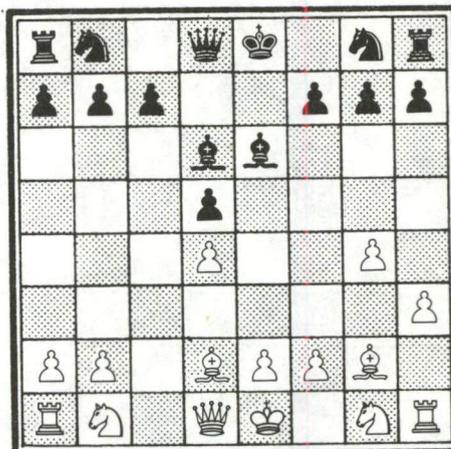
London Commercial League : 29.9.82

White: J.S. Black: A.N. Other

- | | |
|---------|-------|
| 1 P-KN4 | P-Q4 |
| 2 P-KR3 | P-K4 |
| 3 B-N2 | B-QB4 |
| 4 P-QB3 | |

This seems most logical considering the aggressive posting of the black bishop.

- | | |
|--------|-------|
| 4 ... | B-K3 |
| 5 P-Q4 | PxP |
| 6 PxP | B-N5+ |
| 7 B-Q2 | B-Q3 |



Involving a loss of tempo for the bishop. Perhaps black changed his plan after playing his 6th. Now white strikes at the centre.

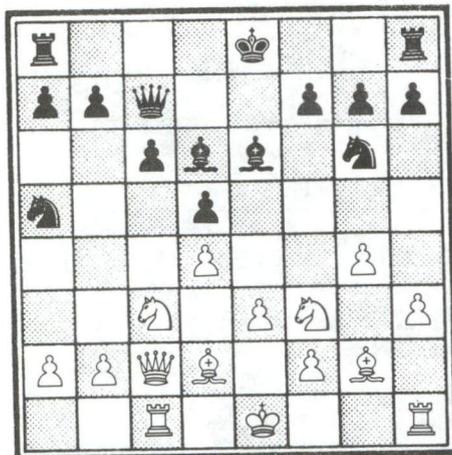
- | | |
|---------|-------|
| 8 N-QB3 | N-K2 |
| 9 Q-N3 | QN-B3 |
| 10 P-K3 | |

White can possibly complicate matters by 10 QxNP but it looks pretty ghastly.

- | | |
|---------|------|
| 10 ... | N-R4 |
| 11 Q-B2 | |

There seems little point in playing Q-R4+ when the knight simply goes back to B3.

11... P-QB3
 12 N-KB3 Q-B2
 13 R-QB1 N-N3?

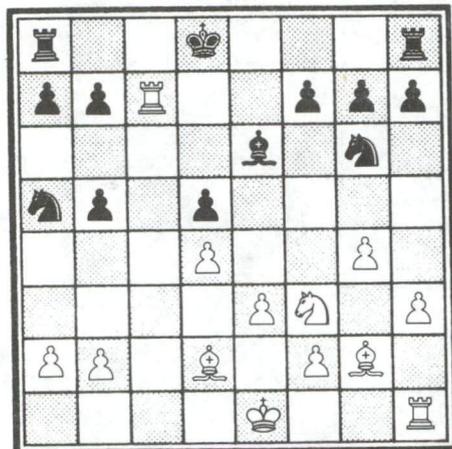


The knight is eyeing the KR5 square for a future outpost, but overlooks white's next

14 N-QN5!

Black must lose a piece or exchange down to an inferior endgame. He chooses the latter course.

14 ... PxN
 15 QxQ BxQ
 16 RxB K-Q1

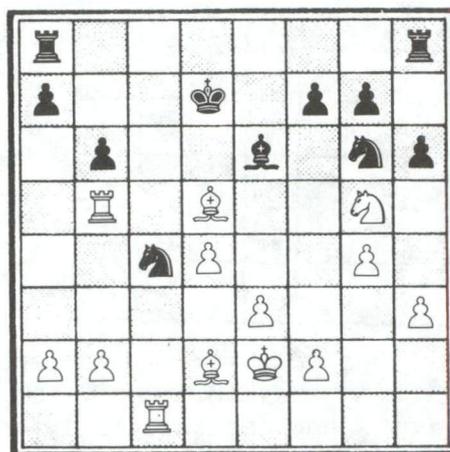


Now perhaps white can play 17 BxN P-N3 18 R-B6 PxR 18 R-B5 with hopes of picking up two pawns. However, I preferred the more clear cut - (Actually white could play here 18 Rxa7 ! - Ed.)

17 R-B5 N-B5 (what else)
 18 RxNP K-B2
 19 K-K2 P-N3
 20 R-QB1 K-Q2

To offset 21 P-N3

21 N-N5 P-KR3
 22 BxP!



No matter how hard I looked at this I couldn't see any reason why white can't take the pawn. My analyses ran, roughly:

A) if 22... PxN
 23 BxB+ KxB
 24 RxN

B) 22... BxB
 23 RxB+ K-B3
 24 R-KB5 PxN
 25 RxN

I also looked at the possibility of playing BxR at some stage in one of the variations, in which case the option of bringing it back to B6 with check proved valuable. However, black played something different:

22... N-Q3
 23 NxR

Now whatever way black takes the knight, or if he plays NxR white plays 24 BxR when the possibility of retreating it to B6, as above, may also be a factor. For example:

23... NxR
 24 BxR

a) 24... PxN b) 24... KxN
 25 B-B6+ 25 B-N2

c) 24... RxR
 25 NxP

In any case, Black resigned. two pawns down with no apparent compensatory factors.

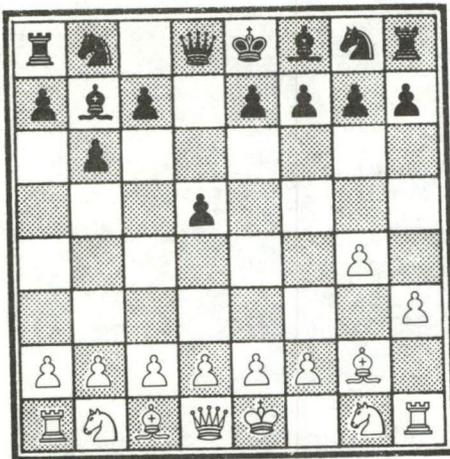
I was pleased with the game. Black played solid, though flawed, chess and is a capable player. (I've played him before - with disastrous results).

Yet another victory for The Grob!

London Commercial League (December 1982)

J. Shephard	
White	Black
1 P-KN4	P-Q4
2 P-KR3	P-QN3
3 B-N2	B-N2

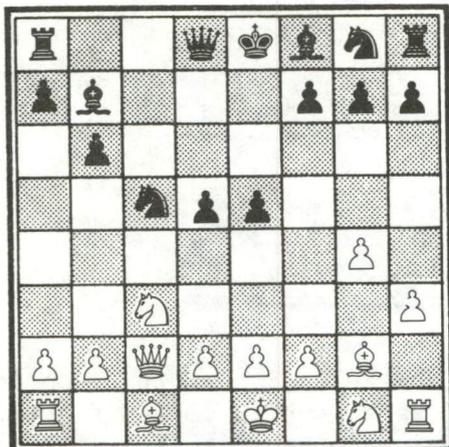
The thing to do is to ensure that any potential pins along the long bishop diagonal are always in your favour, so:



4 P-QB4	P-QB3
5 Q-R4(?)	N-Q2
6 N-QB3	P-K4

Having started OK I now play like a lemon for a few moves. First I completely overlook black's next.

7 PxP?	N-B4
8 Q-B2	PxP



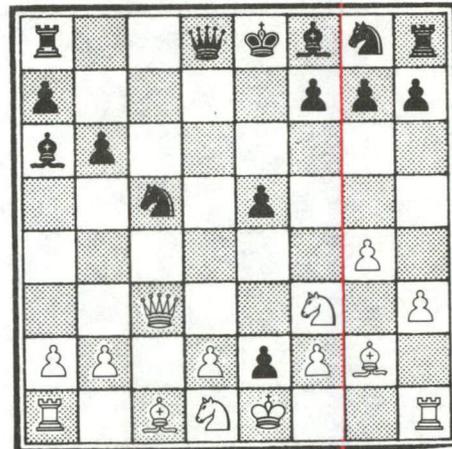
Now I am struggling for ideas having not yet played this opening often enough to have a natural 'feel' for the position. (Best here would be 9 P-QN4! since if ...N-K3 10 Q-R4ch Q-Q2 11 QxQch KxQ 12 BxQP - Ed.)

So, at a loss, I let my position deteriorate.

9 N-B3	P-Q5!
--------	-------

I'd overlooked that 10 N-QR4 is no good, since after 10...P-Q6 11 Q-B4 PxP 12 QxP the knight is hanging, but on second thoughts, 12 NxN and 13 QxP is feasible. So maybe 10 N-QR4 is the best. Anyway I didn't like N-N1 so played.

10 N-Q1	which is the worst place for it.
10 ...	P-Q6
11 Q-B4	B-R3!
12 Q-B3	PxP

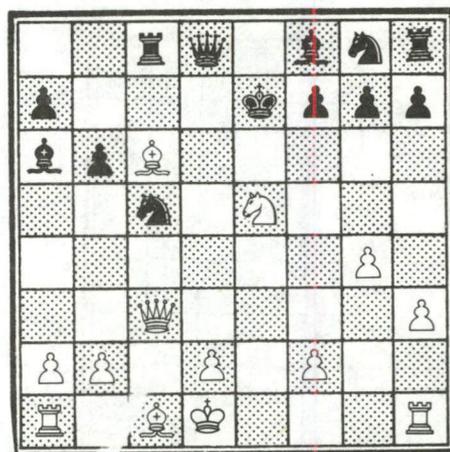


Now the problems are numerous. I've got to do something with the knight on Q1, and if I first play QxP+ I then have to do something about the threat of N-Q6+ forking king and queen. N-Q6 is anti-social anyway regardless of where the queen hides. Finally, I decided the only option was to give up the knight and get other pieces into action.

13 NxP

This also serves the purpose of covering against N-Q6+

13 ...	PxN=Q+
14 KxQ	R-B1
15 B-B6+	K-K2?

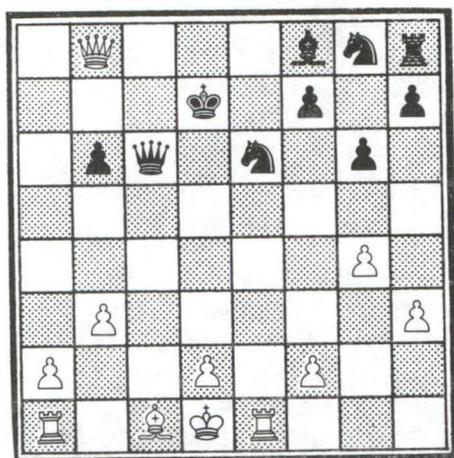


This came as a pleasant surprise. I had expected black to simply take off the bishop, giving up the exchange, but with a piece already in the bank I can't see how white can get anywhere. The move played gets me back in the game.

- | | |
|----------|------|
| 16 R-K1 | N-K3 |
| 17 Q-R3+ | Q-Q3 |
| 18 QxB | RxB |
| 19 NxR | QxN |
| 20 QxP+ | K-Q1 |
| 21 Q-N8+ | K-Q2 |

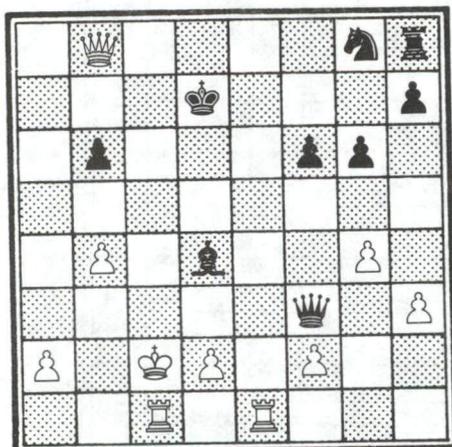
I'm very short of time now but black makes it easy for me.

- 22 P-N3 P-N3?



A blunder. Black overlooks the fact that the knight must stay on K3 to prevent the queen getting to K8.

- | | |
|----------|--------------------------------------|
| 23 B-N2 | P-B3 realising that B-N2 is no good. |
| 24 R-QB1 | B-B4? |
| 25 P-N4 | Q-B6+ |
| 26 K-B2 | N-Q5+ |
| 27 BxN | BxB |



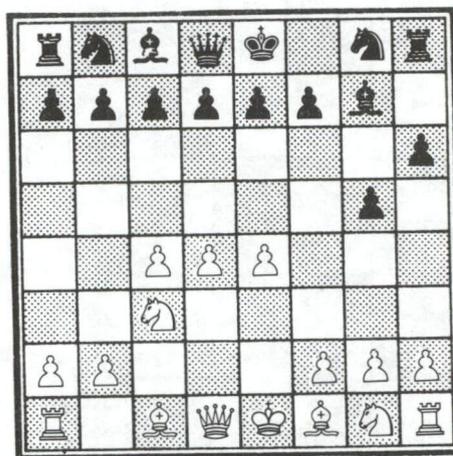
- | | |
|----------|---------|
| 28 Q-K8+ | K-B2 |
| 29 K-N1+ | K-N2 |
| 30 Q-B8+ | K-R2 |
| 31 R-B7+ | RESIGNS |

(The final game is with the reversed Grob. Black fails due to not taking determined decisions in the opening. Instead of 4...P-Q3, 4...P-QB4! usually gives black a good position. Ed.)

My first game playing the Grob as black and the most theoretically interesting I've played thus far - also my first loss. There are a number of critical points in the game - played against an opponent some 30 points above me on the grading list.

White Black (J.Shephard)

- | | |
|---------|-------|
| 1 P-Q4 | P-KR3 |
| 2 P-QB4 | P-KN4 |
| 3 P-K4 | B-N2 |
| 4 N-QB3 | |



The first 'make your mind up' time for black. I want to play ...P-QB4 but this is not so easy with white ready to reply B-K3. Eventually, I decided on

- | | |
|--------|---|
| 4... | P-Q3 retaining the option of a later ...P-QB4 |
| 5 B-K2 | |

Now perhaps ...P-QB4 is playable. but I didn't fancy 6 PxP PxP 7 QxQ, so first:

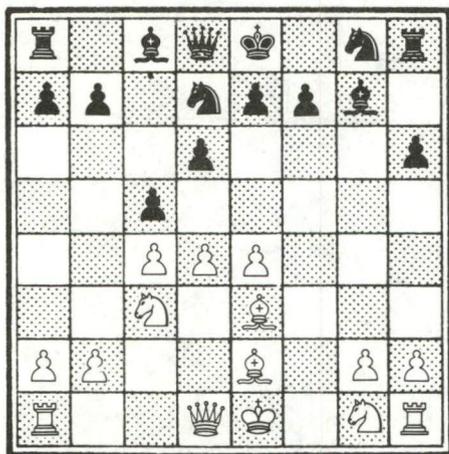
- | | |
|--------|------|
| 5 ... | N-Q2 |
| 6 P-B4 | |

Another critical point for black.
 Again, ...P-QB4 comes into consideration
 when the game might proceed -

7 PxNP PxQP 8 N-N5 PxP 9 BxP or NxP or
 7 PxNP PxQP 8 PxP NxP 9 N-N5 or
 7 PxNP PxNP 8 BxP PxP 9 N-N5

and there are other possibilities.
 Eventually, having already got a little
 behind on the clock, I decided on the
 least unclear of the options:

6 ... PxP
 7 BxP P-QB4 at last!
 8 B-K3



Now is think time again. On reflection
 8 ... Q-N3 looks best to me. (Though
 9 N-R4 seems to be an adequate reply.) What
 other moves should black consider here?
 At the time I couldn't see that black's
 queen had much future on the Q-side.
 Another possibility is 8...P-N3 and 9
 ...B-N2 but P-Q5 by white at some stage
 may turn the bishop into a pawn. I looked
 at the position for sometime and decided
 that a possible plan was to get my queen
 into play on the open spaces (?) of the K-
 side (I suppose this is an illusion as the
 two white bishops have all eyes peeled on
 that side.) Anyway, I thought I'd see if
 white was prepared to weaken his K-side
 any further.

8... P-K4?

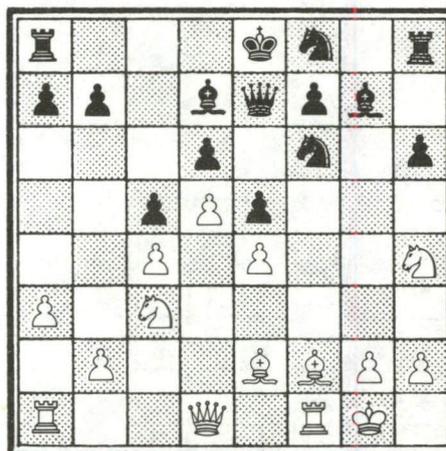
Not a move I liked, but I wanted to
 release the queen.

(8...P-K4 is very anti-positional in this
 system as it blocks the diagonal of the
 KB and weakens Q6. Better were 8...N-KB3,
 or actively 8...Q-N3 9 N-R4 QR4ch10 B-Q2
 Q-B2 or even 8...Q-R4 - Ed.)

9 P-Q5 Q-R5+?
 10 B-B2 what did I expect?
 10 ... Q-K2

I suppose I only played the queen here to
 avoid the psychological blow of putting
 it back on Q1.

11 N-B3 N-B3
 12 N-KR4 N-B1
 13 O-O B-Q2
 14 P-QR3

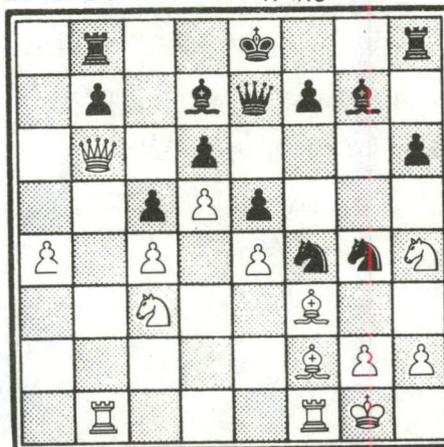


Now I'm stuck for a move again. White has
 the KB file, an outpost at KB5, black's
 bishop at KN2 is shut in and now white
 will expand on the queen side.

14... P-QR4
 15 QR-N1 P-R5 I wanted to
 preserve my QB
 pawn.
 16 P-QN4 PxP e.p.
 17 QxP R-QN1
 18 P-R4

OK, so I'm in trouble. White is threat-
 ening to storm through on the Q side and
 my pieces look badly placed to hold the
 position. Maybe things aren't too bad,
 but in any case I wasn't going to just lie
 down and defend the QNP for the rest of
 my life. So, aggression is the keynote:

18 ... N-N3
 19 Q-N6 N-B5
 20 B-B3 N-N5

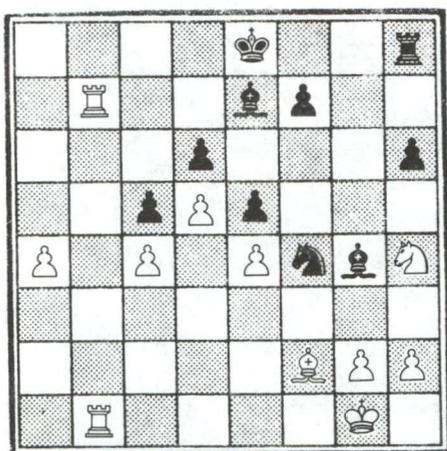


I don't really know what I'm doing but the knights look good here and maybe introduce some tactical possibilities. However:

- 21 BxN BxB
- 22 N-N5!

Of course, Now the white knight is no longer tied to the defence of the KP and springs into action. It's downhill from here.

- 22... B-KB1
- 23 N-B7+ K-Q2
- 24 N-R6 Q-Q1
- 25 NxR QxN
- 26 QxNP+ QxQ
- 27 RxQ+ K-K1
- 28 KR-N1 B-K2



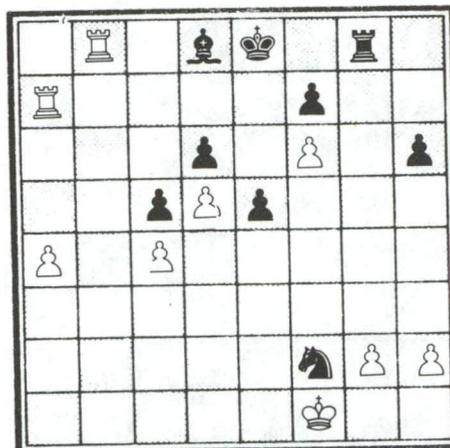
- 29 R-R7 R-N1
- 30 R-N8+ B-Q1
- 31 N-B5 N-R6+

Desperation tactics. If 32 PxN BxN dist+ 33 B-N3 BxKP and maybe black has something to play with. But white just plays safe.

- 32 K-B1 BxN
- 33 PxB NxB

Maybe black can get his rook to N5 and pick off the QBP?

- 34 P-B6! RESIGNS



A nice finish. White will mate in 2 by R-K7ch and RxB.

I paid the price for my dithering earlier in the game. Possibly the crucial factor was allowing myself to get diverted on the king side with futile queen moves, or perhaps by move 8 I'm already on the wrong lines. Still considering it was my first game with the Grob as black, and also the difference in grading, I wasn't entirely unhappy. Would be interested in your comments if you have time.

If you would like to join one of the most exclusive clubs in the world, FOG (the Fraternity of the Grob), all you need is plenty of guts and £6.50 to purchase the two MACHO GROB tapes available from Audio Chess. No-one may wear the FOG badge until he has won at least six tournament or match games with the Greatest opening of all time.

ARE YOU MAN ENOUGH FOR THE GROB?

EXCHANGING PIECES QUIZ

POSITION 1: 1e5 would be a good move if white had a rook already at e1, since then after 1...dxe5 2Qxe5 the black king would be trapped in the middle of the board, as if he tries to castle, white will simply capture his bishop.

In this position 1e5 is a positional mistake, as after 1...dxe5 2Qxe5 0-0 black has king safe and white has lost the following positional values (a) loss of cramping pawn at e4 against black's pawn at d6 (b) loss of a developing move, which is of greatest significance in the opening (c) exposure of queen, which will have to move after black's coming Bd6. So 1Nc3 was the better move.

POSITION 2: 1Ne5+ Qxe5 2Qxe5 Bxe5 3Rxe5 loses no material and even gains a bishop against a knight, but it is faulty because with black's king exposed down the 'e' and 'b' files the queen should have been kept on. Instead 1Rab1 Kc8 2Qb2! switching to the 'b' file is very hard to meet, since if 2...Re7? 3 Rxe6! Rxe6 4Qxb7+ gives white a winning attack. However, instead of 2...Re7 black can try 2...Qf7, when white could keep up the pressure with 3Bd4 - e5 or 3a4 - a5 - a6.

POSITION 3: In the opening, pawn captures which lead to the release of enemy pieces should be weighed up carefully and sometimes it is even better to pass over the win of a pawn in order to catch up in development.

In this position the white king side pieces, particularly the knight at g1, wish to develop. Black played 1...exf3? Winning a pawn, but then realised that after 2Nxf3 his rook at g6 (defending the pinned knight at f6) would be exposed to later attack by 3Ne5 or 3Bd3. So he parted with his bishop by 2...Bxf3 3gxf3 which gave white the two bishops and plenty of scope to use them. After 3...Nbd7 4Bd3 Rg8 5Be4 Rb8 6Bc6 black was all trussed up.

The alternative on move 1, of playing 1...e3 keeps the position more blocked, but white can still develop with Nh3-f4 and Bd3.

Best looks 1...Nbd7, temporarily giving the pawn back to keep the pieces active. If white plays 2Fxe4 black can keep the pressure up with 2...h6! Since if 3Bxh6 Rg4 regains the pawn with attack. In these positions development is a race and often takes precedence over winning small amounts of material.

POSITION 4: This exchange should be easy to decide, 1Nxd4 as played only opens the 'c' for the black pieces lined up along it. Much better is 1Ne5 and even 1Ng5+ comes into consideration.

POSITION 5: Usually giving up a bishop for knight is not recommended, but here white intends to place his pawns at c2, d3 and e4, so they will not block the action of his other piece. The second question is the mobility of the enemy 2 bishops.

If black recaptures with either 'd' or 'b' pawn his c8 bishop will find it hard to get any scope, as the black pawns at c6, c5 and e6 form a log jam in the position. 1...bxc6 is superior to 1...dxc6, but even then after 2d3 d5 3c4 white follows the strategy of keeping the black pawns blocked and the c8 bishop from gaining scope.

Best is 1...Qxc6 which avoid the constriction resulting from the doubled pawns. Black intends to follow up later with ...b6 and ...Bb7 when the bishop strikes well at the centre. White can try to open the position to take advantage of black's lag in development, but if his attack fails, the opening of

the position will favour black's bishops. Therefore, after 1...Qxc6 2Nc3 a6 3d4 cxd4 4Nxd4 Qc7 white has gained a tempo on the black queen, but cannot advance further with his knight. Black is ready to develop his bishop by ...B5 and ...Bb6 and the other by ...Be7, ...Bb4 or ...Bc5.

POSITION 6: In general, exchange of pieces which bring the opponent's pawns closer to the centre should be avoided. Hence 1Nxc6 is not a good move.

Now you have played through this quiz, look through your own games and find examples of interest exchanges, we shall publish the best ones in next month's magazine.

QUIZ ON TACTICAL PLAY

POSITION 1: 1...Q-R4ch attacks both king and bishop, but white can defend against both threats by 2 P-QB3, since the queen at Q1 now defends the bishop at QR4.

POSITION 2: Recapturing 2 QxN would lose the knight at KN5. Black could answer 2...QxN as the bishop at K3 is pinned and cannot take the queen. 2 NxN is better and loses no material, since the knight at KB3 still defends the rook at KR4 from the attack of the black queen.

POSITION 3: You have several ways to defend against the threat of mate at KR2. Passive ways are 1 P-KN3 or 1 N-N3 or 1 N-B4. Active ways are 1 B-KB4, developing a piece with gain of time, or 1 P-B4, which is best of all, since after black moves his queen away, white can fork two pieces by 2 P-K5. However, after 1 P-B4 Q-R4! 2 P-K5 black can cut his deficit by playing 2...N-KN5 threatening mate at KR2 again, so after 3 P-KR3 B-K2 4 NxQP he loses just a pawn.

POSITION 4: The bishop on Q3 lined up against the black queen at KB5 means that there is a discovery in the air. But most knight discoveries are useless - even 1 NxNch is met adequately, by 1...QxN. The winning move is 1 NxBch PxN 2 BxQ when white comes out a queen ahead.

POSITION 5: Best to move your knight back to QN1; if you play 1 ...N-R4 the piece is trapped by 2 P-QN4.

POSITION 6: White can demolish black's position here with 1 RxNPch KxR 2 QxBPch and mate in two. If black refuses the sacrifice by 1...K-R1, 2 RxN wins the knight at KN6.

The other sacrifice 1 BxBP PxB 2 QxBP is not good as black quashes the attack by exchanging queens - 2...Q-KN4ch.

With these positions we have run the gamut of most tactical motifs - fork, pin, discovered attack, trapping pieces and sacrifices to expose the enemy king.

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