



RABBITS REVIEW

NO. 4

EDITORIAL

"It seems that organisers are too concerned with quantity not quality".So said Paul Buswell in our last issue.

My first reaction was that this was a sweeping and largely unfair statement about large congresses. After all the Evening Standard has continually striven to find the best hotel available and last year turned away entrants in preference to "cramping" those who had entered in good time.However, London chess was sadly let down by the City of London organisers recently when they squeezed over 700 competitors into a venue which was totally inadequate.

As this venue was used for a congress two years ago(and was criticised by players then)many must have competed in both events.I am therefore forced to the conclusion that "It seems that players are too concerned with the timing and location of a congress not the quality."

Please convince me I'm wrong.

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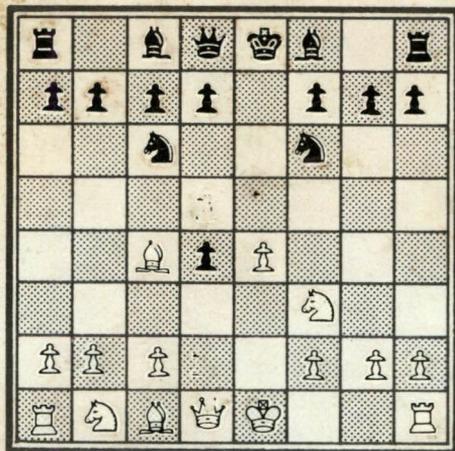
Opening Lines

by T.D.Harding

TWO KNIGHTS DEFENCE (Part 2: the P-Q4 attack)

After 1.P-K4 P-K4, 2.N-KB3 N-QB3, 3.B-B4 N-B3 (the Two Knights Defence) we looked last time at 4.N-N5 which forces Black to gambit material. However, in return for that material Black usually obtains a good initiative.

Rabbits, in general, are happier with the initiative than when they have to defend, even if this means being a pawn down instead of a pawn up. So White would like to have an alternative to 4.N-N5, one in which it is he who puts on the pressure. 4.P-Q4 fills this bill (See diagram)



Position after 4.P-Q4 PxP

This position, which arises in the Two Knights after 4.P-Q4 PxP can also come about from the Scotch (1.P-K4 P-K4 2.N-KB3 N-QB3 3.P-Q4 PxP 4.B-QB4 when 4... N-B3 is the best move.) So this variation is doubly important.

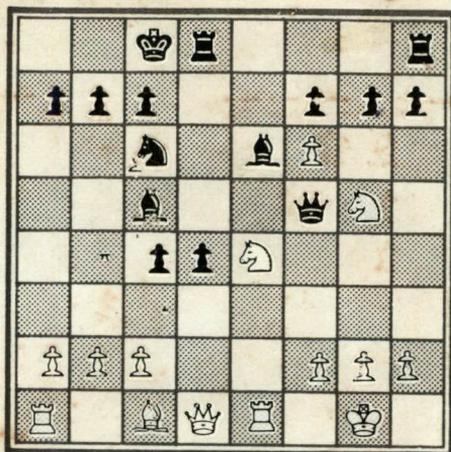
There are two main lines for White from the diagram

5.0-0(the Max Lange Attack) and 5.P-K5(the Modern Variation).Other moves can be dismissed briefly: if 5.P-B3? then 5...NxP followed 6...P-Q4 gives Black a good central outpost.5.NxP NxP! is complicated but comes out good for Black if he plays the best moves e.g.6.Q-R5 Q-B3! 7.NxN NPxN! or 6.BxP+ KxB 7.Q-R5+ P-KN3 8.Q-Q5+ K-N2 9.NxN NPxN. It would be good practice for you to analyse these lines at home with a friend.5.N-N5 is sometimes seen.The right answer is once again to block the White Bishop by 5...P-Q4! 6.Pxp Q-K2+ 7.K-B1!?(If 7.Q-K2 N-QN5 threatens a fork.)7...N-K4. 8.QxP NxB 9.Qxn(B4) P-KR3 10.N-KB3(10.N-QB3 is an unsound sacrifice.)10...Q-B4(or 10...B-Q2!?).For a pawn Black has natural development coming up (whereas the White King is awkwardly placed) and the QP is not easy for White to hold.The exchange of Queens does not blunt Black's initiative.

In these old 'Open Games' which begin 1.P-K4 P-K4 even rabbits must learn some variations,I am afraid! Probably in no case is this more important than in the Max Lange Attack,because the people who play it as White(certainly your higher-rated opponents)are bound to know it well.However some general advice first:Remember that king safety,development and the maintenance of the cohesion of your forces(both pieces and pawns)are more important than a minor difference of material such as a pawn or the exchange.Don't be afraid to sacrifice, and don't be too eager to pawn-grab.Above all,keep confidence in your position!Now for the main line.

After 5.0-0 I recommend 5...B-B4,not only because 5...NxP is more common nowadays but also because I think the bishop move is at least as good,and it is less drawish! From 5.0-0 B-B4 6.P-K5(6.P-B3!?) is comparatively little analysed)6.P-Q4! 7.PxN PxB 8.R-K1+ B-K3(8...K-B1!?) is also interesting) 9.N-N5

(If 9.PxP R-KN1 and Black will later castle Q-side with good counter-attacking chances) 9...Q-Q4 (the only move) 10.N-QB3 Q-B4 11.N(B3)-K4 (If 11.P-KN4 Q-N3: 12.PxP R-KN1) 11.....0-0-0! we have an important position (See Diagram) which you can find analysed in many books.



My belief is that best play gives Black somewhat the better of a draw and he has good winning chances, if white goes wrong, because of his strong centre pawns and safer king.

White quite often avoids the Max Lange by 5.P-K5. This line raises more difficult problems of a positional nature for both players, especially after the usual 5....P-Q4, but Gligoric's 5....N-K5 (followed by N-B4-K3 and B-K2) should equalise.

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The patience of Job

The devil was a great fool to use so many machinations to make poor Job lose his patience. He only had to engage him at a game of chess.

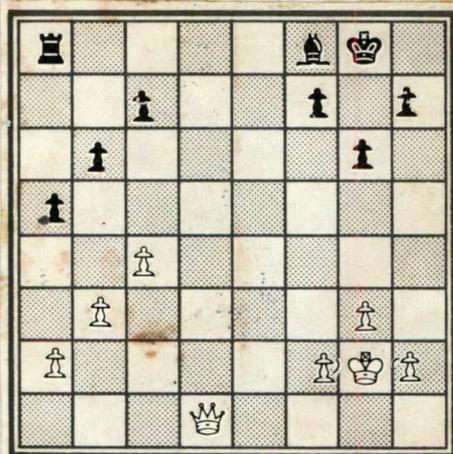
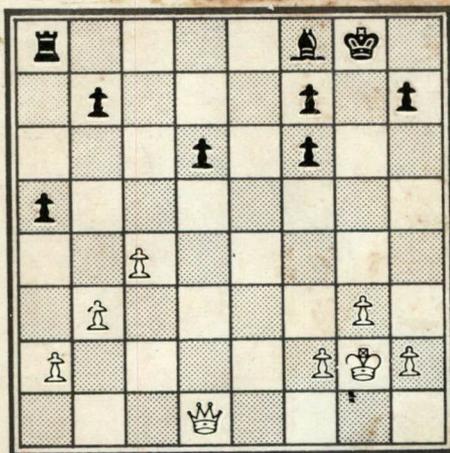
Gilles Menage (1613-92)

Technique

by Nigel Povah (Can. IM)

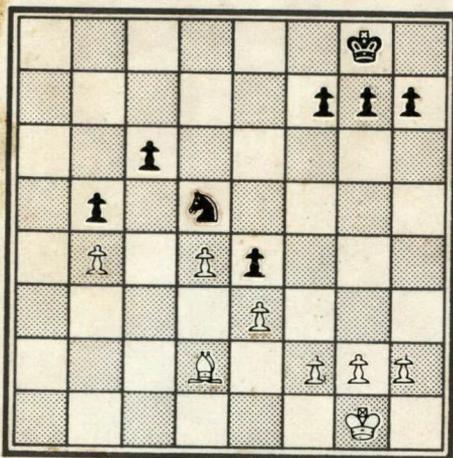
"Pawns are the soul of chess" said Philidor, and it is the author's opinion that he was referring to more than the ability of the pawn to reincarnate!

Collectively the the pawns can determine the course of the whole game. For instance, consider the two diagrams that follow:



It does not need a strong player to note that Black's position in diagram 2 is preferable to diagram 1. However, the difference is so drastic (although material is the same in both cases) that Black ought to have no trouble drawing the position in the second diagram, whilst he is quite lost in the first case. This rather simplistic example should imply that the pawns collectively have a powerful underlying influence on the outcome of a game.

Let us consider a more realistic, although contrived, example. (See diagram 3).



Material is again level, except Black has Knight for Bishop. The question of which is better (Knight or Bishop) is one which often puzzles many players, or sometimes worse still they have a rigid preference.

The correct answer is that it is the pawn structure which determines which piece is to be preferred. The following principles act as a useful guide in making your decision should you be offered a choice:

- (1) Knights are better in blocked positions with many pawns.
- (2) Bishops naturally prefer open positions.
- (3) The disadvantage of a Knight in an open position is reduced if all the pawns are on one side of the board since the Bishop's ability to monitor the other side of the board becomes insignificant.
- (4) The Bishop is far less effective if hemmed in by his own pawns. (As in our example.)

Now to our example.

the points stated above it should be clear that

Black's position is preferable, but what is the winning strategy?

Quite clearly White's biggest handicap is the vulnerability of his isolated b-pawn, and this factor alone should cost him the game. (For instance the same position with White's b-pawn on c5 and Black's b-pawn on d7 is probably drawn.) So we realise that Black must somehow increase the pressure against the White b-pawn and this means getting the Black King to c4.

Hence play would probably continue; 1.... f5! (this pawn move enables the King to make a dash for c4 whilst supporting the important e-pawn, so that Black would simply ignore 2.f3 should White attempt to break out of his bind.) 2.Kf1 Kf7, 3.Ke2 Ke6.

Now there are two variations;

A) 4.Kd1? Nf6! (This Knight retreat is a killer, because Black threatens ...Ng4 winning a pawn, and ...Kd5 followed by ...Kc4 in both cases gaining a decisive advantage.) 5.h3 Kd5, 6.Kc2 Kc4. 7.Bel Nd5, 8.Bd2 Nxb4+ 9.Bxb4 Kxb4 with an easy win.

B) 4.Bel! (This Bishop retreat protects the f-pawn thereby neutralising the threat of ...Nf6-g4.) 4...Nf6, 5.Kd2 Kd5, 6.Kc3 Ng4, 7.h3 Nh2! (this Knight move has a powerful paralyzing effect. White cannot move his f-pawn without losing a pawn, and to move his g-pawn would allow the deadly...Nf3.e.g. 8.g3? Nf3, 9.Bd2 Nxd2! 10.Kxd2 Kc4 wins. Consequently White is restricted to the following possibilities; 1) 8.h4, 2) 8.Kb3 or 3) 8.Bd2.

1) 8.h4 g6, (not 8...h6? 9h5 fixing Black's K-side

pawns-when it should be noted that the manoeuvre Ke6 then f6 and g5 would indicate a dangerous lack of technique and sense of danger.e.g.9... Ke6 10.Bd2 Kf6,11.Bel Kg5?,12.d5! when both 12....Ne2+?,13.Kd2 and 12.cd,13.Kd4 are winning for White) 9.Bd2 h6,10.Bel g5,11.hg hg,12.Bd2 (12.Kb3 Ne2,13.Bd2 f4! transposes.) Ne2+,13.Kb3 f4! ZUGZWANG 14.f3 (14.Bel Nc1+ 15.Kc3 Nd3 and 14.King moves Kc4 both win for Black.) 14....ef 15.gf fe,16.Bxe3 Nxd4+ with an easy win.

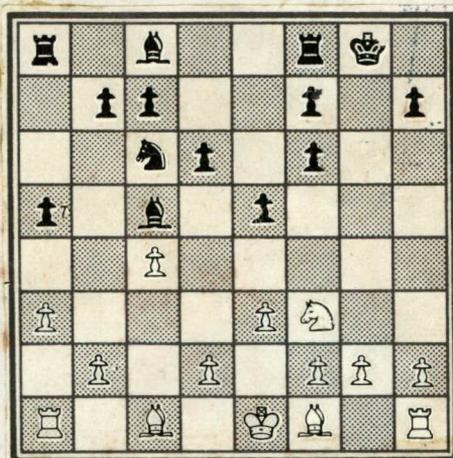
- 2) 8.Kb3 g5,9.Kc3 h5,10.Kb3 h4,11.Kc3 h4,12.hg fg when Black's potential passed pawn on the h-file is decisive e.g.13.f3 h3,14.Bg3 Ne2+ wins.
- 3) 8.Bd2 has little independent significance since white is restricted to either Bd2-e1 etc.or Kb3-c3 etc.

We may conclude from this example that the weak b-pawn and the poor shape of White's bishop were too great a handicap against Black's active knight and king.

Our final example is from the game N.E.Povah v L.J.Pinto-Aaronson, Open 1978:-

1.c4 e5 2.Nc3 Nc6 3.Nf3 Nf6 4.e3 Bb4 5.Qc2 0-0
 6.Nd5 Bc5 7.a3 a5 8.Qf5?! d6?! (8...Nxd5 9.cd d6 was much better.) 9.Nxf6 Qxf6 10.Qxf6 gf.(See diagram 4)

This ending might appear quite good for Black at first glance since he has a lead in development. However, a closer look reveals that Black's dark-squared bishop is a very poor piece whilst his White counterpart will have a better future on the a1-h8 diagonal. Furthermore Black's doubled f-Pawn may well prove to be a handicap, and White's pawn structure being less committed, is much more flexible.



The game continued: 11. b3 e4? A serious error. Black is attempting to drive White's pieces back whilst increasing his spatial control. However this move only adds to the scope of White's dark-squared bishop. 12. Ng1+! (This knight has a bright future on the f4 square where it will be unassailable.) 12... Re8 13 Bb2 f5 14. Nh3 Ne5 15. Nf4 c6 (Black must control the d5 square.) 16. Be2 Be6 17. Nh5 Nd7 18. Rg1! (The White king is happy in the centre, since castling queenside is unnecessarily provocative, whilst castling short reduces Whites attacking scope.) The opening of the g-file will prove embarrassing for the Black king.) 18... Kf8 19. g4 fg 20. Bxg4 Bxg4 21. Rxg4 (Intending 22. Rg7 and Rxh7 etc.) 21... Ne5 22. Bxe5 (White must give up his powerful bishop but he wins one of Black's weak pawns-e4 or h7.) Rxe5 23. Nf6 Ke7 24. Nxe4! (Not 24. Nxe7 Rh8 25. Rh4 d5 intending ...Rg5 amongst others.) 24... Rh5 (24... f5? is answered by 25. Rg7+ Kf8 26. Rxh7 Kg8 27. Nf6+ winning) 25. Rg2 (White can now consolidate with an extra pawn and the advantage of a knight against a bishop in a closed position.) 25... Bb6 26. Ke2 Bc7 27. Ra g1 Rd8 28. Ng3 Rg5?! (28... Rh3 was more sensible but white is still better.) 29. h4 Rg6 30. h5 Rg5? (30... Rf6 would keep Black in the game.) 31. f4 Resigns.

(31...Rc5 loses to 32.d4+ whilst any Rook move on the g-file allows 32.Nf5+ winning material.)

Conclusion: Don't be oblivious of pawn structures, and be wary of the power of a "good" knight in combat against a "bad" bishop.

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Review

by Alan Holmes

Alan Holmes has suggested that buyers or hirers of Audio Cassettes may like to send in their own reviews. All those received will be passed to Audio Chess and there is nothing to stop us publishing several on the same cassette so I'm waiting for my postman to knock.....

THE SICILIAN CLOSE. Audio Chess. 2xc90 cassettes +56 Turnover Books.- Written by Tim Harding, read by Mike Basman. Algebraic notation.

The bulk of this package deals with lines arising from the moves: 1 e4, c5 2 Nc3, Nc6 3 g3, g6 4 Bg2, Bg7 5 d3, d6. Other black tries, involving a K-side fianchetto will generally transpose into one of these lines. Lines with an early ...Rb8 or ...e6 are also discussed. The accompanying booklet has 25 diagrams for positions analysed on the cassettes, and scores of 11 games. With lines discussed on cassettes also charted in the booklet, it serves as a useful study tool for those times when cassettes are impractical. I cannot comment on the turnover books, as I have not yet received them, but if they're half as good as the rest of the package they'll be well worth waiting for.

My impression of the package can be gauged from the

fact that I originally hired the cassettes to study the Closed Sicilian from the black side but have now purchased the complete package, intending to add it to my White repertoire.

Algebraic notation may put off those of us who use the English, but most "book" players are now, of necessity, bi-lingual notationally. My recent score-sheets are peppered with such gems as NxB(c3). Moves are spoken slowly enough on these cassettes to accommodate "language" difficulties. Any small inconvenience is insufficient to negate this package as a useful weapon for those who play, or are likely to meet, the Sicilian.

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QUOTE OF THE MONTH

"You must learn to play chess, Harrowby; by gad, you must learn to play chess. It is the solution to life in this country-to any life anywhere.

The chess-board is a microcosm; and like the Greek drama, it fixes our minds on what is high and noble. It deals with the fate of Kings and Queens; and yet like the christian religion, it teaches that the meanest pawn has the stuff of royalty in it and may win it's crown. It is a lesson of courtesy for the honour which is given to the Queen. It is a lesson of political science, showing the limited range of royal power and yet insisting on it's ultimate importance.

Harrowby, I can feel in my nerves the minnow-like dart of the knight, the bishop's oblique attack and the solid forward march of the rook, and-most thrilling of all mental sensations-the swoop of the Queen as she lights upon her prey. Believe me, Harrowby, there is no relief so sweet as to leave this muddled world for the promptitude, the order, the grace of the chess-board."

From "The Island beyond Japan"

by John Paris---1929

Against the Odds

Sometimes it happens that the weaker player finds himself in a better position against the higher graded opponent - to his surprise. A bit of carelessness, due to underestimating the opposition and the rabbit is in the saddle. After that however, the game is by no means over. The position may become so unusual that it cannot be won by rote; or the weaker player frequently blows it through excitement, pressing for the win too hard; or he may let his advantage slip away gradually.

In the following game we see many of these elements surfacing. The notes in capitals are by J. Tresco, White. The other notes are by a master commentator.

White - J. TRESKO (120)

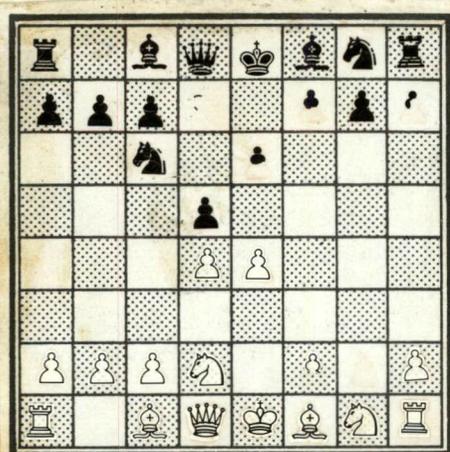
Black - L.R.Ainsworth (170)

26th August 1978

Chorley Major Round 1

French Defence.

1. P-K4 P-K3
2. P-Q4 P-Q4
3. N-Q2 N-QB3



I DON'T REMEMBER SEEING THAT IN THE BOOK. BLACK IS SUPPOSED TO ATTACK THE CENTRE WITH ... P-QB4. HE MUST BE EXPERIMENTING.

This is the Guimard variation where black renounces ... P-QB4 but plays more in the centre. He may try for ... P-K4, or if white himself goes P-K5, black can undermine with ... P-KB3.

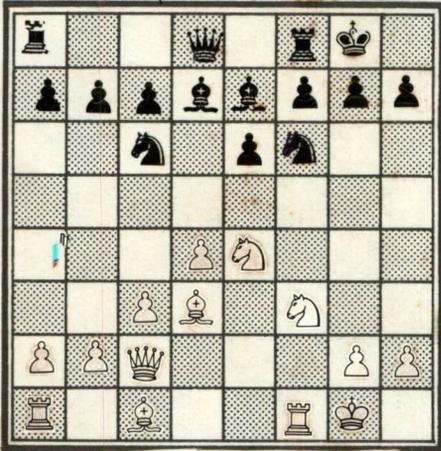
4. KN-B3 B-Q2

Looks a bit passive; what about 4. ... N-B3.

5. P-QB3 PxP
6. NxP N-B3
7. B-Q3

CONTINUE DEVELOPMENT.

7. ... B-K2
 8. O-O O-O
 9. Q-B2

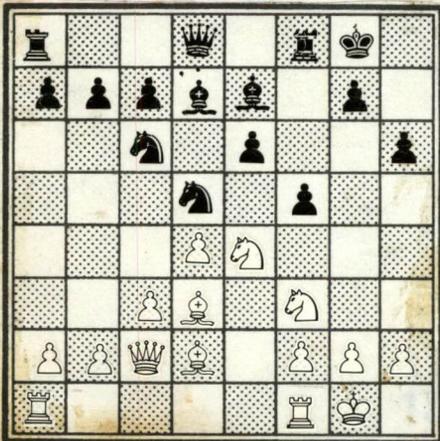


The queen would probably be better placed on K2, putting pressure down the open K file. 9. Q-B2 has a threat to it of NxNch and BxPch but this is easily parried.

9. ... P-KR3
 10. B-KB4 N-Q4
 11. B-Q2

PSYCHOLOGY! GIVING HIM THE IMPRESSION THAT I DON'T KNOW WHAT TO DO WITH THE BISHOP.

11. ... P-KB4



LEAVING A HOLE AT KN6 FOR MY KNIGHTS, WEAKENING THE WHITE SQUARES NEAR HIS KING AND ACCEPTING A BACKWARD KP ON AN OPEN FILE?

12. N-N3

The weaknesses are not that bad and black gets space and counterplay, as well as driving white's knight to a poor square at KN3 (had Q2 been vacant, the knight might have made the journey N-Q2 - B4 - K5).

Black's main problem here is that his knight at Q4 is about to be driven away by P-QR3 and P-QB4.

Then white will regain his central advantage and play for a breakthrough with moves like QR-Q1, KR-K1 and eventually P-Q5.

Perhaps black should continue aggressively here with 12. ... P-KN4 13. P-QR3 (if 13. P-QB4 straightaway black has N-QN5) P-N5 14. N-K5 NxN 15. PxN Q-K1 16. P-QB4 N-N3. He might also try 12. ... B-Q3 13. P-QR3 Q-B3 14. P-QB4 N-B5 15. P-B5 NxQP! (15. NxB PxN leaves his knight stranded) 16. NxN QxN

Another idea is to try to stop white's P-QB4 by 12. ... P-QR3 13. P-QR3 P-QN4 though this looks a bit less promising than the other two lines.

12. ... P-QR4

I'VE NOT A CLUE WHAT THAT DOES;
 I EXPECTED ... P-B5 13. N-K2
 P-KN4 BUT HIS ATTACK WOULD
 HAVE TO BE SUCCESSFUL.

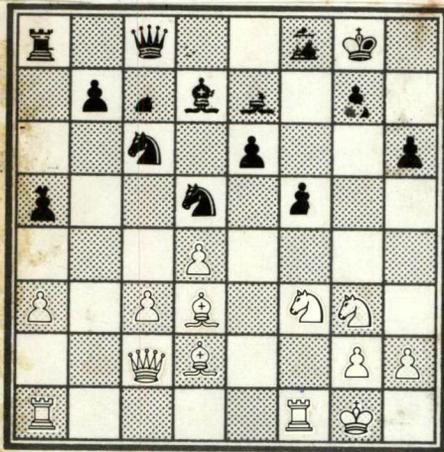
12. ... P-B5 would have been
 an error, opening the diagonal
 for white's queen and bishop
 and ceding the K4 square.

13. P-QR3

I'D RATHER THINK ON HIS
 TIME.

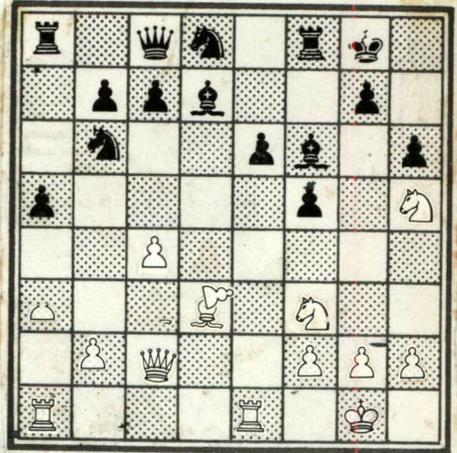
13. ... Q-QB1

I DON'T UNDERSTAND THAT
 EITHER.



Black must be giving his
 KBP pawn more support in case
 of a White breakthrough
 with P-Q5. He also gives his
 N at QB3 a square to go to
 for a transfer to the kingside.
 Very tortuous!

- 14. P-QB4 N-N3
- 15. KR-K1 B-B3
- 16. B-B3 N-Q1
- 17. N-R5



IF 17. ... B-K2 18. N-K5!
 ATTACKS TWO OF THE WEAK WHITE
 SQUARES, e.g. 18. ... B-K1
 19. N-KB4.

If 17. ... B-K2 18. P-Q5! is
 the killer, with a double
 attack on the KNP.

17. ... P-B3

Black's position has reached
 almost collapsing point. Apart
 from the central and king's
 side threat there is even a
 danger that the knight at QN3
 will be lost - for example
 after 18. NxBch RxN? (must play
 PxN) 19. Q-N3! Q-B2 20. P-Q5
 R-B1 21. B-K5.

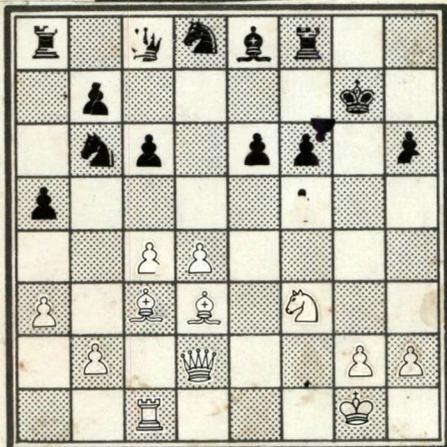
18. QR-B1

IF 18. ... B-K2 19. P-Q5!?
 WAS INTENDED, THREAT ON HIS
 KNP.

18. ... B-K1
 19. NxBch PxB

Once again 19. ... RxN is no good after 20. P-Q5 R-B1 21. Q-N3 or simply 21. PxB NxB 22. BxBP.

20. Q-Q2 K-N2



At about this stage the average player begins drifting. He knows he has a good position, but not how to exploit it. One attractive idea, for example, which does not bring dividends, is to transfer the queen to the king's side with 21. Q-B4 R-KN1 22. B-Q2 (threatening QxRPch) N-B2 when black is threatening to cause trouble with ... N-N4.

Yet the position in the diagram is easier than most, as white can destroy black's game almost straightaway by 21. BxRP N-Q2 22. BxN QxB 23. RxKP. It's not so much the two extra pawns that hurt

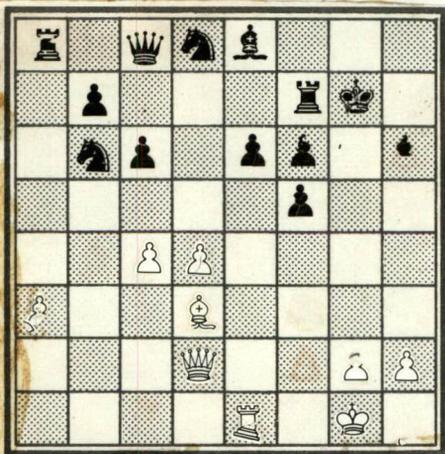
black as the weakening of his KBP at KB4. White can simply pile up on it with N-R4 and will soon break through. From the diagram, White could also try a breakthrough based on the idea of P-Q5 and PxBP, to weaken black's front KBP. An immediate 21. P-Q5 is unclear after 21. ... P-K4! but white can prepare his breakthrough with 21. Q-K3 and once again the knight at N3 is in danger through the threat of P-Q5, e.g. 21. ... N-R5 22. P-Q5 NxB 23. RxN (23. PxB!?) P-K4 24. NxBP with a strong attack. The move white actually chooses achieves the same eventual result, but in a less convincing manner.

21. P-QN4

IT OCCURRED TO ME, THAT THE ONLY THING COVERING HIS BISHOP IS HIS ROOK. IF THE LATTER LEAVES THE BACK ROW, I CAN CHOP HIS PAWN ON f5.

21. Q1 PxB
 22. BxNP R-B2?

... R-N1, ... K-R2 AND
 ... B-R4 LOOKED PROMISING.



23. BxP! PxB

Thus White wins a pawn and black's king's position remains shattered and exposed.

24. RxB Q-Q2

25. Q-K3 P-B5

26. Q-K4 Q-N5

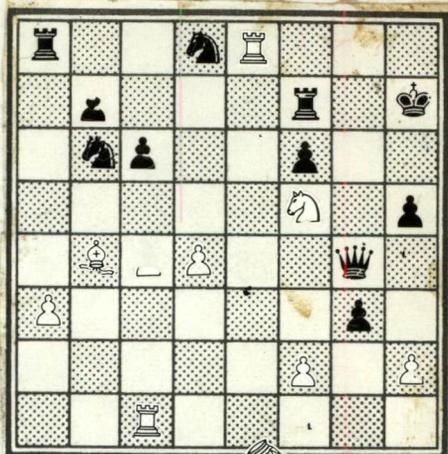
27. P-N3

Better was 26. P-KR3, if 26. ... Q-N3 27. R-N8ch! or if 26. ... Q-R4 27. QxBP. As played black escapes into an ending.

27. ... P-R4

28. N-R4 PxP

29. N-B5ch K-R2



I HOPED FOR 29. ... K-N3
 30. N-K7dbl ch. AFTER ABOUT
 20 MINUTES I DECIDED THAT
 30. R-R8ch KxR 31. Q-K8ch
 Q-N1 32. QxQch KxQ 33.
 N-R6ch FORK SUCCEEDS IN LOSING
 A PIECE. THEN I REMEMBERED
 THAT BEING A PAWN UP I SHOULD
 BE SIMPLIFYING NOT COMPLI-
 CATING?

31. ... K-R2 leaves white a
 rook down.

30. RPxP QxQ

31. RxQ R-Q2

32. N-K3 K-N3

33. K-N2 N-B2

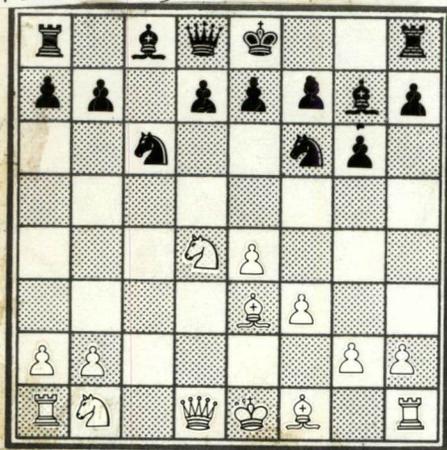
More about the Maroczy

by M. Basman

Remember those two articles by Tim Harding on the Maroczy bind? You do, don't you? Here is a game played between two 120 - 130 graded players which will bring out some of the ideas contained in those articles and in the type of position.

White - R. Kelly (115)
Black - Gostelow (133)

1. P-K4 P-QB4
2. N-KB3 N-QB3
3. P-QB4 P-KN3
4. P-Q4 PxP
5. NxP B-N2
6. B-K3 N-KB3
7. P-KB3



In Tim Harding's article, White defends his pawn at K4 with N-QB3, a natural move, but in this game White perhaps wished to avoid the simplifying manouvre - 7. N-QB3 N-KN5 8. QxN NxN or 8. NxN NxN 9. NxQ NxQ and so on.

But P-KB3 so early had its drawbacks - it weakens White along the diagonal KN1-QR7. Black can now try to exploit this with 7. ... Q-N3 which attacks the QN pawn as well as the knight on Q4. Should White now try 8. Q-Q2 to guard the QN pawn black can turn nasty with 8. ... NxKP! 9. PxN BxN winning a pawn.

Meanwhile, if White tries moves like 8. NxN or 8. N-N3, they are met by 8. ... QxBch (thanks to the move P-KB3, this bishop is unguarded).

The most dangerous answer to 7. ... Q-N3 is 8. N-B5!? this simultaneously defends the bishop at K3 as well as revealing an attack on the black queen and the black bishop at N7.

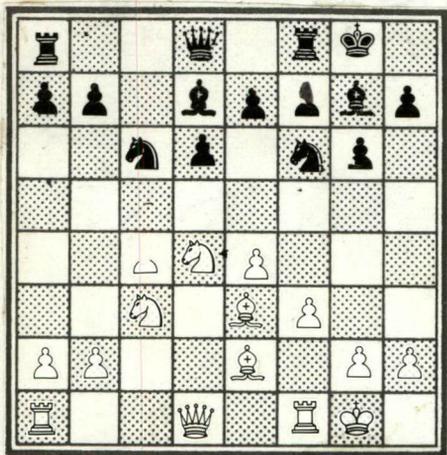
Play may go 8. ... QxNP 9. NxBch K-B1 10. B-R6 (to guard the knight) 10. ... QxR when White's discovered checks do not seem to help him.

Returning to the game.....

7. ... O-O
8. B-K2 P-Q3

8. ... Q-N3 was possible here, though White then has the possibility 9. NxN QxB(?) 10. NxKPch.

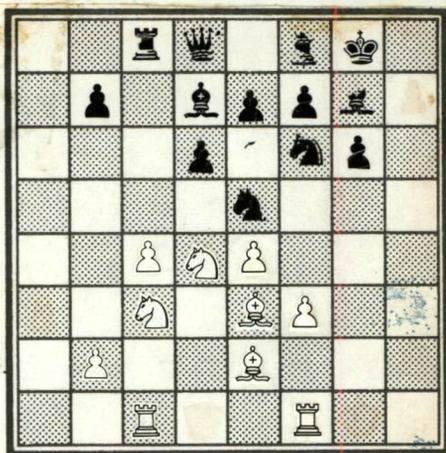
9. N-QB3 B-Q2
10. O-O



Once again 10. ... Q-N3 is on! This because it can no longer be answered by 11. NxN because of 11. ... QxB check. But 11. N-R4 seems to hold for White in that case.

10. ... P-QR3
11. P-QR3 QR-B1
12. R-QB1 N-K4

Black endeavours to put pressure on the QB pawn.



Here 13. Q-N3, keeping the pieces on, looks possible.

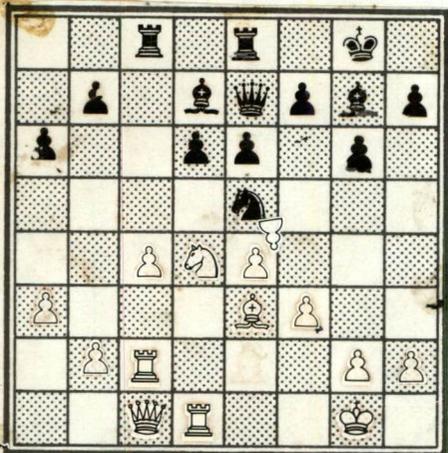
13. N-Q5 P-K3
14. NxNch QxN

The cost of ejecting White's N on Q5 has been to weaken Q3. Therefore White might try to put more major pieces on that file by 15. Q-Q2 (this, incidentally, threatens to trap black's queen with B-N5) followed by KR-Q1.

15. R-QB2 Q-K2
16. Q-QB1

Looks a bit artificial.

16. ... KR-K1
17. KR-Q1



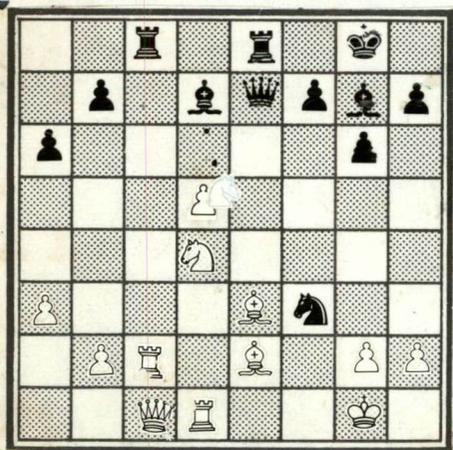
White falls for a cunning positional trap prepared by his opponent. Once again the exposed bishop at K3 is the culprit and should have been played to K-B2

17. ... P-Q4!

At first sight this loses a pawn.

18. BPxP PxP

19. PxP NxPch!



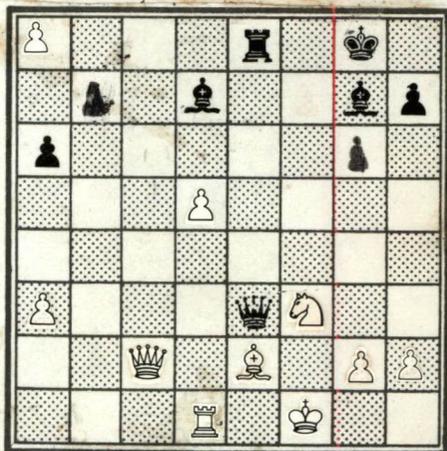
20. NxN

Taken aback by black's sudden eruption, White makes another slip. He could have gone into an ending with 20. BxN QxBch (20. ... RxR? 21. NxR guards the bishop at K3) 21. QxQ RxQ 22. RxRch BxR 23. K-B2. Black's king's bishop is a strong piece, but the passed Q pawn may be an asset.

20. ... RxR

21. QxR QxBch

22. K-B1



22. ... B-R5!

Looks like a crusher but this bishop might be needed to stop the queen pawn. An alternative was 22. ... R-QB1 23. Q-Q2 Q-N6 and the QNP should fall soon.

23. QxB QxBch

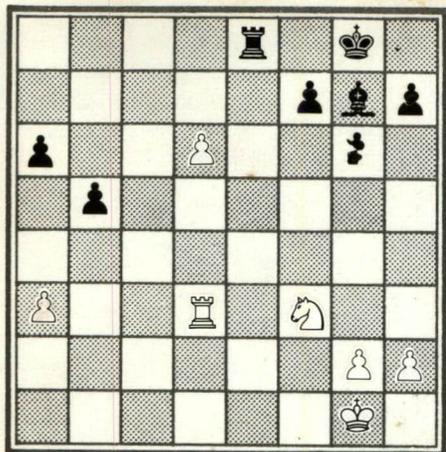
24. K-N1 P-QN4

25. Q-N3 QxQNP

26. Q-Q3 Q-B6

27. P-Q6 QxQ

28. RxQ

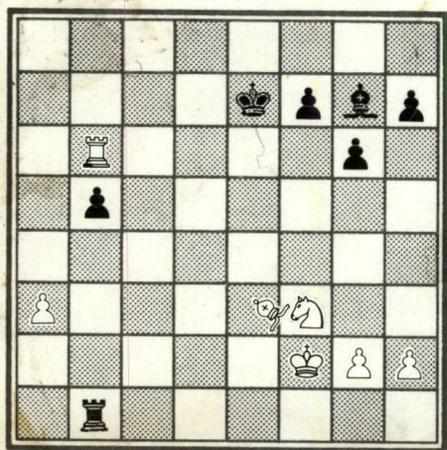


White is a pawn down and his knight is clearly no match for the bishop so his only chance is to try and get rid of the queen's side pawns.

28. ... R-Q1
 29. P-Q7 K-B1
 30. R-Q6 K-K2
 31. RxRP

One gone!

31. ... RxP
 32. R-N6 R-Q8ch
 33. K-B2 R-QN8

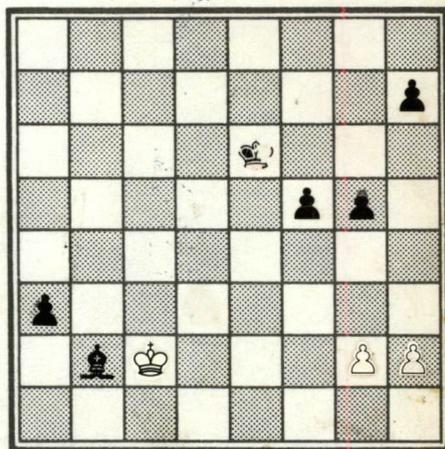


Having traded his QP for the RP White could have made further progress with 34. R-N7ch K-K1 35. N-N5! when the knight and rook suddenly become very active. Instead, a time pressure error ends the game.

34. P-QR4?? R-N7ch
 35. K-K3 PxP
 36. RxR BxR

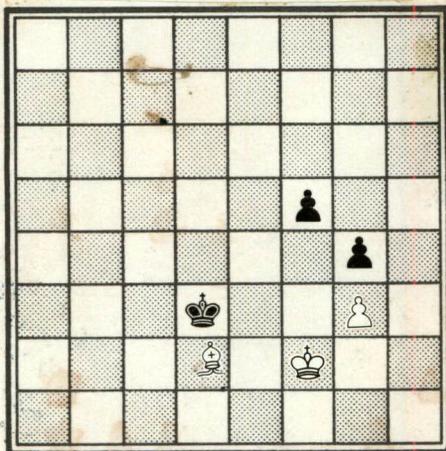
The rest is a matter of technique. Black uses the QRP to force an exchange of minor pieces and then wins the king and pawn ending with an extra pawn.

37. K-Q3 P-R6
 38. K-B2 P-KB4
 39. N-K1 K-K3
 40. N-Q3 P-N4



- 41. NxB PxN
- 42. KxP K-K4
- 43. K-B3 K-K5
- 44. K-Q2 P-R4
- 45. K-K2 P-R5
- 46. K-B2 P-N5
- 47. P-N3 PxPch
- 48. PxP K-Q6

0 - 1



+++++

RABBIT'S RATINGS No. 1

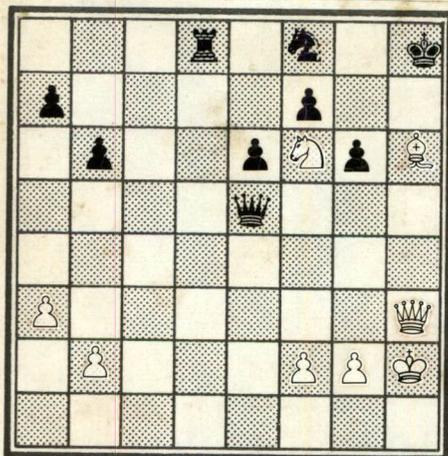
by J. Wilcox.

How good a rabbit are you? If you are thinking of playing in a Congress for the first time, which event should you enter if you are ungraded, - Novice, Minor, Major Tournament or maybe you should enter the Open Tournament?!

You can assess your strength by analysing the positions shown below which are all taken from Major Tournaments.

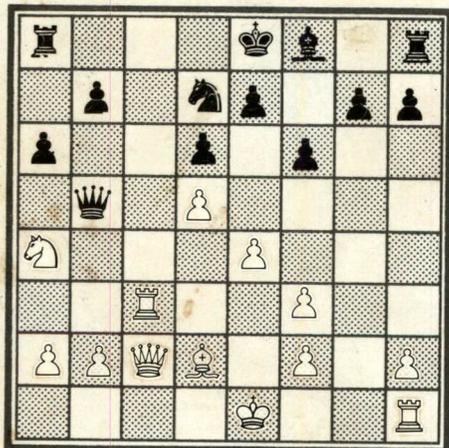
Study the positions in turn and time yourself to see how long you take to find a good move in the position. If you set up the position on a board do not move any pieces until you have completed your analysis. As soon as you see a line of analysis write it down giving whether white or black is winning and make a note of the time taken in minutes. Then continue to study the position to see if you can find anything else or whether there was a flaw in your analysis. If you do, write down the analysis and again make a note of the time taken from when you started. You should take ten minutes total time on each position. Then turn to page 24 for an assessment of your grading.

POSITION NO.1



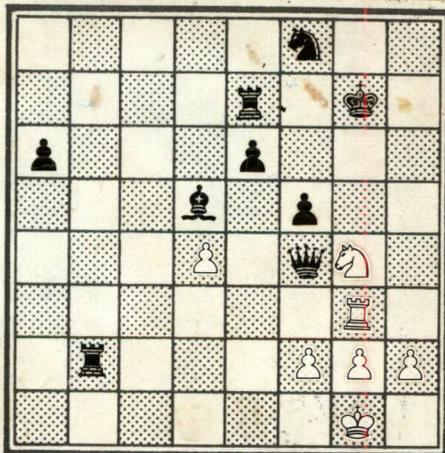
White (to move) is
in check from the
Black Queen.

POSITION NO.3



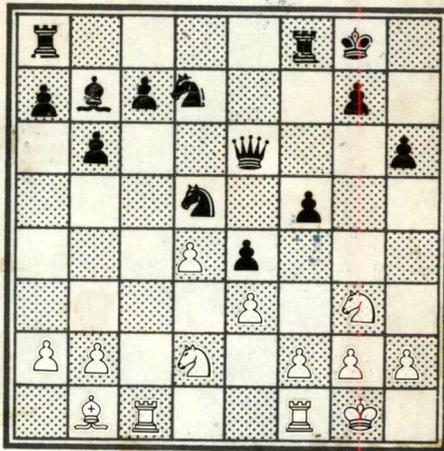
White to move.

POSITION NO.2



Black to move.

POSITION NO.4



Is 1.....P-QB4 a good
move?

SOLUTIONS TO RABBIT'S RATINGS No. 1

POSITION No. 1. White is in check from the black queen but 1. B-KB⁴ discovered check, wins the black queen! 45 points if you saw this within three minutes. If you decided to play 1. P-KN³ or 1. P-B⁴ you score 25 points only, but if you changed your mind and decided to play 1. B-KB⁴ because you saw that after 1. P-KN³ or 1. P-B⁴ Q-KB⁴! wins for black, then you score a further 20 points, if you saw this within ten minutes. If you saw all of the above analysis within three minutes you score 60 points, total.

POSITION No. 2. If you noticed 1. ... PxN loses to 2. RxPch, score 5 points. 1. ... N-KN³ wins for black. If white plays 2. N-K⁵ then 2. ... QxPch 3. K-R1 BxPch 4. RxB QxR mate. If white plays 2. N-K³ then 2. ... QxPch 3. K-R1 P-B⁵ 4. NxR PxR wins for black. If you saw either of these lines within ten minutes score 40 points. If you saw both score 50 points, total. If you saw both lines within five minutes score 60 points total. If you considered N-KN³ but decided it was not good because of the reply N-K⁵ then you score 30 points.

POSITION No. 3. 1. R-B⁸ch RxR 2. QxRch K-B² 3. N-QB³! QxNP 4. QxN gives white a winning advantage. Score 30 points if you saw this line within ten minutes. If you saw it within five minutes score a further 10 points. If you considered 1. R-B⁸ch RxR 2. QxRch K-B² but failed to see 3. N-QB³! score 20 points.

POSITION No. 4. 1. ... P-QB⁴ 2. PxP NxP 3. RxN? PxR 4. QxB KR-QN¹! and the white queen is trapped. Score 30 points if you saw this line within ten minutes and a further 10 points if you saw it within five minutes. If you considered P-QB⁴ was a bad move for black because of the exchange sacrifice 3. RxN followed by 4. QxB, not seeing that the queen can be trapped, you score 20 points.

Now add up your points.

0	-	109	Enter the	Novice
110	-	139		Minor
140	-	169		Major
over		170		Open

NOVICES SECTION

Climbing Everest

This game, submitted by Mr. Preston-Wyse of Yeovil, shows the 'rabbit' with his back to the wall. Black, in a bad position which steadily worsens, until What hope could there be? Commentary is by Preston-Wyse.

BADGERS BOOKSHOP/OXFORD UNIVERSITY PRESS COMPETITION
SEMI FINALS

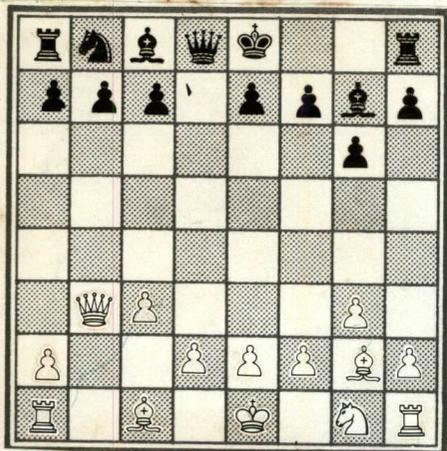
D. Farndon (Graded 155) v K. Preston-Wyse (Graded 89)
Date of match - 3.10.78.

I was highly nervous playing this game as Dave Farndon was and still is considered the strongest player in Yeovil Chess Club. He is also the Under 18 Somerset Champion, and therefore I felt that I had very little chance of beating him and would have been very pleased to have obtained a draw.

- | | | |
|----|------|------|
| 1. | c4 | Nf6 |
| 2. | Nc3 | d5 |
| 3. | cxd | Nxd5 |
| 4. | g3 | g6 |
| 5. | Bg2 | Nxc3 |
| 6. | bxc | Bg7 |
| 7. | Q-b3 | |

This move somewhat alarmed me as I was expecting Rook on a1 to b1 which is the standard move in this variation of the English. I took a long time considering what move I should make and it is very interesting that after the game the move I made was criticised by Dave Farndon and he suggested a better move of Nc6, however, I must admit that I still feel on further investigation that the move I made was as good as any.

- | | | |
|----|-----|-----|
| 7. | ... | c6 |
| 8. | Nf3 | Na6 |

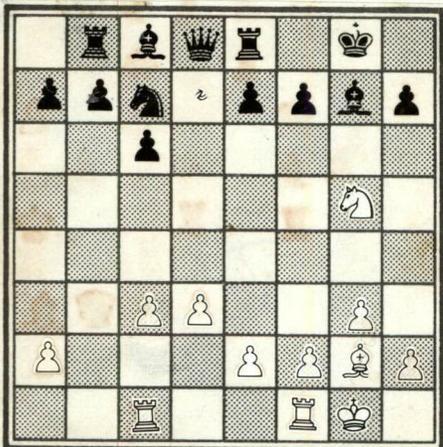


My idea basically was to get the Nc7 or even possibly to c5 attacking the Queen and protecting the B pawn and allowing the Bishop on c8 to have freedom of movement. Dave Farndon thought that the move was reasonable and that my idea was not unsound but preferred on his own analysis to have played Knight to d7 and eventually at b6.

9. Ba3

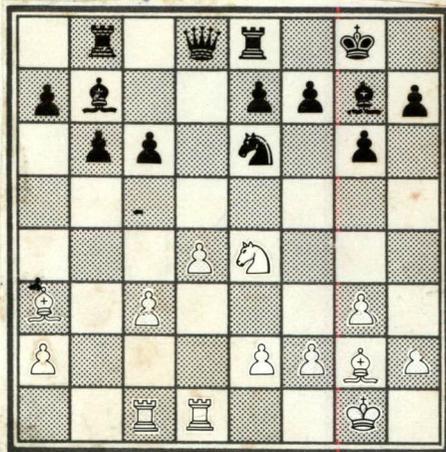
At the time of playing the game this move looked quite strong from white's point of view, however, I had a feeling that the Bishop was misplaced on the Rook file and did not immediately present a great danger. The only point that I conceded was that he would stop my Knight attacking his Queen.

9. ... O-O
 10. O-O Re8
 11. d3 Nc7
 12. QRc1 Rb8
 13. Ng5



I was very worried about this particular move. The Knight appeared to be controlling some vital squares. I was extremely unhappy at this stage with my position and had a distinct impression that I was already losing this game.

13. ... Ne6
 14. Ne4 b6
 15. KR-d1 Bb7
 16. d4



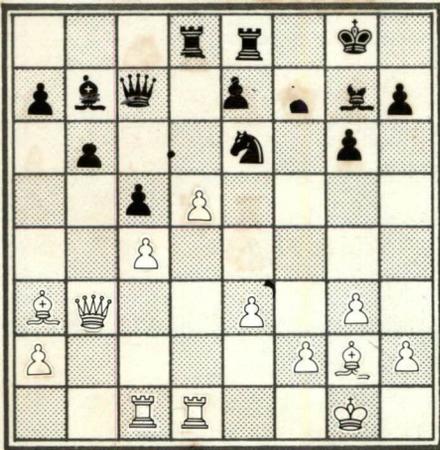
By this stage I was really feeling unhappy and felt that I was in a meat grinder and slowly being ground to little pieces. My opponent had a strong centre with all the initiative and all I appeared to be doing was making the wrong moves. I nearly resigned at this stage but then decided that on move 16 I was giving in too easily and carried on.

I then decided that the best move I could make was Queen to c7. If nothing else it might confuse my opponent.

16. ... Qc7
 17. e3 Rbd8
 18. c4

Oh, what a beautiful centre.
 To use a Basman expression
 "Just like Grandma used to
 make them".

18. ... c5
 19. d5



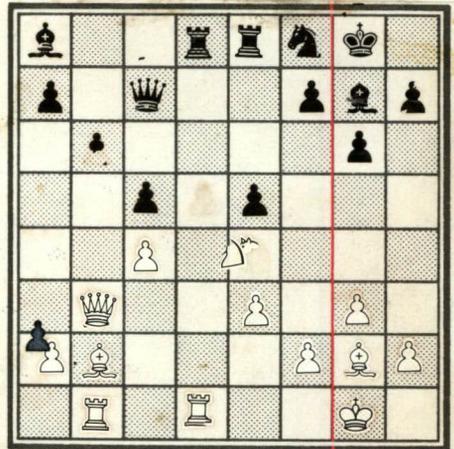
Oh no, all is lost! I pushed my c pawn forward with the idea of blocking out white's black squared Bishop. I realised, however, after playing the move that all I was enabling white to do was to strengthen his already strong position and reluctantly moved my Knight to a square where it controlled nothing.

19. ... Nf8
 20. Rcb1

I realised immediately here that white had a combination which would probably gain him a winning position plus

material. Bishop a3 takes Pawn c5. Pawn b6 takes Bishop c5 Queen takes Bishop b7 and then if I exchange Queens he is a Pawn up with a winning position I therefore moved my Bishop back to a8 but felt very unhappy about the overall position.

20. ... Ba8
 21. Bb2 e5



I realised immediately that I could not afford to exchange off my black squared Bishop which was an integral part of my Defence, I therefore played e5.

22. a4

I realise now that white was becoming very frustrated. After all said and done here was our club champion with an overwhelming position and yet he had not beaten me so he was trying an attack on the Queen side. This gave me some hope

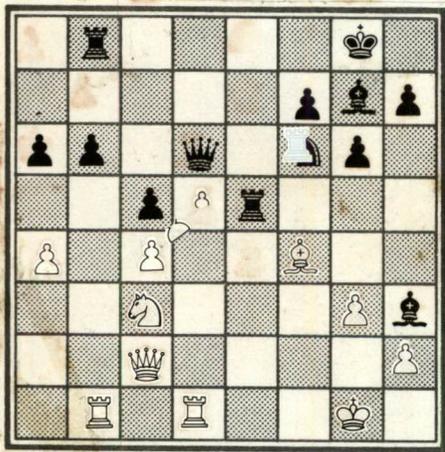
29. f4 Bc8
 30. fxe Rxe5

I had already decided at move 29 that this is what I would do. I guessed that my opponent would overlook the Bishop on h3 and be carried away with the "fork" against my Rook, and I realised that there was every chance to get two pieces for the Rook and two valuable pieces at that.

31. Bf4

My opponent was playing very predictably now. I now began to feel much more confident. Was it possible that a Rabbit could beat a Tiger!

31. ... Bxh3



Whether I won or lost this game the expression on my opponent's face at this move was a joy to behold. Amazement, a puzzled expression, the thought that possibly he

was losing, suddenly the Rabbit had the upper hand.

32. Bxe5 Qxe5
 33. a5 Nd7
 34. Na4

Here goes young David again with one of his wild attacks. I didn't wish to disturb his train of thought but my King was on the other side of the board. Isn't that the piece you are supposed to attack?

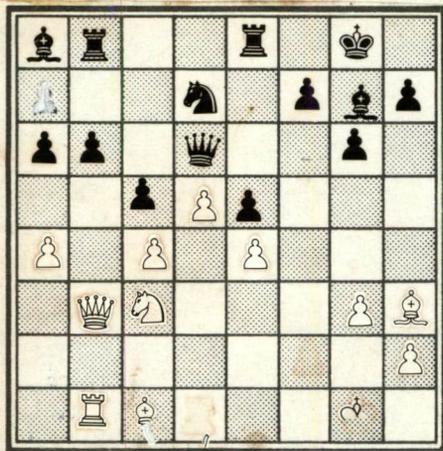
34. ... Qd6
 35. axb Nxb6
 36. Nxb6 Rxb6
 37. Qa4

Now I knew I had winning chances. He'd got carried away with his Queen side attack. I did my usual thing of counting to 120 mentally then I decided to count to 250. The expression on my opponent's face was a sheer delight and I still had plenty of time on my clock. At this stage I remembered my lessons from Mr. Basman, the hardest game to win was a won game. Sit on your hands, etc. Then I thought "to hell with it" and I moved after 249!

37. ... Bd4+
 38. Kh1 Qf6

and I began to formulate the idea of counting mentally to 120 before I made any move. If I could unnerve my opponent and make him mentally frustrated he was likely to play rash moves which would give me some hope.

22. ... Qb8
 23. Nc3 a6
 24. Bc1 Nd7
 25. e4 Qd6
 26. Bh3 Rdb8



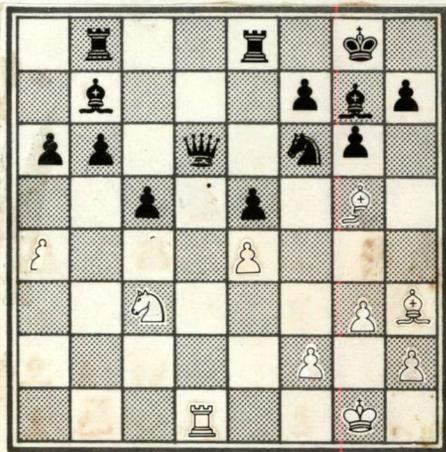
I was beginning to run out of ideas and suddenly felt that my strategy was not that sound. My opponent appeared to be bringing so much pressure on the Queen side I had to do something. The only advantage that I did have was that white appeared to be coming more frustrated. He was moving very rapidly and appeared not to be giving the game the concentration that one

would expect of a player graded 155. Perhaps Rabbits had a chance after all!

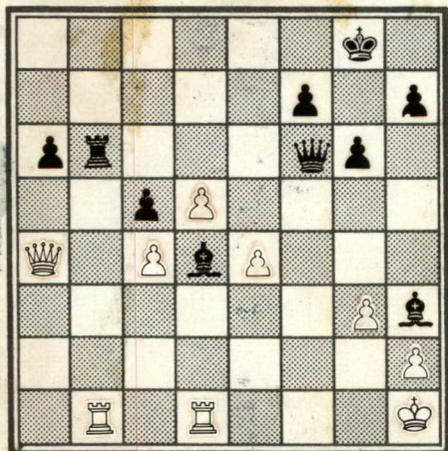
27. Bg5 Nf6

At this stage I began to have the feeling that my opponent had run out of ideas and I was beginning to formulate a plan and my moves seemed to be coming much more naturally now.

28. Qc2 Bb7



My idea was to eventually play the Bishop to c8. I could not see a better move at this stage. I realised that from white's point of view the most natural move was f4 but I had the feeling that he would overlook the Bishop on h3. I appreciated that this was the most critical stage of the game. I took a long time working out the possible combinations whereas my opponent gave the impression that he already had a won game.



What a lovely move! I felt like singing.

39. Qe8+

There goes young David again trying to frighten me but Rabbits are far from frightened in these sort of positions. It was too late. He was the Rabbit and I was the Tiger. After my next move my opponent looked at me and with a sheepish grin, resigned. There was euphoria in the club. A Rabbit had actually beaten the Tiger. It was almost as if I had won the World Championship.

39. ... Kg7

40. Resigns.

FOOTWORDS

I hope you like my comments. I at least try to give you some idea of what it feels like to be a rabbit and beat a far stronger opponent and, joking aside, this was probably the best chess that I had played. I'd given the middle games and end game much more thought than I usually do and I felt that I had climbed Everest.

You must realise that Dave Farndon had won every single competition that we had had at the club and looked nigh on invincible.

Ed. We make no apology for including a game in algebraic in the novices section. In fact we thought as one player was graded 89 it was a rare opportunity for our readers to familiarise themselves with this notation provided we included enough diagrams.

Glossary

To continue our list of definitions started in issue 2, here is a further selection;-

7. EN PRISE

A piece or pawn is said to be en prise when it can be taken by one of your opponents men and is not fully defended.

8. EXCHANGE

The capture of a piece in return for one of equal value. However "to win the exchange" means to capture a Rook for the loss of a Knight or Bishop.

9. GAMBIT

When White voluntarily offers a pawn in the opening in order to gain a positional advantage.

10. ISOLATED PAWN

A pawn is said to be isolated when there are no pawns of the same colour on either of the adjacent files.

11. MINOR PIECES

The Bishops and Knights are minor pieces; the more valuable Queen and Rooks are major pieces.

12. NOTATION

The various methods of recording moves and games.

13. OPEN FILE

A file which is devoid of pawns.

14. PASSED PAWN

One which has no adverse pawn before it either on it's own or the two adjacent files.

15. PIN

A piece is said to be pinned when it is attacked but cannot move because by so doing either the King or a more valuable piece would thereby be under attack.

16. PROBLEM

An imaginary position in which the proper line of play is artfully concealed and has to be discovered under given conditions. Problems have become a study almost entirely distinct from the game itself. Their composition is regulated by elaborate rules.

17. SACRIFICE

The voluntary loss of material in order to gain a later and more decisive advantage. A sacrifice made in the opening is called a gambit.

18. SMOTHERED MATE

A position in which the King, being confined by his own men, so that he cannot move, is checkmated by a Knight.

18. TIME LIMIT

A condition of modern match and tournament play. Each player is bound to make a certain number of moves per hour. Special clocks are used to record the time taken by each player.

+++++

THAT'S LIFE

How impossible for human prudence to foresee and guard against every circumvention. It is even as a game of chess, where while the rook or knight or bishop is busied in forecasting some great enterprise, a worthless pawn interposes and disconcerts his scheme.

HENRY FIELDING, The Life of Mr. Jonathan Wilde the Great, 1743.

St. George's Opening

(...e6...a6...b5)

Basman

Played and analysed by Basman throughout 1979, then taken up by Tony Miles to score his dazzling win over Karpov, this is the only available analysis of a completely new system, involving the moves ...e6...a6...b5 and a queen's Fianchetto.

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N.B. The name 'St. George' has been given in honour of Miles' giant-killing effort for England

The system
that crushed

Karpov!

