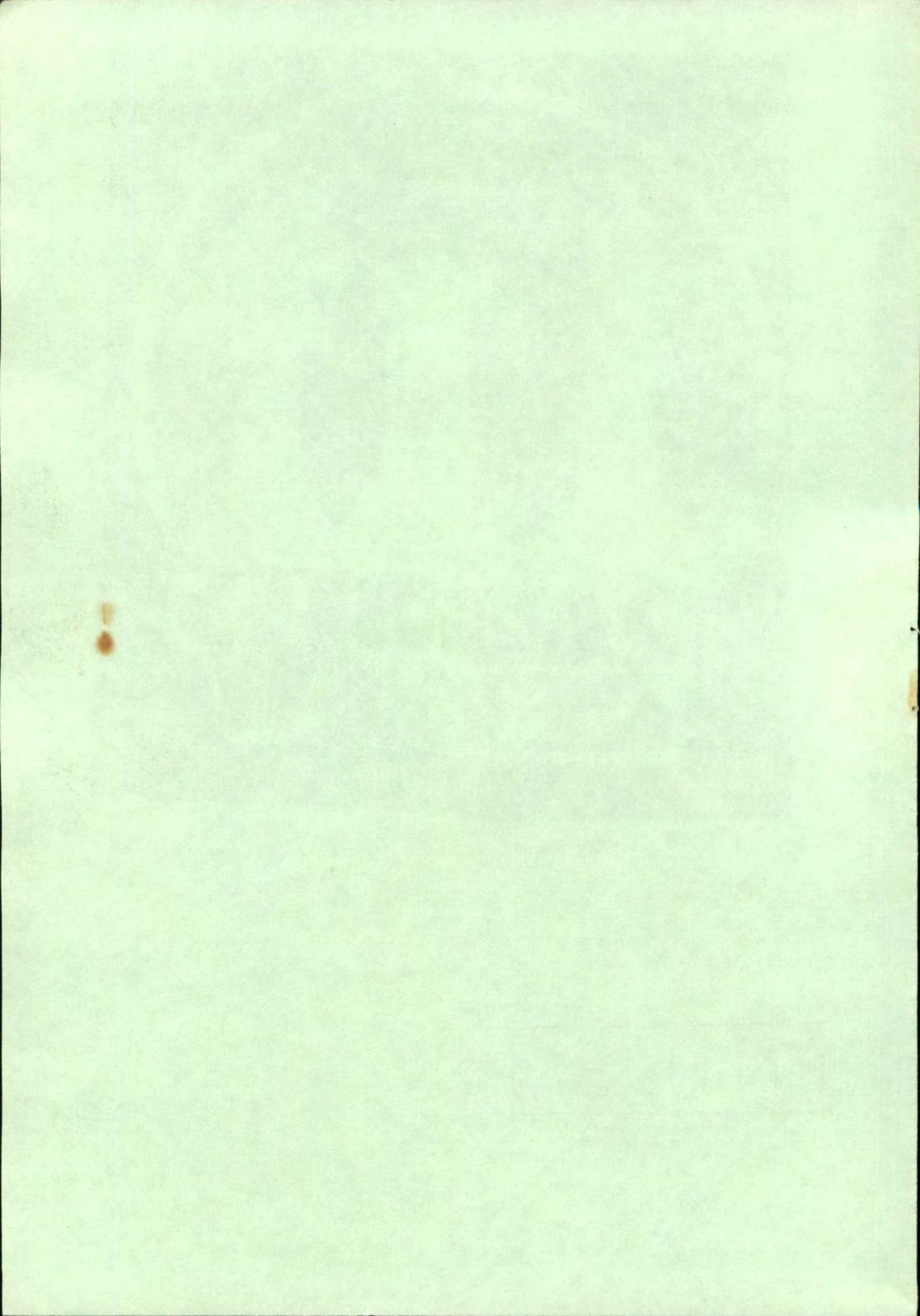


NO. 8



EDITORIAL: readers will be pleasureably surprised this issue to receive two pieces of cardboard and a paper clip. The intention is to make Rabbits Review viable on two levels. On the one hand the numerous diagrams enable the casual reader to follow the games without setting up board and men (with the caveat that each diagram should be studied for at least five minutes by itself before continuing with the text).

On the other hand, the more studious, with the assistance of the apparatus provided (cardboard plus clip) can derive more benefit and enjoyment from the games by concealing moves in the text and working them out themselves beforehand. One column of the page should be covered by a piece of cardboard, clipped into place, while the other piece is slowly lowered down the page, revealing the moves one at a time. It is an established fact that chess study carried out in this fashion leaves a far deeper impression than simply playing over the games.

THIS MONTH we welcome Joe Gallagher with a rip-roaring article on the Bishop's Opening; Man versus Machine; and other sundry items.

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# WINNING IN 30 MOVES

by JOE GALLAGHER

I find that one of the great drawbacks of club chess is the adjudication after 30 moves which often occurs. Very often positions are reached in which you have a slight advantage with no clear win, which you would have a good chance of winning if you played on, but are given as a draw on adjudication.

The frustration of this happening on a number of occasions, enticed me into searching for an opening with great attacking possibilities, even if not totally sound, which notches up the majority of its wins fairly quickly.

The opening I decided on was the Bishop's in conjunction with an early P-KB4. The Queen's Bishop and the open King's Bishop file produce positions similar to those in the king's Gambit.

It is also possible to play the Bishop's opening in a more positional manner, omitting the move P-KB4. As this does not suit the adjudication rule, I restrict this system to congresses.

Another advantage of the opening is how easy it is to play as white as the moves follow on naturally, whilst black very often gets into time trouble as I have experienced in quite a few of my games. I have selected three of my games to demonstrate the manner in which the Bishop's Opening can swiftly demolish an opponent.

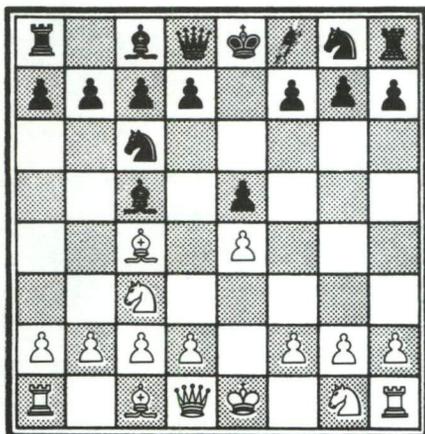
WHITE                      BLACK  
 J. GALLAGHER      K.ROBBINS

Surrey v. Berkshire,  
 January 1980

1 P-K4                      P-K4  
 2 B-B4                      N-QB3

Inviting transposition  
 into the Guiocco Piano,  
 which I instantly reject.

3 N-QB3                      B-B4 /



Here 4 Q-N4 is a very sharp line in which black must tread warily. The white queen attacks the undefended KN pawn, and if black tries to combine attack with defence by playing 4...Q-B3, he runs into 5 N-Q5! QxBPch 6 K-Q1,

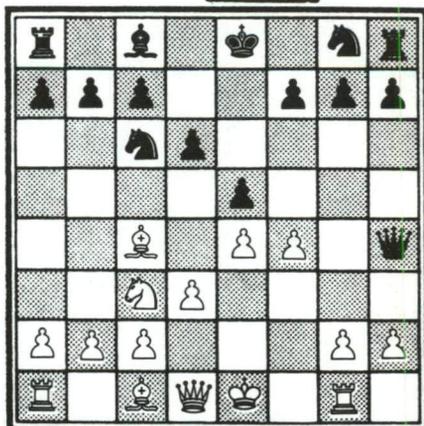
when white's attack is stronger than black's. (see game 4 at end of article) Now we shall return to the present game.  
 4. P-Q3                      P-Q3  
 5. P-B4?!

This is an extremely risky pawn sacrifice which would be foolhardy to play against a strong opponent.

Probably the best practical move is 5 N-R4, when white will obtain a slight advantage which could be difficult to realise within 30 moves, and the adjudicators wouldn't think twice before giving a draw.

5. ...                      BxN

6. RxB                      Q-R5ch /



7. K-B1

Not 7 P-Kn3 QxRP 8 K-B1

B-R6ch.

7. ... B-KN5

Black develops a piece with a tempo and prepares queen side castling, yet this is probably bad, as it places the white queen on a square from which it defends the king side and attacks <sup>the</sup> Q-side simultaneously.

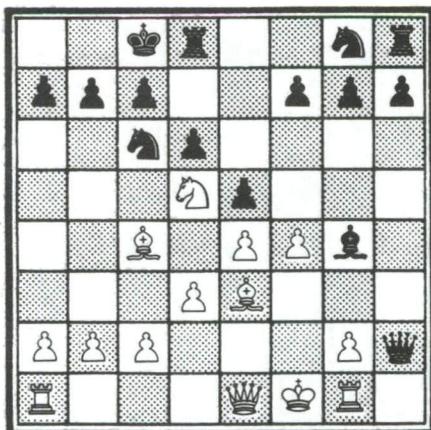
8. Q-K1 QxRP

9. N-Q5

Guarding the bishop pawn and threatening NxBPch.

9. ... O-O-O

10. B-K3/



White intends to play

P-QN4 and P-QN5, but if he plays this immediately, black will put his knight on Q5, threatening to invade on K7.

10. ... P-B4

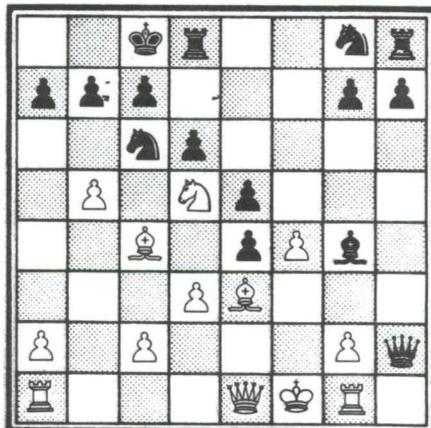
Black seeks to open up the king bishop file, which would mean certain death to the white monarch, if successful. White must start his queen side proceedings very quickly.

11. P-N4!

The only way to attack. White must drive the knight away from Q3.

11. ... PxKP

12. P-N5! /

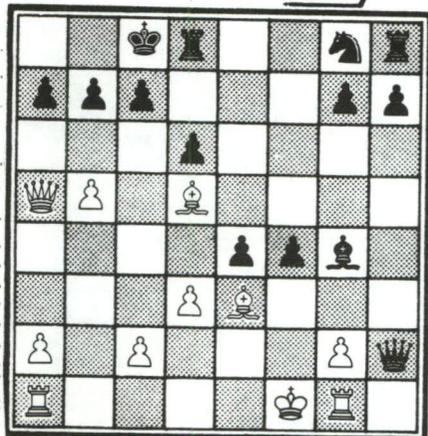


12. ... N-Q5?

Stronger was 12...QN-K2

Then if 13 Q-R5 NxN

14 BxN PxBP /



Here if 15 QxRP PxB

16 QxNPch K-Q2

17 B-B6ch K-K2

18 QxBPch B-Q2

and black's king has survived the holocaust and it is white who is in trouble with his own king.

Instead of 15 QxRP from the diagram position above, white can play 15 BxNPch! KxB 16 QxRPch K-B1 17 P-N6! with a strong attack.

Black does best to decline the bishop after 15 BxNPch,

and instead move 15...K-Q2

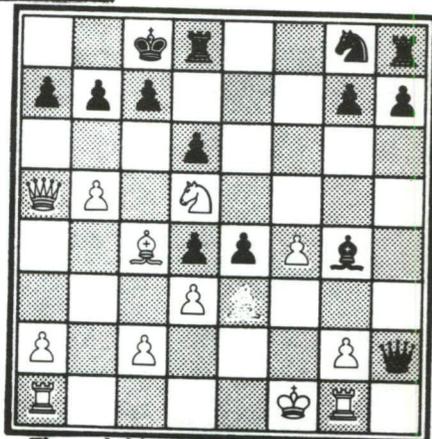
16 B-B6ch K-K2 17 QxBPch

B-Q2 with an unbelievably complicated position.

Now we return to the game.

13. BxN! PxB

14. Q-R5! /



The white queen comes to

life with strong mating threats.

Black could defend QB2 here by 14...R-Q2, but he still loses after 15 QxRP R-B2 16 Q-R8ch! K-Q2 17 N-N6ch! PxB 18 QxNPch.

Instead black plays a desperate piece sacrifice to bring his queen back to defend the threatened QB2 square.

14. ... B-K7ch

The game now concluded:

- 15. KxB Q-R4ch
- 16. K-Q2 P-K6ch
- 17. K-B1 Q-B2
- 18. QxRP Q-K1
- 19. Q-R8ch K-Q2
- 20. QxNP Resigns

oooo  
 -----  
 oooooo

GAME 2:

WHITE            BLACK  
 GALLAGHER      WHEALS(148)  
 Chertsey v. Wimbledon I  
 Surrey League Div. I.

- 1. P-K4          P-K4
- 2. B-B4          N-KB3

The most common and probably the best reply.

- 3. P-Q3

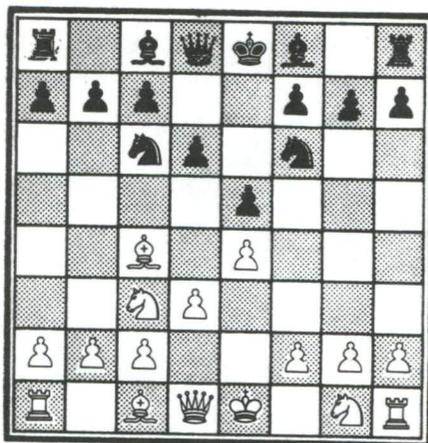
A good alternative is the Ourousoff Gambit with 3 P-Q4 which is very dangerous for the second player, but he can transpose into the Two Knight's Defence by 3...PxP 4 N-KB3 N-B3.

- 3. ...          N-QB3

The main alternative is 3...P-B3. See Game 3.

- 4. N-QB3      P-Q3

The two main alternatives are 4...B-QB4 and 4...B-N5. (see games 5 and 6 at end of article).



- 5. P-KB4!?

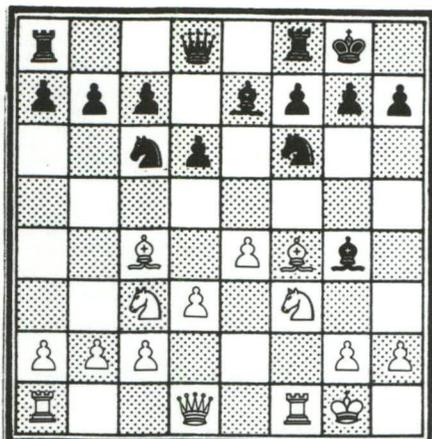
Not so risky as in game 1, as white doesn't lose a pawn.

- 5. ...            PxP
- 6. After 5...B-N5 6N-B3 N-Q5 7 B-K3 is good for white.

- 6. BxP            B-K2

Black intends early castling and solid development.

- 7. N-B3            O-O
- 8. O-O            B-N5?!/



To swap the bishop for the knight is a false plan. Much better would have been 8...N-QR4 9 B-N3 NxB 10 RPxN P-Q4 11 PxP NxP with equality, since if 12 NxN QxN 13 BxP? Q-B4ch.

9. Q-Q2 BxN  
10. RxB

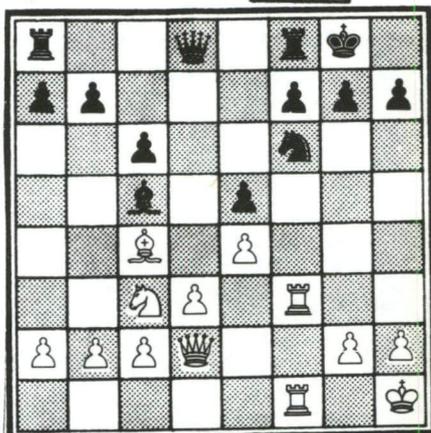
White has a very active position and an assault will soon follow on the black king.

10. ... N-K4  
11. BxN PxB  
12. QR-B1 B-B4ch?

A bad move, taking the bishop away from the defence of the knight. Best was ... P-QB3, but white had an

advantage, with pressure down the KB file, and threats of a later P-KN4-5.

13. K-R1 P-QB3 /



14. Q-N5!

Threatening 15 RxN and 15 QxKP. Black can't stop both.

14. ... P-KR3

15. Q-N6!

Stronger than 15 QxKP. At first I was worried about 15...Q-Q5 16 RxN QxB 17 PxQ PxQ, but then I realised I could simply play 16 B-N3

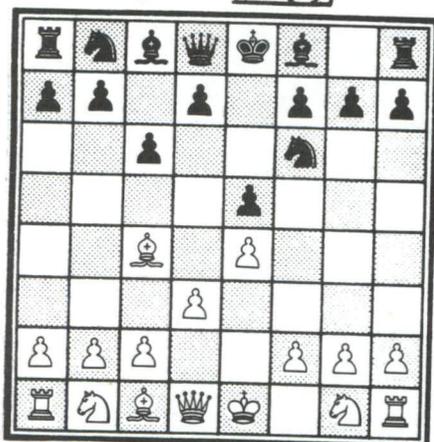
15. ... K-R1  
16. BxBP Q-K2  
17. RxB! Resigns

If 17...PxR 18 QxPmate.

GAME 3:

WHITE                      BLACK  
 GALLAGHER                MILLERS(152)  
 Ealing I v. Wimbledon I  
 Thames Valley League Div.I  
 October 1979

1. P-K4                      P-K4  
 2. B-B4                      N-KB3  
 3. P-Q3                      P-QB3/



The move recommended by theory, but in my opinion good for white. In the game Gallagher v. Hutchings, Wimbledon II v. Athenaeum I, London League Div.II, Oct. 1979, black unsoundly sacrificed a pawn with 3...P-Q4!? 4 PxP NxP 5 N-KB3 N-N3 (see

7 at end of article).

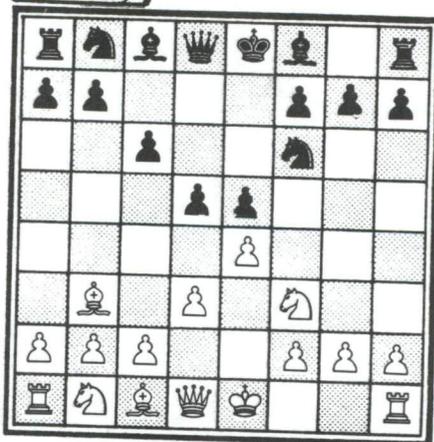
4. N-KB3

White does not yet play P-KB4, but attacks the black KP, taking advantage of the fact that black cannot play N-QB3 here.

4. ...                      P-Q4

Probably not best, but white also achieved the advantage against 4...P-Q3 in the game Gallagher v. Westwood, which is game 8 at the end of this article.

5. B-N3/



Black can play 5... PxP here, when if white 6 PxP black can trade queens and then try 5... NxKP. Alternatively, after 5...PxP white can play

6 NxKP, which however, loses a piece to 6...Q-R4ch.

So after 5...PxP white has a third continuation in 6 N-N5 B-K3 7 NxB PxN 8 BxP which may be best of all.

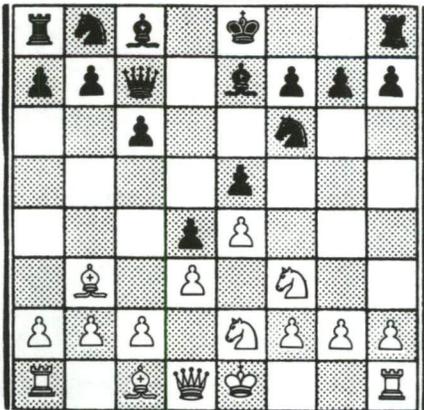
5 ... Q-B2

Black is beginning to have difficulties holding his extended centre. 5...B-Q3 is a little better, though after 6 N-B3 B-K3 7 KN-N5 black is under great pressure.

6 N-B3 P-Q5

Black solves his central problems for the time being with this blocking move, but allows the white bishop at QN3 a fine diagonal.

7 N-K2 B-K2/



8 0-0

B-K3

Panic move, giving white the extra tempo he needs to start an attack.

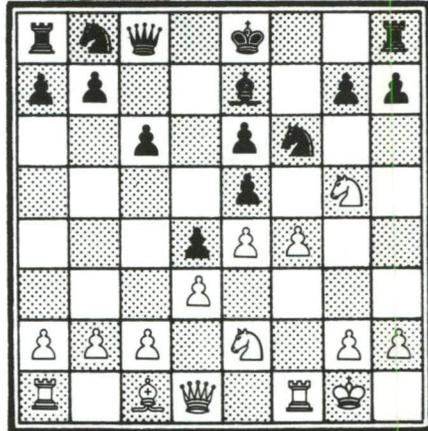
9 NxB

PxB

10 N-N5

Q-B1

11 P-B4! /



Opening up the KB file.

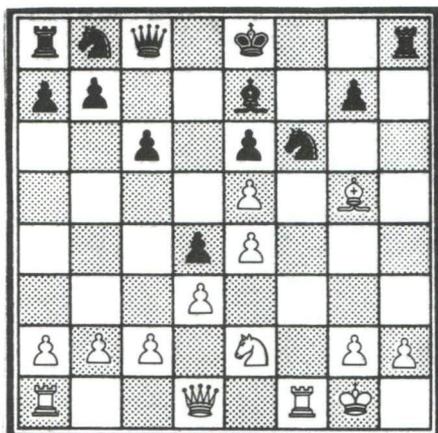
Black can hardly play 11...PxP now, which would let the knight on K2 back into the action after N/2XBP.

11 ... P-KR3

12 PxP! PxB

13 BxP! /

This is much stronger than 13 PxN, which lets black off.



13 ... N-R4

Puts the knight on a square where white can win it anytime with P-KN4. Better was 13...N-N1 14 BxB NxB 15 NxP when white has three pawns and an attack for his piece.

14 BxB KxB

15 Q-Q2!

Stronger than 15 P-KN4 when black might get a bit of counterplay.

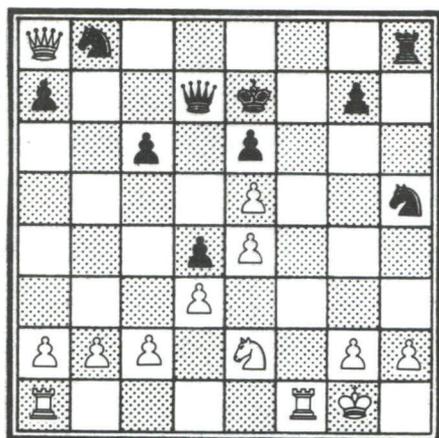
15 ... Q-K1

16 Q-N4ch K-Q1

17 QxNP Q-Q2

18 QxR K-K2

Black makes a feeble attempt to keep the white queen out of the game.



19 R-B3!

A quicker win than 19 P-KN4.

19 ... Q-B2

20 QR-B1 QxKP

21 R-B7ch K-Q3

22 Q-N7 P-QB4

23 Q-B7 mate

I hope that these games go to show you that this ancient opening can be a lethal attacking weapon and avoid the frustrations of too many adjudications.

Supplementary games without notes.

GAME 4	
Francis-Hooper, Birmingham 1916	
1 P-K4	P-K4
2 B-B4	N-QB3
3 N-QB3	B-B4
4 Q-N4	Q-B3?
5 N-Q5	QxPch
6 K-Q1	P-Q3
7 QxP	B-Q2
8 NxB	K-Q1
9 NxB	K-B1
10 N-B3	B-KR6
11 R-B1	QxNP
12 B-K6ch	Resigns

8 P-KB3	P-KR3
9 B-R4	N-QR4
10 B-N3	O-O
11 N-K2	B-Q2
12 O-O	Q-K2
13 Q-Q2	NxB
14 RPxN	P-KN4
15 BxP	PxB
16 QxPch	K-R2
17 Q-R4ch	Drawn

GAME 6

Gallagher v Flear L.A.R.A.  
Open, Rnd 3. Oct. 1979

Game 5  
Gallagher v Flear  
Wimbledon II v Streatham II  
Surrey League Div.I, Nov.1979

1 P-K4	P-K4
2 B-B4	N-KB3
3 P-Q3	N-QB3
4 N-QB3	B-B4
5 B-N5	P-Q3
6 N-R4	B-N3
7 NxB	RPxN

1 P-K4	P-K4
2 B-B4	N-KB3
3 P-Q3	N-QB3
4 N-QB3	B-N5
5 N-B3	P-Q3
6 O-O	B-N5
7 N-Q5	NxN
8 BxN	O-O
9 P-B3	B-QB4
10 P-QN4	B-N3
11 P-QR4	P-QR3
12 P-R5	B-R2

13 B-K3	Q-B1
14 Q-K2	N-K2
15 B-N3	N-N3
16 BxB	N-R5
17 K-R1	RxB
18 Q-K3	BxN
19 PxB	R-R1
20 P-KB4	Q-N5
21 R-N1	QxP
22 QxQ	PxQ
23 R-N4	N-N3
24 P-Q4	QR-K1
25 P-B3	K-R1
26 B-B2	P-Q4
27 R-KB1	P-QB3
28 R-B2	R-Q1
29 P-R4	Drawn(!?)

---

GAME 7

Gallagher v Hutchings

1 P-K4	P-K4
2 B-B4	N-KB3
3 P-Q3	P-Q4
4 PxP	NxP
5 N-KB3	N-N3
6 NxP	NxB
7 NxN	P-QN4
8 Q-K2ch	B-K3

9 N-K5	N-Q2
10 NxN	QxN
11 B-B4	B-K2
12 N-Q2	O-O
13 O-O	B-B3
14 P-QB3	KR-K1
15 N-K4	B-K2
16 KR-K1	B-N5
17 P-B3	B-KB4
18 Q-Q2	QR-Q1
19 QR-Q1	B-R5
20 R-K2	P-QB3
21 B-N5	BxB
22 QxB	B-N3
23 P-Q4	Q-K3
24 QR-K1	P-KB4
25 N-N3	QxRP
26 NxP	Q-B2
27 N-Q6	Q-B1
28 NxR	BxN
29 QxR	Resigns

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GAME 8

Gallagher v Westwood  
 Wimbledon v Streatham  
 London League Div. I Nov 79

1 F-K4	P-K4	29 PxP	QxBP
2 B-B4	N-KB3	30 Q-B6ch	K-N1
3 P-Q3	P-QB3	31 R-KB1	Q-B5
4 N-KB3	P-Q3	32 BxP	Q-B4ch
5 O-O	B-K2	33 B-K3	Q-K2
6 P-B3	O-O	34 Q-B4	P-N3
7 QN-Q2	Q-B2	35 Q-N4ch	B-N2
8 R-K1	R-Q1	36 B-R6	Q-B4ch
9 Q-K2	B-N5	37 K-R1	Q-B1
10 N-B1	P-Q4	38 R-Q1	P-KB4
11 B-N3	QN-Q2	39 PxP	R-N5
12 N-K3	BxN	40 Q-N5	R-K5
13 QxB	PxP	41 BxB	QxB
14 PxP	N-B4	42 R-Q8ch	K-B2
15 N-B5	R-Q6	43 R-Q7ch	Resigns
16 B-K3	B-B1		
17 N-R6ch	PxN		
18 QxN	NxB		
19 PxN	B-N2		
20 Q-R4	Q-Q3		
21 RxP	RxR		
22 BxR	R-Q8		
23 P-B3	R-Q7		
24 B-K3	RxNP		
25 R-R1	B-B1		
26 Q-N4ch	K-R1		
27 P-KB4	Q-Q6		
28 Q-B3	RxQNP		

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# BACK ISSUES

of Rabbits Review.

Rabbit's Review does not lose its value with the passing of time, because it is non-topical. So if you have missed out on any of the back issues, here is your chance to complete your collection.

(And if you asked for any previous issues in the past but never got them, please let us know.)

Here are the highlights of the previous issues:-

No. 1. Off the record (Webb); Playing against the Pirc (Basman)

No. 2. Work Shop; One game-Two views; Mr. Honeybun (Wilcox)

No. 3. Readers' Letters; Off the Record (Webb); Mr. Honeybun.

No. 4. Climbing Everest (Preston-Wyse); Against the odds.

More about the Maroczy (Basman)

No. 5. Work Shop; Simply winning (Cowley); Positional judgement

No. 6. Laid back bishops (Holmes); Studying the French (Basman)

Chain combinations (Donnelly)

No. 7. Not so easy (Basman); Problems (Donnelly).

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or more - 50p each.

# AUDIO CHESS

Audio Chess is chess instruction on a cassette. The listener sets up his chess board, puts a cassette into a standard cassette recorder and then turns it on. The speaker on the cassette talks about some aspect of chess, and illustrates it with games. The moves of the games are spoken slowly so that the listener can make them on the board.

There are several differences between learning from cassette and book learning, which we will discuss:

1) the learning from cassette is more harmonious in that the ears take over one job (listening to the instruction) while the eyes do the other job (looking at the board). In normal book study the eyes have to be continually switching back and forth from book to board.

2) with a book however one can choose the speed which one goes at, with a cassette one has to go at the speed of the speaker. The cassettes are paced at a speed suitable to the average player, but clearly this will be too slow for some players, too fast for others, and novices will have trouble making the moves quickly enough on the board.

3) the tape is a serial device; you have to sit all the way through it, whereas with a book you can jump about from place to place. This, however, is not necessarily a disadvantage of tape learning, which ensures that the whole lesson is studied.

4) a device very useful to learning by cassette is the off button. The master will often ask the listener to switch off the tape and study the position, make his own analysis and then switch on again to compare his thoughts with those of the

master. Because the next move and the commentary cannot be seen **beforehand**, the listener is better able to think independently about the position in front of him.

This aspect of chess learning is almost completely ignored by **ordinary chess teaching**, which treats the reader as a passive recipient, rather than an active participant in the analysis.

Frequently listeners become annoyed or depressed when they do not get a move right, or annoyed with the commentator when he does not discuss the move they were thinking of, but this is probably a fault of the attitude of the listener rather than the tape. Whether he finds the right move or not, the fact that he has done some thinking of his own about a position means he is bound to understand the subsequent commentary better than he otherwise would have done.

Often too, the analysis of the masters( generally masters give the commentaries) is too high level for the average player. This factor would go unnoticed if the player buys a book of grandmaster games, because he is never called upon to do any work himself; but the switch off points may bring home forcibly the disparity between the thinking of the listener and that of master chess. Audio Chess makes an effort to 'bridge this gap' on its tapes, and some of the masters - for example, Webb, Keene, Basman- have a simpler approach than others.

5) the problem of variations is dealt with in the following manner: if a variation is discussed, the listener is asked to make the moves on the board, and when he gets to the end of the line, he is referred back to the main

position via a diagram in the booklet which accompanies the cassette.

6) there is always the danger of losing the position when listening to a cassette, or mishearing a move; this difficulty lessens with practice, and the diagrams in the booklets are very useful for recovering a position. Furthermore, many cassettes print the games and variations which are discussed on the cassette.

7) the cassettes last between 60 and 90 minutes. On the question of quantity, it is clear that any book can give ten times as much as a cassette. However, when we consider the fate of most books - to be bought, flicked through a few times, then left on the shelf to gather dust - the question of quantity becomes less important. Often people find that cassettes have too much on them. A 90 minute tape could in theory be gone over in a couple of evenings, but if the listener spends long periods at the switch off times doing his own analysis, then he may take quite a time to get through the tape. Allocating oneself an hour or two or a whole evening requires some spare time, or self-discipline which everyone does not have. In theory, if a player could go out for an evening to play a chess game, he should also be able to stay in and study as well. But in practice things do not work out like that.

8) in comparing the spoken word with the written word, definitely a far greater subtlety of ideas can be conveyed by the spoken word; also the personality and different playing styles of the masters and grandmasters speaking comes over very clearly.

Audio Chess was set up in 1975 by British Master Michael Basman. After 5 years it has survived (something of an achievement in itself) though it has certainly not taken the world by storm. Many players acquire a taste for it, and become firm adherents. But most people do not even know about it, due to poor marketing, and those that do may not take to it for any of the reasons sketched above.

There is a range of over 50 cassettes, and quite a few feature the odd-ball openings pioneered by Basman, such as Sicilian with 4...Bc5, Sicilian with 3Be2, or the new 'St. George' opening. There are also cassettes on the standard openings, for example, Benoni, Benko, English Opening, Sicilian, King's Gambit. Tapes on the endgame, particularly Hooper's Rook and Pawn Endings, do very well.

Cassettes on general themes - reports, biographies, analyses, sell pretty badly, because of the tendency of the public to choose openings tapes, or those that seem to offer an immediate advantage.

The approach on the tapes is non-encyclopaedic, no reams of variations, but rather the ideas behind moves are given. Recording quality is generally good, since they are all now done under studio conditions, but a few of the earlier ones weren't.

The price of the tapes is about £3 each, which is very cheap by today's standards. There is also a postal library service, where tapes can be hired for about 50p a fortnight.

We hope that the foregoing, which is an attempt to give an objective assessment of Audio Chess, will help you to decide whether this form of chess instruction/entertainment is suitable for you.

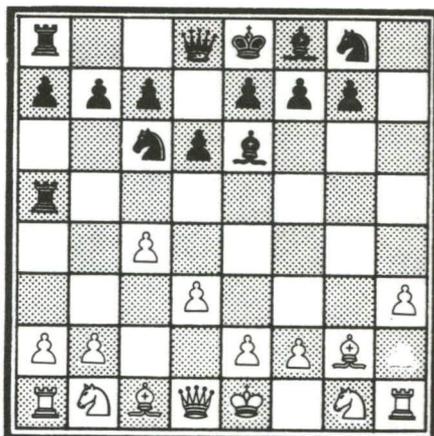
**7 Billockby Close, Chessington, Surrey, KT9 2ED.**

# MAN V. MACHINE

by MICHAEL BASMAN

The other day I walked into the local Harrods store to play against their pet computers. "Which is your strongest computer?" , I asked the assistant. "What do you mean strongest?" she replied suspiciously. "What do you want to do with it?" "I want to beat it!!" I said. Accordingly, the game began, me against a talking chess computer at level 3. 45 seconds a move.

<u>WHITE</u>	BASMAN	<u>BLACK</u>
1. P-KN4	P-Q3	
2. B-N2	N-QB3	
3. P-KR3	P-KR4	
4. PxP	RxP	
5. P-QB4	B-K3	
6. P-Q3	<u>R-QR4</u> /	

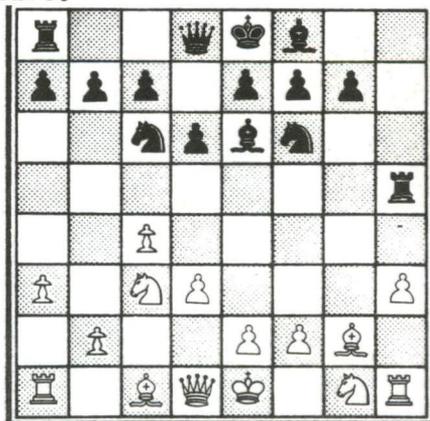


I couldn't believe

this move by the computer. At level 3 I certainly wasn't going to get the game of my life.

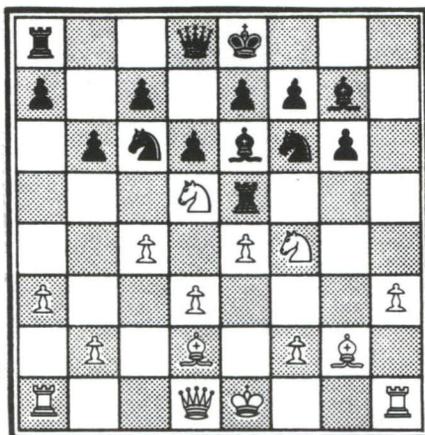
7. N-QB3	N-KB3
8. P-QR3	
8 ...	<u>R-R4</u> /

Now he (she,it) moved all the way back again. I seemed to recall a similar manouvre practised by the ex World Champion Petrosian...



- |                 |       |
|-----------------|-------|
| 9. P-K4         | P-KN3 |
| 10. N-K2        | B-N2  |
| 11. N-Q5        | P-QN3 |
| 12. N/2-B4      | R-K4  |
| 13. <u>B-Q2</u> |       |

It looks like no-one told the computer that if you develop your pieces in front of your pawns, they're liable to get attacked by enemy pawns.

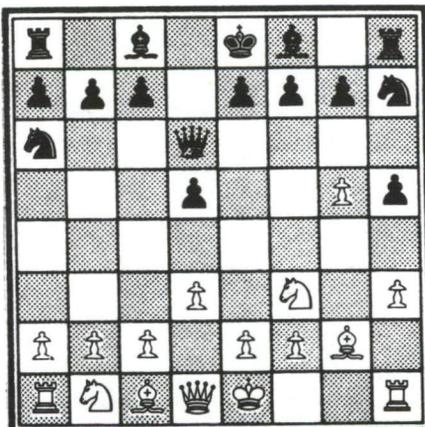


At this point I told the shop assistant the machine wouldn't be able to beat me. "At the top level it could. That's almost Grandmaster strength." However, I didn't have the time to spend on six minutes a move rate of play, so I didn't bother to test out this very dubious claim.

So we went down to level one for a quickie at 5 seconds a move. This game went:

- | WHITE    | BLACK       |
|----------|-------------|
| BASMAN   | MACHINE     |
| 1. P-KN4 | N-KB3       |
| 2. P-KR3 | N-QR3       |
| 3. B-N2  | P-Q4        |
| 4. P-Q3  | Q-Q3        |
| 5. N-KB3 | P-KR4       |
| 6. P-N5  | <u>N-R2</u> |

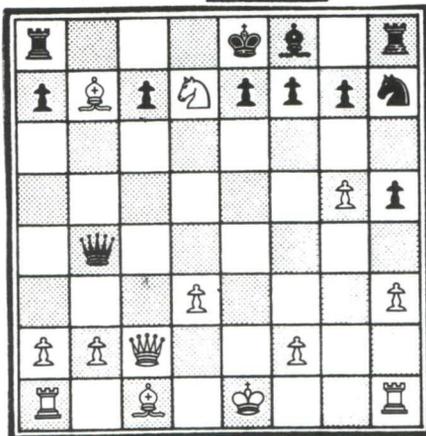
Not much of a square .  
for a knight, I suppose.





Hello, has the machine gone bonkers? I'd have thought that even at five seconds a move they could have prevented it from leaving bits en prise.

15. QxN      Q-QN5ch/



Now the horrible truth dawned. The computer had been fooling me all along. The knight sac had just been made to clear the way for this forking check at QN5. I was going to lose the bishop at QN7 and then my knight at Q7 and the rook at KR1 were both going to be under attack. How could I defend them both?

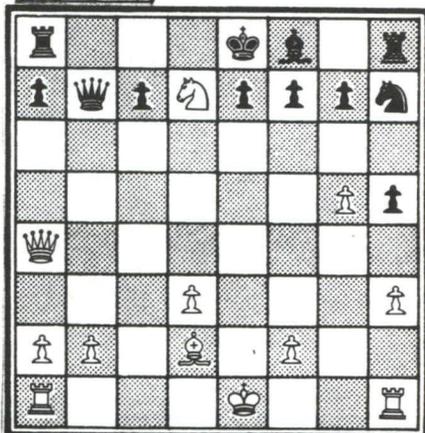
I thought a lot about this. The computer didn't like this tactic

and kept repeating at 10 second intervals 'your move ... your move'

At last a glimmer of hope dawned. The computer was programmed to grab bits. Let's give it some!

16. B-Q2      QxB

17. Q-R4/



The machine hardly stopped for a second. I could hear it whooping away as it swooped down on my rook at KR1.

17.... QxRch sock!

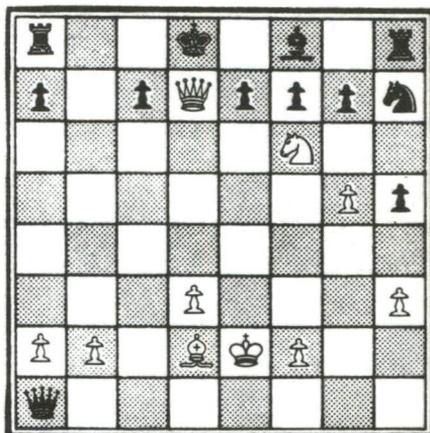
18.K-K2 QxR biff!

And another. But now it's my turn buddy.

19. N-B6ch K-Q1

20. Q-Q7 mate.

Will this become known as the immortal man versus machine game? The computer picked itself up off the floor and choked out the words 'I lose you &&/&(!' It's enough to give you a silicon chip on the shoulder!



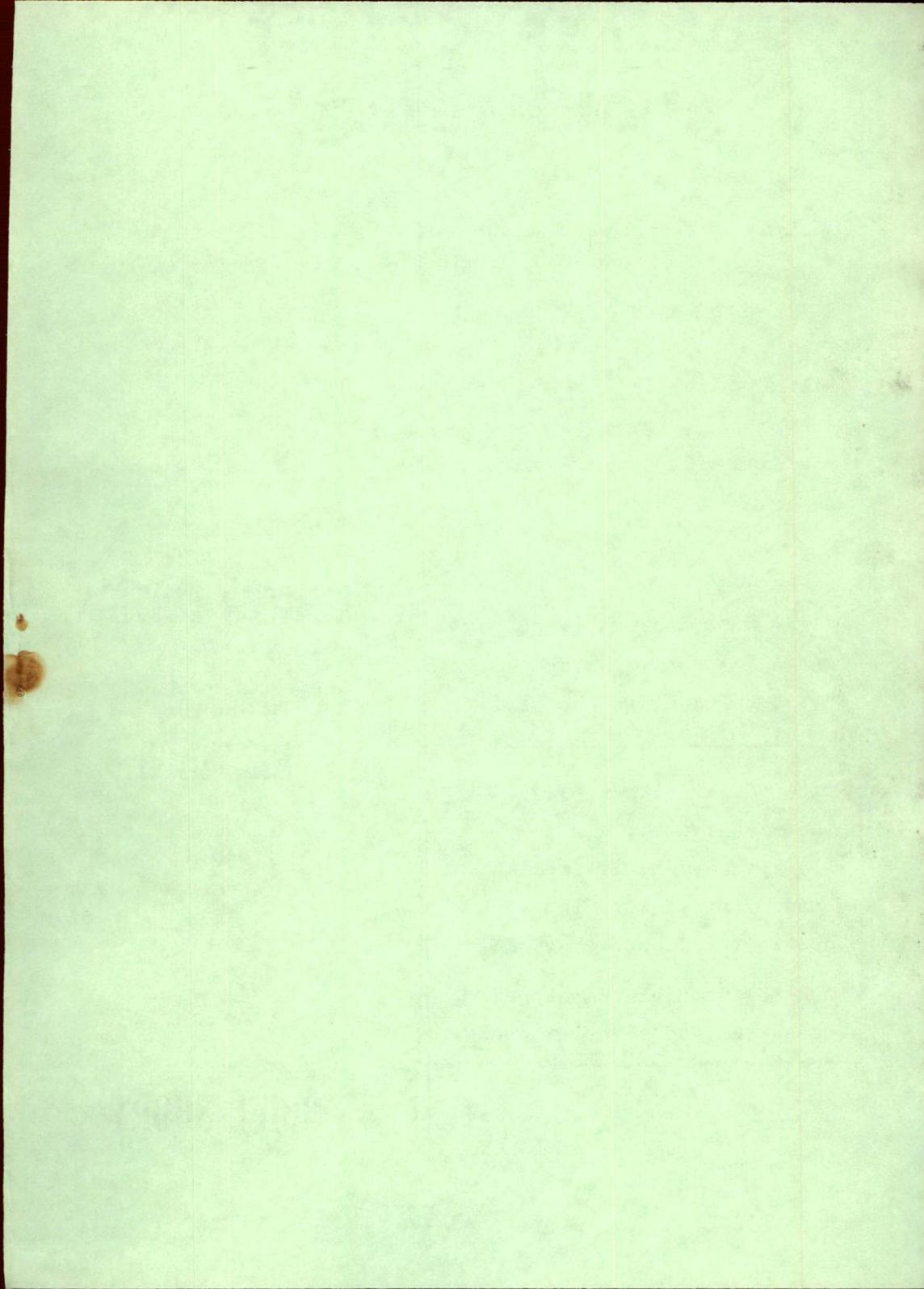
POSTSCRIPT Anyone purchasing the computer and hoping to improve his positional play thereby should think again. But at tactics it is a little devil. Notice the razor sharpness of the moves 12...Q-Q3! and 14...NxBPch! in the last game, played at an average of 5 seconds a move! Had it not been for the stupendous double rook sacrifice in reply, it would have been boiled Basmen for breakfast and no mistake!

Interested in the occult as far as chess goes? Then we should like to draw your attention to a new chess monthly from America, the MYERS OPENINGS BULLETIN. Hugh Myers is a specialist in the analysis of unusual opening lines, and has now set up his own magazine to further his explorations and spread his message. Issue 3, for example, examines 1 d4 e6 2 c4 Bb4ch(Franco-Indian), the Grunfeld with 4 g4, Korchnoi's move against the Dutch 1 d4 f5 2 h3 and other lines. Subscription for six issues is 12.60 dollars which includes airmail postage, so you could send the sterling equivalent to Hugh E. Myers, 1506 $\frac{1}{2}$  Harrison, Davenport, Iowa, 52803 U.S.A.

Extracts from a letter from G.F.Ross, Oman :-

... I have noticed that there are vast (to me) differences in ability/knowledge between absolute beginners, players grade 75 to 100, those 100 to 130, and those between 130 and 160. It would be interesting to know the ratings of your readers. If you are addressing Rk to all 'alphabet' players, then the spread of ability/knowledge is extremely great. I have the impression that experts and above tend to lump alphabet players together in one great tureen of soup. True; this is one point of view. But, as I have said, there are great differences in ability among the several classes. To me A and B players (130plus) are close to being gods as regards their chess pronouncements. They see so much happening or potentially happening on the chess board that I just don't see. C players (100-125) I see as strong and fun to play against once in a while, because I just might win now and again. D players (75plus) are my cup of tea. I feel comfortable playing them. We have a good battle. They think the way I think; I understand what they're doing in chess. We play the same kinds of openings. We have a similar understanding of tactics. We know the basic mates and have a rudimentary knowledge of endgame play. E players are a pushover. They are really beginners. It's pretty easy (generally) to wipe them out. Their weakness seems to be the lack of ability to plan a strategy and to analyse several moves in advance.

Now of course, I would want a magazine addressed to D players. I understand why this wouldn't be possible, but it would be nice...



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