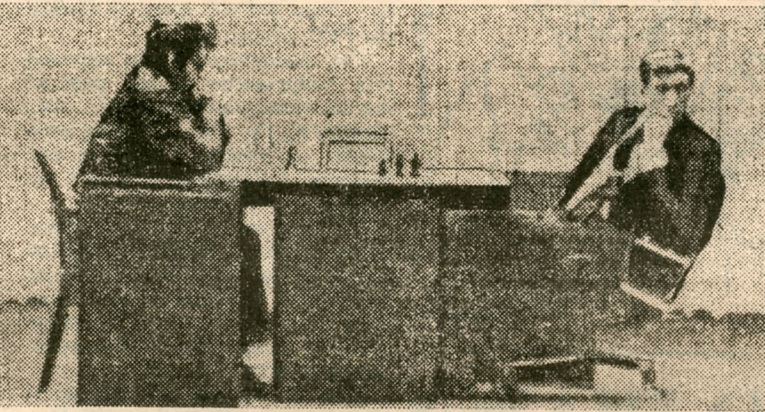
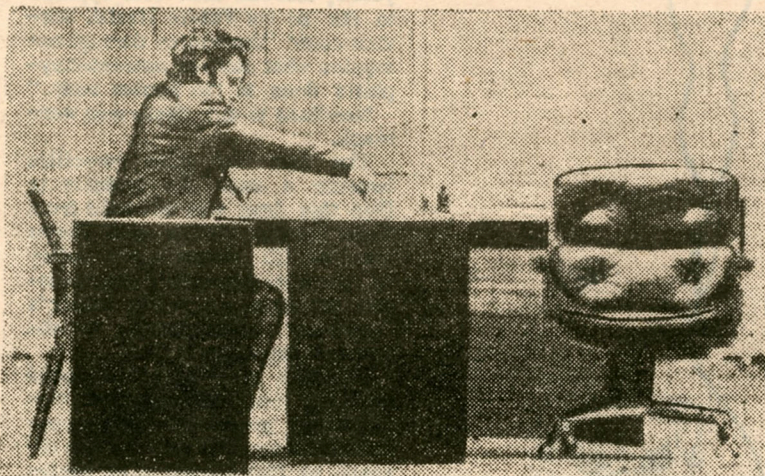
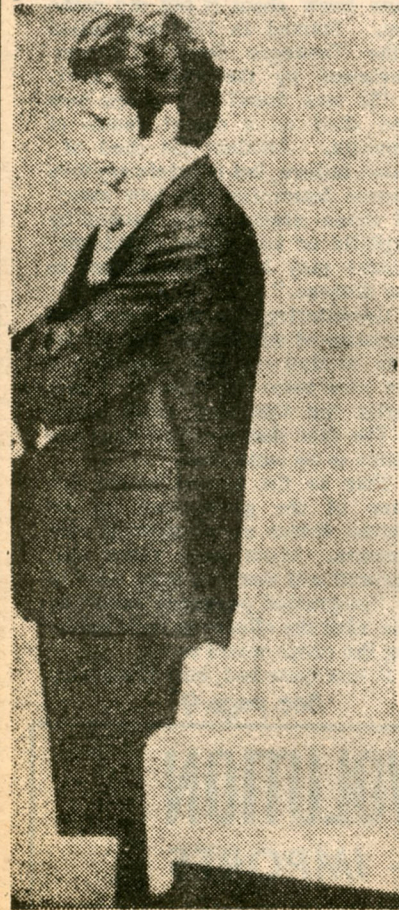


Y'Saw It in BARB

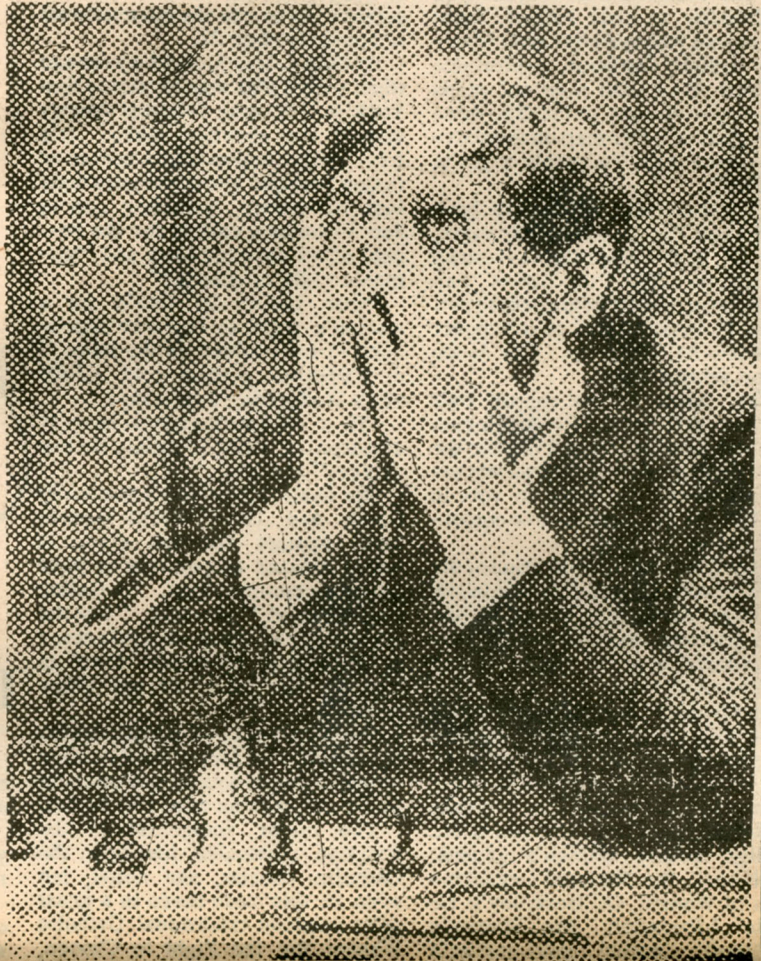
World Match Scene

SPASSKY TURNS BACK ON TIME



BORIS MOVES; Bobby late.

LOSS OF BISHOP BOGGLES BOBBY



IS CHAMP BLIND?

WORLD CHAMPIONSHIP CHESS: Match Game No. 3, annotated by international grandmaster Svetozar Gligorich in "Skak", No. 4, 1972, pp. 52-61. White: Boris Spassky. Black: Robert Fischer. Benoni Defense 1 d4 Nf6(A) 2 e4 e6 3 Nf3 c5 (B) 4 d5(C) Eed 5 cd d6 6 Nc3 g6 7 Nd2(D) Nbd7(E) 8 c4 Bg7 9 Be2 0-0 10 0-0 Re8 11 Qc2(F) Nh5(G) 12 Bh5(H) gh 13 Nc4 Ne5 14 Ne3(I) Qh4(J) 15 Bd2(K) Ng4(L) 16 Ng4 hg 17 Bf4(M) Qf6(N) 18 g3 Bd7 19 a4 b6(O) 20 Rfel a6(P) 21 Re2(Q) b5 22 Rael(R) Qg6(S) 23 b3(T) Re7(U) 24 Qd3 Rb8(V) 25 ab(W) ab 26 b4(X) c4(Y) 27 Qd2 Rbe8(Z) 28 Re3(AA) h5(BB) 29 R3e2(CC) Kh7 30 Re3(DD) Kg8 31 R3e2 Bc3(EE) 32 Qc3 Re4 33 Re4 Re4 34 Re4 Qe4 35 Bh6 (FF) Qg6 36 Bcl Qbl 37 Kfl(GG) Bf5 38 Ke2 Qe4ch 39 Qe3 Qc2ch 40 Qd2 Qb3 41 Qd4(HH) Bd3ch 42 White resigns.

(A) For unknown reasons to the public, the game was delayed for some 8 minutes. But, Fischer also took about five minutes to produce his first move. Meanwhile, the atmosphere -- for the spectators -- was full of tension. They applauded the first sign that the match is on. (B) Change of weather and sharper move than in the first game where 3... d5 was played. (C) Spassky accepts the invitation for an open fight. (D) 7 e4 is more frequently played. (E) Black is now ready to meet the threat 8 Nc4 with 8... Nb6 9 e4 Nc4 10 Bc4 with treacherous chances (Gligoric-Petrosian, Candidates tournament, 1953). (F) More frequently played is 11 a4. With the move in the game White wants to save a tempo for his development. (G) The sharpest and perhaps best chance for an active counterplay trying to make use of the absence of white Queen from the diagonal d1-h5. (H) 12 f4 was too risky, as it would weaken the position of the white King very early. (I) Taking better control of the hole on f5. (J) An unpleasant attempt to create threats around the white King. (K) Improving the development and waiting for Black to declare his intentions. (L) 15 Nf3ch? was not sound enough: 16 gf Be5 17 Rfcl getting the King an escape from

the mating setting f1, but 15... Bd7 was playable. (M) The best. (N) 17... Be5 would give an easy game to White. With more forces on the board Black has more counterplay. (O) Securing the pawn structure on the Queen side. Now Black has a clear plan: the pressure along the K-file and the Queen-side pawn majority. (P) Trying to prove that Black's majority of pawns on the Queen side has more value than White's on the King's side. (Q) Looking for his best chance -- a break with e5. (R) In case of 22 ab at 23 Ra8 Ra8 24 e5 Ra8 would be unpleasant. (S) Meeting the threat e5 and putting the Queen on her ideal square. (T) Keeping the position on that wing as closed as possible, but Black is stronger there. (U) Black has more to say in this position. (V) Defends the pawn and threatens to open the file. 24... ba 25 ba (25 Ra4? Bb5) Rb8 was very good, too. (W) A must. Now 25...c4 was the menace, too. (X) White defends heroically. Black's pawns have to be blocked. (Y) In case of 26... cb 27 Na2 Rc8 28 Nb4 Rc4 29 Nc6 White could hold the balance better. (Z) The crisis in the game approaches its climax. Is White able to defend? 28 Bg5? does not work because of 28... Bc3. (AA) The best. White improves the position of his pieces. (BB) 28... Bc3 29 Qc3 Re4 30 Re4 Re4 31 Re4 Qe4 32 Qf6l offers nothing. (CC) White has no better choice than to wait and leave it to the opponent to show what Black can do. (DD) Doing the same thing. It is useful, too, because White has less time left till the time control. (EE) Black did not see any other way to break through. (FF) Not 35 Bd6 Qd5 with the threat Qdich and Bc6ch. 35 Qf6 could be met by 35... Bf5 covering the King. (GG) Trying to escape with the King out of the cage, where mating threats on white squares were permanent, and at the same time to free the white Bishop from the pin. (HH) 41 Bb2 Qf3ch 42 Kel Qh4ch 43 Ke2 Bd3ch 44 Ke3 Qe4 mate would win immediately.

Match Game No. 3, annotated by former world champion Vassily Smyslov in "64", No. 29, July

21-27, 1972, pp. 9 and 16. White: Robert Fischer. Black: Boris Spassky. Sicilian Defense 1 e4(A) c5(B) 2 Nf3 d6 3 d4 cd 4 Nd4 Nf6 5 Nc3 Nc6 6 Bc4(C) e6 7 Bb3 Be7 8 Be3 0-0 9 0-0 a6 10 f4 (D) Nd4 11 Bd4 b5 12 a3 Bb7 13 Qd3 a5! (E) 14 e5 de 15 fe Nd7 16 Nb5 Nc5 17 Bc5(F) Bc5ch 18 Khl Qg5! (G) 19 Qe2 Rad8 20 Radl Rdl 21 Rdl h5 22 Nd6 Ba8 23 Bc4(H) h4 24 h3(I) Be3 25 Qg4(J) Qe5(K) 26 Qh4 g5(L) 27 Qg4 Bc5(M) 28 Nb5 Kg7 29 Nd4 Rh8(N) 30 Nf3! Bf3 31 Qf3 Bd6 32 Qc3(O) Qc3 33 bc Be5 34 Rd7 Kf6 35 Kgl Bc3 36 Be2 Be5 37 Kfl Rc8 38 Bh5 Rc7 39 Rc7 Bc7(P) 40 a4 Ke7 41 Ke2 f5 42 Kd3 Be5 43 c4 Kd6 44 Bf7 Bg3 45 c5ch Drawn.

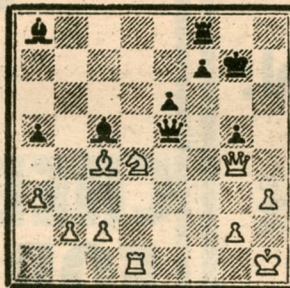
(A) Fischer remains true to himself and opens with the king's pawn. (B) The Sicilian Defense. This opening usually promises a sharp battle. It is good to note that, following his defeat in the last game, the world champion has retained his fighting spirit. (C) Of all the possible methods of opposing the Sicilian Defense for White Fischer chooses the Sozin variation. I recall that as early as 1959 at the Candidates' Tournament the American grandmaster adopted the move 6 Bc4. Since then much time has passed and it would seem that he has learned this system thoroughly. Nonetheless, chess is so versatile that in this game Fischer unexpectedly runs up against an interesting prepared variation. (D) The idea behind Sozin's variation consists in playing f2-f4-f5 in order to provoke Black into reacting with e6-e5, thus weakening the center square d5. (E) Here is your surprise! The challenger's opening repertoire turns out to have its negative side. Now Fischer is obliged to solve a complex theoretical problem, painstakingly posed by his opponent, over the board. How should White respond? There is no time for 14 f4-f5, since 14... b5-b4 must be taken into account. Therefore the challenge must be accepted to go into a forced line with the win of a pawn. (F) Practically forced, since 17... Nb3 answers the queen's retreat and White's minor pieces "sag". (G) Revealing the point behind Black's counterattack by transferring the Queen to the King side. Had White been aware of the full danger to his position he undoubtedly would have opted for the continuation 19 Qg3 Qg3 20 hg Ba6 (or 20...a4 21 Bc4 Ba6 22 Rf4) 21 a4 Bb5 22 ab Bd4 23 c3 Be5 24 g4 Rfd8 25 Rfdl Bc7 with a probable drawn

result. (H) Immediate defensive measures must be taken. Black's longrange bishops rake the whole board, while an assault by the "h" pawn threatens to break open White's king position. (I) On 24 Ne4 Qe5 25 Nc5 Qc5 26 h3 Rb8 Black keeps the initiative with material equality. (J) If 25 Bd3, then 25... Bf4, attacking the pawn on e5 with the simultaneous threat of 26... Qg3. (K) Going into a prosaic ending by 25... Qg4 26 hg Bf4 27 Rel h3 28 Bfl f6 also offered good prospects, but Black's attack with queens on the board is fully justified. (L) Well played. On 26... Bg5 White would find the reply 27 Qd4 Qg3 28 Ne4 Be4 29 Qe4 Bf4 30 Kgl and gain equality. (M) Insufficient is 27... Rd8 because of 28 Nf7! Rdich 29 Qdl Qe4 (29... Kf7 30 Qd7ch Kf6 31 Qd8ch, etc.) 30 Nh6ch Kg7 31 Qfl and White saves himself. Besides the textmove, Black has a good continuation in 27... Kg7 28 Bfl Rd8 29 Nc4 (29 Nf7 Rdl 30 Qdl Qf5) Rdl 30 Qdl Qg3 31 Ne3 (31 Qg4 Bg2ch 32

Nimzo-Indian Defense 1 d4 Nf6 2 c4 e6 3 Nc3 Bb4(A) 4 Nf3 c5 5 e3 Nc6 6 Bd3 Bc3ch(B) 7 bc d6 8 e4 e5 9 d5 Ne7 10 Nh4(C) h6(D) 11 f4(E) Ng6! (F) 12 Ng6 fg 13 fe de 14 Be3(G) b6 15 0-0 0-0 16 a4(H) a5 17 Rbl Bd7 18 Rb2 Rb8 19 Rbf2 Qe7 20 Bc2 g5! (I) 21 Bd2 Qe8 22 Bel(J) Qg6 23 Qd3 Nh5 24 Rf8ch Rf8 25 Rf8ch Kf8(K) 26 Bdl Nf4 27 Qc2? (L) Ba4 28 White resigns(M).

(A) The first games of the match gave us great satisfaction. The chess struggle "at the highest level" proceeded hot and heavy. The two grandmasters seemed to ignore the fact that a long-distance chess marathon lay in front of them and, as the start demonstrated, they were not prepared to offer the other a breathing space by adopting waiting tactics. Quite the contrary, the rivals are choosing crucial openings and are preferring to play fighting chess. No one can doubt that Spassky and Fischer worked long and hard "restoring" opening systems before the match. All of the games played thus far have contained some small sensation for chess theory. In the third game, for instance, Fischer brought off an original idea by sticking his knight on the edge of the board. Possibly, sooner or later a way will be found to sully the reputation of the American grandmaster's "extravagant" innovation and perhaps it was a one-time experiment designed for its shock value. Dealing with his "patent" over the board was certainly no easy task. But Spassky did not lag behind either. In the next game he uncovered a "secret weapon", sacrificing a pawn, on the 13th move of the Sicilian Defense. The theoretical duel continues. The participants return again to the Nimzo-Indian. Will there be a repeat of the variation played in the first game? (B) Black turns off the beaten path first. He selects an old system that has been used with success in recent years by the West German grandmaster Robert Huebner. (C) In view of the closed character of the position White's bishops lack scope. Spassky therefore tries to open the game by f2-f4 at any cost. (D) Directed not only against a possible pin by 11 Bg5 but also, it seems, aimed at preventing 11 f4. (E) The world champion makes the most committing decision simply, boldly heading into the complications: 11... ef 12 Bf4 g5. It is well known that Fischer is not indifferent toward material and is prepared to snap off any loose pawn or piece in

sight! This time, however, caution prevailed and after long thought Black came to the conclusion that it was too dangerous to play with fire. What was Spassky's idea? On 11... ef 12 Bf4 g5 White apparently had in mind 13 e5! Then if 13... Ng4 he would shun 14 ed gf 15 de Qe7ch 16 Qe2 Ne3! in favor of 14 e6! Nf6 15 0-0, or 15 e6ch Kf7 16 0-0, and in spite of his extra piece, Black's troubles have only just begun. (F) Best. Black does not cringe at the prospect of a loose pawn configuration so long as the blockade in the center is maintained. (G) A difficult position to evaluate. Black has a number of weaknesses and White's passed queen pawn requires constant surveillance. But White's bishops, as before, are still restricted. The world champion intends to get in a2-a4-a5, but he goes about it imprudently. After 14 0-0 0-0 he should have continued with 15 a4 right away, and on 15... b6 respond by 16 a5. If Black himself plays 15... a5, then after 16 Rbl b6 17 Qel! he will be tied down to the defense of his pawns. In addition to 15 a4 consideration should be given to 15 Qel. (H) Now this move is out of place, and the pawn on a4 only serves as a target. Smoother is 16 Qel followed by 17 Qg3. (I) The scales gradually shift over to Black's side. He will bring his queen over to the king side, exploiting the fact that White cannot undertake active counter measures. (J) He should not have removed his bishop from the diagonal cl-h6 and leave f4 unguarded. Safer was 22 Bcl. (K) Although the position has simplified, White has been confronted with serious problems. The weak pawns on a4 and e4 continue to be sources of concern and are restrained in their movements. Nonetheless, White should not have allowed the knight to penetrate into his camp under any circumstances. This could have been accomplished by 26 Bd2 or even 26 g3. Instead, Spassky suffers an attack of chess blindness and committed a gross error. (L) A terrible blunder, overlooking the obvious tactical riposte by his opponent. Correct is 27 Qbl and, notwithstanding, Black's solid positional advantage, there are many technical difficulties to overcome. Anything can happen in chess... How many instances of chess blindness has this ancient game provoked? No grandmaster in the world is entirely free of this disease. We can only hope that our champion will not suffer any further attacks of this dread affliction. (M) On 28 Qa4 decisive is 28... Qe4.



Dia. for 4th game after Black's 29th move.

Bg2 Qelch) Qh3ch 32 Kgl Qe3ch 33 Khl Qf2, and White has problems. If 28 Rel, then 28... Rd8. Only 28 Be2 offers chances to resist. (N) And not 29... Bd6 on account of 30 Nf5chl But 29... Rd8! retains the advantage, e.g., 30 Nf5ch Kf6 31 Nh6 Kg6, winning the knight. The move 29... Rd8 forces 30 c3. Then follows 30... Rh8 31 Nf3 Bf3 32 Qf3 Bd6 33 Kgl Rh4, with a decisive attack. The best chance for saving the game rests with 29... Rf8 30 c3 Rh8 31 Rfl (O) Thanks to the pin of the queen White saves himself. In this game Fischer literally emerged unscathed. Now the game goes into a level ending. (P) With the trade of rooks a draw is unavoidable.

Match Game No. 3, annotated by international grandmaster Lev Polugaevsky in "Sovetsky sport", July 22, 1972, pg. 4. White: Boris Spassky. Black: Robert Fischer.