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Editors: Guthrie McClain and Robert E. Burger

Associate Editors: Gordon S. Barrett, Los Angeles; Dr. Mark W. Eudey, Berkeley;

Neil T. Austin, Sacramento; Irving Rivise, Los Angeles

Games Editor: Jude F. Acers

Reporter Tasks: Robert E. Burger

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## CHAMPIONS SELECTED IN MAY AND JUNE

At Fresno over the Memorial Day Weekend two state championships were played: the 1973 State Championship and the Class Championships. David Strauss of Riverside is the new State Champion, scoring 5-2 in the finals to lead Dennis Fritzingler and James Tarjan by half a point. The Class Championship, open section, had a tie for first between David Argall of La Puente, and Phil D. Smith of Fresno.

At San Francisco in June, two junior championships were decided. The State Junior Championship, a Swiss System open, was held at the Mechanics' Institute and Takashi Kurosaki of San Francisco won the championship, 5½-½ over Craig Barnes, Jeremy Silman, Charles Maddigan and Rick Flacco, all half a point behind.

The U.S. Junior Championship, an 8-man, round-robin, was played at the Sheraton-Palace Hotel June 22-28. Larry Christiansen of Riverside played extremely well to defeat the best juniors in the country and win a trip to the World Junior Championship at Teeside in July.

STRAUSS CALIFORNIA CHAMPION by Isaac Kashdan

David Strauss of Riverside is the new California chess champion. He scored 5-2 to win the final round-robin at Fresno May 26-28.

Strauss, who emigrated from England several years ago, has had a number of successful results in tournaments in this area, and his current victory is no great surprise.

The event, with eight masters competing, was hard fought, with the prizes not determined until every game was completed in the last round. Strauss won four games, lost to Dennis Fritzingler of San Francisco, and drew twice with James Tarjan of Oakland and Julius Loftsson of Los Angeles.

Fritzingler and Tarjan tied for second place with  $4\frac{1}{2}$ - $2\frac{1}{2}$ . Tarjan was the highest rated participant and original favorite. He was hurt by losing to the youngest player, 17-year-old Larry Christiansen of Riverside. Of his other games, Tarjan won three and drew as many.

Fritzingler won four games outright, equaling Strauss in that respect but lost to both Christiansen and Tarjan. He drew with Ronald Gross of Cerritos.

Christiansen and Gross tied at the half-way mark, each totalling  $3\frac{1}{2}$ - $3\frac{1}{2}$ . Barnes was in another tie at  $2\frac{1}{2}$ - $4\frac{1}{2}$  with James McCormick of Seattle, who qualified for the finals through several tournaments in the San Francisco area, Loftsson wound up with 2-5.

For this account of the Championship, we are indebted to the Los Angeles Times.

CALIFORNIA STATE CHAMPIONSHIP, FRESNO 1973

	Rating	1	2	3	4	5	6	7	8	Score
1. D. Strauss	2329	X	0	$\frac{1}{2}$	1	1	1	1	$\frac{1}{2}$	5 - 2
2. D. Fritzingler	2320	1	X	0	0	$\frac{1}{2}$	1	1	1	$4\frac{1}{2}$ - $2\frac{1}{2}$
3. J. Tarjan	2409	$\frac{1}{2}$	1	X	0	$\frac{1}{2}$	1	$\frac{1}{2}$	1	$4\frac{1}{2}$ - $2\frac{1}{2}$
4. L. Christiansen	2377	0	1	1	X	0	1	$\frac{1}{2}$	0	$3\frac{1}{2}$ - $3\frac{1}{2}$
5. R. Gross	2242	0	$\frac{1}{2}$	$\frac{1}{2}$	1	X	0	$\frac{1}{2}$	1	$3\frac{1}{2}$ - $3\frac{1}{2}$
6. C. Barnes	2339	0	0	0	0	1	X	$\frac{1}{2}$	1	$2\frac{1}{2}$ - $4\frac{1}{2}$
7. J. McCormick	2278	0	0	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	X	$\frac{1}{2}$	$2\frac{1}{2}$ - $4\frac{1}{2}$
8. J. Loftsson	2224	$\frac{1}{2}$	0	0	1	0	0	$\frac{1}{2}$	X	2 - 5

ARGALL, SMITH TIE IN CSCF CLASS CHAMPIONSHIP

David Argall of West Covina and Phil Smith of Fresno tied for first place in The California Class Championship held at Fresno May 26-28 in conjunction with the State Championship and the annual meeting. The Booster Section had a three-way tie between R. Fox, R. Musselman and K. Horne. Despite the \$1,000 guaranteed prize fund, there were only 57 contestants (for a fuller account, please see a report by Gordon Barrett later on in this issue). Tournament directors were Gordon

Barrett and Elwin Meyers, assisted by Bill Myers, who donated a set of handsome trophies.

The North-South team match, which was one of the rounds of the tournament was won by the North.

CALIFORNIA CLASS CHAMPIONSHIPS FRESNO May 26-28, 1973

OPEN SECTION

	Rating	1	2	3	4	5	6	Score
1. D. Argall	1926	W15	W20	D2	W4	W5	W6	5½ - ½
2. P. Smith	2129	W19	W18	D1	W5	W3	W4	5½ - ½
3. R. Heilbut	2018	W10	W21	D5	W17	L2	W7	4½ - 1½
4. M. Mills	1967	W7	W16	W6	L1	W13	L2	4 - 2
5. Greg Wong	1832	W11	W13	D3	L2	L1	W14	3½ - 2½
6. F. Harris	1825	D8	W11	L4	W16	W10	L1	3½ - 2½
7. R. Coble	1705	L4	D22	W8	W9	W14	L3	3½ - 2½
8. Gary Wong	1623	D6	L14	L7	W20	W21*	W11	3½ - 2½
9. G. Rasmussen	1998	L18	W15	D16	L7	W19	W13	3½ - 2½

3 Points: 10. L. Roberts, 11. F. Ulrich, 12. L. Gage.

2½ Points: 13. C. Fotias, 14. D. Rail, 15. J. Dean.

2 Points: 16. P. Lang, 17. Schaumburger.

1½ Points: 18. J. Hicks, 19. R. Clark, 20. B. Hepsley, 21. R. Baker.

½ Point: 22. A. Gates.

BOOSTER SECTION

	Rating	1	2	3	4	5	6	Score
1. R. Fox	1496	W24	W14	W4	W7	W3	L2	5 - 1
2. R. Musselman	1494	W32	L4	W29	W9	W11	W1	5 - 1
3. K. Horne	1537	W18	W25	W21	W5	L1	W8	5 - 1
4. R. Welch	1544	W19	W2	L1	D23	W21	W11	4½ - 1½
5. R. Meline	1525	W26	W22	W12	L3	W6	D10	4½ - 1½
6. R. Thornhill	1418	W17	W20	L7	W12	L5	W14	4 - 2
7. T. Boyd	1539	W31	W23	W6	L1	L8	W21	4 - 2
8. C. Smith	1442	D11	W34	D22	W14	W7	L3	4 - 2
9. Thorodsson	1575	L22	W26	W19	L2	W16	W15	4 - 2
10. P. Voloshin	1526	W34	D21	L11	W22	W23	D5	4 - 2
11. K. Anderson	1527	D8	W18	W10	W15	L2	L4	3½ - 2½
12. G. DeLaCruz	1556	W16	W15	L5	L6	D13	W22	3½ - 2½
13. R. Villa	1293	L20	L17	W35	W33	D12	W23	3½ - 2½

3 Points: 14. R. Heilbut, 15. J. Bluestone, 16. P. Oakley, 17. E. Kopmann, 18. R. Manners, 19. E. Patrick, 20. McClintock.

2½ Points: 21. P. Norris, 22. C. Heilbut, 23. D. Affeld.

2 Points: 24. G. Montoya, 25. R. Hennings, 26. A. Kawasaki, 27. T. Miles, 28. K. Heilbut, 29. M. Cooper, 30. R. Chavez, 31. R. Cooper.

1½ Points: 32. T. Lammon, 33. M. Petersen.

1 Point: 34. Geoff Wong. 0 Points: 35. J. Miller.

CHRISTIANSSEN WINS U.S. JUNIOR CHAMPIONSHIP by Bob Burger

Sixteen years ago, when a 15-year-old boy named Bobby Fischer won this event in San Francisco, the first prize was a typewriter. In 1973, the winner was to receive an all-expense paid trip to the World's Junior Championship in England. The person mainly responsible for this welcome inflation is, of course, the same Bobby Fischer.

The contestants this time reflected another change: four of the eight were from California. The favorite, Larry Christiansen of Riverside, did not disappoint his followers. With aggressive, accurate play he emerged gradually from the rest of the field to win at 6-1. Yet he still had to win in the last round to be assured of a clear first. Mark Diesen of Potomac, Maryland, agreed to a draw in a clearly won position when Peterson resigned to Christiansen, Diesen thus assuring second place at 5-2, and an all-expense paid trip to the U.S. Open in Chicago. The second highest rated player in the event, Craig Barnes of Berkeley, might well have been in the running except for three inexplicable reverses in time pressure. His flag dropped on the 47th move (time control was 50 in 2½ hours) a rook up against Diesen. The difference between Barnes and Christiansen, in fact, came down to the fact that the latter was at his best in winning "won" positions. Diesen perhaps was not as thorough as either of the two, but contributed several exciting attacks that were the delight of the spectators. Paul Jacklyn of Islip, New York, finished strongly with three wins (an especially nice one against Jon Frankle) to earn a respectable third place. The three winners received trophies.

The remainder of the field played creditable chess and will be heard from again. Dave Berry and John Peterson from California seemed to lack tournament experience. Jon Frankle and Doug McClintock had their moments - an especially fine endgame by the latter came close to besting Christiansen.

The tournament was held at the Sheraton Palace Hotel in San Francisco and the tournament director was Alan Benson of Berkeley. The crosstable:

## U.S. JUNIOR CHAMPIONSHIP, SAN FRANCISCO, JUNE 22-28, 1973

	1	2	3	4	5	6	7	8	Score
1. Larry Christiansen	X	½	1	1	1	1	½	1	6 - 1
2. Mark Diesen	½	X	0	½	1	1	1	1	5 - 2
3. Paul Jacklyn	0	1	X	1	0	1	½	1	4½ - 2½
4. Jon Frankle	0	½	0	X	1	1	1	½	4 - 3
5. Craig Barnes	0	0	1	0	X	0	1	1	3 - 4
6. John Peterson	0	0	0	1	X	1	1	1	3 - 4
7. Doug McClintock	½	0	½	0	0	0	X	½	1½ - 5½
8. David Berry	0	0	0	½	0	0	½	X	1 - 6

KUROSAKI CALIFORNIA JUNIOR CHAMPION

Takashi Kurosaki, 19, of San Francisco won the Junior Chess Championship of California played at the Mechanics' Institute in San Francisco, June 15-17. Kurosaki scored 5½ out of 6 points.

Four players tied for second place with 5 points: Craig Barnes of Berkeley, 18, Jeremy Silman of Chula Vista, 18, Charles Maddigan of Oakland, 20, and Rick Flacco of LaVerne, 18.

There were 61 contestants and the tournament was directed by Alan Benson of Berkeley. Prizes, a trophy for the champion, and free housing at the Hotel Sutter were provided by the Piatigorsky Chess Foundation.

CALIFORNIA JUNIOR CHAMPIONSHIP, SAN FRANCISCO, JUNE 15-17, 1973

	Rating	1	2	3	4	5	6	Score
1. Takashi Kurosaki	2136	W33	W29	W9	W5	W7	D4	5½-½
2. Craig Barnes	2279	W31	W43	L5	W29	W15	W8	5 - 1
3. Jeremy Silman	2086	W21	W12	L15	W13	W16	W9	5 - 1
4. Charles Maddigan	2082	W36	W13	W16	D15	W14	D1	5 - 1
5. Rick Flacco	2029	W53	W19	W2	L1	W11	W7	5 - 1
6. Grant Kim	2054	D46	W18	D14	W19	W24	D10	4½-1½
7. Robert Snyder	2206	W32	W28	W8	W27	L1	L5	4 - 2
8. Steven Gee	1994	W22	W30	L7	W44	W34	L2	4 - 2
9. Ron Basich	1993	W48	W51	L1	W30	W25	L3	4 - 2
10. David Zechiel	1877	D24	W37	W46	L14	W18	D6	4 - 2
11. David Barton	1753	W54	W26	L27	W20	L5	W32	4 - 2
12. Paul Dolid	1624	W58	L3	D23	W42	D17	W31	4 - 2
13. Dale Schenk	1612	W40	L4	W47	L3	W33	W34	4 - 2

3½ Points: 14. David Levy, 15. Michael D. Mills, 16. Robert Gudino, 17. Keith Bauer, 18. Kevin Fong, 19. Paul Mangrove, 20. Jay Spowart, 21. Rob Lucia, 22. Larry Richman, 23. Robert Chess, 24. David Rice, 25. David Gee, 26. Dennis Young.

3 Points: 27. Mike Pollowitz, 28. Diane Savereide, 29. Monte Crane, 30. Rick Wetts, 31. Steward Katz, 32. Scott Innes, 33. Ken Turner, 34. Bob Gumerlock.

2½ Points: 35. Paul Whitehead, 36. Greg Hoyal, 37. Richard Reid, 38. Glenn Horiuchi, 39. Jerry Coleman, 40. Nick Duffy, 41. Phillip Freihofner, 42. Steven Jacobi.

2 Points: 43. Mike Runyon, 44. Jerry Tohey, Jr., 45. John Glesener, 46. Jeff Lichtman, 47. Jeff Heilmann, 48. Sandy Staab, 49. Daniel Savereide, 50. Russell Sheetz, 51. John Pope, 52. Corey S. Cole.

1½ Points: 53. Steve Bottomley, 54. Dan Hsieh, 55. Bruce Kessinger, 56. Steve Curtis.

1 Point: 57. John G. Thompson, 58. Ben Leshner, 59. Fred Fischer, 60. John Gudino

½ Point: 61. Barry Nelson.

COMMONS WINS USCF QUALIFYING TOURNAMENT

Kim Commons of Huntington Beach added another title to his collection in May when he won first place in a USCF-financed tournament to qualify one player for an international tournament to be played in Norristown, Pa, in June. Commons, 1972 State Champion and a student of UCLA, was the only undefeated contestant with four wins and three draws.

James Tarjan of Oakland was second, half a point behind. He was tied with Commons after five rounds when he lost a long and difficult ending to Walt Cunningham of Los Angeles while Commons was drawing with John Jacobs of Dallas. In the last round, both won. (Commons defeating Ross Stoutenborough of Riverside and Tarjan downing John Grefe of Berkeley in a brilliant game) and so Commons won by half a point. Norman Weinstein of Boston was third. He won four games but lost to the two leaders.

The tournament was directed by grandmaster Isaac Kashdan of Los Angeles who will also direct the USCF International Tournament in Pennsylvania. Carl Budd of Santa Monica assisted.

WESTERN QUALIFYING TOURNAMENT, LOS ANGELES 1973

	Rating	1	2	3	4	5	6	7	8	Score
1. K. Commons	2396	X	$\frac{1}{2}$	1	$\frac{1}{2}$	1	1	$\frac{1}{2}$	1	$5\frac{1}{2}-1\frac{1}{2}$
2. J. Tarjan	2409	$\frac{1}{2}$	X	1	1	1	0	$\frac{1}{2}$	1	5 - 2
3. N. Weinstein	2339	0	0	X	$\frac{1}{2}$	1	1	1	1	$4\frac{1}{2}-2\frac{1}{2}$
4. J. Grefe	2394	$\frac{1}{2}$	0	$\frac{1}{2}$	X	$\frac{1}{2}$	$\frac{1}{2}$	0	1	3 - 4
5. R. Stoutenborough	2383	0	0	0	$\frac{1}{2}$	X	1	1	$\frac{1}{2}$	3 - 4
6. W. Cunningham	2356	0	1	0	$\frac{1}{2}$	0	X	1	0	$2\frac{1}{2}-4\frac{1}{2}$
7. J. Jacobs	2387	$\frac{1}{2}$	$\frac{1}{2}$	0	1	0	0	X	$\frac{1}{2}$	$2\frac{1}{2}-4\frac{1}{2}$
8. A. Pavlovich	2405	0	0	0	0	$\frac{1}{2}$	1	$\frac{1}{2}$	X	2 - 5

FITZGERALD WINS SANTA CRUZ OPEN

Kenneth Fitzgerald of Oregon (and Berkeley) won the Santa Cruz Open in April with a perfect score of 5-0. James McCormick of Berkeley (and Seattle) tied with Edward Syrett of Menlo Park for second place, half a point behind. There were 124 contestants in this venture by the new Santa Cruz Chess Club and the tournament directors were Ted and Ruby Yudacufski.

SANTA CRUZ OPEN, APRIL 28-29, 1973

	Rating	1	2	3	4	5	Score
1. Kenneth Fitzgerald	2267	W47	W59	W7	W5	W8	5 - 0
2. James McCormick	2278	W55	W30	D20	W22	W6	$4\frac{1}{2}-\frac{1}{2}$
3. Edward Syrett	2012	W77	W83	D4	W15	W14	$4\frac{1}{2}-\frac{1}{2}$
4. Dennis Fritzinger	2300	W67	W33	D3	D20	W17	4 - 1
5. Ira Pohl	2127	W66	W90	W10	L1	W31	4 - 1
6. Gene F. Lee	2132	W81	W29	W70	W9	L2	4 - 1

## Santa Cruz Open (continued)

	Rating	1	2	3	4	5	Score
7. William Button	1919	W60	W46	L1	W32	W21	4 - 1
8. Eleuterio Alsasua	2091	W101	W24	W53	W40	L1	4 - 1
9. Borel Menas	2118	W82	W39	W25	L6	W27	4 - 1
10. Peter Prochaska	1815	W86	W96	L5	W24	W26	4 - 1
11. Paul Dash	2012	L54	W45	W42	W51	W25	4 - 1
12. Dennis Selby	1471	L43	W68	W78	W65	W20	4 - 1
13. Mike Montchalin	2010	W91	L53	W76	W23	W39	4 - 1

3½ Points: 14. Ronald Byrne, 15. Robin Smith, 16. Robert Anderson, 17. David Amkraut, 18. Ralph Hennings, 19. Michael Stansbury.

3 Points: 20. Dr. Mitchell Bedford, 21. David Cann, 22. L. G. Laporte, 23. Richard Osborne, 24. Steve Savas, 25. Joe Tracy, 26. Dave Lacariere, 27. John King, 28. Albert Castillo, 29. Edward Silva, 30. Duncan Ewing, 31. Mark Gasse, 32. Jim Hezlitt, 33. Michael Donald, 34. James Pennell, 35. Kevin Simpson, 36. Alfred Hansen, 37. Ben Gross, 38. Luther Newhall, 39. Paul Watsky, 40. Philip Smith, 41. Jim Wahl.

0 to 2½ Points, Nos. 42 to 124 omitted.

VORPAGEL, HUBBARD TIE IN NINTH ANNUAL VISALIA AMATEUR OPEN

Russell Vorpagel and Paul Hubbard tied for first place at the College of the Sequoias in April with  $4\frac{1}{2}$ - $\frac{1}{2}$  scores. Vorpagel won four games and drew a game with Robert Horne; Hubbard won four and drew one with Andy DeBaets. There were five players tied for third place with 4-1, headed by veteran George B. Oakes. There were 48 contestants and the tournament director was Bill Bragg of Los Angeles. Chris Fotias of Visalia was the organizer.

NINTH ANNUAL VISALIA AMATEUR OPEN, APRIL 14-15, 1973

	Rating	1	2	3	4	5	Score
1. Russell Vorpagel	1690	W41	W20	W4	D9	W3	$4\frac{1}{2}$ - $\frac{1}{2}$
2. Paul Hubbard	1631	W44	W16	D13	W11	W9	$4\frac{1}{2}$ - $\frac{1}{2}$
3. George Oakes	1694	W29	W15	W18	W5	L1	4 - 1
4. Michael Kunz	1568	W47	W6	L1	W16	W24	4 - 1
5. Patrick Shepherd	1649	W21	W23	W14	L3	W13	4 - 1
6. Robert L. Boles	1750	W31	L4	W36	W18	W15	4 - 1
7. Randall Feliciano	1641	W43	L13	W21	W14	W17	4 - 1
8. Robert Clark	1749	W19	W17	L9	W20	D10	$3\frac{1}{2}$ - $1\frac{1}{2}$
9. Robert Horne	1599	W40	W39	W8	D1	L2	$3\frac{1}{2}$ - $1\frac{1}{2}$
10. Billy Thornhill	1439	W32	D11	W24	D13	D8	$3\frac{1}{2}$ - $1\frac{1}{2}$
11. Donna Bragg	1607	W37	D10	W25	L2	W23	$3\frac{1}{2}$ - $1\frac{1}{2}$
12. Andrew Rood	1710	W22	L14	W28	D23	W25	$3\frac{1}{2}$ - $1\frac{1}{2}$

Visalia Amateur Open (continued)

3 Points: 13. Andy DeBaets, 14. Bobby Welch, 15. Preston Peterson, 16. Clifford Callow, 17. Warren McClintock, 18. Thor Thoroddsson, 19. Rex Tyler, 20. Harold Duncannon, 21. Jesse Hernandez, 22. Ralph Hennings.

2½ Points: 23. Paul Martzen, 24. Hans Mager, 25. David Galfond.

0 to 2 Points: Nos. 28 to 48 omitted.

GAME OF THE MONTH

by John Grefe

This game has much to offer chess lovers; a theoretical opening, a speculative Pawn sacrifice, some tense psychological moments, a few instructive errors, and a flashy Queen sacrifice. Played in the last round, this victory secured me a fourth place tie.

LONEPINE 1973

Game No. 1245 - English

White	Black
Larry Evans	John Grefe

1. P-QB4	P-RKt3
2. Kt-QB3	B-Kt2
3. P-KKt3	P-K4
4. B-Kt2	P-Q3
5. Kt-B3	

5. P-K3 followed by KKt-K2 also comes into consideration.

5. ...	Kt-QB3
6. P-Q3	P-B4
7. 0-0	Kt-B3
8. R-Kt1	P-QR4

8...B-K3; 9. P-QKt4, Q-Q2; 10. P-Kt5, Kt-Q1; 11. P-QR4, P-KR3; 12. B-QR3 (Chalfdanarsson-Kupreitschik, Dresden 1969) also leads to interesting play. Black can also effect the opening of the Queen Rook file by playing...P-QR3 (after White's P-QR4), as after an eventual P-Kt5, ...PxP, White is constrained to recapture with the Rook's Pawn.

9. P-QR3	0-0
10. P-QKt4	PxP

11. PxP	P-KR3
12. P-Kt5	Kt-K2
13. B-Q2	

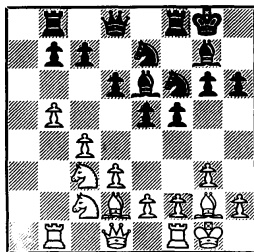
The well-known openings specialist Zuckerman recommends 13. B-Kt2 as a more active plan of development.

13. ...	B-K3
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13... P-KKt4, delaying the Queen Bishop's development till a more propitious moment, was also playable.

14. Kt-K1	R-Kt1
15. Kt-B2	

If White wished to avoid the following Pawn sacrifice, 15. P-B4 was quite reasonable. However, I'm sure Evans didn't give it a second thought.





15. ... P-B5?!  
 Sometimes in the closed Sicilian or reversed, as here), the "White" player finds it advantageous to play P-Q4, but I felt such a move at this point was too loosening. This exact position was reached in the fifth game of the Reshevsky-Korchnoi Candidates Match, 1968, with colors reversed (the extra move in the present game being White's B-Q2). Reshevsky played 15. P-B5, but this did not involve a sacrifice, because 15...PxP could be answered by 16. Kt-Kt5, P-KR3; 17. PxP, attacking the Queen's Knight. This is not possible here, so Black's move is a real sacrifice. Of course, the safer 15...P-KKt4 was good, but I was in an aggressive mood.

16. PxP!  
 Evans is widely known for his pawn-grabbing, and used very little time before making this apparently risky move. I was not surprised by his decision, and looked forward to my coming attack. Evan's judgement proved to be more accurate, however, as you will soon see for yourself.

16. ... PxP  
 17. QBxP Kt-R4  
 18. B-Q2 Kt-B4  
 19. P-B4! Kt-R5  
 20. B-Q5! BxB  
 21. KtxB P-B3  
 22. PxP PxP  
 23. RxR QxR  
 24. Kt(5)-Kt4  
 24. Kt-K7+?, K-B2; 25. KtxBP, Q-Kt3+, etc.

24. ... P-Q4!?  
 On 24...Q-B1; 25. P-K3, Q-R6; 26. R-B2! is adequate (not 26.Q-K2?, Kt-Kt6!). Feeling that my attack

was petering out, I decided to complicate.

25. P-K3 P-Q5!?  
 26. PxP KtxP  
 27. Q-Kt4! Kt(R)-Kt7!  
 28. KtxP Q-Q3  
 29. P-Q5 P-R4  
 30. Q-Q1 Kt-R5  
 31. B-Kt4

Since White has a win right up until his horrendous thirty-fourth move, one can hardly criticize his play hereabout, except to say that he could have chosen to simplify matters at several points. I think a slight digression is appropriate here, and may help to explain my opponent's unfortunate thirty-fourth move. In round four I had secured a formidable attacking position against Bisquier, but had pushed too quickly. He defended well and at a point when my threats looked quite menacing, (but actually were not), I sacrificed a Pawn which Bisquier didn't take. Analyzing the game afterwards, Evans asked "What happens if he takes your Pawn?". "He wins easily" was the reply. "So, you bluffed him out!" exclaimed Evans. In the penultimate round, Evans though playing quite well up till then, lost against Browne (first time ever, I believe) in a truly atrocious game. These events, coupled with knowledge of Evan's blatantly materialistic approach, to the game, may serve to give the reader insight into what makes even the best of players blunder on occasion. Ever since move 16, Evans has been playing quickly and confidently, and now

was even banging down an occasional disturbed equilibrium, or psychological warfare? In any case, this move. (This discussion is in no way meant to disparage my opponent, whom I greatly respect as a player but is aimed at getting beneath the surface of events.

31. ... Q-B3

32. K-R1

32. BxR is risky because of 32... Q-Kt4+ (32...Kt-R6+; 33. K-R1, Kt-B7+; 34. RxKt, QxR; 35. Kt-K3, QxKt; 36. B-K7, P-Kt4; 37. Q-KB1, Kt-B6 also gives Black strong counter-play). 33.K-B2, BxB! and Black has a dangerous attack.

32. ... Q-Kt4

33. Q-Q2

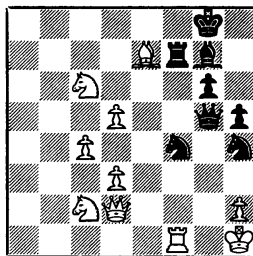
33. R-KKt1, Kt-R6!! secures Black a draw.

33. ... R-B2

34. B-K7??

Played quickly and slammed down with a decisive bang. A result of

allows Black to pull off a brilliant finish. Correct was 34. Q-B2! and if 34...K-R2; 35. Kt-K1! holds everything.



34. ... Kt-R6!!

The Queen is tabu, as she is likewise on the next move.

35. Q-K2

Q-Q7!!

RESIGNS

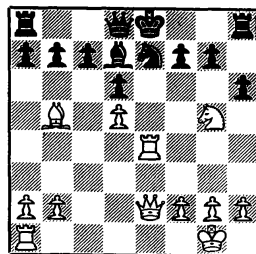
### MISTAKES BY OPENING AUTHORITIES (continued) by Phil Smith

#### 3. Giuoco Piano's Müller Attack and the Steinitz Variation of the Petroff Defense

After devoting the first two columns to the Exchange Variation of the Gruenfeld Defense, this column will give briefer attention to two openings.

I -- The Möller Attack: From time immemorial the analysis and assessment of superiority in this ancient line have been wrong by nearly all sources, as an important Hungarian game in Informator VII reveals. Fine, Keres, Euwe, Horowitz, Pachman, all editions of MCO, and other sources and experts have been mistaken at some point about this variation. Since MCO-11 was published in 1972, it should have noted an important innovation of 1969. But the new edition of this most important opening source is replete with dubious assessments, incomplete lines in eliminating many of Larry Evans' wonderful notes of the 10th edition, and other sins of omission, as Leonard Barden pointed out in the Manchester Guardian.

The best way to present this important innovation is to annotate the Hungarian game, Barczay-Portisch, which had hardly any notes in Informator VII (Game 232): 1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-B4, B-B4; 4. P-B3, Kt-B3; 5. P-Q4 (In the South Carolina Open of 1972, former California master Robert Bliss revived a 19th century line against me with the innocuous 5.P-Qk4! The game was drawn in 20 moves.), PxP; 6. PxP (the old 6. P-K5? is weak after 6...P-Q4!; 7. B-Qk5, Kt-K5), B-Kt5ch; 7. Kt-B3? (This game proves this centuries-old move is a blunder, and 7. B-Q2 is correct, for the Cracow Variation, 7. K-B1! is also dubious.) KtxKP; 8. 0-0, BxKt (8...KtxKt; 9. PxKt, P-Q4! may equalize, but Portisch shows Black can do better!); 9. P-Q5 (The Müller Attack, named for a Danish analyst. If 9. PxB, P-Q4!; 10. B-R3, PxB; 11. R-K1, B-K3; 12. RxKt, Q-Q4; with some advantage for Black, Steinitz-Lasker, 1896.) B-B3! (Most opening sources agree this is best, but 9...Kt-K4 is often played. It is usually answered by 10. PxB, but California master Ray Martin has specialized in 10. B-Kt3! since his first important victory with it in the California Championship of 1950.); 10. R-K1, Kt-K2; 11. RxKt, P-Q3 (If Black plays 11...0-0; 12. P-Q6 seems best, although the Bayonet Attack, 12. P-KKt4, can be played.); 12. B-KKt5 (Now Keres says 12. P-KKt4 can be met by 12...0-0; 13. P-Kt5, B-K4; 14. KtxB, PxKt; 15. RxP, Q-Q3--or Black can play Kt-Kt3 first and then Q-Q3.), BxB (Spielmann-Duras, 1907, showed 12...0-0 is not good after 13. BxB, PxB; 14. Q-Q2, Kt-Kt3; 15. QR-K1, P-KB4?; 16. Q-R6! with a winning attack.); 13. KtxB, P-KR3! (This move is not new it has been extensively analyzed by many sources, but they usually wrongly give it as leading to a superior game for White. MCO-10 even gives it a question mark. Portisch shows they are all wrong.) 14. B-Kt5ch (Horowitz and Euwe give this an exclamation mark, as it is supposed to start a refutation of 13...P-KR3, while 13...0-0 (analyzed to the 25th move) is supposed to lead to a draw after 14. KtxRP. Fine showed as early as 1948 in PCO that 13...B-B4 is bad after 14. Q-B3!), B-Q2 (14...P-B3? fails to 15. KtxP!, KxKt; 16. Q-R5ch (Pachman) or 16. Q-B3ch (Keres);) 15. Q-K2 (Horowitz, Keres, Evans, and others have claimed this leads to a promising game for White after 15...K-B1; 16. QR-K1), BxB! (This is Portisch's inspired innovation.) 16. QxBch, Q-Q2; 17. Q-K2 (Informator VII has no notes here, but this seems best, for if 17. QxP, Black has a fine game after 17...0-0 with a double threat of PxKt and KR-Kt1 and RxP. Or if 17. QxQch, KxQ with an easy win for Black, for 18. KtxP? loses the Knight, and a retreat of the Knight allows 18...KtxP with Black being two pawns ahead in the end game.) K-B1!; 18. KtxP!? (Barczay starts a



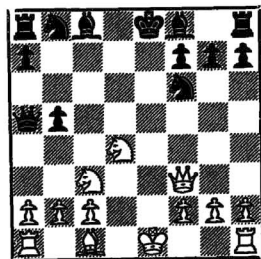
futile attack, for after 18. Kt-B3, KtxP his endgame is hopeless.) KxKt; 19. R-K1, Kt-Kt1; (From here on Portisch's play is profound.) 20. R-K6, K-B1; 21. P-B4, Kt-B3; 22. R-K7, R-K1; 23. BxRch, QxR; 24. Q-B2, Q-Kt4; 25. Resigns.

**Conclusion:** The entire assessment of this line will have to be changed. Apparently White must depend in this variation on 7. B-Q2 if he hopes for any advantage. Those who have avoided this line by playing Alekhine's favorite move, 4...Q-K2, or entering the dangers of the Two Knights' Defense can now play 4...Kt-B3 in the Giuoco Piano with renewed confidence and new courage.

**II -- Petroff Defense's Steinitz Variation:** In Monterey's Cherry Tree Open of 1972 George Oakes played the Petroff against me: 1. P-K4, P-K4; 2. Kt-KB3, Kt-KB3; 3. P-Q4 (In the American Open of 1972 John Grefe played 3. Kt-B3 in a first round game.), P-Q4!?! (This enterprising Symmetrical Variation was partly condemned by Larry Evans in a two-part article on the Petroff in Chess Life and Chess Review, April and May, 1972, as suffering from "the slight defect which always arises when the second player starts complications a move behind." But Jude Acers in a long article on the Petroff in the February, 1972, Chess Digest gives this move an exclamation mark and says: "An incredible, apparent innovation should be examined by readers, for, if sound, another Black equalizing resource is possible from known theory that is busted." Most sources say the more usual 3...PxP, or 3...KtxP are to be preferred to 3...P-Q4. Acers may be right, but Evans in his articles made a fine suggestion not mentioned by Acers that may prove White does get an advantage in this controversial line.) 4. KPxP (Evans says 4. KtxP is "certainly good and leads to main lines after 4...KtxP-- not 4...PxP; 5. B-QB4." He also says after "4. QPxP, KtxP is simple and safe. 5. QKt-Q2 can be met easily by 5...B-KB4 or 5...Kt-B4" with equality. But he points out that 4. KPXP is the critical line on which the soundness of Black's third move depends.) 4...PxP (4...P-K5; 5. Kt-K5 favors White--Evans.) 5. B-Kt5ch (Acers gives this a question mark (!), but other sources have approved of it. 5. QxP, QxP, Robert Burger--Acers, San Francisco, 1971, leads to equality.), P-B3 (The German edition of Chess Archives says 5...B-Q2; 6. KtxP, KtxP; 7. O-O gives White the initiative.); 6. PxP!?! (David Hooper in his book on the Petroff relegates this entire 3...P-Q4 line to one footnote, but he says that "6. PxP is the critical move upon which in all probability the soundness of Black's 3rd move depends." He gives 6. Q-K2ch, B-K2; 7. PxP, PxP; 8. B-QB4, O-O; 9. O-O, P-B4; 10. R-K1, B-Q3; 11. B-KRt5, B-Kt2; 12. QKt-Q2, QKt-Q2 as leading to equality.) 6...PxP (Acers gives this a question mark, but at least since a Russian game between Stein and Bronstein in 1967 it has been regarded as the main line.) 7. B-QB4 (Chess Archives in 1967 claimed that Stein's 7. B-K2, B-QB4; 8. P-B3,

FxP; 9. QxQch, KxQ; 10. KtxP leads to better play for White, or a "bust" as Acers put it. Evans says that after 7. B-QB4, B-Kt5ch; 8. P-B3 (I wrongly played 8. B-Q2?) Q-K2ch; 9. B-K2, PxP; 10. KtxP, White has the advantage. This is as far as I will give my game with Oakes, for the interesting and critical line is 6...Q-R4ch.; 7. Kt-

Acers gives this move two exclamation marks and says he did a thorough analysis of the Steindler-Bronstein game and was amazed that both overlooked that Black can "get away with 6...Q-R4ch.!!; 7. Kt-B3, PxP; 8. KtxP, PxB; 9. Q-B3, Q-B2!!" (Acers' marks.) Hooper in 1967 analyzed this line as far as this, but he went no further except to comment that if 9. Q-K2ch B-K2, Acers analyzed two 10th moves for White as giving Black quick wins (see below), and he said, "If this be true then White's initiative is severely blunted in two variations." Evans in MCO-10 of 1965 gave the line as far as 9. Q-B3 giving 8. KtxP an exclamation mark. MCO-11 (Korn) gives 8. Q-K2ch, B-K3; 9. KtxP, PxB; 10. KtxB, PxB; 11. QxKfch, B-K2, with

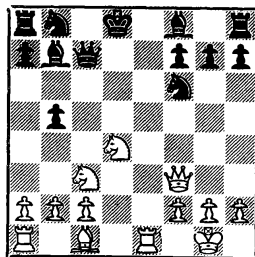


advantage for Black in a correspondence game of 1960-61 between Prfss and Butler. The German Chess Archives for June, 1970, says the game continued 12. B-Kt5, Q-R3 and gives a game from 1967 between Maktrow and Klotshko in which White played 12. O-O, Q-R3 (Chess Archives says 12...Q-Kt3 is a good move); 13. Q-Kt3, P-Kt5, and Black come out on top.

Returning to Acers' analysis: (1) 10. Kt(4)xP, Q-K2ch; 11. B-K3, B-Kt2; 12. Kt-Q6ch, QxKt; 13. QxB, Q-QB3, and wins. (2) 10. QxR, B-QKt2!! (Acers' marks; he says "Apparently overlooked worldwide." After my game with Oakes, I analyzed this entire line and thought the results to be unclear.) 11. QxP, B-QB4!; 12. Kt(4)xP, Q-K2ch; 13. K-Q1, Q-Q2ch! and wins. However, Evans suggested 10. O-O. He comments: "White gets a ferocious attack, although this hasn't been thoroughly tested." Evans gave no further analysis.

My tentative analysis of 10. O-O (I wish to thank Fresno's DeWayne Rail for his help in this.) 10...B-Kt2 (Other moves like 10... P-Kt5? and 10...B-B4? look dubious, but if 10... B-Kt2 proves inadequate then 10...B-B4 will have to be explored-- Black can't castle after 11. B-Ktch) 11. R-Ktch (I think this is best, since after 11. Q-K2ch White does not seem to get enough compensation for the sacrificed piece.) K-Q1 (Forced - one important point of Evans' 10. O-O is that here 11...B-K2 loses by force: 12. Kt(3)xP, BxQ (if 12...Q-Q2?

13. QxB! wins); 13. KtxQch, K-Q2 or K-Q1; 14. KtxB or even 14. PxB, and White is two pawns up. And 11...K-Q2?; 12. Q-B5ch, followed by 13. B-B4 is not better for Black than 11...K-Q1. 11...K-Q1 creates the critical position, and the question is whether White gets enough attack against the exposed Black King to offset his piece sacrifice, for which (materially) he can get at least two pawns.) 12. Q-Q3 (Rail and I could not find a better move; this threatens 13. Kt-K6, winning the queen.), QKt-Q2 (I am not sure if the other possibility, 12... Q-Q2 is better or not, which can be met (among other ideas) by 13. B-Kt5, B-K2 or P-QR3; 14. QR-Q1, and Black has problems in developing his QKt because if 14...Kt-B3??: 15. BxKt and 16. Kt-K6ch wins the Queen.) 13. Kt(3)xP (If 13. Kt-B5, B-B4; 14. Kt(3)xP? Q-B3 and Black is in fine shape. And, of course, 14. Kt(5)xKtP is suicide after 14...R-KKt1, etc.), Q-Kt3; 14. P-QR4! (Hinders Black moves like 14...P-QR3 or B-R3), P-QR4 (Otherwise 15. P-R5 is hard to meet.); 15. B-K3 (Is this best? 15. B-B4, R-B1 or Kt-Q4, or 15. B-Kt5 do not seem better.) 16. QR-Q1 (Does Black's uncastled king, stuck in the center, give White enough compensation? I think this is unclear.)



(Editor's Note: In the "Acers Line," White should also consider playing 0-0 one move earlier 9. 0-0 instead of 9. Q-B3. White keeps several options not available after 9.Q-B3, Q-B2. Phil Smith's opening analysis is, in our opinion, the most comprehensive currently appearing in chess journals.)

#### FRESNO UPS AND DOWNS by Gordon S. Barrett from "Terrachess"

Actually, more downs than ups - seems the name of Fresno does not carry any magic, and certainly not since the upsurge of chess activity in recent years. There was a time when the California State Chess Federation's annual meeting, the North-South match, and various type tournaments including a State Rapid Transit event, drew a good number of interested chess enthusiasts from all over the state, but that was when local tournaments were small and far and few between. Nowadays, when big-money tournaments are in the vogue, 400 players entering an event is becoming standard, and there is a tournament going somewhere practically every weekend, the CSCF congress has lost its zip. Add to this the conflicting tournaments on the same weekend, held beyond the jurisdiction of the league or state organization, and you have the downs.

Of the 57 entries into the State Class Championships, 22 were from Fresno itself, 13 from within a short radius of Fresno, 16 from the North and 6 (of which two were CSCF officers and obligated) from the South. Where were they all? Well, seems the northerners were at a conflicting tournament at Sunnyvale, and the southerners at a conflicting tournament in Los Angeles. Both of these were big-money events, and saving their participants travel and accommodation expenses; therefore, logically, nobody at Fresno. The CSCF's efforts to keep the weekend open for their events obviously were without success; the name of the game now is money, and the individual promoters' consideration is only that aspect. The chess world is changing, and change cannot be stopped in this age of future shock. At the annual meeting of the CSCF, these changing aspects were widely discussed and the CSCF, as a result, will be introducing some changes themselves. These will be further discussed on Labor Day, but Mr. Kashdan's proposal for two big events on each of the long holidays, one north and one in the south, either sponsored or sanctioned by the CSCF, is a good one and will probably be implemented. There can still be problems with individual promoters, who (if not one of those sanctioned) may still conflict on a given date, but at least the CSCF has taken the step in the right direction.

This year, three events took place at Fresno. The State Championship, won by David Strauss, was held concurrently with the Class Championships. The annual meeting/banquet produced little new developments except for the discussion of events. There was no rapid transit. The North-South match, in addition to one round being declared a match game, produced three additional games between non-tourney participants. The North won, as usual, though we somehow lost the score at the moment. Doesn't matter too much considering that it was mostly a division of who lived on the northern side of Fresno against those who lived "across the street" south.

The tournament site was fine, at the Hotel Towne House in the middle of Fresno. The banquet meal was excellent. The weather was not too hot. The accommodations were very nice. And the accompanying convention of the Smooth Dancers Association provided nice musical background, along with a beautiful banquet with glittering evening dresses and tuxedos which appealed to the old-timers within us. The tournament was directed by your editor, with fine assistance by Elwin Meyers.

CORRESPONDENCE

Cleveland, Ohio  
February 14, 1973

Dear Mr. McClain:

"Although Bob Burger's analysis of the 4th Fisher-Spassky game was terrible, I'm glad you published his criticism of Fischer-Spassky match books. All of them are bad. This included Gilgoria, Purdy, Horowitz and some others.

Why did you make the absurd statement that "Paul Keres almost became Champion of the world?" This is very irresponsible of you. Schlechter and Bronstein almost became Champion of the World but not Keres.

Your excuses for Keres are ridiculous "He beat Euwe but Euwe was no longer champion" "Botvinnik was hot and Keres was off form". "He would have played Alekhine for the Title". No way. Keres would not have played Alekhine for the title. He said so. Keres said he was not ready to play a match for the World Championship at that time.

Also - just because he would have played Alekhine for the Title does not mean that Keres would have won the match."

Sincerely,  
James Schroeder

I don't know why James Schroeder picks on us, but I'm happy someone reads our stuff and comments on it.

I don't really have to justify my praise of Paul Keres. His record speaks for itself. But here are some quotes:

"Just before the Second World War broke out Keres had become recognized as a natural (and indeed official) challenger of Alekhine's for the World Championship title." -Harry Golombek, in the book.

"The general opinion in the chess-world was that the winner (of the match with Euwe) would have the moral right of challenging the world champion, Alekhine... In reply to the challenge that went out to the world champion when this tournament (AVRO) was at an end Alekhine answered with conditions that were unacceptable to the AVRO... I had to look around for other ways to arrive at this longed-for match." - Paul Keres, in the book.

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BOOK REVIEW by James R. Schroeder

Selected Games of Paul Keres - Selected & Annotated by Paul Keres, Paperback reprint, Arco. Their title "The Complete Games of Paul Keres" \$2.95 , 574 pages! 80 games.

Keres' style brings to mind the statement: Chess is a competitive art form. He is Mr. Attacking Player. For more than 35 years the chess world has been entranced by his fabulous combinations.

By adding theoretical knowledge to his playing ability he became almost the perfect chess player. He has written and revised many books on the Openings. (Despite this, he is not noted as an opening authority). A few years ago he annotated a game and wrote 30 pages on a Queen and Pawn endgame which occurred.

His weakness is: Knights. He always plays to open lines for his Bishops, often sacrificing one or two Pawns to do this. This is great when it's the correct strategy, but not so good when it isn't. He lacks knowledge of, and aptitude for, positions where the Knight is the dominant piece.

In these games (selected from the period 1931-1962) Keres often sacrifices a Knight at KB7. Keres mostly tries to win by attacking his opponent's King, but has superb technique in the endgame.

Most important than the games are his annotations, which are the best I have seen. (I have seen almost every chess book in English for the past 30 years).

The translation by H. Golombek is terrible. Why is it that most translators never learn good English?

At the incredible low price, this is a super-bargain!

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NEW CSCF TOURNAMENT SCHEDULE PROPOSED

International grandmaster Isaac Kashdan, president of the California State Chess Federation, unveiled a new tournament schedule for Federation-sponsored events at the annual meeting in Fresno. Kashdan proposed to eliminate the single events now held - the Championship, the California Open, and the Class Championship and North-South Team Match - and substitute two Championships; two California Opens, and regional tournaments for three other major weekends. The new plan would prevent many conflicts, such as the two competing tournaments (in Los Angeles and Sunnyvale) which cut into the attendance at Fresno.

The five major weekends are: Washington's Birthday, Memorial Day, Independence Day, Labor Day, and Thanksgiving Day. Further development of Kashdan's plan will take place at the CSCF meeting at Monterey during the California Open.

GAMESAMERICAN OPEN, 1972Game No. 1246 - Pirc Defense

White	Black
<u>Tibor Weinberger</u>	<u>John Grefe</u>
(Notes by John Grefe)	

- |           |        |
|-----------|--------|
| 1. Kt-KB3 | P-KKt3 |
| 2. P-K4   | P-Q3   |
| 3. P-Q4   | Kt-KB3 |
| 4. Kt-B3  | B-Kt2  |
| 5. B-K2   | O-O    |
| 6. O-O    | B-Kt5  |

Black has no less than five other possibilities here (6...Kt-B3, 6...P-B3, 6...Kt-R3, 6...QKt-Q2 and 6...P-QR3), but the text move is the most popular and probably the best.

7. B-K3

7. B-KKt5 is a reasonable alternative but is seen much less often than 7. B-K3. A recent example is Matulovic-Botvinnik (U.S.S.R. - World Match), 1970, which continued 7...Kt-B3; 8. P-KR3, BxKt; 9. BxB, KKt-Q2; 10. Kt-K2, P-KR3; 11. B-K3, P-K4; 12. P-B3, Kt-Kt3; 13. P-QKt3, P-Q4, when Black had good play. 7. P-KR3 and 7. R-K1 are considered to give Black far fewer problems.

7. ... Kt-B3

7...KKt-Q2 is also quite playable.

8. P-Q5

This allows Black easy equality. Much better is 8. Q-Q2, P-K4; 9. PxP (9. P-Q5, Kt-K2; 10. QR-Q1, BxKt! ((R.Schwarz says 10...Kt-K1; 11. Kt-KKt5, B-Q2 should be considered, but not 10...Kt-Q2?; 11. Kt-KKt5, BxB, 12. KtxB, P-KR3; 13. Kt-R3, K-R2; 14. P-QR4, P-RB4; 15. PxP, PxP; 16. P-KB4, and White obtained a clear advantage in Spassky-Parma, Havana 1966))

allows Black to equalize. Instead of 10. QR-Q1, 10. P-QR4 was played in Geller-Vasiukov, Kislovodsk, 1968, but here too, Black had good counterplay after 10...B-Q2; 11. P-R5, P-QR3; 12. Kt-K1, Kt-R4; 13. Kt-Q3, P-KB4.), PxP; 10. QR-Q1, QxQ (10...Q-K2 was tried in Browne-Kaplan, Olympiad, 1972, and after 11. B-KKt5 Black was still struggling to equalize) 11. RxQ, KR-Q1; 12. KR-Q1, RxR; 13. RxR, Kt-K1; 14. Kt-Q5, BxKt; 15. PxB, Kt-Q5; 16. B-Q1, Kt-K3; 17. P-B3, B-B1; 18. B-R4 and now 18...P-QB3? gave White an edge in Larsen-Ivkov, Santa Monica, 1966, but 18...K-Kt2! gives equality Reshevsky-Ivkov, Santa Monica, 1966.

- |           |        |
|-----------|--------|
| 8. ...    | BxKt   |
| 9. BxB    | Kt-K4  |
| 10. B-K2  | P-B3   |
| 11. P-B4  | QKt-Q2 |
| 12. P-QR4 |        |

In Zacharov-Bronstein, 1967, Black had a small plus after 12. B-Q4, Q-R4; 13. K-R1, PxP; 14. PxP, Kt-Kt3; 15. B-B3, QR-B1; 16. P-QR3, Kt-B5. R. Schwarz recommends 12. PxP, PxP; 13. Q-K1 with an equal game.

- |          |      |
|----------|------|
| 12. ...  | PxP  |
| 13. PxP  | Q-R4 |
| 14. R-R3 |      |

White is hoping to find some tactical chances to compensate for his positional weaknesses.

- |           |        |
|-----------|--------|
| 14. ...   | Kt-Kt3 |
| 15. BxKt  | QxBch  |
| 16. K-R1  | P-QR3  |
| 17. B-B3  | QR-B1  |
| 18. R-Kt3 | Q-R2   |
| 19. R-K1  | KR-K1  |
| 20. F Kt4 | R-B2   |
| 21. R-K2  | Q-R4   |

22. R-Kt3                      K-B1

Although Black's advantage is obvious, the opposite-colored Bishops give White good chances to hold the position. Black's last move frees the KR from the defense of the King's Pawn in case of Q-K1 by White, and at some point the maneuver Kt1-R3-B4 may become feasible.

23. Q-K1                      Q-Q5  
 24. P-Kt3                    P-KR4  
 25. R-Q2                      Q-B5  
 26. Q-K2                      QxQ  
 27. RxQ                       KR-B1  
 28. K-Kt2                    Kt-Q2  
 29. Kt-K4                    RxP  
 30. RxP                       R(7)-B2  
 31. R-Kt4                    R-B5  
 32. RxR                       RxR  
 33. P-Kt3                    R-B8

On 33...R-Kt5; 34. R-QB2 is sufficient to draw.

34. P-QKt4?

Both players had been experiencing time-pressure for a number of moves, but this is the first real mistake.

34. R-Q2 was better.

34. ...                      B-Q5

The immediate 34...R-B5 was also good.

35. R-Q2                      R-B5  
 36. B-K2                      RxP  
 37. BxP                       Kt-Kt3

37...B-K6; 38. R-K2, RxKt; 39. K-B3, Kt-B4; 40. B-Kt5 is similar to the game.

38. B-Kt5                    B-K6  
 39. R-K2                      RxKt  
 40. K-B3                      R-Kt5

40...P-B4; 41. RxB, RxRch; 42. KxR, KtxPch; 43. K-Q4 does not appear to offer more.

41. RxB                       KtxRP

White gets counterplay after 41. KtxQP; 42. R-R3, P-K3; 43. B-Q3.

42. B-B6?

This greatly simplifies Black's task, but also after 42. BxKt, RxB; 43. R-Q3 White cannot save himself: 43...P-R5, (also winning is 43...R-R7; 44. P-R3, R-R7; 45. P-R4 (else 45...P-R5), R-R7; 46. K-K3, R-R5; 47. K-B3, K-Kt2; 48. K-B2, K-B3; 49. K-K3, K-B4; 50. K-B3, R-R3; 51. R-K3, P-K4; 52. PxPe.p., PxP; 53. R-Kt3, P-K4; 54. PxP, PxP; 55. R-B3, R-R5; 56. R-K3, P-K5ch; 57. K-B2, R-R7ch; 58. K-B1, R-Q7; etc.) 44. K-Kt4 (44. PxP is worse), PxP; 45. PxP, K-Kt2; 46. K-K3, K-B3; 47. K-B3, P-Kt4; etc.

42. ...                      Kt-B4  
 43. P-R3                      Kt-Kt6  
 44. R-B3                      K-Kt2  
 45. K-K3                      Kt-B4  
 46. K-B3                      R-Kt8  
 47. R-K3                      K-B3  
 48. K-Kt2                    R-Kt7ch  
 49. K-Kt1                    R-Q7  
 50. P-KKt4                   Kt-Q6  
 51. P-B5                      RPxP  
 52. BPxP                      KtPxP  
 53. PxP                       P-R7ch  
 54. K-R1                      KxP  
 55. R-B3ch                   K-Kt3  
 56. B-Q7                      Kt-K4  
 57. R-Kt3ch                K-B3  
 58. B-K6                      R-KB7  
 59. R-Kt2                    RxR  
 60. KxR                       P-R8(Q)ch  
 61. KxQ                      Kt-Q6

RESIGNS

CARROLL CAPPS MEMORIAL, 1971

Game No. 1247 - Staunton Gambit

White	Black
<u>Borel Menas</u>	<u>Gerald Veverka</u>
1. P-Q4	P-KB4
2. P-K4	PxP

- 3. Kt-QB3            Kt-KB3
- 4. P-KB3            PxP
- 5. KtxP              P-Q4
- 6. B-Q3              B-K5
- 7. P-KR3            B-R4
- 8. P-KKt4           B-Kt3
- 9. BxB               PxB
- 10. Q-Q3             Q-Q3
- 11. QxPch            K-Q1
- 12. Kt-K5            K-B1
- 13. P-Kt5            QKt-Q2
- 14. PxKt             KtxP
- 15. B-Kt5            P-Kt3
- 16. O-O-O            Q-K3
- 17. Q-Q3             Kt-Q2
- 18. Q-R6ch           K-Kt1
- 19. QR-K1            RxP
- 20. RxR              QxR
- 21. KtB6             mate

8. d:c                B:c5  
 9. Bg5                Be6  
 10. Nc3  
 10. e3 would neutralize the advance of the Black's Queen pawn. White probably thought that the isolated far advanced pawn would be an easy prey.

10. ...                d4  
 11. Ne4  
 The alternative is 11. B:f6, Q:f6; 12. Ne4, Qe7; 13. N:c5, Q:c5 with at least an equal game.

11. ...                Be7  
 12. N:Nch             B:N  
 13. Qd2                h6  
 An important interpolation that enables Black to vacate d8 square in time for his Rook. 13...0-0? instead would simply lose a pawn.

- 14. B:B                Q:B
- 15. Rfd1              Rad8
- 16. Ne1                Bd5

Offering a pawn for an active Bishop after: 17. e4!, d:e, e.p.; 18. Q:e3ch, Be6; 19. B:c6, b:c; 20. Q:a7.

- 17. Nd3                B:B
- 18. K:B                O-O
- 19. Qf4

This square belongs to the Knight. It seems like 19. e4! (not 19.e3? which permits Black to double his Rooks on Queen or King file) is best forcing Black to dissolve his Queen pawn by 19...d:e e.p. (otherwise White might get too powerful with f4)

- 19. ...                Qe6
- 20. Rd2                Rd5
- 21. Rcl                Rh5

Trying to win the Queen by 21... Rf5 or 21...g5 is exciting but not profitable.

- 22. ...

CARROLL CAPPS MEMORIAL, 1972

Game No. 1248 - Tarrasch Defense

White                      Black

Kon Grivainis    Alex Suhobeck

(Notes by Alex Suhobeck)

- 1. d4                      Nf6
- 2. c4                      e6
- 3. g3                      d5
- 4. Nf3                     c5
- 5. c:d                     e:d
- 6. Bg2                    Nc6
- 7. O-O                    Be7

In one of my postal games I played 7...c:d; 8. N:d4, Bc5 winning a tempo. However this game the opportunity to create a few weaknesses in the Black's camp (c6, c5). The game continued: 9. N:c6, b:c; 10. Nc3, Be6 (guarding against e4) 11. Na4, Be7; 12. Be3, O-O; 13. Rcl, Qa5 (offering a pawn which White declined) 14. Bc5, Rfe8.

- 22. ...

Probably deciding mistake. Imperative was 22. h4 and 22...g5 doesn't work because of 23. Qf3!

22. ... Rg5  
23. f3 f5  
24. h4 Rg6

24...f:g?; 25. Q:f8ch, K:f8, 26. h: g5 with two Rooks for the Queen White can live.

25. g5 h:g  
26. h:g Qe7  
27. Rc5 R:g5+  
28. Kf1 Qf6  
29. Rdc2

Necessary was 29. Qh2.

29. ... Qh6  
30. Ke1 Nb4  
31. N:N

After relatively best 31. Q:d4, N:d3!! Black has the winning attack. For example: 32. Q:d3 (32. e:d, Re3ch; 33. Re5, Qh1ch and 43...Qh2 winning the Rook) Rg1ch; 33. Kf2, Qh2ch; 34. Re3, Re8ch; 35. Kd2 (35. Kd4, Qf4) Qh6!; 36. e3, Rg2ch, etc.

31. ... Rg1ch  
32. Kf2 Q:Q  
33. K:R

and Resigns

### LONE PINE, 1973

#### Game No. 1249 - French Defense

White	Black
Anthony Miles	Edward Formanek

(Notes by John Grefe)

1. P-K4	P-K3
2. P-Q4	P-Q4
3. Kt-QB3	B-Kt5
4. P-K5	Kt-K2
5. P-QR3	BxKt+
6. PxB	P-QKt3
7. Kt-B3	

White makes no attempt to gain an opening advantage by sharp play and Black soon has a good game. Consid-

ering best is 7. Q-Kt4 (also promising for White is 7. P-KR4, B-R3; 8. BxB, KtxB; 9. P-R5, P-R3; 10. Q-Kt4, R-KKt1; 11. Kt-K2, Q-Q2; 12. P-R4, Kt-Kt1; 13. R-KR3, QKt-B3; 14. R-B3, Kt-B4; 15. Q-R3, Kt-R4; 16. P-Kt4 as in Suetin-Gurgenidze, U.S.S.R, 1964), Kt-Kt3; 8. P-KR4, P-KR4; 9. Q-Q1!, B-R3 (9...KtxRP; 10. P-Kt3, Kt-Kt3; 11. RxP, RxR; 12. QxR, B-R3; 13. B-Kt5 favors White) 10. BxB, KtxB; 11. B-Kt5, Q-Q2; 12. Kt-K2, Q-B3; 13. 0-0, (Portisch-IVkov, Zagreb 1965), when White has the edge.

7. ...	B-R3
8. BxB	KtxB
9. Q-Q3	Kt-QKt1
10. P-B4	PxP
11. QxBP	0-0
12. 0-0	QKt-B3
13. Q-Q3	Q-Q2
14. P-B4?	QR-Q1
15. R-Q1	Kt-R4?

15...Kt-B4! would have given Black a clear advantage after 16. B-Kt5 (16. B-K3, QKtxQP; 17. KtxKt, P-B4; 18. KtxKt, QxQ; 19. RxQ, RxR and 16. P-Q5, PxP; 17. PxP, QKt-K2 ((17...KKt-Q2; 18. P-Q6 is less clear)) 18. B-Kt5 ((18. P-Kt4, Kt-R3 favors Black)), QxP; 19. QxQ, RxQ; 20. P-Kt4, P-B3! also favors Black), P-B3; 17. PxP, PxP; 18. B-K3, Q KtxP! (18...KRtxP?; 19. KtxKt, P-K4; 20. B-R6, KR-K1 ((20... R-B2; 21. KtxKt, QxQ; 22. KtxR, etc.)) 21. Q-Kt3+, K-R1; 22. Q-Kt7+! 19. KtxKt, P-B4; 20. KtxKt, QxQ; 21. RxQ, RxR, etc.

16. B-Q2	Q-R5
17. B-Kt4!	P-QB4
18. BxKt	PxB

The more natural 18...Qx8 leaves the Queen even further from the battle.

19. Kt-Kt5 Kt-Kt3  
19...P-Kt3; 20. Q-R3, P-R4; 21. P-Kt4 gives White a decisive attack.

20. P-Q5 PxP



21. P-K6! PxKP

On 21...QxBP there comes 22. P-K7!

22. Q-R3 R-B3

23. QxP+ K-B1

24. R-K1 R-K1

25. Q-R5! QxBP

26. Kt-R7+ K-B2

27. KtxR KxKt

28. R-K3 Q-B7

29. QR-K1 P-K4

30. R-KKt3 R-K3

The main threat was 31. Q-Kt5+ followed by P-KR4-5.

31. R-B3+ K-K2

32. Q-R7 K-Q3

33. QxP Q-Q7

34. R-Kt1 P-B5

35. QxP Kt-K2

36. R-B7 P-K5

37. Q-Kt8+ K-B4

38. RxKt Resigns

(Notes by John Grefe)

1. P-K4 P-K3

2. P-Q4 P-Q4

3. Kt-QB3 Kt-KB3

4. B-Kt5 B-Kt5

Of this MacCutcheon variation Pachman says, "There are still some unsolved problems in this sharp variation."

5. P-K5 P-KR3

6. B-Q2

This is White's best chance to try for an advantage. After 6. PxKt, PxP; 7. PxP, R-Kt1; 8. P-KR4, PxP (8...RxP?; 9. P-R5!, with a White advantage) 9. Q-R5, Q-B3! the chances are equal.

6. ... BxKt

7. PxP Kt-K5

8. Q-Kt4 P-KKt3

A quite reasonable alternative is 8...K-B1. A recent example: 9. P-KR4, P-KB4!; 10. PxP e.p., QxP; 11. Kt-B3, Kt-B3; 12. Q-B4, KtxB; 13. QxKt, P-K4; 14. B-Kt5, PxP; 15. BxKt, PxP; 16. QxQP, PxP; 17. Q-QB5+, Q-K2+; 18. QxQ+, KxQ; 19. O-O-O, B-K3; 20. Kt-K5 (Liberzon vs. Prokhorovich, Moscow 1959), when Black holds the balance by 20...QR-QKt1!!

9. B-Q3 KtxB

10. KxKt P-QB4

11. Q-B4!

This move is given an "!" by Keres and Pachman in their respective treatises on the openings. The point of the move is to exert pressure on the black squares, but if White waits with this move Black will play ...Q-B2, and answer Q-B4 with ...P-B4!

11. ... P-KKt4?!

Black wants the White Queen to be committed to either Kingside pressure or central and Queenside support so that he can best decide where

Game No. 1250 - French Defense

White  
John Grefe

Black  
Roy Ervin



34. K-Kt3 Q-K8+  
 35. K-R2 Q-R5+  
 36. Q-R3 Q-K5  
 37. Q-Kt3 P-Q6?  
 37...P-QR3!! forces White to sacrifice his Rooks and give perpetual check with the Queen otherwise he is in danger of losing. The remainder of the game was played at blitz pace, as both players had only seconds remaining. Another unfortunate time-pressure muck-up of an interesting game. If 38...RxP; 39. RxP+, etc.

- 38. PxP Q-Q4
- 39. Q-B3 QxQ
- 40. PxQ P-B7
- 41. RxP+ K-R1
- 42. RxP+ K-Kt1
- 43. R(R)-Kt7+ K-R1
- 44. R(QKt7)-QB7 RxP
- 45. RxP QR-Q1
- 46. R(2)-B7 Resigns

- 5. P-KR3 BxKt
- 6. QxB P-KKt3
- 7. O-O B-Kt2
- 8. P-Q3 Kt-B3
- 9. P-B3

9. Kt-Q2 followed by Kt-B4 and P-QR4 deserves consideration.  
 9. ... O-O

10. B-K3  
 10. Kt-Q2 was also good, e.g.; 10. ..R-Kt1; 11. Kt-B4, P-QKt4; 12. P-K5! or 11...Kt-Q2; 12. P-QR4. In this way the Knight participates in the battle more actively than in the actual game.

- 10. ... Kt-Q2
- 11. P-KB4 R-Kt1
- 12. P-QR4 P-QR3
- 13. Q-KB2 Kt-R4
- 14. Kt-Q2 P-QKt4
- 15. PxP PxP
- 16. P-Q4 P-Kt5
- 17. P-K5 Q-B2

White's central advance was bought at the cost of several tempi, which Black has used to pursue his plans on the Queenside. In this sharp position the chances are approximately even.

- 18. Q-K2 PxBP
- 19. KtPxP R-Kt7
- 20. KR-Kt1 KR-Kt1
- 21. RxR RxR
- 22. Q-Q3 P-B5!?

Browne later suggested 22...B-B1. Black is playing very sharply and underestimates White's possibilities in the complex struggle.

- 23. Q-K4 Kt-Kt6
- 24. R-R8+ Kt-B1
- 25. Kt-B3 R-K7

Threatening ...P-Q4, winning a piece.

Game No. 1251- Sicilian Defense

White Black  
James Tarjan Walter Browne  
 (Notes based on comments by James Tarjan)

- 1. P-K4 P-QB4
- 2. Kt-K2

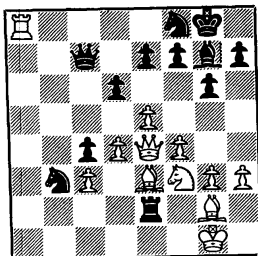
A move played from time-to-time by Keres.

- 2. ... P-Q3
- 3. P-KKt3 B-Kt5

Black willingly cedes the Bishop-pair, hoping thereby to exert pressure on White's Q4 square. The relatively closed position also helps to neutralize the Bishops, but Black should constantly guard against an opening of the position.

- 4. B-Kt2 Kt-QB3





26. PxP! QxP?  
 26...PxP maintains equality. Now Black must fight for the draw.  
 27. B-KB1 P-B4  
 28. Q-Kt7 RxB  
 29. BxP+ K-R1?  
 29...P-K3 gave better drawing chances e.g., 30. R-R7, Q-Q2 (not 30...Kt-Q2; 31. BxKt, RxP; 32. R-R6, etc.) 31. QxQ (31. Q-R6, Q-Q3; 32. Q-K8, B-R3!) KtxQ; 32. BxKt, RxKt; 33. BxP+, K-B1, etc. Both players were now extremely short of time, which created an exciting spectacle for the onlookers, but also took its toll on the quality of the play.

30. Kt-K5! Q-KB3  
 31. K-B2  
 31. BxKt, RxP+ followed by 32...Q-R5 forces a draw.

31. ... RxBP  
 32. BxKt P-R3  
 33. Q-Kt4  
 33. Q-Q5 wins a Pawn immediately.  
 33. ... R-B2  
 34. Q-R5 R-B8  
 35. Q-Q5 P-K3  
 36. QxP QxQ  
 37. BxQ K-R2  
 38. P-Q5 R-B7+  
 39. K-B3 R-B6+  
 40. K-B2 R-B4  
 41. R-R7 K-R1

42. Kt-B7+ K-R2  
 43. Kt-K5 K-R1  
 44. P-R4?? KtxB??  
 44. B-B7 wins for White, and 44...BxKt draws!  
 45. PxKt BxKt  
 46. R-R8+ K-Kt2  
 47. P-K7 B-Q5+  
 48. K-Kt2?

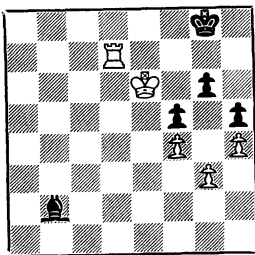
Both players were still blitzing their moves as they had stopped keeping score (time control was move 45). Naturally, 48. K-K2 wins immediately, but White still has a win and his error gives us a chance to explore a very interesting theoretical endgame.

48. ... R-B7+  
 49. K-B1 R-B7+  
 50. K-K1 R-B6  
 51. P-K8(Q) R-K6+  
 52. QxR BxQ  
 53. K-K2 B-Q5  
 54. R-R4 B-Kt3  
 55. R-Kt4 B-R4  
 56. R=R4 B-Kt3  
 57. R-Kt4 B-Q1  
 58. K-Q3

Stronger was 58. R-Kt8, e.g., 58...B-B3; 59. R-Kt7+, K-Kt1; 60. P-R5, PxP; 61. R-Kt5, or 58...B-R4; 59. P-R5, and finally 58...B-K2; 59. R-Kt7, K-B3; 60. P-R5!, PxP; 61. K-Q3, etc. The text does not spoil anything, though. It is only with his seventy-fourth move that White finally throws away the win.

58. ... P-R4  
 59. K-Q4 B-B3+  
 60. K-Q5 B-B6  
 61. R-Kt3 B-R8  
 62. K-K6 B-Q5  
 63. R-Q3 B-Kt7  
 64. R-Q7+ K-Kt1

This ending is not given in Cheron's or Fine's endgame books, but has arisen several times in international tournaments in the past decade. White can force a win by breaking through with P-Kt5 at the right moment, eventually winding up with Rook and Pawn versus Bishop (and Pawn). However, in order to gain the full point the superior side must proceed with extreme caution or be familiar with all the finesses hidden in the position. The position now on board (with the Black King on KB1) was reached in Marovic-Bertok, Yugoslav Championship 1964, which continued 97. P-Kt4, RPxP (97...BPxP; 98. P-B5, PxP, ((98...P-Kt6; 99. P-B6)) 99. KxP) 98. P-R5, PxP (98...P-Kt6; 99. R-Q3, P-Kt7; 100. R-KKt3, etc.) 99. R-B7+, K-Kt1; 100. RxP, B-B8; 101. R-Kt5+, K-B1; 102. RxP, P-Kt6 (102...BxP; 103. R-B5+) 103. R-B5+, K-Kt2; 104. R-Kt5+, K-R3; 105. K-B5, B-K6; 106. RxP, and Black resigned. Here it would be a mistake for White to play 65. P-Kt4 because of ... RPxP! (65...BPxP; 66. P-B5, P-Kt6; 67. R-Q2, etc.) 66. P-R5, PxP; 67. KxP (compare the above game - White lacks the maneuver R-B7+ and RxP), P-Kt6 and Black draws.



- 65. R-Q2                    B-B6
- 66. R-Q3                    B-Kt7
- 67. P-Kt4!

This exact position was reached in Radev-Prilyl, Tbilisi 1971, and proceeded 52...RPxP; 53. P-R5, K-Kt2; 54. PxP, KxP; 55. R-Q5, B-B8; 56. RxP, BxP; 57. RxB, K-Kt4; 58. K-K5, P-Kt6; 59. K-K4, P-Kt7; 60. R-B8, K-R5; 61. R-KKt8 and Black resigned. Browne puts up a more stubborn resistance but this should not have altered the result.

- 67. ...                    RPxP
- 68. P-R5                    PxP
- 69. KxP                    K-Kt2!
- 70. R-Q7+!                K-R3
- 71. R-Q6+                K-Kt2
- 72. R-Kt6+

If 72. K-Kt5, B-B8 holds the game. 72. ...                    K-R2

On 72...K-B2; 73. R-Kt5, B-Q5; 74. RxRP, P-Kt6; 75. R-Kt5, B-B7; 76. K-K5, B-K8; 77. P-B5, B-B6+ (77... B-B7; 78. R-Kt6, B-K8 comes to the same thing) 78. K-K4, B-K8; 79. R-Kt6, B-B7 (If 79...K-B1; 80. P-B6 followed by K-B5 and if 79...K-K2; 80. K-K5) 80. K-K5, B-K8; 81. R-B6+! K-Kt2 (81...K-K2; 82. R-QKt6, B-B6+; 83. K-B4, B-K8; 84. P-B6+ and White wins) 82. K-K6 wins for White.

- 73. K-Kt5                    P-R5
- 74. P-B5?

Time-pressure again! White could have won with 74. K-B5!, B-Q5; 75. RxP, B-B7; 76. R-Kt5 followed by K-Kt4 and the advance of the BP. The game is now a theoretical draw but was continued because of the situation on the clock.

- 74. ...                    P-R6
- 75. R-R6+                K-Kt2
- 76. P-R5                    P-Kt6
- 77. PxP                    B-K4

78. R-R1            B-Q5  
 79. P-B6+        BxP+  
 80. K-B4           K-Kt3  
 81. KxP            K-Kt4  
 82. R-QKt1        B-K4+  
 83. K-B3           K-B4  
 84. R-Kt5         K-K3  
 85. K-K4           B-Q3  
 86. R-Kt6         K-Q2  
 87. K-Q5           B-B5  
 88. R-Kt7+        K-B1  
 89. R-B7           DRAW

and White wins a piece.  
 6. ...            Kt-K4  
 6...Kt-KB3; 7. P-K5, Kt-K5; 8.  
 B-Q3 is also quite favorable for  
 White.  
 7. Q-R5+         Kt-Kt3  
 8. P-QR3          B-K2  
 9. P-K5!          Kt-B3  
 10. KKt-B3        O-O  
 11. B-Q3           Q-K1  
 12. P-KR4!!

White could consolidate his advantage with 12. O-O, but prefers a quick knockout. Subsequent analysis vindicates his judgement.

Game No. 1252 - Budapest Defense

White	Black
<u>Ronnie Gross</u>	<u>Walter Shipman</u>
1. P-Q4	Kt-KB3
2. P-QB4	P-K4
3. PxP	Kt-Kt5

3...Kt-K5?! is the Fajarowicz Variation. MCO 10 gives 4. P-QR3! and Packman gives 4. Q-B2!, both ending in a big White plus.  
 4. P-K6!?

Other good moves for White hereabouts are 4. P-K4, 4. B-B4 and 4. Kt-KB3. The text move is not mentioned in any of the major opening books, the only known game being Pantalyev-Segal, Bulgaria 1970, which gave White a small advantage after 4...QPxP; 5. QxQch, KxQ; 6. Kt-QB3. Capturing with the BP merely weakens the Black King's defenses, as the half open KB file proves useless because of Black's backward development.

4. ...	BPxP?
5. P-K4	B-Kt5+
6. Kt-Q2	

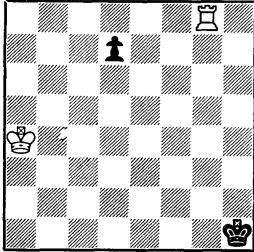
An interesting example of "the trapper trapped" would be 6. Kt-B3, Q-B3; 7. Q-B2, BxKt; 8. PxB, KtxBP; 9. P-K5!

12. ...	Q-B2
13. Kt-Kt5!	BxKt
14. PxB	QxP+
15. K-Q1	QKtxP
16. QxP+	K-B2
17. R-R6!	

Of course not 17. R-B1?, QxRch; and 18...R-R1.  
 17. ...            KtxB  
 18. RxKt            Q-Kt8+  
 18...K-K1 was correct (White threatened 19. R-B6ch). White can still force the win, but must be precise; 19. RxP! (less good is 19. P-QKt4, Q-Kt8ch!; 20. K-B2 Kt-Q8ch and Black has counterplay), Kt-B5; 21. P-QKt4, KtxP; 22. K-B2, Q-B4ch (White threatened Q-R5ch, Q-Kt6 and Q-Kt5ch as well as B-Kt2-B6); 23. K-Kt3 and the uncoordinated Black forces are helpless against White's many threats. Now Black loses even more quickly, however.  
 19. K-B2            Kt-K8+  
 20. K-Kt3           P-Kt4  
 21. R-B6+          K-K1  
 22. Q-Kt6+         K-K2  
 23. QxP+            Resigns

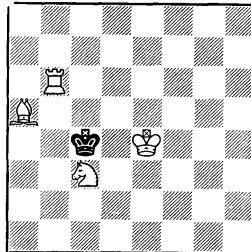
TASKS:

No. 333  
Dr. W. Speckmann  
Stella Polaris 1966



Mate in 10

No. 334  
W. Pauly  
La Strategie 1925



Mate in 3

Contrary to the "mystique" of brilliancy in chess, which Botvinnik has once and for all put to rest in his book on chess and computers, a good move necessarily has a logical basis. Thus the school of composition of longer problems (more-movers) is generally known as the "logical" school, as distinct from the Bohemian. Even though the positions above lead to model mates (or near models), the interest in them lies in the "reason why" behind the choice of the correct sequence. Both involve tempo.

Speckmann says, in the first, that the Black King cannot "lose" a move on the KR file. Thus White captures the Black Pawn in four moves, goes to f5 in two more, and if the Black King is now on h7 mates in three starting 7. Rg6. (The reader may prove to himself why this is Black's best defense). If White plays sloppily on his first move, however, Black can lose an important tempo: 1Kb4? Pd6! Thus the key is 1Kb5!

Pauly says White cannot "lose" a move in this basic position - if he could, then 1...Kc5; 2.Sa4ch, Kc4; 3.Rb4 would be mate. The key 1.Se2 changes this setup nicely.