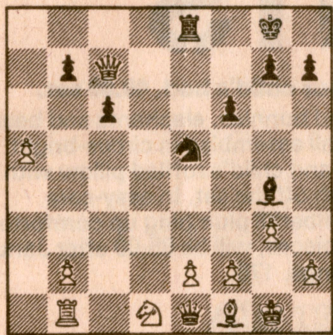


CHESS

BY JACK PETERS
INTERNATIONAL MASTER

BLACK



WHITE

A master differs most from an amateur in the area of judgment. Through experience, he develops an intuitive feel for the intangibles of chess: piece harmony, active piece play, weak squares, and attacking chances. To evaluate a position, he weighs each of these factors. Amateurs often stress one element that appeals to them, such as attacking chances, and disregard the others. Their strategy may succeed in some positions, but will be inappropriate in others. A master always conforms to the requirements of the position.

The synthesis of calculation and evaluation constitutes analysis. A competent analyst needs to add only some understanding of long-range planning to become a master. Planning provides a goal in quiet positions, and points out the flaws of an opponent's ill-conceived idea in sharper positions. Knowledge of basic openings and endgames is useful, too, and should be memorized.

What separates a grandmaster from a master? More knowledge, of course, but that can be obtained through diligent study. In my opinion, grandmasters stand out by differences in personality. They are fiercely competitive at the board, viewing a chess game more as a struggle than as an intellectual puzzle. The best are supremely self-confident optimists who expect to win all the time. If they have doubts, they don't show them. They value the initiative a bit more highly than their master colleagues. Rarely will they allow an opponent to dictate the course of the game for an extended period; they will complicate the position to avoid passivity or even a slight disadvantage. They trust their preferences in the openings despite the current state of opening theory. They blunder, but make fewer inaccuracies than mere masters, and recover their emotional equilibrium more quickly. They are more attuned to the ups and downs of a hard-fought game, and detect critical moments better.

I see no reason why an amateur of 1800 strength (strong club player) should not become a master or a grandmaster, if he works at it and has a competitive nature. But, in fairness to the other viewpoint, I must mention an intriguing study from Czechoslovakia. A

large group of schoolchildren were tested on a position with four Black pawns on KB3, KB6, QB3, and QB6. Their task was to maneuver a White Knight as quickly as possible from White's QR1 to QN1, then to QB1, etc., to KR1, then to KR2, KB2, QB2, QR2, QR3, QN3, and around the board to QR8, never landing on a square occupied or attacked by a Black pawn. Those who could do it in less than five minutes on the first try were said to have the potential to become masters. Perhaps the test measured more than one's familiarity with the Knight, as four of the fastest children were Vlastimil Hort, Lubosh Kavalek, Jan Smejkal, and Vlastimil Jansa, who grew up to be grandmasters.

TODAY'S GAMES

Today's games are taken from the 1982 Chess Olympiad in Lucerne, Switzerland.

Larry Christiansen, who has just moved to Los Angeles, wins a fine positional game against grandmaster Istvan Csom of Hungary by creating a passed pawn on the Queenside. Black cannot play 19... RxP because of 20-BxN RxR (or 20... PxB 21-Q-N4ch N-N3 22-NxN RPxN 23-P-QN4) 21-RxR PxB 22-Q-N4ch N-N3 23-NxN RPxN 24-BxP PxB 25-QxPch K-B1 26-QxPch K-N1 27-R-B3, with mating threats. Later, White uses tactical tricks to preserve his Queenside majority. For example, 22... RxRch 23-QxR QxP fails, to 24-P-QN3, trapping Black's Queen. At the end, Black blunders, but he had no defense to White's planned King march to QB7.

John Nunn, one of the strongest European grandmasters, has used the Modern Benoni with great success in the past few years. Yet he only lasts 21 moves against Garry Kasparov, the second-highest rated player in the world. Black goes wrong by 10... N-N5, occupying the hole at QN5 but neglecting the center. White launches his attack with 13-P-B5 while Black's King is still in the center, hoping for 13... PxB 14-PxP BxP 15-N-KN5 B-N3 16-R-K1ch. Black declines the invitation, but gets into worse trouble by 15... PxP and 16... BxP. If he tries 20... P-N3, then 21-R-R3 K-R1 22-R-R3 is overwhelming. He resigns because White will win material with N-K6.

Ljubomir Ljubojevich had one of the outstanding results of the Olympiad. Playing first board for Yugoslavia in every match, he scored 11-3, losing only to Victor Korchnoi. Here he dazzles Lajos Portisch with 18-B-B4, a beautiful pawn sacrifice. For the pawn, White gains complete control of the light squares and outposts at his K4 and Q5. Then he shifts to a direct attack, relying on Black's Queenside weaknesses. Probably 24... K-R2, anticipating 25-Q-N4 R-QN1, improves on Portisch's 24... R-B2. White frustrates Black's attempt for counterplay on the QB-file by 29-Q-KB1, which threatens 30-QxPch KxQ 31 R-R5 mate.

QUEEN'S GAMBIT DECLINED

Christiansen USA White	Csom Hungary Black	12-Q-K2 13-B-N1 14-PxP 15-KR-B1 16-N-K5 17-N-R4 18-N-B5 19-PxB 20-BxN 21-B-K3 22-N-B4 23-P-QR4 24-QxR 25-P-QN4	R-K1 PxP QxP QR-B1 N-B1 Q-R4 BxN N-K5 PxP KR-Q1 Q-N4 RxRch Q-B3	26-Q-Q6 27-QxQ 28-N-Q6 29-P-N5 30-PxP 31-PxR 32-R-B8 33-R-Q8 34-B-B5 35-K-B1 36-K-K1 37-RxNch	Q-B3 BxQ R-Q1 PxP RxN BxP B-Q2 P-B3 K-B2 P-K4 B-B4 Resigns
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MODERN BENONI

Kasparov USSR White	Nunn England Black	6-P-K4 7-P-B4 8-B-N5ch 9-P-QR4 10-N-B3 11-O-O 12-BxNch 13-P-B5	P-KN3 B-N2 KN-Q2 N-R3 N-N5 P-QR3 BxB O-O	14-B-N5 15-B-B4 16-BxP 17-RxB 18-N-R4 19-N-B5 20-NxP 21-NxQBP	P-B3 PxP BxP QxB PxP Q-Q2 K-R1 Resigns
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SICILIAN DEFENSE

Ljubojevich Yugoslavia White	Portisch Hungary Black	10-P-KN4 11-BxN 12-P-N5 13-P-B5 14-P-KR4 15-QN-K2 16-N-QN3 17-N-N3 18-B-B4 19-B-Q5 20-QxN 21-KR-K1	P-N4 NxN N-Q2 N-B4 P-N5 P-K4 B-N2 O-O NxP NxN K-N1 R-QB1	22-Q-N2 23-RxB 24-R-K4 25-Q-N4 26-RxNp 27-P-KN1 28-Q-Q1 29-Q-KB1 30-R-R5 31-Q-R1ch	BxB Q-N3 R-B2 K-R2 Q-K6ch P-KR4 KR-QB1 K-R1 R-R2 Resigns
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CHESS TALENT

What separates the master from the amateur? Is he born with more talent?

Certainly, some talent is required for chess mastery. A master must be able to calculate variations thoroughly, accurately, and quickly, and he must be able to recognize the patterns of the five basic tactical themes (pin, double attack, X-ray, discovered check, and discovered attack). But thousands of amateurs can do this. What makes a master special?

It's not greater calculating skill. Contrary to popular belief, a master does not necessarily look further ahead than an amateur when selecting a move. However, a master does learn to streamline his thinking process so that he doesn't waste time looking at impractical possibilities. Many times, his choice will be based on general principles rather than exact calculation. Beyond this, there are no secrets. When the position requires precise play, he will sort through the variations in the same manner as an amateur; there is no substitute for this process.