

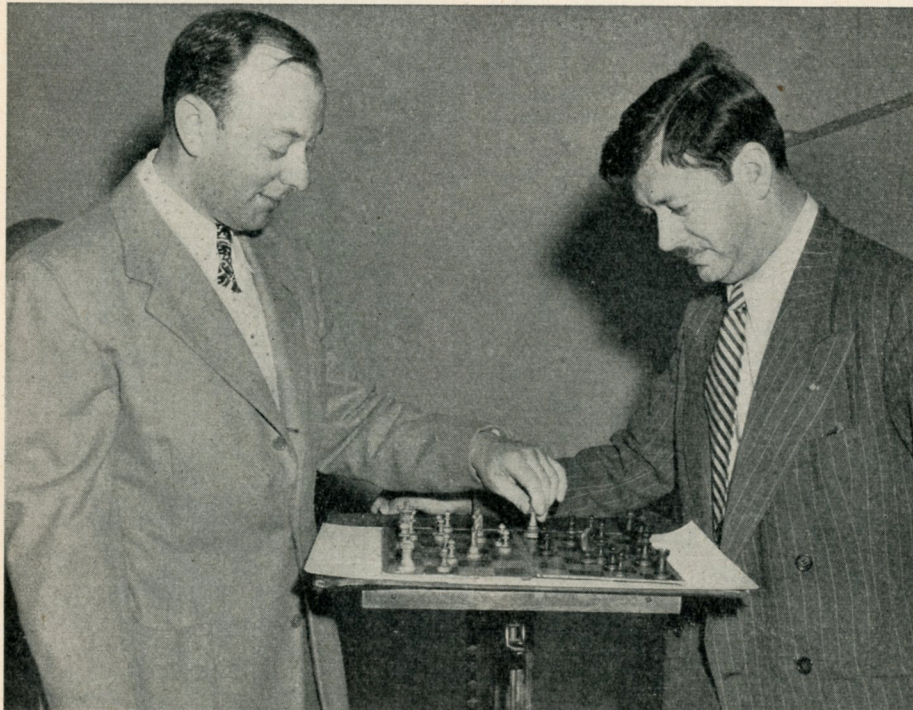
HOW DENKER BEAT STEINER

(Commentary by Fred Reinfeld;
Pictures by Nancy Roos)

The first four games tell the story of this match: inadequate study of the openings, bad time difficulties, preoccupation with the business end of the match—these drawbacks all told seriously on Steiner's play.

Denker, on the other hand, was in admirable form. At the beginning he must have felt tense indeed, for he was anxious to make amends for earlier failures. In the first game (which appeared in the May issue of Chess Review), Denker played in his happiest vein: bold, inventive, original. From then on, Denker played with verve and confidence. Examination of the score demonstrates conclusively that he could have made at least another point if the trend of the match had required additional exertion.

What stands out, particularly in the early games, is the glaring contrast in the treatment of opening play. American players have been prone to despise book study, and as time goes on, this weakness becomes more pronounced. Every year the odds lengthen against the player, no matter how talented, who relies on improvised defenses and intuitive replies to carefully analyzed variations. Steiner's losses in the second and fourth games can be traced back directly to unsatisfactory opening play. The moral is plain!



For inveterate chess players like Denker and Steiner, ten hard games in two weeks is by no means enough chess. They have many a busman's holiday of skittle play, analysis and banter. Many masters get their best ideas from such carefree sessions.

2. QUEEN'S GAMBIT DECLINED

Steiner's treatment of the opening is illogical: he plays a conservative defense and refuses to draw the necessary conclusions.

Thus on move 8 he has good equalizing chances with the simplifying move... N-K5.

On move 9 he has a similar opportunity with... PxP followed by... N-Q4. Instead, his 9... P-QN4 is a strategical mistake. This move and the resulting opening of the Queen Bishop file favor Black when White's Queen Rook is on the Queen file. But here, with White's Queen Rook on the Bishop file, White immediately obtains control of the file.

Steiner's 13th move is a fatal blunder, brought about by his anxiety to neutralize the pressure on the file. Thus if 13... B-N2; 14 Q-B7 (or even 14 B-B7) and Black is paralyzed.

A. S. Denker

White

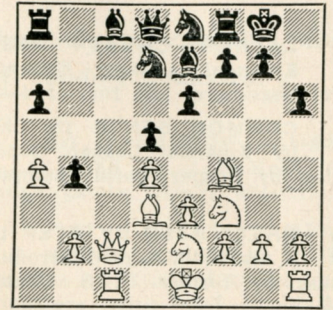
1 P-Q4 P-Q4
2 P-QB4 P-K3
3 N-QB3 N-KB3
4 N-B3 B-K2
5 B-N5 O-O
6 P-K3 QN-Q2

H. Steiner

Black

7 R-B1 P-B3
8 Q-B2 P-QR3
9 B-Q3 P-N4
10 PxQP BPxP
11 P-QR4! P-N5
12 N-K2 P-R3
13 B-KB4 N-K1??

This proves catastrophic, but there was no longer any good continuation to parry White's pressure on the open file.



14 Q-B6	P-K4	23 P-QN3	P-B4
15 QxR	N-N3	24 P-R4	P-N3
16 RxR	NxR	25 N-B4	K-B2
17 NxP	N-B2	26 P-N4	N-K5
18 Q-B6	B-Q3	27 PxP	PxP
19 Q-Q7	QxQ	28 BxN	QPxB
20 NxQ	R-Q1	29 R-N1	R-Q3
21 BxB	NxB	30 P-R5	R-Q1
22 N-B5	P-QR4	31 N-N7	Resigns

3. QUEEN'S INDIAN DEFENSE

A good, solid game with interesting maneuvers. In the diagrammed position, Steiner goes in for a sacrifice which has been brewing for some time. Both sides are then content with a draw: an attempt to play for a win would be hazardous and very difficult.

H. Steiner

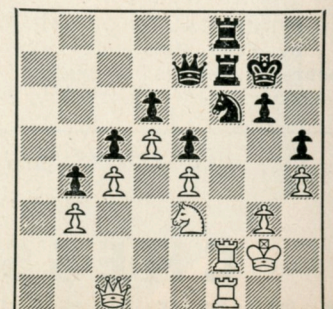
White

1 P-Q4 N-KB3
2 N-KB3 P-QN3
3 P-KN3 B-N2
4 B-N2 P-K3
5 O-O B-K2
6 P-B4 O-O
7 N-B3 N-K5
8 Q-B2 NxN
9 QxN Q-B1
10 B-B4 P-Q3
11 QR-Q1 N-Q2
12 KR-K1 P-QB4
13 P-Q5 P-K4
14 B-N5 Q-Q1
15 BxB QxB
16 P-K4 B-B1
17 N-R4 P-N3
18 Q-B1 K-N2

A. S. Denker

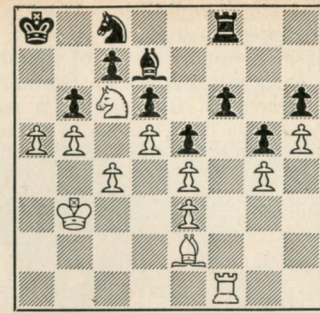
Black

19 B-R3 P-KR3
20 P-N3 N-B3
21 BxB QRxB
22 N-N2 P-R3
23 Q-B3 P-QN4
24 P-B4 P-N5
25 Q-N2 N-Q2
26 P-B5 P-QR4
27 R-KB1 N-B3
28 Q-QB2 R-QR1
29 N-K3 P-R5
30 R-Q2 RPxP
31 RPxP R-R4
32 PxP PxP
33 QR-B2 QR-R1
34 P-R4 P-R4
35 K-N2 R-B2
36 Q-B1 QR-KB1



37 N-B5ch PxN 41 Q-R6ch R-R2
 38 Q-N5ch K-R2 42 Q-N5 R-N2
 39 QxBPch K-R1 Drawn
 40 Q-N5 R-N2

11 N-K1 B-Q2 38 R-B2 K-K1
 12 P-QR3 Q-N1 39 R-QR2 K-Q1
 13 Q-K2 N-B4 40 RxP RxR
 14 R-N1 P-R5 41 BxR K-B1
 15 P-QN4 N-N6 42 B-Q1 K-N2
 16 N-B2 Nx B 43 K-B2 N-K2
 17 KRxN B-R3 44 K-K1 R-KB1
 18 N-K3 Q-R2 45 K-Q2 R-QR1
 19 R-B2 BxN 46 K-B2 R-Q1
 20 QxB QxQ 47 K-N3 N-B1
 21 PxQ N-N5 48 R-KB2 R-B1
 22 R-K1 P-N3 49 N-R2 N-K2
 23 P-R3 N-B3 50 N-N4 N-N1
 24 R-KB1 K-N2 51 N-R6 N-K2
 25 R(2)-B2 N-N1 52 B-K2 N-N1
 26 P-N4 P-R3 53 R-B1 N-K2
 27 P-QN5 R-R4 54 P-R4 N-N1
 28 K-R2 N-K2 55 P-R5 N-K2
 29 B-B3 KR-QR1 56 R-Q1 N-B1
 30 B-Q1 B-K1 57 K-B3 N-K2
 31 P-R4 P-N4 58 R-KN1 N-B1
 32 P-R5 N-N1 59 R-QR1 R-Q1
 33 R-B3 P-KB3 60 N-N4 R-B1
 34 R(3)-B2 B-Q2 61 N-B6 R-R1
 35 K-N3 K-B2 62 R-KB1 R-B1
 36 R-QN2 N-K2 63 K-N4 K-R1
 37 R-N4 N-N1 64 K-N3



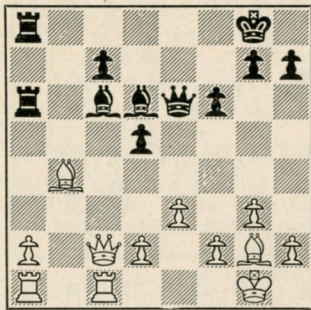
64 BxN? 71 R-QN1 R-N2
 65 NPxB! R-B2 72 PxP PxP
 66 K-R4 K-N1 73 RxPch! NxR
 67 R-QN1 R-B1 74 KxN R-QR2
 68 K-N5 K-R2 75 P-B5 R-R7
 69 R-QR1 K-N1 76 B-N5 P-B4
 70 K-R6 R-B2 77 PxQP Resigns

4. RETI OPENING

Eager to improve his score, Steiner plays very aggressively against Denker's craftily chosen Reti Opening. This ultra-positional line of play completely nullifies Black's feverish efforts. Denker easily wards off the complications, consolidates his position and remains a healthy Pawn to the good.

With his pieces posted to good advantage, Denker indulges in some pretty attacking play which nets him still another Pawn. Steiner's final move is a blunder, but his game was already hopeless.

A. S. Denker		H. Steiner	
White		Black	
1 N-KB3	N-KB3	12 Q-N1	PxP
2 P-B4	P-K3	13 QxP	N-B3
3 P-KN3	B-K2	14 N-K5	Q-Q3
4 B-N2	O-O	15 NxN	BxN
5 P-N3	P-Q4	16 Q-N1	R-R5
6 B-N2	P-QR4	17 P-K3	KR-R1
7 O-O	P-R5	18 Q-N2	P-B3
8 NPxP	B-Q2	19 KR-B1	Q-K3
9 N-B3	N-K5	20 Q-N3	R-R6
10 PxP	NxN	21 Q-B2	R-Q3?
11 BxN	BxP	22 B-N4!	R(6)-R3



23 Q-N3	BxB	28 B-Q5	P-N3
24 RxB	Q-K2	29 Q-Q3	Q-R4
25 BxPch	K-R1	30 Q-K4	Q-Q1
26 RxQBP	QxR	31 R-Q1	Q-B2?
27 BxR	BxP	32 Q-Q3	Resigns

5. KING'S INDIAN DEFENSE

The considerable variety in the choice of openings is refreshing. With the score 3-1 in his favor, Denker relaxes somewhat: he plays for exchanges (see moves 19-20); he indulges in an inexactitude (33... P-KB3 makes it impossible for Black's Knight to reach the sturdy bulwark QB4). But the real mistake is 64... BxN?, which allows White to win neatly.

All credit to Steiner for his courageous fight in an uphill struggle. But in a sense, Denker deserved to lose, because he was untrue to his enterprising, ingenious style of play.

H. Steiner		A. S. Denker	
White		Black	
1 P-Q4	N-KB3	6 N-B3	N-B3
2 N-KB3	P-KN3	7 O-O	P-K4
3 P-B4	B-N2	8 P-Q5	N-N1
4 P-KN3	O-O	9 P-K4	P-QR4
5 B-N2	P-Q3	10 P-N3	N-R3

6. RETI OPENING

"To err is human" is the motto for this spotty game. Denker, as usual, outplays his adversary in the opening and builds up a superior game. At move 31, instead of the simple K-N2, he goes in for dubious complications. Faced with the loss of two Pawns, he prefers to give up the exchange. A few moves later, Steiner finds that one of his Rooks is trapped, but luckily he can come out a Pawn ahead.

The ending which follows is a good ex-



Denker and his pretty wife arrive at the Los Angeles airport. In order to lose the least possible time from his business, the U. S. Champion travelled from New York to California and back by plane.

ample of the possibilities which result from Bishops on opposite colors. The stronger side must beware of simplification—a cardinal rule which Steiner violates on move 53. By winning a second Pawn he spoils his chances of victory—for White's pieces are then too well placed.

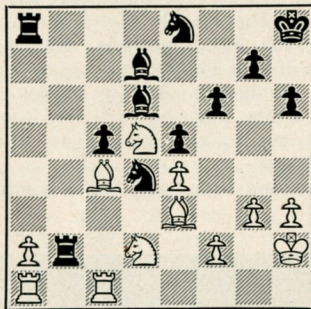
A. S. Denker

H. Steiner

White

Black

1 N-KB3	N-KB3	16 PxP	PxP
2 P-B4	P-K3	17 KR-B1	Q-N1
3 P-KN3	P-Q4	18 Q-N2	B-Q2
4 B-N2	QN-Q2	19 N-B3	P-R3
5 O-O	P-B3	20 N-K2	B-Q3
6 P-Q3	B-Q3	21 N-Q2	P-B4
7 P-K4	PxKP	22 N-QB4	B-B2
8 PxP	Q-B2	23 PxP	PxP
9 N-B3	O-O	24 QxQ	KRxQ
10 Q-K2	P-K4	25 N-B3	N-Q5
11 P-KR3	R-K1	26 K-R2	N-K1
12 N-KR4	N-B4	27 N-Q5	P-B3
13 P-QN4	N-K3	28 N-Q2	B-Q3
14 P-B5	B-B1	29 B-B1	R-N7
15 B-K3	P-QN3	30 B-QB4	K-R1



31 N-N3	N-B7	58 R-B5	B-N2
32 N-N6	R-R2	59 R-N5	B-B3
33 RxN	RxR	60 R-QB5	R-R3
34 N-Q2	B-B3	61 P-R4	K-B2
35 B-N3	R-B6	62 P-R5	K-K3
36 R-Q1	R-N2	63 B-B3	B-Q4
37 N(6)-B4	B-N4	64 R-B7	R-R7
38 NxB	NxN	65 B-Q2	K-B3
39 N-N1	R-Q6	66 B-B3ch	K-B4
40 R-QB1	P-B5	67 B-Q2	P-N4
41 B-B2	NxP	68 PxPe.p.	KxP
42 BxR	PxB	69 R-B5	B-K3
43 N-Q2	NxN	70 R-QR5	R-B7
44 BxN	R-R2	71 R-R6	K-B2
45 R-QR1	B-R5	72 P-N4	BxP
46 K-N1	R-N2	73 RxP	B-B4
47 K-B1	R-N7	74 R-R6	B-N3
48 K-K1	R-R2	75 R-N6	R-B1
49 P-R3	K-N3	76 R-R6	K-N2
50 R-B1	R-R7	77 R-Q6	R-B7
51 R-B3	P-K5	78 R-R6	K-R3
52 R-B4	B-N6	79 R-R1	B-B4
53 R-B3	RxP	80 R-QB1	R-R7
54 P-B3	P-B4	81 R-KN1	K-R4
55 K-B2	R-R7	82 R-N2	R-B7
56 K-K3	B-Q4	83 K-B4	B-R2
57 PxP	PxP	84 R-R2ch	Drawn

The paradoxical character of this type of ending appears in the fact that if Black had refrained from winning the second Pawn, he would have had much better winning chances!

Endings with Bishops on opposite color are among the hardest to handle, even for masters. Positional considerations almost invariably outweigh material advantage, often producing the most refined endgame subtleties.

7. QUEEN'S GAMBIT DECLINED

This time it is Denker who plays the opening badly, adopting a defense which for years has been known to be bad for Black. However, inexact play by Steiner gradually whittles down the undeniable advantage which White has after 12 KxQ.

16 P-K5, for example, looks premature, because it robs White of the possibility of N-K5 or P-Q5. The immediate 16 R-B7 is more to the point. Likewise 20 R-B5 (instead of 20 R-B7) is a waste of time in an ending where time will be of the essence.

Thereafter, Denker works out of his difficulties nicely, and there is little doubt that he would have won the ending from the final position if he had needed the extra half-point.

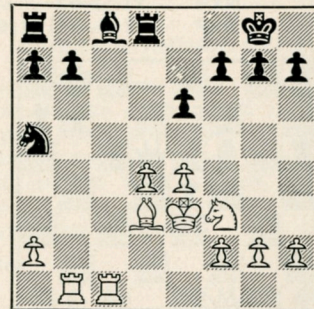
H. Steiner

A. S. Denker

White

Black

1 P-Q4	P-Q4	8 PxP	B-N5ch
2 N-KB3	N-KB3	9 B-Q2	Q-R4
3 P-B4	P-K3	10 R-QN1	BxBch
4 N-B3	P-B4	11 QxB	QxQch
5 PxQP	NxP	12 KxQ	O-O
6 P-K4	NxN	13 B-Q3	N-B3
7 PxN	PxP	14 KR-QB1	R-Q1
		15 K-K3	N-R4



16 P-K5	B-Q2	31 P-B6ch	K-Q1
17 B-K4	QR-B1	32 RxRch	KxR
18 RxR	BxR	33 P-N5	PxP
19 R-QB1	P-KR3	34 BxP	N-B5ch
20 R-B5	P-QN3	35 NxN	BxN
21 R-B7	P-R3	36 BxP	BxP
22 P-N4	P-N3	37 K-B3	P-R4
23 P-KR4	B-Q2	38 K-N4	P-R5
24 N-Q2	B-N4	39 KxP	P-R6
25 P-B4	K-B1	40 B-N6	B-B5
26 B-B3	R-Q2	41 K-R6	P-R7
27 R-B8ch	K-K2	42 P-B7	P-R8(Q)
28 P-R5	PxP	43 P-B8(Q)	QxP
29 P-B5	R-Q1	44 Q-QN8	Q-R5ch
30 R-B7ch	R-Q2		Drawn

Thus, after seven games, Denker has established a commanding lead of two points. With three games remaining to be contested, Denker leads by 4½-2½. So far the games have been hard fought, enterprising—with both players seeking complications at all stages of the game. The country-wide interest which these games have aroused, and the national coverage which they have received, will do a great deal to stimulate greater chess activity in this country. The remaining games of the match will appear in the August-September issue of CHESS REVIEW.

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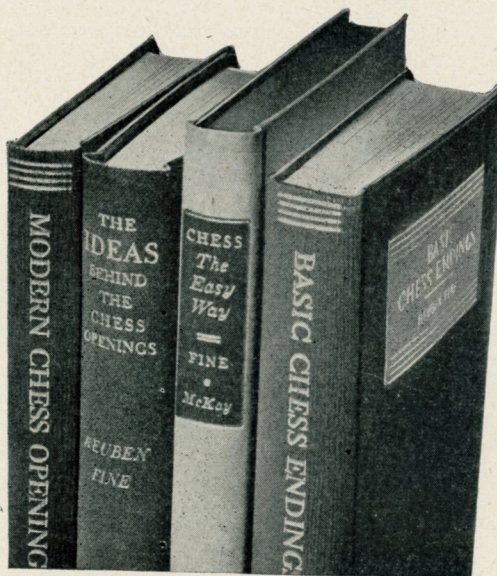
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