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LOOKING BACK: MY PUBLISHED GAMES 1947-1968

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(all games and notes recorded and thoroughly researched by J.F. Acers, US Senior Master)

1947 North-South Team Match: French Defense-Exchange Variation

WHITE: Elliott

BLACK: Pafnutieff

1. P-K4	P-K3	17. NxN (g)	BxN
2. P-Q4	P-Q4	18. Q-Q2	KR-K1
3. PxP (a)	PxP	19. QR-K1	P-QR4 (h)
4. N-KB3	B-Q3	20. P-B3	PxP
5. B-K3 (b)	N-QB3	21. RPxP	R-R6
6. B-QN5	N-K2	22. N-B5 (i)	KR-R1 (j)
7. N-B3	O-O	23. B-B2 (k)	BxNP
8. P-KR3	B-Q2	24. PxB	RxP
9. P-R3 (c)	N-R4	25. B-N3 (l)	P-B6
10. B-Q3	B-BK4	26. R-QR1 (m)	RxR
11. O-O (d)	P-QB3	27. RxR	R-R8ch
12. P-QN4	N-B5	28. K-B2	RxR
13. BxN	PxB	29. QxP	R-R7ch
14. N-KR4	Q-Q2 (e)	30. K-K1	Q-K3ch
15. P-N4 (f)	B-K3	31. N-K3	Q-K5
16. P-B4	N-Q4	32. Resigns	

(a). 3.N-QB3 creates problems for Black. The exchange variation is the weakest in the French Defense.

(b). This and the following moves are hardly to be recommended for White. 5. B-Q3 was preferable.

(c). 9. O-O is better.

(d). If 11.BxB,NxB;12.NxP,N-B5

(e). Black is one tempo ahead of White.

(f). The beginning of a faulty speculation in which White seems temporarily to forget that he has a king!
 (g). If 17. P-B5, NxN. (h). Black already has in mind on future combination. (i). If 22.Qr-R1, BxQNP! (j). Threatening R-QR7. (k). Giving Black a chance for a combination. (l). Best for if 25. N-N3, QxP; and wins. (m). If the Queen stays on the 7th rank then R-KR8ch followed by R-QR7. If 26.Q-K3, R-KR8ch; 27.K-B2, R-QR7ch; 28.R-K2, R/R8-xRch; 29.KxR, B-B5 and Black wins. If 26.QxP, P-KR4; (... , R-QR7; 27.R-B3, P-KN3; 28.N-K7ch, K-B1(K-N2; 29.P-B5, BxR; 30. P-Q5ch and QxB), 29.Q-B5, K-N2; 30.P-B5, BxR; 31.P-B6ch and mate in four moves.) 27.R-K7 (or 27.N-K7ch, K-R1; 28.NxB, QxP; 29.R-K3 (If 29.R-B3, R-QR7 and White could not prevent R-KR8ch followed by Q-R6ch) 29...., PxN followed by P-KR5 for instance: 30.K-B2, R-QR7ch; 31.K-K1, P-Kr5; 32.B-B2, R-K7ch) On 27....., R-QR7; 28.R-B3, PxP; 29.RxQ, BxR; 30. QxB, PxQ and Black wins.

1951 San Francisco played at Queen Odds

WHITE: Pafnutieff BLACK: N.N.

(remove White's Queen)

1. P-Q4	P-Q4	14. PxP	P-KN3
2. B-N5	P-KR3	15. N-R3	P-K4
3. B-R4	N-KB3	16. P-R5	PxRP
4. P-KB3	N-B3	17. NxP	PxP
5. N-B3	B-B4	18. R-N1ch	K-R1
6. O-O-O	P-K3	19. RxP	NxR
7. P-KN4	B-R2	20. BxNch	P-B3
8. P-QR3	B-Q3	21. R-N7	R-KN1
9. B-B2 !	B-B5ch	22. RxN	QxR
10. P-K3	B-N4	23. BxPch	R-N2
11. P-KR4	BxPch	24. PxR	K-N1
12. BxB	O-O	25. B-B4	B-N3
13. P-N5	N-Q2		

White Announces mate
in 4 Moves! FIND IT !!!

Cont Page 15

5

1953 California Open State Championship, San Jose
Queen's Gambit Declined: Slav Defense

WHITE: Pafnutieff		BLACK: Ronald Gross	
1. P-Q4	P-Q4	13. PxP	NxP
2. P-QB4	P-K3	14. NxN	QxN
3. N-QB3	N-KB3	15. P-B4 (b)	Q-K5 (c)
4. B-N5	B-K2	16. B-N3	B-K3
5. P-K3	O-O	17. B-B2	Q-N5
6. N-B3	P-B3	18. P-B5	QxP
7. R-B1	QN-Q2	19. Q-K1	B-Q2 (d)
8. B-Q3	PxP	20. P-B6	P-KN3(e)
9. BxP	N-Q4	21. Q-R4	K-R1
10. BxB	QxB	22. Q-R6	R-KN1
11. O-O	NxN	23. R-QB4	Resigns (f)
12. RxN	p-K4 (a)		

(a). If 12...., P-QN3; 13. Q-B2, P-QB4; 14. PxP, NxP; 15. P-QN4, N-R3; 16. P-QR3, B-N2; 17. B-Q3, P-N3; 18. KR-B1 with advantage Capablanca-Herman Steiner, Budapest, 1928. (b). The Rubinstein Attack. (c). If (A.) 15. Q-K2 (which was played in the exhibition game Rubinstein-Lasker 1924 where this variation was born) 16. P-B5, P-QN4; 17. B-N3, P-N5; 18. P-B6!, PxP; 19. QRxP, QxPch; 20. K-R1, B-N2; 21. QRxP with advantage Euwe-Sir G.A. Thomas, Hastings 1934-35. of (B.) 15...., Q-B3; 16. P-B5 (P-K4, B-K3; 17. P-K5, Q-K2; 18. BxB, PxP!), P-QN4; (if 16...., R-Q1; not 17. Q-R5?, P-QN4; 18. B-N3, P-N5; 19. R-QB2 B-R3; 20. R-K1, B-Q6 with a plus But 17. R-Q3!, RxR; 18. QxR and White advantage for if 18...., P-QN4; 19. BxP, PxP; 20. Q-K4 and wins) 17. B-Q3, P-N5; (if 17.... B-N2; 18. Q-B3, QR-Q1; 19. BxP, R-Q7; 20. BxP /or 20. R-N3 suggested by Gruenfeld; 20...., RxP; 21. B-B4, RxR; 22. PxR equal / 20...., RxP; 21. KR-B1 and advantage. (if 21. QR-B1 instead; 21...., B-R3; 22. KR-K1, RXP; 23. B-Q5, R-Q7; 24. P-K4, B-B1 and Black is for choice however Gruenfeld-Becker, Vienna 1934) 18. R-B2, R-Q1; 19. Q-K2, P-QR4; 20. KR-B1, BxP equal (Tartakower) (d). Theory recommends here 19...., B-Q4 based on a game played between Berkvist-Stoltz (Stockholm, 1937), 20. P-B6 (not 20. P-K4 KR-K1!) 20...., KR-K1; 21. Q-R4, P-K3 and this difficult position was a known draw for some time. White cannot improve and so must choose a drawish variation 22. Q-N4, P-KN4; 23. Q-R5, QxR; 24. QxRP, QxPch 25. K-R1, BxPch! and a draw by perpetual checks. But the Czechoslovakian Master K. Prooha found a really atomic variation at White's 22nd move; 22. Q-N3, P-KN4; 23. P-K4!, BxKP; 24. Q-R3, K-R2; 25. Q-R5!, B-N3; (25...., QxP; 26. R-N3) 26. BxBch, PxP; 27. QxRPch!., KxQ; 28. R-KR3 mate. So Black should play B-B4! on move 16. (a Prooha innovation also) and draw. (e). 20...., KR-K1; 21. BxPch wins. (f). 23. R-KB4 also wins but the move made in the game is much simpler.

The following masterpiece was found in an old notebook in the library of Vladimir Pafnutieff by Jude Acers during an all night analysis session at the Pafnutieff home in Kirkland, Washington where Acers was a house guest in April-May 1971. According to Acers.. "the game so fascinated me that I holed up in a cheapee Seattle Hotel and analyzed it throughout rounds of the Fischer-Taimanov match games which were being published in local newspapers. I knew it was a monster (Acers term for super-oldie but-goodie!) immediately. Despite Pafnutieff's most definite claims to the contrary (and his many wins against grandmasters like Bisquier and strong national masters too) I believe this to be the most creative, interesting and brilliant of all Pafnutieff's games or if you will, THE PAFNUTIEFF IMMORTAL GAME. Any reader of Northwest Chess who fails to examine this game carefully should be shot at dawn or atleast hung by two toes from the Seattle Space Needle for a year."

1947 San Francisco Team Championship - Board 2 40/2
Mechanics Institute, San Francisco Slav Defense, Cambridge Springs Variation

WHITE: V. Pafnutieff		BLACK: A. Linklater	
1. P-Q4	P-Q4	12. O-O	P-QN3 (d)
2. P-QB4	P-K3	13. N-K4?!	B-K2
3. N-QB3	N-KB3	14. N-K5	B-N2
4. B-N5	QN-Q2	15. N-N5!	P-KR3!
5. P-K3	P-B3	16. N/NxBP!:(f)	RxN
6. N-B3	Q-R4	17. NxR	KxN
7. N-Q2	B-N5	18. P-K4	P-B4!(g)
8. Q-B2	PxP (a)	19. KR-K1!	BxP! (h)
9. BxN	NxB	20. B-R5ch!	NxB
10. NxP	Q-B2	21. QxB	Q-B1
11. B-K2 (b)	O-O (c)		

22. P-Q5	N-B3	39. PxN	R-K2 (o)
23. Pxpch	K-N1 (i)	40. RxR!! (p)	BxR
24. Q-Q3!(j)	R-N1	41. P-N6! (q)	P-N4
25. QR-Q1	Q-N2?!(k)	42. K-B2	P-B5
26. Q-Qn3!	K-R1 (l)	43. K-K3	P-N5
27. P-KR4!	Q-B2!	44. K-Q4	B-Q3
28. Q-KB3!	R-KB1	45. KxP	B-B1
29. P-KN4!!	N-R4!	46. K-Q5	B-K2
30. R-Q7!!	Q-N1	47. K-K6	B-b1
31. Q-K3	N-B3	48. K-Q7	B-b4
32. P-N5!!!	N-N5	49. K-K8	B-Q3
33. Q-KN3	QxQ	50. P-N4!!	PxP
34. PxQ	R-K1	51. P=Qch	BxQ
35. R-K4	P-KR4	52. KxB	P-N6
36. R-KB4!	N-K4	53. P-R5	P-N7
37. R-KB7!!!	B-B1 (m)	54. P-R6	Resigns
38. RxRP	NxR? (n)		(wow!)

(a). If 8....,P-K4;9.N-N3!(Fine) leaves Black's pawn structure hopelessly weak. In my opinion 8....,0-0; is best. The text wins the two bishops for Black and makes White's task of maintaining his initiative subject to very close analysis too. (b). Development first. Equal is 11. P-QR3 (?!) B-K2;12.P-KN3,0-0(12....,P-QB4! Netshtad) 13.B-N2,B-Q2;14.P-QN4,P-QN3;15.0-0 but here 15....,P-QR4 ?!; is scary, Capablanca-Alekhine, World Title Match, Buenos Aires 1927 (16.PxP!) Black still should draw however theory today recommends 11.P-KN3!(so that 11....,P-B4 is not effective: eg 11....,P-B4;12.B-N2,PxP?;13.Q-R4ch) and if Black defers the advance of the QBP to C5 with 11....,0-0; then 12.B-N2,B-Q2;13.P-QR3,B-K2;14.P-QN4,QR-QB1 15.0-0,P-QN3;16.KR-Q1,P-QB4;17.QPxP,PxP;18.P-N5! with a powerful queenside initiative. But Pafnutieff's move accomplishes the same: 11....,P-B4;12.B-B3! (c). I have played 11....,P-B4, immediately with the idea that the dynamic potential of White center pawn mass should be smashed immediately. White can reply 12.B-B3! however preventing C5 as in (b). (d). A lemon, 12....,P-B4 equalizes White's KB not playing actively. (e). Seemingly better is 13....,NxN;14.QxN,B-N2;(15.B-Q3,P-KN3.) But 15.B-B3, QR-B1;16.QR-B1 leaves White with some advantage. Black's best try is then 16....,B-R1 with a struggle in prospect. (f). Intuitive and very brilliant sacrifice of two knights for rook and pawn and enduring initiative. I have never analyzed a sacrifice resembling it. Black's two bishops are almost mysteriously dormant. (g). If 18...R-Q1 19.P-K5,N-Q4 (Forced: 19....,N-Q2;20.Q-R7 kills) 20.P-KB4 (20.Q-R7,N-B5!),K-N1;21.B-N4,Q-Q2;22.Q-N6,N-B2;23.QR-Q1 is very strong for White. Or 18....,P-K4;19.P-B4! is mucho strongo. (h). 19....,NxP?;20.B-R5ch,P-N3;21.BxPch!;KxB 22.RxN. Black defends well for a long time. (i). 23... K-B1 is better. Black still lives though. (j). Preventing the maneuver b5 White still has a dynamic advantage but.... (k). Both b5 and c4 should hold the game. (l) useless is 26....,Q-B1;27.R-Q7!,P-B5;28.Q-KN3,NxR;29.PxN, Q-Q1;30.RxB!!!,QxR;31.QxRch,K-R2;32.Q-K8! and wins. 26....,K-B1 maybe is again correct forcing White to find another winning plan by advancing his King-side pawns. (m). If 37....,NxR/F7;38.PxR,R-KB1;29.RxB,P-QR3;30.P-N6! forces mate in three moves. (30.R-K8 also of course wins.) (n). Decisive lemon. 38....,K-N1! threatens 39...RxP with excellent drawing chances for Black. Undoubtedly the defender is exhausted and in extreme time pressure as well. Pafnutieff has a final trappy point!

(o). Again, if 39....,R-QB1;40.P-N6!,P-B5(40....,R-B3;41.R-R8,RxP;42.RxBch,K-R2;43.R-R8ch,KxR;44.P=Qch etc.);41.K-N2!,B-B4;42.R-Q7!(Threatens R-Q5xRP mate),B-K6;43.R-Q5 R-KB1;44.RxPch,B-R3;45.R-K5 and 46.R-K8 kills. (p). Surprise!! (q). "As a matter of etiquette I did not announce mate in about 14 moves though I had seen, long before, the whole idea!" Pafnutieff to Acers. "as a matter of course I announce all mates in 14 moves the moment I get the idea and in a loud voice too!" Acers to Pafnutieff. (r) A really interesting game, imperfect but a grand struggle, 24 years ago, Lets see, I was three years old then... probably expert strength!