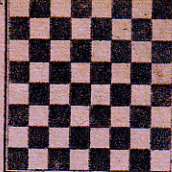


10/20/68

chess



by richard shorman

Your columnist is privileged to present this truly outstanding game, superbly annotated by USCF Master Jude Acers.

White: William Addison.

Black: G. Sigurjonsson.

Fiske Memorial International Tournament.

Reykjavik, Iceland, 1968.

Nimzoindian Defense

1 P-Q4	N-KB3	14 Q-R4!!!(g)	N-B3
2 P-QB4	P-K3	15 BxPch!!(h)	K-R1(i)
3 N-QB3	B-N5	16 B-K4!(j)	P-N4
4 P-K3	O-O	17 Q-Q1	R-Q1
5 B-Q3	P-B4	18 N-Q4!	Q-B4(k)
6 N-B3	P-Q4	19 BxN	RxN
7 O-O	PxBP(a)	20 Q-B3	R-R2
8 BxP	Q-K2	21 QxPch	K-R2
9 P-QR3	B-R4(b)	22 B-K3	B-N3
10 B-Q3	P-QR3(c)	23 QR-Q1!	P-K4
11 P-K4(d)	PxP	24 B-R6	R-KN5
12 P-K5	PxN(e)	25 B-K4ch	Resigns(l)
13 PxN'	NPxP(f)		

(a) Black may also play 7... QN-Q2 here as well as 7... N-B3.

(b) In my opinion Black's best is 9... BxN 10 PxB P-QN3, with a good position.

(c) Although consistent, I agree with G. Gunnarson that this is really a waste of time. The position requires either 10... QN-Q2 or 10... N-B3, with the blockade... P-K4 to follow soon.

(d) Commencing a very brilliant and absolutely sound two-pawn sacrifice, part intuition and part analysis.

(e) Hans Kmoch: the Knight is fixed, e.g., 12... KN-Q2 13 BxPch KxB 14 N-N5ch K-N3 15 Q-Q3ch P-B4 16 PxPeP.ch KxP 17 QxPch K-N3 (17... P-K4 18 N-Q5ch) 18 Q-Q3 ch K-B3 19 N/3-K4ch, and White wins.

(f) The Queen goes after 13... QxBP 14 B-KN5.

(g) The point of the whole gambit and a variation incredibly difficult to analyze beyond White's next move.

(h) Winning the exchange is bad here and 15 B-R6 P-B4 16 P-KN4 is hardly clear. But Mr. Kmoch and many other analysts now go wrong with the opinion, "so White chooses a continuation which is perfectly safe for a draw, with winning chances if Black goes astray." This annotator will demonstrate that the textmove wins by force, although the analysis is not typical middlegame procedure.

(i) Kmoch: Black goes wrong flatly. His correct reply is 15... KxB. Then 16 Q-R4ch produces (1) 16... K-N1 17 B-R6, whereupon the double threat 18 Q-N3ch and 18 Q-N4ch wins for White (Agreed. — Acers); (2) 16... K-N3 17 Q-R6ch K-B4 18 Q-R5ch K-K5 19 R-Q1 P-B4 20 B-N5, and White wins (Correct is 18 Q-R7ch and mate in one. — Acers); (3) 16... K-N2! 17 B-R6ch K-N3!, with nothing better than a perpetual check for White, e.g., 18 Q-N4ch, ect., or 18 B-K3 K-N2 19 B-R6ch (19 P-KN4 allows 19... R-R1), and draws.

Acers: White wins by force as expressed above. The key is the validity of variation (3), for after 19 Q-N4ch K-any 20 Q-R3ch! White wins as follows: 20... K-N2 (forced) 21 B-R6ch! K-N3 22 N-R4:ch! (the point of White's Queen manipulation; KR4 has been cleared for landing by a horse), and now (1) 22... K-R2 23 N-B5 PxN (Any King move leads to mate in two.) 24 BxRch K-N1 (24... K-N3 25 Q-R6mate) 25 BxQ NxR 26 P-QN4 B-B2 27 QxQBP and wins; (2) 22... K-R4 23 N-B5ch and mate in two; (3) 22... KxB 23 N-B5ch K-N4 24 P-B4ch K-N3 25 Q-R6ch KxN 26 Q-R7ch K-N5 27 Q-R3mate. I do not wish to criticize Mr. Kmoch (or other annotators) unduly, however, because of the complex nature of the position as well as the deadline that must be met each month with many games.

(j) From here on in Addison operates with homicidal threats. Addison examined the cheap alternative 16 Q-R4 for half an hour before rejecting it as barely sufficient.

(k) Mate in three follows 18... RxN.

(l) It's mate in four. A terrific game, in my opinion one of the greatest of all time.