

Richard Shorman

Chess

KARPOV VICTOR, KORCHNOI NEXT

Defeating Boris Spassky four games to one with six draws, Anatoly Karpov has proven himself worthy to meet Viktor Korchnoi in a final elimination bout to determine who will challenge World Champion Robert Fischer in 1975.

White: Boris Spassky. Black: Anatoly Karpov. Leningrad, 1974; Match Game No. 8. Caro-Kann Defense (Notes by international grandmaster Vlastimil Hort, translated from "Sovetsky sport", May 5, 1974) 1 e4 c6 2 d4 d5 3 Nc3 de 4 Ne4 Bf5 5 Ng3 Bg6 6 h4 h6 7 h5 Bh7 8 Nf3 Nd7 9 Bd3 Bd3 10 Qd3 Ngf6 11 Bd2 Qc7 12 c4!? (White tries to save time by refraining from the approved 12 0-0-0.) e6 13 Qe2 Bd6 14 Nf5 Bf4 15 Bf4 Qf4 16 Ne3 Qc7 17 0-0-0 (Karpov plunged deep into thought here. After 17...0-0-0 18 c5! Black would find it difficult to defend against the maneuver Ne3-c4-d6, while 17...b6 18 Kb1 0-0-0 19 d5 Nc5 also commits Black heavily. Karpov's actual move attests to his courage, as it places him on the edge of the precipice from this moment on.) b5?! 18 cb cb 19 Kb1 0-0 20 g4 Ne4 (The only move.) 21 Rhg1 (Perhaps, not the best. Probably stronger is 21 Rdg1 so that after 21...Ng5 22 Ng5 hg White will have a rook on the "h" file. White achieves nothing substantial with 21 g5?! hg 22 d5 Rfe8.) Ng5 22 Ng5 hg 23 d5 (Striving hard to launch an attack against the enemy king, especially in view of the alternative, 23 Qb5 Rab8 24 Qg5? Rb2!) a6! (Very coolly played.) 24 h6! (White plays powerful chess, too.) gh 25 Rh1 Nf6 (Unclear is 25...Kg7 26 Qf3 Rad8.) 26 Rh6 (Better than 26 d6 Qc5!) Kg7 27 Rhh1 Rad8 28 de fe 29 Nc2 Qf4 (Continuing the forced sequence of moves.) 30 f3 (No more than equality results from 30 Rd8 Rd8 31 Qe6 Qe4! or 30 Qe6 Rd1 31 Rd1 Qg4.) Kf7 31 a3 (Preparing to shift the knight to e5 through b4 and d3, but Tal pointed out the superior move, 31 Ne1. White was feeling some time pressure here.) e5! (Levels the game.) 32 Nb4 e4 33 fe Rd1 34 Rd1 Re8 35 Na6 Qe4 36 Qe4 Re4 37 Nc7 b4 38 ab Rb4 39 Rf1 Rf4 40 Drawn.

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White: Anatoly Karpov. Black: Boris Spassky. Leningrad, 1974; Match Game No. 9. Sicilian Defense (Notes by international grandmaster Jan Timman, translated from "Sovetsky sport", May 5, 1974) 1 e4 c5 2 Nf3 e6 3 d4 cd 4 Nd4 Nf6 5 Nc3 d6 6 Be2 Be7 7 0-0 0-0 8 f4 Nc6 9 Be3 Bd7 (Black had no cause to diverge from 9...e5, which brought him success in the first game.) 10 Nb3 a5 11 a4 Nb4 12 Bf3 Bc6 (Still playable is 12...e5.) 13 Nd4 g6 (Forcing events, but not particularly favorable for Black, however.) 14 Rf2 e5 15 Nc6 bc 16 fe de 17 Qf1! (Setting a fine positional plan into motion.) Qc8 18 h3 (An immediate 18 Qc4 would leave White with only a minimal advantage after 18...Qa6.) Nd7? (A questionable decision. The position requires a waiting move like 18...Kg7 or 18...h5.) 19 Bg4! h5 (Black has nothing else.) 20 Bd7 Qd7 21 Qc4 Bh4 (Control of c4 gives White the initiative. Black dare not trade queens by 21...Qe6, because he is left with a chronic pawn weakness on a5 following 22 Qe6 fe 23 Raf1.) 22 Rd2 Qe7 23 Rf1 (Clearer than 23 Bc5 Qg5 24 Rd7 Nc2 25 Rf1 Ne3 26 Be3 Qe3 27 Kh1 Kh8.) Rfd8? (A mistake in a difficult position. It would not be easy for White to win after 23...Rad8 24 Bc5 Qb7, as f7 remains adequately defended.) 24 Nb1! (Now White has a strategically won game.) Qb7 25 Kh2 Kg7 26 c3 Na6 (White also wins after 26...Rd2 27 Nd2 Nc2 28 Bc5 Bg5 29 Nf3 Bf4 30 g3 Ne3 31 Be3 Be3 32 Ne5 f6 33 Qc6 Qb2 34 Kh1.) 27 Re2 (Saving the rook for the attack.) Rf8 28 Nd2 Bd8 29 Nf3 f6 30 Rd2 (The rook returns to the winning file.) Be7 31 Qe6 Rad8 32 Rd8 Bd8 33 Rd1! Nb8 34 Bc5 Rh8 35 Rd8! Resigns (Mate or ruinous loss of material follows 35...Rd8 36 Be7.)

A PRECIOUS DRAW

During the current Mechanics' Institute Limited Tournament in San Francisco (50 players, 8-rd. Swiss at one game a week, USCF rated), Class C player **Romeo Samo** scored a major upset in the first round by fighting his way to a draw versus the top-rated master in the event, **Dennis Waterman**.

White: Dennis Waterman (2275). Black: Romeo Samo (1512).

San Francisco, May 1, 1974.k

French Defense

1 P-K4	P-K3	14 B-N5(g)	KR-K1
2 P-Q4	P-Q4	15 P-N4?	QR-Q1
3 N-QB3	B-N5	16 B-Q6	N-R4(h)
4 P-K5(a)	P-QB4	17 B-B7	N-B5ch
5 P-QR3	BxNch	18 BxN(i)	R-QB1!
6 PxB	N-K2	19 BxNP	QPxB
7 N-B3(b)	QN-B3	20 BxP	B-B3(j)
8 P-QR4	Q-R4	21 K-K2	N-Q4
9 Q-Q2(c)	PxP(d)	22 R-R1	N-B5ch(k)
10 PxP	QxQch	23 K-K3	N-Q4
11 KxQ(e)	O-O(f)	24 K-K2	N-B5ch
12 B-R3	B-Q2	25 K-K3	N-Q4
13 R-QN1	P-QN3	26 Drawn	

(Notes contributed by USCF Expert **Peter Grey** of San Francisco)

(a) Undoubtedly best from a theoretical standpoint, although 4 P-QR3, 4 N-K2, 4 B-Q2, 4 PxP and 4 B-Q3 can all be effective against careless or uninformed defense.

(b) The sharp 7 Q-N4 has never been refuted but is liable to backfire unless White knows how to find his way in a forest of well-analyzed variations. In this context, it is instructive to take note of a typical contrast between the respective advantages of White and Black in the opening: White has the initiative and a better chance of acquiring a theoretical advantage; Black, in compensation, can often choose the ground for the battle and profit to a greater extent from advance knowledge and preparation.

(c) Also good and equally popular is 9 B-Q2.

(d) Usually played here is 9...B-Q2 with Black castles long to follow. The queen exchange tends to augment White's edge in development, but Samo wanted to avoid tactical surprises.

(e) Perhaps White was looking too far ahead to an endgame with an active king. Preferable is 11 BxQ, preventing 11...N-R4. If then 11...N-B4, White best defends his pawn with J2 B-B3, followed by 13 B-Q3 and 14 K-Q2. The best known game with this line is Smyslov—Letelier, Venice 1950, which White won in good style.

(f) Allowing White to set up something of a bind. Instead, 11...N-R4 looks natural and strong, e.g., 12 B-R3 B-Q2 13 B-N4 N-B5ch 14 BxN PxB 15 BxN KxB 16 K-B3 KR-KB1 17 N-Q2 B-B3!, with lots of counterplay. Also playable is 11...B-Q2.

(g) Interesting is 14 P-R5. If 14...PxP, then 15 R-N7 KR-Q1 16 B-N5 (threatening 17 QBxN) appears hard to meet. As the game goes, White fails to find an effective way of exploiting his edge in development and the initiative passes to Black.

(h) Though long deferred, this move is still very strong.

(i) On 18 K-B3, Samo intended to sacrifice the exchange by 18...R-QB1, e.g., 19 BxB RxB 20 BxR NxPch, with good chances.

(j) Black's open lines more than compensate for the pawns.

(k) Samo was content with a draw against his higher rated opponent. Among other possibilities, 22...BxP looks promising, e.g., 23 KR-QB1 R-R1 24 B-B5 BxP! 25 RxR B-Q6ch, recovering all his material with a fine game.

WHERE TO PLAY CHESS

The Hayward Chess Club, Palma Ceia Park, Monday and Friday, 8-12 p.m.

Cherryland Cafe, 22472 Meekland Ave., Hayward. Evenings, 11 p.m. to 6 a.m.

The San Leandro Chess Club, 205 Dutton Ave., Monday, 7-11 p.m.

The Fremont Chess Club, 40204 Paseo Padre Parkway, Monday, 7-11 p.m.

The Livermore Chess Club, Fourth and J Streets, Friday, 8-12 p.m.