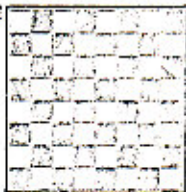


chess

by richard shorman



Wild and woolly describes the action that abounds in the Giuoco Piano whenever both players determine to fight it out on open ground.

In this game White applies the familiar principle of trading material for a chance to get at the enemy King. The stratagem succeeds despite White's imperfect handling of the attack, because Black inadvertently cooperates in bringing about his own destruction.

White: Lance Thomson (Mt. Eden). Black: Dan Clapper (Castro Valley). Hayward High School League Match, February 15, 1968.

Giuoco Piano

1	P-K4	P-K4	13	BxP	R-KN1
2	N-KB3	N-QB3	14	B-R6	P-QB4 (g)
3	B-B4	B-B4	15	Q-K3	Q-K2
4	P-B3	N-B3	16	KR-K1	N-B4 (h)
5	P-Q4	PxP	17	QxN	QxQ
6	PxP	B-N5ch	18	RxQch	N-K2 (i)
7	N-B3	NxKP (a)	19	P-Q6 (j)	R-N3 (k)
8	O-O	BxN	20	RxNch	K-Q1
9	P-Q5	N-R4 (b)	21	R/1-K1	R-KN1
10	PxB (c)	NxB	22	B-N7	P-N3
11	Q-Q4	N/B-Q3 (d)	23	BxP	B-N2
12	B-R6 (e)	P-KB3 (f)	24	R-K8 mate	

(a) A new idea here is 7...BxNch 8 PxB NxKP! gaining an important tempo over the text line, since 9 P-Q5 N-K4 finds White uncastled and 9 0-0 allows the counterthrust 9...P-Q4.

(b) Acknowledged best is 9...B-B3, temporarily retaining his active Bishop in order to complete his development.

(c) White can exploit the poor position of Black's decentralized Knight by playing 10 B-Q3 N-B4 11 PxB NxB 12 QxN O-O 13 N-N5 P-KB4 15 P-Q6!

(d) Theory recommends 11...P-KB4! 12 QxN/B P-Q3 13 N-Q4 0-0 14 P-B3 N-B4 15 R-K1 K-R1.

(e) White refuses the challenge of 12 QxNP!, fearing dissipation of his attack after 12...Q-B3 and the forced exchange of Queens. But 13 QxQ NxQ 14 R-K1ch is quite good, e.g., 14...N/B-K5 15 N-Q2 P-KB4 16 P-B3 0-0 (if 16...K-B2, then 17 PxN NxP 18 NxN PxN 19 RxP P-N3 20 B-K3! B-R3 21 P-B4, with the threat of 22 R-B1ch and a strong attack) 17 PxN NxP 18 NxN PxN 19 RxP P-Q3 20 B-R6 R-B3 (or 20...B-B4 21 R-K7 R-B2 22 R/1-K1) 21 R-K8ch K-B2 22 R/1-K1! RxB 23 R/1-K7ch K-B3 24 RxBP, and the ending is untenable for Black.

(f) White's blunder on the last move is joined by Black's bungle on this one. White can be driven back, a piece down, after 12...Q-B3 13 QxQ (or 13 BxP QxQ 14 PxQ R-KN1) PxQ (13...NxQ 14 BxP).

(g) Hoping for 15 PxPe.p. QPxP with Queen-side development to follow.

(h) Black can also play 16...P-N3 17 N-Q2 P-B4 18 P-B3 B-N2 19 PxN PxN 20 NxP NxN 21 QxN QxQ 22 RxQch K-Q1, and White still has to prove he can win the ending.

(i) A bad move in a bad position. Perhaps Black can yet save the game after 18...K-B2 19 B-B4 (or 19 B-Q2) P-Q3 20 R/1-K1 B-Q2.

(j) Naturally 19 R/1-K1 wins, too, but the text has the merit of depriving the Black King of a flight square on QB2.

(k) If Black insists on playing on to the inevitable mate, he can prolong the agony with 19...P-N3 20 RxNch K-Q1 21 R/1-K1 B-R3.

RAPID TRANSIT CHESS

The Hayward Chess Club, 2058 D St., will conduct a rapid transit tourney (ten seconds a move) Monday, Feb. 26 at 8 p.m. A certificate will be awarded to the winner of the tournament and a trophy to the player with the most certificates at the end of the series. Entry fee is only 35c.

WHERE TO PLAY CHESS

The Hayward Chess Club, 2058 D St. (Hayward Arts and Science Center). Monday and Friday, 8-11 p.m.

Cherryland Cafe, 22472 Meekland Ave. (corner of A St. and Meekland Ave.), Hayward. Any evening, 10 p.m. to 6 a.m. (Ask for Harold James.)

The Fremont Chess Club, School St., Niles (located in the Niles Community Center close to Niles High School). Monday, 7-11 p.m., and Saturday, 9-12 a.m.

The Newark Youth Center, 37230 Ash St. Friday, 7-10 p.m.

The Livermore Chess Club, Fourth and J Streets (in the old library of the Carnegie Building). Evenings, the first and third Friday of the month.