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Chess

LASKER'S VIEWS ON GAMBITS

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There are attractions even in the difficult and perilous. Some natures are prone to seek danger for the sake of the charm dwelling therein. In chess, these are the gambit players.

About four centuries ago, the gambits were invented with the purpose of obtaining opportunities for trapping an unwary opponent. The device succeeded admirably, and the name "trap", in Italian "gambit", stuck to the opening.

With the advent of Philidor came analysis. Strict logic and cool reasoning gained the upper hand, and the passion for gambits had to be repressed. But the chess player's heart loves a trap, and lately many efforts have been made to strengthen the armament of the gambit player.

The law and truth of chess compel the recognition that he who digs a ditch for others to fall in must take the known consequences if he is discovered in the act. But a compromise with this theory is aimed at, inasmuch as the attempt now is to demonstrate that the gambit player, at worst, may escape with a draw.

All this has to be kept in mind if one would appreciate at its right value the recent efforts at analyzing gambits, and more especially the youngest of them all, the gambit invented fourteen years ago by a New Yorker, and named after him—the Rice Gambit.

On its analysis much clever work has been spent. Scores of times the gambit seemed doomed. The position of the gambit-giver is so precarious that his attacks can always be met by counterattacks, and the task of discovering moves to combine defense with attack was therefore of immense difficulty.

At present, all lines of play open to Black, except one, have been met, and a coterie of New York players is busily at work to discover a defense in this instance also. Much progress has been made in this direction, and it was to test the validity of certain variations that I was asked to play a short match with the best connoisseur of the Black side of the gambit, New York state champion Julius Finn. The result was not discouraging, as I made an even score, winning one, losing one and drawing one.

The game that I won, under the circumstances, is of some interest to gambit players, and I therefore present it here with explanatory notes:

White: Emanuel Lasker.
 New York, 1907.

Black: Julius Finn.

King's Gambit Accepted (Rice Gambit)

1 P-K4	P-K4	19 N-R3	Q-K6ch
2 P-KB4	PxP	20 B-B2	Q-K7(h)
3 N-KB3	P-KN4	21 B-R4ch	K-B1
4 P-KR4	P-N5	22 QxP	QxQNP
5 N-K5	P-Q4	23 R-K1	RxRch
6 PxP	N-KB3	24 BxR(i)	P-N3
7 B-B4	B-Q3	25 Q-K7(j)	Q-B8
8 0-0	BxN	26 N-B4	K-N2(k)
9 R-K1(a)	Q-K2(b)	27 N-Q6ch(l)	K-R3
10 P-B3	QN-Q2	28 Q-K2ch	P-N4
11 P-Q4	N-R4(c)	29 N-K4(m)	B-B3
12 B-N5(d)	K-Q1	30 P-R4	Q-N8(n)
13 BxN	BxB	31 PxPch	BxP
14 RxB	QxP(e)	32 N-B5ch	K-N3
15 RxN	QxR	33 Q-K6ch	P-B3(o)
16 BxP	R-K1(f)	34 Q-K7	R-QN1
17 B-N3	QxP	35 K-R2(p)	Q-N3(q)
18 Q-KB1	Q-K5(g)	36 N-Q7ch	Resigns(r)

(a) These nine moves (with the possible exception of White's eighth move), considered best in the Kieseritzky gambit, constitute the Rice Gambit.

(b) Combining attack and defense. If now 10 P-Q4, then 10...BxPch follows, and Black wins easily.

(c) The Jasnogrodsky variation.

(d) If 12 QxP, then 12...BxPch 13 K-B1 N-N6ch may be played, whereupon Black retains the advantage of the exchange with a fairly safe position.

(e) Now Black is threatening so many attacks that the following sacrifice has been found to be obligatory.

(f) Black is now threatening an apparent sacrifice of the queen by 17...P-N6, so that an attempt to defend the QP would be immediately disastrous.

(g) Black thus prevents 19 Q-KB4.

(h) It is Black's aim to exchange queens, after which the Black king would be quite safe.

(i) White has escaped the loss of a piece, since he threatens 25 Q-N8ch. Black now has great difficulty in developing his QR, so that, for some time at least, White has a superiority in active force. This appears to be a sufficient compensation for the advantage that Black holds in pieces.

(j) In the first match game 25 Q-Q5 was played. Finn replied 25...R-N1 26 N-B4 Q-K7 27 B-N3 Q-K3 and won.

(k) Black now threatens the murderous 27...R-K1. It is clear that if White cannot prevent the Black rook from becoming active his game is beyond hope.

(l) Obviously, the knight cannot be captured or a draw by perpetual check results immediately. But it was not Black's intention to capture. He has the alternative of 27...K-R3 and 27...K-B3. If he chooses the latter, then 28 Q-K4ch will not avail White, but 28 N-B7 will, for then 28...R-K1 is foiled by 29 P-Q5ch K-N2 30 N-Q6ch, and wins.

(m) Now 29...R-K1 is met by 30 N-B5ch. If then 30...K-N3 31 NxB checking, and if 30...K-R4 31 N-N3ch wins a rook.

(n) Of course, 30...BxN was impossible because of 31 QxPmate; and if now 30...R-K1, then 31 N-B5ch K-N3 32 P-R5ch KxP 33 Q-R2ch and mates next move.

(o) Had he played 33...B-B3, then 34 P-Q5 Q-N4 35 P-B4 would have followed, and the Black queen is curiously lost.

(p) Now White intends 36 B-N3. There is no escape for Black.

(q) He threatens 36...Q-R3ch, but to no avail.

(r) Either the rook is taken with check or the king goes to N2 or B2, whereupon the Black queen is lost by 37 N-K5ch.

MONTEREY COAST OPEN TOURNEY

The Monterey Chess Center, 430 Alvarado St., will be the site of a USCF-rated Swiss system tournament in two separate divisions, each with its own prizes, Dec. 14-15.

Prizes in the Premier Division (based on 45 entries) are set at \$200, 1st Overall, \$100, 2nd Overall, \$125, 1st A, and \$50, 2nd A. (If at least five players from each of the B and below classes participate in this division, then a cash prize will be awarded to the top player in each of these groups.) Entry fee for the four round event is \$15, if mailed by Dec. 10 (address below); otherwise \$5 more. Round one starts Saturday, Dec. 14, at 10:30 a.m. (time control, 40 moves in two hours).

The Reserve Division is open only to USCF members rated 1600 and below. Prizes (based on 75 entries) are \$125, 1st B, \$75, 2nd B, \$115, 1st C, \$65, 2nd C, \$100, 1st D-E, \$65, 2nd D-E, \$75, 1st Unrated, and \$35, 2nd Unrated. Entry fee for the five round competition is \$12.50, if mailed by Dec. 10 (address below); otherwise \$5 more. Time control for the first two rounds will be 40 moves in 90 minutes, then 45 moves in 120 minutes for the last three games. Round one begins at 10 a.m., Saturday, Dec. 14.

Send advance entries and any requests for additional tournament information to Monterey Chess Center, P. O. Box 1308, Monterey, Calif. 93940; phone: (408) 372-9790. A special rapid-transit tourney will be held Friday night, Dec. 13, at 8 p.m., with cash prizes for winners. **Ted and Ruby Yudacufski** are the tournament directors for these events.