

Richard Shorman

Chess

DRAWN OUT CONCLUSION

White; Robert Fischer.

Black: Boris Spassky

World Championship, Match Game No. 16.

Reykjavik, August 20, 1972.

Ruy Lopez

1 P-K4	P-K4	32 RxQP	RxP
2 N-KB3	N-QB3	33 RxP	RxP(1)
3 B-N5	P-QR3	34 K-B3	R-Q7
4 BxN(a)	QPxB	35 R-R7ch	K-B3
5 0-0	P-B3	36 R-R6ch	K-K2
6 P-Q4	B-KN5(b)	37 R-R7ch	R-Q2
7 PxP	QxQ	38 R-R2	K-K3
8 RxQ	PxP(c)	39 K-N2	R-K2
9 R-Q3	B-Q3(d)	40 K-R3	K-B3
10 QN-Q2	N-B3	41 R-R6ch	R-K3
11 N-B4	NxP	42 R-R5	P-R3
12 QNxP	BxN/6(e)	43 R-R2	K-B4
13 NxB	0-0	44 R-B2ch	K-N4
14 B-K3	P-QN4!(f)	45 R-B7	P-N3
15 P-B4(g)	QR-N1	46 R-B4	P-R4
16 R-QB1	PxP	47 R-B3	R-KB3
17 R-Q4	KR-K1	48 R-R3	R-K3
18 N-Q2	NxN	49 R-KB3	R-K5
19 RxN	R-K5!(h)	50 R-R3	K-R3
20 P-KN3	B-K4	51 R-R6	R-K4
21 R/1-B2	K-B2	52 K-R4	R-K5ch
22 K-N2	RxP!(i)	53 K-R3	R-K2
23 K-B3	P-B6	54 K-R4	R-K4
24 KxR	PxR	55 R-N6	K-N2
25 RxQP	R-N4(j)	56 R-N4	K-R3
26 R-B2	B-Q3	57 R-N6	R-K8
27 RxP	R-QR4	58 K-R3	R-R8ch
28 B-B4!(k)	R-R5ch	59 K-N2	R-R8
29 K-B3	R-R6ch	60 K-R3	R-R5
30 K-K4	RxRP	61 Drawn	
31 BxB	PxB		

(Notes by international grandmaster Lev Polugaevsky, translated from "Sovetsky sport," Aug. 22, 1972, pg. 3)

(a) The choice of opening variations is not accidental. For a long time this system was considered harmless for Black, but then it had to be re-evaluated in the light of Fischer's significant improvements for White. The idea behind White's opening set-up is, of course, to win on the basis of his pawn superiority on the king side. Gradually, however, Black found effective countermeasures, and tournament practice has shown that White cannot extract much out of his advantage. But Fischer apparently was not striving for much in this game. With three points ahead, he openly maintained a tactic of attrition.

(b) Probably the most rational plan. After 6 . . . PxP 7 NxP P-QB4 8 N-N3 QxQ 9 RxQ Black experiences difficulties.

(c) The preliminary 8 . . . BxN looks inviting, but 9 PxP PxP 10 P-KB4 or 10 B-K3 causes Black too much trouble.

(d) Also playable is 9 . . . BxN 10 RxB N-B3 11 N-B3 B-N5 12 B-N5 BxN 13 PxP NxP 14 R-K1, although White stands slightly better.

(e) Necessary. Black cannot retain the two bishops by 12 . . . B-KB4 because of 13 P-KN4! B-K3 14 R-K3.

(f) Beginning offensive operations on the queen side. Black does not intend to wait quietly while White fully mobilizes his king-side pawns.

(g) Fischer attempts to blunt Black's initiative by temporarily surrendering a pawn to exploit the weakened queen side, but Spassky strikes back energetically.

(h) Suddenly the "bad" pawn comes to life and even takes on the role of thorn in White's side. It is not easy to get rid of Black's intrusive rook, e.g., 20 R-Q4 can be answered by either 20 . . . R-K4 or 20 . . . R-K3.

(i) Just as White readies 23 K-B3 Black retaliates with a combination. Unfortunately, it proves insufficient to win, as White has adequate defensive resources. White's next move is forced (23 RxR? P-B6 24 R-Q7ch K-K3 or 24 R/N2-B2 PxR 25 RxQP K-K3).

(j) The only way to complicate. A dead draw results from 25 . . . RxR 26 BxR.

(k) Easiest.

(l) The simplest of rook endings has arisen, in which Black vainly strives to make something out of his extra pawn. The final 27 moves require no comment.

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