

# Richard Shorman

# Chess

Thematic pawn play permeates this instructive battle from the Mechanics' Institute Spring Open Tournament. Condensed, in-depth annotations to the game are by Harold Chappel.

White: Roger Gribble (1769). Black: John Peterson (1540)  
San Francisco, May 10, 1970.

King's Indian Defense

1 P-Q4	N-KB3	16 B-K1	P-N5
2 P-QB4	P-KN3	17 P-N5(g)	Q-K2!
3 N-QB3	B-N2	18 B-B2	B-R3!
4 P-K4	P-Q3	19 P-QR4	Q-N2
5 N-B3(a)	0-0	20 P-B6	N-K2
6 B-K2	P-K4	21 Q-K1(h)	P-N3
7 B-K3(b)	N-B3(c)	22 P-R5	P-N6!
8 P-Q5(d)	N-K2	23 PxKNP	BPxP
9 0-0?(e)	N-Q2	24 BxKNP	B-K6ch
10 P-QN4(f)	P-KB4	25 K-R2(i)	K-B2!
11 N-K1	P-B5	26 B-B2(j)	R-KN1
12 B-Q2	N-KB3	27 R-KN1	N-N5ch!
13 P-B3	P-KN4	28 PxN(k)	PxNP
14 N-Q3	N-N3	29 P-N3	Q-R3ch
15 P-B5	P-KR4	30 Resigns	

(a) Most aggressive at this point is **5 P-B3** (the Saemisch Variation), in which White solidifies his **KP**, plans to castle queen side, and launches a pawn storm against Black's king with **P-KN4**, **P-KR4**, **P-KR5**, etc.

(b) White defers castling to gain a tempo for a Q-side attack.

(c) Considered a weak choice — and actually playing right into White's hands. Leonard Barden explains, "Black commits himself to a king-side attack before White has castled," and gives **7 . . . P-B3** and **7 . . . QN-Q2** as correct alternatives.

(d) Using the tempo saved (by not castling) to speed up his Q-side attack by stabilizing the center pawns. After **8 0-0**, Najdorf's **8 . . . R-K1!** equalizes, at least.

(e) Castling early is rarely questionable, but here it is wrong. With **9 . . . N-N5!** Black wins back his tempo while preparing a K-side attack with **P-KB4-B5**. Best for White is **9N-Q2!** preventing **9 . . . N-N5** and threatening **10 P-B5**.

(f) By transposition we have a standard position of the Taimanov variation, in which White's bishop on **K3** turns out to be a target for the enemy pawns. White should prepare now for the defense of his king with either **10 N-K1** or **10 Q-B2**.

(g) Still a tempo behind, White is lost. He lacks an adequate K-side shield and his Q-side attack falls short.

(h) Other tries also lose: I. **21 B-R4 P-N6** and . . . **N-N3**; II. **21 B-K1 P-N6**, and White cannot prevent the decisive penetration of Black's queen, e.g., **22 P-R3 Q-N4**, . . . **Q-R5**, and . . . **B-RP** or **22 P-R4 N-R2**, . . . **QB3**, and . . . **QxRP**; III, **21 P-QNP Bx-P**, only temporarily diverting Black's attack.

(i) On **25 B-B2** Black wins with **25 . . . B-R6!** **26 P-N3 QxPch** and mate next move. After **25 K-R1** White holds out longer but eventually loses to something like **25 . . . K-B2 26 B-R4 R-KN1 27 P-N3 B-R6**.

(j) Perhaps **26 B-R4** staves off the worst, since the combination with . . . **N-N5ch** no longer works because of **PxNch** and Black seems to have no other way to penetrate.

(k) The knight must be accepted to avoid immediate checkmate: **28 K-R1(3) NxBch 29 NxN Q-N6** or **28 K-N3 NxBch**.

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