

ON THE SCENE

by

Major E. B. Edmondson

(These notes were made during the last three days of Piatigorsky Cup activity, which included the final round of play and the Awards Banquet.)

Sunday, July 29th—the final round.

Thirty minutes before game time, the huge, mirrored Embassy Room began filling with spectators. The air was charged with an electric expectancy as the chess aficionados gathered for this ultimate effort by eight of the world's greatest Grandmasters. The First Piatigorsky Cup Tournament—the most successful and memorable "first" in modern chess history—was about to come to its exciting conclusion.

As we waited for the fourteenth and final round to begin, four contestants still had a chance to share top honors. Petrosian led with an 8-5 score, Keres was next with 7½-5½, Najdorf and Olafsson had 7-6. The pairings were Reshevsky-Petrosian, Gligoric-Keres, Najdorf-Benko, and Olafsson-Panno.

Reshevsky was first to arrive in the playing room. As he calmly chatted with Jerry Spann, Mrs. Piatigorsky, and his wife, I asked how he felt. "Fine," was the reply. "No trace of the illness which bothered me throughout much of the tournament." Sammy seemed fit and ready as he waited for the game which was to give him a definite plus score against the Russians. (He won twice from Keres, drew both games against Petrosian, for 3-1.)

Next came Olafsson, pleasant and personable as always. He too seemed physically and mentally ready for his critical last-round encounter with Panno. Then Keres and Petrosian came in, looking quite fresh after a just-completed constitutional down Wilshire Boulevard. Meantime, Najdorf and Panno had quietly taken their seats at the playing tables.

Benko hastily made his entrance at 11:30 A.M., time for the games to begin. As Tournament Director Isaac Kashdan spoke his final instructions to players and spectators, everyone wondered what had happened to Gligoric. He arrived just a few minutes later, however, and we learned that it was his turn for the "bug" which had unfortunately infected several of the players in the earlier rounds. He had stopped for medicine on his way to the playing room. Judging from his loss to Keres in this game, the medicine (whatever it was) didn't help much.

"Tigran" may not mean "tiger" in either Russian or Armenian, but World Champion Petrosian does pace the area like a tiger once play begins. Otherwise, he is outwardly cool as a cucumber—but that pacing might help to work off the tension which is building inwardly. Certainly tension built for the audience as the Reshevsky-Petrosian game progressed. Reshevsky gave up a pawn on the eighteenth move, then Petrosian gave up the exchange in hopes of push-

ing through a passed pawn. After an exciting struggle, Reshevsky gave the exchange back for a pawn and the game was drawn. This meant that Petrosian could do no worse than tie for first place (theirs was the earliest completed game of the evening).

The ever-popular Paul Keres was up to the challenge which he faced this night. Needing a full point to tie for top honors, he played dynamic chess against Gligoric (who was minus his usual verve) to win and become co-holder of the magnificent Piatigorsky Cup.

Speaking of tension (as we were earlier), Keres had shown little evidence of it the night before the finale. We carried on a conversation with him that evening as he played rapid transit against Najdorf. Asked whether or not his son played chess, Keres laughingly replied "Not very well—but he's good enough to beat Najdorf." You guessed it—Keres won that rapid transit game.

During a sociable evening, Najdorf came through, too, as a lively and witty individual. Among other things, he predicted that Benko would play the Gruenfeld. He was right in his prediction, but nevertheless had to settle for a draw against Benko and a tie with Olafsson in the final standings.

Olafsson was undoubtedly the dark horse of the tournament. As late as the twelfth round, he was tied with Petrosian for first place. Up against Panno, the other likable "youngster," he got into a terrific time scramble in the fourteenth round. With about fifteen moves to go and perhaps one minute left on each man's clock, several moves were made at rapid transit pace before a draw was agreed upon after 29 moves. In the final position, Olafsson could have won a piece if he had made the time limit. Winning the game would have given him a clear third in the standings; losing on time would have dropped him into a tie for fifth and

sixth. Taking the draw left him tied with Najdorf for third-fourth—a most creditable finish.

During the last round of play, we truly enjoyed the enlightening and well-delivered commentary by Irving Rivise. This took place in the Analysis or Lecture Room, not far from the playing room. Moves were communicated from the playing room by walkie-talkie, then made on display boards set up across the front of the Lecture Room. Rivise, Bill Addison, Bob Jacobs, Carl Pilnick, and Saul Yarmak alternately manned the platform throughout the entire month of play, discussing the games in progress, answering questions from the audience, and adding a great deal to the many pleasures of this event.

Speaking of communications, Jerry Hanken and his crew of young local players deserve every credit for the fine way in which they kept the wall display boards in both rooms current with the Grandmasters' moves.

While we're bouqueting, Executive Secretary Lina Grumette, Mrs. Piatigorsky, and all who assisted them deserve the fullest credit. I've never seen a major event which came off so smoothly, met with such whole-hearted audience approval, nor took place in more glamorous surroundings. Coconut Grove Ballroom served as either playing or lecture room on several occasions. Shades of Freddy Martin and his orchestra!

The morning after play was completed, we obtained the following reactions from the top finishers.

Petrosian: "A very difficult tournament, and I am satisfied with the outcome. Some may have thought that I should take undisputed first, but actually I am delighted to be able to split with Keres, who may have lost at least two games because of illness."

Keres: "It is always easy to explain or to alibi losses, but my opponents played very well and I think that I may



PIATIGORSKY BANQUET at the Beverly Hills Hotel brought to a close the most successful international tournament ever held in the United States.

have lost these games without any illness. Playing in the First Piatigorsky Cup Tournament and sharing top place with the World Champion is a wonderful experience. I enjoyed not only the fighting chess but especially the friendly atmosphere and the extremely well-organized event.

"Many fine and famous players will win and have their names engraved upon this Cup in years to come. I am deeply happy to share this honor with the winners to follow."

Najdorf: "One of the most beautifully-organized tournaments of all time. The Piatigorskys and Mr. Kashdan have the sincerest thanks of every player.

"As for the outcome, Petrosian and Keres played fine chess all the way and deserved to win. I am very happy to have tied for third."

Olafsson: "I enjoyed playing and I am, naturally, quite happy with my showing. Everyone has been very kind to us here, and the warmth of this reception makes me hope that I may be able to return two years from now."

THE AWARDS BANQUET

Held at the Beverly Hills Hotel under the auspices of the International Chess Federation (F.I.D.E.), the awards banquet was presided over by Jerry Spann, our F.I.D.E. Vice-President. Mr. and Mrs. Gregor Piatigorsky, sponsors of the tournament, were honored guests, as were the Grandmaster contestants. More than 200 persons enjoyed cocktails and dinner, the awards speeches, and the dancing which followed.

Mr. Spann, on behalf of F.I.D.E. and in accordance with the final cross tables turned over to him by Tournament Director Isaac Kashdan, recognized World Champion Tigran Petrosian and Grandmaster Paul Keres as co-winners of the First Piatigorsky Cup Tournament. In so doing, he paid tribute not only to these champions but to all the contestants and to all of those who worked so diligently to make the event such a remarkable success. Wonderful news for all of us was Mr. Spann's announcement that the Second Piatigorsky Cup Tournament is tentatively scheduled for 1965 and that F.I.D.E. will be asked to approve this as a regularly calendared biennial event.

Petrosian, speaking Russian (translated by world-famous cellist Gregor Piatigorsky), said that he and Keres enjoyed playing in Los Angeles because "there is great warmth not only of the sun, but also of the people who live here."

Mr. Paul Marache, speaking for Mayor Samuel W. Yorty, said that "The real victor in this tournament is the cause of international good will. In furthering the interest of the game of chess, Mr. and Mrs. Piatigorsky have done much to help understanding among nations."

- MY BEST GAME -

*From the Piatigorsky Cup
Tournament*

In this exclusive **CHESS LIFE** feature, each contestant has selected and annotated his most exciting and meaningful game for your enjoyment.

KING'S INDIAN DEFENSE

Round 2

(Notes by Grandmaster Oscar Panno)

Panno		Reshevsky
1. P-Q4		N-KB3
2. P-QB4		P-KN3
3. N-QB3		B-N2
4. P-K4		P-Q3
5. P-B3	

Planning the Saemisch Attack, a sharp and very popular variant, characterized by opposite rooks and eventual attacks with pawns.

5. O-O

The more elastic move, alert to White's development.

6. B-K3

The better move to avoid the natural reaction based on 6., P-B4, which would be made to face any other way of development. World Champion Petrosian played 6. KN-K2 against Reshevsky and Gligoric in this same tournament, to move next B-N5, but Black can get a good game against this line.

6. P-K4

More popular is 6., N-B3, created by Grandmaster Taimanov, based on Black's continuing with B-Q2, P-QR3, R-N, and P-QN4, without permitting the closed center which occurs in the text variant.

7. P-Q5

More in accordance with the spirit of the projected system. With this move, White assures himself of more space and helps the operations on the sides.

7. P-B3!

Against all principles of pure technique, which say that the chain of pawns shall not be attacked at the front but near the base (with P-KB4). The text, however, is the best move because it opens files on the Queen's side (where White plans to hide his King).

8. Q-Q2 PXP

9. BPXP P-QR3

Following the model of the games Polugayevsky-Panno, Mar del Plata 1962, and Najdorf-Gligoric, Havana 1962. We shall mention, however, that in the third round Gligoric moved 9., N-R3 against Najdorf, equalizing easily.

10. O-O-O N-K

Black's concept is very interesting. He wants to react with P-B4 in front of the advance of White's pawns. The known line at this point is 10., P-QN4; 11. K-N, QN-Q2; with better prospects for White.

11. B-Q3?

A too quiet move, which places the initiative in the hands of the second player. White did not like such variants as 11. P-KN4, P-B4; 12. NPXP, PXP; 13.

B-R3, P-B5; 14. B-B2, BxB; 15. NxB, P-R3! with a good game for Black. But, in the opinion of Grandmaster Najdorf, 11. P-KN4 is the only move to maintain the initiative, playing as follows: 11., P-B4; 12. NPXP, PXP; 13. PXP, BXP; 14. P-KR4, P-QN4; 15. KN-K2, with a very sharp game.

11. N-Q2
12. K-N P-QN4
13. R-QB

White is still securing his King's situation before organizing any serious demonstrations on the opposite side.

13. N-B4

14. B-QB2

This forcing back of the White Bishop, with the consequent loss of time, demonstrates that the way chosen by the first player has not been correct. Najdorf's idea was preferable.

14. R-N

In my opinion, an inexactitude by Black. The game followed a very unusual pattern. White has more space and aspires to dominate the QB file as a first step to future attack on the other flank. On the other hand, the Knight at B4 is unwelcome to him, as is the projected expansion P-N5. He feels that he has inevitably to move P-QN4, prior to which Black should have moved B-Q2 to prepare for N-R5 at the proper moment.

15. P-QN4



This move has been commented upon recently, but I wish to call attention to the total change of strategy. White has already decided to play exclusively on the QB file, taking advantage of his space and abandoning any attack on the King's side, since the very open position of his own King denies him success on the other wing.

15. N-Q2

It can be appreciated that with 14., B-Q2 and 15., N-R5 Black's prospects were excellent; however, his idea of N-Q2-N3-B5 is also good.

16. KN-K2 N-N3

17. B-Q3 P-B4

Black correctly attacks the chain of pawns and looks to open the game on the KB file.

18. P-QR3

The White King shall logically run away from the QN file, but he cannot go to QR1 because of the potential action of Black's KB; so, he looks to QR2.

18. N-B3

19. P-R3

An obliged precaution, for otherwise 19., PXP; 20. PXP, N-N5! with a great advantage.

19. B-Q2
 20. K-R2 P x P
 21. P x P N-B5!?

An unjustified rush which liberates White from his problems. Proper may be 21., R-QB. If 22. N-QN1, N-B5!; 23. B x N, N x KP!; 24. Q-Q3, P x B; with a decisive advantage. If 25. Q x N?, B-B4!

22. B x N P x B
 23. R-QN

An odd move, which however is obliged by the position. P-QR4 by Black must be avoided and, at the same time, White plans to win more space with the majority of pawns in line.

23. N-R4

A necessary demonstration to weaken White's KB file. If 24. P-N3, R-B6!

24. KR-QB

White does not wish to move his pawns from the King's side, but breaks the menace of Black's threatened N-B5 by defending the QN, which could otherwise be captured after the exchanges on KB4.

24. Q-K2
 25. R-B2

A very necessary move which defends the second rank, plans to double Rooks on the QN file, and clears the square QB1 for the Knight.

25. R-B2
 26. P-QR4

This move gives strength to the pawn majority and debilitates Black's pawn at QB5, which White plans to capture.

26. N-B5
 27. N-B1

The unique and only defense planned, as said earlier. White now cannot exchange on KB4 because his pawn at QR4 and the situation of his King would be endangered.

27. Q-K!

An apparent mistake because it obliges White's King to make a necessary move; but the idea is to clear the access of Black's KB to the Queen's side. It is even possible that Black has already in mind the sacrifice he makes on move 34.

28. K-R3 B-KB3
 29. R(2)-N2 B-Q
 30. P-N5

Necessary against Black's strategic threat B-N3.

30. P x P

Under ever-harder pressure from the clock, it was difficult to calculate 30., B-R4; 31. P x P, which apparently is better for White.

31. N x P R-R
 32. Q-QB2

White must eliminate the Black pawn, which generates a mating possibility against his King.

32. B-R4
 33. Q x P R-QB
 34. Q-N3 N x NP

This sacrifice is justified by Black's anxiety to penetrate the KB file and, in part, by the double pressure of time, which makes it more difficult to find the right defense.

35. R x N R-KB6
 36. R-K2



Not good was 36., B x N; 37. Q x B, Q x Q; 38. P x Q, B-N3; 39. R-N3, R x B; 40. R x R, B x R; 41. R x B, R x N; 42. P-N6! Winning for White.

36. R x P
 37. N-R2 B-KN5
 38. R(2)-K

Giving the exchange, but for Black's powerful KB.

38. B x R
 39. R x B B-Q2
 40. N(2)-B3 Q-B

With this move the time control was met. The game is favorable for White, with two Knights for Rook plus pawn, principally active men, and a powerful Bishop which controls black squares and neutralizes the passed pawns at KR2 and KN3. The only weak point is the White King, without adequate pawn protection; the next moves consolidate its situation.

41. Q-N4 Q-B3
 42. K-N3

This one was the secret move in the adjournment of the game.

42. Q-R5

With intent to increase the pressure of the Rook on the sixth rank. 42., B x N; 43. P x B and 42., R-N; 43. Q-R5 were favorable for White.

43. R-K2 B-N5
 44. Q x P

A combination based on the activity of the White Queen and the tight situation of the Black King.



44. Q-N6!

A move which I had not forseen during play and which has its favorable points, especially in defending the KP and preventing some winning variants. Let's see other possible continuations:

1) 44., B x R; 45. Q-K6ch, K-N2; 46. Q-Q7ch, K-B3; 47. Q x R(1), R x B; 48. Q-Q8ch and wins the Queen.

2) 44., R x Nch; 45. N x R, B x R; 46. Q-K6ch, K-B1; 47. Q-B8ch, K-B2; 48. Q-Q7ch, K-N1; 49. Q-K8ch, K-N2; 50. Q x KPch, K-N1 (if 50., Q-B3; 51. Q-

B7ch, Q-B2; 52. B-Q4ch, K-N1; 53. Q-B8ch, winning); 51. Q-K8ch, K-N2; 52. Q-Q7ch, K-N1; 53. B-Q4, R x Nch; 54. B x R, B-Q8ch; 55. K-R3, Q-R3; 56. Q-K6ch, K-B; 57. B-N4ch, K-N2; 58. Q-K7ch, K-N1; 59. Q-K8ch, K-N2; 60. Q-KB8 mate.

3) 44., R-Q; 45. Q x KP, B x R; 46. B-Q4, Q-R3 (if 46., K-B; 47. Q-N7ch, K-K; 48. N-B7 mate); 47. Q-K6ch, K-B; 48. B-B5ch, K-N2; 49. Q-K7ch, K-N; 50. Q x Rch and mates in three.

Maybe the better defense would be 44., R-K; 45. B-B2, Q-N4; 46. R-R2, etc.

45. K-N4

A difficult decision which removes the King from the threat on the third rank and menaces B-B2.

45. R x N

Again 45., B x R does not succeed: 46. Q-K6ch, K-N2; 47. Q-Q7ch, K-B3; 48. P-Q6, R-B5ch; 49. K-R5, P-N4; 50. N-Q5ch, K-N3; 51. Q-K8ch, K-R3; 52. Q-B8ch, K-R4; 53. Q-B7ch, K-R3; 54. N-K7, winning.

46. Q-Q8ch K-N2
 47. Q-K7ch K-N
 48. Q-K8ch K-N2
 49. R-KB2

Would win too: 49. Q-K7ch, K-N; 50. N-Q6, R-B; 51. Q-B7ch, K-R; 52. N x R.

49. B-B4

The only one, because 49., B-B6 permits the comfortable 50. N x R, winning and if 49., R-N6ch; 50. K-R5 (50. K-B4?, B-K7ch!), menacing B-B5 which wins.

50. Q-K7ch K-N
 51. Q-K8ch K-N2
 52. Q-K7ch K-N
 53. N-Q6

The series of checks is to eat up moves until the time control. With this move, direct threats are made.

53. R-N6ch
 54. K-R5 R-N
 55. Q-B7ch K-R
 56. Q-B6ch K-N
 57. Q-B7ch K-R
 58. N-K8

It only remains to avoid the Rook checks to win.

58. R-Rch
 59. K-N5 R x N

If 59., R-Nch; 60. K-B6, R-Bch; 61. K-N7.

60. Q x Rch K-N2
 61. Q-K7ch K-N
 62. B-B5 Q-N6ch
 63. B-N4 Resigns

In fact, the Bishop is lost and the mate menaces persist. If 63., Q-Q6ch; 64. K-R5, P-R4; 65. Q-B8ch, K-R2; 66. Q-B7ch, K-R3; 67. P x B.

A game as interesting as it was difficult.

MERAN DEFENSE

Round 6

(Notes by Grandmaster Svetozar Gligoric)

Gligoric	Panno
1. P-Q4	P-Q4
2. P-QB4	P-QB3
3. N-KB3	N-B3
4. N-B3	P-K3
5. P-K3	QN-Q2
6. B-Q3	P x P
7. B x BP	P-QN4

8. B-Q3 P-QR3

9. P-K4

Less energetic is 9. O-O, P-QB4 and Black has comfortable play.

9. P-B4

10. P-Q5

In the period between the two World Wars, it was generally accepted that 10. P-K5, PxP; 11. NxP, etc. was the best line. Strangely enough, the move in the game became popular only several years ago, as it represents the most logical reply to Black's intention to destroy White's pawn center.

10. P-B5

The continuation 10., PxP; 11. P-K5, N-N5; 12. QB-N5 gives White a very strong attack. The variation 10., N-N3 has been tried many times, too.

11. PxP PxP

After 11., PxP; 12. PxNch, QxP; 13. O-O, Black has to count on the loss of his QP; but this line comes into consideration, too, and has been played by Dr. Trifunovic against Portisch in the Sarajewo tournament in Yugoslavia this year.

12. B-B2 Q-B2

The threat was 13. P-K5, opening the lines for the attack on Black's weakened King's wing. Now, the moment has come for White to make up his mind. If he castles, Black will develop his pieces comfortably and have under control the vital central squares, and no penetration by the White pieces would be in sight.

13. N-N5!

Perhaps the most important move in the game. White immediately exploits the weaknesses in his opponent's position and is ready to give life to his pawn majority on the King's side, which was without efficiency the move before.

13. Q-B3

14. O-O P-K4

Black was already in difficulties because of the menace that the White central pawn might advance. 14., P-R3; 15. N-B3 was not attractive for Black, either.

15. N-Q5 B-B4

Black overlooks the next move of White; but he had, anyway, no especially good choice of moves at his disposal.

16. N-K6 K-B2

There is no other way to escape the material losses.

17. NxN N/2xN

18. P-B4

White plays a little bit carelessly. 18. PxN and then 19. P-B4 would be even more effective.

18. B-N5

19. Q-K1 NxN

20. PxPch K-K1

20., N-B3; 21. PxN would offer much shorter life to Black.

21. PxN QxP

22. B-K3 N-Q6

23. Q-N3 B-K7

24. KR-K1

If White wants to exploit the position of the Black King, which has remained in the center of the board, he has to make the sacrifice of the exchange and to avoid the Bishops of different colors,

which would give Black additional possibilities for successful defense.

24. NxR

25. RxN B-Q6

26. B-Q1 P-N3

Black had to reckon with 27. QxP, KR-N1; 28. B-R5ch, but still it was much better to try 26., KR-B1 and, if 27. QxP, then 27., Q-B2, menacing mate at KB8 at the same time; or if 27. B-B3, RxB with much better chances to save the position than in the game as played.

27. B-B3 B-K5

28. BxB

Now, when the last active minor piece of Black has disappeared from the board, White's task is becoming easier.

28. QxB

29. P-K6 KR-B1

Black would offer better resistance with 29., QR-B1, not allowing the immediate penetration of the White Queen, though the White KP would still mean big trouble for Black.

30. Q-B7 Q-Q4

30., R-Q1; 31. QxRch! would also lose the game for Black.

31. B-B5 Resigns

ENGLISH OPENING:

ROUND SIX

(Notes by Grandmaster Samuel Reshevsky)

S. RESHEVSKY P. KERES

1. P-QB4 P-K4

2. N-QB3 N-KB3

3. P-KN3 P-B3

This is Mr. Keres's favorite defense against the English opening. He's had many successes with it. Black's obvious aim is to get in P-Q4 as quickly as possible.

4. N-B3

The only way to attempt to obtain any opening advantage. If 4. B-N2, B-B4; 5. N-B3, P-K5; 6. N-KN5, P-Q4 (another possibility is 6., BxPch; 7. KxB, N-N5ch, etc.) followed by P-KR3 and the knight has to retreat to KR3, where it's badly misplaced. On 4. P-Q4 black can reply with 4., PxP; 5. QxP, P-Q4; 6. PxP, PxP; 7. B-N2, N-B3; 8. Q-Q, P-Q5 with ample compensation for the isolated pawn.

4. P-K5

5. N-Q4 P-Q4

6. PxP Q-N3

The main idea of black's set-up. He wins a tempo.

7. N-N3

Unsatisfactory for white is 7. P-K3, PxP; 8. B-N2, N-B3; 9. NxN, PxN, with a strong center pawn formation for black. 7. N-B2 allows 7., B-QB4.

7. PxP

8. B-N2

White is threatening 9. P-Q3, PxP; 10. QxP and black's QP would become vulnerable.

8. B-KB4

Meeting the threat of P-Q3 the best possible way. 8., P-QR4 is satisfactorily met by 9. P-QR4.

9. P-Q3

Otherwise, 9., P-Q5 would be unpleasant.

9. B-QN5

10. O-O BxN

Virtually forced. For if 10., O-O; 11. PxP, PxP; 12. N-Q5, NxN; 13. QxN, winning a pawn.

11. PxP O-O

12. B-K3 Q-B2

13. R-B1 N-B3

14. P-QB4



I was of course, trying to open the bishop file for the rook. Without getting it into action, white has little hope of making any headway.

14. QR-Q1

14., KPxP? 15. BPxP wins a piece. 14., QPxP; 15. RxB, PxP (15., KR-Q; 16. N-Q4) 16. PxP with the serious threat of N-Q4.

15. N-Q4

Little is accomplished by 15. BPxP, RxB; 16. BxRP, R-R, recovering the pawn with a satisfactory position.

15. NxN

16. BxN KPxP

There is nothing better. Against 16., Q-K2 white would have replied 17. BxN, QxB; 18. BPxP, RxB; 19. Q-N3, R-Q5; 20. PxP, BxB; 21. BxB, RxB; 22. QxNP, RxB; 23. QxRP and should win.

17. BPxP Q-Q2

Best. If 17., Q-K2; 18. BxN, QxB; 19. P-K4 followed by QxP, or 18. B-B5, PxP; 19. BxQ, PxQ; 20. KRxQ.

18. BxN PxP

19. QxP PxB



At this point, white obviously has the better chances. Black's king is exposed; white has a strong passed-pawn. Nevertheless, it requires some patient tactical maneuvering in order to make visible progress. White is faced with the difficult decision whether to attack, since

black's king-position is somewhat precarious, or to attempt to advance his passed pawn.

20. Q-N2 K-N2
21. Q-Q4 B-R6

Best. If 21., P-QN3; 22. Q-KB4 (threatening R-B7) R-B; 23. R-B6. If 21., P-QR3; 22. Q-KB4, R-B; 23. P-Q6 (threatening R-B7) RxR; 24. RxR, R-B; 25. RxR, QxR; 26. BxP.

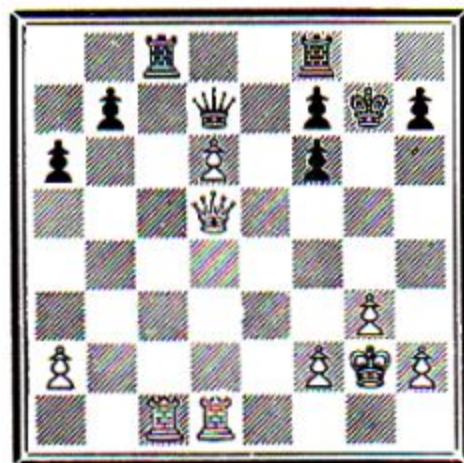
22. KR-Q1 BxB
23. KxB P-QR3
24. P-Q6

Weaker would have been 24. Q-N6. This would have enabled black to get his both rooks into play. 24., R-B; 25. P-Q6, RxR! 26. RxR, R-Q; 27. R-Q, R-QB, followed by R-B3.

24. R-B1

White was threatening R-B5-KN5ch.

25. Q-Q5



The move that gives black the most problems. There is no satisfactory defense. If 25., RxR; 26. RxR, R-Q (if 26., R-B; 27. RxR, QxR; 28. P-Q7, Q-Q; 29. QxNP) 27. R-B7 and wins. If 25., KR-Q; 26. RxR, RxR; 27. R-Q4 and white has good attacking chances against the exposed king. White could continue with P-KR3, threatening R-KN4ch, etc. Black would not be able to continue with 27., Q-B3, because of 28. QxQ, PxQ; 29. P-Q7, R-Q; 30. R-Q6, P-QB4; 31. K-B3, etc.

25..... R-B3
26. RxR PxR

26., QxR loses, because of 27. QxQ, PxQ; 28. P-Q7, R-Q; 29. R-Q6, P-QB4; 30. K-B3, etc. White simply continues with K-K4-Q5, and black is helpless, because if he plays K-B, white captures the KBP and the QRP.

27. Q-QR5 R-QR1
28. R-Q4

Black's pieces being tied up, white prepares an assault against the king.

28. R-R2

With the intention of freeing the queen, and possibly getting his rook in front of the pawn, Q2.

29. Q-R5 Q-K3



30. Q-N4ch

Other moves like 30. R-N4ch probably were sufficient. There could have followed: 30., K-B (30., K-R; 31. R-KR4, Q-Q4ch; 32. QxQ, PxQ; 33. R-Q4) 31. Q-R6ch (31. Q-QB5, R-Q2) K-K; 32. R-N8ch, K-Q2; 33. Q-B8 with serious threats. If 33., Q-Q4ch; 34. P-B3, Q-Q7ch; 35. K-R3 and there are no more checks. The text move is, however, more forceful, and gives black no chances, whatever.

30. QxQ
31. RxQch K-B1
32. R-QB4 K-K1
33. RxP R-R1

Black was afraid to play 33., K-Q2, because of 33. R-B7ch, and wins also 34. R-N6 would have sufficed.

34. P-QR4

The immediate 34. P-Q7 was more precise.

34. P-QR4
35. R-N6 R-B1
36. P-Q7ch KxP
37. RxP K-K2
38. R-B5 R-QR1
39. R-KR5 K-K3
40. RxKRP R-QN1
41. R-R5 P-B4
42. R-R6ch Resigns

OLD INDIAN DEFENSE

Round 9

(Notes by World Champion Tigran Petrosian)

So that you can clearly imagine the psychological encounter during this game, it is necessary to remember that Gligoric, then the leader of the tournament, was meeting a participant whose position in the table of standings was at that time far from shining. It should be added that in our sharp first-half struggle Gligoric was the victor. Because of these things, from the first move I tried to complicate the game, to get a position with a predominance of tactical possibilities.

Petrosian		Gligoric
1. P-QB4		P-KN3
2. P-Q4		N-KB3
3. N-QB3		B-N2
4. P-K4		P-Q3
5. P-B3		O-O
6. KN-K2	

An elastic continuation giving White a variety of plans for development, depending upon the deployment of the Black forces. As usual, Gligoric (to whom my order of moves came as no surprise)

was prepared and resolved this problem very easily.

6. P-B4
7. P-Q5

Better is B-K3, but then 7., QN-Q2 would lead to a well-known position.

7. P-K3
8. B-N5 P-KR3

Black invites his opponent to make up his mind on the position of the Bishop.

9. B-K3 PxP
10. BPxP

Stronger might be KPxP, but the pawn balance on both sides would then give Black the choice between a sharp fight or a quiet tactical continuation, because he could concentrate on the King file and eventually exchange the heavy pieces. After the text move, the situation becomes suddenly acute in character.

10. P-N3
11. P-KN4 P-KR4

Gligoric has a soft spot for this method of defense against White's standard pawn push in the Saemisch Attack. By the way, in the present situation this is quite a good move.

12. P-KN5

P-KR3 was asking to be moved, but then 12., QN-Q2 would give Black a good game.

12. KN-Q2

13. P-B4

This appears to be extremely risky, and White is really playing with fire. He is insufficiently developed to painlessly permit such a dangerous—on first look—pawn storm.

13. B-QR3

14. P-QR4

It was no fun to make such a prophylactic move, but it was absolutely necessary. Black created the threat of P-QN4, N5 and, if the possibility arises, P-QB5 followed by N-B4. If Black succeeds in this, White's entire center will collapse like a house of cards.

14. B-B5!

Black had many natural moves at his disposal, but Gligoric finds a most interesting continuation. This Bishop move frees the QR3 square for the Knight, which can then be posted at N5 in an incontestable position.

15. B-R3 R-K

It appears that White is in trouble. His KP is attacked and there is no satisfactory defense. But White did not start this game with defense in mind.

16. O-O!?



Black has the choice of:

1) 16., BxN(K2); 17. QxB, BxN;

18. PxB, RxP. Black wins a pawn, but White has counterplay. Possible, for example, are 19. P-KB5, QxP; 20. BxQ, RxQ; 21. PxB; or 19. P-B5, N-K4; 20. PxB, NxB; 21. B-B5, QxP; 22. BxQ, RxQ; 23. BxN, PxB; 24. R-B6. These variations certainly don't cover all possibilities, but they do show the presence of several tactical chances for White. In any case, White has enough compensation for the pawn.

It is much more difficult after 2) 16., KBxN; then, obviously unsatisfactory, 17. PxB, RxKP. If 17. NxB, BxR; 18. QxB. Black has the exchange, and after 18., N-KB1, White is forced to play 19. P-K5, offering a pawn. However, in spite of his heavy loss of material, White will have long initiative. Gligoric prefers another continuation.

16. N-R3
17. P-K5

This move demonstrates the possibilities of White's pawn chain. After 17., PxB; 18. P-B5, White has a good attack. But with 17., N-QB2 it was possible to create a deadly threat for White's position.

Gligoric decided to treat the position by sacrificing a Knight for two pawns and taking over the initiative. This possibility I did foresee, but did not consider dangerous for White.

17. NxKP
18. PxB BxKP
19. R-B3 N-B2

Better would be N-N5.

20. Q-Q2 Q-K2
21. B-N2

I foresaw danger if 21., P-R3, then P-N4 and 5, which would lead to the loss of my QP—and that is why I defended.

21. P-R3
22. R-N1 P-N4
23. PxB

This exchange is unavoidable. If 23. P-N3, QBxN; 24. NxB, PxB; 25. PxB, R-QN1 gives Black good chances.

23. PxB
24. P-N3 QBxN
25. NxB P-N5

Perhaps it would be better to preserve the elasticity of the pawns, but Gligoric is hurrying to activate his Knight. From QN4 it could be placed on QB6 or Q5 and become an uninvited guest in the middle of the enemy camp.

26. R(N1)-KB R-R8
27. N-B1

The only weak spot in Black's position is his KB2, and therefore it is not profitable for White to exchange Rooks.

27. N-N4

After 27., R-KB; 28. B-R3 (or Q-Q3) and White's advantage would be unquestionable.

Gligoric makes the maneuver of his Knight at the price of Queen and pawn for two Rooks.

28. RxP QxR
29. RxQ KxR
30. B-B1

In spite of his great material advantage, White should play very carefully. True, this is not difficult—the possibilities for Black are quite obvious. But curiously enough, after the game was

over I found that Gligoric was very optimistic about his chances whenever I was certain of victory.

30. N-Q5
31. K-N2 N-B4
32. B-Q3!

Demonstrating a small but important tactical point. If 32., B-B6; 33. Q-KB2, RxB; 34. BxN with an easy win.

32. K-N2
33. BxN PxR
34. Q-Q3 R-KB
35. B-Q2 P-KB5
36. K-B3 R-R2
37. Q-K4 R-R6
38. Q-B4 R-R2
39. Q-B2 R-K2
40. N-Q3 B-Q5

Time pressure has passed, and White must carefully weigh his move. There is no point in taking the KB pawn and then looking for a win in complicated variations. The sealed move:

41. Q-QB4

White's Queen becomes active, and the hopelessness of Black's position becomes obvious.

41. B-K6
42. BxB RxBch
43. K-B2 R-R6
44. K-N1 R-B4
45. Q-K4 RxPch
46. K-B1 R-N3
47. NxKBP

But not 47. QxRch, KxQ; 48. NxKBPch, K-B4; 49. NxR, K-K4 and a win for White would be very doubtful.

47. R-B3
48. K-N2 Resigns

FRENCH DEFENSE

Round 9

(Notes by Grandmaster Paul Keres)

Keres		Benko
1.	P-K4	P-K3
2.	P-Q4	P-Q4
3.	N-Q2	P-QB4
4.	KN-B3	BPxP
Here 4., N-KB3	is considered best. The text leads to a somewhat difficult game for Black.
5.	PxP	QxP
6.	B-B4	Q-Q3
7.	O-O	N-KB3
8.	N-N3	N-B3
9.	QNxP

Also a good idea here is 9. R-K to wait for further plans by the opponent. Not quite so good is 9. Q-K2, B-K2; 10. R-Q1 because of 10., P-K4.

9. NxN
10. NxN P-QR3
11. R-K1 B-K2

Better seems to be the usual idea here, 11., Q-B2, followed by 12., B-Q3.

12. P-QB3 P-K4?

This leads to a very bad endgame for Black, but also after 12., O-O; 13. Q-N3 White has the better of it. Black's 11th move was too passive.

13. N-B3!

The simplest. Complications after 13. Q-K2, PxB; 14. B-B4, P-Q6! 15. Q-K3, Q-Q1 would be quite acceptable for Black.

13. QxQ
14. RxQ P-K5

14., B-KN5; 15. R-K1, BxN; 16. PxB
(Contd. on p. 217)

