## hess



Ву Frisco Del Rosario TORRE-GREFE White to play and win.



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PAN-PACIFIC EVENT TORRE WINS er Eugenio Torre of the Pan-Pacific Grandmaster the Philip-aster Tour-Grandmaster pines won the Pan-Pacific Grandmaster Tour-nament held March 2-14 in San Francisco with a 8-3 score. Torre took the lead in round two and never looked back. He earned \$3500 in prize money

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in prize money.

Grandmaster Patrick Wolff of Massa setts led the American contingent with a score. Wolff won his last four games and ished in second place. He earned \$2500.

Tied for 3rd-6th places were exchampion Mikhail Tal of the Soviet Un American grandmasters Joel Benjamin Larry Christiansen, and Australian granditer lan Rogers. Each scored 6-5 and ea \$1500 ex-world Union grandmasearned \$1500.

Back in pack were American players the John Fedorowicz, John Grefe and Walter Browne, defending Pan-Pacific champion Utat Adianto of Indonesia, Czech grandmaster Lubomir Ftacnik, and Hungarian grandmaster Zsusza Polgar, one of the top two females in the world.

George Koltanowski, Alan Benson and Max Wilkerson served as tournament directors. Bill Orton produced the tournament bulletin, available from 7th Rank Software, 1413 1/2 Guerrero, San Francisco, CA 94110.

San Francisco 1991

White: Eugenio Torre
Black: Larry Christiansen
Sicilian Defense

Ke6 Rd3

Rd3

Sicilian Defense 04 **c**5 17.

2. Nf3 d6 18. Rad1 Nd7¹ Nf6 3. Bb5 19. cd39

**b**4 4. 20. d4 ab4 ab4 21. 5. Nc3 cd4 Ne2 Ba

Qd4 e52 Ra1 Bd8 Be7<sup>3</sup> 23. d410 Qd3 f5

24. Nd211 8. Bg5 Bd7<sup>4</sup> 0-0 25. Bd75 9. f4 ef4 Nf4 Bf66 Bf6 26. Kf7 10.

11. 12. Bc67 Qd6 27. ef5 Bc7 Rfd8 28. Ne4 Bc6 Qd8 13. 29. Rc1 Ra6 Ke28 **b**5

Be4?12 14. a5 30. a3 Ne6 15. Rhd1 Nd8 Resigns Kf8 Ke7 Ke3

NOTES:

1. 3...Bd7 and 3...Nc6 are less passive.

2. Black can no longer contest the d5-square with pawns. Usually when Black creates that hole, he has active piece play as compensation, but that is not the

pawms. Usually when black creates that hole, he has active piece play as compensation, but that is not the case here.

3. Better is 7...h6. Now White can play 8.Bg5, pressuring a defender of d5.

4. Logical. Black has castled, so the d7-knight is free for action. Its function now is supporting the other knight, so White captures it in his plan to conquer d5.

5. Black isn't paying enough attention to his d-pawn, but White will still have a bind after 9...Qd7 10.Bf6 Bf6 11.0-0-0 Rd8.

6. Black's king position is a mess after 10...gf6.

7. White happilly trades queens because his is one pawn ahead and now Black's chances for counterplay are lessened. Black offered the trade because 12.0-0-0 would have strangled him.

8. The king must be active in the endgame.

9. Nice play. White converts his pawn advantage from the queenside, where Black controls more space, to the kingside. Now he is ready to roll with d4.

d4.
10. White mobilizes his pawn majority rather than play 23.b3 Bc6 24.Ra8 Ba8, when Black's bishops might save the game a pawn down.
11. White intends to push his kingside pawns forward (f4) to victory. Again he rejects the sneaky 24.b3 Bc6 25.d5 Kd6.
12. 20. Ra5 is required (if Black unguards d8, Rc6)

1.05 Kuo.
2. 30...Ba5 is required (if Black unguards d8, Rc6! a killer), then 31.Rc5 ties Black in knots and preares the advance of the d-pawn to queen.
OLUTION: 1.Be5 Ka8 2.Qa5! wins (2...Qa5 3.Bb7 pares the ad SOLUTION:

mate).