

# chess

by richard shorman



## Good Advice From A World Champion

"Anyone who wishes to become an outstanding chessplayer must aim at perfection in the realm of analysis.

"During play your analytical work is continually being tested against your critically-minded opponents, but in home analysis it is very easy to be unobjective. To fight this tendency and to get away from poor analysis it is useful to publish your individual analytical work. Then you are subject to objective criticism.

"In other words, published analysis, or, quite simply, annotation of games for the press, is a sure method of arriving at perfection" (Mikhail Botvinnik, "One Hundred Selected Games," Dover, New York, 1960, p. 11).

If you would like to have your annotated games considered for publication in The Daily Review, send your analysis to The Daily Review Chess Column, P.O. Box 3127, Hayward, Calif. 94544.

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White: Fred Crosby. Black: Mike Weber.

Zonal CFNC Jr. Championship, Berkeley, Calif.

December 3, 1967.

Blackmar Gambit

(Annotations by Fred Crosby)

1 P—Q4	P—Q4	21 P—B4	P—KR4
2 P—K4	PxP	22 Q—Q5	R—QN1(m)
3 N—QB3	P—K4 (a)	23 RxRch	NxR
4 P—Q5 (b)	P—QB3 (c)	24 Q—K5ch	K—Q2
5 B—QB4	N—B3	25 QxN	N—N3
6 B—KN5	B—QN5	26 QxPch	K—K3
7 P—B3 (d)	PxBP (e)	27 P—Q4	R—K1
8 NxP	B—N5 (f)	28 P—N3	P—R5
9 0-0	BxQN	29 P—Q5ch	K—B3
10 PxB	Q—N3ch	30 Q—Q4ch	R—K4
11 K—R1	N—K5	31 P—B5	K—N4
12 Q—K1	BxN	32 Q—Q2ch	K—N5
13 RxB (g)	PxP	33 Q—Q1ch	K—R6
14 R—N1 (h)	Q—K3 (i)	34 Q—B1ch	K—N5
15 BxP	QxB	35 K—N2	P—R6ch
16 R—Q3	QxR	36 K—N1	P—B4
17 PxQ	NxB	37 Q—Q1ch	K—N4
18 QxPch	N—K3	38 P—Q6	P—B5
19 RxP (j)	N—Q2 (k)	39 PxPch	NxP
20 Q—Q6 (l)	N/3—B1	40 P—Q7	Resigns

(a) Black departs from the traditional line, 3...N—KB3 4 P—B3 PxP, etc.

(b) Better is 4 NxP, playing for an open game.

(c) Not as good as 4...N—KB3 5 B—N5 B—QN5 6 B—QB4 QN—Q2 7 N—K2, with an approximately equal game.

(d) Correct is 7 N—K2 0-0 8 0-0.

(e) Opens the game for White. Black has the advantage after 7...P—K6 8 BxP NxP.

(f) Black should castle now, and then consolidate to protect himself. In this whole series of moves (from 8 to 11) he only manages to trade off his defensive pieces.

(g) Just as good is 13 PxB PxP 14 BxP NxB 15 R—QN1 Q—Q3 16 BxP.



(h) A mistake. The winning line is 14 BxP! NxB 15 QxPch N—K3 16 BxN QxB 17 QxP R—B1 18 R/3—B1, and Black cannot save his Queen.

(i) After 14...Q—B2! 15 B—N5ch N—B3 16 B—K3 0-0, White's attack is stalled.

(j) White should play Q—Q6 immediately to prevent Black from castling. He will always get the Pawn, e.g., 19 Q—Q6 N—Q2 20 RxP R—Q1 21 RxP.

(k) Black should castle. Then White continues the attack with 20 Q—Q5 R—K1 21 Q—B3.

(l) More forceful is 20 Q—Q5 at once, since Black must play 20...R—Q1, and White gets the QRP.

(m) Overlooking White's reply; 22...R—Q1 was needed. Then if 23 P—B5, Black plays 23...R—R3! 24 P—B6 R—B3 25 P—KR3 N—QN3 26 Q—K5ch N—K3 27 P—B7 R—B1 28 R—N8 R—B8ch 29 K—R2 R—B8.

## Where To Play Chess

The Hayward Chess Club, 2058 D St. (Hayward Arts and Science Center). Monday and Friday, 8-11 p.m.

The Newark Youth Center, 37230 Ash St. Friday, 7-10 p.m.

The Livermore Chess Club, Fourth and J Streets (in the old library of the Carnegie Building). Evenings, the first and third Friday of the month.