

chess

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by richard shorman

THE ATTACKER WINS AGAIN

Counter-attack constitutes the only real compensation for material loss in chess. Here, White trades a Pawn in the opening for an equivalent initiative.

Having accepted the sacrifice, Black defends well for a time, but a couple of "minor inexactitudes" on moves 9 and 10 allow fresh sacrifices that increase White's initiative to the danger point.

Even so, Black might have drawn the game with perfect play thereafter, but as is so often the case with precarious defense one more slip breaks his back and the attacker wins again.

White: Robert Martinez. Black: Lupe Lopez.

Mt. Eden vs. Sunset High School League Match, Board One, Hayward, Jan., 9, 1969.

Bishop's Opening

(Notes by Robert Martinez)

1 P-K4	P-K4	15 RxQ	BxR(m)
2 N-KB3	N-KB3	16 N-K4(n)	B-B4
3 P-Q4	PxP	17 N/4-N5	P-K5(o)
4 B-QB4(a)	NxP(b)	18 NxN	PxN(p)
5 QxP	N-KB3(c)	19 QxRch	KxN
6 B-KN5	B-K2(d)	20 QxPch	K-R3
7 N-B3	N-B3(e)	21 QxB	B-N4ch
8 Q-R4	P-Q3(f)	22 K-Q1	PxP
9 0-0-0	0-0(g)	23 Q-R3ch	K-N3
10 KR-K1(h)	P-KR3(i)	24 QxP	R-Q1ch
11 BxRP(j)	PxB	25 B-Q3ch	K-B3
12 QxP	N-R2(k)	26 P-KR4(q)	B-B5
13 R-Q5	N-K4(l)	27 Q-N6ch	Resigns(r)
14 KRxN	PxR		

(a) Herein lies the transposition from the Petroff's Defense to the Bishop's Opening.

(b) Black can accept the gambit Pawn, but must prepare to defend against a strong attack. A good way to decline the gambit is 4... P-Q4 5 PxP B-N5ch 6 P-B3 Q-K2ch 7 B-K2 PxP 8 PxP B-QB4 9 0-0 0-0 10 P-B4 R-K1 11 B-Q3 B-KN5 (David Hooper, A Complete Defense to P-K4, New York, 1967, P. 31), with a sharp game ahead.

(c) Best. Other moves are 5... N-Q3? 6 0-0! and 5... N-B4? 6 B-KN5 P-KB3 7 B-K3 P-B3 8 N-B3 P-Q4 9 0-0-0 B-K2 10 Q-R4 QN-Q2 11 NxP! PxN 12 Q-R5ch P-N3 13 QxQP (Estrin—Taimanov, Leningrad, 1949), and White has an overwhelming attack.

(d) Black may break White's attack by giving back the Pawn with 6... N-B3 7 Q-R4 P-Q4 8 BxN PxP 9 B-N3 B-K3 10 N-B3 B-QN5 11 0-0-0 BxN 12 PxP Q-K2 13 BxP 0-0-0 (Hooper, p. 31), with about equal chances.

(e) The best move.

(f) 8... P-Q4 opens the game too much: 9 0-0-0 B-K3 10 KR-K1 0-0 11 B-Q3 P-KR3 12 K-N1! Q-Q2 13 BxP N-K5 14 B-KN5 BxB 15 NxB (Chmelnitsky—Yerentov, USSR, 1956), and White has the advantage.

(g) With this move Black forfeits his right to the center. Better is 9... B-K3 10 B-Q3 Q-Q2 11 B-N5 0-0 12 N-Q4 (I. A. Horowitz, Chess Openings: Theory and Practice, New York, 1964, p. 3) or 12 N-K5 Q-Q1 13 NxN PxN 14 B-Q3 P-KR3 15 P-B4 (Mieses—Rubinstein, Breslau, 1912), and White has by far the better of it.

(h) White takes control of the K file; Black's B-K3 is no longer possible.

(i) Opening his K-side position.

(j) As retreating was not in my plan, I had no other choice.

(k) With the threat of 13... B-N4ch 14 NxB QxNch 15 QxQ NxQ stifling White's attack.

(l) The only defense (13... B-K3? 14 R-KR5 and wins).

(m) Or 15... RxR 16 Q-N6ch K-R1 17 BxP, losing another Pawn and under pressure besides.

(n) White cannot let up for a second. If Black can get his pieces out, it could be dangerous!

(o) Better for the endgame would be 17... P-QB3.

(p) Loses outright. Better is 18... BxN 19 N-N5 BxNch 20 QxBch K-R1 21 Q-K5ch K-N1 22 QxBP or 21 Q-B6ch K-N1, and White would have taken a draw.

(q) The finishing touch.

(r) The Bishop is lost... 27... K-K2 28 Q-K4ch or 27... K-K4 28 Q-B5ch.