



"der Springer"

THE BEST GAMES of HENRY GROSS

[1908-1987]

by

Peter Dahl

1990

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Henry and Ida Gross at the Castle
Fiftieth Anniversary Dinner, 1979



A Castle get-together in 1953: Front:
Nielen Hultgren, Fred Byron, Jr., Wade
Hendricks, Glenn Hultgren, Guthrie Mac
McClain. Back: Paul Traum, Bob Burger,
Fred Christiansen, Neil Falconer, Henry
Gross, and Dr. Ralph Hultgren.

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NOTE: An asterick (*) after a move means that a diagram of that position has been provided.

INTRODUCTION

This booklet is my tribute to a great Chess Master and a fine person.

When I started playing serious chess as a Lowell high school student and joined the Koltanowski Chess Club, Henry became my mentor. He was a great model for me to emulate. I copied his attacking style of play and some of his openings. He also took me twice in his car to the North-South Match, paying my way completely. As time passed, I joined the same clubs and played on the same teams as Henry. For the last ten years I helped keep the Castle Chess Club going by being the Tournament Director and eventually the Secretary/Treasurer. After he died, the Club lost heart. We have limped along since, but plan to disband at the end of this year (1990).

It was a pleasure to know Henry as a person and to have played so many games with him. When he died, I said that I would purchase a computer program that would allow me to produce a booklet like this one (Easy Text and Graphics - MS DOS) and pass out copies to all his friends and admirers. And here it is!!

The knight on the cover page with its German name (springer) is appropriate since Henry always wrote S instead of N or Kt on his score sheets.

I received help in this endeavor from Bob Burger, Guthrie McClain and Charles Powell. Thanks for your proofreading and help with annotations!

Peter Dahl

Peter Dahl
75 Inverness Drive
San Francisco, CA 94132
December, 1990

In 2004 I decided to correct the errors made in the original edition and replace the handmade diagrams with modern ones prepared using ChessBase Mega Database 2004 and Fritz 8.

HENRY GROSS (1908 - 1987) MEMORIAL

When I first met Henry Gross in 1929 he was a Senior and I was a Freshman. The University of California Chess Club had appointed Henry to the position of Frosh Coach - a job which stood for something in those days, for the freshmen fielded a seven-man team which played a schedule of team matches against high schools and clubs which ended with the annual match versus Stanford. Henry had been runner-up in the California State Championship in 1928, having tied for first place with A.J. Fink - causing a one-game playoff for the title, which Fink won. So Gross was a noteworthy figure in the chess world already at the age of twenty, and we freshmen felt honored to have him as a coach.

Henry Gross was a product of the San Francisco chess scene, where the Mechanics' Institute provided chess rooms and a library for the education and advancement of persons who might be described loosely as "mechanics" (when the Institute began in 1854 the word "mechanic" had a more general meaning). A well-organized league of high school chess clubs also provided practical experience. Henry went to Poly High, and between Poly and Mechanics' Institute he developed a proficiency in chess and a love for the game which he took to the U.C. Chess Club. At Cal he met such stalwarts as Bob Carmany, Fred Christensen and Bill Barlow - plus faculty chessplayers such as G.E.K. Branch and A.W. Ryder.

After Boalt Hall of Law and passing the Bar examination, Henry got married and started a family. For a period of some ten years, he gave up chess entirely. He then agreed to disagree with his wife, who had custody of their son, Peter Gross... and then he met Ida Boyle! It was a love affair to be remembered; Henry and Ida were crazy about each other until the day Henry died. Ida was a bridge expert and bridge was Henry's second game. Ida had no objections at all to the smoke-filled rooms in which chessplayers met; in fact, some chess clubs met in rooms provided by bridge clubs. When WWII finally came to an end, Henry took up chess once more, not so much at the Mechanics' as at the Castle Chess Club in Oakland and Berkeley. He was a principal figure in forming the Golden Gate Chess Club. It was this club which made San Francisco chess history by sending a team to Europe in 1953.

The trip was an idea of International Master George Koltanowski's (now a Grandmaster). Since the European chess world was open once again following the war, he thought it would be a treat for American chessplayers to visit a scene where chess was regarded with respect rather than as an aberration, and a chess master was as well known as a football player. Kolty had hundreds of contacts, and he arranged for us a dozen matches in Western Europe which took us five or six weeks to play. There was a team of four at first: 1. George Koltanowski 2. Henry Gross 3. Guthrie McClain 4. Dr. Ken Colby. When we arrived at Zurich, having played 1. Luxembourg, 2. Strasbourg, 3. Dusseldorf, 4. Frankfurt-am-Mein, 5. Saarbrücken, and 6. Schaffhausen, we met ex-Private Arthur Bisguier, who recently won the European Championship in a tournament at Vienna. George remained at Zurich in order to play a short match with Swiss Champion Henri Grob, while Arthur Bisguier took over Board One.

In spite of having five players, the No. 7 match vs. Venice (the only double-round match of the trip) and No. 8 match vs. Milan were also on four boards. When George rejoined the team for the last three matches - Nice, Barcelona and Paris - we were, finally, a five-man team. A twelfth match, vs. Harrow in England, was later cancelled.

The team, while not as big as originally planned, made a good party for travelling about: Henry and Ida Gross, Guthrie and Ted McClain, Ken and Yvonne Colby, George Koltanowski and Arthur Bisguier. Ida Gross and Ted McClain enjoyed the trip thoroughly; both good bridge players, they played many a rubber on the train trips with their husbands and with Art Bisguier. Vonnie Colby was in the process of breaking up with Ken and the trip, a "last chance", was not working; so she was somewhat glum until we came to Zurich and met the handsome young Arthur Bisguier. Thereafter, Vonnie was radiant ...

We visited fourteen countries in six weeks and played eleven matches, winning five and losing six. George played nine matches and scored 7-5 (his score vs. Luxembourg was 4-0 in a simultaneous, not 1-0). Arthur played six times, 3-3. The other three scored 4 1/2 - 7 1/2. (Three games from this trip are included; they appear first - Ed.)

A funny thing happened at Strasbourg. Henry won his game from Charles Anglesi in what Koltly called "The Comedy of Errors" in his Chronicle Column, in spite of the fact that Anglesi could have mated Henry in three moves when he resigned (see game 1)! The Strasbourg match was played on April 1st, after which we traveled about Europe. Because Strasbourg is a rail center, we found ourselves in the railway station late one night a few days later, waiting for a train to somewhere. Two or three men were drinking beer at a nearby table and one said, belligerently, to Henry: "I know you! You won a chess game last week at the Maison Rouge Hotel. You should have lost that game!" The three men were "in their cups" and we thought they were looking for a fight. Henry laughed heartily as he replied, "I know that; Mr. Anglesi had a checkmate but he didn't see the move." He had an infectious laugh, almost a giggle, and his eyes crinkled up. The man saw the humor of it and began to laugh also. When he relayed the story to his friends, they joined in and merriment prevailed until their train came in.

This story tells you a great deal about Henry Gross. A great competitor, he played "hard" no matter what the game or what the stakes. But he had a sense of humor which never allowed him to take himself too seriously nor to take credit for something he had not earned. He was a lawyer, and a good one - but he never tried to get rich off his clients. He was a friend and counselor to so many persons that even I, a "best" friend, can't begin to name them all.

Henry took it upon himself to correct Arthur's manners from time to time. On the steps of St. Peter's in Rome, Arthur, a young, brash chess champion with lots of New York chutzpah, began to tell a story; funny or not was never learned, for Henry landed into Art for taking the occasion lightly. "Arthur, show some respect!" he said, tightly. "Don't you know that this is the cradle of our civilization?" And he went on to name some of the great events of history for Arthur, by this time a subdued young man, to remember ... later, in New York on our way home, Henry received a phone call at the hotel from Art's dad. They talked quite a while.

Henry Gross was an active supporter of chess organizations in California at a time when help was needed. He held the State Championship more than once and he was one of the California State Chess Federation's first presidents; he was an officer of the S.F. Bay Area Chess League many times and a regular team player; he was an officer of the Castle Chess Club and Club Champion more than a dozen times; he was a supporter of the North-South Team Match and a team member from the days of the telegraphic matches in the 1920's until the last match in 1970; and he wrote a check for a thousand dollars to finance the U. S. Open in San Francisco in 1961.

Guthrie McClain



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QUEEN'S GAMBIT DECLINED
International Team Match
Strassbourg, 1953
Notes by Dr. Erich Marchand

C. Anglesi H. Gross
(Strasbourg) (San Francisco)

1. P - Q4	P - Q4
2. P - QB4	P - K3
3. N - QB3	N - KB3
4. P - K3	P - B3
5. P - QR4 a)	B - Q3
6. N - B3	QN - Q2
7. B - K2	O - O
8. O - O	N - K5
9. Q - B2	P - KB4
10. P - QN3	Q - B3 b)
11. B - N2	Q - R3
12. N X N c)	BP X N
13. N - K5	R - B4 d)
14. Q - Q2 e)	N X N
15. P X N	B X P
16. B X B	R X B
17. Q - Q4	R - N4
18. P - B4	P X P e.p.
19. R X P	P - K4
20. Q - B5	B - R6
21. R - B2	Q - N3
22. B - B1	P - Q5? f)
23. P X P	P - K5
24. P - Q5	P X P
25. P X P	B - K3
26. R - Q1	R - K1 g)
27. Q X RP	B - N5? h)
28. R - K1	P - N3
29. P - Q6	P - K6* i)



30. B - B4ch j) B - K3
31. B X Bch Q X B
32. R X P? k) Q X R
33. Q - B7ch K - R1
34. P - Q7 R - KN1?? l)

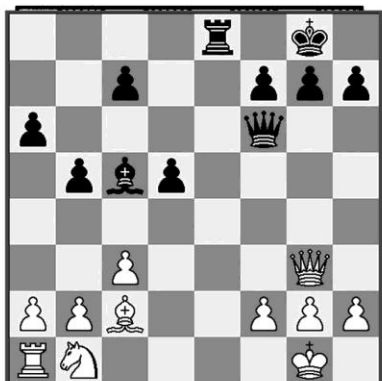
35. Resigns?? m) (DIAGRAM OF THE FINAL POSITION ON OPPOSITE PAGE)

- a) An unusual move and not bearing directly on either of White's fundamental problems, development and strengthening the center.
- b) Black has achieved a satisfactory opening assisted by White's loss of time at move 5. In fact, a dangerous K-side attack by Black is obviously brewing.
- c) This opens another attacking line and also embarrasses White's KN. 12. P - KN3 was much wiser.
- d) With 13. ...B X N, White would be saddled with an almost indefensible pawn at K5.
- e) With 14. N-N4, Q-N4 15. P-R3, P-R4 16. N-R2, White could prevent the loss of a pawn, though admittedly his position would not be a happy one. The text-move is played with the hope of getting a chance to play P-B4 with the KP protected.
- f) Black decides to be generous and return the extra pawn. 22. ..., P-K5 would allow Black to enjoy his extra pawn in peace.
- g) There appears to be no way to win the QP.
- h) It is far more prudent to regain the pawn by 27. ..., RXQP. 27. ..., BXP 28. RXB, RXR 29. B-B4 is very dubious.
- i) See diagram. Of course 29. ..., QXP would have been met by mate in 3 (if White saw it!).
- j) Correct here is 30. RXP since 30. ..., RXR would be followed by a forced mate.
- k) This should fail
- l) Correct was 34. ..., R-Q1 and with care Black should win. The textmove permits White a mate in 3 beginning with 35. QXRch.
- m) He doesn't see the mate! A remarkable finish, adding another page to voluminous annals of double chess blindness!

RUY LOPEZ
International Team Match
Venice, 1953
Notes by George Koltanowski

Henry Gross Gino Fletzer
(San Francisco) (Venice)

1. P - K4	P - K4
2. N - KB3	N - QB3
3. B - N5	P - QR3
4. B - R4	N - B3
5. O - O	N X KP
6. P - Q4	P - QN4
7. B - N3	P - Q4
8. P X P	B - K3
9. P - B3	B - K2
10. B - K3	N - B4
11. B - B2	B - KN5
12. B X N	B X B
13. Q - Q3	B X N
14. Q X B	N X KP
15. R - K1	Q - B3
16. Q - KN3	O - O
17. R X N	QR - K1 a)
18. R X R	R X R*



- a) The "point" of the combination beginning with the move
13. ..., B X N
- b) 19. N-R3 leads to a better game for White. "Kolty" originally thought that 19. ..., P-N5 20. PXP, QXNP won for black. Henry analyzed that after 21. R-KB1, BXNP 22. Q-Q3 that he had at least a draw. Keres came up with the following analysis:
White should play 22. B-R4 if 22. ..., R-K8 23. RXR, BXR 24. N-B2, if ..Q-B8 25. Q-Q3 wins if ..QXP 25. Q-QN3, QXQ 26. BXQ, B-B6 27. BXQP wins if 22. ..., R-K7 23. N-N1 if 23. ..., B-K8 24. Q-QN3, BXPch 25. K-R1, B-B4 26. QXQP, R-KB7 27. R-K1, R-K7 28. R-Q1 should win
- Best for Black appears to be 23. ..., R-K8 24. Q-Q3, RXRch (24. ..., B-B4 25. N-Q2) 25. KXR, B-B4 (25. ..., QXRP 26. B-N3 followed by BXQP) 26. Q-B2, Q-Q5 27. N-B3 (with B-B6 in mind)
- c) Mate is inevitable - eg:
28. Q-Q1, R-B8ch 29. KXB, Q-B7 mate

19. N - Q2 b)	R - K7
20. N - B3	R X B
21. Q X BP	B X Pch
22. K - B1	P - KR3
23. Q - N8ch	K - R2
24. Q - K5	Q - KN3
25. Q X QP	B - K6
26. N - R4	R - B7ch
27. K - K1	Q - B7

White Resigns c)

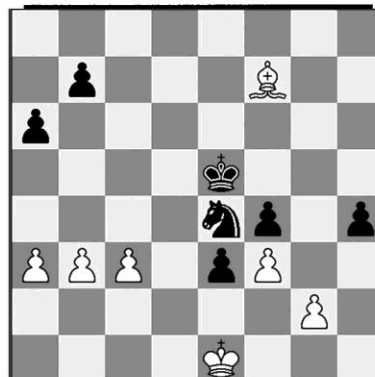
SICILIAN DEFENSE
International Team Match
Paris, 1953
Notes by George Koltanowski

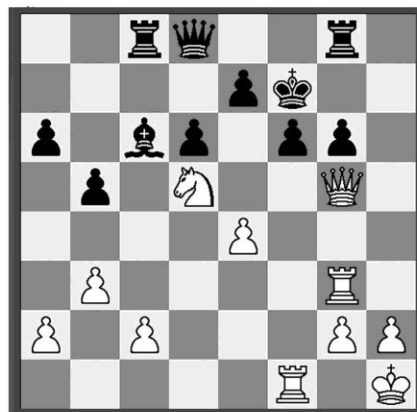
Henry Gross Dr. S. Tartakower
(San Francisco) (Paris)

1. P - K4	P - QB4
2. N - KB3	P - QR3
3. P - Q4	P X P
4. N X P	N - KB3
5. N - QB3	P - K4 a)
6. N - B3	B - N5
7. B - Q2	N - B3
8. B - Q3 b)	P - Q4
9. N X QP	N X N
10. P X N	Q X P
11. O - O	B - N5 c)
12. B X B	N X B
13. R - K1	O-O-O
14. R - K4 d)	Q X R
15. B X Q	R X Qch
16. R X R	P - B4
17. B - Q5	R - K1
18. P - KR3	B X N
19. B X B	P - K5
20. B - K2	R - Q1 e)
21. P - R3	R X Rch
22. B X R	N - B3
23. K - B1	K - Q2
24. K - K2	N - K4
25. K - Q2 f)	K - K3
26. B - K2	K - Q4
27. P - QN3	P - B5
28. B - B1	P - KR4
29. B - K2	P - R5
30. B - B1	P - KN4
31. P - QB3	P - N5
32. P X P	N X P
33. B - B4ch	K - K4
34. K - K1	P - K6
35. P - B3	N - B3
36. B - B7	N - K5?* g)
37. P - B4	N - Q7
38. B - Q5	N X NP
39. B X P	N - B4
40. B - Q5	K - Q5
41. K - K2	K - B6
42. B - B7	K - N6
43. B - Q5	K X P
44. B - K4	K - N6

White Resigns

- a) The grandmaster prefers tactics! In the last tournament in Paris he drew eight games in a row, and came in eighth. Yet here he goes all out for surprise, pins and needles.
- b) Gives his opponent a chance to free himself completely; B-QB4 should have been tried.
- c) All black's pieces are developed; the slightest error now and Black is ready to pounce.
- d) Forces the line chosen by Black.
- e) Feels that the ending is favorable to his knight.
- f) Here White offered a draw but the doctor wanted to make a "few" more moves.
- g) This should have lost the game. After 37. PXN, P-B6 38. PXP!, P-R6 39. P-B4ch!, KXBP 40. P-K5, KXP 41. B-R5, K-B5 42. K-K2 wins. Now it's a slow, tortuous death.

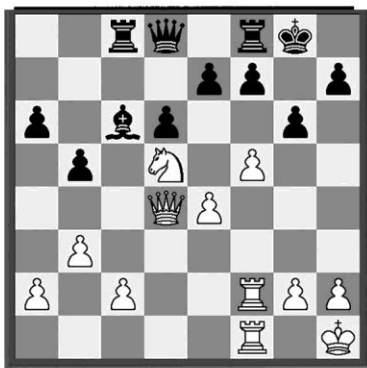




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SICILIAN DEFENSE
Bognor Regis Tournament
England, 1953
Notes by Peter Dahl and
Bob Burger
Henry Gross B. H. Wood

- | | |
|--------------|---------|
| 1. P - K4 | P - QB4 |
| 2. N - KB3 | P - Q3 |
| 3. P - Q4 | P X P |
| 4. N X P | N - KB3 |
| 5. N - QB3 | P - KN3 |
| 6. B - K2 a) | B - N2 |
| 7. B - K3 | N - B3 |
| 8. O - O | O - O |
| 9. Q - Q2 b) | N - KN5 |
| 10. B X N | B X B |
| 11. P - B4 | B - Q2 |
| 12. K - R1 | R - B1 |
| 13. R - B2 | N - R4 |
| 14. P - QN3 | P - QN4 |
| 15. QR - KB1 | P - QR3 |
| 16. P - B5 | N - B3 |
| 17. N - Q5 | N X N |
| 18. B X N | B X B |
| 19. Q X B | B - B3* |



- | | | |
|----------------|----|----------------------|
| 20. P X P | c) | RP X P |
| 21. R - B3 | | P - B3 |
| 22. R - N3 | | K - B2 |
| 23. Q - Q2 | | R - KR1 |
| 24. Q - N5 | | R - KN1* (see |
| 25. N - K3? d) | | B X P opposite page) |
| 26. N - N4 | | P - Q4 |
| 27. Q - R6 | | Q - Q3 |
| 28. Q - R7ch | | K - K3 |
| 29. R - K3 | | Q - B4 |
| 30. R - K2 | | QR - KB1 |
| 31. N - R6 | | R - KR1 |
| 32. Q X NP | | K - Q2 |
| 33. Q - N7 | | Q - Q3 |
| 34. N - N4 | | K - B3 |
| 35. R X B | | P X R |
| 36. P - KR3 | | QR - KN1 |

White Resigns

Copy of tournament report by Bruce Hayden, London:

"Henry Gross, Co-Champion of California couldn't win a game but conquered all by his sportsmanship and charm in the international event of the chess congress staged at the English south coast resort of Bognor Regis in celebration of the British coronation. Two former British champions, Harry Golombek and William Winter shared first and second prizes with five points each in a thrilling finish, B.H. Wood leading through the tourney, being relegated to sharing third and fourth by a brilliant ending administered by Golombek in the final round. Wood scored a total of 4 1/2 to split with South African champion W. Heidenfeld. The tourney was an upset in form as R.G. Wade, the New Zealand master and currently British champion, missed the prize list by half a point with a total of four.

In his third-round game Gross braced himself to launch a fierce king-side attack against the player who was leading the pack, but he seemed to always lack the vital tempo to press it home."

a) This is the "Classical" variation which was the primary way to play against the Dragon variation in those days.

b) More commonly played is 9. N-N3 followed by 10. P-B4

c) Burger suggests that the best move in this position is 20. N-K3! Now Black is helpless against 21. N-N4. For instance 20. N-K3!, B-N2 21. N-N4, P-B3 22. PXP, PXP 23. Q-K3

d) Good enough for a draw is 25. P-K5, BXN 26. PXP, BXPch 27. RXB, PXP 28. Q-Q5ch, K-N2 where White has excellent play for the pawn. Two ideas are: 29. R-Q1, R-K1 30. Q-Q3, P-N4 31. P-KR4, R-KR1 32. Q-Q4 or 29. R(1)-KN1, P-N4 30. RXPch draws by force, since Black must sacrifice his queen to stop mate.

Another move to be considered is 25. P-KR4 followed by P-R5.

Reti Accepted
Fifth Game of Match
February, 1927
Notes by Peter Dahl

Ralph Hultgren Henry Gross

- | | | |
|----------------|-------------|--|
| 1. N - KB3 | P - Q4 | |
| 2. P - B4 | P X P | |
| 3. N - R3 | P - K4!? a) | |
| 4. N X KP | B X N | |
| 5. Q - R4ch b) | P - N4 | |
| 6. Q X B | B - N2 | |
| 7. P - QN3 c) | Q - Q3 | |
| 8. B - N2 | P - B6* d) | |



- a) Henry goes for complications using a well known gambit line.
- b) Not 5. PXB as Q-Q5 wins for Black.
- c) 7. P-K3 or 7. P-Q3 are the "book" moves.
- d) Wins a piece, but is it worth it!? 8. ..., QXQ 9. BXQ, PXP 10. PXP, N-Q2 or N-KB3 gives equality.
- e) 13. ..., O-O 14. QXN is not fatal but hardly good.

- | | | |
|--------------|-----------|--|
| 9. P X P | Q X N | |
| 10. P - QB4 | Q - N4 | |
| 11. P - KR4! | Q - R3 | |
| 12. R - R3! | N - K2 | |
| 13. R - K3 | Q X P? e) | |
| 14. P - KN3 | Q - N4 | |
| 15. P - B4 | P - N5 | |
| 16. Q X P | N - B3 | |
| 17. Q X B | Q - B4 | |
| 18. Q X Rch | N - Q1 | |
| 19. R - Q1 | O - O | |
| 20. R X N | Resigns | |

PHILIDOR'S DEFENSE
Third Game of Match
March, 1928
Notes by Peter Dahl

Henry Gross Henry Ralston

1. P - K4	P - K4
2. N - KB3	P - Q3
3. P - Q4	N - KB3
4. N - QB3	QN - Q2
5. B - B4	B - K2
6. O - O	O - O
7. P - KR3	P - KR3
8. B - K3	R - K1
9. Q - Q3	B - B1
10. QR - Q1	Q - K2?* a)

a) 10. ..., PXP 11. NXP, N-N3
12. B-N3 is standard for black.
b) 11. ..., N-N3 was necessary.
if 12. B-N3, PXP 13. BXP, NXP
14. N-N6, Q-N4 15. NXB, NXN
if 12. N-N6, Q-Q2! 13. B-N3,
K-R2 14. NXB, RXN
c) Black looks busted here. It is
amazing how Ralston holds on.
d) if 20. ..., Q-B3 21. NXB, QXB
22. Q-R7ch, KXN 23. QXPch will
win.



after 16. ..., RXP



11. N - KR4!	K - R1? b)
12. N - B5	Q - Q1
13. B X BP	P X P c)
14. B X QP	N - K4
15. B X N	R X B
16. P - KB4	R X P!* d)
17. N - KR4!	P - KN3
18. N X R	N X N
19. N X Pch	K - N2
20. Q X N	K X B?
21. N - K5ch*	Resigns

final position:



QUEEN'S GAMBIT DECLINED
Golden Gate Chess Club
Notes by Peter Dahl

Robert Currie Henry Gross

1. P - Q4	P - Q4
2. N - KB3	N - KB3
3. P - B4	P - K3
4. N - B3	P - B3
5. P - K3	QN - Q2
6. Q - B2	B - Q3
7. P - QN3	O - O
8. B - K2	P X P
9. P X P	P - K4
10. O - O	R - K1
11. R - K1	Q - K2
12. B - N2	P - K5
13. N - Q2	N - B1
14. P - B3	P X P
15. B X P	N - N5
16. N - B1 a)	N - N3
17. P - K4	Q - R5
18. P - K5?*b)	

a) Perhaps "sacking" a pawn by
16. P-K4, NXP 17. P-K5 was best.

b) 18. P-KN3 was needed.

c) if 23. Q-K2, B-Q6 wins.



18.	R X P!!
19. R X R	N(3) X R
20. P X N	B - B4ch
21. K - R1	N - B7ch
22. K - N1	B - B4!
23. Q X B c)	N - R6ch
24. K - R1	Q - B7

White resigns

QUEEN'S PAWN GAME
Golden Gate Chess Club Championship
From Calif. Chess Reporter, 1952
Notes by Neil E. Falconer

Boris Popoff Henry Gross

1. P - Q4	P - Q4
2. N - KB3	P - QB4
3. P X P	N - QB3
4. B - B4	a) P - KN3
5. N - B3	P - Q5
6. N - QR4	B - N2
7. P - B3	P - K4
8. B - Q2	B - K3
9. P - K4	N - B3
10. Q - B2	O - O
11. R - Q1	N - Q2
12. P X P	b) P X P
13. N - N5	c) N(2)-K4
14. N X B	P X N
15. B - QB4*	



15.	P - Q6!
16. Q - B1	d) N - Q5
17. B - K3	e) Q - R4ch
18. R - Q2	f) N - B7ch
19. K - Q1	N X B(B4)
20. R X P	N(7)XBch
21. Resigns	

- a) Since White evidently cannot prevent ...P-K4, this is lost time.
- b) 12. P-QN4 seems more consistent with White's previous strategy. White is too dangerously behind in development to open lines.
- c) And now White, instead of developing, opens still more lines.
- d) Not 16. BXPch, K-R1 17. Q moves, Q-B3 and wins a piece; while 16. Q-B3 loses to ... N-B6ch.
- e) If 17. B-N3, Q-R5 18. B-K3, QXKP 19. P-B3, P-Q7ch!
- f) There is nothing better!

Giucco Piano
Golden Gate Chess Club Tournament
June, 1952
Notes by Peter Dahl

Peter Dahl Henry Gross

1. P - K4	P - K4
2. N - KB3	N - QB3
3. B - B4	B - B4
4. P - B3	Q - K2
5. P - Q4	P X P a)
6. O - O	P - Q3
7. P X P	B - N3
8. N - B3 b)	B - N5
9. N - Q5	Q - Q2
10. N X B	RP X N
11. P - QR3 c)	N - B3
12. Q - Q3	B X N
13. P X B	R - R4 d)
14. B - QN5	Q - R6
15. P - Q5	N - Q2* e)



- a) 5. ..., B-N3 is the correct move here.
 - b) White should prevent the pin with 8. P-KR3
 - c) A wasted move. 11. Q-Q3 immediately is better.
 - d) Black invites White to win the exchange, but really plans to mate White if he accepts.
 - e) Threatens either knight to K4, NXPch, and QXRP mate.
16. B-KB4, fails to RXB
17. QXR, N-Q5

After the game was over, Henry suggested 15. ..., RXB
16. QXR, N-Q2. But 17. PXN, N-K4
18. PXPch, K-K2 19. B-KB4 stops mate and thus wins. The move played is best.

16. P - B4!	Q - N5ch
17. K - R1	R X B
18. R - N1!	N - B4
19. Q X R	Q - B6ch
20. R - N2	Q - Q8ch
21. R - N1	Q - B6ch

Draw by perpetual check

RUY LOPEZ
Castle Chess Club Championship
August, 1952
Notes by Peter Dahl

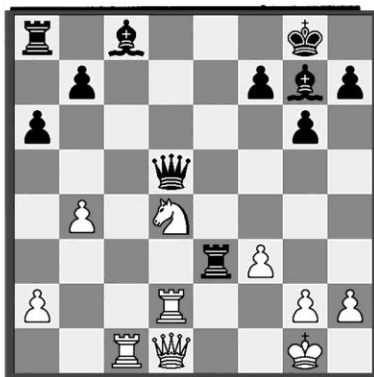
Henry Gross Paul Traum

1. P - K4	P - K4	
2. N - KB3	N - QB3	
3. B - N5	N - Q5	
4. N X N	P X N	
5. O - O	P - KN3	
6. P - QB3	B - N2	
7. P X P	B X P	
8. N - B3	N - K2	
9. N - K2	B - N2	
10. P - Q4	P - QB3	
11. B - Q3	O - O	
12. B - K3	P - Q4	
13. P - B3	P - QB4	a)
14. R - B1	P X QP	
15. N X P	P - QR3	
16. R - KB2	P X P	b)
17. B X KP	N - Q4	
18. B X N	Q X B	
19. P - QN4	R - K1	
20. R - Q2	R X B??*	c)

a) Black should finish his development with B-K3 before opening up the center.

b) 16. ..., B-Q2 is better.

c) White invites Black to make a big mistake and he accepts! A beautiful finish results. Black can just hold on with 20. ..., B-B4 21. B-B2, QR-B1 22. RXR, RXR 23. NXB, QXN 24. R-Q8ch, RXR 25. QXRch, B-B1 26. B-B5, Q-N8ch 27. K-B2, Q-N7ch 28. K-N3 where Black can try for a perpetual check or play Q-N2.



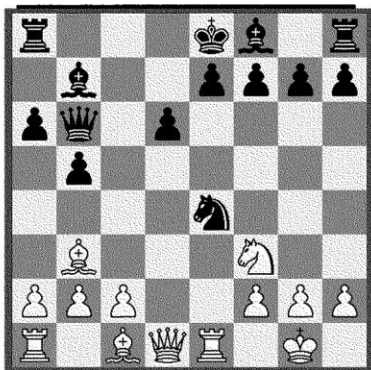
21. N - B5	Q X N
22. R - Q8ch	B - B1
23. Q - Q6	K - N2
24. Q X Bch	K - B3
25. Q - R8ch	Resigns

SICILIAN DEFENSE
California State Championship
August, 1952

Notes by Charles Powell and Henry Gross (from 1952 Chess Reporter)

Henry Gross A. Spiller

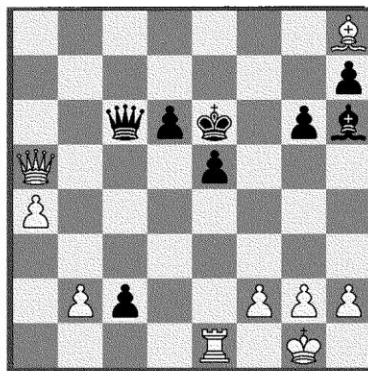
1. P - K4	P - QB4	
2. N - KB3	P - Q3	
3. B - N5ch	N - Q2	
4. P - Q4	P X P	
5. Q X P	P - QR3	
6. B - R4	N - B3	
7. O - O	P - QN4	
8. B - N3	Q - N3	
9. Q - Q1	B - N2	a)
10. N - B3	N - B4	b)
11. R - K1	QN X P?	c)
12. N X N	N X N*	



13. R X N!	B X R	
14. N - N5!	B - N3	
15. N X BP	B X N	
16. B X Bch	K X B	d)
17. Q - B3ch	K - K1	e)
18. Q X Rch	K - Q2	
19. B - K3	Q - B3	f)
20. Q - R7ch	K - K3	
21. P - QR4	P - N5	
22. P - QB3	P X P	
23. R - QB1	P - B7	
24. B - N6	P - N3	
25. Q X RPch	K - Q2	
26. Q - R7ch	K - K3	
27. B - Q4	B - R3	
28. R - K1ch	K - Q4	g)
29. B X R	P - K4	
30. Q - R7ch	K - K3*	h)
31. B X KP!	P X B	
32. Q X Pch	K - B2	i)
33. Q - K7ch	K - N1	
34. Q - Q8ch	B - B1	
35. R - QB1	Resigns	j)

- a) White dares Black to take the pawn. Here it is bad because 9. ..., NXP 10. Q-Q5, B-N2 11. QXBPch, K-Q1 12. B-K3, N(2)-B4 13. N-Q4
- b) NXP 11. NXN, BXN continues just like the game.
- c) 16. Black should finish his development before grabbing a pawn! 11. ..., P-K3 is necessary.
- d) 16. ..., K-Q1! leaves black the exchange up although weak on the white squares.
- e) The key move in the combination.
- f) Although material is even, White has a tremendous advantage, since he can develop the queen side quickly and Black's king is in the center.
- g) If, 28. ..., K-B4 29. QXP, P-B8(Q) 30. Q-B6ch, K-N5 31. P-R3ch, followed by 32. P-N4 mate.
- h) Better is 30. ..., Q-B4 31. Q-R8ch, Q-B3 32. QXQch, KXQ 33. P-QN4, P-B8(Q) 34. RXQ, BXR 35. B-R6 should win.
- i) If 32. ..., K-Q2 33. Q-K8ch, K-B2 34. R-Q7ch, K-N3 35. P-R5ch, K-N4 or B4 36. R-K5ch wins.
- j) It is impossible to save the pawn

Position after 30. ..., K-K3



RUY LOPEZ - BIRD'S DEFENSE
Golden Gate Club vs Russian Club
January, 1953
Notes by Peter Dahl

Henry Gross D. Poliakoff

1. P - K4	P - K4
2. N - KB3	N - QB3
3. B - N5	N - Q5
4. N X N	P X N
5. O - O	P - KN3
6. P - QB3	B - N2
7. P X P	B X P
8. N - B3	N - K2
9. P - Q3 a)	B - N2
10. B - N5	P - QB3
11. B - QB4	O - O
12. Q - Q2	P - Q3
13. P - KB4	B - K3
14. P - B5	P X P b)
15. P X P	Q - N3ch
16. B - K3	B - Q5 c)
17. B X B	Q X Bch
18. K - N1	N X P
19. Q - N5ch	N - N2 d)
20. N - K4	Q - K4
21. N - B6ch	K - R1
22. Q - R6	B - B4*

- a) I like what Henry played against Traum: 9. N-K2, B-N2 10. P-Q4 better.
- b) There does not seem to be any better move.
14. ..., BXB 15. P-B6!, BXBP
16. BXB wins as Q-R6 is unstoppable.
- c) Better was .., B-R3 17. BXQ, BXQ
18. PXB, PXB 19. PXP ch, K-R1
leaving a complicated ending.
- d) Other moves lose two pieces for the rook. eg:
14. .., Q-N2 15. RXN, BXR
16. QXB, P-Q4 or
14. .., K-R1 15. RXN, BXR
16. QXB, P-Q4
either of which was far superior than what was played.
- e) Ye olde deflection sacrifice!



23. P - Q4! e) Q - R4
24. P - QN4 Resigns.

A reoccurring theme in quick chess wins is that the loser does not complete his development. Here is a game where Henry loses as White because he is gets behind in development (24. B-N1); Paul shows no mercy after the final mistake of 27. P-QR3.

RUY LOPEZ
Castle Chess Club Championship
May, 1954
Notes by Peter Dahl

Henry Gross Paul Traum

1. P - K4	P - K4
2. N - KB3	N - QB3
3. B - N5	P - QR3
4. B - R4	N - B3
5. O - O	P - QN4
6. B - N3	B - K2
7. R - K1	O - O
8. P - B3	P - Q3
9. P - KR3	N - QR4
10. B - B2	P - B4
11. P - Q4	BP X P
12. P X P	Q - B2
13. QN - Q2	B - K3
14. N - B1	QR - B1
15. N - K3? a)	N - B5
16. B - Q3	P X P
17. N X P	N - K4
18. B - B2	N - N3
19. N(K3)-B5	B X N
20. P X B	N - K4
21. B - N5	N - Q4
22. P - B4	B X B
23. P X B	N - QN5
24. B - N1 b)	Q - N3 c)
25. K - R1	R - B5
26. N - K2	R - R5
27. P - R3?* d)	N - N5
28. R - B1	Q - K6
29. R - B3	R X Pch!
30. R X R	N - B7ch
31. K - R2	Q - K4ch
32. N - N3	N X Q
33. P X N	Q X QNP
34. P - N6	Q X R
35. R X P	P X P
36. P X P	Q X B

White Resigns

- a) 15. B-Q3 is the correct move.
The knight belongs on KN3. On K3 it blocks the Queen Bishop.
- b) if 24. ..., B-K4 25. P-Q4, B-B3 26. NXBch QXN is better.
- c) The beginning of a nice .
sequence of moves.



- d) 27. R-B1 may save things.
if 27. ..., N-N5 28. Q-K1
if 27. ..., Q-K6 28. N-N1

RUY LOPEZ
Pan-American Tournament
July, 1954
Notes by Dr. E. Marchand (somewhat abbreviated by P. Dahl)

Henry Gross Isaac Kashdan

1. P - K4	P - K4
2. N - KB3	N - QB3
3. B - N5	P - QR3
4. B - R4	N - B3
5. O - O	B - K2
6. P - Q4	P X P
7. N X P? a)	N X N
8. P - K5 b)	N - K3
9. P X N	B X P c)
10. N - B3	O - O d)
11. N - K4	B - K2
12. P - QB4	P - KB4
13. N - B3	P - B5 e)
14. B - B2	Q - K1
15. N - Q5	B - Q1
16. R - K1	Q - B2 f)
17. Q - Q3	P - KN3 g)
18. P - B3	P - Q3
19. P - QN4	P - B3
20. N - B3	B - N3ch
21. K - R1	N - Q5
22. N - K4 h)	B - KB4
23. B - N2* i)	



23. ...	P - B4?
24. B X N	P X B
25. P - B5	P - Q4 j)
26. B - N3	B - B2 k)
27. Q X QP	QR - Q1
28. N - Q6	Q - B3 l)
29. B X Pch	Resigns m)

m) 29. ..., K-R1 30. QXQch, RXQ 31. N-B7ch wins

- a) This loses a pawn. Either R-K1 or P-K5 should be played.
- b) Not 8. QXN?, P-B4 followed by P-QN4 and P-B5 winning the bishop.
- c) Black has won a pawn without submitting to any real positional weakness or loss of time.
- d) Should Black have played ..BXN? Perhaps. But Kashdan is well known to prefer the bishop over the knight.
- e) A pivotal point. The move restricts White's bishop, but yields White his K4 square and opens a line against the Black king. After 13. ..., P-Q3 14. N-Q5, B-N4 15. P-B4, B-R3 Black can continue with P-KN3 and B-N2.
- f) The pawn at B5 shows signs of weakness. N X KBP was threatened.
- g) Another consequence of 13..., P-B5.
- h) Black's best reply now appears to be 22. ..., NXB 23. QXN, B-Q5 since control of the long diagonal is becoming crucial.
- i) An exceptionally difficult position has been reached. If now 23. ..., N-K3 24. QXP, QR-Q1 25. Q-K5. or 23. ..., P-Q4 24. BXN, PXN 25. PXP, QR-Q1 26. P-B5. Best appears to be 23. ..., NXB 24. P-B5!, PXP (cannot take a rook because of 25. Q-B3) 25. PXP, B-R4 (not BXP due to 26. QXN, BXN 27. Q-B3, Q-K2 28. Q-R8ch etc.) 26. QXN, BXR 27. RXB, P-R3 (not BXN, as Q-B3 wins) 28. Q-B3, K-R2 29. N-B6ch, QXN (not a king move as 30. N-N8ch, K-R2 31. Q-R8 mates) 30. QXQ, RXQ 31. R-K7ch with a probable draw.
- j) if PXP 26. B-N3, B-K3 27. N-B6ch, QXN 28. RXB, Q-R5 29. RXBch.
- k) Better is K-R1 27. PXB, PXN 28. PXP, B-K3
- l) or Q-N2 29. BXPch, K-R1 30. QXQch, KXQ 31. R-K7ch and RXB.

A most interesting game. White played with great precision after his risky opening and over-optimism.

IRREGULAR OPENING
Pan American Tournament
July, 1954
Notes by Peter Dahl

Henry Gross Saul Yarmak

1. P - K4	P - Q3
2. P - KB4	N - KB3
3. P - K5	P X P
4. P X P	B - N5
5. B - K2	B X B
6. Q X B	N - Q4
7. P - Q4	P - K3
8. N - KB3	P - QB4
9. O - O	B - K2
10. P - B4	N - N3
11. B - K3	N - B3
12. P X P	N - Q2
13. N - B3	N(2) X KP
14. QR - Q1	Q - R4
15. N X N	N X N
16. B - Q4	N - B3
17. B X P	Q X Pch
18. K - R1	R - KN1
19. N - K4	Q - QR4
20. B - B3	Q - B2*

- a) 11. ..., PXP 12. NXP, O-O
13. N-B3, QN-Q2 is better.
- b) 13. ..., O-O was necessary.
- c) if 21. ..., KXR 22. Q-R5ch,
22. ..., K-B1 23. R-B1ch wins.
22. ..., R-N3 23. QXPch wins.
- d) if. 29. ..., RXP 30. PXN, RXB
31. R-Q1ch wins the bishop.



21. R X P!	R
22. QR - KB1	K - Q1 c)
23. N - B6ch	K - Q2
24. N X R	K - B1
25. Q X Pch	R X N
26. Q X Qch	Q - Q2
27. R X P	K X Q
28. P - QN4	K - Q3
29. P - N5	R - N5
	Resigns d)

GRUNFELD DEFENSE - CLASSICAL VARIATION
Golden Gate Chess Club Tournament
July, 1954
Notes by Peter Dahl and Charles Powell

Bill Addison Henry Gross

1. P - Q4	N - KB3
2. P - QB4	P - KN3
3. N - QB3	P - Q4
4. P X P	N X P
5. P - K4	N X N
6. P X N	B - N2
7. B - QB4	O - O
8. N - K2	P - N3
9. O - O	B - N2
10. P - B3	P - QB4
11. B - K3	Q - B2
12. R - B1	N - B3
13. Q - K1	QR - B1
14. Q - B2	KR - Q1
15. P - B4 a)	P - K3
16. P - B5	N - R4
17. B - Q3	KP X P
18. KP X P	Q - K2 b)
19. N - N3	P X QP
20. B X P	B X B
21. P X B	R X R
22. R X R	Q - B3
23. N - K2	B - Q4
24. P X P	Q X Qch
25. K X Q	BP X P
26. R - B7	R - B1ch
27. K - K3? c)	R - B2
28. R - B8ch	K - N2
29. N - B4	R - K2ch
30. K - Q2	B X RP
31. P - Q5	N - N2
32. K - B3	N - B4*

- a) Not 15. PXP, PXP 16. BXP, N-QR4!
- b) Black cannot allow 19. P-B6.
- c) 27. K-N3 is much better, since it does not lose a pawn.
- d) White has serious problems here. R-K6 and P-KN4 are threatened. If 33. B-N5, P-KN4 34. P-Q6, R-K6ch 35. K-Q2, PXN wins. Since the loss of a second pawn is "curtains", Addison decides to "sac" the exchange.



33. R X N d) P X R
34. B - N5 P - N4

35. P - Q6 R - N2
36. N - R5ch K - R3
37. B - B6 R - N1
38. N - B6 B - K3
39. N - K4 R - Q1
40. White loses on time, but he is lost anyway.

PIRC DEFENSE
 Castle Chess Club Championship
 June, 1955
 Notes by Peter Dahl and Charles Powell

Henry Gross V. Zemitis

1. P - K4	P - Q3
2. P - Q4	N - KB3
3. N - QB3	P - KN3
4. B - KN5	QN - Q2? a)
5. P - B4	P - KR3
6. B - R4	B - N2
7. P - K5!	P X P
8. QP X P	N - R2 b)
9. N - B3 c)	P - QB3
10. B - B4	Q - R4? d)
11. Q - Q3	P - QN4*



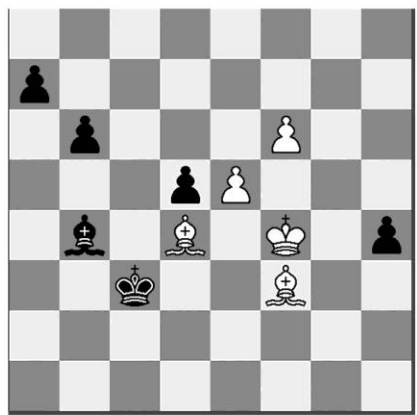
12. B X Pch!	K X B
13. P - K6ch	K X P
14. Q X Pch	B - B3
15. O-O-O	QN - B1
16. KR - K1 mate	

a) 4. ..., B-N2 is correct. if
 5. P-K5, PXP 6. PXP, QXQch
 7. RXQ, KN-Q2 8. N-Q5, BXP
 9. N-KB3, B-Q3 10. BXP, BXB
 11. NXPch, K-Q1 12. NXR, P-N3
 results in dynamic equality.
 or 5. Q-Q2, P-KR3 6. B-KB4, P-KN4
 7. B-N3, N-R4 8. B-K2, NXB
 9. RPXN, N-B3 10. P-Q5, N-Q5
 with more solid equality.

b) The knight is misplaced here,
 clearly showing that Black's
 fourth move was bad.

c) An attractive attack is
 9. P-K6, PXP 10. B-Q3, QN-KB1
 11. Q-N4, K-B2 12. O-O-O

d) Now was the time to castle!
 10. ..., O-O 11. P-K6, PXP
 12. BXPch, K-R1 13. O-O, N-N3
 14. BXB, QRXB 15. QXQ, KRXQ
 16. BXP, R-Q2 17. B-B5, N-Q4
 18. NXN, PXN is better for
 Black than what was played.



GRUNFELD DEFENSE
July 22, 1955
Notes by Peter Dahl

Charles Bagby Henry Gross

- | | |
|---------------|---|
| 1. P - QB4 | N - KB3 |
| 2. N - QB3 | P - KN3 |
| 3. P - Q4 | P - Q4 |
| 4. P X P | N X P |
| 5. P - K4 | N X N |
| 6. P X N | B - N2 |
| 7. B - QB4 | O - O |
| 8. N - K2 | P - N3 |
| 9. O - O | B - N2 |
| 10. P - B3 | P - QB4 |
| 11. B - K3 | P X P |
| 12. P X P | N - B3 |
| 13. Q - Q2 | Q - Q3 |
| 14. KR - Q1 | KR - Q1 |
| 15. QR - B1 | QR - B1 |
| 16. K - R1 | N - R4 |
| 17. B - Q3 | Q - R6 |
| 18. R X R | R X R |
| 19. R - QB1 | R X Rch |
| 20. N X R | N - B3 |
| 21. N - K2 | Q - N5 |
| 22. P - K5 | Q X Q |
| 23. B X Q | P - K3 |
| 24. K - N1 | B - KB1 |
| 25. B - K4 | B - QR3 |
| 26. B X N | B X N |
| 27. B - K4 | B - B5 |
| 28. B - N1? | a) B - R6 |
| 29. K - B2 | K - B1 |
| 30. K - K3 | K - K1 |
| 31. P - B4 | K - Q2 |
| 32. P - N4 | B - K2 |
| 33. K - B3 | B - Q4ch |
| 34. K - N3 | K - B3 |
| 35. P - B5 | K - N4 |
| 36. P - KR4 | K - B5 |
| 37. B - K3 | NP X P |
| 38. NP X P | P - KR4! b) |
| 39. P - B6 | B - N5 |
| 40. B - R7 | B - K8ch |
| 41. K - B4 | B X P |
| 42. B - N8 | B - K8 |
| 43. B X P | P - R5 |
| 44. B - R5 | B - N4 |
| 45. B - K2ch | K - B6 |
| 46. B - B3 | B X P |
| 47. P - Q5 | P X P |
| 48. B - Q4ch* | c) Diagram is on back of opposite page. |
| 49. P - K6 | K X B |
| 50. K - N5 | B - N8! d) |
| 51. P - K7 | B - Q6 |
| 52. K X P | B - N4 |
| | e) K - K4 |

San Francisco City Championship
A famous game between two of San Francisco's most talented chess players. For a change, we see the players content to proceed into an endgame that could go either way. The critical position occurs after Bagby "sacs" his bishop in order to allow one of his passed pawns to Queen. Can you see how Gross stops the pawns?

- a) An unnecessary decentralizing move. The bishop belongs on the long diagonal. There is nothing wrong with 28. P-QR4 and if B-N6, then B-B6.
b) Black must prevent the White King from penetrating on the kingside. This move also fixes White's KRP on a vulnerable square.
c) an immediate 48. P-K6, P-Q5 fails 49. P-K7, B-B2 50. B-Q5, B-K6ch 51. K-N5 (otherwise black wins with a check by his QB), B-K1 52. P-B7, BXP 53. BXB, BXQP where Black wins because the QP cannot be stopped without sacrificing a Bishop.
d) The saving move!
e) If 52. K-N6, BXP 53. PXB, B-K1ch wins easily. But now Black has time to get his King in position to win one of the passed pawns. The rest is a matter of technique.

- | | |
|------------|---|
| 53. K - N5 | B X P! |
| 54. P X B | K - K3 |
| 55. K - B4 | K X P |
| 56. B X P | K - Q3 |
| 57. B - N8 | K - B4 |
| 58. K - K3 | B - B5 |
| 59. B - R7 | P - R4 |
| 60. K - Q2 | K - Q5 |
| 61. K - B2 | P - N4 |
| 62. K - N2 | P - N5 |
| 63. B - B2 | K - B4 |
| 64. B - R4 | B - N4 |
| 65. B - Q1 | P - R5 |
| 66. B - B2 | K - B5 |
| 67. B - N1 | P - R6ch |
| 68. K - R1 | K - B6 |
| 69. B - B5 | P - N6 |
| 70. B - N1 | B - Q6 |
| 71. B - B7 | (Desperation! Would like to be stalemated by BXB or KXB.) |
| | P - N7ch |

White Resigns
23

KING'S INDIAN REVERSED
U. S. Open
Oklahoma City, 1956
Notes by George Koltanowski

Bobby Fischer Henry Gross
(13 years old)

1. N - KB3	N - KB3
2. P - KN3	P - Q4
3. B - N2	B - B4
4. O - O	P - K3
5. P - Q3	B - B4 a)
6. QN - Q2	N - B3
7. P - QR3	P - QR4 b)
8. Q - K1 c)	B - KN3
9. P - K4	P X P
10. N X P	N X N
11. P X N	O - O
12. B - K3	Q - K2
13. Q - B3	B X B
14. Q X B	QR - Q1
15. KR - Q1	R X Rch
16. R X R	R - Q1
17. R X Rch*	Drawn d)

- a) Another line of play might have been QN-Q2, P-B3, and P-K4.
- b) Wise idea to stop P-QN4 for White.
- c) Intends to play P-K4. If 8. R-K1 with the same idea in mind, Black wins immediately with 8. ..., BXPch 9. KXB, N-N5ch 10. K-N1, N-K6! The White queen is trapped.
- d) Peaceful end. After 17. ..., QXR 18. Q-K2, N-Q5 19. NXN, QXN 20. P-QB3, There isn't much left.

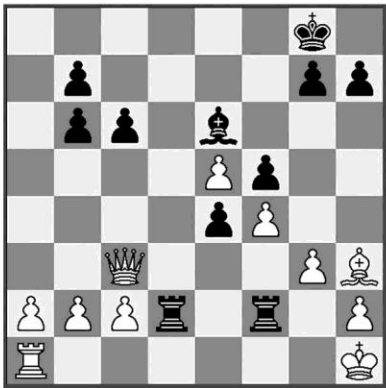
The final position:



PETROFF'S DEFENSE
California Open Championship
September, 1956
Notes by H. J. Ralston

T.A. Baraquet Henry Gross

1. P - K4	P - K4
2. N - KB3	N - KB3
3. N X P	P - Q3
4. N - KB3	N X P
5. P - Q4	P - Q4
6. B - N5ch? a)	P - B3
7. B - K2 b)	B - Q3
8. QN - Q2	O - O
9. N X N c)	P X N
10. N - Q2	P - KB4
11. N - B4	B - B2
12. O - O	Q - R5
13. N - K5 d)	N - Q2
14. P - KB4 e)	N X N
15. QP X N f)	B - N3ch
16. K - R1	B - K3
17. P - KN3 g)	Q - R6
18. Q - K1	QR - Q1
19. Q - B3	R - B2
20. B - K3 h)	R(2)-Q2 i)
21. B X B	P X B
22. R - B2 j)	R - Q7!? k)
23. B - N4!	R X R
24. B X Q	R(1)-Q7*



25. Q - R3? m)	R X Pch
26. K - N1	R X B
27. Q - K7	R X Pch
28. K - B1 n)	B - B5ch
29. K - K1	R - K7ch
30. K - B1 o)	R - R7ch

Resigns

- a) This is a bad check which loses time. Correct is 6. B-Q3, B-K2! 7. O-O, N-QB3 8. P-B4, B-KN5 9. R-K1, N-B3 10. PXP, KNXP 11. N-B3, O-O 12. B-K4, N-B3 with a balanced position.
- b) Better is 7. B-Q3
- c) This is a mistake which creates a Black KP which becomes the spearhead for an attack. The simple 9. O-O is best.
- d) If 13. P-B4?, PXPeP wins and either 13. P-KR3 or 13. P-KN3 is weakening.
- e) Of course not 14. B-B4ch, K-R1 15. N-B7ch, RXN 16. BXR, QXP mate. Relatively best is 14. P-KN3, Q-B3 15. B-B4ch, K-R1 16. NXN, BXN 17. P-B4 although Black retains the superior position.
- f) If 15. BPXN, P-B5.
- g) This weakens KB3 and KR3. 17. Q-K1 is sounder.
- h) 20. B-B4, BXB 21. QXB, P-K6! does not appeal to White.
- i) Capturing the only open file!
- j) If QR-Q1?, RXR 23. RXR, RXRch 24. BXR, Q-B8 mate.
- k) Very imaginative, but not quite sound! Black can hold his advantage with ..R-Q5 or ..P-QN4.
- l) This is the idea of the last move. If 23. .., QXB 24. RXR, RXR 25. QXR, B-Q4 26. Q-K3 wins.
- m) White errs and matters proceed exactly as Black had hoped. 25. B-B1 draws at least. But 25. K-N1!! wins (simple chess) eg: 25. .., RXRP 26. R-Q1! 25. .., P-K6 26. QXKP, RXRP 27. R-Q1! 25. .., P-K6 26. QXKP, R(B7)-K7! 27. QXP, P-R4 (if RXRP or RXBP 28. R-Q1 wins or if B-Q4 28. Q-Q8ch wins) 28. B-B1, RXRP 29. P-B4 (or R-Q1) wins. 25. .., B-Q4 26. R-Q1!, RXBP 27. Q-R3 wins. 25. .., RXBP 26. Q-R3, K-B2 27. R-Q1 wins.

n) 28. K-R1 prolongs the game, but after .. B-B2 (threatening P-K6 and B-Q4 mate) 29. P-K6, B-R4 30. R-KB1, R(6)-N7 31. Q-R4, B-B6 32. RXB, PXR 33. Q-K1, R-R7ch 34. K-N1, R(Q7)-N7ch 35. K-B1, R-R8 mate.

KING'S INDIAN IN REVERSE
Golden Gate Chess Club Championship
February, 1958
Notes by Peter Dahl

Carroll Capps Henry Gross

1. N - KB3	P - Q4
2. P - KN3	N - KB3
3. B - N2	B - B4
4. P - B4	P - B3
5. O - O	P - K3
6. P - N3	B - K2
7. B - N2	P - KR3
8. P - Q3	Q - N3
9. QN - Q2	O - O
10. R - B1	P - QR4
11. P - QR3	N - R3
12. B - Q4	Q - Q1
13. P - B5	N - Q2
14. P - N4	P X P
15. P X P	B - B3
16. B X B	Q X B
17. P - N5?	P X P
18. N - N3	N - N5
19. KN - Q4	N - R7
20. R - B2	P - N5
21. P - K4	P X P
22. P X P	B - N3
23. P - B6	P X P
24. N X BP	N - K4
25. N X N	Q X N
26. P - B4	Q - QN4
27. P - B5	B - R2
28. P X P	Q - N3ch
29. N - B5	P X P
30. R X Rch	R X R
31. Q - Q4	N - B6
32. B - R3	B X P
33. B X Pch	K - R1
34. R - Q2	B - R1!
35. R - B2	R - Q1
36. B - Q7*	Q - N3
37. Q X P	N - Q4
38. Q - KR4	Q - N8ch
39. R - B1	Q - QN3
40. R - B2	N - B3
41. R X N	Q X Nch
42. K - B1	Q - B8ch
43. White Resigns	

- a) Black does not like ..., NXNP
16. Q-N3, N-R3 17. QXP, Q-B2
18. QXQ, NXQ.
- b) A speculative sacrifice at best!
17. Q-N3 is better.
- c) Why not 30. Q-N4, if PXP
31. PXP, R-R6 32. R-B5, Q-Q6
33. P-B6, Q-N3 34. QXQ, BXQ
35. B-Q5, N-B6 36. B-B4 .
- d) This line of play opens up the
White King too much. 34. R-N2
looks better. If ..NXP 35. BXN,
BxB 36. RXP.
- e) -
- f) Threatens Q-B3.
- g) Again, B-R3 is necessary in order
to contest the long diagonal.
- h) 38. ..., N-K5 wins faster! If
39. R-B7, QXN. If 39. R-B2, NXN
40. RXN, Q-N2 (not RXB because
of R-B8ch).

position after 36. B-Q7
Try to find a winning
continuation from:

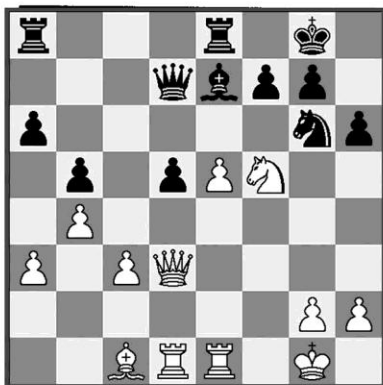


FRENCH DEFENSE
 Castle Chess Club Championship
 May, 1958
 Notes by Peter Dahl and Charles Powell

Henry Gross Guthrie McClain

1. P - K4	P - K3
2. P - Q4	P - Q4
3. P - K5	P - QB4
4. P - QB3	Q - N3
5. N - B3	B - Q2
6. B - Q3	B - N4
7. O - O	B X B
8. Q X B	N - QB3? a)
9. P X P	B X P
10. P - QN4	B - B1 b)
11. R - K1	KN - K2
12. N - R3	N - N3 c)
13. N - QN5	Q - Q1 d)
14. B - N5	Q - Q2 e)
15. QR - Q1	P - QR3
16. QN - Q4	P - R3
17. B - B1	B - K2
18. P - QR3	P - N4 f)
19. N X N	Q X N
20. N - Q4	Q - Q2
21. P - KB4	O - O
22. P - B5	P X P
23. N X BP	KR - K1*

- a) 8. The "book" move is 8. ..., Q-R3
 9. Q-Q1, N-Q2 with equality.
 In this line, the Black QN
 belongs on Q2 not QB3 as Henry
 proves.
- b) The problem is, after B-K2, how
 to develop the KN.
- c) 12. ..., N-B4 13. P-N4, N-K2
 14. N-QN5 is not much better.
- d) 13. ..., B-K2 and castling is more
 prudent.
- e) not 14. ..., N(N3)XKP 15. NXN,
 QXB 16. N-B7ch, K-K2
 17. NXQPch, K-K1
 18. N-QB7ch, K-K2
 19. Q-Q7ch, K-B3
 20. QXBP mate.
 14. ..., B-K2 allows 15. N-K6ch.
- f) A wasted move in a critical
 situation. 18. ..., O-O 19. NXN,
 PXN 20. N-Q4, P-QB4 is much
 better.
- g) There is no defense to
 30. R-R3ch and 31. QXN.



24. P - K6!	P X P
25. N X Pch!	K - R2
26. N - B7	B - B4ch
27. P X B	Q X N
28. R - B1	Q - K2
29. R - B3	Resigns g)

FRENCH DEFENSE
 Northern California Championship
 October, 1958
 Notes by Peter Dahl and Charles Powell

Henry Gross Walter Pafnutieff

1. P - K4	P - K3
2. P - Q4	P - Q4
3. P - K5	P - QB4
4. P - QB3	N - QB3
5. N - KB3	P X P
6. P X P	B - N5ch
7. B - Q2	B X Bch
8. Q X B	N - R3
9. B - Q3	N - B4
10. B X N	P X B
11. O - O	O - O
12. N - B3	P - QR3
13. QR - B1	P - KR3
14. N - K2	B - K3
15. R - B3	R - B1
16. KR - B1	Q - Q2
17. N - B4	N - R2
18. N - R5	K - R2?* a)

a) 18. ..., Q-K2 slows down White's attack. 18. ..., N-N4 loses to 19. N-B6ch, PXN 20. QXP, PXP 20. N-N5, P-B3 21. Q-N6ch.

b) If 19. ..., PXN 20. QXP, R-KN1 21. N-B6ch, PXN 22. R-R3 mate.

c) if 20. ..., NPXN 21. N-K4! wins eg: 21. ..., RXR 22. QXRPch, K-N1 23. NXBP mate.
 21. ..., BPXN 22. QXRPch, K-N1 23. R-N3ch, B-N5 24. RXR, RXR 25. PXP
 21. ..., K-N2 22. R-N3ch



19. N - N5ch!	K - R1	b)
20. N - B6!	Q - K2	c)
21. R - KR3	R X Rch	
22. Q X R	P - B5	
23. R X Pch	P X R	
24. Q - B2	Resigns	

FRENCH DEFENSE
Castle Chess Club Championship, 1960
Notes by Val Zemitis (from Calif. Chess Reporter)

Henry Gross Russ Freeman

1. P - K4	P - K3	
2. P - Q4	P - Q4	
3. N - Q2	P X P	a)
4. N X P	B - K2	b)
5. N - KB3	N - KB3	
6. N X Nch	B X N	
7. B - Q3	N - B3	
8. P - B3 c)	O - O? d)	
9. B - KB4	R - K1	
10. Q - K2	P - K4?* e)	

a) Tarrasch's once-feared move has now lost its sting.

b) Tartakower's idea, which prevents White from trading his Queen's Bishop for the Knight (which might happen after 4. ..., N-KB3 5. B-N5). By the way, 4. ..., B-Q2 and N-QB3 have also been tried.



c) Pachman played 8. B-K3 here against Tartakower (1947), but after P-K4 Black was in no trouble.

d) Now was the time for P-K4, as was played by Kottbauer against Dr. Paoli in 1949.

e) In this edition the freeing move can be refuted as shown in this game.

f) Apparently Black overlooked this "out". Now he must take chances with his King to regain the piece.

11. P X P	B X P
12. N X B	N X N
13. B X N	P - KB3
14. O-O-O! f)	Q - K2
15. Q - R5	Q X B
16. Q X Pch	K - B1
17. B - N6	Q - N4ch
18. K - B2	R - K7ch
19. K - N1	B - K3
20. Q - R8ch	B - N1
21. B - R7	K - B2
22. R - Q7ch	R - K2
23. B X Bch	R X B
24. R X Rch	K - B1
25. R - K8ch	Resigns

Henry Gross once again showed his marvelous ability to create as well as execute intricate combinations.

SICILIAN DEFENSE
 Mechanics' Institute Invitational - 1961
 California Chess Reporter

Henry Gross Bill Addison

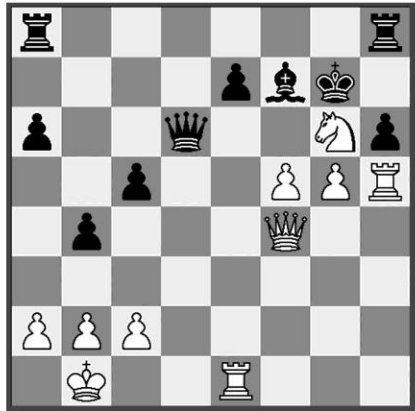
1. P - K4	P - QB4
2. N - KB3	N - QB3
3. P - Q4	P X P
4. N X P	N - B3
5. N - QB3	P - Q3
6. B - QB4	P - K3
7. O - O	B - K2
8. B - N3	O - O
9. B - K3	N - QR4
10. P - B4	P - QN3
11. P - K5	N - K1
12. P - B5!	N X B?* a)
13. N - B6!	Q - B2
14. N X Bch	Q X N
15. P - B6!	Q - Q2 b)
16. P X NP? c)	N X P
17. N - K4	P - B4
18. P X P ep	N - KB4
19. R X N d)	P X R
20. RP X N	Q - K3! e)
21. Q - R5	Q - B2
22. Q - N5ch	Q - N3
23. N X P	R X P
24. N X B	R X N
25. P - B3	Q X Q
26. B X Q	R - B2
27. R - Q1	R - QB3 f)
28. R - Q8ch	K - N2
29. B - K3	R - K2
30. B - Q4ch	K - B2
31. R - Q5	K - N3
32. K - B2	R(3) - N3 g)
33. K - B3	R - K8
34. R - Q6ch	R(2) - K3
35. R - Q7	R - B8ch
36. K - N3	P - B5ch
37. K - R4	R - K7
38. R X QRP	R X QNP
39. P - QN4	drawn h)

- a) Black cannot play PXP, of course, because of PXP, etc., but now his illadvised 10th move allows a neat sortie.
- b) Of course, PXP 16. PXP, NXP 17. B-N5 is bad.
- c) But this is hasty; simply PXN preserves the advantage. White has overlooked Black's seventeenth move.
- d) White must continue strongly, as two pieces are en prise.
- e) Otherwise, Q-Q5ch regains the piece.
- f) And, having survived the storm, Black has a superior endgame.
- g) Control of the king file offsets the well-posted bishop.
- h) Although Black has a pull, White's pieces are actively placed.

position after 12. ..., NXB?



Gross - MacKasy game
after 36. .., Q - Q3



Bob Burger's Solution:

37. P - B6ch K X N
38. Q - N4 wins (if .., KPXP 39. PXPBch)

```

if 37. ..., PXP 38. PXRpch, KXN (otherwise loses queen for
    nothing) 39. Q-B5 mate
    37. ..., K-R2 38. RXPch followed by NXPch wins
    K-N1 39. NXPch wins

```

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CENTER COUNTER GAME

U.S. Open - 1962
Notes by George Koltanowski

Henry Gross	Erod Mackasy
1. P - K4	P - Q4
2. P X P a)	Q X P
3. N - QB3	Q - Q1 b)
4. P - Q4	P - KN3
5. B - QB4	B - N2
6. N - B3	N - KR3
7. B - K3	N - B4
8. Q - Q2	N - Q2
9. O-O-O	P - QB3
10. P - KR4	P - KR3
11. B - B4	P - QN4
12. B - K2	P - R3
13. P - KN4	N - Q3
14. KR - K1 d)	N - N3
15. N - K5	N(Q3)-B5
16. B X N	N X B
17. Q - K2	N X N
18. B X N	O - O e)
19. P - R5	B X B
20. P X B	Q - R4
21. P X P	P X P
22. Q - K3	K - N2 f)
23. R - R1	R - R1
24. P - K6	P - N5
25. N - K2	Q - KN4 g)
26. P - KB4	Q - B3
27. P - B5	P - B4 h)
28. N - B4	Q - N4
29. Q - K5ch	Q - B3
30. Q - B7 i)	Q - N4
31. K - N1	R - K1
32. N X P	B X P
33. QR - K1	B - B2
34. R - R5	Q - B3 j)
35. Q - B4	R - R1
36. P - N5	Q - Q3* k)
37. P X Pch	K - R2
38. Q - N5	KR - KN1
39. Q X P	Q - Q4
40. P - N3	QR - K1
41. Q - R4	Q - Q7
42. R - QB1	P - B5
43. Q - B6	B - Q4
44. N - K7	P - B6
45. R(5)-R1 1)	QR-KB1
46. Q - R4	B X R
47. N X R	R X N
48. Q - K7ch	K - R1
49. Q - B6ch	K - R2
50. Q - B7ch	K - R1
51. R X B	R - N7
52. Q - K8ch	K - R2

In the following game, you find two swordsmen in a battle of wits and thrusting with intent to "kill". The spectator gets enthralled with the ensuing battle - I know I did. In fact, in looking over the game, I spent some time on the position after Black's 36th move (see diagram). With the time control near, white played, without any doubt, the right continuation. What intrigues me, and I hope it will you, is, what would have happened if White had played 37. P-B6ch? Can you find a forced win for White then? (see facing page for Bob Burger's solution)
Let's look at the duel.

- a) 2. P-Q4, PXP 3. N-QB3, N-KB3 4. P-B3 leads to the Blackmar gambit
- b) Also 3. ..., Q-QR4 is played here.
- c) Black goes his own way already. Usual is 4. ..., N-KB3.
- d) Threatens 15. BxN, PxB 16. BxNPch, etc.
- e) If now 19. BXB, KXB 20. QXKP, QXQ 21. RXQ, BxNP. From now on the parrying starts.
- f) Cannot permit the White queen to get in at KR6.
- g) Pawns mean nothing now, as Q-K5ch must be stopped for as long as possible.
- h) Both are looking for open files, and Black wants to develop his bishop via QN2.
- i) 30. NXNP wins a good pawn, but White is after bigger game.
- j) Must hold the K4 square.
- k) Here is position referred to above (see opposite page).
- l) White has to tread carefully here. If 45. NXR, QXRch 46. KXQ, R-K8 mate.
- m) After 57. ..., RXR 58. Q-K8ch leads to mate.

53. Q - K7ch	K - R1
54. Q - K4	Q - B7
55. P - R3	P - R4
56. R - Q1	R - N8
57. K - R2!	K - R2 m)
58. R - Q6	R - N1
59. Q - K7ch	K - R1
60. Q - B6ch	Resigns

SICILIAN DEFENSE
 Mechanics Institute Invitational
 September, 1962
 Notes by Peter Dahl

Henry Gross Roy Hoppe

1. P - K4	P- QB4
2. N - KB3	N - QB3
3. P - Q4	P X P
4. N X P	N - B3
5. N - QB3	P - Q3
6. B - QB4	P - K3
7. O - O	P - QR3
8. K - R1	Q - B2
9. B - N3	B - K2
10. P - B4	N - QR4
11. B - R4ch	B - Q2
12. B X Bch	N X B
13. P - B5	P - K4
14. N - Q5	Q - N1?
15. N X B	P X N
16. N - Q5	N - QB3
17. Q - N4	P - KN3
18. B - R6	Q - Q1
19. P X P	RP X P*

- a) Black should castle before this move (or perhaps P-K4).
- b) if 11. ..., P-QN4 12. N(4)XP, PXN 13. NXP, Q-N3 14. NXP dbl ch
- c) 14. Q-B4 is better
- d) If 15., KXN 16. N-K2 (with N-B3 and Q5 in mind) leaves. White with an advantage.
- e) We have seen this sacrifice at KB7 before, haven't we!!



20. R X P!	e) K X R
21. R - B1ch	N - B3
22. Q - N5	R X B
23. Q X R	N - K4
24. Q - R7ch	K - K3
25. N - B4 mate	

SCOTCH FOUR KNIGHTS GAME
Golden Gate C.C. vs Univ. of Calif.
February, 1964
Notes by Peter Dahl

Henry Gross

Earl Pruner

1. P - K4	P - K4
2. N - KB3	N - QB3
3. N - B3	N - B3
4. P - Q4	P X P
5. N X P	B - N5
6. N X N	NP X N
7. B - Q3	P - Q4
8. P X P	P X P
9. O - O	O - O
10. B - KN5	B - K3
11. N - K2	P - KR3
12. B - R4	P - N4? a)
13. B - N3	P - B4
14. P - QB3	B - R4
15. P - KB4	N - N5
16. Q - Q2	P - Q5
17. P X NP	RP X P
18. R - B3	B - Q4 b)
19. R - B5	N - K6
20. QR - KB1	B X NP c)
21. QR - B2	B - R6
22. R - B6	B - KN5 d)



- a) It is a mistake to weaken your kingside against an attacking player like Henry Gross!.
12. ..., B-Q3 13. P-KB4, B-B4ch
14. K-R1, B-KN5 15. P-KR3, BXN
16. QXB leads an equal game.
- b) 18. P-B5 or 18. PxP
19. NxP P-B5 is better
- c) Black gets overconfident and decides to grab a pawn.
20. ..., R-QB1 followed by R-B3 and R-K3 looks better.
Taking one of the rooks is bad considering the pressure on Black's KNP, which can be intensified by a White P-KR4.
- d) Black needs to develop his back rank. 22. ..., Q-Q4 is a good start.
- e) 23. ..., B-N3 24. PXBP, BXP
25. PXQP, BXP 26. NXB, QXN
27. B-R7ch wins for White.
Now Black is in trouble.
- f) If Q-N2 30. RXPch,
If 30. ..., K-R2 31. R-K5
If 30. ..., K-B2 31. Q-B3ch
If 30. ..., K-R1 31. B-K5ch

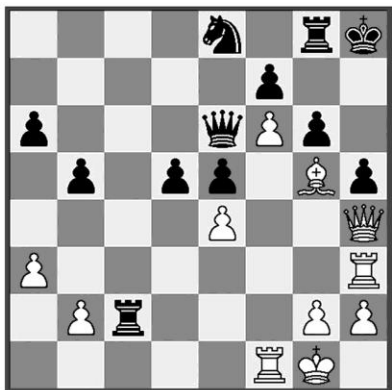
23. P - N4!	P X NP	e)
24. N X P	R - K1	
25. B - QB4	B - R4	
26. B X Pch	B X B	
27. R X B	Q - Q4	
28. Q - Q3	R - K5	
29. R(7)-B5	N X R	
30. R X N	R X N	f)
31. P X R	Resigns	

SICILIAN DEFENSE
 Castle Chess Club Championship
 March, 1966
 Notes by Peter Dahl

Henry Gross Curtis Wilson

1. P - K4	P - QB4
2. N - KB3	P - QR3
3. P - QR3	a) N - QB3
4. P - Q4	P X P
5. N X P	N - B3
6. N - QB3	P - K3
7. P - B4	P - Q3
8. B - K3	Q - B2
9. B - K2	B - K2
10. O - O	O - O
11. Q - K1	B - Q2
12. Q - N3	N X N
13. B X N	B - B3 b)
14. QR - K1	QR - Q1 c)
15. B - Q3	N - R4
16. Q - N4	P - KN3
17. P - B5	P - K4
18. B - K3	B - B3
19. R - B3	Q - K2
20. QR - KB1	K - R1
21. B - R6	KR - N1
22. KB - B4	P - QN4
23. B - N3	Q - Q2
24. B - Q5	R - QB1
25. B X B	R X B
26. N - Q5	R X P d)
27. N X B	N X N
28. Q - R4	N - K1
29. P - B6	P - Q4 e)
30. R - R3	Q - K3
31. B - N5	P - KR4*

- a) A wasted move in many variations; here played to get out of the books.
- b) 13. ..., P-Q4 14. P-K5, N-K1 15. B-Q3, P-B4 should be tried.
- c) A better defense would be: 14. ..., N-K1 15. P-B5, B-B3
- d) if 26. ..., B-N2 then 27. BXB, RXB 28. Q-R4, N-B5 29. P-B6, R-N1 30. N-K7 wins.
- e) White finishes off Black with a pretty check-mate!



32. Q X Pch Resigns

SICILIAN DEFENSE
California Open Tournament
Monterey, 1969
From Calif. Chess Reporter

Henry Gross Julius Loftsson

1. P - K4	P - QB4	
2. N - KB3	P - K3	
3. P - Q4	P X P	
4. N X P	P - QR3	
5. N - QB3 a)	Q - B2	
6. B - Q3	N - QB3 b)	
7. KN - K2	P - QN4?! c)	
8. B - KB4	P - Q3 d)	
9. N - N3	N - B3	
10. N - R5 e)	N X N	
11. Q X N	B - K2	
12. O - O	B - N2	
13. KR - K1	N - K4!	
14. QR - Q1	P - N5!	
15. N - K2	O - O	
16. N - N3	QR - B1	
17. Q - R3	K - R1 f)	
18. N - R5	KR - N1	
19. B - Q2	P - N3?! g)	
20. N - N3	P - N4!? h)	
21. B X QNP! i)	P - N5	
22. Q - R6	B - N4	
23. Q - R5	R - N3* j)	



24. B - K2!	B - K2 k)	
25. B - QB3	QR - KN1	
26. P - B4!	P X P ep	
27. Q X P	B - R5!	
28. B - B1 1)	Q - K2	
29. Q - Q3!	R X N! m)	
30. P X R	B X P	
31. Q X QP	Q - N4	
32. R - Q3! n)	P - B3	
33. R X B!	Q X R	
34. B X N	P X B	
35. R - K2	P - QR4	
36. Q X P(3)	R - N3	
37. Q - K7	B - R3	

- a) 5. B-Q3 is also played.
- b) 6. ..., B-Q3 or B-B4 or B-N5 are also played here.
- c) Better is 7. ..., B-QB4 or even B-Q3.
- d) If 8. ..., B-Q3 9. B-N3! with advantage.
- e) Henry's last two moves are directed towards the King - always his first objective.
- f) if 17. ..., N-N3 18. B-K3, P-Q4 19. PXP, BXP 20. N-K4! (not N-B5? 21. N-B6ch) with interesting play for both sides. The text is a free pass in the Petrosian style.
- g) A good try for Black here would be 19. ..., NXB 20. PXN, Q-B7 and if 21. B-B1, Q-R5!.
- h) Begins a Queen hunt which isn't - or is it?
- i) Laying bare the lie!
- j) Intending 24. ..., P-KB3 and 25. ..., R-R3.
- k) Black realizes that the line 24. ..., P-KB3 25. BXQP!, Q-R4 26. P-QN4!, QXRP 27. BXN, R-R3 28. QXB is not playable. White consolidates his advantage calmly.
- l) Impatience isn't a feature of old-school master strength players!
- m) Loftsson correctly analyzes everything to a White win. So -
- n) "The only move on the board." - R. Burger. "One's all you need!" - J. Acers.

38. Q - B8ch	R - N1
39. Q - B6ch	R - N2
40. Q X B	Resigns

PETROFF'S DEFENSE
1969 California Open Tournament
From the Calif. Chess Reporter

F. Fornoff Henry Gross

1. P - K4	P - K4	
2. N - KB3	N - KB3	a)
3. N X P	P - Q3	
4. N - KB3	N X P	
5. P - Q4	P - Q4	
6. B - Q3	B - Q3	b)
7. O - O	O - O	c)
8. R - K1?! d)	B - KN5!	
9. B X N	P X B	
10. R X P	P - KB4	
11. R - K1	B X N	
12. Q X B	Q - R5	
13. Q - Q5ch e)	K - R1	
14. P - KN3	Q - N5	
15. N - B3	N - B3	
16. N - N5	QR - Q1 f)	
17. N X B ??	R X N	
18. Q - B7 g)	R - B3	
19. Q X P	N X P	
20. R - K7	N - B6ch	
21. K - B1	N X Pch	
22. K - N2	Q - B6ch*	



23. K - N1? h) N - N5
24. B - K3 R - KR3!
Resigns

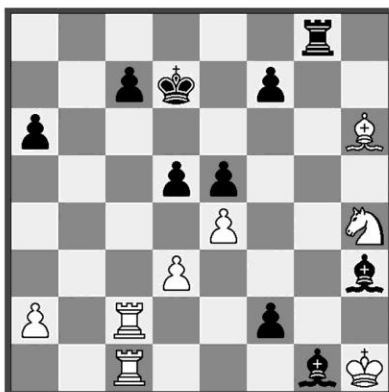
- a) The Petroff is best used against creative, fighting players like Fornoff who will create an active middle game.
- b) 6. ..B-K2 is considered safest.
- c) Here 7. ..N-QB3 is also played.
- d) A well-known inaccuracy. 8. P-B4! leads to a very interesting struggle after 8. ..., P-QB3 or the gambit 8. ..., B-KN5 9. PXP, P-KB4. Black's center must be hit immediately.
- e) Possible in this difficult position is 13. P-KN3, QXQP 14. QXNP, N-Q2 15. B-K3, Q-B3

- f) Black plays simply and well. The following continuation is easily understood.
- g) Flashy, but that's all.
- h) 23. KXN is necessary and forces Black to conclude accurately, eg: 23. ..., QXPch 24. K-R1, Q-B8ch 25. K-R2, P-B5! 26. BXP, R-R3ch 27. BXR, R-B7 mate. As played, White does not offer resistance.

RUY LOPEZ
Tandem Chess - 1969 North-South Match
Notes by Guthrie McClain
(from Calif. Chess Reporter, May-June, 1969)

Almgren-Rivise Burger-Gross
(Gross plays even moves)

- | | |
|--------------|----------|
| 1. P - K4 | P - K4 |
| 2. N - KB3 | N - QB3 |
| 3. B - N5 | P - QR3 |
| 4. B - R4 | N - B3 |
| 5. Q - K2 | P - Q3 |
| 6. N - B3 | B - N5 |
| 7. B X Nch | P X B |
| 8. O - O | B - K2 |
| 9. P - KR3 | B - R4 |
| 10. P - Q3 | Q - Q2 |
| 11. N - Q1 | P - R3 |
| 12. N - K3 | P - N4 |
| 13. N - B5 | B - B1 |
| 14. Q - K3 | P - N5 |
| 15. KN - R4 | P - B4 |
| 16. P - KB4 | P X Pep |
| 17. P - KN4 | N X NP |
| 18. P X N | B X P |
| 19. K - B2 | O-O-O |
| 20. P - N4 | P - Q4 |
| 21. NP X P | Q - R5 |
| 22. K - N3 | R - N1 |
| 23. K - R2 | Q X Pch |
| 24. R - B2 | Q X BP |
| 25. Q X Q | B X Q |
| 26. R - B2 | B - N8ch |
| 27. K - R1 | P - B7 |
| 28. B X P | B - R6 |
| 29. N - K7ch | K - Q2 |
| 30. N X R | R X N |
| 31. QR-QB1* | b) |



- | | |
|-------------|----------|
| 31. ... | R - N6!! |
| 32. R X Pch | K - Q1 |
| 33. Resigns | c) |

At the North-South meetings some entertaining chess is played. Tandem chess (or "insultation") is a frequent source of merriment. The following game was played at the Edgewater Motel, with the aid of a fresh bottle of Slivowitz, before an enthusiastic audience.

a) At this stage nobody knew if it was the players or the plum brandy, but the moves being made seemed particularly brilliant!

b) In this position it was Burger's move. He picked up the rook and put it down at N5, but snatched back the move as he saw that it would block his bishop and allow 32. RXPch, K-K1 33. R-B8ch with endless checks and perhaps a mate. Dropping the rook on the floor as he successfully prevented the rook from coming down at N5, Burger now went into a deep study as his opponents, the audience, and even his partner laughed loud and long. While another round of Slivowitz was served, and now carrying the rook in his hand, Burger announced that there must be a rook move that would win and that he was going to find it! There was 100% disbelief at this and more scoffing. Then Burger found a strange and rare checkmate, and disbelief changed to belief and scoffing to applause.

Can you find this winning move??

- c) 33. ..., B-N7ch 34.NXB, R-R6 mate cannot be prevented.

SICILIAN DEFENSE
 Castle Chess Club Championship
 July, 1970
 Notes by Peter Dahl and Charles Powell

Henry Gross Ralph Hultgren

1. P - K4	P - QB4
2. N - KB3	N - QB3
3. P - Q4	P X P
4. N X P	P - Q3
5. B - QB4	N - B3
6. N - QB3	P - KN3? a)
7. N X N	P X N
8. P - K5	N - Q2 b)
9. P X P	P X P
10. O - O	P - Q4?* c)



11. N X P	P X N
12. Q X P	Resigns

a) This game shows that if you want to play the Dragon variation, you must play the following order of moves: 1. P-K4, P-QB4 2. N-KB3, P-Q3 3. P-Q4, PXP 4. NXP, N-KB3 5. N-QB3, P-KN3 6. B-QB4, B-N2. As it is, Black should play 6. ...,P-K3

b) Playable is
 8. ..., N-N5 9. P-K6!, P-KB4
 10. O-O, B-KN2 11. B-B4
 (Schlechter-Lasker, 7th match game, 1910)

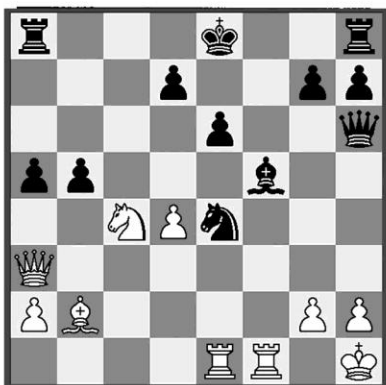
8. ..., N-N1 is bad. 9. Q-B3 P-K3
 10. PxP QxP 11. B-B4 Q-B4
 13. O-O-O if QxB 13. B-K5 ++

c) 10. ..., B-K2 allows 11. B-R6 where castling becomes very difficult. 10. ..., N-K4
 11. R-K1, B-K2 is better.

IRREGULAR OPENING
Castle Chess Club Championship
August, 1977
Notes by Peter Dahl

Henry Gross Peter Lapiken

1. P - K4	P - QN3
2. P - Q4	B - N2
3. B - Q3	P - K3
4. P - KB4	P - QB4
5. P - B3	N - KB3
6. Q - K2	P X P
7. P X P	N - B3
8. N - KB3	N - QN5
9. N - B3	N X B
10. Q X N	B - N5
11. P - K5	N - K5
12. O - O	P - B4
13. P X P e.p.	N X P
14. P - B5 a)	B X QN b)
15. P X B	B - K5
16. Q - N5	B X P
17. B - R3 c)	Q - B2
18. N - K5? d)	Q X P
19. B - N2	Q - K6ch
20. K - R1	P - QR3? e)
21. Q - N4	N - K5 f)
22. N - B4	Q - R3
23. QR - K1	P - R4 g)
24. Q - R3	P - QN4*



25. R X N!	P X N	h)
26. R X B	Q - N3	
27. Q - KB3	P - B6	i)
28. B - R3	P - Q4	
29. R X QP	QR - N1	
30. R - K1	R - N8	
31. R(5)-K5	K - Q2	
32. Q X P	R - QB1	
33. Q X P	R - B7	

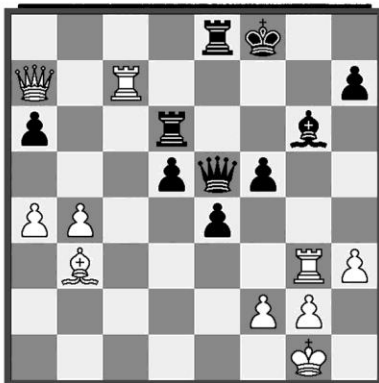
- a) White dangles the win of a pawn in front of Black. This works only because Black has not castled.
- b) Black accepts the bait!
- c) The point of the gambit. Now Black will have great difficulty castling. In general, it is worth at least a pawn to prevent your opponent from castling.
- d) On his game sheet, Henry wrote that QR-K1 (threatening QXB; if ..., B-N3 19. RXPch) was the winning move.
- e) 20. ..., O-O has to be played!
- f) Threatens N-B7ch and if White mistakenly does not take the knight, then the smothered mate: 23. K-R1?, N-R6ch 24. K-R1, Q-N8ch 25. RXQ, N-B7 mate.
- g) Desperately trying to get the queen off the diagonal so he can castle kingside. There are no good moves here.
- h) If 25. ..., BXR 26. N-Q6ch wins the Black queen.
- i) Trying to find an open line for his QR. He should have resigned here.

34. Q - R7 ch	K - Q1
35. Q - K7 ch	K - B1
36. Q X P ch	Resigns

Here are some positions that the Editors of the California Chess Reporter thought worthy of publishing in their magazine. Most of them, along with some from the preceding games, were written up in a booklet and given out at a Castle Chess Club meeting where Henry was honored for having his seventieth birthday. I think you will enjoy trying to find Henry's winning or drawing combinations! Solutions are found on the back side of the page.

California Open, 1951

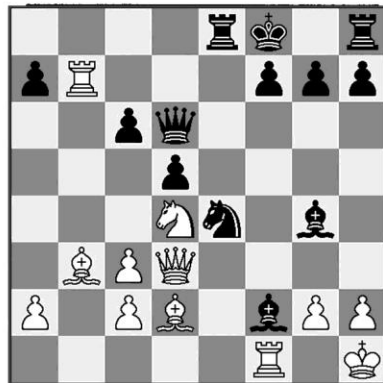
P1 H. Loewy



Henry Gross
after 31. ..., B - N3

Castle Championship, 1958

P2 Wade Hendricks



Henry Gross
after 22. ..., Q - Q3

Castle Championship, 1958

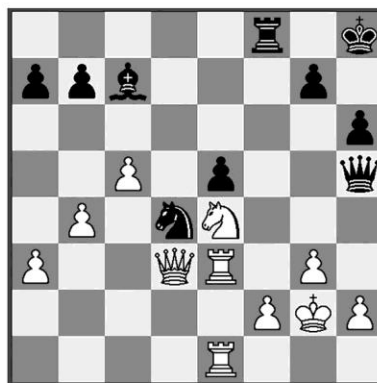
P3 Henry Gross



Mark Eudey
after 17. ..., P x P

Castle Championship, 195

P4 Henry Gross



Ralph Hultgren
after 24. ..., N - Q5

In these two, White makes a mistake, and the win is gone.

Position 1

32. R X P! R - K2
33. Q - N8 ch R - K1
34. R - R8 ch! wins

Position 2

23. B - K3 N - N6 ch
24. P X N R X B
25. N - B5! B X N
26. Q X B Q - R3 ch
27. Q - R3 wins

Position 3

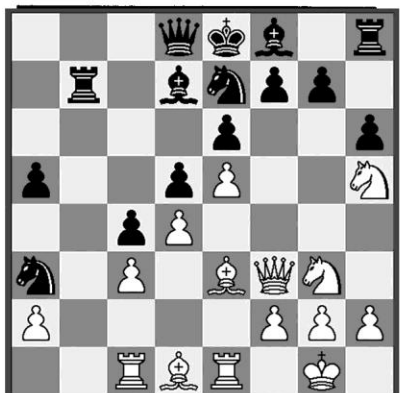
18. N - N5?? Q X N ch wins
but 18. B - B6 will mate Black

Position 4

25. N - Q6? R X P ch!
Drawn

California Championship, 1957
P5

G. Rubin



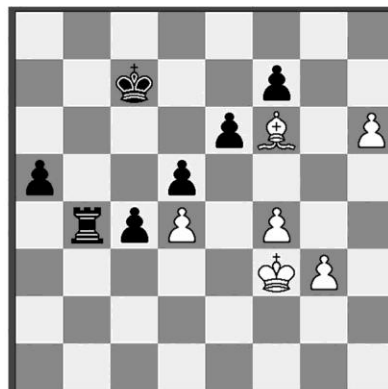
Henry Gross

After 22. ..., Q - Q1

Same game!

P6

G. Rubin

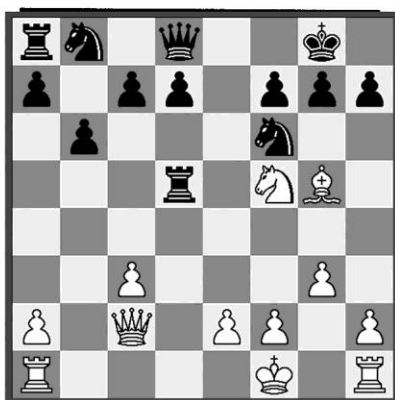


Henry Gross

After 52. ..., R - N5

Los Angeles Invitational, 1955
P7

R. Cross



Henry Gross

After 15. ..., R X B

California Open, 1954
P8

R. Cuneo



Henry Gross

After 14. ..., Q - B3

Position 5

23. Q - B6! R - KN1
24. Q X RP!

Position 6

53. B - Q8 ch! and queens, but
ended in only a draw.

Position 7

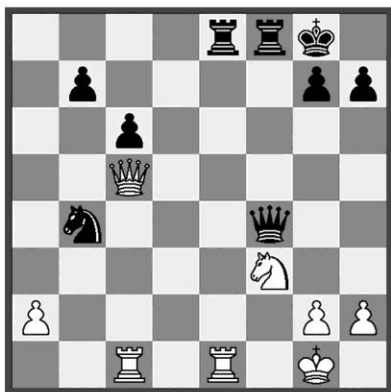
16. B X N! Q X B
17. Q - K4 Q - K3
18. Q X R! Resigns

Position 8

15. R X P ch K X R
16. N - N5 ch K - N3
17. P - KR4 P - B5
18. Q - B2 ch K - R4
19. B - K2 ch! wins

North - South Match, 1951
P9

Henry Gross



Ray Martin

After 34. ..., N - N5
White has two losing moves,
one of which he makes! Find both.

S.F. Open, 1959
P10

D. Hoffman

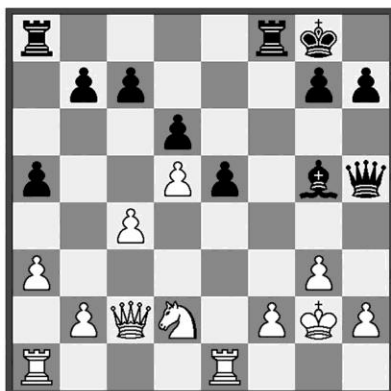


Henry Gross

Several gambit pawns down,
White delivers the crusher.

S.F. Open, 1959
P11

Henry Gross

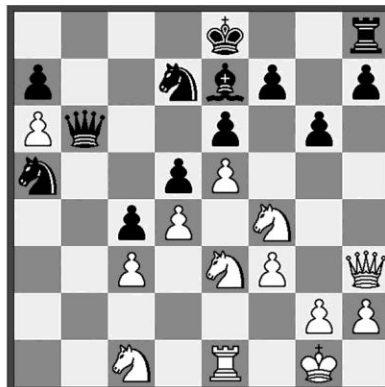


C. Wilson

Another snappy Gross attack!

S.F. Open, 1959
P12

D. Sutherland



Henry Gross

White has angled to get
everything set up for the
inevitable sacrifice!

Position 9

Actually played was:

35. N - Q4?? Q - B7 ch

36. K - R1 R X R ch

Resigns

Another blunder is

35. R - B4 R X R ch

36. N X R Q - B8 mate

Position 10

21. R X B ch R X R

22. N X NP ch K - K1

23. N - Q6 ch K - B1

24. Q X P ch Resigns

Position 11

23. ... R X P ch

24. K X R Q X P ch

25. K - B3 R - B1 ch

26. K - K4 B X N

27. R - K3 R - B5 ch!

28. P X R Q X P ch

29. K - Q3 Q X R mate

Position 12

30. N(3) X QP P X N

31. N X QP Q - B3

32. N X B K X N

33. Q - R4 ch! K - K1

34. B - R3 Q - K3

35. P - Q5 Resigns

The Best Games of Henry Gross by Peter Dahl

CORRECTIONS (in boldface) / NEW ANALYSIS using Fritz 8 Jan, 2004

an asterisk (*) means a particularly interesting variation.

- p 6 Note f) 22. .. P-N3 23. Q-K7 R-B4 best -0.5 Note g) 26. R-QB1 trades pawns.
27. B-N5 is better eg: 27. ... R-QB1 28. QxRP BxP 25. Q-K3 =
- p 7 15. Q-K2 is better. eg: 16. Q-K2 B-Q3 17. Q-B1 P-KN4! 18. N-Q2 0-0 -0.8
Note b) If white plays 19. N-R3 etc. and if 22. B-R4 then B-Q3! equalizes eg:
23. Q-N3 R-N1 24. QxQ RxQ 25. N-N1 RxRP =. Best after 19.N-R3 is 19. ...R-K7 20. R-
KB1 BxPch 21. QxB RxQ 22. RxR Q-K4 -0.5
on move 20, BxRPch lays a trap. ..KxB? 21. Q-Q3ch) but 20. ...K-R1 leaves black winning.
- p 9 Note c) if 21. N-K3 then Q-R4 is best 21. N-N4 P-B3 22. P-B3 +0.4
- p 10 Note c). 7. Q-KN3 much better +- 1.4 Instead of 11. ...Q-R3, Q-K2 is best. eg: 12. R-R3 QXQ
13. BxQ N-B3 -+0.6 12., N-B3 equalizes.
- p 12. Instead of 12.R-R3, Q-B5 is better eg: N-K2 13. Q x Pch B-B3 14. Q-KN5 ±0.6
After 12. R-R3 instead of ...N-K2, N-KB3 is best. eg: 13. R-K3 ch N-K5 -0.8
Note e) Instead of Q x P, Q-Q3 is best. eg: 14. QxQ PxQ 15. BxP ±0.8
- p 11 16. Instead of P-KB4, N-R4 wins the exchange! + 3.5
- p 12 Note a) 16. P-K4 is bad because of BxPch 17. K-B1 B-N3 or Q-R5 wins
p 19. if P-KN3 then Q-Q1 20. PxR B-B4ch 21. K-R1 N-B2ch 22. K-N2 B-R6ch 23. K-N1 N-
N4ch 24. K-R1 Q-Q5 25. N-K3 NxN 26. Q-K2 NxKP 27. N-N5 QxBP 28. BxN PxN ±0.7
Best is 19. PxR! B-B4ch 20 K-R1 draw by perpetual check (if 20. ... B-B4 21. P-KN3)
- p 13 6. N-K4 is better. Note b) 12. N-N5 is best + 0.8. 15. B-Q3 is necessary.
Note e) Instead of 19. ...P-Q7ch, ... NxPch 20. PxN NxPch mates in 4.
Note f) If 18. K-B1 QxN 19. BxN NxB 20. RxP QR-Q1 21. Q-B3 RxR! 22. RxR N-K3ch wins
- p 14 Note c) Best is 11. P-Q5 N-K4 12. NxN +1.4 14. RxB 15. QxB NxP 16. Q-Q3 P-B4 is best
+0.2
*White missed 18. P-KB3! (instead of R-N1). 18. ... Q-R6 19. QxR N-Q5 20. Q-Q3 N-B4 21.
Q-Q1 N(4)-N6 22. R-B1 +1.5
- p 15 14. PxBP BxP 15. R-N1 B-N2 +0.6 is better. 15. Instead of P-QR3? ...PxP 16. BxP N-Q4 17. B-
B2 B-R3 & N-K6 more than equalizes. Note c) If 20. ... B-B4 21. R-B5! +1.2 but 20...Q-Q3 is
ok. 21. N-B5 Q-K3 22. N-R6ch K-R1 -0.2. 21. Instead of QxN, B-Q5 holds on! 22. NxB Q-
KN5 +0.3
- p 16 Change Note b) to 10. ...P-K3 11. B-K3 Q-R4 12. P-QR3 -0.2 is better for black.
15. Q-B3 0-0-0 16. BxBP P-Q4 17. B-KB4 P-K4 18. BxKP B-QB4 19. BxNP is better +1.3
17. ...K-N3 is better eg: 18. QxR Q-Q5 19. B-K3 QxP 20. Q-K4ch K-B2 21. B-Q4 Q-N5 +0.7
24. Q-Q4 is better. 24. ... QxRP gives black slight adv. **Change 25. to QxRP.**
25. ... K-Q2? better is ...B-N2 26. P-R5 R-QB1 27. Q-Q3 K-B2 -0.9
27. ...Q-K5 is better 29. Instead of BxR, B-K3 is better Change 30. to **Q-R5ch**
Note h) Change 35. to **B-B6** +0.8
- p 17 Note c) 16. ...B-R3 is not better. eg: 17. BxQ BxQ 18. PxB PxB 19. PxPch K-N2 +0.5
20. ... Q-K4?? much better is K-R1! if 21. BxB PxB 22. Q-K2 -0.1 If 21. N-B6 N-K1 22. NxRP
(BxB NxN 23. B-N3 N-Q2) R-KN1 23. Q-R5 Q-N5 24. N-B6ch QxQ 25. NxQ -0.3
- p 18 Change note b) to 24. B-N3 -0.4 is best
Change note d) to 27. N-B3 is best eg: .N-N5 28. Q-B3 Q-Q5 29. P-B6 PxP 30. PxP QxP 31. B-
B5 N-K4 -0.3 or ...Q-Q5 28. QxQ RxQ 29. P-QR3 QN-Q6 30. BxN NxB 31. R-K2 =
28. if Q-N3 N-B7ch 29. K-R2 QN-Q6 30. BxN NxRP! 32. B-B2 Q-B7 32. QxN RxQ 38. KxR R-
K1
*28. Instead of ...Q-K6?, ...N-K6 29. Q-Q2 RxPch wins immediately. Instead of 29. R-B3, 29.
N-N1 Q-N6 30. N-B3 N-Q4 31. QxN N-K6 32. Q-Q2 NxR 33. Q-K2 Q-R7ch etc. -2.1 is
somewhat better.

- p 19 Note g) 17. ... Q-R4 better. Note i) After 23. ...N-K3 24. P-B5! PxP 25. B-N3 P-B5 26. QxP +2.3
After 23. ...P-Q4 24. P-B5 N-N4 25. P-QR4 PxN 26. PxP +1.0.
23. ... NxN is best for black. eg: 24. QxN (If 24. P-B5 then BxN) BxN 25. Q-B3! Q-B3 +0.75
- p 20 9. ...PxP is better than B-K2. If 10. N-N5 B-B4 11. Q-N5ch N-Q2 12. RxP (not NxP P-Q6ch 13. K-R1 0-0) P-Q6ch 13. K-R1 N-B2 14. Q-N3 R-KB1 15. RxR BxR 16. QxP +0.2 Delete note b)
17. Better is ...R-KN1 18. B-B6 BxB 19. RxR QxPch +1.0. change 21. RxP! **R-Q1**
- p 21 31. Instead of P-Q5?, P-KR4 N-N2 32. K-B3 R-Q2 33. P-N3 =
31. ...R-Q2! 32. K-K3 BxP 33. NxN RxN 34. R-B7ch K-R3 35. RxP N-B3 36. R-QN7 N-K4 - 0.6
Note d) Best here is 33. K-Q4 K-B3 34. P-N3 R-Q2 35. R-B6ch K-K2 36. B-N5 P-QR3 37. B-B4 BxB 38. KxB R-Q3 39. R-B7ch N-Q2 +0.4
- p 22 Note c) if 9. P-K6 PxP 10. B-Q3 0-0! +0.5 9. B-B2 or B-QB4 are both good (+0.7)
Note d) After 0-0 11. B-B2 is best (+0.7) if P-K6 PxP 12. BxPch K-R1 13. 0-0 RxP = *11. BxPch is also good here: KxB 12. P-K6ch K-K1 13. PxNch BxP +0.4
Instead of 11. ...P-QN4?!, ..N-N3! 12. B-N3 B-B4 13. Q-K3 N-Q4 14. BxN PxN 14. N-Q4 P-K3 +0.6
- p 23 34. Instead of .. K-B3, ...P-B4 maintains some advantage. 35. PxPch BxP 36. B-B3.
Change **44. ... B-N4 to B-N5**. Note c) Instead of B-Q4ch?, B-B2 P-Q5 49. B-K1ch K-B5 50. P-K6 B-Q3ch 51. K-N5 B-N6 52. BxRP +1.7
49. Even better is ... B-B5! 50. P-K7 B-N4 51. B-R5 BxP 52. PxN P-KR4 -6.0
- p 25 Note f) BPxN is better, if ..P-B5 16. B-B4ch K-R1 17. P-KN3! +0.8 Note g) Q-Q6 & then Q-R3 best
- p 26 Note a) ...NxNP 16. Q-N3 N-R3 17. QxNP N(3)xBP! 18. Q-N2 (not QxBP? R-B1 19. Q-N5 R-N1 20. Q-B6 R-N3 wins queen) N-R5 19 Q-B2 P-B4 with black advantage
17.N(3) x P is even better. 18. P-Q4 is better. 23. N-N5 R-Q1 24. R-Q2 equalizes
32. ... NxP is even better. **34. Delete ? after R-Q2**
- p 27 26. Instead of N-B7, N-N4 is even better. eg: 26. ...B-B3 27. R-K3 +3.6
- p 28 Note a) 18. ...RxR (not Q-K2) 19. RxR R-B1 slows down the attack.
20. Instead of N-B6, 20. NxNP wins immediately eg: ...KxN 21. R-N3 P-B5 22. NxN dblch K-R2 23. NxRch RxN 24. QxP. 21. Instead of RxRch?!, * P-B5 is better, but 23. P-KN4 BxP 23. RxR RxR 24. RxPch PxR 25. Q-Q3 R-B8ch 26. K-N2 P-B6ch 27. NxP BxNch 28. KxB still wins
- p 29 12. Instead of...NxN?, Q-B3 is better 13. Q-K4 NxN 14. QxPch K-B1 15. B-K3 NxNch 16. QxN +0.7
22. ...K-K3 23. RxNP BxBch 24. QxB loses more slowly.
- p 30 Note a) If 12. ...PxKP 13. PxP PxP 14. RxRch BxR 15. BxPch BxB 16. NxN QxQ 17. RxQ N-KB3=
24. R-Q1 B-R3 25. R-Q2 QR-KB1 26. B-B4 is almost = **Change 27. ...R-QB3 & 32. ...R(3)-K3**
- back of page 30 38. Q-N4 does not win eg: Q-Q5 39. Q-R3 PxNP 40. RxR RxR 41. QxR QxBP
- p 31 ***New Note c)** Instead of 9. 0-0-0, White missed 9. BxPch!! KxB 10. N-N5ch K-N1 11. N-K6 Q-K1 12. NxBP which wins immediately. Note e) 20. P-N5 P-KR4 21. Q-K5ch K-R2 22. P-Q5 is good +1.5
*25. N-R4 wins more quickly eg: Q-KN5 (not QxN?? 26. Q-K5ch mates in 2) 26. QxQ PxQ 27. RxRch KxR 28. R-Q8ch & N-N6. 33. Q-K5ch Q-B3 34. Q-K3 wins immediately. 39. RxP is even better. If Q-Q8ch 40. Q-B1 Q-Q4 41. P-N3 QR-K1 42. R-N5 +4.4
- p 32 Note b) 11. ...P-QN4 is ok. eg: 12. N(4)xP PxN13. NxP Q-N1! 14. N-B7dblch K-B1 15. NxR NxKP!
*15. White missed 15. N-K6!! PxN 16. Q-R5ch K-Q1 17. NxN N-KB3 18. Q-B7 Q-B2 19. QxNP R-KN1 20. QxN +1.8
Note d) 15. ...KxN 16. P-B6ch & N-B5 is better than 16. N-K2. Instead of 16.N-Q5, 16. P-B6 & N-B5 is best. *White missed 18. PxP RPxP 19. RxBP!! winning immediately.
- p 33 16. Better is Q-B1 B-N3 17. P-QB4 +0.5 17. ...QPxP is much better 18. Better is B-Q6 PxP 19. PxP B-N3 20. P-B4 23. B-N1 threatening Q-Q3 is even stronger. 24. PxQP is even better.

- p 34 19. B-QB4 K-N2 20. N-Q5 BxN 21. BxB is stronger +1.3. 22. ..N-B5 here or next move is better.
 *28. Instead of N-K1, P-N4! holds. 29. BxP RxB! 30. QxR NxP 31. Q-R6 Q-R2ch 32. K-R1 Q-R1 =
- p 35 *24. Even better is 24. BxRP!! BxB 25. BxQP Q-R4 26. P-N4 Q-N4 27. P-QR4 +1.5
 31. R-K3 is even better – if Q-R5 32. RxB +2.0 37. ... B-R3 deserves a ?
- p 36 15. QxNP N-Q2 16. N-B3 P-B5 17. N-K4 QR-K1 18. B-Q2 +- 1.4
 Instead of 20. ..R-K7?, B-B4! N-B6ch 21. K-N2 NxRch 22. RxN is about =.
 Could continue ...R-B3 23. QxQNP RxB 24. R-K7 R-KN1 25. B-K5 +0.4
- p 37 22. Instead of...K-N3?, ..NxBP maintains equality. eg: 23. BxN(5) PxB 26. QxBPch Q-Q2 27. BxPch K-K2. *23. ...BxN wins a piece! If 24. NxB QxPch 25. B-Q2 or R-B2 and R-N7ch wins.
 *Instead of 28. BxP?, 28. N-K7ch K-Q2 29. NxQP! P-B8(Q) 30. RxPch K-K3 31. R-K7ch K-Q3
 32. B-R3ch B-B5ch 33. RxQ BxB 34. R(1) x BP +0.4 *28. Instead of ...B-R6, ...PxP 29. N-K7ch K-Q2 30. NxR RxN 31. PxP R-KR1! 32. R-Q2ch K-K1 33. K-N2 RxB -1.9
- p 38 **Change Note b)** to 8. N-N1? is bad. Fritz evaluates white as + 3.2 after 9. Q-B3. Best play goes 9. P-K3 10. PxP QxP 11. B-B4 Q-B4 12. 0-0-0 B-K2 (if QXB 13. B-K5) 13. B-N3 B-N2 14. KR-K1 P-KR4 15. R-K5 Q-N3 16. N-R4 Q-R3 17. N-B5 BX N 18. RXB N-K2 19. B-N5 wins 8. N-N5 is best! 9. P-K6 P-KB4 is ok and only leads to a small advantage for W after Q-Q4. After 8. ,, N-N5 9. PXP QXP 10. Q-K2 B-KN2 11. P-KR3 N-K4 12. B-N3 P-QR4 13. B-Q2 B-QR3 14. Q-Q4 +- 0.4 is the "book" line.
- p 39 Correct **9. ...NxBch** Note d) 18. QR-K1 is bad. eg: QxP 19. B-N4 B-Q6 -0.7 Best is 18. P-B4 B-Q6 18. Q-N4 0-0-0 20 KR-B1 =. 22. Slightly better is B-R3 P-Q3 23. QxNP 0-0 24. BxQP NxB -0.4
 Note h) change **25. ..., BxR**

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