

How to win when you're 4' 11" !

by David Edmonds

This season I have played several games in the Surrey League for the 1st team. Of these I have won most in under twenty five moves (not against very strong opposition) In this article I will let you into the secret of quick success.

Rules :

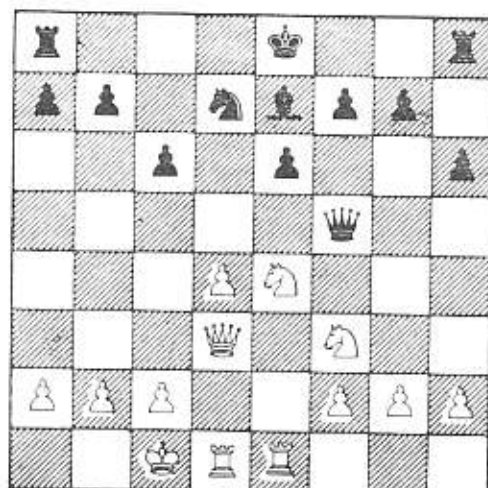
1. Firstly you need to be under 4 foot 11, to boost your opponent's confidence. If you are slightly above this height, a little bending of the knees is quite adequate.
2. This is only to be adopted if you are 4 foot 6 or under. At the start of the game, ask your opponent if it is touch and move.
3. Once the game has started play your 1st move quickly. Then if he plays anything but the most obvious move, think for 5 minutes before replying, as if to give the impression you are completely stumped.
4. On move three pick up the piece you want to move, but without letting go, put it to the wrong square. Then place it back on its original square and think for another two minutes before playing it to the right square.
5. By now he is extremely confident, but rule number four should be carried out a few moves later. This convinces him you are a bunny; or even a Grand Patzer.
6. The easiest way for a quick win is to lay a trap. Look your normal nervous state, and watch him bang his piece down, falling into the trap. Then immediately bang your piece down, smile and walk away from the board. His confidence is now completely smashed, and even if you haven't an immediate win, the rest of the game should be easy. After the trap play your moves confidently.

I give two games played in the Surrey League this season to illustrate this technique...

White : D. Edmonds Black : R.J. Kearsley (Mitcham) Caro Kann Defence.

1. e4 c6 (I now looked completely lost. 5 minutes later...) 2. d4 d5 3. Nc3 de
4. Ne4 Bf5 5. Ng3 (rather late I now brought rule 4 into operation, first placing
this knight on d2 before moving it to the correct square.) ...Bg6 6. Nf3 Nf6
7. Bd3 (again I now used rule 4, first putting this bishop on e2. h4 is the right move
in this position) ...Bd3 8. Qd3 e6 9. Bg5 h6 (...Nbd7 would be much better here.)

10. Bf6 Qf6 11. Ne4 Qf5 12. 0-0-0 Nbd7 13. Rhe1 (he had now spent four minutes on his clock, and he quickly played the move I was hoping for...) ...Be7 ??



White to play and win

(and quick as a flash...) 14. Nd6 ! 1 - 0 (if ...Bd6 15. Qf5 and the pawn is pinned and can't recapture the queen.)

White : D. Edmonds Black : N. Clifton (Coulsdon)

1. e4 e5 (five minutes later...) 2. Nc3 Nc6 (now I put my bishop on d3, before deciding on...) 3. Bc4 Bc5 4. Qg4 (I played this move immediately. However it is not disastrous for Black unless he plays...) ...Qf6 ? 5. Nd5 (again played immediately ...Qf2 (the only way Black can save losing a Rook is by playing 5...Kf8, but it is still an easy win for White) 6. Kd1 Na5 7. Nh3 Qd4 8. Qg7 Nc4 9. Qh8 Kf8 10. Ng5 1 - 0 (there is no defence to the threat of 11. Nh7).

Perils of passive play

by S.R. Gillam

It can be very risky to allow oneself to drift into a passive position against a junior. The following games demonstrate that this is indeed the case with 15 year old Daniel Feinstein. In each of the four games (three Sicilians and one French) Black plays his pawns to e6 and d5. Although there is nothing inherently wrong with this formation, the black queen's Bishop is rarely able to perform a useful role, and in each example remains a spectator until the contest is over.

The first example transposes to a Sicilian by an unusual move order :

White : D. Feinstein Black : H. Morris County U-18 Match, Dec. 1978
1. e4 e6 2. d4 c5 3. Nf3 Nf6 4. Nc3 cd 5. Nd4 Bb4?! (unusual, but
not too bad) 6. Bd3 (6. e5! is more accurate, e.g. 6. Nd5; 7. Qg4!) ...d5?! (
6...e5 is the recommended move) 7. e5 Nfd7 8. f4 Qb6 9. Be3 Nc6 10. Be2
Nd4? (the plan of swapping off Knights and black-square Bishops is not a
good one) 11. Bd4 Bc5 12. Bc5 Qc5 13. Nb5! Qb4? (wasting time. 13. 0-0
is better, although still in White's favour) 14. c3 Qa5 15. Nd6 Kf8 16. Qd4
Qb6 17. Bb5! (to eliminate the best defender) ...a6 18. Bd7 Qb2 (trying
to introduce some imbalance, but this just helps White to move in more quickly
for the kill) 19. 0-0 Bd7 20. Rab1 Qa2 21. Rb7 Be8 22. Qc5! Kg8 23. Qc7
(two pieces on the 7th rank are too much for Black; the threat is 24. Ne8 Re8
25. Qf7) ...Qa4 24. NF7 Bc6? (immediate mate can only be stopped by
26...Qd7 or 26...Bd7, so resignation was called for) 25. Nh6 1 - 0

In the next two games Black plays a Sicilian with ...b6. This is not an easy system to play: the first opponent appears totally unaware of how to proceed, and meets a horrible death. The second manages to reach a middle game that looks tenable, but the end result is the same.

White : D. Feinstein Black : C.A. Jones SCCU U-16, April 1979
1. e4 b6 2. d4 Bb7 3. Bd3 e6 (not 3...f5 see Nightmare II) 4. Nf3 c5
5. Nc3 cd 6. Nd4 d5? (opening up the position while far behind in development)
7. Bb5 Nd7 8. ed ed (if 8...Bd5 9. Nd5 ed 10. Bc6 wins a pawn) 9. 0-0
a6? (still refusing to develop) 10. Re1 Be7 11. Bc6 Qc8 12. Bd5 Nc5 13. Qf3

(the attack looks very easy to play) ...Bd5 14. Nd5 Rb8 15. Nf5 Ne6 16. Bf4
 1 - 0. Black had decided, not before time, that his position was hopeless (e.g. 16...Rb7
 17. Bd6).

White : D. Feinstein Black : P. Symes London U-16, October 1978

1. e4 c5 2. Nf3 b6 3. d4 cd 4. Nd4 Bb7 5. Bd3 e6 6. Be3 Nf6 7. Nd2 Nc6
8. a3 d5 (not so bad this time, since he has a few bits out) 9. Bb5? (yet again the
 Bishop adopts this 'aggressive' outpost, but in this case it is just a waste of time)
...Rc8 10. e5 Nfd7 11. f4 Bc5 12. N2f3 0-0 13. Bd3 (realising the error of move
 9) ...h6 14. c3! Bd4 15. Nd4 Nd4 16. Bd4 Nc5 17. 0-0 Nd3 (if 17...Ba6 to get
 rid of the bad Bishop then 18. Bc5 Bd3 19. Bf8 Bf1 20. Bg7 wins an important pawn)
18. Qd3 Qd7 19. Rf3 g6? (this does not prevent the eventual f4-f5, and it weakens
 the King's position. However it is difficult to find a plan, because Black's Bishop is
 so bad) 20. Rh3 Kg7 21. f5! Rh8 (if 21...ef 22. e6 wins the Queen, or if 21...gf
 22. Qg3 Kh7 23. Be3 wins) 22. Rf1 Rcf8 23. Rg3 g5 (the hideous-looking 23...Qe8
 holds out longer) 24. h4! Rfg8 (there is no defence) 25. hg hg 26. fe (or 26. Rg5
 Kh6 27. Qg3 mating) ...Qe6 27. Rf6 1 - 0.

In the final example Black plays a more respectable opening system (the French
 Winawer) but errs on move 9. In reply White finds a very strong pawn sacrifice, giving
 up his centre pawns and rushing his pieces through the resulting gaps to launch a
 vicious attack.

White : D. Feinstein Black : A. Watt Surrey U-15 March 1979

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5 c5 5. a3 Bc3 6. bc Ne7 7. Nf3 Nbc6
8. Be2 Bd7 9. 0-0 Ng6? (prematurely committing the Knight) 10. a4 f6 11. Ba3! cd
 (if 11...c4 (to keep the position closed) then the Bishop's pressure on f8 permanently
 cramps the Black game) 12. cd fe 13. Ne5 Nce5 14. de Ne5 15. f4! (the obvious
 attack now crashes through) ...Ng6 16. f5 Ne7 17. Bh5 g6 18. fg hg 19. Qf3! Qb6
20. Kh1 Nf5? (Black can struggle on a few more moves by giving up the exchange
 with 20...0-0-0 21. Be7 gh) 21. Bg6 Kd8 22. Bf5 ef 23. Qd5 (with another open
 centre file against the King the win should not take too long) ...Kc7? 24. Qe5 Kc8
 (if 24...Kc6 25. Qd6 mate) 25. Qh8 1 - 0.

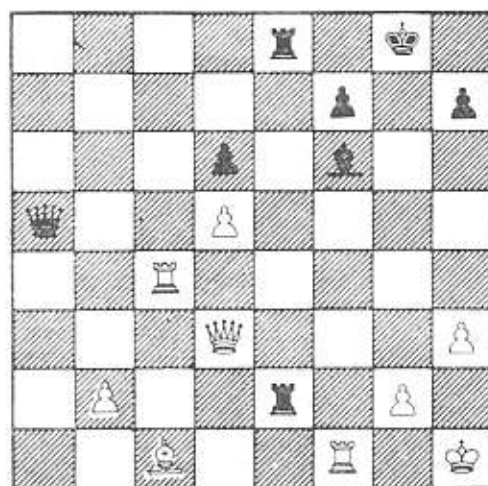
What's my line?

by C.N.J. Rose

Many games are lost through faulty analysis in the middle game. The following positions are intended to test your perception and powers of calculation. If the question is for instance "should you take the piece?" you are not supposed to make a quick intuitive judgement and then look up the answers. You should calculate the lines as deeply as possible and compare your findings with the text analysis that follows. The positions are not necessarily clear cut. Positions A, C and D should be considered without moving the pieces. You will probably need 10 - 15 minutes for each of the others.

Game A White : C.N.J. Rose Black : Aston City of London 1979

White to play.

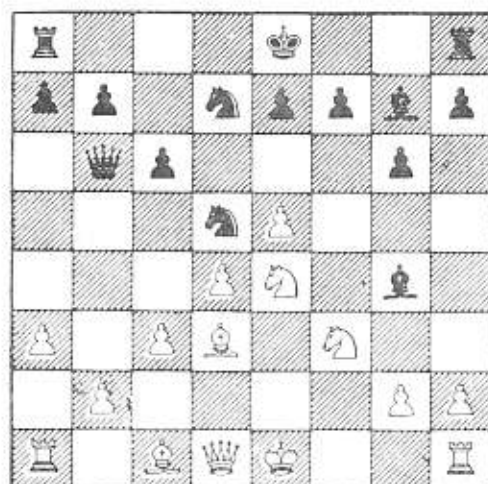


You are White, and your opponent has mysteriously left a piece en prise.

1. Can it be safely taken?
2. Choose the quickest route for White to win from this position.

Game B White : C.N.J. Rose Black : Perez Streatham v Cent YMCA 1979

Black to play.

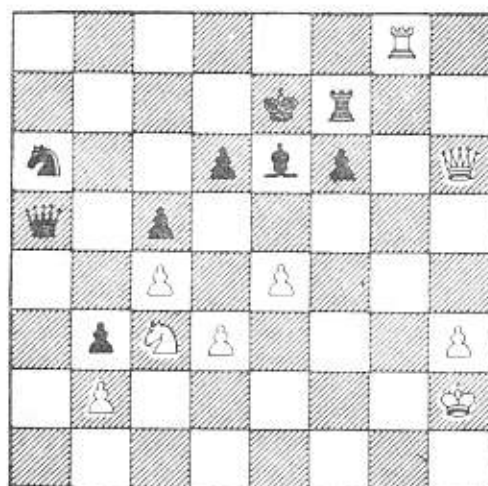


You are Black and after 1. e4 d6
2. d4 c6 3. f4 g6 4. Nf3 Bg7
5. Bd3 Bg4 6. c3 Nf6 7. Nbd2
Nbd7 8. e5 Nd5 9. Ne4 de 10. fe
Qb6 11. a3 it's your move.

1. Consider possible moves here and select the 2 you consider to be the most sensible and consistent.
2. Decide between them, analysing possible continuations as deeply as you judge necessary.

Game C White : G.A. Dickson Black : C.N.J. Rose Surrey 1977

Black to play.

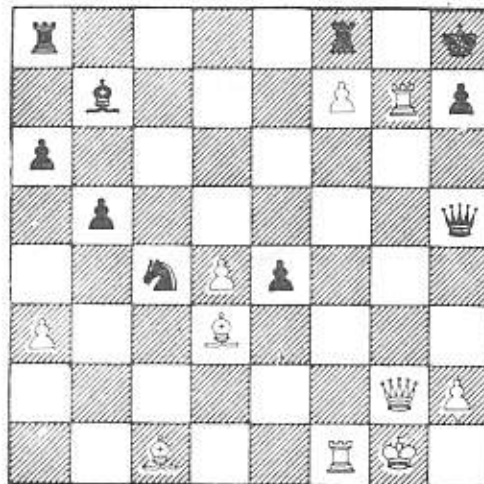


You are Black with just a few seconds left to decide on a move before the time - control.

1. Choose a move quickly.
2. Will any move do - would you be satisfied with 1...Qc7?, 1...Qb6? or 1...Qb4?

Game D White : C.N.J. Rose Black : M.J. Pitt London League 1978

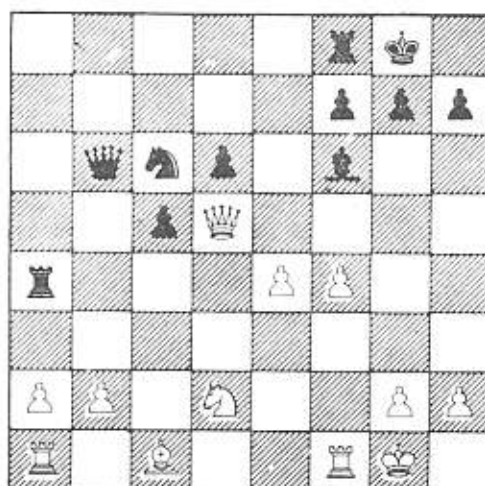
White to play.



You are White. Find 2 concise ways to win from this position, each starting with a different move and involving different themes.

Game E White : C.N.J. Rose Black : Hebden Lara 1978

White to play.



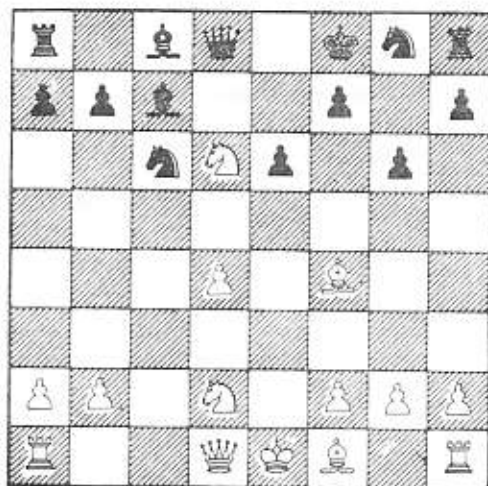
You are White.

1. Is 1. Re1 a blunder, or quite adequate ?

2. Which continuation is best here for White, and who will then stand better after 3 or 4 moves ?

Game F White : P.M. Gayson Black : C.N.J. Rose City of London 1979

White to play.

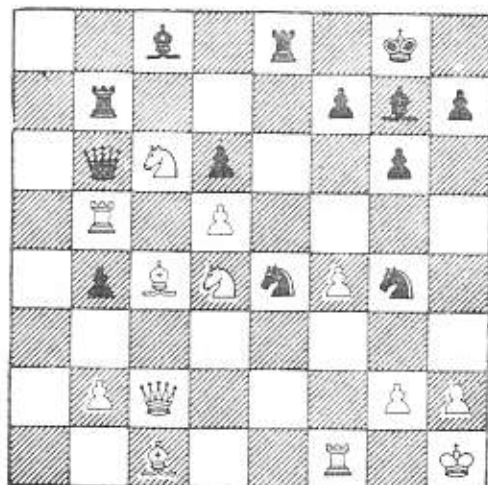


After 1. e4 c5 2. c3 d5 3. ed Qd5
4. d4 Nc6 5. Nf3 cd 6. cd e6
7. Nc3 Qd6 8. Nb5 Qd8 9. Bf4
Bb4 10. Nd2 Ba5 11. Nd6 Kf8
12. Qh5 g6 13. Qd1 Bc7 the
following mildly peculiar position
occurred. You are White.

1. Have you lost a piece ?
2. Try to find a series of forceful
moves for White and follow them
as far as you can.
3. Can you come out on top ?

Game G White : C.N.J. Rose Black : Truran (207) City of London 1979

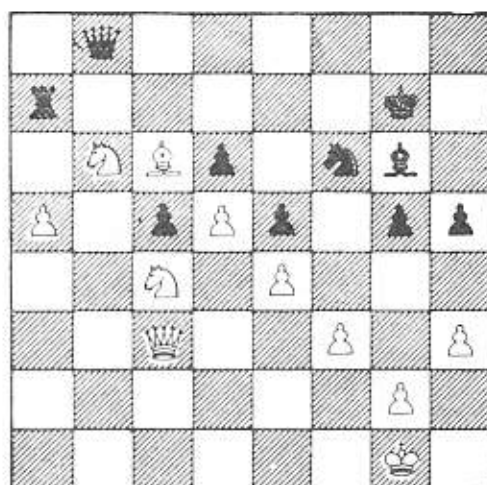
Black to play.



You are about to play your 23rd
move as Black and you need to win.

1. Which move would you choose ?
2. Can you win this game quickly v
White's best moves ?
3. Consider the moves 23...Qc7
24. Qb3. Is there a continuation
that ensures Black a definite advantage ?

Game H White : C.N.J. Rose Black : K. Bowmer Middx Team Championship
Black to play. 1979.



You are Black.

1. Assess your position.
2. Choose a reasonable continuation.

ANSWERS AND ANALYSIS

Game A

1. No it cannot. 1. Rf6 Qe1 2. Kh2 Rg2 3. Kg2 Re2 4. Kf3 Qf1 ! (unhappily for my opponent he chose 4...Rf2? 5. Kg4 Rf6 6. Rc8 Kg7 7. Qd4 Qe2 8. Kh4 Qe1 9. Kh5 (seeing that 9...Qe2 allows 10. Qg4, he chose suicide instead ...) ...h6 10. Bh6 Kh7 11. Rh8 1 - 0) 5. Kg3 Rg2 6. Kh4 Qd3 Black is winning.
2. 1. Qg3 Kh8 (1...Kf8 2. Qd6 Be7 3. Bh6 Kg8 4. Qg3 mates) 2. Rf6 Re1
3. Kh2 Qb6 4. Rf2 R8e2 5. Rc8 (threatening 6. Qc3) wins. (1. Rg4 Kh8 2. Rf6 Qe1 3. Kh2 Qc1 (otherwise Qh7) 4. Rf7 Qh6 is not so good, since there are still a few technical problems).

Game B

1. The position seems harmless enough, yet 0-0 or 0-0-0 are both horrible blunders, as are numerous other moves. The point is that White is threatening 12. c4 Nc7 13. c5 and Black loses his Queen. The Queen is well placed on b6, so I would choose

(i) 11...c5 or (ii) 11...a5. (11...f6 is interesting as after 12.c4 Black gains two pawns for the Knight and considerable compensation; however better would be 12.ef when White seems better in all lines).

2. (i) 11...c5 12. Bc4 Be6 (not 12...e6 allowing 13.Nd6, but 12...Nc7 is acceptable if you foresaw and like complications, eg. 13. Bf7 Kf7 14. Nfg5 Ke8 15. Qg4 cd 16. e6 Nf6 (16...Ne5 17. Qh3 looks OK for Black.) 17. Nf6 ef (Bf6 allows Nh7) 18. Nf7 (18. Nh7 Qe6) ...Rf8 19. cd f5 20. Qe2 is unclear) 13. dc (not 13. Ng5 allowing ...Nc3 followed by 14...Bc4) ...Nc5 14. Bd5 Rd8 15. Nd6 ed 16. b4 and now 16...Bd5 followed by 17...Ne6 gives Black a slight advantage .

(ii) 11...a5 12. c4 Nc7 13. c5 ? (White must get castled, but not 13. Be3 ? Ne5 !) ...Bf3 14. gf (14. Qf3 Qb3 and Black can soon pressurise d4. If 14.cb Black picks up a pawn with careful play) ...Qa7. Black is better...a5 has restrained White's Queenside expansion, and after ...b6, White's weak centre will be subjected to excessive pressure . I prefer this line .

Game C

1. The best move is 1...Qa1, but 1...Nb4, 1...Nc7, 1...Kd7 are also playable .
 2. The three Queen moves suggested all have the major defect of forcing Black to capture after 2. Nd5. After 2...Bd5 3. ed, the threat of 4. Qe3 leading to mate, means that White wins by force . eg. After 3...Kd7 4. Qg6 Re7 5. Qf5 mates . If Black had played 1...Qb4 he would have 3...Qe1 but 4. Qh8 gives White too many chances .

Game D

1. 1. Bc4 bc 2. d5 c3 3. Rg5 Qh4 4. Be3 wins. But not 1. Be2? as Qd5 threatening Qd4 complicates matters .
 2. 1. Qf2 ! This was the move actually played and secured Black's immediate resignation, because of 1...Rf7 (1...Kg7 2. Qf6 mate, or 1...Qf3 2. Qf3 ef 3. Rh7 mate . Black must prevent 2. Qf6 of course) 2. Qf7 (2 Rf7 loses to ...Rg8) ...Qf7 3. Rff7 ed 4. Bh6 d2 5. Rh7 Kg8 6. Rfg7 followed by 7. Rh8 mate .

Game E

1. Yes it is. After 1. Re1? Nb4 ! 2. Qc4 (2. Qb3?? c4 ! or 2. Qh5 Nd3 is hopeless for White) ...Nd3 ! White resigns as after 3. Qa4 c4 4. Kh1 Nf2 etc. leads to mate.

2. The best move is 1. Nc4 (Moves to reject are 1. a3? Nb4 etc., 1. e5? Rd4 2. Qf3 de 3. fe Ne5 4. Qg3 c4 with advantage) After 1...Qa6 ! (of course not 1...Bd4? 2. Qd4) only one continuation appears acceptable for White, namely 2. e5 ! (2. Nd6?? Bd4 3. Kh1 Qf1 mate, or 2. b3? Ba1 3. ba Bd4 4. Kh1 Na5 wins, or 2. Ne3 Bd4 (or even 2...Rd4 followed by 3...Re4 with a superb game) 3. Qd6? Rd8 4. Qc7 Rd7 wins White's Queen)

After 2. e5 ! Black has two main lines :- (i) ...de 3. fe Rd8 4. Qf3 Nd4 5. Qf2 Qc4 6. ef Ra2 regaining the pawn with an unclear position. (ii) ...Qc4 3. Qc6 Ra6 4. Qc7 Qd4 is quite good for Black but 3. Qc4 Rc4 4. ef leaves an unclear position. White should be able to get his Bishop to b2 or f4 with fair chances. In both lines White holds approximate equality with best play, though Black retains an active position.

Game F

1. No, see below.

2. 14. N2e4 f5 15. d5 ! Nb4 (if 15...Nce7 16. Nc8 followed by 17. Ne7) 16. Bg5! Qd7 17. Bb5 Qg7 18. Ne8 Qe5 19. Nc7 Qc7. My opponent now played 20. Nc3? and finished up losing. 20. d6 is more consistent when Black has two interesting lines. (i) 20...Qa5 (21. Nc3 h6 ! followed by 21...Rh7 and Black is heading to win the d pawn) 21. Be7 Ne7 22. de Ke7 23. Qd6 Kf7 24. Ng5 Kf6 25. Qd4 Kg5 26. Qh8 Nc2 27. Kd1 Na1 28. h4 ! wins for White, or (ii) 20...Qc2 21. Nc3 and if 21...h6 (intending 22...Rh7) White plays 22. Be7 ! Kf7 (22...Ne7 23. Qd4) 23. Qd4 Qb2 24. Qh8 Qa1 25. Ke2 Qb2 26. Kf3 and wins.

3. Yes, as above.

Game G

1. 1...Bd4 ! 2. g3 ! (Black wins if White plays 2. Rb6? Nef2 3. Kg1 Nh3 4. Kh1 Ngf2 5. Rf2 Nf2 6. Kg1 Re1 7. Bf1 Nh3 8. Kh1 Rf1 mate. Of course not 2. h3?? Ng3 mate) ...Ngf2 3. Kg2 Bh3 4. Kf3 Qb5 5. Bb5 Bf1 6. Bf1 Bc5 and Black has

two Rooks for a Queen and looks better placed.

2. There is no quick win for Black.

3. After 1...Qc7 (which I prefer to 1...Bd4) 2. Qb3 (threatening 3. h3 as...Ng3 mate is now prevented.) ...Nef2 3. Kg1 Re4 ! is very strong, eg. 4. Nf3 Rb5 5. Bb5 Qb6 ! (my opponent tried 2...Rb5? 3. Bb5 Bd4 4. Nd4 Qc5 5. Be8 Qd4 6. h3 ! Nef2 7. Rf2 Nf2 8. Kh2 finished up a draw).

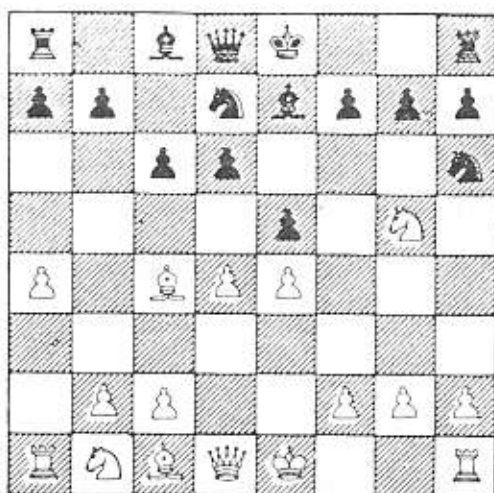
Game H

1. An assessment reveals that White is threatening Nd6 ! In the game Black missed this and played 1...Be8? 2. Nd6 ! Qd6 3. Nc8 Qc7 4. Na7 Qa7 5. Be8 Ne8 6. Qe5 1 - 0.

2. 1...Rf7 is the most reasonable continuation. (1...Ne4?! is probably unsound, eg. 2. fe Be4 3. Nd6 ! Qd6 4. Nc8 etc.) 2. a6 (2. Ne5 de 3. Qc5 Ne8 is OK for Black) ...g4 3. Bb7 (not 3. a7? Ra7 4. Nd6 Qb6 followed by 5...Qb1) ...Ne8 (4. Nd6 was threatened) 4. Qa5 Rb7 5. ab Qb7 and Black has emerged unscathed, though the good position of White's Knights probably compensates for his pawn minus.



PROBLEM No. 3



WHITE TO PLAY AND
WIN BLACK'S QUEEN

(Answer on page 156.)

A knight at the opera

by a Chess Widow

In this article I would like to show how chess has crept into the lives of us non-chess players ! Chess has been dramatised in the theatre and in films (who can forget the seductive scene in *The Thomas Crown Affair* !), numerous authors have used chess in fiction (In Agatha Christie's 'Big Four' one of the characters is murdered while playing 3. Bb4 in the Ruy Lopez), cooks have used it in preparing meals (in 1528 Cardinal Wolsey gave a banquet for the French Ambassador at Hampton Court and rumour has it that one of the main features was a sweet in the shape of a chessboard as a compliment to the French chess playing nation . Earlier, in 1476 at a feast held in Munich, the eighth course was : " A chess pie, made of almond milk in brown and white; the rook and all other pieces were made of sugar . " And finally in recent years the Hong Kong Chess Club has included an elaborate cake, representing a chessboard and pieces, as one of the courses at their annual dinner .), the list is endless .

Here I would like to dwell mainly on chess in drama . During the last half century, two ballets have been produced which have a chess theme : *Checkmate* and *Pawn to King 5* .

Checkmate, probably the better known of the two, opens with a prologue showing two players at the start of a game of chess . They represent Love and Death fighting for the love of their subjects . The various pieces take up their positions for the contest . It soon becomes evident that the Black Queen has won the heart of the Red Knight . The game begins with a fierce assault on the Red King . His Bishops and Queen try to defend him, but in vain . Eventually the Red Knight comes to his defence and drives the Black Queen to her knees . Torn by his love for her and loyalty to his King he hesitates to kill her and instead she stabs him to death . She is now in control of the board and threatens the powerless King and though he attempts to flee she forces him back to his throne . He is struck by the enemy Queen and falls dead . It is checkmate .

Pawn to King 5 by John Chesworth is not directly about chess but the ballet can be interpreted as a display of attack and repulsion between the diverse members of the cast .

The first ever chess ballet on ice was performed in the pantomime " Sinbad the Sailor " which appeared in the Empress Hall in London in Dec 1953. The game selected for the ballet was the famous game said to have been played by Paul Morphy against the Duke of Brunswick and Count Isouard, in the Duke's box at the Paris Opera in 1858 during a performance of Bellini's " Norma ". The score of the game was as follows :

White : Morphy Black : Duke of Brunswick and Count Isouard, Philidor's Defence
1. e4 e5 2. Nf3 d6 3. d4 Bg4 4. de Bf3 5. Qf3 de 6. Bc4 Nf6 7. Qb3 Qe7
8. Nc3 c6 9. Bg5 b5 10. Nb5 cb 11. Bb5 Nbd7 12. 0-0-0 Rd8 13. Rd7 Rd7
14. Rd1 Qe3 15. Bd7 Nd7 16. Qb8 ! Nb8 17. Rd8 1 - 0

Another form of chess in drama is ' Living Chess '. The 15th century seems to provide the earliest records of living chess. The Sultan Mohammed is said to have played it in Granada in 1408.

The most famous of all living games is the one still played regularly in Marostica, Italy. In 1454 two suitors played for the hand of the beautiful Lionara. They played out their contest on the piazza for all to see, and it is this same game which has been faithfully re-enacted through the years. The event, a deeply traditional affair, attracts great crowds.

In recent years in England, displays have largely been organised by the Kent County Chess Association, including those at the Margate Congresses of 1935 and 1936, when Capablanca was one of the players and the boys of Chatham House School acted as the pieces. One of the smallest lads fainted at one of the displays; an occupational hazard of the unmoved Rook's pawn !

Further afield, one of the best contested and most spectagenic games of all time must have been the one at the Moscow Sports Palace in March 1962 between Botvinnik (reigning World Champion) and ex World Champion Smyslov. The pieces were ballet dancers and the result was a draw.

There were of course many other displays of living chess, too many to list here. It is evident that through the ages chess has proved an inspiration to artists of many disciplines. This is hardly surprising, for, as Napier said : " Chess is an art and the chess player an artist, seems to me to approximate to the true nature of the thing ".

How bad is your chess?

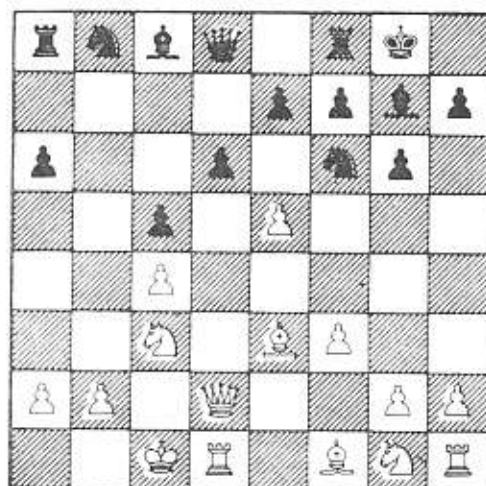
Ken Coates utilises another fine game to help you find out.

Imagine yourself sitting beside a poor player, guessing each move of the game as it is about to be made. Cover this page with card and uncover each line one at a time ; or cheat like everyone else. You begin after the first diagram. Whenever White has moved, stop and try to guess Black's reply which will be on the next line.

This article enables you to estimate your chess disability. If you prefer just enjoy the game and notes. You have Black. Your partner is an established Streatham Star. Your opponent is Les (The hack) Blackstock ; an up and coming junior with a Barden rating of 238 (or was that his telephone number ?).

Kings Indian - Saemisch Variation

1. c4 g6 2. Nc3 Bg7 3. d4 Nf6 4. e4 0-0 5. f3 d6 6. Be3 a6 7. Qd2 b6
8. 0-0-0 c5 9. dc bc 10. e5



10...Nfd7 ! Weak. (3 points) The variation played is bizarre but far from a direct loss for Black. The idea that Black can just shuffle pawns around and move the same piece more than once in the opening has been around since Philidor. Occasionally this cause has been championed by such bold spirits as Petrosian, Donner and Myself, but generally it is not accepted as a good way to lose since your opponent may not know how to win ! Far better would have been 10...de (5 points), while 10...Ne8 (0 points) is the only move giving Black any compensation for his poor position.

11. ed

11...ed ! 3 points. Black plays in the Classical style giving himself a backward Queens pawn on a file down which White is already exerting pressure.

12. h4

12...Nc6 ? 0 points. An uncharacteristic mistake by Black. Moving pieces from their starting square is not in keeping with the opening. 12...h5 (4 points) continuing the policy of creating pawn weaknesses or 12...Qb6 (1 point) hoping to decoy a Knight to d5 are both worthy of consideration.

13. h5

13...Nf6 ! Pointless play ! 2 points, a further 2 points if you intended 14...Nh5 or think Black's King position impregnable. 13...gh (1 point), though effective lacks style.

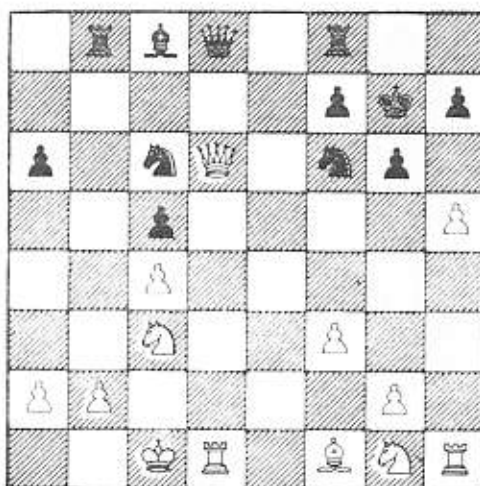
14. Bh6

14...Rb8 !! 5 points. Assessing the position to perfection. White's attack has ground to a halt and it is now Black's turn to attack on the Queen's side. 14...Bh6 3 points putting the Queen off-side with a further 2 points if you intended to allow 15. Qh6 Nh5 16. g4 Nf6 17. Ne4. Subtract 5 points for the disgusting 14...Ra7 which after 15. Bg7 Kg7 16. hg fg 17. Qh6 Kh8 defends h7 and spoils your chance of a mention for the best game prize (albeit from the wrong side)

15. Bg7

15...Kg7 0 points. Anything else 2 points.

16. Qd6



16...Qb6 !! Losing immediately. (5 points). 16...Qd6 (3 points) with a further 2 points if you can't see why it is bad.

17. Na4

17...Qa5 !!! If you thought of any move at all I award you 8 points. Players unappreciative of this style of chess would resign, after all it's all over isn't it ?

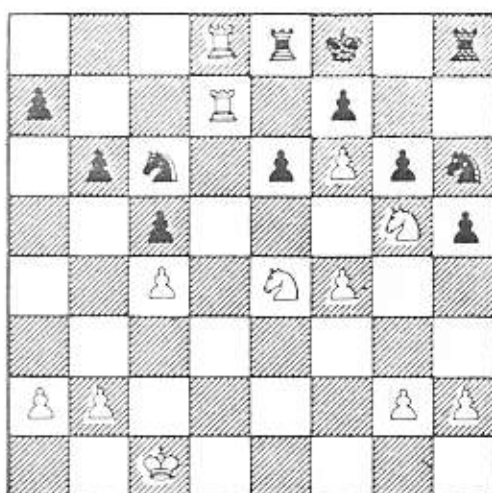
18. h6

1 - 0 4 points if you missed White's last move and 2 points for 18...Kg8 19. Qf6 if you noticed mate on g7 is unstoppable. In assessing your score the following guideline should prove helpful.

30 - 40 points	Grand Patzer
20 - 30 points	Blunder Specialist
10 - 20 points	Reinfeld Graduate
5 - 10 points	Moderately weak player
Under 5	Lacking in technique, suggested reading - Easy guide to Chess (B.H.W.)



PROBLEM No. 4



WHITE TO PLAY AND
MATE IN 6.

(Answer on page 156.)

Queen exchanges

by John Pigott

When should you exchange Queens? There are no easy answers, and many players have dropped half or whole points by trying too hard to exchange Queens or too hard to maintain them on the board. One of the main reasons for this is preconceived ideas as to the effect of an exchange. I believe that the decision is often made as a result of prejudice (or euphemistically, style) rather than "objective appraisal ". One of the main causes of prejudice is the belief that all positions without Queens are "endings ". Often you have Queenless middle games in which original middle game ideas are possible which can be very different from the usual view of " endgame strategy ". We shall now consider some examples to illustrate a few ideas, and show that general rules aren't enough.

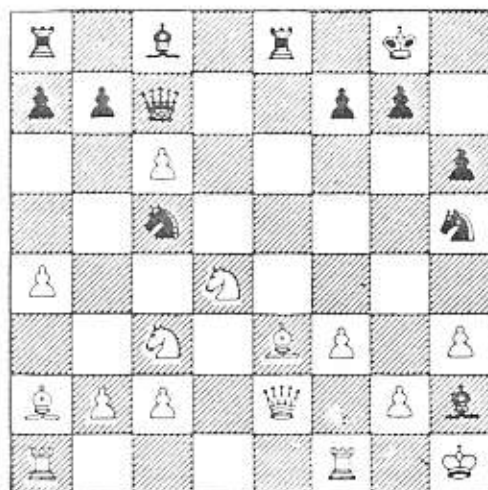
Firstly we consider the exchange of Queens as a defensive play when your opponent is trying to mate you. This is of course particularly effective when he wrecks his position eg. structurally, materially or on the clock in the attempt.

Consider the following line from the notes :

White : Velimirovic Black : Fridjonsson Reykjavik 1974 (Informator 17 game 421)
1. e4 c5 2. Nf3 Nc6 3. d4 cd 4. Nd4 e6 5. Nc3 d6 6. Be3 Be7 7. Bc4 Nf6
8. Qe2 a6 9. 0-0-0 0-0 10. Bb3 Qc7 11. g4 Nd4 12. Rd4 b5 13. g5 Nd7
(all theory so far but now came an innovation...) 14. e5!? Black replied ...d5 and
in the notes we see a brilliant line :- 14...de? 15. Rh4 Rd8 16. Qh5 Nf8 17. Ne4
Bb7 18. Nf6! gf 19. Rg1 !! t5 20. g6 fg 21. Be6!! Ne6 22. Qh7 Kf8 23. Qh8 Kf7
24. Rh7 Ng7 25. Qg7 followed by Qf7.

Various other defences are examined (this is hardly all forced) leading to a win for White but the following is missing : 18...Bf6 19. gf Bh1 20. fg Kg7 21. Bh6 Kg8 22. Qg5 Ng6 23. Qf6 and Black is being mated - rather than resign you play the " desperado " 23...Rd1 ! and after 24. Kd1 discover Qd8! - exit the Queens and White's attack. This is of course a highly theoretical example and it is now considered correct to play 14...de!

I can now work in an example of my own, from what I think was my first win against a 200 player :



Black: T. Chapman

WHITE TO PLAY

White: J. Pigott

1973

Black has just sacrificed a pawn to create some nasty threats against White's King, exploiting the weak dark squares. White however was ready for this (honest !) and by Bf4! doused Black's attack. Black is hopelessly lost and if he wants to maintain a semblance of a position, he must succumb to the Queen exchange. ...Qd8 can be met in a variety of ways (work it out ! eg. Bf7). Another spectacular but unrepresentative example? Well, no two Queen exchanges are the same.

Next we have an example of Black trying to stop White's attack by exchanging Queens but simply making matters worse.

White : Radulov Black : Matanovic Helsinki 1972

1. e4 e5 2. Nf3 Nc6 3. d4 ed 4. Nd4 Bc5 5. Nb3 Bb6 6. Nc3 Nf6 7. Bg5 d6
8. Qd2 h6 9. Be3 0-0 10. 0-0-0 Qe7 11. f3 Be3 12. Qe3 a5 13. Nd4 Nd4
14. Qd4 Re8 15. g4 Qe5 16. Qd2 Qg5? (Black should play ...g5 although this
 is very unappealing. The Queen exchange does not stop the attack, which is position-
 ally justified). 17. Qg5 hg 18. h4 Re5 (18...gh 19. g5 and Nd5 is crushing)
19. hg Rg5 20. Rd2 g6 21. Rdh2 Kg7 22. Rh8 b6 23. Nd5! Nd5 24. R1h7 Kf6
25. Rf8!! (you can still play combinations even when the Queens are gone!) ...Bb7
26. R8f7 Ke5 27. ed Kd4 28. Rc7 Bd5 29. f4! Rg4 30. Rhe7 (subtle endgame play)
...Ba2 31. c3 Kd5 32. Bh3 Rg1 33. Kd2 Rh8 34. Be6 Ke4 35. Ba2 Kf4 36. Re2 g5
37. Rf7 Kg3 38. Bd5 g4 39. Rf6 b5 40. Rd6 b4 41. cb ab 42. Kc2 Rf8 43. Rde6

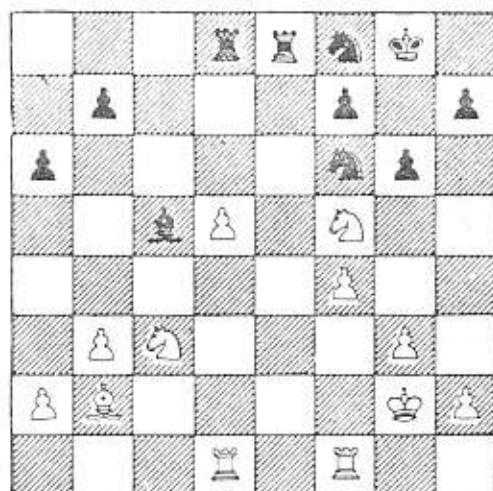
Rd8 44. R6e5 Rf1 45. Kb3 Rf4 46. R5e3 Kh4 47. Bg2 Rdd4 48. Re4 Rfe4 49. Be4
Kh3 50. Bg2 Kg3 51. Bc6 Kf4 52. Rc2 1 - 0

White has been "winning on adjudication" for some time. (Adjudication has a lot to answer for, in that it leads people to avoid long games if they are trying to win and if you play 30 moves without too serious an error (probably easier without Queens) you may draw quite a poor game on adjudication. Karpov wins a lot of Queenless games but if he had to stop at move 30 they might be different).

An important point about White's attack in the above game was that it was positionally justified. With the exchange of Queens, pawn weaknesses etc. become more important, and what may be a dynamic hanging pawn formation before, can become a pair of weaklings afterwards. As we have just seen however, it would be quite wrong to suggest that Queenless positions are never dynamic, indeed there can be some quite pretty combinations, for example...

White : Dvorecki Black : Szilagyi Hungary 1978

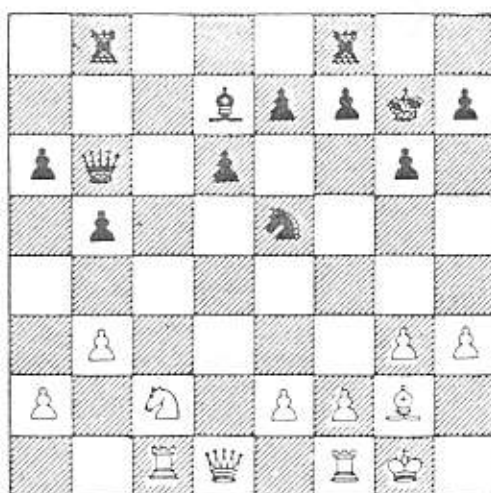
1. e4 c5 2. Nf3 d6 3. Bb5 Bd7 4. Bd7 Nd7 5. 0-0 Ngf6 6. Qe2 e6 7. b3 Be7
8. Bb2 0-0 9. c4 a6 10. d4 cd 11. Nd4 Re8 12. Nc3 Qa5 13. Rad1 Rad8?! 14. f4 Nf8
15. Kh1 Qh5 16. Qh5 Nh5 (White has some advantage and this persists despite the Queen exchange) 17. g3 Nf6 18. Kg2 d5? 19. ed ed 20. Nf5 Bc5
21. cd g6? (you wouldn't expect to be able to get away with this with Queens on the board - and you can't with them off. Admittedly Black's game is rather bad anyway)



WHITE TO PLAY

22. Ne4!! Re4 (the other lines are also simple but pretty) 23. Bf6 gf 24. Bd8 1 - 0

The exchange of Queens can often disrupt an attack but it can also disrupt a defence, particularly in the case of a positional Queenside attack. In the following position White has some advantage, but the exchange of Queens increases it considerably.



Black: Nielsen

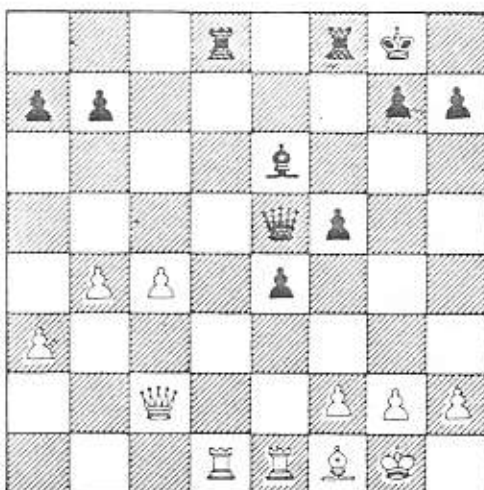
WHITE TO PLAY

White: Larsen

Esbjerg 1958

17. Qd4! (Black's Queen holds his position together, the exchange gains c7 for White and leaves Black's pieces unco-ordinated.). ...f6 18. Qb6 Rb6 19. Nd4 g5 20. Rc7 Rd8 21. Kh2 (preparing Be4) ...h6 22. Be4 Kf8 23. f4 (even better than Bf5) ...Nf7 24. Bf3 Rbb8 25. Ne6 Be6 26. de Nh8 27. f5 b4 28. Bb7 a5 29. e4 1 - 0 (so simple after the Queens came off !)

A common idea is that after the exchange of Queens a Queenside pawn majority increases in value. This may be true, but it is often an overrated factor eg.



Black: Alekhine

BLACK TO PLAY

White: Yates

1921

22...Rd1! (by this move Black forces either ...f4 or the exchange of Queens, either of which would improve his position) 23. Qd1 (if Rd1 then ...f4!) ...Qc3! (Black forces the exchange of Queens since if 24. Re3 Qf6 and Black will take decisive control of the d file . In compensation for the Queenside pawn majority Black obtains better placements for his King and Rook, and this is sufficient to win the game)
24. Qc1 Qc1 25. Rc1 Rd8 26. g3 Kf7 27. c5 Kf6 (it is necessary to avoid the exchange of Bishops if Black is to maintain winning chances) . 28. Bc4 Bc8! 29. a4 g5 30. b5 f4 31. Kf1 (trying to activate his King and challenge the d file) ...Rd2 32. Ke1 Rb2 33. gf gf 34. Be2 (if 34. Rd1 Bg4 35. Rd6 Ke7 36. Rd4 Bf3 followed by ...e3 and Black wins) ...Ke5 35. c6 bc 36. Rc6 (if 36. bc then ...f3 followed by ...e3 and Black obtains a decisive attack) ...Be6 37. Bd1 Rb1 (with the idea of Bb3 or Bg4 . If 38. Kd2 e3) 38. Rc5 Kd4 39. Rc2 e3 40. fe fe 41. Rc6 Bg4 42. Rd6 Ke5 43. h3 Bh5 0 - 1

And now another more up to date example illustrating that a space advantage and active pieces are often more important than having your pawn majority on the Queenside .

White : Polugayevski Black : Korchnoi Evian 1977

1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. g3 Bb7 5. Bg2 Be7 6. 0-0 0-0 7. Nc3 Ne4 8. Qc2 Nc3 9. Qc3 f5 10. b3 Bf6 11. Bb2 Nc6 12. Rad1 Ne7 13. Ne1 Bg2 14. Ng2 g5 15. Qc2 Ng6 16. e4 f4 17. e5 Bg7 18. Qe4 (18. Ba3! leaves Black very cramped . Black now frees his position by an interesting manoeuvre .) ...Qe7 19. Rd3 Rad8 20. Re1 d5! 21. ed Qd6 22. Red1 (White cannot take on e6 : 22. Qe6 Qe6 23. Re6 Ne5! and Kf7. The weakling on e6 has a brilliant future ahead) ...Qe7 23. Ne1 Qf6 24. R1d2 Qf5! (Black has made four consecutive Queen moves to force the exchange and now wins very effectively . The change in position is remarkable)
25. Qf5 ef5 26. Ng2 g4 27. Nf4 Nf4 28. gf Bh6 29. Re2 Bf4 30. Re6? Rfe8 31. Rf6 Re1 32. Kg2 Rf8 33. Rf8 Kf8 34. d5? Bd6 35. Bc3 Rc1 36. Bd2 Rc2 37. Bc3 Rc1 38. Bd2 Rc2 39. a4 f4 40. h3 f3 41. Kf1 h5 42. hg hg 43. Ke1
 (the game was adjourned but White resignedRb2 leaves White lost) 0 - 1

Alekhine once observed that both Bogoljubov and Euwe tended to exchange Queens at inappropriate moments . It is a difficult question and as illustrated a general rule can very easily be inapplicable in a given position . It is essential to examine all the features of a position after the exchange and not simply decide on the basis : all Queenless positions are boring / drawn .

Therefore think before you swap off Queens for a quick draw and try to be objective - you may get a mating attack a pawn down in an opposite coloured Bishop's ending ! (Pigott v Crouch 1976 !)



Believe it or not !

* Saemisch once lost all his games in one tournament on time

* In 1891 at the Manhattan Chess Club the bald headed members beat the full haired members in a match by 14 - 11

* Lange once undertook to deliver mate with his Queen's Knight or concede the game

White : Max Lange Black : A.N.Other Vienna gambit

1. e4 e5 2. Nc3 Nc6 3. f4 ef 4. Nf3 g5 5. Bc4 g4 6. 0-0 gf 7. d4 fg
8. Bf7 Kf7 9. Qh5 Kg7 10. Rf4 Nh6 11. Be3 d6 12. Ne2 Qe7 13. Kg2 Be6
14. Rafl Bf7 15. Qh6 ! Kh6 16. Rg4 Kh5 17. Ng3 ! Kg4 18. Rf5 h6 19. h3
Kh4 20. Rh5 ! Bh5 21. Nf5 1 - 0

Collected by Daniel Feinstein .



Russian revelations

by Bernadette Higgins

The Soviet Union has been considered to be a chess playing nation for most of this century. Il'in Zhenevskly did a great deal to bring this about, he was a member of the Bolshevik party and also a chess enthusiast who wanted chess to be encouraged for the qualities it developed in a man such as logic, persistence, courage etc. Chess was also seen as an intellectual activity which was free from political content (although players such as Geller and Petrosian were later accused of playing 'apolitical chess' by the authorities, whatever that might mean,) which would prime an illiterate population for education. The majority of world Champions and Grand Masters are Soviet - also the top women players are Soviet. In the Soviet Union chess is considered to be not only a participant sport (as it is in many western countries) but also a spectator sport. One hears stories of crowds of spectators not fitting into a large hall to watch a match between two Grand Masters, so that demonstration boards have to be set up on the pavements outside. This is something quite unheard of in Britain.

I therefore decided to buy chess books and magazines on my three visits to the Soviet Union. To my amazement however, it was virtually impossible to obtain any decent chess books at all and I only managed to buy '64' and 'The Bulletin of the Central Chess Club' at the various street kiosks. The problem is that not very many chess books are printed in the Soviet Union, certainly not enough to meet the demand for them, and as soon as they arrive in the shops the chess enthusiasts (who all seem to have prior knowledge of their arrival) snap them up in a matter of half an hour. In fact, for the student of Russian who wishes to buy any good Russian or Soviet books, it is far easier to obtain them abroad or in the 'Berioski' (the foreign currency shops all over the Soviet Union, which only tourists are allowed to enter).

The chess club system is rather different from that in Britain. To become a member of a chess club, one must be of the 3rd or a higher chess grade. There are four chess grades 4 - 1, the grade above 1 is National Master. Fourth grade players, wishing to become a member of a chess club, will normally have to take lessons to improve his/her chess in

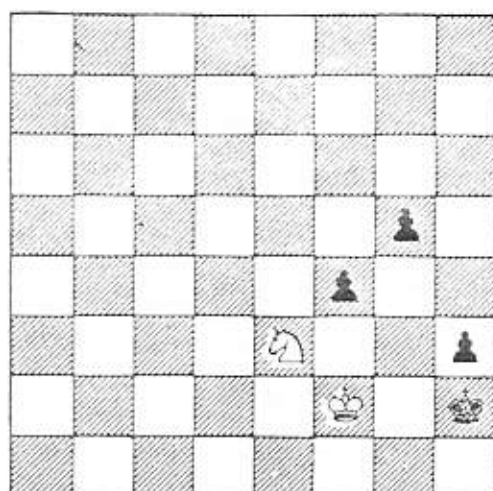
order to do well enough in a tournament to achieve a 3rd grade .

The chess clubs themselves have a very quiet and sombre atmosphere . They tend to be very dingy (although the Central Chess Club in Moscow is being decorated as is a lot of the rest of Moscow in preparation of the 1980 Olympics) with very little talking and no smoking . If one wants to smoke there is a special room provided for this which is very unpleasant - when you open the door a cloud of smoke blows out and there are often a crowd of sick looking people standing around a font with water in it and dead cigarettes floating on top ! There also tend to be far less children than in British chess clubs, many of them preferring to play in their local Pioneer Clubs where they will also receive expert tuition .

I was under the impression that most Soviet people were interested in chess . This, however, does not seem to be the case as many of them aren't at all interested and apart from really big names like Karpov, Korchnoi and Spassky they haven't heard of many of their strongest players .



PROBLEM No. 5



WHITE TO PLAY AND
MATE IN 5.

(Answers on page 156.)

Monarch mania!

by Daniel King

The first world champion and founder of the modern school of chess, Wilhelm Steinitz proclaimed that the 'King is a strong piece' - he even advocated using it in the opening. Although this seems a little foolish it can have its advantages !

Firstly your opponent will be very baffled and may consume large amounts of time in trying to 'stick the boot in'. He will now be under greater pressure, not just because of shortage of time, but also because he feels he is winning and therefore knows that not to score the full point would indeed be failure.

Secondly it is surprisingly difficult to conduct a successful attack against the King which can run half-way across the board if necessary in order to find safety.

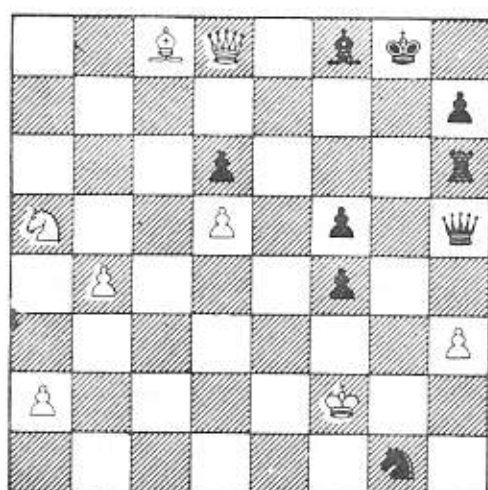
Lastly, if Queens are exchanged then the King will be in an ideal position for the end-game.

"So what ?" You're probably thinking, "Steinitz was a senile old lunatic", well maybe he was, but as they say, "Let's see how the experts do it". Playing Black is Eugenii Sveshnikov, champion of the variation that he plays in this game. On the receiving end as White is Ivanovic. The game is from the Yugoslavia - USSR match 1976 :- Sicilian Defence, Sveshnikov variation.

1. e4 c5 2. Nf3 Nc6 3. d4 cd 4. Nd4 Nf6 5. Nc3 e5 6. Ndb5 d6 7. Bg5 a6
8. Na3 b5 9. Bf6 gf 10. Nd5 f5 11. Bd3 Be6 12. c4 Qa5 ! 13. Kf1 Bd5 (13...fe
probably equalises as in Balashov - Geller 45th USSR Ch. 1977 which is in Knightmare II)
14. ed Nd4 15. cb ab 16. Nc2 Nc2 17. Qc2 e4 18. Qc6 Ke7 (the start of an
incredible journey by the Black King) 19. Bb5 Ra7 20. Qe8 (probably better is 20. a3
with the idea of playing 21. b4 and advancing the Queenside pawns. The move played
is a waste of time pushing Black's King to a better square) ...Kf6 21. g4 Re7 22. Qb8
Ke5 ! (the safest square on the board for the Black King !) 23. f4 Kf4 24. Ke2 Ke5
(going back behind the safety of his pawns. Whose King is safer ? - Black's by a mile)
25. Rhf1 fg 26. b4 Bg7 ! 27. ba Rb8 (an endgame has been reached in which the
dominating position of Black's King is able to support the devastating advance of the
central passed pawns) 28. Rob1 f5 29. a6 f4 30. Bc6 f3 31. Kf2 Rb1 32. Rb1 Kf4

33. Rb4 Bc3 34. Rc4 Ba5 35. Kf1 Bb6 36. Bb7 h5 37. Rc6 e3 38. Rc4 Kg5
39. Ra4 0 - 1.

There are many variations of the Sveshnikov Sicilian where Black's King can be exposed to attack. The first example showed the King neatly tucked away behind its own pawns in the centre, playing rather a defensive role until the endgame. This next game shows the Black King helping in the final mating attack, if only by accident ! After a wild 'Sveshnikov Sicilian' opening, the following very loose position was reached.



Black : Daniel King

WHITE TO PLAY

Islington Open 1978

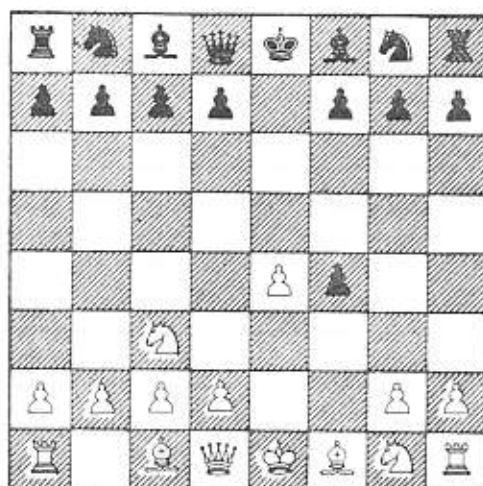
White : Sheila Jackson

Play continued :

32. Be6 Kg7 33. Qc7 (my original intention in this position was to play 33...Kh8, however this is impossible because of 34.Qc3 Bg7 35. Qc8 winning, so the next move was forced) ...Kf6 34. Qd8 Be7 35. Qh8 Kg5 36. Qg7 Kh4 37. Qe7 (oh well ! that's one way of getting rid of the Pelikan 'bad' black Bishop) ...Kh3 (Black now threatens 38...Qe2 39. Kg1 Qg2 mate, which explains White's next move) 38. Bf7 (if 38. Kg1 Rg6 39. Kf2 Rg2 40. Ke1 Qe2 is mate) ...Qd1 (setting a trap into which White obligingly falls. White only has one move in this position : 39. Nb3 (to prevent 39...Qd2 40. Kf1 Qg2 41. Ke1 Nf3 42. Kd1 Qd2 mate) and now the clearest win seems to be 39...Rh4 ! with the idea, Rg4, Rg2 mate, to which White doesn't have any satisfactory defence) 39. Qg5? Qe2 40. Kg1 Qe1 mate. 0 - 1

These two games show provoked movement of the King. But why not play an opening where you allow your King to be marooned in the centre ? In the past year I have been experimenting with a variant of Steinitz's original opening (he played

1. e4 e5 2. f4 ef 3. d4) which opens 1. e4 e5 2. f4 ef 3. Nc3, sometimes called the 'Keres gambit'.



If Black is going to get any advantage he must play 3...Qh4 for it is impossible to transpose into any sort of Fischer's defence eg. 3...d6 4. d4 g5 5. h4 ! and Black's position has been demolished.

The opening has EXTREME shock value. To show you what I mean, here's a game played in the last round of 1978 Ilford Open :

White : D.J. King Black : K.J. Hill

1. e4 e5 2. f4 ef 3. Nc3 Qh4 4. Ke2 d6 ? (a typical weak reaction from someone who has not met the opening before. Best is 4...d5 ! as in the next game) 5. Nf3 Bg4 6. Nd5 Qd8 (Black has already wasted a lot of time. Better was 6...Na6 although the Knight is horribly misplaced) 7. Nf4 Nf6 8. d3 Nc6 9. h3 Bd7 10. g4 (a little blatant ! But how can Black exploit it ? His pieces are very badly placed for the important central break ...d5) ...Ne5 11. Bg2 c6 (Black had now spent 1 hour and 4 minutes over these moves - he was clearly suffering !) 12. c3 Qc7 13. g5 Ng8 14. Kd2 0-0-0 15. Kc2 (moving over to the Queenside while there's time) ...h6 16. gh Nh6 17. Qg1 ! (attacking the Kingside and the Queenside at the same time) ...b6 18. Be3 Be7 19. a4 ! g5 20. Ne2 g4 21. Ne5 de 22. a5 ba ? (1 hour 27 minutes) (22...Kb7 is much better and then 23. d4 ! is very complicated) 23. b4 gh (1 hour 39 minutes) 24. Bh3 Ng4 (if 24...Bh3 25. Rh3 Qd7 26. Rh6 Rh6 27. Bh6 Qd3 28. Kb3 Qe2 29. Qa7 and White wins) 25. Ba7 Kb7 (1 hour 49 minutes) 26. Ra5 Ra8 27. Ra1 Rhg8

(1 hour 56 minutes) 28. Bc5 Ra1 29. Qa1 Bc5 30. bc (and Black lost on time with 19 moves still to make before the time control !!) 1 - 0.

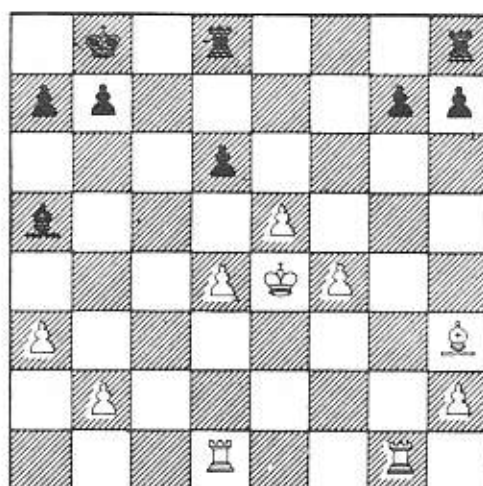
Alright, but what if Black knows what to do ? The next game was played in Round 6 of the Aaronson Open 1978.

White : D.J. King Black : G.C. Flear

1. e4 e5 2. f4 ef 3. Nc3 Qh4 4. Ke2 d5 ! 5. Nd5 Bg4 6. Nf3 Bd6 7. d4 Nc6
8. e5 0-0-0 9. c4 (accepting the piece sacrifice is suicidal) ...Bb4 (this is as far as theory goes considering the position better for Black) 10. Bf4 Bf3 (it is probably better to delay this exchange) 11. Kf3 Nge7 12. g3 Qh5 13. Ke3 Nd5 14. cd Qd1
15. Rd1 Ne7 16. d6 cd 17. a3 Nd5 18. Ke4 Nf4 19. gf Ba5 20. Bh3 Kb8 21. Rhg1

$\frac{1}{2} - \frac{1}{2}$

Let's have a look at the final position :



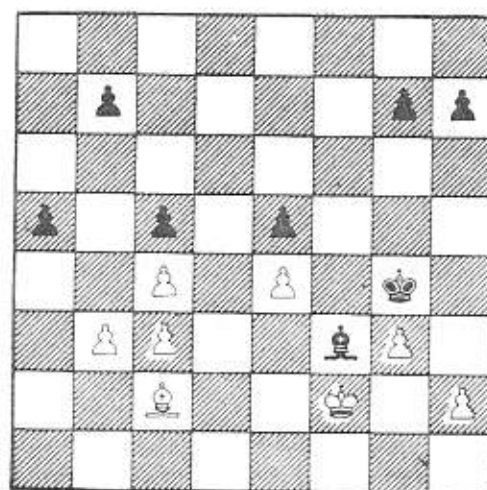
Black : G. Flear

White : D.J. King

Compare the position of White's King behind the central pawns in this game compared to the Black King in the first game - very similar. In this position White has a slight advantage - the opposite coloured Bishops give Black some drawing chances.

If that's what the refutation's like - what happens when Black plays inaccurately ? Tread boldly Streatham Cavemen !

Often in the endgame the breakthrough of the King into enemy position is the decisive factor. See over...



Black : D. King

BLACK TO PLAY

Lloyds Bank Masters

1978

White : D. Mayers

Black's advantage in this position is clear. White's Bishop is very bad, blocked in by its own pawns. Indeed in this position it cannot move for that would allow $Bd1$!, completely immobilising it. All Black needs to do is penetrate with his King and the win would be easy. $34...Bh1$ (This move is forced for White threatened $35. h3$ winning the Bishop. Best tactics for White now would be $35. Bd3$ and then $35...Kh3$ $36. Kg1 Bf3$ $37. Bc2 h6$! $38. Kf2 Bg4$ $39. Kg1 b6$! and White is now in zugswang) $35. Kg1$? (this makes things quicker. White assumed Black was now forced to play back to f3 with his Bishop and after $Kf2$ a draw would result. However ...) $...Kf3$! $36. Bd1 Ke3$ $37. Kh1$ (White is now helpless to the invasion of the rampant Black monarch despite being a whole piece up !) $...Kd2$ $38. Bg4 Kc3$ $39. Bd1 Kd2$ $40. Bg4 Kc2$ 0 - 1

Compare the position of the two Kings !

Newtonian chess theory

by Ken Coates

In one game of chess it is rare to find a single theme that runs throughout the whole game, since one often gets sidetracked by other themes and tactics. There follows a game that I found particularly pleasing to play since it was in its pure sense a simple game not marred by blunders or silly mistakes. The theme, which the title may suggest to some, is the initiative. White, because he has first move, has a slight initiative or perhaps a better word might be momentum ; momentum for attack.

According to the Laws of Physics attributed to Sir Isaac Newton there are two factors that constitute momentum, namely mass (weight) and velocity (speed).

$$\text{MOMENTUM} = \text{MASS} \times \text{VELOCITY}$$

In chess terms :

$$\text{MOMENTUM} = \text{ATTACKING MATERIAL} \times \text{PIECE ACTIVITY}$$

If this is so then Attacking Momentum can be achieved in two ways. Namely by a large mass of pieces moving slowly forward or by a small mass of pieces moving very fast. Both of these will produce the same momentum. Many attacking pieces moving quickly will clearly give rise to maximum momentum. While if we chop off our opponent's material so that his attacking material is zero, his momentum will be zero.

However, even with a small number of pieces their activity can still produce more than enough momentum to win the game. Thinning material will not necessarily repulse an attack but it may help. The other thing to do is to destroy the activity of your opponent's pieces by taking squares away from their control, defending weak points, and gradually driving them to less active stations. This part is easier said than done.

Summary :

To destroy the momentum the opponent has built up you must decrease the mass of attacking pieces, decrease their activity or best of all a combination of both. In the following game no assessment of positional considerations (ie . weak squares, isolated pawns etc .) is attempted but there appear Momentum Assessment tables which I hope may give an idea of the changes that took place during the game .

Notes :

1. Material result is found as a ratio of total material on the board at that time and expressed out of ten.

2. Activity is found as the value of the piece (ie. Rook = 5, Queen = 9 etc.) multiplied by the fraction of the number of squares it did control to the number of squares it could control.

White : P. Maguire Black K.G. Coates Kings Gambit, Muzio

S & B v London University 1978.

1. e4 e5 2. f4 ef 3. Nf3 g5 4. Bc4 g4 5. 0-0 gf 6. Qf3 Qf6 7. e5 Qe5 8. d3 Bh6 9. Bd2 Nge7 10. Nc3 Nbc6 11. Rae1 Qf5 12. Nd5 Kd8

	WHITE	BLACK
MATERIAL	4.9	5.1
ACTIVITY	6.0	2.5
MOMENTUM	29.4	12.74

White's material deficit is more than compensated by his piece activity.

13. Qe2 Qe6 14. Ne7 Qe7 15. Bc3 Rg8 (here Korchnoi in his book on the Kings Gambit gives 15...Re8 16. Qf2 leading to Black's advantage. However 16. Bf6 wins immediately for White) 16. Qf2 Qg5 17. Bf7 Rf8 18. Qe2 d6

	WHITE	BLACK
MATERIAL	4.7	5.3
ACTIVITY	6.5	3.5
MOMENTUM	30.55	18.55

White achieves maximum momentum.

19. Bh5 Bh3 20. Bf3 Kd7 21. Qe4 Bf5 22. Qa4 Rae8

	WHITE	BLACK
MATERIAL	4-7	5-3
ACTIVITY	5-4	4-6
MOMENTUM	25-38	24-38

Rough equality. The momentum is almost equal. White had no way to increase his piece activity and so Material begins to tell.

23. Qb5 Be6 24. Qb7 Qc5 25. Kh1 Qb6 26. Bc6 Qb6 27. Qa7 Bd5

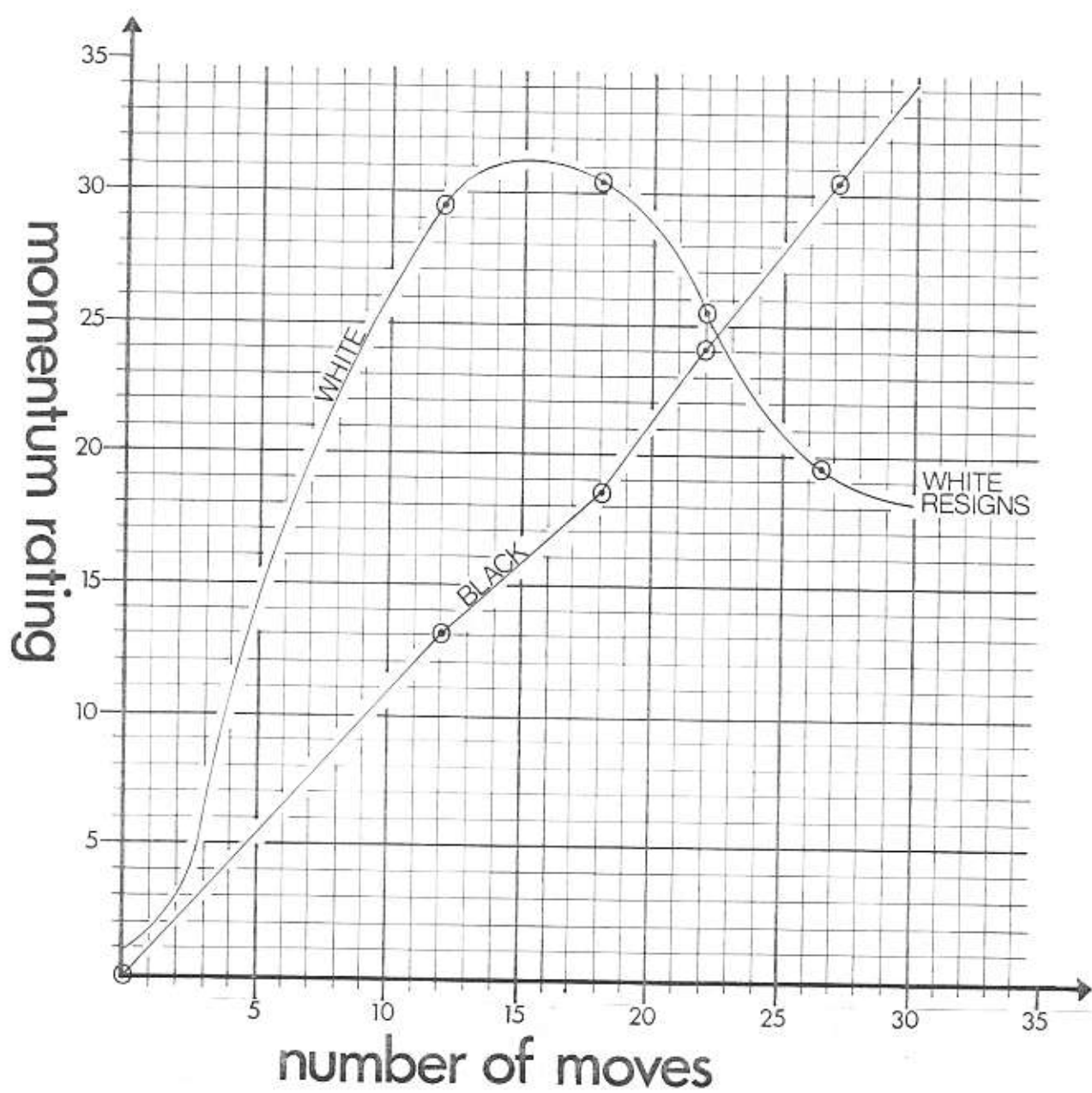
	WHITE	BLACK
MATERIAL	4-9	5-1
ACTIVITY	4-0	6-0
MOMENTUM	19-6	30-6

White grabs back material but in doing so deactivates his pieces, handing the momentum to Black.

28. Qf2 Rg8 29. Rg1 Re1 30. Be1 f3

0 - 1 since 31. g3 (or g4) is met by 31 ...Be3

For graphical representation see over.



Postscript...

QUANTUM THEORY AND THE CLASSICAL CHESS PLAYER

by R. Emerson M.A.A.C.A.

Newtonian Chess, formulated in the classical era, is at ease when dealing with the permanent advantages associated with clear-cut static and dynamic positions. The foundation of Newtonian Theory is the Aristotelian concept of an independent observer so awe-struck by proceedings that he can only watch the game and feebly nod his head as if he understands it. Analysis of modern tournaments shows that there are serious flaws in this model. Indeed in the famous Mitcham and Morley College experiments, the two questions most asked (loudly) by observers were " Where's the Speed? " and " What the hell's going on? ".

It was these experiments that led Heisenberg to test not only the impartiality of observers but of players and on the basis of this research to formulate his famous Uncertainty Principle :

" At any moment it is impossible for both players to know precisely and simultaneously what is going on ".

Further experiments showed that a player's sphere of activity or " Universe " invariably contracted in inverse proportion to the increase in attacking force applied against it (the Fitzgerald Contraction). As a corollary it was found that the contraction of the player's Universe automatically affect his attacking momentum, so that under extreme stress the laws of Newtonian Chess break down. It was postulated that, given sufficient force, the sphere of activity would contract indefinitely until the defender's King disappeared from the board and in Cheal v Reuben (Surrey v Middlesex 1979) this effect was observed in experiment. The validity of the experiment was, however, questionable since a number of Reuben's other pieces disappeared from the board at the same time (the discussion of Scattering Effects must be left at present).

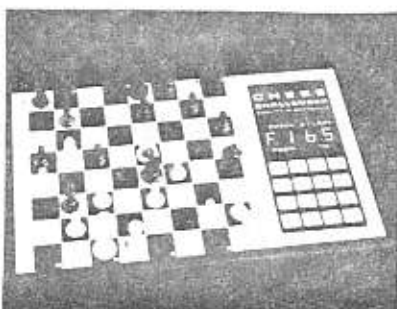
Quantum Theory, which grew from the theory of relativity, regards each position as a discrete energy state, each piece within that position having a discrete energy value. With each move, the state is acted on (" perturbed ") by the operator, the perturbation depending of course on the energy expended by the operator. It will be

observed that the effectiveness of the operator depends upon whether the right amount of energy is expended in the right direction. The effectiveness in fact varies in inverse proportion to the square of the number of wrong ideas in the operator's mind at any time. We are thus able to assign to the operator a specific mental density at any time.

The concept of the density operator is particularly of use in the analysis of positions, since by applying the density operator to a given position (energy state) we can produce a number of candidate moves (expectation values) which the idiot is likely to make and which can be analysed. See Kotov's " Think like a Grand-master " for a non-technical explanation of this theory.

Unfortunately, although Kotov shows both the initial position and the candidate moves resulting, he cannot explain how the density operator works. It will thus be perceived that the chief attribute of quantum theory is its incomprehensibility.

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Pawnography!

A history of British Chess Magazines researched and compiled by Martyn Kent
with assistance from Simon Gillam.

Although chess has been around for a very long time I was surprised to find that the first newspaper chess column did not appear earlier than 1813. The column was in the Liverpool Mercury and was discontinued in 1814. The first magazine proper to appear anywhere was published in Paris in 1836 and was called " Le Palamede ", edited by De La Bourdonnais.

" The Philidorian " a monthly magazine which was founded by George Walker in 1837 was devoted to ' chess and other scientific subjects ' but it was discontinued after six issues in 1838. This was the first English magazine. The " Chess Players Chronicle " magazine in 1840 was published by Howard Staunton after he bought the fortnightly magazine " The British Miscellany & Chess Players Chronicle " and converted it into " The Chess Players Chronicle ". In 1843 this magazine became a shilling monthly with Staunton as proprietor and editor, until the end of 1854 when he sold it to R.B. Brien. Brien edited it until 1856 when it was discontinued because of financial losses and Brien's ill-health. It re-appeared in 1859 and came to an abrupt end with the July issue of 1862.

The oldest existing column is " London Illustrated News " started by Howard Staunton in June 1842, the column is now run by Baruch Wood of " Chess ".

In July 1851 " The Chess Player " a monthly magazine appeared but stopped publication in Dec 1853. In 1853 " The Chess Players Chronicle was being published as a ' new and more perfect series ' but it still used the same notation for games and gave the full names of players. In January 1853 Daniel Harrwitz edited " British Chess Review ", it ran for 18 monthly issues until June 1854.

"The Chess Players Magazine " which superseded " The Chess Players Chronicle " was a monthly magazine published in London and ran from 1863 to 1867 and cost 1s. In 1865 Johann Jacob Lowenthal became editor and continued to be so till publication ceased.

" The Household Chess Magazine " dedicated to the chess players of G.B., or an evening's amusement everywhere, was edited by 'Toz' of Liverpool. This was a monthly periodical devoted to chess, draughts, riddles, charades and intellectual gymnastics for the fireside. Unfortunately this magazine lasted for only 3 issues from Jan - March 1865.

In 1868 " The Westminster Chess Club Papers " appeared. A Monthly journal of chess, whist, games of skill etc. This was said to be one of the wittiest and controversial writings ever to appear in a chess magazine. The general tone and humour of the magazine was described as 'scurrilous', 'abusive', 'bordering on the libellous'. This magazine ceased after 11 years. " The Amateur Chess Magazine " emerged next in 1872 and later changed its title to " The Amateur ". In Feb 1874 it became a quarterly magazine and it ceased in the June issue. In 1872 " Huddersfield College Magazine " took shape. It ran for 8 years and the chess section was superseded by " The British Chess Magazine ".

W. Steinitz edited " The Field " from 1873 - 1882. He was also editor and proprietor of the " International Chess " magazine from 1885 to 1891.

" The Recreationist " was also published in 1873 but although it dealt with chess it contained more about draughts. It ceased publication in 1874. " The City of London Chess Magazine " started in 1874. It included a report on a match between London and Vienna. Correspondence began in 1872 and was still in progress in Feb 1874.

" The Chess Monthly " edited by Hoffer and Zukertort appeared in 1879. This magazine was edited by Hoffer alone after Zukertort's death in 1888. The magazine was last published in 1896.

" The British Chess Magazine " was founded in 1881, one of the two leading chess magazines published in G.B. To date it has only had 8 general editors of whom B. Reilly is the present one. Although it started with modest aspirations, the original production team would no doubt be delighted with its current circulation.

From Nov 1882 - May 1883 " The Sussex Chess Magazine " was formed. It dealt with recording local games of chess. In Feb 1884 a group of Norwich schoolboys started up a magazine called " The Blackfriars Chess Journal ". It ceased in July 1884.

" St. Patrick's Chess Club Pamphlet " was started in 1885 in Dublin. Only 8 issues were ever published but due to popular demand re-issues were made of the only numbers ever published of that interesting Dublin chess weekly. Following the success

of this pamphlet, the " Irish Chess Chronicle " started up in Jan 1887. It was published fortnightly but did not quite make the grade and was discontinued in Dec 1887.

Emanuel Lasker was editor of " The London Chess Fortnightly " in Aug 1892, however it stopped being published in July 1893. Also in 1892 " The Chess Review " came into being. This was a monthly journal for chess and whist. It ceased publication in Apr 1893.

Another Irish magazine appeared in 1905 called " Four Leaved Shamrock " devoted to ' the Royal game of chess '. When it folded up in July 1914 the Cork Weekly News continued the chess columns.

In 1906 " The Chess Amateur " was started. It dealt with general chess events and news etc. including in the Oct 1906 issue the ' Subject for Discussion ' was - The Question of Adjudication. See, how little things change !!

Also in 1906 " British Correspondence Chess Association Magazine " was first published, containing reports of news, results etc. It carried on till 1920 when the contents were continued in " British Chess Magazine ".

" The Chess Board " was next to appear in 1913 in Edinburgh. However it had a very small circulation and ceased soon after.

The Sussex Chess Problem Fraternity changed its title to British Chess Problem Fraternity in 1918. Through its magazine " The Problemist ", first published in 1926, the society catered for solvers and composers all over the world. " The Problemist " has appeared, bi-monthly, without interruption since the 1st issue.

" Chess Pie " was a series of three souvenir brochures under this title, illustrated and with photographs, edited by W.H. Watts. No. 1 was a souvenir of the London Tournament in 1922, No. 2 of the London Chess Olympiad in 1927 and No. 3 of the Nottingham Tournament in 1936. Also edited by W.H. Watts was the " Chess Budget " in 1924. This was a weekly record of chess world. It dealt mainly with information concerning South East England. It ceased in 1926.

" The Social Chess Quarterly " started in 1930, it ran in conjunction with " The Empire Social Chess Club " at Whiteleys (1st floor) Queen's Road W.2. The magazine was of a popular rather than a highly technical nature and included an Instructional Section for novices. The magazine was absorbed by " Chess " in July 1936.

" Fairy Chess Review " was also published at this time from 1930 - 1958 . It was a bi-monthly periodical .

In 1933 " The Puzzler " appeared, dealing with chess, acrostics, crosswords and card problems . It was a weekly publication and lasted until Jan 1934 . A quarterly magazine for the blind was founded in 1934, called " The Braille Chess Magazine " printed in grade 2 braille .

" Chess ", founded in 1935 by B.H. Wood was one of the first magazines to adopt a chatty approach to the game and to include photographs and cartoons as a regular feature . It also introduced the previously unknown printing of moves actually made in bold type, contrasting with the notes .

In Dec 1938 " Time and Space " was edited by W. Winter . It was said to be the ' official organ of the Workers Chess League ' whose headquarters were at the Koh - i - noor Restaurant, 48 Rupert Street, W.1 . " Join the Workers Chess League . Form branches in your own localities . Sell " Time and Space " . Try to show the Russians that very soon you will be able to play chess at least as well as they can " !

1942 saw the arrival of the " Chess Problem ", a magazine devoted to the problem hobby . It was published fortnightly until Mar 1948 .

In 1948 the magazine " Mail Chess " was started . A monthly resume of the " International Correspondence Chess Association " edited by E.W. Goodwin till 1952 .

The " Midland Chess Bulletin " was started in 1948, a fortnightly magazine edited by Ritson-Morley . From the 14th issue it was incorporated with the " London Chess Bulletin " and entitled " London and Midland Chess Bulletin " . " The London Chess Bulletin " had been edited by B. Reilly and he continued as editor of the " London and Midland Chess Bulletin " from May 1949 .

Also in 1949 " Junior Chess " appeared . It was produced bi-monthly till 1950 and quarterly in 1951 when R.G. Wade was editor . Another quarterly magazine in this year was " Correspondence Chess " which ran from 1949 - 1953 . A new series was then started in 1954 which is currently still being published .

1960 saw the start of the " Scottish Chess Association Bulletin " which became " Scottish Chess " in 1967 . Also in 1967 the " Islingtonian " was started up by S. Reuben for the Islington Chess Club .

From this period to the present there has been an explosion of chess literature, but we trust the pinnacle has now been reached with the production of " Nightmare " !!