

# TRAPS ON THE CHESSBOARD

or

## Dangers in the Openings

by

Eugene A. Znosko-Borovsky

(Based on *Pitfalls of the Chessboard*)

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## CONTENTS

	PAGE
<b>INTRODUCTION</b> .....	<b>vii</b>
<b>CHAPTER I Some Basic Ideas of Traps</b> .....	<b>1</b>
<b>CHAPTER II Pitfalls in Open Games (i. P—K<sub>4</sub>, P—K<sub>4</sub>)</b> .....	<b>15</b>
<b>CHAPTER III Pitfalls in Half-Open Games (i. P—K<sub>4</sub>, not P—K<sub>4</sub>)</b> .....	<b>80</b>
<b>CHAPTER IV Pitfalls in Close Games (i. P—Q<sub>4</sub>, P—Q<sub>4</sub>)</b> .....	<b>93</b>
<b>CHAPTER V Pitfalls in Modern Openings (Indian Defence and others)</b> .....	<b>114</b>
<b>CHAPTER VI Positional Traps</b> .....	<b>121</b>
<b>ANSWERS TO QUESTIONS</b> .....	<b>133</b>

# INTRODUCTION

I was asked to revise completely the splendid book *Pitfalls of the Chessboard*, written by Major E. A. Greig and subsequently revised and enlarged, at different times, by W. A. Fairhurst and W. H. Watts. I accepted this offer with pleasure which was enhanced by the prospect of learning some of the subtle traps in the game, for on my first perusal of the book I found that of more than half the traps given I had hitherto been unaware.

However, I very soon realised the difficulty of my task and appreciated for the first time how much easier it is to write books on one's own lines than to revise the works of others. But then I remembered that, when making the offer, the publisher had given me *carte blanche* to change anything that I thought necessary and to delete or add anything that I thought advisable. Thus I was free to produce a book of my own—but I had been made the magnificent present of a fine and almost complete collection of pitfalls.

After reflection, I decided to try to make from a book of reference a guide, instructive alike to those who wish to set traps and to those weaker players, with whom I sympathise more, who are in perpetual danger of being trapped. With this aim in view, I have added an introductory chapter in which I have discussed those simple traps which occur again and again in various openings and in different variations. In my discussion I have treated these simple traps as the basic ideas of other more complicated traps and pitfalls and I have tried to make clear to my readers the mistakes which gave the opportunity for the trap or prepared the way for the disaster. I have tried not to make the explanations too long, and also I have, I hope, avoided being pedantic; it would be absurd to pretend to explain every blunder. In order to encourage my readers to think for themselves, I have at various places in the book inserted questions for them to endeavour to answer—a method which I have found very useful in some of my other books.

In the collection of pitfalls given me there was not much to change. I have suppressed a few, and added some that seemed to me to be of importance\*. I have kept a great deal of the original explanatory notes to the openings, which were, indeed, very happily expressed. I have, however, divided the openings into four groups as I did in my book on the principles underlying the conduct of that stage of the game.† There are, however, some changes in the chapter on positional traps. Here I have endeavoured to give examples which will serve as illustrations of different strategical principles or tactical possibilities ; at the same time, however, I have tried to choose those in which the resulting positional advantage is of such a character that it can easily be understood by the average reader. Whether I have succeeded in my task is for my readers to judge.

EUGENE ZNOSKO-BOROVSKY.

Paris,

December, 1937.

\* There are now 160 instead of 122.

† *How to Play the Chess Openings* (London ; Frank Hollings, 5s. 4d., post free).

# CHAPTER I

## SOME BASIC IDEAS OF TRAPS

When a beginner makes the following moves 1. P—KKt<sub>4</sub>?; P—K<sub>4</sub>; 2. P—KB<sub>3</sub>?—which make even the weakest amateur laugh—and is at once, and rightly, punished by 2. .... Q—R<sub>5</sub> mate—the quickest mate on the chessboard—we can hardly call this a trap. It is simply suicide, the player falling into a pitfall which he has made not for his opponent but for himself. In problems there are the so-called “Help-Mates” and problemists like them. But they are poets, for problems are the poetry of chess. We practical players are more realistic and we get no enjoyment from the sight of a player preparing his own ruin, digging his own grave. For us there must always be struggle: one player aiming at something, his opponent doing all he can to stop him from achieving his aim.

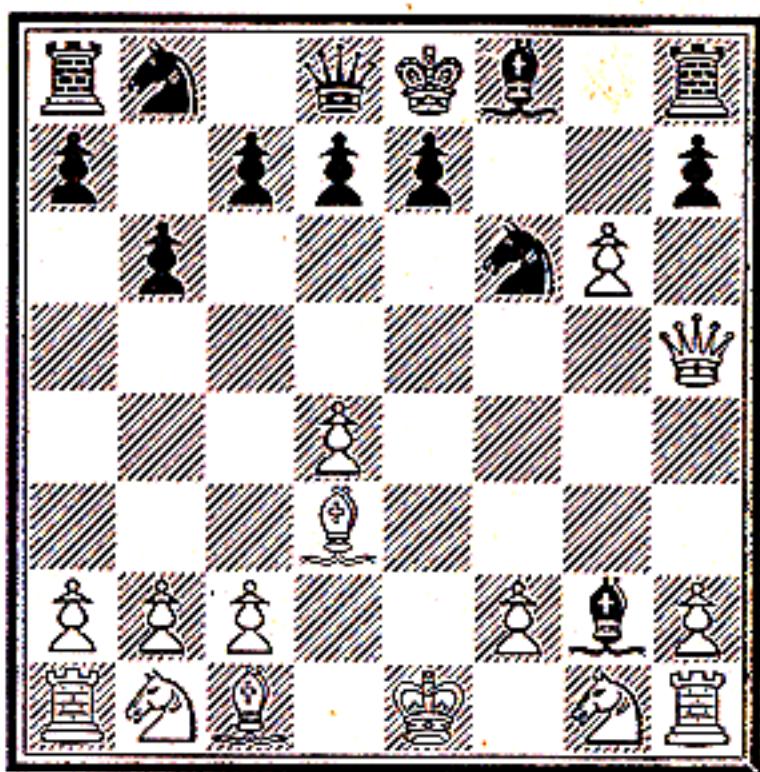
However, there is a lesson in those stupid moves. In them there appears an idea which underlies many very clever pitfalls and traps that we shall meet in numerous variations and in very many openings. It is the check by the Queen (either White or Black) at KR<sub>5</sub>, when the opponent's King's Bishop's pawn is absent from his KB<sub>2</sub>. When this pawn is absent, the King at K<sub>1</sub> is often in danger from a threat on the diagonal from K<sub>1</sub> to KR<sub>4</sub>.

A fine example of this danger is to be found in a nice game won by C. A. S. Damant in 1932 (Caro-Kann Defence): 1. P—K<sub>4</sub>, P—QB<sub>3</sub>; 2. P—Q<sub>4</sub>, Kt—B<sub>3</sub>; 3. B—Q<sub>3</sub>, P—Q<sub>4</sub>?; 4. P—K<sub>5</sub>, KKt—Q<sub>2</sub>?; 5. P—K<sub>6</sub>!, P×P?; 6. Q—R<sub>5</sub> ch, P—Kt<sub>3</sub>; 7. Q×P ch, P×Q; 8. B×P mate.

A more complicated example is presented by another game, played in the championship of Paris (1931), and which is a faithful reproduction of an old game of Greco (Queen's Fianchetto Defence): 1. P—K<sub>4</sub>, P—QKt<sub>3</sub>; 2. P—Q<sub>4</sub>, B—Kt<sub>2</sub>; 3. B—Q<sub>3</sub>, P—KB<sub>4</sub>? (Black erroneously thinks that this pawn cannot be taken because White's King's Knight's pawn will then be attacked); 4. P×P, B×P?; 5. Q—R<sub>5</sub> ch,

P—Kt3 ; 6. P×P, Kt—KB3 (see diagram) ; 7. P×P ch, Kt×Q ; 8. B—Kt6 mate.

DIAGRAM NO. I



Another fine example of this murderous check by the Queen at KR5 is supplied by a game won by F. Lazard in Paris in 1922 (Queen's Pawn Game) : 1. P—Q4, P—Q4 ; 2. Kt—Q2, Kt—KB3 ; 3. P—QKt3, P—K4 ; 4. P×P, Kt—Kt5 ; 5. P—KR3 ?, Kt—K6 and White resigns. His Queen is lost for, if 6. P×Kt, then 6. .... Q—R5 ch and mate next move.

The mate is not the only aim that the player can have in giving this check. He may have to be content with material gain. Suppose, for instance, that an opponent's piece is placed anywhere on our fifth rank, is open to attack from our KR5, and is unprotected. We win this piece by giving a check at KR5 with our Queen. For example, in the following game, played between Romanovsky and Youdovitch, Lenigrad, 1934, a Knight was lost at QR4 (French Defence) : 1. P—K4, P—K3 ; 2. P—Q4, P—Q4 ; 3. Kt—QB3, B—Kt5 ; 4. P—QR3, B×Kt ch ; 5. P×B, Kt—QB3 ; 6. Kt—B3, P×P ; 7. Kt—Kt5, KKt—K2 ; 8. B—QB4, Kt—R4 ? ; 9. Kt×BP, K×Kt ; 10. Q—R5 ch followed by 11. Q×Kt.

Such a win is rather a rare occurrence ; the common case is the win of the King's Rook, and that is generally the real idea of the Queen's check. In the next example we find the most primitive idea of such a win : 1. P—K4, P—K4 ;

2. Kt—KB<sub>3</sub>, P—KB<sub>3</sub>? (a very weak defence); 3. Kt×P, P×Kt? (Q—K<sub>2</sub> should be played although Black would be behind in development); 4. Q—R<sub>5</sub> ch, P—Kt<sub>3</sub>; 5. Q×KP ch, Q—K<sub>2</sub>; 6. Q×R, winning the exchange.

However, the Queen at KR8, after winning the Rook, is often in a dangerous position and may sometimes be trapped there. A very simple example is given by this short game: 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. Kt—KB<sub>3</sub>, B—B<sub>4</sub>; 3. Kt×P, B×P ch?; 4. K×B, Q—R<sub>5</sub> ch; 5. P—Kt<sub>3</sub>, Q×P; 6. Q—K<sub>2</sub>, Q×R; 7. B—Kt<sub>2</sub> and wins. The Queen is lost wherever she goes. The Knight discovers check and attacks her, e.g., 7. .... Q×B; 8. Kt—Q<sub>3</sub> ch.

The play leading to the loss of the Queen in the following example is more complicated but it is also the more instructive because it shows how at KR8 the Queen is immobilised and out of play for a long time (King's Gambit Declined): 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. P—KB<sub>4</sub>, B—B<sub>4</sub>; 3. Kt—KB<sub>3</sub>, Kt—QB<sub>3</sub>?; 4. P×P, Kt×P?; 5. Kt×Kt, Q—R<sub>5</sub> ch; 6. P—Kt<sub>3</sub>, Q×KP ch; 7. Q—K<sub>2</sub>, Q×R; 8. Kt—B<sub>3</sub> ch, Kt—K<sub>2</sub>; 9. P—Q<sub>4</sub>, B—Kt<sub>3</sub>; 10. B—K<sub>3</sub>, P—Q<sub>3</sub>; 11. QKt—Q<sub>2</sub>, B—Kt<sub>5</sub>; 12. O—O—O, O—O; 13. Q—B<sub>2</sub> and wins.

This shows that, when planning this check with the Queen with the win of the Rook to follow, we must not be satisfied when we see that we can capture the Rook, but we must assure ourselves that our Queen can escape. If not, or if we are unable to see through all the complications, we shall do better not to venture upon this enterprise; it may be a trap by our opponent. We have seen some examples of such a trap; still more complicated are the cases when the win of the Rook depends upon the sacrifice of a Knight (generally from K<sub>5</sub>) at KKt<sub>6</sub>. Now, it is not the Queen that is trapped, but so much time is lost by these checks and sacrifices that the opponent secures other advantages and sometimes a winning attack.

So, for instance, we have a nice trap by Würzburger in the Vienna Game: 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. Kt—QB<sub>3</sub>, Kt—KB<sub>3</sub>; 3. P—B<sub>4</sub>, P—Q<sub>4</sub>; 4. BP×P, Kt×P; 5. P—Q<sub>3</sub>, Q—R<sub>5</sub> ch; 6. P—Kt<sub>3</sub>, Kt×P; 7. Kt—B<sub>3</sub>, Q—R<sub>4</sub>; 8. Kt×P, Kt×R (if 8. .... K—Q<sub>1</sub>, then 9. Kt—B<sub>4</sub>, Q—Kt<sub>5</sub>; 10. B—R<sub>3</sub> and the Queen is cleverly and unexpectedly trapped); 9. Kt×P ch,

K—Q1; 10. Kt×R, B—Kt5; 11. B—Kt2 and Black's Knight is lost.

Much the same may happen in the Ruy Lopez: 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—Kt5, P—B4; 4. B×Kt, QP×B; 5. Kt×P?, Q—Q5; 6. Q—R5 ch, P—Kt3; 7. Kt×KtP, Kt—B3; 8. Q—R4, Kt—Kt5; 9. Kt×R, Q×KP ch and wins. Wherever the King goes, the Knight checks at K6 and White's Queen is lost. In a variation of the Siesta Gambit in the same opening White, after checking at KR5 with the Queen, just manages to escape loss by forcing perpetual check: 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—Kt5, P—QR3; 4. B—R4, P—Q3; 5. P—B3, P—B4; 6. P—Q4, BP×P; 7. Kt×P, P×Kt; 8. Q—R5 ch, K—K2; 9. B—Kt5 ch, Kt—B3; 10. B×Kt, P×B; 11. P×P, Q—Q4; 12. B—R4, K—K3; 13. B×Kt, P×B; 14. Q—K8 ch, K—B4; 15. Q—R5 ch, K—K3; 16. Q—K8 ch, etc.

The reason is that, as a matter of fact, the move Q—R5 ch is a distinct contradiction of the general rule that the Queen should not be brought into the game too soon, especially if it is for the sake of winning material—a win obtained only by the sacrifice of valuable time. It often happens that the Queen is subsequently attacked by several pieces, which are thus developed without loss of time, while she is forced to retreat and lose still more time. Therefore, it may be useful to provoke one's opponent to give this check, especially if he is a weak player—for weak players can seldom resist the temptation to give a check. The difficulty is that it is not always easy to see if the check-provoking combination is good or bad, whether one is preparing a pitfall for one's opponent or for oneself. The French proverb, "*Dans le doute, abstiens-toi*" is nowhere more applicable than in such a case.

So bad is this sortie of the Queen that in several openings it is allowed, not with the idea of trapping her but simply to tempt her to come into play prematurely. So, for instance, in the Steinitz Gambit: 1. P—K4, P—K4; 2. Kt—QB3, Kt—QB3; 3. P—B4, P×P; 4. P—Q4, Q—R5 ch; 5. K—K2; in the Bishop's Gambit: 1. P—K4, P—K4; 2. P—KB4, P×P; 3. B—B4, Q—R5 ch; 4. K—B1; and in a modern form of the King's Gambit: 1. P—K4, P—K4; 2. P—KB4, P×P; 3. Kt—QB3, Q—R5 ch; 4. K—K2.

Furthermore, we find examples where the provocation goes

so far as the offer of sacrifice of material in order to make the Queen lose more and more time by her premature sortie. So, for example, in games with the odds of Pawn (the King's Bishop's pawn) and Move, it is considered good for Black to lose another pawn by allowing this check : 1. P—K<sub>4</sub>, P—QB<sub>4</sub>; 2. Q—R<sub>5</sub> ch, P—Kt<sub>3</sub>; 3. Q×BP. Also, in the game with odds of Pawn (again the King's Bishop's pawn) and Two Moves : 1. P—K<sub>4</sub> and 2. P—Q<sub>4</sub>, P—Q<sub>3</sub>; 3. B—Q<sub>3</sub>, Kt—QB<sub>3</sub>; 4. P—K<sub>5</sub> ?, Kt×QP; 5. Q—R<sub>5</sub> ch, P—Kt<sub>3</sub>; 6. B×P ch, P×B; 7. Q×R, Kt×P ch; 8. K—Q<sub>1</sub>, P×P ch; 9. K×Kt, B—B<sub>4</sub> ch; 10. K—Kt<sub>3</sub>, Q—Q<sub>8</sub> ch; 11. K—R<sub>3</sub>, P—K<sub>3</sub> ch; 12. P—Kt<sub>4</sub>, Q×B ch; 13. K—Kt<sub>3</sub>, Q—B<sub>7</sub> ch; 14. K—R<sub>3</sub>, P—R<sub>4</sub> and wins. Look at the pitiable part played by White's Queen at KR8. Her King is encircled by the hostile pieces and even Black's King's Bishop, which has not moved, collaborates with the others to force the mate.

\* \* \* \*

In two of our examples we have seen the sacrifice of a Knight or Bishop at KB<sub>7</sub>. This square is the weakest in the position in the beginning of the game and this weakness forms the second basic idea of traps. In the old days the capture of the pawn at KB<sub>7</sub>, the natural defence of the King, was considered so strong that it became an important and essential factor in many openings. Players did not hesitate to sacrifice a piece—or even two pieces—in order to remove that pawn, even although there was no forced win to follow, but only a strong attack. So, for example, in the Wild Muzio : 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. P—KB<sub>4</sub>, P×P; 3. Kt—KB<sub>3</sub>, P—KKt<sub>4</sub>; 4. B—B<sub>4</sub>, P—Kt<sub>5</sub>; 5. B×P ch, K×B; 6. Kt—K<sub>5</sub> ch (or even 6. O—O, P×Kt; 7. Q×P—the Double Muzio), or the same in the more modern form : 5. O—O, P—Q<sub>4</sub>; 6. B×P, P—QB<sub>3</sub>; 7. B×KBP ch, K×B; 8. Kt—K<sub>5</sub> ch. In the Allgaier Gambit the Knight is sacrificed, instead of the Bishop : 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. P—KB<sub>4</sub>, P×P; 3. Kt—KB<sub>3</sub>, P—KKt<sub>4</sub>; 4. P—KR<sub>4</sub>, P—Kt<sub>5</sub>; 5. Kt—Kt<sub>5</sub>, P—KR<sub>3</sub>; 6. Kt×P, and the same in the Hamppe-Allgaier Gambit, with the interpolation of the moves 2. Kt—QB<sub>3</sub>, Kt—QB<sub>3</sub>.

In these cases we cannot speak about traps or pitfalls because there is no forced win or even an appreciable advantage, and the attack alone is not sufficient to prove a sacrifice

correct. Moreover, we are prepared for the sacrifice and are ready to defend ourselves against the coming attack.

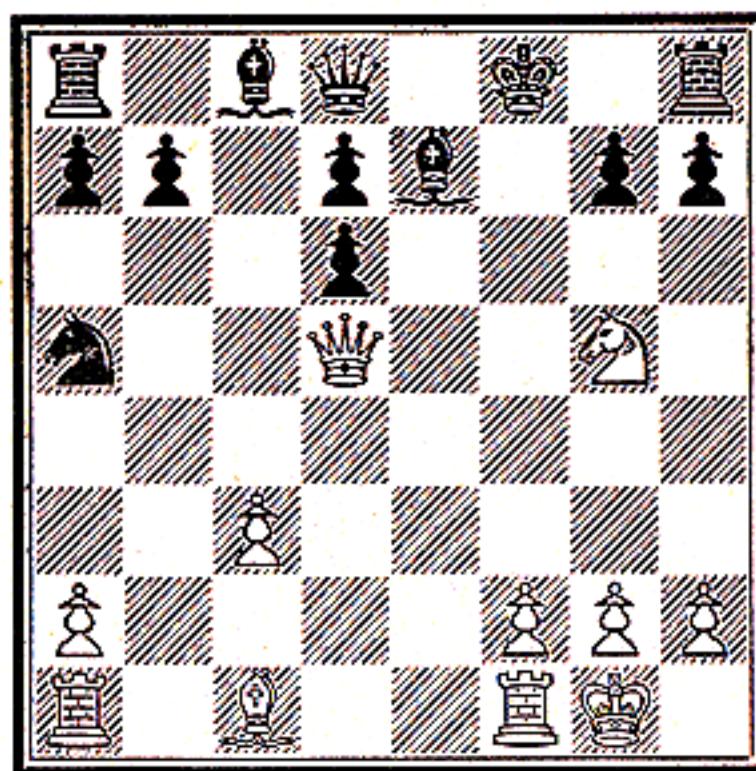
Such, however, is not the case in other circumstances, and then we can rightly call the sacrifice a trap. The first and most common trap to illustrate this idea is in the Two Knights' Defence : 1. P—K4, P—K4 ; 2. Kt—KB3, Kt—QB3 ; 3. B—B4, Kt—B3 ; 4. Kt—Kt5, P—Q4 ; 5. P×P, Kt×P? (Kt—QR4 is the correct move) ; 6. Kt×BP, K×Kt ; 7. Q—B3 ch, K—K3 ; 8. Kt—B3, etc., and Black's King in the middle of the board is exposed to all sorts of dangers. The same combination may occur with even greater effect a move later in the same opening : 1. P—K4, P—K4 ; 2. Kt—KB3, Kt—QB3 ; 3. B—B4, Kt—B3 ; 4. P—Q4, P×P ; 5. Kt—Kt5, P—Q4? ; 6. P×P, Kt×P ; 7. Kt×BP, K×Kt ; 8. Q—B3 ch, K—K3 ; 9. Q—K4 ch and wins.

However, this sacrificial combination, which seems so simple and forcible, sometimes requires an exact analysis to prove if it is really as sound as it appears. For example, in the Ruy Lopez it is not so obvious that the sacrifice really wins : 1. P—K4, P—K4 ; 2. Kt—KB3, Kt—QB3 ; 3. B—Kt5, P—QR3 ; 4. B—R4, Kt—B3 ; 5. O—O, P—QKt4 ; 6. B—Kt3, P—Q3 ; 7. Kt—Kt5, P—Q4 ; 8. P×P, Kt×P (Kt—Q5 is better) ; 9. Kt×BP, K×Kt ; 10. Q—B3 ch, K—K3 ; 11. Kt—B3, Kt—K2 and Black is better prepared for the defence for he has the possibilities of playing B—Kt2 and P—Kt5. In his game against Keres (Margate Tournament, 1937), in which 5. Kt—B3 was played instead of O—O, Sir George Thomas avoided all these complications by playing 8. Kt×QP, winning a pawn but having, after 8. .... Kt—Q5, the inferior position.

We find another example of the same pitfall in the Möller Attack : 1. P—K4, P—K4 ; 2. Kt—KB3, Kt—QB3 ; 3. B—B4, B—B4 ; 4. P—B3, Kt—B3 ; 5. P—Q4, P×P ; 6. P×P, B—Kt5 ch ; 7. Kt—B3, Kt×KP ; 8. O—O, Kt×Kt ; 9. P×Kt, B—K2 (B×P is dealt with on p. 34) ; 10. P—Q5, Kt—R4 ; 11. P—Q6, P×P (if 11. .... Kt×B, then 12. P×B, K×P) ; 13. Q—K2 ch and wins) ; 12. B×P ch, K×B ; 13. Q—Q5 ch, K—B1 ; 14. Kt—Kt5 (see diagram), B×Kt ; 15. B×B, Q—K1 (if 15. .... Q—B2, then 16. Q—B5 ch, K—Kt1) ; 17. KR or QR—K1 and wins) ; 16. KR or QR—K1, Q—Kt3 ; 17. R—K3 and wins. The loss of the King's

Bishop's pawn ruins Black's position and leaves his King helpless.

DIAGRAM NO. 2



This idea is closely allied with two others. We shall deal first with the famous mate of Légal, some variations of which are known in this country as "Blackburne's Trap." Here the principal point is not a sacrifice at KB<sub>7</sub> but a sacrifice of the Queen which allows a decisive attack on the King by means of a check at KB<sub>7</sub> by a Bishop followed by a mate from different squares, the usual one being Q<sub>5</sub>.

This trap was invented by M. de Kermuy, Sire de Légal, who was Philidor's teacher. Here is an example (Bishop's Opening): 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. B—B<sub>4</sub>, P—Q<sub>3</sub>; 3. Kt—KB<sub>3</sub>, B—Kt<sub>5</sub>; 4. Kt—B<sub>3</sub>, P—KKt<sub>3</sub>?; 5. Kt×P, B×Q?; 6. B×P ch, K—K<sub>2</sub>; 7. Kt—Q<sub>5</sub> mate.

The same in games at odds of Pawn (the King's Bishop's pawn) and Two Moves: 1. P—K<sub>4</sub> and 2. Kt—QB<sub>3</sub>, P—Q<sub>3</sub>; 3. Kt—B<sub>3</sub>, P—K<sub>4</sub>; 4. B—B<sub>4</sub>, B—Kt<sub>5</sub>; 5. Kt×P, B×Q? (if 5. .... P×Kt, then 6. Q×B, Kt—KB<sub>3</sub>; 7. Q—K<sub>6</sub> ch, Q—K<sub>2</sub>; 8. Q—B<sub>8</sub> ch, Q—Q<sub>1</sub>; 9. B—B<sub>7</sub> ch and wins); 6. B—B<sub>7</sub> ch, K—K<sub>2</sub>; 7. Kt—Q<sub>5</sub> mate; or 1. P—K<sub>4</sub> and 2. P—Q<sub>4</sub>, P—Q<sub>3</sub>; 3. B—QB<sub>4</sub>, Kt—KB<sub>3</sub>; 4. Kt—KB<sub>3</sub>, B—Kt<sub>5</sub>?; 5. P—K<sub>5</sub>, P×P; 6. Kt×P, B×Q?; 7. B—B<sub>7</sub> mate.

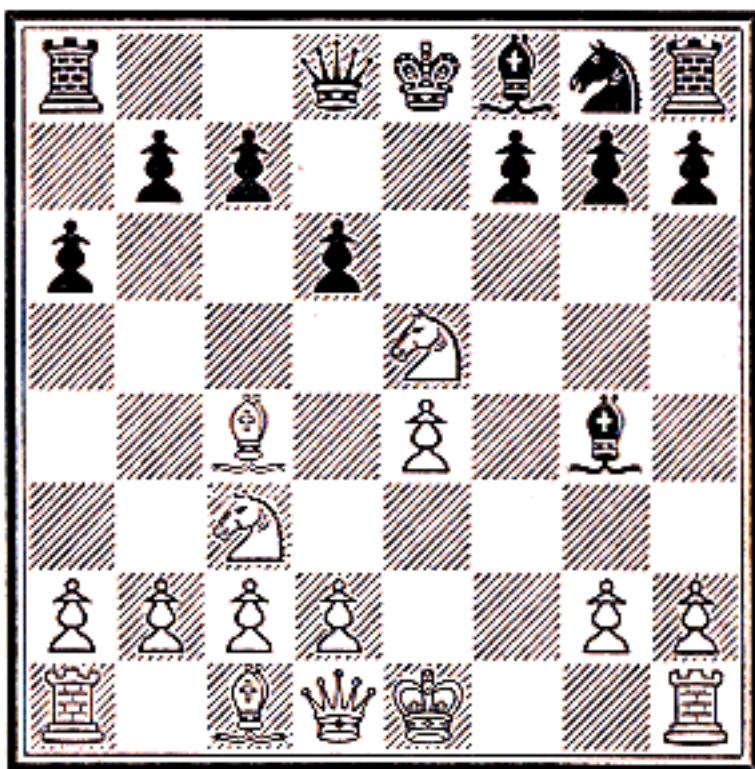
The same trap occurs very often in play without odds. Here are some examples.

A Danish Gambit won by Falkbeer in 1847: 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. P—Q<sub>4</sub>, P×P; 3. P—QB<sub>3</sub>, P×P; 4. Kt×P, P—Q<sub>3</sub>; 5. B—QB<sub>4</sub>, Kt—QB<sub>3</sub>; 6. Kt—B<sub>3</sub>, B—Kt<sub>5</sub>; 7. O—O, Kt—K<sub>4</sub>?; 8. Kt×Kt, B×Q; 9. B×P ch, K—K<sub>2</sub>; 10. Kt—Q<sub>5</sub> mate.

Steinitz won the following Giuoco Piano at Philadelphia in 1882: 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. Kt—KB<sub>3</sub>, Kt—QB<sub>3</sub>; 3. B—B<sub>4</sub>, P—Q<sub>3</sub>; 4. P—Q<sub>4</sub>, P—KR<sub>3</sub>; 5. Kt—B<sub>3</sub>, B—Kt<sub>5</sub>; 6. P×P, Kt×P?; 7. Kt×Kt, B×Q; 8. B×P ch, K—K<sub>2</sub>; 9. Kt—Q<sub>5</sub> mate.

Another Vienna Game, won by Pillsbury in 1900: 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. Kt—QB<sub>3</sub>, Kt—QB<sub>3</sub>; 3. P—B<sub>4</sub>, P—Q<sub>3</sub>; 4. Kt—B<sub>3</sub>, P—QR<sub>3</sub>; 5. B—B<sub>4</sub>, B—Kt<sub>5</sub>; 6. P×P, Kt×P; 7. Kt×Kt (see diagram), B×Q; 8. B×P ch, K—K<sub>2</sub>; 9. Kt—Q<sub>5</sub> mate.

DIAGRAM NO. 3



A King's Gambit, played in 1915: 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. P—KB<sub>4</sub>, P—Q<sub>3</sub>; 3. Kt—KB<sub>3</sub>, Kt—QB<sub>3</sub>; 4. B—B<sub>4</sub>, B—Kt<sub>5</sub>; 5. Kt—B<sub>3</sub>, Kt—Q<sub>5</sub>?; 6. Kt×P, B×Q; 7. B×P ch, K—K<sub>2</sub>; 8. Kt—Q<sub>5</sub> mate.

A recent example: 1. P—Q<sub>4</sub>, Kt—QB<sub>3</sub>; 2. Kt—KB<sub>3</sub>, P—Q<sub>3</sub>; 3. P—K<sub>3</sub>, B—Kt<sub>5</sub>; 4. B—Kt<sub>5</sub>, P—QR<sub>3</sub>; 5. B—R<sub>4</sub>, P—QKt<sub>4</sub>; 6. B—Kt<sub>3</sub>, P—K<sub>4</sub>; 7. P×P, Kt×P?; 8. Kt×Kt, B×Q; 9. B×P ch, K—K<sub>2</sub>; 10. Kt—B<sub>6</sub> ch, K×B; 11. Kt×Q ch, R×Kt; 12. K×B with advantage to White.

A variation of this trap, with another mate, is shown in the

following example, in which, for a change, it is Black's turn to win (Petroff's Defence): 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. Kt—KB<sub>3</sub>, Kt—KB<sub>3</sub>; 3. Kt×P, Kt—B<sub>3</sub>; 4. Kt×Kt, QP×Kt; 5. P—Q<sub>3</sub>, B—QB<sub>4</sub>; 6. B—Kt<sub>5</sub>?, Kt×P; 7. B×Q, B×P ch; 8. K—K<sub>2</sub>, B—Kt<sub>5</sub> mate.

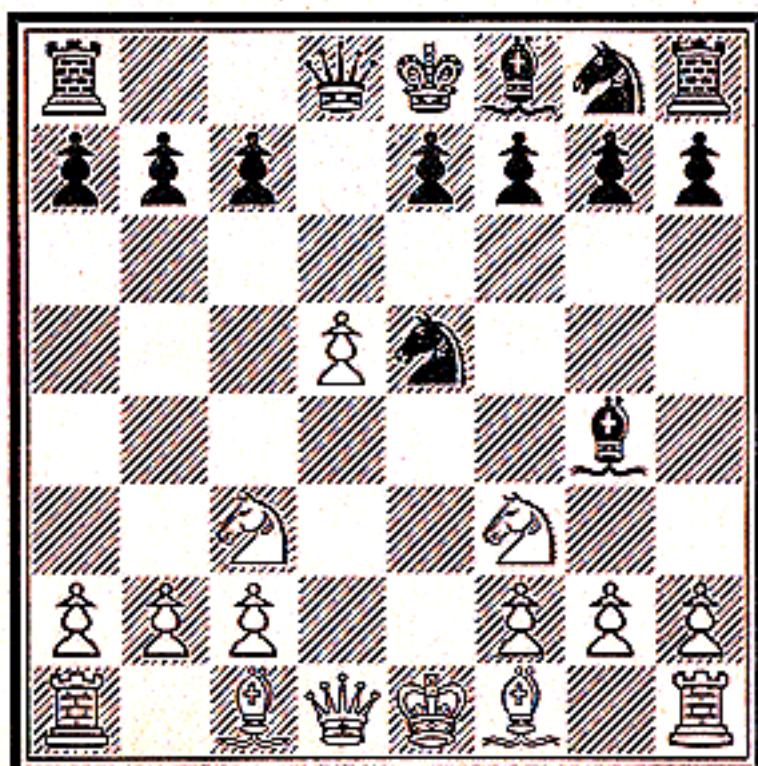
An identical win, but with colours reversed: 1. P-K4, P-K4; 2. B-B4, Kt-KB3; 3. Kt-KB3, Kt x P; 4. Kt-B3, Kt x Kt; 5. QP x Kt, P-Q3; 6. O-O, B-Kt5?; 7. Kt x P, B x Q; 8. B x P ch, K-K2; 9. B-Kt5 mate.

As we see, this trap can occur in various openings. It is generally the weakest players who fall into it, not only because they do not know it but also because, being unable to make such a combination themselves, they take the offered sacrifice with the greatest confidence, being certain that it is a blunder that they themselves might make. However, in its more complicated forms, it can trap stronger players, so firm is their conviction that a pinned piece cannot move. The great surprise in this pitfall is that the Knight, pinned and twice attacked, suddenly moves and exposes the Queen to capture.

When this trap occurs on the other flank—the Queen's side—and does not result in an immediate mate, even masters have been known to fall into it. Here are some examples of this new form of the trap.

A game won by Mieses in 1896 (Centre Counter): 1. P—K<sub>4</sub>, P—Q<sub>4</sub>; 2. P×P, Q×P; 3. Kt—QB<sub>3</sub>, Q—Q<sub>1</sub>; 4. P—Q<sub>4</sub>,

**DIAGRAM NO. 4**



Kt—QB<sub>3</sub>; 5. Kt—B<sub>3</sub>, B—Kt<sub>5</sub>; 6. P—Q<sub>5</sub>, Kt—K<sub>4</sub>? (see diagram); 7. Kt×Kt, B×Q; 8. B—Kt<sub>5</sub> ch, P—B<sub>3</sub>; 9. P×P and wins.

A Queen's Gambit, won by G. C. A. Oskam in 1927:

1. P—Q<sub>4</sub>, P—Q<sub>4</sub>;
2. P—QB<sub>4</sub>, Kt—KB<sub>3</sub>;
3. P×P, Kt×P;
4. P—K<sub>4</sub>, Kt—KB<sub>3</sub>;
5. Kt—QB<sub>3</sub>, Kt—B<sub>3</sub>;
6. Kt—B<sub>3</sub>, B—Kt<sub>5</sub>;
7. P—Q<sub>5</sub>, Kt—K<sub>4</sub>?;
8. Kt×Kt, B×Q;
9. B—Kt<sub>5</sub> ch, P—B<sub>3</sub>;
10. P×P, Q—Kt<sub>3</sub>;
11. P×P ch, Q×B;
12. P×R=Q ch and mate next move.

A simpler variation, occurring in the Orthodox Defence. Here it is Black's turn to trap his opponent.

1. P—Q<sub>4</sub>, P—Q<sub>4</sub>;
2. P—QB<sub>4</sub>, P—K<sub>3</sub>;
3. Kt—QB<sub>3</sub>, Kt—KB<sub>3</sub>;
4. B—Kt<sub>5</sub>, QKt—Q<sub>2</sub>;
5. P×P, P×P;
6. Kt×P?, Kt×Kt;
7. B×Q, B—Kt<sub>5</sub> ch;
8. Q—Q<sub>2</sub>, B×Q ch;
9. K×B, K×B and wins.

This trap can occur in various defences, sometimes with different characteristics but always pleasing. For example, in Tarrasch's Defence:

1. P—Q<sub>4</sub>, P—Q<sub>4</sub>;
2. P—QB<sub>4</sub>, P—K<sub>3</sub>;
3. Kt—QB<sub>3</sub>, P—QB<sub>4</sub>;
4. Kt—B<sub>3</sub>, Kt—KB<sub>3</sub>;
5. B—Kt<sub>5</sub>, BP×P;
6. KKt×P, P—K<sub>4</sub>;
7. KKt—Kt<sub>5</sub>, P—Q<sub>5</sub>;
8. Kt—Q<sub>5</sub>, Kt×Kt;
9. B×Q, B—Kt<sub>5</sub> ch;
10. Kt—B<sub>3</sub> (Q—Q<sub>2</sub> is better), P×Kt and wins.

A most beautiful example of the same trap occurred in a tournament game between Rubinstein and Duras (Vienna, 1908):

1. P—Q<sub>4</sub>, P—Q<sub>4</sub>;
2. Kt—KB<sub>3</sub>, P—QB<sub>4</sub>;
3. P—K<sub>3</sub>, Kt—KB<sub>3</sub>;
4. P×P, Q—R<sub>4</sub> ch;
5. QKt—Q<sub>2</sub>, Q×BP;
6. P—QR<sub>3</sub>, Q—B<sub>2</sub>;
7. P—B<sub>4</sub>, P×P;
8. Kt×P, Kt—B<sub>3</sub>;
9. P—QKt<sub>4</sub>, B—Kt<sub>5</sub>;
10. B—Kt<sub>2</sub>, P—QKt<sub>4</sub>;
11. QKt—K<sub>5</sub>, Kt×Kt;
12. Kt×Kt, B×Q;
13. B×P ch, Kt—Q<sub>2</sub> (if 13. .... K—Q<sub>1</sub>, then 14. R×B ch, K—B<sub>1</sub>;
15. B—R<sub>6</sub> ch, K—Kt<sub>1</sub>;
16. Kt—B<sub>6</sub> ch, Q×Kt;
17. B—K<sub>5</sub> ch, Q—Q<sub>3</sub>;
18. R—QB<sub>1</sub> and mate next move);
14. B×Kt ch, Q×B;
15. Kt×Q, B—R<sub>4</sub>;
16. Kt—K<sub>5</sub> and White won.

It is impossible to remember all these traps, but it is easy to remember their common idea and, if we know it, we shall always be able to foresee and avoid the coming danger.

Another pitfall which is associated with the sacrifice of a piece at KB<sub>7</sub> is the following: we capture the pawn at KB<sub>7</sub> in order to occupy the square K<sub>6</sub>.

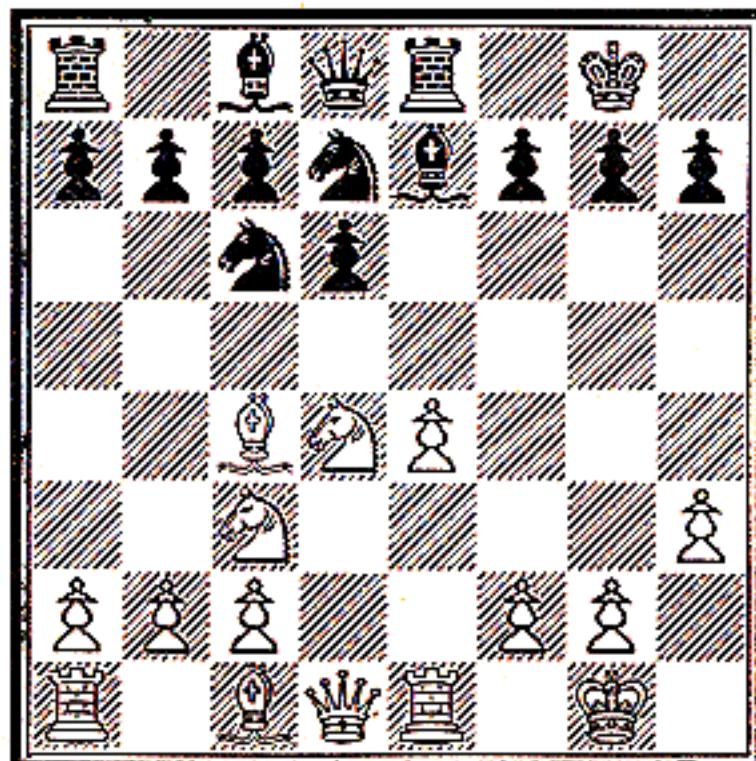
Here is a fine example where White by the subtle move

6. P—QR<sub>4</sub> prepares a trap for his opponent's Queen (Philidor's Defence) : 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. Kt—KB<sub>3</sub>, P—Q<sub>3</sub>; 3. P—Q<sub>4</sub>, Kt—Q<sub>2</sub>; 4. B—QB<sub>4</sub>, P—QB<sub>3</sub>; 5. Kt—Kt<sub>5</sub>, Kt—R<sub>3</sub>; 6. P—QR<sub>4</sub>, B—K<sub>2</sub>?; 7. B×P ch, Kt×B; 8. Kt—K<sub>6</sub>, Q—R<sub>4</sub> ch (if 8. .... Q—Kt<sub>3</sub>, then 9. P—R<sub>5</sub>, Q—Kt<sub>5</sub> ch; 10. P—B<sub>3</sub>, Q—B<sub>5</sub>; 11. Kt—B<sub>7</sub> ch, K—Q<sub>1</sub>; 12. P—QKt<sub>3</sub>, winning the Queen); 9. B—Q<sub>2</sub>, Q—Kt<sub>3</sub>; 10. P—R<sub>5</sub>, Q×KtP; 11. B—B<sub>3</sub>, Q—Kt<sub>4</sub>; 12. Kt—B<sub>7</sub> ch and wins.

The next two examples, both taken from actual play, are much simpler :—(1) 1. P—K<sub>4</sub>, P—Q<sub>3</sub>; 2. P—Q<sub>4</sub>, Kt—Q<sub>2</sub>; 3. B—QB<sub>4</sub>, P—KKt<sub>3</sub>; 4. Kt—KB<sub>3</sub>, B—Kt<sub>2</sub>?; 5. B×P ch, K×B; 6. Kt—Kt<sub>5</sub> ch and White wins the Queen by 7. Kt—K<sub>6</sub> (Black cannot play 6. .... K—B<sub>3</sub> because of 7. Q—B<sub>3</sub> mate). (2) 1. P—K<sub>4</sub>, P—Q<sub>3</sub>; 2. B—B<sub>4</sub>, Kt—Q<sub>2</sub>; 3. Kt—KB<sub>3</sub>, P—KKt<sub>3</sub>; 4. Kt—Kt<sub>5</sub>, Kt—R<sub>3</sub>? (he should play Kt—K<sub>4</sub>); 5. B×P ch, Kt×B; 7. Kt—K<sub>6</sub> and wins.

A longer example—a game lost by Tarrasch in a simultaneous display given by him in 1912 (Two Knights' Defence) : 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. Kt—KB<sub>3</sub>, Kt—QB<sub>3</sub>; 3. B—B<sub>4</sub>, Kt—B<sub>3</sub>; 4. P—Q<sub>4</sub>, P×P; 5. Kt×P, P—Q<sub>3</sub>; 6. Kt—QB<sub>3</sub>, B—K<sub>2</sub>; 7. O—O, O—O; 8. P—KR<sub>3</sub>, R—K<sub>1</sub>; 9. R—K<sub>1</sub>, Kt—Q<sub>2</sub>? (see diagram); 10. B×P ch, K×B; 11. Kt—K<sub>6</sub> and wins (Black cannot play 11. .... K×Kt because of 12. Q—Q<sub>5</sub> ch, K—B<sub>3</sub>; 13. Q—B<sub>5</sub> mate).

DIAGRAM NO. 5



You will notice that in this pitfall the move Kt—Q<sub>2</sub>, which immobilises the Queen, plays the all-important part.

The same idea can occur in other circumstances, as, for example, in the following variation (Scotch Gambit) : 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. Kt—KB<sub>3</sub>, Kt—QB<sub>3</sub>; 3. P—Q<sub>4</sub>, P×P; 4. B—QB<sub>4</sub>, B—B<sub>4</sub>; 5. Kt—Kt<sub>5</sub>, Kt—R<sub>3</sub>; 6. Q—R<sub>5</sub>, Kt—K<sub>4</sub>? (Q—K<sub>2</sub> is the correct move); 7. Kt—K<sub>6</sub> and wins because after 7. .... P×Kt; 8. Q×QKt Black cannot save both his King's Bishop and his King's Knight. In this example we see united all the three basic ideas we have considered—diagonal KR<sub>5</sub>—K<sub>8</sub>, square KB<sub>7</sub> and square K<sub>6</sub>.

This naturally leads us to traps in the centre.

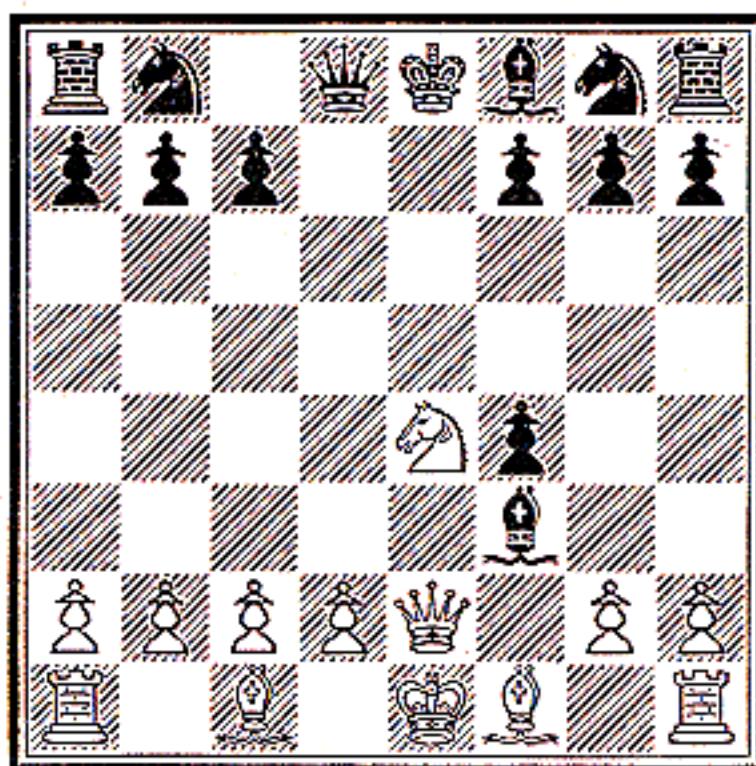
Here we have two forms of the trap. In the one, there is a mate with a Knight, very often allied with a discovered check; in the other the open central files are utilised for a mate on the back rank.

The following trap in Petroff's Defence is classic in its simplicity : 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. Kt—KB<sub>3</sub>, Kt—KB<sub>3</sub>; 3. Kt×P, Kt×P? (P—Q<sub>3</sub> is the correct move); 4. Q—K<sub>2</sub>, Kt—KB<sub>3</sub>? ? (Q—K<sub>2</sub> is better); 5. Kt—B<sub>6</sub> ch and wins the Queen. We see here a discovered check in the centre. This is particularly dangerous. It frequently leads to loss of material and not infrequently to mate.

Examples of this sort of trap are numerous and can occur in various openings. There is, for instance, one in the Sicilian Defence : 1. P—K<sub>4</sub>, P—QB<sub>4</sub>; 2. Kt—KB<sub>3</sub>, Kt—QB<sub>3</sub>; 3. P—Q<sub>4</sub>, P×P; 4. Kt×P, P—K<sub>4</sub>; 5. Kt—B<sub>5</sub>, KKt—K<sub>2</sub>?; 6. Kt—Q<sub>6</sub> mate—a simple mate without even a discovered check. Another good example is as follows : 1. P—K<sub>4</sub>, P—KKt<sub>3</sub>; 2. Kt—QB<sub>3</sub>, Kt—KB<sub>3</sub>; 3. Kt—Q<sub>5</sub>, Kt×P; 4. Q—K<sub>2</sub>, Kt—Q<sub>3</sub>?; 5. Kt—B<sub>6</sub> mate; and here another, from the King's Gambit : 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. P—KB<sub>4</sub>, P×P; 3. Kt—KB<sub>3</sub>, P—Q<sub>4</sub>; 4. Kt—B<sub>3</sub>, P×P; 5. Kt×P, B—KKt<sub>5</sub>; 6. Q—K<sub>2</sub>, B×Kt (see diagram); 7. Kt—B<sub>6</sub> mate.

Here is one more example—from Alapin's Opening : 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. Kt—K<sub>2</sub>, Kt—KB<sub>3</sub>; 3. P—KB<sub>4</sub>, P×P; 4. Kt×P, Kt×P; 5. Q—K<sub>2</sub>, Q—K<sub>2</sub>; 6. Kt—Q<sub>5</sub>, Q—K<sub>4</sub>; 7. QKt—B<sub>3</sub>, P—QB<sub>3</sub>; 8. P—Q<sub>4</sub>, Q—B<sub>4</sub>; 9. Kt×Kt, P×Kt; 10. Kt—Q<sub>6</sub> ch and wins.

## DIAGRAM NO. 6



Anyone can invent for himself new examples of these traps and, with the help of his opponent, bring them off, in almost every opening. For example, in the Caro-Kann Defence : 1. P—K<sub>4</sub>, P—QB<sub>3</sub>; 2. P—Q<sub>4</sub>, P—Q<sub>4</sub>; 3. Kt—QB<sub>3</sub>, P×P; 4. Kt×P, Kt—Q<sub>2</sub>; 5. Q—K<sub>2</sub>, KKt—B<sub>3</sub>?; 6. Kt—Q<sub>6</sub> mate.

Here is a game played at Brooklyn in 1912 (Tenison Gambit) : 1. Kt—KB<sub>3</sub>, P—Q<sub>4</sub>; 2. P—K<sub>4</sub>, P×P; 3. Kt—Kt<sub>5</sub>, B—B<sub>4</sub>; 4. Kt—QB<sub>3</sub>, Kt—KB<sub>3</sub>; 5. Q—K<sub>2</sub>, P—B<sub>3</sub>; 6. KKt×KP, QKt—Q<sub>2</sub>?; 7. Kt—Q<sub>6</sub> mate.

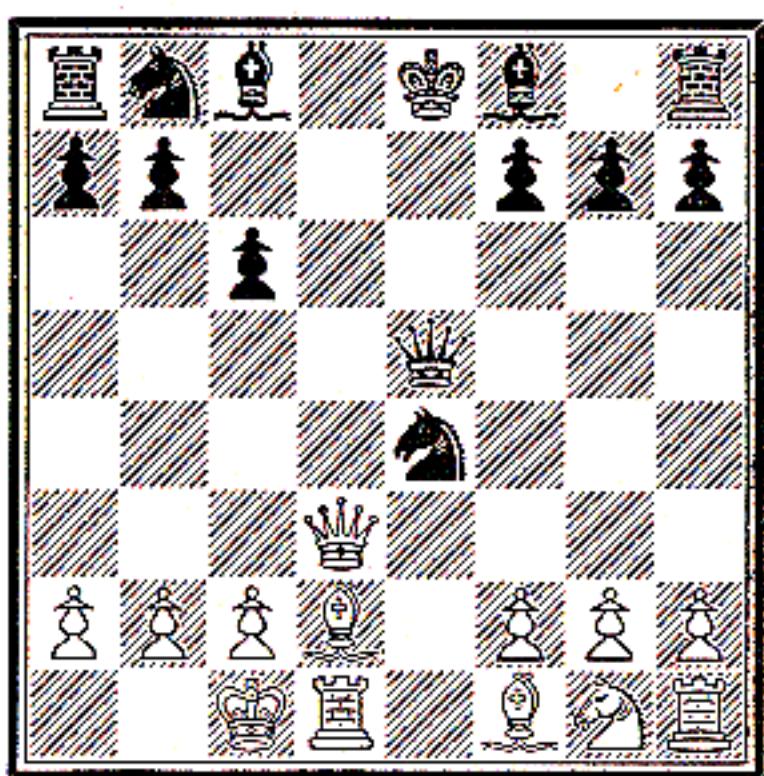
Another example, from the Centre Counter : 1. P—K<sub>4</sub>, P—Q<sub>4</sub>; 2. P×P, Q×P; 3. Kt—QB<sub>3</sub>, Q—QR<sub>4</sub>; 4. B—B<sub>4</sub>, Kt—KB<sub>3</sub>; 5. P—Q<sub>3</sub>, B—Kt<sub>5</sub>; 6. P—B<sub>3</sub>, B—R<sub>4</sub>; 7. B—Q<sub>2</sub>, P—B<sub>3</sub>; 8. Q—K<sub>2</sub>, QKt—Q<sub>2</sub>?; 9. Kt—QKt<sub>5</sub>, Q—Q<sub>1</sub>; 10. Kt—Q<sub>6</sub> mate.

The following example, won by Kostich, has a different mate and not quite the same idea : 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. Kt—KB<sub>3</sub>, Kt—QB<sub>3</sub>; 3. B—B<sub>4</sub>, Kt—Q<sub>5</sub>?; 4. Kt×P?, Q—Kt<sub>4</sub>; 5. Kt×BP, Q×KtP; 6. R—B<sub>1</sub>, Q×KP ch; 7. B—K<sub>2</sub>, Kt—B<sub>6</sub> mate.

In the second type of trap in the centre we have the heavy artillery operating along the open central files. It is essential that the King shall be shut off from his own pieces, otherwise the trap does not work. This type of central trap occurs more frequently in the middle game than in the opening; nevertheless it is useful always to bear it in mind.

One of the best known and most beautiful examples of this trap is the brilliant game played at Vienna in 1910 between Réti and Tartakover (Caro-Kann Defence): 1. P—K<sub>4</sub>, P—QB<sub>3</sub>; 2. P—Q<sub>4</sub>, P—Q<sub>4</sub>; 3. Kt—QB<sub>3</sub>, P×P; 4. Kt×P, Kt—B<sub>3</sub>; 5. Q—Q<sub>3</sub>?, P—K<sub>4</sub>?; 6. P×P, Q—R<sub>4</sub> ch; 7. B—Q<sub>2</sub>, Q×KP; 8. O—O—O, Kt×Kt?? (see diagram); 9. Q—Q<sub>8</sub> ch, K×Q; 10. B—Kt<sub>5</sub> ch, K—B<sub>2</sub> (if K—K<sub>1</sub>, then R—Q<sub>8</sub> mate); 11. B—Q<sub>8</sub> mate.

**DIAGRAM NO. 7**



We can give numerous examples of this trap. Here is a particularly nice one, won by Koltanowski in a blindfold display at Antwerp in 1931 (Caro-Kann Defence): 1. P—K<sub>4</sub>, P—QB<sub>3</sub>; 2. P—Q<sub>4</sub>, P—Q<sub>4</sub>; 3. Kt—QB<sub>3</sub>, P×P; 4. Kt×P, Kt—B<sub>3</sub>; 5. B—Q<sub>3</sub>, Q×P; 6. Kt—KB<sub>3</sub>, Q—Q<sub>1</sub>; 7. Q—K<sub>2</sub>, B—B<sub>4</sub>; 8. Kt×Kt ch, P×Kt; 9. B×B, Q—R<sub>4</sub> ch; 10. B—Q<sub>2</sub>, Q×B; 11. O—O—O, Q—K<sub>3</sub>; 12. Q—Q<sub>3</sub>, Q×P?; 13. Q—Q<sub>8</sub> ch, K×Q; 14. B—R<sub>5</sub> ch followed by 15. R—Q<sub>8</sub> mate.\*

Each opening has its own pitfalls, which require a special configuration of the pieces, and we shall now study them with great care.

\* Some of the examples in this chapter were given in my book, *The Art of Chess Combination* (London ; Chatto and Windus, 1936).

# CHAPTER II

## OPEN GAMES

### ALAPIN'S OPENING

Do you know this opening? Even if you do, I should think it most improbable that you have ever played it or had to play against it. The reason is a very simple one and is not merely a question of fashion. The fact that the idea of the opening can be realised in only a single variation and that in all others White has to struggle hard to obtain even a fair position takes away any desire to try it.

Instead of playing on the second move (after 1. P—K4, P—K4) Kt—KB3, as is generally done, White in this opening plays Kt—K2. Obviously he must continue with either 3. P—Q4 or 3. P—KB4. In the first case we have the normal Scotch Game, so that the characteristics of the opening appear only in the second case. White then plays the King's Gambit without sacrificing the King's Bishop's pawn. If Black falls in with White's idea and takes the King's Bishop's pawn, White retakes with the Knight and has a good game. But, if Black does not take the pawn, White is at once in trouble since his Knight shuts in his King's Bishop and must therefore move, White thereby losing time and all chances of an attack.

These two sides of the opening are clearly shown in the two pitfalls that follow. We can hardly call them traps; they are simply short games, very weakly played on one side. In No. 1, Black takes the King's Bishop's pawn and is severely punished for this antipositional move. No. 2 is a short game won by the Russian amateur, Yankovitch, and it shows what terrible trouble White may encounter in this opening. By starting a risky combination he merely gives Black an opportunity of finishing the game brilliantly.

NO. 1

- |          |        |
|----------|--------|
| 1. P—K4  | P—K4   |
| 2. Kt—K2 | Kt—KB3 |

3. P—KB<sub>4</sub>      P×P ?  
 4. Kt×P      Kt×P

It is always highly dangerous to take a pawn on the half-open King's file when one's King has not yet castled.

5. Q—K<sub>2</sub>      Q—K<sub>2</sub>  
 6. Kt—Q<sub>5</sub>      Q—K<sub>4</sub>

This protects the Knight and the Queen's Bishop's pawn ; but the strongest piece, the Queen, is here tied down to defence and becomes an "overworked protecting piece"—a *motif* for a combination.

7. QKt—B<sub>3</sub>      P—QB<sub>3</sub>  
 8. P—Q<sub>4</sub>      Q—B<sub>4</sub>  
 9. Kt×Kt      P×Kt  
 10. Kt—Q<sub>6</sub> ch and wins the Queen.

#### NO. 2

1. P—K<sub>4</sub>      P—K<sub>4</sub>  
 2. Kt—K<sub>2</sub>      B—B<sub>4</sub>  
 3. P—KB<sub>4</sub>      Q—B<sub>3</sub>  
 4. P—B<sub>3</sub>      Kt—B<sub>3</sub>  
 5. P—KKt<sub>3</sub>

White begins a very artificial manœuvre ; he should, instead, play P—Q<sub>4</sub>.

5. ....      Kt—R<sub>3</sub>  
 6. B—Kt<sub>2</sub>      Kt—KKt<sub>5</sub>  
 7. R—B<sub>1</sub> ?

This is White's combination. He prepares a double attack on the Queen—but it is utterly wrong.

7. ....      Kt×P  
 8. P×P ?

With the idea of replying to 8. .... Q×P with 9. P—Q<sub>4</sub> ; but . . . .

8. ....      Q×R ch  
 9. B×Q      Kt—B<sub>6</sub> mate.

#### CENTRE GAME

Although many brilliant games have been won by White with this opening, it is hardly one to be recommended, for Black gains a tempo by attacking the Queen and should easily secure equality. His chief difficulty is the possibility of a

strong attack on his castled King, and a slight omission or even a transposition of moves on his part may lead to a disaster.

That is what happens in the first example (No. 3) where Black castles instead of first exchanging Knights. In the No. 4 Black in the same variation adopts a very tricky line of play. Such trappy tactics are not to be recommended in this opening. Quiet positional play is the best plan for Black. In this example he gets an attack which is not easily refuted—not a recommendation for this opening.

In the last example (No. 5), which is taken from a famous tournament game between Winawer and Steinitz (Nuremburg, 1896) Black loses through accepting a sacrifice of a pawn. This example shows best White's possibilities in this opening and the extreme care with which Black has to play to overcome his difficulties.

#### NO. 3

- |                     |                    |
|---------------------|--------------------|
| 1. P—K <sub>4</sub> | P—K <sub>4</sub>   |
| 2. P—Q <sub>4</sub> | P×P                |
| 3. Q×P              | Kt—QB <sub>3</sub> |
| 4. Q—K <sub>3</sub> | Kt—B <sub>3</sub>  |
| 5. B—Q <sub>2</sub> |                    |

Avoiding the well-known continuation 5. P—K<sub>5</sub>, Kt—KKt<sub>5</sub>; 6. Q—K<sub>4</sub>, P—Q<sub>4</sub>; 7. P×P e.p. ch, B—K<sub>3</sub>; 8. P×P, Q—Q<sub>8</sub> ch; 9. K×Q, Kt×P ch followed by 10. .... Kt×Q.

- |                       |                  |
|-----------------------|------------------|
| 5. ....               | B—K <sub>2</sub> |
| 6. Kt—QB <sub>3</sub> | P—Q <sub>4</sub> |
| 7. P×P                | Kt×P             |
| 8. Q—Kt <sub>3</sub>  | O—O              |

8. .... Kt×Kt; 9. B×Kt, B—B<sub>3</sub> is correct.

- |                      |                  |
|----------------------|------------------|
| 9. B—KR <sub>6</sub> | B—B <sub>3</sub> |
|----------------------|------------------|

10. O—O—O and White wins some material.

#### NO. 4

(As before to White's 7th move.)

- |         |                     |
|---------|---------------------|
| 7. .... | Kt—QKt <sub>5</sub> |
|---------|---------------------|

Black is not justified in starting an attack or playing for traps and petty combinations. His position is not safe enough.

- |          |         |
|----------|---------|
| 8. O—O—O | KKt×P   |
| 9. Kt×Kt | Kt×P ch |

10. K—Kt1                    Q×Kt  
 11. P—QKt3

Best. If 11. P—QB4, then 11. .... Q—B3 with the following possibilities :—(1) 12. K×Kt, Q—R5 ch followed by Q×R ch; (2) 12. Q—QKt3, B—B4 ch; 13. K×Kt, Q—R3 ch; (3) 12. R—K1, B—K3; 13. K×Kt, O—O—O; (4) 12. P—QKt3, Q—QR3; 13. P—B5, Q—R6.

11. ....                    Kt—Kt5  
 12. Q×B ch                K×Q  
 13. B×Kt ch and wins.

### NO. 5

(As before to Black's 4th move.)

5. Kt—QB3                B—Kt5  
 6. B—Q2                    O—O  
 7. O—O—O                R—K1  
 8. B—B4                    B×Kt ?

Falling into the trap. Kt—K4 is the correct move.

9. B×B                    Kt×P  
 10. Q—B4                  Kt—B3  
 11. Kt—B3                  P—Q3  
 12. Kt—Kt5                B—K3  
 13. B—Q3                  P—KR3  
 14. P—KR4 with an overwhelming attack.

### DANISH GAMBIT

In these days, when even a third-class player is chary of offering a pawn or even of allowing an isolated pawn, the sacrifice of two pawns is naturally not at all popular and consequently the Danish Gambit is hardly ever seen in matches and tournaments. Nevertheless, the opening, if not very instructive, may lead to very entertaining play, and the student will find the following examples very beautiful.

Nos. 6 and 7 are not so much traps as examples of defective development meeting with drastic and well-merited punishment. No. 8 shows the tables turned with a vengeance and it is very probable that the line of play adopted by Black is the best available against the gambit. In an attempt to avoid ultimate defeat on account of the inferiority of his position for the end-game, White succumbs far more quickly.

## NO. 6

- |    |                    |                    |
|----|--------------------|--------------------|
| 1. | P—K <sub>4</sub>   | P—K <sub>4</sub>   |
| 2. | P—Q <sub>4</sub>   | P×P                |
| 3. | P—QB <sub>3</sub>  | P×P                |
| 4. | B—QB <sub>4</sub>  | P×P                |
| 5. | B×P                | Kt—KB <sub>3</sub> |
| 6. | Kt—QB <sub>3</sub> | B—Kt <sub>5</sub>  |
| 7. | Kt—K <sub>2</sub>  | Kt×P               |

Black is too greedy ; he should be content with two pawns. The gain of this third pawn loses the game for him at once.

- |     |       |       |
|-----|-------|-------|
| 8.  | O—O   | Kt×Kt |
| 9.  | Kt×Kt | B×Kt  |
| 10. | B×B   |       |

Look at White's two powerful Bishops ! Black has not a single piece in play and he cannot castle for, if 10. .... O—O, then 11. Q—Kt<sub>4</sub>, P—KKt<sub>3</sub> ; 12. Q—Q<sub>4</sub> with mate to follow.

- |                         |                   |
|-------------------------|-------------------|
| 10. ....                | Q—Kt <sub>4</sub> |
| 11. R—K <sub>1</sub> ch | K—Q <sub>1</sub>  |

Not K—B<sub>1</sub> because of B—Kt<sub>4</sub> ch with mate to follow in a few moves.

- |                      |     |
|----------------------|-----|
| 12. P—B <sub>4</sub> | Q×P |
|----------------------|-----|

If 12. .... Q—B<sub>4</sub> ch, then 13. B—Q<sub>4</sub>, Q×B ; 14. B×KtP.

- |           |                   |
|-----------|-------------------|
| 13. B×KtP | R—Kt <sub>1</sub> |
|-----------|-------------------|

- |                       |     |
|-----------------------|-----|
| 14. Q—Kt <sub>4</sub> | Q×Q |
|-----------------------|-----|

If 14. .... Q—Q<sub>3</sub>, then 15. B—B<sub>6</sub> ch, Q×B ; 16. Q×R mate.

- |                      |       |
|----------------------|-------|
| 15. B—B <sub>6</sub> | mate. |
|----------------------|-------|

## NO. 7

(As before to White's 5th move.)

- |         |                     |
|---------|---------------------|
| 5. .... | Q—Kt <sub>4</sub> ? |
|---------|---------------------|

Black is not satisfied with winning all the Queen's side pawns ; he wants to win those on the King's side also. But what about the development of his pieces ?

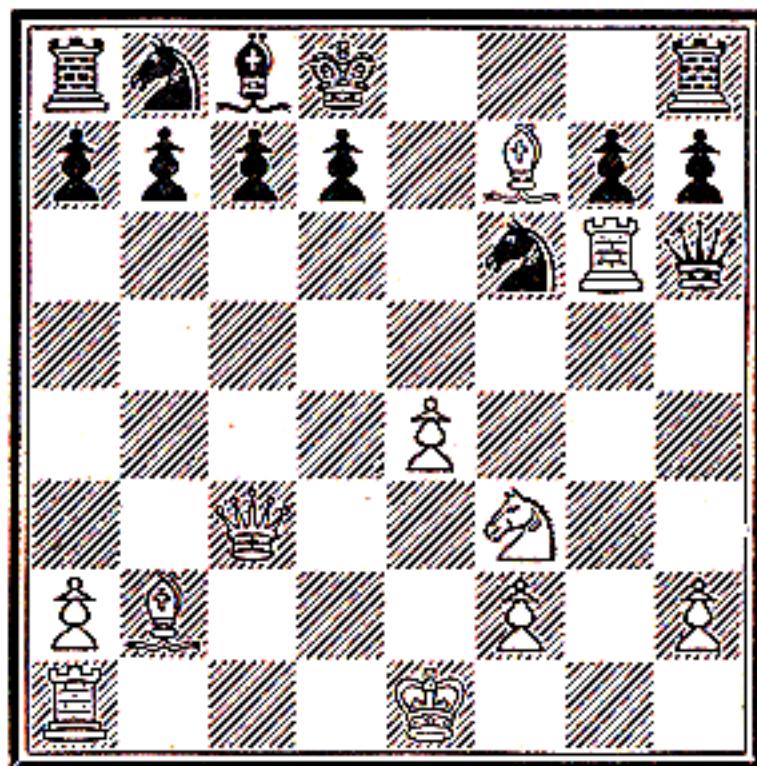
- |                       |                  |
|-----------------------|------------------|
| 6. Kt—KB <sub>3</sub> | Q×P              |
| 7. B×P ch             | K—Q <sub>1</sub> |

If 7. .... K×B, then 8. R—Kt<sub>1</sub>, Q—R<sub>6</sub> ; 9. Kt—Kt<sub>5</sub> ch wins the Queen.

- |                      |                      |
|----------------------|----------------------|
| 8. R—Kt <sub>1</sub> | B—Kt <sub>5</sub> ch |
| 9. Kt—B <sub>3</sub> | Q—R <sub>6</sub>     |

10. R—Kt3                    Q—R<sub>3</sub>  
 11. Q—Kt3                    B×Kt ch  
 12. Q×B                      Kt—KB<sub>3</sub>  
 13. R—Kt6

DIAGRAM NO. 8



A well-known combination. White deprives Black's Knight of the support of the Queen.

13. ....                      P×R

The only defence is Kt×P.

14. Q×Kt ch                 P×Q

15. B×P mate.

#### NO. 8

(As before to White's 5th move.)

5. ....                      P—Q<sub>4</sub>

6. B×QP                      B—Kt<sub>5</sub> ch

With 6. .... Kt—KB<sub>3</sub> Black can set a little trap inviting White to continue with 7. B×P ch, K×B ; 8. Q×Q. There follows 8. .... B—Kt<sub>5</sub> ch and Black regains the Queen ; in fact, unless White plays 9. Q—Q<sub>2</sub> he loses a piece.

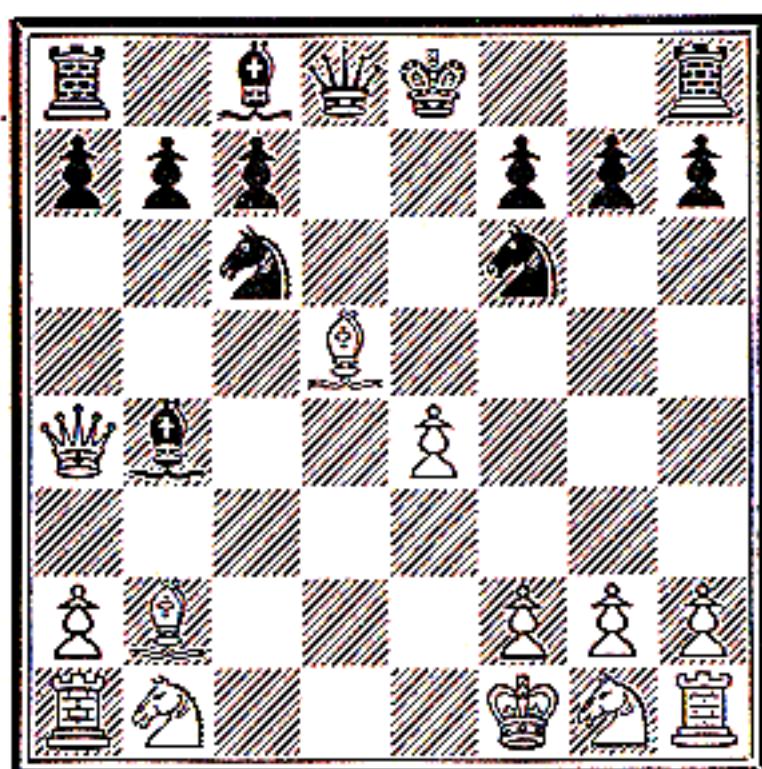
7. K—Br

If 7. Kt—B<sub>3</sub>, then 7. .... B×Kt ch ; 8. B×B, Kt—KB<sub>3</sub> with a good game for Black. However, that line is better for White than the one he chooses.

7. ....                      Kt—KB<sub>3</sub>

8. Q—R<sub>4</sub> ch                 Kt—B<sub>3</sub>

DIAGRAM NO. 9



9.  $B \times Kt \text{ ch}$        $P \times B$   
 10.  $Q \times B$

White has won a piece but now he has a rude awakening. He thought to trap—and he is trapped.

- |             |                            |
|-------------|----------------------------|
| 10. ....    | $Q-Q8 \text{ ch}$          |
| 11. $Q-K1$  | $B-R3 \text{ ch}$          |
| 12. $Kt-K2$ | $B \times Kt \text{ ch}$   |
| 13. $K-Kt1$ | $Q \times Q \text{ mate.}$ |

#### FOUR KNIGHTS' GAME

This might be described as an opening without any traps. Symmetrical positions are easily reached and they do not leave any opportunity for pitfalls. Positional play is the correct strategy in this opening, so that even little combinations are only seldom to be found. Of all the openings this one is probably the dullest. On either side many mistakes are required before a trap is possible.

The two examples that follow are not really traps but rather bad play; and it is noteworthy that in both Black wins. How faulty must White's play have been for such a result to be reached in so quiet an opening! The first example shows a difficult variation for both sides, in which Black obtains a winning position as the result of White's faulty

10th move. Up to then Black has done practically nothing but copy White's moves; White must really be very clever to lose such a game! The second example (No. 10) is taken from a tournament game between Capablanca and Tarrasch (St. Petersburg, 1914) and shows a fine trap.

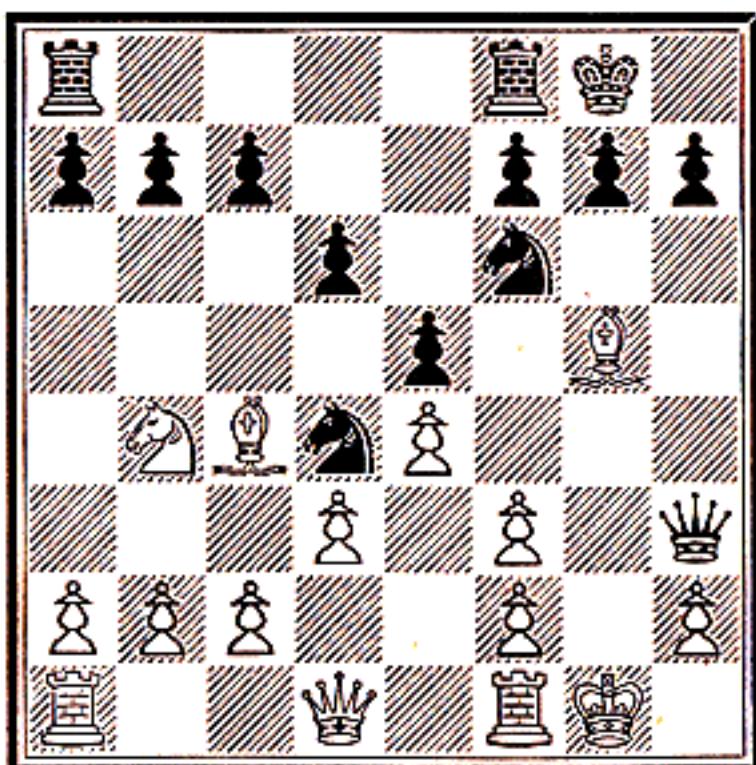
## NO. 9

- |                       |                    |
|-----------------------|--------------------|
| 1. P—K <sub>4</sub>   | P—K <sub>4</sub>   |
| 2. Kt—KB <sub>3</sub> | Kt—QB <sub>3</sub> |
| 3. Kt—B <sub>3</sub>  | Kt—B <sub>3</sub>  |
| 4. B—Kt <sub>5</sub>  | B—Kt <sub>5</sub>  |
| 5. O—O                | O—O                |
| 6. P—Q <sub>3</sub>   | P—Q <sub>3</sub>   |
| 7. B—Kt <sub>5</sub>  | B—Kt <sub>5</sub>  |
| 8. Kt—Q <sub>5</sub>  | Kt—Q <sub>5</sub>  |
| 9. B—QB <sub>4</sub>  | Q—Q <sub>2</sub>   |
| 10. Kt×B?             |                    |

QUESTION No. 1.\* How would you play here to avoid the disaster which now follows?

- |          |                            |
|----------|----------------------------|
| 10. .... | B×Kt                       |
| 11. P×B  | Q—R <sub>6</sub> and wins. |

## DIAGRAM NO. 10



## NO. 10

(As before to White's 6th move.)

6. .... B×Kt  
 7. P×B P—Q4  
 8. B×Kt P×B  
 9. Kt×P Q—Q3  
 10. B—B4 R—K1  
 11. Q—B3

11. P×P, R×Kt; 12. P—Q4, R—K8 ! is no improvement.

11. .... P×P

Now R×Kt would be bad because of the reply P—Q4.

12. P×P R×Kt
- 
13. KR—Q1 ?

This is a mistake. 13. QR—Q1 is the correct move and Black has then nothing better than 13. .... B—Kt5; 14. Q—Kt3, B×R; 15. B×R, Kt—R4, etc.

13. .... B—Kt5
- 
14. Q—Kt3 ??

This second mistake loses. After 14. R×Q, B×Q; 15. R×Kt, P×R; 16. B×R, B×KP the game would be even.

14. .... B×R
- 
15. B×R Q—Q7 !

This move threatens mate and enables Black to win a piece. With any other move of the Queen he would lose a pawn.

16. P—B3 Kt—R4 and wins.

## GIUOCO PIANO

The Giuoco Piano is one of the most important openings in the game and all students would do well to make themselves familiar with its many variations before passing on to more difficult openings, such as the Ruy Lopez and the Queen's Pawn.

The principles involved in this opening are usually quite straightforward and any breach of them can generally be demonstrated in a decisive manner. The opening abounds in pitfalls for the unwary and many fine examples have been included in this book.

The type of game aimed at by White is disclosed as early as the 4th move, when 4. P—B3 indicates White's intention of gaining control of the centre, after which a fine combinative

game may occur, while 4. P—Q3 shows that White has no ambition at all or no other intention than playing a quiet game more resembling the Four Knights' than the real Giuoco Piano and its derivatives, the Two Knights' Defence and the Max Lange Attack. White can, instead, play 4. Kt—B3, which leads to variations similar to those arising from 4. P—Q3. Another alternative is 4. O—O, in reply to which Black should play 4. .... P—Q3 followed by an attack on the King's side. He has good chances of success unless White plays energetically for an attack in the centre and along the King's Bishop's file.

Even these quiet continuations give opportunities for traps and the first example (No. 11) shows trouble for Black as the result of one ill-judged move. This Canal Trap shows the dangers hidden in this "quiet" opening. In No. 12 Black comes to grief on the King's side. This example demonstrates as well the danger of an early O—O in the Giuoco Piano for Black as well as for White and especially the danger of advancing the pawns in front of one's castled King. In playing over this example the student should carefully consider the factors which make White's attack sound.

No. 13 is a little gem, a product of the imagination of the great Steinitz. White's play in pinning the Knight and then retreating the Bishop to KR4, when attacked, is obviously not very good, but Black's whole line of play, culminating in a Queen sacrifice, is both powerful and beautiful. Only the main variation is given but the student will derive great pleasure from working out the minor variations himself. They are pretty without being difficult.

No. 14 illustrates the possibilities of the 4. .... Q—K2 defence to the Giuoco Piano. This defence is a very logical way of meeting 4. P—B3 as Black avoids the complications following 4. .... Kt—B3 and holds his own in the centre. In this example the combination beginning with 10. .... B×P is very effective and renders White's position hopeless. Nevertheless, the 4. .... Q—K2 defence leads to a very hard game for Black, as his position remains very cramped for a long time and White maintains the initiative. No. 15, from a game by Morphy, shows the dangers of avoiding this by advancing the King's side pawns, even before castling.

Always beware of such an advance. Unless you clearly see a certain win, avoid it, otherwise the weakness arising will cost you dear.

Pitfalls Nos. 16, 17 and 18 demonstrate the strength of 6. O—O (instead of 6. P×P). This move has been criticised by the analysts as being inferior, but even the last of these three examples, which gives the line of play usually considered as the strongest for Black, appears to leave White with the superior game. Undoubtedly there is some risk in this gambit but anyone who likes that type of game should certainly adopt it. He will be sure to obtain some good victories. These three examples all contain some very pretty play and the attention of the reader is especially drawn to the powerful 12. P—Q6 in No. 16; it completely paralyses Black's game. In No. 17 the Bishop sacrifice is very effective, while in No. 18 the move 15. QR—Q1 is very fine.

No. 19 is from an actual game and clearly demonstrates the inferiority of 6. .... B—Kt3 in the variation arising from 4. P—B3, Kt—B3.

Our last examples deal with the popular Möller Attack. The first one (No. 20) shows the danger of attempting to remain a piece ahead at the expense of development. Nos. 21 and 22 date back some hundreds of years and were the discovery of the old master Greco (1600-1641). They show the danger involved in playing 8. .... Kt×Kt instead of 8. .... B×Kt. However, even after playing that move, Black can avoid the traps by adopting Bernstein's move 10. .... P—Q4. In very many pitfalls it is the second mistake that loses.

Any player who familiarises himself with these traps should get a fair bag of victims among second-class players and his knowledge should prove very valuable in tournaments and matches.

#### NO. 11

1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—B4	B—B4
4. P—Q3	P—Q3
5. Kt—B3	Kt—B3

6. B—KKt5            P—KR<sub>3</sub>  
 7. B×Kt            Q×B  
 8. Kt—Q<sub>5</sub>            Q—Q<sub>1</sub>  
 9. P—B<sub>3</sub>            B—K<sub>3</sub>?  
 10. P—Q<sub>4</sub> with advantage to White.

If 10. .... P×P, then 11. P×P, B—Kt<sub>5</sub> ch; 12. Kt×B, B×B; 13. Kt×Kt, P×Kt; 14. Q—B<sub>2</sub>.

### NO. 12

(As before to White's 4th move.)

4. ....            Kt—B<sub>3</sub>  
 5. Kt—B<sub>3</sub>            O—O  
 6. B—KKt<sub>5</sub>            P—KR<sub>3</sub>  
 7. B—R<sub>4</sub>            B—Kt<sub>5</sub>  
 8. O—O            B×Kt  
 9. P×B            P—KKt<sub>4</sub>  
 10. Kt×KtP            P×Kt  
 11. B×P            K—Kt<sub>2</sub>  
 12. P—B<sub>4</sub> and wins.

### NO. 13

(As before to Black's 3rd move.)

4. O—O            Kt—B<sub>3</sub>  
 5. P—Q<sub>3</sub>

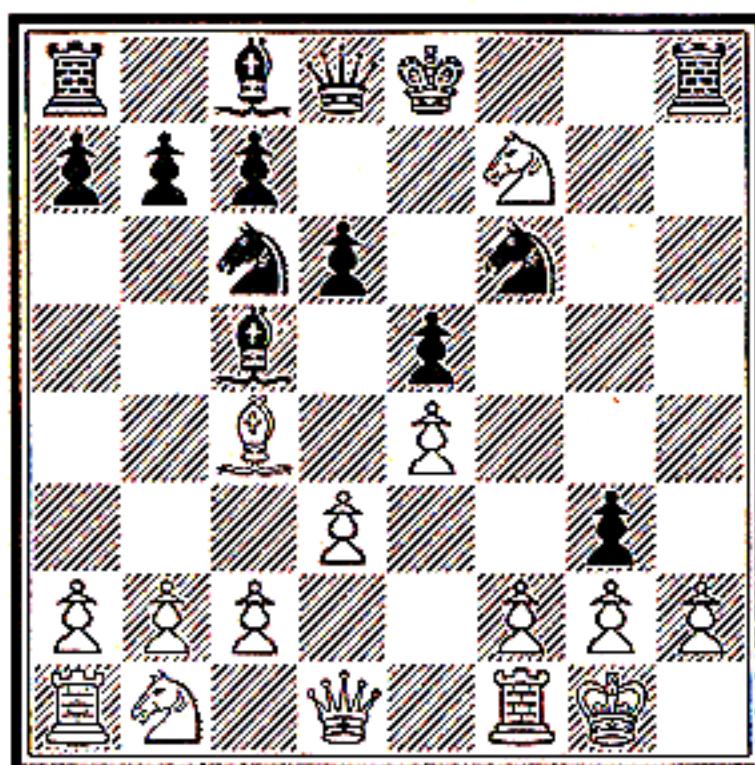
If White has castled early in this opening, he must be prepared for an attack on his King's position. The best way to stop this attack is to start an energetic action in the centre by playing P—QB<sub>3</sub>, P—Q<sub>4</sub> and, as soon as possible, P—KB<sub>4</sub>.

5. ....            P—Q<sub>3</sub>  
 6. B—KKt<sub>5</sub>?

This pin is of no use when White has castled and Black has not. Black can easily unpin his Knight and obtain an attack.

6. ....            P—KR<sub>3</sub>  
 7. B—R<sub>4</sub>            P—KKt<sub>4</sub>  
 8. B—KKt<sub>3</sub>            P—KR<sub>4</sub>  
 9. Kt×KtP            P—R<sub>5</sub>  
 10. Kt×P            P×B (see diagram)  
 11. Kt×Q            B—KKt<sub>5</sub>  
 12. Q—Q<sub>2</sub>            Kt—Q<sub>5</sub>

## DIAGRAM NO. II



13. Kt—B3

Kt—B6 ch

14. P×Kt

B×P and wins.

## NO. 14

(As before to Black's 3rd move.)

4. P—B3 Q—K2

5. O—O

5. P—Q4 is better. After 5. .... B—Kt3 (if 5. .... P×P ?, then 6. O—O) White can play the Eisinger Attack : 6. P—Q5, Kt—Kt1 ; 7. P—Q6.

5. .... P—Q3

6. P—Q4 B—Kt3

It would be illogical to exchange pawns. The object of Q—K2 was to maintain the centre.

7. P—KR3 Kt—B3

8. P×P ?

This exchange is not good; it releases the pressure on Black's centre.

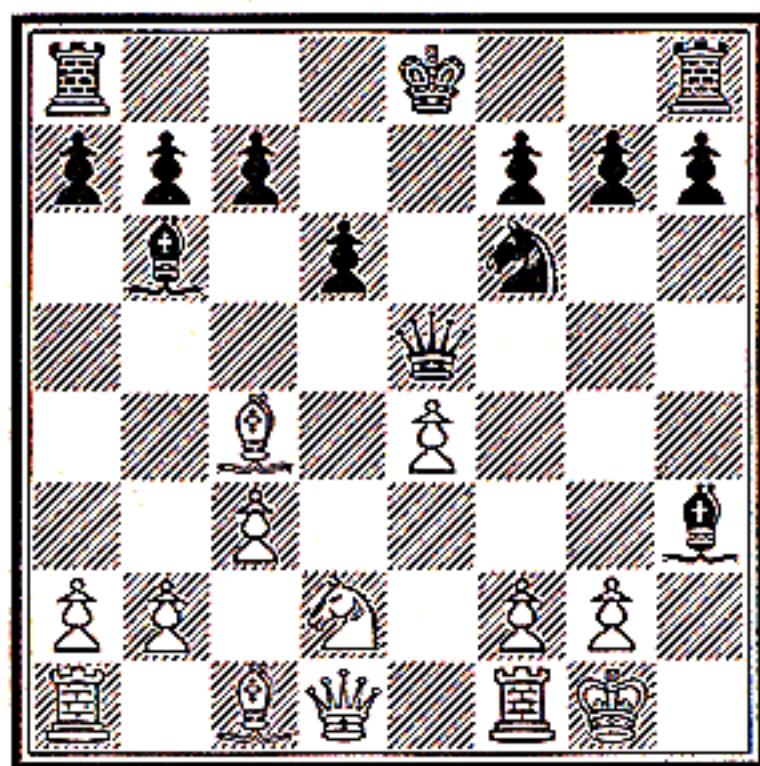
8. .... QKt×P

9. Kt×Kt Q×Kt

10. Kt—Q2 B×P

White has done everything possible to compromise his position. Black now gets a winning attack.

DIAGRAM NO. 12



- |     |       |                 |
|-----|-------|-----------------|
| 11. | P × B | Q—Kt6 ch        |
| 12. | K—R1  | Q × P ch        |
| 13. | K—Kt1 | Kt—Kt5          |
| 14. | Kt—B3 | Q—Kt6 ch        |
| 15. | K—R1  | B × P and wins. |

This is the third example in this opening where an early O—O loses—and loses quickly even though the opening seems so quiet.

## NO. 15

(As before to Black's 6th move.)

- |    |        |       |
|----|--------|-------|
| 7. | B—KKt5 | P—B3  |
| 8. | B—R4   | P—Kt4 |

Although White has castled and Black has not, this advance is in this position not good because Black has played P—KB3 and not P—KR3. By so doing he has weakened his King's position and the diagonal K1—KR4. (The importance of this diagonal we have already seen in Chapter I.)

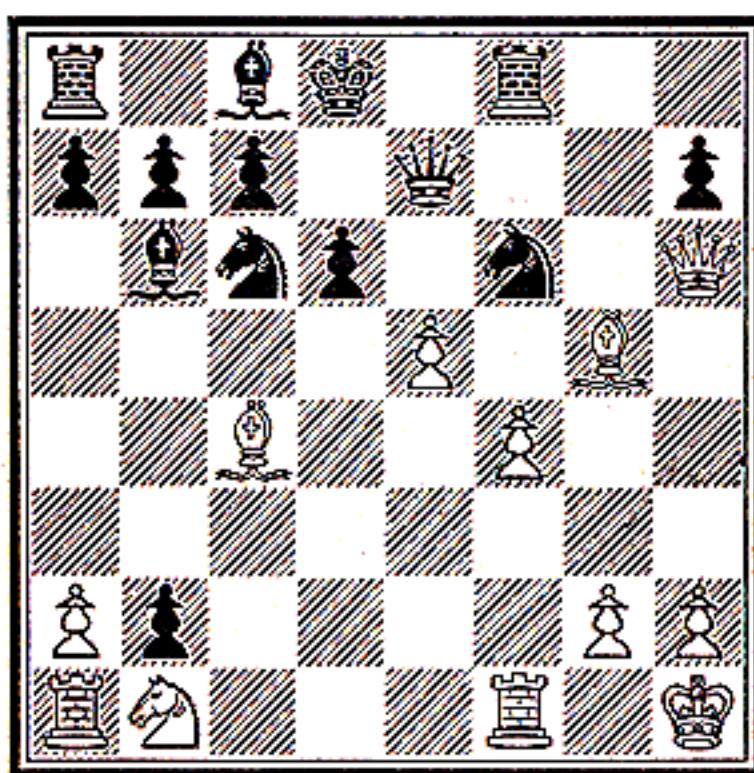
- |     |          |        |
|-----|----------|--------|
| 9.  | Kt × KtP | P × Kt |
| 10. | Q—R5 ch  | K—Qr   |
| 11. | B × P    |        |

Two pawns and such a position! Is this not worth a piece?

- |     |      |       |
|-----|------|-------|
| 11. | .... | Kt—B3 |
| 12. | Q—R6 | R—B1  |

13. P—B4                    P×QP  
 14. P—K5 !                P×P ch  
 15. K—R1                 BP×P

DIAGRAM NO. 13



16. P×Kt                 R×P  
 17. Q×R                 P×R=Q  
 18. Q×Q and wins.

A pretty and unexpected final stroke.

## NO. 16

- |           |        |
|-----------|--------|
| 1. P—K4   | P—K4   |
| 2. Kt—KB3 | Kt—QB3 |
| 3. B—B4   | B—B4   |
| 4. P—B3   | Kt—B3  |
| 5. P—Q4   | P×P    |
| 6. O—O    | Kt×P ? |

This and the two examples which follow all show a mistake by Black on his 6th move. The only correct move here is P—Q3.

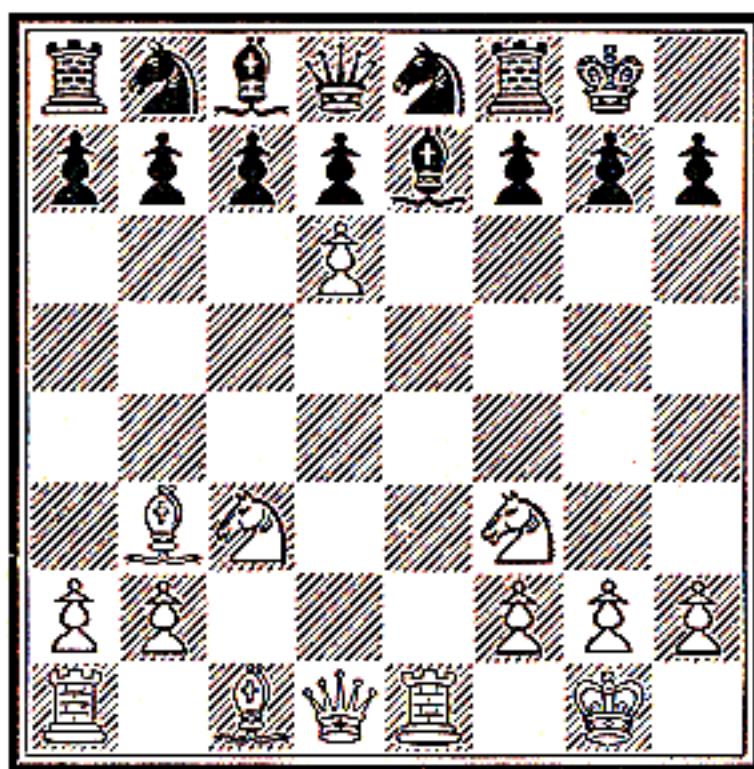
- |           |        |
|-----------|--------|
| 7. P×P    | B—K2   |
| 8. P—Q5   | Kt—Kt1 |
| 9. R—K1   | Kt—Q3  |
| 10. B—Kt3 | O—O    |

11. Kt—B<sub>3</sub>  
12. P—Q<sub>6</sub>

Kt—K<sub>1</sub>

A very clever move.

DIAGRAM NO. 14



12. .... P×P

If 12. .... B×P, then 13. B—Kt<sub>5</sub>, Kt—KB<sub>3</sub>; 14. Kt—Q<sub>5</sub>, Kt—B<sub>3</sub>; 15. Kt×Kt ch, P×Kt; 16. B—R<sub>6</sub> with a winning attack. If, instead, 12. .... Kt×P, then 13. R×B, Q×R; 14. B—Kt<sub>5</sub>, Q—K<sub>1</sub>; 15. Q—Q<sub>3</sub> and wins.

13. R×B                    Q×R  
14. B—Kt<sub>5</sub>                Kt—KB<sub>3</sub>  
15. Kt—Q<sub>5</sub>                Q—Q<sub>1</sub>  
16. Q—Q<sub>4</sub>                Kt—B<sub>3</sub>  
17. Q—KR<sub>4</sub> and wins.

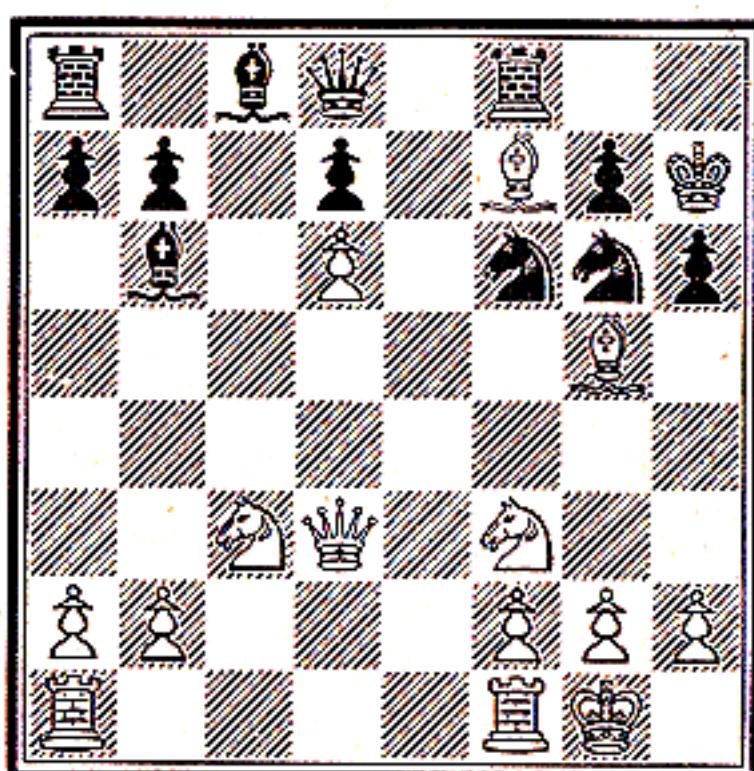
NO. 17

(As before to White's 6th move.)

6. ....                    O—O ?  
7. P×P                    B—Kt<sub>3</sub>  
8. P—Q<sub>5</sub>                Kt—K<sub>2</sub>  
9. P—K<sub>5</sub>                Kt—K<sub>1</sub>  
10. P—Q<sub>6</sub>                P×P

11.  $P \times P$                      $Kt - Kt_3$   
 12.  $B - KKt_5$                  $Kt - B_3$   
 13.  $Kt - B_3$                  $P - KR_3$   
 14.  $Q - Q_3$                  $K - R_2$   
 15.  $B \times BP$

DIAGRAM NO. 15



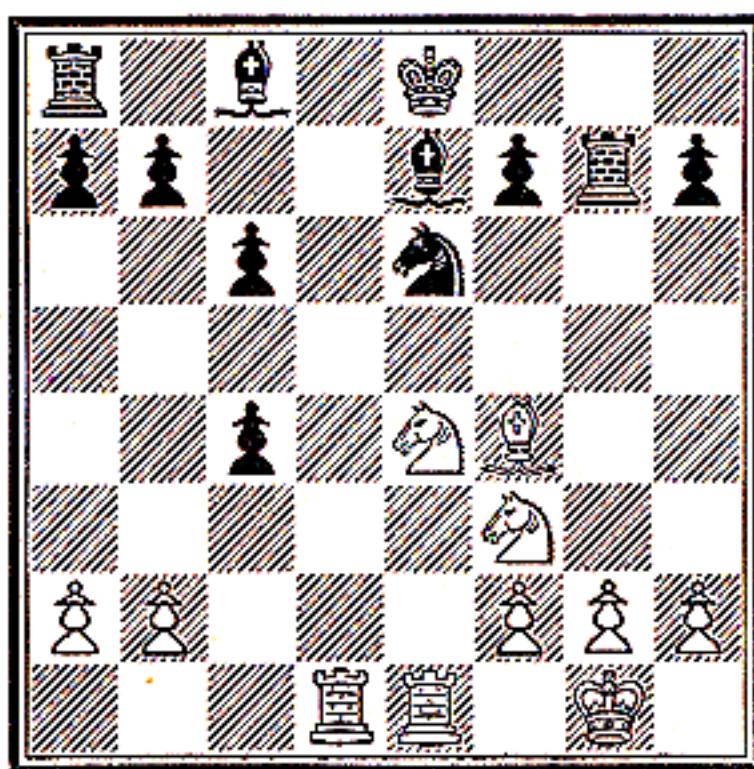
15. ....                     $R \times B$   
 16.  $Kt - K_5$                  $P \times B$   
 17.  $Q \times Kt ch$              $K - Kt_1$   
 18.  $Q \times R ch$  and wins.

## NO. 18

(As before to White's 6th move.)

6. ....                     $P \times P ?$   
 7.  $P - K_5$                  $P - Q_4$   
 8.  $P \times Kt$                  $P \times B$   
 9.  $Q \times Q ch$              $Kt \times Q$   
 10.  $BP \times P$                $R - KKt_1$   
 11.  $Kt \times P$                $R \times P$   
 12.  $B - B_4$                  $Kt - K_3$   
 13.  $KR - K_1$                $P - QB_3$   
 14.  $Kt - K_4$                  $B - K_2$   
 15.  $QR - Q_1$  with a good game for White.

DIAGRAM NO. 16



If 15. .... Kt  $\times$  B, then 16. Kt—B6 ch, K—B1; 17. R—Q8 ch, B  $\times$  R; 18. R—K8 mate.

This example is reminiscent of the Max Lange Attack, which will be studied with the Two Knights' Defence.

## NO. 19

(As before to Black's 5th move.)

6. P  $\times$  P                    B—Kt3 ?

The only correct move here is B—Kt5 ch. This explains why White sometimes plays 6. O—O (as in Nos. 16, 17 and 18).

- |            |                |
|------------|----------------|
| 7. P—Q5    | Kt—K2          |
| 8. P—K5    | Kt—K5          |
| 9. P—Q6    | Kt $\times$ BP |
| 10. Q—K2   | Kt $\times$ R  |
| 11. B—KKt5 | B—B7 ch        |

Black's intention is to open a way of escape for his Queen.

12. K—Q1

After 12. K—B1 Black would be able to set a nice trap by playing 12. .... Kt—B4, threatening a check at K6 with the Knight if White captures the Queen, while, if, instead, he plays 13. Q—K4, then Black checks at Kt6 with either Knight and wins the Queen.

- |                   |       |
|-------------------|-------|
| 12. ....          | P—QB4 |
| 13. B $\times$ Kt | Q—Kt3 |

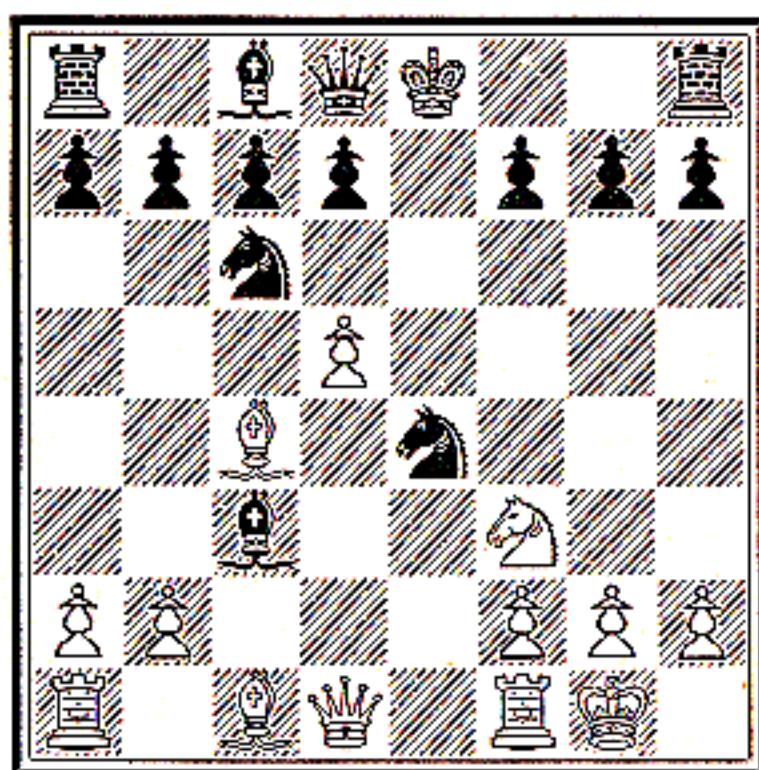
14. Kt—Kt<sub>5</sub>                  R—B<sub>1</sub>  
 15. Q—R<sub>5</sub>                  P—Kt<sub>3</sub>  
 16. Q×RP and wins.

## (MÖLLER ATTACK)

NO. 20

- |                       |                      |
|-----------------------|----------------------|
| 1. P—K <sub>4</sub>   | P—K <sub>4</sub>     |
| 2. Kt—KB <sub>3</sub> | Kt—QB <sub>3</sub>   |
| 3. B—B <sub>4</sub>   | B—B <sub>4</sub>     |
| 4. P—B <sub>3</sub>   | Kt—B <sub>3</sub>    |
| 5. P—Q <sub>4</sub>   | P×P                  |
| 6. P×P                | B—Kt <sub>5</sub> ch |
| 7. Kt—B <sub>3</sub>  | Kt×KP                |
| 8. O—O                | B×Kt                 |
| 9. P—Q <sub>5</sub>   |                      |

DIAGRAM NO. 17

9. .... Kt—K<sub>4</sub>9. .... B—B<sub>3</sub> probably leads to a draw.QUESTION No. 2. How would you continue the game after  
9. .... B—B<sub>3</sub>?

- |                      |                                    |
|----------------------|------------------------------------|
| 10. P×B              | Kt×B                               |
| 11. Q—Q <sub>4</sub> | Kt(B <sub>5</sub> )—Q <sub>3</sub> |

The decisive mistake. 11. .... P—KB<sub>4</sub> would enable Black to make a sufficient defence.

12.  $Q \times KtP$        $Q-B_3$   
 13.  $Q \times Q$        $Kt \times Q$   
 14.  $R-K_1\text{ ch}$        $K-B_1$

If 14. ....  $K-Q_1$ , then 15.  $B-Kt_5$ ,  $Kt-K_1$ ; 16.  $R \times Kt\text{ ch}$ ,  $K \times R$ ; 17.  $R-K_1\text{ ch}$ ,  $K-B_1$ ; 18.  $B-R_6\text{ ch}$ ,  $K-Kt_1$ ; 19.  $R-K_5$  and mate next move.

15.  $B-R_6\text{ ch}$        $K-Kt_1$   
 16.  $R-K_5$        $Kt(B_3)-K_5$   
 17.  $R-K_1$        $P-KB_4$   
 18.  $R-K_7$  and wins.

### NO. 21

(As before to White's 8th move.)

8. ....       $Kt \times Kt$   
 9.  $P \times Kt$        $B \times P$   
 10.  $Q-Kt_3$        $B \times R ?$

Falling into the trap. Black should, instead, play 10. ....  $P-Q_4$ .

QUESTION No. 3. Do you know the continuation after 10. ....  $P-Q_4$ ?

11.  $B \times P\text{ ch}$        $K-B_1$   
 12.  $B-Kt_5$        $Kt-K_2$   
 13.  $Kt-K_5$        $B \times P$   
 14.  $B-Kt_6$        $P-Q_4$   
 15.  $Q-B_3\text{ ch}$        $B-B_4$   
 16.  $B \times B$        $B \times Kt$   
 17.  $B-K_6\text{ ch}$        $B-B_3$   
 18.  $B \times B$  and wins.

### NO. 22

(As before to White's 9th move.)

9. ....       $B-K_2$   
 10.  $P-Q_5$        $Kt-R_4$   
 11.  $P-Q_6$

It is noteworthy that in the Giuoco Piano we have several times seen this move played with decisive effect.

11. ....       $P \times P$

If 11. ....  $Kt \times B$ , then 12.  $P \times B$ ,  $K \times P$ ; 13.  $Q-K_2\text{ ch}$  wins a piece.

12.  $B \times P\text{ ch}$        $K \times B$

13. Q—Q<sub>5</sub> ch      K—B<sub>1</sub>  
 14. Kt—Kt<sub>5</sub>      B×Kt  
 15. B×B      Q—K<sub>1</sub>

If 15. .... Q—B<sub>2</sub>, then 16. Q—B<sub>5</sub> ch, K—Kt<sub>1</sub>; 17. KR or QR—K<sub>1</sub> and wins.

16. KR or QR—K<sub>1</sub>      Q—Kt<sub>3</sub>  
 17. R—K<sub>3</sub> and wins.

### KING'S GAMBIT

#### (ACCEPTED AND DECLINED)

The King's Gambit is not a popular opening nowadays, for it has little game-winning value, Black having too many simple possibilities of equalising the game and even in some cases of obtaining an advantage. Certain enterprising masters, such as Tartakover and Spielmann, occasionally adopt the King's Gambit, but, if they achieve any success, it is usually in spite of the opening rather than because of it. The opening will, however, afford the student excellent practice in combinative play.

Example No. 23 is a very old trap which continues to claim victims among the unwary. No. 24, taken from one of Morphy's games, is very instructive. It shows Black taking a centre pawn and, in so doing, opening the King's file. This is always dangerous in an open game and especially so in the King's Gambit.

No. 25 is taken from an historic game between Spielmann and Tarrasch (Mährisch-Ostrau Tournament, 1923). For a long time the variation had been considered to be bad for Black since the move 7. .... B—B<sub>4</sub> costs a piece. In this game, however, Tarrasch demonstrated that the piece can be sacrificed and that Black should then win. Since this game players of the white pieces have declined the sacrifice.

No. 26 is not really a trap but merely bad play in Lean's Attack in the Muzio Gambit. By correct play on both sides this attack leads to a draw, but Black must know the correct way to meet it. If he makes a mistake—and there are many possibilities of doing so—he loses quickly.

No. 27 shows the danger for Black if he is not familiar with the Allgaier Gambit. No. 28 is a little trap which occurs in a more modern variation.

## NO. 23

- |                      |                  |
|----------------------|------------------|
| 1. P—K <sub>4</sub>  | P—K <sub>4</sub> |
| 2. P—KB <sub>4</sub> | B—B <sub>4</sub> |

The King's Gambit Declined.

- |                       |                      |
|-----------------------|----------------------|
| 3. Kt—KB <sub>3</sub> | Kt—QB <sub>3</sub> ? |
|-----------------------|----------------------|

The correct move is P—Q<sub>3</sub>.

- |          |                     |
|----------|---------------------|
| 4. P×P   | Kt×P ?              |
| 5. Kt×Kt | Q—R <sub>5</sub> ch |

We have already met this combination in Chapter I. It is bad, since Black's pieces remain undeveloped and White has time to win the Queen which gets trapped in the corner.

- |                                |                   |
|--------------------------------|-------------------|
| 6. P—Kt <sub>3</sub>           | Q×KP ch           |
| 7. Q—K <sub>2</sub>            | Q×R               |
| 8. Kt—B <sub>3</sub> ch        | Kt—K <sub>2</sub> |
| 9. P—Q <sub>4</sub>            | B—Kt <sub>3</sub> |
| 10. B—K <sub>3</sub>           | P—Q <sub>3</sub>  |
| 11. QKt—Q <sub>2</sub>         | B—Kt <sub>5</sub> |
| 12. O—O—O                      | O—O               |
| 13. Q—B <sub>2</sub> and wins. |                   |

## NO. 24

- |                      |                  |
|----------------------|------------------|
| 1. P—K <sub>4</sub>  | P—K <sub>4</sub> |
| 2. P—KB <sub>4</sub> | P—Q <sub>4</sub> |
| 3. KP×P              | Q×P              |

P—K<sub>5</sub> (the Falkbeer Counter-Gambit) offers better prospects.

- |                       |                    |
|-----------------------|--------------------|
| 4. Kt—QB <sub>3</sub> | Q—K <sub>3</sub> ? |
|-----------------------|--------------------|

Black's previous move was not good, but this one is definitely a mistake and all the more grave as it is preparatory to a further one. Black is playing to win the King's Bishop's pawn but in so doing he will open the King's file for White. His whole strategical plan is wrong.

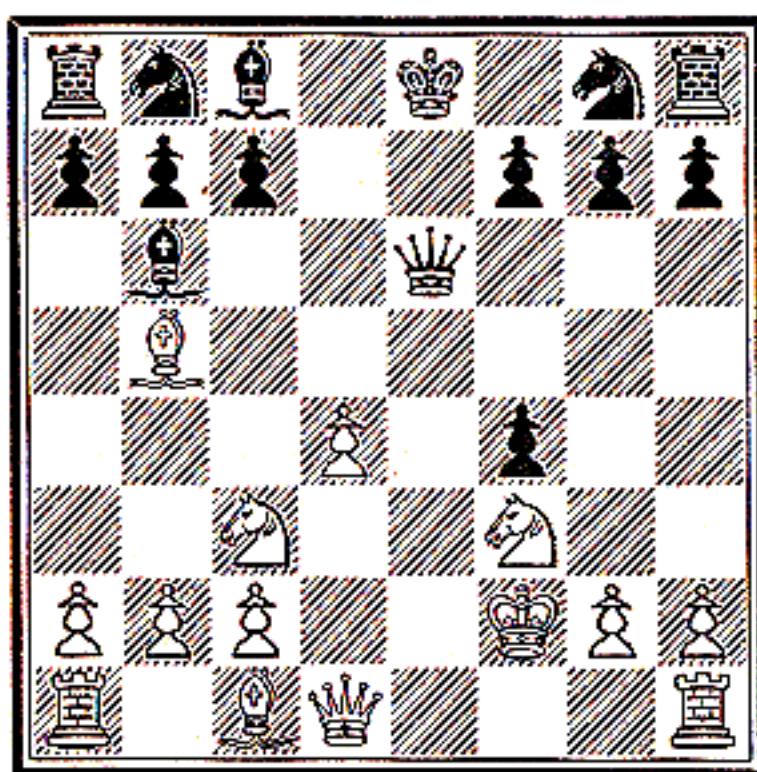
- |                      |                       |
|----------------------|-----------------------|
| 5. Kt—B <sub>3</sub> | P×P ch                |
| 6. K—B <sub>2</sub>  | B—B <sub>4</sub> ch ? |

The decisive mistake. Black develops his Bishop with check but merely gives his opponent time to bring his Rook on to the open King's file.

- |                         |                   |
|-------------------------|-------------------|
| 7. P—Q <sub>4</sub>     | B—Kt <sub>3</sub> |
| 8. B—Kt <sub>5</sub> ch |                   |

Black probably overlooked this check which prevents him from getting time to play Kt—K<sub>2</sub>.

DIAGRAM NO. 18



8. .... K—Q<sub>1</sub>

P—B<sub>3</sub> is no better. White replies with R—K<sub>1</sub>.

9. R—K<sub>1</sub> and wins.

If Black saves his Queen, White plays 10. R—K<sub>8</sub> mate.

NO. 25

1. P—K <sub>4</sub>	P—K <sub>4</sub>
2. P—KB <sub>4</sub>	P—Q <sub>4</sub>
3. KP×P	P—K <sub>5</sub>
4. P—Q <sub>3</sub>	Kt—KB <sub>3</sub>
5. P×P	Kt×KP
6. Kt—KB <sub>3</sub>	B—QB <sub>4</sub>
7. Q—K <sub>2</sub>	B—B <sub>4</sub> !

By playing 7. .... B—B<sub>7</sub> ch Black would fall into a trap : 8. K—Q<sub>1</sub>, Q×P ch ; 9. KKt—Q<sub>2</sub> !, P—KB<sub>4</sub> ; 10. Kt—B<sub>3</sub>, Q—Q<sub>5</sub> ; 11. Kt×Kt, P×Kt ; 12. P—B<sub>3</sub>, Q—K<sub>6</sub> ; 13. Q—R<sub>5</sub> ch, etc.

8. P—KKt<sub>4</sub> ?

This is a mistake. 8. Kt—B<sub>3</sub>, Q—K<sub>2</sub> ; 9. B—K<sub>3</sub> is the correct continuation.

8.	....	O—O!
9.	P×B	R—K1
10.	B—Kt2	Kt—B7
11.	Kt—K5	Kt×R
12.	B×Kt	Kt—Q2

Not 12. .... P—KB3 because of 13. P—Q6 followed, if 13. .... P×Kt, by 14. Q—B4 ch and 15. Q×B, or, if 13. .... P×P, by 14. B—Q5 ch, K—B1; 15. Q—R5.

13. Kt—QB3      P—KB3 and wins.

The continuation was 14. Kt—K4, P×Kt; 15. Kt×B, Kt×Kt; 16. P×P, Q—R5 ch; 17. K—B1, R—KB1 and Black won on the 26th move.

#### NO. 26

1.	P—K4	P—K4
2.	P—KB4	P×P
3.	Kt—KB3	P—KKt4
4.	B—B4	P—Kt5
5.	O—O	P×Kt
6.	Q×P	Q—B3
7.	P—K5	Q×P
8.	P—Q3	B—R3
9.	B—Q2	Kt—K2
10.	Kt—B3	QKt—B3
11.	QR—K1	Q—B4
12.	Kt—Q5	K—Q1
13.	Q—K2	

#### The Lean Attack.

13. ....      Kt×Kt

A bad move. With 13. .... Q—K3; 14. Q—B3, Q—B4 Black can practically force a draw by repetition of moves.

14. B×Kt      Q×B

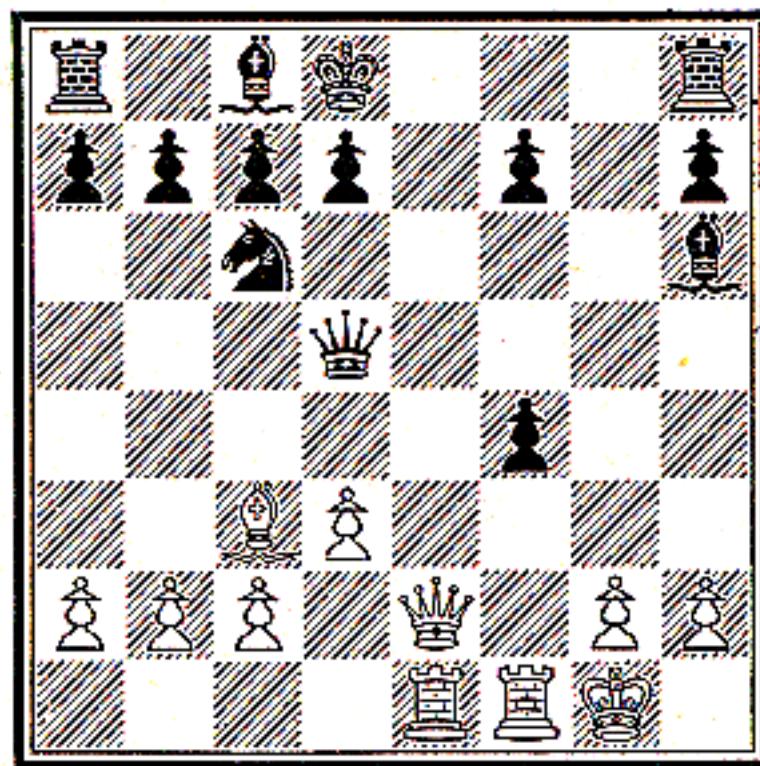
15. B—B3 (see diagram)

Black is helpless. An interesting example of the triumph of development and mobility over mere material advantage.

#### NO. 27

1.	P—K4	P—K4
2.	P—KB4	P×P

DIAGRAM NO. 19



- |    |                    |                    |
|----|--------------------|--------------------|
| 3. | Kt—KB <sub>3</sub> | P—KKt <sub>4</sub> |
| 4. | P—KR <sub>4</sub>  | P—Kt <sub>5</sub>  |
| 5. | Kt—Kt <sub>5</sub> | P—KR <sub>3</sub>  |
| 6. | Kt×P               | K×Kt               |
| 7. | P—Q <sub>4</sub>   | P—Q <sub>4</sub>   |
| 8. | B×P                | P×P                |

Wrong tactics. Black opens a diagonal for his opponent's King's Bishop which now joins in the attack with decisive effect.

- |     |                     |                   |
|-----|---------------------|-------------------|
| 9.  | B—B <sub>4</sub> ch | K—Kt <sub>2</sub> |
| 10. | B—K <sub>5</sub> ch | Kt—B <sub>3</sub> |
| 11. | R—B <sub>1</sub>    | B—K <sub>2</sub>  |
| 12. | Q—K <sub>2</sub>    | Kt—B <sub>3</sub> |
| 13. | Kt—Q <sub>2</sub>   | Kt×P ?            |

Very bad. Black does not even win a pawn but simply loses two moves and opens all the lines for White's pieces.

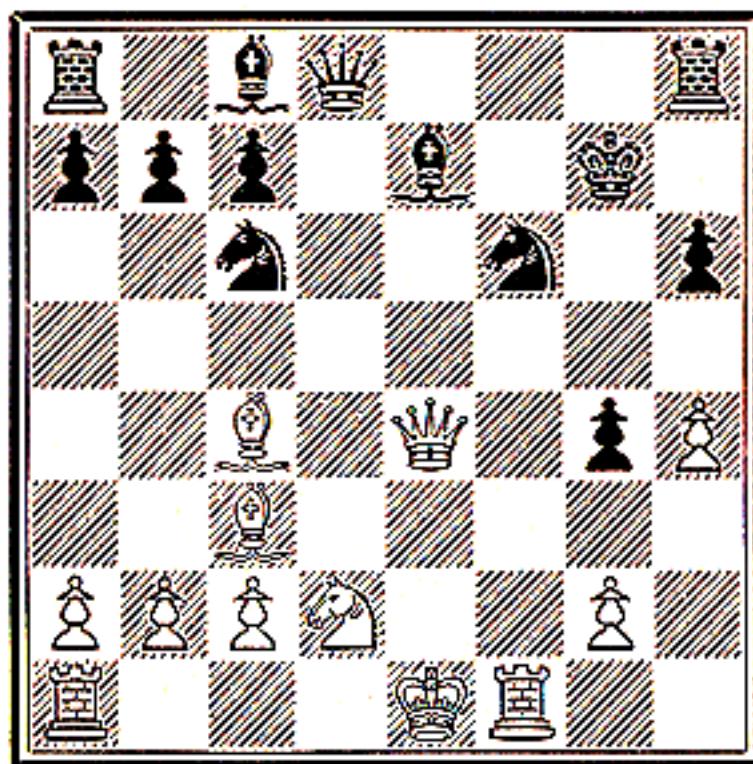
- |     |                  |                                  |
|-----|------------------|----------------------------------|
| 14. | Q×P              | Kt—B <sub>3</sub>                |
| 15. | B—B <sub>3</sub> | and wins (see diagram on p. 40). |

QUESTION No. 4. How would you continue this game?

## NO. 28

- |    |                   |                  |
|----|-------------------|------------------|
| 1. | P—K <sub>4</sub>  | P—K <sub>4</sub> |
| 2. | P—KB <sub>4</sub> | P×P              |

DIAGRAM NO. 20



3. Kt—KB<sub>3</sub>      P—Q<sub>4</sub>

In almost all variations of the King's Gambit—as indeed as a general rule in open games—this move gives Black equality.

4. P×P

4. P—K<sub>5</sub> is inferior as the diagonal QR<sub>2</sub>—KKt<sub>8</sub> is closed and Black's Queen's Bishop can be developed. Black can even try to protect his extra pawn by playing P—KKt<sub>4</sub>.

- |                     |                    |
|---------------------|--------------------|
| 4. ....             | Kt—KB <sub>3</sub> |
| 5. P—Q <sub>4</sub> | Kt×P               |
| 6. B—B <sub>4</sub> | B—K <sub>3</sub>   |
| 7. O—O ?            |                    |

It seems strange that this natural move loses the game. With 7. B×Kt White could save himself although he would have no advantage, in fact he would have trouble to maintain equality (see diagram).

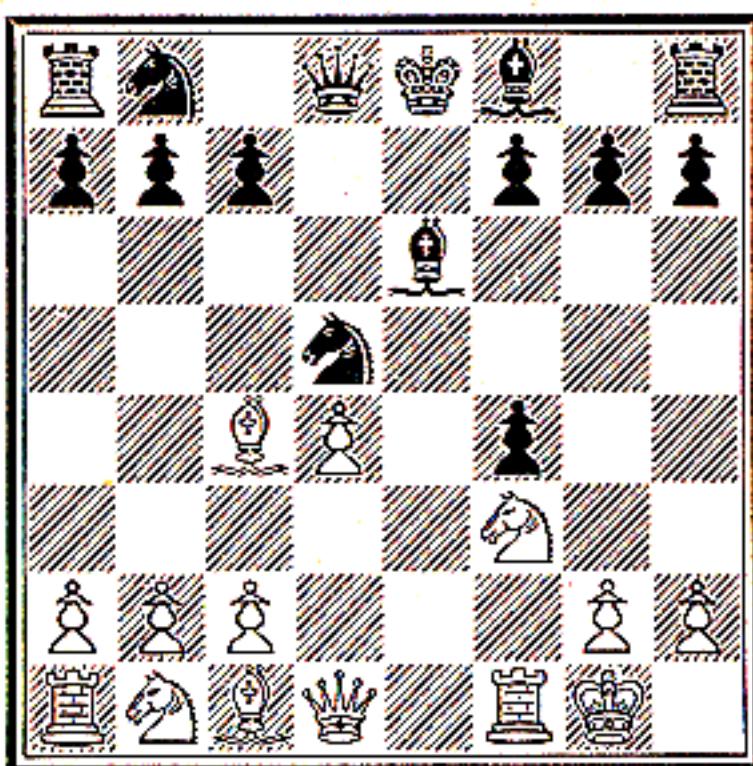
7. ....      Kt—K<sub>6</sub>

A little combination based on the simultaneous attack on two pieces.

8. B×Kt      B×B

Black wins the exchange.

DIAGRAM NO. 21



## PETROFF'S DEFENCE

The Petroff is not quite a satisfactory defence, but it is very useful in the hands of a stronger player and especially an attacking one. The slow lines of play at Black's disposal appear to give White considerable positional superiority, but in the more enterprising variations Black, although generally a pawn down, has a strong counter-attack, perhaps not quite sufficient against the best defence, but very dangerous against one which is not quite the best. The student should play over some of Marshall's games at this opening for interesting examples of the latter type of game.

The first pitfall (No. 29) is the most elementary not only in this defence but even on the chess-board in general; two mistakes suffice to lose the Queen in five moves—almost a record!

No. 30 is another example of the Queen sacrifice which is known as the Blackburne Trap. This sacrifice, a variation of the old Légal Mate, can occur in almost any King's side opening, and several other examples are given in this book. The feature of this one is that mate is given by Black.

The next two examples are parallel; in one White wins by a Bishop sacrifice at KR7, in the other Black wins by the same sacrifice. In No. 31 Black captures a pawn without

fully considering the consequences. His play is very plausible and White's method of attack is by no means easy to foresee. However, a player who is familiar with the idea of the Bishop sacrifice at KR<sub>7</sub> cannot fail to consider it many times in advance. From this example one can see that against the Petroff White obtains not only a positional advantage but also good prospects of an attack. In No. 32 we have a deep and beautiful trap of which White is the unsuspecting victim. The combination beginning with 10. .... B×P ch is six moves long and was brought off in an actual game by Marshall against Janowski. Here, as in the previous example, the game is lost as the result of the injudicious capture of a pawn. White could avoid the disaster by developing his pieces instead of making the capture.

## NO. 29

- |                       |                    |
|-----------------------|--------------------|
| 1. P—K <sub>4</sub>   | P—K <sub>4</sub>   |
| 2. Kt—KB <sub>3</sub> | Kt—KB <sub>3</sub> |
| 3. Kt×P               | Kt×P ?             |

You surely know that P—Q<sub>3</sub> is the correct move here.

- |                     |                        |
|---------------------|------------------------|
| 4. Q—K <sub>2</sub> | Kt—KB <sub>3</sub> ? ? |
|---------------------|------------------------|

The second—and fatal—mistake. After 4. .... Q—K<sub>2</sub> Black would escape with the loss of a pawn.

- |                         |                     |
|-------------------------|---------------------|
| 5. Kt—B <sub>6</sub> ch | and wins the Queen. |
|-------------------------|---------------------|

## NO. 30

- |                         |                         |
|-------------------------|-------------------------|
| 1. P—K <sub>4</sub>     | P—K <sub>4</sub>        |
| 2. Kt—KB <sub>3</sub>   | Kt—KB <sub>3</sub>      |
| 3. Kt×P                 | Kt—B <sub>3</sub>       |
| 4. Kt×Kt                | QP×Kt                   |
| 5. P—Q <sub>3</sub>     | B—QB <sub>4</sub>       |
| 6. B—KKt <sub>5</sub> ? | Kt×P                    |
| 7. B×Q                  | B×P ch                  |
| 8. K—K <sub>2</sub>     | B—Kt <sub>5</sub> mate. |

## NO. 31

- |                       |                    |
|-----------------------|--------------------|
| 1. P—K <sub>4</sub>   | P—K <sub>4</sub>   |
| 2. Kt—KB <sub>3</sub> | Kt—KB <sub>3</sub> |

3.	Kt × P	P—Q <sub>3</sub>
4.	Kt—KB <sub>3</sub>	Kt × P
5.	P—Q <sub>4</sub>	P—Q <sub>4</sub>
6.	B—Q <sub>3</sub>	B—Q <sub>3</sub>
7.	O—O	O—O
8.	P—B <sub>4</sub>	B—K <sub>3</sub>
9.	Kt—B <sub>3</sub> !	Kt × Kt
10.	P × Kt	P × P ?

All the essentials for the Bishop sacrifice at KR<sub>7</sub> are here to hand and Black ought to have foreseen it.

11.	B × P ch	K × B
12.	Kt—Kt <sub>5</sub> ch	K—Kt <sub>1</sub>
13.	Q—B <sub>2</sub> !	P—KKt <sub>3</sub>

If 13. .... R—K<sub>1</sub>, then 14. Q—R<sub>7</sub> ch, K—B<sub>1</sub>; 15. R—K<sub>1</sub>, Q—B<sub>3</sub>; 16. P—Q<sub>5</sub>, Kt—B<sub>3</sub>; 17. P × B, Q—R<sub>3</sub>; 18. P—K<sub>7</sub> ch, R × P; 19. Kt—K<sub>6</sub> ch, winning the Queen.

14.	Kt × B	P × Kt
15.	Q × P ch	K—R <sub>1</sub>
16.	B—Kt <sub>5</sub>	B—K <sub>2</sub>
17.	Q—R <sub>6</sub> ch	K—Kt <sub>1</sub>
18.	Q × P ch	R—B <sub>2</sub>
19.	B × B	and wins.

He gets four pawns for the piece.

### NO. 32

(As before to White's 7th move.)

7.	....	B—KKt <sub>5</sub>
8.	R—K <sub>1</sub> ?	P—KB <sub>4</sub>

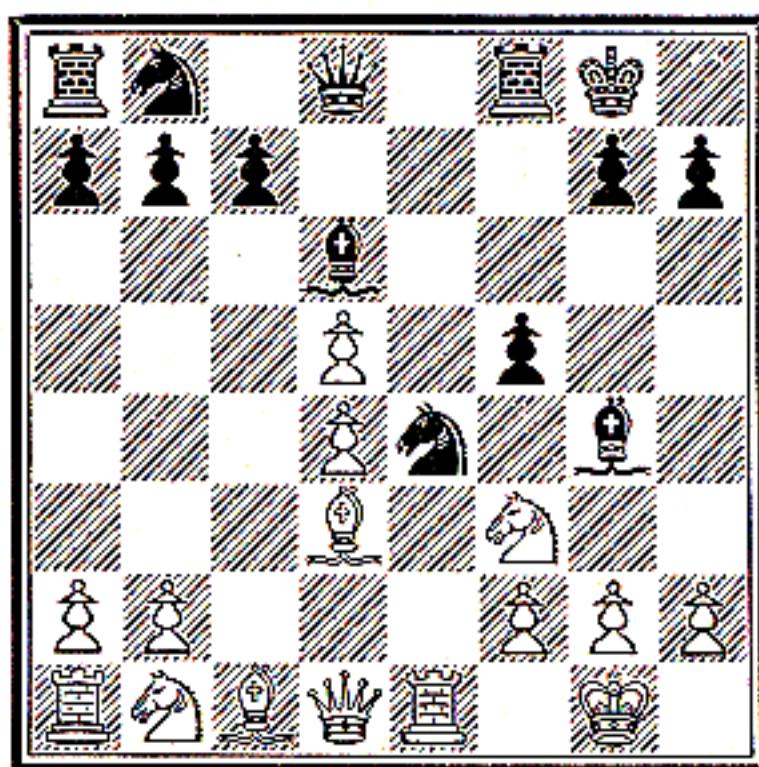
Black's last three moves are characteristic of Marshall's attacking variation.

9.	P—B <sub>4</sub>	O—O
10.	P × P ?	

The second—and decisive—mistake (see diagram on p. 44).

10.	....	B × P ch
11.	K × B	Kt × P
12.	Q—K <sub>2</sub>	Kt × B
13.	Q × Kt	B × Kt
14.	Q × B	Q—R <sub>5</sub> ch and wins.

DIAGRAM NO. 22



## PHILIDOR'S DEFENCE

Philidor's Defence has greatly declined in popularity since the days of Morphy. It gives Black a very cramped game, although he is not without resources. Marco, Nimzovitch, and Tartakover at various times made attempts to revive this defence in the form of the Hanham Variation, but their efforts were not crowned with success.

The first example (No. 33) is a form of the Légal-Philidor-Blackburne trap and is taken from actual play, as are also Nos. 34 and 35. No. 35 shows some very bad play on Black's part, but White's sacrifice, invented by M. Séguin, is very pretty.

The next two examples illustrate the Hanham variation and show its dangers. The loss of time involved in Black's move P—QB<sub>3</sub>, which does not develop a piece, sometimes allows White to start at once a strong attack by sacrificing a piece on the critical square KB<sub>7</sub>. This weakens the square K<sub>6</sub> and sometimes results in the loss of Black's Queen, as in No. 37—a remarkable example. Even if such a win is not realisable, White obtains a strong attack, as in No. 36, because Black does not get time to castle. With such dangers existing in this defence, the student will be well advised not to risk playing it in his serious games—or at any rate not to

play it until he is familiar with it and has acquired enough strength to make a deep analysis and so avoid all the traps that White may set.

The last example (No. 38) is very complicated. It shows what a strong attack White may obtain after some inferior moves by Black.

## NO. 33

- |                            |                       |
|----------------------------|-----------------------|
| 1. P—K <sub>4</sub>        | P—K <sub>4</sub>      |
| 2. Kt—KB <sub>3</sub>      | P—Q <sub>3</sub>      |
| 3. B—B <sub>4</sub>        | B—Kt <sub>5</sub> ?   |
| 4. Kt—B <sub>3</sub>       | P—KKt <sub>3</sub> ?? |
| 5. Kt×P                    | B×Q                   |
| P×Kt would avoid the mate. |                       |
| 6. B×P ch                  | K—K <sub>2</sub>      |
| 7. Kt—Q <sub>5</sub> mate. |                       |

## NO. 34

- |                       |                   |
|-----------------------|-------------------|
| 1. P—K <sub>4</sub>   | P—K <sub>4</sub>  |
| 2. Kt—KB <sub>3</sub> | P—Q <sub>3</sub>  |
| 3. P—B <sub>3</sub>   | B—Kt <sub>5</sub> |
| 4. B—B <sub>4</sub>   | Kt—Q <sub>2</sub> |

Black has probably heard something about the Hanham defence, in which this move is part of the system.

- |                      |        |
|----------------------|--------|
| 5. Q—Kt <sub>3</sub> | B×Kt ? |
|----------------------|--------|

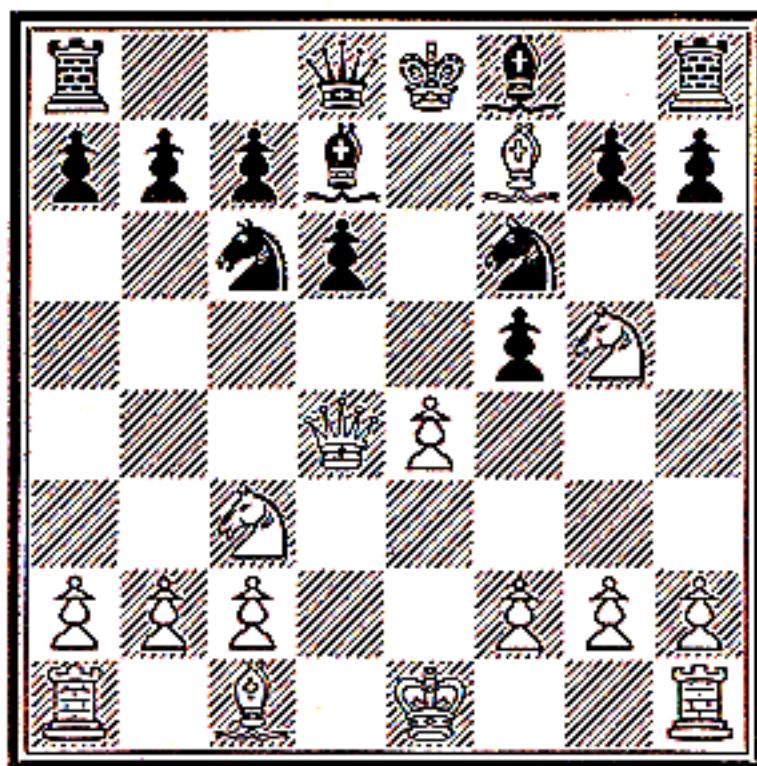
Kt—B<sub>4</sub> would give Black a satisfactory defence.

- |                           |                  |
|---------------------------|------------------|
| 6. B×P ch                 | K—K <sub>2</sub> |
| 7. Q—K <sub>6</sub> mate. |                  |

## NO. 35

- |   |                     |
|---|---------------------|
| 1. P—K <sub>4</sub>                           | P—K <sub>4</sub>    |
| 2. Kt—KB <sub>3</sub>                         | P—Q <sub>3</sub>    |
| 3. B—B <sub>4</sub>                           | P—KB <sub>4</sub> ? |
| 4. P—Q <sub>4</sub>                           | Kt—KB <sub>3</sub>  |
| 5. Kt—B <sub>3</sub>                          | KP×P                |
| 6. Q×P  | B—Q <sub>2</sub>    |
| 7. Kt—KKt <sub>5</sub>                        | Kt—B <sub>3</sub>   |
| 8. B—B <sub>7</sub> ch (see diagram on p. 46) |                     |
| 8. ....                                       | K—K <sub>2</sub>    |
| 9. Q×Kt ch                                    |                     |

DIAGRAM NO. 23



The Queen is sacrificed in order to eliminate the Knight and so allow Kt—Q<sub>5</sub> ch. The final manœuvre, with the retreat of both White's Knights, is very pleasing.

- |     |                      |                  |
|-----|----------------------|------------------|
| 9.  | ....                 | K × Q            |
| 10. | Kt—Q <sub>5</sub> ch | K—K <sub>4</sub> |
| 11. | Kt—B <sub>3</sub> ch | K × P            |
| 12. | Kt—B <sub>3</sub>    | mate.            |

## NO. 36

- |    |                    |                   |
|----|--------------------|-------------------|
| 1. | P—K <sub>4</sub>   | P—K <sub>4</sub>  |
| 2. | Kt—KB <sub>3</sub> | P—Q <sub>3</sub>  |
| 3. | P—Q <sub>4</sub>   | Kt—Q <sub>2</sub> |
| 4. | B—QB <sub>4</sub>  | P—QB <sub>3</sub> |

The last two moves form the Hanham variation. The idea is not to abandon the centre but to support the King's pawn by Q—B<sub>2</sub>. If, instead, 4. .... B—K<sub>2</sub>, then 5. P×P, P×P (if 5. .... Kt×P, then 6. Kt×Kt, P×Kt; 7. Q—R<sub>5</sub> wins a pawn); 6. Kt—Kt<sub>5</sub>, B×Kt; 7. Q—R<sub>5</sub>, P—KKt<sub>3</sub>; 8. Q×B with the better game.

- |    |                    |                   |
|----|--------------------|-------------------|
| 5. | Kt—Kt <sub>5</sub> | Kt—R <sub>3</sub> |
| 6. | O—O                | B—K <sub>2</sub>  |

6. .... P—QKt<sub>4</sub>; 7. B—Kt<sub>3</sub>, Q—B<sub>2</sub> is the correct continuation.

- |    |                   |      |
|----|-------------------|------|
| 7. | Kt—K <sub>6</sub> | P×Kt |
|----|-------------------|------|

8.  $B \times Kt$                $P \times B$

If 8. ....  $Kt-Kt_3$ , then 9.  $B \times KtP$ ,  $R-KKt_1$ ; 10.  $Q-R_5$  ch,  $K-Q_2$ ; 11.  $B \times P$  ch and wins. The least unsatisfactory move for Black is 8. ....  $O-O$ .

9.  $Q-R_5$  ch               $K-B_1$

10.  $B \times P$  and mate next move.

### NO. 37

(As before to Black's 5th move.)

6.  $P-QR_4$  !

White prepares the trap . . . .

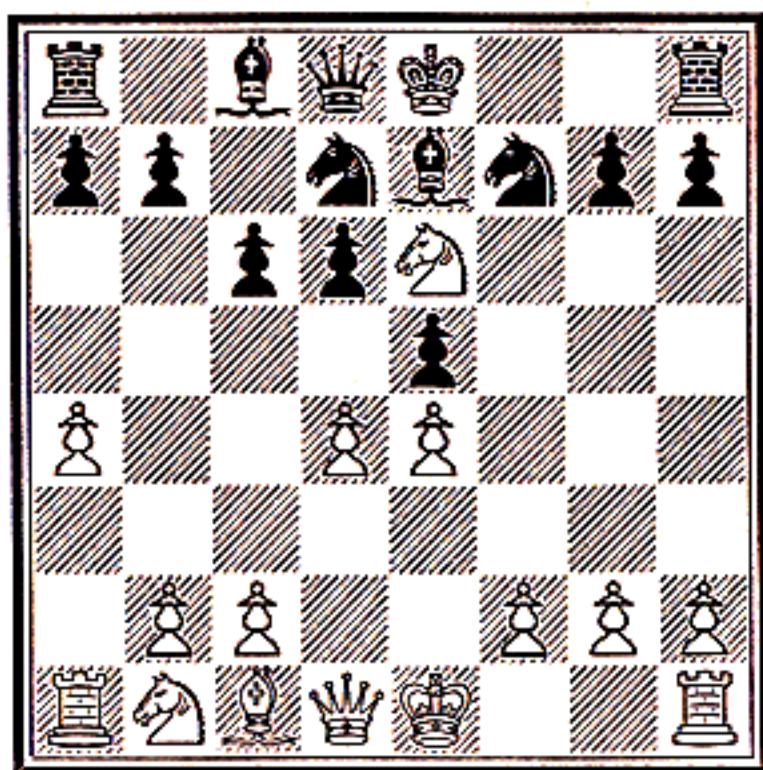
6. ....               $B-K_2$

And Black falls into it. He has not understood the significance of White's last move. It will soon be apparent.

7.  $B \times P$  ch               $Kt \times B$

8.  $Kt-K_6$

DIAGRAM NO. 24



8. ....               $Q-R_4$  ch

If 8. ....  $Q-Kt_3$ , then 9.  $P-R_5$ ,  $Q-Kt_5$  ch; 10.  $P-B_3$ ,  $Q-B_5$ ; 11.  $Kt-B_7$  ch,  $K-Q_1$ ; 12.  $P-QKt_3$  and the Queen is trapped. That was the significance of White's move  $P-QR_4$ .

9.  $B-Q_2$

$Q-Kt_3$

10.  $P-R_5$

$Q \times KtP$

11. B—B<sub>3</sub>                    Q—Kt<sub>4</sub>  
 12. Kt—B<sub>7</sub> ch and wins.

## NO. 38

- |                       |                    |
|-----------------------|--------------------|
| 1. P—K <sub>4</sub>   | P—K <sub>4</sub>   |
| 2. Kt—KB <sub>3</sub> | P—Q <sub>3</sub>   |
| 3. P—Q <sub>4</sub>   | Kt—KB <sub>3</sub> |
| 4. P×P                | Kt×P               |
| 5. Q—Q <sub>5</sub>   | Kt—B <sub>4</sub>  |
| 6. B—Kt <sub>5</sub>  | Q—Q <sub>2</sub> ? |

6. .... B—K<sub>2</sub> is correct, e.g., 7. P×P, Q×P; 8. Kt—B<sub>3</sub>, O—O, etc. 6. .... P—KB<sub>3</sub> is not good, e.g., 7. P×BP, P×P; 8. B—K<sub>3</sub>, B—K<sub>3</sub>; 9. Q—R<sub>5</sub> ch, B—B<sub>2</sub>; 10. Q—R<sub>4</sub>, QKt—Q<sub>2</sub>; 11. Kt—B<sub>3</sub>, P—B<sub>3</sub>; 12. O—O—O, etc., as in the game Maróczy v. Bogolioubov (Bled Tournament, 1931).

- |                      |                   |
|----------------------|-------------------|
| 7. Kt—B <sub>3</sub> | P×P               |
| 8. B—Kt <sub>5</sub> | P—QB <sub>3</sub> |
| 9. Q×KP ch           | Kt—K <sub>3</sub> |

10. R—Q<sub>1</sub> and White's superiority soon becomes overwhelming.

QUESTION No. 5. How would you continue this game?]

## PONZIANI'S OPENING

The Ponziani is an attempt by White to establish a pawn-centre. However, it loses an important move and Black should have no difficulty in equalising.

The first example (No. 39) shows a very interesting double Rook sacrifice. White's failure to develop his pieces is exploited by Black in drastic fashion.

In No. 40 we have the modern way of treating this opening. Black, with his extra tempo, risks a sort of gambit, invented by Leonhardt, which, in fact, gives him good prospects. This example, taken from a beautiful tournament win by Alekhine, is certainly not obvious, but White need not have lost the game so quickly. However, Black's trap, which is at the same time an idea of a combination, is wonderfully clever.

## NO. 39

- |                       |                    |
|-----------------------|--------------------|
| 1. P—K <sub>4</sub>   | P—K <sub>4</sub>   |
| 2. Kt—KB <sub>3</sub> | Kt—QB <sub>3</sub> |

- |           |       |
|-----------|-------|
| 3. P—B3   | P—Q4  |
| 4. Q—R4   | P×P   |
| 5. Kt×P   | Q—Q4  |
| 6. B—Kt5  | Kt—K2 |
| 7. P—KB4? |       |

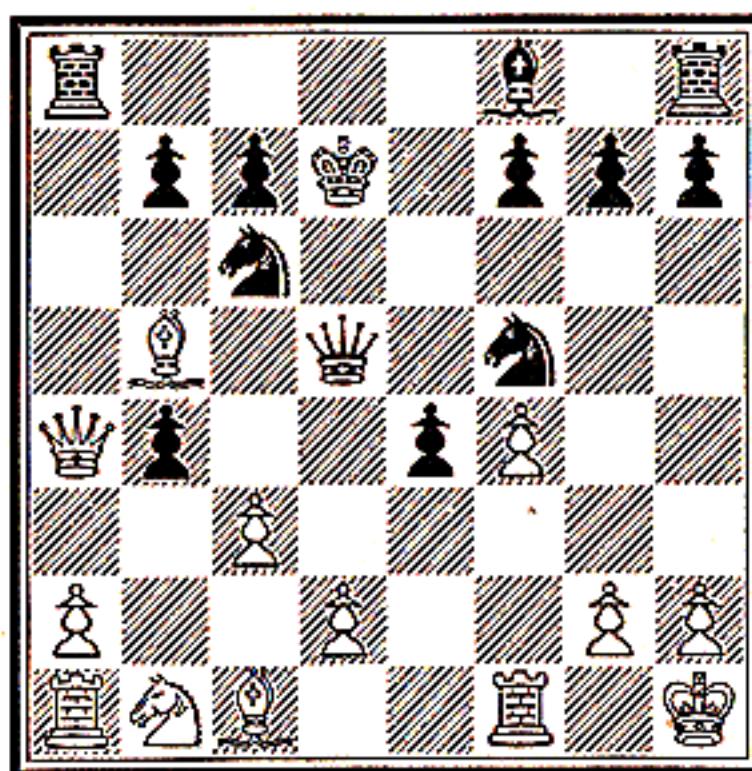
QUESTION No. 6. What move would you suggest for White here?

- |            |       |
|------------|-------|
| 7. ....    | B—Q2  |
| 8. Kt×B    | K×Kt  |
| 9. O—O     | Kt—B4 |
| 10. P—QKt4 |       |

Black was threatening 10. .... B—B4 ch; 11. K—R1, Kt—Kt6 ch followed by 12. .... Q—R4 mate. What is there to be said in favour of this opening if after ten moves Black has such a threat?

- |          |       |
|----------|-------|
| 10. .... | P—QR4 |
| 11. K—R1 | P×P   |

DIAGRAM NO. 25



- |          |            |
|----------|------------|
| 12. Q×R  | B—B4       |
| 13. Q×R  | Kt—Kt6 ch  |
| 14. P×Kt | Q—R4 mate. |

NO. 40

(As before to White's 4th move.)

- |         |       |
|---------|-------|
| 4. .... | Kt—B3 |
|---------|-------|

5. Kt×P                    B—Q<sub>3</sub>  
 6. Kt×Kt                    P×Kt  
 7. P—K<sub>5</sub>  
 7. P—Q<sub>4</sub> is best.

7. ....                    B×P  
 8. P—Q<sub>4</sub>                    B—Q<sub>3</sub>  
 9. Q×P ch                    B—Q<sub>2</sub>  
 10. Q—R<sub>6</sub>                    O—O  
 11. B—K<sub>2</sub>                    R—K<sub>1</sub>  
 12. Kt—Q<sub>2</sub> ?

A very bad move.

QUESTION No. 7. What continuation would you suggest for White here?

12. ....                    R—Kt<sub>1</sub>  
 13. P—QR<sub>4</sub>

Black was threatening B—Kt<sub>4</sub>. If 13. O—O, then 13. .... Q—K<sub>2</sub>; 14. R—K<sub>1</sub> (if 14. B—B<sub>3</sub>, then 14. .... B—Kt<sub>4</sub>, or, if 14. B—Q<sub>3</sub>, then 14. .... R—Kt<sub>3</sub>), B—Kt<sub>4</sub> and wins.

13. ....                    Q—K<sub>2</sub>  
 14. Kt—B<sub>1</sub> ?

White does not seem to realise his danger. However, his game is lost in any case. If, for example, 14. Q—Q<sub>3</sub>, then 14. .... B—KB<sub>4</sub>; 15. Q—K<sub>3</sub>, Q—Q<sub>2</sub>; 16. Q—B<sub>3</sub>, B—KKt<sub>5</sub> and wins.

14. ....                    B—Kt<sub>4</sub> and wins.

#### RUY LOPEZ

Of the King's Pawn openings the Ruy Lopez is the strongest and the most logical. The idea underlying it is to keep up as long as possible the pressure in the centre and on the point K<sub>5</sub> so that Black will eventually be almost compelled to exchange his King's pawn and give up the centre, or, in avoiding this, to suffer some other disadvantages. Even against the best defence White has the freer game and keeps the advantage of the move for a long time. The difficulties confronting Black in this opening certainly contributed in the last century to the popularity of the irregular defences to 1. P—K<sub>4</sub>, such as the Sicilian, the French, the Caro-Kann, etc. We say "in the last century" since nowadays the theory

of the hyper-modern school that 1. P—K<sub>4</sub> is an inferior début has led to the logical conclusion that Black, by replying 1. .... P—K<sub>4</sub>, is not taking full advantage of White's "faulty" first move.

However, one must not think that Black is lost in this opening. There are many defences which allow him to maintain the equilibrium and to have counter-chances. Three systems of defence are popular nowadays. First the so-called Steinitz Defence, in which Black tries to maintain the centre as long as possible by playing 3. .... P—Q<sub>3</sub>, 4. .... B—Q<sub>2</sub>, 5. .... Kt—KB<sub>3</sub>, 6. .... B—K<sub>2</sub>, etc. This gives him at first a cramped position and eventually leads also to his being forced to give up the centre. However, he gets in return an open King's file for his Rook and is enabled to exercise pressure on White's King's pawn. This defence may be deferred by making the preparatory move 3. .... P—QR<sub>3</sub> which can lead to many interesting variations and gives Black some new possibilities. One of these possibilities forms the second defence, invented by Tchigorin. It consists of a quick mobilisation of the Queen's side and a sort of attack there by P—QR<sub>3</sub>, P—QKt<sub>4</sub>, Kt—QR<sub>4</sub>, P—QB<sub>4</sub>, etc., which gives Black some initiative on this wing before White has time to attack on the King's side. Finally, the third system is one strongly recommended by the late Dr. Tarrasch. In this Black (after 3. .... P—QR<sub>3</sub>) starts a very courageous action in the centre (4. .... Kt—B<sub>3</sub> and 5. .... Kt×P) at the cost of some weakness of his pawn formation on the Queen's side.

So much analytical work has been devoted to the Ruy Lopez, so many fine games have been played at the opening, and so rich also is it, that it is only natural that many pitfalls have been discovered. The student should derive great instruction from playing over the examples we include—which are, however, far from exhausting the available matter. We start with the bad defences and then pass to the more popular and sound ones.

Our first example (No. 41) illustrates the weak Mortimer defence which is in itself not so bad as the second mistake makes it. However, the drastic punishment which Black receives is not calculated to encourage players to adopt this defence. In No. 42 Black again receives drastic punishment

as the result of his very bad play. No. 43 shows a faulty attempt by White to win material resulting in a tragic conclusion, whereas a sounder method of dealing with the defence adopted by Black should yield White a big advantage. Another example in which White plays for gain of material instead of positional advantage is supplied by No. 44. In No. 45, from a game won by Blumenfeld at Moscow in 1903, there is some very nice play, Black's disaster arising from the weakness created by his move P—KKt3—a difficult defence only to be adopted by a strong player well understanding that the presence of the King's Bishop is essential. No. 46 is a clever trap set by Blackburne for Alekhine at the St. Petersburg Tournament of 1914. It shows that in some variations the position of White's Bishop at QKt5 is not always quite secure.

No. 47 shows the sort of mistake an inexperienced player often falls into through confusing two systems of defence. It is taken from a game won by Nimzovitch in a simultaneous display. The danger of early excursions with the Queen is demonstrated in No. 48, in which a second mistake adds to Black's discomfiture. The danger in the next pitfall appears to be so obvious that it is difficult to believe that anyone could go wrong thus. The same remark applies to No. 50. This is the famous "Tarrasch Trap" with which Dr. Tarrasch caught both Zukertort and Gunsberg.

No. 51 illustrates the well-known Breslau Attack. This example is not really a trap, but it must be known in order not to lose the game, which can be saved by proper play. The same remark may be made about No. 52, in which Black goes wrong on the 10th move. The mate is as beautiful as it is unexpected. In the following example (No. 53) Black does not understand the meaning of one of White's moves and loses quickly.

No. 54 is another example of an excursion by the Queen meeting with a sad end. No. 55 is a very fine trap and the mates after the Queen or Rook sacrifice are very pretty. The move 5. R—K1 is, however, not the strongest at White's disposal—5. P—Q4 being much better—and Black, if he avoids the pitfall, can get an even game.

Example No. 56 is a very famous and particularly deep trap. Dr. Tarrasch published an analysis of it in 1891 and a year later brought it off against Marco at the Dresden Tournament.

The whole variation is so very plausible that probably thousands of players must have been caught by it.

No. 57 shows us that P—Q4, which is usually so good for Black and gives him an even game, must be carefully examined to see that there is no flaw in it. If it is made prematurely, Black loses quickly. This is White's fate in Nos. 58 and 59 in which White by the same mistake—a premature P—Q4—loses a pawn. In each case, however, White loses by a second mistake. The student should pay particular attention to No. 60 as it shows that there is very often a plausible—but wrong—way of meeting bad play.

In No. 61 the play is particularly fine and very clearly demonstrates White's error in capturing a pawn. After adopting a close début White should not open lines for his opponent. In this example the only white piece in action is the Queen, which is desperately struggling against the whole of Black's army. No. 62 brings us once again the well-known check with the Queen at KR5, the consequence of an error by Black.

## NO. 41

1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	KKt—K2
4. P—B3	P—Q3
5. P—Q4	B—Q2
6. O—O	Kt—Kt3
7. Kt—Kt5	P—KR3 ?

Faulty play in a bad defence. B—K2 is compulsory.

8. Kt×P	K×Kt
9. B—B4 ch	K—K2

9. .... K—K1; 10. Q—R5, Q—B3; 11. P—B4, etc. is not much better for Black.

10. Q—R5	Q—K1
----------	------

If 10. .... B—K1, then 11. B—Kt5 ch, P×B; 12. Q×P ch, K—Q2; 13. Q—B5 ch, K—K2; 14. Q—K6 mate.

11. Q—Kt5 ch	P×Q
--------------	-----

12. B×P mate.

## NO. 42

(As before to White's 4th move.)

4. ....	P—QR3
---------	-------

- |     |                   |                    |
|-----|-------------------|--------------------|
| 5.  | B—R <sub>4</sub>  | P—QKt <sub>4</sub> |
| 6.  | B—Kt <sub>3</sub> | P—Q <sub>4</sub>   |
| 7.  | Q—K <sub>2</sub>  | P×P                |
| 8.  | Q×KP              | B—B <sub>4</sub>   |
| 9.  | Kt×P              | B×Q                |
| 10. | B×P mate.         |                    |

## NO. 43

- |    |                    |                    |
|----|--------------------|--------------------|
| 1. | P—K <sub>4</sub>   | P—K <sub>4</sub>   |
| 2. | Kt—KB <sub>3</sub> | Kt—QB <sub>3</sub> |
| 3. | B—Kt <sub>5</sub>  | P—B <sub>4</sub>   |
| 4. | B×Kt               | QP×B               |
| 5. | Kt×P ?             |                    |

White is not playing for the gain of a pawn but for the well-known and frequently decisive check with the Queen at KR<sub>5</sub> which often wins the Rook. Here it is wrong, since Black obtains an attack which results in the gain of White's Queen.

- |    |                       |                    |
|----|-----------------------|--------------------|
| 5. | ....                  | Q—Q <sub>5</sub>   |
| 6. | Q—R <sub>5</sub> ch ? | P—Kt <sub>3</sub>  |
| 7. | Kt×KtP                | Kt—B <sub>3</sub>  |
| 8. | Q—R <sub>4</sub>      | Kt—Kt <sub>5</sub> |
| 9. | Kt×R ?                |                    |

White's position is already definitely compromised but this move loses at once. With 9. Kt—B<sub>4</sub>, Q×KP ch ; 10. Kt—K<sub>2</sub> he could not only hold the game for a while but could even set a fine trap for his opponent : 10. .... Q×KtP ; 11. R—Kt<sub>1</sub>, Q×P ? ; 12. R×Kt and wins.

- |    |      |                   |
|----|------|-------------------|
| 9. | .... | Q×KP ch and wins. |
|----|------|-------------------|

After the King moves Kt—K<sub>6</sub> ch wins the Queen.

## NO. 44

- |    |                    |                     |
|----|--------------------|---------------------|
| 1. | P—K <sub>4</sub>   | P—K <sub>4</sub>    |
| 2. | Kt—KB <sub>3</sub> | Kt—QB <sub>3</sub>  |
| 3. | B—Kt <sub>5</sub>  | Kt—B <sub>3</sub>   |
| 4. | P—Q <sub>3</sub> ? | Kt—K <sub>2</sub> ? |
| 5. | Kt×P ?             |                     |

A decisive mistake.

- |    |                   |                  |
|----|-------------------|------------------|
| 5. | ....              | P—B <sub>3</sub> |
| 6. | Kt—B <sub>4</sub> |                  |

If 6. B—R<sub>4</sub>, then 6. .... Q—R<sub>4</sub> ch, winning a piece. White's only chance is a trap . . . .

6. .... Kt—Kt<sub>3</sub>

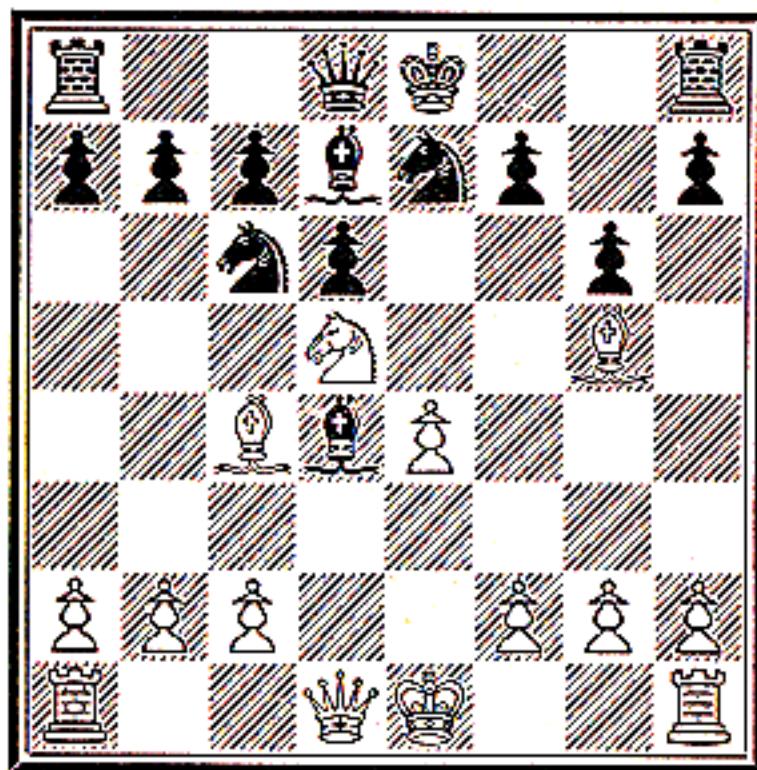
But Black avoids it. If, instead, he plays 6. .... P×B, then 7. Kt—Q<sub>6</sub> gives smothered mate.

7. B—R<sub>4</sub> P—QKt<sub>4</sub> and wins.

NO. 45

1. P—K <sub>4</sub>	P—K <sub>4</sub>
2. Kt—KB <sub>3</sub>	Kt—QB <sub>3</sub>
3. B—Kt <sub>5</sub>	P—Q <sub>3</sub>
4. P—Q <sub>4</sub>	B—Q <sub>2</sub>
5. Kt—B <sub>3</sub>	KKt—K <sub>2</sub> ?
6. B—QB <sub>4</sub>	P×P
7. Kt×P	P—KKt <sub>3</sub> ?
8. B—KKt <sub>5</sub>	B—Kt <sub>2</sub>
9. Kt—Q <sub>5</sub>	B×Kt

DIAGRAM NO. 26



10. Q×B O—O

If 10. .... Kt×Q, then 11. Kt—B<sub>6</sub> ch, K—B<sub>1</sub>; 12. B—R<sub>6</sub> mate.

- |                             |                   |
|-----------------------------|-------------------|
| 11. Kt—B <sub>6</sub> ch    | K—R <sub>1</sub>  |
| 12. Kt—Kt <sub>4</sub> ch   | Kt×Q              |
| 13. B—B <sub>6</sub> ch     | K—Kt <sub>1</sub> |
| 14. Kt—R <sub>6</sub> mate. |                   |

In one variation White gives mate with Bishop at R6 and Knight at B6, in the other with Bishop at B6 and Knight at R6. Very amusing!

## NO. 46

1.	P—K <sub>4</sub>	P—K <sub>4</sub>
2.	Kt—KB <sub>3</sub>	Kt—QB <sub>3</sub>
3.	B—Kt <sub>5</sub>	Kt—Q <sub>5</sub>
4.	Kt×Kt	P×Kt
5.	O—O	P—KKt <sub>3</sub>
6.	P—Q <sub>3</sub>	B—Kt <sub>2</sub>
7.	P—KB <sub>4</sub>	P—QB <sub>3</sub>
8.	B—B <sub>4</sub>	P—Q <sub>4</sub>
9.	P×P	P×P
10.	B—Kt <sub>5</sub> ch	K—B <sub>1</sub>
11.	QKt—Q <sub>2</sub> ?	

White overlooks the simple trap which Black has set by his last move. In consequence he loses his Bishop which could have been saved by retreating it to R<sub>4</sub>.

11.	....	Q—R <sub>4</sub>
12.	P—QR <sub>4</sub>	P—QR <sub>3</sub>
13.	Kt—Kt <sub>3</sub>	Q—Q <sub>1</sub> and Black wins

the Bishop.

## NO. 47

1.	P—K <sub>4</sub>	P—K <sub>4</sub>
2.	Kt—KB <sub>3</sub>	Kt—QB <sub>3</sub>
3.	B—Kt <sub>5</sub>	Kt—B <sub>3</sub>
4.	O—O	P—Q <sub>3</sub>
5.	P—Q <sub>4</sub>	Kt×P ?

A bad move. If Black intended to take the King's pawn he should do so on the previous move when he could defend the Knight by P—Q<sub>4</sub> or retreat with it to Q<sub>3</sub> (as in the Berlin Defence). He confuses two defences, the Berlin and the Steinitz, and makes one move from one and the next from the other. By playing 5. .... B—Q<sub>2</sub> he could enter into the regular Steinitz Defence.

6.	P—Q <sub>5</sub>	P—QR <sub>3</sub>
7.	B—Q <sub>3</sub>	Kt—B <sub>3</sub> ?

The second and decisive mistake. By 7. .... Kt—K<sub>2</sub> he could save the piece although perhaps not the game, e.g.,

8.  $B \times Kt$ ,  $P - KB_4$ ; 9.  $B - Q_3$ ,  $P - K_5$ ; 10.  $R - K_1$ ,  $P \times B$  or  $Kt$ ; 11.  $Q \times P$  with a very strong attack.

- |     |                  |               |
|-----|------------------|---------------|
| 8.  | $P \times Kt$    | $P - K_5$     |
| 9.  | $R - K_1$        | $P - Q_4$     |
| 10. | $B - K_2$        | $P \times Kt$ |
| 11. | $BP \times P$    | $B \times P$  |
| 12. | $B - Kt_5$ mate. |               |

A remarkable example!

### NO. 48

- |    |              |              |
|----|--------------|--------------|
| 1. | $P - K_4$    | $P - K_4$    |
| 2. | $Kt - KB_3$  | $Kt - QB_3$  |
| 3. | $B - Kt_5$   | $P - QR_3$   |
| 4. | $B - R_4$    | $Kt - B_3$   |
| 5. | $Q - K_2$    | $B - B_4$    |
| 6. | $P - B_3$    | $P - QKt_4$  |
| 7. | $B - B_2$    | $P - Q_4$    |
| 8. | $P \times P$ | $Q \times P$ |
| 9. | $P - Q_4$    | $B - Q_3$    |

With  $B - Kt_3$ , conserving many ways of retreat for the Queen, Black would avoid the loss of a piece which results from the text-move.

10.  $B - Kt_3$

Probably quite unexpected by Black.

- |     |                     |               |
|-----|---------------------|---------------|
| 10. | ....                | $Q - K_5$     |
| 11. | $Q \times Q$        | $Kt \times Q$ |
| 12. | $B - Q_5$ and wins. |               |

After Black's  $P - QKt_4$  this threat ( $B - Q_5$ ) is always "in the air" and Black would be wise never to leave it out of his calculations.

### NO. 49

(As before to Black's 4th move.)

- |    |              |               |
|----|--------------|---------------|
| 5. | $O - O$      | $Kt \times P$ |
| 6. | $P - Q_4$    | $P - QKt_4$   |
| 7. | $B - Kt_3$   | $P - Q_4$     |
| 8. | $P \times P$ | $Kt - K_2 ?$  |

The only correct move is  $B - K_3$ .

- |    |           |              |
|----|-----------|--------------|
| 9. | $R - K_1$ | $P - QB_4 ?$ |
|----|-----------|--------------|

This is really the decisive mistake, which loses at once. Any other move would be better, although Black would have great difficulty in obtaining a satisfactory position, his King's Bishop being shut in.

10.  $R \times Kt$

White wins at least a pawn since 10. ....  $P \times R$  is out of the question because of the reply 11.  $B \times P$  ch.

NO. 50

(As before to White's 8th move.)

8. ....  $B-K_3$

9.  $P-B_3$   $B-K_2$

10.  $R-K_1$   $O-O$

11.  $Kt-Q_4$   $Q-Q_2 ?$

This loses. An enterprising move here is 11. ....  $Kt \times KP$ , starting the Breslau Attack (see No. 51).

12.  $Kt \times B$   $Q$  or  $P \times Kt$

13.  $R \times Kt$  and wins.

NO. 51

(As before to White's 11th move.)

11. ....  $Kt \times KP$

12.  $P-B_3$   $B-Q_3$

13.  $P \times Kt$   $B-KKt_5$

14.  $Q-Q_2$   $Q-R_5$

15.  $P-Kt_3$   $Q-R_4$

16.  $Q-Kt_5$   $Q-R_6$

17.  $B \times P ?$   $Kt-B_6$  ch

18.  $Kt \times Kt$   $B \times Kt$

19.  $Q-Q_2$   $B-B_4$  ch and wins.

QUESTION No. 8. Do you think White can play better anywhere against this Breslau Attack and save the game?

NO. 52

(As before to Black's 9th move.)

10.  $B-K_3$   $O-O$

11.  $QKt-Q_2$   $P-B_4 ?$

Either  $Kt-B_4$  or  $Kt \times Kt$  is better.

12.  $P \times P$  e.p.  $Kt \times P$  ( $B_3$ )

13.  $Kt-Kt_5$   $B-KB_4 ?$

There is no really satisfactory move, the diagonal KKt1—QR7 being too weakened.

14. QKt—K4

This is the winning move and the reply to almost any 13th move by Black.

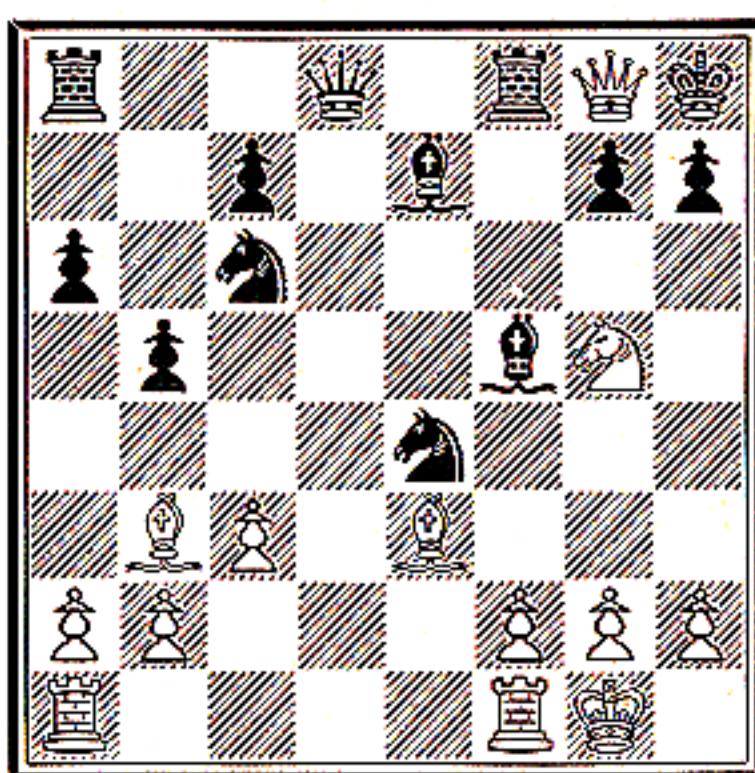
14. .... Kt×Kt

15. Q×P ch K—R1

15. .... Q×Q; 16. B×Q ch, K—R1; 17. Kt×Kt is not so immediately fatal but White is a pawn ahead and has the better game.

16. Q—Kt8 ch and mate next move.

DIAGRAM NO. 27



NO. 53

(As before to Black's 7th move.)

8. P—QR4

This is good only against a weaker player.

8. .... P—Kt5 ?

Kt×QP is much better.

9. P—R5 B—K2 ?

The second and decisive mistake. Black does not understand the meaning of White's last move and so falls into the trap.

QUESTION No. 9. What would you suggest here for Black?

10.  $P \times P$        $B-K_3$   
 11.  $B-R_4$

Black cannot avoid the loss of a piece, for, if 11. ....  $Q-Q_2$ , then 12.  $Kt-Q_4$ .

NO. 54

- |              |               |
|--------------|---------------|
| 1. $P-K_4$   | $P-K_4$       |
| 2. $Kt-KB_3$ | $Kt-QB_3$     |
| 3. $B-Kt_5$  | $Kt-B_3$      |
| 4. $O-O$     | $Kt \times P$ |
| 5. $P-Q_4$   | $P-QR_3 ?$    |

Confusing two variations.  $B-K_2$  is correct.

- |            |                 |
|------------|-----------------|
| 6. $B-Q_3$ | $P-Q_4$         |
| 7. $P-B_4$ | $KP \times P ?$ |

Not content with having lost a move, Black now opens the King's file. Such play *must* lose!

- |                       |              |
|-----------------------|--------------|
| 8. $P \times P$       | $Q \times P$ |
| 9. $B \times Kt$      | $Q \times B$ |
| 10. $R-K_1$ and wins. |              |

NO. 55

(As before to Black's 4th move.)

- |                  |                   |
|------------------|-------------------|
| 5. $R-K_1$       | $Kt-Q_3$          |
| 6. $Kt-B_3$      | $Kt \times B ?$   |
| 7. $Kt \times P$ | $Kt \times KKt ?$ |

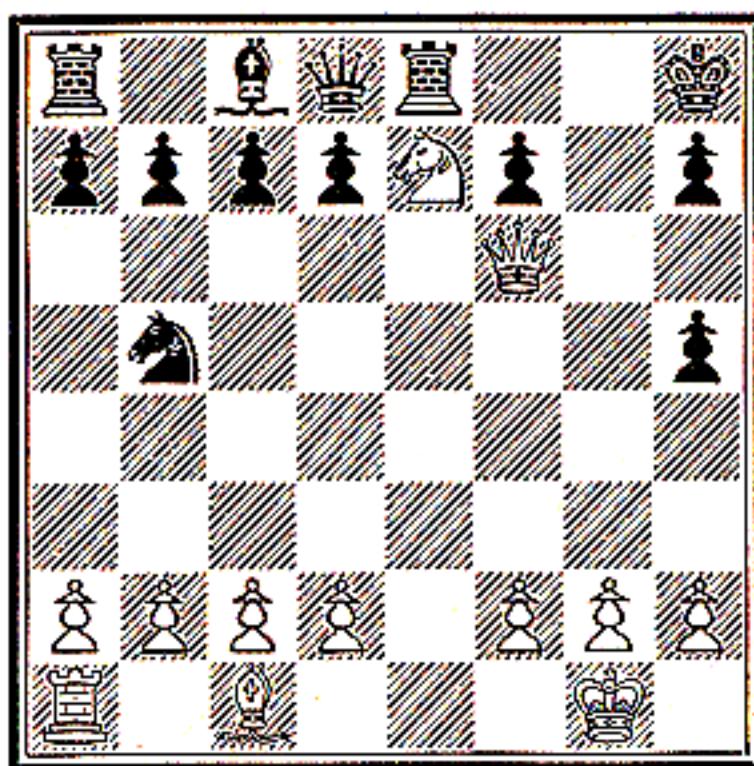
7. ....  $Kt \times QKt$  would be no better (8.  $Kt \times Kt$  ch,  $B-K_2$ ; 9.  $Kt \times B$ ,  $Kt \times Q$ ; 10.  $Kt-Kt_6$  ch and wins), but 7. ....  $B-K_2$  would save practically everything. It is nearly always the second mistake that loses.

- |                      |           |
|----------------------|-----------|
| 8. $R \times Kt$ ch  | $B-K_2$   |
| 9. $Kt-Q_5$          | $O-O$     |
| 10. $Kt \times B$ ch | $K-R_1$   |
| 11. $Q-R_5$          | $P-KKt_3$ |

If 11. ....  $P-Q_3$ , then 12.  $Q \times P$  ch,  $K \times Q$ ; 13.  $R-R_5$  mate.

- |                   |              |
|-------------------|--------------|
| 12. $Q-R_6$       | $R-K_1$      |
| 13. $R-R_5$       | $P \times R$ |
| 14. $Q-B_6$ mate. |              |

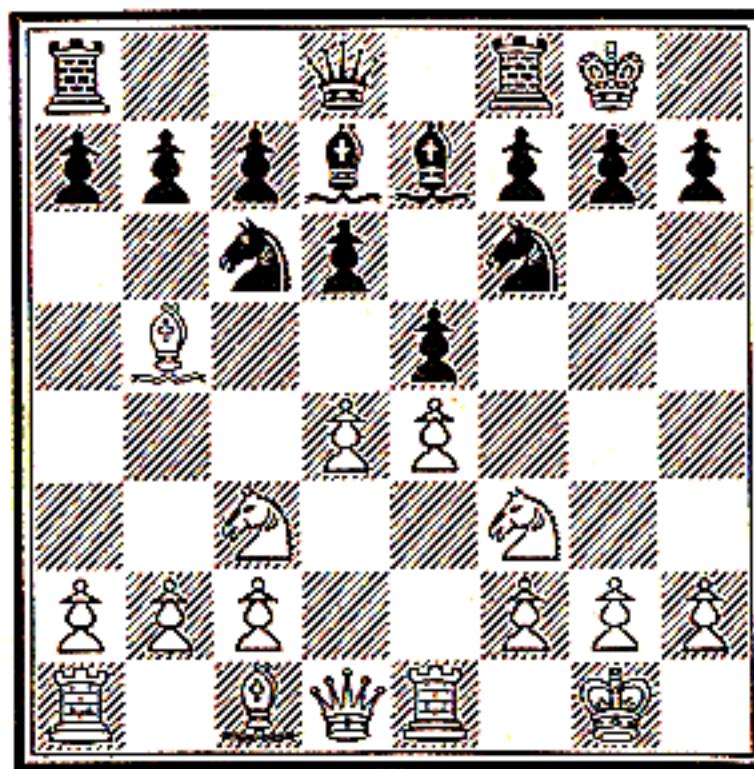
DIAGRAM NO. 28



NO. 56

- |    |                    |                    |
|----|--------------------|--------------------|
| 1. | P—K <sub>4</sub>   | P—K <sub>4</sub>   |
| 2. | Kt—KB <sub>3</sub> | Kt—QB <sub>3</sub> |
| 3. | B—Kt <sub>5</sub>  | Kt—B <sub>3</sub>  |
| 4. | O—O                | B—K <sub>2</sub>   |
| 5. | Kt—B <sub>3</sub>  | P—Q <sub>3</sub>   |
| 6. | P—Q <sub>4</sub>   | B—Q <sub>2</sub>   |
| 7. | R—K <sub>1</sub>   | O—O ?              |

DIAGRAM NO. 29



Falling into the trap which he could avoid by playing 7. .... P×P. The most astonishing thing is that the natural move O—O loses, whereas even the useless and time-wasting move P—QR<sub>3</sub> does not lose anything and enables Black to defend his game, although it will be compromised.

- |     |      |      |
|-----|------|------|
| 8.  | B×Kt | B×B  |
| 9.  | P×P  | P×P  |
| 10. | Q×Q  | QR×Q |

If 10. .... KR×Q, then 11. Kt×P, B×P; 12. Kt×B, Kt×Kt; 13. Kt—Q<sub>3</sub>, P—KB<sub>4</sub>; 14. P—KB<sub>3</sub>, B—B<sub>4</sub> ch; 15. K—B<sub>1</sub>, R—KB<sub>1</sub>; 16. K—K<sub>2</sub>, B—Kt<sub>3</sub>; 17. P×Kt, P×P; 18. Kt—B<sub>4</sub>, P—Kt<sub>4</sub>; 19. Kt—R<sub>3</sub> and wins.

- |     |                   |                                    |
|-----|-------------------|------------------------------------|
| 11. | Kt×P              | B×P                                |
| 12. | Kt×B              | Kt×Kt                              |
| 13. | Kt—Q <sub>3</sub> | P—KB <sub>4</sub>                  |
| 14. | P—KB <sub>3</sub> | B—B <sub>4</sub> ch                |
| 15. | Kt×B              | Kt×Kt                              |
| 16. | B—Kt <sub>5</sub> | R—Q <sub>4</sub>                   |
| 17. | B—K <sub>7</sub>  | R—K <sub>1</sub> or B <sub>2</sub> |
| 18. | P—QB <sub>4</sub> | winning the exchange.              |

#### NO. 57

- |    |                    |                    |
|----|--------------------|--------------------|
| 1. | P—K <sub>4</sub>   | P—K <sub>4</sub>   |
| 2. | Kt—KB <sub>3</sub> | Kt—QB <sub>3</sub> |
| 3. | B—Kt <sub>5</sub>  | P—QR <sub>3</sub>  |
| 4. | B—R <sub>4</sub>   | Kt—B <sub>3</sub>  |
| 5. | O—O                | B—K <sub>2</sub>   |
| 6. | R—K <sub>1</sub>   | P—QKt <sub>4</sub> |
| 7. | B—Kt <sub>3</sub>  | P—Q <sub>3</sub>   |
| 8. | P—QR <sub>4</sub>  | R—QKt <sub>1</sub> |
| 9. | P—B <sub>3</sub>   | O—O                |

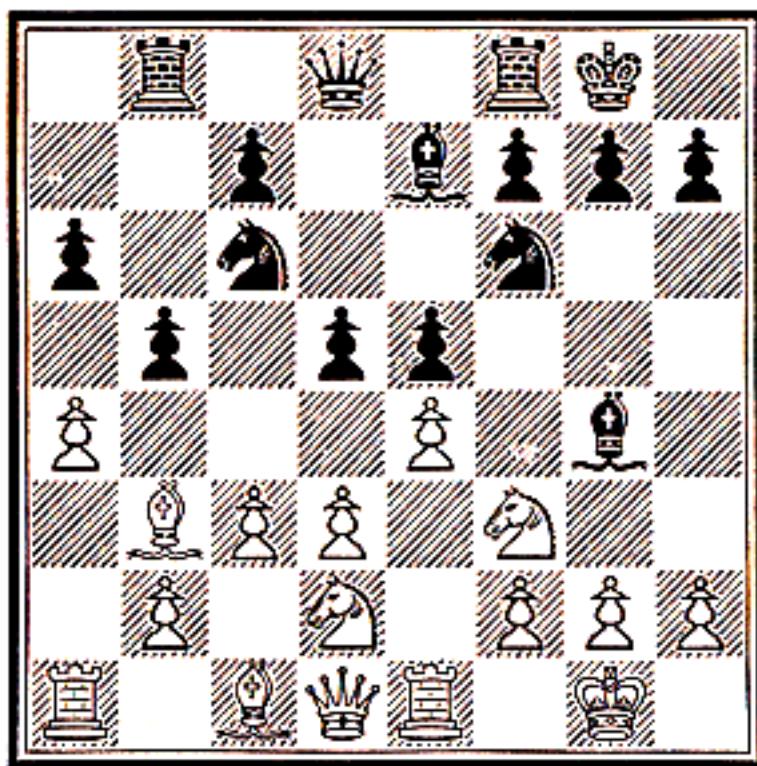
Either B to Kt<sub>5</sub> or P to Kt<sub>5</sub> is better.

- |     |                    |                   |
|-----|--------------------|-------------------|
| 10. | P—Q <sub>3</sub>   | B—Kt <sub>5</sub> |
| 11. | QKt—Q <sub>2</sub> | P—Q <sub>4</sub>  |

Black is probably lured into this premature advance by the very guileless appearance of White's position. Black can probably avoid the loss of a piece but in any case he will get much the worse of the game (see diagram).

- |     |                  |                  |
|-----|------------------|------------------|
| 12. | RP×P             | RP×P             |
| 13. | R—R <sub>6</sub> | Q—Q <sub>2</sub> |

**DIAGRAM NO. 30**



- |     |               |               |
|-----|---------------|---------------|
| 14. | $P \times P$  | $Kt \times P$ |
| 15. | $R \times Kt$ | $Q \times R$  |
| 16. | $Kt \times P$ | $B \times Q$  |
| 17. | $Kt \times Q$ |               |

White comes out of the exchanges with material advantage and should win easily.

NO. 58

(As before to Black's 7th move.)

8. P—Q<sub>4</sub>? Kt×QP  
 9. Kt×Kt P×Kt  
 10. Q×P?

The logical sequel—but the real mistake. 10. B—Q5 would save the piece.

10. .... P—B4  
 11. Q moves P—B5 and Black wins a

NO. 59

## “The Noah’s Ark Trap.”

- |                       |                    |
|-----------------------|--------------------|
| 1. P—K <sub>4</sub>   | P—K <sub>4</sub>   |
| 2. Kt—KB <sub>3</sub> | Kt—QB <sub>3</sub> |
| 3. B—Kt <sub>5</sub>  | P—QR <sub>3</sub>  |
| 4. B—R <sub>4</sub>   | P—QKt <sub>4</sub> |
| 5. B—Kt <sub>3</sub>  | P—Q <sub>3</sub>   |

- |     |                     |                            |
|-----|---------------------|----------------------------|
| 6.  | P—Q <sub>4</sub>    | Kt×P                       |
| 7.  | Kt×Kt               | P×Kt                       |
| 8.  | Q×P ?               | P—QB <sub>4</sub>          |
| 9.  | Q—Q <sub>5</sub>    | B—K <sub>3</sub>           |
| 10. | Q—B <sub>6</sub> ch | B—Q <sub>2</sub>           |
| 11. | Q—Q <sub>5</sub>    | P—B <sub>5</sub> and wins. |

One Chess Champion of the World was trapped in this trap, for, overlooking the simple win by 11. .... P—B<sub>5</sub>, he stated in his notes in a tournament book that White had a draw by repetition of moves!

#### NO. 60

(As before to White's 5th move.)

- |    |                  |                   |
|----|------------------|-------------------|
| 5. | ....             | B—Kt <sub>2</sub> |
| 6. | P—Q <sub>4</sub> | Kt×P ?            |

This is where the trappy point arises. White should win but, if he plays the obvious 7. Kt×Kt he loses, as we show below. He should, instead, play 7. B×P ch, e.g., 7. .... K×B ; 8. Kt×P ch, K—K<sub>1</sub> ; 9. Q×Kt and wins.

- |     |                     |                   |
|-----|---------------------|-------------------|
| 7.  | Kt×Kt ?             | P×Kt              |
| 8.  | Q×P                 | P—QB <sub>4</sub> |
| 9.  | Q—K <sub>5</sub> ch | Q—K <sub>2</sub>  |
| 10. | Q×Q ch              | Kt×Q              |

White must lose the King's pawn.

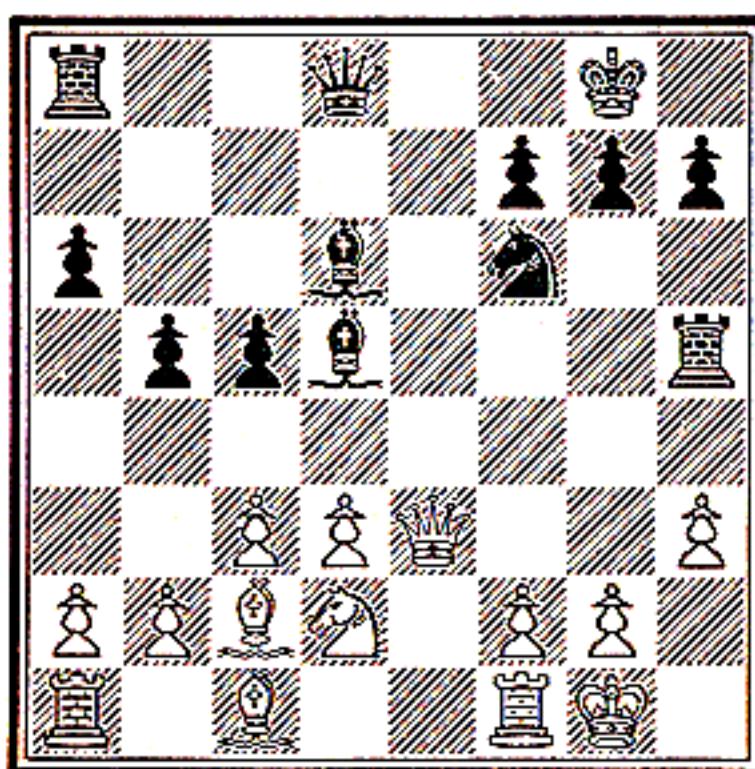
#### NO. 61

- |     |                    |                    |
|-----|--------------------|--------------------|
| 1.  | P—K <sub>4</sub>   | P—K <sub>4</sub>   |
| 2.  | Kt—KB <sub>3</sub> | Kt—QB <sub>3</sub> |
| 3.  | B—Kt <sub>5</sub>  | P—QR <sub>3</sub>  |
| 4.  | B—R <sub>4</sub>   | Kt—B <sub>3</sub>  |
| 5.  | P—Q <sub>3</sub>   | P—Q <sub>3</sub>   |
| 6.  | P—KR <sub>3</sub>  | B—K <sub>2</sub>   |
| 7.  | P—B <sub>3</sub>   | O—O                |
| 8.  | QKt—Q <sub>2</sub> | P—QKt <sub>4</sub> |
| 9.  | B—B <sub>2</sub>   | P—Q <sub>4</sub>   |
| 10. | Q—K <sub>2</sub>   | R—K <sub>1</sub>   |
| 11. | O—O                | B—K <sub>3</sub>   |
| 12. | P×P                | B×QP               |
| 13. | Kt×P ?             |                    |

QUESTION No. 10. What would you play for White here?

- |     |        |         |
|-----|--------|---------|
| 13. | ....   | Kt × Kt |
| 14. | Q × Kt | B—Q3    |
| 15. | Q—Kt5  | R—K4    |
| 16. | Q—R4   | R—R4    |
| 17. | Q—Q4   | P—B4    |
| 18. | Q—K3   |         |

DIAGRAM NO. 31



- |     |      |        |
|-----|------|--------|
| 18. | .... | Kt—Kt5 |
| 19. | Q—K2 |        |

If 19. P × Kt, then 19. .... R—R8 ch; 20. K × R, Q—R5 ch and mate in two more moves.

- |     |        |       |
|-----|--------|-------|
| 19. | ....   | R × P |
| 20. | Q × Kt |       |

If 20. P × R, then 20. .... B—R7 mate.

- |     |      |         |
|-----|------|---------|
| 20. | .... | R—R5    |
| 21. | Q—K2 | R—R8 ch |

Black mates in two more moves.

NO. 62

- |    |        |        |
|----|--------|--------|
| 1. | P—K4   | P—K4   |
| 2. | Kt—KB3 | Kt—QB3 |
| 3. | B—Kt5  | P—QR3  |
| 4. | B × Kt | QP × B |
| 5. | Kt—B3  |        |

Black appears to have many good replies to this move, but in reality there is only one, 5. .... P—B<sub>3</sub>, that will bear close analysis. The very unnatural looking move assures Black a good game, but all other moves appear faulty, e.g., 5. .... B—KKt<sub>5</sub> allows White to get rid of the Bishop by 6. P—KR<sub>3</sub>, while 5. .... Kt—B<sub>3</sub> results in the better end-game for White after 6. Kt×P.

5. .... B—Q<sub>3</sub>

This move seems to be good, but after

6. P—Q<sub>4</sub>

Black has to decide between 6. .... B—KKt<sub>5</sub>; 7. P×P, B×Kt, exchanging one of his two valuable Bishops, 6. .... P×P; 7. Q×P, P—B<sub>3</sub>, losing valuable time, or

6. .... P—B<sub>3</sub>

7. P×P                    P×P

If 7. .... B×P, then 8. Q×Q ch followed by 9. Kt×B gives White an overwhelming superiority for the end-game.

8. Kt×P                    B×Kt

9. Q—R<sub>5</sub> ch and wins.

#### SCOTCH GAME AND GAMBIT

The Scotch Game is not very frequently used in modern match or tournament play because Black's defence is comparatively easy and White does not get sufficient advantage from the move. There are many pitfalls for Black, but, if he knows them, he is assured of a free and easy game.

The Scotch Gambit gives a strong attack for the sacrifice of a pawn, and, if Black is not well acquainted with the defence, he may fall into serious difficulties. Providing, however, that he avoids the numerous pitfalls that beset his path, he will ultimately emerge with much the better game.

Pitfall No. 63 shows the danger of neglecting development in order to win pawns.

The sacrifice of the Queen's Rook in No. 64 is very neat, but it is only made possible by a premature Queen move. In No. 65 a hasty pawn capture causes trouble. No. 66 is a very old trap, much favoured by Blackburne in simultaneous displays. A very peculiar pitfall is shown in No. 67 where Black wins a couple of pawns but loses a piece. The most interesting example is certainly No. 68. White can win a

pawn but only at the cost of having to submit to a very strong attack. If, however, Black, instead of going in for the attack, sets a trap, White, by taking care, can obtain the advantage.

The complete disruption of Black's Queen's side pawns is shown in No. 69, where a careless move leads to a lost game. In the next example (No. 70) Black's Queen manœuvres are completely demolished by some very pretty play, while No. 71 shows a premature attack by White come to grief.

The last example shows us a very clever way to force a draw by White.

### NO. 63

1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. P—Q4	P×P
4. B—QB4	B—Kt5 ch
5. P—B3	P×P
6. O—O	P×P ?

Black transposes the game into the Danish Gambit but into a most unsatisfactory variation.

7. B×P	Kt—B3
8. Kt—Kt5	O—O
9. P—K5	P—Q4
10. P×Kt	P×B
11. Q—R5	P—KR3

If 11. .... B—KB4, then 12. P×P, R—K1; 13. Q×BP mate.

12. Kt—K4 and wins.

### NO. 64

(As before to White's 6th move.)

6. ....	Q—B3 ?
---------	--------

The worst square for the Queen in the opening.

7. P—K5	P×P
8. P×Q	P×R=Q
9. Q—K2 ch	K—B1
10. B—Kt2	and wins.

### NO. 65

(As before to White's 4th move.)

4. ....	B—B4
5. P—B3	P×P ?

6.  $B \times P$  ch       $K \times B$   
 7.  $Q-Q_5$  ch      K moves  
 8.  $Q \times B$

White should win. He has sacrificed only one pawn and has in return a great superiority in development. Moreover, Black can never castle.

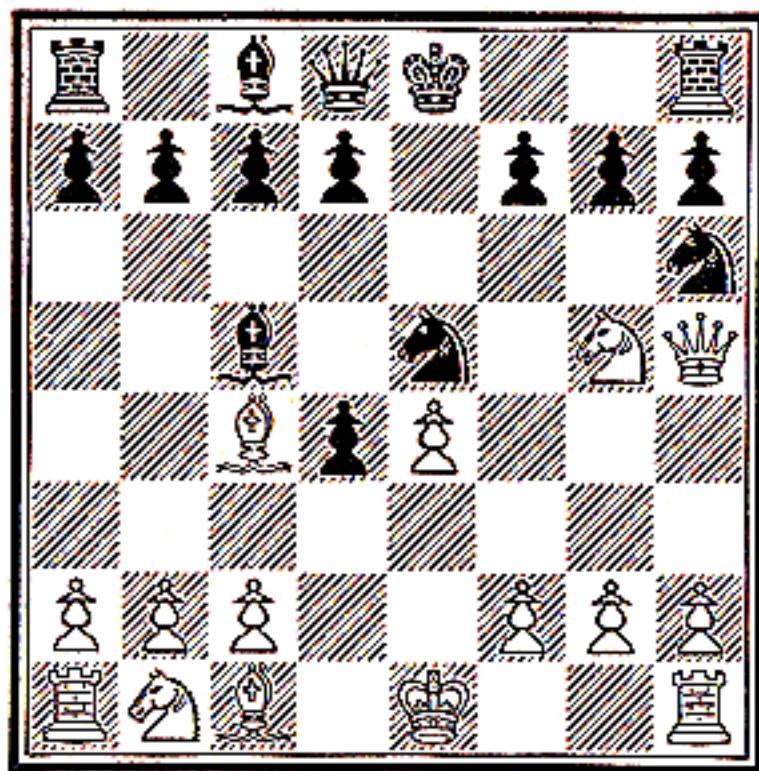
## NO. 66

(As before to Black's 4th move.)

5.  $Kt-Kt_5$        $Kt-R_3$   
 6.  $Q-R_5$        $Kt-K_4$ ?

Here the Knight appears not only to defend but also to attack. The move is, however, a bad mistake, very frequently made.

DIAGRAM NO. 32



7.  $Kt-K_6$  and wins.

A quite unexpected move. The Knight must be taken and there follows 8.  $Q \times QKt$ , threatening simultaneously the Bishop, the Knight and the King's Knight's pawn.

## NO. 67

1.  $P-K_4$        $P-K_4$   
 2.  $Kt-KB_3$        $Kt-QB_3$   
 3.  $P-Q_4$        $P \times P$

- |    |                   |                    |
|----|-------------------|--------------------|
| 4. | Kt×P              | B—B <sub>4</sub>   |
| 5. | B—K <sub>3</sub>  | Q—B <sub>3</sub>   |
| 6. | P—QB <sub>3</sub> | KKt—K <sub>2</sub> |
| 7. | Kt—Q <sub>2</sub> | Kt×Kt              |

If 7. .... B×Kt, then 8. P×B, Kt×P ? ; 9. P—K<sub>5</sub>, Q×P ; 10. Kt—B<sub>4</sub> and wins.

- |     |                   |           |
|-----|-------------------|-----------|
| 8.  | P—K <sub>5</sub>  | Q×P ?     |
| 9.  | P×Kt              | B×P       |
| 10. | Kt—B <sub>4</sub> | and wins. |

### NO. 68

(As before to Black's 6th move.)

- |    |                     |     |
|----|---------------------|-----|
| 7. | Q—Q <sub>2</sub>    | O—O |
| 8. | Kt—QKt <sub>5</sub> |     |

Here there begins a series of pitfalls. White can now win a pawn.

- |    |      |                    |
|----|------|--------------------|
| 8. | .... | B×B                |
| 9. | Q×B  | Q—K <sub>4</sub> ? |

Black sets a trap—but with 9. .... P—Q<sub>4</sub> ! he could get a beautiful game with such attacking possibilities that White would do best not to win the pawn he has been playing for but continue with 10. Kt—Q<sub>2</sub>.

- |     |                     |  |
|-----|---------------------|--|
| 10. | P—KB <sub>4</sub> ? |  |
|-----|---------------------|--|

White falls into the trap. With 10. Kt—Q<sub>2</sub> he should win since Black would then have no defence against P—KB<sub>4</sub>.

- |     |      |                     |
|-----|------|---------------------|
| 10. | .... | Kt—Q <sub>4</sub> ! |
|-----|------|---------------------|

Thus Black not only saves the pawn but gets the better game.

- |     |     |  |
|-----|-----|--|
| 11. | P×Q |  |
|-----|-----|--|

The King's Bishop's pawn being twice attacked, White's Queen cannot move.

- |     |      |      |
|-----|------|------|
| 11. | .... | Kt×Q |
|-----|------|------|

Black threatens Kt—B<sub>7</sub> ch or Kt×KP and has the better game.

### NO. 69

- |    |                    |                    |
|----|--------------------|--------------------|
| 1. | P—K <sub>4</sub>   | P—K <sub>4</sub>   |
| 2. | Kt—KB <sub>3</sub> | Kt—QB <sub>3</sub> |
| 3. | P—Q <sub>4</sub>   | P×P                |
| 4. | Kt×P               | B—B <sub>4</sub>   |
| 5. | B—K <sub>3</sub>   |                    |

QUESTION No. 11. If White reverses the order of moves and first plays 5. P—QB<sub>3</sub>, how can you, as Black, exploit this mistake?

- |    |        |                    |
|----|--------|--------------------|
| 5. | ....   | P—Q <sub>3</sub> ? |
| 6. | Kt×Kt  | P×Kt               |
| 7. | B×B    | P×B                |
| 8. | Q×Q ch | K×Q                |

White should have no difficulty in winning the end-game.

NO. 70

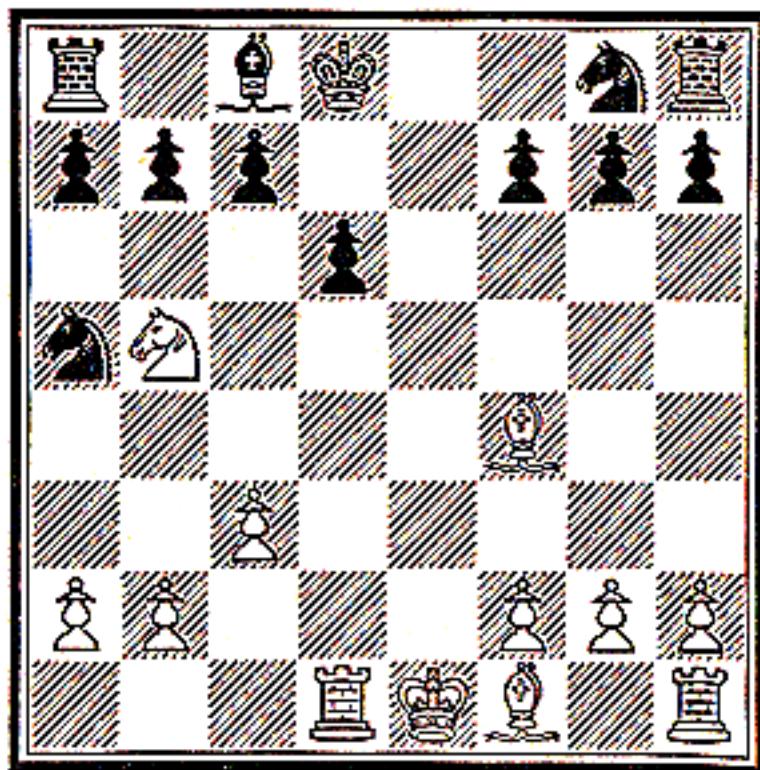
(As before to White's 4th move.)

- |    |                    |                      |
|----|--------------------|----------------------|
| 4. | ....               | Q—R <sub>5</sub>     |
| 5. | Kt—Kt <sub>5</sub> | B—Kt <sub>5</sub> ch |
| 6. | P—B <sub>3</sub>   | Q×KP ch              |
| 7. | B—K <sub>3</sub>   | B—R <sub>4</sub>     |
| 8. | Kt—Q <sub>2</sub>  | Q—Q <sub>4</sub> ?   |

QUESTION No. 12. What retreat would you suggest for the Queen?

- |     |                   |                  |
|-----|-------------------|------------------|
| 9.  | Kt—B <sub>4</sub> | Q×Q ch           |
| 10. | R×Q               | K—Q <sub>1</sub> |
| 11. | Kt×B              | Kt×Kt            |
| 12. | B—KB <sub>4</sub> | P—Q <sub>3</sub> |

DIAGRAM NO. 33



- |     |       |                    |
|-----|-------|--------------------|
| 13. | Kt×BP | K×Kt               |
| 14. | R×P   | Kt—QB <sub>3</sub> |

If 14. .... P—QKt<sub>3</sub>, then 15. B—QKt<sub>5</sub>, K—Kt<sub>2</sub>; 16. P—QKt<sub>4</sub> and wins.

- |                            |                    |
|----------------------------|--------------------|
| 15. R—Q <sub>5</sub> ch    | K—Kt <sub>3</sub>  |
| 16. R—Kt <sub>5</sub> ch   | K—R <sub>3</sub>   |
| 17. B—B <sub>7</sub>       | P—QKt <sub>3</sub> |
| 18. R×P ch                 | K—R <sub>4</sub>   |
| 19. R—R <sub>6</sub> mate. |                    |

## NO. 71

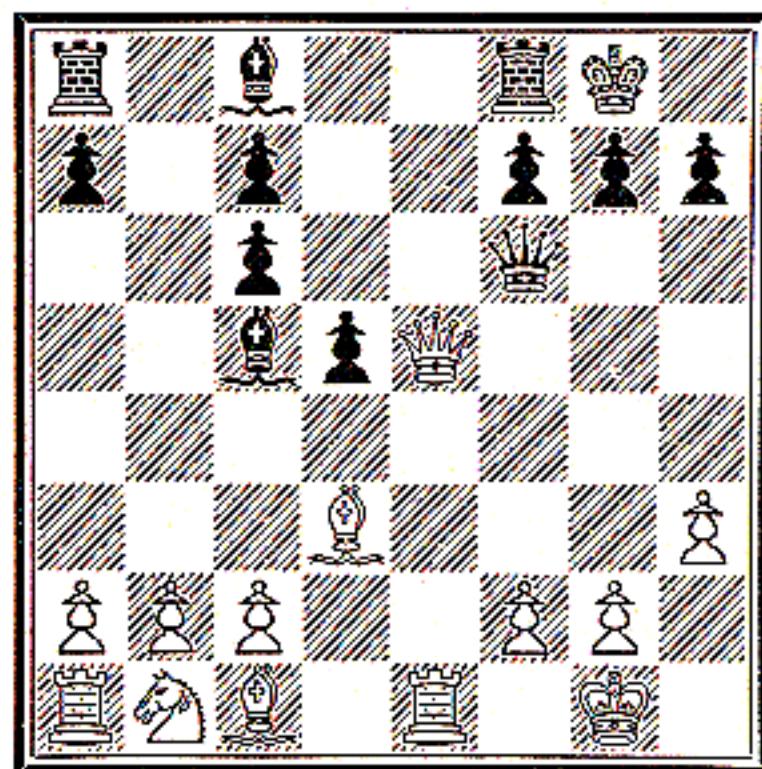
(As before to White's 4th move.)

- |                     |                   |
|---------------------|-------------------|
| 4. ....             | Kt—B <sub>3</sub> |
| 5. Kt×Kt            | KtP×Kt            |
| 6. B—Q <sub>3</sub> | P—Q <sub>4</sub>  |
| 7. P—K <sub>5</sub> |                   |

P×P is the best move here.

- |                      |                     |
|----------------------|---------------------|
| 7. ....              | Kt—KKt <sub>5</sub> |
| 8. O—O               | B—QB <sub>4</sub>   |
| 9. P—KR <sub>3</sub> | Kt×KP               |
| 10. R—Ki             | Q—B <sub>3</sub>    |
| 11. Q—K <sub>2</sub> | O—O                 |
| 12. Q×Kt             |                     |

DIAGRAM NO. 34



White's last two moves were not good. Look at his pieces on the Queen's side!

12.	....	Q×P ch
13.	K—R1	B×P
14.	P×B	Q—B6 ch
15.	K—R2	B—Q3 and wins.

## NO. 72

(As before to Black's 4th move.)

5.	Kt—QB3	B—Kt5
6.	Kt×Kt	KtP×Kt
7.	B—Q3	P—Q4
8.	P×P	P×P
9.	O—O	O—O
10.	B—KKt5	B—K3
11.	Q—B3	B—K2
12.	KR—K1	P—KR3
13.	B×P	P×B
14.	R×B	P×R
15.	Q—Kt3 ch	K—R1
16.	Q—Kt6	Drawn.

The above moves are those of the game Alekhine *v.* Dr. Lasker (Moscow, 1913). Other games—e.g. Romanovsky *v.* Capablanca (Moscow Tournament, 1925)—have followed practically the same course.

## TWO KNIGHTS' DEFENCE

The Two Knights' Defence is very enterprising play on the part of Black, who in one variation is forced to sacrifice a pawn. However, the defence is quite sound, Black's position fully compensating him for the pawn.

Example No. 73 shows the danger for Black in recapturing the Queen's pawn with his King's Knight. The attack in this example is even more violent than the "Fegatello." Pitfalls Nos. 74 and 75 show that Black gets a really dangerous attack after the sacrifice of the pawn. No. 76 is not very plausible, but it is included in the hope that there may be a few players who will benefit by knowing it.

The opening may transpose into the Max Lange, the Scotch Gambit, or the Giuoco Piano and the reader should study how such transpositions can occur and their effect. The last pitfall (No. 77) shows one of the many ways in

which Black can go wrong in the Max Lange, if the defence is not understood.

## NO. 73

- |                       |                    |
|-----------------------|--------------------|
| 1. P—K <sub>4</sub>   | P—K <sub>4</sub>   |
| 2. Kt—KB <sub>3</sub> | Kt—QB <sub>3</sub> |
| 3. B—B <sub>4</sub>   | Kt—B <sub>3</sub>  |
| 4. P—Q <sub>4</sub>   | P×P                |
| 5. Kt—Kt <sub>5</sub> | P—Q <sub>4</sub>   |
| 6. P×P                | Kt×P?              |

Q—K<sub>2</sub> ch is the correct move, with Kt—K<sub>4</sub> to follow.

- |                                  |                  |
|----------------------------------|------------------|
| 7. Kt×BP                         | K×Kt             |
| 8. Q—B <sub>3</sub> ch           | K—K <sub>3</sub> |
| 9. Q—K <sub>4</sub> ch and wins. |                  |

QUESTION No. 13. Do you know the Fegatello Variation?

## NO. 74

(As before to Black's 3rd move.)

- |                       |                      |
|-----------------------|----------------------|
| 4. Kt—Kt <sub>5</sub> | P—Q <sub>4</sub>     |
| 5. P×P                | Kt—QR <sub>4</sub> ! |
| 6. P—Q <sub>3</sub>   | P—KR <sub>3</sub>    |
| 7. Kt—KB <sub>3</sub> | P—K <sub>5</sub>     |
| 8. Q—K <sub>2</sub>   | Kt×B                 |
| 9. P×Kt               | B—QB <sub>4</sub>    |
| 10. Kt—B <sub>3</sub> |                      |

A better move is 10. P—KR<sub>3</sub>, in order (1) to prevent B—KKt<sub>5</sub>, and (2) to retire the King's Knight to R<sub>2</sub>.

- |   |                              |
|---|------------------------------|
| 10. ....                                  | O—O                          |
| 11. Kt—Q <sub>2</sub> or KKt <sub>1</sub> | B—KKt <sub>5</sub> and wins. |

## NO. 75

(As above to Black's 5th move.)

- |                         |                  |
|-------------------------|------------------|
| 6. B—Kt <sub>5</sub> ch | P—B <sub>3</sub> |
| 7. P×P                  | P×P              |
| 8. B—R <sub>4</sub> ?   |                  |

B—K<sub>2</sub> is the correct move.

- |                       |                   |
|-----------------------|-------------------|
| 8. ....               | P—KR <sub>3</sub> |
| 9. Kt—KB <sub>3</sub> | P—K <sub>5</sub>  |
| 10. Kt—K <sub>5</sub> |                   |

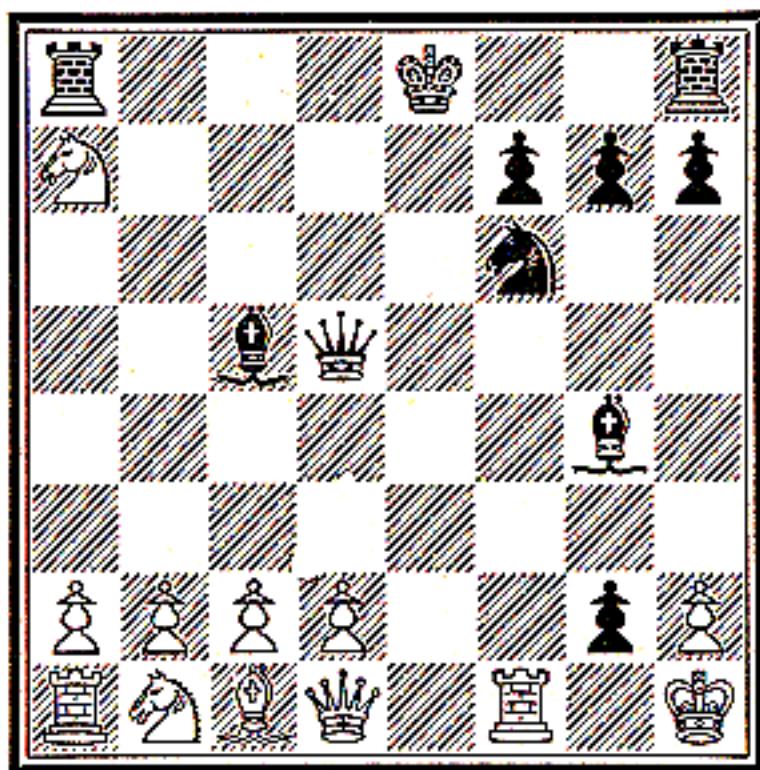
This move, which is good in almost every variation of this opening, is here completely wrong and costs a piece.

10. .... Q—Q5  
 11. B×P ch Kt×B  
 12. Kt×Kt Q—Q4  
 13. Kt×P

White tries to sell his Knight as dearly as possible—but overlooks the more dangerous threat.

13. .... B—KKt5  
 14. P—KB3 P×P  
 15. O—O B—B4 ch  
 16. K—R1 P×P mate.

DIAGRAM NO. 35



NO. 76

1. P—K4 P—K4  
 2. Kt—KB3 Kt—QB3  
 3. B—B4 Kt—B3  
 4. Kt—Kt5 Kt×P ?  
 5. B×P ch K—K2  
 6. Kt×Kt K×B  
 7. Q—B3 ch K—Kt1  
 8. Kt—Kt5 and wins.

If 8. .... Q×Kt, then 9. Q—Q5 mate.

NO. 77

(MAX LANGE ATTACK)

1. P—K4 P—K4

- |    |         |        |
|----|---------|--------|
| 2. | Kt—KB3  | Kt—QB3 |
| 3. | B—B4    | Kt—B3  |
| 4. | P—Q4    | P×P    |
| 5. | O—O     | B—B4   |
| 6. | P—K5    | P—Q4   |
| 7. | P×Kt    | P×B    |
| 8. | R—K1 ch | B—K3   |
| 9. | Kt—Kt5  | Q×P?   |

*Q—Q4* is necessary.

- |     |                   |      |
|-----|-------------------|------|
| 10. | Kt×B              | P×Kt |
| 11. | Q—R5 ch and wins. |      |

#### VIENNA GAME

Although not quite sound, and sinning against a fundamental principle of open debuts—not to make moves without threats—the Vienna Game is a fine combinative method of opening the game and the student should make himself thoroughly acquainted with its intricacies before examining the more difficult openings. The underlying principles governing this opening are fairly simple, but it is far richer in possibilities than the Giuoco Piano or the Scotch Game. The student should play over the games of Spielmann, Mieses and J. H. Blake for brilliant examples of this opening.

No. 78 shows White sacrificing a pawn and the exchange for a decisive positional advantage. In the next example (No. 79) the danger of 6. B—K<sub>2</sub> is demonstrated. Although it is probable that White should not lose after that move, if the best defence is made, the safer 6. Q—K<sub>2</sub> should be preferred. In No. 80 Black's Queen's excursion to KR<sub>5</sub> leads to a complete disaster for him (Würzburger's Trap).

Another case of an attempt to win a pawn early in the opening is shown in No. 81, and, as usual, it ends in disaster. A fine game of the young master Lilienthal is given in a note to show a new example of this trap. Pitfall No. 82 shows a most tricky variation which requires very careful attention on the part of the defence. White's position after his 10th move is overwhelming and the Queen sacrifice, although very smart, is not surprising. This example is a game won by Mieses. A very effective little pitfall, another win by Mieses, is shown in the last example (No. 83), where White compels

Black's Queen to go on an excursion from which she never returns.

## NO. 78

1. P—K <sub>4</sub>	P—K <sub>4</sub>
2. Kt—QB <sub>3</sub>	Kt—KB <sub>3</sub>
3. P—B <sub>4</sub>	P—Q <sub>4</sub>
4. BP×P	Kt×P
5. Kt—B <sub>3</sub>	B—QKt <sub>5</sub>
6. B—K <sub>2</sub>	P—QB <sub>3</sub> ?

Planning an artful attack on White's Queen's Rook—but it leads to disaster, White having an ingenious counter-attack.

7. O—O	Q—Kt <sub>3</sub> ch
8. P—Q <sub>4</sub> !	Kt×Kt
9. P×Kt	B×P
10. B—R <sub>3</sub>	B×R

Somewhat reminiscent of Greco's Trap in the Giuoco Piano.

11. Q×B

Although White is a pawn and the exchange down, there is in his position compensation sufficient to leave him with the better game.

QUESTION No. 14. How would you continue this game?

## NO. 79

(As before to White's 5th move.)

5. ....	B—KKt <sub>5</sub>
6. B—K <sub>2</sub>	

Q—K<sub>2</sub> is safer.

6. ....	Kt—QB <sub>3</sub>
7. P—Q <sub>3</sub>	B×Kt
8. B×B	Q—R <sub>5</sub> ch
9. P—Kt <sub>3</sub>	Kt×KtP
10. P×Kt	Q×P ch
11. K—B <sub>1</sub>	

The unnatural-looking move 11. K—Q<sub>2</sub> affords White a better defence.

QUESTION No. 15. How would you continue after that move?

11. ....	B—B <sub>4</sub>
12. P—Q <sub>4</sub>	Kt×QP and wins.

## NO. 80

(As before to Black's 4th move.)

5. P—Q<sub>3</sub>                    Q—R<sub>5</sub> ch ?  
 6. P—Kt<sub>3</sub>                    Kt×P  
 7. Kt—B<sub>3</sub>                    Q—R<sub>4</sub>  
 8. Kt×P                            Kt×R

If 8. .... K—Q<sub>1</sub>, then 9. Kt—B<sub>4</sub>, Q—Kt<sub>5</sub>; 10. B—R<sub>3</sub> wins the Queen. 8. .... B—Kt<sub>5</sub>; 9. B—Kt<sub>2</sub>, Kt×R; 10. Kt×P ch, K—Q<sub>2</sub> is better.

9. Kt×P ch                    K—Q<sub>1</sub>  
 10. Kt×R                            B—Kt<sub>5</sub>  
 11. B—Kt<sub>2</sub> and wins.

## NO. 81

(As before to Black's 4th move.)

5. Q—B<sub>3</sub>                    Kt—QB<sub>3</sub>  
 6. Kt×Kt ?

6. B—Kt<sub>5</sub> is a good continuation.

6. ....                            Kt—Q<sub>5</sub>  
 7. Q—Q<sub>3</sub>

In reply to 7. Q—B<sub>4</sub> Lilenthal played in a recent game 7. .... P×Kt; 8. B—B<sub>4</sub>, B—KB<sub>4</sub>; 9. P—B<sub>3</sub>, P—KKt<sub>4</sub>; 10. B×P ch, K×B; 11. Q—B<sub>2</sub>, P—K<sub>6</sub>; 12. Q—B<sub>1</sub>, P×P ch; 13. K—Q<sub>1</sub>, P×B=Q ch; 14. K×Q, P—Kt<sub>5</sub> and White resigned.

7. ....                            P×Kt  
 8. Q×P ?

There is no saving move. In a game won by E. Cohn White played 8. Q—B<sub>4</sub>, the continuation being 8. .... B—KB<sub>4</sub>; 9. Q—R<sub>4</sub> ch, P—B<sub>3</sub>; 10. Kt—K<sub>2</sub>, B—QB<sub>4</sub>; 11. P—B<sub>3</sub>, P—QKt<sub>4</sub>; 12. Q—Q<sub>1</sub>, Q—R<sub>5</sub> ch and wins.

8. ....                            B—KB<sub>4</sub>  
 9. Q moves                            Kt×P ch and wins.

## NO. 82

1. P—K<sub>4</sub>                            P—K<sub>4</sub>  
 2. Kt—QB<sub>3</sub>                            Kt—KB<sub>3</sub>  
 3. B—B<sub>4</sub>                                    Kt×P

Does this move deserve a note of interrogation or one of exclamation? It is a trap—but who is trapped?

4. Q—R<sub>5</sub>                                    Kt—Q<sub>3</sub>  
 5. B—Kt<sub>3</sub>                                    B—K<sub>2</sub>

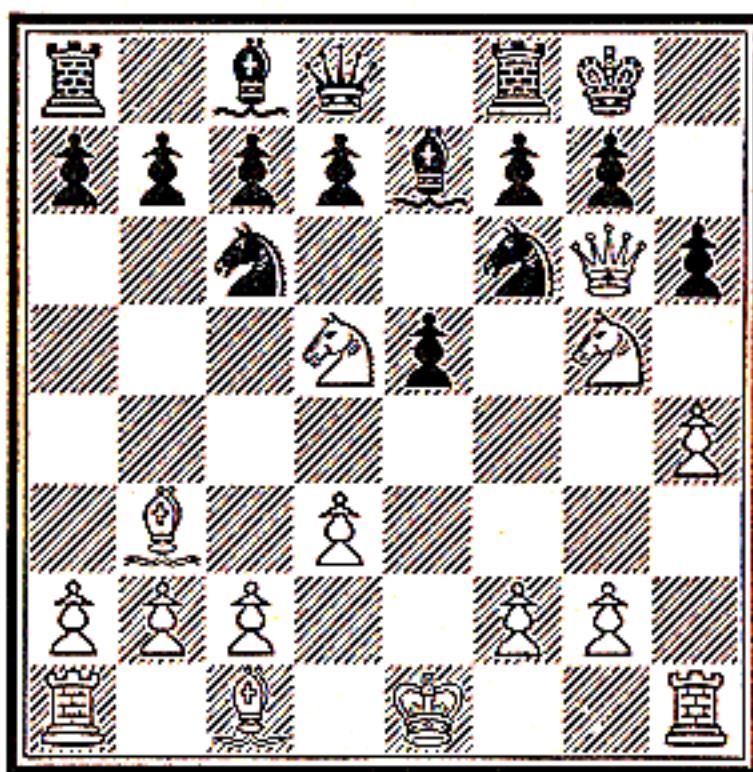
With 5. .... Kt—B<sub>3</sub> Black can start a strong and, perhaps, sufficient attack, e.g., 6. Kt—Kt<sub>5</sub>, P—KKt<sub>3</sub>; 7. Q—B<sub>3</sub>, P—B<sub>4</sub>; 8. Q—Q<sub>5</sub>, Q—K<sub>2</sub>; 9. Kt×P ch, K—Q<sub>1</sub>; 10. Kt×R, P—Kt<sub>3</sub>, etc.

6. P—Q<sub>3</sub>                    O—O

P—Kt<sub>3</sub> is necessary here, as in the variation just given.

7. Kt—B <sub>3</sub>	Kt—B <sub>3</sub>
8. Kt—KKt <sub>5</sub>	P—KR <sub>3</sub>
9. P—KR <sub>4</sub>	Kt—K <sub>1</sub>
10. Kt—Q <sub>5</sub>	Kt—B <sub>3</sub>
11. Q—Kt <sub>6</sub>	

DIAGRAM NO. 36



- |                |                  |
|----------------|------------------|
| 11. ....       | P×Q              |
| 12. Kt×B ch    | K—R <sub>1</sub> |
| 13. Kt×P mate. |                  |

NO. 83

- |                       |                    |
|-----------------------|--------------------|
| 1. P—K <sub>4</sub>   | P—K <sub>4</sub>   |
| 2. Kt—QB <sub>3</sub> | Kt—QB <sub>3</sub> |
| 3. B—B <sub>4</sub>   | B—B <sub>4</sub> ? |

Black should play Kt—B<sub>3</sub>.

- |                      |                  |
|----------------------|------------------|
| 4. Q—Kt <sub>4</sub> | Q—B <sub>3</sub> |
|----------------------|------------------|

K—B<sub>1</sub> is compulsory.

- 
5. Kt—Q<sub>5</sub>                    Q × P ch  
 6. K—Q<sub>1</sub>                    K—B<sub>1</sub>  
 7. Kt—R<sub>3</sub>                    Q—Q<sub>5</sub>  
 8. P—Q<sub>3</sub>                    P—Q<sub>3</sub>  
 9. Q—R<sub>4</sub>

Or 9. Q—B<sub>3</sub>, B × Kt; 10. R—B<sub>1</sub>, etc.

9. ....                    B × Kt  
 10. Q × B                    Kt—R<sub>4</sub>  
 11. R—B<sub>1</sub>                    Kt × B  
 12. Q—Q<sub>7</sub>                    P—KB<sub>3</sub>  
 13. Kt × KBP                Q—B<sub>7</sub>  
 14. R × Q                    B × R  
 15. Kt—R<sub>5</sub> and wins.

# CHAPTER III

## HALF-OPEN GAMES

### ALEKHINE'S DEFENCE

Alekhine's Defence (1. .... Kt—KB<sub>3</sub> in reply to 1. P—K<sub>4</sub>) has much to be said for it. At first sight it looks, to say the least, bizarre, for by the advance of White's centre pawns Black's Knight can be driven almost out of play at QKt<sub>3</sub>, while White's pawns form an imposing and menacing centre. The subtle idea underlying the defence is, however, simply to provoke the advance of those pawns, which Black will then proceed to attack. If White forgoes the central advance and adopts quieter tactics, the game may take many shapes, for example, a variation of the French Defence favourable to Black, a form of the Sicilian Defence, etc. If Black plays correctly, he can in all these get out of the difficulties of the opening.

Very many of the numerous traps occurring in this opening are based on the weakness of White's centre pawns which he must protect with his pieces. So, in No. 84 White loses the Queen's pawn, while in No. 85 he is threatened with the loss of the Queen's Bishop's pawn and, to avoid this, he has to break up his King's side. The last two examples, on the contrary, show Black in difficulties; in No. 86, in the same variation, a slight error by Black allows White to force a win by a direct attack, while No. 87 shows a danger of losing a piece in the exchange variation. This is really a terrible blunder by Black—but it is the idea that counts and a similar catastrophe may occur in a more complicated position.

### NO. 84

1. P—K <sub>4</sub>	Kt—KB <sub>3</sub>
2. P—K <sub>5</sub>	Kt—Q <sub>4</sub>
3. P—QB <sub>4</sub>	Kt—Kt <sub>3</sub>
4. P—Q <sub>4</sub>	P—Q <sub>3</sub>

5. P—B<sub>4</sub>                    P×P  
 6. BP×P                    Kt—B<sub>3</sub>  
 7. B—K<sub>3</sub>

Kt—KB<sub>3</sub> is bad on account of the reply B—Kt<sub>5</sub>.

7. ....                    B—B<sub>4</sub>  
 8. B—Q<sub>3</sub>?

The right move is Kt—QB<sub>3</sub>.

8. ....                    Kt×QP

Black has won a pawn and remains with the better position and the initiative.

### NO. 85

(As before to Black's 7th move.)

8. Kt—QB<sub>3</sub>                    P—K<sub>3</sub>  
 9. Kt—B<sub>3</sub>                    B—QKt<sub>5</sub>  
 10. B—Q<sub>3</sub>?

Once again, this is bad. B—K<sub>2</sub> is necessary.

10. ....                    B—Kt<sub>5</sub>

So strong is this move that it can even be made with loss of time.

11. B—K<sub>2</sub>                    B×Kt  
 12. P×B

If 12. B×B, then 12. .... Kt×BP.

12. ....                    Q—R<sub>5</sub> ch  
 13. B—B<sub>2</sub>                    Q—B<sub>5</sub>

Black has much the superior game (Dr. Lasker v. Dr. Tarrasch, Mährisch-Ostrau Tournament, 1923).

### NO. 86

1. P—K<sub>4</sub>                    Kt—KB<sub>3</sub>  
 2. P—K<sub>5</sub>                    Kt—Q<sub>4</sub>  
 3. Kt—KB<sub>3</sub>                    P—Q<sub>3</sub>  
 4. P—Q<sub>4</sub>                    B—B<sub>4</sub>

B—Kt<sub>5</sub>, as always, would give Black a better game than he gets after the text-move.

5. B—Q<sub>3</sub>                    B—Kt<sub>3</sub>?

B×B was necessary.

6. P—B<sub>4</sub>

First B×B and then P—B<sub>4</sub> was more precise . . . .

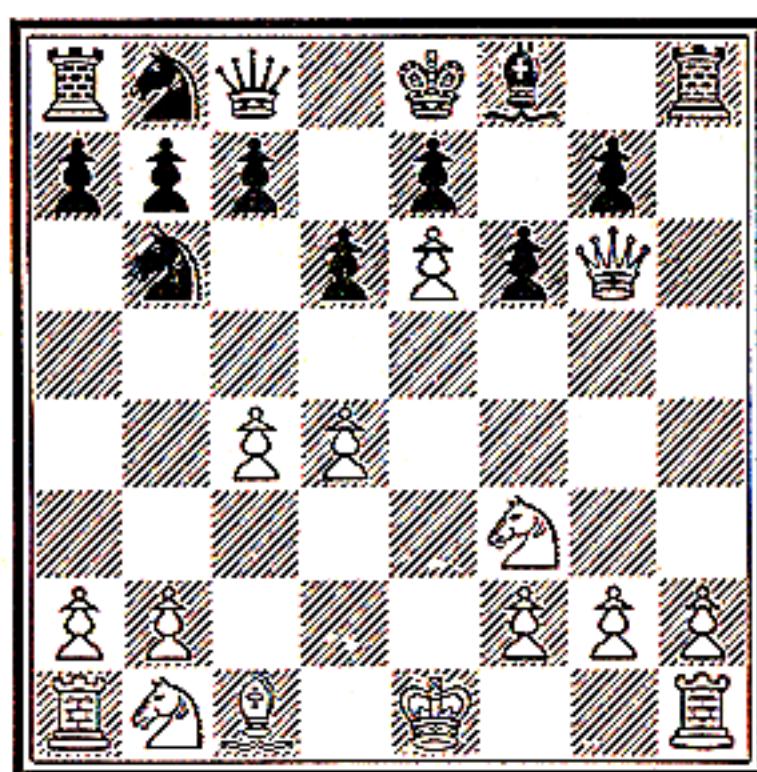
6. ....                    Kt—Kt<sub>3</sub>?

Because here Black could avoid the disaster by first exchanging Bishops.

- |                 |               |
|-----------------|---------------|
| 7. $B \times B$ | $RP \times B$ |
| 8. $P - K_6!$   | $P - KB_3$    |
| 9. $Q - Q_3$    | $Q - B_1$     |

10.  $Q \times P$  ch and White wins (Bogolioubov v. Dr. Tarrasch, Breslau Tournament, 1925).

DIAGRAM NO. 37



NO. 87

- |                 |                        |
|-----------------|------------------------|
| 1. $P - K_4$    | $Kt - KB_3$            |
| 2. $P - K_5$    | $Kt - Q_4$             |
| 3. $P - Q_4$    | $P - Q_3$              |
| 4. $P - QB_4$   | $Kt - Kt_3$            |
| 5. $Kt - KB_3$  | $P - K_3$              |
| 6. $P \times P$ | $Q$ or $B \times P$ ?? |

$P \times P$  is forced—and good. If White exchanges the pawns before  $P - QB_4$  and Black retakes with the Queen, then, of course, after  $P - QB_4$  the Knight must not go to  $Kt_3$ .

7.  $P - B_5$ , winning a piece.

White's last three moves may be made in a different order. The threat of winning the piece is always there if Black takes the pawn with the Queen and plays  $Kt$  to  $Kt_3$ .

## CARO-KANN DEFENCE

This not very interesting defence gives Black a more or less safe game. However, it is essentially a defensive system and gives few opportunities for counter-attack. In that respect it is inferior to the French Defence and still more to the Sicilian. Only two examples of this opening are included. Both are from actual play; the first from a game played at Vienna in 1910 between Réti and Tartakover, and the second from a game between Botvinnik and Spielmann (Moscow Tournament, 1935).

No. 88 is a very brilliant example. Nevertheless, the system of attack adopted by White, although highly successful here, is not the best. In No. 89 Black falls into a nasty trap just previously discovered by the winner.

## NO. 88

- |           |        |
|-----------|--------|
| 1. P—K4   | P—QB3  |
| 2. P—Q4   | P—Q4   |
| 3. Kt—QB3 | P×P    |
| 4. Kt×P   | Kt—B3  |
| 5. Q—Q3 ? | P—K4 ? |

White's 5th move was, to say the least, of doubtful value. Black should have consolidated his game by Kt×Kt, Kt—Q2 and Kt—B3.

- |          |           |
|----------|-----------|
| 6. P×P   | Q—R4 ch   |
| 7. B—Q2  | Q×KP      |
| 8. O—O—O | Kt×Kt ? ? |

The second and decisive mistake. Black counted only on 9. R—K1 in reply. With 8. .... B—K2 he could still have defended his game, although it was already compromised.

9. Q—Q8 ch !

A charming finish.

- |              |      |
|--------------|------|
| 9. ....      | K×Q  |
| 10. B—Kt5 ch | K—B2 |

If K—K1, then R—Q8 mate.

11. B—Q8 mate.

## NO. 89

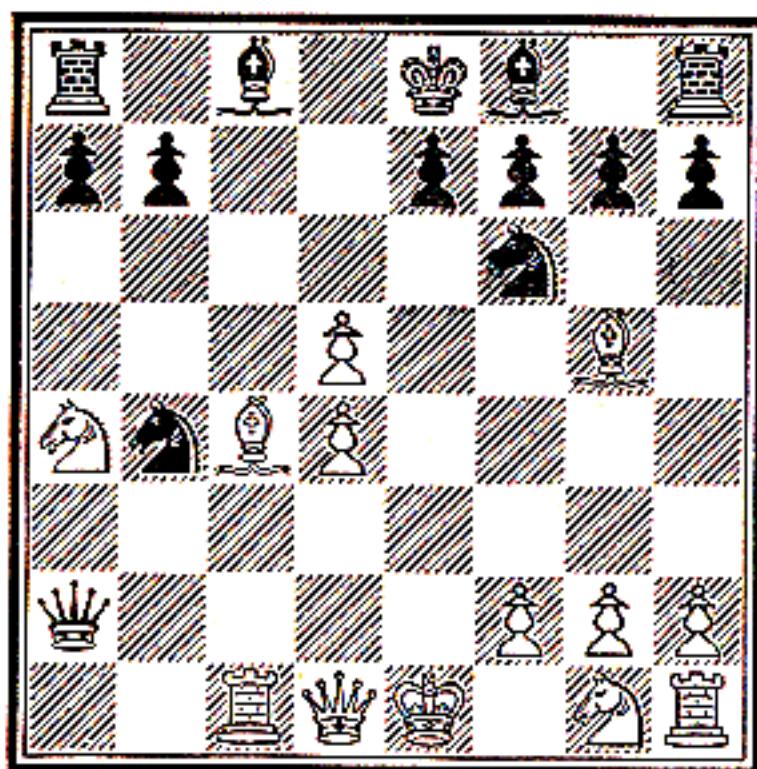
- |         |       |
|---------|-------|
| 1. P—K4 | P—QB3 |
| 2. P—Q4 | P—Q4  |
| 3. P×P  | P×P   |

4. P—QB<sub>4</sub>                    Kt—KB<sub>3</sub>  
 5. Kt—QB<sub>3</sub>                    Kt—B<sub>3</sub>  
 6. B—Kt<sub>5</sub>                    Q—Kt<sub>3</sub> ?

P×P is a little risky, but P—K<sub>3</sub> is quite safe.

7. P×P                            Q×KtP  
 8. R—B<sub>1</sub>                            Kt—QKt<sub>5</sub>  
 9. Kt—R<sub>4</sub>                            Q×RP  
 10. B—QB<sub>4</sub> and wins.

DIAGRAM NO. 38



#### CENTRE COUNTER

This defence yields very interesting positions, but in practice it does not give good results. One great disadvantage of the Centre Counter is that White has the option of playing either a strongly attacking game or a slow positional one, in either case with a better position.

Example No. 90 shows the danger, under certain circumstances, of pinning a Knight. This type of trap is of frequent occurrence and the student should learn to recognise the danger. The second example (No. 91) shows Black trying to attack in the early stage of the game. He should lose a piece, but White blunders and allows him to win the game. No. 92 shows the danger of an early sortie by the Queen and the necessity in this opening of making a line of retreat from QR<sub>4</sub> by playing P—QB<sub>3</sub> in case of danger. The last example (No. 93) shows a most unexpected mate by Black.

## NO. 90

- |    |                    |                     |
|----|--------------------|---------------------|
| 1. | P—K <sub>4</sub>   | P—Q <sub>4</sub>    |
| 2. | P×P                | Q×P                 |
| 3. | Kt—QB <sub>3</sub> | Q—Q <sub>1</sub>    |
| 4. | P—Q <sub>4</sub>   | Kt—QB <sub>3</sub>  |
| 5. | Kt—B <sub>3</sub>  | B—Kt <sub>5</sub>   |
| 6. | P—Q <sub>5</sub>   | Kt—K <sub>4</sub> ? |

A bad mistake. He should first play B×Kt. We have met this trap before.

- |     |                      |                   |
|-----|----------------------|-------------------|
| 7.  | Kt×Kt                | B×Q               |
| 8.  | B—Kt <sub>5</sub> ch | P—B <sub>3</sub>  |
| 9.  | P×P                  | P—QR <sub>3</sub> |
| 10. | P—B <sub>7</sub> ch  | and wins a piece. |

## NO. 91

- |    |                     |                    |
|----|---------------------|--------------------|
| 1. | P—K <sub>4</sub>    | P—Q <sub>4</sub>   |
| 2. | P×P                 | Kt—KB <sub>3</sub> |
| 3. | P—Q <sub>4</sub>    | Kt×P               |
| 4. | P—QB <sub>4</sub>   | Kt—Kt <sub>5</sub> |
| 5. | Q—R <sub>4</sub> ch | QKt—B <sub>3</sub> |
| 6. | P—Q <sub>5</sub>    | B—B <sub>4</sub>   |
| 7. | P×Kt ?              |                    |

A terrible blunder. Kt—QR<sub>3</sub> was essential and would have led to a win.

- |    |      |                                |
|----|------|--------------------------------|
| 7. | .... | Kt—B <sub>7</sub> ch and wins. |
|----|------|--------------------------------|

## NO. 92

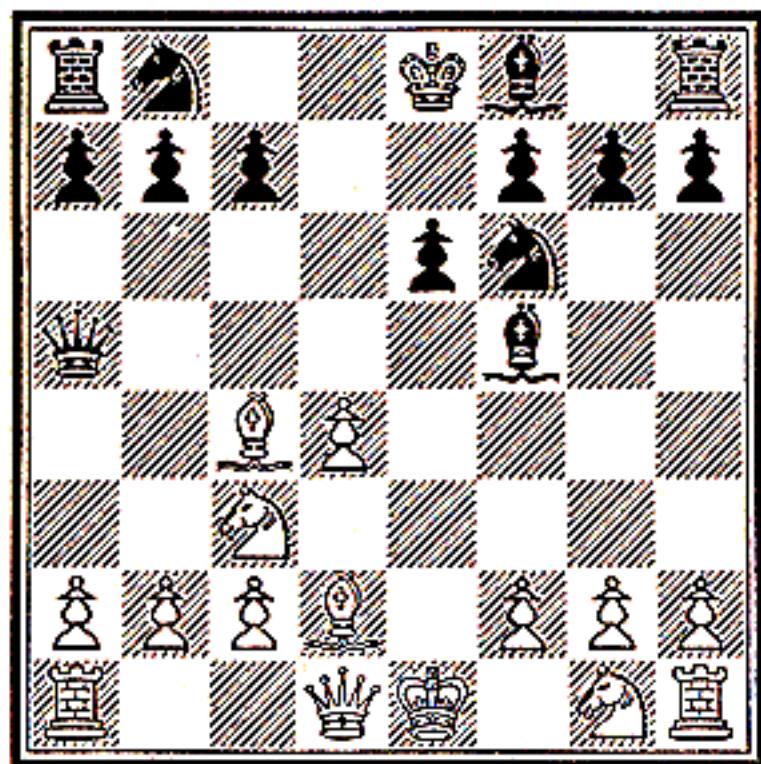
- |    |                    |                    |
|----|--------------------|--------------------|
| 1. | P—K <sub>4</sub>   | P—Q <sub>4</sub>   |
| 2. | P×P                | Q×P                |
| 3. | Kt—QB <sub>3</sub> | Q—QR <sub>4</sub>  |
| 4. | P—Q <sub>4</sub>   | Kt—KB <sub>3</sub> |
| 5. | B—QB <sub>4</sub>  | B—B <sub>4</sub>   |
| 6. | B—Q <sub>2</sub>   | P—K <sub>3</sub> ? |

P—QB<sub>3</sub>, opening a line of retreat for the Queen, was essential (see diagram on p. 86).

- |    |                   |
|----|-------------------|
| 7. | Kt—Q <sub>5</sub> |
|----|-------------------|

White wins the Queen. If 7. .... Q—R<sub>5</sub>, then 8. B—Kt<sub>5</sub> ch, Q×B ; 9. Kt×P ch.

DIAGRAM NO. 39



NO. 93

- |                       |                    |
|-----------------------|--------------------|
| 1. P—K <sub>4</sub>   | P—Q <sub>4</sub>   |
| 2. P×P                | Q×P                |
| 3. Kt—QB <sub>3</sub> | Q—QR <sub>4</sub>  |
| 4. Kt—B <sub>3</sub>  | P—K <sub>4</sub>   |
| 5. P—Q <sub>3</sub>   | B—KKt <sub>5</sub> |
| 6. B—Q <sub>2</sub>   | Kt—QB <sub>3</sub> |
| 7. Q—K <sub>2</sub>   | Kt—Q <sub>5</sub>  |
| 8. Q×P ch             | Q×Q ch             |
| 9. Kt×Q               | Kt×P mate.         |

## FRENCH DEFENCE

Although stronger than the Caro-Kann, the French Defence involves Black in more risks. If it gives him more possibilities of attack on the Queen's side than does the Caro-Kann, it also gives White many more opportunities, not only for attack on the King's side but also for enduring pressure in the centre, than he gets against that defence. (This remark about the French Defence is also applicable to the Sicilian, which is the most active of the half-open games for Black.)

Example No. 94 shows a type of attack which is of frequent occurrence. The student should note the exact disposition

of the pieces that makes the Bishop sacrifice successful. The weakness at his KR<sub>2</sub> is a great danger to Black, and White can often make this sacrifice with success even when there is no mate to follow. Another weakness in Black's position is his QB<sub>2</sub> and, if the pawn there disappears, then his Q<sub>3</sub> also becomes weak. Therefore it is very useful to bear in mind the possibility of White playing Kt—QKt<sub>5</sub>. If that move is possible, Black should play P—QR<sub>3</sub> before moving his Queen's Bishop's pawn. We would add that White's Kt—QKt<sub>5</sub> is especially dangerous if Black's King's Bishop has been exchanged. No. 95 gives an illustration of this threat and its importance.

In No. 96 another weakness—KKt<sub>2</sub>—appears in Black's position. Players unfamiliar with the Gledhill Attack may easily fall into this trap. In a most simple but even more convincing form, the threat to this pawn is again shown in No. 97. What about No. 98? It is a rare case. Black's centre attack is unexpected and his sacrifice of the two Rooks is splendid.

## NO. 94

1. P—K <sub>4</sub>	P—K <sub>3</sub>
2. P—Q <sub>4</sub>	P—Q <sub>4</sub>
3. Kt—QB <sub>3</sub>	Kt—KB <sub>3</sub>
4. B—Kt <sub>5</sub>	B—K <sub>2</sub>
5. B×Kt	B×B
6. Kt—B <sub>3</sub>	O—O
7. B—Q <sub>3</sub>	P—QKt <sub>3</sub> ?

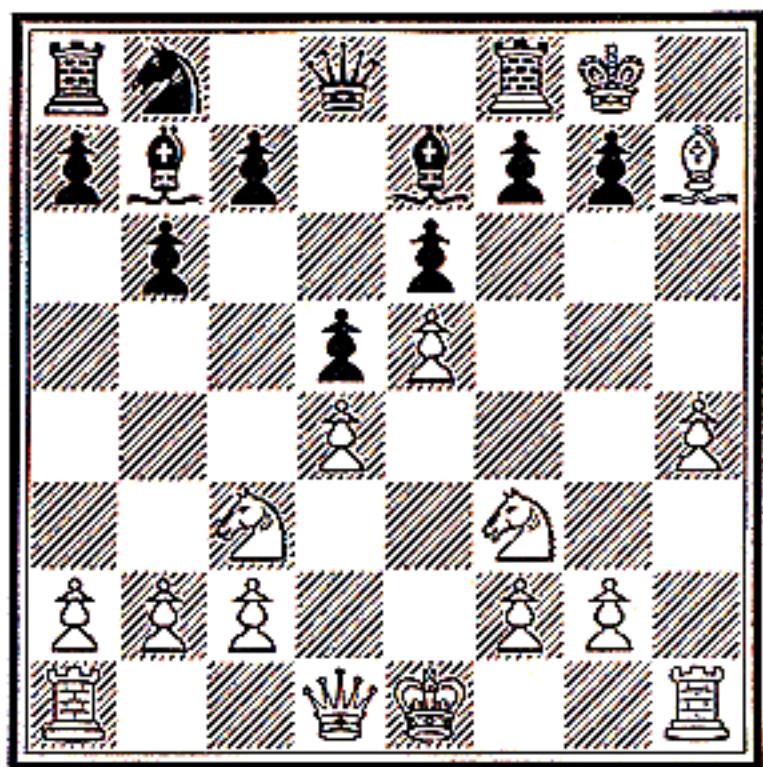
P—B<sub>4</sub> is the right move here.

8. P—KR <sub>4</sub>	B—Kt <sub>2</sub> ?
----------------------	---------------------

Black does not pay any attention to the attack. B—K<sub>2</sub> or B—R<sub>3</sub> is essential. Generally, in this variation of the French, when Kt—KKt<sub>5</sub> is threatened by White, Black must prevent it by P—KB<sub>3</sub>. That is the reason why White avoids playing P—K<sub>5</sub> (which by dislodging Black's Bishop, frees his King's Bishop's pawn) until he can follow it up with Kt—KKt<sub>5</sub> before Black plays P—KB<sub>3</sub>.

9. P—K <sub>5</sub>	B—K <sub>2</sub>
10. B×P ch	

DIAGRAM NO. 40



10. .... K × B

11. Kt—Kt5 ch B × Kt

Other moves would not give any better defence.

12. P × B ch K—Kt1

13. Q—R5 P—KB3

14. P—Kt6 and wins.

### NO. 95

1. P—K4 P—K3

2. P—Q4 P—Q4

3. Kt—QB3 B—Kt5

4. P—K5 P—QB4

5. B—Q2 P × P

6. Kt—Kt5 B—B4

7. P—QKt4 with the better game.

### NO. 96

1. P—K4 P—K3

2. P—Q4 P—Q4

3. Kt—QB3 Kt—KB3

4. P—K5 KKt—Q2

5. Q—Kt4 P—QB4

6. Kt—B3 P × P

7. KKt × P Kt × P

8. Q—Kt3 QKt—B3 ?

QUESTION No. 16. What would you play here for Black?

- |     |                                |                   |
|-----|--------------------------------|-------------------|
| 9.  | B—QKt5                         | B—Q <sub>2</sub>  |
| 10. | B×Kt                           | Kt×B              |
| 11. | KKt—Kt <sub>5</sub>            | R—B <sub>1</sub>  |
| 12. | B—B <sub>4</sub>               | Q—Kt <sub>3</sub> |
| 13. | B—B <sub>7</sub>               | Q—B <sub>4</sub>  |
| 14. | B—Q <sub>6</sub>               | Q—Kt <sub>3</sub> |
| 15. | B×B                            | K×B               |
| 16. | Q—Q <sub>6</sub> ch            | K—K <sub>1</sub>  |
| 17. | O—O—O                          | P—QR <sub>3</sub> |
| 18. | Kt×P                           | KP×Kt             |
| 19. | KR—K <sub>1</sub> ch and wins. |                   |

NO. 97

- |    |  |                      |
|----|--|----------------------|
| 1. | P—K <sub>4</sub>                         | P—K <sub>3</sub>     |
| 2. | P—Q <sub>4</sub>                         | P—Q <sub>4</sub>     |
| 3. | Kt—QB <sub>3</sub>                       | B—Kt <sub>5</sub>    |
| 4. | P—QR <sub>3</sub>                        | B×Kt ch              |
| 5. | P×B                                      | P—QB <sub>4</sub>    |
| 6. | Q—Kt <sub>4</sub>                        | Kt—QB <sub>3</sub> ? |
| 7. | Q×P                                      | Q—B <sub>3</sub>     |
| 8. | B—KR <sub>6</sub> and wins the exchange. |                      |

Students will do well to remember this fine way of winning the exchange.

NO. 98

- |     |                    |                    |
|-----|--------------------|--------------------|
| 1.  | P—K <sub>4</sub>   | P—K <sub>3</sub>   |
| 2.  | P—Q <sub>4</sub>   | P—Q <sub>4</sub>   |
| 3.  | Kt—QB <sub>3</sub> | P×P                |
| 4.  | Kt×P               | Kt—Q <sub>2</sub>  |
| 5.  | Kt—KB <sub>3</sub> | KKt—B <sub>3</sub> |
| 6.  | B—Q <sub>3</sub>   | B—K <sub>2</sub>   |
| 7.  | P—B <sub>3</sub>   | Kt×Kt              |
| 8.  | B×Kt               | Kt—B <sub>3</sub>  |
| 9.  | B—Q <sub>3</sub>   | O—O                |
| 10. | Kt—K <sub>5</sub>  | P—B <sub>4</sub>   |
| 11. | B—K <sub>3</sub>   | Q—B <sub>2</sub>   |
| 12. | P—KB <sub>4</sub>  | R—Q <sub>1</sub>   |
| 13. | P×P                |                    |

This ruins White's game. Q—B<sub>3</sub> would give him a good position.

13.	....	B×P
14.	B×B	Q×B
15.	B×P ch	K×B
16.	Q×R	B—Q2
17.	Q×R	Q—K6 ch and wins.

## SICILIAN DEFENCE

It is rather surprising that such an interesting opening as the Sicilian, in which there is so much play for both sides, does not give more opportunities for traps. They must exist but we can give here only four—and even they are not traps but simply examples from actual play which show the dangers of certain moves in certain positions. The first example (No. 99) is the beautiful game Alekhine v. Botvinnik from the Nottingham Tournament of 1936. It is well worth study. The second example (No. 100) is the game Eliskases v. Morry from the Birmingham Tournament of 1937. It illustrates the weakness of Black's K2. This example is a real trap which may occur in different variations, the idea always remaining the same—the discovered attack on the Queen and the gain of material by a check at K7 with the Knight.

No. 101 is a very long, complicated and fine pitfall occurring in the Richter Variation. It contains many combinations and ends with a fine mate on a central file.

The last example (No. 102) is a "help-mate."

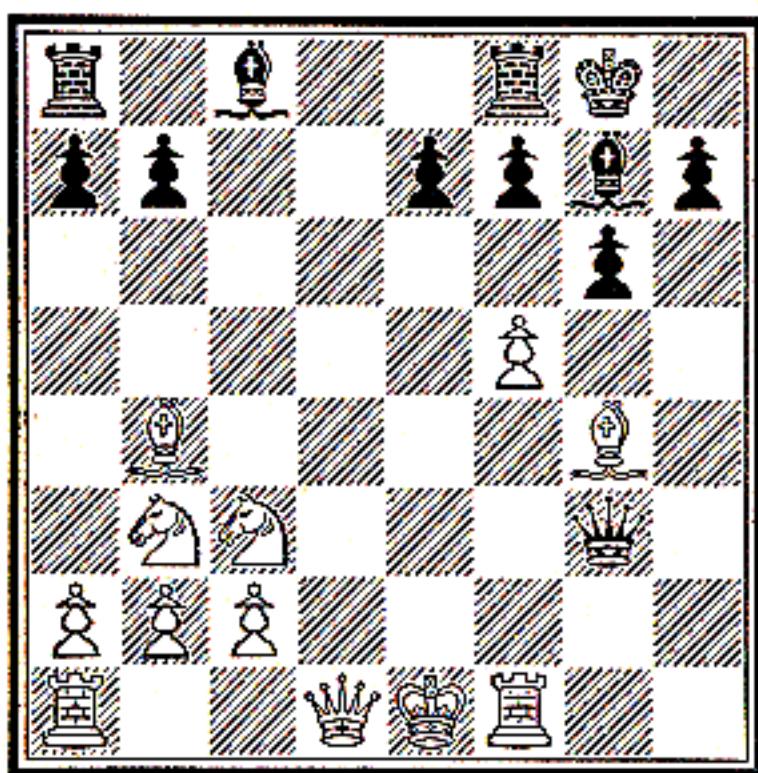
## NO. 99

1.	P—K4	P—QB4
2.	Kt—KB3	P—Q3
3.	P—Q4	P×P
4.	Kt×P	Kt—KB3
5.	Kt—QB3	P—KKt3
6.	B—K2	B—Kt2
7.	B—K3	Kt—B3
8.	Kt—Kt3	B—K3
9.	P—B4	O—O
10.	P—Kt4	P—Q4 !
11.	P—B5	B—B1
12.	KP×P	Kt—Kt5
13.	P—Q6	

QUESTION No. 17. How would you continue after 13. P×P, RP×P; 14. B—B<sub>3</sub>?

- |                       |                      |
|-----------------------|----------------------|
| 13. ....              | Q×P                  |
| 14. B—B <sub>5</sub>  | Q—B <sub>5</sub>     |
| 15. R—KB <sub>1</sub> | Q×RP                 |
| 16. B×Kt              | Kt×P                 |
| 17. B×Kt              | Q—Kt <sub>6</sub> ch |

DIAGRAM NO. 41



Drawn by perpetual check.

NO. 100

(As before to White's 5th move.)

- |                        |                     |
|------------------------|---------------------|
| 5. ....                | P—K <sub>3</sub>    |
| 6. B—K <sub>2</sub>    | B—K <sub>2</sub>    |
| 7. O—O                 | P—QR <sub>3</sub>   |
| 8. P—B <sub>4</sub>    | Q—B <sub>2</sub>    |
| 9. B—B <sub>3</sub>    | B—Q <sub>2</sub>    |
| 10. K—R <sub>1</sub>   | Kt—B <sub>3</sub>   |
| 11. Kt—Kt <sub>3</sub> | P—QKt <sub>4</sub>  |
| 12. Q—Q <sub>3</sub>   | R—QB <sub>1</sub>   |
| 13. B—K <sub>3</sub>   | O—O                 |
| 14. Q—Q <sub>2</sub>   | Kt—K <sub>1</sub>   |
| 15. QR—Q <sub>1</sub>  | Kt—R <sub>4</sub> ? |

Falling into the trap.

16. Kt  $\times$  Kt      Q  $\times$  Kt  
 17. Kt—Q5      B—Q1

If 17. .... Q  $\times$  Q, then 18. Kt  $\times$  B ch. If, instead, 17. .... Q—Q1, then 18. B—Kt6

18. Kt—K7 ch, winning the exchange.

Black resigned.

NO. 101

1. P—K4      P—QB4  
 2. Kt—KB3      Kt—QB3  
 3. P—Q4      P  $\times$  P  
 4. Kt  $\times$  P      Kt—B3  
 5. Kt—QB3      P—Q3  
 6. B—KKt5

The Richter Variation.

6. ....      P—K3  
 7. Kt  $\times$  Kt      P  $\times$  Kt  
 8. P—K5      Q—R4 !  
 If 8. .... P  $\times$  P, then 9. Q—B3 with a strong attack.  
 9. B—Kt5 !      P  $\times$  B  
 10. P  $\times$  Kt      P—Kt5  
 11. Kt—K4

If 11. Q—B3, then 11. .... Q—K4 ch ; 12. Kt—K2, P—Q4.

11. ....      Q—K4  
 12. Q—K2      P—Q4  
 13. O—O—O      P  $\times$  Kt ?

The mistake. P—Kt3 is necessary.

14. P—KB4      Q—R4  
 15. P  $\times$  P      B  $\times$  P  
 16. Q—Kt5 ch !      Q  $\times$  Q  
 17. R—Q8 mate.

NO. 102

1. P—K4      P—QB4  
 2. Kt—KB3      Kt—QB3  
 3. P—Q4      P  $\times$  P  
 4. Kt  $\times$  P      P—K4 ?  
 5. Kt—B5      KKt—K2 ??  
 6. Kt—Q6 mate.

# CHAPTER IV

## CLOSE GAMES

### QUEEN'S GAMBIT AND QUEEN'S PAWN GAME

The Queen's Pawn and the allied openings are easily the most popular in modern first-class and tournament play ; in fact of the sixty games played in the last two matches for the World's Championship only six were opened with 1. P—K<sub>4</sub>. Admirers of the "old school" lament this overwhelming preference ; nevertheless, there can be no question that the Queen's Pawn and the allied openings offer more scope for positional play and beautiful combinations than any others. They are more complicated and, as early exchanges are not so much in evidence as in the open game, opportunities arise for interesting end-game play. The student should pay particular attention to this chapter.

In addition, he is strongly recommended to study the games in Alekhine's championship matches ; those in the matches with Capablanca and Bogolioubov will teach many valuable lessons on the Cambridge Springs Defence, while from his matches against Euwe much can be learnt about the Slav Defence.

The first three examples show the danger of attempting to retain the gambit pawn in the Queen's Gambit Accepted. Positions in this opening in which Black can safely hold on to the pawn are extremely rare and very careful consideration is essential before such an attempt is made. In No. 104 Black's attempt is successful since he is able to refute White's combination ; in Nos. 103 and 105, on the other hand, Black's end is tragic.

The next five pitfalls (Nos. 106 to 110) show a well-known sacrifice of the Queen which is regained next move by a Bishop check to a King which has no move. No. 110 is particularly interesting—a line of play which turned out to White's advantage in a game Fine v. Winter (Hastings Tournament, 1936-1937) being refuted a very short time later in a game Fine v. Youdovitch (Moscow Tournament, 1937).

The following examples (Nos. 111 to 118) are devoted to different variations of the Orthodox Defence. In some of them the danger to Black of creating weak squares at his QB<sub>3</sub> and QR<sub>3</sub> by the move P—QKt<sub>3</sub> is illustrated. No. 111 is an interesting trap of very frequent occurrence. It shows the danger to Black of developing the Queen's Bishop before the Queen's Knight. The final position can be reached in different ways and the moves leading up to it in this example are perhaps not the most plausible. In No. 112 Black commits the mistake of developing his Queen's Bishop on the King's side after having played P—QKt<sub>3</sub>. White commits the same error in No. 113 and loses in more or less the same way. No. 114 gives a further example of the weakness of Black's QB<sub>3</sub> and QR<sub>3</sub> after P—QKt<sub>3</sub>.

An unwary player might easily fall into pitfall No. 115 where the stalemated position of Black's Queen is fatal. The trap is fairly simple but it is worth inclusion if only for the fact that one great master has twice fallen into it! Pitfall No. 116 is a nice short game played between R. P. Michell and A. R. B. Thomas in the British Championship Tournament at Edinburgh in 1926. White chose the wrong way to win a pawn and Black secured an early victory.

The next two examples are devoted to Tarrasch's Defence. In No. 117 the evil of taking a pawn without due consideration is once again demonstrated. The form of attack adopted by White in this example is of fairly frequent occurrence. Example No. 118 shows the danger of an uncastled King and undeveloped pieces.

Then comes the Cambridge Springs Defence. In No. 119 White unexpectedly loses a piece while in No. 120 his Queen is trapped. No. 121 shows the dangers which Black incurs in playing P—KB<sub>4</sub> and exposing his King, while in No. 122 he suffers as a result of playing P—QB<sub>4</sub>.

Only one example (No. 123) is devoted to the Slav Defence. Here we have the rare case of a pawn winning the game in the very early stages. Who would think that in the Queen's Pawn Game a pawn could be promoted to Queen as early as the 10th move?

Pitfall No. 124 deals with the Albin Counter-Gambit. It is taken from a game by Albin, subsequently reproduced by Dr. Lasker. The variation is tempting for White but ends

in disaster. Here, too, a pawn is promoted—but here it is even earlier, on the 7th move!—and the pawn is not promoted to a Queen!

The next seven examples (Nos. 125 to 131) deal with the Queen's Pawn Game. In No. 125 White very soon makes a mistake—the capture of the undeveloped Knight by the developed Bishop being very poor chess. Black's play is a model and the combination beginning with 10. .... R—Q1 is well worth study.

There is some very pretty play in pitfall No. 126, where a pawn-hunting expedition by Black's Queen comes to grief. Examples Nos. 127 and 128 show a very interesting form of attack by White. It needs very careful attention by Black, but, if he defends it properly, he should get an even game. In No. 129 the advance of a pawn changes the course of the game and to the detriment of the player making it. Pitfall No. 130 shows a very tricky form of attack by White, but a careful defence by Black should secure equality at least.

In Pitfall No. 131 (Colle System) we meet again the Bishop sacrifice at KR7. Black should have foreseen it.

Black's mistake in No. 132 is obvious, but the conclusion is interesting. Example No. 133 shows Black seeking material gain by a plausible but premature attack, while in No. 134 Black attempts to hold on to a pawn and meets with well-merited punishment.

#### NO. 103

- |    |       |      |
|----|-------|------|
| 1. | P—Q4  | P—Q4 |
| 2. | P—QB4 | P×P  |
| 3. | P—K3  |      |

To avoid the strong answer 3. .... P—K4 it is best to play 3. Kt—KB3 instead of 3. .... P—K3.

That the move P—K4 is, however, not always to be recommended for Black is shown by the following brilliant line of play from the last World's Championship match between Alekhine v. Euwe: 1. P—Q4, P—Q4; 2. P—QB4, P—QB3; 3. Kt—QB3!, P×P; 4. P—K4, P—K4; 5. B×P, P×P; 6. Kt—B3!, P×Kt (6. .... P—QKt4, as played in the game, loses at once by 7. Kt×KtP, B—R3; 8. Q—Kt3, Q—K2; 9. O—O, etc.); 7. B×P ch, K—K2; 8. Q—Kt3 (this is much better than 8. B—Kt5 ch, Kt—B3; 9. Q×Q ch,

$K \times Q$ ; 10.  $P - K_5$ ) and White has a strong and perhaps irrefutable attack.

- |                        |               |
|------------------------|---------------|
| 3. ....                | $P - QKt_4 ?$ |
| 4. $P - QR_4$          | $P - QB_3 ?$  |
| 5. $P \times P$        | $P \times P$  |
| 6. $Q - B_3$ and wins. |               |

#### NO. 104

- |                    |               |
|--------------------|---------------|
| 1. $P - Q_4$       | $P - Q_4$     |
| 2. $P - QB_4$      | $P - QB_3$    |
| 3. $Kt - QB_3$     | $P \times P$  |
| 4. $P - K_3$       | $P - QKt_4$   |
| 5. $Kt \times P ?$ | $P \times Kt$ |
| 6. $Q - B_3$       | $Q - B_2$     |
| 7. $Q \times R$    | $B - Kt_2$    |
| 8. $Q \times P$    | $P - K_3$     |

Black threatens  $Kt - QB_3$  and White's Queen will have great difficulty in escaping, e.g., 9.  $P - Q_5$ ,  $P - K_4$ ; 10.  $P - K_4$ ,  $B - B_4$ ; 11.  $P - Q_6$ ,  $Q \times P$ ; 12.  $Q \times QB$  (if 12.  $Q - R_4$ , then 12. ....  $B - Kt_5$  ch),  $B - Kt_5$  ch and mate next move.

#### NO. 105

- |                                   |               |
|-----------------------------------|---------------|
| 1. $P - Q_4$                      | $P - Q_4$     |
| 2. $P - QB_4$                     | $P \times P$  |
| 3. $Kt - KB_3$                    | $Kt - KB_3$   |
| 4. $P - K_3$                      | $P - QKt_4 ?$ |
| 5. $P - QR_4$                     | $P - B_3$     |
| 6. $Kt - K_5$                     | $B - R_3$     |
| 7. $P \times P$                   | $P \times P$  |
| 8. $P - QKt_3$                    | $P \times P$  |
| 9. $R \times B$ , winning easily. |               |

#### NO. 106

- |                    |                |
|--------------------|----------------|
| 1. $P - Q_4$       | $P - Q_4$      |
| 2. $P - QB_4$      | $P - K_3$      |
| 3. $Kt - QB_3$     | $Kt - KB_3$    |
| 4. $B - Kt_5$      | $QKt - Q_2$    |
| 5. $P \times P$    | $P \times P$   |
| 6. $Kt \times P ?$ | $Kt \times Kt$ |
| 7. $B \times Q$    | $B - Kt_5$ ch  |

8. Q—Q<sub>2</sub>                    B×Q ch  
 9. K×B                    K×B and wins.

## NO. 107

- |                         |                    |
|-------------------------|--------------------|
| 1. P—Q <sub>4</sub>     | P—Q <sub>4</sub>   |
| 2. P—QB <sub>4</sub>    | P—K <sub>3</sub>   |
| 3. Kt—QB <sub>3</sub>   | Kt—KB <sub>3</sub> |
| 4. B—B <sub>4</sub>     | P—B <sub>4</sub>   |
| 5. Kt—Kt <sub>5</sub> ? | BP×P !             |
| 6. Kt—B <sub>7</sub> ch |                    |

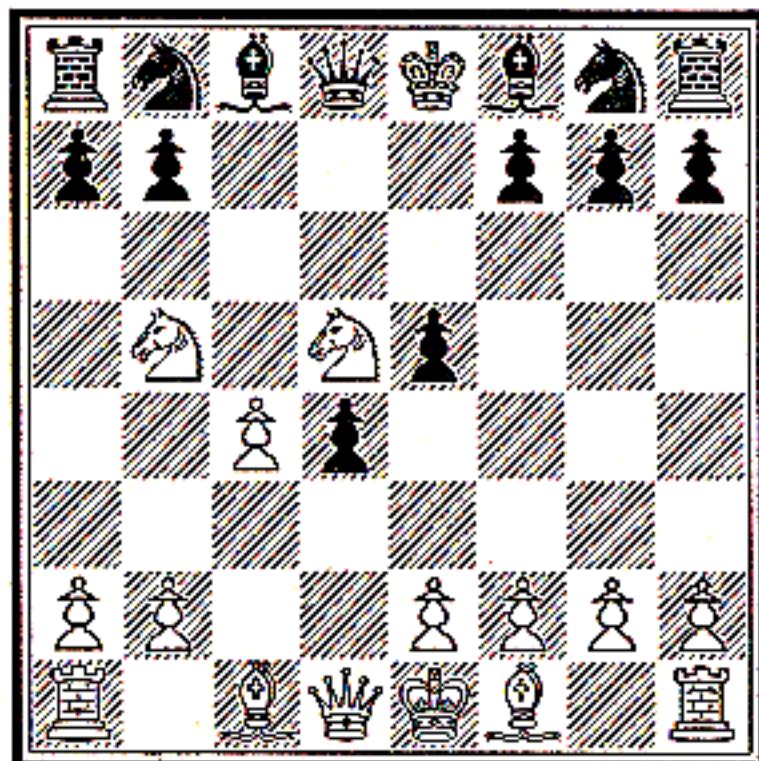
Falling into the trap.

- |                     |                      |
|---------------------|----------------------|
| 6. ....             | Q×Kt                 |
| 7. B×Q              | B—Kt <sub>5</sub> ch |
| 8. Q—Q <sub>2</sub> | B×Q ch               |
| 9. K×B              | P×P and wins.        |

## NO. 108

- |                        |                   |
|------------------------|-------------------|
| 1. P—Q <sub>4</sub>    | P—Q <sub>4</sub>  |
| 2. P—QB <sub>4</sub>   | P—K <sub>3</sub>  |
| 3. Kt—QB <sub>3</sub>  | P—QB <sub>4</sub> |
| 4. Kt—B <sub>3</sub>   | BP×P              |
| 5. KKt×P               | P—K <sub>4</sub>  |
| 6. KKt—Kt <sub>5</sub> | P—Q <sub>5</sub>  |
| 7. Kt—Q <sub>5</sub>   |                   |

## DIAGRAM NO. 42



7. .... Kt—QR<sub>3</sub>  
 8. Q—R<sub>4</sub> B—Q<sub>2</sub>  
 9. Q×Kt?

Hoping to regain the Queen and win the Rook after 9. .... P×Q by 10. Kt (Kt<sub>5</sub>)—B<sub>7</sub> ch. But disillusionment comes quickly.

9. .... B—Kt<sub>5</sub> ch and wins.

NO. 109

- |                       |                             |
|-----------------------|-----------------------------|
| 1. P—Q <sub>4</sub>   | P—Q <sub>4</sub>            |
| 2. B—Kt <sub>5</sub>  | Kt—KB <sub>3</sub>          |
| 3. Kt—Q <sub>2</sub>  | B—B <sub>4</sub>            |
| 4. P—QB <sub>4</sub>  | P—K <sub>3</sub>            |
| 5. KKt—B <sub>3</sub> | Kt—B <sub>3</sub>           |
| 6. Kt—R <sub>4</sub>  | B—K <sub>5</sub>            |
| 7. P×P                | P×P                         |
| 8. Kt×B?              | Kt×Kt                       |
| 9. B×Q                | B—Kt <sub>5</sub> ch        |
| 10. Q—Q <sub>2</sub>  | B×Q ch                      |
| 11. K—Q <sub>1</sub>  | R×B                         |
| 12. P—B <sub>3</sub>  | B—Kt <sub>4</sub> and wins. |

The above moves are those of a game E. Spencer v. W. A. Fairhurst in the British Championship Tournament at Tenby in 1928.

NO. 110

- |                        |                    |
|------------------------|--------------------|
| 1. P—Q <sub>4</sub>    | P—Q <sub>4</sub>   |
| 2. P—QB <sub>4</sub>   | P—K <sub>3</sub>   |
| 3. Kt—QB <sub>3</sub>  | Kt—KB <sub>3</sub> |
| 4. Kt—B <sub>3</sub>   | P—B <sub>4</sub>   |
| 5. B—Kt <sub>5</sub>   | BP×P               |
| 6. KKt×P               | P—K <sub>4</sub>   |
| 7. KKt—Kt <sub>5</sub> | P—QR <sub>3</sub>  |

Here 7. .... P—Q<sub>5</sub> would lead to a better end-game for White, e.g., 8. Kt—Q<sub>5</sub>, Kt×Kt; 9. B×Q, B—Kt<sub>5</sub> ch; 10. Q—Q<sub>2</sub>, B×Q ch; 11. K×B, K×B (Fine v. Winter, Hastings Tournament, 1936-7).

8. Kt×P

A mistake. Better is B×Kt followed by Kt—R<sub>3</sub>.

- |             |       |
|-------------|-------|
| 8. ....     | P×Kt  |
| 9. Kt×Kt ch | Q×Kt! |

This is the deeply hidden trap.

- |                  |                         |
|------------------|-------------------------|
| 10. $B \times Q$ | $B - Kt_5 \text{ ch}$   |
| 11. $Q - Q_2$    | $B \times Q \text{ ch}$ |
| 12. $K \times B$ | $P \times B$ and wins.  |

(ORTHODOX DEFENCE)

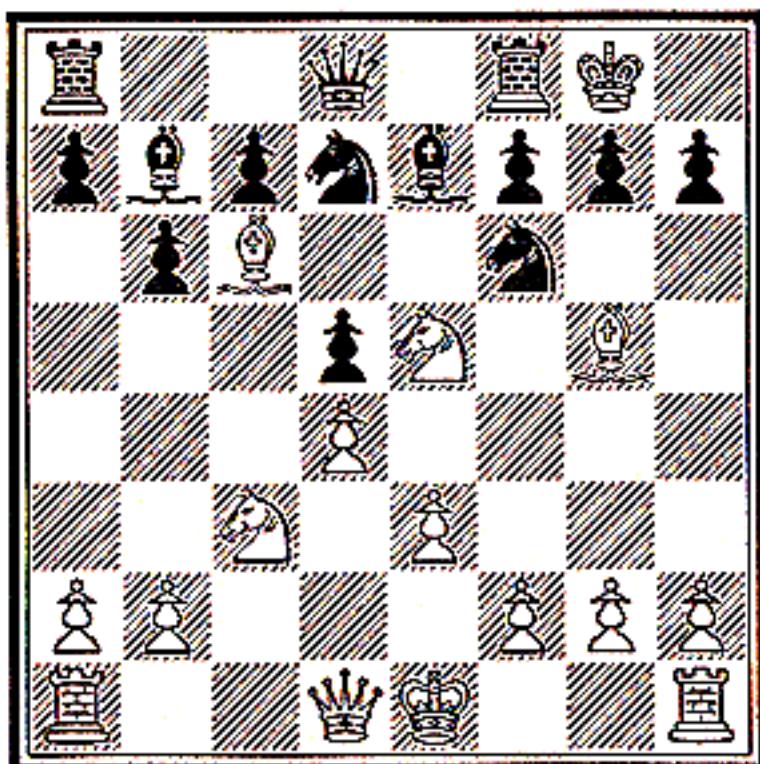
NO. III

- |                |             |
|----------------|-------------|
| 1. $P - Q_4$   | $P - Q_4$   |
| 2. $P - QB_4$  | $P - K_3$   |
| 3. $Kt - QB_3$ | $Kt - KB_3$ |
| 4. $B - Kt_5$  | $B - K_2$   |
| 5. $P - K_3$   | $O - O$     |
| 6. $Kt - B_3$  | $P - QKt_3$ |

$QKt - Q_2$  is correct.

- |                 |               |
|-----------------|---------------|
| 7. $P \times P$ | $P \times P$  |
| 8. $Kt - K_5$   | $B - Kt_2$    |
| 9. $B - Kt_5$   | $QKt - Q_2 ?$ |
| 10. $B - B_6$   |               |

DIAGRAM NO. 43



- |                                     |               |
|-------------------------------------|---------------|
| 10. ....                            | $R - Kt_1$    |
| 11. $B \times B$                    | $R \times B$  |
| 12. $Kt - B_6$                      | $Q - K_1$     |
| 13. $Kt \times B \text{ ch}$        | $Q \times Kt$ |
| 14. $Kt \times P$ , winning a pawn. |               |

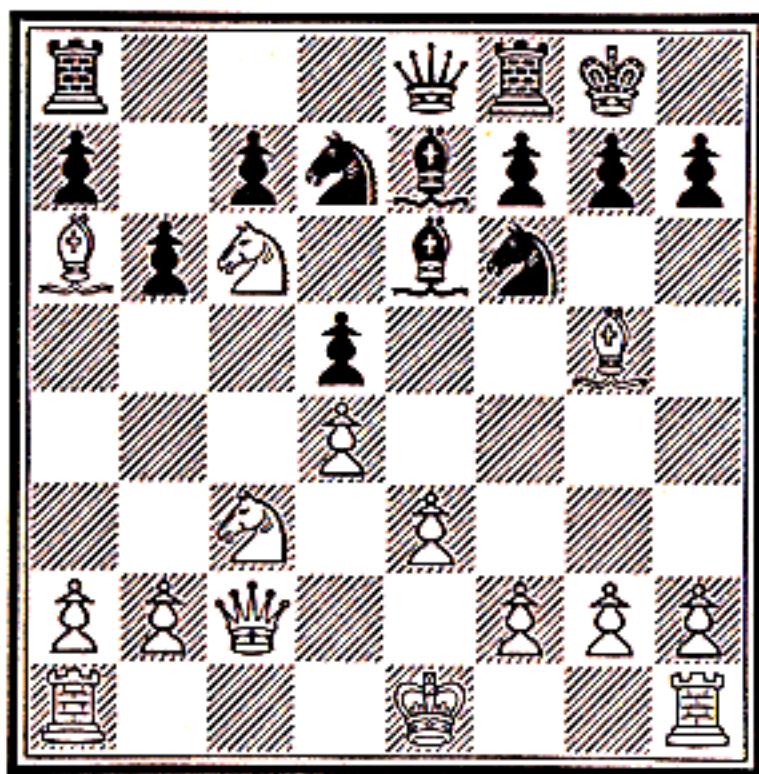
If 14. .... Q—K<sub>5</sub>, then 15. Kt×Kt ch, P×Kt; 16. B—R<sub>6</sub>, Q×KtP; 17. Q—B<sub>3</sub>! and wins, for, if 17. .... Q×Q, then 18. R—Kt<sub>1</sub> ch, K—R<sub>1</sub>; 19. B—Kt<sub>7</sub> ch, K—Kt<sub>1</sub>; 20. B—B<sub>6</sub> ch followed by 21. R×Q mate.

## NO. 112

(As before to Black's 7th move.)

- |                       |                              |
|-----------------------|------------------------------|
| 8. B—Q <sub>3</sub>   | B—KKt <sub>5</sub>           |
| 9. Q—B <sub>2</sub>   | QKt—Q <sub>2</sub>           |
| 10. Kt—K <sub>5</sub> | B—K <sub>3</sub>             |
| 11. Kt—B <sub>6</sub> | Q—K <sub>1</sub>             |
| 12. B—QR <sub>6</sub> | and White wins the exchange. |

DIAGRAM NO. 44



If 12. .... Kt—Kt<sub>1</sub>, then 13. Kt×B ch, Q×Kt; 14. B—Kt<sub>7</sub>.

## NO. 113

(As before to White's 6th move.)

- |                         |                    |
|-------------------------|--------------------|
| 6. ....                 | QKt—Q <sub>2</sub> |
| 7. Q—B <sub>2</sub>     | P—B <sub>3</sub>   |
| 8. P—QKt <sub>3</sub> ? | Q—R <sub>4</sub>   |
| 9. B—Q <sub>3</sub>     | B—Kt <sub>5</sub>  |
| 10. R—QB <sub>1</sub>   | Kt—K <sub>5</sub>  |

11.  $B \times Kt$        $P \times B$   
 12.  $Kt-K_5$        $Kt-Kt_3$   
 13.  $B-R_4$        $P-B_3$  and wins.

## NO. 114

(As before to White's 5th move.)

5. ....       $QKt-Q_2$   
 6.  $Kt-B_3$        $O-O$   
 7.  $R-B_1$        $P-QKt_3$

This creates weaknesses in Black's position—the squares  $QB_3$  and  $QR_3$ . Nevertheless, Black can maintain the equilibrium.

8.  $P \times P$        $P \times P$   
 9.  $Q-R_4$        $B-Kt_2$   
 10.  $B-QR_6$        $B \times B$

For  $Q-B_1$  see final note to this variation.

11.  $Q \times B$        $P-B_3$

$P-B_4$ , as played by Capablanca against Dr. Bernstein, is probably best.

QUESTION No. 18. What would you play in reply to 11. ....  $P-B_4$ ?

12.  $O-O$        $Kt-K_5$

Black has a difficult game, but the text-move does not improve matters. If 12. ....  $Q-B_1$ , then 13.  $Q-R_4$  and Black is still tied up.

13.  $B \times B$        $Q \times B$   
 14.  $Q-Kt_7$        $KR-B_1$

Black has no saving move, for, if 14. ....  $Q-Q_3$ , then 15.  $Kt \times Kt$ ,  $P \times Kt$ ; 16.  $Kt-K_5$ .

15.  $Kt \times P$        $Q-Q_3$   
 16.  $R \times P$  and wins.

Another interesting variation occurs if Black on his tenth move plays 10. ....  $Q-B_1$  instead of 10. ....  $B \times B$ .

10. ....       $Q-B_1$   
 11.  $B \times B$        $Q \times B$   
 12.  $Kt-K_5$        $QR-Q_1$

This loses a piece. The only move to avoid immediate loss of the game is  $P-B_3$ , which loses a pawn.

13.  $Kt \times Kt$        $R \times Kt$   
 14.  $B \times Kt$  and wins.

## NO. 115

(As before to Black's 6th move.)

- |     |                       |        |
|-----|-----------------------|--------|
| 7.  | R—B1                  | P—B3   |
| 8.  | Q—B2                  | P—QR3  |
| 9.  | P×P                   | KP×P   |
| 10. | B—Q3                  | R—K1   |
| 11. | O—O                   | P—R3   |
| 12. | B—KB4                 | Kt—R4? |
| 13. | Kt×P, winning a pawn. |        |

If 13. .... P×Kt?, then 14. B—B7 wins the Queen.

## NO. 116

(As before to Black's 7th move.)

- |     |       |       |
|-----|-------|-------|
| 8.  | B—Q3  | P×P   |
| 9.  | B×P   | Kt—Q4 |
| 10. | B×B   | Q×B   |
| 11. | Kt—K4 | P—K4  |

A very interesting pawn-sacrifice, successful in this instance but unsound if correctly met.

- |     |       |       |
|-----|-------|-------|
| 12. | P×P   | QKt×P |
| 13. | B×Kt  | P×B   |
| 14. | Kt—B3 |       |

This is the wrong way to win the pawn, and White now gets a very difficult game. The right continuation is 14. Q×P, Kt×Kt ch; 15. P×Kt, B—R6 (Black has nothing better); 16. R—KKt1 and White has a strong attack and an extra pawn.

- |     |        |                 |
|-----|--------|-----------------|
| 14. | ....   | B—Kt5           |
| 15. | Kt×P   | Q—Q3            |
| 16. | O—O    | QR—Q1           |
| 17. | Kt—B4  | Q—KR3           |
| 18. | Q—K2   | B×Kt            |
| 19. | P×B    | P—KKt4          |
| 20. | Kt—Kt2 | R—Q7! and wins. |

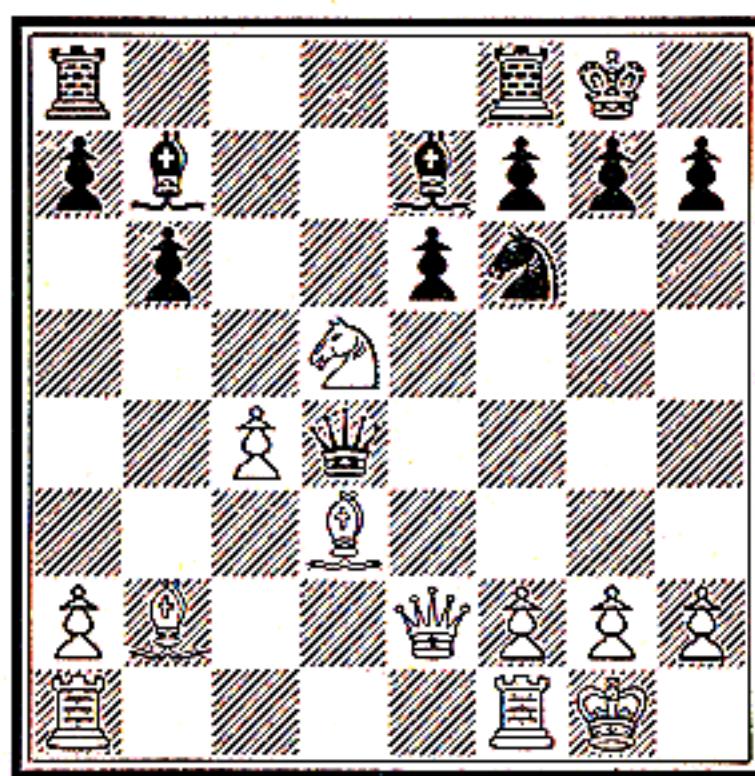
## (TARRASCH'S DEFENCE)

## NO. 117

- |    |       |      |
|----|-------|------|
| 1. | P—Q4  | P—Q4 |
| 2. | P—QB4 | P—K3 |

- |     |                    |                    |
|-----|--------------------|--------------------|
| 3.  | Kt—QB <sub>3</sub> | P—QB <sub>4</sub>  |
| 4.  | P—K <sub>3</sub>   | Kt—QB <sub>3</sub> |
| 5.  | Kt—B <sub>3</sub>  | Kt—B <sub>3</sub>  |
| 6.  | B—Q <sub>3</sub>   | B—K <sub>2</sub>   |
| 7.  | O—O                | O—O                |
| 8.  | P—QKt <sub>3</sub> | P—QKt <sub>3</sub> |
| 9.  | B—Kt <sub>2</sub>  | B—Kt <sub>2</sub>  |
| 10. | Q—K <sub>2</sub>   | QP×P               |
| 11. | KtP×P              | P×P                |
| 12. | P×P                | Kt×P ?             |
| 13. | Kt×Kt              | Q×Kt               |
| 14. | Kt—Q <sub>5</sub>  |                    |

DIAGRAM NO. 45



14. .... Q—B<sub>4</sub>  
 15. B×Kt P×B

If 15. .... B×B, then 16. Q—K<sub>4</sub>, P—Kt<sub>3</sub>; 17. Kt×B ch and wins.

16. QR—Q<sub>1</sub> B×Kt

If 16. .... P×Kt, then 17. Q—Kt<sub>4</sub> ch, K—R<sub>1</sub>; 18. Q—B<sub>5</sub> and wins.

17. B×P ch K×B  
 18. Q—R<sub>5</sub> ch K—Kt<sub>2</sub>  
 19. Q—Kt<sub>4</sub> ch K—R<sub>2</sub>  
 20. R—Q<sub>3</sub> and wins.

## NO. 118

(As before to Black's 3rd move.)

4. Kt—B<sub>3</sub>                    Kt—KB<sub>3</sub>  
 5. BP×P                    BP×P

This departure from the usual course, KP×P, is not to be recommended.

6. Q×P

Kt×P is probably better.

6. ....                    Kt×P  
 7. P—K<sub>4</sub>                    Kt×Kt  
 8. Q×Q ch                    K×Q  
 9. P×Kt                    B—B<sub>4</sub>  
 10. B—QB<sub>4</sub>                    B—Q<sub>2</sub>

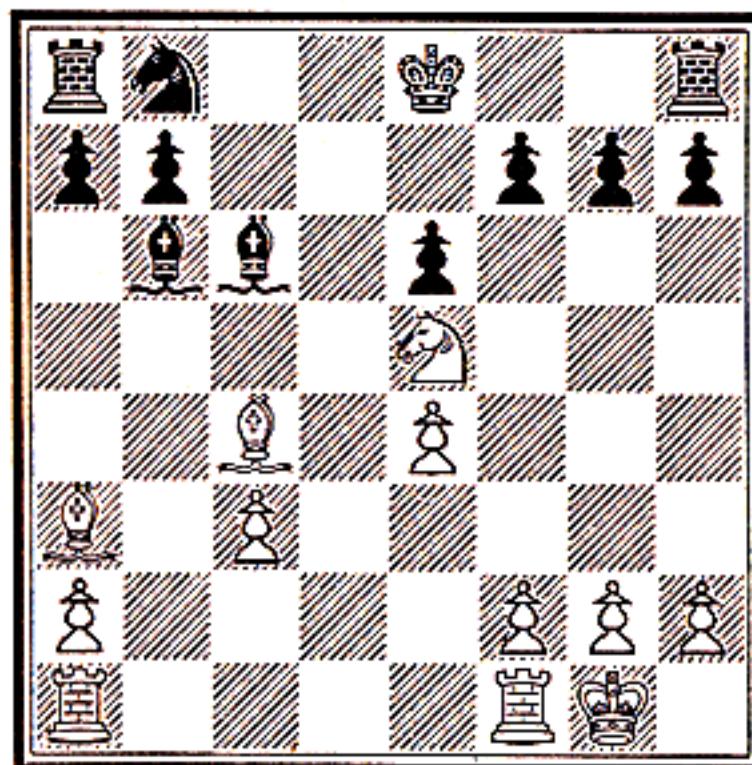
Black intends to get this Bishop into play quickly by B—B<sub>3</sub>, but the plan is not a good one.

11. O—O                    B—B<sub>3</sub>  
 12. Kt—K<sub>5</sub>                    K—K<sub>2</sub>  
 13. Kt—Q<sub>3</sub>                    B—Kt<sub>3</sub>

If 13. .... B—Q<sub>3</sub>, then 14. P—K<sub>5</sub>, etc.

14. B—R<sub>3</sub> ch                    K—K<sub>1</sub>  
 15. Kt—K<sub>5</sub>

## DIAGRAM NO. 46



15. ....                    B×P  
 16. KR—K<sub>1</sub>                    B—B<sub>3</sub>

17. Kt×P            K×Kt  
 18. R×P and wins easily.

It should be noted that during the last seven moves Black has had no opportunity of developing his pieces, while White, on the contrary, has been able to post his on the most commanding squares.

## (CAMBRIDGE SPRINGS DEFENCE)

NO. 119

- |           |        |
|-----------|--------|
| 1. P—Q4   | P—Q4   |
| 2. P—QB4  | P—K3   |
| 3. Kt—QB3 | Kt—KB3 |
| 4. B—Kt5  | QKt—Q2 |
| 5. P—K3   | P—B3   |
| 6. Kt—B3  | Q—R4   |

Not only pinning the Knight but also exercising an indirect threat on the B at Kt5. This last fact should be noted.

- |           |                        |
|-----------|------------------------|
| 7. Kt—Q2  | B—Kt5                  |
| 8. Q—B2   | O—O                    |
| 9. B—Q3 ? | P×P                    |
| 10. B×Kt  | BP×B, winning a piece. |

NO. 120

(As before to Black's 8th move.)

- |          |      |
|----------|------|
| 9. B—K2  | P—K4 |
| 10. QP×P |      |

The quiet move, 10. O—O, gives White the somewhat better game.

- |                    |       |
|--------------------|-------|
| 10. ....           | Kt—K5 |
| 11. KKt×Kt         | P×Kt  |
| 12. O—O            | B×Kt  |
| 13. P×B            |       |
| 13. Q×B is better. |       |
| 13. ....           | Kt×P  |
| 14. Q×P            |       |

The move 14. B—K7, recommended by Réti in his posthumous work, *Die Meister des Schachbretts*, conserves some superiority for White.

- |            |      |
|------------|------|
| 14. ....   | P—B3 |
| 15. B—B4 ? |      |

B—R<sub>4</sub> was necessary.

15. ....

B—B<sub>4</sub>

White's Queen is lost.

NO. 121

(As before to White's 8th move.)

8. .... Kt—K<sub>5</sub>

9. KKt×Kt P×Kt

10. B—R<sub>4</sub>

A very much better move than B—B<sub>4</sub>.

10. .... P—K<sub>4</sub>

11. B—K<sub>2</sub> O—O

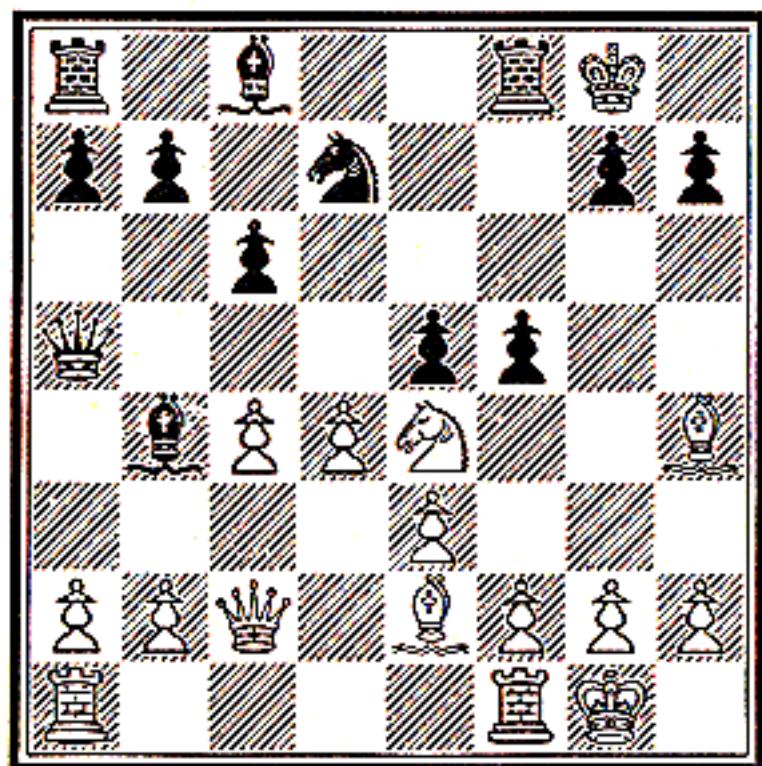
12. O—O P—KB<sub>4</sub>

This move allows White to make a remarkable combination which leaves Black with a bad game, but the alternative B×Kt, leaving White with two powerful Bishops, is not very inviting. The position of White's Bishop at R<sub>4</sub> is a big factor in the strength of his game.

13. Kt×P

A very interesting sacrifice which breaks up Black's King's side and opens up the game to White's advantage.

DIAGRAM NO. 47



13. ....

P×Kt

14. P—QR<sub>3</sub>

B—Q<sub>3</sub>

15. P—QKt<sub>4</sub>      Q—B<sub>2</sub>

Black cannot retain the piece, and the text-move is the best at his disposal. If, instead, 15. .... B×P, then 16. P×B, Q×P; 17. Q×P, P×P; 18. B—Q<sub>3</sub>, P—KKt<sub>3</sub>; 19. B—K<sub>7</sub> and wins.

16. P—B<sub>5</sub>      P×P

17. P×B      Q×P

18. B—B<sub>4</sub> ch      K—R<sub>1</sub>

19. Q×P      Kt—Kt<sub>3</sub>

Much better than P×P, which would leave White with a winning attack.

20. B—K<sub>7</sub>      R—K<sub>1</sub>

21. B—Q<sub>3</sub>      Q—Kt<sub>3</sub> or R<sub>3</sub>

22. Q×QP with a pawn ahead.

#### NO. 122

(As before to White's 7th move.)

7. ....      P×P

This move has the disadvantage of surrendering the control of the centre to White.

8. B×Kt      Kt×B

9. Kt×P      Q—B<sub>2</sub>

10. B—Q<sub>3</sub>      B—K<sub>2</sub>

11. O—O      O—O

12. R—B<sub>1</sub>      P—B<sub>4</sub>

A very dangerous move but apparently necessary in order to free his game. The sequel shows that he gets into serious difficulties and therefore the soundness of the system of defence beginning with 7. .... P×P must be questioned.

13. P×P      Q×P

B×P might be tried, but whether it is any improvement is very questionable.

14. Q—B<sub>3</sub>      R—Kt<sub>1</sub>

This disagreeable move is a necessary preliminary to the development of the Queen's Bishop.

15. Kt—K<sub>4</sub>      Kt×Kt

16. Q×Kt      P—KKt<sub>3</sub>

17. Q—B<sub>4</sub>      B—Q<sub>2</sub>

18. Kt—K<sub>5</sub>      Q—Q<sub>3</sub>

19. KR—Q<sub>1</sub>      QR—B<sub>1</sub>

20. B—B<sub>4</sub> and wins.

## (SLAV DEFENCE)

NO. 123

- |           |         |
|-----------|---------|
| 1. P—Q4   | P—Q4    |
| 2. P—QB4  | P—QB3   |
| 3. Kt—KB3 | B—B4    |
| 4. Q—Kt3  | Q—Kt3 ? |
| 5. P×P    |         |

White begins a wonderful triumphal march with this pawn.

- |         |     |
|---------|-----|
| 5. .... | Q×Q |
|---------|-----|

Forced in order to avoid the loss of a pawn.

- |        |      |
|--------|------|
| 6. P×Q | B×Kt |
|--------|------|

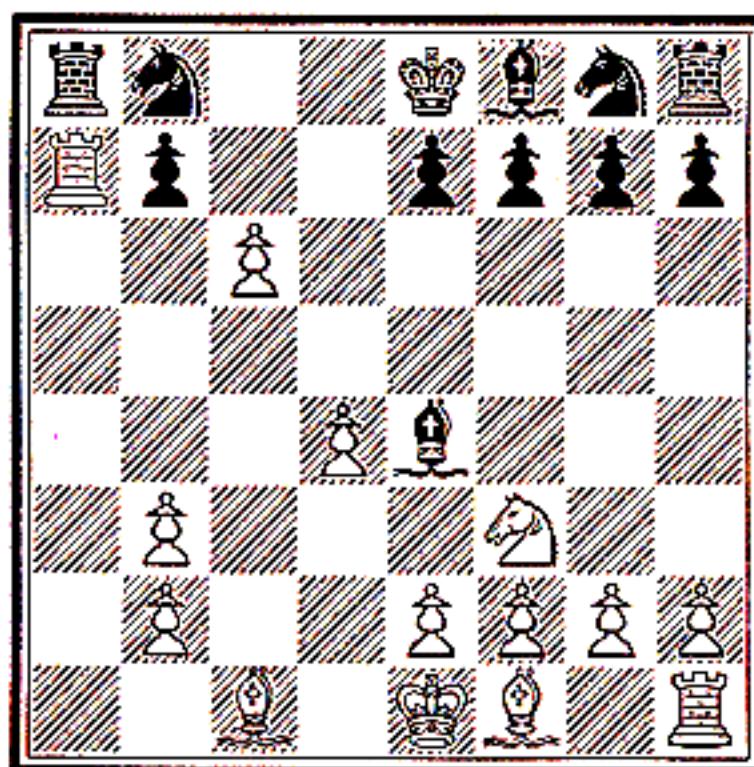
Black is already in serious difficulties, for, if 6. .... P×P, then 7. Kt—B3, P—K3 ; 8. Kt—QKt5, after which 8. .... Kt—QR3 is answered by 9. R×Kt.

- |        |      |
|--------|------|
| 7. P×P | B—K5 |
|--------|------|

Here Black would do better to play Kt×P and remain with a pawn down—but he is blissfully unconscious of White's beautiful scheme.

- |          |  |
|----------|--|
| 8. R×P ! |  |
|----------|--|

DIAGRAM NO. 48



White now explodes his bomb. 8. .... R×R is answered by 9. P—B7 after which the pawn cannot be prevented from queening.

## (ALBIN'S COUNTER-GAMBIT)

NO. 124

- |          |      |
|----------|------|
| 1. P—Q4  | P—Q4 |
| 2. P—QB4 | P—K4 |
| 3. QP×P  | P—Q5 |
| 4. P—K3? |      |

QUESTION No. 19. Do you know the right continuation here?

- |         |          |
|---------|----------|
| 4. .... | B—Kt5 ch |
| 5. B—Q2 | P×P!     |
| 6. B×B  |          |

If 6. P×P, then 6. .... Q—R5 ch; 7. P—Kt3, Q—K5 with the better game.

- |         |                       |
|---------|-----------------------|
| 6. .... | P×P ch                |
| 7. K—K2 | P×Kt=Kt ch! and wins. |

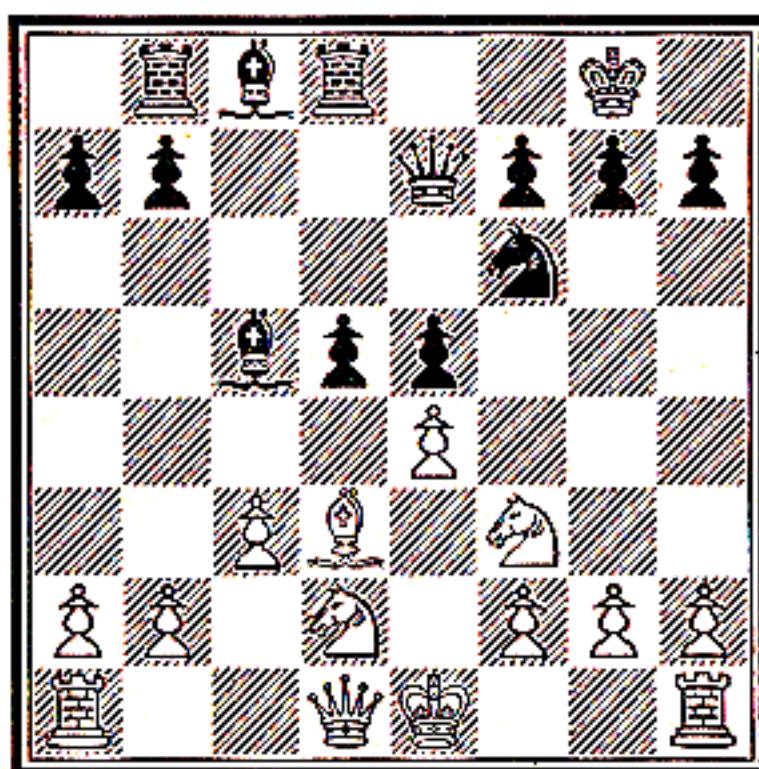
If 8. K—K1, then 8. .... Q—R5 ch, etc.

## QUEEN'S PAWN GAME

NO. 125

- |           |        |
|-----------|--------|
| 1. P—Q4   | P—Q4   |
| 2. B—B4   | P—QB4  |
| 3. B×Kt?  | R×B    |
| 4. P×P    | P—K3   |
| 5. P—K3   | Kt—KB3 |
| 6. Kt—KB3 | B×P    |

DIAGRAM NO. 49



7.	P—B <sub>3</sub>	O—O
8.	QKt—Q <sub>2</sub>	Q—K <sub>2</sub>
9.	B—Q <sub>3</sub>	P—K <sub>4</sub> !
10.	P—K <sub>4</sub>	R—Q <sub>1</sub> ! (see diagram on
11.	Q—B <sub>2</sub>	[p. 109].
12.	QKt×P	Kt×Kt
13.	B×Kt	P—B <sub>4</sub> !
14.	B×BP	

If 14. B—Q<sub>3</sub>, then 14. .... P—K<sub>5</sub>; 15. B—B<sub>4</sub> ch, K—R<sub>1</sub>; 16. Kt—Q<sub>2</sub>, P—K<sub>6</sub> and wins.

16. Kt—Q<sub>4</sub> (instead of 16. Kt—Q<sub>2</sub>) loses a pawn and White has the inferior position into the bargain.

14.	....	P—K <sub>5</sub>
15.	B×P	

If 15. Q×P, then 15. .... B×B and wins.

15.	....	B—B <sub>4</sub>
16.	Kt—Q <sub>2</sub>	R×Kt and wins.

#### NO. 126

1.	P—Q <sub>4</sub>	P—Q <sub>4</sub>
2.	Kt—KB <sub>3</sub>	P—QB <sub>4</sub>
3.	B—B <sub>4</sub>	Kt—QB <sub>3</sub>
4.	P—K <sub>3</sub>	Q—Kt <sub>3</sub> ?
5.	Kt—B <sub>3</sub> !	P—K <sub>3</sub>

For Q×P see No. 127.

6.	Kt—QKt <sub>5</sub>	K—Q <sub>2</sub>
7.	B—B <sub>7</sub>	Q—R <sub>3</sub>
8.	P×P	Q—R <sub>5</sub>
9.	B—Q <sub>6</sub>	

White is a pawn up and has the better game.

#### NO. 127

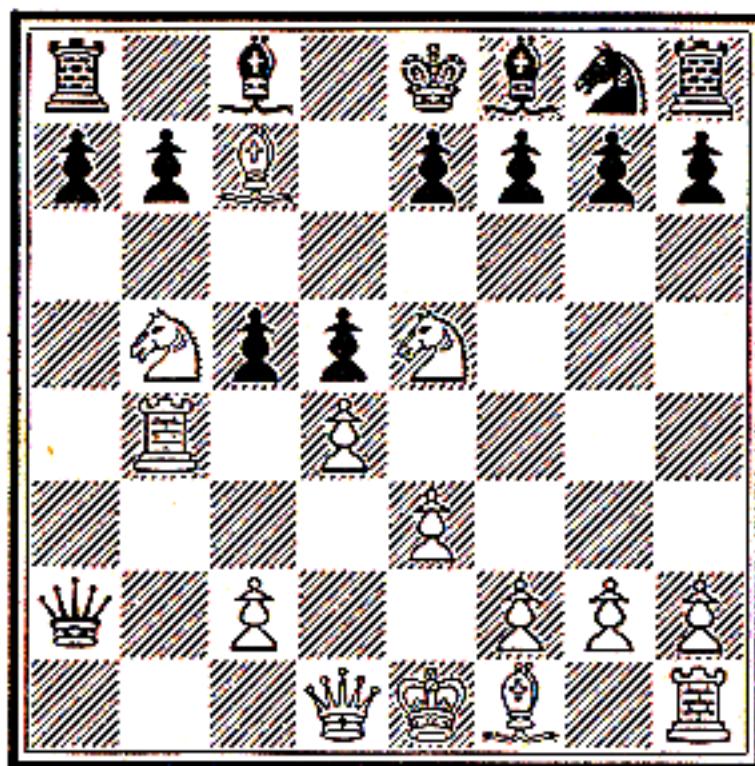
(As before to White's 5th move.)

5.	....	Q×P?
6.	Kt—QKt <sub>5</sub>	K—Q <sub>2</sub>
7.	R—QKt <sub>1</sub>	Q×RP
8.	B—B <sub>7</sub>	

Threatening to win the Queen by Kt—B<sub>3</sub> and R—Kt<sub>3</sub>.

8.	....	Kt—Kt <sub>5</sub>
9.	Kt—K <sub>5</sub> ch	K—K <sub>1</sub>
10.	R×Kt	

DIAGRAM NO. 50



10. ....  $P \times R$   
 11.  $Kt - QB_3$   $P \times Kt$   
 12.  $B - Kt_5 \text{ ch}$   $B - Q_2$   
 13.  $B \times B$  mate.

## NO. 128

(As before to Black's third move.)

4.  $P - K_3$   $P - K_3$   
 5.  $Kt - B_3$   $B - Q_3 ?$

 $P - QR_3$  is the correct move.

6.  $B \times B$   $Q \times B$   
 7.  $Kt - QKt_5$   $Q - K_2$   
 8.  $P \times P$   $Kt - B_3$   
 9.  $Kt - Q_6 \text{ ch}$

White is a pawn up and has the better game.

## NO. 129

(As before to Black's 4th move.)

5.  $P - B_3$   $Kt - B_3$   
 6.  $QKt - Q_2$   $B - Q_3$   
 7.  $B - Kt_3$   $O - O$   
 8.  $B - Q_3$   $R - K_1$   
 9.  $Kt - K_5$

This move is essential in order to prevent P—K<sub>4</sub>, which would give Black the upper hand.

- |                         |                   |
|-------------------------|-------------------|
| 9. ....                 | B×Kt              |
| 10. P×B                 | Kt—Q <sub>2</sub> |
| 11. P—KB <sub>4</sub> ? |                   |

A mistake which loses a pawn. The correct continuation, leading to about an even game, is 11. O—O, QKt×P; 12. B×Kt, Kt×B; 13. B×P ch, K×B; 14. Q—R<sub>5</sub> ch, K—K<sub>1</sub>; 15. Q×Kt.

- |                      |                   |
|----------------------|-------------------|
| 11. ....             | P—B <sub>5</sub>  |
| 12. B—K <sub>2</sub> | Q—Kt <sub>3</sub> |

White must lose a pawn.

#### NO. 130

- |                                |                    |
|--------------------------------|--------------------|
| 1. P—Q <sub>4</sub>            | P—Q <sub>4</sub>   |
| 2. Kt—QB <sub>3</sub>          | Kt—KB <sub>3</sub> |
| 3. B—Kt <sub>5</sub>           | B—B <sub>4</sub>   |
| 4. P—B <sub>3</sub>            | P—B <sub>4</sub>   |
| 5. B×Kt                        | KP×B               |
| 6. P—K <sub>4</sub>            | QP×P               |
| 7. P—Q <sub>5</sub>            | P×P                |
| 8. Q×P                         | B×P?               |
| 9. B—Kt <sub>5</sub> ch        | Kt—Q <sub>2</sub>  |
| 10. K—Q <sub>2</sub>           | B—Kt <sub>3</sub>  |
| 11. R—K <sub>1</sub> ch        | B—K <sub>2</sub>   |
| 12. P—Q <sub>6</sub> and wins. |                    |

#### (COLLE SYSTEM)

#### NO. 131

- |                       |                    |
|-----------------------|--------------------|
| 1. P—Q <sub>4</sub>   | P—Q <sub>4</sub>   |
| 2. Kt—KB <sub>3</sub> | Kt—KB <sub>3</sub> |
| 3. P—K <sub>3</sub>   | P—B <sub>4</sub>   |
| 4. P—B <sub>3</sub>   | P—K <sub>3</sub>   |
| 5. B—Q <sub>3</sub>   | B—Q <sub>3</sub>   |
| 6. QKt—Q <sub>2</sub> | QKt—Q <sub>2</sub> |
| 7. O—O                | O—O                |
| 8. R—K <sub>1</sub>   | R—K <sub>1</sub>   |
| 9. P—K <sub>4</sub>   | QP×P               |
| 10. Kt×P              | Kt×Kt              |

11.  $B \times Kt$        $P \times P ?$   
 12.  $B \times P$  ch       $K \times B$   
 13.  $Kt - Kt_5$  ch and wins.

QUESTION No. 20. How would you continue this game?

(TENISON GAMBIT)

NO. 132

1.  $Kt - KB_3$        $P - Q_4$   
 2.  $P - K_4$        $P \times P$   
 3.  $Kt - Kt_5$        $P - KB_4 ?$   
 4.  $B - B_4$        $Kt - KR_3$   
 5.  $Kt \times RP$        $R \times Kt$   
 6.  $Q - R_5$  ch       $K - Q_2$   
 7.  $Q - Kt_6$        $R - R_1$   
 8.  $B - K_6$  ch and wins.

NO. 133

1.  $Kt - KB_3$        $P - Q_4$   
 2.  $P - QKt_4$        $B - B_4$   
 3.  $P - K_3$        $P - K_3$   
 4.  $B - Kt_2$        $Kt - KB_3$   
 5.  $P - B_4$        $B \times P ?$   
 6.  $Q - R_4$  ch       $Kt - B_3$   
 7.  $Kt - K_5$        $Q - Q_3$   
 8.  $Kt \times Kt$        $P \times Kt$   
 9.  $P - QR_3$        $B - B_4$   
 10.  $P - Q_4$        $B - QKt_3$   
 11.  $P - B_5$  and wins.

(STAUNTON GAMBIT)

NO. 134

1.  $P - Q_4$        $P - KB_4$   
 2.  $P - K_4$        $P \times P$   
 3.  $Kt - QB_3$        $Kt - KB_3$   
 4.  $B - KKt_5$        $P - Q_4 ?$   
 5.  $B \times Kt$        $KP \times B$   
 6.  $Q - R_5$  ch       $P - Kt_3$   
 7.  $Q \times QP$

White should win.

## CHAPTER V

### MODERN OPENINGS

By modern openings we understand those in which formation of a pawn-centre either is not attempted or is postponed by one, or perhaps both, of the players. These openings are most difficult to play correctly. The player who has not built up a pawn-centre has, of necessity, a very cramped game for some time, but his opponent, with the greater control of the board, may be tempted to advance too far with his pieces and pawns. If an advance is made without sufficient preparation, it will end in disaster, for the advanced troops will become exposed to a devastating counter-attack by the strongly entrenched enemy forces.

It will be obvious that with correct play on both sides these games will generally be slow in character and therefore there will not be many opportunities for clever traps or dangerous pitfalls. Nevertheless, there are opportunities for an inexperienced player to go astray, and the selection we give should certainly be instructive to our readers.

No. 135 is very important. The student will notice the unnatural and bad positions of most of White's pieces—in particular the Queen and the King's Bishop. Nevertheless, no fewer than three mistakes are necessary on White's part before Black can get a decisive advantage.

The next three examples are familiar types. No. 136 shows the well-known Bishop sacrifice at KR7; No. 137, with its King's side attack, is reminiscent of the French Defence, and No. 138 of the Queen's Gambit with Black playing the inferior move P—QKt3.

No. 139 is the Monticelli Trap. White cleverly exploits Black's weakness on two diagonals—from his QR1 to KR8 and from KR2 to QKt8—and wins the exchange. Although Capablanca in two of his match games with Euwe succeeded in drawing after being the exchange down in this way, the variation is not to be recommended to less experienced players.

No. 140 is a variation of the same theme, but here the weakness is not the pawn at Black's KR<sub>2</sub> but the one at his KB<sub>2</sub>—a weakness with which we are already familiar. This trap, therefore, will not be possible if the pawn at KB<sub>2</sub> is adequately protected, e.g. if Black has played either Q—K<sub>2</sub> or O—O.

No. 141 is taken from tournament play and supplies an instructive example of the loss of Black's King's Bishop. In many modern openings Black, after developing this Bishop at QKt<sub>5</sub>, has to beware of this danger.

In No. 142 a very pretty combination, which has twice occurred in master play, results in the gain of a piece.

In No. 143 after several exchanges and complicated play White wins a piece. This example, like No. 142, is an invention of Bogolioubov.

No. 144 shows a pretty smothered mate in the Budapest Defence.

The next two examples are of a humorous character, the play of White in No. 145 and Black in No. 146 being almost too bad to be true. No. 147, on the other hand, is an instructive and very subtle trap which was overlooked by both the masters playing the game. The *motif* of the combination is the over-burdening of a piece which has to protect two others.

#### NO. 135

1.	P—Q <sub>4</sub>	Kt—KB <sub>3</sub>
2.	P—QB <sub>4</sub>	P—KKt <sub>3</sub>
3.	Kt—QB <sub>3</sub>	B—Kt <sub>2</sub>
4.	P—K <sub>4</sub>	O—O
5.	Kt—B <sub>3</sub>	P—Q <sub>3</sub>
6.	B—Q <sub>3</sub> ?	

White should play 6. B—K<sub>2</sub>. If, in reply, 6. .... B—Kt<sub>5</sub>, then 7. B—K<sub>3</sub>.

6.	....	B—Kt <sub>5</sub>
7.	P—KR <sub>3</sub>	

Probably White has nothing better than to disavow his previous move and retreat his Bishop to K<sub>2</sub>.

7.	....	B×Kt
8.	Q×B	Kt—B <sub>3</sub>
9.	B—K <sub>3</sub> ?	

White should play P—Q<sub>5</sub>.

9.	....	Kt—Q <sub>2</sub>
10.	Kt—K <sub>2</sub> ?	QKt—K <sub>4</sub>
11.	P×Kt	Kt×P
12.	Q—Kt <sub>3</sub>	Kt×B ch and wins.

## NO. 136

1.	P—Q <sub>4</sub>	Kt—KB <sub>3</sub>
2.	Kt—KB <sub>3</sub>	P—KKt <sub>3</sub>
3.	B—B <sub>4</sub>	B—Kt <sub>2</sub>
4.	P—K <sub>3</sub>	O—O
5.	B—Q <sub>3</sub>	P—Q <sub>3</sub>
6.	QKt—Q <sub>2</sub>	QKt—Q <sub>2</sub>
7.	P—KR <sub>4</sub>	R—K <sub>1</sub>
8.	P—R <sub>5</sub>	Kt×P?
9.	R×Kt	P×R
10.	B×P ch	K×B
11.	Kt—Kt <sub>5</sub> ch	K—Kt <sub>3</sub>

If 11. .... K—Kt<sub>1</sub>, then 12. Q×P, P—K<sub>4</sub>; 13. Q×P ch, K—R<sub>1</sub>; 14. O—O—O and wins.

12.	QKt—B <sub>3</sub>	P—K <sub>4</sub>
13.	Kt—R <sub>4</sub> ch	K—B <sub>3</sub>
14.	Q—B <sub>3</sub>	and wins.

## NO. 137

1.	P—Q <sub>4</sub>	Kt—KB <sub>3</sub>
2.	P—QB <sub>4</sub>	P—K <sub>3</sub>
3.	Kt—QB <sub>3</sub>	P—QKt <sub>3</sub>
4.	P—K <sub>4</sub>	B—Kt <sub>5</sub> ?

B—Kt<sub>2</sub> first is essential.

5.	P—K <sub>5</sub>	Kt—K <sub>5</sub> ?
6.	Q—Kt <sub>4</sub>	Kt×Kt
7.	P×Kt	

P—QR<sub>3</sub> is even better.

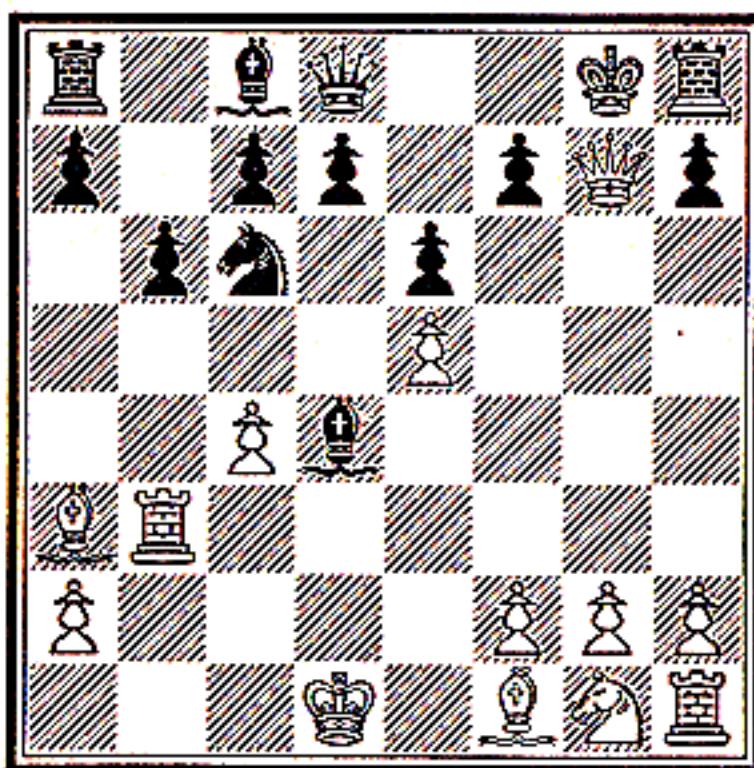
7.	....	B×P ch
8.	K—Q <sub>1</sub>	K—B <sub>1</sub>
9.	B—R <sub>3</sub> ch	K—Kt <sub>1</sub>
10.	R—Kt <sub>1</sub>	Kt—B <sub>3</sub>
11.	R—Kt <sub>3</sub>	B×P

11. .... P—KR<sub>4</sub> was thought to defeat White's line of play. However, that move is not satisfactory. White retreats his

Queen to Kt<sub>3</sub> and still has the unanswerable threat of mate or the gain of the Queen.

12. Q×P ch!

DIAGRAM NO. 51



12. .... K×Q

White mates in a few moves.

NO. 138

- |                       |                    |
|-----------------------|--------------------|
| 1. P—Q <sub>4</sub>   | Kt—KB <sub>3</sub> |
| 2. Kt—KB <sub>3</sub> | P—K <sub>3</sub>   |
| 3. P—B <sub>4</sub>   | P—QKt <sub>3</sub> |
| 4. P—KKt <sub>3</sub> |                    |

After this move Black will have to look to the safety of his Queen's Bishop which at QKt<sub>2</sub> will be unprotected, while White's Bishop at KKt<sub>2</sub> will be protected as soon as he has played O—O.

- |                      |                   |
|----------------------|-------------------|
| 4. ....              | B—Kt <sub>2</sub> |
| 5. B—Kt <sub>2</sub> | B—K <sub>2</sub>  |
| 6. O—O               | O—O               |
| 7. Kt—B <sub>3</sub> | P—Q <sub>4</sub>  |

Losing a pawn. P—Q<sub>3</sub> is better.

- |                      |                    |
|----------------------|--------------------|
| 8. Kt—K <sub>5</sub> | QKt—Q <sub>2</sub> |
| 9. Q—R <sub>4</sub>  | Kt×Kt              |
| 10. P×Kt             | Kt—K <sub>5</sub>  |
| 11. P×P              | Kt×Kt              |

12.  $P \times Kt$        $B \times P$   
 13.  $R-Q_1$

Black must lose a pawn.

NO. 139

- |                 |                  |
|-----------------|------------------|
| 1. $P-Q_4$      | $Kt-KB_3$        |
| 2. $P-QB_4$     | $P-K_3$          |
| 3. $Kt-KB_3$    | $P-QKt_3$        |
| 4. $P-KKt_3$    | $B-Kt_2$         |
| 5. $B-Kt_2$     | $B-Kt_5\ ch$     |
| 6. $B-Q_2$      | $B \times B\ ch$ |
| 7. $Q \times B$ | $O-O$            |
| 8. $Kt-B_3$     | $Kt-K_5$         |
| 9. $Q-B_2$      | $Kt \times Kt?$  |
| 10. $Kt-Kt_5$   |                  |

White wins the exchange.

NO. 140

(As before to White's 7th move.)

- |               |                            |
|---------------|----------------------------|
| 7. ....       | $P-Q_3?$                   |
| 8. $Kt-B_3$   | $Kt-K_5?$                  |
| 9. $Q-B_4$    | $Kt \times Kt\ or\ P-KB_4$ |
| 10. $Kt-Kt_5$ | and wins.                  |

Black, therefore, has at his 9th move nothing better than retreating his Knight to  $KB_3$ , after which, however, White at once gets the much superior game by playing 10.  $P-K_4$ .

NO. 141

(As before to White's 6th move.)

- |          |         |
|----------|---------|
| 6. ....  | $Q-K_2$ |
| 7. $O-O$ | $O-O$   |

It is better to exchange Bishops.

- |            |          |
|------------|----------|
| 8. $B-B_4$ | $P-Q_4?$ |
|------------|----------|

The decisive mistake. Black must play  $B-Q_3$ .

- |                  |              |
|------------------|--------------|
| 9. $P-B_5!$      | $P \times P$ |
| 10. $P-QR_3$     | $B-R_4$      |
| 11. $P \times P$ | $P-B_3$      |
| 12. $B-Q_6$      | and wins.    |

NO. 142

- |            |           |
|------------|-----------|
| 1. $P-Q_4$ | $Kt-KB_3$ |
|------------|-----------|

- |    |                      |                      |
|----|----------------------|----------------------|
| 2. | Kt—KB <sub>3</sub>   | P—K <sub>3</sub>     |
| 3. | P—B <sub>4</sub>     | P—QKt <sub>3</sub>   |
| 4. | B—Kt <sub>5</sub>    | B—Kt <sub>2</sub>    |
| 5. | P—K <sub>3</sub>     | P—KR <sub>3</sub>    |
| 6. | B—R <sub>4</sub>     | B—Kt <sub>5</sub> ch |
| 7. | QKt—Q <sub>2</sub> ? | P—KKt <sub>4</sub>   |
| 8. | B—Kt <sub>3</sub>    | P—Kt <sub>5</sub>    |

Black wins a piece. If (1) 9. P—QR<sub>3</sub>, then 9. .... P×Kt; 10. P×B, P×P; 11. B×KtP, B×B, or, if (2) 9. Kt—K<sub>5</sub>, then 9. .... Kt—K<sub>5</sub>.

## NO. 143

- |     |                    |                    |
|-----|--------------------|--------------------|
| 1.  | P—Q <sub>4</sub>   | Kt—KB <sub>3</sub> |
| 2.  | Kt—KB <sub>3</sub> | P—QKt <sub>3</sub> |
| 3.  | P—B <sub>4</sub>   | P—K <sub>3</sub>   |
| 4.  | Kt—B <sub>3</sub>  | B—Kt <sub>2</sub>  |
| 5.  | P—KKt <sub>3</sub> | B—K <sub>2</sub>   |
| 6.  | B—Kt <sub>2</sub>  | O—O                |
| 7.  | O—O                | P—Q <sub>4</sub>   |
| 8.  | Kt—K <sub>5</sub>  | QKt—Q <sub>2</sub> |
| 9.  | P×P                | Kt×Kt              |
| 10. | P—Q <sub>6</sub> ! | B×B                |
| 11. | P×B                | Q×KP               |
| 12. | P×Kt               | B×R                |
| 13. | P×Kt               | Q×P                |
| 14. | Q×B and wins.      |                    |

QUESTION No. 21. Where is Black's mistake in this variation and how would you improve on his play?

## NO. 144

- |    |                    |                      |
|----|--------------------|----------------------|
| 1. | P—Q <sub>4</sub>   | Kt—KB <sub>3</sub>   |
| 2. | P—QB <sub>4</sub>  | P—K <sub>4</sub>     |
| 3. | P×P                | Kt—Kt <sub>5</sub>   |
| 4. | B—B <sub>4</sub>   | B—Kt <sub>5</sub> ch |
| 5. | QKt—Q <sub>2</sub> | Kt—QB <sub>3</sub>   |
| 6. | Kt—B <sub>3</sub>  | Q—K <sub>2</sub>     |
| 7. | P—QR <sub>3</sub>  | KKt×KP               |
| 8. | P×B ? ?            |                      |

White should play P—K<sub>3</sub>.

- |    |      |                         |
|----|------|-------------------------|
| 8. | .... | Kt—Q <sub>6</sub> mate. |
|----|------|-------------------------|

## NO. 145

- |                        |                             |
|------------------------|-----------------------------|
| 1. P—Q <sub>4</sub>    | Kt—KB <sub>3</sub>          |
| 2. Kt—Q <sub>2</sub>   | P—K <sub>4</sub>            |
| 3. P×P                 | Kt—Kt <sub>5</sub>          |
| 4. P—KR <sub>3</sub> ? | Kt—K <sub>6</sub> and wins. |

## NO. 146

- |                            |                     |
|----------------------------|---------------------|
| 1. P—K <sub>4</sub>        | P—KKt <sub>3</sub>  |
| 2. Kt—QB <sub>3</sub>      | Kt—KB <sub>3</sub>  |
| 3. Kt—Q <sub>5</sub>       | Kt×P                |
| 4. Q—K <sub>2</sub>        | Kt—Q <sub>3</sub> ? |
| 5. Kt—B <sub>6</sub> mate. |                     |

## NO. 147

- |                        |                   |
|------------------------|-------------------|
| 1. Kt—KB <sub>3</sub>  | P—Q <sub>4</sub>  |
| 2. P—B <sub>4</sub>    | P×P               |
| 3. Kt—R <sub>3</sub>   | P—K <sub>4</sub>  |
| 4. Kt×KP               | B×Kt              |
| 5. Q—R <sub>4</sub> ch | P—Kt <sub>4</sub> |
| 6. Q×B                 | B—Kt <sub>2</sub> |
| 7. P—QKt <sub>3</sub>  | Q—Q <sub>3</sub>  |
| 8. B—Kt <sub>2</sub> ? | P—B <sub>6</sub>  |

Black wins a piece.

# CHAPTER VI

## POSITIONAL TRAPS

On coming to this section of the book the reader may possibly feel afraid that he is being asked to tackle something very difficult and abstruse, but we hope and believe that he will find this chapter on positional traps both instructive and easy to understand.

The further a player progresses at Chess, the simpler his play becomes. His thoughts run on easier lines and he reaches his goal much more quickly and with less effort than in the early stages of his development. The reason is that at first there is so much to be learned—and so much without any apparent logical basis—that the student has no time to think about the game. In other words, he must learn his A B C before he can begin to read. Provided that a player has learned and thoroughly understood the A B C of Chess, he will be delighted with the following pages.

In this chapter we have included only examples which illustrate some general principles, some strategical ideas or tactical possibilities. Although in several instances the play does not lead to a forced win but only to positional advantage, we have tried in every case to find an example where the advantage would be evident to a second-class player.

The examples are not numerous, about a dozen, but all are instructive.

### NO. 148

When developing a piece, it is essential to guard against the possibility of its being shut out of play for any length of time, for that is almost equivalent to being a piece down. In the following example White allows Black to shut a Bishop completely out of play and is left with a lost end-game. A similar instance is afforded by the game Capablanca v. Bogolioubov (London Tournament, 1922), in which White shut Black's Queen's Bishop out of play in very much the same way.

## (FOUR KNIGHTS' GAME)

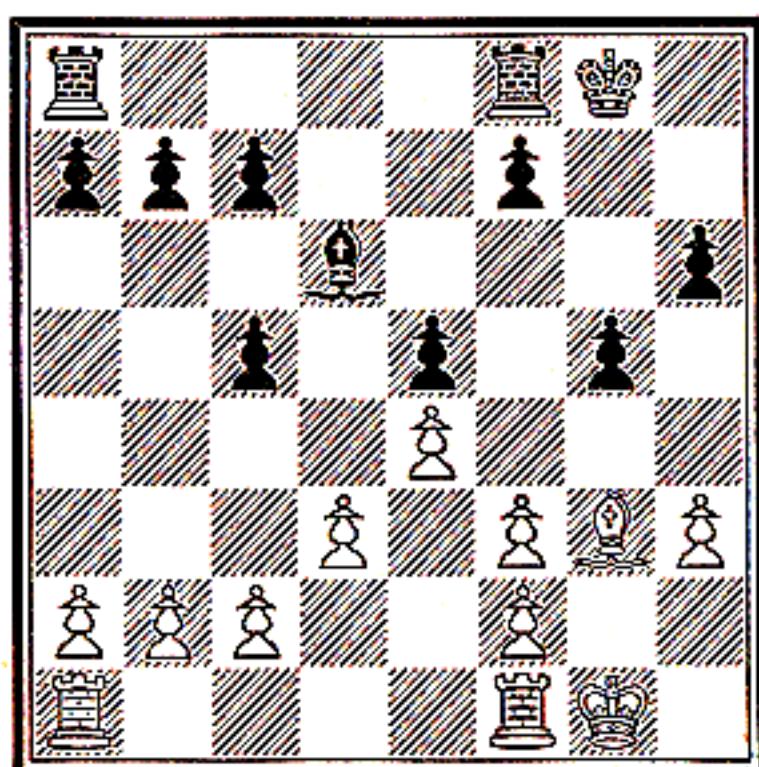
- |    |                    |                    |
|----|--------------------|--------------------|
| 1. | P—K <sub>4</sub>   | P—K <sub>4</sub>   |
| 2. | Kt—KB <sub>3</sub> | Kt—QB <sub>3</sub> |
| 3. | Kt—B <sub>3</sub>  | Kt—B <sub>3</sub>  |
| 4. | B—Kt <sub>5</sub>  | B—Kt <sub>5</sub>  |
| 5. | O—O                | O—O                |
| 6. | B×Kt               | QP×B               |
| 7. | P—Q <sub>3</sub>   | B—Q <sub>3</sub>   |
| 8. | B—Kt <sub>5</sub>  | P—KR <sub>3</sub>  |
| 9. | B—R <sub>4</sub>   | P—B <sub>4</sub>   |

This move sets the trap and also prevents any possibility of P—Q<sub>4</sub>.

- |     |                     |                    |
|-----|---------------------|--------------------|
| 10. | Kt—Q <sub>5</sub> ? | P—KKt <sub>4</sub> |
| 11. | Kt×Kt ch            | Q×Kt               |
| 12. | B—Kt <sub>3</sub>   | B—Kt <sub>5</sub>  |
| 13. | P—KR <sub>3</sub>   | B×Kt               |
| 14. | Q×B                 | Q×Q                |
| 15. | P×Q                 |                    |

White's Bishop is shut out of play.

DIAGRAM NO. 52



NO. 149

In the previous example a Bishop was shut out of play in the early middle-game. The same thing often happens in

the opening, when a player either does not succeed in developing the piece or else develops it badly. In this example the position of Black's Queen's Bishop is pitiable. It is obliged to protect the weak pawns at QR<sub>3</sub> and QB<sub>3</sub> while White is able to occupy the strong squares at his QB<sub>5</sub> and QR<sub>5</sub>.

## (QUEEN'S GAMBIT DECLINED)

1.	P—Q <sub>4</sub>	P—Q <sub>4</sub>
2.	Kt—KB <sub>3</sub>	Kt—KB <sub>3</sub>
3.	P—B <sub>4</sub>	P—K <sub>3</sub>
4.	B—Kt <sub>5</sub>	B—K <sub>2</sub>
5.	P—K <sub>3</sub>	QKt—Q <sub>2</sub>
6.	Kt—B <sub>3</sub>	O—O
7.	R—B <sub>1</sub>	P—B <sub>3</sub>
8.	Q—B <sub>2</sub>	P—QKt <sub>3</sub>
9.	P×P	KP×P
10.	B—Q <sub>3</sub>	B—Kt <sub>2</sub>
11.	O—O	P—KR <sub>3</sub>
12.	B—R <sub>4</sub>	Kt—R <sub>4</sub>
13.	B×B	Q×B
14.	KR—K <sub>1</sub>	Q—Q <sub>1</sub>
15.	Q—R <sub>4</sub>	P—R <sub>3</sub>
16.	B—B <sub>5</sub>	P—Kt <sub>3</sub>
17.	B×Kt	Q×B
18.	Q—Kt <sub>3</sub>	P—QKt <sub>4</sub>

Black's defeat is certain. Look at the abnormal positions of his Queen's Bishop and his Queen's Rook's and Queen's Bishop's pawns.

19.	Kt—K <sub>5</sub>	Q—Q <sub>3</sub>
20.	Kt—R <sub>4</sub>	QR—K <sub>1</sub>
21.	Kt—B <sub>5</sub>	B—B <sub>1</sub>
22.	Kt×RP	

White wins. If 22. .... B×Kt, then 23. R×P, etc.

## NO. 150

We have seen from Nos. 148 and 149 the misfortune that may befall a player who has a piece with little or no freedom of action. It is essential to place the pieces where they have good lines of action. But development means more than that. It may happen that each of our pieces is well placed but that their correlation is faulty. For example, what is

more natural than the square Q<sub>3</sub> for the Bishop or the square QKt<sub>3</sub> for the Queen in the Queen's Pawn Opening? Nevertheless, as this example will show, the position of those pieces on those squares at the same time may prove to be weak. So never move a piece without making sure that its development harmonises with that of your other pieces.

(QUEEN'S GAMBIT DECLINED)

- |                       |                    |
|-----------------------|--------------------|
| 1. P—Q <sub>4</sub>   | P—Q <sub>4</sub>   |
| 2. P—QB <sub>4</sub>  | P—K <sub>3</sub>   |
| 3. Kt—QB <sub>3</sub> | Kt—KB <sub>3</sub> |
| 4. B—Kt <sub>5</sub>  | QKt—Q <sub>2</sub> |
| 5. P—K <sub>3</sub>   | B—Kt <sub>5</sub>  |

This Bishop is required for defensive purposes on the King's side.

- |                      |                  |
|----------------------|------------------|
| 6. Kt—B <sub>3</sub> | P—B <sub>4</sub> |
|----------------------|------------------|

An interesting counter-attack. It is, however, not quite sound.

- |                      |                  |
|----------------------|------------------|
| 7. B—Q <sub>3</sub>  | Q—R <sub>4</sub> |
| 8. Q—Kt <sub>3</sub> |                  |

This move places White in serious difficulties. In itself it is not weak, but only in conjunction with the posting of the Bishop at Q<sub>3</sub>. The position of these two pieces allows Black to make a combination which wins by force.

QUESTION No. 22. What would you suggest for White here?

- |          |                     |
|----------|---------------------|
| 8. ....  | P—Kt <sub>4</sub> ! |
| 9. P×KtP |                     |

White has nothing better. If 9. P×QP, then 9. .... P—B<sub>5</sub>; 10. B×BP, P×B; 11. Q×P, B—R<sub>3</sub>; 12. Q—Kt<sub>3</sub>, Kt×P and wins.

- |                       |                            |
|-----------------------|----------------------------|
| 9. ....               | P—B <sub>5</sub>           |
| 10. B×BP              | P×B                        |
| 11. Q×P               | Kt—Kt <sub>3</sub>         |
| 12. Q—Q <sub>3</sub>  | KKt—Q <sub>4</sub>         |
| 13. R—QB <sub>1</sub> | B—Q <sub>2</sub> and wins. |

NO. 151

We have already met with weak pawns. A backward pawn (*i.e.*, a pawn not so far advanced as its immediate neighbours) in a file which is open to the opponent is always weak. This

example shows such a pawn—Black's Queen's Bishop's pawn. If this pawn could be advanced to B<sub>4</sub> or, better still, to B<sub>5</sub>, Black, with his two Bishops, would have the better game. But the pawn cannot be advanced and its weakness is permanent and a source of considerable embarrassment to Black.

## (RUY LOPEZ)

- |                        |                    |
|------------------------|--------------------|
| 1. P—K <sub>4</sub>    | P—K <sub>4</sub>   |
| 2. Kt—KB <sub>3</sub>  | Kt—QB <sub>3</sub> |
| 3. B—Kt <sub>5</sub>   | P—QR <sub>3</sub>  |
| 4. B—R <sub>4</sub>    | Kt—B <sub>3</sub>  |
| 5. O—O                 | Kt×P               |
| 6. P—Q <sub>4</sub>    | P—QKt <sub>4</sub> |
| 7. B—Kt <sub>3</sub>   | P—Q <sub>4</sub>   |
| 8. P×P                 | B—K <sub>3</sub>   |
| 9. P—B <sub>3</sub>    | B—K <sub>2</sub>   |
| 10. QKt—Q <sub>2</sub> | O—O                |
| 11. Q—K <sub>2</sub>   | Kt—B <sub>4</sub>  |
| 12. Kt—Q <sub>4</sub>  | Kt×Kt ?            |

Black should play Q—Q<sub>2</sub>.

- |           |      |
|-----------|------|
| 13. P×Kt  | Kt×B |
| 14. Kt×Kt |      |

Black's backward Queen's Bishop's pawn is very weak.

## NO. 152

The weakness of a backward pawn is easy to understand. We must not, however, forget that a pawn prematurely advanced may also be weak. The example we give here is very characteristic. The forces are equal and the position seems even, but Black's Queen's Rook's pawn has been advanced to R<sub>4</sub> and there it is a target for an attack by the opponent. All Black's pieces are required for its support and eventually this costs the game.

## (INDIAN DEFENCE)

- |                       |                    |
|-----------------------|--------------------|
| 1. P—Q <sub>4</sub>   | Kt—KB <sub>3</sub> |
| 2. P—QB <sub>4</sub>  | P—K <sub>3</sub>   |
| 3. Kt—QB <sub>3</sub> | B—Kt <sub>5</sub>  |
| 4. B—Kt <sub>5</sub>  | P—KR <sub>3</sub>  |
| 5. B×Kt               | Q×B                |

Here Black would do better to play B×Kt ch, giving White

doubled pawns—but he wants to keep the advantage of two Bishops.

- |                      |                    |
|----------------------|--------------------|
| 6. R—B <sub>1</sub>  | P—QKt <sub>3</sub> |
| 7. Kt—B <sub>3</sub> | B—Kt <sub>2</sub>  |
| 8. P—K <sub>3</sub>  | O—O                |
| 9. B—K <sub>2</sub>  | P—Q <sub>3</sub>   |
| 10. O—O              | KB×Kt              |

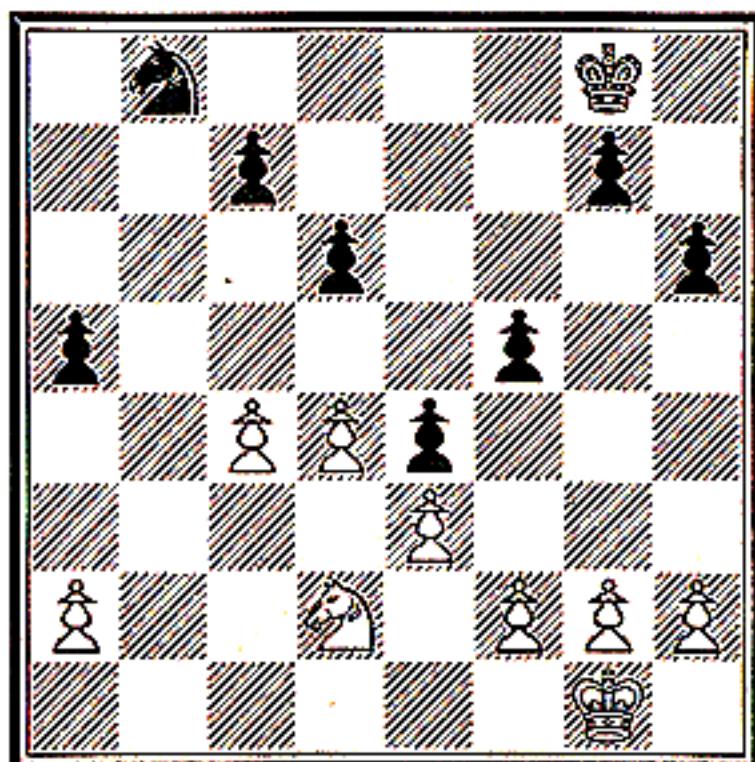
Now Black is obliged to exchange this Bishop since White threatens to win it by playing Kt—QKt<sub>5</sub> followed by P—QR<sub>3</sub>, etc.

- |                        |                   |
|------------------------|-------------------|
| 11. R×B                | Kt—Q <sub>2</sub> |
| 12. Kt—Q <sub>2</sub>  | P—K <sub>4</sub>  |
| 13. B—B <sub>3</sub>   | B×B               |
| 14. Kt×B               | P—K <sub>5</sub>  |
| 15. Kt—Q <sub>2</sub>  | Q—K <sub>2</sub>  |
| 16. Q—R <sub>4</sub>   | P—KB <sub>4</sub> |
| 17. Q—B <sub>6</sub>   | Kt—B <sub>3</sub> |
| 18. P—QKt <sub>4</sub> | P—QR <sub>4</sub> |

More or less forced, but a weak pawn is the result.

- |                       |                   |
|-----------------------|-------------------|
| 19. R—R <sub>3</sub>  | Q—Q <sub>2</sub>  |
| 20. Q×Q               | Kt×Q              |
| 21. P×P               | R×P               |
| 22. R×R               | P×R               |
| 23. R—Kt <sub>1</sub> | R—Kt <sub>1</sub> |
| 24. R×R ch            | Kt×R              |

DIAGRAM NO. 53



A most interesting position which was beautifully won by Alekhine (White) at the Birmingham Tournament, 1926.

## NO. 153

What is a hole? Everybody is supposed to know, but frequently we find players, when making a move, not taking into account the possibility of the weakening of a square in their position.

## (RUY LOPEZ)

1.	P—K <sub>4</sub>	P—K <sub>4</sub>
2.	Kt—KB <sub>3</sub>	Kt—QB <sub>3</sub>
3.	B—Kt <sub>5</sub>	Kt—B <sub>3</sub>
4.	O—O	P—Q <sub>3</sub>
5.	P—Q <sub>4</sub>	B—Q <sub>2</sub>
6.	Kt—B <sub>3</sub>	P×P
7.	Kt×P	B—K <sub>2</sub>
8.	B—Kt <sub>5</sub>	O—O
9.	B×QKt	P×B
10.	R—K <sub>1</sub>	R—K <sub>1</sub>

If 10. .... Kt—Kt<sub>5</sub>, then 11. Kt×P wins a pawn.

11.	Q—Q <sub>3</sub>	P—KR <sub>3</sub>
-----	------------------	-------------------

Black can, instead, play 11. .... Kt—Kt<sub>5</sub> giving White a chance to fall into a trap, e.g., 12. B×B, Q×B; 13. P—B<sub>4</sub>?, Q—R<sub>5</sub>; 14. P—KR<sub>3</sub> (Q—KKt<sub>3</sub> is better but after Q×Q Black has a strong position for the end-game), Q—B<sub>7</sub> ch; 15. K—R<sub>1</sub>, Q×R ch and wins.

12.	B—R <sub>4</sub>	Kt—R <sub>2</sub>
13.	B×B	Q×B

A very serious mistake which loses the game. R×B (to be followed by Q—Kt<sub>1</sub> and Q—Kt<sub>3</sub>) is correct.

14.	Q—R <sub>6</sub>	P—QB <sub>4</sub>
-----	------------------	-------------------

Now the weakness of Black's 13. .... Q×B is apparent. If he had played 13. .... R×B he could now continue with 14. .... Q—Kt<sub>1</sub> and, if 15. Q—Kt<sub>7</sub>, then 15. .... Q—Kt<sub>1</sub>. The text-move weakens his Queen's side and allows a Knight to enter at his Q<sub>4</sub>.

15.	Kt—Q <sub>5</sub>	Q—Q <sub>1</sub>
16.	Kt—B <sub>6</sub>	B×Kt
17.	Q×B	

Black will lose a pawn and, in addition, have the inferior position.

## NO. 154

An unprotected piece is just as much a weakness as a backward pawn or a weak square, and it frequently gives the opponent an opportunity for a combination.

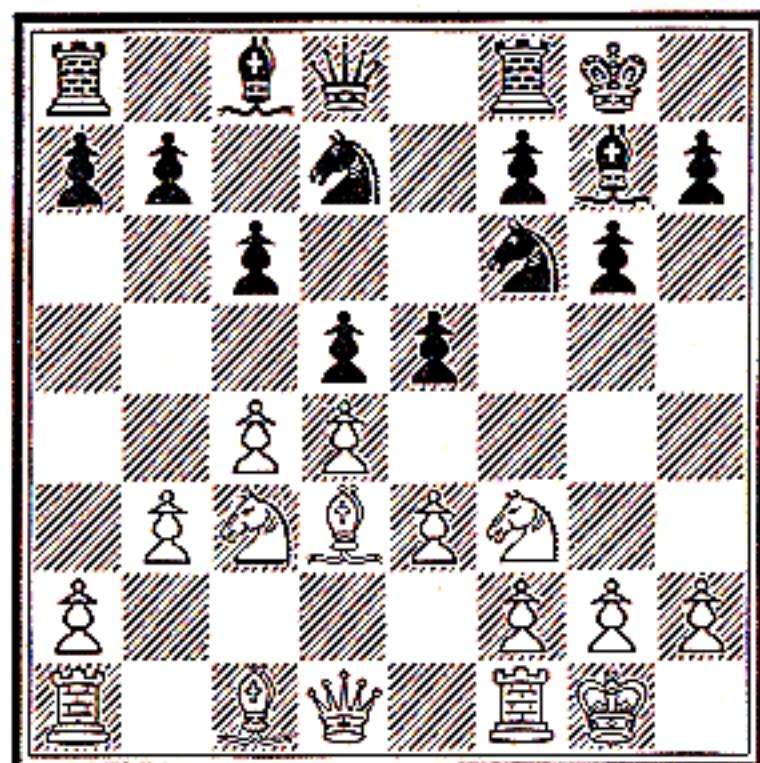
(QUEEN'S GAMBIT DECLINED)

- |           |        |
|-----------|--------|
| 1. P—Q4   | P—Q4   |
| 2. P—QB4  | P—QB3  |
| 3. Kt—KB3 | Kt—B3  |
| 4. P—K3   | P—KKt3 |
| 5. Kt—B3  | B—Kt2  |
| 6. B—Q3   | O—O    |
| 7. O—O    | QKt—Q2 |
| 8. P—QKt3 |        |

This move, by leaving the Knight unguarded, allows Black to execute a manœuvre which is the aim of the variation he has chosen. The correct line is 8. P×P, P×P; 9. Q—Kt3 after which Black has a poor game.

- |         |      |
|---------|------|
| 8. .... | P—K4 |
|---------|------|

DIAGRAM NO. 54



- |           |           |
|-----------|-----------|
| 9. Kt×KP  | Kt×Kt     |
| 10. P×Kt  | Kt—Kt5    |
| 11. P—B4  | Q—R5      |
| 12. P—KR3 | Kt×P (K4) |
| 13. P×Kt  | B×KP      |

14. Q—B<sub>2</sub>                    Q—Kt<sub>6</sub>  
 15. B—Kt<sub>2</sub>                    B×P

Black has a winning attack.

### NO. 155

Strong squares are just as important as weak ones. We must not create weak squares in our position and we must also not allow our opponent to create strong squares for his pieces. A piece established on such a square is especially powerful if it cannot be dislodged by a pawn attack. Therefore, after occupying a strong square, we should, if possible, guard our piece from attacks by our opponent's pawns.

#### (INDIAN DEFENCE)

- |                        |                    |
|------------------------|--------------------|
| 1. P—Q <sub>4</sub>    | Kt—KB <sub>3</sub> |
| 2. P—QB <sub>4</sub>   | P—KKt <sub>3</sub> |
| 3. Kt—QB <sub>3</sub>  | B—Kt <sub>2</sub>  |
| 4. P—K <sub>4</sub>    | P—Q <sub>3</sub>   |
| 5. B—K <sub>2</sub>    | O—O                |
| 6. B—K <sub>3</sub>    | QKt—Q <sub>2</sub> |
| 7. P—KR <sub>3</sub> ? | P—K <sub>4</sub>   |
| 8. P—Q <sub>5</sub>    |                    |

8. P×P is no better. Black replies with 8. .... QKt×P.

8. .... Kt—B<sub>4</sub>

And now, because Black threatens the King's pawn, White has no time to play P—QKt<sub>4</sub> and so Black can continue with 9. .... P—QR<sub>4</sub>, preventing his Knight from being dislodged from its dominating position at QB<sub>4</sub>.

### NO. 156

To obtain some advantages, *e.g.*, strong squares, a strong centre, or the "centralisation" of our pieces, it is frequently advisable to make a sacrifice—perhaps only temporarily—of a pawn.

#### (FRENCH DEFENCE)

- |                       |                   |
|-----------------------|-------------------|
| 1. P—K <sub>4</sub>   | P—K <sub>3</sub>  |
| 2. P—Q <sub>4</sub>   | P—Q <sub>4</sub>  |
| 3. Kt—QB <sub>3</sub> | B—Kt <sub>5</sub> |
| 4. Kt—K <sub>2</sub>  | P×P               |
| 5. P—QR <sub>3</sub>  | B×Kt ch           |
| 6. Kt×B               |                   |

This will be followed by 7. Kt×P. Black cannot well defend the pawn by 6. .... P—KB<sub>4</sub> since White would then play 7. P—B<sub>3</sub> with a good attack.

QUESTION No. 23. Is White's temporary sacrifice quite sound or is there a way to refute it?

NO. 157

To obtain a greater advantage one can frequently sacrifice "dead" material. Sacrifices in the opening are generally of a combinative character; some, however, are positional, as, for example, the one we now give, in which Black sacrifices a pawn on a flank to obtain a powerful centre.

(INDIAN DEFENCE)

1. P—Q <sub>4</sub>	Kt—KB <sub>3</sub>
2. Kt—KB <sub>3</sub>	P—K <sub>3</sub>
3. P—B <sub>4</sub>	P—B <sub>4</sub>
4. P—Q <sub>5</sub>	P—QKt <sub>4</sub>
5. QP×P	BP×P
6. P×P	P—Q <sub>4</sub>

Black has a formidable centre.

NO. 158

It is always advisable to sacrifice a pawn if by so doing we can effectually hinder our opponent's development. The absence of the pawn will only be felt if an end-game is reached but before then there is the middle-game and in that the pieces are the chief factor, and the player who has the better development has the better chances. In this example Black's position has no weaknesses, but his development is backward and that is sufficient to cost him the game.

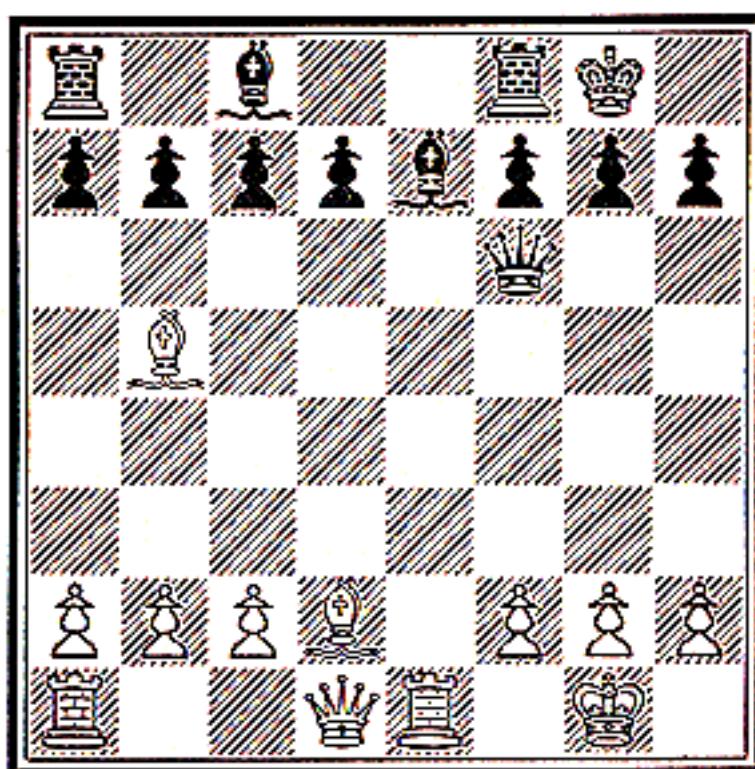
(FOUR KNIGHTS' GAME)

1. P—K <sub>4</sub>	P—K <sub>4</sub>
2. Kt—KB <sub>3</sub>	Kt—QB <sub>3</sub>
3. Kt—B <sub>3</sub>	Kt—B <sub>3</sub>
4. B—Kt <sub>5</sub>	Kt—Q <sub>5</sub>
5. Kt×Kt	P×Kt
6. P—K <sub>5</sub>	P×Kt
7. P×Kt	P×P ch ?

This plausible move, which wins a pawn, leads to a lost game for Black.

- |                      |                  |
|----------------------|------------------|
| 8. B×P               | Q×P              |
| 9. O—O               | B—K <sub>2</sub> |
| 10. R—K <sub>1</sub> | O—O              |

DIAGRAM NO. 55



A very interesting position.

11. B—B<sub>3</sub>

Black has now three replies worth consideration: (a) Q—QKt<sub>3</sub>, (b) Q—Q<sub>3</sub>, and (c) Q—Kt<sub>4</sub>.

(a) 11. .... Q—QKt<sub>3</sub>; 12. R×B, Q×B; 13. Q—Kt<sub>4</sub>, P—KKt<sub>3</sub>; 14. Q—Q<sub>4</sub>, P—KB<sub>3</sub>; 15. QR—K<sub>1</sub> and wins.

(b) 11. .... Q—Q<sub>3</sub>; 12. Q—Kt<sub>4</sub> with a winning attack. If 12. .... B—B<sub>3</sub>, then 13. QR—Q<sub>1</sub>.

(c) 11. .... Q—Kt<sub>4</sub>; 12. R—K<sub>5</sub>, P—KB<sub>4</sub>; 13. P—B<sub>4</sub>, Q—B<sub>3</sub>; 14. B×P with a winning advantage.

#### NO. 159

It is not always easy to appreciate properly an advantage in development. It would seem, for instance, that to prevent one's opponent from castling is of great importance, and so it is—but not always of supreme importance. The resulting position must be evaluated thoroughly. In this example White prevents Black from castling but Black gets the superior game.

## (FOUR KNIGHTS' GAME)

- |                       |                    |
|-----------------------|--------------------|
| 1. P—K <sub>4</sub>   | P—K <sub>4</sub>   |
| 2. Kt—KB <sub>3</sub> | Kt—QB <sub>3</sub> |
| 3. Kt—B <sub>3</sub>  | Kt—B <sub>3</sub>  |
| 4. B—B <sub>4</sub>   |                    |

An unusual move in the Four Knights' Game ; the opening now becomes a Two Knights' Defence with the continuation  
 4. Kt—B<sub>3</sub>.

- |         |      |
|---------|------|
| 4. .... | Kt×P |
|---------|------|

The natural reply.

- |           |  |
|-----------|--|
| 5. B×P ch |  |
|-----------|--|

After 5. Kt×Kt, P—Q<sub>4</sub>; 6. B—Q<sub>3</sub>, P—B<sub>4</sub> White has a difficult game. The text-move, however, is definitely bad.

QUESTION No. 24. Can you suggest any way for White to avoid disaster ?

- |                           |                   |
|---------------------------|-------------------|
| 5. ....                   | K×B               |
| 6. Kt×Kt                  | P—Q <sub>4</sub>  |
| 7. QKt—Kt <sub>5</sub> ch | K—Kt <sub>1</sub> |
| 8. P—Q <sub>3</sub>       | P—KR <sub>3</sub> |
| 9. Kt—R <sub>3</sub>      | B—Kt <sub>5</sub> |

It will easily be seen that Black is at no disadvantage through being unable to castle. His two Bishops, free position and strong centre pawns give him much the better game.

## NO. 160

We know that for a Bishop or a Rook to develop its maximum strength it must have an open line along which to operate. We must therefore open lines for our pieces, but only if we can command those lines ; if not, then we had better keep them closed. This example shows the danger of surrendering command of an open file.

## (FOUR KNIGHTS' GAME)

- |                       |                    |
|-----------------------|--------------------|
| 1. P—K <sub>4</sub>   | P—K <sub>4</sub>   |
| 2. Kt—KB <sub>3</sub> | Kt—QB <sub>3</sub> |
| 3. Kt—B <sub>3</sub>  | Kt—B <sub>3</sub>  |
| 4. B—Kt <sub>5</sub>  | B—Kt <sub>5</sub>  |
| 5. O—O                | O—O                |
| 6. P—Q <sub>3</sub>   | P—Q <sub>3</sub>   |
| 7. B—Kt <sub>5</sub>  | B×Kt               |

8.	P×B	Kt—K <sub>2</sub>
9.	B×Kt	P×B
10.	Kt—R <sub>4</sub>	Kt—Kt <sub>3</sub>
11.	Kt×Kt	RP×Kt
12.	P—KB <sub>4</sub>	P—B <sub>3</sub>
13.	B—B <sub>4</sub>	P—Q <sub>4</sub>
14.	B—Kt <sub>3</sub>	QP×P ?

A grave error of judgment; the open Queen's file is bound to benefit White, who is better developed.

15.	QP×P	Q×Q
16.	QR×Q	P×P
17.	R×P	B—K <sub>3</sub>

Black's offer of a pawn here shows that he has realised his mistake—but White values the open Queen's file more than a pawn.

18.	B×B	P×B
19.	P—K <sub>5</sub>	P×P
20.	R×R ch	R×R
21.	R—Q <sub>7</sub>	R—B <sub>2</sub>
22.	R×R	

Realising that the pawn ending is a win for him.

22.	....	K×R
23.	P—KR <sub>4</sub> !	K—B <sub>3</sub>

Black has no resource. His doubled King's pawns are of less value than White's King's Rook's pawn.

24.	P—Kt <sub>4</sub>	P—K <sub>5</sub>
25.	K—B <sub>2</sub>	K—K <sub>4</sub>
26.	K—K <sub>3</sub>	with a winning end-game.

### ANSWERS TO QUESTIONS

QUESTION No. 1 (p. 22). After the moves 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. Kt—KB<sub>3</sub>, Kt—QB<sub>3</sub>; 3. Kt—B<sub>3</sub>, Kt—B<sub>3</sub>; 4. B—Kt<sub>5</sub>, B—Kt<sub>5</sub>; 5. O—O, O—O; 6. P—Q<sub>3</sub>, P—Q<sub>3</sub>; 7. B—Kt<sub>5</sub>, B—Kt<sub>5</sub>; 8. Kt—Q<sub>5</sub>, Kt—Q<sub>5</sub>; 9. B—QB<sub>4</sub>, Q—Q<sub>2</sub> White has several ways of saving the game, e.g., (1) 10. Kt×Kt ch, P×Kt; 11. B—R<sub>4</sub>; (2) 10. P—B<sub>3</sub>, Kt×Kt; 11. B×Kt, Kt×Kt ch; 12. P×Kt, B—KR<sub>4</sub>; 13. K—Kt<sub>2</sub>.

QUESTION No. 2 (p. 33). After the moves 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. Kt—KB<sub>3</sub>, Kt—QB<sub>3</sub>; 3. B—B<sub>4</sub>, B—B<sub>4</sub>; 4. P—B<sub>3</sub>, Kt—B<sub>3</sub>; 5. P—Q<sub>4</sub>, P×P; 6. P×P, B—Kt<sub>5</sub> ch; 7.

Kt—B<sub>3</sub>, Kt×KP; 8. O—O, B×Kt; 9. P—Q<sub>5</sub>, B—B<sub>3</sub>. White can continue the attack thus: 10. R—K<sub>1</sub>, Kt—K<sub>2</sub>; 11. R×Kt, P—Q<sub>3</sub>; 12. B—Kt<sub>5</sub>, B×B; 13. Kt×B, O—O (not 13. .... B—B<sub>4</sub> because of 14. Q—B<sub>3</sub>); 14. Kt×RP, K×Kt; 15. Q—R<sub>5</sub> ch, K—Kt<sub>1</sub>; 16. R—R<sub>4</sub>, P—KB<sub>4</sub> with a draw as the probable result.

**QUESTION No. 3** (p. 34). After the moves 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. Kt—KB<sub>3</sub>, Kt—QB<sub>3</sub>; 3. B—B<sub>4</sub>, B—B<sub>4</sub>; 4. P—B<sub>3</sub>, Kt—B<sub>3</sub>; 5. P—Q<sub>4</sub>, P×P; 6. P×P, B—Kt<sub>5</sub> ch; 7. Kt—B<sub>3</sub>, Kt×KP; 8. O—O, Kt×Kt; 9. P×Kt, B×P; 10. Q—Kt<sub>3</sub>, P—Q<sub>4</sub> the continuation leading to an approximately even game is 11. B×P (if, instead, 11. Q×B, then 11. .... P×B; 12. P—Q<sub>5</sub>, Kt—K<sub>2</sub>; 13. R—K<sub>1</sub>, O—O; 14. B—R<sub>3</sub>, Kt×P; 15. Q×P, Kt—Kt<sub>3</sub>; 16. Q—K<sub>2</sub>, P—QB<sub>3</sub>), O—O; 12. B×P ch, K—R<sub>1</sub>; 13. Q×B, R×B; 14. Kt—K<sub>5</sub>, Kt×Kt; 15. P×Kt, B—K<sub>3</sub>.

**QUESTION No. 4** (p. 39). After the moves 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. P—KB<sub>4</sub>, P×P; 3. Kt—KB<sub>3</sub>, P—KKt<sub>4</sub>; 4. P—KR<sub>4</sub>, P—Kt<sub>5</sub>; 5. Kt—Kt<sub>5</sub>, P—KR<sub>3</sub>; 6. Kt×P, K×Kt; 7. P—Q<sub>4</sub>, P—Q<sub>4</sub>; 8. B×P, P×P; 9. B—B<sub>4</sub> ch, K—Kt<sub>2</sub>; 10. B—K<sub>5</sub> ch, Kt—B<sub>3</sub>; 11. R—B<sub>1</sub>, B—K<sub>2</sub>; 12. Q—K<sub>2</sub>, Kt—B<sub>3</sub>; 13. Kt—Q<sub>2</sub>, Kt×P; 14. Q×P, Kt—B<sub>3</sub>; 15. B—B<sub>3</sub>. Black can hold out for some time—though with difficulty—by playing 15. .... Q—K<sub>1</sub>. If 16. O—O—O, then 16. .... Q—Kt<sub>3</sub>, or, if 16. P—R<sub>5</sub>, then 16. .... B—Q<sub>1</sub>, forcing an exchange of Queens.

**QUESTION No. 5** (p. 48). After the moves 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. Kt—KB<sub>3</sub>, P—Q<sub>3</sub>; 3. P—Q<sub>4</sub>, Kt—KB<sub>3</sub>; 4. P×P, Kt×P; 5. Q—Q<sub>5</sub>, Kt—B<sub>4</sub>; 6. B—Kt<sub>5</sub>, Q—Q<sub>2</sub>; 7. Kt—B<sub>3</sub>, P×P; 8. B—Kt<sub>5</sub>, P—QB<sub>3</sub>; 9. Q×KP ch, Kt—K<sub>3</sub>; 10. R—Q<sub>1</sub> a game Rellstab v. Tylor (Hastings, 1929-1930) was continued as follows: 10. .... P—B<sub>3</sub>; 11. Q—K<sub>2</sub>, Q—KB<sub>2</sub>; 12. B—QB<sub>4</sub>, P—Kt<sub>4</sub>; 13. B—Kt<sub>3</sub>, P—Kt<sub>5</sub>; 14. Kt—K<sub>4</sub>, B—R<sub>3</sub>; 15. Q—K<sub>3</sub>, Kt—Q<sub>2</sub>; 16. B×Kt, Q×B; 17. Kt×P ch, K—B<sub>2</sub>; 18. R×Kt ch, B—K<sub>2</sub>; 19. Kt—K<sub>5</sub> ch and Black resigned.

**QUESTION No. 6** (p. 49). After the moves 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. Kt—KB<sub>3</sub>, Kt—QB<sub>3</sub>; 3. P—B<sub>3</sub>, P—Q<sub>4</sub>; 4. Q—R<sub>4</sub>, P×P; 5. Kt×P, Q—Q<sub>4</sub>; 6. B—Kt<sub>5</sub>, Kt—K<sub>2</sub> White has the difficult choice between the following continuations: (1) 7. Kt×Kt, P×Kt, which gives him a rather uncomfortable

game, Black threatening Q—Kt4, and (2) 7. P—Q4 (a kind of gambit), P×P *e.p.*; 8. Kt—B3, etc.

QUESTION No. 7 (p. 50). After the moves 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. P—B3, P—Q4; 4. Q—R4, Kt—B3; 5. Kt×P, B—Q3; 6. Kt×Kt, P×Kt; 7. P—K5, B×P; 8. P—Q4, B—Q3; 9. Q×P ch, B—Q2; 10. Q—R6, O—O; 11. B—K2, R—K1 White's best plan would be to castle at once.

QUESTION No. 8 (p. 58). After the moves 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—Kt5, P—QR3; 4. B—R4, Kt—B3; 5. O—O, Kt×P; 6. P—Q4, P—QKt4; 7. B—Kt3, P—Q4; 8. P×P, B—K3; 9. P—B3, B—K2; 10. R—K1, O—O; 11. Kt—Q4, Kt×KP; 12. P—B3, B—Q3 (the Breslau Variation) White can either decline the gambit by playing 13. B—KB4 (*e.g.*, 13. .... Kt—B5; 14. B×B, KKt×B; 15. R×B, P×R; 16. Kt×KP, Q—B3; 17. Kt×R, R×Kt; 18. Q×P ch, K—R1; 19. Kt—Q2, etc.) or accept it with the continuation 13. P×Kt, B—KKt5; 14. Q—Q2, Q—R5; 15. P—KR3 (P—Kt3 is inferior) with a probable draw. If 15. .... Kt—Q6, then 16. R—K3; if 15. .... P—QB4, then 16. Q—KB2; or, if 15. .... B—Q2, then 16. B×P.

QUESTION No. 9 (p. 60). After the moves 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—Kt5, P—QR3; 4. B—R4, Kt—B3; 5. O—O, Kt×P; 6. P—Q4, P—QKt4; 7. B—Kt3, P—Q4; 8. P—QR4 Black's best reply is 8. .... Kt×QP. Another possibility is 8. .... R—QKt1 and a third is 8. .... P—Kt5, to be followed, if 9. P—R5, by either (1) 9. .... Kt×QP; 10. Kt×Kt, P×Kt; 11. Q×P, P—QB3 or (2) 9. .... B—Kt5; 10. B—R4, Q—B3; 11. P×P, Q—K3.

QUESTION No. 10 (p. 65). After the moves 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—Kt5, P—QR3; 4. B—R4, Kt—B3; 5. P—Q3, P—Q3; 6. P—KR3, B—K2; 7. P—B3, O—O; 8. QKt—Q2, P—QKt4; 9. B—B2, P—Q4; 10. Q—K2, R—K1; 11. O—O, B—K3; 12. P×P, B×QP White, instead of winning a pawn by 13. Kt×P, should play either 13. B—Kt3 or 13. Kt—Kt5 (not 13. Kt—K4 because of 14. .... Kt×Kt; 15. P×Kt, B—B5, winning the exchange).

QUESTION No. 11 (p. 70). If, after the moves 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. P—Q4, P×P; 4. Kt×P, B—B4, White plays 5. P—QB3 (instead of the correct move

5. B—K<sub>3</sub>, to be followed, if 5. .... Q—B<sub>3</sub>, by 6. P—QB<sub>3</sub>), then Black can exploit this transposition of moves by playing 5. .... Q—K<sub>2</sub>.

QUESTION No. 12 (p. 70). After the moves 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. Kt—KB<sub>3</sub>, Kt—QB<sub>3</sub>; 3. P—Q<sub>4</sub>, P×P; 4. Kt×P, Q—R<sub>5</sub>; 5. Kt—Kt<sub>5</sub>, B—Kt<sub>5</sub> ch; 6. P—B<sub>3</sub>, Q×KP ch; 7. B—K<sub>3</sub>, B—R<sub>4</sub>; 8. Kt—Q<sub>2</sub> Black must retreat his Queen to K<sub>2</sub> in order to reply to 9. Kt—B<sub>4</sub> with 9. .... P—Q<sub>3</sub> or to 9. P—QKt<sub>4</sub> with 9. .... P—QR<sub>3</sub>.

QUESTION No. 13 (p. 73). The Fegatello Variation is 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. Kt—KB<sub>3</sub>, Kt—QB<sub>3</sub>; 3. B—B<sub>4</sub>, Kt—B<sub>3</sub>; 5. Kt—Kt<sub>5</sub>, P—Q<sub>4</sub>; 6. P×P, Kt×P? (not good; the only move is Kt—QR<sub>4</sub>); 6. Kt×BP, K×Kt; 7. Q—B<sub>3</sub> ch, K—K<sub>3</sub>; 8. Kt—B<sub>3</sub>, Kt—K<sub>2</sub>; 9. P—Q<sub>4</sub>, etc.

QUESTION No. 14 (p. 76). After the moves 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. Kt—QB<sub>3</sub>, Kt—KB<sub>3</sub>; 3. P—B<sub>4</sub>, P—Q<sub>4</sub>; 4. BP×P, Kt×P; 5. Kt—B<sub>3</sub>, B—QKt<sub>5</sub>; 6. B—K<sub>2</sub>, P—QB<sub>3</sub>; 7. O—O, Q—Kt<sub>3</sub> ch; 8. P—Q<sub>4</sub>, Kt×Kt; 9. P×Kt, B×P; 10. B—R<sub>3</sub>, B×R; 11. Q×B Black, in order to be able to castle, must continue with 11. .... QKt—Q<sub>2</sub>, preparatory to P—QB<sub>4</sub>. If, in reply, 12. B—Q<sub>6</sub>, then 12. .... Kt—B<sub>1</sub> with the idea of continuing with B—K<sub>3</sub>, K—Q<sub>2</sub>, QR—K<sub>1</sub>, etc. If Black succeeds in castling, he should not be afraid to give back the exchange.

QUESTION No. 15 (p. 76). After the moves 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. Kt—QB<sub>3</sub>, Kt—KB<sub>3</sub>; 3. P—B<sub>4</sub>, P—Q<sub>4</sub>; 4. BP×P, Kt×P; 5. Kt—B<sub>3</sub>, B—KKt<sub>5</sub>; 6. B—K<sub>2</sub>, Kt—QB<sub>3</sub>; 7. P—Q<sub>3</sub>, B×Kt; 8. B×B, Q—R<sub>5</sub> ch; 9. P—Kt<sub>3</sub>, Kt×KtP; 10. P×Kt, Q×P ch; 11. K—Q<sub>2</sub> Black can easily force a draw but not an immediate win, e.g., 11. .... Kt—Q<sub>5</sub>; 12. B×P, B—Kt<sub>5</sub>; 13. R—K<sub>1</sub>, O—O—O (if 13. .... Q—B<sub>5</sub> ch, then 14. R—K<sub>3</sub>, Kt—B<sub>4</sub>; 15. Q—B<sub>3</sub>); 14. B—R<sub>1</sub>, KR—K<sub>1</sub>, etc.

QUESTION No. 16 (p. 89). After the moves 1. P—K<sub>4</sub>, P—K<sub>3</sub>; 2. P—Q<sub>4</sub>, P—Q<sub>4</sub>; 3. Kt—QB<sub>3</sub>, Kt—KB<sub>3</sub>; 4. P—K<sub>5</sub>, KKt—Q<sub>2</sub>; 5. Q—Kt<sub>4</sub>, P—QB<sub>4</sub>; 6. Kt—B<sub>3</sub>, P×P; 7. KKt×P, Kt×P; 8. Q—Kt<sub>3</sub> Black's best move is 8. .... Kt—Kt<sub>3</sub>, e.g., 9. KKt—Kt<sub>5</sub>, Kt—R<sub>3</sub>; 10. P—KR<sub>4</sub>, B—B<sub>4</sub> or P—B<sub>3</sub>.

QUESTION No. 17 (p. 91). After the moves 1. P—K<sub>4</sub>, P—QB<sub>4</sub>; 2. Kt—KB<sub>3</sub>, P—Q<sub>3</sub>; 3. P—Q<sub>4</sub>, P×P; 4. Kt×P,

Kt—KB<sub>3</sub>; 5. Kt—QB<sub>3</sub>, P—KKt<sub>3</sub>; 6. B—K<sub>2</sub>, B—Kt<sub>2</sub>; 7. B—K<sub>3</sub>, Kt—B<sub>3</sub>; 8. Kt—Kt<sub>3</sub>, B—K<sub>3</sub>; 9. P—B<sub>4</sub>; O—O; 10. P—KKt<sub>4</sub>, P—Q<sub>4</sub>; 11. P—B<sub>5</sub>, B—B<sub>1</sub>; 12. KP×P, Kt—Kt<sub>5</sub>; 13. P×P, RP×P; 14. B—B<sub>3</sub> Black can continue with 14. .... Kt×KtP, e.g., 15. B×Kt, B×B; 16. Q×B, Kt×P ch; 17. K—K<sub>2</sub>, Kt×R; 18. R×Kt, B×Kt; 19. P×B, Q×P and Black has a Rook and two pawns for two minor pieces.

QUESTION No. 18 (p. 101). After the moves 1. P—Q<sub>4</sub>, P—Q<sub>4</sub>; 2. P—QB<sub>4</sub>, P—K<sub>3</sub>; 3. Kt—QB<sub>3</sub>, Kt—KB<sub>3</sub>; 4. B—Kt<sub>5</sub>, QKt—Q<sub>2</sub>; 5. P—K<sub>3</sub>, B—K<sub>2</sub>; 6. Kt—B<sub>3</sub>, O—O; 7. R—B<sub>1</sub>, P—QKt<sub>3</sub>; 8. P×P, P×P; 9. Q—R<sub>4</sub>, B—Kt<sub>2</sub>; 10. B—QR<sub>6</sub>, B×B; 11. Q×B, P—B<sub>4</sub> the continuation in a game Bernstein v. Capablanca (Moscow, 1914) was 12. B×Kt, Kt×B; 13. P×P, P×P; 14. O—O, Q—Kt<sub>3</sub>; 15. Q—K<sub>2</sub>, P—B<sub>5</sub> with an even game.

QUESTION No. 19 (p. 109). After the moves 1. P—Q<sub>4</sub>, P—Q<sub>4</sub>; 2. P—QB<sub>4</sub>, P—K<sub>4</sub>; 3. QP×P, P—Q<sub>5</sub> (Albin's Counter-Gambit) White's best continuation is 4. Kt—KB<sub>3</sub>, Kt—QB<sub>3</sub>; 5. QKt—Q<sub>2</sub>.

QUESTION No. 20 (p. 113). After the moves 1. P—Q<sub>4</sub>, P—Q<sub>4</sub>; 2. Kt—KB<sub>3</sub>, Kt—KB<sub>3</sub>; 3. P—K<sub>3</sub>, P—B<sub>4</sub>; 4. P—B<sub>3</sub>, P—K<sub>3</sub>; 5. B—Q<sub>3</sub>, B—Q<sub>3</sub>; 6. QKt—Q<sub>2</sub>, QKt—Q<sub>2</sub>; 7. O—O, O—O; 8. R—K<sub>1</sub>, R—K<sub>1</sub>; 9. P—K<sub>4</sub>, QP×P; 10. Kt×P, Kt×Kt; 11. B×Kt, P×P, 12. B×P ch, K×B; 13. Kt—Kt<sub>5</sub> ch the continuation in a game Colle v. O'Hanlon (Nice Tournament, 1930) was 13. .... K—Kt<sub>3</sub> (if 13. .... K—Kt<sub>1</sub>, then 14. Q—R<sub>5</sub>); 14. P—KR<sub>4</sub>, R—R<sub>1</sub> (if 14. .... Kt—B<sub>3</sub>, then 15. Q—Q<sub>3</sub> ch); 15. R×P ch, Kt—B<sub>3</sub> (if 15. .... P×R, then 16. P—R<sub>5</sub> ch); 16. P—R<sub>5</sub> ch and White won.

QUESTION No. 21 (p. 119). After the moves 1. P—Q<sub>4</sub>, Kt—KB<sub>3</sub>; 2. Kt—KB<sub>3</sub>, P—QKt<sub>3</sub>; 3. P—B<sub>4</sub>, P—K<sub>3</sub>; 4. Kt—B<sub>3</sub>, B—Kt<sub>2</sub>; 5. P—KKt<sub>3</sub>, B—K<sub>2</sub>; 6. B—Kt<sub>2</sub>, O—O; 7. O—O, P—Q<sub>4</sub>; 8. Kt—K<sub>5</sub>, QKt—Q<sub>2</sub>; 9. P×P the move 9. .... Kt×Kt is a mistake. Black should, instead, play 9. .... P×P. This is better than 9. .... Kt×P to which White can reply with 10. KKt×Kt, Q×Kt; 11. P—K<sub>4</sub>.

QUESTION No. 22 (p. 124). After the moves 1. P—Q<sub>4</sub>, P—Q<sub>4</sub>; 2. P—QB<sub>4</sub>, P—K<sub>3</sub>; 3. Kt—QB<sub>3</sub>, Kt—KB<sub>3</sub>; 4. B—Kt<sub>5</sub>, QKt—Q<sub>2</sub>; 5. P—K<sub>3</sub>, B—Kt<sub>5</sub>; 6. Kt—B<sub>3</sub>, P—B<sub>4</sub>; 7. B—Q<sub>3</sub>, Q—R<sub>4</sub> White is in difficulties as he is threatened

with the loss of a pawn, *e.g.*, 8. Q—B<sub>2</sub>, QP×P ; 9. B×BP, Kt—Kt<sub>3</sub> ; 10. B—Q<sub>3</sub> (if 10. B—Kt<sub>3</sub>, then 10. .... P—B<sub>5</sub>), KKt—Q<sub>4</sub>, etc. Probably his best course is to give up the pawn at once by playing 8. O—O.

QUESTION No. 23 (p. 130). After the moves 1. P—K<sub>4</sub>, P—K<sub>3</sub> ; 2. P—Q<sub>4</sub>, P—Q<sub>4</sub> ; 3. Kt—QB<sub>3</sub>, B—Kt<sub>5</sub> ; 4. Kt—K<sub>2</sub>, P×P ; 5. P—QR<sub>3</sub>, B×Kt ch ; 6. Kt×B Black can maintain the extra pawn by playing the move 6. .... Kt—QB<sub>3</sub>, discovered by the Russian player, Kan, *e.g.*, 7. B—QKt<sub>5</sub> (if 7. B—K<sub>3</sub>, then 7. .... Kt—B<sub>3</sub>), Kt—K<sub>2</sub> ; 8. B—K<sub>3</sub> (if 8. Kt×P, then 8. .... Q—Q<sub>4</sub> ; 9. Q—Q<sub>3</sub>, P—B<sub>4</sub>, winning the King's Knight's pawn), O—O ; 9. Q—Q<sub>2</sub>, P—B<sub>4</sub>.

QUESTION No. 24 (p. 132). After the moves 1. P—K<sub>4</sub>, P—K<sub>4</sub> ; 2. Kt—KB<sub>3</sub>, Kt—QB<sub>3</sub> ; 3. Kt—B<sub>3</sub>, Kt—B<sub>3</sub> ; 4. B—B<sub>4</sub>, Kt×P White is not lost so there is no reason for him to play the risky gambit move 5. O—O. He has a choice between (1) the variation given in the note, (2) 5. Q—K<sub>2</sub> and (3) 5. P—Q<sub>4</sub>. He must, however, be prepared for a difficult game in consequence of his inferior 4th move.