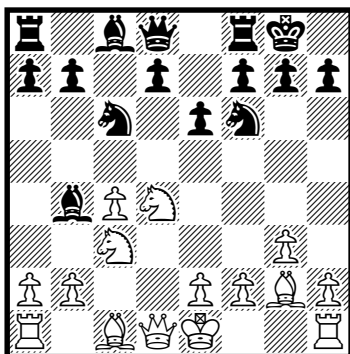


**WASTED MOVES**

Every move is precious. Your main task is to reach a playable middle game without wasting time or dropping material.

**SIMS - EVANS**  
**San Diego Open, 1965**

**6. White moves**

(a) 0-0 (b) Qd3

(a) In the absence of anything better, White should simply castle to rescue his king from the center while waiting to see where his other pieces should go. There's little to fear from doubled pawns resulting from 1.0-0 Bxc3; 2.bxc3 Ne5; 3.Ba3 Re8; 4.Qd4.

(b) Worried about Bxc3, White brought his queen out too early by 1.Qd3? which cost a pawn after 1...Ne5!; 2.Qc2 Nxc4; 3.0-0 (too late!) 3...d5 and I already had a technically won game.