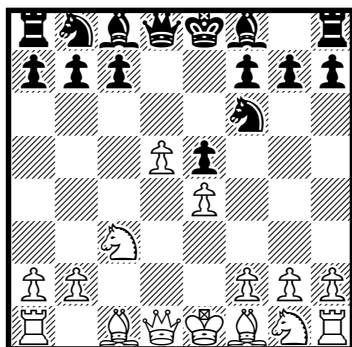


INVITATION TO A BEHEADING

Just bringing out the pieces isn't good enough. You have to bring them to the right squares and consider what happens once they get there. Here Black wants to castle but must first decide on which of four squares to post his king's bishop.

EVANS - PEEBLES

New York, 1947



2. Black moves

(a) Bb4 (b) Bc5

(a) Black selected the worst possible place where the bishop was beheaded after 1...Bb4?; 2.Qa4+. He overlooked this double attack, known to the trade as a *fork*, and resigned on the spot.

(b) Where the bishop goes is largely determined by your style. Most players would rule out 1...Be7 because 2.Nf3 Nbd7 looks like a cramped and unpleasant way to defend the pawn on e5. 1...Bd6 is certainly solid, but somewhat passive, and could create problems later after Bg5 with an annoying pin.

Today I'd select 1...Bc5 without giving it too much thought. The bishop secures an active post and strikes at the vulnerable f2 square. This may not seem important, but White already must exercise care. For example, 2.Nf3? Ng4! can be nasty.