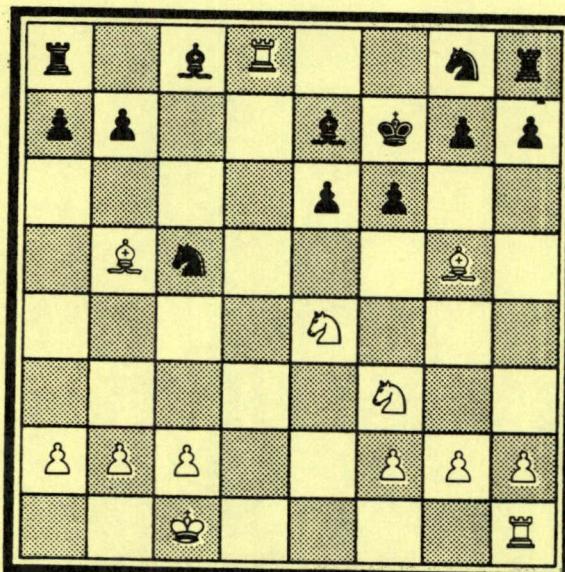


Rabbits Review

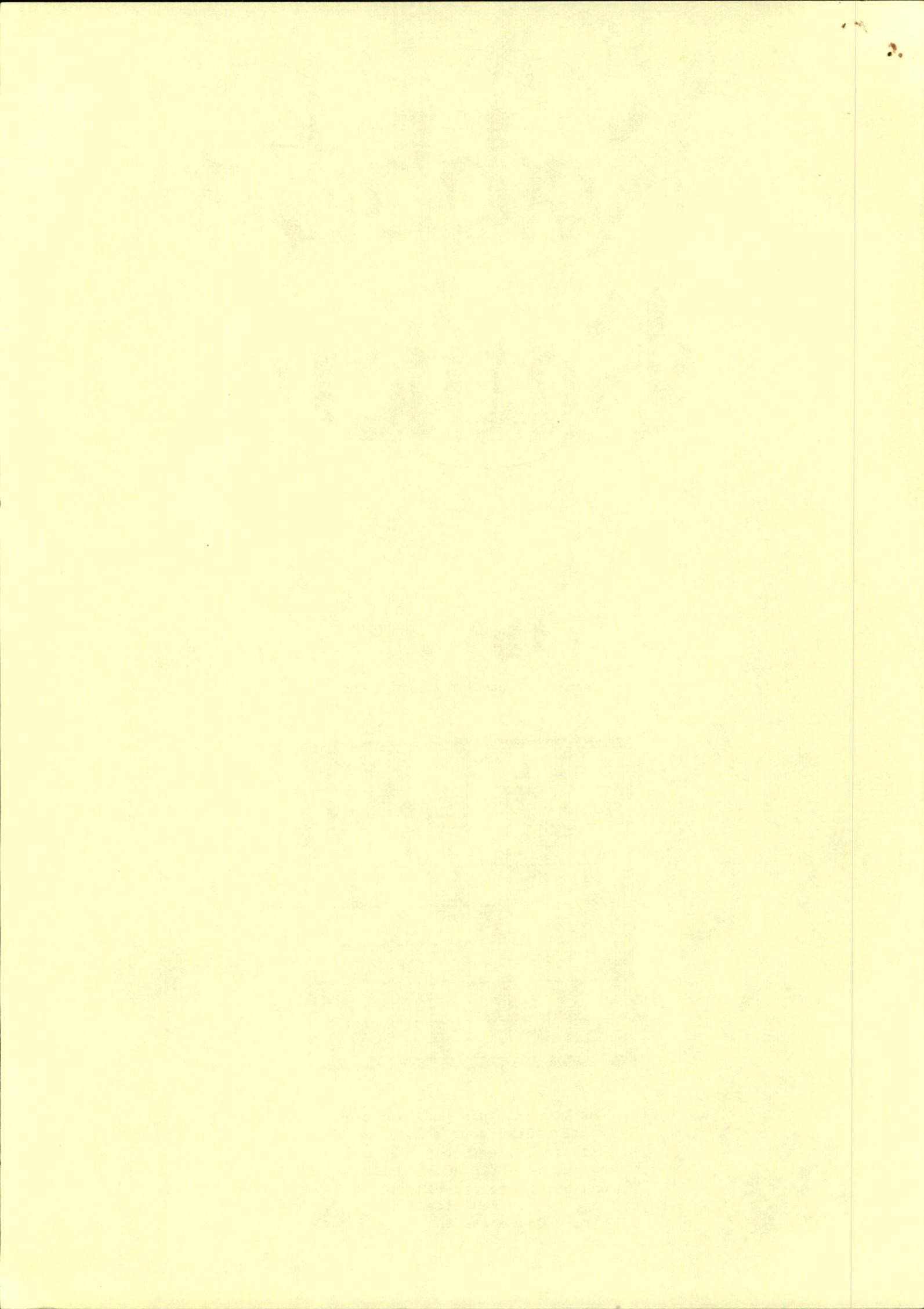
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Issued September 23rd 1982



Can you win this position for white? Send your solutions to Rabbits Review, they will all be put in a bag and the first one out (correct) wins the new Tony Smiles cassette! Before October 10th.





EDITORIAL NOTE:

In this issue we have introduced 'general assessment of play' signs beside each contestants name. The signs mean this:-

Level	III+)	
	II+)	Ascending levels of strong play
	I+)	
Level	I-	Slight positional errors
	II-	Middling positional errors; slight tactical errors
	III-	Bad positional errors, middling tactical errors
	IV-	Bad tactical errors, some material errors
	V-	Large material errors

This will be a useful aid when playing through the games, and weaker players will know then they are out of their depth due to the high quality of play, stronger players may decide not to play through a game if one side scores IV or V- for a game.

We have not yet made our quantitative comparison of positional values, promised in No. 18, but there is still plenty of food for thought in this issue.

A critical letter asks "is the assessment system laid down in Issue 17 too complicated for the average player?" and this is answered at length by the editor.

There will be another Rabbits Review event at the Casa Cominetti Catford - see notice elsewhere in the issue.

In issue No 18 there was an unfortunate error, for which we apologise, in the naming of Patrick Alexander's two best sellers. The correct titles are in fact 'Death of a thin skinned animal' and 'Show me a hero', and not the other way round.

RABBITS REVIEW is a bi-monthly magazine for future Grandmasters. It costs £5 per year for six issues, post free, from 7 Billockby Close, Chessington, Surrey, KT9 2ED. Specimen copy is 90p. Editor is International Master Michael Basman.

PEARLS before RABBITS

By Ian Josephs

In my recent articles for Rabbits Review I stressed the need to develop ALL the pieces - not very original maybe but nonetheless vital for a rabbit who wants to survive 20-25 moves against a master or even a strong club player.

I suggested that whatever opening you use you should count the pieces on the back row that have not moved and make sure that the total is never less than that of your opponent. Some critics have mentioned that often at least one rook is best left where it is - especially if it is on an open file (or a semi-open one).

This is true, and so for the move pedantic of our readers I suggest another well known method of assessing development, "The joining of the rooks" - just count how many moves it will take you to put your two rooks "in contact" - both on back with no other pieces in between - not even the queen!

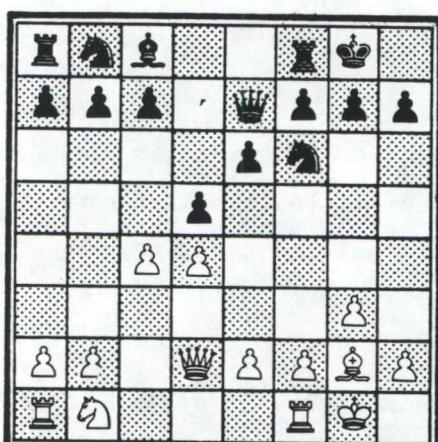
Make sure your own total is NEVER less than your opponent's total moves needed for the same result at all stages of the opening and then achieve the joining of the rooks yourself as a top priority as soon as you possibly can.

BUT... BUT... This article is for "beginners" I hear you cry - "Not for those like us who are jokingly termed 'rabbits' but who really aspire to Minor Tournaments and who but for a bit of bad luck would be a good 50 points higher in grade if our true merits were known..."!

NOT SO - NOT SO! Let me tell you once again "Not so", and then - convince yourself by looking at three of the very latest master games from the August edition of "CHESS".

Kasparov v Petrosian at Bugojno 1982

1 P-Q4 N-KB3 2 P-QB4 P-K3 3 N-KB3 B-N5ch
4 B-Q2 Q-K2 5 P-KN3 BxBch 6 QxB 0-0 7 B-N2
P-Q4 8 0-0



9 N-R3 P-B4 10 PxP QxP 11 QR-B1 N-B3 12 NxP
Q-K2 13 KN-K5! NxN 14 NxN N-Q4 15 KR-Q1 N-N3
(15...R-Q1?) P-K4) 16 Q-R5 P-N3 17 R-Q3 N-Q4
18 P-K4 N-N3 19 B-B1 R-K1 20 R(Q3)-Q1 R-B1
21 P-QR3 K-N2 22 P-N3 K-N1 23 P-QR4 R-Q1
24 Q-B5 Resigns

He should have developed his queen's bishop! - an ex-world champion too!

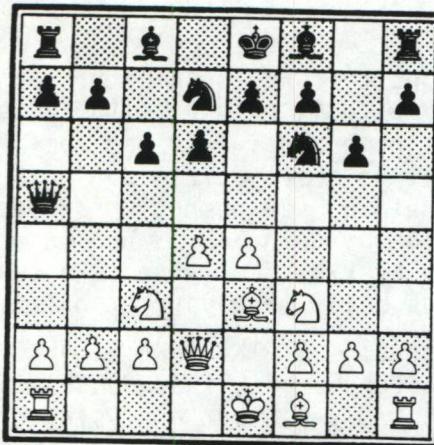
(if 24...QxQ 25 RxRch Q-B1 26 RxQch KxR 27 R-B7
and 28 P-R5 or 28 RxBPch or 24...Q-B1 25 QxQch
RxQ 26 P-R5! or 24...Q-K1 25 N-N4!)

Kupreichik v Nigel Short

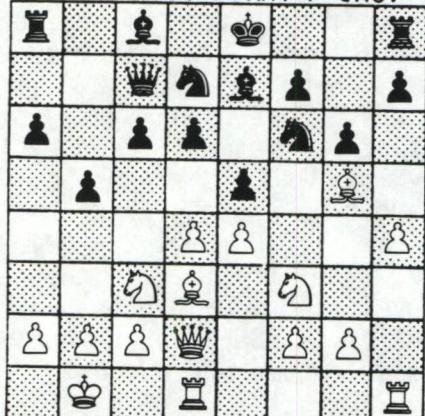
(World Telex Cup 1982)

1 P-K4 P-Q3 2 P-Q4 N-KB3 3 N-QB3 P-KN3
4 B-K3 P-B3 5 Q-Q2 QN-Q2 6 N-B3 Q-R4

8... PxP (8...P-QN3 must be better so as to develop the queen's bishop - which alas he never does...)

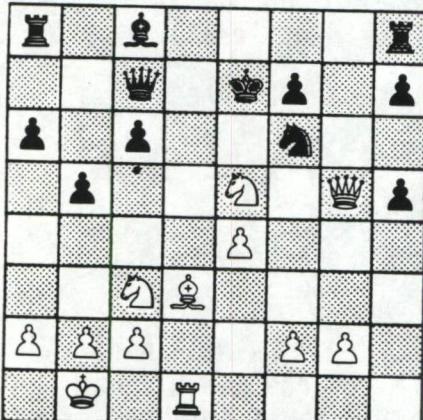


7 B-Q3 P-K4 8 0-0-0 P-QN4 9 K-N1 Q-B2
10 B-N5 B-K2?! 11 P-KR4 P-OR3?

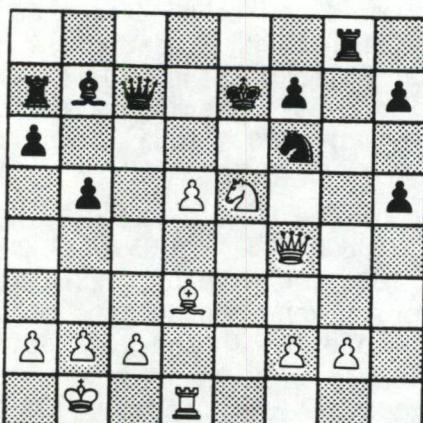


Nigel should develop his QB by ...B-N2 and then ...0-0-0, instead of procrustinating and allowing his king to get trapped in the middle ...

12 PxP PxP 13 P-R5! NxRP (if 13...RxP 14 N-R4)
14 BxB! KxB 15 RxN! PxR 16 Q-N5 ch N-B3
17 NxKP



17...R-KN1 18 Q-B4 R-R2 19 N-Q5! PxN 20 PxP
B-N2?



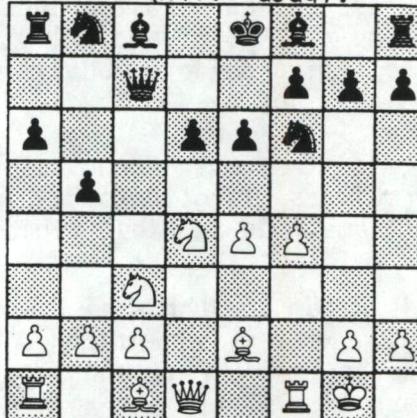
Too late by nine moves - Q-Q3 might hold out.

21 N-N6ch K-Q2 22 Q-B5ch Resigned

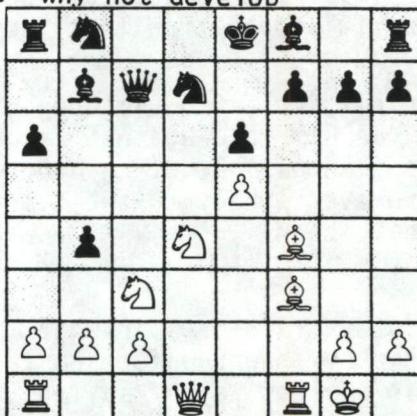
He should have developed his QB and castled too.

Karpov v Ljubojevic (Turin)

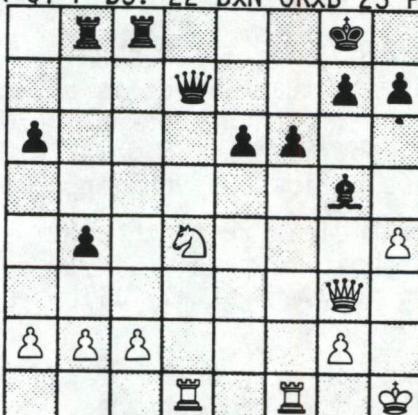
1 P-K4 P-QB4 2 N-KB3 P-Q3 3 P-Q4 N-KB3
4 N-QB3 PxP 5 NxP P-Qr3 6 B-K2 P-K3 7 P-B4
Q-B2 8 0-0 P-QN4?! dodgy.



9 B-B3 B-N2 10 P-K5 PxP 11 PxP KN-Q2 12 B-B4
P-N5? why not develop



13 N-K4 NxP 14 K-R1 B-K2 15 N-KN5 BxN
16 KBxB QxB 17 Bxn 0-0 At last 18 Q-N4
Q-K2 19 Q-N3 R-B1 20 B-Q6 Q-Q2
(why the open file? -/because otherwise
21 QxB wins a piece you twit - Ed/)
21 QR-Q1 P-B3? 22 BxN QRxB 23 P-KR4



23...BxP NO this is not a blunder.
It's because if 23...B-R3 24 N-B5 unmasks an attack on black's queen and wins by taking the bishop because black NP is pinned by the white queen!

24 QxB R-B5 25 Q-N3 R(N1)-QB1 26 N-B5 Q-R2
27 N1Q6 R(B5)-B4 28 Q-KR3 R-Q1 and black resigns.

He got into this mess because he should have developed his QN and brought it out before castling into trouble - on move 21 QR-Q1 white has all five pieces poised for attack on black's hapless king guarded only by a completely "loose" (unprotected) bishop - perhaps he had a last chance here to develop his knight and bring it to assist the tottering defences but it was probably too late anyway...

These games show that even Grandmasters and child prodigies "forget" to develop their pieces sometimes and lose rapidly as a result.

'Why can this occur at such a high level' you may ask ... well it's perfectly obvious to me ... Unfortunately Petroshous, Liubojevic and Nigel Short never read my last article in 'Rabbits Review'. Perhaps the editor will send them each a free copy with the tactful suggestion that they subscribe to future issues!

Petrosian in particular should appreciate the gesture, as his game against Kasparov was as classic an example of an undeveloped QB as you are ever likely to see ... and it need never have been! ...

Now another query - to explain what I meant about taking enemy pawns before he takes you. This is another way of saying the best way to refute a gambit is to ACCEPT it but NOT to hang on to the extra material at the expense of your development. This applies especially to rabbits who leave pawns 'en prise' and then forget about them for the grand schemes they have on all parts of the board.

I say, therefore, that IF IN DOUBT when one of your pawns is attacking or is attacked by an enemy pawn, exchange pawns - at least that way you won't be down in material and it reduces the options of your opponent.

e.g. 1 P-K4 P-Q4 2 PxP is the ONLY sensible reply for a rabbit to make - if you don't take the pawn you immediately allow your adversary 3 options -

1) he can take you PxP or 2) he can push on P-Q5 or 3) he can protect the pawn by ...P-K3 or ...P-B3.

These options to take, push or protect exist in many many situations during the game when pawn attacks pawn and I only say play PxP when in doubt because you can see no better move and providing you do not upset your own pawn formation by doing so - when in doubt, therefore, play PxP if only to take away the three options below from your opponent.

Another example is 1 P1K4 P-K4 2 N-KB3 N-QB3 3 P-Q4!? Scotch Gambit, then 3...PxP is by far the best reply without analysing other possibilities. What about King's Gambits and Queen's Gambits if you don't know them?

Well you shouldn't play them if you don't know a bit about them - avoid them by playing 1 P-Q3 2 P-KN3 3 B-N2 4 N-KB3 5 O-O if you don't like study. However, if you just WONT study but insist on meeting 1 P-Q4 by 1...P-Q4 and 1 P-K4 by 1...P-K4 you are probably safer TAKING the gambit pawn e.g. 1 P-K4 P-K4 2 P-KB4 PxP! or 1 P-Q4 P-Q4 2 P-QB4 PxP! as long as you DONOT try to keep one pawn up instead of developing your pieces. This principle applies NOT ONLY to the openings but also to the middle game and end game - if IN DOUBT play PxP. It's usually safer! Similarly don't leave pieces 'en prise' because you can regain them later - you probably won't and you'll lose the game!

Now for the benefit of Petrosian and other rabbits let me regurgitate the up to date rules I have evolved to help the lower grade rabbit (80-120) become a first class rabbit like me! (136 no less!)

RULES FOR RABBITS TO FOLLOW

OPENING

Play openings you really KNOW and have studied, but if you are a lazy rabbit who doesn't study - PLAY as follows:

1 P-Q3 2 N-KB3 3 P-KN3 4 B-N2 5 O-O and then develop QN, QB and queen immediately +P-K4 or P-B4 if you can without loss of material or position.

(This system is now covered on a 60 minute cassette, for both white and black by Grandmaster Raymond Keene and is called The King Fianchetto Opening, available at £2.95 from Audi Chess, 7 Billockby Close, Chessington, Surrey).

The system is the PIRC or KING'S INDIAN if you are black, and KINGS INDIAN ATTACK if you are white and lets you develop making it almost impossible for your opponent to stop you without losing material in the attempt!

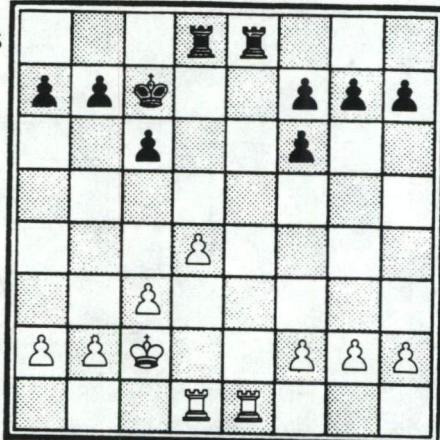
In any case, NO MATTER what opening you play, count the number of moves you need to connect rooks at the back row with the pieces in between and make sure your opponent does not need less than you do!

Also RABBITS should NOT move P-R3 or N-R4 (either side of the board) unless there is a very definite benefit to be attained. Such moves by rabbits waste valuable time and can lose you the game!

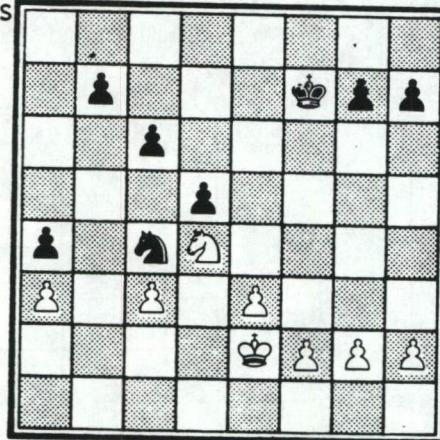
MIDDLE GAME

Above all watch your pawns - i.e. if in doubt play PxP providing it does not lose you material or wreck your pawn formation. Usually (but not always) BAD points in your pawn structure are as follows:

a) doubled pawns

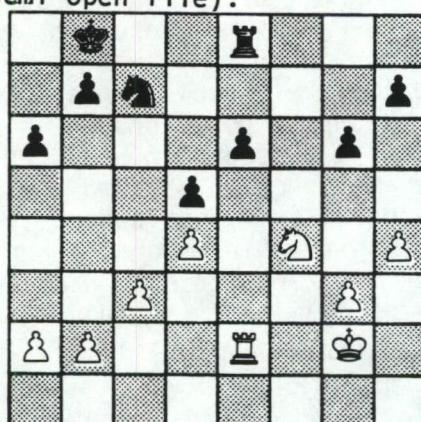


b) isolated pawns



c) backward pawns

especially on a file that can be used by your opponent because it is not obstructed by his own pawns (the semi-open file).



All these (a) (b) (c) are usually worth half a point if you give them to an opponent and of course $-\frac{1}{2}$ if he gives them to you! Also pawns moved in front of a castled king can let hostile pieces settle in the "holes" created -but it's difficult to assess the damage on a points basis - just watch out that's all and do it to 'him' not vice versa.

GOOD points in your structure are (d) a rook on an open file (+ $\frac{1}{2}$ point) (e) a rook on the 7th rank (+ 1 point) (f) an out post (piece supported by a pawn that cannot be attacked by an enemy pawn (+ $\frac{1}{2}$ point) (g) 2 rooks doubled on an open file (+1 point) (h) 2 rooks doubled on the 7th rank (+ 2 points or more!)

Remember it is just as important to stop your opponent getting an outpost or rook on the seventh as it is to try and get one yourself.

Good bishops unobstructed by pawns are worth $3\frac{1}{2}$ points; advanced outposted knights $3\frac{1}{2}$ points and BAD bishops hemmed in by pawns, or offside, backward knights $2\frac{1}{2}$ points. You must, therefore, judge for yourself when to exchange bishops and knights and when and how to exchange your pawns, bearing in mind the effect it will have on the pawn structure. Don't swap pieces if it will help your opponent develop when he retakes or if it gives you a bad bishop v good knight position, but on the other hand swap off if you're winning on material and keep pieces on if you're losing on material - obvious but ignored time after time by rabbits everywhere. Exchange queens if it stops HIM castling - it's worth it!

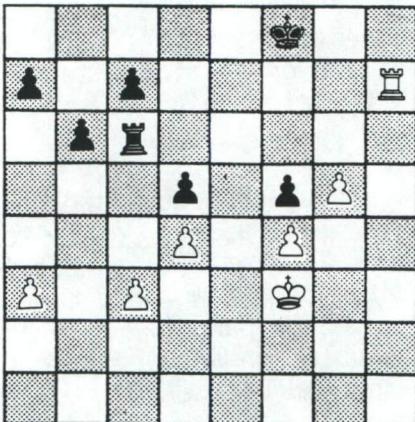
Most master games seem to proceed in the middle game by attacking pawn weaknesses and creating them if none exist and then blasting rooks through open files and onto the 7th rank not forgetting to exchange bad bishops and keeping a good one. (Or leaving your opponent with a bad bishop). Do this in the middle game and surprise yourself with the results! But don't leave pieces en prise so as to attack other pieces. Unless you are very strong in analysis you will lose them and the game!

ENDING

The activity of your pieces is usually worth a pawn or two! King in the centre attacking enemy pawns, bishops dominating long empty diagonals, rooks behind either your own pawns to push them or your enemy's pawns to attack them, and knight centralised to protect or attack maximum number of pawns. Every thing

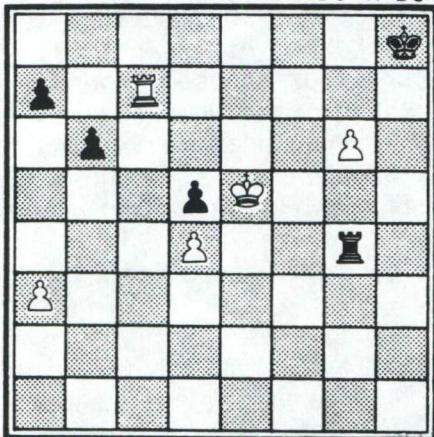
about pawn structure, good and bad bishops and active pieces (especially the king now) applies to the end game.

Always sacrifice your passed pawn if by diverting the enemy king your own king can get behind enemy pawns and demolish them.



Capablanca v Tartakover 1924 is the best endgame I know:-

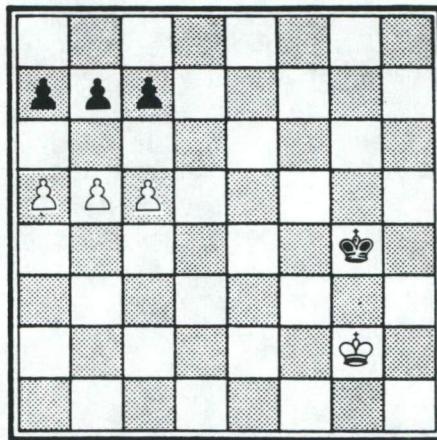
1 K-N3!! RxPch 2 K-R4 R-B6 3 P-N6! RxPch
4 K-N5 R-K5 5 K-B6! K-N1 6 R-N7ch K-R1
7 RxP R-K1 8 KxP R-K5 9 K-B6 R-B5+ 10 K-K5
R-N5



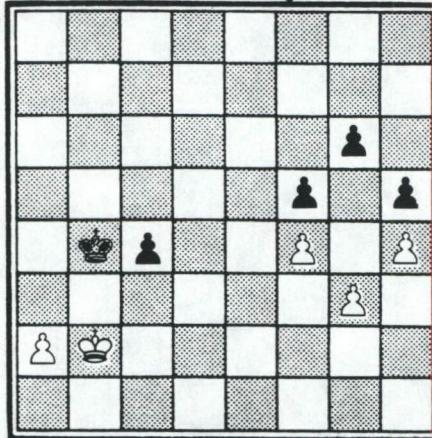
11 P-N7ch K-N1 12 RxP R-N8 13 KxP R-QB8
14 K-Q6 R-B6 15 P-Q5 R-B8 16 R-QB7 R-QR8
17 K-B6 RxP 18 P-Q6 resigns.

ACTIVITY OF THE PIECES and pushing a passed pawn are shown par excellence. Remember above all in end games that it's worth sacrificing any number of pawns to get one through to queen and usually worth sacrificing pieces as well. However, you must ALWAYS count squares carefully to see that you get a queen before your opponent and NOT after him as a result of your nefarious schemes and sacrifices!

If you are not sure which pawn to push - advance the pawn with no enemy pawn directly facing it - this way you may get a passed pawn if it's not 'passed' already.

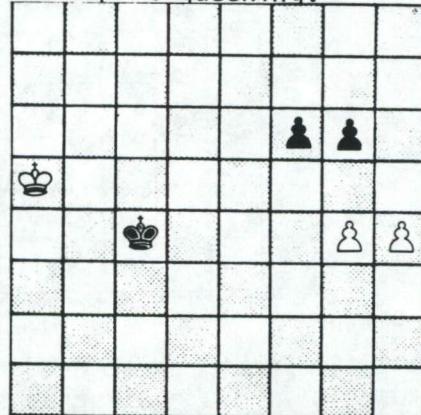


1 P-N6 BPxP 2 P-R6 PxRP 3 P-B6 and goes on to queen and win the game A perfect example of sacrificing pawns to get one through to queen.



1 K-B2 K-R6 2 K-B3 KxP 3 KxP K-N7 4 K-Q4 K-B7
5 K-K5 K-Q7 6 K-B6 K-K6 7 KxP K-B7 8 KxRP
KxP 9 K-N5 and wins.

A perfect example of pushing a passed pawn and sacrificing it to draw off the enemy king! If black does not go after white's RP white simply pushes it until black is forced to pursue to stop it queening.



1 P-R5 PxP or ...P-N4 loses for black but
1 P-N5 PxP 2 PxP loses for white.

A primitive example repeated very often in more complex positions to show that you create a passed pawn when you push the pawn with no opposing pawn on the same file! It is of course quite obvious until you forget it in time trouble! Don't forget - centralise your own king and stop him centralising his king (by using a rook if you've got one and your own king if you have not!)

GENERAL PLAY

THE GOLDEN RULE

Write down in your score sheet (in small letters!) P, F, Ch, C, standing for PINS (skewers included) FORKS, CHECKS and CAPTURES. Then when you have decided on your move write it down on your score sheet but before you make it check off ALL possible PINS, FORKS, CHECKS (especially CHECKS) and CAPTURES (it ALL captures even Qx protected pawn!) (a) for yourself - before you move to see if you've anything better and (b) for your opponent after your theoretical move to see if it is really a blunder! When satisfied and ONLY when satisfied on points (a) and (b) make your move. Half the games in week-end tournaments (especially mine!) are decided by blunders, so eliminate them once and for all by following the golden rule. Also remember Ljubojevic. Keep your queen off the same file as an enemy rook or the same diagonal as an enemy bishop even when there are pieces in between and watch for opportunities if "HE" neglects this rule.

HOW TO KEEP ON IMPROVING

Each time you LOSE a game in a tournament or league match (i.e. a game you have presumably taken seriously!) ANNOTATE it - find out where you went wrong - SWEAR NEVER TO REPEAT THOSE STUPID MISTAKES AGAIN!

You will find that the reasons you lose are depressingly consistent, but playing through your losing games frequently enough may disgust you so much that you stop making the worst mistakes and that after all is what 'improving' is all about!

Well, NEVER has so much priceless chess knowledge been condensed into so little space - I often think it's a wonder that with all these rules and principles at my disposal I am not yet up there fighting it out with KARPOV, KORCHNOY, BASMAN and the rest of them - and then I realise why. It's because I keep breaking my own rules myself! May you be more strong minded than I am fellow rabbits. The editor and I will be cheering you on if you are.

A last question from a rabbit who reckons he should read something else other than Ian Josephs in Rabbits Review to improve his game!

Well, you simply must IMPROVE with the following:-

LOGICAL CHESS (Chernev) - for strategy and positional play. (Note games 4, 14, 24 especially).
CHESS TRAINING (Nigel Povah) - for middle and end games - the best 'all purpose' book around.

AN OPENING FOR YOU (Larry Evans) - for opening theory playable against everybody any time.

200 MODERN BRILLIANCIES (Wicker) - short games so you don't get bored playing through them.

Just four books and I am convinced you can improve your grade by at least 50 points provided you SKIP NOTHING especially the situations in the diagrams, which are always there for a purpose.

Let us know at Rabbits Review how you progress after all this research on your behalf - it's nice to know if I helped you to stop someone forking your king and queen with a knight even if you do live in Chipping Sadling and play in the 4th team in a minor league - one day you might be British Champion!

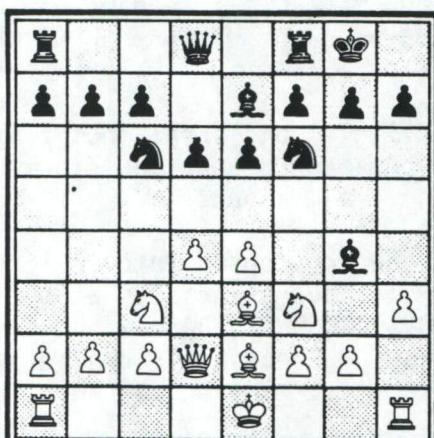
A rather nasty critic pointed out to me that all my own games published in previous articles have been 'losses' and wanted to know if I ever won any games at all! It is true that I look at my losses rather than my wins in order to improve, but just for the record I will show you one of the worst games I ever played but also one of the most satisfying - for reasons that will become apparent. Now back to my 1980 holiday in FRANCE.

White Ian Josephs (ELO approx 1688 = 136 British)

Black Unpleasant Frenchman (ELO approx 2040 = 180 British)

MONACO OPEN 1980

- | | |
|------------------------|-------|
| 1 P-K4 (original that) | N-QB3 |
| 2 N-KB3 | P-Q3 |
| 3 P-Q4 | N-B3 |
| 4 N-B3 (pretty!) | B-N5 |
| 5 B-K2 | P-K3 |
| 6 B-K3 | B-K2 |
| 7 Q-Q2 | O-O |
| 8 P-KR3 | |

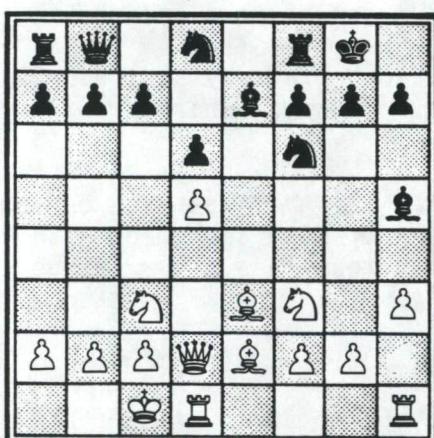


Why P-KR3? Well, I thought if he retreats I'll castle queen's side and chase him back with P-N4 and attack but if he exchanges I'll retake and castle king side..

- | | |
|---------|------|
| 8 ... | B-R4 |
| 9 0-0-0 | |

(Rooks connected in nine moves!)

- | | |
|---------|------|
| 9 ... | Q-N1 |
| 10 P-Q5 | PxP |
| 11 PxP | N-Q1 |



Looks like Petrosian but I'm sure it's a lousy move!

- | | |
|----------|------|
| 12 P-KN4 | B-N3 |
| 13 B-Q3 | |

He's very cramped but my white bishop is bad so I'll exchange it (probably a mistake, since it gives him time).

- | | |
|--------|-------|
| 13 ... | BxB |
| 14 QxP | P-QR3 |

Must be too slow to attack me! Shall I play QR-N1 and press home the attack? Yes I should but then impetuously I play

- | | |
|----------|--|
| 15 P-N5? | |
|----------|--|

Allowing black to block my attack and giving him an outpost.

(At this time Ian Josephs had not learnt how to push his pawns to open lines rather than allowing his opponent to block them by placing a piece directly in front of them. Here 15 QR-N1 followed by a massed advance P-KR4, P-KR5, PKN5 would have given better chances of opening lines on the king side. Also possible was 15 N-Q4, threatening to come to KB5 and then provoke ...P-KN3 which allows a line opening target by P-KR4 and P-R5.

The move 15 P-N5 is only justified in driving the knight to the edge of the board and thus after this white should concentrate on central play rather than a kingside attack - Editor)

- | | |
|----------|------|
| 15 ... | N-R4 |
| 16 Q-K4 | R-K1 |
| 17 QR-K1 | |

Why not N1 stupid?

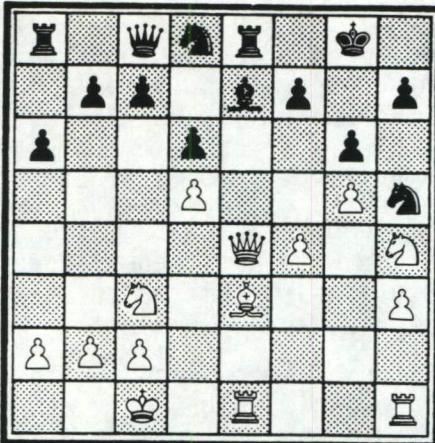
- | | |
|---------|------|
| 17 ... | Q-B1 |
| 18 N-R4 | |

decentralising my knight for no good reason..

- | | |
|--------|-------|
| 18 ... | P-KN3 |
|--------|-------|

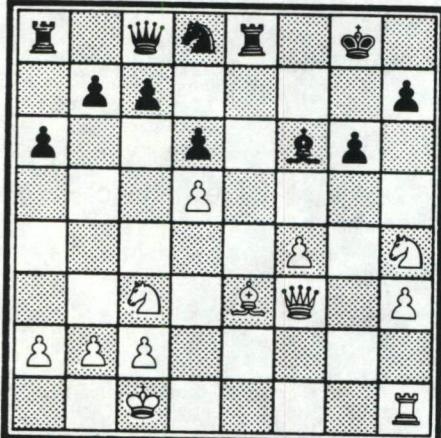
Seeing my attack getting bugged down and wanting to liven up the game, I ignore the golden rule and play with a flourish.

- | | |
|------------|--|
| 19 P-KB4?? | |
|------------|--|



- 19 ... N-N6!
20 Q-B3 NxR
21 RxN P-KB4
22 PxP e.p. BxP

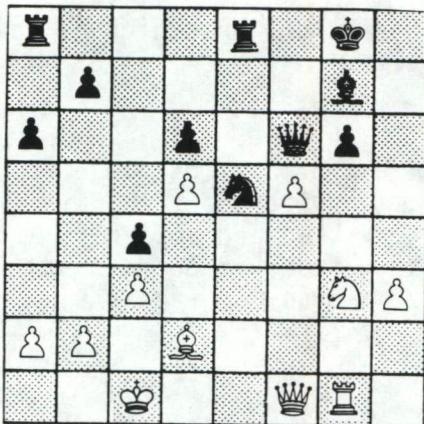
and I am feeling SICK-SICK, so seeing the fat slob start pointing out his advantages to his friends, I think I've nothing to lose by confidently playing another unsound move that at least gives me future counterplay.



- 23 NxP?! PxN
24 R-N1 Q-B4
25 N-K2 B-N2
26 N-N3 Q-B3
27 P-B3 P-QB4
28 P.B5 N-B2
29 B-Q2 N-K4
30 Q-B1 P-B5

After 30 moves I am nearly resigning but my horrible opponent has now gathered a crowd of his equally horrible friends and he's shrugging his shoulders and gesticulating at them as if to say how impertinent it is of me to play on a rook down against a champion like him!

This stirs me to try another sacrifice to try for any counterplay that's going - so ...



- 31 P-KR4 ('.?)N-Q6ch
32 K-B2 QxRP?

At last I see some chance is he's over confident - and there's 'if' about that!

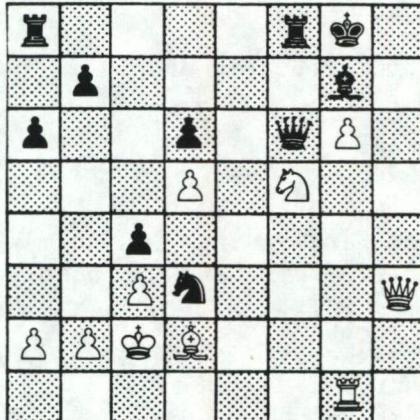
- 33 PxP

A passed pawn on the 6th and his king unprotected by any pawns - I'll play on till I drop!

- 33 ... Q-B3
34 N-B5 R-B1

Thinking he's won another piece and crowing to his friends.

- 35 Q-R3



Threatening mate stops him in his tracks for a moment - then he actually burst out laughing and said in fractured English - 'NO - NO YOU DO NOT TO CATCH ME LIKE THAT!' and moved

- 35 ... R-K1

smashing the piece down for emphasis

- 36 Q-R7ch K-B1
37 NxP

and a look of fury crosses his face as he realises that if he plays QxN, R-B1ch will lose him his queen!

So slowly he plays

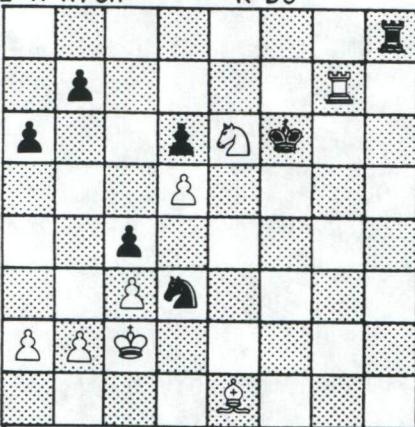
- 37... R-K8

to distract my attention, which he does only too well!

38 N-K6ch K-K1

Here I think QxP or BxR must lead to a win, but I am worried about threats of mate against my king and possibly perpetual check from his queen that I am too tired to analyse, so I play the cowardly

39 Q-B7ch QxQ
40 PxQch KxP
41 BxR RKR1
42 R-N7ch K-B3



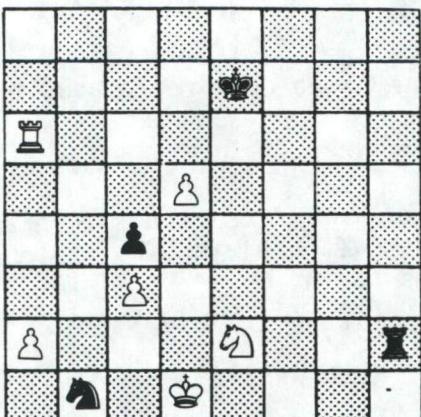
A piece up and my rook on the 7th rank, I forgot to keep HIS rook off my 7th rank and play

43 B-Q2? (Better B-N3!)

43 ... R-R7
44 P-N3 P-N4
45 PxP

I reckon it is worth losing my knight for a couple of his pawns (probably it is lost anyway!) so...

46 R-Q7 N-K4
47 RxP K-K2
48 RxP N-B6
49 N-Q4 NxR
50 K-Q1 N-N8
51 N-K2 and he sealed his move



At this point after five hours play, the game was adjourned two hours for dinner and in a loud voice my opponent proclaimed a draw and argued with the controller when I refused to accept it. He was of course overruled, so I agreed to meet two hours later at 9.00 pm.

Luckily, my friend Nigel Povah was on hand and we adjourned with his then fiancée and now wife, Jill, to a nearby Bistro to analyse an end game that could still prove tricky.

'Look Nigel!' I exclaimed 'Aren't I the clever one? I've trapped his knight - it can't escape but I am not sure what to do next.'

'Why, LET IT OUT of course,' grinned Nigel. 'Play P-R4 and push your passed pawn if you want to win this game!'

I reckoned Nigel Povah (International Master) might just know better than Ian Josephs (Rabbit 1st Class) so I went back to the hall and after

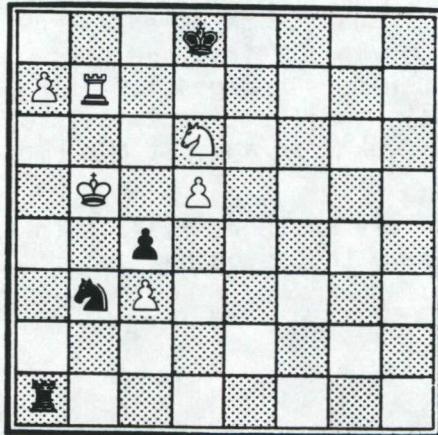
51 ... K-Q2 I played
52 P-R4!

and with a loud whoop of delight he smacked down

52 ... N-R6

as though it was all over and offered a draw ... 'Non merci'

53 R-QN6	R-R8ch
54 K-Q2	N-N8ch
55 K-K3	R-R6ch
56 K-Q4	R-R5ch
57 K-B5	N-Q7
58 N-Q4	R-R6
59 N-N5	R-R5
60 N-Q6	N-N6ch
61 K-N4	N-Q7
62 P-R5 (at last)	R-R4
63 P-R6	R-R8
64 K-B5	R-QR8
65 R-N7ch	K-Q1
66 P-R7	N-N6ch
67 K-N5 and	



With a roar of rage he overturned the table and all the pieces flew about - one of them striking my nose - I would say that he threw the pieces in my face, but Nigel says I should not exaggerate! He actually complained to the controller in a loud voice (despite a few other games still in progress) that if I had had the traditional English sense of fair play I would have resigned when a rook down - This is Chess, he cried - I will play you BLITZ - 5 minute chess for 1000F each side (about £100) - 'No thank you' I said modestly 'you are really too strong for me' and left the hall with him spluttering with rage and his friends laughing at him! Seven 'ours of 'ell! were the last words I heard from him, and sweet they were to my ear!

This game illustrates many of the points I have made earlier about the Golden Rules, developing ALL the pieces, pushing passed pawns, rooks on the 7th, outposts, cutting off his king with a rook etc. etc. One extra lesson, however, that I did NOT mention earlier at all. If your position looks very bad you have nothing to lose by making a bold and confident sacrifice preferably to open up the position in front of his king, and if this is not enough do it twice! He'll be nervous because he'll think you have seen something and he may well blunder the game away like that unpleasant Frenchman who played in the MONACO OPEN against IAN JOSEPHS - RABBIT 1ST CLASS!

NEW TAPES

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THE RR JAMBOREE

Occurred.

Winner of the rapid play tournament was W. 'Tiger' Clark with 7/7. followed by 2 H. Curtis 5, 3 = R. Hornsby, A. Curtis 4½.

In the teaching simul of the previous day, seven players took on editor Mike Basman, and in fact only W. Clark came anywhere near beating him.

Here are a couple of games from the simul.

White J. Ryan (level II - middle positional)
Black M. Basman III+

7 ... 0-0
8 B-N2 Q-QB1

1 P.QB4 P-QN3
2 N-KB3 B-N2
3 P-K3 P-KB4

Often a good precaution to guard the undefended bishop at QN2 (see game Skrine v Shepherd elsewhere in this issue).

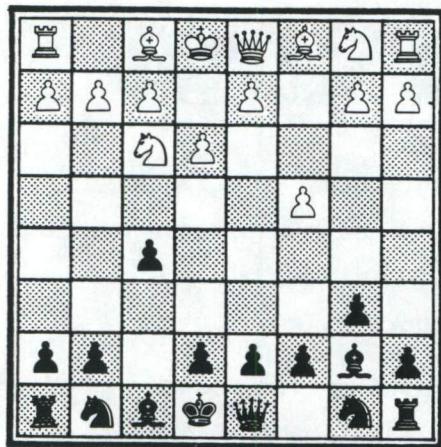
9 P-Q5

Blots out the bishop at QN2, but this is outweighed by the out post square black obtains for his knight at QB4 (c5).

9 ... P-QR4
10 N-KN1?

Now white also neglects his development with this move. Better would be P-QN3 or 0-0, even if they do look common place moves.

10 ... N-QR3
11 KN-K2 N-QB4
12 Q-B2 P-QR5



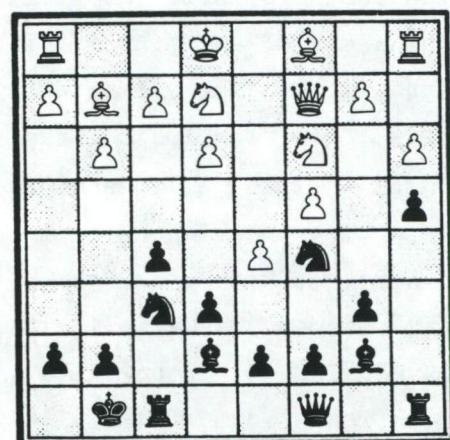
Black adopts the English Defence against the English Opening, a very effective weapon whereby he delays ...N-KB3 in order to be able to play ...P-KB4 to help control the central diagonal. For more info on this - see A/C cassettes.

4 P-Q4 N-KB3
5 N-QB3 P-K3
6 P-QR3

To prevent ...B-QN5, which would pin the knight which controls e4.

6 ... B-K2
7 P-KN3

The theme of this game is the faults which occur in white's pawn structure. By placing all pawns on dark squares he hampers his own queen bishop, which he also neglects to develop. He also weakens his white squares, as the pawns can no longer guard them, and at a later stage in the game, his diagonal pieces the queen and king's bishop prove unable to guard them.



Black nails down the QN3 (b3) square not only to be able to occupy, but also to keep the bishop at QB1 restricted by its own pawns.

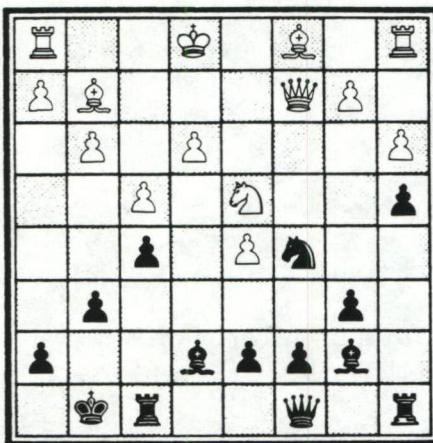
13 N-Q4 P-KN3

Black is planning to drive the white knight away with ...P-K4, but first must defend his pawn at KB4

14 P-KB4

To stop ...P-K4, but now another pawn comes to a black square.

14 ... PxP
15 NxQ P-N
16 PxN



Black exchanged the pawns to give white a backward exposed pawn on a half open file (the king file).

16... B-R3!

Probing the white squares and enticing 17 P-Q6 when black would gladly give the exchange by 17 ...BxP 18 BxR QxB to remove the main defender of the white squares, White's kings bishop. However, white does not bite this poisoned cherry.

17 Q-B3 B-B3
18 B-B1 R-K1

White challenges the diagonal and black puts pressure along the half open file.

19 BxB QxB
20 K-Q1 BxN

Decisive. If 21 QxN N-N6 forks queen and rook, so white plays -

21 PxB Q-K7 mate

ATTACK IN THE END GAME

White Basman +III

Black Collins Mike of the RRPCC (Level II-)

1 g4 d5 2 h3 e5 3 Bg2 Bc5 4 d3 f5 5 c4 fxg4 6 hxg4 dxc 7 Qa4+ c6 8 Qxc4 Qd4 9 Qxd4 exd4 10 g5 Ne7 11 Nd2 Bf5 (with queens off the danger to the kings diminishes, but they are not entirely safe until very few pieces remain on the board. Black begins to get into trouble by delaying castling here).

12 Ne4 Bb4+ 13 Bd2 Bxd2+ 14 Kxd2 Kd7 (Black takes this step in order now to guard against Nd6+) 15 Nc5+ Kc7 16 Nf3 (white now threatens to round up the weak pawn at d4 by Nb3. In order to avoid this black offers his king as a diversionary target!) 16 ...Kb6 17 Ra1 Rd8 18 Nb3 (There is nothing in 18 Na4+, so white goes back to winning the d pawn) 18 ...Nd7 19 Nbxsd4 Nf8 20 Nxf5 Nxf5 21 Ne5 Re8 22 Nxc6 Nd7 (22 ...Bxc6 23 Rxc6+ Kb5 gives white a strong attack as well as 3 pawns for a piece) 23 Nb4 Re5 24 Nd5+ Ka5 25 Rc7 Rae8 26 b4+ 1-0

Tiger Clark takes on the reversed G rob Clark (II+) v Basman (I-)

1 e4 g5 2 d4 Bg7 3 Bc4 c5 4 c3 cxd 5 cxd Nc6 6 Ne2 Qb6 7 Be3 Qxb2 8 Nd2 Nb4 9 0-0 Qc2 10 Qb1 Qxb1 11 Raxb1 Nc6 12 f4 gxf 13 Bxf4 e6 14 Nf3 Nge7 15 Bd6 b6 16 Rbe1 Bb7 17 d5 Na5 18 Bd3 Rc8 19 Ne5 f6 20 Ng4 Ng8 21 Nf4 h5 22 Ne3 Rc3 23 e5 fxe 24 Bg6+ Kd8 25 Nxh5 Rxh5 26 Bxh5 Nf6 27 dxe6 dxe 28 Rd1 Rxe3 29 Bc5+ Bd5 30 Bxe3 Nxh5 31 Bg5+ Ke8 32 g4 Nf4 33 Bxf4 exf4 34 Rxf4 Be5 35 Rf2 Nc4 36 h3 b5 37 g5 Ne3 38 Rd3 Nf5 39 Rxf5 1-0

ROOK ON THE SEVENTH (heard that song before?)

White Basman Black Mills (II-)

1 P-Q4 P-Q4 2 P-QB4 P-QB3 3 N-QB3 N-KB3 4 N-B3 P-KN3 5 B-B4 B-N2 6 P-K3 0-0 7 P-KR3 Q-R4 8 B-K2 B-B4 9 0-0 QN-Q2 10 R-QB1 KR-K1 11 Q-N3 Q-N3 12 PxP QxQ 13 PxQ NxP 14 NxN PxN 15 R-B7 QR-N1 16 B-QN5! P-K4 17 PxP QR-Q1 18 N-Q4 adjudicated won for white, though 18 P-K6 would have been even stronger.

POSTAL PLAY

With about 50 members and an able organiser in Mike Collins, the Rabbits Review Postal Chess Club is well established. It even has its own 'Bunnies Bulletin' with a logo designed by member George Armstrong.

The advantages of postal chess as a training ground for weaker players are that they have a longer time to consider their moves and analyse positions and that many of the tensions of over the board chess - time trouble, general nerves - are absent.

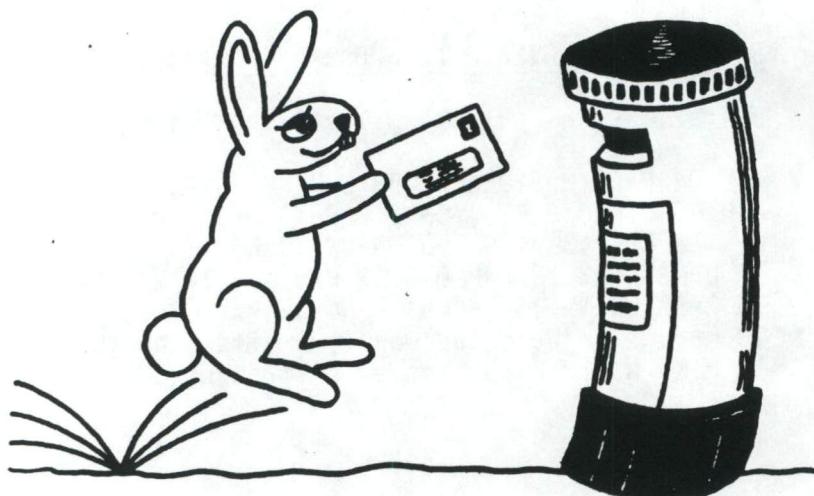
Some people would add that a postal player is able to consult any number of books to help him, particularly in the opening stages, but in fact this is not a good way to improve ones game, because in that case one is playing moves that one has learnt rather than thought about.

If you would like more details of the R.R.P.C.C. then write to:

Mike Collins, 85 Brooks Road, Cambridge.

There are pyramid sections, knockouts, a club championship and informal games and no member may have an over the board grade of more than 135! So it is a tiger free zone!

Now as a special treat we present some of the first games to be played in the R.R.P.C.C. In many cases the players have inserted a few notes to the games, and we have added master commentaries at the end of each one. Play through the games each by yourself, make up your own mind about the play and then consult the master commentary.



BUNNIES' BULLETIN

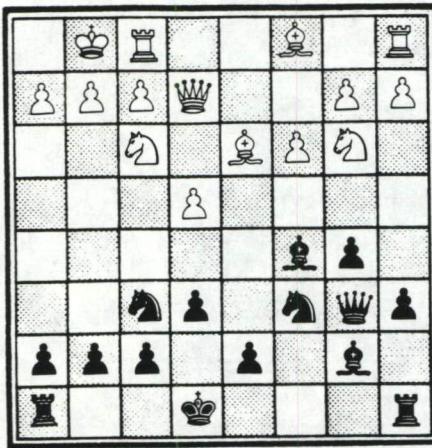
The Rabbits Review Postal Chess Club Newsletter

Game 1

White: Bob Birch II+

Black: Frank Ainsworth III-

1 P-K4 P-K3 2 P-Q4 P-QR3 3 N-KB3 P-QN4
 4 QN-Q2 B-N2 5 B-Q3 P-QB4 6 P-QB3 N-KB3
 7 0-0 Q-N3 8 Q-K2 N-QB3 9 PxP BxP 10 N-QN3



0-0-0 11 Nxb QxN 12 B-K3 Q-K2 13 KR-QB1
 P-KR3 14 P-QR4 P-Q4 15 P-K5 N-KN5 16 B-QN6
 QR-N1 17 PxP N-N1 18 PxP NxP 19 BxN BxB
 20 RxB Resigns

Master Commentary

The decision comes in this game due to an error by black on the lower positional level (P3-) when he castles queen's side which, due to the pawn structure allows a rapid opening of the game. White duly accomplishes this by 14 P-QR4 and his pieces are well placed for an assault upon black's king.

The opening, though classed as irregular by our ignorant bunny master Mike Collins, is in fact the famous 'St. Georges Opening' (remember the opening that crushed Karpov! - see audio chess).

On the higher positional level, black's move 8 is an error which should be met by 9 P-Q5, because if ...PxP 10 PxP is discovered check, so black should have played ...B-K2 first.

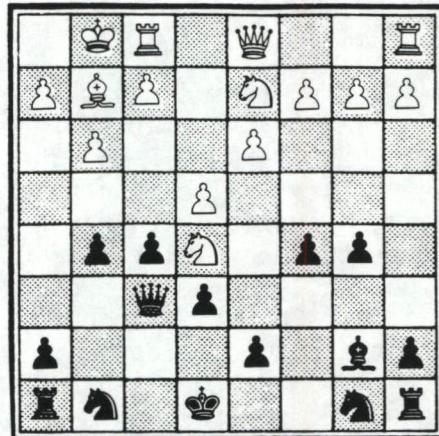
Later after 10 N-QN3, black should retreat his bishop, as in this sort of position bishops must have an edge on knights. But if 10...B-K2 it looks like white can still cause trouble by 11 B-K3 Q-B2 12 N-B5, threatening once again to exchange off a bishop for a knight. However, in this case black has the move 12 ...N-K4 threatening the white bishop at Q3, so he need not lose a bishop against a knight. He can answer 13 NxN(b7) by ...NxN(d3); or 13 NxN(e5) by ...BxN (c5)

Game 2

White: R. Skrine III+

Black: J. Shephard III-

1 N-KB3 P-QN4 (anybody seen this before?)
 2 P-KN3 B-N2 3 B-N2 P-K3 4 O-O P-QB4
 5 P-Q3 P-KB4? 6 B-B4 B-K2 7 QN-Q2 P-KN4
 8 B-K5 B-KB3 9 P-K4 BxB 10 NxN Q-B3



11 N(5)-QB4 PxN 12 P-K5 BxB 13 PxQ BxR
 14 Q-R5+ K-Q1 15 QxNP B-K7 16 Q-N7 Resigns.
 1 - 0 The perils of non-development exclaims the winner!

Master Commentary

Note that this is the same opening - the St. George, or Polish as the last game. Black's error lies in overstepping the limits of safety to his king, which occurs when he plays 7...P-KN4. Then he gets into trouble as there are later dangers of check on KR5 by the white queen.

Up until then his game is Okay; I certainly disagree that 5...P-KB4 is a bad move, as it helps to control K5 (e4).

White plays a fine tactical stroke on move 11 with 11 N(5)-QB4. After 11...PxN 12 P-K5 if black plays ...QxP then 12 BxB regains white's sacrificed piece and the rook to boot in the corner.

The winner's comment "The perils of non-development" is not accurate. The positional error made, as in the last game was to over expose the king. Instead of 7...P-KN4 it would be better to play simply ...N-KB3 and ...O-O

Higher positional and tactical commentary

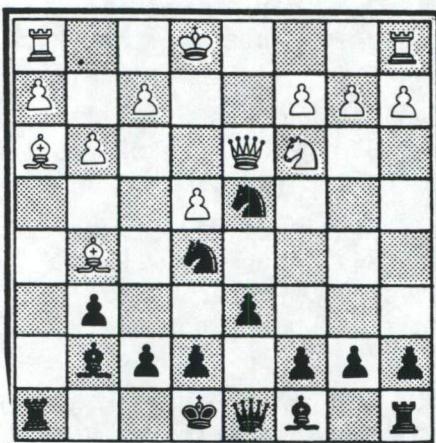
Black's 7 ...P-KN4, though risky is playable if he is alive to the tactical dangers of an undefended bishop at QN2 (which white brilliantly exploits later); black also needs to keep an eye open for white's Q-R5 ch.

Therefore, on move 9 black should never exchange bishops, bringing the white knight to a dominating post at K5. He should play 9 ...P-N5! (stopping a later Q-R5ch) 10 BxB QxB 11 N-R4 N-QB3! (to the threat of P-K5) and black is okay.

Game 3

White: Peter Jolly V-
Black: S.W. Jones II+

1 N-KB3 N-KB3 (I prefer this 'copy cat' method until I decide on my own preference and break off) 2 P-KN3 P-KN3 3 P-Q4 (This gave me the idea of trying to transpose to the Old Indian, a system which has given me success in over the board play)...P-Q3 4 N-N5? (This looks to be aimed at preventing ...P-K4 and is a waste of valuable opening move; I just continue to develop) ...B-N2 5 P-K4? (Loses the KP. Better is 5 B-N2 and the wasted move played earlier would only give black equality instead of the advantage) ...P-KR3 6 Q-K2?? (This may have been an error or writing; N-KB3 is the only move) ...PxN 7 N-QB3 N-B3 (so it turns out to be a King's Indian, a defence to P-Q4 I've never tried before) 8 BxP? (8 Q-Q3 looks best since P-Q5 allows the same as what follows) ...NxQP 9 Q-Q3? (This gives black a valuable attacking tempo) ...N-N5 10 B-KR3?? (Perhaps another writing error but whatever white tries he can't hold out much longer)...N-K4



11 QxN (if 11 Q-Q1 then ...N/4-B6+ 12 K-B1 BxB; or 11 Q-B1 BxB 12 Q-N1 N/4-B6 mate)
...N-B6+ Resigns. 0-1

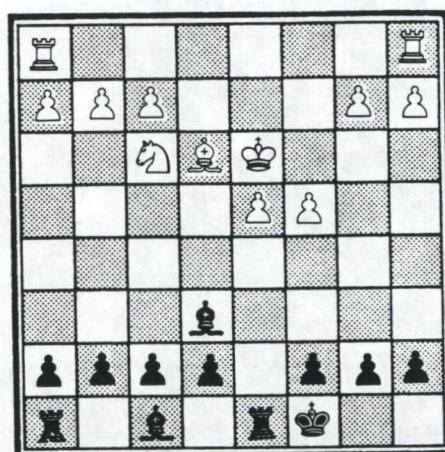
Master Commentary

Several crass material errors lose white this game 5P-K4 losing a pawn, 6 Q-K2 - losing a whole piece, 10 B-KR3 putting a bishop en prise which black disdains to capture as he prettily catches the white queen by a neat tactical device.

Game 4

White: B.Muskett +II
Black: P. Morgan +1

1 P-K4 P-Q4 2 PxP N-KB3 3 N-QB3 NxP 4 NxN QxN 5 P-Q4 B-K3 6 P-QB4 Q-K5+ 7 B-K3 N-QB3 8 Q-Q3 QxQ 9 BxQ 0-0-0 10 N-KB3 N-N5 11 K-Q2 NxN 12 KxN



P-KR3 13 P-Q5 B-KB4+ 14 K-K2 R-KN1 15 KR-Q1
P-KN4 16 P-QN3 B-KN2 17 B-Q4 P-N5 18 N-R4
B-KR2 19 BxB RxR 20 P-N3 P-KR4 21 R-Q2 P-KB4
22 N-N2 P-K4 23 PxP ep RxR+ 24 KxR Resigns 1-0

Master Commentary

A more even game. Black gains bishop v knight in an open position, but this advantage is countered by white's extra control of the centre (13 P-Q5). Black should challenge this advanced pawn, but on move 21 instead of playing ...P-QB3 commits positional suicide with ...P-KB4 (shutting in his bishop) and then hands white a pawn with 22 ...P-K4

More detailed commentary for grades 120+

Instead of bringing black's queen into the centre by 3 N-QB3 and 4 NxN? white should play 3 P-Q4 NxP 4 P-QB4, and the two pawn centre restricts the black pieces. Black's 5...B-K3? constricts his position because the king's bishop is not easy now to release, so superior is 5...N-QB3 6 N-KB3 P-K4 or even ...P-K4 straightaway.

7...N-QB3 is also asking for a fork on the exposed pieces by 8 P-Q5, but if black answers 8 ... O-O-O! (not 8 ...N-N5 9 Q-R4+) he does not have to lose a piece.

Black's later 10...N-N5 nets him the bishop pair, but from the diagram position he has a problem in that the natural 12...B-B4 ch 13 K-K2 P-K3 can be met by 14 N-K5 threat NxP. The solution black attempts of 12...P-KR3 slows his development, especially when coupled with the unnecessary 14...R-KN1. I suggest 12...P-KB3, keeping white's knight out of K5 and KN5 and preparing to answer 13 P-Q5 with B-B2 14 N-Q4 P-K3! liquidating the advanced pawn.

Game 5

White: P. Morgan -II
Black: B. Muskett +I

1 P-QB4 P-K4 2 N-QB3 P-QB3 3 P-K4 N-KB3
4 N-KB3 P-Q3 5 B-Q3 P-Q4 6 NxKP B-Q3 7 NxKBP
KxN 8 O-O P-Q5 9 N-K2 P-B4 10 P-KB4 N-QB3
11 N-N3 B-N5 12 B-K2 BxB 13 QxB R-K1
14 P-Q3 P-KN3 15 Q-KB3 Q-K2 16 N-B5?? PxN
17 P-K5 NxP 18 PxN BxP 19 B-N5 P-B5 20 QR-K1
Q-B2 21 BxN KxB 22 Q-KR5 K-N2 23 Q-KN5+ K-R1
24 Resigns 0-1

Master Commentary

A difficult game to assess as we have here white sacrificing material to expose the enemy king. We know from previous issues that an exposed king can often be worth one or two pawns. Is it also worth a piece? The answer is, generally not, and this is borne out by this game.

His first piece sacrifice gives him some play against the exposed black king, but black should be in no danger if he quickly returns his king to KN1 after 8...R-K1, instead of 8...P-Q5. As played white gets a strong pawn pair and should have recovered his piece by 11 P-K5 forking knight and bishop.

Black again fails to tuck his king into safety by 14...K-N1 instead of 14...P-KN3? and once more white has good chances if he recovers his piece by 16 P-K5.

White's 16 N-B5 is a further needless sacrifice but black again gives him chances after 17 P-K5 by capturing the pawn at K5 and KB4; this only opens the lines for the white pieces instead 17...B-B2 18 PxN QxP would have kept the KB file blocked and the bishop at QB1 also blocked in.

On this basis of the last two games, I would advise white to play straight forward positional chess for at least a year.

Game 6

White: C. Deakin +I
Black: A. Curtis (-V)

1 P-K4 P-Q4 2 PxP QxP 3 N-QB3 Q-QR4 4 P-Q4
N-KB3 5 N-B3 B-N5 6 P-KR3 BxN 7 QxB P-B3
8 B-QB4 P-K3 9 O-O QN-Q2 10 B-B4 Q-N5
11 P-QN3 QxB 12 PxQ Resigns 1-0

Master Commentary

Another game decided by a material error when black had been doing quite well. Quite possibly this was a writing error - black probably analysed the position on his board, and did not reset the actual position, so perhaps placed the white pawn at QN2, not QN3.

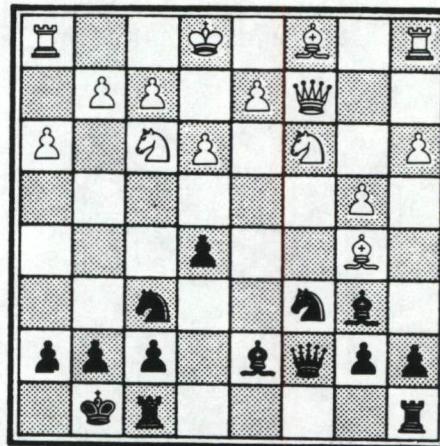
Errors like this can be avoided by having the current position set up on one board and to do the analysis on another board.

See note at end of article for these sets.

Game 7

White: A. Curtis-III (tactical)
Black: C. Deakin +II

1 P-QB4 P-K4 2 N-QB3 N-KB3 3 P-K3 P-Q4
4 PxP P-B3 5 PxP NxP 6 B-N5 B-Q2 7 P-QR3
B-QB4 8 P-QN4 B-N3 9 Q-B2 O-O 10 N-B3
Q-B2 11 P-KR3



NxP 12 PxN BxB 13 P-N4 Q-B3 14 P-K4
KR-K1 15 P-Q3 QR-Q1 16 Resigns 0-1

Master Commentary

A middle range tactical error (11 P-KR3) loses white a pawn and he finds his king and white squares in trouble. Black takes advantage of the concealed pin along the QB file to play 11...NxNP! 12 PxN BxB

Extra commentary for grades 120+

Placing the queen on the open file by 9Q-B2 should have been answered by 10... R-QB1, not 10...Q-B2

After white loses the pawn, he should not further weaken his white squares (KB3) by playing P-KN4. Instead 13 Q-B5 hitting K pawn and bishop at QN5 (b5) would have made a fight of it.

Game 8

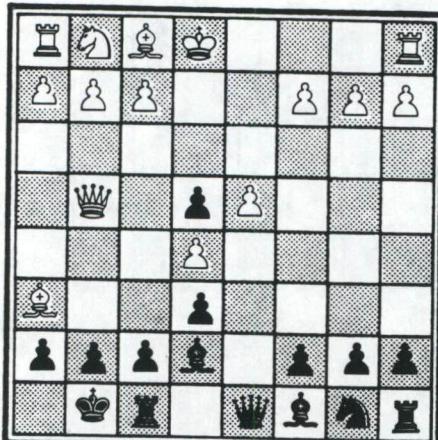
Finally a fully annotated game by Mary Wallace - in dreaded algebraic. Mike Collins introduces.

"Miss Wallace is not only a very able player (as the game below will show) but has contributed some very constructive comments to go with the game. The Chief was pleased to hear that his own analysis of the game was of some use to Mary ... and the rest of her Pyramid group! Fairly busy at the moment so the fee rises to 75p per game analysed."

White: M. Wallace (+II)

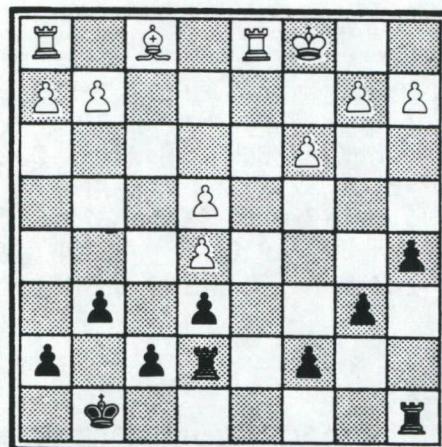
Black: G.E. Cluer (-IV)

- 1 e4 e6
- 2 d4 d5
- 3 Nc3 Nf6
- 4 e5 Ne4 (I was expecting Nfd7)
- 5 Nx e4 d x e4
- 6 Be3 Be7
- 7 Qg4 0-0 (This seems dangerous, is it a blunder asks Mary)
- 8 Bh6



- 8 Bx... Bg5
- 9 BxB Qxd4
- 10 Bf6 g6 (I considered Qh4 but it seemed to lead to perpetual check, blockage of my progress and disadvantageous exchange of Queens).
- 11 c3

- 11... Qc5
- 21 Qf4 Re8
- 13 Nh3 Nd7
- 14 Ng5 NxBf6
- 15 QxNf6 Qe7
- 16 Nxe4 (Hoping for QxQ 17 NxQ+)
- ... b6
- 17 0-0-0 (Planning to advance the K-side pawns to smash the defence)
- ... Bb7
- 18 f3 BxN
- 19 QxQ (I didn't like 19 fxB Qc5 with dangerous scope - I wanted to get one black rook off the back rank)
- 20 ... RxQ
- 20 fxB e4 a5



- 21 h4 (Having castled long, I thought I'd better get on with the K-side advance before Black's activities Q-side get too dangerous)
- ... a4
- 22 h5 Ra5? (Rabbit blindness. Gordon says it hadn't registered that my h pawn is protected.)
- 23 Rd8+ Resigns 1 - 0

Master Commentary

Black makes bad tactical errors on move 6 (allowing 7 Qg4 forking two pawns) and move 7 (allowing 8 B-h6 which at least wins the exchange through the threat of mate at g7).

Black's move 8, from the diagram, is an interesting decision, possibly based on counting material points.

He sees that if he plays 8...g6 white will play 9 BxR BxB 10 Qxe4 and white will have R+P for bishop (which is 6 points for 3, that is plus 3 material points).

As an alternative he sees that if he plays 8 ...Bg5 white might play 9 QxB QxQ 10 BxQ, when he has lost a piece (3 points down again).

Or instead, after 8 ... Bg5, if white plays 9 Bxg5, as in the game, black can answer 9...Qxd4, gaining a pawn for the piece, and thus only ending up 2 material points down.

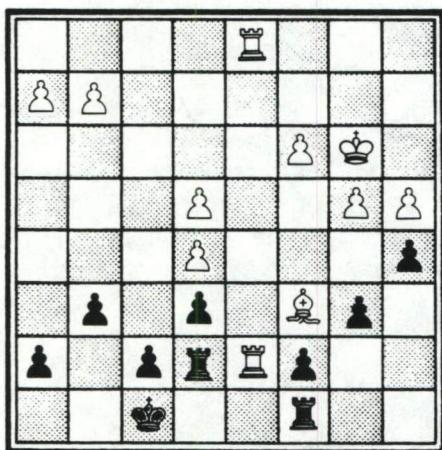
In fact, this third alternative is far worse than the first for black, despite our material calculation. Losing a piece is nearly always worse than losing the exchange, even if an extra pawn also goes in the process, so black should have played 8 ... g6 not 8...Bg5.

The reasons for this are that a bishop can often be almost as good as a rook in the middle game, because the rook likes an open board and open files and is clumsy to manipulate on a full board. It is usually in the ending that a bishop v rook is a disaster for the weaker side, but the ending is a long way off here.

Secondly, in this game, by playing 8...g6 black would have got rid of white's dangerous attacking bishop, which gives black a lot of trouble subsequently.

Running on to the later end game, and the second diagram, white is now a piece up and there are two ways to capitalise on extra material. One is to gradually advance, exchanging of your opponents' pieces and capturing his pawn in order to make a passed pawn of your own.

In this case, the sort of position white could aim for would be this:



his bishop has settled on c6, rooks doubled, and one on 7th rank, black's c pawn in danger. Queen side pawns advanced supported by king.

White should shortly be able to win a queen side pawn and make a passed pawn.

In this process there has been no attempt to attack the black king.

In the game white followed the second plan - attack against the black king, though this only succeeds because of a bad tactical error on black at move 22, allowing a snap mate. The attack is worth trying, but with few pieces left on the board, it should be coupled with the first plan (increase scope of pieces, win pawn, queen a pawn etc.).

White's justification for her king side action ('I'd better get on with the king side advance before black's activities on the Q-side get too dangerous') is wide off the mark. There is very little black can do on the queen side with one rook, especially as that rook has no open file, and little prospect of obtaining one. So the danger to white's king is minimal in this simplified position.

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LETTUCE

Regarding the "plea" by Miss M. Wallace, p.17, to go all algebraic, please forget it. A 'Rabbit' is not always a young up and coming Master, and some of us prefer descriptive notation which we have grown accustomed to over years, and can readily understand. To attempt to read a score sheet from the Black side in algebraic is just so much gobbledegook, but P-K4 is easily appreciated from both sides of the board. The magazine 'Chess' has overcome the problem by printing two versions, so that the reader can choose.

To me algebraic is as ridiculous as our attempt to go 'metric' - how long will it be before 'they' start to suggest a ten hour clock.

There is one disappointment, however, there is no mention of R.R. Correspondence Chess, surely Mike Collins and his followers rate at least a page.

One further word - you should disregard the critics, there is only one criticism that is justifiable, R.R. should be a monthly mag. and not bi-monthly.

Yours sincerely,

Bob Birch

Despite desperate pleas I feel the time has come for our readers to become bi-lingual. I am certainly not dopey enough to produce two mags. - one in algebraic, one in descriptive, just to satisfy prejudices. Let both notations flourish! - Ed.

Renewal to R.R. enclosed. Much enjoyed the No.18 article on "Positional Values". and the tribute to Ian Wells was appropriate and timely; a sad loss to British Chess. One quibble though! - A letters section can be valuable as an opinion forum, but surely not if merely a collection of testimonials to the (worthy) R.R., and appalling chess computer games by juveniles who want their names in print. Still, keep up the good work.

Regards,

David Gillespie

I support the opinion of G.D. Neville in wanting an article on time trouble and I believe that this should be a benefit to most readers. I suffer from time trouble in most of my games although I haven't lost on time yet. (Touch wood). Perhaps it would be better for someone other than yourself Mr. B. to write on this subject as I believe that you also belong to TIME TROUBLE ANONYMOUS (I remember seeing you in T.T. against two opponents, possibly Neil Davey and Shaun Taulbut, at the Cotswold '81). This would lead to the conclusion that your own methods of avoiding T.T. may not always work.

Dave Jones

I have enjoyed Rabbits Review very much and hence my renewed subscription.

You have always made it very clear (and I think justifiably so) that much of what is published is too complicated and inclement for the needs of 'Rabbits'. However, like another reader recently commented, your judgement of Michael Stean's Simple Chess as one of the harder works to digest I find surprising. To me, this is one of the simplest books to digest I have ever read because it is so clearly written. The ideas are readily understood, even if it is not so easy in practice to apply them! As with all chess books, this is where the real difficulty lies.

As to your own recent writings on strategy with the grading of moves - No. 17 Evaluating Positional Chess with a table of M, P & T values plus an x factor for good measure! and in No. 18 trying to assess Positional Advantages by decimalisation; I cannot help but wonder whether you in turn are in danger of falling into the trap you so often have pointed out to Rabbits - simply over-complicating the whole issue of playing SIMPLE CHESS.

When one considers the prolific outpost of literature on chess, just how much can any player, let alone Rabbits, be expected to think of when he is sitting at the board playing say 36 moves in 1½ hours? May I suggest :

A) Moves that smite, checks, double attacks, forks, pins, skewers, rooks on open files, knight outposts - nothing original here I know, but I think more practical than an assessment by Quality and Decimalisation.

Maybe I'm just a Rabbit (125) with pluck to write to a Tiger as such. I should be interested to read an answer.

Yours sincerely,

Gordon Pearce

Editor Replies:

First, with Michael Stean's book it is not a question of whether it is hard or easy to digest, and I made no such assessment of it. What is important is when a player is strong enough to benefit from it. In Stean's introduction he stated that he is providing a manual of positional winning motifs, providing that the player does not blunder away pieces or fall into a trap before he gets round to cash in on it. Now a good half of Rabbits Review readers - shall we say those below grade 120 - are unable to do this, so the emphasis in their games should be on the avoidance of material and simple tactical errors. Hence, Ian Joseph's articles, and section in R.R. on material chess and simple tactics.

Stean's book, excellent and interesting, is lacking in some areas. For example, he does not seem to regard king safety or exposure as a factor worth considering; this is because he assumes his reader - and states this in his introduction - is able to take care of this relatively crude factor. The book does not attempt to integrate positional, tactical and material factors in the way that recent Rabbits Review articles have done. Finally, it is a passive work; the reader is given the material, but never asked to apply it in his study. This means he will tend to be unprepared when he actually sits down to play, and may even have false hopes as of his abilities after reading the book. On the other hand R.R. always stresses that the reader must attempt to analyse himself, asking himself regular questions, and setting himself work. Few take up this opportunity.

As for the complexity of the articles on R.R. on the Assessment of the Quality of Chess Games, the system can easily be simplified if the reader has a will. For example;

he could search for all material, tactical and positional errors, without trying to assign degrees 1, 2 or 3 as in the original table.

If the player is graded below 120 the main thrust of his work should be to discovering the material and simpler tactical and positional mistakes. The system provides a frame work for study, what I believe is useful for players of all levels from novice to grade 160.

It is not, however, suggested that this analysis should be carried out during the actual game, where there are constraints on time. It is for home study, where a game may be played over several times to deepen one's understanding of it.

Mr. Pearce's own suggestions of guidelines for play are okay as a discipline for over the board play to stop the player using up too much time tackling problems beyond his scope. However, basically it will not help him to raise his play above grade 125, because computers, which are actually around that strength, are also able to spot all material, tactical and simple positional moves but fall down because they lack subtlety in positional analysis. Willy nilly the player if he wishes to progress above 120 or so, and is competent in material or tactical chess must delve into the ideas of positional chess more deeply, and this is currently provided by Rabbits Review.

I cannot fail to see that the writer of this letter (Mr. Pearce) has not read my articles with any attention, otherwise he would not state that No. 17 Evaluates Positional Chess with a table of M, P & T, values plus an x factor. No. 17 in fact evaluates a game of chess, and the positional aspect is only one part of the whole game. No. 18, too, does not try to assess Positional Advantages by decimalisation. It in fact only defines the main areas of positional play, and states that evaluation will be left to future issues, suggesting decimalisation as a possible approach.

It seems to me that attempting to construct such a table could be a useful task. After all, the table of material values (Rook 5 points, Bishop 3) has proved helpful and more or less correct. Wouldn't a readily available table of positional values prove equally worth while?

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ATTACKING THE UNCASTLED KING

by Mike Donnelly

In the opening players tend to develop their pieces towards the centre where they will influence play to a greater extent. Because of this central activity the king is usually rapidly removed to the flank for safety.

However, if one side can force his opponent's king to stay in the centre it is often worth while to invest pawns or even pieces to achieve this aim. This is because a centrally placed king is not only a very good object of attack but also interferes with future development - primarily because it prevents connections of the rooks. Since this is usually of a temporary nature the side who has castled and fully mobilised his pieces, must immediately harass the opponent's king with two aims. Firstly to prevent the continuation of his development and secondly to increase the intensity of the attack in order to win material or deliver checkmate.

GAME 1

White: M.J. Donnelly II-
Black: B. Werbickas III+
Opening: KID (Samisch)

- 1 d4 Nf6
- 2 c4 g6
- 3 Nc3 Bg7
- 4 e4 d6
- 5 f3 0-0
- 6 Be3 e5
- 7 d5 Ne8
- 8 g4

This is premature and exposes the white king - he should have rapidly castled queen-side with 8 Qd2 before attempting this pawn storm).

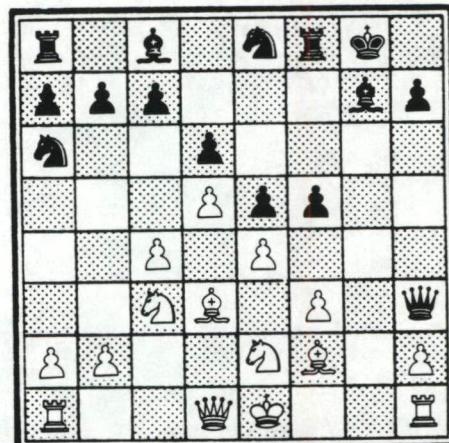
8 ... f5

(Not only achieving the natural freeing move in the KID but also opening up lines against the white king).

- 9 gxf5 gxf5
- 10 Bd3 Na6
- 11 Nge2?

(Leaving both f3 and h3 unguarded which black rapidly takes advantage of - again the correct plan was Qd2)

- 11 ... Qh4+
- 12 Bf2 Qh3!



13 Nc1

(Thus white's future development has been interfered with. Black now increased the tempo of the game by opening up more lines to the white king.)

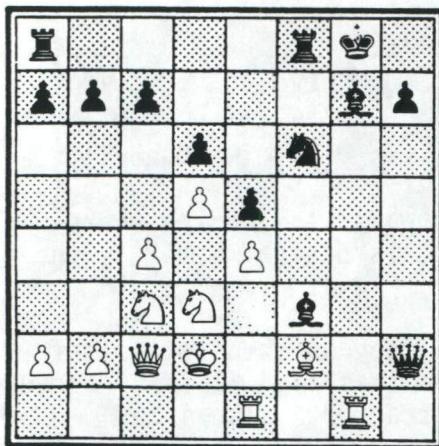
- 13 Fxe4
- 14 Bxe4 Nc5
- 15 Nd3 Nxe4
- 16 fxe4 Bg4

Trapping white well and truly in the centre!

- 17 Qc2 Bf3
- 18 Rg1 Qxh2

(So black has won a pawn and white still cannot castle - he therefore connects rooks by hand - but black's advantage is too great to overcome)

19 Kd2 Nf6
20 Rae1



20 ... Nxe4+!

A clever combination exploiting the pinned white bishop causing rapid collapse of the white positions.

If 21 Nxe4 Bxe4 22 Rxe4 Rxf2! 23 Nxf2 Qxf2+ 24 Re2 Qxg1 wins material.

21 Rxe4 Bxe4
22 Nxe4 Rxf2+!
23 N(3)xf2 Qxg1
24 Qd3 Rf8
25 Qe3 b6
26 a4 Rf4

White then threw in the towel.

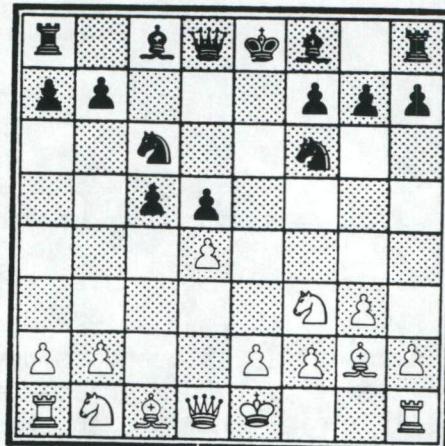
GAME 2

White: M.J. Donnelly III+
Black: P. Watson II-
Opening: Q.G. Tarrasch Defense

1 d4 Nf6
2 Nf3 d5
3 c4 e6
4 g3 c5
5 Bg2 Nc6

The opening starts as a Catalan but then transposes to the Tarrasch Defense.

6 cxd5 exd5



This position is characterised by the weak black's isolated queen's pawn which white must try to attack. In compensation black has free piece play.

7 0-0 Be6

Reducing black options (eg possibility of either Bf5 or Bg4) better was Be7 followed by Bg4 0-0.

8 NC3 Bd6

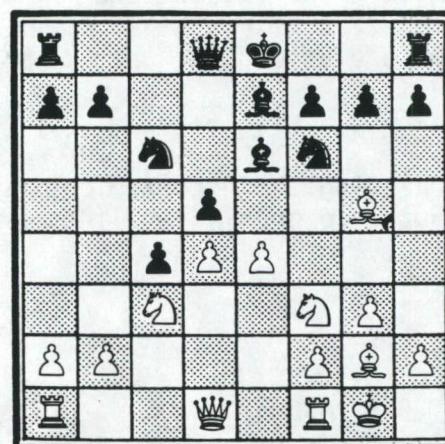
A weak move allowing white to force through e4 opening up the centre and exposing the black king.

9 Bg5 c4

A difficult position for black - he therefore attempts to close up the centre since 9 ... 0-0 10 e4 threatens e5.

10 e4 Be7

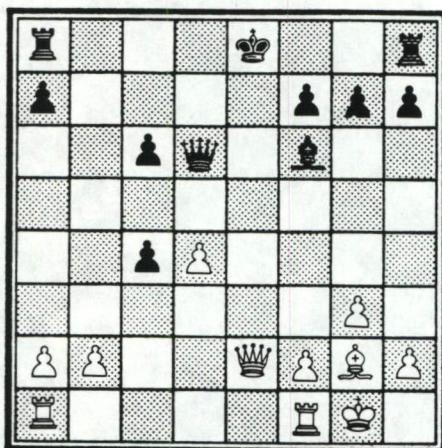
Black seems to have survived the worst but by a carefully timed series of exchanges white can still open up the centre.



11 Bxf6 Bxf6
12 exd5 Bxd5
13 Nxd5 Qxd5
14 Ne5!

Creating further weaknesses in the black positions and modifying black pressure on the QP. The central e file is now open and the rook check will prove awkward for black.

- 14 ... Qd6
15 Nxc6 bxc6
16 Qe2+



Note that both sides have weak pawns - black's at c6 and c4 and white at d4, but the situation of black's king is more important than these factors.

- 16... Kd7

Black gives up hope of castling, but his king now has virtually no pawn cover.

- 17 Qxc4

Snaffling a pawn and threatening 18 Qxf7ch

- 17 ... Rhf8
18 Ra1

Easy! Easy!

- 18 ... Rac8

Guards c6 but falls for a skewer

- 19 Bh3+

Black gave up.

Or 16 Relch; if black tries now to cover his king with 16 ...Be7, white plays 17 Rel and black cannot escape by castling.

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