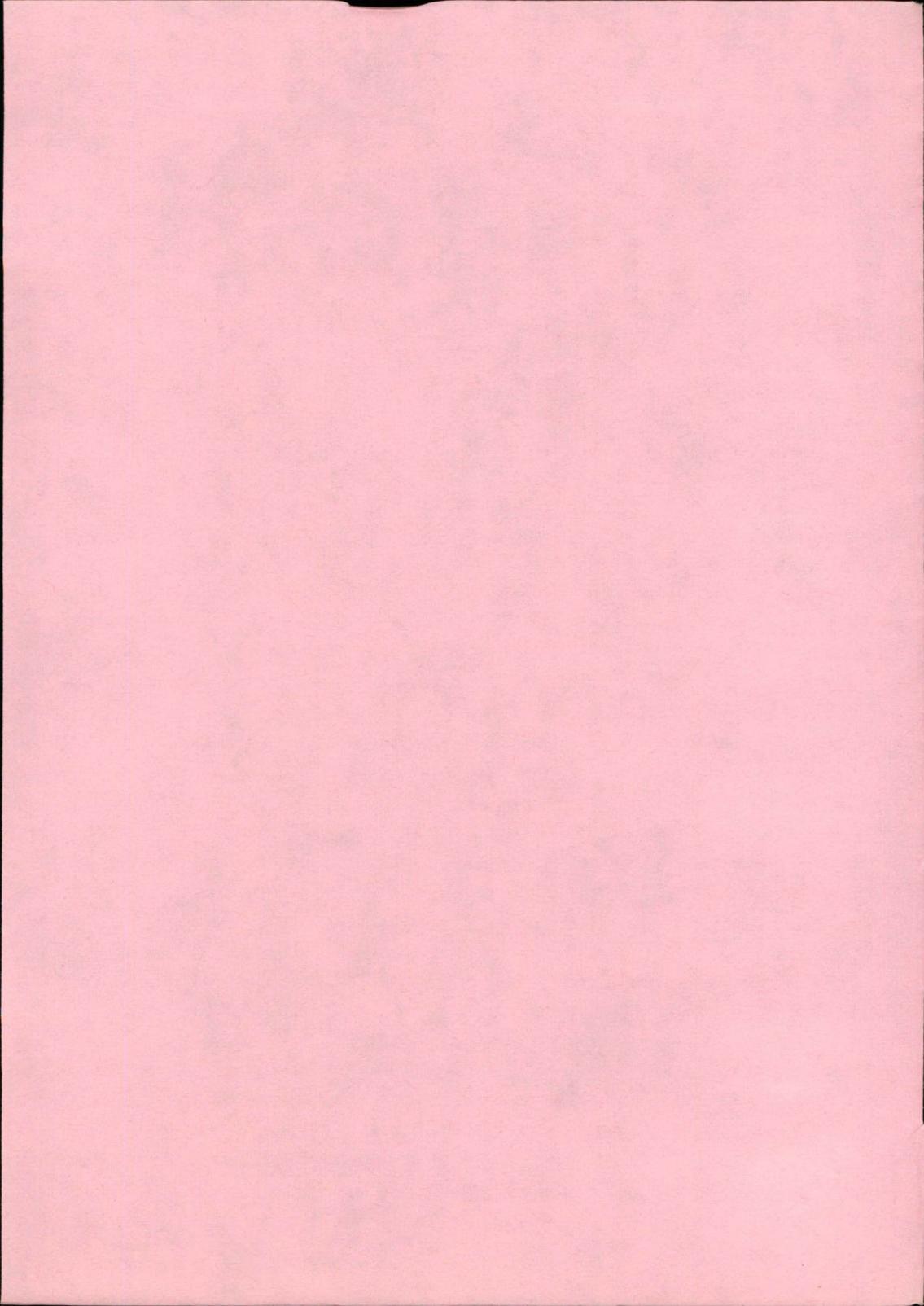


# RABBITS REVIEW

ISSUE No. 6

AUGUST/SEPTEMBER 1979



## EDITORIAL:

I would like to thank the 95 readers who entered the Lloyds Bank problem solving contest and quoted our name. Our circulation figures may not be high, but this is a fantastic response.

We are also delighted to be the first to publish the computer reports produced by C.Demonneron. We think these will be of considerable interest to our readers. You will find the first on the centre pages and hopefully the next report will be ready for our next issue. To complete the hat-trick, the organisers of the City of London Tournament (remember our criticism in issue 4) are urgently seeking an alternative venue. We have been promised a letter to explain their side of the story and to give details of the better venue. This we will publish IN FULL.

So remember Rabbit's Review tells YOU what YOU want to know.

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# Opening Lines

by Tim Harding

## "An Invention of my own"

A difficult question for the creatively-inclined rabbit is: Play the book move, or Try My Own Idea? There can be no simple answer to this.

There is a lot to be said for reading chess literature in a critical frame of mind-and where books and articles on the openings are concerned, it is essential for those who hope to become masters. Everyone should check the variations they intend to learn by heart in case a blunder or misprint has crept in.

However I chiefly have in mind a line where there is no mistake in the book line but you think you may have found something better. Should you play the 'theoretical' recommendation (which may, remember, have been the choice of a top player like Botvinnik, Karpov or Fischer) or your own idea which, like the Lewis Carroll song quoted in the title, may in reality be quite absurd?

Put like that, the answer to the question is fairly obvious. A rabbit-or a Tim Harding-is not often going to hit upon a better move than the one chosen by a leading Grandmaster. Once in a blue moon he may- in an unclear tactical variation which has been little played-so that there is still scope for experiment.. When the theory books quote games which are not by Grandmasters, it is often (but not always) a sign that the line has not yet been fully explored by the professionals.

The danger for the innovating rabbit in complicated positions is that he may overlook a threat-so first be sure of the point of the move you are attempting to improve upon. Secondly, analyse your move with great care, especially if it involves a sacrifice.

Remember Bill Hartston's (only half-joking) formula for calculating the soundness of the average chess players combination, which he gives in his book How to Cheat At Chess? The amount of material sacrificed and the length of the variation in moves are

negative factors for the rabbit; the amount of material he hopes to gain (or mate) is the positive factor. The sacrifice of a pawn two moves deep to win a bishop is probably justified; the sacrifice of the exchange four moves deep ( $2 \times 4$ ) to win a rook and pawn (6) is not! Please do not take this literally, but the point is a rabbit should know his limitations and plan his campaign accordingly. When he knows his opponents limitations are even greater then of course more licence can be allowed.

Although an ill-judged innovation in a complicated position can be immediately disastrous, there are also risks in trying to improve upon the books in relatively quiet positions. Where positional play is called for, the master is often even more the superior of the amateur than in sharp positions although the consequences of a bad decision may not be so immediately apparent.

The discussion in this article is particularly relevant to postal chess, where both players are allowed to consult chess literature. This means that when a player diverges from the book line it is not because he has forgotten the right move, but because he wants to try something different. Also in postal chess one has the time to work out innovations in detail. Nevertheless, this does not guarantee success - so be careful!

## IF YOU THINK RABBITS REVIEW IS USEFUL WAIT TILL YOU LISTEN TO AUDIO CHESS

Like Rabbit's Review, Audio Chess caters for the needs of the weaker player - the vast majority of the chess population. The even pacing of the cassettes make the instruction easy to follow, and frequent "switch-off" periods enable the listener to do his own work on the positions shown.

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# Laid back Bishops

by A.L.Holmes

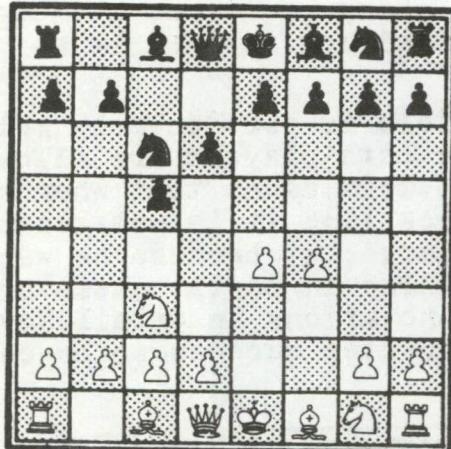
Rabbit's Review isn't just a magazine where Masters can pontificate about positional principles and bad moves--let the Rabbit's have a go! So here is an article by Alan Holmes concerning laid back bishops and other oddities.....

D.Twitchell v A.L.Holmes(local league)21.11.78

Closed Sicilian(Irregular)

- 1.P-K4 P-QB4  
2.N-QB3 N-QB3  
3.P-KB4 P-Q3

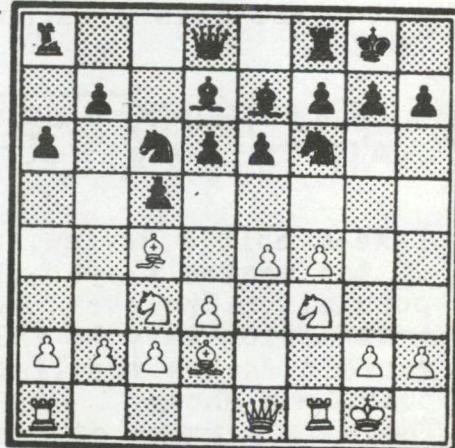
- 4.B-B4 P-K3  
5.N-B3 N-B3  
6.P-Q3 B-K2  
7.0-0 0-0  
8.B-Q2 P-QR3



Stopping any threats on my QN4 square...and preparing for...R-N1 and...P-QN4.

- 9.P-QR4 B-Q2  
10Q-K1

I don't see any reason to go into a normal Closed Sicilian with 3...P-KN3 until White commits himself with P-KN3. I've found a lay-back scheveningen type of formation to work well in the past against irregular Closed Sicilians.

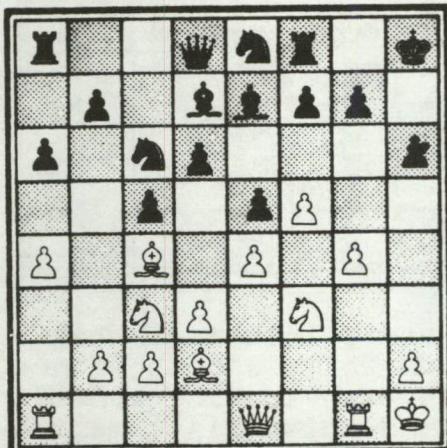


I'm hoping here to play ...P-KB4 and switch to a King-side attack. I considered 10...N-KN5 but after 11. P-K5, PxP 12.PxP N(3)xP) 13.P-KR3 NxN+ 14RxN N-B3 15.Q-N3 Black is under some pressure.

10.... N-K1  
11.K-R1 K-R1  
12.P-KN4 P-K4

This leaves a hole at my Q4, but at least I'm threatening to knock a hole in his pawnroller.

13.P-B5 P-R3  
14.R-KN1



14.... N-N5!?

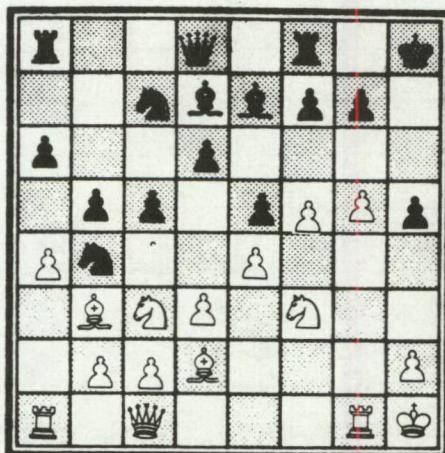
Not really the time to go for a Q-side attack, but the hole on QN5 was begging to

be occupied and I can't see a good move. If 14... P-KB3, the White KN goes to R4 then N6 with impunity.

15.B-N3 N-B2  
16.Q-QB1 P-QN4

Nothing to do except look for chances on the Q-side

17.P-N5 P-KR4



18.P-B6! PxP  
19.P-N6! PxP

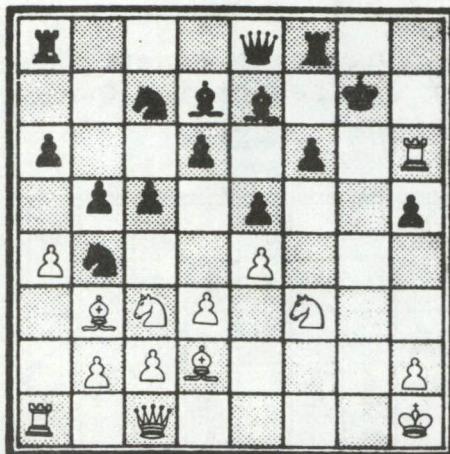
I hadn't anticipated White's 19th move but there appears to be no alternative to 19...PxP.

20.RxP Q-K1!

Probably because of my hopeful Q-side advances it looks as though only my Queen and Q-Bishop are going to be able to slow

down the mate. Should I resign? No—it's a bit early for the pub. We'll press on a bit further.

21.R-R6+ K-N2



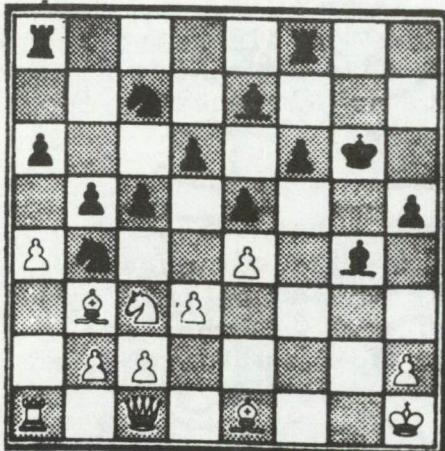
22.N-R4 B-N5

23.R-N6+ K-R2

24.B-K1 QxR

The only move. Thank goodness for 19....Q-K1

25.NxQ KxN



26.PxP R-KN1!?

27.BxR RxR

The exchange sac so necessary to allow my King some breathing space.

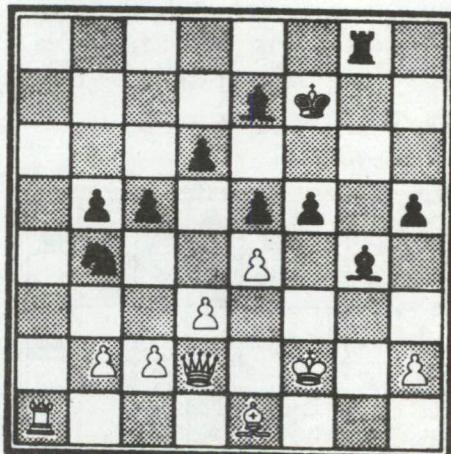
28.K-N2 NxNP

29.NxN PxN

Have to get some of White's bits off to stand a chance of a draw.

30.Q-Q2 K-B2

31.K-B2 P-B4!



A sharp intake of breath from White who, up to now, has been looking confident despite his time trouble. He's now got 3 minutes to work out the consequences of 32....B-R5+ and make 4 moves! (One advantage of my lay-back set-up!)

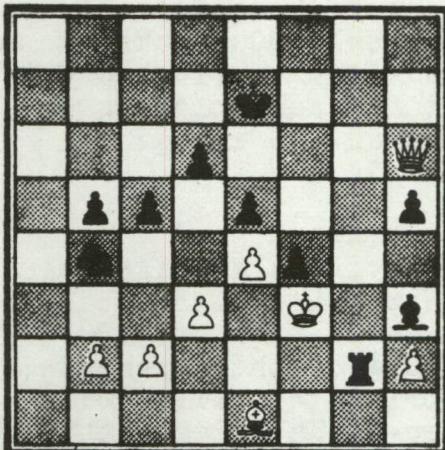
32.R-R7 B-R6

33.RxB+ KxR

I think White was forced to play the exchange sac.

34.Q-R6 R-N7+

35.K-B3 P-B5



White has escaped the time control with 30 seconds to spare. I'm a bit worried now about 36.B-R4+, when White's Queen and Bishop could give my King a chase, although I'm not sure White has time for the mate as Black is threatening to win also. Instead White plays into my hands.

36.BxN? PxR

37.Q-R7+ K-Q1

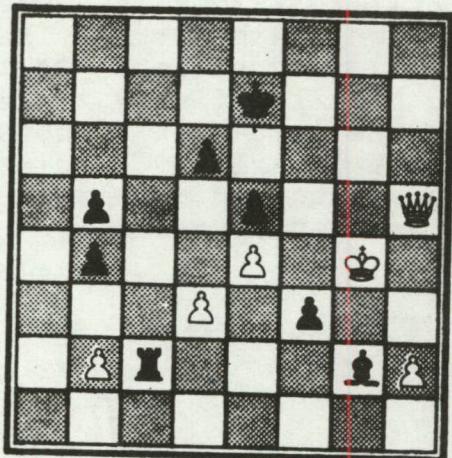
38.Q-B7 RxRP

I considered 38...RxRP

when if 39.QxRP B-N7+ wins the Queen. But obviously White would see this and instead go for the perpetual. My thirst has receded now I can smell the chance of a win. I'm threatening 39.. B-N7 mate, so if White still wants to win he has to play 39.QxRP and hope I blunder.

39.QxRP B-N7+

40.K-N4 P-B6



Now White who has refused one offer of a draw (after move 35) has no choice but to go for the perpetual.

41.Q-N5+ K-B2

42.Q-K7+ K-B3

43.Q-K8+ K-B2

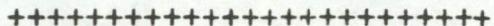
44.Q-K7+ K-B3      DRAW

## Conclusion:

I'm not sure whether to play this set-up against this move order in future or to go for a more regular Closed Sicilian with 3...P-KN3. One advantage of the Schenckingen type of set-up is my familiarity with it having been using it for about 9 or 10 months. For example in local league games the time limit is 35 moves in 1½ hours and 7 moves per ¼ hour thereafter. At move 35 in the above game I had used only 30 minutes to my opponents 7½ minutes. I must admit I overlooked White's threats on moves 18 and 19, but how many players at rabbit level denude their King-side so early?

Other advantages are:-

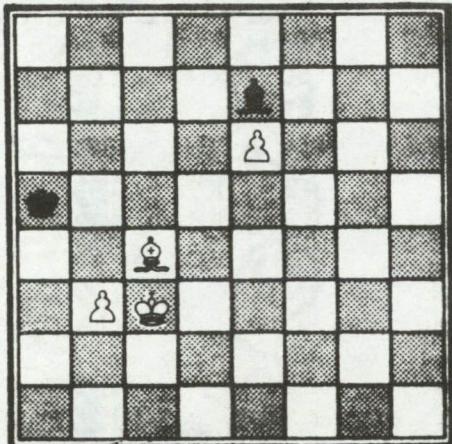
- 1) The confusion caused to book players.
- 2) If White castles Queenside he virtually signs his own death warrant. The ease with which Black can get his major pieces to the Queenside plus note(3) below make it easy to get pressure on the Queenside.
- 3) The laid-back Bishops can spring into life quite surprisingly with quiet pawn moves. The diagonal threats unveiled can mean that Black often gains ground in the centre unopposed.



## **Technique**

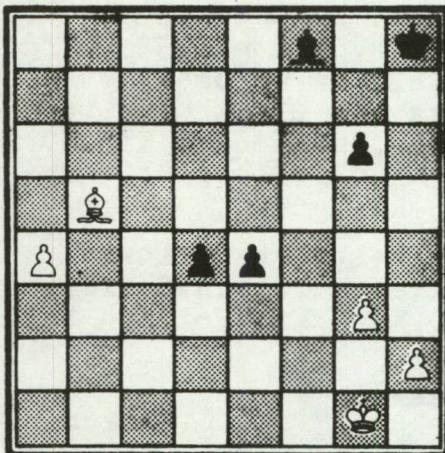
by Nigel Povah

At the end of the last article I left you with the following diagram to study:-



Full marks if you came to the conclusion that White was stuck; his only hope is to run his King over to the black bishop, but black's king runs over to support the bishop e.g. 1.Be2 Bf8, 2.Kc4 Be7, 3.Kd5 Kb6! (Stopping Kc6-d7 which would win) 4.Ke5 Kc7, 5.Kf5 Kd8, 6.Kg6 Bb4, 7.Kc7 Be7 and White has made no progress.

Lest these examples make you complacent about 'B-O-C' endings, I would like to show you a couple of my own experiences in these intriguing endings.



A.Fernandez  
v  
N.E.Povah  
1977

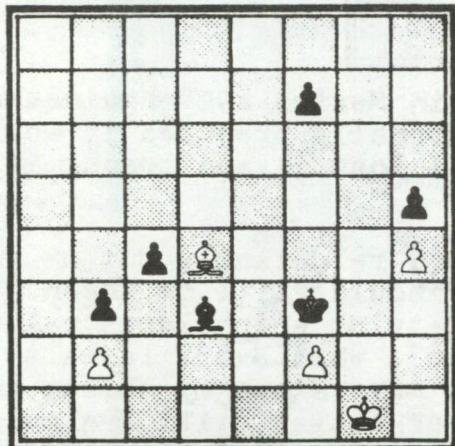
I reached this position in Mexico 1977 against A.Fernandez (Venezuela) and naturally presumed it would be drawn—would you believe I lost it, and losing it was dead easy too!!

Play continued 36.Bc6 e3 (I reluctantly put my pawns on black squares but it should still be drawn) 37.Bb5 Bc5? (playing for a cheap trick which loses valuable time—the idea is 38.a5? d3! when Bxd3? loses to 39..e2++) 38.Kg2 (This natural move stops my threat and now I should play...Bb4, or better still I should have played it on move 37.) 38...Kg7 39.a5 Kf6 40.Kf3 Kf5 41.h4 (The sealed move. Adjournment analysis revealed that White's advanced a-pawn was so potent that the position is a forced win, and Fernandez demonstrated this with great accuracy.) 41...Bb4 42.a6 Bc5,

43.Bd3+ Kf6, 44.g4 Ba7(44...g5, 45.h5 gives White a protected passed pawn when the win is very simple eg.Ke4-d5-c6-b7 followed by a7 when Black must sacrifice his Bishop, and then the White king returns to mop up Black's remaining pawns and queen his g-pawn.) 45.g5+ (This fixes the weak pawn on g6 and ties down the Black King to the King-side because of the eternal threat of h5 etc.) 45...Kf7, 46.Kf4 Ke6, 47.Bc4+ Ke7, 48.Ke5 Bb6 (Black is helpless against White's King invasion) 49.Kd5 Kd7, 50.Bb5+ Ke7 (Black dare not play 50...Kc7 because of 51.h5 queening a pawn on the Kingside.) 51.Kc6 Ba7, 52.Bc4: (This move zugzwangs the Black King who must retreat further, as the alternative 52...Bb8 loses to 53.Kb7 and a7.) 52...Kf8, 53.Kb7 Bc5, 54.a7 Bxa7, 55.Kxa7 Ke7 (Now we see the value of the tempo on move 52--had the Black King been on e7 already, play would go 55...Ke6, 56.Kb6 Kf5, 57.Be2! d3! 58.Bxd3 Kg4, 59.Bxg6 Kxh4, followed by Kxg5 with a draw) 56.Kb6 Kd6, 57.Bd3 Resigns.

White wins by a solitary tempo as follows:

57...Ke5, 58.Kc5 Kf4, 59.Kxd4 (Not 59.h5? Kxg5, 60.hg Kf6, 61.Kxd4 e2! =) Kg4, 60.Kxe3 Kxh4, 61.Kf4 Kh5, 62.Be4 with an easy win.



P.Walker  
v  
N.E.Povah  
1972

The final example is a much more amusing and personally satisfying experience for me.

The diagrammed position was sent for adjudication and my opponent naturally assumed it was a draw. However upon analysing it with Brian Eley we soon discovered a forced win, and the following appeal analysis was prepared;

60...f5, 61.Kh2 f4, 62.Kh1 Kg4, 63.Bf6 (The Bishop is now rooted to this square because movement off the a1-h8 diagonal allows c3 which would prove decisive) 63...Kh3, 64.Kg1 f3, 65.Kh1 Bf1! 66.Kg1 Bg2 with a beautiful zugzwang since the Bishop must leave the key f6 square e.g. 67.Bd4 (67.Bg5 c3, 68.Bf6 cb, 69.Bxb2 Kxh4 70.Kh2 Kg4, 71.Bc3 h4 leaves the White King imprisoned whilst his Black counterpart ambles over to escort the b-pawn home) 67...Kxh4 68.Kh2 Kg4, 69.Bg7 h4, 70.Bd4 Kf4, 71.Bg7 Ke4, 72.Bf6 Kd3, 73.Kgl (73.Bxh4 loses to c3 still) Ke2, 74.Bd4 (If 74.Bc3 Bh3! 75.Bd4 Bf5, 76.Bc3 h3, 77.Bd4 Be6 zugzwang again because of 78.Kh2 Kf1! 79.Kg3 Kgl, -+ or 78.Bc3 h2+ 79.Kxh2 Kxf2, 80.Bd4+ Ke2, 81.Kg3 f2! -+) h3, 75.Bc3 (If 75.Kh2? Kf1! is another decisive zugzwang since Bishop moves are out of the question and 76.Kg3 Kgl! sees the h-pawn queen) 75...h2+, 76.Kxh2 Kxf2, 77.Bd4+ Ke2, 78.Kg3 f2! 79.Bxf2 c3! -+

The moral for this issue as far as "technique" is concerned - is don't assume that all Bishop of opposite colour endings are drawn, for such dogmatism can often be embarrassing.

++++++

Our reputation.....

has been boosted by the 95 readers who entered the Lloyd's Bank problem solving contest and quoted our name. We hope the 44 who got the right answer will do well in subsequent rounds.

The solution was Rc3 and wherever Black moves mate is unavoidable.

We hope to publish articles on how to solve chess problems in future issues and after this response will proceed with the utmost haste.

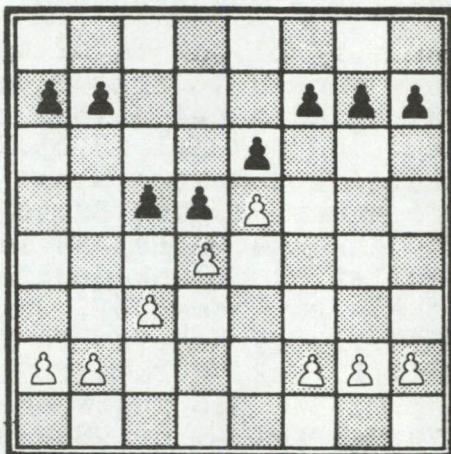
# StudYing the French

by M. Basman

Why does one study an opening? Perhaps it is the learn something to play in the next game and, hopefully, score a few wins with it. But there is another reason, which is to pick up ideas. Each opening has its peculiar characteristics, yet ideas from one system ramify into another. So if you have never touched the French in your life, and do not intend to with either colour, you may still find this article of interest.

I will not be giving the standard theoretical essay here, full of variations and Grandmaster moves. Most of the material is from games played by me (simultaneously) against players graded between 100-145. By going over these games the reader will be able to see how players of his own standard tackle the opening and how their errors are (sometimes) ruthlessly punished. Thus he will obtain a good practical understanding of the French.

What is the French? The opening immediately conjures up locked pawn chains, and really it is the prototype locked pawn chain defence.

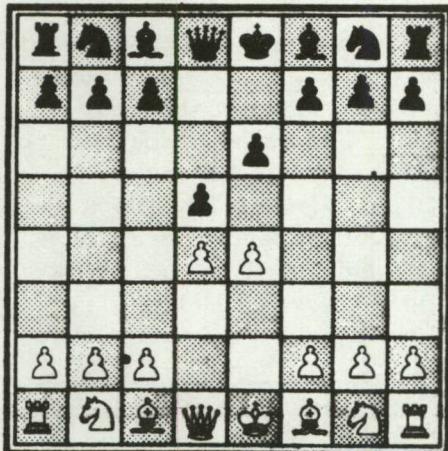


The other defence which lends itself to such chains is, of course, the King's Indian Defence, arising from the Queen's pawn opening.

The French does not always have this pawn structure. Sometimes after the moves 1. P-K4 P-K3 2. P-Q4 P-Q4 which are the beginning moves of the opening, White exchanges pawns with 3. PxP PxP, This leads to a symmetrical open position. Or after 3. N-QB3 black himself may exchange pawns by 3. ... PxP 4. NxP when a different pawn formation arises with a white pawn at Q4 restraining the black pawn at K3. Or yet another pawn structure is

possible after 3. N-Q2 (the Tarrasch variation) 3. ... P-QB4 4. PxQP KPxP 5. PxP when black generally ends up with a single pawn at Q4 but open lines for his bishops and rooks.

Well, we're not going over everything in one article so we're going to look at the pawn chain type of French. These pawn chains arise every time white pushes ahead with P-K5. But this can happen in a variety of ways, so we will have to narrow our choice of variation down still further.

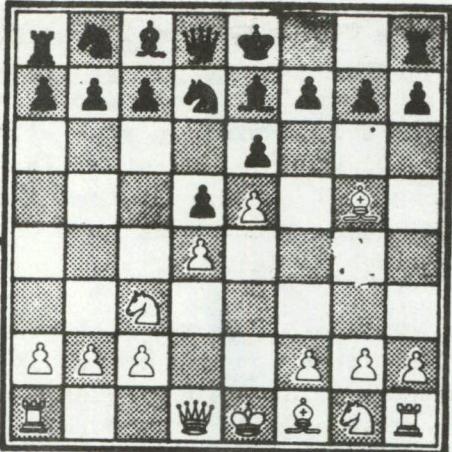


In diagram 2, White's pawn at K4 is attacked; he can push ahead immediately with P-K5 (the Advance variation) or he may retain his options with 3. N-QB3. Then may come the classical variation with 3. ... N-KB3 4. B-KN5 B-K2 5. P-K5, the MacCutcheon variation with 3. ... N-KB3 4. B-KN5 B-N5,

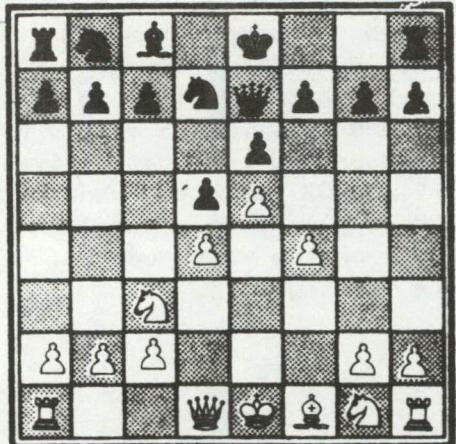
or the Winaver variation with the immediate pin 3. ... B-N5. Furthermore white can avoid black's last pinning move with 3. N-Q2 which also serves the purpose of supporting the king pawn, and which leads into Tarrasch variations.

If you want to know which of these variations is better it is not an intelligent question. You will have to know more about them before you can make up your mind.

In this article we shall look at the Classical variation; mainly because it is the oldest variation and brings out ideas of the French in sharp relief. This arises after 1. P-K4 P-K3 2. P-Q4 P-Q4 3. N-QB3 N-KB3 4. B-KN5. Black can now exchange pawns at K4 but he wants to bring the white pawns forward; he breaks the pin with 4. ... B-K2. Now comes 5. P-K5 Here knight moves such as 5. ... N-N1 and 5. ... N-K5 should not be disparaged but most active is 5...KN-Q2 since this knight is well placed to support an attack on the white centre. This is diagram 3.



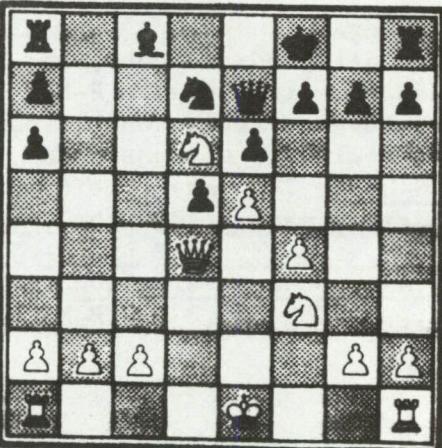
Ignoring the Alekhine-Chatard gambit (6. P-KR4) - in my opinion black might as well capture the pawn with 6. ... BxP 7. PxP QxP - his position looks solid enough - we will pursue the main line with 6. BxB 7. P-KB4.



Looking at this position we can see white has gained from the exchange in that he has a bishop unblocked by pawns .... but there are still a lot of other pieces on the board! The exchange has also brought black's queen to a good post on K2 and black will soon be ready to challenge in the centre with ... P-QB4 or ... P-KB3. These moves are not only played to demolish white's centre - they also open files for rooks. But first a cautionary tale.

### 1. THE KNIGHT AT Q6

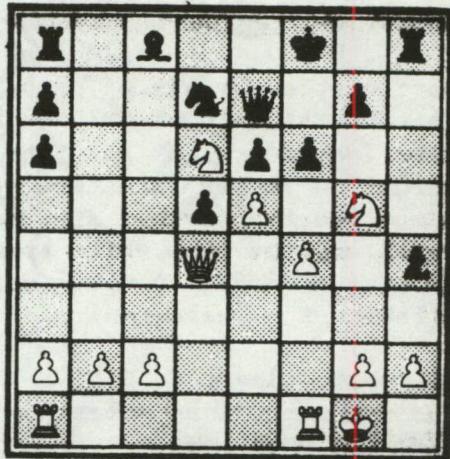
From diagram 4 black chose in one game 7. ... P-QB4 immediately. There followed: 8. N-N5 and now black had to face a double threat of 9. N-B7ch (winning the rook) and 9. N-Q6ch (securing an outpost and forcing the black king to move). Naturally, black chose the latter evil with 8. ... N-R3 9. N-Q6ch K-B1 10. N-B3 PxP 11. BxN PxB 12. QxP



Here black's position is very bad as he cannot dislodge the knight from Q6, nor has he any play against white's centre. For example, should he play 12. ... P-B3 white will simply castle king's side and welcome the opening of the KB file.

It isn't always that bad in the French to have a king uncastled or left in the centre - as long as the files are closed leading to him. Nor is a knight at Q6 always so terrific. For example, imagine from diagram 5 that white's queen were on Q2 and his KB pawn back on KB2. Then black would have a freeing combination in 12. ... NxP, since if 13. NxN, QxN on Q6. Or if 13. NxB attacking black's queen, black can interpose 13. ... NxN CHECK before recapturing 14. ... RxN. Such tactical motifs should be carefully attended to; success or failure often depend on them. Every opening has typical strategical themes, it also has typical tactical motifs.

The game continued from diagram 5 with 12. ... P-KR4 13. O-O  
P-R5 14. N-KN5 P-B3



Here white was loath to retreat the knight and saw little future in trapping it on f7, so played the slightly speculative move 15. QR-K1. If black now captures the knight with 15. ... PxN he is in trouble after 16. PxP discovered check K-N1 17. P-N6 with threats of R-B7 and R/1-KB1. The game concluded 15. ... K-N1 16. PxP NxP 17. NxB RxN 18. RxKP R-B5 19. RxQ RxQ 20. N-K6 N-R4 21. NxR and white was a rook ahead.

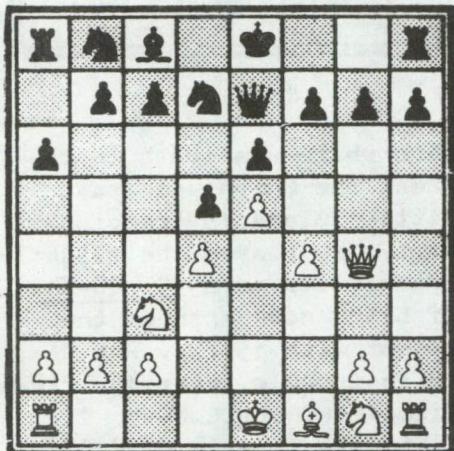
-oo-

## 2. WHITE'S KING SIDE ATTACKING CHANCES.

Our second game will look at white's king side attacking possibilities. From the position in Diagram 3, play continued 6. BxB QxB 7. P-B4. Here black did not play 7. ... P-QB4 as in the previous ex-

ample, but prepared it with 7. ... P-QR3. He could also have castled by way of preparation, since 9. N-QN5 would have less force in that the knight no longer threatens to check the black king, and black could use the time white spends putting a knight at Q6 in demolishing the white centre.

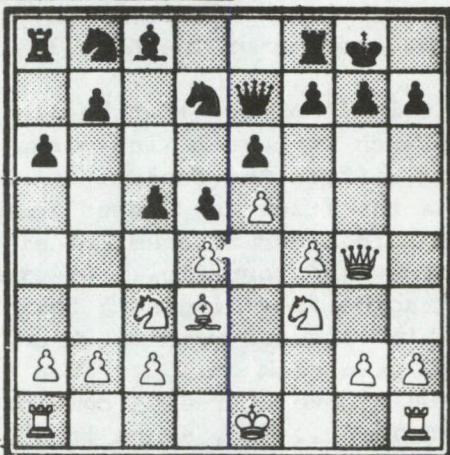
Now white played 8. Q-N4



White's queen often ends up in this spot against the French Defence. The pawn structure, with white's pawn at K5 and black's at K3 means that he has an advantage in space on the king's side. Also the queen is not that easy to harrass because the pawn at K3 blocks black's bishop at QB1, and a move such as 8. ... P-KR4 can be answered by 9. Q-N3 P-R5 10. Q-N4.

In diagram 7, black's KN pawn is attacked and he can try for

a stone-wall type of formation with 8. ... P-KN3 or play for more activity with 8. ... P-B3, 8. ... P-KB4 or 8. ... O-O. He chooses 8. ... O-O 9. N-KB3 P-QB4 10. B-Q3.



The question is, how powerful is white's attack in this position? The answer is his attack can be strong, but it must be secondary to his play in the centre. Black needs to be careful here not to fall into a tactical trap - 10. ... PxP (or 10. ... P-B5) 11. BxPch KxB 12. N-KN5ch K-N1 13. Q-R5 and black is mated or loses his queen.

Black solves this problem by playing 10. ... P-B3 from diagram 8, which combines attack on white's centre with defence against the aforementioned attack. (Now when the knight comes to KN5 it is en prise).

COMPUTER CHESS : A COMPARATIVE REPORT ON  
THE CHESS CHALLENGER 10-LEVEL AND THE BORIS MULTI-LEVEL

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This report is based on a testing-programme organised by DEMONNERON Chess Computer Specialists (quite independently of either manufacturer) which included over 60 games played computer vs computer and computers vs chess players whose playing strength varied between 110/1480 lower club standard and 195/2160 top club standard.

Remarkably (and amusingly), when the two computers were played against each other in a series of 18 games, the overall result was 7 wins for the CHESS CHALLENGER 10, 7 wins for THE BORIS MULTI-LEVEL, and 4 draws.

The test we adopted was undoubtedly the fairest: we timed how long the CHALLENGER took to analyse and produce its next move (and the time taken for each move varies from move to move with the CHALLENGER system) and then gave BORIS exactly the same time to analyse and produce its next move. This we continued move by move throughout the game.

We played the computers against each other at each of the levels of the CHALLENGER.

We also played a series of over 40 games with both computers playing at their various levels against a number of chess players of varying playing strengths. It was the results of these games and the comments by the players which enabled us to put an approximate absolute strength on the various playing levels of the computers.

The table below summarises the findings of the whole series of games in the DEMONNERON testing-programme.

BOTH COMPUTERS are designed, by altering their playing levels at the touch of a button, to reproduce varying strengths of play. The following table shows the approximate playing strength of each computer at its different playing levels. (The CHESS CHALLENGER 10 is set for a particular 'Level' at which it will vary its response time according to the difficulty of the position, with a higher average response time at the higher levels; THE BORIS level of play is set by a 'timer' and it always gives its chosen response at expiry of the time set. Both 'Level' and 'Timer' can be varied during any game to give faster or stronger responses as you wish.)

<u>CHESS CHALLENGER 10</u>	<u>THE BORIS MULTI-LEVEL</u>	<u>CHESS PLAYER</u>
playing at (Level and average response time)	playing at (Average response time)	playing at (British and International Grading)
LEVEL 8 (8½ minutes)	= 8½ minutes	= 160/1880
LEVEL 9 (6½ minutes)	= 6½ minutes	= 150/1800 Club first team
LEVEL 5 (4½ minutes)	= 4½ minutes	= 140/1720
LEVEL 10 (3½ minutes)	= 3½ minutes	= 130/1640 Average Club standard
LEVEL 4 (1½ minutes)	= 2 minutes	= 120/1560
LEVEL 3 (45 seconds)	= 1 minute	= 110/1480 Lower Club standard
LEVEL 2 (15 seconds)	= 15 seconds	= 100/1400
LEVEL 1 (5 seconds)	= 5 seconds	= 90/1320 Good Beginner
	= 2 seconds	= 80/1240 Beginner

NOTE WELL:

The CHESS CHALLENGER 10 has two additional higher levels - Level 6 (1 hour) and Level 7 (24 hours) and the BORIS has many additional higher levels (from 8½ minutes to 100 hours). These higher levels can be used for solving 'mate-in-two', problems, for deeper analysis, or for stronger (and longer) games.

NOTE ALSO:

Both computers solved all mate-in-two problems given to them. Furthermore, when mid-game positions from high-level tournament games were given to them, the computers found the (!) excellent move in 50% of the positions.

COMMENTS on the DIFFERENT PLAYING LEVELS of the CHESS CHALLENGER 10 and THE BORIS MULTI-LEVEL, made by players during the DEMONNERON testing-programme (with players' ratings in brackets).

---

LEVEL 1 (CC) and average 5 seconds (B)

- (120) "It picked up all my faults"
- (135) "Tough, excellent practice for someone beginning - 50/50 win and lose for a good beginner."
- (206) "A beginner would succumb."
- (135) "Excellent practice level for a serious beginner."

LEVEL 2 (CC) and average 15 seconds (B)

- (110) "It took me 45 moves to win - I am impressed."
- (135) "Wouldn't be easy for a good beginner."
- (165) "Good fun - computer doing very well."

LEVEL 3 (CC) and average 1 minute (B)

- (110) "Winning and losing 50-50 - very satisfied with the practice it gives."
- (115) "Took me 30 moves to win - very impressed."
- (140) "Good game - took me 27 moves to win."
- (135) "My hardest and longest game - took 57 moves to win - tough, excellent opposition."

LEVEL 4 (CC) and average 2 minutes (B)

- (120) "An even game."
- (120) "I lost."
- (120) "Took me 30 moves to beat it - hard game."
- (140) "Interesting middle game - advantage to computer."
- (145) "Computer sacrificed its Queen for two immediate Knights, added a rook three moves later, and with that gained the initiative and the game - I'll never live it down!"
- (167) "The computer played very well."

LEVEL 10 (CC) and average 3½ minutes (B)

- (120) "Very happy - a strong game."
- (120) "50-50 win and lose - excellent tournament practice for me."
- (120) "I could only draw."
- (130) "Good game - advantage to computer."
- (140) "Took me 40 moves to win - good standard, definitely useful for practice for me."
- (150) "Took 25 moves to win - interesting game, variation I had never seen before."
- (160) "Took me 21 moves to get a pawn up. Excellent tournament practice."
- (167) "Computer always took advantage of my weaker moves."

LEVEL 5 (CC) and average 4½ minutes (B)

- (120) "Took me 50 moves to win - hard game."
- (120) "Very happy with game."
- (135) "Strong game."
- (140) "Computer played adventurously and well."
- (180) "I had a good game."
- (192) "I tried out an unusual opening (with which I once gained the advantage against a Grand Master) - the computer adopted a line I hadn't seen before and gained an advantage - I will analyse that line further!"

LEVEL 9 (CC) and average 6½ minutes (B)

- (140) "Computer played a very good game."
- (140) "Strong game."
- (180) "I am surprised and impressed by the strength of game."

LEVEL 8 (CC) and average 8½ minutes (B)

- (160) "The computer is very good."
- (182) "I was surprised and impressed - had a good game."
- (185) "Took me 34 moves to win - a very strong level."
- (195) "Impressive."

The following comments - not from the testing-programme - are an interesting reflection on the value of the computers in stimulating interest in beginners

"My daughter, who was never interested in chess, has now become an enthusiastic beginner since my son had the computer."

"My son has learned to play since I bought the computer."

"Solves the problem of finding someone for my son to play."

GENERAL COMMENT on BOTH the CHESS CHALLENGER 10 and the BORIS MULTI-LEVEL

The improvement in a player's game is greatly dependent upon the number of games he can play against equal or stronger opponents. The great value of the computers is that they provide a competent opponent (equal to or stronger than you, as you wish) who is always there and willing to play against you.

The low levels act as patient and accurate teachers for the new player, and the fascination of an electronic computer attracts many people who would not normally start to play.

BOTH computers can play black or white.

BOTH can be set to play at different strengths.

On BOTH, you can raise or lower the level during a game.

On BOTH, if you make a blunder, you can revert to the position before the blunder and play the game from there.

On BOTH, you can override the computer and play both sides for any number of moves and then set the computer free - this allows you to dictate and practise a particular opening or line of play.

BOTH play standard openings, using a variety of book responses, and so you will rarely see the same sequence appearing twice.

On BOTH, you can set up and start from a mid-game position.

## CC FOR THE DIFFERENCES

THE CHESS CHALLENGER 10 is different from THE BORIS in the following ways:

- \*It is cheaper
- \*It has an audible bleep which calls attention to itself when it has completed its thinking process.
- \*You cannot see what it is thinking or what lines it is exploring while it is thinking, and this reproduces the impassiveness of a tournament opponent.
- \*If it has not found a good enough move it will continue to think for longer than the average time for that particular level until it finds a response adequate for the level it is playing at.
- \*The magnetic pieces and built-in board are a practical asset.

THE BORIS MULTI-LEVEL is different from the CHALLENGER in the following ways:

- \*From the moment it starts to think about its next move, it visually displays the move it has currently selected as 'best so far' while still continuing to look for a better move; it continues to look throughout the time-limit you have set it (from 2 seconds to 100 hours).
- \*It is programmable for any response time up to 100 hours, and can thus be programmed gradually between the Level 8 of the CC (average response time 3½ minutes) and Level 6 of the CC (average response time 60 minutes) and Level 7 of the CC (average response time 24 hours); this may be useful for higher level analysis, or simply playing stronger (but longer) games.
- \*BORIS visually prints out various comments - linked to the current position on the board - this does nothing for the standard of your chess, but highly amused the players in the testing-programme.
- \*At the touch of a button BORIS will also compute his opponent's best next move (useful as a teacher at the lower levels, and for analysing both sides of a line of play at higher levels).
- \*You can cut short the thinking time on the BORIS even while he's thinking, not only between moves.

## SUMMARY

These two computers - as seen from the comments made by the players in the testing programme - are of value to any players from beginner up to 150/1800. Even for stronger players, there may be use for the computers in analysis, practising lines of play from mid-game positions, or simply playing stronger (though longer) games.

Which of the two you would then choose to buy is in the end a question of the value (chess and monetary) that you personally place on the different attributes of each of the machines.

We hope that this DEMONNERON report helps.

## IF YOU ARE THINKING OF BUYING ONE

RABBIT'S REVIEW can recommend first contacting DEMONNERON, the Chess Computer Specialists (see address and tel No below), who - as the above detailed report shows - are extremely helpful in this field.

They offer knowledgeable advice, the best service, the fastest delivery, and the most helpful prices.

**C DEMONNERON**

THE CHESS COMPUTER SPECIALISTS

56 Clarendon Road London W11

Telephone: 01-229 8275

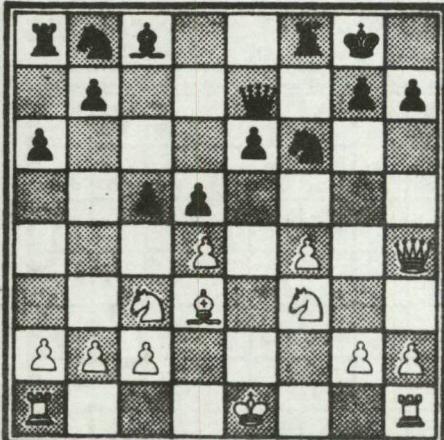
(9am-noon Monday to Friday)



We should also consider that black could play 10. ... P-KB<sup>4</sup> in the position of diagram 8. This is a good blocking move in that if white retreats his queen the line of his bishop at Q3 is cut. White can subsequently try to open this line with P-KN<sup>4</sup> but black can support with ... P-KN<sup>3</sup>, and with only a couple of files to play down in the king's side (KN and KR) white probably hasn't got room for a successful attack.

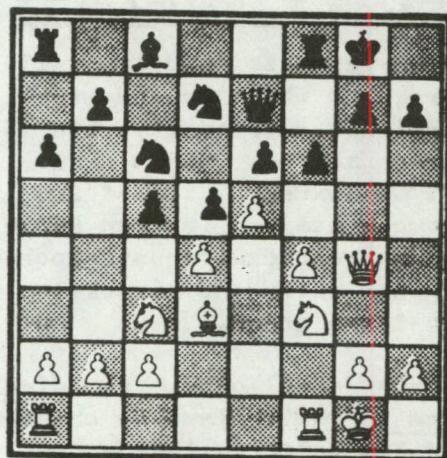
It's true that black, in playing 10. ... P-KB<sup>4</sup> denies himself the possibility of attacking white's centre with 10. ... P-B<sup>3</sup> but he does have other plans - for example to manouvre a knight round to K5 via QB<sup>4</sup>.

After 10. ... P-KB<sup>4</sup> white can capture en passant - 11. PxKBP e.p. - black answers 11. ... NxP attacking the white queen, and now white has a cunning queen move 12. Q-R<sup>4</sup>.



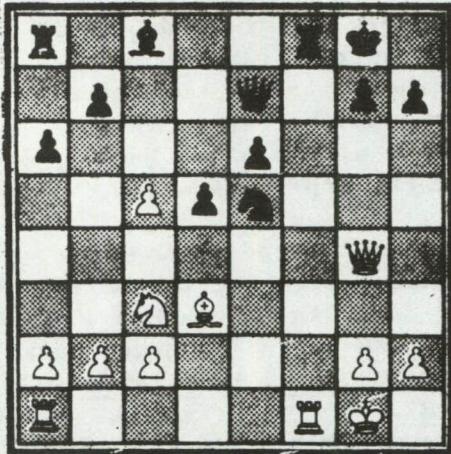
Here white's threat is again 13. BxKRPch, because if 13. ... NxB 14. QxQ! So black's next move, 12. ... N-QB<sup>3</sup> develops and parries this threat at the same time. After 13. PxP QxP 14. O-O-O white probably has the edge, as he can restrain black's pawns in the centre by putting his rooks on the centre files, and he always has a back up attack with P-KN<sup>4</sup> - 5.

That is the end of the diversion discussing the merits and demerits of black's 10. ... P-KB<sup>4</sup>. In the game black played 10. ... P-B<sup>3</sup> 11. O-O N-QB<sup>3</sup>.



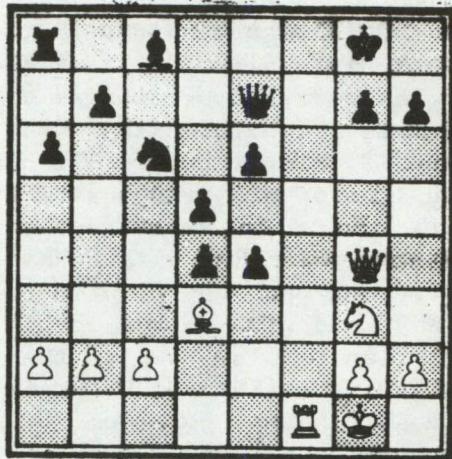
Black's pressure against white's centre has now reached gargantuan proportions, and in such situation it is often a good policy for white to exchange some pawns in the centre, PROVIDED HE CAN STILL RETAIN MARGINAL CONTROL OVER THE SQUARES THEY PREVIOUSLY OCCUPIED.

Here white may have to bring tactics to bear to keep his grip on the centre - for example, after 12. PxQBP black can go for white's king pawn with 12. ... PxP 13. PxP N/2xP 14. NxN NxN.



Black seems to be doing well here, but white can assert positional superiority with 15. BxPch KxB 16. Q-R5ch K-N1 17. QxN QxPch 18. K-R1 and though material is even black's pawns are backward and exposed in the centre and his bishop at QB1 lacks scope.

In the actual game, from diagram 10 white blew his chances and his centre with the optimistic thrust 12. P-KB5 PxQP 13. N-K2 (13. PxKP was better) N/2xP 14. NxN PxN 15. P-B6 RxP 16. RxR QxR 17. R-B1 Q-K2 18. N-N3 P-K5

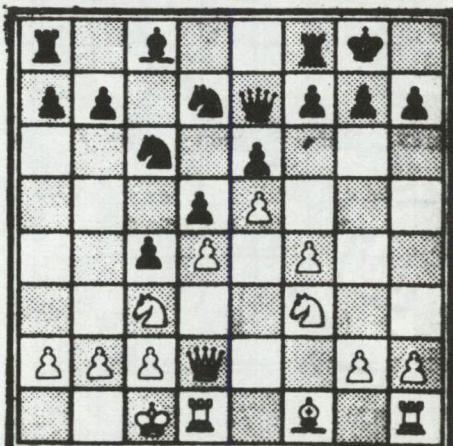


Such experiences are very common for white players who treat the French with too much disdain!

-oOo-

### 3. A BLACK PAWN ROLLER

This game continued 1. P-K4 P-K3 2. P-Q4 P-Q4 3. N-QB3 N-KB3 4. B-KN5 B-K2 5. P-K5 KN-Q2 6. BxB QxB 7. P-B4 P-QB4 8. N-B3 (White neglects to play the strong 8. N-QN5 as in our first example) N-B3 9. Q-Q2 O-O 10. O-O-O P-B5



With white's king now on the queen's side, black has decided to renounce play in the centre in favour of a pawn storm on the queen's wing. White in his turn tries to make headway on the other wing.

### 11. P-B5!

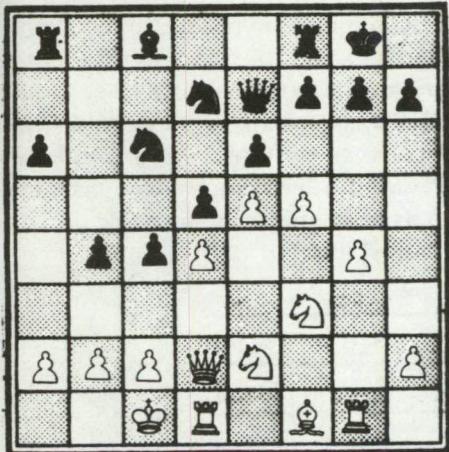
Naturally this pawn cannot be taken, as black's queen pawn would then be en prise to the knight.

11. ... P-QR3

12. P-KN4 P-QN4

13. R-N1 P-N5

14. N-K2



14. ... P-B6!

Black gets his blow in first, sacrificing a pawn for a very dangerous attack down the open QN and QB files.

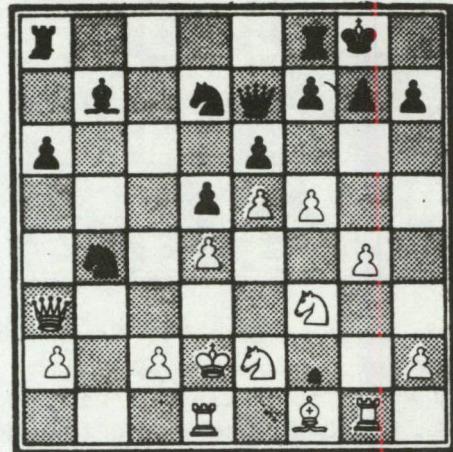
15. NPxP NPxP

16. QxP N-N5

Threatens to fork the white king and queen with 17. ... NxPch.

17. K-Q2 B-N2

18. Q-QR3



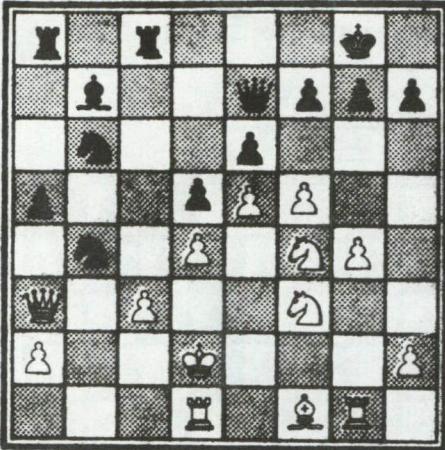
White has high hopes that this pin will get him out of trouble. He intends 19. P-B3 and when the knight retreats, the queens will be exchanged, thus considerably diminishing the power of black's attack.

18. ... N-N3

Threatening 19. ... N-B5ch, forking king and queen

19. N-B4 KR-B1

20. P-B3 P-QR4!



Played with panache. Now white dare not capture on QN4 with 21. PxN. For example: 21. PxN PxP 22. Q-N2 (to guard the QR pawn) N-B5ch 23. BxN PxB and the two black pawns look quite terrifying.

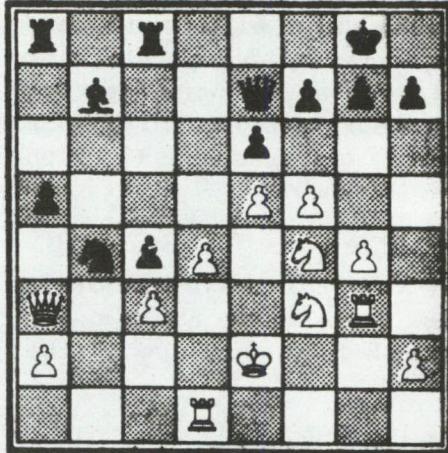
### 21. R-N3

White must defend as best he can. He dare not even try to attack on the king's side any more - this would only open things up for his opponent. His 21. R-N3 is to guard the knight at KB3, which could be en prise to the bishop at QN2 after black's next moves.

21. ... N-B5ch

22. BxN PxP

23. K-K2



23. ... N-Q4?

Black's nerves give out. He should have continued in aggressive style with 23. ... B-K5 followed by 24. ... Q-N2 with white under heavy pressure. Instead he retreats his attacked knight and his attack evaporates.

24. QxQ NxQ

25. PxP PxP

26. NxP N-Q4

27. N-Q2

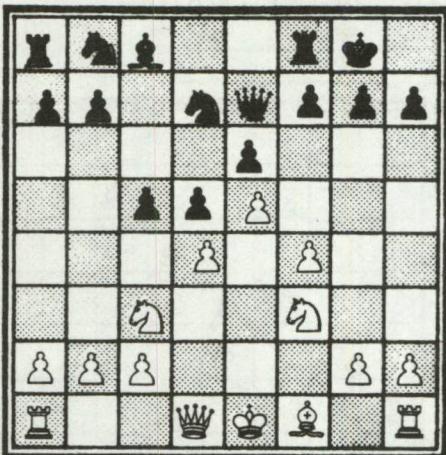
And white was two pawns up.

-oo-

### 4. WHITE GOES FOR THE ENDING

This time white played for the ending, hoping to be able to exploit black's bad bishop.

1. P-K4 P-K3    2. P-Q4 P-Q4  
 3. N-QB3 N-KB3    4. B-KN5 B-K2  
 5. P-K5 KN-Q2    6. BxP QxP  
 7. P-B4 O-O    8. N-B3 P-QB4



9. PxP

White himself exchanges off pawns in the centre, hoping to be able to make good use of the Q4 square - thanks to the pawn structure, black will not be able to drive away any occupying white piece from that square with his pawns.

9. ... QxP

10. Q-Q4

And now straight for the end game.

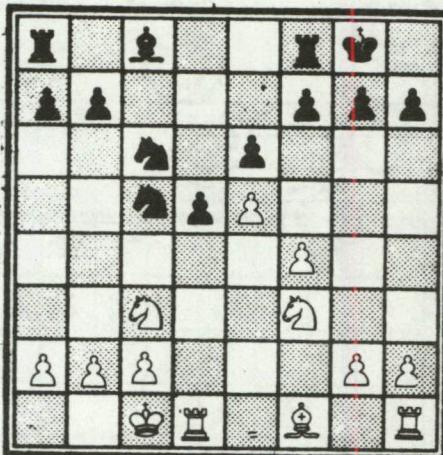
10. ... N-QB3

11. QxQ NxQ

12. O-O-O

With the queens off, and black

deprived of his spearhead QB pawn for a pawn roller, queen's side castling has little danger.



Study this position for at least ten minutes before continuing with the game. It is a key one in the French Classical variation.

12. ... P-QR3

Black begins queen's side expansion.

13. P-KN3

Why not 13. P-KN4? The reason is that white wishes to develop his position a little more before advancing on the king's wing. Also, he fears that he may become weak on the KB file if he plays an immediate 13. P-KN4, because black has the counter thrust 13... P-B3

13. ... P-QN4

14. B-N2 R-QN1

15. QN-K2

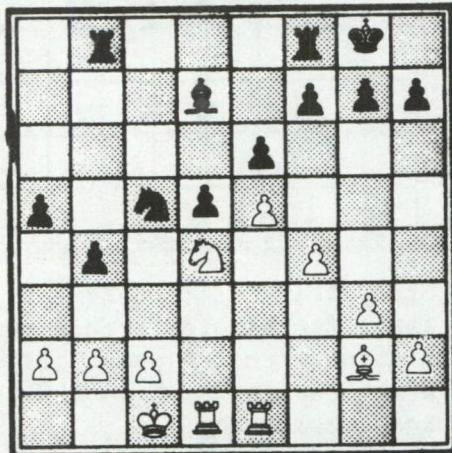
White manouevres on to the Q4 square.

15. ... P-QR4

16. N/K2-Q4 NxN

17. NxN B-Q2

18. KR-K1 P-N5



A useful feature of a knight at Q4 is that it guards the QB2 square - a likely target for black's attack.

19. P-KN4

Now white's pawns come forward.

19. ... P-B3 is answered by

20. PxP RxP 21. P-B5

19. ... P-QR5

20. P-QN3!

Blocking the attack before it becomes too dangerous. Now black finds it hard to make progress.

20. ... PxP

21. RfxP R-R1

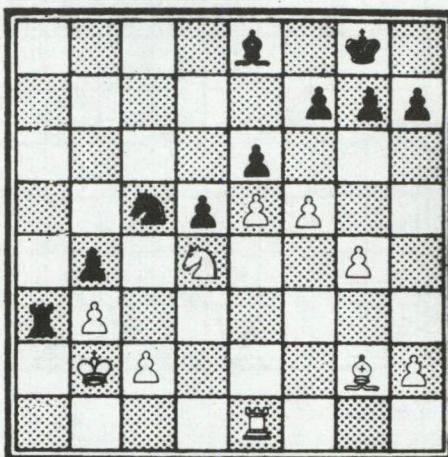
This attack down the rook file is not hard to rebuff.

22. K-N2 R-R6

23. R-QR1 R/B1-R1

24. RxR RxR

25. P-B5 B-K1



Here white has many promising avenues of attack, possibly the further advance of his pawns on the king side, or attempting to create a passed QN pawn with P-B3. He decided on the latter course, but noticing the immediate 26. P-B3 lost a rook to the knight fork 26. ... N-Q6ch, played the preparatory

26. R-K3?

and was surprised by

26. ... N-R5ch!

27. K-B1 R-R8ch

28. K-Q2

However, the shock of obtaining a good position was too much for black, and instead of continuing here with 28. ... N-B6 with a good game, he in-

carcerated his knight with

28. ... N-N7??

After which white polished him off easily.

29. B-B3 PxP (?) 30. PxP B-Q2?

31. P-K6 PxP 32. PxP B-K1

33. P-K7 1 - 0

-oo-

GAME 5 - This is in two parts

PART I. THE FIGHT TO RETAIN  
THE KING PAWN

The fight to retain control of the central K5 square is often very fierce. Strategically, great sacrifices may have to be made for this square. In this game white accepts the loss of two pawns rather than hand over K5 to his opponent...

1. P-K4 P-K3 2. P-Q4 P-Q4
3. N-QB3 N-KB3 4. B-KN5 B-K2
5. P-K5 KN-Q2.

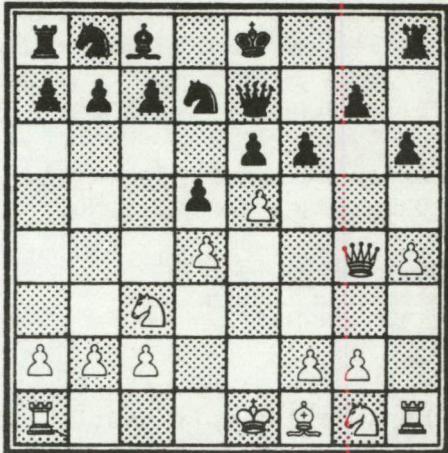
6. P-KR4

The Alekhine-Chatard gambit. Black does not accept it.

6. ... P-KR3

7. BxB QxB

8. Q-N4 P-KB3

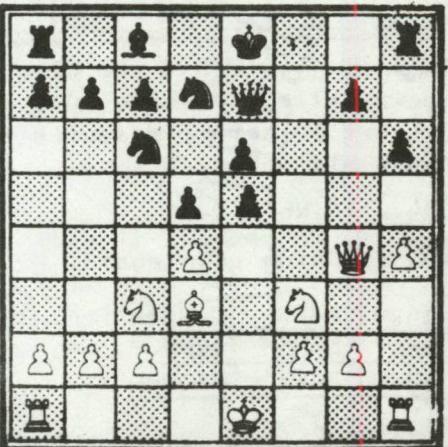


The man has no fear. He just wishes to counterattack against white's centre, ignoring checks to his king.

9. N-B3 N-QB3

An interesting plan. Black does not try to play ... P-QB4 but concentrates his counter play on the K5 square. 10. Q-N6ch could be answered by 10. ... Q-B2 offering the exchange of queens.

10. B-Q3 PxP



### 11. Q-R5ch

White must check now, for if he leaves it till after 11. PxP N/2xP 12. NxN NxN 13. Q-R5ch black has 13. ... N-B2.

After the move played 11. ... Q-B2 loses to 12. B-N6.

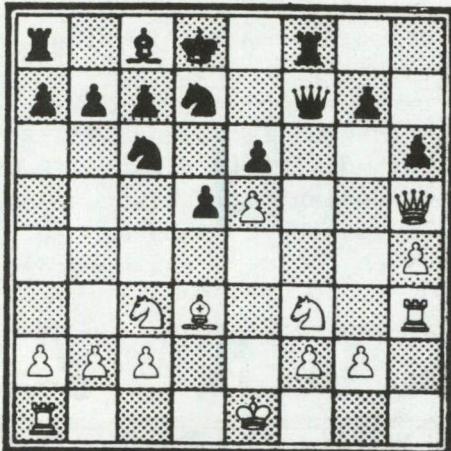
11. ... K-Q1

12. PxP R-B1

13. R-R3?

White has plans of attack, but he should simply castle and be ready to support the king pawn with R-K1 if necessary.

13. ... Q-B2!



Now if 14 QxQ RxQ the king pawn falls, so white must resort to heroic measures to save his bacon.

14. B-N6! Q-B5

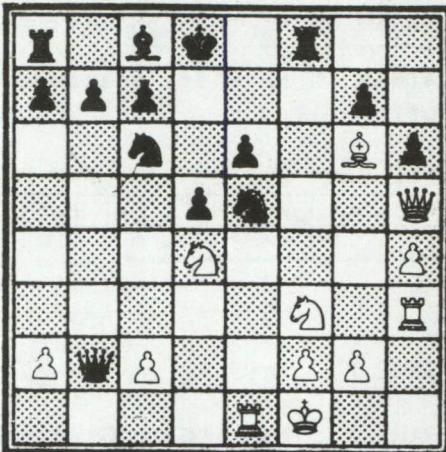
On the king pawn again.

15. N-K2 Q-N5ch

16. K-B1 QxNP

17. R-K1 N/Q2xP

### 18. N/K2 - Q4!



Study this position for ten minutes before continuing. Black has succeeded in capturing the king pawn and another one to boot on the queen's side, but white has been able to mobilise quickly for a central counterattack.

His last move (18. N/K2-Q4) tries to throw a spanner in the works by presenting black with a number of captures.

For example, 18. ... NxN (KB6)  
19. RxN! RxR 20. QxR NxN  
21. Q-B8ch K-Q2 22. B-K8ch  
K-Q1 23. B-B6 mate.

Or 18. ... NxN (Q4) 19. QxN (pinning the knight at Q4)  
19. ... Q-N4ch (breaking the pin) 20. K-N1 NxNch 21. RxN RxR 22. QxNP(!?) R-B5 - this seems to be black's best bet.

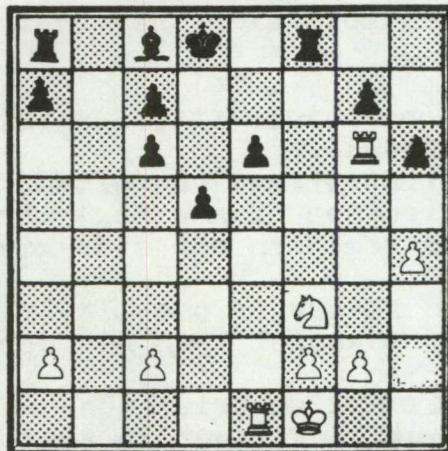
Or 18. ... NxN (Q4) 19. NxN with play for the pawns.

18. ... NxN  
 19. NxNch PxN  
 20. QxN Q-B3

Exchanging the queens

21. R-N3 QxQ  
 22. RxQ

## PART II THE ENDING OF KNIGHT VERSUS BISHOP



Black has come out of the brawl two pawns ahead but white's pieces are so active and black's bishop harmonises so badly with the pawn structure that he has little else to be proud of. In fact he soon loses his pawns back and the game goes against him.

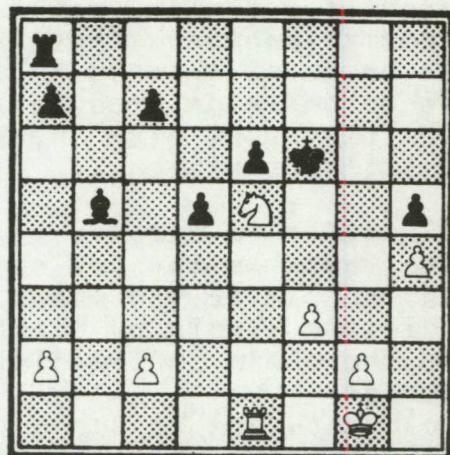
22. ... K-K2

22. ... R-B2 would have run into  
23. N-K5 and 24. NxBPch.

23. RxNPch R-B2  
 24. RxRch KxR  
 25. N-K5ch K-B3  
 26. NxBP B-Q2

27. N-K5 B-N4ch  
 28. K-N1 P-KR4  
 29. P-B3

an white gained the advantage by advancing his king's side pawns.



This is the end of the article on the French, Classical variation.

++++++

Tony Miles has qualified for the Yurmala inter-zonal in September and needs approx. £900 if he wants a second. Donations should be sent to P. Buswell, B.C.F. Secretary, 4. The Close, Norwich, NR1 4DH.

# Chain Combinations

by M.J.DONNELLY

A frequently type of game is where one player makes a threat ,say attacking a piece, and the opponent instead of defending, replies by a counter threat. This leads to another threat from the first player and so on. A chain of threats is thus initiated and is normally when one side produces a "knock-out" blow. This type of play most often arises when both sides have very similar positions..

In order to survive in these positions it is useful to remember the following points:-

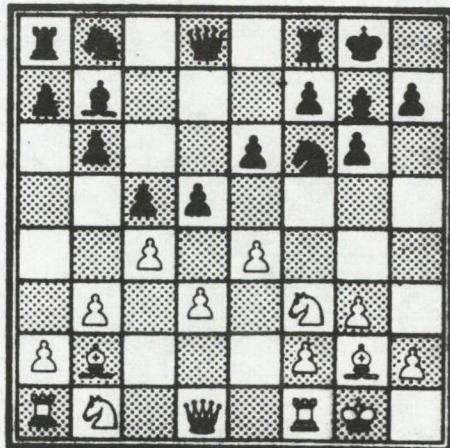
- a)The player who makes the first threat can often dictate events by careful selection of his next threat.
- b)The chain is immediately broken when one side gives check.
- c)Events can be turned in the favour of one player by his counter threat being more powerful than his opponent's.
- d)If two pieces of equal value are en prise (one on each side) then each player must endeavour to sacrifice that piece for the maximum gain.

These points are illustrated in the following games:-

A) J.Steedman v M.J.Donnnelly(Northern Open 1968-Whitby)

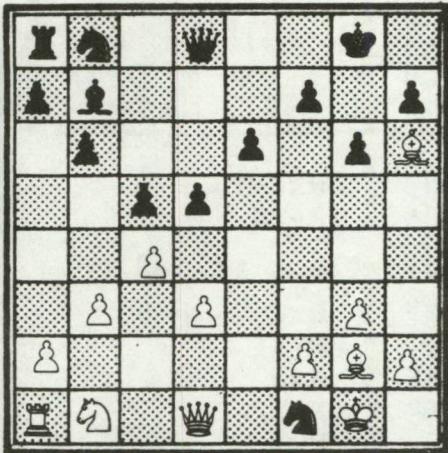
1.P-QB4	N-KB3
2.N-KB3	P-KN3
3.P-QN3	B-N2
4.B-N2	P-QB4
5.P-KN3	P-QN3
6.B-N2	B-N2
7.0-0	0-0
8.P-Q3	P-K3
9.P-K4	P-Q4

(see diagram)



If White now exchanges on Q5 black has no opening problems. He therefore defends K4 but this allows black to start the chain of combinations based on the unguarded white bishop on QN2.

- 10.KN-Q2 NxKP!  
 11.BxB NxN  
 12.BxR NxR  
 13.B-R6



Not 13KxB QxB and black is a pawn up. The Bishop tries to escape and leave black's knight trapped.

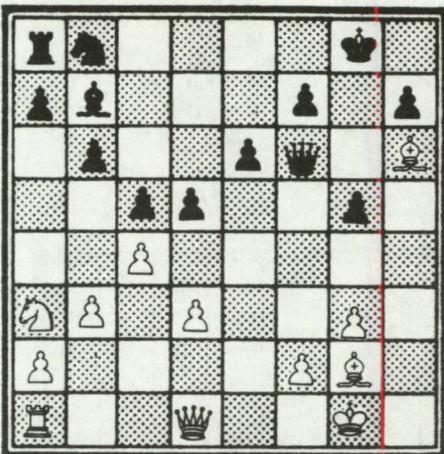
13.... Q-B3:

Attacking the rook and renewing the threat to trap the bishop (by P-KN4).

14.N-R3 NxNP

Sacrificed for the maximum gain.

15.RPxN P-KN4



The position looks very good for black, as after QxB he has gained two pawns—but white is not finished yet!

16.N-N5! N-Q2

For if 16...QxB then 17. N-B7

17.N-Q6 B-B3

18.NxP! KxN

19.Q-R5+ Q-N3

Or 19...K-K2 20.BxP or

19...K-N1 20.QxP+

20.QxP QxQ

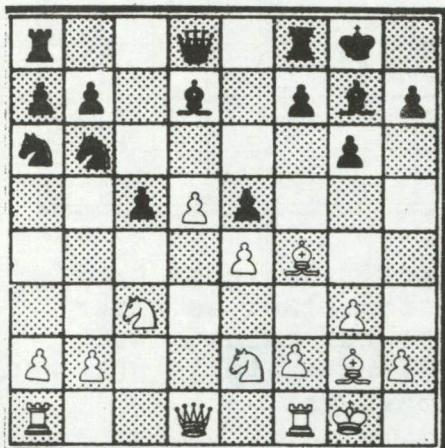
21.BxQ K-N3

Surprisingly the position is now completely equal. The rest of the game is irrelevant to the theme of the article.

B) M.J. Donnelly v L. Leevaart (Holland)  
 Chess Festival Open (Thornaby) 1973

1. P-Q4 N-KB3
2. P-QB4 P-KN3
3. P-KN3 P-Q4
4. B-N2 B-N2
5. PxP NxP
6. P-K4 N-N3
7. N-K2 N-R3
8. O-O P-QB4
9. P-Q5 O-O
10. QN-B3 B-Q2
11. B-B4 P-K4?

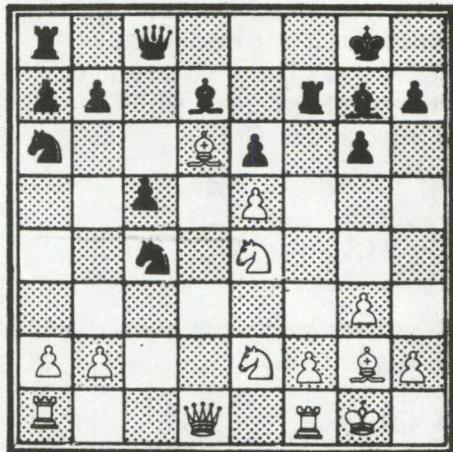
White counters by attacking  
 the weakly defended QN2.



A weak move allowing white to establish a strong bishop on Q6, better was 11...B-N5

12. PxP ep PxP
13. B-Q6 R-B2
14. P-K5 Q-QB1
15. N-K4! N-B5

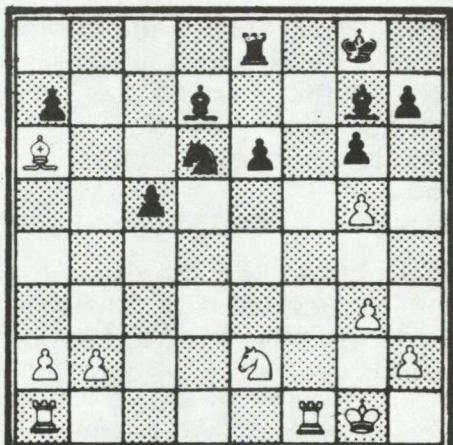
This attempt to gain material sparks off a long series of threats and counter threats.



16. Q-N3 NxKP
17. N-N5 R-B4

The move black relied on.

18. QxNP QxQ
19. BxQ R-K1
20. KBxN RxN
21. P-B4 N-B2
22. PxR NxR



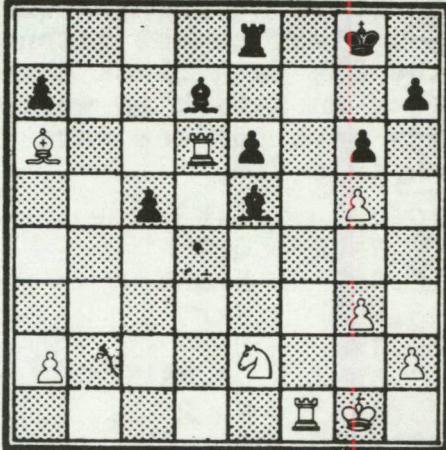
If now 23.QR-N1 N-K5 and black is not badly off, but now comes the knock-out blow.

23.QR-Q1! B-K4

or 23...B-B1, 24.RxB+ etc.

24.RxN Resigned

For if 24...BxR, 25.R-Q1 wins a piece.



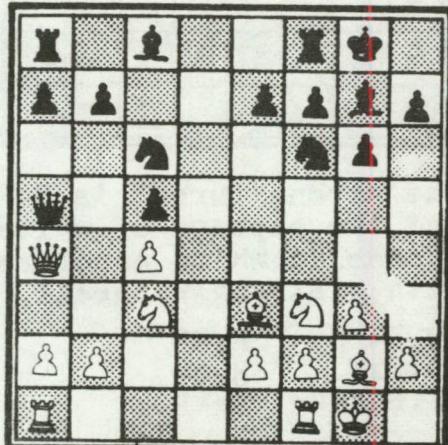
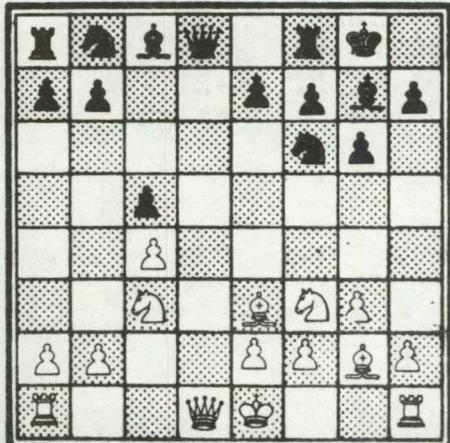
Position after 24.RxN

C) M.J.Donnelly v J.Doran (Manchester Open 1970)

- |         |       |
|---------|-------|
| 1.P-Q4  | N-KB3 |
| 2.P-QB4 | P-KN3 |
| 3.N-QB3 | B-N2  |
| 4.N-B3  | O-O   |
| 5.P-KN3 | P-Q3  |
| 6.B-N2  | P-QB4 |
| 7.PxP   | PxP   |
| 8.B-K3  |       |

In this near symmetrical position white's chances for an advantage lie in the fact that he is a move ahead.

- |         |      |
|---------|------|
| 8....   | Q-R4 |
| 9.O-O   | N-B3 |
| 10Q-R4! |      |

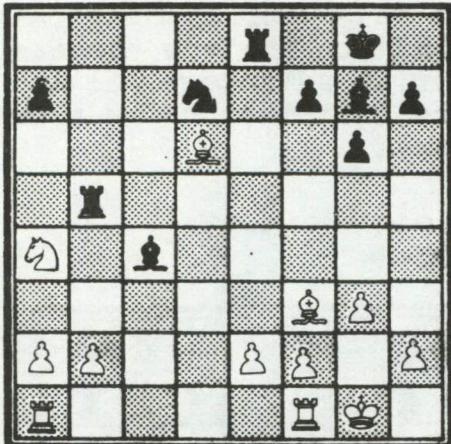


Based on 10...QxQ, 11.NxQ and black cannot defend the QB4 pawn. Black counters with an attack on white's QB4 pawn but see note to white's 8th.

- |          |       |
|----------|-------|
| 10....   | B-K3  |
| 11.N-Q2  | QxQ   |
| 12.NxQ   | N-QR4 |
| 13.BxBP  | NxP   |
| 14.NxN   | BxN   |
| 15.BxNP  | QR-N1 |
| 16.B-B3  | N-Q2  |
| B7: BxKP |       |

Not 17.BxRP R-N5

- |         |       |
|---------|-------|
| 17....  | KR-K1 |
| 18.B-Q6 | R-N4  |

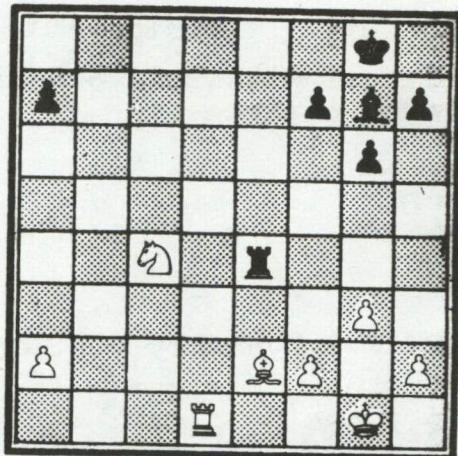


The strong threat is R-R4 and the capture of white's queenside-white counters with a stronger threat.

- |          |      |
|----------|------|
| 19.B-B6  | RxKP |
| 20.BxN   | R-Q4 |
| 21.B-KN4 | RxNP |

Again giving up the piece for the maximum material.

- |         |      |
|---------|------|
| 22.NxR  | BxR  |
| 23.RxB  | RxB  |
| 24.N-B4 | R-Q5 |
| 25.B-K2 | R-K5 |
| 26.R-Q1 |      |



The smoke clears and reveals black is a piece down. The game concluded:-

- |          |         |
|----------|---------|
| 27....   | B-R3    |
| 28.K-B1  | R-Q2    |
| 29.N-K5  | R-Q4    |
| 30.P-B4  | B-N2    |
| 31.NxBP: | K-B1    |
| 32.N-N5  | Resigns |

# An endgame puzzle

by J. Wilcox.

We all know the problem of finishing a chess game - you reach thirty moves or whatever and then depending on what chess league or congress you are playing in you may have to:-

- a) send in the position for adjudication
- or b) seal a move or your opponent seals a move and you continue at a later date
- or c) set the clocks back fifteen or twenty minutes and then finish the game in the time remaining, i.e. a 'sudden death' play off.

None of the above methods are totally satisfactory and there are pros and cons for each. Some players prefer adjudication while others, who perhaps have more spare time, or who are strong in endgame technique, prefer to play on. Some players often enjoy the time scramble in the fifteen or twenty minute play off which is usually associated with weekend tournaments rather than league matches. However, there could be considerable advantages in introducing a fifteen minute rule into league games. You get a result on the day and the game tends to be more open and players are more prepared to take risks to obtain an attack at around move twenty-five. Many players do not normally do this at present in league matches, because they are consciously or sub-consciously playing for the thirty moves and will not risk material disadvantage for fear that this will go against them in adjudication. Players who have a slight disadvantage against a stronger opponent may 'sit' on a position if they have made the time control, to gain a draw on adjudication.

Adjudication usually takes a long time, sometimes two or three months and often players are not informed of the outcome of their games. Adjudicators have a large number of games to adjudicate during the season and inevitably inconsistencies result, although, of course, there is the right of appeal but this involves sending in analysis to support the claim with further time and expense involved.

If a sealed move is made by one player and the game is continued at a later date then there is the problem of agreeing a mutually convenient date. Sometimes a player may not turn up at the agreed date, having decided to resign anyway, without informing his opponent, who is then involved in a needless journey.

There could also be possible disadvantages in introducing a fifteen minute play off into league matches. A player may still contrive to play on in a drawn position hoping that he will win on time. At a congress there is usually a controller to step in if such a situation arises but in a league match there is not such an unbiased arbiter present who can resolve such a situation. Club officials may be worried about greater wear or damage to clocks. However, the success of the fifteen minute rule in congresses does suggest that it should at least be tried out in league matches. Readers are requested to send in their views on the subject.

For those of you who fancy yourselves as budding adjudicators, study the following position which is taken from the 1978/79 National Club Championship, round 5, T.P.D. Chapman (Wimbledon) versus S. Quigley (Islington) and send in your assessment of the position together with analysis, to the editor. A prize of a free copy of International Chess will be sent for the best reply and the winning analysis, together with comments by M. Basman, will be published in the next issue of Rabbits Review.

White  
to play

