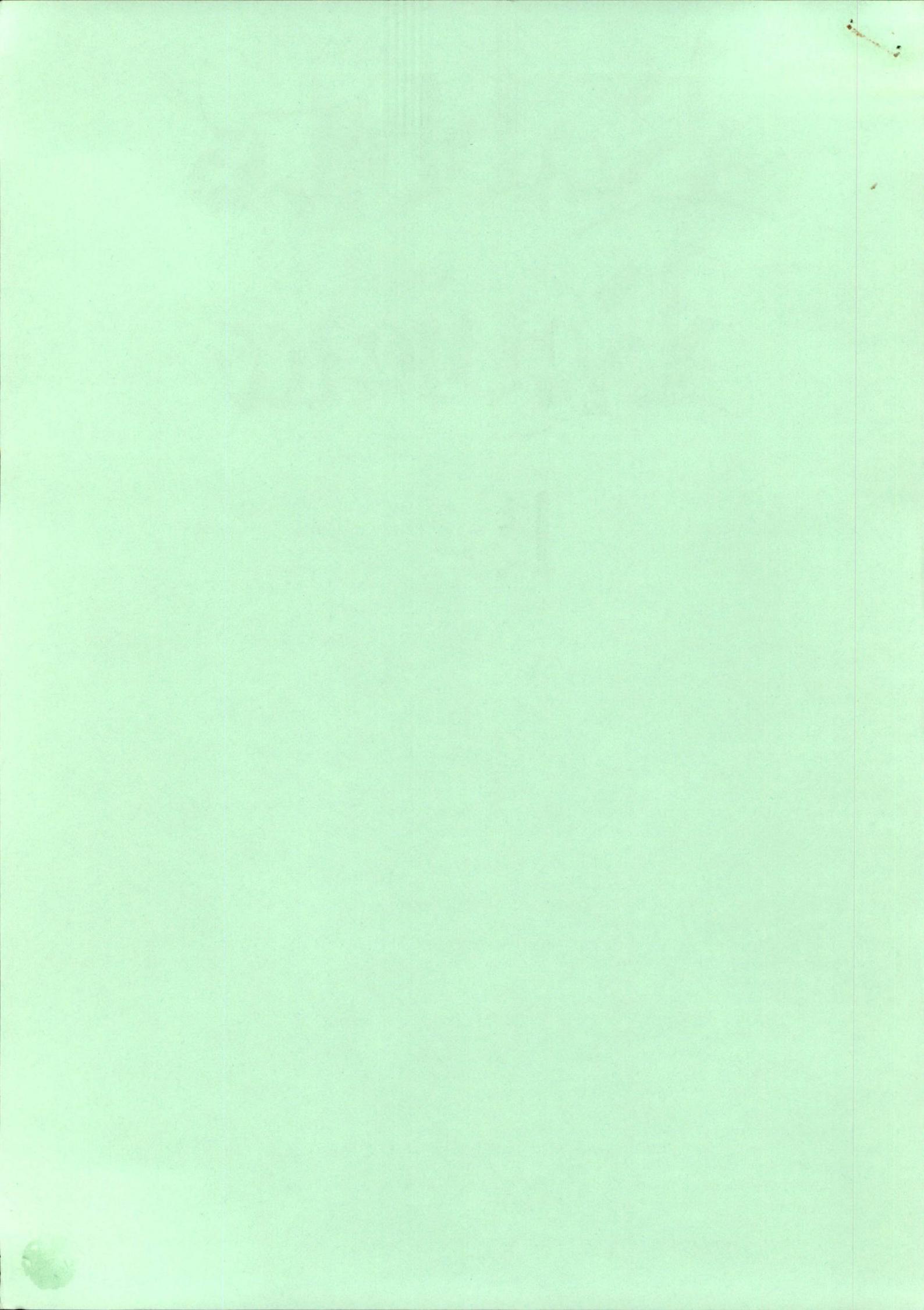


# Rabbits Beuverac

15



# STARTING OUT

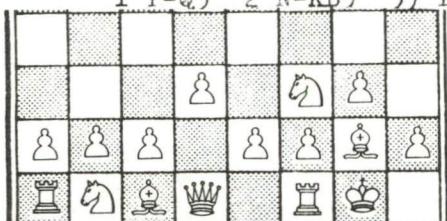
An article by I.R.P. Josephs.

I am graded 136 - almost I would say a "Rabbit 1st Class" - and it is to you lower class rabbits around 90-100 that I chiefly address myself - you are after all just about the only class of chess player that I could dare to instruct or patronise. One thing in my favour though- I understand your problems only too well - what can the likes of "BASMAN" IM know of the workings of really LOW calibre chess minds like yours (and mine!). My merit is that I am closer - much closer to you than the IM's and GM's who write most of the text books.

My first task is to try and show you how to play a strong opponent and NOT get wiped off the board in the opening. At school I played the Giuoco Piano like everybody else and was astounded later when a strong player replied to my 1 P-K4 by P-QB4! (?) - Surely a 'booby' I thought until 15 moves later when I had not castled and was hopelessly placed.

I recommend ONE Opening system to reach a respectable middle game -whether you are white or black. In brief the King's Indian Attack as white and the Pirc or King's Indian Defence as black. No - this is not really 3 openings - your moves are always the same!

1 P-Q3 2 N-KB3 3) P-KN3 4) B-N2 5) 0-0



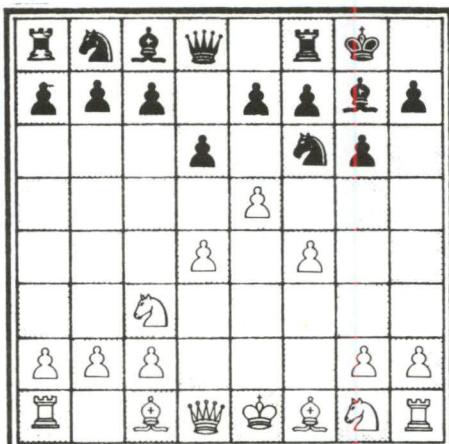
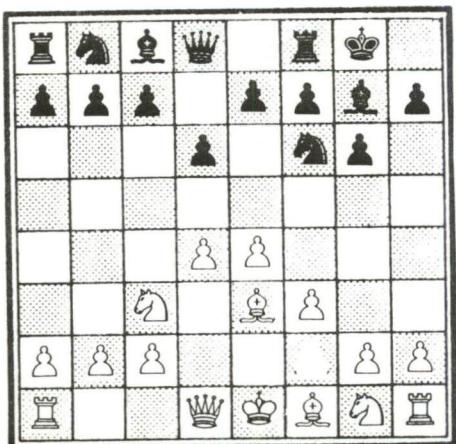
The game may go like this:-

- |         |               |
|---------|---------------|
| 1 P-K4  | P-Q3          |
| 2 P-Q4  | N-KB3         |
| 3 N-QB3 | P-KN3         |
| 4 P-B4  | B-N2          |
| 5 P-K5  | (see diagram) |

Clearly you can't reply 0-0 here, but you CAN exchange pawns by 5...FxpP 6BpxP, shift your knight to Q4, and then castle. If however white plays 6 QPxP, then play 6...Qxch before shifting your knight and castling.

If white starts 1) P-Q4 or otherwise, you still reply with your five moves (My five year old daughter learnt these the first day she played!) and you are believe it or not playing the King's Indian Defence!

There is however one variation that is not so good for black - 1 P-K4 P-Q3 2 P-Q4 N-KB3 3 N-QB3 P-KN3 4 P-B3 B-N2 5 B-K3 0-0.



The books say this castling is bad, because white gets a king side attack, and recommend 5...P-B3 instead. Nevertheless, even if you are playing KORCHNOI in a simul I suggest you stick to 0-0 as if you don't castle early you may never manage it at all and get wiped off the board like in 90% of the Master v. Amateur games in the books.

There are two main attacks on the castled King's position you should know how to defend against. (Especially as black) Firstly white will try to exchange off dark squared bishops by 6 Q-Q2

and 7 B-R6, but you can avoid this if prepared as follows:- 6 Q-Q2 R-K1! 7 B-R6 B-R1.

The rook is not pinned so the bishop can retreat. Secondly white will castle queenside and then advance 8 P-KR4 attacking your KN3. Your best defence is to play P-KR4 yourself in reply as soon as the bishop moves out of the way which it must do if white seriously wants to attack up the rook file.

If the bishop stays there, and the opponent still advances P-KR4, P+KR5, let him exchange by PxP and you reply BPxP so the rook's file stays closed. If he tries to prevent this by B-QB4 make the bishop 'bite on granite' with ...P-K3 which also allows your queen and rook to comfortably defend your second rank as necessary.

Well, having learnt your first five moves here are five more which complete your development and which 9 times out of 10 will not be prevented by most opponents.

6 R-K1 7 P-QN3 8 B-QN2 9 N-Q2 and 10 P-QB4 and/or 10 P-K4 according to preference and the circumstances of the game. Sometimes 10 P-K3 11 P-Q4 will be better, especially if he has played B-QB4.

The essential fact is that after about 10 moves against any opposition you SHOULD achieve a position where all your pieces are developed and you have no weaknesses in your pawn chain or elsewhere - no mean feat if you are a rabbit playing a master! If you are prevented by pressure from completing all 10 moves just remember to develop at all costs rather than snatch pawns- when the Greeks bear gifts etc....

All this is achieved by avoiding confrontation at the beginning whenever possible and swapping off when it is not! Stick to the plan and do not be diverted at any price. If my ideas appeal to you, I suggest you get books (Batsford) on the King's Indian Defence, The Pirc, and the King's Indian Attack to pursue the opening theory further. Bobby Fischer frequently played all 3 openings so you're in good company. The BEAUTY however of the strategy is that this opening strategy allows you to play the same five moves in almost every circumstance and at least guarantee you a safely castled king in a fortress protected by a fianchettoed bishop and knight at B3 - a benefit neither you nor I would achieve against a master if we try to 'mix' it from the start.

A complete repertoire in 2 or 3 pages would seem too good to be true - and it is only possible through my cowardly strategy of avoiding conflict in the opening against stronger players!

Next issue fellow rabbit, I will try to tell you how to avoid all those mistakes I used to make in the middle game when I too was a rabbit '3rd Class'!

To supplement Mr Joseph's article, and to provide more detailed information on what to do in the middle games arising from this structure, Raymond Keene will be shortly making a cassette on King's Indian Attack formations. Meanwhile the RHM book by Larry Evans called 'The Chess Opening for you' contains long chapters on the King's Indian Attack for white, and suggests the King's Indian Defence against 1 P-Q4. The book has a good balance of theory and explanation. — Editor, Rabbits Review.

# BOOKS ON ENDGAME PLAY

There are some pretty dull works on the Endgame - Hooper's *Iocket Guide*, Fine's *Basic Chess Endings*, books by Keres, Averbach, Smyslov and Levenfish - you can discount them as being too high level or not stimulating. And the two new books by Speelman and Nunn are also largely irrelevant.

What is interesting is that one does not need to know that much, but one does need to know it well. For practical purposes you need a thorough grasp of King and Pawn Endings, good knowledge of Rook and Pawn endings, and something about the rest - Q&P, knight, bishop endings, etc.

The books I am recommending do not go too deeply into technicalities, are written in an easy style, yet have high standards of analysis, and supply fundamental materials.

The first book is:-

## HOW TO WIN IN THE CHESS ENDINGS - HOROWITZ

This book starts from the very basics of chess endgames, with chapters on each of the individual pieces. The layout of the book is outstanding - none of the higgledy-piggledy pages so beloved by British authors. Each chapter divides into sections, and each section centres round one example, with which Horowitz emphasises the point he is trying to make.

The book is hard to obtain - virtually out of print-, but after exhaustive searching (which caused a delay in this issue of RR), I have found a cache of books, available from Rabbits Review at £2.25 post free. The book is also obtainable from the Chess Centre. The book is recommended to all levels of Rabbits Review readers (60-160 grade).

When reading the book, the greatest benefit will accrue to the reader if he studies each diagram prior to reading the text. I have written about this a number of times in RR, and by now readers should have gone some way towards aquiring this habit.

The second book is:-

## PRACTICAL CHESS ENDINGS - CHERNEV

This was previously published by Faber, and has now been reprinted by Dover. You can obtain it by post from the Chess Centre at £2.50 post free.

This book contains about 300 endgames, ranging from the very simple to complex. It is not an instructional manual, like the Horowitz book. Each page has a diagram on one side, and the analysis on the other. Thus it is very simple, using the paper clip plus card supplied in Rabbit's Review No.8, to cover up the opposite side of the page while studying the diagrams.

Some of the positions verge on to the 'study', and it is always important to draw the line between the sort of ending which is liable to arise in play, and what is a beautiful constructed position, which because of its subtlety, is unlikely to occur at the board.

However, it should be borne in mind that many endings - particularly King and Pawn Endings- do have this study nature, even when occurring at the board, so it is worth while taking pains over them. As there are 300 positions in the book, it is unlikely that you will go over all of them, but you should try to do half the king and pawn positions, and half the rook and pawn positions.

A word about the type of analysis involved in endings - it's not like analysis of any other part of the game. It's quite different from middle game analysis, where you are continually looking forward a few moves and then using your 'judgement' to assess the resulting position. With endgames a definite result can often be reached, and the analysis becomes very precise; one often has to work out long strings of moves and this can be tiring, as well as there being the danger of losing the position in ones head.

Some methods have been devised to circumvent the hard labour involved. Very typical is the square method in king and pawn endings. Here, for example, instead of working out move by move who reaches the queening square first, you just draw a line leading from the pawn to the end of the board, and then extend it sideways to make a square. If the king is in the square, he catches the pawn, if not, he does not.

Again, when two kings are racing to different pawns, you can cut down the work by charting their paths separately. For example, in this diagram, white attacks the QR1 and black goes for white's KP. Counting shows that white takes seven moves (K-N5-xP-N6-R5-R6-R7-R8) to queen his rook pawn, whilst black takes eight moves (K-Q4-B5-Q6-xP-B7-K6-K7-K8), so white queens first. This is more economical than saying 'white goes there, black goes there, white goes there' and so on, a back and forth mental process which is very hard to maintain. This is partly because one tends to visualise only certain sectors of the board during analysis, and attending to two different sectors of the board at the same time is difficult.

When the analysis is less straight-forward, short cuts are less easy to find. Study the diagram opposite for some time; it's white to play(going up the board) and win.

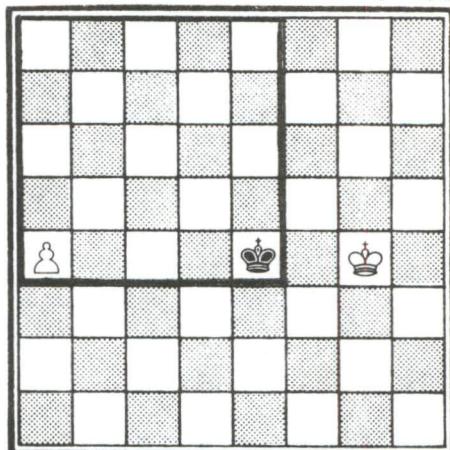
It's easy to see that black is in the 'square' of the white pawn, so a quick rush to the eighth will not win the game for white. He needs to use his king to cut off the enemy monarch, and it comes about in the following curious manner. White plays 1 K-B5. Now he able to catch the black pawn if it makes a run down the board, whilst still keeping the black king away from his own pawn, which will queen, even though it is a rook pawn.

Now both sides head towards the queen side. Here you should mentally move the white king to QB5, and the black king to QB6 (thats the squares c3 for black's king, and c5 for white's king - algebraic is a far superior notation for endgame positions)

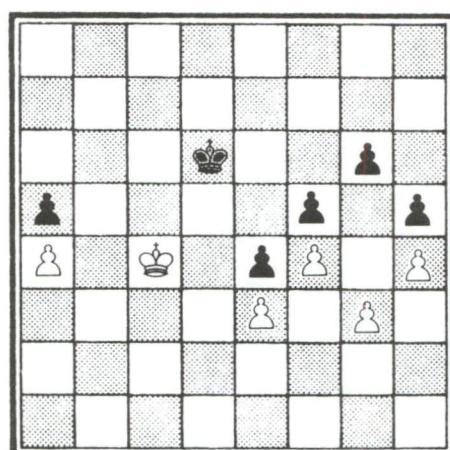
We would then reach this diagram:

Here black is cruelly stymied. If he tries to approach the pawn by K-N2(Kb2), white simply shoots up with P-QR4! Meanwhile, black cannot approach nearer because white's pawn guards b3.

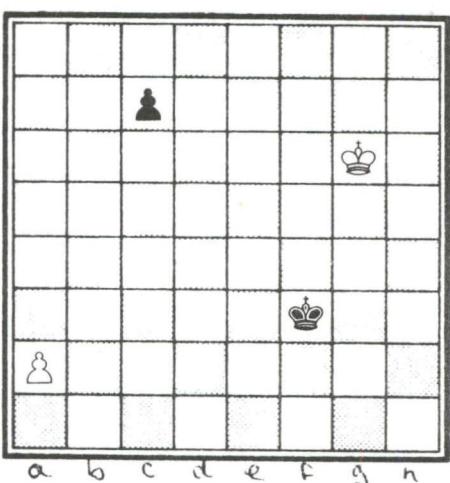
Reaching the position of this diagram would be called a 'linear' piece of analysis: both kings move in the expected directions, and do not make any unexpected detours. Assessing the final position as won for white, however, might require some imagination. Now, if you consider the position has been exhausted, I suggest you return to the previous diagram (3) and try to find some resources for black.



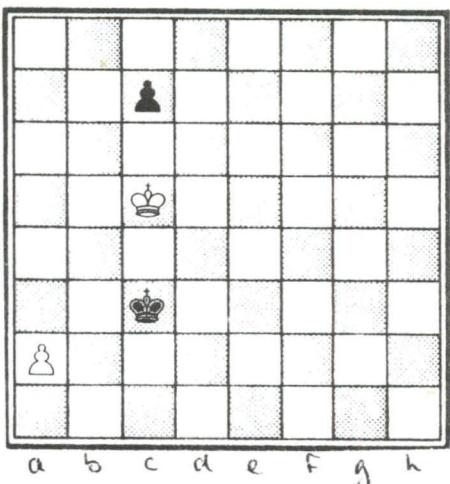
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4

The kink in the analysis occurs when black tries to use his pawn to help him in the middle of the king manouvres. You can see that it is not too easy for black to do this. If he tries a line like 1 Kf5 Ke3 2 Ke5 Pc5 white just plays 3 Kd5, mopping up the black and still being able to queen his own RP. So black has to break his journey more subtly by 1 Kf5 Ke3 2Ke5 Pc6. This clever pawn move ensures that if white wants to catch the pawn, he has to step back by 3 Kd6. This will then give the black king the elbow room he needs to approach the white pawn by the route d4-c4-b4.

Playing to win, white now has to advance his pawn: Instead of 3 Kd6, he plays 3 a4. This gives black the opportunity to shepherd his own pawn past the 'danger zone' near the white king - the squares c5 and c4. Black plays 3...Kd3 4 Pa5 Fc5. If white now tries 5 Kd5, it fails, because black can move his pawn on to c4, where it is happily guarded by his own monarch. So white must let the pawn pass. 5 Pa6 Pc4 6 Pa7 Pc3 7 Pa8(Q) Fc2. Assuming you have followed the analysis so far, we now come to another diagram:

Before discussing whether the position is winning for white or not, here are a few general rules for analysing endgame positions.

1) Use the short cuts outlined earlier where possible; perhaps you may be able to think up some of your own.

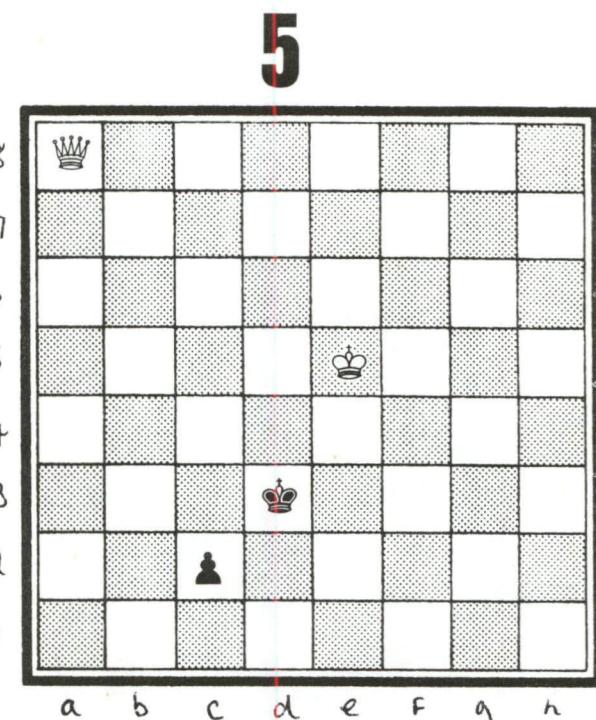
2) When the analysis involves more complex features, for example, the continuation which turned diagram 3 into diagram 5, you need to focus the mind carefully on the position; the level of attention needed is far higher than for everyday purposes.

3) As some lines can go up to 15 moves long(30 half moves), it is useful to stop at key positions, such as this one (diagram 5), where the play acquires different characteristics; the position reached should be set up on the board and the mental analysis done from there.

4) Develop a sense of what is possible on the chess board. Though many positions have the most surprising outcomes, this does not mean, like the Vodka advertisement, that 'anything could happen'. By being aware of what cannot happen, you cut out a lot of false trails.

5) Besides using the brain for calculating purposes, you should also consciously direct it to search for new possibilities. This will prevent dead ends and blinkered analysis. You should also aim for clarity in thought; which means being aware at each juncture of what you are thinking about.

Back now to the diagram position (5). Do you think white can win? If you are unfamiliar with the type of ending (Q&K v. K&P), Rabbits Review No.9 will fill you in. A couple of further clues; white must watch out for stalemate; if, for example, we reach : a position with queen at b5 and the black king at b1, black does not have to move Kc1, blocking his pawn, but Kd1, because wQxc2 is stalemate. Secondly, if white can get his king close enough, he may be able to give mate even though black has just queened his pawn.



WHITE TO PLAY

SOLUTION ON PAGE 20

## COMPUTERS FOR SALE

BORIS DIPLOMAT chess computer - generally considered the best value-for-money-model available. Portable (great up-manship on the 9.57 to CharingX). Batteries or main. Silent in use. Only reason for sale purchase of expensive Sargon. With booklet, mains transformer, plug, pieces (and spare pieces). £30 to first applicant. Borough Green (0732) 882762.

SARGON 2.5 in perfect condition; £140 o.n.o. Blackburn 663095.

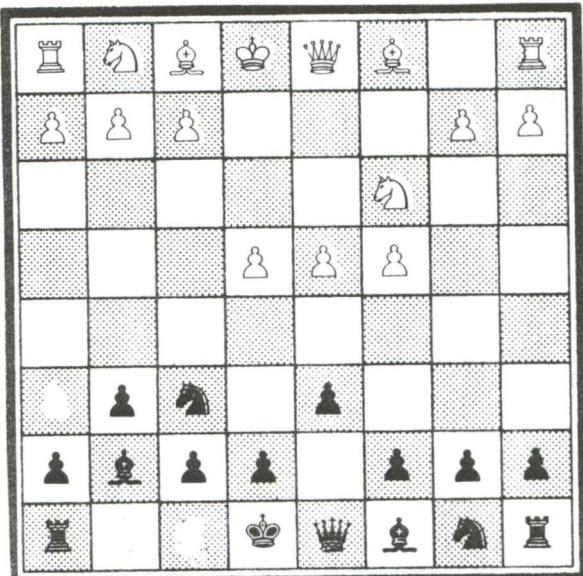
Want to sell your computer? Send details, plus £1 in stamps to Rabbits Review.

# OPENING STUDY

## CLASSICAL KING'S INDIAN

The Classical variation of the King's Indian arises after the moves

1. P-Q4 N-KB3
2. P-QB4 P-KN3
3. N-QB3 B-N2
4. P-K4 P-Q3



We can see, as is typical of the King's Indian formation, that black has made no attempt to contest white's control of the centre as yet, being simply content to develop his pieces and put his king in the corner, behind a modest base of pawns.

5. B-K2 0-0
6. N-B3

Earlier issues of Rabbits Review looked at moves of white's King's bishop pawn,

the one to KB4 preparing a central thrust PK5, and the other P-KB3 preparing to launch a kingside attack with B-K3, Q-Q2, and P-KR4-S.

This present move, 6. N-B3, has more modest intentions, hence it is called the classical variation. Instead of trying to bludgeon black to death immediately, white develops his own pieces to sensible squares, puts his king into the corner and then decides on his further strategy. If you're wondering why his bishop went to K2 instead of Q3, this is because the square Q4(d4) is often a tender one in white's camp because black has a bishop at KN2 trained on that square, and other pieces (N-QB3, P-QB4 or PK4) can also quickly reinforce the pressure on that square.

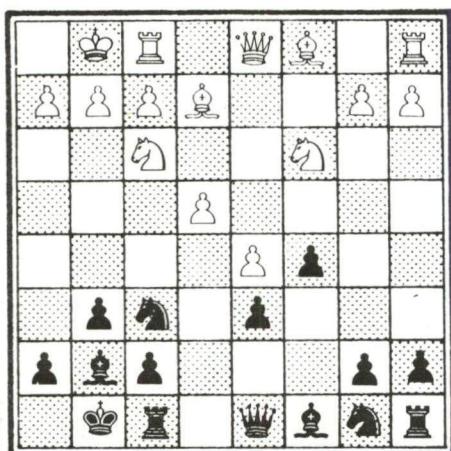
Therefore white anticipates that black may want some time to play B-KN5, pinning the knight at KB3 (f3) which is controlling the square Q4. Therefore he puts his bishop at K2 to minimise the effect of the pin.

It is this sort of opening analysis, based upon rather vague conceptions - (after all black is not attacking d4 yet and anyway it is only one square on the board) - that is hard to grasp by the amateur player hoping for more immediate advantages out of the opening. Don't forget Q4 (d4) is weak because it can no longer be defended by a pawn - the other squares (K4 and QB4) can be - by P-KB3 or P-QN3.

Now black has a choice of two pawn

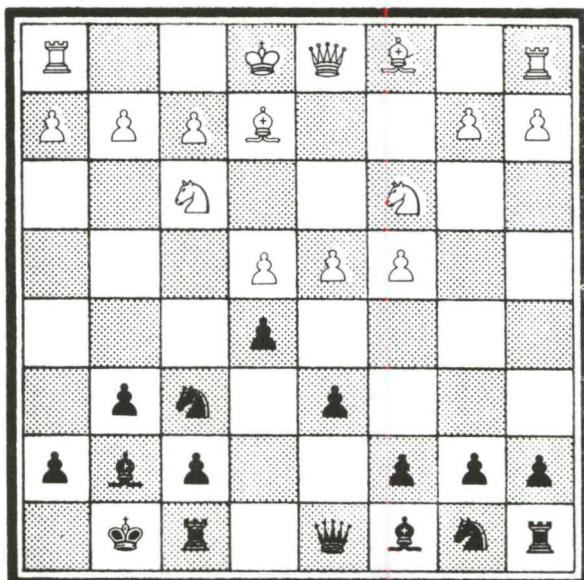
moves which tie in with his plans of taking over the central black squares, ... P-QB<sup>4</sup> and .. P-K4.

6. ... P-QB<sup>4</sup> looks very logical, when we get into lines of the Modern Benoni where white is trying to expand on the king side and black on the queen's wing. This is the sort of position that may arise (after 7. P-Q5 P-K3 8. 0-0 PxP 9. BPxP).



I will not here discuss the questions of why white played 7. P-Q5 and not 7. PxP, why black played .. P-K3 and why white moved 9. BPxP and not KPxP - all sensible questions. But regarding this position white will be striving to eventually play P-KB<sup>4</sup> and P-K5, and black will want to advance on the queenside with .. P-QN<sup>4</sup> if he can. So we would probably get a situation of white central and king side play against black queenside play.

Now black may not want this type of game; he may want equality or even a preponderance of play for himself in the centre and on the king side, and for that reason he may choose a different sixth move, 6. ... P-K4. This is the move we are going to concentrate on in this article.



We should mention here that white cannot actually win a pawn here by 7. PxP PxP 8. QxQ RxQ 9. NxKP because of the tactical trick 9. ... NxKP 10. NxN BxN regaining it.

The question of exchanging pawns or not in the centre is a very subtle one, depending on timing and also one's preference for open or blocked positions. The previous exchange of pawns by white is not in principle good as it in effect exchanges a far advanced, dominating pawn (the one at Q4) for a more backward one at Q6.

Also white is not in a hurry to press on yet with P-Q5 since this will allow the black queen's knight to quickly arrive at the square QB<sup>4</sup> (via Q2) and then reinforce itself with ... P-QR<sup>4</sup>.

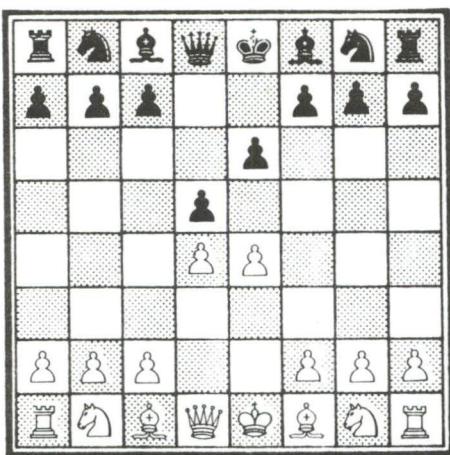
### 7. 0-0

White castles and tosses the ball back to black; he offers him the choice now of clearing up the position in the centre with 7. ... PxP.

### 7. ... N-B3

Black declines the offer and himself puts more pressure on the Q5 (d4) square.

In all this jockeying for position, it is not possible always to come to a decision about whether one move is superior to another. One can only point out the underlying reasons for the moves. As an analogy, the positions which arise from the French Defence are very similar to the present one. After the moves 1. P-K4 P-K3 2. P-Q4 P-Q4.



White is presented with the choice of exchanging (by 3. PxP PxP) which leads to a simpler game because of the likelihood of mass exchange of rooks on the open file; or pushing forward with 3. P-K5, which gives black the square KB4 for his king's knight and immediate counter play with 3. ... P-QB4.

In practice he often chooses to maintain the tension by 3. N-Q2 or 3. N-QB3, at which point black himself can clear the centre with 3. ... PxP (the quiet Rubinstein variation) or play 3. ... N-KB3 egging white to push on with 4. P-K5.

A fuller discussion of the ideas of the French Defence can be found in Rabbits Review No. 6, and of course in the new range of Audio Chess cassettes.

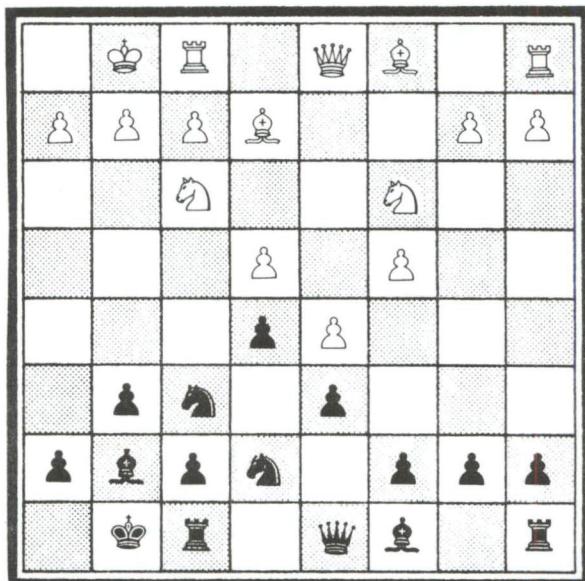
Meanwhile, here are some thoughts

to ponder. The player with the space advantage is happy to maintain the tension; he can develop normally anyway. The player with a space disadvantage wants the tension cleared up; because he has one set of moves to play in the event of an open game, but the sets clash with each other.

Both sides try to make the other release the tension.

To return to our game, after 7. ... N-B3, white now decides the time has come to block the position.

#### 8. P-Q5 N-K2



A small victory for black in some ways, as he has made white come to a decision in the centre, but white has his reasons too. Having driven the knight to K2, white sees it will not be able to come round to QB4, and this means that white will be able to prepare an invasion into black's position along the QB file.

But looking at it from black's point of view, though his position has deteriorated on the queen's side, he is also beginning to mass pieces in the King's side and he can prepare a king's side advance with ... P-KB4.

# TELEPHONE CHESS

Last month's attempt to found a Telephone Chess Club proved abortive as I printed the wrong telephone number. However, here is Mr. Mathias back again with some good reasons for playing chess by telephone and the correct number to ring.

WHY PLAY CHESS BY TELEPHONE? by VICTOR MATHIAS, founder, Rabbits Review telephone chess club.

If you are unable to find chess opponents in the area where you live, or if you are unable to find enough completely free evenings, in which to attend your local chess club, I think you should consider playing chess by telephone.

It is cheaper than playing by post. A first class stamp costs 14p at present; a phone call to the most distant corner of the UK costs (at the cheap rate) under 5p for 48 seconds. 48 seconds ought to be plenty long enough for you to announce your move and have a little chat about the position too.

For me, the great advantage of chess by phone is its flexibility. If you wish, you can make all the moves in one night, or perhaps none in several weeks. It is, I believe, essential to allow complete freedom on both sides for purely friendly games. My own practice is to aim to reply to my opponent's move within 24 hours, if circumstances permit. I have a family, and many other non-chess commitments, so I just have to phone my opponent back as soon as I can.

It is best to fix times of 'play' beforehand. I mean by this: the hours during which phone-calls are acceptable. If you fail to agree on this before you start, you may find your opponent plays best in the middle of the night and wants you too to give your attention to the game then. In my games, we usually say we'll play at any time between 7 and 10.30. If I'm not at home, my wife naturally has to take down the opponent's move for me. (Teach your wife chess notation. It helps no end.)

As in other types of chess, you are well advised to write all the moves down. Although rare, a dispute can arise in telephone chess. If you have written down all the moves in the game so far, any dispute is swiftly settled.

I am in the situation where I cannot go out very often in order to play chess. By using the phone for my games, I can ensure that the only chess disturbance to my wife & to our general home life together is the occasional phone-call. My wife does not have to be a chess 'widow'.

Another outstanding advantage of telephone chess for me is that I am a chess rabbit, and telephone chess favours rabbits. I find I can, in playing by phone, avoid (usually) those momentary lapses that, in over the board games, can mean you have wasted a whole evenings concentration. In other words, telephone chess helps the weaker player whose over-the-board analysis may be rather inaccurate or not patient or far seeing enough. Telephone chess ought, therefore, to help the weaker player to gradually improve his game. Certainly by intense and prolonged analysis of a position using at least two chess boards, you can appreciate the full beauty of the game and the myriad possible lines in each position.

You can on the telephone, make friends with chess-players in every part of the UK ...or anywhere in the world (through STD), if you don't mind paying a bit more for your calls than the 5p quoted earlier. Often it is easier to get to know a distant but familiar person at the other end of the telephone line than your next door neighbour. You may sometimes find you've got more in common with your chess opponent than the mere interest in chess.

What then, are the snags of telephone chess?

First, my wife's occasional grumbles about the frequency of the incoming phone calls (but she complained more when I used to go regularly to play at a chess club, or with friends).

Secondly, your phone may break down.

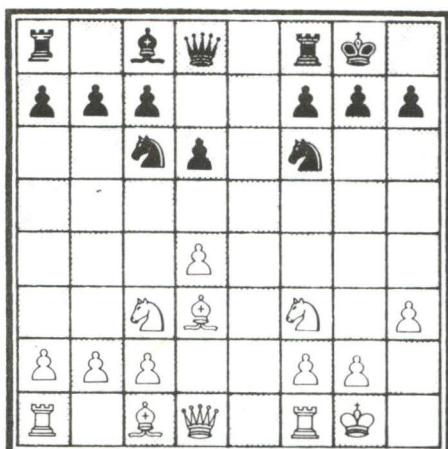
Thirdly, you or your opponent may have a talkative wife or daughter, which means that too often your games are held up by the engaged signal. (On the other hand the engaged signal gives you a chance to look yet again at your board position, and maybe spot a blunder of some kind in your analysis).

IF YOU ARE INTERESTED IN THIS FORM OF PLAY, CONTACT VICTOR MATHIAS, 30 BROOKDENE DRIVE, NORTHWOOD, MIDDLESEX, HA6 3NS, telephone number NORTHWOOD 23251 (phew).

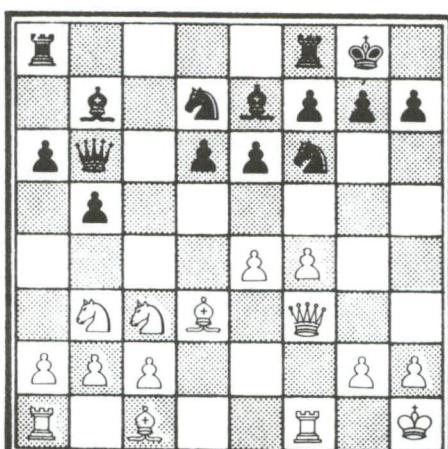
# MIDDLE GAME: SQUASHING

## THE CASTLED KING

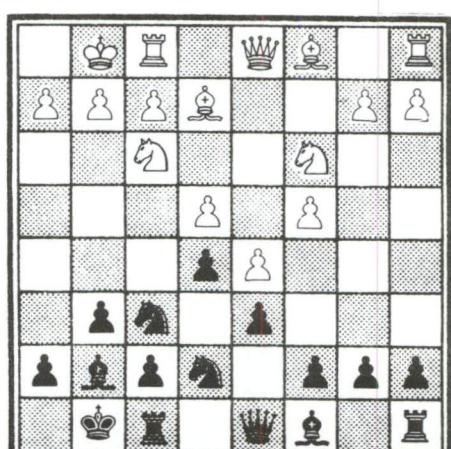
We are generally not advised to advance the pawns in front of our king, but there are exceptions. Consider these three positions:



1



2



3

In position No. 1, the centre is very open and it would be suicidal for black to suddenly push his king side pawns forward, say by P-KN4 and P-KR4. These pawns are needed for protection.

In diagram No. 2, white has a space advantage on the king side, and he may wish to roll his pawns down into the attack by P-KN4 and P-KR4; however, as the centre is open and because of black's bishop lurking on QN2 (b7), this policy has some risks attached to it. In diagram 3, with the locked centre black can here consider advancing his kingside pawns down because white has no pieces developed to take direct advantage of the openness of the black king position. In fact, black's pawns, as they advance down the board, will tend to shut out the white pieces.

We shall now follow a game between Mallam and Gallagher (J.G.) SCCU Under 18 Championship 1980, where black carried out this strategy on the queen's wing.

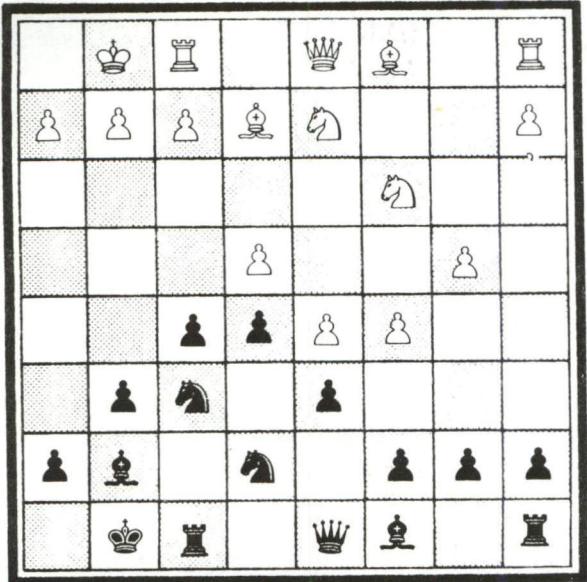
9. P-QN4 (From diagram 3)

White plays this to support the advance P-B5

9. .... N-K1

Clearing the way for the KB pawn to march

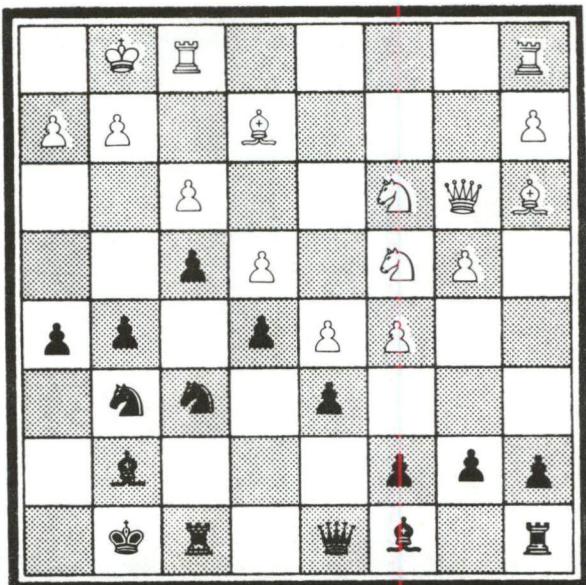
10. P-B5 P-B4  
11. N-Q2 N-B3



Black is putting pressure on the white K<sub>4</sub> square, but as white has this point well fortified, exchanges on K<sub>4</sub> will probably only lead to white establishing a piece on that square.

In any event, a more enticing object attracts the black army, in the shape of the white king nestling on KN<sub>1</sub>. The advance ... P-KB5 followed by an avalanche ... P-KN<sub>4</sub> and ... P-KR<sub>4</sub> is on the cards, squashing the castled monarch. Note that black did not play ... P-KB5 last move, because this would have allowed white to exchange the white squared bishops by B-KN<sub>4</sub>.

- 12. P-KB3 P-B5
- 13. N-B4 P-KN4
- 14. B-R3 P-KR4
- 15. Q-N3 N-N3



It is interesting here that if black did not have his attack - on the king - his position would be looking a little dubious due to his incarcerated bishop on KN<sub>2</sub> completely blocked in by its own pawns. But a mating attack does not always require perfect development. It just needs the right pieces in the right place - and sometimes only a couple of pieces are needed for this.

White's task is not easy. Even if he decimates the black queen side, he still needs time to go sideways and overrun black's centre and king's position. A destruction of white's king side, on the other hand, will be fatal.

- 16. PxP PxP
- 17. P-N5

White focusses his attack on the Q<sub>6</sub> pawn, an obvious weakness in the black position.

- 17. ... N-K1!

An apparently retrograde step but the knight performs some useful tasks. It guards Q<sub>3</sub>, and also Q<sub>B2</sub> (c7) a likely point of invasion for the white rooks along the QB file. Also the lines are opened for the

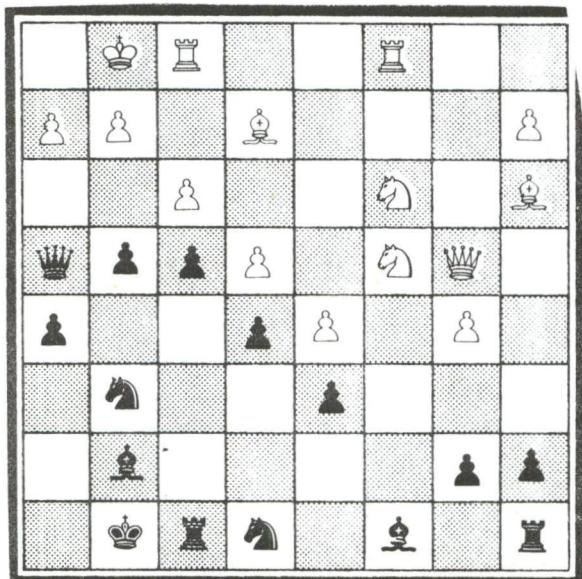
black queen to go to KR5 and the black rook to enter the attack via KB3. In this sense the black king is rather in the way on the king side, as it is harder to deploy the rooks along the KN and KR files for the attack; but the king cannot spirit himself off the chess board, and he's certainly a lot safer on KN1 than on QN1!

### 18. QR-QB1

This is rather a mechanical move, as white seems to have cluttered up his open QB file with knights which will take time to move. And white does not have time to move them!

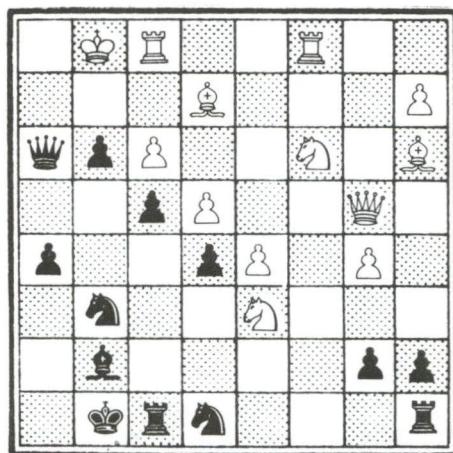
18. ... P-N5

19. Q-N4 Q-R5



A flash point in the position. Black is giving up his vital Q3 pawn so he must have some concrete attacking plan up his sleeve. He has only a queen and a few pawns in the vicinity of the white king, but this is always a danger sign - especially the pawns. Let's see how black mops up if white plays 20. NxQP. Now

comes 20. ... P-N6. White erects the barricade with 21. P-R3 BxRP! Vital to have this bishop to sacrifice, otherwise black's attack is fully halted. 22. PxP QxRP. This reaches a diagram



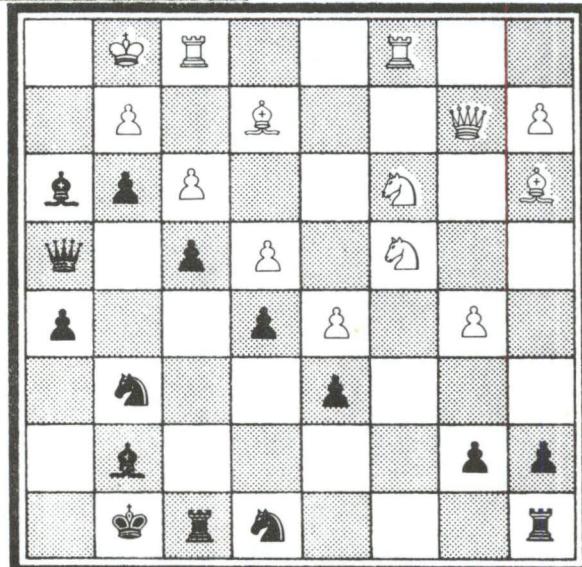
The only way white can now stop mate is to play 23. R-B2, PxRch 24. KxP when he has a material deficit as well as black's attack. This diagram shows the power of an enemy pawn poised like a dagger at the throat of the white king. Now to return to the game. (from the diagram opposite)

20. Q-N2

White declines the offered pawn and goes on the retreat. He intends to use his queen to defend along the second rank in case black breaks through to his kings position. But black carries on regardless.

20. ... P-N6

21. P-R3 BxRP

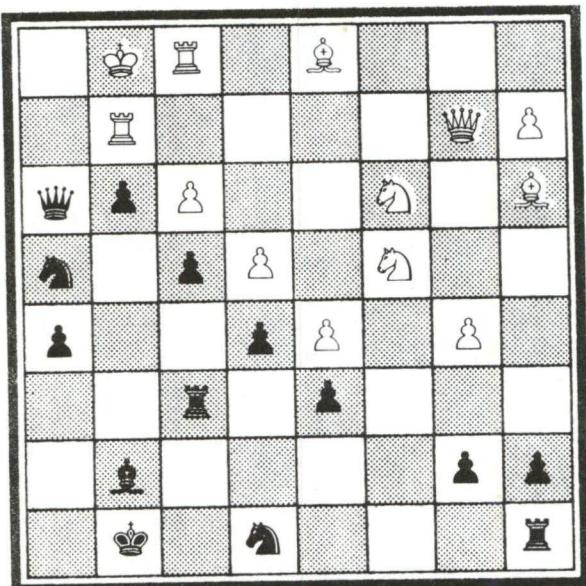


Take a few moments to study the diagram position and decide what sort of compensation black will receive for his investment of material.

22. PxB QxRP  
23. B-Q1 N-R5  
24. R-QB2 R-KB3

The battle to play ... P-N7 followed by ... Q-R8ch is on. Black's blunt threat is ... R-N3 followed by the said advance. The rook on KB3 also happens to defend the pawn at Q3 (d6).

25. R-N2

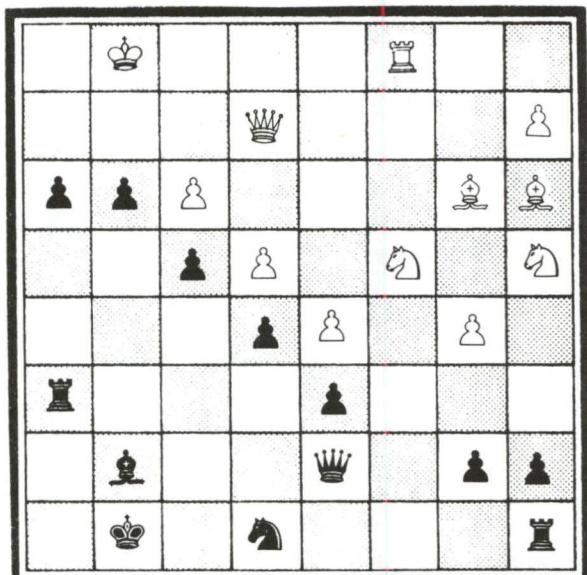


White has to return all of his booty to prevent ... P-N7, but black still keeps his attack with the mighty passed pawns.

25. ... NxR  
26. QxN Q-B1!

Gaining a tempo by attacking the knight at QB4, and preparing... P-R5 - R6.

27. B-N3 P-R5  
28. R-QB1 P-R6  
29. Q-K2 R-R3  
30. N-R4 Q-Q2



The material balance is R+2Ps versus two minor pieces, but white is clearly losing. However, he does not have to lose yet. Menacing as the pawns are, neither of them can as yet advance as they will get blocked. For example, if ... P-N7 is played, white can play K-R2; or if ... P-R7ch, then K-R1 followed by Q-KN2. Black must work out a favourable way of advancing the pawns. How would you go about this?

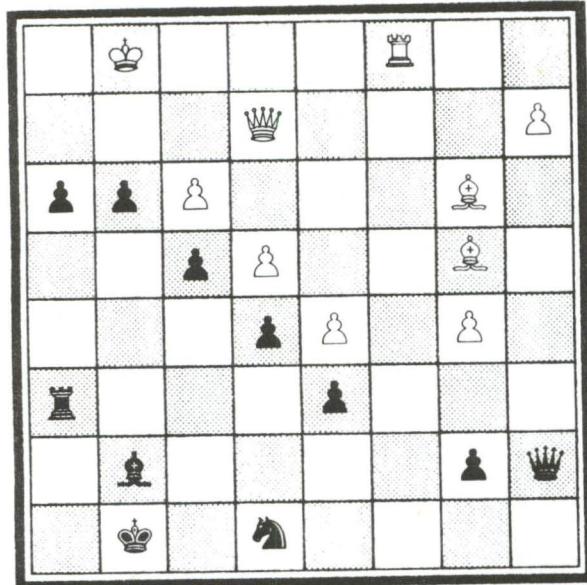
31. N/B4-N6

White seems to lose his head and sacrifices material in a desperate attempt to create a diversion. But black, in the absence of white counterplay could transfer his bishop KR3 (via KB3), and then prepare ... P-N7 and ... B-N6. He could even consider trying to break through on the queen's wing with ... R-QB1 as well, and just keep the pawns as a latent threat tying up the white pieces.

31. ... PxN  
32. NxP Q-Q1  
33. NxR QxN

Black calmly gathers up white's stray material and finds another avenue of assault - the long diagonal leading to white's king.

34. B-N4 Q-R2ch



A dismal outcome for white, whose recent combinational flurry only produced a rod for his own back. This queen check is horribly unpleasant as after 35. K-R1 black can push home with ... R-N3 threatening ... P-N7ch and P=Q.

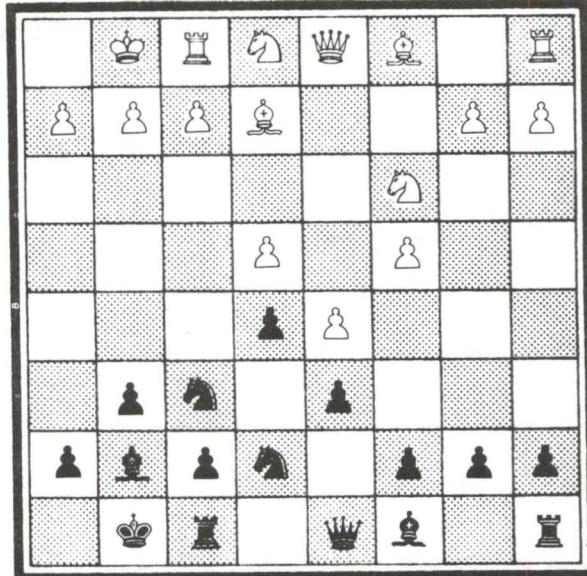
35. B-B5 PxP

That didn't help much either. If now 36. P-Q6 dis check then black plays P-B5 dis-check too. So white RESIGNED here.

So what went wrong with white's game? Did he castle too soon before he found out where black was going to attack? Or could he have defended better? Let us follow another game where white makes better use of his assets.

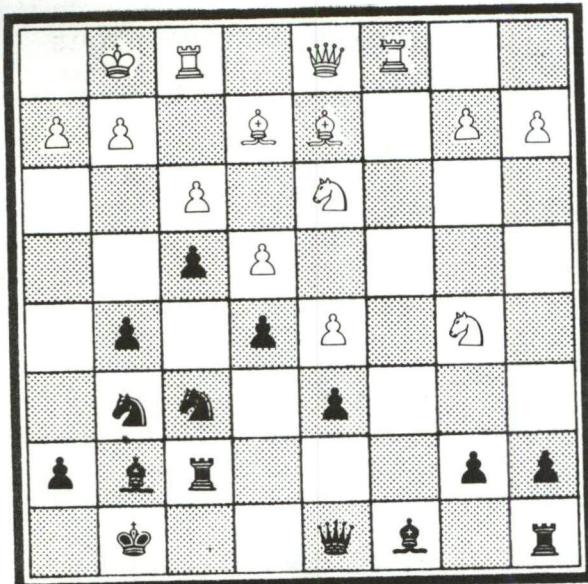
The game is Miles (Grandmaster) against Sax (also GM) played at the Phillips and Drew Tournament, London 1981.

Same first 8 moves as before, at which point Miles plays 8. N-K1.



This is a more economical move than 8. P-QN4, which we saw in the last game. White reasons that his knight is going to be driven away from KB3 anyway, by the pawn advance ... P-KN4-5, so why not move it now? However, instead of playing it to Q2 and QB4, as in the last game, where it blocked the QB file, white intends to transfer it to Q3. This keeps a more flexible deployment. On the one hand the knight supports the advance P-QB5; on the other it may take up defensive duties on the king's side. For example, if white wants to hold up black's ... P-KN5, he may play P-KB3, followed up by N-B2 and P-KR3, strong pointing the KN4 square.

9. .... N-Q2
10. B-Q2 P-KB4
11. R-B1 N-KB3
12. P-KB3 P-KB5
13. N-Q3 P-KN4
14. P-B5 N-N3
15. PxP PxP
16. N-N5 R-B2



In comparison with the last game, white has made considerably more progress, having placed his rook on open file and threatening invasion along that line. On the other hand black is still able to hold off his immediate invasion at QB7.

#### 17. Q-B2 N-K1

Once again the knight retreat proves a valuable way to defend the critical point at QB7.

COVER UP THE PAGE FROM NOW ON AND TRY TO GUESS THE MOVES FOR BOTH SIDES.

SPEND A FEW MINUTES ON EACH MOVE, BUT NOT TOO LONG, OTHERWISE YOU WILL FORGET THE THEME OF THE GAME.

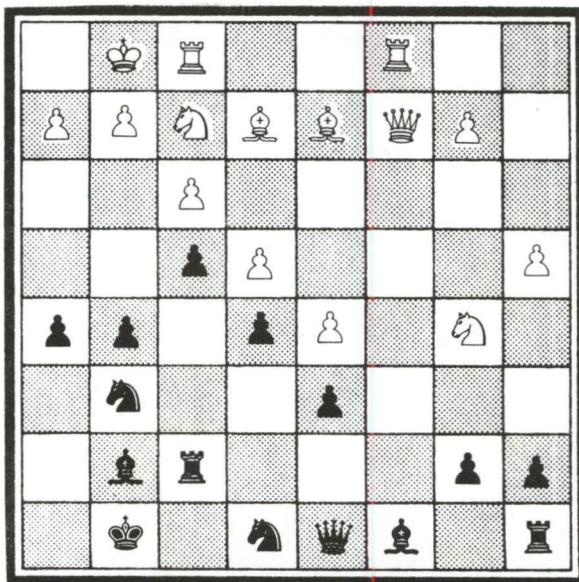
White would like to play  
18. NxRP here (... RxN  
19. QxB) but this falls to  
Q-N3ch. Meanwhile black is  
threatening ... P-QR3 and  
... P-QN4, so white reacts  
to this.

#### 18. P-QR4

Now if 18. ... P-QR3 white  
will play 19. N-R3 and then

hope to profit from the new weakness at QN6 (b6) by playing N-B4 and B-R5.

18. ... P-KR4  
19. N-B2!



The key move, preventing ... P-KN5 (white will just snaffle it). So far neither side has made a dent.

#### 19. ... B-KB1

Planning somewhat laboriously to play his rook to KN2 and prepare ... P-N5 that way. Note all this is occasioned by the need to fumble round the black king at KN1. Black's rook performs a double function on the second rank, defending the queen side (lateral motion) and preparing to attack white's king (vertical movement). Now, however, comes an awkward moment.

#### 20. P-KR3

White could have played here  
20. NxRP!? R-QB2! 21. B-R5, when  
an endgame arises which is about  
equal. (21. ... RxQ 22. BxQ RxR  
23. NxR RxRP). This occurred in  
the game Miles-Vukic. With  
20. P-KR3, however, white bides  
his time and puts another block  
against the move ... P-KN5.

20. ... R-KN2

21. NxRP

White seems to suddenly change his mind and capture the QRP.

This is a characteristic of Miles' games, frequently employed to catch the opponent off guard.

21. ... B-Q2

Either Sax suspected the endgame after 21. ... R-B2 22. B-R5, or he just didn't want a draw. Now white has to find other ways to break into the queen side before black can get his pawns to pass the KN5 square. We should note that black would like to put his knight on KB3 to help support this push, but that piece is needed on K1 to defend the QB7 square. It is particularly important for black to prevent a knight coming to B7, because then it might travel to the K6 square.

22. N-QN5

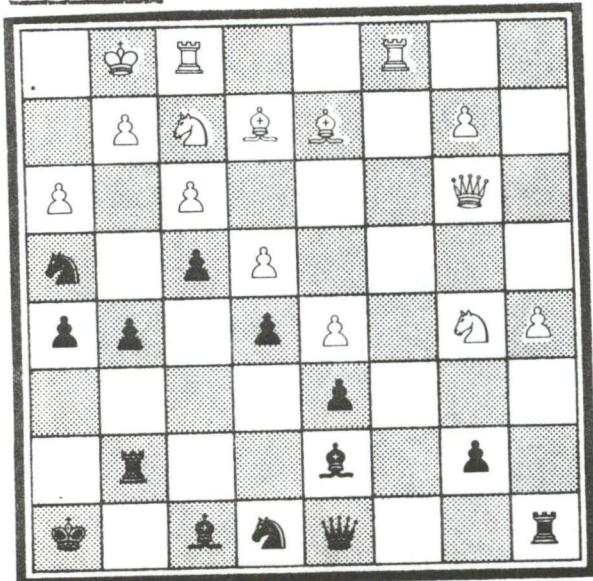
Black was now threatening ... RxN, so white has to move away.

22. ... N-R5

Another black piece slides into the vicinity of the white king.

23. Q-N3 K-R1

24. P-R5



This part of the game is a bit above my head. Grandmasters think for hours and very deeply about their positions, so it is often hard to fathom the reasons for choosing one move rather than another. Off hand, I would say white would be trying to play R-B2, then R-QB1 double rocks on the QB file and play N-B7-K6. However, why he chose 24. P-R5 before doubling is not clear. The reason probably is that if he plays N-B7 eventually, he doesn't want to leave his QR pawn en prise to rook and bishop. At any rate, faced with this black throws in his attack on the king side. But he has to sacrifice another pawn to do so.

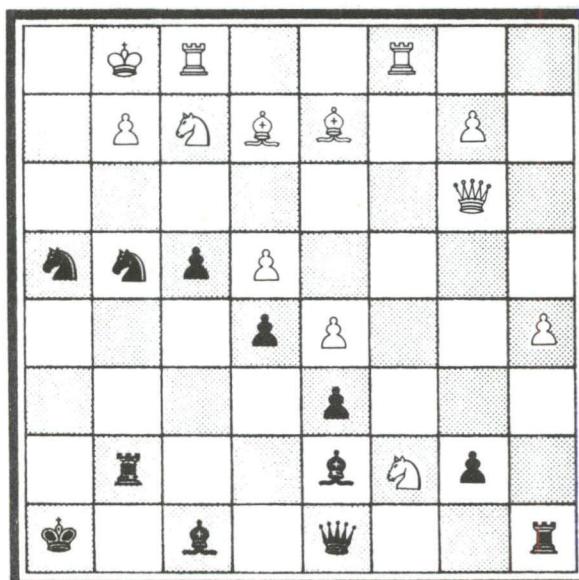
24. ... P-N5!?

25. BPxP PxP

26. PxP N-KB3

A trade: you give me the KNP pawn back and I'll let you in on QB7.

27. N-B7 N(B3)xKNP



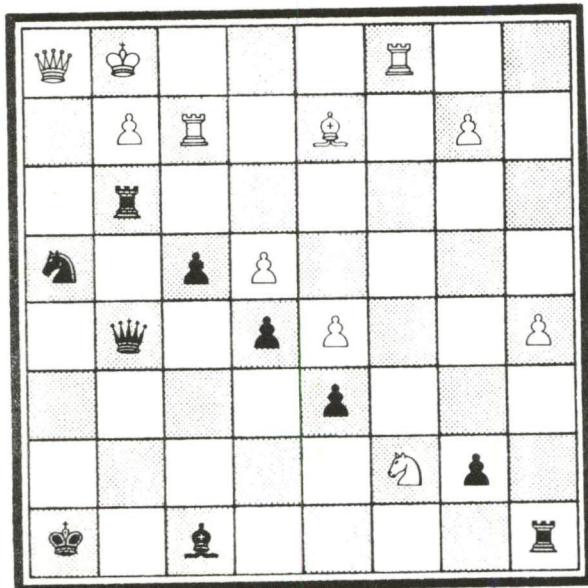
This position is worth studying as the violence of black's attack is now beginning to force white away from his inexorable demolition work on the queen side. As white, how would you try to defend your king position against the threats to the KN2 square?

\*\*\*\*\*

Taking the rook is very risky, because if 28. NxR N-K6, 29. BxN RxPch 30. K-R1 Q-N4 looks a good idea. Then besides threatening ... PxR and ... Q-N6, black also has a combination ... R-R7ch KxR Qn7 mate in the offing.

In deciding to exchange all the pieces at KN4, white postpones but does not solve the problem of his KN2 square.

- 28. BxN BxB
- 29. NxN RxN
- 30. R-B2 Q-N4
- 31. Q-R3 R-N6
- 32. Q-R1



At last white can breathe again. His queen has been pushed around but at least the KN pawn is now adequately guarded. The black knight at KR5 is pinned, and the black pawn at KB5 is likewise pinned, and hence cannot advance. And still black's rook in the corner is there for the asking. Can white possibly take it next move?

### 32. ... R-B1

No, black's moved it just in time. Yet and but white can now move his knight into K6, a tremendous square. Can black then keep his attack going

after this move has been played? What do you think about all this? (This question will be answered later - at the end of the game).

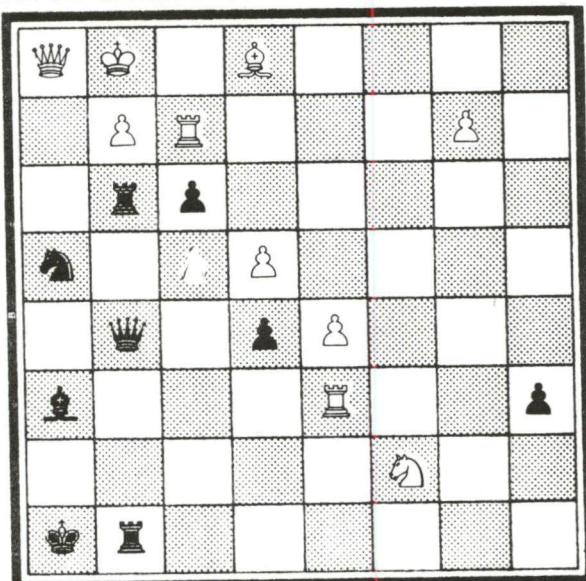
### 33. B-K1

White doesn't move his knight, but prepares his own counterattack, by planning 34. KR-B2 using his bishop against black's advanced pieces.

### 33. ... B-R3!

But this is strong. Because the knight at KR5 is now unpinned, and the way is clear for the rook at QB1 to move to KN1.

- 34. P-R6 PxP
- 35. R-B6 QR-N1
- 36. RxQP P-B6

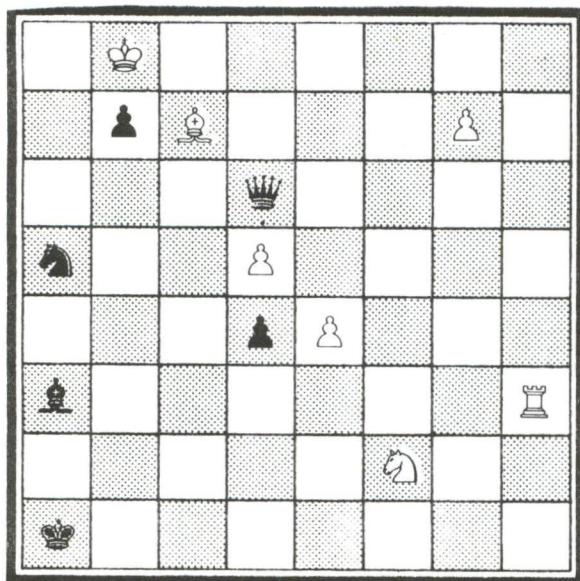


They're all ganging up on the KN pawn now. Surely white can't hold out much longer.

- 37. RxRP RxNPch
- 38. RxR Q-K6ch

A crippling check which finishes white off.

- 39. B-B2 RxRch
- 40. QxR PxQ!



Unexpectedly, black allows the queens to come off. But not for long. After 41. BxQ BxQch 42. K-R2 P-N8 a new black queen appears on the board. In face of this variation, white RESIGNED here.

Both attacks succeeded completely. White demolished black's queen side and obtained a won ending. Black demolished white's king side and won the game.

After the game it was suggested that 30. B-K1 was superior to the natural 30. R-B2. And that 33. N-K6 could have been played but against 33. N-K6 at least, black has a strong line in 33. ... RxRch 34. BxR Q-R4 (34. ... Q-N5 35. NxR Q-Q8ch 36. K-R2 RxNPch 37. RxR N-B6ch is also possible) 35. NxR RxNPch 36. RxR N-B6ch 37. K-B2 QxQ.

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Please note Mike Collins has now moved to 85, Brooks Road, Cambridge.

# LETTERS

What's this about a King's Indian Attack by White ( 1 P-K4, P-Q3, P-KN3 etc.)? Is it worth an article, perhaps in some future issue of 'RR'? If White, I always open P-K4 and am rather unsettled when Black replies with the Sicilian, French, Caro-Kann. But I'm told the K.I.Attack is a safe way to reply to all these? Is this really true? What have I been missing all these years? Good luck to RR. I find it a most helpful publication.

R.K. MOSLEY (POOLE)

C.A. Bliss from Shrewsbury asks in RR14 why chess computers are always dedicated machines instead of software for a mini-computer.

He may like to know that it is possible to buy a mini-computer based on the Z80 micro-processor and a cassette (or a written program if one has the patience to enter it oneself, albeit at a saving of around twenty quid) containing the Sargon program which won the chess tournament at the 1978 West Coast Computer Fair. Depending on the machine chosen, this could cost a lot more or a lot less than a dedicated machine of at least equivalent strength, and you have a fully fledged mini-computer thrown in.

This method, of course, lacks the portability of a dedicated machine, mainly due to the dependance on a television for display. Can you imagine wishing to show off your machine and arriving at the chess club laden with computer (complete with full keyboard and power supply), cassette recorder (with cassette) and portable T.V.?

STEPHEN DEVINE (GLASGOW)

Mike - Rabbit's Review received, ta. Personally I don't like it: too didactic, you miss the point that us rabbits is rabbits 'cos we don't want to make an effort. You disregard this at your peril. In my opinion you're too good a player to edit RR - you don't understand our views.

P. BUSWELL, BCF SECRETARY.

I am very pleased that I now subscribe to Rabbits Review. I am more than happy with each issue, but to 'top it all off' I think we would all be pleased to see you annotate one of your recent tournament games so that we can honour the style of our wizard of weird play editor.

DAVE JONES (GLOS)

Firstly, I am writing to congratulate you on producing a chess magazine in this country as I hope it will prove a stimulus to the other 2 major chess magazines "Chess" and "BCM". I find it refreshing to play through games in column form in real notation rather than the run together figurine nonsense of the other two. Also I like to see that your games have notes, I think most people would rather have a few well annotated games than lots of bare moves as other 'writers' seem to do.

Secondly, I like your book reviews as they tend to be more objective than those in 'Chess' and 'BCM' as there they are only trying to sell the books whereas you are guiding us through the forest of chess literature available.

After praise, though must come some constructive criticism and I would like to make these 2 points.

)1( There seems to be a lack of coverage of the endgame in RR, whereas it is obsessed with the Kings Indian Defence.

)2( Could you ease off the heavy coverage of computers and deal more with humans, for instance, how about a series of articles about the new British stars or of players like Timman and Kasparov who may be the next world champions?

Can I mention your cassettes. I find these very good and at first listening I find I've remembered about 80% of the material in them - a far more efficient system than rereading books on 'theory'. Also the Myer's Openings Bulletin is very thorough and just the thing to help catch Tigers cat-napping.

In a recent edition of RR you asked readers to recommend books which they found useful in general, and more specifically in the opening.

Well, the best beginners book on strategy is '62 Instructive Games' by Chernev (Faber). 62 classic games and Chernev's entertaining notes make this book a must.

For the opening, the best books I've come across are 'Opening Repertoire for Black' Marovic and Parma and 'King Pawn Openings' Marovic and Susic. Both Batsford. Also the Myers Openings Bulletin helps to find secret weapons.

Mark Hannon (UK)

SOLUTION to page 5 problem: 1 Qd5ch Ke2 2 Qa2 Kd1 3 Kd4 Pcl(Q) 4 Kd3 and mates.

# CASSETTES

As promised in RR14, Raymond Keene has produced two cassettes providing a complete repertoire for the player employing 1 Pd4(P-Q4), 2 Pc4 (P-QB4) as his first two moves.

In order to play this opening successfully, one needs answers to up to 15 defences - a truly daunting task under ordinary circumstances.

The cassettes last 90 mins each, tape 1 dealing with lines arising from 1d4 d5 (1 P-Q4 P-Q4) and tape 2 concentrates on 1 P-Q4 N-KB3 (1 d4 Nf6). Keene covers the QG Accepted, Declined, Tchigorin, Slav, Tarrasch. Budapest, Benko, Grunfeld, Benoni, Kings Indian, Czech Benoni, Nimzo Indian and Dutch, as well as the Modern and English Defences.

Part of Keene's recent successes in the International field (1st at Lloyd's Bank, 2nd at Benedictine), have been due to his crushing play with the white pieces, and the tapes contain many new examples of play with these systems. To gain the greatest benefit from the tapes, you need a grade of at least 120, as many of the ideas presented on the tapes require skill by the listener to execute them.

However, the tapes will also prove valuable to lower graded players hoping for a 'starter' on the Queen Side Openings.

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### Against 1 P-K4

PETROFF DEFENCE by Shaun Taulbut 90 mins £3.35.  
Called a complete defence to 1 P-K4, it certainly is straightforward. White can take a draw but may burn his fingers trying for more - as happened in Karpov v. Larsen.

CENTRE COUNTER with ...Qxd5 by Shaun Taulbut 90 mins £3.35  
Another line against 1 P-K4 which gives black a sound central position for middle and endgame. Taulbut's recent first in the Esbjerg tournament included two wins with this defence over GMs Radulov and Jansa.

### Against 1 P-Q4

BUDAPEST DEFENCE (1 P-Q4 N-KB3 2 P-QB4 P-K4) by Otto Hardy 90 mins £3.35  
The Budapest has been generally neglected, but it does give black an open game with free piece play, something rarely obtained against QP openings.

POLISH DEFENCE (1 Pd4 Pb5) by M. Basman 90 mins £3.35  
A sister line to the St. George, which involves a queen side fianchetto and aggressive play by black. Julian Hodgson used this line in the recent Benedictine International, scoring two draws and one win against GM R.Keene, IM Ligterink, and Glen Flear, and registering an IM norm at the same time.

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