

# RABBITS REVIEW



2nd ANNIVERSARY ISSUE

# NO 12



# THE KING'S INDIAN

by Joe Gallagher

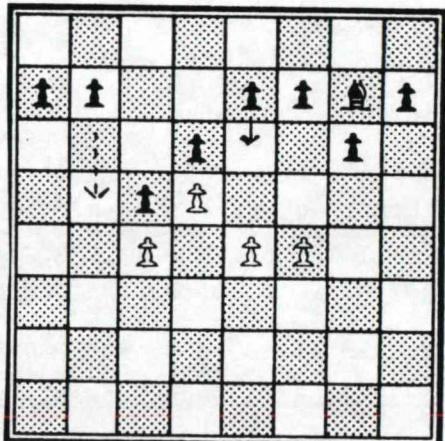
The King's Indian Defence is characterised by the black formation:-



usually against a white queen side formation involving pawns at QB4 and Q4. In this way it is different to the Pirc and Modern defences, which use the same black formation, but generally against a king side opening, with pawns at K4 and Q4.

Black temporarily cedes white space in the centre, but will usually strike back with either ...P-QB4 or ...P-K4.

The move ...P-QB4 looks more logical, because it helps to extend black's power along the long diagonal, where he has placed his king's bishop. If white then answers with P-Q5, black will play on the queen side, hoping for the pawn advance ...P-QN4. Or he will try to open up the centre with ...P-K3, and then play along the king file; or black may combine both ideas. White's chances generally lie on the king side or in the centre, with the break P-K5. Ideas of this sort are found in GAME 1 (Four pawns attack).



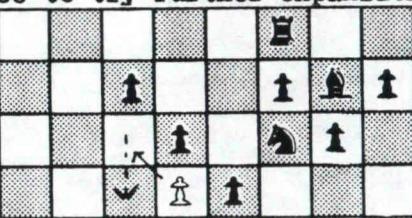
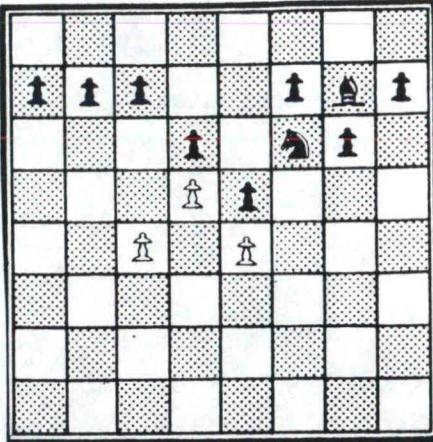
Black's other central thrust is ...P-K4. Now, if white blocks with P-Q5, as he often does, black will tend to play on the king side with ...P-KB4 (after the knight has moved away from KB3).

White will tend to play on the queen side, aiming to open lines with an eventual P-QB5.

Black's queen side chances are more restricted because of his pawn at QB2, which makes it difficult to get his pieces over to the queen side. If the pawn manages to get to ...QB4 black will then have enough space to try further expansion with ...P-QN4.

However, usually the pawn cannot get to QB4 because white will take it en passant and then black will have a weak

queen pawn to look after.



---

An example of black playing ...P-K4 is shown in GAME 2, but because of the positioning of the kings, the themes become mixed, and it is white who plays a king side attack, while black launches an (unsuccessful) onslaught on the queen side.

.00 \_\_\_\_\_ 00

We can see that this opening has a lot to do with pawn moves, which is why it is either disliked or avoided by most club players. There is a constant interplay between the pieces and the pawns, in which both try to help and harmonise with

each other.

At the beginning of the game, the black pawns are placed so as not to interfere with the lines of the bishops at QBl and KN2.

Then the pawns try to expand, with pieces pushing them from behind. Exchanges of pawns are offered, to open files. The knights buzz around, looking for outpost squares. The queen gravitates to the king or queen side, according to the pawn structure. The black king almost invariably castles short.

For White, the problem is different. He has been given a space advantage, so usually he will need to develope and fill up the space he already controls, whilst containing black's inevitable thrusts against his position. The first four ranks belong to white, the fifth is disputed territory, and the last 3 are blacks. After white has stabilised his position, he will try to push through in one specific sector of the board, for example by P-QB4-5 or P-KR4-5. An exception to this rule is provided by GAME 1, where white launches an early attack.

---

WHITE A. P. Lewis

BLACK Joe Gallagher

Islington Open 1980

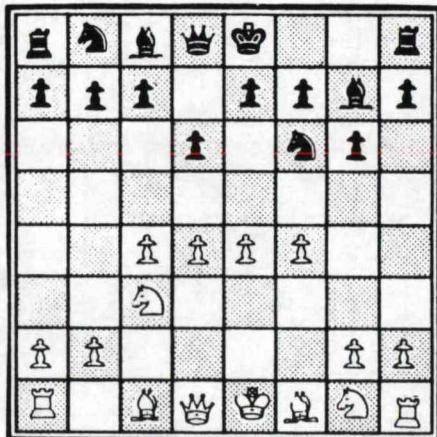
1 P-Q4 N-KB3

2 P-QB4 P-KN3

3 N-QB3 B-N2

4 P-K4 P-Q3

5 P-B4



This is the move that characterises the Four Pawns Attack. In the early part of the century, allowing your opponent to form a centre like this would have been thought of as certain defeat. But these days there are many resources for the second player.

5 ... 0-0

6 B-K2

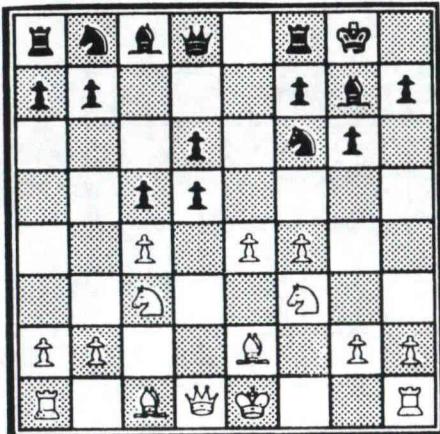
More usual is 6 N-KB3, but usually the two moves transpose.

6 ... P-QB4

Black strikes out at the massive centre.

7 P-Q5 P-K3

8 N-KB3 PxQP



9 P-K5!?

A very interesting move. The regular line is 9 BPxP, which black can answer with 9...P-QN4. We invite you to analyse for yourselves this continuation, which will be discussed at the end of the game.

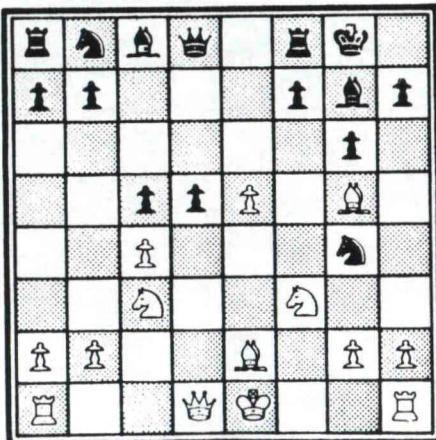
Now we shall continue with the present game.

9 ... PxP

A good alternative is ...N-K1.

10 PxKP N-N5

11 B-N5



11 ... P-B5!

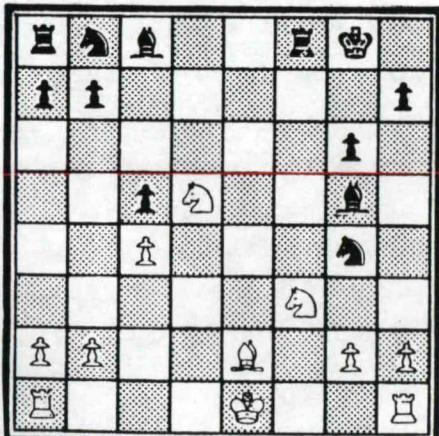
Improving on 11 ...Q-Q2 as played in Orienter-Toran,

Madrid 1973, which continued 12 NxP NxKP 13 NxN BxN 14 B-B6! and Black's game collapsed.

11 ...Q-R4 was played in Sakovics-Petkevics, Latvia 1968, but white soon obtained an overwhelming position after 12 PxP P-B5 13 O-O P-QN4 14 P-QR4 P-N5 15 N-K4 Q-N3ch 16 K-R1 B-B4 17 P-R5 Q-R3 18 Q-Q4, though I am sure black's play can be improved upon.

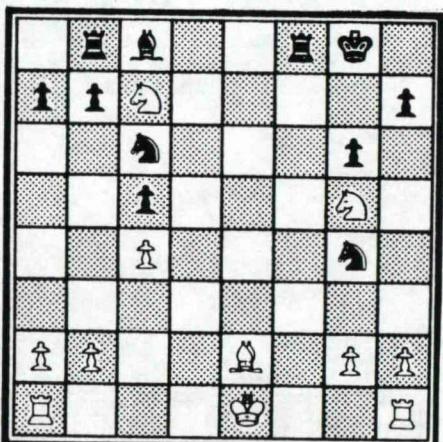
We shall now return to the game.

12 PxP BxP  
13 QxPch QxQ  
14 NxQ BxB



This natural looking move cost me  $\frac{1}{2}$  hour on the clock, as there are a lot of hidden tactical resources which had to be carefully calculated. My opponent had reached this position on three previous occasions and all his opponents had played 14 ...N-B3, but he won all the games.

15 NxB N-B3  
16 N-B7 R-N1



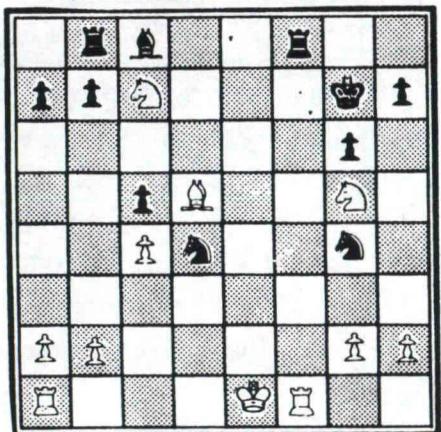
The move which cost me so much time was 17 N(5)-K6 which attacks the rook and also blocks the diagonal, putting the knight on 'N5' en prise. But white's exposed king on the central

file comes to black's rescue - a factor which was bound to surface sometime. Black plays 17...BxN 18 NxN QR-K1. If white now plays 19 BxN, N-Q5 regains the lost piece due to the pin on the king file.

On the other hand, white can go for the win of the exchange after 17...BxN 18 NxN QR-K1 by 19 NxR, but this is more trouble than it is worth after 19...N-Q5 20 O-O-O! NxBch 21 K-Q2 N-B7! when black ends up in the better position.

LET US NOW go back to the game.

- |    |        |      |
|----|--------|------|
| 17 | B-B3   | N-Q5 |
| 18 | B-Q5ch | K-N2 |
| 19 | R-KB1! |      |



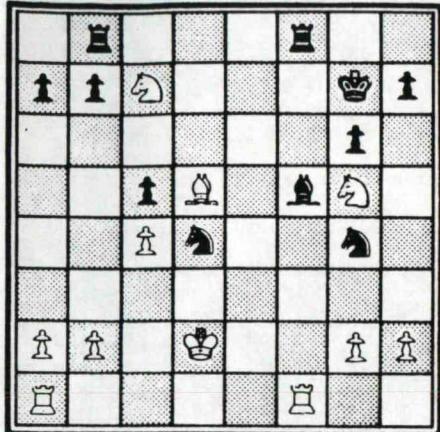
A significant position. Black has managed to establish a knight at Q5, a black square, which might have been foreshadowed by his early pawn play. White, on the other bases his attack on the white squares, with a bishop at Q5, and hopes of a forking check on K6. At present white cannot go into K6 because of an eventual pin along that file, but he hopes to now tempt black into 19...N-B7ch, 20 K-Q2 NxR, when 21 N-K6ch does win material.

19 ... B-B4

We now have six minor pieces (and a couple of rooks) in hand to hand combat. Endgames are supposed to be boring, but this one is as treacherous as a jar of rattlesnakes. Now white is threatened by a decisive rook invasion down the king file, a file he himself opened. He finds the only defence.

20 K-Q2!

6



20... P-KR3

21 N-B3 NxNch

22 PxN N-B3

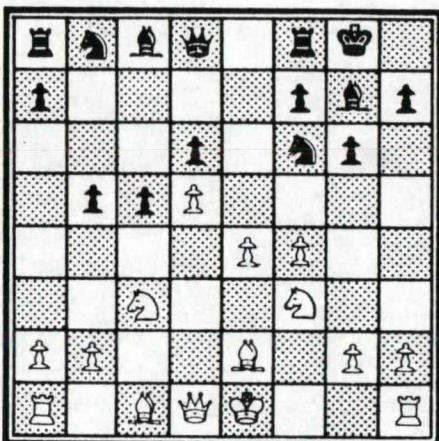
Black now had five minutes to reach the time control at move 40.

23 QR-K1 NxB

24 NxN DRAWN

In the final position black has an edge because his bishop is superior to the knight (the position is open, with pawns on both sides of the board, which favours the long range piece). But due to my extreme time shortage, I accepted my opponents offer of a draw.

WE SHALL NOW ANALYSE THE POSITION ARISING AT MOVE 16, AFTER THE SUGGESTED MOVES 9BPxP P-QN4!?



The idea of black's last move is to exchange his side pawn for a centre pawn.

If white captures 10 NxNP, black plays ...NxKP. If 10 BxNP, black has ...NxKP all the same, for 11 NxN Q-R4ch! 12 N-B3 BxNch 13 PxB QxB regains black his piece.

Instead of this, white can play 10 P-K5! PxP 11 PxP N-N5 12 B-KN5 P-B3 13 PxP BxP 14 BxB QxB 15 Q-Q2 with equal chances.

### The SAMISCH VARIATION

We shall now look at another line in the KID which is renowned for its tactical play - the Samisch variation. Why tactical? Because white is intending to storm the black king position with P-KR4-5, Q-Q2 and B-R6. One must admit that black with his early castling, pawn at KN3 and weak square at KR3 seems to present white with a heaven sent attacking opportunity. But whether this is an opportunity or just a 'come on' we shall see from the rest of this article.

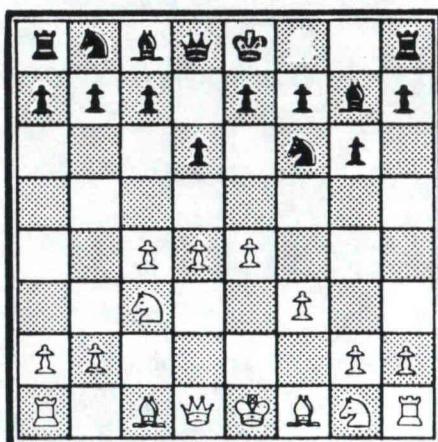
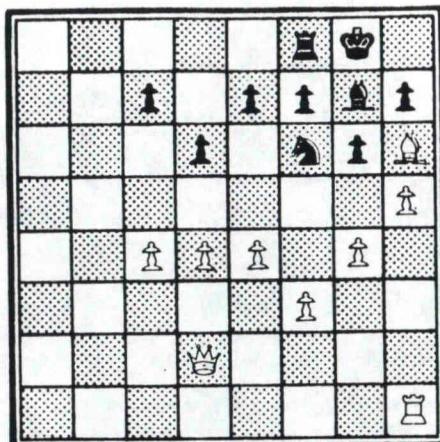
We shall be looking at two main games, the first of which shows what can happen when black plays the opening passively.

WHITE Joe GALLAGHER

BLACK P. VARGAS

- |   |       |       |
|---|-------|-------|
| 1 | P-Q4  | N-KB3 |
| 2 | P-QB4 | P-KN3 |
| 3 | N-QB3 | B-N2  |
| 4 | P-K4  | P-Q3  |
| 5 | P-B3  |       |

I usually have this position sitting on the opposite side of the board, but as it brings about interesting play, I am also content to play the white side. The move P-B3 marks the system. It is played mainly to safe-

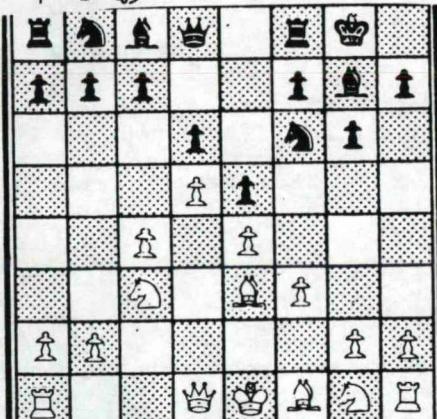


guard the white bishop when it comes to K3, from attacks by by ...N-KN5.

5 ... 0-0

6 B-K3 P-K4

7 P-Q5



Black's main continuations are ...P-B3 and ...N-KR4. What do they signify? 7... N-KR4 indicates that black intends to expand on the king side, his natural plan, by ...P-KB4. In that case you often get the interesting spectacle of both sides attacking on the same wing.

7...P-B3 is an attempt to open up a file on the queen side, bearing in mind that that is where the white

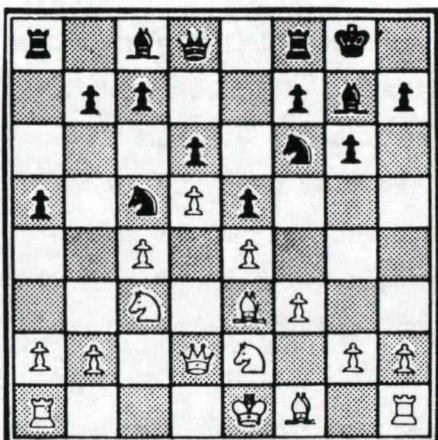
king seems headed. If white exchanges pawns on c6, he will gain a weak pawn at d6 to attack. But if his king is on the queen side, he may not have the calm conditions he needs to exploit it.

In the game black chooses neither of these moves.

7 ... P-QR4?!

8 Q-Q2 QN-Q2

9 KN-K2 N-B4



Black's plan of establishing a knight at QB4 would be more effective against a quieter white set up, such as the Classical variation, where white castles king

side. Then white would be aiming to advance on the queen side with P-QB5, the very square which black is blockading so firmly. Here this defending strategy on the queen's wing is ill suited to the needs of counterattack, and soon black becomes a passive spectator of the white advance on the other wing.

10 O-O-O

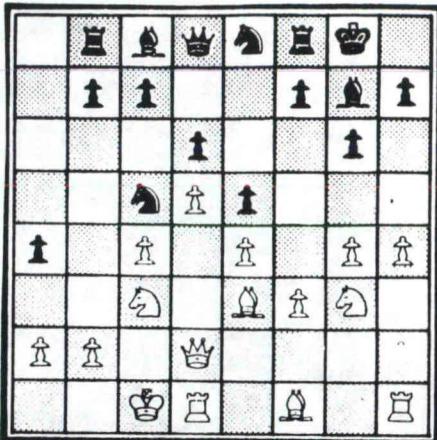
White continues with his attack. He does not bother to exchange off the black knight at QB5, by 10 BxN PxP, as that would mean parting with his good bishop, and furthermore black would be presented with a fine square at Q3 for his other knight.

10 ... N-K1

11 P-KN4 P-QR5

12 P-KR4 R-QN1

13 N-N3

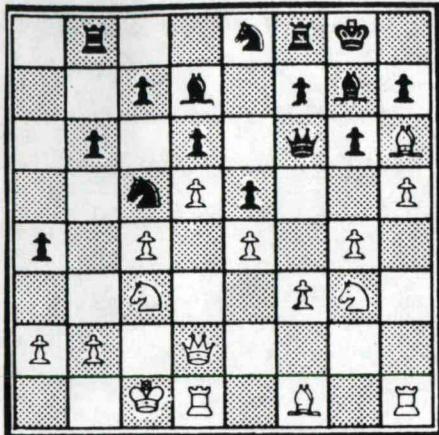


In the last few moves white has made great strides with his attack, and he has also been careful to restrain black's freeing move ... P-KB4. We should also note a tactical difficulty black has: if he plays 13...P-QB3 here, preparing ...P-QN4, white demolishes him with 14 PxP PxP 15 BxN, taking advantage of the pin on the queen file. So black cannot break out on the queen side and must wait to see what white will do on the other wing.

13 ... P-N3

14 P-R5 B-Q2

15 B-R6 Q-B3 ?!



Black could still have defended, though passively, with 15 ...Q-K2, since if 16 BxR KxR 17 PxP RPxP 18 Q-R6ch K-N1 the KRP is guarded. (note this variation well, it is an important one). However, instead white can play 16 B-K2, threatening QR-N1 and the breakthrough sacrifice N-B5.

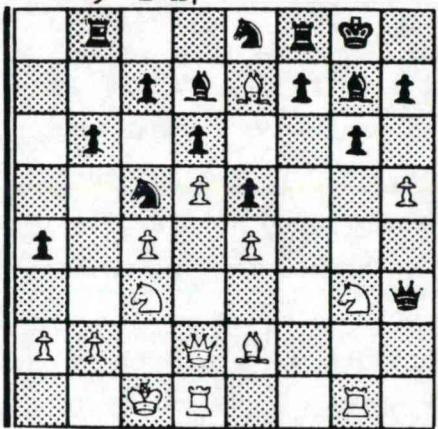
Hence black's attempt here to muddy the waters. He threatens 15 ...BxR 16 QxB Q-N2, as well as the white KRP.

16 B-KN5!

A change of plan. White decides to pick up the

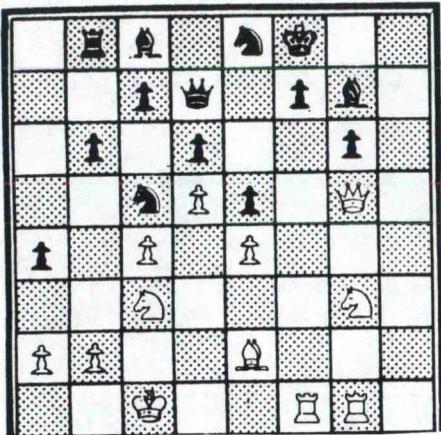
exchange for a couple of pawns, and open lines on the king side at the same time.

- 16 ... QxBP
- 17 R-N1 QxNP
- 18 B-K2 Q-R6
- 19 B-K7



I was hoping to be able to catch the black queen, but as this didn't work, I took the exchange.

- 19 ... B-B1
- 20 QR-KB1 Q-Q2
- 21 BxR KxB
- 22 PxP RPxP
- 23 Q-N5



23 ... K-N1  
White has won his exchange and now has the problem of breaking through his opponents defence.

He has four plausible approaches.

(1) Attack along the open king rook file. This is not likely to succeed, because black's bishop at KN2 guards the KR8 square.

(2) A breakthrough sacrifice by N-B5. After ...PxN, white will have an open file against black's king. Unfortunately, black's bishop at KN2 is well defended by the knight at K1.

(3) Doubling rooks on the KB file, to put pressure on the pawn at KB7. This looks prom-

ising, as it is not easy for black to defend this pawn.

(4) Using the secret ingredient of pins which the rooks set up along the half open files. For example, on the last move, white was threatening 24 QxNP.

24 R-R1      B-QR3

25 Q-R4      K-B1

26 R-B2

White is now able to double his rooks on either the KB or KR files.

26 ...      Q-Q1

27 Q-N4

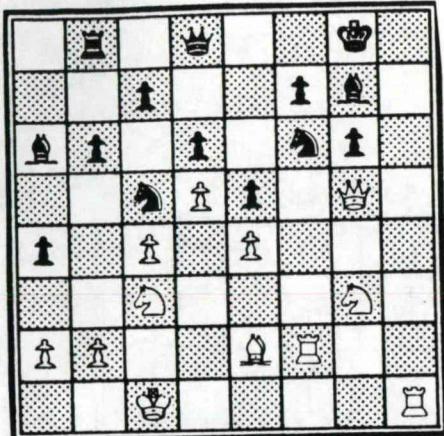
Once again gaining time by utilising the pin to threaten 28 QxNP.

27 ...      N-B3

28 Q-N5      K-N1

After some manouvreing, white is ready to put plan (3) into action, by doubling rooks on the KB file. However, he decides on a more crushing finish, utilizing ideas (2) and (4).

29 N-B5!!



If black takes this knight, white plays  
30 R-N2 Q-KB1 31 Q-R6!  
utilising the pin on the  
bishop to give mate on the  
following move.

Black can also play  
29...PxN 30 R-N2 N-K1  
which is his best chance,  
though after 31 Q-R6!  
K-B1 32 RxN NxR 33 Q-R8ch  
white has got him on the run.

29 ... N(QB4)xKP

30 N-R6ch! K-B1  
31 NxN NxN  
32 RxBPch Resigns

THIS ARTICLE WILL BE  
CONTINUED IN THE NEXT  
ISSUE OF RABBITS REVIEW.  
Meanwhile we leave our  
readers with two questions  
to ponder.

Why does black play the  
thrust ...P-QB4 against  
the Four Pawns Attack, but  
...P-K4 against the Saemisch?

Why does white then push  
on with P-Q5, instead of  
exchanging or keeping the  
tension?

-----))))(((((-----

Would you like your copies  
of Rabbits Review smartly  
bound, with gold lettering  
on the spine? Then just send  
them, in batches of six, to  
Dan Gold, 81 Cleveland Road,  
Ealing, London W13.  
Cost £3.50 payable to Dan Gold.

PRIVATE CASSETTE TUITION  
available from Jim Plaskett  
48, Wheathouse Close,  
Putney, Bedford. Send two  
of your games, £4.50 plus  
blank cassette for your  
first lesson.

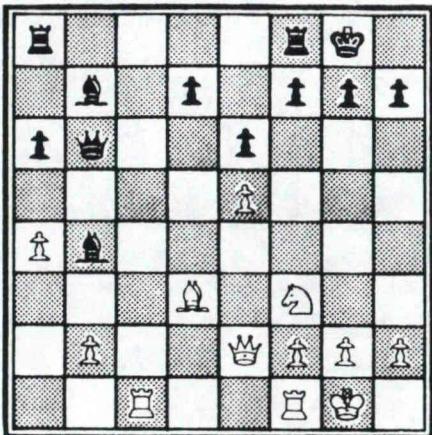
# SHOE STRING ATTACK

"First BISHOP bursts upon the scene

And clears the way for KNIGHT and QUEEN"

How many successful attacks have been launched with just these three pieces alone! One example is the famous Greek Gift sacrifice where white plays

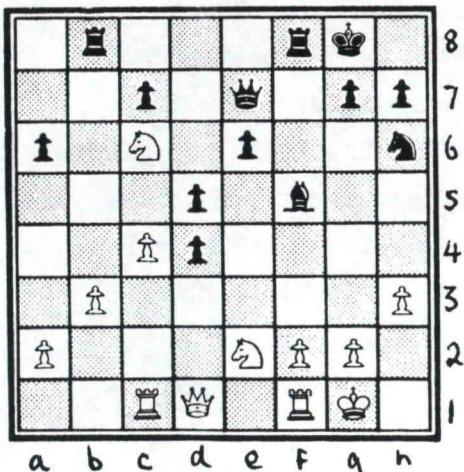
- 1 BxRPch KxB
- 2 N-N5ch K-N1
- 3 Q-R5 or
- 2 ... K-N3
- 3 Q-N4 with attack.  
( Rabbits Review No 5 gives several examples of this).

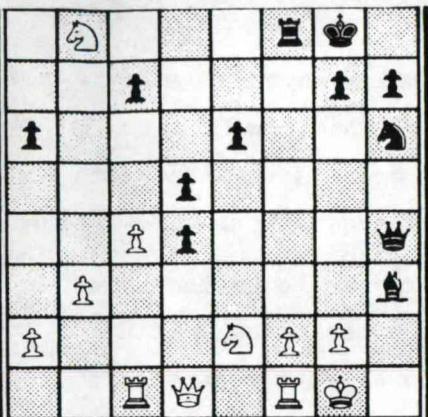


Here is another, more unusual example of the amazing power of these pieces to completely devastate a castled king position.

From the diagram opposite, white has just played 18 Nc6 (ha fooled you we're using algebraic notation), but instead of resigning black goes wild.

- 18 ... Qh4
- 19 Nxh8 Bxh3





White now decides he doesn't like the look of 20 gxh3 Qxh3 with the threat of ...Ng4 and ...Qh2 mate.

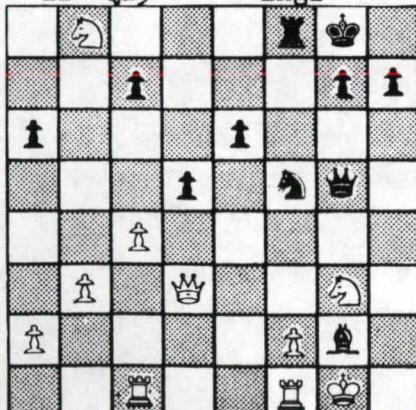
20 Qxd4 Qg5

Renewing the threat of mate, but surely white can easily parry with ...

21 Ng3 Nf5

Bringing the knight in with tempo on the queen

22 Qd3 Bxg2



Oof! Black continues the ruthless stripping of the pawn cover.

23 Kxg2 Nh4ch

24 Kh3

Had white gone to h1, then black would answer with ...Nf3 with ...Qh6ch and Qh2 to follow,

24 ... Qh6

25 Qe3 g5

26 Qe2 Nf3ch

27 Nh5 Qxh5

28 Kg3 Qh4ch

and mate next move.

-----00000-----

Well, I suppose black did have a rook to help him in the attack, but on the other hand, white had almost his full complement of pieces to defend with. Look out for these attacks in your own and other peoples games.

Meanwhile we leave you with a question - could white have beaten off the attack with best defence? Send your analysis in, and the 3 best will receive a six months supply of the MYERS OPENING BULLETIN.

# OPPOSITE CASTLING

by Mike  
Donnelly

Many modern openings lead to positions where players castle on opposite sides of the board. This common type of game involving sharp and interesting chess requires some thought because of its inherent special characteristics.

Compared to positions where players castle on the same side of the board, one difference is outstanding. With similar side castling an attack can usually only be carried out by pieces alone, since the advance of pawns in front of ones own castled position carries with it the great danger of exposing ones own king to attack. When the kings are on opposite sides of the board, the pawns on the other side can be readily advanced to open lines to the opponent's king, hopefully for the heavy pieces to flood in and deliver checkmate!

Since both players will be following this laudable aim, the whole plan requires some delicacy of touch and a number of points must be borne in mind.

Firstly the player who gets the initiative first becomes odds on favourite to win the game. It is also advisable to be on the look-out for moves which slow down or stop dead an opposing attack - leaving your attack victorious. Before embarking on a pawn storm which is essentially a "boat-burning" process, one must weigh up the relative merits of the pieces and pawns manning the bastions you are storming. For example, will your opponent's pieces be targets for your pawns, thus speeding up their advance? Or have any pawns been advanced in front of the opponent's castled position, thus making line opening easier?

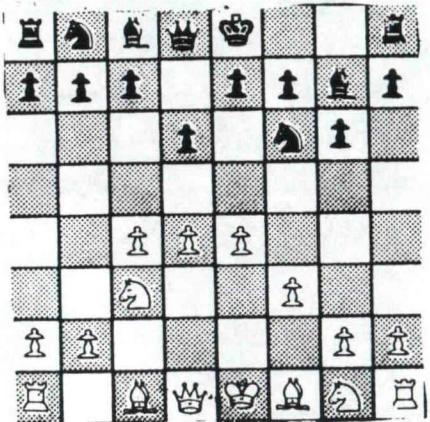
## GAME 1

WHITE R. Moore

BLACK M. Donnelly

- |   |       |       |
|---|-------|-------|
| 1 | P-Q4  | N-KB3 |
| 2 | P-QB4 | P-KN3 |
| 3 | N-QB3 | B-N2  |
| 4 | P-K4  | P-Q3  |
| 5 | P-B3  |       |

The Samisch variation against the King's Indian Defence. White stabilises the central pawn position ready to throw forward his king side pawns, by moves such as P-KN4, P-KR4 and P-R5.



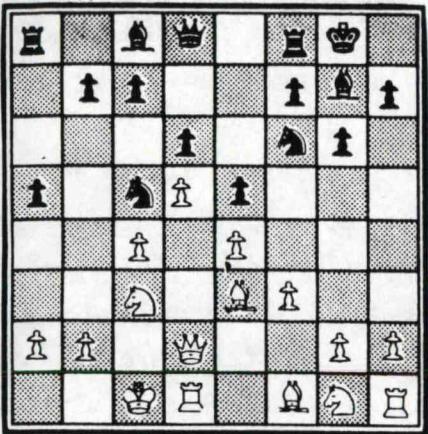
As referred to in our introduction, white has weighed up the chances

of line opening on the king side. The presence of the black pawn at KN3 means that white is almost bound to be able to open up the KR file by moving P-KR4-5. Note that white could also consider gaining time for his attack by the advance P-KN4-5, hitting the knight at KB6. But since that manouvre would not help to open up any files against the black king, and since the pawn at KN5 would also block the diagonal of the white bishop leading to KR6, this is not such a fruitful idea.

- |   |      |       |
|---|------|-------|
| 5 | ...  | O-O   |
| 6 | B-K3 | QN-Q2 |
| 7 | Q-Q2 | P-K4  |
| 8 | P-Q5 | P-QR4 |

With the two-fold idea of advancing a pawn ready to attack on the queen side, and also to place a knight at QB4 without fear of being driven away by P-QN4.

- |   |       |      |
|---|-------|------|
| 9 | O-O-O | N-B4 |
|---|-------|------|



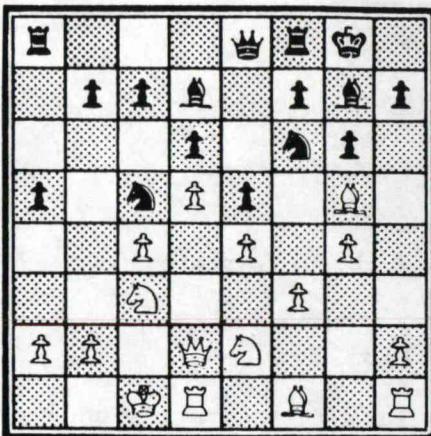
Both kings have now landed up on opposite wings, and a promising attacking plan for white must be P-KN4, P-KR4, P-R5, B-R6, BxP, PxP, and Q-R6ch (see Rabbits Number 7 for a detailed analysis of one such attacking attempt). But in this game white frigs around and never gets anywhere near this.

10 B-KN5 QxK1

11 P-KN4 B-Q2

Black hopes to open lines on the queen side by ...  
P-QN4.

12 KN-K2?



It's bad enough that white does not prosecute his own attack with verve, but he also fails to take steps to hold up black's. By playing KN-K2 he blocks one of the defenders of the QN5 square, the bishop at K1, thus enabling black to play ...P-QN4. White should have considered playing P-KR4 or even the brash 12 N-QN5, to blot out black's ...P-QN4 completely.

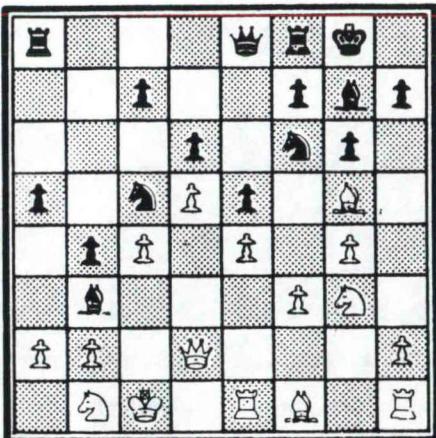
12 ... P-QN4!

Let's go!

13 N-N3 P-N5

14 N-N1      B-R5

15 R-K1      B-N6 !



A neat point. Black cannot make any progress with his pawns at present, for if he advances ...P-N6 white can block the files with 16 P-QR3. So black uses his pieces to break in. Here 16 PxB is unplayable because of the knight fork, and saving the QRP by 16 P-QR3 is also uninviting because it makes the opening of a file against the white king inevitable.

White therefore abandons the QR pawn in order to keep

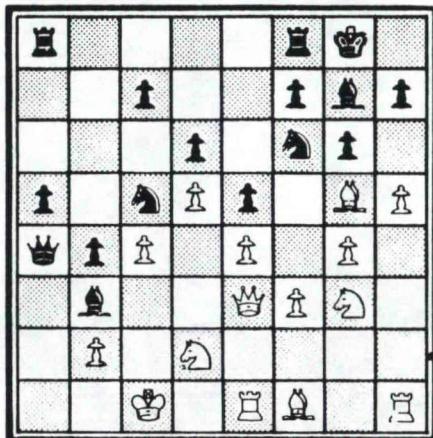
the files on the queen side closed at least temporarily. However, black's remaining bits (Q, B and N) prove quite sufficient to demolish the white king without the aid of the rooks.

16 Q-K3      BxRP

17 N-Q2      Q-R5

18 P-KR4      B-N6

19 P-R5



White has at last reached the 'first act' of his performance; unfortunately Black now enacts the 'last rites' over his king.

19 ...      Q-R8ch

20 N-N1      B-R7

21 K-B2            P-N6ch  
WHITE RESIGNED for if  
22 K-B3 N-R5ch wins at  
least a piece.

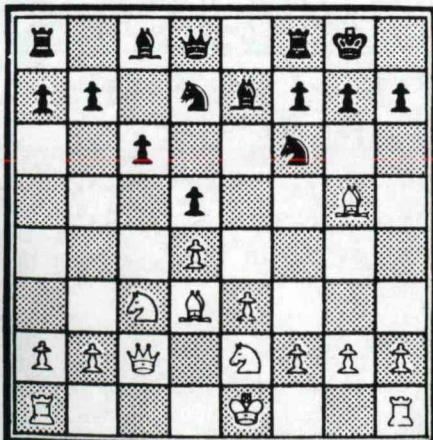
oooooo

## GAME 2

WHITE      M. Donnelly  
BLACK      Dr. R. White

Queen's Gambit

- 1 P-Q4            P-Q4
- 2 P-QB4          P-K3
- 3 N-QB3          N-KB3
- 4 B-N5            B-K2
- 5 P-K3            O-O
- 6 PxP             PxP
- 7 B-Q3            P-B3
- 8 Q-B2            QN-Q2
- 9 KN-K2



By this move order white develops his knight to K2 rather than KB3, which facilitates the rapid advance of the king side pawns, preceded by P-B3. This last move also eliminates black's central action by ...N-K5 (see Rabbit's Review No. 11 for a detailed discussion of the Queen's Gambit Exchange Variation).

- 9 ...            P-KR3

This natural move only encourages white in his attacking plans, for now he has a target for line opening by P-KN4-5.

- 10 B-KB4          R-K1
- 11 O-O-O          P-B4

Black is the first to advance his pawns, but his pieces are not yet in play to back up the attack.

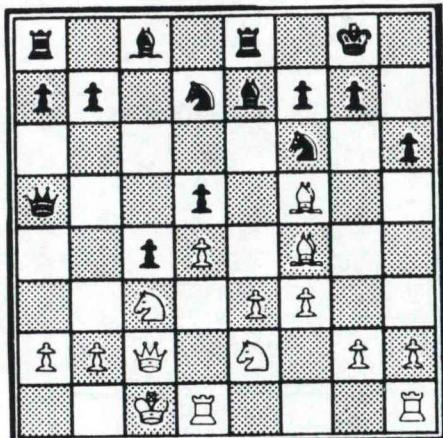
12 P-B3

P-B5

13 B-B5

Q-R4

Black is now ready to advance ...P-QN4-5, so white must commence active operations or go under without a fight.



14 P-KN4 N-B1

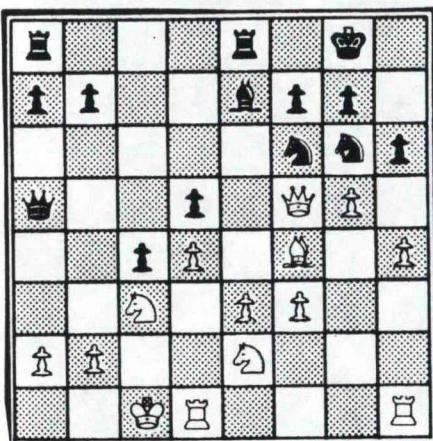
15 P-KR4 BxB

16 QxB N-N3

17 P-KN5

White has moved forward rapidly with his attack, and we are now in the area of concrete analysis in this game. Note that the attack on the knight

at KB3 also has relevance to the central struggle, for when the knight moves, white will be in a position to capture black's QP.



17 ... N-R4

White is very tempted to go for the endgame here by 18 QxQP QxQ 19 NxQ N(R4)xB but eventually decides that black will then be able to recapture his pawn at KN5 or K3. He therefore presses on with his attack.

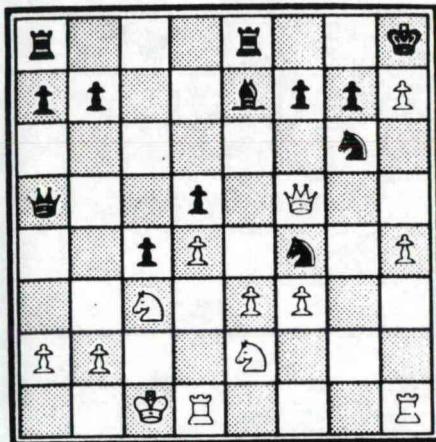
18 PxP N(R4)x B

19 P-R7ch ?

A bad mistake, because it closes lines on the king

side. White should have kept his options open by the simple 19 NxN.

19 ... K-R1!



This idea, of hiding underneath an enemy pawn is quite a common one in such positions. It gives black just enough time to get his own attack under way.

20 NxN NxN

21 QxN B-N5!

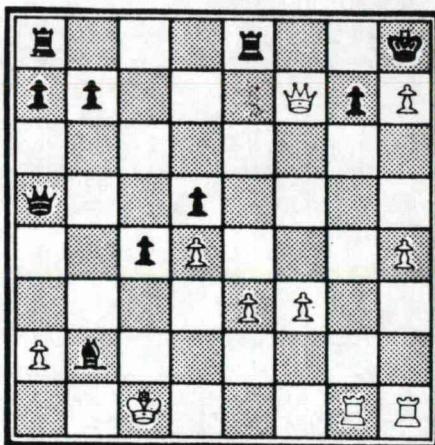
22 QxP

White has no real defensive potential on the queen's wing, so he goes for black's jugular-

the KN7 square. No doubt black should have taken time out here to play ...R-K2.

22... BxN

23 QR-N1! BxPch



Both sides climax simultaneously. Black has no way to defend KN7 so he goes for perpetual check.

24 KxB Q-Q7ch

25 K-R1 Q-B6ch

26 K-N1 Q-Q6ch

27 K-R1

DRAW AGREED by perpetual.

Was 22 QR-N1 a better chance? If ...BxN 23 RxNP BxNPd 24 K-N1.  
-Ed.

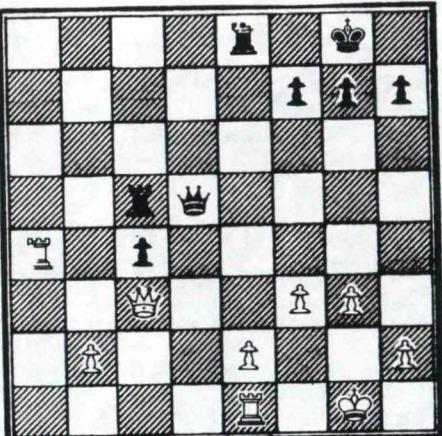
# LETTERS

Dear Sir,

"Chess Computer Finds Move Spassky Missed!"

We all know which model is being puffed, but "Ungifted Amateur Takes Minutes, Computer Takes Hours" would be a more useful headline for intending purchasers.

In the diagrammed position, the computer, Sargon 2.5, playing at its normal level, 2-4 minutes, chose 1...RxP. I froze, seeing that my a4 rook was lost after 2...Q-Q8ch, but breathed again since 3 Q-K1 keeps up the back-rank mate threat. Resetting the position with the computer at its highest level it took 2hr 10 min to stop signalling 1...RxP as its best move found so far.



I do not regret buying my computer, because as an indefatigable wriggler it makes me work to win won games, but I look forward to stronger programmes. Meanwhile, a computer may find the occasional brilliancy, but quite fortuitously.

Yours Faithfully, A.E. HILLS

P.S. For your information I have tried both the Sargon 2.5 and voice sensory, the new one, in my own home over an extended period, and Sargon is still the stronger in my view.

Dear Sir,

Whilst sending in my subscription renewal, I would like to make a suggestion. Would it not be possible to organise postal games through Rabbits Review? Although I belong to a club I am an ungraded player and do not play in any of our competitive games. I learnt chess far too late in life to become a serious competitive player.

The thing is that, unfortunately, I have no one to play with in my own home, which is why I would like to have postal game(s) with any other ungraded reader of Rabbits Review. I play through games from books quite a bit, but this requires more concentration, I find, (to really keep your mind on it) than playing over the board.

I have played a couple of postal games and found it quite interesting. This is why I would like to do so again.

Perhaps you could 'sound out' your readers and see what the response is. If the response is big enough, I suggest that there could be a small entrance fee, to cover the cost of having some score cards printed to send through the post.

Yours Sincerely, Miss M.L. Morris

38 Whitby Road, SUTTON,  
Surrey SML 3 LZ

There are already two main postal chess bodies in the British Isles, which cater for all strengths of player.  
① The Postal Chess Club, run by CHESS,  
SUTTON COLDFIELD, B73 6AZ  
② The British Correspondence Chess Assoc.

Hon Sec : J. Allain, 28 Canonbury Park North,  
London N.1.

You can also obtain special score sheets for  
playing the games on from these bodies.

However, a Rabbit Review Postal Chess Club  
might not be a bad idea. There could be  
sections for ungraded, graded under 100, and  
100+ players. I would be happy to publicise  
the club in RR each issue. All we need is an  
overall controller. If you are interested @  
in playing postal chess @ in being chief  
organizer (not an onerous task), please  
write to RR. Meanwhile, anyone wanting  
a few friendly games should contact Miss Morris.

— Editor, Rabbit Rev.

---

...some time it might be useful to give us eager but  
awkward rabbits the odd tip on how strength can be assessed  
roughly, if this is possible. Anyway, congratulations on  
the good work.

yours sincerely, Neville Maude.

The game of chess can be divided into two  
main parts, the tactical and the positional.  
In general the positional will predominate in the  
early stages of the game, the tactical in the later

stages. The two types of play are not entirely distinct, of course, but we have all met the sort of player who is very erudite but messes up won positions, and his opposite number, who is always getting lost games but fights his way out of them (frequently he is called a 'swindler').

A picture of a typical game might be

part 1 positional	part 2 positional/tactical	part 3. TACTICAL
----------------------	-------------------------------	---------------------

For example, in the article on the King's Indian, game 2 divides neatly at about move 15, whereas in game 1 the tactics start as early as move 9. We should also distinguish between tactics to gain a material or mating advantage, and those which result in a positional advantage.

For assessing and improving one's game in elementary tactics (not leaving pieces en prise) there is no better teacher than a chess computer (see article - "What No Computer Saw"). For basic tactical concepts - pins, forks etc, - read 'Winning Chess' by Cherniev, published by Faber; for practical tactical analysis, as it arises in over the board play, the Turnover Books 'Simple Calculations' 1 and 2, 'Tactics 1 and 2' and 'The Analysis of Individual Positions' will be useful.

Finally, if you want really tough practice,  
the new RHM book 'The best move' by Hart  
and Jansa will give it to you.

I know of no book which assesses and teaches  
positional ideas in this way; perhaps I shall write a  
book some day 'A hierarchy of positional ideas' which  
will be as clear as 'The table of values for the chess  
pieces - bishop 3, rook 5 etc.' The book 'Logical  
Chess Move by Move' by Chernev (also published by  
Faber) is excellent for teaching basic positional  
play. Then there is a gap till we come to  
books like 'My System' (Nimzovich) 'New ideas  
in Chess' (Larry Evans) 'Simple Chess' (Steane).

From a practical point of view, I recommend you  
build your positional ideas round the opening you  
are playing; this is sensible, as the positional part  
of the game is predominately at the beginning. There  
are some Audio Chess Cassettes which deal with  
self contained openings, but explain the positional  
ideas behind them, rather than give lots of variations  
- for example Nos 1, 2, 4, 5, 26, 34, 41, 42, 49, 50  
on the last.

You should shun books which claim to give  
you the latest theory plus millions of games - for  
example, 'Informator', 'The New Chess Player',

most Batsford books, even those purportedly for the 'Club player'. An old book 'How to Think ahead in Chess' by Horowitz and Reinfeld explained two openings, the Dragon and Stonewall, very well. There would be hardly any moves on a page, but loads of explanation. I wish books were written like this nowadays. Perhaps readers could write in and say what, if any, opening books they have found useful, and we could pass on the good news.

Generally speaking, tactical study should precede positional study, as a gradual process of refinement. Too many amateurs ignore tactics, and as a result have very weak foundations.

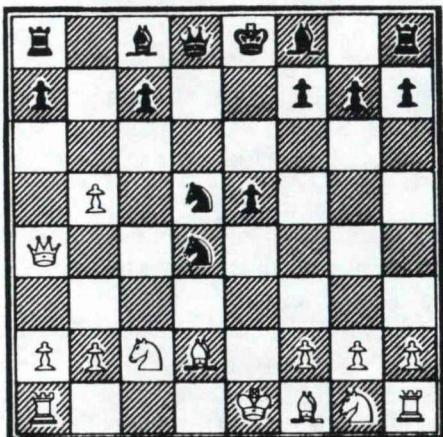
Finally the endgame. A certain amount of basic knowledge is needed, for about 20% of your games will go into the ending. The Audio Chess cassettes 'King and Pawn Endings' and 'Rook and Pawn Endings' should supply this knowledge.

Most books on the endgame are ~~too~~ encyclopaedic to be of use to the club player. — Editor, Rabbits Review.

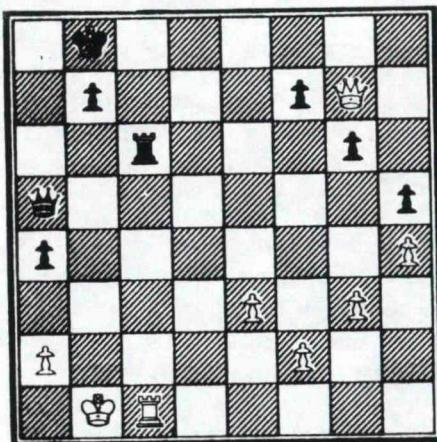
# WHAT THE COMPUTER SAW

First, study the positions below for a few minutes to decide what move you would play. Then turn to the analysis on the next page. This article is not just to see how strong the computer is, but how strong you are compared to it.

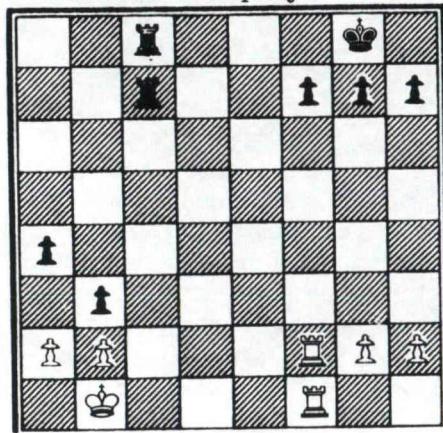
The positions were all tried out on the 'Intelligent Chess' computer of Levy and O'Connell, which combines a strongish computer with a unit for recording games and displaying them on your T.V. screen.



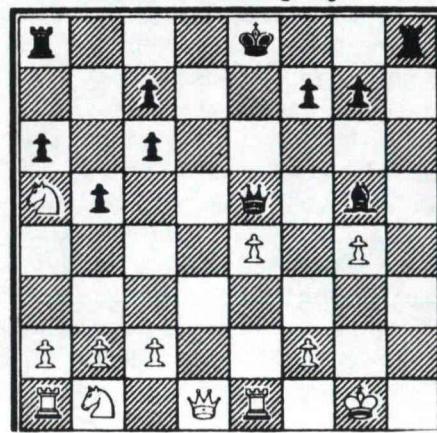
Black to play



Black to play



Black to play



Black to play

### Analysis of Positions

1. The computer first wanted to play 1...Q-B3, defending the knight at Q5, but soon found 1...N-N3 (within 20 secs), which wins a piece. However, did it realise it was winning a piece? - it may have just been attacking the white queen.
2. The best move here is 1...Q-KB4 2 K-N2 Q-QN4ch, which wins a rook because white cannot interpolate with his queen at N2, which he can against the immediate 1...Q-N5ch. The computer found this variation instantly, but this was only because 1...Q-KB4ch happened to fork the pawn at KB2. When the position was changed to put the white pawn at Kb4 (not KB2), and the black rook back to QB2 (guarding the KRP), the computer could only find 1...Q-N5ch, which is not so good.
3. There is a mate in 4 by 1...Q-R7ch 2 K-B1 Q-R8ch 3 K-K2 QxPch 4 K-B1 R-R8mate. However, even after six minutes the computer still flashed 1...QxNP. The position was changed to place the pawn at QB2 onto QB3, but then the machine played 1...R-Q1, which is not so strong as white can now avoid the mate by 2 Q-B3.
4. This too was outside the computer's range. The answer is 1...R-B8ch 2 RxR RxRch 3 KxR PxP when white can't stop the black pawn queening. A human player, familiar with the concept, would see this very quickly. The machine signalled consistently 1...PxPch.

What conclusions can we draw from this analysis?

The computer is very materialistic. To it a bird (or a pawn) in the hand is worth two in the bush. It can generally look two moves ahead, but not much further. It also never leaves pieces en prise. It should be useful for players graded under 100, and for those above who are tactically weak or blunder prone. (No doubt that is quite a large percentage of *Rabbits Review* readers!)

I feel that the manufacturers of these machines do not stress enough the immense value of them for teaching beginners. From the fact that they do not leave pieces en prise, they can train beginners, through constant punishment, not to do so themselves. In some ways computers are too strong! Never blundering, with a two move tactical ability, this puts them head and shoulders above most beginners and home players.

Against such players the computer will always win, which is not good for the morale. Besides having weaker programs at the basic level, I would like to see computers which shine a warning light whenever a piece is left en prise; the beginner would then be able to look around carefully to see if there was a capture to be made.

Some computers have a 'hint' button which you can press and the computer will tell you what it thinks your best move is; the Levy/O'Connell machine has a 'take back' button which allows you to retract previous move(s) if you discover you've made a mistake. This button, as the blurb puts it, is the 'beginner's friend' !

I would be interested to hear how readers' own machines, if of different makes, have performed on these or other positions. Meanwhile prospective buyers can try some computers out in the CHESS CENTRE, 3 Harcourt Street, London W1.

Prices range between £60 and £300; if you are below 100 grade, there is not much to choose between them. However, a beginner may find the audio sensory boards (where you just press the squares you want your piece to move to) easier to use.

## CHESS PHILATELY

THERE are about 200 stamps on the fascinating history of the world's greatest game - CHESS. The Grand-Masters, tournaments and chess pieces come alive on postage stamps and add a new dimension to the game. A catalogue of chess stamps at 75p and a twenty page booklet about stamp collecting at 25p is all you need to start. My latest price list is available on request.

Write to J. Bleazard, 21 Ewanrigg Terrace, Woodford Green

ESSEX lg8 7qj

# IS YOUR NAME HERE?

The following individuals have yet to renew their subscriptions to Rabbits Review, starting with issue 13.

A.G.Aiken, G.Armstrong, A.Arney, C.Archer-Lock, S.Abbot,  
H.Barker,D.Bennett, C.Beveridge, J.Bull, M.Bolan, J.Borrill,  
S.Bailey, A.Cuthbertson, T.Chinnick, S.Cousins, C.Charles,  
J.Carr, R.Carter, J.Chambers, A.Charity, J.Cleland, M.Connolly,  
M.Evans, J.Ellison, P.Fallow, J.Fowler, B.Fudge, M.Fox,  
S.Foster, F.Findlater, E.Garcia, A.Gardiner, Dr.J.Glavina,  
S.Green, J.Gates, D.Gold, F.Guyatt, J.Hazel, Mrs.K.Hindle,  
J.Hollingworth, A.Holmes, J.Haworth, B.Henderson, R.Hood,  
C.Henniaux, I.Hardwick, S.Hallet, M.Ingham, B.Johnson, I.Kerr,  
G.Lalevitch, N.Lister, A.Lloyd, E.Lynch, O.Lester, G.Morne,  
A.McLeod, V.Mathias, P.McVicker, R.Maishmann, A.McArthur,  
R.Moore, R.Murphy, G.Murray, T.Martin, P.McGarry, P.McCabe,  
C.McKinlay, J.Newing, S.Port, R.Pinkerneil, K.Preston-Wyse,  
J.Pieters, T.Packham, S.Pinks, G.Phillips, J.Perity, J.Peterson,  
F.Rea, R.Rushbrook, R.Ross, P.Shaw, J.Shepherd,  
R.Smith, S.Srawley, R.Stevenson, P.Stimpson, B.Sutcliffe,  
I.Scott, R.Sturps, P.Thomas, J.Tresco, D.Twitchell, F.Vitro,  
D.Woodruff, J.Williams, S.Webster, D.Ward, D.Wheatley,  
R.Whitener, G.Weedon, A.Wiseman, D.Reid, B.Morrish.

Annual subscription to Rabbits Review is a derisory £3.50.

Back issues cost 60p each.

From Rabbits Review 7 Billockby Close, Chessington Surrey



**YOU CAN KICK THE**

**PAWNS RIGHT BACK**

**IN THEIR FACES!**

Chess instruction by cassette  
will soon put you on the road to  
developing those mighty chess muscles!

Write for details to  
Audio Chess 4 Billockby Close  
Chessington Surrey KT9 2ED



BEFORE

AFTER

