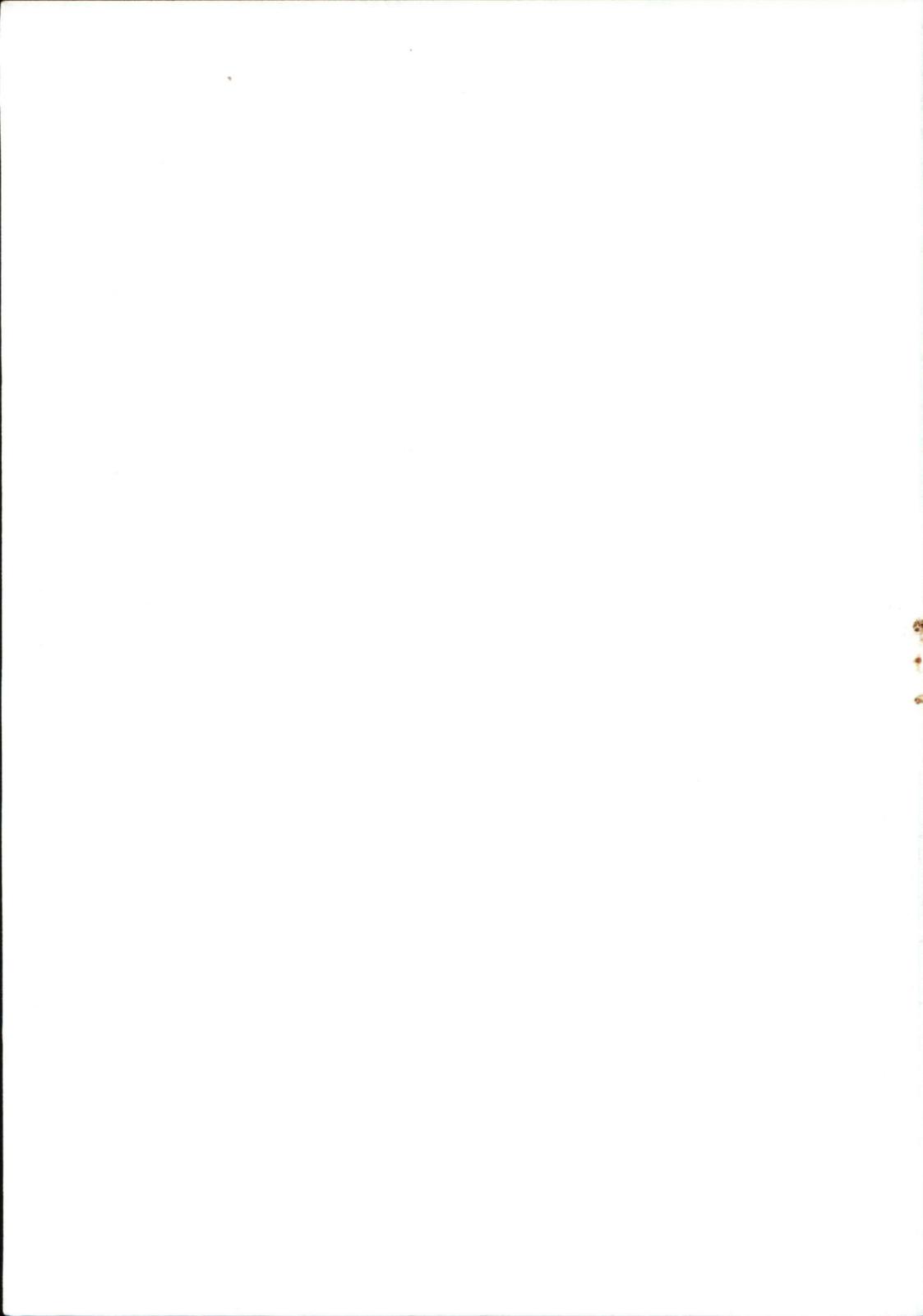


RABBITS REVIEW

ISSUE No.5

JUNE/JULY 1979

40p



Editorial

weekend team tournaments, run on the lines of a normal Swiss open, appear to be gaining in popularity. Middlesex seem keen to act as pace-setters and they have clearly justified their faith in this type of event by attracting more than 50 teams of 4 players to their tournament at the beginning of May.

However, what I found most interesting was that the standard of the teams was spread right across the grading spectrum from 100 plus to 200 plus. But why was I so surprised? For where else can weaker players get a chance to pit their wits against stronger teams without their captain moving them down the board order?

So don't be deterred from entering a team tournament because you only have a 120 grade. They are cheap, enjoyable, and a unique opportunity to gain useful experience.

+++++

Subscriptions only £2.50 per annum (inc. postage)

Advertising rates; £8 per page

Editor: B.P. Floyd, 11, Ravenslea Rd., London, SW12

+++++

CONTENTS

	<u>PAGE</u>
Opening Lines	2
Earnest Young Men	5
Playing by Post	6
Positional Judgement	9
Technique	11
Workshop	16
Purely Problematical	24
NOVICES SECTION	25
Simply Winning	25
Little Ideas in Chess	28

Opening Lines

by TIM HARDING

VIVE LA FRANCAISE

Books for beginners and inexperienced players tend to concentrate on the 1.P-K4 P-K4 openings. It is true that these old-fashioned debuts still conceal secrets and that everybody's tactical sense benefits from some experience of the open middle games which generally result from the Scotch, Two Knights Ruy Lopez, King's Gambit etc.

However, many players feel that after they have served this apprenticeship they would like to try a different defence. The Sicilian(1...P-QB4) is popular because it leads immediately to asymmetrical positions so that Black has more winning chances than with 1...P-K4. The Sicilian does not suit everybody though.

There is also a major objection to the Sicilian from the weaker players point of view. It is much too well-publicised, especially the aggressive counter-attacking lines like the Dragon, Najdorf and Lasker-Pelikan(5...P-K4) variations. In these sharp "theoretical" lines you can be lost before you have even started-if you have not read the latest Guardian column or Informator which gives the refutation of the refutation of the line given in the book you have learned by heart. This is just the sort of situation the rabbit must avoid. He needs to learn stable lines of defence which do not change much over the years, because his time for study is limited and so is his ability to find the answer to a grandmaster innovation if confronted with it over the board.

Therefore I recommend weaker players to give serious consideration to playing the French Defence as their main reply to 1.P-K4. There are some complicated main lines in the French, of course, but they do not have

the same life-or-death quality about them as the critical lines of the Sicilian and open games where often only the very best move will do.

In the French Defence experience and feel for the position count for a lot. The French Defence player is accustomed to developing gradually behind a wall of pawns, often keeping White guessing about what the Black king is going to do. Then, when White has slipped up, the counter-attack comes on whichever side White has over-reached himself or left weaknesses. The French Defence often encourages White to go in for unjustified attacks.

Here is an example. This was an international postal game in which I played Black against Svend Aage Jensen of Denmark.

1. P-K4	P-K3	14. PxP	QxP
2. P-Q4	P-Q4	15. B-N5	B-Q2
3. P-K5		16. BxN	BxB
The Advance Variation.		17. Q-Q2	O-O
		18. 0-0	

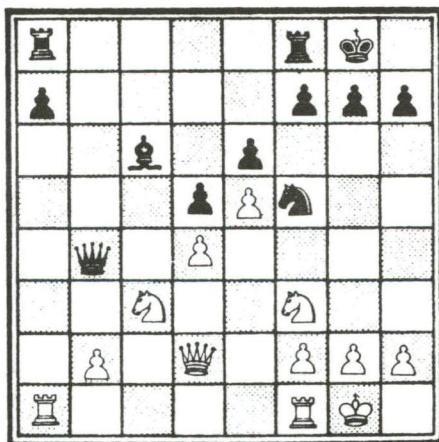
3..... P-QB4

Black hits back at the centre without delay.

4. P-QB3	N-QB3
5. N-B3	Q-N3
6. B-K2	PxP
7. PxP	N-R3
8. N-B3	N-B4
9. N-QR4	

to take the heat off his QP.

9.....	B-N5+
10. B-Q2	Q-R4
11. B-B3	P-QN4
12. P-QR3	BxB+
13. NxN	P-N5



This is still known territ-

ory. Black's chances are on the Q-side but he must deal with an attack on his King:

18..... KR-N1
19.QR-N1 P-QR4
20.P-N4 N-K2
21.Q-K3 P-R5
22.KR-Q1 R-QB1

(Did Black move the wrong Rook to N1 at move 18? It's not clear; White could have moved his other Rook too.)

23.P-R4 QR-N1
24.P-R5

(threatening P-R6)

24..... P-R3:
25.N-KR4

(If 25.P-N5 N-B4)

25..... B-N4

(awkward for White who wants his Queen on the QN1-KR7 diagonal)

26.NxB QxN

27.P-N5 K-R2
(so that if White opens the KN-file it is the Black Rooks which will use it)

28.R-Q2 Q-N6
29.Q-B4 PxP

(This next phase required careful timing.)

30.QxNP R-B7:
31.R(N1)-Q1 QxP
32.R-Q3 R-B2

(Strategic retreat. The QRP is enough to win now so long as Black isn't mated.)

33.R-KN3 R-KN1
34.N-N6

(nothing works)

34..... N-B4
35.R-N2 P-R6
36.R-R2 P-R7
37.P-R6 PxP

And White resigned.

++++++

Advertisement

French-MacCutcheon and Advance Lines

by T.D.Harding

French:Classical Lines

by T.D.Harding and Wolfgang Heidenfeld.

Two books which should teach you nearly all you need to know to play the French.

Published by Batsfords.

Now on sale.

Earnest Young Men

by C.E. Williams

Much has been written to help the budding young player to overcome his more experienced seniors, so surely the time is come to put in a word to assist the ageing rabbit to prolong his losing battle against the title of youth. Here, therefore, are some tips from the geriatric department of the Warren.

i. AVOID THE BEST MOVES - Some years ago I played an Eager Young Man and after two or three moves in a well-known opening, he played a slightly unusual line to which I replied with something that looked reasonable. Looking somewhat puzzled, he proceeded to launch a violent but premature attack which soon crumbled leaving him hopelessly lost. After the game he asked me if I always played X's move against the Y attack, as Z in his latest book had shown it to be unsound. Not admitting that I knew nothing of X,Y or Z, I replied that I found it gave good results.

He had evidently assumed that as I had made a "BAD" move, the game would win itself, and had no idea why the "BAD" move was unsound.

ii. AVOID CURRENT FASHION - Earnest Young Men tend to be slaves to fashion in their choice of openings. At a time when there was an outbreak of Niemtzo-Indian, I had White against a tall and rather cocky E.Y.M. So, after 1. P-Q4 N-KB3; 2. P-QB4 P-K3, I saw it coming and quietly played P-QR3. The effect was electric. He gave me one of the filthiest looks I have ever seen coming across a chessboard and then, like Mephistopheles when confronted by the Cross in Faust, he visibly shrank before my eyes - and so did his game.

Finally, a word of warning. Twenty years ago the stock method of dealing with Earnest Young Men was to get the heavy timber off the board as quickly as possible as Earnest Young Men were notoriously weak on end games. This ploy no longer works. Some unutterable cad has been coaching the present generation of E.Y.M. in end game play as I have learned - PAINFULLY!

Playing by Post

by Gilbert Finch

When your opponent is waiting patiently on the other side of the board and the clock keeps ticking away, it's sure to be a complicated position. All this doesn't help you to concentrate. It would be nice if you could make the move tentatively, look at it from the other side and reject it before falling into the trap. Sometimes there are so many alternatives available that the only right way to deal with the position is to make notes of several lines which look good and choose the best. Correspondence chess allows you to do all this.

Reading books about the openings is all very well but if your adversary picks a move you don't know it must be good to look up the book and see whether it is something you forgot or if it is something "original". It could be an error and recognising it immediately it occurs can lead to victory.

All chess players need practice but it must be the right kind. Best of all is against a superior player, though he doesn't get proper practice himself. In the local chess club you have maybe 50 players and far too few will be near your own strength, which is the second best practice. In my mob, the British Correspondence Chess Association, there are 800 or more members of all playing strengths and it isn't difficult for these to find reasonable opposition.

Don't be fooled - the play is slow, wherein lies its virtue. You are allowed an average of two days from the time the chess letter arrives until it must go in the post again, and you can gain time on the "clock". That is done by posting easy answers straight back, or even saying if "PxP then QxR" (or whatever) as a conditional move to your opponent when you think his next move is obvious. Play doesn't

seem slow, though, because you are likely to be playing several opponents simultaneously-a usual number is half-a-dozen(two games with each), though some members play more and some play less.

You might think it isn't a game for rabbits, but it is. There are two kinds of rabbit-the happy-go-lucky wood-pushers and the ambitious future champions. The ambitious need to practice the really deep thought essential for success and up-grading in competition. I am one of the other chess lovers with a BCCA grade of 117; I like to play the game but can't be bothered to go out in the cold to the club and don't care if I win or lose. By the way, that grade is fairly comparable with the OTB grades and the BCCA boasts the full range from the low 60's to the "over 200" experts. Even with such a low grade I managed to win a couple of small prizes last season - there are plenty of them and it is pleasant to win.

If you want to find out more about the British Correspondence Chess Association, please send a largish stamped addressed envelope to Mr. E. Lippiatt, 25, Bancroft Street, Bulwell, Nottingham, NG6 9HP.

Good wishes to all rabbits - there are too many foxes about!

Editors Footnote: If you are involved in any aspect of chess which might benefit from a similar article and which would be of interest to our readers then send me your article and we will publish as soon as possible.

+++++

And on the same subject.....

Two of our readers have advised me that they are keen to organise some correspondence games.

First H.G.DAVIES of 12, Mount Pleasant, Oakham, LE15 6HU says "I play international correspondence

chess(I.C.C.F.Tournaments)and have made several new chessfriends,in particular in U.S.A.I have already arranged a 5-board match with the "Sunbelt Chess League" for my own over-the-board club.

However they have let me know they would like more international games with individuals and teams.THE American players have playing strengths between 150 and 100.

I know Correspondence has vastly improved my over-the-board and would like to give other 'rabbits' the same opportunity"

And from Filippo Vetro,Via IV Novembre,30,-92026 Favara(Ag),ITALY:-

"I am directing a postal chess tournament,it is a friendly thematical one....Subscriptions are free and there will be prizes....The themes are 1.g4(Grob) and 1.Ch3(Amar)

THE closing date is the end of June."

SO readers that's 3 letters;one to the B.C.C.A.and one to Messrs Davies and Vetro.

.....

LEISURE

What is life.if full of stress.
We have no time to play some chess.
No time to sit and concentrate
And do one's best to play for mate.
No time to read a magazine
or tilt against the chess machine.
No time to try a tournament
And be a"killer" with intent.
No time to play the Royal game
And maybe reach the hall of fame.
A poor life this and no wonder
If we've no time to sit and ponder.

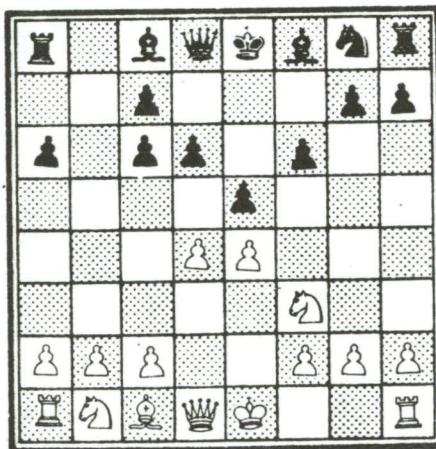
Contributed by B.C.Fudge of Caerphilly with apologies to W.H.Davies.

Positional Judgement

by A. Westwood

One of the most difficult aspects of chess is the correct assessment of positions. (Even Grandmasters go astray in this respect.) In this article I will attempt to assess in depth one position which occurred in the game; Ivkor-Smyslov, Belgrade, 1956 and hopefully gain some insight into the method of assessment.

After the moves:- 1.P-K4 P-K4, 2.N-KB3 N-QB3, 3.B-N5 P-QR3, 4.B-R4 P-Q3, 5.BxN+ PxN, 6.P-Q4 P-B3, we obtain the following position which we will analyse exclusively from Black's point of view.



Now I suggest you set up the position on your board and remove all the pieces leaving the pawn structure. The first thing you should notice is that Black has a number of weaknesses in his position;

1. The doubled pawn on QB2 which has left a weak square on QR4.
2. The isolated QR pawn on QR3
3. The square K3 and to a lesser extent KB4.

All together this adds up to a certain weakness on the White squares which in a King and Pawn ending

would lead to a difficult if not lost game.

The second thing you should notice is that White has a slight weakness on KB4 and QB4 owing to the advance of his central pawns.

Now for the pieces. The most important factor in this position is the relative strengths of Black's Bishops. Clearly his black squared bishop is constricted by his pawns, whereas his white squared bishop has a great deal of freedom.

From this simple fact we can form a plan of; either exchanging the black squared bishop or advancing the central pawns so that they are no longer on black squares. Also it would be good to keep the white squared bishop to protect the white squares. Exchanging bishops is, of the two, the best plan owing to the fact that white's white squared bishop has long since vanished making it more difficult to exploit the weaknesses. Not only that but a solid central formation will make it easier for black's Q-side flank attack utilising the open Q-Knight file. A central break by White will be difficult to engineer.

So now we can state clearly our plan:-

1. To exchange Black squared Bishops
2. Avoid exchanging the other Bishop
3. To utilise the open Q-Knight file by using the Rooks to create a weakness (by the advance of White's Q-Knight pawn)
4. To then attack this weakness by advancing the QR pawn or the QB pawn.

Naturally all this must be tempered by concrete analysis; it's no good having the better position if you lose decisive material through unforeseen tactics.

Now lets see how Smyslov tackled the position:-

7. B-K3 N-K2, 8. N-B3 N-N3, (attacking the White KB4 square)
9. Q-Q2 B-K2, 10. O-O-O (If White had played 0-0 then by 0-0. P-KB4 etc. Black would have a good attack.)
- 10....B-K3 (The best square for the Bishop. It positively radiates from here.)
11. P-KR4 P-KR4 (To allow

F-R5 would be a bad mistake) 12.PxP BPxP (of course QPxP is a mistake as by QxQ white would go into a superior ending owing to the double isolated QB pawns.) 13.N-KN5 BxN (Black has achieved his first objective of exchanging the black squared Bishop. However, if white had played 13.B-KN5 BxB would have been a mistake as NxN would have been strong so he would have played 13...B-B3!) 14.BxB Q-N1! (Nicely played. By this move Black initiates his attack on the Queen-side.) 15.P-QN3 Q-N5, 16.P-B3 P-R4, 17.N-R4 P-B4 (Seemingly creating a weakness but remember a weakness is only important if it can be exploited by the opponent.) 18.K-N2 O-O (Notice how Black delayed castling until his attack was in progress. All too often players castle at the first opportunity without considering whether it is absolutely necessary.) 19.QxQ RPxQ, 20.P-B3 R-N1 (despite the exchange of Queens Black's attack continues relentlessly.) 21.PxP RxP, 22.N-B3 P-B5, 23.N-Q5 R-N2! 24.N-K7+ NxN 25.BxN P-B6+! 26.KxP (If 26.K-N1 then P-B7+!) 26...RxRP 27.R-N1 RxNP (and Smyslov won the ending quite easily.)

||||||||||||||||||||||

Technique

by N.E.POVAH(Can.I.M.)

"Bishops of opposite colour, oh they're always drawn!" In this issue I hope to make you a little more guarded against such a dogmatic belief, for at least then you will be spared some of the painful experiences that many unfortunate players (including myself) have suffered.

It is true that 'Bishop of opposite colour' endings do have a drawish tendency, even when one side has an extra pawn and in some cases even two extra pawns.

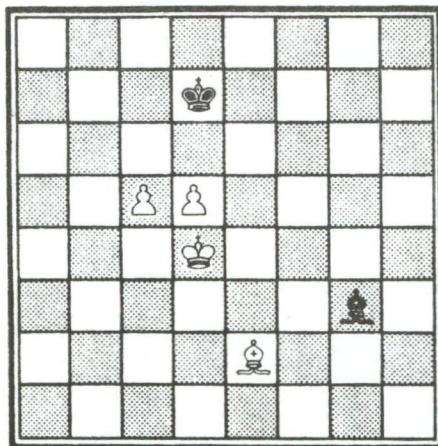
Let us enumerate some basic themes.

- 1) Bishop and pawn v Bishop is almost certainly a draw.
- 2) One extra pawn is frequently not enough to win, but chances are increased if there is play on both wings (i.e. pawns on both wings.)

- 3) Two extra pawns do not always guarantee a win, but generally winning chances are increased the more files between the pawns. (However connected pawns are better than pawns only one file apart.)
- 4) Two connected pawns will generally only win if they are already on the fifth rank, unless the inferior sides pieces are poorly placed.

Firstly let us look at position where there is a 2-0 pawn majority:-

Connected Pawns

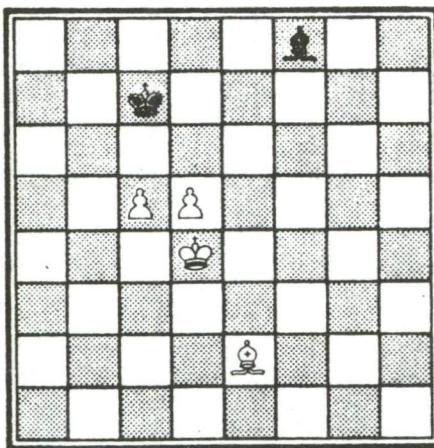


In diagram One, White has two connected pawns on the fifth rank; however at the moment it seems he can make little progress. It is always undesirable to put your pawns on the same colour squares as your bishop as this cedes complete control of the other colour complex to your opponent; therefore 1.c6+Kd6 gets white nowhere at all. The natural move 1.d6(intending 2.Kd5) allows 1...Bxd6 with an instant draw, so White must somehow activate his King so as to force the move d6 and he can achieve this objective as follows:-

1. Bb5+ (This is better than Bg4+ as it controls the white squares c6 and d7 which are the relevant white squares directly in front of the pawns) 1...Ke7 (If 1...Kc7 2.Ke4 followed by K-f5-e6 and d6 etc.) 2.Ba4

(Preparing to march the King through on the Queen-side)
?...Bf4 3.Kc4 Bg3 (Black's Bishop must stay on the h2-b8 diagonal -to prevent d6)4.Kb5 Kd7 5.Kb6+ Ke7 6.Kc6 Bf4 7.Bb3 Bg3 8.d6+ Kd8 9.Kd5 when 10.c6 will see white with the winning position of two pawns on the sixth rank.

This win was possible because Black failed to set up the correct defensive stance--namely he should place his Bishop in front of the pawns as shown in diagram 2.



In this position it is impossible for white to make any progress,since (1)d6 is always met by the Bishop sacrifice.....Bxd6,(2)the White King is tied down to the defence of the c-pawn, and(3)c6 gives up the black squares for ever.Therefore Black simply"passes"with Be7-f8-e7 etc.From this we can deduce that if White's pawns were on the sixth rank then he would not have the"pass move" and an element of zugzwang creeps in;for instance consider the position in diagram 3 on the next page.

Here White simply plays 1.Kc5 and Black is in zugzwang since he must move one of his pieces thereby allowing 2.d7 followed by reincarnation on d8.

That about sums up connected pawns,now we consider disconnected pawns.

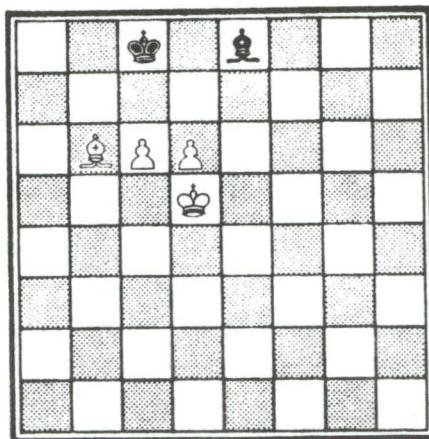
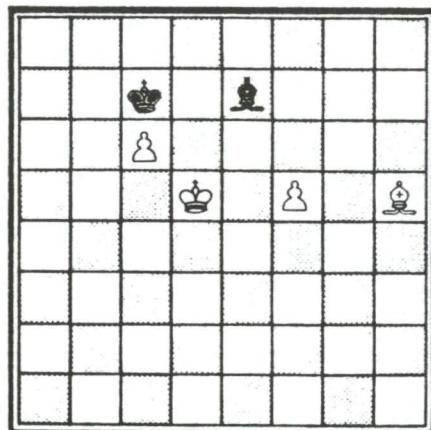


Diagram 3

Split Pawns

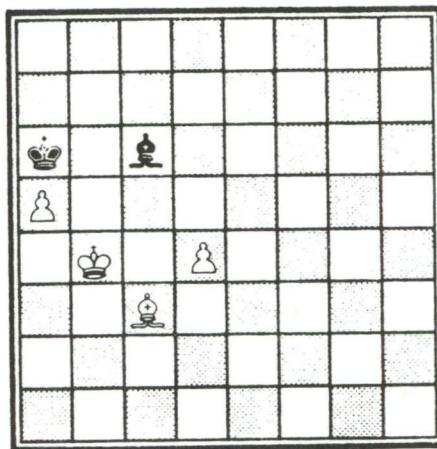
Here the general rule is that the pawns need to be at least two files apart in order to win. The worst possible case is when only one file separates the pawns, for then neither can they support one another, nor are they far enough apart to cause confusion in the defenders ranks (the reader is advised to check this for himself).

In diagram 4 we consider the case where the pawns are separated by the two "statutory" files:

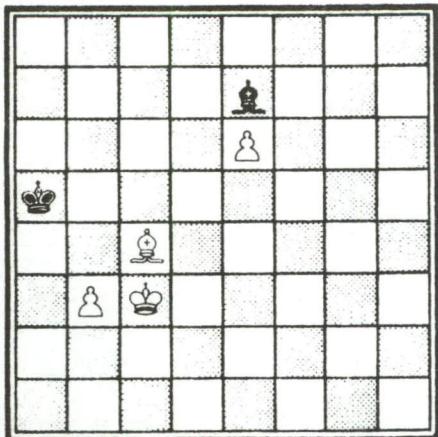


White wins quite easily by forcing the advance of the f-pawn until Black has to give up his Bishop.e.g.1.Bf3 (preparing 2.Ke6 and 3.f6 etc.) 1...Bh4 2.Ke6 Kd3 3.f6Bg5 4.f7 Bh6 5.Kf6 Bf8 6.Kg6 Ke7 7.Kh7 Kd8(obviously not 7...Kxf7 8.c7+) 8.Kg8 when Black will have to sacrifice his Bishop for the f-pawn,allowing the c-pawn to decide matters.

It should be noted that this particular ending can be drawn if the superior side is unfortunate enough to have 'a wrong-coloured rook-pawn'.For instance consider the position:-



White cannot win as in the last example,because after 1.Kc5 Bf6 2.d5 Bxd5 3.Kxd5 Kb7+Kc5 and Ka8 we have the familiar drawn 'Bishop and wrong rook-pawn'position, since the Black King can never be evicted from a8.



In the next issue I will analyse the diagram on the left and will continue with a couple of examples from my own games where the results were not quite as expected!

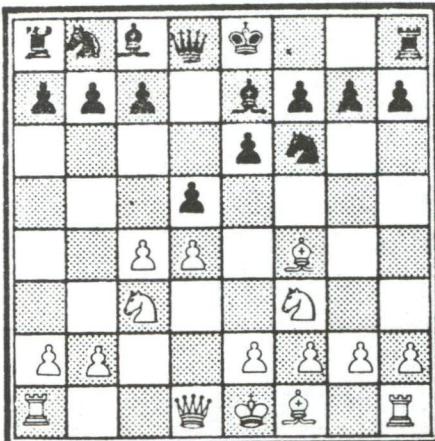
Workshop

(Analysis of games appearing in previous work shop supplement)

GAME 1

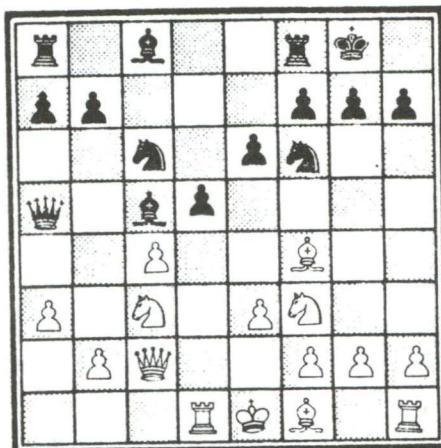
The game begins as an English, but soon transposes into a variation of the Queen's Gambit declined as played in the recent Karpov-Korchnoy match.

1. c4 Nf6
2. Nc3 d5
3. d4 e6
4. Nf3 Be7
5. Bf4



This is less common than 5. Bg5 but is clearly a good move. 5. ... 0-0 6. e3 c5 7. dxc5 Bxc5. Commentary at this point is minimal as there is such a large choice of reasonable moves. 8. Qc2 Qa5 9. Rd1. White tries to increase his central control before putting his king into safety.

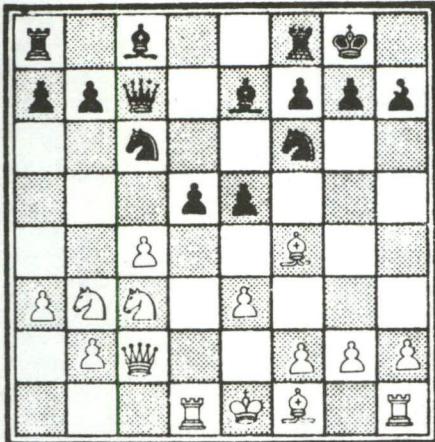
9. ... Nc6
10. a3



10. Be7 As played in the ninth Karpov-Korchnoy game. Since White's b4 is not an immediate threat, (because of the reply 11. ... Nxb4 12. axb4 Bxb4 13. Rc1 Ne4), in the 21st game Karpov tried 10. ... Re8 11. Nd2 e5 12. Bg5 Nd4!? but eventually he got into trouble due to exposed pawns.

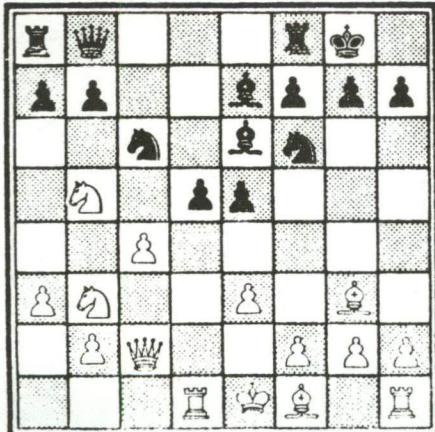
11. Nd2

White continues his provocative manouvres, enticing black's central pawns forward and keeping his king in the centre. 11. ... e5 12. Nb3 varying from Karpov-Korchnoy which continued 12. Bg5 d4 13. Nb3 Qd8 14. Be2 with the advanced pawns under pressure. 12. ... Qc7



13. Nb5 There are at least three other possible moves here - 13. Bg3, 13. Bg5 and 13. Nxd5. 13. Nxd5 looks bad after 13. ... Nxd5 14. cxd5 exf4 15. dxc6 fxe3 but White can improve with 15. e4! The other tries 13. Bg5 (or Bg3) dxc4 14. Bxc4 Nb4(?) 15. Bxf7ch Rxf7 16. axb4 seem playable for White.

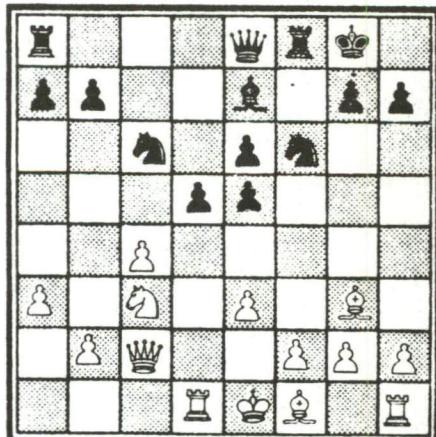
13. ... Qb8 14. Bg3 Retains the pin on the e pawn.
14. ... Be6



15. N/5d4! A clever move which avoids the necessity of a craven retreat by this piece to c3 after black's coming a6. An alternative, hard to assess, is 15. cxd5 Nxd5 16. Nc5 Bxc5 17. Qxc5 Rd8.

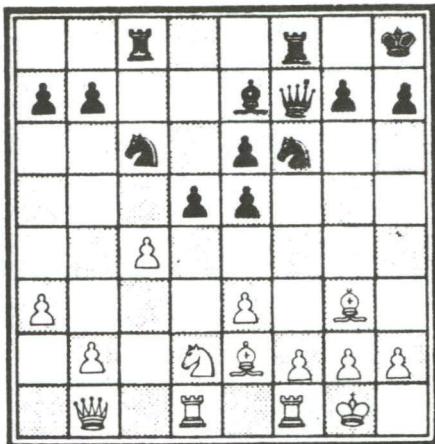
15. ... Qe8 Abruptly breaking the pin. It looks as though White wins a pawn in the line 16. Nxc6 Qxc6 17. Bxe5 dxc4 18. Nd4 Qd5 19. Nxe6 Qxe6 20. Bxf6 Bxf6 21. Bxc4 but then 21. ... Rac8! is a strong answer.

16. Nxe6 This should give White a longterm advantage with the two bishops and play against a rather static centre. In the short term it bolsters up black's weak pawn at d5.
16.fxe6



17. Be2 Rc8 (17. ... Rd8 was worth considering, to allow

the N on f6 to play to e4 later). 18. 0-0 Kh8 Removes the king from a potentially dangerous diagonal. 19. Qb1 Qf7 20. Nd2!



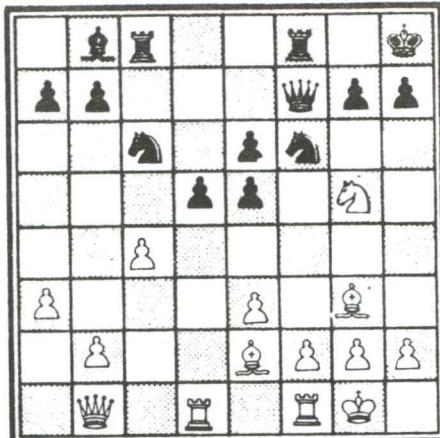
Prevents 20. ... Ne4 and prepares the way for the b pawn to advance b4-b5, which will drive away a defender of the e5 square.

20. ... Bd6 21. Nf3?

White seems to play this a bit early; better to play b4-b5 when Nf3 will be a real threat to e5 and this pressure can be reinforced by Qb2.

21. ... Bb8 21. ... Ne4 is a good alternative.

22. Ng5?



White has ideas with this move, but can he put them into action? 22. b4 as in the previous note still looks good. 22. ... Qg8 There is a neat echo with this move of the earlier manouvres on the queen side (13. Nb5 Qb8). In that case White was able to turn his knight foray to his advantage.

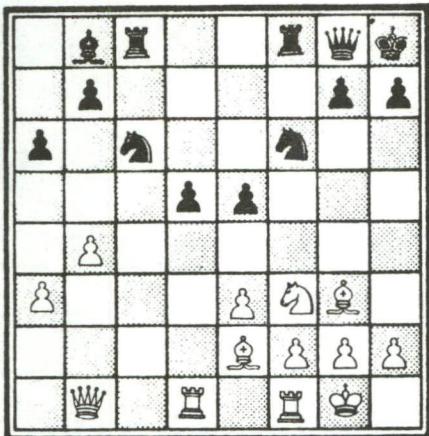
In this position, with his knight about to be drawn away with ... h6 White could try to bring tactics to his assistance with 23. Qa2 h6 24. Nxe6 Qxe6 25. cxd5; but then Black has the perfect answer 26. ... Qg8! Alternatively, an attempt to exploit the white squares by 23. cxd5 exd5 24. Qf5 (threat Qe6) is answered by ... Rce8.

Why did black play his queen to g8 by the way, instead of e7 or e8?

Perhaps he feared 23. cxd5 exd5 24. Rxd5 but black does not need to capture allowing mate at h7 and instead plays ... Ph6.

23. cxd5 exd5 24. Nf3

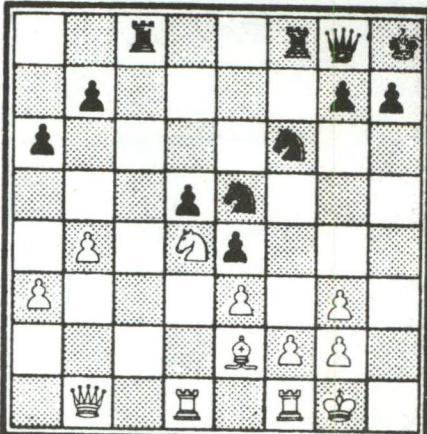
White has lost the thread of the game. 24. ... a6 25. b4. Less effective now all that time has been wasted.



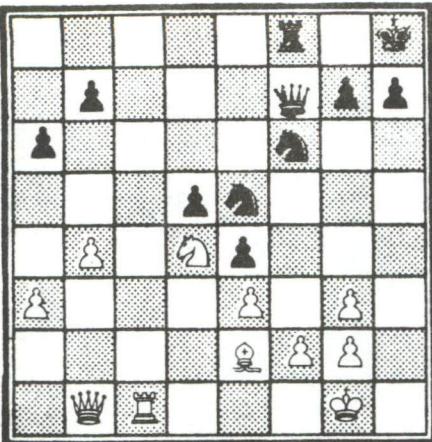
25. ... e4

Black decides the time has come to push his paper opponent off the board. He could also have played 25. ... Ne4 (threat 26. ... Nc3) 26. Qb2 Nxg3 27. hxg3 e4 28. Nd4 Be5 29. Qb3 Bxd4 30. exd4 Qe6 with advantage. But the move played has a deadly sting in its tail.

26. Nd4 Bxg3 27. hxg3 Ne5



It seems White is all right. He has a nice knight at d4 which counterbalances black's at e5. Yet in such positions (with doubled pawns at g2 and g3 and an enemy pawn at e4 preventing the white knight from returning to the defence with Nf3) there is always the danger of a shock mating attacking with ... Ng4 and ... Qh5. (See the Audio Chess cassette "At Montilla" by Michael Stean for a demonstration of the same motif). And White is oblivious to this threat. 28. Rc1 Rxc1 29. Rxc1 Qf7



White's only move here - and a good one - is 30. f3, to keep the knights out of g4. It is not clear how black can then break through, especially as White is threatening to play Pg4 - g5 and sieze the initiative himself. For example 30. f3 Nh5 31. Kh2 Qg6 32. g4. However, there is an attack: 30. f3 Nh5 31. Kh2 Nxg3!!? 32. Kxg3 Qg6+ 33. Kf2 (or 33. Kh2 Qh6+ 34. Kg1 Qxe3+ and 35. ... Qxd4) Ng4+. Whether it wins is in question; it should at least draw.

30. Qb2?

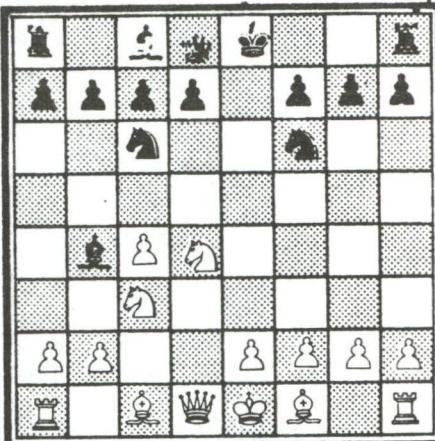
Goodbye last chance.

30. ... Nfg4 31. Bxg4 Nxg4
32. Rc2 Qh5

White resigns

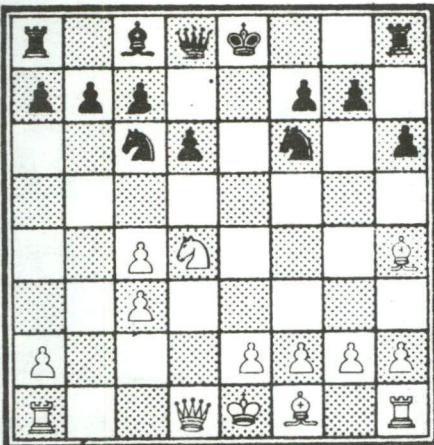
GAME 2

A regular English this time where black obtains a free game early on 1. c4 e5 2. Nc3 Nf6 3. Nf3 Nc6 4. d4 exd4 5. Nxd4 Bb4.

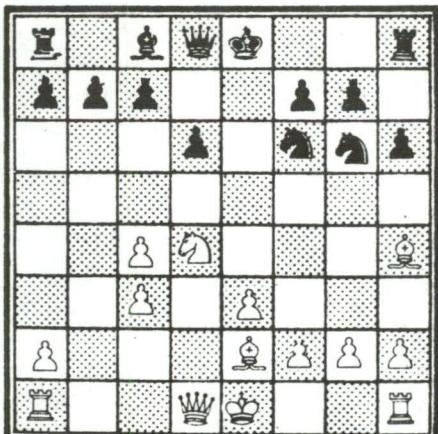


This looks a strong, uncompromising answer to White's central play. Black wishes to trade bishop for knight, when the doubled pawns, being in the central zone (the sixteen squares in the centre are known as the central zone, the four in the middle as the true centre, according to David Hooper) will tend to hamper the white bishops.

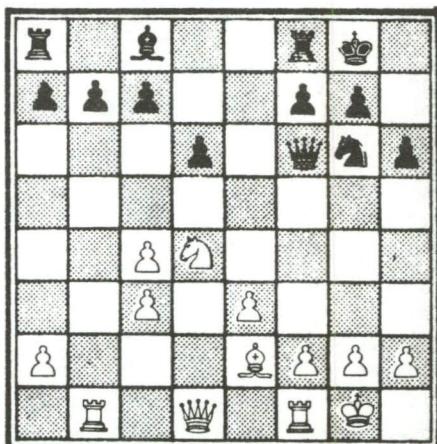
6. Bg5 h6 7. Bh4 Bxc3+
8. bxc3 d6



9. e3 White opts for a small centre which interferes less with the action of his king's bishop. A game between Botvinnik and Pirc 1935 saw white setting up a Maroczy bind type of position with 9. f3 followed by e4. This formation also allowed white to retain the black square bishop, by retreating it to f2 later.
9. ... Ne5 10. Be2 Ng6

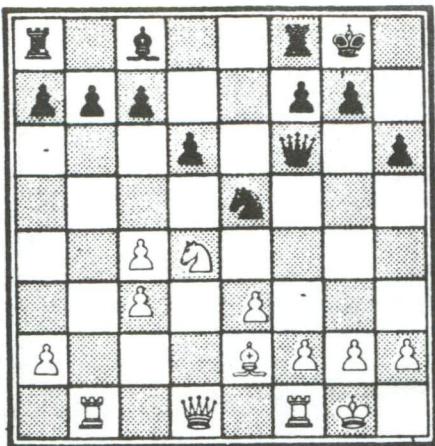


This enables black to remove an annoying pin on his knight without having to weaken his pawn structure. 11. Bxf6 Since 11. Bg3 could be met anyway by 11. ... Ne4, White decides to exchange immediately himself. 11. ... Qxf6 12. 0-0 0-0 13. Rb1



This reveals the point of White's earlier play. If black continues routinely now with 13. ... Re8 then 14. Bf3 causes some problems; for example 14. ... Rb8? 15. Nc6; or 14. ... c6 at least leaves black a target pawn at d6 to play against, if his sacrifice 15. Nxc6 bxc6 16. Bxc6 doesn't work - which it probably doesn't.

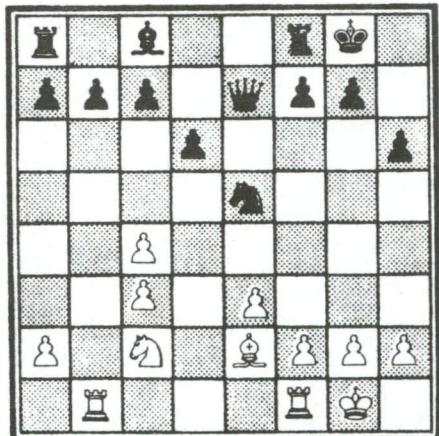
13. ... Ne5 Back again, this time preventing 14. Bf3, and eyeing the weak pawn at c4.



14. Nc2

A peculiar move. Does White intend Nb4-d5 (which black could prevent by playing ... a5 here)? His position is static, his pawns a liability in the endgame, so he needs to seek compensating advantages. He could have at least obtained a spatial advantage here with 14. f4!? Nd7 15. Nb5 Qd8 16. Bf3 Nc5 17. Re1 Re8 18. e4

14. ... Qe7 15. Qd4

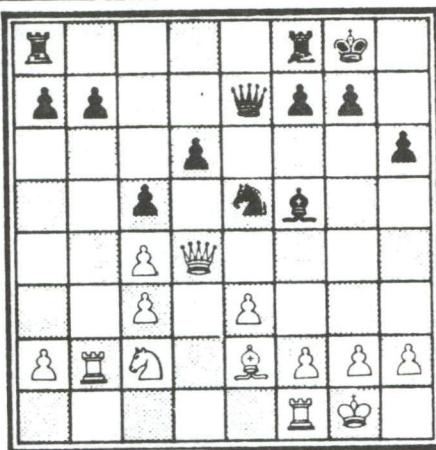


15. ... Bf5!?

More routine play here would be 15. ... b6 to follow up with ... Ba6 and ... Qe6 - pressure against the doubled pawns.

The move black chooses has a tactical point in that 16. e4 is answered by ... Nc6 and the e pawn falls.

16. Rb2 c5

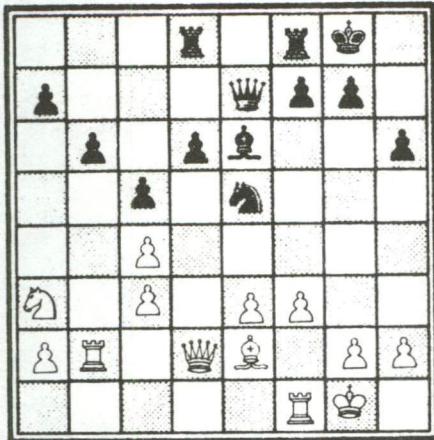


Another aggressive thrust, though it is not entirely clear what it achieves, besides weakening d6 a bit. White could play with fire here by moving 17. Qf4!? Bd3 18. Na3 Qe6 19. Rad1 when he seems to have a playable position with pressure down the d and b files. 16. ... b6 looks positionally much sounder than ... c5; then White's rooks are both ineffectual due to the pawn at c7, and there are still the weak c pawns to attack.

17. Qd5

Bit of a waste of time.

17. ... b6 18. Qd2 Rad8 19. f3 Be6 20. Na3



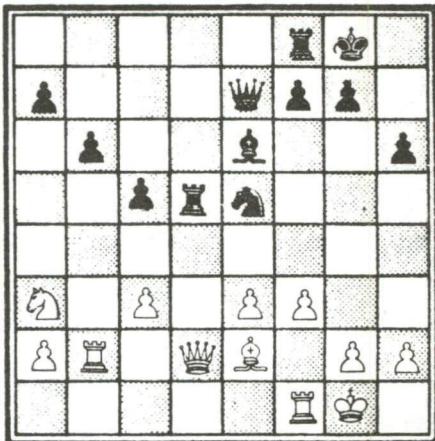
White's knight finds itself in a strange place having to guard the weak c pawn. From a positional point of view it does have threats of playing up to b5, attacking the d6 pawn, and if driven away by ... a6 then black's b6 pawn could become a target.

Meanwhile White has threats of f4-f5 on the king's side, so black must act rapidly. He could consider ... Qe8 or ... Qd7 (both answered by Qc2) or better still ... Qb7. All these queen moves have the idea of putting further pressure on c4 (by ... Qa4 or Qa6) as well as taking advantage of the awkward knight. After 20. ... Qb7 21. f4 Qa6 22. fxe5 dx5 black wins a pawn.

20. ... d5

Black puts his money on active piece play, as before. He liquidates a white weakness, but takes control of the d file

21. cxd5 Rxd5



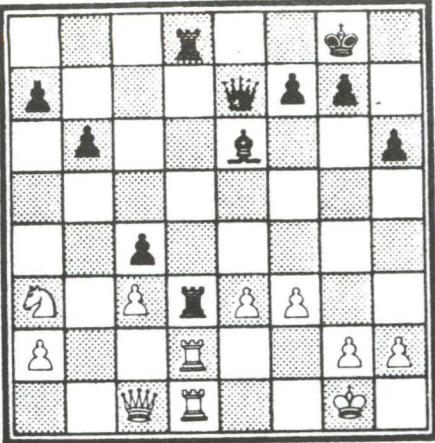
Where should White retreat the queen? The play after 22. Qc2 is not entirely clear, despite black's monster hold on the d file and d3; for example 22. Qc2 Rfd8 23. e4 Rd7 (23. ... Rd2 24. Qxd2) 24. Bb5 Rd6 25. f4 Nd3 26. f5 22. Qc1 Nd3(?)

An alternative here is 22. ... Rfd8 and only ... Nd3 on the following move, which would have avoided any exchange of rooks.

23. Bxd3 Rxd3

24. Rd1 Rfd8

25. Rd2 c4(?)



Here for some reason (most likely admiration at the forceful play of his opponent White Resigned).

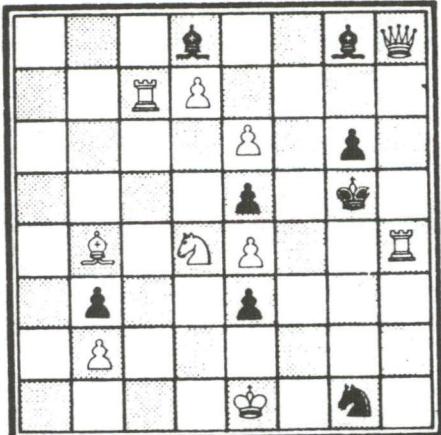
It's true his knight at a3 is attacked, but it can be moved - to b5, and then to d4.

Black can answer 26. Nb5 by 26. ... Qg5 but after 27. Rxd3 Rxd3 28. Rxd3 exd3 29. a4 it is not clear that white is really losing - or do you disagree?

- MJB-MJB-MJB-MJB-MJB-

Purely Problematical

Rabbit's Review is delighted to have the opportunity to publish the following problem which is the first stage in a competition to find the country's champion problem solver.



Prizes:

The Champion will win £50 and a trophy.

THE competition is run by the British Chess Problem Society.

PLEASE mark your entry
Rabbit's Review.

White to play and mate in two moves.

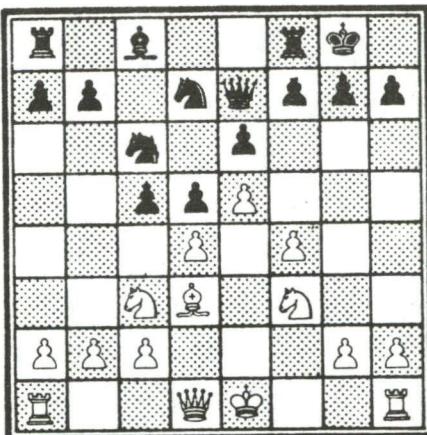
Easy? Then send your solution to "Chess Problem solving contest" Lloyd's Bank, 71, Lombard St., London, EC3P 3BS. Only the key move is required (by 30th June)

NOVICES SECTION

Simply Winning

By M.J.Cowley

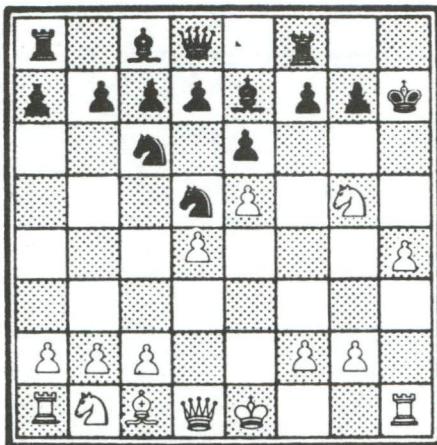
One of the most commonly encountered types of mating attack, which should have a place in every player's repertoire, is the classic BxRP sacrifice. Here is an example:-



The main variation runs 1.BxRP+:! KxB 2.N-KN5+ K-N1 3.Q-R5 and Black cannot avoid mate; e.g. 3...R-Q1. 4.Q-R7+ K-B1 5.Q-R8 mate. An alternative defence is to bring the king forward instead e.g. 2...K-N3 3.Q-Q3+ P-B4 (after 3...K-R3 or 3...K-R4 white would play 4.Q-R3+ K-N3 5.Q-R7 mate.) 4.Q-R3 and Black can only avoid mate by enormous sacrifices. Declining the sacrifice is no help: 1...K-R1 2.N-KN5 P-KN3 (otherwise 3.Q-R5) 3.P-KR4 and the opening of the KR-file is fatal.

This combination has been known for many years and the following game was in fact published by the Italian, Gioachino Greco in 1619.

- 1.P-K4 P-K3
 2.P-Q4 N-KB3
 3.B-Q3 N-B3
 4.N-KB3 B-K2
 5.P-KR4 O-O
 6.P-K5 N-Q4
 7.BxP+ KxB
 8.N-N5+



Now 8...K-R3 9.NxP++ loses the Queen. If 8...K-N3
 9.P-R5+ K-B4 10.P-N4 mate. Or 8...K-R1 9.Q-R5+
 K-N1 10.Q-R7 mate. A more serious try is 8...K-N1
 but White still wins by 9.Q-R5 B-N5+ 10.P-B3 R-K1
 11.QxP+ K-R1 12.Q-R5+ K-N1 13.Q-R7+ K-B1 14.Q-R8+
 K-K2 15.QxP mate. In the game Black played:-

- 8.... BxN
 9.PxB+ K-N1
 10.Q-R5 P-B3
 11.P-N6 R-K1
 12.Q-R8 mate.

Finally, to prove that anyone can play this combin-

ation, here are two examples from my own games which amply demonstrate how White's attack practically plays itself:-

FIRST GAME

1. P-K4 P-QB4
2. P-QB3 N-QB3
3. P-Q4 PxP
4. PxP P-K3
5. N-QB3 P-Q4
6. P-K5 B-N5
7. N-B3 KN-K2
8. B-Q3 O-O
9. O-O P-QR3
10. BxP+ KxB
11. N-N5+ K-N1
12. Q-R5 R-K1
13. QxP+ K-R1
14. Q-R5+ K-N1
15. Q-R7+ K-B1
16. Q-R8+ N-N1
17. Q-R5 Q-Q2
18. N-R7+ K-K2
19. B-N5+ N-B3
20. NxN PxN
21. BxP+ K-B1
22. Q-R8+ Resigns

SECOND GAME

1. P-K4 P-K3
2. P-Q4 P-Q4
3. P-K5 P-QB4
4. P-QB3 N-QB3
5. N-B3 B-Q2
6. B-Q3 PxP
7. PxP B-N5+
8. N-B3 KN-K2
9. O-O O-O
10. BxP+ KxB
11. N-N5+ K-N1
12. Q-R5 R-K1
13. QxP+ K-R1
14. Q-R5+ K-N1
15. Q-R7+ K-B1
16. Q-R8+ N-N1
17. Q-R5 N-R3
18. N-R7+ K-N1
19. BxN PxN
20. Q-N6+ K-R1
21. N-B6 QxN
22. PxQ B-KB1
23. P-B7 Resigns.

++++++

14th Scottish Chess Congress for Disabled

3rd to 8th September 1979

Those eligible:

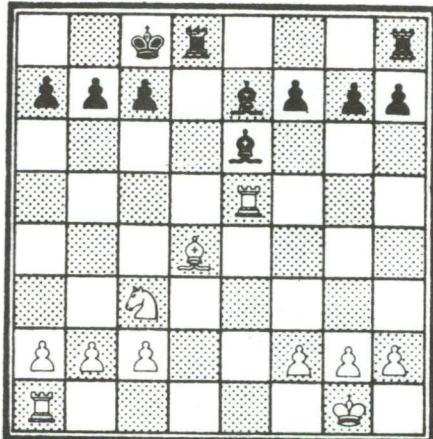
Those permanently confined to a wheelchair, registered blind or unable to care for themselves at congresses.

Details, donations or offers of help to or from;
L.D.Stimson, 1, Chapel Court, The Thistle Foundation,
Niddrie Mains Rd., Edinburgh EH16 4EF (by 20th August)

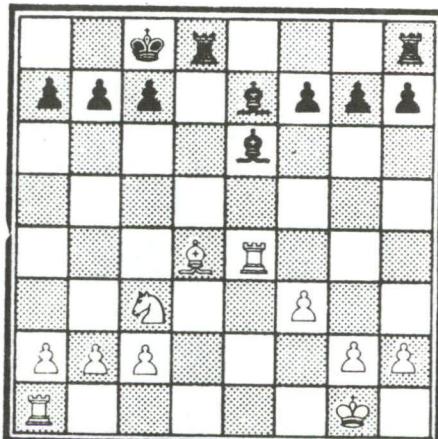
Little Ideas In Chess

by M. Basman

Every chess game is different; but many games have similar underlying ideas. Knowing these ideas can help in analysis of positions, making tasks easier. In this article I would like to present six positions - none of them incredibly difficult - for analysis. If you find them easy, it is probably because you know the themes already. If not remember them, they may turn up in your own games sometime.



• 1. White to play

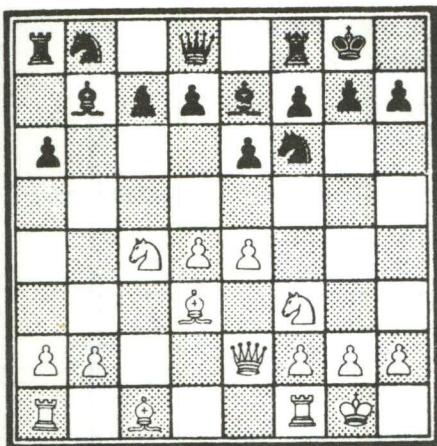


2. Black to play

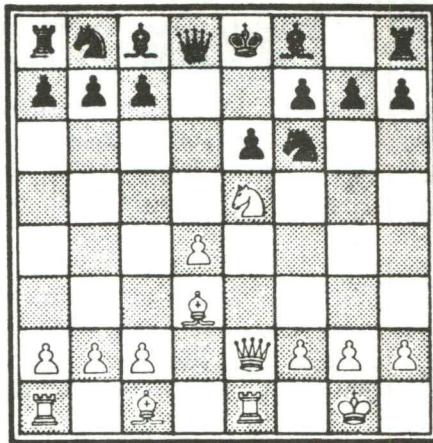
Wanted

Games with analysis, letters, positions where you feel the advice of stronger players may be useful &/or any other contributions which may be of interest to other readers.

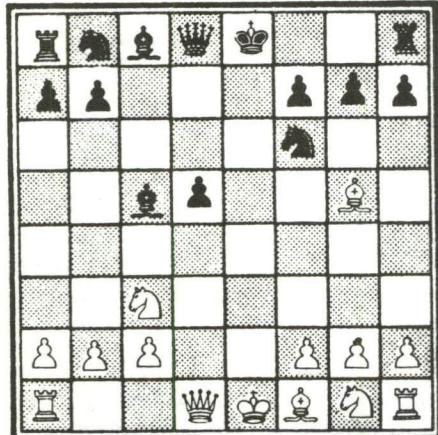
Send to: B.P. Floyd, 11, Ravenslea Rd., London, SW12.



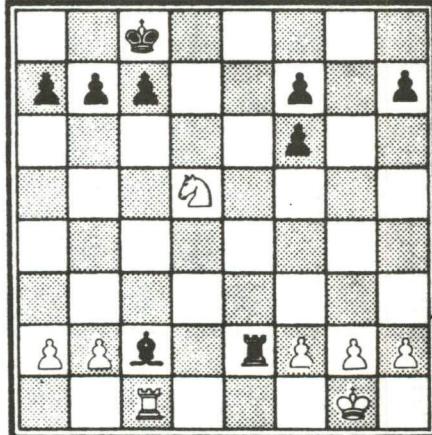
3. Black to play



4. Is 1....QN-Q2 a good move?



5. Black to play



6. White to play

