

RABBITS REVIEW

NO. 10

11.0

RABBITS REVIEW

The instantly readable chess magazine. Study the diagrams as you come to them for a few minutes to get the best effect.

RABBITS REVIEW is published bi-monthly. Editor is Michael Basman, who writes most of the articles. Annual subscription is £3.50 for six issues post free from 7 Billockby Close, Chessington, Surrey KT9 2ED. Single issues and back issues are 60p each post free.

SUDDEN DEATH CHESS LEAGUE The league is on! Discussions with ECF grader, B. Threadgall, have a new grading formula which will allow games played at 35 moves in $1\frac{1}{4}$ hours (plus a 15 minute time control to finish off the games) to be eligible for grading.

Clubs are now being circularised in the South London area and the league should begin early next season.

Giuoco Piano

Last issue's article dealt with the classical lines of the Giuoco Piano, where white endeavours to build a pawn centre with the moves P-QB3 and P-Q4. We saw that by rapid counterattack in the centre black was able to get a good position.

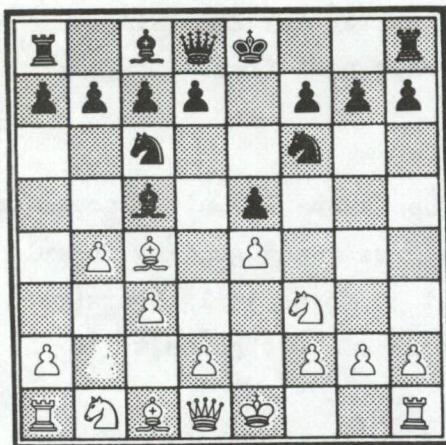
So the average player who still wants to play P-K4, what shall he do?

Let us follow the moves as before.

- 1 P-K4 P-K4
- 2 N-KB3 N-QB3
- 3 B-B4 B-B4
- 4 P-B3 N-B3

Now instead of the move 5 P-Q4, the analysis in this article will look at

- 5 P-QN4



The long term advantage of this move is to gain space on the queen side and permanently to cramp black on that wing.

In the short term the move prepares a spot for the white queen at QN3, where she cannot be harassed by the move ... N-QR4. On QN3 the white queen and bishop will bear down upon

black's KBP - a threat that is of course easily parried by black castling. But more important, white keeps a close eye upon the Q5 square, and thus prevents black from achieving a freeing thrust with the move... P-Q4. With black cramped and deprived of counterplay, white will gradually develop his remaining pieces and surge forward once more. All this of course will take some time - far longer than the immediate bang bang of the previous article.

5 ... B-N3

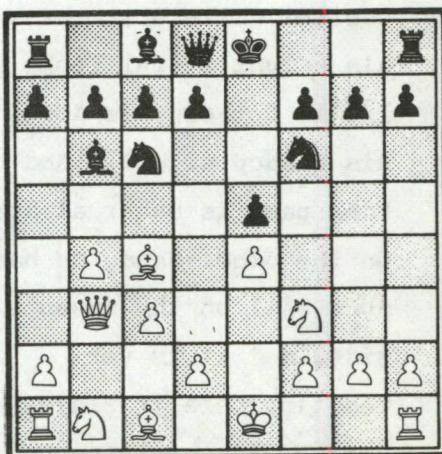
Black could also retreat more passively to K2, but why not first try to retain the bishop on its strong diagonal?

At this point white could play 6 P-Q3 to guard his KP, and remain satisfied with his spatial queen side advantage. The question

would then arise, could black try to break out at once with ...P-Q4? We invite you to consider this question, which will be discussed at the end of the article.

So let us carry on with our restraining idea which is

6 Q-N3 /



This move ensures that ...P-Q4 will not be a thrust for a fairly long time. It also puts the queen a little offside, so white must be careful about his king side and central play in the next

few moves.

6 ... 0-0

Black naturally chooses this method of defending his KB pawn and furthering his development at the same time.

Now white takes stock. He seems to be behind in development, he has not castled while black has; his knight at QN1 looks a little forlorn, as does his bishop at QB1. And his king pawn is under attack. On the other hand, he has done well on the queen's side, and it is very tempting here to play the move P-QR4 - setting up a sort of wing centre, and incidentally hoping to trap the black bishop with P-QR5. However, if white does play P-QR4 immediately, he has to work out the consequences of black capturing ...NxKP.

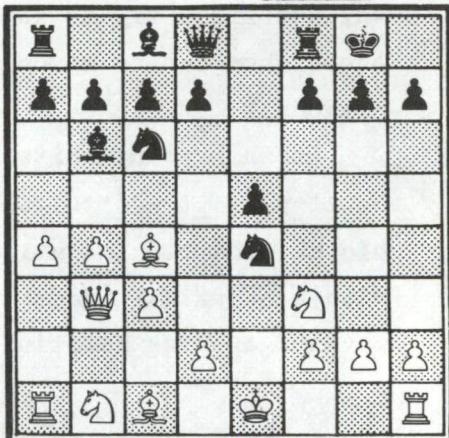
You might ask, why not

play P-Q3 first and then follow up with P-QR4 next move? The answer is that if white plays 7 P-Q3 black can answer sharply with 7...P-QR4 8 P-N5 P-R5 attacking the white queen; when the queen moves away then black may play ...N-QR4 attacking the bishop at QB4. Had white's pawn already been on QR4, then in answer to black's thrust ...P-QR4, white could simply play P-N5, and the black knight then has to retreat, either to K2 or QN1.

So our first task will be to unravel the implications of the immediate

7 P-QR4

NxKP /



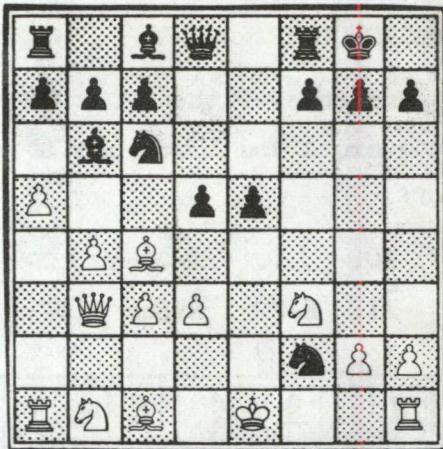
It is a little unfortunate for white that black now has an attack against the white KBP, so 8 P-QR5 will not win a piece in view of the reply 8...BxRPch 9 K-B1. White may still hope to gain something due to the awkward positioning of black's minor pieces - for a start he threatens P-Q3, and if the knight at K5 moves away, white can take the bishop with his king. Against this thrust black can play 9...B-R5 10. P-QN5 N-N1 11 NxKP Q-B3ch 12 N-B3 when white is still a pawn down with a rotten position due to his exposed king.

So white will have to do better than that. Let's try 8 P-Q3 NxBP 9 P-QR5.

Now if black captures the rook at R8, white plays 10 PxR and it is very unlikely that the black knight at R8 will get out. However, instead of 9...NxR black has

black has a dazzling move discovered by Epsom rabbit John Green in a teaching simul.

9 ... P-Q4!! /



The object of this clever pawn sacrifice is to smash open the the position and get at the white king. Notably, it is just the advance white had intended to prevent earlier on. If white captures here 10 PxR, black also plays 10...PxR, attacking the white queen, and then picks up the rook at R8. Also if white tries 10 B-QN5 then 10...P-K5 11 PxR NxR is equally

embarrassing, as if the white knight moves, black swoops in with ...Q-R5ch. So willy-nilly white must capture.

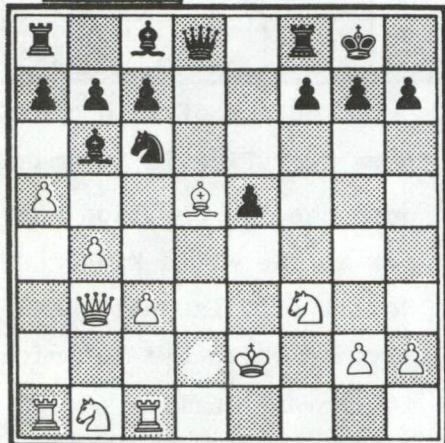
10. BxQP

Now however the QP is unguarded and black has it off.

10. NxQPch

11. K-K2 NxBch

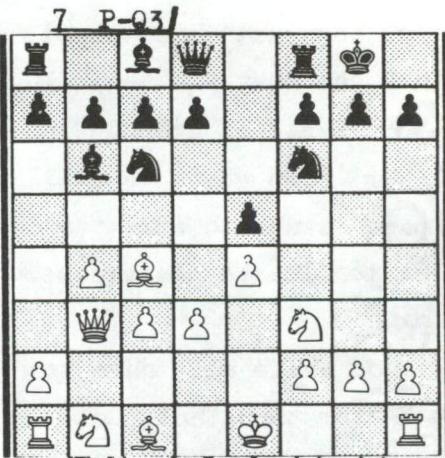
12. RxN |



Now black, still with his piece at QN3 under attack, continues along his merry way with 12...P-K5! 13 RxKP B-K3! 14 Q-B2 B-B5ch 15 K-K1 and now 15...B-K6! freeing his bishop and

leaving the white king exposed in the centre.

So unless anyone comes up with an improvement for white, we must conclude that the gambit continuation 7 P-QR4 does not work. That means we shall have to return to move 7 and examine the consequences of white playing 7 P-Q3 instead.



White defends his king

pawn sensibly before undertaking queen side operations.

Black could now play quietly with 7...P-Q3 himself when after 8 P-QR4 P-QR4 (or 8...P-QR3 9 P-R5 B-R2

10 0-0 or 10 B-K3) 9 P-N5 N-K2 or N-N1 white seems to have an edge. This is probably the most common series of moves your opponent will play against you if you try the line as white, so it would be well to get experience of the middle games arising by playing the variation in friendly games at your club.

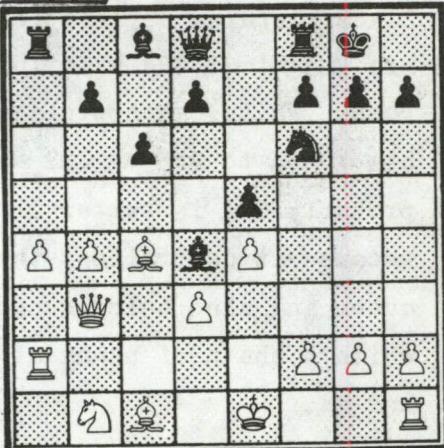
However we must first look at the theoretically critical move.

7 ... P-QR4

With this move black attempts to break up white's game. Note, as we mentioned earlier, that black is temporarily ahead in development, so violent action immediately would appear to be justified.

Why cannot white simply ignore this move, and play, for example, 8 P-QR4 here? The reason is that black has

a manouvre at his disposal which gets him a good game, that is 8 P-QR4 PxP 9 PxP N-Q5! 10 NxN BxN 11 R-R2 P-QB3 /



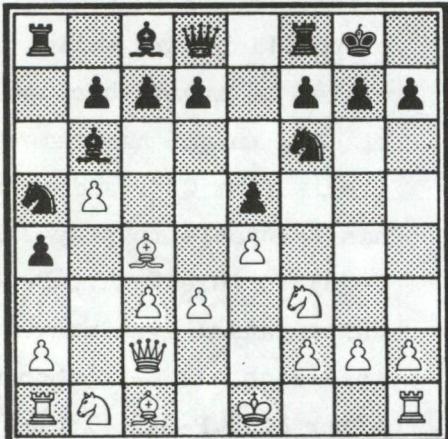
This is just the sort of position that white wishes to avoid, because black's knight has removed itself from QB3, and black has been able to play ... P-QB3 to threaten ...P-Q4. White cannot even prevent this with 12 B-KN5 because after 12...P-Q4! 13 BxN black plays 13...PxR(B5) attacking white's queen , and in fact winning a piece.

So black's 7...P-QR4 move cannot be ignored and the most obvious reply is

8 P-N5 P-R5!

Black prepares a place for his knight at QR4 with this push. White can now play his queen to QR3 or QB2 and probably QB2 is better, because it centralises the queen and also helps support white's chain of pawns at Q3 and K4.

9 Q-B2 N-R4/



An intriguing situation.

Black has two pawns en prise, his King pawn and QRP. Can white take either or both pawns? First we shall

look at the game Bolan-Basman, teaching simul May 1980, to try and answer the first question, can white take the QRP. (In this game white had actually moved his queen to QR3).

10 QxRP

Not only wins a pawn, but enacts a pin against the knight at QR4, thus apparently preventing 10...NxB. Black may try to break this pin by 10...P-Q3 followed by ...B-N5 and later ...NxB, though in that case white may have time to consolidate i.e. 10 ...P-Q3 11 QN-Q2 B-KN5 12 O-O NxB 13 QxN B-K3 14 Q-N4 when ...RxRP 15 RxR BxR is answered by 16 P-QB4, trapping the bishop.

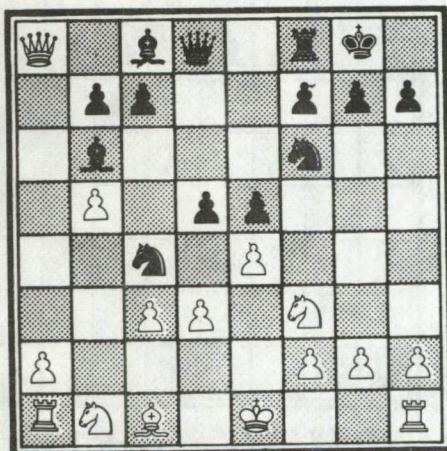
In the present game, black went va banque with the immediate:

10 ... NxR!?

11 QxR

White can certainly chicken out here by recapturing 11 QxN though after ...P-Q4 12 PxP QxP 13 QxQ NxQ 14 O-O P-KB3 followed by ...B-KB4 black has plenty of play for his pawn.

11 ... P-Q4!?



The exchange down, black throws in everything to keep the flames burning. He does not waste time trying to trap the white queen with 11 ...N-QR4 (followed by ...P-Q3

...Q-K2 ...B-KN5 etc) -

which would be answered by 12 N/l-Q2 and 13 N-N3 -but aims to destroy white's central pawn structure and invade on the white squares weakened by the absence of white's king bishop.

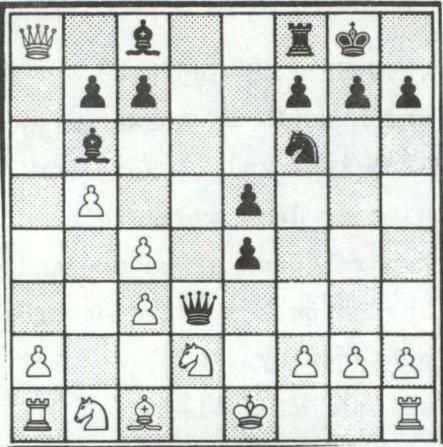
White boldly accepts the challenge and goes a rook ahead.

12 PxN PxKP

13 N-Q2

During the game I felt that this was dubious as it left white's pieces horribly undeveloped on the queen's wing. But 14 NxKP Q-K2! 15 B-R3 B-B4! 16 BxB QxB 17 O-O QxN is also uninviting for white in view of black's intended attack by ...N-KN5.

13 ... Q-Q6!?



The queen explodes into the white position, checks white's castling attempts and threatens such goodies as ...P-K6 and ...B-KN5.

14 B-R3 R-K1

15 P-KR3

Aiming to give up the queen after 15...B-KN5 16 QxRch ~~NxQ~~ 17 PxR.

15 ... P-K6!

Breakthrough! White cannot capture now because 16 PxP QxKPch 17 K-Q1 loses the queen to ...B-N5ch, and 17 K-B1 allows ...Q-B7chmate.

16 P-B5!

Shutting out the dangerous black squared bishop.

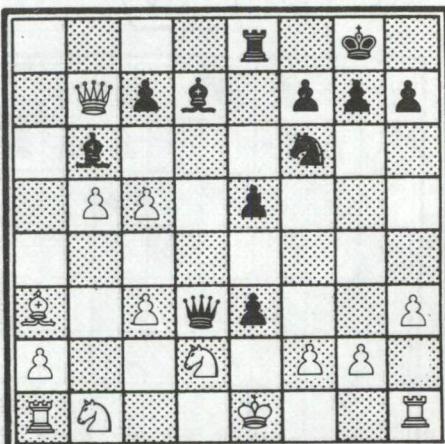
For the moment black seems to be stymied, but he finds another avenue of attack.

16 ... B-Q2!

Planning now to play 17... BxNp and then mate at K7.

17 QxNP /

Another fine response. White will bring his queen back to KB3 ... if he can.



17 ... P-K5;

Shutting the queen out - at all costs. And the secondary threat is to push the second king pawn through and bring the rook into action against white's king.

18 PxB BxNP

19 P-QB4

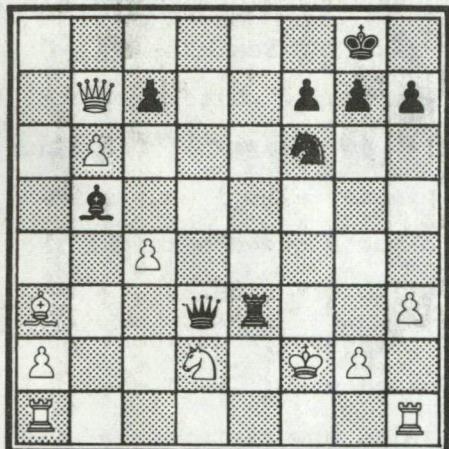
Parries the mating threat once again, but now black brings his last cohorts into battle.

19... PxNch

20 NxP P-K6!

21 PxP RxPch

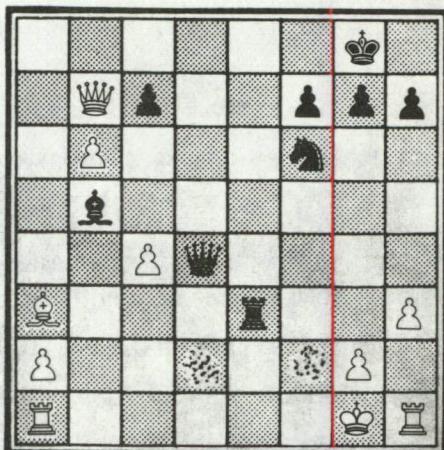
22 K-B2 /



The final moves are a matter of choosing checks precisely. Black uses his queen's power to maximum effect in order to produce double threats which cannot both be met satisfactorily.

22 ... QxNch

23 K-N1 Q-Q5 /



A really foul blow, setting up a queen and rook battery and also aiming a shot at the white rook in the corner. White cannot even play 24 Q-B8ch because of the reply 24...R-K1 discovered check winning his queen.

24 K-R2 Q-K4ch

Once again the most precise check, keeping one eye on the rook in the corner. There is nothing for white in 25 P-N3 QxNPmate.

25 K-N1 QxRch

26 K-R2 Q-K4ch

White resigns; because

27 K-N1 R-K8ch 28 K-B2

Q-K6 is mate.

After that exciting struggle we might conclude that the capture at move 10. QxQRP, has its risks.

So let us return again to to the position at move 10 and see whether there is anything in the other capture for white.

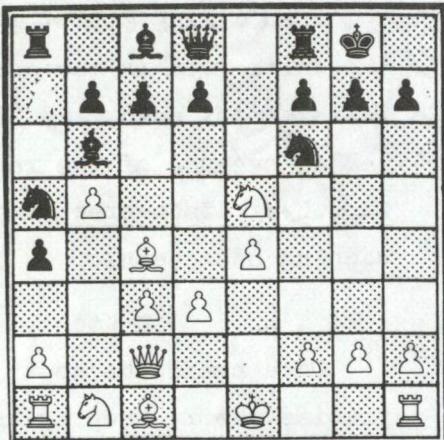
white squared bishop, but he is a pawn ahead and he is also attacking black's bishop at QN6. So this line looks good for white.

A second point is that if bla black plays 10...P-Q3 hoping that white will retreat his knight allowing black to double white's pawns by 11... NxR 12 PxN, white does not aquiesce but plays 11 NxP! RxN 12 BxRch KxR 13 0-0 when white white has rook plus two pawns against two minor pieces, a good centre and black's queen's knight is still off side.

However, what about the old standby 10...P-Q4 move? If white now captures he gets into a mess after 11PxP R-K1 12 P-KB4 NxQP as he cannot castle.

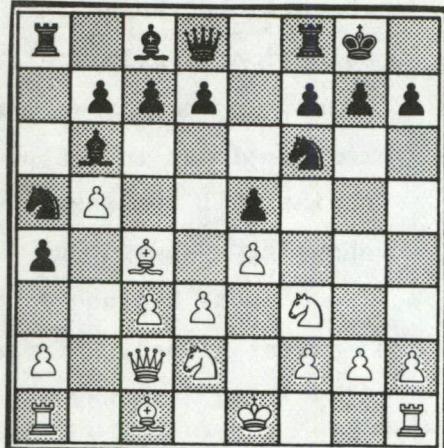
We must therefore reject 10 NxKP and look for another move.

10 NxKP /



This looks promising, as if black now plays 10...NxR white can answer 11 NxN. It is true he has lost his

10 QN-Q2 /



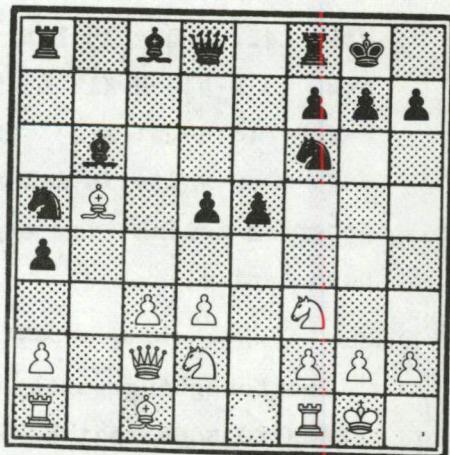
Now if black plays 10...P-Q3, white can even consider 11 QxRP, since the answer 11...NxR is no longer as strong as in the example game Bolan-Basman,

Secondly, the break 10...P-Q4 is also dubious because white employs an interesting idea in answer - 11 PxP NxQP 12 BxN! QxB. It is not often that white willingly parts with his king's bishop, but now 13 P-QB4 puts black into difficulties. After his queen retreats to say, Q1, white can simply castle. Black's knight

at QR4 is out of play and white threatens to blot off the QN3 bishop as well with P-QB5. White's only weak point is the pawn at Q3, but this is not easy to attack, as ...B-KB4 is always met by N-K4.

The third possibility for black from the last diagram is to play 10...P-QB3. This has a dangerous threat in ...P-Q4.

What should white do? I suggest the following line: 11 PxP NPxP 12 O-O P-Q4 13 PxP PxP 14 B-QN5, reaching an intriguing position.



This diagram shows that central expansion has its responsibilities. Usually it is white who gets the pawn pair in the centre, this time it is black who has surged forward. Yet he must retain his impetus, because not only are two of his pawns - at K4 and QR5 - in danger - but he may also lose the exchange if white gets in B-QR3.

However, the move 14... P-K5 does not appear to work as white has sufficient pieces guarding that square, so perhaps black must play less ambitiously with 14...B-Q2 15 BxB NxN 16 B-R3 R-K1 17 R-K1 P-KB3 18 R-QN1 N-B3 20 R-N5 when white is making progress against the exposed pawn centre.

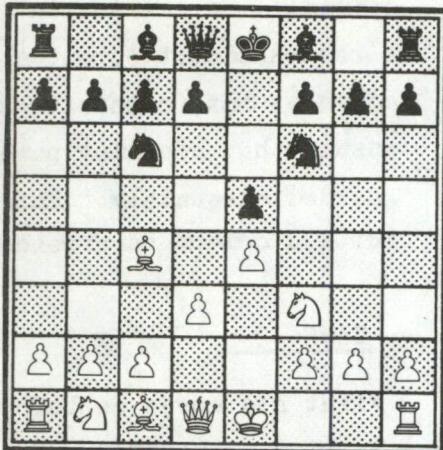
The foregoing analysis seems to show that 5 P-QN4 is playable; however, before

we go on to Part II of the article, which is a selection of illustrative games, we must answer the red faced man in the back of the hall who keeps shouting "What about the Two Knights Defence?"

What indeed. If you play 3 B-QB4 as white and your opponent unsportingly replies 3...N-KB3 instead of bringing his bishop out, you could be in for a lot of trouble if you go into the regular lines stemming from 4 N-N5 P-Q4 5 PxP N-QR4! (see Tim Harding's articles in Rabbit's Review Nos 3 and 4). I therefore suggest you try the same initially quiet approach as recommended in the present article on the Giuoco Piano.

In this case play 4 P-Q3 / which guards your king pawn and retains options of P-QB3 and P-Q4 at a later

date.



If black plays now 4...P-Q4, he runs into difficulties after 5 PxP NxP and now 6 Q-K2 awkwardly attacks black's insecure pawn. Should black play 6...P-KB3 in reply white might even consider 7 P-Q4,

Another move for black is 4...B-QB4, when after 5 P-QB3 you may hope to transpose into the line we have just been discussing, by playing P-QN4 next move. Of course black may see this coming and block with 5... P-QR4, when white's best may be to castle and aim to

expand with P-Q4, which though it has taken two moves, would occur in a situation where black has not the troublesome resource ...PxP PxP B-N5ch which gave white such problems in issue No.9 of Rabbits Review.

ILLUSTRATIVE GAMES

The following games were played by a master simultaneously against a group of amateur players. They are useful to play over because they will give you an idea of how your games are likely to go when you play them at your club against someone of your own strength.

The amateurs rarely make the precise 'theoretical and best moves', but often commit typical errors which lead quickly to an inferior position. Armed with the experience of these games, and the theoretical analysis of the

article, you should be well prepared for most of the contingencies that will arise in the early stages of your games.

The games shown here are sometimes chopped in the middle game, when they are no longer of relevance to our theme.

GAME 1

1. P-K4 P-K4
2. N-KB3 N-QB3
3. B-B4 B-B4
4. P-B3 N-KB3
5. P-QN4 B-N3
6. Q-N3 O-O
7. P-Q3 P-KR3
8. P+QR4 P-QR4?
9. P-N5 N-K2
10. NxP P-Q4
11. PxP NxP
12. O-O B-QB4
13. P-Q4 B-K2
14. N-Q2 B-K3
15. N-B3 R-K1
16. B-QR3

An awful blunder

loses black a pawn in the opening - he carries out a recommended theoretical advance, but forgets to ensure that his king pawn is guarded adequately. This is quite a common occurrence.

GAME 2

First six moves as before.

7. P-Q3 P-QR4
8. P-QR4 PxP
9. PxP N-Q5
10. NxN BxN
11. B-N2 BxB
12. QxB P-Q4
13. PxP NxP
14. O-O R-K1
15. N-Q2 N-B5
16. N-B3 Q-Q3
17. KR-K1 Q-KN3
18. P-N3 Q-QB3
19. RxP B-R6
20. QR-K1 RxR
21. QxR QxN
22. Q-K8ch! RxQ
23. RxR mate.

White's erroneous play in the opening (8 P-QR4

instead of 8 P-N5), allows black to equalise easily and play 12...P-Q4 in favourable circumstances. Thereafter both sides start an attack. By courageous play white manages to force mate just as his own king seems in its greatest danger.

Notice the effect of white's bishop at QB4. It proves a useful attacking piece, preventing black from defending his king pawn with ...P-KB3; but it is also powerless to aid white defend his white squares on the king side.

GAME 3

SAME FIRST SIX MOVES.

- 7. P-Q3 P-QR4
- 8. P-QR4 PxP
- 9. PxP NxNp
- 10. B-QR3 P-QB4
- 11. BxN PxN
- 12. O-O P-Q3
- 13. QxP B-B4
- 14. Q-N3

This time black

tries a tactical trap in 9...NxNp. If the knight is taken, white loses his queen to 10...B-R4. White finds the correct answer, regains his pawn, and even has a slight edge in the final position.

GAME 4

First six moves as before.

- 7 P-Q3 P-Q3
- 8 P-QR4 P-QR3
- 9 P-R5 B-R2
- 10 B-K3 BxB
- 11 PxN Q-K2
- 12 O-O N-N5
- 13 R-K1 N-Q1
- 14 N-Q2 B-K3
- 15 P-KR3 N-KB3
- 16 P-N5 BxB
- 17 NxN B-K3
- 18 QR-Q1 N-B4
- 19 Q-N4 N-R4?
- 20 N/4xKP! PxN
- 21 P-Q4

A more positional game. Black avoids the tactical pitfalls of the opening and allows white his queen side

LETTER

SIR -

there seems to be a widespread feeling that there is something wrong with chess, or with the conditions under which it is played. Joe Gallagher in R.R. 8 and Sudden Death in RR9 suggest that what is wrong is adjudication. I would like to put forward the view that what is wrong is that chess is boring because it is played too slowly.

The proposal in "Sudden Death" for faster play - 35 moves in $1\frac{1}{4}$ hours - would be an improvement, but, in my opinion all the advantage would be dissipated by the second proposal for an allegro finish.

I think the allegro finish is harmful to good chess (much more so than adjudication) because it encourages players to play on in bad positions in the hope of their opponents making mistakes or losing on time. It also feeds the obsessive interest in winning, as distinct from playing an intelligent and harmonious game, which is all too prevalent in present-day chess.

But it is not enough to step up the average rate of play - I have played deadly boring games in week-end congresses which were played at the apparently comfortable speed of 48 moves in two hours, followed by an allegro finish, and they were made so by my opponent's taking $1\frac{1}{2}$ hours for their first 15 moves, when nothing has happened in the game and there is not really anything to think about.

Therefore we need not only a reasonably high average rate of moves, but also a fairly steady rate, especially at

the beginning of the game before the position has aquired a definite, and possibly interesting, shape. If we add to this the constraint that the first time control can be at any time (because we can set the initial clock position where we like), but that subsequent ones must be at one hour intervals (because of the criterion of the flag having fallen) then we reach the following proposal for the improvement of chess for both players and spectators:

(i) 1st time control at 30 minutes and 15 moves

(ii) 2nd time control at 90 minutes and 45 moves

(iii) if available time is limited, adjudication at 45 moves. There is a much higher probability of finishing a game in 45 minutes than 30, and a very high probability of reaching a position in which adjudication will be simple and obvious.

(iv) if a longer playing time is possible, subsequent time controls at 1 hour and 30 additional moves. But I would prefer the 45 move limit and adjudication anyway, because I think that 3 hours is long enough for a game; too much modern chess even on league and club level is treated as if it were work.

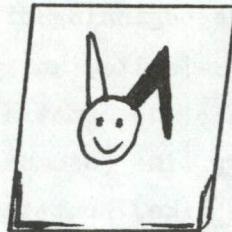
On a different, but related theme, I think you are mistaken in suggesting that readers of R.R. or Turnover Books spend 15-30 mins studying a position. I am sure that anyone can see in under 5 minutes all that he is capable of seeing in (almost) any chess position, and that boredom and trying too hard are the enemies of vision and insight and imagination.

Yours Faithfully,

GEORGE WEEDON, EDINBURGH

RABBITS

Hall of FAME



incorporating Chamber of Horrors.

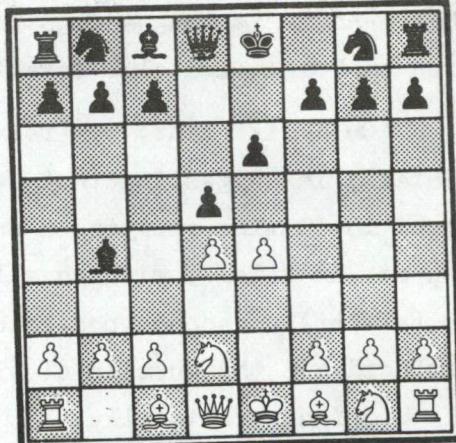
Every now and then a Rabbit plays a game he is proud of. However, this is not one of them, though it contains many universal features which will be of interest to our readers. Notes in hand script are by Pat Armstrong, who commanded the black men, and those notes in brackets are by a master player.

... This game I lost at the Evening Standard congress gave me some surprises. I'm black and tried the French Winawer variation.

1 P-K4 P-K3
2 P-Q4 P-Q4
3 N-Q2

Odd I thought.
Perhaps he wants
to play P-QB3
to drive my
bishop away.

3 ... B-QN5 /



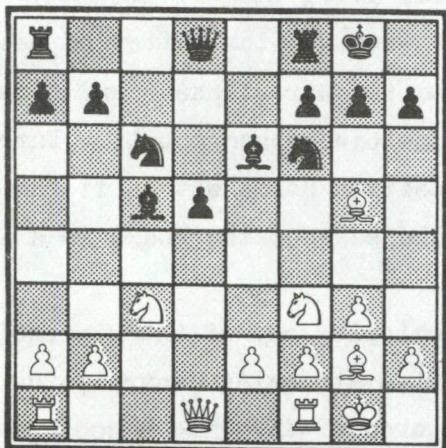
(You are not actually in the Vinaver variation of the French, as that occurs only when white develops his knight to QB3 and black pins it with his bishop. One of the ideas of the move played - 3 N-Q2, which is called the Tarrasch variation, - is to avoid the pin, because it can now simply be answered by 4 P-QB3. Since white wants to play P-QB3 anyway, to support his pawn at Q4, the move ...B-QN5 is a waste of time.

What should black have done? Possibly 3...N-KB3, to request white to do something about his king pawn - either push it forward or exchange; or 3...P-QB4 as favoured by Korchnoi against Karpov in their World Championship matches.

A little history: Tarrasch was a strong player who flourished between 1890 and 1920, about the time Emmanuel Lasker was world champion. He never got the better of Lasker which annoyed him. He was a good teacher of chess and stressed the importance of freedom for the pieces and mobility. Famous words of his were 'a cramped position holds within it the germs of defeat', 'a knight on the edge of the board is a scandal'.

He became the favourite whipping boy of the Hypermoderns, led by Nimzovich, who, though also stressing centralising, emphasised more the static features of the game - good pawn structure, permanent outposts for the pieces. Nimzovich also felt that pawns being such good barricaders often made a cramped position very hard to breach, and he frequently showed that the player with the space advantage might find himself overextended.

The dialogue between the two continued and has not been resolved. Tarrasch's most famous defence is the Tarrasch Defence to the Queen's Pawn, where black gives himself a weak exposed pawn in the centre but obtains free play for his pieces. Tarrasch couldn't get many people to play his defence, and he said huffily 'only time will tell who is right, I or the chess world'. However Spassky used the defence against Petrosian in a victorious world championship match, and it is quite frequently employed nowadays. It goes 1 P-Q4 P-Q4 2 P-QB4 P-K3 3 N-QB3 P-QB4 (Tarrasch's recipe for relieving black's incipient cramp by striking back in the centre) 4 N-KB3 N-KB3 5 PxQP KPxQp 6 P-KN3 N-QB3 7 B-N2 B-K2 8 O-O O-O 9 B-N5 B-K3 10 PxP BxP



Of course there can be a lot of variation in the first moves but I'm just showing you the type of position that can arise. Black has a target exposed central pawn, but all pieces are active. He has open files for rooks etc. His queen pawn may also support a knight going to K5.

Back to the game!

4 P-QB3 B-R4

This move may not be good either, the bishop could have instead retreated to K2. White can certainly now play 5 P-QN4, which will drive the bishop to a poor position, and also prevent black's freeing move ...P-QB4. It is just a

question how far white has dislocated his own position in tying black up. For example, if 4 P-QN4 B-N3 5 P-K5 black can strike back with 5...P-QR4 and white cannot play 6P-QR3 because of ...PxP exploiting the pin on the QR file.

5 N-N3

This looks fairly good.

White does not deprive black of all play, but can establish a promising position of his own.

5 ... B-N3

I didn't like this at the time and even less later. What is better?

Your position is not very good and it will be difficult to achieve a measure of freedom with ...P-QB4.

6 P-K5 N-K2

This knightmove seems necessary otherwise 7Q-N4

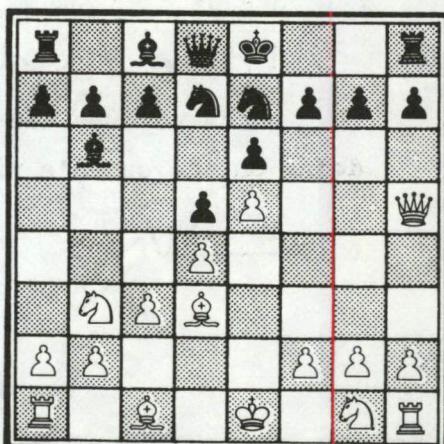
attacking the KNP and forcing either ...K-B1 or ...P-KN3 could be embarrassing. Now if 7 Q-N4 black could castle or play ...N-B4. Still, 7 Q-N4 may nevertheless be a good move for white, as he has a lot of space on that wing due to his cramping pawn on K5.

7 B-Q3 N-Q2

7...P-QB4 is not good and I feel I'll need to castle queen's side.

8 Q-R5 /

Help!



This is aggressive but perhaps white should be thinking about stopping ...P-QB4. Against 8 B-K3 black has a reasonable answer in 8...N-B4 (threatening ...NxB as well as ...Q-K2 and ...P-QB4), so perhaps white could blend a king side attack with prevention of ...P-QB4.

For example 8 Q-N4 0-0 9 N-KB3 and this point black has not time for the advance ...P-QB4 because of the 'Greek Gift' sacrifice 10 BxRPch KxP 11 Q-R5ch K-N1 12 N-N5 (see Rabbits Review No. 5 for other examples of this). Also, if black tries 9...P-KB4 10 PxP e.p. NxP 11 Q-R4 with a lot of pieces trained against the king's wing. However, even here black can defend with 11...N-B4 12 BxN PxP 13 0-0 N-K5 which bears out Nimzovich's idea - that cramped position have a certain resilience.

8 ... P-QB4

Freedom!

Should I play 8...P-KN3?

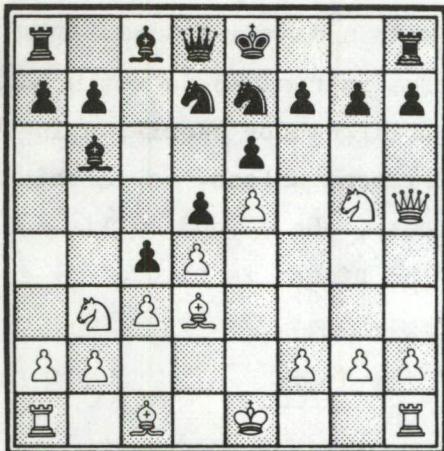
No need to yet. 9 BxRP just walks into a self pin and even loses the bishop after 9...N-B1.

9 N-B3 P-QB5

I think I'm clever or he's daft! Both wrong!

White pursues his attack, ignoring whatever black is doing on the queen's wing.

10 N-N5 /



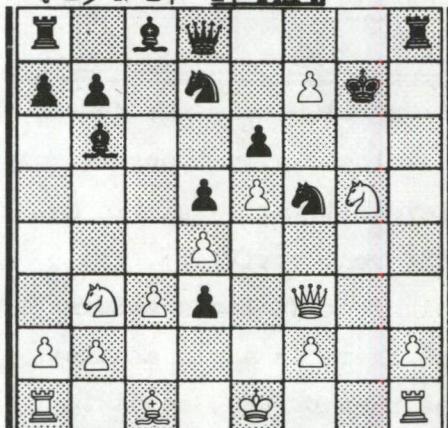
An extremely interesting position. Black has got a piece 'in the bag'; it's just a question of whether he can keep it. He's threatened by mate in one so a natural defence is 10... P-KN3. Then white retreats his queen to KB3, once again threatening mate. At this point black must decide whether to play ...R-B1, ...N-B4 or ...O-O.

If 11...R-B1 white can play 12 NxRP PxR 13 NxR NxN. The material balance is about even at rook and 2 pawns v. B&N, though black has a fairly good game. He may play ...B-Q2 ...Q-B2 and ...O-O-O and consol-

idate his position.

If 11...N-B4, black renounces gain of a piece but stops the mate. White might play 12 BxN NxB 13 Q-R5 Q-K2 14 N-Q2 N-B1 and the game is only just beginning.

The third possibility is 11... O-O, attempting to hold onto the piece. After say 12 (threatens mate again) ♗xP P-KR4 13 P-KN4 PxR 14 PxP black has his back to the wall but can continue with 14...K-N2 15 PxP R-R1! 16 Q-B3 N-B4 17 PxP/J

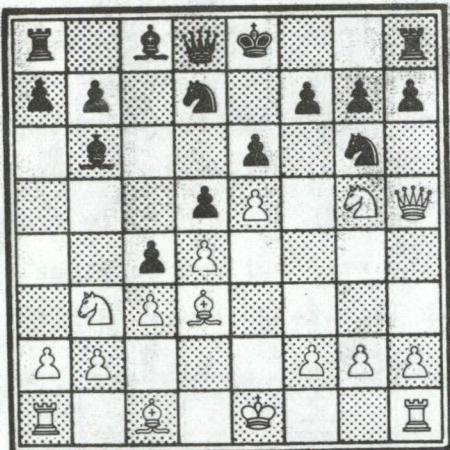


White has a very strong attack, but after 17...N-B1 18 R-N1 N-N3 he has still to justify his expended material.

Back to the game.

10 ... N-N3 /

That must be
okay, you played
it when I tried
something like
this last week.



Unfortunately the move
is a loser even though I
played it last week (in a
different position). The
knight on N3 looks secure
but there is a pin against
the pawn on KR7, so it is
in fact only guarded by the
KBP. White can remove the
guard by playing here 11
NxKP! since if ...PxN 12
BxNch when 12...PxN allows
13 QxRch and white ends up

with a material advantage.

The pawn at K3 is not usually
a target for sacrifice in the
French, unless, as in this
case, the defending line of
the bishop is blocked by a
knight at Q2.

11 NxBP

Ouch! Right idea, wrong exec-
ution.

11 ... KxN

12 BxNch

Unfortunately for white, the
black rook at KR8 is now
guarded by the black queen!

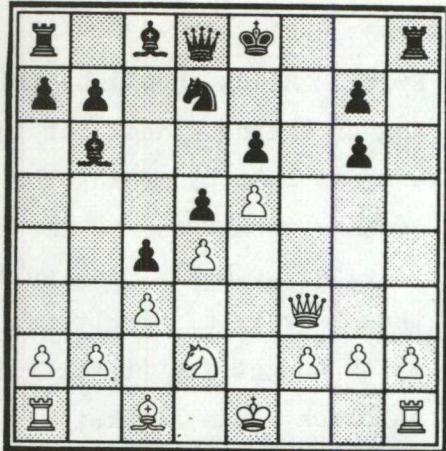
12 ... PxR

I did wonder whether
he really meant
the attack to go like
this.

13 Q-B3ch K-K1

14 N-Q2 /

The net result is that white
is a piece down and his
attack has evaporated.



14 ... B-R4

Not much of a move but I felt I wanted to connect the rooks somehow.

The bishop might as well have stayed on QN3 - it's as good there as anywhere else. However, the other pieces need regrouping. As white has lost his white squared bishop, his white squares may have become a little weak, so the move ...Q-K2 ...Q-B2 and even later ...Q-KB4 suggests itself. The other queen

side pieces can be regrouped by ...N-N1 ...N-B3 ...B-Q2 and later ...K-B1 ...K-N1 and ...QR-KB1. As the position is so blocked it is unlikely that white will be able to do anything while this is going on.

15 Q-N4 N-B1

16 N-Kb3 Q-N3

No! No! this is all wrong.

The queen should be kept near the king side. As before 16... Q-K2 ...KB2...KB4 is indicated.

17 O-O B-Q2

18 N-R4 K-Q1

You could still have had a go at defending the KNP by 18 ...K-B2 19 Q-B3ch K-N1 20 Q-N4 B-K1 but I suppose it's optional.

19 NXNP NXN

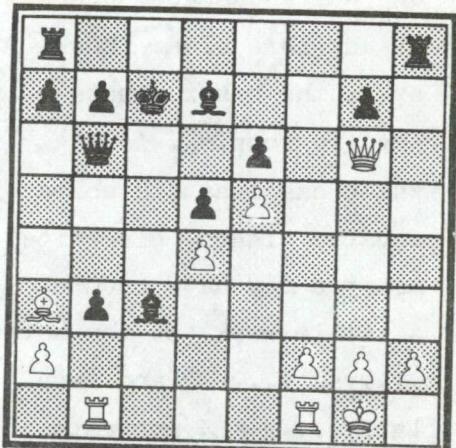
20 QxN K-B2 /

23 R-N1 BxP?

Error. Black should be thinking of making a nest for the king at last by moving the queen's rook - say to K1, then playing ...K-N1. It would then be very difficult for white to get any attack going, as black could blanket his defensive fortress with bishops and pawns. Also, because the queens are still on, white would have to be careful of pushing forward his other trump - the king side pawns, for fear of exposing his own king.

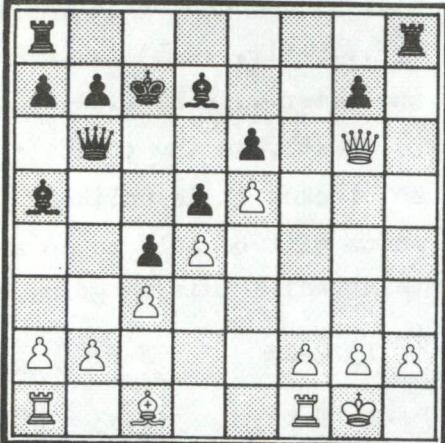
24 B-R3 /

(Given a ! by black)

21 P-QN4!

(Given a ? by Black)

I thought I saw a glimmer of hope here. Do you think there are any chances for black?



White has now been able to acquire a couple of pawns for the piece, though black has to some degree disentangled himself, and should still have the advantage, despite the awkward placing of the black queen and bishop on QN3 and QR4.

White now embarks upon an imaginative continuation to break once more into the black position.

This looks good as it threatens to check black on Q6 before he has managed to get his king back to safety. Basically, black needs two moves - one to play ...K-N1 in order to answer B-Q6ch by ...K-R1. As it is if black now plays 24...QR-K1 white will move 25 B-Q6ch and black's king will have to go to QB1 - a far more exposed position. However, instead of 24 B-R3 white could also have played the immediate 24 RxNP, attacking queen and bishop. If black defends by 24...QXQP he runs into 25 B-K3 QxKP 26 RxBch QxR 27 R-KB1 winning his queen; though black gets two rooks for it, his king would be in great danger.

The alternative 24...Q-B3 is met by 25 B-R3 threatening both B-Q6ch and KR-QB1.

I couldn't decide for ages what to do next. What would you have done?

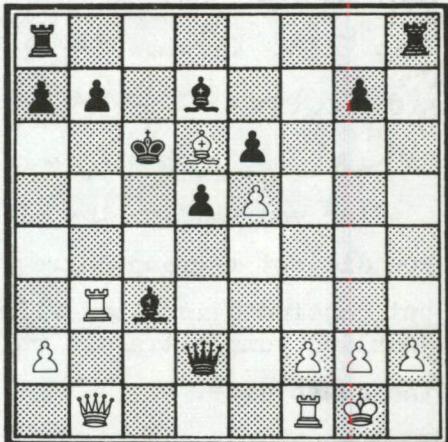
It's a pity you took the QBp last move - now that file is open to your king. Still, the position may be retrievable if you prepare a haven for your king at QN2 - 24... QxP 25 B-Q6ch K-B3 26 RxP P-QN3 27 R-QB1 K-N2 28 R/3xB R-QB1. Now 29 R-B7ch? RxR 30 RxRch K-R3 31 RxB would be answered by ... Q-Q8mate.

24 ... QxP

25 B-Q6ch K-B3

26 RxP Q-Q7?

27 Q-N1! /



White threatens both
28 RxNP and 28 RxBch QxR
29 R-QB1 again pinning and
winning black's queen.

I hardly like to
admit my next moronic
move.

27 ... P-Q5??

28 Q-K4 mate.

Could black have
won earlier on?
She is a 'bad'
bishop up. If not,
what can black
do to avoid ending
up in the stranglehold
position which results
from attacks like
this?

After you had won the piece
you did not regroup correctly,
but continued in blind flight,
jumbling your extra men on
the queen side.

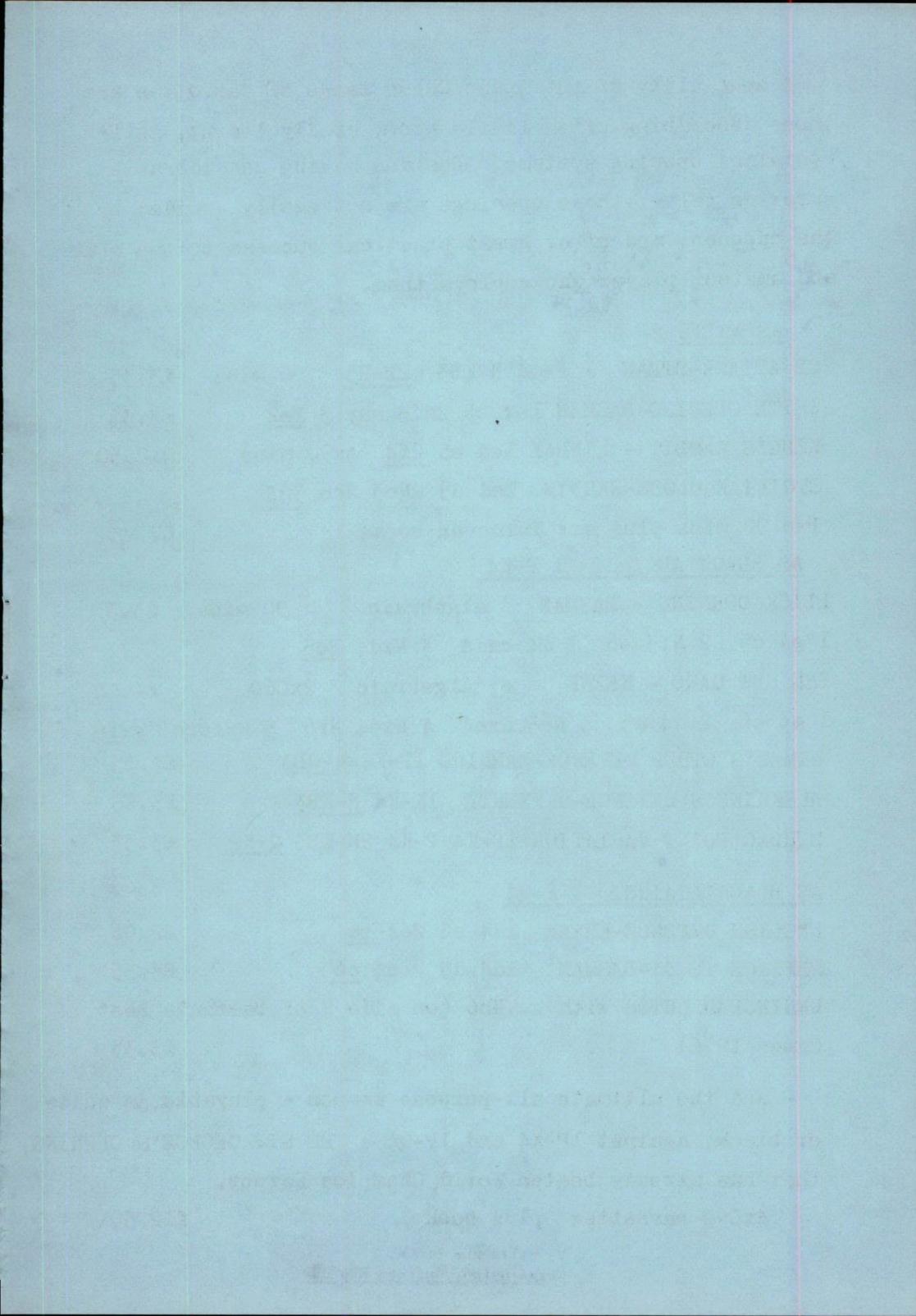
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