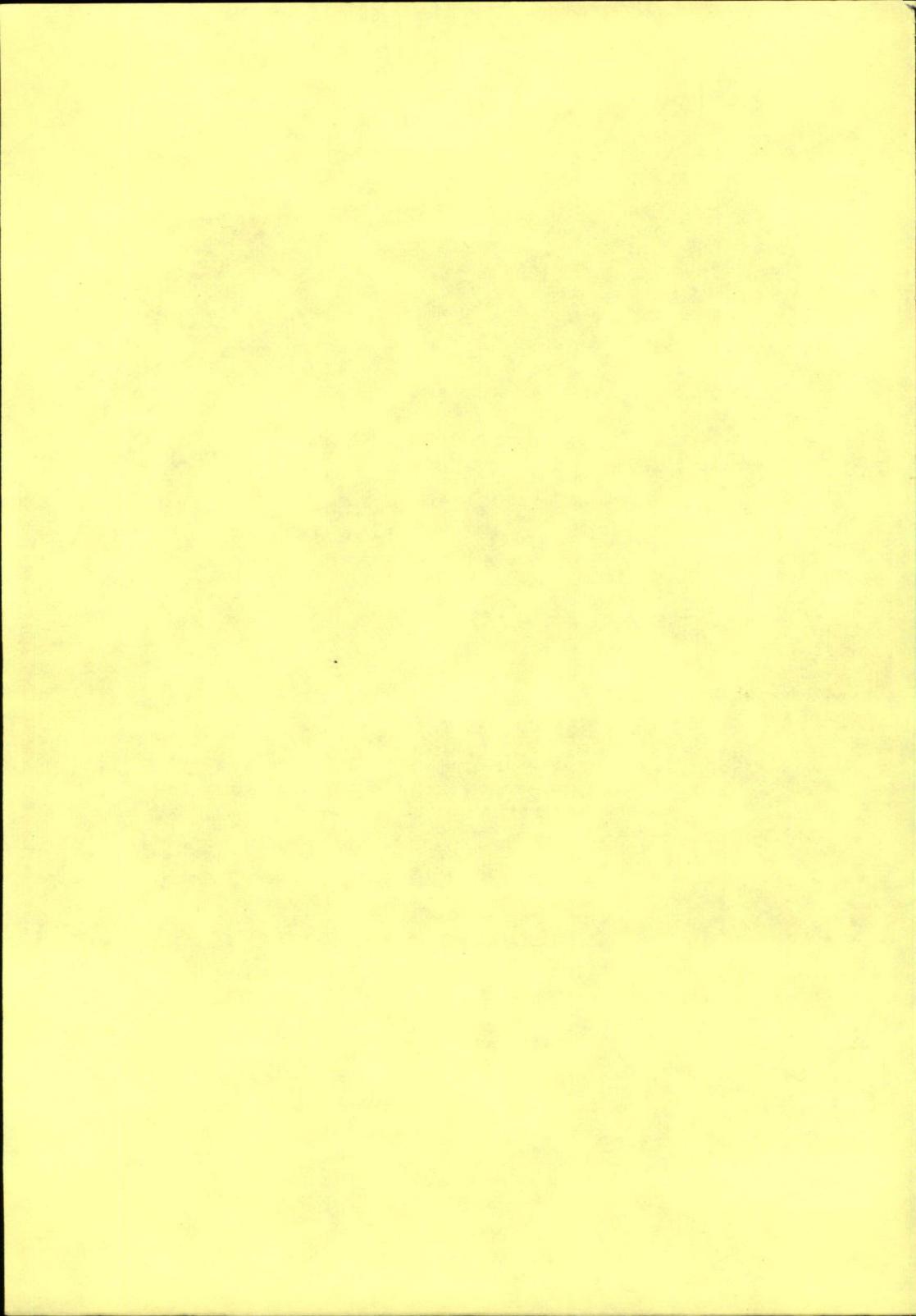




RABBITS REVIEW

NO. 3



Editorial.

Opinions differ. Ask 20 chess players how they'd continue from a given position and you'll get 20 different answers. If you ask about something more controversial like methods of teaching weaker players or who should play in a particular team you'll get 30 different answers.

As it is our desire to reflect the manifold opinions of our readers through our contributors, it would be totally wrong for us to refrain from publishing material solely on the grounds that we disagreed with the views expressed therein.

Our editorial policy is simple: provided articles are written by (or to assist or entertain) our readers then they are eligible for inclusion. And to prove our sincerity in this issue we include some of the letters received following publication of our first effort. Whether or not we agree is irrelevant.

B.P.Floyd,
11, Ravenslea rd..
London, S.W.12

++++++

Subscriptions only £2.50 p.a. (inc. postage)
Advertising rates: £8 per page (£4 per $\frac{1}{2}$ page)

++++++

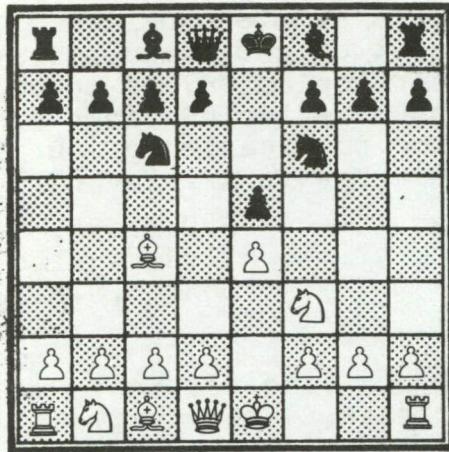
| <u>CONTENTS</u> | <u>PAGE</u> |
|--------------------------|-------------|
| Opening Lines | 2 |
| Cashcade | 5 |
| Off the Record | 8 |
| Letters | 15 |
| Against the Odds | 21 |
| NOVICES SECTION | /25 |
| Mr. Honeybun plays again | 25 |
| Finishing Touches | 30 |

Opening Lines

by Tim Harding

TWO KNIGHTS DEFENCE

A rabbit should work hard at developing a good relationship with his horses. Bring them out quickly, in almost every opening. Take the Two Knight Defence for example. See the diagram position.



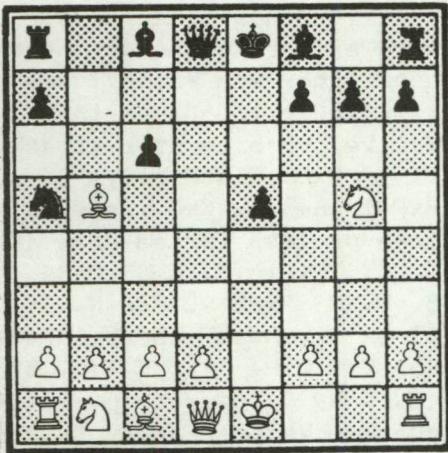
This arises by 1.P-K4 P-K4 2. N-KB3 N-QB3 3. B-B4 N-B3. Although White can now force Black to gambit a pawn (after 4. N-N5) this Two Knights Defence should give Black much better results than the alternatives 3. ... B-B4, 3. ... B-K2 and 3. ... P-Q3 which do not put up such a fight for the initiative. Black threatens the white KP and the first player must play both vigorously and accurately from now on.

White can attack the soft spot KB7 by 4. N-N5, at the same time protecting the KP. This is White's most obvious move but it does offend against the principle "Do not move the same piece twice in the opening". Black has two main ways of replying, depending on how wild a game he likes. If you want detailed analysis you will need to consult a book (I can recommend "The Italian Game" by George Botterill and myself and on a less technical level, Vainstein's "Introduction to Chess Openings" is very good), but here is an outline of what Black can do.

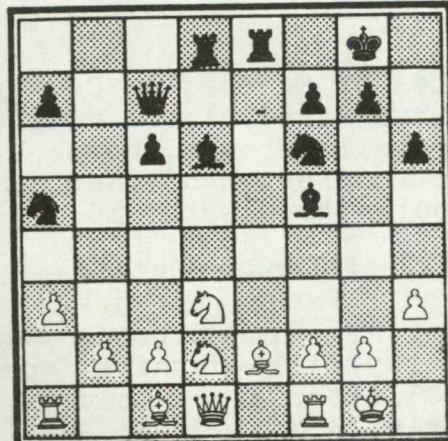
Firstly, he can block the attack on his KBP by 4. ... P-Q4, at the same time opening the way out for his QB. After 5. PxP, however, it is a mistake to play 5. ... NxP because

of the ancient Fried Liver Attack 6. NxBP KxN 7. Q-B3+. Moreover, 6 P-Q4 before NxBP gives White an even stronger attack.

So the usual move for Black after 5. PxP is 5. ... N-QR4 when play usually goes 6. B-N5+ P-B3 7. PxP PxP sacrificing a pawn. (See diagram 2.)



the missing pawn. A game won by grandmaster Gligoric in the 1972 U.S. Open then continued 9. N-KB3 P-K5 10. N-K5 B-Q3 11. P-Q4 PxP en passant 12. NxQP Q-B2 13. P-KR3 O-O 14. O-O QR-Q1. (See diagram 3) 17. P-QN4



If then 8. Q-B3 Black's best is to offer a second pawn to increase his development lead: 8. ... R-QN1 9. BxP+ NxP 10. QxN/B6+ N-Q2 (threatening White's knight) followed by moves like ... B-QB4, ... O-O. ... R-N3 (attacking the queen) or ... B-N2.

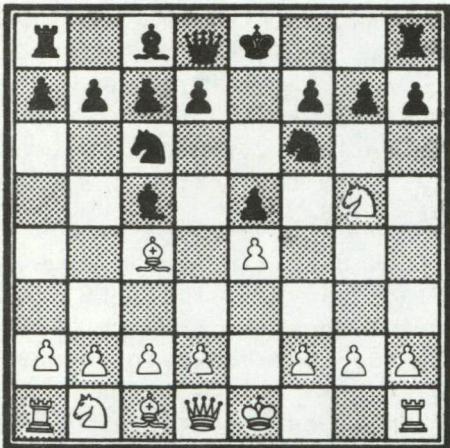
If 8. B-K2 (instead of 8. Q-B3) Black plays 8. ... P-KR3 to drive back the advanced knight. It has been known for hundreds of years that Black has enough open lines and active pieces to use them in compensation for

Q-K2 18. PxN QxB 19. R-K1 BxN! 20. RxQ BxR 21. Q-K1 B-K4 22. R-N1 B-B6 (winning a piece in every variation) 23. P-B3 B-N4 24. Q-R4 BxN 25. BxB RxR with a decisive material advantage for Black.

Did you see how Black used those open lines to set up deadly pins? And how uncomfortable the white queen must have been facing the two black rooks on the centre files?

It is chiefly because of this line that I do not recommend

4. N-N5 for White. (It is true that 6. P-Q3 is an alternative to 6. B-N5+, but Black has even better compensation there since after 6. ... P-KR3 7. N-KB3 P-K5 8. Q-K2 NxP thanks to his possession of the two bishops). Moreover, Black has other wild lines at his disposal, such as 4. ... B-B4!? (see diagram 4).



This move looks mad because White can now take the KBP with either knight or bishop, but either way White loses time and gives Black the motive for a counter-attack. If 5. NxBP Black plays 5. ... BxP+! then 6. KxB leads to a more or less forced draw after 6. ... NxP+ 7. K-N1 Q-R5 8. P-KN3 NxP 9. NxR N-Q5 (look at those superb horses!) 10. PxN QxP+ 11. K-B1 Q-B5+ 12. K-N2 Q-N4+ with perpetual check. White can try to win by 6. K-B1!? or 5. BxP+ but there are huge complications which give Black his chances too.

+++++

Dates For Your Diary.

February 10th/11th

Greater Manchester County Chess Assoc. Winter Congress. (details from B. Sharpe, 11, Teddington Rd., New Moston, Manchester 10.

February 23rd/25th

City of London-Details from B. Parker, 25, Mervyn Ave., New Eltham, London, SE9 Surrey Girls-details from N. Clifton, Coloma Convent Girls' School, Upper Shirley Rd., Croydon.

February 17th/18th

Cashcade

by B.P. Floyd.

Money! Having discussed the level of tournament prizes in my last article what is more logical than to continue with a brief study of the overall finances of chess in this country and to consider whether more cash is needed and if so how it could be obtained.

For convenience we can divide the chess world into three categories. 1) The British Chess Federation (including the area unions and the counties), 2) The clubs and 3) Congresses.

1. The British Chess Federation

Historically the B.C.F. has one predominant source of income namely a levy on each union who, in turn, levy the counties and the clubs. The major disadvantages of this are 1) that it is compulsory and 2) the continual bickering as to how the bill should be split. One of the Federation's main difficulties is that many of its activities (such as arranging for teams to play in international events) are comparatively costly but can provide no compensatory revenue despite donations from organisations like the friends of chess. The counties are somewhat more fortunate inasmuch as most of their events can produce some sort of income even if this is insufficient to pay for all the expenses so incurred.

2. Clubs

Virtually all clubs raise most of their income from subscriptions. Unless lucky enough to have a private benefactor a small club will have no other means of raising cash. A larger organisation can, however, boost its funds by running small tournaments, a club magazine or simultaneous displays, etc.

3. Congresses

As stated in the last issue, congresses are dependent on entry fees and/or sponsorship.

So, by their various means, all three groups are able to raise sufficient revenue to finance their current expenditure. But this to my mind is the crucial failure. The chess world is

expanding; we have an ever-increasing number of events throughout the country; there is increasing pressure on our leading organisers who work largely on a voluntary basis.

There are continual demands for a national and more efficient grading list and a national chess centre. And everyone longs for the day when we will see a British World Champion. In recent years we have made great strides but two factors are hindering our progress. One is that all these things cost money. The second is that we must have more full-time chess organisers.

If I say here that the total revenue of the B.C.F. is given as £14,000 the shortage of funds at national level is apparent and one reason for this is the failure of past organisers at all levels to build adequate reserves. The additional flexibility afforded by having cash in the bank more than compensates for the "sacrifice" of 5% of one's income for ten or fifteen years. It is not too late to start now and build for the future.

As regards more full time organisers, I admit that much of our organisational strength stems from the fact that our labour is voluntary as the driving motivation is then the challenge of being able to do a job one's own way. Nevertheless, we have the situation where high calibre organisers would like to devote themselves full-time to chess but are unable to do so as they need cash on which to live.

There are also situations where we need the right person for a particular key job. To push our luck and hope that we will not only be able to find this person but also that he will work for nothing is often asking too much. Perhaps the best example of this is the B.C.F. vacancy for a publicity officer. In the absence of a fully qualified volunteer it would pay dividends if we could offer the right salary to get our man (or woman).

Somehow we must find a way to combine the professional and the amateur as we have done so successfully on the playing side.

Finally, I would like to take the opportunity to reply to Paul Buswell's question: how should the B.C.F. raise funds?

As a cardinal principle the B.C.F. should never collect money from individual players. It is too costly and time consuming

to deal in singles at national level. It should act as a co-ordinator of and support for its large constituent members and could easily charge each a percentage of income. The levy effectively does this but what a way to get there.

On the same theme they could charge for certain specific services if they wished to reduce the levy.

There are numerous ways by which they could do this. Consider the following: The Federation negotiates a special rate for a half-page advertisement in a national daily newspaper for, say, the first Monday in each month. The cost must take into account reciprocal advertising and increased sales. This space is then allocated between those congresses who want to be included. The B.C.F. would, of course, include an amount for services rendered.

Another field where The British Chess Federation should be in the best position to negotiate is sponsorship. Surely this is a chore better done by the prestigious national federation which could give sponsors the chance to choose from the whole spectrum of British Chess. Again, organisers would be only too delighted to offer some sort of payment.

I am sure readers will be able to offer me further ideas in abundance.

So the chess-world is under-funded, under-capitalised and must adopt a much more imaginative approach to the raising and handling of its money.

++++++

Ladies or Gentlemen?

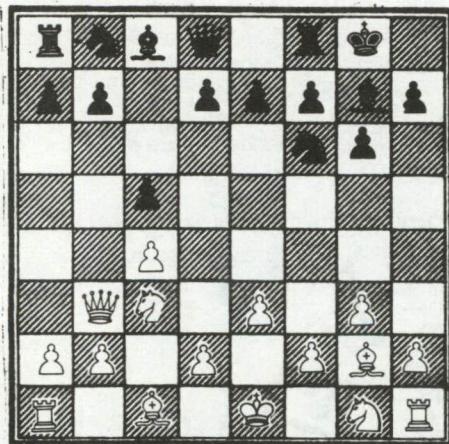
My Lords, the pawns as I think
Signify ladies of value.
For pawns which become queens
Them we call Fierces:
And because they signify damsels
They are not boys as some say
For if the pawns were males
They would never become females.

From an ancient French MS.

Off the Record

Continuing our series of articles in which Simon Webb Gives an Audio Cassette lesson to a weaker player. The following is the transcript of a lesson given to Jeff Smith (whose comments are shown in brackets).

| White | Black |
|---------|---------|
| Commis | J.Smith |
| 1.P-QB4 | N-KB3 |
| 2.N-QB3 | P-KN3 |
| 3.P-KN3 | P-B4 |
| 4.B-N2 | B-N2 |
| 5.P-K3 | O-O |
| 6.Q-N3? | |



This commits the Queen too early. White should play 6.KN-K2.

6... P-Q3

N-B3 instead would be obvious and perfectly sound. Instead Black sacrifices a Pawn. White (correctly)

takes it.

(I knew it would be bad for White to take the Pawn as he weakens his white squares and I get the pawn back anyway. My strategy now must be to take advantage of this. As he seems to get a free game later I must made some tactical or strategical mistakes in the next few moves.)

Actually I think he played it pretty well round-about this stage.

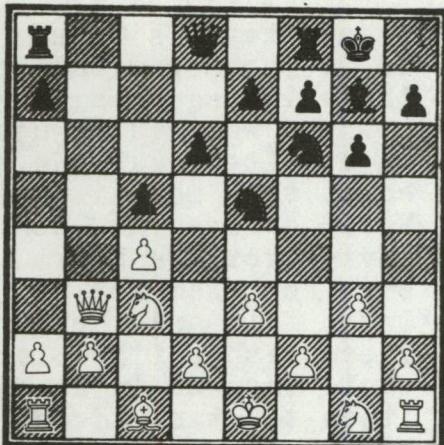
7.BxP BxB
8.QxB QN-Q2

Now Black is threatening 9.N-N3 followed by 10.P-Q4 opening the position up with a lot of play for the pawn. For example if white moves his Queen back to N2, black would play N-N3 forcing either P-Q3 or P-N3 to which black would reply P-Q4 opening the game up and getting the advantage.

9.Q-N3

Now if 9...N-N3 then 10.P-K4 prevents P-Q4.

9.... N-K4



And White can't stop Black from winning the Pawn back. As Black is threatening R-N1 the only possible way would be to move the Knight on QB3 to somewhere like K2. This would clearly be a retrograde step and Black would simply reply P-Q4. So in anticipation of 10....R-N1 white plays:

10.Q-B2

also preventing N-Q6ch.

10.... NxP

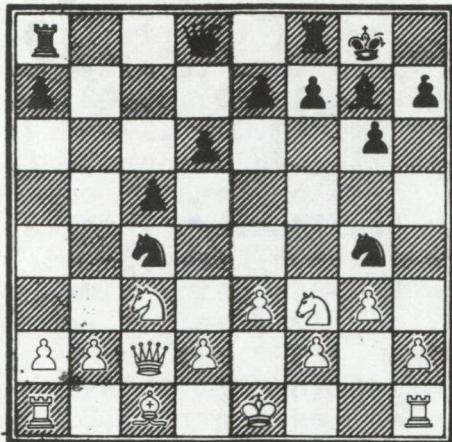
(This releases control of Black's KB3 square but there doesn't app-

ear to be a way of leaving the Pawn and keeping the pressure. If I were to play for example 10...Q-Q2, 11.P-Q3, Q-B3. 12.P-K4 although I'm ahead in development the only continuation appears to be P-K3 followed by P-Q4 in which time he can improve his position)

I think all this is more or less correct. Black simply can't do better than just recapturing the Pawn and by so doing he gets a slight advantage because he has a lead in development and (more importantly) he's got more central pawns. He's effectively exchanged his QNP for whites QBP. So from a long term point of view he ought to be able to get into a winning position by advancing these pawns.

11.N-B3 N-N5(?)

I think I'll give that a question-mark-or at least a question-mark in brackets.



Position after 11...N-N5(?)

(The reason for this move was that I wanted to keep a Knight on K₄ keeping an eye on the white squares or provoke P-KB₄ by White. I was thinking of 11...P-Q4 followed by N-Q3 if he played P-Q3, but I was scared of weakening my QB₄ square. As I played it later in the game anyway would that have been a better plan?)

I think it would have been better at this stage Moving the Knight round to K₄ was a waste of time as he's only exchanging it for White's Knight on KB₃ which isn't doing much. So

Black would do better to prepare for a pawn advance in the centre possibly developing his Queen and Rooks first. He should at least play his Queen to Q2 because with the white squares so open he wants his Queen on a white square. He could then move it to N₂, B₃ or even R₆. Then, having got his Rooks onto (for example) the Queen file and the Queen Bishop file Black would then be in a position to start advancing his central Pawns.

12.0-0 KN-K4
13.JNxN NxN
14.P-B4

The move Black wanted to provoke but probably White's natural continuation anyway.

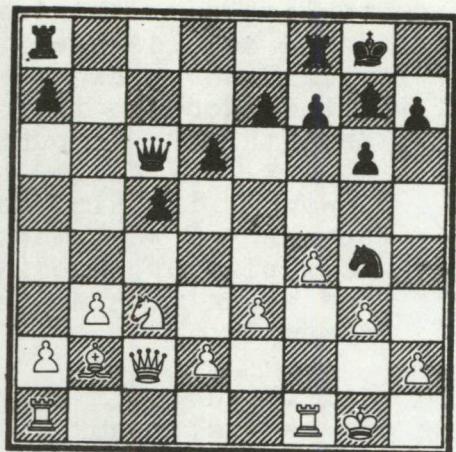
14.... N-N5
15.P-N3

So as to develop the Bishop.

15.... Q-Q2

Which is sensible.

16.B-N2 Q-B3



Position after 16...Q-B3

Roundabout this stage Black's plan should be to play either P-Q4 or P-B5 once he is sufficiently well prepared. For either he wants a Rook on the QB file. It's not clear that the Queen is better placed on B3 so QR-B1 might have been wiser.

17.QR-K1 QR-Q1

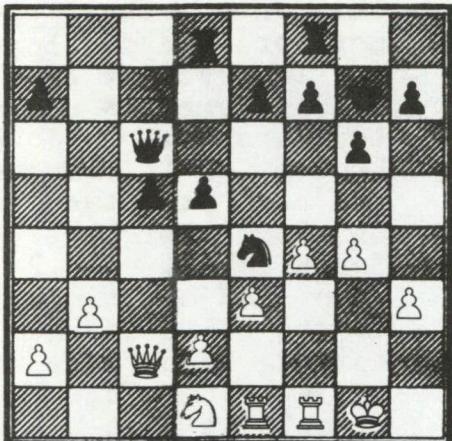
(At this point I was lost for a plan and decided to push in the centre.)

This is the sort of position where players

tend to run out of ideas. They've got their pieces more or less developed and they've got into the middle game but are not too sure what to do next. Looking at it from just the pawn structure point of view it might be good for Black to play P-QR4 then P-QR5 getting rid of the White QN pawn and leaving Black with an isolated pawn. But the trouble is that he can't very well do that without swapping his Bishop for White's Knight which he doesn't want to do. So the only alternative is P-Q4 followed by either P-Q5 or P-B5. He could play this immediately or after QR-B1 making it difficult for White whose plan should be to advance his king-side pawns. He can't play P-K4 because of B-N5ch. but if he could exchange the Bishops he could consider P-K4. Alternatively he could try to advance by P-KR3, P-KN4, P-B5 and so on.

| | |
|----------|------|
| 18.N-Q1 | P-Q4 |
| 19.BxB | KxB |
| 20.P-KR3 | N-B3 |

21.P-KN4 N-K5

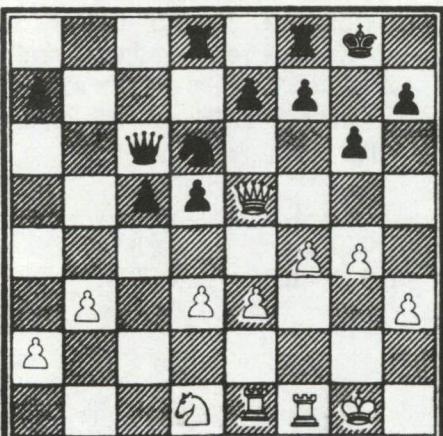


This looks strange but is probably quite a good move because he wants to get the knight out of the way of the advancing white pawns. On KB3 it was in danger of getting pinned along the long diagonal.

22.P-Q3 N-Q3

23.Q-B3ch. K-N1

24.Q-K5



(At this point I seem to lose any advantage I had so I decided to sacrifice a pawn to get my Rook on the seventh with a counter-attack. This failed so I wonder if this was because of weak tactical play or choosing the wrong plan at this moment.)

Well. It doesn't seem to me that Black is under much pressure here. In fact I would still prefer Black's position-basically because of the pawn structure but also because White isn't really threatening very much. So there's no need to get panicky. He could simply play P-K3 solidifying the pawn structure. With the Queen Pawn protected he could drive the Queen away with P-B3. This would be the safe way of playing it. In fact 24.N-B2 (getting the Knight into the game and preparing for something like P-N5 or N-N4) would have been better for White.

24... P-B5

which I'll give an exclamation mark although I don't think he realised how good the move was when he played it. I think he was probably a bit lucky that it turned out to be as good as it was.

25.NPxP

If on move 25 White played QPxP the game would continue 25....PxP, 26.QxKP, PxP P-B6 and Black has a very strong Pawn and a clear advantage. After 26.QPxP PxP white would have to exchange the other Pawn which is what happens in the game.

25... PxP

26.QPxP NxP

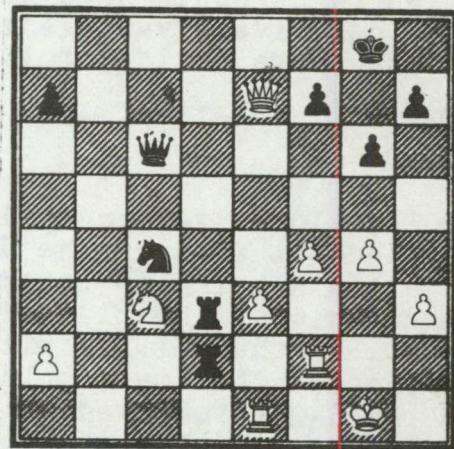
27.QxKP?

He should play Q-B3 in order to pin the Knight after which Black certainly has the edge but it's not a clear win. Black has the advantage because White's King is very weak. His pawn advance on the King-side has backfired. Black can get behind the pawns with moves like R-Q7 followed by KR-Q1.

27.... R-Q7?

Instead he should have played N-Q7. If 28.R-B2 then N-B8ch wins the exchange with a quite easily won game—but he still has adequate compensation for the Pawn. White stops the mate with;

28.R-B2 KR-Q1
29.N-B3 R(Q1)-Q6



(Unfortunately I only had 3 minutes to get to move 40)

He should play R-K1 now because with the Knight on Bishop three threatening to come in on

King four or Bishop six dire consequences could follow. But the fact that the Knight has moved away from Queen one means it is less able to defend the King. If therefore, 29....R-K1, 30.Q-N4 RxR 31.KxR then N-Q7 threatens Q-B6ch and it is difficult to see what white can do. However, here Black goes in one move from a position where he could have had a decisive advantage to one where he is totally lost.

30.N-K4 RxKP

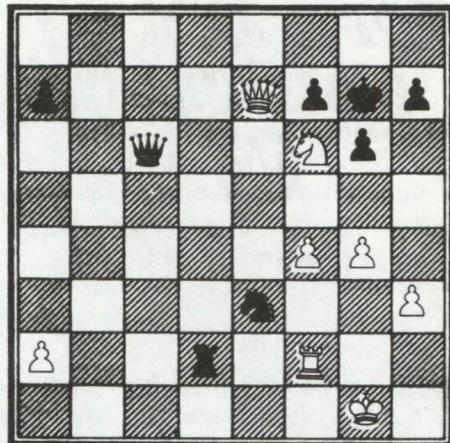
This looks very complicated but whatever he does N-B6 is going to be pretty crushing. If he played 30.RxR then 31.KxR with the possibility of playing R-QN1 followed by R-QN8 would leave White with an extra Pawn and the attack as well.

31.N-B6ch K-N2

32.R(K1)xR

And White wins a piece by force.

32.... NxR



If 32....RxR 33.KxR, NxR
34.N-K8ch. followed by QxN.

33.N-K8ch K-R3?
34.Q-R4 mate.

(Oh dear. Never mind both Korchnoi and Mecking overlooked mate in one in the candidates matches).

Black is completely lost anyway so it didn't really make much difference to the game. If 33....K-N1, 34.QxN and White is a piece up.

Letters

I asked for your views about the magazine. Here is a detailed criticism from R.J. SELFE, CHELTENHAM.

A critical review of Rabbits Review:

Binding and presentation excellent - much better than expected, this goes for clarity of print etc. though proof reading below par.

Title - humourous for the writers, off putting for the readers.

Page 1 - fair enough.

2-3 - Harding. No, No! Starting on move 9 is far too late. Your readers will not have a diagram 1 position more than once a year (if that) and then will have forgotten the article. Strings of master moves are un-rewarding study as presented here.

Page 4-7 - Webb. This is more interesting reading. How easy these experts make the game seem.

Pages 8-10 - Rushbrook. Yes an interesting brief article.

Pages 11-2, 15-6 - Thomas. This could have been of absorbing interest but is badly spoiled by the lay out with notes on White's moves being printed after Black's. In some cases the deception seems deliberate, thus: 6. P-QR4! P-QR3 move 6. ... P-QR4 waffle waffle, deliberately conceals what should have been printed 6. P-QR4! waffle waffle 6. P-QR3

This is all made more difficult because it is not disclosed if Thomas is playing White or Black. I resent having to be a detective and work it all out. I did not find the master player's comments as interesting as they might have been if more closely geared to Thomas's comments.

And what sort of notation is N-N4(B2) etc.?

Potentially an excellent feature but not well handled.

Page 13-4 - Interesting.

Page 17-23 - Basman. Most interesting article in the Review. Vastly more rewarding than Harding's method. Readagame format approved.

Page 24 - More prize problems - happens not to be my cup of tea.

Page 25 - Algebraic. Is this explanation really necessary? And although BCM use Nxb6 style I believe FIDE approve the Informator style of just Nb6 which surely should be taught.

Page 26 - Time - this sort of thing is very helpful.

Page 27 - It is nearly criminal to publish this if it is an advert without making it clear it is an advert. It reads as if it is your personal recommendation - or perhaps it is?

Page 28-30 - Floyd. Happens not to be my cup of tea.

Page 32 - Dates. Very useful.

Summary - very promising.

Best wishes,

ROGER SELFE.

Dear Sir,

When I first heard about "Rabbit's Review" I was curious to know the meaning of a "Rabbit" in this context. According to Chamber's 20th Dictionary, a "Rabbit" is an incurably weak competitor of any sport or game. Presumably you are trying to improve the standard of your readers; however, if one takes the title literally, this would be impossible! Perhaps you are trying to prove that, in chess at least, a "Rabbit" does not exist?

Yours etc. G. STROUTS. HAMPSHIRE

P.S. Since you seem intent on ridding the chess world of this rodent, perhaps the title should be: "Myxomatosis as a Metamorphosis for Weak Chess-Players".

Dear Sir,

Some of the comments in "Prize Problems" in your excellent first issue demand an answer. I think you're making a couple of false assumptions - and in particular you seem to be writing from an organiser's viewpoint and not from that of a rabbit. So here goes!

I'll freely admit that I don't see that many congresses - there's only one a year in these parts and I can reckon on spending half a week's wages on going to a weekend event outside the area: and that's a daunting prospect which cuts down participation. However, I do know some of my pet hates about congresses!

It seems quite wrong of you to pay so much regard in your article to whether or not a large prize fund should be offered in minor tournaments - obviously the prizes must be presentable, and not ridiculously low, but surely no 'rabbit' enters an event on the ground of its "cost-effectiveness". We like to think we have a chance of a prize if we play as well as we know we can, but the size of the prize fund is irrelevant because in the end we're not going to win a prize! A larger spread of prizes would be preferable, as the chances of getting one - for the sense of achievement, not the actual amount - would be better.

On the other hand, being happy about a smaller 'minor' prize fund doesn't make me happy about our subsidising the premier event. Yes, the congress atmosphere is greatly enhanced by the presence of leading players, and larger prizes can help the professionals live comfortably, as everyone should be able to do - but I'm unhappy lest the support of 'minor' players is taken for granted. For that reason I'd like to see congress advertising more specific about prize monies by itemising the amount of top prize money that comes direct from the sponsor - that way we rabbits will see how our entry fees and prizes compare to the others'.

Incidentally, I'm not sure about your 'truism' that by competing with and observing leading players the rabbit's game improves: if I compete, I'm so outclassed that I learn little; and if I observe (and then only if my own game ends early) I don't understand what's going on. Remember that the rabbits, at whom you aim your magazine, are unlikely to improve - by being rabbits they've indicated either an inability to improve or a reluctance to study, and seeing leading players won't benefit us significantly.

Finally, I loathe large events, and to talk of a 250-300 'Open' as you do appals me. Three reasons - my mind rebels at the absurdity of an event so large that you can score 100% and still be only a joint winner; it's a waste of time to play if, by losing on Friday night through one slip after a hard day's work, I can't sniff a prize even by winning every

other game; and I will not play in an event where I can't leave the board without shoving through packed rows of players. In short, it seems that organisers are too concerned with quantity, not quality.

Yours etc.,

PAUL BUSWELL - NORWICH.

ED: I hope readers will send me their opinions on the above as this may encourage other over-worked members of the British Chess Federation Policy Board to give their personal views on items of interest.

Dear Mr. Floyd,

As you are welcoming games from under 160 players, I thought I would send you a copy of one played on 11th November 1975 which perfectly illustrates the difference between weak to average competitors and strong ones. I was graded 133 at the time (this has increased to 151 since) and tended to lose nearly as many games as I won.

The contest was played in the Worcestershire League between myself, P. Thomas and C. Majer (Stourbridge) a match won 5-1 by Redditch. White: P. Thomas - Black: C. Majer. Vienna Gambit.

1. P-K4 P-K4 2. Kt-QB3 Kt-QB3 3. P-B4 PxP 4. Kt-B3 P-KKt4
5. P-KR4 P-Kt5 6. Kt-KKt5 Kt-R3 7. P-Q4 P-B3 8. BxP PxKt
9. BxKtP Kt-K2 (9. ... B-K2 returning the piece and avoiding the nasty knight pin looks better) 10. Kt-Q5 P-Q3 11. B-QB4
B-K3 12. Kt-B6ch K-B2 13. P-Q5 B-Q2 14. Q-Q4 B-Kt2 15. O-O
P-Kt6 16. Kt-R5 dis ch Kt(R3)-B4 17. Q-Q1 (and this was White's dreadful oversight missing 17. QxBch K-K1 18. Kt-B6 mate. He instead went on to win laboriously as follows) 17. ... K-K1 18. PxKt B-K4 19. Kt-B6ch BxKt 20. BxB R-KB1 21. Q-R5ch
R-B2 22. QR-K1 K-B1 23. Q-R6ch K-Kt1 24. R-B3 BxP 25. Q-Kt5ch
B-Kt3 26. BxKt Q-K1 27. RxR QxR 28. R-KB1 Q-Kt2 29. B-B6
Q-B2 30. P-R5 R-K1 and black resigns.

Yours etc. P. THOMAS. WORCESTERSHIRE.

Dear Sir,

Well ... you did ask!

Taking up chess at the age of 50 means that permanent rabbithood is more than likely, and one therefore wishes your new venture every success. On the other hand I can at least afford to indulge in numerous books, and some stuff is frankly disappointing. I have long ago learned to shy away from anything with Fred Reinfeld's name on it....

Your first issue is very good. The big mistake would be to allow too much very elementary stuff to creep in. It has become second-nature to most club players to pass over immediately the simplest books on the bookseller's shelf, whereas if it is too difficult he will at least either have a go at it or pick out of it what he can, and perhaps come back to it later. I think Michael Basman has got it very right, whether by instinct or experience with teaching I don't know, but his tape on Sic. 3.Be2 is just the sort of style that helps, and it comes through again in the Pirc article, although to me the actual opening is less convincing.

Most of us are prepared to put in quite a bit of work on one or two openings, which have to be the corner-stone of our limited repertoire. But that leaves us with a need for a number of openings for which we have to have either an easy line, or an unusual or surprise reply that cancels out most of the opponent's homework. One or two of these would make R.R. worth its weight in gold! For instance, I have never got round to learning Alekhine's Defence, I have just relied on Pickett's line : 1e4,Nf6; 2e5,Nd5; 3d4,d6; 4Bc4,Nb6; 5e6, which he gives !?! In RHM's "How to Open a Chess Game", the only really useful chapter is Portisch's, "Developing an Opening Repertoire", which is good.

I think it helps one to get an understanding of an opening if it is explained how it developed historically, and the ideas then tend to relate with some sense - first this used to be played, then abandoned because of So-and-So's line, etc. Thus in RHM's "French Defence", it is really the introduction by Botvinnik that one remembers, you can get the rest out of ECO.

Put in something about endgames, but not too much at a time - for some reason they look like hard work and off-putting, however interesting they may be when you get into them. One reason, I am sure, that rabbits concentrate so much on the openings to the neglect of everything else, and in the face of so much advice to the contrary, is simply that it is much more fun to play a game in which you have got either an advantage or at least equality out of the opening.

A problem common to many rabbits that might be worth your wisdom is meeting a slightly stronger opponent who opens with White in a non-committal, vaguely Reti-ish, vaguely English kind of way, when you can often do well making it up as you go along and then lose on the clock. It seems to me that by learning a couple of key openings (say the Q.I.D. plus the Tartakower variation of the Q.G.D. - enough work, in all conscience) they might be made to carry this burden as well as their orthodox use, by transposing. But ... which?

Finally, there is room for one rather elementary piece from someone. In our club there is commonly talk of some evidently useful players who I suspect are masquerading under an alias - including Nadge-dorf, Perk and a certain Pet Rosie Ann, whoever she may be. They sound sinister characters, but what can you expect since all these foreigners started playing our game? Can your Pronunciation Dept. help?

With congratulations and best wishes,

Yours truly,

J. GLAVINA - SUTTON COLDFIELD.

Dear Sir,

After reading Rabbits Review No.1 I could see it was nearer my standard of play(approx 95-100) is a Cornish junior.....

I would like to see less games being shown awfully boring) and more news and anecdotes.

John Carlyon

Truro

.S.I do not think the Novices section is a good idea.

Against the Odds.

BY M.J.Donnelly

The following game is intended to show that even top players are not immune from being defeated by lower-graded players. At the time this game was played black's grading was 214 and white's a mere 150 - an easy win for black? Maybe this is the result one would expect but it didn't go like that at all because white stuck to the basic principles of the game more so than black. Let's see how it went:-

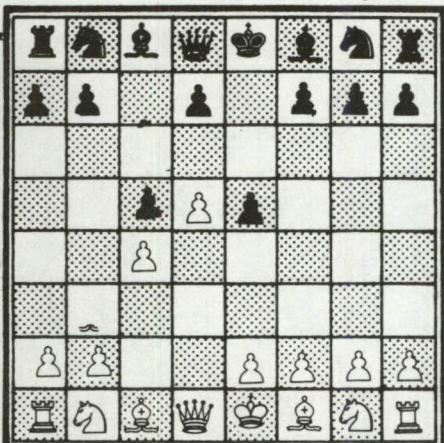
White: M.J.Donnelly

Black: R.Thomas

Opening: Czech Benoni

Event: Teeside League March 1969

- 1.P-Q4 P-QB4
2.P-Q5 P-K4
3.P-QB4



Strictly strongest is
3.P-K4 P-Q3, 4.N-QB3,
P-QR3, 5.P-QR4 P-KN3
6.P-R4 P-KR4, 7.N-B3

with a complex position. However white had just studied the line employed in the game - in short keep the game along lines which you know best and suit your style.

- 3..... P-Q3
4.P-K4 N-KB3
5.N-QB3 B-K2
6.B-K2 O-O
7.N-B3 N-K1
8.O-O P-B4

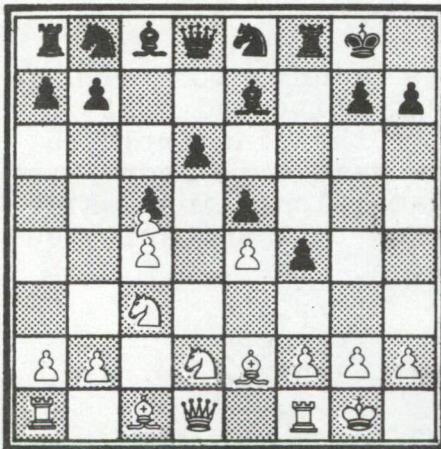
An interesting deviation from 'book' moves. Probably black judged from the speed of white's play that he knew the opening so he played a move to throw white on his own resources and not just to reproduce moves from memory. Usual is 8... P-KN3, 9.B-R6 N-N2, 10.Q-Q2 N-Q2, 11.P-QR3 with equal

chances.

9.N-Q2? ...

A provocative move inviting a king-side attack judging it to be premature. However as this is a typical pawn configuration where establishing a knight on king four leads to an advantage white should play 9.PxP BxP, 10.N-Q2 KN-B3 11.B-B3 with Q-K2 and B-K4 to follow with advantage.

9..... P-B5?!



I think the less ambitious 9...P-KN3 is strongest here keeping open options and answering 10.PxP with PxP controlling the K5 square.

10.P-QR3 N-Q2

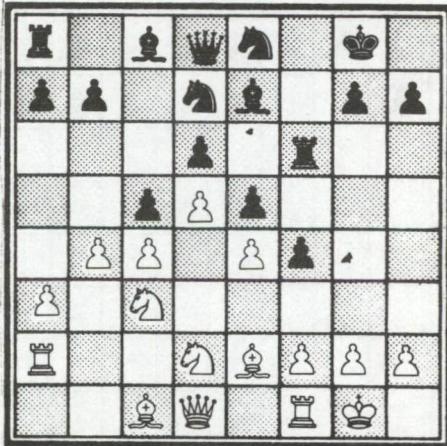
11.P-QN4 R-B3

B Burning his boats in an

all out attack - the careful P-QN3 considerably slowing down white's Queen-side counter play is more promising.

12.R-R2

A move with strong defensive potential protecting any possible weak point on the second rank (e.g. KN2) whilst still allowing the rook to take part in Queen-side operations. The next few moves show white following this dual policy whilst black continues with the Kingside build-up.



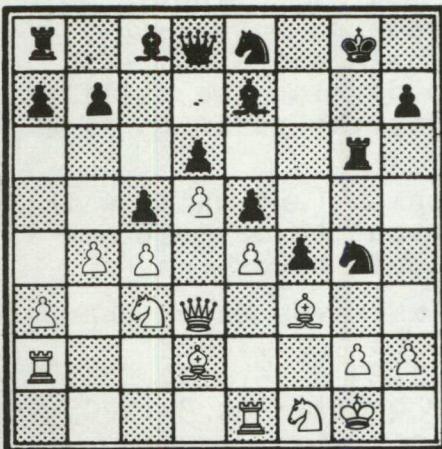
12.....

13.R-K1 P-KN4

14.N-B1 N(2)-B3

15.P-B3 R-N3

- 16.Q-Q3 P-N5
 17.B-Q2 NPxP
 18.BxP N-N5



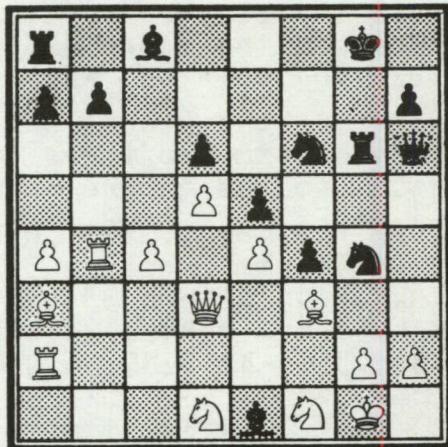
An assessment of the position reveals that in carrying out his attack black has fallen behind in development - he is effectively playing a rook down at this stage.

- 19.R-N1 B-R5
 20.N-Q1 Q-N4
 21.B-B1

Completing the clearance of the second rank and in readiness to transfer the bishop to R3 to put pressure on black's Queenside. While black's pieces may look threatening, he has absolutely no target to aim at as every square (K3, B3, B2, N2, R2) in the white's king field has been

guarded.

- 21..... Q-R3
 22.P-QR4 PxP
 23.RxP N(1)-B3
 24.B-R3 B-K8?



A mistake in looming time trouble. Better chances were offered by 24.....N-Q2 possibly followed by 25.R-N3 N-B4(if P-N3 then P-R5) 26.BxN PxP 27.R-N5 B-K2 28.P-R5 with some initiative.

- 25.R(4)-N2 N-Q2
 26.Q-K2

winning a pawn because of black's poorly co-ordinated pieces and weaknesses at Q3.

- 26..... Q-R5
 27.BxN

Of course not 27.P-N3? PxP 28.QxB PxP+ winning the white Queen.

- 27..... RxP

28.BxP B-N6

A desperate attempt in really bad time trouble to complicate matters.(white threatened both N-B2 forcing exchanges with an easy win and also P-B5) Interested players may like to develop the ability to work on their own and analyse the position after 28.BxP to prove the white win.

However, as the Bishop can be taken (and white with plenty of time left was just about to do so) black decided to resign. The finish could have been:-

29.PxB PxP, (29....RxP, 30.NxR PxN, gives black chances but white simply plays 30.P-B5 as 31....N-B3 32.BxP B-N5 allows 33.BxN) 30.N-B3 R-B5, 31.Q-K3 RxNch. 32.KxR Q-R8ch, 33.K-K2(or Q-N1)QxPch. 34.K-Q3 Q-B8ch. 35.R-K2 P-N7, 36.Q-N3ch. and wins.

++++++

Did You Know?

It is also confirmed at canon law, that clerks are permitted to play at chess and if any clerk quarrels as a consequence of so playing, and kill his man, such homicide shall be accounted casual and not voluntary: which would not be allowed after any other game, and the reason is, because DABAT OPERAM REI LICITAE -- "He employeth himself in lawful work". Thus sayeth Innocent.

Doctor Alessandro Salvio

Il Puttino 1634

Bolton and the G.M.C.C.A.

The G.M.C.C.A. are holding their Easter Congress at Bolton Town Hall. Details from A.Gardner 79, Beverley Rd., Bolton BL1 4DY.

Novices Section

Mr Honeybun plays again

by John Wilcox

In our last issue we saw how Mr. Honeybun triumphed in the second round of the Battersbridge Chess Competition against all odds, since he is definitely rather a weak player, (graded at Novice Standard).

In the third round he has some tough opposition in a Mr. Grant who is just out of the junior ranks and is quite a promising player. Unfortunately for Mr. Honeybun the rules of the competition have been clarified by the organisers, so it looks as if Mr. Honeybun will not be making any further progress in the Battersbridge Chess Competition. However, there was plenty of time to prepare for the match since the organiser of the competition was going on holiday for two weeks during August, so that the result was not required for some time.

Mr. Honeybun had heard that a chess congress was being held over the weekend in London, so he decided to pay a visit to the hotel where the congress was being played to see if his opponent was playing. So, on the Sunday morning, he said goodbye to his wife (who didn't like him to play too much chess because he tended to ignore her) and he set off for London.

When he arrived at the hotel, he found that the player's names were all listed on a large board outside the playing area. Sure enough his opponent's name was on the board and he was in the lead with 4 out of 4 points! Mr. Honeybun was somewhat dismayed by this fact, but he made his way into the large room or suite where the congress was being held. There must have been at least four hundred people playing chess and the leaders of the main event, the Amateur Championship, were playing on a stage at the end of the room. There were seats for the spectators and there were four large demonstration boards behind the players on which the moves were being recorded for the benefit of the spectators. Mr. Honeybun's opponent in the Battersbridge Chess Competition was playing on board one and appeared to be a pawn up. Mr. Honeybun sat down and watched the demonstration board number one. After about half an hour, Mr. Honeybun's future opponent had consolidated his position and it looked to be only a matter of time before he

could convert his advantage into a win. Mr. Honeybun could gather little from the opening play since he had arrived about an hour after the commencement of play. After watching for about an hour, Mr. Honeybun left the playing area to have a cup of tea and consider the situation. His opponent in the previous round had been considerably stronger than himself but his opponent this time was not far off expert level and there was little chance of bending the rules now.

Eventually Mr. Honeybun returned to the playing area to find that the game was over and Grant was nowhere to be seen. Mr. Honeybun now had to decide whether to return home or stay and watch the last round which was not due to start till later that afternoon. He decided to stay although he had promised his wife that he would be home for lunch. He rang his wife to tell her that he would be back later in the afternoon and then left the hotel to find a small cafe where he had lunch. Upon his return to the hotel he found an area which had been set aside for analysis of games, away from the main playing area, and Grant was playing a skittles game at one of the tables. There was still an hour to go before the last round was due to start so Mr. Honeybun walked over and was just in time to see a new game start. Grant was black and his opponent opened:-

- | | | |
|----|-------|-------|
| 1. | P-K4 | P-K4 |
| 2. | B-QB4 | N-KB3 |
| 3. | P-Q4 | PxP |
| 4. | N-KB3 | B-QB4 |
| 5. | P-K5 | P-Q4 |
| 6. | PxN | PxB |
| 7. | PxP | R-N1 |

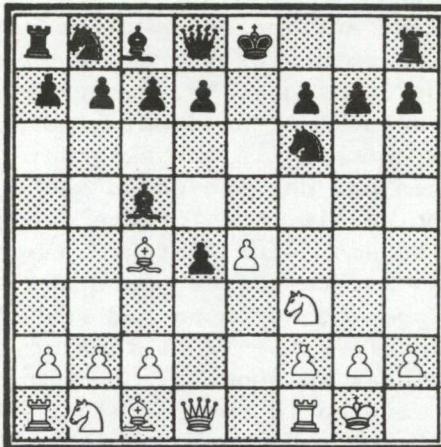
Black eventually won the game but this sequence of moves struck Mr. Honeybun as being rather strange since he played the Bishops Opening himself although he couldn't quite remember the usual move order. Anyway, he decided to introduce himself. "Excuse me interrupting, but I believe I have to play you in the Battersbridge Tournament", he said to Grant, 'My name is Honeybun'. 'Oh yes', said Grant, 'I was going to give you a ring later this week to fix a date. When would you like to play?' 'How about Thursday evening', said Mr. Honeybun, and it was duly arranged to play at Mr. Honeybun's house on the Thursday.

The next evening, Monday, Mr. Honeybun went as usual to his chess club and when he arrived he saw with satisfaction that the club champion, Chapman, was there. Chapman was an expert in the Bishop Opening so Mr. Honeybun collared him and persuaded him to look at the opening moves that Mr. Honeybun had seen Grant play in the skittles game. (By the way, Mr. Honeybun had not stayed to see the last round of the Amateur Championship, but for the record Grant drew the last round and became joint Amateur Champion). Mr. Honeybun and Chapman sat down at a board and Mr. Honeybun showed Chapman the opening moves he had seen. Chapman studied the position after the first four moves and then began to move the pieces to show Mr. Honeybun the various possibilities that existed in the position. Mr. Honeybun took from his pocket a notebook and scribbled down the various lines of analysis that Chapman was able to find. After about half an hour Chapman had exhausted his analysis and Mr. Honeybun thanked him profusely for his trouble. He put his notebook back into his pocket and went over to his friend Mr. Bundfuss to have a few skittles games before returning home. (Mr. Honeybun and Mr. Bundfuss had regularly played the skittles games every Monday evening for the last fifteen years!).

Anyway, Thursday evening arrived and Grant turned up on time at Mr. Honeybun's house. (Mrs. Honeybun was out at a neighbour's house so that the players could have some peace and quiet). Mr. Honeybun tossed a coin to decide colours and as luck would have it Mr. Honeybun won the toss and chose the White pieces!

The game proceeded as Mr. Honeybun had expected:-

1. P-K4 P-K4
2. B-QB4 N-KB3
3. P-Q4 PxP
4. N-KB3 B-QB4
5. O-O!



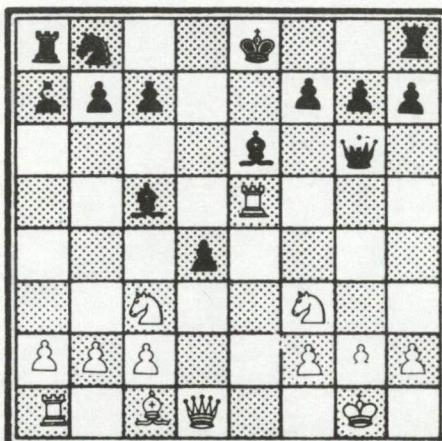
Mr. Honeybun held his breath as he waited for Grant's reply
5. ... NxP!

Grant had accepted the bait!

6. R-K1 !? P-Q4
7. BxP! QxB
8. N-QB3!

The knight cannot be taken.

8. ... Q-R4
9. RxNch B-K3
10. R-K5 Q-N3



11. N-Q5! B-Q3

12. N-R4!!

The queen is trapped and Grant resigned. (Grant would probably have played on if he had known Mr. Honeybun's grade but he had not bothered to look it up in the Grading List).

Mr. Honeybun had triumphed again! The next round is the quarter finals and will be held in Batterbridge District Library. Who will Mr. Honeybun be playing? Will he get through to the final? Don't miss the next instalment in this gripping saga.

++++++

That Fatal Knight Fork

Sent his left Horse, that free without confine
Rov'd o'er the plain, upon some great design
Against the King himself. At length he stood,
And having fixed his station as he would,
Threatened at once with instant fate the King
And th' Indian beast that guarded the right wing.

First in his thoughts, however, was his care
To save his King, whom to the neighbouring square
On the right hand, he snatched with trembling flight.
At this with fury springs the sable Knight,
Drew his keen sword, and rising to the blow,
Sent the great Indian brute to shades below.
O fatal loss. For none except the Queen
Spreads such a terror through the bloody scene.

Marcus Hieronymus Vida
(1490-1566)

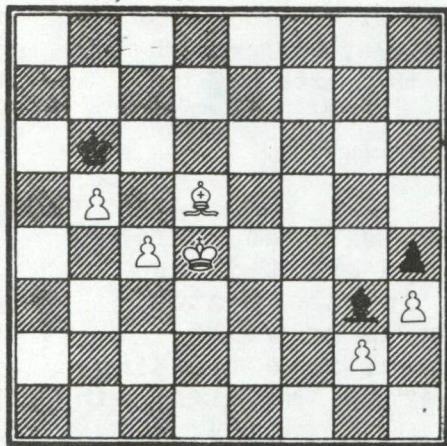
LONG time the war in equal balance hung;
Till, unforeseen, an ivory courser sprung,
And wildly prancing in an evil hour,
Attack'd at once the monarch and the tower.

Sir William Jones
(1746-1794)

Finishing Touches

by B.P. Floyd.

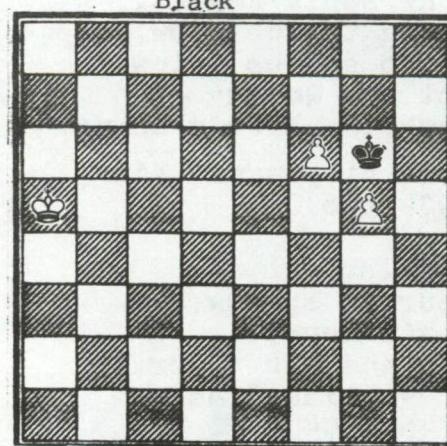
Just to show that rabbits do learn from their mistakes. When I reached the following position in the Major tournament at Chelmsford, I instantly remembered the end-game shown in the last issue so, instead of resigning (I was Black), I played on.



White

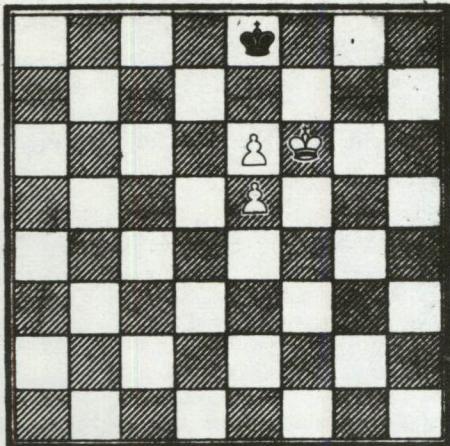
The combination of a little luck and the knowledge that a final position of Kings Rook Pawn and Bishop v. my lone king (if in the right place) would draw

enabled me to gain an extra half-point.
So let us continue with some more positions but this time involving a couple of pawns.



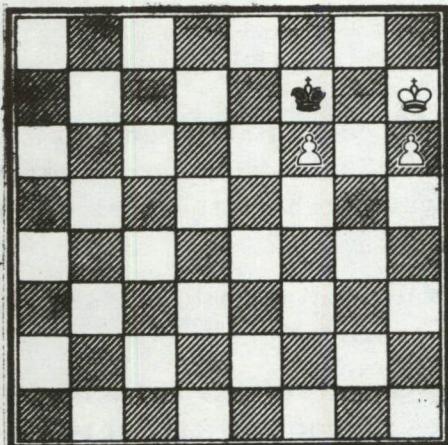
Black

If Black takes the Knights Pawn he cannot stop the Bishops Pawn from Queening. Therefore all White has to do is move the king across to protect the Bishops Pawn as it moves forward.

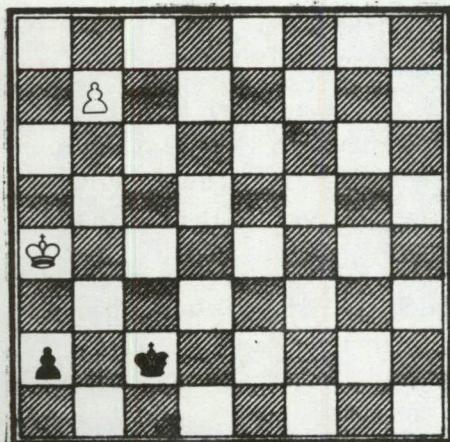


Here if Black has the move he draws as White's king cannot gain control of the K8 square. If, however, it's White's move:

1. P-K7 K-Q2
2. K-B7 wins as the White pawn Queens.



Two isolated pawns will usually win against a lone king due to the time needed to capture one pawn and stop the other. But here is an exception where Black can draw (but only if it's White's move) e.g. 1. K-R8 K-B1 2. P-B7 KxP 3. K-R7 K-B1 4. K-N6 K-N1 5. P-R7 K-R1 6. K-R6 (or the pawn falls) - Stalemate.



He who Queens first usually wins. However, in this position Black wins anyway. e.g. 1. P-N8(Q) P-R8(Q) check 2. K-N5 Q-N8 check 3. K-R6 QxQ.

White plays up the board in each diagram.

AUDIO CHESS library

For as little as £1.00 for three weeks you can hire almost any cassette of the Audio Chess range.

ENROLMENT: £3.00 Thereafter hire fees are £1.00 per tape for three weeks.

Postage and packing: 15p - one cassette, 25p - two cassettes, 30p - three cassettes.

A member may not have more than three cassettes out at one time, except in the case of boxed sets of four tapes.

Minimum period of hire is three weeks

Cheques and postal orders should be made payable to Audio Chess.

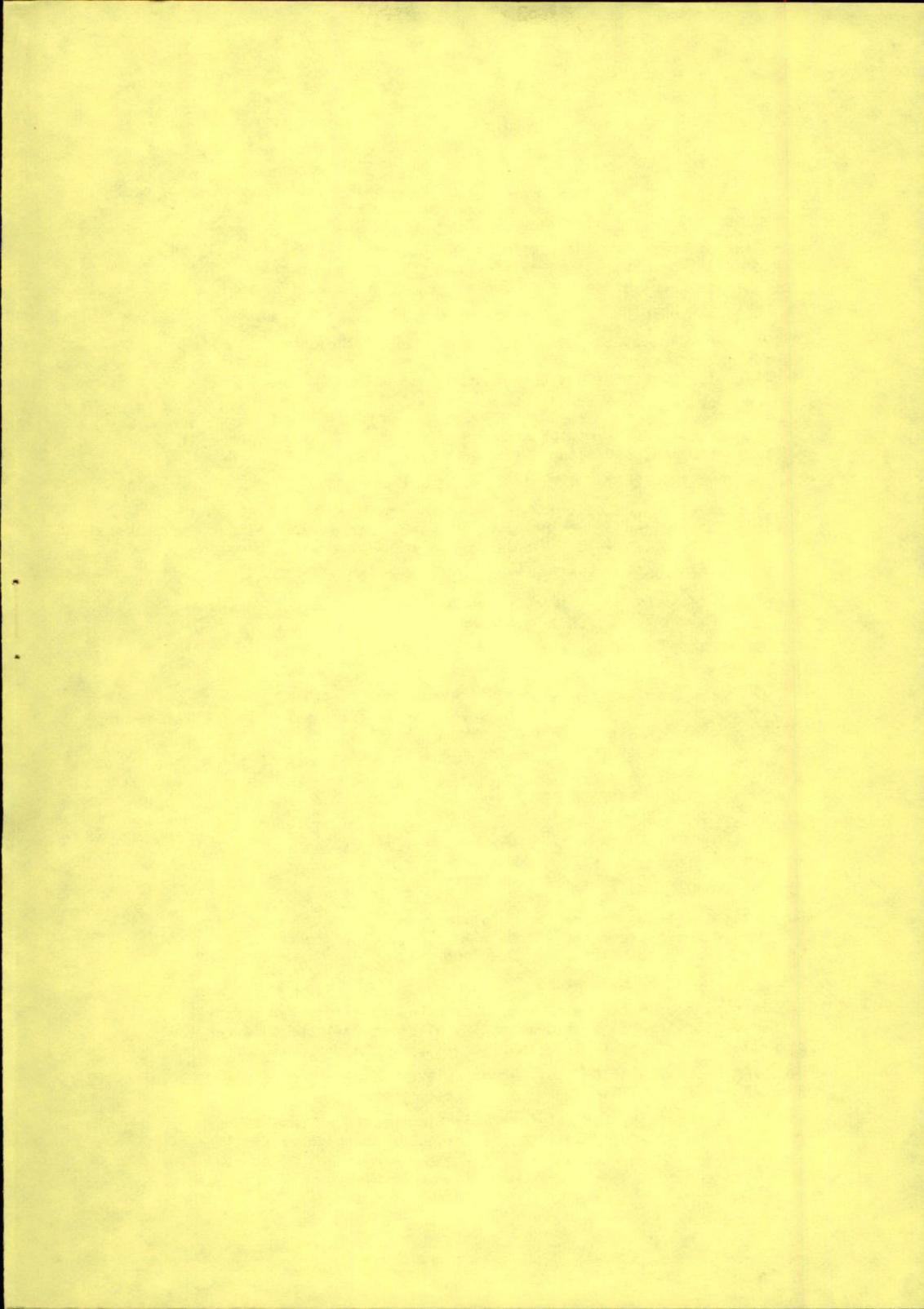
The time the cassette spends in the post is not counted as part of the hire period. Members should date their letters when returning cassettes, otherwise we have to guess when they were posted!

BUYING CASSETTES: Cassettes used in the library service may be purchased at 15% off the retail price.

Booklets may also be purchased separately at 15p each, except in the following cases: New Caro(60p) Leningrad Attack (60p), Kings Gambit(£1.00), Sicilian Close (60p), R&P Endings(60p), St. George's Openings (£1.50), At the British (£1.00), English Defence for the Eighties (60p).

CONTINUOUS CREDIT SCHEME: to save your the inconvenience of sending small amounts through the post, you send any amount you wish which will be credited to your account. The balance will be shown on your library card with each new batch of cassettes sent.

TO ENROL: write to AUDIO CHESS, 7 Billockby Close, Chessington, Surrey, KT9 2ED, with the enrolment fee and first orders.



10. NEW LINES at the British 1980 by M. Basman £3.75
 Contains examples and analysis of 1 e4 b6; 1 e4 c5 2 Nf3 e6 3 d4 cxd 4 Nxd4 Nf6 5 Nc3 Bb4; 1 e4 g5 (including Speelman - Basman). The accompanying booklet analyses several games involving 1 d4 with a later h3/g4.
11. ST. GEORGE'S OPENING by M. Basman 4 x c90 cassettes + booklet £12.50
 A 1981 recording of the classic 4 volume set on the only opening to defeat Karpov in his encounters with British players. Playable equally against 1 d4 and 1 e4, this is a rich and promising opening.
12. VERESOV OPENING by Jim Plaskett 90 mins £3.35
 The companion cassette to QB attack (1 d4 Nf6 2 Bg5) this line gives white an original and effective answer to 1 d4 d5.
13. CENTRE COUNTER with 2...Qxd5 by Shaun Taulbut 90 mins £3.75
 Since Bent Larsen beat Karpov in this line, several other people have taken it up and found nothing wrong with it. Its advantages for the club player are surprise value, simple strategy and free piece development.
14. PETROFF DEFENCE by Shaun Taulbut 90 mins £3.75
 Some call this the complete defence to 1 e4. White can take a draw, but may burn his fingers trying for more.
15. POLISH DEFENCE by M. Basman 90 mins £3.75
 1 d4 b5
 St. George's Opening (see no. 11) is even more effective on the queen's side and cuts straight across white's plans to follow up with 2 c4. Basman gives general ideas on side 1 and a careful analysis of the implications of the early move order, involving the fianchetto of the black bishop on side 2.
16. BUDAPEST DEFENCE by Otto Hardy 90 mins £3.75
 1 P-Q4 N-KB3 2 P-QB4 P-K4 3 PxP N-N5
 A neglected defence, but one we feel is sound and offers black good development, rather than the cramped defensive position so commonly his lot against queenside openings.
17. BISHOPS OPENING by Shaun Taulbut 90 mins £3.75
 Currently the most popular continuation among leading British players after 1 e4 e5. Here 2 Bc4 allows black to set up a centre of his own which he then finds difficult to defend.
18. THE MACHO GROB by M. Basman 2 x 90 mins £6.50
 The long awaited master work sees Basman knitting together a playable system outside the conventional realms of positional chess. Begin 1 g4 as white or 1 e4 g5, 1 d4 h6 as black.
19. SICILIAN CHECK VARIATION by Shaun Taulbut 90 mins £3.75
 1 e4 c5 2 Nf3 d6 3 Bb5+
 Not just a swap off, but a lethal attacking weapon which also means you do not have to play against the Dragon or the Najdorf sicilians!

