

Rabbits Review

13

RABBITS REVIEW is written on entirely different lines to other magazines.

It is aimed at the below 150 (under 1800) player, and explains chess games and ideas more clearly, without a large number of variations. The subject matter is not usually Grandmaster games, for these can be obtained readily from other sources, but the games of average players, analysed by themselves and commented by masters.

There are a number of diagrams, and not many games, as it is better to study a few games deeply than many superficially. The diagrams are to enable you to follow the analysis in your head, without needing to set up board and men; however, it is important not to read the magazine too quickly. When arriving at a diagram you should stop and study it for a few minutes carefully, to work out what is going on, before continuing.

It is better still if you study the games with board and men set up, but the diagrams are there in case, like most readers, you do not.

THIS ISSUE stars the world of chess computers - of great interest to our readers because of the equivalence of strength. How good is the new Morphy Edition? The following pages may help you to form an opinion.

The second part of the essay on the King's Indian and the analysis of the Shoestring game appear to have fallen out of this issue, but will appear next time.

COMPUTAWORLD

Featuring : the Sargon and Morphy in action

: a new man v. machine tournament in Dublin

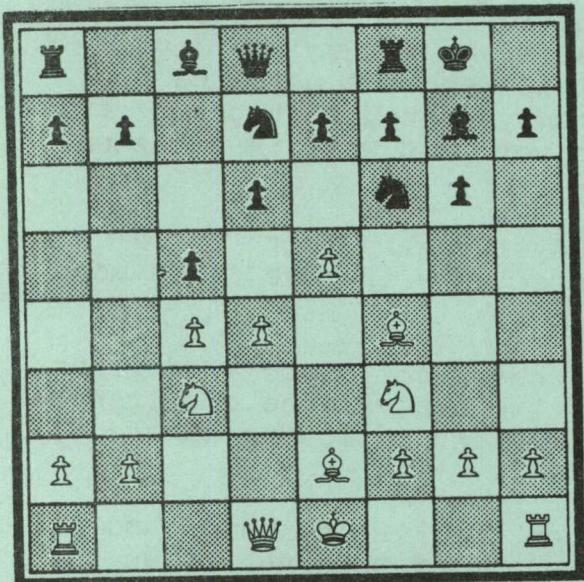
: plus a foolproof anti-computer sequence !

THE SARGON 2.5

This game was played in a major tournament in Hull, November 1980, between the Sargon 2.5 at Level 4 and D. Rowden a junior graded 117.

Opening is a Kings Indian Defence.

1. P-Q4 N-KB3
2. P-QB4 P-KN3
3. N-QB3 B-N2
4. B-B4 P-Q3
5. P-K4 O-O
6. N-B3 N-Q2
7. B-K2 P-B4
8. P-K5



An instructive position, which shows the simplistic,

classical lines of the Sargon's opening programming, an approach which is really not good enough against even ordinary rabbits of today. The problem here has been the development of the bishop to an exposed square at KB4, and as a result black can now respond to white's P-K5 by the move .. N-R4. If white then retreats 9. B-K3 then after 9. .. PxQP 10. BxP PxP white has not only lost his centre, he's a pawn down as well!

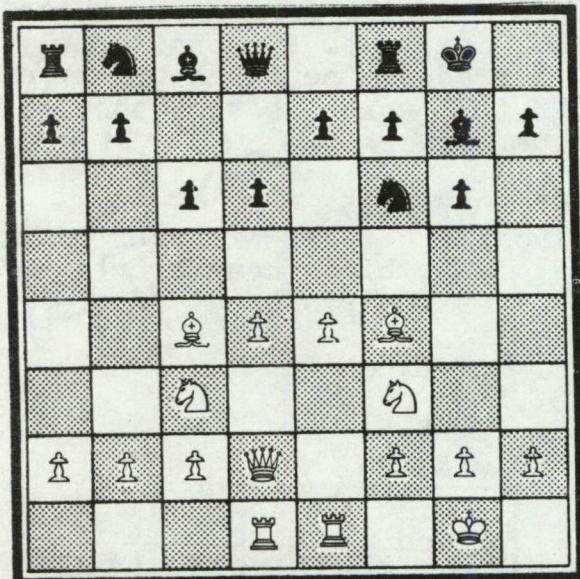
The fact that white occupied the centre with pawns is not faulty, because this idea has still stood the test of time, despite a marked increase in the strength of black's play against such centres (e.g. King's Indian, Modern Defence, Alekhine's, St. George's Opening, English Defence).

However, the idea that one should stick one's pieces just anywhere, as long as they are near the centre, is less prevalent nowadays. A bishop may be treated like a rook, and kept back as a long range piece (e.g. in a fianchetto) rather than lurching into the centre of the board. The pieces need to harmonise with the pawns, so that the pawns do not obstruct the pieces, and the pieces do not prevent the pawns from advancing, because in the

advance of pawns lies the expansion of a position.

Paradoxically, the piece which beginners are instructed to "keep at home" at the start of the game is now used more frequently in apparently exposed positions. Examples of this are Miles' use of the English Defence, and the popularity of the Centre Counter (1. P-K4 P-Q4 2. PxQ QxP) even in master chess. This is because the queen is often flat enough to avoid capture, and powerful enough to sometimes dent an opponent's position almost single-handed.

As a deviation here I should mention a book written some years ago by B.H. Wood, called 'Easy Guide to Chess'. On one of the pages is a diagram of "the ideal position to aim at". It was something like this (black's pieces are not important)



Here white has a two pawn centre, rooks developed towards the centre and connected, knights at KB3 and QB3 controlling central squares and both bishops at

B4. Well, this is okay, but black would not be worried too much by a formation such as this. He should have ample opportunity to strike back in the centre by .. P-Q4 or .. P-K4, and also might be able to use white's exposed minor pieces as targets for pawn expansion. One problem with developing a bishop at QB4, for example, is that it cuts down white's options should black attack with .. P-Q4 (see previous diagram).

Here white would normally have the option of P-K5, giving him a space advantage and attacking chances on the king's wing, but as his bishop at C4 is attacked he must either exchange at Q5 or let black free his game by exchange at e4. Actually, in this position white has still a good game, but we did give him 3 extra moves!

NOW TO RETURN TO THE GAME AFTER THIS POSITIONAL DIGRESSION.

8. ... N-R4!

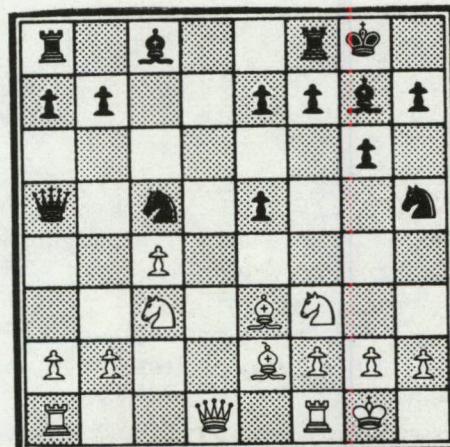
9. B-K3 PxKP

(This move, as we have mentioned, is not as strong as 9. ... PxQP)

10. PxBP Q-R4

11. O-O NxP

(See diagram)



12. Q-Q5!

Now that the tactics begin, Sargon delivers thumping blows. This move is so strong it virtually wins a piece due to the pin on the knight.

12. ... P-QN3!!

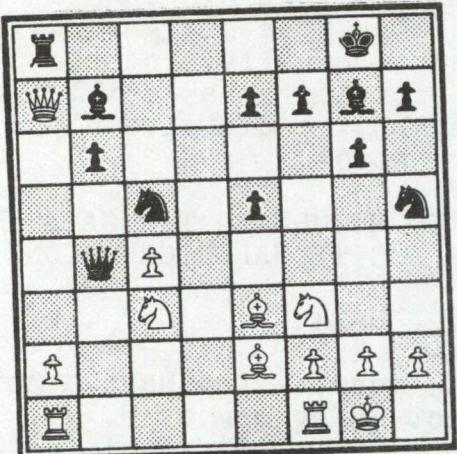
A brilliant response, as we shall see. White must take the rook straight away, for if 13. BxN B-K3.

13. QxR B-N2

Trapping white's queen. But Sargon is not done yet.

14. P-QN4! QxNP

15. QxRP R-QR1
(See diagram)



Trapping white's queen a second time!! However, black's queen also serves as a target for the white pieces, so the issue is clouded once more.

16. BxN NPxB

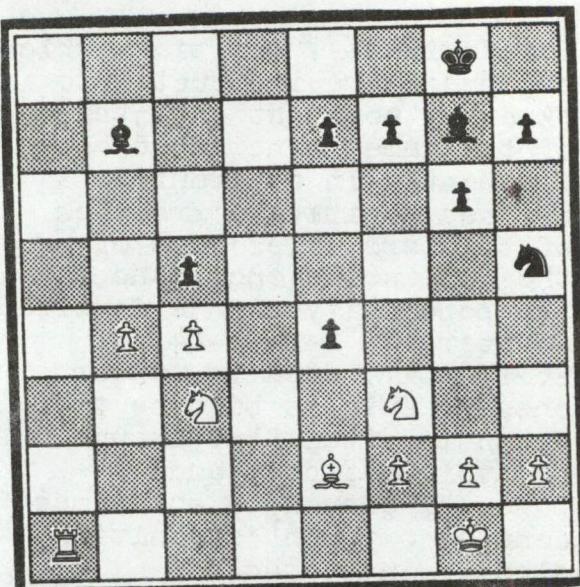
17. P-QR3 RxQ

18. PxQ

Sargon now rather insultingly asked its opponent to resign. I suppose it always does that when it is a rook up. However, the controller did not disqualify it for illegal distraction.

18. ... RxR

19. RxR P-K5
(See diagram)



Black now unleashes a deadly counterattack, hitting the knight at KB3 and opening the fire of his bishop along the centre. It almost manages to turn the game round.

20. N-KN5 BxN

Could black have played better here? As the game goes, white's rook coming to R7 considerably embarrasses the black bishop at QN2 (b7) which is very short of squares.

21. R-R7 N-B5

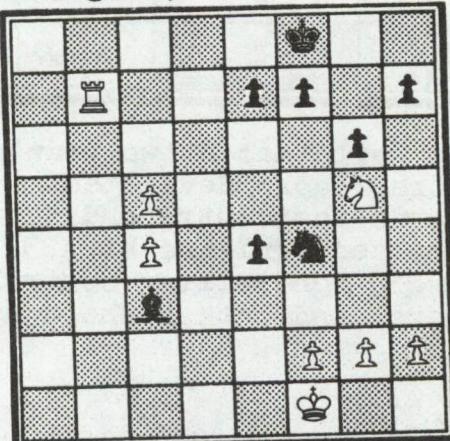
Since 21. ... B-B3 is weak after 22. P-N5, black counterattacks against the bishop at K2.

22. RxB NxBch

23. K-B1 N-B5

24. PxP K-B1

(See diagram)



25. NxRPch?

Seems like another weakness in Sargon's game. It grabs a worthless rook pawn with check - and the check only helps black to bring his king nearer to the queenside pawns. Instead 25. P-B6 looks like an unstoppable passed pawn, unless black gives up his bishop. But did Sargon reject this because the queening of the pawn is too far ahead (all of three moves)? Or possibly a pawn in the hand is worth more than a queen in the bush.

25. ... K-K1

26. R-N8ch?

This check also brings black's king nearer.

26. ... K-Q2

27. N-B8ch K-B2

28. R-K8 B-B3

29. N-R7 K-B3

30. NxR PxN

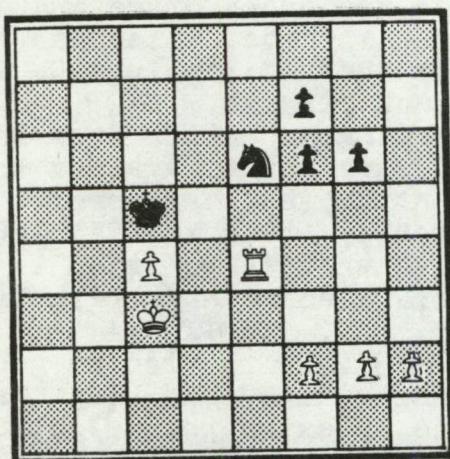
31. RxP N-K3

32. K-K2 KxP

33. K-Q3 K-Q3

34. K-B3 K-B4

(See diagram)



How would readers react in this position as white? Sargon didn't seem too sure and continued
35. R-K3 P-N4?

(Better was 35. ... P-KB4).

36. R-B3! N-B5

37. P-N3 N-K7ch

38. K-Q3
and Sargon eventually forced resignation on move 46.

MORPHY

by Mike Basman

At a recent visit to the Chess Centre in Harcourt Street, I had a game with the new Morphy Encore which is the improved Sargon 2.5 under a new name.

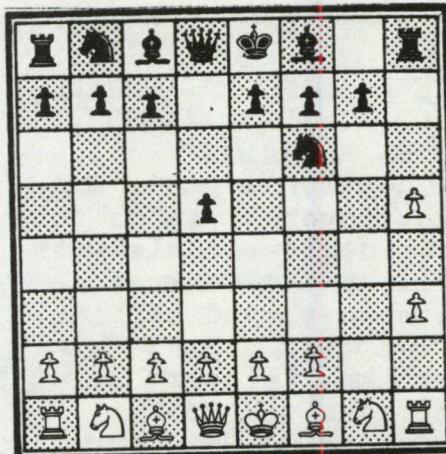
I played from about 4.15 to 5.30 when the shop was shut.

White Basman Black Morphy
(Level 7 or 8)

1. P-KN4 P-Q4

2. P-KR3 P-KR4

3. PxP N-KB3



Developing calmly, since the pawn can be regained at any time.

4. P-Q4 B-B4

5. N-KB3 N-QB3

This is okay, though it shows a predilection for piece orientated development rather

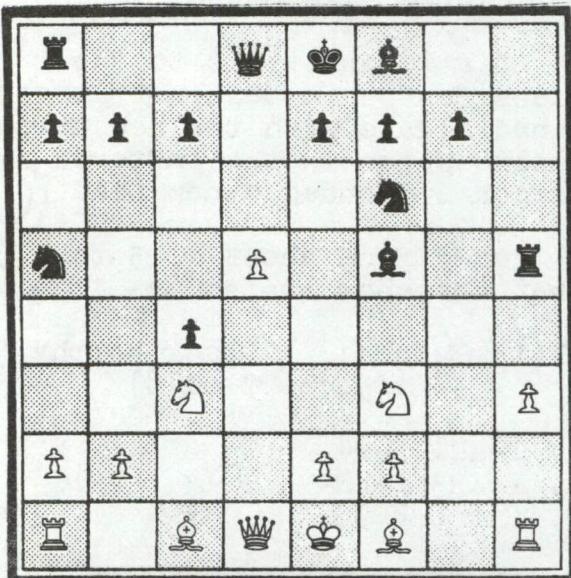
than piece/pawn mix which would be favoured by a subtler player. Black's knight at QB3 blocks the QBP, which might have gone at some time to QB4 (c5) to attack white's centre.

6. P-QB4 PxP

Takes a pawn. Why not? one can hear it say.

7. N-QB3 RxP

8. P-Q5 N-QR4



BEFORE READING ON, DECIDE HOW YOU WOULD PLAY FROM THIS POSITION AS WHITE

Black has won a pawn, and brought several pieces out but has neglected his pawn control of the centre; he might have played earlier 6 .. P-K3; 7 .. RxP was also risky, allowing 8.P-Q5. At the same time the position is not a clear one. White cannot win the knight at R4 by 9.Q-R4ch because of 9. .. P-B3. He can try a complicated tactical idea which is common to such positions (with a knight on the edge defending a pawn at QB5 (c5)) and we shall discuss this. This 9. P-QN4!?. PxP e.p. 10. PxP. Now the knight at R4 is attacked by white's rook at R1, and has no escape

square. However, here 10. .. P-B3 looks adequate.

White can refine this idea by playing 9. Q-R4ch P-B3, 10. P-QN4 PxP e.p. 11. PxP when black's knight is now doubly attacked. However, after 11 .. P-K3 (note this idea well, it is a dramatic one) 12. QxN QxQ 13. RxQ B-QN5 black seems to come out on top.

Returning to the diagram position, I wanted also to play 9. Q-Q4, in order to play 10. P-K4 next move, but was a little unsure about the answer 9. .. P-QB4!?. However, this is answered adequately by 10. QxP (c5) P-K4, 11. Q-K3. Only later did a student point out that after 9. Q-Q4 black has the remarkable idea 9. .. B-K5!! because if 10. NxP? RxQP leaves white mated on Q1 if he moves his queen away.

With the benefit of hindsight, I think that the best move might have been 9. N-KN5, which shuts out the black rook at KR5 and threatens P-K4 as well.

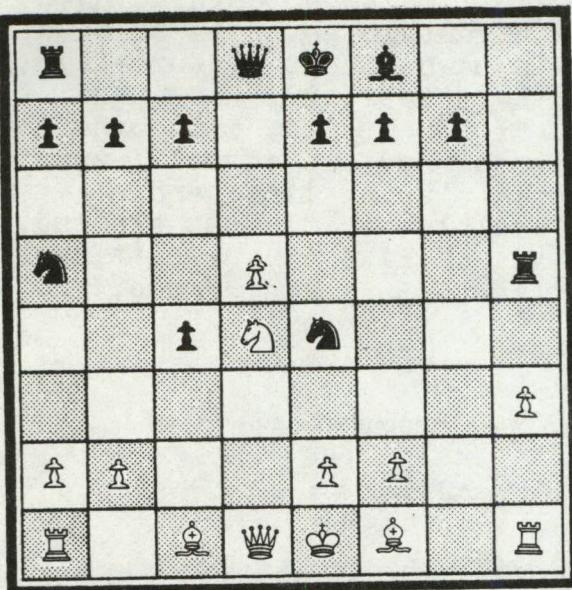
9. N-Q4?

The complexities of the position proved too much for me and I chose this move, which has the sneaky idea of playing 10. P-K4 if black plays ... NxP, uncovering an attack from the white queen at Q1 against the rook at KR5(h5). However, tactically it is insufficient because white's position is too loose. Black can just reply 10. .. NxN, 11. PxN (11 QxR QxN 12. B-K3 QxP is also no good for white) B-N3 and black has a couple of extra pawns.

Fortunately Morph did not spot this, though, as it is a purely tactical sequence, there was a real danger of him doing so.

9. ... B-K5

10. NxP NxN



STUDY THIS POSITION CAREFULLY BEFORE CONTINUING. WHO DO YOU THINK IS BETTER?

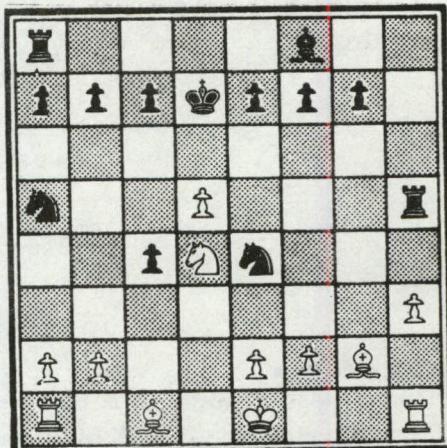
Faced with the threat of 11 ... RxQP, white must act rapidly with 11. Q-R4ch.

Now comes some interesting play along the diagonal which should be studied carefully. Black plays 11 .. P-B3 12. PxP and now instead of blundering with 12 .. QxN 13. PxP discovered check, or 12 .. NxQBP 13. NxN PxN 14. QxNch which also wins for white, black answers smartly with 12 .. P-QN4 temporarily at least blocking the white fire down the a4-e8 diagonal. White replies 13. NxNP and once more black reacts aggressively with 13. ... Q-N3, simultaneously attacking the white knight and the KB pawn. I haven't been able to see any answer to this for white, so we must conclude that the computer missed chance No. 2 here.

11. Q-R4ch Q-Q2
Quite a nifty answer really, because if 12. QxN black regains his piece by 12 .. RxQP attacking queen and knight.

But now positional factors reassert themselves.

12. QxQch KxQ
13. B-N2!

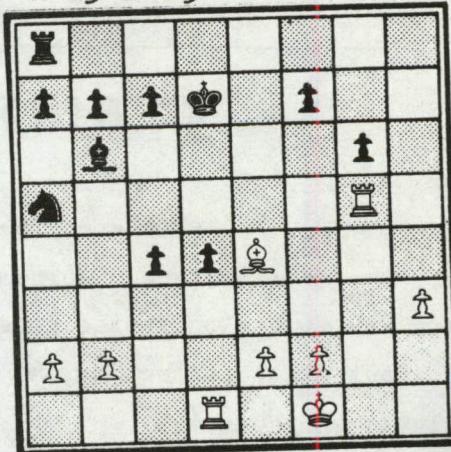


White's bishops now have their turn as this one takes up a good diagonal.

13. ... RxQP
 14. B-K3
- Two pawns down, but it does not matter so much as black cannot support his knight at K5 by ... P-KB4, because of the answer 15. NxBP! RxN, 16. BxN when white's bishops dominate the scene.

Accordingly, black gives up the exchange but keeps the extra pawns.

14. ... P-K4
15. BxN B-N5ch
16. K-B1 RxN
17. BxR PxR
18. R-KN1 P-KN3
19. R-Q1 B-B4
20. R-N5 B-N3



Here they had to shut up the shop and send the chess players home, so we pulled out the plugs. There still seems a stubborn fight in prospect, because black has two pawns for the exchange.

However, white appears to have the advantage as he is able to win a pawn almost by force by 21. B-Q5 K-K2, 22. R-QB, and 23. BxQBP. Still, I thought the computer had played well; two missed winning lines and a defensible position at the end. It seemed like it was hitting at least 150 in this game.

Have you considered a section for members to sell second-hand chess computers?

B.Muskett
Huntingdon

Editor writes:-

Rabbits Review Exchange & Mart - certainly. Anyone wanting to sell his computer can advertise in Rabbits Review.
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M.J.B.

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MICROS AND MEN

by Tim Harding

This is the tale of a tournament - the first of its kind ever to be played at chess, to the best of my knowledge. Computachess '81, held over two days (March 7-8) in Trinity College, Dublin, was designed to answer the sceptic's questions, like 'Can the commercially available computers really give much of a game to experienced club players?' The short answer is - many of them can.

In fact the last round deciding game was between man and machine-- and the machine almost won. Other computers made a 50% score.

The event was held as a five round Swiss, with the draw modified to guarantee every human at least two computer opponents (some had four); computer never met computer until round four. Round four and five pairings were normal to ensure fair prize distribution. Entries were restricted to a maximum of thirty human players with Irish ratings in the range 1000-1800 (BCF 50-150) and every entrant rated under 1500 was guaranteed a book consolation prize and 16 of our final 24 human entrants were below 1500.

Thanks to the generosity of our sponsors, the prizes were exceptionally good for an event of this size. First prize was an ATARI video game system, presented by Atari's Irish distributors Thor Appliances, together with the Atari chess module presented by the Dublin computer shop Tomorrow's World, who also helped with the loan of computers and in many other ways. Pergamon Press, for whom I am writing a book on chessplaying microcomputers (which will be published in good time for Christmas), presented a Boris Diplomat for the highest player rated below 1500 and also some book prizes (others were given by me).

A full report of the tournament, with the analysis of the results and many annotated games will be given in a chapter of my book. At present I am still too dazed to see the events of the wild, chaotic but marvelous weekend in perspective but I think readers will be interested in some of the highlights...

When the tournament was being planned, the strongest computer entry was the Sargon 2.5 program. We had two machines available-- the basic Boris modular games system by Chafitz (who have now withdrawn from the chess computer market) and the Auto Response Board version, also by Chafitz. These had roughly known performances against humans, and were assigned provisional ratings of 1630 and 1640 respectively.

At the last minute, almost literally, we received the Morphy Edition from America, the new and improved Sargon, and without having time to play any games against it we assigned it a provisional rating of 1750, which was justified in the end. We also received an entry from Philidor Software, who are developing computer chess programs for the Hong Kong firm Scisys, and Kevin O'Connell hurriedly booked himself on a plane (he was only just back from the East when he heard of our event) and arrived on the Saturday morning with the prototype Chess Champion Mark V under his arm.

This program achieved a rating of 1700 in the last Islington Open but it did not do quite so well in Dublin. Kevin's machine did however meet a range of opponents, because in round one its adjudication position of rook, bishop pawn and rook's pawn versus rook (!) was held over for appeal and eventually given a draw, while the Champion was paired as if it had won for two rounds. Besides this, Kevin believes that the Irish ratings for the average player are too low when compared with the BCF equivalents; the normal formula $(BCF \times 8) + 600 = ELO$ does not seem to give the right results in the lower range of Irish ratings (or maybe the BCF ratings are too high?).

Because the available time was limited, we played a compromise time limit designed to be fair to the computers which could not be expected to play 'allegro finishes'. The basic rate was 40 in 1 hour and three quarters for the computers

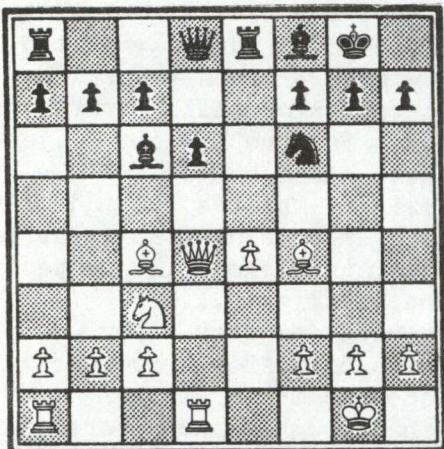
but all the moves in $1\frac{3}{4}$ hours for humans, with computer games being adjudicated after the computers had run out of time, so long as they made 40 moves. In a few cases we had to speed up computers to save them from losing on time; in most cases they lost on the board instead.

If anyone is thinking of running such a tournament again my final piece of advice would be Don't! Although fascinating to watch and although some freak results are amusing, there is too much for controller to do.

If the event is ever repeated, it would be essential to have a long weekend where you could play five or six rounds over three days at a slower time-limit, such as 40 in 2 hours or $2\frac{1}{2}$ hours with more time to finish the games and no adjudications before move 60. This would give the slower computers like the Chess Challengers a better chance to show what they are capable of. Human players who are unfamiliar with algebraic notation should not be allowed in; this would save a lot of the trouble we had.

In two years time, we might repeat the Dublin event as by then there will be more strong computers that schedule their own time and think in the opponents time (Champion Mark V does both) and with sensory boards or other aids to communication. By then we shall have to accept entries from higher rated players, maybe up to 2200. Kevin O'Connell thinks that the micros will soon be good enough to beat the mainframe programs, in which case they should be up to that magic 2200 mark.

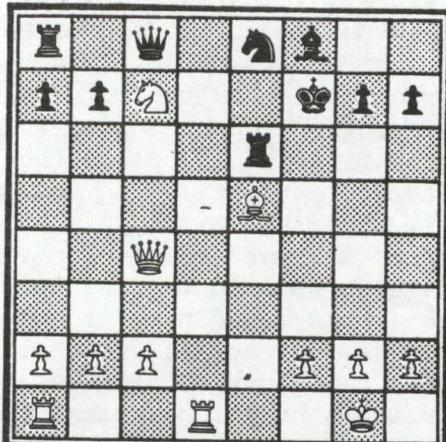
The most impressive game won by a computer in the tournament was the Morphy's round two win against a human rated at 1740 (A professor at Trinity College) in which the computer fought back grimly from a poor position and won in some 60 moves. This game will be in my book.



The most publishable miniature was won by the Boris Sargon 2.5 against a player rated 1609. Its efficient demolition of Black's Philidor-type set-up is worth remembering; 1 Nf3 d6 2 Nc3 e5 3 d4 exd4 4 Nxd4 Nf6 5 e4 Be7 6 Bc4 Bd7 7 Bf4 0-0 8 0-0 Nc6 9 Nxc6 Bxc6 10 Qd4 Re8 11 Rfd1 Bf8? (11...Nd7 was necessary) 12 e5; dx5 13 Bxf7+ Kxf7? (13...Kh8 14 Qxd8-Qc4 is stronger- Rexd8 15 Bxe5 keeps losses to a minimum) 14 Qc4+ Bd5 15 Nxd5 Re6 16 Nxc7 Qc8 17 Bxe5 Ne8

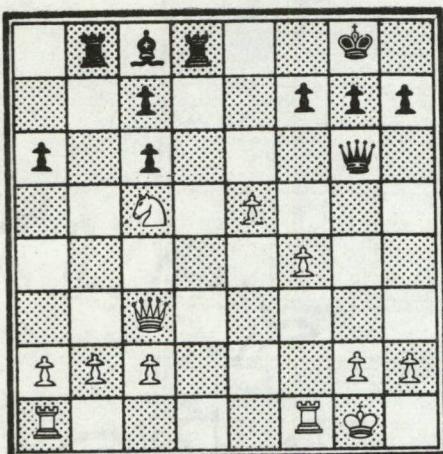
18 Rd8; Black resigns. This player, who had been beaten by the Morphy in the morning, now withdrew—the only dissatisfied customer we had I think. By and large, everybody enjoyed the unusual nature of the event and the great diversity of computers that were playing. In all we had sixteen computers playing of twelve different types and but for technical difficulties we might also have had the Electronic Chess and Texas Instruments TI 99/4 (which can play up to nine games at once) also. One of the programs that played (the one for the Interton T.V. game) was very weak indeed but all the others had good points.

Inevitably, as the tournament progressed, most of the computers fell by the wayside and the top pairings became increasingly between human players. Even so, the overall computer score against humans was just over one third:



34.48 per cent, made up of 17 wins, 6 draws and 35 losses. This goes up to 36 per cent if you exclude the Atari and Interton.

Going into the last round, the showdown was between 16-year-old John Waldron of Rathmines chess club and the Morphy computer. Half a point clear of the field, John only needed a draw to win the Atari, but playing for a draw is a well-known psychological problem. John, with Black, lost a pawn in the opening and was reduced to trying to swindle, which he did ingeniously from this position:



Waldron played 1...a5!? This bait alone would probably not tempt the computer, were it not that on a5 the queen then threatens to capture on c7 followed by b8 and d8. The correct move now is 2 Rad1 when White is surely winning, but instead the Morphy played 2 Qxa5 and after 2...Qxc2 it had a very long think.

White might still be winning here with 3 Rf2 Rd1+ 4 Rxd1 Qxd1+ 5 Rf1 Qd4+ 6 Kh1 Qxb2 7 Qxc7 and even 3 Qc3 Rxb2 4 Qxc2 Rxc2 5 Rfd1 would be playable. But instead there occurred 3 Nb3? when Black rose to the occasion by 3...Rxb3! 4 axb3 (If 4 Qxc7 Rbd3 but 4 Rac1 Qxb2 5 axb3 Rd2 6 Qxd2 Qxd2 7 Rxс6 would continue the game for a while) 4...Rd2 5 Kh1 (The mate is still 8-ply away so the computer misses 5 Qxd2 Qxd2 6 Ra8 although it wouldn't be good

enough to draw in the end) 5...Rxg2 6 Qd5 cxd5 7 h4 Rxh2+ 8 Kg1 Qg2 mate.

Thus the honour of humanity was saved.

Final scores were as follows: 5 J.Waldron; 4 R.Sturdy; S Morris D O'Byrne, A.M.Redmond and MORPHY EDITION; 3½ J.Shaw, J. Robinson, J.O'Shea, M.O'Siochru, R.Anderson and P.O'Byrne; 3 T.Walsh, C. Murray, C.Skay, B.Martin 1. Connolly and A. Drakeford; 2½ CHESS CHAMPION V BORIS SARGON 2.5, BORIS DIPLOMAT and one of the CHALLENGER SEVENS; 2 J.V.Luce, F.Flynn, AUTO RESPONSE BOARD, VOICE SENSORY CHALLENGER, VOICE CHALLENGER and VOICE SENSORY CHALLENGER; 1 point: ATARI, INTELLIGENT CHESS and INTERTON. ½ point: V.Bisset and G.Anderson (the latter played three rounds only):

The tournament was controlled by Mrs Maura Murphy, without whose untiring giving of her time and energy this and many other events organised by the Leinster Chess Union would not be possible.

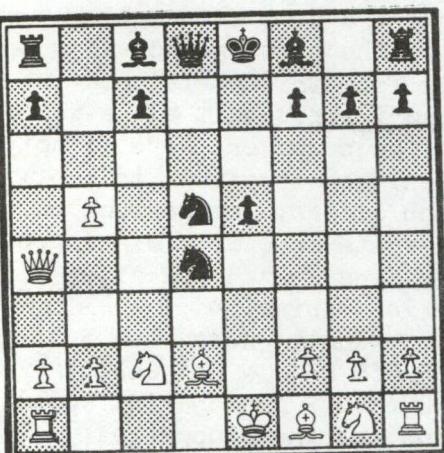
THE ENGLISH DEFENCE FOR THE EIGHTIES This new double cassette is the best possible source of analysis on this rapidly developing opening. Audio Chess released a short cassette by Keene in 1977, but this new set not only brings in all the latest games, including Miles' most spectacular triumphs, but also expands the explanation of the underlying ideas. Will prove a most servicable and aggressive defence to 1 P_c4, complementing the St. George's Opening against 1 P_e4 and 1 P_d4. Particular emphasis is placed on the critical gambit lines, including the games Browne-Miles and Magerramov-Psachis. The script is read by Michael Basman, and should be easy to follow even by lower graded players.

Two cassettes plus booklet £6.50 from Audio Chess 7 Billockby Close Chessington

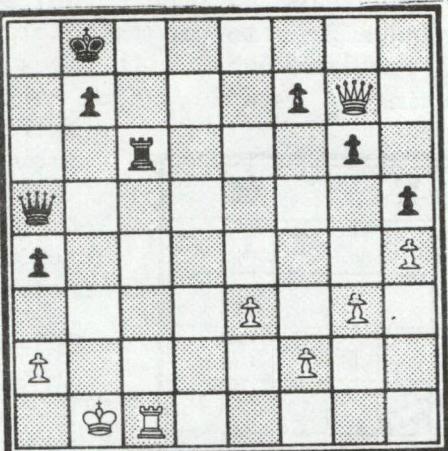
What the Computer Saw - Part II

In Issue 12 we showed four positions which the 'Intelligent Chess' machine tackled. The positions were:

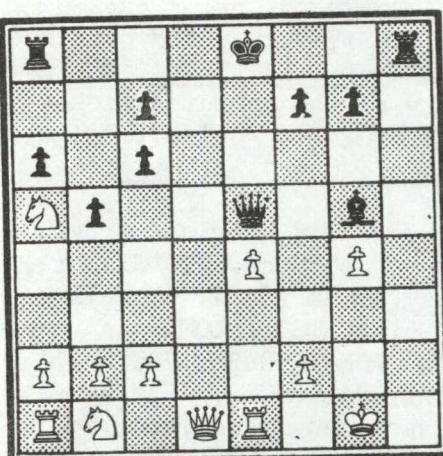
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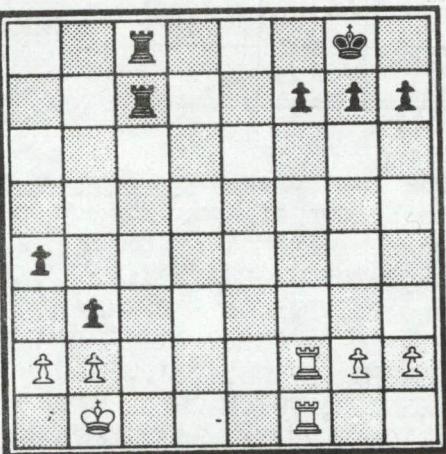
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3



4



Here are the results of two of our readers' investigations.

- Mr. Michaelides

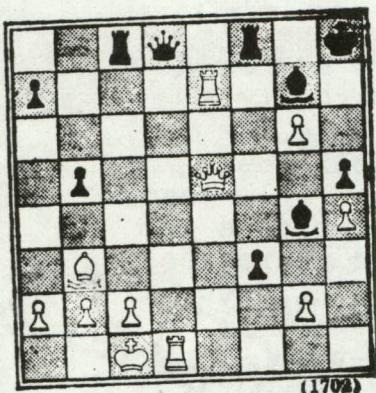
"My machine is a Chess Challenger "7" and I tried the four positions in the above article, a number of times, at different levels, with the following results:

1. Level 2 1. ... Nc6 (12 sec.)
2. Original position, level 2 1. ... Qf5+ almost instantly.
Modified position, level 2 1. ... Qb6+ attacking also the pawn at e3
But modified position at level 3 (average response time 1 min.20 sec.) always 1. ... Qf5+ (54 sec.)
3. Original position. 1. ... Rd8 always, it never took the pawn at b2.
Modified position level 6, 1. ... Qh2+, but instead of 2. ... Qh1+ it played 2. ... Qh3+, and although it won the queen in another 3 moves and checkmated white in a few more moves, it always missed the mate in 4.
4. No good at this one. It always played 1. ... f7 - f6.

It is interesting though, that although it usually misses forced mates of more than two moves, it gives excellent replies (mostly the best move) in positions of middlegame tactical struggles. I attach three positions from masters and grandmasters' games, and in all three of them the computer played the move which was actually played in the original game."

Let the reader study these positions himself, and time his responses. How long does it take him to solve the problems?

Answers, plus computer times, shown on page 27.

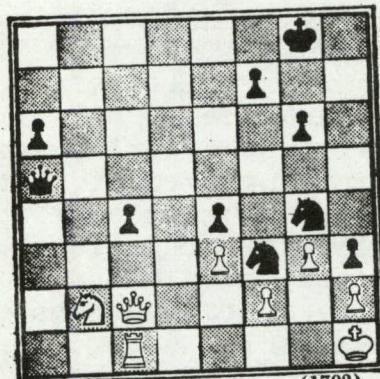


(1702)

Ljubojevic (Yugoslavia) v. Miles (England), world team championship 1980. The Russians regained the world and Olympic titles in Malta when they outpointed Hungary in a tight finish. England were sixth behind Yugoslavia, the U.S. and Czechoslovakia but in front of 76 other nations.

Tony Miles's game in the match against Yugoslavia was a showpiece match where his Grand Master opponent made another attempt to refute Miles's favourite Sicilian Defence. Ljubojevic had some Russian analysis ready but Tony refuted it with a novelty on move 20(!). In this diagram White's attack is fading but he has just made a spectacular move offering his queen.

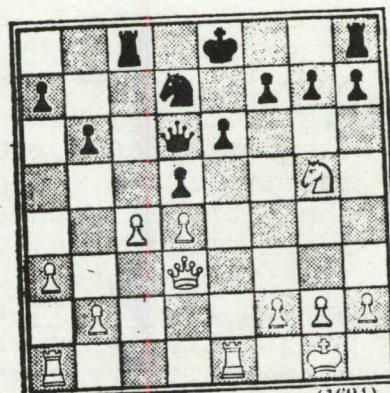
The puzzle is twofold: (a) (easy) What happens if Black (to move) takes the queen? (b) (harder) How should the game go with best play?



(1703)

Dimitriadis (Greece) v. Britton (England), Rhodes 1980. Richard Britton, 23, of Sheffield, recently qualified for the World Chess Federation's master title with fine results in two Mediterranean tournaments. Here, as Black (to move) he has knight and two pawns for rook but White threatens Kt x P. What should Black play, and how should the game go?

All positions from
Leonard Barden's
Evening Standard
column



(1694)

Ristic v. Ree, Palanka (Yugoslavia), 1980. This international tournament game was proceeding peacefully until the players reached the diagram. A book Queen's Indian Defence, exchanges of three pairs of minor pieces, and White's development lead balanced by Black's sounder pawn front. The experts were starting to diagnose a draw after Black's last move of R(QR1)-QB1.

Then, suddenly, White made his next turn, Black stared hard at the position, turned pale, analysed variations without success. He stopped the clocks, wrote 1-0 on the score sheet and signed it, and offered his hand in the traditional resignation gesture. What was White's winning coup, and why did Black concede defeat?

Neville Maude

"1. No difficulties. Moved the knight d5 to b6 almost at once.

2. O.K. Moved the queen a5 to f5 - even with the pawn displaced from f7 to d7 (it briefly considered a5 to b5 but didn't like it).

3. Initially wanted to take the pawn, e5 x b2, but when given longer to think about it decided on e5 e6 (presumably for e6 h6 and h6 h1). Completely missed the e5 h2 sequence.

4. Positively refused to move directly c7 c1! At first kept insisting on b3 x a2 but when given the ridiculously long time of 12 hours to think about it eventually came up with c7 c5, threatening f7 f5 (not much of a threat!). Black takes the pawn on f7 (computers will always take an unguarded pawn) and then Boris moved c5 c1 with the same result of queening the pawn. Perhaps it was initially afraid of a back-row mate?

I lost interest in the 'Intelligent Chess' machine mentioned in your last issue, on being told it cost about £300. (It seems to be £229 now - Ed.) Also, in a family there are obvious disadvantages to machines using the television to display a game! However, the instructions do list a setting for mate-in-four programmes though not saying how long they take. Later I was able to try a game in The Design Centre. A beautifully made machine, excellent graphics, some unique

features, but needs a better computer.

A great weakness of current chess machines is their slowness, mainly because they painstakingly examine all moves with little pruning to permit deeper analysis of selected lines. Sargon is at present the fastest. It was the first to emulate human practice by thinking during the opponent's move time as well as its own. This year Fidelity, makers of the Chess Challenger series, will be using a Sargon-type programme (6502 processor and the Spraklens had a hand in the programme) since they won the world microcomputer chess championship with an experimental model. The Sargon will have an improved programme (a new plug-in cartridge) to up-date it.* Improvements continue, in particular the speed increases. Sargon is claimed to see six moves ahead if given long enough. Eventually computers may move from tactics only into elementary strategy, if we define strategy as long-term tactics. At present the usual plan is to consider all moves up to 2 or 3 only ahead and captures or checks are looked at a little further.

Anyway, to stop anyone getting an inferiority complex from computers I enclose a piece on how to clobber a computer.

*P.S. It's just got here! Called Morphy (maybe to prove American chess is better than the Russian Boris? Being dead, Morphy cannot complain!).

Later there will be 3 cassettes - one for openings, Morphy for mid-game, another for endings. Reason - you can't get enough in the 16K memory of original cassette."

TO CLOBBER A COMPUTER

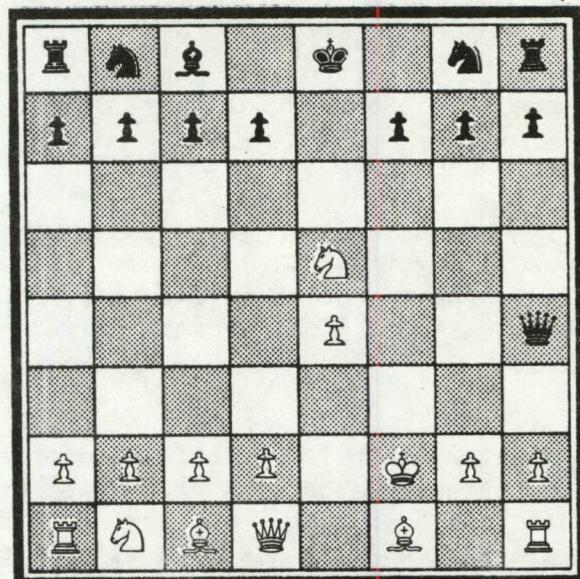
by Neville Maude

Chess computers are excellent for practice and my own game has certainly improved after frequent tussles with Sargon. It's great playing with people after getting used to computers. People have better conversation and though they can often guess a long-term plan THEY MAKE MISTAKES, which is helpful.

If any reader has been savaged by a computer and is brooding over the defeats, the following sequence takes advantage of computer weaknesses, gives no opportunity for them to display their strength and allows you to kick those pawns right back in their faces! So far it has worked on all the computers I've been able to try, though there must be some able to side-step the sequence. Probably, future designers will put something in the opening 'book' to avoid it, but meanwhile have fun and impress all friends foolish enough not to read Rabbits Review.

Let the computer play white and get it to start with the usual pawn to K4. Then, in full machine algebraic, continue thus:-

1. e2 e4 e7 e5
2. Ng1f3 Bf8c5?
3. Nf3xe5 Bc5xf2?? but wait!
4. Ke1xf2 Qd8h4ch

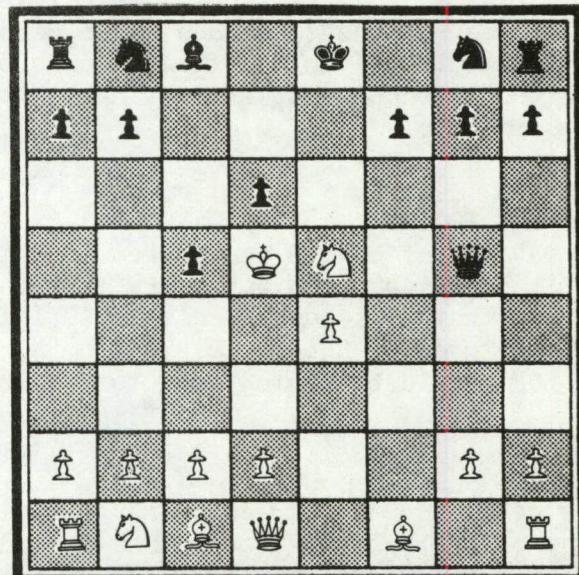


To guard the pawn, the king moves out. Bad play, of course, but computers have little positional sense.

5. Kf2e3 Qh4g5+

Now there is a knight to protect.

6. Ke3d4 c7c5+
7. Kd4d5 d7d6



Now there is no escape

8. Kd5xd6 Qg5e7
9. Kd6d5 Bc8e6 mate

The last two or three moves might vary slightly but are obvious. The white king never learns the dangers of wandering off with a dark lady, even to help a colleague!

Try this for yourself next time you play a computer.

LETTERS

I am very pleased to renew my subscription. Issue 12 is the best one to date. The article on The King's Indian I found very interesting. "Rabbits Review" fills an important gap for me left by both "BCM" & "Chess" to which I have been a subscriber for many years. Keep up the good work.

P. Fallon
Dublin

I'm hooked. After just two issues of "Rabbits Review" I need more. Could you possibly get No's 1-10 for me? I also need David Hooper's 'Rook and Pawn Endings', (never one of my strong points). Also Turnover Books 'Simple Calculations' and 'Tactics and Analysis'.

Roy Flood
Dundee

I think "Rabbits Review" is an excellent magazine. Tigers should be warned seriously about the growing strength of play at the lower echelons of the chess hierarchy - a strength which desperately needs to be fostered and guided by efforts like yours. I don't think the need for chess education at the grass-roots can be exaggerated. It will make England a stronger chess nation. I agree in principle with comment on Batsford opening books. However, I have found it very rewarding to search through well-annotated tournament books, for the many interesting ideas which are overlooked or ignored by Theory. Am keen on the idea of a RR.P.C.C.

John Ellison
Durham

Many thanks for another interesting and useful Rabbits Review. My request is that in future issues you include a 'diary' page which would list dates and venues of chess matches where Rabbits could go and watch the 'Famous' in action. All too often I notice match/competition results in the National Press are from matches that I might have attended, as a spectator, had I known about them in time.

I.Sayer
Reading

The Editor replies:-

Details of events can be got from the British Chess Federation News Flash which comes out every month. You can book a sub for £3.00 and that will cover 12 issues. I find it very useful, as is their Year Book of Chess (£2.25) from 4, The Close, Norwich. (But the BCF should be moving soon to 9 Market Street, St. Leonards)

M.J.B.

With reference to your comments to Neville Maude's letter in the latest issue, one of the earliest books that I studied in my early days was Fine's 'Ideas Behind the Chess Openings' the only criticism of this book of course that it is dated.

I thought that your advice to stay clear of Theoretical mags. was a bit rough. I find that they can be of use when studying an opening and also for post mortem analysis after a game though I accept the spirit that your comments were made.

I must comment that one of my biggest problems is getting a structured study course together i.e. something on the lines suggested by Emanuel Lasker.

Ron Stevenson
Notts.

Can you tell me the reason for publishing my name and others not yet renewed R.R. subs? On the face of it you've pushed your pawn to the 9th rank (i.e. you've gone too far!)

J. Borrill
Sheffield.

I think RR is very good. Being duplicated adds immediacy, though occasionally it gets a bit messy to correct a mistake which is only found at a late stage. The hand-written pages in No 12 are however a bit too immediate! - To pick out the important points after I'd read them required reading them through again. Also I suppose the price seems a little dear considering "Chess" magazine is printed and contains a lot more - but there's plenty in RR as far as I am concerned.

Again, how about some help on that common problem, which I also suffer from, of winning an early advantage and then losing the game when faced with having to translate it into a win.

Also, I think every issue should have a little competition, like the 'Shoestring Attack' analysis. Reading through explanations is rather passive - having to apply principles in concrete situations is where the real learning comes from.

All the best and keep up the good work.

The Editor now speaks:-

Nick Fedre
London

Rabbits Review is litho printed not duplicated!

The price is unimportant; The less material in it the better as most readers are part-time players with little time for study. Not many other magazines give as many diagrams and few games as Rabbits Review, since they are all hung up on giving value (quantity) for money.

The problem of losing from advantageous positions is usually due to insufficient attention to tactical play; as before I recommend the Turnover Books on Tactics and the Analysis of Individual Positions. These books are fairly unique, because Nos 3 & 4 deal with positions containing tactical features, but not necessarily a winning combination. Hence they approximate better to real game situations:

M.J.B.

POSTAL CHESS

Regarding the idea of a Rabbits Review Postal Chess Club, I would be interested in participating in such a club.

Regarding the request for a chief organiser, may I be of any help? I am very well equipped to act as the co-ordinator should such a club get off the ground since I have started and maintained the Open University Postal Chess Club for the last 4 years. Under my guidance the OUPCC has grown from 6, yes six! members to 127 this season. We operate the usual range of chess events for the postal addict plus a couple of innovations: a club Ladder and a section for beginners, both of which have proved very popular. We pay a lot of attention to the beginners, providing free feedback on games and free tuition. Given enough time and effort I hope to launch a more commercial version of the tuition scheme for all British chess players but that's still pie in the sky at the moment.

Even if my services are not required perhaps you could muster a postal team to play the OUPCC?

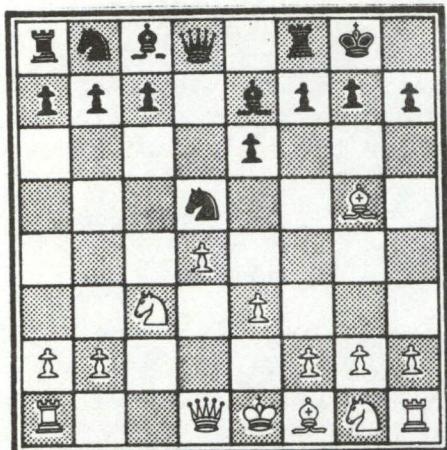
Mike Collins
Cambridge

Editorial Comment:-

This seems an excellent idea, and Mike Collins is now appointed chief organiser of the Rabbits Review Postal Chess Club. The actual structure and types of tournaments

to be run is still not firm, because we do not know the likely response from readers. Perhaps when readers write to Mike, they should state their grade or strength, how many games they think they can manage at a time, whether they wish to play competitions or friendly games; do they prefer all play alls, ladder, knock-out or the Collin's special 'Pyramid' tournaments. (Three tiers of players according to strength, within each tier several sets of three players who meet each other twice, promotion to higher tier depending on result)

Mike's address is 19 Ainsworth Street, CAMBRIDGE CB1 2PF



Dear Sir,

The discussion of the QGD, Exchange Variation, in No's 11 and 12 omitted the important question of the precise timing of the exchange itself. If White delays PxP until after he has played B-N5 and Black B-K2, Black can profitably reply with NxP when the black squared bishops and two knights usually come off. A good example is Alatorzeff/Capablanca (Moscow 1935) annotated by Golombek in "Capablanca's 100 Best Games of Chess" (p 224). Capablanca chose the move order, 1P-Q4 N-KB3 2P-QB4 P-K3 3N-QB3 P-Q4 and when White continued 4B-N5 played...B-K2 5P-K3 O-O to reach the same position as Donnelly/White (no 12). Black then answered 6PxP with...NxP and after 7BxB QxB 8N-B3 NxN 9PxN P-QN3 had an easy game. White's play must be

improved slightly (8Q-B2 is suggested by Golombek) but Black clearly has equality. Capablanca's move order first faces White with a possible Nimzo-Indian and may induce him to play 3N-KB3, in which case Black can play...P-Q4 knowing that the Exchange Variation has lost most of its sting as experienced in No.11. Secondly if White persists in 3N-QB3 Black's 3...P-Q4 leaves White only one chance of exchanging correctly - on his 4th move - for he has no waiting moves available (4N-B3 would allow ...P-QB4, or if ...B-K2 the ...N-K5 manouvre described in No 11 is on should White insist on the Exchange Variation, AND 4P-K3 would lock the Queen Bishop in). Therefore White must play PxP no later than move 4 if he is to be sure of getting the sort of game Mr Donnelly got in fact against Dr White. After 4PxP NxP seems unsafe because with no Bishop on g5 to be threatened White can play 5P-K4 and establish a strong-looking pawn centre. As a postscript Christiansen's win against Spassky at Linares this year (score in the Guardian for 28 February) provides a good supplement to Donnelly/White. In the same position as Dr White Spassky chose 9...N-B1 (surely better than ...P-R3) but still lost (White had played 4PxP of course).

You also invited comments on helpful opening books. I have found the "Batsford Guide to the Chess Openings" a useful and up-to-date survey with an introduction on "How to Study the Openings". Apart from this I prefer "repertoire" books, which give you a coherent system either as White or Black or both, with the idea of minimising study. Even these are sometimes short on basic explanation, but are better than those hopeless books that tell you comparatively little about almost all openings and merely leave you confused. Some repertoire books I like are:- "Chess Openings for You" - Cafferty (Batsford)

"An Opening Repertoire for Black" - Marovic & Parma (Batsford)

"A Complete Defense to P-K4 - A Study of Petroff's Defence" - Hooper & Cafferty (Pergamon)

Would you consider trying to formulate comprehensive opening systems for White and

Black and commit them to tape in your Audio Chess capacity? I am not sure that existing tapes really do this, particularly for White. You could then market them as packages. Andrew Soltis attempted this sort of thing in book form for Chess Digest, but most of his stuff is now unavailable. It's an idea anyway.

D.E.Pipe
Croydon

It is certainly easier to find all purpose openings as black than white, though the QB attack on the queen side, and the Sicilian Close and 3Be2 ... against the Sicilian are on cassette. We may produce repertoire tapes if we get 'around to it'

- M.J.B.

BOOKS I LIKE

For me Chernev's book Logical Chess move by move is streets ahead of anything else for someone who just knows the rules, and who wants to play in a minor tournament - it needs updating with some Modern Openings however. I rely on a combination of 3 opening books - 'The Chess Opening for You' - Larry Evans RHM Press. 'An Opening Repertoire for the attacking Club Player' - Keene, Levy, BATSFORD (sorry!) plus 'Queen's Gambit Declined' (because I like it as Black) - Samarian (BATSFORD)

AND NOW FOR A NEW IDEA!

My rating is 136 and like many around this figure KEEN TO IMPROVE.

The trouble is OTHER people's games don't interest me as much as they should - i.e. I like playing over them but can't really put myself in the other player's head at all - enjoyment is aesthetic that's all....

Why not offer "major" tournament players like myself (+ minor or Open players too for that matter) A NEW SERVICE

SEND RABBITS REVIEW your last 5 or 6 games from a weekend tournament and we will analyse your faults - correct your style - make helpful suggestions - and all this for a modest fee of £x.!!!

Something like this could make you a leisurely profit working at home, and might substantially improve the rating of players like me! The games would have to be tournament or league to make sure the mistakes were made after serious thought and effort - I always feel I should have finished higher up in a weekend tournament than I do - you could tell us low grades WHY we didn't: What do you think?

Editorial Reply:

Ian Josephs

Good idea! I haven't time to make a leisurely profit in this way, but I have contacted two masters Plaskett and Taulbut who will give the service at £2 a game.

Their addresses are:- H.Plaskett 48, Wheathouse Close, Putnoe, Bedford
S.Taulbut 19, Cromwell, Freshbrook, Swindon, Wilts.

The instruction is on cassette (in which case you should supply a blank cassette) or written, whichever you prefer.

SLOW CHESS

- by Mike Donnelly

The recent interest shown in postal play by Rabbits Reviewers make it worthwhile to look at some of the pros and cons of this type of chess.

Because the rate of play is usually two days per move, postal chess obviously lacks the immediate impact and excitement of over-the-board play as for example in an inter-club match. However, the longer time allowance per move in postal chess gives the chance to play in an unhurried manner, which in the first place prevents blunders due to time trouble or playing against an unfamiliar opening. Since players are allowed access to opening books one can really bone up on an opening (or variation) and pick one to suit your own style. What is more, you now have the time to figure out why a move is played and what effect it has on the position. This method of putting theory into practice is the best way to gain an understanding of the ideas behind an opening.

Again, when the opening phase has passed into the middle game, one can analyse the various plans and see which is the most suited to the type of middlegame position one has and since the pieces can be moved around (as opposed to the OTB situation!) the analysis will be that much more accurate. Similarly combinations can be analysed thoroughly. The same sort of comments can be applied to endgames.

All this extra theoretical and practical knowledge combined with an enhanced judgement of positions, can be ploughed back into your next postal or OTB game with a corresponding rise in standard of play!

Apart from it being an enjoyable way to play chess in its own right, postal chess is the ideal way for those people who cannot play OTB because of work or travel commitments, e.g. shift workers or people in areas of low chess activity.

The following game gives an idea of the sort of absorbing game playable by post.

White: J. Bills Borough (Cumbria)

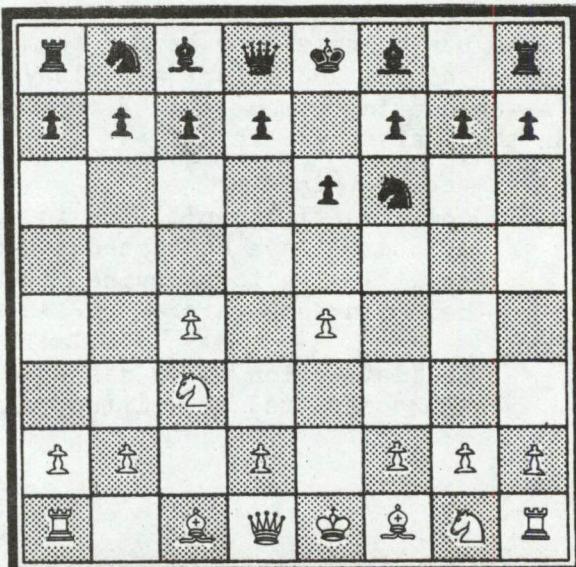
Black: M. Donnelly (Cheshire)

Event: NCCU Individual Postal
Championship 1980-81

English Opening.

Notes by Michael Basman, expanding
original analysis of M. Donnelly.

1. P-QB4 N-KB3
2. N-QB3 P-K3
3. P-K4



Rabbits looking for more information on this variation of the English (3e4) should go to the Audio Chess Cassette No.43, by Tony Miles. In fact it was Miles, who possibly learnt the line from Bernard Cafferty, who did the most to popularise this line, first at Grandmaster level, and later it percolated down to club chess.

Our question here is a fundamental one; what is the importance and strength of the move 3. P-K4? First one must realise that most defences to the queen pawn openings show black trying to prevent white from getting pawns to K4 as well as Q4 and QB4. Such openings would be 1. P-Q4 P-Q4, or 1. P-Q4 N-KB3 2. P-QB4 P-K3 3. N-KB3 B-N5 (Nimzo Indian Defence). Naturally this does not apply to all queen side defences - since obvious exceptions to this rule are the Kings Indian Defence (see elsewhere in this issue) and the recently popularised English Defence (see Audio Chess Cassettes). Yet for a general rule of thumb, black feels he will have an easier game if he does not allow white too large a share in the centre, and in regard to the two Maverick defences, the Kings Indian and English Defences, we should note that black very quickly seeks to re-establish himself in the centre of the board, in one case by the pawn moves ... P-Q3 and ... P-K4 (or ... P-QB4), in the other by ... P-KB4.

Accordingly, if white plays 2. P-K4 here, he is hoping next move that black will respond passively with .. P-Q3, at which point he can play P-Q4, obtaining a three pawn centre.

Secondly, if black tries to transpose into a Nimzo Indian here by 3. ... B-N5, it is fairly ineffective because in the first place the move does not pin the white knight, in the second white has already played P-K4, and in the third white can drive black's knight back with P-K5 and follow up with P-Q4 and P-KB4, heavily supporting his K5 pawn.

Therefore it is common for black to strike back in the centre swiftly, either with .. P-Q4 or as in this game, with P-QB4.

3. ... P-QB4

White's 3. P-K4 left a weak square at Q4, and black reasons that he should control it. On the debit side his knight gets driven back to KN1 by white's next move, P-K5.

4. P-K5 N-N1

White's pawn has now advanced into enemy territory, but it may be in danger of being cut off from its supporters. For example, the black pawn at QB4 now prevents white from building a pawn chain to K5 by P-Q4, because black will exchange that pawn off.

White can also try to play 5. P-KB4 here, but after 5. ... P-Q3 he has to decide whether to exchange his pawn by 6. PxP BxP, or support it by 6. N-KB3 N-QB3. In both cases however, the queen file will be opened for black, and white may find himself with a backward pawn on an open file.

It is because of this that white usually changes to another tack here in his search for a good game from the opening. Instead of trying to keep his pawn at K5, he is prepared to allow it to be exchanged off, or even to sacrifice it, as long as he can open up the position in the centre of the board and allow his pieces to roam freely around there. He hopes that black's loss of time with his knights, and the black bishop at QB1, shut in by

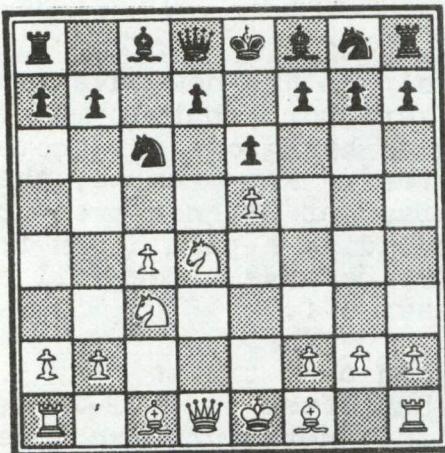
the pawn at K3, will also keep black behind in development.

5. N-B3 N-QB3

Once again a critical decision for white. He sees that black is getting ready for .. P-Q3, and he does not want to get that backward pawn on the queen file, so he liquidates now rather than never; unfortunately as occurs frequently in the lines of the FRENCH DEFENCE (see Rabbits Review No.6) the exchange of queen's pawns leads to the loss of the king's pawn.

6. P-Q4 PxP

7. NxP

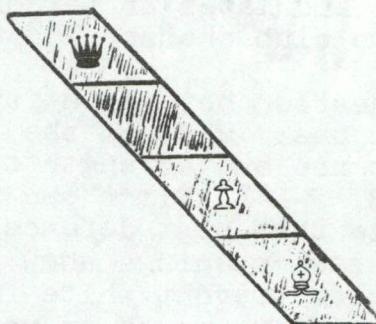


This is white's plan, of opening up the centre at the expense of his pawn. However, he needs more than just active pieces to justify a pawn loss (well you do nowadays), and here white is hoping for a point of penetration into the black position after 7. .. NxKP by 8. N/Q4-N5, aiming to settle on the Q6 square. How successful he is liable to be in this attempt, I refer you to the Audio Chess Cassette by Tony Miles; meanwhile in this game black chose a different move.

7. ... Q-B1

8. P-B4

This is the best move, as revealed by a bit of homework (see the advantage of postal chess!). For 8. B-KB4, while attractive at first sight, leads to difficulties due to the unobvious pin against the white bishop



Accordingly, after 8. .. P-QR3 black would be threatening to exploit this pin with .. P-KB3 next move.

8. ... P-QR3

9. B-K3 P-B3!?

9. .. P-Q3 would be a simpler way to attack the white centre, but I thought I would try this line, which weakens my king's situation, but may allow me to open the KB file and keep more pawns in the centre.

10. B-Q3

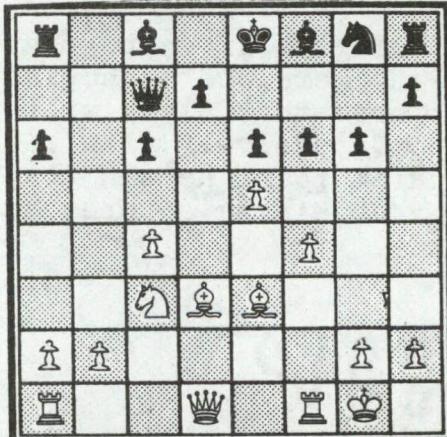
A trap! White hopes for 10. .. PxP when he can continue with 11. Q-R5ch P-KN3 12. BxNPch! PxB 13. QxR winning the exchange and smashing up black's kingside.

10. ... P-KN3

I saw it. Now white must do something about his king pawn.

11. NxN NPxN

12. O-O!



Black is now faced with the central pawn grabber's dilemma. Basically, if he accepts white's central pawn offer, this clears the lines of the white pieces; and white is far ahead in development. But if black refuses the offer, then his central pressure is nullified and he is toothless.

Fortunately, black has not committed all his eggs to one basket, and he has other methods of developing his game whilst retaining pressure against white's centre.

12. ... P-QB4!

Planning to bring his bishop out to QN2. If 12. ... PxP, 13. Q-B3 may be even better than 13. PxP.

13. PxP

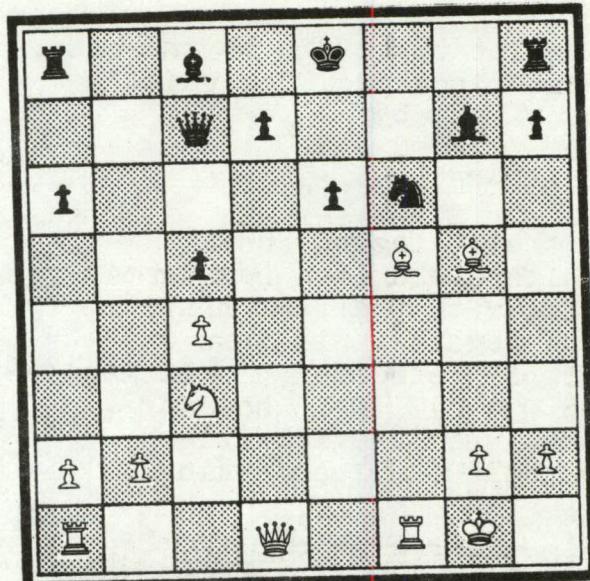
White now sees a possible line of entry to black's game and thus liquidates the central tension.

13. ... NXP

14. P-B5!? NPxP

15. B-KN5 B-KN2

16. BxP



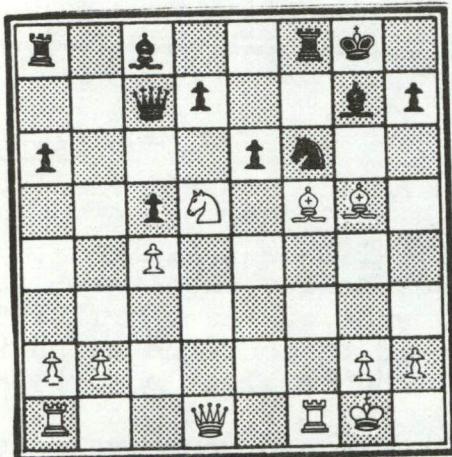
NOW IS THE TIME FOR THE READER TO STIR HIMSELF FROM HIS PASSIVE AIMLESS MODE INTO ONE OF CONCENTRATION AND ANALYSIS. How does he evaluate the consequence of the sacrifice? How would he continue as white here should black accept the piece? Don't forget this is a postal game, so you have a couple of days for analysis. When you have done your work you will find our commentary on page 24.

THE MONSTER BOOK OF AUDIO CHESS

A unique adventure in chess publishing. This book contains the encounters and analysis of dozens of club and tournament players who have tried out Audio Chess Openings over the past five years. Particularly relevant to Rabbit's Review readers, who may even find their names mentioned there! Large format pages, innumerable diagrams, this book is a snip at £4.50 from Audio Chess, 7 Billockby Close, Chessington, Surrey.

Now let us return to the game. Here black declined white's sacrifice by
16. ... 0-0
17. N-Q5!

A truly amazing answer. White could have been satisfied with the fact that he has regained his pawn and simply retreated his bishop to Q3. 17. N-Q5 however continues the relentless assault on black's king.



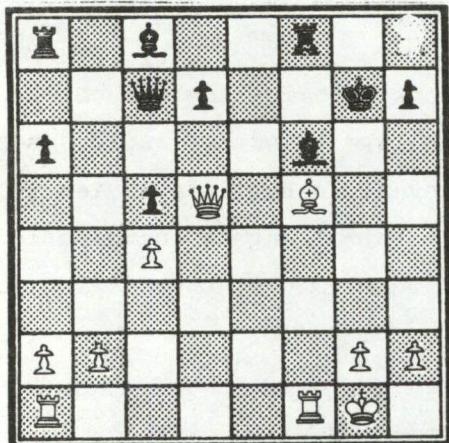
A question here: how should white continue in the event of 17. .. NxN being played?

17. ... PxN

Black must accept the offer, but now he seems to run into a fork

18. BxN BxB

19. Q-Q5 K-N2



It suddenly becomes apparent that things are not so clear. White cannot capture the rook at a8 because after 20. QxR B-QN2 21. Q-R7 he even loses his queen to ... R-QR1! So what shall he do? He's a piece down and it looks like black is going to hold him off, because white has no control over the dark squares to speak of (he just exchanged off his dark squared bishop). Black's king is going to find a cosy hole at h8.

But white still has control of the white squared diagonal.

20. B-K4!

Interesting how chess pieces can strike in several directions at the same time. One of the secrets of strength in tactical play is in making one's moves count double (or treble as the case may be). White's bishop seems to be aiming at the a8 rook, but in fact the more dangerous aim is to clear the way for white's queen to come to KR5 and mount an attack on the pawn at KR7. Once again black's game looks precarious, for if 20. ... R-QN1 21. Q-R5 R-KR1 22. RxP with a mating attack.

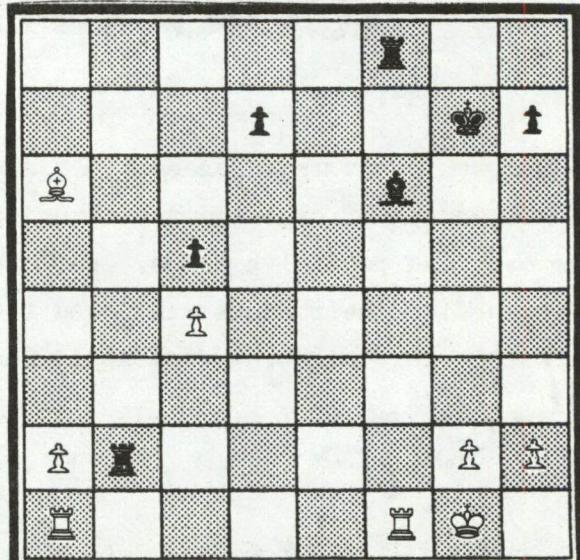
20. ... B-QN2!

Black returns the piece.

21. QXB QXB

22. BxQ QR-N1

23. BxP RxP



Actually, though white's a pawn up, his position is not promising, because black's rook has penetrated to his seventh and the black bishop is a much better piece than its white counterpart. How do you think black would answer white's moves 24. P-QR⁴ or 24. QR-Q1?

Having worked that out, you can see why the move played by white in the game is most accurate.

24. QR-N1! RxRP

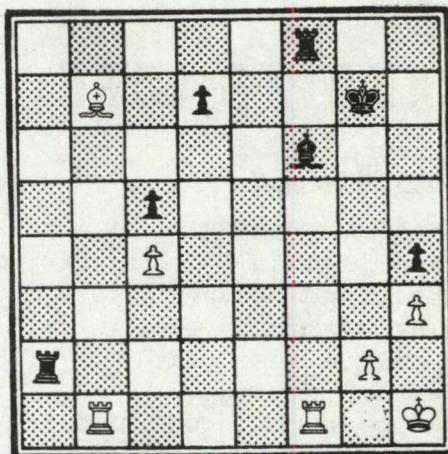
25. B-N7!

Bringing the bishop back into the game and defending the KN2 square, a likely target for black's rooks.

25. ... P-KR⁴

26. K-R1 P-R5

27. P-R3!



This stops the further advance of black's KRP, so black can have no hope of playing ... P-R6 and later .. B-K4, in order to gang up against the white KRP.

Draw agreed. White just puts his pieces on white squares and black on black squares and never the twain shall meet!

A truly amazing game, which shows what heights of chess artistry can be achieved under slower time conditions.

ANALYSIS OF POSITION AFTER 16 BxP IN BILLSBOROUGH - DONNELLY.

The sacrifice is promising because it weakens black along all three central files, the KB, K and Q files. If black accepts the bishop by 16...PxP, then the Q5 square becomes suddenly available to the white pieces, and one can easily imagine a knight arriving at Q5, attacking the black queen, or white's queen coming to Q5, attacking black's rook in the corner.

In fact so powerful is the lure of the Q5 square that it is very tempting to try and exploit it immediately, but as we shall see from the analysis that follows, it frees black's game, and even allows him to play ...B-Q5ch in some situations.

Thus:-

16...PxP 17 BxN BxB 18 N-Q5 Q-Q3 19 Q-R5ch K-Q1 20 RxEP B-Q5ch 21 K-R1
B-QN2 and black is far from busted.

Or:-

16...PxP 17 R-K1ch K-B2 18 BxN BxB 19 Q-Q5ch K-N2 20 QxR B-QN2 21 Q-R7
B-Q5ch 22 K-R1 BxNPch 23 KxP QxQ and black even wins.

If in your analysis you chose one of these two continuations, it would only be natural but the stumbling block in the analysis arises from the exchange of the knight too soon. On the other hand, there appear to be at least two other promising continuations. One is 17 Q-K2ch K-B2 18 RxP, when both 18...B-QN2 and 18...R-K1 are answered by 19 Q-R5ch and 20 BxN.

The other line is 17 N-Q5!, which eliminates the central knight and puts black's king in a cross-fire. If 17...NxN 18 QxN threatens both the QR and 19 QR-K1ch, and black cannot castle, nor escape via Q1. Also note that in this line, 17...Q-Q3 loses the queen to 18 NxNch.

So even a fairly simple piece of analysis can be difficult if you start off on the wrong foot.

A RABBITS LIFE

is a merry one...
by John Shephard

I've enclosed a recent game of mine for possible inclusion in RR. I'd like you to consider it not because it's a model of good play but simply because

- a) It was enjoyable to play
- b) It's full of errors
- c) I'd like to know of possibilities that my Rabbit brain overlooked.

(We suggest readers play over this game and compare their ideas with the master commentary at the end - Ed)

LONDON COMMERCIAL LEAGUE 1980/81

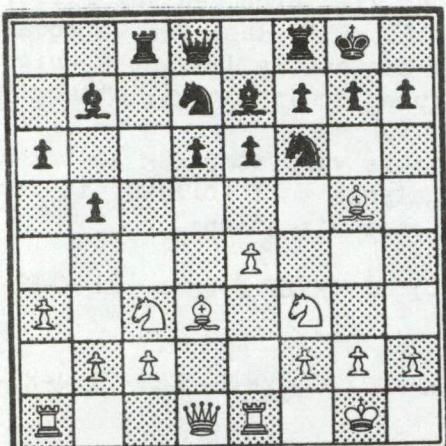
WHITE

S.W.T.

BLACK

J.S. (I prefer this
(127) anonymous Abb.
for reasons which
will become clear)

- | | |
|----------|-------|
| 1. P-K4 | P-QB4 |
| 2. N-KB3 | P-Q3 |
| 3. P-Q4 | PxP |
| 4. NxP | N-KB3 |
| 5. N-QB3 | P-QR3 |
| 6. B-QB4 | P-K3 |
| 7. B-KN5 | P-QN4 |
| 8. B-Q3 | B-K2 |
| 9. P-QR3 | B-N2 |
| 10. O-O | QN-Q2 |
| 11. R-K1 | O-O |
| 12. N-B3 | R-B1 |



All fairly unremarkable Sicilian stuff so far. (isn't it?)

But...

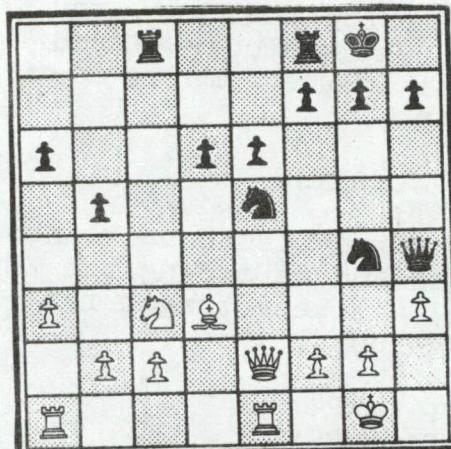
13. P-K5?

Simply a blunder which has a lasting effect on the game. White is looking to exchange pawns on K5 leaving himself with a central knight or rook applying pressure? However, he overlooks:

13..... BxN

Of course, Black gets a pawn and the initiative.

- | | |
|----------|-------|
| 14. QxB | NxP |
| 15. Q-K2 | KN-N5 |
- This seemed the most logical continuation. Is there anything better?
- | | |
|----------|--------|
| 16. BxB | QxB |
| 17. P-R3 | Q-R5!? |



I decided to let him have the knight if he wants it. We were already winning the match and I was more concerned about having a good time than grimly hanging on to the pawn.

I boggled my mind with analysis over the board and couldn't decide whether he should play PxN or not. In fact, he can, surely? After 18. PxN NxP 19. Q-B3 Q-R7+ the king sneaks out to Q2 and White chases the Black queen with his rook. (DO YOU AGREE READERS?)

- | | |
|----------|-------------------------|
| 18. B-K4 | P-B4 In for a penny.... |
| 19. B-B3 | NxB+ |
| 20. QxN | N-K4 |
| 21. Q-K2 | R-KB3 |

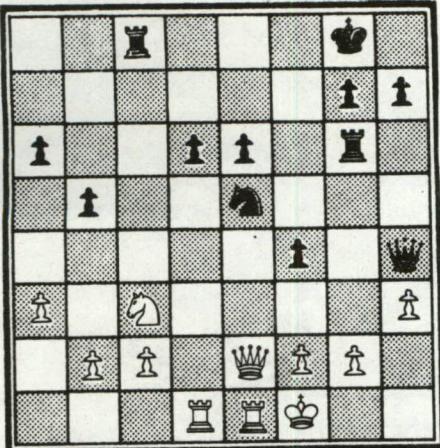
I considered R-QB5 here.

22. QR-Q1 Striking back!

22..... R-N3

23. K-B1 An annoying little move. Now I had to consider whether to start thinking about the defence of my pawns and subsequently my knight or to carry on with a possibility defunct attack. Anyhow, we had won the match now, so:

23..... P-B5?!



Again, my brain went numb analysing 24 RxP P-B6 25. QxN PxP+ 26. K-N1 QxRP and various other possibilities. 27. Q-R2 in the above line seems to hold everything for white. (WHAT DOES THE READER THINK OF THIS ANALYSIS) However, the whole idea looked like fun and apparently scared white enough to play safe

24. P-B3 Q-N6

What else?

25. Q-B2 Q-R7

26. RxP Bang goes my extra pawn.

26. Q-R8+

27 K-K? Of course not Q-N!. 27...QxQ+

28. KxQ NxP+ picks up the exchange.

(WHAT DO YOU THINK OF THE PLAY OF THE LAST FEW MOVES?)

27. QxNP

28. QxQ RxQ+

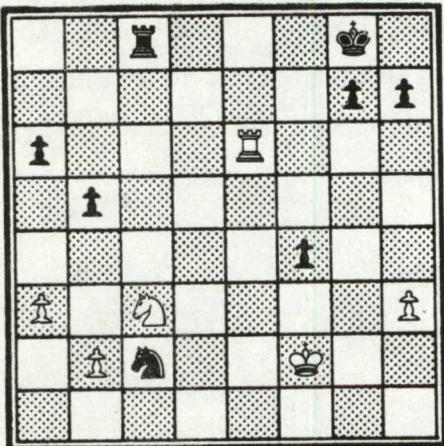
29. K-B1 Whoops. Rook and knight hanging 29.... NxP

Devlish clever.

30. KxR NxR+

31. K-B2 NxP

32. RxKP



So, here we are in the ending and I'm two pawns up. This is the sign for some of my breathtaking awful endgame play to come into effect. Firstly, I missed the obvious 32... NxP! which should seal things nicely. (Shouldn't it?!).

So, looking at the position I decided that my bishop's pawn was ultimately undefensible and figured that I'd better cover the QRP. I can't play P-QR4 because it leaves the QNP hanging. So - (WHAT DO READERS THINK BLACK SHOULD DO?)

32... R-R1

Horrible, but I thought only temporary. All I've got to do is free the RP by playing P-N5, then the rook comes back into the game. Meanwhile -

33. R-K4 P-N4

34. P-KR4 P-R3

35. PxP PxP

36. R-K5 P-QN5

37. RxP+ K-R2 There goes extra pawn number one. I didn't play K-B2 in case I needed to cover the BP by R-KB1. (But a few moves ago I'd already decided the BP was indefensible! The Twisted logic of a Rabbit)

38. N-Q5 PxP

39. PxP NxP

40. NxP At this stage white suggested a draw. With the time limit a few minutes away and the prospect of a tedious adjudication process looming, plus my lone rooks pawn looking eminently unqueenable I decided to agree.

DRAWN

So, there are questions that must be answered:

1. Need my attack have died a death?
2. Was it ever sound?
3. Did I miss a winning continuation somewhere between moves 14 and 28?
4. Need I have lost my 2 pawn advantage in the endgame?

Master comments to a "Rabbit's Life"...

EARLY PLAY One of the things that often puzzle amateurs when they play are games against the Sicilian, is why isn't white winning hands down? After all, he's developed quickly, and black has spent literally ages playing innocuous pawn move like a6, b5, e6, d6. In fact this attitude is due to an underestimation of the pervasive control exercised by the pawns, even when they occupy fairly backward stakes. White, who in his game brought out his pieces swiftly, found they would only dance impotently before the rampart of the black position. Eventually, on move 12 he brought his knight back to KB3, but his first foray - 13 P-K5 - was a total disaster, because he did not notice that black had the approach route carefully defended. We should also note that even if 13 P-K5 had not lost a pawn on 13...BxN, it would anyway have been ineffective after 13...PxP 14 NxP NxN 15. RxN as the rook at K5 has little scope either in a forwards

or sideways directions.

MIDDLE GAME

- a. Black's piece sacrifice could have been accepted, as stated in the note, by 18 PxN NxP 19 Q-B3 Q-R7 20 K-B1 and the king escapes via K2.
- b. 22...P-B5 is an exciting move. If white plays 23 RxP the answer 23...RxNP! looks pretty hot (24 QxN Qx BP mate! 24 KxR P-B6 forking king and queen).
- c. After white's 24 PB3 why did not black play the move 24...N-B5, taking immediate advantage of the occupiable square at K6 (e3)? After the game continuation, 24...Q-N6 25 Q-B2 QR7 26 RxP, NB5 again looks very strong, though less strong than in the previous line, because white can try to give up the exchange by 27 R/6xKP NK6ch 27 RxN.

THE ENDGAME: A two pawn up ending sounds very good, but at the same time white has several compensating factors

- (1) black's pawns at f4 and a6 are weak
- (2) white's rook is active
- (3) white's king is more active than blacks.
- (4) black's knight will take a little while to return to play.

All this gives white chances. I'm not completely sure that the suggested move 32...NxRP is the best, as it may lead to the liquidation of all the queen side pawns, and black may not be well placed to maintain his kingside pawns - e.g. 32...NxRP 33 RxRP N-B5 34 NxNP NxNP 35 K-B3 P-N4 36 K-N4. However, on reflection, this position seems also good for black, if he plays 35...R-KB1 instead of 35...P-N4, as it is hard for white to prevent black from bringing his knight back into play - for example, by... N-B5 - K4ch

The move 32...R-R1 also looks quite a good idea, except that black should jettison his pawn at KB5, rather than throw good money after bad by playing 33...P-N4. Possibly he could bring his knight back into play by 33...N-K6 34 RxBP NB5 when white will find his queen side pawns awkward to defend (35 N-Q1 R-Q1).

BOOKS:

We have been sent some books for review. I haven't read them but here's a few comments.

POCKET ENCYCLOPEDIA OF CHESS OPENINGS - J. SPEELMAN (BELL £3.50).

Nice reference work which gives you a little bit about all the openings.

BEST GAMES OF THE YOUNG GRANDMASTERS - PRITCHETT AND KOPEC (£4.95 BELL). Very readable, and the games are discussed in an interesting manner. There should be more diagrams of course.

CHESS TRAINING - POVAH (FABER £3.25)

Not comprehensive, but some good chapters in it. Aimed at the player of the 100-160 range. More a yardstick of sensible play than a profound work.

FIRST PIATAGORSKY CUP 1963 - KASHDAN (DOVER £2.05)

Can't see how the book got published. Hardly anyone will buy it, fewer will read it. Definitely for posterity.

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SOLUTIONS TO MR. MICHAELIDES POSITIONS

A 1...Qxd1ch (2 mins 46 sec. LEVEL 7)

B 1...Qc3 (5 mins. 38 sec. LEVEL 4)

C 1 Qf5 (6 mins. 12 sec. LEVEL 7)