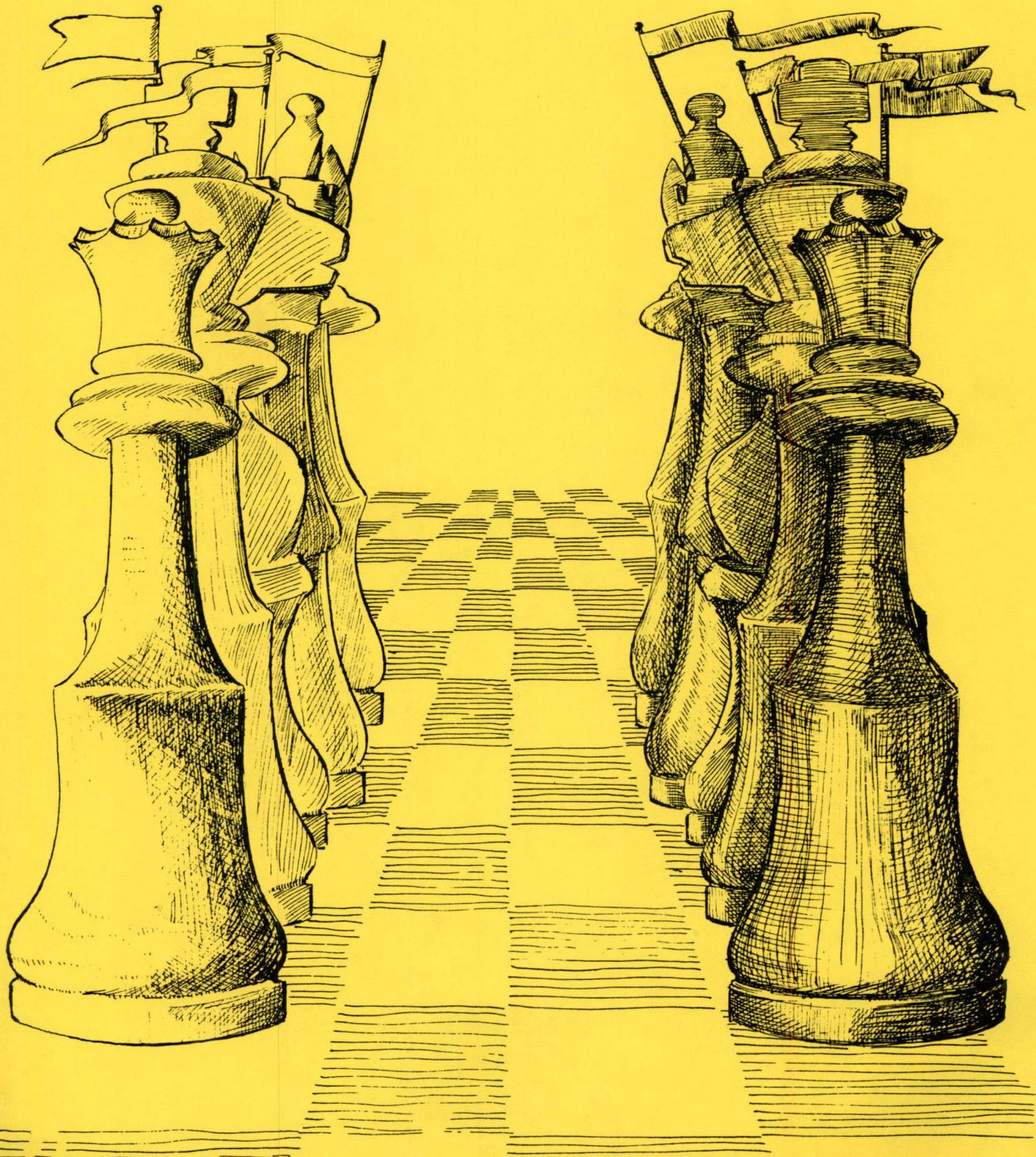
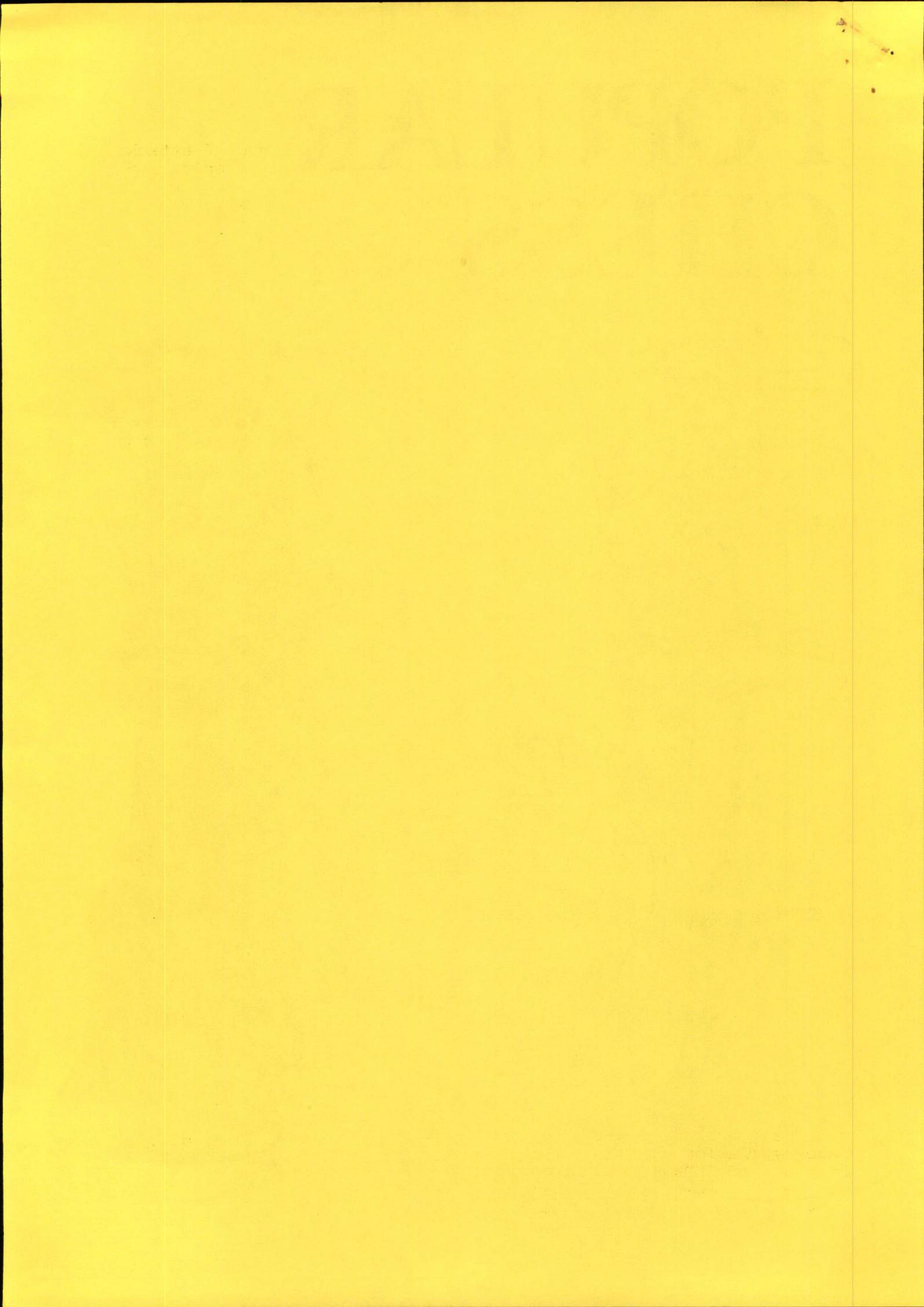


POPULAR CHESS

No. 12





PIECE ACTIVITY

In the sixties, World Champion Tal was the synonym of attack and sacrifice, as he blazoned his trail to the top - and spiralled down no less speedily.

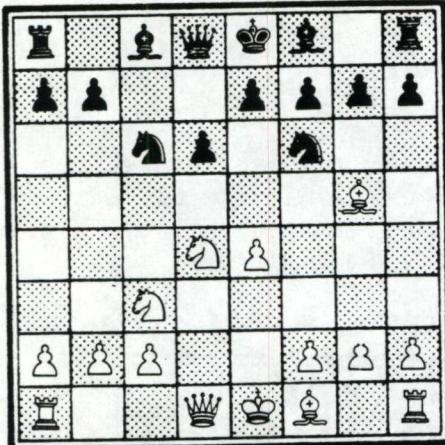
Now, 25 years later, he is still a world championship candidate, and still plays a dazzling game. This example comes from the 1985 Interzonal Tournament. Tal trades down into the ending, sacrificing a pawn in the process, and overwhelms his opponent in 26 moves. How does he do it? Let's analyse....

White Mikhail Tal

Black Sisniega

Sicilian, Rauzer attack.

- 1 e4 c5
- 2 Nf3 d6
- 3 d4 cxd4
- 4 Nxd4 Nf6
- 5 Nc3 Nc6
- 6 Bg5



In olden days this move, popular with the Russian player Rauzer, was used to sidestep the Dragon variation, since if black now plays ...g6, white can double his pawns and isolate the black d pawn with 7 Bxf6 exf6. In fact, had black really wanted a Dragon, he could have played ...g6 on his last move, instead of ...Nc6, and be ready to answer Bg5 with ...Bg7, avoiding the shattered pawns.

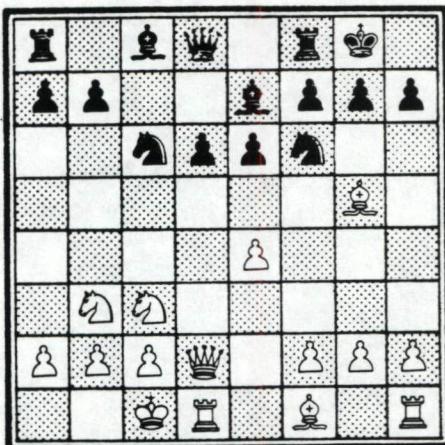
As it happens, black could still have continued with the Dragon variation even here, since after 6...g6 7 Bxf6 exf6, followed by ...Bg7, ...O-O, ...and ...f5, black's two bishops compensate him,

even if he should lose his weak d pawn.

- 6 ... e6

Sisniega prefers to travel along more orthodox paths.

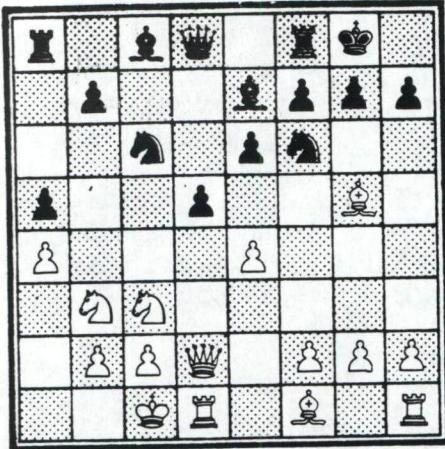
- 7 Qd2 Be7
- 8 O-O-O O-O
- 9 Nb3



White has mobilised rapidly, and this move puts pressure on the d pawn by opening the line of his queen and rook. However, white must not be too anxious to capture this pawn - a trade by Bxf6 Bxf6 Qxd6 may be too high a price to pay in positional terms (Black's bishop at f6 is very powerful) for the win of a pawn.

- 9 ... a5
- Beginning the queen side counter-offensive.

- 10 a4 d5!?

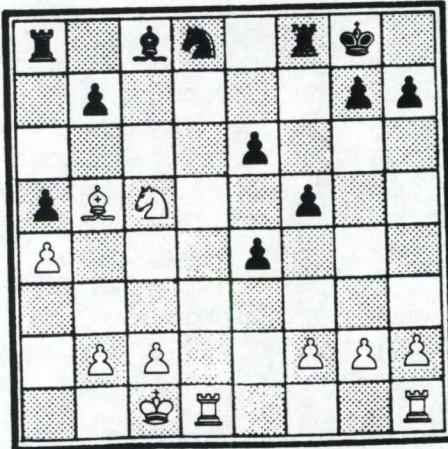


Now black feels that white's king position is weak enough to justify this outburst in the centre. He envisages that after wholesale captures in the middle of the board (which will cost him a pawn), his pieces will spring to life against the white king. For example, after 11 Bxf6 Bxf6 12 exd5 exd5 13 Nxd5 Be6 14 Nxf6+ Qxf6, black is well developed, and threatening an attack by Nb4 and Rac8.

11 Bb5!

Tal prefers to part with a pawn rather than block his much desired piece activity.

11	...	Ne4
12	Nxe4	dxe4
13	Qxd8	Bxd8
14	Bxd8	Nxd8
15	Nc5	f5



Several pieces have come off the board, and black has won his pawn as well as reaching an ending. Principles of positional play show us that most types of advantage, by themselves, are

worth less than a pawn, unless the kings are seriously exposed. However, different types of positional advantage can be accumulated, and together can add up to a big plus.

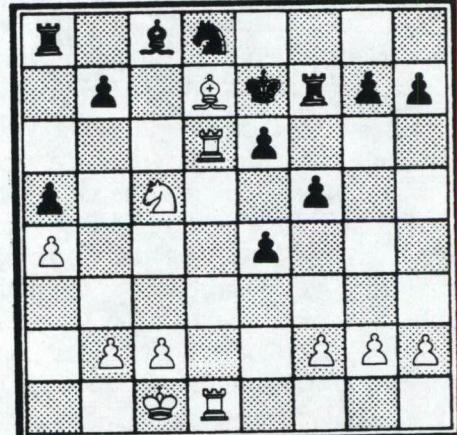
In this position, white can point to an advantage by stacking up all his better placed pieces, and comparing them to black's poorly placed pieces on the back row. In the next few moves, white increases the power of his pieces by doubling his rooks on the d file, while at the same time hampering the development of black's queen bishop. This in turn prevents black from connecting his rooks, and thus the white rooks on the central line remain unchallenged.

All white's advantage will probably end in the capture of one of black's vulnerable pawns at e6, or b7. After that white must ensure that he retains enough of his positional advantage in piece placing to give him winning chances.

16	Rd6	Kf7
17	Rhd1	Ke7

Black attempts to use his king to prevent the invasion of the white pieces, but already the pressure is mounting.

18	Bd7	Rf7?
----	-----	------



In a difficult position - look at the marauding white army! - black lets in a sharp Tal combination. Simply swapping the bishops at d7 would have allowed white to regain his pawn quickly

at b7, but this would have been preferable to what follows.

19 Nxe6!!

Now 19...Nxe6 20 Rxe6+ Kf8
21 Re8 is mate, so black plays the other capture.

19 ... Bxd7

Hoping to be let off lightly by Rxd7+ Kxe6 21 Rxd8, but Tal is not so merciful.

20 Nc7!

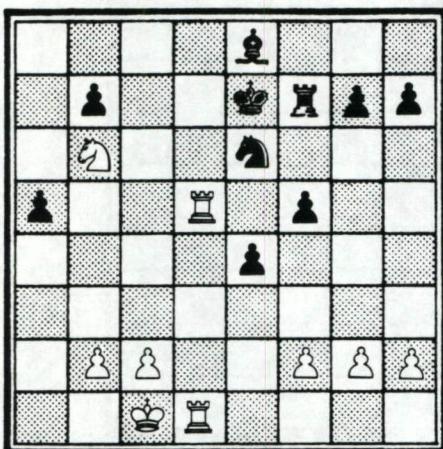
Forces the win of the exchange, and as white's rooks are extremely active, black has little chance of survival in the ensuing endgame.

20 ... Bxa4

21 Nxa8 Ne6

22 Nb6 Be8

23 Rd6-d5



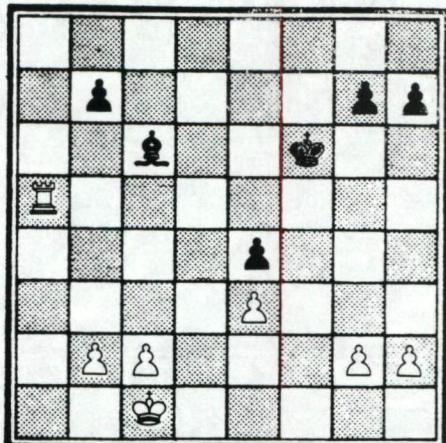
After this black must part with another pawn, as stopping to save it by ...a4 lets in Nc8+ and Nd6, and the f pawn will fall.

23 ... Bc6

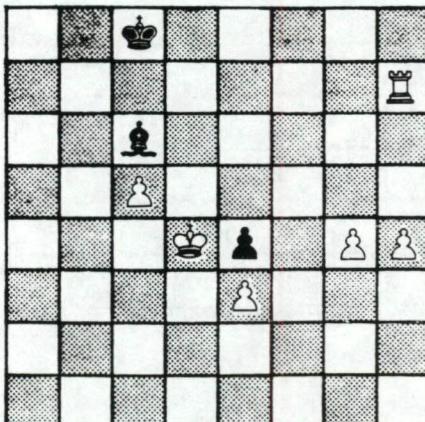
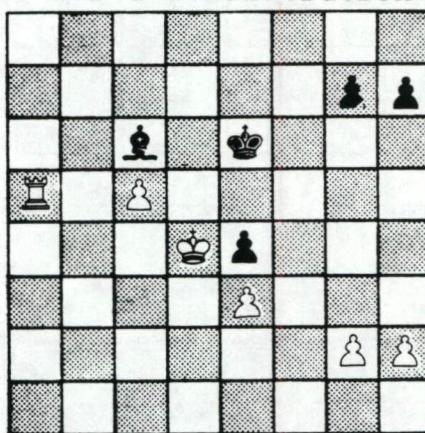
24 Rx a5 Kf6

25 Nd5+ Kg6

26 Ne3 and black resigned.
If he tries to fight on, then white will continue thus: 26...f4
27 Rd6! fxe3 28 Rxe6+ Rf6 29 Rxf6+ Kxf6 30 fxe3, reaching the next diagram:-



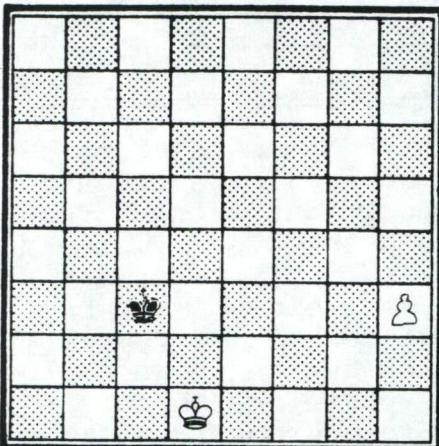
White has managed to exchange off several more pieces, and in positions such as this, the bishop is never a match for the rook. If the pawns were all on the same side of the board, black might be able to huddle together his pieces in defence, but in this position, white can win by first creating a passed pawn on the queens wing, then using it to tie up the black bishop and king, while invading with his king and rook on the other side. White then captures the enemy king side pawns, and finally queens his own, as the following diagrams show. Long winded but inevitable, which was why Sisniega did not wait for a demonstration.



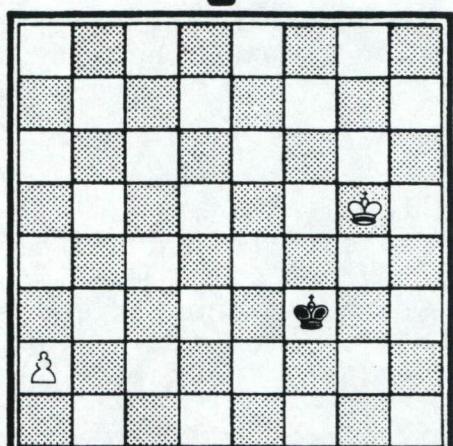
KING AND PAWN TEST

In all these positions, white is to play and win. Send your solutions to Audio Chess, 7 Billockby Close, Chessington, Surrey KT9 2ED. First correct solution in the draw wins a copy of the cassette 'Strong Point variation'. Second prize is 'New lines at the British'. Third prize is 'Pioneering play in the English Defence'.

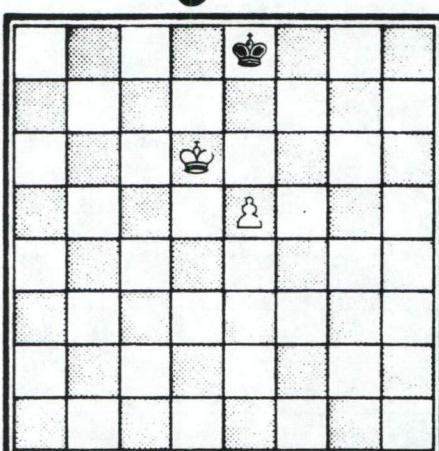
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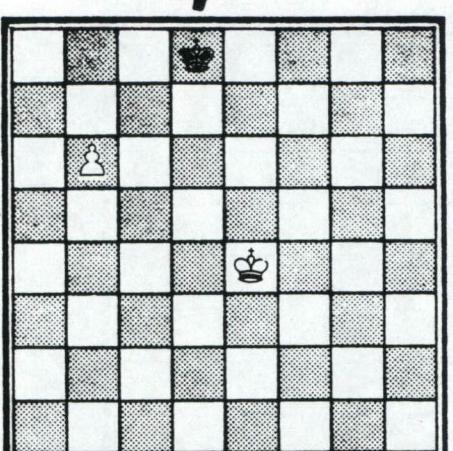
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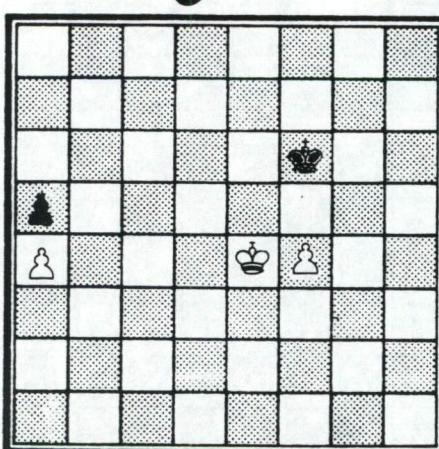
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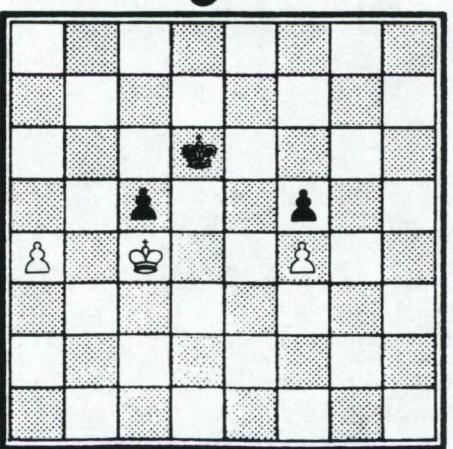
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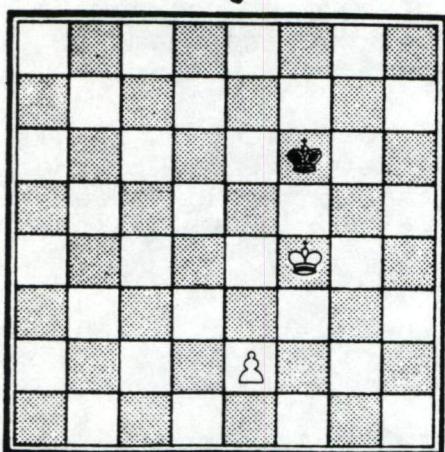


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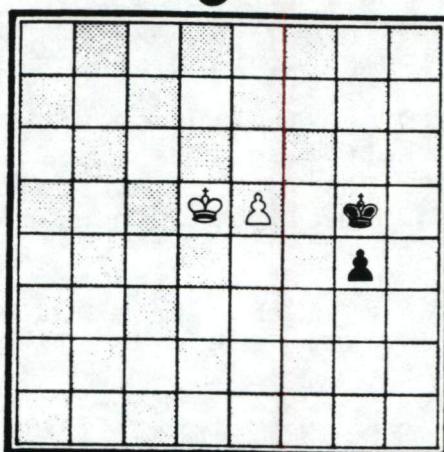


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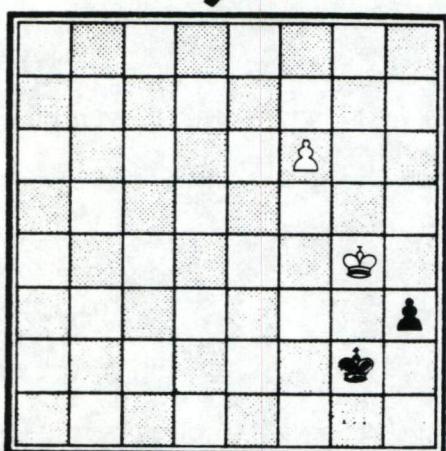
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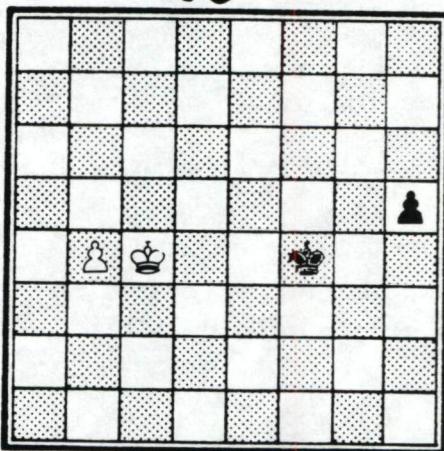
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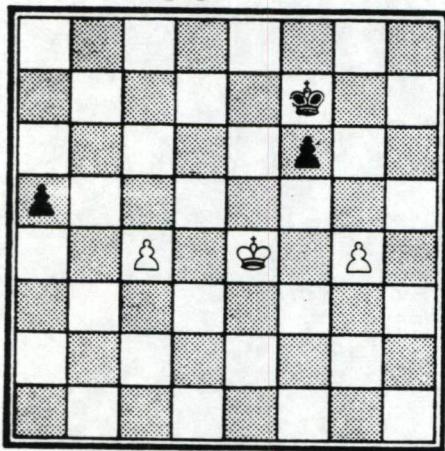
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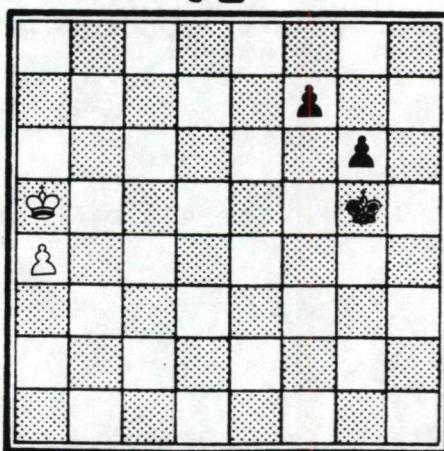
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11



12



5

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Cost: £15, including workbook, marking, final badge and certificate.

The textbook of the GOLD course, which runs to 200 A4 pages, and can be used by itself, is available for £7.50, excluding marking of work by correspondence. Add £1 postage, as the book is very heavy!

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STUDYING YOUR GAMES

Games by G R Ames (Grade 111½)

Game 1: G R Ames (111) v J Thompson (123)
Hitchin Congress 20.10.85.

1 P-Q4 P-Q4 2 P-QB4 N-KB3 3 N-QB3 P-K3 4 N-KB3 B-K2 5 PxP PxP
 6 B-N5 B-KN5 7 P-K3 P-B3 8 B-K2 QN-Q2 9 O-O O-O 10 R-N1 R-K1
 11 P-QN4 N-K5 12 NxN PxN 13 BxB QxB 14 N-Q2 BxB 15 QxB N-B3
 16 KR-B1 P-QR3 17 P-QR4 QR-B1 18 N-N3 N-Q4 19 N-B5 P-KN3
 20 P-N5 BPxP 21 PxP P-N3 22 NxRP N-B6 23 Q-Q2 NxR 24 RxN Q-R6
 25 N-N4 Q-B6 26 Q-Q1 R-B5 27 N-Q5 Q-Q6 28 N-B6+ K-B1
 29 NxR KxN 30 P-B3 QxP+ 31 K-B1 PxP 32 QxP QxQ+ 33 PxQ RxQP
 34 K-K2 R-Q4 35 K-K3 K-Q2 36 K-K4 K-Q3 37 R-N2 P-B4+
 38 K-K3 K-B4 39 K-B4 P-R3 40 P-R4 R-Q5+ 41 K-N3 R-N5 42 R-K2 RxNP
 43 R-K6 R-N8 44 P-R5 PxP 45 RxRP K-Q4 46 RxRP K-K4 47 R-R8 P-N4
 48 R-K8+ K-B3 49 R-B8+ K-K3 50 R-K8+ K-B2 51 R-K5 K-B3 52 R-B5 P-N5
 53 K-B4 P-N6 54 RxP+ K-K3 55 R-B5 P-N7 56 R-QN5 K-Q3
 57 K-K3 R-K8+ resigns.

Game 2: G M Ames (111) v P Lattimore (116)
Hitchin Congress 19.10.85

1 P-Q4 N-KB3 2 P-QB4 P-K3 3 N-QB3 B-N5 4 P-K3 O-O 5 P-QR3 BxN+
 6 PxP P-QB4 7 B-Q3 P-Q3 8 N-B3 QN-Q2 9 O-O P-QN3 10 Q-B2 B-N2
 11 P-K4 P-K4 12 B-N5 Q-B2 13 N-R4 BPxP 14 PxP PxP 15 N-B5 KR-K1
 16 B-B4 N-K4 17 P-B3 Q-B4 18 B-N3 B-B1 19 QR-Q1 BxN 20 PxP QR-B1
 21 R-B1 NxN 22 QxN R-K6 23 Q-Q2 R(1)-K1 24 B-B2 R-K7 25 QxP QxQ
 26 B-B3 R-Q6 27 R(B1)-Q1 RxR R-Q1 28 RxR R-Q1 29 R-K1 R-K1 30 RxR NxR
 31 B-N4 K-B1 32 K-B2 K-K2 33 K-K3 K-Q2 34 K-Q4 K-B3 35 P-R3 N-B3
 36 P-QR4 N-Q2 37 P-R5 N-B4 38 PxP PxP 39 P-N4 N-N6+ 40 K-B3 N-R4
 41 P-R4 N-N2 42 P-N5 P-Q4 43 P-R5 P-N3 44 BPxP BPxP 45 PxP PxP
 46 P-B4 N-Q1 47 K-Q4 PxP 48 KxP N-B2 49 K-Q4 K-Q2 50 K-Q5 P-N4
 51 B-B5 N-Q1 52 B-N4 N-K3 53 K-K5 N-N2 54 K-B6 N-K3 55 KxP NxP+
 56 K-B5 N-Q4 57 B-Q2 P-N5 58 BxP NxN 59 K-B6 K-K1 60 P-N6 K-B1
 $\frac{1}{2} \frac{1}{2}$ (Black left with a few seconds only. Think I should have won
 this game - did I miss something simple?).

Game 3: G M Ames (111) v L Rose (128)
Luton 'C' v Leighton Buzzard 'C'
Div 2 Bld Chess League

1 P-Q4 P-Q4 2 P-QB4 P-QB3 3 N-KB3 B-KN5 4 N-QB3 BxN
 5 KPxB P-K3 6 B-B4 N-B3 7 Q-N3 Q-Q2 8 PxP NxP 9 NxN BPxN
 10 R-QB1 N-B3 11 B-QN5 R-B1 12 O-O B-Q3 13 BxB QxB 14 BxN PxP
 15 Q-N7 Q-B2 16 Q-R6 O-O 17 R-B5 KR-Q1 18 KR-B1 R-Q3
 19 P-QN4 Q-Q2 20 P-N5 R-N1 21 RxP RxR 22 RxR K-B1 23 P-QR4 K-K2
 24 Q-R5?? QxR 25 QxRP+ R-N2 26 Q-B5+ Q-Q3 27 K-B1 R-B2
 28 Q-Q+ KxQ 29 P-N6 R-N2 30 P-R5 K-B3 31 P-R6 RxP resigns.
 Blundering away a won position!

Game 4: G M Ames (102) v M/S S Rowles (122)
St Albans Congress 31.3.85

1 P-Q4 P-Q4 2 P-QB4 P-QB3 3 N-KB3 N-KB3 4 N-QB3 PxP 5 P-K3 P-QN4
6 P-QR4 P-N5 7 N-R2? P-K3 8 BxP QN-Q2 9 O-O B-N2 10 Q-N3 P-B4
11 B-K2 B-Q4 12 Q-B2? P-N6 13 Q-B3 PxN 14 PxP R-B1 15 P-QN4 B-K2
16 B-N2 O-O 17 B-Q3 P-QR4 18 BxP+ K-R1 19 B-Q3 PxP 20 QxP BxN
21 PxP K-N1 22 Q-R4 RxP 23 RxP R-KR4 24 Q-N3 Q-R4 25 K-R1 Q-Q4
26 R-KN1 P-N4 27 BxN BxB 28 R-Q2 Q-K4 29 P-B4 Q-Q4+ 30 R-N2 Q-B3
31 B-B2 N-B4 32 Q-N4 N-K5 33 QxR K-N2 34 BxN QxB 35 PxP BxP
36 QxB+ K-R2 37 Q-N7++

Game 5: G M Ames (111) v R Quince (152)
Luton Club Championship 11.11.85

1 P-Q4 N-KB3 2 P-QB4 P-K3 3 N-QB3 P-QB4 4 P-Q5 PxP 5 PxP P-Q3
6 P-K4 P-KN3 7 P-KB4 B-N2 8 B-N5+ B-Q2 9 P-K5 PxP 10 PxP Q-K2
11 Q-K2 N-N5? 12 QxN QxP+ 13 KN-K2 P-B4 14 Q-B3 P-QR3
15 BxN+ NxB 16 B-B4 Q-K2 17 P-Q6 Q-B3 18 Q-K3+ N-K4
19 BxN QxB 20 Q-B3 QR-N1 21 R-Q1 K-Q2 22 R-Q5 Q-B3 23 RxBP P-QN4?
24 Q-B6+ resigns.

Game 6: G M Ames (111) v P Pritchard (Ungraded)
Luton 'C' v Milton Keynes A
Div 2 Bld Chess League 14.11.85

1 P-QB4 N-KB3 2 N-QB3 P-K3 3 P-K4 P-Q4 4 BPxP PxP 5 P-K5 KN-Q2
6 P-Q4 N-N3 7 B-Q3 P-QB4 8 KN-K2 N-QB3 9 B-B2 PxP 10 NxP(Q4) NxKP
11 O-O B-Q3 12 P-KB4 N-N3 13 R-K1+ N-K2 14 Q-R5 Q-B2
15 N(B3)-N5 Q-B4? (Q-N1 better) 16 P-QN4 QxNP 17 B-R3 P-KN3
18 Q-R4 QxB 19 NxQ BxN 20 RxN+ BxR 21 R-K1 B-K3 22 Q-R6 O-O-O
23 NxB PxN 24 RxP B-B4+ 25 K-B1 K-N1 26 Q-N7 R-Q2?? 27 QxR+resigns.

Game 7: P Dudeney (134) v G M Ames (111)
Luton 'B' v Luton 'C' 28.10.85
Div 2 Bld Chess League

1 P-K4 P-K3 2 P-Q4 P-Q4 3 N-QB3 B-N5 4 P-QR3 BxN 5 PxP PxP
6 Q-N4 N-KB3 7 QxNP R-N1 8 Q-R6 N-QB3 9 QB-N5 R-N3 10 Q-R4 P-KR3
11 BxN QxB 12 QxKP P-K4 13 PxP NxKP? 14 N-B3 R-N5 15 Q-K3 B-B4
16 B-Q3 BxB 17 PxP O-O-O 18 QxN QxQ+ 19 NxQ R-K1 20 P-Q4 P-KB3
21 O-O-O PxN 22 QR-K1 RxNP 23 R(R1)-B1 P-K5 $\frac{1}{2}$ $\frac{1}{2}$
White in bad time trouble. Offend a draw as our team needed one
to win the match and I felt relieved to come away with half a point
after an uphill struggle.

Commentary by Michael Basman:

From your games it seems you are fairly well prepared in opening play, usually better than your opponents. You prefer the quiet positional paths of the Queen's Gambit, and dislike the rough and tumble of tactical play, though you will fight desperately if you have to. Having built up a strong position, you often make simple errors, not realising the need to keep both tactical and positional parts of your chess capacity working in tandem; you are able to use one or the other, but not both at the same time. Let's say that the positional side corresponds to your passive nature, and the tactical side to your active nature; both need to be switched on, though you may emphasise one or the other at different stages of the game, depending on the state of the position.

Having said this, it is also clear that your tactical game is very weak, far too weak for a player of your erudition; should it really be possible to fall for a simple back row mating combination, as in game 1, or to lose a piece in 10 moves to a simple fork, as against Miss Rowles?

There seems to be some weakness in your handling of the white side against the NimzoIndian; I recommend you search for a more effective line for white than your game 2 attempt.

Queen's Gambit players frequently have difficulty in defending against le4; the solitary game with the black piece you sent, employing the French Defence, was none too well handled. As you have recently purchased Andrew Martin's French Defence repertoire, you should be able to strengthen your defences in this area.

I recommend you study some elementary book on rook and pawn endings or Hooper's Audio Chess Cassette. In Game 1 you failed to activate your rook and even so had a simple draw until your horrendous blunder on move 57.

In the bishop v knight ending (Game 2) far from having the advantage, I felt you had the worst of it, as your opponent could manufacture a passed pawn on the queen side, whereas your doubled pawns on the king's wing should not have produced a passed pawn.

In summary, as your play tends to favour long games, you should study end games very deeply till you feel confident in them. Manage your clock time well so you do not blunder due to time trouble before you reach an ending. Do not place your main reliance on tactics, but ensure that your tactics play is at least adequate to avoid basic errors such as knight forks and back row mates. As black, choose the more solid defences - French against le4, Grunfeld or Nimzo Indian against ld4. Improve your repertoire as white in the Queen pawn, especially against the Nimzo Indian.

WOULD YOU LIKE YOUR GAMES AND STYLE DISSECTED BY MR BASMAN? SEND THEM UP TO POPULAR CHESS AND YOU MAY FIND YOURSELF IN PRINT!

THE MIGHTY MORRA

By Patrick Alexander

If you're looking for a murder weapon against the Sicilian, you could do worse than try the Morra Gambit. You give up a pawn for an advantage in time (ie development) and pressure down the c and d files that can be deadly. You certainly get compensation for your pawn, according to the experts - who include none other than our renowned editor, MB himself (the one-time Rambo of the Morra Gambit). And which of us rabbits is going to argue with Rambo?

Another thing going for the Morra is it's rarity value. Even those bookend-up Sicilian boys are likely to be out of the book before they know what's hit 'em (see below). Anyway, they have enough to analyse with the Dragon and the Najdorf, the Scheveningen and the Richter-Rauser, the Boleslavsky and the Rubinstein-Nimzowitch et al, without the little old Morra.

It's probably true to say, if you want to be boring, that Black has an advantage in the end game with his queenside majority. He should live so long. Off hand, I can't remember playing a Morra Gambit past the middle game - though, I must admit, it wasn't always Black that ended up dead.

Here's a recent game against the computer Mephisto III on level 6 (his tournament level) on which he's supposed to average 3 minutes a move. He took somewhat longer over this game. Computers can cheat too.

WHITE

P. A.

1 e4

2 d4

3 c3

4 Nc3

BLACK

Mephisto III

c5

c5xd4

d4xc3

e5

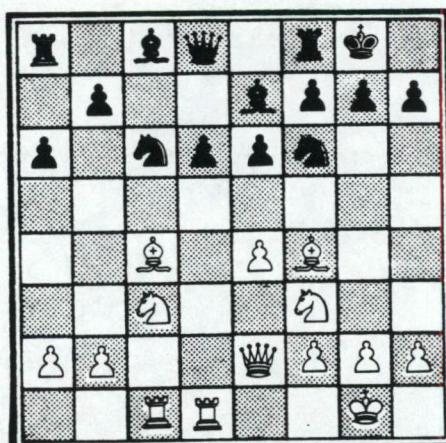
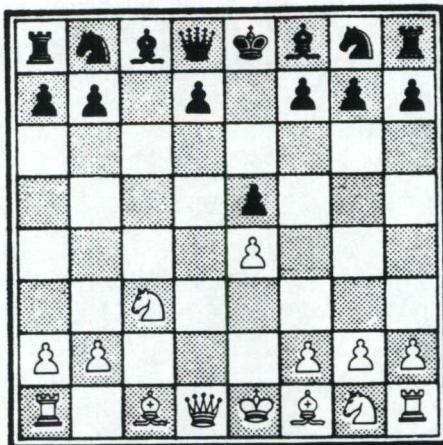
He spent 8 minutes on this move and the way it weakens f7 isn't just terrible, it's terminal.

5 Nf3

Nc6

6 Bc4

In the Morra Gambit white sacrifices a pawn for open lines and easy development. His standard move order is Nf3/Bc4/0-0/Qe2/Rfd1/Bf4/Racl, reaching some position like this:



The absence of a pawn at c2 helps the white rook to quickly mobilise and makes it hard for black to develop his queen - since the standard square at c7 is now out because of discomfort from facing a rook at the other end of the file. Small wonder that few people relish accepting the Morra Gambit, so that on move 3, the moves 3 ... Nf6 and 3 ... d5 are more common than 3 ... dxc3. It is interesting that white gets an almost perfect stereo type of development in less than 10 moves in the game (knights and bishops in the centre; rooks connected on open files; king in safety and queen off the back row).

Now back to the game, where black has just made an error by playing e7-e5, which severely weakens the diagonal leading to f7-Ed).

Putting a gun on the weak diagonal.

6 ... Bb4

This looks like a bad move. My reply is even worse.

7 a3

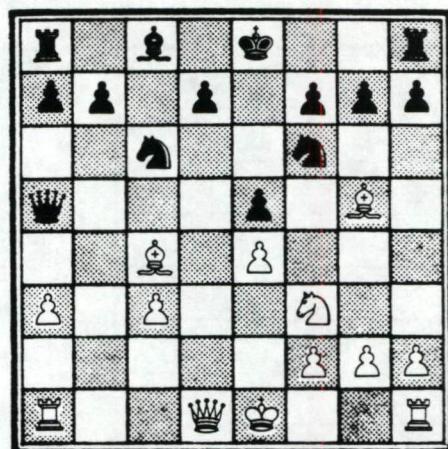
I should have castled, which would have made him play Bxc3 (otherwise his last move is pointless, n'est-ce-pas?). Then, with the rook's pawn still in place, I could have played Ba3 to take over another diagonal and stop him castling for a bit.

7 ... Bxc3

8 bxc3 Nf6

Threatening the e pawn.

9 Bg5 Qa5



Releasing the pin and threatening both the e pawn and the weak c pawn. I often let weak pawns go rather than knacker myself trying to defend them. But here, after QxPch, I'd lose the other pawn as well. And that's too much. So:

10 Qd3 Nh5

Preventing BxN and the doubling of his kingside pawns, and threatening Nf4, attacking my queen. I had no plans to take the knight anyway - unless he castled. Then, after doubling his pawns, I could have played N-R4-B5 and Q-N3 mit big troubles for Black.

11 0-0 h6

Another weakness - and quite unforced. The bishop isn't threatening anything at g5 except thin air.

12 Be3 0-0

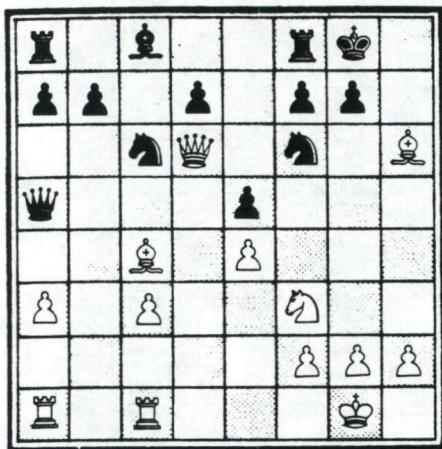
13 Rfcl

To relieve the queen of guard duty on that mouldy pawn.

13 ... Rb8

14 Qd6 Nf6

15 Bxh6



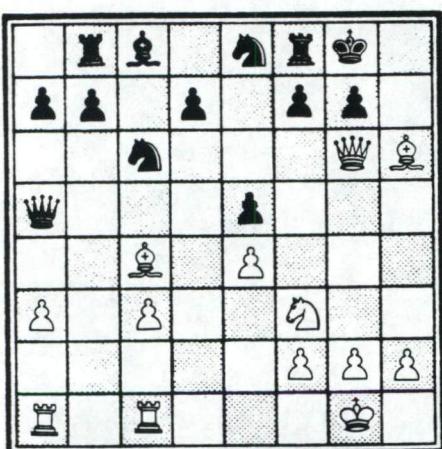
Biff! The Kasparov of Worcester Park strikes back.

15 ... Ne8

Threatening the queen and protecting the g pawn (he hopes).

16 Qg6

Bang! The f pawn is pinned. And so is the g pawn now.



16 Qg6!?? is spectacular but 16 Qd2 gxh6? 17 Qxh6 and Ng5 is safer. Because black could hit back here with 16 ... d5! 17 Bxd5 Qxd5 18 exd5 fxg6 19 dxcc6 gxh6 and black is a piece ahead - Ed.

16 ... Qc5

Desperado stuff. Ignore it.

17 Ng5

Splatt!

17 ... Qxf2+

18 KxQ Resigns.

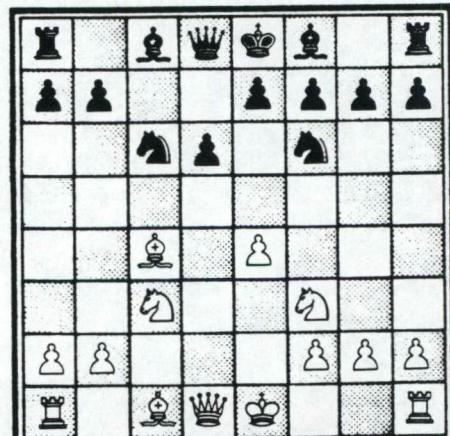
I was glad of that win because I'd just played a gruelling Ruy Lopez which, with infinite patience and great care, I'd thoroughly cocked up. Serves me right for playing a boring old opening.

Now a game against a more human opponent, played in an Ellam Trophy match in 1976. My grade at that time was 104, his 155.

WHITE	BLACK
-------	-------

Alexander	R L MacRo
-----------	-----------

1 e4	c5
2 d4	cxd
3 c3	dxc
4 Nxc3	Nc6
5 Nf3	d6
6 Bc4	Nf6



An inaccuracy to which White should reply 7 e5. And if 7 ... dxe 8 Qxd8 Kxd8 9 Ng5 Kc7 10 Nxf7 Rg8 11 Nb5+ Kb8 12 Nxe5 Nxe5 13 Bf4

(Matulovic-Vincenti 1954).
 8 Nxd8 leads to more complex lines, all of which favour White. So do complications arising from 7 ... Ng4. At the time I wasn't familiar with this line and decided on the weaker h3 - to secure h2 for my king's bishop if needed.

7 h3 g6

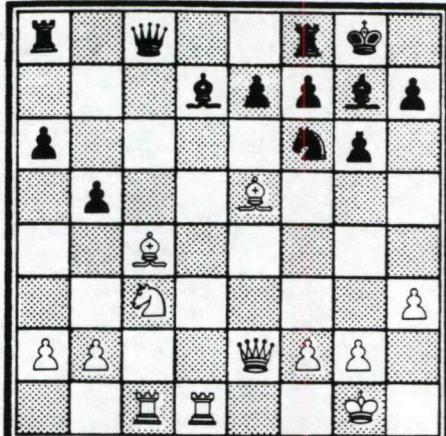
(And 7 ... e6 is safer)

8 0-0 Bg7

9 Qe2 0-0

10 Rdl Bd7

11 Bf4 a6



A hideous, oblivious move. Black had to block the c file with Bc6.

16 Nd5

Threatening Nxe7+, winning the queen. Black thought for half an hour but still couldn't find a good move. Maybe there isn't one.

16 ... Qe8

17 Nc7 Qd8

18 Bb3

No hurry about grabbing the rook. Black's lost anyway and White's attack almost plays itself.

18 ... Ra7

19 Qe3 Rb7

20 Nxa6 Qa8

21 Nc5

As we can see, white has achieved his standard position in no time at all and now starts to harrass the poor black queen Ed.

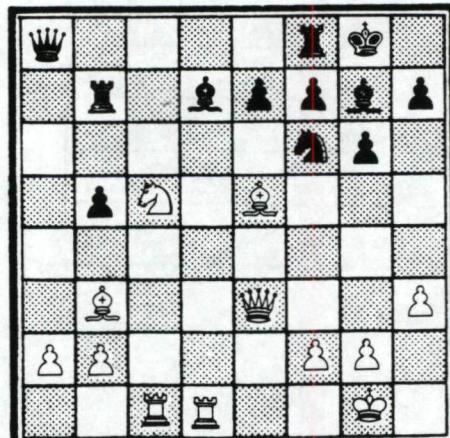
12 e5 dxe

13 Nxe5 Nxe5

14 Bxe5 Qc8

Unfortunately the c file is not much better than the d file.

15 Racl b5??



Whatever black does, his queen side pieces just can't find safe squares. If he plays 21 ... Ra7 here, white wins a piece by 22 Bxf6 Bxf6 and 23 Nxd7 - Ed.

- | | |
|----------|---------|
| 21 ... | Rd8 |
| 22 Nx b7 | Qxb7 |
| 23 R c7 | Qa8 |
| 24 Bxf6 | Bxf6 |
| 25 Rx d7 | Resigns |

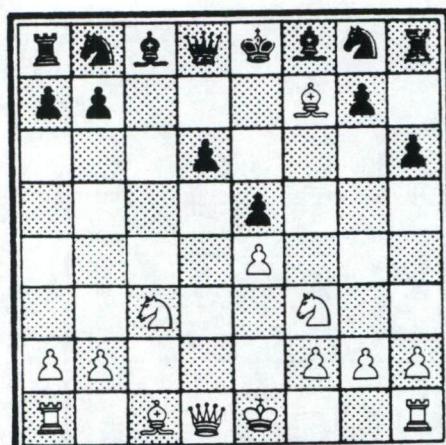
Now a couple of games from somewhat stronger players.

Helsingfors 1951

WHITE	BLACK
Krogius	Ojanen
1 P-K4	P-QB4
2 P-Q4	PxP
3 N-KB3	P-K4?

Another fatal weakening of f7.

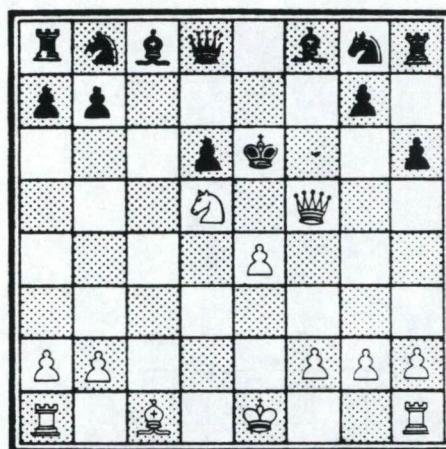
- | | |
|---------|-------|
| 4 P-QB3 | PxP |
| 5 QNxP | P-Q3 |
| 6 B-QB4 | P-KR3 |
| 7 BxPch | ... |



Here we go again

- | | |
|---------|------|
| 7 ... | KxB |
| 8 NxPch | K-K2 |

- | | |
|----------------|------|
| 9 N-Q5ch | K-K3 |
| 10 Q-N4ch | KxN |
| 11 Q-B4ch | K-K3 |
| 12 Q-B5, mate. | |

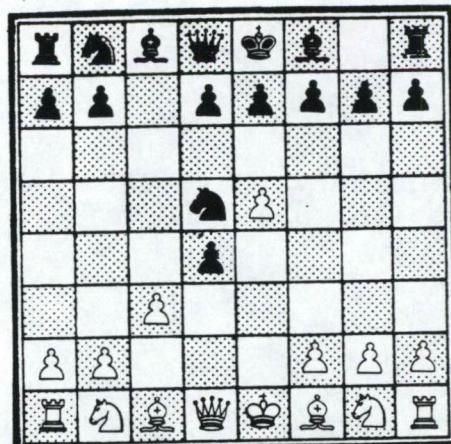


Now a Morra Gambit declined.

Madrid 1971

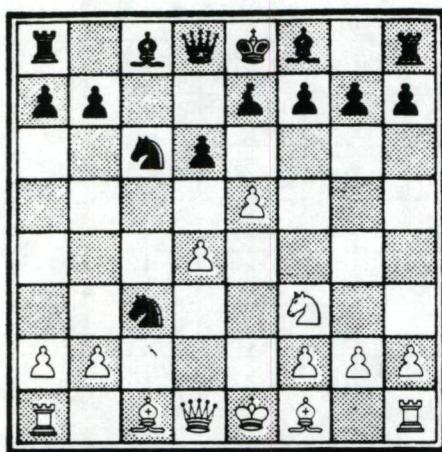
WHITE	BLACK
Markland (by transposition)	Klundt

- | | |
|---------|-------|
| 1 P-K4 | P-QB4 |
| 2 P-Q4 | PxP |
| 3 P-QB3 | N-KB3 |
| 4 P-K5 | N-Q4 |



Bit like the Alekhine, n'est-ce-pas?

- | | |
|---------|-------|
| 5 P x P | P-Q3 |
| 6 N-KB3 | N-QB3 |
| 7 N-B3 | N x N |



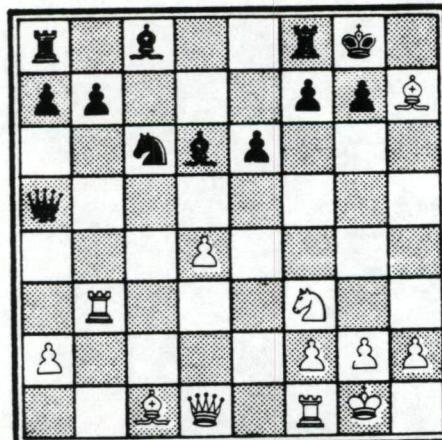
That has a familiar ring, doesn't it?

- | | |
|-----------|----------|
| 14 ... | Kx B |
| 15 N-N5ch | K-N3 |
| 16 R-KR3 | B-Q2 |
| 17 N-K4 | Resigns. |

Ken Smith has written a couple of good simple booklets on the Morra, one on the gambit, the other on the gambit declined. On the gambit itself a book published by Batsford and written by the late grandmaster Janos Flesch is truly excellent, unlike most opening books, which are truly dreadful, consisting of reams of analysis, mostly copied from other books and not even checked for accuracy. An opening book should try to make you understand what the opening is about, not saddle you with a load of indigestible, old-hat analysis.

Ken Smith, who has arrogated to himself the title the Smith-Morra Gambit, says that best for Black is ... 7 P x P
8 P x P N(4)-N5.

- | | |
|----------|------|
| 8 P x N | P-K3 |
| 9 P x P | BxP |
| 10 B-Q3 | Q-R4 |
| 11 0-0 | QxBP |
| 12 R-N1 | O-O |
| 13 R-N3 | Q-R4 |
| 14 BxPch | ... |

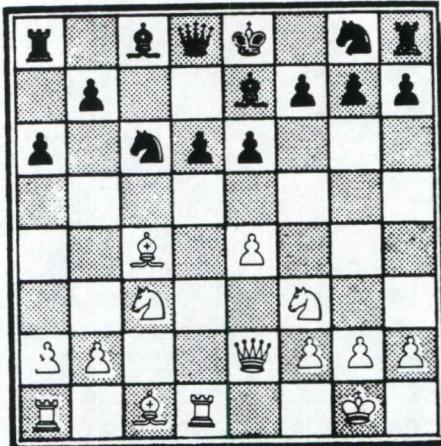


And now, as a special treat, the editor has been reluctantly persuaded to annotate one of his famous blasts from the past.

WHITE M J BASMAS
BLACK M H MILLER

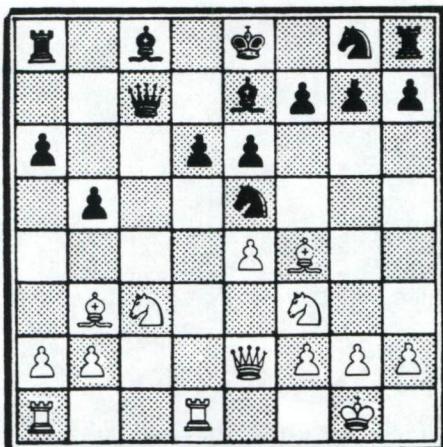
British Boy's U18 Championship, 1962

- | | |
|--------|------|
| 1 e4 | c5 |
| 2 d4 | cxd4 |
| 3 c3 | dxc3 |
| 4 Nxc3 | Nc6 |
| 5 Nf3 | e6 |
| 6 Bc4 | a6 |
| 7 Qe2 | d6 |
| 8 0-0 | Be7 |
| 9 Rdl | |



Black has chosen a more solid set up than we have seen so far in this article, but he too begins to experience difficulty placing his queen.

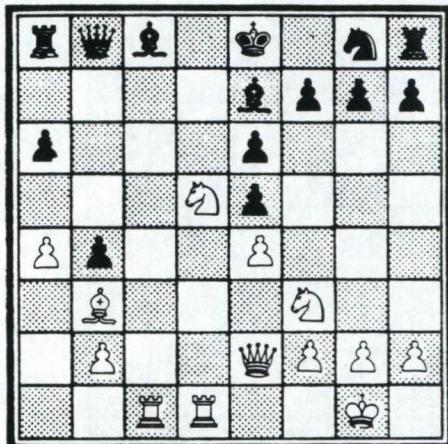
- | | |
|--------|-----|
| 9 ... | b5 |
| 10 Bb3 | Qc7 |
| 11 Bf4 | Ne5 |



An interesting idea whereby black thwarts the advance of white's e pawn by placing his at e5. But he is lagging behind in development and white is itching to have a go at him.

- | | |
|---------|------|
| 12 Bxe5 | dxe5 |
|---------|------|

- | | |
|----------|----|
| 14 a4 | b4 |
| 15 Nd5!? | |

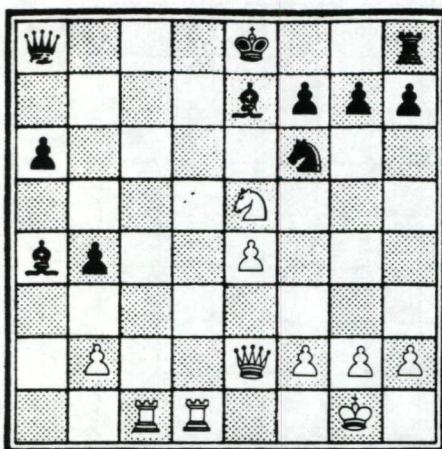


A common breakthrough sacrifice in the Sicilian. White gains nothing immediately decisive, but with black's king in the centre, the attacking chances are good.

- | | |
|---------|------|
| 15 ... | exd5 |
| 16 Bxd5 | |

Now black cannot tarry with 16 ... Ra7 because the further sacrifice 17 Nxe5! (Qxe5 18 Rxc8+) is too powerful. He does what most defenders will do in such positions - attempt to return some of the extra material in order to get castled.

- | | |
|---------|------|
| 16 ... | Nf6! |
| 17 Bc6+ | Bd7 |
| 18 Bxa8 | Qxa8 |
| 19 Nxe5 | Bxa4 |



More shots have been exchanged and black still retains the material advantage (2 bishops against a rook) and he is on the point of castling. If white simply moves his attached rook at d1 he will have nothing to show for it all after 20 ... 0-0 So ..

20 Rc7!

A new wave of attack begins

20 Bxd1

21 Qxd1

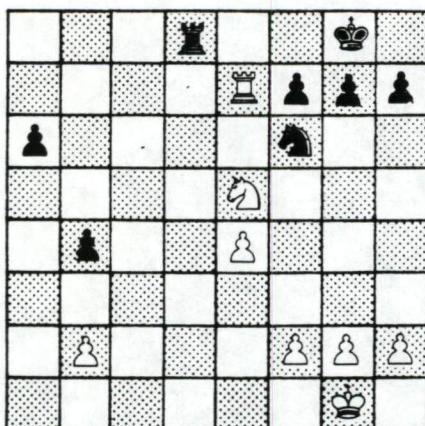
A crisis point for black. He is faced by the threat of Qa4+ Kf8 Qb3 and there is little he can do about it - except castle immediately.

21 ... 0-0!

Safe at last. Black returns all his booty and hopes to draw the equal ending.

22 Rxe7 Qd8

23 Qxd8 Rxd8



The position looks quite peacable. Black even has his trumps in his queen side majority, threat of black row mate and attack upon the pawn at e4. But after all, white has still the more active pieces - and this is what the Morra Gambit is all about.

24 Kf1 h6

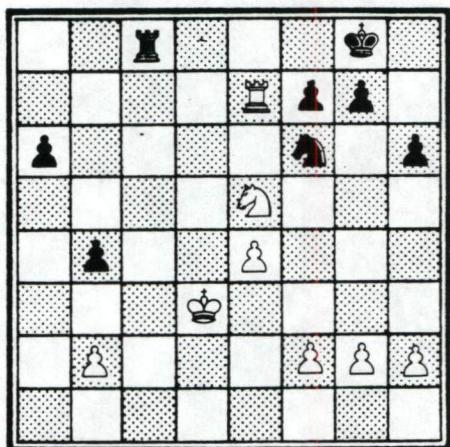
Trading off more pieces by 24 ... Re8 25 Rxe8 Nxe8 just does not work after 26 Nc6.

25 Ke2

Winning material here by 25 Nxf7 is less important than preventing black's rook from reaching d2.

25 ... Rc8

26 Kd3

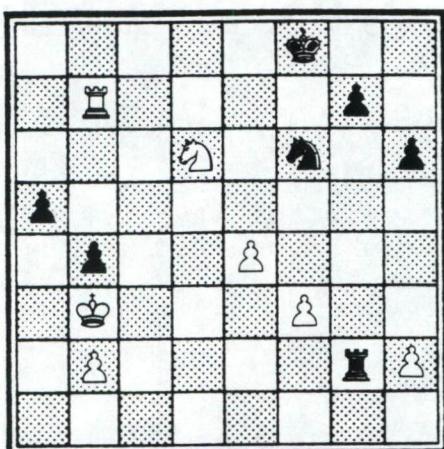


White's last piece (his king) appropriately enters the battle. The defence becomes more difficult.

26 ... Rcl

Heading for counter play somewhere, anywhere where there are white pawns to be captured.

- 27 Nxf7 Kf8
 28 Rb7 Rbl
 29 Kc2 Rf1
 30 f3 Rf2+
 31 Kb3 a5
 32 Nd6 Rxg2



Black has gained his 100 grams of flesh in the shape of the little white pawn at g2. But now white winds up the game.

33 e5!

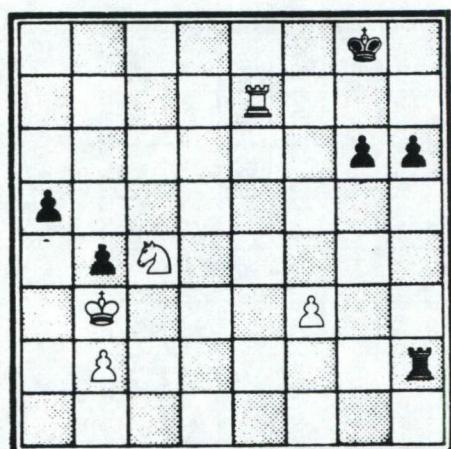
This pawn threatens to queen.

- 33 ... Nd5
 34 e6 g6
 35 Rf7+ Kg8
 36 e7

This simple advance wins a knight.

Though black can draw if he leaves white with only a rook and knight against a rook, white is careful to keep a few pawns on the board as potential queens.

- 36 ... Nxe7
 37 Rxe7 Rxh2
 38 Nc4!



Careful. Black was threatening to swap all the queen side pawns with 38 ... a4! 39 Kxb4 Rxb2+ 40 Kxb4. White needs to keep his precious pawn at b2, because his king can quickly devour the black queen side pawns by itself.

- 38 ... Rh3
 39 Re3 g5
 40 Ka4 h5
 41 Kxa5
 Black resigns.

He can try 41 ... g4 42 Fxg4 Rxe3 43 Nxe3 hxg4 44 Nxg4, but white's last pawn at b2 will eventually queen and win the game. Still, I think I might have played on a bit longer with 41 ... h4.

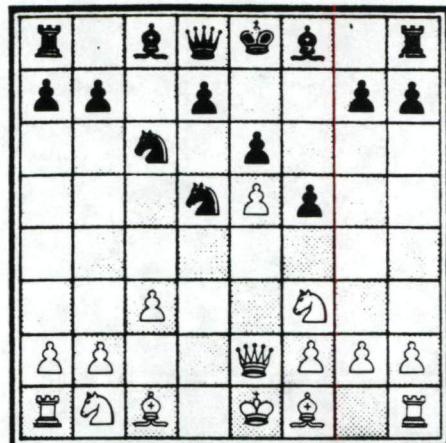
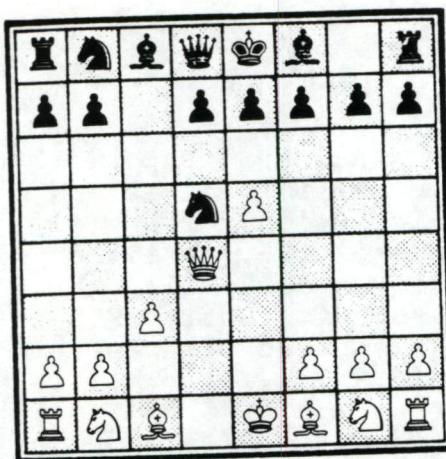
And one for the road ...

White C Baker
Black M Basman
LONDON OPEN 1976

- 1 e4 c5
 2 c3

This is not a Morra Gambit but a bit like it.

- 2 ... Nf6
 3 e5 Nd5
 4 d4 cxd4
 5 Qxd4



Hort's idea, whereby white voluntarily blocks in his own bishop, in order to maintain his pawn at e5. A few months later Miles played this line against Hort in the BBC Master game series. Hort smelt a rat and played 7 exf6 here, when after 7 ... Nxf6 8 Qh4 Miles gained an advantage - but eventually lost.

5 cxd4 is more regular when after
 5 ... d6 6 Nf3 Nc6 7 Nxc3 Nxc3?
 (7 ... dxe5 is correct) 8 bxc3 dxe5?
 black was smashed in 18 moves by
 9 d5! e4 10 dxc6 Qxd1+ 11 Kxd1
 exf3 12 Bb5 Kd8 13 Bf4 Bg4 and
 I forget the rest.
 A. R. B. Thomas - Basman, Hastings
 1963.

7 ... Qc7

8 g3

White hopes to play Bg2 and then
0-0

8 ...

b6
Nc6-b4!

The queen capture leads to different lines, where black tries to gain time by attacking white's queen and white tries to maintain his central domination.

5 ... e6

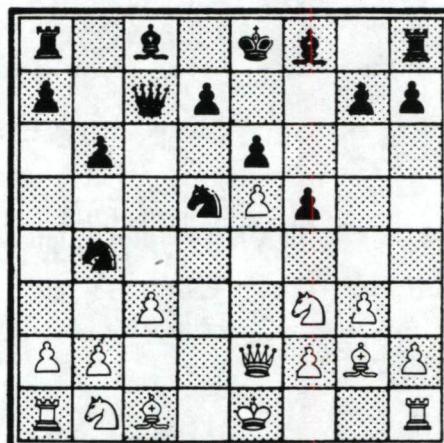
6 Nf3

6 Bc4 is the alternative to this.

6 ... Nc6

7 Qe4 f5!

7 Qe2!?



Black gets weaving before white can castle. If now 10 cxb4 Qxcl+, or if 10 0-0 Ba6 wins the exchange.

10 Qd2

Ba6!

A piece sacrifice to keep the white king in the centre.

11 cxb4?

Based on a miscalculation.

11 ...

Bxb4

12 Nc3

Nxc3

13 a3

White was relying on this move which puts two white pieces under attack. But black was relying on his reply ...

13 ...

Nbl!

Interference with the rook's defence to c1. If 14 Qxb4 Qxcl is mate!

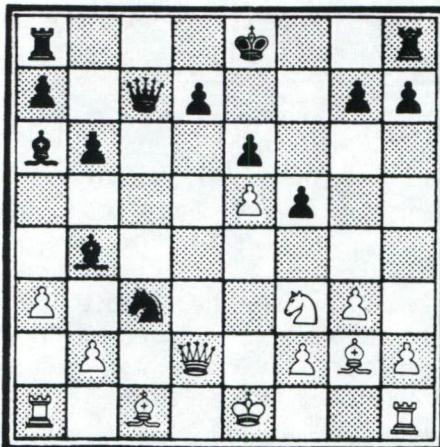
14 axb4

Nxd2

15 Bxd2

Qc4

and black won quickly.



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SOLUTIONS

to Find the Mate competition from issue 11.

1. 1.Qe7+ Rxe7 2 Nf6++
2. 1.Rxg7+ Kh8 2 Rg8+ Kxg8 3 Rgl++
3. 1.Qh4+ Bh5 2 Qg5+ fxg5 3 Bg7++
4. Q1.Qxh6+ gxh6 2 g7+ Kh7 3 gxf8=N+ Kh8 4 Rg8++
5. 1. Qxc6+ bxc6 2 Ba6+ Kb8 3 Nxc6++ or 1...Kb8 2 Qc7+ and Bh3.
6. 1.Qg6 fxg6 2 Nxg6+ hxg6 3 Rh3+ Qh4 4 Rxh4++
7. 1.Qh7+ Nxh7 2 gxh7+ Kh8 3 Rf8++
8. 1.Rg8+ Kxg8 2 Nf6+ Kf8 3 Bd6++
9. 1.Bc2+ Kg5 2 Rg7+ Kh5 3 Bg6+ Kg5 4 f4++
10. 1.Qh5+ Kxh5 2 Bf7+ Kg4 3 h3++
11. 1.Qb7+ Qc7 2 Bc6++
12. 1.Rd8+ Rf8+ 2 Kh2 Rxd8 3 Nf7+ Kg8 4 Nh6+ Kf8 5 Bxg7+ Ke8 6 Nf6++

There were 15 correct solutions, and the winner of the copy of Informator was G.Pearce.

COMPUTERS

If you want details of the latest developments in computers, write to Eric Hallsworth, Flat 1, Dol Hendre, Fford Dyfed, Tywyn, Gwynedd, LL36 0ST. Send a stamped addressed envelope, preferably 9x3 or 9x5.

His regular chess computer newsletter is really superb, though I would like a little more detail regarding the prices of the machines.

POSTAL PLAY

For Postal Chess against players of your own standard (below 135 grade), write to Francis Hynes, 104 Circle Court, Barton Road, Stretford, Manchester M32 9GJ, who will send you details of the Stars Barred Postal Chess Club.