

# California Chess Journal

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## LETTER TO THE EDITOR

### National Junior High Championships

Peter—

Just a note to let you know the results of my school's (St. Mark's of San Rafael) recent trip to the Jr. High Nationals. We were 12th as a team in the 8th grade section (out of 55 teams), scoring 17 points.

Scoring points for us were Jonathan Brown (1420) 4 1/2, Christian Bundy (1319) 4 1/2, Kevin Vote (1298) 4, and Andy Hecht (1277) 4.

Hecht was third in the 1200-1299 class, and Brown and Peisert (1117) 3 1/2 tied for 5th in their rating classes. Biggest upset for us was Mac Hume (917) 2 1/2: he drew a

1390, beat a 1420 and a 1650 (!) player.

Other excellent play was had by Bud Chathan (1383) 3 1/2, Nader Alizadeh (1348) 3 1/2, and Charles Hodges (1241) 2 1/2. There were 350 players in our section.

Ray Orwig  
San Rafael, CA

*Thanks a lot for the information, Ray. I'm sure our readers are glad to hear that Northern California scholastic chess is competitive nationally (see H.S. article). As always, I am a firm believer in supporting youth chess and encourage our readership to do the same. The future of our beloved sport rests in them!*

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May 1989

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# "I HAVE NO TIME ANYMORE"

interview by Joel Salzman

Grandmaster Oleg Romanishin from Lvov, USSR has been described as having, "...an unbridled fighting spirit...a predilection for extravagant moves and is always on the lookout for new possibilities." (*New In Chess* #8/88) "Old enough," he says, at age 37 and entering the middle of his career. We had a chance to talk after the NY Open.

## YOUTH

*JS: How was it that you came to learn chess?*

*OR: My father. He played before the Second World War. Once or twice he was champion of Lvov.*

*JS: At what age did you start to play tournaments?*

*OR: You mean children's tournaments—first tournament in 1961. So I have played in tournaments for 28 years.*

*JS: Were you a promising player from the beginning?*

*OR: It is hard to say if I was promising or not... (smiling) maybe I was promising.*

*JS: At what point in your career did you decide to become a professional player, a serious player?*

*OR: All the time I played seriously. I cannot say from the child I wanted to be professional. Now the children are started very early to be professional, now, but at that time was not so. I wanted, maybe, I wanted to be a chess player all the time.*

*JS: Were you a student under another player—did you study with chess trainers in the Soviet Union?*

*OR: I start at home by my father and then chess schools, the chess school of the chess club.*

*JS: How does the chess school work?*

*OR: Chess school is not really school, just chess lessons at the chess club, not school. But we call it chess school.*

*JS: So it is like the chess club...*

*OR: Not the same; in the Soviet Union there are some places for groups of children with trainers. It is not always at the chess club.*

*JS: Were there many strong masters in Lvov at the time?*

*OR: When I was younger there were some masters. Now we have grandmasters. You know Ivanchuk, you know Beliavsky, you know Dorfman, you know Mikhal-*

*chishin...*

*JS: Did you have a favorite player when you were younger, one who was an influence on your style?*

*OR: I was young, but not too young maybe—everybody was impressed by Fischer! That's true, everybody was, so it is nothing special what I say, everybody was impressed at the time. But now I feel every good player...*

*JS: Something from everybody?*

*OR: Yes.*

*JS: When you were younger did you have aspirations of becoming champion?*

*OR: No, world champion, no, because I had aspiration to become strong player. Because I understand that world champion, there can be only one.*

## BEGINNINGS

*JS: There is a variation of the Nimzo named for you, 4. g3. Could you tell us how your name came to be associated with it? Was there a famous game or were you the only person who played 4. g3?*

*OR: I started to play it. g3 was played before, before the Second World War. I started to play it and I played many games. Starting in 1974, '75, '76, and I won a lot of games. Because of that this variation became popular. Then I didn't play so much this opening. I can tell you, I don't know if you know my idea in the English opening with Bd3. 1. Nf3 Nf6 2. c4 e6 3. Nc3 b6 4. e4 Bb7 and in this position I play Bd3. The pawn is still on d2. First time I played this against Petrosian and I won, in the Soviet Championship 1975.*

*JS: That's a very nice start.*

*OR: Yes, but how it was—I played in 1975 in Spain. I was IM at the time and before the last round I had 7.5 points after 10. Last round I have to play against Csom with White. At the time tied for first through three with Csom and Filip. GM norm was 8.03 or something, or 8.05...*

*JS: So you need the full point.*

*OR: So I had maybe to win, yeah? And if I win I win the tournament. If I make draw, shared first place but I don't make norm. I was very young and I wanted to win of course. I didn't think about draw at all. I was preparing before the game and then I find this idea, Bd3. But I was*

*continued p. 20*

## PRACTICAL ENDGAMES

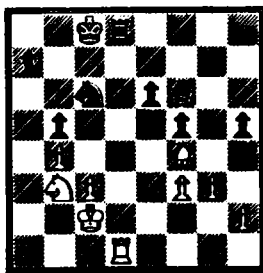
# TAKE IT OR LEAVE IT

It's the endgame! Your Queen is centralized, you're keeping that Rook active, you know how to use the Bishop pair, and you're determined to not put your Knight on the rim. But you can't keep all this material—some it will have to be exchanged off. Which pieces should be traded? Which ones should be retained?

To answer these questions, we must first be aware of some basic properties of the pieces, and of some theoretical results.

(1) When considering major piece trades, the more active (or potentially more active) piece is worth more than the passive one. Sometimes, though, you will find that a passively placed Rook or Queen holds your opponent's whole position together. Prepare your invasion plan and trade off that defender.

Cvetkovic–Palatnik  
Yugoslavia 1976



1. Re1!

Avoiding the trade, since Black has weak pawns all over the place and White should retain his lean, mean, attacking machine.

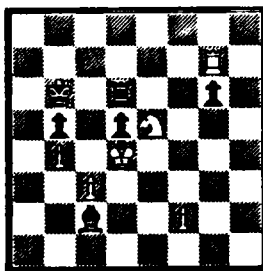
1. ... e5 2. Be3 Be7 3. Bc5! Bxc5  
4. Nxc5 Rd5 5. Rd1?

Didn't White read the last note? Correct is 5. Ne6! (threatening 6. Ng7) 5. ... Rd7 (5. ... a5?! 6. ba Nxa5 7. Rd1) 6. Rd1! Re7 7. Rd6! with a tremendous bind. White still won after

5. ... Rxd1 6. Kxd1 Kd8?? 7. Ne6+  
Ke7 8. Nc7

but without charity the position is difficult.

Chandler–Borik  
West Germany 1982



All White's pieces are better placed, but Black seems to have a good defensive position thanks to his Rd6.

1. Rd7! Rxd7

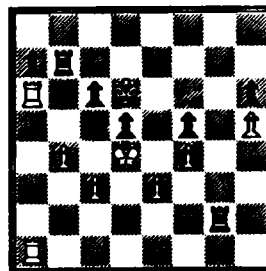
Also bad was 37. ... Rf6 38. f3! Bb3 39. Rg7! threatening 40. Rxc6 and 40. Nd7+ (Mednis).

2. Nxd7+ Kc6 3. Nf6 Bb3 4. Ke5 Bc4 5. Nh7! Ba2 6. Nf8 Bb1 7. Ne6 Ba2 8. Nd4+ Kb6 9. Nd4+ Kb6 10. Kd6! Bc4 11. Ne6 Bb3 12. Nf4 g5 13. Nxd5+ Kb7 14. Nf6 Kb6 15. Nd7+ 1-0

(2) Rooks are attacking pieces by nature. If your opponent has a

number of weak pawns, trade off one pair of Rooks (to eliminate enemy counterplay and defensive resources), and then attack those pawns.

Capablanca–Kreymborg  
New York 1910



After creating pawn weaknesses with his active Rooks, Capa now trades off a set and goes to work on those weak pawns.

1. R6a2 Rbg7 2. Kd3 Rxa2 3. Rxa2 Re7

Keeping the Rook on the g-file allows 4. Ra6 and 5. b5.

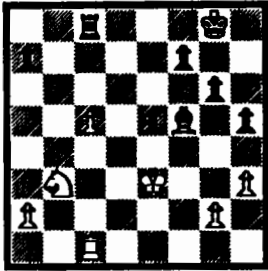
4. Rg2 Re6 5. Rg7 Re7 6. Rg8! c5 Yikes! But 6. ... Rh7 (bleech!) 7. Rg6+ Kd7 8. Rf6 wins the f-pawn, and the threat is 7. Rh8 Re6 8. Rf8.

7. Rg6+ Re6 8. bc+ Kd7 9. Rg7+ Kc6 10. Rxa7 Kxc5 11. Rf7 1-0

(3) All Rook endings are drawn. Not exactly, but the defender can often sacrifice a pawn to eliminate all the pawns on one side in order to reach a number of known book draws, e.g. R+3P vs. R+2P. If minor pieces remain, leave them on if you are trying to win.

by Roger Poehlmann

Poehlmann (2224)—Atwell (2100)  
Los Angeles 1988



White's busted, and pushing the c-pawn meets with ...Re8, ...Bc8, ...f5 followed by King centralization. Black should avoid trading minor pieces, and since he cannot force such a trade he probably wouldn't go wrong without a little prodding.

1. Rc4!? Be6?! 2. Ra4 Bxb3? 3. ab Rxc5 4. Rxa7 f5

What a deal! Not only have I simplified into a Rook ending, but all Black's remaining pawns are on the same side and my Rook is on the seventh rank. If the b-pawn can be traded for a K-side pawn, White should be able to draw.

5. b4 Rc3+ 6. Kf2 e4 7. b5 Rb3 8. Rb7 h4 9. b6 g5 10. Rb8+ Kf7 11. b7

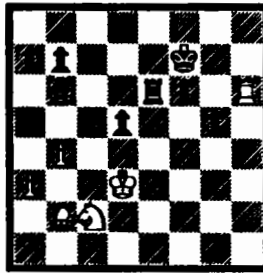
The draw by 11. ...Kg7 12. Ke1! f4 13. Re8! Rxb7 14. Rxe4 Rb2 15. Kf1 was not to Black's liking, so...

11....f4?? 12. Rh8! Rb2+ 13. Ke1 Rb1+ 14. Ke2! Rb2+ 15. Kd1 Rb1+ 16. Kc2 Rxb7 17. Rh7+ Kg6 18. Rxb7 g4 19. Kd2 1-0.

(4) Knights are short-range pieces, and will be impotent if forced to blockade passed pawns. The

outside passed pawn practically ensures a win in Knight endings, since the defending side is playing a piece down.

Alatortsev—Levenfish  
Match 1940



White is playing to win here, and should keep his magic Bishop on the board. Correct is 1. Bc1, and if 1...g4, then 2. Bf4! puts the Bishop where it belongs. Instead,

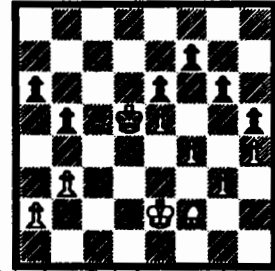
1. Bd4?! Kg7 2. Rh1 Kg6 3. Bxb6 Rxb6 4. Ne3 Ra6 5. Ra1 f5 6. Nxd5 f4 7. b5 Re6! 8. Rc1 Re5 9. Rc5 f3 10. Nf4+ Kf5 11. Rxe5 Kxe5 12. Nh5 Kd5

and the game was soon drawn.

The Knight is well-poised to stop the passers, but it's out of touch with the Q-side. Black just walks over with his King, trades off White's b-pawn and sits on the a-file.

(5) Be very careful when considering a pawn ending! Calculate everything out before parting with your last piece, since the King has an even shorter range than the Knight, and outside passed pawns are murder. King activity, naturally, means everything.

Sveshnikov—Kasparov  
Minsk 1979



White is definitely worse in the Bishop ending, since the K-side pawns are all on the same color as his Bishop, which limit its scope and provide a target for Black's. However, with no pawn breaks on the K-side, White should hang on by 1. Be1, especially since he is completely lost if he trades Bishops.

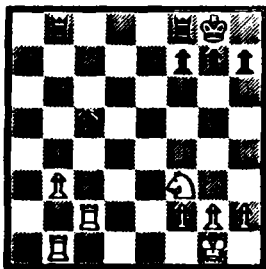
1. Bxe5?? Kxc5 2. Kd3 Kb4 3. Kc2 Ka3 4. Kbl a5 5. Ka1 a4 6. ba Kxa4 7. Kbl Ka3 8. Ka1 b4 9. Kbl a3 0-1.

Exchanging the right pieces is accomplished by a common-sense application of your endgame knowledge. Look at the pieces on the board, visualize simplified endgames, and evaluate them. From there you will see which exchanges help you, and which make your task more difficult. Do this frequently (for instance, on your opponent's time, since you don't need to think about specific variations) since even slight changes in the pawn formations can have far-reaching effects.

# BACK TO SQUARE ONE

by Peter Yu

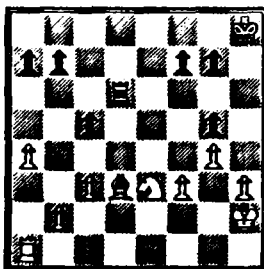
Recently I was playing speed chess with some of my friends and found myself a pawn up in a position like:



Black to move

I was dismayed to see that Black could easily equalize even though I was 1) attacking Black's Knight and 2) preventing the pawn capture 1. ...Nxb3 with the rejoinder 2. Rcb2 thereby winning the pinned Knight. (Take a moment now to find Black's best move.) Not doubting my opponent's abilities, I calmly turned to an observer expecting him to notice Black's shot also. To my surprise, neither of these "experts" saw the simple 1. ...Rxb3!, winning back the pawn and neutralizing White's threat of 2. Rxc5. Maybe my friends considered only 1. ...Nxb3 and, seeing as that won't work, completely turned away from the idea of pawn-grabbing. Nonetheless, this brings us to a very basic but important tactic in chess—what I call the "threaten your opponent's unprotected piece by offering to exchange and then retaking with your hanging piece."

Unlike the cumbersome title, this idea is very simple and can become very useful, such as in the following example:



Here White plays 1. Rd1 and Black must find a way to unpin his Bishop before White can win it.

1. ...Rd7 with the idea of a potential ...Bf5 or ...Bb5 if and only if White's Rd1 is left unprotected.

2. Nc4 threatening to win a piece with 3. Ne5 Rd5 4. Nxd3 c4 3. Nf2. Notice now that 2. ...Bf5 fails to 3. Rxd7 Bxd7 4. Nd6 Bxa4 5. Nxf7+ Kh7 6. Nxe5+ and White is up a pawn. Thus Black is forced to play...

2. ...f6 preventing Ne5 and finally threatening 3. ...Bf5 to relieve White's annoying pin. White can now replay 3. Ne3, but that eliminates any possible double attack by White to win Black's Bishop.

3. b3 with the deadly threat of 4. Nb2 finally winning the "sitting duck" Bishop. Luckily, Black has taken enough precautions to prepare ...Bf5 that he now untangles himself.

3. ...Bf5! "threatening your opponent's unprotected piece (Rook) by offering to exchange and then retaking with your hanging piece (Bishop)." And with this successful implementation, Andras

Adorjan is once again proven correct: "Black is O.K.!"

Having seen these two demonstrations, you can now enjoy how smoothly White coasts to a pawn advantage in the following miniature.

White: Yu (2266)

Black: Peter McKone (1715)

Palo Alto 1989

QGD: Tarrasch Defence

1. e4 e6 2. Nc3 d5 3. d4 c5

We have now transposed from the English Opening to a standard Queen's Gambit Tarrasch.

4. Nf3 cd 5. Nd4 e5?!

A very ambitious move, establishing an aggressive pawn center with tempo, at the cost of development.

6. Ndb5 a6 7. Qa4!

I pin to neutralize 6. ...a6.

7. ...Bd7

He pins to neutralize 7. Qa4, notice now that White can't move the Queen without losing the Knight to ...axb5.

8. cd

The point of this whole variation. Now if only White can hold on to the pawn without losing his pinned Knight.

8. ...Qb6

Threatening 9. ...Bxb5 10. Nxb5 Qxb5. White can protect Nb5 by playing either 9. e4 or 9. e3 which discovers the King Bishop to defend Nb5. But both these tries come up short against 9. ...Bc5 or 9. ...Ra7 respectively. White has only one logical choice.

9. Bc3! Bc5

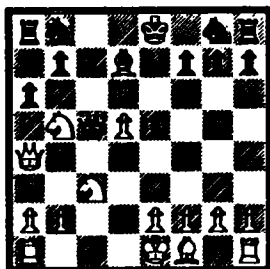
## SUBMITTED FOR YOUR APPROVAL

*edited by Peter Yu*

Otherwise 10. Nc7+, or if  
9. ...Bxb5 10. Bxb6 Bxa4 11. Nxa4  
keeping the extra pawn.

### 10. Bxc5 Qxc5

Now in light of what we have just covered, how should White save his Knight?



1) 11. e4 still fails to 11. ...Ra7 Δ  
12. ...axb5. 2) 11. Ne4! works and  
retains the pawn advantage after  
11. ...Bxb5 12. Nxc5 Bxa4  
13. Na4. On 11. ...Qxb5? 12. Nd6+  
wins the Queen, else Nbd6+  
followed by a Queen move. But if  
you suggested only this move, then  
you still haven't learned my  
point...

### 11. Qa3!

Ah, it's *that* tactic again. ("threaten  
your opponent's unprotected piece  
by offering to exchange and then  
retaking with your hanging piece.")

### 11. ...Ob6?? 12. Nd6+ Resigns 1-0

Ooops, I guess Black was just so  
overwhelmed by the effectiveness  
of the "threaten your opponent's  
unprotected...". Yeah, you know  
what I mean.

The following game was played in  
a non-rated Action chess (Game in  
30) tournament in Palo Alto. The  
first place prize was an all expense-  
paid trip to Minsk, Russia. Special  
thanks goes to local master Richard  
Koepecke for submitting his  
annotations.

White: NM Richard Koepecke  
(2288)

Black: IM Edward Formanek  
(2420)

Palo Alto 1989

Blumfeld Counter Gambit  
annotations by Koepecke

### 1. d4 Nf6 2. c4 e6 3. Nf3 c5 4. d5 b5!?

Ouch! I shouldn't have allowed the  
razor sharp Blumfeld Counter  
Gambit since I know next to  
nothing about it. On the other hand,  
Formanek played the Bishops  
Gambit without preparation the last  
time I faced him. Perhaps the same  
is true here. Theory favors  
declining the gambit with 5. Bg5,  
but I had a vague recollection of  
some Kasparov/Keene analysis that  
seemed good for White, so I took  
the pawn.

### 5. de fe 6. cb d5 7. Nbd2?!

Kasparov and Keene recommended  
7. Nc3 Bd6 8. e4. At the board I  
didn't like the looks of 7. ...Bb7  
8. e4 d4!?, so I improvised this  
novelty of dubious value.

### 7. ...Bd6 8. e4 de?

8. ...Bc7 is much better. The text  
leaves Black with a weak and loose  
center without any real compensa-  
tion.

### 9. Ng5 Bb7 10. Bc4

The e6 pawn is not going to run  
away, I wanted to complete my de-  
velopment before wasting a tempo  
to take it. Note that if 10. ...Bd5  
then 11. Nxe6 Qe7 12. Bxd5 Nxd5  
13. Qh5+ wins.

### 10. ...e3 11. Nd3 ef+ 12. Kxf2 Ng4+ 13. Kf1 Bxf3 14. Nxf3

14. gf leaves the King too exposed.  
Now Black loses a pawn by force.

### 14. ...Qe7 15. Qe2

Threatening 16. Qe4.

### 15. ...Nf6 16. Qxe6

True, White loses a lot of attacking  
chances by trading Queens;  
however, I prefer won endings to  
winning, but complicated,  
middlegames. That does not mean  
that 16. Bxe6 is wrong.

### 16. ...Qxe6 17. Bxe6 Ke7 18. Bb3 Nbd7 19. Bg5

I could sense that Formanek had  
already given up the game as he  
played the remaining moves very  
rapidly, which may explain the low  
quality of Black's final moves.

### 19. ...Rhb8? 20. Bd5 Rd8 21. Bxa8 Rxa8 22. Kf2 Kf7 23. Rhd1 Be7 24. Kg1 Rb8 25. a4 Bd8 26. Bf4 Rb7 27. Ne5+ Nxe5 28. Bxe5 Bd6 29. a5 Bc7 30. a6 Resigns 1-0

CCJ is looking for games to  
publish. Take a moment to  
analyze your best and sub-  
mit them to the editor!

# CHESS LAB: THE NEW GENERATION

by FM Craig Mar

Those of us who were kids when Fischer was Champ learned 1. P-K4 was the best move and defended with Sicilians, Benonis, and King's Indians. But many years passed and a frail young Russian emerged above the others and 6. Be2 replaced 6. Bc4 in White's Sicilian attack. Anatoly Karpov never played the King's Indian but still left his mark on contemporary chess by showing the resources of the Queen's Indian defence.

But young, dashing Kasparov defends in Fischer style, not trying to exchange pieces and defuse White, but fighting a sharp unbalanced battle. The King's Indian and Gruenfeld are back, with more winning and losing chances. Players are striving once again for "maximalism", Gary's apt description of Fischer's chess philosophy.

**White:** GM Jan Timman

**Black:** GM Gary Kasparov

Reykjavik 1988

King's Indian Defense

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f3 0-0 6. Be3 e5

In the Candidates Match, Gary sprung 6. ...a6 7. Bd3 c5!? on Belyavsky, and after 8. dc dc 9. Bxc5 Nc6 10. Nge2? (Gary gives 10. Be3! as best.) 10. ...Nd7! 11. Bf2 N7e5 12. Nc1 Bh6! and Black won.

7. d5 c6

Normal here.

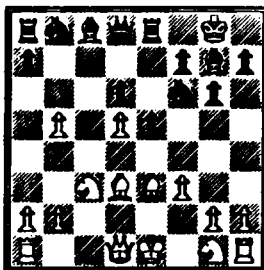
8. Bd3 b5!?

This is a comparative innovation, formerly played was 8. ...cd 9. cd a6.

9. cbl

White accepts the challenge. But if 9. Nge2 then 9. ...bc 10. Bc4 c5 is equal.

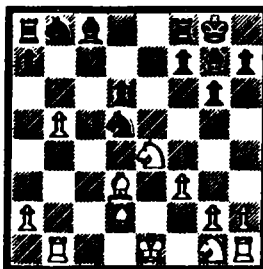
9. ...cd 10. ed



10. ...e4!?

Sound or not? No one can say for sure, except Kasparov.

11. Nxe4 Nxd5 12. Bg5 Qa5+ 13. Qd2 Qxd2+ 14. Bxd2 Bxb2 15. Rb1 Bg7



16. Ne2 Nd7!

Defence isn't Gary's way, attack is! Note the open lines but no pieces exchanged.

17. Nxd6?!

Risky.

17. ...Nc5 18. Bc2 Be6

It's clear that Kasparov has good compensation for his pawn.

19. Nc4 Rac8 20. 0-0 Nxe4

21. Bxe4 f5 22. Bd3?

22. Bxd5! simplifying looks better. It is hereabouts that White enters a "middlegame zugzwang" where he is reduced to shuffling his pieces.

22. ...Nb6! 23. Nc1 Rfd8 24. Bg5 Rd7 25. Re1 Kf7 26. Be2 h6 27. Bh4 Nd5

The critical offensive move arises. Black's pressure is sufficient to regain the pawn and then some.

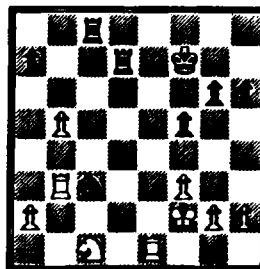
28. Bd1?!

A good try, though it loses. Jan sees 28. ...Nc3 29. Bb3! and White escapes all his difficulties.

28. ...Bd4+!

Gary spots the flaw five moves down the line. Now if 29. Kh1? g5 followed by 30. ...fg wins a piece.

29. Bf2 Bxf2+ 30. Kxf2 Nc3 31. Bb3 Bxb3 32. Rxb3



32. ...Nd1+!

The scorpion's sting at the tail end.

33. Rxd1 Rxd1 34. Nd3 Rd2+ 35. Ke3 Rxe2 36. Ra3 Re8+ 37. Kd4 Re7

Timman fights hard but Black need only exercise caution to win.

38. Ne5+ Kf6 39. Nc6 Rd7+ 40. Kc4 Rc2+ 41. Kb4 Rxb2

continued p. 9



# MAN VERSUS MACHINE

by NM James Eade

Due to a strange set of circumstances in the March 18-19 Livermore tournament I ended up playing a match with Cray Blitz. The Cray was being billed as the world computer chess champion and sported a rating well over 2000. It finished the tournament with two wins (over an 1800 and a 2000), one draw and one loss (both against me).

The program was running on a Cray XMP 4, which is a serious number cruncher; it used eight processors and over eight megabytes of memory. It appears to have three distinct hash tables (tree search, pawn structure, and King safety). The program moves were conveyed to us over a telephone link.

Its win in the last computer chess championships (over Berliner's ex-champ Hitech) established its reputation as a serious opponent. Most of the top players even

refused to play it.

I do not have a traditional chess player's constraints: Since I am a Senior Systems Programmer, I have no fear of computers and no need to win prizes in small weekend swisses...

Although this means I don't mind playing computers in OTB tournaments, it doesn't blind me to the disruption their participation can cause.

Still, how can they improve, if they aren't allowed to play? Shouldn't we be in favor of their improvement? The whole issue is controversial. Do computers use notes during the game? They perform a table lookup during the opening which would be very similar to a chess player using ECO as a reference. Is this cheating?

In any case, I'm very curious about them, wish to test myself against them and desire to pass a few tips to help you play these inhuman chess experts.

White: James Eade (2303)

Black: Cray Blitz (2190)

Colle System

1. d4 e6

It appears to be willing to play the French; I thought about it, but decided to keep it in a Q-pawn game.

2. Nf3 Nf6 3. Nbd2

I used the same move order in my first-round game, so this is not entirely 'get the computer out of book' logic. However, this simple transposition of a Colle system caused the Cray to use 20 minutes. It seemed like a human finally

intervened and forced it to play, or it could have sat longer!

3. ...d5 4. e3 Bd6 5. Bd3 0-0 6. 0-0 c5 7. c3

The Cray expected only dc. It again used a lot of time on what are essentially obvious moves.

This becomes critical later when it searches only 5-6 moves deep, instead of 7-8, because its search depth is based on the amount of time it has.

7. ...Nc6 8. Qe2

Ken Smith calls this 'an interesting alternative'. The Cray still expected 8. dc, which is the main line.

8. ...Bd7

Inaccurate. Better is 8. ...e5 9. dc Bxc5 10. e4, the usual line here.

9. e4 cd?

This normal response isn't playable here. Better was 9. ...cd 10. Nxe4 Nxe4 11. Qxe4 f5 followed by ...cd, giving White a clear but not overwhelming edge.

10. e5 dxc3 11. bc Nxe5 12. Nxe5 Qc7

The Cray re-establishes material equality with 3 pawns for the piece, but miscalculates the position only as 1/10 of a pawn better for White.

13. Ndf3 Qxc3 14. Bb2

Much more effective than 14 Bg5, which is all the Cray analyzed.

According to the programmer, one of Cray's biggest failures is considering long-range diagonal attacks, a problem I had as a novice.

14. Qc7 15. Rfc1 Qb8 16. Ng5!

The Cray missed this too. The main

## Chess Lab

*continued from p. 8*

42. Ra6 Kg5 43. e4 h5 44. Rxa7 Rxa7 45. Nxa7 Resigns 0-1

The race is close but lost, 45. ...h4 46. Kb3 Rh1 47. Kb2 h3 48. b6 h2 49. b7 Rb1+ 50. Kxb1 h1=Q+ 51. Ka2 Qh2+ 52. Ka3 Qb8 winning.

## FOR THE YOUNG PLAYER

The following game was played by two of the leading chess players on the local scene in the 1988 Northern California Championship, a round-robin event held in Berkeley under the sponsorship of Games of Berkeley. The event was won by FM David Glueck with 4 out of 5. Scores of the participants were: FM Craig Mar and IM Guillermo Rey 3.5, FM Dov Gorman 3, FM Mark Buckley 1, and SM Paul Cornelius 0 (better luck next time Paul!). Ratings ranged from 2509 to 2412.

In my experience, round robin tournaments were an essential part of my development as a chess player. In the late 50's and 60's, Bay Area round-robins were sponsored by the Chess Friends of Northern California, by the California State Chess Federation (annual State Championship), and by the Mechanics' Institute on an invitational basis. I became a chess master as a result. I would hope that similar opportunities are to be developed in N. CA for the "new generation" of young chess masters. Games of Berkeley has taken a good step in that direction.

About our game, the tournament winner meets his highest rated opponent in an absorbing struggle for control of the center. Black avoids White's proposal to sweep away all center pawns as then White's centrally posted pieces would dominate play. The penalty is a weak pawn center for Black. Yes, there were quite a few questionable moves, but I think that you will find them instructive. Apparently, time pressure contrib-

uted to some of the errors in the culminating phase of this game. However, our patience is rewarded by a fine Rook and pawn endgame at the finish.

White: FM David Glueck (2446)

Black: FM Craig Mar (2509)

N. CA Championship, Berkeley  
1988

### Ponziani Opening

1. e4 e5 2. Nf3 Nc6 3. c3 Nf6

Proposing 4. d4 Nxe4 (4. ...d6 is playable too.) 5. d5 Nb8 6. Bd3 Nc5 7. Nxe5 Nxd3+ 8. Nxd3 d6 9. 0-0 Be7 10. Qf3 0-0 11. Re1 Nd7 12. Nd2 Nf6, a quiet positional game with approximately equal chances. Recent examples with the wide open 3. ...d5 are commented upon in the Appendix.

4. d3 g6

The invitation to the Philidor Defense in reverse, 4. ...d5 5. Nbd2 Bc5, is declined. Mar has my sympathy. Facing this defense with a move less against a probable specialist is bound to make one nervous. Hence, a solid line is selected.

5. b4!?

Very good, White gains territory while Black is persuaded to reinforce his strong point e5.

5. ...d6 6. Nbd2 Bg7 7. Be2 0-0

8. Bb2!?

Alert play, White senses the possibility of central action before committing his King.

8. ...Ne8?!

An indifferent move proving Glueck's intuition correct. Black proceeds according to his plan as if

White had castled. 8. ...Qe7 is better. The simple overprotection of e5 would have discouraged White's projected d4, since the e4 pawn would become forfeit.

9. b5 Ne7?

Better in order to maintain Black's center is 9. ...Nb8 10. d4 Nd7.

10. d4 ed

To avoid this exchange now would be awkward.

11. cd e5

What else is there? Nevertheless, both players miss the redeeming feature of this move.

12. Qc2?!

Correct is 12. bc bc 13. Qc2, and White has the better position.

12. ...cd?

Why not 12. ...b6, securing his fortunately gained foothold?

13. Bxd4 Bxd4 14. Nxd4 d5

Black's point, but at great cost to his safety.

15. Rd1! Qb6

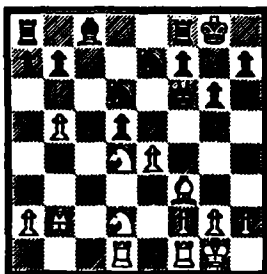
If 15. ...de?, White gains tactical momentum with 16. Nc4.

16. Qb2 Qf6

If 16. ...de 17. Nxe4 Qa5+ (17. ...Nd6? 18. Nxd6 Qxd6 19. Nf5 is a pitfall.) 18. Rd2, White is prepared to accumulate more tempi by pushing Black's Queen. So, Mar seeks a better post for his Queen.

17. 0-0 Nd6 18. Bf3

## by Erik Osbun



### 18...Be6

An acid test of Black's line seems to be 18...de 19. Nxe4 Nxe4 20. Bxe4 Nf5 21. Qb4 Nxd4 22. Rxd4 Rd8 23. R1d1 Rxd4 24. Qxd4 Qxd4 25. Rxd4 Be6 26. Bxb7 Rb8 27. Bc6 Bxa2 28. Ra4 Be6 (28...Bd5? 29. Bxd5 Rxb5 fails because of 30. Ba2) 29. Rxa7, and White wins the ending. So, Mar chooses to bring out his laggard Bishop now.

### 19. Qb4 Rfd8 20. Nxe6 fe

If 20...Qxe6 (as suggested by Ron Basich in the tournament bulletins published by Games of Berkeley) 21. Rfe1 de 22. Nxe4 Nxe4 23. Qxe4 Qxe4 24. Bxe4 Rxd1 25. Rxd1 Rb8 26. Rd7, and White wins the ending. The thematic superiority of White's Bishop persuades Mar to accept weak center pawns.

### 21. Rfe1 Qf4?!

A desperate adventure that precipitates the loss of a pawn. The alternatives 21...Nxe4? 22. Nxe4 de4 23. Qxe4 or 21...Nf7? 22. e5! Nxe5 (22...Qg5 23. h4) 23. Rxe5 also lose material. The only defense against 22. e5 that also avoids a pawn loss is 21...N6c8, but that understandably did not attract Mar.

### 22. Qb3 Rac8

What else can Black do?

### 23. ed e5

After 23...Nxd5?, 24. Rxe6 would end the game quickly.

### 24. g3 Qd4

White has too much after 24...Qf6 25. Ne4 Nxe4 (25...Qf5? 26. Bg4 or 25...Qf7? 26. Ng5) 26. d6+ Kg7 27. dxe7 Rxd1, so Black permits liquidation.

### 25. Ne4 Qc4 26. Nxd6 Qxb3 27. ab Rxd6 28. Rxe5 Nf5 29. Be2?!

29. Bg4 is correct. Then 29...Rf8 30. Bxf5 gf (30...Rxf5 31. Rxf5 gf 32. f4) 31. f4 is a winning endgame for White. Perhaps Glueck had some aversion to four-Rook endgames.

### 29...Rb6?!

An adventure, perhaps hoping for 30. Bc4 Nd6. Black's choices seem unattractive: 29...Rc3 30. Rd3, or 29...R8d8 30. Bg4. Nevertheless, Black has prospects of establishing a blockade with 29...Kf7!?

### 30. Ra1?

Pieces are like cards, you must know when to hold them and when to fold them. In this case, to fold them is appropriate: 30. Bg4 Rxb5 (30...Rf8 31. Bxf5 gf 32. d6) 31. Bxf5 gf 32. Rd3, and White should win.

### 30...Nd4! 31. Rxa7?

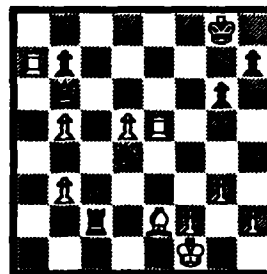
Compounding the mistake, better is 31. Bg4.

### 31...Rc2

The critical line is 31...Rc1+ 32. Kg2 Re1 33. Ra2, as shown

below. No harm is done by the text.

### 32. Kf1



### 32...Nxe2?

Both players must have been in time pressure. Black acquiesces to the wrong liquidation at a point when 32...Rc1+ 33. Kg2 Re1 34. Ra2 Nxb5 35. f4 Nc3 36. Rc2 Rxe2+ 37. R2xe2 Nxe2 38. Rxe2 Rxb3 actually gives drawing chances.

### 33. Rxe2 Rxe2 34. Kxe2 Rxb5 35. Ke3

In contrast to the line given above, White has a more active King and Rook.

### 35...Kf7 36. Kd4 Rxb3 37. Ke5 Ke7 38. Ra8!

The introduction to a nice piece of endgame technique, this is the way to undermine Black's position.

### 38...Rb2 39. Rh8 Re2+ 40. Kd4 Rxf2

40...Rd2+ 41. Ke4 (or 41. Ke3 Rxd5 42. Rxh7+ Kf6 43. Rxb7) Re2+ 42. Kf3 Re5 43. Rxh7 Kf6 44. Rxb7 Rxd5 45. h4 looks like a probable White win.

### 41. Rxh7+ Kf6?!

41...Kd5 needs to be explored: 42. Rxb7 Rd2+ 43. Ke4 Re2+ 44. Kf4 Rxh2 (or 44...Kxd5

## LOCALS UPSET FAVORITES AT NATIONALS

On May 5-7, eight hundred and fifty young chess players gathered in Knoxville, Tennessee to compete both individually and for their school at the 1989 National High School Championships. This year, the Bay Area was represented by a team of five from Independence High of San Jose, Andy McManus (2101) of Head Royce, Alameda, Karel Baloun of Bellarmine College Prep, San Jose, and Alan Tse (1892) of Lowell, San Francisco. The underrated Independence team, which took second at the Northern California Scholastics, upset their way to tie 5th through 7th place on the team charts. Although they lost 7th on tiebreaks, this team of Winston Chiang (1693) 5 1/2, Vladimir Caruz (1816) 4 1/2, Philip Chiu (Unr.) 4 1/2, Paul Carrino (Unr.) 3 1/2, and Walter Tu (1824) 2 1/2 was able to score 18 points in a strong 155 team field.

Most noteworthy were Caruz's draw with N CA High School co-champ McManus (2101), and Chiang's wins over Doug Enright (1922) and, in the last round, Ross Colby (1996). Unfortunately, McManus's co-champ Walter Tu had an off tournament suffering from a cold the whole weekend. In first place was an unknown team from Portland, Oregon: Woodrow Wilson High at 21 points. Second and third place were split between perennial powerhouse George Washington from Pennsylvania and defending champs University High from Arizona. Team scores were determined by adding up the four highest individual scores from each school.

Individual High School honors went to FM Alex Sherzer (2500) with a perfect 7-0. Over two hundred points higher than his closest opposition, Sherzer had little challenge this tournament. In second place was Oliver Tai (2101) with 6 1/2 points. On a more local perspective, Karel Baloun (1901) of Bellarmine upset his way to the top by drawing 2nd ranked NM Robby Adamson (2280) in round three, beating Elvin Wilson (2132) in round four, and drawing two experts in the final rounds. Baloun, who was fully supported by Bellarmine's Associated Student Body, didn't let anyone down by tying for 8th through 24th with 5 1/2 points, placing 14th on tiebreaks. However, an even bigger upset was Chiang's 5 1/2 point finish. Chiang was the only under 1800 player to place in the top twenty-five, taking 24th on tiebreaks. Finally, Tse was able to turn in a solid 4 1/2 points performance, while McManus's 4 1/2 points seems quite disappointing.

The chief tournament director was Bill J. Sneed of Amarillo, Texas, and special thanks goes to GM Yasser Seirawan for being the official tournament commentator.

Below are some games from the tournament winner Sherzer, Baloun, and Chiang.

**White:** FM Alex Sherzer (2500)  
**Black:** Vladimir Zafrin (1946)  
**Sicilian Najdorf**

1. e4 c5 2. Nf3 d6 3. d4 cd 4. Nxd4

Sherzer is a noted expert on the Sicilian.

4. ... Nf6 5. Nc3 a6 6. Be3 e6

7. Be2 Qc7 8. f4 Be7 9. 0-0 Nc6  
10. Qe1 0-0?!

Black shouldn't have castled so quickly after White's last move which prepares Qg3 with a King-side attack. For now, Black's King has nothing to fear in the center, e.g. 10. ... Bd7 11. f5?! e5!

11. Kh1 Re8

Clearing a retreat square on f8 for the King Bishop, a potential defense.

12. Qg3 Rb8

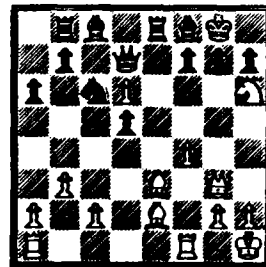
If 12. ... b5?! immediately, then 13. Nxc6 Qxc6 14. Bf3! Rb8 15. e5 Nd5 16. f5! de 17. Bh6 Bf6 (17. ... g6?! 18. Qxe5+-) 18. Bxg7! Bxg7 19. f6 wins either King or Queen.

13. e5 Nd5 14. Nf5! Bf8

Not 14. ... ef? 15. Nxd5 Qd7 (if 15. ... Qd8 16. Bb6 Qd7 17. Nf6+ Bxf6 18. ef g6 19. Qh4 Qe6 20. Bc4 d5 21. Rae1+-) 16. Nf6+ Bxf6 17. ef g6 18. Qh4 Qe6 19. Bc4 d5 20. Bxd5! (20. ... Qxe3 21. Rae1+-) Qd6 21. Rad1 wins easily.

15. Nxd5 exd5 16. ed Qd7

17. Nh6+!



White wins an Exchange

17. ... Kh8 18. Bg4 Re6 19. Bxe6 fe  
20. f5! e5

## by Peter Yu

Not 20. ...gh? 21. fe! +-

21. Ng4 Bxd6 22. Rad1 d4 23. Bc1 b5 24. c3 Bb7?!

Better is 24. ...Rb7 to defend the second rank, as now White is able to play the positional crusher...

25. f6! g6 26. Bh6 Bf8

White threatened 27. Bg7+ Kg8 28. Nh6#!

27. Nxe5! Qd5

Black's position is hopeless because of his loose pieces. Even simplification favors White here.

28. Bg7+ Kg8

if 28. ...Bxg7 29. fxg7+ Kxg7 just opens up more lines to Black's King

29. Bxf8 Nxe5 30. Rxd4 Qxg2+

30. ...Qe6 31. Bh6 is just as hopeless for Black.

31. Qxg2 Bxg2+ 32. Kxg2 Rxf8

An Exchange and a pawn up, it's just a matter of time for an FM.

33. Re1 Nf7 34. Re6 a5 35. Bd5 Rb8 36. Rxb5! 1-0 (Yu)

White: Karel Baloun,  
Bellarmine (1901)

Black: Elvin Wilson (2132)  
Sicilian Defense, 2. f4

1. e4 c5 2. f4 d5 3. ed Qxd5 4. Nc3 Qd8 5. Nf3 Nf6

In this uncommon variation of the Sicilian, White's misplaced f4 pawn blocks his Queen Bishop and loosens up his Kingside. However, White gets quicker development and a firm grip on e5.

6. Ne5 e6 7. Bc4 Nbd7 8. Qe2! Nxe5

Forced, as White was threatening

9. Nxf7! followed by 10. Qxe6 9. fe Nd7 10. 0-0 B-e7 11. d3 0-0 12. Bf4?!

Note that White has solved both initial problems of a blocked Q-Bishop and an exposed King side, only to carelessly block the f-file himself.

12. ...Nb6 13. Bb3 Nd5 14. Bd2

Now it's evident that White lost a tempo as d2 was a much better square for the Q-Bishop.

14. ...Nxc3?!

Why trade such a well-posted piece? Black had nothing to fear from 15. Nxd5 ed.

15. Bxc3 b5 16. a4! b4 17. Bd2

White has succeeded in locking up the Queenside, where Black is likely to have initiative.

17. ...Qd4+ 18. Kh1 Qxb2

Typical to the Sicilian, White gambits a useless pawn for better piece development. Now Black has to develop some threats of his own before White can start an attack.

19. Rae1 Qd4 20. Rf3 Bb7 21. Rh3 g6

Forced, otherwise White continues 22. Qh5 and forces mate.

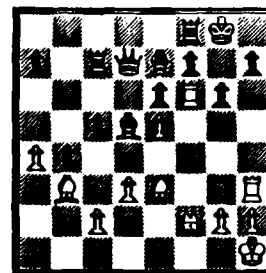
22. Rf1 Rac8 23. Rf4 Qd7?

Black should have gone for the perpetual with 23...Qa1+ 24. Rf1 Qd4 as 24. Be1 pins White's piece unnecessarily.

24. Qf2 Re7?

A better defense of f7 is 24...Bd5 so Black can push e5 and activate his Queen.

25. Be3?! Bd5 26. Rf6!!



The crusher, which must have caught Black unprepared.

26. ...Bxf6

No better was 26...Bxb3 27. Qh4 h5 28. Qg5 Bd8 29. Rxh5 +-

27. ef e5 28. Bxd5 Qxd5 29. Rxh7! g5 30. Rg7+ Kh8 31. Qe2 1-0

A beautiful win both positionally and tactically (Yu)

White: Ross Colby,  
University High, Arizona (1966)  
Black: Winston Chiang,  
Independence, CA (1685)  
French Defense

1. e4 e6 2. Nf3 Ne7?!

Better is the normal 2. ... d5.

3. d4 d5 4. e5 c5 5. c3 Nec6 6. Bd3 cd

Black has transposed into an Advanced variation a tempo down, and he now gives up tension in the center. His only consolation is rapid Kingside development, something which the Advanced Variation is supposed to inhibit.

7. cd Bb4+ 8. Nc3 b6

To exchange off his bad Q Bishop

9. Qe2 a5 10. 0-0 Bxc3 11. bc Ba6

Black finally gets what he wants (he had to take on c3 to prevent 12. Nb5) at the cost of development.

continued p. 19

# AN ANTIDOTE TO THE QUEEN'S INDIAN

**White:** Stempin

**Black:** GM I. Farago

Polanica Zdroj, 1983

## Queen's Indian Defense

1. d4 Nf6 2. c4 e6 3. Nf3 b6

Farago has chosen the Queen's Indian Defense rather than contesting the center with pawns as in the Queen's Gambit Declined, which would be reached after 3. ...d5. As early as move three, then, we can speculate on the plans envisioned by each player. Stempin will play for a powerful pawn center behind which he can mass his pieces for an attack. The object of that attack will not become clear until later in the game, but most likely will involve a demonstration against the castled King on g8 or an invasion down the c-file. Farago, for his part, will contest the formation of this center. He has declared by his third move that he wishes to battle for control of e4 and d5 with his pieces rather than his pawns. Particularly the Nf6, the Bb7, and the King's Bishop, which will move to b4 and prevent White's Queen Knight from assisting in the quest for e4 and d5.

### 4. a3

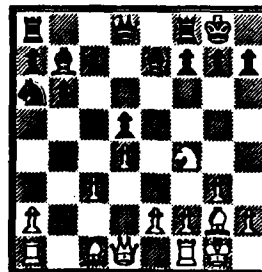
This prophylactic move was popularized by Petrosian and forged into a fearsome weapon by Kasparov. (We will see how fearsome in a moment!). The strategic idea is clear: by preventing Black from playing Bf8-b4 White removes a Black piece from the battle for the center. If Black proceeds quietly with 4. ...Bb7 5. Nc3 Be7? 6. Qd5! he will find it impossible to prevent e4 by White.

This leaves Black two choices: he can concede that his original conception of long-range central occupation has been frustrated by White's careful play, play d5 to prevent e4, and take solace that White has taken time out to play a3. Alternatively, he can allow e4, but under circumstances favorable to himself. He will fight in the center with c5 and use his pieces to control d5, hoping his counterplay will prevent White from methodically building a deadly attack. So...

### 4. ...Ba6

Surprised? Farago attacks the c4 pawn, causing Stempin to alter his plans for the moment, but Farago does not fantasize about winning the c-pawn. The strategic thought behind his move is intertwined with the history of the opening.

Let us digress and consider the natural 4. ...Bb7. 5. Nc3 is clearly White's intention. 5. ...d5 Black must both prevent d5 and a subsequent e4. Surprisingly, after this natural move Black gets an extremely difficult game. White plays 6. cd and Black is faced with the choice of two evils. If he recaptures with the pawn, White will post his light-squared Bishop on the g2-d5-b7 diagonal. Since White's Bishop is attacking the pawn, and Black's is only defending it, White will retain an edge. The diagram shows an example of Black's difficulties in these positions:

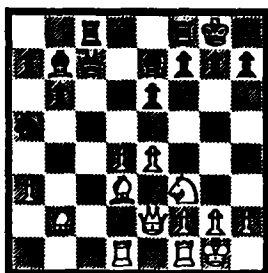


White threatens to play c4, exchange on d5, play Qb3 to tie Black to the defense of the d5 pawn, exchange dark-squared Bishops with Ba3 (the White Bishop cannot participate in the attack on d5, but its Black counterpart can, it can remove White's fine Knight on f4 and ease the pressure by removing an attacker), and finally double Rooks and penetrate down the c-file. So Black tried 1. ...c6 in order to meet c4 with dc, but after 2. e4 de (else 3. e5) 3. Bxe4 Black has traded one weakness for another. The lame duck on d5 is gone, but the c6 pawn is pinned and blocks the Bb7. Furthermore, White's control of the center allows a Kingside coup. Black collapsed after 14. ...Nc7 15. Qc2 g6 16. c4 Bf6 (Note 16. ...Qxd4? 17. Bb2 Qc5 18. Rad1 Rad8 19. Nxe6 +-) 17. Bb2 Re8 18. Rfd1 Bg7 19. Bg2 Ne6 20. d5! cxd5 21. Nxd5 Qb8 22. Bxe7! Kxe7 23. Qc3+ Kh6 24. Re1 (threatens Re4-h4) Nc7 25. Qd2 Kg7 26. Qd4+ Kh6 27. Qf4+ Kg7 28. Qc7 and White chalks up a big W.

Black's second choice can also be disastrous. If Black recaptures on d5 with a piece keeping the diagonal open White can immediately play e4 and attack. The

## by Seth Rothman

following position could have been reached after 1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. a3 Bb7 5. Nc3 d5 6. cxd5 Nxd5 7. Qc2 c5 8. e4 Nc3 9. bc and a subsequent cd by Black. Now we transpose into Kasparov-Portisch 1983.



Kasparov rocked Portisch with 17. d5!! e4 18. ed Bxd5 19. Bxh7+ Kxh7 20. Rxd5 Kg8 21. Bxg7!! Awesome: the Kingside is laid bare. That Portisch last until move 35 is a tribute to his defensive skill. Quickly, 21. ...Kxg7 22. Ne5 Rfd8 23. Qg4+ Kf8 24. Qf5 f6 25. Nd7+ Rd7 26. Rd7 Qc5 27. Qh7 Rc7 28. Qh8+ Kf7 29. Rd3 Nc4 30. Rfd1 Ne5 31. Qh7+ Ke6 32. Qg8+ Kf5 33. g4+ Kf4 34. Rd4+ Kf3 35. Qb3+ Resigns. If anyone tells you Chess is a science and not art, show them this game. Kasparov's intuitive sacrifice is a masterpiece of inspiration and creativity, not calculation.

But, back to Stempin-Farago. Farago must have seen Portisch's demolition, hence his rather wise decision to allow e4 but achieve counterplay based on ...c5. How should Stempin protect his c4 pawn?

### 5. Qc2

The Queen supports e4, but the d5

push will be more difficult without the Queen on d1. Note, if 5. e3 or 5. Nbd2 Black may safely play 5. ...d5 and White's pieces will be out of place as compared to the examples above. Black will therefore have enough time to create central counterplay and retain equality.

### 5...Bb7

What's this? Black violates opening principles to move the same piece twice. For now suffice with the explanation that White's a3 did not develop a piece, so Black can afford to give back a tempo in this relatively closed position (pawns have yet to be exchanged).

### 6. Nc3 c5

White's move is easy to understand, he's playing to achieve e4, Black for his part will allow this but secures himself part of the center with ...c5. But why the weird move order by Black? Why not 4. ...c5? Because then White may answer 5. d5! and he controls the important central squares. I'll let Kasparov explain it to Gligoric and we can watch. 1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. a3 c5?! 5. d5 Ba6 6. Qc2 exd5 7. cxd5 g6 (Not 7. ...Nxd5? 8. Qe4+. This tactic is the reason Farago moves his Bishop twice before playing ...c5 in our main line game). If 4. a3 Ba6 5. Qc2 c5 6. d5 is possible since 6. ...exd5 7. cxd5 Nxd5 8. Qe4+ and we're back to Kasparov-Gligoric 8. Bf4!? (An innovation by Kasparov aimed at trading the d5 pawn for the d6 pawn after d7-d6, when the opened center will favor White who is better developed.

Timman beat Larsen with the more natural plan of Nc3/g3/Bg2/O-O/Re1/e4 which is also playable.) 8. ...d6 (Forced, if 8. ...Bg7 9. Bd6 and the King is embarrassed for a home.) 9. Nc3 Bg7 10. Qa4+ (The point of 8. Bf4 is becoming clearer, now the Queen must interpose or the d6 pawn is lost.) 10. ...Qd7 11. Bd6 Qxa4 12. Nxa4 Nxd5 13. O-O-O (Kasparov occupies the newly opened file first.) 13. ...Ne7 14. e4 Bxf1 15. Rxf1 Nbc6 16. Nc3 (Poor Gligoric can't get castled, if he castles Kingside 17. Nd5 is strong, and if Queenside 17. Ng5.) 16. ...Rd8 17. Nb5 Rd7 18. Bf4 Rd1 19. Rd1 O-O (finally) 20. Rd7 Ra8 (forced) 21. Bd6 Nc8 22. Nc7 Rb8 23. Na6 Ra8 24. Bf4 N8e7 25. Bd6 Nc8 26. Bg3 (After demonstrating to Gligoric his helplessness for both time on the clock and psychological effect, Kasparov embarks on the winning bind.) 26. ...N8e7 27. Bh4 Bf8 28. Bf6 Rd8 29. Rc7 Re8 30. g4 Bg7 31. g5 Bf8 and White won by advancing team Kasparov as far up the board as possible before exchanging into a won ending. Back to Stempin-Farago.

### 7. e4

Thematic, but let's look briefly (I promise) at White's alternatives: Portisch has continually tried 7. e3 with the idea of allowing Black to double his f-pawns in exchange for the two Bishops, but this passive move does not cause Black significant problems. e. g., 7. e3 cxd4 8. exd4 Be7 9. Bd3 Bxf3 10. gx3 Nc6 11. Be3 Rc8 = The gambit 7. d5 was refuted by

## Antidote

*continued from p. 15*

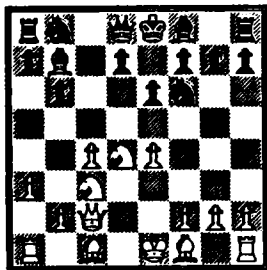
Marianovic thus: 7. d5 exd5 8. cxd5 Nxd5 9. Bg5 (9. Qe4+ Qe7) Be7! 10. Qe4 Nxc3! 11. Qxb7 Nc6 12. Bxe7 Kxe7! and the Queen is trapped and lost.

After 7. dc, Yusupov's idea, Black gets easy equality, e. g. 7. dxc5 bxc5 8. Bg5 Be7 9. e3 d6 10. Be2 Nh5 11. Bxe7 Qxe7 12. b4 Nc6 13. bxc5 dxc5 14. Rb1 Nf6 15. O-O O-O=

After 7. e4 White threatens d5 in earnest so Black follows through with his strategic plan of preventing this for good:

7...cd 8. Nxd4

We have come to an important crossroads, Black has tried three plans of development, and this position is the tabia of the entire ...Ba6 variation.



Farago played the older 8...d6.

Let us examine Black's two alternatives:

a) 8...Bc5 Kicking the Knight with tempo, nevertheless both Konikowski and Ribli in their books on the Queen's Indian criticize this move because it allows the capture of this important defensive piece. The point is that after 9. Nb3 Black cannot take the time to play 9...Be7 since 10. e5 Ng4 11. Qe2!

favors White. Early games in this line showed Black getting smashed after 9. Nb3 Nc6 10. Nxc5 Nd4 11. Qd1 bxc5 12. Be3 e5 13. Bd3. For example, Psakhis-Karner 1983 continued 13...a5 14. O-O d6 15. f4 h6 16. Rb1 O-O 17. b4! ab 18. ab Rxa3 19. Bd2 Qa8 20. fxe5 Nxe4 (20...dxe5 21. Rxf6!) 21. Bxe4 Bxe4 22. Nxe4 Qxe4 23. ed and White's Queenside pawns decided the issue in his favor. However, this did not signify the death of the ...Bc5 variation. The dark-square blockade merely had to be implemented more carefully. A more recent game (Vyzmanavin-Salov 1986) showed how to equalize thus: 10...bxc5 11. Bd3 d6 12. O-O O-O 13. Bg5 h6 14. Bh4 g5 15. Bg3 e5 16. Qd1 a5 17. Rb1 Rb8 18. Re1 Kg7 19. f3 Bc8 20. Bf2 Be6 = Salov, in fact, went on to win the game. The success of this Nimzowitschian strategy has dissuaded White players from taking on c5 and has resulted in the popularity of 8...Bc5 amongst the defenders. It has recently superseded 8...d6 as the main line. Surprisingly, though, Black's results do not justify this new-found faith in 8...Bc5. The latest word appears to be Novrikov-Cernin 1987 which proceeded 9. Nb3 Nc6 10. Bg5 a6! 11. O-O-O Qc7 12. Kb1 Be7 13. f4 Ng4! = although White went on to win. The idea seems to be to play the ...d6 variation with the White knight banished to b3, a less than ideal square. Black's loss of tempo, however, allows Queenside castling for White with good results: e. g. Gurevic-Lerner 1987 9. Nb3 Nc6 10. Bg5 h6 11. Bh4 d6 12. O-O-O Qe7 13. Be2 g5 14. Bg3 e5 15. Nd5 Nxd5 16. cxd5 Nd4 17. Nxd4 Bxd4

18. Rxd4! exd4 19. Qa4+ Kf8 with a big edge for White, and Kasparov-van der Wiel 1988 went 9. Nb3 Nc6 10. Bg5 a6 11. O-O-O Qc7 12. Kb1 O-O-O 13. Qd2 d6 14. f3 h6 15. Bf4 Ne5 16. h4 Kb8 17. h5 with a big spatial edge for White which culminated with a winning sac on the queenside. Black's fear of Kingside castling in these examples stems from the threat of a quick f4-f5 by White since his King is safely on the queenside.

b) 8...Nc6. First played by Miles (against Christiansen 1985), the idea is to ease the defense with an immediate exchange. The game ran 9. Nxc6 Bxc6 10. Be2 (preparing e5 when Black does not have Ng4) 10...Qb8! 11. Be3 Bc5 12. Bxc5 bxc5 13. O-O Qe5 14. f3 Rb8 and the strongly centralized Queen gave Black the advantage. To combat this Queen maneuver White players have made 10. Bf4 the main line, and the latest word appears to be Ribli-Miles 1988 8...Nc6 9. Nxc6 Bxc6 10. Bf4 Nh5 11. Be3 Bc5 12. Bxc5 bxc5 13. g3 O-O 14. Be2 Nf6 15. O-O Qb8 16. Rad1 Rd8 17. f4 d6 18. Bf3 Qb7 19. Qe2 with a small edge for White. g3 is played to keep the Knight out of f4 and prepare f4 in case of Qe5.

What is the situation after 8...d6? In the next few moves both sides will develop their remaining forces to effective squares, but which squares? White will develop to attack Black's weaknesses. White's obvious initial target is the d6 pawn. He can play his Rooks to the half-open d-file in conjunction with a Knight on b5. If Black prevents this maneuver with ...a6, White will have a new target at b6. Additionally, White's long-term objective, after tying Black to the pro-



## Antidote

*continued from p. 16*

lection of d6 and b6, is to breach the Black defenses with e5 or c5. Since White controls more space at the moment he will be able to develop his forces to more aggressive squares than Black, eventually the opening of the position with the e5 or c5 break should favor the side with the better disposed forces. (Remember Kasparov's d5 break against Portisch.) Black's plan is to maintain successfully his hedgehog against White's pawn breaks, thus keeping the center closed until he can arrange his forces effectively. It will be harder for Black to develop because (1) the initiative is with White, so Black will have to pay a mind to defense; and (2) Black must maneuver with less terrain; he controls only three ranks compared to White's four. Once developed, Black will then prepare to claim his share of the center. This will require him to play one of his central pawns forward, usually the d6 pawn, since playing e5 will accentuate the weakness of d6, and give White control of d5. White's space advantage gives him a slight edge, but Black retains a trump: his two center pawns to White's one. Currently, White can remedy this by exchanging his c-pawn for Black's d-pawn after it moves to d5, so Black will also keep an eye out for the chance to play b5 and remove the c-pawn from its vigilant control of the center.

### 9. Be2

White prepares to castle, and guards g4 to prepare for Be3 without fearing Ng4. If 9. Bd3 the d-file is blocked and the bishop may be attacked by Nbd7-e5. If

9. g3? Nxe4 followed by f5. 9. Bg5 has also been tried with the idea of a quick f4-f5. By achieving f5 White hopes to force ...e5 and gain control of d5. A. Petrosian tried this against Sokolov, 1985: After 9. Bg5 a6 10. Rd1 Nbd7 11. f4 Be7 12. f5 Sokolov responded with the cold-blooded 12. ...O-O! With the White King still in the middle White must be careful about grabbing pawns. The game continued 13. fxe6 Nc5! 14. Nf5 (14. exf7+? Rxf7 15. Nf5 Nfxe4 16. Nxe7 Rxe7 17. Bxe7 Qxe7 and Black has a strong initiative) fxe6 15. Nxe7 (15. Nxd6? Bxd6 16. e5 Bxe5 17. Rxd8 Raxd8 and again Black gets a strong initiative for the material) 15. ...Qxe7 16. b4 Ncd7 and the game was eventually drawn.

### 9. ...Be7 10. O-O O-O 11. Be3 a6

What's this? White played Be3 to pressure the b-pawn and Black voluntarily moves its best defender. Black had, in fact, little choice. Without this precaution White can make things very uncomfortable with 12. Rad1 Nbd7 (else e5 is strong for White: 13. e5 dxe5 14. Nxe6) 13. Ndb5 Qb8 14. f4.

### 12. Rfd1

The right Rook. White Rooks will be placed on d1 and c1, the two files half-open.

### 12. ...Qc7

Black prepares to connect his Rooks and on c7 the Queen protects against e5 while avoiding the immediate threat of 13. e5 dxe5 14. Nxe6.

### 13. f3

White solidifies his center against a possible attack on the e4 pawn by Nbd7-c5 and clears f2 for his

Queen so that the Queen and Bishop can bear down on b6.

### 13. ...Nbd7 14. Rac8 Rac8 15. Bf1

White has finished developing first and now begins operations. Stempin clears the path to f2. Farago, meanwhile is still trying to untangle.

### 15. ...Qb8

Farago improves the position of his Queen. From b8 it can prepare b5 or participate in the Qa8-Bb7 battery if White is tempted into f4.

### 16. Qf2

Getting away from the Rc8 and attacking b6. Ostermeyer-Sokolov, 1984 saw the interesting Queen transfer 16. Qb3 Bd8 17. Qa2 Bc7 18. Kh1 Rfe8 19. Bg1 Nh5 20. b4 Qd8 21. Qd2 d5 22. Nde2 with a roughly equal position.

### 16. ...Bd8!?

A very interesting decision by Farago. He is attempting to play ...d5, believe it or not. Remember this is Black's grail in the position and must be accomplished at all costs. Farago's idea is to set up a Qb8-Bc7 battery and then play d5. Since the Bishop attacks White's h2 pawn, White will have no time to see to the d5 pawn. Another plan for Black is to develop his King's Rook by Rfe8 and Bf8: then he can play for d5 as soon as the White Queen moves as the Rook on e8 will threaten the e3 Bishop after ...ed, ed.

### 17. Kh1

Stempin is alert; he prepares to guard h2 with Qg1, or at least avoid losing the h2 pawn with check (read: loss of tempo). Santa-Torre was less alert against Ribli, 1984 and was punished for leaving the King on g1. He tried 17. b4 Re8

*continued p. 18*

## Antidote

*continued from p. 17*

18. Nb3 Bc7 19. Qh4 to protect h2, but now the Be3 is undefended so 19. ...d5! 20. c5 bxc5 21. Nxc5 Nxc5 22. Bxc5 Bf4! and Black had the advantage.

17. ...Re8

The Rook aligns opposite the Bishop on e3, but this is only a feint (in case the Queen removes its protection).

18. Qg1 h6

Believe it or not, it is Black who is going to attack on the Kingside, Farago brews the storm clouds and prepares g5.

19. b4!

Stempin calmly ignores Farago's wing demonstration by placing his faith in the solidity of the center. He begins to systematically squeeze Black by taking the c5 square away from Black's Knight, and prepares for the c5 break.

19. ...Bc7 20. Bf2

Avoiding tricks along the e-file.

20. ...Kh8

Preparing Rg8 and g5, Farago has begun to threaten the e4 pawn. His idea is to remove the f3 defender by g5-g4. So, the plans are set (finally) for the middlegame. Farago will try to undermine e4 and Stempin will play for c5, when his rooks will spring to life. The position is level because, although Stempin will succeed first, his pieces are not aggressively placed to take advantage of the open center.

21. Na4 Rg8 22. Be3

Stempin is playing accurately, he improves the position of his Bishop now that the Rook has left the e-

file, and holds up g5-g4 because of the weakness of the h6 pawn.

22. ...g5 23. Be2

Read the note to 22. Be3 again.

23. ...Rg6

Protecting h6 and opening the door for Rcg8.

24. c5! dxc5 25. bxc5 bxc5

26. Nxc5 Nxc5

The zwischenzug 26. ...Bxh2 is inferior because of 27. Qxh2 Qxh2 28. Kxh2 Nxc5 29. Nf5! White threatens to take on c5 and play Ne7 so 29. ...exf5 30. exf5 and Black is in big trouble because of his weakened Kingside.

27. Rxc5 Bd6

Black must dispute the c-file since his other rook is out of it on g6.

28. Rxc8 Qxc8 29. Nb5

Stempin plays for the two Bishops; he envisions 29. ...axb5 30. Rxd6 when Black must take time to protect the pawn on b5.

29. ...axb5 30. Rd6 g4!

Beautiful; Farago equalizes by achieving his own plan, now if 31. Bxb5 gxf3 and Black is winning.

31. Qd1

Threatening 32. Rd8 winning the Queen.

31. ...Kh7 32. Rd4

To protect the e4 pawn. Not 32. Bxb5 still because of 32. ...gxf3 33. gxf3 Nxe4! and the Knight cannot be taken since Bxe4 would be mate in one.

32. ...gxf3 33. Bxf3

If 33. gxf3 e5! and after the Rook moves the Black Queen goes by express to h3 with advantage.

33. ...e5 34. Rb4 Qc3!

Hitting the loose Bishop and the a-pawn.

35. Qc1 Qd3

Attacking the e-pawn rather than defend the b-pawn.

26. Bg1!

Stempin finds the best method of defense, he will meet captures on e4 with Qe3 and after the exchange of Queens will regain his pawn with Rxb5.

26. ...Nxe4?

A blunder in time pressure.

36. ...Bxe4 37. Bxe4 Nxe4

38. Qxe3 Qxe3 39. Bxe3 Nd6

40. Bxc5 is equal.

37. Qe3!

Stempin exploits the pinned Knight, if Black swaps Queens he will drop at least a pawn, e. g.

37. ...Qxe3 38. Bxe3 f5 39. Rxb5 and Rxe5.

37. ...Qc2 38. Re4!

If 38. Bxe4 White is embarrassed by 38. ...Qxg2+ 39. Bxg2 Bxg2 mate.

38. ...f5

Forced. If 38. ...Bxe4 39. Bxe4 and Bxg6 and White remains a piece ahead.

39. Qa7

If 39. Rxe5 Qxg2+

39. ...Rg7 40. Re2?

Stempin returns the favor, with 40. Rg4!! he could have maintained an edge: e. g. 40. ...fxg4 41. Bxb7 with the idea of Qa8 and Be4.

40. ...Qe2!

Sure, 41. Bxe2 Bxg2 mate.

41. Qxb7 Rxb7 42. Bxe2 b4!

43. axb4 Rxb4 1/2-1/2

A draw was agreed. It's Rook and pawn for two Bishops.

## High School

*continued from p. 13*

12. Ba3!

Making his pawn chain all the more formidable and preventing ...0-0.

12. ...Bxd3 13. Qxd3 Nd7 14. Rab1 Ne7 15. Nd2 0-0

Black finally gets to castle, but he can't unpin yet.

16. f4 Re8 17. Rf3 f5!

Takes the bite out White's Rook lifts by locking up the pawn structure.

18. cf Nf6 19. Re1 Nf5 20. h3 Rb8

The c-file seems more natural.

21. g4 Nd6

Black has succeeded in trading off White's dark square monopoly by threatening to hop to e4.

22. Bxd6 Qxd6 23. g5 Nh5 24. Re5

g6 25. Nf1 b5 26. Ng3 Nhg3

27. Rxe3 Rf8 28. Rf3 Qb6 29. h4

Rf5 30. Qe2 Re8 31. Rxf5 gf 32. h5 b4

And the race begins!

33. Qb2 Rb8 34. Rf2 a4 35. h6?!

A more direct way to create a passer is 35. g6 hg 36. hg.

35. ...b3 36. Kg2 a3!

Black takes control. If now

37. Qxb3 Qxb3 38. ab Rxb3 Black wins the endgame.

37. Qxa3 b2 38. Qe7 Qb7

Forced, but now White is busted.

39. Rxb2 Qxe7 40. Rxb8+ Kf7

41. Rh8 Kg6 42. Rg8+ Kh5

43. Rg7 Qa3 44. Rxb7 Qb2+

45. Kf3 Qxc3+ 46. Ke2 Qc4+

47. Ke3 Qc1+ 48. Kd3 Qa3+

49. Ke2 Qxa2+ 50. Ke3 Qb3+

51. Kd2 Qb2+ 52. Kd3 Qb5+

53. Kc3 Qc4+ 54. Kb2 Qe3+

55. Kb3 Qe3+ 56. Kc2 Qe4+

57. Kb3 Qxf4 58. Rg7 Qb8+!

59. Kc2 Qh8 60. Kd3 e5 0-1 A  
well played endgame by the underrated Chiang.

## Man vs. Machine

*continued from p. 9*

idea is 17. Nxf7 and if 16. ...h6 then 17. Nh7 anyway. The Cray now recognizes White's clear advantage.

16. ...Be8

A very useful defensive move, which isn't sufficient though.

17. Ng4

The Cray used 25 minutes here, leaving it with only 45 minutes left to move 40. By its own evaluation, it's now in big trouble.

17. ...Nxe4

If 17. ...h6 18. Nxf6+ gh 19. Bxf6 hg 20. Qh5! forces mate

18. Bxb7+ Kh8 19. Qxe4 Bxb2+

Do computers give spite checks?

20. Kh1 Qf4 21. Bxe7+ 1-0

Again the human interfered. The computer probably would have played on until mate after 21. ...Kxe7 22. Nxe6+.

In our first game a tactical oversight on my part cost me an advantage I had gained in the opening and I was unable to win the subsequent R+P ending. The Cray played that ending quite well, though only afterwards I learned that it didn't play double Rook endings nearly as well because of all the additional move possibilities.

From a psychological point of view, the human has the advantage that only he can learn about his opponent, which offsets the computer's advantage of never being tired, intimidated or surprised.

From a purely tactical point of view, a human should get the

machines 'out of book' as soon as possible. They will play good moves, but that will take them a longer time and cost them later. Attack them and trust yourself. Most machines still miss tactical elements such as a long-range diagonal attack, and otherwise make just plain bad moves (e.g. the trading of the three pawns for a piece).

The machine will play simple positions better than you, so don't simplify as a matter of principle—play your normal game. While it's true that their ability to calculate tactical possibilities is enormous, most machines will underestimate positions with enormous attacking potential, but no apparent concrete threats.

Finally, I do support the advance of computers in chess. What we must preserve is the nature of the chess struggle, and creating it is still uniquely human, not challenged by the coming of the computer. We must also preserve the right of choice for those who want to play only humans, only machines, or both.

### Bay Area Splinter: May

*Kolty Hurdle Race (Apr.6-May 11) TD: Fred Mayntz: Race 1: 1st/2nd-Alan Becker (2152) and NM Lee Corbin (2211); Race 2: 1st-Jim Humecky (1878), 2nd-Robert Peterson (1728); Race 3: 1st-Sam Fouts (1662), 2nd-Julie Regan (1647); Race 4: 1st-Phill Garcia (1300), 2nd-Lyle Buchmiller (1456). The Kolty-Campbell Chess club meets every Thursday night to play chess. They plan both weekly tournaments starting July 6, and a weekend tournament Sept. 2-4.*

## Romanishin

*continued from p. 3*

afraid to play in the last game, important game, without preparation, to make this move. I played normal and I lost in twenty moves. I lost in twenty moves and missed everything that tournament. After that I was very upset and I analysed overnight, analysing this variation with Bd3. All night I analysed it and then after that I had no opportunity to play it. After nine months I played against Petrosian in the Championship. I won the game with Bd3. Next round Polugaevsky won, played the same Bd3 against Gulko. But it's funny—if you find idea, you have no opportunity to play it. Maybe I played it once again only. But for instance Polugaevsky, I know he played many times, and Korchnoi also.

It hasn't come up on the board.

OR: Yes. Another idea of mine, an opening idea I think is mine, I started to play this, is what I played this tournament with Albur...

JS: *You played a6 and b5 (1. Nf3 Nf6 2. c4 e6 3. g3 a6 4. Bg2 b5).*

OR: And we played with this opening too, 1974 Soviet Championship, ended in draw. And in the Spain tournament I was talking about, against Schmidt and somebody else. I played many games with this variation and I think it was new. I think that nobody played before. In the 70's I played many game with Black and then after that I saw it was popular, Korchnoi started to play it and Mikhailchishin. I think that maybe this variation is more mine than in the Nimzo, because g3 was played before, but in this case, a6 never before.

JS: *Do you still look in the beginning for things? Can you still find things like a6 and b5?*

OR: Not, it is not easy. I can do it once or twice. It is almost impossible to find something new in the beginning.

### THE PROFESSIONAL LIFE

JS: *What have been your best results?*

OR: Not easy to say what is best...

JS: *Most memorable.*

OR: Any tournament I win (laughter) ... maybe Lenin-grad '77 ahead of Karpov, Smyslov—I shared with Tal.

It was Category 13. And Category 13 I won in Moscow 1985, with 12 GMS. I was second in Tilburg 1977 behind Karpov.

JS: *Do you have a favorite city to play in?*

OR: There are many places where I like to play in Europe. In Tilburg, Biel, Dortmund, many places. It is very seldom that I am going to the same place the next year. In the Soviet Union it is Erevan and I am going to play this year

JS: *That's also Cat 12 or 13, very strong...*

OR: I don't know. They are trying to arrange Category 12 maybe, if they manage it. It will be Petrosian Memorial Tournament. This year will be 60th anniversary of Petrosian birthday. They try to make it a good tournament.

JS: *How often do you like to play, how many tournaments per year?*

OR: That is problem because sometimes I have no opportunity to play for some months. For instance, last tournament I played in Belgrade, it was in December. After December I have no opportunity to play anywhere for three months. Now I am playing in Europe. And before that I played many tournaments. The problem is, the best thing is to play one tournament, then you have time to rest and prepare, about a month, 'til next tournament. It is best, but for me it is impossible. I would like, but it is impossible. I cannot do it.

JS: *Depends upon invitations...*

OR: Upon invitations and possibilities to play anywhere. Who knows? Sometimes I am going to tournaments even if I am tired. Because if I don't play this tournament I know that next I will have nothing, and I go to the tournament. It is problem now that there are many players and not enough tournaments for them.

JS: *What about keeping in chess shape. Is it just constant opening preparation or do you work on another phase of the game as well?*

OR: I think it is the problem of all chess players now, problem of time that everybody now is preparing openings and there are many tournaments that you have to see all the games. If you start to prepare openings you have no time to do anything else, because you have to go the tournament. Then you come back you see other tourna-

## Romanishin

*continued from p. 21*

ments and see openings and then you have to go to another tournament.

*JS: Do you think this isn't as good for creativity in the middlegame? When information was not passed so quickly people had time to work on other parts of the game. But now that everyone is preparing openings...*

OR: I think that it was better before. Now it is too much information and the time control is not enough.

*JS: Now that it is 40/2, too much emphasis on memorizing variations.*

OR: Yes and there are many players now. A lot of players. Was less players. A lot of strong players and all are preparing very well in the openings. You cannot play now like you could ten years ago. It started in '80. Chess is a little bit different now than before. Before you could maybe play not knowing so much in the opening like now. But now you have to know, because if you don't you can lose the game immediately, or you get a very difficult position or you don't get advantage. Earlier you could know less. For instance I had my best results and comparing what I knew at that time and what I know now, now maybe I know ten times more than earlier. I didn't know anything. I think the problem is computers also. If it is good for chess or not, I don't know.

*JS: Do you have an opponent you like playing because the games are always interesting?*

OR: The problem is that we are not playing, we are not trying to play good games, but we are trying to win. Now most important is the result of the game. I wouldn't say that I enjoy special games, just enjoy playing the game. Because you have to think about the result, the final result.

*JS: Now that you are a professional, the game is work, the result is important, do you still enjoy playing as much as when you were younger and it was a game?*

OR: I think less. Less because when I was young I could just play and thinking about my future, "I will win later in the future." I have to win now, or I should win yesterday already (laughing) or one year or two years ago. I have no time to wait til I'll be better and I'll win later. I have no time anymore.

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**Organizer/Information/Entries**

Peter Yu, 201 Student Union, UC Berkeley CA 94720, 415/642-7511, **no phone entries.**

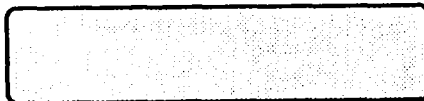
**Young Player***continued from p. 11*

45. h4 Ke6 46. Kg5, and White

Glueck-Mercuri, US Open 1988.  
1. e4 e5 2. Nf3 Nc6 3. c3 d5 4. Qa4  
Nf6 5. Nxe5 Bd6 (Leonhardt's  
 move) 6. Nxc6 bc 7. d3 0-0 8. Be2!

saw this move in a game in a book  
 by Estrin and Glazkov. Most  
 manuals overlook this resource.)  
11. Kxd1 Qxg2 12. Kc2 ed

California Chess Journal  
 c/o Peter Yu  
 2724 Channing Way #103  
 Berkeley, CA 94704

**FIRST CLASS MAIL****June 1989**

9-11	Las Vegas/National Open	
10	San Jose/Machado Park	FS
10-11	Novato (Sectional)	AM
17	St. Mark's Scholastic (Quad)	RO
24-25	Berkeley Class Struggle	PY
30-7/2	SF/Mechanics (Swiss)	MW

**July 1989**

1-2	Santa Clara Open (Action)	FS
16	Walnut Creek (Quads)	PB

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**Tournament Clearinghouse**

Alan Glasscoe	415-652-5324
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