

CHESS VOICE

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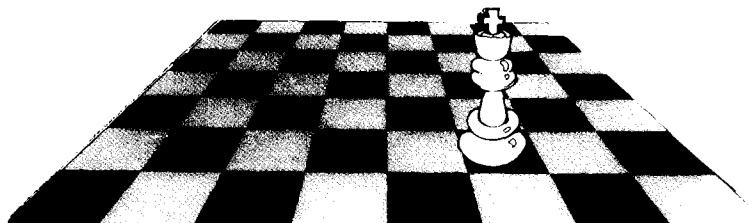
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COVER

Nationally reknowned artist Jim Spitzer of Santa Rosa has struck again with his U.S. Open commemorative cover. Besides drawing chess he also plays, although only with his family. Asked if he was a positional or tactical player he said, "I think I'm best at heckling."

The drawing on p. 28 is by Chicago artist Jules Stein, who is also the proprietor of the popular Chicago Chess Center, 2666 N. Halstead. Mimi McIntosh supplied "Knights Out" beneath President Spelling's welcoming letter.



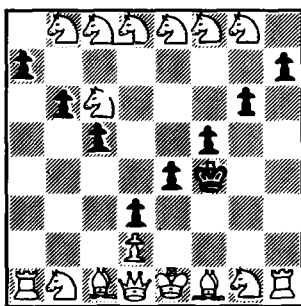
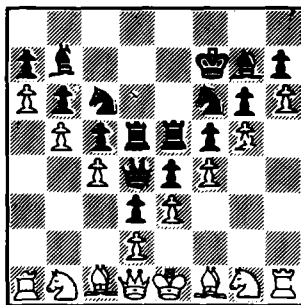
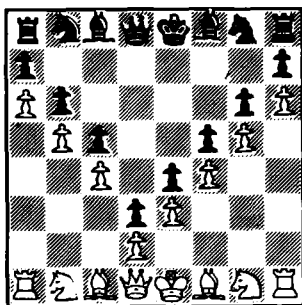
Letters to the Editor

Letters may be edited to conserve space and avoid repetition. Correspondence with the editor is assumed to be available for publication unless stated otherwise.

IMPORTANT UPDATE: IT'S LONGER THAN YOU THINK

First of all, on page 129 (*Chess Voice*, February-March, 1981), paragraph 1, 32B should read 28 B as is given below (paragraph 5). Otherwise the total for major moves would be 122 instead of the correct 118. There were some other typos but what was intended is clear and obvious to the reader. Possibly the typo, page 129, paragraph 5, which reads 50 more intervals instead of the correct 50 move intervals might be noted.

Now we give the correction to the figure (for the longest game), 6147, which should actually read 6148. Let's consider directly the case for the new "50 move rule." In the concluding paragraph, page 129, we mentioned that a sequence B, W, B, W, B, W, B of major moves would be necessary for this case. We were able to find recently the somewhat surprising result that for this case a sequence of major moves B, W, B, W, B is possible. In fact we shall actually get the sequence 13B, 42W, 48B, 14W, 1B.



It is clear that the position of diagram A can be reached after a sequence of 13 major moves by Black followed by 19 major moves by White. So we can start with 13B, 19W. Diagram A leads easily to diagram B. After capturing and then promoting White will have made an additional 23 moves. So now we have the sequence 13B, 42W. After this sequence we can obtain a position such as that of diagram C. Now we continue by advancing the Black pawns. The Black pawns will make 35 moves in promoting and one of these moves will be simultaneously a piece capture by the Black pawn at d3. Also note that 2 of the 8 promoted Black men will have promoted to knights. There now remain 7 promoted White pieces and 6 original White pieces, which Black will capture in the same sequence. So, to the 35 moves by Black in promoting, we add 13 more major moves for the captures of the White pieces to get the sequence 13B, 42W, 48B. The White king now captures 6 Black men, leaving the 2 promoted Black knights. The sequence is now 13B, 42W, 48B, 6W.

We suppose now that Black does not succeed in mating White. White made the last capture so there is no alternation of color when the White pawn at d2 advances, promotes and then captures the 2 Black knights. These promotions and captures require 8 moves by White to give us 13B, 42W, 48B, 14W. Finally, the lone Black king captures the remaining White piece, leaving the 2 kings and the final sequence: 13B, 42W, 48B, 14W, 1B. This gives a total of 118 major moves as before.

Here there are 4 alternations in color of major moves compared to the 6 we obtained previously. This will increase the count by 2 half moves or 1 whole move. So the count for the new "50-move rule" should be 6148 moves.

Similarly we could get a sequence B, W, B, W, B for the old "50-move-rule." Diagram 3, page 129 was reached after a sequence 12B, 20W. At this point we continued with the captures by Black at a4, c4, e4, and g4. We should have continued with the captures by White on b6, d6, f6, and h6. We could then have gotten the position of diagram 4 page 129 by a sequence B, W, B, instead of B, W, B, W as in the article. In fact, if White captures at b6 etc., promotes and captures the 3 remaining Black pieces, followed by Black capturing on a4, c4, e4 and g4 it is easy to see that only the 2 kings will remain after a sequence 12B, 35W, 43B, 24W, 4B of major moves, but there are only 4 alternations of color compared to 5 previously so the count is increased by $\frac{1}{2}$ move to 5948 for the old "50-move rule."

I had examined the position of diagram 3 several times before submitting the article and repeatedly overlooked the possibility of promoting all 8 Black pawns. Although we erred at the time, fortunately it did not involve major moves so we were only off by one move and with the consolation of finding an interesting result for the case of the new rule.

In view of our error we feel obligated to show that the figure of 6148 is indeed not subject to change. First of all, the figure of 118 major moves is a maximum. Allowing for every possible pawn move and piece capture, there is an absolute limit of 126 major moves possible. It was shown in the article that 8 moves must be simultaneously captures in order to promote all 16 pawns. In fact consider a Black pawn and a White pawn on the same file. If there is no capture by either pawn, there can be at most 4 moves by these pawns instead of the 12 that are possible with a capture of a piece by one of the pawns, so omitting even 1 capture can affect the count by 8 major moves or 400 moves in all.

So the only possibility of error in the count involves the number of alternations in color for major moves. It is easy to show that the sequence B, W, B, W, B just given for both cases is minimal. Beginning as before with a sequence of Black pawn moves, which increases the count by $\frac{1}{2}$ move, the pawns can only advance as far as White's third rank but obviously cannot promote then without capturing White pawns. Hence, after a sequence of Black pawn advances there must be at least one White pawn move. This gives us a sequence of B, W. But as indicated in the article, White cannot then pass all of his pawns in one sequence since he would need to capture 8 Black pieces and only 7 are available. So at least one White pawn must remain. Now Black advances giving us the sequence B, W, B of major moves. Now White has at least one pawn remaining which advances and promotes. The Black then makes the final capture(s). This gives us the sequence B, W, B, W, B and it is clear that this is minimal for either case. So I think you can rest assured that the figure 6148 for the new rule is not subject to change.

Sidney J. Rubin
Los Angeles, CA

This may seem like a lot of space for a one move amendment, but we chess players know the importance of an extra tempo — so that extra move may be termed "a major move." Readers may care to

cont. on p. 34

Welcome to

Dear Chess Enthusiast,

As chairman of the Northern California Chess Association (CalChess) it is my honor and privilege to welcome you to the 1981 U.S. Open in Palo Alto. It has been twenty years since the last Open took place in Northern California, and we particularly want to welcome those chess players who participated in the 1961 Open in San Francisco. Their presence in Palo Alto illustrates that continuum of friendship and enthusiasm which contributes to a lifetime of satisfaction for all players. We are a community with a unique blend of special friendships, created in an atmosphere of rivalry.

It is that feeling, created during the drama of each contest which makes chess more than just another game. It is not art. It is not science. It is not sport. It is chess.

This tournament differs from weekend opens because the leisurely pace of play provides time for players and their families to sample the pleasures of the areas near the tournament site. The Bay Area has just about everything to offer within a thirty-mile radius. You may choose to take in a matinee at San Francisco's American Conservatory Theater or to dine in one of its famous restaurants, such as La Bourgogne, L'Etoile, or Kan's. There is the view from Coit Tower at the top of the world's most crooked street, or a stroll through Chinatown may be your pleasure. There are excursion boats on San Francisco Bay, and the really enterprising can arrange to sail a rented craft.

About 15 minutes south of Palo Alto are some of California's finest wineries, such as Mirassou and San Martin (Richard Fauber, once a wine critic, who mans our **Chess Voice** booth, can give you suggestions and directions to get there). Who knows, while sipping a Chardonnay in a tasting room, you may conceive an opening innovation and come back that night to play the Bouquet Attack.

CalChess

It would be remiss of me to neglect this opportunity to tell you something about CalChess' north state activities. Our officers are a diverse group (I'm the one with the T-shirt that says "CHESSTY"; Richard Fauber is the wine critic). Seriously, however, many of our officers and directors specialize in directing weekend tournaments; for others, organizing scholastic and junior chess activities takes top priority. There are several club directors and a sprinkling of people who can just be counted on to help out, regardless of what the event, so long as it is chess.

We are trying to design our yearly program to offer something in all the different forms of chess competition and activities. We subsidize a scholastic championship and offer stipends to junior high and high school teams to go to national championships. We sponsor a Northern California Team Championship with entry fees under \$15.00 per team. There is also our tournament of club champions — another part of our effort to knit the players of Northern California closer together.

For the casual (or, at that, the fanatic) weekend player, we are in the process of instituting a CalChess Circuit with annual prizes in the various classes — rather like Church's Grand Prix, but with a scoring system based on performance rather than prizes won. For the masters we hold the Masters Open.

For everybody we offer **Chess Voice**, buy that's what you're reading now, and you can draw your own conclusions about it. This issue is larger than usual, but a normal issue runs about 24 pages of games, master and grandmaster analysis, humor, tournament director affairs, photo essays, and offbeat chess articles which may either tickle your fancy or turn you off (talk to the editor, not me, about that part).

Back to the Board

I don't want to take too much of your time; pretty soon you'll be on the move. Let me leave you with the wish that you will find this U.S. Open a rewarding experience which you will long remember. The CalChess officers and directors will do everything in their power to enhance your enjoyment of this visit. We're here to answer ques-

REGISTER OF U.S. OPENS

Year	City	Number	Winner(s)
1900	Excelsior, MN		L. Udemann
1901	Excelsior, MN		N. MacLeod
1902	Excelsior, MN		L. Udemann
1903	Chicago, IL		Max Judd
1904	St. Louis, MO		S. Mlotkowski
1905	Excelsior, MN		E.F. Schrader
1906	Chicago, IL		G.H. Wolbrecht
1907	Excelsior, MN		E. Michelson
1908	Excelsior, MN		E.P. Elliott
1909	Excelsior, MN		O. Chajes
1910	Chicago, IL		G.H. Wolbrecht
1911	Excelsior, MN		Charles Blake
1912	Excelsior, MN		E.P. Elliott
1913	Chicago, IL		B.B. Jefferson
1914	Memphis, TN		B.B. Jefferson
1915	Excelsior, MN		Jackson Showalter
1916	Chicago, IL		Edward Lasker
1917	Lexington, KY		Edward Lasker
1918	Chicago, IL		Boris Kostic
1919	Cincinnati, OH		Edward Lasker
1920	Memphis, TN	8	Edward Lasker
1921	Cleveland, OH		Edward Lasker
1922	Louisville, KY		S.D. Factor
1923	San Francisco, CA	12	Mlotkowski-Whitaker
1924	Detroit, MI		Carlos Torre
1925	Cedar Point, OH		A. Kupchik
1926	Chicago, IL		Leon Stolzenberg
1927	Kalamazoo, MI		A.C. Margolis
1928	South Bend, IN		Leon Stolzenberg
1929	St. Louis, MO		H. Halbohm
1930	Chicago, IL		Factor-Whitaker
1931	Tulsa, OK		Sammy Reshevsky
1932	Minneapolis, MN		Reuben Fine
1933	Detroit, MI		Reuben Fine

(American Chess Federation)

1934	Chicago, IL		Reshevsky-Fine
1935	Milwaukee, WI	30	Reuben Fine
1936	Philadelphia, PA		I.A. Horowitz
1937	Chicago, IL	39	D.S. Polland
1938	Boston, MA	42	Horowitz-I. Kashdan
1939	New York, NY	28	Reuben Fine

(U.S. Chess Federation)

1940	Dallas, TX	27	Reuben Fine
1941	St. Louis, MO	27	Reuben Fine
1942	Dallas, TX	18	H.Steiner-D.Yanofsky
1943	Syracuse, NY	16	I. A. Horowitz
1944	Boston, MA	18	Sammy Reshevsky
1945	Peoria, IL	33	A. Santasiere
1946	Pittsburgh, PA	58	Herman Steiner
1947	Corpus Christi, TX	85	Isaac Kashdan
1948	Baltimore, MD	74	Weaver Adams
1949	Omaha, NE	70	Albert Sandrin
1950	Detroit, MI	120	Arthur Bisguier
1951	Fort Worth, TX	98	Larry Evans

tions and generally do whatever possible to make your stay pleasant. If you play a particularly good game, we may even let you demonstrate it for us — and we hope you all have at least one, for that is the greatest reward in chess.

With best wishes,
RAMONA SUE WILSON
CalChess Chairman

the U.S. Open

1952 Tampa, FL	76	Larry Evans
1953 Milwaukee, WI	181	Donald Byrne
1954 New Orleans, LA	110	Larry Evans
1955 Long Beach, CA	156	Nicholas Rossolimo
1956 Oklahoma City, OK	162	Arthur Bisguier
1957 Cleveland, OH	175	Robert Fischer
1958 Rochester, MN	139	Eldis Cobo
1959 Omaha, NE		Arthur Bisguier
1960 St. Louis, MO	176	Robert Byrne
1961 San Francisco, CA	198	Pal Benko
1962 San Antonio, TX	144	Antonio Medina
1963 Chicago, IL	264	William Lombardy
		Robert Byrne
1964 Boston, MA	229	Pal Benko
1965 San Juan, P.R.	163	P. Benko
		W. Lombardy
1966 Seattle, WA	201	P. Benko
		R. Byrne
1967 Atlanta, GA	168	Pal Benko
1968 Aspen, CO	172	Bent Larsen
1969 Lincoln, NE	197	Pal Benko
1970 Boston, MA	303	Bent Larsen
1971 Ventura, CA	400	Walter Browne
		Larry Evans
1972 Atlantic City, NJ	354	Walter Browne
1973 Chicago, IL	778	Norman Weinstein
1974 New York, NY	549	Pal Benko
		V. Hort
1975 Lincoln, NE	370	P. Benko
		W. Lombardy
1976 Fairfax, VA	563	Anatoly Lein
		Leonid Shamkovich
1977 Columbus, OH	442	Leonid Shamkovich
		Andy Soltis
		Tim Taylor
1978 Phoenix, AZ	500	Joseph Bradford
1979 Chicago, IL	563	Florin Gheorghiu
1980 Atlanta, GA	385	Florin Gheorghiu
		John Fedorowicz

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To all U.S. Open players (except twelve):

It is a pleasure for me to welcome you to this year's U.S. Open Championship. For decades the U.S. Open has been the North Star for active players charting their tournament plans. It is the fixed point around which all major summer tournaments are scheduled. Many of these tournaments have come and gone, but the U.S. Open remains an ever-popular event.

I'm pleased to report that, even with all the outstanding tournaments being held this summer, the U.S. Open continues to stand out. Much of the credit for this goes to John Sumares and his Northern California colleagues, who have put together such splendid arrangements for us.

As USCF's President, I'd like to invite each of you to participate in the USCF Membership Meeting, scheduled for Friday, August 7 and to watch USCF's Delegates in action on August 8 and 9 as they address the major issues before the Federation. I would also urge that you take part in some of our many workshops dealing with so many facets of chess development and administration. You may also enjoy reviewing the special exhibits planned for you.

I wish you good positions, brilliant combinations, deep strategy, and exciting chess in all your games.

I know firsthand that the U.S. Open provides both keen competition and good friendships. I've cherished the times I've spent with my opponents — both at and away from the board — at many past U.S. Opens.

Oh, that's were you other twelve come in. You see, I'm still a player first and an official second. When the meetings are over each day, I'll be seeing you at my board. So, on those days, I wish you twelve just exciting chess!

Cordially,
Gary H. Sperling,
USCF President

For those 12 who get paired with President Sperling this game may serve as a portent. It comes from the 1975 U.S. Open. Sperling's knights dance like Pavlova but with the weight of elephants on the opponent's position.

King's Indian Attack; G. Sperling@T. Unger: 1 Nf3, Nf6; 2 g3, g6; 3 Bg2, Bg7; 4 0-0, 0-0; 5 d3, d6; 6 Nbd2, c5; 7 e4, Nc6.

So far it has been a pretty equal engagement, but Black has more opportunities and so also equal chances to go wrong first.

8 a4, Bd7; 9 Re1, Ne8; 10 Ne4, Nc7; 11 c3, b5; 12 ab, Nb5; 13 Bd2, Qc7; 14 Qc1, Rfb8; 15 Bh6, Bh7?

Rather optimistic; White is brewing a storm of unexpected power. Later Black should admit over-optimism and return the bishop to g7. His failure to do so is his demise.

16 Ng5, a5; 17 Qf4, Be8; 18 Ne3, Ne5; 19 Nd5, Qd8; 20 Ne6!, Qe7; 21 Qh4, Rb7; 22 Nf8!, Qd8; 23 Nd7, Kh7; 24 Bf8, Kg8; 25 Be7, Re7; 26 Ne7, Kg7; 27Red1, Ra7?; 28 Nf5, gf; 29 Qd8, Bd7; 30 ef, Bf5; 31 Qb6 1-0.

He's tough but fair. — editor.



FROM EXCELSIOR TO PALO ALTO

A HISTORY OF THE U.S. OPEN

By Myron A. Johnson

In the summer of 1900 a small group of midwestern chess players met in the small resort of Excelsior, Minnesota on the shore of Lake Minnetonka to create the Western Chess Association and to hold the first in an unbroken series of annual tournaments which have spanned this century.

If you tell your barber or a gas pump jockey that you're getting ready to play in the U.S. Open, he will probably ask if it's golf or tennis, but the oldest U.S. Open in the sporting world is our chess open, which has evolved from humble beginnings at the Western Open in 1900.

The first few "Westerns" were modest affairs with small turnouts of between 10 and 20 players and featured small prizes and appropriately mediocre chess. Until 1915 the tournament was held 10 times in Excelsior and also in Chicago, St. Louis, and Memphis. Early winners included Jackson Whipps Showalter, Max Judd, Oscar Chajes, and Norman MacLeod. Usually the players would contest a preliminary section in a round-robin format to determine a final section which then played for the prizes. Sometimes only one section would be used. In the early years players from the Atlantic states were not permitted to play.

Edward Lasker, a European immigrant, dominated the "Western" from 1916 to 1921, during which time he was first five times and tied for second behind Boris Kostic in 1918.



Edward Lasker, United States

At the 1917 Open in Lexington Lasker sprang this bubbly counterattack on his chief rival: Ruy Lopez; J.W. Showalter — Ed. Lasker: 1 e4, e5; 2 Nf3, Nc6; 3 Bb5, a6; 4 Ba4, Nf6; 5 d3, b5; 6 Bb3, d6; 7 Ng5?, d5; 8 ed, Nd4; 9 d6, Nb3; 10 dc, Qc7; 11 ab, Bb7; 12 0-0, h6; 13 Nf3, Bd6; 14 Re1, 0-0; 15 Nbd2, Rad8.

The kind of game Lasker loved to play — smooth development and lots of lovely open lines. If now 16 Ne4, Ne4; 17 de.

16 c3, e4; 17 de, Ne4; 18 Qc2, Nd2; 19 Bd2, Bf3; 20 gf, Bh2; 21 Kg2, Rd6!; 22 Re4, f5; 23 Rh4, Qd8.

Black's pieces flow up and down the files while White's are a jumble of discoordination.

24 Rh2, Rd2; 25 Qc1, Qg5; 26 Kh1, Rfd8; 27 Qe1, Kh7; 28 Qc1, R1d6; 29 c4, Qd8; 30 Qc3, Rd1; 31 Rd1, Rd1; 32 Kg2, Qg5; 33 Kh3, Rg1, 34 Qd4, Qh5; 35 Qh4, Qf3; 36 Qg3, Rg3; 37 fg, f4; 38 Kh4, Qg3; 39 Kh5, Qg5 0-1.

The Mechanics' Institute in San Francisco, already a venerable institution at the time, hosted the tournament in 1923. There were

coast-to-coast winners in Norman T. Whitaker and Stash Mlotkowski, the latter being also named California state champion for his feat. When the tournament moved to Detroit in 1924, the 19 year-old Mexican genius Carlos Torre topped the field while 12 year-old Sammy Reshevsky finished fifth.

Stronger master tournaments were held in conjunction with the "Western" in Chicago, 1926, and in Kalamazoo, Michigan, 1927. That year other chess patrons founded the National Chess Federation with hopes that this would prove to be a truly unifying organization for the promotion of United States chess.

Despite the onslaught of the Great Depression, the "Western" continued to be an annual event. It reached its economic trough ahead of the rest of the economy in Tulsa, 1931, won by Reshevsky, then all of 19. The first prize consisted of "... a few cordial words."

If money was short, talented American chess players were becoming abundant in the 30s. Reuben Fine won first in Minneapolis, 1932 followed by Reshevsky, Fred Reinfeld, and Herman Steiner. Fine won again in 1933 in Detroit with Reshevsky second and Arthur Duke (then Alekhine's nemesis) third.

This was the last "Western" since in 1934 a successor organization, called the American Chess Federation was formed. This group also continued to hold an annual tournament, and for a few years there were two competing national chess organizations. In 1939 the National and American Chess Federations merged to form the United States Chess Federation. Thereafter, the annual tournament was called the **United States Open**.

The tournaments sponsored by the ACF from 1934-39 were strong exciting events. Fine and Reshevsky tied for first among 32 players in Chicago, 1934. Fine won \$250 for finishing first the next year in Milwaukee with Duke second and Isaac Kashdan third. Against one of the most dangerous players in America at that time he won an important game. Over 20 years later he said of this game: "I look upon [it] as one of the best in this collection."

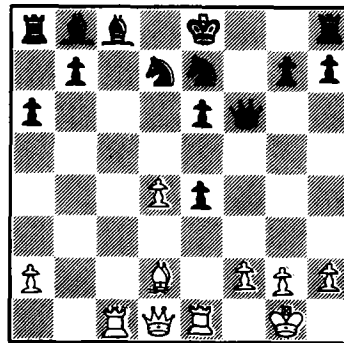
Queen's Gambit Declined; R. Fine — A.C. Simonson: 1 d4, d5; 2 c4, e6; 3 Nc3, c6; 4 e3, Nd7; 5 Nf3, Bd6; 6 Bd3, f5; 7 cd1, cd; 8 Bd2!

It isn't always simple to find simple developing moves. The threat of Nb5 and Bb4 cost Black time, and Black's Q development on the 9th move develops further difficulties. White is also ahead in the race to occupy the QB file.

8 ... a6; 9 0-0, Qf6?!; 10 Re1, Bb8.

On the "normal" 10 ..., Ne7; 11 e4, fe; 12 Be4, de; 13 Ne4 gets back the piece.

11 Rc1, Ne7; 12 e4!, fe; 13 Be4, de.



A shuddering 13 ..., 0-0 goes down to 14 Bh7, Kh7; 15 Re6. Now there is a storm of threats against the K in the center.

14 Ne4, Qf8; 15 Qb3, h6; 16 Qe6, Nc5; 17 Nf6, Qf6; 18 Qc8, Kf7;

U.S. Open cont.

19 Qc5, Rd8; 20 Qb4, Bd6; 21 Qb3, Kf8; 22 Re6, Qf5; 23 Rce1, Nd5; 24 Qb7, Rb8; 25 Rd6!, Rb7; 27 Rd8, Kf7; 27 Ne5, Ke7; 28 Rd5 and won in 32: 1-0.

At Philadelphia, 1936 I.A. Horowitz, whose lively magazine **Chess Review** had just gone into its fourth year of publication, emerged triumphant followed by Dake, Kashdan, Arnold Denker, and Abraham Kupchik. Against a weaker field in Chicago, 1937 David Poland of Brooklyn took first. Horowitz and Kashdan tied for first the next year in Boston while Fine came to the head of the pack once more in New York, 1939.

The first tournament under the aegis of the new USCF drew 27 players to Dallas in 1940 and again Fine did fine by scoring 8-0 in the championship finals.

World War II caused low turnouts the next few years (Remember "Is this trip necessary?"). In the 1944 Boston tournament Reshevsky had already clinched first prize before the last round. As he sat down to the board he told the director, "This is the only game I'm going to enjoy." Playing completely un-Reshevsky-like chess, he cut loose with a brilliant sacrificial attack.



SAMUEL RESHEVSKY

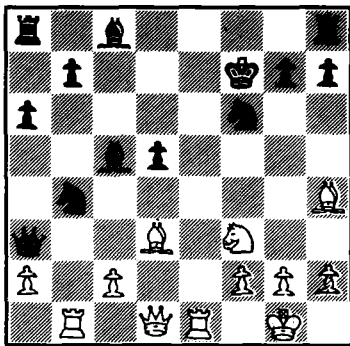
French Defense; S. Reshevsky — A. Vasconcellos: 1 e4, e6; 2 d4, d5; 3 e5, c5; 4 dc, Nd7; 5 Nf3, Bc5; 6 Bd3, Ne7; 7 0-0, Nc6; 8 Bf4, Qc7.

Reshevsky counsels 8 ..., Be7 to prepare castling without fear of the sacrifice on h7 and also notes that after 9 Nc3, Nde5?; 10 Ne5, Ne5; 11 Qh5 is a routine bust.

9 Nc3, a6; 10 Re1, Qb6?; 11 Bg3, Qb2?

White's position has been quietly simmering for a few moves, but now soup's on, and White is going to throw a little minestrone in Black's bowl.

12 Nd5!, ed; 13 Rb1, Qa3; 14 e6, Nf6; 15 ef, Kf7; 16 Bh4, Nb4?



Black cannot cope with Reshevsky having a good time. Best was 16 ..., Be7; 17 c4!, d4; 18 Ng5, Kf8; 19 Qe2, h6; 20 Ne4, Ne4; 21 Qe4 with a still brutal attack.

17 Ne5, Kf8; 18 Bf6, Nd3; 19 Bg7, Kg7; 20 Rb7!

Worth a diagram in itself. Everything but White's Q hangs.

20 ..., Be7; 21 Qh5, Rf8; 22 Qg5, Kh8; 23 Ng6.

What a generous man.

23 ..., hg; 24 Qh6, Kg8; 25 Qg6, Kh8; 26 Rbe7 1-0.

Yes, Middle America, chess has played in Peoria — in 1945 with New Yorker Anthony Santasiere coming first.

In the postwar years the U.S. Open began to change rapidly. The growing number of entrants necessitated the adoption of the Swiss System. It was used in a preliminary tournament in Pittsburgh, 1946 to select the final round robin sections. It was at Corpus Christi, 1947 that the Open became a Swiss System tournament. George Koltanowski was tournament director for the first time (he holds the record for the number of Opens directed with 13).

Although a new generation of chess stars was emerging — Donald Byrne, Robert Byrne, Arthur Bisguier, and Hans Berliner all played — the palm went to Kashdan. Kashdan had to be content with second the next year in Baltimore as Weaver "White to Play and Win" Adams was able to win with his beloved Vienna Game. But Arthur Bisguier, a point out of first came away with acclaim for the best game.

Queen's Gambit: A. Mengarini — A. Bisguier: 1 d4, d5; 2 c4, dc; 3 Nf3, a6; 4 e3, Nf6; 5 Bc4, e6; 6 0-0, c5; 7 Qe2, Nc6; 8 Rd1?!, b5; 9 Bb3, c4; 10 Bc2, Nb4; 11 a4.

It was about this time that 8 Rd1 was being put permanently out of business in this line. Black gets the two Bs and White has a hard time with the Q-side majority, a difficulty this thrust only compounds.

11 ..., Nc2; 12 Qc2, Bb7; 13 b3, cb; 14 Qb3, Bd5; 15 Qb2, b4; 16 a5, Qc7; 17 Bd2, Qb7; 18 Ne1, Qb5; 19 f3, Qe2; 20 Rc1, h5!; 21 e4, Ng4; 22 fg, hg.

There is no stopping the blistering "Biscuit" Bisguier: Ater 23 ed, Bd6.

23 Qc2, b3!; 24 Qd3, Qd3!

Very nice — the attacker trades down to a winning attack.

25 Nd3, Be4; 26 Nb2, Bd6; 27 g3, Kd7; 28 Nc3, Bf3; 29 Nca4.

There are some threats involved, but Black solves them by allowing White to win either rook!

29 ..., Rh2!; 30 Nb6, Ke7; 31 Bg5, f6; 32 Kh2, Rh8; 33 Kg1, Bg3; 34 Rc7!?, Bc7; 35 Kf2, Rh2; 36 Ke3, Rb2 and won in five — 0-1.

cont. on p. 29

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Saving money never tasted so good.

U.S. Open cont.

One name in American chess history never got the recognition it deserved. That was Albert Sandrin of Chicago. Plagued by failing eyesight, Sandrin never got to develop his career along normal lines, but he had a moment of well-deserved triumph at Omaha, 1949.

Onward Upward

In the late 1940s the number of players in the U.S. Open had averaged about 70, but at Detroit, 1950 it surged to a new record of 120. Bisguier took that one, while at Fort Worth, 1951 Larry Evans, also that year's U.S. Champion, gained the trophy, a feat he repeated at Tampa, 1952. In 1953 Milwaukee hosted the best organized Open till then — \$4,000 in prizes and the still fondly remembered Ernie Olfe as chief director — which went to Donald Byrne with the outstanding score of 10½-2½. Evans came back to win in New Orleans the next year.

When the Open returned to the west coast at Long Beach, 1955 there ensued the strangest finish in Open history. Reshevsky had played his last round game early and had beaten James Sherwin to score 10-2. Either Evans or Nicholas Rossolimo, who were paired, could tie Reshevsky by winning. The first prize was a 1955 Buick worth \$2,500 and the second prize was \$1,000. In the case of a tie these prizes were to be awarded on the basis of tie-breaking points. What happened was that Rossolimo won a seven and a quarter hour game. On the spot observers have claimed that Evans became extremely interested in the wall charts and that subsequently, during the queen ending, he exchanged a few words with Rossolimo. That is only hearsay. Rossolimo was first on tie break, and he promptly sold the Buick. Reshevsky had to be content with the \$1,000 second place money.

The Fischer era did not quite arrive with the Oklahoma City Open of 1956. He finished in a tie for fourth to eighth, though, remarkable for a 13 year-old. Bisguier again came first, but Fischer caught him at Cleveland, 1957 and took the title on a narrow tie-break count.

The Open became more open than ever Eldis Cobo took first at Rochester, Minnesota. The Cuban was previously unknown in the United States. Bisguier rounded out the decade by taking the Omaha Open.

The 60s belonged to Pal Benko, proclaimed by rivals "the King of the Opens." He was first or second almost every year, although Robert Byrne took the 1960 St. Louis Open while Benko shared second with Michigan's Paul Poschel. Benko was first at San Francisco, 1961, where the 198 players was a record turnout.



PAL BENKO

The championship may have belonged to Benko, but the brilliancy belonged again to Bisguier, whose sunny disposition has brightened so many of these big chess bashes.

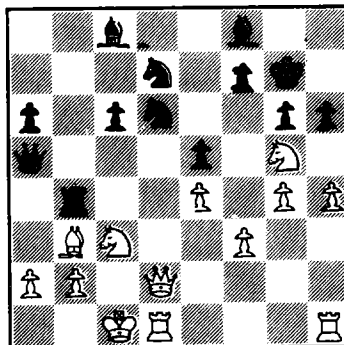
King's Indian Defense: A. Bisguier — T. Weinberger: 1 d4, Nf6; 2 c4, g6; 3 Nc3, Bg7; 4 e4, 0-0; 5 Bg5, h6; 6 Be3, d6; 7 f3, Nbd7; 8 Qd2, Kh7; 9 h4, e5; 10 d5, a6.

Less active than 10 ..., Nh5; 11 Nge2, f5; 12 ef, gf; 13 g4, fg; 14 fg, Nf4! when 15 0-0-0 has promise. Black wants to start a counter-attack, but he really does not have the space. This kind of position is a Bisguier specialty which seldom shines more than here.

11 0-0-0, Ne8; 12 g4, c5; 13 dc, bc; 14 c5!, dc; 15 Bc5, Qa5.

Weinberger has never been one to shrink at drastic measures: 15 ..., Rg8; 16 Bc4 is ominous.

16 Bf8, Bf8; 17 Nh3, Rb8; 18 Bc4, Nd6; 19 Bb3, Rb4; 20 Ng5! Kg7.



OK, he won't take your generosity; you win it. The key is that the pawns are the soul of chess.

21 H5!, Be7.

There has always been the threat of Qh2 lurking for White, but now Black has a pretty potent threat which may blockade the K-side.

22 f4!, Nc5; 23 hg, Rb3; 24 Qh2, Rc3; 25 Kb1 1-0.

cont. on p. 31

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U.S. Open cont.

Then the Spaniard, Antonio Medina, won the San Antonio, 1962 Open. Chicago, 1963 saw William Lombardy and Robert Byrne locked in a tie for first with the trophy going to Lombardy. This was another attendance record of 266. These were dizzying numbers at the time for any tournament.

Ben, first at Boston, 1964, tied for first at San Juan, Puerto Rico with Lombardy in 1965, and tied again for first with Robert Byrne at Seattle, 1966.

At Seattle Benko won despite being upset by Peter Cleghorn, then of Alaska, later of San Francisco, in the fourth round. Young stars showed up and finished appropriately with Walter Browne as 28th placer and Jim Tarjan in 47th place. Benko won again the next year in Atlanta. In 1968 the Open went to the resort town of Aspen, Colorado where Dane, Bent Larsen, won while Benko tied for second and third with Walter Browne! Benko also nudged Milan Vukcevic and Bisguier on tie breaks to take the trophy at Lincoln, Nebraska, 1969.

Numbers Game

The average number of players in the 60s was 191. In the 70s it was 482. The first record for that decade came at Boston, 1970 when 303 played. Larsen won the \$1,500 first prize and Benko the \$900 second prize. A new record followed the next year in Ventura, California when 400 played and Browne and Evans tied for first. Browne was taking the 1972 Atlantic City, New Jersey Open while a more closely followed chess event was going on in Reykjavik.

Then came the Fischer flood, trumpeted by the all-time record number of players in a U.S. Open, 778 in Chicago. This created a five-way tie for first, Norman Weinstein won the trophy on tie-breaks but shared the money with Browne, Duncan Suttles of Vancouver, B.C., Greg deFotis, Chicago, and Ruben Rodriguez of the Philippines.

Fired by these glorious numbers New York City took over in 1974 and lost money when only 549 players paid entries. Benko was back in first place along with Vlastimil Hort of Czechoslovakia. Benko then took a first place tie with Lombardy at Lincoln, 1975. This tournament was more sensational for the national debut of 14 year-old Yasser Seirawan, who took a complicated game from Bisguier.

Fairfax, 1976, saw two Russian emigrants, Anatoly Lein and Leonid Shamkovich, take first prize. Promptly dubbed the Bobsey Twins, they spent leisure hours trying to improve their English by reading popular novels.

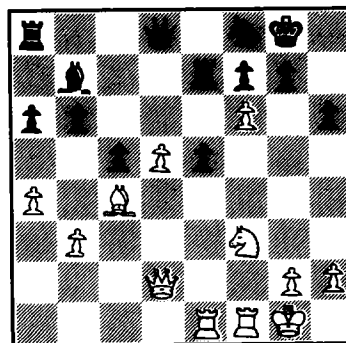
Shamkovich came back to tie for first with Andy Soltis of New York and the Pennsylvanian, Tim Taylor in Columbus, Ohio. The Phoenix Open in 1978 justified the tournament's unofficial title as "the tournament of the unknown." Out of 500 players, Joe Bradford of Texas emerged as a clear winner. He later explained this remarkable performance by disclosing that he had been going to college and in the navy in the years before, and this had held him back. Later he acquitted himself with honor in the U.S. Championship.

From southern California Doug Root and Perry Youngworth also did well, getting their first taste of grandmaster flesh in this tournament.

Chicago got the plum on the 40th anniversary of the founding of the USCF, and Florin Gheorghiu of Rumania picked it right off the tree before Bisguier, who came second, could catch up. Then in 1980 Atlanta hosted the Open, had a small fire and saw Gheorghiu repeat his Chicago feats with John Fedorowicz tying him for top honors.

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Brilliancy cont.



24 ..., gf, 25 Qh6, b5.

Also in vain is 25 ..., Bd5; 26 Nh4, Be6; 27 Rf3.

26 Nh4!, Bc8; 27 Re3, Ng6; 28 Ng6, fg; 29 d6!, bc; 30 de, Qe7; 31 Rg3, 1-0.

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Round 2 3:00 pm
Round 3 7:00 pm

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Oregon Chess Federation annual business meeting (1st session) - 9:30 am
Round 4 11:00 am
Round 5 4:00 pm
Oregon Chess Federation meeting (2nd session, if needed) - 8:30 pm

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Victor Korchnoi: On the Eve of Combat

By R.E. Fauber

As Viktor Korchnoi prepares to do battle with Anatoly Karpov for the world championship in October, no one has to be told that Karpov and Korchnoi are clearly the two strongest players in the world today. Korchnoi, who just turned 50 this summer, has a string of successes that goes back 27 years to his first international triumph at Bucharest, 1954. He has won four Soviet championships and been in every world champion candidates' final since 1962. He also has a slew of first places in the very toughest tournaments. No currently active player has had as much consistent success for so long.

A reporter approaches Korchnoi to ask for an interview with mixed feelings of awe, trepidation, and a hand-wringing eagerness to elicit something juicy about this highly controversial personality.

Tall for a chess player, perhaps a shade above six feet, he walks with a slight stoop, but he has a muscular, athletic build. His second, Yasser Seirawan, assured me that he was in top physical condition.

Approached for an interview, Korchnoi regarded me with undisguised suspicion but finally relented with an avuncular air, "Perhaps if you come to my room tomorrow morning I can give you half an hour." The conversation which ensued the next morning yielded a number of impressions which Ed Albaugh of the *Washington Star* subsequently confirmed after a more extended series of question and answer sessions.

Asking the Right Questions

Throughout most of my conversation with Korchnoi his manner was surly, secretive, and a bit contemptuous. "How can I answer, when you can't even ask a question?" he burst out in the middle of one of my more complicated posers. Albaugh, to the contrary, had found him candid, open and friendly in early sessions. Toward the end of my session with him I finally got to matters concerning his wife Bella and son Igor, still not permitted to leave the Soviet Union and rejoin him. Then the words flowed like warm honey. He could have gone directly onto "Face the Nation" and outperformed any U.S. Senator. He led the conversation on from one point to another until he had said all he wanted to say. Now he seemed open and friendly. A day later Albaugh led his interview into more probing and controversial areas, and Korchnoi became surly and secretive.

In public Korchnoi is outgoing when he can use the occasion as a forum for his causes, but when the situation is not propitious, he withdraws into his personal shell. In Korchnoi's mind the right questions are those he wants to answer.

Asked to characterize his style he demurred but, after a little more prodding remarked, "I played defensively a time ago because I was taught that way, and then I learned to play more aggressively. . . A player who plays one way because that is his strong point — you can prepare for him and take advantage of it. . . I had an idol, Lasker.



Korchnoi playing five minute chess against Browne at Lone Pine, 1979

He had a real disadvantage because he had no knowledge of openings so he got difficult positions. In a way, later, I think I outgrew Lasker."

Korchnoi also rejected a notion held by some chess historians that Lasker's opening play was stronger in the years after he had lost the world champion's title: "No, no, he never prepared. He was no better."

On to the Openings

This naturally led on to the matter of Korchnoi's opening preparation for the world championship. I tried to reassure him that I was not going to pry any specific lines out of him, and he shot me a look which clearly said, "Just you try, buster!"

Eventually he was led to comment, "I am rather old to learn something new in my repertoire. . . I am not trying to sharpen it." While discussing the training routine he follows with his team of seconds, Seirawan and Michael Stean, he divulged that on different days they perform different labors — catching up on the latest tournament practice, ending analysis, and yes, opening study. He was then prodded on to agree that they were trying to develop a repertoire for the match where variations were not hotly analyzed nor much practiced currently, openings that were not particularly sharp but which gave scope for a variety of strategic plans and which, deceptively, appeared to postpone the real struggle until well into the middle of the game.

You must understand that asking Korchnoi questions with the expectation of quotable answers was very frustrating, rather like querying your dentist with a mouthful of hardware firmly planted on your teeth. The alternative was to propose answers and see if he would agree. This proved more fruitful. Korchnoi agrees that one of his strengths is his ability to play long games. He can keep a game from getting sterile and technical so that there are always novel problems and possibilities which both sides must master. His chess is as much a war of nerves as of pawns and pieces. Relentless simplification still does not diminish opportunities for bold strokes. "My ending is the strongest part of my game," he said.

Then there is the matter of the famous Korchnoi time pressure problems, to which he admits being prone: "I try to find interesting ideas, and I get into time pressure; it is my weakness." Time pressure was a drawback, but he clearly indicated that the time spent looking for ideas yielded bigger assets.

I asked him if he perceived an evolution in Karpov's style, a broader, more flexible approach to the game, over the past three years, to which he curtly responded, "Karpov plays in the same style, but he is losing more games than before."

To take that statement at face value would make Korchnoi the only player in the world who thinks Karpov is getting weaker; there is a sneaky implication in it that Korchnoi — after losing matches to Karpov in 1974 and 1978 — has finally figured him out.

Lotus Position

What about his non-chess training for the world championship? Asked if he still practised Hatha Yoga, he said yes. "Will you have a guru in your entourage?" I asked. He refused comment. Then I asked if he planned to practise yoga during the match. "I will not answer," he said.

In response to questions about his physical training for the match he owned to undertaking physical exercise — "but none in particular." This question made him particularly nervous; he began to rub his hands slowly, and a look almost of fear crept onto his face.

Seirawan provided an explanation later in a separate interview. "Viktor seriously believes if he ever becomes too annoying, the

Korchnoi cont.

Soviets will kill him — in an apparent accident,” Seirawan said. Clearly, if Korchnoi runs or swims, disclosing this to the press is like setting himself up for a hit. He would not be the first Soviet emigre to perish under mysterious circumstances.

Seirawan also provided another anecdote which illustrates the fear in which Viktor Korchnoi lives. After Seirawan had beaten Korchnoi at Wijk-aan-Zee, 1980, Korchnoi invited him to his home in Switzerland. After a pleasant evening it came time for bed and Korchnoi insisted that Seirawan sleep in the master bedroom while Korchnoi bedded down on the couch. He cited as a reason that his doctor had prescribed an orthopedic mattress which Korchnoi hated. Seirawan was having nothing to do with such gauche sleeping arrangements, but Korchnoi insisted so vehemently that Seirawan finally relented. As Seirawan was toddling off to the master bedroom Korchnoi wished him, “Good night. I hope you’re not too nervous.”

Seirawan puzzled over this for several days before it finally dawned on him that Korchnoi reasoned that, if the KGB were going to put a hit on Korchnoi, they would blast away at the figure in the bedroom.

Korchnoi finally became voluble when I directed questions to the matter of his family. Korchnoi’s story is fairly simple. He planned his departure from the Soviet Union as a long-range combination. When he played Hastings, 1975, he smuggled some of his private openings analysis out of the Soviet Union. The next year, when he came to Amsterdam, 1976, he took the second half of the analysis out and applied for asylum. Bella and Igor, his wife and son, had to stay behind. Korchnoi applied for asylum after winning a piece of first at the Amsterdam tournament and has remained in western Europe ever since.

Subsequently, the Soviet government has denied the other Korchnois exit visas. Igor went to prison camp because he refused to serve in the army. Under Soviet law no one who has served in the army may leave the Soviet Union until five years have passed, and he had rather do time than pass up an opportunity to rejoin his father.

There has been whispers about this facet of Korchnoi’s conduct. There are even rumors of a liaison between Korchnoi and another woman. Albaugh pressed him on this matter — how serious was he about getting his family out of Russia. “Of course, don’t you think I want my son back?” he retorted.

When I queried him on this same matter he brightened. This was what he wanted to talk about. He is constantly in touch with an international organization, the Committee to Defend the Korchnoi Family. Will it be effective? “No, they are not able to do anything,” he said.

(Subsequently Fridrik Olafsson, President of FIDE postponed the Karpov-Korchnoi match in the hope that the rest of the Korchnoi family can join him before its start — USCF sources)

Did the fact that his family remained inside the Soviet Union while he vied for the world championship with their paladin, Karpov, inflict any extra pressure on him, I asked. “I have to play with political pressure all the time. That is the most important,” he said. “Not only separation from the family, but it is a war between Soviets and me and people don’t realize. It is not I who claimed the war but they,” he burst out. The outpouring was so rapid and in so much more distinct a voice that it implied — “Why haven’t you asked this before instead of stupid opening preparation?”

Soothing Seirawan

One of Korchnoi’s most momentous decisions since arriving in Western Europe was to employ young Yasser Seirawan of Seattle as one of his seconds. If Korchnoi often seems dour and pessimistic, Seirawan is a fount of ebullience and optimism. Seirawan is open, is friendly, and tells you everything you want to know — so long as he wants you to know it. He is not naive, but he has a different background in chess from Korchnoi’s.

Seirawan became Korchnoi’s second last year as a result less of beating Korchnoi than of the way he handled himself when they analyzed later. Korchnoi kept quizzing him round after round. Well-bred and diplomatic, Seirawan showed Korchnoi that he knew much more than the moves of their individual game.

At Lone Pine, 1981 the impression was striking that they were really more like a family than a professional team. An ordinarily gloomy-looking Korchnoi would dine with Seirawan. There was laughter; they exchanged jokes. It was as though they were on holiday rather than battling some of the world’s best for \$50,000 in prizes.

Stean remains a very valued member of the Korchnoi team. Korchnoi told me in 1979, “Stean produced very good analysis; he was always of the most help.” Seirawan is a little bit more. Korchnoi

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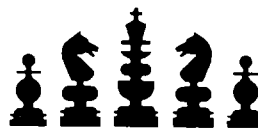


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Korchnoi cont.



Korchnoi at Lone Pine 1981

treats him like a son and Seirawan agrees: "Viktor feels personally responsible for his son's imprisonment. When I'm with him, it helps him forget."

Korchnoi commenting on their relationship becomes a little embarrassed — not hostile but embarrassed. He explained retaining Seirawan on the basis that "he is a prominent player." He expanded on this voluntarily, "Our openings suit each other. I like his style; I thought maybe someday it might become like mine."

When Seirawan was analyzing his draw with Bent Larsen at Lone Pine, Korchnoi took an interest, a deep interest. A Seirawan-Larsen post-mortem is an event in itself; they are both ready wits and honest people.

"Oh, you would go there; but then there is this," Larsen would say. "Well, then I thought that this might be interesting," Seirawan would accompany his next move with. "There! Well that is something different—no, I don't like it," Larsen would respond, and they would spin the position to some far back situation.

Korchnoi came over to participate. He leaned over Seirawan's shoulder; he was engrossed but smiling and laughing with the good natured flow of conversation that accompanied the two principals' analysis. Then Korchnoi would flash an unexpected move and Seirawan would look up and smile, a giggle. "Oh, that's one, Viktor." It was like a father savoring his son doing well against one of the world's best. And sometimes when Larsen would suggest a move which jeopardized his "son's" position, he would lovingly reach down to make a countermove which neither of them had considered.

Well, well, that is something different," Larsen would intone in his best Cantabridgian accent. Larsen does not speak; he intones as though he were the Pavarotti of chess.

The Wisdom of the Elders

Seirawan became Korchnoi's second for his self-interest, but he is gladly pursuing it from affection as well. Studying with Korchnoi will help his game tremendously, he thinks. "If I just play in tournaments, all I get is maybe a half hour of post mortem analysis. Here I get to see how he thinks about a position — and what he feels." Seirawan thinks that Korchnoi's intuition about positions is the most educational part of all.

He also praises the family feeling of the Korchnoi-Seirawan-Stean team. They work together for five or six hours a day when they are sessioning, but there is no tension. Stean is great, he says, "as B players would say, he's really booked up (in openings)." Stean is somewhat self-effacing. "We never had one of those macho moments when one guy goes for the other's throat over a girl or something," Seirawan added.

The evolution of the Seirawan style is being affected by the Korchnoi presence. I asked Seirawan if he still thought the ending his

strongest phase, having in mind several endings he had butchered not so long ago. He said that two years ago he thought the ending the best part of his game, "but then I caught up in other phases and the middle game was my strength. Working with Korchnoi has put my endings ahead again."

It is such a contrast talking to Korchnoi and Seirawan, incontestably part of the same, affectionate team. Korchnoi sees the world as trying to take away, and Seirawan sees the world as ready to give.

Match Prospects

Korchnoi was gloomy about his prospects. "I will play and see what happens," he said. He used a similar phrase about Lone Pine. To Ed Albaugh he mused that maybe if he lost the match it would make it easier for his family to get out of the Soviet Union.

Seirawan explained, "Viktor has lots of admirers who keep assuring him he'll crush Karpov. To avoid overconfidence he has become diffident about his chances, but he is making a determined effort and he is confident."

Basking in the afterglow of coming tied for second behind Korchnoi at Lone Pine, attired in the natty suit which has become his trademark since becoming a Korchnoi second (Korchnoi is a bug on proper attire at chess tournaments), Seirawan was the epitome of grace and friendship and success, which may be vouchsafed to the Korchnoi chess family. They have earned it. A month later Korchnoi again came first 9-1 in a double round robin tournament. And who came in second with Vlastimil Hort? His second Seirawan.

In the West we have heard of "Viktor the Terrible," but that is not an easy translation. In Russian he is "Viktor *grozny*." The word can mean formidable, redoubtable, or just menacing and threatening. His preparations have been more thorough this time, and Karpov had all he could handle last time. The question is can Karpov handle it this time. The answer is Karpov's. It would be incredible if Karpov had not grown in the past three years, and his games show he has. It is incredible, but I think Korchnoi, the 50 year-old, has also grown. One hopes, perhaps vainly, that it will be a sporting match decided only over the board.

It should be an exciting match. Sometimes closely matched opponents get into a situation where one cracks early, but both Karpov and Korchnoi are strong personalities. The trouble is that they play such difficult games that I need a blueprint just to understand them.

And this Viktor Korchnoi? Who is he? I confess I do not know. He is not easy to take to your heart, but it is difficult to keep him out of your mind once you have talked to him and his friends.

Update cont.

calculate how long it would take to play such a game. — Played at a rate of 40 moves in 2½ hours the play would span 154 days given adjournment at the end of each five hour session. This would consume 770 hours and 1 second of play, assuming that the player claiming a time forfeit was a little slow. Since the Black king makes the final captures, it appears that White is to play and win even in the longest game.

Readers of a perverse turn of mind, might care to organize a longest game tournament where the object is to see how short a time the longest game could be played. —editor.

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Browne Brilliances

by GM Walter Browne

Why is there always such a crowd around Walter Browne's game in every tournament? Maybe it is because Browne delivers more sparkle per move than any of his contemporaries. Browne rams home his attacks with thunderous shots. At Wijk-aan-Zee in January this year he took a brilliancy prize, and the newspapers of Brasilia voted one of his games in March the best of the tournament. Browne annotates these little gems for our reader's enjoyment. —editor

Queen's Indian Defense: W. Browne—F. Gheorghiu (Wijk-aan-Zee): 1 d4, Nf6; 2 c4, e6; 3 Nf3, B6; 4 Nc3, Bb7; a3, d5.

Black might give some thought to 5 ..., Ne4 here.

6 cd, Nd5; 7 e3, Be7; 8 Bb5, c6; 9 Bd3, Nc3; 10 bc, c5; 11 e4, Nc6.

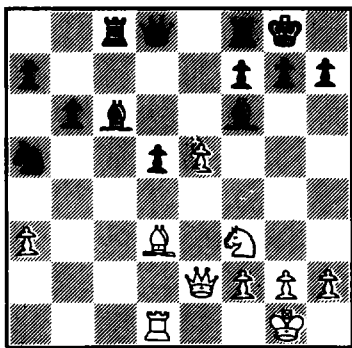
Black has lots of moves available, such as 11..., Bf6—which would fit in well on the 14th move too.

12 Bb2, Rc8; 13 Qe2, ed; 14 cd, 0-0; 15 0-0, Bf6; 16 Rad1, Na5.

Gheorghiu has not given top priority to putting pressure on White's broad center so that White has a full, strong game. It is getting too late as the variation 16 ..., Nd4; 17 Bd4, Bd4; 18 Bb5, e5; 19 Ne5, Qe7; 20 Nd7, Rfd8; 21 Rd4, a6; 22 Ba6 demonstrates.

17 Rfel, Bc6; 18 d5!, ed.

White keeps on crashing in after 18 ..., Ba4?; 19 e5!, Bd1; 20 Rd1. 19 e5!



Keep on hitting — 19 ed is only equal. The point of the text move is that White is winning after 19 ..., Re8; 20 Bh7, Kh7; 21 Qd3.

19 ..., Be7; 20 e6!, Ba4.

The move 20 ..., f6 has the fatal flaw of 21 Ng5, fg; 22 Qh5, h6; 23 Qg6 forcing mate.

21 ef, Rf7; 22 Qe6! Bd1.

There is even more trouble after 22 ..., Rc6; 23 Bh7, Kf8; 24 Nd4!, Re6; Ne6, Ke8; 26 Nd8, Bd1; 27 Nf7.

23 Bh7, Kh7

Not a happy move but 23 ..., Kf8; 24 Ne5, Bh5; 25 Bg6, Bg6; 26 Qg6, Rf6; 27 Qh7, Bc5; 28 Qh8, Ke7; 29 Nc6, Kd7; 30 Nd8, Bf2; 31 Kh1 or 27 ..., Ke8; 28 Qh8, Bf8; 29 Nc6 are deadly. The fat's in the fire now, and White manages to keep mating threats alive well into the ending.

24 Qf7, Qf8!

A fine resource since 24 ..., Bf6?; 25 Ng5, Kh6; 26 Bf6, Qf6; 27 Re6 or 26 ..., gf; 27 Qh7, Kg5; 28 H4, Kg4; 29 Qg6, Kh4, 30 g3, Kh3; 31 Qf5, Bg4; 32 Qh7, Bh5; 33 Qh5 mates. Similarly unpleasant was 24 ..., Bf6; 25 Ng5, Kh8; 26 Bf6, Qf6; 27 RE8. It is still White's game, however.

25 Qh5, Kg8; 26 Qd5, Qf7; 27 Qd1, Nc4; 28 Qd7!, Rd8; 29 Qe7, Qe7; 30 Re7, Nb2; 31 h4!, a5; 32 Ng5, Nc4; 33 Ne6, Rd1; 34 Kh2, Na3; 35 H5, Nc4.

Black has to be careful of the not very subtle threat 35 ..., Re1?; 36 Rg7, Kh8; 37 Re7 which wins.

36 Rg7, Kh8; 37 Re7, b5?; 38 h6!, a4; 39 Ng5, 1-0.

White rebuffs 39 ..., Nd6 with 40 Rd7.

Queen's Indian Defense; W. Browne—J. Sunye (Brasilia): 1 d4, Nf6; 2 c4, e6; 3 Nf3, b6; 4 a3, c5; 5 d5.

A different — but not to be despised — game results from the modest 5 e3.

5 ..., Ba6; 6 Qc2, Qe7!

Aiming for a sharper struggle than after 6 ..., ed when the pawn is immune on 7 cd, Nd5?; 8 Qe4.

7 Bg5, h6!?

The alternative 7 ..., ed; 8 Bf6, Qf6; 9 cd, Be7; 10 e4 gives White a useful space advantage.

8 Bf6, Qf6; 9 e4, Bd6; 10 Bd3, Be5; 11 Ne5, Qe5; 12 0-0, 0-0; 13 Nd2! d6; 14 Rae1, Qf6?!

It was better to fortify the e5 square by 14 ..., Nd7 and let White chase the queen if he willed.

15 f4, Qd8?!, 16 Nf3.

Sounder than 16 e5, Bb7! when White's center may dissolve.

16 ..., Bb7; 17 Qd2, ed; 18 cd, Nd7; 19 Bc4, a6; 20 a4, RE8; 21 b3!, Re7.

This unfortunately posted rook becomes the object of the combination. Less obliging was 21 ..., Qc7; 22 e5, f6 with the hope of getting a cramped but blocked position.

22 e5, Nf8.

Since 22 ..., de; 23 d6, Re8; 24 Ne5 is a winner.

23 f5!, de; 24 f6!

cont. on p. 30

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Tournament Director's Notebook

"The Excitement of Being a Director"

Part II

by Robert Gordon

(*Chess Voice*, Apr. May 1981 — introduced unaware players to the chaos that a director experiences during registration and Round one. In this part, Round Two is just about ready to commence.)

Pairings are posted! Score sheets to the tables as soon as everyone is seated (a good crowd-control ploy). Remember, all clocks are to be faced that (point) way — the donkeys on board 15 had their clock turned the wrong way last round, and I had to keep going to the far end of the table. I'd better check everyone at the start of this round. (Yes, Art, time control is still 40/90.) Everyone is sitting except Joe, and he never sits during the first ten minutes. (Oh, Thurston, the pens are over there. Bring it back.)

(Now, for the director, the real excitement and stimulation of the tournament starts.) Finally, maybe I can eat the cheeseburger that Chuck brought back. Damn, he got a Big Mac (cold), thanks for the fries (cold), and coke (warm and flat). Oh, well, directors abhor hot food. Anyway, maybe I can watch some of the games. Oh, Lord, John is smoking a cigar again, and his opponent is looking green. I wonder if there is going to be a complaint about that? Scott is pacing like a caged lion. That usually means he thinks he has a winning combination in the offing. Oops! Jim is pulling his clothes and thrashing in his seat; he must have hung a piece again. Well, not much else happening.

Humm. Seven o'clock. Half of the games are over. I'd sure like to get out and have some dinner. I wonder if someone could bring me something to eat. (Yes, third round is at ten in the morning. Why does no one read the signs?)

Eight o'clock. Twelve games going, and they've all made time control. Board 3 is almost done. Board 6 is going to take a while. How can Board 12 be forty-eight moves in and only have two knights and two pawns off the board? They'll be here until midnight. Well, I'll catch up on the pairing cards and wall charts.

Nine o'clock. four games still in progress. Board 6 is still in that long end-game. Board 12 finally started getting pieces off the board. Boards 23 and 19 are both drawn. They could quit now, but they won't. Ah, Board 12 finally quit (go that way for your analysis). There goes Board 19.

Ten o'clock. Board 6 looks drawn to me. Oops, White can promote that pawn. Yes, Black just gave in. Board 23 is still drawn. I can pack things up and fold the tournament into the box and take care of things in the morning before I get there. Ah, ten-forty and Board 23 is finally calling it a draw. Home and bed, here I come.

★ ★ ★ ★

Nine forty-five, a.m. A short Players' meeting to thank everyone for attending, being quiet, not writing on the wall charts, last round at 4:00, time control to be 40/2, the pairing sheets are up, and the adjusted prize fund is posted. Thank you, again, for coming.

Round Three is on its way. (Yes, Hal, 40/2 today.) Sure the pairing sheets are ready. Eat a pizza at 11:00 p.m. and see how easy it is to get to sleep. I figured that I might as well make up the pairings for this morning, proportion the prize fund, and have another beer. It was 1:15 before I crawled into bed. Well, at least, that meant I could sleep an extra hour this morning. (Hah! Wide awake at 6:35.)

Let's see, the round has been going on an hour, nothing much to do yet. (Here's a cigarette, Len.) Hummm! Maybe I can read to pass the time. (A really fouled-up score sheet, Allen? Take another.) Ummmm. An hour and ten minutes. No games over, yet. I wonder if I'll get lunch, today. (Pens are in that box, Tom.) I'll walk around and see if there is anything interesting. Mr. Alvarado has dropped a piece again; Scott is pacing, I wonder what he can have this early; Bob is going to be bald at the end of this year if he doesn't stop pulling his hair that way. Hummm. Well, an hour and fifteen minutes have flown by. (At this point the reader is invited to insert whatever

internal ruminations he or she personally uses while waiting for an hour to pass.) Yawn. Scratch. Shrug. Ah, thank goodness, now we're an hour and twenty minutes into this round.

Boredom breeds exhaustion. The second hand on the clock on the wall suffers from palsy. The digital watch on my wrist is no better — time/date, time/date, time/date, time/date with no change for an eternity (Oh joy! Oh thrill! The minute just advanced).

Oops. A game just ended. Whee! Fill in the pairing card. Not too quickly to the wall chart. Let's stretch this activity as long as possible. Oh, goodness, there's another game down. Just possibly this round will get over early, and the pairing at the end won't be chaos.

Hummm. Things have slowed down. An hour and thirty minutes shot to hell. (More internal ruminations — broken by telling three players to be quiet, giving out a cigarette, a pen, a light, and score sheet to a player who completely boscoed his.) Six games end in a flurry. Pairing cards, wallcharts, dividing the pairing cards into score groups (optimistically), and then sneak a look at the clock: an hour and fifty minutes. Send Bill for something to eat since he is going to lunch ("PLEASE make it a Quarter-pounder if you are going to McDonalds") Maybe a quick walk around the hall to see what is happening (don't look at the clock. Can't avoid a sneak-peek — it hasn't moved — an hour and fifty-two minutes).

cont. on p. 37

CHESS GOES TO WAR

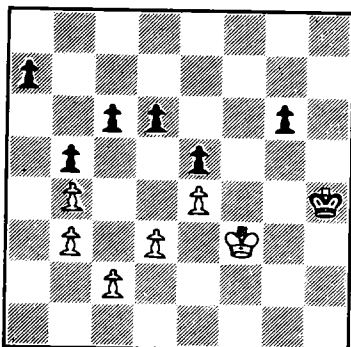


Late registration

BREAKTHROUGHS

Pawn structure is very important in the endings, particularly where only kings and pawns remain. Backward pawns, for example, which are quite livable in the opening and middle game, can become an intolerable burden. They can turn wins into draws and draws into losses.

Less explored is the opportunities disparate pawn structures provide for pawn breakthroughs where there are equal numbers of pawns on one side of the board (4 vs. 4 or 5 vs 5) while both kings are attending to important business on the other side of the board. Here is a simple example from the American Open, 1980:



What could be simpler? Black ties his opponent's king to guarding the queening square and walks over to munch the many queen-side pawns. As a matter of fact it would be simpler to straighten out the pawn structure a little with 1 ... c5; 2 bc, dc; 3 c3, a5 when the QRP counts for something.

Instead Black played daringly and claimed the win by a single tempo by following the game plan.

1 ... **Kh3**; 2 c4, g5; 3 d4!, g4.

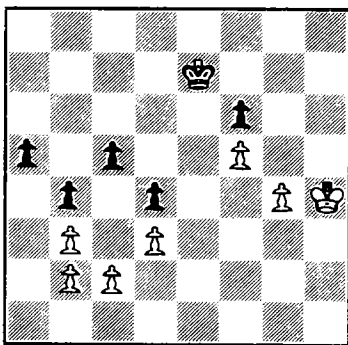
The tempo gained with this check averts the worst. If 4 Kf2, g3; 5 Kg1, ed!; 6 c5, d3; 7 cd, d2 and mates.

4 Ke2, g3; 5 d5.

White had two ways to create a passed pawn which must queen.

5 ... , g2; 6 dc, g1/Q; 7 cb, Qb6 0-1

Although the method employed could be counted out to a win, it is important to remember that **you must count**. Nor should you casually assume that when equal pawns face each other on a wing there can be no breakthrough. Tischbierek-Vorotnikov; Leipzig, 1979 demonstrates that fallacy:



BLACK TO MOVE

It's the same old story of the last game, isn't it? White ties down the Black king to watching the queening square and then strolls over to the queen-side to take tea and pawn crumpets before the dinner break. It would be were White on the move — that vital tempo to be used for 1 Kg3!

Because the QNPs are doubled, however, Black has a breakthrough right here. This is a somewhat common pawn configuration so the game has practical importance.

1 ... , c4!!

The trouble with the doubled pawns appears after 2 bc, a4; 3 c5, a3 when the QRP must queen, while Black can halt the QBP with a single move.

So what about taking the other way? If 2 dc, a4; 3 ba, b3; 4 cb, d3, and White's king is one square too far away to stop queening.

Well, that was simple, you grouse. But White has some play and Black chooses to make it difficult.

2 **Kh5**, a4?!

This still wins, but there was time for 2 ... , Kf7; 3 bc, a4; 4 c5, a3; 5 ba, ba; 6 c6, a2, 7 c7, a1/Q; 8 c8/Q, Qh1 mate.

3 **Kg6**, ab!

A remarkable variation is 3 ... , a3; 4 ba, ba; 5 Kg7, a2, 6 g5, a1/Q?!; 7 gf, Kd7; 8 f7, Qg1; 9 Kf6 when White is maybe better. Better but no more than drawn is 6 ... , fg; 7 f6, Kd7; 8 f7, a1/Q; 9 f8/Q.

4 **cb**, cd; 5 **Kg7**, d2; 6 **g5**, d1/Q; 7 **gf**, Kd6!; 8 **f7**, Qg4; 9 **Kf6**, Qh4 0-1.

What a difference a check makes. This also underscores the rule of making a special evaluation of the situation after a pawn promotes before you play the line.

TD Notebook cont.

Count back four paragraphs (dear reader) and re-read.

Count back five paragraphs (dear reader) and re-read.

Oh, Gawd, how much time has passed? An hour and fifty-eight minutes.

Excitement unbridled. Here come two completed games.

(Fill in whatever internal ruminations YOU use when it gets REALLY bad. Finally, two hours and three minutes.

To forstall filling space, using more paper — environmental, you realize — and frying my brain with repetition as exciting as a tournament, reread the previous ten paragraphs for the next hour. At the end of reading the ten, walk up and down the room twice. Every fifth reading, go to the bathroom. If you have an opportunity, send someone out for a fast food that you find barely acceptable, i.e., a cheesburger and fries — but make sure the person brings back something you truly detest — two tostadas and frijoles — and let it sit unopened for a minimum of forty minutes, so that it has become a real collector's item.)

At last! Forty minutes to Round Four and only two games going. Most of the pairings can be done. (Please note a future article covering pairings. Maybe a look behind the scenes will make it clear that there IS some logic to the director's methods. I can even tentatively pair the two score groups that are still hung up in those games — thank Murphy that this isn't like the last tournament when the two unfinished games covered the three major score groups. Ah, they are done, and there are still twelve minutes until the last round.

Round Four! Pairings are up. (Reread the start of each round earlier in this article. By now how each round begins should be familiar, but a reminder is in order. They all seem so similar.)

(The reader should back up twelve paragraphs and reread one through ten for the next three and a half hours. Follow the instructions in paragraphs five, six and ten exactly.

★ ★ ★ ★

As the last round ends, a new element enters the tournament. The players not in contention for prizes drift out (carrying sets, boards, clocks, and score sheets — here comes Bob back, forgot his jacket). Sometimes with a heartfelt, but chagrined, "Thanks for the tournament!" (every director I've known — myself included — has positively preened over those four words. They feel SO good). Some not in contention hang around, either because a car-mate may be a winner, or they just HAVE to see the end of an interesting game. Most of the winners wait for their prizes.

One satisfaction of directing is the giving of awards to the winners. Some winners are shy; some winners bluster; some quietly take their prize as their due; all are pleased. So is the director.

Finally, it's over. The prizes are given, the boredom is ended, and the tournament is . . . Oh Gawd! I paired Smith and Jones in the last round, again. They're still at it. Let's see. They've played in the last

Players at Play



"I lothe positional chess."

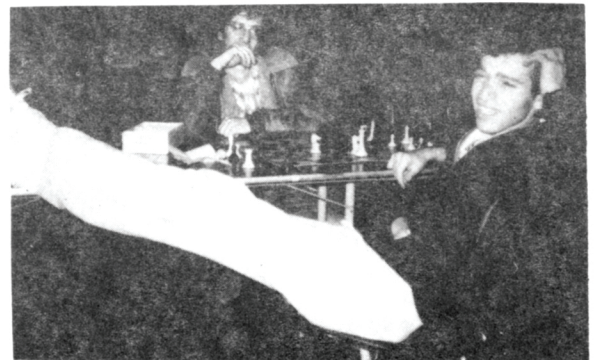
We pride ourselves on the variety of chess moves available, but the players themselves have an almost equal variety. Now if TD's would only allow us to make noise we could release albums "The Sound of Chess" or even "Chipmunk Chess."



"I can't have left the book already!"



"Offer him a draw and give us all a ride home."



"I never get into time pressure."



"You dirty rat, you dirty rat; I'll get you for this."
Photos courtesy of Richard Shorman

The Real Story

By R. E. Fauber

All sorts of annotators publish games with commentary on the course of play and its significance. An avid chess reader can get a wide variety of points of view, but even when the players themselves do the notes there remains an inescapable bias about the quality of generalship displayed.

Have you ever wondered what the pieces think about your ability to lead them? They are the ones who have to fight it out in the trenches, to advance or retreat under a fog of tobacco smoke or a hail of dandruff pelting the board.

Fortunately, the journal of Herman Swoop, QNP 1/C has survived from the great battle between Jose Capablanca and The Allies fought at Buenos Aires, 1914. Some of the cited quotations are from his comrad-in-arms, Sam, a QRP, Spec/4.

This is their story:

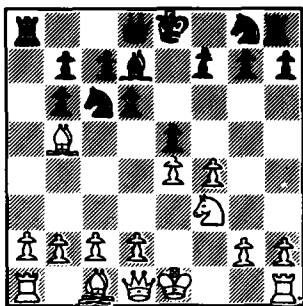
1 e4.

Herman: "Same old plan of campaign, open up the GAP and blood spilled all over. If they'd promote some of those bright young colonels like Tartakover and Santasiere, we QNP's would get a chance to show what we can do."

Sam: "Personally, Anderssen is my idea of a general: 1 a3 — strategic offensive, tactical defensive."

1 ... e5; 2 f4, Bc5; 3 Nf3, d6; 4 Nc3, Nc6; 5 Na4, Bb6; 6 Bb5, Bd7; 7 Nb6, ab.

Sam: "See, even the enemy knows our uses. QRP holds the whole position together."



8 d3, Nge7; 9 0-0, 0-0; 10 f5.

Herman: "There's discrimination in this army. Look at those kingside pawns. Push-push-push. Glory boys, that's all they are."

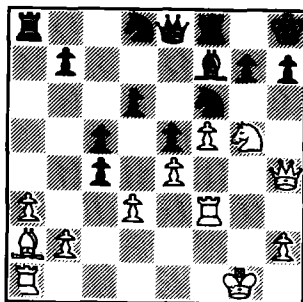
10 ... f6; 11 Bc4, Kh8; 12 a3.

Sam: "Whoopie! Action. Stick by me, buddy boy."

12 ... Be8; 13 Be6, Bh5; 14 Qe1, Qe8; 15 Qh4, Nd8; 16 Ba2, Bf7; 17 c4.

Herman: "Why did the brass send us another chaplain? Father Mulcahy, QB was giving me plenty of spiritual comfort. Why couldn't they have sent Lily Langtry or some more ammunition instead?"

17 ... c5; 18 g4, Ng8; 19 Bd2, b5; 20 g5, fg; 21 Ng5, Nf6; 22 Rf3, bc.



Herman: All GHQ can think of is that silly attack, and we get chewed to ribbons. The enemy knows which pawns to use, but we get treated like the Abraham Lincoln Brigade."

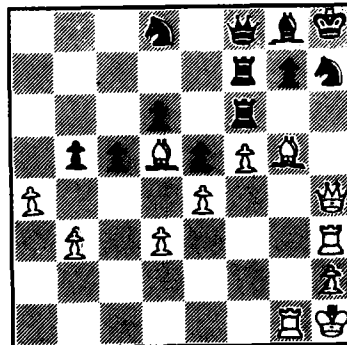
23 Nh7, Nh7; 24 Rh3, Bg8; 25 Bc4, Rf7; 26 Kh1.

Sam: "There you are, GHQ has gone chicken again. Open a few attacking lines, throw in some units piecemeal, and then the scrambled eggs run for cover. When Steinitz ran this army, it was different. He was right up there with the men. You knew who you were fighting for then."

26 ... b5; 27 Bd5, Raa7; 28 Rg1, Rf6; 29 Bg5, Raf7; 30 b3.

Herman: "Does this mean we'll all see action?"

30 ... Qf8; 31 a4!



Sam: "This is no time for R and R. The chiefs of staff have muffed it. It's up to us common soldiers to save the situation. Cover me while I advance."

"Herman: "Sam, Sam, you crazy fool. Come back. You'll get killed."

31 ... ba; 32 ba.

Herman: "I'll avenge you, Sam. I never thought I'd get promoted over the body of my buddy, but he'll get his credit when they publish the memoirs. I'll see to that."

32 ... Qe8.

Herman: "GHQ, GHQ. Come in. Can you hear me? They're shooting at me out here. Do I have to fight this war alone?"

33 a5.

Herman: "HELP!!!"

33 ... Nc6; 34 a6, Nb4.

Herman: "GHQ, where's that attack you were so proud of a while ago. Do something."

35 Bf6, Nd5; 36 Bg7, Rg7; 37 Rg7, Kg7; 38 Qh6, Kh8; 39 Qd6 1-0

Herman: "Hey, you can't quit fighting now. I just found a marshal's baton in my knapsack: 39 ... Qe7; 40 Qe7, Ne7; 41 a7, and I can eat at the officers club — or 39 ... Qf7; 40 Qe5, Nf6; 41 Qa1, Kg7; 42 a7, and I become one of the Joint Chiefs of Staff. 'Make the world safe for democracy'. Bah! I'm going to join the Peace Corps."

After the encounter Senor Capablanca very generously payed tribute to the services of Herman Swoop.

Asked to comment on the leadership qualities of officers mentioned in the Swoop journal he observed, "Tartakover plays like an Oranj-Utan. And Santasiere," he looked off into space with an appraising smile. "Santasiere's play is all folly."



Tournaments

Pupols Potent in Stamer Memorial

by Max Burkett

At the end of three rounds of the Stamer Memorial tournament held at the Mechanics Institute Chess Club, San Francisco, June 19-21, the stage was set for a dramatic finale. With two rounds to go six players remained with a perfect score, five masters and I. Having a nonmaster rating has been embarrassing to me (considering the USCF rating inflation), and I was close enough to the magic 2200 mark that one point out of two would put me among the masters. I set my sights higher, but it was not to be. For the sixth time I failed to win the decisive game in the Stamer Memorial.

This time I lost to Viktors Pupols of Washington state. This goes along with two losses to Julio Kaplan and one each to John Blackstone and William Addison. I managed a draw in 1967 against Dennis Fritzinger, but he was already a half point ahead of me.

In the penultimate round Charles Powell quickly disposed of Errol Liebowitz, while Richard Lobo made mincemeat of Weissbein. Those were the top two boards. On Board three I faced Pupols and a marathon developed. I wanted to hit Pupols with his own do-nothing tactics. Unfortunately, I made a weak third move and got into an eight hour game, which had to be adjourned after six hours so that the final round could be played.

In the last round Pupols and I had to race to victory so as to gain time to analyze the position after Pupols' 76th move. Borel Menas obligingly fell behind in development against me and suffered a mating attack. In the meantime Renard Anderson, seeming not to understand his position, played weakly and Pupols gained a rarity for him — a victory before the first time control.

Then the tournament hinged on our adjourned position, which turned out hopeless for me.



Viktors Pupols

This left Pupols with a clean score, and this finishing result for the tournament.

1. V. Pupols, 5-0/.2-.3. C Powell, R. Lobo, 4½-4½, (\$125). Expert: M. Burkett, N. Carlin, J. Freyre, E. Cutro, K. Fong, K. Lawson, 4-1 (\$20). A Class: D. Cater, T. Tumolo, E.L. Wilson, F. Penoyer, R. Gutierrez, R. Feliciano, F. Wreden, 3-2 (\$17). B. Class: T. Raffill, 3½-1½ (\$125). C. Class L. Weston 2½-2½ (\$125). D. Class: T. Ghormley, R. Merritt, 2-3 (\$62).

Some games from the event:

French Defense: C. Powell—E. Liebowitz: 1 e4, e6; 2 d4; d5; 3 ed, ed; 4 Bd3, Bd6; 5 Ne2, Nf6.

Black might have given some thought to 5 ... Ne7.

6 0-0, 0-0; 7 c3, Ng4; 8 g3, f5; 9 Bf4, Nc6; 10 Ne2, Bf4; 11 Nf4, g5?; 12 Nd5, f4; 13 h3, Kg7; 14 Nf4, gf; 15 hg, Qg5; 16 f3, fg; 17 Kg2, Bg4; 18 fg, Qh4; 19 Bf5, Qh2; 20 Kf3, Rae8; 21 Ne4, g2; 22 Rg1, Re4; 23 Ke4, Re8; 24 Kf3 1-0.

Here is another blow-out.

Vienna game; E. Weissbein—R. Lobo: 1 e4, e5; 2 Nc3, Nf6; g3, Bc5.

An untested idea is 3 ... c5 intending Be7 and h5-h4.

4 Bg2, 0-0; 5 Nf3, d6; 6 0-0, Re8; 7 d3, c6; 8 Na4, Bb4; 9 c3, Ba5; 10 b4, Bc7; 11 h3, Nbd7; 12 Be3, Nf8; 13 Nd2, Ng6; 14 Qc2, h6 15 d4?; d5; 16 Kh2?

This waste of time took seven minutes to find. Black, who had already consumed an hour took another 44 minutes to arrive at move 20, but he has it wrapped up by then.

16 ... de; 17 Ne4, Nd5; 18 Nec5, Ne3; 19 fe, ed; 20 Qf2, f5; 21 cd, h5; 22 Nd3, h4; 23 Nf4, hg; 24 Kg3, Qh4; 25 Kf3, Bf4; 26 ef, Qf4 0-1.

A little space war. . .

Caro-Kann Defense; M. Burkett—B. Menas: 1 e4, c6; 2 d4, d5; 3 ed, cd; 4 c4, Nf6; 5 Nc3, e6; 6 c5, b6; 7 b4, bc; 8 bc, Be7; 9 Bb5, Kf8; 10 Ne2, h5; 11 0-0, h4; 12 Bf4, Nh5; 13 Be3, g5; 14 f4.

An embarrassing riposte, Black has to keep things closed on the kingside where his hopes have rested.

14 ... g4; 15 f5, Bg5; 16 Qd2, Rg8; 17 Nf4, Nf4; 18 Bf4, h3; 19 g3, e5; 20 de, Bb7; 21 f6, Bf4; 22 Qf4, Rg6; 23 Bd3, Qa5; 24 Bg6, Qc5; 25 Rf2, Qc3; 26 Rc1, Qa3; 27 Qh6, Ke8; 28 Bf7, Kf7; 29 e6, Ke8; 30 f7, Ke7; 31 Qf6 1-0.

This was Pupols' vital fifth round win.

French Defense; R. Anderson—V. Pupols: 1 e4, e6; 2 d4, d5; 3 Nc3, Nf6; 4 e5!?, Nfd7; 5 Nf3, Be7; 6 Bd3, b6; 7 h4, Ba6; 8 Ba6, Na6; 9 Qe2, Qc8; 10 h5, h6; 11 Nh4, Nb4; 12 a3, Qa6!; 13 Qa6, Na6.

Pupols likes those better endings.

14 f4, c5; 15 Be3, Nc7; 16 g4, 0-0-0; 17 Ne2, cd; 18 Nd4, Kb7; 19 b4, a6; 20 Kd2, Rc8; 21 c3, Bh4; 22 Rh4, f6; 23 Nf3, e3; 24 fe, Rhf8; 25 Rh3, Nb5; 26 Bd4, Rf4; 27 Rg3, Rcf8; 28 Ke3, Re4; 29 Kd3, Na7; 30 Nh4, Nc6; 31 Ng6, Nde5; 32 Be5, Ne5; 33 Ne5, Re5; 34 Re3, Re3; 35 Ke3, Kc6; 36 a4, Kd6; 37 Rg1, Rc8; 38 Kd3, Ke7; 39 g5, hg; 40 Rg5, Kf6; 41 Rg6, Kf7; 42 Rg5, Rc4; 43 Kd2, a5 0-1.

And, for the piece de resistance, well, what else can you call a 101 move game?

English Opening; V. Pupols—M. Burkett: 1 c4, e5; 2 Nc3, Bb4; 3 Qc2, c6?

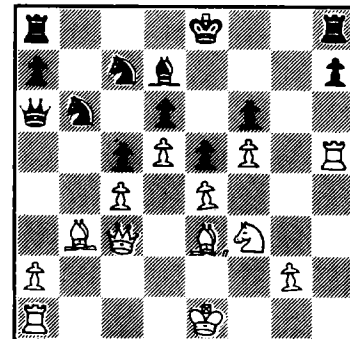
Bill Kennedy, now a top backgammon pro, showed me 2 ... Bb4 which has the tactical point of 3 Nd5, Ba5; 4 b4, c6; 5 ba, cd; 6 cd, Qa5 when Black stands well. Unfortunately, I had been playing skittles with Pupols, and he had already lost that move.

As this game will show, Black does not have time for 3 ... c6. It was better immediately to play ... Bc3; 4 Qc3, f6 or 4 dc, d6 intending 5 ... f5. Weaker is 4 bc, c5! since White's remaining knight will take at least 10 moves to try for d5, a plan that is far too slow.

4 Nf3, f6; 5 e3!

Threatening 6 Bd3 and 7 Bh7.

5 ... Ne7; 6 d4, d6; 7 Bd3, g6; 8 h4!, Bg4; 9 Nh2, Bf5; 10 e4, Bd7; 11 Be3, c5; 12 d5, Na6; 13 h5, Bc3; 14 Qc3, Nc7; 15 f4, gh; 16 f5, b5; 17 b3, bc; 18 bc, Nc8; 19 Nf3, Nb6; 20 Bc2, Qc8; 21 Rh5, Qa6; 22 Bb3.



Stamer cont.

Black has just managed to avoid a middle game disaster, but his problems are far from over. Defending the KRP now becomes a problem.

22 ... , 0-0-0; 23 Kf2, Rdg8; 24 Rbh1, Rg4; 25 R5h4, Rhg8; 26 Rg4, Rg4; 27 Nd2, Rg7; 28 Rh4, Na4; 29 Qc1, Qa5; 30 Rh6.

Now a second pawn comes under attack, which increases the difficulties of the defense.

30 ... , Ne8; 31 Kf3, Qc3; 32 Qc3, Nc3; 33 Rh1, Na4; 34 g4, Nb6; 35 Bc2, Kc7; 36 Bd3, Ba4; 37 Be2, Bc2; 38 Rc1, Ba4; 39 Nf1, Kc8; 40 Bd2, Kb7; 41 Ng3, Kc8; 42 Nh5, Rg8; 43 Ke3, Nd7; 44 Kd3, Ng7; 45 Ng3, Ne8; 46 Rh1, Nf8; 47 Nh5, Nd7; 48 Bh6, Kc7; 49 Rf1, Kd8; 50 Kc3, Ke7; 51 Ng3, Nb6; 52 Nh1, Nc7 53 Nf2, Nd7; 54 Rh1, Nb6; 55 Rg1, Be8; 56 Bd1, Ba4; 57 Bb3, Be8; 58 Kd3, Bf7?!

This may have been poor judgment, and I was certainly deluding myself about winning chances. I was hoping for the advance of the QRP giving my knight the b4 square. Unfortunately, I got what I wanted.

59 a4!, Nd7; 60 Bc2, Na6; 61 a5, Rb8; 62 Nd1, Nb4; 63 Kd2, Nc2.

Forced since the threat of Ba4 is too strong.

64 Kc2, Rb4; 65 Nb2, Rb8; 66 Rh1, Rg8; 67 Rh4, Nb8; 68 Bd2, Na6; 69 Nd3, Nb8; 70 Nf2, Rg7; 71 Rh1!, Kd8; 72 Rh6!, Ke7; 73 g5!, Nd7; 74 Ng4!, fg; 75 f6, Nf6; 76 Nf6, g4; 77 Nh5, Bh5.

Because 77 ... , Rg6; 78 Rg6!, Bg6; 79 Bg5!, Kf7; 80 Ng3, Ke8 followed by marching the K to f2 playing Nf5 and Kg3-h4.

78 Rh5, g3; 79 Be3?

At this point I was hoping Pupols would see 79 Rg5! so I could go home.

79 ... , g2, 80 Bg1, Kd8.

Because 80 ... , Kf6; 81 Rh6, Kg5; 82 Rd6, Kf4; 83 Bc5, g1/Q; 84 Bg1, Rg1; 85 c5 wins.

81 Kd3, Kc7; 82 Rh6, Rf7; 83 Rh2, Rg7; 84 Ke2, Kb7; 85 Rh6, Rd7; 86 Kf3, Ka6; 87 Bc5, Ka5; 88 Bf2, Kh4; 89 c5, dc; 90 Kg2, Kc4; 91 Re6, Kd3; 92 Re5, c4; 93 Kf3, a5; 94 d6, a4; 95 Rd5, Kc2; 96 e5, a3; 97 e6, a2; 98 Ra4, Rd6; 99 Ra2, Kd8; 100 Re2, Rd8; 101 e7 1-0.

CHESS GOES TO WAR



"All right, which one of you stole my clock."

Tournaments

Savereide Notches Another U.S. Women's Championship

Diane Savereide of Los Angeles, California comfortably annexed another U.S. women's championship, held at Brigham City, Utah, by scoring 9-2, a full point ahead of her nearest competitors, Rachel Croto of New York City at 8-3 and Dorothy Teasley, who placed third with 7½-3½. Teasley is also from New York City.

First Koltanowski Tourney

The Santa Clara Chess Club drew 60 players to its first George Koltanowski tourney, held March 2 to April 6. Winner overall was James Eade with 4½-½, followed by Matthew Sullivan at 3½. Eluterio Alsua and Tom Maser tied for third to fourth.

In section II Brian Scanlon came first with 4-1 while Gaudencio Delacruz and Eric Peterson shared the remaining prizes with 3½ scores.

Section III went to Woody Morgan and Francisco Sierra, who had 4-1's. Joseph Purvis and Dan Hayes followed at a distance with 3's.

Section four was all Ron Self's with 4½ with Larry Weston second at 4 and Antone Esteban a clear third at 3½

Section five belonged to Jonathan Tolentino at 4½, followed by Rodger Rast at 4 and Jaimes Madriaga at 3½.

Sacramento Championship.

Sacramento had a blitz of masters, 11 per cent of the total tournament entry in its annual championship, May 9-10. The toughest of the tough came out on top as Jeremy Silman and Tom Dorsch tied for first. Class A went to Zoran Lazetich with Larry Hilland and Dante Banez nipping at his heels. B Class honors went to Ed LePape and Greg Pinelli, while C Class belonged to Robert Sphar with a multiple tie for second between Doug Robbins, Jacinto Gilsiera, Jerry Martin, James Ferrier, Jim Kesey, and Bob McBeth.

In the DEF Classes number one was Thomas Manning with Rodger Rast giving him a run for his money. In Unrated Angelo Piersanti was number one followed by Steve Jones and Jim Matheny.

The city championship, limited to locals in this open tournament turned into a massive tie. There were James McFarland (1st on tie breaks), Mark Buckley, Arthur Braden, Zoran Lazetich, and Ed LePape. Sacramento is now the city of champions. LePape was particularly sensational in upsetting Harry Radke of San Jose despite more than a 600 point rating difference. Habemus LePape!

TD Notebook cont.

round in eight of the last eleven tournaments I've directed. At this point their score is 4-4 (one win each and six draws). They've never been in line for a prize yet when they've been paired in the last round. I thought they drew that game an hour and a half ago. They'll be here until eleven, and still draw. I thought THIS tournament would be over in decent time.

(That is just what happened. Smith and Jones now have a score of 4½-4½. Their game was unimportant to everyone – EXCEPT THEM. That is just ONE reason that directors run tournaments. Never mind that the director didn't get to bed until midnight, had an important conference at eight Monday morning, and was rummy for two days. Each game is important to those playing, therefore what directing is all about.)

Santa Clara CC

by James V. Eade

The Santa Clara Chess Club has one of the most active tournament schedules in northern California. James V. Eade won their March to April tournament and has provided *Chess Voice* with annotations to some of his better efforts. — editor.

Ruy Lopez: J. Eade—K. Binkley: 1 e4.

This move deserves a note only because it marked the very first time I have ever essayed it in a serious encounter.

1 ... e5; 2 Nf3, Nc6; 3 Bb5, a6; 4 Ba4, Nf6; 5 0-0, Be7; 6 Re1, B5; 7 Bb3, 0-0; 8 d4, d6.

On 8 ... ed I intended 9 e5. Better, perhaps, is 8 ... Nd4.

9 h3, Bb7.

Now 9 ... ed is possible.

Also possible is 9 ... Nd4 with another version of the Noah's Ark trap in prospect. —editor

10 c3, Re8; 11 Nbd2, Bf8; 12 Bc2.

Indicating that White has chosen to strike at Black's Q-side.

12 ... g6; 13 a4, Bg7; 14 d5, Ne7; 15 Qe2, Qd7.

Black should have played 15 ... c6.

16 Nb3, c5!; 17 dc, Nc6?!; 18 ab, ab; 19 Ra8, Ra8; 20 Qb5, Ba6.

Now White must take the long way home with his winnings.

21 Qb6, Bc4; 22 Nbd2, Rb8; 23 Qe3, Be6; 24 Ng5, Bh6; 25 Ndf3, Nh5.

The threat was 26 Nh7.

26 Qd3, Nf4; 27 Bf4, ef; 28 Ne6; fe; 29 b4, Bg7; 30 e5!, d5; 31 Qd2.

I had expected this to depress Binkley. Instead a flash of light flickered over his eyes.

31 ... Qc7; 32 Qf4, Nb4!;; 33 Bg6, Qc3!

I could not work out the capture of the KRP here but knew it contained some poisonous variations. I did not like 34 Bh7, Kh7; 35 Ng5, Kg6, so. . .

34 Bf7, Kh8; 35 Rc1, Nd3?!

I believe that 35 ... Qb2 posed more problems for White.

36 Rc3, Nf4; 37 Rc6, d4; 38 Be6, d3, 39 Rc8, Rc8; 40 Bc8, Bf8 41 g3, Nd5; 42 Kf1, Bb4; 43 Ba6, d2; 44 Ke2, Bc3; 45 e6, Bb4; 46 Nd2, 1-0.

Later I reassured myself, "Thirteen year olds aren't always so tough."

Fred Mayntz always causes me trouble, but when there is no solid strategy there are still sneaky tactics.

English Opening: F. Mayntz—J. Eade: 1 c4, e5; 2 Nc3, Nc6; 3 g3, g6; 4 Bg2, Bg7, 5 d3, Nge7; 6 Bg5.

A maneuver I would instinctively distrust.

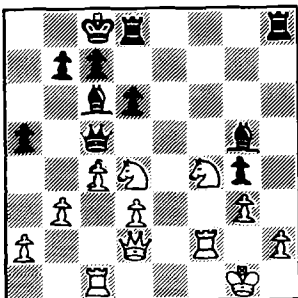
6 ... h6; 7 Bd2, d6; 8 Qc1, Be6; 9 e4, a5?!

I lived to regret this decision.

10 Be3, Nd4; 11 Bd4, ed; 12 Nce2, Nc6; 13 f4, Qd7; 14 Qd2, f5; 15 Rc1, Bf6; 16 Nf3, Rg8; 17 0-0, g5; 18 fg, hg; 19 b3, g4; 20 Ne1, Bg5; 21 Nf4, Qh7; 22 Nc2, Rh8; 23 Bh1.

It is now clear that Black has overextended himself for an unclear attack. It seemed necessary to remove the king from the center.

23 ... 0-0-0?!; 24 Rf2, Bd7; 25 ef, Qf5; 26 Bc6, Bc6; 27 Nd4, Qc5.



Hoping that White would be detoured from taking the QB by the prospect of an even stronger fork. . . Well, sometimes it works.

28 Nde6?, Rh2!

The rest is blood and gore.

29 Kf1, Rh1; 30 Ke2, Qe5; 31 Qe3, Bf3; 32 Kd2, Qb2 0-1.

Mark Sullivan was the last player with a chance of overtaking me. Psychologically the game became interesting on the first move, since Sullivan, Robert Sferra, and I have almost exclusively opened 1 b3. Sullivan later said he had prepared all week for it.

Modern Defense: J. Eade—M. Sullivan: 1 e4!?, g6; 2 g3, Bg7; 3 Bg2, d6; 4 Nf3, e5; 5 Qe2.

I wanted to advance QP two squares and keep the head duo at d4 and e4 too.

5 ... Nc6; 6 c3, Nf6; 7 0-0, 0-0; 8 d3, Bd7; 9 Re1, Qc8; 10 Nbd2, Bh3; 11 Bh1, Bg4; 12 Nf1, Ne8; 13 Ne3, Bh5.

I felt I would be able to exploit the unusual Black piece set-up. My next move aims to prevent ... f5 by threatening Qb3 and Ng5 while also breaking the pin.

14 Qe2, h6; 15 b4, Ne7; 16 Nh4, f5; 17 d4, f4; 18 Nd5, Qd8.

A dour decision.

19 de, de; 20 Ne7, Qe7; 21 f3, Nd6; 22 a3, Rf7.

Black should have blockaded the Q-side pawns.

23 c4, Rf8; 24 Qd3, Nc8; 25 Ra2, Bf6; 26 Ng2, fg; 27 hg, g5; 28 Ne3, Bg6; 29 Nf5, Bf5; 30 ef, Qd7.

And now Black seems to be coming back out of his shell.

31 Rd2!, Qd3; 32 Rd3, Nd6; 33 f4, Re7; 34 Bd5, Kg7; 35 fg, hg; 34 g4, c6; 37 Be6, Ne8; 38 Be3.

The bishop finally decides which diagonal to call home.

38 ... b6; 39 Bd7, Nc7; 40 Bc6, Kf7; 41 c5?!, b5; 42 Red1, Kg7; 43 Rd7, Rd7; 44 Rd7, Rf7; 45 Rf7, Kf7; 46 a4?!, a6; 47 Kf2?!, Ke7; 48 Kf3?

White needed 48 ab.

48 ... ba; 49 Ba4, Nd5?; 50 c6.

I thought that something like 50 ... Kd8; 51 Bb3, Nb4; 52 Bb6 would decide it all but Black has a great counterstroke.

50 ... e4; 51 Kf2, Kd6; 52 Ba7, Kc7; 53 b5, ab; Bb5, Nc3.

It should be a draw now.

55 Bc4, Kc6; 56 Ke3, Kd6; 57 Bd4, Nd1; 58 Ke4, Nc3; 59 Kd3, Bd4; 60 Kd4, Nd1; 61 Ke4, Nf2?

Black secures the draw with 61 ... Nc3.

62 Kf3, Nd1; 63 f6 and 1-0 later.

MORE PLAYERS AT PLAY



"A Big Mac before a game is a bad idea."

Our Chess Heritage

THE SOUL OF CHESS

by
R.E. Fauber

The 17th century had witnessed some advances in the art of the cheapo and the analysis of the openings — particularly the King's Gambit and Giuoco Piano. It remained for a man of the 18th century, the so-called Age of Reason, to provide a cohesive theory by which a whole game of chess might be played.

Francois Andre Danican Philidor (1726-95) came from a long line of musicians whose career dotted the musical ensembles of the Bourbon Louis'. Philidor's father, 79 at his birth, died when the boy was six, and Louis XV installed the orphaned Philidor in the choir at Versailles. As a young singer he watched the adult bandsmen playing chess (with more zeal than skill) and learned the game from observation.

One apocryphal story has him challenging a gray-bearded musician and vanquishing him in the first game he ever played. As a teenager he left the choir around 1740 and drifted into Paris, where he became the chess pupil of Sire Kermuy de Legal (1702-92) at the Cafe de la Regence. There he also supported himself by hustling chess for stakes, but, his debts mounting, he found it prudent to join a musical company touring Holland.

The company was not getting many bookings and soon was as broke as Philidor himself. This left Philidor penniless in a foreign land, but he turned to chess again and played stakes games against British army officers stationed in the Netherlands during the War of the Austrian Succession.

These British gentlemen readily parted with their half crowns and provided Philidor with letters of introduction to leading figures in London society.

Removing to London in 1747 Philidor faced the first competitive challenge of his career. The leading chess player of that metropolis was Philip Stamma, a Syrian from Aleppo. Stamma had published a book then much in vogue, which was principally notable for advocating algebraic notation. Stamma's theoretical insight into the game, however, consisted solely of argument by analogy. "Everyone knows that the noble and ancient game of chess is a model of war, thus an exact imitation of all the different manners of combat should be the conduct (of the game) to which one should hew," he wrote. Such a recommendation is as vague as it is questionable. Pawns do not bleed, and one can do things with them that only a monster would ask of an ordinary soldier.

To achieve the aristocratic patronage he needed to prosper Philidor had to best Stamma. This he achieved in 1747 by a margin of 8-1 in a match in which he allowed draws to count as a win for Stamma. His reputation was now assured. At the urging of noble patrons Philidor wrote his *L'Analyse de Jeu des Echecs* in 1749. Peers of the realm subscribed to defray its printing costs, and it became a classic which went through a new edition in Philidor's own lifetime (1777) and hundreds of other editions and translations after his death.

Philidor continued to earn a living playing chess and achieved particular fame for his blindfold exhibitions from 1749-54. In the latter year he returned to Paris, where he defeated his former mentor, Legal in a match.

He then returned to his interrupted musical career and began to compose popular operas with prolific facility. They were the rage of the time, and have been revived from time to time through the 20th century. His opera *Tom Jones*, a testimony to the influence of England on his music was performed as recently as 1979.

In 1770 his English admirers offered to put him on retainer if he would serve as a chess professional in London during the February to June "season." This became his custom for the remainder of his life and eventually his chief source of income. In his later years he

lamented to his wife in Paris, "It is ridiculous that the composer of *Ernelinde* should be obliged to play chess half the year in England in order to keep his family alive."

What endures about Philidor is his book, which stands out because he gives reasons for the moves, offers what we would call positional insights behind quiet moves, and thereby provides a structure for planning. Philidor was the first player to conceive of a plan to encompass the whole game. He played the opening with an eye to the ending.

The theoretical insights of earlier players had been disjunctive maxims. Philidor conceived the game as a whole unit. There were basic, unvarying characteristics to certain types of positions, each had its own inner meaning, which could be examined and understood. Furthermore, types of positions were inter-related so that play flowed naturally from one type of position to another. Fortified by this knowledge, a player could hope to conceive of a coherent plan for conducting his game from the beginning to the end.

There was also, happily, a single principle which was the essence of good chess play in all its phases. He declared, "My principle aim is to make myself recommendable by a novelty which no one has advised, or, perhaps has been capable of advising; that is the proper play of the pawns."

"They are the soul of chess; they uniquely form the attack and defense; and the win or loss of a game depends entirely on their good or bad arrangement."

cont. on p. 44



Philidor cont.

Here was revolution in the barracks. If the pawns do not behave, the pieces never get a chance to prove their eliteness. Pawns should form for coordinated advance, by which they will drive the vaunted chivalry of the enemy from the field.

In practice Philidor stressed control of the center by pawns, achieving a central pawn majority by exchanging BP's for center pawns was a recurrent strategem. Ultimately this majority advanced and cramped the enemy pieces while providing a shelter behind which Philidor's own pieces could mass. Ultimately an advanced passed pawn emerged from the center majority and this proved decisive in the ending. In this case, too, Philidor's remaining pieces proved by far the more active because of his greater control of space.

By employing Philidor's principles it was possible to plan a game coherently along broad lines. It was no longer necessary to bring out a few pieces and then risk all on an early attack. The ending was no longer the random result of a general exchange of pieces but was part of an over-all plan. This was the enduring contribution of Philidor's thought, the birth of long-range planning.

This blindfold game admirably illustrates Philidor's theory in action.

Bishop's Opening; London 1790

Sheldon-Philidor: 1 e4, e5; 2 Bc4, c6.

Already Philidor begins to construct his typical pawn center. It is regrettable that his English opponents played the creaky Bishop's Opening because that was what Philidor had recommended.

3 Nf3, d5; 4 ed, cd; 5 Bb3, Nc6; 6 d4, e4; 7 Ne5, Be6; 8 0-0, f6.

A typical Philidor subtlety. The immediate 8 ..., f5 permits 9 f4 and leaves White a strongly posted knight in compensation for Black's center majority.

9 Nc6, bc; 10 f3, f5; 11 Be3?!, Nf6; 12 Nd2, Bd6; 13c4 (?) 0-0 (?); 14 Ba4, Qc7; 15 f4.

Black's central majority is both advanced and safe. In the next part of the game he shows his mastery as he strives to open lines for his more active pieces.

15 ..., Ng4; 16 Qe2, Ne3; 17 Qe3, c5!

Now if 18 Khl, cd; 19 Qd4, Bc5; 20 Qc3, d4.

18 Nb3, dc; 19 Nc5, Bc5; 20 dc, Rac8; 21 c6, Rfd8; 22 Rfd1, Rd3!

Philidor's advanced pawns now become supports for his pieces. White must trade rooks or cede material, but the rook trade creates a second, more powerful passed pawn. Philidor does not try for attack but builds gradually to a position where he has all the strategic trumps. This play to accumulate advantages and a prosperous future.

23 Rd3, cd; 24 Bb3, Bb3; 25 ab, Qb6!; 26 kf2, Qe3; 27 Ke3, Rc6; 28 Ra7, Rd6.

Although this wins, 28 ..., Rc2 looks more crushing. Now 29 Ra1 affords resistance.

29 Kd2, e3; 30 Ke3, d2; 31 Ra1, d1/Q; 32 Rd1, Rd1; 33 b4, Bb1 0-1.

A complete triumph for the central pawn majority.

Revolutionary as Philidor's approach to long-range planning was, the range of plans he employed was strikingly limited. The progression from forming a phalanx of pawns in the center to achieving a central majority, cramping the enemy pieces, and achieving a favorable ending recur again and again in his later games. It is a pity that we have no games from his 1754 match with Legal.

This famous game illustrates Philidor's favorite themes and uncovers some of the limitations of his end game technique.

Bishop's Opening; London, 1783

Count Bruhl—F. Philidor: 1 e4, e5; 2 Bc4, c6; 3 Qe2?!, d6; 4 c3, f5; 5 d3, Nf6; 6 ef?

Very cooperative when either 6 Nf3 or 6 Nd2 would keep a grip on the center. The next few moves White practically compels Black to do what he wanted to do.

6 ..., Bf5; 7 d4 (7 f4?!), e4; 8 Bg5, d5; 9 Bb3, Bd6.

White should at least try to stir up a little central action with 10 c4. 10 Nd2, Nbd7; 11 h3, h6; 12 Be3, Qe7; 13 f4, h5; 14 c4, a6; 15 cd, cd; 16 Qf2, 0-0; 17 Ne2, b5; 18 0-0, Nb6; 19 Ng3, g6; 20 Rac1, Nc4; 21 Nf5, gf; 22 Qg3, Qg7; 23 Qg7, Kg7; 24 Bc4, bc.

It looks more dynamic to afford Black's knight the d5 square by dc.

25 g3, Rab8; 26 b3, Ba3; 27 Rc2, cb; 28 ab, Rbc8; 29 Rc8, Rc8; 30 Ra1, Bb4; 31 Ra6, Rc3; 32 Kf2, Rd3; 33 Ra2, Bd2; 34 Rd2, Bb3, 35 Rc2, h4.

This is very violent but far from winning. White can stand in with 36 gh, Nh5; 37 Ke2. What makes this game significant is that Philidor is still trying to win with his central majority, as we shall see, he should be trying to exploit superior piece activity.

36 Rc7, Kg6; 37 gh, Nh5; 38 Rd7, Nf4?

Although this position may not be won, the only chance is in greater piece activity by 38 ..., Rb2; 39 Kf1! (only move), Rh2.

39 Bf4, Rf3; 40 Kg2, Rf4; 41 Rd5, Rf3, 42 Rd8, Rd3; 43 d5, f4.

White could now draw by 44 Rf8, f3 (or ..., Rd2; 45 Kf1, f3; 46 Rf4; 45 Kf2, Rd5 46 Rf4, Re5; 47 Kf1, Re7; 48 Ke1! When Black's king is forever held out.

44 d6?, Rd2; Kf1, Kf7!; 46 h5, e3; 47 h6, f3 0-1.

Philidor was able to carry out his standard plan, but he needed some help. It is worth noting that Philidor's enduring contribution to chess was not "his" plan, which he employed again and again, but the idea of chess as a game in which long-range planning is possible. There has been no more important discovery than that the game was a coherent whole in which the achievement of one set of goals led on to the achievement of others and from there on through stages to victory. Chess was not a set of disparate skirmishes, like street-fighting, where cunning counted for more than broad concepts of the struggle.

Philidor had apostles who were more dynamic in their concept of relating the activity of the central pawns to the activity of the pieces. In his own day Philidor's chief rival was the astronomer George Atwood, who handled some Philidor analysis rather roughly. A half a century later Louis de Labourdonnais would synthesize the Philidorean approach to central pawns with the emphasis on piece activity stressed by three Italian gentlemen who were Philidor's contemporaries. It is to their approach to the game that we must next direct our attention.

(to be continued)

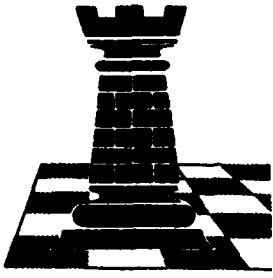
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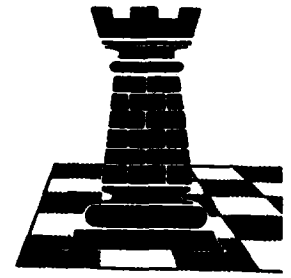
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BURDEN OF ATTACK



“White has the initiative to defend,” Savielly Tartakover remarked perceptively over half a century ago. It is so true that premature castling or a passive pawn move can quickly turn the attacker into a defender. Particularly in open games attack is almost suicidal. The avenues of assault are as obvious as the interstate highway system, and blocking them often accomplishes other purposes at the same time so that the defender achieves multiple goals while his assailant fritters his position away in headlong assault.

This is the reason to speak of the burden of attack. Conventional wisdom to the contrary, it is easier to defend than to attack. The defender knows what the attacker is going to do, where he is going to hit. The attacker has to analyze at length to uncover all the direct and indirect ways the defender can shield the vital point in his position.

Defense embraces only a few simple principles. Emanuel Lasker enunciated the core principle of guarding yourself while making the least positional concession possible. Economy of effort is the soul of defense. Learning to do a lot with a little move is not that hard to grasp.

The principles of attack are very simple but not very flexible: 1) gain more space control in the area to be attacked 2) open lines against vulnerable squares (sometimes by sacrifice) 3) bring up the reserve 4) breakthrough to victory.

Defense is even easier. You can employ one or more of these techniques 1) exchanging — the attacker spends a lot of time getting a piece to a great square, and you just trade it off. Care must be taken. If on the exchange another piece goes to this great square, the attacking pieces may be just as deadly and even more secure. 2) Rapid development. This is related to exchanging. If you can particularly pertain to pawns, which sometimes are thrust forward overwhelm you at any point. 3) avoiding unnecessary weakness: this particularly pertains to pawns, which sometimes are thrust forward to prevent certain threatening moves and find themselves in turn the objects of attack. Often, though, weakening moves may not be a problem. Many variations of the Queen’s Gambit find Black weakening his dark squares by producing a pawn skeleton of pawns on f7, g6, and h7. The point is that White wants to exert pressure on the light squares and cannot do much with the inviting targets on h6 and f6. That is a matter of defensive economy — if you have to weaken something (and you often do) then weaken something that is hard to get at. 4) developing counterplay: even little threats can restrict the aggressive tendencies of attacking pieces. The successful defender is always looking for an opportunity himself to go over to the attack.

It is easiest to defend against gambit openings, except the King’s Gambit, which is a positional opening. Can there be anything sweeter in life than being a pawn up and being attacked on all the obvious avenues? Not only are you able to defend effortlessly, but you can often sacrifice a pawn for a winning positional advantage. It’s like being a longbowman at Agincourt. “Here come the knights!” Well, stick it in their eye.” Twang.

Let’s look at some defensive themes as applied to open games. **Scotch Gambit: 1 e4, e5; 2 Nf3, Nc6; 3 d4, ed; 4 c3, dc; 5 Nc3, Bb4; 6 Bc4, d6; 7 0-0, Bc3; 8 bc, Nf6.**

Black has a completely won game after 9 Qb3, Qe7, 10 e5, Ne5; 11 Ne5, de; 12 Ba3, c5. The results of games after 13 Bb5 are completely misleading. Black gets the better development, returns a pawn, and enjoys greater central control, a material advantage, and active play. White here prefers to play sneakily hoping to cash in on a slight preponderance in the center. Black just develops.

9 Qc2, 0-0; 10 e5, Ne5; 11 Ne5, de; 12 Ba3, c5!

Naturally, Black returns a little material here. This clears c7 for the queen, a mighty post which protects e5 while menacing anything loose on the QB file. And a lot of looseness ensues the recapture of some of the material.

13 Bc5, Re8; 14 Ba3.

A direct 14 Qb3, Qc7 and Be6 leaves White in a hopeless position. Black gets to block avenues of attack, develop, and to force exchange of material at the same time.

14 ... , Qc7; 15 Qe2, Be6; 16 Bb5, Red8; 17 Bc1, a6.

Already Black is a pawn up with better development and center control. A crush is in the making since 18 Bd3, Qc3 hits two pieces.

18 Ba4, Bc4; 19 Qc2, Bf1; 20 Kf1, Qc4; 21 Kg1, Rac8; 22 Bb2, Qd3.

The exchange weapon comes into play. Black is attacking and material up. White might as well resign as exchange queens. The conclusion is totally crushing.

23 Qc1, Qd2; 24 Qb1, Ng4; 25 Bc2, Qf2; 26 Kh1, Rd2, Bh7, Kh8; 28 Qe4, Qh4 0-1.

The real virtue of defensive technique, though, is that sometimes you get into trouble by your own fault, and you have to protect yourself. This far from perfect example may serve to illustrate for the practical player.

Ponziani Opening: 1 e4, e5; 2 Nf3, Nc6; 3 c3, Nf6; 4 d4, Ne4; 5 d5, Nb8; 6 Bd3, Nc5; 7 Ne5, Nd3; 8 Nd3.

Reasoning that his two bishops mean the most and the advanced QP the least in an ending, Black thought to trade the queens. White prefers to turn gambiteer and stay in a middle game where Black’s cramped pieces spell trouble for him.

8 ... , Qe7?!; 9 Be3!, Qe4.

If you’re going to be cramped you might as well be a pawn up too. Black has very pleasant prospects after 10 Nf4, Bd6; 11 Qd4, Qd4.

10 0-0, Qd5; 11 Re1, Be7; 12 Bd4, f6!

Naturally 12 ... , Qg5; 13 f4 only helps White help himself. The text serves several defensive purposes and so is quite strong. Paramount is that it provides a square for the queen to protect e7 and e8, the focus of White’s attack. So the queen cannot be shunted out of action.

13 Nb4, Qf7; 14 Qe2, Kd8.

This is the principle of least concession. Moving the king provides room to reinforce the protection of the bishop on e7; it also unpins that bishop. To protect the king it is vital not to move the queen-side pawns. They are much harder to attack on the second rank than on the third or fourth.

15 Na3, Nc6.

Black will not be suckered into the bumptious 15 ... , c5; 19 Nd5 when there are numerous variations such as 19 ... , Bd6; 20 Qc4, cd; 21 Nb5 or the very simple 19 ... , Qd5; 20 Qe7, Kc7; 21 Qc5 regaining the pawn in an ending where White has development and pawn structure advantages. Instead he develops, promotes exchanges, and hopes for the best. The defender should be a cheerful pessimist. Black also keeps his extra pawn.

16 Nc6, bc; 17 Nc2, Re8; 18 Qf3, Bd6.

Black forms a simple but ingenious idea; if White trades rooks, he takes with the king and runs king-side — after which his development problems are solved, and he remains a pawn ahead.

White finds it difficult to improve his position. For example 19 Ne3? Rb8 threatens 20 ... , c5 among other things. If White’s knight

cont. on p. 46

Burden of Attack cont.

moves elsewhere, Black may even try 19 ... , Re6 and run his king to the king-side. Black is very passive, however, and White does not have to worry about losing the initiative.

This is the hardest part of defense finding moves which do not wreck your position when you have nothing to do.

19 b3, Qg6; 20 Nb4, Rb8!?

Is Black bluffing, or is he serious? This is what we call counterplay, a crude developing move which threatens to win a pawn. It also offers one. If 21 Ba7 Black has either 21 ... , Rb7; 22 Re8, Qe8; 23 Qe3, Qe3; 24 Be3, Bb4 or 21 ... , Rb5 with a whiff of attack. Little moves often loom large. That is the point of defense. This was the last chance for the rook to get into action. Black has to think about mobility here because an eventual c4 will stifle his whole queen-side.

21 Nd3, Rb5.

White now lets the game get away from himself because he has called the tune for so long. The attacking move is to exchange 22 Re8, Ke8; 23 Re1. It leads to nothing definite but Black still has nothing constructive to do. His main problem remains getting his QB into action, but the attacker's problem is that he cannot understand why he has not mated yet.

22 c4, Re1; 23 Re1, Rf5; 24 Qe3?

After 24 Qe4 the position remains tense, but White cracks under the burden of attack. It is just too hard keeping up the initiative when the defender concedes no new points of attack and only makes a few little threats over a long period. Black has two cute little ideas in mind on his next move: 1) 24 ... , c5; 25 Bc5, Bc5; 26 Nc5, Re5 and 2) 24 ... , c5; 25 Bc3, Bb7; 26 f3, Rf3! with a totally won ending.

24 ... , c5; 25 Qe4, cd; 26 c5, Bc5. 0-1.

For a finale let us examine a game where the pieces have to be coordinated just so to meet attacking threats and where counterattack arrives just in the nick of time.

Scotch Gambit: 1 e5, e5; 2 Nf3, Nc6; 3 d4, ed; 4 c3, dc; 5 Bc4, Bb4.

Probably not the best. The books all give 5 ... , Nf6; 6 e5, d5; 7 Bb3, Ne4, while after the text 6 0-0, d6; 7 a3—b4 keeps more pieces on the board. The way White plays looks rather limp at first glance, but he maintains pressure and gradually achieves mounting threats. Defenders have to remember that just because it is hard to attack does not mean that it is impossible.

6 bc?!, Ba 5; 7 0-0, d6; 8 Qb3, Qf6; 9 Be3?!

More forthright is 9 Re1, and Black here should remember the principle of rapid development involved in 9 ... , Nge7. This game does not exemplify great chess but rather how average tournament players can get into difficulties and react barely soon enough to wiggle out of them.

9 ... , Bb6?!; 10 Nbd2, Nge7?!

Now the principle of exchanging important attacking pieces might have suggested 10 ... , Na5; 11 Qc2, Nc4; 12 Nc4, Ne7 with a pretty easy game, maybe too easy to stay alert. The text invites trouble and soon earns it in ample measure.

11 e5, de; 12 Bg5, Qg6; 13 Be7, Ke7; 14 Rfe1.

The totally greedy 14 ... , f6; 15 Qa3, Ke8; 16 Bb5 leaves Black in grave and hard to calculate difficulties. Instead he seeks a lay-out of his pieces which provide development, a little niche into which the king may be tucked away, and additional protection for the sensitive f7 square. If he doesn't start playing well here, he will surely not be playing much longer. Notice also that Black is willing to return a little material to ease his job.

14 ... , Rd8!; 15 Ne5, Ne5; 16 Re5, Kf8; 17 Nf3, h6.

It was simplest here to continue the developing idea 17 ... , Bd7 and oppose rooks on the K-file. Perhaps he feared 18 Qa3, Kg8; 19 Ng5, Be8; 20 Re8 and Bf7 but 18 ... , c5 holds out the night.

This is an example of premature reaction to threat. Black staunchly refuses to make the game easy for himself.

18 Rae1, Bd7; 19 Re7, Be8.

Now Black had to fret about the hideous threat 20 Ne5 when Qf6; 21 Re8 wins the queen, but 20 Ne5, Qf5! holds the fort and launches the counter attack at a single stroke, for example 21 Nf7, Qf2; 22 Kh1, Rd2; 23 Bd5, Bc6 or 23 R7e2, Re2; 24 Re2, Qf1.

Finding no gold at the end of his rainbow attack, White gradually recoils while Black gradually mobilizes to take the initiative in a materially favorable ending.

20 Nd4, Rd7; 21 R7e3, Qg5!; 22 Rf3, Bd4; 23 cd, Re7; 24 Qa3, c5!; 25 Re7, Qe7; 26 Re3, Qd6; 27 Rd3.

Black has gradually been improving his position by offering exchanges and by blocking attacking lines. This required a little tactical trick. White has been so busy forwarding his initiative that he never got around to protecting against back rank mates. If 26 dc, Qd1; 27 Bf1, Bb5 or 26 Qc5, Qc5; 27 dc, Rc8; 28 Re5, b6, the nasty pin provides a win.

27 ... , b6; 28 h3, Bc6; 29 dc, Qc5; 30 Qc5, bc; 31 Rd6, Rc8.

That extra pawn is very big and Black's once exposed king is now more active for the ending. The rest of the game only illustrates that even the best defender has to attack eventually if he intends to win.

32 Ba6, Rc7; 33 Rd8?, Ke7; 34 Rg8, Kf6; 35 Rd8, g6; 36 f3, Bd7; 37 Kh2?, Be6; 38 Rd2, c4; 39 Rc2, c3; 40 Bd3, Bf5; 41 Bf5, Kf5; 42 Kg3, Ke5; 43 Kf2, Kd4; 44 Ke2, Re7; 45 Kd1, Kd3; 46 Rf2, Rb7; 47 Kc1, Re7 0-1.

Further illustrating the burden of attack, White had gotten into time pressure just as this position began to slip away. The ending after 48 Kd1, c2; 49 Rc2, Re1; 50 Ke1, Kc2 is too easy to bother playing out.

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