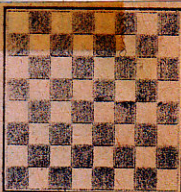


chess

by richard shorman



Sunday Doubleheader

Two crushing games between the same players yield opposite results. In the first, Black's Queen's Gambit Accepted is demolished so badly that he actually abandoned the opening afterward. The victim of White's Staunton Gambit in the second game suffers such a thorough mauling that he, too, cannot be expected to risk a similar disaster very soon.

The annotations to both games are by James Ulrich, winner of the Expert/A division in this year's CFNC Fall Championships.



White: Roy McCollough. Black: James Ulrich.
CFNC Fall Championships, 1966.
Queen's Gambit Accepted

1 P-Q4	P-Q4	17 P-QN3	R-K1
2 P-QB4	PxP	18 Q-R5	K-N1
3 N-KB3	N-KB3	19 N-K4	B-K2
4 P-K3	P-K3	20 BxKP!	R-B1
5 BxP	P-B4	21 B-B4 (d)	N-B4 (e)
6 0-0	P-QR3	22 RxP	N-K3
7 P-QR4	N-B3	23 B-Q2!	Q-N3
8 Q-K2	B-K2 (a)	24 N-B6ch!	BxN (f)
9 R-Q1	Q-B2	25 R-Q6!	Q-R2 (g)
10 P-K4 (b)	NxQP	26 PxB	P-KN3 (h)
11 NxN	PxN	27 Q-R6	P-QN4
12 P-K5	N-Q2	28 PxP	PxP
13 B-B4	B-B4 (c)	29 BxP	R-N1
14 N-Q2	0-0	30 B-QB4	R-K1
15 QR-B1	Q-R4	31 R-Q3!	K-R1
16 Q-N4	K-R1	32-R-R3	Resigns (i)

(a) Playable, but 8...PxP is best.

(b) Not in the books. I wonder if the move is really good?

(c) McCollough thinks I should develop instead.

(d) 21 BxN may be best.

(e) Playable may be 21...P-KN3 22 Q-R6 NxP 23 N-N5 BxN 24 BxB N-N5, etc. Black gets back the gambit Pawn but weakens his K-side Pawns.

(f) 24...FxN 25 R-R4 and mates.

(g) 25...QxR would prolong matters.

(h) Puts Black's King in a mating net, but otherwise my K-side is broken up, and White probably has a winning attack.

(i) A fine game by McCollough. He took good advantage of my less than perfect defense.



White: James Ulrich. Black: Roy McCollough.
 CNFC Concord Open Tournament, February, 1967.

Staunton Gambit

1	P—Q4	P—KB4	16	BxP	P—K3
2	P—K4 (a)	P—Q3 (b)	17	N—Q2	B—Q3
3	PxP	BxP	18	N—B4	B—K2
4	Q—B3	Q—B1 (c)	19	KR—K1	B—B2
5	B—Q3	B—N5 (d)	20	N—Q2	P—B4 (j)
6	Q—N3	N—QB3	21	B—B2	KR—N1
7	P—KR3	B—R4	22	B—B4	R—N2
8	P—QB3	N—B3	23	B—QN3	QR—N1
9	N—B3	Q—K3ch(e)	24	P—N3	N—Q1
10	B—K3	0-0-0	25	K—B1! (k)	P—KR4
11	0-0	N—K5 (f)	26	P—KR4	R—N5
12	Q—B4	P—Q4 (g)	27	N—B3	RxB (l)
13	N—N5!	Q—B3 (h)	28	PxR	B—B3
14	NxN	PxN	29	N—N5!	Resigns
15	QxQ (i)	NPxQ			(m)

(a) Revenge! Normally, I avoid sharp openings like the Staunton Gambit, but on this occasion I was in the mood for lively play.

(b) Balogh's defense, rarely played and considered inferior. There is almost no book on it, but fortunately I remembered what little there is.

(c) Not 4...BxP 5 QxP N—Q2 6 N—QR3, followed by 7 N—N5.

(d) Departing from the game Euwe—Weenink, Amsterdam, 1923, which continued 5...BxB 6 QxB N—QB3 7 N—KB3 P—K3 8 0-0 Q—Q2 9 P—B4, with advantage to White.

(e) Gains a tempo for castling, but blocks his own KP and leaves his pieces a bit awkwardly placed.

(f) A hasty move.

(g) Loses a Pawn; 12...B—N3 is forced here.

(h) On 13...NxN 14 B—B5 White wins the Queen.

(i) Having learned from our previous game how dangerous an attacker McCollough can be, I determined not to give him any chance for a repeat performance.

(j) This gives White a definite positional advantage in addition to his extra Pawn. Black now has a backward KP on the half-open file, a hole on K4, and a bad QB. White immediately concentrates on these weaknesses.

(k) In order to meet 25...P—KR4 with 26 P—KR4, thus hampering Black's QB even more and preventing him from opening more lines on the K-side.

(l) Black gets nothing for the exchange, but otherwise 28 N—K5 is very strong.

(m) To avoid further material loss Black must play 29...BxN, but after 30 BPxB he is quite helpless.