

Jude Acers Miracle Whip Chess Program

It is the game of kings, the most honored, the most played game and sport in the world. Learn to play chess very well. Become a chess expert. A professional master presents

a simple chess course designed to make you a chess fiend while enjoying every instant of the lessons. Enter the fascinating world of the royal game . . .

BEGINNER TO EXPERT: A BLITZ CHESS PROGRAM (U.S. Chess Tour, 1970) THE ROAD Part XIV

by Jude Acers (US senior master)

It does not matter if you know nothing about the chessmen or the chessboard. Chess can be learned so easily that it is possible to teach and review all of the rules in a single session. Each year on my lecture tour many thousands of children learn how to play chess and keep a record of every move they play! There is nothing to it but fun. You can learn to play chess and very well.

Begin by reading "The First Book of Chess" by Joseph Leeming or "Invitation to Chess" by Irving Chernev and Kenneth Harkness or "Chess the Easy Way" by Reuben Fine. You can spend a dollar on the paperback book, "The Complete Chessplayer" by Fred Reinfeld and look at the rules section at the front.

You can also look up chess in the Encyclopedia Britannica to find a complete history of chess and the rules of the game. Any of these sources will tell you that the object of chess is to **attack the opponent's chess king** in such a manner that it **cannot escape capture on your next move**. When the enemy king has nowhere to run, nowhere to hide from your attack on him, then you **win or checkmate**.

After this beginning the student finds all the other chess pieces become very interesting as well: their sole purpose is to attack the opponent's king in such a manner that it cannot escape, while protecting their own monarch. Naturally, it is the delightful way in which the chessmen flash all over the board in this attack and defense that insures the eternal durability of the royal game -- 2,000 years, so far. Any public library has all the beginner rules to get you started. **Get going.** Get a library card and use it. It's not hard -- carry your card!

When you are ready to play a game of chess in a school, bar, chess club or tournament, there is one thing to watch out for, always. This is the phony chess teacher. For example, most men teach women just enough so the ladies are able to lose. The ladies are supposed to be impressed by the fact that the gentlemen know the rules of chess. Nonsense. Chess is a very easy game to learn to play, and improvement is also rapidly possible. Parents teach their children to beat them, etc., etc.

The phony chess teacher wins game after game from beginner -- you -- with only trivial explanation as to what is happening: "See, you didn't watch out for that dastardly knight ... Oops! ... Here comes my evil bishop to rip off your rook ... Zoom! ..." The poor beginner receives such helpful advice as "You're dead now. Give up. But never mind, there was nothing you could do anyway, after I won your queen, knight, rooks and both bishops."

Oh. You are helpless. So what do you do? What you do is adopt the Acers Beginner to Expert miracle-whip chess program, of course. Meanwhile, I will be making my living off your phony chess teacher, or someone like Ziad Baroudi will come along for a "few lessons" from him, leaving the phony chess teacher rather upset. I've seen it a hundred times. Don't be fooled by the phony chess teacher.

A simple chess program will make you a first-rate chess player without giving up your profession or friends. Chess can be mastered as a hobby. The following point-by-point chess program was devised in a Greenville, Mississippi bus station by a teenager (me) to guarantee that I would improve and reach the strongest possible playing strength without starving to death in US Chess Federation tournaments.

I had just been crushed in a weekend chess tournament and was crying. I organized my plan to make certain that the big guys would stop picking on me at the beach. Here is the program in its final form without the mistakes, the agony of learning the hard way.

The Acers Miracle-Whip Chess Program to Make You a Chess Expert

(A) **Play every single chess game until checkmate.** Never resign or offer a draw, etc. Play until there is no play left, no matter how horrible your position on the chessboard. This is because the mind absorbs horizontal, vertical and diagonal motion of the chess pieces and learns to work with the chess pieces in this fashion. Visualizing every move just before it happens or being surprised as a move is played, is precisely how the mind quickly picks up the mechanics of the chess men. Never surrender. I should mention that because of this maxim I have saved hundreds of games that I would have otherwise lost.

(B) **Be prepared to lose a few chess games!** If Bobby Fischer, the highest rated player of all time, has been beaten, smashed, crushed, pulverized so many times that he cannot recount the number of his losses, then you can afford to lose a few games in Salt Lake City, Utah or Waterloo, Iowa. It is not whether you win or lose, but how much you understand about the game.

It is possible to win chess tournaments by playing poorly and lose tournaments while playing extremely well and learning a great deal! A paradox? Hardly. It is inevitable that in a long chess match between two players, understanding is what guarantees the victory. The loser might win a few games with trappy, unsound tactics, but the outcome of such a match is inevitable. Because you get crushed at first means nothing. So did Fischer.

A loss should mean absolutely nothing but a lesson learned. Don't worry about losing. When we get through with you, baby, you'll make cheddar cheese of those opponents that laughed when you sat down to play!

(C) **Never, never touch a chess piece without moving it.** By this rule you will force your mind to be creative, calculate chess thinking that is complete before you move, or you will watch your chess army suffer tragedy. Good. If you want to let your opponent hesitate or change his mind, that's your decision in an offhand game. But never play anything but touch-move on your side of the board. You'll never regret it. Your powers of concentration will increase greatly. You will not guess. You will know.

(D) **Never speak during a chess game or leave the chessboard, unless absolutely necessary.** You will be amazed at your results from this simple rule. You do not care in the least if the radio or the jukebox is playing. You don't mind if people are chattering or many distractions occur while playing. Consider it training. You'll get used to such noise.

Remember that Mikhail Botvinnik, three times world champion, purposely trained with people blowing cigarette smoke in his face and the radio playing full blast. But when you begin to make comments or move about during a game, you greatly interfere with chess learning and planning. Even if you only play once a week, you can be a terrific player if you will only take yourself seriously. Don't move and don't talk!

(E) **Keep in mind that chess improvement is totally a matter of interest in chess, not "talent."** Geniuses like Reshevsky, Bisguier, Koltanowski, R. Burger, Vukcevic, Tal, Najdorf are all rated below Bobby Fischer, simply because what does not come easily to the brilliant natural chess master often does not come at all. Fischer works on master chess games around the clock. He is interested in chess at all times.

If you are very interested in chess as a hobby, you can easily become an expert (2,000), probably even a master (2,200). If genius or talent won the world chess "lucky" sounds a little hollow after the 14th straight vic would have won the world title and held it forever against Alekhine, Fischer and others. Interest wins!

(F) **The only thing that a chess student should study, until he is an expert, is complete master chess games, period.** Never study books on the chess opening, chess middle-game, chess end-game. Only the study of complete master games are worth your very valuable time. Feed your mind prime beef, not garbage! Master chess games are the basis of all improvement. You can play your local "strong chessplayer" crowd for 50 years and never learn how to transfer an advantage in material, space or time from the opening to the middle-game, much less how to checkmate with knight and bishop against king.

Thus, you go over a chess game between two grandmasters named Robert J. Fischer and Samuel Reshevsky in a US Championship. You say to yourself, "Well, here is Fischer winning a pawn from Reshevsky with a book opening trap. It looks like a great advantage, but here is Reshevsky fighting like crazy in the middle-game and Fischer is carefully holding his pawn plus, winning at long last in the end-game." You "remind your mind" that all advantages are transitional. You can know all the opening traps you like, but you still must face Reshevsky in the middle-game and get your brains flattened if you do not understand what is going on.

You can study chess end-games for years, but then, but then, of course, you will never get out of the chess opening alive. See what I mean? Study only complete master games. Ninety per cent of all chess learning is subconscious and will occur faster than you would ever believe, if you simply place one master game after another before your mind. The greatest collection of master chess games ever published for the student chess player is "Logical Chess, Move by Move" by Irving Chernev. The book is a miracle. More about it later.

(G) **Ignore totally the advice of "strong" players who are beating you!** They want you to stay weak so that you'll lose again. Ignore opinions about your chess play. Ignore your chess rating. It will take care of itself when you develop understanding. You'll acquire that understanding and all the advice you'll ever need from the complete games of the great chess masters. Why take advice from the locals when you can get the best at your local public library?

The only strong chess masters who always give careful, unbiased advice to the weaker player are Spassky, Gligoric, Fischer, Robert Burger, Karl Burger, Keres, Tal, Lombardy, Evans, Addison, Zucherman, Bisguier, Larsen Mednis, Grefe, Browne, Tal, Soltis and Hall.



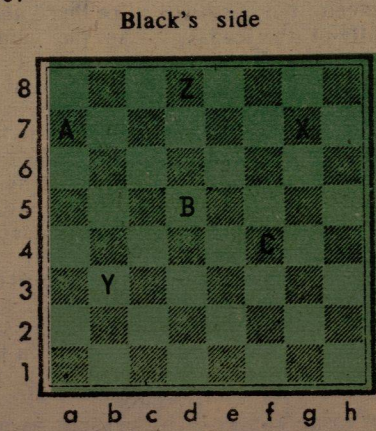
Everybody else plays technical jargon and tries to confuse or impress the weak fish player. Develop your own opinions and your own style of chess play by studying one master game after another. Naturally, annotated master chess games are where you should get your advice.

(H) **Never tell anyone that you are on a chess improvement course!** The last thing that your next door chess opponent needs to know is specific details of a plan that took a pathetic chess beginner in Louisiana to a master's chess rating at 17, in addition to scoring against grandmasters. Believe me, your next door neighborhood chess champion will know something peculiar is going on at your house when he starts losing 20 in a row against you-the-weakie!

Silence is golden. Make sure you receive all those gift points from opponents who expect you to lose as before, you "fish." And remember that "I sure was lucky" sounds a little hollow after the 14th straight victory against Mr. Frank Chavez, who called you a silly kid with no possibility to beat a monkey, much less a human being. Wake up. Play as well as you possibly can and say nothing. Become a dreamy hustler rather than a hustler's dream. Shhhh! I'm not laughing at you, even if everyone else is.

(I) **Record every single game that you play.** Never play speed chess. If chess is important enough to be explored, it is important enough to be explored carefully. Mechanical thought is out. You must be able to see why you lost or explore why you defeated the dastardly knave, how he could have put up more resistance, etc. To do this, you should record every single move played with the quick international algebraic system. Children learn it in 45 seconds flat.

You just note what chess piece is moving and what square it moves to! You'll work out your own abbreviations to make every move clear as you go along. For the time being, just observe that every square has one and only one name. Children learn it easily, instantly. Thus, the "X" is on the square g7, the "Y" is at b3, the "Z" is d8. Where is "A", "B", "C"? You figure it out. See?



(White's right-hand corner is always h1, his left-hand corner a1. Black's right-hand corner is always a8, his left-hand corner h8.)

We both feel that we are better players with Black than White!

For beginners who do not quite understand what is meant by "open" or "gambit" chess play: "Get all of your chess army out toward board center as quickly as possible without giving chessmen away for free!" Select master chess games that feature nothing but direct and rapid development to board center. The games of Mikhail Tal, Robert Fischer, Paul Morphy and Henry Nelson Pillsbury are famous for this ingredient. Believe me, your next door neighbors are doomed. All closed or "waiting" positional chess games become "open," and you must know what is happening when things get hot. "Open" or "gambit" play teaches you everything about tactics.

(M) Never play in chess tournaments that feature more than one game a day. They are a big waste of time; there must be many better things to do with your life. Here chess clubs are an enormous boon. Many chess clubs hold tournaments with but one game a week to be played! It is here that a professional person with little spare time can develop tremendous playing strength by playing only a few chess games a year, about 50 clocked games. A famous example was Dr. Walter R. Lovegrove of San Francisco, who defeated world champion Emanuel Lasker by one win, one draw and no losses in a clocked exhibition match at the turn of the century.

Those weekly clocked playing sessions begin to add up after a year or two of playing. Your play becomes solid as granite and nobody can deceive you, because you know just about how the battle is going. Clocking, one-game-a-day chess games are the razor's edge and the real thing. Play them and you will never be sorry. (A chess match against one player does the same thing. I played more than 40 such matches from 1961 to 1970.)

The very best one-round-per-day chess tournament is the USCF's United States Open, which is usually held during August each year. It's a huge, exciting, crazy tournament that provides a large amount of chess education and is a visual treat for chess buffs everywhere. Highly recommended for both players and spectators.

Just write the USCF (address above) for all the details of how you too can watch the fun and bedlam. Many of the world's strongest masters play in this tournament. The biggies to watch for are Browne, Larsen, Gligoric, Lambardy, Kavalek, Reshevsky, Bisguier, Robert Byrne, Pal Benko and Koltanowski. They are all killers and guys you would love to have along if you were holding up Fort Knox. A must for you on vacation.

(N) Read the four classic chess books for the student.

They are little-known volumes which are easily available in paperback for less than \$10 total. They are easy to read and the profit your chess play will realize is difficult to believe. They are all written by chess writers who really want to help you learn about chess. They write with enthusiasm and much entertainment.

Run, don't walk, to your nearest bookseller or library to obtain the powerhouse library of chess students. Mastery of this material will make you a chess expert. Take apart the first three volumes three times before you are buried. The last one should be used for reference.

I should mention that I have received hundreds of thank-you letters and phone calls as a result of my publicizing these four chess works via my appearances. Many people have them on their bookshelves, but never open the covers to find out what is inside. Once you do, you can't put them down! They are all you need to enjoy and learn chess. The price is right and the must-read chess volumes are:

Fine in this classic book. In New York, Zuckerman the blade has used the oldest possible variations and discovered even the strongest players do not know the classic master games. Many chess players read this book "blindfolded."

Book Four

Chess Openings: Theory and Practice by I. A. Horowitz and a team of chess analysts headed by former world champion Max Euwe (Simon and Schuster, about \$4, paperback)
You will want to use this book as reference for the few openings you choose to play as White and Black. It is an amazing encyclopedia of chess theory 1851-1964 and explains each opening before giving the praxis lines. Mr. Horowitz uses any excuse, every nook and cranny of space to jam in hundreds of immortal chess games by masters. It is the best game collection that I have ever seen. If Horowitz could have gotten away with it, there would be chess masterpieces sewn into the book-binding.

If you take the Jude Acers road tour chess library (3 suitcases, 2 duffelbags of chess books in five languages, the world's largest portable chess library), you will not find even half of the immortal chess games presented in "Chess Openings: Theory and Practice." Here is a book that is a treat from chess masters long dead, great for a rainy day, and a genuine life saver for the chess buff as well. It is easily worth ten times the price of admission.

(O) Do not defeat yourself. No player can beat you unless you cause it, period. Make your opponent defeat you, while kicking him beneath the table and slitting his automobile tires afterward. That's the spirit. Don't give up.

(P) Seriously consider playing chess by mail! You can play four chess games on one postcard, simultaneously against an opponent thousands of miles away. I had more than 100 games going during 1961 - 1962, and it certainly helped my play. Correspondence chess made chess masters out of Pal Benko and Paul Keres, even though they lived in desolate areas, where no opportunities to play good opponents (much less masters) ever existed!

The US Chess Federation will tell you how to play chess by mail in the United States or worldwide. Write them, if you are interested in this fascinating way of chess competition. Even postal world chess championship tournaments are held, and an American, the great Hans Berliner of Pennsylvania, won the world correspondence chess championship in 1968. It's just an unprovable opinion, but I consider Berliner the best correspondence player ever. His theoretical discoveries are unending.

(Q) Chess is marvelous fun. Remember this and always remain an amateur chess player who delights in chess and life. Remember always ... the road kills.

down the board center and even when you go to the water cooler.

What are you going to do when you must play precisely to even draw against Bobby Fischer, while he is simultaneously complaining about your tie, your suit, the way you keep score, the creaking chair you're purposely squeaking too loudly? Think about it. To be better tomorrow, you must strive for accuracy with every game today.

If you have a rook and king versus your opponent's lone king, don't insist that your "dumb bunny" opponent give up. Try to checkmate him in 17 moves or less. You'll more than likely find that it's you who is the inefficient dumb bunny, and you'll find it out in the most pleasant way possible by winning a "won" game.

Now, really, if you have a king, knight and bishop and Bobby Fischer has only a king, can you really checkmate the world champion in 34 moves or less? If Fischer makes it so difficult (and he will) that you blunder for 50 moves, he will obtain a draw and you will then jump out of a twenty storey window. Prepare today, to prevent jumping tomorrow. Try to play very accurately against every chess opponent. It really pays and every game then becomes chess training.

(K) Play clocked chess games whenever possible. A clocked chess game is a two clocked affair. Each side thinks with his clock running, makes his move and punches the clock, which stops his clock and starts his opponent's, automatically. Usually, each side has two hours to make 40 moves. You may take all the time you wish for one move, but then you must hurry to make your remaining moves before two hours expires. Then the automatic flag drops, when you lose by time forfeit.

After making the required moves you either continue play with a new time control or you adjourn the game. Clocking chess encourages serious chess thinking and can be officially rated by the United States Chess Federation. To become an expert, you must obtain 2,000 rating units. Master is 2,200. An average rating is about 1,200, but don't worry. You won't be there long. You are on the miracle-whip chess course!

Chess clubs are the best places to play rated, clocked chess games. Clubs are absolutely everywhere in the world. Since Fischer won the world chess championship in 1972, several thousand chess clubs have been opened worldwide. Hundreds are registered with the United States Chess Federation, 479 Broadway, Newburgh, New York 12550. Send them a postcard and ask where to play chess in your state, city or town. They know everybody and will also send you a free sample copy of "Chess Life & Review," the number one selling chess magazine in the world. It is chock full of annotated master games, which is also what you are looking for.

Incidentally, Fischer's world championship games are played at 40 moves in two and one half hours. This may seem like a long time for 40 moves, but that's because you don't have to play Boris Spassky with the world title and the Hilton Hotel corporation's \$1,400,000 cash-in-the-bank offer at stake!

The US Chess Federation will supply you with information on how to easily get a chess rating. Write them now!

(L) Play only "open" and "gambit" chess as both attacker and defender at the chessboard. This way you will learn quickly how to get each chess piece out like a machine gun and where each man operates with greatest power. It is very interesting and most enjoyable to defeat the local chess club king with the Smith Gambit, King's Bishop's Opening. It is even more enjoyable to defend as Black with the Ruy Lopez or Petroff's Defense (Yea!!) and emerge unscathed. I've scored more times against grandmasters as Black. So has Browne.

Book Two

The Complete Chessplayer by Fred Reinfeld

(Crest, about \$1, paperback)

This wonderful manual gives a series of helpful rules about the opening, middle-game, end-game and illustrates them beautifully with numerous examples from master play. A small selection of master games in the appendix is also truly outstanding. A notable work of concise and entertaining chess instruction from the very prolific and erratic chess author, Reinfeld.

By the way, all the chess rules, i.e., how the chess pieces move, explanation of castling, the "en passant" pawn capture, etc., are given in the foreword. Unbelievable bargain at a buck. You'll have to steal it soon, so get it while you can.

Book Three

Ideas Behind The Chess Openings

by grandmaster Reuben Fine

(Tartan paperback, about \$2)

Reuben Fine was one of the strongest masters in chess history. A grandmaster killer in the 1930's, Fine co-won the strongest tournament ever held (AVRO, Holland, 1938) with Paul Keres, ahead of such weakies as Alekhine, Capablanca, Emanuel Lasker, Reshevsky, Euwe and Flohr!

There wasn't anything Reuben Fine could possibly do for an encore and he decided to retire at the height of his chess powers, chiefly because he had no desire to perish as a chess professional. (The situation is not much better for most chess masters in America, even today.) Fine then wrote a series of articles for the average chess amateur which are of priceless value and are compiled in this volume.

In "Ideas Behind the Chess Openings" Dr. Fine takes each chess opening variation, gives the main variation at the time of the book's publication and follows with a careful explanation of what both the White and Black pieces are trying to achieve. He explains the fundamentals of how to open a chess game and how the middle-game and end-game are affected by the pawn moves in the opening.

Although some so-called masters are continually complaining that Dr. Fine's variations are out of date, it is a fact that modern-day players do not know these perfectly playable lines. Both John Grefe and I have continually caught modern-day players with no knowledge of simple oldie variations presented by Reuben

Using this blitz notation, with which about 95 per cent of all chess games are recorded, I once wrote and played 40 moves in one minute and 20 seconds on the chess clock. No other chess notation even approaches it in brevity or accuracy. Make sure you use it to record all of your games quickly. You need a record of your games, and they will be a precious keepsake someday.

One other tip, recommended by Soviet grandmaster Alexander Kotov. Write your intended move on your scorepad before you play it on the chessboard. This gives you more serious time to consider it before your king gets stabbed. Very helpful. You can always change your mind and erase the move if you like. It drives Fischer crazy when Mikhail Tal and Tigran Petrosian record and then change their minds. So it must be a good thing to do!

No matter what means you use to keep a record of chess games, you will be able to go over all your games and reviewing them move-by-move later, you will discover that 90 per cent of all chess players that you meet, simply do not know what they are doing, even though they are beating you! You will be learning while they remain at the same mechanical playing level long after you've become a chess expert.

For heaven's sake, do not tell your opponent that he does not know what he is doing or even what is going on. Chess is an ego game. The player might stab you or break the chess board over your head. At the very least, this causes more thrown chessmen and broken pawns than any other action, save defeating a chess player. When faced with certain checkmate or being forced to resign, even a grandmaster can really lose control.

Thus, world champion Alexander Alekhine could not resist hurling his king a city block across the amphitheater when faced with loss to Germany's Fritz Saemisch. The dazed and terrified Saemisch squeaked out a nervous, "Does that mean you resign, Herr Alekhine?" No reply from the speedily exiting world chess champion. The king was smashed to smithereens, according to the late Hans Knoch.

Famous hypermodern chess theoretician and grandmaster Aaron Nimzovich repeatedly threw the chessboard over, hurled chess pieces into the air and leaped atop the chess table screaming deliriously, "My God, why must I lose to this idiot? Why? Why?" It created quite a sensation on the usually quiet international tournament circuit. If you were a spectator, you positively prayed that Nimzovich would lose.

The most famous American resignation routine is that of Robert E. Burger, the San Francisco problemist and master player. It is legendary, but, unfortunately, I have not been privileged to witness the act very often. When the end is absolutely certain, Mr. Burger clutches at his chair, slowly ... slowly rises and places his hand above his heart. He begins to shake his head groggily, whispering with ever increasing volume, "I have been stabbed with a spear. Yes, yes, I have been pierced with a spear!" It is just classic. One opponent was considering offering a draw and saw Burger begin the act. "I kept quiet!"

(J) You must try to play very accurately when it does not matter, so that you will be able to play very accurately when it does matter.

If you are winning by a queen and two rooks against a long king, don't laugh at your chess opponent and call him a dumb bunny. Now is not the time to relax or be bored. Pretend the game is so close that you must really try to checkmate your opponent in the minimum number of moves possible, with elegant accuracy. It will be too late ten years from now when you are face-to-face with Sabu the stabber of India or when Bobby Fischer is attacking you on the king side, queen side,

Book One
Logical Chess, Move by Move

by Irving Chernev

(Simon and Schuster, about \$2, paperback)

Unquestionably the greatest chess teaching manual ever published. Mr. Chernev really wants people to go chess crazy. He really tries to help the absolute beginner, weakie chess student and leads you through 33 games played by world famous chess masters. The games simply blow your mind and instruct you before you discover that you've read the entire book for entertainment value alone. What's so special about this book? Why does it stand alone?

Mr. Chernev doesn't take any chances. He refuses to get you confused or lost in the woods, no matter how poorly you think your chess play is. He makes a comment after every single move of every single game in the entire volume! Thirty-three times you travel through the games and chess mind of the great master player. Run, don't walk, to get this volume before it leaves print. I have "loaned" three copies to chess players, never to see them again. Hold onto your edition.

In 1970, when Mr. Chernev was at the Mechanics' Institute chess rooms, I remarked to him that I recommend "Logical Chess, Move by Move" as the best chess instruction available at any price.

Chernev replied instantly, "I have always thought it was the most helpful chess writing that I have ever done, but you are the first master player to tell me so. It took me ten years (!) to assemble the 33 beautiful, easy to explain master games, that would really teach the player with no confidence at all. It required an additional two years just to write the notes in the form I wanted, so simple that a child would be able to read the notes and understand what is really happening. The strength of the book must be, I believe, that I successfully put myself in the place of the bewildered beginner.

He needs words, words to explain exactly what is happening when two masters play. The variations that I give are only the ones quite necessary for explanation. The reader figures the rest out for himself and is amazed at how much he understands with just a little direction. The reader's confidence soars immediately, grows page by page." Amen.

There is only one thing to add about "Logical Chess, Move by Move." Get it and read it from cover to cover three times. It is an incredible bargain and sells like hotcakes. Currently in its tenth printing, it's a blast all the way home. But, please, public, no more thank-you letters; I've read them already.

