

Chess Barbs

by Jude Acers (US senior master)

DRAWN OUT DRAW: FISCHER KEEPS 3 POINT LEAD, 9½-6½

White: Robert Fischer. Black: Boris Spassky. Reykjavik, Iceland, Aug. 20, 1972. World Championship, Match Game No. 16. Ruy Lopez.

1 e4(A) e5(B) 2 Nf3 Nc6 3 Bb5 a6 4 Bc6(C) dc 5 0-0(D) f6(E) 6 d4(F) Bg4(G) 7 de(H) Qd1(I) 8 Rdl fe(J) 9 Rd3(K) Bd6!(L) 10 Nbd2 Nf6 11 Nc4 Ne4 12 Nce5 (M) Bf3(N) 13 Nf3 0-0(O) 14 Be3 b5!(P) 15 c4!(Q) Rab8(R) 16 Rcl bc(S) 17 Rd4(T) Rfe8(U) 18 Nd2 Nd2 19 Rd2(V) Re4!(W) 20 g3(X) Be5(Y) 21 Rcc2(Z) Kf7(AA) 22 Kg2 Rb2!(BB) 23 Kf3(CC) c3(DD) 24 Ke4 cd 25 Rd2(EE) Rb5(FF) 26 Rc2 Bd6 27 Rc6 Ra5(GG) 28 Bf4(HH) Ra4ch

29 Kf3 Ra3ch 30 Ke4 Ra2 31 Bd6 cd 32 Rd6 Rf2 33 Ra6 Rh2(II) 34 Kf3(JJ) Rd2 35 Ra7ch Kf6 41 Ra6ch Re6 42 Ra5 h6 43 Ra2 Kf5 44 Rf2ch Kg5 45 Rf7 Kh6 46 Rf4 h5 47 Rf3 Rf6 48 Ra3 Re6 49 Rf3 Re4 50 Ra3 Kh6 51 Ra6 Re5 52 Kh4 Re4ch 53 Kh3 Re7 54 Kh4 Re5 55 Rb6 Kg7 56 Rb4 Kh6 57 Rb6 Rel 58 Kh3 Rhlch 59 Kg2 Ral 60 Kh3 Ra4 61 Drawn.

(Notes by international grandmaster Svetozar Gligorich, adapted from "Skak", No. 16, 1972, pp. 260, 264-65 and 269).

(A) Since the 10th game Fischer has not played this, his favorite first move.

(V) A different opening, but the same cautious approach as in the 14th game.

(C) Deviating from the 10th game, Fischer surprised everyone with this exchange variation at the chess olympics in Havana, 1966, when he won three fine games with it.

(D) This improvement has been known for some time, and Fischer revived it. White plays for the fastest possible development.

(E) Interesting is 5...Qd6, played recently by Portisch at Las Palmas.

(F) White parted with the bishop pair hoping for an effective pawn majority on the king side in the ending.

(G) A powerful rejoinder. Another possibility is 6...ed 7 Nd4!, and White has somewhat the better position: 7...c5? 8 Nb3 Qd1 9 Rdl Bd6 10 Na5! b5 11 c4 Ne7 12 Be3 f5 13 Nc3 f4 14 e5 Be5 15 Bc5 (Fischer-Portisch, Havana, 1966).

(H) A move that can lead to a sharp endgame. Playable is 7 c3 ed! 8 cd, with better chances for White (Fischer-Gligorich and Fischer-Jamenez, Havana, 1966), but 7...Bd6 gives Black good counterplay and has been used successfully in recent tournaments (e.g., Hort-Gligorich, Sousse, 1967).

(I) Necessary to prevent loss of

a pawn.

(J) An interesting continuation is 8...Bf3 (breaking up White's king-side pawns) 9 gf fe 10 f4 Nf6! 11 fe Ne4, with a good game (Lee-Gligorich, Hastings, 1967). In his book Fischer recommends 10 Be3 and 11 Nd2 here.

(K) Avoiding the pawn weakness, as was played in the game Fischer-Smyslov, Monte Carlo, 1967.

(L) This is a well known improvement. The older line, 9...Bf3 10 Rf3 Nf6 11 Nc3 Bb4 12 Bg5 Bc3 13 bc (Fischer's idea), yields White an overwhelming endgame advantage.

(M) Or 13 Nfe5 Be6 with a satisfactory position (Hecht-Matano- vic, Berlin, 1971).

(N) Black does not lose tempi on preserving the two bishops, while 12...Bf5 13 g4 is no good in view of the threat of Re3.

(O) Black has excellent development. White's sole advantage lies in the possibility of mobilizing his king-side pawn majority, but this is a far distant goal.

(P) Utilizing his queen-side pawn majority for the purpose of gaining more space, at least, and possibly to menace White's pawns

on the second rank.

(Q) Opposing Black's plans by trying to blockade the enemy pawns.

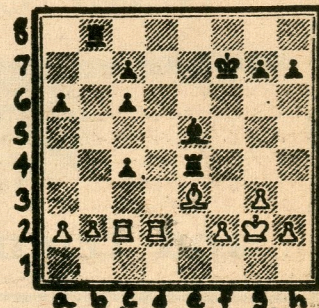
(R) Reinforcing the advanced "b" pawn.

(S) Black cannot rely on his doubled "c" pawns. Rather than wait for the complete blockade of the queen side, he prefers to open lines there himself.

(T) Forced. Not 17 Rc4? because of 17...Rb2 18 Re4?? Rblch.

(U) Maintaining the knight on its good post, but White gets rid of it on his next move.

(V) White's rooks are the more active and at the same time



Position after 22 Kg2.

stronger defensive pieces. While he still has the initiative Black's main task is to prevent White from strengthening his position on the queen side, since otherwise the "breaches" in his pawn structure could be fatal.

(W) White stands well after 19...Be5 20 Rc4 Rb2 (or 20...Bb2) 21 Rb2 Bb2 22 Rc6. Black needs to get more for his pawn on c4. Another choice is 19...Rb4.

(X) But not 20 Kf1 Bh2 (a dif-

ferent pawn capture from the 1st game). Besides, the textmove takes f4 away from the black bishop and takes care of any mate threats on White's first rank.

(Y) If White centralizes his king, then this move can no longer be played.

(Z) Stubbornly defending the queen-side pawns.

(AA) Activating the king; White's next move does the same, with the unpleasant threat of 23 Kf3.

(BB) An unexpected shot, whose

idea is to respond to 23 Rd7ch with 23...Ke6, thus preserving material equality. Another point behind the move is that it reduces the number of White pawns without having to play...c3, which would give White a favorable pawn structure after bc.

(CC) Best. White is in trouble after 23 Rb2 c3 24 Rd7ch Ke6.

(DD) Opening the fourth rank for the rook on e4. Exchanging is now inevitable.

(EE) All forced.

(FF) White's position would be easier without rooks on the board, since he controls the white squares better.

(GG) Keeping the rook active.

(HH) Opting for a drawn ending.

(II) Black has an extra pawn, but the position is a theoretical draw. With correct play two pawns versus one on the same flank are insufficient to win in a rook ending.

(JJ) So that the white king is not cut off from his pawn by the rook on the "f" file.

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