

Chess

By **RICHARD SHORMAN**

Comments and notes to today's game are by Richard Flink, Castro Valley, Class "C" winner of the Central California Chess Association's USCF tournament in Concord, Sept. 6-7.

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In this variation of the Nimzo-Indian Defense, I feel that Black does not have ample K-side defensive resources to wage successful war on the Queen side. The game is also a good example of what can happen if a player goes Pawn snatching when he should be thinking more about King safety.

White: Richard Flink.

Black: Jack Ulrich.

Concord, Sept. 7, 1969.

Nimzo-Indian Defense

1 P-Q4	N-KB3	14 KPxP	BxP
2 P-QB4	P-K3	15 NxB	NxN(e)
3 N-QB3	B-N5	16 B-N5!	N-Q4(f)
4 P-QR3	BxNch	17 Q-N3	N-R4(g)
5 PxB(a)	P-B4	18 QxN!	P-B3(h)
6 Q-B2(b)	N-B3	19 B-N5	N-B3
7 N-B3	P-Q3	20 RxPch	K-B1(i)
8 P-K3	P-QN3	21 RxQP	Q-KB2
9 B-K2	B-R3(c)	22 BxN	QxQ
10 0-0	N-QR4	23 BxQ	PxB
11 R-N1	Q-Q2(d)	24 R-K1(j)	RxP
12 N-Q2	R-QB1	25 R-Q8mate	
13 R-K1	PxP		

(a) The Samisch Variation.

(b) A new move. In many variations of the Nimzo-Indian, Black plays an eventual N-K5. The textmove prevents N-K5, holds the Queen side, and prepares for a K-side attack if Black concentrates too much force against White's weak QBP.

(c) Black has decided to go fishing for the QBP. Castling early is essential in defending against 6 Q-B2, although White's Bishop pair and Black's lack of coordination on the Queen side leave White with strong K-side attacking chances.

(d) Not 11 . . . BxP?, because of 12 BxB NxB 13 Q-R4ch, winning a piece.

(e) With an extra Pawn and a well posted Knight, Black feels that he has scored a small triumph.

(f) Black studied the position for 15 minutes before realizing that 16 . . . NxP? 17 Q-N3 NxR 18 B-N5! wins for White, e.g., 18 . . . R-B3 19 RxN P-QR3 20 BxR QxB 21 BxN PxB 22 QxNP QxQ 23 RxQ, and the endgame is easily won. Should Black castle, White works up a mating attack against Black's unprotected King: 16 . . . 0-0 17 B-Q3 NxP (The KN cannot move.) 18 Q-K2 NxR 19 BxKN PxB 20 BxPch! KxB 21 Q-R5ch K-N1 22 R-K4 (not 22 R-K3, because of 22 . . . RxP!) KR-Q1 23 Q-R6, and mate follows.

(g) Missing White's crushing reply.

(h) If 18 . . . PxQ, then 19 B-N5ch finishes matters. Black offered a draw here.

(i) Or 20 . . . K-Q1 21 RxQP, pinning the Queen.

(j) The smoke has cleared and Black sees that instead of being a Pawn up he is a piece and a Pawn down. His last small hope is to destroy White's Queen side and push his Pawns, so . . .

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THE BALANCE OF POSITION

One of the most difficult problems the amateur chess player faces is this. He plays a game with a master, and after 20 or 30 moves, he finds himself in a grave position that soon goes to pieces. Re-examination of his moves fails to reveal any obvious mistake, yet the fact remains that the position obtained was bad.

This situation arises in two ways. In the more open attacking games he failed to make the exactly proper defense which best chess theory declares adequate to meet the particular attack. Other moves are not "bad"; they are inferior and the experience of the masters has been that under the gradual pressure of the attacking forces, the defense position slowly disintegrates.

In the more modern type of close game, the debacle is brought about in a more subtle manner. Certain strong lines are opened for the attacking pieces, certain pivotal squares are commandeered, and unless the effect of each of these maneuvers is overcome and counteracted step by step, a losing position results.

The most disconcerting dilemma is to find oneself suddenly the victim of a strong attack that has come out of a clear sky. The master senses these attacks long before they are dangerous. They result from the strategic grouping of the opposing forces. Hence, as soon as a single piece is brought to bear against the King or a weak point, the master moves to equalize by bringing his own pieces to the same point. Long experience indicates that a number of attacking pieces can do little damage when opposed by an equal number of active cooperating fighting units.

—Barnie Winkelman, **Modern Chess.**