

# Chess

## A TARRASCH DEFENSE IDEA

By DR. W. ALLES

The Tarrasch Defense, considered the best defense to the Queen's Gambit for a long time, is seldom seen nowadays.

1 P-Q4 P-Q4  
2 P-QB4 P-K3  
3 N-QB3 P-QB4

The Rubinstein variation is believed to give White a good game.

4 PxQP  
5 N-B3  
6 P-KN3  
KPxP  
N-QB3

From the strategic point of view, this is puzzling. White, by the exchange of pawns in the center, has opened up the game; and yet he virtually loses a tempo with the slow 6 P-KN3. Can Black make use of this?

White's KBP offers an obvious target for attack. White has not the move Castles available for its protection.

6 . . .  
7 KNxP  
PxP  
Q-N3!

For a reason we shall see, 7 . . . B-QB4 is not as effective. Now, on 8 NxN comes an interesting intermediate move, 8 . . . B-QB4!, and White must play 9 P-K3, either at once or after the interpolation of 9 N-Q4 BxN. In either case White's intention of leaving his KP on K2 has been foiled: he is forced to make a pawn move which can only be regarded as a further waste of time, in no way improves his position and indeed weakens the white squares of his king's side before playing B-KN2.

Before pursuing this variation further, let us examine a few alternatives:

(I) 8 NxP QxN 9 N-B7ch K-Q1 10 NxR B-N5ch 11 B-Q2, with advantage to Black, who will duly collect the trapped knight;

(II) 8 N(3)-N5 B-Q2 9 P-K3 (practically forced in view of the threatened 9 . . . NxN) N-B3 10 B-N2 N-K5!, with excellent development and good play against White's white square weaknesses. In this line, Black must avoid 8 . . . NxN 9 NxN B-N5ch 10 B-Q2 QxN because of 11 Q-R4ch B-Q2 12 Qx-KB, with positional advantage for White in the form of the two bishops and Black's isolated QP.

(III) 8 N(4)-N5 B-QN5, and now

(a) 9 QxP N-B3, with a clear advantage;

(b) 9 B-B4 P-Q5 10 N-B7ch QxN 11 BxQ PxN!

These variations show that White can exploit neither the unprotected state of the QP nor the exposed queen on Black's QN3. Black gets a better development than White in almost every line.

Another idea for White is 8 N-N3, screening his QNP, hindering 8 . . . B-QB4 and opening the queen file to attack the QP. Black's strongest reply is 8 . . . P-Q5.

(IV) 8 N-N3 P-Q5 9 N-Q5 Q-Q1 10 B-N2 B-K3

(a) 11 P-K4 KN-K2 12 B-N5 P-KR3, with an even game;

(b) 11 N-B4 B-N5ch 12 B-Q2 BxN 13 PxB BxBch 14 QxB KN-K2 15 0-0 0-0, again with a perfectly equal game.

On the other hand, 8 NxN is not to be recommended, even though one variation shows only a minimal advantage to Black.

(V) 8 NxN B-QB4!

(a) 9 P-K3 PxN, with the better game for Black, e.g., 10 B-N2 B-R3!;

(b) 9 N-Q4 (recommended by Bogolyubov as best when consulted at Neuwied in 1950) BxN 10 P-K3 BxNch 11 PxB N-B3:

(1) 12 E-KN2 B-B4

(i) 13 BxP R-Q1, with advantage;

(ii) 13 0-0 0-0, with advantage;

(iii) 13 B-QR3 Q-R3, with minimal edge.

(2) 12 B-QR3 B-B4

(i) 13 B-KN2, as in the last line above;

(ii) 13 Q-R4ch B-Q2 14 Q-B2 R-QB1 15 B-KN2 Q-R3;

(iii) 13 B-Q3 BxB 14 QxB R-QB1 15 0-0 R-B5 16 QR-N1 Q-B3, with equality. Black cannot castle for the moment, but the white QBP is weak.

Interesting play arises from an out-and-out attempt at refutation of 7 . . . Q-N3! by 8 B-K3.

(VI) 8 B-K3 QxP 9 NxP B-N5ch 10 NxB QxNch 11 Q-Q2 Qx-Qch 12 KxQ, and Black completes his development by B-Q2, RQ1 and KN-K2, etc.

Now to explain why 7 . . . B-QB4 does not work quite so well as 7 . . . Q-N3! White would answer 8 N-N3, on which Black has nothing better than 8 . . . B-QN5. Then, after 9 B-N2 N-B3 10 0-0, a position has been reached which was shown to be in White's favor in the game Rubinstein versus Marshall, Breslau, 1912.

—Adapted from "Chess," Feb. 23, 1963, pg. 143.

### LITTLE JEWELS

These miniature brilliants were discovered while searching through the treasured pages of "The Chess Weekly" of 1908 and 1909 (recorded in streamlined coordinate chess notation: files lettered "a" to "h," ranks numbered "1" to "8," always counting from White's lower left corner regardless of whose turn to move; pawn captures designated by file letters only).

**White: Perlesca. Black: Graffi. Danish Gambit** 1 e4 e5 2 d4 ed 3 c3 dc 4 Bc4 cb 5 Bb2 Bb4 6 Nc3 Bc3 7 Bc3 Qe7 8 Qb3 Qe4 9 Kd2 Qg2 10 Ne2 Nf6 11 Bf6 gf 12 Qe3 Kd8 13 Rhg1 Qh2 14 Rae1 Re8 15 Qe8 Ke8 16 Nd4 Kf8 17 Re8 Ke8 18 Rg8 Ke7 19 Nf5mate.

**White: Chalupetzky. Black: Mieses. Philidor's Defense** 1 d4 d6 2 e4 Nf6 3 Nc3 Nbd7 4 f4 e5 5 Nf3 ed 6 Qd4 Be7 7 Bc4 0-0 8 h3 c6 9 Be3 d5 10 ed Bc5 11 Qd3 Re8 12 Nd4 Nb6 13 Kd2 Nfd5 14 Bd5 Nd5 15 Rael Ne3 16 Re3 Re3 Re3 17 Ke3 Bf5 18 Qd2 Qd4 19 Qd4 Re8 20 Resigns.

### CHESS SLIDE SHOW

University of California Campus Chess Club Director Alan Benson will draw upon his extensive color slide collection to present a special two-hour show with commentary on significant chess events and world chess personalities in the U.C. Berkeley Pauley Ballroom, March 17, from 8-10 p.m. Admission is \$1 for the general public, 50 cents for U.C. students and faculty, with tickets on sale at the ASUC Box Office in the student Union Bldg. from 7:30 p.m.

### LERA PENINSULA CLASS CHAMPIONSHIP

The 1977 Peninsula Class Championship, sponsored by the Lockheed Employees' Recreation Association, will take place at the LERA Auditorium (corner of Mathilda Ave. and Java St., seven blocks north of the Bayshore Freeway, opposite Sunnyvale), Mar. 19-20. The five-round, USCF-rated Swiss system event will be played in seven separate divisions, each with its own prizes, based on entries: Open Division, \$500 1st, \$250 2nd, \$150 3rd, \$100 4th; Classes A and B, \$350 1st, \$175 2nd, \$90 3rd, \$60 4th; Class C, \$300 1st, \$150 2nd, \$90 3rd, \$60 4th; Class D, \$150 1st, \$75 2nd, \$45 3rd, \$30 4th; Class E and Unrated Division, \$100 1st, \$60 2nd, \$40 3rd. Entry fee, if mailed by Mar. 15 to Jim Hurt, Tournament Director, LERA Chess Club, P.O. Box 60451, Sunnyvale, Calif. 94088, is \$30 for the Open Division, \$25 for Class A, \$20 for Class B, \$15 for Class C and \$10 for all other divisions (late entry, \$5 more). USCF and CalChess memberships are required. Round one begins at 10 a.m., Saturday, Mar. 19. Please bring sets and clocks.