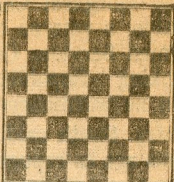


chess

by richard shorman



White discovers a sharp unbooked attacking line in the classical King's Gambit that sends Black reeling. Pre-occupied with simple survival, Black passes up a brilliant over-the-board refutation, and the theoretical duel ends in a fighting draw. Annotations are by Charles Maddigan, Oakland. White: Robert Martinez. Black: Charles Maddigan. San Bruno Chess Festival, USCF Rated Section, July 4, 1969. King's Gambit Accepted

1 P-K4	P-K4	15 QxN	Q-K4
2 P-KB4	PxP	16 N-B3	B-B4
3 N-KB3	P-Q3(a)	17 QxQ	BxQ
4 B-B4	P-KN4(b)	18 K-B1(i)	B-N3(j)
5 P-Q4	B-N2	19 P-KN3	BxKBP
6 P-KR4	P-KR3	20 BxB	KxB
7 PxP	PxP	21 PxP	PxP
8 RxR	BxR	22 N-Q5	N-B3
9 N-K5(c)	PxN(d)	23 BxP	BxB(k)
10 Q-R5	Q-B3	24 NxB	R-Q1
11 PxP	QN2	25 R-K1	R-Q7
12 P-K6	N-KB3(e)	26 R-K2	RxR
13 PxPch	K-B1(f)	27 KxR	N-N5
14 Q-B3(g)	NxP(h)	28 P-B3(1)	Drawn

(a) Black plans to eliminate all forward squares for White's KN so that his eventual . . . P-KN4 will be more dangerous.

(b) More consistent is 4 . . . P-KR3 immediately. Now White can play 5 P-KR4 P-N5 6 N-N5, with a promising game owing to the weakness of Black's K-side pawns.

(c) Beginning a tricky attack, which should lose against correct play, however.

(d) If 9 . . . N-KR3 10 Q-R5, provoking 10 . . . PxN 11 QxN Q-B3 12 Q-R7 PxP 13 BxPch QxB 14 QxBch Q-B1 15 QxP, and White can draw at least. Or 9 . . . BxN 10 PxN PxP? 11 BxPch! K-K2 12 QxQch KxQ 13 BxN wins. And if 9 . . . B-K3? 10 BxB PxN? Q-R5ch and mates next. In this last line, 10 . . . Q-B3 11 BxPch K-B1 12 BxN wins.

(e) Missing the first winning chance. Correct is 12 . . . BxP! 13 BxB N-KB3, and now 14 BxPch K-B1 (not 14 . . . QxB? 15 QxBch), and the Bishop falls, or 14 Q-R3 PxN 15 QxPch Q-K2 16 QB8ch Q-Q1 17 Q-K6ch K-B1 18 P-K5 Q-Q2!

(f) After 13 . . . K-Q1 White plays 14 QxP! followed by 15 BxP with good chances.

(g) Threatening 15 Q-R3ch. If Black replies 14 . . . P-QB4, then 15 Q-Q3 K-K2 16 P-K5 gets the piece back. But Black holds the position after 14 . . . QN-Q2 15 P-K5 N-R2 16 Q-R3ch P-B4 17 P-K6 Q-K4ch 18 K-B1 QN-B3, and the pawns cannot be saved. White has even less counterplay after 14 . . . KN-Q2 (no P-K5), e.g., 15 Q-R3ch P-B4 16 N-B3 Q-Q5 17 B-N3 Q-N8ch 18 K-K2 QxPch, and Black's passed pawns win quickly.

Unfortunately, I found neither of these lines, playing instead the first move I saw that kills White's attack. By returning the piece for a pawn I am slightly ahead in material and have at least a draw.

(h) So that if 15 Q-R3ch? N-Q3, and Black is safe.

(i) Perhaps trying for the swindle, 19 P-QN3 BxN? 20 B-R3ch. This way the knight cannot be taken with check.

(j) The best practical chance is 18 . . . BxP, although it should prove insufficient to win, e.g., 19 P-KN3 N-B3 20 PxP PxP 21 N-Q5 P-B6 22 B-R6ch B-N2 23 BxBch KxB 24 NxP.

(k) If 23 . . . BxP 24 R-N1.

(l) Anticipating 28 . . . NxP 29 K-Q2 P-N4 30 N-Q3, and Black will have to return his extra material with 30 . . . P-B4 in order to get his knight out, or play 30 . . . P-R4 31 K-B2 P-N5 32 K-N3 PxP 33 PxP NxP 34 KxN, which draws.

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