

Richard Shorman**Chess****TOURNAMENT RESULTS**

Sixty players participated in the Mechanics' Institute Amateur Chess Tournament, Jan. 17-18. Alan Bourke directed the weekend event, which was restricted to players rated below expert by the United States Chess Federation. A prize fund of \$320 was divided among the 23 winners according to their Swiss system results.

Over-All Winners

1, Takashi Kurosaki, San Francisco; 2, Barry Kraft, San Rafael; 3, Rick Swanson, San Francisco, 4½-½, \$55 each; 4, Anthony Hanak, San Francisco; 5, David Obstfeldt, San Francisco, 4-1, \$15 each.

Masterly opening play, alert action along the flanks, and a weary sojourn by the enemy king (K1K2-Q2-B2-N3-R3-R4-R5-N6-N7 stamp this gem with the mark of Botvinnik.

Original notes by the winner translated from V. D. Baturinsky's opus, "Shakmatnoe tvorchestvo Botvinnika" (Botvinnik's Chess Art), Moscow, 1966, vol. 2, pp. 526-28.

White: Mikhail Botvinnik. Black: Svetozar Gligorich.

XII Chess Olympics, Moscow, 1956.

English Opening

1 P-QB4	P-KN3	16 K-Q2(h)	B-K1(i)
2 P-KN3	P-QB4	17 Q-N7	K-Q2
3 B-N2	B-N2	18 P-B4(j)	Q-K2
4 N-QB3	N-QB3	19 R-R1	N-Q1
5 N-B3	N-R3(a)	20 N-K4(k)	K-B2
6 P-KR4(b)	P-Q3	21 R-R8	B-B3
7 P-Q3	R-QN1(c)	22 N-B6	K-N3(1)
8 P-R5	B-Q2(d)	23 BxB	NxB(m)
9 BxN(e)	BxB	24 R-R7	N-Q1(n)
10 PxP	RPxP	25 QxNP	K-R3(o)
11 Q-B1	B-N2	26 P-R4(p)	K-R4
12 RxRch	BxR	27 Q-N5	KxP
13 Q-R6	BxNch(f)	28 R-R1	K-N6(q)
14 PxN	P-K3	29 Q-R4	K-N7
15 N-N5(g)	K-K2!	30 P-N4(r)	Resigns

(a) Grandmaster Gligorich elects to play the same system that I employed a few rounds earlier against Najdorf, but commits a grave error in the process. In that game, Black developed his knight to KR3 only after White had castled short, so that a flank attack with P-KR4-R5 would lack punch.

(b) This move must be made immediately. White achieves nothing with 6 P-Q3 N-B4 7 P-KR4 P-KR4.

(c) After 7 . . . B-N5 White still pushes 8 P-R5, e.g., 8 . . . BxP 9 BxN BxB 10 P-KN4. Neither can the text move be approved, however, as Black needlessly denies himself the possibility of Q-side castling.

(d) Another inaccuracy. The QB takes an important flight square away from the king. Correct is 8 . . . P-B3.

(e) Stronger than 9B-Q2 followed by Q-B1 and P-R6, since the game now opens up, dangerously exposing black's king.

(f) White also keeps the advantage after 13 . . . B-B3 14 N-KN5, threatening 15N-5-K4 or 15 N-R7.

(g) White probably makes more progress with 15 K-Q2! and only after 15 . . . Q-K2 (15 . . . Q-B3 16 N-N5 QxKBP 17 R-KB1 or 15 . . . Q-N3 16R-QB1), 16N-N5.

(h) Inasmuch as 16 N-KK4 4Q-R1 17 Q-N5ch P-B3 18 QxNP R-N1 favors Black, White cannot evade an exchange of queens.

(i) Leads to defeat. By 16 . . . Q-R1 Black forces an end-game in which he still has a fighting chance, i.e., 17 R-R1 QxQ 18 RxQ N-Q1 19 R-R7 P-N4. Gligorich thought that 16 . . . Q-R1 was good for white after 17 N-R7. In that case, however, Black can obtain counterplay with 17 . . . R-N1 18 R-R1 P-B3.

(j) Of course not 18 NxBP because of 18 . . . Q-K2.

(k) Simpler is 20 R-R7 P-N4 21 B-K4, and the threat of BxP costs Black his K-side pawns.

(l) And not 22 . . . BxB 23 R-K8 or 22 . . . B-Q2 23 R-B8, threatening N-N8.

(m) Or 23 . . . PxB 24 R-K8 Q-B2 25 Q-B8 and 26 R-K7.

(n) On 24 . . . R-KB1? White plays 25 QxR.

(o) A little better is 25 . . . K-R4.

(p) Stopping P-QN4. If now 26 . . . Q-B2, then Black loses to 27 Q-N8 Q-N3 28 Q-K8 N-B3 29 QxBP Q-N7ch 30 K-K3 QxP 31 N-Q7 Q-Q5ch 32 K-B3 R-Q1 33 N-B8. Gligorich decides to recover his pawn, which only hastens his defeat.

(q) The king cannot retreat (28 . . . K-R4 29 N-Q5).

(r) Black has no way of dealing with the threat of 31 Q-K1. White also wins after 30 R-N1ch KxR 31 Q-R1ch K-N7 32 Q-B1ch K-N6 33 Q-N1ch K-R5 34 Q-N5ch.