

# Richard Shorman

## Chess

Israel Albert Horowitz, international chess master, former U. S. Open champion, editor and publisher of "Chess Review" magazine from 1933 to 1969 and chess columnist for the New York Times since 1962, succumbed to an apparent heart attack Jan. 18 at his New York home.

Known mainly as an author of innumerable chess books directed at the average player, Horowitz also popularized the game through some 15 transcontinental lecture and exhibition tours until 1958.

White: I. A. Horowitz. Black: Amateur.  
Simultaneous Exhibition, Los Angeles, 1942.

### Vienna Game

1 P-K4	P-K4	14 RxP!(e)	KxR(f)
2 N-QB3	N-KB3	15 Q-B1ch	K-N3!(g)
3 P-B4	P-Q4	16 B-Q3ch!	KxB!(h)
4 P-Q3	B-QN5(a)	17 P-R4ch!	KxP(i)
5 PxKP	N-N5	18 P-N3ch!	KxP!(j)
6 PxP	NxKP	19 Q-B2ch	K-N5
7 N-B3	QxP	20 K-N2!?	QxR(k)
8 B-K2	BxNch	21 Q-N3ch	K-R4
9 PxB	QN-B3	22 B-K2ch	K-R3
10 O-O	Q-B4ch(b)	23 Q-B4ch	K-N3(l)
11 P-Q4	QxBP	24 B-Q3ch	K-R4
12 NxN!	NxN(c)	25 Drawn(m)	
13 B-KN5(d)	N-B3		

(Notes by I. A. Horowitz in "Chess Review", Nov. 1945, pg. 7)

(a) White's unusual fourth move, a favorite of Steinitz, has the merit of being unfamiliar to modern players. It is ideal for simultaneous play, as it opens up the game quickly with many opportunities for lively attacking.

(b) Black goes Pawn - hunting — always a dangerous procedure when your game is undeveloped.

(c) If 12. . . QxR 13 B-QB4! and Black, remarkably enough, is in serious difficulties—for example 13 . . . QxPch 14 QxQ NxQ 15 BxPch K-K2 (if 15. . . K-B1 16 B-R3ch and mate next move, or if 15 . . . K-Q1 16 B-N5mate) 16 B-R3ch K-Q1 17 R-Q1 and the Knight falls.

But in the above variation, 13. . . QxPch (after 12. . . QxR 13 B-QB4!) appears foolhardy. Why not 13. . . NxN. . . ? Then, if 14 PxN, Black can castle and is safe. But White has a hidden resource with 14 BxPch! and 14. . . NxB is forced. Then follows 15 Q-K1ch! and Black is embarrassed for an adequate defense. Thus, if (A) 15. . . K-Q1 16 Q-R4ch (not 16 B-N5ch NxB with ample material for the Queen) K-Q2 17 Q-N4ch (not 17 RxNch K-B3!) K-B3 18 P-Q5ch and Black cannot avoid loss of his Queen for insufficient material.

Or (B) 15 . . . K-Q2 16 RxNch K-B3 17 P-Q5ch KxP (if 17 . . . K-N4 18 Q-B1ch will win the Queen or mate) 18 P-B4ch K-B3 19 RxPch! KxR 20 B-B4ch K-B3 21 QxQ with the winning threats of 22 Q-K5, 22 Q-Q4 or 22 QxP.

Note that in all these variations, Black avoids moving his King to a black square in variations where White can give a check with his QB and win the Black Queen advantageously.

(d) The safe and sane way is 13 R-N1, threatening R-N3 followed by B-R3 to prevent Black from castling. A likely continuation then is 13. . . N-B3 14 P-Q5 Q-Q5ch 15 QxQ NxQ 16 B-Q3 and Black can offer little resistance against the double threat of 17 P-B3 and 17 R-K1ch.

(e) Beginning a fascinating combination.

If 14 . . . QxPch 15 QxQ NxQ 16 R-K7ch K-B1 17. B-QB4! After the text, Black's King has to run the gauntlet.

(g) Naturally, not 15. . . K-N1 16 B-B4ch! or if 15. . . K-K1 16 B-R5ch P-N3 17 R-K1ch ends matters rapidly.

(h) If 16. . . K-R4 17 B-K3 and the threat of 18 Q-B7ch followed by 19 Q-Q5ch, or 18 Q-B3ch or even the simple 18 P-KR3 cannot be met.

(i) If 17 . . . K-R4 18 Q-B3ch B-N5 (forced, for if 18 . . . KxP 19 P-N3ch and Black is mated either by 19 . . . K-R6 20 B-B1mate or 19. . . K-N4 20 Q-B4ch K-R4 21 Q-R4mate) 19 B-N6ch wins the Queen. But the resulting position would be difficult for both sides.

(j) Forced. If 18 . . . K-N4 19 Q-B4ch followed by 20 Q-R4mate. Or 18. . . K-R4 19 Q-B3ch B-N5 (if 19. . . K-R3 20 Q-R1ch, etc.) 20 Q-R1ch and mate at R4!

(k) Otherwise, 21 Q-N3ch and mate follows.

(l) If 23. . . P-N4? 24 Q-B6mate.

(m) Abandoned as a draw. Both players have to be satisfied with the perpetual check. Luckily, White had just enough material left at the end to be able to force a draw!

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White: I. A. Horowitz. Black: Amateur. Simultaneous Exhibition, Los Angeles, 1940. Vienna Game 1 P-K4 P-K4 2 N-QB3 N-QB3 3 B-B4 B-B4 4 Q-N4 Q-B3 5 N-Q5! QxPch 6 K-Q1 K-B1 7 N-R3 Q-Q5 8 P-Q3 B-N3 (defending against 9 P-B3) 9 R-B1 N-B3 10 RxN! P-Q3 (looks best, as White wins easily after 10. . . PxR 11 B-R6ch K-K1 12 Q-N7, but. . .) 11 QxPch!! (a real Horowitzian sockdolager!) KxQ 12 B-R6ch K-N1 13 R-N6ch! (just beautiful) RPxR 14 N-B6mate (my favorite Horowitz sparkler).