Richard Shorman

Chess

What energy! MacDonnell and De La Bourdonnais fought dozens of exciting match games around the middle of the 19th century that even today serve as models of attacking abandon. Here is one of them, a terrific whirlwind of a game by a couple of real King's Gambiteers.

White: Alexander MacDonnell. Black: Louis De La Bourdonnais.

London, 1834.   King's Gambit Accepted.

	White	Black		White	Black
1	P-K4	P-K4	10	P-Q4!	QxPch
2	P-KB4	PxP	11	B-K3!	Q-N2(g)
3	N-KB3	P-KN4(a)	12	BxBP(h)	N-B3
4	B-B4(b)	P-N5(c)	13	N-K4	B-K2(i)
5	N-B3(d)	PxN	14	B-N5	R-N1
6	O-O(e)	P-QB3(f)	15	Q-R5ch	Q-N3(j)
7	QxP	Q-B3	16	N-Q6ch!	K-K3(k)
8	P-K5!	QxP	17	QR-K1ch	KxN
9	BxPch!	KxB	18	B-B4mate!	

(a) Few present-day masters care to risk the complications attendant upon this move. (Keres, for example, fills 33 pages with condensed analysis on 3 . . . P-KN4.) Simpler and stronger, says modern theory, is 3 . . . P-Q4! 4 PxP N-KB3.

(b) Preferring rapid-fire development to the slugfest that follows 4 P-KR4 P-N5.

(c) Better on positional grounds is 4 . . B-N2 in order to answer 5 P-KR4 with 5 . . . P-KR3. Black elects to "win" the piece and hang on for dear life.

(d) MacDonnell's own invention, every bit as wild as the Muzio Gambit (5 0-0!?) and just as hard to meet over the board.

(e) White should play 6 QxP first and castle later: 6 QxP P-Q4 (Best may be simply 6 . . . P-Q3 and 7 . . . B-K3. 7 NxP N-QB3! 8 0-0 B-Q3 9 P-Q4 NxP 10 Q-R5 B-K3, with enough attacking chances for the material (Paul Keres, "Dreispringerspiel bis Königsgambit," Berlin, 1968, pp. 255-57).

(f) Wellmuth — Johnston, Chicago, 1902, continued 6 . . . PxP? (Now is the time for 6 . . . P-Q4!) 7 RxP (DuMont claims a win against Black's "hopelessly exposed king" after 7 BxPch! KxB 8 RxPch.) P-KB3? (Again, 7 . . . P-Q4!) 8 Q-R5ch K-K2 9 Q-B7ch K-Q3 10 N-N5ch K-B4 11 P-N4ch KxP 12 R-N1ch K-R4 13 N-B3 B-B4ch 14 KxP N-KR3 15 R-N5ch K-R3 16 RxBch K-N3 17 N-R4mate.

(g) White pins the KBP twice (11 . . . QxBch?? 12 QxQ).

(h) Talk about contrast in development! Two pieces shy, White presses the attack against unsheltered king and consort.

(j) Nothing avails 13 . . . NxN 14 B-K5ch N-B3 15 BxN.

(i) Nothing avails 13 . . . NxN 14 B-K5ch N-B3 15 BxN. K-B1? 16 B-R6) 16 NxN QxB (or 16 . . . BxN 17 RxBch QxR 18 BxQ KxB 19 R-B1ch, winning easily) 18 QR-K1ch K-Q3 19 N-K4ch (Irving Chernev, "The 1000 Best Short Games of Chess," New York, 1955, pg. 281).

(k) Black chooses the quickest and most beautiful way to die. Chernev reduces the alternatives to rubble: 16 . . . K-N2 (if 16 . . . BxN, then 17 RxNch K-N2 18 RxQch PxR 19 Q-R6ch K-B2 20 Q-R7ch costs Black his rook for starters) 17 B-R6ch K-R1 (or 17 . . . QxB 18 N-B5ch) 18 N-B7ch QxN 19 QxQ. Three pieces for the queen are not sufficient here, as the sequel shows, 19 . . . B-B4ch (of course not 19 . . . B-Q1? 20 RxN) 20 K-R1 N-N5 21 B-Q2! P-Q4 (21 . . . B-Q5 22 P-KR3 N-K6 23 BxN BxB 24 Q-B6ch R-N2 25 Q-K5!) 22 P-KR3 N-K4 23 Q-B6ch R-N2 24 B-R6.

★   ★   ★   ★

WHERE TO PLAY CHESS

The Hayward Chess Club, 2058 D St. (Hayward Arts and Science Center). Monday and Friday, 8-12 p.m.

The Cherryland Cafe, 22472 Meekland Ave. (corner of A St. and Meekland Ave.), Hayward, Evenings, 10 p.m. to 6 a.m.

The Fremont Chess Club, 36025 Fremont Blvd., (Westridge Park Community Center). Thursday, 7-11 p.m.

The Livermore Chess Club, Fourth and J Streets (in the old library of the Carnegie Building). Evenings, the 1st and 3rd Friday of the month.