

Richard Shorman

Chess

White clamps a strong bind on Black's position early in the game (11 B-Q6), then skilfully builds up pressure until Black suddenly collapses under the tremendous strain.

Condensed notes are by USCF master Erik Osbun, who received Best Game, 1st Honorable Mention recognition for this victory over chess expert Al Raymond.

White: Erik Osbun.

Black: Al Raymond.

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Sicilian Defense

1 P-K4	P-QB4	20 P-QB4(g)	Q-K2
2 N-KB3	P-QR3	21 KR-QB1(h)	PxP(i)
3 P-B4(a)	P-K3	22 BxP	P-N4
4 N-B3	N-QB3	23 P-R5(j)	N-B3(k)
5 P-Q4	PxP	24 B-Q3	P-R4(l)
6 NxP	B-N5	25 P-R4	N-KR2
7 N-B2(b)	BxNch	26 K-N2	P-B3
8 PxB	N-B3	27 N-B4	K-N2(m)
9 P-B3(c)	O-O(d)	28 NxP	RxN
10 B-R3	R-K1	29 QxR	P-B4
11 B-Q6	P-R3	30 KPxP	N-B3
12 B-K2	Q-R4	31 B-K5!(o)	PxP
13 Q-Q2	P-QN4	32 R-K1	PxP
14 P-B5	B-N2	33 Q-B3	PxPch
15 P-N4	N-KR2	34 K-B2	R-N1
16 N-K3(i)	N-R2	35 B-N6(p)	Q-K3
17 K-B2	N-QB1	36 P-R5(q)	N-K2(r)
18 B-N3	B-B3	37 BxNch	Resigns
19 P-KR4	Q-Q1		

(a) Probably best. White does not permit 3 P-Q4 PxP 4 NxP N-KB3 5 N-QB3 P-K4 6 N-B3 B-N5.

(b) A difficult choice that cost me 40 minutes. Boleslavsky recommends 7 NxN NPxN 8 B-Q2, with advantage for White, but I think that after 7 NxN BxNch 8 PxB QPxN Black's knight is the only piece able to exploit the resultant situation.

(c) It took me 20 minutes to determine that this is the most economical move. Now 9 . . . NxP 10 PxN Q-R5ch 11 K-Q2 leaves Black with insufficient compensation for the sacrificed piece.

(d) Black must play 9 . . . P-Q4 10 KPxP PxP 11 B-R3, although White seems to have the better endgame prospects.

(e) Very strong. This expansion on the K-side forces Black into a defensive posture there because of the threat to play P-N5. Subsequently Black will lose ground on all fronts.

(f) Prevents a breakout by . . . P-B4. Notice that now 16 . . . P-N5 17 PxP simply loses a pawn, as Black recaptures on pain of losing a piece.

(g) A timely blow to open up play against Black's weak squares on the queen side.

(h) Indirectly protects the pawn on B5. This is the right rook, as will be shown when the QR supports the promotable QRP.

(i) Black has great difficulties whether or not he maintains his pawn on N4.

(j) Not 23 PxP NxP, and Black obtains strong counterplay with . . . Q-B3.

(k) Threatens 24 . . . BxP. If 23 . . . QxP, then 24 BxKP Q-K2 25 B-Q5 wins quickly.

(l) Otherwise White plays P-QR5 and sinks his knight on QN6.

(m) If 27 . . . QxP?, then 28 N-Q6 wins a rook.

(n) Tricky. Some threats now loom against White's king.

(o) Exclamation point. White foresees the final zugswang position.

(p) After which Black has only tempo moves.

(q) White wins with his free pawn. Also 36 QR-N1 BxP 37 R-N8 Q-R7ch 38 Q-N2 works, but I chose the simplest path to victory to avoid losing on time.

(r) Loses at once. The only reasonable try is 36 . . . P-N5, which amounts to nothing after 37 K-N3 P-B7 38 KxP P-N6ch 39 QxP. There are several ways for White to win, all dependent upon maintaining the binding pin, so that Black must ultimately throw himself on the sword.