

CSCA
Bulletin

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Colorado State Chess Association
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UPCOMING EVENTS

Loveland - Ft. Collins Open: Feb. 16-17, CSU Student Union, Rm 228, Ft. Collins. 4 Rd. Swiss Cluster (25 max per section), EF \$12 (\$10 under 18), Reg 8:45-9:45, Rds 10-3:30 11:15-4:30, Prizes \$50-30-20, \$25-15-10 in lower sections if any, ENT Charles Moore 425 W. 10th, Loveland, CO. 80537, 667-7043

Fun Raiser - DCC Sat. February 23, 3-SS, Reg 9-10, 80/80, EF \$3, no cash.

Al Wallace Memorial: March 8-9, Holiday Inn, Golden, CO. Open 4-SS \$200-120-60 Gtd. Golden, Co., Open 4-SS \$200-120-60 Gtd. Booster (under 1700) \$100-50 Gtd., Fun 5-SS (open to all) \$40-25. For more info see inside back cover of this bulletin.

Northern Colorado Open: April 12-13, Greely Holiday Inn, 5 rd. Swiss Clusters of @ 30 each, EF \$10 (\$12 at site) under 16 only \$5 (\$6 at site), Top 3 split \$300 Gtd. 2nd Cluster split \$125, Charles Moore 524 W. 10th St., Loveland, Co. 80537
For info. call 667-7043

BOULDER OPEN RESULTS

James Hamblin and David Eberly tied at 4½-½ points apiece to win the 3rd Annual Boulder Open and take home \$375. Both players finished with a 2300 plus performance rating for the tournament.

Despite blizzard conditions and below zero temperatures over 175 players attended including 24 in the novice section. Details, crosstables and games in the next issue.

Championship: James Hamblin 1&2nd
David Eberly 4½-½ \$375 ea.

Brian Wall 3-5th
Alan Piper (KS) 4-1
Tod Lunna (OK)

Premier: James Hammersmith 1st.
4½-½ \$150

Alex Fishbein

CHAMPIONSHIP:

1st & 2nd with 4½-½ to win \$375 apiece were James Hamblin and David Eberly.

3rd thru 5th with a 4-1 score were Brian Wall, Alan Piper (KS) and Todd Lunna.

Upset prize (overall) went to Richard Aiken.

Best Junior was won by Ray Haskins.

PREMIER:

1st place with 4½-½ to take home \$150 was James Hammersmith.

2nd thru 4th with 4-1 were Alexander Fishbein, Thomas McClew and Helmut Lestinsky.

BOOSTER:

1st place with the only perfect score of the tournament, 5-0, was Gentry Dunlop. He took home \$80 for his efforts.

2nd went to Dale Ogden with 4½-½. Top Unrateds with 4-1 scores were Jack Murdoch and Nathen Winterfield.

RESERVE:

1st place went to unrated Don Ogle with a 4½-½ score.

2nd thru 6th(!) with 4-1 were Jim McKenzie (another unrated), Harold Long, Billy Harris, Matt Barna and Mike Broderick

TOP WOMEN: Karen Arp

TOP SENIOR: Abe Thompson

TOP BOULDER PLAYER: Chuck Johnson

1979 Pueblo Open
by T.D. Bob VanDeHey

The first Pueblo USCF tournament in seven years played to mixed reviews. The critics raved about the city support (six big trophies—first place almost four ft. high—and seven merchandise prizes) but the hoped for big turnout never materialized. Nevertheless, CSCA can be encouraged by the events in the Pueblo Open and, I believe, should continue it.

Boyd Livingston, who won the Junior Trophy, almost pulled off a major coup in the first round but blew a piece lead to Curtis Carlson and had to settle for dreams of what might have been. Curt had a tough tournament and withdrew after a 2nd round loss to Gordon Adamson. Gordon was a major force in the tournament as only he and eventual winner Bob Fordon were undefeated. Fordon played the best chess while facing the toughest opposition (16½ Sunneborn-Berger points) except for Yuri Oshmyansky (who gained 5 S-B points by opposing Fordon). Fordon's win over Eversole, Bardwick, and Oshmyansky in the last three rounds were awesome.

40 players competed in the Open section and 8 more fought out a 4-round tornado "newcomers" tournament on Saturday.

The Open section was marred/enlivened (pick one) by a controversy in the fourth round. Thirty minutes after all games were completed, Fairchild-Schraver was locked in an opposite colored Bishop endgame with the finish nowhere in sight. Since I'd expressed my wish "to stay out of the games as much as possible" in the pre-tournament player's meeting - I'm sure many players were surprized by my decision concerning this game.

I employed the seldom used adjudication powers of the T.D. (see Official Rules of Chess p.36 15.1 d) and sent the game to an adjudication committee.

This was not the most popular move I could have made but it brought the game to an end; (the committee awarded a win to Fairchild by finding a win I never would have found - he had a two pawn advantage) kept 38 other players from milling around; got the final round off only about an hour late; and allowed a lot of players to start the long drive home from Pueblo a lot earlier than otherwise would have happened.

Was the move courageous or merely stupid - who knows? In Kansas we resorted to adjudication for the fourth round. Apparently this is not often, if ever, done in Colorado. I do know that I'll never adjourn a fourth-round game which could affect the final prize distribution. One way or another I want all games settled before last round pairings are made.

In sum, the 1979 Pueblo Open was exciting, controversial, and featured some very good chess.

1st: Robert Fordon-\$125.00 & trophy
2nd: Yuri Oshmyansky, Joe Devico
(Top 'B'), Todd Bardwick
Top 'C': Gordon Adamson
Top 'D': George Stark
Top 'E': Tom Harrington, Bob Blair
Top Unr.: Lee Norkus
Upset Winner: Gordon Adamson
Winner Most Interesting Game: Barry
Brandt (against Rich Buchanan)
Pueblo City Champ: Joe Eversole
Top Junior: Boyd Livingston
Novice Section: John Kamasinski

The Pueblo Chess Club wishes to thank the following businesses for the support given us in making the 1979 Pueblo Open a reality. The following companies have donated trophies, money or merchandise prizes. Their generosity is appreciated.

VIDMAR-MATHIS MOTOR COMPANY	600 Albany Ave.
JACK HUNTER FORD	11th & No. Sante Fe
PETERSON PAINT COMPANY	170 SO. Sante Fe
HATCH'S HALLMARK AND GIFT SHOP	313 No. Main
SOUTHERN COLORADO TRAVEL SERVICE	1st Nat. Bank Building
ZALES JEWELERS	400 No. Main
B & A BOOTERY	520 No. Main
HARDING-BULLOCH JEWELERS	615 No. Main
COPE OFFICE SUPPLIES	102 So. Victoria
JACK ARMSTRONG JEWELERS	119 No. Main
AMERICAN FEDERAL SAVINGS	601 No. Main
JOHN BALLAS JEWELERS	214 No. Main
MAIN STREET GENERAL STORE	510 No. Main
THE DELI	612 No. Main

RESULTS OF THE PUEBLO OPEN

1. Robert Fordon	2098	W38	W13	W6	W4	W2	5
2. Yuri Oshmyansky	2139	W25	W9	W11	W8	L1	4
3. Joe DeVico	1779	W26	W20	L4	W13	W12	4
4. Todd Bardwick	1715	W28	W36	W3	L1	W11	4
5. Richard Buchanan	1888	W21	W18	L8	D10	W19	3½
6. Joe Eversole	1765	W39	W30	L1	W15	D10	3½
7. Jim Dacus	1761	B½	L24	W34	W29	W18	3½
8. Barry Brandt	1745	W32	W22	W5	L2	D9	3½
9. David Landers	1706	W33	L2	W19	W24	D8	3½
10. Gordon Adamson	1574	W23	W37	D24	D5	D6	3½
11. Barry Biggs	1772	W27	W29	L2	W14	L4	3
12. Shaun MacMillan	1713	L29	W27	W25	W16	L3	3
13. Harvey Blair	1646	W40	L1	W26	L3	W22	3
14. Gill Humphery	1619	L22	W32	W30	L11	W26	3
15. Joe Taylor	1500	L34	W28	W36	L6	W27	3
16. Boyd Livingston	1451	L37	W33	W17	L12	W29	3
17. Lee Norkus	U	L18	W21	L16	W28	W25	3
18. Geary Radcliffe	1554	W17	L5	D22	W20	L7	2½
19. Warren Barter	1529	D24	W34	L9	W23	L5	2½
20. John E. Carr	1527	W35	L3	D23	L18	W31	2½
21. George Stark	1382	L5	L17	W39	W30	D24	2½
22. Tom Harrington	1181	W14	L8	D18	W31	L13	2½
23. Bob Blair	889	L10	W38	D20	L19	W32	2½
24. Dale Ogden	U	D19	W7	D10	L9	D21	2½
25. Rick Mattoon	1431	L2	W40	L12	W33	L17	2
26. Robert Brown	1380	L3	W35	L13	W36	L14	2
27. Virgil Fairchild	1370	L11	L12	W38	W34	L15	2
28. John Reed	1247	L4	L15	W32	L17	W33	2
29. Rich Sweetman	1242	W12	L11	W31	L7	L16	2
30. Chris Hanagan	1195	W31	L6	L14	L21	W34	2
31. Cory Boyd	1621	L30	W39	L29	L22	L20	1
32. Harold Long	1250	L8	L14	L28	W35	L23	1
33. Scott Massey	1240	L9	L16	W35	L25	L28	1
34. John Shriver	U	W15	L19	L7	L27	L30	1
35. Lewis Rinker	U	L20	L26	L33	L32	W36	1
36. Dick Vidmar	879	Bye	L4	L15	L26	L35	1
37. Curtis Carlson	2245	W16	L10	-----	-----	-----	1
38. Michael Serovey	1396	L1	L23	L27	-----	-----	0
39. Kenneth Krug	1272	L6	L31	L21	-----	-----	0
40. Glenn Hart	1204	L13	L25	-----	-----	-----	0

PUEBLO OPEN 1979:
 COLORADO CHESS COMES OF AGE

by Robert Fordon

In the Chess world, Colorado used to be synonymous with Denver. Apart from a few scattered aficionados, there wasn't anything anywhere else. Who ever heard of a cowboy chess-player?

Things are changing. Boulder, Fort Collins, Colorado Springs, Winter Park, even Arapahoe on the Kansas border are holding tournaments; and now Pueblo threatens to topple Denver as the chess capital!

Well, maybe not. Pueblo was still a very well run tournament, better than many in Denver. Playing site, turnout, competition, and prizes were excellent. The first place trophy will barely fit on my dresser, it's that tall.

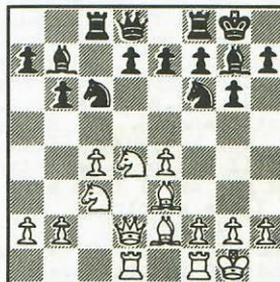
Nor was the distance excessive. I managed to cram Curt Carlson, Yuri Oshmyansky, and Todd Bardwick into my car, making the strongest load of chessplayers I've seen since I gave Ken Regan, John Fedorowitz, and Jon Tisdall a ride to Casa Bonita during the last U.S. Junior in Denver. There was only one "A" player at the tournament when we arrived, so we caused a mild sensation. Unfortunately for the Pueblo club, we took most of our rating points home with us--Yuri and Todd each lost only one game, both to me. Only Curt was nice enough to share, when he lost to Gordon Adamson in round two. After that he dropped out and was last seen looking for a ride home or a cheap bar.

My own play can only be called "lucky." Bardwick and Oshmyansky both won a pawn in the opening from me, but could not press home their advantage. Here are the games. (Ratings are from the January 1980 list.)

T. Bardwick (1898)-R. Fordon (2112)
 English Opening Rd. 4 1. c4,c5 2. Nc3,g6 3. g3,Bg7 4. Bg2,Nc6 5. d3,e6 6. e4,Nge7 7. Be3,Nd4 8. Nge2,0-0 9. 0-0,d6 10. Rb1,f5

11. f4,Rb8 12. a3,b6? (Drops a pawn.) 13. B:d4,cd 14. Nb5,f3 (14. ...Nc6 fails to 15. ef.) 15. de,e5 16. N:a7,Be6 (Black's game does not look too bad, but the White position is very solid and his extra pawn should ultimately win.) 17. b3,h5 18. Nb5,h4 19. Qd2,hg 20. hg,Bh6 21. Qb4? (It was necessary first to play Nc1-d3, when Black has a very difficult time obtaining counterplay. Since ...g5 can always be answered by f5, it seems that ...ef at some point is the only try. Unfortunately, this leaves Black's pawns totally shattered in exchange for unclear attacking chances.) 21. ...d3! 22. Nc1,ef 23. gf,Bf4 24. Nd3, Be3+ 25. Nf2 (Not 25. Kh1,Nf5. Suddenly the position is wide open.) 25. ...Bc5 26. Qc3,Nc6 27. Rbd1? (It was imperative to lift the pin by 27. b4, even though 27. ...B:f2+ 28. R:f2, R:f2 29. K:f2, Qh4+ 30. Kg1 30. Qg3,Rf8+ 31. Bf3,Q:e4/ 30. ...Rb7 renews the attack, and if there is a defense it is difficult to find in time pressure.) 27. ...Qh4 28. Rd2,Rb7! 29. Nd4?!, N:d4 30. R:d4,Rh7 31. Time Forfeit 0-1

R. Fordon (2112)-Y. Oshmyansky (2195)
 English Opening Rd. 5 1. c4,c5. 2. Nc3,b6. 3. Nf3,Bb7 4. d4,cd 5. N:d4,g6 6. e4,Bg7 7. Be3,Nc6 8. Be2,Nf6 9. 0-0,0-0 10. Qd2, Rc8 11. Rad1? (As in the preceding game, I was playing rapidly to avoid time trouble and made this move with very little thought. Who would think it was a mistake?)



11. ...Ne5 (How simple. Two pawns are attacked, and one of them must go.) 12. f4, N:c4 13. B:c4, R:c4 14. Qd3 (14. e5, Ng4 15. Qe2, N:e3) 14. ...Qc8 15. Rcl (15. R3 is better. Again, 15. e5 doesn't work--15. ...Ng4 16. Bcl, d6! 17. h3, de.) 15. ...Ng4 16. Rfd1 (Finally I realize 16. Nd5 is quite simply refuted by 16. ...B:d5 and 17. ...N:e3.) 16. ...N:e3 17. Q:e3, B:d4 (A surprise. Black can win more quickly by 17. ...Qc5, piling on the pressure. If 18. e5, then 18. ...Rfc8 and 19. ...d6; or 18. Nce2, Rfc8 threatening 19. ...B:d4 / 19. R:c4, Q:c4 20. Rcl?, B:d4! Of course the endgame should also be a simple win.) 18. R:d4, R:d4 19. Q:d4, Qc5 20. Q:c5, bc 21. Kf2, e6 (The ending is not so easy after all. Black hopes to play ...d5, but this is not possible. Probably ...d6 and ...f5 would be better. White's space advantage and active pieces make it difficult for Black.) 22. Rd1, Bc6 23. g3, Rd8 24. e5, f6 25. Ke3, fe 26. fe, Rf8 27. Ne4, c4? (Better is 27. ...Rf5 28. Nf6+, Kf7 29. N:d7, Ke7 30. Nb8 / 30. N:c5?, R:e5+ 31. Kd4, Rd5+ / 30. ...R:e5+ 31. Kf2, Bb5 32. a4, B:a4 33. Ba1, Re4 34. b3, B:b3 35. R:a7 Kd6 36. R:h7, Ba4 and Black wins easily.) 28. Rd6, Kf7 29. Nd2 (I originally intended 29. Ng5+, Ke7 30. N:e6, but 30. ...Rf3+ 31. Kd4 / 31. Ke2?, Rf5 / 31. ...Rf2 wins.) 29. ...Ke7 30. N:c4 (White has regained the pawn, but Black is still better because his Rook can either win the KP or force an entry to the seventh rank.) 30. ...Bd5 31. b3, Rf3+ 32. Kd4 (White decides to give up the "h" pawn instead of the "e" pawn--32. Ke2, Rf5 and 33. ...B:c4.) 32. ...Rf2 33. Ba6, R:h2 34. R:a7, Rh3? (Black's winning plan is to advance the "h" pawn, so 34. ...h5 is correct.) 35. Ne3, Bc6 36. g4, Rf3? (36. ...h5!) 37. a4, Rf4+ 38. Kd3, Rb4 39. Kc3, Re4 40. Kd3, R:e5 41. b4, Kd8 (Black hopes to stop the pawns with his King, but this is futile. Black must now accept a draw, and for this purpose 41. ...h5 is most precise--42. b5, B:b5 43. ab, R:b5 44. gh, gh and White must play carefully to obtain the draw.) 42. b5, Bh1? (42. ...B:b5 was the last chance.) 43. b6, Kc8 44. a5, Rb5 45. Nc4, Rd5+ 46. Kc3, Kb8 47. a6 (I had been defending so long it was not until this move that I realized I was winning.) 47. ...Rd1 48. Rc7, Ra1 49. a7+, Ka8 50. Rc8+, Kb7 51. Rb8+, Kc6 52. a8/Q+, R:a8 53. R:a8 and 1-0 in six moves.

G. Stark (1517)-R. Buchanan (1999) From's Gambit Rd. 1 1. P-KB4, P-K4 2. PXP (2. P-K4 is the King's Gambit.) 2. ...P-Q3 3. PXP, BXP 4. N-KB3, P-KN4 5. P-K4? (5. P-Q4 or 5. P-KN3 is book.) 5. ...P-N5 6. P-K5? (Had White played 5. P-Q4 he could now try 6. N-K5 or 6. N-N5. 6. N-N1, Q-R5 ch. 7. K-K2 is forced.) 6. ...Q-K2? (6. ...PKN 7. PxB, Q-R5 ch. 8. P-N3, Q-K5 ch. 9. K-B2, Q-Q5 ch. 10. K-K1, P-B7 ch. 11. K-K2, B-N5 mate.) 7. K-B2? (7. N-N1, BXP 8. Q-K2 allows White to hang on.) 7. ...PKN 8. PxB, Q-R5 ch. 9. K-K3 (9. P-N3 leads to the variation given on Black's sixth.) 9. ...N-KB3 10. QXP, N-B3 11. B-N5 (Or 11. P-B3, B-N5 12. Q-N3, Q-N4 ch. 13. K-Q3, Q-B4 ch. and mate next move.) 11. ...Q-Q5 ch. 0-1

J. Devico (1890)-T. Bardwick (1898) French Defense, Rd. 3 1. P-K4, P-K3 2. P-Q4, P-Q4 3. N-Q2, N-KB3 4. P-K5, KN-Q2 5. B-Q3, P-QB4 6. P-QB3, N-QB3 7. N-K2, PXP 8. PXP, P-B3 9. N-KB3? (9. PXP) PXP 10. PXP, N/2XP 11. NKN, NKN 12. B-N5 ch, B-Q2 13. BxB ch., QxB 14. 0-0, B-B4 (Black will counter the coming pressure on his center with a counterattack on the KBP.) 15. N-B4, 0-0 16. R-K1, N-B3 17. Q-N4 (On 17. RXP, BXP ch.! 18. K-R1, RKN! 19. RKN, PXR 20. BXR Black keeps the extra pawn.) 17. ...QR-K1 18. B-K3, B-N5 19. R-K2, Q-KB2 (Threatening 20. ...P-K4 and 20. ...P-Q5) 20. N-Q3 (Or 20. R-Q1, P-Q5 21. BXP!?, P-K4!) 20. ...B-Q3 21. QR-K1 (21. P-B4 is a better try.) 21. ...Q-B4 (Black decides to simplify before advancing in the center.) 22. QXQ, PXR 23. B-B5, HXR 24. RXR, BXB 25. NxB, P-QN3 26. N-Q3, R-QB1 27. R-K6, N-N5 28. N-K1, R-B8 29. K-B1, N-Q6 30. R-K3, RKN ch. 31. RXR, NXR 32. KKN, K-B2 and 0-1 on move 43.

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 COLORADO CHESS CLUBS

Denver Chess Club: 1439 Emerson, 832-9942
 7 days a week
 Boulder Chess Club: Shakey's, 1960 N. 28th
 444-6754, Monday 6:30-11
 C.U. Chess Club: UMC #425, Dave Furtney at
 492-3644, Thursday 7-10
 Pueblo Chess Club: Central H.S. Cafeteria,
 John Reed 546-0234 Wed. 7
 North Jeffco C.C.: Secrest Rec. Center, 66th
 & Pierce, Arvada, Mike
 Kinnan 427-7913 Thurs. 7
 Glenwood Springs C.C.: Hotel Colorado Lobby
 945-8366, Wednesday, 7 pm
 Other Clubs? Let us know and we'll publish.
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B. Biggs (1795)-Y. Oshmyansky (2195)
 French Defense, Rd. 3 1. e4, e6 2.
 d4, d5 3. Nc3, Bb4 4. e5, c5 5. a3,
 B:c3+ 6. bc, Ne7 7. Q-N4, 0-0 8.
 Nf3, Nbc6 9. Bd3, f5 10. ef e.p.,
 R:f6 11. Ne5, Qe5 12. Bd2, Qa4?
 (Black exiles his Queen to Siberia,
 leaving his King at the mercy of the
 White army.) 13. Qh5, h6?! (13.
 ...g6 14. Qg5, Rf8 15. N:c6, N:c6
 16. B:g6 leads to a perpetual check,
 if nothing else, so Black is obliged
 to speculate.)

14. Qe8+ (14. Ng4 is even better--
 14. ...Rf8 15. N:h6+, gh 16. B:h6,
 Rf7 17. h4 and Rh3-g3, for example.)
 14. ...Rf8 15. Bh7+, K:h7 16. Q:f8,
 cd? 17. Ng4? (17. N:c6, N:c6 18.
 B:h6!, K:h6 19. Qh8+, Kg6 20. Qe8+,
 Kf6 21. Qf8+ and Black must accept
 perpetual check. /21. ...Ke5? 22.
 0-0-0! White could even try for a
 win with 21. ...Kg6 22. 0-0-0.)
 17. ...dc! 18. Bf4 (Now the sacri-
 fices don't work, and White must
 lose a piece.) 18. ...Qe4+ 19.
 Kf1, e5 20. Nf6+ (Neither good nor
 bad. The piece is lost anyway, and
 perhaps something will come of it.)
 20. ...gf 21. Qf7+, Kh8 22. Q:f6+,
 Kg8 23. B:h6, Qg6 24. Qf8+, Kh7
 25. Bc1, Bh3! 26. Qf3, Bg4 27. Q:c3,
 Nd4 28. Rb1, Rc8 29. Qb4, Be2+ 0-1

For some reason the top-rated
 players seemed to have a hard time
 disposing of their weak first and
 second round opponents. (Except
 me, of course.) Even an 800 point
 rating difference does not mean a
 foregone conclusion....

C. Carlson (2231)-B. Livingston
 (1451) Alekhine's Defense, Rd. 1
 1. e4, Nf6 2. e5, Nd5 3. d4, d6 4.
 Nf3, Bg4 5. Be2, c6 6. 0-0, B:f3
 7. B:f3, de 8. de, e6 9. Qe2, Nd7
 10. c4, Ne7 11. b3, Qc7 12. Bb2,
 Ng6 13. Be4?! (13. Re1 is too
 quiet, so White tries a clever plan to
 outwit his opponent.) 13. ...Nd:e5
 14. f4, Nd7 15. f5, Nf4! (Refuting
 White's idea and remaining with a
 solid extra center pawn.) 16. Qf3
 (16. R:f4 doesn't quite work.)
 16. ...e5 17. Nd2, Nf6? (17. ...f6!
 holds the pawn. If 18. h4, trying
 to catch the Knight, then 18. ...
 0-0-0 19. g3, Nc5! 20. gf, R:d2 21.
 Bc3, Rd7 22. fe, fe.) 18. B:e5, Q:e5
 19. B:c6+?! (This looks like a
 shot, but actually it gives up a
 piece for two pawns and some compli-
 cations. Still, 19. Q:f4 is very
 hard to win, so subjectively it is
 White's best chance.) 19. ...Kd8
 20. B:b7, Rb8 21. Rad1, Ne2+ (Black
 fights back.) 22. Kh1, Bd6 23. g3,

Nd4 24. Qg2, N:f5? (24. ...Kc7!
 places the burden of truth on White.)
 25. Nf3, Qc5 26. Ng5, Rf8 (Or 26.
 ...Nh6 27. R:f6!, gf 28. Ne4, Qc7
 29. R:d6+, Ke7 30. Qf3) 27. R:f5,
 Q:f5 28. Qc6, R:b7 (Better is 28.
 ...Qd7 29. R:d6, R:b7 30. R:d7+,
 R:d7 although the White Queenside
 pawns should still win.) 29. Q:d6+,
 Nd7 30. Q:f8+, Kc7 31. Qd6+, Kc8
 32. Qe7, Qe5? (Black has had enough,
 which is unfortunate, because 32.
 ...h6 is embarrassing for White. If
 the Knight moves 33. ...Qf3+ wins on
 the spot, so White must part with
 the exchange--33. Qe8+, Kc7 34. R:d7+,
 Q:d7. The ending after 35. Q:d7+,
 K:d7 36. N:f7, Ke7 37. Ne5, Kd6 38.
 Nd3, Re7 looks good for Black, and
 on 35. Qe5+, Qd6 36. Qa5+, Qb6 Black
 can force the draw by continually
 interposing his Queen, or try for
 more by 36. ...Kb8, though this could
 get risky. Probably Black was in
 time trouble here.) 33. Q:e5, N:e5
 34. Rd5 and 1-0 on move 54

G. Adamson (1574)-C. Carlson (2231)
 English Opening, Rd. 2, Upset Prize
 Winner. 1. P-QB4, P-K4 2. N-QB3,
 N-KB3 3. N-B3, N-B3 P-KN3, B-N5
 5. P-QR3 (A wasted move. Black
 routinely exchanges on QB6 in this
 variation anyway.) 5. ...BxN 6.
 QPxB, 0-0 7. B-N2, P-Q3 8. 0-0,
 P-KR3 9. P-R3, P-QR4 (Hoping to
 cripple the White Queenside by 10.
 ...P-R5) 10. P-QN4 (A more restrained
 set-up with 10. P-QR4 and P-N3 was in
 order, followed by maneuvering the
 Knight to Q5.) 10. ...B-K3 (10.
 ...PxP 11. BXP, NxP 12. BXP is
 not that good for Black.) 11. P-N5
 (11. Q-N3, although risky, avoids
 leaving the hole at QB5.) 11. ...N-K2
 12. N-Q2, Q-B1 13. P-QR4?, BxRP 14.
 B-R3? (The Bishop had better prospects
 on the QB1-KR6 diagonal.) 14. ...BxB
 15. KxB, P-QN3 16. N-B3, Q-K3 17. Q-N3,
 N-N3 18. R-R1, N-N5 19. QR-Q1, P-K5
 (19. ...P-KB4-5 is more direct.) 20.
 N-Q4, Q-B3 21. QR-KB1, P-K6 22. P-B3,
 N-B7 23. HxN (On 23. R-R2 or 23. R-
 R5, N-B5 ch.! wins at least the exchange
 anyway.) 23. ...PxR 24. KxP, QR-K1
 25. Q-B2, N-K4 26. B-B1, N-N5 ch.
 (26. ...NxBQP is alright, but 27. N-B5
 is annoying--the Knight is hard to
 drive away. Around this point Yuri,
 Todd and I had finished our games and
 were waiting impatiently for Curt to
 come to dinner with us. Perhaps this
 was why he moved so quickly....) 27.
 K-K1, N-K6? (This keeps the White
 Knight out of KB4, but after) 28.
 Q-Q3 (...there is no retreat!) 28.
 ...Q-N3 (28. ...Q-K4 29. K-B2)
 29. K-B2, QxQ 30. PxB, NxP 31. PxB,
 R-K4 (Black has gotten all he could

for the Knight, and material is even. White's Queenside pawns are chronically weak, and the necessity of keeping a Black Rook from getting behind them ties White's hands.) 32. N-B6, R-QB4 33. R-R4, R-K1 34. B-K3, R-B4 35. N-Q4, R/4-K4 36. B-Q2, K-R2 37. P-N4! (Black threatened to drive away the White Rook by ...P-N4 and then play ...R-QB5xBP. White can hold the balance by 37. R-B4, K-N1 37. ...K-N3 38. R-N3+, K-R2 39. R-B4, etc. 38. R-B5, R/4-K2 39. R-Q5 and then move his King back and forth on B1 and B2. If White wants more he can give up the pawn on QB4 to untangle his pieces--37. R-R1, R-QB4 38. N-B2, RxBP 39. R-R1 and 40. N-K3, followed possibly by K-K2-Q3, P-QB4, and N-Q5.) 37. ...R-QB4?! (37. ...P-KB3 38. P-B4, R-QB4 39. P-N5, BxP 40. PxP, RxBP 41. PxP, PxP 41. ...RxRP? 42. PxP ch., KxP 43. N-B5 ch. 42. RxP ch., K-N1 and ...RxRP should draw easily.) 38. P-N5, RxBP 39. PxP, P-N3? (Even now 39. ...PxP 40. RxP ch., K-N1 41. B-N5, P-B3 should hold.) 40. R-B4, R-K2 41. N-B6, RxR 42. BxR, R-K1 43. B-N5, Resigns(?) (After 43. ...R-QB1 it is not certain that White can win. The direct attempt 44. N-K7, R-K1

45. N-Q5, R-K4 46. N-B6 ch., K-R1 47. P-KB4, R-QB4 48. N-N4 (intending B-B6 ch.-N7 and N-B6/fails to 48. ...P-B4.)

J. Reed (1314)-J. Taylor (1601) Dutch Defense Rd. 2 1. P-Q4, P-KB4 2. B-N5, P-KN3 3. P-QB4, B-N2 4. N-KB3, N-KB3 5. N-B3, P-Q3 6. P-K3, P-B3 7. P-KN3 (Better is 7. B-Q3. If White intended the fianchetto he should have omitted P-K3.) 7. ...QN-Q2 8. B-N2, P-KR3 9. BxN, NxB 10. 0-0, 0-0 11. Q-Q3 (11. P-Q5 is playable.) 11. ...Q-K1 12. N-KR4 (Better was 12. P-K4 or 23. P-Q5) 12. ...P-K3 13. QR-B1? (White ought to justify his last move by 13. P-B4, which would at least ward off the attack which now follows.) 13. ...P-KN4 14. N-B3, N-R4 (14. ...P-K4) 15. P-QN4? (15. P-Q5!, P-K4 /BfxP 16. PxP, P-K4 17. P-K4, P-B5 18. N-N5 allows counterplay/ 16. P-K4, P-B5 /16. ...P-B4 17. Pxp!, Bxp 18. N-K4 and N/3-Q2 gives White a beautiful strong point on K4/ 17. PxP, P-N5 18. PxP, Bxp 19. N-R4, P-B6 20. B-R1 is unclear; if necessary White can always sacrifice the KN for the pawns on B3 and N4.) 15. ...P-K4 16. PxP, PxP 17. P-K4,

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P-B5 18. P-N4? (18. KR-Q1) 18.
 ...BxP 19. N-QR4, B-K3 20. N-B5?
 (20. P-KR3 is necessary) 20.
 ...B-B1? (20. ...P-N5 21. NxB,
 QxN 22. N-R4, P-B6 forces 23. NxB,
 since 23. B-R1, N-B5 threatens both
 K and Q.) 21. KR-Q1 (Again, 21.
 P-KR3 holds out longer.) 21. ...P-N3
 22. N-N3, P-N5 23. N-K1, P-B6 24.
 B-B1, Q-N3 25. P-N5, P-B4 26. Q-Q5
 ch., B-K3 27. Q-Q6, P-N6! 28. RXP,
 NXP! 29. B-R3, N-K7 ch. 30. K-R2,
 Q-N8 mate.

J. Shriver (U.R.)-W. Barter (1514)
 Queen's Gambit Rd. 2 1. P-Q4,
 P-Q4 2. P-QB4, P-K3 3. N-QB3,
 N-KB3 4. N-B3, P-B4 5. P-K3, N-B3
 6. P-QN3, BXP 7. KNXP, B-N5 8.
 B-Q2? (8. B-N2 is correct. Black
 cannot win a pawn by 8. ...N-K5
 9. R-B1, Q-R4 10. Q-B2, QNXN 11.
 PxN, NxN 12. BxN, BxB 13. QxB, QXP?
 because of 14. R-R1) 8. ...NxN 9.
 PxN, PXP 10. P-QR3, B-R4? (10.
 ...BxN 11. BxB, PXP retains the
 extra pawn.) 11. P-QN4, B-N3 12.
 B-K3, 0-0 (Or 12. ...Q-B2 13.
 R-B1, P-QR3 14. N-R4.) 13. R-B1,
 R-K1 14. BxP, P-KR3 15. 0-0, B-Q2
 16. N-R4?, BxN 17. QxB, BxP 18.
 KR-Q1, P-K4 19. Q-N3, R-K2 20. BxB,
 PxB 21. R-B2, R-B1 22. R/1-QB1
 (Setting a trap. White can't gang
 up on the QP with 22. R/2-Q2, R-Q2
 23. B-B1 /23. B-N5, R-Q4 /intending
 24. Q-N2 because of 23. ...R-B6
 24. Q-N2, N-K5.) 22. ...K-B1 23.
 P-B3? (Leaving a glaring weakness
 at K3.) 23. ...R-K6 24. Q-N2,
 P-Q6 25. R-Q2 (If 25. BxP, then
 25. ...RxB 26. BxR, Q-Q7! 27. Q-N1
 /else 27. ...R-K8 ch. / 27. ...R-K7.)
 25. ...Q-K2 26. K-B1, RxB! 27. RxB,
 R-K8 ch. 28. K-B2, Q-K6 ch. 29. K-N3,
 N-R4 ch. 30. K-R3 (30. K-R4, Q-K2
 ch. forces 31. K-R3) 30. ...Q-K3+
 31. R-N4, R-K7 32. P-N3, N-B3 33.
 P-N5, NxR 34. Q-N4 ch., K-N1 35. PxN,
 RxB 36. QxR, Q-K7 37. Q-B3, Q-B8 ch.
 38. K-R4, Q-B3 ch. (Also good was 38.
 ...P-N4 ch. 39. K-R5, Q-R6 mate.)
 0-1

R. Buchanan (1999)-G. Radcliffe
 (1672) Sicilian Defense, Rd. 2
 1. e4, c5 2. Nf3, d6 3. d4, cd
 4. N:d4, Nf6 5. Nc3, g6 6. Be2,
 Bg7 7. Be3, 0-0 8. g4, Qa5 (Be-
 ginning a time-wasting Queen
 maneuver.) 9. Nb3, Qe5 10. f4, Qe6
 11. Nd4, Qd7 12. f5, Nc6 13. Qd2,
 N:d4 14. B:d4, Qc7 15. g5, N:e4?
 (A panic reaction. White's attack
 is indeed menacing, but after 15.
 ...Ne8 there is no immediate win.)
 16. N:e4, B:d4 17. Q:d4, B:f5 18.
 Bd3, Qa5+ 19. b4, Qc7 20. Kd2

(20. 0-0 is better.) 20. ...Rac8
 21. Nc3?, e5 22. Nd5, Q:c2+?
 (Black has not calculated far
 enough. 22. ...ed 23. N:c7,
 R:c7 /not 23. ...B:d3 24. Nd5/
 24. B:f5, gf leaves Black two pawns
 up, which should be a win despite
 the two sets of doubled pawns.)
 23. B:c2, R:c2+ 24. Kd1, ed 25.
 Ne7+, Kh8 26. N:f5, Rc4 27. N:d6,
 R:b4 28. Rf1, Rb2 29. Rcl, R:a2
 30. Rf6 (White goes all out for
 attack. 30. Rc7 allows 30.
 ...Ra1+, diminishing the number of
 attacking pieces.) 30. ...R:h2
 (30. ...Rg2 31. Rc7, R:g5 32. N:f7+,
 Kg7 33. N:g5+, K:f6 34. N:h7+ wins
 the house. Black has an intriguing
 try with 30. ...Ra6 31. Rc7, Kg8
 32. R:b7 and now 32. ...Rb6 /not 32.
 ...Rd8 33. N:f7, R:f6 34. Nh6+,
 Kh8 35. gf, Rf8 36. Rf7!, Ra8 37.
 Rg7 and 38. Nf7+ / 33. R:a7, Rc6
 34. Rd7 followed by 35. Rf2 and
 finally 36. N:f7. If Black checks
 the White King from the "a" file
 by 32. ...Ra1+ 33. Kd2, Ra2+, etc.,
 White marches his King to b5, picking
 up the QP along the way. Black then
 has nothing better than ...Rb6+,
 exchanging Rooks, when the extra
 piece should finally tell.) 31.
 Nf7+, Kg8 32. Nh6+, R:h6 33. R:f8+,
 K:f8 34. gh and 1-0 on move 42.

J. Carr (1581)-J. Devico (1890) Caro-
 Kann Defense, Rd. 2 1. P-K4, P-QB3
 2. P-Q4, P-Q4 3. N-Q2, PXP 4. NXP,
 B-B4 5. N-N3, B-N3 6. N-B3, N-Q2 7.
 B-QB4, KN-B3 8. 0-0, P-K3 9. R-K1,
 P-KR3 10. B-Q3 (10. B-N3 and P-QB4
 is correct.) 10. ...BxB 11. QxB,
 Q-B2 12. P-B3, B-K2 13. P-N3 (13.
 B-Q2, supporting a possible Queenside
 advance, looks better.) 13. ...0-0-0
 14. N-K4 (Instead of easing Black's
 rather cramped position, White ought
 to start the Queenside moving.) 14.
 ...NxN 15. QxN, N-B3 16. Q-K5, B-Q3
 17. Q-K2, P-KN4 18. P-N3? (White can
 answer 18. ...P-N5 by 19. N-K5, so
 the text is an unnecessary weakening.)
 18. ...K-N1 (Not essential at this
 point, but the King is safer on this
 square if the position should suddenly
 be opened up.) 19. P-QR4, KR-N1 20.
 B-R3 (20. P-B4, P-N5 21. N-K5, P-KR4
 22. B-B4 is better, e.g., 22. ...K-R1
 23. P-B5, BxN /23. ...B-B1 24. NxNP,
 Q-K2 25. B-Q6/24. BxB, Q-K2 is double-
 edged but seems to favor White.) 20.
 ...BxB 21. RxB, N-Q4 22. P-QN4,
 P-N5 23. N-K5, P-KR4 24. P-QB4?
 (24. R-N1 first, then 24. ...P-B4
 25. P-B4, N-B3 26. P-N5, P-B4 27.
 P-N6! opens up the lines.) 24.
 ...NXP 25. R-N1, P-R4 26. Q-K4,

P-R4 27. Q-B4, K-R1 28. R/3-N3,
 P-B4 29. PXP, QXP 30. N-B7?!,
 R-Q2 31. Q-K5, QXP? (An interesting
 try is 31. ...R-QB1 32. QxKP, R-K2
 33. Q-N6, R-K7 34. R-KB1, QXP or
 simply 31. ...QxQ with an extra pawn
 in the ending.) 32. QXP ch., Q-R3
 33. QxN, RxBN 34. Q-B5, R-Q2 35. R-N5,
 (or 35. R-N6, QXP!) 35. ...R-Q4 36.
 Q-B7, R-QN1 37. R-R5?? (Time pres-
 sure. 37. R-N6 still fails to 37.
 ...QxP 38. RxBN, R-Q8 ch. 39. RxB,
 QxR ch. 40. K-N2, Q-Q4 ch. Even so,
 White has tremendous pressure and
 it is very difficult for Black to
 force a win, e.g., 37. K-N2, QXP
 37. ...Q-B3? 38. QxQ, or 37. ...RxB?
 38. PXR!, Q-R6 39. R-N3!, Q-R5 40.
 Q-B3, Q-K5 ch. 41. K-N1, R-K1 42.
 P-N6, Q-B3 43. Q-R5 ch., K-N1 44.
 R-B3/38. R/5-N4, 38. RxB, Q-K5 ch.
 39. K-N1, QxR ch./38. ...Q-R2 39.
 R-N6, P-K4 40. R/6-N5, RxB 41. RxB,
 P-N3 42. QXP.) 37. ...QxR 38. RXP,
 R-Q8 ch. 39. K-N2 and 0-1 on time
 forfeit.

Y. Oshmyansky (2195)-D. Landers (1742)
 English Opening, Rd. 2 1. P-QB4,
 N-Kb3 2. N-QB3, P-KN3 3. P-KN3,
 B-N2 4. B-N2, 0-0 5. P-K4, P-Q3
 6. KN-K2, P-K4 7. 0-0, B-K3 8. P-Q3,
 Q-Q2 9. Q-N3, P-N3? (9. ...N-B3
 avoids weakening the Queenside. 10.
 QxP, KR-N1 11. Q-R6, N-N5 is great
 for Black.) 10. R-Q1, P-B4 (Other-
 wide, 11. P-Q4 is strong. But now
 White latches onto the weakness at
 QN6.) 11. P-QR4, N-B3 12. N-Q5,
 N-Q5 13. NxB, BPN (13. ...KPN!)
 14. P-R5, BxN 15. KPB (White is
 stronger on the Queenside, so he
 leaves the QBP for a later advance.)
 15. ...QR-N1 16. PXP, PXP 17.
 B-Q2, P-QN4? (An elementary stra-
 tegic mistake. Black should advance
 on the Kingside where his strength
 lies--17. ...N-K1, ...P-KB4, and
 ...P-K5.) 18. Q-B2, KR-B1 (On 18.
 ...P-N5 19. Q-N3 the pawn must
 eventually fall.) 19. R-R5, Q-N2
 20. P-QN4, R-R1 21. KR-R1, RxB 22.
 RxB, N-K1 23. Q-R2, PXP 24. PXP,
 Q-B2 25. P-B5!, RXP 26. PXP, B-B1
 27. P-Q6, NXP 28. PxB, QXP and 1-0
 on move 49.

L. Norkus (1600)-B. Livingston
 (1451) Benoni Defense, Rd. 3 1.
 P-Q4, N-KB3 2. P-QB4, P-QB4 3.
 P-Q5, P-K3 4. N-QB3, PXP 5. PXP,
 P-Q3 6. B-N5 (Rather premature)
 6. ...P-KR3 7. BxN, QxB 8. P-K4,
 P-R3 9. R-B1 (9. P-QR4 is almost
 always best in such positions.)
 9. ...P-QN4 10. P-QN3, P-N3 11.
 Q-B3, B-KN2 12. Q-N3, Q-K2 13. B-K2?
 (13. B-Q3) 13. ...N-Q2 (13.

...BxN ch. 14. RxB, QXP? 15. R-K3;
 or 13. ...P-N5 14. N-R4 /threatening
 15. N-N6/14. ...N-Q2 15. B-Q3 and
 eventually occupying QB4.) 14. B-Q3,
 P-KR4 15. KN-K2, P-R5 16. Q-K3,
 B-R3 17. P-B4, P-B4? (To play both
 P-R4 and P-B4 is too ambitious.) 18.
 P-N3 (18. 0-0) 18. ...B-QN2 19. 0-0,
 P-N5? (Black cedes the QB5 square
 for nothing.) 20. N-Q1, N-B3! (Not
 20. ...BXP 21. BxP, K-B2? 22.
 BxP ch.) 21. KXP, RXP 22. RXP,
 P-N4! 23. PXP, QxQ ch. 24. NxB,
 BxNP 25. N-KB4, K-Q2 (25. ...BxN
 26. RxB, NXP 27. NxB, BxN 28. R-K1
 ch., K-B2 29. B-K4 favors White.
 As the White pawns are firmly bloc-
 kaded at the moment, Black increases
 the pressure.) 26. QR-K1, QR-K1 27.
 B-B4, R-K5 28. N/3-N2, R/1-K1 29.
 RxB, RxB 30. N-K6, B-K6 ch. (30.
 ...B-R3!) 31. NxB, RxB 32. K-N2?
 (Not 32. K-B2?, R-K4. Better is 32.
 K-R2, R-K4 32. ...NXP? 33. P-B6!,
 NXP 34. RxB, P-Q4 35. B-B1, RxB
 36. B-R3/33. K-R3 and P-N4-5.)
 32. ...NXP 33. K-R3, N-B3 34.
 R-B2? (More forcing is 34. K-R4,
 e.g. 34. ...P-Q4 35. NXP ch., K-B3
 36. BXP or 34. ...N-K5 35. P-B6!)
 34. ...N-K5 35. R-N2, P-Q4 36.
 B-B1? (36. B-K2 is also good--36.
 ...NXP 37. RxB, RxB 38. NXP ch.,
 K-B3 39. NxB, KxN 40. R-B3! gives
 White a won ending.) 36. ...R-KB6
 37. B-K2, RXP 38. NXP ch., K-B3
 39. NxB, KxN 40. P-N4, R-N4 (40.
 ...R-B1 conceals some cheap tricks,
 e.g., 41. K-R4, R-R1 mate; or 41.
 P-N5, R-R1 ch. 42. K-N4, NXP! Still,
 White's outside passed pawn and
 Bishop vs. Knight give him excel-
 lent winning chances.) 41. B-B3,
 K-B3 42. BxN? (There was no reason
 to part with the Bishop. 42. R-K2
 was a good alternative. The game
 should now be drawn.) 42. ...PxB
 43. K-R4 (The simplest draw is 43.
 K-N3, K-Q4 44. K-B4, B-N1 45. K-K3,
 R-N4.) 43. ...R-N1 44. P-N5, K-Q4
 45. K-N4, P-K6? (45. ...K-Q5 is more
 accurate; now by 46. K-B3, K-Q5 47.
 K-K2, K-K5 48. K-N4 ch., K-B4 49.
 RXP White gets winning chances.)
 46. K-B4? (Now White is lost.) 46.
 ...K-Q5 47. R-N4, P-K7 48. K-B5 ch.,
 K-Q6 49. R-N1, K-Q7 50. K-B6, P-K8/Q
 51. RxB, KxR 52. P-N6, K-Q7 53. K-B7,
 R-N1 54. P-N7, K-B7 55. P-N8/Q,
 RxB and 0-1 on move 65. Ironic that
 White lost because he had the out-
 side passed pawn.

R. Mattoon (1569)-S. MacMillan (1707)
 Bird's Opening, Rd. 3 1. P-KB4,
 N-QB3 2. N-KB3, P-Q4 3. P-KN3, B-B4
 4. B-N2, P-K3 5. 0-0, N-KB3 6. P-KR3,
 P-KR3 7. P-Q3, B-Q3 8. QN-Q2, B-B4
 ch. 9. K-R2, B-K6?! 10. P-B3 (10.

N-N3 ejects the intruder with a gain in time, as 10. ...P-Q5? 11. BxB, PxB 12. Q-B1, N-Q4 13. P-B4, N/4-N5 14. P-R3 wins a pawn.) 10. ...P-KN4! 11. N-N3, PXP 12. BxB, PxB 13. Q-B1, Q-Q3 14. R-KN1? (The losing move. White brings a piece to the defense of the NP, overlooking that 14. QxP accomplishes the same end--14. ...N-R4 15. N-R4.) 14. ...N-R4 15. B-B1, R-KN1 16. Q-K1, O-O-O 17. QN-Q4, NxN 18. NxN, RXP! 19. K-R1 (Or 19. R XR, R-N1 20. N-N5, Q-B5!) 19. ...R XR ch. 20. K XR, R-N1 ch. 0-1

B. Brandt (1766)-R. Buchanan (1999) Gruenfeld Reversed, Rd. 3 1. Nf3, Nf6 2. g3, c5 3. Bg2, Nc6 4. O-O, d5 5. d4, cd 6. Nd4, e5 7. N:c6, bc 8. c4, Be6 9. O-O-O 10. Nc3, Rd8 (10. ...Rc8=) 11. Rd1, h6 12. Be3, Be7!? (The RP is indefensible, so Black angles to win a piece for three pawns.) 13. Q:a7, d4 14. Qa4, Qc7 (On 14. ...Rc8 15. Ne4, N:e4 16. B:e4, O-O Black has good compensation for the pawn, but 14. ...O-O 15. B:c6!?, Qc7 16. Bd2, dc 17. Bc3 probably favors White.) 15. B:c6+, Kf8 16. Bb5? (16. Bd2 transposes to the last note, with the difference that Black can't castle.) 16. ...de 17. R:d8+, B:d8 18. fe, Qc5? (Too impatient. Black first needs to activate his Rook by 18. ...g6 and ...Kg7, after which the weakness of the White King should be the deciding factor.) 19. Qa8!, Q:e3+ 20. Kf1? (20. Kh1 is more precise.) 20. ...Qb6? (The last chance was 20. ...Bh3+ 21. Ke1, Qg1+ 22. Kd2, Qd4+ 23. Kc2, Ke7 and Black can probably defend.) 21. Rd1, Ke7 22. Qa3+ 1-0

Obviously, in burrowing through the huge stack of scoresheets looking for annotatable games, many fascinating encounters have to be tossed away because the scoresheets are written in Martian. However, the following, uh, "game" was too good to pass up. So, fortified with some loud music on the stereo and a gallon of cheap Chianti, I gave it a go. The moves are presented exactly as they were written on the scoresheet (they were at least legible), the punctuation and comments are mine.

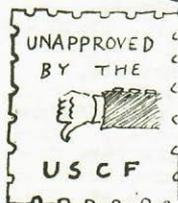
G. Hart (1218)-R. Mattoon (1569) Sicilian Defense, Rd. 2 1. P-K4, P-QB4 2. N-KB3, P-Q3 3. N-QB3, N-QB3 4. B-B4, P-K3 3. P-Q3, N-KB3 6. B-N5 (Probably KN5, else Black's eighth move would be illegal. Of course, this might not necessarily matter, as will become

apparent.) 6. ...B-K2 7. P-KR3, P-QR3 8. P-QR4, P-QN4(?) (Black fears nothing.) 9. B-R2(?) (And rightly so. White overlooks 9. PXP, winning a pawn.) 9. ...B-N2 10. O-O (White still overlooks 10. PXP.) 10. ...P-R3 11. B-K3, Q-N3 (Probably not necessary. There was no reason to think White would notice the pawn is hanging.) 12. N-K2 (Since the pawn is protected, there is no reason to attack it any longer.) 12. ...Q-B2 (And since it is not attacked, why bother to protect it!) 13. Q-Q2, O-O 14. P-B4, KR-Q1 15. Q-B2, P-Q4 (A bold advance.) 16. PXP (An ambiguus move, since there are no less than three PXP's possible.) 16. ...PXP (whichever PXP it was, Black obviously must recapture.) 17. B-B4, Q-N3 18. PXP, NXP (Apparently White played KXP and BXP, since otherwise 18. ...NXP would leave the Knight en prise. At any rate, 16. QBPXP, 16. RXP, or 18. QBPXP or 18. RXP leave to another game which I will leave to someone else to annotate.) 19. B-N3 (Probably the QB.) 19. ...P-N5 (An antipositional move which sets a deep tactical trap, which White falls into on the 28th move.) 20. N-B4, NKN 21. BKN, N-Q5 22. NKN, RKN 23. B-K3, R-KR5 (Black is out for blood.) 24. P-B3, Q-Q3 25. B-B2, R-R4 26. QR-Q1, Q-KN3 (This may have been better on the 24th move, but so what?) 27. B-K3? (White overlooks 27. ...RXP) 27. ...B-Q3?! (Black probably figures White will also overlook 28. ...Q-N6.) 28. Q-B4? (Finally falling into the trap. See the note to move 19.) 28. 28. ...B-Q4 29. Q-B4??! (29. QxB was the only chance. Or is it?) 29. ...BxB? (Black had been holding his breath for nine moves, waiting for White to fall into his trap, and was now so excited he didn't notice 29. ...BxQ.) 30. QxQ? (A mistake. White's Queen can move like a Knight and Black's can't, so White shouldn't have exchanged a stronger piece for a lesser one. On the other hand, Black was not likely to miss ...BxQ again, so White had to move it somewhere.) 30. ...PQ 31. PXP, PXP (I have absolutely no idea where these moves came from, so I chose to ignore them.) 32. R-R1, B-K3 33. R-K1 (My coin landed heads, so play KR-K1.) 33. ...B-N6 (Tails this time, so try B-QN6.) 34. B-B2, P-R4 35. R-K4, P-R5(!) (Black pushed this pawn so hard, it shoved White's pawn back to QR4!) 36. R-K3 (Setting a trap.) 36. ...B-K4? (Falling into it.) 37. P-Q4, BXP 38. RxB?!, BxB

(Check, I know. For some reason Black can't play 38. ...PxR!) 39. KxB, R-N4 40. R-K3, R-B4 41. R-B4(?), R-B7 ch.(!) (It seems the players have confused the Rooks with Bishops.) 42. R-K2(!) (Now they think they're Knights!) 42. ...RxR (Check. Obviously this nonsense has got to stop.) 43. KxR, P-R6(!) (Once again, the incredible Black RP shoves its opposite number back one square.) 44. PxP, RxP 45. R-N1 (If Black

pushes the White QRP again, it will shove the White Rook right off the board, so he hastens to move it. 45. ...P-N2? (Why Black wants to replace his QNP on its original square is a mystery to me.) 46. P-B4, K-B2 47. R-N2 (Finally protecting the RP, but his next move Black shows his utter contempt for this pawn.) 47. ...R-R7!! (Finally pushing the pawn all the way back to the first rank!) 0-1 (White has had enough.)

THE IRRELEVANT ADVENTURES OF **CHESSMAN** THE COSMIC CHESSPLAYER

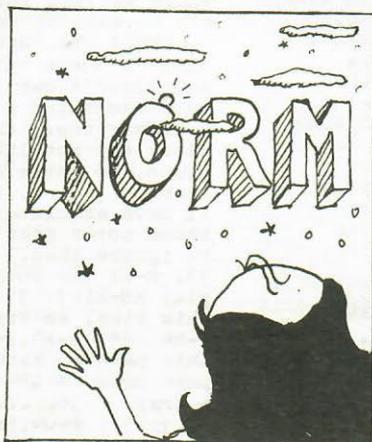
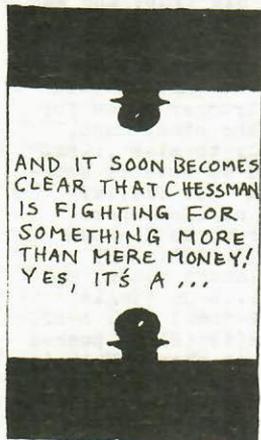


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BY AN AMAZING STROKE OF BAD LUCK YOUR EDITOR HAS ATTAINED THE "SECOND HALF" OF THE "CHESSMAN" COMICS THAT WERE MISTAKENLY PUBLISHED IN THE OCTOBER 1979 ISSUE OF CHESS LIFE & REVIEW. PLEASE FORGIVE ME.



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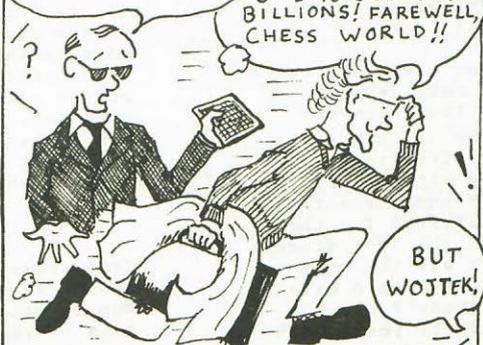
EVEN CHESSMAN WAS NEVER SO BUSTED! HIS SUPPORTERS DESPAIR! BUT WAIT...



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CHESSMAN WINS AGAIN!

DUE TO CIRCUMSTANCES BEYOND OUR CONTROL, THE ABSURD ADVENTURES OF CHESSMAN WILL CONTINUE!?

MIXING IT UP

By Kenneth W. Regan

Perhaps you are in that pleasant situation which occurs half the time after 20 moves -- when the course of the game is going great and you have more active pieces and/or better Pawn structure. If so, drop this magazine and let your opponent read this article.

There are two ways to handle positions in which you'd rather occupy your opponent's chair. One is to adopt a conservative, if passive, stance, seeking not to alter radically the essential character of the position, but rather to mitigate its unpleasantness. The second is to try to paint over its unpleasant features via tactics, and present the opponent with totally unfamiliar problems. This involves more risk (by definition success should come less than 50 percent of the time), but is more often rewarded with victory.

The important questions are: Are there "hidden" resources in my position which would be left unexploited by defensive play? Or is my albeit pressured position sturdy enough to warrant trying just to stem the opponent's tide? It is OK to go against the adversary's masses, but not to go against the grain of your own position.

(The above remarks on when to seek complications do not apply to superior positions -- one does not look for exits on the road to success.)

The following examples, taken from the recent Philadelphia International, illustrate the potential rewards of "mixing it up" in doubtful situations. The first is my game with the rising Israeli player Yehuda Gruenfeld, who recently qualified for the Interzonal. (In the 1976 Student Olympiad, when I was the only non-Russian to win a gold medal, I defeated everybody I played, but lost to him. If you do not

12.

see how this could be, take solace -- the people at Harvard couldn't either.)

White: Regan Black: Gruenfeld
Philadelphia, July 1979 - RD.2
Sicilian Defense; 2. c3

1. e4	c5
2. c3	Nf6
3. e5	Nd5
4. d4	cd

Gruenfeld whipped out his first four moves in nothing flat, so I delayed the customary recapture a move to see if he'd pause.

5. Nf3	d6
--------	----

No hesitation.

6. cd	Nc6
7. Bc4	de5!?

This move, asking immediate clarification in the center, has been held dubious because of White's reply, but Black's innovation on Move 14 may have White players looking at the complicated ending arising from 8. de5 Ndb4 9. O-O Qxd1 10. Rxd1, when Nc2 is inadvisable because of 11. Nc3-b5.

8. Bxd5!?	Qxd5
9. Nc3	Qd6
10. d5	Nd4!?

Black returns the material to alleviate White's central pressure.

11. Nxd4	ed4
12. Qxd4	e5
13. Qd3	Bd7
14. O-O	...

The play revolves around White's passed d-Pawn. White threatens 15. f4, opening up lines leading to the crucial squares in front of White's passer. Black, behind in development, may strive for more active piece play (he has the Two Bishops), or play to deny White's men access to the center and maintain the blockade. Gruenfeld chooses the latter plan:

14.	f5!
-----	-----

This looks very risky, but White cannot as yet pierce Black's Pawn duo to get at the exposed King. Loss of the square e4 hampers

White's Knight, nor is b5 yet available: 15. Nb5 Bxb5! (better than Qb6?! 16. a4! intending Be3) 16. Qxb5ch Qd7 is A-OK for Black -- if 17. Qe2 Bd6 18. Bf4 O-O! 19. Bxe5 Rae8 20. f4 Bxd6 Black regains the Pawn with initiative. Black is ready to counter 15. f4 with e4!, sealing White's Bishop. (Interestingly enough, if White tries 14. f4 instead of castling, Black still has 14. ...f5!, forcing White to capture on e5 a move too early). I tried another way to apply pressure, but Gruenfeld was ready with another instant reply:

15. Re1 Kf7!

Not ...Be7 16. Qg3 Bf6 17. Bf4! Now, however, 16. Qg3 is met by ...Re8. Black plans to build a quite compact fortress, castle by hand, and then slowly push White back in the center. Routine play by White does not serve well, as Attila Grozspeter discovered against Peter Szekely in the 1978 Hungarian Championship (CL&R, July) 16. Bd2? e4 17. Qg3 Qxg3 18. hg3 Rc8, and Black has all the play.

Faced with a potent, budding, positional strategy by the opponent, White should try to nip it with tactics. Unfortunately, his game is not solid, and his own d-Pawn is a cork on his activity. Denied the f4 square for hitting at the blockade, I decided to open the other diagonal for the Bishop.

16. a4 a6

Black can try instead the immediate ...e4, when 17. Qh3 does not serve well after g6, 18. Nb5 having no bite. But 16 ...e4 may commit Black too early, as 17. Qe2! Rc8! (better than ...a6 here) 18. f3 allows White to open lines: ...ef 19. Qxf3 Qb6ch 20. Kh1 Bc5!? 21. Ne4!? Rhe8 22. Bd2! is unclear. Instead, Gruenfeld stuck to his strategy of restriction.

17. b3 ...

A serious idea here is 17. b4!?, investing a tempo (b5, Ba3), but taking a more aggressive stance on the Queen's wing. The text move is not fully satisfactory, in light of a possible Black

improvement later.

17. ... e4
18. Qh3! ...

To keep Black's Queen tied down to guard the Bishop on d7.

18. ... Rc8!

This gains a crucial tempo. White has to figure out the right order to play Ba3 and Bb2 in; 19. Bb2 B37 20. Ba3 Qc7 21. Bxe7 fails to ...Qxc3!, and Black is better in the ending. On 21. d6, Qxc3! is still good. After 25 minutes thought, putting me an hour behind on the clock in a 30/100 game, I tried:

19. Ba3 Qc7
20. Bb2 Bc5?

Instead of this, 20. ...Bd6 renews the blockade; after 21. Rac1 Qd8 22. Ne2 Qg5 Black is for choice. Black's "more active" choice represents but one move's inattention to the d6 square -- he naturally intends to follow with ...Qd6, regaining control -- but one is enough to give White just the chance he's been looking for. Readers of Hans Kmoeh's excellent "Pawn Power In Chess" will recognize White's next move as a "sweeper":

21. d6! ...

Now after ...Bxd6 22. Rac1 Qd8 23. Rcd1! puts considerable pressure on the heavy files. Virtually any KB move allows 24. Nxe4!, e.g.: ...Be5 24. Nxe4! Bxb2 25. Nd6ch Kf8 26. Nxc8 Qxc8 27. Qd3 invades, or 23. ...Bb4 24. Nxe4! Bxe1 25. Nd6ch Kf8 26. Nxc8 followed soon by Qd3 -- in all cases the endgame favors White. Better is 23. ...Rc6 (supporting the Bishop with the Queen instead allows Nd5 a tempo); then White can gamble on 24. Nxe4! (anyway) fe4 25. Qh5ch g6 (...Kf8 allows 26. Rxd6!, while Kg8 26. Qd5ch Kf8 27. Rxe4 is a type of Zugzwang.) 26. Qh6 Qf8 27. Qh4 Qd8 (or Kg8) 28. Qxe4! with threats Qd4 and Qd5ch -- if ...Re8 29. Qd4 Rxe1ch 30. Rxe1 Bf8 31. Qd5ch wins by pinning. On 22. Rc1, Black can try ...Bf4 23. Nd5 (Rcd1!? is a try, as ...Be6 24. Nd5! Qd6 25. Ne3 Qc5 26. Bd4 Qd5 27. h4!? looks good

for White) Bxc1 (not ...Qd6 24. Rcd1 transposing into the above) 24. Nxc7 Bxb2; White retains some initiative after 25. Qg3 intending Qd6 or Qf4, g4, but material is even and Black's game is healthy. I do not claim to have seen all, or even most, of the above meanderings -- just enough to let my judgment decide that White's attacking chances were worth the Pawn investment. Gruenfeld judged the d-Pawn too hot to handle (clearly ...Qxd6 allows 22. Rcd1 and 23. Nxe4), and scurried away with:

21. ... Qd8

Now White could consolidate his moderate gain with Rad1, but I decided, even though moderate time pressure prevented me from seeing all the lines clearly, to go for broke with:

22. Nxe4! fe4
23. Qh5ch g6

If ...Kf8, 24. Rxe4 Bxd6 25. Rd1 yields unbearable pressure. Now 24. Qef1, recommended by Shelby Lyman in postgame analysis, may be the snappiest way to win -- if ...Rg8 25. Rxe4 Bf5 or (Pawn) g5 26. Qd5ch K-any 27. Re7 wins -- but I was eying a different continuation:

24. Qd5ch Be6
25. Qxe4 Qd6

Not ...Re8 26. Qe5!

26. Rad1 ...

Now ...Qe7 27. Qf4ch Kg8 28. Qe5 is Oversville, but Black has a trick left:

26. ... Bxf2ch!

Here 27. Kxf2 Qc5ch 28. Ke1 Re8 involves unwanted difficulties, so:

27. Kh1! Qe7

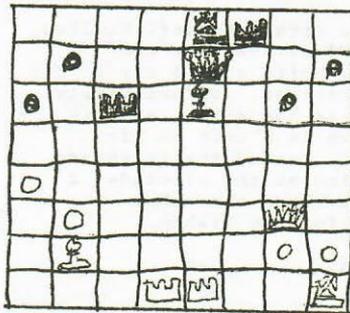
Bf5 fails to 28. Rxd6 Bxe4 29. Rf6ch! Now White has 28. Rf1 or the move actually played.

28. Qf4ch Ke8
29. Qxf2 Rf8
30. Qg3! ...

Much better than the "more aggressive" 30. Qe3 because it prepares to sting Black's natural reply. Can you spot White's idea?

30. ... Rc6

A solid-looking move, and the only ready way to meet the threat of 31. Rxe6 30. ...Rc2 31. Qe5 practically forces ...Rc6 anyway, as Rf2 would lose to 32. Ba3. But not all of the leaks in Black's game can be plugged -- find the dambreaker:



(Original artwork by Ken Regan. Usually I make a "real diagram" but.... ed.)



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31. Ba3! Qxa3
 32. Qb8ch Kf7
 33. Qxb7ch Kg8

Castled at last.

34. Qxc6 Bxb3
 35. Ra1! ...

To insure matters by winning the a-Pawn.

35. ... Qb4
 36. Qxa6 Bd5
 37. Qe2 Rf4
 38. Rab1 Qd6

The Pawn was taboo because Black's Bishop would be loose.

39. a5 Rf5

Now not 40. Rf1?? Rh5! O*U*C*H.
 White's next puts an end to Black's cheapo plans.

40. Kg1! Qf8

Still hoping for something like

41. Qe8?? Rf1ch!

41. h3! Qf6
 42. Qe8ch Kg7
 43. Qe7ch 1-0 kuerzlich

Just as in tennis, where loss of one set does not mean loss of the match, one bad move usually does not cost one's game. Use of the gentle art of Creative Complications to recover from an early miscue is illustrated in the following game, from the same tournament. Dr. Orest Popovych was introduced in his game against Michael Rhode in an article last spring.

White: Regan Black: Popovych
 Philadelphia International RD.8
 "c3" Sicilian Defense

1. P-K4 P-QB4
 2. P-QB3 N-KB3
 3. P-K5 N-Q4
 4. P-Q4 PXP
 5. PXP P-Q3
 6. N-KB3 N-QB3
 7. B-B4 P-K3
 8. O-O B-K2
 9. Q-K2 O-O

So far we were repeating an earlier game between us, which I won snappily after Black misplayed the complex game arising from 10. N-QB3 NxN 11. Pxn. I had

also used 10. N-QB3 against Shamkovich -- by transposition in the 1978 U.S. Championship, winning with nice tactics, and against Benko, obtaining an endgame advantage (which we later played ping-pong with -- see Mednis' endgame column for a full account of that game), but suddenly did not feel like repeating it against Popovych in this game, preferring an alternative plan involving QN-Q2-K4 and P-QR3 (the latter move to preserve White's good Bishop and expand on the Queenside.) But then White should play 9. QN-Q2 instead of Q-K2, because now 10. QN-Q2 lets Black trade the KB after N-R4 11. B-Q3 N-B5, while the move I actually played is revealed as completely mistimed by Black's reply:

10. P-QR3? Q-N3!

Now if White goes ahead with QN-Q2 or P-QN4 he does not obtain sufficient compensation for the loss of the QP. Also faced with an invasion on b3, and not liking 11. Q-Q3 PXP followed soon by ...R-Q1, White tries to make the best of things and preserve the good Bishop with:

11. Q-K4!? N-R4
 12. B-Q3 P-KB4
 13. PXPp. NXP
 14. Q-R4 ...

This may look like an aggressive move, but its sole intent is to guard the QP. White's game is held together by paper glue, but does not get ripped apart.

14. ... N-N6

Now is 15. B-KN5? Black simply takes the Rook and weathers the K-side storm.

15. R-R2 NxB
 16. RxB P-KR3

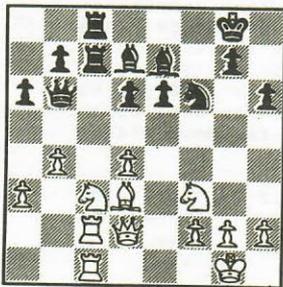
16. ...Q-N6 forks two pieces, but 17. N-B3! defends two pieces. Now White gets some air for his Rook.

17. P-QN4 B-Q2
 18. N-QB3 QR-B1
 19. R/2-B2 R-B2

All the pieces gravitate to the Queenside, as Black's second effort to invade there mounts. White's Queen is not doing anything on h4 -- one must distinguish cases in which a piece is aggressively placed, or only seems so -- back she comes:

20. Q-B4 R/1-B1
21. Q-Q2 P-QR3?!

I hold this move to be "dubious" only in the belief that Black's proper plan should involve ...P-QR4: e.g. 21. ...P-QR4 22. P-N5 Q-R2! intending ...P-QN3, ...Q-N2, and ...N-Q4, gradually strengthening Black's game and weakening White's. Of course this takes time, but White in the meantime cannot undertake anything special. Otherwise ...P-QR3 is quite a good move, in that it safeguards Black's Queen and restricts White's pieces.



In this position it seems clear that White not only feels worse, but actually stands worse. His d-Pawn is much weaker than Black's hanging duo, which actually do yeoman's service in keeping White's pieces back. White's QN, which must oversee d5, is under heavy pressure which ties White's other men down. Not all is gloom and doom -- Black has no immediate threats, and there are some potentially weak squares around his King. For this reason, and because my setup looked fragile, I was always looking for tactical tricks. P-Q5 stands out as a way to open the light squares, but then Black responds ...P-K4, when the d-Pawn will still be weak

and will hamper the Bishop, which has no active post and no way to penetrate Black's game So I waited with:

22. P-KR3 B-Q1?!

Perhaps the idea of this move was to guard b6 indirectly, in case of White threats such as P-N5, N-R4, and P-N6. Likely Popovych also felt the need to have e7 for a Rook should White attack the e-Pawn. I was still more worried about the other plan, however. Unable to move mountains after Black's noncommittal manoeuvres I played:

23. K-R1 ...

I did not play K-R2 because I wanted to keep out of pins in case I tried N-K4 attacking d6.

23. ... B-K1!?

This plans the attacking ...B-R4 or the solid ...B-B2, but gives White a hoped-for chance by opening f5 to White's Bishop. (see above notes) Unwilling to continue floating, I looked for a shift in the mix with:

24. P-Q5!? NxP

...P-K4 allows B-B5, when Black must either trade good Bishop for bad and/or allow B-K6ch; ...PxP is bad timing (as is ...RxR?? next move).

25. NxN PxN
26. B-B5 RxR
27. BxR! ...

Again, timing is essential. White threatens B-R7ch while the King is still on g8, and keeps a pair of Rooks on.

27. ... R-B2

Not ...K-R1? 28. Q-B4!
followed by Q-B5.

28. QxPch B-B2
29. Q-Q3 B-B3!

Discreetly avoiding the weakening ...P-Kn3.

30. R-Q1 K-B1!

Also well-timed -- meeting the dual threats of Q-R7-R8ch and 31. B-N3 trading Bishops (if now B-N3?, ...R-B6). Now it seems that only Black, with an open game for the Two Bishops, a passed d-Pawn, and greater board room, has profited from 24. P-Q5!?

However, White has dissolved his structural weaknesses, and can obtain adequate play if he can activate his Knight. With this in mind I parted with a Pawn:

31. Q-R7 B-N1
32. Q-B5 QxP

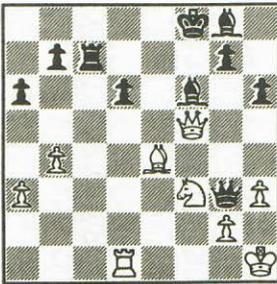
Else N-Q4. Now 33. RxP? yields a lost endgame after ...QxB 34. R-Q8ch K-K2!

33. B-K4! ...

Now there are two ways to defend the d-Pawn. 33. ...Q-N3 looks unattractive as it puts the Queen back out of play, but this is Black's best. After ...Q-N3 34. N-Q4 R-K2 (allowing N-K6ch yields a drawish ending wherein White still has some attacking chances) 35. Q-B3 intending N-B5-x-either Pawn gives White decent counterchances.

33. ... Q-N6?

Stopping N-Q4 via ...Q-K4, but overlooking the other threat:



34. BxP!

Slightly dejavous in re: the previous game -- maybe they do come in bunches. Now Black's queen-side vanishes.

34. ... B-N6
35. R-KN1!

An-ti-ci-pay-yay-tion! (...R-7th)

35. ... B-B7
36. Q-K6 B-N3

Else B-Q5

37. BxP R-B6
38. B-N5! ...

This prevents Black's Bishop from interposing after ...RxN 39. Q-B8ch (K-K2 40. Q-N7ch) and also helps weave a mating net.

38. ... B-B2
39. Q-B5 B-N3
40. Q-Q5 RxP

This opens the floodgates, but Black cannot undertake anything else.

41. R-QB1 B-B6
42. Q-B6 BxNp?!
43. Q-B8ch K-K2
44. R-B7ch K-B3
45. Q-B8ch K-K3
46. Q-K7ch K-B4
47. N-Q4ch K-B5
48. N-K2ch K-B4
49. B-Q7 MATE.

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THE TENTH ACM'S NORTH AMERICAN COMPUTER CHESS CHAMPIONSHIP

By George Koltanowski

I was an honored guest at the 10th annual Association for Computing Machinery (ACM) chess championship of Northern America. I was amazed at the great advancement of computer machines, and I was amazed at the extraordinary Detroit Plaza Hotel, where the above event took place.

The whole idea of the computer championship was conceived by Dr. Montroe Newborn, McGill University, Montreal; Dr. Ben Mittman, Northwestern University; and David Levy, London, International Chess Master. Dr. Max Euwe, former president of FIDE and a former world champion, attended too. Both he and I showed positions, told stories, answered questions -- all during the battle of the great machines. Noise? No hindrance. One does not disturb the computers, which are hundreds of miles away from the battlefield. In a regular over-the-board tournament, dropping a pin could almost get you thrown out of the playing hall. Twelve computers were entered, of which three were semi- or small computers that answered right on the spot. The others had to be fed by telephone. And that is the great expense of such an event. In this one in Detroit, over \$1,500 was just the telephone bill alone!

A computer will never play for a draw or resign. Sometimes it is wise to draw, but the machine only knows that it cannot repeat three times the same position, and in trying to avoid this, it does not always make the right move. Chess 4.9, of Northwestern University, run by David Slate and Lawrence Atkin, was by far the best in the field. I saw it announce a mate in five, and in another game make a beautiful combination, sacrificing a Knight and following it up with a quiet move. Yes, these machines do have great potential strength and in 10 years time, we may see a battle for the world title between a computer and the world champion player!

It was only a four-round Swiss event, directed by Levy. Chess 4.9 came in first with $3\frac{1}{2}$, only drawing in the final round against Belle, winner of last year's event. Belle, of the Bell Telephone Laboratories, Murray Hill, N.J., set up by Ken Thompson and Joe Condon, somehow

could not get off the ground. It played very badly against a micro-computer, Sargon II, by Dan and Kathe Spracklen of San Diego, but still won the game. See reasons above! Belle tied for second place with Duchess of Duke University, Triangle Park, N.C., run by Tom Truscott, Bruce Wright and Eric Jensen. They both scored 3 points.

In 1980 the International Computer Chess Association will hold its World Championship for Computers in Australia (or Germany), and in 1981 they may have an Open World Championship on the West Coast, most likely in San Francisco!

See the advance made by computers!

Game played in the first U.S. Championship, New York, Sept. 1970:

White: Alberta	Black: Columbia
1. P-QB4	N-KB3
2. P-Q4	P-K3
3. Q-Q3	N-B3
4. N-KB3	P-Q4
5. N-K5	P-Q4
6. QxBP	B-N5ch
7. B-Q2	BxBch
8. KxB?	NxN
9. Q-B5??	N-K5ch
10. Resigns	

Played in Detroit, Oct. 1979

White: Blitz 6.9	Black: Chess 4.9
1. P-K4	N-QB3
2. P-Q4	P-Q4
3. P-K5	P-B3
4. P-KB4	B-B4
5. N-K2	P-K3
6. N-N3	PxP
7. BPxP	Q-R5
8. B-K3	N-R3
9. N-B3	N-N5
10. B-N1	N-K2
11. N-N5	R-QB1
12. P-B4	PxP
13. BxP	P-QR3
14. N-B3	N-N5
15. K-Q2	Q-N4ch
16. K-K2	NxKP
17. BxP	BxB
18. Q-N1	B-N5ch
19. K-B1	O-Och
20. B-B2	RxBch
21. K-N1	Q-K6
22. N-Q5	N-B6ch
23. PxN	R-B8 d.ch.
24. KxR	B-R6 mate.

BOOK REVIEW

BY JOHN WATSON

Selected Games of Lajos Portisch, by Egon Varnusz. Published by B. T. Batsford., London (1979); DN. Reviewed by John Watson (International Master).

A full-length book on Lajos Portisch is long overdue. He and a few others (e.g., Petrosian, Tal, Spassky, Korchnoi, Fischer, and Karpov) have dominated international chess of the last 15 to 20 years. No one was much surprised when he qualified for his sixth straight (!) candidates' cycle this year, and his tournament record has so many '1's and '2's in the "Place" column that you look again to confirm that Wijk aan Zee, Las Palmas, Portoroz, Hastings, etc. are really the referents.

In view of this, naturally, there are far too many great Portisch games for one book; and at first I was surprised that a few of my all-time favorites were missing. Nevertheless, Egon Varnusz makes a creditable attempt to include 'vintage' Portisch games: those in which the Hungarian grandmaster dominates the board throughout the game and brings it all home with a remarkably accurate combination. For Portisch is the 'perfect' player in many senses. He has careful, highly-polished openings, thorough practical mastery, a brilliant combinative touch, and deadly endgame technique. His only failing that comes to mind (perhaps the one that keeps him from the World Championship itself) is a certain unwillingness to risk all in unclear positions.

The book is a typically high-quality Batsford production as regards clarity of type and diagrams, quality of proofing, etc. The prose seems rather awkward, however; one suspects that the translation could have been more imaginative. Also, Varnusz' description of Portisch's "life" is really one of his career, and rather mechanical. On the other hand, he intersperses well-chosen quotes from Portisch and others - - I particularly enjoyed Portisch's defense of Petrosian's style and his discussion of the ex-world champion's influence on his play.

The games themselves are the essence, and for the most part the analysis is excellent, particularly in some highly intricate late middle- and endgame positions. Varnusz claims that the book can be used as an "opening-theoretical manual" and adds that the author will "familiarize (the reader) with the results of the latest research."



But he falls quite short on that account, seldom knowing the best moves of a variation and often denigrating quite playable lines. The book does give, by means of model games, a fine overview of characteristic opening ideas (especially in queen pawn systems), and a host of positional lessons.

I recommend this book to players of any strength who are looking for a particularly instructive games collection and/or an exposition of Portisch's playing style.

1979-80 JUNIOR-SENIOR OPEN
by Richard Buchanan, T. D.

The Colorado Junior-Senior Open was held in Denver on the weekend of Dec. 1-2. There were 60 players- a turnout the organizers considered disappointing. Top-rated players tended to stay away- there were only two players rated over 2000. One reason for this may have been that there were no cash prizes, only trophies for the first-prize winners in each section.

There were four rated section, with a player's age determining his section. Prize winners were as shown in the following crosstable. A trophy for the unrated player with the highest performance rating was won by Boris Lerner-Bendersky.

The tournament went quite smoothly. (The first round actually started EARLY!) I would like to thank all who helped, especially David Bardwick, who did a fine job as assistant T. D. and director of the unrated Junior Reserve section.

The "40 or over" section was won by Denton Dykes, who scored an impressive $3\frac{1}{2}$ - $\frac{1}{2}$. The first round of the section promised an interesting tournament, as 3 out of 4 games were upsets. By the time round 4 came around, we found that we had the usual strange pairings that happen in small events. The two lowest-scoring players began their game early under the reasonable assumption that they would be paired, but their game had to be stopped when the pairing cards demanded that one of them be fed to the mighty Dykes. The games given below include some of the gruesome details of the Saturday Morning Massacre.

The 30's Section went more or less predictably, as top-rated Barry Biggs triumphed over all opposition. This was the only section that was won by one of its two top-rated players.

The 20's and Junior sections were bigger and featured some tough competition for the top prizes. After early losses by Jim Hamblin and Scott Lett, the way was cleared for Steve Hendrickson to win the 20's section with 4-0, while in the Junior Championship the presence of three Russian stars was not enough to slow down Dan Wilkinson, who also scored a fine 4-0 and became Colorado Junior Champion.

"There were 16 people registered to play in the Junior Reserve section this year but only 9 of them showed up. One that was turned down from playing is the young Denver Chess Club computer

"Boris." The winner of the tournament was Steve Spiegel with Denny Osha in a close second. It was a fun tournament to direct and maybe some of the participants will soon become stronger players."

- David Bardwick, T. D.

≥40 SECTION

1 Denton Dykes	1414	W4	D5	W2	W7	3 $\frac{1}{2}$
2 David Waldrone	1546	W8	W7	L1	W4	3
3 Haynes Hendee	1692	L7	W8	W5	--	2
4 Alan Bardwick	1895	L1	D6	W7	L2	1 $\frac{1}{2}$
5 J. Huennekens	1234	W6	D1	L3	L8	
6 Irvin Ames	1486	L5	D4	W8	--	
7 Ed A. Bryan	1410	W3	L2	L4	L1	1
8 Albert Gardner	1349	L2	L3	L6	W5	

30's SECTION

1 Barry Biggs	1772	W7	W2	W5	W6	4
2 Ken Doykos	1581	W4	L1	D8	W5	2 $\frac{1}{2}$
3 S. Steinshouer	1732	W9	L5	D7	W8	
4 David Schor	Unr	L2	D9	BYE	W7	
5 M. Steinhardt	1749	W8	W3	L1	L2	2
6 David Quint	1421	BYE	L7	W9	L1	
7 Matthew Orr	1531	L1	W6	D3	L4	1 $\frac{1}{2}$
8 Stephen Jared	1508	L5	BYE	D2	L3	
9 Thomas Green	Unr	L3	D4	L6	BYE	

20's SECTION

1 S. Hendrickson	1898	W12	W3	W4	W2	4
2 Andrew Wood *	1867	W8	W9	W10	L1	3
3 D. Yoshinaga	1729	W16	L1	W7	W8	
4 Eric Anderson	1850	W20	W15	L1	W6	
5 Bill Snyder	1592	L6	W17	W15	W14	
6 Joe DeVico	1888	W5	D7	W11	L4	2 $\frac{1}{2}$
7 Doak Heyser	1704	W17	D6	L3	W13	
8 Richard Garcia	1550	L2	W16	W9	L3	2
9 David Landers	1686	W19	L2	L8	W16	
10 Jim Dacus	1798	W18	W11	L2	--	
11 Scott Lett	1904	W14	L10	L6	D12	1 $\frac{1}{2}$
12 Mike Danielian	1640	L1	L13	W18	D11	
13 Ralph Fisher	1430	L15	W12	D14	L7	
14 Daniel Shippey	1655	L11	W18	D13	L5	
15 Harold Long	1172	W13	L4	L5	L17	1
16 Kit Marcy	1328	L3	L8	W17	L9	
17 Luigi Guillo	Unr	L7	L5	L16	W15	
18 Jay Zetterwall	1413	L10	L14	L12	BYE	
19 James Hamblin	2010	L9	W20	--	--	
20 Calvin Hada	1550	L4	L19	--	--	0

* AKA Mark Wood

JUNIOR CHAMPIONSHIP

1 Dan Wilkinson	1747	W11	W7	W2	W4	4
2 Steve Dillon	1898	W10	W9	L1	W5	3
3 Joe Taylor	1601	L4	W8	W12	W10	
4 Yury Oshmyansky	2242	W3	D5	W7	L1	2½
5 B. Lerner-B'sky	Unr	W13	D4	W9	L2	
6 Rich Sweetman	1333	L7	W11	D10	W8	
7 Todd Bardwick	1882	W6	L1	L4	W12	2
8 Mani Sayeedi	Unr	W12	L3	W13	L6	
9 Alex Fishbein	Unr	W14	L2	L5	W11	
10 Jerry Dykes	1524	L2	W14	D6	L3	1½
11 Ed E. Bryan	904	L1	L6	W14	L9	1
12 Jeff Spiegel	1373	L8	W13	L3	L7	
13 D. Baumgardner	1245	L5	L12	L8	W14	
14 Aaron Harburg	1089	L9	L10	L11	L13	0

JUNIOR RESERVE

1 Steve Spiegel	W5	W8	W2	L3	W6	4
2 Denny Osha	W9	W6	L1	W4	W3	
3 Mark Ohrenschall	L4	W5	W8	W1	L2	3
4 Lars Scott	W3	W7	L6	L2	W9	
5 Jared Smith	L1	L3	BYE	W9	W8	
6 Paul Adkin	BYE	L2	W4	D7	L1	2½
7 Hyung Yoon	L8	L4	W9	D6	BYE	
8 Ray Low	W7	L1	L3	BYE	L5	2
9 Joe Adkins	L2	BYE	L7	L5	L4	1

'79 Junior Senior games annotated by
Rich Buchanan and Curt Carlson.

Rd. 3. D. Wilkinson - S. Dillon, SICILIAN.
1 e4, c5; 2 Nf3, d6; 3 d4, cd; 4 Nxd4, Nf6;
5 Nc3, g6; 6 Be3, Bg7; 7 f3, Nc6; 8 Qd2,
0-0; 9 Bc4, Bd7; 10 h4, Qb8; 11 h5, Nh5;
12 g4, Nf6; 13 0-0-0, Rg8; 14 Bb3, a5; 15
Bh6, Bh8; 16 Qh2, Nid4; 17 Rtd4, Ric3; 18
bc, a4; 19 Bc4, Ra5; 20 Bf4, Be6; 21 e5!
de; 22 Rhd1, Ra8; 23 Bte5, Qc8; 24 Rdb4,
Qid8; 25 Rtd8+, Rtd8; 26 Bte6, fe; 27 g5,
We8; 28 Bth8, Kth8; 29 Qe5+, Kg8; 30 Qie6+,
Kf8; 31 Qe5, Ng7; 32 Qe7, Ne6; 33 Qtb7,
Nig5; 34 c4, Ne6; 35 Qc6, Kf7; 36 c5, a3;
37 Qb6, Rd5; 38 c6, Nd4 (Threatening mate.)
39 c3, Ne6; 40 c7, Ntc7; 41 Qtc7, h5; 42 c4
Rf5; 43 Qc6, h4; 44 Kd2, h3; 45 Ke3, h2;
46 f4, Rh5; 47 Qh1, e5; 48 fe, Rte5+; 49
Kd4, Rh5; 50 c5, Ke7; 51 Kc4, Kd8; 52 Kb5,
Kc8; 53 Qc6+, Kb8; 54 Kb6, 1-0.

'79 Junior-Senior: Waldron/Bardwick
1.e4, e6 2.d4, d5 3.Nc3, Bb4 4.Bd2,
Bc3 5.Bc3, de 6.Qd2, Nf6 7.f3, 0-0
8.0-0-0, ef 9.Nf3, Ne4 10.Qe3, Nc3
11.Qc3, Nd7 12.Bd3, c6? (12...c6 is
bad. 12...b6 had to be tried.) 13.h4,
h6 14.g4, Qf6 15.g5?! , Qf4+ 16.Kb1,
h5 (Naturally, Black can't take the N
or allow the opening of the h or g
file.) 17.Rdf1, Qd6 18.g6, f5 19.
Ng5, Rf6 (The threat was 20.Ne6. But
maybe Black should play 19...Nf6 and
develop the Q-side before going after
the pawn.) 20.Bc4, Nf8 21.Rhg1, Ng6
22.Ne4!, Qe7? (Resignation. Black
should have tried to hold by 22...ef,
23.Rf6, gf 24.Rg6+, Kf2.) 23.NF6+,
Qf6 24.Rg5, Kf7? (After 24...Kh7
White should still win by piling up
on the g-file.) 25.Rff5 and White
wins.1-0.

'79 Junior Senior:Doykos/Steinhardt
30's Section 1.e4, c5 2.Nf3, d6
3.Nc3, Nc6 4.d4, cd 5.Nd4, Nf6 6.
Be2, g6 7.Be3, Bg7 8.f3, 0-0 9.Qd2,
a6? (9...d5!) 10.0-0-0, Re8 (I guess
this is played to allow ...Bh8 after
11.Bh6. Probably better is convent-
ional development with ...Bd7 and
...Rc8.) 11.h4, Nd4 12.Bd4, Qa5 13.
Kb1, Be6 14.g4, Rac8 15.a3, b5 16.
h5, Bc4? (16...b4) 17.hg, hg (...fg)
18.Qe3, Qc7 19.Rd2, e6 20.g5, Nh5
21.Bg7, Ng7 22.Bd1, e5 23.Rdh2, Nh5?
(23...Kf8) 24.f4, Nf4?? (Prettier
would be 24...fe 25.Qf4) 25.Rh8+, Kg7
26.Rlh7 mate.

'79 Jr.Sr:Biggs/Quint 30's
Section 1. e4, c5 2. Nf3, Nc6
3. d4, cd 4. N:d4, a6 5. Nc3, e5
6. Nf3, b5 7. Be2, Nf6 8. Be3,
Bb4 (Certainly not 8...b4. 9. Nd5,
N:e4?? 10. Bb6.) 9. Bd3, B:c3+
10. bc, d5 11. ed, Q:d5 12. Be2,
Q:d1+ 13. R:d1, 0-0 14. 0-0, Bf5
15. Rd6, Rac8 16. Bd3, e4 17. Nh4,
Be6 18. Be2, B:a2 (18...Nd5) 19.
R:a1, Be6 20. R:a6, Nb8 21. Ra3, Bc4
22. B:c4, R:c4 23. Bd4, Nbd7 24.
Nf5, Ra4 25. Rda6, R:a3 26. R:a3
Rb8 27. Kf1, Ne8 28. Rb3, g6 29.
Ne3, Nd6 30. Nd5, Nc4 31. Ke2, Rb7
(The rook is now loose, making pins
available.) 32. Ne3, Ne:3? (32...
Nde5) 33. K:e3, f5 34. c4, Rc7
35. cb, R:c2 (Black simply can't
get away with this. But without it
the connected passed pawns should
win.) 36. b6, Rc8 37. b7, Rb8 38.
Ba7, Kf7 39. B:b8, 1-0, 41

U S JUNIOR

CHAMPIONSHIP

By Ken Regan

The 1979 U.S. Junior Championship, won for the second straight year by Yasser Seirawan of Seattle, was held at the Chess Set in Hollywood, Calif. Seven years ago, an illustrious friend and boarder* convinced Lina Grumette to convert the downstairs of her stately home into a chess club. Now Mrs. Grumette's den, two blocks from the fountain where Lana Turner was discovered, has been host to numerous tournaments, National Chess League matches, and most recently, eight of the country's premier young players.

Seirawan started his long journey to first place in the World Junior Championship (held last July in Skien, Norway) by falling into an open manhole, but was saved by the tip of his hair. With two losses and an arduous adjournment to show for his first three rounds, he seemed totally out of contention, but the man with the 2525 post-Lone Pine rating (est.) regrouped himself and won his last five games to take first. Even his individual games demonstrated staying power and brinksmanship, as he pulled them all, save his last-round win over Michael Wilder, out in the late stages.

Sergey Kudrin's road to second place was just as extraordinary. The Columbia sophomore won his first three games, raising chimaeras of his running away with the tournament, but then spooked out with three straight losses! Meanwhile Perry Youngworth, playing solid chess, took a full-point lead into Round 5, but lost the two tumultuous games presented below. Kudrin won a hair-raising game against him to pull up into a monster tie for second place with Youngworth and Joel Benjamin. Under the provisions for ties enacted after disputes in the last two U.S. Juniors, the three engaged in a round-robin playoff to decide who would win the second-prize trip to the U.S. Open. Kudrin and Youngworth each beat Benjamin, and drew with each other to force a final deciding game. Drawing the White pieces for the third straight time against Youngworth, Kudrin overcame Black's resistance in an abbreviated-time-limit game to take second. With an IM norm under his belt from the recent Philadelphia International, Russian-born Sergey is starting to make a fine impression on the U.S. chess scene.

* Bobby Fischer

'79 Jr.-Sr: Gardner/Hendee

1. e4, c5 2. Nf3, Nc6 3. c4,
(Ohio expert Rick Faber likes this move which aims for a Maroczy Bind if Black avoids 3...e5. I have wondered about the move 3...Nd4 in this position, but have never had a chance to play it.) e5 4. Nc3, Nf6 5. Be2, d6 6. 0-0, Be7 7. d3, Nd4 8. N:d4, cd 9. Nd5, N:d5
10. cd (certainly not your typical Sicilian position.)...0-0 11.f4, f5 (crouser and crouser. If White plays 12. fe, will Black also play fe?) 12. b3, fe 13. de, Bd7
14. Bc4, b5 15. Bd3, Qb6 16. f5 (16. ef is better. Black's pawns are strong and stable, and White's attack comes to naught.) Bf6 17. Qg4?!, Kh8 18. Bg5? (White loses because he is too optimistic. After 17. Qe2 and 18. Bd2 he could hardly lose.) Qd8 19. h4, g6 20. B:f6? (impatient) Q:f6 21. Qg5, gf 22. ef, Rac8 23. Q:f6+, R:f6 24. g4! (24. g4! otherwise h5...)...h6 25. Racl? (25. Kf2, Rc3?! 26. Ke2)... Rg8 26. Be2, R:f5 27. Kh2, R:f1 28. R:f1, B:g4 29. B:b5, e4 30. Rf6 (30. Re1, d3 is no better)... Kg7 31. R;d6, d3 32. b4, d2 33. Ba4, e3 34. Kg3, e2 0-1.

'79 Jr.-Sr: Steinhardt/Jared 30's

Section 1. e4, c5 2. Nf3, Nc6 3. d4, cd 4. N:d4, Nf6 5. Nc3, e5 6. Nf5, d5 7. ed, B:f5 8. dc, Q:del+ 9. N:d1, B:c2? 10. cb, Rd8 11. Bb5+, Nd7 12. 0-0? (Why not 12. Be3! aiming at Ba7 and b8Q?)...Bd6 13. Ne3, Be4 14. Rd1, Bb8 15. f3, B:b7 16. Nf5, Bc8? (Why not 16... g6?) 17. N:g7+, Ke7 18. Nf5+, Kf6 19. Ng3, Nc5 20. Bc3, Ne6 21. Ne2, Bb7 22. Bf2, Kg7 23. Bc4, Rhg8 24. Bh4, Rd6 25. R:d6, B:d6 26. Rd1, Bc5+ 27. Kh1, Nd4 28. Bg3, N:f3? (This would be great if White had to take the N, but ...) 29. Rd7, Ba8 30. R:f7, Kh6 31. gf, Rg7 (one more cheapo.) 32. Kg2, e4 33. fe, B:e4+ 34. Kf1, 1-0.

'79 JR.SR.: Shippey/Zettervall

1.e4, Nf6 2.e5, Nd5 3.d4, d6 4. c4, Nc6 5.ed, cd 6.Nc3, Bf5 (6... g6) 7.Qf3, Qd7 (7...Qc8) 8.c5, dc 9.Bb5, Nc6 10.d5, Bg4 11.dc, Bf3 12.cd+, Nd7 13.Nf3 1-0

Exactly halfway through the tournament, with a win, two draws and an endgame advantage after 20 moves against Seirawan, things were looking very good for me, but then I hit double-digits in question marks in the next 20 moves, needing a strange time-pressure hallucination to actually lose my position. A pretty 7-move combination against Kudrin following a lucky draw versus Vince McCambridge put me solidly in contention for second place, but Mr. Hyde returned just in time for my last-round bottle of wine** with Jay Whitehead. Whitehead pulled even with me for his first even score in a Junior. Wilder lost his first two games but then did not lose again until the last round against Seirawan, defeating McCambridge, who led off with a long, involved victory over Yasser, but could manage only the draw with me thereafter.

The following game did the most to decide the tournament. Had Youngworth won he would have had first place clinched going into the last round, while a draw would have clinched a tie. Masterful play in the middlegame gives him a great opportunity, but insidious and fiendishly resourceful tactics by Black in a time-scramble produce a stunning reversal:

White: Youngworth Black: Seirawan
King's Indian Defense, Panno Variation

1. d4	g6
2. Nf3	d6
3. g3	Bg7
4. Bg2	Nf6
5. c4	O-O
6. Nc3	Nc6!?

This move seeks to make White take the first committal step in the center, relying on tactical threats (against the c-Pawn) to give Black time to react.

7. O-O a6

The logic behind this invention of Oscar Panno's is twofold: first it helps prepare the thematic lever . . . b5, sometimes in anticipation of the position's becoming locked (c4, d5, e4 vs. . . . c5, d6, e5), second, it is a useful waiting move. Black would like to play . . . c5 before playing e5, (e.g. on 7. . . . e5 8. d5 Na5 9. Nd2 c5 10. dc6 Nxc6 11. Nde4 ECO gives White a slight edge.) but cannot do so until his Knight is kicked to a5. Now the cagiest White try is 8. h3, with a main line being . . . Rb8 9. e4 b5 10. cb5 ab5 11. Re1 e6 with double-edged play. Youngworth opted for immediate central expansion and a direct confrontation of Black's plans.

** Italian -- Fiasco

'79 Jr.Sr:Wilkinson/Bardwick 1. e4, e6 2. d4, d5 3. Nc3, Bb4 4. e5, c5 5. a3, B:c3+ 6. bc, Ne7 7. a4, Qa5 8. Qd2, Nbc6 9. Nf3, Bd7 10. Be2, f6 11. ef, gf 12. dc, 0-0-0 13. Nd4, Rhg8 14. Nb5, R:g2 15. Qf4, Nf5 16. Bd2, Rdg8 17. c4, Rgl+ 18. R:g1, R:g1+ 19. Bf1, e5 20. Q:f5, B:f5 21. B:a5, Bh3 22. Ke2, N:a5? 23. B:h3+ 1-0 (A sad blunder, but if 23...B:f1+ 24. R:f1, R:f1 25. K:f1, N:a5 26. cd White should win with little trouble.)

'79 JR.SR.: Dacus/Wood
1.e4, e6 2.d4, d5 3.Nd2, Nf6 4. e4, Nfd7 5.Bd3, c5 6.c3, Nc6 7. Ne2, cd 8.cd, f6 9.ef, Nf6 10.a3 Bd6 11.Nf3, Qc7 12.Bg5, 0-0 13. Rc1, a6 14.0-0, Qf7 15.Kh1, Bd7 16.Neql, Qh5 17.Nh3, Kh8 18.Nf4, Qf7 19.Nh3, Ng4 20.Qc2, e5 21.de Nge5 22.Nhg1, Qh5 23.Bh4, Nf3 24 Nf3, Rf3 25.gf3, Qf3+ 26.Kg1, Bh3 27.Be4, de 0-1

'79 Jr.Sr.: Lerner-Bendersky/
Oshmyansky 1.e4, e6 2.d4, d5 3. Nc3, Bb4 4.e5, c5 5.a3, Bc3 6.bc Ne7 7.a4, Qa5 8.Qd2, Bd7 9.Nf3, Nbc6 10.Ba3, b6 11.Be2, Nf5 12. g4, Nfe7 13.0-0, cd 14.Bb4, dc (The Queen is trapped after 14... Nb4 15.cb.) 15.Bc3, Qc5 16.Nd4, Nd4 (If 16...Ne5; 17.Ne6) 17. Bd4, Qc7 18.a5, 0-0 19.f4, b5 20.Ra3, Nc6 21.Bc5, Rfc8 22.Bd6, Qd8 23 Rh3, Qa5 24.Qd3, g6 25.f5, ef 26 gf, Qb6+ 27.Kh1, Qd4 28.Qd4, Nd4 29.e6, Ne2 30.fg, fg (Black gets severely hurt after 30...hg 31.Be5 or 30...Be6 31.ght+.) 31.ed, Rd8 32.Re3, Nd4 33.Bc5, Nf5 34.Rf5, gf 35.Re7, a5 36.Bb6, Rdb8 37. Ba5! (The Bishop can't be taken because of 38.Re8+.) 37...Kf8 38. d8Q+! (Much stronger than 38.Rh7, Ra5 39.Rh8+, Kd7 40.Rb8, Kd7 as Black's King and Rook are both more active than in the game continuation.) 38...Rd8 39.Bd8, Rd8 40.Rh7 Re8 41.Rb7, Re1+ 42.Kg2, Re2 43. Kf3, Rc2 44.Rb5, Rd2 45.Ke3, Rd1 46.Ke2, Rd4 47.Ke3, Re4+ 48.Kf3, ½-½ (The Rook has a full time job protecting both the pawns and itself.)

8. d5 Na5
9. Nd2 ...

9. b3 cf 10. Bb2 Rb8 intending . . . b5 leads to equality.

9. ... c5
10. Qc2 e5

10. Rb8 is the more common try. White's next annoys the wayward Knight.

11. a3 Qc7!?

This veiled threat against the c-Pawn is an attempt to improve on the older continuation . . . b6 12. b4 Nb7 13. Rb1, held in ECO as a slight edge for White. Youngworth did not shrink from the following forcing, critical line:

12. b4 cb4
13. ab4 Nxc4
14. Nb5! Qb6
15. Nxc4 Qxb5

Now on 16. Nd6, can Black safely play . . . Qxb4? Youngworth decided yes, the main reason being 17. Ba3 Qg4 18. Nc4 Bf5! 19. e4 Rfc8! 20. f3 Bxe4! 21. fe4 b5, whew! A lot of time was spent analyzing the complications by both sides. White regains his Pawn in a simple way, but puts his Rook temporarily out of play:

16. Ra5 Qe5
17. Nd6 Qd8
18. Nc4 Bf5!

Black "defends" his e-Pawn by setting up targets for counterattack.

19. e4 Bd7
20. Re1 ...

Taking the e-Pawn is dangerous because it allows Black to seize open lines before White's army has regrouped. After 20. Nxe5 Bb5 21. Re1 Rc8 22. Qb3 Nxe4! or 22. Qd2 Re8 23. f4 Nd7 24. Nxd7 Bc3, or 22. Qb1 Re8 23. f4 Rxe5! 24. fxe5 Ng4, when White will have to return the exchange on e3 to repulse the attack, or after 20. Nxe5 Bb5 21. Nd3 Rc8 22. Qd2 Re8 23. Re1 Nxd5 24. ed5 Bxd3 things get hairy. The point is not that these lines win for Black, rather that on balance White is better off taking the sure positional plus the text move affords. White has a protected passed Pawn, and would like to crash through in the center with his greater number of Pawns. Black will try to use his Queenside majority, although it is now held under wraps, activate

'79 Jr.Sr.: Dillon/A. Fishbein
1.g3, d5 2.Nf3, c5 3.Bg2, e6
4.0-0, Nf6 5.d3, Be7 6.Nbd2,
0-0 7.e4, Nc6 8.Re1, b6 9.e5,
Nfd7 10.Nf1, Qc7 11.Bf4, Bb7 12.
f4, Rad8 13.Nh2, b5 14.Ng4, Nb6
15.Ng5, Qc8 16.Ne3, d4 17.Ng4,
Nd5 18.Be4, h6 19.Nh7, Rfe8 20.
Bh6, gh 21.Nh6+, Kg7 (If 21...Kh8
22.Nf7+, K moves 23.Qg4+, Kf7 24.

Qg6+ mate.) 22.Nf7 (Also crushing
is 22.Qg4+.) ...Bf8 (If 22...Kf7
23.Qh5+, K moves 24.Qg6+, Kh8 25.
Ng5 and mate next move.) 23.Qh5,
Nce7 24.Nhg5, Nf6 25.Qh8 mate.
(White's Knights make almost half
his moves, but they certainly do a
good job of it. This gets my vote
for the best game of the tournam-
ent.)

'79 Jr.Sr.: S. Hendrickson/ A. Wood
1.e4, e6 2.d4, d5 3.Nc3, Bb4 4.
e5, c5 5.Bd2, Bc3 6.Bc3, cd 7.
Bd4, Nc6 8.Nf3, Nge7 9.c3, Nf5
10.Bb5, Nd4? (Not good. Black trades
off White's bad Bishop and gives him
a powerful Knight all in one move.)
11.Nd4, Bd7 12.Bc6, Bc6? (12...bc)
13.Qe2, 0-0 14.0-0, Qc7 15.Rael,
a6 16.f4, b5 17.a3, Bd7 18.Qh5,
Qc5 19.Rf3, Rfc8 20.Rh3, h6 21.
Ree3, Qf8 22.Reg3, Kh8 23.Nf3, Rc6
24.Qg5!, a5 (24...Kh7 also loses to
25.Rh6+, gh 26.Qf6.) 25.Rh6+, gh
26.Qf6+, Kh7 27.Ng5+, 1-0.

'79 Jr.Sr.: E. Anderson/J. DeVico
1.c4, g6 2.Nc3, Bg7 3.d4, Nf6 4.
e4, d6 5.f3, Nbd7 6.Be3, c6 7.Bd3
Qb6 8.Qd2, 0-0 9.e5, Ne8 10.f4,
Qc7 11.Nf3, de 12.fe, c5? 13.Nd5,
Qd8 14.Bg5, f6 15.Bh6, cd 16.0-0,
f5 17.Qg5, Kf7 18.e6+, Ke6 19.
Rfel+, Kd6 20.Ng7, Ng7 21.Re7, Ne6
22.Re6, Ke6 23.Rel+, Kf7 (If 23...
Kd6 24.Qf4+ leads to mate.) 24.Re7+
Kg8 25.Qh6, Rf7 26.Rf7, Kf7 27.
Ng5+, Ke8 28.Qg7, 1-0.

'79 Jr.Sr.: Dykes/Bardwick
1.d4, Nf6 2.c4, g6 3.Nc3, Bg7
4.Nf3, 0-0 5.g3, d6 6.Bg2, c6 7.
0-0, Qc7 8.Bd2, Nbd7 9.Rel, e5
10.de, de 11.e4, Nc5 12.Qc2, Be6
13.Be3, Ncd7? (13...Nfd7) 14.b3, h6
15.Rad1, Ng4? 16.Bc1, f5 17.h3,
Ngf6 18.Nh4, Black's loose King-
side is falling apart.) ...Ne4 19.
Ne4, fe 20.Be4, g5 21.Bh7+, Kf7
(if 21...Kh8 22.Ng6+) 22.Qg6, Ke7
23.Qg7, Rf7 24.Qh6? (24.Ng6+ keeps
the extra piece as well as the att-
ack. If 24...Kd8 or 24...Ke8, 25.
Qg8+.) ...gh 25.Bg5+, Nf6 26.Bh4,
1-0, 31

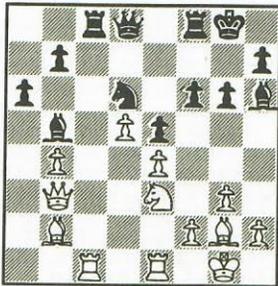
his pieces, and defend against White's immediate central incursions.

20. ... Bb5
21. Qb3 Rc8
22. Ne3 Ne8
23. Bb2 Nd6

The Knight is the best blockader of passed Pawns, but it does not attack the squares diagonally in front of it, and so is quite vulnerable to assault by Pawn duos. Thus White tries to undermine e5.

24. Raa1 f6
25. Rac1 Bh6

With this move Black seeks to prevent f4, but he is in for a nasty shock:



26. f4! ...

If Black takes this Pawn, he must allow his Kingside to be pried open. After 26. . . . ef4 27. Ng4 Bg5 28. h4 f5 29. Rxc8 Qxc8 30. hg5 fg4 31. Rc1 followed by Qc3 Black's King feels a strong draught. So Black tries to brace himself:

26. ... Qe7
27. Rxc8! Rxc8
28. fe5 fe5
29. Bh3 Bd7

Black must cede a Pawn anyhow.

30. Bxd7 Qxd7
31. Bxe5 Nf7

Capturing on e4 loses to Ng4! played either immediately or after 32. d6ch and the trade of Queens. Now White faces an eternal dilemma -- shall the Bishop retreat to b2 or a1? Since White cannot force mate along the diagonal and may have to worry about forks on the back rank if c1 is not guarded, Bb2 was indicated, but in time pressure the text move, with its promise of a "quick fix," was soooo tempting.

'79 Jr.Sr.: D. Landers/J. Hamblin
1.Nf3, Nf6 2.g3, d5 3.Bg2, Bf5 4. 0-0, e6 5.d3, Nbd7 6.b3, Be7 7. Bb2, 0-0 8.c4, c6 9.Nh4, Bg4 10. Nd2, Nc5 11.Nhf3, a5 12.Qc2, Nfd7 13.e4, Rc8 14.Ra1, Qb6 15.Bd4, f6 16.ed, cd 17.Be3, Bf5 18.Ne1, Ne5 19.Ndf3, Ng4 20.Qd2, e5 21.Nh4, Be6 22.cd, Bd7 23.d4, Na6 24.Nc2, g5 25.Nf3, e4 26.Ne1, Bb5 27.Be4, Bf1 28.Kf1, Nb4 29.Bf5, Qb5+ 30. Kgl, Ne3 31.Qe3, Rce8 32.Nb4, Bb4 33.Be6, Kh8 34.Nf3, Bd6 35.h4, g4 36.Nd2, Qa6 37.Ne4, Ba3 38.Rc7, Re7 39.Re7, Be7 40.Qh6, Qe2 41. Bf5, Rf7 42.Qh5, 1-0.

'79 Jr. Sr.: S. Lett/ D. Shippey
1.Nf3, Nf6 2.c4, e6 3.g3, d5 4. Bg2, Be7 5.0-0, 0-0 6.b3, b6 7. Bb2, Bb7 8.d3, c5 9.Nbd2, Ndb7 10 Qc2, Qc7 11.e4, d5 12.b4, e5 13. b5, Rfe8 14.Rael, Nf8 15.Nh4, Ne6 16.Ndf3, Bf8 17.Bc1, g6 18.Ng5, Ng5 19.Bg5, Nd7 20.Qd2, f6 21.Bh6 Qd6 22.Bh3, Qe7 23.Bf8, Rf8 24.f4 Qg7 25.Be6+, Kh8 26.Nf3, Rfe8 27. Bd7, Qd7 28.fe, fe 29.Rf2, Qg7 30 Ref1, Re7 31.Ne5!, Qe5 32.Qh6, Rg7 33.Rf8+, Rf8 34.Rf8+, Rg8 35.Rf7, Rg7 36.Rb7!, Qf6 37.Qg7+, 1-0, 42

'79 Jr.Sr.: Steinsouer/Jared
1.e4, c5 2.d4, cd 3.Nf3, Nc6 4. Bc4, e6 5.0-0, Qc7 6.Nd4, Nf6 7. Nb5? (Far too optimistic. The White KB is poorly placed.) 7...Qe5 8. N1c3?, (A blunder. 8.Kh1, Ne4 9.f4, Qb8 is unclear and should have been tried.) 8...a6 9.Na3, Ba3 10.Nd5, (Having dropped (or sacrificed) a Knight with his 8th move, White tries to make the most of it. But after 10...ed 11.ed, Ne7 12.Rel, Qd6 13.ba, 0-0 what does he have?) 10...0-0? 11.Bf4, Qb2 12.Rb1, Qd4 13.Qd4, Nd4 14.Nb6, d5 15.ed, ed 16.Bd3, Ra7 17.Bb8, Nc6 18.Ba7, Na7 19.Nc8, Rc8 20.Rb7, Nb5 21. Rb6, Bf8 22.Ra6, Nd4 23.a4, Ne4 24.Rb1, Nc5 25.Ra5, Nd3 26.cd, Ne2 27.Kf1, Nc3 28.Rc1, d4 29.Ra7, Rb8 30.a5, g6 31.Rd7, Rb4 (The Rook is needed at home. 31...Bc5 is better.) 32.Ra1, Bc5 33.a6, 1-0?! (33...Nb5 loses to 34.Rb7. If 33...Rb8 34.a7 Ra8 35.Rb7, Kg7 36.Ra5, Bd6 37. g3! threatening 38.Ra6 is hard to meet but Black should have made White find this OTB before capitulation.)

32. Ba1? b5
33. Qd1 ...

Since White abandons the idea of Qb2 in favor of a later possible Qd4 the Bishop might have just as well gone to b2. To be sure White is still winning, but the misplacement of the Bishop causes a staggering amount of trouble. Seirawan saw as his best chance for quick counterplay the removal of White's best defensive piece and play on the light squares around White's King.

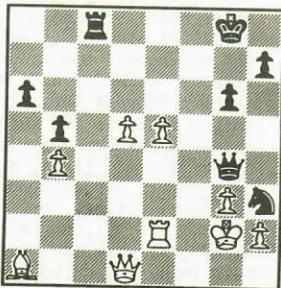
33. ... Bxe3ch
34. Rxe3 Ng5

Now White could have won by forcing Black to commit himself after 35. h4!, but such an apparently weakening move is not easy to spot in time pressure. But trying to play a "normal" defense White finds his pieces tripping on each others' toes. The rapidity with which the game ended was nothing short of astonishing. Instead of h4 White could also have preserved his advantage by 35. Bf6 Nh3ch 36. Kg2 Rf8 37. e5, but the move played opened the gates.

35. e5? Nh3ch? (...Qf5 first)
36. Kg2 Qf5

Now 37. Rc3 Rf8 38. Rf3 Q34 39. Qd3! still wins, but White's normal-looking actual move lets the Queen into its best square.

37. Re2 Qg4



38. Rd2 ...

On 38. Re1 Nf4ch 39. Kg1! is still a draw, but 39. Kh1? loses spectacularly -- How?

38. ... Nf4ch
39. Kh1?? ...

'79 Jr.Sr.: H. Hendee/E. Bryan
1.e4, e5 2.Bc4, Nf6 3.Qe2 (The Hendee Attack, deceiving the opponent with it's multitude of subtle threats) 3...Nc6 4.c3, Be7 5.Nf3, 0-0 6.b4, d6 7.h3, a6 8.a4, Bd7 9.d3, Qc8 10 Qa2, b5 11.ab7, ab 12.Qa8, Qa8 13. Ra8, Ra8 14.Bb5, (Winning a very expensive pawn. Black now gets pressure.) 14...Ral 15.Nfd2, d5 16.Bb2, Ra2 17 Bc6, Bc6 18.ed, Bd5 19.c4, Rb2 20. cd, Bb4 (Threat: 21...Rb1+) 21.Ke2, Nd5 22.g3, f5 23.Rd1?, Bd2 24.Rd2, Rb1 and Black wins.

'79 Jr.Sr.: Y. Oshmyansky/D. Wilkinson
1.c4, g6 2.Nc3, Bg7 3.g3, Nf6 4.Bg2 0-0 5.e4, c5 6.Nge2, Nc6 7.0-0, Rb8 8.f4, d6 9.d3, a6 10.f5, Bd7 11.Nf4 b5 12.g4, Nd4 13.Nfd5, Nd5 14.Nd5, e6 15.f6, ed 16.fg, Kg7 17.cd, Qc8 18.h3, f5 19.gf, gf 20.Qh5, Qe8 21. Bh6+, Kh8 22.Qg5, Rf7 23.ef, Nf5 24. Rael, Qg8 25.Kh2, Nh6 26.Qh6, Qf8 27.Qh4, Rf1 28.Rf1, Qg7 29.Rf6, Rg8 30.Qf2, Qg5 31.Be4?, Bh3! 32.Rf4, Bg4 33.Bg2, Qh6+ 34.Kg1, Bh3 0-1.

'79 Jr.Sr.: S.Hendrickson/D.Yoshinaga
1.e4, e5 2.Bc4, Nf6 3.d4, Nc6 4.Nf3 Ne4 (4...ed is more usually played) 5. de, d6 6.Qd5, Be6 7.Qe4, d5 8.Bd5, Bd5 9.Qe2, Bf3 10.Qf3, Qd4 11.0-0, Be7 12.Nc3, 0-0 (If 12...Qe5 13. Bf4.) 13.Bf4, Ne5 14.Be5, Qe5 15. Rf1, Qc5 16.Re2, Bf6 17.Ne4, Qb6 18.Nf6, Qf6 19.Qf6, gf 20.Rd1 (Black should draw if he can protect his K-side weaknesses and keep White from doubling on the 7th.) 20...Rad8 21. Red2, Rd2 22.Rd2, Re8 23.Kf1, Kf8 (The pawn endgame is bad for Black so he should try to keep the Rooks on the board. 23...Re7 protects the 7th.) 24.Rd7, Re7 25.Rd8+, Re8 (25...Kg7 is better.) 26.Re8+, Ke8 27.Ke2, Ke7 (Black can't win the race to f5, so he should be paying attention to his weak h-pawn.) 28.Ke3, Ke6? (28...f5 29.Kf4 Kf6 was a better try.) 29.Kf4, c5 (29...h5 loses to 30.h4 followed by f3 and g4 with the outside passer.) 30. Kg4, c4 31.Kh5, c3 32.b3? (Much simpler was 32.bc when White wins the race by a mile.) 32...a5 33.a3, Kf5 34.Kh6, Kg4 35.Kh7, f5 36.Kg7, f4 37.f3, (Simpler and easier was 37.Kf7, and if 37...f3 38.h3+!, Kh4 39.gf, Kh3 40.Ke6, Kg2? 41.f4.) 37...Kg5 (He might as well head for c2 at once by 37...Kf5. There are some drawing chances for Black but 38.h4, Ke5 40. h6, Ke3 41.h7, Kd2 42.h8Q, Kc2 43. Kf7 should win for White. If 43...Kb3 44.Qd4, c2 45.Qa1.) 38.Kf7, Kf5 39. h4, b5 40.Kg7, Ke5 41.h5, 1-0 in 49

White believed in time pressure that he was finally getting away from the checks, but Seirawan uncorked a killer, which readers of the previous note should not be surprised by. 39. Kf1 would lose the same way, but Kg1! gives Black nothing more than a perpetual.

39. ... Rc1!!
40. Qxc1 Qf3ch
41. Resigns

It's mate next move. A tragedy, to see Youngworth's masterful early play negated.

It was still only Act I for Youngworth, however. Act II is the following weird struggle, which John Peters refused to annotate for CL&R on the grounds that it is patently "Unanalyzeable." I must agree with this judgment, and will try merely to give a picture of what is going on. Many of the following comments are opinions and judgments -- readers are especially invited to analyze deeper for themselves and third-guess me and the players on this one.

Kudrin -- Youngworth, U.S. Jr., Rd. 7
Sicilian Defense, Najdorf Variation

1. e4 c5
2. Nf3 d6
3. d4 cd4
4. Nxd4 Nf6
5. Nc3 a6
6. Be3!?

Instead of immediately trying to pester the opponent, White allows Black to strike first in the center before revealing his aggressive intentions. Although familiar Sicilian themes are present in the following play, the novel continuation (this game leaves ECO at Move 7) introduces new tactics -- which may not be all to White's liking.

6. ... e5
7. Nb3 Qc7!?

This move seems a bit out of place here, as it does not immediately contest d5, but it may be an improvement on 7. . . . Be6, which ECO, quoting England's Bill Harston, evaluates as = after 10 more moves. The idea is primarily pressure on the Q-side rather than stabilization of the center. White could now transpose into Karpov's solid treatment with 8. Be2, intending to engage Black on a central front and negate the Q-side counterplay. Although the spent tempo on Be3 dulls the cutting edge of resources like f4 and Bg5, this could be a good way to meet . . . Qc7. But Kudrin had no intention of playing solidly . . .

8. Qd2 Be6
9. f3 Nbd7
10. g4!?

Denver 1977
US Junior Championship
McCambridge vs Seirawan

1 P-Q4 P-KN3
2 P-K4 B-N2
3 P-QB4 P-Q3
4 N-QB3 P-K4
5 N-KB3

5 P-Q5, a main continuation, seems to favor White very slightly. 5 PxP Pxp 6 QxQch KxQ is very controversial: at first, Black tended to win these endings; e.g., 7 B-N5ch P-B3 8 O-O ch (?) B-Q2 9 B-K3 B-R3! and White is left with a bad Bishop and a hole on his Q4. Later games had White playing 7 B-N5ch P-B3 8 R-Q1ch B-Q2 9 B-K3 and on 9... B-R3 10 B-B5 is unclear. Finally, the direct 7 P-B4! came into prominence: White attempted in this way to break open the position for his two Bishops and Rooks. I believe that current theory has Black holding against this plan, but only with very accurate play.

5 ... B-N5
Natural. 5... N-QB3 and 5... N-Q2 (with a King's or Old Indian) are other ideas.

6 P-Q5 P-QR4
Securing the square QB4 for his Knight.
7 B-K2 N-QR3!

A fancy move, assuring the Bishop a retreat on ...Q2. If White grabs a Pawn, he evidently gets into trouble; e.g., 8 Q-R4ch B-Q2 9 QxP P-N3! (9... N-B4 10 Q-N4 is unclear) 10 Q-R3 N-B4 11 Q-N3 P-KB4, etc. I doubt if McCambridge considered this response very long!

8 O-O B-Q2
8... BxN grants White the advantage of two Bishops with Black getting nothing for his concession. With such a Pawn phalanx, the Bishops are a very good long-term asset.

9 N-K1!
Freeing the KBP and preparing to centralize with N-Q3, when the Knight supports a pincer attack by P-QN4 and /or P-KB4.

9 ... P-KB4?!
Perhaps too ambitious. 9...N-B3 or 9... N-B4 were solid.

10 P-B4!
10 PxB Pxp! 11 B-R5ch K-B1 is not clear but Black appears to have good piece play, and 12 P-B4 P-K5 13 P-KN4? (better 13 N-B2) N-B3! is good for Black, who can support his central passed Pawn with many pieces.

10 ... KPxP
11 BxP N-K2
11... N-B3 12 P-K5 is undesirable, but 11... N-B4 could be tried.

In the "classical" 6. Be2 system White often aims for f4, followed by g4 (supported by Queen, Bishop and/or Rook) and f5, g5. The text method of advancing the Pawns does not seem to have as much bite against non-Dragon formations, although Black, who would otherwise be able to continue his mobilization unmolested, must stoop to stop annoying threats such as g5, knocking out a defender of the hole on d5.

10. ... h6
11. O-O-O Rc8
12. Kb1 b5

White's removal of the King from the potentially dangerous c-file and c1-h6 diagonal is a customary precaution before commencing hostilities.

13. h4 Nb6

This threatens 14. . . . Nc4, which would force the trade of White's King Bishop and further Black's attack.

14. Bxb6 Qxb6
15. Nd5 Bxd5
16. ed5 g6

White has been induced to capture on d5 with a Pawn, but Black has not yet fulfilled his second objective of mobilizing his army. His last move exacerbates his weakness on the light squares, but is needed because . . . Be7 followed by castling only invites g5. However, White also has not yet begun to move mountains, and Black has a lot of play on the c-file.

17. h5! Bg7
18. hg6 fg6
19. Bd3 e4!

At a stroke this activates Black's Bishop and negates White's.

20. Bxe4 Nxe4
21. Qe2! Rc4

Forcing White to capture with a Pawn, yielding Black many holes to occupy and squares to attack -- however White's last has lured the Rook to an unsafe square.

22. fe4 O-O

As compensation for the Pawn Black has open lines for all his pieces. Were his h-Pawn on h7 and able to stay there, there would be no question of his superiority, but the weaknesses on h6 and g6 tie down Black's Bishop and give White counterplay. White has a Pawn-superiority in the center -- can it be utilized? The fact that Black's sweeper e4 opened the dark squares should also have White whistling "Chim-chimney, chim-chim-cheroo" in re. the light squares.

12 PXP

A big decision. If White is eager for a quick gain, he might try 12 N-Q3! and if 12... BxN?, 13 PxB PxP 14 N-B2 with ideas like NxP, Q-Q4, B-R6 or B-N5, etc. After 12 N-Q3, White threatens a simple buildup with Q-Q2 QR-K1, and P-K5 or possibly P-K5 even sooner.

12 ... NxP
13 B-N4?

This achieves little. 13 N-K4! is the consistent follow-up to 12 PxP. Then 13. BxP 14B-N5 Q-B1 15 B-B6 (or 15 R-N1) BxR 16 BxB with the idea of P-KN4, winning. So Black plays 13... O-O, but 14 N-B2 N-B4 15 B-N5 Q-K1 16 NxN PxN 17 Q-Q2 with the idea of QR-K1 looks strong.

13 ... O-O
14 N-B3?

14 N-B2 is better.

14 ... N-K6!
15 BxN BxB
16 P-KR3 BxN
17 RxB Q-R5!

Attacking White's QBP. Black has assumed control of events.

18 B-B2! Q-N4!

The "trap" is not clear -- 18 ... QxBP 19 P-QN3 RxR! (19... Q-N5 20 P-R3) 20 PxQ RxN etc -- but then Black loses his better development.

19 Q-K2 RxR
20 QxR Q-Q7

Simple and strong. 20... R-B1 was also worth considering.

21 Q-K2!

It looked like White couldn't defend his QNP; e.g., 21 R-N1 R-B1 22 Q-K3 RxR! 24 QxR B-Q5 but now 21... BxN? 22 Q-K6ch K-R1 23 PxB is not what Black wanted!

21 ... QxQ
22 NxQ R-K1
23 N-Q4 N-N5!

We have mentioned Seirawan's affinity for endgames. 24... N-Q6 is a big threat.

24 N-K6 BxP
25 R-N1 N-Q6
26 B-N3 P-R5?!

Clever, but very risky. 26... R-K2 looks better.

27 NxP R-K7
28 N-K6!?

Allowing the Rook to be surrounded. Either 28 R-KB1!, intending N-K6 or even 28 BxP!? seem better.

28 ... N-B8
29 BxP P-R6
30 B-B5

Trying to push the QP. 30 P-B5! is a good try, but 30... R-QB7! 31 N-B7 NxP 32 R-B1 R-B8 33 RxR NxR or 33 P-B6

The immediate advance is very tempting. On 23. e5! de5 24. d6 Black should play . . . e4 to answer the threat of 25. Nd2-e4 (now 25. . . . Rb4), and on 25. d7 Rd8 the game would be quite double-edged. (Note that if instead of 24. d6 White tries 24. Nd2, Black has a very sharp reply which yields very good attacking chances -- can you find it?) Kudrin decided to wait, choosing instead a very good defensive move which blocks off the a1-h8 diagonal.

23. c3! Rf2?!

This move leads to an unfortunate end, although the activation of Black's Rooks and win of the g-Pawn seems very good at first. It drives White's Queen to a better square and makes the advance e5 unpreventable. Two alternatives save Black from the immediate dangers of the game, but seem to fall barely short of providing enough counterplay.

23. . . . Rf4 induces 24. e5 de5 (. . . Bxe5 25. Rxh6 Rxf4 26. Nd4! or 25. . . . Rce4 26. Rxf6 Rf4 27. Qd3! Kxf6 28. Re1) 25. d6 Rc8 26. Qd3 g5 (the only safe defense), when White maintains the initiative. Or, Black can try 23. . . . Re8, when 24. Nd4 Bxd4 25. cxd4 Rxd4 25. Rxh6 Rxe4 is too dangerous for White, and 24. Nd2 Rc7 25. Nf3 allows counterplay with . . . b4. But the simple 24. Rhe1! slows down the pace and keeps Black restrained; he will have a hard time coping with 25. Qd3 and 26. Nd4 -- 24. . . . a5 25. Qd3 a4 26. Nd2! (in many lines White has this crucial tempo on the Rook) Rc7 27. a3 stops all breakthroughs. The Black Rook on c4 is in a state of being needed where it is but ruining Black's game by staying there -- the Greeks had some mythological metaphor for this situation, which, alas!, I cannot seem to name.

The Greeks*** did have a word for the hidden, fatal flaw in Black's game: leukopenia -- a weakness of white cells in the chessboard bloodstream, subjecting him to infection and slow suffocation by e.g. a White Knight on e6. Observe how Black's red-blooded Bishop later becomes anemic. Youngworth's attempt to cure his position's infirmities tactically by injecting more activity into his pieces should not be criticized harshly (hence ?!, not ?), but the patient does suffer a grave relapse:

24. Qd3 Rg2
25. e5! R/5xg4

Either capture on e5 lets White in too quickly. But now White's powerful protected passer becomes a more immediate threat than Black's laid-back duo.

*** and Hans Kmoch

RxRch 34 KxR PxP 35 Pxp N-N5! wins.
30 . . . K-B2
Now not 30. . . NXP? 31 R-KB1!
31 N-B7?? P-R4??

As usual we have time pressure. Both sides missed 31. . . R-K8ch, winning. Now 32 B-B2 may be best, but Black should win anyway.

32 K-B1 R-Q7
33 K-K1

What else?

33 . . . RxNP
34 N-N5 R-N6
35 NxF??

35 N-Q6ch.

35 . . . N-Q6ch
36 K-Q2 NxB
37 RxB RxN
38 R-N5 N-K5ch

and Black won shortly.

'79 Colo. Open: Anderson/Hamblin

1. P-K4, N-KB3 2. P-K5, N-Q4 3. P-Q4, P-Q3 4. P-QB4, N-N3 5. PXP, BPXP 6. N-KB3, P-KN3 7. B-K2, B-N2 8. 0-0, N-B3 9. P-QN3, 0-0 10. B-N2, P-Q4 (Black often delays this until he has moved his QB so to reserve the option of Nc8-e7-f5 as in Carlson-Marty 1973. But who can understand the mind of a cheap tactician?) 11. P-B5, N-Q2 12. N-B3, P-K4! 13. PXP, N/2xKP 14. NxN (Of course 14. QxP?? loses to QxQ 15. NxB, NxB. . . .) 15. R-N1 (Passive. I would prefer 15. B-B3. . . .) P-Q5 16. N-R4, Q-B2 (Typical of the cheap play Black is famous for.) 17. P-KN3, R-Q1 18. P-KB4, B-N2 19. B-B3, B-B4 20. R-B1, (Curses. White sees everything. . . .) N-N5 21. R-B4, N-Q4 22. BxP?!, N-K6! 23. BxN, RxQ 24. RxR, (White has compensation for the Queen - Knight, Pawn and Rook. . . .) B-K3 25. R-N4, R-N1 26. P-B5!, BxP 27. RxP, RxR 28. BxR, Q-K2 (28. . . . QxB 29. R-Q8+, B-B1 30. B-R6, Q-K2 31. RxB+, QxR 32. BxQ, KxB is dismal but perhaps drawable.) 29. K-B2! (A difficult position to assess. The text move prevents any threats involving. . . . Qe3+ or. . . . Qe2. Black was probably hoping White would play the other line ((29. P-B6). . . .) B-N5 30. B-B3, Q-B3 31. B-B4, BxB 32. R-Q6!, (32. KxB, P-N4. No recapture should be immediately made without consideration of a possible Zwischenzug!) . . . Q-B4 33. R-Q8+, B-B1 34. B-R6, B-N5+ 35. K-K1, Q-N8+ 36. K-B2, Q-B7+ 37. K-N1 ½-½. (Another fighting draw, typical of many Agrachov - Carlson games.)

26. e6 Qf2

It is the greatest of misfortunes for Black that the thematic 26. . . . b4 loses immediately to 27. e7! Kf7 28. Qf3ch! Kxe7 (. . . Ke8 29. Rhf1) 29. Rde1ch Be5 30. Rhf1 (or 29. . . . Kd8 30. Qf7). Perhaps one could not have foreseen this back on Move 23. or earlier -- that Black's weaknesses would do him in so abruptly, just as his Q-side play was strongly mounting. The player calls it "bad luck," while the analyst from his catbird seat calls it "bad strategy." In another fork of time, in another galaxy, Black will emerge victorious despite his position's defects, and the balladeers will change their tuns, but in this Greeke theater the hero succumbs to his tragic flaw.

(Do not weep too long for Black: the slower 27. Rhe1 also seems to work -- by a hair.) Black's last "attacking" move is really an attempt to stop the e-Pawn from behind, but this allows White to exploit a whole new batch of weak light squares.

27. Nd2	R4g3
28. Qf1!	Re3
29. Qxf2	Rxf2
30. Rhe1	Rfe2
31. Rxe2	Rxe2

Suddenly Black seems better! -- with White's pieces tied down, the e-Pawn stopped, with Bishop vs. Knight and two connected passers ready to roll. So thought many onlookers to the near-time-control game, before White's next put matters back into perspective. Plan the play, making use of the fact that Black's Bishop cannot oversee both sides of the board at once, as a "good" Bishop can, before looking below. White wins the Queening race handily, starting with:

32. c4! bc4

If 32. . . . Bf8 33. b4 h5 34. a4! ba4 35. b5 makes a new Queen.

33. Nxc4	Bf8
34. a4	g5?

34. . . . Re4 was the best delaying tactic, although 35. b3 h5 36. Kc2 h4 37. Kd3 Rg4 38. Re1 Be7 39. b4 still wins with ease. The text is a Burmese whipper-snapper, i.e. youth-in-Asia.

35. Rg1	Be7
36. a5	h5
37. b4	Re4
38. Rc1	g4
39. b5	ab5
40. a6	Rf4
41. a7	Rf8
42. Nb6	Kg7
43. Nc8	Resigns.

'79 Colo. Open: Oshmyansky/Courtois
1.c4, c5 2.Nc3, Nc6 3.g3, g6 4.Bg2, Bg7 5.e4 (Someday Yuri will learn that this creates what is called a "hole" at his Q4 square, a weakness.) . . . d6 6.Nge2, e6 7.0-0, Nge7 8.Rb1, 0-0 9.a3, Nd4 10.b4, N7c6 11.d3, Rb8 12.Kh1, Ne2 (Perhaps over-anxious to simplify. Black should not be so eager to exchange the pieces that occupy holes, namely Knights.) 13.Ne2, Nd4 14.Be3, Ne2 15.Qe2, Qc7 16.f4, b6 17.g4, f5 (To stop 18.f5) 18.g5, Bb7 19.Qf2, fe?! 20.de, cb 21.ab, Qc4 (Black's last few moves are questionable as his pawn weaknesses become more evident.) 22.Rfc1, Qb5 23.Qa2!, Qd7 24.Rc2, Rbc8 25.Rd2, Rc3 26. Bd4, Bd4 27.Rd4, Rf4? (Too optimistic. Black should play more conservatively with 27. . . . Rfc8.) 28.Qd2, e5 29.Rd6!, Qc7 (This loses at once, but so does everything else. Black left too many loose pieces strung around the board.) 30.Rd7, Qc6 31.Rb7 (1-0 on move # 38.)

'79 Colo. Open: Buchanan/Haskins
1.e4, e6 2.d4, d5 3.Nd2, Nf6 4.e5, Nfd7 5.f4, c5 6.Ngf3 (Inconsistent. White should play 6.c3, Ndf3 and Ne2 to hold the center.) . . . Nc6 (Better is simply 6. . . . cd and if 7.Nd4?, Ne5! 8. Nc6, Be6 9.fe, Qh4+ 10.g3, Qd4 11. Nf3, Qd1+ 12.Kd1, Bg4 and Black stands better. This was shown to me by the late great Robert Wendling.) 7.c3, cd 8.Nd4, Qb6 9.N2f3, a5 10.Nb5, a4 11.N3d4, Bc5 12.Be3, 0-0 13.Qc2, (White did not maintain the pawn on d4 and here his center crumbles. Black stands better!) . . . f6 14.ef, Nf6 15. Bd3, Bd7 16.Qe2? (An unnatural move. White was worried about . . . Ng4. 16. 0-0-0! was much stronger, still making a fight of it.) . . . e5! (Simple and strong, as are Black's next 3 moves. White is lost.) 17.fe, Ne5 18.0-0, Rae8 19.Na3, Neg4 (The pin is very strong for Black and annoying for White. Black wins material.) 20.Nac2, Ne3 21.Ne3, Bd4 22.cd, Qd4 23.Rael, Bg4? (Careless. 23. . . . Ng4! ended the game at once. White's Knight on e3 is the immobile weakness that should be hit with everything Black has. 24.Rf8+ , Kf8 25.Rf1+, Kg8 leads to nothing. 24. Resigns would have been best.) 24. Qd2, Ne4 25.Rf8+, Rf8 26.Qc2 (White's position is still hopeless but infinitely better than it should have been.) . . . Rc8 27.Qb1, Bf5 28. Be4, Be4 29.Qd1, Qb2 30.Re2, Qa3 31.Qd2, Rcl+ 32.Nd1, Rc2 33.Qel, Qa2 (0-1, 39)

3rd Boulder Open: C.Moore/M.Landem
 1.P-K4, P-K4 2.N-KB3, N-KB3 3.NxP,
 P-Q3 4.N-KB3, NxP 5.P-Q3, N-KB3 6.
 N-B3, N-B3 7.P-Q4, P-Q4 8.B-Q3,
 B-QN5 9.0-0, 0-0 10.B-Q2, B-KN5
 11.P-QR3, B-K2 12.B-K3, P-QR3 13.
 B-K2, P-QN4 14.P-R3, B-KB4 15.N-KR4
 B-K3 16.P-B4, N-K5 17.N-B3, N-N6
 18.R-B2, B-B3 19.K-R2, N-B4 20.Q-Q2
 Q-Q3 21.K-N1, NxP 22.QxN, B-B4 23.
 Q-Q2, P-N5 24.N-Q1, PxP 25.RxP,
 ?-QR4 26.P-B3, N-K2 27.N-K5, B-R5
 28.R-B1, B-K3 29.B-Q3, P-KB3 30.
 N-B3, B-N6 31.N-K1, P-KR4 32.B-B2,
 P-QB4 33.N-Q3, P-B5 34.N-B5, B-B4
 35.BxB, NxP 36.R-R1, KR-K1 37.R-N1,
 P-N4 38.Q-QB2, N-R5 39.PxP, B-R7+
 40.K-R1, PxP 41.Q-Q2, B-B5 42.
 Q-KB2, N-B4 43.K-N1, R-K2 44.Q-B3,
 N-N6 45.N-B2, R-K6 46.Q-Q1, QR-K1
 47.P-KR4, NxR 48.QxN, Q-KN3 49.N-R3
 B-N6 50.N-B2, QxR 51.QxQ, R-K8+ 52
 QxR, RxQ mate.

'79 Colo.Open: H.Straw/ D.Heysler

1.P-K4, P-K3 2.Q-K2, P-KB4 3.P-KB4,
 N-QB3 4.N-KB3, B-K2 5.P-QN3, Q-B2
 6.P-KN3, P-QN3 7.B-QN2, N-KB3 8.B-N2
 B-N2 9.P-Q3, R-QB1 10.0-0, N-Q5 11.
 NxN, PxN 12.P-B4, PxB.p. 13.NxP,
 B-N5 14.KR-B1, Q-B4+ 15.K-R1, Q-R4
 16.N-Q5!? (This interesting sacrifice
 is by no means forced. 16.Na4 is poss-
 ible and if 16...b5 17.a3.) 16...
 RxR+?! (Probably a mistake. Black is
 in effect exchanging his developed
 Rook on c8 for White's undeveloped
 Rook on a1, usually poor policy when
 defending, I think 16...PxN 17.PxP+,
 K-Q1 18.P-Q6, BxB+ 19.QxB, Q-R3!
 would have held the game and the
 material. Black has other plans
 though.) 17.RxR, PxN 18.PxP+, K-Q1
 19.P-Q6, BxB+ 20.QxB, BxP! (Black
 lays all his chips in counterattack.)
 21.Q-R8+, K-K2 22.QxR, Q-Q4+ 23.K-N1
 B-B4+ 24.P-Q4, BxP+ 25.BxB, QxB+
 26.K-B1, N-K5! (White's attack has
 boomeranged, as Black's Knight is
 easily worth a Rook. White is lost.)
 27.K-N2, Q-Q7+? (Black wins easily
 after 27...Q-N7+ 28.K-B3, N-Q7+ and
 29...QxR.) 28.K-B3, QxR (Does anyone
 see Black's win? I do! 28...Qd3+,
 29.Kg4 ((29.K-g2?, Qe2+ 30.Kh3 ((30.
 Kh1, Qf3+ and 31...Qe3+))) ...Nf2+ 31
 Kh4, Q-g4 mate.; 31.K-g2, Nd3+ wins.))
 29...Qe2+ 30.Kh4, ((30.Kf5, g6+ 31.
 Ke5, Nf6+ 32.Kd4, Qd2+.) 30...Qh2+!
 31.Kg4, Qe2+ 32.Kh4, ((32.Kh3 still
 loses to 32...Nf2+.) 32...h5! and
 White has no defence to mate of his
 King or Queen. 33.Q-g7?, Qh2 mate and
 33.Q-h5, Q-h2+ and 34...Nf6+. 30...
 Qh2+ eliminated the possibility of h3
 guarding g4 with a pawn.) 29.KxN, ½-½
 (A fighting draw!)

'79 Colo.Open:Lett/McClew

1.P-K4, P-K4 2.N-KB3, N-KB3 3.P-Q4,
 NxP 4.B-Q3, P-Q4 5.NxP, B-K2 6.0-0,
 0-0 7.P-QB4, N-QB3 8.PxP (Optomistic
 play.Walter Browne has played the more
 solid 8.Nc6, bc 9.Nc3 with advantage
 to White.) ...NxN 10.Q-B2, N-N4 11.
 P-KB4, KR-Q1 (This excellent reply was
 probably overlooked by White who should
 have played the developing 11.Nc3, Qe5
 12.f4, Qc5+ 13.Kh1 with slight advant-
 age.) 12.R-Q1 (This walks into a losing
 pin. 12.Be2 is unclear but by no means
 hopeless for White.)...B-KB4! (Tremen-
 dous! Black has already completed devel-
 opment while White has hardly
 started. 12...B-KB4! stops all threats
 and hits the pinned piece. Rarely are
 so many good qualities found in single
 move!) 13.N-B3, N-R6+ 14.K-R1, (14.gh?
 Bc5+ mates quickly, and 14.Kf1, Bd3+,
 15.Rd3, Qd3+, 16.Qd3, Rd3 17.gh is
 hopeless.) ...Q-Q5 15.PxN, BxB 16.
 Q-Q2, (If White feels it is too early
 to resign he must play 16.Rd3 and try
 to hold the ending.) 16...B-K5+ 17.
 NxP, QxN+ 18.K-N1, B-B4+ 19.K-B1,
 Q-R8+ 20.K-K2, Q-N7+ 21.K-K1, Q-N8+
 22.Resigns. (One of the best games of
 the tournament.)

'79 Colo. Open;Wilkinson/B.Bendersky

1.P-K4, P-QB4 2.N-KB3, P-Q3 3.P-Q4,
 PxP 4.NxP, N-KB3 5.N-QB3, P-QR3 6.
 B-N5; P-K3 7.P-B4, B-K2 8.Q-B3, Q-B2
 9.0-0-0, QN-Q2 10.P-KN4, P-N4 11.BxN,
 NxP 12.P-N5, QN-Q2 13.P-B5, BxP+ 14.
 K-N1, 0-0?! 15.PxP, N-N3 16.B-R3,
 B-B3 17.PxP?! (An impatient move, fur-
 thering Black's development.Smezlov-
 Mecking 1972 went 17.Q-Q3! so if BxN
 18.QxB, BxP 19.BxB, PxB 20.QxP and
 White wins material.)...RxP 18.BxB,
 RxB 19.Q-N2, BxN (Not an easy move to
 make, giving up the beautiful Bishop.
 19...Q-B5 deserves consideration-20.
 N-B5?, BxN 21.N-R6+, ((21.NxQP?, Q-N5))
 K-B1 22.NxR?, Q-N5. If 19...Q-B5 20.
 Q-Q2, Q-N5 21,N-Q5 is unclear. 19...
 Q-B4 is also worth examination. Black
 feels the activity of his Rooks and
 Knight will compensate for the Bishop's
 death.) 20.RxB, R(1)-B1 21.KR-Q1, R-B7
 22.Q-N3!, N-B5 23.P-K5!?(A gamble
 which pays off. It was not at all diff-
 icult to find 23...NxKP 24.RxP, N-B5
 and if 25.RxP?, QxQ 26.PxQ, P-N5 27.
 N-K4, R-B8 where Black has good chances
 to draw.) ...P-N5??(Resignation.It is a
 pity that Black blunders in the middle
 of this fascinating struggle.) 24.PxP!
 (Naturally. Black is lost.)...Q-N3(?)
 (Loses. But 24...Q-B3 25.P-Q7! threat-
 ens QxR.In all lines White's Queen is
 magnificently placed on g3 where it
 attacks Black's Rook and guards the
 Knight and Queen pawn all at once.)
 25.RxN, PxN 26.RxP 1-0 in 44.

BOOK REVIEW

As most chessplayers know, different authors have different styles of annotating games. In an effort to acquaint the reader with authors that he might be unable to appreciate in the store or out of the catalogue, I would like to print excerpts from different chessbooks and have the reader decide for himself.

This book was written by Russian Grandmaster David Bronstein and concerns only the 1953 Zurich Round Robin Grandmaster tournament. Fifteen Grandmasters participated including Smyslov (eventual winner), Petrosian, Keres, Euwe, Reshevsky, and the author himself, Bronstein. Although this could be called a tournament book it is actually a treatise on the middle game. Every game from the tournament is presented with, as Boris Spassky says, "clear and lively annotations".

The Chess Struggle in Practice

By David Bronstein
McKay, 1978

" Game 9 Geller-Euwe

One of the best games in the tournament and winner of a beauty prize. White starts a kingside attack by sacrificing his QBP. Geller has every chance of succeeding if Black, according to tradition, counter-attacks on the Queenside. Euwe, however, carries out two remarkable ideas: 1) he makes use of communication with the Queenside to attack the Kingside, and 2) he lures his opponent's forces deep into his own territory in order to isolate them from the defense of their King.

It is extremely interesting to see how White's pieces dig deeper and deeper into their frontal attack on the King while Black regroupes circuitously.

NIMZO-INDIAN

Y. Geller M. Euwe

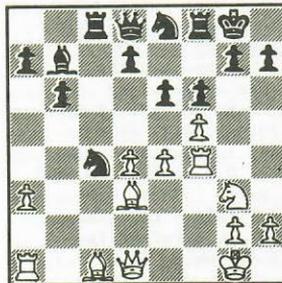
- | | |
|---------|-------|
| 1.P-Q4 | N-KB3 |
| 2.P-QB4 | P-K3 |
| 3.N-QB3 | B-N5 |
| 4.P-K3 | P-B4 |
| 5.P-QR3 | BxNch |
| 6.PxB | P-QN3 |
| 7.B-Q3 | B-N2 |
| 8.P-B3 | |

A small but important detail in this opening: as a result of Black's substitution of P-QN3 and B-N2 for the usual N-QB3 and O-O, White, who failed to react in time with N-K2, has to spend an extra tempo to prepare P-K4. Such details must never be overlooked, but they must not be emphasized either. It is sometimes said that White's advantage consists of the first move; if he loses a tempo the advantage should go to Black. In practice however, White's advantage is that he has a greater choice of possible plans to suit his taste; when play is in full swing the loss of a single tempo is not always of great importance.

- | | |
|---------|-------|
| 8... | N-B3 |
| 9.N-K2 | O-O |
| 10.O-O | N-QR4 |
| 11.P-K4 | N-K1 |

Black moves the Knight to avoid the pin B-N5 and to answer White's P-B4 with...P-B4, blocking the Kingside. White therefore takes control of his KB5 before moving his KBP. Defending the QBP is pointless: it was already doomed by White's 5th move.

- | | |
|---------|------|
| 12.N-N3 | PxP |
| 13.PxP | R-B1 |
| 14.P-B4 | NxP |
| 15.P-B5 | P-B3 |
| 16.R-B4 | |



White's attack becomes threatening. Black's last move was necessary because White intended to advance his pawn to B6 and to answer...NxP by pinning the Knight and attacking the King with the combined force of Queen, Rook, and three minor pieces. Now White needs only two moves to transfer his Queen and Rook to the KR-file, after which nothing, it seems, will save the Black King.

But Euwe is not easily upset. Remember that in his life he played more than seventy games

against Alekhine, the most dangerous attacking player of his time.

16.... P-QN4!

The beginning of a remarkable plan. It is clear that any defensive maneuver on the Kingside that depends on pieces without significant scope - R-KB2, Q-K2, etc. - is doomed to fail. But Black has another defensive resource - Counterattack! The QB, the QR, and the Knight on QB5, occupy good launching positions, and all that remains is to activate the Queen. The basis for the counterattack is Black's preponderance on the central Squares. With P-QN4 Black reinforces his Knight's position and opens the way for the Queen to N3. Nevertheless, the impression is that this operation will be too late.

17.R-R4 Q-N3

Pinning the Queen to the defense of the QP, Black impedes White's plan to play Q-R5. Incidentally, if 17.Q-R5 Q-N3 18.N-K2 N-K4, an echo variation arises: White has no time for R-KR4.

18.P-K5 NxKP

19.PxP NxP

20.QxN QxP

Each of Whites moves requires careful and accurate calculation. Here, for instance, the natural 20.PxP would not have worked because of 20....Q-B3. 21.QxPch.

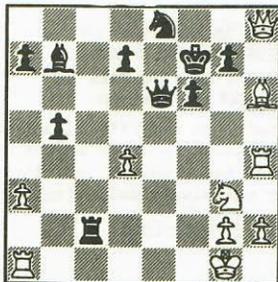
So at no great cost White has been able to break through. Black's position again looks critical.

21.... K-B2

22.B-R6 R-KR1

Black's 16th move, P-QN4, was the beginning of a strategical plan of counterattack, and the Rook sacrifice is it's main tactical blow, aiming to divert White's Queen far from its QB2 and to use that time to attack the King.

23.QxR R-B7



The threat is mate in a few moves:...RxPch,...Q-B5ch, etc. Careful analysis, which required no less than a week, proved that White could avoid the mate by means of a few very difficult and "only" moves. Necessary is 24.P-Q5. If 24....Q-N3ch 25.K-R1 Q-B7 26.R-KN1 BxP, White is saved by 27.R-K4!. If at once 24.... BxP, not 25.R-Q4 but only 25.R-Q1! Then after 25....RxPch 26.K-B1 PxB, neither 27.RxP nor 27.RxB is good, but again an "only" move, 27.QxP. Still, Black has a bishop and two pawns for a rook, which, considering the exposed position of White's King, gives him good winning chances. Needless to say, there was no practical possibility of Geller's finding all these moves over the board.

Analysts Have also demonstrated that the overall idea of ...R-KR1 was premature. R-B5 was better first. Nevertheless, it will be hard for chess lovers to agree. A move like 22.... R-KR1 is not easily forgotten.

24.R-QB1 RxPch

25.K-B1 Q-N6

26.K-K1 Q-KB6

White resigned

79 Colo.Open:Welch/Baumgardner

1.P-K4, P-QB3 2.P-Q4, P-Q4 3.N-QB3,

PxP 4.NxP, N-Q2 5.N-KB3, KN-B3 6.

B-QB4, NxN 7.BxP+, KxB 8.N-N5+, NxN

9.Q-R5+, P-N3 10.QxN, B-N2 (1-0, 60)

'79 Jr.Sr.: D. Shippey/B. Snyder

1.e4, e6 2.d4, b6 3.Nc3, Bb7 4.a3

d5 5.e5, c5 6.Nf3, a6 7.Bf4, Nc6

8.dc, Bc5 9.b4, Be7 10.b5, ab 11.

Bb5, Ra3 12.Ra3, Ba3 13.Nd4, Ne7

14.Qg4, 0-0 15.Bc6 (Trying to move

the Knight off e7 before playing

Bh6. If 15.Bh6, Ng6 16.Bc6, Bc6 17.

Nc6, Qc7 18.Qa4, gh.) 15...Bb4! 16.

Bh6, Bc3+ 17.Kd1, Ng6 18.Bb7, gh

19.Ne6, Qd7 20.Qf3, fe, 0-1.

THE 1979 U.S. OPEN

Starring:

CURTIS CARLSON

After a series of misersable results in recent months I have returned to the typewriter in hopes of redeeming my self-respect and my image as a great master. The 1979 U.S. Open was held in Chicago, Illinois during the first two weeks of August. As always, I drove the distance single handedly in my faithful car. At the last minute, young Ray Haskins, a dethroned prince ginen back his crown, called to beg a ride with me saying no one else would take him. After much deliberation I took him along but only for the money he offered (about \$100). It was barely worth it but somehow we arrived there alive. While passing through Kansas City we stopped to pick up Ken Jones, a master who was once Missouri champion. The next morning we had breakfast in a Pizza Hut restaurant when someone at the table next to us left a pizza-looking taco-tasting pizza unattended. Ray begged me to steal him a piece which I finally did to get him off my neck. Being overcome by hunger myself I also had a couple of slices. (There's nothing quite like free food, as the saying goes.)

Ken and I shared a room in the Palmer House motel in downtown Chicago, the tournament site. For \$35 a day it wasn't terribly cheap (like everything else in Chicago) but was very convenient. Poor Ray had no one to stay with (surprise, surprise) so we lowered ourselves to allow him to sleep on the floor in the corner of our chamber with the stipulation that he never leave the corner except to leave the room, which we hoped would be often. Ray was strange to live with, to put it mildly. Ken and I were usually able to answer his numerous questions about the birds and the bees with a straight face. We often laughed about the egg fight back in Stillwater, Okla. 1977 (the sight of the now defunct North American Open), especially the time I nailed Ray in the neck with a side-arm slider. For some reason Ray always gets a lump in his throat when we discuss this.

As for the tournament, Grandmaster Florin Gheorghiu took clear first with 10½-1½, defeating GM Peter Blyasses and Lev Alburt on the way (Alburt recently followed Koichnoi's footsteps and defected from the USSR.) Pre-tournament favorite Arthur Bisquiere could only tie for second with 10-2. Gheorghiu won every tournament he competed in while in the United States (Lone Pine, the World Open, and the Philadelphia International among others) to make life miserale for local talent wherever he appeared. 1978's superstar Joe Bradford was upset in an early round and lost again to IM Diesen to eliminate any hope of defending his title. As for myself, I lost in round 2 to a 1792 player (ugh) but managed to accumulate 6 points in the next 7 rounds to have

7-2 with three rounds left. Normally I would have tried to improve on m- spectacular \$460 fourth place 9½-2½ showing in Phoenix but settled on a 9½-2½ goal. Unfortunately I was badly beaten in round 10 by an A player and then blundered to USCF member-at-large Jerry Hanken two pawns up and withdrew to finish 7-4. None of the Colorado contingent did particularly well, the best showing by Ray Haskins (!) and Yuri Oshmyansky, both with 8-4. Yuri's expectations of 9½-2½ were badly hurt in the first three rounds when he scored 1-2 vs. 1500's. He did manage 7 of the next 8 but was crushed in the last round by a master. Dazzlin' Doug Greenwalt scared a few people by winning 5 of his first 7 but finished badly. He was held to a draw by Oahmyansky and this may have hurt his spirit. There's always 1980, Doug.

I like big Joe Bradford. He was a frequent visitor to our room, usually at the ungodly hour of 1:00 or 2:00 a.m. to pull us out of bed. Joe gave Ray a pounding in the fourth round only to come knocking on our door the next day. Ray let him in and Joe, feeling a little guilty, said, "That's really gross-- you beat a guy in the tournament and then come wake him up the next day. Of course it really doesn't matter 'cause you was voted out of office." In addition to being a tremendous chess player, big Joe shows keen political insight. But, of course, no one was ever any less wise for belaboring the obvious.

One time we had a knock on our door from an amateur delivery boy who wanted us to keep a big box of U.S. Open T-shirts for him until evening. How we happened to be chosen I don't know but before leaving he said, "Don't peek." Ray had the box open in a matter of seconds and began trying on shirt after shirt. We decided to play a trick on our friend by arranging to have his \$5 each shirts on our backs when he came to retrieve them. As the fatal moment arrived we heard a voice that said, "It's meeeeeee." Upon seeing his property in temporary position on our posteriors he cried, "You peeked!" Well, we sure couldn't deny that. As he put out his hand for a five dollar bill from each of us he was rewarded with three sweaty T-shirts. Maybe next year Bardwick, Oshmyansky and Wilkinson can play host for him.

At the last round when there was nothing for me to do I put a sign on the bulletin board that said:

ANYONE WHO CAN POSSIBLY TAKE
RAY HASKINS BACK TO COLORADO
SO I WILL NOT HAVE TO TAKE HIM
PLEASE SEE CURTIS CARLSON.

Not surprisingly, no one offered but many asked me sympathetically whether or not the tactic had worked. Sadly enough, no. I often wondered why Ray was always following me.

around with a silly grin on his face, never missing a chance to tag along somewhere with me or to ask me something, etc.,etc.,etc. A few weeks later, after reading Fine's classic The Psychology of the Chess Player I suddenly understood. As Fine said (p.24)...

"The King also brings out another characteristic trait of the chess player, hero worship...Whatever field he is in, the chess player will customarily manage to find some man whom he admires inordinately and will try to pattern himself after him."
I was just an innocent victim, it seems.

During the tournament Ray had a check for \$35 that Ken Jones cashed for him. It bounced and Ken was out \$35. For revenge he was going to send a strong man to visit Ray by knocking on his door and saying, "It's meeeeeee." I learned a \$35 lesson: never cash a check from Ray. A wise person can learn from the mistakes of others.

On the last day I mentioned to Fred Lindsay that 1978's stars hadn't fared so well, noting that he, Bradford and I had all dropped out. He replied by saying that he didn't really consider me a "star from Phoenix" as my competition was weaker than others in my point group. Thanks, Fred.

In conclusion let me say that the U.S. Open is a great tournament worthy of participation by any serious chess player. However, be prepared for a lot of spare time to sleep and play. That's what makes the U.S. Open so great!

Denver Chess Club

FRIDAY BLITZ . . Feb 15,
7:30 PM. Double RR, TC 5/G. EF \$3, \$2.

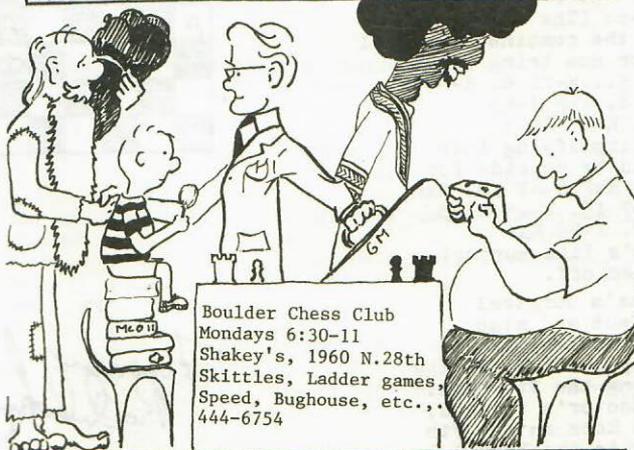
THIRTY MINUTE . . Saturday,
Feb 16, 9-10AM reg. 4-SS, TC 30/G.
EF \$6, \$4.

CARLSON'S CLASS . .
Tuesday, Feb 19, 7:30-9 PM. For a
pittance donation of \$1.50, you can
enhance your enjoyment of the royal game
by improving your skills.

THURSDAY BLITZ . . Feb 21,
7:30 PM. Double RR, TC 5/G. EF \$3, \$2.

SATURDAY FUN RAISER . .
Feb 23, 9-10 AM reg. 3-SS, TC 80/80. EF
\$3 for all. No cash prizes. Rated. Rds
@ 10-1-4.

... INDEED, EVERYDAY PEOPLE FROM
ALL WALKS OF LIFE...



PATZERS' CHESS CLINIC

Originally printed in CSCA Bulletin
Volume 3 Number 1, 1976

by Dr. Fyodor Radulnikov, D.C.S.
(Doctor of Chess Surgery)

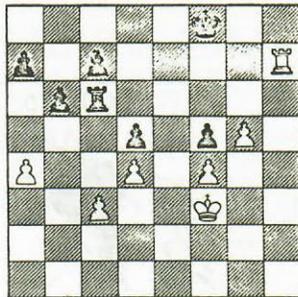
Happy New Year to all you patient patzers. The good doctor hopes that one of your New Year's resolutions was to swindle a won game from a lost end game.

Today's medical history involves a terminal case with the symptoms of both passed pawn and bad King position. Indeed, this is one of the most common of illnesses in rook and pawn endings. The diagram below shows such a position prior to entering the operating room. The surgery will be performed by that world famous surgeon, Dr. Capablanca.

As was stated earlier, the patient's obvious symptoms of illness are a bad King position and White's protected passed KNP. It is not easy to assess both sides' chances for the good doctor as White will have to courageously sacrifice his QBP in order to provide the patient relief from his suffering. As can be seen, once the good doctor's QBP is gone, his opponent also has a passed pawn. However, the doctor has recognized the proper surgical technique is to coordinate his King, KNP and Rook against the hapless Black Monarch. Once the coordination is accomplished, the patient does indeed become quickly terminal.

Dr. Capablanca begins his surgery with the sacrifice of two pawns. 1. K-N3!! RxPch 2. K-R4 R-KB6 (No better was 2...R-B8 3. K-R5 R-R8ch 4. K-N6. After the patient loses his KBP, the doctor's two connected passed pawns provide swift euthanasia.) 3. P-N6! RxPch 4. K-N5 R-K5 5. K-B6 (The KBP will not run away, and the combined surgical tools of the doctor now bring about a swift demise.) 5...K-N1 6. R-N7ch K-R1 7. RxP R-K1 8. KxP R-K5 9. K-B6 R-B5ch 10. K-K5 R-N5 11. P-N7ch K-N1 (Simplifying into a pawn ending would be suicide for the patient.) 12. RxP R-N8 13. KxP R-QB8 14. K-Q6 R-B7 15. P-Q5 R-B8 16. R-QB7 R-QR8 17. K-B6 RxP 18. P-Q6 and Black's life support machines were turned off.

Dr. Capablanca's surgical technique was perfect and also demonstrated the considerable advantage gained by cutting off the patient's King along the 7th rank. So, all you good doctor's friends, remember this: "A Rook on the 7th rank is like money in the bank."



Fyodor Radulnikov
D.C.S.

FIFTEENTH ANNUAL AL WALLACE MEMORIAL

A 5 Point Grand Prix Event

When & where: March 8&9, 1980;
Holiday Inn West, 14707 W.Highway 40, Golden, CO. 80401

Setup: Four and five round Swiss System (No eliminations!)
OPEN:4-SS, Open to all, EF \$18 in advance.
BOOSTER:4-SS, Under 1700 & Unrated, EF \$15 in advance.
FUN:5-SS, Open to all, EF \$10 in advance.
NOVICE:4-SS, Nonrated, Unrated & Under 1200, EF \$3

Prizes: OPEN: Guaranteed \$200-120-60. \$25 each to top two performers
over rating.
BOOSTER: Guaranteed \$100-50. \$20 each to top two performers
over rating.
FUN: Guaranteed \$40-25. \$15 each to top two performers
over rating.
UNRATEDS: \$20 to top performer over all.
NOVICE: Prizes per entry.

Time Control: OPEN & BOOSTER: 40/2, 25/60, 15/30
FUN: 40/90, 15/30
NOVICE: 60/Game

Memberships: USCF & CSCA memberships required in rated sections
USCF dues: \$20 per year (\$10 under 18). Tournament
only: \$5 Fun, \$4 Open & Booster
CSCA dues: \$5 per year (\$2.50 under 21).Tournament
only: \$1
Free entry if joining USCF & CSCA for the first time.

Rounds: 10-3, 9:30-3. Fun:10-2-6, 9:30-3. Novice:10-12:30-3-5:30
Accelerated pairings if needed.

Entries: Randy Siebert, 2939 Marine St., Boulder,Co. 80303
Checks to CSCA. \$3 more after 3/5/80.

Late Reg.: 8-9 AM Saturday. \$3 more at site except Novice

No Smoking. Player's Meeting at 9:45

MUST BE RECIEVED BY NOVEMBER 28 - FOR ADVANCED REGISTRATION

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COLORADO STATE CHESS ASSOCIATION INC.

Affiliated with the UNITED STATES CHESS FEDERATION

The Colorado State Chess Association is a Sec.501 (c) (3) tax-exempt, non-profit educational corporation formed to promote chess in the state of Colorado through educational programs, lectures, courses of study, youth activities, tournaments, club development and regular publication of local chess news and instructional materials. CSCA annually sponsors at least four major Colorado tournaments. CONTRIBUTIONS TO THE COLORADO STATE CHESS ASSOCIATION ARE TAX EXEMPT and will be used to promote Colorado chess through the Education and Promotion Committee. Contributors please make checks payable to CSCA and mail to the treasurer. CSCA membership dues: Adults \$5 per year, Juniors (under 21 at expiration date)\$2.50;special out of state dues for one month,\$2. Special rates for members renewing USCF membership through CSCA. CSCA STANDING COMMITTEES:Tournament planning director and co-ordinator,Randy Siebert;Education and Promotion, Garth Courtois; Publicity, Edward A. Bryan USCF Delegate-R. Siebert; alternates,G. Courtois,D. Yoshinaga, R. Buchanan. Alternate voting members-H. Hendee, B. Stevens, C. Carlson, D. Heyser. Bulletin Editor: Doak Heyser

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