From the "Amenities and Background of Chess-play"
by William Ewart Napier

The Golden Age of Chess

Here is the game in which Lasker "wrote fins across the setting sun" of the Evans Gambit, St. Petersburg, 1896.

**Evans Gambit**

<table>
<thead>
<tr>
<th>White</th>
<th>Black</th>
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<tbody>
<tr>
<td>1 P-K4</td>
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</tr>
<tr>
<td>2 N-KB3</td>
<td>N-QB3</td>
</tr>
<tr>
<td>3 B-B4</td>
<td>B-B4</td>
</tr>
<tr>
<td>4 P-QN4</td>
<td>BxP</td>
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<tr>
<td>5 P-B3</td>
<td>B-B4</td>
</tr>
<tr>
<td>6 O-O</td>
<td>P-Q3</td>
</tr>
<tr>
<td>7 P-QN3</td>
<td>P-Q4</td>
</tr>
</tbody>
</table>

**World Championship Game**

As a monument of strategy, the 8th game of the 1894 Match can hardly be equaled, I think, in a survey of the French Defense. The old, great master never displayed more acumen in 25 moves. His 26th was a tragedy of weakness perhaps; for, with N-K4 and P-QB5 to follow, it is doubtful that Black can save himself.

**French Defense**

<table>
<thead>
<tr>
<th>Steinitz</th>
<th>Lasker</th>
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<td>1 P-K4</td>
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<td>P-Q3</td>
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<tr>
<td>8 O-O</td>
<td>N-Q3</td>
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<tr>
<td>9 P-QN3</td>
<td>P-Q4</td>
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<tr>
<td>10 P-B3</td>
<td>P-Q3</td>
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<tr>
<td>11 B-Q2</td>
<td>P-QN4</td>
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<tr>
<td>12 P-QB4</td>
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<tr>
<td>13 P-QB3</td>
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<tr>
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<td>P-QB4</td>
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<td>16 B-N3</td>
<td>N-Q3</td>
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<td>BxN</td>
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<tr>
<td>18 B-K4</td>
<td>B-Q3</td>
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<td>19 B-N4</td>
<td>P-QB4</td>
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<tr>
<td>20 B-Q2</td>
<td>P-QN1</td>
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Desperation, already a Pawn down.

**Ruy Lopez**

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<td>P-B4</td>
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<td>18 B-K3</td>
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<td>23 B-B4</td>
<td>B-B4</td>
</tr>
<tr>
<td>24 N-K5</td>
<td>N-K5</td>
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</table>

And Dr. Lasker ultimately won.

**The Glorious Seventh Game!**

In the supreme test of playing the uphill game, requiring steady nerve under fire, quick, piercing thought and resourcefulness, Dr. Emanuel Lasker has, I think, been without equal throughout history. He appears to have had an uncanny sense of latent, remote disaster; and, consequently, he early ferreted out latent and remote measures of relief.

In this case, Steinitz gains a Pawn and, in the storm which comes afterwards, he holds his own till move 25 where ... R-KN6 was fitter in the King’s defense. The great is a drama great as any chess has produced.

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<td>4 P-Q4</td>
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<td>5 N-B3</td>
<td>KN-KN2</td>
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<tr>
<td>6 B-K3</td>
<td>N-N3</td>
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<tr>
<td>7 Q-Q2</td>
<td>B-K2</td>
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<td>N-N3</td>
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<tr>
<td>7 Q-Q2</td>
<td>B-K2</td>
</tr>
</tbody>
</table>

32 Q-R4! | P-B3 |
33 B-B4! | K-B2 |
34 KR-N1 | PxP |
35 Q-R3† | K-K2 |
36 R-N6  | K-Q8 |
37 RxP   | Q-K3 |
38 RxR   | QxR |

† = check; ‡ = dbl. check; § = dis. ch.
IT IS always interesting to see how Morphy improved on old lines of play by stressing the importance of development. The commentators take for granted that the emphasis on development was always with a view to furthering the attack. The fact is that Morphy often refuted unassailable attacks by means of accurate development. In this sense (strengthening defensive resources), he was, paradoxically enough, a forerunner of Steinitz! And yet we generally consider Morphy and Steinitz as profoundly opposed to each other.

Casual Game, Mobile, 1855

SCOTCH GAMBIT

A. B. Meek

P. Morphy

White

Black

1 P-K4

P-K4

2 N-KB3

N-QB3

3 P-Q4

P-Q4

This gambit has virtually disappeared, having been replaced by 4 NxP (Scotch Game), which, however, allows Black easy play after 4 ... N-B3 or ... B-B4.

4 ... B-B4

5 N-N6?

N-R3!

Whereas White's primitive attack employs an already-moved piece, Morphy brings a new unit into play.

6 NxP

NxP

7 BxN†

KxB

8 Q-R5†

P-N3

9 QxN

P-Q3

10 Q-QN5

R-K1

Clearly, Morphy has the initiative.

11 Q-N3†

He ought to castle into safety.

11 ... P-Q4

12 P-KB3

N-R4?

† = check; †† = dbl. check; $ = dis. ch.

Black drives the Queen off the diagonal. If now 13 Q-R4, PxP†! 14 QxN, PxP† 15 K-B1, P-N3! 16 Q-KN5, PxP† 17 KxB, B-N2† or 17 PxP, B-K3†, winning rapidly in either case.

13 Q-Q3

Pxp

14 PxP

Q-R5†

15 P-N3

RxP†

White suffers for his previous sins.

16 K-B2

Q-K2

17 N-Q2

R-K6

18 Q-N5

...

White must try to prevent ... R-K7† -- a circumstance which is amusingly exploited by Morphy.

18 ... P-B3!

So that, if 19 QxN, R-K7†, and mate in two.

19 Q-B1

B-R6!

The same theme: if 20 QxP, R-K7† 21 K-B3, Q-K6† 22 K-N4, Q-K3† 23 K-R4, Q-B4†, and mate in two.

20 Q-Q1

R-KB1!

Black is inexorable!

21 N-B3

K-K1

Resigns

Morphy's play has been lucid and forceful.

CHESS REVIEW, December, 1956

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LET'S GIVE MATE FOR XMAS!

These positions come from good, rousing short games or could have. Short of faery chess, it's the closest we can come to a festive, holiday spirit. Still, it ought not be too hard to make a creditable score, if ever such eluded you. Plug at it, though; you won't make 100% without earning it. Score excellent on 10 solutions; good, on 3; and fair, on 6.

Solutions on page 361.

---

3 White to move and mate

There's wholesome enough artistry in this position. There are echoes, in addition, of such great names as Keres and Reti. So be it: if you can solve this one by recollection of the classics, you may win an actual game the same way some day. What is the mate?

---

4 Black to move and mate

Plunked into the middle of a position like this one, you may wonder how the pieces came to be so rare. They came there in a true enough game none the less. And snap out of it, mate. It's your game as of now, and you're on the move. Just how do you mate?

---

5 White to move and mate

Of this type of mate, one of our readers wrote to say: "Having seen it once, no chess-player could ever forget it or miss a chance at it in any game." Doubtless, you have seen it before. Will you miss the chance? White gave plenty to get this position. Now cash it in.

---

6 Black to move and mate

"There's nothing new under the sun." Only, perhaps, the complications and refinements vary somewhat. When you've absorbed a winning theme, it is yours to recognize and to utilize. You've seen this theme, but there's a serious "bug" in it here. Spot the bug and scrunch it.

---

7 White to move and mate

"The shortest way home is often the long way 'round" and, in chess, that is one basic refinement. An elementary lesson, it applies here. The most direct attack will win some material, perhaps enough to win. But try a short by-way and find the high-way, to mate.

---

8 Black to move and mate

The discovered check is a potent weapon in chess. Yet we had a game recently with multiple discoveries, all important. Here you are Pawns up, and ... NxB is met by an obvious QxR. You can retreat with profit. But, if you wish to mate, it's time for a refinement, and the axe.

---

9 White to move and mate

Apparently here, your opponent has just gobbled a Knight, Do you retake? Yes, if you want to be silly and unimaginative, to coin an understatement. Well, what are you waiting for? The obvious ain't always fool's gold. It may slither into a refinement, and mate.

---

10 Black to move and mate

Well, one to go for a perfect score. Can you make it? Mind you, it's Black to mate —fortunately, White is not on the move. Just goes to show how closely Black has timed it! Of course, Black has to lose something. How do you tackle the proposition? Artistically, to mate.
INTERNATIONAL

Alekhine Memorial

The very strong Alekhine Memorial Tournament ran practically unreported during the political turmoil of late October and early November. But the final results have come in. The World Champion, Mikhail Botvinnik, and his 1957 Challenger, Vassily Smyslov, tied for 1st place at 11.4. Third was Mark Taimanov (10½). Svetozar Gligorich (10), David Bronstein (9½), Miguel Najdorf (9) and Paul Keres and Ludek Pachman (8½ each) were the leaders. Gideon Stahlberg and Wolfgang Unzicker tied for 9th; Laszlo Szabo took 11th; and Ulhman and Padevsky tied for 12th. Tail-enders were Chiocaleza (3½), Silwa (3) and Golombek (2½). It is interesting to note that Botvinnik missed two chances. He was a Pawn up vs. Smyslov but faltered toward the end, to draw the game; and he lost to Keres in the very last round. Samuel Reshevsky had been invited to the tournament but did not accept.

Tuning Up

The international situation permitting, World Champion Mikhail Botvinnik is scheduled to play a training match with Dr. Max Euwe in Holland as preparation for the coming struggle with challenger Vassily Smyslov.

New Star

In a tourney at San Benedetto del Trento, Italy, Draguin Dimce of Belgrade, Yugoslavia, a newcomer in international chess, was victorious with a score of 9-1. W. Heidenfeld, South African kingpin, was a good second with 8½-½, followed by M. Bertok of Yugoslavia and Giorgio Porreca of Italy, each 7-3.

Women's Tilt

Mevrouw F. Heemskerk of Holland and Frau F. Rindler of Women's Tilt, champions of their respective countries.

Cross-play of the Championship Finals in the
International Team Tournament, Moscow, 1956

<table>
<thead>
<tr>
<th>Team</th>
<th>1</th>
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USCF President Frank R. Graves gave us this photo and accompanying story: He defeated World Champion Mikhail Botvinnik! With a game going, Graves said: "My dearest wish was to come all the way from Texas and win a game from you." "How much did this cost?" Botvinnik asked. "In all, about $4500. "In that case," said Botvinnik, "you deserve the game. I resign."

Chess Monster

A graphic description of the typical kibitzer’s “distinguishing physical characteristic” is furnished in the Cleveland Chess Bulletin by Tom Clancy, who writes feelingly of the kibitzer’s head as “small and shrunken, usually terminating in a point” and of the mouth as a “vast yawning cavity, emitting a constant yakking.” The species is further characterized as having “up to 32 hands for moving every man on the board.” Among Clancy’s recommendations for kibitzer control are the bastaudio and “throwing Elvis Presley records at it.”

XXII. U.S.S.R. CHAMPIONSHIP

For the first time in English the full account of a Russian Championship! Geller, 2 Smyslov, 3 Botvinnik, etc. Complete with the Geller-Smyslov Play-off Match. In all, 197 games with notes by H. Golombek. Varityped/duplicated limited edition. Send $2 bill to the British Chess Magazine, 20 Chestnut Road, West Norwood, London, S.E. 27, Great Britain.
The 12th shared top honors with 4-2 each in a double round robin for women at Paimton, England. Close behind the leaders was Mrs. R. Bruce, former British women's champion, with a score of 3½-2½.

**Cuba Conquers**

A double round match between Cuba and Florida resulted in an 8-4 triumph for the former when the Cubans took the first session by the wide margin of 5½-½ and narrowly lost the second by 2½-3½. Juan Gonzalez, champion of Cuba, tallied 1½-½ against Aristides Aguerro, Florida titleholder. It was the third annual contest between these well-matched groups, held at the Alcazar Hotel in Miami.

**UNITED STATES REGIONAL AND INTERSTATE**

**Midwest Meet**

Scoring 4½-3½, Dr. A. D. Roberts of Lexington, Kentucky, captured the annual Midwest Open in Louisville, followed by William Batchelder of Bloomington, Ind., 4-1. A tie for third and fourth was registered by Chess Review correspondent J. W. Mayer and R. W. Shields, each 3½-1½, with Mayer having the better tie-breaking score. Newspaper coverage and photographs of the 15 player event were furnished by the Louisville Courier-Journal.

**Lake Erie Open**

Under the sponsorship of the Queen City Chess Club of Buffalo, the seventh Lake Erie Open Tournament drew 25 competitors from both sides of the border. Beating Ivan Theodorovich of Toronto in the fifth and final round, Morton Siegel of New Rochelle, New York, gained a clear first with 4½-½. George Mauer and Theodorovich tallied 4½ each, while Dr. B. W. Schmidt, Dr. W. Marchand, R. T. Black and Myer Harris each scored 3½-1½.

**But is it Unique?**

The British Manchester Guardian reported the Third Rosenwald Tournament as follows: “Reshevsky won the New York Tournament with 9 out of 11, followed by Bisguier. An incident probably unique in tournament play took place in the game between Mednis and Hearst, who were both judged to have lost on the time limit.”

**CHESS REVIEW, DECEMBER, 1956**
D. Zdrajlevich and A. Gacich won for the Serbian Club, and H. Giertycz and D. Rhead scored for the "Y." Sweeping five Swiss rounds, James R. Schroeder captured the strong Fort Wayne Open Tournament, Pelene and K. Nedved tied for second.

Louisiana. Winner of the "Panola Street Training Tournament" in New Orleans was Al Buckland, who scored 12-4 in a double round robin and edged A. L. McAtley, also 12-4, on tie-breaking points. Al Will placed third with 11-5.

Ken Vines handily dispatched Al Buckland, New Orleans Chess Club kingpin, by a 6-3 match victory.

Massachusetts. A students' tournament at Williams College ended in a tie at 4½-1½ between N. Van Deusen and R. C. Schneider.

Minnesota. Superiority in median points gave the St. Paul Open Championship to Leo Ratman of Iowa City after he and five others had scored 7½-½. K. N. Pederson, George V. D. Teers, Peter Mute, George Kenney and Roman Filipovich finished second to sixth on weighted points.

A match between the St. Paul Chess Club and the Coon Rapids Chess Club was won by the former with 6½-4½. Victors for St. Paul were William Kaiser, Chess Review correspondent Robert C. Goce, Harry Field, Leonard Hauer, Alden Riley and Thomas Brennan, while Coon Rapids winners were Lorne Ward, Herb Bloom, Ralph Niznik and Timothy Hemple (only eight years old!). One game was drawn between Roger Seeland of St. Paul and John Clune.

The second match of a series planned between the St. Paul Chess Club and the Coon Rapids Chess Club, which was played on the latter's home grounds, was won decisively by St. Paul, 9-2. Robert C. Goce of St. Paul, Chess Review correspondent, led the way to victory on Board One, other points for the visiting team going to Harry Field, Glen Proehel, Alden Riley, Roger Seeland, Thomas Brennan, Rene Repasky, Volker Dohnen and John Gladish. For Coon Rapids, only John Clune and Bruce Krieg were able to score.

New Jersey. A fast time limit of 60 moves in two and a half hours featured the fall open tournament at the Independent Chess Club of East Orange. The winner was John Pamlipens of Brooklyn, 4½-½, followed by Ralph Hurtitt with 4½-3½, Harold Pennington with 3½-½ and Leroy Dubek with 2½. Edgar T. McCormick officiated as director.

New York. A hard-fought duel between the Highland Park Chess Club in Brooklyn and the Jamaica Chess Club resulted in a 7-5 triumph for the former. Victors for Highland Park were G. Znulins, J. Pamlipens, K. Berzins, M. Pedrotti, W. Schneider, C. Schmidt and J. Luck. For Jamaica, the winners were M. Staub, W. Buchin, R. Moran, J. Chall and A. Schrader. The victory was the second this season for Highland Park in as many matches. Previously engaged was the West Point Club at the Academy, where Highland Park chalked up a 6-3 success.

Ohio. In the first restricted-move tournament on the Columbus "Y" Chess Club, openings were chosen by ballot as in checker tournaments. The specific reason for using restrictions was not clear, since opening theory in chess, unlike that of checkers, is so far from solution that at least several centuries will go by before even one standard opening will be exhaustively analyzed in its innumerable variations. Vladimir Mutschall, 15-3, was the winner, with K. Loening, 13½-2½, in second place. Ten contested the double round robin.

Reports in the Cleveland Chess Bulletin tell of "the amazing Johnny Hausenstauh, the nine-year-old expert." The Bulletin asserts that Johnny will grow up to be a contender for nothing less than the world championship. It appears that Bobby Fischer, the old man of 13, and Larry Remlinger, a patriarchal 15, will have to look to their laurels.

Pennsylvania. Robert M. Bornholz, invincible as usual at the Pittsburgh Chess Club, won the club championship for the third straight year. According to En Passant, his 11-1 score preserved his record of never having lost a game in a Pittsburgh Club tournament. Bill Byland and Glenn Waits shared second and third with 9½-2½ each, followed by Don Mccallan, former Pennsylvania champion, 8½-3½. Don Sibbett took fifth. 7-5.

Twenty-nine lads from 16 high schools participated in the Greater Pittsburgh Scholastic Tournament, sponsored by the Pittsburgh Chess Club. Seventeen-year-old David Reed of Mount Lebanon High School won with a 9½-½ tally. Roger Rager of Aspinwall High School, a sixteen year old, was runner-up with 5-1.

Virginia. The Tidewater Championship Tournament ended in a five-way tie for first among C. W. Rider, H. B. Wobus, G. B. Massinger, C. B. Spencer and R. H. Cross. Each of these scored 4½ in the

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26 player Swiss, and will compete in a round robin play-off.

A Roanoke team defeated Charlottsville by 8½-3½ in a double round clash. Best scorers for Roanoke were George Maloof (2-0), Clifford Roberson (1½-½) and Michael Kelly (1½-½). The only player with a plus score on the Charlottsville side was Edgar Holladay (1½-½). In the annual rapid transit championship of the Richmond Chess Club, Jesse Burke won his section with a 5-0 sweep and then proceeded to win a play-off against William Wirth, the other section winner.

A comprehensive chess teaching program in Norfolk is reported by the Virginia Chess News Round-Up. Instruction is in charge of Charles Rider, who has more than 100 young pupils active in the city's youth centers and recreation areas. Washington. We hope for a fuller account but can report George Bishop and Gordon Cornelius tied in the State Open.

Blanking the Fort Lewis Chess club by 6-0, the Tacoma Chess club players were reported as being Pupils, Holmes, Hewitt, Coburn, Carlson and Longhed. Wisconsin. The finals in a 48 player tourney of six sections for the championship of the Milwaukee Municipal Chess Club were captured by Circus Review correspondent Arpad E. Eto with a score of 6-1. A. Powers and J. Grkavac each tallied 5½.

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**CANADA**

**Alberta**
A premature — or dare we say pre-cognitive? — item in Chess Review for September gave the Alberta championship to Leo Moser of the Department of Mathematics at the University of Alberta. It was actually the Edmonton city title that Moser won at that time, but he has now handsomely vindicated us by also taking top Alberta honors in an 18 man Swiss with a score of 7½-3½. G. Raleitch and H. Ridout, 6-2 each, finished second and third respectively on a tie-break.

**Ontario**
At the Harmony Chess Club, Geza Fuster won first prize with a 9-2 record. Next were R. Krznaric and A. Jusyp, 8½-2½ each, and F. R. Anderson and W. Walz, bracketed at 7½-3½.

**Saskatchewan**
The junior championship of Quebec went to Francois Jobin, 3½-2½. Drawing with him in the 6 man round robin was Lois Therien, the runner-up.

**Quebec**
The junior championship of Quebec went to Francois Jobin, 3½-2½. Drawing with him in the 6 man round robin was Lois Therien, the runner-up.

**Saskatchewan**
Neville Baxter and Gerald Fielding, each 4-1, wound up tied for first place in an 8 man Swiss for the provincial championship. Fielding is well known in Saskatchewan, having won the title on three previous occasions. Baxter is a newcomer, all the way from Australia. Third place was gained by Walter Zwinner, 3-2.

**LATIN AMERICA**

**Cuba**
The champion of Cuba, Dr. Juan Gonzalez (right), held his title by 6½-3½ in his match with the official contender, Carlos Calero. Next year Dr. Gonzalez will defend his championship against Armando Cabreba, who has just qualified as official challenger by winning the finals of the National Tournament with a score of 5½-2½. In this competition, Rogello Ferrer and Jose R. Florida, each 4½-3½, placed second and third respectively.

**Clarrie Fong**, 15 years old, won the New South Wales junior title, while Eva Spitzer won the New South Wales girls' championship.

**England**
At Whitby, the open championship was acquired by P. N. Wallis with the outstanding score of 10½-3½. L. W. Barden was one point behind, and P. C. Gibbs shared third place at 8-3 with M. Radojicic, Yugoslav representative.

The main event of the Pajington Congress was captured by F. E. A. Kite, 5-2. H. E. G. Courtney, 4½-2½, was runner-up, followed by T. H. Tyler, 4-3.

In the annual Battle of Britain, J. A. Fuller won the final with 2½-½.

The mammoth Woolwich-Greenwich match resulted in a hairline victory for Woolwich by 36-37.

**South Africa**
K. Dreyer won the Johannesburg title by a wide margin, with Dr. Blieden and Nitschmann tied for second.

The Cape Town Chess Club championship was retained by I. Bekerman, 8-3. K. V. Grivainis and A. Snoek, each 7½-3½, shared second place in the round robin.

In a team tourney at Ladysmith, Durban placed first with 2-1 in matches and 18½-9½ in game points. Johannesburg was a close second.

**Switzerland**
Hans Johner triumphed in the “Knock-out” Championship for the Cup Suisse.

**FOREIGN**

**Australia**
Scoring 6½-1½, P. M. Foster took the Perth Club championship ahead of G. Lindsay, 5½-2½.

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**CHESS REVIEW, DECEMBER, 1956**
An outstanding recent game, annotated by a famous international Grandmaster.

by DR. MAX EUWE

Game of the Month

INTERNATIONAL TEAM TOURNAMENT

Hardly an Olympiad passes without new young players making their appearance who, in a frequently surprising fashion push their way to grandmastership.

Such was Keres, the youthful hero of Warsaw, 1935. In Munich in 1936, Szabó made his debut as grandmaster. After the second world war, Gligorich, Unzicker, Evans and others made themselves heard from at Dubrovnik in 1950.

And thus in Moscow, 1956, the 21 year old Bent Larsen, a Copenhagen Polytechnical School student, has now succeeded in gaining the grandmaster title.

THE FOLLOWING GAME is typical of his play. He builds up the opening quietly and smoothly. He beats off an insufficiently prepared attack against his King-side and advances his Queen-side majority as rapidly as possible. Then, with the Queens exchanged, the finale no longer presents technical difficulties. All of it, he conducts with the energy and suppleness peculiar to the great virtuoso.

NIMZO-INDIAN DEFENSE

Bent Larsen

Harry Golombek

White

Black

1 P-Q4

N-KB3

3 N-QB3

B-N5

2 P-QB4

P-K3

4 Q-N3

...

White's last is an old move whereby Spielmann attained great successes in the thirties.

5 ... O-O

7 P-QR3

BxNf

6 N-B3

P-Q3

8 QxB

R-K1

Black permits his opponent a free hand on the Queen-side. The indicated continuation here is 8 ... P-QR4.

9 B-K2

...

More correct is 9 P-QN4 at once.

9 ... P-K4

Black allows the last opportunity for 9 ... P-QR4 to slip by him.

10 PnP

PnP

11 P-QN4

...

5 ... P-K5

Black proceeds to profit immediately from his slight lead in development. Besides the text, 11 ... Q-K2 also comes in for consideration: e.g., 12 O-O, B-N5 13 B-N2, P-K5 15 N-Q4, N-K4 with a difficult game and mutual chances — or 12 B-N2, P-K5 13 N-Q4, N-K4, etc. In this variation, White's biggest problem is how to bring his two Bishops to account.

12 N-Q4

NxN

Here Black definitely overrates his position. The only correct move is 12 ... N-K4 in order to steer for the variations mentioned above. It is curious to see how rapidly Black comes to disadvantage from the text move.

At first board in the team championship finals, he scored 8½ points in 11 games. He defeated Czerniak and Gligorich, among others. World Champion Botvinnik managed to escape but only by a hair's breadth after having lived in difficulties throughout the entire game.

Larsen's style is characterized by extremely sound positional play with a strongly aggressive trend. In the theory of openings, he is as well at home as any master whosoever, and his enormous combative and powers of endurance render him a very dangerous opponent even to the very top-notchers.

Dr. Max Euwe

Former World Champion

13 PxN

B-N5

Presumably, Black had already envisioned this maneuver when he played his preceding move. While he deprives White of the advantage of the two Bishops, he does so at the cost of some valuable tempi. Hence, 13 ... B-Q4 must be deemed better. In that case, however, White maintains a slight but distinct preponderance by 14 B-N5.

14 BxB

NxB

15 P-R3

Q-R5

16 O-O

N-B3

Black's Knight no longer controls suitable squares and is consequently inferior by far to the White Bishop. 16 ... N-R5

† = check; ‡ = dbl. check; § = dis. ch.
Past Masterpieces

By FRED REINFELD

When Alekhine played this game, he was only 17 years old. He was one of many bright youngasters of the day. Yet it is easy to see — in retrospect — that games like this one foreshadow the emergence of a coming World Champion. Alekhine's play is full of fire and enterprise, mingled with one inexactitude that is excusable in a raw youngster.

Russian Championship, 1909

VIENNA GAME

A. Alekhine  B. Gregory

White  Black

1 P-K4  P-K4
2 N-QB3  N-KB3
3 B-B4  N-B3

18 P-Q5  N-Q2
19 B-Q4  P-R3
20 PxB!  N-K4

White's Pawn majority is irresistible.

20...

White's advance cannot be stopped.

29 R-B7, QxR

White's advance cannot be stopped.

Now there is no longer any adequate continuation. Verify: 1) 22 . . . P-B3

22 BxN  RxB
22 P-Q8

Now there is no longer any adequate continuation. Verify: 1) 22 . . . P-B3

23 KR-Q1, Q-R4 24 Q-B4!, K-R1 25 QR-B3, etc. 2) 22 . . . PxB, PxB, R-Q1 24 B-B7, P-B4 25 KR-Q1, etc.

22 . . . Q-R4

22 P-B6!

A pretty defense, after all: on 23 PxP, there can follow 23 . . . Q-B3.

23 P-B6!

A beautiful breakthrough.

23 . . . BxP

The best, relatively speaking. On 23 . . . NPxp, 24 Qxp is simple and strong.

24 Pxp  R-N1
25 Q-B7  Q-K1
26 QR-B1  K-R2

The threat was 27 QxR, QxQ 28 R-B8!, R-K1 29 RxB; QxR 30 R-B1, after which White wins.

27 Q-B8  R-K2
28 QxQ . . .

The rest is no longer difficult.

28 . . . R/2xQ 31 R-N1 Pxp
29 R-B7 R-K4
32 RxB P-QR5
30 P-QR4 P-QR4
31 RxB P-QR4
32 R-N6 Resigns

After 34 . . . P-B5 35 P-R5, P-B6 36 P-R6, P-B7 37 R-B6, it is all over.

17 B-K3!

Quite correct. The Bishop is headed for the central square, Q4.

17 . . . . . . P-KR3

Black can undertake little; still, a better waiting move is 17 . . . P-B3.

18 P-Q5 N-Q2
19 B-Q4 P-KB3
20 P-B5!

White's Pawn majority is irresistible.

20...

White's advance cannot be stopped.

30...

The Bishop was 27 QxR, followed by 28 . . . Pxp, 29 RxR R-K2, Q-B3! 30 RXR Q-R8! and Black has the better of it.

12...

N-N1?
13 R-N1 B-B3
14 N-R3

The Knight remains out of play for the rest of the game. Luckily, it doesn't matter!

14 . . . K-Q2?

Looking for trouble. By playing 14 . . . Pxp, followed by 15 . . . O-O-O, Black can have fair chances. Instead, he embarks on a banal plan which his young opponent refutes in sparkling style.

15 Q-N4! R-KB1
16 P-B4!


18...

BxR

18 P-KN1?


19...

K-B1

20...

Resigns

If Black tries to stop White's next move with 21 . . . KxP, then 22 PxP, followed by B-R5! sets up a mating attack.

22 P-Q5?

Shutting off Black's Bishop and therefore threatening 23 RxP. If Black tries 22 . . . Q-N1, then 23 Q-R4, followed by 24 R-N5 and 25 R-B5.

22...

K-N2
23 Q-R5  BxP
24 RxB  BxP

Again threatening B-R5 with a mating attack.

25...

QxR 26 B-KN1
27 QxR  BxP
28 QxP  B-N2
29 PxB

Again threatening B-R5 with a mating attack.

30...

PxB 27 QxP N-B3
31 QxR  QxR
32 Qxp  R-KB1
33 QxP  B-B3
34 R-K6 Resigns

Else P-K7 decides. But now White wins a piece.

30 Q-Q1 K-N1
31 P-K5 NxP
32 Q-N8 K-R2
33 Q-Q6 K-R1
34 Q-Q8 BxP
35 Q-Q8 BxP
36 Q-Q8 Resigns

A very enjoyable game.
THE KING'S INDIAN DRAGON – Part 2.

In Part 1, we presented one of the newer developments in opening theory, a Black system of defense, very little discussed in the books, yet often analyzed lately. Under the suggested designation of the King’s Indian Dragon because of the Black formation exactly parallel to the Sicilian “Dragon,” we covered the moves: 1 P-Q4, N-KB3 2 P-QB4, P-KN3 3 P-KN3, B-N2 4 B-N2, 0-0 5 N-QB3, P-Q5 6 N-B3, P-B4?! along with White’s retort, 7 P-Q5. In the up-shot, Black gets a satisfactory game.

In Part 2, we treat 7 O-O. In this, we are faced with a delaying tactic by White which enables Black to develop his Knight to the still available QB3 and thus pursue an altogether different plan of resistance. The bridge, linking Parts 1 and 2, is found in our first variation below, with White’s decision to carry out the push, P-Q5, belatedly.

Next time, Part 3 will be directed against dissection of Black’s frequent attempts most lately to play 6 . . . N-QB3 before . . . P-QB4, thus either postponing or omitting this latter thrust.

PART 2.

We start then with these moves.

White Black 4 B-N2 O-O
1 P-Q4 N-KB3 5 N-QB3 P-Q3
2 P-QB4 P-KN3 6 N-B3 P-B4!
3 P-KN3 B-N2 7 O-O . . .

[Diagram 2]

Position after 8 . . . N-QR4

While 7 . . . Pxp 8 NxP, and a P-K4 does give a Sicilian “Dragon” formation for Black, the White Pawn already at QB4 gives White the effects of the Maroczy bind.

Variation 1

8 P-Q5 N-QR4

(See diagram, top of next column)

Other continuations have not proved sufficient: e.g., 1) 10 R-K1, R-N1 11 R-N1, P-QN4 12 Pxp, P-B5 13 Q-Q1, Pxp! 2) 10 P-K1, P-QN4 11 P-K5, N-N5 12 Pxp, Pxp 13 Pxp, Pxp 14 Nxp, Q-N3 15 P-QR4, P-B5 16 Q-Q1, N-N6 17 R-QR, B-Q2 18 P-R2, BxN 19 Pxb, N-K4 with the better game for Black (Gum­bard-Pilnik, Mar del Plata, 1955) or 11 . . . Pxp 12 Q-R2, N-N3 13 P-K6, Pxp 14 N-N5, P-K4 15 N-K6, BxN 16 PxN, P-KB3!

10 . . . .
10 R-N1 15 P-K4 B-Q5

11 P-QR4 P-K3 16 PxP NxBP
12 Pxp BxP 17 Qxb Pxp
13 R-Q1 N-N5 18 KxN P-QN4
14 N-Q5 B-B4 19 R xpP Pxp
20 N-K4 P-B3

With an eventful game (Gereben­Wade, Amsterdam, 1954).

This sub-variation, however, is more of an erratic side-line, and the main line is with 9 N-Q2, P-QR3, as follows.

Sub-variation B

(Continue from last diagram)

9 N-Q2 P-QR3
10 Q-B2 . . .

Of rarer significance is 10 R-K1, R-N1 11 P-QR4, B-Q2 12 P-K4, P-K4 13 Pxp e.p., Bxp 14 N-N3, N-N5 15 B-N2, B-Q5 16 R-KR1, B-Q3 17 B-Q3, Q-N2 18 Q-Q3, Q-R3 with the better game for White (Robatsch-Yanofsky, Amsterdam, 1954). The text represents the main stream of development.

10 . . .
11 . . .

10 R-N1

Inferior is 10 . . . B-B4 11 P-K4, B-Q2 12 P-N3, P-QN4 13 B-N2, Pxp 14 Pxp, R-N1 15 Q-K1, R-N1 16 P-QR3, R-N1 17 N-Q1, Q-B2 18 N-K3 with edge for White (Botvinnik-Geller, USSR Championship, 1953).

11 P-N3


11 . . .
12 . . .
12 . . .

Equalizing, but no more, is 11 . . . P-K3 12 B-N3, P-QN4 13 Pxp, Pxp 14 Pxp, PxP 15 Q-R4, B-N2 16 NxN, N-QR3 17 B-KR3, Q-R2 18 BxN, bxN 19 Q-Q1, Q-R1 (Simagin-Scherbakov, USSR Championship Semi-final, 1955).

12 B-N2
18 . . .
18 . . .
18 . . .

P-QR4


Variation 2

(Continued from the first diagram)

7 . . .
8 . . .
9 . . .

N-B3
Pxp
B-K3
9 . . .

10 N-Q2!

Here White has a variety of moves, none of which used to be considered dangerous. Yet it seems that, quite apart from the customary moves, 10 Q-R4, 10 P-KR3 or 10 B-Q2, White does have a good move in the text which has so far not been thoroughly explored.

Consider the alternatives.

Alternative I.

10 Q-R4 QxQ
11 NxQ P-N3
12 N-KN5

Black comes out better after 1) 12 N-K5? NxN 13 BxR, B-Q2; 2) 12 QR-Q1, B-QR3 13 P-N3, QR-Q1 14 P-KR3, N-QN5 15 N-K5, KN-Q4 16 B-R6, BxR 17 BxN, NxB 18 N-B6, R-Q3 19 NQP, NxN 20 RxR (Stahlberg-Szabo, Stockholm, 1922); 3) 12 KR-Q1, B-QR3 13 QR-B1, QR-Q1 14 R-QR, BxR 15 P-KR3, N-K1 16 P-N3, N-QN5 17 P-R, QN-B3 18 B-Q2, N-QN3 19 B-K3, N-B4 (Filip-Szabo, Helsinki, 1955).

12 . . .

B-Q2 15 P-KR5 P-KR3
13 QR-Q1 QR-B1 16 N-B3 N-K1
14 N-Q3 KR-Q1 17 QR-B1 N-Q1
18 P-N3 N-B4

With advantage to Black (Evans-Talmanov, USA-USSR Match, 1955).

Alternative II.

10 P-KR3 R-Q1 15 R-B1 N-Q3
11 Q-R4 QxQ 16 P-N3 N-QN5
12 NxQ P-N3 17 P-R3 N-B3
13 QR-Q1 B-Q2 18 N-Q2 QR-B1
14 N-B3 N-K1 19 QR-Q1 N-Q5
20 B-B1 B-B3


Alternative III.

10 B-Q2 Q-Q1 12 KN-K4 NxN
11 N-KN5 P-KR3 13 NxN

White may prefer 13 BxN, N-Q5 with a strong hold on the center; but Black's position has great resilience.

13 . . .

B-K3

Or 13 . . . Q-N3 with a tenable game.

Probably, White's best is none of these alternatives but 10 N-Q2?

Sub-variation B

(Continue from last diagram)

9 . . .

B-K3

Symmetry upheld! Of the following alternatives, the first is White's best reply.

Alternative I.

10 N-KN5 QxQ 13 R-Q2 P-KR3
11 KRxQ BxP 14 KN-K4 NxN
12 BxP QR-B1 15 NxN P-N3
16 B-K3 N-K4

The game is level (Porath-Gilgorth, Amsterdam, 1954).

Alternative II.

10 P-KR3 12 B-Q2

Although called "insignificant" by Archives, a loss of a Pawn is involved in 14 . . . N-B4 15 QR-Q3, BxN 16 QxN, B-QB3 17 NxP, BxP 18 KxB (Ilivitsky-Szabo, Gothenburg, 1955). We believe White's position significantly a Pawn up.

15 QxQ Q-N3
16 Q-R4

Possibly, 16 . . . Q-Q5 is a resourceful riposte here.

16 . . .

N-Q3
17 QR-B1
18 P-N3 N-N4
19 QR-K1 N-Q1
20 B-N3 N-N4

With a better position for Black (Antoshin-Raguzin, Moscow, 1955).

Sub-variation C

(Continue from last diagram)

9 . . .

Q-KN2
10 . . .

White prepares both R-Q1 and B-R6.

10 . . .

R-Q1
11 . . .

Q-Q2, K-R2 11 Q-K3
12 . . .

B-R6 Q-B3
13 BxP, Q-B3

Black threatens 13 . . . QxN and 14 . . . NxB?

13 BxN B-Q2
14 K-xR R-QN1

Here the game (Petrosian-Bronstein, Amsterdam, 1956) has assumed a difficult character. To illustrate the tactics of the opening more clearly, the next few moves were 15 N-Q2, P-QR3 16 P-Q3, N-K3 17 P-QR4, P-KR4, although 17 . . . P-B4 and, more modestly, 18 . . . P-R3, might have given better.

Variation 3.

This and the next section are devoted to phases in which White maintains further option in the center (8 P-K3 as here) or makes a waiting move (8 P-KR3 in Variation 4) yet trying at the same time to restrict Black.

(Continue from the first diagram)

7 . . .

8 P-K3

N-B3

The standard reply, leading into the pseudo "Maroczy" constellation of this line.

Tamer duels ensue after 1) 8 . . . B-Q2
9 B-K3, PxP 10 NxP, NxN 11 BxN, Q-B1
12 BxN, BxN 13 N-Q5! and 2) 8 . . .
P-KR3 9 B-K3, Q-R4 10 Q-Q4, K-R2 11
KR-Q1, B-B4 12 P-KN4, B-Q2 13 PxP,
PnP 14 P-N5, PxP 15 PxP, K-N3 16
QN-K1, NxB 17 NxB, B-B4 18 NxB, with plus for White (Minyev-Neskovitch, match, 1954).

9 NxP

Black obtains equality with 9 . . . B-Q2
10 NxB, PxN or 10 N-B2, N-K4.

10 QxN

B-K3
11 Q-R4

R-B1
12 P-N3

R-B4!

Part 3 next issue discusses the variant with 6 . . . N-B3.
Wish I'd played that ending,
Wish I could play that way,
Wish I could offer my Queen for the stakes
But all I do is PAY.

This woodshifter's lament about sums up how most of us feel when we play over the hallowed and divine brilliances of the gods of the chess-board.

All of us, indeed even the masters, nurse in our memories our favorite endings and our heroes from the golden past. It was fitting, therefore, that, when I was listening to the stories of one of the supermen of past great days, we should be sitting at a window, looking out on the same scene as did so many of the chess titans when they were playing their finest games.

I was looking out on the sea front of Hastings St. Leonards, Sussex, England, and listening to the reminiscences of Grandmaster Ossip Bernstein, now the last to survive to play chess from the age of Lasker, Tarrasch, Pillsbury and even the youthful Capablanca, Alekhine and Rubinstein, before the First World War.

Bernstein was one of the great players from this golden age of chess. He knew and played against them all — even notching wins against the mighty Lasker. From the great St. Petershurg Tournament of 1909 down to the present day is a long trek; yet, when the veteran returned to the international arena at Montevideo, in 1954, at the age of 71, he won the First Brilliance Prize by holisting Najdorf on the wrong end of a brilliancy in a demonstration of how he and his old comrades in arms used to do their stuff back in the old days.

But imagine my surprise when I asked the great old warrior who was his favorite among the players of the past. "James Mason," he replied, "Not because he was the strongest but because he played my two favorite combinations." Then she showed me them on the chessboard beside us.

Vienna, 1882

Janowski

Winawer

Mason

From his favorite Giuoco Piano, Mason now continued with the following,

40 RxNP, PxR
41 Q-R7t, N-Q2

On 41...K-Q1, White's eye embraces the board to win back the Queen Rook! (42 Q-R8t, K-K2 43 RxR, etc.) With the text, he wins a Knight.

42 BxN, Q-N1

If 42...QxB, then simply 43 QxQ, recovering the Rook — or, as Tartakover gives, 43 R-K4, K-Q1 44 Q-R8t. The text meets with an immortal reply.

43 R-N7t!!

Here is the wonderful point of the combination which makes this Bernstein's favorite. It is one of the finest conceptions in the literature of the game, says Tartakover, who adds that the themes of Deflection by 43...RxR 44 QxQ, of Disorganization by 43...K-Q1 44 RxBt (44 QxQ will also do) and Disjunction by 45...KxR 44 B-B8t form part and parcel of the whole conception. A wonderful double offer of the Rooks.

43...KxR
44 B-B8t, K-R1

Black avoids 44...KxB 45 QxQt, K-B2 46 Q-N7t, and a prompt resignation.

45 QxQ, RxP 51 B-K6, K-B2
46 Q-R8, RxP 52 Q-B4t, K-N5
47 Q-N7, R-N8t 53 B-Q5, P-N3
48 K-R2, R-Q7 54 PxP, K-N3
49 B-Q6t, K-N1 55 B-B6t, K-R2
50 QxKPxR, R-B7t 56 Q-B7t, Resigns

There was an elegance about Mason's play at its best, and an elegance about his Victorian prose in his chess writings. But, 'tis said, he looked upon the bottle long and lovingly —

But he loved the game of chess, too, and Bernstein set up the pieces in the position which won by a beautiful combination against that much feared attacking player, David Janowski.

Monte Carlo, 1902

It is White to move, and Black is a Pawn down and has a "bad" Bishop. And Janowski was a fighter and is in position to seek counter-chances with his pressure on the Queen Knight file on which White's Knight is pinned. What more natural then that Mason should now exchange Queens and plod along working for more exchanges of the pieces to liquidate into the ending.

\[ t = \text{check}; t^* = \text{dbl. check}; \# = \text{dia., check.} \]

But no. With great insight, Mason has planned to sacrifice his Queen, to reach a won ending quickly.

46 Q-R8t, K-Q2
49 N-Q4!, K-N4

It is the depth of this last move which arouses Bernstein's admiration.

49...KxR

As a nice point, if the Knight is accepted (49...KxR), then mate follows 50 R-N7t. Of course, if 49...QxR, Black is helpless after 50 RxR.

50 QxR,

Beautiful, simple and convincing. The Black Queen cannot escape, while White's threatens to do so with check.

50...QxR
51 RxR, K-B2
52 NxQ, KxR

The positional point of all the fireworks is now revealed. White has quickly liquidated into the remote, won ending, which seemed so difficult to achieve a few moves ago.

White's Knight, too, fits into the situation like a glove! Now Mason demonstrates the win.

54 P-N4, P-R5 60 K-K3, B-N7
55 P-B3, K-Q2 61 N-B3, BxP
56 K-N1, K-B2 62 NxP, B-N5
57 K-B2, K-Q2 63 K-B4, K-B7
58 P-B5, Pxp 64 N-B3, BxN
59 KxB, Resigns

I often wonder what the vituperative Janowski said to "Gentleman Jim" after this little loss. He's the master, you know, who, after losing a match to Marshall, contemptuously telegraphed his offer of the odds of a Knight for a return.

If I'd been Frank on that occasion, I'd have wired back: "Not necessary. Will win one."

As I say, we all have our chess heroes. Paul Morphy is mine, but he was so far in advance of his time that the masters of his day, with all their great talents, could not oppose his insight. Later masters, with the exception of Steinitz and Lasker, failed to divine his gifts; but the chess world will never know of what he was capable against the stern opposition of their added technique and knowledge.
As with Morphy, it secures the safety of the King. The great stark common sense and subtlety.

The situation foreseen by Rubinstein; and now White's Queen Rook, defeated by the Pawn offer, has vacated the important Queen Bishop file.

Vienna, 1908

Rubinstein created a sensation when, as early as the 12th move, he offered his Queen to Duras, a solid fighter difficult to catch.

Duras

Black has just played 19... P-QN4 to drive the Knight, but Rubinstein has prepared one of his thunderbolts.

11 N/4-K5? N/N
12 N/N! BxQ

If 12... QxQ to swap Queens, White wins a Pawn by a timely BxP!. But now White wins a Pawn, anyway, and later the game with 13 BxP!, N-Q2 NxBN, QBxN, B-R3 16 N-K5 as in the game. And there is an exquisite sideline in 13... K-Q1 14 RxBP, K-B1 15 B-R6!, K-N1 15 N-R6! QxN 15 B-K5, Q-Q3 (else 18 R-Qf mate) after which comes the deadly sting, the quiet move 18 R-QB1! which forces mate next move.

The chess world has passed on from the age of Rubinstein's brief, early promise. What riches could he have poured out over the chess-board if his life had not been overshadowed. We shall never know.

Oh Caisa, Oh tempora, Oh Rubinstein!
THE RUSSIANS PLAY CHESS

By IRVING CHERNEV

U. S. S. R., 1935

One by one, the principles and the axioms come in for questioning by modern strategy and tactics. Tolush's King does not castle, is widely exposed — and in no danger from attack. Kourichkin's King "castles into safety" — and yet his defenders are all torn away!

QUEEN'S GAMBIT DECLINED
A. Tolush
Kourichkin

White

Black

1 P-Q4
2 P-Q4
3 N-QB3

P-Q4
P-K3
N-KB3

B-N5
B-K2
B-B4
6 N-B3

P xN
P xP
P-QR3
P-Q3

The defense selected by Black has lost much of its popularity today, mainly because it leaves him under a great deal of pressure. His choice of moves is greatly restricted, and he finds it difficult to get his Queen Bishop into play.

7 R-B1
8 Q-B2

P-R3
P-QR3

9 P-QR3
11 B-B4

R-K1
R-R3

Here Black misses (or perhaps declines) the simplifying line of play: 8 N-Q5 9 BxP, QxB, N-KN3 N-KN5; 12 N-Q2, QxNP.

Both sides have jockeyed typically for the tempo, Black waiting for the White King Bishop to move before playing P xP.

11 P xP

Black does not feel for 11 N-R4 12 P xP, K xP 13 N xP, P xN (13 ... N xB 14 N xN loses for Black slowly but surely) 14 B-B7, 15 P xB as White wins a Pawn.

12 B xB P

P-QN4

13 B-QR2
B-N2

Again, Black avoids a pitfalls: 13 P-B4 14 P-Q5! P xP 15 N xQ (threatening 16 B-B7), N xN (actually 15 ... R-Q2 is correct); 16 B xN, R-B2 17 Q-N6! R-B1 18 B xR, B-B7 19 N-N5 after which White wins.

14 P-Q1

B xN

15 P xP

N-K5

16 N-Q5
Q-B1

Black ought to play 16 ... Q-K2, followed by 17 ... Q-R1. B-N1

White threatens 18 N xN, N xN 19 P-QN4! B-N3 (19 ... B-B2 20 Q-R3, N xN) 20 Q-R3, K-B1 21 B-Q1 mate next move.

17 R-N1

18 N-R1

White prepares for P-KN4 to break open Black's King-side and clear a file for his Rook.

19 P-KN4

P-KN5

20 P xP

B xP

Black pins the Knight with the aim of 21 ... B-K5, to break White's attack on the long diagonal.

21 P-N5

† = check; ‡ = dbl. check; § = dis. ch.
A SHORT HISTORY OF CHESS

By Henry A. Davidson, M. D.

Chapter 11. Legends of Chess Origin

An exquisite, jewel-like chess set of unknown origin

JONES wanted to think that “chess was the glorious and grand concept of a single mind,” an idea which Forbes properly characterizes as a “crotchet.” Although many legends support the claim that one individual somewhere at one time just sat down and invented the game, it seems highly unlikely. The diversity of move is too ingeniously contrived; the game maintains its tempo too smoothly; it never stalls; the varied moves mesh into each other beautifully. This happy result could have been obtained only by the trial and error of long experience. Even if one individual had dreamed up all the moves, actual experience would rapidly have rubbed the edges off his rules, and time would have mellowed them long before they attained the relative maturity of the Sanskrit game. I like the way Fiske puts it:

“It seems to me that chess grew as music grew, as poetry grew. I believe that it sprang from rude beginnings and gradually added one beauty after another until it ripened into chaturanga.”

Yet people are never satisfied with an explanation that a practice just “developed.” We yearn for heroes. Who invented baseball? Or the musical scale? We cannot commemorate “time” or “development” with monuments or postage-stamp issues. Certainly Abner Doubleday did not invent baseball, Edison did not invent electric light and Columbus was not the first to sail the Ocean Sea. They adapted, perfected, made practicable an earlier idea. You can always turn the history book back another few pages and find someone else who had the same idea. The story of aeroplanes is a good example. No matter how far back you go, there is always evidence of earlier attempts at human flight. This is even more true of chess, since it is not a mechanical device, but a process more akin to activities like discovering the musical scale or the running of races. Historians will never identify the individual who first thought of painting a picture or devising a cryptogram.

All this is true — but unsatisfactory. It leaves us with a loose end. Surely, we suppose, there must have been a first day and a first person. Name him and we have another candidate for the Hall of Fame.

Chess has not escaped this sort of mythology. Even a cursory survey discloses numerous legends to account for the “invention” of chess. All these stories assign credit to an individual, different in each. Here are a baker’s dozen:

1) Chinese soldiers, long in the field, were suffering from a drop in morale; so their general invented this game with the dual purpose of diverting them and “inflaming their military ardor.” (Crawley)

2) A king was killed in battle, and the problem was how to break the news gently to his mother. A learned Hindu thereupon invented this game; and, when the queen-mother learned how to play, the sage got the game into a position where she said: “Checkmate,” which meant, says the legend, “The king is dead.” When she herself said it, the sage could explain: “Ah, yes, that is just what we have been trying to tell your majesty.” (Raverty)

3) Chess was invented by a Hindu counsellor in order to instruct young nobles in the tactics of war. (Murray)

4) During the long siege of Troy, the Greek chieftains became bored and to while away their time, a philosopher named Palamedes invented the game. (Crawley)

5) The metropolis of Ceylon was being besieged and to divert the king, his wife invented the game. (Jones)

6) Chess was invented by a Hindu scholar at his king’s request to challenge the ingenuity of the neighboring Persians, so the Hindu monarch could say: “We are smarter than you; therefore you must pay us tribute. We have proved our ingenuity by inventing a game which you would never have thought up.” (Forbes)

7) The reciprocal legend to Number 6 is that the Persians first invented backgammon and were very proud of it; so a Hindu king (Sherak) commissioned one of his smarter subjects (Sahasi) to invent a still more ingenious game. (Raverty)

8) A commoner, annoyed at the arrogance of a Hindu king, invented this game to demonstrate to him that a king unsupported by his subjects is weak and likely to get into trouble. (Lambe)

9) An all-conquering Hindu king yearned for new worlds to conquer and instructed one of his sages to do something about it. The latter thereupon invented chess so his king could continue to lead troops happily thereafter. (Forbes)

10) Chess was invented solely as a diversion to alleviate the sorrow of a Hindu queen, mourning the death of her son. (Wilkinson)

11) Two princes of India engaged in civil war, and one was killed. Their mother was understandably unable to accept the explanation of the survivor that it was an inevitable battle casualty, not a planned murder. The prince’s advisor then invented chess to demonstrate how the unfortunate son was ambushed and destroyed according to the rules of war. (Forbes)

12) Buddhists being pacifists, a Buddhist priest sat down and invented chess as a bloodless substitute for war. (Murray)

13) Anxious to impress his subjects with the virtues of optimism, prudence, foresight and patience, a Hindu king commissioned one of his wise men to invent a game to portray these qualities. In response, the philosopher invented chess. (Murray)

[The caution, foresight and patience are indicated, but why the optimism?]

Nor are these all.
The most consistent — and persistent — legend of chess concerns the bonus requested by the hypothetical inventor. It merits fuller recounting, later.

The Antiquity of Chess. In their pride in the game, many lovers of chess have claimed for it an excessive antiquity. Thus, Wood, Fiske, Capablanca and Forbes (to name but a few) assert that chess was known thousands of years B.C. Most of the claims derive from Forbes who asserted that chess was mentioned in the Bhashishya Purana which he dates as about 3000 B.C. The Puranas are old Sanskrit hymns, and I am informed by Horace I. Poleman, Chief of the Indic Section of the Library of Congress that “the date of the composition is placed about 550 B.C.” Thus, the ancestry would be reduced if chess were mentioned there. That chauparanga was mentioned, however, rests on a very doubtful basis. A Brahman, Radhakant, told Sir William Jones (in the 18th Century) that the game was described by one Vyasa in this Purana; but scholarship has failed to unearth any such citation. In fact, Mr. Poleman tells me there is no mention. Raverty, Murray and Chakravarti all reject the alleged reference in the Puranas and agree that the reference was introduced by Ragunandana in the 15th Century.

Actually, the earliest references to chess are in the 7th Century. Raverty fixes the first as a notation in a Sanskrit romance, Harsha-Karita, which he dates about A.D. 650, while Murray quotes a few lines from the Karna-Mak (about A.D. 600), a Persian epic on the life of Artaxerxes, and adds: “So runs the earliest reference to chess in all literature.” No reliable reference to chess has been dated before A.D. 600, though, on other subjects, we have a large European and Asiatic literature antece

tecedent to that date. We are thus in the embarrassing position of admitting that there is no satisfactory evidence of the existence of the game prior to the Sixth Century.

Of course, it must have taken a long time for chess to develop, but it would be unfair to date chess from the beginnings of the roots of the game. If, as suggested in Chapter 10, chess originated in the use of markers on a scoring board for a dice game, then, in that sense, chess is of great antiquity because dice are. But, as practically all board games and even card games ultimately derive from dice, this great age is not peculiar to chess. What is needed at this point is a definition. Let us say that the basic characteristics of chess are: (1) it is played on a square board divided into numerous smaller squares (2) the counters used are of various sizes, shapes, names and powers (3) one piece may capture another (4) the object of the game is to capture or otherwise render impotent a single, specified, major piece. Anything less than this is not chess but only an embryo out of which chess might have developed. Defining chess so, we are obliged to say that no game of this sort is known to have existed prior to about A.D. 500. Statements ascribing to chess a greater age than this must be viewed critically and with the burden of proof on the claimant.

Alleged Non-Hindu Origins of Chess. More countries have claimed the origin of chess than the birthplace of Homer. Evidence for and against Persian, Greek, Roman and Hebrew origins are reviewed below. Brunet y Billot asserts that the game originated in Egypt and was pictured on the walls of the tomb of Thebes, while Eyles Irwin assigns the origin of the game to China. Claims of Welsh and Arabians are mentioned and dismissed by Forbes, who also dispenses promptly of the legend that chess originated among the Irish. The Welsh claim rests on the antiquity of their game of tafl-board, which some fancy as a primitive form of chess. Actually, it was played with sixteen men of equal powers, and there was none of the variability of name, form and power which characterizes true chessmen. The Irish claim similarly turns on the identity and antiquity of their game of fisheall, which is sometimes translated as “chess.” There is not a particle of evidence as to the nature of the old game of fisheall and the assumption that it was chess seems wholly gratuitous. The most curious claim is that made by James Mill, who contended that chess was invented by a tribe of South American Indians known as the Araucanians. Forbes demonstrated in his Appendix F that the Araucanians did not show familiarity with chess until after the Spaniards had invaded their country — and certainly chess was well known to Spain long before the discovery of America.

The Greeks and the Romans. We owe so much to Greece and Rome that it comes as something of a shock to discover that these great nations played no role at all in the development of chess. But many classical, unable to imagine a fragment of modern culture devoid of Greek or Roman roots, have conjured possible Near-East sources of chess. The favorite candidates are peteio of the Greeks and Ludus latrun­culorum of the Romans. Peteia is played with pebbles on a board of twenty-five squares, the object being to hem in the adversary’s pieces. The pebbles were of equal rank, however, and there is no capturing and none of the variety of power which are included in the criteria of chess. Ludus latrunculorum is also out of the line of chess development. While the pieces may be captured, it is by trapping an opponent’s counter between two men — certainly not like the capture of chess. And there is no differential in the shape, designation or power of the pieces.

It is sometimes alleged that chess must have been known to the Greeks of classical
antiquity because the game is mentioned in the *Odyssey*. This is another case of anachronistic translation, however [the other is Fitzgerald's translation of Omar Khayyam “checker board of nights and days” about which we may see more later.—Eb.] The reference is to Pope's translation of which outlines this story, and on the fact that the old Sanskrit literature is silent on the early history of chess. Though Bland is conscious of the weakness of the case, he argues that, while one manuscript is a poor score, it is infinitely better than zero.

As supporting evidence, Bland cites the persistence of the Persian names, *shah*, *farzin*, *rauh*, etc., and the disappearance of the Sanskrit *rajuh*, *mauri*, *rahta*, etc. No modern historian supports this thesis. Competent Iranologists concede that Persia learned the game from India. All other Persian manuscripts do ascribe chess to Hindu sources. The persistence of the Persian names is simply due to the long Arabic period of play and the geographic continuity whereby it was Arab chess which entered Europe, thus ferrying over the Persian-Arabic nomenclature. And it is contrary to the spirit of chess development to suppose the game ever became simpler (from a 10 x 10 to an 8 x 8 game).

Alleged Hebrew Origin of Chess. While the Jews have played an important role in the transmission and development of the game and have always numbered among their people many chess masters, there is no satisfactory evidence that the game was known to, or originated among the ancient Hebrews. A writer who signed himself only L.N.D. submitted a brief for a Hebrew origin in a letter published in *The Nation*. His contention is that chess must have been known to the Hebrews in the 3d Century. He cites a reference in the Babylonian Talmud (Ketuboth 61b) in which it is suggested that a wealthy lady might well occupy her time at *nadshir*. L.N.D. says *nadshir* is a corruption of *Ardeshir* who was the Persian king at that time. He then jumps to the conclusion that this must have meant a game in which a “king plays the foremost part.” And he quotes a Talmudic scholar by the name of Rashi who affirmatively stated that *nadshir* was chess.

The thesis seems unlikely for several reasons: (1) There is not one bit of other evidence that chess was known anywhere prior to the 6th Century; (2) the word *nadshir* is more likely to mean “backgammon,” which in the East was called *nard*; (3) even if the word did refer to the king, the jump from this to “chess” is a wild one; and (4) the confirming authority, Rashi, lived in the 12th Century and is thus not primary evidence for any 3d Century history.

Alleged Persian Origin of Chess. While the Persians themselves do not claim the invention of chess, such a contention has been advanced on their behalf by an Englishman named Nathaniel Bland. Writing in 1852, he proposed the following account of the origin of the game. It started in Persia on a large 10 x 10 board, with camels and lions in addition to the usual pieces. In an attenuated 8 x 8 form, the game travelled to India and later, under the Sanskrit name, *chaturanga*, returned to Persia where somehow (and miraculously) all memory of its original Persian origin had been wiped out. The claim is based on a single, old Persian manuscript which outlines this story, and on the fact that the old Sanskrit literature is silent on the early history of chess. Though Bland is conscious of the weakness of the case, he argues that, while one manuscript is a poor score, it is infinitely better than zero.

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<th>No. 1</th>
<th>By Hofmann</th>
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<td>White mates in two</td>
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</table>

*Do as you please!*

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<th>No. 2</th>
<th>P. L. Rothenberg</th>
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<td>White mates in two</td>
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*Careful!*

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<th>By Loyd</th>
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<td>White mates in three</td>
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*The Love Chase.*

Solutions on page 381.
Entertaining and instructive games annotated by a famous expert.

Games from Recent Events

by HANS KMOCH

INTERNATIONAL

RUSSIA, 1956
International Team Tournament at Moscow

Minority Attack the Easy Way

The actual fighting in this game lasts only a dozen moves but contains exciting combinations and produces a miraculous result. White achieves the result quite as though after successfully carrying out the minority attack; and he wins, accordingly, thanks to the weaknesses he has created in his opponent’s Pawn formation.

QUEEN’S GAMBIT DECLINED

Vassily Smyslov  
Luděk Pachman

Soviet Union  
Czechoslovakia

White  
Black

1 P-Q4  N-KB3  4 PxB  PxB
2 N-Q3  P-K3  5 B-N5  P-B4
3 P-Q4  P-Q4  6 P-K3  P-KR3
4 B-N2  B-KB4

Black's last is a very clever move, and yet dubious. In positions of this type, ... B-KN4 is supposed to be premature as long as Q-N3 cannot be met satisfactorily with ... Q-N3. And it cannot here because White then doubles Black's King Bishop Pawn. Here, however, 8 Q-N3 is inefficient because of 8 ... P-KN4. Then Black is all right after 9 B-N3, Q-N3; and, after 9 QxN, PxB 10 QxR, Black has superior compensation for the Exchange; e.g. 11 O-O-O, B-Q3 12 N-R4, QxQ 13 B-N6, O-O 14 Q-N7, QxR, and Black wins.

8 Q-B3!

This reply, however, which is the first step of a fine counter-combination, renders Black's last move dubious, to say the least.

8 Q-Q3

Else, Black must acquiesce to the doombing of his King Bishop Pawn.

9 QxB  QxN
10 Q-B8†  K-K2

Indeed, a precarious position for Black. But White, too, has problems.

11 NxB†

The Knight must be yielded; so White does it neatly, desperado style.

11 ...  PxB

Else, Black is mated by force.

12 Q-B1  Q-N6†
13 K-K2!

Now White reciprocates with a dubious move. 13 Q-Q2, instead, offers White the slight but distinct advantage of having the more solid Pawn structure: 13 Q-Q2† 14 KxQ, P-KN4 15 B-N3, N-K5† 16 K-K1.

13 ...  Q-N4†

Black is rather unnecessarily afraid of the following: 13 Q-Q2† 14 KxQ, P-KN4 15 B-N3, N-K5† 16 K-K1, B-Q3†; or 16 ... Q-N4† 17 Q-KN1, B-Q2†; or 17 Q-KN1, P-KR4 18 B-Q3, N-Q3; or 19 Q-K1, B-Q4† 20 Q-K2, P-Q4

So Black can better enter the obscure complications of 13 Q-Q2† 14 KxQ, N-K5† or, for that matter, 14 R-N1, Q-B3 15 RxB†, Q-Q2† 16 R-N3, Q-Q8†! or 15 B-N3, Q-B3 16 R-N3 16 K-B3? P-NP†, KxR 17 K-K1 (17 K-B3? Q-N5†) 17 ... R-K3† 18 KxQ, P-KR4 19 P-Q3, N-Q8, K-B3 20 P-KN1

14 K-B3

While gains a very important tempo.

14 ...  Q-Q2

Threatening mate, without causing White any discomfort, though.

15 BxN†  KxB  16 Q-Q1  P-KN4
16 P-N3  Q-B4†  19 B-Q3  Q-KN3 17 K-N2  Q-KR4  20 R-N1! ...

Black can save his Queen Knight Pawn only at the expense of his Queen Pawn. e.g. 20 Q-K2 21 Q-Q2† or 20 ... P-N4 21 Q-Q4†, K-N2 22 R-N5.

21 RxB†

With a Pawn up in a superior position, White now wins easily.

21 ...  QR-QN1  26 BxR  B-N1
22 RxR  RxB  27 B-B2, P-KR4
23 N-K2  K-N2  28 Q-N5  B-B2
24 Q-R4  N-K2  29 P-KR4  P-R3
25 R-QN1  RxR  30 Q-N7  Resigns

The fall of Black’s Queen Pawn is imminent.

CANADA, 1956
Open Championship at Montreal

Instructive Endgame

Fancy opening play on White’s part leads, after some complications, to an ending in which Black holds only a comparatively small advantage. It is this ending, however, which constitutes the valuable part of the game as Black wins it in very instructive fashion.

QUEEN PAWN GAME

V. Zizys  
W. Lombardy

Sudbury  
New York

White  
Black

1 P-Q4  N-KB3
2 P-QB4  P-K3
3 N-KB3  B-B4

Black’s is an old move, now played, however, not to get to the Blumenfeld Gambit (4 P-Q5, P-QN4) but invariably aimed at a sharp side-line of the King’s Indian (4 P-Q5, P-QB 5 PxP, P-Q3 and 6 ... P-KN5).

4 P-KN3

If White wants to refuse the challenge, he can safely play 4 P-K3 or 4 PxP, but for no more than an even game.

4 ...  B-B4
5 QxP  P-B4

After 5 NxP, P-Q4, also, White’s best may be a retreat, 6 N-KB3.

5 ...  N-B3  7 B-N2  B-N5†
6 Q-Q1  P-Q4  8 KN-Q2

Probably, White intends to meet 8 Q-B3 9 BxN† (9 Q-K4, B-Q2†).

8 ...  O-O  9 O-O  B-N2

Blind is now set for the advance of his center Pawns.

10 P-QN3

† = check; † = dbl. check; § = dis. ch.
White refuses to worry about 10...P-Q3, but he ought to. 10 PxP, NxP 11 N-K4 (11 P-N5?? B-B3!?) offers better chances for a reasonable development.

10...P-Q5! 12 P-QR3 P-QR4
11 B-N2 P-K4
13 Q-B2...

White has treated the opening with plenty of originality, but not for good results. His position is inferior.

13...B-KN5
14 R-K1

An impressive continuation. One might expect White to collapse very soon, but no — amazingly enough, Black emerges from the ensuing complications with a rather small end-game advantage.

15 BxN P-Q6
After 15 PxB 16 Q-B5, White recovers the Pawn more conveniently.

16 Q-B3 PxB
17 QxKP R-K1
18 N-K4 BxP

Black played his last after particularly careful consideration, we suppose. For he must have seen to it that he does not win the Queen and get fishhimmelver (cf. Fishheimer-Bilsiguer, p. 281, September issue).

19 NxN! PxN
20 QxKP QxQ
21 BxQ B-N5 N-Q2

Here is the critical end-game. Black has an advanced passed Pawn, but to make this asset tell offers a problem. For the Pawn is firmly stopped, and the Bishop inferior to the Knight. Without Rooks on the board, Black might even lose.

What makes the situation favorable for Black is his superiority in controlled space. Accordingly, he can aim at the dislodgment of the Knight. But to do so requires participation by his King and that, in turn, a lot of fine maneuvering.

24...K-B2

Zugzwang. White must fatally compromise his position.

39 P-N5

If 39 R-B4+ or N-N1 or K to Rook file, then Black wins with 39...R-K6. If 39 N-B4, then 39...R-K2N. And 39 N-N2 losses to 39...BxP 40 R-B6t! K-N6 41 B-N5!, RxN!

39...

With the winning threat of 40 K-K6 41 N-B4t, K-K7.

40 P-N6 BxP 42 KxR R-B4t
41 N-B4t RxN!

Resigns

CANADA, 1956
Open Championship at Montreal
Accidental End
Skilfully trying to refute an interesting Pawn sacrifice, Black does indeed reach a promising position but then blunders, bringing the fight to an accidental end.

SICILIAN DEFENSE
Dan Yanofsky
Edmar Mednis
Winnipeg
New York
White
Black
1 P-K4 Q-B4
2 N-KB3 N-KB3
3 P-Q4 P-Q3
4 NxP N-KB3 P-Q5
5 R-Q1 P-N4

An interesting Pawn sacrifice. This whole system is wide open to ideas; a new one enters the picture from time to time.

9...

Nxp
10 Q-B4t!...
N-N4!

Black's is a somewhat artificial retreat, but it offers a tough defense. 10...N-N3 is bad: 10 NxN, PxN 11 N-K4.

10...P-KN4, also, is inferior to the text: 11 KNxN, PxN 12 N-N4 favors White.

11 NxN PxN 13 B-B4 B-Q2
12 Q-R4 N-N3 13 KR-K1 R-QN1
15 B-QN3 P-Q4
15...Q-N5 is a plausible alternative: after 16 B-N3, QxQ 17 BxQ, P-K4 18 B-R6, N-B3 19 PxP, QxQ! Black has dropped his extra Pawn but has a satisfactory position. But Black is playing for a win with the text.

16...Q-KN4

N-R2
16...B-N5 is no good because of 17 P-B4, BxN 18 PxN, N-K5 19 QxP, R-KB1 20 NxN, PxN 21 Q-B6, Q-B4 22 P-B5, and White ought to win: 22...PxB 23 R-Q6! But 16...B-Q3 is playable, though it compels Black to surrender his extra Pawn: e.g., 17 P-B4, P-K4 18 Q-K6, N-K3 19 PxP, B-N5.

With the text move, Black probably speculates on 17...P-N4 which is risky but not necessarily bad.

17 P-B4 N-B3

Now, after 17...P-N4 18 PxP, PxP 19 B-N3, White threatens not only 20 BxR but also 20 B-K5 which disorganizes Black's defense (20...P-B3 21 Q-R5t! K-K2 22 BxP! KxB 23 R-B1t) so it is necessary to concede the Exchange: 19...B-N2 20 BxR, QxB. The position thus reached, however, is far from clear but certainly offers Black a lot of play with fair compensation for the Exchange. The text move is steady, though.

18 BxN PxB
White threatens 20 PxP, BxP (20 ... PnP 21 Q-N7t, K-K2 22 RxB?!) 21 RxP!, PxR 22 QxP!, B-K2 (22 ... Q-K1 23 NxB?) 23 N-K1, with a winning attack (note the additional threat of 24 QxP!).

White threatens 21 RxP!, B-K2, but has no QxR available for the job nor any suitable combination. The plausible 21 BxP, PxP 22 NxB wins against 22 ... Q-Q3 (else 23 BxP!). Then there is no way of keeping the attack going: 25 N-B4, Q-N3 or 23 NxB, QxN 24 RxP!, B-K2.

A grave blunder. Black does not expose the Bishop to attack but also removes the guard from KN2, a vital point of penetration. Correct is 20 ... Q-B3. Then White faces a problem for which there is no solution, no immediate one, at least. He ought somehow to breach the center but has no Pawn available for the job nor any suitable combination. The plausible 21 BxP, PxP 22 NxB wins against 22 ... Q-Q3 (else 23 BxP!). Then there is no way of keeping the attack going: 25 N-B4, Q-N3 or 23 NxB, QxN 24 RxP!, B-K2.

21 N-K4!

21 Q-N7 wins just as well: 21 ... K-K2 22 N-K4! is only a transposition of moves.

The attacked Bishop can neither be moved nor protected with impunity: 21 ... B-K2, 21 ... Q-B2 and 21 ... K-K2, all fall against 22 Q-N7.

22 RxP K-K2 23 R/1-Q1 BxP 24 Q-N7 Resigns

INDONESIA, 1956
International Match
Indonesia Chess Under Way
Indonesian Champion Hutanugur has played a match versus Yuri Averbach of the Soviet Union. He lost, but not without putting up a resistance which shows a high standard of chess. The following is the first game of the match.

NIMZO-INDIAN DEFENSE

B. Hutangur Y. Averbach

White Black

1 P-Q4 N-KB3 4 P-K3 O-O

1 P-Q4 N-KB3 4 P-K3 O-O

2 P-QB4 P-K3 5 B-Q3 P-Q4

3 N-QB3 B-N5 6 KN-K2

White combines two systems of development which do not match very well. The text move is all right on White's preceding turn; but, in connection with 5 B-Q3, the usual 6 N-B3 is preferable.

Black's last is good as 9 PxB fails against 9 ... PxP. Note that, with White's 3 N-KB3, the text is bad because of 9 PxB (9 ... PxP 10 NxBPx or 9 ... PxP 10 BxP, PxN 11 PxP). 9 BxP PxP 10 PxP

White ought to proceed with 10 PxP. The text sets up a somewhat clumsy position.

10 ... P-K4

11 PxP

11 QxQ RxP 12 PxP offers approximate equality, in spite of the weakness of White's Q3. With Queens on the board, the weakness is more convenient.

11 ... Q-B2

12 Q-B2 Q-N3

13 R-B3 KR-B1

White threatens 14 ... NxB.

14 KR-B1 N-K4

15 B-Q3

After 15 B-N3, B-N4, the weakness of QB4 and Q3 becomes too serious.

15 ... QxQ

16 N-Q4

Inadequate, this move leads to the penetration of Black's Rook to the seventh rank.

16 ... QxN

17 QxQ PxP

18 N-K2

The Knight has no good square. 18 N-B3?? 18 ... N-B3?? loses to 18 ... PxB, 18 ... N-N2?? loses to 18 ... P-QN2, 19 N-Q6, B-K3 20 P-N5, N-K1. And 18 ... N-B3 is bad because of 18 ... B-N5 19 Q-K2, Qxp.

Still, a little better than the text is 18 ... N-N3; but it favors Black because of 18 ... B-K3 19 Q-B2, BxN 20 QxB, R-Q7 after which 21 R-Q1, QR-Q1 22 RxB, RxB 23 R-Q1 falls against 23 ... Qxp! 24 RxB, QxR (24 ... Qxp?? 25 R-Q8)!

18 ... QxN

19 Q-B5

19 Q-N1, R-Q7 also favors Black.

20 R-Q7

21 N-N3

21 N-Q5

Here White walks into a neat trap.

Instead, 21 Q-N1 is necessary.

21 ... Q-K3

22 R-Q4

The only move.

SOVIET UNION, 1956
International Team Tournament
Multum in Parvo

The World Champion is outstanding in the art of patiently maintaining a slight advantage. This game is a fine example. Black has to struggle for air and, as it goes in such cases, eventually cannot stand it any longer. With a long and yet insufficiently prepared bid for freedom, he stumbles into an untenable end-game.

ENGLISH OPENING

M. Botvinnik G. Stahlberg

Soviet Union Sweden

White Black

1 P-Q4 N-KB3 2 P-KN3 P-B3

3 N-KB1

Alertness of high degree in any position is the fundamental of constant success. Imumerable details deserve attention during the course of a game and, as most of them are trifling, it is rarely possible afterwards to trace the bearing they may have had on the player's choice. Here the text provides an example of the more perceptible kind. Once the fianchetto has been started, it looks natural to proceed with 3 B-N2, as many players certainly would do, without thinking. But the text is better. Only in the sense, however, that it preserves the tension.

After 3 N-B3, P-Q4, White cannot protect his attacked Pawn with a Pawn so smoothly and so safely problems: e.g. (1) 4 P-Q3, Pxn 5 Pxp, QxP? makes it easy for Black; (2) 4 P-N3, PxP 5 Pxp, QxP loses a Pawn (6 Q-B2, Qxp 7 N-Q3 to trap the Queen does not work as has been seen in actual play); (3) 4 N-Q3 and 4 Q-B3 allow Black too much scope in the center (4 ... P-K4); (4) N-KB2, Pxp requires insufficient effort to regain the Pawn; (5) 4 Pxp is perfectly safe but leads to a dull game.

Instead, 4 ... P-Q4 5 B-QN2 P-N2

4 P-N3 P-KN3 6 B-N2 O-O

7 Q-O QN-Q2

Black has some difficulty in completing his development. A fair alternative here is 7 ... P-N3.

8 Q-B2 R-K1

† = check; ‡ = dbl-check; § = dis. ch.

CHESS REVIEW, DECEMBER, 1956
Black aims to play ... P-K4 at a good moment. In pursuance of the idea, he finally goes too far, and loses.

Reasonable alternatives are 8 ... P-N3 and 8 ... N-K1. The latter is another preparation for ... P-K4 with the good point of practically preventing 9 N-B3 (9 ... P-Q5). It is also useful against the possible action of White's Queen along the Bishop file. On 9 P-Q4, Black can proceed with 9 ... QN-Q3 and 10 ... B-B4.

The text move is not bad, though.

9 N-B3 N-B1

Black threatens 10 ... P-Q5, thus provoking 10 P-Q4 and making it easier for Black to bring out his pieces, thanks to the temporary control of K5.

10 P-Q4 B-B4 11 BxN B-K5 11 Q-B1 N-K5 14 N-K1 BxB

12 R-Q1 NxB 15 KxB N-Q2

Black has made considerable headway but still suffers some from too passive a development. Hence, he insists on striving for ... P-K4, and so switches his Queen off the file of White's King Rook. Also plausible is 16 ... P-B4, but this switch to the Stonewall offers no chance for action and possibly sets impossible problems after White's P-B2 and P-K4.

17 B-N2 ...

White threatens 18 PxP.

17 ... QR-B1

18 QR-B1 PxP

Against the renewed threat of PxP, 18 ... P-K3 is safer.

19 QxBP

19 PxP, P-K4 gives Black a good game.

19 ... Q-R4

Here 19 ... P-K4 is unsatisfactory in view of 20 P-Q5 (20 ... N-N5 21 Q-KR1). Here 20 N-Q3:

20 N-Q3!

White thus protects his King Rook Pawn, prevents both 20 ... P-K4 and 20 ... P-Q4.

20 ... P-K4

A serious miscalculation. Apparently, Black has overlooked that he cannot recapture with the Knight first. Faulty, too, is 20 ... Q-B4 because of 21 Q-Q3, B-B2 23 P-QN4! But 20 ... Q-Q4 does offer reasonable chances for a successful resistance, though White retains the edge after 21 K-N1, QxQ 22 PxQ.

21 PxP BxP

Black's last is a sad necessity as 21 ... NxP loses the Bishop to 22 NxB, BxN 23 R-Q7, B-B1 24 P-QN4.

22 P-QN4!

Black is properly afraid of having to face a mating attack as well as trouble on the Queen-side after 22 ... Q-Q3 23 NxB, NxB 24 Q-B3, P-B3 25 P-Q4. So he makes this bid for the end-game. But the end-game is bad for him, too.

23 PxQ ...

24 NxB N-Q2

25 P-KR3 ...

White threatens to win the Knight with 26 P-B4.

White has a decisive advantage, as his Bishop is stronger than the Knight in this sort of position and Black's Pawn structure is seriously damaged. Botvinnik handles the rest with due accuracy.

25 ... R-N1 26 P-R6! P-QB4

26 B-B3 R-K3 30 R-N8t K-B2

27 R-QN1 RxR 31 R-QB8 N-Q2

28 RxR B-P3 32 K-B1 K-K3

The loss of a Pawn is inevitable.

33 R-B6t K-Q4 36 B-R5 K-B3

34 R-B7 K-Q3 37 K-K1 N-N3

35 RxR P-K1 38 BxN ...

The win is now secure.

38 ... KxB

39 R-KB7! KxP

Or 39 ... P-B4 40 P-R7, R-KR1 41 K-Q2, and White wins very easily.

40 RxRt

The advantage of this liquidation is that White has a second, passed Pawn, and his Rook is available for defensive action at once.

40 ... K-N4 48 R-B3 R-N7t

41 R-B3! R-Q1 49 K-Q1 R-N3

42 P-K4 R-Q5 50 P-R5 R-N3

43 P-K5 K-B3 51 K-Q2 P-N4

44 P-K3 K-Q3 52 K-B3 PxP

45 B-P4 K-K3 53 PxP K-Q4

46 K-Q2 R-Q1 54 R-K1 R-P4

47 P-QR4 R-QN1 55 P-R4 Resigns

**Object Lesson**

If you want to win, don’t follow the Black side here as a model.

**Amsterdam, 1953**

**BLACKMAR GAMBIT**

T. M. Fuerstenberg F. Braken

White Black

1 P-Q4 P-Q4 6 B-K3 Q-N5

2 P-K4 PxP 7 O-O B-N5

3 N-QB3 N-KB3 8 N-N5 N-R3

4 P-B3 PxP 9 QxNp R-N1

5 Qxp Qxp 10 QxPt NxQ

11 NxP mate

**Wherefore?**

In the past decade, the United States has produced four talented grandmasters: Arthur Bisguier, Donald Byrne, Robert Byrne and Larry Evans. Today, embryonic Bobby Fischer, only thirteen, astounds the chess world with his brilliant conceptions.

But these players are literally lost to us, even before they are started. In the everyday struggle for existence, chess must be relegated to second place.

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THE THIRD ROSENWALD TOURNAMENT

The Third Lessing J. Rosenwald Trophy Tournament proved thoroughly memorable. Donald Byrne’s first round upset in a superbly played game against Reshevsky helped young Arthur Feuerstein to an early lead.

SELECTED GAMES ANNOTATED BY HANS KMOCH

Game of the Century

The following game, a stunning masterpiece of combination play performed by a boy of 13 against a formidable opponent, matches the finest on record in the history of chess prodigies.

There are several famous precedents: Morphy’s triumph at 13 over visiting Jacob Loomenthal in New Orleans, 1859; Reshevsky’s victory at 11 over Janowski in New York, 1922; Polgar’s much heralded win at 12 against Saemisch at Madrid, 1984, and even more sensational draw at 13 with Alekhine, Gijon, 1945.

On depth and brilliancy of play, however, only the famous game in which Capablanca at 12 won against Cozio is comparable to this one. And even then it must be said that Capa’s performance owed something to analysis while Bobby Fischer’s sparkles with stupendous originality.

It can be added, too, that Black wasted a lot of time in the opening, then executed his grandiose combinations in some twenty minutes.

GRUENFELD DEFENSE

Donald Byrne

Robert Fischer

White

Black

1 N-KB3

6 Q-N3

PxP

2 P-QB4

3 QxP

P-KN3

3 P-KN3

PxP

4 B-Q4

5 B-B4

6 N-B3

7 B-N2

8 P-K4

9 R-K1

10 Q-N3

11 Q-B2

12 B-B5

13 K-B1

14 BxP

15 B-B4

16 B-QB5

17 K-B1

18 BxQ

19 BxQ

20 KxQ

21 Q-B3

22 QxN

23 BxP

24 K-Q1

25 BxP

26 QxN

27 R-N3

28 R-Q1

29 R-N1

30 B-B5

31 K-Q2

32 B-Q3

33 R-B1

34 BxP

35 R-Q7

36 R-Q1

37 R-Q7

38 R-Q1

39 R-Q7

40 R-Q1

41 R-Q7

42 R-Q1

43 R-Q7

44 R-Q1

45 R-Q7

46 R-Q1

47 R-Q7

48 R-Q1

49 R-Q7

50 R-Q1

51 R-Q7

52 R-Q1

53 R-Q7

54 R-Q1

55 R-Q7

56 R-Q1

57 R-Q7

58 R-Q1

59 R-Q7

60 R-Q1

61 R-Q7

62 R-Q1

63 R-Q7

64 R-Q1

65 R-Q7

66 R-Q1

67 R-Q7

68 R-Q1

69 R-Q7

70 R-Q1

71 R-Q7

72 R-Q1

73 R-Q7

74 R-Q1

75 R-Q7

76 R-Q1

77 R-Q7

78 R-Q1

79 R-Q7

80 R-Q1

81 R-Q7

82 R-Q1

83 R-Q7

84 R-Q1

85 R-Q7

86 R-Q1

87 R-Q7

88 R-Q1

89 R-Q7

90 R-Q1

91 R-Q7

92 R-Q1

93 R-Q7

94 R-Q1

95 R-Q7

96 R-Q1

97 R-Q7

98 R-Q1

99 R-Q7

100 R-Q1

101 R-Q7

102 R-Q1

103 R-Q7

104 R-Q1

105 R-Q7

106 R-Q1

107 R-Q7

108 R-Q1

109 R-Q7

110 R-Q1

111 R-Q7

112 R-Q1

3d Lessing J. Rosenwald Trophy Tournament

Even so, Reshevsky clinched first with a round to spare. USCF Champion Arthur Bisguier crowded Feuerstein to third, with another youngster, Edmar Mednis fourth. Space forbids more here except — don’t miss the first game below!

White’s idea in the text is to anticipate ... P-K4 which Black might try to get in with 11 ... KN-Q2. While White’s move also looks artificial and was not made hastily, to say that it loses the game sounds most unbelievable. But lose it does, for it, together with White’s preceding move, generates the spark which causes the ensuing chain of blasts.

A brilliant, most surprising stroke. It is based mainly on the positional values of White’s Queen and Queen Bishop. A murmur went through the tournament room after this move, and the kibitzers throned to Fischer’s table as fish to a hole in the ice.

The Knight cannot be taken with impunity, nor can the Queen take over the protection of QN2 and K4 at the same time. Hence, White must rely on the supposed pin of Black’s King Knight against its own King Pawn.

As to 13 NxN, consider 12 ... NxB and Black’s decisive advantage after the following lines:

White must not fall into a trap. For how can he save the piece? The only expedient seems to be 17 ... N-N4; but that works poorly because of 18 BxP!! (18 ... KxB? 19 Q-QN3, B-K3 20 N-N5.)

Now it looks as though Black has fallen into a trap. For how can he save the piece? The only expedient seems to be 17 ... N-N4; but that works poorly because of 18 BxP!! (18 ... KxB? 19 Q-QN3, B-K3 20 N-N5.)

Yet another ingenious rejoinder. It came as a great surprise to everybody around. Black has definitely obtained a winning advantage.

Entering the main line of Black’s combination is disastrous; but other roads also lead to defeat:

(1) 18 BxP? Q-N4? 19 K-N1, N-K7† 20 K-B1, N-N6‡ 21 K-K1, Q-B8‡ 22 RxQ, N-K7 mate;

(2) 18 QxN, QxB! and Black must win in the long run;

(3) 18 B-Q3, N-N4, also with a win for Black in the long run.

Black might gain a lot of time on his clock by first exhausting the possible repetitions, but Bobby shuns the trick. It was quite an experience to watch him during the critical stage of the game.
This is a difficult, opening system, much in use today, for which no suitable name has been devised as yet. Like a classical monster, it is composed of two elements, one being the Benoni, and one, the King's Indian.

With its two opposing Pawn majorities, each having the potentiality of expanding with great effect, this system spells a fierce struggle which can easily go either way. White's chances are slightly superior, though, we believe, if he abstains from the usual fianchetto of his King Bishop. As this Bishop is hampered by the center formation, it lacks an ideal square but renders comparatively good service at Q3 whence it contributes toward keeping Black's Queen-side majority under control.

White is now ready to proceed with 9 B-Q3.

8 . . .

B-N5

Black aims to eliminate White's King Knight, thereby strengthening the diagonal of the fianchetto Bishop. This plan does not, however, work to satisfaction. For one thing, Black loses time; for another, he parts with a basically good Bishop.

8 . . . B-N2, followed by . . . O-O, QN-Q2 and probably N-K1-B2, is preferable. Note that Black's King Knight may then find a very good square on QN4 if White ever plays P-QR4.

9 B-K2

BxN

On this square, the Bishop serves better than on KN2. It keeps KN4 and KR5 under control, thereby restricting the mobility of Black's King Knight, and it can safely return to its home diagonal (B-K2) as KB3 and KK3 need no extra protection.

10 . . .

QN-Q2

A slight inaccuracy. Casting is more urgent as then Black can protect his Queen Pawn more conveniently with . . . N-K1, thus: 10 . . . B-N2 11 O-O, O-O 12 B-B4, N-K1.

11 O-O

B-N2

12 B-B4

Q-B2

Not 12 . . . Q-K2 convenient because of 13 P-K5: e.g., 13 . . . PxP 14 P-Q6, Q-Q1 15 R-K1 or 13 . . . NxKP 14 BxN, PxB 15 Q-P6, Q-Q6 16 R-K1.

12 . . . N-K4 13 BxN, FxN also favors White in view of his protected, passed Pawn.

After the text move, 13 P-K5, PxP 14 P-Q6 is less dangerous as Black's Queen has a better retreat (14 . . . Q-N3).

13 R-B1

O-O

14 P-QN4!

KR-K1


15 P-R5!

Paralyzing Black's Queen-side majority, White now has a clear edge.

15 . . .

Q-N1

It is imperative to unpin the Queen: e.g., 15 . . . N-K4 16 BxN, RxB 17 N-R4, N-Q2 18 B-N4, and Black's game is very bad.

16 PxP

NxBP

Apparently, Black has counted on the pressure on the King Pawn giving him satisfactory counter-play.

17 N-R4!

This strong rejoinder hurts. The King Pawn is immune; for, after 17 . . . QxP (17 . . . KNxKP?? 18 NxB! 18 N-N6, R-R2 19 R-K1, Black is hopelessly tied up.)

17 . . .

NxB 18 B-B3 19 P-QR3

R-N1

21 KR-K1

P-N3

It is vital for Black to get rid of this backward Pawn, the more so as the advance of White's King Pawn cannot be prevented for long.

22 PxP

QxP

Black hopes that White's attack will slacken after the exchange of Queens. It does only a bit as White's Bishops will soon claim their rights.

23 QxQ

RxB

24 P-K5!

The key move which brings White's two Bishops and passed Pawn dreadfully to life.

25 . . .

PxP

26 BxP

B-R6

† = check; ‡ = dbl. check; § = dia. ch.
25 ... N-Q3 looks more natural but actually is worse because of 26 B-B7 with which White adds the control of the last rank to his other advantages.

25 QR-Q1 B-N7 26 R xR R-N5
27 B-B7! R xRf 29 R-N1! B-B6

Now Black loses a piece by force; but there is no satisfactory continuation. He must meet the threat of 30 B-K5; and 29 ... R-B5 30 R xB, R xB 31 R-N6 costs him a Pawn — and, indeed, White probably has better.

\[\text{Diagram: Slav Defense} \]

\[\text{Diagram: Fateful Exchange} \]

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\[\text{Diagram: Slav Defense} \]

\[\text{Diagram: Fateful Exchange} \]

A master-stroke in Alekhine's style solves the problem. White obtains a winning advantage.

19 ... B-KB3

After 19 ... BxP 20 P-K4! White has an irresistible attack.

20 BxB NxP 21 B-K2! N-Q4
21 Q-N4+ K-R1 22 Q-N7 R xB
22 P xP P xP 25 B-B3!!

White's King-side attack is broken, but his general advantage stands.

25 ... N-B4
26 N-B4 N-N6!

In Black's predicament, he does the best he can: create vicious complications.

28 R xR BxB
29 R-B2

Not 29 PxB in view of 29 ... N-K7t.

29 ... B-QR5 30 B-B3!
31 R xP P-Q3 32 B-K5 P-R4
32 R -R7t R xR 36 R-B7 N-K7t
37 K-B1 P-B6

The two connected, passed Pawns are a menace — not a real one, though.

38 N-Q3??

The tragic error, converting glorious victory into pitiful defeat. Correct and conclusive is 38 N-Q1.

39 ... P-N6 40 R-QN7 B-B5!!
39 KxN P-N7 Resigns

White had failed to foresee the pin of his Knight. Now, a full Rook up, he cannot prevent one of Black's Pawns from queening.

A Fateful Exchange

Black gives up the center early in the opening and is subsequently unable to give adequate support to his endangered King-side. A very instructive game.

**KING'S INDIAN REVERSED**

Samuel Reshevsky Max Pavey

White Black

1 N-KB3 P-Q4 3 B-N2 P-B4
2 P-KN3 N-KB3 4 O-O N-B3
3 P-Q3 P-KN3 5 P-Q3 K-B3
4 B xP P xP 6 B xP P xP
5 O-O Q-B5
6 B-Q3 P-Q4
7 B xB P-B4

White has a promising game.

15 ... O-O

Casting behind the already broken Pawn front looks highly suspicious. Yet it is very hard to prove anything wrong with it,

16 KR-Q1 KR-B1
17 N-Q2 Q-Q1

The King's Indian system of development holds plenty of promise, yet it is hardly strong enough to net a tangible advantage by force even with White's extra tempo. Hence, 5 ... P-K4, which leads to the full King's Indian in reverse seems most natural. One dares not claim, though, that 5 ... P-K4 is better than the text move, only that it offers a more comfortable development.

6 QN-Q2 B-K2
7 P-K4

The opening now might be called the Restricted King's Indian in Reverse. Its main feature is the possible advance of White's King Pawn to K5, followed by a King-side attack. To meet this danger, Black ought to be prepared for quick reaction to P-K5, with ... P-B3 so as to retain maneuvering space in the neighborhood of his King.

7 ... O-O
8 R-K1 P xP

This exchange causes trouble, depriving Black of the chance to react to P-K5 with ... P-B3. For with the Queen Pawn gone, Black's King Pawn is thus exposed to isolation (KPxP) and the White attack gains in strength with QB4 and K4 accessible to his pieces. A sound continuation is 8 ... Q-B2. The text exchange may serve well at a later stage, provided White omits P-K5, when Black has chances for counter-play along the Queen file.

8 ... P xP Q-B2
9 P xP Q-Q4
10 P-K5 Q-N4 12 Q-K2 P-QR4
11 P-B3 P-QN3 13 Q-K4 P-QN4
14 P-QR4 P xP

Black uses his Queen-side Pawns to open lines for counter-play. The principle is perfectly sound. It fails only because Black's position is already damaged.

After 14 ... P-N5 15 P-B4, Black is bottled up.

15 R xP B-R3 17 P-R5 KR-Q1
16 P-R4 Q-N1 18 B-B1 B-N2
18 ... BxB offers no substantial relief as White maintains a powerful attack by 19 NxP, followed by QN-R2-N4.

19 B-Q3 P-N3
20 P xP RP xP
21 Q-KN4!!

White threatens 22 BxP. His attack is irresistible.

**Reshevsky - Pavey: King's Indian**

**White**

1 N-KB3 P-Q4 3 B-N2 P-B4
2 P-KN3 N-KB3 4 O-O N-B3
3 P-Q3 P-KN3 5 P-Q3 K-B3
4 B xP P xP 6 B xP P xP
5 O-O Q-B5
6 B-Q3 P-Q4
7 B xB P-B4

White has a promising game.

15 ... O-O

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16 KR-Q1 KR-B1
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7th Annual Championship—1952

The following postal winners were printed in 1955 and 1956 Prize Tournaments as a result of current Postal Mortems.

<table>
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<th>Round</th>
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The postal winners won prizes in 1955 and 1956 Prize Tournament as a result of current Postal Mortems.
Materialism Unprofitable

White secures a strong King-side attack when his opponent puts his faith on material instead of development.

RUY LOPEZ

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Black

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**POSTAL MORTEMS**

Game Reports Received during October, 1956

To report your results, all you need give is section number, full names of both players and the outcome of the game—but, for Class Toursneys, if it is first or second game to have been finished with that same opponent (not Game A or B), the opponent must be clear to prevent results with minimum effort for you and maximum clarity for proper recording.

56-C 466: Paul Murphy 1 A, B, Meek 0 (1st) Tournaments 1-100; 56-Nf 13: F. J. Marshall 1 H. E. Atkins 0 (2nd)

In these, the year (56), the type tournaments (Class, Prize, Golden Knights Finals) and the section numbers appear in the initial key. For 1st or 2nd for Class toursneys, the first or second result is indicated in the final tournaments. Moreover, tournaments are numbered from any other correspondence, as they must be filed so. A postcard is ideal for this, to send,.

The White pieces in (case of draws) must report as soon as result is confirmed by opponent. The opponent may report also to ensure his record and rating going through but must state clearly that he was the loser (or played Black in case of a draw).

Game reports sent in time for receipt by date of bynum number mentioned below. And players who so reported should check to see that they are so published. To spot some opponents, see their first name, first by the key (e.g., 56-C indicating Class Tourney begun in 1956) and by number (466 given in text below the key). 1st name.

Symbol f indicates a win by forfeit without rating credit; a shows a rating credit adjudication; df marks a double-forfeit.

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4 man tournaments graded by rating classes

**Started in 1954 (Key: 54-C)**

Notices: For incidence of tournament-closing dates, see this space in "POSTAL MORTEMS" of November issue.


**Started in 1955 (Key: 55-C)**

Notice: Games going on after one year in which players move slower than average. Hustle 'em up so as to finish on time, avoid double-forfeits. Report tardy opponents rule 13 or 14.


**Started in 1956 (Key: 56-C)**


**PRIZE TOURNAMENTS**

7 man tournaments for premiums.

**Started in 1954 (Key: 54-P)**

Notice: For incidence of tournament-closing dates, see this space in the November issue "POSTAL MORTEMS."

Tournaments 1-100: 72 Evans, Ribovsky df.

**Started in 1955 (Key: 55-P)**

Notice: Games color on after one year in which players move slower than average. Hustle 'em up so as to finish in time, avoid double-forfeits. Report tardy opponents rule 13 or 14.

Tournaments 1-100: 9 Fox ties Carnes, tops Williams, 33 Austin cons Longren, 9 Kelly cons Hollister, Gardner, 7 Jermon, Repp dr. 227 Wieland, 208 Donzstorps, 208 Donzstorp, 64 Lowens cons Chamberlin. 8 Wilkinson tops (a) Thompson, 234 Kirs, Hallbach dr. 95 Perkins, Roberts. 267 Hurley cons Keeley, 98 Minnich cons Stevens, 93 Henry beats Thompson. 95 Green, Robe dr. 99 Jentle, Shellor 2 df.


**Started in 1956 (Key: 56-P)**

Tournaments 1-20: 1 Kunin cons Moro, 4 Sohans cons Neff, 2 Thompson cons Laine; Davis cons Dunean. 217 Wallick cons Ware. 5 George, Quinell cons Guice, Garver, 625 Thompson cons Ross, 217 Davis cons Corson. 217 Cuniam cons Sosa, 217 Young, Jory, Steichenbacher, Doby, 217 Collins cons Hall, 217 Smith cons Vann, 217 Brahms cons Smitten, 217 Nanling cons Ross, 217 BBers cons Sosa, 217 BBers cons Sosa, 217 BBers cons Sosa.

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Notice: Games going on with more than one move have been added at the request of interested opponents to give speedier replies, if they go over-time on any move. Adjournments will be given only on request to the搅t editor by whom a move has been made.

4th Annual Championship—1956

PRELIMINARY ROUND (Key: 56-N)


9th Annual Championship—1955

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380 CHESS REVIEW, DECEMBER, 1955


### Solutions to PROBLEMATE

**Page 369.**

1. **No. 1.** White mates after 1 Q-K2! This is the Pickaninny theme in purest and most artistic form. Black is limited to four (maximum) moves by a Pawn, each of which is followed by a different mate.

2. **No. 2.** White mates after 1 R-S5! Not 1 K-N7, presumably threatening 2 R-B8 mate. Other defenses are met, thus: 1...B-B6 or 2 B-Q8; 1...K-K4 or B-B3 2...Q-B5; 1...B-N7 2...Q-N1; 1...P-N8 2...N-N6! One of the loveliest opposition problems ever composed.

### Solutions to ANNOUNCE THE MATE!

**Page 354.**

1. **Mate with 1 R-Q8+, QxR BxP or 2 BxP, QxR B-R8.**

2. **Mate with 1...NXP 2 K-B1, N-K6 3 K-B2 (K-Q1, R-R5 mate), Q-R7+ K any.**

3. **Mate with 1 Q-Q8+, QxK B-N5+, K-R3 K-R8.**

4. **Mate with 1 Q+QxQ BxQ 2 N-Q, BxN+ K-R3.**

5. **Mate with 1 Q-K8, R-R1 (1...K-B2 2 Q-N8 mate) 2 B-N7, K-N1 3 N-R6, K-Q7 4 Q-N8+, R-N6.**

6. **Mate with 1 K-N8, R-B1 (pinning Rook must be destroyed) 2 K-R1 (as before, if K-B1, Q-B7 mate), 2 N-B7+, Q-N7? 3 R-N7, R-N8.**

7. **Mate with 1 Q+QxQ, R-R1 2 Q-N7 K-N1 3 Q-R7, K-B1 4 Q-R7, K-Q2 5 QxfP.**

8. **Mate with 1 BxP, RxP (1...K-R1 2 N-N6, Pxn 3 Q-N6 mate, refinement) 2 Q-R5+, R-R1 3 Q-N5, BxR 4 QxR.**

### Our Own Self-Pronouncing Dictionary of Chess Terms

**All ab: pronounced “the dawning.” Said of player who finally sees his opponent has overlooked a move in time.**

**Gambit:** an offer of material designed to recoup in part or all of the following: time, space, mobility, initiative, positional advantages and sometimes direct return of material after known sequence of moves.

In broadened terminology, “gambit” has become applied to names of openings; but, in some of these, the word has virtually lost its force (e.g., Queen’s Gambit) as acceptance with intent to hold the material is so well known to be a losing proposition. The name then is merely traditional. In a **Gambit Accepted**, the historical main line, intended by the gambiter, is followed with acceptance (now usually temporarily) of the material offered. In a **Gambit Declined**, the opponent, refusing the offer, is really playing another opening.

A **Counter-Gambit** is basically a psychological attempt to turn the tables and get the original gambiter to play a type of game to which he is unsuited if, in offering material for attack, he has truly tipped his hand: e.g., the Falkbeer-Counter-Gambit. But, again, in names of openings, the terminology is more often merely conventional or traditional: the players may only be following a set pattern of moves, as such, as set by masters. Also to be noted is a tendency to term a gambit opening by a Black, a **Counter-Gambit** (e.g., the Greco Counter-Gambit), as which some openings may properly be so termed are not (e.g. the Two Knights’ Defense)

**Coup:** pronounced **coo**. Literally, a stroke, a blow; used, usually to applaud a fine move, as in “master coup” or “coup de maître”, but occasionally in humorous inversion as in “Cuckoo coup” (i.e. wopoetschash).
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