

CHOICE CHESS.

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WORLD NEWS.

Jonathon Penrose has become the British champion for the sixth consecutive time with $8\frac{1}{2}$ out of 10, ahead of N. Littlewood with 8, and Franklin with $7\frac{1}{2}$. Hindel and J.E. Littlewood were equal fourth with 7 points. N. Littlewood, J. E. Littlewood's brother, has done very well when one considers that this was the first time he had entered the British championships.

The Scottish championships was won this year by M. Fallone ahead of McAlpine, Bonner and Robertson, the last two sharing third prize.

The final table of the Piatigorsky Cup Tournament is printed on page 7.

Mr. W.A. Fairhurst who was Scottish champion several times, gave a simultaneous display at the Polytechnic chess club.

Mr. Fairhurst won ten games and drew ten games including a draw against J.M. Glendinning from this school. Had Mr. Fairhurst had more time, he would probably have had a better result although he could have lost one game in which he had sacrificed his queen and was in an endgame in which he was the exchange down but had a passed RP which could apparently be blocked. This game was agreed drawn however.

CLUB NEWS.

The club membership has now grown to the record number of over 130, approximately 60 of these being new members from first year.

As you all know the grading tournaments have started but, as yet, no-one has been promoted or relegated.

We should like to draw your attention to the other competitions which we are running at present. The senior chess club is divided into two sections, grades one to four and grade five. A handicap tournament has been arranged for grades one to four. A Swiss system tournament has been arranged for grade 5. The entry fee for each of these tournaments is 6d.

A Swiss system tournament has also been arranged for the first year section of the chess club. Entry fee to this is only 3d. Any member wishing to enter the appropriate tournament should see the tournament secretary, J.M. Glendinning before the 27th. of September.



With reference now to CHOICE CHESS the second part of our competition appears on page 10. We should like to point out here that the judges are J.M. Glendinning and R.A. Batchelor.

On page 8, R.A. Batchelor begins a series about the Indian defences in this issue. He will also be writing a series starting in the next issue about chess problems which will be issued in approximately a month. There may however be a delay, because of mid-October examinations

BASIC CHESS

TO HELP
THE CHESS
ENTHUSIAST.

OPENING.

In this issue, we shall consider the open defence to the Ruy Lopez. 1. P-K4 P-K4; 2. N-KB3 N-QB3; 3. B-N5 P-QR3; 4. B-R4 N-B3; 5. O-O NXP

Simplifying in the centre - the characteristic of open games.

6. P-Q4 P-QN4
6. ... P-Q4? would lose a pawn by 7. BxNch. either PxB; 8. NXP.

7. B-N3 P-Q4
If 7. ... PXP; 8. R-K1 P-Q4; 9. BXP PxB; 10. N-B3 and black's position is insecure.

8. PXP B-K3
Protecting the QP.

9. P-B3
The classical line. 9. Q-K2 - the Howel Attack - is the more modern line and we shall consider this in our next issue.

9. ... B-QB4
This is the tactical way to equalise. N-B4 with a vigorous centre reaction and B-K2, the positional way, both equalise although black must be ready to sacrifice in the latter variation (see games section).

10. QN-Q2
The Motzco variation (Q-Q3) is now thought to be bad for white.

10. ... O-O
11. B-B2
On 11. Q-K2, 11. ... FxN equalises. Now black can play Tarrasch's NxN which equalises or NxKBP - the Dilworth attack - which, although risky, should equalise and can obtain a win. For examples of some of these variations, see the games section.

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TACTICS.

The fork is a simultaneous attack on two or more hostile pieces. Every piece can effect a fork, the following illustrating this.

1. The Queen.

The position with white to play is r3rqkl/3nlpbp/b2p2pl/plpP4/... 1p2PP1N/6nP/PPQB3N/R3R1K1.

White, unable to fork immediately, plays 1. RxB forcing black's reply RxB. Now white can fork by 2. Q-Q3 thus winning a piece.

2. The Rook.

r1r3kl/p3bplp/ln4p1/N2bp3/3P4/4P3/1BqQBPPP/R2R2K1. Black to move Here, again, a preparatory manoeuvre is necessary i.e. 1. ... QxQ; 2. RxQ B-N5; 3. R(Q2)-Q1 (any other move loses the exchange) R-B7 winning one of the bishops. Although this had to be visualised in the original position, it was easy because white's moves were all forced.

3. The bishop.

5rkl/R4ppp/5b2/16/1N3P2/Pr4PP/5Rkl. Black to move. Black begins with the idea that he has a potential fork on Q5, checking the king and winning the rook but he sees that white's knight prevents this therefore:

1. ... RxN!; 2. PXR B-Q5ch. which now wins the rook after the king moves by 3. ... BXR. Notice that in this case the second forked piece is the king.

4. The Pawn.

The pawn fork is well illustrated in the following position:

r2r2kl/ppblqpl/2n2lp/2Plp3/1Plp4/P3PN2/1BQ1NPPP/3RK2R.

Black plays 1. ... P-Q6! forking Q and N and forcing 2. RXP after which black wins by 2. ... RXR; 3. QXR P-K5 forking Q and N and winning one of them.

5. The Knight.

The knight fork is probably the commonest form of the fork, especially if one of the forked pieces is the king. We give several examples of this:

(a) 1r3rkl/plpblppl/2pp3p/qln2N2/3NP3/1P2Q3/PlP2PPP/3RR1K1.

White begins by forking black's Q and R by 1. NxBP! Black naturally captures by 1. ... BxN(B3). Now, however, white forks again by 2. N-K7ch. K-R1 and now 3. NxB forks

the Q and R thus winning the exchange. Notice how the first fork acted as a preliminary to the second and third.

(b) Frequently a sacrifice is a prelude to a knight fork. Here is an example:

r2rblkl/pp3pp1/4plp1/lP2B3/
2PnR2q/2Q3NP/P4PP1/R5K1.

White has just played 1. R-K4 forking black's Q and N and apparently winning the latter but black refutes this by the use of a knight fork, thus:

1. ... QxR!!; 2. NxQ N-K7ch.

followed by 3. ... NxQ when black comes out the exchange ahead. Notice that black in one move (QxR) removes both rook's and the knight's protection of the vital forking square, K7.

In (a) we saw how knight forks could combine to form a winning sequence or combination. In the following position a pawn fork is combined with a knight fork in order to win.

8/5rpk/p7/Pp1plbPp/2plq3/2P2N2/
1P3PPK/R1Q5. White to play.

White plays 1. P-N6ch! forking K and Q and forcing 1. ... KxP (if BxP; 2. N-N5ch. wins the Q by the fork). The continuation is 2. Q-N5ch. K-R2; 3. QxPch. K-N1; 4. QxRch! KxQ; 5. N-N5ch. forking the K and Q and winning the exchange.

Breaking a Fork.

Like the pin, the fork can, at times, be broken e.g. in (b) white's fork (R-K4) is refuted by black's fork! Another example is rlbqlr1k/lp4pp/lppnlp2/8/2Q1RN2/
5N1P/PP3PP1/R5K1. White to move. White's Q and R are forked and he seems to have a lost position but instead he forces mate in two moves by 1. N-N6ch! PxN; 2. R-R4 mate.

The Skewer.

The skewer is a piercing attack which menaces two hostile pieces on the same line (rank, file or diagonal). When the piece directly threatened moves away, the piece behind is captured i.e.

it is the second piece which is the real target. Here are some examples:

1. rlbqk2r/lpp2ppp/pblp4/4n3/
PP1P3/2P5/R3QPPP/1NB1R1K1.

White's oddly placed QR and the R on the same diagonal give black the idea of playing a skewer. However, 1. ... B-K3? is useless black plays 1. ... NxB so 2. QxN B-K3 skewering white's Q against his R. After 3. Q-K2 BxR; 4. QxB black has won the exchange.

2. Frequently the first piece in a skewer is the king as in this example with white to move.

16/lr4pl/6Pp/R2bk2P/5p2/8/4BK2.

White pins black's B but on trying to apply pressure to the pin by 1. B-B3 or B-B2, black plays 1. ... R-N8ch.; 2. B-K1 P-B7 and black's pin wins! In the position however white can win by the use of a skewer by playing 1. RxBch! KxR; 2. B-B2ch. K moves; 3. BxR and white has won a piece.

Simple Combinations.

The fork, the pin and the skewer can be combined to form winning sequences as in the following examples.

1. 4rlkl/2qlrlpp/lppplp2/5Pnl/
2P5/1PQ1RPP1/7P4RBK1.

Black combines a knight fork and a pin by playing 1. ... NxPch. which, as it forks white's K and Q forces 2. RxN whereupon black captures by 2. ... RxR coming out the exchange ahead. Remember: the defensive power of a pinned piece (e.g. white's R on K3) is purely imaginary.

2. r4rlk/p6p/lpq2bbl/n2pB3/
2pP2Q1/2P3N1/PP4PP/R4RK1.

From what has been said about the pin, you should notice that white can play 1. RxB! creating a pin to which he can apply pressure by 1. RxB! RxR; 2. R-KB1 R-KB1; 3. Q-N5 K-N2. After this forced series of moves, white appears unable to apply more pressure to the pinned R but by taking advantage of the pin on black's B, he forks by 4. N-R5ch! and now white wins the pinned R coming out

a bishop ahead.

3. In this example, black combines the skewer and fork themes.

1Q1nb3/p3klpp/5p2/1Blp4/lK1B3P/4P3/5PP1/2r5. Black to move.

Black, a Q for R down, has a nice resource to win an otherwise lost game. He creates a skewer for his R by forcing white's KB from the QN file by 1. ... N-B3ch!; 2. BxN otherwise black takes the Q coming out a R ahead. Now, however, black wins the Q by 2. ... R-N8ch. skewering the K and Q.

ENDGAME.

Rook against Lone King.

24/2k5/24/4R1K1.

In this ending white needs more help from his king which he accordingly advances quickly as it must be near the enemy king.

- 1. K-B2 K-Q5
- 2. K-B3 K-Q4

If 2. ... K-Q6; 3. R-Q1ch. forces the king nearer the edge of the board where white will eventually mate the black king.

- 3. R-K4

Limiting the king to his first four ranks.

- 3. ... K-Q3
- 4. K-B4

4. R-Q4ch. would be useless as the king would be permitted entry to the centre again.

- 4. ... K-Q4
- 5. K-B5

This quiet move forces the king back - an important and frequently occurring idea.

- 5. ... K-Q3

Or 5. ... K-B4; 6. K-K6.

- 6. R-K5 K-B3

If 6. ... K-Q2; 7. R-K6.

- 7. K-K6

See note to white's fifth move.

- 7. ... K-B2
- 8. R-B5ch. K-N3

If 8. ... K-Q1; 9. R-B4! K-K1; (forced) 10. R-B8 mate.

- 9. K-Q6 E-N2
- 10. R-B6 K-N1
- Or 10. ... K-R2; 11. K-B7 K-R1;
- 12. R-R6 mate.
- 11. R-B7

Now black is confined to the edge of the board.

- 11. ... K-R1
- 12. K-B6 K-N1
- 13. K-N6 K-R1
- 14. R-B8 mate.

In a similar position - k7/2R5/lK6/40 - if it is black's move he must play K-N1 when white should move his R anywhere on the QB file except the 8th. rank in order to force the K back to R1 when white can mate by R-B8 as above. This losing of a move or 'tempo' is an important idea in endgames and it shall be considered more fully in our next issue.

Apart from the given cases, a player can force mate against a lone king with (1) two bishops or (2) knight and bishop or (3) three knights, all with the aid of the king. Notice that two knights cannot force mate against a lone king although they can force mate against a king and pawn in some cases or, in very special cases, against a king and piece. However as these cases are so rare, we do not consider them worth publishing but anyone who would like to see the winning procedure should ask either of us.

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We have extended the tactics section of Basic Chess partly because, as Dr. Tarrasch said, "Tactics is the most important element in the middle game" and partly because it enables us to have a greater choice of questions for the junior competition.

In our next issue, this section will be reduced to cover some of the basic mating positions against a castled king and the endgames section will be increased to cover a few elementary points of king and pawn endgames.

Also in our next issue, R.A. Batchelor will be starting a series about chess problems and continuing "The Indian Defences" and the solutions and winners of the competition will be published.

GAMES.

Our first game in this issue illustrates well the attacking potentialities of the Nimzo-Indian defence. White, the loser, is B.H. Wood, founder of the well-known magazine, "CHESS". The winner of the game is P. Devos, a lesser known player.

White: B. Wood, Black: P. Devos.

The opening moves are:

1. P-Q4 N-KB3; 2. P-QB4 P-K3; 3. N-QB3 B-N5; 4. Q-B2 P-Q4; 5. P-QR3 BxNch.; 6. QxB N-K5!; 7. Q-B2 P-QB4

Interesting is 7. N-QB3 then P-K4.

8. QPxP N-QB3
A pawn sacrifice to accelerate mobilisation.

9. PxB
If 9. P-QN4, then 9. ... Q-B3!

9. PxB
10. N-B3 B-B4

11. P-QN4
A dubious move.

11. O-O
12. B-N2

Blithely ignoring the second bishop.

12. P-Q5!
13. Q-B4 R-K1

14. NxB
White should not capture the pawn.

14. Q-B3
Threatening NxKBP.

15. R-R2 B-K3
Not 15. ... NxKBP; 16. NxN!

16. NxB QxPch.
17. K-Q1 RxN

18. B-B3
Trying to guard QB2, K1 and Q4.

18. R-Q1ch.
19. K-B2 Q-K6

20. P-KR4
Trying for R-KR3!

20. R-Q7ch!
21. BxR QxRch.

22. K-N3
Not K-N1?, N-B6ch. forces QxN as if K-R1, Q-B8 mate.

22. N-Q5ch.
23. K-R4 Q-Q8ch.

24. K-R5 R-R3ch.
25. QxRch.

This is forced. Now black sacrifices his Q to mate with his two remaining knights.

25. Q-R5ch!!
26. KxQ N-B6ch.
27. K-R4 N-N6 mate.

A delightful mate.

The next game illustrates one of the many variations of the Breslau variation of the Ruy Lopez. The winner of the game, Dr. Tarrasch, was a past master of the brilliant resources of this variation which he frequently played with success. The loser of the game was an amateur and the game was played in Munich in 1915.

White: Amateur, Black: Dr. Tarrasch

The opening runs as follows:

1. P-K4 P-K4; 2. N-KB3 N-QB3; 3. B-N5 P-QR3; 4. B-R4 N-B3; 5. O-O NxB; 6. P-Q4 P-QN4; 7. B-N3 P-Q4; 8. PxB B-K3; 9. P-B3 B-K2; 10. R-K1

More frequent alternatives are QN-Q2, B-K3 and Q-K2.

10. O-O
11. N-Q4 NxKP!

Rather than submit to the severe positional difficulties after 11. ... NxN?, black sacrifices a N.

12. P-B3 B-Q3!
13. PxB B-KN5

14. Q-B2
The continuation after 14. Q-Q2 is 14. ... Q-R5; 15. P-KR3 P-QB4; 16. Q-KB2 QxQch.; 17. KxQ B-Q2 with equal chances.

14. Q-R5

14. ... P-QB4 is the more popular variation now, the continuation being 15. BxB PxN; 16. BxR Q-R5; 17. R-B1 P-Q6; 18. Q-B2 QxQch.; 19. RxQ RxB with equal chances.

15. R-B1
If 15. P-N3 Q-R4; 16. PxB B-QB4 and black has a strong attack or 15. Q-B2 QxQch.; 16. KxQ N-Q6ch.; 17. K-B1 NxR; 18. KxN PxB and black should win.

15. P-QB4
Threatening P-B5, therefore...
16. BxB NxP

17. BxR RxB
 18. Pxp R-B1
 19. N-B3
 Forced for if Q-N3, N-B6ch. wins or if Q-Q2, N-B5 is decisive or if Q-B2, QxQch; KxQ N-Q6ch. forks K and B and wins the latter.

19. N-B3
 20. P-K5
 This apparently strong move is refuted brilliantly by Tarrasch however he points out that if P-KN3 Nxp; PxQ NxQ; R-N1 P-N5; N-Q5 B-K7; R-B5 B-Q6 with an excellent game for black.

20. NxQP!
 21. Q-K4
 White seems to be perfectly safe now as if B-QB4; B-K3 is satisfactory however Tarrasch finds a splendid resource.

21. RxN!
 So that if 22. Pxr (of course not QxN??, B-QB4 winning the queen) N-K7ch.; K-B1 N-N6ch. winning the forked queen as white's RP is pinned.

22. R-B4 N-K7ch.
 23. QxN
 This leads to a spectacular finish but if K-B1 Nxr; BxN R-B5 with a decisive material advantage.

23. B-B4ch.
 24. K-R1 R-KR6!!
 25. Pxr
 If P-KN3 Rxp; RxB RxR wins.
 25. BxQ
 26. RxQ B-B6 mate.
 As in the last game the mate is administered by minor pieces - the only pieces the winning side has!

The next game illustrates another variation of the Ruy Lopez - the Dilworth Attack. The winner - black - is in fact the originator of the variation, Dilworth. The loser is Estelles. The opening runs 1. P-K4 P-K4; 2. N-KB3 N-QB3; 3. B-N5 P-QR3; 6. P-Q4 P-QN4; 7. B-N3 P-Q4; 8. Pxp B-K3; 9. P-B3 B-QB4; 10. QN-Q2 O-O; 11. B-B2 NxKBP; 12. Q-K2

This is the Dilworth Gambit deferred. If 12. RxN P-B3; 13.

PxP (BxRch.; 14. KxB QxP; 15. K-N1 QR-K1; 16. Q-B1 B-B4; 17. BxB QxB with equal chances. Anyone desiring more information should ask either of us.

12. P-B3
 The idea of the sacrifice is to open the KB file and put pressure on white's KB2.

13. Pxp Qxp
 14. RxN QR-K1
 15. Q-Q3 P-N3
 White was threatening the KRP.

16. Q-B1
 In reaching this square, white has lost two tempi i.e. he has taken 3 moves to reach B1 whereas he could have reached it in 1.

16. B-KN5
 17. N-Q4
 Trying to remove the action of black's KB on the QR2 - KN8 diagonal.

17. NxN!
 Beautiful play.

18. RxQ RxR
 19. Pxn
 If 19. QxR N-B6dbl. ch. leads to mate.

19. Bxpch.
 20. K-R1 RxQch.
 21. Nxr R-K8

Paralyzing white's forces.
 22. B-Q3 B-KB4!
 So that if 23. BxB??, RxN mate.
 23. B-K2 RxKB
 24. B-KR6 B-K5

White resigns for if 25. N-K3 (to prevent Bxp mate) black wins a piece and the game by 25... BxN; 26. BxB BxB. An interesting example of this variation.

The following game occurred in the 1955 Interzonal in Goteburg. The loser of the game was no less a personality than Paul Keres and the winner of the game was David Bronstein, the latter playing at his most brilliant. The opening, a King's Indian, went as follows: 1. P-Q4 N-KB3; 2. P-QB4 P-K3; 3. N-QB3 B-N5; 4. P-K3 P-B4; 5. B-Q3 P-QN3 (5... P-Q4! is best); 6. N-K2 B-N2; 7. O-O Pxp; 8. O-O 9. P-Q5!

Although this thematic advance obtains an advantage in space, good play is necessary to maintain it.

9. P-YR3
Threatening to win the pawn.

10. B-B2 N-R3
Aiming at QB4.

11. N-N5!!
Sacrificing a pawn with no apparent reason. The point is that black is practically unable to refuse the sacrifice which will enable white to put his knight on KB4.

11. PXP
12. P-QR3 B-K2

13. N-N3!!
Brilliantly sacrificyng another pawn which black takes to try to open his bishop's diagonal.

13. PXP
14. BXP!!

Not content with sacrificyng two pawns, white now sacrifices a bishop. This is even more remarkable because analysts have proved it to be absolutely sound despite black's reasonable development and the lack of concentration of white's forces around the black king!

14. PxB
15. Q-Q2 N-R2

If 15. ... N-B4; 16. QR-K1 N-Q6;
17. BxN PxB; 18. N-B5 B-K5; 19. QN-Q4 R-K1; 20. NXPch. K-B1; 21. Q-N5 B-N3; 22. RxB RxR; 23. QxN

R-K5; 24. Q-R8ch. K-K2; 25. KN-B5ch BxN; 26. NxBch. K-K3; 27. Q-R3 and wins.

16. QxRP P-B4
17. NxBP RxN

By giving back material, Keres remains on his feet and sets Bronstein a problem in finding a win. The game continued:

18. BxR N-B1; 19. QR-Q1 B-N4; 20. Q-R5 Q-B3; 21. N-Q6 B-B3; 22. Q-N4 K-R1; 23. B-K4!

This fine move clinches the game. 23. ... B-R3; 24. BxB PxB; 25. QxP N-B4

The knight finally reaches B4! Now, however, white must win another pawn.

26. P-QN4 QN-K3; 27. QxP R-N1; 28. N-K4 Q-N3; 29. R-Q6 B-N2; 30. P-B4 Q-N5; 31. P-R3 Q-K7; 32. N-N3 Q-K6ch.; 33. K-R2 N-Q5; 34. Q-Q5 R-K1; 35. N-K5 N-K7; 36. NxB Q-N6ch.; 37. K-R1 NXP!

So that if 38. RxN?? or 38. Q-B7?? black mates. This may seem obvious but after playing this game, Bronstein was tired and short of time and could easily have blundered.

38. Q-B3 N-K7; 39. R-R6ch.

This, white's first check, forces black's resignation because white irresistably threatens mate. The Interzonal was won by Bronstein with 15 out of 20, followed by Keres 13½, Panno 13, Petrosian 12½, Geller and Szabo 12, etc.

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THE PIATIGORSKY CUP TOURNAMENT.

Here are the results of the Piatigorsky Cup tournament held in Los Angeles, California recently.

	Ker	Pet	Olaf	Naj	Res	Gli	Pan	Ben	Total
1-2 P. Keres	x	½ ½	1 1	½ 0	0 0	½ 1	½ 1	1 1	8½
1-2 T. Petrosian	½ ½	x	½ ½	½ ½	½ ½	0 1	½ 1	1 1	8½
3-4 F. Olafsson	0 0	½ ½	x	½ 1	½ 1	½ 1	½ 1	1 0	7½
3-4 M. Najdorf	½ 1	½ ½	½ 0	x	1 ½	½ ½	½ 1	0 ½	7½
5 S. Reshevsky	1 1	½ ½	½ 0	0 ½	x	½ ½	0 1	1 ½	7
6 S. Gligoric	½ 0	1 0	½ 0	½ ½	½ ½	x	1 ½	½ 0	6
7-8 O. Panno	½ 0	½ 0	½ ½	0 ½	1 ½	0 ½	x	0 1	5½
7-8 P. Benko	0 0	0 0	0 1	1 ½	0 ½	½ 1	1 0	x	5½

This result could not be published in our last issue because our magazine was prepared before the tournament's completion.

THE INDIAN DEFENCES

by R.A. BATHURLOA.

With the introduction of new ideas on the centre in the early 20th. century known as the Hyper-modern Revolution, the theory of defences resulting after 1. P-Q4 N-KB3 was greatly expanded. These used indirect means of counterattack, and were named after the slower Oriental school of chess although they can lead to interesting and exciting play. Four main lines of play will be discussed in this series: the Nimzo-Indian, the King's Indian, the Queen's Indian and the Gruenfeld Indian.

(1) THE NIMZO-INDIAN.

Aron Nimzovitch, after whom the opening is named, formulated his own methods and showed the way to modern chess theory. In the following brief analysis, the main line of each variation is given in red.

1. P-Q4 N-KB3; 2. P-QB4 P-K3; 3. N-QB3 B-N5 (this move characterises the opening; it prevents 4. P-K4 indirectly by pinning the N. In general, white's strategy should consist of establishing a strong centre, and making fullest possible use of his two bishops; black should strive to disorganise and weaken white's centre by P-QB4 and/or P-Q4 at an early stage: in some variations when white plays P-QR3 and black BxN, white ends up with doubled QB pawns which black can use as a focal point for his attack by B-QR4, N-QB3-R4, R-QB1, P-QB4xP, for example. Black, on being challenged by P-QR3, should only retreat his bishop (to K2!) if white cannot successfully play P-QN4. Play now splits into four variations - 4. Q-B2, 4. P-K3, 4. P-QR3 and 4. Q-N3.

(a) 4. Q-B2 (the classical variation, aiming at P-K4) 4. ... P-Q4 (striking at the centre - also good are 4. ... P-B4; 5. PxB O-O; 6. P-QR3 BxBP; 7. N-B3 N-B3; 8. P-QN4 etc. or 4. ... N-B3 which

is the complicated Milner-Barry variation.); 5. PxB (For the more incisive 5. P-QR3 see game Wood v Bertos in our games section) (Best) 6. N-B3 P-B4 (Again hitting at white's centre) 7. Q2 BxN; 8. BxB PxB and black, with care, should hold his own.

(b) 4. P-K3 (the Rubinstein variation - quiet and popular) P-B4 (Also possible are 4. ... P-Q4; 5. P-QR3 B-K2! with equality or 4. ... O-O; 5. B-Q3 P-Q4; 6. N-B3 P-B4; 7. O-O N-B3; 8. P-QR3 BxN; 9. PxB PxBP; 10. BxP Q-B2 with equality); 5. P-K2 (Or 5. N-B3 O-O; 6. B-K2 but not 5. B-Q3 P-Q4! with advantage to black) PxB (breaking the centre); 6. PxB P-Q4; 7. P-QR3 BxNch. (slightly better than B-K2 which gives white a strong queen's side); 8. NxB PxB; 9. BxP O-O with equality.

(c) 4. P-QR3 (the Sacknisch variation - tactical and of waning popularity) BxN; 5. PxB P-B4; 6. P-K3 P-Q4 (Or O-O or P-QN3); 7. BxB KPxB; 8. B-Q3 (Not 8. PxB? with a worse pawn position for white) and again the position is equal.

(d) 4. Q-N3 (the Spielmann variation - not as popular as it deserves to be) P-B4 (Or N-B3; 5. N-B3 P-Q4); 5. PxB N-B3; 6. N-B3 N-K5! (aiming at P-K4, hitting white's K4, and an eventual king's side attack); 7. B-Q2 NxQBP (better than NxB); 8. Q-B2 O-O and black stands well.

It is not to be thought that we have given all possible and probable variations in this review but merely choice variations showing black's plan of campaign. A line which is not noted above and which is achieving slight popularity is 4. P-B3 for white; in a game Kottnauer v Nova, the continuation was 4. ... P-Q4; 5. P-QR3 BxNch.; 6. PxB P-B4; 7. PxB NxB; 8. PxB P-B4; 9. Q-B2 and now I consider P-B5! better than Q-B3

as played but I leave this to the analysts among our readers to reach their own judgement which I should be glad to hear. In the next issue, the Queen's Indian, a close relative of the Ninzo-Indian will be reviewed.

COMPETITION ENTRY VOUCHER	PART A
Name..... (block capitals)	
Form.....Grade.....	



STUDIES

by J.M. Glendinning.

In the last issue, I published two of Reti's endgame studies. Unfortunately, the second study was printed without white's first rank and I have therefore decided to hold over the solution of this until the next issue. The correct position is 8/3k4/lK6/8/4BR2/4p3/4p3/8 with white to play and win.

The solution to the first of Reti's study runs as follows:

1. K-K7! P-N4
K-B6 was threatened.

2. K-Q6!!
This odd-looking move saves the game because by forcing black's reply 2. ... P-N5 white cuts off black's R4 square for his bishop. The continuation (after 2. ... P-N5) is:

3. P-K7 B-N4
4. K-B5 B-Q2
5. K-Q4

Now white draws easily e.g. 5. ... P-N6; 6. K-K3 P-N7; 7. K-B2 B-B3; 8. P-K8(Q) BxQ; 9. KxP etc.

This manoeuvring of the king on the diagonal has become known as the Reti manoeuvre, a theme which composers have used as a basis for many excellent studies but which began simply in Reti's first endgame study.

7K/8/k1P5/7p/32. White to play and draw. The solution is, of course, 1. K-N7 P-R5; 2. K-B6 and now play divides into two sections:

(a) 2. ... P-R6; 3. K-K6 P-R7; 4. P-B7 K-N2; 5. K-Q7 drawn.

(b) 2. ... K-N3; 3. K-K5 KxP (3.

... P-R6; 4. K-Q6 transposes into (a)); 4. K-B4 and white will catch the rook's pawn.

The following study by Van der Ende shows one of the many elaborations on this theme:

6k1/8/p7/5P2/8/4K3/8/lN6.

White to move and draw.

The solution is:

1. K-Q4 N-R6; 2. K-B5 N-N4; 3. K-N6 N-B2; 4. KxN! P-R4; 5. K-Q6 Obvious?

5. ... K-B2; 6. K-B5 drawn.

In the next issue, I shall be considering studies involving stalemate for although this rarely occurs in actual games, it has been the basis of many fine studies i.e. it has formed the 'theme' of them. One study by Liburkin illustrates stalemate extremely well in that according to black's second move, either white or black is stalemated! The position for those of you who would like to try this study is 24/pplp4/bk1P4/lp6/3P4/K3B3. I shall print the solution in the next issue.

An Error in our Last Issue.

We should like to point out that we incorrectly printed that Alexander was a grandmaster instead of, as he is, an international master. We were, however, pleased to see that several of our readers realised our error and informed us of it

COMPETITION.

Here is the second and concluding stage of our competition. Before considering the other questions in the competition, we must correct a position which we gave in the last issue. The position for question three in the junior section was printed with two black queens. We should like to apologise for any inconvenience which this may have caused and we now give the correct position:

r5kl/pp2blpp/nlnlbp2/qlplp3/N7/
BP2N1P1/P2rPPBP/2R1QRK1.

Now here are the other questions for each section.

(a) Senior.

Both the following questions are problems in which white has to play and mate in two moves. In each question give the key (i.e. white's first move), the threat (if any) and the variations after relevant black moves.

3. 4RBb1/8/rlr5/NB6/3p2pl/6pl/
lKpkPPQ1/2R5.

4. 4K3/8/blpR2pl/Rlnlnk2/7P/q7/
B1P2N1B/bQ6.

(b) Junior.

The following three questions are based on a combination of two of the three themes - the pin, the skewer and the fork - which we have taught you in Basic Chess.

4. The first question in this issue combines a pin and a skewer to win a bishop. The position with white to play and win, is:

lrlrlk2/5pbl/pp6/2ppP3/6Q1/1P2P3/
P1PP2PP/5RK1. White to play.

5. The second question combines a fork and several pins to win. The position, with black to move and win, is:

2rqlrkl/pp3ppp/8/3nBb2/4N3/bP1Q4/
P1PP1PPP/R2KN2R. Black moves.

6. The last question is a queen hunt by white culminating in a pin followed by a knight fork to win black's queen. The position in which white has to play and win, is:

4k2r/ppp2ppp/4r3/q2pP3/3P4/
P1N2N2/1P2BPPP/R3K2R.

RULES.

The rules of the competition are very simple and are as follows:

1. The competition is divided into two divisions - senior (grades one to three) and junior (grades four and five and first year).

2. Each entrant should attempt as many of the questions in the appropriate section as he can solve i.e. it is NOT necessary to answer every question.

3. Entries should be written clearly and neatly in ink or biro and in English and should be accompanied by two entry vouchers, one being marked A and the other marked B. The first entry voucher (marked A) is on page 8 in our first issue and the second entry voucher is on page nine of this issue. These entry vouchers take the place of an entry fee and should also be filled in as indicated on the voucher.

4. Entries should be handed to either J.M. Glendinning or R.A. Batchelor on or before

2nd. October, 1963.

5. The grade in which a player is will be considered as the grade he was in on

1st. September, 1963.

6. No member entering the junior section of the competition should ask for or accept any advice from a senior grade member or any external advice. This will result in the member being disqualified from the competition.

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Errata.

Page 2 - In the section about the queen fork, white's first move is 1. BxB not 1. RxB.

Page 5 - Black's 16th. move is 16. ... PxN not NxP.

Page 6 - In the game Estelles v Dilworth two moves are omitted. They are 4. B-R4 N-B3; 5. O-O NxP. Move 8 in the Bronstein v Keres game is 8. PXP O-O.

Page 9 - The competition entry voucher should be marked B not A.

Page 10 - The sixth line of rule six should be "will result in the member's".
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