

With compliments
J.M.G.

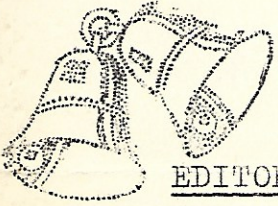
CHOICE CHESS.

CHESS WEEK RESULTS.

SEE PAGES 18, 19 and 20.

No. 3 • CHRISTMAS, 1963.

ALLAN GIEN'S OFFICIAL CHESS MAGAZINE



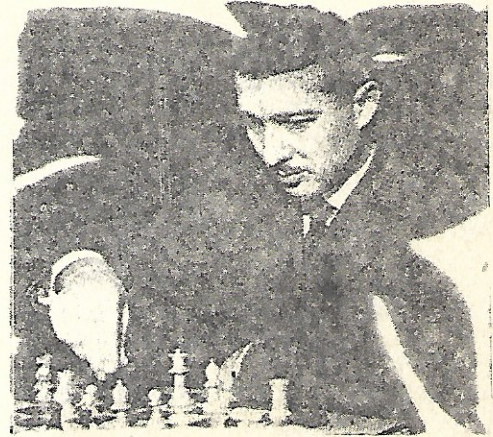
SEASONS GREETING TO ALL OUR READERS!



EDITORIAL.

We must firstly apologise for the delay in bringing this edition out. This was due to technical difficulties outwith our control and we hope that it will not detract from your enjoyment of this magazine.

Secondly, we have decided to issue 'CHOICE CHESS' quarterly at the same size and price. However, for those of you who like to read magazines more frequently than this, we will be buying the magazine advertised inside, 'CHESS', which we will sell to members of the club at the reduced price of 10d per issue (or 1/8 for a double issue) or hire out at a very small fee. More details of this will be appearing soon but we should like to take this opportunity of thanking Mr. Dewar for his



kind donation of some chess magazines for inclusion in our hiring scheme.

In the list of acknowledgements inside, we inadvertently omitted Mr. Forrest's name. We should like to apologise to him for this.



THE ZONAL TOURNAMENT IN HOLLAND.

In October, a zonal tournament was held in Enschede in which the British champion, Jonathon Penrose, (see photograph opposite) was participating. He missed qualifying for the inter-zonal by only $\frac{1}{2}$ pt. when he finished 4th. below Gligoric (see photograph above), Darga and Lengyel. Dr. Aitken, the Scottish representative, finished 15th. but drew with Philip and Pomar who took 5th. and 6th. places respectively.



CLUB NEWS

On 31st. October, 1963, a list of promoted people and promotions and relegations were their new grades. Promotions to concluded in the club. Below is grade 5 are from the junior club.

- | | | |
|---------------|--------------|---------------|
| GRADE 1: | R. Pearson | GRADE 5: |
| I. Jardine | | W. Kelly |
| G. Anderson | GRADE 4: | J. Coley |
| GRADE 2: | K. Stevenson | G. MacQuarrie |
| D. McLaughlan | D. Cook | G. McGregor |
| A. Wilkie | G. Morrison | J. Blackwood |
| GRADE 3: | C. Scott | T. Palmer |
| T. Westwood | G. Duncan | A. Findlay |
| D. Muir | J. Sweeney | J. Samson |
| A. Scringour | G. Wyllie | J. Clark-Dick |

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- PROBLEMS: A new series by R.A. Batchelor about the world of the chess problem. 17.

To date, we have received three contributions - two from C. Pritchett which will form a series starting with Fischer on page 9 and one from A. Chalmers which is on page 15. We invite YOU to contribute an article about chess to us.

Throughout the season we shall be producing single page supplements on various topics. The first of these, previously given with our first issue, is advertised on p.6.

During the September weekend, a chess congress was held in the Royal College of Science and Technology Union building. The tournament was in five divisions - championship, reserves, major, minor and novices. Notable results were achieved by E. Davis in the championship and D. McLaughlan who won the novices section. After the main tournament, a lightning tournament of several sections was held. E. Davis and R. Batchelor both won their respective sections.

COMpetition RESULTS

We were very disappointed by the poor response to our competition especially the junior section for which no entries were submitted. The winner of the senior section was also the sole entrant, C.W. Pritchett. The solutions to the competition are printed on page three.

If you have a game which you particularly enjoyed please submit a copy of it to us for possible publication in 'CHOICE CHESS'.

SOLUTIONS TO COMPETITION.

The solution to question one, the most difficult question, is as follows:

1. B-N1! (So that if PxB(Q); NxQ and one of the pawns will queen) P-R8(Q)ch; 2. K-N5 B-N6!; 3. P-N7 B-N1! (So that if 4. P-N8(Q), then Q-R5ch! and black draws by perpetual check or, if the king takes the queen, by stalemate); 4. P-N8(B)! (Threatening B-Q5 mate) B-B5; 5. B(N8)-R2!! BxN; 6. P-B6 B-B5; 7. P-B7 B-Q3; 8. K-B6 B-K2 (Or B1); 9. K-B7! (Threatening B-Q5 mate - now black, unable to stop mate, simply delays it) QxB(R7); 10. BxQ B-Q3ch.; 11. K-B8! P-N8(Q); 12. B-Q5ch. Q-N2ch.; 13. BxQ mate. This remarkable position was composed by Vassily Smyslov.

Question two, also rather difficult, was composed by the brilliant Russian composer, M.S. Liburkin. The solution is:

1. N-N5ch. K-R5!
So that the knight cannot leave N1 by giving check.

2. P-N7

Now there are two variations:

(a) 2. ... N-N3; 3. K-N3 KxN; 4. K-R2!

This position, which also occurs in a similar form in the second variation, is remarkable in that black has only two moves.

1. 4. ... K-B5; 5. N-B6! N-K2; 6. N-Q5ch. forking K and N but if NxN white queens his pawn.

2. 4. ... K-R5; 5. N-R6! N-K2; 6. N-B5ch. again forking and winning.

(b) 2. ... N-B2; 3. N-K6ch.

Of course, not 3. NxN, P-R7 wins.

3. ... K-K4; 4. K-N3 KxN; 5. K-R2! And now, again, there are two possibilities:

1. 5. ... K-Q3; 6. N-K7! N-R3; 7. N-B5ch. etc.

2. 5. ... K-K4; 6. N-B6! N-R3; 7. N-N4ch. forking for the fourth time and again winning.

A truly magnificent study.

Questions three and four were much simpler, the solutions being

3. 1. P-B3! (But not P-B4! for a reason we shall see in the

variations). Now, white has several defences against the threat of 2. P-Q3 mate.

A. 1. ... R-K3; 2. N-B4 mate.

B. 1. ... B-K3; 2. B-R6 mate.

(We now see why P-B4 would not have worked as a key).

C. 1. ... R-B5; 2. N-N3 mate.

D. 1. ... B-B5; 2. B-N4 mate.

4. The solution to question 4 is: 1. K-K7 threatening R-B6 mate. Now, black can try the following defences:

A. 1. ... N-N6; 2. P-B4 mate.

B. 1. ... N-B5; 2. P-B3 mate.

C. 1. ... N-K3; 2. BxN mate.

Other N moves lose to B-Q6 mate.

Notice that in A, black's N stops the action of the black Q and the white pawn interrupts the action of the black B. In B, the roles of the N and P are reversed.

Now, here are the solutions to questions 1 to 6 of the junior competition:

1. 1. RxPch! K (or Q) xR; 2. R-N1 pinning and winning the Q and leaving white 3 pawns and a Q for a rook and bishop ahead.

2. 1. RxR! RxR; 2. P-K6 QxQ; 3. PxQ and white wins the B which, previously pinned against the Q, is now pinned against the K.

3. 1. BxN! (Removing the Q's protection and thus really pinning the black R) PxB; 2. R-Q1 R-Q1; 3. B-B1 wins the pinned R.

4. 1. P-K6! R-N2 (Not P-B3; P-K7ch. KxP; QxBch. wins); 2. Q-N6 P-B3; 3. RxPch! BxR; 4. QxBch. K-K1 (If K-N1, QxRch.); 5. Q-R8ch. K-K2; 6. Q-N7ch. K moves; 7. QxR and wins.

5. 1. ... R-K1; 2. P-KB4 (the B cannot move as then the N would be lost) BxN!; 3. QxB N-B6ch! forcing 4. BxN when RxQ wins easily for black.

6. 1. P-QN4 Q-N3 (Forced); 2. NxP Q-B3; 3. B-N5! (Pinning Q and K and forcing black's reply) 3. ... QxB; 4. NxPch. forking K and Q and coming out two pieces up.

BASIC CHESS

TO HELP
THE CHESS
ENTHUSIAST.

OPENING.

In this issue we shall consider the Howell attack in the Ruy Lopez i.e. 1. P-K4 P-K4; 2. N-KB3 N-QB3; 3. B-N5 P-QR3; 4. B-R4 N-B3; 5. O-O NXP; 6. P-Q4 P-QN4; 7. B-N3 P-Q4; 8. PXP B-K3; 9. Q-K2

This is the move which Howell introduced. Now black has a choice of three variations resulting from different ninth moves i.e.

A. 9. ... B-K2; 10. R-Q1 N-B4; 11. B-K3 O-O; 12. P-B4 NPXP; 13. BXP N-R4! with equality.

B. 9. ... N-B4; 10. R-Q1 B-K2 transposing into A.

C. 9. ... B-QB4; 10. B-K3 O-O; 11. QN-Q2 NxN; 12. QxN P-Q5; 13. B-N5 Q-Q2; 14. BxB QxB with equality.

In the next issue, I shall leave the Ruy Lopez and begin a brief study of the Queen's Gambit.

TACTICS.

In this issue, I shall consider the basic patterns for mating against the castled king. I would point out that in the first eleven positions only those pieces which are required in the mate are shown e.g. the white king is omitted in all of them.

(a) 5rkl/5plp/5BpQ/40.
The white queen mates at KN7, aided by his bishop at KB6. The position of the Q and B could be transposed.

(b) 5rkl/5plp/5Qp1/24/1B6/8.
The white queen mates on the long diagonal at KN7 or KR8, aided by his bishop.

(c) 5rkl/5ppp/16/7Q/3B4/16.
The white queen, again supported

by the bishop, mates at KR7.

(d) 5rkl/5plp/7Q/5N2/32.
The white queen, aided this time by his knight, mates at KN7.

(e) 5rkl/5pp1/8/6NQ/32.
The queen, aided by the knight, mates at KR7.

(f) 5rkl/6pQ/6P1/40.
The white queen has mated at KR7 supported by the pawn at KN6.

(g) 5rkl/5plp/5QpP/40.
The white queen mates at KN7 aided by the P at KR6. The position of the Q and P could be transposed.

(h) 5rkl/5pp1/8/7Q/24/7R.
The queen supported by the rook controls the KR file and mates at either KR7 or KR8.

(i) 5rkl/5p2/6p1/16/2B5/8/7R.
The white rook mates at KR8 aided by the bishop which is controlling the long diagonal.

(j) 7k/7R/5N2/40.
The white rook mates at KR7 protected by the N on KB6 which also controls the square adjacent to the king. It follows that if the rook were placed at N8, it would also be mate.

(k) 5rkl/1R5R/48.
White's doubled rooks force mate on KN7. Doubled rooks on the seventh rank form a very powerful weapon.

(l) rr4kl/6pp/4Q3/P2KN3/8/q7/16.
This mate, variously referred to as Philidor's mate or smothered mate, is illustrated here by the classic position from a book published by Lucena in 1496! White mates by 1. ... K-R1 (if K-B1; 2. Q-B7 mate); 2. N-B7 ch. K-N1; 3. N-R6 dbl. ch. K-R1; 4. Q-N8ch!! RxQ; 5. N-B7 mate.

(m) r3rkl/3R1ppp/p3plq1/2p5/2p5/5Q2/PPP3PP/1K1R4.
White wins by 1. QxR! for now if 1. ... RxQ; 2. R-Q8ch. RxR; 3. RxR mate. This type of mate results from the fact that a castled king hemmed in by the three pawns in

front of it and a rook or queen will mate if it reaches black's first rank.

These mating patterns are extremely useful because they occur quite frequently in play and, as Dr. Tarrasch said, "A thorough understanding of the typical mating continuations makes the most complicated sacrificial combinations leading up to them not only not difficult, but almost a matter of course".

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ENDGAMES.

Now that we have considered the fundamental mates against the lone king, we must progress to the simplest of the more complicated endgames, the king and pawn endgame.

Before actually studying these, however, we must grasp a few fundamental manoeuvres used to a great extent in all endings.

Manoeuvring for a tempo.

A tempo is simply another name for a move e.g. if a piece takes two moves to reach a square it could have reached in one, it has lost a move or a tempo.

In some endings, as we shall see, it is advantageous to be able to gain or lose a tempo by manoeuvring the king or the pawns. In this issue we shall consider two king manoeuvres—triangulation and the opposition.

Triangulation.

Triangulation is a stratagem which relies on the fact that, if one king has more squares to go to, he can lose a tempo. As an example, consider this position: 8/6p1/3klp2/2p2Pp1/2Plp1Pl/1P4Pl/4K3/8. White wins.

White wants to win black's KP but if he plays 1. K-K3? black can protect it with K-K4 therefore white must first lose a move by 1. K-Q2! and now if either 1. ... K-K4 or 1. ... K-B3 then 2. K-K3

wins the pawn as the black king cannot protect it. White wins this only because he could move in the triangle K2-Q2-K3 whereas black could only move in the straight line Q3-K4.

The Opposition.

This stratagem is probably the most frequent and important one in king and pawn endgames and evolves from the fact that two kings can never be in adjacent squares.

There are two distinct types of opposition—direct and distant.

Direct Opposition.

A simple illustration of direct opposition is shown in the following position:

16/4k3/2p3pl/2PlKlPl/24.

If it is black's move, white has the opposition and wins e.g. 1. ... K-B3; 2. K-Q5 wins the BP then queens a pawn and similarly on the other side. If it is white's move, black has the opposition but only draws e.g. 1. K-B3 (or Q3)! K-K4; 2. K-K3 K-Q3 (or B3)!; 3. K-K4 K-K3. Notice that white must not play 1. K-K3? when K-K4 wins for black. Also in the above variation black must not play 2. ... K-K3 when 3. K-K4 wins for white.

Direct opposition can be vertical (as above), diagonal or horizontal depending on whether the kings oppose each other on a file, diagonal or rank.

Distant Opposition.

When two kings are on the same file and an odd number of squares apart then whoever is not on the move has the distant opposition. This type of opposition is most effective in blocked positions and is useful for preventing the enemy king from going into a file as well as for forcing an entry with one's own king. In this position 8/5k2/2p5/lpPp4/p2P2pl/P2P2Pl/P5Kl/8. White wins.

For white to win he must force his king to KB4 or Q6 and to reach the latter he must reach QR5 while the

black king is still two files to the right. Thus the solution is: 1. K-B1! (the distant opposition) K-K2; 2. K-K1! K-B2; 3. K-Q1 K-K2; 4. K-B2 K-K3; (if 4. ... K-Q2; 5. K-B3 K-B2; 6. K-Q2 K-N2; 7. K-K3 K-R3; 8. K-B4 K-R4; 9. K-K5!! P-N5 10. Pxpch. KxP; 11. K-Q6 K-R6; 12. KxP KxP; 13. KxP K-N6; 14. P-B6

P-R6; 15. P-B7 P-R7; 16. P-B8(Q) P-R8(Q); 17. QxP and wins); 5. K-Q2 K-B3 (or 5. ... K-Q2; 6. K-K3 K-B2; 7. K-B4 et c.); 6. K-B3 K-K2; 7. K-N4 K-Q2; 8. K-R5 K-B2; 9. K-R6 K-Q1; 10. K-N7 K-Q2; 11. K-N6 and wins. A few more examples of the opposition will be found in the article about 'Endgame Studies'.

ENDGAME STUDIES

by J.M. Glendinning.

In the last issue I quoted the position for one of Liburkin's stalemate studies. Here is the solution. White plays 1. P-Q3 dis. ch. K-R6 (forced); 2. B-N4ch! Now if 2. ... KxB; 3. K-N2 and black is stalemated or if 2. ... PxB; 3. K-N1 P-N7 and white is stalemated!

Sometimes an apparently hopeless position can be drawn by stalemate e.g. in this study by Stevenson. The position is: 3B2R1/4p3/K7/r2k2r1/p7/8/2R5/6q1. White plays 1. RxRch. QxR; 2. R-B5ch! As this skewers black's K and Q, black's reply is forced. 2. ... KxR; 3. Bxpch. This time the K and Q are forked but after 3. ... QxB, white is stalemated.

When considering studies, one should always remember that the composer never assumes moves which preceded the position of the study and therefore to capture a pawn 'en passant' or to castle can be permitted unless it can be proved that the move cannot be legally made. The following study by Korolikov uses castling to draw by stalemate:

4knrr/2p2plp/PlP5/3N1K2/32. White plays 1. P-R7 and forces the following continuation: 1. ... R-N4ch.; 2. KxR N-K3ch.; 3. K-R6! O-O!!; 4. N-K7ch. K-R1; 4. N-N6ch. either pxN; 6. P-R8(Q) RxQ and white is stalemated.

Sometimes stalemate is only

a subsidiary theme in a study as in this study by J. Hasek which also illustrates the opposition.

8/p7/F4p2/3K1P2/5k2/24.

White plays 1. K-B6 K-K4 (not KxP; 2. K-N7 and 3. KxP when wins easily); 2. K-B7! (The diagonal opposition. Wrong is 2. K-N7? K-Q3; 3. KxP K-B2; 4. K-R8 K-B1 5. P-R7 K-B2 stalemate) K-Q4; 3. K-Q7! K-K4 (If 3. ... K-B4 or 3. ... K-K5, then 4. K-K6 followed by 5. KxP) 4. K-B6 KxP

Black is in zugswang (i.e. he has no good moves at his disposal) and so he must move his king away from the centre.

5. K-N7 and 6. KxP when white will win by queening his RP.

Now here is a study by T.R. Dawson which illustrates beautifully the power of the opposition, both direct and distant. The position is:

8/4plpl/1k2plpl/p3PlPl/Plp2P2/2P5/5P2/4K3. White wins.

White's first task is to play his king to K3, whilst maintaining the opposition, and at the moment when black cannot play K-Q4, for this will mean that black's QBP will be lost. In doing so, however, white will lose the opposition and this is why there is a white pawn on white's KB2. Can you see the solution? I shall print the solution in the next issue.

The solution to the Reti study set last week is on page fourteen.

CHESS NOTATION
 LEARN DESCRIPTIVE AND FORSYTH
 NOTATION IN THIS FREE SUPPLEMENT

THE INDIAN DEFENCES

BY R.A. BATCHELOR.

THE QUEEN'S INDIAN.

This defence is akin to the Nimzo-Indian in that it aims for control of white's K4; it is so named because a characteristic is a queen's side fianchetto. Usually what is aimed at is the establishment of a "small centre" - pawns on Q4, Q3, K3, K4. A desirable manoeuvre is N-K5 and P-KB4 by black with a view to a king's side attack and observation of white's K4.

1. P-Q4 N-KB3; 2. P-QB4 P-K3; 3. N-KB3 P-QN3; 4. P-KN3 B-N2; 5. B-N2 and now there are the variations B-K2 and B-N5ch.

(a) 5. ... B-K2 (The main line)
6. O-O O-O and now there are several sub-variations.

1. 7. N-B3 N-N5; 8. Q-B2 NxN; 9. QxN P-KB4; 10. P-N3 B-KB3 and black is well on his way as cited above.

2. 7. B-Q5 P-Q3 (Not 7. ... PxN; 8. N-Q4! etc.); 8. N-B3 P-K4; 9. P-K4 P-QR4; 10. N-KB4 P-N3 (I think that this is white's sharpest try, and it must be played carefully. I advise black to bring the QB to B1 or B3 and follow patterns shown in the King's Indian (e.g. A-Q2-B4).)

3. 7. Q-B2 P-B4!; 8. R-Q1 (If 8. PxB; PxB!) Q-B1; 9. P-N3 PxB; 10. NxB RxB; 11. KxB P-Q4 (and black has achieved a balanced position and a slightly better development.

4. 7. P-N3 P-B4; 8. B-N2 (Rather than allow black more freedom by 8. PxB) PxB; 9. QxP (preferable to giving up his KB by RxB) N-B3; (forcing white to waste a move, but closing his good diagonal); 10. Q-B4 (and black gets on an even keel as in the previous variation).

(b) 5. ... B-N5ch. (the Bogolubov variation which can transpose into a Nimzo-Indian); 6. B-Q2!

Q-K2 (best); 7. O-O BxB; 8. QxB O-O; 9. R-K1 and black will eventually play N-K5 as in the Queen's Indian).

I have not mentioned two defences in the Queen's Indian - the closed variation and the Variation Variation - here because they tend towards play in the classical style rather than in the hypermodern spirit, and not because of any deficiencies.

Typical patterns followed in the Queen's Indian are shown in the following game, won by Minzovitch, as much the father of the Queen's Indian as the Nimzo-Indian, against Przepiorka.

1. P-Q4 N-KB3; 2. N-KB3 In fashion as a preventive to the newly discovered Budapest Gambit - 1. P-Q4 N-KB3; 2. P-QB4 P-K4 etc.)

2. ... P-K3; 3. P-B4 P-QN3; 4. N-B3 B-N2; 5. Q-B2 B-N5; 6. P-QR3 BxNch.; 7. QxB P-Q3; 8. P-KN3 QN-Q2; 9. B-N2 Q-K2

Finally white has reached a classical position in the opening.

10. O-O O-O; 11. P-QN4 N-K5; 12. Q-B2 P-KB4. See back for note on this manoeuvre.

13. N-N5 N(2)-B3; 14. NxN BxN; 15. BxB NxN; 16. P-B3 N-B3; 17. B-N2 R-B2

Of the genus "mysterious rook move" - he threatens to double rooks on a file which will be opened if white achieves his object - P-K4.

18. QR-B1 QR-KB1; 19. Q-Q3 P-KR4; 20. P-K4 Playing into black's hand - see previous note.

20. ... PxB; 21. PxB N-N5; 22. P-R3 To try to stop P-B5, breaking white's king's side.

22. ... N-B7; 23. Q-K2 NxPch.; 24. K-R1 Q-N4; 25. RxB RxB; 26. Q-N2 N-Q7ch.; 27. K-N1 Q-K6; 28. Resigns.

In the next issue, I shall consider the King's Indian.

THE KING'S INDIAN.

Like the other Indian systems, the King's Indian aims at reacting against white's centre, and especially Q4. Unlike the Queen's Indian and Nimzo-Indian, black's development of his first pieces, the KN and KB, does not hit directly at their objective, so that white generally has a stronger central set up and for this reason the King's Indian was unpopular for a period. However, it was discovered that black could obtain good chances if, at some stage, he could force P-KB4 and then if Pxp, Pxp! with prospects of a good king's side attack, and the defence is now the foremost of all the Indian systems.

1. P-Q4 N-KB3; 2. P-QB4 P-Q3; 3. N-QB3 P-KN3; 4. P-K4 B-N2 (The order of moves given here is safer than the more usual black moves 2. ... P-KN3, 3. ... P-Q3 or B-N2 etc. Now white has several variations at his disposal).

A - The Classical Variation.

5. N-B3 O-O; 6. B-K2 P-K4; 7. O-O
These are the well-tried moves. Now there are two important variations.

(a) 7. ... N-B3 (Now the more popular. If white tries 8. P-Q5, and plays for a Q-side attack by P-B5, black can counter on the K-side by pushing the KB and KN pawns, with a slashing attack - 8. P-Q5 N-K2; 9. N-K1 N-Q2; 10. N-Q3 P-KB4; 11. P-B3 (Pxp, NxBP!) 11. ... P-B5; 12. B-Q2 P-KN4 etc.)
* 8. B-K3 B-N5; 9. P-Q5 N-K2; 10. Q-Q2 N-R4 (To play P-KB4 - this is a common manoeuvre); 11. P-KR3 B-Q2; 12. P-KN4 N-B5!; 13. BxN PxB; 14. QxP P-KB4! and black, despite his pawn minus, has a very good position.

* (b) 7. ... QN-Q2 (A sound and tricky continuation); 8. R-K1 (Better than 8. P-Q5 P-QR4 etc.) P-B3; 9. B-B1! R-K1; 10. R-N1 P-QR4; 11. P-QN3 (Not so good, perhaps in view of black's last

move) N-N5; 12. P-Q5 (Not P-KR3, Pxp; 13. Nxp Nxp! with a forced win - work it out for yourself!) P-QB4; 13. P-QR3 P-B4!

B - The Samisch Variation 5. P-B3

This variation is a good attacking one for white. It aims to play P-KN4, P-KR4, B-K3, Q-Q2 and then break open black's castled position by P-R5. To offset this, black must play vigorously in the centre, and exciting play usually results.

5. ... O-O; 6. B-K3 (This is the main variation. Others are:-
(a) 6. B-N5 and if 6. ... P-K4?; 7. Pxp Pxp; 8. QxQ RxQ; 9. N-Q5 wins. However, black just plays 6. ... P-B4 and equalises.
(b) 6. B-Q3 P-K4; 7. KN-K2 QN-Q2; 8. P-K3 N-R4; 9. Q-Q2 Pxp; 10. Bxp etc. with equal chances) P-K4; (A new and interesting line is 6. ... N-B3 with the intention of playing P-QR3 and eventually forcing P-QN4 with a good attack on white's Q-side castled position); 7. P-Q5 (or KN-K2 or Pxp) P-B3; 8. Q-Q2 Pxp; 9. Bxp N-R4; 10. O-O-O (If P-KN4, N-B5!! with a position like that of the end position in the Classical variation) P-B4; 11. Pxp Pxp; 12. B-KR6 R-B2 and black has obtained good scope for future operations. Notice that black has successfully prevented white's pawn storm and played the classic freeing move, P-KB4.

Due to the many variations in this opening, a summary of it all cannot be included here, so this defence will be continued in the next issue.

BACK NUMBERS.

There are still a few issues of CHOICE CHESS, no. 2 and a very few issues of no. 1 available from J. Glendinning.

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R. J. FISCHER'S CHESS CAREER

by C.W. Pritchett.

INTRODUCTORY NOTE BY THE EDITOR.

The following article is the first in a series about the world's leading chess players.

The first has been written by C.W. Pritchett who has also written an article about the Russian grandmaster, Vassily Smyslov which will be published in our next issue.

I must apologise for the

rather poor quality of the photograph of Lombardy on page 10 and also for the fact that no photograph of Fischer has been published. This was due to reasons completely beyond my control and I hope to be able to rectify it in the next issue.

One of Pritchett's games will be found on page 13.

There have been several child prodigies in the history of chess notably Capablanca, the late world champion who was champion of Cuba at the age of 12, and Reshevsky, the American grandmaster who was of master strength when he was only ten years old.

Now there is a new name to add to the list of infant prodigies, R.J. Fischer or, as he is more usually called, Bobby Fischer.

Fischer was born in 1943 in Chicago and took his first steps in the Royal Game in 1949. In January 1951, at the age of seven, he went to a chess exhibition and played international master Max Pavey against whom he lasted only about fifteen minutes. After this game he was invited to join the Brooklyn Chess Club.

In 1955, he tied for third place in the Brooklyn Chess Club championships.

In the same year, he played in the U.S. amateur where, however, he obtained a minus score. Then Fischer entered the U.S. Junior championships where he tied for tenth place. At the next Junior championships, however, he took the title and the trophy awarded

to him for being the youngest champion.

A few weeks later, Fischer went to the U.S. Open, a very strong tournament won by Bisguier. All the players with whom Fischer tied for fourth place were masters.

Fischer's next appearance was in the Lessing J. Rosenwald Trophy Tournament in 1956 in which only twelve, specially invited players, including Reshevsky, Bisguier and D. Byrne, competed. Despite a poor start, Fischer redeemed himself with a brilliant win over D. Byrne which won him the first brilliancy prize and has been hailed as the 'game of the century' - see games. Fischer's final position in this tournament was eighth.

In March 1957, Fischer lost a two game match with Dr. Max Euwe, a former world champion, by $1\frac{1}{2}$ points to $\frac{1}{2}$. However, he again took the title of U.S. Junior Champion in 1957, winning every game except one which he drew.

A few weeks later, Fischer again triumphed by being first in the 1957 U.S. Open. The prize for this was \$750.

In September 1957, he played an eight game match with the

Philippine National Junior Champion who had been fifth at the World Junior Championships a month earlier. The result was a win for Fischer by five wins to one loss with two draws.

The U.S. Championship was held in December 1957 and January 1958 and was to be considered a zonal tournament (the first of a series of tournaments to find a challenger for the world champion). In the tournament were fourteen players among whom were Reshevsky, Bisguier and the new junior world champion, William Lombardy (see photograph opposite) who had won the title a few months earlier with a score of 11 points out of 11! To the surprise of the chess world Bobby Fischer, the young chess virtuoso, emerged victor and qualified for the Interzonal tournament at Portorez.

At Portorez, in Yugoslavia, Fischer came fifth, thus qualifying for the Candidates tournament, the winner of which plays the world champion. In recognition of Fischer's success, he was made an International Grandmaster at the age of fifteen!

In March 1959, Fischer again scored a great international success in coming third equal at Mar del Plata, only half a point behind the winners, Najdorf and Pachman.

In the summer of 1960, Bobby Fischer took part in the Buenos Aires international tournament; a very strong tournament jointly won by Korchnoy and Reshevsky. Fischer did badly scoring only 8½ points out of 19.

He more than redeemed himself at the World Team championships in Leipzig a few months later when, as captain of the U.S.A. team, he steered them to second place behind the U.S.S.R. team.

Fischer was again in good form in the U.S. championships held in December 1960 and January 1961.

During the summer of 1961, a match was to be played by the two leading American masters, Reshevsky and Fischer. Everything proceeded smoothly until the score of 5½ each was reached. However, Fischer then refused to play the twelfth game after the time for play had been altered to 11 a.m. and so lost the game by default. When he did not appear for the thirteenth game, it was announced that Fischer was to lose the match by default. Fischer then institutes legal proceedings.

After this incident, Fischer went to the great International tournament at Bled, where fifteen grandmasters, four international masters and one national master were participating. Fischer played brilliantly coming 2nd. below Tal whom he beat in his individual game with him.

In the world team championships at Varna in 1962, Fischer played indifferently, scoring only 65% on U.S.A.'s top board. In his individual game with Botvinnik, Fischer won a pawn by a simple combination but could only draw the resulting endgame.

In the Candidates tournament at Curacao which finished on June 28th. 1962, Fischer finished well behind his opponents.

In January 1963, Fischer again won the American championships and so earned a place in the coming interzonal.



The following is the game which was hailed as the 'game of the century' - well, what do you think?

White: Donald Byrne,

Black: Robert Fischer.

1. N-KB3 N-KB3; 2. P-B4 P-KN3;
3. N-B3 B-N2; 4. P-Q4 O-O; 5.
B-B4 P-Q4

The Gruenfeld defence has now been reached by a transposition of moves.

6. Q-N3 PXP; 7. QxBP P-B3; 8.
P-K4 QN-Q2; 9. R-Q1

- If 9. P-K5 N-Q4!; 10. NxN PxN;
11. QxP NxP!

9. ... N-N3; 10. Q-B5?

Very risky - Q-N3 is better.

10. ... B-KN5; 11. B-KN5?

Neglecting his development.

11. N-R5!

Exploiting the position of white's queen and his bad development.

12. Q-R3

- If 12. NxN NxP; 13. Q-N4 (13.
QxKP QxQ; 14. BxQ KR-K1 and

wins) NxB; 14. NxN BxR; 15.
KxB BxP; 16. Q-Q2 BxBP and black,
with a rook and three pawns for
two knights should win easily.

12. NxN

13. PxN NxP

14. BxP Q-N3!

15. B-B4

- If 15. BxR BxB; 16. Q-N3 NxQBP!;

17. QxQ (17. QxN? B-N5 wins) PxQ;

18. B-R1 R-K1ch; 19. K-Q2 N-K5ch;

20. K-B2 NxP; 21. R-KN1 B-B4ch wins.

15. NxQBP

16. B-B5 KR-K1ch.

17. K-B1 B-K3!!

This surprising queen sacrifice forces a win (see diagram).

18. BxQ

- If BxB Q-N4ch.; 19. K-N1 N-K7ch;

20. K-B1 N-N6ch; 21. K-N1 Q-B8ch;

22. RxQ N-K7 mate.

(Another smothered mate - Ed.)

Also, if 18. QxN, QxB wins.

18. BxBch.

19. K-N1 N-K7ch.

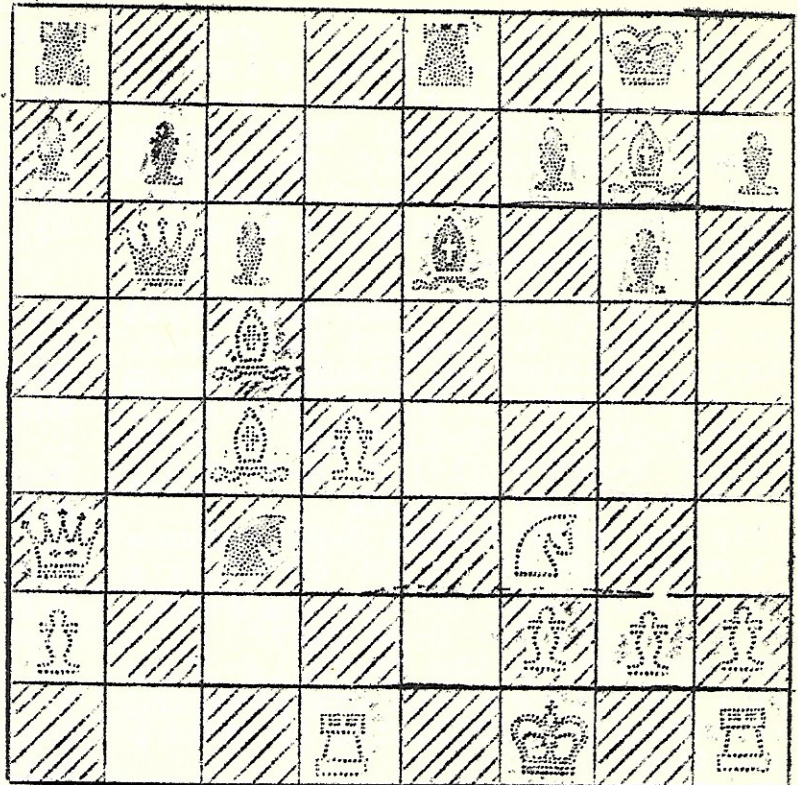
20. K-B1 NxP dis. ch.

21. K-N1

If 21. R-Q3 PxB; 22. Q-B3 NxN and
black wins easily.

21. N-K7ch.

BLACK.



WHITE.

22. K-B1 N-B6ch.

23. K-N1 PxB

24. Q-N4 R-R5!

25. QxP

If 25. Q-Q6 NxR; 26. QxN RxP with
the threat of R-R8 wins.

25. NxR

26. P-KR3 RxP

27. K-R2 NxP

28. R-K1 RxR

29. Q-Q8ch. B-B1

30. NxR B-Q4

31. N-B3 N-K5

32. Q-N8 P-QN4

33. P-R4 P-R4

34. N-K5 K-N2

Threatening 35. ... B-Q3; 36. R-K8
B-K3 winning the knight.

35. K-N1 B-B4ch.

36. K-B1

If 36. K-R1, N-B8ch and BxP mates.

Now black mates in six moves:

36. ... N-N6ch; 37. K-K1 B-N5ch;

38. K-Q1 B-N6ch; 39. K-B1 N-K7ch;

40. K-N1 N-B6ch; 41. K-B1 R-B7 mate.

Fischer, who deservedly won first
brilliancy prize for this game,
was only fourteen years old when
he played it!

GAMES

The first four games illustrate a few of the simple mating positions shown in Basic Chess, the first and third being common positions and the second and fourth being fairly unusual. All games are annotated by J.M. Glendinning.

The first game was played in a school tournament last year. White: Glendinning, Black: Buchanan
1. P-K4 P-K4; 2. N-KB3 N-QB3; 3. B-B4 B-B4; 4. P-Q3 N-B3; 5. N-B3 O-O; 6. B-KN5 R-K1?; 7. N-Q5 P-Q3; 8. NxNch. PxN; 9. B-R4

This is better than B-R6 because it maintains the pin on black's KBP and prevents the freeing P-KB4.
9. ... B-N5; 10. Q-Q2 BxN??

The opening of the KN file for white gives him overpowering attacking possibilities in this position.

11. PxB N-Q5; 12. Q-R6! NxKBPch. If 12. ... NxQBPch.; 13. K-Q2 NxR; 14. R-N1ch. K-R1; 15. BxPch. QxB (forced); 16. QxQ mate.

13. K-Q1 NxB; 14. R-N1ch! N-N3 Of course, if K-R1, Q-N7 mate.

15. RxNch! PxR; 16. QxPch. K-B1? 17. QxP mate.

If black had played 16. ... K-R1; white mates by 17. Q-R6ch. K-N1; 18. K-K2 and R-N1.

The second game was played in the postal chess club arranged by CHESS in 1962.

White: Davies, Black: Glendinning
1. P-K4 P-K4; 2. N-KB3 N-QB3; 3. B-N5 P-QR3; 4. B-R4 N-B3; 5. O-O NxP; 6. P-Q4 P-QN4; 7. B-N3 P-Q4; 8. PxB B-K3; 9. Q-K2 B-K2; 10. R-Q1 N-B4; 11. P-B4 NPxP; 12. BxP N-R4; 13. P-QN3?

In this variation of the Howell Attack in the Ruy Lopez, Modern Chess Openings recommends 13. BxQP BxB; 14. P-QN4 winning back a N.
13. ... O-O; 14. B-R3 R-K1; 15. BxN BxB; 16. BxRP!?

A developing move such as QN-Q2 is slightly better.

16. ... B-KN5; 17. N-B3?

Better was 17. B-Q3.

17. ... BxN; 18. PxB Q-N4ch.; 19. K-B1??

This innocent looking move loses! 19. K-R1 was much better.

19. ... RxP!; 20. Q-N5 Q-R5!; 21. QxB

Black was threatening QxBP mate.

21. ... Q-R6ch.; 22. K-N1 R-N4ch.; 23. K-R1 QxBP mate.

The next game was also played by post in 1963. The opening is an unusual one, the Stonewall system.

White: Claret, Black: Glendinning
1. P-Q4 P-Q4; 2. P-K3 N-KB3; 3. B-Q3 P-B4; 4. P-QB3 N-B3; 5. P-KB4 B-N5; 6. N-B3 P-K3; 7. O-O B-Q3; 8. QN-Q2

Modern Chess Openings recommends Q-K1 to unpin the N as the basic idea of this opening is to play aN to K5 to attack on the K side.

8. ... O-O; 9. P-QN3 P-QR4; 10. Q-B2 R-B1; 11. N-N5 PxB!

White should now simply recapture this pawn but instead he tries to win the RP.

12. BxPch? K-R1; 13. P-K4?

I have yet to see the point of this move! Can anyone help?

13. ... N-N5; 14. Q-N2

Or Q-N1, PxBP; 15. N-B3 P-B7; 16. Q-N2 N-Q6; 17. Q-Q4 B-B4 winning the pinned queen.

14. ... PxBP; 15. Q-R3 N-Q6; 16. Q-R4 Q-N3ch.; 17. K-R1 N-B7ch.; 18. K-N1??

White has to play 18. RxN QxR but even then white is quickly mated.

18. ... N-R6ch.; 19. K-R1 Q-N8ch! 20. Resigns for after 20. RxQ, N-B7 is mate.

Unfortunately, I do not know the origin of the following delightful game which illustrates the smothered mate with a bishop.

1. P-K4 P-QN3; 2. P-Q4 B-N2; 3. B-Q3 P-KB4?; 4. PxB! BxP??; 5. Q-R5ch. P-N3 (forced); 6. PxB N-KB3??; 7. PxB! NxQ; 8. B-N6 mate - a rather unusual type of smothered mate.

The next two games were played in the Glasgow Chess League Congress (see page two). The

first was played in round five of the Reserves. Notes by the winner. White: Maver, Black: Pritchett. 1. P-K4 P-K3; 2. P-Q4 P-Q4; 3. N-QB3 B-N5; 4. PXP PXP The opening is the French Defence, Winawer variation. 5. N-B3 B-N5; 6. B-K2 N-QB3; 7. O-O KN-K2

This move was played rather than N-KB3 in order to have the move P-KB3 at hand to drive back the white knight if it was played to K5 at a later stage if the game.

8. P-QR3 BxQN; 9. PxB O-O; 10. P-KR3 B-R4; 11. B-KN5 Q-Q3; 12. N-K5 BxB; 13. QxB P-B3; 14. NxN NxN; 15. B-Q2 KR-K1

Seizing the king's file.

16. Q-Q3

If black can succeed in securing his knight on QB5, he will have a definite, if not a winning, advantage, so....

16. ... N-R4; 17. P-N3?

White should contest the K file even if it means losing his QRP.

17. ... N-B5; 18. B-B4 Q-Q2

Threatening the KRP.

19. P-N4?

This is too risky. It is not generally sound policy to advance the pawns in front of the king in this fashion.

19. ... R-K5; 20. B-Q2

If 20. B-K3 P-KR4 and white is mated in all variations.

20. ... QR-K1; 21. KR-K1 P-KN3;

22. P-B3 RxRch.; 23. BxR

Yet another pawn weakness (P-B3).

23. ... R-K6; 24. Q-Q1

24. Q-B1 is not any better. White is almost in zugswang.

24. ... Q-K2; 25. B-Q2 R-K7; 26.

B-B4

Forced. If B-K1, Q-K6ch. or if B-B1, R-K8ch. or if B-R6, P-KN4.

26. ... P-KN4; 27. K-B1 R-K6; 28.

B-N3

Of course, not BxR??; NxBch. winning the queen.

28. ... RxPch.; 29. K-N2

If QxR; N-Q7ch.

29. ... N-K6ch.; 30. Resigns.

Because if 30. KxR NxQ; 31. RxN

Q-K5ch; 32. K-B2 QxBPch; 33. K-K1

QxPch; 34. K-B2 QxRP wins easily.

The next game, too, was played in round five of the Reserves. Notes by the winner.

White: Batchelor, Black: Allon.

1. P-K4 P-K3; 2. P-Q4 P-Q4; 3. N-QB3 B-N5

The Winawer variation of the French defence.

4. B-Q2

Offering two pawns after PXP; 5. Q-N4 QxP; 6. N-KB3! etc.

4. ... N-K2; 5. P-K5 P-QB4; 6. N-B3 QN-B3; 7. P-QR3 BxN; 8. PxB

Now the QP is safe.

8. ... O-O; 9. B-Q3 N-N3; 10. P-KR4

The game is pursuing a common pattern in the French defence, white attacking on the king's side and black on the queen's side.

10. ... P-B5

Doubtful, as it reduces black's pressure on the queen's side.

11. BxN

Weakening black's king position.

11. ... BPxP; 12. P-R5!

Trying to open up the rook's file when white has an excellent attack.

12. ... N-K2

Forced.

13. B-N5 P-KR3; 14. B-Q2

Preserving the best attacking piece.

14. ... P-KN4; 15. NxP

A speculative sacrifice - no variation after this is very clear.

15. ... PxN; 16. BxP Q-K1; 17. Q-N4

Bringing the queen to the attack.

17. ... Q-B2; 18. P-KB4 Q-B4

Trying to exchange where possible, when white would have only two pawns for the piece.

19. Q-N3 Q-K5ch.

Harmless.

20. K-Q2

Freeing the QR.

20. ... N-B4; 21. Q-B2 N-R3; 22.

QR-K1 N-N5?

A bad move - Q-B4 would have held the game.

23. Q-N3 Q-B4; 24. R-R4!

Trapping the knight.

24. ... B-Q2

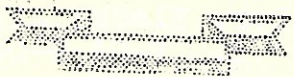
Threatening B-R5 etc.

25. QxN QxQ; 26. RxQ

With the extra force on the K side, white can afford to exchange.

After this the end comes quickly:

26. ... B-K1; 27. P-R6 B-N3; 28. R-KR1 B-B4; 29. R-N3 R-B2; 30. B-B6! Resigns as the RP eventually queens.



Our next game was played in the Eastman Cup in 1961. The opening is rather unusual, being the Blackmar-Diemer Gambit.

White: Mabbs, Black: L. Alexander.

1. P-Q4 N-KB3; 2. P-KB3 P-Q4; 3. P-K4 PxP.

White has transposed into the opening he wished to play.

Better was 3. ... P-B4.

4. N-QB3 PxP; 5. QxP P-B3; 6. B-Q3 QxP; 7. B-K3 Q-KN5; 8. Q-B2 P-K4; 9. P-KR3 Q-R4; 10. KN-K2 B-Q3; 11. O-O-O

Threatening P-K4 - Black's position is almost untenable.

11. ... P-K5; 12. BxKP NxB; 13. NxB B-K2; 14. N-B4 Q-R4; 15. Q-N3

Already envisaging the brilliant combination which follows.

15. O-O
(See diagram on opposite page).

16. R-Q5!! PxR

17. N-R5!

The point of white's combination. Black's remaining moves are almost forced.

17. P-KN3

18. N(R5)-B6ch. BxN

19. NxBch. K-N2

If 19. ... K-R1; 20. Q-R4 P-R4;

21. Q-B5! and mates.

20. Q-K5 K-R1

Black must avoid the double check which forces mate.

21. B-R6 N-B3

22. B-N7ch!

This second sacrifice had to be visualised on move 16.

22. KxB

23. N-K8 dbl. ch. K-R3

24. Q-B4ch. P-N4

25. Q-B6ch. K-R4

26. N-N7ch. Resigns.

For after 26. ... K-R5, 27. Q-B2

THAT RETI ENDGAME!

BLACK.

When we first printed this position, we pointed out that white could not win by B-B5ch. K-Q3; R-Q4ch. K-K4; R-K4ch. winning both pawns. This is because black sets up stalemate threats by

1. B-B5ch. K-Q3

2. R-Q4ch. K-K2!

3. R-K4ch. K-Q1!

Now, if white plays 4. RxP? P-K8(Q)!; 5. RxQ and black is stalemated. Now, however, white forces a win by two beautiful moves.

4. B-Q7!!

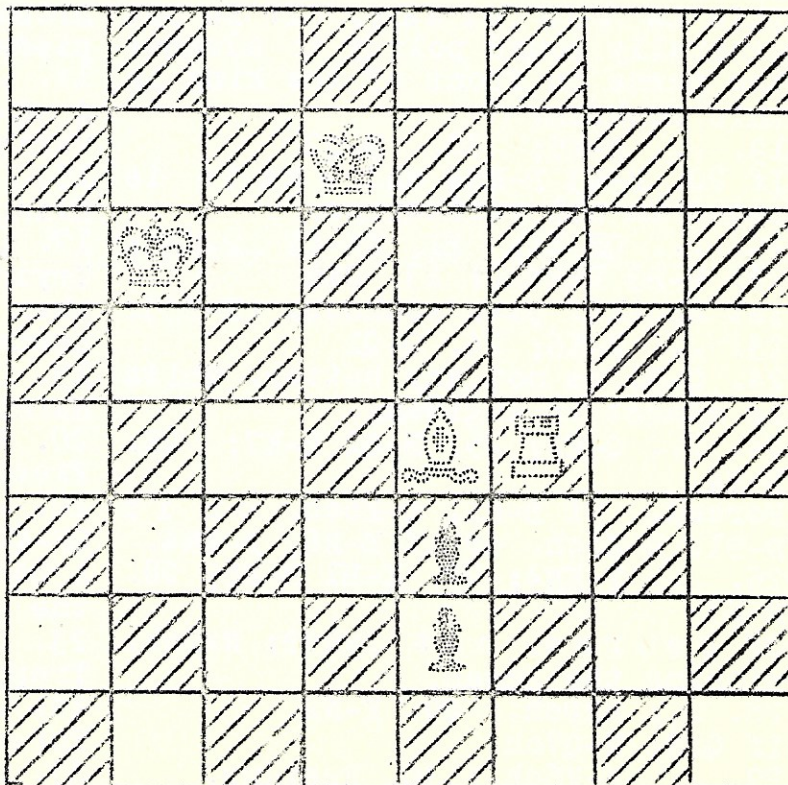
So that if KxB; RxP and black no longer has the stalemate line, so

4. P-K8(Q)

5. B-N5!!

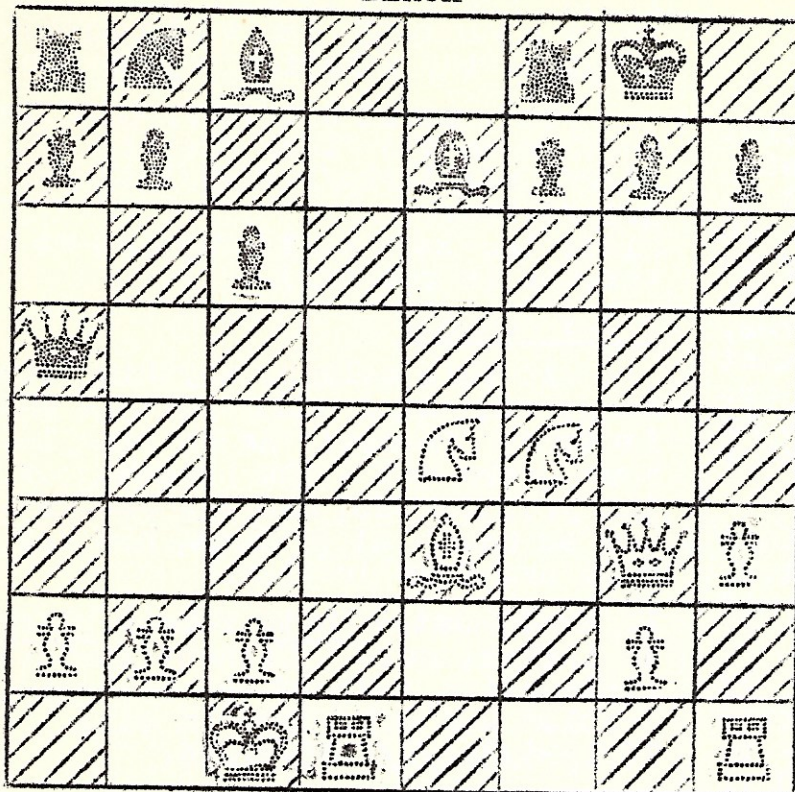
The splendid point - mate by R-K8 or loss of the queen is inevitable.

A truly magnificent study!



WHITE.

BLACK



WHITE

is mate. A superb finish!

Notice how white was more at home when he was able to transpose into the opening he wished to play than black who, being uneasy against the rather unusual line, soon drifted into a lost position.

This partly explains the popularity of the French defence (P-K4, P-K3) and the Sicilian defence (P-K4, P-QB4) which prevent white playing variations well-known to himself but unfamiliar to black.



A few more games will be found in the article about the simultaneous exhibition given by P. Messer during chess week (see pages 19 and 20).

The following position was submitted for publication to us. 2bQrklk1/p4ppp/2p5/8/1B2q3/P6P/2P2PPl/3R2K1.

The position, which comes from an actual game, was given to us by Alan Chalmers, class 2G and at present in grade four with the simple statement "white with one move forces black to resign". The solution is printed upside down at the foot of this column but try to solve it first.

HINT: Think of mating pattern (m) in Basic Chess.

We hope this will persuade you to submit an article for the magazine. It can be either as short as this or as long as C. Pritchett's 3 page article about R.J. Fischer.

SOLUTION: 1. B-K7; threatening QXR mate. If QXD; 2. QXQ RXX; 3. R-Q8ch. R-K1; 4. RXR mate.

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PROBLEMS

by R.A. Batchelor.

Chess problems are artificial positions created to show pleasing features in play: so, it must be understood that positions in problems bear no similarity to those occurring in actual play. Problems are an art in themselves, similar to the game only in that checks, mates, stalemates, etc. are valid and that the pieces move in the same way (but see below under FAIRY CHESS).

In this section, I shall deal mainly with two-move problems i.e. those in which white to play must force checkmate in two moves.

Characteristics shown by problems are generally classified under the different themes - to explain this more clearly, consider the following problems:

A. 3Q1bln/r3p2K/plPPPPlp/
N1N1kair/2B2RP1/4p1BN/5plq/1b6.

B. 4brrb/3p2N1/2pP3N/Q7/3Plk2/
3P3P/5K2/8.

You see the difference from actual play quite clearly in these positions. The key (white's first move is always termed the 'key' of the problem) to A is 1. Q-N6, and the theme of this problem is that of 'cross-checking' i.e. black, on his first move discovers checks which are countered by a mate by white - in this problem, an illustration occurs after 1. ... PxQfch. when 2. Q-Q1 is mate, at the same time cutting off the checking piece - get it? Now find four other cross-checks in this problem!

The second problem illustrates the 'Fleck' theme (named after a Hungarian problem composer); the idea is that the key sets up several mating threats, only one of which works after each black defence. The key is P-B7, threatening Q-Q2, Q-K5, Q-B5, Q-N5, N-B5 - all mate. Taking one defence e.g.

1. ... BxP(B7) it is seen that only the mate Q-B5 is valid: now complete the solution on your own.

To puzzle you further, here is another on the Fleck theme:

16/2KPr2/p3kPlp/PQ2N2N/1P4Pr/
3P3p/3Q2bn.

HINT: the key sets up seven threats (a record!).

FAIRY CHESS.

In this column, anything can happen, and will in this and future issues! As an example, four extra man - the grasshopper, the Pao, the Vao, and the punter - can be used. At present, however, here are four problems:

1. A self-mate: white forces black to inflict mate. Without further explanation, attempt the following problem - a self-mate in six:
16/1pB5/3N4/8/k1N5/8/KR6.

2. A help-mate: Black plays and helps white to inflict mate:
16/2K5/4k3/3b4/2n4B/1n2P3/8.
Help-mate in three.
4n3/2qN1K2/6Pl/3k3N/4kp2/2b2n2/
2P2Blr/8. - help-mate in two.

3. A Pao - moves like a rook, but captures by hopping laterally over another piece of either colour to the square beyond - symbol is Pa.
4NN1B/Paplp4/Pa1Pa2P2/Pa1Pa2k2/
5P2/5K2/5n2/6Q1.
All Paos are black in this problem - white to play and mate in two (for a Pao use an inverted rook) - confused?!

All solutions next month; also in the FAIRY CHESS section -

WILLIAMS CHESS !!



AN ACKNOWLEDGEMENT.

We should like to thank Mr. Cowan of the art department for his invaluable assistance in producing our posters.

MATCH

RESULTS

At present our teams are participating in 3 competitions: the Glasgow Leagues, the Sunday Times National Schools Competition and the P.B. Anderson Trophy. To date we have played no games in the latter competition. Here are the results of the matches we have played.

GLASGOW LEAGUE.

Division 1:

- A.G.S. 7 - Whitehill 0
- A.G.S. 6 - Eastbank Academy 1

Division 2:

- A.G.S. 5 - Whitehill 0
- A.G.S. 3 - Eastbank Academy 2

Sunday Times:

Round 1:

- A.G.S. 5½ - Hamilton Academy ½

Round 2:

- A.G.S. 5½ - Holy Cross Edinburgh ½

Round 3:

- A.G.S. 6 - Marr College Troon 0

This last match was played on 2nd. December in the library. We should like to thank Mr. Dewar for giving up most of that evening to make the use of the library possible. Here is an account of the match:

On board 1, Davis had a simple win as did Glendinning on board 2 who used up only 17 minutes for his 38 moves while his opponent used up an hour. On board 3, Batchelor (black) arrived in this position, 2N3Pl/3QP2P/4nlpl/lp2p2p/plppq3/lk3rlr after white's 18. Q-K4. He now won nicely by 18. ... P-KB4!; 19. QxNch. P-K3; 20. N-K5 (forced) BxN; 21. Q-B3 BxP and wins.

Pritchett, on board 4, soon won a piece against bad play in the opening. An unfortunate incident occurred on board 5 in Jardine's game when, about an hour before adjudication, his opponent refused to make any more moves so that the position would be declared drawn. Deploring this unsportsmanlike

gesture, we informed him that a note to the adjudicator about this would be enclosed with the position sent to the adjudicator. He then began moving again, playing "his most non-committal move" and saying he did not care if he lost. Jardine managed to secure a positional advantage in the ending which he converted into a win. Nevertheless we feel that this unsportsmanlike behaviour spoiled the game for Jardine who, like the rest of us, only wanted a game. McLaughlan also won easily on board 6.

It would appear that all the Marr College players were told not to resign in any position, no matter how bad. There were several examples of this. On board 2 Glendinning's opponent, although a rook and knight down with utterly no compensation, played on until he was mated fifteen irrelevant and boring moves later. On board 3, Batchelor's opponent, a queen down, also played on till he was mated. McLaughlan's game on board 6 lasted almost 60 moves.

We have never met this attitude before from any team in Glasgow, in Scotland or in England: we hope never to meet it again.

Here is Jardine's game from the match against Marr college. Jardine is black.

1. P-Q4 P-Q4; 2. P-QB4 P-K3; 3. N-QB3 N-KB3; 4. B-N5 QN-Q2; 5. N-B3 B-K2; 6. P-K3 O-O; 7. R-B1 P-B3; 8. B-Q3 Pxp; 9. Bxp N-Q4; 10. BxB QxB; 11. O-O N(Q2)-B3; 12. N-K5 B-Q2; 13. Q-K2 NxN; 14. RxN N-Q4; 15. R(B3)-B1 P-B3; 16. NxB QxN

This is where white declined to play, declaring that the position is drawn. In fact, Jardine has a slight positional advantage.

17. P-QR3 QR-K1; 18. KR-K1 K-R1; 19. P-B3 P-K4; 20. Pxp RxP; 21. BxN RxB; 22. R(B1)-Q1 R-Q1; 23. RxR QxR; 24. P-K4 Q-Q7; 25. QxQ RxQ; 26. P-K5 Pxp; 27. RxP K-N1; 28. R-K8ch. R-B2; 29. R-QR8 RxP!;

over/

THE LIGHTNING TOURNAMENT.

REPORT BY R.A. BATCHELOR.

The ten-second lightning tournament held on 3rd. December attracted a good number of entrants from all grades and provided an entertaining change from the normal drudgery. Although many games reached end-game positions, there was the usual crop of odd mates and queen-throws, which were mostly overlooked by frantic opponents!

In the junior section, three boys were tying for first place and the play-off might have been more interesting had not Samson left unnoticed, leaving Blackwood and McKay to fight it out. The winner was therefore McKay ahead of Blackwood and Samson.

The intermediate championship was won by D. McKay after a long spell neck in neck with Westwood and only decided by their game with each other. The final scores were:

1st.	D. McKay	6½ pts.
2nd.	T. Westwood	6 pts.
3rd.	I. Carmichael	4½ pts.

(Well deserved!)

In the senior division, some sensational reversals of fortune were witnessed. Jardine began with a splendid run of four wins, then, apparently fatigued, broke down unexpectedly against Anderson in a probably won position, losing this and his last game with Pritchett. Anderson, however, with this victory still ringing in his ears, was then himself unexpectedly beaten by Fraser, and so had to be content with 3 points. Also with 3 points, Wilkie more than justified his present position. The final scores were:

1.	C. Pritchett	6
2.	I. Jardine	4
3-4.	G. Anderson	3
3-4.	A. Wilkie	3
5-6.	D. Buchanan	2
5-6.	D. McLaughlan	2
7.	A. Fraser	1

Finally, the prizes were presented by Mr. Poray to whom we must extend our thanks for his invaluable assistance and advice in the running of this tournament.

MATCH RESULTS (cont. from page 17)

30. RXP P-B4; 31. R-R4 P-N4; 32. R-B4ch. K-K3; 33. R-R4 P-KR3; 34. R-K4ch. K-Q4; 35. R-K1 P-B5; 36. R-QB1 K-Q5; 37. K-B1 R-R7; 38. R-N1 K-B4

Here the position was adjudicated a win for white - a judgement immediately accepted by white.

Since writing the preceding article, two more results have become available in the Glasgow League.

Div. 1: A.G.S. 7 - Albert Sch. 0.
Div. 2: A.G.S. 4 - Albert Sch. 1.

On Monday 16th. December, the team played at Dumfries in the Sunday Times competition. The result of this is to be found on page one.

"THE SIM... EXHIBITION!"

Several scoresheets swept up with the crumbs and queens after Messer's exhibition provided an insight into what the players thought they were playing in. A selection follows:

"Simultaneous"!
"Simoultaneous"!
"Simultaneus"!
"Simul." (Crafty!)
"Simultaeous"!
"Simitaneous"!
- - - - -

An account of the simultaneous display will be found on pages 19 and 20. The above short article was written by R.A. Batchelor.

THE SIMULTANEOUS DISPLAY.

REPORT BY J.M. GLENDINNING.

On 5th. December, a simultaneous display was given against twenty-one of our members by P. Messer. Mr. Messer has previously played for Scotland in the Glorney Cup in 1961 and 1962. In 1962, he won the best performance prize for Scotland by scoring $2\frac{1}{2}/3$ in this event. More recently, Messer was 13th. equal in the Eleventh Annual Chess Festival Open Championship at Eastbourne earlier this year.

Despite this, Messer lost three games, drew seven and won eleven games in this display.

The three people who won were R. Batchelor, I. Jardine and D. Muir. Those who drew were J. Glendinning, C. Pritchett, D. Buchanan, D. McLaughlan, I. Carmichael, I. Kerr, K. Stevenson.

In almost every game, Messer, always white, played an opening which was quiet and positional, for example Reti's (1. N-KB3), the English (1. P-QB4) and, to a lesser extent, 1. P-K4 was played; for example, against Glendinning. Consequently, there were few combinations and most games were won by opponents making simple errors.

The following three games are those won by our members.

White: Messer, Black: Batchelor.
1. P-QB4 N-KB3; 2. N-KB3 P-Q3; 3. P-KN3 P-KN3; 4. P-QN3 B-N2; 5. B-QN2 O-O; 6. P-Q4 QN-Q2; 7. B-N2 N-R4; 8. O-O P-KB4; 9. N-QB3 QN-B3; 10. Q-B2 P-B5; 11. P-K4! P-B3; 12. QR-Q1 Pxp; 13. BPxp N-N5; 14. Q-K2 P-K4; 15. P-Q5 Q-N3ch.; 16. K-R1 Nxpch?!

I think that this sacrifice is over -

ACKNOWLEDGEMENTS

We should like to thank the following people for their kind and invaluable help in running Chess Week:

The headmaster, Mr. J.B. Sommerville, for his permission to organise Chess Week and for the announcement on the loudspeaker system on Thursday 28th. November.

Mr. Lindsay and the physics department for lending us apparatus for the lightning tournament.

Mr. Milton for lending us the tape recorder for the lightning tournament.

Mr. A. Glendinning, Proprietor of 'Glenrekords' and Glendinning Publicity Services, for his arranging the use of the equipment with which we prepare CHOICE CHESS and for his advice on the use of the timing equipment for

the lightning tournament.

Messrs. Goldin, Poray, Dewar, Edwards and Guthrie for their help during Chess Week as well as at the normal club meetings and matches.

Mr. Cowan and Mr. Bain for preparing posters for Chess Week and CHOICE CHESS.

The canteen staff for their preparing food for the simultaneous display and matches. We should like to apologise for the untidy way the dishes were left after the match against Albert School. We can only promise that they will not be left like this again and hope that you will accept our apology.

The janitors for their help in preparing the hut for each event.

We should also like to thank everyone who supported the week's events in any way whatever.

unsound, but, in a game such as this, when your opponent has to play, as Messer later said, by instinct, a sacrifice can sometimes give you a psychological advantage great enough to cause your opponent to blunder, as in this case.

17. PxN N-K6; 18. N-QR4 NxKR; 19. NxQ? (RxN is simpler) NxPch.; 20. K-R2 NxQ; 21. NxR B-N5; 22. R-K1? (PxP! should win) N-B5; 23. N-B7 NxB; 24. KxN RxN; 25. R-KP1 RxR; 26. KxR PxP; 27. BPxP B-B6 and now Messer adjudicated this a win for Batchelor.

White: Messer, Black: Jardine.

1. P-Q4 P-Q4; 2. B-B4 N-KB3; 3. N-KB3 P-B4; 4. P-K3 B-N5; 5. P-KR3 B-R4; 6. B-K2 N-QB3; 7. QN-Q2 P-K3; 8. P-B3 B-K2; 9. N-K5 NxN; 10. PxN BxB; 11. QxB N-Q2; 12. Q-N4 P-KN3; 13. O-O Q-B2; 14. QR-B1?! NxP; 15. Q-N3 B-Q3; 16. BxN? BxB; 17. P-B4? B-N2; 18. QR-K1 O-O; 19. P-K4 P-Q5! This pawn thrust is the winning move as it creates a passed pawn for black unless white takes it. 20. PxP BxPch; 21. K-R1 BxP!; 22. N-B4 B-N2; 23. N-K5? BxN; 24. PxB QR-K1; 25. P-KR4 P-B4!; 26. P-R5 Q-N2; 27. KPxP RxP; 28. PxP and again Messer gave himself a loss.

White: Messer, Black: Muir.

1. P-Q4 P-Q4; 2. B-B4 N-QB3; 3. N-KB3 P-K3; 4. P-K3 B-Q3; 5. B-N3 P-QN3; 6. P-B3 B-N2; 7. B-Q3 Q-Q2; 8. QN-Q2 O-O-O; 9. Q-K2 N-B3; 10. B-R6 KR-K1; 11. P-QR4 P-K4!; 12. PxP BxP; 13. BxB NxB; 14. P-R5 N-K5!; 15. BxBch KxB; 16. PxP N-B4! The way in which black is almost ignoring white's attack is excellent, both in soundness of play and as a psychological weapon. 17. RxPch KxP; 18. R-R1 N(K4)-Q6ch; 19. K-B1 Q-B4; 20. P-QN4 N-K5!; 21. (Not QxN??, N-N6 dis. ch. winning the queen - black's attack is gathering momentum) PxN; 22. N-Q4 Q-Q4; 23. Q-N4 R-QR1; 24. R-QN1 R-R7; 25. N-K2 KR-QR1; 26. QxNP?? R-R8; 27. Resigns.

This was the only game Messer resigned before adjudication time.

As one might guess from the openings played, all the draws were rather dull and so none have been published.

Unfortunately, play had to stop at 6.30 and I feel that if Messer had had a little more time, he might have improved his score. He was not helped by those people who kept playing in completely lost positions until they were just about to be mated. These people were usually severely punished by Messer - for example, in his game with Mackie, the following position had been reached:

r2qlrkl/pbplnpp1/lp5p/6P1/3PN3/3BP3/PP3PPl/R2QK2R.

Play now continued 16. PxP PxP; 17. Q-N4ch. N-N3; 18. RxP B-B1; 19. RxNch! PxRch; 20. QxPch K-R1; 21. N-B6 Resigns.

White threatens 22. Q-R6 mate and 22. Q-R7 mate.

I was rather surprised to find a grade one player, Anderson, making rather an elementary error in this position:

r3rlkl/plpqlpbp/lpnlbnpl/6B1/3pp3/3PlNPl/PPlQNPBP/2RR2K1.

Anderson now played 14. ... BxP? and lost after 15. P-K5 NxP??; 16. NxN Q-Q3 (If RxN; BxR); 17. BxR RxB etc. Incidentally, he played on until adjudication time.

We should like to thank the canteen staff for such an excellent quantity and quality of food for the players in the display. We should like also to thank Mr. Goldin for his kind advice and assistance in running this display.

We should like to thank all those who supported this display including those people who lost i.e. Anderson, Fraser, Wilkie, MacKay, Westwood, Mackie, McLeish, Williamson, Jasani, Pearson and Paterson.

For those interested, the number of players from each year was, from 1st. to 5th, 1, 8, 4, 5, 3.