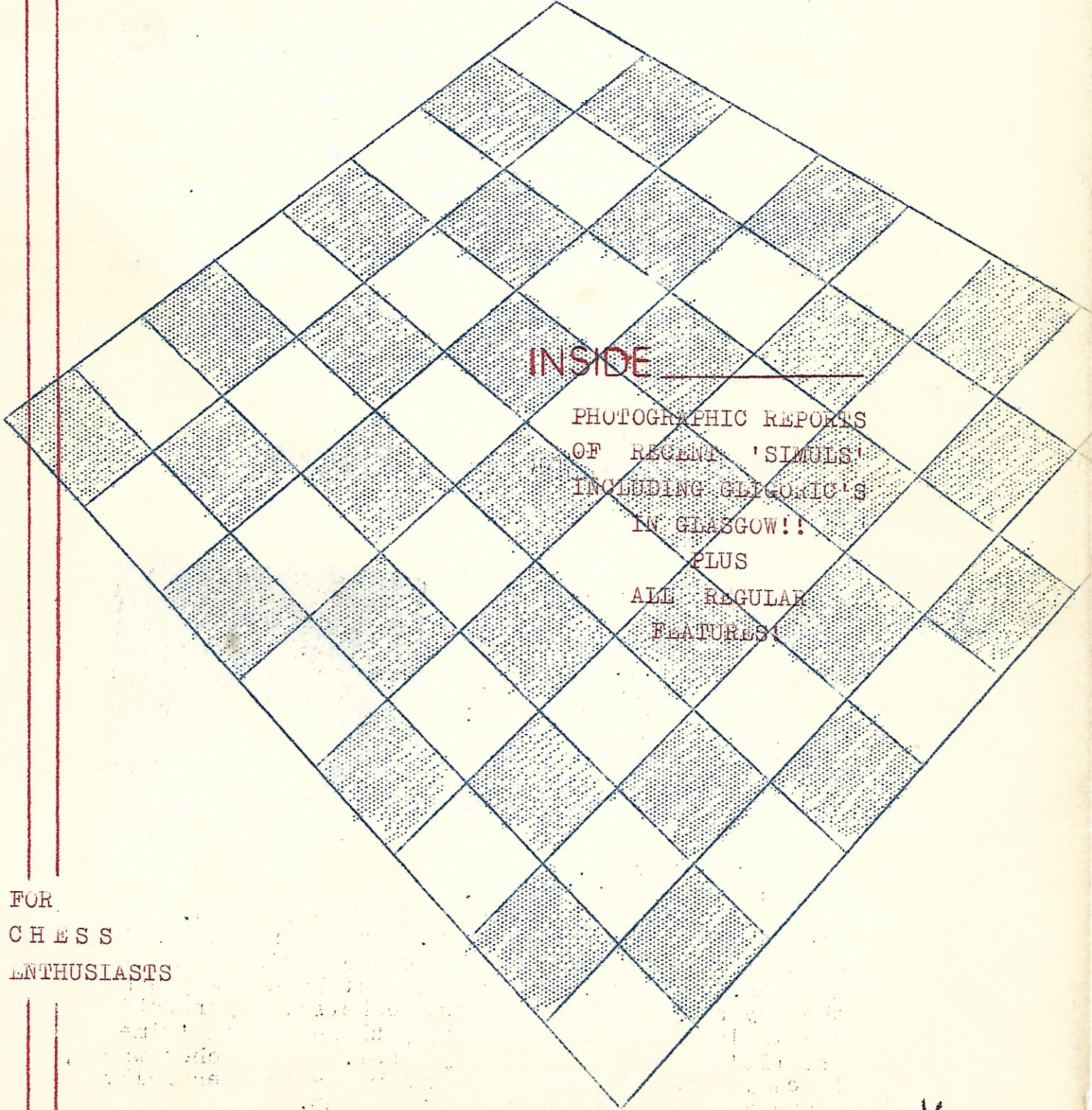


CHOICE CHESS



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ENTHUSIASTS

CONTENTS

NO. 4

- PAGE 3 : WORLD NEWS.
PAGE 4 : BASIC CHESS - The Queen's Gambit Accepted, Discovered attack, king and pawn endings.
PAGE 6 : ENDGAME STUDIES - spotlighting studies by M. S. Liburkin.
PAGE 8 : THE INDIAN DEFENCES - The King's Indian.
PAGE 10 : PROBLEMS including Billiards Chess!
PAGE 13 : VASSILY SMYSLOV.
PAGE 15 : GAMES - played by both masters and amateurs.
PAGE 19 : SIMULTANEOUS DISPLAYS by Gligoric, Tal, and B. H. Wood.
PAGE 23 : INTERNAL NEWS.

THE AMAZING R. J. FISCHER!

In December of last year, Bobby Fischer once again asserted his superiority over all American chess players by winning the U.S. championship with the fantastic score of 11 out of 11! Second was Larry Evans with $7\frac{1}{2}$ points, THREE AND A HALF POINTS behind Fischer and third was Pal Benko with 7 points.

Against Evans, Fischer played the King's Gambit, which he more than once has declared unsound. He played brilliantly against R. Byrne winning in 22 moves with a Gruenfeld defence and taking only 15 minutes. However, Fischer did not have every game the way he wanted it; against Reshevsky he probably had a lost game but Reshevsky blundered in 'time-trouble' and eventually lost. So Fischer was lucky, but winners of tournaments are generally lucky at some time in the tournament.

If Fischer can keep up his good form, I think he can look forward to a successful year.



WORLD NEWS

A selection from international tournaments and events of the past six months.

DECEMBER, 1963.

The 31st. U.S.S.R. championship was won, after a play-off, by Leonid Stein ahead of Spassky and Kholmov.

JANUARY, 1964.

Tringov (Bulgaria) won the zonal tournament at Kecskemet ahead of Bilek (Hungary) and Pachman (Czechoslovakia).

The international tournament in Reykjavik (Iceland) was won by Tal with $12\frac{1}{2}$ points out of 13 with Gligoric 2nd. with $11\frac{1}{2}$. R. G. Wade (Britain) was 5th. and the women's world champion, Nona Gaprindashvili, finished 8th. equal.

FEBRUARY-MARCH, 1964.

The U.S.S.R. zonal tournament was won by Spassky (7 points) followed by Bronstein and Stein (each $6\frac{1}{2}$).

MAY-JUNE, 1964.

Bobby Fischer - the American champion - did not attend the interzonal tournament at present in progress in Amsterdam. The latest scores of the leader which we have are - after 12 rounds:-

1st.	Larsen	$9\frac{1}{2}$
2nd. eq.	Bronstein, Spassky, Tal	9
5th. eq.	Ivkov, Smyslov, Reshevsky	$8\frac{1}{2}$

At this stage, the Yugoslavian grandmaster Gligoric is in the middle of the field of 24 competitors but, as he has already played the strongest players in the tournament, it is expected that his score will improve in later rounds.

IMPORTANT ANNOUNCEMENT

SEE PAGE 28.

CORRECTIONS

It is regretted that the following errors have been made. Page 5: Position for (d) should be 2r2rkl/pp3ppp/4n2q/1Nb4n/8/ In the game quoted to illustrate the double check, black's 8th move is 8. ... PxN??

Page 7: Saavedra is wrongly printed as Saavadra.

In the note to the 6th. move in variation (a) of the first study, the threat is R-QR8ch.

In the note to 3. K-Q2! in the 2nd. variation of the 2nd. study, 3. K-K1 NxKP! should be 3. K-K1 KxP!

In the last study, white's first move is 1. N-N3ch!

Page 9: In the first note 'black's exchange' should be 'black's strategy'.

In the fianchetto attack, white's 6th. move is 6. N-B3, black's 11th. move is 11. ... P-QN4 and black's 13th. move is 13. ... KN-K1.

In the four pawns attack, white's 9th. move is 9. B-N5.

Page 15: In the note to 14. ... N-K2 in the game Smyslov-Euwe, 'both QNP and KBP' should be 'both KNP and QBP'.

In sub-variation (a) of the same note, 17. ... N-R1 should be N-Q1.

Page 18: In the game Robertson-Davis, the numbers of moves in the note to black's 10. ... R-K1 should all be increased by one.

Page 27: In game 32, the 11th-13th moves should be 11. Pxp N-Q2; 12 N-B3 Q-B2; 13. Q-Q4 QxBP.

I hope that these few variations prove interesting and helpful to you. In the next issue, I shall similarly consider the queen's gambit declined i.e. where black does not capture the QBP.

OPENING.

THE QUEEN'S GAMBIT.

The Queen's gambit is one of the most thoroughly analysed and complicated openings known today. Because of the resulting large number of variations, I can only quote the commonest variations.

1. The Queen's Gambit Accepted.

1. P-Q4 P-Q4; 2. P-QB4 PXP

The idea of accepting the gambit, which is not really a gambit in the strict meaning of the word since white can win back the pawn immediately by Q-R4ch, is to avoid the cramped positions which result from P-K3. Now, white's first objective is to play P-K4 and black's is to play P-QB4.

3. N-KB3

If 3. P-K4, 3. ... P-K4! is good for black.

3. ... N-KB3; 4. P-K3 P-K3; 5. BXP P-B4; 6. O-O P-QR3

Black, having played his characteristic P-QB4, now proceeds to play tactically on the Q-side and in the centre to balance white's lead in development.

7. Q-K2 N-B3

This is better than 7. ... P-QN4; 8. B-N3 when white has slightly better prospects than in the text.

7. ... N-B3 maintains equality in all variations, the two main ones being 8. R-Q1 or 8. N-B3 e.g.

(a) 8. R-Q1 P-QN4; 9. B-N3 Q-N3; 10. P-QR4 B-N2; 11. RPXP RPXP; 12. RxRch. BxR; 13. N-B3 P-B5; 14. B-B2 B-N5; 15. P-K4 (white's characteristic freeing move) N-K2 etc.

(b) 8. N-B3 P-QN4; 9. B-N3 B-N2; 10. R-Q1 Q-N3; 11. P-Q5 PXP; 12. P-K4 (12. BXP and 12. NxQP also secure only equal positions) O-O-O; (If P-Q5; 13. N-Q5!); 13. NxQP NxN; 14. BxN etc.

TACTICS.

In this issue, I shall illustrate that theme in tactics known as discovered attack. This is a move involving two different and simultaneous thrusts at one's opponent's pieces. There are several different types of discovered attack:

(a) With check from piece moved.

This is where one of the attacked pieces is the king e.g.

2kr3r/ppp2ppp/3b4/5blq/8/

2PP1N2/PPQ2PPP/R1B2RK1.

Black's rook on Q1 is indirectly attacking white's QP, black's QB attacks it directly and black's KB can check so

1. ... BXP!; 2. QxB

Otherwise black wins the exchange.

2. ... BXPch.

Black is now attacking white's K and Q and white cannot avoid losing the latter.

3. NxB RxQ

rlbqnrkl/pp3ppp/1bnlp3/4P3/3p4/

1NPB1N2/PP3PPP/R1BQ1RK1

This is quite a common pattern in which black makes the error of reckless pawn-grabbing.

1. PXP NxQP??; 2. KNxN BxN; 3. NxB QxN; 4. BXPch. - The discovered attack wins the queen.

(b) With capture.

3qlrlk/lb2bppp/lp2pn2/1N6/3BP3/

3B1P2/rPQ3PP/2RR2K1.

White plays 1. B-B4 R-R1; 2. BxN White, in capturing the knight, has discovered an attack on black's queen forcing black to move his queen and so lose a N.

(c) With secondary threats.

r4rkl/pppbblpp/2nppn2/7q/2PPN3/

BP3NP1/PlQ2PBP/R4RK1.

In this example, it is a pawn which discovers the attack!

Can you see which one?

Black begins with....

1. ... NxN; 2. QxN P-Q4!

This pawn push, apart from threatening the queen, opens up black's KB's diagonal thus attacking white's bishop on QR3 which black wins after white moves his queen.

(d) With mate threats.

2r2rkl/pp3ppp/4n2q/2Nb4n/8/
5Pb1/PPQlBP1P/2RR3K.

The position of the pieces on the QB file suggests immediately that black should have a discovered attack - and he does! He plays 1. ... Nxbch.; 2. Pxn B-N8!

This move threatens mate by QxRP and also threatens white's queen. Consequently, white must lose at least a piece - if 3. B-B4 RxB! for if then 4. QxR??; QxP mate.

(e) Discovered check.

This is where a piece, when moved, discovers check from another piece.

2Q5/klp5/pb5p/6pl/3r4/p2q2BP/
5PPl/2R3Kl. Black wins.

Black begins with 1. ... QxB! and employs the discovered check after 2. PxQ R-Q1 dis.ch. and 3. ... RxQ.

A commoner form of discovered attack is illustrated here:

24/3p4/4b2p/1B2k3/P5rl/5RlK.

1. ... RxPch.; 2. K-N1 R-N7ch.; 3. K-R1 R-N7 dis. ch.; 4. K-N1 RxB; and wins.

(f) Double check.

This is the most powerful of the discovered attack theme and occurs when both the piece moved and the unmasked piece check the king. Consequently, the only way out of a double attack is to move the king and, as Nimzovitch said, "Even the laziest king flees wildly in the face of a double attack."

r4blr/pppbkBpp/qln3nl/5p2/2Npp3/
lQP5/PP3PPP/RNB2Rkl.

Here white notices that he can force black into the dreaded double check by 1. B-N5ch! KxB; 2. N-Q6 mate - the double check is, in this case, lethal.

The discovered attack sometimes occurs at an early stage in

a game e.g. in Petrov's opening after 1. P-K4 P-K4; 2. N-KB3 N-KB3; 3. NxP NxP?; 4. Q-K2 N-KB3??; 5. N-B6 dis.ch. winning the queen or in this game in which the winner, white, is almost blind.

1. P-K4 P-K3; 2. P-Q4 P-Q4; 3. N-QB3 B-N5; 4. B-Q2 PXP; 5. Q-N4 QXP; 6. N-B3 P-KR4; 7. Q-R4 Q-B4; 8. O-O-O! PxNP??; 9. Q-Q8ch!! Resigns for if 9. ... KxQ; 10. B-N5dbl. ch. K-K1; 11. R-Q8 mate.

In the next issue, I shall consider a few less common themes.

.....

ENDGAMES.

In this issue, I shall consider the simplest form of the king and pawn ending - king and pawn versus king.

Firstly, as will be obvious, if the pawn can reach the eighth rank before the opponent's king, then the pawn simply queens and we have king and queen versus king. This can be checked easily by the 'rule of the square'.

Draw a square on the board, using the distance from the pawn to the eighth rank (or, when the pawn is on the 2nd. rank, from the 3rd. rank) as the side. If the king is inside this square with white to move or can reach it with black to move, then he can stop the pawn. If not, the pawn promotes and black is lost.

When the black king can reach the queening square before the pawn, the win depends on the relative position of the two kings.

Consider the following two positions:

- 1. 16/4k3/8/3PK3/24. - Draw.
- 2. 16/4k3/8/4K3/8/4P3/8. - Win for white.

In position 1, white can only draw because, at the crucial moment, black can take the opposition e.g.

- 1. P-Q5ch. K-Q3; 2. K-Q4 K-Q2; 3. K-K5 K-K2; 4. P-Q6ch. K-Q2; 5.

K-Q5 K-Q1!

This is the key move - if 5. ... K-K1??; 6. K-K6 K-Q1; 7. P-Q7 K-B2; 8. K-K7 and the pawn queens. Consequently, the king must move straight back so that the pawn can only arrive in the seventh rank by giving check e.g. 6. K-K6 K-K1; 7. P-Q7ch. K-Q1; 8. K-Q6 stalemate.

In position 2, however, white can win because his king is in front of his pawn by at least one rank and consequently, if it is his move, he can move his pawn and gain the opposition i.e.

1. P-K3 K-Q3; 2. K-B5 K-Q2; 3. K-B6 K-Q1; 4. P-K4 K-Q2; 5. P-K5 K-K1; 6. K-K6

Again securing the opposition and forcing a win by, for example, 6. ... K-Q1; 7. K-B7 and the P queens. White, of course, must avoid 6. P-K6?? which only draws after 6. ... K-B1. In the first variation, if black replies 1. ... K-B3, white wins by 2. K-Q5 K-K2; 3. K-K5 etc.

It is therefore seen that if the white king is at least two squares in front of his pawn, he wins no matter who has the move. Thus, in position 2, if white's pawn is on K3 at the beginning white can only draw. However, when white's king is on the sixth rank in the same file as his pawn which is on the fifth rank, white still wins (I shall leave you to work out how!)

In the case of a rook's pawn white only wins if his king reaches N7 but if black's K reaches B1 the game is drawn. In this position, 5k2/7K/8/7P/32 white only draws eg. 1. P-R6 K-B2; 2. K-R8 K-B1; 3. P-R7 K-B2 Stalemate, OR 1. K-N6 K-N1; 2. P-R7 K-R1; 3. P-R7 Stalemate.

Any questions which you have about the endgames I have quoted will be answered if you ask me during the chess club on Thursday or Tuesday.



ENDGAME STUDIES

WRITTEN BY J.M. GLENDINNING

In this issue, I shall be illustrating some of the works of Liburkin, two of whose studies I have already used but, first, here is the solution to the study by T.R. Dawson, the position for which I quoted in the last issue.

To achieve his first task (which I quoted in the last issue) white begins with

1. K-Q1 K-B3; 2. K-Q2 K-B4; 3. K-K2
3. K-K3 would be premature as black could then prevent his entry by 3. ... K-Q4.
3. ... K-B3; 4. K-B3

An excellent example of the distant opposition.

4. ... K-N3
Or 4. ... K-Q4; 5. K-K3 K-B4; 6. K-K4 transposing into the text.
5. K-K3 K-B4; 6. K-K4 K-B3; 7. K-Q4 K-N3; 8. KxP K-B3

Although white has won the pawn, he has lost the opposition which, however, he can regain with his pawn on KB2 i.e.

9. K-Q4 K-N3; 10. P-B4 K-B3; 11. P-QB5 K-B2; 12. K-B4 K-B3; 13. P-B3! and white wins.

Just as Dryden's poem "Alexander's Feast" illustrates brilliantly the power of music, this study illustrates, just as brilliantly the power of the opposition.

From now on in each issue, I shall be considering the works of one composer, starting in this issue with M.S. Liburkin. Two of his compositions have already been printed in the competition and in issue number two.

The first study which I shall consider here is an illustration of the Saavadra theme, with many variations which also illustrate under-promotion.

16/2P5/1Pr5/16/N7/k2K4.
White begins with 1. N-B1! threatening to fork king and rook. Black now has two choices.

(a) 1. ... RxNP; 2. P-B7 R-Q4ch. Not R-QB4??; 3. N-N3ch. 3. N-Q3! RxNch; 4. K-B2 R-Q5! So that if 5. P-B8(Q), black draws by 5.R-B5ch; 6. QxR stalemate so white plays

5. P-B8(R)! This threatens R-QR5ch. followed by mate so

5. ... R-QR5; 6. K-N3! Threatening mate on B1 and also the rook - an unusual form of the discovered attack.

This winning method by under-promotion is known as the Saavadra theme and the position is no mean adaption as it stands, but there is much more.

(b) After 1. N-B1!, black can play immediately

1. ... R-Q4ch; 2. K-B2! 2. N-Q3? does not win after 2. ... RxNch; 3. K-B2 R-Q4 - draw. 2. ... R-B4ch!

The best defence which forces white's next move for after 3. K-Q2, black has the beautiful line 3. ... RxNP; 4. P-B7 R-N7ch; 5. K-Q1 R-QB7! and draws.

3. K-Q3! RxNP
If the knight is captured, 4. K-Q4 wins quite simply.

4. P-B7 R-N1!
The point of 3. RxNP - after 5. PxR(Q) or 5. PxR(R) black is stalemated and also 5. PxR(N) is drawn - so

5. PxR(B)! and white wins.

In the next study, Liburkin conjures up two completely pure mates in the centre of the board. 5N2/8/5p2/1blPP3/2kln3/8/2PlK3/lB6. White wins.

White begins by 1. B-R2ch. K-Q5 dis. ch. After 1. ... K-B4 dis. ch. white wins by 2. K-K3 N-B6; 3. PxP B-K1; 4. N-K6ch K-Q3; 5. B-N3 since black cannot play NxPch. without losing

a piece.

2. P-B4!
An incisive move.

2. ... BxPch; 3. BxB PxP
After 3. ... KxB; 4. P-Q6! wins. 4. B-N3!

The only way to win - not 4. B-R2?, N-B6ch; 5. K-B2 K-B4!; 6. N-Q7ch. K-Q3 when black draws.

4. ... N-B6ch; 5. K-B2 NxP
Otherwise white wins easily with his extra piece.

6. N-K6ch. K-K5; 7. B-B2 mate.
The first pure mate - i.e. a mate in which any vacant squares around the king are covered by only one piece.

Another even more beautiful variation may occur from black's second move i.e.

2. ... N-B6ch; 3. K-Q2!
Not 3. K-K1 NxKP!; 4. PxP NxP; 5. P-N6 N-N5 and black draws.

3. ... BxP
Forced for if 3. ... NxP; 4. PxP or if 3. ... KxKP; 4. KxN, white wins easily.

4. BxB PxP
Not 4. ... KxB; 5. P-Q6 wins. If now 5. P-Q6, N-K5 draws.

5. B-Q3!
Threatening 6. P-Q6.

5. ... NxP
Or 5. ... P-K5; 6. P-Q6! wins. 6. N-K6 mate.

The second pure mate.

8/3B4/3P4/7k/16/2p4p/Kb3N2.

White to play and draw.
Not 1. K-N2? P-B8(Q)ch; 2. KxQ and 3. P-R8(Q) and black wins.

1. ... K-R5; 2. K-N2 P-B8(Q)ch.
Since 2. ... KxN; 3. B-B6 draws for white, black tries some counterplay based on his coming third move.

3. KxQ B-K5!; 4. N-R1!!
Commencing a brilliant drawing combination.

4. ... BxN; 5. B-R3!! B-B3
Not 5. ... KxB; 6. P-Q7 draws. 6. B-N2! BxB; 7. P-Q7 P-R8(Q)ch 8. K-Q2!

Now, black cannot prevent white's queening e.g. B-B6; P-Q8(Q)ch and draws.

Three truly magnificent and beautiful studies!

THE INDIAN DEFENCES

BY R.A. BATCHELOR.

In the chess column of the New York Times (December 1963), I came across the following general comments on the modern trend in the openings. They are, I think, specially applicable to the planning and conduct of the Indian systems:

"There is a marked difference in character and style between openings in vogue during the classical and romantic periods such as the Ruy Lopez, Giuoco Piano, King's Gambit, Evans Gambit etc., and modern debuts such as the King's Indian Defense, Najdorf Variation of the Sicilian defense, Alekhine's Defense etc....."

"The romantic opening specialist was foremost a tactician; his actions were straightforward and obvious.

"The modernist, on the other hand, is a stratagist above all. He often relies on indirection. He willingly cedes the center, accepts a backward or isolated pawn, fianchettoes his bishops, loses valuable tempi - ALL TO PROVOKE AN OPPONENT TO OVER-EXTEND HIMSELF IN SOME AREA.

"Chess is not static. Opening play strains for EFFICIENCY rather than ORTHODOXY."

THE KING'S INDIAN (cont.)

(C) THE MODERN LINE.

The underlying ideas of this variation are typical of modern stratagem. Rather than commit his QN to Q2 or B3, black retains this option by first playing P-K4. There is also the possibility of B-N5 if white develops his KN on B3, but this is foiled by N-K2! Likewise white can play P-Q5, preventing N-B3.

1. P-Q4 N-KB3; 2. P-QB4 P-KN3; 3. N-QB3 B-N2; 4. P-K4 P-Q3; 5. P-KN3 O-O; 6. B-N2 P-K4

Now there are two lines following the logic opposite.

- (a) 7. P-Q5 QN-Q2

Or P-QR4 immediately.

8. KN-K2 P-B4

I prefer N-R4 immediately, followed by 9. ... P-KB4.

9. O-O P-QN3

Playing for P-QN4!

10. P-B4 PXP; 11. PXP

And white has got very good K-side attacking prospects, counter-balanced by black's pressure on the K-file (11. ... R-K1!) and black should still play for P-KB4.

- (b) 7. KN-K2 N-B3

This I prefer to PXP.

8. P-Q5 N-Q5!; 9. O-O NxBch.

Better than P-B4.

10. QxN P-QR4

And black has achieved a solid, if uninspiring, position.

(D) THE MAIN LINE.

This is typified by a P-QB3 by black to be followed by PXP. The most popular line runs.....

1. P-Q4 N-KB3; 2. P-QB4 P-KN3; 3. N-QB3 P-Q3!

Necessary in this variation is this order of moves.

4. P-KN3 QN-Q2; 5. B-N2 B-N2; 6. N-B3 O-O; 7. O-O P-K4; 8. P-K4 P-B3!

The variation now breaks down into two main lines....

- (a) 9. P-N3 PXP; 10. NXP N-B4; 11. B-N2 P-QR4

And black is comfortably placed with an aggressive N on B4 and prospects of a Q-side attack. In general, it should be noticed that a K-side fianchetto is more powerful than a corresponding Q-side fianchetto.

(b) 9. P-KR3 PXP

9. Q-R4 or R-K1 are also playable but this exchange is, in any case, part of black's exchange.

10. NXP N-B4

If 10. ... N-N3; 11. P-N3 P-Q4!; 12. KPXP PXP; 13. B-R3 R-K1; 14. P-B5 N-K5! leads to difficult play on both sides.

11. B-K3 R-K1; 12. Q-B2 P-QR4

And again a typical position is reached. White should aim for a K-side attack, whereas black should push his Q-side pawns, and maintain pressure on white's KP.

(E) The Fianchetto Attack.

This is typified by the early 3. P-KN3 by white, and the later development of the KN at B3. In defence to this system, I like the Yugoslav system, after 6. ... P-B4.

1. P-Q4 N-KB3; 2. P-QB4 P-KN3; 3. P-KN3 B-N2; 4. B-N2 O-O; 5. N-QB3 P-Q3; 6. N-N3 P-B4

The idea of this is to force an eventual P-QN4 by N-R3-B2, P-QR3, R-N1, B-Q2 etc. after 7. P-Q5 (7. PXP is harmless). This advance cannot be stopped outright, but white can take the option of capturing the QNP on N4 or N3 (e.p.).

7. P-Q5 N-R3

Better than 7. ... P-R3.

8. O-O N-B2; 9. P-K4 P-QR3; 10. P-QR4 R-N1; 11. R-K1 P-QR4; 12. RPXP PXP; 13. P-K5 KR-K1

And black has an excellent attack. White could also have played the RP-R5, when after PXP e.p., RXP is forced, but this does nothing to hinder black's attack.

(F) The Four Pawns Attack.

To some, the most logical method of using the restrained development of black is for white to advance his central pawns.

1. P-Q4 N-KB3; 2. P-QB4 P-KN3; 3. N-QB3 B-N2; 4. P-K4 P-Q3; 5. P-B4 Now, 5. ... P-B4 was most popular,

but is spoiled by the quiet 6. B-K2. Pachman's line (given here) is the most aggressive line:

5. ... O-O; 6. N-B3! P-K4!

A strong move which disrupts white's centre. The pawn cannot be won, except at great risk.

7. BPXP PXP; 8. P-Q5 P-B4!

Locking white into immobility.

9. N-N5 P-KR3; 10. B-R4 Q-N3!; 11. Q-Q2 N-R4

And I think that black stands better.

The King's Indian is not only a defence but can also be used as a 'system' for white, differing from Reti's opening by the restraint of the QP (P-Q3) and the move P-K4. For several reasons, this system is not so popular as the defence, for it gives white little scope to use the initiative given him by playing first. Sometimes, however, it can have devastating results, as in this short game between two well-known British players.

White: Franklin; Black: Pritchard.

1. N-KB3 N-KB3; 2. P-KN3 P-KN3; 3. B-N2 B-N2; 4. O-O O-O; 5. P-Q3 P-Q4; 6. QN-Q2 N-B3; 7. P-K4 P-K4; 8. P-B3 P-KR3; 9. Q-B2 PXP; 10. PXP B-K3; 11. R-Q1 Q-K2; 12. P-QN4! N-Q2; 13. P-QR4 P-B4; 14. P-N5 N-Q1; 15. B-QR3 N-B4; 16. N-R4 K-R2; 17. PXP PXP 18. N-K4!!

If PXP; 19. BXPch K-N1; 20. N-N6.

18. ... B-N6; 19. QxB! NxQ; 20. BxQ R-K1; 21. QR-N1 Resigns.

In the next issue, I shall consider the Gruenfeld Indian.



Please note that the number of the above game was omitted and should be 21. For a further explanation of this numbering, see page seventeen - Ed.

PROBLEMS

BY R.A. BATHCLOR.

In the last edition, I explained the meaning of the word 'theme' in connection with chess problems, and set some problems on two themes - the Fleck theme and "cross-checking". However, by far the easiest theme to understand is that of interference and can best be shown by an example reduced to its lowest terms.

7k/4r2P/4b1QK/40.

(1) If black plays 1. ... R-B2, white can play 2. Q-N8 mate.

(2) If black plays 1. ... B-B2, white can play 2. Q-N7 mate.

Returning to the position, it can be seen that white cannot play 1. Q-N8 mate because that square is guarded by the black bishop: but black, on R-B2, "interferes" with the scope of the bishop and takes the guard off the square KN1: similarly, B-B2 interferes with the black rook.

This example (it is not a problem!) not only shows the principle of interference, however, but also shows a special, but very common case - i.e. the reciprocal (try a dictionary) interference of a rook and bishop on the same square: this is generally termed a "Grinshaw" interference.

Here is an easy example, showing a double black Grinshaw
b2bN3/rlr5/pRlQlp1B/3plk2/6pP/
KB4Pl/5Nnl/8 - white to play
and mate in two moves.

SET PLAY.

An important feature of many modern problems, including fairies, is "set" play and the meaning of this term should be fully understood at the outset.

Set play is play in a problem position when it is imagined that black has the first move.
Set play is play in a HLLP-MATE position when it is imagined that white has the first move.

To show but one of the many functions of set-play in a two-move problem, consider the following position:

6rb/3r2kp/1R4Pp/2BN4/q2N3K/p4R2/
lQ6/lB6

"Set" play -

1. ... Q-B7 (X)

gives mate

2. N-B5 (A) mate.

and

1. ... Q-B3 (Y)

2. N-K6 (B) mate.

i.e. X gives A, and

Y gives B

After the key Q-N2, threatening PXP mate, the defence

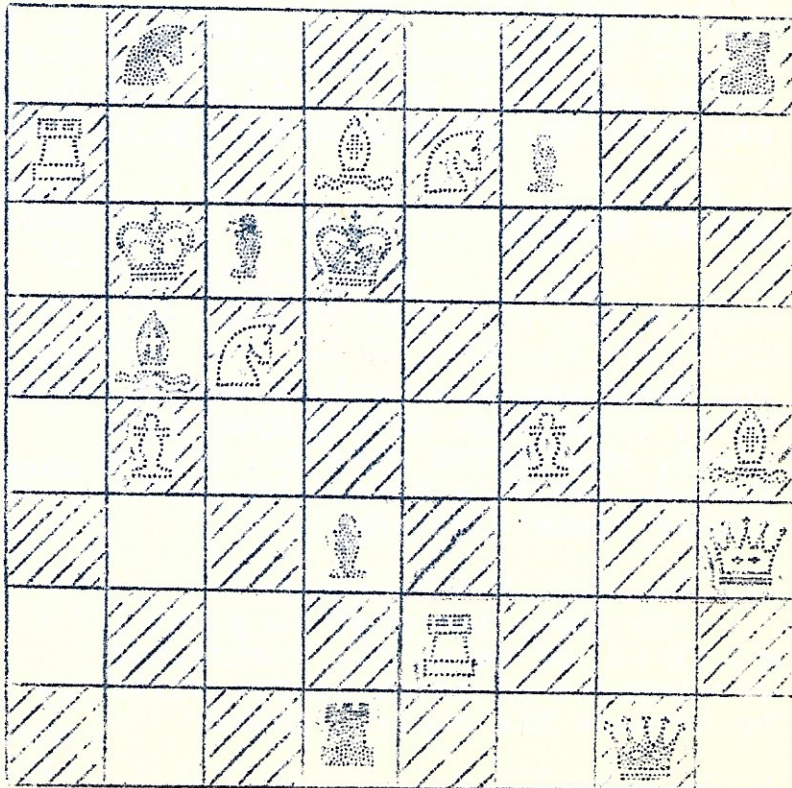
X gives B, and

Y gives A.

This is known as reciprocal(!) change from set play.

Here is another example of this more complicated theme -

(As a hint, the set play consists of 1. ... Q-N4 and 1. ... Q-N5.)



FAIRY PROBLEMS

(1) Billiards Chess

A billiard ball, when played to a cushion rebounds or 'reflects': in Dutch 'billiards chess' this power of rebounding off the edge of the board is given to the bishop and to the queen on diagonal moves.

Take the following position:

3k4/lb6/8/lq1B4/8/lQ6/8/4K3.

Black may play his bishop to B5 via B1, R6, B8. White, however, can play B-B1.

IMPOSSIBLE?

NO! because white can 'pocket' his bishop on the R1 square and 're-spot' it on its starting position, i.e. B1: there are 'pockets' on each rook's square.

Billiards chess is used most often in help-mates, probably the most fascinating of all fairy problems: one point to remember - black plays first (and helps white to mate him). Consider this example:

2k5/2p5/8/3Bb3/3qblK1/24.

Help-mate in two moves.

Black first pockets and re-spots his queen -

1. Q-Q1 K-R5!

Now black plays B-N1 via R7, N8, R2.

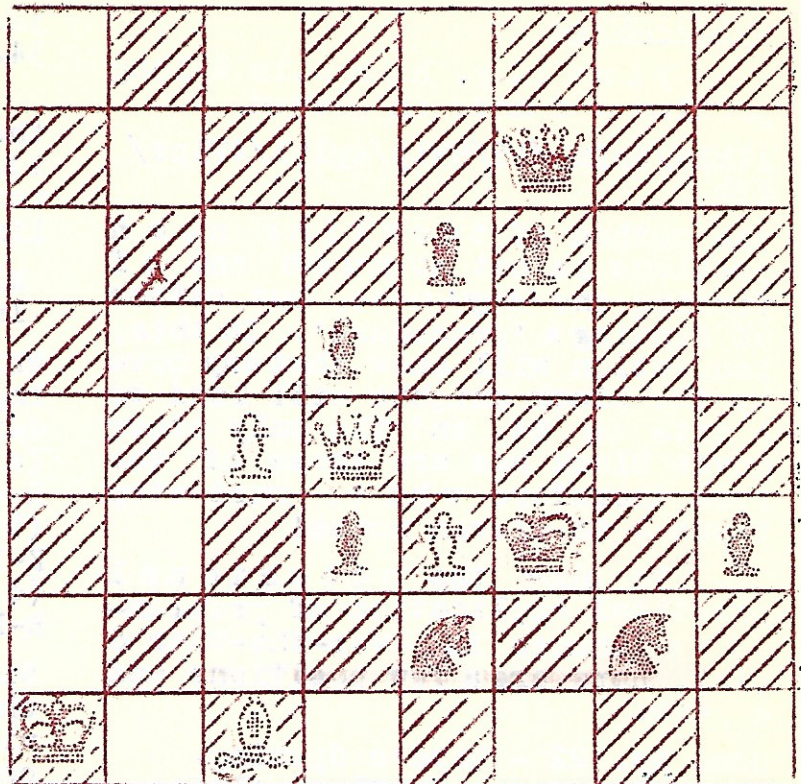
2. B-N1

White re-spots his bishop -

2. ... B-B1 MATE!!

both via B-R6-B8 and via B-R3-B8: note that as well as administering double-check mate, the bishop guards the N7 square.

The position for another help-mate - a help-mate in two - is given in the diagram above.



HELP-MATES

As an example of set play in a help-mate, consider this position - a help-mate in four.

RB5k/n7/24/3P4/2K5/8.

Set - (white playing first) -

1. B-R2ch. N-B1
2. R-R1 N-K2
3. R-R1 N-N1
4. B-K5 mate.

Note that the bishop discovers the rook mate.

Solution - (black playing first)-

1. K-N2 BxN
2. K-B3 R-N8
3. K-K4 R-N6
4. K-Q5 R-N5 mate.

Note that the rook discovers the bishop mate.

To puzzle over, here is another help-mate with set-play, showing different pawn promotions between set-play and actual play.

5rbl/3PPk2/K1Blrnrl/40.

THE FIRST THREE CORRECT SOLUTIONS TO THIS PROBLEM HANDED TO ME WILL WIN A FREE ISSUE OF THE NEXT 'CHOICE CHESS'.

MULTI-MOVER

Finally, here is a long problem - a mate in eleven.

K4klN/4nPnl/16/5Nlp/4plpl/4Plpr/6Bb.

The method of tackling such problems is not so much one of finding one 'key' move, but rather of finding a 'procedure'. In this, inspection will show that any move by the black knights will lead to a mate on B4, and the only other moves black has are those of the rook therefore white must stop these - in eleven moves!

To show the occasional practical application of problem-atic themes in over-the-board play, here are a few positions and a game.

Game No. 22 - Bird's Opening.

White: Dr. Tarrasch; Black: Allies.

The end position of this is reminiscent of the "Fleck theme" (see last issue).

1. P-KB4 P-Q4; 2. N-KB3 P-QB4; 3. P-K3 N-QB3; 4. B-N5 B-Q2; 5. O-O P-K3; 6. P-QN3 Q-B2; 7. B-N2 P-B3; 8. P-B4 QN-K2?

A loss of time.

9. N-B3 N-R3; 10. R-B1 BxB; 11. NxB Q-Q2; 12. Q-K2 N-B3; 13. PXP PXP; 14. P-K4!

Tarrasch strives to exploit his lead in development by opening up the position.

14. ... O-O-O; 15. P-K5 P-R3; 16. N-B3 P-QN4; 17. P-QR4 P-N5; 18. N-Q1! K-N2; 19. PXP PXP; 20. BXP R-K1; 21. N-K3 R-KN1; 22. Q-Q3 N-N5; 23. NxN QxN; 24. R-KB2 Q-Q2; 25. N-K5 NxN; 26. BxN R-B1; 27. Q-KB3! K-N3; 28. P-Q3

Preparing to double rooks on the QB file.

28. ... B-R3?; 29. KR-B2 P-Q5; 30. P-R5ch!

Now if 30. ... KxP; 31. RXPch wins.

30. ... K-N4; 31. B-B7!! Resigns.

Q-N7ch and RXPch are threatened. After 31. ... RxB; 32. Q-N7ch!! RxQ; 33. RXP mate or after 31. ... QxB;

32. RXPch!! QxR; 33. Q-N7ch KxP; 34. R-R1 mate.

As an example of the Fleck theme with pseudo-Grimshaws (i.e. threats are set up by blocking intersection of rook and bishop line, consider this position:

klK3R1/plpppp2/P5R1/b7/b7/2r3pl/ln6/3r4.

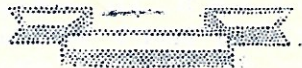
White begins by 1. K-Q8 threatening KxP mate. There are three defences:

(a) 1. ... B-N5; 2. K-K8 B-N6; 3. R-Q6!

(b) 1. ... R-K6; 2. K-K8 R-KB8; 3. K-B8 B-B6; 4. R-KB6!

(c) 1. ... R-K6; 2. K-K8 B-N6; 3. R-K6!

NEXT EDITION:- Synthetics, grid chess, grasshoppers, hunters, nightriders - all in the Fairy chess column!



SOLUTIONS TO LAST ISSUE'S PROBLEMS.

1. Fleck theme.

Key: 1. N-B2!

Work it out for yourself!

2. Self-mate in six.

1. N-R4 P-N4; 2. N(4)-N6 P-N5; 3. R-N3ch. KxR; 4. B-R4ch. K-R6 5. B-B2 etc.

3. Help-mate in three.

1. N-K5 B-B1; 2. B-B6 N-B4ch.; 3. K-Q5 P-K3 mate.

4. Help-mate in two.

Two solutions with reciprocal (!) effects:

A. 1. N-N2 N-R6; 2. R-K4 N-B6 mate.

B. 1. N-R5 N-N7; 2. B-K4 N-N5 mate.

5. Pao Problem.

Key: 1. Q-N8

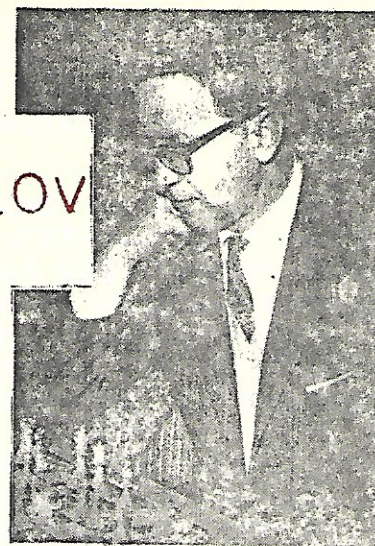
Work it out! Notice special Pao interferences.

VASSILY SMYSLOV

This article by C. W. Pritchett is the second in a series about famous chess players.

The photograph opposite shows Smyslov at the 1962-63 Hastings Premier Tournament.

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by kind
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On March 24th. 1921, Vassily Smyslov, the son of an engineering technologist, V.O. Smyslov, was born. It was from his father, an experienced chess player, that Smyslov learned the rudiments of the game. He was such a good pupil that he could handle the pieces intelligently when he was 6½.

In 1935, the young Smyslov became a 3rd. category player, and the following year, he attained 2nd. then 1st. category rating.

In the All-Union Schoolboy's Championship of 1938, Smyslov gained first place. He also was joint first with Ufimtsev in the All-union Tournament in Gorky for 1st. category players.

Many such successes earned him the title of candidate master. At the age of 17 and a 1st. year student at the Moscow Institute of Aviation, Smyslov entered his biggest tournament yet, the Moscow championship which included in its lists such illustrious names as Yudovitch, Lilienthal, Panov and other candidate masters. In this, Smyslov was 1st. equal with Belavenetz ahead of Lilienthal whom Smyslov defeated in their individual encounter. In recognition of this great achievement, the title of master of Sport of the U.S.S.R. was conferred upon Vassily Smyslov.

In 1940, Smyslov scored many successes. He played in the 12th. Soviet championship which included the 'immortal' Botvinnik, Keres, Stolberg, Boleslavsky, Mikenas, Lilienthal. Smyslov proved to be of grandmaster strength when he finished ½ pt. behind the winners Bondarevsky and Lilienthal but ahead of Botvinnik, Keres and Boleslavsky.

It was during 1941 that the highest ranking title-grandmaster of the U.S.S.R. - was awarded to Smyslov for his coming 3rd. behind Botvinnik and Keres in the hexagonal tournament for the Absolute Championship of the U.S.S.R.

Since the war Smyslov has competed in many tournaments. In 1945 he was 3rd. at Groningen ahead of many grandmasters. In 1942, 43 and 44 he won the Moscow Championship. In 1949, Smyslov shared 1st. place with Bronstein in the 17th. Soviet Championship. But it was in 1948 that Smyslov really proved himself to be a candidate for the World Champion title. In the World Championship Tournament, in which Botvinnik, Euwe, Keres, Reshevsky and Smyslov were playing for the world championship title, Smyslov was 2nd. to Botvinnik.

Consequently, Smyslov was hailed as the second best chess player in the world but he did not live up to expectations when he was 3rd. in the Candidates tournament of 1950.

After this Smyslov's play began to deteriorate a little, but in the Spring of 1952 he began his comeback when he was 3rd. equal with Botvinnik and the Swede Stahlberg in the Maroczy Memorial Tournament in Budapest. Smyslov came right back to form in the International Team Tournament in Helsinki in 1952 when Bernstein remarked that Smyslov was the best player in the tournament.

In 1953, he stormed his way through the mighty Candidates Tournament in which every leading master except Botvinnik was competing to play the World Champion. Smyslov won by two clear points suffering only one defeat in twenty eight games.

Consequently, in 1954, the fight for the World Championship was seen between Botvinnik - the reigning champion - and Smyslov. Although he lost his first three games, Smyslov fought back magnificently to tie 12-12 with Botvinnik who nevertheless retained his title.

The next year, 1955, Smyslov comfortably triumphed in the International Tournament at Zagreb and, in the same year, tied for first place with Geller in the Soviet Championship.

Then came 1956 and the long awaited Candidates Tournament in Amsterdam. The favourite was Smyslov - but would he win again? Could he win two of the strongest tournaments in the world twice in succession? The answer - yes! The world title fight between Botvinnik and Smyslov was fixed for 1957 but, as fate would have it, the two players met just before the match at the Alekhine Memorial Tournament in 1956. Botvinnik and

Smyslov tied for first place.

At last, in 1957 Vassily Smyslov realised his greatest ambition - to be World Champion. He had won a well-fought match with Botvinnik by 12½-9½.

However, in the return match in 1958, Botvinnik surprisingly regained his title by 12½-10½.

During December 1962 and January 1963, Smyslov, substituting at the last moment for Spassky, competed in the 38th. annual Hastings Congress. Although he did not lose a game,

Smyslov only managed to come 3rd. behind Gligoric - whom Smyslov beat - and Kotov of Russia.

In November last year, however, Smyslov did excellently when he won an international tournament in Moscow ahead of Tal, Gligoric, Keres and many others. Some of his supporters have hailed this result as the beginning of another comeback but only the future will tell if this illustrious master can re-enter world championship calibre chess.

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GAMES

The first two games in this section were played by Smyslov and supplement the article opposite.

Game No. 22 ; Opening: Ruy Lopez. White: Smyslov; Black: Euwe. Played in the World Championship Tournament in 1948.

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 N-B4; 10. R-Q1 NxB; 11. RPN Q-B1

A mistake for which Euwe could hardly be blamed since the game Keres-Reshevsky continued 12. B-N5 P-R3; 13. B-R4 and white lost. However white can improve a lot on his play by

12. P-B4!!

A totally unexpected reply which sacrifices a pawn for good attacking chances.

12. ... QXP; 13. PXP BXP; 14. Q-K4!

The idea of the pawn sacrifice. White centralises his queen.

14. ... N-K2

If 14. ... Q-K3; 15. R-Q6 BXR; 16. QxNch. K-K2; 17. PxBch. QXP; 18. Q-K4ch Q-K3; 19. Q-R4ch. P-B3; 20. Q-N3 and both QNP and KBP are attacked.

If 14. ... Q-N2; 15. N-B3 R-QN1; 16. P-K6! and now

(a) 16. ... BXP; 17. N-N5 N-R1; 18. RxNch. KxR; 19. NxBch. PxN; 20. QxKP B-K2; 21. B-N5! threatening R-Q1ch. and winning.

(b) 16. ... PXP; 17. N-N5 N-Q1; 18. RxNch. KxR; 19. N-B7ch. K-K1; 20. NXR and wins.

If 14. ... N-N5; 15. B-N5 P-QB3 (Best); 16. R-Q8ch. QxR; 17. BxQ RxB.

15. N-R3!

If now 15. ... B-N6; 16. R-Q3 B-K3; 17. NXP B-B4; 18. NXPch so....

15. ... P-QB3; 16. NxB PxN; 17. QxBP Q-N2

If 17. ... Q-K3; 18. RXP! QxQ; 19.

RxRch. N-B1; 20. RxNch. K-K2; 21. R-B7ch. K-K1; 22. B-N5 with a mating attack.

18. P-K6! P-B3; 19. R-Q7 Q-N4; 20. QxQ BPxQ; 21. N-Q4 R-B1; 22. B-K3 N-N3; 23. RxRP N-K4; 24. R-N7 B-B4; 25. N-B5 O-O

If 25. ... BxB; 26. N-Q6ch. wins.

26. P-R3 Resigns.

If 26. ... P-N3; 27. N-R6ch. K-R1; 28. BxB RxB; 29. R(R6)-R 7 wins.

Game No. 23; Nimzo-Indian Defence White: Lipnitsky; Black: Smyslov. Played in the 19th. Soviet Championship in Moscow in 1951.

1. P-Q4 N-KB3; 2. P-QB4 P-K3; 3. N-QB3 B-N5; 4. Q-B2 N-B3; 5. N-B3 P-Q4; 6. P-QR3 BxNch; 7. PxB

7. QxB is more usual.

7. ... N-QR4!

The knight is strong here as it controls QB5.

8. N-K5 N-Q2

Fighting for the white squares on the queen's side.

9. NxB BxN; 10. PXP PXP; 11. B-B4

A slight error - P-K3 is better.

11. ... B-N4!

Now if 12. P-K3, 12. ... BxB and the knight settles on QB5.

12. P-KR4 O-O; 13. R-QN1 Q-Q2; 14. R-R3 KR-K1; 15. R-KN3 N-B5; 16. B-R6

White strives to attack on the king's side.

16. ... P-KN3; 17. Q-B1 N-Q3!; 18. Q-B4 B-R3

Not 18. ... N-B4; 19. RxB! NXR; 20. PxN QxR; 21. Q-B6

19. P-K3 N-B4; 20. BxB PxB; 21. R-N7 Trying to complicate - now comes a bombshell!

21. ... QR-N1!; 22. RxBP R-N8ch.; 23. K-K2 Q-R5!; 24. Resigns.

White is quickly mated.

Our next game was played in the Burevestnik Club Championship in Moscow in 1962.

White: Zelevinsky; Black: Ravinsky.
Game No. 24 - King's Gambit.

1. P-K4 P-K4; 2. P-KB4 B-B4;
3. N-KB3 P-Q4!?

Supporting the king's pawn by 3. ... P-Q3 is the only appropriate continuation.

4. NxP PxP; 5. Q-R5 Q-K2

Not 5. ... P-KN3?; 6. NxNP!

6. B-B4 P-KN3; 7. Q-K2 N-KR3;
8. N-QB3 N-Q2

The alternative was to try to hang onto the KP by ... P-B4.

9. N-Q5 Q-Q3; 10. QxP O-O

Black, although out of the worst danger, is still not safe because his king's bishop is not where it should be (on KN2). White now exploits this vigorously.

11. P-QN4! P-QB3; 12. PxB NxP;
13. NxKBP!!

Shattering black's hopes - all five captures of pieces fail.

(i) 13. ... KxN; 14. N-B7ch. B-K3;
15. BxBch. NxB; 17. NxR

(ii) 13. ... RxN; 14. Q-K8ch. Q-B1
(Or 14. ... R-B1; 15. N-K7ch. K-N2;
16. B-N2ch. R-B3; 17. NxB); 15.
N-K7ch. K-N2; 16. B-N2ch. R-B3;
17. QxQch. and 18. BxR.

(iii) 13. ... PxN; 14. NxQ NxQ;
15. BxPch. etc.

(iv) 13. ... NxQ; 14. NxQ NxN; 15.
N-K7ch. K-N2; 16. B-N2ch. R-B3;
17. B-N3 (17. BxRch. KxB; 18. NxB
NxB; 19. P-Q3 is also good) B-Q2;
O-O-O and white should come out at
least the exchange ahead.

Finally, the game continuation...

13. ... NxN; 14. N-K7ch. K-N2;
15. B-N2ch. K-R3; 16. Q-K3! N-R5;
17. P-B5ch. P-N4; 18. Q-R3 mate.

The next game was played in the semi-finals of the 'Trud' Club Championships in 1962.

Page 16.

Game No. 25 - Sicilian Defence.

White: Troinov; Black: Popov.

1. P-K4 P-QB4; 2. N-KB3 P-Q3; 3.
P-Q4 PxP; 4. NxP N-KB3; 5. N-QB3
N-B3; 6. B-QB4 P-K3; 7. O-O B-K2;
8. B-K3 O-O; 9. B-N3 P-QR3; 10.
P-B4 P-Q4

10. ... N-QR4 and 10. ... Q-B2
are better.

11. P-K5 N-Q2; 12. Q-R5 R-K1?

Necessary was 12. ... P-KN3 to
be followed by R-K1 and B-B1.

13. NxQP!!

A preliminary sacrifice. If
black wishes to struggle on, he
must now play either 13. ... NxN;
14. NxBch. or 13. ... B-B4; 14.
NxN. Instead, he co-operates.

13. ... PxN; 14. QxBPch!!

The point. If 14. ... K-R1; 15.
N-K6 wins the queen.

14. ... KxQ; 15. BxPch. K-N3

After 15. ... K-B1; 16. N-K6ch.
K-N1; 17. NxQch. K-R1 (or 17. ...
K-B1; 18. N-K6ch. K-N1; 19. N-B7ch.
and 20. NxQR) 18. NxN PxN; 19.
BxP R-QN1; 20. P-K6 white should
win easily. Now however there is
a forced mate in 7 for white.

16. P-B5ch. K-R4; 17. B-B3ch. K-R5;
18. P-N3ch. K-R6; 19. B-N2ch. K-N5;
20. R-B4ch. Resigns.

The next game was played in the
Finland and Estonia match in Tartu
in 1963.

Game No. 26 - Queen's Indian
Defence.

White: Book; Black: Uusi.

1. P-QB4 P-K3; 2. N-QB3 P-QB4;
3. N-B3 N-KB3; 4. P-KN3 P-QN3

The Queen's Indian set-up.

5. B-N2 B-N2; 6. O-O B-K2; 7. P-Q4
PxP; 8. QxP

Undoubtedly more promising than
8. NxP BxB; 9. KxB Q-B1 with an
eventual P-Q4 for black.

8. ... 0-0

Much better is 8. ... N-B3.

9. P-K4 N-B3; 10. Q-K3 P-Q3;
11. R-Q1 Q-N1; 12. Q-K2 R-Q1;
13. P-N3 P-QR3; 14. B-K3

White abandons his intention of developing his bishop on QN2 and directs it against the weakness on QN6. Another idea here was 14. B-B4 followed by the doubling of his rooks on the queen's file.

14. ... N-Q2; 15. QR-B1 Q-R2; 16. P-KR4 QR-B1; 17. N-KN5 P-R3; 18. N-R3 Q-N1; 19. N-B4 B-R1; 20. B-R3

Despite a lengthy preparation, black is still not threatening P-QN4, whereas white is already thinking about the possibility of a sacrifice on K6. It would have now been more prudent at all events for black to have prevented the ensuing sacrifice by 20. ... N-B1.

20. ... N(B3)-K4; 21. NxP! PxN;
22. BxPch. K-R1; 23. B-Q4 R-B2

After 23. ... N-QB3, white wins by 24. BxPch! e.g. 24. ... KxB; 25. Q-N4ch. K-R1; 26. Q-N6 N-B3; 27. QxPch. N-R2; 28. B-B5 followed by mate. With the text move, black overrates his defensive chances. The sacrifice of the exchange by 23. ... N-B4 or 23. ... B-B3 was his best chance.

24. P-B4 N-B1

Black had relied upon this move. If 24. ... N-QB3; 25. BxPch! KxB; 26. Q-N4ch. and now if 26. ... K-R1; 27. Q-N6 N-B3; 28. N-Q5! wins.

25. B-Q5 N-B3

25. ... BxB; 26. NxB N-B3 was black's only hope but after 27. B-R1! (threat: Q-QN2) he would probably lose.

26. BxPch! KxB; 27. Q-N4ch. N-N3;
28. P-R5 B-N4

All black's moves are forced.

29. PxN B-B3; 30. P-K5!

White already had quite enough material compensation for the
Page 17.

piece in the shape of three pawns, but he now proceeds to show that the king's side attack is not yet over, energetically conducting the closing stages of the game.

30. ... PxP; 31. N-K4 R-KB1;
32. B-B7 B-K2

One of the threats was 33. NxB KxN; 34. P-N7 or 34. R-Q6ch. etc.

33. P-B5! N-Q5

This is prettily refuted but now both 34. R-Q6 and 34. P-B6ch. BxP; 35. NxB KxN; 36. P-N7 are threats to which there is no defence.

34. RxN! PxR; 35. P-B6ch. BxP;
36. NxB R-B4

Now 37. N-R5ch. is threatened. If instead of the text 36. ... KxN; 37. QxPch. leads to mate or if 36. ... R(B2)xB, white can win by, for example, playing for a mating attack by 37. PxR dis. ch. KxN; 38. R-B1ch. K-K2; 39. R-K1ch.

37. N-Q7 Q-Q3; 38. NxR(B8)! Resigns
The knight cannot be captured.

NUMBERING OF GAMES.

Commencing from this issue, all games in this magazine will be accorded a number to enable quick reference and easy indexing. In the next issue, a list of all games printed during this year will be published - Ed.

Our next game was played in the West of Scotland Championship in January, 1964. Notes by the winner, E. Davis.
Game No. 27 - Sicilian Defence.

1. P-K4 P-QB4; 2. N-KB3 P-K3; 3. P-Q4 PxP; 4. NxP P-QR3; 5. P-KN3 N-KB3; 6. B-N2 Q-B2; 7. 0-0 B-K2; 8. N-QB3 P-Q3; 9. B-K3 0-0; 10. P-B4 N-B3; 11. NxN

The plan is to restrain black's centre by 12. N-R4 and 13. P-B4. If black plays 11. ... QxN; 12. P-K5 wins.

11. ... PxN; 12. N-R4 R-N1
White also threatened to gain the two bishops by 13. N-N6.

13. P-B4 R-Q1; 14. Q-K2 P-B4

If instead, 14. ... P-Q4, then 15. P-K5 N-Q2; 16. P-QN3 and white has the upper hand.

15. QR-Q1 B-Q2; 16. N-B3 B-B3;
17. P-KN4

Having succeeded in paralysing black's centre pawns, white now proceeds with his K-side attack.

17. ... Q-N2; 18. B-B1 R-Q2

It is difficult to see that this is a mistake.

19. P-N5 N-K1; 20. P-B5 PxP

This is now bad because of white's next move.

21. B-R3 P-N3; 22. PxP B-B1;
23. PxP R-K2; 24. PxPch.

White's former king pawn finishes the game.

24. ... RxP; 25. B-K6 Resigns.

This game against D. Morning (black) was one of many wins by Davis in this tournament.

- - - - -

Our next game was also played by Davis in the Glasgow Chess Club championship in September, 1963.

Game No. 28.

White: Robertson; Black: Davis.

1. P-Q4 N-KB3; 2. N-KB3 P-KN3; 3. N-B3 P-Q4; 4. B-B4 B-N2; 5. P-K3 P-B3

If 5. ... P-B4; 6. QN-N5 N-R3; 7. PxP is not good for black.

6. B-Q3 QN-Q2; 7. Q-Q2 O-O; 8. P-KR4 P-QN4; 9. P-R5 NxP; 10. P-K4 R-K1

If now 10. P-K5, black can play simply 10. ... N-B1 and not 10. ... P-B3; 11. O-O-O NxB; 12. QxN PxP; 13. NxKP! NxN; 14. PxN and 15. Q-R4. If instead 10. PxP P-N5; 11. N-K2 PxP and now if 12.

Page 18.

QxP NxB; 13. NxN P-K4; 14. PxP NxP; 15. O-O-O B-N5 followed by R-QN1 with advantage to black or if 12. O-O-O, P-QR4 or Q-N3 and black's attack is already under way and he has the defensive resource of N-B1 when required.

11. B-R6 P-K4; 12. BxB KxB

Not 12. ... NxB; 13. Q-R6 N-B1; 14. QPxP, white wins his pawn back and has an overwhelming attack after O-O-O.

13. PxKP

If 13. P-KN4 PxQP; 14. PxN PxN; 15. QxPch. Q-B3 is satisfactory for black.

13. ... NxP; 14. NxN RxN; 15. B-K2 P-N5

If now 16. BxN PxN; 17. QxP P-Q5; 18. QxBP (or 18. Q-KN3 R-KN4) B-Q2 and black wins a piece after 19. Q-Q6 RxPch; 10. B-K2 B-N4 etc.

16. P-B4 PxN

Black sacrifices the exchange to prevent white from castling.

17. Q-Q4 PxNP; 18. QxRch. P-B3;
19. QxNP N-N6; 20. R-R4 Q-R4ch;
21. K-B2

If 21. K-Q1 NxP; 22. P-B4 N-B7ch; 23. K-B2 B-B4ch. and wins or 22. P-B3 NxPch; 23. K-B1 NxBch; 24. QxN Q-B6ch. and wins. Best for white now is 21. P-B3 but after either NxB or NxP black has a winning advantage.

21. ... NxPch; 22. K-B3

If 22. K-K3 Q-Q7ch; 23. K-B3 B-R3! wins.

22. ... Q-B4

Now, there is only one way to prevent checkmate.

23. R-KB1 N-Q7ch; 24. K-N3 Q-K6ch;
25. R-B3 QxB; 26. Q-Q4 Q-K8ch;
27. R-B2 N-K5ch; 28. K-B3 QxRch.;
29. Resigns.

Black comes out a piece and two pawns to the good. A most enjoyable game.

- - - - -

SIMULS!!

Recently, there has been a spate of simultaneous displays by Fischer in America and by Tal, Gligoric, B. H. Wood, Non a Gaprindashvili and R.G. Wade in Britain.

After Hastings Tal gave three simultaneous displays and Gligoric two before flying to the Reykjavik tournament in Iceland.

Tal's first simul. was disappointing for him, for, against Middlesex players at John Lewis's, he scored only 66%. The full result was:
Played 24: Won 12:
Drawn 8: Lost 4.

Against 20 London players Tal scored 75% - W12: D6: L2.

In Birmingham, Tal scored 90% in less than 3 as follows:-
P20: W16: D4.

Gligoric, in his displays, scored 95% in Doncaster and 86% in Ashford.

DONCASTER - P21: W20: D1.

ASHFORD - P32: W23: D9.

Two simul. were given in Glasgow by Gligoric - who flew here immediately after the Reykjavik tournament - and B. H. Wood - the Editor of "Chess".

The Gligoric display - sponsored by W. A. Fairhurst and organised by H. D. Holmes - was held in the Christian Institute and was attended by 180 spectators. The result was:

P24: W14: D8: L2 to P. Messer and B. Hunter (75% in 3 hours).



P. Messer during Gligoric's display in Glasgow. Photograph by kind permission of Mr. A. Glendinning.

B. H. Wood - touring Britain to promote his magazine - 24 members from the 130 of the Polytechnic, Cathcart and Y.M.C.A. Griffin chess clubs scoring only 60.4% in 3 hours.

W12: D5: L7 to P. Geddes, E. Davis, J. Raeburn, J. Glendinning, B. B. Partridge, P. Watson, J. A. Johnstone.

The two other displays were in Dorset by R. G. Wade - P19: W13: D3: L3 - and, in the Athenaeum and West London Chess Club, by Non a Gaprindashvili (the women's world champion) - P24: W20: D3: L1.

In America, Bobby Fischer is scoring high percentages in his nationwide tour. Some results:-
 TORONTO - P50: W40: D6: L4 - 86% in five hours.
 MONTREAL - P56; W48: D3: L5 - 88% in five hours.
 ROCHESTER, N.Y. - P56: W55: L1 - 98% (!)
 WESTERLY, R.I. - P50: W47: D2: L1 98% in less than 1 1/4 hours (!!).

SVETOZAR GLIGORIC

A report of Gligoric's simul. in Glasgow including all 24 games (with notes).
 Price to all juniors ... 1/6 each
 12"x10" glossy photographs of GLIGORIC ... 1/6 each

Both of the above items are available from J. M. Glendinning.

A selection of games follows:

Game No. 29 - White: M. Tal ; Black: Dr. B. G. Dudley.

1. P-K4	P-K4	13. R-K1	Q-R5	25. N-K4	R-QR1! (f)
2. N-KB3	N-QB3	14. P-N3 (b)	Q-R6	26. P-B3	R-R8ch.
3. B-N5	P-QR3	15. B-K3	P-KR4	27. K-B2	B-KR6
4. B-R4	N-B3	16. Q-B3	P-R5	28. Q-R2	R-B8ch.
5. O-O	B-K2	17. N-Q2	B-KN5	29. K-K2	Rxp? (g)
6. R-K1	P-QN4	18. Q-N2	PxP	30. RxR	B-B8ch.
7. B-N3	O-O	19. RPxP (c)	Q-R4	31. K-K3!	QxR
8. P-B3	P-Q4 (a)	20. P-QR4 (d)	QR-K1	32. BxPch.	K-B1 (h)
9. PxP	NxP	21. PxP	RPxP	33. B-N6ch.	K-K2
10. NxP	NxN	22. R-R6	R-K3!? (e)	34. R-KB7ch.	K-Q1
11. RxN	P-QB3	23. RxP	NxB	35. RxBch.	K-K1 (i)
12. P-Q4	B-Q3	24. RxN	R-R3	36. R-B2ch.	Resigns (j)

(a) The Marshall counter attack. For the sacrificed pawn black gets a strong attack which, however, is not thought to be sufficient compensation.

(b) If 14. P-KR3, 14. ... BxP wins.

(c) If 19. QxQ PxPch. wins back the pawn with the better position.

(d) White attacks on the queen's wing.

(e) A risky move which forsakes the Q-side for the attack.

(f) Rooks are strong on open files.

(g) Overlooking white's clever 31st. move. Suggested by Dr. Dudley as winning is 29. ... R-QN8; 30. K-Q2 RxPch; 31. B-B2 RxBch; 32. KxR Q-Q4; 33. R-R6 B-QB1; 34. N-B6ch. RxN; 35. R-K8ch. B-B1.

(h) Other K moves lose quickly to mates.

(i) If K-B1; B-B5ch. and R-Q8 mate.

(j) A slightly lucky but brilliant escape by the ex-world champion.

Game No. 30 - White: R. J. Fischer; Black: M. W. Lister.

1. P-K4	P-QB4	11. B-K3	O-O	21. RxB	N-Q5
2. N-KB3	P-Q3	12. Q-Q2	R-B1	22. Q-B2	N-KB3
3. P-Q4	PxP	13. O-O-O	N-K1	23. R-N1	Q-Q2
4. NxP	N-KB3	14. P-B3	P-B4	24. R-R2	NxN
5. N-QB3	P-K3	15. NPxP	PxP	25. PxN	P-N4
6. P-KN4	P-K4	16. B-KN5	Q-Q2	26. Q-B1	P-N5
7. N-B5	P-KN3	17. B-KR6	P-B5	27. N-K4	Q-R5
8. N-K3	N-B3	18. BxB	QxB	28. Q-Q3	QxRP
9. P-KR3	B-K3	19. P-KR4	K-R1	29. N-N5	R-QB2
10. KN-Q5	B-N2	20. B-R3	BxB	White resigns.	

Notice how quickly black's counter-attack sets in when Fischer gives black time to regroup his forces.



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MATCH RESULTS

GLASGOW LEAGUE.

1st. Team:

Opponents -

Albert S.S.	- Won 7 - 0
St. Augustine's	- Won 7 - 0
St. Mungo's	- Won 6 - 1
St. Aloysius	- Won 6½ - ½

2nd. Team:

Opponents -

Albert S.S.	- Won 4 - 1
St. Augustine's	- Won 5 - 0
St. Gregory's	- Won 5 - 0
City Public	- Won 5 - 0
St. Aloysius	- Won 5 - 0

P. B. ANDERSON.

'A' Team:

Opponents -

King's Park 'A'	- Won 6 - 1
Hillhead High 'A'	- Won 4 - 3

'B' Team:

Opponents -

Glasgow Academy 'A'	- Won 4½ - 2½
Kelvinside Academy 'A'	- Drawn 3½ - 3½
REPLAY	- Won 4 - 3

On Monday, 15th. June, both our teams will be playing in the semi-finals of the P. B. Anderson Knockout Tournament. Our 'A' team will play Hutchieson's Grammar's 'B' team and our 'B' team will play the High School's 'A' team. The results of these matches and of the play-off for the Glasgow shield will be in the first edition of 'Choice Chess' next year.

For our results in the Sunday Times, see page 26.

For the statistically minded, here are our percentage number of won games in each tournament above.

Glasgow League 1st. team	- 94%
Glasgow League 2nd. team	- 91%
P. B. Anderson 'A' team	- 71%
P. B. Anderson 'B' team	- 57%

LOCAL NEWS

The Glasgow Schools Easter Congress was held in St. Aloysius this year.

E. Davis (Allan Glen's) won the tournament, and hence the Fairhurst Cup, with 7 points out of 8. C. Pritchett (also Allan Glen's) was second with 6½.

Neither of the first two lost a game, Davis drawing two (1 in a lost position) and Pritchett drawing three.

- - - -

The Lanark Easter congress, played at Bothwell under the direction of Mrs. S. M. Steedman, was a three day event with two rounds per day.

The premier was won by G. Bonner with 4½ out of six with M. Fallone, H. D. Holmes, J. Robertson and W. Ballantyne all with 4 points.

Other winners:-

Premier B:

- 1st. M. Ogston
- 2nd. H. McArthur

Major:

- 1st. C. Ross
- 2nd. D. Petrie

Minor:

- 1st. I. Jardine
- 2nd. J. Findlay

I. Jardine plays at board 4 for Allan Glen's school.

- - - -

TOURNAMENT RESULTS.

This year, the school championships began much earlier than last year in order to ensure their completion comfortably before the end of term. There are three championships - senior for 4th., 5th. and 6th. years, intermediate for 2nd. and 3rd. years and junior for 1st. years. Reports of each follow:-

SENIOR

The table below shows the results to date (with two games still to be played):

	Gle.	Bat.	Jar.	Dav.	Muir	Jas.	TOTAL
J. M. Glendinning	x	$\frac{1}{2}$	1	1	1	1	$4\frac{1}{2}/5$
R. A. Batchelor	$\frac{1}{2}$	x			1	1	$2\frac{1}{2}/3$
I. Jardine	0		x	1	1	1	$3/4$
E. Davis	0		0	x	1	1	$2/4$
D. Muir	0	0	0	0	x	1	$1/5$
B. Jasani	0	0	0	0	0	x	$0/5$

At present, as can be seen, J. Glendinning (VC) is leading with $4\frac{1}{2}/5$ and the only possible challenger for 1st. place is R. Batchelor (VA) - $2\frac{1}{2}/3$ with two games unplayed. If the results of these games become available before this edition is issued, they will be found in the late news section on page 27.

INTERMEDIATE

Originally planned for 7 rounds, this Swiss tournament was stopped after five rounds when the winner's lead was firmly established. 30 people participated and the final results for the first fifteen people were:

1st.	C. Pritchett	5
2nd.-6th.	G. Anderson, C. Duncan, D. McKay, D. McLaughlan, A. Scrimmour	4
7th.	W. Morrison	$3\frac{1}{2}$
8th.-14th.	I. Carmichael, I. Kerr, A. Nicol, C. Scott, R. Strang, J. Sweenie, A. Wilkie	3
15th.	L. Warnock	$2\frac{1}{2}$

C. Pritchett (3B) is therefore the intermediate champion this year with a 100% score.

JUNIOR

The 6 round Swiss tournament finished with the following results for the first 20 people (36 participated):

1st.	K. Stevenson	6
2nd.-3rd.	C. Duncan, R. McKay	5
4th.-12th.	J. Blackwood, R. Coulson, D. Craig, W. Kelly, G. McQuarrie, D. Reid, J. Samson, I. Stuart, C. Willis	4
13th.	R. Guy	$3\frac{1}{2}$
14th.-20th.	A. Bellingham, I Douglas, G. Lovell, D. MacDermid, G. McGregor, G. Nicol, T. Palmer	3

K. Stevenson (1L) is therefore junior champion this year with a 100% score.

INTER-CLASS TOURNAMENT.

This team tournament is one in which each first year class is represented by a team of ten members which plays the teams of the other four first year classes to determine which is the best chess playing class. Two matches involving two teams each are played every three weeks and the results are tabulated opposite.

	1A	1B	1C	1G	1L
1A	x	9½	4		5
1B	½	x		3½	
1C	6			4	
1G		6½	6	x	1
1L	5			9	x



GAMES

Our first game was played on board four in the 'A' team against King's Park school in the second round of the Peter Anderson Trophy. It illustrates the danger of wasting time in the opening as black is allowed to take complete command of the board and to force white into an almost total zugzwang.

Game No. 33 - French defence - White: McCubben; Black: Pritchett.

- | | | | | | |
|------------|---------|---------------|------------|--------------|-----------|
| 1. P-K4 | P-K3 | 11. P-QR3 (b) | Q-B2 | 21. Q-B2 | B+QR3!(k) |
| 2. N-QB3 | P-Q4 | 12. P-QN4 | O-O-O | 22. P-QB4 | QxP |
| 3. P-Q4 | N-KB3 | 13. N-Q2 (c) | P-K4! (d) | 23. QxQ | BxQ |
| 4. B-N5 | PxP | 14. N-B3 | PxP! | 24. R-B2 (l) | B-N6 |
| 5. Nxp | B-K2 | 15. Nxp | KR-K1 (e) | 25. Nxpch. | PxN |
| 6. BxN | Px3 (a) | 16. N(4)-K2 | N-B4! | 26. Rxpch. | K-N2 |
| 7. N-KB3 | P-N3 | 17. Q-B1 | NxB | 27. R-QB1 | B-R3 (m) |
| 8. B-N5ch. | P-B3 | 18. NxB (f) | Q-K4! (g) | 28. P-B4 (n) | BxP |
| 9. B-R4 | B-N2 | 19. P-QB3 | B-B1!! (h) | 29. K-B2 | BxR (o) |
| 10. N-B3 | N-Q2 | 20. R-R2 (i) | Q-QN4! (j) | | |

- (a) The Burn variation initiated by 4. ... PxP.
 (b) This and white's next are wrong - 11. Q-K2 followed by O-O-O should be played.
 (c) White is vainly trying to attack on the queen side but, in so doing, he leaves the centre dangerously undefended, a fact which black exploits cleverly with his next few moves.
 (d) With this move, black grasps the initiative and forces white to defend.
 (e) The central files opened, white's king is now exposed to a vehement attack - the immediate threat is Bxp dis. ch.
 (f) With his last few moves, black's positional advantage has become enormous e.g. he has complete command of the central files, two strong bishops for two weak knights and he now proceeds to win.
 (g) Threatening 19. ... Bxpch. with mate to follow and so forcing white's reply.
 (h) After 19. ... Bxp 20. O-O! and white can still struggle. The point of 19. ... B-B1!! becomes apparent in the ensuing variations.
 (i) After 20. Q-B2 B-QR3; 21. R-R2 BxN; 22. QxB Q-QN4 wins.
 (j) If 20. ... B-QR3; 21. P-QB4. White's reply is now forced.
 (k) Threatening 22. ... B-R3 (one point of B-B1!!) followed by 23. ... R-Q7. If 23. P-KB4 (after 22. ... B-R3) then white wins by 23. ... RxNch; 24. QxR QxN. White tries to gain freedom by exchanging.
 (l) Overlooking black's simple reply. If, however, 24. R-N2 P-KB4!; 25. N-B3 B-N2 wins - a nice point of 19. ... B-B1!
 (continued overleaf).

(m) This bishop which has had so much to do in unplayed variations now moves to win more material.

(n) This and white's next represent desperation. However, if 28. R-QN1 B-B7; 29. R-R1 R-Q7 is one way to win.

(o) White resigned on his 36th. move.

SUNDAY TIMES.

For the third consecutive year, Allan Glen's won the Scottish region of the Sunday Times National schools competition. The results were:-

- A.G.S. 5½ - Hamilton Academy ½
- A.G.S. 5½ - Holy Cross (Edinburgh) ½
- A.G.S. 6 - Marr College (Troon) 0
- A.G.S. 5 - St. Joseph's College (Dumfries) 1
- Scottish Final:
- A.G.S. 5½ - Royal High (Edinburgh) ½

Our last game was played on board two in the 'B' team which drew with Kelvinside's 'A' team in their second round match in the Peter Anderson Tournament.

Game No. 34 - Ruy Lopez.
White: A. Wilkie; Black: J. Graham.

- | | | | |
|-----------|-----------|--------------|------------|
| 1. P-K4 | P-K4 | 18. P-B3 | P-Q4 |
| 2. N-KB3 | N-QB3 | 19. B-R6ch. | K-B2 |
| 3. B-N5 | P-QR3 | 20. Q-B2 | BxB |
| 4. B-R4 | B-B4 | 21. QxB | R-R1 (d) |
| 5. NxP | NxN | 22. B-Q3 | N-B3 |
| 6. P-Q4 | P-QN4 | 23. P-K5 | N-N5 |
| 7. B-N3 | B-Q3 | 24. Q-N3 | Q-B4ch. |
| 8. PxN | BxP | 25. K-R1 | P-R4 |
| 9. P-KB4 | B-Q3 | 26. P-R3 (e) | PxP |
| 10. Q-B3 | B-N2 | 27. Pxp (f) | |
| 11. O-O | Q-K2 (a) | | QR-QN1 (g) |
| 12. N-QB3 | | 28. P-B5 | K-Q1 |
| | O-O-C (b) | 29. Q-R4ch. | K-Q2 |
| 13. P-QR4 | P-N5 | 30. P-K6ch. | (h) |
| 14. N-Q5 | BxN (c) | | PxP |
| 15. BxB | P-QB3 | 31. Pxpch. | KxP |
| 16. B-B4 | B-B4ch. | 32. QR-K1ch. | N-K6 (i) |
| 17. B-K3 | P-QR4 | 33. Q-N5 | Resigns. |

- (a) 11. ... N-B3 is better.
- (b) This is very dangerous because of the advanced state of black's Q-side pawns.
- (c) This exchange of his best (only!) defensive piece leaves black's white squares very weak.
- (d) If 21. ... QxKP, white wins by 22. Q-R7ch. K-Q3; 23. QR-K1 and now (i) 23. ... Q-N3 (or B4); 24. Q-N6 R-Q2 other R or N moves are refuted in a similar way); 25. PxP PxP; 26. QxNPch. or (ii) 23. ... Q-B7; 24. Q-N6! R-Q2; 25. R-B1 QxRP; 26. PxP PxP; 27. Q-B5ch. K-B2 (K-K3; 28. QR-K1ch.); 28. B-N5!
- (e) This is pointless. QR-B1 is better as this threatens B-N5!
- (f) Of course, not 27. PxN?? PxP dis. ch. and white must lose his queen.
- (g) Not 27. ... QxP; 28. PxN!
- (h) Sacrificing a pawn to trap black's king in the middle of the board where it is subject to a strong attack.
- (i) This move loses a piece but other

In the first round of the final stage, we played Bemrose Grammar school from Derby winning by 4½ points to 1½.

In the second round, playing for a place in the last 8 teams of Britain, we were paired against Carlton Grammar school from Bradford. Possibly because of the demoralising effect of two quick losses, our players missed obvious moves and consequently lost won positions. The final result was a loss by 5½ points to ½.

Continued from col. 1-
moves also lose quickly i.e. 32. ... K-Q3; 33. Q-K7 mate : 32. ... K-Q2; 33. R-B7ch. K-B1; 34. B-B5 mate : 32. ... N-K4; 33. RxNch! KxR; 34. R-K1ch. K-Q3; 35. Q-K7 mate.

Game No. 31: White: S. Gligoric; Black: K. B. McAlpine.

1. P-K4	P-QB4	12. P-B4	P-R3	23. N(4)xBP (f)
2. N-KB3	P-Q3	13. BxN	BxB	B-B1
3. P-Q4	PxP	14. P-K5 (b)	NxP	24. N-Q4
4. NxP	N-KB3	15. BxP (c)	O-O	R-K1
5. N-QB3	P-QR3	16. N-Q5	QxQch.	25. P-B5
6. B-KN5	QN-Q2 (a)	17. RxQ	B-R5 (d)	K-N2
7. B-QB4	Q-R4	18. P-KN3	N-B5	26. P-B6ch.
8. Q-Q2	P-K3	19. PxP	NxR	K-B1 (g)
9. O-O-O	P-N4	20. N-K7ch.	K-R2 (e)	27. N(4)-B6
10. B-N3	B-N2	21. B-B5ch.	P-N3	B-N2
11. KR-K1	B-K2	22. KxN	PxB	28. R-KN1
				RxN
				29. PxRch.
				K-K1
				30. R-N8ch.
				K-Q2
				31. R-Q8ch.
				Black Resigns.

(a) 6. ... R-B1 is better.

(b) The beginning of a remarkable series of sacrifices. If 14. ... PxP; 15. NxKP PxN; 16. QxNch. K-B1; 17. QxKP Q-B2; 18. R-Q7 wins.

(c) A brilliant counter sacrifice - of course, not 15. PxN, B-N4 the queen. Now, if 15. ... PxP; 16. NxKP (threatening 17. PxN) regaining the piece with advantage.

(d) This wins the exchange but 17. ... PxP gives him an equal game.

(e) 20. ... K-R1; 21. KxN PxP; 22. N-N6ch. K-N1; 23. NxR RxN is probably drawn.

(f) White now seems to have a winning position.

(g) Not 26. ... KxP; 27. N-Q5ch. winning the rook.

Game No. 32: White: S. Gligoric; Black: P. Messer.

1. P-K4	P-K3	14. B-K3	QxQ	27. R-R3	R-B2
2. P-Q4	P-Q4	15. BxQ	N-R5 (a)	28. P-B4	K-B1
3. N-QB3	N-KB3	16. O-O	N(5)-B4	29. P-KR4	P-KR4 (d)
4. B-N5	B-N5	17. B-N5	K-K2	30. K-N2	K-N2
5. P-K5	P-KR3	18. P-B4	PxP	31. K-B3	R-B5
6. B-Q2	BxN	19. QR-B1	P-N3 (b)	32. R-Q3	K-B3
7. PxP	N-K5	20. RxP	B-N2	33. B-K3	R-B7
8. Q-N4	P-KN3	21. BxN(7)	NxB	34. P-R3	R-B5
9. B-B1	P-QB4	22. R-B7	BxN (c)	35. R-Q6ch.	K-B2
10. B-Q3	NxQB	23. PxP	KR-QB1	36. R-Q3	N-B4
11. B-N3	B-Q2	24. KR-QB1	RxR	37. BxN	RxB
12. P-KR4	R-B1	25. RxR	K-Q1	38. K-K3	P-QN4
13. P-R5	NxP	26. R-B3	R-B1	39. K-Q2	R-Q4 (e)
				40. Resigns.	

(a) En route to the centre of the board.

(b) Preparing to develop his 'bad' bishop.

(c) Destroying white's pawn structure and eliminating the danger of opposite coloured bishops which generally draw in an ending.

(d) Removing white's chances on the king's side.

(e) The resulting king and pawn ending is a win for black. A well played game by Messer.

The notes to the above two games were based on those in the official bulletin (see page 20).

LATE NEWS

The numbers of the above two games are in sequence with the other two in this article. Consequently, games 33 and 34 are printed before games 31 and 32 - Editor.

Later results from the Interzonal in Amsterdam.

1st. Larsen	13½
2nd. Tal, Smyslov, Bronstein	
Spassky (and adjourned game)	12½
6th. Ivkov, Stein	11½

! IMPORTANT ANNOUNCEMENT !

The issue which you have just read and, I hope, enjoyed is the last to be published this term although originally it was to have been issued at Easter and another edition published at this time. Unfortunately, for reasons further explained below, this proved impossible and consequently two incorrect dates of issue were printed and some recent news was necessarily isolated from the news at the intended date of issue. I must apologise for this lack of continuity and for any resultant inconvenience which you may have suffered.

Due to the rather poor quality of the photographic reproductions and the delays incurred by their preparation, it has been decided to try to procure an alternative method of publication for "CHOICE CHESS" next year. This will entail a new size and a new format for the magazine - yet another advance from the two major firsts scored this year in Allan Glen's School (the first duplicated magazine in colour and the first to be illustrated by photographs).

At present under consideration are further plans for expansion which, if fruitful, will increase the circulation of "CHOICE CHESS" e.g. with this issue, eleven copies went to England and one went to Selkirk. Consequently more articles submitted by a variety of people will be published and any articles or games given to me now for publication next year would be welcomed as this would give me more time for selection.

Finally, I should like to thank all those people who have helped to produce "CHOICE CHESS" during this pioneering year and I look forward to their continuing help in succeeding years.

John M. Glendinning,
(Editor).

If you know of any club or organisation which would be likely to be interested in buying "CHOICE CHESS", please give me the name of its secretary in order that a copy of "CHOICE CHESS" may be sent to him.

Editor.

BACK NUMBERS.

Copies of the following back numbers of "CHOICE CHESS" are available:-

Number 1 6d.
Number 2 6d.
Number 3 1/-

Only a few copies of no. 1 are available.