

GAMBIT

Editor: J. M. Gillingham, 10 Botwell St., London N. 10. All communications to the Editor should be addressed to the above address.

HASTINGS 1964-65

- 1st - J. Keiser
2nd - J. Gillingham
3rd - J. Gillingham
4th - H. Bilger

The crisis of the chess game in the 19th century was when Goring (white) won 10 games out of 12 with black pieces. In the first round Goring played a brilliant game and emerged as the winner. In the second round Goring played a brilliant game and emerged as the winner. In the third round Goring played a brilliant game and emerged as the winner.

The Goring defence was for the most part being played (white won 4, drew 2). The Goring defence was for the most part being played (white won 4, drew 2). The Goring defence was for the most part being played (white won 4, drew 2).



CHOICE CHESS

Volume 2 No. 2 February 1965. Editor: J. M. Gillingham, 10 Botwell St., London N. 10.

CONTENTS

THE EDITOR'S CHOICE CHESS - The opening: A. D. S. 6.
THE EDITOR'S CHOICE CHESS - The opening: A. D. S. 6.
THE EDITOR'S CHOICE CHESS - The opening: A. D. S. 6.

THE EDITOR'S CHOICE CHESS - The opening: A. D. S. 6.
THE EDITOR'S CHOICE CHESS - The opening: A. D. S. 6.
THE EDITOR'S CHOICE CHESS - The opening: A. D. S. 6.

# CHOICE CHESS

VOL. 2 NO. 2; FEB. 1965.

Editor : J. M. Glendinning,  
70 Bothwell St.,  
Glasgow C.2.

All communication to the  
above address, please.

-----

## CONTENTS

### HASTINGS, 1964-65.

NEWS: Sunday Times final, Postal  
chess league, Glasgow first division  
cross-table, forthcoming events, etc  
... .. 2, 7, 16, 17, 20.

1st.	- P. Keres	8
2nd. eq.	- S. Gligoric	6½
	F. Gheorghiu	6½
4th.	- H. Pflieger	6

BASIC CHESS - The Opening: 4, 5, 6.

GAMBIT: by R. A. Batchelor - an  
unusual approach to a common opening  
practice ... .. 3.

FURTHER IDEAS ... by P. B. Anderson  
The second in the series by the  
former Scottish champion . 8, 9, 10.

THE LESSONS by J. M. Crossan - a  
"chessy" story by the Griffin chess  
club player ... .. 18, 19.

GAMES: Fox-Hodges, Tarrasch-  
Teichmann, Lerchs-Anderson, Twort-  
Anderson, Tredinnick-Anderson,  
Steenis-Tartakover, Smith-Dixon,  
Jardine-Taylor, Pritchett-Hull,  
Panov-Bonderevsky, Jamieson-Graham,  
Tarrasch-Satzinger, Jouy-De La  
Bourdonnais, Fox-Goldin, Alekhine-  
Algeirsson

plus

a selection of games from the match  
between Allan Glen's and Ayr Academy.

0-0 0-0 0-0 0-0 0-0

Correction to "GAMBIT" (page 3):

Fischer's analysis should read -

(a) 4. B-B4 P-KR3!; 5. P-Q4 P-KN4; 6.  
O-O B-N2; 7. P-B3 N-QB3; 8. P-KN3 P-N5;  
9. N-R4 P-B6 and if 10. Q-N3 Q-K2; 11.  
B-B4 N-B3; 12. N-KB5 BxN; 13. PxB etc

(b) 9. BxP not 9. BxB.

We apologise for these errors and  
hope they do not spoil your  
enjoyment of this article.

Page 2.

The crisis of the  
congress came in the 8th.  
round when Gligoric (white)  
with 6½ pts. met Keres with  
6 pts. In a titanic 52 move  
battle, Keres picked out many  
tactical points and emerged  
a brilliant winner. In the  
last round, Gligoric lost to  
Hindle whilst Keres clinched  
first place by beating  
Pflieger.

The Sicilian defence  
was by far the most popular  
being played 17 times (white  
won 8, drew 4, lost 5). The  
Ruy Lopez seemed to fare  
badly, white winning 2,  
drawing 3 and losing 3. The  
Caro-Kann was seen more  
frequently than usual and  
earned black 3 wins and white  
only 1 win. Naturally, the  
differences in playing  
strengths of the players  
will effect the validity of  
these statistics but they are  
nevertheless interesting.

---

THE EDITOR WOULD WELCOME  
ANY ARTICLES OR GAMES SENT  
FOR POSSIBLE PUBLICATION IN  
"CHOICE CHESS".

---

Issued 11th. February 1965.

## GAMBIT by R. A. Batchelor.

gam'bit, n. a mode of opening a game of chess by sacrificing a pawn early in the game for the purpose of making a powerful attack (Fr.-It. "gambetto" - a tripping of the legs - "gamba" - leg. See GAMBOL).

By etymology, therefore, the gambit is linked with the idea of a frolic and, by reputation, with the word "gamble". Though this traditional image has paled a little in these days of scientific analysis, in the early days of modern chess, gambits were all the rage.

The KING'S GAMBIT was the favourite of the Victorian gambiteers, and this is how they would play it -

1. P-K4 P-K4 ; 2. P-KB4 PxP;
3. N-KB3

Also played was 3. B-B4, as by Anderssen in the "Evergreen" game against Kieseritzky.

3. ... P-KN4

Played by black in his anxiety to keep the gambit pawn, this move leads to the following continuations by white -

- A) 4. B-B4 P-N5; 5. O-O!

The famous MUZIO gambit.

5. ... PxN; 6. QxN and white has obtained attacking chances.

- B) 4. P-KR4 P-N5  
(a) N-K5 (the Kieseritzky gambit)  
(b) N-N5 (the Allegaier gambit)

- (a) ... N-KB3; 6. B-B4 P-Q4!; 7. PxP B-Q3; 8. P-Q4 etc.

- (b) 5. ... P-KR3; 6. NxP!?

The Allegaier is rather risky but the Kieseritzky proved the most popular attacking variation, and consequently was plumbed deeply even in the old days (although now 7. ... B-N2 is preferred). It shows that black achieves at least equality by breaking in the centre by playing P-Q4, so returning the

Page 3.

gambit pawn. The modern player would, on this above maxim, play thus -

- A. 1. P-K4 P-K4; 2. P-KB4 PxP; 3. N-KB3 P-Q4(!); 4. PxP N-KB3 etc.

- B. Another fashionable method is 3. ... N-KB3; 4. P-K5 N-R4; 5. P-Q4 P-Q3! (not P-Q4?)

Because of these analyses, the gambit accepted fell from favour, until within the last few years, when several grandmasters have renovated it, and new ideas were introduced.

The Cunningham gambit (1. P-K4 P-K4; 2. P-KB4 PxP; 3. N-KB3 B-K2; 4. N-QB3) was reappraised in the games Heuer-Uusi, 1963, Spassky-Najdorf, 1962, but, after intensive analysis, black's best course was found to be a transposition into B. above by 4. ... N-KB3; 5. P-K5 N-R4.

One true innovation is Bobby Fischer's "bust" by 3. ... P-Q3 with the idea of playing the old P-KN4 but avoiding the Kieseritzky. Fischer's analysis is -

- (a) 4. B-B4 P-K3!; 5. P-Q4 P-KN4; 6. O-O B-N2; 7. P-B3 N-QB3; 8. P-KN3 P-N5; 9. N-R4 P-B6 and if 10. Q-N3 Q-K2; 11. B-B4 N-B3; 12. N-KB5 13. PxB O-O; 14. QxP N-R4; 15. Q-R6 NxR; 16. QxN QR-N1 with slight advantage to black.

- (b) 4. P-Q4 P-KN4; 5. P-KR4 P-N5; 6. N-N5 P-KB3!; 7. N-KR3 PxN; 8. Q-R5ch K-Q2; 9. BxB Q-K1! and white's attack peters out.

It seems that white should delay P-Q4 and break black's pawns like this -

- (c) 4. B-B4 P-KR3; 5. O-O P-KN4; 6. P-KN3! P-N5; 7. N-R4 P-B6; 8. NxP! PxN; 9. QxP with a winning attack.

In the game Littlewood-Tan, Hastings 1963, white was lured into the Allegaier as intended by 4. P-Q4 P-KN4; 5. P-KR4 P-N5; 6. N-N5 P-KR3; 7. NxP KxN; 8. BxB and white obtained an attack, albeit a theoretically unsound one.

Also, see the games section.

February 1965.

## BASIC CHESS

### THE OPENING - Its Purpose.

What is the purpose of the opening? An obvious question more easily asked than answered, for it cannot simply be said that the opening is that part of the game in which both players prepare for the struggle to come because white's aim is entirely different from black's in the opening. White, given the initiative by virtue of his moving first, must try to maintain or increase it; black, on the other hand, should be content to equalise the position as soon as possible (usually in 12 to 20 moves) before thinking about the possibility of playing for a win. This is not negative or passive thought, only a realistic approach.

### The three main elements.

Of the three main elements, material is easily understood for the loss of material (without adequate compensation) will eventually result in the materially superior side's winning.

The second element, time, was evident in the games of Morphy, for example, where the loss of a tempo (i.e. a move) may result in the loss of the game because the winning side has more pieces ready to attack than his opponent has ready to defend i.e. he has, in effect, a material advantage. For a fairly recent example of this see game A after this article.

The third element, space, was considered very important at the end of the 19th. century when it formed a major part of Tarrasch's dogma. See illustrative game B for an example which shows that an advantage in space allows the easy movement of pieces from one wing to the other to help an attack there.

Nowadays, it is recognised that a position cannot be judged by considering these elements in isolation; they must be taken together e.g. an opening gambit (see article) may be justified by the compensation gained in tempi or space. In other words there is an equivalence among these elements which cannot be overlooked in any position, and which must be weighed carefully in deciding one's plan because rarely does one player have the advantage in all three elements.

Nevertheless, although positions may frequently be successfully judged by these elements alone, it becomes evident that this is not infallible. Consider the position in Alekhine's defence after 1. P-K4 N-KB3; 2. P-K5 N-Q4; 3. P-QB4 N-N3; 4. P-Q4 P-Q3; 5. P-B4. In this position, white has an enormous advantage in space, black's knight has been driven across the board and he has a cramped game with no advantage in time as compensation. However, the fourth element - the pawn formation - shows itself in this position for the weakness of white's advanced pawn on K5 allows black to equalise by attacking this pawn. If the pawn were on K4, however, black's position would be untenable. We shall return to this later.

### The centre.

The centre consists of the four squares Q4, Q5, K4, K5 and is usually the primary target that each player strives to control in

the opening. The reason for this is that, when one player is in complete control of the centre, his pieces can move more easily from wing to wing to assist an attack where required and can frequently move via the centre creating a threat there and thus preventing his opponent taking defensive measures on the attacked wing. On the other hand, his opponent's pieces will find communication between the two wings difficult and will usually have to retreat in order to transfer a piece from one wing to the other. The effect of this is that the person in control of the centre controls the whole game and decides where the main fight will be (on a wing or in the centre) whereas his opponent can only await his probable doom.

We now see that the initial aim in the opening for white is to try to take control of the centre for it is from this that he will accrue any advantage in time or space. Black's aim is to equalise and to control part of the centre himself.

The question now presents itself - how does each side effect its correct plan? We shall try to deal with white's problems in the next issue.



Illustrative Game A :

White : Fox ; Black: Hodges.  
Remove white's QN.

- |    |       |       |
|----|-------|-------|
| 1. | P-K4  | P-Q4  |
| 2. | P-Q4  | N-KB3 |
| 3. | P-K5  | KN-Q2 |
| 4. | P-K6! |       |

A common sacrifice in this type of position.

- |     |       |         |
|-----|-------|---------|
| 4.  | ....  | PxP     |
| 5.  | B-Q3  | N-KB3   |
| 6.  | N-B3  | Q-Q3    |
| 7.  | N-K5  | QN-Q2   |
| 8.  | B-KB4 | Q-N5ch. |
| 9.  | P-B3  | QxNP    |
| 10. | Q-B2! |         |

Inviting black to take his rooks.

- |     |      |         |
|-----|------|---------|
| 10. | .... | QxRch?? |
|-----|------|---------|

Black is too greedy. After 10. ... QxQ, he wins because he is a knight up.

- |     |         |     |
|-----|---------|-----|
| 11. | K-K2    | QxR |
| 12. | B-N6ch! | PxB |

If 12. ... K-Q1 then 13. N-B7ch. K-K1; 15. N-N5ch. K-Q1; 16. NxP mate.

- |     |         |      |
|-----|---------|------|
| 13. | QxPch.  | K-Q1 |
| 14. | N-B7ch. | K-K1 |
| 15. | N-Q6ch. |      |

Here white has a mate in 2 by

N-N5ch. but naturally chooses the smothered mate in 3. Who wouldn't?

- |     |         |      |
|-----|---------|------|
| 15. | ....    | K-Q1 |
| 16. | Q-K8ch! | NxQ  |
| 17. | N-B7    | mate |

A beautiful finish.

Here we can see the difference between an advantage in material and in time. Black, at the beginning (and up to move 10), has a conclusive advantage in material - a lasting advantage. White, however, after move 11, has such a large advantage in time - due to black's FIVE queen moves - that he can convert his temporary advantage by FORCEFUL means.

Illustrative Game B :

White: Dr. S. Tarrasch ; Black: R. Teichmann. Ostend 1905.

The following game illustrates one of the most refined exploitations of an advantage in space ever seen.

- |    |      |        |    |       |        |    |  |
|----|------|--------|----|-------|--------|----|--|
| 1. | P-K4 | P-K4;  | 2. | N-KB3 | N-QB3; |    |  |
| 3. | B-N5 | P-QR3; | 4. | B-R4  | N-B3;  |    |  |
| 5. | O-O  | B-K2;  | 6. | R-K1  | P-Q3;  | 7. |  |

Page 5.

Also, see the games section.

P-B3 Q-O; 8. P-KR3 B-Q2; 9. P-Q4 P-R3; 10. B-B2 R-K1; 11. QN-Q2 B-KB1; 12. N-B1 P-KN3; 13. N-N3 B-N2; 14. B-K3 K-R2; 15. Q-Q2 Q-K2; 16. P-Q5!

The first 15 moves are fairly common. This move cramps black further, and announces white's intention of pushing his Q-side pawns to open a file.

16. .... N-Q1  
17. P-B4 P-QR4  
18. P-N3!

Not P-R3?, P-R5 and the Ps. are immobilised.

18. .... P-N3  
19. P-R3 N-N2  
20. P-N4 R-R2!  
21. Q-B3!

Guarding against an eventual ... PXP after black doubles rooks on the QR file.

21. .... N-N1  
22. N-Q2 KR-R1  
23. P-B3 N-B3  
24. B-N3 B-K1  
25. QR-B1 N-Q2

Preventing p-B5.

26. Q-B2!

With the intention of bringing a knight to QN5.

26. .... B-B1  
27. N-K2 B-N2  
28. N-B3 N-B3  
29. N-N5! BxN

This exchange is advantageous to white since the open files created let white penetrate the black position.

30. PxB N-K1  
31. Q-Q3 PXP

This exchange can be forced by N-B4 and B-Q2. If ... P-R5, white wins the RP by N-QN2, B-QB2, Q-Q1. Note how white's advantage in space (and therefore mobility) multiplies his choice of action, while black's cramped position holds few possibilities.

32. PXP N-Q1

Page 6.

33. Q-B1! Q-Q2  
34. R-R1 Q-B1

Or 34. ... RxR; 35. RxR RxR; 36. QxR QxNP; 37. B-R4! Q-K7; 38. N-B1 N-KB3 (if 38. ... P-QN4; 39. Q-Q1! Q-B5; 40. Q-N3! Q-K7; 41. Q-B2! QxQ; 42. BxQ with a favourable endgame); 39. Q-B3 Q-R7; 40. QxBP QxB; 41. QxN QxP; 42. BxP N-K1; 43. K-R2 P-B3; 44. N-K3 with advantage to white.

35. RxR RxR  
36. R-R1 RxR

If ... Q-R1?; 37. R-R6!

37. QxR Q-N1  
38. Q-R6 N-KB3  
39. B-QB4!!

Initiating a brilliant plan to bring his KB to KR3 on its best diagonal, KR3-QR8.

39. .... K-N1  
40. P-N3! K-B1  
41. P-R4 N-Q2  
42. B-B1 K-K1  
43. B-R3 B-B1  
44. N-B4!

Threatening Q-R1-QB1. White can change his attack from Q-side to K-side quickly whereas black can barely move (e.g. the Q). Black is therefore forced to move his KRP and hence let white open further lines of attack.

44. .... P-R4  
45. P-N4! B-K2  
46. B-B2 B-B3  
47. PXP PXP  
48. K-R1 Q-N2  
49. N-K3! N-B1  
50. N-B5

White's N, Q, Bs are well placed, black's position is cramped, his KRP weak.

50. .... Q-N1  
51. Q-R1! N-N3  
52. B-N3 B-R1  
53. K-R2 Q-N2  
54. B-N2 Q-B1  
55. Q-QB1!

Transferring the Q to the K-side attack, whilst creating a threat (NxPch!) on the Q-side.

/continued on page 19.

Glasgow Chess League - Division One Cross-Table :

No.	Club	1	2	3	4	5	6	7	8	9	10	11	12	Score to date.
1.	Cathcart 'Red'	x	2		2	0		1	0		2	0		7 out of 14
2.	Cathcart 'Blue'		x	2			2		0	0	2	0		6 out of 12
3.	Clackmannan	0		x	2		2		0	2		0		6 out of 12
4.	Falkirk		0		x			2	0		1			3 out of 8
5.	Glasgow	0		0		x	0		0		0	0		0 out of 12
6.	Griffin Y.M.C.A.	2					2	x	2	1	0	2	0	9 out of 14
7.	Hillhead F.P.		0	0	0		0		x		0	2		2 out of 12
8.	Jewish Institute	1			2					x	0	1	2	7 out of 12
9.	Polytechnic 'A'	2	2	2		2	1		2		x			11 out of 12
10.	Polytechnic 'B'		2	0	1		2	2	1			x	2	12 out of 16
11.	Polytechnic 'C'	0	0		0	2	0	0	0	0		0	x	2 out of 16
12.	University Union	2	2	2		2	2		1	0			x	11 out of 14

In division 2A, Pressed Steel lead with 8 pts. out of 8 ; In division 2B, St. Mungo's lead with 7 pts. out of 8. Positions in the third division have not yet clarified. The above results are printed with acknowledgements to the league secretary, B. Nelson, who supplied them.

POSTAL CHESS LEAGUE -

The postal chess league is a tournament organised by "CHESS" in Sutton Coldfield, in which teams participate from all over Britain.

This year, two teams from Glasgow were entered in the junior divisions of this competition i.e. Allan Glen's School, Glasgow in the first division and Parkglen - comprising players from King's Park and Rutherglen - in the second division.

The results in these divisions are - pending appeals against adjudications -

First Division -

1. Toadstools 26
2. Weston-super-Mare 25
3. Allan Glen's 22½

Second Division -

1. Parkglen 26½
2. Dane Court School 22

We congratulate both teams on their successful debuts "abroad".

late results - page 20.

"Sunday Times" National Schools Competition -

Quarter final results :

Allan Glen's	4	King's Park	2
High School	4½	Edinburgh Acad.	1½
Ayr I	4	Royal High	2
St. Mungo's	5	Ayr II	1

Semi-final results :

Allan Glen's	4½	High School	1½
Ayr I	3½	St. Mungo's	2½

The final will be contested therefore between Allan Glen's and Ayr Academy. A full account of this match will appear in the next issue.

Glasgow Junior League -

Results in this tournament are now being incorporated in a chess column in the "Evening Citizen" every Tuesday. Consequently, only the final tables at the end of the season will be published in "Choice Chess".

P. B. Anderson Knockout Tournament -

Remaining Round Two Results :

Clydebank 'B'	3	Kelvinside 'A'	4
High School 'A'	5½	Hutchesons' 'B'	
	1½	(after 3½-3½ drawn match)	

Quarter final result :

Allan Glen's B	4½	Queen's Park A	2½
----------------	----	----------------	----

## FURTHER IDEAS

by P. B. Anderson.

The second in a series by the

former Scottish champion.

Playing over these games again, I feel rather like the character in Goldsmith who shouldered his crutch when re-fighting old battles. Perhaps one of the snags about playing over games in print is that it is very difficult to convey to the reader the excitement experienced by both players, and the tension in the audience. There are few things more gratifying to a chessplayer than to feel the breath of the eager spectators down his neck! The game against Armin Lerchs is a case in point. (He is a displaced person from Latvia, Mischa Tal's country, now the owner of his own engineering business with branches in Barcelona and Alexandria.) It was played in the second last round, when Lerchs was  $1\frac{1}{2}$  points ahead of me, though I had two adjourned games, one of which was Q and 6 pawns against Q and 5 pawns, and the other an ending where I had the 'bad' bishop. (In the event I won both, and the championship.) The notes to this game are by my old friend, the late Max Pavay, in the American paper, "Chess Life". The game against Tredinnick was in the last round of the British Championship, and, as often happens on such occasions, it was a bit wild.

The late James Mason laid down the principle that a move should be made without hurry, without vacillation, and without regret. I cannot emphasise how important this advice is. Playing chess with clocks, one has perforce to take vital decisions quickly. Once you have made up your mind on a plan of campaign, carry it out with the conviction that it is the best at your disposal. You will be amazed at the success of such mental firmness. You can say with Shakespeare that it may be a poor thing, but it is your own!

I do not want to be long-winded, but I would say, that whether you are playing against the veriest novice or the strongest player you know, play your best. I was once told that in golf I should never play a sloppy putt. In chess, never play a sloppy move. Good habits are worth cultivating.

Scottish championship, Stirling, July 1954. QP game.  
White: A. Lerchs ; Black: P. B. Anderson.

- |              |          |              |           |              |        |
|--------------|----------|--------------|-----------|--------------|--------|
| 1. N-KB3     | P-Q4     | 13. QN-Q2    | P-B4      | 25. Q-R3     | BxN    |
| 2. P-Q4      | P-QB4    | 14. N-N3     | B-B2      | 26. BxN      | RxB    |
| 3. PXP       | N-KB3    | 15. Q-B2     | P-KB5 (e) | 27. KRxB     | R-B4   |
| 4. P-QN4 (a) | P-QR4    | 16. KN-Q2    | B-N2 (f)  | 28. K-N1     | Q-B3   |
| 5. P-B3      | PxP      | 17. NxN      | PxN       | 29. R-B1 (k) | RxBP   |
| 6. PXP       | P-K3     | 18. PXP (g)  | BxP       | 30. B-N4     | RxRch. |
| 7. P-K3      | P-QN3    | 19. Q-B3 (h) | Q-N4      | 31. QxR      | Q-Q5ch |
| 8. P-QR4 (b) | PxP      | 20. Q-R3     | B-Q4      | 32. K-N2     | R-KB1  |
| 9. P-N5      | N-K5 (c) | 21. N-B1 (i) | N-K4      | 33. Q-K1     | P-K6ch |
| 10. B-K2 (d) | B-Q3     | 22. Q-R5     | Q-B3      | 34. K-R3     | R-B3   |
| 11. O-O      | O-O      | 23. K-R1     | Q-K2      | 35. Resigns. |        |
| 12. B-N2     | N-Q2     | 24. P-N3 (j) | R-B4      |              |        |

(a) White is better advised to play 4. P-K3 P-K3; 5. P-B4 BxP; 6. P-QR3 etc. which is equivalent to a QGA with a move in hand.

(b) If 8. Q-B2, black's clearest reply is 8... PXP; 9. PXP Q-R4ch 10. B-Q2 QxP with recapture of the pawn. The text leads to a position where white has two connected passed Ps at the expense of a poor centre and loss of initiative. No special effort is necessary b



black to prevent further progress of the passed Ps. Furthermore, white is plagued with the protecting of his QRP throughout the game. (c) Black has decided to set up a Stonewall formation with P-KB4 instead of developing with B-Q3 and O-O. It appears to be a logical method of exploiting the strong centre.

(d) If white should try to hamper black in the above strategical plan by 10. QN-Q2 then 10. ... P-B4; 11. B-N2 QN-Q2 followed by QN-B3, B-Q3 and O-O.

(e) This leads to a two-edged struggle but it is probably the best over-the-board move. 15. ... B-N2 with a view towards Q-K2 and P-K4 is a reasonable alternative.

(f) This offers a P but is caused by the necessity of developing the black QB and to allow more freedom for the black Q e.g. 16. ... NxN; 17. NxN PxP; 18. PxP RxRch; 19. RxR Q-R5; 20. N-B3 QxQRP is dangerous for black despite the win of a pawn.

(g) White should take the pawn with 18. NxP NxN; 19. QxN, whereupon 19. ... P-B6; 20. B-B4 or 19. ... R-B4; 20. Q-Q4 Q-N4; 21. B-B4 seems to lead to no real attack for black. Actually, 19. ... B-Q4 is probably best for black with considerable attacking possibilities for the P minus.

(h) Here 19. NxP is still worthy of consideration, for if 19. ... R-B1; 20. Q-B3 Q-K2; 21. Qxpch QxQ; 22. BxQ leads to a position where white has a R and 2 Ps for 2 pieces, with an endgame not simple to evaluate.

(i) If 21. P-R5, 21. ... P-K6.

(j) The opening of the K-R1-Q-R8 diagonal is fatal. Better is 24. P-R5.

(k) If 29. Q-B1, 29. ... R-KB1. Black finishes the game with a series of incisive moves.

Scottish Championship, Aberdeen - July, 1955.

White: Dr. R. F. Twort; Black: P. B. Anderson - Dutch defence.

1. N-KB3	P-KB4	12. R-B1	P-KN4	23. PxP	P-R5!
2. P-Q4 (a)	N-KB3	13. Q-B2	P-R3 (f)	24. N-B1	PxP
3. P-B4	P-KN3 (b)	14. KR-Q1	Q-K1	25. NxP	N-B5
4. N-B3	B-N2	15. Q-K2	N-N3	26. Q-B1	R-R7 (j)
5. P-KN3	O-O	16. N-Q2	Q-K2	27. K-Q2	RxB
6. B-N2	P-Q3	17. R-B1	QR-K1	28. RxR	B-R6
7. O-O	N-B3 (c)	18. P-K4	P-B5	29. N-B5 (k)	BxR
8. P-K3	B-Q2 (d)	19. P-B3 (g)	P-KR4	30. NxQ	BxQ
9. P-N3	P-K4	20. R-KB2	K-B2	31. RxB	KxN
10. P-Q5	N-K2	21. K-B1 (h)	R-KR1	32. Resigns.	
11. B-N2	P-KR3 (e)	22. K-K1	PxP (i)		

(a) 2. P-K4 PxP; 3. N-N5 often leads to a lively game.

(b) A favourite line of mine at this time.

(c) Aiming for an early ... P-K4 with a strong line of Ps in the centre.

(d) Played to avoid an exchange of Qs should white exchange on black's K4.

(e) Preparing the K-side attack, and at the same time guarding against N-KN5, which could be embarrassing in view of black's rather weak K3 square.

(f) Black takes his time. An incursion by white's QN after ... Q-K1 might be unpleasant. I should point out that moves such as P-KR3 and P-QR3 should be used with much caution, for they weaken the position, and may become objects of attack.

- (g) This move seriously weakens his KN3 square, which now becomes an object of attack. When the KNP is removed, black's KB5 will be open to his pieces. At the same time the KR file will be opened, to black's advantage.
- (h) The K flies, but the positional weakness remains.
- (i) The first exchange takes place on black's 22nd. move.
- (j) Everything falls into place.
- (k) There is nothing else - a piece is lost.

British championship, Nottingham - August, 1954.  
 White: G. H. F. Tredinnick ; Black: P. B. Anderson - Sicilian def.

- |             |            |              |           |              |          |
|-------------|------------|--------------|-----------|--------------|----------|
| 1. P-K4     | P-QB4      | 10. B-N5     | B-K2      | 21. R(1)-K1  | Q-B4 (h) |
| 2. P-Q4 (a) | PxP        | 11. O-O      | O-O       | 22. RxB      | PxR      |
| 3. P-QB3    | P-Q4 (b)   | 12. Q-QR4    | N-K4      | 23. B-Q7     | Q-B7!    |
| 4. KPxP     | QxP (c)    | 13. NxN      | QxN       | 24. BxPch.   | K-R1     |
| 5. N-B3     | P-K4       | 14. B-KB4    | Q-R4      | 25. B-QN3    | Q-QB4    |
| 6. PxP      | PxP        | 15. QR-K1    | Q-QB4 (f) | 26. B-K3     | Q-K4     |
| 7. QxP      | N-KB3 (d)  | 16. N-K4     | NxN       | 27. QxP      | B-B4!    |
| 8. N-B3     | Q-K3ch (e) | 17. RxN      | B-K3      | 28. QxP (i)  | BxB      |
| 9. B-K3     | N-B3       | 18. R-B1 (g) | Q-B4      | 29. PxB      | R-B8 (j) |
|             |            | 19. R-K5     | Q-B3      | 30. B-Q1 (k) | QxKPch.  |
|             |            | 20. R-K2     | QR-B1     | 31. Resigns. |          |

- (a) No harm in this, but no worry to black.
- (b) Of course!
- (c) I don't recommend early development of the Q, but here white cannot attack it by N-QB3.
- (d) Note the symmetrical position, suggesting equality.
- (e) 8. ... QxQ obviously gives white the advantage in space.
- (f) I was not too happy about all these Q moves, but at the time I thought they were best.
- (g) With all these attacks on the Q, white is still little further forward. He has no plan.
- (h) Ignoring white's threat.
- (i) There is a legend that a man once left his son a fortune on condition that he never captured the QNP with his Q. This move is often bad, mainly because it takes the Q so far from the scene of activity.
- (j) 29. ... QxKPch. is also good.
- (k) White is lost. If 30. Q-N4, 30. ... QxKPch.



Due to our coverage of Mr. Fairhurst's simultaneous display, we regret that the next article in this series by Mr. Anderson may have to be held over to the subsequent issue.

#### BACK NUMBERS

Copies of the last edition of "Choice Chess" are still available, price 1/-, from  
 J. M. Glendinning,  
 70 Bothwell Street,  
 GLASGOW, C.2.

#### SVETOZAR GLIGORIC

Copies of the bulletin produced after the simultaneous display given last year by Gligoric.  
 From H. D. Holmes,  
 149 Deanston Drive,  
 GLASGOW.

# GAMES

This game shows how to take advantage of irregular opening play.

White: H. I. van Steenis  
Black: S. Tartakover  
Vienna Gambit.

1. P-K4 N-KB3
2. N-QB3

White declines to enter into an Alekhine's defence as Tartakover was well versed in the intricacies of that defence.

2. .... P-K4
3. P-B4 P-Q4
4. Q-B3

A move that is seldom seen. Black however must not treat it lightly.

4. .... P-Q5
5. N-Q5

If 5. PXP, N-N5!

5. .... PXP
6. NXP Q-K2

Commencing a vigorous counter-attack.

7. KN-K2 N-B3

Not 7. ... QXP; 8. QxQ NxQ; 9. NXP B-QB4; 10. P-Q3 and not 7. ... NXP; 8. N-Q5.

8. P-Q3 N-QN5
9. K-Q2

If 9. NXP then 9. ... P-B4!

9. .... B-N5
10. Q-B2 Q-B4
11. QXP

If 11. NXP then 11. ... NxBP!

11. .... QXPch.
12. K-K1 N-B3!

The only move to maintain black's pressure.

13. Q-K3 B-N5ch.
14. B-Q2 QxNP
15. R-Q1 O-O-O!
16. P-KR3

There follows after 16. K-B2 BxB; 17. RxB QxR; 18. QxQ NXPch winning.

16. .... BxN

17. NxB KR-K1!
18. P-N4

Allowing a brilliant finish; but his game in untenable anyway.

18. .... NxKP!
19. PxN RxB
20. RxB R-Q1
21. K-B2 RxB
22. R-R2 Q-K4
23. K-N2 B-Q3
24. QxR QxRch.
25. K-B3 N-K4ch.
26. K-K3 N-B5ch.
27. Resigns.

The queen is lost.

White: D. Smith  
Black: R. J. Dixon  
Sicilian Defence, Najdorf var.  
U-18 Counties Correspondence  
championship - board 8.

1. P-K4 P-QB4 ; 2. N-KB3 P-Q3;
3. P-Q4 PXP ; 4. NXP N-KB3 ;
5. N-QB3 P-QR3 ; 6. B-N5 P-K3 ;
7. P-B4 B-K2 ; 8. Q-B3 Q-B2 ;
9. O-O-O QN-Q2 ; 10. Q-N3 P-KR3;
11. B-R4 O-O ; 12. B-Q3 N-B4.

P-QN4 is to be considered.

13. KR-K1

Threatening P-K5.

13. .... P-K4
14. BxN BxB
15. N-Q5 Q-Q1
16. NxBch. QxN
17. PXP PXP
18. N-B3 R-K1
19. B-B4 B-K3
20. B-Q5!

A very strong move to which there seems no adequate reply. Black selects the best line.

20. .... BxB
21. RxB QR-B1!

A good move blending defence with attack. If now 22. NXP RxN!; 23. RxB QxR!; 24. QxQ N-Q6ch.

22. Q-B2

The only move. White admitted after the game that he almost played 22. K-N1? but saw, just in

time the reply 22. ... NxKP!; 23. RxN Q-B3.

- 22. .... Q-B5ch.
- 22. ... Q-QB3 is probably best.
- 23. Q-K3 QxQch.
- 24. RxQ P-B3
- 25. N-R4 KR-Q1
- 26. N-B5 RxR
- 27. PXR K-B1?

An error in a lost position.

- 28. R-QB3 P-K5
- 29. K-Q2
- Not 29. P-QN4 because of N-Q6ch.
- 29. .... P-QR4
- 30. P-QR3 R-B2
- 31. N-Q4 Resigns.

The knight is lost.

The next two games are from the postal chess league (see page 7).

White: I. Jardine  
Black: R. Taylor  
Sicilian defence.

- 1. P-K4 P-QB4; 2. N-KB3 N-QB3; 3. P-Q4 PxP; 4. NxP N-B3; 5. N-QB3 P-Q3; 6. B-N5

The Richter-Rauzer attack.

- 6. .... P-K3
- 7. Q-Q2 B-K2
- 8. O-O-O P-QR3
- 9. N-N3! P-N4
- 10. BxN PxB
- 11. P-B4 B-N2?

Deviating from the 'book' and creating a severe weakness on this QB1-KR6 diagonal.

- 12. B-K2

Taking advantage of the weakness. The bishop can now go to N4 or R5.

- 12. .... R-QB1
- 13. P-B5

Again exploiting the weakness. If black exchanges, his king is exposed, and if ... P-K4, N-Q5.

- 13. .... P-N5

So that after the knight moves, 14. ... P-K4.

Page 12.

- 14. PxP!? PxN
- 15. PxP! PxP??

Black falls headlong into the trap. After R-B1 or N-K4, for example, white plays B-R5, sustaining the attack.

- 16. B-R5ch. K-B1
- If 16. ... K-Q2; 17. N-B5ch! K-B2; 18. NxPch.

White now announced mate in six moves.

- 17. Q-R6ch. K-N1
- 18. R-Q3 N-K4
- 19. R-N3ch. N-N3
- 20. RxNch! PXR
- 21. QxPch. K-B1
- 22. Q-B7 mate

White: C. W. Pritchett  
Black: J. C. Hull  
Ruy Lopez.

- 1. P-K4 P-K4; 2. N-KB3 N-QB3;
- 3. B-N5 P-QR3; 4. B-R4 N-B3;
- 5. O-O B-K2; 6. R-K1 P-QN4;
- 7. B-N3 O-O; 8. P-QR4

A good alternative to the more usual P-B3.

- 8. .... P-N5
- 9. P-Q4 P-Q3
- 10. P-R3 B-N2
- 11. P-B3

After 11. P-Q5, black will manoeuvre a knight to QB4 and this, coupled with a future P-QB3, would put much pressure on white's centre.

- 11. .... P-QR4
- 12. QN-Q2 NPxP

Black embarks on a plan to weaken white's centre. His plan is, however, unsound, as white shows with his fifteenth move.

- 13. NPxP PxP
- 14. NxP

The point of black's play; if instead 14. PxP? black plays 14. ... N-QN5! with an excellent game.

- 14. .... N-Q2

14. ... N-K4 is relatively best though white after 15. B-B2 has

great positional advantage.

15. B-Q5!

The move which refutes black's strategy. After this, black is positionally lost. From now till the end of the game, many of black's moves are forced.

15. .... NxN  
16. BxB R-R2  
17. PxB RxB  
18. N-B4

White plans to tie black's pieces to the defence of the QRP and then transfer his pieces over to the K-side to deliver the coup de grace.

18. .... Q-R1  
19. B-Q2 N-N3!  
20. N-K3!

Black's last was an ingenious attempt to complicate the position. However, white is not to be tempted from his original plan. After 20. NxRP comes 20. ... R-R2; 21. Q-B2! B-B3! (Not 21. ... RxN; 22. BxR QxB; 23. QxP and white should win); 22. P-K5 B-Q1; 23. N-B6 RxP; 24. RxR QxR; 25. QxQ NxQ and black has chances of saving the game.

20. .... B-B3  
21. N-B5

Black's game now just folds up.

21. .... P-N3  
22. P-K5 PxP  
23. PxB B-N2  
24. NxB KxN  
25. Q-B3 N-Q2  
26. QR-Q1

White's pieces are all in active play and sharply contrast the haphazard positioning of black's pieces.

26. .... R-R2  
27. Q-B3 R-R3  
28. P-K6ch. N-B3  
29. B-N5 Resigns.

Since after 29. ... RxP; 30. RxR PxR; 31. R-Q7ch. wins quickly.

White: V. Panov  
Black: I. Bonderevsky  
10th. U.S.S.R. Championship.  
French def., Tarrasch variation.  
1. P-K4 P-K3

2. P-Q4 P-Q4  
3. N-Q2 P-QB4

Also excellent is 3. ... N-QB3. However, 3. ... N-KB3 is not good.

4. KPxB KPxB  
5. B-N5ch. N-B3  
6. KN-B3 Q-K2ch.  
7. B-K2

After 7. Q-K2 QxQch; 8. BxQ B-B4; black has at least an equal game.

7. .... Q-B2  
8. O-O N-B3  
9. R-K1 B-K3  
10. PxP BxP  
11. N-N3 B-N3  
12. N/B-Q4 O-O  
13. P-QB3 N-K4  
14. P-KR3?

This move weakens the KN3 square. Correct is 14. B-KB4 N-B6ch; 15. BxN QxB; 16. RxB PxR; 17. NxP Bxpch; 18. K-R1 with a reasonable position for white.

14. .... N-B5  
15. B-Q3 QR-K1  
16. N-K2? BxRP!!

Taking advantage of white's error. If now 17. PxB, 17. ... RxN!!; 18. RxR Q-N6ch; 19. K-R1 QxPch; 20. K-N1 N-N5; 21. B-B4 P-N4 and black wins.

17. B-B4 Q-Q2  
18. PxB

White gets more defensive chances with 18. BxN Q-N5; 19. BxP.

18. .... QxP  
19. BxN Q-N5ch.  
20. K-B1

If 20. K-R2 Q-R5ch; 21. K-N2 QxPch; or 20. K-R1 Q-B6ch. or 20. B-N3 RxN, or 20. N-N3 QxB.

20. .... BxP!!

Black's third successive sacrifice of a piece. White's 21st. is forced since otherwise the fourth sacrifice 21. ... RxN will win.

21. KxB N-K5ch.  
22. K-B1 Q-B6ch.  
23. K-N1 Q-B7ch.  
24. K-R1 R-K3  
25. BxB

Allowing black (three pieces down) to mate.

- |              |         |
|--------------|---------|
| 25. ....     | Q-B6ch. |
| 26. K-R2     | R-KN3   |
| 27. BxPch.   | RxB     |
| 28. Q-Q8ch.  | R-B1    |
| 29. Q-Q5ch.  | K-R1    |
| 30. N-N3     | Q-B7ch. |
| 31. Resigns. |         |

If 31. K-R1 or R3, 31. ... RxN wins.

A beautiful example of sustained attack.

White: P. Jamieson  
Black: W. Graham  
French def., Tarrasch variation.

NOTE: The majority of the notes are based on those by Jamieson.

- |         |       |
|---------|-------|
| 1. P-K4 | P-K3  |
| 2. P-Q4 | P-Q4  |
| 3. N-Q2 | N-KB3 |

See previous game.

- |          |       |
|----------|-------|
| 4. P-K5  | KN-Q2 |
| 5. B-Q3  | P-QB4 |
| 6. P-QB3 | N-QB3 |
| 7. N-K2  | Q-N3  |

All orthodox French strategy so far Black attacks the white pawn base at Q4.

- |         |         |
|---------|---------|
| 8. N-B3 | PxP     |
| 9. PxP  | B-N5ch. |

This has been known to be bad ever since Capablanca lost with it against Alekhine at the A.V.R.O. tournament in 1938. Naturally, white plays 10. K-B1 since 10. B-Q2 would ease black's cramped position after 10. ... BxBch.

- |          |      |
|----------|------|
| 10. K-B1 | P-B3 |
| 11. N-B4 | NxQP |

Best is 11. ... N-B1; 12. PxP PxP; 13. B-K3 when white, however, has excellent prospects. The plausible 11. ... PxP fails after 12. NxKP! and if 12. ... P-K5; 13. B-KB4! threatening B-B7 winning the Q. If then 13. ... N(either)-K4; 14. NxPch. followed by NxN.

- |         |     |
|---------|-----|
| 12. NxN | PxP |
|---------|-----|

Page 14.

- |             |      |
|-------------|------|
| 13. Q-R5ch. | K-B1 |
|-------------|------|

Resigning himself to the loss of a piece. However, 13. ... K-K2; 14. N-B5ch! is equally bad.

- |             |      |
|-------------|------|
| 14. QNxPch. | K-N1 |
| 15. Q-K8ch. | N-B1 |
| 16. NxQP    |      |

Forcing a quiet but impressive finale.

- |            |          |
|------------|----------|
| 16. ....   | QxN      |
| 17. B-QB4! | Resigns. |

If QxQ; 18. N-K7 mate or P-KR3; 18. N-K7ch. BxN; 19. BxQch. and black has inadequate compensation for his queen.

Like the last game, the next three games finish with a Q sacrifice.

White: Dr. A. Alekhine  
Black: A. Asgeirsson  
Simultaneous exhibition,  
Reykjavik, 1933.  
French defence.

- |          |       |
|----------|-------|
| 1. P-K4  | P-K3  |
| 2. P-Q4  | P-Q4  |
| 3. N-QB3 | N-KB3 |
| 4. B-N5  | B-K2  |
| 5. BxN   |       |

The Anderssen variation. More usual is 5. P-K5 KN-Q2; 6. BxB QxB.

- |         |         |
|---------|---------|
| 5. .... | BxB     |
| 6. N-B3 | Q-O     |
| 7. B-Q3 | R-K1(?) |

After 7. ... P-B4; 8. PxBP Q-R4; 9. Q-Q2, black would have at least an even game.

- |           |      |
|-----------|------|
| 8. P-K5   | B-K2 |
| 9. P-KR4! |      |

White intends to sacrifice on KR7.

- |            |       |
|------------|-------|
| 9. ....    | P-QB4 |
| 10. BxPch! |       |

This sacrifice is sound because of the possibility of white's utilizing the central files for his attack.

- |             |      |
|-------------|------|
| 10. ....    | KxB  |
| 11. N-N5ch. | K-N1 |
| 12. Q-R5    | BxN  |
| 13. PxB     | K-B1 |
| 14. P-N6!   |      |

Black would get out of trouble after 14. Q-R8ch. K-K2; 15. QxP R-KN1; 16. Q-B6ch. K-K1.

14. .... K-K2

Not ... PxP; 15. QxP when black is defenceless against R-R8ch.

15. PxKBP R-B1  
16. O-O-O

Threatening 17. N-N5.

16. .... P-R3  
17. PxP N-Q2  
18. RXP!! Q-R4

After ... PxR, white wins by 19. NxBch. K-K3; 20. N-B4ch K-K2; 21. P-K6 N-B3; 22. Q-K5! RXP; 23. N-N6ch and mates in three.

19. Q-N5ch. KxP  
20. R-R7 KR-N1  
21. R-Q4!

If 21. RxNch BxR; 22. N-K4? Q-K8 is mate!

21. .... QxBP  
22. RxNch! BxR  
23. N-K4 Q-N5

Allowing a spectacular finish.

24. N-Q6ch. K-B1  
25. Q-B6ch! PxQ  
26. R-B7 mate.

Black, a Q and R up, is lost.

Munich, 1915  
White: Dr. Tarrasch  
Black: Satzinger  
Bird's Opening.

1. P-KB4 P-K3 ; 2. -N-KB3 P-Q4;  
3. P-K3 P-QB4 ; 4. P-QN3 B-K2;  
5. B-N2 B-B3 ; 6. N-K5 BxN ;  
7. PxB N-K2 ; 8. B-Q3 QN-B3;  
9. O-O O-O ; 10. Q-R5 N-N3;  
11. R-B3

White's attack starts mounting up.

11. .... QN-K2 ; 12. N-B3 P-QR3;  
13. QR-KB1 P-N4; 14. N-Q1 B-N2;  
15. N-B2 P-B5 ; 16. N-N4! P-B4

Not PxB, because of 17. N-B6ch PxN;  
18. PxP N-B4; 19. RxN PxR; 20. Q-R6.

17. PxP e.p. N-B4  
18. BPxP NxNP

White now wins with an ingenious

and beautiful sacrificial combination.

19. QxPch!! KxQ  
20. R-R3ch. K-N1

If N-R4, 21. RxNch K-N1; 22. R-R8ch NXR; 23. N-R6 mate.

21. N-R6ch. K-R1  
22. N-B7ch. K-N1  
23. R-R8ch. NXR  
24. N-R6 mate.

White: Jouy  
Black: De La Bourdonnais  
Paris, 1836.  
Black plays blindfold  
King's Gambit.

1. P-K4 P-K4 ; 2. P-KB4 PxP ;  
3. N-KB3 P-KN4; 4. B-B4 P-N5;  
5. N-K5

The Salvio gambit which, though it registered many white triumphs in the Steinitz-Anderssen match, is theoretically unsound.

5. .... Q-R5ch.  
6. K-B1 P-B6

6. ... N-QB3 is usually played here.

7. NxB(B7) N-QB3  
8. P-Q4 B-N2  
9. P-B3 N-B3  
10. NXR P-Q4!  
11. PxQP N-K5!

Black's play is most praiseworthy.

12. Q-K1 P-N6  
13. B-Q3 PxPch.  
14. KxP B-R6ch.  
15. K-N1 NxBP!  
16. QxNch. QxQ  
17. BxQ N-K7 mate.

If white had played 16. PxN BxBch;  
17. B-K3 P-N7!; 18. Q-QB1 Q-B7ch!!;  
19. BxQ BxB mate.

Reserves section of South African Correspondence championship.

White: H. Fox  
Black: J. Goldin  
Alekhine's Defence.

1. P-K4 N-KB3; 2. P-K5 N-Q4;  
3. P-QB4 N-N3; 4. P-B5

An unusual move that is not as bad as it looks.

4. ... N-Q4 ; 5. P-Q4 P-K3 ;  
6. N-KB3

Better is N-QB3.

6. ... P-QN3 ; 7. Q-B2 B-N2 ;  
8. B-KN5 B-K2 ; 9. BxB QxB ;  
10. QN-Q2 O-O ; 11. P-QR3 P-KB3

11. ... P-KB4 immediately is better.

- |           |        |
|-----------|--------|
| 12. B-Q3  | P-B4   |
| 13. P-KN3 | N-QB3  |
| 14. P-QN4 | Q-B2   |
| 15. P-KR4 | Q-R4   |
| 16. P-N5  | QN-K2  |
| 17. B-K2  | Q-K1   |
| 18. R-R3  | P-KR3  |
| 19. N-R2  | N-K6!? |

This unexpected move wins the white R for two pieces and leaves the white position most insecure. It is questionable whether this is sufficient compensation against best play, but in the game white plays inaccurately and soon loses.

- |          |      |
|----------|------|
| 20. PxN  | B-N7 |
| 21. B-B1 | BxR  |
| 22. BxB  | PxP  |
| 23. PxP  |      |

QxQBP seems to afford white better chances.

23. .... N-Q4  
24. N-B4

After this error, the game is probably beyond salvation. Correct is N-B1 guarding the QBP and replying Q-B4 to R-N1.

24. .... R-N1  
25. R-N1 Q-K2

Now white is defenceless.

- |              |         |
|--------------|---------|
| 26. P-B6     | PxP     |
| 27. PxP      | Q-B4    |
| 28. RxR      | RxR     |
| 29. P-K4     | N-K6    |
| 30. Q-KB2    | R-N8ch. |
| 31. K-K2     | QxNch.  |
| 32. Resigns. |         |

## "SUNDAY TIMES" SCOTTISH FINAL -

### Allan Glen's School, Glasgow:

Allan Glen's has won the Scottish final all three times it has entered the competition (1961-62, 1962-63, 1963-64). Only two players - Glendinning and Batchelor - remain from the first team entered but, as mentioned in "Der Schachspieler", the team is still a mighty one.

Board one, J. M. Glendinning, like previous captains P. Messer and E. Davis, has represented Scotland in the Glorney Cup. He won the Reserves tournament in a September Weekend Glasgow tournament. Board two, R. A. Batchelor, was runner-up in this competition. C. W. Pritchett was runner-up in both the Easter Glasgow Schools congress (behind E. Davis) and the Glasgow Boys championship. Board 4, I. Jardine, is at present Boys champion of Glasgow. A. Wilkie, board 5, won the major tournament at the September Congress and G. M. Anderson, although he has few tournament records, is also a fine player.

### Ayr Academy:

The Ayr Academy chess club, founded only two years ago and in the "Sunday Times" tournament for the second time, owes much of its success to the hard work of the supervisors, Messrs. Robertson and Wylie, and to the enthusiasm of the team members. Ayr Academy has taken full points from its first five Ayrshire league matches. Meeting a strong combined Ayrshire seven recently, the club gained a  $4\frac{1}{2}$ - $2\frac{1}{2}$  victory. Much credit is due to James Lumsden, who remains unbeaten and at 13 is a remarkable player for his age, and to Stephen Hamilton for his steady leadership on board one.

These notes were written for this magazine by members of each team.



## AYR ACADEMY V. ALLAN GLEN'S

On Wednesday 10th. February, Allan Glen's played Ayr Academy at Ayr in the final of the Scottish zone and emerged winners for the fourth consecutive year. The details were -

Board	Ayr Academy		Allan Glen's, Glasgow	
1.	S. Hamilton	$\frac{1}{2}$	J. M. Glendinning	$\frac{1}{2}$
2.	C. Mitchell	0	R. A. Batchelor	1
3.	E. Stevenson	1	C. W. Pritchett	0
4.	J. Lumsden	$\frac{1}{2}$	I. Jardine	$\frac{1}{2}$
5.	A. Everingham	0	A. Wilkie	1
6.	D. Dempster	0	G. M. Anderson	1

Due to the unusual length of many of the games, we regret that we cannot publish any games in this issue but the games will be published in the next issue.

On board one, a minor piece ending quickly developed from a Queen's Gambit (in effect). After about 3 hours play, Glendinning missed a probable win and a few moves later a draw was agreed.

The little-played Sokolsky opening (1. P-QN4!) surprised Mitchell, and as a result of passive opening play, black was hard pressed in the centre and was forced to give up a piece on move 25.

Pritchett, on board 3, played too passively against the exchange variation of the French defence, losing a pawn then the game.

Jardine attacked as white with a Ruy Lopez and sacrificed the exchange on KR8. Faltering on move 40, however, he missed a winning line and a draw ensued.

Wilkie, with a strong attack on the K-wing and centre, won one pawn, then a second then the game.

A fine come-back from a cramped position enabled Anderson, with two fine bishops, to win a pawn and subsequently a rook and pawn ending.

The match, played in ideal conditions, was made even more enjoyable for the Allan Glen's players by the hospitable manner of the Ayr team and the masters in charge. The tea and chat which followed the match lasted so long that the Glasgow team arrived home about midnight.

0-0   0-0   0-0   0-0   0-0   0-0   0-0   0-0

At the opening of Allan Glen's School last Thursday, Lord Todd presented the chess club with a trophy in recognition of the club's excellent record in local and national tournaments.

0-0   0-0   0-0   0-0   0-0   0-0   0-0   0-0

We regret that in the preview of Ayr Academy opposite, the christian name of Hamilton was inadvertently elided.

## THE LESSONS

by J. M. Crossan.

The moment that George Wallace entered the lounge of his favourite club he noticed that his friend Henry Fielding was in a sullen mood. This was unusual. Henry was usually bright and breezy with a quick smile and a friendly "Hullo" for all his friends.

"Cheer up!" said George, "It may never happen."

"No such luck," said Henry. "It has happened."

George sat down and began to arrange the pieces on a chess board.

"Is it private or can you tell me about it? Two heads are better than one."

"I'll tell you!" exclaimed Henry. "It's that son of mine, young Alec...."

George held up a hand. "Oh, no! Not that again. Good Heavens! If I had an eleven year old son who could keep on beating me at chess, I'd be proud of him - not jealous."

"But I'm not jealous," protested Henry. "The trouble is that he's becoming too cheeky about it. Last night he sat and read a book all the time he was playing me. Then to top it all, he glanced casually at the board and made a brilliant positional move which threatened mate in three and there was nothing I could do to stop it".

George felt like laughing but he could tell that Henry was in a serious mood. "That was a bit cheeky, I admit, but Alec is a nice kid and you are probably reading more into it than there really is."

"It's all right for you," said Henry, "you are not his father. A father likes to think that his son looks up to him, not treats him with contempt."

George shook his head. "If you feel that way why don't you do something about it. There is a chess champion who plays in a cafe in Peel Street and gives lessons for ten bob. Why don't you take a few lessons."

Henry's eyes brightened. "Ten bob a lesson," he muttered. "you know, George, that's a great idea. What's this champion's name?"

"Peter Jackson." said George.

. . . . .

Thus it was that, six weeks later, Henry sat facing his son Alec across a chess board. Henry knew that six weeks' lessons from Peter Jackson hadn't made him a first class player but he felt that he had learned enough to beat his son.

Henry leaned across the board. "Alec, you have been pestering me for weeks about buying a new bicycle. I'll tell you what. If you win this game I'll buy the bike. If I win, you stop pestering me"

Young Alec's eyes widened then a smile spread across his face. "O.K. Dad, fair enough."

George, who had been invited to watch the contest, sat sucking at his pipe and gazing amusedly at father and son.

Henry sat back and gave a loud sigh. "Son," he said, "you are a marvel. I was told that that variation would give me an advantage against anyone who hadn't studied it. You deserved to win, you played a great game."

Young Alec was all excited. "Gosh, Dad, you played a great game too. Marvellous! It's a pity that you chose that variation of the Dutch gambit, it was only this week that I was taught how to take advantage of it by my schoolmaster, Peter Jackson. He's a champion, you know!"

Correction to above article: last paragraph, line three - Read "of the Danish gambit...." not "of the Dutch gambit..."

BASIC CHESS /cont. from page 6.

- |             |      |
|-------------|------|
| 55. ....    | Q-Q2 |
| 56. B-R3!   | K-B1 |
| 57. Q-R6ch. | K-N1 |
| 58. QxP     | Q-K1 |
| 59. Q-N5    | K-B1 |
| 60. P-R5    | N-B5 |
| 61. B-R4!   | P-B3 |
| 62. Q-R6ch. | K-N1 |
| 63. BxP!    |      |

Seemingly dangerous for white.

- |             |          |
|-------------|----------|
| 63. ....    | N-B2     |
| 64. N-K7ch! | QxN      |
| 65. QxBch.  | NxQ      |
| 66. BxQ     | N-B2     |
| 67. B-K6    | NxRP     |
| 68. B-Q8    | Resigns. |

Summarising we see that advantages in the three elements must be treated in different ways. TIME: An advantage in time is a temporary advantage and must be transformed into an advantage in material or space by FORCEFUL METHODS.

SPACE: This advantage frequently occurs because of the advanced state of one's pawns and the consequent superior mobility must be used to vary the attack from one wing to the other. Here, speed is not so essential.

MATERIAL: There are two methods of treating this advantage: (i) Exchanging pieces to a won ending, or (ii) Using the superior force in an attack either to win more material or to mate.

Incidentally, it should be clear that moves such as 1. P-QR4 and 1. P-KR4 are poor opening moves in that they in no way control the centre. Black can therefore equalise immediately by P-K4 or P-Q4 and can think about winning from move one onwards!

SVETOZAR GLIGORIC ....

Copies of this bulletin including 24 games played simultaneously last February by Svetozar Gligoric against 24 of the best West of Scotland players in Glasgow are available, price 1/6, from

H. D. Holmes,  
149 Deanston Drive,  
GLASGOW.

Simultaneous Display by Mr. Fairhurst -

International master Mr. Fairhurst will be coming to Allan Glen's School on Thursday 25th. February to play twenty of the best school players in Glasgow simultaneously. The display will be in at 6.30 p.m. and last about 2½ to 3 hours. Profits will be donated to the Scottish Chess Association to help the Glorney Cup funds.

A limited number of spectators' tickets - price 6d. each - will be available before 8th. February from

J. M. Glendinning,  
70 Bothwell Street,  
GLASGOW, C.2.

Ancillary attractions will include a buffet and a special edition of "Choice Chess" produced after the event and containing all the twenty games played, a summary of Mr. Fairhurst's career and one of his best games.

GRIFFIN C. C. OPEN TOURNAMENTS

Griffin C. C. is proposing to run Premier and Major tournaments during the period April 27th. to June 29th.

The tournaments will be run under the Swiss system and will consist of ten rounds.

Entry Fee : Premier £1  
Major 10/-

There will be three prizes -

Premier : First - £10  
Second - £4  
Third - £2  
Major : First - £5  
Second - £2  
Third - £1

Closing date for entry - APRIL 1st.

The tournament will be played each Tuesday evening from 7.30 to 10.30 (F.I.D.E. rules) at the Griffin Clubrooms, 70 Bothwell Street, Glasgow C.2.

The Editor welcomes any articles or games from readers for possible publication in "Choice Chess".

As our circulation increases the quality of the production and content of "Choice Chess" improves (as we hope you can see from this issue). You can help by persuading your friends to subscribe regularly to "Choice Chess". By doing so, you will help both yourself and us.

LATE NEWS -

P. B. Anderson Trophy:

Allan Glen's 'A' 5  
Glasgow Academy 'A' - 2  
Glasgow League - Div. I:  
Polytechnic 'A' 3  
University Union 4  
Cathcart 'Blue' 5½  
Griffin Y.M.C.A. 1½