

# choice chess

VOLUME 2

NUMBER 3

MARCH 1965

## SPECIAL FEATURES

### SIMULTANEOUS DISPLAY BY W. A. FAIRHURST ....

All 20 games with annotations ...  
a summary of Mr. Fairhurst's career ...  
one of his best games.

### GLASGOW VERSUS EDINBURGH MATCH, 1965 ....

Detailed results of this junior  
match including the two top board games.

### ALLAN GLEN'S IN LAST SIXTEEN AGAIN ....

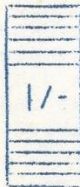
Latest news of Scotland's  
representative in the "Sunday Times"  
competition including all six games  
from the Scottish final.

### BRITISH CHAMPION DEFLATED! ....

Haygarth loses to the Welsh  
champion, Graham Chesters in a county  
match - the game is inside!

### FURTHER IDEAS ....

The third in a series of articles by  
former Scottish Champion, P.B. Anderson.



# CHOICE CHESS

VOL. 2 NO. 3

April, 1965.

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## MORE THAN THIRTY GAMES!!

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GAMES (including Chesters - Haygarth in which the British Champion loses prettily) .. 20

## SIMULS.

W. A. Fairhurst's percentage against twenty West of Scotland juniors in Allan Glen's School on 25th. February was 75.

This was also the percentage score of H. D. Holmes in a simul. in the High School of Glasgow where he won 13, drew 5 and lost 3.

75% is recognised to be a good score for the simultaneous player.

We apologise for the delay in producing this issue due to printing difficulties outwith our control.

Issued 14th. April, 1965.

## ALLAN GLEN'S MAKE HISTORY - TWICE!

In the past few weeks, Allan Glen's School has made history twice.

First, in the P. B. Anderson Knockout Tournament for Glasgow schools, it has supplied BOTH finalists, an unprecedented achievement.

Secondly, their team has become the first Scottish school to reach the quarter-finals of the "Sunday Times" National Schools Competition. Previously (in the past three years) they had always reached the last 16 then been knocked out, every time in Carlisle. This year, they received a bye into the last 16 then went to Carlisle (!) on Monday 5th. April to play Hutton Grammar (Preston) whom they beat  $5\frac{1}{2}-\frac{1}{2}$  in a historic encounter. Detailed results are given on page 17.

## RICHARDSON CUP :

The final of this event will be played between Polytechnic - league champions - and Glasgow C.C. on 8th. May.

Glasgow beat Edinburgh  $4\frac{1}{2}-2\frac{1}{2}$  (after a drawn match) and Polytechnic beat Dundee 5-2 to reach the final which will be reported in the next edition.

## THE NEXT ISSUE ...

Our next issue will feature in particular two Easter Congresses - the First Glasgow Junior Congress and the Lanarkshire Congress played in Bothwell. Also in our next issue is the last article in the series by P. B. Anderson.

Page 2.

### CANDIDATES TOURNAMENT.

The series of matches which determine who will challenge World Champion Petrosian have now begun. The disappointing feature of the event is the absence of former World Champion Botvinnik (see page 18) who has been playing so well recently in various tournaments. No matter how valid or invalid his reasons for not participating are, we are sure that many people now regret F.I.D.E.'s decision to discontinue the right of a return match for the defeated champion - a decision which now seems to earn its nickname - the 'anti-Botvinnik law'.

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### POLYTECHNIC VERSUS SCHOOLS MATCH.

Inspired by their winning the league, Polytechnic won this match  $13\frac{1}{2}-6\frac{1}{2}$  - not a particularly good result when one considers that 7 of their players could have played for the schools if called upon. Best game prizes were awarded to A. Jeffrey, P. Chalmers and D. Harvie.

N.B. The abbreviation for Polytechnic is Poly. NOT, as written on one scoresheet, Polly!

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Error in our last issue -

We should like to apologise to our readers and to Mr. Crossan for inadvertently omitting two paragraphs of his story "The Lessons" in the last issue. We regret any inconvenience which may have been caused as a result of our error.

### Glasgow Senior Chess League -

This year, the first Division of the league has been won by Polytechnic 'A' with 19 points ahead of University Union (17) and Polytechnic 'B' (16). Due to some late matches, fourth position has not yet clarified. Polytechnic 'B' is the team composed almost entirely of schoolboys and their success reflects the increasing standard of junior chess in the West of Scotland today.

St. Mungo's and Pressed Steel won their respective sections in the Second Division and, in the play-off for the Shield, St. Mungo's lead 3-2 with two games adjudicated.

In the Third Division, the Jewish Institute has won section 'B' and will play-off with the winners of section 'A' for the Shield.

We are indebted to Mr. B. Nelson, General Secretary of the Glasgow Chess League for supplying final tables of completed sections. We regret that space restrictions prevent our printing these in full. However, we would again point out that results and final tables are published every Friday in Mr. Fairhurst's column in the "Glasgow Herald".

### Junior League :

A complete report of this will be included in our next issue. Results, cross-tables etc. are published every Tuesday in Mr. Bonner's column in the "Evening Citizen".

SUPPORT YOUR CHESS COLUMN!



GREETINGS TO ALL OUR READERS .

KINGS OF THE ROYAL GAME - NO. FOUR :

W. A. FAIRHURST.

Mr. Fairhurst won the championships of Cheshire and Manchester at the age of 18. His first international triumph was in the Scarborough Tournament of 1927 when he tied for second and third places with F. D. Yates above Bogoljubov, Sir George Thomas, Buerger, etc. In this tournament, he beat E. Colle, winner of the first prize, and also Bogoljubov.

After coming to live in Scotland in 1931, he won every time he competed in the following Championships :- Scottish (11 times), West of Scotland (17 times) and Glasgow (18 times). He became British Champion in 1937 and won the Commonwealth Tournament in 1951, which title he still holds.

He was awarded the title of International Master by the F. I. D. E. in 1951.

One of his best results was a drawn match of six games with Grand Master Eliskases in 1933.

He has played in numerous international matches for Great Britain and Scotland and out of six match games against the Russians he scored four draws and two losses against Flohr and Boleslavsky.

In 1932, he played twelve games simultaneously blindfolded in Glasgow against strong opposition, winning nine and drawing three.

One of his best tournaments was the Hastings International Tournament of 1947/48 when he played without losing a game. He played first board and captained Scotland in team tournaments at Folkestone in 1933, Moscow in 1956, Munich in 1958 and Tel Aviv in 1964.

The following game is considered by Mr. Fairhurst to be one of his best games. The notes to the game are based on those by Mr. F. Reinfeld in his book "British Chess Masters, Past and Present". Due to difficulty in ascertaining the identity of his executors, we are unable to quote these in full.

Scarborough, 1927.

White: E. Colle

Black: W. A. Fairhurst

- |    |       |        |
|----|-------|--------|
| 1. | P-Q4  | N-KB3  |
| 2. | N-KB3 | P-Q4   |
| 3. | P-K3  | P-B4   |
| 4. | P-B3  | QN-Q2! |

At this time, Colle's attacking system was feared by many masters and, indeed, after 4. ... P-K3; 5. B-Q3 N-B3; 6. QN-Q2 followed by PXP and P-K4, white

has a good game. Here, black prefers a different kind of development of his KB.

5. B-Q3 P-KN3!

With this move, black breaks the QN1-KR7 diagonal, a frequent line of attack in openings such as this, so that white must adopt a less aggressive plan.

- |    |       |      |
|----|-------|------|
| 6. | QN-Q2 | B-N2 |
| 7. | O-O   | O-O  |
| 8. | Q-K2  |      |

If 8. P-K4 PxKP; 9. NxP PxP; 10. NxP N-K4 and black stands well.

8. .... R-K1

White's most promising plan now is 9. N-K5, preventing P-K4. Black is allowed to play the equalising P-K4 without interference.

- |     |      |      |
|-----|------|------|
| 9.  | P-K4 | P-K4 |
| 10. | PxKP | KNxP |
| 11. | NxN  | PxN  |
| 12. | BxP  | NxP  |
| 13. | NxN? |      |

This loses immediately! Best was 13. Q-B2 P-B4; 14. R-Q1 etc. when the queen is safely removed from the dangerous K-file.

13. .... BxN

White now does not have a good move! For example, if 14. Q-B2 or Q-B3, BxPch; 15. KxB Q-N5ch etc. If 14. R-Q1 BxPch. If 14. P-KR3 B-B4! is embarrassing.

- |     |       |         |
|-----|-------|---------|
| 14. | P-KB4 | B-Q5ch! |
| 15. | K-R1  | B-B4!   |

Black wins a pawn and retains his positional advantage.

- |     |      |     |
|-----|------|-----|
| 16. | PxB  | RxB |
| 17. | Q-B3 |     |

Or 17. Q-KB2 QxP; 18. QxQ PxQ followed by ... R-K7.

- |     |       |        |
|-----|-------|--------|
| 17. | ....  | QxP    |
| 18. | KR-Q1 | QR-K1! |
| 19. | B-Q2  | B-N5!  |

Maintaining the pressure, this elegant simplifying move is best. Not, however, 19. ... QxB?; 20.

RxQ R-K8ch; 21. Q-B1 when black loses the exchange.

- |     |       |        |
|-----|-------|--------|
| 20. | QxB   | QxB    |
| 21. | P-KR3 | QxNP   |
| 22. | QR-N1 | Q-KB7! |
| 23. | RxP   | P-KR4! |

Now if 24. Q-B3 R-K8ch; 25. RxR RxRch; 26. K-R2 Q-N8ch; 27. K-N3 R-K6 winning the queen, or if 24. Q-Q7 R-K8ch with a mate in 3, so ...

24. Q-N5 P-R5?

An artistic flaw, probably due to time trouble. After 24. ... R-K8ch; 25. RxR RxRch; 26. K-R2 P-R5!, white would have to resign.

- |     |         |      |
|-----|---------|------|
| 25. | R(7)-N1 | P-B5 |
| 26. | R-Q8    | P-B6 |

White could resign.

- |     |         |        |
|-----|---------|--------|
| 27. | R-N1    | R-K8   |
| 28. | RxRch.  | RxR    |
| 29. | P-B5    | R-K8   |
| 30. | Q-Q8ch. | K-N2   |
| 31. | P-B6ch. | K-R2   |
| 32. | RxR     | QxRch. |
| 33. | K-R2    | P-B7   |

White resigns (if 34. Q-B7, 34. ... Q-N6ch). This game was highly praised in Continental chess circles, and rightly so.



GAMES FROM THE SIMULTANEOUS DISPLAY (SEE PAGE THREE):

Game No. 1 - G. M. Anderson (Allan Glen's School) : Draw.

1. N-KB3 P-KB4; 2. P-Q4 P-K3; 3. B-N5 N-KB3; 4. QN-Q2 B-K2; 5. P-K3 O-O; 6. B-Q3 P-QN3; 7. Q-K2 B-N2; 8. BxN BxB; 9. P-K4 N-B3; 10. P-B3 Q-K1; 11. O-O P-B5; 12. P-KN3 P-K4; 13. QPXP NxP; 14. NxN QxN; 15. N-B4 Q-KN4; 16. Q-B3 B-K2 (a); 17. P-KR4 Q-R3; 18. N-K5 PxP; 19. QxP BxP (b)

(a) Interesting is P-Q4.  
(b) After 20. Q-N2 (forced), white has counterplay which may be sufficient to draw (although best play by black should probably win).

Game No. 2 - R. A. Batchelor (Allan Glen's School) : Draw.

1. P-QB4 N-KB3; 2. N-QB3 P-KN3; 3. P-KN3 B-N2; 4. B-N2 O-O; 5. N-B3 P-Q3; 6. P-Q3 P-K4; 7. B-Q2 QN-Q2; 8. Q-B1 R-K1; 9. B-R6 P-K5 (a); 10. PxP NxP; 11. BxB KxB; 12. NxN RxN; 13. N-N5 R-K1; 14. N-K4 Q-K2; 15. O-O N-B3; 16. N-B3 R-QN1; 17. P-K4 B-Q2; 18. Q-Q2 B-B3; 19. QR-K1 (b)

(a) Forcing white to abandon any idea of a direct K-side attack.  
(b) A draw was agreed as, after 19. ... Q-K4, white's advantage is not conclusive (20. P-B4?, Q-B4ch.).

Game No. 3 - I. Duff (High School) : Draw.

1. P-Q4 N-KB3; 2. N-KB3 P-K3; 3. P-QB3 P-QN3; 4. B-N5 P-KR3; 5. B-R4 B-N2; 6. N-Q2 P-QB4; 7. P-K3 B-K2; 8. N-B4 P-Q3 (a); 9. BxN BxB; 10. PXP O-O (b); 11. PXP N-Q2; 12. B-Q3 R-B1; 13. P-K4 (c) BxB; 14. BxB RxN; 15. Q-Q3 R-B1; 16. R-Q1 N-B4; 17. Q-K2 NxB; 18. QxN Q-Q2; 19. O-O (d)

- (a) Missing the point of white's last. O-O is better.  
(b) Or 10. ... QXP; 11. N-Q6ch K-K2; 12. NxB Q-B2; 13. NXP winning a pawn. An interesting opening trap.  
(c) Returning a pawn.  
(d) A draw was now agreed as the QP falls after 19. ... R-B3.

Game No. 4 - J. M. Glendinning (Allan Glen's School) : Draw.

1. N-KB3 P-Q4; 2. P-B4 PXP; 3. N-R3 P-QB4; 4. NXP N-QB3; 5. P-KN3 P-KB3; 6. B-N2 P-K4; 7. O-O B-K3; 8. P-QN3 KN-K2; 9. B-QR3 N-Q4; 10. R-B1 R-B1; 11. N-K1 P-QN3; 12. P-B4 PXP; 13. PXP B-K2; 14. N-B2 O-O; 15. P-K4 N-B2; 16. P-Q4 (a) BxN; 17. PxB PXP; 18. BxB QxB; 19. P-K5 (b)

- (a) Giving up a pawn.  
(b) This move gives sufficient counterplay for a draw (which was therefore agreed) e. g. 19. ... Q-B4; 20. BxN P-Q6ch; 21. R-B2 and black has no winning line.

Game No. 5 - S. C. Hamilton (Ayr Academy) : Draw.

1. P-Q4 N-KB3; 2. N-KB3 P-B4; 3. P-Q5 P-Q3; 4. N-B3 B-N5; 5. P-KR3 BxN; 6. KPxB P-KN3; 7. B-K3 B-N2; 8. P-KN4 P-KR4; 9. B-N2 QN-Q2; 10. P-B4 PXP; 11. PXP RxRch; 12. BxR Q-R4; 13. B-B3 O-O-O; 14. Q-Q2 R-R1; 15. O-O-O R-R7; 16. K-N1 (a)

- (a) 16. ... P-QN4 gives black an attack but further play would be necessary to see its result so a draw was agreed.

Game No. 6 - I. Jardine (Allan Glen's School) : Win.

1. P-QB4 P-K3; 2. P-Q4 P-Q4; 3. N-QB3 N-KB3; 4. B-N5 QN-Q2; 5. P-K3 P-B3; 6. P-QR3 B-K2; 7. Q-B2 O-O; 8. N-B3 R-K1; 9. R-Q1 P-KR3; 10. B-B4 PXP; 11. BxP N-Q4 (a); 12. BxN BPxB; 14. N-B3 P-QN4; 15. O-O P-N5; 16. PXP QXP; 17. P-Q5 B-B3; 18. PXP RXP; 19. N-Q5 Q-K5; 20. NxBch NxN; 21. R-Q8ch resigns (b) \*13. NXP Q-R4ch omitted accidentally.

- (a) losing a pawn to a fairly common opening trap.  
(b) A piece is lost.

Game No. 7 - A. Jeffrey (Kelvinside Academy) : Win.

1. P-Q4 P-Q4; 2. P-QB4 B-B4; 3. N-QB3 P-K3; 4. PXP PXP; 5. P-K3 (a) N-KB3; 6. B-Q3 BxB; 7. QxB QN-Q2; 8. Q-N5 P-B4; 9. QxNP PXP; 10. PXP Q-B1; 11. QxQ RxQ; 12. KN-K2 N-K5 (b); 13. O-O R-B5; 14. NXP R-B7; 15. R-K1 N-N3; 16. NxN PxN; 17. N-B3 Resigns (c)

- (a) 5. Q-N3 seems to win a pawn.  
(b) Leaving another pawn en prise.  
(c) The knight on K5 is lost.

Game No. 8 - D. Jenkins (Eastbank Academy) : Win.

1. P-QB4 N-KB3; 2. N-QB3 P-Q4; 3. P-Q4 P-KN3; 4. B-N5 B-N2 (a); 5. BxN BxB; 6. NXP B-N2; 7. P-K3 P-QB3; 8. N-QB3 Q-N3; 9. Q-N3 N-Q2; 10. N-B3 P-QB4; 11. N-Q5 Q-R4ch; 12. Q-B3 Q-Q1; 13. Q-R3 P-N3; 14. B-K2 B-N2; 15. R-Q1 BxN; 16. PxB Q-B2; 17. O-O O-O; 18. PXP NXP (b)

- (a) P-B3 is better.  
(b) The pawn advantage will win for white.

Game No. 9 - M. Livingstone (High School) : Win.

1. N-KB3 P-Q4; 2. P-B4 P-Q5; 3. P-QN4 P-KB3; 4. P-K3 PXP; 5. BPXP P-K4;  
6. P-QR3 P-QB4; 7. PXP BXP; 8. P-Q4 PXP; 9. PXP B-N3 (a); 10. B-N2 N-K2;  
11. B-K2 O-O; 12. O-O QN-B3; 13. K-R1 N-B4; 14. P-B5 B-B2; 15. Q-N3ch  
K-R1; 16. P-Q5 N-R4; 17. Q-Q3 R-K1; 18. P-Q6 R-K6; 19. Q-Q1 Q-K1; 20.  
N-B3 B-N1; 21. N-Q4 Resigns (b)

(a) A rather unusual opening has resulted in white's having a freer game and a strong pawn roller.

(b) If 21. ... NxN; 22. QxN N-N6 (or RxB; 23. NxR QxN; 24. RXP!); 23. Q-KR4 NxR; 24. N-Q5! and wins e.g. Q-K3; 25. NxBP! PxN; 26. BXPch K-N1; 27. Q-N5ch K-B1; 28. B-K7ch K-F1; 29. B-N5ch B-Q2; 30. R-B8 mate.

Game No. 10 - W. McAllister (Rutherglen Academy) : Draw.

1. P-Q4 N-KB3; 2. N-KB3 P-K3; 3. B-N5 P-Q4; 4. P-QB4 QN-Q2; 5. N-QB3  
B-N5; 6. Q-N3 BxNch; 7. QxB O-O; 8. P-K3 P-QB3; 9. B-Q3 Q-K1; 10. R-Q1  
P-KR3; 11. B-B4 PXP; 12. BXP Q-K2; 13. O-O N-Q4; 14. BxN KPxB; 15.  
P-QN4 P-R3; 16. P-QR4 N-B3 (a)

(a) White has the initiative due to his minority attack but this is not yet conclusive so a draw was agreed.

Game No. 11 - F. McKenna (St. Mungo's Academy) : Win.

1. P-QB4 P-K4; 2. N-QB3 P-KB4; 3. P-KN3 N-KB3; 4. B-N2 B-B4; 5. P-K3  
N-B3; 6. KN-K2 P-Q3; 7. P-Q4 PXP; 8. PXP B-N5; 9. O-O BxN; 10. PxB O-O;  
11. B-N5 P-KR3; 12. BxN QxB; 13. N-B4 N-K2; 14. R-K1 P-KN4; 15. N-R5  
Q-B2; 16. Q-K2 P-QB3 (a); 17. QxN QxN; 18. QxQP P-B5; 19. B-K4 K-N2;  
20. P-Q5 R-B3 (b)

(a) This loses a pawn.

(b) White now has a won position.

Game No. 12 - A. MacKinnon (King's Park School) : Draw.

1. P-Q4 N-KB3; 2. N-KB3 P-KN3; 3. N-QB3 B-N2; 4. B-B4 P-K3; 5. Q-Q2  
P-Q4; 6. N-QN5 N-R3; 7. Q-R5 P-N3 (a); 8. Q-R4 O-O; 9. P-K3 P-B4; 10.  
N-Q6 N-B2; 11. NxN (b) QxN; 12. B-Q6 R-Q1; 13. PXP N-K5; 14. B-K5 NxQBP;  
15. Q-Q4 N-K1; 16. B-N5 N-Q2; 17. BxB NxN; 18. O-O-O N-KB4; 19. Q-Q2

(a) Against Baxter in a recent Richardson Cup match, Fairhurst (white) reached a similar position (black P on KR3 not K3) where black played the superior P-B3; 8. N-B7ch K-B1; 9. P-K3 P-N3 and black won the knight and the game (see "Glasgow Herald", March 5th.) 6. P-KR4 is better.

(b) This is inaccurate and fritters away white's positional advantage.

Game No. 13 - J. Lumsden (Ayr Academy) : Draw.

1. N-KB3 N-KB3; 2. P-Q4 P-QN3; 3. P-B4 P-K3; 4. N-B3 B-N2; 5. P-QR3 N-K5;  
6. NxN BxN; 7. N-Q2 B-N2; 8. P-K4 P-QB4; 9. P-Q5 PXP; 10. BPXP P-QR3;  
11. P-QR4 P-Q3; 12. B-B4 N-Q2; 13. N-B3 N-K4 (a); 14. NxN PxN; 15. O-O  
P-B3; 16. P-B4 B-Q3; 17. Q-R5ch P-N3; 18. Q-R6 Q-K2; 19. Q-R3 B-B1 Draw

(a) Giving white a passed pawn which can however be easily blockaded.

Game No. 14 - Miss K. Patterson (Bellarmine Sen. Sec.) : Win.

1. P-K4 P-K4; 2. N-KB3 N-QB3; 3. B-N5 N-B3; 4. O-O B-B4; 5. NxP NxN; 6.  
P-Q4 P-QR3; 7. PxN NxP; 8. B-Q3 N-N4 (a); 9. Q-N4 P-KR3; 10. R-K1 O-O;  
11. BxN PxB (b); 12. Q-R5 P-KN3; 13. Q-R6 P-Q3; 14. P-K6! Q-B3 (c); 15.  
PXPch RXP; 16. R-K8ch R-B1 (d) and resigns.

(a) The position has now crystallised and can be seen to favour white who has an advantage in space and will be able to harass black's badly placed knight on KN4.

- (b) QxB was necessary.
- (c) If 14. ... BxP; 15. RxR; 16. QxPch and mate next move.
- (d) White mates after B-B4ch.

Game No. 15 - C. W. Pritchett (Allan Glen's School) : Win.

1. P-Q4 N-KB3; 2. N-KB3 P-KN3; 3. N-B3 P-Q4; 4. B-B4 B-N2; 5. Q-Q2 P-B3; 6. B-R6 O-O; 7. BxB KxB; 8. P-K3 QN-Q2; 9. B-Q3 R-K1; 10. P-K4 P-K4; 11. PxB NxB(4); 12. NxN RxN (a); 13. P-B4 NxB (b); 14. BxN R-K1; 15. O-O (c) B-K3; 16. B-B3 P-QN4; 17. N-K2 R-QN1; 18. N-Q4 Q-B1; 19. Q-B3 K-N1; 20. QxP QxQ; 21. NxQ Resigns.

- (a) PxP is best.
- (b) Based on an incorrect calculation.
- (c) Refuting black's attempt to win a pawn.

Game No. 16 - J. M. Renton (Hutchesons' Grammar) : Win.

1. N-KB3 N-KB3; 2. P-Q4 P-Q4; 3. P-QB4 P-K3; 4. N-B3 QN-Q2; 5. B-N5 B-K2; 6. P-K3 P-B4; 7. BxP NxB; 8. BxB QxB; 9. R-B1 NxN; 10. RxN O-O; 11. B-N5 PxP; 12. QxP R-Q1 (a); 13. R-B7 P-QR3; 14. B-R4 P-QN4; 15. B-B2 Q-B3 (b); 16. Q-K4 R-N1; 17. QxPch K-B1; 18. N-Q4 B-N2 (c)

- (a) Better N-B3 although even then white's position is preferable.
- (b) Missing white's threat but black's position is untenable anyway.
- (c) White wins e.g. 19. RxR; 20. N-B6 P-N3; 21. NxR QxN; 22. Q-R8ch.

Game No. 17 - E. Stevenson (Ayr Academy) : Draw.

1. P-Q4 N-KB3; 2. N-KB3 P-B4; 3. P-Q5 P-Q3; 4. N-QB3 P-KN3; 5. B-B4 B-N2; 6. Q-Q2 O-O; 7. B-R6 N-QR3; 8. BxB KxB; 9. P-K4 N-B2; 10. P-KR3 P-QR3; 11. P-QR4 R-QN1 (a); 12. P-QR5 B-Q2; 13. B-K2 P-QN4; 14. PxPe.p. RxP; 15. P-QN3 N-N4; 16. B-Q3 NxN; 17. QxN B-N4 Draw.

(c) Allowing P-R5.

Game No. 18 - R. Walker (Hyndland) : Win

1. N-KB3 P-Q4; 2. P-QB4 P-QB3; 3. P-Q4 N-B3; 4. N-B3 P-K3; 5. P-K3 QN-Q2; 6. B-Q3 B-Q3; 7. O-O O-O; 8. P-K4 PxB; 9. NxB NxN; 10. BxN N-B3; 11. B-B2 P-B4; 12. B-N5 PxP; 13. QxP B-K2; 14. Q-R4 P-KR3 (a); 15. BxB PxR; 16. QxP R-K1 (b); 17. N-N5 R-B1; 18. QR-Q1 Resigns (c)

- (a) P-KN3 is necessary, distasteful as it is.
- (b) Black can do nothing.
- (c) White's attack is conclusive (R-Q4-KR4 or KN4 if necessary).

Game No. 19 - W. P. Watson (King's Park School) : Draw.

1. P-Q4 P-QB4; 2. P-Q5 P-Q3; 3. N-QB3 N-KB3; 4. P-K4 P-KN3; 5. B-KB4 B-N2; 6. Q-Q2 N-R3; 7. B-N5ch B-Q2; 8. BxBch QxB; 9. B-R6 O-O; 10. BxB KxB; 11. P-B4 N-B2; 12. N-B3 P-QN4; 13. Q-K2 P-QR4; 14. O-O KR-QN1; 15. QR-Q1 P-N5; 16. N-N1 Q-N4; 17. QxQ RxQ; 18. QN-Q2 P-R5; 19. KR-K1 P-R6; 20. P-N3 R-N2; 21. N-N1 Draw.

Game No. 20 - A. Wilkie (Allan Glen's School) : Win.

1. N-KB3 P-K3; 2. P-Q4 N-KB3; 3. B-N5 B-K2; 4. P-B4 P-QN3; 5. N-B3 B-N2; 6. P-Q5 O-O (a); 7. P-KR4 P-Q3; 8. P-K4 P-B4 ; 9. B-Q3 QN-Q2; 10. Q-B2 P-QR3; 11. O-O-O R-N1; 12. PxB PxP; 13. P-K5! (b) BxN; 14. PxB! BxR; 15. BxBch K-R1; 16. PxBch KxB; 17. Q-N6ch K-R1; 18. Q-R6 R-B2; 19. B-N6ch K-N1; 20. BxBch KxB; 21. Q-R7ch Resigns (c)

- (a) NxB! wins a pawn.
- (b) Opening lines for his pieces.
- (c) If 21. ... K-B1 (or K1), white mates by Q-N6 and B-R6.



GAMES FROM "SUNDAY TIMES" SCOTTISH FINAL BETWEEN ALLAN GLEN'S AND AYR ACADEMY -

Board 1 - White: S. C. Hamilton; Black: J. M. Glendingin (A.G.S.)

1. N-KB3	P-Q4	17. RxR	NxR	33. N-B3	P-B3
2. P-QB4	PxP	18. N-K5	N-B3 (a)	34. K-B2	P-N4! (f)
3. P-K3	P-QB4	19. N-K2	NxN	35. K-N3	K-Q3
4. BxP	P-K3	20. BxN	P-N3	36. P-QR4	K-B2
5. O-O	N-KB3	21. P-R3	N-Q2	37. PxP	PxP
6. P-Q4	N-QB3	22. B-Q4	K-Q3	38. P-R4	P-R3
7. PxP	QxQ	23. P-B4	B-Q4	39. PxP	PxP
8. RxQ	BxP	24. B-N1	BxB	40. K-B2	K-N3
9. N-QB3	P-QR3	25. PxB! (b)	N-N3	41. K-K3	K-R4
10. P-QR3	P-QN4!	26. B-B2! (c)	B-B3	42. K-Q2	K-N5 (g)
11. B-R2	K-K2	27. B-N3! (d)	N-B5	43. N-R2ch.	KxP
12. P-QN4	B-N3	28. BxN	PxB	44. K-B3	B-Q4?? (h)
13. B-N2	B-N2	29. N-B3	B-Q4	45. N-N4	K-N4
14. R-Q3	KR-Q1	30. P-N5!	PxP	46. N-B2	K-B3
15. QR-Q1	RxR	31. NxPch.	K-Q2	47. K-N4	
16. RxR	R-Q1	32. P-N4 (e)	B-B3		

DRAWN.

- (a) In this position, black's advantage lies in his king's proximity to the centre. Now N-3 is better.  
 (b) If NxB N-N3; B-Q3 N-B5; BxN BxB and the K penetrates decisively.  
 (c) So that if N-B5, P-QR4.  
 (d) If N-B3 N-Q4!; N-K2 N-K6 winning at least one pawn. Now black can improve by B-Q4!; B-B2 N-B5; P-QR4 N-K6 winning at least a pawn.  
 (e) Better P-N3.  
 (f) This is the winning move as white is soon in zugswang and must play P-QR4 when black simply captures the QRP.  
 (g) Not BxB; N-K4 with winning chances for white! Now if K-B2, BxPch.  
 (h) This gives white a draw. K-N4 followed by B-B6 and BxNP wins.

Board 2 - White: R. A. Batchelor (A.G.S.); Black: C. Mitchell

1. P-QN4 (a)	N-KB3	11. Q-N3	P-QN4 (d)	21. R(1)-Q1	QR-Q1 (f)
2. B-N2	P-K3	12. B-K2	N-K2	22. Q-Q3 (g)	N-Q4
3. P-QR3	P-Q4	13. KR-Q1	N(K2)-Q4	23. RxR	RxR
4. P-K3	B-K2	14. QR-B1	NxN	24. P-K4	K-B1
5. N-KB3	P-QR3	15. BxN	P-B3 (e)	25. PxN	BPxP
6. P-QB4	PxP	16. N-K5!	Q-B2	26. R-QB1	Q-Q2
7. BxP	N-B3	17. B-N2	BxN	27. QxRP	P-Q5
8. P-Q4	O-O	18. PxB	N-Q4	28. BxB	QxB
9. N-B3 (b)	R-K1	19. B-KB3	N-K2	29. Q-R8ch.	K-K2
10. O-O	B-Q3 (c)	20. R-Q6	B-N2	30. Q-R4ch.	Resigns.

- (a) Played on the assumption that black is well prepared for anything else.  
 (b) By a series of passive moves, white has been allowed to build up a formidable centre.  
 (c) A dubious manoeuvre.  
 (d) Forced in view of white's threatened P-Q5.  
 (e) This only helps white to increase the pressure which has been developed as a result of his opening advantage.  
 (f) At last white's aggressive play reaches its climax. The threat is, of course, R-Q7.  
 (g) The point of the combination. Black now loses a piece by force. If 23. RxR PxR; 24. R-Q1 PxN!; 25. R-K1 Q-Q8 etc.

Board 3 - White: E. Stevenson; Black: C. W. Pritchett (A.G.S.)

1. P-K4	P-K3	15. N-B3	P-B4 (c)	29. RxB	Q-KB1
2. P-Q4	P-Q4	16. B-Q2	QN-K2	30. PXP	PXP
3. PXP	PXP	17. R-K1	Q-Q2	31. Q-B7	R-B2
4. B-Q3	B-Q3	18. K-R1	P-B3	32. Q-B3	P-KN4
5. N-KB3	B-N5	19. N-N5 (d)	R-B3	33. B-B2 (f)	P-N5
6. O-O	N-QB3	20. N-B3	Q-B2	34. B-N3	Q-N2
7. R-K1ch.	KN-K2	21. B-KN5	R-B1	35. BXP	NxB
8. P-B3	Q-Q2	22. BxN	NxB	36. RxN	R-B2
9. QN-Q2	O-O (a)	23. N-N5	Q-Q2	37. R-B5	RxR
10. Q-B2	N-N3 (b)	24. N-K6	R-B3	38. QxR	PXP
11. P-KR3	B-K3	25. N-N5	P-KR3	39. PXP	P-N3
12. N-N5	QR-K1	26. N-B3	Q-B2	40. QxBP (g)	QXP
13. NxB	RxN	27. P-B4	Q-N1	41. Q-N4ch.	QxQ
14. RxR	QxR	28. N-K5 (e)	BxN	42. PxQ )	K-N2 (g)

- (a) O-O-O is more aggressive.  
 (b) Positionally poor - B-KB4 is much better.  
 (c) Now K5 and KN5 become strong outposts for white.  
 (d) White fails to find the correct plan for several moves but black cannot prevent the winning idea in any case.  
 (e) This is the move he should have played on move 18.  
 (f) White simply wins the QP.  
 (g) Black could resign here but played on till move 63!

Board 4 - White: I. Jardine (A.G.S.); Black: J. Lumsden

1. P-K4	P-K4	16. N-N3	P-N3	31. P-B4	P-B4 (e)
2. N-KB3	N-QB3	17. N-R2	B-N2	32. RPXP	RPXP
3. B-N5	P-QR3	18. N-N4	Q-R5	33. KPXP	NPXP
4. B-R4	N-B3	19. K-R2	N-N3	34. PXP	QXP
5. O-O	B-K2	20. N-K3	N(4)-B5 (b)	35. RxBch!!	QxR
6. R-K1	P-QN4	21. P-N3	NxN	36. NxF	R-R2
7. B-N3	P-Q3	22. BxN	N-Q2	37. N-R6ch.	RxN
8. P-B3	O-O	23. QR-B1	B-N2	38. BxR	N-N3
9. P-KR3	N-QR4	24. Q-Q2	Q-K2	39. Q-N5 (f)	Q-Q5ch.
10. B-B2	P-QB4	25. KR-B1	QR-B1 (c)	40. K-R1	Q-R5ch.
11. P-Q4	N-Q2 (a)	26. K-N1	P-B3 (d)	41. QxQ	NxQ
12. QN-Q2	BPXP	27. P-KR4	B-R1	42. B-N5	R-R2
13. PXP	B-B3	28. P-R5	R-KB2	43. BxN	RxBch.
14. N-B1	N-B3	29. R-B1	N-B1	44. K-N1	BXP
15. P-Q5	N-R4	30. B-Q1	R-B2		DRAWN.

- (a) Keres' idea. More usual is 11. Q-B2.  
 (b) If 20. ... N(N3)-B5 not 21. P-N3? NxN; 22. BxN P-B4! with a good attack e.g. 22. B-Q2 P-B5; 23. BxN BxP!; 24. PxB PxNch; 25. PXP R-B7ch and mates but 21. NxN NxN; 22. P-N3 N-R4 (or N3); 23. B-R3 with a strong bind on the position.  
 (c) Here KR-B1 offered greater chances for counterplay on the Q-side. The idea is to play P-QR4, P-QN5, B-QR3 with play on the B file.  
 (d) Black's next few moves are much too passive and unimaginative and let white develop his attack freely.  
 (e) At last! However if, say, 31. ... B-B1; 32. P-B5 P-N4; 33. P-R6 Q-Q1; 34. R-R5 and BxNP! follows.  
 (f) Here B-R5! wins.  
 (g) 40. R-B2?? QxBch; 41. K-R2 as suggested after the match fails to 41. ... K-R2! Black's next forces a draw.

Board 5 - White: A. Everingham; Black: A. Wilkie (A.G.S.)

1. P-QB4	P-KB4	17. P-Q4 (b)	NxP	33. NxBch.	RxN
2. N-KB3	N-KB3	18. N-Q3	N-N5 (c)	34. R-R1	Q-N3
3. P-KN3	P-K3	19. Q-B1	NxB	35. P-Q5	P-B4
4. B-N2	B-K2	20. QxN	R-B2	36. Q-R5	R(1)-K1
5. O-O	O-O	21. P-R3	N-B3	37. R-R4	R-R2
6. P-Q3	P-Q3	22. K-R2	R-R2	38. RxR	QxR
7. N-B3	N-B3	23. N-N1	P-N5	39. Q-B7	Q-K2
8. Q-B2	P-QR3	24. N-B4	Q-R3	40. QxNP	B-N4
9. B-Q2	Q-K1	25. P-KR4	N-R4	41. QxQ	RxQ
10. P-QR3	P-KR3	26. NxN	QxN	42. P-K4	P-KB5
11. N-K1	N-Q5	27. N-K2	B-Q2 (d)	43. PxP	PxP
12. Q-Q1	P-KN4	28. N-B4	Q-R3	44. R-K1	K-N2
13. P-K3	N-B3	29. K-N1 (e)	P-B3	45. P-K5 (f)	RxP
14. P-B4	Q-N3	30. K-B2	R-Q1	46. RxR	PxR (g)
15. PxB (a)	PxP	31. P-R5	P-K4		
16. N-K2	N-K4	32. N-N6	QxP		

(a) Dubious, as it opens up the KR file for black.

(b) This loses a pawn.

(c) Black's knights perform wonders.

(d) If 29. BxP? BxP!; 28. BxR (after PxP; QxQ mates) BxPch; 29. KxB Q-R7 mate.

(e) If 29. BxP BxP!; 30. BxR BxPch; 31. KxB Q-R5ch; 32. K-N2 Q-R7 mate.

(f) A last fling!

(g) The position was adjudicated on move 64 (!) in black's favour. White could have resigned now.

Board 6 - White: G. M. Anderson (A.G.S.); Black: D. Dempster

1. P-Q4	N-KB3	20. N-Q6	NxN	39. P-R3	K-K3
2. N-KB3	P-KN3	21. BPxN	R-K2	40. K-B3	K-B3
3. B-B4	B-N2	22. NxB	Q-R4ch.	41. K-N4	P-KN4
4. P-KR3 (a)	O-O	23. Q-Q2	QxQch.	42. K-N3	P-B5
5. P-K3	P-Q3	24. KxQ	KxN	43. R-B6ch.	K-N2
6. B-Q3	QN-Q2	25. B-QB4	R-QB1	44. R-K6	R-KB4
7. QN-Q2	P-B3	26. R-QB1 (c)	R-Q2	45. RxP	PxP
8. P-B3	R-K1	27. R-B3	B-B1	46. P-B3	R-B5
9. Q-B2	P-K4	28. R-N3	K-K3	47. RxP	RxP
10. PxB (b)	PxP	29. R-QB1	P-N3 (d)	48. K-B3 (g)	R-Q2
11. B-R2	N-B4	30. B-R6	R(1)-Q1	49. P-QN4	K-B3
12. B-K2	B-B4	31. RxPch.	B-Q3	50. P-N4	R-Q4
13. Q-Q1	N-Q4	32. B-QB4	P-KR3	51. R-Q3	RxRch.
14. N-B4	P-B3	33. BxB (e)	RxB	52. KxR	K-K4
15. N-R4	B-K3	34. RxRch.	RxR	53. K-K3	P-N4
16. Q-B2	B-B2	35. BxNch. (f)	RxB	54. P-KR4! (h)	PxB (i)
17. R-Q1	P-B4	36. R-B3	R-N4	55. P-B4ch.	K-B3
18. N-B3	P-K5	37. K-B2	K-Q4	56. K-B3	P-R3
19. N-Q4	N-K3	38. R-B7	R-R4	57. K-N2 (j)	

(a) Providing a square for the QB.

(b) B-R2 may be better.

(c) Threatening BxNch.

(d) This loses by force since if R(1)-B2??; BxR.

(e) White, in time trouble, overlooks R-N5 winning a piece.

(f) Again R-N5 forces a won endgame.

(g) R-K7ch. winning another pawn is quicker.

(h) P-B4ch! immediately is quicker.

(i) Or P-B3; 55. PxB PxP; 56. P-B4ch! PxBch; 57. K-B3 and KxB.

(j) Black resigned after a brief post mortem.

## FURTHER IDEAS \_\_\_\_\_

by P. B. Anderson.

The third in a series by the former Scottish champion.

In my third instalment of games, I hope that I am showing the way to the enjoyment of chess, as well as helping you to improve the standard of your game. It can hardly be said the openings of these games are stereotyped.

If I may make another suggestion, it might be a good idea if you were to forget about the arbitrary division of the game into the three sections, opening, middle and end game. Why not just treat the starting position as a rather difficult position, and work from first principles, rather than from opening analysis? Admittedly, study of opening analysis may help against inferior opponents, but I have yet to meet a great player who has been a great student of the openings. May I recommend a book? Get a hold of Emanuel Lasker's "Manual of Chess". The English edition came out 33 years ago and I still don't know a better book. His opening section is by no means exhaustive, but he does give the essentials. I learned a great deal from Lasker. Modern Chess Openings is all right as a reference work, but for goodness sake don't make a meal of it! By the way, if you can get hold of Dr. Tarrasch's "Dreihundert Schachpartien", get it. This one has a great title to be my favourite book. Unlike Lasker's, Tarrasch's book is very doctrinaire but when you have mastered Lasker, have a go at Tarrasch!

The game here against Aird Thomson was played in a small tournament in Glasgow, in which I shared first place with Robert Wade. You may have some difficulty in finding this opening in a book. I am indebted to Mr. Fairhurst for having shown me some of the subtleties of this variation of the Sicilian. You will see that black's plan is to attack the square e4. That is the great secret of chess - make a plan. I have not made notes to this game, but you will see that my moves 4. ... N-KB3, 8. ... N-B4, and 12. ... B-N2 are main ingredients of the plan to attack e4. Horseman, one of my other opponents, was English Universities champion at the time. Norman MacLeod was an old High School boy. He is with the Foreign Office in Washington at present.

There is a rather humorous point in connection with the Horseman game. Golombek asked Horseman how "Anderssen" was getting on. "All right.", said Horseman, quite seriously!

Scottish Championship, Glasgow 1952.

White: P. B. Anderson ; Black: N. A. MacLeod.

(Notes by Dr. Aitken in the "British Chess Magazine".)

1. P-K4	P-K3	10. N-N3	QxNP (c)	19. PxN	PxP
2. P-Q4	P-Q4	11. B-KB4	N-Q4	20. KR-N1	Q-B3
3. N-QB3	B-N5	12. B-K5	P-B5	21. RxR	QxR
4. N-K2	PxP	13. O-O-O! (d)	PxN	22. R-N1 (h)	Q-R1
5. P-QR3	BxNch.	14. BxNP(7)	N-B5 (e)	23. B-B4	K-K2
6. NxB	N-QB3	15. Q-K3	R-KN1	24. Q-B5ch.	K-B2 (i)
7. B-QN5	N-K2	16. BPxP	RxB	25. P-B5	Q-B3 (j)
8. NxP (a)	Q-Q4	17. PxN (f)	Q-N3?	26. Pxpch.	Resigns.
9. Q-Q3	P-B4 (b)	18. P-Q5	B-Q2 (g)		

(a) So far a known line. Here, Lasker-Kan, Moscow 1936 continued; 8. O-O O-O; 9. BxN NxB; 10. P-Q5, white having some positional compensation for the P minus. In this game, Anderson is already

visualising the sacrifice of a piece for the attack - an ambitious conception.

- (b) 9. ... O-O is much better.  
 (c) But now 10. ... O-O could be answered by 11. N-K2 QxP; 12.. R-KN1 QxP; 13. B-KB4 with a dangerous attack.  
 (d) Not forced (as 13. Q-K4 was possible) but brilliant and sound.  
 (e) This intermediate move is the best. If 14. ... R-KN1; 15. QxRP RxB; 16. QxR, black's position is hopeless, while 14. ... PxBP; 15. BxR Q-N4ch; 16. Q-Q2 N-K6 is an interesting, but quite unconvincing attempt to turn the tables.  
 (f) With the double threat of R-N1 and P-Q5. The reply is a blunder, but black is already lost. If, for example, 17. ... R-K2; 18. KR-N1 Q-Q4 (or 18. ... QxP; 19. Q-KB3 wins); 19. R-N8ch K-Q2; 20. P-B4 Q-KB4 (or R4); 21. P-Q5 PxP; 22. Q-KN3 and wins; or if 17. ... Q-Q4; 18. P-B4 Q-KB4; 19. P-Q5 P-QR3 (19. ... R-N7 is met in the same way); 20. B-R4, regaining the piece with a win much as in the game. Finally, if 17. ... K-B1; 18. KR-N1 Q-Q4; 19. RxR KxR; 20. P-B5!! QxD; 21. Q-N5ch K-B1; 22. Q-B6ch K-K1; 23. P-Q5 wins.  
 (g) Of course, 18. ... P-QR3 is useless against 19. B-Q3.  
 (h) White pursues his predetermined plan to victory. Here 22. BxP BxB; 23. QxPch K-B1; 24. QxB is a simpler, but not a more decisive, conclusion.  
 (i) In reply to 24. ... K-Q1, still 25. P-B5.  
 (j) Or 25. ... R-K1; 26. PxPch BxP; 27. Q-B5ch Q-B3; 28. QxPch K-B1; 29. R-B1. The attack has been admirably planned and executed. This was undoubtedly the best game of the congress.

British Championship, Nottingham 1954.

White: P. B. Anderson ; Black: D. G. Horseman.

(Notes, except (a), by H. Golombek in the "British Chess Magazine")

- |            |          |               |         |         |             |            |
|------------|----------|---------------|---------|---------|-------------|------------|
| 1. P-K4    | P-K4     | 11. NxB       | PxP     | (g)     | 21. BxR     | PxBch.     |
| 2. P-KB4   | PxP      | 12. Q-K1      | Q-R4    | (h)     | 22. K-K1    | Q-B7ch.    |
| 3. N-KB3   | B-K2     | (a) 13. QxP   | (i)     | R-K1    | 23. K-Q1    | B-B4 (o)   |
| 4. B-B4    | B-R5ch   | (b) 14. Q-B3  | Q-K4    |         | 24. Q-B3    | K-N1       |
| 5. K-B1    | P-Q4     | (c) 15. K-B2  | (j)     | Q-B4ch. | 25. R-K1    | NxP (p)    |
| 6. BxP     | N-KB3    | 16. K-B1      | N-B3    | (k)     | 26. RxP     | B-I5ch (q) |
| 7. N-B3    | (d) NxB  | (e) 17. N-B7  | KxN     | (l)     | 27. K-B1    | N-K7ch.    |
| 8. NxB     | P-KB4    | (f) 18. P-Q4! | Q-B5ch. | (m)     | 28. RxN     | BxR (r)    |
| 9. NxB     | QxN (R5) | 19. Q-Q3      | Q-B2    |         | 29. Q-N3ch. |            |
| 10. NxPch. | K-Q1     | 20. B-Q2      | R-K6    | (n)     |             | Resigns.   |

- (a) A defence originated by Dr. Cunningham of Cumnock, Ayrshire.  
 (b) The old move which is not regarded nowadays as so good as N-KB3.  
 (c) The most aggressive continuation: 5. ... B-B3; 6. P-K5 which is given by Euwe as preferable, seems merely to yield black a dull uniformity.  
 (d) 7. NxB NxB; 8. PxN (8. N-KB3 N-K6ch would be a disagreeable surprise for white) QxN; 9. N-B3 O-O is in favour of black.  
 (e) Up to here as in Whisker-Bird 1873, when black got the worse game after 7. ... O-O. Here, however, black, animated by a spirit of modernity, adopts a line suggested by Bird a year later.  
 (f) The Bird line - very risky, and involving a R sacrifice; but otherwise he has no good way of meeting white's threat of NxKBP.  
 (g) In return for the exchange (since white's N will hardly emerge from R8), black has a number of advantages that make things difficult for his opponent -  
 (1) a powerful and dangerous line of advanced pawns,

- (2) easy development for such pieces as are left,  
 (3) some attack on white's vulnerable king,  
 (4) white in his turn has difficulties in developing.
- All things considered, black's attack is not to be underestimated.
- (h) Another interesting sacrifice to gain open lines. The analysis by Lewtzky here runs 12. ... Q-K2; 13. Q-B2 N-B3; 14. P-QN4 and if 14. ... QxP; 15. Q-R4ch with a won game for white.
- (i) A mistake after which black can, if he likes, force a draw. The ps on K4 and B4 act more as a protection of white's K than a menace at this point. They should be left severely alone and instead he should complete his development by P-QN3 and B-N2.
- (j) Forced, since 15. Q-Q1 loses after 15. ... B-N5.
- (k) Over-ambitious; he should take the draw by repetition of moves with 16. ... Q-K4; 17. K-B2 Q-B4ch etc. If white tries to avoid the draw by 17. Q-B2 then black has a winning attack after 17. ... P-B6; 18. Pxp B-R6ch; 19. K-N1 Q-K8ch.
- (l) He must pause to capture the N; otherwise, say after 17. ... Q-K4, white can exchange Qs. by 18. Q-Q5ch.
- (m) If 18. ... NxP white can exchange Qs. by 19. Bxpch followed by 20. Q-B3.
- (n) A desperate throw indeed but by now he has clearly overreached himself.
- (o) If 23. ... B-N5ch; 24. K-B1 P-K7; 25. Q-N3ch.
- (p) If 26. QxN, QxP mate.
- (q) White, who is himself threatening a mate by R-K8ch, is curiously immune to black's checks. If 26. ... Bxpch; 27. K-B1 Q-B8ch; 28. R-K1 N-K7ch (28. ... Q-B5ch; 29. Q-K3); 29. KxB Q-B4ch; 30. Q-Q3 N-Q5ch; 31. K-B3 and wins.
- (r) Allowing the exchange of Qs., but he is equally lost after 28. ... QxR; 29. P-QN3.

Tournament, Glasgow. Played February, 1953.

White: A. Aird Thomson ; Black: P. B. Anderson.

1.	P-K4	-P-QB4	15.	N-R2	NxP	28.	R-QN1	P-N4
2.	N-KB3	P-K3	16.	NxB	NxN	29.	PxP	PxP
3.	P-Q4	PxP	17.	Q-Q4	N-Q4	30.	R-N1	R-KN7
4.	NxP	N-KB3	18.	QxKNP	O-O-O	31.	RxR	BxR
5.	B-Q3	P-Q3	19.	B-Q4	KR-N1	32.	P-B5	K-Q2
6.	N-QB3	QN-Q2	20.	Q-K5	QxQ	33.	K-B4	PxP
7.	B-K3	P-QR3	21.	BxQ	N-K6	34.	KxP	K-B3
8.	O-O	N-B4	22.	R-B2	NxNP	35.	K-B4	K-Q4
9.	P-B4	Q-B2	23.	RxN	BxN	36.	B-B6	P-N5
10.	P-QR4	P-QN3	24.	RxR	RxRch.	37.	B-N7	K-B5
11.	P-QN4	NxB	25.	K-B2	B-B3	38.	K-K3	K-N6
12.	QxN	B-N2	26.	K-K3	R-N7	39.	B-B8	K-B6
13.	N-B3	P-Q4	27.	P-R4	RxP	40.	Resigns.	
14.	PxP	KBxP						

## GLASGOW V. EDINBURGH SCHOOLS

On 6th. March, a team comprising 20 of Glasgow's best schools' players visited Edinburgh to play their counterparts from the capital, beating them 15-5 and so illustrating the superiority of chess in the West of Scotland in general.

The two top board games, not unnaturally, provided the best games, which we quote below with notes by each winner.

Board One - White: J. M. Glendinning (Glasgow); Black: G. Hay.

1. P-K4	P-K4	10. PxB	N-Q5	19. B-Q3 (g) NxB
2. N-KB3	N-QB3	11. BxN	PxB	20. PxN B-N5 (h)
3. B-B4	N-B3	12. N-K2	P-Q4	21. NxB! QR-Q1 (i)
4. P-Q3	P-Q3 (a)	13. B-N3	P-B4	22. Q-B6 P-KN3
5. N-B3 (b)	B-N5	14. R-KN1	N-Q2	23. N-B5! Q-R5ch (j)
6. P-FR3	B-R4 (c)	15. Q-B4 (f)	Q-R4ch.	24. K-K2 Q-B7ch.
7. B-K3	B-K2	16. K-Q1	P-B5?!	25. K-B1 QxPch.
8. P-R3 (d)	O-O	17. PxB	PxB	26. K-N2 Resigns.
9. Q-Q2	BxN (e)	18. BxB	N-K4	

- (a) Better P-Q4. (b) N-N5 is better. (c) B-K3 is better.  
 (d) Providing a retreat for the KB after a possible N-QR4 and also waiting to see where white will castle. Q-Q2 in reply is best.  
 (e) Impatience and boredom provoke an unsound reaction. The open N file is a strong attacking line.  
 (f) 15. BxB N-K4; 16. Q-B4 B-Q3; 17. Q-B5 is unclear.  
 (g) Not B-N3, P-Q6! is good for black.  
 (h) After 20. ... Q-R5ch, white's K escapes to its K-side haven but this attempt to prevent this fails.  
 (i) If 21. ... B-B4; 22. RxBch! and wins.  
 (j) Or 23. ... RxBch; 24. K-K2 R-K7ch; 25. K-B1 Q-N4ch; 26. K-N2 PxN; 27. K-R2 mate! Black's checks run out in all variations.

Board Two - White: N. S. Miller; Black: R. A. Batchelor (Glasgow)

1. P-Q4	N-KB3	11. Q-B3	N-B1 (c)	21. QxB BxB (g)
2. P-QB4	P-Q3	12. P-KB5	Q-B2 (d)	22. N-R3 Q-K2 (h)
3. B-N5	QN-Q2	13. O-O-O	B-Q2	23. QxQ RxQ
4. N-QB3	P-KN3	14. R-K1	P-QN4 (e)	24. K-Q2 N-K3
5. P-K3 (a)	B-N2	15. P-K4	PxB	25. P-Q5 PxB
6. B-Q3	O-O	16. P-K5 (f)	PxB	26. NxB R-B2 (i)
7. P-R4 (b)	P-B3	17. PxB	PxB(B3)	27. N-K3 BxN
8. P-R5	NxB	18. RxR	RxR	28. RxB R-B7ch.
9. P-KN4	N-B3	19. PxB	BFxB	
10. P-B4	R-K1	20. BxB	BxB	and black won.

- (a) Transposing by 5. P-K4 into the Saemisch might be better.  
 (b) Heraldng a premature attack.  
 (c) A common defensive manœuvre against this sort of attack.  
 (d) Envisaging the play of P-QN4 if white castles QR.  
 (e) Giving rise to complicated play in the centre.  
 (f) A thrust that reacts in black's favour.  
 (g) The storm has cleared, and black is three pawns ahead.  
 (h) Forcing the exchange of queens.  
 (i) Threatening B-B6.

Glendinning and Batchelor play boards one and two for Allan Glen's School (of course!). Hay and Glendinning have played for Scotland in the Glorney Cup.

## BASIC CHESS

### CONTROLLING THE CENTRE:

As we said in the last article, white's initial aim in the opening is to achieve control of the centre. There are two ways in which he can do this -

- (a) By pawn advances in the centre,
- (b) By attack from pieces situated on the wings and by flank attack by pawns (e.g. P-QB4).

To clarify what we mean by these two statements, let us look at the openings of two games. The first is from the Candidate Masters Tournament, Moscow 1955 between Khachaturov and Bykhovsky.

1. P-K4 P-K4; 2. N-KB3 N-QB3; 3. B-B4 B-B4; 4. P-QN4 (the Evan's Gambit) ExP; 5. P-B3 B-R4; 6. P-Q4 P-Q3; 7. Q-N3 Q-Q2

Now clearly white with his pawns on Q4 and K4 has, at least, temporary control of the centre. White converts this pawn control into piece control by ....

8. PXP PxP (better B-N3); 9. B-R3 B-N3; 10. QN-Q2 N-R4; 11. Q-N4 P-QB4 (better Q-K2); 12. Q-N2 NxB; 13. NxN Q-Q6? (better either P-B3 or B-B2); 14. KNXP QxKPch; 15. K-B1 Q-Q4; 16. Q-N3! Q-K3; 17. R-K1 N-K2; 18. NxP! and white won.

In this game, white achieved control of the centre at the cost of a gambit pawn (QNP). It is the struggle between the static pawn deficit and the temporary superior control that makes the opening interesting. It is generally believed that the position after black's 7th. is in black's favour as he can return the pawn and retain a slight positional advantage.

Now consider the opening of the game Troianescu-Petrosian, Bucharest 1953 -

1. P-K4 P-QB4; 2. N-KB3 P-Q3; 3. P-Q3 (an unusual method against the Sicilian which Petrosian uses frequently as white - the opening now transposes into a King's Indian Attack) N-QB3; 4. QN-Q2 P-KN3; 5. P-KN3 B-N2; 6. B-N2 P-K3; 7. O-O KN-K2; 8. R-K1 O-O; 9. P-B3 P-N3; 10. N-B1 B-QR3

Clearly, there is some difference between this position and the last. Both white and black have developed their pieces independently of each other deferring the conflict to the middle game (cf. last game where conflict comes as early as move 4). Black, and to a lesser extent white, has kept the centre clear of pawns, preferring to control by pieces on the wing e.g. white's N(KB3), B(KN2) and all black's minor pieces. The game now continued 11. P-Q4 PxP; 12. NxP (better PxP) N-K4! and black won.

Nowadays the latter type of position - a closed game - tends to predominate although at Hastings the open type of position resulting from 1. P-K4 was seen more frequently than usual. We wonder what the Candidates tournament will bring us.

Some of the most interesting games recently have been those in which there is a conflict of ideas e.g. in the Potov-Robatch (1. P-K4 P-KN3; 2. P-Q4 B-N2 etc.) where white sets up a classical pawn centre and black adopts the hypermodern defences in which he

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attacks the centre by pieces and wing pawns (usually BP). Hypermodernism has now such a stranglehold on chess opening theory that a new opening has sprung up for white - the King's Indian Attack (see second game) and the Barcza system in which white plays N-KB3, P-KN3, B-N2 and O-O almost ignoring what black does! Black, however, must not underestimate the potential strength of these seemingly passive openings and if he can be lulled into a false sense of security, then frequently white can initiate a decisive attack. For example, Ullianov-Konstantinov, Championship of the Russian Republic 1956.

1. N-KB3 N-KB3; 2. P-KN3 P-Q4; 3. B-N2 N-B3; 4. P-Q3 P-K4; 5. O-O B-QB4; 6. N-B3 O-O; 7. N-KP!

Black's 'strong' centre is shattered by this surprise move. Black's best reply is N-N but instead he gives white the open KB file.

7. ... BxPch; 8. RxB N-N; 9. P-Q4 QN-N5; 10. R-B1 R-K1; 11. Q-Q3 P-B4; 12. P-KR3 PxP; 13. QxP N-K4; 14. B-N5 N-B3; 15. Q-KR4 Q-N3ch; 16. K-R1 N-K5; 17. N-N PxN; 18. RXP!! N-K4

If KxR; Q-R5ch wins; if Q-Q5, B-B6! wins.

19. BXP!! P-KR3

After KxR; 20. R-B1ch. K-K3; 21. R-Q1! and white should win.

20. R-B6! PxR; 21. QxP P-B4; 22. B-KB6 QxB; 23. QxQ PxB; 24. R-KB1 K-R2; 25. R-B4 Resigns.

We hope that the distinction between these two central ideas is clearer now after these illustrations and that we will be able to consider in greater detail one opening of each type in the next issue.



#### "SUNDAY TIMES" NATIONAL SCHOOLS COMPETITION:

As reported on page two, Allan Glen's reached the quarter finals of this competition by beating Hutton Grammar  $5\frac{1}{2}-\frac{1}{2}$ . The detailed results are given below and we are indebted to Mr. J. Goldin for supplying these.

Board	Allan Glen's School (Glasgow)		Hutton Grammar (Preston)	
1.	J. M. Glendinning	1	R. W. T. Pomfret	0
2.	R. A. Batchelor	$\frac{1}{2}$	B. Eadie	$\frac{1}{2}$
3.	C. W. Pritchett	1	J. Cocker	0
4.	I. Jardine	1	P. W. Johnson	0
5.	G. M. Anderson	1	C. H. Gibbons	0
6.	A. Wilkie	1	B. Newhouse	0
		<u><math>5\frac{1}{2}</math></u>		<u><math>\frac{1}{2}</math></u>

The match was played in Carlisle Grammar School whose hospitality was excellent despite the fact that there had been a fire in the school a few days earlier.

M. M. BOTVINNIK

Mikhail Botvinnik was born in St. Petersburg (now Leningrad) on 17th. August, 1911 and learned to play chess when he was twelve. He improved rapidly beating Capablanca, then World Champion, in 1926 in a simultaneous display. In 1927, he tied for 5th. place in the 5th. U.S.S.R. championship and so earned the title of International Master. In 1930, Botvinnik won the Leningrad Championship and in 1931 and 1933, he won the U.S.S.R. championship. In 1933, he also drew a match with Salo Flohr.

In 1934, Dr. Euwe and Hans Kmoch visited the Soviet Union and played in a special tournament which Botvinnik won, Euwe being 6th. and Kmoch 7th. equal.

At the end of 1934, Botvinnik played in his first tournament abroad, Hastings, in which he came fifth. When, in 1935, he was first equal in the 2nd. Moscow International Tournament, he was awarded the title of International Grandmaster. In 1938, he played in the A.V.R.O. finishing 3rd. and scoring a memorable victory over Capablanca (see game below).

At Groningen (Holland) in the first International Tournament after the War, Botvinnik came first.

In 1948, Botvinnik won a tournament held in the Hague for the championship of the World. Botvinnik came first with 14 points, ahead of Smyslov (11), Keres and Reshevsky (10½) and Euwe (4).

Botvinnik retained his title in 1951 against Bronstein and in 1954 against Smyslov, drawing each match 12 games each.

In 1957, however, Smyslov beat Botvinnik 12½-9½, but in the return match a year later regained his title by beating him 12½-10½.

In 1960, Tal beat Botvinnik 12½-8½ but again Botvinnik regained his title the following year 13-8 so becoming the first World Champion to regain his title twice.

In 1962, Botvinnik, at the age of 51, lost to Petrosian, the present World Champion. He will not play in the Candidates tournament this year but it is reported that he will try to improve the chess-playing prowess of computers. In this respect, it is interesting to recall a comment made by Botvinnik when he visited England at the end of 1961 to play at Hastings (which he won). Botvinnik said that he believed that the time when an electronic machine would begin to play chess was not far off. Nowadays, chess-playing computers have been built but their ability is somewhat limited.

The following game by Botvinnik has been hailed as his best and is his win over Capablanca at A.V.R.O. in 1938.

White: M. M. Botvinnik : Black: J. Capablanca. A.V.R.O. 1938

1. P-Q4	N-KB3	4. ....	P-Q4
2. P-QB4	P-K3	5. P-QR3	BxNch.
3. N-QB3	B-N5	6. FxB	P-B4
4. P-K3		7. BPxP	KPxP
		8. B-Q3	O-O
		9. N-K2	P-QN3

The popular Rubinstein variation.  
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10. O-O B-R3

"Capablanca the Simplifier".

11. BxB NxB  
12. B-N2 Q-Q2  
13. P-QR4 KR-K1  
14. Q-Q3 P-B5  
15. Q-B2 N-N1

Preparing the knight for a long and promising journey.

16. QR-K1

Threatening the inexorable advance of the KP.

16. .... N-B3  
17. N-N3 N-QR4  
18. P-B3 N-N6  
19. P-K4

A positional sacrifice of a pawn. The continuations are difficult to see.

19. .... QxP  
20. P-K5 N-Q2  
21. Q-B2 P-N3  
22. P-B4 P-B4  
23. PxB e. p. NxBP  
24. P-B5 RxR  
25. RxR R-K1  
26. R-K6 RxR  
27. PxR K-N2  
28. Q-B4 Q-K1  
29. Q-K5 Q-K2  
30. B-R3!

An incredible sacrifice which relies on white's being able to evade black's later checks.

30. .... QxB  
31. N-R5ch. PxN  
32. Q-N5ch. K-B1  
33. QxNch. K-N1  
34. P-K7 Q-B8ch.  
35. K-B2 Q-B7ch.  
36. K-N3 Q-Q6ch.  
37. K-R4 Q-K5ch.  
38. KxP Q-K7ch.  
39. K-R4 Q-K5ch.  
40. P-N4 Q-K8ch.  
41. K-R5 Resigns.

The position visualised by Botvinnik twelve moves ago.

Written by G. M. Anderson.  
Annotations by R. A. Batchelor.

## GAMES.

### BRITISH CHAMPION LOSES !

The following game was sent to us by Leon Burnett, a member of the English Glorney Cup team. In the game, which was played in a recent county match, Graham Chesters, the Welsh Champion, finds a rather elegant piece win against the British Champion.

White: G. Chesters  
Black: M. J. Haygarth

1. P-K4 P-K4  
2. N-KB3 N-QB3  
3. B-N5 P-QR3  
4. B-R4 N-B3  
5. BxN NPxB  
6. O-O P-Q3  
7. P-Q4 B-K2  
8. N-B3 N-Q2  
9. PxB PxP  
10. B-K3 O-O  
11. Q-K2 R-N1  
12. KR-Q1

White has a positional advantage.

12. .... B-Q3  
13. N-QR4 R-N5  
14. N-B5! Q-K2

NxRP was threatened. The knight is immune from capture due to the pin on the Q-file.

15. P-B3 R-N4?

This loses a piece but if R-N3; NxN wins the exchange and if R-N1 (relatively best); NxRP.

16. NxN BxN

If QxN; 17. P-B4 R-N1; 18. P-B5 winning the pinned bishop.

17. P-B4 R-N5  
18. P-B5 RxKP  
19. PxB PxP  
20. B-N5!

A pretty exchanging combination.

20. .... RxQ  
21. BxQ R-K1  
22. BxP RxNP  
23. BxKP R-N2  
24. P-KR3 P-B3

- |     |       |          |
|-----|-------|----------|
| 25. | B-Q6  | B-K3     |
| 26. | N-Q4  | B-Q4     |
| 27. | P-R3  | P-N3     |
| 28. | R-K1  | RxRch.   |
| 29. | RxR   | K-B2     |
| 30. | R-QB1 | R-Q2     |
| 31. | B-B5  | R-N2     |
| 32. | B-N4  | R-B2     |
| 33. | P-B3  | R-B1     |
| 34. | K-B2  | Resigns. |

A good win by the Welsh Champion over the British Champion.

The next game was played in round 11 of the London Junior Championship which was won by Fox.

White: T. C. Fox  
Black: R. J. Pool

- |    |       |       |
|----|-------|-------|
| 1. | P-Q4  | P-KB4 |
| 2. | B-B4  | P-K3  |
| 3. | N-KB3 | N-KB3 |
| 4. | P-K3  | B-K2  |
| 5. | B-Q3  | P-QN3 |
| 6. | QN-Q2 | B-N2  |
| 7. | P-B3  | C-O   |
| 8. | P-KR4 |       |

Declaring his intention of immediate attack.

- |    |      |       |
|----|------|-------|
| 8. | .... | N-R4  |
| 9. | B-N5 | P-KR3 |

Weakening his K-side and wasting valuable time.

- |     |       |      |
|-----|-------|------|
| 10. | N-K5! | BxNP |
|-----|-------|------|

Losing a piece but other moves lose also.

- |     |      |     |
|-----|------|-----|
| 11. | R-R2 | PxB |
| 12. | QxN  | PxP |

If the B retreats, PxP mates.

- |     |       |       |
|-----|-------|-------|
| 13. | RxB   | B-B3  |
| 14. | N-N6  | R-K1  |
| 15. | O-O-O | N-QB3 |
| 16. | QR-N1 | N-K2  |

Black is powerless against white's sacrificial mating attack.

- |     |           |      |
|-----|-----------|------|
| 17. | Q-R8ch.   | K-B2 |
| 18. | N-K5ch!   | BxN  |
| 19. | RxPch!    | K-B3 |
| 20. | Q-R6ch(?) |      |

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Now after N-N3, R(1)xN mate so black resigned. However, 20. QxRP mates on the move!

#### EARLY CONGRESS GAMES -

The following games have been taken from the first few rounds of the first Glasgow Schools Congress at present in progress. At the end of the sixth round in an eight round Swiss, the Championship is led by J. M. Glendinning with 5 points followed by W. P. Watson (4½), P. Chalmers, D. Harvie, C. Hamilton (4), C. W. Pritchett, I. Duff, M. Livingstone, A. Taylor (3½), A. Jeffrey, P. Gordon (3), R. Walker, D. Jolly (2½), Wallace Young, McAuslane (2), Haran, and Lockhart (1½).

Livingstone's style tends to produce exciting chess as can be seen from the following game in which he conducts a fine attack with a pleasing sacrificial finish.

White: M. P. Livingstone.  
Black: A. Taylor.

- |     |       |       |
|-----|-------|-------|
| 1.  | P-K4  | N-KB3 |
| 2.  | P-K5  | N-Q4  |
| 3.  | P-Q4  | P-Q3  |
| 4.  | B-QB4 | N-N3  |
| 5.  | B-N3  | PxP   |
| 6.  | Q-R5  | P-K3  |
| 7.  | N-KB3 | P-KN3 |
| 8.  | QxKP  | P-KB3 |
| 9.  | Q-K4  | Q-K2  |
| 10. | O-O   | P-KB4 |
| 11. | Q-K2  | P-KR3 |
| 12. | R-K1  | N-Q4  |
| 13. | N-B3  | P-B3  |
| 14. | NxN   | BPxN  |
| 15. | P-B4  | PxP   |
| 16. | ExBP  | K-B2  |
| 17. | P-Q5  | K-N2  |
| 18. | P-QN3 | K-R2  |
| 19. | P-KR4 | B-N2  |
| 20. | R-N1  | B-B6  |
| 21. | Q-K3! | Q-N2  |

If BxR; 22. QxPch K-N1; 23. QxPch K-B1 (Q-N2; QxQch KxQ; B-N2ch and white comes out two pawns up); B-R6ch (or possibly B-R3!) and white wins.

- |     |         |        |
|-----|---------|--------|
| 22. | PxP     | BxR    |
| 23. | B-N2    | BxPch. |
| 24. | KxB     | Q-B1   |
| 25. | N-N5ch. | PxN    |
| 26. | PxP     | BxP    |
| 27. | Q-R3ch. | K-N1   |
| 28. | BxBch.  |        |

Black now lost on time but he is mated after Q-B2; QxR.

In the next game, white weakens his K-side too much and lets black penetrate decisively. The piece win by P-K5 is pretty and forcing in view of the threat of R-B7 winning the queen.

White: G. Haran  
Black: A. Jeffrey

- |     |        |         |
|-----|--------|---------|
| 1.  | P-Q4   | P-Q4    |
| 2.  | P-QB4  | B-B4    |
| 3.  | N-QB3  | P-QB3   |
| 4.  | N-B3   | P-K3    |
| 5.  | B-B4   | N-B3    |
| 6.  | P-KR3  | B-Q3    |
| 7.  | BxB    | QxB     |
| 8.  | P-K3   | O-O     |
| 9.  | N-K5   | QN-Q2   |
| 10. | P-KN4  | B-K5    |
| 11. | P-B3   | B-N3    |
| 12. | NxB    | BPxN    |
| 13. | B-Q3   | Q-N6ch. |
| 14. | K-Q2   | P-K4    |
| 15. | Q-K2   | P-K5    |
| 16. | PxP    | NxPch.  |
| 17. | NxN    | PxN     |
| 18. | QR-KN1 | PxB     |
| 19. | RxQ    | PxQ     |
| 20. | KxP    | R-B2    |

and black won.

MORE CONGRESS GAMES  
IN THE NEXT ISSUE  
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Our next game was played by correspondence last year between J. Lumsden (who plays for Ayr Academy) and C. Kirk. Notes based on those by the winner.

White: C. Kirk  
Black: J. Lumsden

- |    |       |       |
|----|-------|-------|
| 1. | P-K4  | P-K3  |
| 2. | P-Q4  | P-Q4  |
| 3. | N-QB3 | N-KB3 |

4. P-K5  
More usual is B-N5.

- |    |       |       |
|----|-------|-------|
| 4. | ....  | KN-Q2 |
| 5. | N-B3  | P-QB4 |
| 6. | B-KB4 | N-QB3 |
| 7. | B-QN5 | Q-N3  |
| 8. | BxN   | QxB   |

Black intends castling long then attacking on the K-side.

- |     |       |       |
|-----|-------|-------|
| 9.  | O-O   | B-K2  |
| 10. | N-K2  | P-QN3 |
| 11. | P-B3  | B-R3  |
| 12. | R-B1  | O-O-O |
| 13. | P-QN4 | P-B5  |
| 14. | P-QR4 | B-N2  |
| 15. | P-N5  | Q-B2  |

The Q-side is now closed and black can proceed with his attack.

- |     |      |       |
|-----|------|-------|
| 16. | R-R1 | QR-K1 |
|-----|------|-------|

Envisaging a later P-K4 and possibly a rook invasion on the K-file.

- |     |      |  |
|-----|------|--|
| 17. | N-N5 |  |
|-----|------|--|

Probably over energetic.

- |     |      |      |
|-----|------|------|
| 17. | .... | BxN  |
| 18. | BxB  | P-B3 |
| 19. | PxP  | PxP  |
| 20. | B-B4 | P-K4 |

This thematic freeing move gains black control of the centre and the initiative.

- |     |       |       |
|-----|-------|-------|
| 21. | B-N3  | P-KR4 |
| 22. | P-R3  | P-R5  |
| 23. | B-R2  | KR-N1 |
| 24. | P-KB4 | PxQP  |
| 25. | PxP   | R-K6  |

See note to black's 16th. This move paves the way for the following sacrifice.

- |     |      |        |
|-----|------|--------|
| 26. | P-B5 | N-K4?! |
|-----|------|--------|

Relying on the potential strength of the B on the long diagonal.

- |     |      |  |
|-----|------|--|
| 27. | N-B4 |  |
|-----|------|--|

Avoiding PxN, P-Q5 with an unclear position.

- |     |      |      |
|-----|------|------|
| 27. | .... | N-B2 |
| 28. | N-K6 |      |

Not 28. NxQP BxN!; 29. BxQ RxNPch; 30. K-R1 RxRPch; 31. B-R2 R(6)xB

move.

- 28. .... Q-K2
- 29. R-B3 R-K5
- 30. R-R2? N-N4!
- 31. R-B3 NxN
- 32. PxN QxP

Within a few moves black creates a new target and exercises a crushing force down the king's file with his heavy pieces.

- 33. K-B1 R-K1
- 34. R-B1 Q-N1

Preparing to regroup his pieces with devastating effect.

- 35. Q-Q3 R(1)-K3
- 36. KxPch.

Desperation but otherwise black will eventually continue with R-K6 R(3)-K5 and Q-N3 etc.

- 36. .... PxR
- 37. QxPch. B-B3!
- 38. Resigns.

After 38. PxR R-B5ch!!; 39. BxR (or R-B2 R-K8ch; KxR QxQ) R-K8ch!!; 40. KxR QxQ and wins.

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The following brevity was played in the junior Postal Chess Championship, 1964 and illustrates the difficulties which black accepts when he plays the Sicilian Najdorf.

White: L. P. Burnett  
Black: T. C. Fox

- 1. P-K4 P-QE4
- 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. P-KN4 P-QN4

More popular than 10. ... R-QN1 after which the game Burnett-Drummond, Torquay 1964 continued 11. BxN BxB; 12. P-N5 B-K2; 13. B-R3 N-B4; 14. KR-K1 P-QN4; 15. N-B5 P-N5 with a complex position. Burnett won this game, which was runner-up for the best game prize Page 22.

in the West of England Junior Championship.

- 11. BxN PxB

The alternative is 11. ... NxR (not 11. ... BxB; 12. KNxNP! with a winning attack); 12. P-N5 N-Q2; 13. B-R3 favouring white. All three captures are analysed by Euwe in "Schach-Eroffnungen" on the Sicilian.

- 12. P-B5 N-K4
- 13. Q-R3

Fox now departs from Euwe's analysis with a line of his own. He probably prepared this line since he played the same first 13 moves against Hurman in the same competition.

- 13. .... B-Q2
- 14. P-N5 PxNP

If 14. ... PxBP; 15. KPxP PxP; 16. Q-R6! and white will regain his pawn with advantage.

- 15. PxP PxP
- 16. NxKP Q-B1

Weaker is 16. ... BxN; 17. QxB because of white's dominating queen e.g. 17. ... Q-B1; 18. RxB! or 17. ... Q-Q2; 18. Q-Q5 R-QB1; 19. NxP! PxN (or 19. ... R-B4; 20. NxPch BxN; 21. QxB winning two pawns); 20. BxP N-B3; 21. P-K5! and white's attack cannot be withstood.

- 17. N-N7ch. K-B1
- 18. N-B5 P-KR4

White was threatening 19. Q-R6ch.

- 19. NxB KxN

19. ... BxQ; 20. NxQ BxN; 21. RxB loses a pawn for black but it may have been his best course.

- 20. Q-K3 Q-KN1
- 21. N-Q5ch. Resigns.

Black has no satisfactory move for his king (i) K-K3; 22. N-B7ch (ii) K-K1; 22. N-B6ch (iii) K-Q1; 22. Q-N6ch (iv) K-B2; 22. Q-B2ch K-N2; 23. Q-B6ch K-R2; 24. QxQP (v) K-B1; 22. N-N6 R moves; 23. RxB.

Games for publication should be sent to the Editor.