

DER  
"SCHACHSPIELER"

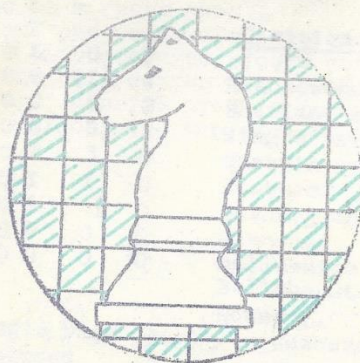
NUMBER TWO

DEC-1964

The Editorial - Tables; Postal Chess;  
Results etc. Winning Play in the Endgame and  
Middlegame. The Sicilian Def.-Dragon Var.;  
Levenfish Trap etc. The Middle Game -  
"Exploiting the Advantage". Can You take down  
the score of a Chess Game ?

The Technique in the Endgame.

GAMES - Brown v McAllister; McAllister v  
Watson; MacKenzie v Hammond; Szymeniak v  
Humberg; Rauser v Botvinnik etc.



PRICE - 6<sup>0</sup>

LATE RESULTS.

Matches. Sunday Times Round Four.

King's Park 2 Allan Glen's 4.

P. Watson	I	J. Glendinning	O	A. MacKinnon	1/2	R.A. Batchelor	1/2
G. Haran	1/2	C.W. Pritchett	1/2	R. Neilson	O	I. Jardine	I
D. Blair	O	G. Anderson	I	R. Stokes	O	A. Wilkie	I

A full account of this match will follow later.

P.B. Anderson Rd. 2.

King's Park B 4 1/2, Clydebank A 2 1/2

Rutherglen Acad. Minor Championship,  
After round 2.

R. Belmore ; R. Dickson ; G. Keenan ; J. Keenan ; W. Mack ;  
K. Welfare ; G. Wilson ; have 2 points.  
J. Dickson and W. Hamilton have 1 1/2 points.

CORRECTIONS:

Sunday Times Tourney. (page One.)

Results should read...

King's Park 4 1/2, Rutherglen A. 1 1/2.

The editorial - tables; Postal Chess;  
 Results, etc. Winding play in the League and  
 Holograms. The Station Def.-Dragon War;  
 Leventin trap etc. The Niggle game -  
 "Exploiting the advantage" can you take down  
 the score of a chess game?  
 The technique in the endgame;  
 GAMES - Brown a Knight; Kallister a  
 Watson; McKenzie a Knight; Gwynne a  
 Hamberg; Bauer a Knight etc.

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SCHACHSPIELER

D.F.D.



DER SCHACHSPIELER.

Volume I. No.2.

December 1964.

Editors :-

W.McAllister ; P.Watson.

EDITORIAL.

The Rutherglen Acad.Minor Tourney has started and after an exciting first round J.Keenan,R.Pelmore,G.Keenan (the favourites for the title) and numerous others lead.In the senior match McAllister and Taylor still tie with one win each.Play has been postponed in this match due to exams.

In the King's Park Junior Championships D.Fulton has overtaken A.Galloway and with one round to go he is assured of at least first equal place with Galloway.The third place has not yet been decided but we hope to publish a full cross-table of this event in the January issue. With one round to go and with a score of 7/7,P.Watson looks as if he will retain his title.In the last round he will play I.Wilson,a former Junior Champion of K.P.,and if he falters at this last hurdle A.MacKinnon can still tie with him.

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The Sunday Times Tournament. - ROUND 3.

RESULTS.

Lavside	0	Glasgow High School	6.
Lanark	1½	King's Park School	4½.
Rutherglen Acad.	1½	Edinburgh Acad.	4½.
Allan Glen's	5½	Daniel Stewarts	½.
Ayr Academy I	4	Kelvinside Academy.	2.
Ayr Academy II	5	Firrhill	1.
Royal High School	6	Penicuik	0.
St Mungo's	3	Holy Cross	3.

Rutherglen Acad. were rather unfortunate to be knockedout of the Tourney as W.McAllister was ill and W.Shearer did not appear.Rutherglen,as a result of this,defaulted on board 3.D.Plair had a comparatively easy win over I.Connochie giving the first blood to King's Park.Soon after this Watson-Taylor;MacKinnon-Roskilly and Neilson-Keenan all agreed on draws prematurely.Later R.Stokes scored a decisive win against W.Hamilton making the score 4½-1½. (King's Park players mentioned first.)

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Glasgow Southern League.

Division 1

	P	W	D	L	G	P
Shawland's A.	2	2	0	0	11½	4
Hutchesons' G.	1	1	0	0	6	2
King's Park	1	1	0	0	5½	2
Bellarmino	2	0	0	2	3	0
Queen's Park	1	0	0	1	1½	0
Eastwood	1	0	0	1	½	0
Bellahouston	0	0	0	0	0	0
Rutherglen A.	0	0	0	0	0	0

Division 2.

	P	W	D	L	G	P
Hutchesons' G.S.	2	2	0	0	10	4
Shawland's A.	2	2	0	0	7	4
King's Park	2	2	0	0	6	4
Queen's Park	2	1	0	1	6	2
Eastwood	1	0	0	1	2	0
Rutherglen A.	1	0	0	1	2	0
Glenwood	1	0	0	1	1	0
Bellarmino	2	0	0	2	1	0
Bellahouston	1	0	0	1	0	0

Round 1.

Rutherglen	2½	King's Park	3½ (a)
Shawland's	6½	Eastwood	½
Hutchesons'6		Bellarmino	1

Round 1.

Rutherglen	2	King's Park	3
Shawland's	3	Eastwood	2
Hutchesons'	5	Bellarmino	0
Glenwood	1	Queen's Pk.	4

Round 2.

Bellahouston	x	Hutchesons'	x
Bellarmino	2	Shawland's	5
King's Park	5½	Queen's Pk.	1½

Round 2.

Bellahouston	0	Hutchesons'	5
Bellarmino	1	Shawland's	4
King's Pk.	3	Queen's Pk	2
Glenwood	x	Rutherglen	x

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Postal Chess - report next issue.

W.Mc.



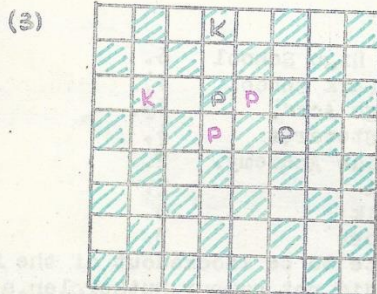
(White always plays 'up the board')



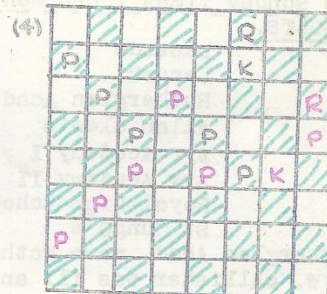
WHITE to move and WIN.



WHITE to move and WIN.

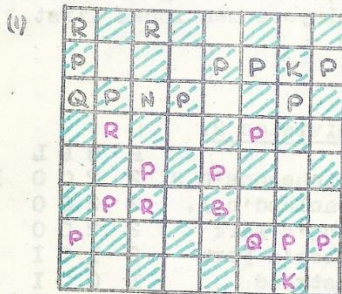


WHITE to move and WIN.

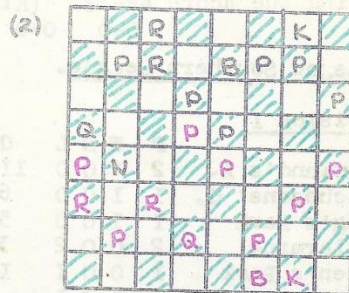


BLACK to move and WIN in two moves.

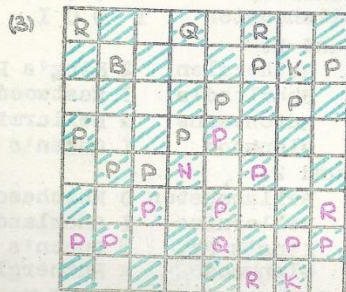
WINNING PLAY IN THE MIDDLEGAME.



WHITE to play and gain a winning advantage in two moves.



WHITE to play and gain a winning advantage in four.



WHITE to play and gain a winning advantage in 4 moves.

Solutions to last issues Problems.

Endgame play (I)

1. KRf-R8(N)ch K-N1
2. P-R8(Q) mate.

Middlegame play.

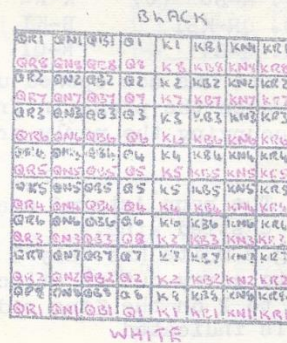
1. N-Q7ch K-B1 or R1
2. NxN K-N1 or K1
3. QxQ and wins.



THE BEST WAY TO IMPROVE YOUR CHESS IS TO TAKE DOWN YOUR GAMES, AND WHEN THEY ARE FINISHED, PRAY OVER THEM AND FIND OUT WHERE THE MISTAKES WERE MADE. THE FOLLOWING IS A METHOD FOR TAKING DOWN THE "SCORE".

EACH OF THE MEN ARE ORIGINATED BY CERTAIN SYMBOLS :-  
 THE KING - K ; THE QUEEN - Q ; THE ROOK - R ; THE BISHOP - B ;  
 THE KNIGHT - N (OR THE OLD-FASHIONED K<sup>T</sup>) ; THE PAWN - P. [SEE DIAG.(1)]  
 FOR CASTLING KING'S - SIDE - O-O ; FOR CASTLING QUEEN'S SIDE - O-O-O ;  
 FOR CAPTURING - X ; FOR CHECK(MATE) - CH(MATE).

THE BOARD HAS, AS WE KNOW, 64 SQUARES AND EACH OF THESE IS GIVEN TWO NAMES [SEE DIAG. (2)] ONE FOR WHITE'S MOVES, THE OTHER FOR BLACK'S.



NOW LET US PLAY OVER THIS GAME.

WHITE - BROWN BLACK - M'ANNISTER (GLASGOW - SEPTEMBER, 1963)

- |     |        |              |
|-----|--------|--------------|
| 1)  | P-K4   | P-K4         |
| 2)  | N-KB3  | N-QB3        |
| 3)  | B-QB4  | N-KB3        |
| 4)  | NXP?   | NxN          |
| 5)  | P-Q3   | NxB          |
| 6)  | PxN    | NxP          |
| 7)  | O-O    | O-QB4        |
| 8)  | Q-KN4  | NxBP         |
| 9)  | QxNP   | N-K5 dis.ch. |
| 10) | K-R1   | R-KB1        |
| 11) | R-K1   | Q-K2         |
| 12) | N-QB3? | N-KB7 ch.    |
- Resigns.



The Final Position

NOW THAT YOU KNOW HOW TO NOTATE YOUR GAMES LET US HAVE SOME OF THE MORE INTERESTING ONES TO PUBLISH!



THE MIDDLE GAME TECHNIQUE.

(I) Exploiting the advantage - the attack against the King.

(a) Clearing the lines for attack against the castled King which is not adequately defended.

In diag 1. Black is attacking on the Q-side and white is attacking on the king's wing. White's is of greater importance as his is a mating attack. The only difference in their positions is that black has not adequately defended his king. White makes great use of this advantage thus :



Black

DIAG I

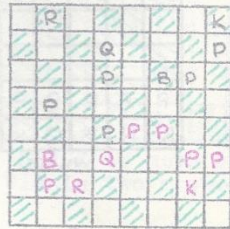
White

- |             |      |                |      |
|-------------|------|----------------|------|
| W           | B    | W              | B    |
| 1. P-B5     | KPxP | 7. P-K6        | R-R3 |
| 2. P-N4     | BPxP | 8. Q-K5        | K-R3 |
| 3. N-N5 (a) | P-N3 | 9. QR-B5       | BPxP |
| 4. R-B6 (b) | K-N2 | 10. N-B7ch     | QxN  |
| 5. QR-KB1   | B-K1 | 11. R-R5ch     | K-N2 |
| 6. Q-B4     | N-Q1 | 12. RxNP mate. |      |

- (a) white has now opened up the lines and now lures black to weaken the pawns in front of his king.  
 (b) occupying the newly created 'hole'.

(b) The pawn 'storm' against the castled king.

In diag. 2 white has only 3 pieces with which to carry out an attack but he has 4 pawns to 2 on the King side so a pawn storm is indicated.



Black

DIAG II

White

- |         |          |          |          |
|---------|----------|----------|----------|
| W       | B        | W        | B        |
| 1. P-N4 | R-KB1    | 6. P-B5  | PxP      |
| 2. P-N5 | B-N2     | 7. Pxp   | R-K1     |
| 3. K-N3 | Q-R2 (a) | 8. P-B6  | Bxp (b)  |
| 4. R-R1 | P-R3     | 9. PxB   | Q-Q2     |
| 5. P-R4 | P-R4     | 10. Q-N6 | Resigns. |

- (a) a bad move which takes the queen away from the main battlefield.  
 (b) If ... R-K6ch; 9. QxR, PxQ; 10. R-B8ch, followed by B-B2 and mate.

(c) Attacking with pieces against weakened K-side pawns.

In this position there are already several weaknesses in the black camp, particularly the KN-pawn and the KR-pawn and square KN4. Here white attacks the weakened pawns with his two knights thus :



Black

DIAG III

White

- |             |       |                 |                 |
|-------------|-------|-----------------|-----------------|
| W           | B     | W               | B               |
| 1. N(K2)-N3 | QxBP  | 6. N(B5)xNP (a) | N-B4            |
| 2. R-QB1    | Q-N7  | 7. NxR          | BxN             |
| 3. N-R5     | R-KR1 | 8. Q-QB3        | P-B3            |
| 4. R-K2     | Q-K4  | 9. NxPch        |                 |
| 5. P-B4     | Q-N4  |                 | and white wins. |

- (a) threatening to win the exchange.



(d) The sacrificial attack.

In this position black has very few pieces defending his king whereas white has most of his forces concentrated in that area. Sacrificing is therefore called for.

White - Lasker ; Black - Bauer.  
Amsterdam 1889.

- |    |        |      |    |                |
|----|--------|------|----|----------------|
|    | W      | B    | W  | B              |
| 1. | BxPch  | KxB  | 5. | R-B3 P-K4      |
| 2. | QxNch  | K-N1 | 6. | R-R3ch Q-R3    |
| 3. | BxP    | KxB  | 7. | RxQch KxR      |
| 4. | Q-N4ch | K-R2 | 8. | Q-Q7 and wins. |



(e) Attacking the king in the centre.

In diag. V black's mainstay in his defence is his Queen pawn. If it fell then the white centre pawns would decide the issue. Thus white attacks the Q.P. to win!

- |    |      |       |     |                |
|----|------|-------|-----|----------------|
|    | W    | B     | W   | B              |
| 1. | R-N1 | N-Q1  | 7.  | PxB NXP (a)    |
| 2. | P-B4 | B-K3  | 8.  | BxB QxP        |
| 3. | N-K3 | PxP   | 9.  | BxKRP R-R1     |
| 4. | B-K4 | P-QB3 | 10. | KRxP R-Q1      |
| 5. | P-Q5 | B-QB4 | 11. | QxNP QxB       |
| 6. | K-R1 | BxN   | 12. | B-N6 and wins. |



(a) White threatened Q-Q7 ch.

All these attacking manoeuvres are comparatively simple. There are far more complicated examples, in which the play is extremely difficult, and where the basic plan, aiming at the break-up of the defence, requires minute investigation.

(f) A MORE COMPLEX EXAMPLE.

The chief points to be noticed are :- the open K.R.-file; the weakened diagonal QR2 - KN8, and the knight at KB5. By forcing the exchange of black's Q-bishop, white weakens the whole of the white squares and establishes his queen there. Together with the pressure on two open lines this is sufficient to win!

- |    |       |         |     |                   |
|----|-------|---------|-----|-------------------|
|    | W     | B       | W   | B                 |
| 1. | Q-K3  | P-B3    | 10. | NPxB R-Q3         |
| 2. | B-R4  | N-K2    | 11. | Q-R5 R-R2         |
| 3. | B-N3  | P-B3    | 12. | Q-N6 (c) N(B2)-R3 |
| 4. | Q-N3  | P-R4(a) | 13. | RxN PXR           |
| 5. | P-R4  | N-B2    | 14. | BxPch (d) K-K2    |
| 6. | B-K3  | P-N3    | 15. | Q-R7ch K-K1       |
| 7. | R-R4  | K-B1    | 16. | QxNch K-Q2        |
| 8. | QR-R1 | N-N1(b) | 17. | Q-R7ch Q-K2       |
| 9. | Q-B3  | BxN     | 18. | B-B8 QxQ          |
|    |       |         | 19. | RxQch K-K1        |
|    |       |         | 20. | RxR Resigns.      |

- (a) clearing the second rank to help the defence of his king.
- (b) white has now reached the desired position and it is just a matter of time until black's resistance is broken.
- (c) now that Black's bishop is eliminated the white squares have become weak.
- (d) by sacrificing the exchange white has brought his Q-bishop into active play.



Next issue we will discuss 'Manoeuvring' to bring about a decisive

advantage in the middle game.



OPENING ANALYSIS. (2) The Sicilian Defence

This defence is perhaps the strongest reply to 1.P-K4. The characteristic move in the system is 1. ....P-QB4. The defence is effective because it creates a semi-open Q.B.-file along which black's major pieces can act ; it puts pressure on the Queen's wing and plans complete liberation with an eventual...P-Q4 ; it strikes at squares Q5 and QN5. There are many variations in this defence but we shall concentrate on :

- A. The Dragon Variation. (with 2...P-Q3)
- B. The Boleslavsky System.
- C. The Levenfish Variation.

**A) THE DRAGON VARIATION.**

This is probably the best known and most popular system at present. The fianchettoed King's bishop is the powerhouse of this line. Here is a standard line :

- |          |       |
|----------|-------|
| W        | B     |
| 1. P-K4  | P-QB4 |
| 2. N-KB3 | P-Q3  |
| 3. P-Q4  | PXP   |
| 4. NXP   | N-KB3 |
| 5. N-QB3 | P-KN3 |
| 6. B-K2  | B-N2  |
| 7. B-K3  | O-O   |



At this point there are many variations for both sides. In all of them white attacks black's castled king, whereas black defends his king and also sets up an attack along the Q.B.-file. For example :-

8.P-B4, P-QR3; 9.B-B3, Q-B2; 10.N-Q5, NXP; 11.PXN, P-QN4. The Dragon System is the most reliable of the Sicilian Variations and is a good starting point for beginners in their conquest of the defence.

**B) THE BOLESLAVSKY SYSTEM.**

This system leaves black with a backward pawn on Q3 but this is not really 'bad'. The move 6.....P-K4 certainly makes an attempt to dominate the centre but with correct play on both sides the position should come out level.

- |          |       |
|----------|-------|
| W        | B     |
| 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-K2  | P-K4  |



- |     |              |          |     |          |        |
|-----|--------------|----------|-----|----------|--------|
| (1) | 7. N-N3      | B-K2 (a) | (2) | 7. NXP   | PXP    |
|     | 8. O-O       | P-QR4    |     | 8. Q-Q3  | B-K2   |
|     | 9. P-QR4 (b) | B-K3     |     | 9. O-O   | N-Q2 : |
|     | 10. P-B4 (c) | N-QN5    |     | 10. Q-N3 | O-O    |
|     | 11. P-B5     | B-Q2     |     | 11. P-B4 | PXP    |
|     | 12. B-KN5    | B-B3     |     | 12. BXP  | B-R5   |
|     | 13. B-B3     | O-O      |     | 13. Q-K3 | N-K4   |
|     | 14. Q-K2     | P-Q4 :   |     |          |        |

- (a) If 7...P-KR3; 8.O-O, B-K3; 9.B-B3, B-K2; 10.B-K3, P-R3. equal chances ;
- (b) or 9.B-K3, P-R5; 10.N-Q2, P-R6; 11.N-B4, PXP; 12.R-N1, B-K3; 13.RXP, O-O; 14.RXP, Q-B1; 15.R-N3, BXP ; 16.BXB, N-QR4; 17.N-Q5, QXB; 18.NXBch, K-RI; 19.R-R3, and white retains his extra pawn.
- (c) 10.N-Q2, P-Q4; 11.PXP, NXP; 12.NXP, BXP; 13.P-QB3, O-O; 14.B-QB4, R-N1; 15.Q-K2, Q-Q2; 16.BXB, QXB; 17.Q-B4, KR-Q1 equal.



**C) THE LEVENFISH VARIATION (TRAP.)**

For those who want to tinge their chess with some excitement this is the variation to try. It is a very dangerous and unreliable system and must be treated with extreme caution by both players. It is a trap which is used against the dragon system.

- |    |             |       |
|----|-------------|-------|
|    | W           | B     |
| 1. | P-K4        | P-QB4 |
| 2. | N-KB3       | P-Q3  |
| 3. | P-Q4        | PxP   |
| 4. | NxP         | N-KB3 |
| 5. | N-QB3       | P-KN3 |
| 6. | <u>P-B4</u> |       |



The move 6 .....N-B3 must be made as no other move is plausible. For instance if white continued on the theme of the Dragon Var. by 6. ...B-N2 these variations would follow....  
 7. P-K5 !; PxP; 8. PxP .....

- |            |     |                      |     |                           |
|------------|-----|----------------------|-----|---------------------------|
| <u>IF.</u> | (a) | 8.....KN-Q2          | (b) | 8.....N-N5                |
|            |     | 9. P-K6 N-K4         |     | 9. B-N5ch K-B1            |
|            |     | 10. B-N5ch           |     | 10. N-K6ch                |
|            |     | and wins !           |     | and white wins the queen! |
|            | (c) | 8.....N-N1           | (d) | 8.....N-Q4                |
|            |     | 9. B-N5ch B-Q2       |     | 9. B-N5ch K-B1            |
|            |     | 10. P-K6 BxB         |     | 10. B-QB4 P-K3            |
|            |     | 11. PxPch KxP        |     | 11. N-B3 N-QB3            |
|            |     | 12. Q-B3ch N-B3      |     | 12. NxN PxN               |
|            |     | 13. N(B3)xB P-QR3    |     | 13. BxP NxP               |
|            |     | 14. Q-N3ch K-K1      |     | 14. O-O B-N5              |
|            |     | 15. N-K6 and white   |     | 15. B-K3 BxN              |
|            |     | won (Pelce v Govas). |     | (Chamberlain v Polewano.) |
|            |     |                      |     | 16. B-B5ch K-N1           |
|            |     |                      |     | 17. RxB NXR ch            |
|            |     |                      |     | 18. QxN Q-B3              |
|            |     |                      |     | 19. R-KB1                 |
|            |     |                      |     | R-Q1                      |
|            |     |                      |     | 20. BxPch                 |
|            |     |                      |     | Resigns.                  |

However if black plays 6...N-B3 ! there are now several variations.

- |           |   |           |                           |
|-----------|---|-----------|---------------------------|
| <u>A.</u> | 7. NxN PxN  | <u>B.</u> | 7. N-B3 B-N5              |
|           | 8. P-K5 N-Q2 (a)  |           | 8. BxN BxB                |
|           | 9. PxP PxP  |           | 9. P-K5 PxP               |
|           | 10. B-K3 (b) Q-K2 !   |           | 10. PxP N-K5              |
|           | 11. Q-Q4 (c) B-KN2  |           | and black is better off ! |
|           | 12. QxB QxBch   |           |                           |
|           | 13. N-K2 R-B1   |           |                           |
|           | 14. R-Q1 B-R3 equal.  |           |                           |
|           | (a) if 8. ...B-N5; 9. B-K2, BxB; 10. QxB, PxP; 11. PxP, N-Q4; 12. P-K6!, PxP; 13. QxP is in white's favour. |           |                           |
|           | (b) 10. B-K2 followed by 11. O-O should be considered.  |           |                           |
|           | (c) 11. Q-Q2, B-KN2; 12. O-O-O, O-O; 13. B-Q4, N-B3; 14. BxN, QxB; 15. QxP, P-K3 is favourable for black.   |           |                           |

On summing up the Sicilian it can be said that it is a truly resourceful defence. It works on the principle that Attack is the best form of Defence. However, caution should not be thrown to the wind just because of a Q-side attack; but care must be taken to safe-guard your King.

Also it must not be taken for granted that this small article has every variation to safe-guard yourself against any attack that white might use. This is only an outline.

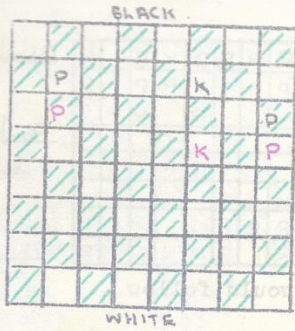
Recommended Reading.

- |                       |                     |
|-----------------------|---------------------|
| Modern Chess Openings | - Korn and Collins. |
| King's Pawn Openings  | - Ludek Pachman.    |



TECHNIQUE IN ENDINGS (2) by A. Shaw.

A



WHITE TO PLAY AND DRAW.

1. K-K5      K-K2
2. K-Q5      K-Q2
3. K-B5      K-B2
4. K-Q5      K-Q2
5. K-K5      K-K2
- etc.

But the character of the game is changed if it is BLACK to play.

B



BLACK TO PLAY AND LOSE.

1. . . . . .      K-N2
  2. K-K6      K-B1
  3. K-Q7      K-B2
  4. K-B7      K-B3
- (If 4. . . . . K-K2; 5. KxP K-Q2; 6 K-R1  
Followed by P-N7, P-N8 because  
the king controls the queening square  
as described in the last edition)

5. KxP      K-N4
6. K-B7      KxP
7. P-B7      K-N5
8. P-N8:Q and wins.

Alternatively

If on move 1 in the BLACK TO PLAY AND LOSE K-K2 is played white wins in a similar manner the difference being that he first wins the rook pawn to force the black king back to the king-side by threatening to queen his rook pawn. Then he moves over to the queen-side and wins as described above.

1. P-N5 ch.      K-Q2
2. P-N6      K-B3
3. K-N4      K-N2 (A)
4. K-N5      P-Q6
5. P-K6 ch.      K-N1 (B)
6. K-B6      P-Q7
7. P-R7 ch.      K-R1 (C)
8. K-B7      P-Q8:Q
9. P-N7 ch and mates as described in note (B).

- (A) If 3. . . . . P-Q6  
4. K-B3      K-R3  
5. KxP      KxP  
6. P-N7 wins

- (B) If 5. . . . . K-R1  
6. K-B6      P-Q7  
7. K-B7      P-Q8:Q  
8. P-N7 ch.      K-R2  
9. P-N8:Q ch.      KxP  
10. Q-N6 mate.

- (C) If 7. . . . . K-B1  
8. P-R8:R      R-Q mates.

Study by A. Taylor



Try this end-game study over the Xmas holidays. It looks deceptively easy, but beware.

White to play

and win.



Germany 1964.  
White - Szymaniak.  
Black - Humburg.  
Sicilian Defence.

1.P-K4,P-QB4; 2.N-KB3,N-QB3;  
3.P-Q4,PXP; 4.NXP,P-K4;  
5.NxN ?

This is certainly wrong. 5.  
N-KB3 or N-N3 would have been  
much better. The text move only  
helps to consolidate black's  
pawn position.

5. .... NPxN  
6. P-QB4 ?  
White's belief that Black must  
play P-Q4 to free his pieces is  
unfounded.

6. .... B-B4  
7. B-K2 Q-B3  
8. B-B3 R-N1  
9. P-QR3 B-Q5 !  
10. Q-B2 B-R3  
11. O-O N-K2  
12. R-K1 ? N-N3 !

Preparing for a King-side  
attack.

13. N-Q2 N-R5  
14. R-N1 P-R4  
15. P-QN4

White is industriously  
doing nothing !

15. .... R-R3  
16. R-N3 R-N3

Threatening 17...Bxpch; 18.  
KxB,Rxpch and black has an  
overwhelming attack.

17. P-N3 Q-K3

A weakness has been created on  
KR6 which black pounces on.

18. P-N5 Q-R6 !  
19. N-B1

The only reply.

19. .... PXP  
20. PXP RXP  
21. B-R1 R-B4  
22. Q-Q1 Bxpch !  
23. KxB R-B3ch  
24. K-N1

If 24.K-K3,N-N7ch; 25.BxN  
(or K-Q2,NxR),QxB threatening  
both Q-N7mate and R-B6 mate.

24. .... R-QB7 !  
25. R-N8ch

25.QxR also loses, to RxNch etc.  
or 25.B-Q2,RxN; 26.RxR,RxB and  
black wins.

25. .... K-K2  
26. R-N2 RxNch

27. Resigns.

If 27.RxR,QxRP wins.

Leningrad, 1933.

White - Rauser.  
Black - Botvinnik.  
Sicilian Defence.

1.P-K4,P-QB4; 2.N-KB3,N-QB3; 3.P-Q4,  
PXP; 4.NXP,K-B3; 5.N-QB3,P-Q3; 6.B-K2,  
P-KN3; 7.B-K3,B-N2; 8.N-N3

A curious feature of the Sicilian.  
If 8.O-O,N-N5 introduces a  
simplification in Black's favour.

8. .... B-K3  
9. P-B4 O-O  
10. O-O N-QR4  
aiming at square Q.B.5.

11. NxN QxN  
12. B-B3 B-B5  
13. R-K1 KR-Q1

It is always good to have a rook  
facing the enemy queen. Here black  
prepares for a centre thrust.

14. Q-Q2 Q-B2  
15. QR-B1 P-K4 !

Necessary for P-Q4 or else P-K5  
by white will spoil the manoeuvre.

16. P-QN3 P-Q4  
17. PXPQ  
Not the best. White could have gained  
the advantage thus; 17.PxB,PxKP;  
18.N-Q5,NxN; 19.PxN,PxB; 20.P-QB4.

17. .... P-K5  
18. PxB

Best but not good enough. It is  
almost too late for good moves now.

18. .... PxB  
19. P-B5 Q-R4  
20. KR-Q1 N-N5  
21. B-Q4

All the threats cannot be stopped  
at once

21. .... P-B7ch  
22. K-B1

If K-R1,RXP; 23.NxR,P-B8=(Q); 24.RxQ,  
QxQ; 25.QR-Q1,QxR; 26.KxQ,BxB; 27.RxB  
RXP with a winning endgame.

22. .... Q-R3ch  
23. Q-K2 BxB  
24. RxB Q-KB3

25. QR-Q1 Q-R5  
26. Q-Q3 R-K1  
27. R-K4 P-B4

28. R-K6 NxPch  
29. K-K2 QxP  
30. Resigns.

If 30.R-B1,NxR; 31.NxN,RxR; 32.  
PxB,Q-K4; and white is  
helpless.



Boston, 1864.

White - MacKenzie.

Black - Hammond.

1. P-K4, P-K4; 2. P-Q4, PXP; 3. N-KB3  
4. B-QB4, B-B4; 5. P-B3,  
The Scotch Gambit.

5. .... PXP

6. O-O

Offering black a third pawn for  
the sake of development.

6. .... P-Q3

7. NXP N-B3

8. B-KN5 B-K3

9. N-Q5 BxN

10. PxB !

Much more can be obtained by  
opening the K-file.

10. .... N-K2

11. P-QN4 !

Driving the bishop out of the  
game.

11. .... B-N3

12. P-QR4 !

The point of this move is not  
only to threaten to win the  
bishop by P-R5 but also to open  
QR3 to the QR whereby it can  
easily come over to the K-side.

12. .... P-QR3

13. R-K1

creating pressure along the K-  
file so that black must ....

13. .... O-O

which is the sign for white to act.

14. BxN PxB

the K.N.-file is open and the  
king is exposed to the brunt of  
white's attack.

15. N-R4 N-K3

16. N-B5 Q-Q2

the exchange of knights would be  
to black's advantage as his position  
would be consolidated.

17. Q-R4 K-R1

18. R-K7 ! Q-B1

19. R-R3

White has waited for the right  
moment to bring his other rook into  
action.

19. .... R-K1

20. RxBP R-KSch

21. B-B1 Q-K1

22. QxN !! BxPch

a futile attempt at retaliation.

23. KxB RxBch

24. KxR PxB

25. R-R3ch ! K-N1

26. R-R7ch K-B1

27. R-R8 mate.

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

Gathcart K.O. Tourney, 1964.

White - W. McAllister.

Black - P. Watson.

1. P-Q4, N-KB3; 2. P-QB4, P-K3; 3. N-QB3  
4. B-N5; 4. N-KB3, P-QN3; 5. P-KN3

better would be 5. Q-N3! as this  
forces the bishop to take the  
knight and so relieve the pin or  
to retreat the knight to K2 thus  
losing a tempo.

5. .... B-N2

6. B-N2 N-K5 !?

7. Q-Q3 P-KB4 !

Initiating a K-side attack.

8. O-O Bx1

Naturally !

9. PxB Q-B3

10. N-Q2 ~~N-N3~~ Q-N3

11. P-B3 ! NxN

11. ... NXP !? could result in an  
exciting game but white can still  
defend his weakened King.

12. Bx1 P-KR4

13. P-K4 !? PXP

14. PXP P-R5 !

15. R-B2 N-B3

It is now essential for black to  
develop as he will be overrun if  
he continues his attack  
immediately.

16. R(R1)-KBI O-O-O

bringing another rook into the  
attack.

17. B-B4 ! B-R3 !

18. R-N1 P-Q4 !??

creating problems for both sides  
who are now in extreme time trouble.

19. Q-B2 BxP

20. Q-R4 N-R4 ?

21. R-K1 !

threatening 22. PXP, PXP; 23. R-K7!  
and winning.

21. .... QR-B1

22. PXP PXP !

23. PXP Q-R4 !

24. B-B3

forced !

24. .... Q-N3

forced !?

25. RXP ?

white does not fully discern  
black's plan.

25. .... Q-N8ch

26. Q-Q1 QxQch

27. BxQ BxQP

28. R-K2 R-R8ch

29. K-B2 BxR

Resigns.