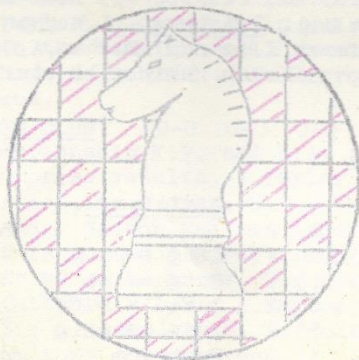


DER
"SCHACHSPIELER"

NUMBER-FOUR

FEB-1965

The Editorial - Championship Results.
Postal Chess - Final Placings.
Forthcoming Events. League Matches -
Both King's Park and Rutherglen WIN.
ALEKHINE'S defence ; CARO-KANN defence.
Exploiting the Advantage III.
Winning play in the Middle Game.
'How the Devil was Caught' - A Chess
Legend. Part II - 'To be or not to be !'
St. Petersburg Tournament - 1914.
GAMES. - Petrosian v Tal; Winter v Tylor;
McAllister v Cameron; Goldin v Keenan;
Holmes v Taylor ; Richardson v Baxter;



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Volume I. Number 4. February 1965.

Editors - W.McAllister ; W.P.Watson.

EDITORIAL.

The Glasgow Junior Chess scene is certainly humming busily at the moment. There are many events in the offing and these include -

A simultaneous display by W.A.Fairhurst against the 20 best school-players in Glasgow. (25th February in Allan Glen's Sch.)
 7 schoolboys' representative matches :-

- Edinburgh v Glasgow (6th March.)
- Glasgow Polytechnic v Glasgow (27th March.)
- Cathcart II v Glasgow (under 15) (30th April)

all of which will be over 20 boards.

CLUB CHAMPIONSHIP RESULTS.

J.Keenan is pressing forward in the Rutherglen Acad. Minor Championship and with two rounds to go he is $1\frac{1}{2}$ points ahead of his nearest challenger W.Hamilton. We hope to give a full coverage of this and the senior event in our next issue.

With the Junior Championship completed and the senior championship at its closing stages a knock-out tournament has started in King's Park School. There is an entry of 64 competitors. May the best man win!

In the Cathcart Club Championship the boys are still providing the excitement. In the 4th round P.Watson defeated A.Hislop thus avenging W.McAllister's loss against him in one of the earlier rounds; and A.Taylor gave H.D.Holmes a fright in their tie but tired very quickly and lost in time trouble. Scores are as follows - W.P.Watson - $3\frac{1}{2}$; W.McAllister, A.Shaw - 3 ; A.Taylor - $2\frac{1}{2}$; J.Ritchie - $1\frac{1}{3}$; G.Haran - $0\frac{1}{2}$.

PARKGLEN POSTAL TEAM.

We have decided to put two teams into the junior postal leagues. They are as follows:- 1st team - P.Watson, R.Neilson (both King's Park) ; W.McAllister, A.Taylor (both Rutherglen Acad.) A.Shaw, J.Ritchie (Both Cathcart C.C.) ; F.McKenna (St.Mungo's); G.Gatheral (Strathclyde U.). 2nd team - J.Keenan (R.A.) ; D.Blair, R.Stokes, I.Lockhart, E.Munro, D.Fulton, A.Galloway (all K.P.) and R.Watson (High School). Play will start in the near future.

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GLASGOW SOUTHERN LEAGUE.

Division 1.

	P	W	D	L	G	P
King's Park	2	2	0	0	12	4
Shawlands A.	2	2	0	0	11	4
Hutchesons'	1	1	0	0	6	2
Rutherglen A.	1	1	0	0	5	2
Eastwood	2	1	0	1	4	2
Bellarmino	3	0	0	3	6	0
Queen's Park	2	0	0	2	3	0
Bellahouston	1	0	0	1	1	0

Division 2.

	P	W	D	L	G	P
King's Park	3	3	0	0	10	6
Hutchesons'	2	2	0	0	10	4
Queen's Park	3	2	0	0	9	4
Shawlands A.	2	2	0	0	7	4
Eastwood	2	1	0	1	5	2
Rutherglen	2	0	0	2	6	0
Glenwood	1	0	0	1	1	0
Bellarmino	3	0	0	3	3	0
Bellahouston	2	0	0	2	1	0

Full results will be given next issue.

W.P.W.

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THE GREATEST TOURNAMENTS -

Many great chess tournaments have been held since the beginning of the century, but in 1914 there took place the tournament which is reputed to have been the strongest of all time - the St. Petersburg, 1914.

The eleven strongest players in the World competed and each of them had won at least one international first prize. Originally the tournament was to consist of ten players but, because Alekhine and Nimzovitch had tied for the Russian Championship they were both allowed to compete. Thus a galaxy of chess stars turned up in April of that year to play for the title of the world's strongest tournament player. There were Emanuel Lasker of Germany, the world champion at that time; José Raoul Capablanca, the boy prodigy from Cuba; Siegbert Tarrasch; one of the most formidable tournament players in the world; Rubinstein, who had scored convincingly against both Capablanca and Lasker when he had last played them; D. Bronstein, a little known but formidable opponent; Alexander Alekhine, the man who was to become known as the greatest player the chess world had ever produced; Aron Nimzovitch, the young player with the extraordinary ideas; Marshall, from America whose strength was compared with that of a jumping bean - ludicrous or brilliant; Janowsky, who disappointed his many supporters in this tournament; Joseph Henry Blackburne, the best chess player this country has ever produced (Alas he was 72 when he played here and was passed his best); and finally Gunsberg, whose best form was in 1880 and who was 60 years old.

The form of the tournament was to be an all-play-all with the leaders taking part in another all-play-all (twice), with scores from the first part being carried forward.

Round I. FINAL TABLE.

	1	2	3	4	5	6	7	8	9	10	11	Points.
1. Capablanca	x	1/2	1/2	1	1/2	1	1/2	1	1	1	1	8
2. Lasker	1/2	x	1/2	1/2	0	1	1/2	1	1	1	1	6 1/2
3. Tarrasch	1/2	1/2	x	1/2	1/2	1	1/2	1	1	0	1	6 1/2
4. Alekhine	0	1/2	1/2	x	1	1	1/2	1	1	1/2	1/2	6
5. Marshall	1/2	1/2	1/2	1/2	0	x	1	1	1	1	1	6
6. Bernstein	0	1	0	1/2	0	x	1/2	1/2	1	1	1	5
7. Rubinstein	1/2	0	1/2	0	1/2	1/2	x	1/2	1/2	1	1	5
8. Nimzovitch	0	1/2	0	1	1/2	1/2	1/2	x	1	1/2	1	4
9. Blackburne	0	0	0	1/2	0	0	0	1	x	0	1	3 1/2
10. Janowsky	0	0	1	1/2	0	0	0	1/2	1	x	1/2	3 1/2
11. Gunsberg	0	0	0	1/2	1/2	0	0	0	1/2	1/2	x	1 1/2

It will be noted that there were a large number of draws - 26 in all, and in the games between the top five only two wins were recorded. Clearly the modern trend of drawing with the top boys and beating the small fish is not so modern. However, Capablanca, "the Machine" appeared to have the tournament sewn up. He had a lead of 1 1/2 points and was playing great chess. Lasker seemed to be holding back and was expected to put up a terrific fight in the second half, while, Tarrasch, an unexpected third was thought to be too fatigued to do anything worthwhile. Alekhine and Marshall had pleasantly surprised most, but, Marshall being so unpredictable it was felt that anything could happen. It did! These players went forward into the next round which began in a tense atmosphere.

Next 'Der Schachspieler' out in MARCH 16 th.
 We still have left a few copies of our December
 and January issues - 6d each from your editors.

The second and third rounds ended as follows :-

	L	C	A	M	T	Pts.	L	C	A	M	T	Pts.
Lasker	x	½	½	I	I	3½	x	I	I	I	0	2
Capablanca	½	x	½	I	I	3	0	x	I	I	0	2
Alekhine	0	½	x	I	I	2½	0	0	x	½	I	1½
Marshall	0	0	0	x	I	I	0	0	½	x	½	I
Tarrasch	0	0	0	0	x	0	½	I	0	½	2	

At the end of round 2, Capablanca was only a single point in front of Lasker. The first prize therefore resolved itself into a fight between Lasker and Capablanca. Lasker was white in round three. Even although he had to win the game Lasker swapped off the queens on his 6th move but in doing so left himself with the better end-game prospects. A tough battle ensued. There were thrusts and parrys, hot faces, sighs of relief, until, after a terrific fight, Capablanca laid down his King and left the hall without shaking hands.

The final scores were as follows -

Lasker - 13½ ; Capablanca - 13 ; Alekhine - 10 ;
Tarrasch - 8½ ; Marshall - 8.

Thus ended one of the greatest tournaments the world has ever witnessed. It was tragic, comic, exalted and depressed - but was ever so interesting.

EPISODES from postal chess league.

The following extracts from games were taken from a few of Parkglen's wins.

R	B				R
N			K	P	P
		P	N	P	P
		G	P	P	
				P	
	P	P	B		
	K	Q			P
R					R

The position opposite occurred in the top board game between P. Watson and R. Hanscombe (Trinity School). Black can initiate a strong attack by using the QN-file, whereas white's attack must be started from scratch.

White won as follows -

- | | | | |
|------------|-------|-----------------------|----------|
| W | B | W | B |
| 1. P-B5 | R-QN1 | 6. P-B6ch | PxP |
| 2. P-QN4 | Q-N3 | 7. QxPch | K-KI |
| 3. NxB ch. | KRxN | 8. R-KB1 | P-B4 ? |
| 4. R-R6 | Q-N2 | 9. RxxPch ! | Resigns. |
| 5. Q-B2 | R-B2 | (There is no defence) | |

	R		Q		
				K	P
P		N	P		P
		P	B		P
	P			P	
		P	P	K	P
P	P	P	Q		
					R

In this position black is a pawn to the good and at first his objective was to bring about an end-game. However things did not work out the way he expected them to.

- | | | | |
|-----------|---------|--------------|--------|
| W | B | W | B |
| 1. | N-Q5 ch | 6. RxxPch | KxR |
| 2. K-B2 | Q-R5 | 7. QxR | Q-B6ch |
| 3. B-N3 | Q-B3 ! | 8. K-KI | QxPch |
| 4. Q-K3 ? | R-KI ! | 9. K-QI | Q-N8ch |
| 5. B-Q5 ? | QxB | 10. Resigns. | |

Page 4

Opening Analysis (5) Alekhine's Defence

The idea of this defence is to provoke the premature advance of white's centre pawns. About 20 years ago this system of defence was the favourite of the younger masters. However, with the tremendous onrush of the Sicilian Defence, it was pushed into the background and for the past 15 years it has been seen very infrequently. Here is one of the standard lines :-

- | | W | B |
|----|----------|----------|
| 1. | P-K4 | N-KB3 |
| 2. | P-K5 (a) | N-Q4 |
| 3. | P-QB4 | N-N3 |
| 4. | P-Q4 (b) | P-Q3 |
| 5. | P-B4 | PXP |
| 6. | BPXP | N-B3 |
| 7. | B-K3 | B-B4 |
| 8. | N-QB3 | P-K3 (c) |
| 9. | N-B3 | Q-Q2 (d) |



(a) Other alternatives are :-

(1) 2. P-Q3 P-B4
and black has a satisfactory Sicilian Defence.

(11) 2. N-QB3 P-Q4
3. PXP

(if P-K5, P-Q5 etc with equality)

- | | | |
|----|------|-------|
| 3. | | NXP |
| 4. | B-B4 | N-N3 |
| 5. | B-N3 | P-QB4 |
| 6. | Q-R5 | P-K3 |
| 7. | P-Q3 | N-B3 |

with equal chances.

(c) If 8. N-N5
9. R-B1 P-B4
10. N-B3 P-K3
and white has slightly the best of it.

(b) another alternative is

- | | | |
|-----|----------|-------|
| 4. | P-QN3 | P-QB4 |
| 5. | B-N2 | N-B3 |
| 6. | N-KB3 | P-Q4 |
| 7. | PXP e.p. | QXP |
| 8. | P-Q4 | QNXP |
| 9. | NxN | PxN |
| 10. | QXP | QxQ |
| 11. | BxQ | B-B4 |

with white slightly ahead in development.

(d) From this point there are two main variations, instead of Q-Q2.

9. ... N-N5 and following the same pattern as in (c) of 9. ... B-K2 with a vigorous fight for control of the K.B.-file.

OPENING ANALYSIS. (6) The Caro-Kann Defence.

Though a good solid defence, the Caro-Kann can result in a surprisingly dull game. The defence is characterised by 1... P-QB3 as a support for 2. ... P-Q4, which in turn challenges the centre. From this flows the strategic concepts - the active role of the Queen's bishop, an irregular pawn-formation, the establishment of a 'porcupine-like' position on the King's side which is very difficult to penetrate.

- | | W | B |
|-----|-----------|----------|
| 1. | P-K4 | P-QB3 |
| 2. | P-Q4 | P-Q4 |
| 3. | N-QB3 (a) | PXP |
| 4. | NXP | B-B4 (b) |
| 5. | N-N3 | B-N3 |
| 6. | P-KR4 | P-KR3 |
| 7. | N-B3 | N-Q2 |
| 8. | B-Q3 | BxB |
| 9. | QxB | Q-B2 |
| 10. | B-Q2 | KN-B3 |
| 11. | O-O-O | P-K3 |
| 12. | P-B4 | O-O-O |
| 13. | K-N1 | |



After 13. K-N1: 'with equal chances.'

- (a) White can attack using the Panov Attack at this point.
 3. PxP, Pxp ; 4. P-QB4, N-KB3 ; 5. N-QB3, P-K3 ; 6. N-B3, B-K2 ;
 7. P-B5, O-O ; 8. P-QN4, P-QN3 ; 9. B-KN5, N-K5 ; 10. BxB, QxB ;
 11. NxN, PxN ; 12. N-K5, R-Q1 ; and white has a slight
 advantage.
- (b) Black could carry on thus -
 4. ... N-Q2 ; 5. N-KB3, KN-B3 ; 6. N-N3, P-KR4 ; 7. P-KR4, P-K3 ;
 8. B-Q3, B-Q3 ; 9. N-K4, NxN ; 10. BxN, Q-B2 ; 11. Q-K2, N-B3 ;
 12. B-Q3, P-QN3 ; with equal chances.
-

ILLUSTRATIVE GAMES.

(1) White - F. Rhoden.
 Black - W.A. Winsor
 Caro-Kann.

- | | |
|--------------|----------|
| 1. P-K4 | P-QB3 |
| 2. P-Q4 | P-Q4 |
| 3. PXP | PXP |
| 4. P-QB4 | N-KB3 |
| 5. N-QB3 | P-K3 |
| 6. B-N5 | N-B3 |
| 7. N-B3 | PXP |
| 8. BXP | B-K2 |
| 9. O-O | O-O |
| 10. Q-Q2 | P-QR3 |
| 11. QR-Q1 | P-N4 ! |
| 12. B-Q3 | B-N2 ! |
| 13. Q-K2 | P-R3 |
| 14. B-R4 | N-QN5 |
| 15. B-N1 | N(5)-Q4 |
| 16. N-K5 | R-B1 |
| 17. N-K4 | N-B5 |
| 18. Q-B3 | NxN |
| 19. BxB ?? | N-N6 !! |
| 20. QxN (B4) | N-K7ch ! |
- Resigns.
-

(2) White - J.A. Raeburn.
 Black - J. Robertson.
 Caro-Kann.

- | | |
|-----------|----------|
| 1. P-K4 | P-QB3 |
| 2. P-Q4 | P-Q4 |
| 3. N-QB3 | PXP |
| 4. NxP | B-B4 |
| 5. N-N3 | B-N3 |
| 6. P-KR4 | P-KR3 |
| 7. N-B3 | N-Q2 |
| 8. B-QB4 | P-K3 |
| 9. Q-K2 | KN-B3 |
| 10. N-K5 | NxN |
| 11. PxN | N-Q2 |
| 12. P-B4 | Q-N3 |
| 13. B-N3 | B-QB4 |
| 14. B-Q2 | P-QR4 |
| 15. P-R4 | B-N5 |
| 16. O-O-O | N-B4 |
| 17. Q-B4 | R-Q1 |
| 18. P-B5 | R-Q5 ! |
| 19. Q-B1 | NxBch |
| 20. PxN | Q-B4ch |
| 21. B-B3 | BxB |
| 22. BXP | B-K8ch ! |
| 23. K-N1 | RxRch |
| 24. K-R2 | Q-B8 |
| 25. QxPch | K-Q1 |
- Resigns.

The following position occurred in a postal chess tourney.
 White (J. Hamer) is a pawn down and black (D. Wotherspoon) finishes
 him off very nicely (helped a little by his opponent -ED)



- | | | |
|-----|--------|-------------|
| | W | B |
| 1. | P-B3 ? | NxP dis ch. |
| 2. | K-B1 | NxR |
| 3. | KxN | Q-Q5 |
| 4. | Q-B2 | QxB (B4) |
| 5. | BxPch | K-R1 |
| 6. | NxPch | RxN |
| 7. | B-N6 | Q-K6ch |
| 8. | N-K2 | Q-B7ch |
| 9. | K-Q1 | R-Q2ch |
| 10. | B-Q3 | Q-B8ch |
| 11. | K-Q2 | N-K5 mate ! |

O-O O-O O-O

(I) Exploiting the Advantage - 'Manoeuvring' (cont.)

(c) This example (Diag III) is more complex and, at the same time, very beautiful; it is positional play of the highest class. White has an advantage in space and he proceeds slowly and without direct threats as it will require a good deal of time to increase this small advantage and to bring the game to a successful conclusion.



WHITE - Botvinnik ; BLACK - Flohr.

I. R-B3

White threatens a King side attack and also doubles his rooks.

1. Q-KI

2. R-QI R-QI

3. P-QN3

White liberates his queen. There are now possibilities of attack.

3. P-KB4

4. N-Q3

Avoiding an exchange of Knights which would close the K-file. Only when the Q-file is in his control will he exchange them.

4. ..B-B3; 5.B-B2,Q-B2; 6.N-KI,KR-KI; 7.KR-Q3

The manoeuvre started on move I. has been accomplished.

7. ..N-KBI; 8.N-B3,Q-B2; 9.N-K5

The Knights manoeuvre is very picturesque; it has taken four moves and has taken a full circle and is back to where it started.

9. N(N3)-Q2

10. Q-Q2 B-K2

Now black again threatens to exchange knights.

II. N-B3 N-B3

and at the same time opened the way to K5 for his own knight.

12.Q-BI,N-K5; 13.N-K5,NxB; 14.KxN,N-Q2; 15.Q-K3,NxN;

White's monopoly of the Q-file is at an end.

16.BPxN,Q-R4; 17.P-QR4,R-Q2; 18.P-N3,Q-QI; 19.K-N2;B-N4;

20.Q-B3,Q-K2; 21.P-B5

White embarks on another scheme. He threatens P-QN4-5. Black will parry this advance but then another threat will arise - posting a knight at Queen 6.

21...P-QR4; 22.N-NI,Q-BI; 23.N-R3,B-QI; 24.N-B4,B-B2; 25.N-Q6,

Another wondrous journey by the knight; from QB3-Q6 in 4 moves.

25. R-NI

26. R-QNI

Threatening P-QN4. Black is finding defensive moves scarce.

26...Q-QI; 27.P-QN4,PxP; 28.RxP,BxN; 29.KPxB,Q-R4; 30.R(Q3)-N3,

R-KI; 31.Q-K2;Q-RI;

White's threat is Q-B4,R-N6,Q-N4 winning a pawn.

32. R-K3 K-B2

33. Q-B4

White has more or less a won game. However he makes a slight error, which affords his opponent a tactical opportunity.

33. P-QN4

This pawn cannot be captured because of 34...PxP dis.ch.

34. Q-B2 RxP

Better is 34. ..R-R2 but even in this case white wins.

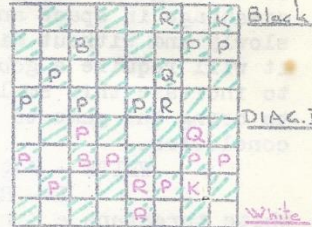
35.PxR,P-B4; 36.K-R3,PxR; 37.Q-B7ch,K-NI; 38.P-Q7, and wins.

The connoisseur will realise how much more there is in play of this type than in a simple, if brilliant, combination.

Exploiting the advantage - Bringing about an end-game.

It must be borne in mind that this transition from middle game to the end-game frequently provides a method of accentuating some advantages which are of little value in the middle-game. For example ; if, although we have a numerical advantage, we are faced with a loss owing to some positional advantage in the middle game and can bring about an end-game we will be able to make good use of our extra material.

(a) In the position shown (diag.I) White has a substantial advantage in all three elements (space,time,material) while black occupies the KB-file with his 'heavy artillery'and threatens the KBP. Its protection would keep the whole of white's forces tied up. White's real advantage is in his extra pawn which cannot be exploited in the middle-game. However, if he could manage to transpose into an end-game the extra pawn will tell. His method is one which makes use of direct threats thus ;



- | | | | |
|------------|----------|------------|-------|
| 1. P-B4 | Q-B3ch | 6.R(KI)-K3 | RxRch |
| 2. Q-B3 | QxQch | 7.KxR | R-B1 |
| 3. KxQ | R-Q1 (a) | 8.R-K6 | R-QN1 |
| 4. BxP (b) | BxB | 9.K-K4 (c) | |
| 5. RxB | RxQPch | | |

- (a) - If 3. ..PxP, the white bishop's long diagonal and the open King-file gives white the opportunity of a decisive attack.
 (b) - More decisive is 4.K-K4
 (c) - White wins easily. He has an extra pawn, a better position with the King in the centre and a more active rook.

(b) Diag. II illustrates another case of the same kind. Black has an extra pawn whilst his opponent has a fairly strong attack; He naturally desires to bring about an end-game as quickly as possible but he cannot achieve this end without losing his extra pawn. He therefore formulates a plan in which the sacrifice of his pawn will lead to an end-game which, positionally, is won for him (see foot of page).



- | | | | |
|----------|----------|-----------|----------|
| 1. | Q-B2 | 8. RxRch | KxR |
| 2. Q-N5 | QR-Q1 | 9. Q-B4ch | Q-B2 |
| 3. P-KR4 | RxR | 10. QxB | QxQ |
| 4. RxR | N-Q5 (a) | 11. PxQ | P-K4 |
| 5. BxN | PxB | 12. K-B1 | P-QN4 |
| 6. RxP | BxN | 13. K-K2 | P-R4 (b) |
| 7. R-KB4 | Q-R4 | | |

- (a) - A pawn-sacrifice which enforces the exchange of all the pieces.
 (b) - And black wins quite easily.

N.B. Students of the game should study pawn-endgames and find out all the various advantages and disadvantages. This article concludes the topic of various means of exploiting the advantage.

How the Devil was Caught - A Chess Legend.

Part 2. 'To be or not to be !'

(Last issue - The Devil made himself known to the chess-player, and offers him the post of the strongest player in the world.)

The Devil continued...

".... . Why I appear to you at this hour and in this form I cannot tell you now as I have to be in Mongolia before the sun rises. Hence I must be brief tonight, but on my next visit we shall have more time for explanation. However, we must come to an understanding before we proceed. You must not, on any account, or in any form, make the sign of the cross in my presence or during the whole time that my transactions with you may last. You can, by this means, break the spell by which I now control you and banish me from your presence for ever; but you certainly do so at your own risk. Secondly, do not say anything of my visits to anyone." With that he sat back on the chair and then after a small chuckle he resumed; "From my remarks you will already know that I profess to teach the Royal Game; even to the degree that my pupils can combat successfully against any other living chess player. You must also have guessed that I have only one living pupil at a time, and the death of my last disciple in Arabia, who never had the chance to measure his strength with European players, has induced me to search for a new candidate. Your earnest desire to improve in the game has attracted my attention, and I now offer you the post the strongest chess-player in the world; Before, however, I receive your reply, it is but fair that I acquaint you with the conditions under which I offer you the position, since, as you will perceive, my dear X., even the Devil likes to go to work in a straight-forward manner !"

By this time I had regained full control over my mind and I exclaimed, rather nervously, "Be you man or devil, I beg you to understand that your presence here was never solicited, nor is it welcome; and I trust that by the same mysterious means by which you effected your entrance, you will ...". However he did not allow me to continue but interrupted by saying, "Stop, stop, my dear X., be not too rash with your threats or judgements. I must entreat you to divest yourself from the idea, fostered by popular tradition, that my object in all compacts which I make is the possession of the human soul. That is not the case; for the help I desire to render you I shall ask in return your services during your terrestrial life. I shall not press you for a decision tonight, but I will give you one week to consider my proposition during which time you will discover that you can defeat any player whom you feel inclined to challenge. This day week I shall return at the same hour, and I hope that like a sensible man you will accept my terms. So, au revoir."

I felt myself rudely shaken and perceived my wife standing at my side. It is needless to relate the gentle reproof I received for spending hours, so needful for rest of body and mind, over the chess-board. I was perplexed. Had I been dreaming or had I been awake when my mysterious intruder made his appearance; harassed by reflections I sought the arms of sleep, hoping for a solution of my complexed state of mind on the coming morrow.

.....
Impatient to measure strength against the champions of the club, and most of my important engagements of the day...

Last paragraph...: Impatient to measure strength against the champions of the club, and most of my important engagements of the day...

completed, I hastened to challenge the first strong player I could meet. To my astonishment I won - won by a combination which took me utterly by surprise, and which had the effect of bringing other players of no mean strength around me eager to test whether or not my suddenly acquired chess powers were of a permanent or ephemeral character. But all had to succumb.

So the week passed on, and the evening approached on which I had to meet my mysterious chess master. When I reached home from the club, rather earlier than usual, I was met by the maid who informed me that a stranger, a tall foreigner, was waiting for me in the library and that furthermore she did not like the look of him. Displeased with her encounter with Mephisto, I reproached the maid for her fanciful ideas, and told her to begone.

To be continued.

NEXT ISSUE - The final details and a game of Chess !

WINNING PLAY IN THE MIDDLEGAME

(White always moves 'up' the board.)



WHITE to play and WIN
in 3 moves.



WHITE to play and WIN
in 3 moves.



BLACK to play and WIN
in 4 moves.



BLACK to play and WIN
in 4 moves.

Solutions to last issue's problems.

- (1) 1. BxKP, BxB ; 2. P-Q6, RXP ; 3. Q-R4 and wins !
- (2) 1. Q-R5ch, PxQ ; 2. P-N5ch, QxP ; 3. PxQ mate.
- (3) 1. R-N8ch, K-Q2 ; 2. N-K5ch, PxN ; 3. B-N5 dbl.ch.mate.
(The rook on bishop two is a black piece.)
- (4) 1. ... Q-N5 ! ; 2. QxQ, R:Rch ; 3. K-B2, N-Q6ch and wins.

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GAMES.

Curacao 1962.
 White - T. Petrosian
 Black - M. Tal
 English Opening.
 1. P-QB4, N-KB3; 2. P-KN3, P-QB3;
 3. N-KB3, P-Q4; 4. P-N3, B-B4
 The 'New York' System.
 5. B-QR3
 The normal move is 5. B-N2.
 The object of the text is to
 deter 5... P-K3 for then 6. BxB
 and black cannot castle.
 5. P-KN3
 6. P-Q3 B-N2
 7. QN-Q2 Q-N3
 The beginning of a bold but
 somewhat wild offensive.
 8. B-KN2 N-N5
 threatening mate as well as
 the rook.
 9. P-Q4 N-QR3
 White would have plenty of
 compensation for the pawn
 after 9. ... NxB, QxN; 11. O-O,
 10. O-O N-N5
 threatening N-B7.
 11. B-N2
 cool defence.
 11. ... O-O; 12. P-QN3, N-QR3;
 13. R-B1, QR-Q1; 14. P-N4, N-N1,
 15. Q-N3, N-B3
 There was no future for the
 knight at KN5.
 16. P-QR4, N-K5; 17. KR-Q1, N-Q2;
 18. PXP, PXP; 19. P-R5, Q-Q3;
 20. P-N5
 White has steadily gained space
 Now 21. B-QR3 is threatened.
 20. ... NxN; 21. RxB, R-B1; 22.
 N-R4, RxBch; 23. BxR, Q-B2;
 Both 23. ... R-B1 and B-K3 would
 be refuted by B-QR3.
 24. NxB ! PxN; 25. B-QR3, QxRP;
 26. Q-N4, Q-N3; 27. BXP, P-K3;
 28. B-B3, R-B1; 29. Q-R4, R-B2;
 30. K-N2,
 True to his style, Petrosian
 quietly strengthens his position
 in semi-waiting fashion.
 30. ... P-QR3; 31. PXP, QxRP; 32.
 QxQ, PxQ; 33. P-K3, P-QR4; 34. R-R2,
 R-R2; 35. B-QN4, P-R5; 36. B-B6,
 B-B1; 37. BxB, KxB; 38. RxB, R-B2;
 39. BxN, RxB; 40. K-B3, K-N2; 41.
 K-B4, K-B3; 42. P-R3, P-R4?; 43.
 R-R8, R-N2; 44. R-KN8, R-N7; 45.
 K-B3, R-Q7; 46. P-R4, K-K2; 47.
 R-N5, K-B1; 48. RXP, K-N2; 49.
 R-N5ch, K-R2; and white won.

Oxford v Cambridge,
 1919, March.
 White - W. Winter (Cam)
 Black - Tylor (Oxf)
 Q.G.D.
 1. P-Q4, P-Q4; 2. P-QB4, P-K3;
 3. N-QB3, N-KB3; 4. B-N5, QN-Q2;
 5. P-K3, B-K2; 6. N-B3; O-O; 7.
 Q-B2, P-B4; 8. R-Q1, BPxP ? 9.
 KNXP, P-QR3;
 Already it is obvious that
 white is gaining a lead in
 development.
 10. PXP NXP
 11. BxB NxB
 12. B-Q3 N-KN3
 Better was 12. ... N-KB3
 13. P-KR4
 the danger signal for black.
 13. R-K1
 14. BxN !
 Designed to destroy as well
 as to amaze. 14. ... RPxB
 15. P-R5 PXP
 16. RXP P-KN3
 Black realises the storm to
 come but his preparations
 are just too late.
 17. R-R3 K-N2
 18. K-K2 R-R1
 19. R-N3
 White takes everything calmly.
 19. Q-K1
 20. N-K4 N-B3
 21. Q-B3 !
 Tremendous stuff !
 21. P-K4
 22. N-Q6 Q-Q2
 23. N(Q4)-B5 ch ! K-N1
 24. NxB
 White's play is inspiring.
 Black cannot take the knight
 on B8 with either the rook or
 the queen, nor the knight on
 B5 with the queen or pawn.
 24. ... Q-N4ch; 25. Q-Q3, QxQch;
 26. RxQ, RxN; 27. N-K7ch, K-N2; 28.
 NxB, RxB; 29. R-KR3, N-K5; 30.
 R-R4, resigns.

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REWARD - honour and distinction !

The following game was played in the Richardson Cup. Cathcart v Edinburgh (Ed.I.)

White - H.W.Richardson (C)
Black - R.W.M.Baxter (E)

English Opening.

- I. P-QB4, N-KB3; 2. N-QB3, P-K4;
3. P-KN3, P-Q4; 4. PXP, NXP;
5. B-N2, N-N3; 6. N-B3, N-B3;
7. O-O, B-K2; 8. P-QR3, O-O; 9.
P-QN4, P-QR3; 10. P-Q3, B-K3;
II. B-K3, P-B4;

White builds up his attack on the Q-side whereas black attacks on the King's wing.

12. R-B1

taking possession of the Queen's bishop file.

12. K-R1

Preparing for a king-side pawn thrust; by P-N4 etc.

13. N-QR4

Aiming at Queen's bishop 5.

13. N-XN

14. Q-XN B-Q4 !

15. B-B5 B-Q3

16. Q-B2 P-K5

17. PXP BXP

18. Q-B3 BXB

19. QXB Q-B3

Black seems to want only a draw and exchanges some of the minor pieces. White now takes advantage of black's passive play.

20. KR-Q1 QR-Q1

21. P-QR4 !

threatening to win a pawn by

P-QN5, PXP; PXP etc.

21. P-QN3

black weakens his pawn structure in an effort to retain his pawn.

22. Q-B4 naturally.

22. RXRch

23. RXR R-Q1

24. R-QB1 ! P-KR3

If 24. ... P-QN4; 25. PXP, PXP Q-B5 ! (Not QXP, R-QN1 !)

25. P-N5 PXP

26. PXP N-K4

27. QXP N-XNch

28. B-XN BXB

29. PxB R-Q4

And white is a pawn to the good !

30. Q-B6 ! QXQ ?

31. PxQ R-Q1

32. R-QN1 R-QN1

33. R-N5 ! P-N3 ?

the final error.

The final error - P-B5 with some drawing chances whether white plays PXP or P-N4.

34. P-B7 R-QB1

35. RXP RXP

36. RXP K-R2

37. R-KB6 R-B4

38. K-B1 K-N2

39. R-K6 R-B8ch

40. K-K2 R-B7ch

and black resigned. - a most instructive game.

A game from the Cathcart Club Championship - Round 4.

White - H.D.Holmes.

Black - A.Taylor.

Vienna Game.

I. P-K4, P-K4; 2. N-QB3, N-KB3;

3. B-B4, B-B4; 4. P-Q3, P-KR3;

Not 4. ... N-B3; 5. B-N5, P-KR3;

6. B-R4 and now black must

relinquish his strong diag.

(QR2-KN8) or get into trouble

after 7. N-Q5.

5. P-B4 P-Q3

6. N-B3? N-N5 !

7. P-Q4 PXP

8. NXP P-B3 !?

preventing N-Q5 and also

threatening P-QN4 or P-Q4 at

an advantageous moment.

9. O-O !?

Out of the frying-pan and into

the fire ?

9. Q-R5 !

10. P-KR3 P-KR4 !

II. QN-K2

Not P-XN, for then after PXP

black has an overwhelming

attack.

11. N-B3

12. B-Q3?

Q-Q3 is better.

12. BXRp !

13. PxB B-XNch

14. K-N2

White is after a win !

13. B-B4

15. B-Q2 KN-Q2

Inaccurate. N-N5 with good

chances was correct.

16. P-QN4 B-N3

17. N-N3 P-N3

18. B-B3 R-N1

19. B-B4 ! B-B2

20. Q-B3 Q-K2

An amazing retreat by black.

21. QR-K1 P-R5

Holmes v Taylor (Cont.)

22. P-K5 ! P-Q4
 23. P-K6 !!
 Even with 2 pieces en prise white is still on the attack.

23. PXP
 24. RXP QXR
 25. R-KI QXR
 26. BxQ PxB

Although the exchange up black is still in dire straights as his king is caught in the centre of the board and his pieces are undeveloped.

27. Q-K4ch K-BI
 28. N-K2 N-N3 ?

Black must develop quickly or he is lost. N-B3 seems better.

29. BxRP KNP-N4 ?
 30. BxP RxBch
 a last fling ?
 31. PXR N(I)-Q2
 32. N-Q4 B-K4
 33. Q-B5ch K-N2
 34. N-K6ch K-RI
 35. P-N6 resigns.

A game from the match, Cathcart 'B' v Jewish Institute.
 White - J. Goldin.
 Black - J. Keenan.

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-B4; 6. R-KI, O-O;
 7. P-B3, P-Q3; 8. P-Q3, P-QN4;
 9. B-B2, B-N2; 10. B-K3, B-R2;
 11. N(I)-Q2, R-KI; 12. N-BI, P-Q4;
 13. N-N3, PXP; 14. PXP, QxQ;
 15. QRxQ, BxB;

Black is gradually weakening his hold on the centre.

16. RxB QR-QI
 17. R(3)-KI
 R(3)-Q3 seems better.
 17. RXR ?
 18. RXR R-K3
 19. P-KR3 R-Q3
 20. RXR PXR
 21. B-N3

Threatening N-N5 winning a pawn.

21. P-R3
 22. N-Q2 N-K2
 23. P-B3 P-Q4
 24. PXP BXP
 25. K-B2 BxB
 26. NxB N(2)-Q4

The following endgame with only knights and pawns is very interesting and deserves study.

27. N-QB5, N-B2; 28. P-R3, K-BI;
 29. N-Q3, N-Q2; 30. N-KB5, P-B3;
 31. K-K3, N-Q4ch; 32. K-K4, N-N3;

33. N-B5, P-QR4; 34. N-K6ch, K-B2;
 35. N(6)XP, P-N5; 36. BXP, PXP;
 37. PXP, NXP; 38. N-R3, N-B3;
 39. N(R5)-N3, K-N3; 40. N-BI, NXP;
 41. N(I)-K3; Drawn.

The board 2. game from the match Cathcart v Babcock and Wilcox.
 White - W. McAllister.
 Black - S. Cameron.

Nimzovitch Indian Defence.
 1. P-Q4, N-KB3; 2. P-QB4, P-K3;
 3. N-QB3, B-N5; 4. N-KB3, BxNch;
 This is not too good. It is generally better to keep the pin on the knight for as long as possible.

5. PxB P-Q4
 6. PXP NXP
 7. P-QB4
 Driving away the knight.
 7. N-N3
 8. P-K4 P-QB3
 9. B-R3 !

This bishop proves a valuable asset to white throughout the rest of the game. It prevents black from castling and keeps his king in constant danger.

9. QN-Q2 ?
 10. B-K2 ?
 It is unfortunate that the previous good move should be followed up by a bad one.
 10. P-B5 wins the knight.
 10. N-B3
 11. P-K5 N-K5
 12. Q-Q3 N-N4

Black would be ruined after 12. ..P-KB4 ? 13. PXP.e.p.

13. N-Q2 !
 Attempting to win a piece by P-KR4.
 13. P-KR3
 14. P-KB4 N-R2
 15. O-O Q-B2 ?

This loses a tempo by letting the B on R3 get to Q6 while a attacking the queen.

16. B-Q6 Q-Q2
 17. P-QB5
 Entrenching the bishop firmly.
 17. N-Q4
 18. B-N4 !

Inaugurating all sorts of threats.
 18. P-KB3 ?
 The wrong way to defend.
 19. PXP N(R2)XP
 20. BXP !

Black now has to lose his queen or be mated.
 20. Q-QI
 21. Q-N6mate.

