

Serial 154

December 1972

STATE CHESS CHAMPIONSHIP

The 34th annual State Chess Championship Tourney was held at Concord College in Athens, W. Va., September 4th through the 6th. A record 62 players participated with Dr. John Phythyon emerging as the new state champion with a 5.5-0.5 score. Dr. Bernard Kiernan and Marvin (Joe) Barker tied for second with scores of 5-1. Dr. Kiernan won the Class B trophy, John Kopf the Class C, David Jones the Class D, and Mickey Walker the Class E - Unrated trophy.

Donald Griffith, Steve Gerrard, and John Molino tied for the junior state championship, each scoring 4.5-1.5. Also with the same score were Charles Szasz, Jason Cook, Robert Renaut, and Mike Richardson. At 4-2 were John Richardson, John Kopf, James Carez, John Scherer, Anthony Slamecka, William Cunningham, Subodh Gupta, and David Marples. At 3.5-2.5 were David Jones, Mark Smith, Tom Bergquist, Eddy Graham, Mickey Walker, and Robert Smith. Finishing with 3-3, Frank Liu, Alfred Hinkle, Kenneth Lucas, George Evans, Jerry Legg, Vernon Hart, Kelles Tate, Jerry Lawson, Donald Robinson, Mark Nunley, Russell Crump, David McKinney and Donald Cuppett.

The tounneywas directed by Dr. Kiernan with assistance from many of the other players; it was a real team effort. The setting and arrangements were excellent.

At the business meeting preceding the tournament, John Richardson of Spencer was elected the new president of the W. Va. Chess Association, Roy White of Parkersburg was elected Vice President, Tom Bergquist of Huntington was re-elected Secretary-Treasurer, and Dave Marples of St. Albans was elected editor of the bulletin.

SIMULTANEOUS EXHIBITION

Grandmaster Bent Larsen of Denmark gave a simultaneous exhibition in Charleston on November 14, 1972, and turned in

a near perfect 56-3 performance. Only Mark Smith emerged a winner. Steve Smith, Joe Ancrile, Mike Richardson, and Al DuVali managed to draw. Charles Szasz handled the arrangements as had been the case with the two previous exhibitions.

OTHER NEWS

Charles Szasz journeyed to Ohio to win the Gallia County Open in November. He topped a 30-player field with a fine 4.5-0.5 score.

Jack Molino won the Pt. Pleasant Open, November 25 and 26, with a perfect 5-0 score. We have no further details at time but hope to have some of the games and a cross-table in our next issue.

PLEA

We need more data than we are receiving. Cross-tables, results of tourneys, games, etc., cannot be published unless they are first received. Please keep the information coming, we'll publish almost anything related to W.Va. chess, providing that we can read it and that there are not too many errors in notation. Send reports to:

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Niel Gibbons

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KANAWHA VALLEY OPEN
AUGUST 5-6, 1972

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	NAME	ROUNDS					SCORE
		1	2	3	4	5	
1.	P. Radcliff	W-30	W-28	W-7	W-8	W-5	5
2.	J. Scherer	W 41	W-18	W-20	W-11	W-9	5
3.	M. Barker	W-32	W-38	W-15	L-5	W-17	4
4.	P. Bricker	L-20	W-14	W-40	W-16	W-15	4
5.	J. Norton	W-42	W-39	W-12	W-3	L-1	4
6.	J. Brewster	W-24	W-40	L-11	W-28	W-20	4
7.	J. Sutherland	W-47	W-49	L-1	W-29	W-11	4
8.	J. Molino	W-46	D-19	W-17	L-1	W-23	3.5
9.	J. Blake	D-26	W-25	W-19	W-13	L-2	3.5
10.	M. Fortner	D-27	W-47	L-13	W-42	W-25	3.5
11.	J. Richardson	W-29	W-16	W-6	L-2	L-7	3
12.	B. Kiernan	W-31	L-17	L-5	W-24	W-29	3
13.	W. Holdren	D-25	W-26	W-10	L-9	D-22	3
14.	J. Fields	W-33	L-4	W-30	L-18	W-31	3
15.	R. Smith	W-34	W-22	L-3	L-20F	W-33	3
16.	E. Graham	W-21	L-11	W-31	L-4	W-35	3
17.	D. Funkhouser	W-44	W-12	L-8	W-41	L-3	3
18.	J. Legg	W-48	L-2	W-42	W-14	L-4	3
19.	R. Stauffer	W-36	D-8	L-9	D-33	W-38	3
20.	B. Connelly	W-4	W-27	L-2	W-15F	L-6	3
21.	W. Mayo	L-16	L-31	W-50	W-30	W-28	3
22.	M. Smith	W-23	L-15	F	W-39	D13	2.5
23.	R. Hupp	L-22	W-45	D-33	W-27	L-8	2.5
24.	J. Engle	L-6	W-48	D-39	L-12	W-40	2.5
25.	R. Flowers	D-13	L-9	W-49	W-38	L-10	2.5
26.	J. McFatriidge	D-9	L-13	L-27	W-46	W-39	2.5
27.	D. Nunley	D-10	L-20	W-26	L-23	W-43	2.5
28.	R. Skeen	W-43	L-1	W-32	L-6	L-21	2
29.	J. Price	L-11	Bye	W-36	L-7	L-12	2
30.	H. Warner	L-1	W-34	L-14	L-21	W-46	2
31.	R. Anderson	L-12	W-21	L-16	W-49	L-14	2

32.	D. Bradley	L-3	W-44	L-28	L-35	W-49	2
33.	B. Funkhouser	L-14	W-35	D-23	D-19	L-15	2
34.	R. MacMillan	L-15	L-30	L-35	W-48	W-45	2
35.	S. Pettit	L-38	L-33	W-34	W-32	L-16	2
36.	J. Shade	L-19	W-46	L-29	L-50	W-47	2
37.	R. Mangus	late entry			W-36	W-41	2
38.	D. Shingleton	W-35	L-3	D-41	L-25	L-19	1.5
39.	M. McClain	W-50	L-5	D-24	L-22	L-26	1.5
40.	T. McDermott	Bye	L-6	L-4	D-43	L-24	1.5
41.	R. Buchanan	L-2	W-43	D-38	L-17	L-37	1.5
42.	J. Coulter	L-5	W-50	L-18	L-10	D-44	1.5
43.	D. McDermott	L-28	L-41	W-45	D-40	L-27	1.5
44.	B. Moshier	L-17	L-32	L-46	W-47	D-42	1.5
45.	A. Hinkle	L-49	L-23	L-43	W-50	L-34	1
46.	Burgess	L-8	L-36	W-44	L-26	L-30	1
47.	L. Kersey	L-7	L-10	W-48	L-44	L-36	1
48.	J. Richards	L-18	L-24	L-47	L-34	W-50	1
49.	F. Shaffer	W-45	L-7	L-25	L-31	L-32	1
50.	S. Stuck	L-39	L-42	L-21	L-45	L-48	0

W = Win L = Loss D = Draw F = Forfeit

Winners: 1-2 J. Scherer and P. Radcliff
3-7 M. Barker, P. Bricker, J. Norton, J. Brewster,
and J. Sutherland
Class C J. Sutherland
Classes D and E J. Blake and M. Fortner
Unrated B. Connelly and W. Mayo

GAMES SECTION

West Virginia State Championship - September 1972

The following games were submitted by the players involved, in answer to a request for "best or most typical game". Unfortunately, not all of the games submitted could be published due to errors in notation.

Bill Cunningham - Jason Cook

1 P-K4 P-K3 2 P-Q4 P-Q4 3 N-QB3 B-N5 4 P-K5 P-QB4 5 P-QR3
PXP 6 PxB PxN 7 PXP Q-B2 8 Q-Q4 N-QB3 9 B-QN5 N-K2 10 P-KB4
B-Q2 11 Q-B2 NxKP BxBch NxB 13 B-N2 P-QR3 14 N-K2 O-O 15
O-O N-QN3 16 QR-Q1 N-B5 17 B-B1 P-QR4 18 N-Q4 N-B3 19 B-Q2
P-R5 20 P-B5 NxN 21 QxN Q-N3 22 B-K3 QxQ 23 BxQ P-K4 24
B-B5 KR-Q1 25 B-K7 R-Q2 26 B-N5 P-B3 27 B-B1 P-R6 28 KR-K1
P-R7 29 B-K3 NxB 30 Resigns

Jason Cook - Jerry Lawson

1 P-KB4 P-Q3 2 N-KB3 P-KN3 3 P-K4 N-Q2 4 P-Q4 B-N2 5 B-B4
P-K3 6 O-O N-K2 7 P-K5 P-N3 8 B-K3 B-N2 9 QN-Q2 P-KB3 10
BxP BPxP 11 BPxP PXP 12 NxP NxN 13 PxN BxKP 14 B-B7ch K-Q2
15 N-B4ch B-Q3 16 Q-N4ch N-B4 17 RxN PxR 18 QxPch K-B3 19
B-Q5ch K-N4 20 BxBch KxN 21 Q-Q5ch K-N5 22 B-Q2ch K-R5 23
Q-N3 mate

Liu - Cunningham

1 P-Q4 P-Q4 2 P-QB4 P-K3 3 N-QB3 B-N5 4 Q-R4ch N-QB3 5
P-QR3 BxNch 6 PxB B-Q2 7 Q-B2 N-B3 8 B-N5 N-K2 9 BxN PxB
10 P-K3 P-B3 11 N-B3 Q-B2 12 B-Q3 P-K4 13 BPxP BPxP 14 P-K4
QPXP BxP P-B4 16 NxP PxB 17 NxB KxN 18 O-O P-B4 19 QR-N1
QR-KN1 20 R(B1)-Q1 K-B1 21 Q-R4 K-N1 22 R-N5 R-N3 23 R(1)-N1
P-N3 24 P-QB4 R(L)-N1 25 P-N3 P-B5 26 R-QR5 PXP 27 RPXP
RXPch 28 PxR QxNPch 29 K-B1 Q-B6ch 30 K-K1 R-N8ch 31 K-Q2
Q-Q6 mate

Dave Jones - John Scherer

1 P-K4 P-QB4 2 N-KB3 P-Q3 3 P-Q4 PXP 4 NxP N-KB3 5 N-QB3
P-QR3 6 B-KN5 P-K3 7 P-B4 B-K2 8 Q-B3 Q-B2 9 B-Q3 N-B3 10

N-N3 B-Q2 11 O-O-O O-O 12 P-N4 N-N5 13 RKR4 NxBch 14 RxN
 B-B3 15 BxN BxB 16 P-N5 BxN 17 RxB Q-N3 18 P-B5 P-Q4 19
 P-B6 QPxP 20 Q-B4 P-N3 21 P-R5 P-K6 22 R-R2 P-K7 23 R-K3
 B-N4 24 PXP BPXP 25 N-Q4 QR-Q1 26 NXP(K2) BxN 27 R(2)xB
 R-Q3 28 Q-KN4 R(1)-Q1 29 P-QN3 Q-B4 30 K-N2 R-B3 31 P-B4
 Q-N5 32 RXP R-Q7ch 33 K-N1 R-Q8ch 34 K-B2 R-Q1 35 R-K8ch
 RxR 36 RxRch K-B2 Q-Q7ch Resigns

E. Graham - C McDonald

1 N-KB3 P-Q4 2 P-QB4 P-K3 3 P-QN3 B-K2 4 B-N2 N-KB3 5 P-Q3
 P-QB4 6 P-Q4 N-B3 7 P-K3 O-O 8 B-Q3 BPXP 9 NXP B-Q2 10 O-O
 PXP 11 BXP NxB 12 BxN B-B3 13 B-N2 Q-B2 14 Q-K2 KR-Q1 15
 N-Q2 R-Q2 N-B3 R(1)-Q1 17 QR-Q1 N-Q4 18 N-K5 B-Q3 19 NxB
 BXPch 20 K-R1 RxN 21 Q-N4 B-K4 22 BxB QxB 23 R-Q4 P-KN3 24
 KR-Q1 N-B3 25 Q-R3 RxR 26 RxR N-K5 27 K-N1 Q-B3 28 P-B4 K-N2
 29 P-KN4 P-K4 30 P-N5 NXP 31 PxB QXPch 32 R-N4 Q-B4 33 B-B1
 Q-QB7 34 Q-R2 Q-B8 35 QxKPch K-B1 36 R-KR4 P-KR4 37 R-Q4
 K-N1 38 R-Q8ch Resigns

Radt - D. Coil

1 P-K4 P-Q3 2 P-Q4 N-KB3 3 N-QB3 P-KN3 4 N-KB3 N-QB3 5 B-K2
 P-Q4 6 NXP NxB 7 O-O N-QN3 8 B-QN5 B-Q2 9 P-Q5 N-N1 10
 B-Q3 P-K3 11 B-KN5 B-K2 12 B-K3 P-KR4 13 P-KR4 BXP 14 P-KN3
 B-KB3 15 P-QB4 P-KR5 16 P-KN4 B-QR5 17 Q-Q2 P-KR6 18 Q-QR5
 Q-Q2 19 R-QB1 PXP 20 PXP[1] QxNPch 21 K-KR2 Q-KN7 mate

[1] Could be either pawn; not marked on score sheet

C. McDonald - W. Burch

1 P-K4 P-K4 2 N-KB3 N-QB3 3 B-N5 N(1)-K2 4 P-Q4 PXP 5 NXP
 NxB 6 QxN N-B3 7 BxN NPxB 8 O-O P-Q3 9 B-B4 P-QB4 10 Q-K3
 B-K2 11 N-B3 O-O 12 QR-Q1 B-K3 13 KR-K1 P-QR3 14 N-Q5 BxN
 15 PxB B-B3 16 P-QN3 Q-Q2 17 P-QB4 KR-K1 18 Q-KB3 RxRch 19
 RxR R-K1 20 R-K4 RxR 21 QxR P-KR3 22 Q-K1 Q-B1 23 B-Q2 P-QB3
 24 Q-K4 PXP 25 QXP Q-Q1 26 Q-B6 B-K4 27 P-KN3 Q-B3 28 K-N2
 K-R2 29 Q-K4ch Q-N3 30 K-B3 P-B4 31 Q-R4 P-KR4 32 Q-N5 QxQ
 33 BxQ K-N3 34 B-B4 BxB 35 KxB K-B3 36 P-KR4 P-N3 37 P-KB3
 P-QR4 38 P-KN4 BPXP 39 PXP PXP 40 KXP K-B2 41 K-N5 K-N2 42
 K-B4 K-B3 43 K-K4 K-K3 44 P-QR4 K-K2 45 K-Q5 K-Q2 Drawn

RxN
19
-K3
xB
-B4
8ch

Don Robinson - S. Smith

P-K4 P-QB4 2 N-QB3 P-K3 3 P-Q3 P-Q4 4 P-K5 N-Q2 5 N-KB3
P-Q5 6 N-K4 P-QN3 7. P-QB3 B-QN2 8 PXP PXP 9 B-KB4 B-QN5ch
10 B-Q2 BxB 11 QxB N-K2 12 Q-KB4 N-KN3 13 N-Q6ch Resigns

Russell Cump - Tom Bergquist

1 P-Q4 P-Q4 2 P-QB4 P-QB3 3 N-KB3 N-B3 4 B-N5 P-K3 5 P-K3
B-K2 6 N-B3 N-Q2 7. B-Q3 P-KR3 8 B-B4 PXP 9 BXP N-N3 10
B-Q3 KN-Q4 11 B-N3 B-Q3 12 BxB QxB 13 P-QR3 0-0 14 0-0 N-Q2
15 Q-Q2 P-K4 16 NxB NxB 17 PXP NXP 18 B-R7ch KxB 19 QxQ
PXP 20 NxB B-K3 21 QR-B1 QR-B1 22 P-R3 P-B3 23 N-B3 P-QN3
24 N-Q4 B-B2 25 N-N5 P-QR4 26 N-Q6 R-B4 27 RxB PXR 28 N-N7
R-QN1 29 N-Q6 B-K3 30 R-B1 P-B5 31 R-B2 P-N3 32 K-R2 K-N2
33 P-B3 K-B1 34 P-QR4 R-N5 35 N-N5 RXP 36 K-N3 R-N5 37
N-Q4 B-Q2 38 K-B2 P-R4 39 P-R4 K-B2 40 K-K2 P-N4 41 P-KN3
B-N4 42 K-Q2 B-R5 43 P-N3 BXP 44 NxB RxN 45 R-R2 R-N4 46
K-B3 K-K3 47 P-K4 R-N6ch 48 K-Q4 R-Q6ch 49 K-B5 PXP 50
PXP P-B6 51 PXP PXP 52 K-B4 R-Q7 53 Resigns

J. Carez - J. Lawson

1 N-KB3 N-KB3 2 P-KN3 P-KN3 3 B-KN2 P-Q3 4 0-0 B-N2 5 P-Q3
0-0 6 P-K4 P-K4 7 P-QR4 B-Q2 8 N-Q2 N-QB3 9 N-B4 B-K3 10
N-K3 R-K1 11 N-K1 N-Q5 12 P-KB4 PXP 13 PXP P-QB4 14 P-KB5
B-Q2 15 N-B4 B-B3 16 PXP RXP 17 B-N5 B-Q2 18 NxB P R-K4 19
BxB BxB 20 P-QB3 N-QB3 21 Q-KB3 K-N2 22 N-QB4 R-R4 23 N-B2
B-K3 24 N(2)-K3 B-K4 25 NxB NxB 26 Q-N3 R-N4 27 N-B5ch K-B1
28 QxN PxN 29 PXP RxBch 30 KxB B-Q4ch 31 K-N1 Q-N4ch 32
Q-N3 QxQch 33 PXP R-Q1 34 P-B6 B-N6 35 R-B5[1] RXP 36 RXP
RXPch 37 K-B2 Resigns

[1] R-B4 on score sheet

Mickey Walker - Burford Early

1 P-QN3 N-KB3 2 B-N2 P-K3 3 N-KB3 P-KN3 4 P-Q4 P-Q4 5 N-B3
B-N5 6 Q-Q3 BxBch 7 QxB N-B3 8 P-K3 0-0 9 B-N5 B-Q2 10 BxB
BxB 11 N-K5 Q-Q3 12 P-R4[1] N-Q2 13 B-R3 N-B4 14 BxB Q-Q1
15 BxB QxB 16 NxB PxB 17 QXP Q-Q1 18 0-0 P-QR4 19 QR-K1
Q-QB1 20 Q-N5 P-QB3 21 Q-Q3 P-KB4 22 P-QB4 Q-R3 23 R-B2[2]
R-N1 24 R-QB1 R-N5 25 P-B3 P-R4 26 P-K4 Q-B1 27 KPXP[3]

P-Q3
0 0-0
15
NxB
N3 24
B4 K-N2
3 B-B1
-Q4

5 B-K2
10
P-KN3
Q-QR5
e

NxB
Q-K3
BxB
ch 19
2 P-QB3
K-N2
5 QxQ
P-KB3
N2 42
wn

BPxP 28 RXP QxR 29 P-B5 Q-QB3 30 P-N4 RPXP 31 PXP PXP 32
 R-KB1 K-N2 33 R-B4 Q-B1 34 Q-KN3 Q-B2 35 RXP QxQ 36 RxQ
 RxQP 37 R-QB3 R-Q8ch 38 K-B2 P-Q5 39 K-K2 PXR 40 KXR K-B2
 41 K-B2 K-K2 42 KXP K-Q2 43 K-B4 K-B3 44 P-N4 PXP 45 KXP
 P-N4 46 P-R5 K-N2 47 K-N5 P-N5 48 P-B6ch K-B2 49 P-R6 K-N1
 50 K-N6 P-N6 51 P-B7ch Resigns

[1] Probably QR pawn

[2] Probably R-K2

[3] Probably the QP

The following 15 games were annotated by Associate
 Editor Mike Richardson.

Gupta - J. Richardson

1 P-K4 P-K3 2 P-Q4 P-Q4 3 B-Q3[1] PXP 4 BXP N-KB3 5 B-N5
 B-K2 6 BxN BxB 7 P-QB3 N-Q2 8 N-B3 O-O 9 O-O P-QB3 10 Q-B2
 P-KN3 11 QN-Q2 B-N2 12 P-QN4[2] R-K1 13 N-B4 N-B3 14 KR-K1
 NxB 15 RxN P-QN3 16 KR-K1 B-N2 17 QR-Q1 Q-B2 18 P-QR4
 P-QB4 19 N(4)-K5 PXP 20 P-B4 QR-QB1 21 QR-B1 KR-Q1 22 Q-K2
 BxN(3) PxB[3] RXP 24 R-N1 QxN[4] 25 QxQ BxQ 26 RxB R(5)xP
 and black won the ending

[1] N-QB3 or N-Q2 are more often played

[2] Weakening the Queen side pawns

[3] Black wins the pawn either way. White created another
 weakness that Black exploited in the endgame

[4] Forcing simplification

Phythyon - D. Molino

1 P-K4 P-K3 2 P-Q4 P-Q4 3 N-Q2[1] P-QB4 4 KPXP KPXP 5 B-N5ch
 B-Q2 6 Q-K2ch Q-K2 7 BxB NxB 8 QxQch BxQ 9 KN-B3 B-B3 10
 O-O P-B5 11 P-B3 N-K2 12 R-K1 O-O 13 N-K5 BxN 14 PxB N-KN3
 15 P-K6 PXP RXP N-B4 17 R-K3 N-Q6 18 N-B3 QR-K1 19 P-QN3
 P-QN4 20 PXP NPXP[2] 21 RxR RxR 22 B-K3 R-N1 23 BXP[3] R-N7
 24 B-Q4 N(3)-B5 25 P-QR4 N-K7ch 26 K-B1 NxB 27 NxB RxPch
 28 K-N1 R-B3 29 P-R5 N-B4 30 N-N5 N-R3 31 R-Q1[4] R-B4 32
 N-Q4 R-B3 33 N-B2 N-B2 34 N-K3 R-QR3 35 NXP NxB 36 RxN R-QB3

32
K-B2
KxP
K-N1

N5
Q-B2
KR-K1

K-K2
KxP

N5ch
10
N-KN3
R-N7
Pch
4 32
N R-QB3

37 K-B2 K-B2 38 K-K3 K-K3 39 R-QN5 K-Q3 40 R-N6[5]

- [1] The Tarrasch Variation of the French Defense
- [2] QPxP looks better because the queen pawn is backward and will be won in the endgame. Also, with QPxP Black's queenside pawns look slightly better.
- [3] Black wins back the pawn in a few moves but White now has a "passed" pawn.
- [4] The weakness of the pawn is now acute
- [5] And after 40 ... RxR 41 PxR K-B3 42 K-Q4 KxP 43 KxP and White wins

M. Richardson - McKinney

1. P-Q4 N-KB3 2 P-KB3 P-K3 3 P-K4 P-Q4 4 B-K3[1] PxP 5 N-QB3 B-N5 6 P-QR3 BxNch 7 PxB N-Q4 8 Q-Q2 PxP 9 NxP NxB QxN O-O 11 B-Q3 P-KN3[2] 12 Q-R6 N-Q2 13 O-O N-B3 14 N-N5 R-K1 15 RxN QxR 16 QxP K-B1 17 R-KB1 K-K2[3] 18 RxQ KxR 19 QxPch KxN 20 P-N3[4] P-K4 21 QxNP mate

- [1] The Rasa-Studier Gambit
- [2] Creating terrible holes at Black's KB3 and KR3
- [3] If the queen moves then RxPch
- [4] Cutting off all flight squares for the King

Gerrard - Phythyon

1 P-K4 P-QB4 2 N-KB3 N-QB3 3 P-Q4 PxP 4 NxP P-KN3 5 P-QB4 [1] B-N2 6 B-K3 P-Q3 7 N-QB3 N-B3 8 NxN PxN 9 B-K2 O-O 10 Q-Q2 Q-R4 11 O-O R-N1 12 P-B4 B-N5 13 BxB NxB 14 B-Q4[2] RxP 15 Q-Q3[3] BxBch 16 QxB R(1)-N1 17 N-N5[4] Q-N3 18 QxQ RxQ 19 N-Q4 N-K6 20 KR-K1 N-B7 21 NxN RxN 22 KR-QB1 R(3)-N7 23 RxR RxR[5]

- [1] Maroczy Bind
- [2] White overlooks his weakness on QN2
- [3] If 15 QxR then 15 ... BxBch followed by BxN and BxR after the queen moves

[4] White hopes for 17 ... Pxn 18 QxR

[5] And Black won another pawn and the game

Mark Smith - Joe Barker

1 P-Q4 P-Q4 2 P-B4 N-B3[1] 3 N-KB3 B-N5[2] 4 Pxp BxN
5 Pxn Bxp[3] 6 N-B3 N-B3[4] 7 B-N5 P-KR3 8 BxN NPxB 9 P-Q5
B-Q2 10 P-K4 P-K3 11 B-B4 Q-K2 12 Q-K2 O-O-O 13 O-O-O K-N1
14 K-N1 B-N2 15 KR-K1 P-K4 16 Q-B2 Q-B4 17 B-B3 P-B3 18
R-B1 P-KR4 19 Q-N3 B-R3 20 N-R4[5] QxBP 21 R-K2 Q-B5 22
R(2)-B2 K-R1 23 N-B5 B-B1 24 Nxp R-Q2[6] 25 Pxp R-B2 26
N-Q6 B-K3 27 Q-N7ch Rx 28 PXRch K-N1 29 R-B8ch[8]
Resigns

[1] The Tchigorin Defense to the Queens Gambit Declined

[2] "In this defense B-KN5 and B-QN5 are often required to maintain the balance"

[3] Soltis says of this variation "5 Pxn has lost its popularity in recent years and most masters prefer to take the two bishops and central advantage available in 5 NPxB"

[4] The main line runs 6 ... P-K3 7 P-K4 B-N5 8 P-B3 P-B4 9 B-Q4 (if 9 P-K5? N-K2 with control of Q4) with prospects of 9 ... Pxp 10 O-O Pxp 11 Bxp N-K2 12 P-Q5 P-B7ch 13 Rxp B-B4 14 B-B7ch K-B1 15 Q-B3 BxRch 16 QxB NxP 17 NxN BxN 18 BxBch Q-B3 19 Q-B5ch or 12 ... BxN 13 QxBP B-B3 14 PxB NxBP 15 Q-R5ch. However, Joe is trying for a sacrifice himself with 6 ... N-B3 7 P-B3 (otherwise White has difficulty freeing his Kingside) 7 ... P-K4 8 Pxp Qxch 9 NxQ N-Q2 10 B-B4 O-O-O followed by either B-N5ch or B-B4 and KR-K1 and Black regains his pawn and keeps the initiative (Joe has the pamphlet on this defense by Soltis and one can be sure that he knew this line)

[5] The knight gains QB5

[6] If 24 ... BxN 25 Pxp

[7] Black can hold with 26 ... Q-N5

[8] After 29 ... BxR 30 RxB RxR 31 PXR(Q) mate

Kiernan - Griffith

1 P-K4 P-K4 2 P-KB4[1] PXP 3 N-KB3 P-Q3 4 P-Q4 P-KN4 5 R-B4
B-N2 6 N-QB3 N-QB3 7 P-KR4 P-KR3 8 N-K2 Q-K2 9 P-QB3 B-Q2
[2] 10 P-QN4 P-B4 11 KPXP BxBP 12 PXP O-O-O 13 BXP P-KR4
14 N-R4 B-K5 15 O-O P-Q4 16 B-Q3 R-K1 17 N-N3 Q-Q2 18 Q-B2
NxQP 19 PxN BXPch 20 R-B2 BxB 21 QxB BxR[3]

[1] The Kings Gambit

[2] 9 ... QXP is possible but Don wants to O-O-O

[3] Black won after a long game

J. Richardson - Carez

1 P-N4 P-K4 2 B-N2 P-KB3[1] 3 P-K4[2] P-QB3 4 P-N5 P-Q4
5 NPXP[3] PxBP 6 PXP PXP 7 N-QB3 B-QB4 8 Q-R5ch P-KN3 9
Q-B3 P-K5 10 Q-Q1 BXPch[4] 11 KxB Q-N5ch 12 K-K1 QxB 13
R-N1 Q-R6 14 NXP Q-Q3 15 N-QB3 P-B4 16 B-N5 B-Q2 17 BxBch
NxB 18 N-N5 Q-B4 19 N-K2 N(1)-B3 20 N(2)-Q4 O-O 21 N-K6
Q-K4 22 NxR RxN 23 Q-K2 N-N5 24 Q-B4ch R-B2 25 Q-Q4 Q-B5
N-Q6 P-K6? 27 QxQ[5] Resigns

[1] The Polish Opening

[2] A tricky gambit

[3] White does better to play 5 P-QB4 maintaining tension

[4] Forcing White to lose castling rights

[5] John said after the game that he thought for ten
minutes before he saw that the Queen was hanging

Cunningham - Nohle

1 P-K4 P-Q3[1] 2 P-Q4 N-KB3 3 N-QB3 P-KN3 4 P-KB4[2] B-N2
5 N-KB3 O-O 6 B-K2[3] P-QB4 7 B-K3 N-QB3 8 PXP N-KN5 9
B-Q2 PXP 10 P-KR3 N-KB3 11 P-K5 N-K1 12 B-K3 P-QN3 13 QxQ
NxQ 14 N-Q5 P-K3[4] 15 N-K7ch K-R1 16 NxB RxN 17 R-Q1[5]
N-B2 18 P-B4 N-B3 19 O-O KR-Q1 20 N-N5 K-N1 21 N-K4 N-K1
22 B-B2 N-K2 23 B-R4 RxR 24 RxR N-B4 25 B-B2 P-B3 26 P-KN4
N-K2 27 R-Q7 N-B3 28 PXP NXP 29 NxNch BxN 30 P-N3 P-K4

31 PxB-BxP 32 B-B3 N-Q5 33 B-Q5ch K-R1 34 RxQRP N-K7ch 35
 K-B1 N-B5 36 R-K7 B-B6 37 B-N2 R-Q1 38 K-N1 R-Q8ch 39 K-R2
 R-Q7 40 K-N1 NxB 41 KxN RXP 42 K-B3 B-B3? 43 R-K6 B-B6 44
 RxQNR B-N5 45 R-N7 R-N7? 46 B-Q4ch K-N1? 47 BxR Resigns[6]

[1] The Pirc Defense

[2] The Austrian Attack

[3] Fisher's B-Q3 is more popular

[4] Giving White a possible outpost on Q6

[5] Why not just 17 O-O-O

[6] Much better is 46 RxB PXR 47 B-Q4ch If 46 ... RxB 47
 KxR PXR White wins also

Molino - Hinkle

N-K1 1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 N-QB3 B-N2[1] 4 P-K4 O-O 5 P-K5
 6 P-B4 P-Q3 7 N-B3 P-K3 8 B-Q3 N-QB3 9 B-K3 N-K2 10 P-KN4
 P-KB3?[2] 11 PxBP NXP 12 P-N5 N-Q2 13 Q-B2 P-QR3 14 P-KR4
 P-N3[3] 15 P-R5 B-N2 16 PXP BxN 17 RXP Q-K1 18 Q-B2 B-N2
 19 Q-R4 N-B4 20 RxBch[4]

[1] The King's Indian Defense

[2] Weakens the Kingside

[3] Black does not have time for Queenside action, he must
 tend to his Kingside 14 ... N-B4

[4] 20 ... KxR 21 Q-R7 mate or 20 ... NxR 21 Q-R7 mate

Sako - Gerrard

1 P-K4 P-QB4 2 N-KB3 P-Q3 3 P-Q4 PXP 4 NXP N-KB3 5 N-QB3
 P-QR3[1] 6 B-Q3 P-K4 7 N-N3 B-K2 8 P-B4 O-O 9 B-K3 P-QN4 10
 Q-K2 B-N2 11 P-QR3 QN-Q2 12 O-O-O R-B1 13 P-N4 RxN[2] 14 PXR
 NxKP 15 BxN BxB 16 KR-N1 P-Q4 17 K-N2 N-N3 18 BxN QxB 19 PXP
 R-B1 20 R-N3 P-QR4 21 N-Q2 P-N5 22 R-QN1 PxBPch 23 K-R2 Q-B4
 24 R-N3 PxN 25 QR-QB3 QxR 26 RxQ RxR 27 QXP RxBPch[3] 28
 Resigns

[1] The Najdorf Sicilian

K7ch 35
39 K-R2
B-B6 44
signs[6]

RxB 47

O 5 P-K5
P-KN4
P-KR4
B-N2

e must

te

QB3
QN4 10
14 PXR
19 PXP
R2 Q-B4
28

[2] A sacrifice that is seen quite often these days

[3] An easy game to understand

Cunningham - Cook

This is the same game that appears on page 5; let's see what Mike has to say about it.

1 P-K4 P-K3 2 P-Q4 P-Q4 3 N-QB3 B-N5 4 P-K5 P-QB4 5 P-QR3
PxP[1] 6 PxB PxN 7 PXP[2] Q-B2 8 Q-Q4 N-QB3 9 B-QN5 N-K2
10 P-KB4 B-Q2 11 Q-B2? NxKP 12 BxBch NxB 13 B-N2 P-QR3 14
N-K2 O-O 15 O-O N-QN3 16 QR-Q1 N-B5 17 B-B1 P-QR4 18 N-Q4
N-B3 19 B-Q2 P-R5[3] 20 P-B5 NxN 21 QxN Q-N3[4] 22 B-K3 QxQ
23 BxQ P-K4[5] 24 B-B5 KR-Q1 25 B-K7 R-Q2 26 B-N5 P-B3 27
B-B1 P-R6 28 KR-K1 P-R7 29 B-K3 NxB 30 Resigns

[1] The normally played line in the Winawer is 5 ... BxNch
6 PxB N-K2 (or Q-B2) 7 Q-N4 (or N-KB3 or P-QR4) Q-B2
8 QxNP R-KN1 9 QxRP

[2] MCO recommends 7 N-B3 P-B4

[3] The passed pawn decides the game

[4] Black naturally wants to simplify

[5] Obtaining a second passed pawn

R. Smith - Phythyon

1 P-Q4 N-KB3 2 P-QB4 P-B4 3 P-Q5 P-QN4[1] 4 PXP P-QR3 5 PXP
BXP 6 N-QB3 P-Q3 7 P-K4[2] BxB 8 KxB P-KN3 9 N-B3[3] B-N2
10 P-KN3 O-O 11 K-N2 Q-N3 12 N-Q2 QN-Q2 13 N-B4 Q-R3 14 Q-K2
KR-N1 15 B-B4[4] R-N5 16 P-N3[5] N-N3 17 NxN QxQ 18 NxQ RxN
19 N-B3 N-N5 20 KR-QB1 B-Q5 21 P-B3 N-B7 22 R-B2 N-Q6 23
R-QN1 N-N5 24 R(2)-B1 BxN 25 RxB RxPch 26 K-R3 N-B7 27 P-K5
N-Q5 28 PXP PXP 29 R-K3 K-N2 30 P-KN4 N-K7 31 B-KN3 NxB
32 Pxn R-Q7[6]

[1] The Benko Gambit

[2] White intends to castle by hand

[3] 9 P-B4 is another system

[4] It might be better to protect the weak QNP with the B.

[5] Opens up the long diagonal. Now White's pieces get tied down.

[6] Black won the Queen pawn and the game.

M. Richardson - T. Berquist

1 P-Q4 P-Q4 2 P-K4[1] PXP 3 N-QB3 P-KB4 4 B-KN5 QN-Q2 5
P-B3 KN-B3 6 B-QB4 N-N3 7 B-N3 P-K3 8 PXP B-K2 9 PXP PXP
10 N-B3 N-K5 11 BxB QxB 12 O-O NxN 13 Pxn Q-K6ch 14 K-R1
K-Q1[2] 15 N-K5 R-B1 16 R-K1 QxBP 17 Q-K2 B-Q2[3] 18 NxB
NxN[4] 19 Q-K7ch K-B1 20 Q-K8ch Resigns

[1] The Blackmar-Diemer Gambit

[2] If 14 ... QxP then 15 R-K1ch followed by Q-K2 with a similar line of attack

[3] If 17 ... P-B3 then 18 NXPch

[4] If 18 ... KxN then 19 Q-K6ch K-Q1 20 Q-K7ch K-B1
21 QxRch

M Smith - D Marples

1 P-Q4 N-KB3 2 P-QB4 P-K3 3 N-QB3 P-Q4 4 B-N5 QN-Q2 5 PXP[1]
PXP 6 P-K3 B-K2 7 B-Q3 O-O 8 Q-B2 P-B3 9 N(1)-K2 R-K1 10
N-N3 N-B1 11 O-O-O[2] N-N5 12 BxB QxB 13 P-KR3 NXP 14 Pxn
QXPch[3]

[1] The Exchange Variation of the Queen's Gambit

[2] White has not played the best line which is the use of the "Minority Attack". For example: 10 BxN (recommended by Pachman) BxB 11 P-QN4 P-QR3 13 QR-QN1 N-K3 14 O-O B-Q2 15 P-N5 RXP 16 PXP and Black's pawns are a weakness

[3] Thus Black won two pawns and the game

M. Richardson - D. Marples

1 P-Q4 N-KB3 2 P-KB3 P-K3 3 P-K4 P-Q4 4 B-K3[1] PXP 5 N-QB3
B-N5 6 P-QR3 BxNch 7 PxB PXP 8 NXP O-O 9 B-Q3 QN-Q2 10 O-O
P-QB4 11 Q-K1 Q-B2 12 Q-R4[2] P-B5[3] 13 B-K2 P-K4 14 B-N5
PXP 15 PXP Q-B3 16 BxN NxB 17 N-K5 Q-K5[4] 18 QxQ NxQ

et tied

5
PxP
-R1
NxB

h a

PxP[1]
10
4 PxN

se of
mended
O-O
weakness

N-QB3
O O-O
B-N5

19 BxP N-Q3[5] 20 B-Q5 B-B4[6] 21 P-QB4[7]

[1] The Rasa-Studier Gambit.

[2] White should try to keep his bishop on Q3

[3] If 12 ... P-K4 13 PxKP NxP 14 NxN QxN 15 RxN!

[4] A good move which forces the Queen exchange

[5] 19 ... N-KB3 is better

[6] 20 ... B-K3 is better

[7] After the game Black pointed out that White missed the win of a piece by 21 NxP RxN 22 BxRch KxB 23 P-KN4. A draw was agreed in a few moves.

The following two games were annotated by Donald Griffith.

Griffith - Szasz

1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 N-QB3 P-Q4 4 PxP NxP 5 P-K4 NxN 6 PxN B-N2 7 B-QB4 P-QB4 8 B-K3 O-O 9 N-K2 N-B3 10 O-O Q-B2 11 R-B1 R-Q1 12 P-KR3 R-N1[1] 13 P-B4 P-QN4 14 B-N3 P-B5[2] 15 B-B2 Q-N3 16 Q-K1 P-K4 17 BxP R-N2[3] 18 Q-B2 Q-B2 19 N-B4 N-K2 20 N-Q5 NxN 21 PxN Q-Q2 22 B-K4 R-N3 23 Q-B3 B-N2 24 P-Q6 BxB 25 QxB R-K1 26 Q-R4 R-N2 27 B-N5 P-QR4 28 R-B4 Q-K3 29 QR-B1 P-N5 30 PxP PxP 31 B-K7 P-N6 32 PxP PxP 33 R-N1 P-N7 34 Q-K1 R-QB1 35 R-B2 Q-R7 36 Q-Q1 B-R3 37 R-B2 R(1)-N1 38 R-B7 RxR 39 PxR R-B1 40 B-Q6 B-K6ch 41 K-R2 BxP 42 Q-N4 Resigns[4]

[1] Up to here the game is the same as Spasky-Fischer, Siegen, 1970. Fischer played 12 ... P-N3 13 P-B4 P-K3

[2] I expected 14 ... N-QR4 gaining the two bishops or the QB5 square

[3] If 17 ... B or NxKP 18 Q-B2

[4] Szasz was out of time and didn't see 42 ... RxP. This could have led to: 43 QxB QxR 44 BxR Q-QB8 45 Q-Q8ch K-N2 P-K6 and if 46 ... PxP then 47 B-K5ch K-B2 48 Q-Q7ch K-B1 49 B-Q6ch K-N1 50 QxKPch K-N2 51 Q-K7ch and wins.

If 46 ... QxB [P-N8(Q)? leads to mate for white] 47. QxQ
 P-N8(Q) 48 QxBPch K-R3 49 Q-B8ch K-R4 or N4 50 P-K7 and wins
 If Black tries 44 ... Q-R7, then White might #5 Q-Q8ch K-N2
 45 Q-B6ch K-N1 47 P-K6 QxP (or White mates) and 48 QxQNP.

Griffith - Phythyon

1 P-K4 P-QB4 2 N-KB3 P-Q3 3 P-Q4 Pxp 4 QxP N-QB3 5 B-QN5
 B-Q2 6 BxN BxB 7 N-QB3 N-B3 8 B-N5 P-K3 9 O-O-O B-K2 10
 KR-K1 Q-B2[1] 11 Q-Q3[2] P-QR3 12 N-Q2 P-QN4 13 P-B4 P-N5
 14 BxN PxB[3] 15 N-K2 R-QB1 16 N-Q4 B-R5 17 N(2)-N3 P-K4
 18 N-B3[4] B-N4 19 Q-Q2 P-QR4 20 K-N1 O-O 21 P-B5 P-R5 22
 N-B1 P-R6 23 P-QN3 KR-Q1 24 N-Q3 P-Q4 25 R-QB1 BxN 26 PxB
 Q-N2 27 RxR RxR 28 Pxp QxP 29 R-K4 R-B6 30 N-K1 B-B4 31
 R-B4[5] RxR 32 NPxR Q-Q5 33 Q-K2 Q-B6 34 N-B3 P-N6 35
 P-KR3[6] B-N5 36 P-N4 Pxpch 37 Kxp Q-B8 38 Resigns[7]

[1] 10 ... O-O is better

[2] According to Chess Informant, better is 11 BxN PxB 12
 N-Q5, if PxN then 13 Pxp B-N4 14 QxBP R-KN1 15 RxBeh
 QxR 16 R-K1

[3] If 14 ... BxB, then White can play 15 N-Q5

[4] 18 N-B5 is better

[5] Q-R6!? If RxNPch White can at least draw, but if 31 QxR
 Black wins: 32 Pxr B-K6!

[6] 35 Q-Q2!

[7] The threat is 38 ... B-N6 and 39 ... Q-R8ch. The Q must
 stay on the second rank to prevent mate and if the N
 moves B-Q7 wins.

The following game, from the Simultaneous Exhibition
 by Grandmaster Bent Larsen in Charleston, W.Va., on November
 14, 1972, was annotated by Al DuVall.

B. Larsen - A. DuVall

1 P-K4 P-K3 2 P-Q4 P-Q4 3 N-Q2 P-KB4?! Never before have I

played this obscure move. Many years ago it was played against me several times by John Hurt, Charleston's connoisseur of the French. I decided to take this opportunity of learning how B. Larsen would meet it.

The usual move is 3 ... P-QB4, playable because White did not play his QN to B3.

4 PxBP If 4 P-K5 then ... P-B4 5 P-QB3 QN-B3 6 QN-B3 Q-N3 7 B-Q3 PxB 8 PxB B-Q2 (now threatening ... NxP) 9 N-K2 and Black by rapidly developing his Q-side has at least equality.

Grandmaster Larsen prefers the text and the exploit- of the weak point at Black's K4. He kindly commented upon this game, so his remarks will be indicated by "GL".

4 ... PxB 5 B-Q3 N-KB3 6 N-K2 B-Q3 7 N-KB3 N-K5

J.N. Cotter in a note to the game H. Berliner - D. Miles, U.S. Intercollegiate, N.Y., 1953, states "straying from the straight and narrow; ... O-O is in order"

8 O-O

The above game continued 8 B-KB4 B-K3 (poorly posted here) 9 P-B3 Q-K2 10 Q-N3! P-QN3 11 O-O N-Q2? "his last chance; ... O-O was still possible".

8 ... O-O 9 B-KB4 QN-B3

GL suggested 9 ... BxB 10 NxB P-KN4! with an advantage to Black.

10 P-B4! N-N5 With the idea of eliminating White's QB.

11 BxB PxB!? Accepting the poor pawn position in order to control the vital square K4...

12 PxB NxB At least Black is consistent, but 12 ... NxQP? is not possible because of the pin 13 B-B4 to be followed by Q-N3 and N-B4++. GL agreed that the text was Black's only chance.

- 13 QxN P-KN4 (See note 9 by GL!)
- 14 N-Q2 GL rejected N-B3 on account of the reply ... P-N5
- 14 ... N-B3 Threatening ... NxP and retaining the N for action on the K-side.
- 15 P-B4! P-N5 GL "the only move"
- 16 N-QB3 P-N3 Preparing for ... B-N2 or ... B-R3
- 17 KR-K N-R4 18 Q-K3 B-R3 To gain control of QN4 and QB5 to impede intrusion of the knights
- 19 Q-K6ch K-R1 20 Q-R6 Thus he protects the P at KB4.
- 20 ... N-N2 21 R-K3 R-B3 Hereabouts Black plays with indecision and lack of a suitable plan. Perhaps the best course was 21 ... R-K 22 QR-K Q-Q2 and if White exchanges Black's Q controls the open file.
- 22 Q-R4 Q-KB1 23 QR-K R-B2 To remove the R from attack by White's Q which prevents ... R-K 24 RxR NxR 25 RxN QxR 26 QxRch ++.
- 24 P-KR3 Here or on subsequent moves GL suggests the sacrifice of the exchange by R-K6 asserting that after NxR PxN, the strong passed P with threats of P-Q5 and N-Q5 would give excellent winning chances.
- 24 ... R-Q1 Still Black cannot play 24 ... R-K on account of 25 RxR NxR 26 Q-Q8ch. 24 ... PxP is bad because of 25 RxP and the fact that White's N has access to KB3.
- 25 P-R4 B-B1 26 N-B4 B-R3?! The end of indecision. With this move Black decides to forego any attempt to dispute the K-file; it appeared hopeless.
- 27 N-R3 R-B1. The idea is to play for a sacrifice of the exchange or hope that the R can reach the 7th rank.

- 28 N(R3)-N5? GL said "I should not have allowed you to exchange the passive B"
- 29 ... BxN 29 NxB P-QR3! The plan is to eliminate the Q-side pawns and reach the 7th rank
- 30 N-B3 P-N4 31 Pxp Pxp 32 Nxp GL said that he should not have captured
- 32 ... R-N1 33 N-B3 Rxp 34 Pxp Pxp 35 Qxp 35 P-N3 restricts the Q and allows ... N-B4 and Black wins the exchange
- 35 ... Rxp 36 Q-N3? GL explained that he had intended 36 Q-Q7 threatening 37 R-K8! but that he believed ... R(5)-B7 would draw (actually it threatens mate in 3)
- 36 ...R(7)-KB7 GL agrees that this is stronger than bringing a second R to the 7th rank. He could always exchange a Q for 2 rooks with advantage
- 37 N-K4 R-B8 38 Rxr RxRch 39 K-R2 N-B4 40 R-KB3 NxQ The most difficult problem became time since this was one of only 3 or 4 remaining games and GL appeared very quickly! However, for several moves I had foreseen this position and the possibility 40 ... R-R8ch 41 Kxr NxQch 42 NxN Q-R3ch but decided that it was a draw. Thus I played the text, which gives a "simple" endgame in which Black has all the winning chances.
- 41 RxQch RxR 42 KxN R-B4 43 Nxp Rxp 44 N-K4 Rxp 45 N-N5 R-QR5 GL said this is good technique putting the R far from the N. If Black plays 45 ... K-N2? quickly he loses to N-K6ch.
- 46 N-B3 After 46 ... K-N2 47 K-B2 K-B3 48 K-N3 K-B4 49 K-B2 P-R4 50 K-N3 K-B3 51 K-R3 K-B4 52 K-N3 R-R6 53 K-R4 the game was abandoned as a DRAW. But is it a draw after White's 46th move? Try this one in your spare time. We'll continue with Al's discussion of the ending in the next issue!

The following games are from the Charleston Club Championship tournament held in the spring of 1972. The annotations are by the tourney winner, Mark Smith.

M. Smith - J. Scherer

1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 N-QB3 B-N2 4 P-K4 O-O 5 B-K2
P-Q3 6 N-B3 P-K4 7 O-O N-B3 8 P-Q5 N-K2 9 B-Q2[1] N-K1 10
R-B1 P-KB4 11 Q-N3 P-QN3[2] 12 PXP PXP 13 N-KN5 N-KB3 14 P-B4
P-K5[3] 15 B-K3[4] P-KR3 16 N-K6 BxN 17 PxB P-QB3[5] 18 KR-Q1
Q-B2 19 Q-R3 KR-Q1 20 R-Q2 P-Q4[6] 21 PXP N(2)XP 22 NxN NxN
23 B-B4 N-K2 24 R-Q7! RxR 25 PXRch K-B1 26 B-N5 P-B4 27 P-QN4
Q-Q3 28 PXP PXP 29 QxBP Q-K3? 30 QXP(7) RxQ 31 P-Q8(Q)ch
K-B2 32 B-B4[7] Resigns

- [1] The newest innovation against the King's Indian Defense. The object is to accelerate the attack along the QB file while simultaneously anchoring the King Knight at K6.
- [2] Here "Informant" recommends K-R1
- [3] So far the game has followed Taimanov-Fischer, game 3. Now another "Informant" recommendation is played, but White has an advantage in the closing of the position.
- [4] Threatening 16 P-B5
- [5] To enable the attack on the pawn at K6, 17 ... Q-B1?
18 N-Q5
- [6] Black has no moves. White threatens simply 21 R(1)-Q1 which would force N-K1; then would follow 22 B-R5 which threatens both 23 BxN, loosening the QP, and 23 B-B7ch which gives the White pieces a beautiful attacking basis.
- [7] I didn't see it, but 32 BxR is just as good.

Holdren - Sutherland

1 P-K4 P-QB3 2 N-QB3 P-Q4 3 N-B3 PXP 4 NxP B-B4?[1] 5 N-N3
B-N3?[2] 6 P-KR4 P-KR3 7 N-K5 B-R2 8 Q-R5 P-KN3 9 B-B4 P-K3
10 Q-K2 N-B3 11 NxKBP Q-B2 12 NxR B-N2[3]

- [1] 4 ... B-N5 is playable, but this move is an error
- [2] 5 ... B-N5 must be played, but 6 B-B4 P-K3 7 P-B3 N-Q2
8 P-Q4 leaves White with an edge
- [3] 13 QXPch and White won.

More games from this event in the next issue.