

THE PAWN STORM

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NEWS AND EVENTS

PRATT TAKES TOP SECTION OF JUNE QUADRANGULAR

Twenty-two players competed in the June Quadrangular, including four newcomers to the Framingham Chess Club. The first section of the tournament comprised the formidable quartet of Larry Pratt, Larry Eldridge, Mike Johnson, and Alex Sadovsky. Those who expected a close finish were not disappointed; a single point separated the four in the final standings. Pratt defeated Johnson in the first round while Eldridge and Sadovsky drew, but Eldridge took over the lead by defeating Pratt in the middle round. Sadovsky, meanwhile, continued to be afflicted with time trouble, and in a winning position against Johnson accidentally allowed a draw by triple repetition while racing for the 40th move. In the final round, Eldridge fell to Johnson, allowing Pratt to push past him with a win over Sadovsky. The final result in the section was Pratt 2, Eldridge and Johnson 1 1/2, and Sadovsky 1.

The second section was the hardest to predict at the start, as it featured Inaugural Swiss co-winner Phil Wilkins, Donald Wolitzer, who had made an impressive debut in the same event, Ajit Goswami, returning to tournament play after an absence of three years, and tournament regular Matt Warnick. The outcome, however, was unequivocal: Wolitzer swept all three games

to take the section 3-0. Goswami took second at 2-1, looking especially impressive in his first-round upset of Wilkins.

The third section was the most balanced as far as ratings went, involving Glenn Gates, Roger Seletsky, and Michael and Anthony Hochniuk. The results, however, stood the ratings on their head, as Anthony Hochniuk won his first two games to clinch a share of first. However, Anthony was unable to play the final round, allowing brother Michael to catch up to him and share first at 2-1.

The fourth and fifth sections were a blend of tournament regulars and tournament newcomers, and experience won out in both. William Sydney Michael took the fourth section with a 3-0 score, ahead of David Ben-Maor, Michael Becker, and Mark Bond, though Ben-Maor's 2-1 finish was also noteworthy. The fifth section contained six players rather than four, and to increase the likelihood of a single winner, it was decided to pair it as a Swiss. Irving Geller took first with a 3-0 sweep, ahead of David Palmer and Guenther Briem at 2-1. Playing in their first tournament were Sydney Geller, Sidney Jacobs, and Lawrence Durfee.

Framingham June Quadrangular--Final Standings

FIRST SECTION				<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>Score</u>
1	Larry Pratt	Natick	1956	X	1	0	1	2
2	Mike Johnson	Framingham	1996	0	X	1	1/2	1 1/2
3	Larry Eldridge	Newton	1791	1	0	X	1/2	1 1/2
4	Alex Sadowsky	Framingham	1795	0	1/2	1/2	X	1
SECOND SECTION								
1	Donald Wolitzer	Wellesley	1710	X	1	1	1	3
2	Ajit Goswami	Framingham	1565	0	X	1	1	2
3	Phil Wilkins	Newton	1760	0	0	X	1	1
4	Matt Warnick	Framingham	1542	0	0	0	X	0
THIRD SECTION								
1	Anthony Hochniuk	Maynard	1333	X	1	1	0*	2
2	Michael Hochniuk	Maynard	1504	0	X	1	1	2
3	Roger Seletsky	Brookline	1541	0	0	X	1	1
4	Glenn Gates	Waltham	1586	1*	0	0	X	1
FOURTH SECTION								
1	W. Sydney Michael	Natick	1403	X	1	1	1	3
2	David Ben-Maor	Marlboro	1347	0	X	1	1	2
3	Michael Becker	Framingham	1174	0	0	X	1	1
4	Mark Bond	Framingham	957	0	0	0	X	0
FIFTH SECTION								
1	Irving Geller	Framingham	1370	W6	W5	W2		3
2	David Palmer	Natick	1189	W5	W4	L1		2
3	Guenther Briem	Natick	1347	W4	W6	--		2
4	Sidney Jacobs	Natick	NEW	L3	L2	W6		1
5	Sydney Geller	Framingham	NEW	L2	L1	W*		1
6	Lawrence Durfee	Natick	NEW	L1	L3	L4		0

*Result by forfeit

TEAM FORMING TO PLAY BILLERICA CLUB

On August 23 and 26 the Framingham Chess Club will play a two-game team match against players from the Billerica Chess Club. The first round will be played at the Framingham club on Tuesday, August 23, and the second in Billerica on Friday, August 26. If you are interested in playing in this event, please contact Warren Pinches.

We will try to accomodate as many people as possible, and will play as many boards as there are players in the two clubs who are interested. Interest counts more than ratings; do not think that because you are not one of the club's strongest players that you should not play. Whatever your level, there are likely to be interested players of similar ability in Billerica. Also, while preference will be given to players who can make it both nights, we may be able to accomodate some people who can only play one night or the other. Please discuss this with Warren Pinches.

Other team matches are scheduled later this year against the Worcester Chess Club and the Sven Brask Chess Club in Plainville.

CLUB PICNIC TO BE HELD AUGUST 21

On Sunday, August 21, the Framingham Chess Club will hold a picnic at noon in Farm Pond Park, a short distance up Dudley Road from the Loring Arena in Framingham. Maps showing the location of the park will be available at the club. Light refreshments will be provided by the club; for heavier sustenance, bring your own. Family and friends are welcome.

REPORT OF THE INTERIM PRESIDENT

THE STATE OF THE CLUB

by Mark Bond

As far as interest and enthusiasm goes, the Framingham Chess Club is a success. We have passed through our period of formation but still face a period of consolidation. It is therefore appropriate to report at this time on what we have done, and what we have yet to do.

Last January Warren Pinches and I bandied about the idea of a chess club for the Framingham area. We obtained a list of affiliated clubs from the USCF, but while these described a wide circle around Framingham--Boston, Malden, Billerica, Westford, Worcester, Plainville, Brockton--none were convenient to the west suburban or Framingham-Natick areas. A number of small private clubs existed, and while these served a valuable function, thier scope was neccessarily limited. We decided to see what we could do to expand the area's chess activity.

At first we concentrated on defining what kind of atmosphere and program our club should have. Our first premise was that we were founding a social club, one revolving around chess. We wanted to create a relaxed atmosphere, congenial to all levels of players. We wanted to provide a stimulating program of competition for confirmed tournament players, but also a place for people to develop their skills, to talk about chess and other interests, and to play casual games. There are many equally valid ways to enjoy chess, and we wanted to offer something to suit a broad spectrum of interests.

Our first task in founding the club was to locate a site, and we quickly came to realize why chess clubs are few and far between. It took literally hundreds of contacts, with public buildings, businesses, schools, corporations, and churches, from Newton to Northboro, two abortive decisions on sites which subsequently proved too inflexible for our needs, and three contacts with the American Legion before we secured our current site. In all, it was a three-month search.

Stephen Dann, President of the Massachusetts Chess Association, had long wanted to see a USCF affiliate established in the Framingham area, and put us in contact with other players interested in founding a club. By early April we had planned out our early schedule of activities, and with our principal co-conspirators, Mark Kapreilian, Alex Sadowsky, Matt Warnick, and Tom Zuppa, had laid out the structure of the club. Warren Pinches drafted a charter, which was approved by our six "charter members". Warren was authorized to act as interim Executive Director and Treasurer, and myself as interim President.

We tried to structure the club to accomodate future growth and expansion into new areas, such as a program to promote scholastic chess, an industrial league, etc. We therefore established an umbrella organization, the Norfolk-Middlesex Chess Association, based on the Framingham Chess Club, to accomodate any such future spin-offs. Of course, the Framingham Chess Club will always remain to focus of our activities, and no time or energy will be devoted to launching new projects until the club is fully consolidated.

The major problem for a chess club is money. Various charter members loaned the club money to launch itself, and this is slowly being paid back. One disadvantage we have is that our hall rental must be paid well in advance--to reserve it, we must pay for it. As a result, our income today is immediately funneled in two directions--to reduce our debt, and to push our space rental further into the future. While our assets have almost caught up with our liabilities now, most of these assets are tied up in future rent payments.

Early in our budget calculations we realized that we would have to levy at least \$20 annual membership dues. While this was a lamentable figure, the Chess Horizons survey of chess clubs revealed the following dues of other clubs, including various supplementary charges:

CITY	LOCATION	MEMBERS	ANNUAL FEES
Athol	Private home	15	\$26
Billerica	Corporation	40	10
Boston	YMCU	120	60
Brockton	Community college	5	5
Fitchburg	Private club	57	20
Haverhill	Unknown	21	5
Malden	YMCA	40	15
Plainville	American Legion	42	20
Plymouth	Library	8	0
Springfield	Boy's Club	60	10
Westford	Church	29	18
Worcester	Jewish Comm. Ctr.	59	10
Woodstock CT	Private school	35	5
Providence RI	Unknown	Unknown	40

While there is a great disparity among these rates, it did indicate to us that our dues were not entirely unreasonable. However, membership dues will raise only about half our needed revenue for 1983. The remainder we must raise from our tournaments and other events. Thus, though we are trying to keep our entry fees and prizes competitive, we are undeniably going to be a tad stingy this year. Tournament winners expecting a shower of gold will be gravely disappointed, at least this year. Next year we can probably be more generous, and are even projecting tournaments eligible for Grand Prix points.

Our original goal was to gain 35 members by the end of the year, but as of this writing we have already achieved that. However, we should not be content with this. Our schedule after Labor Day envisages a major effort to attract new players into the club, with a lecture on basic strategy, a simultaneous exhibition, and a novice tournament concurrent with the Under-1600 Swiss. By attracting new blood, we hope to ensure the long-term strength of the club.

An organization that relies heavily on one or two key individuals for leadership generally has a short life expectancy. A major part of the consolidation process will be to distribute responsibility to a wider group of individuals. For example, we now have three tournament directors among our members, with the potential for four more. Already we are trying to involve more people in the production of The Pawn Storm. This process of increasing the participation and responsibility of the membership needs to be encouraged and expanded to other areas. Please feel free to volunteer your help!

Our task during the next six months is one of consolidation. The three main aspects of this are 1) continuing to increase our membership, 2) reducing our debt and generally improving our fiscal position, and 3) diversifying the leadership and distribution of responsibility. When these goals are achieved, we will have established ourselves as one of the most successful chess clubs in Massachusetts.

SPECIAL REPORT

QUESTIONNAIRE RESULTS

by Warren Pinches

During the early weeks of the club, you may recall being badgered into filling out a questionnaire which solicited your opinions on several issues. Having thus harassed you, the least we can do is share with you the opinions of your fellow club members.

In all, we garnered 44 responses. (Not everyone answered all the questions, and some of the questions permitted multiple responses, so the percentages don't always add up to 100%.) 86% of the respondents were USCF members, though several of the remaining 6% subsequently joined. The ratings covered a range from 1139 to 2107; the average was 1634, significantly above the theoretical average of 1500.

People heard about the club from a variety of sources. Only 43% received our mass mailing, but a substantial 28% heard about us by word of mouth-- which we probably should have expected. Newspapers and magazines accounted for most of the rest: 9% through the Globe, and 7% each through the Middlesex News and Chess Horizons. 7% also came because of Mark Kaprielian's ringing oratory at the Mass Open. Only 3% heard our radio public service announcements.

The next questions dealt with how often people thought they would come, and what proportion of their play would be informal or in organized competition. Encouragingly, most respondents planned to be regulars: 41% checked "almost every week", and 38% "often". Only 18% answered "occasionally" and only 3% "rarely" (unfortunately, that was our 2107 player). Most people seemed unwilling to commit themselves to organized competition: only 14% said they wanted "all the rated play I can get" and only 33% even responded "mostly organized competition". 31% estimated equal proportions between organized and informal, 14% only occasional organized competition, and 7% wanted mostly informal play. In actuality, we have been averaging six to eight times as many players in tournament play on any given night than in informal games.

The responses on chess equipment were as expected: 86% had sets, and 86% (though not the same 86%) had boards. Only 55% had clocks, and since we need at least 50% of the players on any given tournament night to bring clocks, this percentage is uncomfortably low.

The issue we were most anxious to gather opinions on was smoking. Whether smoking should be permitted is a question that stirs controversy in many areas of society, but nowhere more than chess clubs. The response was unequivocal: no smoking was favored two to one. Several respondents wrote at length on their opposition to smoking. So far, however, we have been reluctant to impose an absolute ban on smoking. Our room is well-ventilated, so smoking is a local rather than a general problem, and it seems pointless to prohibit players from smoking if their neighbors do not object. What we will enforce is a "courtesy rule"--if your smoke annoys anyone in your area, put it out. Conversely, if you are sensitive to smoke, do not suffer in silence--let the offender know (or at least the TD). A number of players have made it their practice to smoke away from the playing area, or even outdoors, and this is to be commended. (One TD even claims that a ban on smoking in the playing room improves the smokers' play, by forcing them to get up and stretch their legs occasionally!) For smokers among you who are not aware of how objectionable you can become, Percival Wilde's short story "Slippery Elm" in Chernev's Chess Companion can be recommended.

Another sensitive issue is the format of the club championship. Though the championship is not always the largest or even strongest tournament a club runs during the course of the year, it is nonetheless a very special tournament, in many ways the high point of the annual schedule. Clubs vary in their procedure: some simply designate one of their weeknight Swisses as the championship, others use a weekend format to provide a more concentrated "peak". Some use an invitational format restricted to the top players, while others enter all players into preliminary sections, with the top finishers seeded into a championship final (the so-called Holland System).

The respondents showed a heavy preference for a Swiss-system over a round-robin format, 61% to 39%. Only seven respondents specifically referred to the Holland System, with one in favor and six against. Four others also disliked preliminary sections, claiming that all members deserved to play directly for the title. One question, however, was not settled: the responses split exactly 50-50 on weeknight vs. weekend formats. Thus, in our best Solomon manner, we decreed that we would have two annual championships: a weekend format in the fall, and a weeknight event in May. Since the weekend tourn-

ament entails added expense, we would need to open it to non-members to avoid losing money. Thus we dubbed the October event the "Open Championship", and the May tournament the "Closed Championship". ("Closed" is often used to mean invitational; in our sense it merely means restricted to club members.) Presumably the Closed Championship would be the more prestigious of the two, as it would be a direct trial of strength among the club members. In addition, we are considering running a "Grand Prix" championship in 1984, modeled on the Church's Grand Prix, for players who perform consistently well in club events. And of course there is the speed championship. We hope that this will produce a variety of opportunities for members to win club titles, without so proliferating such titles as to degrade them.

Almost every conceivable response was given concerning the importance of a club library. While some argued strongly for a substantial library, most felt it was a low priority, at least for this year. In any event, the club's resources guarantee that it will be restricted to donated books, at least for the near future. Donald Wolitzer has already contributed a few titles.

The second page of the questionnaire was devoted to determining the popularity of various events. After all, there is no point in scheduling events if no one wants to play in them. In the table on the next page, the suggested events are ranked in order of their weighted score, with the number of responses given for each level. The weighted score was obtained by awarding three points given for a "would usually participate" response, two for a "might occasionally participate", one for a "good idea, but wouldn't participate", and minus one for "bad idea". The percentage of respondents who would "usually participate" is given in the final column.

Perhaps the most noteworthy statistic appears in the last column--for no event did more than 50% of the respondents say they would "usually participate." Clearly a diverse program of events is mandated.

It was certainly no surprise that weeknight Swisses, quads, and simuls finished at the top; these are the staple of every chess club's schedule. It was more interesting that rated matches placed fourth, since we have had none to date. Should any of you decide to sit out one of our events, either because of the format or because other engagements conflict with part of it, you might consider arranging a rated match instead. Such head-to-head competition might be an enjoyable change. If this interests you, talk to one of the tournament directors. Should a match be more elaborate than you wish, you can still have individual offhand games rated for a 25¢ processing fee.

One might expect weekend tournaments to rank high in popularity, though they received a surprising four "bad idea" votes. Team matches also are popular; we have scheduled three of them this year.

A chess club is the best place to improve as a chess player, and thus it is not surprising that the questionnaire revealed strong support for periodic lectures, especially at the intermediate and advanced levels. (Apparently few people consider themselves novices.) Two dates this fall have been set aside for lectures, aimed mostly at the novice and intermediate levels. (Should any of you be interested in helping with these lectures, perhaps by speaking briefly on an area that interests you, contact Warren Pinches.)

	Weighted score	Usually participate	Might occasionally participate	Good idea, wouldn't participate	Bad idea	% who would usually participate
1 Weeknight Swisses	88	18	16	2	0	50
2 Simultaneous exhibitions	87	18	14	5	0	49
3 Weeknight quads	82	15	17	3	0	43
4 Rated matches	74	12	18	2	0	38
=5 Weekend tournaments	68	13	15	3	4	37
=5 Team matches	68	14	9	8	0	45
=5 Intermediate lectures	68	14	5	16	0	40
8 Advanced lectures	67	12	13	5	0	40
=9 Speed tournaments	62	9	13	12	3	24
=9 Sales of equipment	62	13	10	5	2	43
=11 Novice lectures	54	9	5	17	0	29
=11 Town championships	54	13	7	7	6	39
13 Ladder tournament	53	10	9	8	2	34
14 Junior, senior, or women's championships	49	9	3	18	2	28
15 Problem-solving comp.	47	6	10	13	4	18
16 Industrial league	46	9	7	11	6	27
17 Theme tournaments	37	6	13	2	9	20
18 Chess-variants	11	3	6	6	16	10

Lectures for advanced players, however, must be given by very advanced players, who usually do it for a living. However, if one of the leading players in the club were interested in holding a seminar on some subject for players of his own class, it can probably be arranged. Remember also that The Pawn Storm can be a vehicle for instruction, and if you are terminally shy when it comes to public speaking, you can write it instead.

It was a definite surprise to find speed tournaments tied for ninth in popularity, with only 24% of the respondents indicating they would "usually participate", for these are traditionally popular events. Indeed, our last speed tournament drew 22 players, almost 2 1/2 times the number of "usually participate" respondents.

"Sales of chess equipment" was a rather vague item, and it is startling to see it get such a positive response. Someday we may stock some inexpensive chess supplies (scorebooks, diagram pads, perhaps even vinyl boards, etc.) though it will not be in the immediate future. For all practical purposes, the club does not get a greater discount than the individual member from

the USCF, though by pooling orders, we could save in areas like shipping. Also, non-USCF members may order through the club and get member's discounts.

Town championships had some strong support but also some strong opposition. With many of our members from the same towns--especially Framingham and Natick--the idea may be feasible. It will be discussed further in planning for 1984. Many people thought junior, senior, or women's championships a good idea, but few members as yet would be eligible to play in them. Should separate tournament not prove feasible, special awards might be considered as part of the overall club championship.

Many respondents did not know what a ladder tournament was. It is an informal system of challenges within a group of ranked players, with players moving up and down the "ladder" depending on their wins or losses. Sometimes the players are arranged in a pyramid instead of a ladder. This sort of competition is very widespread among clubs that do not hold regular tournaments, for it is a good way of imparting some minimum order to offhand play. It is uncertain whether one would prove practical in a club whose members are usually involved in more organized competition, but if a group of players, especially those who play mostly offhand games, want one set up, it can be done.

Problem-solving competitions were expected to finish near the bottom; actually it is surprising they scored as well as they did. They do, however, make an interesting change-of-pace, and one has been tucked into one of the lecture nights.

An industrial league is a league of teams whose members have a common employer. (Some of you wondered why we asked where you worked; this is why.) The questionnaire revealed only lukewarm support, especially since many of the most interested people work for employers very unlikely to be able to field teams. We may make an effort on an industrial league next year, but if one is created, it will probably be autonomous from the club.

Required-opening, or theme tournaments have always been popular in Europe but have almost invariably bombed in this area. Nor was it surprising that chess-variants finished dead last, though it was disconcerting how vehemently they were disliked--52% saying the idea stunk. As is happened, though, in programming the July-December period, two dates proved particularly intractable, each abutting a major holiday weekend. At first we decided to leave these dates as open nights, for informal play, but at the last minute we decided to schedule these two ideas, to give the aficionados of these events their due time. And 24 people showed up for chess-variants night! Of course, outside of a couple of games of Kriegspiel, everyone stayed strictly with conventional chess. For our "theme tournament", rather than specify a particular opening, we decided to throw it open to any gambit--hence "Gambit Night". It will be interesting to see what happens.

It was obvious that some people took the questionnaire more seriously than others, and that some of the answers must be interpreted cautiously. Still, we believe we obtained some useful information, and hope for continuing feedback from the club membership. We may not be able to act on everyone's suggestions, but we are willing to listen, for nothing can be as swiftly fatal to a club than leaders who assume they know automatically what their members want.

TOURNAMENT TIPS/FUNDAMENTAL ENDGAMES

ANDRE CHERON AND THE 50-MOVE RULE

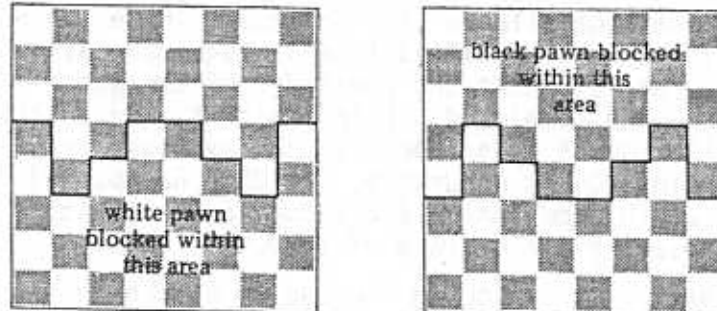
To prevent players from continuing indefinitely in a hopelessly drawn endgame, the rules of chess specify a cutoff point for any effort to win. Article 12.4 of the rules begins, "The game is drawn...when a player having the move demonstrates that at least 50 consecutive moves have been made by each side without the capture of any piece or the movement of any pawn." For example, if the last capture or pawn move occurred on the 45th move, then a draw would be declared after the 95th move. 50 moves seems ample for a player to execute a forced mate, should there be one. Even a novice can mate with a king and queen against a lone king, or with two rooks, well within 50 moves. Most beginning tournament players could execute the mate with two bishops, though many would have trouble mating with bishop and knight within 50 moves. But are there any other forced mates that would require more than 50 moves for even the strongest players?

Article 12.4 concludes with the tantalizing paragraph, "This number of 50 moves can be increased for certain positions, provided that this increase in number and these positions have been clearly established before the commencement of the game." Bozidar Kazic called this clause "the greatest mystery in the present FIDE [World Chess Federation] laws." Andre Cheron dismissed this clause contemptuously as "the rule which is not a rule". Indeed, it was Cheron who sparked controversy over this clause, for in his 1954 masterwork, Lehr- und Handbuch der Endspiel he announced discovery of several mates which could be forced in certain positions--but not within 50 moves. These included some types of king and rook vs. king and bishop endings, with or without certain configurations of pawns, and some types of king and two knights vs. king and pawn endings. While FIDE rules permit tournament directors to make exceptions to the 50-move rule in these cases, Cheron asked, "What will the poor arbiter do when during a game a player asks that a certain position be declared an exception?"

After much debate, in 1978 FIDE passed an amendment to legitimize at least the king and two knights vs. king and pawn case: "1) In endings King and two Knights against King and Pawn, the 50-move rule will be extended to 100 moves if the following conditions are met: a) the Pawn is safely blocked by a Knight, and b) the Pawn is not further advanced than for Black a4, b6, c5, d4, e4, f5, g6, or h4; for White a5, b3, c4, d5, e5, f4, g3, or h5. 2) Other endings will be considered by the Rules Commission if researched in detail and submitted to the Rules Commission with supporting evidence." Though this does not appear in the most recent (1977) USCF rulebook, as a FIDE ruling it is binding on the USCF and its tournaments.

While this specific endgame is extremely rare, it is worth examining, both as an example of checkmating an otherwise-stalemated king by allowing him an extra move at a critical juncture, and as an illustration of the coordination of knights, notoriously clumsy pieces in the endgame.

A king and two knights can checkmate a lone king, but only if he marches willingly (or unwittingly) to his doom. Against best play, the two knights can only stalemate. The defender may be worse off if he still has a pawn, though, for if this pawn is not far advanced, the superior side can blockade



it with a knight, shepherd the defending king into a corner with his king and remaining knight, until the defending king is immobilized. Then the blockading knight releases the pawn, which advanced towards its queening square. Meanwhile, however, the knight reaches the opposing king and delivers the final coup.

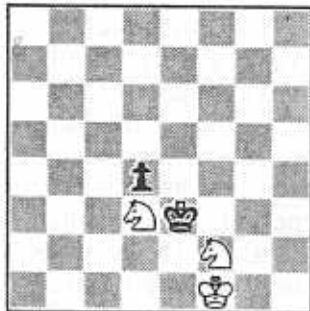


Diagram 1

This example by Troitzky (Diagram 1) has been reproduced in numerous endgame books. Black to play eludes checkmate for 66 moves: 1 ... Kf3 2 Ke1 Ke3 3 Kd1 Kf6 4 Kd2 Kg2 5 Ke2 Kg3 6 Ne4+ Kg4 7 Kf2 Kf5 8 Kf3 Ke6 9 Kf4 Kd5 10 Nd2 Ke6 11 Ke4 Kf6 12 Kd5 Kf5 13 Kd6 Kf6 14 Kd7 Kf5 15 Ke7 Kg6 16 Ke6 Kg5 17 Ke5 Kg6 18 Ne4 Kg7 19 Ng5 Ng6 20 Ne6 Kf7 21 Nef4 Ke7 22 Ng6+ Kd7 23 Kd5 Kc7 24 Nge5 Kb6 25 Nc4+ Kc7 26 Ke5 Kd7 27 Kf6 Kc7 28 Ke7 Kc6 29 Ke6 Kc7 30 Nce5 Kb6 31 Kd5 Ka5 32 Kc4 Kb6 33 Kb4 Kb7 34 Kb5 Kc7 35 Kc5 Kd8 36 Kd6 Ke8 37 Ng4 Kf7 38 Kd7 Kg7 39 Ke7 Kg3 40 Ke6 Kg5 41 Nge5 Kh5 42 Kf6 Kh6 43 Ng4+ Kh5 44 Kf5 Kh4 45 Nf6 Kh3 46 Ke5 Kg3 47 Ke4 Kh4 48

Kf4 Kh3 49 Ne4 Kh4 50 Ng3 Kh6 51 Nf5. Reuben Fine exclaims at this point, "Mate in 15!!" 51 ... Kg2 52 Kg4 Kh2 53 Nh4 Kg1 54 Kg3 Kf1 55 Kf3 Kg1 56 Ng2 Kh2 57 Nf4 Kg1 58 Ke2 Kh2 59 Kf2 Kh1 60 Nh3 Kh2 61 Ng5 Kh1 62 Ne1 (At last!) d3 63 Nef3 d2 64 Ne4 d1=N+ (promotion to Q allows Ng3++) 65 Kg3 Ne3 66 Nf2++.

This is an unusually sophisticated ending; much of it appears aimless under superficial examination. In fact, White must not only shepherd Black's king into a corner, it must be the right corner--with Black's pawn so far advanced, every move by the blockading knight counts at the end. White also had to "lose a move" several times to bring about a repetition of position, but with the opposite player to move. For example, the position after the 24th and 31st moves are the same, but with Black to play instead of White.

In all, we may give thanks that we are not likely to be called upon to execute this particular mate over the board. It does serve as a warning, however, that if you devour all your opponent's pawns, you may be left with only stalemate in the end.

Next month: *Fundamental Endgames* examines that most fundamental endgame concept--the opposition. *Tournament Tips* will review the Swiss system pairing rules.

TOURNAMENT TIPS SUPPLEMENT

SUDDEN DEATH TIME CONTROL RULES

In a number of our tournaments this year, we will be experimenting with so-called sudden death or allegro time controls. These guarantee that a game will be finished by a specified time by requiring after at least two conventional time controls that the remainder of the game--how ever many moves that might be--be completed within the next time control period. The drawback is that games of extreme length may degenerate into speed chess, though this is an infrequent occurrence. The USCF has passed special rules governing sudden death time controls but due to the relative novelty of this method many players are unaware of them.

The USCF places three restrictions on the use of sudden death time controls: 1) they must be announced in advance publicity for the tournament, 2) except in elementary school tournaments, they cannot be used for the first or second time control, and 3) they must allow each player at least 30 minutes, in addition to accumulated time from the earlier control periods.

All regular tournament rules apply. In particular players must still keep a complete game score, unless they are in time trouble, which for sudden death is defined as having less than five minutes left. Unless the game is decided first over the board, the player whose flag falls first loses.

There are, however, several special rules, derived mostly from speed chess. First, a player must have sufficient mating material to claim a win on time. If he could not checkmate given worst play on the part of his opponent, he cannot get more than a draw even if his opponent's flag falls. The game is also declared a draw if both flags are down. One of the least known special rules is that an illegal move loses in sudden death if the clock is punched. If a player has released the piece but not punched the clock, another move may be substituted. For the purposes of this rule, it is especially important to note when the time control begins. Sudden death rules take effect when the number of moves required by the earlier time controls have been made, even if the players still have time remaining from those periods. For example, in a tournament with time controls of 25/1, 25/1, SD/30, after the 50th move has been made, sudden death rules come into force, even if the players have not used their two hours. An illegal move made on the 50th or earlier move would carry no penalty, under regular tournament rules, but on the 51st or later move it would lose. Another point often misunderstood is that there is no obligation to announce check, either during conventional or sudden death time controls.

Comparatively few games reach the sudden death stage, and those that do usually carry over enough accumulated time to prevent a genuine speed chess scramble. Should one of your games reach this stage, however, the safest course would be to review these rules with the tournament director.

PROBLEMS, STUDIES, AND CURIOSITIES

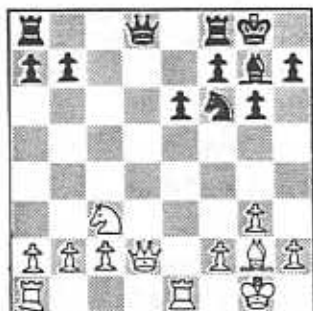


Diagram 1
(DeGroot)

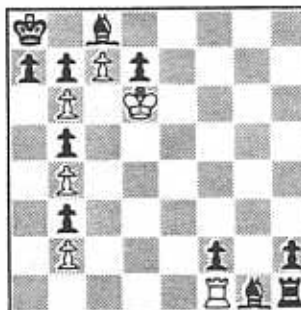


Diagram 2
(K. Plitz)

DIAGRAM 1: The theoretically "average" chess position. From a sample of master games, the material balance was determined after Black's 20th move (two pawns, Bishop and Knight exchanged) and the remaining pieces were placed on their likeliest squares at the time. It is obviously a very stereotyped position. How would you proceed? One also wonders--based on this position, what is the "average" opening?

DIAGRAM 2: White to play and mate in seven. Obviously White must capture Black's QRP. But how, without liberating Black's pieces in the corner?
(Solution on the final page.)

GAMES FROM CLUB EVENTS

GAMES FROM THE FRAMINGHAM JUNE QUADRANGULAR

Alex Sadowsky vs. Larry Pratt--Sicilian Defense

1 e4 c5 2 Nf3 e6 3 d4 cxd4 4 Nxd4 a6 5 g3 d5 6 e5 Nc6 7 Nxc6 bxc6 8 Bg2 Qc7
9 Qe2 a5 10 Nd2 Ba6 11 Qe3 Ne7 12 g4 h5 13 h3 Ng6 14 Nf3 Rb8 15 a3 Qb6 16
Qxb6 Rxb6 17 b3 Be7 18 Bd2 a4 19 b4 f6 20 exf6 Bxf6 21 c3 Nf4 22 Bf1 hxa4
23 Nd4 Nd3+ 24 Bxd3 Bxd3 25 Nxe6 Be4 26 Rg1 gxh3 27 O-O-O h2 28 Rh1 Kf7
29 Ng5+ Bxg5 30 Bxg5 Bxh1 31 Rxh1 Rh3 32 Kd2 Rb8 33 Bf4 Rbh8 34 Bg3 Kg6
35 Ke3 Kf5 36 Kd4 Kg4 37 Ke5 Rxg3 38 fxxg3 Kxxg3 White overstepped the time
limit.

Larry Pratt vs. Larry Eldridge--Sicilian Defense (Notes by Eldridge)

1 P-K4 P-QB4 2 P-Q4 PxP 3 N-KB3 P-Q3 4 NxP N-KB3 5 N-QB3 P-K3 6 P-KN3 B-K2 (a)
7 B-N2 N-B3 8 NxN (b) PxN 9 P-K5 N-Q4 10 NxN BPxN 11 PxP QxP 12 O-O O-O 13
P-B4 B-R3 (c) 14 P-N3 B-B3 15 R-N1 QR-B1 16 B-K3 Q-B2 17 Q-N4 PxP 18 KR-B1
P-B6 19 P-N4 B-B5 20 P-QR4 B-Q6 21 R-N3 KR-Q1 22 P-N5 Q-B5 (d) 23 R-N4 QxQ
24 RxQ B-K7 25 R-K4 P-B7 26 P-B4 B-N7 27 R-K1 R-Q8 28 K-B2 B-Q6 29 R-N4 RxR
30 RxB RxB 31 KxR P-B8=Qch 32 KxB QxR 33 B-B6 R-Q1ch 34 K-K3 Q-Q7ch 35 K-B3
P-B4 36 P-N4 R-Q6mate

(a) Despite the eventual outcome of the game, this opening system for Black

against P-KN3 seems a bit shaky to me. 6. ...B-Q2 is undoubtedly safer.

(b) This exchange, which frequently dissipates White's opening advantage in the Sicilian, leaves Black's position looking a little shaky in this particular line. I was wondering at this point, in fact, if the game might be over in time for me to catch the late show of "Tootsie" at the Natick Cinema on my way home to Newton.

(c) But now White is in trouble because of the counter-pin. The next few moves are more or less forced, and Black eventually not only wins a pawn but turns it into a dangerous passed pawn to boot.

(d) The closer it gets to an ending, the more dangerous the passed pawn becomes. The queen exchange is thus really fatal for White, and after this the game pretty much plays itself.

Donald Wollitzer vs. Ajit Goswami--Sicilian Defense

1. e4 e5 2. Nc3 Nf6 3. d3 f6 4. Bg2 Qc7 5. d3 a6 6. Nge2 Nbd7 7. O-O Rb8 8. h3 e6
9. Bc3 Be7 10. Qd2 b5 11. f4 Bb7 12. Nd1 O-O 13. g4 c4 14. Ng3 cxd3 15. cxd3 Ba8
16. N5 Nbd7 17. Rcl Qd8 18. Qe2 Nc5 19. h4 f5 20. Nf2 Qa5 21. a3 Qa4 22. Bxc5 dxc3
23. exf5 Qxf4 24. Qxe4+ Kh8 25. Nfe4 Qe3+ 26. Kh2 Bd8 27. Nxc5 Bxg2 28. Qxe3
Bxf1 29. Nd2 1-0

OPENING SKETCHES

THE KING'S INDIAN DEFENSE

The King's Indian Defense is the most radical of the Indian Defenses. After 1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 N-QB3 B-N2, White is invited to establish a broad pawn center with P-K4 so that Black can later disrupt this pawn center with ...P-K4 or ...P-QB4. This hypermodern strategy is akin to that of the Alekhine's Defense to the king pawn. The King's Indian Defense has always had a reputation as a difficult system, as Black must adopt a very cramped, congested position during the opening, but Black's position has the dynamic resilience of a compressed spring. Few pieces are exchanged, preserving a maximum of combinitive resources. The King's Indian has passed through periods of fashion and periods of disrepute among Grandmasters, but has remained perennially popular among club-level players for the tactical, forcing nature of its play.

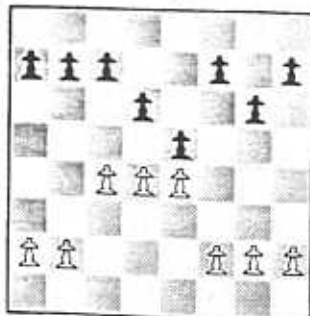


Diagram 1

Despite being a sharply tactical opening, the King's Indian Defense must be understood in terms of its pawn structure. After 1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 N-QB3 B-N2 4 P-K4, Black must play 4...P-Q3, both to prevent P-K5 by White and to prepare ...P-K4, or occasionally, ...P-QB4. After Black forces ...P-K4, the pawn formation of Diagram 1 is reached.

Black's advance creates tension in the center which will eventually be resolved in one of four ways:

1) White plays QPxKP, Black replies KPxQP. This exchange almost completely dissipates White's advantage, and should only be played if there is some immediate tactical gain. The exchange gives Black an excellent outpost square at Q5, while White's outpost at Q5 can be

eliminated by ...P-QB3. True, then Black's Q3 may become weak, but this is not usually exploitable. White's best follow-up is to play P-QB5, which controls Q6, frees QB4 for a piece, opens the a2-g8 diagonal, and closes the a3-f8 diagonal. However, White's P-QB5 may become weak, and require highly committal supporting moves like P-QN4.

2) White plays P-QB5. This rapidly liquidates the center, as it virtually forces the exchange of two pawns. It occasionally has tactical merit when Black has been unusually backward in his development, but otherwise it deadens the position even more than case 1).

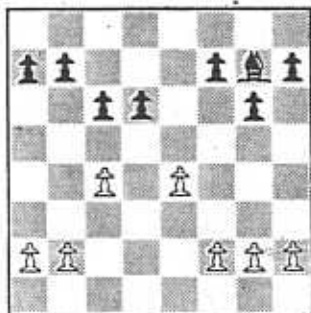


Diagram 2
Boleslavsky Wall

Black hopes to break open White's central bind with ...P-Q4, or, more rarely, ...P-KB4. Meanwhile, White will be placing maximal pressure on Black's weak QP and will try to break through with P-QB5. Both sides must engage in long-range positional manoeuvres; Soltis commented "It is difficult to do anything quickly in the basic Boleslavsky Wall."

4) White plays P-Q5. This advance occurs in a large majority of contemporary King's Indian games. P-Q5 creates a pawn chain, and the strategy of both sides is to strike at the base of the opposing pawn chain. Black's pawn-chain base is at Q3, so White envisages playing P-QB5, opening the Q-file and penetrating to the seventh rank. Black often hinders this plan with ...QN-Q2-QB4 and ...P-QR4. Moreover, Black pursues his own pawn-chain attack, undermining the base of White's pawn chain at K4 with ...P-KB4! (Diagram 3), presaging a rapid and virulent kingside attack. Indeed, this thrust ...P-KB4 and the resultant kingside attack are Black's principal motifs in the King's Indian Defense. White has several plausible counterstrategies. First, he may simply push ahead with his queenside advance and hope that he wins the race. Or he may play on the squares weakened by Black's kingside advance to retard Black's attack. He may also try to disrupt Black's pawn storm with P-KB3 and P-KN4. Or he may play KPxKBP. In this case, it is important for Black to understand how to recapture.



Diagram 3

Most inexperienced players capture on KB4 with their QB, and are surprised to see their attack evaporate. Black must retake on KB4 with his KNP, to maintain a mobile duo of center pawns. White then is best advised to try to force one of these pawns to advance so they can be blockaded; P-KB4 is the best shot.

If the center is closed by P-Q5, White may try an alternate strategy: to attack the protruding Black pawn at KN3 with a kingside pawn storm of his own. This reverses the roles of the players, for then it is Black who works to open lines on the queenside, to get at White's (presumably queenside castled) king.

These, then, are the four ways in which the tension in Diagram 1 can be released. It should be noted, however, that the tension can be maintained for some time, and it is usually in White's interest to maintain it. As long as the formation in Diagram 1 is preserved, Black will be inhibited about playing ...P-KB4, for White may then play QPxKP and KPxBP, leaving Black with "hanging pawns". Black often has to "tempt" (or force) P-Q5 with moves such as ...N-QB3, in order to continue with his ...P-KB4 counterattack.

In some variations, Black stabs at White's center with ...P-QB4 instead of ...P-K4. This often results in transpositions to the Benoni Complex of openings, which will be the subject of a later article in this series. In general, it can be said that White invariably pushes P-Q5 and tries to steamroller through the center with P-K5; Black undermines White's pawn chain with ...P-QN4.

In the early days of the King's Indian Defense, the favored White strategy was to fianchetto the KB, hoping thereby to control both black and white squares in the center, and reasoning also that if Black intended a kingside attack, the defensive solidity of the fianchetto was the safest option. A variety of move-orders was employed. Originally 1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 N-QB3 B-N2 4 P-K4 P-Q4 5 P-KN3 was common, with 6 B-N2 and 7 KN-K2. However, it was soon realized that at K2 the knight did not put enough pressure on Black's KP. The knight began to be played to KB3, and the fianchetto and N-KB3 were accelerated, with P-K4, and thus N-QB3, deferred. Thus the usual move-order today for the FIANCHETTO SYSTEMS is 1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 P-KN3 B-N2 4 B-N2 O-O 5 N-KB3 P-Q3 6 O-O (Diagram 4).



Diagram 4

Black's most straightforward method here is the Classical Fianchetto with ...QN-Q2 and ...P-K4. After 6 ...QN-Q2 7 N-B3 P-K4 8 P-K4 R-K1 9 P-KR3 PxP 10 NxP N-B4 11 R-K1 P-QR4 Black will essay the usual Boleslavsky Wall counterplay, continuing the advance of the QRP and hammering at White's KP. After initial successes for Black, practice began to favor White in this line, and attention focused instead on putting more pressure on White's QP to compel it to advance. Usual methods were 8...P-B3 9 P-KR3 Q-N3, striking at the QP and preparing to threaten the QBP by ...Q-N5, or 9...Q-R4, with similar options. Note that Black does not play ...R-K1 in these continuations, because

he is hoping to close the center with P-Q5, after which the rook will be wanted at KB1 to support ...P-KB4.

A more direct attempt to force P-Q5 is the Panno Variation, 6...N-B3, one of Black's most flexible weapons against the Fianchetto System. After 7 O-O P-QR3, Black intends ...R-QN1 and ...P-QN4, eliminating White's QBP and its important role in White's queenside advance. If White remains static in the center with 8 P-KR3, after 8...R-N1 9 P-K4 N-Q2! (to restrain P-B5) 10 B-N5 N-QR4 11 P-N3 P-B4 Black has equal chances. But even if White resolutely advances 8 P-Q5, after 8...N-QR4 9 N-Q2 P-B4 10 Q-B2 R-N1 11 P-N3 P-QN4 Black has play both on the QN-file and his fundamental strategy of ...P-KB4. The Panno today is the most popular response to the Fianchetto System.

Another reliable Black response is the Yugoslav Variation, in which Black substitutes ...P-QB4 for ...P-K4. White pushes P-Q5; Black, ...P-QN4. In similar positions in the Benoni a kingside fianchetto for White is an anemic strategy. But after 6...P-B4 7 P-Q5 N-R3 8 N-B3 N-B2 9 P-QR4 R-N1 10 B-B4 (to hinder ...P-K3, as in the Modern Benoni) P-QR3 11 P-R5 P-QN4 12 PxPe.p. RxP, White's central advance of P-K4-5 should leave him with a slight edge. But the main reason for the decline in the Yugoslav's popularity is the Yugoslav Exchange Variation, 6...P-B4 7 N-B3 N-B3 8 PxP PxP, keeping a draw in hand for White, but leaving Black with plenty of room to err in choosing a) the best square for his QB, b) how to defend his QBP, c) where to put the queen without conceding the Q-file, etc. While Black usually solves these problems more or less satisfactorily and draws, the Yugoslav has declined in popularity as a winning instrument.



Diagram 5
Four Pawn Attack

Though the Fianchetto Systems are still very much alive, today most White players prefer a non-fianchetto development. One non-fianchetto system popular in the early days of the opening is the naive FOUR PAWN ATTACK, an attempt at refuting the King's Indian which invariably leads to ultrasharp positions, though with Black holding his own. After 1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 N-QB3 B-N2 4 P-K4 P-Q3 5 P-B4 O-O 6 N-B3 P-B4! (Diagram 5). If White maintains the tension, with 7 B-K2 PxP 8 NxP N-B3 9 B-K3 KN-N5, he no longer has his steamroller, but if 7 PxP Q-R4! equalizes for Black, as 8 B-Q3 (8 PxP NxP gives Black excellent play) QxBP or 8...KN-Q2 is comfortable for Black. Thus White must push 7 P-Q5. After 7...P-K3 8 B-K2 PxP White may play the solid 9 KPxP, aiming at a kingside attack with P-B5. Black may block this with ...P-KB4 or seek counterplay with ...P-QN4. White may, however, transpose to the Modern Benoni by 9 BPxP, threatening an immediate central crisis with P-K5. Black's usual replies are 9...R-K1, 9...P-QN4, or 9...B-N5; White's best choice is to proceed with 10 P-K5 regardless.

While players not adverse to a tactical slugfest still play the Four Pawn Attack, today most opt for completing their development and pushing for the standard queenside attack with P-Q5 and P-QB5. Hence the MAIN LINE: 1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 N-QB3 B-N2 4 P-K4 P-Q3 5 B-K2 O-O 6 N-B3 P-K4 (Diagram 6). While White's logic is sound, Black's counterplay on the kingside is immediate and forceful.



Diagram 6
Main Line

Since 7 PxP PxP 8 QxQ RxQ 9 NxP NxP or 9 B-N5 R-K1 give White nothing, White proceeds 7 O-O N-B3 8 P-Q5 N-K2 9 N-K1 N-Q2, and if 10 N-Q3 P-KB4, 11 PxP (Blockade Variation) PxP 12 P-B4. Black must not lock the center with ...P-K5, but strive for fluidity, with moves such as 12...N-KN3. If he does, he obtains easy equality. When this was realized, White's attention shifted to finding ways of reducing Black's kingside play, such as 10 P-B3 P-KB4 11 P-KN4 (Benko Attack). If 11...PxKP 12 NxP! with a kingside attack via P-KR4 to follow. Similarly, if 11...P-B5, 12 P-KR4! Black's best bet is probably 11... N-KB3 12 N-N2 P-B3. To try to outrace Black's kingside counterplay, White may also try 7 O-O N-B3 8 P-Q5 N-K2 9 P-QN4 (Bayonet Attack), but after

9...N-R4 10 P-N3 (to prevent ...N-B5) P-KB4 11 N-KN5 N-KB3 12 P-B3 Black may open lines on either wing by 12...P-B5 or 12...P-B3 13 P-N4 P-KR4.

Though 7...N-B3 gives Black adequate tactical chances in all these variations, he may also opt for more quiet play, such as 7...QN-Q2 (Positional Variation). White may respond with 8 P-Q5 N-B4 9 Q-B2 P-QR4 10 B-N5 P-KR3 11 B-K3 KN-Q2 with quiet equality. White may also try to lure Black into playing ...R-K1 in anticipation of a Boleslavsky Wall, but where it is poorly placed to support ...P-KB4, before playing P-Q5: 8 R-K1 P-B3 9 B-B1 R-K1 10 R-N1 P-QR4 11 P-Q5 N-B4. Black usually plays ...N-N5 and ...N-KR3 to free his KBP, after which he does not stand badly.

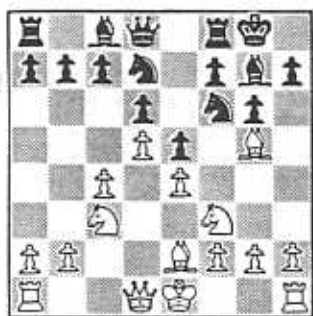


Diagram 7
Petrosian System

THE PETROSIAN SYSTEM. Though by move-order this is an offshoot of the Main Line, it has outgrown its parent, and requires separate treatment due to the new strategic themes it introduces. After 1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 N-QB3 B-N2 4 P-K4 P-Q3 5 B-K2 O-O 6 N-B3 P-K4 7 P-Q5 QN-Q2 8 B-N5 (Diagram 7) Black cannot relocate his KN and play ...P-KB4 until the pin is broken, and with White's P-QB5 only a few moves away, Black has no time to lose. Thus Black must respond 8...P-KR3 9 B-R4 P-KN4 10 B-N3. Now if ...P-KB4, PxpP Black cannot recapture with a pawn, and thus will not obtain a mobile pawn duo in the center. Furthermore, his KB is almost completely paralyzed. White has two basic plans, which may be combined.

He may strive for B-KN4, exchanging white-squared bishops, and if successful in this, his knights may invade the weak white squares in Black's camp with a strategically won game. White may also directly attack the weakened kingside pawns by P-KR4. Black meanwhile tries to establish his knight on KB5 and continue with ...P-KB4 and ...P-KN5. A sample continuation might be 10...N-R4 11 P-KR4 P-N5 12 N-R2 P-KB4 13 PxpP NxB 14 Pxn N-B4 15 NxB BxpP 16 O-O Q-K2. Overall, the Petrosian system has favored White in practice, so Black often opts to branch off early. One favored system is 7 P-Q5 P-QR4 8 B-N5 P-KR3 9 B-R3 N-R3. Black restrains White on the queenside and leaves the diagonal of his QB open to facilitate his kingside counterplay. Play might continue 10 N-Q2 Q-K1 11 O-O B-Q2 12 P-QN2 N-R2 13 P-B3 P-R4 14 B-B2 with even chances.



Diagram 8
Averbakh System

B-N5 is the key move in another major branch of the King's Indian, the Borisenko or AVERBAKH SYSTEM: 1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 N-QB3 B-N2 4 P-K4 P-Q4 5 B-K2 O-O 6 B-N5 (Diagram 8). Note that White played B-K2 before B-N5, so if ...P-KR3, White could retreat B-K3 without being further harassed by ...N-N5. There is a tactical point to the Averbakh in that 6...P-K4? is impossible: 7 PxpP PxpP 8 QxQ RxQ 9 N-Q5 winning material. Black must thus decide a) how to advance in the center, and b) what to do about White's bishop. The two main branches are 6...P-KR3 and 6...P-B4.

After 6...P-KR3, White retreats 7 B-K3! to continue to exert pressure on Black's KRP, whose weakness will be Black's main problem. Black has the option then of advancing his KP or QBP, but neither seem to secure equality: 7...P-B4 8 P-Q5 P-K3 9 Q-Q2 PxpP 10 KPxpP K-R2 11 P-KR3, or 7...P-K4 8 P-Q5 QN-Q2 9 P-KN4 N-B4 10 P-B3 P-QR4 11 Q-Q2 K-R2 and White has a dangerous attack in both lines.

Thus Black does better to ignore the bishop and play 6...P-B4. After 7 P-Q5 Black has another decision, whether to play on the queenside with ...P-QR3 and ...P-QN4, or in the center with ...P-K3, both with Benoni-like characteristics. After 7...P-QR3 8 P-QR4 Q-R4 9 B-Q2 P-K3 10 N-B3 PXP 11 BPXP R-K1 12 O-O Q-B2 13 Q-B2 B-N5 with approximate equality, or 7...P-K3 8 N-B3 PXP 9 BPXP P-KR3 10 B-R4 (White must retain this pin or his center becomes very shaky) P-KN4 11 B-N3 N-R4 12 N-Q2 NxB 13 RPxN, and while White controls the white squares, Black controls the black squares with relative equality.

A theoretical drawback to Black's kingside fianchetto in the King's Indian Defense is that it provides an object of attack, namely the exposed salient at KN3, and also the slightly weakened black squares. Thus an entirely logical plan for White is to lock the center and launch a direct and virulent kingside onslaught, by B-K3, Q-Q2, O-O-O, B-R6 (to remove the defending bishop), P-B3, P-KN4 and P-KR4. Black, though, still has his own kingside play with ...N-R4 and ...P-KB4, as well as harassing queenside thrusts like ...P-B3 or ...P-QR3 and ...P-QN4. Thus the SAMISCH VARIATION: 1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 N-QB3 B-N2 4 P-K4 P-Q3 5 P-B3 (this must precede B-K3, to prevent ...N-N5) O-O 6 B-K3 P-K4 7 P-Q5 (Diagram 9). Black must now decide whether to give priority to his kingside or his queenside plans. If the former, 7...N-R4 (Uhlmann Variation) 8 Q-Q2 P-KB4 9 O-O-O, and Black will play ...QN-Q2-KB3 and only then advance his QRP and QNP. White prepares P-KN4 which, when executed, will eventually force Black to yield K4. An example: 9...N-Q2 10 PXP PXP 11 B-Q3 QN-B3 12 KN-K2 K-R1 13 P-KR3! P-B5 with advantage to White. Alternatively, Black may emphasize his queenside plans: 7...P-B3 (Orthodox Samisch) 8 Q-Q2 PXP 9 BPXP N-R3 10 B-Q3 B-Q2 11 KN-K2 N-B4 and Black's resources are adequate.

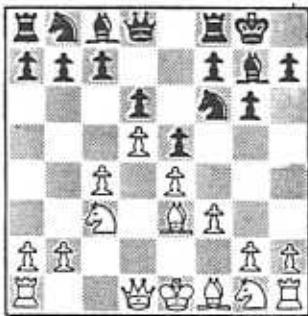


Diagram 9
Samisch Variation

Black may accelerate his queenside play against the Samisch even further. One option is 6...N-B3 (instead of 6...P-K4) with strategy similar to the Panno Variation, continuing ...P-QR3 and ...R-QN1. Play might continue 7 Q-Q2 P-QR3 8 KN-K2 R-N1 9 P-KR4 P-QN4 10 B-R6 P-K4 with adequate counterplay for Black. Black may diverge even earlier, and refuse to "castle into it", by 5...P-B3 (Byrne Defense). After 6 B-K3 P-QR3 7 Q-Q2 P-QN4 8 O-O-O Q-R4 9 K-N1 QN-Q2 10 B-R6. Black's retarded development has led to many devastating losses in this variation, though with careful and energetic play, Black's chances should be no worse than in other lines of the Samisch.

The Samisch is not the only variation where White attempts a pawn storm on the kingside. In the MAGANOKOV VARIATION White defers B-K3 and Q-Q2 in favor of an accelerated pawn advance: 1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 N-QB3 B-N2 4 P-K4 P-Q3 5 N-B3 O-O 6 P-KR3, with motivation similar to P-B3 in the Samisch. But Black can press his queenside counterplay more easily than in the Samisch: 6...P-K4 7 P-Q5 QN-Q2 8 P-KN4 N-B4 9 Q-B2 P-QR4 10 B-K2 P-B3 11 B-K3 PXP 12. BPXP P-N3 and Black is harmoniously deployed.

In all systems the King's Indian Defense leads to a bitter, entrenched struggle over all regions of the board. White, because of his initial advantage in space, has the greater flexibility: in some lines he is positionally undermining Black's pawn chain with P-QB5, in others pawn-storming on a narrow front on the kingside. In some positions he is putting pressure on Black's weak QP in

the Boleslavsky Wall, in other, Benoni-type positions he is crashing through the center with a P-K5 steamroller. Black's options, while more restricted, are no less potent. Most commonly we see his unleashing against White's pawn chain the energetic thrust ...P-KB4!, the first stone in an avalanche aimed at White's king. Or he may dig in behind the rampart of the Boleslavsky Wall, exploiting the power of his finachettoed bishop along the long diagonal. Or he may disrupt White's queenside plans with ...P-QB3, or ...P-QR3 and ...P-QN4. The complex and tactical positions resulting from each of these schemes recommend the defense, in I. A. Horowitz's words, to "self-reliant and imaginative players who are willing to take their chances amid the vicissitudes of mid-game fortunes".

Next month: the aggressive and popular Dutch Defense.

SOLUTION TO PROBLEM ON PAGE 13:

Diagram 2: 1 R-R1 P-R3 2 R-KB1! P-R4 3 R-R1 P-R5 4 R-KB1 P-R6 5 R-R1 P-R7
6 R-KB1 P-R8=Q 7 RxQmate, an amusing alternation of pin and Zugzwang.

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