

THE PAWN STORM

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NEWS AND EVENTS

FOUR TIE IN SATURDAY SWISS

The Framingham Chess Club's December 17 one-day Swiss attracted a powerful field including State Champion John Curdo, Masters Herman Chiu and Russ Garber, and Experts Mark Samuelian, Eric Rosen, and Dan Marshall. When the day was out, it was Chiu, Samuelian, Marshall, and Prabhu Raju sharing top honors at 3 1/2-1/2, with Al Ward clear fifth at 3-1, Ed Marcus sixth at 2 1/2-1 1/2, and Curdo heading the list of the players at 2. The tournament had more than its share of sparking and decisive play; only 5 of the 64 games were drawn.

Two upsets occurred in the first round, as Dick Reil (1361) beat David Drumm (1893), both of the Framingham Chess Club, and Keith Barbera (1438) dumped Craig Evans (1979). Another Framingham player, Alex Sadowsky, was sentenced to meet Curdo on Board 1. Sadowsky countered Curdo's archaic Four Knights' Defense with the sharp Rubinstein Variation, but Curdo, playing superbly, secured an unbreakable grip on the king-file and gradually squeezed off Sadowsky's defensive resources by wholesale pawn advances, and won in 24 moves.

Another club member, Mike Johnson, was sacrificed to Curdo in Round 2. Curdo used the Steinitz Deferred against Johnson's Ruy Lopez, and Johnson was already drifting into an uncomfortable position when Curdo contrived to fork both Johnson's knights.

The first major shock of the tournament occurred in Round 3, when Chelmsford Expert Dan Marshall continued the trend in this tournament towards baroque open games by adopting the Cozio Defense (3...KN-K2) to Curdo's Ruy Lopez. In the early middlegame Curdo offered a series of increasingly spectacular bishop offers--all declined by Marshall until Curdo pushed the undefended bishop provocatively to KN8. Curdo subsequently got terrific, though ultimately only

FRAMINGHAM SATURDAY SWISS, DECEMBER 17, 1984

		<u>Rating</u>	<u>RD1</u>	<u>RD2</u>	<u>RD3</u>	<u>RD4</u>	<u>Score</u>	
1	Herman Chiu	Lakewood NJ	2217	W6	W11	W9	D3	3 1/2
2	Mark Samuelian	Dedham	2143	W14	D4	W5	W7	3 1/2
3	Daniel Marshall	Chelmsford	2020	W16	W17	W7	D1	3 1/2
4	Prabhu Raju	Sudbury	1826	W29	D2	W19	W10	3 1/2
5	Al Ward	Framingham	1793	WF	W19	L2	W11	3
6	Ed Marcus	Cambridge	1683	L1	W18	D20	W21	2 1/2
7	John Curdo	N. Billerica	2452	W24	W21	L3	L2	2
8	Russ Garber	Waltham	2302	W13	W10	---	---	2
9	Harold Dondis	Belmont	1962	W25	W26	L1	---	2
10	Donald Wolitzer*	Wellesley	1875	W27	L8	W15	L4	2
11	Mark Fins	Newton	1867	W18	L1	W14	L5	2
12	Joseph Tanzi	Cranston RI	1811	---	---	W17	W20	2
13	Bruce Bell	Belmont	1709	L8	W27	D21	D19	2
14	Natasha Us	Cambridge	1658	L2	W29	L11	W27	2
15	Gregory Rodin	Brookline	1576	L19	W30	L10	W26	2
16	Edwin Burnett	Wakefield	1533	L3	L22	W29	W24	2
17	Keith Barbera	N. Andover	1438	W20	L3	L12	W25	2
18	Phillip Marcello	Worcester	1318	L11	L6	W28	W30	2
19	Eric Rosen	Sudbury	2036	W15	L5	L4	D13	1 1/2
20	Craig Evans*	Framingham	1979	L17	W28	D6	L12	1 1/2
21	Mike Johnson*	Framingham	1941	W28	L7	D13	L6	1 1/2
22	David Drumm*	Framingham	1893	L26	W16	---	---	1
23	Tom Zuppa*	Watertown	1789	---	---	W25	---	1
24	Alex Sadowsky*	Framingham	1787	L7	L25	W26	L16	1
25	Jonathan Hanish	Middletown CT	1414	L9	W24	L23	L17	1
26	Dick Reil*	Ashland	1361	W22	L9	L24	L15	1
27	Daniel Marchand	Attleboro	1319	L10	L13	W30	L14	1
28	David Ben-Maor*	Marlboro	1408	L21	L20	L18	---	0
29	Michael Becker*	Framingham	1316	L4	L14	L16	---	0
30	Richard Fontaine*	Marlboro	1224	LF	L15	L27	L18	0

*Framingham Chess Club member

transient pressure. Both players plunged into time-trouble, and when they emerged it was apparant the Curdo would have to seek perpetual check. When this did not materialize, Curdo resigned at the second time control. Meanwhile Chiu defeated Globe columnist Harold Dondis to advance to 3 points, while Samuelian downed Al Ward and Raju bested Eric Rosen, pushing both to 2 1/2.

In the final round Chiu and Marshall agreed to an eleven-move Symmetrical English draw to clinch shares of first; doubtless then felt Curdo would block Samuelian and they may have overlooked the fact the Raju, far down the wallchart, was also within range. However, Samuelian stunned Curdo for a second straight time, adroitly evicting Curdo's king from its blockade in front of Samuelian's onrushing kingside pawns. Raju meanwhile defeated Don Wolitzer on Board 3, leading to a four-way tie for first: Chiu, Marshall, Samuelian, and Raju.

The 10-player Framingham Chess Club contingent played the perfect host--losing to all comers. Outside of Wolitzer's respectable 2-2, the club members' scores were dismal, and club members occupied nine of the bottom eleven places in the scoretable.

The 30-player turnout was larger than directors Tom Zuppa and Warren Pinches had expected, and allowed them to more than double the announced prize fund. The top prizes were substan-

tially augmented, and two prizes were added: and Under-1600 award which was also split four ways (Gregory Rodin, Ed Burnett, Keith Barbera, and Phillip Marcello) and an upset award, which went to Keith Barbera.

FRAMINGHAM TEAM TRAMPLED BY SVEN BRASK CHESS CLUB

The December 13-14 team match between the Framingham Chess Club and the Sven Brask Chess Club of North Attleboro abruptly terminated Framingham's successful run of team matches, as Framingham was crushed 12-7. The first round, in Framingham Tuesday night, clearly underscored that this was just not our week as Framingham gained only one win on eleven boards, by W. Sydney Michael. (Michael and Paul Heising were to be the only Framingham players with plus scores.) Chamberlain, still shaken by a poor result in a scholastic tournament the preceeding weekend, played without confidence and lost to Don Tirrel; as Evans and Varga also lost, the Sven Brask team had taken 3 1/2 out of the top four boards, with only Paul Heising getting on the scoreboard at all for Framingham. Since the Sven Brask club showed up with an unexpected number of players (the match had been arranged for nine boards) Framingham added a couple of players to the middle boards just for Tuesday night, but all the middle boards were drawn: Craig Presson, Phil Wilkins, Bob Engels, and Menno Koning, and Paul McClanahan got the first of his two draws with Sven Brask President Joel Altman as well. Michael collected the sole full point for Framingham against Howard Cook, while on Board 11 Dick Reil and Sven Brask's Don Beaulieu had an interesting experiment with giveaway chess and drew. Framingham had thus lost it's "home" night 6 1/2-4 1/2.

We may have shoveled ourselves into a nice little hole on Tuesday, but we brought a backhoe for the Wednesday operation. Things went wrong before we even arrived. For some reason it is difficult to get people to go to Attleboro in the winter, and we wound up with only seven players to cover nine boards. Warren Pinches reluctantly agreed to cover one of the boards (though resisting suggestions to play both) but fortunately the Sven Brask team was also missing one player, seemingly getting us out of a forfeiture. Unfortunately Julius Varga was checkmated on Rte. 128 by engine trouble and Framingham defaulted a point anyway. That left us with a three-game deficit to surmount.

Nonetheless, Round 2 started very auspiciously, as Paul Heising downed Andy Frazier on Board 3 and Chamberlain, Evans, and Pinches all obtained promising positions. Then the bottom fell out, as within a short span of time all three hung pieces: Evans his queen, Pinches a rook, and Chamberlain a bishop. (There was much mordant humor about which of our remaining players would hang a knight, and whether we should check to see if Attleboro adult ed classes included parapsychology.) Evans and Pinches resigned immediately, clinching the match for the Sven Brask club. Chamberlain fought on grimly for a while, doubtless hoping that a hitherto-undetected fault along Rte. 1 would dump southeastern Massachusetts into the Atlantic. At least that was the extent of the damage, as Presson, McClanahan, and Michael all drew, but Framingham had lost the second night 5 1/2-2 1/2, and the match 12-7.

The fact that Framingham lost the match should not obscure the fact that the Sven Brask players won it, with very fine play on a number of boards, especially by Experts Don Tirrel and John Tempesta. As for the Framingham team, their next match will be against the Wachusetts Chess Club of Fitchburg on April 17-18.

SADOWSKY TAKES CHRISTMAS TIME-HANDICAP TOURNAMENT

The Framingham Chess Club Christmas party on December 20 featured a six-round Swiss time-handicap tournament. The basic time limit for each player was 15 minutes per game, but the higher-rated players had one minute transferred from their clock to their opponent's for every 100 points they were rated above their opponents. Some of the more extreme mismatches thus had as much as a 5-25 split on the clocks. While this in theory gives weaker players a better chance at staging an upset, the tournament results show again that talent counts more than time. Topping the field was that experinced veteran of tournament time-trouble, Alex Sadowsky, who scored 5-1, his only loss being to Larry Pratt.

FRAMINGHAM CC VS. SVEN BRASK CC, DECEMBER 13-14

1	John Chamberlain (2053)	0-2	Don Tirrel (2187)
2	Craig Evans (1987)	0-2	John Tempesta (2065)
3	Paul Heising (1877)	1 1/2-1/2	Andy Frazier (2001)
4	Julius Varga (1869)	0-2*	Ken Wheeler (1840)
5	Phil Wilkins (1814)	1/2-1/2	Jim Jerome (1733)
	Warren Pinches (UNR)	0-1	Jim Jerome (1733)
6	Craig Presson (1868)	1/2-1/2	Arnold Cook (1800)
	Craig Presson (1868)	1/2-1/2	Mike LeBlanc (1670)
7	Bob Engels (1763)	1/2-1/2	Mike LeBlanc (1670)
8	Menno Koning (1715)	1/2-1/2	Bob Weatherbee (1623)
9	Paul McClanahan (1489)	1-1	Joel Altman (1529)
10	W. Sydney Michael (1421)	1 1/2-1/2	Howard Cook (1518)
11	Dick Reil (1361)	1/2-1/2	Don Beaulieu (1331)
	TOTAL	7-12	

*Includes one defaulted game

TIME-HANDICAP (Continued)

Tied for second through fifth were Craig Evans, Warren Pinches, Craig Presson, and Tom Zuppa, all at 4-2. Mike LeBlanc took sixth at 3 1/2-2 1/2, and Larry Pratt, a late starter, seventh at 3-1. Sharing eighth through tenth were Menno Koning (an early leader who lost his last three games), Daniel Lubenec, and John Gibbons. Other players included Dick Reil (2 1/2-2 1/2), Mike Johnson (2-2), Paul McClanahan (2-3), Ron Miller (2-4), Paul Heising (1 1/2-1/2, the only undefeated player, with the same percentage score as the second-place finishers), David Palmer (1 1/2-4 1/2), Don Wolitzer (1-3), Bryan Flaherty (1-4) and Kathy Goulding (1-5). The time-handicap made an interesting experiment and added to the festive and rather zany atmosphere of the Christmas party.

EVANS AND ZUPPA TIE IN NEW YEAR'S SPEED TOURNAMENT

What else could one run just before New Year's Eve but a speed tournament? Ten stalwarts not satiated by the Christmas party time-handicap participated in a round-robin of five-minute games on December 29, with Craig Evans and Tom Zuppa winning the championship playoff. In the preliminaries it was Evans and Mike Johnson first at 7 1/2-1 1/2, with Alex Sadowsky third at 6 1/2. Warren Pinches beat Zuppa in the final round to pull into a tie with him for fourth, the last playoff spot, with 6-3, but Zuppa turned around and won the tiebreaking game to advance to the finals. Other players in the preliminaries included Tony Hohniuk (4-5), Craig Presson (3 1/2-5 1/2), Menno Koning (3-6), Larry Green (1-8), and Bryan Flaherty (0-9).

Evans and Zuppa made short work of their rivals in the finals and drew with each other to finish 2 1/2-1/2; Johnson collected one point and Sadowsky none.

SARKISIAN LEADS FRAMINGHAM STATE COLLEGE TEAM IN PAN-AMS

The Pan-American Intercollegiate Team Tournament at the Worcester Marriott on December 26-30 was the first national tournament to come to New England in many years, and Drew Sarkisian of the Framingham Chess Club and Framingham State College could not resist the temptation to field a Framingham State team. Unfortunately Drew lost his fourth player at the last minute and his team thus had to default a point in every match, but despite this huge handicap Sarkisian and teammates Ken Oliveira and Mike Ropollo tied for 49th in the 59-team field with 2 1/2-5 1/2. The team's average rating was 1459; they tied for third in their rating class. Sarkisian's own record was four wins, two losses, one draw, and a team bye.

In Round 1 Framingham State was shut out by the powerful Waterloo "A" team which went on

to finish tenth; Sarkisian lost to 2300-rated Dean Hergot. Framingham State in Round 2 lost to Rutgers 3 1/2-1/2, but got 1 1/2 out of 4 from the University of Lowell "A" team in Round 3. Framingham State got two consecutive ties with Rhode Island College, 2-2 against their "C" team in Round 4 and 2-2 again against their "B" team in Round 5. After a defeat 3-1 by MIT "D" in Round 6 Framingham State got the bye in Round 7, but tied Potsdam 2-2 in the final round, to finish with a bye, three ties, and four losses.

The tournament was won by Yale, which fielded a team with two International Masters-- Joel Benjamin and Michael Wilder. Yale scored 7 1/2-1/2, drawing only University of Chicago "A". Second was three-time winner University of Toronto at 6 1/2-1 1/2.

In between rounds the players relaxed with mad sprees of double bughouse. During one game an onlooker suddenly snatched something from one of the tables and sprinted for the door. TD George Mirijanian, thinking a purse or some other valuable had been stolen, gave chase, making a spectacular flying tackle on the stairs, getting the would-be-thief in a hammerlock on the corridor floor, and relieving him of--a white plastic rook. The "thief" was bombed out of his mind and didn't know what he was doing. The many tasks of a TD....

CHESSERICKS

BY CRAIG PRESSON

My officemate and I went through a spasm of limerick composition recently, and though we recovered with no permanent damage, I'm going to risk a relapse by tossing off a few Chessericks....

A hardy blitz hacker named Stu
Flag hanging, said "What can I do?
My passed pawn is blocked
And my rooks are both crocked
So I'll sac twice on your KR2!"

As Black in a Four Knights', Chigorin
Found White's maneuvers quite borin'
He stifled a yawn
And gave up a pawn
For an attack kept Chigorin from snorin'!

An energetic emigre, Vitaly
Is fond of the ultra-sharp sally
He abandons his pieces
In wild sacrificies
To ambush the King tacti-cally!

A rusty A-player named Presson
Found his tournament scores depressin'
Though he read lots of books
He persistently dropped rooks
And his rating continued regressin'!

A Russian patz, reading Informant
Closed his eyes and became quite dormant
Joining in his dream
the 'forty-eight Olympic team
He said, "I'll get to play when Flohr can't."

(Reprinted courtesy of the Data General Chess News, Craig Presson, editor.)

TOURNAMENT TIPS

BY WARREN PINCHES

ADJOURNMENT PROCEEDURES

(Fifth in a series of often-misunderstood tournament rules. Previous articles dealt with threefold repetition, sudden death time controls, Swiss-system pairing, and breaking ties.)

The majority of tournament players have never had to adjourn a game, and with the increasing use of sudden-death time controls, adjournments may ultimately become a thing of the past. Nevertheless in every tournament game there is at least a chance that the game may have to be adjourned, and players should acquaint themselves with the technical pitfalls this entails.

Each tournament round is scheduled to fill a prescribed period, equal to the sum of the players' first time control periods. For example, in a tournament with a first time control of 50 moves in two hours, the round would be scheduled to last four hours. At the end of this period the tournament director may instruct that all games in progress be adjourned so that the next round can begin, providing that both players in these games have made the necessary number of moves and their clocks agree that the scheduled amount of time has elapsed. (Chess clocks often run a little slow.) In actual practice most TDs let the players play on as long as possible in hope of concluding the game, especially in the penultimate round, as adjournments are hard to schedule and as long as the game is incomplete pairings for later rounds may be distorted. (Adjourned games are considered drawn for the purpose of pairing the next round.)

If your game is to be adjourned, the TD will bring to your table a sealed move envelope:

U S C F SEALED MOVE ENVELOPE

"The player having the move must write his move in unambiguous notation on his scoresheet, put this scoresheet and that of his opponent in an envelope (carbon copies of the scoresheets need not be enclosed), seal the envelope, and then stop the clocks." (FIDE Article 15.1)

WHITE (printed) _____
 (signature) _____

BLACK (printed) _____
 (signature) _____


NUMBER OF SEALED MOVE _____

SEALED IN ROUND _____ SECTION _____

BY _____

GAME TO BE RESUMED AT _____ M.

ON _____ 197 _____



THE POSITION
IMMEDIATELY BEFORE THE SEALED MOVE
(circle the initials of the black pieces)

	Clock Shows	Time Consumed
WHITE	_____	_____
BLACK	_____	_____

BLACK

8									
7									
6									
5									
4									
3									
2									
1									
	a	b	c	d	e	f	g	h	

WHITE

The player who is not on move should fill in the information on the left side of the envelope and make out the diagram. (A common method of distinguishing White from Black is to circle the initials of the Black pieces.) Usually the TD fills in the clock times.

The player who is on move should not actually make his move on the board. Rather, he should write it on his scoresheet--taking care that no one, especially his opponent, can see what it is--and then seal both his and his opponent's scoresheets in the envelope. Usually the player seals the envelope himself, rather than the TD. The players may keep the carbon copies of the scoresheets, if any. The sealing player may then stop the clock, and the TD will fill in the clock times, take custody of the envelope, and arrange with the players a time for the resumption.

Why all this rigamarole? The idea is to give each player a comparable disadvantage in analysing the position. The player who sealed the move knows the exact position, but it is not

his turn to move; his opponent is on move but without knowing the sealed move he does not know the exact position. Both players are accordingly handicapped in their analysis.

Now for some of the pitfalls. The most dangerous is that the move you seal must be recorded in an absolutely correct manner. If you seal a move that is illegal or even ambiguous, you forfeit the game outright, even if it is fairly clear what move you intended to make. You must make sure that there is no possible confusion about what your move is. If you are prone to making errors in notation, concentrate on this especially. You may not ask the TD to verify that the move is written correctly--it is not his responsibility.

Another common problem is the player who is to seal a move absentmindedly making it on the board. Should you do this, it is your "sealed" move nonetheless, and you have made your opponent's analysis that much easier. Sometimes a game proceeds so far into the second time control that the player to seal may actually be in time trouble. In such cases the player may prefer to make his move on the board ("public sealing") to save time on the clock--letting your opponent know your move is preferable to losing on time.

Note also that a sealed move is considered an executed move--thus if you are to claim a threefold repetition and you sealed move is to bring about the third repetition, you must claim the draw before sealing the move, or the option passes to your opponent. Your sealed move is considered complete and irrevocable only when you have stopped your clock--you could actually reopen the envelope and change your move as long as your clock was still running.

When may a game be adjourned? A game is never adjourned before the first time control, unless some unforeseen interruption (e.g., a power failure) forces it. A player may request adjournment if his game has passed the required number of moves in the first time control, even if all the time for the round has not been used, but only if he is willing to take the remaining time on his own clock. (For example, in a 50/2 event, White may seal his 51st move with the TD's consent even if only 3:45 has elapsed, but only if he is willing to lose the remaining 15 minutes on his own clock.) Generally adjournments come right after a time control, though to facilitate the tournament schedule TDs often direct players to continue as long as feasible in the hope of avoiding adjournment. A player may request an adjournment after the first time control, but no player may seal a move without the director's consent.

While the rules specify that chess is a game between two players, common practice permits players to consult with reference books or other players while the game is adjourned. This may be viewed as a lamentable situation, but it is not enforced as illegal today. Either player may also between adjournment and resumption offer or accept a draw, or resign. Be sure to inform the director of this decision; if he "resumes" the game without either player present he might justifiably forfeit both.

The time for resumption is usually set by agreement between the players and the TD. Play should be resumed as soon as practicable and in any event before the final round. If no agreement can be reached, the director may arbitrarily set a time for resumption.

At the resumption, the board shall be set up and the clock set to the times on the envelope. (As with every time control, accumulated time carries over.) The sealed move envelope is not opened until the player who must reply to the sealed move has arrived. If he has not arrived by the designated time, his clock is started; if he is an hour late for the resumption or if he oversteps the next time control before he appears he loses. If the player who sealed the move is late, the same penalties may apply to him, and the other player does not have to reply on the board to the sealed move. Rather he can seal his own move, and start his opponent's clock. In this way the player who originally sealed the move could not be deliberately late, and have his opponent's reply to his sealed move relayed to him for further outside analysis. This is farfetched for a local tournament, but might be a legitimate concern at the world-class level.

When both players arrive, they should verify both the position and the time on their clocks. An illegal position can be corrected anytime before the end of the game, but as soon as each player makes a move the time on the clock, whether correct or incorrect, stands. The commonest error is to set the clock to the wrong hour--which is quite an error! Take no chances and verify everything before making a move. Another "error"--wholly the director's fault--is the loss of the envelope. In this case the game must be annulled and a new game played.

You may never have to adjourn a game. If it becomes necessary and you do not recall all these nuances, you may ask the director for a full explanation. But your interests would be much more secure if you understood these and other tournament rules yourself, so you could confidently avoid the pitfalls you might encounter.

Next month: Directors and other tournament officials.

THE MAILBAG

BY TOM ZUPPA

DEMERITS OF THE POSTAL RATING SYSTEM

The USCF's postal rating system is fairly unstable because of the large number of points that can be won or lost in a single game. One loss to a weaker player can spoil months or years of building a rating to a respectable level.

Despite its volatility, postal ratings are usually a good barometer of a player's strength. A person with an 1100 postal rating will usually have an over-the-board rating of 1600-1700.

For every rule, there is an exception. Ours is club member Larry Green, who seems to have found a home in the more leisurely aspects of postal play. Green's over-the-board rating is 1238, a Class D rating; his postal rating is 1504, which corresponds to an over-the-board Expert rating!

One reason for Green's high postal rating is that he uses the added time between moves to an advantage. In several games, Green finds lines that would be impossible to follow with a 40/90 time limit. The added time is also used to press opponents, as against DeBonis, or bust them wide open, as against Smith.

L. Green vs. P. DeBonis (French Defense)

Notes by Tom Zuppa and Larry Green

1 e4 e6 2 d4 d5 3 Nc3 Bb4 4 e5 c5 5 a3 Bxc3 6 bxc Qc7 7 Nf3 Ne7 8 Be2 b6? (a) 9 O-O Ba6 10 Bxa6 Nxa6 11 Qe2 c4 12 Bg5!? (b) Qc6 13 a4! (c) Kd7 14 Nh4 Rag8? (d) 15 Bxe7 Kxe7 16 f4 g5 17 fxg Rxc5 18 Qf3 f5 19 gxf6 e.p.+ Kf7 20 Qf4 Rhg8 21 Nf3! Rf5 (f) 22 Ne5+ Rxe5 23 Qxe5 Rg6 24 Qh5 h6 25 Qxg6+ 1-0

(a) Black tries to mix two systems, a bad idea here. This move loses two tempi--one with a weakening pawn move, the other shutting out the knight for the entire game. The high road to equality is 8...Bd7! 9 a4! Nbc6 10 O-O f6 11 Re1 fe 12 de O-O 13 Bd3 = (TZ)

(b) This works only because Black lets the bishop sit there. Black can still counterpunch with 12...h6, with the long-range plan of a pawn storm: ...g5, ...Kd7!, ...Rag8 (TZ)

(c) Shutting the queen out of play. (TZ)

(d) The final error, which Green exploits masterfully. Necessary was Ng6, forcing a knight trade and giving Black some counterchances on the open h-file. Now the Black king is stranded in the middle of the board. (TZ)

(e) Loses a pawn and opens the file to Black's disadvantage, although at this point it appears that Black will have the advantage of the doubled rooks bearing down on the king. (LG)

(f) 21...Rxf2+ still does not prevent Ne5+, forking the queen. Black is forced to lose the rook for the knight. (LG)

(g) The pawn will queen, queens will be exchanged, leaving Black with a knight vs. two rooks. (LG)

Roger Smith vs. Larry Green (Queen's Indian Defense)

Notes by Tom Zuppa

1 d4 Nf6 2 Nf3 b6 3 e3 Bb7 4 Bd3 e6 5 Nbd2 Be7 6 O-O d5 7 b3 Nbd7 8 Bb2 c5 9 c4 Ne4 10 Qc2 Ndf6 11 cxd5 exd5 12 Bb5+ Kf8 13 Rfd1 a6 14 Be2 (a) Nxf2!! 15 Kxf2 Ng4+ 16 Kg1 Nxe3 17 Qd3 Nxd1 18 Rxd1 Bf6 19 Ba3 g6 20 dxc5 Kg7! (b) 21 cxb6 Qxb6+ 22 Kh1 Rhe8 23 Nf1 Rac8 24 Rd2 d4 (c) 25 Ng3 Re3 26 Qb1 Qa5 27 Bc1 Bxf3 28 gxf3 Qc3 29 Kg2 (d) O-1

(a) Things have been going so quietly, its almost impossible to beleive that this is a mistake that ends the game within just 15 moves. 14 Bd3 is forced. With the text, Green finds a thunderbolt that unnerves his opponent. It is nothing short of spectacular.

(b) Despite the material advantage, Black has lagged in development. This subtle move sacrifices a pawn to connect the rooks. White should reply Nf1 and Ne3, ganging up on the d-pawn. The rooks should decide, however.

(c) Trying to trap the queen with Re3, Rc3, or Be4.

(d) White doesn't wait for the axe to fall. The only plausible reply, 29 Rd1, loses: 29...Rxe2 30 Ne2 Qxf3+ 31 Kg1 Qxe2.

FUNDAMENTAL ENDGAMES

BY WARREN PINCHES

DEFENDING KEY SQUARES IN INFERIOR ENDGAMES

(Fifth in a series on endgames for the beginning tournament player. Previous articles dealt with the Lucena and Philidor positions in rook endings and the opposition, among other topics.)

Inferior endgames are not necessarily lost. Often accurate defensive play can secure a draw, or render the win so technically difficult your opponent will never find it over the board. Some kinds of defensive resources are well known, such as the perpetual check possibilities in rook or queen endings or the drawing power of bishops of opposite colors. This month let us look at an often-neglected theme--the importance of hanging onto at all costs blockading squares or squares from which enemy pieces can penetrate your position.



Diagram 1

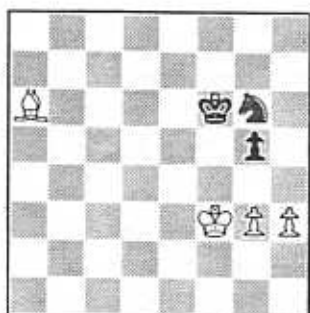


Diagram 2

Diagram 1 is from a game last year between a club member (playing Black) and a grandmaster. Not surprisingly, the grandmaster won, but let's look at the defensive resources Black didn't use.

White realized that after the exchange on e5 he would have a wide-ranging bishop against a short-stepping knight (albeit a well-centralized one) and also that Black's pawns on d6 and b6 would become weak--and were on his bishop's color. Accordingly he cashed in his already-wavering attack and headed for the endgame: 25 Qxe8+ Rxe8 26 Nxe5 Rxe5! Gaining a crucial tempo. If 26...

27 Rf3 Kg8. Now the penetration of White's rook is permanently prevented. 28 Kf2 Re7? Intending 29...Rf7, exchanging rooks; Black correctly perceived that the resulting endgame, though inferior, can be drawn. But he overlooks 29 Bg5! If Black exchanges rooks now, White will play Bd8 winning at least two pawns. 29...Re8 30 Re3 Kf7. Now Black's king will cover the crucial entry squares. 31 Rxe8 Kxe8

32 Kf3 h6 33 Bd2. Black now has a draw but he later lets it slip. 33...Ne5+ 34 Ke4 g5? The fatal error; now the f6 square is unguarded. After 34...Ng6 35 Kf5 Ne7+ neither White's king nor bishop could penetrate. 35 Bc3 Ng6. If 35...Kf6 36 Bxe6 dxe6 37 d6 Ke6 38 d7 Kxd7 39 Kf5 and the kingside pawns fall. 36 Kf5 Kf7. Black's king cannot cut off all the White king's entry squares in time; if 36...Ne7+ 37 Kf6 ng8+ 38 Ke6 wins. 37 Bf6! White penetrates. 37...Nf8. If 37...Ne7 38 Bxe7 Kxe7 39 Kg6 wins. 38 Bd8 Nd7 39 Bc7! Black resigned. If 39...Ke7 40 Kg6, and the game is hardly tenable if White instead gets a protected passed d-pawn. Black's ultimate problem was that he had to construct a blockade keeping both White's king and bishop from g6, f6, and e6, which proved impossible. With his pawn on g7, Black would only have had to cover g6 and e6, and White's bishop could not have penetrated at all. Careful defense of these entry squares would have held this endgame.

Diagram 2 was reached in a game between two of the strongest players in the club. Black is a pawn down and has a knight against a bishop but can still draw, for if White trades pawns, Black's king can block the remaining pawn on a square White's bishop can't reach, and Black's knight can "waste" moves so that Black's king will never have to move. In any event, Black could sacrifice his knight for the remaining pawn, leaving White with insufficient mating material. Black can only lose through zugzwang: if he trades the knight and allows the king to be dislodged by losing the opposition. Thus 55...Ne5+ 56 Ke3 Ng6 57 Ke4 Ne7 58 Bb5 Ng6 59 Be8 Ne7 60 Kf3 Nf5 61 Bh5 Nh6 62 Kg2. Of course, 62 h4 gxh4 63 gxh4 leaves White with an unpromoteable h-pawn--Black's king can back himself into the corner in front of the pawn and the White bishop is on the wrong color squares to evict him. 62...Kf5 63 Be8 Kf6 64 Kf3 Kf5 65 Bc6 Ke5 66 g5. White hopes for Kg3 and h4. 66...Nf7 67 Be4 Nd6 68 Bc2 Kf6 69 Bb1 Ne8 70 Ke4. Realizing that after Kg3, h4, and Kxh4 Black will play Kg7 and never move his king again. 70...Ng7 71 Ba2 Ne6? A major but not yet fatal blunder. After the minor pieces come off White can trade pawns, as Black's king will have to move on each of Black's moves, and thus be unable to hold a blockading post. However, Black will still have the opposition and can still draw. 72 Bxe6 Kxe6 73 Kd3 Ke5?? Losing the opposition and the game. Now Black's pawn will fall. 74 Ke3 Kf3 75 Kd4 Ke6 76 Ke4 Kf6 77 Kd5 Kg6 78 Ke6 1-0.

Both of these examples were struggles to occupy certain key squares. In the first example, ...g5? left one key square uncovered and either White's king or bishop could penetrate. In the second example, Black had a draw as long as his king could remain stationary on a blockading square--but he traded his tempo-wasting device (his knight) and then gave White the opposition, allowing him to seize square after square until he reached Black's pawn. Blockade squares, opposition squares, and squares from which your opponent can penetrate your position must be held at all costs. If you can do this, you can usually save even an inferior endgame.

BOOK REVIEW

How to Play the Sicilian Defense by David Levy and Kevin O'Connell, 1978, Batsford Ltd., \$12.95, 160 pages, 138 diagrams, paperback, descriptive notation.

BY WARREN PINCHES

The Sicilian Defense is notoriously the most difficult opening about which to write, not so much because of the voluminous mass of published analysis as the fluidity of the move sequences. Without the fixed central pawn mass characteristic of the majority of openings, both sides (but especially Black) may reach a given configuration in many different ways. Usually transpositions in the move sequence are trivial, but sometimes one move order permits options not present in another. For example, the 4...P-QR3 Paulsen, the Taimanov, and the Scheveningen Variations all have similar pawn structures and often transpose into each other, but the Paulsen permits the 5 P-QB4 Maroczy Bind, not directly possible against the other two, while the Taimanov permits the pseudo-Maroczy 5 N-N5 and 6 P-QB4, and eventually even N-Q6, and a Scheveningen player must often face Keres' P-KN4!? attack.

These kind of transpositional nuances underlie the great strength as well as the chief weakness of Levy and O'Connell's book. The Sicilian is such a labyrinth that to play it at all coherently a player must have a grasp of the major strategic motifs on each side--for Black, the kingside fianchetto, the ...P-K4 thrust, the PQ3-PK3 center, etc.; for White, the B-KN5 and B-QB4 attacks, the Maroczy Bind, etc. Even more crucial in a volatile opening like the Sicilian is knowledge of how to form appropriate middlegame plans and efficiently execute them. And it is on these motifs and their concomitant plans that How to Play the Sicilian Defense excels. The book's amazingly deep and encyclopedic coverage of strategic themes (including some that most masters don't know about) is coupled with a crisp and concentrated style--each sub-chapter comprises an explanation, at least one well-selected example, and a pithy summary. Each chapter ends with a set of "golden rules" as memory aids. With this emphasis on underlying ideas this book will not soon become obsolete; indeed it is certain to become a classic among opening books.

However, Levy and O'Connell usually begin their discussion eight to ten moves into the game--and a neophyte can get into a lot of hot water in that time if he is suckered into an inferior variation because of some misunderstood transpositional nuance. An overview chapter describing the main move-order sequences and their consequences--for example, the relative merits of ...P-K4 on the fourth, fifth, or sixth moves--would have made this book much more accessible to less experienced players.

Notwithstanding this complaint, How to Play the Sicilian Defense can be unhesitatingly recommended to all players over 1700, and will be of great value to the lower-rated if they couple its discussion of strategic themes with a good source on variations--perhaps even MCO or BCO, or the overview in Hartson's Penguin Book of Chess Openings. This is a book that all Sicilian specialists--perhaps even all 1 P-K4 players--must read.

PROBLEMS, STUDIES, AND CURIOSITIES

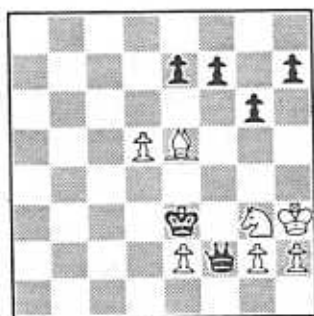


DIAGRAM 1



DIAGRAM 2



DIAGRAM 3

Three stalemate compositions: in Diagrams 1 and 2, White is to play and force stalemate. In Diagram 3, White is to play and avoid stalemate--no easy task considering his material preponderance. (P.S.: White also has to avoid getting mated himself!) Solutions on the last page.

GAMES FROM CLUB EVENTS

GAMES FROM THE FRAMINGHAM SATURDAY SWISS

John Curdo vs. Alex Sadowsky--Four Knights' Defense (Round 1)

1 P-K4 P-K4 2 N-KB3 N-QB3 3 N-B3 N-B3 4 B-N5 N-Q5 5 B-R4 P-B3 6 NXP Q-K2 7 N-B3 NXP 8
0-0 Nxnch 9 QxN N-N4 10 Q-Q1 Q-B3 11 P-Q4 B-K2 12 P-Q5 P-KR3 13 P-B4 N-R2 14 R-K1 K-B1
15 N-K4 Q-B4 16 P-Q6 B-Q1 17 P-B4 N-B3 18 B-B2 Nxn 19 RxN B-N3ch 20 K-R1 Q-B3 21 R-N1
B-B4 22 P-QN4 B-N3 23 P-QB5 B-Q1 24 Q-K2 1-0

Dick Reil vs. David Drumm--French Defense (Round 1)

1 P-K4 P-K3 2 P-Q4 P-Q4 3 P-K5 P-QB4 4 N-KB3 N-QB3 5 B-QN5 Q-N3 6 N-QB3 B-Q2 7 B-K3 P-QR3
8 Bxn BxB 9 QR-N1 P-KR4 10 P-KR4 N-R3 11 Bxn RxB 12 0-0 PXP 13 QXP B-B4 14 Q-B4 R-N3 15
N-N5 Q-B2 16 P-QN4 B-R2 17 P-N5 PXP 18 NXP Bxn 19 RxB R-N1 20 Q-R4 1-0

Mike Johnson vs. John Curdo--Ruy Lopez (Round 2)

1 P-K4 P-K4 2 N-KB3 N-QB3 3 B-N5 P-QR3 4 B-R4 P-Q3 5 P-B3 B-N5 6 P-Q4 P-QN4 7 B-N3 N-B3
8 P-Q5 N-QR4 9 B-B2 B-K2 10 P-KR3 B-R4 11 0-0 0-0 12 R-K1 P-B3 13 PXP QNXP 14 QN-Q2 P-Q4
15 PXP QXP 16 P-KN4 B-N3 17 BxB RPxB 18 N-B1 QxQ 19 RxQ QR-Q1 20 B-N5 P-K5 21 N/3-Q2
R-Q6 22 Bxn PxB 23 NXP RxRP 24 K-N2 R-R5 25 N-K3 P-B4 26 N-N3 P-B5 0-1

David Drumm vs. Ed Burnett--Caro-Kann Defense (Round 2)

1 P-K4 P-QB3 2 P-Q4 P-Q4 3 N-QB3 PXP 4 NXP QN-Q2 5 P-QB4 KN-B3 6 B-Q3 Nxn 7 Bxn N-B3 8
B-B2 P-K3 9 N-B3 B-N5ch 10 B-Q2 BxB 11 QxB 0-0 12 0-0 P-QN3 13 N-K5 B-N2 14 QR-Q1 Q-B2
15 P-B4 QR-Q1 16 Q-B2 P-QR3 17 Q-R4 P-KR3 18 P-KN4 P-B4 19 P-N5 N-Q2 20 PXP Nxn 21 PXP
KXP 22 Q-R7ch K-B3 23 Q-R4ch K-N2 24 BPxN RXP 25 Q-R7mate

Dan Marshall vs. Keith Barbera--Sicilian Defense (Round 2)

1 P-K4 P-QB4 2 N-KB3 P-K3 3 P-Q4 PXP 4 NXP P-QR3 5 N-QB3 Q-B2 6 P-KN3 N-QB3 7 B-N2 P-K4
8 N-Q5 Q-Q1 9 N-B5 P-Q3 10 B-N5 P-B3 11 B-K3 Bxn 12 B-N6 Q-Q2 13 N-B7ch K-K2 14 PxB R-B1
15 N-Q5ch K-K1 16 Q-R5ch Q-B2 17 QxQch KxQ 18 0-0-0 KN-K2 19 N-K3 N-KN1 20 B-Q5ch K-K2
21 B-K6 R-R1 22 N-Q5ch 1-0

John Curdo vs. Dan Marshall--Ruy Lopez (Round 3)

1 P-K4 N-QB3 2 N-KB3 P-K4 3 B-N5 KN-K2 4 P-Q4 PXP 5 P-B3 PXP 6 NXP N-N3 7 B-N5 P-B3 8 B-K3
B-N5 9 Q-N3 Q-K2 10 0-0 Bxn 11 PxB P-QR3 12 B-Q3 N/B3-K4 13 Nxn Nxn 14 B-K2 P-Q3 15 P-KB4
N-B2 16 B-B4 N-Q1 17 P-K5 P-QN4 18 B-Q5 P-QB3 19 QR-K1 QXP 20 PXP P-KB4 21 B-N8 Q-B1 22
P-K6 QxB 23 B-B5 BXP 24 RXP K-Q2 25 Q-Q1ch K-B1 26 R-B8 QxR 27 BxQ RxB 28 Q-Q6 R-K1 29 P-QR3
R-R2 30 Q-B5 R-Q2 31 Q-N6 R-Q7 32 QXPch K-B2 33 P-B4 R-N7 34 P-B5 R-B1 35 Q-R5ch K-Q2 36
R-Q1ch B-Q4 37 Q-R7ch K-K1 38 R-K1ch N-K3 39 Q-N8ch K-B2 40 R-B1ch K-N1 41 RxRch NXR 42
P-N3 R-N7ch 43 K-B1 RxRP 44 Q-B4 N-K3 45 Q-N8ch K-B2 46 P-R4 PXP 47 Q-R7ch K-N3 48 QXP
N-N4 49 Q-KB4 P-R3 50 P-N4 R-R8ch 51 K-K2 B-K5 52 Q-Q6ch K-R2 53 K-K3 R-R6ch 54 K-B2 B-Q4
55 Q-K5 R-B6ch 56 K-K2 R-B3 57 Q-Q4 B-B6ch 58 K-Q2 R-K3 59 Q-KB4 N-K5ch 60 K-B2 R-B3 61
Q-K5 BXP 62 K-N2 B-B4 63 K-R3 B-N3 0-1

Dan Marshall vs. Herman Chiu--English Opening (Round 4)

1 P-QN3 N-KB3 2 B-N2 P-KN3 3 N-KB3 B-N2 4 P-B4 P-Q3 5 P-KN3 0-0 6 B-N2 QN-Q2 7 0-0 P-K4
8 P-Q4 R-K1 9 P-K3 P-K5 10 KN-Q2 N-B1 11 N-QB3 B-B4 1/2-1/2

John Curdo vs. Mark Samuelian--Sicilian Defense (Round 4)

1 P-K4 P-QB4 2 N-KB3 P-Q3 3 B-N5ch B-Q2 4 BxBch QxB 5 P-B4 N-QB3 6 P-Q4 PXP 7 NXP P-KN3
8 N-QB3 B-N2 9 B-K3 N-B3 10 P-B3 0-0 11 0-0 QR-B1 12 P-QN3 KR-Q1 13 R-B1 P-K3 14 Q-Q2

P-Q4 15 KPXP PXP 16 P-B5 NxN 17 BxN N-K5 18 PxN PXP 19 NxP QxBch 20 QxQ BxQch 21 K-R1
 P-B4 22 N-Q6 RxP 23 NxNP RxR 24 RxR B-K6 25 R-K1 R-Q7 26 P-QR3 R-N7 27 P-QN4 P-B5 28
 N-R5 R-QB7 29 P-R3 K-B2 30 P-N3 B-B7 31 R-K4 PXP 32 N-B4 P-N4 33 K-N2 B-K8ch 34 K-B3
 R-B6ch 35 K-N2 R-B7ch 36 K-N1 B-B7ch 37 K-B1 P-KR4 38 K-N2 K-N3 39 P-R4 K-B4 40 N-Q6ch
 K-B3 41 K-B3 P-R5 42 P-N5 B-B4 43 R-B4 R-B7ch 0-1

FRAMINGHAM CHESS CLUB VS. SVEN BRASK CHESS CLUB

Julius Varga vs. Ken Wheeler--Old Indian Defense (Round 1)

1 Nf3 d6 2 d4 Nf6 3 c4 c6 4 Nc3 Qa5 5 Bd2 Qc7 6 Qc2 Nbd7 7 e4 e5 8 d5 Be7 9 Be2 Nf8
 10 h3 Bd7 11 Nh4 Rc8 12 Nf5 Bxf5 13 exf5 N8d7 14 Qd1 h5 15 0-0 h4 16 Be3 Ng8 17 Rc1
 Ndf6 18 Qa4 Rg8 19 b4 Nd7 20 Ne4 Ngf6 21 f3 0-0 22 Bf2 Nh5 23 Qd1 Rac8 24 Bd3 Nf4 25
 Bb1 cxd5 26 Nc3 dxc4 27 Nb5 Qd8 28 Nxd6 Bxd6 29 Qxd6 Ne2+ 30 Kh2 Nxc1 31 Rxc1 Qg5 32
 Rd1 Nb6 33 Qxe5 Rfe8 34 Qb2 c3 35 Qc2 Red8 36 f6 g6 37 Rxd8+ Rxd8 38 Qe4 Qxf6 39 Bxh4
 Qd6+ 40 Bg3 Qc6 41 Qh4 Re8 42 Be4 Qe6 43 Be1 Qe5+ 44 f4 Qh5 45 Qf6 Na4 46 g4 Qh8 47
 Qd6 Rxd4 48 Qd8+ Kh7 49 Qh4+ Kg7 50 Qg3 Qb8 51 Qd3 Qf4+ 52 Bg3 Qe3 53 Qd5 Qe2+ 54 Kg1
 c2 55 Qg5 Qe3+ 56 Qxe3 Rxe3 57 Kf2 c1=Q 58 Bf4 Qe1+ 59 Kg2 Re2+ 60 Kf3 Qf2++

John Chamberlain vs. Don Tirrell--Ruy Lopez (Round 2)

1 P-K4 P-K4 2 N-KB3 N-QB3 3 B-N5 P-QR3 4 BxN QPxB 5 0-0 B-KN5 6 P-KR3 P-KR4! 7 P-Q3 Q-B3
 8 QN-Q2 P-QN4 9 R-K1 B-Q3 10 P-Q4 N-K2 11 PxB PXP 12 N-R2 Q-R5 13 QN-B1 P-KB4 14 PxBP PXP
 15 P-KN3 Q-R2 16 QXP 0-0 17 B-B4 NxP 18 BxB PxB 19 R-K6 QR-Q1 20 QR-K1 P-B4 21 N-B3 N-R3
 22 Q-R5 QXP 23 R-N6 RxN 24 RxPch KxR 25 QxR R-KB1 26 R-K7ch R-B2 27 RxRch NxB 28 Q-N4ch
 K-B3 29 Q-R4ch K-K3 30 Q-N4ch Q-B4 31 Q-K2ch K-Q2 32 N-Q2 N-K4 33 P-B4 N-N5 34 N-K4 N-K6
 35 Q-B3 K-B2 36 K-B2 P-Q4 37 N-Q2 Q-B7 38 Q-K2 QXP 39 P-B5 Q-B7 40 P-B6 Q-B5ch 41 Q-B3
 QXP 42 N-N3 QxQch 43 KxQ K-Q3 44 K-B4 N-B7 45 P-N4 P-B5 46 N-Q2 N-K8 47 P-N5 P-B6 48 N-N3
 P-Q6 49 P-N6 P-Q7 0-1

BITS AND PIECES

WHERE THE ACTION IS

	Chessplayers per 10,000 Population	Total Chessplayers (in 1000s)	FIDE Titleholders per 1000 players
1	USSR 166.6	USSR 4180.0	Argentina 7.69
2	Iceland 95.5	Hungary 57.0	Canada 4.61
3	Hungary 54.5	W. Germany 56.0	Ecuador 4.00
4	Mongolia 28.6	Yugoslavia 52.2	Australia 3.00
5	Sweden 27.5	United States 50.0	Turkey 2.85
6	Israel 26.3	E. Germany 32.9	Bulgaria 2.04
7	Yugoslavia 24.7	Czechoslovakia 32.0	Romania 2.00
8	Czechoslovakia 21.8	Philippines 24.3	Cuba 1.88
9	Malta 20.6	Sweden 22.5	Norway 1.81
10	E. Germany 19.2	Netherlands 22.3	New Zealand 1.67
11	Netherlands 16.4	Poland 19.5	Switzerland 1.57
12	Luxembourg 16.2	Spain 13.4	Finland 1.53
13	Denmark 15.3	France 9.8	Italy 1.53
14	Singapore 14.4	Bulgaria 9.3	Iceland 1.42
15	Bulgaria 10.6	Britain 9.2	Britain 1.41
16	W. Germany 9.0	Israel 8.8	Portugal 1.33
17	Cuba 8.8	Cuba 8.0	Yugoslavia 1.21
18	Switzerland 8.8	Iraq 7.9	Brazil 1.14
19	Finland 8.2	Denmark 7.8	Israel 1.13
20	Austria 7.5	Italy 7.2	Indonesia 1.11

The United States ranks 42nd in chessplayers per 10,000 population at 2.3. In FIDE titleholders per 1000 players, the United States ranks 24th at 0.78, but the USSR ranks 46th (and last among countries with any titleholders) at 0.02!

HOW ACCURATE IS YOUR RATING ?

It becomes more accurate the more games you play, but the range of probable error remains substantial even after 100 games:

Number of Games	Probable Error in Points
10	60
20	42
30	35
40	30
50	27
100	19

Ratings nonetheless have considerable predictive value. Retrojecting the rating system backwards in time, Arpad Elo (The Rating of Chessplayers Past and Present) rated the great players of the past and tested these rating by evaluating all the matches eleven or more games in length between world-class players. Of 92 matches between 1860 and 1977, 90 had the predicted result. Gunsburg unexpectedly beat Chigorin in 1889, but within the standard deviation. Only Euwe beat the odds altogether, defeating Alekhine in 1935.

OPENING SKETCHES

BY WARREN PINCHES

THE QUEEN'S GAMBIT DECLINED

Siegbert Tarrasch called the Queen's Gambit Declined "the chamber music of chess". A quiet, subtle opening compared to many of the Indian Defenses, its strategical nuances were the focal point of chess theory between the World Wars, and to judge by recent world-class matches, it remains a topic of intense investigation today. In the Queen's Gambit Declined, Black obtains a safer, sounder position than in the more aggressive Indian Systems, but is left with a persistent cramp and an uphill battle for equality. The early middlegame revolves around Black's battle to equalize and White's attempt to retain his edge in space and development.

In the Queen's Gambit, after 1 P-Q4 P-Q4 2 P-QB4, White threatens 3 PxP QxP 4 N-QB3 and 5 P-K4. Black on his second move may avoid this by 1) liquidating the center with 2... PxP or 2...P-QB4; 2) counterattacking by 2...P-K4, 2...N-QB3, or 2...B-B4; 3) allow White his pawn center but hammer at it later, with 2...N-KB3 or 2...P-KN3; or 4) solidify the center with 2...P-QB3 or 2...P-K3. Most of these options, while playable, make equality a distant goal for Black; only the Queen's Gambit Accepted, 2...PxP, the Slav Defense, 2...P-QB3, and the Queen's Gambit Declined, 2...P-K3, are recommended by theory.

After 2...P-K3, both sides concentrate on development. The main sequence is 3 N-QB3 N-KB3 4 B-N5 (threatening 5 PxP PxP 6 BxN splitting Black's pawns) QN-Q2 5 N-B3 B-K2 6 P-K3 O-O (diagram 1). Black's fourth and fifth moves are often transposed, as are White's fifth and sixth, though the order given is the most flexible. In this position Black's most formidable problem is the limited scope of his pieces, especially the problem of developing his QB and subsequent connection of his rooks. Black's main strategic plans are thus 1) exchanging pieces and forcing ...P-K4, 2) fianchettoing his QB to connect his rooks, or 3) playing ...P-QB4. This last is Black's most potent stroke; indeed, Reuben Fine stated as a rule that if Black could play ...P-QB4 without being immediately punished, he had

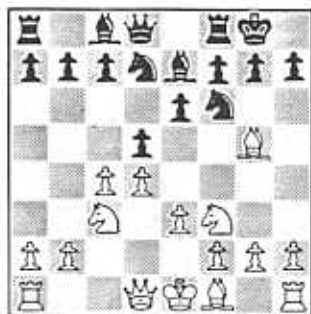


Diagram 1
Classical Defense

secured an even game.

White has a variety of plans, depending on how the tension of QBP vs. ...QP is resolved. 1) If Black surrenders the center by QPxQBP to gain space, White may exploit his advantage in space by using his outposts at QB5 and especially K5 to work up a potent kingside attack. Or White may himself trade, playing QBPxQP, after which 2) if Black has played ...P-QB3 and recaptured with his QBP, White often succeeds in seizing the QB-file due to Black's continuing awkwardness with his QB, often allowing White to penetrate deep into Black's position. 3) If Black recaptures ...KPxQP, and bolsters his new QP with ...P-QB3, White may essay the famous "minority attack": R-QB1, P-QN4-5xBP, leaving Black with weak pawns all over the queenside. 4) Alternatively, White may play for a kingside attack by B-Q3, Q-B2, N-K5, and P-KB4, the so-called Pillsbury Attack. 5) Finally, White can dissipate the tension by P-QB5, followed by P-QN4-5, obtaining a crushing bind on the queenside. However, this is only possible if Black's natural counterstroke ...P-K4 has been prevented (for example, if from diagram 1 7 P-B5? N-K5 8 BxB QxB 9 B-Q3 NxN 10 PxN P-K4).



Diagram 2
Capablanca Freeing
Maneuver



Diagram 3
Rubinstein Variation



Diagram 4
Alekhine Variation

From Diagram 1 White wishes to restrain Black's ...P-QB4; the move that does this is Blackburne's 7 R-B1 (if 7...P-B4 8 PxQP PxP 9 P-B6! N-N3 10 N-K5). Black thus plays first for an exchange of pieces, to be followed by ...P-QB4 or ...P-K4. The main line of the Classical Defense, known as CAPABLANCA'S FREEING MANEUVER, runs 7...P-B3 8 B-Q3 PxP 9 BxP N-Q4 (Diagram 2) after which the RUBINSTEIN VARIATION continues 10 BxB QxB 11 O-O NxN 12 RxN P-K4 (Diagram 3) with approximate equality for Black. White may continue 13 PxP NxP 14 NxN QxN 15 P-B4 hoping to develop a kingside attack, or 13 Q-B2 PxP 14 PxP with possibilities of pressure on the K-file.

White can try to limit the number of exchanges with 11 N-K4 (Diagram 4), ALEKHINE'S VARIATION, most recently championed by Taimanov. White would have an endgame advantage after 11...Q-N5ch 12 Q-Q2, so Black usually proceeds 11...P-K4! 12 O-O PxP 13 QxP N/Q2-N3 14 B-N5 B-N5 with at most a marginal advantage for White.

One reason that Black can carry out his freeing maneuver is that White has lost a tempo, playing first B-Q3 and then BxP. White may instead interpolate Q-B2, usually a useful



Diagram 5
Carlsbad Variation

move for White, and hope to play BxP in a single move. However, Black has at least two effective counterstrokes in this TEMPO-STRUGGLE VARIATION: 8 Q-B2 N-K5! 9 BxB QxB 10 NxN PxN 11 QxP Q-N5ch with equality, or the exhaustively analyzed CARLSBAD VARIATION, 8 Q-B2 P-QR3 9 PxP KPXP (Diagram 5), with a position akin to the Exchange Variation, except that Black's ...P-QR3 is useful but White's QR belongs on QN1 to support P-QN4-5. If 10 B-Q3 R-K1 11 O-O N-B1 12 R-N1 P-KN3 13 P-QN4 14 N-K3 Black's defense against the minority attack is adequate. If instead 9 P-QR3 P-QN4! or 9 P-B5 P-K4!

A similar position arises in the HENNEBERGER VARIATION, when Black

hopes to save a tempo by playing ...P-QB4 in a single bound, and thus substitutes 7...P-QR3 for 7...P-B3. White may transpose into the Carlsbad Variation by 8 PxP or attempt a radical refutation by 8 P-B5 P-B3 9 P-QN4 P-QR4 10 P-QR3 PxP 11 PxP P-QN3 12 B-Q3 PxP 13 NPxP R-R6 after which White has a best a minimal edge in the endgame due to Black's more exposed pawn chain base.

White's alternatives on the seventh move are unconvincing. 7 B-Q3 or 7 P-QR3 are met by 7...PxP followed by 8...P-QB4. More serious is 7 Q-B2, played with great virtuosity by Rubinstein around the turn of the century, with the idea of castling queenside with a kingside pawn storm. However, Black can immediately respond 7...P-QB4, after which 8 O-O-O Q-R4 9 K-N1 QPxP 10 BxP P-KR3! 11 BxN! BxB 12 N-K5 with a slight advantage for White, or interpolate 7...P-KR3, hoping for 8 B-R4 P-B4, reaching the previous line but without a vulnerable KR7. Instead, 8 P-KR4! P-B4 (8...PxB? 9 RPxP N-K5 10 NxN PxN 11 QxP B-N5ch 12 K-Q1 winning): 9 O-O-O Q-R4 10 P-KN4 QPxP 11 BxBP N-N3 12 B-K2 B-Q2 13 BxN PxB! 14 P-N5 PxQP followed by 15...QR-B1 with adequate counterplay for Black. The theory on this line is still evolving; while Blackburne's 7 R-B1 displaced Rubinstein's 7 Q-B2 back in the 1920s, the last word has not yet been said on these alternatives.

Besides the Capablanca Freeing Maneuver, Black has three other attempts at counterplay. The most reputable counterattack at Black's disposal is the CAMBRIDGE SPRINGS DEFENSE, 6...Q-R4 (Diagram 6) with the threat of ...N-K5 and ...B-N5. White's commonest response is 7 PxP NxP 8 Q-Q2 N/Q2-N3 (planning 9...NxN 10 PxN N-Q4 11 R-B1 NxBP!) 9 R-B1 NxN 10 PxN N-Q4 11 B-QB4! (11 B-Q3 is safer) NxBP 12 O-O P-N4 13 P-Q5!! is an Alekhine idea leading to enormous complications. Instead there is Bogolubov's 7 N-Q2, long the most popular device to break Black's pin. There are three main branches of this line: 1) Rubinstein's 7...PxP 8 BxN NxB 9 NxP Q-B2 with approximate equality for Black once he



Diagram 6
Cambridge Springs
Defense



Diagram 7
Manhattan Variation



Diagram 8
Lasker's Defense

liberates his bishop pair; 2) 7...B-N5 8 Q-B2 O-O 9 B-R4 (the Argentine Variation, getting the bishop off the Black queen's rank) P-B4! with wholesale exchanges leaving White with a negligible endgame advantage or 9 B-K2 P-K4 10 O-O B-Q3 11 N-N3 Q-B2 with a good game for Black; or 3) 7...N-K5!, the move 7 N-Q2 was designed to prevent. After 8 N/Q2xN PxN 9 B-B4 P-K4! 10 PxP NxP 11 Q-Q4 P-B3 12 BxN PxB 13 QxP/K4 B-QN5 and Black has a dangerous initiative for the pawn. The third of White's responses to the Cambridge Springs Defense is 7 BxN, eliminating tactical traps involving this bishop. But after 7...NxB 8 B-Q3 B-N5 9 Q-B2 P-B4! Black has no problems. All in all, the Cambridge Springs is a strong alternative to the Classical Defense, and the only reason it is seen so infrequently is that White players respect it enough to sidestep it with the Exchange Variation.

A rarely seen but entirely playable line for Black is the MANHATTAN VARIATION, which has several structural similarities with the Cambridge Springs Defense. After 5...B-N5 (Diagram 7) 6 PxP! PxP 7 P-K3 P-B4 Black has achieved in one move the advance ...P-QB4 that even in the Cambridge Springs cost him two. After 8 B-Q3 Q-R4 Pachman recommends the pawn sacrifice 9 O-O P-B5 10 B-B2 BxN 11 BxB QxBP 12 Q-N1! O-O 13 P-K4!, though Black can avoid any problems with 11...N-K5. However, White can obtain more through quieter means: 9 Q-B2

P-B5 10 B-B5 O-O 11 O-O R-K1 12 P-QR3 BxN 13 QxB QxQ 14 PxQ with a superior game for White. Note that the Manhattan Variation is not possible if White plays 5 P-K3 instead of 5 N-B3, for 5 P-K3 B-N5 6 PxP PxP 7 B-Q3 P-B4 8 N-K2! P-B5 9 B-B2 P-KR3 10 B-KR4 O-O 11 O-O B-K2 12 P-B3 leaves White very much in charge.

Black's third try for direct counterplay is LASKER'S DEFENSE. Black tries to exchange pieces without conceding the center: 5...B-K2 6 P-K3 P-KR3 (a useful interpolation) 7 B-R4 N-K5 (Diagram 8). 8 BxB QxB 9 PxP NxN 10 PxN PxP 11 Q-N3. Black has succeeded in trading two minor pieces, but White's preponderance in the center (he will continue P-QB4) gives him the advantage. Still, Black is actively placed, and the line is at least playable.

That the Lasker and Manhattan defenses give no better chances than the Classical Defense and the Cambridge Springs Defense can be avoided by the Exchange Variation has refocused attention on some of the oldest lines in the Queen's Gambit Declined, where Black fianchettoes his QB. Not only does this bolster Black's Q4 and K5, it connects his rooks, and Black's P-QN3 can support ...P-QB4. These lines are the center of the theoretical debate on the Queen's Gambit Declined today.

Some fianchettoes, however, work better than others. After 1 P-Q4 P-Q4 2 P-QB4 P-K3 3 N-QB3 N-KB3 4 B-N5 B-K2 5 N-B3 O-O 6 P-K3, the ORTHODOX FIANCHETTO 6...QN-Q2 7 R-B1 P-QN3 leaves White with an embarrassment of riches. He can play 8 PxP PxP 9 B-Q3 B-N2 10 O-O P-B4 11 B-B5 P-B5 12 N-K5! (Pillsbury), or 9 B-N5 B-N2 10 O-O P-QR3 11 B-QR4 R-B1 12 Q-K2 P-B4 13 PxP NxP 14 KR-Q1 (Capablanca), or even 9 Q-R4 (Duras) though then Black can sacrifice a pawn for counterplay: 9...P-B4 10 Q-B6 R-N1 11 NxP B-N2. All things considered, Black should simply not play these lines.

Only somewhat better is the ACCELERATED FIANCHETTO, 6...P-QN3. White may launch a violent sacrificial attack with 7 BxN BxB 8 B-Q3 B-N2 9 PxP PxP 10 P-KR4!? P-B4 11 BxPch KxB 12 N-KN5ch K-R3 13 Q-B2. This was considered terminal for Black until Spassky found 13...P-N2 14 P-R5 KxN!; if you like living dangerously try this line. White may also play more sedately with 7 PxP NxP 8 BxB QxB 9 R-B1 B-N2 10 B-Q3 and if 10...P-B4 11 NxN PxN 12 PxP PxP 13 Q-B2 and Black loses a pawn with inadequate compensation.



Diagram 9
Tartakover Variation

The main line of these systems is the TARTAKOVER VARIATION, 6... P-KR3! 7 B-R4 P-QN3 (Diagram 9). White's main hope of advantage lies in the weakened White squares on Black's queenside. An immense amount of praxis has come out of Diagram 9; let's look at three representative lines: 1) 8 PxP NxP 9 BxB QxB 10 NxN PxN 11 R-B1 B-K3! With the long diagonal closed, the bishop should stay on this diagonal instead. 12 Q-R4 P-QB4 13 Q-R3 R-B1 14 B-K2 K-B1 with equality. Fischer brilliantly defeated Spassky in their 1972 title match with 14 B-N5, but subsequent analysis showed that Black could sacrifice a pawn for a dangerous initiative by 14...Q-N2! 2) 8 R-B1 B-N2 9 B-Q3 PxP 10 BxP QN-Q2 11 O-O P-B4 and Black equalizes. 3) 8 R-B1 B-N2 9 BxN BxB 10 PxP PxP tries to close the long diagonal after Black has committed himself to ...B-QN2. After 11 P-QN4 Black must insure that White cannot force P-N5: 11...P-B3 12 B-K2 Q-Q3

13 Q-N3 (if 13 P-N5 P-B4) QN-Q2.

Instead of 5 N-B3 and 6 P-K3, White may try 5 P-K3 and 6 R-B1, planning on B-K2-B3 and N-K2, or P-KN3, B-N2, and N-K2. After 5 P-K3 O-O 6 R-B1 P-KR3 7 B-R4 P-QN3 White has 8 BxN NxN 9 PxP PxP 10 Q-B3 B-K3 11 B-B4! P-B3 or 8 PxP NxP 9 NxN PxN 10 BxB QxB 11 B-K2 P-QB4 12 B-B3 B-K3 with a slight advantage to White in both cases. Of course, Black can always meet 6 R-B1 with 6...P-B3, transposing to the Classical Defense.

A major option for White that exists is all variations of the Queen's Gambit Declined is BPxQP, the EXCHANGE VARIATION. This move can take place any time from the third move onwards, and it is thus difficult to delineate an exact move order. It is more significant

to examine the strategic motifs introduced by this exchange. Consider the pawn structure that arises from the most characteristic move-order, 1 P-Q4 P-Q4 2 P-QB4 P-K2 3 N-QB3 N-KB3 4 B-N5 QN-Q2 5 PxP PxP 6 P-K3 P-B3 (Diagram 10). White has two thematic strategies.

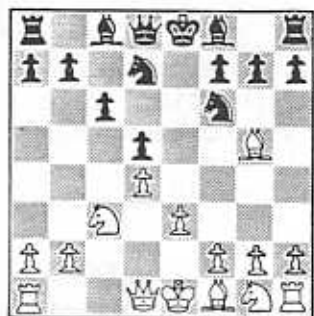


Diagram 10
Exchange Variation

By far the commoner of the two is the Minority Attack, in which White plays P-QN4-5 to weaken Black's queenside. If Black allows NPxBP, NPxBP, he is left with a backwards QBP, while ...BPxNP or ...P-QB4, QPxQBP leaves him with an isolated QP. With proper technique, White can often get a strategically won game by this simple (though often longwinded) scheme. Black has six options to combat the minority attack. 1) Direct defense against P-QN5. This rarely works for long, but it might be used as a delaying tactic while another strategy gathers steam. 2) Black may force ...P-QB4, allowing the isolated QP but hoping to use his outposts on QB5 and K5 as a source of dynamic strength. 3) Black can launch his own minority attack by ...P-KB4-5. This is slow and often compromises his king position, but is occasionally an option. 4) After White's P-QN4, exploiting the weakness at White's QB4 by ...P-QN4 and ...KN-K1-Q3-

QB5 or ...QN-Q2-QN3-QB5, masking the backward QBP. 5) Play ...B-KB4 and exchange white-squared bishops. This usually requires N-K1-Q3, and often ...P-KN3 as well. The compromised king position is usually filled in by a "finachettoed" knight: QN-Q2-KB1-K3-KN2 or KN-KR4-KN2; this is known as the Saemisch maneuver. 6) Black may play ...N-K5 and play for a kingside attack. White will usually have to exchange this knight at some point, and if Black can recapture with his pawn, he will not be left with an isolated QP as a result of the minority attack (though White will get a passed QP instead). Nos. 5 and 6 are the principal motifs of Black's counterplay.

White has a second option in the Exchange Variation besides the minority attack. It lies in castling queenside and launching a kingside attack with B-Q3, N-B3, Q-B2, O-O-O, N-K5, and P-KB4. Since Black has limited counterplay on the queenside this attack can become quite potent. Which of his two options White should use must be judged from the particular position--or the player's temperament.

From Diagram 10, after 7 B-Q2 B-K2 (7...B-Q3 is best met with 8 KN-K2) White has three choices. 8 N-B3 is considered weakest, as it allows a later pin by Black's QB. After 8...N-K5 9 BxB QxB 10 Q-B2 P-KB4 11 O-O O-O Black has equalized. 8 KN-K2 is an Alekhine idea aiming at a kingside attack, though not in the Pillsbury configuration: 8...O-O 9 Q-B2 R-K1 10 O-O-O N-B1 11 P-KR3 K-R1 12 P-KN4 N-N1 13 BxB RxB 14 P-N5 R-B2 15 QR-N1 B-Q2 16 P-KR4 B-K1 and Black retains an unweakened kingside and is starting to generate queenside counterplay.

Thus 8 Q-B2 is White's commonest option, to seize the QN1-KR7 diagonal and the semiopen QB-file. Some common variations, showing how the multitudinous motifs combine in practice: A) 8...O-O 9 N-B3 R-K1 10 O-O N-B1 11 QR-N1 N-K5 12 BxB QxB 13 P-QN4 P-QR3 14 P-QR4 N-N3 15 P-N5 RPxP 16 PxP NxN 17 QxN B-N5 and Black has enough counterplay on the kingside. B) 8...N-R4 9 BxB QxB 10 O-O-O N-N3 11 N-B3 B-N5 12 QR-N1 BxN 13 PxB with equality. C) 8...P-KR3 9 B-R4 O-O 10 N-B3 R-K1 11 O-O N-K5 12 BxB QxB 13 P-QN4 N/Q2-B3 14 P-N5 P-B4 15 PxP NxQBP 16 QR-B1 N/B4-K5 with equality. D) 8...N-B1 9 KN-K2 N-K3 10 B-R4 P-KN3 11 P-B3 O-O 12 R-Q1 R-K1 13 O-O N-R4 14 B-B2 P-KB4 15 K-R1

Diagram 10 assumed that the exchange was made after ...QN-Q2, shutting in Black's QB. This is the best form of the exchange for White, but if he waits too long, Black will break the pin on his KN with ...B-K2, allowing him to recapture ...NxP. White accordingly often goes ahead with the exchange while he is sure of getting the pawn structure he wants, even if Black has not played ...QN-Q2. Thus after, say, 1 P-Q4 P-Q4 2 P-QB4 P-K3 3 N-QB3 N-KB3 4 PxP PxP there are additional options for both sides. White, for example, may play 5 B-B4 instead of 5 B-N5, but although this idea has been adopted often by Korchnoi, it is rather harmless. One of Black's options is to develop his QB: 5 B-N5 B-K2 6 P-K3 9 B-Q3 B-Q3 or 7 BxN! QxNP 8 Q-B1 B-QR6 9 NxP QxQch 10 RxQ PxB 11 R-B4 K-Q1 12 R-R4! and the messy position inclines in White's favor.

For those of you who have found all this rather boring, there is the PRINS-CANAL GAMBIT, 1 P-Q4 P-Q4 2 P-QB4 P-K3 3 N-QB3 N-KB3 4 B-N5 P-B4!? White can get the upper hand here but he must play accurately. After 5 BPxP there is 5...BPxP (Prins) and 5...Q-N3 (Canal). The Prins line runs 5...BPxP 6 QxP B-K2 7 P-K4 N-B3 8 Q-Q2 NxKP (8...NxQP!? 9 PxN BxB 10 P-B4 B-R5ch 11 P-KN3 PxP 12 PxB QxPch is wilder still) 9 NxN PxP 10 BxB QxB 11 QxP O-O 12 P-B3 (breaking the pin with 12 O-O-O? N-N5 leads to many horrors for White) N-N5. Korchnoi claims that 13 Q-B4! B-K3 14 Q-B5! gives White the advantage, for 14 QxQ 15 NxQ N-B7ch 16 K-Q2 NxR 17 NxB PxN 18 B-Q3 and White has two pieces for a rook. This line illustrates the complexity of the gambit. In the Canal line, 5...Q-N3!? Black is hoping for terrific complications after 6 PxKP PxQP 7 PxPch KxP 8 N-R4 Q-R4ch 9 B-Q2 B-QN5! However, White has 6 BxN! PxB 7 P-K3! QxP 8 B-N5ch with an advantage, or 6... QxP 7 R-B1! PxB 8 P-K3 BPxP 9 KPxP B-N5 10 B-N5ch B-Q2 11 BxB NxB 12 KN-K2 with a fine game for White. Against an opponent with an understating of these lines, the Prins-Canal Gambit is very dubious.

Pillsbury invented 4 B-N5 in the Queen's Gambit Declined; before his time 4 N-KB3 was the rule. After 4...B-K2 5 P-K3 or 5 B-B4 lead to a solid game in which Black equalizes without trouble. However, White's failure to pin Black's KN allows Black the sharp option 4...P-QB4!? (Diagram 11) the sharp (and sound) SEMI-TARRASCH DEFENSE which does not necessitate the isolated QP characteristic of the Tarrasch proper. White may transpose to the Tarrasch by 5 P-K3, but there are two independent lines. White can play 5 B-N5, allowing Black to form a strong pawn center and counterattacking against it: 5...BPxP 6 QxP N-B3 7 BxN! PxB 8 Q-R4 PxP 9 R-Q1! White has his pressure, but after 9...B-Q2 10 P-K3 P-B4 Black seems to have equality. Thus the main line of the Semi-Tarrasch Defense is 5 BPxP NxP (it is this knight capture that distinguishes this line from the Tarrasch proper) 6 P-K4 NxN 7 PxN PxP 8 PxP and White's mobile center pawns give him dangerous attacking chances, but Black's queenside pawns have long-term value. Black may try to defuse White's attack by 8...B-N5ch 9 B-Q2 BxBch 10 QxB O-O 11 B-QB4 N-B3 12 O-O P-QN3 13 QR-Q1 B-N2 14 KR-K1 N-K2! or 8...N-B3 9 B-QB4 P-QN4!? 10 B-K2 B-N5ch 11 B-Q2 Q-R4 12 P-Q5. Black must defend accurately in the Semi-Tarrasch, but his chances are no worse than in the Classical Defense.

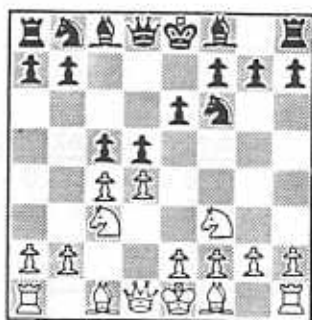


Diagram 11
Semi-Tarrasch Defense

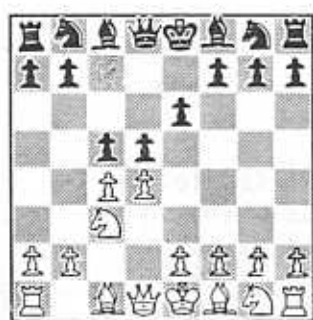


Diagram 12
Tarrasch Defense

Which brings us to the chief ...P-QB4 system, the TARRASCH DEFENSE, 1 P-Q4 P-Q4 2 P-QB4 P-K3 3 N-QB3 P-QB4. This always-controversial line has seen a lot of play in the last 15 years, after half a century of neglect. Black gets an active, even dynamic position--and an isolated QP to haunt him in the endgame. A very wild early offshoot is 4 BPxP BPxP!? the von Henning-Schara Gambit; after 5 Q-R4ch B-Q2 6 QxQP PxP 7 QxQP N-QB3 8 N-B3 N-B3 9 Q-Q1 B-QB4 10 P-K3 Q-K2 11 B-K2 O-O-O 12 O-O P-KN4 13 N-Q4. Black's attack may not theoretically be worth a pawn, but his chances in practical

tournament chess cannot be underestimated. If you play things like the Budapest or Blackmar-Diemer Gambits, perhaps the von Henning-Schara is for you.

However, the normal sequence is 4 BPxP KPxP 5 N-B3 N-QB3 6 P-KN3. This finchetto, known as the Rubinstein Variation, training the bishop on the soon-to-be-isolated QP, is considered the most effective line for White. After 6...N-B3 7 B-N2 B-K2 8 O-O O-O the standard Tarrasch position is reached (Diagram 12). Probably best for White now is the Reti maneuver 9 PxP; if 9...BxP 10 N-QR4 B-N3 11 NxB PxN 12 P-QR3 with an edge for White. However, Black can adopt the Tarrasch Gambit, 9...P-Q5!?, e.g. 10 N-QR4 B-B4 11 B-B4 B-K5! 12 R-B1 Q-Q4 with a satisfactory game for Black. Many White players thus opt for 9 B-N5, planning to isolate Black's QP at a time when ...P-Q5 is impossible. However, the main line, developed by Spassky in his 1969 match with Petrosian, runs 9...PxP 10 N/KB3xP P-KR3! 11 B-K3 R-K1

12 R-B1 B-B1! 13 N-N3 B-K3 with a good game for Black.

A major alternative for Black in the Tarrasch is 6...P-B5, the Swedish or Folkstone Variation. Black avoids the isolated QP and obtains a queenside majority of pawns; White will attempt P-K4 or N-K5. The theory of this line is in a state of flux, but due to the line 7 B-N2 B-QN5 8 O-O KN-K2 9 P-K4 O-O 10 PxP N/K2xP 11 B-N5! B-K2 12 NxN BxB 13 NxB QxN/N4, which gives an edge to White, the Swedish Variation is currently under a cloud.

The only remaining system for us to examine stems from 1 P-Q4 P-Q4 2 P-QB4 P-K3 3 N-KB3-- usually reached by transposition. After 3...N-KB3 4 B-N5 Black can transpose into the main lines with 4...B-K2, but he has two alternatives: 1) the VIENNA VARIATION, 4... B-N5ch 5 N-B3 (5 B-Q2 B-K2! or 5 QN-Q2? PxP 6 P-K3 P-N4) PxP 6 P-K4 P-B4 7 BxP PxP 8 NxP Q-R4 and White can steer for favorable complications: 9 BxN BxNch 10 PxB QxBPch 11 K-B1! QxBch 12 K-N1 N-Q2 (12...PxB 13 R-B1 winning) 13 R-B1 Q-R3 14 BxP R-KN1 15 P-QR4 Q-Q3 (15...RxB 16 N-N5 Q-R4 17 N-B7ch K-K2 18 NxR winning) 16 B-R6 P-R3 17 B-K3 N-K4 18 Q-R5 N-N5 19 QxRP N-B3! You're welcome to your own opinion. If White does not steer for these kinds of complication, Black probably equalizes with the Vienna Variation. 2) the DURAS VARIATION, 4...P-KR3: Black yields the center in return for the two bishops. 5 BxN QxB 6 Q-N3 (to stop ...B-N5) P-B3 7 N-B3 N-Q2 8 P-K4 PxKP 9 NxP Q-B5 10 B-Q3 B-K2 11 O-O O-O 12 KR-K1 P-QB4! 13 QR-Q1 PxP 14 NxP N-B4 with a minimal edge to White.

The Queen's Gambit Declined is an ancient opening, but its period of ascendancy had to await the passing of the romantic King-pawn gambit age of the nineteenth century. It went into eclipse again during the period after the Second World War when the Indian Systems were paramount, but it is returning to center stage again, with innovations by Petrosian, Spassky, Fischer, Korchnoi, and Karpov. Though it has the reputation of being a solid but rather dull opening, we can be sure it will yield many unexpected secrets to future investigators.

Next month: the openings of the Benoni family.

DATABASE DIGEST

RATINGS OF CLUB MEMBERS AS OF JANUARY 7

		Change	Rank 12/1			Change	Rank 12/1		
1	Sarkisian	2007	0	2	21	Kaprielian	1569	0	20
2	Chamberlain	2002	-51	1	22	Champion	1568	0	21
3	Evans	1934	-53	3	23	Gates	1564	0	22
4	Loyte	1929	0	4	24	Warnick	1562	0	23
5	Pratt	1921	0	6	25	Seletsky	1491	-9	24
6	Heising	1905	+28	8	26	McClanahan	1486	-3	25
7	Drumm	1883	-10	7	27	Michael	1464	+44	28
8	Wolitzer	1874	-1	9	28	Orr	1453	--	--
9	Johnson	1867	-56	5	29	I. Geller	1421	0	27
10	Varga	1849	-20	10	30	Reil	1406	+45	31
11	Wilkins	1845	+31	14	31	Briem	1362	0	30
11	Zuppa	1845	+14	12	32	Ben-Maor	1356	-52	29
13	Presson	1827	-41	11	33	Green	1354	+114	37
14	Rothschild	1825	0	13	34	Whitney	1343	0	32
15	Engels	1748	-15	16	35	Palmer	1299	-13	34
16	Koning	1728	+13	17	36	Becker	1297	-17	33
17	Sadowsky	1722	-65	15	37	Wheeler	1272	0	35
18	M. Hochniuk	1623	0	18	38	Bond	1239	0	38
19	A. Hochniuk	1604	+148	26	39	Gibbons	1238	-23	36
20	Allen	1587	0	19	40	Prindiville	1221	0	40

		<u>Change</u>	<u>Rank 12/1</u>			<u>Change</u>	<u>Rank 12/1</u>
41 Durfee	1160	0	41	45 S. Geller	1054	0	44
42 Jacobs	1158	0	42	46 Ross	962	0	45
43 Fontaine	1151	-73	39	47 Woodward	893	0	46
44 Best	1111	0	43				

Ratings are not available for five club members. Mean 1531 (-4), Median 1562 (+27).

YEARBOOK LISTING

MEMBERS OF THE FRAMINGHAM CHESS CLUB AS OF DECEMBER 31, 1983

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Becker, Michael	33 Beulah Street #1 Framingham 01701	28
Ben-Maor, David	740 Framingham Road Marlboro 01752	34
Best, Victor	208 Newton Street Weston 02193	44
Bond, Mark	48 Pearl Street Reading 01867	8
Boxer, Andrew	57 Bowditch Road Sudbury 01776	37
Briem, Guenther	2 Prospect Street Natick 01760	4
Chamberlain, John	8 Sessions Street Wellesley 02181	33
Champion, Walt	64 Sheridan Street Wellesley 02181	26
Drury, Kirke	100 Florence Street Marlboro	51
Durfee, Lawrence	10 New Hampshire Avenue Natick 01760	49
Drumm, David	Box 1475 Framingham 01701	52
Engels, Robert	10 Bryant Road Framingham 01701	23
Evans, Craig	28C Interfaith Terrace Framingham 01701	45
Fontaine, Richard	83A Washington Street Marlboro 01752	39
Gates, Glenn	14B Sagamore Way Waltham 02154	11
Geller, Irving	1450 Worcester Road Framingham 01701	18
Geller, Sydney	1450 Worcester Road Framingham 01701	41
Gibbons, John	2 Bosworth Road Framingham 01701	38
Green, Laurence	86 Cherry Street Framingham 01701	7
Heising, Paul	8 Joanne Drive #30 Ashland 01721	9
Hochniuk, Anthony	23 Rickey Drive Maynard 01754	32
Hochniuk, Michael	23 Rickey Drive Maynard 01754	31
Jacobs, Sidney	13 Maine Avenue Natick 01760	14
Johnson, Mike	1630 Worcester Road Framingham 01701	12
Kaprielian, Mark	257 North Main Street Natick 01760	5
Koning, Menno	23 Yorkshire Road Dover 02030	24
Loyte, John	11 Summit Street Maynard 01754	30
McClanahan, Paul	4907 Washington Street #3R West Roxbury 02132	41
Michael, W. Sydney	39 Wellesley Road Natick 01760	19
Orr, James	19 Country Corners Road, Wayland 01778	47
Palmer, David	6 Deerfield Lane Natick 01760	3
Pinches, Warren	115 Bay State Road #7 Boston 02215	1
Praglin, Julius	221 Washington Street Sherborn 01770	43
Pratt, Larry	16 Pumpkin Pine Road Natick 01760	35
Presson, Craig	78 Greenlodge Street Dedham 02026	42
Prindiville, Jacques	1550 Worcester Road #508 Framingham 01701	13
Reil, Dick	32 Lakeside Drive Ashland 01721	46
Ross, Elliot	23 Burning Tree Road Natick 01760	21
Rothschild, Anthony	655 Saw Mill Brook Parkway #17 Newton 02159	22
Sadowsky, Alex	7 Wellington Avenue Framingham 01701	25

Sarkisian, Drew	1 Howe Avenue Oxford 01540	40
Seletsky, Roger	16 University Road Brookline 02146	29
Sewell, William	23 Tarbell Spring Road Concord 01742	50
Varga, Julius	193 Stow Road Harvard 01451	36
Warnick, Matthew	36 Eames Street Framingham 01701	2
Wheeler, Bill	48 Sycamore Road Wayland 01778	27
Whitney, Bill	12 Ledgewood Road Framingham 01701	48
Wilkins, Phil	35 Central Street Newton 02166	10
Wolitzer, Donald	26 Leighton Road Wellesley 02181	15
Woodward, Ralph	Box 2436 Framingham 01701	6
Zuppa, Tom	67 West Boylston Street Watertown 02172	20

FRAMINGHAM CHESS CLUB TOURNAMENTS IN 1983

<u>Event</u>	<u>Date</u>	<u>Winner(s)</u>
Inaugural Swiss	May 10-31	Paul Heising, Phil Wilkins, and Michael Gosselin
Under 1600		Glenn Gates
Speed Tournament	June 6	Michael Gosselin
June Quads	June 13-27	Larry Pratt, Donald Wolitzer, Michael and Anthony Hochniuk, W. Sydney Michael, Irving Geller
Summer Swiss	July 12-August 9	John Chamberlain and Mike Johnson
Under 1600		Michael Becker and Matt Warnick
Speed Championship	August 16	Drew Sarkisian
MiniSwiss No. 1	August 23-30	Phil Wilkins
MiniSwiss No. 2	August 30-September 27	Julius Varga
Under-1600 Swiss	September 20-27	Paul McClanahan
Framingham Open	October 1-2	Joseph Fang
Autumn Swiss	October 4-November 1	John Loyte and Craig Evans
Under 1600		Glenn Gates
Autumn Octagonal	November 22-December 6	Tom Zuppa and Phil Wilkins (first section), Larry Green (second section)
Saturday Swiss	December 17	Herman Chiu, Mark Samuelian, Dan Marshall, Prabhu Raju
Christmas Handicap	December 20	Alex Sadowsky
New Year's Speed Tournament	December 27	Tom Zuppa and Craig Evans

SOLUTIONS

PROBLEMS, STUDIES, AND CURIOSITIES

Diagram 1: 1 P-Q6! PxP 2 BxP Q-K8 (if 2...K-Q5 3 B-B5ch KxB 4 N-K4ch, or 2...K-Q7 3 N-K4ch) 3 B-B5ch K-B5 4 B-Q6ch K-N4 5 B-K7ch P-B3 6 B-B5! Q-B6 (a king move allow perpetual check by the bishop) 7 B-K3ch QxB stalemate. Study by Verezagin.

Diagram 2: 1 B-B6 QxB (if 1...Q-K6 2 N-N6ch KxN 3 B-Q4ch) 2 N-Q7! BxN 3 N-N6ch KxP (if 3...K-B4 4 NxBch) 4 N-Q5ch! PxN stalemate. Study by Kubbel.

Diagram 3: 1 Q-R1 P-R8=Qch 2 R-R4ch QxQ 3 B-N2ch QxB 4 N-B3! QxR 5 Q-Q4mate. Study by Lounsbury.

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