

THE PAWN STORM

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NEWS AND EVENTS

LOYTE, EVANS TIE IN AUTUMN SWISS

John Loyte of Maynard won the Framingham Autumn Swiss on tiebreak over Craig Evans of Framingham; both scored 4-1 to lead the 27-player field. Tom Zuppa of Watertown, Phil Wilkins of Newton, and Craig Presson of Dedham tied for third at 3 1/2-1 1/2. The closeness of the finish was created by the unusual number of draws in the tournament; far from indicating a dull tournament, they were fighting draws indicative of the closeness of the competition. Indeed, this tournament saw a more dramatic finish than any other Framingham Chess Club event to date.

The first round was the usual crush for the top half of the field, with one exception--Roger Seletsky extracted a draw from Larry Pratt after a frantic time scramble by both players. Seletsky had missed a move on his scoresheet and claimed a win, though reconstruction indicated that Pratt had made the time control by seconds. (Seletsky was to win against Victor Best in Round 2, putting him in a high score group for the rest of the tournament--his penance was to have to play Craig Presson and Julius Varga as well as Pratt.) Round 2 saw the ranks of the frontrunners depleted by numerous draws: Mike Johnson and Zuppa adjourned and subsequently drew, while Presson drew Bob Engels and Wilkins drew Paul Heising. Only Loyte, with a win over Sadowsky, and Evans, who beat Varga, kept pace.

In Round 3, Evans and Loyte drew, while Presson dropped a piece in the opening to Zuppa. Engels downed Johnson, who subsequently withdrew, Heising defeated Pratt, and Wilkins squeezed a win out of an unexpectedly tenacious Matt

Warnick, to bring six players up to 2 1/2. Evans had to take a half-point bye in Round 4, which seemed to doom his chances for first place.

Round 4 saw Wilkins take sole possession of the lead with a win over Engels, as all his rivals drew: Heising with Varga, and Loyte with Zuppa, the latter adjourning in an end-game filled with intriguing tactical traps. The pairings for the final round were thus Wilkins vs. Evans, Zuppa vs. Pratt, Loyte vs. Koning, and Varga vs. Presson, all with a chance at a share of first. The ninth contender, Heising, unfortunately sat out the final round due to illness.

By the early middlegame of Round 5, Wilkins, Zuppa, and Presson all appeared to have lopsided advantages. Evans, playing a form of the Center Counter, sacrificed the exchange against Wilkins. Most observers felt his compensation was inadequate and began to concede the tournament to Wilkins, shifting their attention to whether Zuppa could take second place outright. Zuppa played his faithful Trompovsky's Attack against Pratt, little knowing that Pratt had booked up on this little known line after losing against it to a computer in the Canadian Open. Pratt was thus able to answer with a sharp, theoretically crucial line. Zuppa essayed the bizarre 7 Kf2! (at which point Heising whispered to him, "Are you losing already?" not knowing it was a recommendation of Petrosian's), and Pratt thought for nearly 40 minutes over whether to snatch the QNP. He did, and while Hort's analysis in ECO considers it sound, Zuppa's 9 Nb5 is a theoretical novelty which casts doubt on the soundness of the whole line for Black. Pratt in any event had cause to regret it, as Zuppa got a crushing initiative, highlighted by an unstoppable steamroller of pawns in the center. Meanwhile on Board 4, Presson was strangling Varga in a Queen's Gambit Accepted. Presson seized outpost after outpost and line after line until Varga expired. Board 3 was the next to finish: Koning had to decline Loyte's deferred Evans Gambit, and soon found himself outplayed tactically in the center. Loyte brought home the win in 30 moves, and thus guarantee himself of at worst a share of second.

At this point one of the club's stronger players came over to the TD and said, "You can begin polishing up the trophy for Wilkins now. Both he and Zuppa have easy wins." Within minutes, Wilkins resigned and Zuppa agreed to a draw, abruptly altering the order of finish. None of the spectators though Evans had compensation for the exchange, but Evans deployed his pieces aggressively and literally backed Wilkins into a corner, posing him the choice of mate or ruinous loss of material. The finish of Zuppa-Pratt was even more spectacular. Pratt was getting killed in both material and position, and was in truly desperate time trouble as well. However, Zuppa's gremlin arrived just in time for Pratt. Rolling his three connected passed pawns down the center, Zuppa transposed two moves and hung a full rook (and started rushing around the room, begging for some bullets with which to shoot himself). Pratt was having to move instantaneously, with little time even to check whether his moves were legal, let alone sensible, and thus left a knight en prise, leaving the honors about even. Pratt again made the time control by seconds. Zuppa disinterestedly offered a draw, which Pratt graciously accepted--and proceeded to show Zuppa that he still had a forced win. The draw dropped Zuppa into a tie for third with Wilkins and Presson; Loyte and Evans were left in first.

Top Under-1600 honors went to Glenn Gates with a 3-2 record, while John Gibbons took the Under-1400 award by scoring 2-2 in his played games. With five unrated players in the field, a top-unrated award was offered which went to Dick Reil at 2-3. Reil continued to impress with his great natural talent for tactics; once he learns what positional play is he will be a threat to the top echelons.

Some outstanding games were played on the lower boards. In one, David Palmer crushed Robert Matheson with amazingly farsighted play, culminating in a neat deflecting sacrifice. The final-round matchup between Becker and Ben-Maor produced a classic, textbook Nimzoindian, with Becker modelling his virulent kingside attack on tactical ideas he picked up from Fischer's games, and Ben-Maor ultimately winning the game with accurate,

cool-headed defense. The closeness of the competition at the top, the quality of the games throughout, and the continued influx of new players bodes well for the continued vitality of the club.

FRAMINGHAM AUTUMN SWISS, OCTOBER 4, 11, 18, 25; NOVEMBER 4

		<u>Rating</u>	<u>RD1</u>	<u>RD2</u>	<u>RD3</u>	<u>RD4</u>	<u>RD5</u>	<u>Score</u>	
1	John Loyte	Maynard	1909	W16	W13	D2	D3	W9	4
2	Craig Evans	Framingham	1937	WF	W12	D1	1/2B	W4	4
3	Tom Zuppa	Watertown	1789	W18	D20	W5	D1	D6	3 1/2
4	Phil Wilkins	Newton	1851	W17	D8	W14	W7	L2	3 1/2
5	Craig Presson	Dedham	1868	W22	D7	L3	W21	W12	3 1/2
6	Larry Pratt	Natick	1938	D21	W9	L8	W16	D3	3
7	Bob Engels	Framingham	1753	W26	D5	W20	L4	D13	3
8	Paul Heising	Ashland	1733	W19	D4	W6	D12	---	3
9	Menno Koning	Dover	1728	W24	L6	W18	W13	L1	3
10	Glenn Gates	Waltham	1522	L20	W11	L13	W23	W19	3
11	John Gibbons	Framingham	1086	L12	L10	Bye	W22	W17	3
12	Julius Varga	Harvard	1779	W11	L2	W21	D8	L5	2 1/2
13	Alex Sadowsky	Framingham	1772	W23	L1	W10	L9	D7	2 1/2
14	Matt Warnick	Framingham	1566	1/2B	W25	L4	WF	---	2 1/2
15	W. Sydney Michael	Framingham	1454	1/2B	---	---	W24	W21	2 1/2
16	David Ben-Maor	Marlboro	1358	L1	D23	W19	L6	W22	2 1/2
17	David Palmer	Natick	1243	L4	L19	W24	W18	L11	2
18	Larry Green	Framingham	1298	L3	W24	L9	L17	W23	2
19	Dick Reil	Ashland	UNR	L8	W17	L16	W26	L10	2
20	Mike Johnson	Framingham	1951	W10	D3	L7	---	---	1 1/2
21	Roger Seletsky	Brookline	1502	D6	W27	L12	L5	L15	1 1/2
22	Michael Becker	Framingham	1338	L5	D26	D23	L11	L16	1
23	Richard Fontaine	Marlboro	UNR	L13	D16	D22	L10	L18	1
24	Robert Matheson	Natick	UNR	L9	L18	L17	L15	W26	1
25	Lawrence Durfee	Natick	1177	1/2B	L14	---	---	---	1/2
26	Bill Whitney	Framingham	UNR	L7	D22	---	L19	L24	1/2
27	Victor Best	Weston	UNR	1/2B	L21	---	---	---	1/2

FRAMINGHAM OVERPOWERS WORCESTER IN TEAM MATCH

The Framingham Chess Club convincingly defeated the Worcester Chess Club in a 10-board interclub team match on November 15 and 17 by a score of 13-7. The most interesting contest of the match was the Board 1 clash between each club's youngest player: 17-year old John Chamberlain of Wellesley for Framingham and 11-year old Ilya Gurevich for Worcester (games to be annotated in a future issue).

The first round, in Framingham, saw Chamberlain convincingly dispatch Gurevich from the Black side of the Najdorf Sicilian; after his kingside was disrupted, leaving him with doubled KBPs, Chamberlain resourcefully castled queenside and still launched a pawn storm against king, also castled on the queenside. Ultimately Chamberlain rammed a pawn all the way to QN7; Gurevich's flag fell one move before mate. On Board 2, Drew Sarkisian of the Framingham team drew John Moran in a 5 P-QR3 Queen's Indian. Moran kept trying to transpose to the Modern Benoni, and Sarkisian eventually acquiesced, getting by far the better of it. Sarkisian had strong winning chances but allowed Moran to force a drawing simplification. On Board 3, Craig Evans of Framingham had little trouble demolishing Arthur Longwell's archaic Closed Sicilian (2 B-B4), while Paul Heising defeated

Mike Kalinowski, the Worcester Chess Club President, in a Grunfeld where Heising methodically punched holes in Kalinowski's center, penetrated to the seventh rank, and mated. Phil Wilkins got another point from Rick Rohdenburg of Worcester, storming the kingside in a Vienna Game, and Paul McClanahan, playing aggressively against Don Sampson's English Opening, secured a lasting initiative and ultimately another point. The Framingham casualties came on Boards 7 and 8, where Sydney Michael and David Ben-Maor lost to Mike Morello and Rufus Franklin, but Michael Becker and John Gibbons tallied two more wins for Framingham against Paul Jandron and Jim Shea, for a first-round rout by Framingham, 7 1/2-2 1/2.

With that lead, there was little pressure on the Framingham team in Worcester Thursday night to press for a win on every board, but in the early going another massacre seemed plausible. Chamberlain vs. Gurevich was another Sicilian, with Chamberlain on the White side; he essayed a powerful kingside attack which won two pawns outright and stripped Gurevich's king of defenders. However, Gurevich was able to exchange queens and blockade Chamberlain's two extra pawns in an opposite-colored bishops ending for a draw. Sarkisian likewise had no trouble drawing a bishop ending with Moran, though down a meaningless RP. Julius Varga sat in for Craig Evans on Board 3, but the change didn't help Longwell: from a King's Indian Attack Varga developed strong piece pressure against Longwell's kingside, favorably opening lines and ultimately pinning Longwell's queen to his king. Heising's game looked worrisome for a time: Kalinowski played a rather passive Benoni but later erupted with two piece sacrifices that left Heising's solitary king surrounded by Black pieces. Heising however kept his cool and covered all the possible mating squares, eventually got his other pieces over to help his king, and remained up in material. Rohdenburg sacrificed the exchange in a Richter-Veresov against Wilkins and got substantial pressure, but Wilkins eventually returned two pawns for a series of exchanges leading to a draw. On the three bottom boards, Ben-Maor experimented with the 4 P-K4 English and despite all the holes in his position steadily outplayed Franklin, winning a pawn, converting it to a passed pawn, and marching it. Becker, though, was on the receiving end of the same strategy by Jandron, who early in the game pushed a pawn to KB7. With all Becker's pieces tied down by the promotion threat, Jandron missed several chances to put the game away, and Becker gradually began freeing his pieces for counterplay. Unfortunately Becker then accidentally blocked a crucial defensive line and his position immediately collapsed. However on Board 10 Gibbons had easily rolled up Jim Shea a second time, so Framingham led Round 2 by 5 1/2-2 1/2 with Boards 6 and 7 still in progress.

Since McClanahan and Michael both had winning positions, Kalinowski was looking rather ill, contemplating another 7 1/2-2 1/2 loss. However, the gods took pity on Worcester, and within minutes both Framingham players trashed their games. McClanahan could have pushed his unstoppable QRP; instead he allowed Jandron to contrive a 2-move pin which cost him a piece and the game. Michael was down to a minute in sudden death, and in a position with no less than six forced mates, got rattled by the clock and hung a rook--an acutely painful experience. Framingham nonetheless took the second round 5 1/2-4 1/2, and the match 13-7.

<u>Board</u>	<u>Framingham</u>	<u>Score</u>	<u>Worcester</u>
1	John Chamberlain (1996)	1 1/2-1/2	Ilya Gurevich (2077)
2	Drew Sarkisian (1990)	1-1	John Moran (2173)
3	Craig Evans (1982)	1-0	Arthur Longwell (1850)
	Julius Varga (1883)	1-0	Arthur Longwell (1850)
4	Paul Heising (1841)	2-0	Mike Kalinowski (1701)
5	Phil Wilkins (1818)	1 1/2-1/2	Rick Rohdenburg (1633)
6	Paul McClanahan (1483)	1-1	Don Sampson (1590)
7	W. Sydney Michael (1421)	0-2	Mike Morello (1490)
8	David Ben-Maor (1387)	1-1	Rufus Franklin (1350)
9	Michael Becker (1352)	1-1	Paul Jandron (1287)
10	John Gibbons (1095)	2-0	Jim Shea (UNR)

ZUPPA, WILKINS TIE; GREEN WINS IN AUTUMN OCTAGONAL

Tom Zuppa of Watertown and Phil Wilkins of Newton shared first in the top section of the Autumn Octagonal, each with 2 1/2-1/2. Due to the unfortunate way the field divided--after the first six players there was a gap of more than 200 rating points--Tony Hochniuk and Roger Seletsky had to be squeezed into the top section. Though Hochniuk was to show later that he belonged there, they were the victims in the only two decisive games in the first round, falling to Zuppa and Alex Sadowsky respectively. Zuppa and Sadowsky faced off in the second round, with Sadowsky employing a sharp gambit line against Zuppa's French Nimzovitch-Winawer, and coming to grief after a stylish but inadvertent double-rook sacrifice. Meanwhile Phil Wilkins brushed aside Bob Engels colorless Three Knight's defense, and Craig Evans defeated Craig Presson with the 2 P-QB3 Sicilian.

Zuppa thus led going into the final round, and for a while it looked like he would make it a 3-0 sweep. Against Zuppa's ever-trusty Trompovsky's Attack Evans chose the placid 2...P-Q4 defense, but Zuppa, playing very aggressively, cleared the center, sacrificed a pawn, offered Evans a bishop, and closed to what most spectators thought was a decisive attack. Zuppa then wavered and allowed a series of tension-dissipating exchanges; Evans then obtained a formidable bind. Despite having two of his remaining three pieces permanently immobilized, Zuppa was able to establish a blockade that Evans could not penetrate, and a draw was agreed. This still might have given Zuppa first outright, in view of the parody being enacted on Board 2. Wilkins, misplaying the sequence of moves in the Vienna, dropped a full bishop on move 5; Sadowsky, disdain development, let Wilkins establish a killing bind on the K and Q files and the h6-f8 diagonal. Sadowsky was soon forced to return the piece without lessening Wilkins' pressure, and soon resigned what was a most embarrassing game for both players. After chalking up the win (which gave him a share of first) Wilkins commented, "Winning this game after the way I played the opening proves there is no justice in the world." Doubtless this was Presson's feeling also. Having reduced Tony Hochniuk's pieces to virtual immobility--at one point Hochniuk was reduced to shifting his king back and forth--he allowed Hochniuk to wriggle his queen free. Hochniuk hoped for some counterplay, but certainly didn't expect Presson to fall through a tactical trap door. Presson resigned when posed the choice of losing his queen or his king, and Tony Hochniuk moved into a tie with Evans for third place.

Meanwhile the second section was a 3-0 sweep for Larry Green of Framingham, who notched wins over David Ben-Maor, James Orr, and Dick Reil. Reil, who had just won a three-game rated match with Green 2-1, succumbed in the final round but still held a share of second. W. Sydney Michael joined him with a final-round win over Michael Becker, as did James Orr, who secured wins from David Palmer and Ben-Maor--a very creditable showing in his first tournament. Another newcomer to tournament play, Ron Miller, went 1-1. Paul McClanahan directed.

A DISMAL WEEKEND IN WATERTOWN: PILLSBURY MEMORIAL, DECEMBER 3-4 (Correspondent: Tom Zuppa)

Chris Chase continued his hot streak with a 3 1/2-1/2 score to take the \$200 first prize outright. The win comes on the heels of Chase's clear first at the New England Open, and established him as one of the top three players in the state. Chase beat John Curdo in Round 3, and agreed to a quick draw with Joe Fang in the final round to cement the victory.

The only person with a chance to tie Chase, Girome Bono, lost the exchange and a pawn to Curdo in the final round, only to have Curdo allow a three-time repetition of position.

The weekend was not as productive for the five-player Framingham Chess Club contingent; none were even able to break even. In the Under-2100 section, Mike Johnson

FRAMINGHAM AUTUMN OCTAGONAL, NOVEMBER 22, 29; DECEMBER 6

		Rating	RD1	RD2	RD3	Score	
1	Tom Zuppa	Watertown	1789	W4	W5	D3	2 1/2
2	Phil Wilkins	Newton	1786	D3	W8	W5	2 1/2
3	Craig Evans	Framingham	1982	D2	W7	D1	2
4	Anthony Hochniuk	Maynard	1456	L1	W9	W7	2
5	Alex Sadowsky	Framingham	1811	W9	L1	L2	1 1/2
6	Menno Koning	Dover	1715	--	--	W8	1
7	Craig Presson	Dedham	1859	D8	L3	L4	1/2
8	Bob Engels	Framingham	1734	D7	L2	L6	1/2
9	Roger Seletsky	Brookline	1511	L5	L4	--	0
1	Larry Green	Framingham	1222	W8	W4	W3	3
2	W. Sydney Michael	Natick	1421	L3	W8	W5	2
3	Dick Reil	Ashland	1280	W2	W5	L1	2
4	James Orr	Wayland	UNR	W6	L1	W8	2
5	Michael Becker	Framingham	1352	W7	L3	L2	1
6	David Palmer	Natick	1317	L4	L7	W9	1
7	Ron Miller	Holliston	UNR	L5	W6	--	1
8	David Ben-Maor	Marlboro	1387	L1	L2	L4	0
9	John Gibbons	Framingham	1238	--	--	L6	0

WATERTOWN Continued

scored 1 1/2-2 1/2, his only point coming against compatriot Tom Zuppa, who scored a dismal 1/2-3 1/2. In the Under-1600 section, Mark Kaprielian scored 1-3, his only point coming against fellow club member Walt Champion, who also finished 1/2-3 1/2. Dick Reil scored 1 1/2-2 1/2 in the Under-1400 section. Two of Reil's games reached dead-drawn endgame--he won one and lost the other!

Tournament tidbits: the latest craze among the state's top young players is five-minute tandem chess. Two-man teams alternate moves, often consulting first, leading to wild and earth-shaking time scrambles. One match was Wolff-Fang (who else?) vs. Chase-Turnbull.... Sight of the tournament: staid John Curdo in his Perry Como sweater playing New York Senior Master Charles Hertan, bedecked in a tie-dyed T-shirt and studded leather wrist bracelet.... Early tournament sensation was New Hampshire expert Sy Kellerman, who upended Hertan and Jim Rizzitano in the first two rounds. Bono proved to be his undoing in the third round....



Bono and Curdo had a rare case of double blindness in their final round encounter. In the diagrammed position, Curdo played 1...Qf5, offering a queen trade. The game continued 2 Qd1 Qe6 3 Qf3 Qf5 etc., with Bono claiming a three-time repetition a few moves later. What both sides missed was 2 Qxf5 Bxf5 3 Nf6! threatening to win the bishop with 4 Ne7+, or winning back the exchange and reaching a dead-drawn opposite color bishop ending after 3...g6 4 Nxb8 Kxb8 5 Bf6! when Curdo's extra pawn is useless. Bono's response when a spectator pointed it out? "Maybe I should take off another six months," referring to his recent long layoff....

NEW COMPETITIONS AND POLICIES ANNOUNCED FOR 1984

The Framingham Chess Club will inaugurate three new ongoing competitions in 1984. In the Player of the Year competition, a trophy will be awarded at the end of 1984 to the player who has amassed the greatest number of game points in Framingham Chess Club events. Members can also collect points in a Problem-Solving Competition by submitting solutions to the problems that will be posted on the demonstration board each week at the club. Winners will be declared every 13 weeks, and will receive a USCF gift certificate. Current standings in both the Player of the Year and Problem Solving competitions will be posted in The Pawn Storm.

A third ongoing competition will be a Pyramid Tournament. Players may enter this informal tournament at any time, playing or skipping any week they wish. Players will challenge one another to defend their place in the pyramid and move up or down in the standings according to their results. Competition will again be organized on a quarterly basis, with a winner every 13 weeks. Winners will again receive a USCF gift certificate; players must play at least four challenges to be eligible. Games may be either rated or unrated. Complete details will be available at the club.

The Framingham Chess Club directors have also passed several policy changes to take effect with the new year:

- 1) Non-members will sign in in a club logbook at the door, and after an initial two visits will be requested to pay a 75¢ weekly charge. This is being instituted to encourage non-members to join and obtain all the advantages of our services.
- 2) Members will be asked to contribute towards the cost of coffee at the club. A donation of 25¢ per week by all coffee-drinkers will be appreciated.
- 3) To keep our circulating library circulating, the directors have instituted a 50¢ per book per week overdue fine for all books not returned within one week. If a book is returned and no other member wants to take it out, the same person may take it out again for a second week. In the past some books had disappeared for as long as two months.

The directors hope that the reasons for these steps will be understood by the members, and welcome feedback on these subjects.

PRESIDENTIAL MESSAGE

BY FRAMINGHAM CHESS CLUB PRESIDENT TOM ZUPPA

As we enter 1984, it is time to reflect on the events of the past year, and review our goals for the future.

The club has grown from a germ of an idea to the fifth largest club in the state--and maybe the best club in the state. We cannot rest on our laurels. Our top goal for 1984 should be our finances. They are improving steadily, and our assets are ahead of our liabilities, but we are still in debt. There are many things you can do to make sure we continue the tradition we've started here. Playing in the week-night or weekend tournaments we've scheduled is one obvious way. Bringing a friend along means introducing a prospective member--in fact, you are our best emissaries, so tell people who don't know about the club what we do, and what we're about. We are also looking for fundraising activities, so if you have an idea, pass it along.

There are even small things you can do to help the club. For example, if you renew your USCF membership through the club, \$4 is returned to the club as a commission.

That's nearly \$200 that can go back into club services to you.

The directors also have high hopes for expanding our services to the lower-rated players, and to non-tournament players. We're planning several repeats of our last seminar series next year, and will have a ladder or pyramid tournament in place for those who don't want to get involved in the rigors of a tournament schedule. Another major goal is to become involved in scholastic chess in 1984. We hope that we can become a strong force in New England chess in the coming years.

THE END

BY WARREN PINCHES

No, this is not an article about chess endgames. It is about the end of the endgame--the actual resignation or agreement to draw. With the struggle past, and only the treaty to be ratified, one would think that tranquility would prevail. However, some bizzare and amusing things have happened in tournament games as the curtain fell.

Countless times, for example, one player has triumphantly executed a move and pronounced mate, and their opponents, having tacitly accepted the result by stopping the clock, shaking hands, and signing their scoresheets--only to realize that it wasn't mate at all! The victimized player was nonetheless stuck with his unwitting "resignation".

Of course, a player who keeps his head wouldn't fall into that trap. During one Hungarian Championship, the noted theorist Breyer was playing the lesser player Balla. Late in the middlegame the sustained silence of the game was broken when Balla looked up excitedly and shouted, "Mate in two!" Breyer looked at him coldly and made no response. Balla looked at the position again and was appalled to discover a hole in his combination. But moments later he found the key: "Mate in three!" Breyer just looked bored. After another look, Balla realized there wasn't mate in three, either. By now all the other players had crowded around the table. Balla studied the position at length and whispered--"I resign"!

More complex cases have occurred. In a game between two masters in a Soviet tournament, one player in an inferior position made a spectacular sacrifice which led to a forced draw--which was what he was after. His opponent, however, miscalculated the result of the sacrifice, and convinced he was lost, stopped the clock, and wrote "resigns" on his scoresheet. His opponent, not seeing what he was writing, assumed his opponent had tacitly agreed to a draw, and wrote "draw" on his scoresheet. The monitor who was displaying the game on the demo board could only see the sacrificer's scoresheet and posted "draw" on the demo board; the other player, realizing his mistake, crossed out "resigns" and wrote "draw" instead. Too late--it was his move, and his resignation was ruled to be binding.

A humorous case of mutual surrender occurred in a recent German tournament. One player, with Black, advanced a pawn and checked his opponent's king, and his opponent, not realizing that he could take the pawn en passant, believed it to be mate and resigned. Meanwhile, Black realized that if White captured en passant, he would be mated, and wrote down his resignation. After much ruckus, it was decided that White's resignation was binding, again because it was his turn to move.

Even when there is no doubt in both players' minds about the outcome of the game, the vanquished may be loath to utter the fatal word. One of the most famous incidents of this was the celebrated game between Steinitz and Bardeleben at Hastings 1895. Steinitz had just pulled off one of the most brilliant combinations in chess history, and Bardeleben left the room--and didn't come back. The tournament officials found him pacing the street outside and urged him to come back (English sportsmanship and stiff upper lip and all that) but Bardeleben angrily replied he had no intention of being made a

fool. Inside, after Bardeleben's time had ticked away, Steinitz gleefully demonstrated for the spectators the forced mate in ten.

Fleeing from the appalling concession has taken other forms. At Keckskemet 1927, Mueller had reached a resignable position against Yates, but decided to adjourn the game anyway. When the arbiter opened the envelope at the resumption (for which Mueller was not present), he discovered that Mueller's sealed move was his resignation! Mueller may have hoped to save face by such secrecy, but all he achieved was to make the game more famous than it ever would have been otherwise. (It should also go without saying that sealing a resignation, which has occurred many times since this famous game, is a highly censureable action that would justify disciplinary action by the director!)

There are other time-honored ways of resigning besides a verbal declaration. One of the oldest is knocking over one's king--hence the standard little joke of players who accidentally displace their king, of "not yet". Alekhine, however, embellished the procedure in his game with Ernst Grunfeld at Vienna 1922--a historic game which was the premiere of the Grunfeld Defense. When Alekhine appeared for the resumption of the adjourned game and discovered that Grunfeld had sealed a winning move, he resigned--by hurling his king across the room.

The alternative to resignation is to play on and on, hoping to defer the crushing moment as long as possible. Among grandmasters this is rare, though Tartakover often used to play all the way to mate--"No one has ever won a game by resigning", he explained. Bobby Fischer continued to play on in the eleventh game of his 1972 title match with Spassky, even when he was a queen down. Spassky, incredulous, made little effort to press for a win, not believing that Fischer would play out such an ending. Nine moves later, Fischer bowed to the inevitable.

Of course, in some very complex positions, your opponent might be kind enough to hand a winning advantage back to you, though in some positions, as Golombek once commented, the losing player "must have been hoping for an earthquake". Almost as bizarre, though, was the case of a player in an Argentine tournament, who adjourned an utterly, hopelessly lost position. When queried, he said he would look at the position overnight and see if it was really as bad as it looked. He awoke the following morning to the news that his opponent had died of a heart attack during the night, and had forfeited to him the full point.

When chess players must finally resign, they are quick to point out that they are not really responsible for their loss--it is the noise, the heat, the spectators, the binge the night before, the sunspot cycle, or some vague malady. Blackburne once commented that he had never beaten a truly healthy opponent. Unique, however, was the resignation of David Janowski, who when once playing a lesser master entertained the spectators with the explanation that his opponent was the greatest patzer in chess history. When Janowski contrived to lose nonetheless, in the same vein of sterling sportsmanship he accompanied his resignation with a public denunciation of the organizing committee for having invited people whose chess is so wretched that it sickens a true master. (One assumes he was referring to his opponent.)

Eccentric happenings are not limited to resignations. While animosity between chessmasters is nothing new, in recent years it has grown to the point that some players will not speak to one another, even for the purpose of offering a draw. One such instance arose in the 1972 Fischer-Spassky match: in the sixteenth game, a rook ending was reached that any club player would recognize as a draw, yet neither player would "concede" the draw to the other. As a result, both grandmasters began aimlessly shifting their pieces back and forth, and appeared they would continue until the 50-move limit was reached. (Though even that would require one of the players to claim it....) Finally Spassky wearied of the charade and offered the draw after 26(!) wasted moves. One spectator commented, "They must really hate each other's guts."

More serious problems arose, however, during the 1978 Karpov-Korchnoi match, in which the players would not speak to each other at all. Since this marathon match involved a large number of draws, the officials were vexed as to how draw offers could be communicated. The players ultimately agreed to pass draw offers through the arbiter, though this also had its pitfalls: in an early game, Korchnoi, trying to decide if he should offer a draw, asked the arbiter whether the proposal should be made through him. The arbiter, mistaking him, actually offered the draw to Karpov, who accepted. Korchnoi went along so as not to embarrass the arbiter, since the position was in fact drawn. Still, it must be the only title match game in history where the game was drawn on the initiative of the officials.

Karpov hit on an effective way of offering a draw without speaking to his antagonist: in one game he simply wrote "drawn" on his scoresheet, signed it, and looked at Korchnoi, who did the same. Problems might have arisen, however, had Korchnoi declined the draw! Late in the match, a FIDE official proposed that both players be supplied with cards saying "I propose a draw" in all the FIDE languages, an idea characterized by Raymond Keene as "draw by semaphore".

All in all, the manner in which some games have ended has been more memorable than the games themselves. Perhaps we should allow Aron Nimzovitch the last word, here as in so many areas of chess theory. After losing a crucial last-round game in a 1909 speed tournament in Berlin, costing him first place, Nimzovitch leaped onto the chess table and screamed to the heavens, "Why must I lose to this idiot?" He spoke for us all.

TOURNAMENT TIPS

BY WARREN PINCHES

TIE-BREAKING METHODS

Fourth in a series on often-misunderstood tournament rules. Earlier articles dealt with threefold repetition, sudden death time controls, and Swiss-system pairing.

Should two or more players in a tournament tie for a prize, the ideal would be to have them play off the tie. While this might be practical in a match, it is impossible in a tournament that must be played to a finish within a short span of time. If the prize is divisible, such as a cash prize, the universal practice is to award the prizes involved, summed and divided equally. For example, if 1st is \$100 and 2nd is \$50, and two players tie for first, each player is given $(\$100+\$50)\div 2=\$75$. If two players tie for a championship they may be regarded as co-champions, though a title is not usually spread over more than two players. But some form of tiebreaking must be used to award indivisible prizes such as trophies. At best, though, tiebreaking is a necessary evil.

In a round-robin, where the players have met identical competition, tiebreaking can be done most fairly, but no method of tiebreaking for Swiss-system events has met with universal acceptance. The following are some of the commoner systems:

1) The Solokoff Total-Score System. This system gives each player tiebreak points equal to the sum of the adjusted final scores of each of the players he played in the event, regardless of his result in the game. Theoretically, the higher this sum is, the stonger the competition the player has met in the tournament. For example, let us say a player has tied for first, and his opponents in the event finished with adjusted final scores of 1/2, 1 1/2, 2, and 3 1/2. He would thus be given 7 1/2 Solokoff points. This calculation can be performed for all the tied players and the tie broken. The Framingham Chess Club most commonly uses this Solokoff system.

Note the references to adjusted final scores. To compensate for players who won or lost points as a result of unplayed games (byes or defaults) these players receive 1/2 point

as the adjusted score for that game. Thus if a player scored 1 1/2 points in a tournament, but of this one point was from a bye, his adjusted score in calculating the tiebreak points for other players would be only one point. Should a stronger player win his first two games but withdraw and default his last two, his adjusted final score would be $1+1+1/2+1/2=3$ points, instead of two. Thus a player's tiebreak score can be pulled either up or down by these adjustments. Remember that these adjusted scores are only used for the purpose of breaking ties among other players; it has no effect on a player's own tournament score.

2) The Harkness Median System. One feature of the Solokoff system criticised by its opponents is that the final scores of both very strong and very weak opponents are included, which may skew the results. The Harkness system discards the extremes and sums only the "median" scores, in the same manner as the Solokoff system. In a tournament of eight rounds or less, the highest and lowest adjusted final scores are discarded from a player's tiebreak total; in a tournament of from nine to twelve rounds, the two highest and two lowest; for thirteen or more rounds, the three highest and three lowest. The Harkness and Solokoff systems differ much in the same way as mathematical mean and median averages. One drawback of the Harkness, especially in short tournaments, is that the decision is based on only a very small sample of data. The USCF uses the Harkness Median system in its national Swiss-system tournaments.

3) The Sonnenborn-Berger or Partial-Score System. This method credits a player with the sum of the final adjusted scores of the players he defeated, plus half the adjusted final scores of the opponents he drew. Nothing is added for the games he lost. This system has major defects when applied to Swiss-system tournaments, in that it does not evaluate losses suffered by tied players; i.e., of two tied players, one may have lost to a top finisher and the other to a player near the bottom, but no distinction would be made in their tiebreak scores. This defect is not present when applied to a round-robin tournament, and the Sonnenborn-Berger is the internationally accepted method of breaking round-robin ties.

4) The Kashdan Weighted-Score System. Here a player is given four points for a win, two for a draw, and one for a loss. Defaulted games are counted as two points. This system rewards decisive play; a win and a loss count more than two draws.

5) The Cumulative System. The cumulative scores of each player after each round are summed. For example, if a player in a four-round tournament won, won, lost, and drew, his score after each round would have been 1, 2, 2, and 2 1/2; summing these one gets 7 1/2. This is a quick method of breaking ties in Swiss events which can be used without all the games in the event being completed, and while the results more or less correlate with those of the other systems, it does not take into account the strength of the competition. Nonetheless, it is endorsed by the USCF.

6) Other systems. In a round-robin event, an equitable method is to calculate the scores each player made against the top half of the field (i.e., those players who scored more than 50%). Should players have played different numbers of games, best percentage score (thus favoring the player with the fewer games) can be used. Should the players have played each other with decisive result, this can be used to break the tie. Or the prize could go to the player with the fewest Whites. A plausible discrimination which has received hardly any testing is the average rating of the players' opposition, though averages that are very close would not be statistically significant. An idea tried out at the Marshall Chess Club in New York is to break the tie by playing speed games. Finally, if all else fails, Lady Luck can decide. Since there is an element of chance present in Swiss-system tournaments anyway, this is perhaps not too inappropriate.

Since one system is often not sufficient to break a tie, directors need to have an ordered list of methods to use as successive backups. In the World Junior Championship,

a thirteen-round Swiss (and the highest-ranking Swiss event in the world) the methods used, in order, are: Harkness Median, Solokoff Total-Score, Kashdan Weighted Score, result of the game between the players, Sonnenborn-Berger, lowest number of Whites, and drawing of lots.

Tiebreaking should not be used except when necessary to award an indivisible prize; in other cases there is no reason the tie should not stand. Breaking ties well down into the middle of a Swiss-system field in particular has little accuracy; a coin toss might do as well. Minor differences in tiebreak points should not be taken seriously below the top finishers. Players should, however, be familiar with these systems so that if they are in contention for a prize, they can reasonably assess their chances in the event of a tie.

Next month: Adjournment procedures.

THE MAILBAG

BY TOM ZUPPA

GIANTS OF POSTAL CHESS

According to 1983 USCF figures, one member in seven plays through the mails. Unfortunately, no big names--the types to put the spotlight on correspondence chess--are participating at present.

That's not to say that chess-by-mail is the domain of the low-rated. The list of those that have played is long and illustrious.

Alexander Alekhine: One of the greatest players ever honed his skills through the mails in Russia, circa 1905-1910. His suggestion of a world correspondence championship in 1935 led to the formation of the International Correspondence Chess Federation (ICCF).

Paul Keres: The uncrowned world champion over-the-board notched many great successes in postal chess. In 1935 he won the European Championship run by the Internationaler Fernschachbund (IFSB), the ICCF's predecessor. Keres' Best Games of Chess contains about a dozen postal games, including a few from his 1935 effort.

Lothar Schmid: The West German grandmaster is best known as the arbiter in the Fischer-Spassky match. But in 1956 he won the Dyckhoff Memorial, the strongest invitational ever, with a 14-1 score, two points ahead of his nearest rival. He also tied for second in the Second World Championship, 1956-1959.

Others who have tried it include GM Robert Byrne, his late brother Donald, an IM, GMs William Lombardy and Erich Eliskases, and IM Sal Matera. And Jack Collins, Fischer's mentor, participated in the First World Championship.

And if that isn't enough, World Champion Wilhelm Steinitz once played a match with number one challenger Mikhail Chigorin while he was champion. Imagine Karpov and Korchnoi trading salvos by mail today, and you get a feel for what the match meant. Chigorin won both games, partly because Steinitz used the match to try out new openings. But the work succeeded: Steinitz beat both Chigorin and Gunsberg shortly afterwards, employing the opening he tried. (Nearly 100 years later Fischer dusted off Wilhelm's discredited Two Knight's Defense analysis to score pretty wins vs. Radocic and Bisguier in the 1963 NY Championship.)

Correspondence chess is not perfect. If it were it would be a boring exercise. In our first example, none other than Paul Keres loses--gets mated!--in 12 moves. In game two, Framingham Chess Club member Larry Green takes advantage of his opponent's passive play to score the point.

Keres-Menke, King's Gambit

1 e4 e5 2 f4 exf4 3 Nc3 Qh4+ 4 Ke2 d5! (a) 5 Nxd5 Bg5+ 6 Nf3 Nc6 7 Nxc7 Kd8 8 Nxa8 Ne5 (b) 9 h3 Bh5 10 Rg1?? (c) Qg3 11 Qe1 Bxf3+ 12 gxf3 Qxf3++

(a) Opening lines quickly.

(b) Believe it or not, this is the quiet line. 8...Nd4+ 9 Kd3 Qf6 10 c3 Qa6+ 11 c4 (11 Kxd4 Qd6+ mates) Bc5 12 b4 Nf6! 13 bxc5 Nxe5! 14 Qe1 (if king takes either knight, he gets mated) Re8 15 Qxe4 Rxe4 16 Kxe4 Nxf3 17 Nb6! is the line Keres described as unfit for over-the-board play! White's best response to ...Ne5 is Qe1!

(c) Now its over.

Green-Collett, Irregular Opening

1 e4 d6 2 d4 e6 3 Nf3 Nc6 4 c4 d5 5 cxd5 exd5 6 e5 Bd7 7 Nc3 Bb4 8 Be2 Bf5 9 0-0 Nge7 10 Bd3 Qd7 11 Be3 h5 12 Nh4 Bxc3 (a) 13 bxc3 Be4 14 f3 Bxd3 15 Qxd3 Rd8 (b) 16 Bg5 0-0 17 f4 f6? 18 exf6 gxf6 19 Bh6 Rf7 20 f5 Rh7 21 Bf4 Rg7 22 Rf3 Rg4 23 Bg3 Kf7 24 Qd2 Rh8 25 Rf4 Rg5 26 Raf1 Rd8 27 Qe2 a5 28 Bf2 (c) Nxf5 29 Nxf5 Rxf5 30 Bh4 (d) Re8 31 Qf3 Rxf4 32 Qxh5+ Ke7 33 Rxf4 Rf8 34 Bxf6+ Rxf6 35 Qh7+ Kd8 36 Qxd7+ Kxd7 37 Rxf6 b5 38 h4 b4 39 Rxc6! Kxc6 40 cxb4 1-0

(a) Black's opening play is a lesson in how not to play the openings. After he lost time on moves 4, 8, and 11 it would be hard for White not to have the advantage.

(b) 16...0-0-0.

(c) The critical point. Green sacs a pawn temporarily to rip open the kingside. But better is the startling 28 Ng6! Black can't take the knight of f-pawn: 28...Nxc6 29 fxg6+ Rxc6 (29...Kxc6 30 Rxf6+ Kg7 31 Rxf7+ Qxf7 32 Rxf7+ Kxf7 33 Bh4 spears the rooks) 30 Qh5+ and the threats of Rxf6+ and Qh7+ are too much. Similar lines occur on 28...Nxf5. Now White threatens Bh4 forcing the R at g5 to g4. White wins the h-pawn for nothing. An interesting position.

(d) Misses 30 Rxf5 Qxf5 31 Bh4! and its all over, quickly. Black's position is Swiss cheese in any event.

FUNDAMENTAL ENDGAMES

BY WARREN PINCHES

THE RACE TO PROMOTION

Fourth in a series on endgames for the beginning tournament player. Previous articles dealt with the Lucena and Philidor positions (bridgebuilding in rook endings), the K + P vs. K + 2N mate, and the opposition and related concepts.

Beginning tournament players frequently miscalculate in the endgame because they analyze endgame positions the same way they deal with positions in the middlegame. The "I go here, he goes there, I go here" etc. type of analysis works tolerably well in the crowded middlegame, where there are a large number of variations but most do not have to be calculated very deeply. But in the endgame, the simplified positions give rise to may fewer variations, but these must be calculated much more deeply, and in trying to keep track of the alternating moves of the players, the analyst often gets lost. Nowhere is this truer than in calculating which player can promote a pawn first.

The position in Diagram 1 was reached in a game between two high-rated players in the Framingham Summer Swiss. Black's position is difficult, due to his weak QP, and White's threat to penetrate via c5. Black therefore chose to gamble that he could wipe out White's kingside pawns and queen one of his own pawns before White could do the same on the queenside. Can Black pull this off? The simplest way is to count the number of



Diagram 1

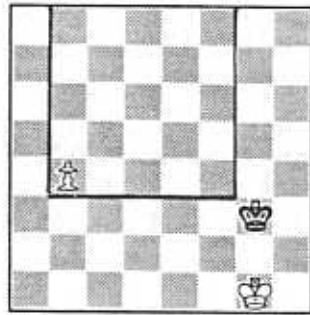


Diagram 2

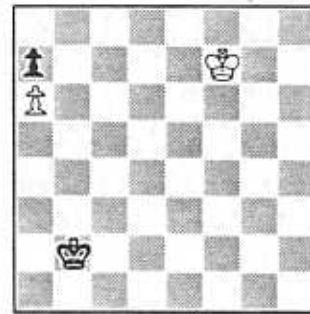


Diagram 3

moves each player must make to reach his goal. For Black, Kf3, Kg5, Kh4, Kxh3, Kxg4, Kxh5, g5, g4, g3, g2, g1Q: eleven moves. For White, Kd4, Kc5, Kb6, Kxa6, Kxb5, a6, a7, a8Q: eight moves. Black is on move, but even so White will promote two full moves earlier. This in fact is the course the game took.

When the defending king is far from the pawn it must catch, a quick way of counting the steps each side must make to reach the promotion space is the "rule of the square". In Diagram 2 a square is traced, with each side equal to the distance the pawn must travel. The Black king must either be inside this square or able to step inside it on his next move to be able to stop the pawn. Thus in Diagram 2, White to move wins while Black to move draws. The defender must count carefully, however, in the event there is an obstruction. For example, if there were a Black pawn on d6 in Diagram 2, Black would need an extra move to reach b8, either to move the pawn or sidestep it.

Often the superior side can put such obstacles in the way. In Diagram 3 White can win the Black pawn by moving across the seventh rank, but will find himself stalemated in the corner: 1 Ke7 Kf3 2 Kd7 Kd4 3 Kc7 Kc5 4 Kb7 Kd3 5 Kxa7 Kc7 with a draw. White, however, can delay Black's king by one move, and thus win: 1 Ke6 Kf3 2 Kd5! (keeping Black's king off d4) Kb4 3 Kc6 Kc5 4 Kb7 Kb4 5 Kxa7 Kc6 6 Kb8 winning.

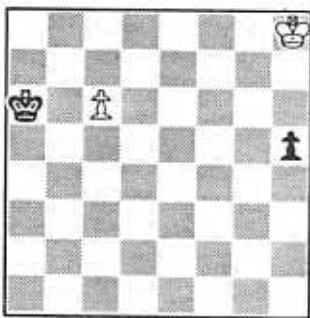
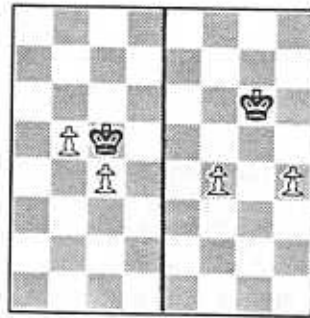


Diagram 4



(a) (b)

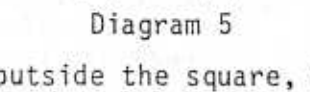
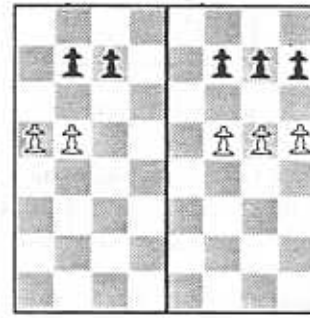


Diagram 5



(a) (b)

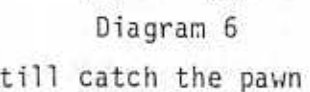


Diagram 6

Sometimes even if the king is outside the square, he can still catch the pawn by various tempo-gaining tricks. A classic study by Reti illustrates one such device (Diagram 4). White appears lost, for his king is way outside the square and his own pawn is easily stopped. However, White uses the threat to promote to but himself the two tempi he needs to draw: 1 Kg7 h4 2 Kf6 Kb6 (if 2...h3 3 Ke7 h2 4 c7 and both pawns queen at the same time) 3 Ke5! If now 3...Kxc6 4Kf4 and White catches the pawn, while 3...h3 4 Kd6 h2 5 c7 h1Q 6 c8Q also draws.

Certain configurations of pawns that seem indefensible are in fact quite secure because of the rule of the square. For example, in Diagram 5a Black cannot capture the rear pawn for the front pawn then promotes. Likewise, in Diagram 5b if Black plays 1...Kh5 2 f5! and vice versa; the pawns indirectly defend each other.

If your pawns are more advanced than those of your opponent's, you can allow one of his pawns to slip by as long as one of your own pawns gets in the clear. In diagram 6a it is obvious that 1 a6 bxa6 2 bxa6 wins. But can White win in Diagram 6b? The answer is yes: 1 g6 hxg6 2 f6! gxf6 3 h6, or 2...gxh5 3 f7. If 1...fxg6, 2 h6! likewise wins. Hans Kmoch dubbed this pawn breakthrough "the sneaker".

What if you win the race to promotion, but only by a single move? If the defending king is far from the pawn, naturally you win the pawn and the game without difficulty, but if your opponent's pawn has it's king as an escort, the win becomes more involved.

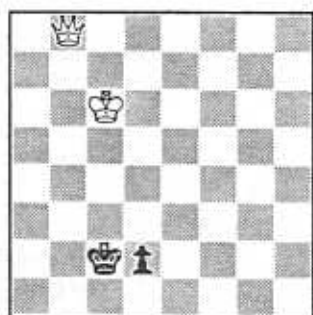


Diagram 7

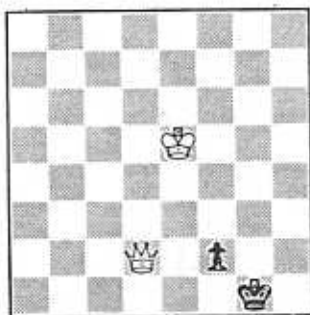


Diagram 8

Consider Diagram 7: White must bring both his king and queen to bear to win the Black pawn, and White must thus gain time for his king to approach by means of checks, pins, and threats to blockade the pawn. For example: 1 Qh2 (pin) Kd3 2 Qh5 (threatening Qd1) Kc2 3 Qe2 Kc1 4 Qc4+ Kb2 5 Qd3 Kc1 6 Qc3+ Kd1 7 Kd5. White has won his first tempo. This process is repeated. 7...Ke2 8 Qc2 Ke1 9 Qe4+ Kf2 10 Qd3 Ke1 11 Qe3+ Kd1 12 Kd4 Kc2 13 Qc3+

Kd1 14 Ke3 etc.

This procedure works for center pawns and knight pawns, but even the extra queen fails to win against a bishop or rook pawn on the seventh rank, unless the attacker's king is close enough to generate mating threats after the pawn queens. In Diagram 8, if 1 Qd4 Kg2 2 Qg4+ Kh2 3 Qf3 Kg1 4 Qg3+ Kh1! for if 5 Qxf2, stalemate. White, however, does have a win in this position since his own king is close by: 1 Kf4! f8Q+ 2 Kg3 and either 3 Qh2++ or Qg2++. Usually, however, the defending king can stalemate himself in the corner with either a bishop or rook pawn.

Many inexperienced players associate the element of time in chess with the opening, with rapid development, but in the opening a lost tempo may mean only the loss of the initiative. In most endgames, and especially those involving a race for promotion, an extra move can mean the difference between victory and stalemate--or defeat.

Next month Fundamental Endgames will explore various defensive methods in inferior endgames.

BOOK REVIEWS

How to Play the French Defense, by IM Shaun Talbut, 1983, Batsford Ltd., \$12.95, \$10.95 USCF, 112 pages, 56 games, 210 diagrams, paperback, figurine algebraic notation.

BY TOM ZUPPA

After reading Batsford's excellent Endgame Preparation by Jon Speelman, I could not understand why the English firm had a bad reputation for unreasonable prices. Now I know why. Thin and overpriced, I recommend Talbut's effort only to those who want to skim the book and get a feel for the general ideas in the French; if your'e looking for heavy analysis, save your money.

Even with that warning, I find it difficult to recommend the book because of Taulbut's poor game selection and skimpy annotation. With just 56 games to work from, I expect most games to be of some theoretical value. Karpov and Korchnoi added many new ideas in the Tarrasch in their 1978 match, yet the games are not included. Three games come from an obscure Yugoslavian tournament held in 1976.

The Two Knights' Defense (1 e4 e6 2 Nf3 d5 3 Nc3) gets three games, even though it is almost never seen except at the lowest level. That's more coverage than the Accepted Steinitz, MacCutcheon, Burn, and Advance Variations get, lines the new Francophile may see more often.

More irritating are Taulbut's offhand comments that will mislead those who take IM evaluations at face value. Taulbut begins his section on the hot Winawer Variation with "White can now offer the e-pawn (after 1 e4 e6 2 d4 d5 3 Nc3 Bb4) with Bd2, Qg4, or a3 but normally he advances it with e5."

Unless the reader has boned up on other opening books, he won't know that those alternatives are all inferior to the e-pawn push. And what about 4 Ne2, a better move than the alternatives? There's no mention, and that's bad writing.

Further evidence is Taulbut's handling of the Advance Variation (1 e4 e6 2 d4 d5 3 e5 c5 4 c3 Nc6 5 Nf3). The main line, according to the author, then proceeds 5...Bd7, with which the only two games in the section continue. 5...Qb6, seen more often, is relegated to a footnote. And the wildest White reply, the 6 Bd3 gambit, gets the following cursory mention: "There has been some interest in the Milner-Barry Gambit." Period. No lines, no explanation.

There are some plusses to the book. The four small sections on strategical themes (the Black QB, the White pawn wedge, the backward e-pawn, and the isolated d-pawn) are clear, organized, and well-written. The historical article was a nice touch, including the London-Paris postal match that gave birth to the opening.

In short, Taulbut might have been better off writing the whole book about the strategical themes surrounding the opening; what he wrote was half a loaf, which in this case is worse than none.

Practical Rook Endings. by GM Edmar Mednis, 1982, Chess Enterprises Inc., \$4.00, 71 pages, 28 game positions, 44 diagrams, index, paperback, algebraic notation.

BY WARREN PINCHES

Nowhere is clarity and concise, to-the-point analysis more important in chess literature than in endgame manuals, for the sheer mass of endgame knowledge tournament players must master is daunting to most. Like his 1977 work Practical Endgame Lessons, Edmar Mednis' new Practical Rook Endings is compiled from his syndicated column, but unlike the earlier effort, which was an anecdotal, poorly illustrated pastiche, Practical Rook Endings is a remarkably concentrated, well-knit textbook of great practical utility. Mednis starts with a didactic study of the Lucena and Philidor positions and proceeds through 28 well-selected, lucidly analyzed examples representing the major cases of rook endings.

Several aspects of Mednis' treatment are especially noteworthy. Seven chapters are devoted to strategic themes in endgames with many pawns, with the recurrent theme of finding the most active rook position. In addition to teaching these more cluttered endgames, these chapters by reiterating and expanding the basic principles make this a teaching book, rather than a directory of positions. A further chapter, dealing with

double rook endings, contains a better discussion of this little-studied topic than is available anywhere in the English literature.

Mednis' treatment is highly distilled, striving to formulate easily remembered principles. This is of inestimable value to most tournament players, especially those who are just embarking on their endgame studies, though it is true that such a condensation inevitably glosses over subtleties. Stronger players will not find Practical Rook Endings a substitute for Levenfish and Smyslov's Rook Endings, though they may find it a useful supplement.

Though modestly produced, it is difficult to find a flaw in this inexpensive Chess Enterprises publication. Among minor points, the algebraic notation makes the simplified positions much easier to follow than the usual descriptive. Considering the low price and great utility, Practical Rook Endings can be recommended to chessplayers of virtually any level.

PROBLEMS, STUDIES, AND CURIOSITIES

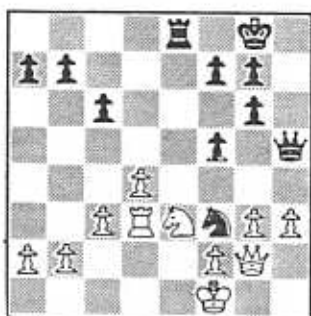


Diagram 1



Diagram 2

Diagram 1: an Alekhine combination--Black to play and exploit White's undefended rook.

Diagram 2: White's queen is defended, Black's is not. Black to move--whose queen proves more vulnerable?

Solutions on the last page.

GAMES FROM CLUB EVENTS

GAMES FROM THE FRAMINGHAM AUTUMN SWISS

Tom Zuppa vs, Mike Johnson--Trompovsky's Attack (Round 2)

Annotations by Tom Zuppa

1 d4 Nf6 2 Bg5 (a) c5 3 Bxf6 gf 4 d5 Bg7 (b) 5 e3 d6 6 c3 (c) a6 7 Bd3 b5 8 Nbd2 Bb7 (d) 9 Qg4 Kf8 10 Ne2 (e) Nd7 11 Nf3! (f) Bxd5 12 Nf4 Bxf3 13 gf Ne5 14 Qg3 Nxd3+ 15 Nxd3 e5 (g) 16 0-0-0 Rc8 17 Rhg1 Rg8 18 Qh4! (h) h6 19 Rg2 c4 20 Rdg1 (j) f5 21 Qh5 cd 22 Rxg7 Rxg7 23 Qxh6 Ke7 (k) 24 Rxg7 b4 25 e4 fe 26 fe bc 27 Qg5+ Kd7 28 Rxf7+ (l) Kc6 29 Qxd8 cb+ (m) Draw

(a) "Haven't we seen this before?" Mike asked when I played this move, my pet line. We had. In the FCC Summer Swiss, Mike chose 2 Ne4. Here he picks the sharpest line.

(b) Out of the scant "book" on this opening. 4...Qb6 5 Nd2 Qxb2 6 e3 f5 7 Rb1 Qf6 is

seen more often.

(c) 5 c4 is better.

(d) It is easy to criticise this move, but what else does Black have? White's next forces Black's king to move.

(e) sacrificing the d-pawn. Black can't take yet: 10...Bxd5 11 Nf4 Be6 (Be6 12 Nxe6 fe 13 Qxe6) 12 Nh5 is crushing. Instead, he threatens the fork at e5.

(f) A shocker. I was planning my 13th-16th moves here, which give White good compensation for the pawn. Black is now tied up for a while, as the attack gains steam.

(g) Best, keeping the White knight from the d3-f4-h5 hop.

(h) Black wants to slide the king to the queenside, so White prevents it for a while (Ke7? 19 Nxe5!) and forces another weakness.

(j) 20 Nb4 f5 21 Qh5 Qf6 22 Nd5 Qe6 holds.

(k) After a long think Mike finds the best defense. There are plenty of ways to go wrong: 23...Qf6 24 Qxf6 Rxf6+ 25 Kd2 leaves Black with too many hanging pawns. Likewise 23... Qh4 24 Qxh4 Rxf6 25 Kd2.

(l) This misses the boat, and assures the draw. White continues the attack with 28 Qf5+ Kc6 29 Qxf7, although a win is still not clear.

(m) The rook endgame after 30 Kxb2 Rxd8 31 Kc3 Rh8 32 Rf3 Rxh2 33 Kxd3 is dead drawn. An intriguing struggle, with both sound attack and nice defensive play.

David Palmer vs. Robert Matheson--Veresov's Opening (Round 3)

Annotations by Tom Zuppa

1 d4 d5 2 Nc3 Nf6 3 Bg5 Nc6 4 Bxf6 exf6 5 e3 Bd6 6 Bd3 Be6 7 Qf3 (a) Bb4 8 Ne2 Qd7 9 0-0-0 0-0 (b) 10 Rdg1 a5 11 g4 Ne7 12 h4 a4 13 a3 c5! (c) 14 g5 f5 15 Nf4 Bxc3 16 bxc3 c4 17 Be2 Ra6 18 h5 Rb6 19 g6 h6 (d) 20 gxf7 Bxf7 21 Kd2 Qd6 22 Rb1 Rxb1 23 Rxb1 Rb8 24 Ra1 b5 25 Qh1 Rb6 26 Bf3 Nc6 (e) 27 Nxd5 Rb8 28 Nb4 Ne5 29 Rg1 Nxf3 30 Qxf3 Qh2 (f) 31 Rh1 Qd6 32 Qxf5 Rf8 33 Qxb5 Be8 34 Qxc4+ Kh8 35 Qe2 Rf5 36 Rh3 Qf6 37 f4 Kh7 38 Qg4 Kg8 39 Qf3 Bf7 40 Kd3 Kh7 41 e4 (g) Rxf4 42 Qe3 Bxh5 43 Nd5 Qa6+ 44 c4! (h) Rxe4 45 Qxe4+ Bg6 46 Re3 Bxe4+ 47 Rxe4 Qd6 48 Nb4 h5 49 c5 Qb8 50 c6 h4 51 Rxh4+ Kg8 52 Re4 Qb5+ 53 c4 Qf5 54 Nd5 Qf3+ 55 Re3 Qd1+ 56 Ke4 Qc2+ 57 Ke5 Qxc4 58 c7 Kf8 59 Kd6 Qa6+ 60 Kd7 Qb5+ 61 Kd6 Qa6+ 62 Ke5 Ke8 63 Nb6! (j) Qa5+ 64 d5 Qxb6 65 c8=Q+ Kf7 66 Qe6+ Qxe6+ 67 dxe6+ Ke7 68 Rg3 Kf8 69 Kd6 g6 70 Kd7 1-0

(a) Embarrassing Black's attempts at solid play.

(b) Both sides are aching for a fight.

(c) A great move. Taking the bishop is out (14...c4) because White will have a hard time not giving up key squares: 15 Bxh7+ Kxh7 16 Nf4 a3! or 15 Bxc4 dc 16 g5 a3 when Black has the advantage.

(d) Missing 19...Qd6, busting up the White queenside. On 20 gh+ Kh8 makes it tough for White to bust through.

(e) A blunder, dropping a pawn. If Black shuffled his rook and king around, White would be hard pressed to wedge in. Now Black crumbles.

(f) Perhaps ...Re8, with the idea 31 Qxf5 Qh2 32 Rg3 Bxh5, for example. The text drops another pawn, maybe more.

(g) The pawns roll in the long run, but why give back material. c4 is hard to stop.

(h) A well-planned liquidation of the position. With more material on the board Black might have drawing chances. Watch how the queen is no match for the rook, knight, and three passed pawns.

(j) The denouement! A pretty deflection sacrifice that queens the pawn.

John Loyte vs. Tom Zuppa--French Defense (Round 4)

1 e4 e6 2 d4 d5 3 ed ed 4 c4 Nc6 5 Nf3 Bg4 6 Be2 Bb4+ 7 Nc3 Nge7 8 0-0 Qd7 9 a3 Bxc3
10 bc 0-0-0 11 Rb1 b6 12 c5 Nb8 13 cb a6 14 a4 N7c6 15 Bb5 Qf5 16 Ba3 Rhe8 17 a5 ba
18 Bxc6 Nxc6 19 Qa4 Re6 20 Ne5 Nxe5 21 de Qg6 22 f3 Bxf3 23 Rb2 Rb6 24 R2f2 Be4 25 Qxa5
Ra6 26 Qc5 f6 27 Bb4 fe 28 Rb2 Qb6 29 Rf7 Qxc5+ 30 Bxc5 Rc6 31 Ba7 Rb6 32 Bxb6 cb 33
Rxb6 d4 34 ed ed 35 Rb2 d3 36 Rd2 Rd7 37 Rxd7 Kxd7 38 Kf2 Bg6 39 g3 Ke6 40 Ke3 Kd5
41 Ra2 Ke5 42 Ra7 Kf6 43 Kf4 h6 44 Ra6+ Ke7 45 Ke5 Kf7 46 Rd6 Bh7 47 h4 Ke7 48 Rd4
Bg6 49 Rd6 Bh7 50 h5 Bf5 51 Rd4 Bh7 52 g4 Kf7 53 Rd7+ Ke8 54 Ke6 Bg8+ 55 Kd6 Bd5 56
Re7+ Kf8 57 Re5 Bb3 58 Rf5+ Kg8 59 Rf2 Bd1 60 Rf4 Be2 61 Rd4 Kf7 62 Ke5 Ke7 63 Kf4
Kf6 64 Rd6+ Ke7 65 Rd4 Kf6 66 Kg3 Ke5 67 Rd8 Ke4 68 Rd7 Ke3 69 Re7+ Kd2 70 Rxd7 Ke1
71 g5 d2 72 Rd7 d1=Q 73 Rxd1 Bxd1 74 gh Bc2 75 Kf3 Kf1 76 Kg3 Ke2 77 Kf4 Kf2 78 Kg4
Kg2 79 Kh4 Kf3 80 Kg5 Kg3 81 Kf6 Draw

Julius Varga vs. Craig Presson--Queen's Gambit Accepted (Round 5)

1 P-Q4 P-Q4 2 N-KB3 N-KB3 3 P-QB4 PXP 4 P-K3 P-K3 5 BXP P-B4 6 0-0 P-QR3 7 P-QR4 N-QB3
8 N-B3 B-K2 9 P-Q5 PXP 10 NXP 0-0 11 NxBch QxN 12 Q-B2 N-QN5 13 Q-N3 B-B4 14 B-Q2 B-B7
15 Q-B3 N-K5 16 Q-R3 QR-Q1 17 BxN PxB 18 Q-R2 N-Q7 19 NxN RxN 20 P-QN3 R/1-Q1 21 QR-B1
B-K4 22 Q-R1 Q-N4 23 P-N3 Q-R4 0-1

John Loyte vs. Menno Koning--Giúoco Piano (Round 5)

1 P-K4 P-K4 2 N-KB3 N-QB3 3 B-B4 B-B4 4 0-0 P-Q3 5 P-Q4 NXP 6 P-QN4 B-N3 7 P-QR4 P-QR3
8 N-N5 B-K3 9 NxB PxN 10 P-QB3 P-Q4 11 PXP PXP 12 B-R2 N-KB3 13 N-Q2 N-K3 14 P-QB4 B-Q5
15 R-N1 P-QB3 16 N-B3 0-0 17 R-K1 N-K5 18 NxB NxN 19 PXP PXP 20 RxN Q-B3 21 BXPch K-R1
22 B-K3 QR-Q1 23 B-R2 N-B4 24 Q-B3 Q-B3 25 R-QB4 QxRP 26 B-N3 Q-K1 27 B-B5 N-Q5 28
QXRch QxQ 29 BxQ NxB 30 B-K7 1-0

Phil Wilkins vs. Craig Evans--Center Counter Defense (Round 5)

1 Nc3 d5 2 e4 d4 3 Ne2 e5 4 Nf3 Bd6 5 Ng3 Nf6 6 d3 h6 7 Be2 Be6 8 0-0 Nd7 9 c4 dxc3
10 bxc3 0-0 11 h3 Re8 12 Be3 c5 13 Qc2 Qc7 14 Nf4 Bxf5 15 exf5 e5 16 Nd2 exd3 17 Bxd3
Ne5 18 Bb5 Re7 19 Nc4 Nxc4 20 Bxc4 Nh5 21 Re1 Be5 22 Rad1 Nf6 23 Rd3 a6 24 R3d1 Rae8
25 Be2 Bh2+ 26 Kh1 Rxe3 27 fxe3 Bg3 28 Rf1 Qe5 29 Bf3 Qxe3 30 Qd3 Qg5 31 Rb1 b5 32 Qc2
Bf4 33 g4 Qh4 34 Qg2 Re3 35 Rc1 Ne4 36 Rc2 Ng3+ 0-1

Tom Zuppa vs. Larry Pratt--Trompovsky's Attack (Round 5)

1 d4 Nf6 2 Bg5 Ne4 3 Bh4 c5 4 f3 g5 5 fxe4 gxh4 6 e3 Bh6 7 Kf2 Qb6 8 Nc3 Qxb2 9 Nb5
cxd4 10 exd4 Na6 11 Bc4 Qb4 12 Qe2 Qd2 13 Qxd2 Bxd2 14 Nf3 Ba5 15 Ne5 d6 16 Nxf7 Rf8
17 Rhf1 d5 18 Bxd5 e6 19 Nd6+ Ke7 20 Bb3 Bc7 21 Ke3 Bxd6 22 Nxd6 Rxf1 23 Nxc8+ Rxc8
24 Rxf1 Nb4 25 Kd2 b5 26 c3 Na6 27 Rf4 b4 28 c4 Rg1 29 Rxh4 Rxg2+ 30 Ke3 Rg7 31 Rh6
Kf7 32 Rxe6 Kxe6 33 c5+ Kd7 34 Bc4 Rg2 35 Bxa6 Rxa2 36 Bc4 Ra3+ 37 Kf4 Rh3 38 d5 Rxh2
39 Ke5 Rh5+ 40 Kd4 Rh4 41 d6 a5 42 Bb5+ Ke6 43 Bc4+ Kd7 44 Bb5+ Ke6 Draw

FRAMINGHAM VS. WORCESTER TEAM MATCH

Ilya Gurevich vs. John Chamberlain--Sicilian Defense (Round 1)

1 P-K4 P-QB4 2 N-KB3 P-Q3 3 P-Q4 PXP 4 NXP N-KB3 5 N-QB3 P-QR3 6 B-KN5 P-K3 7 P-B4
B-K2 8 Q-B3 Q-B2 9 0-0-0 P-QN4 10 BxN PxB 11 P-QR3 B-N2 12 P-KN4 N-QB3 13 B-R3 0-0-0
14 KR-K1 K-N1 15 NxN BxN 16 Q-K3 Q-N2 17 B-N2 QR-N1 18 B-B3 R-QB1 19 N-Q5! B-Q1 20
N-N4 B-N3 21 Q-Q3 B-B4 22 NxBch RxN 23 P-K5 P-Q4 24 PXP P-N5 25 PXP BXP 26 R-K2 R-N3
27 P-B3 R-QB1 28 R-QB2 B-Q3 29 P-B5 B-B5ch 30 K-N1 P-QR4 31 PXP PXP 32 P-B4 R-N6 33
Q-B1 B-K4 34 R-Q2 P-R5 35 Q-K2 BXP 36 PXP RxR 37 RxR P-R6 38 B-N2 PXP 39 Q-B4 P-R6
White overstepped the time limit

Drew Sarkisian vs. John Moran--Modern Benoni (Round 1)

1 d4 Nf6 2 c4 e6 3 Nf3 c5 4 e3 b6 5 a3 Bb7 6 Nc3 d6 7 Be2 Nbd7 8 0-0 Be7 9 d5 exd5
10 cxd5 0-0 11 e4 Re8 12 Nd2 Bf8 13 f4 a6 14 a4 g6 15 Bf3 Qb8 16 g4 Kh8 17 g5 Ng8 18
Bg4 Bc8 19 Qf3 Ra7 20 h4 Bg7 21 h5 Nf8 22 Bxc8 Qxc8 23 Nc4 Qd8 24 Bd2 Rb7 25 Kg2 Ne7
26 Rh1 b5 27 axb5 axb5 28 Na5 Rb8 29 f5 gxf5 30 exf5 Nxf5 31 Qxf5 b4 32 Nc6 Qc8 33
Qxc8 Rbxc8 34 Nb1 Re2+ 35 Kf3 R1e8 36 Ra7 Kg8 37 Na5 Bd4 38 Rf1 c4 39 Rb7 c3 40 bxc3
bxc3 41 Bxc3 Bxc3 42 Nxc3 R8e3+ 43 Kg4 Rg2+ 44 Kh4 Draw

Arthur Longwell vs. Craig Evans--Sicilian Defense (Round 1)

1 e4 c5 2 Bc4 e6 3 d3 Qc7 4 Nf3 a6 5 a3 b5 6 Bb3 Bb7 7 Nbd2 Nf6 8 c4 Nc6 9 0-0 Be7
10 Ba2 0-0 11 Nb3 d5 12 exd5 exd5 13 cxd5 Ne5 14 Bf4 Nxf3+ 15 Qxf3 Qd8 16 Nd2 Nxd5
17 Bxd5 Bxd5 18 Qg6 Bh4 19 Qg4 f5 20 Qd1 Bf6 21 Qc1 Rc8 22 Nf3 c4 23 d4 Bxf3 24 gxf3
Qxd4 25 Rb1 Rfd8 26 Bg5 Rc6 27 Bxf6 Rxf6 28 f4 Rg6+ 29 Kh1 Qe4+ 30 f3 Qe2 0-1

Mike Kalinowski vs. Paul Heising--Grunfeld Defense (Round 1)

1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 N-QB3 P-Q4 4 P-K3 B-N2 5 N-KB3 0-0 6 Q-N3 PXP 7 BXP KN-Q2
8 N-KN5 P-K3 9 N/3-K4N-N3 10 B-K2 R-K1 11 P-KB4 Q-Q4 12 Q-B2 N-B3 13 B-Q2 P-K3 14
N-KB3 P-K4 15 BPXP PXP 16 PXP NXP 17 NXP QxN 18 N-B3 B-B4 19 Q-B1 QR-Q1 20 0-0 B-Q6
21 BxB RxB 22 N-Q1 R/1-Q1 23 B-B3 Q-K2 24 BxB KxB 25 R-K1 P-B3 26 P-K4 R-Q7 27 Q-B3ch
Q-B3 28 QxQch KxQ 29 N-B3 RXP 30 P-K5ch K-K3 31 R-K3 R/1-Q7 32 R/1-K1 RXPch 33 K-B1
QR-KB7mate

Phil Wilkins vs. Rick Rohdenburg--Vienna Game (Round 1)

1 N-QB3 P-K4 2 P-K4 N-KB3 3 B-B4 N-QB3 4 P-Q3 B-K2 5 P-KB4 P-Q3 6 N-KB3 0-0 7 P-B5
P-QR3 8 P-QR3 P-QN4 9 B-R2 B-N2 10 P-KR3 N-N1 11 P-KN4 P-Q4 12 Q-K2 P-N5 13 P-N5 PxN
14 PxN BXP 15 PXP PXP 16 PXP B-R5ch 17 K-B1 N-Q2 18 R-KN1 B-B3 19 N-N5 N-B4 20 R-N4
Q-K2 21 P-QR4 P-KR4 22 R-KN1 BxN 23 BxB Q-Q3 24 R-Q1 Q-QN3 25 R-QN1 Q-Q3 26 QxRP NXP
27 RxB NXP 28 B-N3 QR-Q1 29 BxR 1-0

Julius Varga vs. Arthur Longwell--King's Indian Attack (Round 2)

1 N-KB3 P-QB4 2 P-KN3 P-KN3 3 B-N2 B-N2 4 0-0 P-K3 5 P-Q3 N-K2 6 QN-Q2 0-0 7 P-K4 QN-B3
8 P-QB3 P-B4 9 N-B4 P-Q4 10 PxQP KPXP 11 N-K3 P-KB5 12 N-B2 PXP 13 BPXP B-N5 14 B-B4
Q-Q2 15 Q-Q2 P-Q5 16 P-B4 QR-Q1 17 N-N5 B-R3 18 N-K6 BxN 19 BxB R-B2 20 RxR BxR 21
R-KB1 N-K4 22 B-K4 N-N5 23 B-N5 N-QB3 24 Q-B4 N-K6 25 NxN PxN 26 QxP P-N3 27 Q-B3 N-Q5
28 Q-B2 BXP 29 PxB Q-K3 30 B-Q5 1-0

Paul Heising vs. Mike Kalinowski--King's Indian Defense (Round 2)

1 P-Q4 N-KB3 2 P-QB4 P-QB4 3 P-Q5 P-Q3 4 N-QB3 P-KN3 5 P-K4 B-N2 6 P-K34 QN-Q2 7 N-B3
P-QN3 8 B-K2 0-0 9 Q-B2 R-K1 10 0-0 P-K3 11 R-K1 N-B1 12 B-Q2 PXP 13 KPXP N-N5 14 B-Q3
N-R3 15 P-KR3 N-B4 16 P-KN4 N-Q5 17 NXP BxNch 18 K-N2 Q-R5 19 RxR BxNP 20 RxNch KxR
21 PxB QxPch 22 K-R2 Q-R5ch 23 K-N2 Q-B7ch 24 K-R1 Q-B6ch 25 K-R2 B-B7 26 N-K4 B-Q5
27 R-KB1 Q-R4ch 28 K-N2 Q-N5ch 29 N-N3 P-KR4 30 B-K2 Q-R5 31 B-K1 Q-K2 32 B-B2 B-N2
33 NxRP PxN 34 BxRP Q-B3 35 B-N3 R-K1 36 Q-Q2 Q-B4 37 B-B3 B-Q5 38 R-K1 RxR 39 QxR
Q-B7ch 40 Q-K2 QxNP 41 QxQ BxQ 42 P-B5 K-K2 43 B-R5ch P-B3 44 P-QR4 B-K4 45 B-K1 K-Q2
46 K-R3 K-B2 47 K-R4 K-N2 48 K-R5 K-R3 49 K-N6 K-N2 50 B-R4 1-0

GAMES FROM THE FRAMINGHAM AUTUMN OCTAGONAL

Alex Sadowsky vs. Tom Zuppa--French Defense (Round 2)

1 e4 e6 2 d4 d5 3 Nc3 Bb4 4 e5 c5 5 Bd2 cd 6 Nb5 Bc5 7 Qg4 g6 8 Nf3 Nc6 9 a3 a6 10 b4 axb5 11 bxc5 Qe7 12 Bxb5 Qxc5 13 Nxd4 Bd7 14 Bxc6 Bxc6 15 Bb4 Qxb4+ 16 axb4 Rxa1+ 17 Kd2 Rxh1 18 b5 Bd7 19 Nb3 Ne7 20 Qb4 Rxh2 21 Qa3 Rxc2 22 Qa8+ Bc8 23 Qa3 h5 24 Qd6 0-1

Bob Engels vs. Phil Wilkins--Three Knights' Defense (Round 2)

1 P-K4 P-K4 2 N-KB3 N-KB3 3 N-QB3 B-N5 4 P-Q3 O-O 5 B-N5 P-KR3 6 B-R4 P-Q3 7 B-K2 P-QB3 8 O-O QN-Q2 9 N-N1 R-K1 10 P-QR3 B-R4 11 P-QB4 N-B1 12 Q-R4 B-N3 13 QN-Q2 N-N3 14 B-N3 N-R4 15 K-R1 N/3-B5 16 Q-Q1 N/4xB 17 BPxN N-K3 18 P-QN4 B-Q2 19 P-QR4 N-Q5 20 P-R5 B-B2 21 NxN 22 N-N3 Q-K2 23 NxP P-Q4 24 Q-N3 B- 4 25 N-B2 BxR 26 NxB Pxp 27 P-Q4 QR-Q1 28 N-B2 Pxi 29 Q-N4 29 N-K3 B-B1 30 P-Q5 Pxp 31 Pxp R-Q3 32 B-B4 K-R1 33 RxBP R-B3 34 RxR QxR 35 P-KR3 B-Q2 36 K-R2 R-KB1 37 P-QN5 Q-Q5 38 Q-R3 Q-B3 39 Q-N3 Q-Q3 40 Q-R4 Q-B4 41 Q-N3 R-B3 42 P-R6 R-QN3 43 Pxp Rxp/7 44 P-N4 BxQNP 45 P-Q6 B-B3 46 Q-B3 QxPch 47 P-N3 Q-B3 48 QxQ Pxp 49 P-R4 R-N7ch 50 K-N1 P-QR4 51 N-B5 K-R2 52 K-B1 P-R5 53 K-K1 P-R6 54 N-Q4 B-R5 0-1

Craig Evans vs. Craig Presson--Sicilian Defense (Round 2)

1 e4 c5 2 c3 d5 3 exd5 Qxd5 4 d4 Nf6 5 Nf3 Bg4 6 Be2 e6 7 O-O Be7 8 Qa4+ Nbd7 9 Be3 O-O 10 h3 Nb6 11 Qd1 Bf5 12 dxc5 Nbd7 13 Nd4 a6 14 c4 Qe5 15 f4 Qc7 16 b4 a5 17 Nc3 axb4 18 Ncb5 Qxc5 19 Qb3 Qb6 20 Rfd1 Bc5 21 Kh2 Rfd8 22 Rd2 e5 23 fxe5 Nxe5 24 Rad1 Nc6 25 Nxc6 Rxd2 26 Ne7+ Kf8 27 Bxd2 Bxe7 28 Bxb4 Rd1 29 Bxe7+ Kxe7 30 Qb4+ Ke8 31 c5 Qc6 32 Nd6+ Ke7 33 Bb5 Qc7 34 Re1+ Kf8 35 g4 Bd2 36 Nf5 Bc6 37 Re7 Rd2 38 Re2 Bxb5 39 Qxb5 Rd5 40 Nd6 Qxc5 41 Rd8+ 1-0

BITS AND PIECES

An occasional column of chess miscellany.

Though it is perhaps sadly true that many, if not most, chessplayers are outright bums, nevertheless there are some who have pursued other careers in addition to chess. The following world-class players each seriously pursued another, separate profession. How many can you identify?

- | | | |
|------------------------|---------------------|------------------|
| Andre Danican Philidor | Ossip Bernstein | Reuben Fine |
| Howard Staunton | Milan Vidmar | Vasily Smyslov |
| Andolf Anderssen | Savielly Tartakover | David Bronstein |
| Louis Paulsen | Alexander Alekhine | Ewfim Geller |
| Ignaz von Kolisch | Max Euwe | Mark Taimanov |
| Johann Zukertort | Mikhail Botvinnik | William Lombardy |
| Siegbert Tarrasch | Samuel Reshevsky | Pal Benko |
| Emanuel Lasker | Isaac Kashdan | Mikhail Tal |
| Geza Maroczy | Alexander Kotov | Robert Huebner |

Even tougher--in what fields did each of the following players pursue graduate or professional studies, but never practice?

- | | | |
|--------------|-----------------|-----------------|
| Paul Morphy | Ewfim Bogolubov | Victor Korchnoi |
| Richard Reti | Paul Keres | Anatoly Karpov |

Answers on the last page.

THE CARO-KANN DEFENSE

Fourth in a series of articles on openings for beginning tournament players. Previous articles dealt with the French, King's Indian, and Dutch Defenses.

Chessplayers in describing the Caro-Kann Defense usually depict a solid, if rather passive and uneventful opening--an opening without many risks for either player. On the whole, this is an accurate picture. Black develops freely and obtains a position without weaknesses, but at the cost of conceding a slight and usually lasting advantage in space to White. Often, though, to make his spatial advantage meaningful White has to resort to extraordinary measures to inject a little life into the position. The tone of the Caro-Kann Defense is that of deferred struggle--deferred to the middle-game, or even the endgame. It lends itself best to positional players whose forte is middlegame strategy--and patience.

Black's first move in the Caro-Kann Defense (1 P-K4 P-QB3) looks puzzling until one compares it to the French Defense (1 P-K4 P-K3). In both openings Black is planning to challenge White in the center and especially White's KP with 2...P-Q4, while preventing the attack on Black's KB2 that characterizes so many of the Open Games. In the French, 1...P-K3 blocks the eventual development of the QB, but retains the option of a second forceful stroke in the center with ...P-QB4. Black thus obtains a cramped but aggressively dynamic position. In the Caro-Kann, ...P-QB4 would lose a move for Black and is thus rarely played, but Black's QB may be developed easily. Black thus obtains a free but rather placid position. Often linked in opening manuals as siblings, the French and Caro-Kann Defenses could more properly be considered alter egos.

Chess strategy revolves largely around pawn structure, and middlegame planning is guided by the thematic pawn breaks available to each side--pawn advances that lead to line-opening exchanges. The Caro-Kann Defense can be a puzzling opening for both White and Black, for in most variations neither have clearly indicated pawn breaks, and consequently each has a hard time getting a grip on the other.

After 1 P-K4 P-QB3, White usually proceeds to claim a maximal share of the center with 2 P-Q4. However, White may decide to retain the option of P-Q3 as well as P-Q4, and develop his knights first. However, this TWO KNIGHTS VARIATION, 2 N-KB3 P-Q4 3 N-QB3 poses no serious threats to Black. After the usual continuation 3...B-N5 4 P-KR3 BxN 5 QxB N-B3 6 P-Q3 P-K3 (see Diagram 1) Black has exchanged his white-squared bishop, and erected a white-square pawn phalanx that is virtually unassailable. Some grandmasters have agreed to a draw in this position.



Diagram 1
Two Knights Variation

(5...PxP 6 B-QB4 gives White uncomfortable pressure on Black's KBP, especially after White castles his rook onto the KB-file). Now 6 NxP? Q-R4ch, or 6 PxP QxQch 7 KxQ N-Q2

and Black's lead in development coupled with White's isolated KP give Black the edge. 6 P-QB3 N-KB3 7 B-Q3 QN-Q2 also gives Black a very easy game.

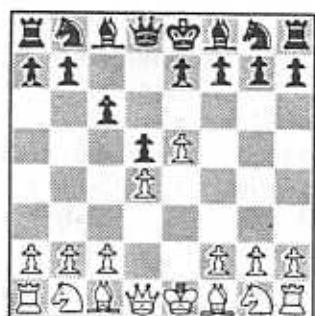


Diagram 2

Advance Variation

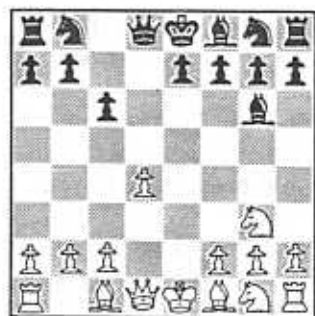


Diagram 3

Capablanca Variation

The ADVANCE VARIATION 1 P-K4 P-QB3 2 P-Q4 P-Q4 3 P-K5 (see diagram 2) is also regarded as harmless against correct defense, despite its advocacy by Tal in his title matches against Botvinnik. Black must immediately play 3...B-B4, to prevent White from seizing the b1-h7 diagonal first. Now after 4 P-QB4 P-K3 5 N-QB3 N-Q2 6 PxP BPxP Black has no difficulties, nor after 4 N-K2 P-K3 or 4 P-KR4!? P-KR4. Thus White has little alternative but to trade bishops by 4 B-Q BxB 5 QxB P-K3 (else 6 P-K6! and utter chaos in Black's position). White now plays for a direct kingside attack by playing a rook in front of his kingside pawns to KN3 or KR3, joining the rook with his queen, and playing P-KB4-5. Black will complete his development, play for an exchange of queens (after which White's attack is toothless) by ...Q-N3 or ...Q-R4 and ...Q-R3, and push ...P-QB4, with one or both rooks on the QB-file. Black's KN can go via K2 to either KN3 or KB4. A sample continuation might be 6 N-QB3 Q-N3 7 KN-K2 Q-R3! 8 N-B4 QxQ 9 NxQ with equal chances.

After 1 P-K4 P-QB3 2 P-Q4 P-Q4 3 N-QB3 Black has something of a dilemma. 3...P-K3 leaves him in a French in which he will lose a move to play ...P-QB4, and 3...P-KN3 4 P-K5, blocking the bishop's diagonal, or 3...N-KB3 4 P-K5 are both discomfiting to Black. Black thus has little alternative to 3...PxP, though this surrenders the center and gives White the enduring space advantage characteristic of the Caro-Kann. Black's consolation is that his subsequent development will give him a position against which White will have trouble making headway. After 4 NxP, Black has three piece developments which delineate the main variations of the Caro-Kann today: 4...B-B4, 4...N-KB3, and 4...N-Q2.

4...B-B4 is the CAPABLANCA VARIATION, the variation that established the Caro-Kann Defense as a major opening in the 1920s. White retreats the attacked knight to KN3, as the alternatives are dubious: 5 B-Q3!? QxP 6 N-KB3, gambiting a pawn for rapid development, peters out against 6...Q-Q1! 7 Q-K2 N-KB3! 8 Nxnch NPxN 9 BxB Q-R4ch 10 B-Q2 QxB 11 O-O-O N-Q2, and Black castles queenside and keeps the extra pawn. Not much more attractive is 5 N-B5, despite its advocacy by Fischer: 5...P-K4! and Black can meet 6 NxQNP with 6...Q-K2 and either 7...QxN or 7...PxPch.

After 5 N-N3 B-N3 (see Diagram 3) many White players have a hard time formulating a plan. Actually, White's problem is choosing from the multitude of available plans. First, White may play P-KR4 and often P-KR5 to gain space on the kingside, followed by N-KB3-K5 followed by an attack on the kingside. Such a line might go 6 P-KR4 P-KR3 7 N-KB3 N-Q2 8 P-R5 B-R2 9 B-Q3 BxB (forced) 10 QxB Q-B2. With both kingsides compromised, both White and Black will castle queenside. White will seize his outpost on K5, while Black will play N-Q4 and double his rooks on the semiopen Q-file, ultimately hoping to exchange many pieces. White may develop his KR via KR4. A second plan for White also involves P-KR4, but deploys the KN via K2 to KB4. NxB, PxN would be positionally disastrous for Black, so after 6 P-KR4 P-KR3 7 N-KR3 N-KB3 8 N-B4 B-R2 9 B-B4 and White has sacrificial threats on K6 after ...P-K3 (e.g., 9...P-K3 10 O-O B-Q3 11 NxKP! PxN 12 BxP and 13 R-K1). Black may survive in these lines, but more prudent is to play ...N-Q4 to exchange the knight at his KB5. A third plan for White is to exchange White-squared bishops, and swing his queen and at least one rook in front of his kingside pawns for a piece attack on the kingside. The problem is that Black is not compelled

to initiate the trade of bishops, and if White trades, the doubled KNPs actually aid in Black's defense. Thus after 6 N-KB3 N-Q2 7 B-Q3 KN-B3 White usually proceeds 8 O-O P-K3 9 R-K1 B-K2 10 P-QB4 O-O 11 P-QN3 Q-B2 12 B-N2 QR-Q1! and Black will in time play ...P-QB4 with an excellent game.

The only other option for White against the Capablanca Variation is to force open the center with P-Q5, a possibility Black must guard against in all variations. White's plan proceeds B-QB4-N3, P-QB4, and P-Q5. If Black can so barricade his Q4 so as to make P-Q5 impossible for a while, he can double his rooks on the semiopen Q-file and hammer at White's weak QP. In some lines Black can advantageously break open the Q-file with ...P-QB4. A plausible line might be 6 B-QB4 N-KB3 7 B-N3 N-Q2 8 N-KB3 P-K3 9 O-O Q-B2 10 P-QB4 R-Q1 without problems for Black.

While the Capablanca Variation is certainly safe for Black, it is not very enterprising. A more forthright alternative that has returned to fashion is 1 P-K4 P-QB3 2 P-Q4 P-Q4 3 N-QB3 PxP 4 NxP N-KB3. White may essay the modest 5 N-N3, whereupon Black equalizes with 5...P-QB4, 5...P-KN3, or even 5...P-K4!?, but White usually opts to saddle Black with doubled KBPs with 5 NxNch. How Black recaptures, however, has profound positional consequences for the remainder of the game.

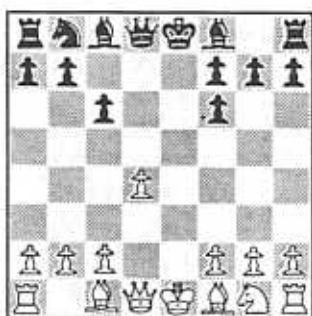


Diagram 4

Tartakover Variation

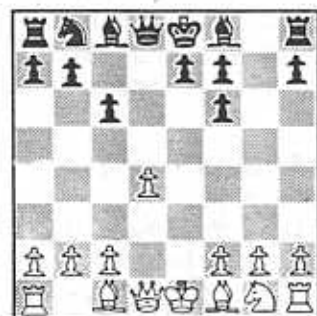


Diagram 5

Bronstein-Larsen
Variation

5...KPxP is the TARTAKOVER VARIATION (see Diagram 4), championed today by Ulf Andersson and Victor Korchnoi. While Black's pawns are left more or less connected, his kingside solidified, his KB freed, and the open K-file gives him reasonable mobility, White's queenside pawn majority gives him a potentially won endgame. But this endgame advantage should not be overstressed; Black often blockades White's QP and QBP in the middlegame preventing the creation of a passed pawn, and as long as there are any minor pieces left on the board at all, the endgame should be tenable for Black. Black's usual middlegame plans involve ...P-QB4 to open the center, ...P-KB4-5 and ...P-KN4 for a kingside attack, or even a pawn storm on the queenside if White castles there. White seizes the a2-g8 diagonal with B-QB4, and aims either at a kingside attack himself or the advance of his queenside pawn majority in the endgame. The main line runs 6 B-QB4 B-Q3 (6...Q-K2ch 7 Q-K2 B-K3! is a major alternative) 7 Q-K2ch B-K2 8 N-B3 O-O 9 O-O B-KN5 10 P-QB3 followed by 11 P-KR3. White keeps a slight edge in this line, as Black has less space and no direct threats.

The alternative capture 5...NPxN, the BRONSTEIN-LARSEN VARIATION (see Diagram 5) changes the character of the game completely. Here Black has excellent chances for an attack down the semiopen KN-file, as well as play against White's QP in the center. Now Black does not want to play ...P-QB4, for opening lines in the center favors White in this line. Black's usual development is ...B-B4 (or N5), ...P-K3, ...Q-B2, ...N-Q2, and ...O-O-O. Sometimes Black advances his pawns to KB4-5 and KR4-5, though he usually does better relying only on his two semiopen files. White, meanwhile, has lost his usual outpost on K5, but he has other options. The main plan for White is to harass Black's light-squared bishop by N-K2-N3 and either P-KB4 or P-KR4. Black

can adequately meet this threat by ...P-KR4 or ...P-KB4, the latter imprisoning White's bishop as much as Black's. White's other major plan, more popular today, is P-QB4 and P-Q5. Black's objective against this strategy is to be able to answer P-Q5 with ...P-QB4,

as QPxP, BPxKP dissolves Black's doubled pawns. Thus the main line of the Bronstein-Larsen Variation runs 6 N-KB3 B-N5 7 B-K2 Q-B2 8 P-KR3 B-R4 9 O-O P-K3 10 P-QB4 N-Q2 11 P-Q5! O-O-O! 12 N-Q4 B-N3! with a sharp fight and chances for both sides.



Diagram 6

Nimzovitch Variation

Still, White has lost a great deal of time also, and the middlegame chances are balanced.

The quieter option for White is 5 N-KB3 KN-B3 6 N-N3. Since Black's QN has few good squares, Black usually acquiesces in 6...P-K3, planning to fianchetto his QB. (An interesting but little-played alternative is 6...P-KN3 followed by ...N-N3 and ...B-N5.) The main line proceeds 7 B-Q3 P-QB4 8 O-O PxQP 9 NxQP B-B4 10 N-B3 O-O. White has a piece attack on the kingside in the middlegame and his queenside pawn majority in the endgame; Black after ...P-QN3 and ...B-N2 and eventually ...P-K4! will have the lion's share of the center.

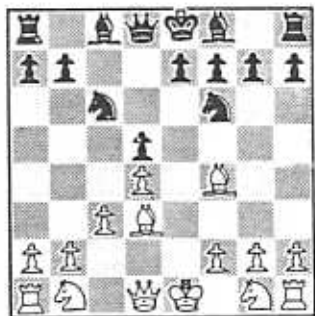


Diagram 7

Exchange Variation

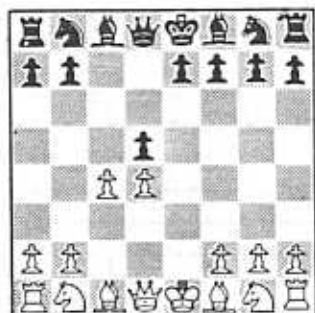


Diagram 8

Panov Attack

Black may avoid the doubled KBPs altogether by prefacing ...N-KB3 with 4...N-Q2, the NIMZOVITCH VARIATION (see Diagram 6). If knights are subsequently exchanged on Black's KB3, Black's position is quite comfortable. However, White need not exchange, and Black then becomes quite cramped due to the knight on Q2. Black must even watch out for traps like 5 Q-K2 N-KB3?? 6 N-Q6 mate. White may play either quietly or aggressively. For the latter, 5 B-QB4 N-KB3 6 N-N5, forcing Black to make unpleasant concessions, is the prescription. Virtually forced is 6...P-K3; Black will fianchetto his QB. 7 Q-K2 creates the threat of NxBP; e.g. 7...P-KR3?? 8 NxBP KxN 9 QxPch K-N3 10 B-Q3mate. Thus 7...N-N3 becomes necessary to cover the KP, and Black will have to go through further contortions to get out his QB. After 8 B-Q3 P-KR3 (8...QxQP? 9 N/1-B3, followed by N-K5 and NxBP) 9 N/5-B3 P-QB4! and Black starts on the long road to freedom.

In each of the three main branches after 3 N-QB3 PxP 4 NxP, 4...B-B4, 4...N-KB3, and 4...N-Q2, Black has a solid position. White may accordingly prefer a sharper alternative to 3 N-QB3, and paradoxically it is 3 PxP. Actually, it is not the exchange so much as its follow-up, as the EXCHANGE VARIATION, 3 PxP PxP 4 B-Q3 N-QB3 5 P-QB3 N-KB3 6 B-B4 (Diagram 7) B-N5 7 Q-N3 N-R5 a somewhat tame position is reached; White has a potential piece attack on the kingside, and Black has the famous minority attack on the queenside (...R-QB1, ...P-QN4-5). Since Black seems to get equality in most lines of the Caro-Kann anyway, many White players choose this modest line rather than press for an advantage in the opening. More venturesome spirits may, however, opt for 4 P-QB4, the PANOV ATTACK (Diagram 8). This counterattack on Black's QP gives White a slight preponderance in the center, which will allow him either to attack on the kingside, or play P-B5 and establish a passed pawn on the queenside. After 4...N-KB3 5 N-QB3, Black has three plans. First, he can fianchetto his KB by 5...P-KN3, to bring this bishop to bear on White's QP and to buttress the kingside against White's attack. However, after 6 PxP! Black has the dilemma that 6...NxP 7 Q-N3! NxN 8 B-QB4! P-K3 Black is left with weak black squares and an imprisoned QB, while 6...B-N2 7 B-QB4! O-O 8 KN-K2! QN-Q2 9 B-N3 N-N3 10 N-B4 B-B4 11 P-QR4! P-QR4 12 O-O and while theoreticians give only a slight edge to White, Black's position is unpleasant. A second plan for Black begins with 5...N-QB3, hoping for 6 N-KB3 B-N5 and ...P-K3. However, after 7 PxP NxP 8 Q-N3!? BxN 9 PxP P-K3 (9...NxQP?? 10 B-N5ch) 10 QxNP NxQP 11 B-N5ch NxP Q-B6ch K-K2 13 QxN Q-Q2! 14 NxNch QxN 15 QxQ PxQ. With both positions a mess chances are

even, but most players would not relish playing in that maelstrom. White can vary with 6 B-KN5! P-K3 7 PxP PxP with a minimal advantage for White.

Black is best advised to opt for his third plan, 5...P-K3, resulting in positions akin to the Queen's Gambit. The main line here proceeds 6 N-KB3 B-K2 7 B-N5 O-O 8 B-Q3 PxP 9 BxP N-QB3 (to keep White's knight from its K5 outpost) 10 O-O P-QR3 11 P-QR4 B-Q2 with a dynamic balance. Black can develop pressure against White's isolated QP, while White can venture a kingside attack. Interesting alternatives for White are A) 7 PxP (transposing to the Semi-Tarrasch Defense in the Queen's Gambit) NxP 8 B-Q3 N-QB3 9 O-O O-O 10 R-K1 B-B3! and Black will use his Q4 as a keystone for his position, giving him at least equality; and B) 6 P-B5, aiming at a rapid advance on the queenside. After 6...O-O 8 B-Q3 P-QN3! 9 P-QN4 P-QR4! 10 N-R4! KN-Q2! with a wild but balanced position. Further play might proceed 11 O-B2 N-QB3! 12 P-N5 N-N5 13 BxRPch K-R1 14 Q-N1 PxBP with further complications. During the 1930s the Panov Attack was considered the refutation of the Caro-Kann, and while it still poses the sharpest problems for Black, Black still equalizes--providing he knows its pitfalls.

While unexpected fires lurk beneath the surface of some variations, the reputation of the Caro-Kann Defense as a solid and reliable defense to 1 P-K4 remains undiminished, and it can be recommended to positional players who excell in fluid middlegame positions filled with subtle resources.

Next month: *The Queen's Gambit Declined.*

DATABASE DIGEST

RATINGS OF CLUB MEMBERS AS OF DECEMBER 2

Member	Rating	Change	Rank 10/21	Member	Rating	Change	Rank 10/21
1 Chamberlain	2053	+57	1	24 Seletsky	1500	-11	23
2 Sarkisian	2007	+17	2	25 McClanahan	1489	+6	24
3 Evans	1987	+5	3	26 A. Hochniuk	1456	0	25
4 Loyte	1929	+29	6	27 I. Geller	1421	0	26
5 Johnson	1923	+8	5	28 Michael	1420	-1	26
6 Pratt	1921	-31	4	29 Ben-Maor	1408	+21	28
7 Drumm	1893	0	-	30 Briem	1362	0	30
8 Heising	1877	+36	10	31 Reil	1361	+81	33
9 Wolitzer	1875	0	8	32 Whitney	1343	-41	29
10 Varga	1869	-14	7	33 Becker	1314	-38	31
11 Presson	1868	+8	9	34 Palmer	1312	-5	32
12 Zuppa	1831	+42	14	35 Wheeler	1272	0	34
13 Rothschild	1825	0	11	36 Gibbons	1261	+166	40
14 Wilkins	1814	-4	12	37 Green	1240	+18	36
15 Sadowsky	1787	-24	13	38 Bond	1239	0	35
16 Engels	1763	+29	15	39 Fontaine	1224	0	-
17 Koning	1715	+10	16	40 Prindiville	1221	0	37
18 M. Hochniuk	1623	0	17	41 Durfee	1160	+1	38
19 Allen	1587	0	18	42 Jacobs	1158	0	39
20 Kaprielian	1569	0	19	43 Best	1111	0	-
21 Champion	1568	0	20	44 S. Geller	1054	0	41
22 Gates	1564	+15	22	45 Ross	962	0	42
23 Warnick	1562	-4	21	46 Woodward	893	0	43

Ratings are not available for six club members.

Most Framingham Chess Club members either returned to rated play this past year are new to tournament play. Only 14 of the above 46 players appeared on both the 1982 and 1983 Annual Rating List, with the following changes:

Julius Varga	+123	Paul McClanahan	+61	Alex Sadowsky	-21
John Chamberlain	+122	W. Sydney Michael	+41	Anthony Rothschild	-24
Drew Sarkisian	+90	Craig Evans	+23	Roger Seletsky	-66
Walt Champion	+73	Tom Zuppa	+2	John Loyte	-150
Menno Koning	+57	Larry Pratt	-4		

The club median rating is 1562; the mean is 1535. The USCF mean is 1537.

SOLUTIONS

PROBLEMS, STUDIES, AND CURIOSITIES:

Diagram 1: 1...P-B5! 2 PxP Q-QN4! If 3 K-K2 QxRch 4 KxQ N-K8ch, or 3 P-B4 QxBP! 4 NxQ R-K8mate, and if 3 QxN QxRch winning the exchange. If White declines the pawn by 2 N-B3, then 2...N-R5 and 3...Q-K7ch winning the exchange. Finally, if 2 P-KN4 PxN!! threatening ...P-K7mate. Blumisch-Alekhine, Cracow 1941.

Diagram 2: 1...BxN/KN7 2 KxB BxN! 3 PxB N-Q4!! 4 QxQ NxBch. Hamann--Brinck-Claussen, Hastings 1922.

BITS AND PIECES

Philidor: musician, opera composer. Staunton: literary (especially Shakespearian) critic. Anderssen: mathematician. Paulsen: tobacco broker (your'e really up on your trivia if you got that one!) Kolisch: banker. Zukertort: medical doctor. Tarrasch: medical doctor. Lasker: mathematician (among other things). Maroczy: engineer and insurance broker. Bernstein: lawyer (Jur. D.) Vidmar: professor of physics. Tartakover: lawyer (Jur. D.) Alekhine: lawyer (Jur. D., taught at the Sorbonne) Euwe: mathematician. Botvinnik: electrical engineer. Reshevsky: accountant (CPA). Kashdan: accountant (CPA). Kotov: engineer. Fine: psychologist (Ph. D.). Bronstein: engineer. Geller: economist. Taimanov: concert pianist. Lombardy: priest. Benko: investment broker. Tal: philologist (comparative language studies). Huebner: papyrologist (studies papyrus scrolls). Those who pursued graduate or professional studies but never practiced: Morphy: law. Bogolubov: engineering. Reti: mathematics. Keres: Mathematics. Korchnoi: history. Karpov: sociology.

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