

# THE PAWN STORM

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### NEWS AND EVENTS

#### DZINDZICHASHVILI WINS WINTER GRAND PRIX

The Framingham Chess Club staged its most ambitious project to date on February 4-5, the six-section West Suburban Winter Grand Prix. The \$1500 guaranteed prize fund attracted 103 players, with several from each of the six New England states, New York, and New Jersey, including most of the leading names of New England Chess. Heading the crosstable was U.S. National Champion Grandmaster Roman Dzindzichashvili who convincingly won the Championship section 4 1/2-1/2. Tied for second a full point back were Massachusetts Champion John Curdo, New England Champion Chris Chase, and Framingham Open Champion Joseph Fang, a master from Belmont.

Though the 21-player Championship section primarily attracted players rated over 2100, several intrepid souls elected to "play up", including Julius Varga of the Framingham Chess Club, who got the bye in Round 1. On Board 1, Dzindzichashvili met Michael Hart, a master from Stow, and transposed to the Trompovsky's Attack. While Hart played slowly and carefully, Dzindzi dashed off his moves as quickly as in a simul, and rarely stayed at the board. This may have had a psychological effect on Hart, who went down in 32 moves. Curdo meanwhile easily defeated Carl Adamec, an expert from Albany NY on Board 2. Third-seeded David Glueck from Harvard University defeated Thomas Krause, but schoolmate Jonathan Yedidia could only draw Carl Stutz of Acton. The most interesting game of the round came on Board 7, where the National Elementary School and High School Champions, Ilya Gurevich of Worcester and Patrick Wolff of Belmont, played to a sharp and tense draw, with Gurevich possibly having a slight upper hand at the end.

In Round 2 New Hampshire master Gary Nute seemed at first to pose Dzindzichashvili problems with his

Benko Gambit, but Dzindzi proved Nute's far-flung queenside pieces to be misplaced as he mopped up Nute's center pawns to win in 30 moves. Joe Fang held Curdo to a draw on Board 2, while Glueck collected his second point against expert Peter Dorman of Northampton MA. On Board 4 Julius Varga was getting quite a baptism of fire as he was thrown against Chris Chase. Varga held his own quite well in the early going using his favorite Nimzovitch Sicilian, but Chase was able to ram his QBP through to create promotion threats Varga could not meet. On Board 5 Yedidia was held to a draw a second straight time by Ilya Gurevich, while Patrick Wolff was upset by Gary White of York ME, the next-to-bottom seed.

In Round 3 Yedidia, Krause, and Thomas Weissbaum of Vermont withdrew after disappointing starts, while Wolff, Gurevich, White, and George Harris took 1/2-point byes. On the seven boards remaining, Dzindzichashvili took Glueck's measure in a Pirc Defense, breaking down Glueck's resistance at the end with an elegant overload combination. Curdo moved back into contention with a superb win over Chase; Curdo's flawless strategic technique made this perhaps the best-played game of the tournament. Fang also stayed close by downing New Hampshire master Henry Terrie, while Varga sprang an arcane trap on Carl Stutz, obtaining a won position but tragically overlooking a later zwischenzug that cost him a well-deserved win.

Dzindzichashvili and Curdo met in the fourth round; Dzindzi was able to penetrate to his seventh rank in the Exchange Slav and collected enough pawns to push his score to 4-0. Fang and Glueck drew, while Chase rebounded by beating Hart. Gurevich stayed undefeated by downing Terrie. Incredibly, Varga got to play the same bizarre trap a second straight game, this time against Maine expert Tim Bishop. Varga again got a crushing position (after about 15 moves, Drew Sarkisian commented, "There ought to be a law against what Varga is doing to Bishop") but again later lost the thread of the game and allowed Bishop to extract a draw--a bishops-of-opposite-colors draw, appropriately enough.

Dzindzi led Chase and Fang by a full point, and so in the final round agreed to a draw in an 11-move formality with Chase to clinch first place, 4 1/2-1/2--Chase certainly wasn't going to refuse! Fang remained undefeated with a draw against Nute, while Curdo downed Glueck to tie with Chase and Fang for second at 3 1/2-1 1/2. Wolff, Terrie, Hart, and Gurevich all won to move into a tie with Nute for fifth place at 3-2. 11-year old Ilya Gurevich went undefeated: he had refuted the ECO analysis of a line of the Nimzovitch Sicilian and sprang his novelty on Varga, whose position immediately collapsed. Varga confessed later, "I really wanted to take him out and spank him".

The Premier section saw a much closer finish. Going into the final round no less than six players were tied for the lead. Ultimately it was two Worcester players sharing top honors, experts Ken Mann and Bill Valentino at 4-1. Mann had taken a 1/2-point bye in the third round but took 3 1/2 out of his remaining four games to share first; Valentino also went undefeated but gave up two draws. Drew Sarkisian of the Framingham Chess Club and top-seeded Paul Rejto of Cambridge drew each other in the final round to share third; Sarkisian went undefeated and was the only club player in the prize money. Rejto was upset in his first-round game by Guy Moreau of Lewiston ME, but rebounded with three straight wins until he met Sarkisian. Paul Heising of the Framingham Chess Club got off to a dismal start, dropping his first two games (the first to Sarkisian) and withdrew, realizing this wasn't his weekend.

In the Classic section first place was split three ways, Ron Birnbaum of Newton, and Glenn Loury and Ed Marcus of Cambridge all reaching 4-1. Three Framingham Chess Club members played in the Classic: Alex Sadowsky finishing just out of the prize money in a five-way tie for fourth, while Bob Engels and new member Kenneth Wright had disappointing 1 1/2-3 1/2 results.

The Amateur section was easily taken by Gregory Rodin of Cambridge at 4 1/2-1/2 with Lee Denis of Leominster and Greg Kaden of Weston second at 4-1. Kaden, who drew Rodin in the final round, went undefeated but took a third-round bye. The Booster section was convincingly won by Matthew Gosselin of New Bedford, who won all his played games and took the

luxury of a third-round bye; Gosselin will not be seen in Novice or Booster sections much longer. Mark Peastrel of Acton took clear second at 4-1, losing to Gosselin in the final round, while Phillip Marcello of Worcester took third at 3 1/2. Dick Reil of the Framingham Chess Club took clear fourth at 3-2, but Sydney Michael had a difficult weekend, scoring only a bye.

The tournament was notable for having almost 5% women--hopefully a trend. One, Sharon Burtman of Stoughton, convincingly won the Novice section with 4 1/2 points, defeating second place finisher Robert Deegan of Wellesley in the final round with a most un-Novice-like combination. The Framingham Chess Club's Robert Matheson tied for third with Robert Hardesty of Holbrook.

The Forum of Framingham State College worked out quite well as a tournament site, though the directors made note to augment the lighting along one side of the room for our next tournament there, the Summer Grand Prix on June 2-3. The event ran with remarkable smoothness, attributable to the superb direction of Joe Newton of Athol. Warren Pinches and Tom Zuppa assisted, and Paul McClanahan helped out at crucial moments. Also assisting was Julius Varga's young son Mark, who manned the demo board, much to Dzindzichashvili's delight. Actually, Mark manned half the demo board, as he could not reach above the fourth rank.

The 103 player turnout, including the cream of New England chess and the US Champion, greatly encouraged the club's directors as they began planning for future Grand Prix events in Framingham.

WEST SUBURBAN WINTER GRAND PRIX--CHAMPIONSHIP SECTION

1 Roman Dzindzichashvili	New York NY	2593	W8	W6	W10	W2	D2	4	1/2
2 John Curdo	No. Billerica	2452	W11	D4	W3	L1	W10	3	1/2
3 Chris Chase	Somerville	2384	W12	W16	L2	W8	D1	3	1/2
4 Joseph Fang	Belmont	2257	W19	D2	W7	D10	D6	3	1/2
5 Patrick Wolff	Belmont	2353	D9	L14	1/2B	W18	W11	3	
6 Gary Nute	Nashua NH	2288	W18	L1	D11	W14	D4	3	
7 Henry Terrie	Manchester NH	2233	D14	W15	L4	D9	W13	3	
8 Michael Hart	Stow	2152	L1	W21	W13	L3	W15	3	
9 Ilya Gurevich	Worcester	2109	D5	D17	1/2B	D7	W16	3	
10 David Glueck	Cambridge	2429	W21	W13	L1	D4	L2	2	1/2
11 Carl Adamec	Albany NY	2141	L2	W19	D6	W15	L5	2	1/2
12 Timothy Bishop	Brewer ME	2112	L3	D18	L19	D16	Bye	2	
13 Peter Dorman	Northampton	2111	W20	L10	L8	W19	L7	2	
14 Gary White	York ME	1999	D7	W5	1/2B	L6	---	2	
15 Carl Stutz	Acton	2128	D17	L7	W16	L11	L8	1	1/2
16 Julius Varga*	Harvard	1883	Bye	L3	L15	D12	L9	1	1/2
17 Jonathan Yedidia	Cambridge	2387	D15	D9	---	---	---	1	
18 George Harris	Brookline	2100	L6	D12	1/2B	L5	---	1	
19 Peter Chubinsky	Brookline	2056	L4	L11	W12	L13	---	1	
20 Thomas Weissbein	Burlington VT	2363	L13	---	---	---	---	1/2	
21 Thomas Krause	Urbana IL	2137	L10	L8	---	---	---	1/2	

WEST SUBURBAN WINTER GRAND PRIX--PREMIER SECTION

1 Ken Mann	Worcester	2051	W12	W16	1/2B	D4	W7	4	
2 Bill Valentino	Worcester	2002	D8	W9	W5	D7	W6	4	
3 Paul Rejto	Cambridge	2081	L7	W14	W10	W5	D4	3	1/2
4 Drew Sarkisian*	Oxford	1990	W18	D7	W8	D1	D3	3	1/2
5 Richard Swift	Framingham	2001	W10	W6	L2	L3	W8	3	
6 Michael Lauziere	Oxford	1970	W11	L5	W13	W14	L2	3	
7 Guy Moreau	Lewiston ME	1955	W3	D4	W16	D2	L1	3	
8 Bryant Hopkins	Leominster	1900	D2	W17	L4	W9	L5	2	1/2

9	Mark Fins	Newton	1867	W13	L2	1/2B	L8	W15	2 1/2
10	Michael Mlynarczyk	Westboro	1844	L5	W15	L3	W11	D12	2 1/2
11	Bruce Downing	Foxboro	1815	L16	D12	Bye	L10	W14	2 1/2
12	Donald Onnen	Coventry CT	1951	L1	D11	L14	W13	D10	2
13	Chedly Aouriri	Old Saybrook CT	1680	L9	W18	L6	L12	Bye	2
14	Douglas Onnen	Coventry CT	1910	D17	L3	W12	L6	L11	1 1/2
15	Brian Aldershot	Middlebury VT	1744	L6	L10	1/2B	Bye	L9	1 1/2
16	Wojciech Zalewski	Belmont	1971	W11	L1	L7	---	---	1
17	Peter Kuhl	Arlington	2022	D14	L8	---	---	---	1/2
18	Paul Heising*	Ashland	1841	L4	L13	---	---	---	0

WEST SUBURBAN WINTER GRAND PRIX--CLASSIC SECTION

1	Ron Birnbaum	Newton	1840	W15	W11	1/2B	W2	D3	4
2	Glenn Loury	Cambridge	1820	W16	W4	W9	L1	W6	4
3	Ed Marcus	Cambridge	1721	W6	W10	D14	W9	D1	4
4	Gordon Gribble	Hanover NH	1862	W7	L2	D13	W8	D9	3
5	Alex Sadowsky*	Framingham	1811	W8	L9	1/2B	D13	W14	3
6	Yuly Kolodkin	Brookline	1807	L3	W18	W10	W14	L2	3
7	Al Ward	Framingham	1793	L4	W15	L12	W11	W13	3
8	Michael Porter	Somerville	1728	L5	W13	W11	L4	W15	3
9	Tom Provost	Kingston NH	1861	W12	W5	L2	L3	D4	2 1/2
10	Michael Trice	Boston	1868	W18	L3	L6	W17	---	2
11	Roland Booker	Leominster	1855	W13	L1	L8	L7	W16	2
12	John Hallahan	Manchester NH	1765	L9	L8	W7	L15	W17	2
13	Guy Hollingsworth	York ME	1756	L11	W16	D4	D5	L7	2
14	Stephen Ostrosky	Holliston	1743	D17	W18	D3	L6	L5	2
15	Kenneth Wright*	Wayland	1745	L1	L7	1/2B	W12	L8	1 1/2
16	Robert Engels*	Framingham	1734	L2	L13	1/2B	Bye	L11	1 1/2
17	Prabhu Raju	Sudbury	1826	D14	L6	1/2B	L10	L12	1
18	Paul Baginski	Lawrence	1807	L10	L14	---	---	---	0

WEST SUBURBAN WINTER GRAND PRIX--AMATEUR SECTION

1	Gregory Rodin	Cambridge	1576	W4	W2	W5	W6	D3	4 1/2
2	Lee Denis	Leominster	1665	W19	L1	W12	W10	W5	4
3	Greg Kaden	Weston	1654	W8	W10	1/2B	W11	D1	4
4	Andrew Szekeley	Wrentham	1661	L1	L8	W18	W12	W6	3
5	Ray Glaser	Londonderry NH	1618	W12	W16	L1	W8	L2	3
6	Jamie Mann	Brookline	1600	W18	W17	W11	L1	L4	3
7	John McLaughlin	Milton	1582	W13	L11	1/2B	D9	W14	3
8	Linda Loury	Cambridge	1554	L3	W4	W17	L5	W11	3
9	Doug Stiffler	Andover	1615	L17	D18	W14	D7	D10	2 1/2
10	Edwin Burnett	Wakefield	1533	W14	L3	W16	L2	D9	2 1/2
11	Rick Rohdenburg	Worcester	1667	W15	W7	L6	L3	L8	2
12	Terrence Gildred	Belgrade ME	1316	L5	W14	L2	L4	W17	2
13	George Petrosky	Bolton	1662	L7	W15	1/2B	---	---	1 1/2
14	Theodore Whitehouse	Wellesley	1634	L10	L12	L9	W17	L7	1
15	Willis Kim	Charlestown RI	1604	L11	L13	Bye	---	---	1
16	George Cohen	Wellesley	1241	Bye	L5	L10	---	---	1
17	Norman Weeks	Roulette PA	UNR	W9	L6	L8	L14	L12	1
18	Michael Kalinowski	Worcester	1667	L6	D9	L4	---	---	1/2
19	Robert Hardesty	Holbrook	1140	L2	---	---	---	---	0

WEST SUBURBAN WINTER GRAND PRIX--BOOSTER SECTION

1	Matthew Gosselin	New Bedford	1478	W2	W11	1/2B	W5	W3	4 1/2
2	Mark Peastrel	Acton	1429	L1	W12	W11	W7	W5	4
3	Phillip Marcello	Worcester	1318	W12	W4	D9	W6	L1	3 1/2
4	Dick Reil*	Ashland	1406	W14	L3	L6	W13	W11	3
5	Charles Hatherill	Bedford	1461	D8	W14	W10	L1	L2	2 1/2
6	Cristy Barsky	Somerville	1460	L11	W8	W4	L3	D10	2 1/2
7	Daniel Holland	Worcester	1459	L9	W13	1/2B	L2	W12	2 1/2
8	David Abrams	Newton	1366	D5	L6	L12	Bye	W13	2 1/2
9	Daniel Marchand	Attleboro	1319	W7	W10	D3	---	---	2 1/2
10	John Haines	Bellingham	1474	W13	L9	L5	D12	D6	2
11	Alex Orlovsky	Arlington	1350	W6	L1	L2	W14	L4	2
12	Peter DuPuy	Northampton	1437	L3	L2	W8	D10	W7	1 1/2
13	W. Sydney Michael*	Natick	1421	L10	L7	Bye	L4	L8	1
14	Robert Hopkins	Newton	1464	L4	L5	1/2B	L11	---	1/2

WEST SUBURBAN WINTER GRAND PRIX--NOVICE SECTION

1	Sharon Burtman	Stoughton	1190	W15	W4	D5	W12	W2	4 1/2
2	Robert Deegan	Wellesley	1054	W12	W14	W11	W5	L1	4
3	Robert Matheson*	Natick	1159	W10	L5	1/2B	W11	W9	3 1/2
4	Robert Hardesty	Holbrook	1140	Bye	L1	W8	W6	D5	3 1/2
5	Paul Mahoney	Canton	1232	W7	W3	D1	L2	D4	3
6	Susan Provost	Kingston NH	1219	D9	D8	W7	L4	W13	3
7	Michael Ostrosky	Uxbridge	UNR	L5	W13	L6	Bye	W12	3
8	Gary Onnen	Coventry CT	1077	D11	D6	L4	D14	W15	2 1/2
9	Mark Morrison	Agawam	UNR	D6	D11	1/2B	W10	L3	2 1/2
10	Paul Jandron	Millbury	1287	L3	D15	1/2B	L9	W14	2
11	George Harding	Marlboro	1278	D8	D9	L2	L3	Bye	2
12	Peter Veit	Lancaster	1267	L2	Bye	W14	L1	L7	2
13	Kirk Comapnion	Wellesley	UNR	L14	L7	Bye	W15	L6	2
14	Tippy Leavitt	Hanover NH	1185	W13	L2	L12	D8	L10	1 1/2
15	Slawomir Luczak	Worcester	UNR	L1	D10	1/2B	L13	L6	1

\*Denotes Framingham Chess Club member.

DZINDZICHASHVILI AT THE FRAMINGHAM CHESS CLUB

US Champion Roman Dzindzichashvili stayed over after his decisive win at the Winter Grand prix to give a simultaneous exhibition at the Framingham Chess Club in a rare Monday night session on February 6. Dzindzi arrived early and warmed up in the anteroom with another of his passions--Pac-Man. ("It's so much better than chess", he observed ironically, "it requires so much more intelligence.") He wiped off board after board on the Pac-Man machine with half his concentration while talking to the club's officers, and when he got down to chess, proceeded to do much the same. Dzindzi swept all 17 boards without a serious threat, downing Craig Presson, Sri Vasudevan, Mike LeBlanc, David Ben-Maor, Michael Becker, Tom Zuppa, Gerry Soulos, Rich DeWitt, David Palmer, Jim Ferretti, Walt Champion, Guenther Briem, John Gibbons, Michael Roman, Warren Pinches, and Eric Rosen. Zuppa had hoped that Dzindzi would play 1 d4 against him as he had studied Dzindzi's game against Gary Nute's Benko Gambit on Saturday and had prepared an improvement, but Dzindzi opted for 1 e4 and Tom had to be content with a French. Hearing of this later Dzindzi reminded Tom that "1 e4 is not a novelty."

Afterwards Dzindzichashvili granted an informal question and answer session. Naturally many of the questions concerned the current Candidates cycle. Dzindzi was not impressed with Kasparov's play against Korchnoi, but is convinced Kasparov will beat both Smyslov and Karpov. Dzindzi was not surprised by Smyslov's victory over Ribli, commenting that

experience counts heavily in these matches and Smyslov is, after all, a former World Champion.

Dzindzi was asked about his relationship with Korchnoi, for whom he acted as a second in the 1974 de facto World Championship match with Karpov. Dzindzi explained that Korchnoi was paranoid "as everybody knows" and when Dzindzi had a casual conversation with Korchnoi's enemy Petrosian in the corridor one day Korchnoi shut Dzindzi out of the opening preparation for the next game, fearing a leak. Dzindzi immediately left Korchnoi's team because of this distrust. Still, Dzindzi said he gets along with Korchnoi "as well as anybody", and in fact Korchnoi will be staying with him during the forthcoming New York International.

When asked about his relations with the US Grandmasters, he said he got along exceptionally well with all of them--except Seirawan, of whom he expressed a poor opinion both personally and professionally. As for who among all the world-class players he has known was the greatest creative genius, he replied, "Fischer--who else?"

After departing the Soviet Union, Dzindzi lived for a while in Israel and West Germany before coming to the United States, and he was asked to compare the life of a chessmaster in various countries. He replied that the difference is not between the USSR and "the West", as there was an even greater gap between Western Europe and the United States--high-prize Grandmaster tournaments make life much easier in Europe than here. Indeed, he said, Western Europe is much better financially for a chessplayer than the USSR and its vaunted subsidies, which are quite modest, though they do give a measure of security. The best of all worlds would be to live in the USSR but be able to compete in Western Europe and bring the money home, like Spassky and Karpov, but this is allowed to only a few. Dzindzi moved to the United States because his family is here, and is trying to interest corporate sponsors to do in the United States what they do in Europe. If IBM can sponsor world-class tournaments in the Netherlands, why not here?

He does not feel that having to play in weekend swisses erodes his playing ability because of his long playing experience, though he feels that less-experienced Grandmasters in the United States might have that problem. As to his own style, he does not believe in concentrated opening analysis, preferring instead to defer the struggle to the middlegame. He is currently working on his first book, which will be on middlegame strategy.

Dzindichashvili greatly impressed the club members with his wit, honesty, and charm--he is a Grandmaster of all three. We look forward to his participation in many more New England tournaments.

#### BLIZZARDS AND INFLUENZA DECIMATE JANUARY SECTIONAL SWISS

A tournament where almost one-third of the games are unplayed is a ragged one indeed. However, after many vicissitudes the four-round January Sectional Swiss concluded on January 24 with Paul Heising of Ashland and Alex Sadovsky of Framingham squeezing past the competition in the 11-player over-1600 section with 3-1 scores, while Tony Hochniuk obliterated the competition in the under-1600 section with a 4-0 sweep.

In the top section Round 1 ran predictably, with no upsets: eventual winner Alex Sadovsky lost to top-seeded Drew Sarkisian, while John Chamberlain downed Tom Zuppa, Craig Evans flattened Bob Engels in a superb game, Don Wolitzer beat Menno Koning, and Phil Wilkins defeated Michael Hochniuk. Heising did not join the tournament until the second round, when a major blizzard threw a monkeywrench into its operation. Only six of the eleven players made it that evening; some of the missing players called but others did not, resulting in a series of forfeits--including a double forfeit on Board 1. Evans took the lead with a second superlative victory, this time over Wilkins, while Heising beat Zuppa and Sadovsky, Michael Hochniuk. Round 3 only eight of the eleven made it; a flu epidemic was taking its toll. Sarkisian knocked Evans out of the running and moved into a tie for the lead with Heising, who drew Wolitzer, and Sadovsky, who downed archrival Koning. Lamentably the tournament was then decided by forfeitures on Boards 1 and 2 in the final

round. Heising, who had played only two games, and Sadowsky, who had played only three, tied for first at 3-1, while Sarkisian took second at 2 1/2-1 1/2.

The 8-player under-1600 section was somewhat more orderly and the finish much more convincing. The outcome was never in serious doubt as top-seeded Tony Hochniuk defeated the next four finishers--David Palmer, Dixk Reil, Paul McClanahan, and Sydney Michael--to post a 4-0 record. (This, coupled with his 7 1/2-2 1/2 match victory over brother Michael makes him the leading rating-point gainer in the club for a second straight month--picking up 232 points in all.) Paul McClanahan took clear second at 2 1/2-1 1/2 with wins over Reil and Michael, while Reil and Palmer shared third.

FRAMINGHAM JANUARY SECTIONAL SWISS, January 3, 10, 17, 24

Over 1600 Section:

1 Paul Heising	Ashland	1905	1/2B	W8	D5	WF	3
2 Alex Sadowsky	Framingham	1722	L3	W11	W9	WF	3
3 Drew Sarkisian	Oxford	2007	W2	1/2B	W4	---	2 1/2
4 Craig Evans	Marlboro	1934	W10	W6	L3	---	2
5 Don Wolitzer	Wellesley	1878	W9	---	D1	D6	2
6 Phil Wilkins	Newton	1845	W11	L4	1/2B	D5	2
7 John Chamberlain	Wellesley	2002	W8	---	1/2B	---	1 1/2
8 Tom Zuppa	Watertown	1845	L7	L1	1/2B	W10	1 1/2
9 Menno Koning	Dover	1735	L5	WF	L2	D11	1 1/2
10 Bob Engels	Framingham	1748	L4	---	W11	L8	1
11 Michael Hochniuk	Maynard	1623	L6	L2	L10	D9	1/2

Under 1600 Section:

1 Anthony Hochniuk	Framingham	1484	W4	W3	W2	W5	4
2 Paul McClanahan	West Roxbury	1483	1/2B	W5	L1	W3	2 1/2
3 Dick Reil	Ashland	1399	W6	L1	W4	L2	2
4 David Palmer	Natick	1299	L1	WF	L3	W8	2
5 W. Sydney Michael	Framingham	1464	D7	L2	W6	L1	1 1/2
6 John Gibbons	Framingham	1238	L3	1/2B	L5	W7	1 1/2
7 Laurence Green	Framingham	1354	D5	---	1/2B	L6	1
8 Bill Whitney	Framingham	1343	---	---	---	L4	0

DIRECTORS VOTE FINES FOR FORFEITURES

Since the inception of the club two modes of Swiss-system pairing have been tried: pairing at the last minute, only including those present, with the risk of leaving out latecomers, or doing the pairings earlier based on the players that are supposed to be there that night, with the risk of occasional no-shows. The club's membership has on several occasions indicated its preference for the latter system, which has been used in our last few weeknight events.

Though the phone numbers of the directors and of the American Legion have been distributed to the members, the problem of no-shows without notice persists. There is nothing wrong with not being able to make it on a particular night; if the tournament director knows about it he can rearrange the pairings without difficulty. The problem lies with players not calling and forfeiting games that their opponents may have looked forward to all week. Last fall several members asked that the USCF proposal to fine players who forfeit games be adopted. The club's Board of Directors discussed this at their December 11 meeting, but tabled it in order to see how the January Sectional ran. That tournament, of course, was reduced to shambles by forfeitures, and at its January 29 meeting the Board unanimously voted to institute fines for forfeitures.

Beginning with the Framingham Spring Swiss on March 13, any player who forfeits a game in a Framingham Chess Club weeknight event by not informing the tournament director prior

to the pairings that he will be absent will be fined \$5. The player will not be permitted to play in any rated club events until the fine is paid. The tournament director may at his discretion waive this penalty if in his opinion extenuating circumstances were present. To be sure of reaching the director before the pairings are made, players should plan on contacting the director before 5PM Tuesday, though if something comes up later the player should still try to get word through.

This policy will be announced at the start of each tournament and a list of club officer's phone numbers will be available.

#### MACA FINANCIAL WOES WORSEN

The Massachusetts Chess Association (MACA) is the official governing body of Massachusetts chess. It stages many of the larger tournaments in the state (entry to which requires MACA membership) and is deeply involved in promoting junior and scholastic chess. Its largest effort, however, is the outstanding bimonthly magazine, Chess Horizons, which besides carrying detailed news of happenings in Massachusetts chess also carries nationally syndicated columns, excellent coverage of international events (usually better than Chess Life), and translations of articles from Soviet publications. Annual membership in MACA (which includes subscription to Chess Horizons) is an absolute steal at \$5 (\$3 for juniors). The officers of the Framingham Chess Club have always strongly recommended that all club members join MACA. You may join by mailing your membership fee to Steven Frymer, 64 Asbury Street, Lexington MA 02173.

Unfortunately MACA membership may have become too much of a bargain. To keep their dues low, MACA has traditionally relied heavily on benefit tournaments, donations, and the famous annual MACA auction. Unexpected increases in Horizon's production costs has upset the fragile stability of MACA finances and at the current rate of budget overruns MACA could be bankrupt before the end of the year. A dues increase is being hotly debated by the MACA board, and more radical proposals, such as separating Horizons subscription from MACA membership are being aired. Without some substantial financial breakthrough, a period of painful austerity may be inevitable, including sharp reductions in the size and scope of Horizons and major reductions in MACA's many other services to Massachusetts chess.

Chess has been suffering financially across the nation. Tournament attendance has dropped sharply nationwide during the past 18 months. Several clubs in Massachusetts have gone under during the past year, and the start-up of others has been frustrated by lack of support. The Framingham Chess Club itself, while financially stable, is in none too robust condition: while assets usually outrun liabilities, the deficit from our early months is being reduced at a much slower rate than anticipated. We are planning several fundraising events to improve our own condition. Chess organization is an expensive business! MACA's situation, however, can genuinely be called a crisis. The club officers urge all members who have not joined MACA to do something for Massachusetts chess--and themselves--by joining MACA today.

#### SCHEDULE CHANGES IN WEEKEND EVENTS

The Framingham Chess Club directors recently shifted the dates of several upcoming weekend events in response to problems of site availability and the scheduling of conflicting tournaments.

The Framingham Chess Congress, including the New England Women's Championship, the Framingham and Natick Town Championships, and two one-day quads, had originally been scheduled for April 21-22, which happened to coincide with the weekend of the New York Open. In response to numerous requests, our event has been rescheduled for May 5-6.

The one-day Sunday Octo in August, "Throwing Out The Tarrasch" has been rescheduled from August 26 to August 12, as the Nashoba Valley Open has been announced for August 25-26.



The date of the Greater Boston Open in October was shifted one week later than originally announced, which allows us to move the Framingham Open from November 10-11 to what we believe will be a much better date, September 29-30. However, our October Sunday Octo now conflict directly with the GBO, and has thus been rescheduled for Sunday, October 28.

Our weekend tournaments for the rest of the year (apart from our weekends in New Hampshire, Cape Cod, and New York) are thus as follows:

Framingham Chess Congress	May 5-6
"Giucoco Piano Concerto"	May 19
West Suburban Summer Grand Prix	June 2-3
"Throwing Out The Tarrasch"	August 12
Framingham Open	September 29-30
"Tal Tales"	October 28
New England Team Championship	December 1-2

An additional one-day late in the year is being considered. Watch for details on all these events in Chess Life, Chess Horizons, and at the club.

## UNPLUGGING ECO

BY TOM ZUPPA

When the average human chessplayer sits down to play a computer, he is invariably impressed with the computer's "book"--those openings which should give the computer an advantage.

And in many cases, the computer will win the opening struggle, even against much stronger opponents. But in overall terms, the computer's opening arsenal has become a curse, keeping it from attaining a high level of play.

First, most computers will play openings at random. With a computer like former Computer World Champion Belle, which has the entire Encyclopedia of Chess Openings (ECO) plugged into its memory, almost any opening will be played, including 1 c3. As a result, the computer will many times get into dour positions it knows nothing about, rather than positions that give the computer the tactical maelstrom it can function best in.

For example, at the 1983 Computer World Championships in New York, most of the openings were sharp Sicilians. But there were almost as many specimens of Ruy Lopez, Queen's Gambit, and the dull Queen's Indian--hardly the computer's long suit.

Why not pare down the computer's opening book, at least with White, so the computer will steer things into more tactical positions? NUCHESS programmer David Slate has done this, with NUCHESS invariably playing 1 f4 (Bird's Opening) with White. The program's results with White are evidence that this may be a sound idea.

A second problem is that computers have no way of cross-referencing their openings. A human player may realize that after 1 c4 c5 2 Nf3 Nf6 3 Nc3 g6 4 d4 cd 5 Nxd4 Bg7 6 e4 transposes into the Maroczy Bind Sicilian, or that after 1 e4 e6 2 d4 c5 he can traspose to the Modern Benoni (after 3 d5) or to the Sicilian (after 3 Nf3). All the computer knows is that it is out of its book, and must start computing on its own.

Problem three is what happens when the book runs out. With the computer only parroting the latest opening rage, it has no concept of the goals of the position once the book ends. While it may build up an advantage in the opening, it will often swiftly dissipate that advantage when playing humans.

Here's one example from the 1982 US Open, Fidelity Sensory Chess Challenger 9 vs. California master P. Marcal. 1 e4 c5 2 Nf3 d6 3 D4 cd 4 Nxd4 Nf6 5 Nc3 g6 6 f4 Nc6 7 Nxc6 bc 8 e5 Ng4 9 Qf3 Bd7 10 h3 (now CC9 is out of its book) Nh6 11 ed ed 12 Qe4+?! (Only two moves out of book, and the computer makes a slight error. They are prone to these queen checks that don't accomplish much.) 12...Be7 13 Bd3 0-0 14 0-0?! (Again, a strategical error; the computer doesn't "know" that most of its play in the Sicilian will come from queenside castling and

a kingside pawn storm.) 14...Nf5 15 Qf3 Bf6 16 Be3?! Re8 17 Bxf5 Bxf5 18 Bf2 d5 19 Rac1 Qa5 20 g4? (The final mistake. White lost in about 25 moves.)

Another instance is when the computer assesses the position differently from theory. A bishop may be needed on one diagonal, theory states, but once out of the book the computer may "think" the bishop belongs on another diagonal and relocate it, often with loss of time.

A more extreme example is what could happen in the Muzio Gambit, 1 e4 e5 2 f4 ef 3 Nf3 g5 4 Bc4 g4 5 O-O?! gf 6 Qxf3. This sequence has given rise to some of the prettiest games in chess history, but the computer doesn't know what a near-crushing attack it has for the piece. The position would assess its position as a piece down, with some compensation in its lead in development; but it would still evaluate the position as being bad, and would most likely play defensively rather than attacking. The result is a likely loss.

This isn't to say that computer should not be "booked-up". Here's an example from the early days of chess computers: First ACM Championship, New York, 1970, Daly vs. Schach: 1 e3 d5 2 Qh5?! Nc6 3 Bf4 Bf5 4 Nb5?! (tactics again) Rc8 5 a4 e6.

The moral of this is that computers can be beat in the opening. All the human has to do is follow two simple rules:

1) Play the opponent, not the board. There is no way even the top computers can understand concepts like the minority attack or outposts, so the Queen's Gambit Declined is a solid choice; other openings that are strategic rather than tactical are equally good choices. Also, openings like the Benko Gambit, where there is positional compensation for the pawn, are good choices because the computer can't evaluate the importance of open files and diagonals as well as it understands that it is a pawn ahead.

2) Get out of the book early...and often. Look at how David Levy junk-balled his way to victory over CHESS 4.7 in their 1978 match. In two games he opened with the moves c4 and a3 as White; in another game with White he opened with g3, Bg2, d3, Nf3, O-O, b3, Bb2, and a3. Very slow, but taking a strong point away from the machine. Also be on the lookout for transpositional possibilities.

## JUST ONE MORE GAME

BY CRAIG PRESSON

Whirl! Centripetal! Mate! King down in the vortex,  
Clash, leaping of bands, straight strips of hard color,  
Blocked lights working in. Escapes. Renewal of contest.  
(From "The Game of Chess" by Ezra Pound)

Because I sometimes fail to remember that sage advice offered to each new infantryman, "never volunteer", I am starting a monthly column which will usually consist of one annotated game, not necessarily the greatest of the month (hence my title), but having some claim to instructive or entertaining virtues.

Annotations in this column will be my own except where noted. Games will come from all times and places, even the Framingham Chess Club. This month we have a game won by Jonathan Speelman on his way to a tie for first place in the recent Hastings Congress.

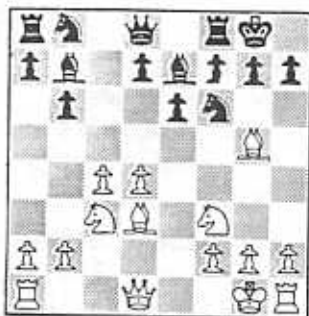
Hastings 1983/84 GM J. Speelman--IM S. Kudrin

1 Nf3	c5
2 c4	Nf6
3 Nc3	

Queen's Indian, you say? This is a Symmetrical English so far.... Now both players make every Queen's Indian move imaginable for one of the fastest radical transpositions on record:

3 ...	b6
4 e3	e6
5 d4	cx d4

6	exd4	Bb7
7	Bg5	Be7
8	Bd3	O-O



Rivas-Psakhis, Minsk 1982 also included 5...cxd4: 1 d4 Nf6 2 Nf3 e6 3 c4 c5 4 e3 b6 5 Nc3 cxd4 6 exd4 Bb7 7 a3 d5 8 cxd5 Nxd5. In the present game the lack of ...d5 gives White a free hand in the center and the kingside. Kudrin probably considered 8...d5 (or 9...d5) and rejected it as drawish after the inevitable exchanges in the center, all the more since the exchange of the c- and e-pawns. As a result, the game becomes a case study in the assault on the castled king with well-placed pieces, and also in why chessmasters lose short games.

9 h4

Most mere mortals, yr. obt. svt. included, would have settled for 9 O-O and play in the c- and e-files, figuring that White's slight space and time advantage would lead to a better endgame. The text move is necessary if the forthcoming attack is to succeed, since without it, the square g5 would belong to Black.

9 ... Ne8?!

Threatens to slow the attack by exchanging minor pieces, and prepares to close the b1-h7 diagonal with ...f5 at an opportune moment. However, Black will regret removing this knight from f6. 9...d5 was still better.

10 d5 Na6

Jumping into the holes in White's queenside, especially c5. But, if he had played ...d5, he would be putting his knight on a real outpost.

11 Qe2

Prevents ...exd5 and makes room for the rook on d1.

11 ... h6

Black could still aspire to a sound position if White backs down now....

12 Rd1!

The ingredients are in place: the knight has moved from f6, a Black kingside pawn has stepped out of line, and White's pieces (except his king!) are all perfectly placed. This rook, in particular, freezes Black's f-pawn.

12 ... Nc5

13 Bb1

If anything, this helps White; the queen can now get ahead of the bishop on the crucial diagonal if needed.

13 ... hxg5

It's amazing how tied-down Black is. 13...Nf6 allows 14 d6; 13...f6 14 Bc1 leaves Black's pawn structure a wreck; and White is threatening 14 d6, 14 Qd3 followed by Bxh6, or 14 b4 and 15 Ne4, all with tremendous pressure. Still, the sequel shows that this bishop is taboo.

14 hxg5 Bxg5

15 Bh7+ Kh8

16 Nxg5 Qxg5

17 Bc2+ Kg8

If 17 Rh5 Qxh5 18 Qxh5 Nf6 19 Qh3 Nxh7 lets Black out of the net with a lot for his queen.

18 Rh5 Qf4

19 g3 Qf6

The queen still watches the interposition square h6, so all is well, no?

20 Bh7+ Kh8

21 Bg6+!! Resigns

No! All is not well! 21...Kg8 22 Rh8+ Kxh8 23 Qh5+ Kg8 24 Qh7++. A stock combination well executed; the real skill lay in seeing the general outline of the attack latent in the position at move 9.

## TOURNAMENT TIPS

BY WARREN PINCHES

### TOURNAMENT OFFICIALS

How do people become tournament directors? What must they do to qualify? What are their powers? Are their decisions final? Surprisingly few tournament players know the answers to these questions. To most, the TD is just there--and a really successful tournament is one where the TD is invisible. But the role of a TD is obviously a large one, and players should take the time to find out a little more about these strange creatures.

Every USCF-rated tournament must be supervised by a nationally-certified tournament director. There are five levels of certification; large or complex events require higher-level TDs than club events. The first level ("club") is extremely easy to reach--all the prospective TD need do is read The Official Rules of Chess and fill out a form from the USCF stating that he has understood it. Club level directors are not supposed to direct events with more than 50 players, and should act initially as assistants to higher-level directors. After directing (or assistant-directing) at least three four-round tournaments with an aggregate of 75 players, a Club TD may advance to the next level ("Accredited") by scoring 90% on an open-book exam from the USCF. After directing at least ten tournaments (five with more than 50 players) an Accredited Director may take a second, more difficult exam to advance to the "Senior" level. The two highest levels of certification are for directors involved in managing USCF national-level events like the US Open.

The main responsibilities of a TD are to register players and insure that they are current USCF members, make sure the playing conditions are adequate (or as adequate as can be), arrange and post the pairing, collect and tabulate the results on the wallcharts, and the part the players rarely see, submit the tournament results to the USCF for rating.

Most of a director's duties are therefore administrative--he manages the paperwork. In most tournaments disputes over the rules do not occur, though the director may be asked by a player to explain some nuance of the rules. (Remember, if you don't understand something, ask!) Occasionally a dispute will arise, and one of the players will call on the director to make a ruling. The director will then try to ascertain the facts and make a decision.

What few tournament players know is that if they disagree with the director's decision on a question of fact or in the exercise of his discretionary powers, they may appeal his decision. The player must inform the director that he wishes to appeal his decision before he makes another move. The TD may direct him to play on "under protest"; this will not prejudice the player's appeal regardless of the outcome of the game.

A three-person appeals committee will be chosen by the director in consultation with the players involved. The members of the committee must be disinterested and should include at least one certified TD. The appeals committee will meet privately with the players, the director, and any relevant witnesses. The meeting is brief and informal. While the appeals committee may exercise any of the director's powers in making their decision, they give preeminent weight to the director's testimony.

If the committee rules against the appellant, he can argue the case further to the USCF if it involves the interpretation of a rule. (Questions of fact or the discretionary power of the TD must be settled at the site.) Of course, the USCF cannot intervene in time to help a player at a tournament, but if you have gone through the appeals committee at the tournament and wish to argue the case further, submit your case in writing to the USCF within seven days. They will inform you of further procedure.

At larger tournaments the chief director may have one or more assistants. At the beginning of the tournament find out exactly who is an official (ask) as you don't want to take the time to do this when your opponent's flag has fallen and yours is hanging. An assistant TD may make any ruling the chief director can, though the chief TD may overrule his assistants. If something occurs and you can't find an official in time, at least try to have

(and be able to identify later!) some impartial witnesses to your claim.

Very large tournaments may have a chief organizer distinct from the TD, who makes the arrangements for the site, publicity, etc. In general such a person does not deal with the players directly, but only through the TDs.

Information is the best way of staying out of trouble. In a tournament, always know who is running the show, what he is empowered to do--and what your own rights are.

## THE MAILBAG

BY TOM ZUPPA

### DOING YOUR HOMEWORK

The good postal player has many books at his disposal: opening books with the latest theory, classic endgame books, and maybe a few treatises on the middlegame. With that plethora of information available, the player must spend time working on each position. A few hours may not be enough to scratch the surface of a complex position. Many players take copious analysis notes, so they can pick up the thread of a game immediately.

This month's games show what happens when you don't do your homework. The first game has an inexperienced player gaining a large advantage in the opening over his stronger opponent, only to falter with an inaccurate move. The retribution is swift: a 10-move forced combination that wins the house, a Gordian knot that would be difficult to find over the board. Game two features players of equal strength, with one paying dearly for a slight inaccuracy. The tactics, especially in the notes, are attractive.

#### Game One--King's Indian Attack

1 Nf3 Nf6 2 g3 g6 3 Bg2 Bg7 4 0-0 0-0 5 d3 c5 6 e4 d6 7 Nbd2 Nc6 8 c3 Bg4 9 h3 Bd7?(a)  
10 Re1 Qc8 11 Kh2 b5?! 12 Nb3 a5?! 13 e5!(b) de 14 Nxc5 Ra7 15 Nxd7??(c) Rxd7 16 Qe2 Rfd8  
17 Bf1 Rxd3!(d) 18 Qxd3 Rxd3 19 Bxd3 e4!(e) 20 Bxe4 Nxe4 21 Rxe4 Qf5 22 Rf4 Qc2(f) 23 Ne1  
(g) Qd1 24 Re4 f5(h) 0-1

(a) A terrible waste of time. This practically forces Black into miscalculating his queen on c8 next, culminating in a faulty plan.

(b) The antidote to Black's ultra-aggressiveness on the queenside.

(c) An almost incomprehensible move. It removes Black's poor bishop, swaps off White's most active piece, and sets up a brutal pin on the d-file. Worse yet, it is a forced loss for White! White should have played Bd2 or Bg5, trying to complete development. Now Black gets a reprieve and makes the most of his second life.

(d) It looks like Black is trading both rooks for a queen and pawn, but...

(e) Now Black wins the exchange, or more. The key is the tempo Black gains in developing the queen, which comes with devastating effect.

(f) White is crushed.

(g) The "natural" Be3 loses to 23...Qxb2 24 Re1 Bh6.

(h) White resigns, not waiting for the carnage: 25 Re3 Bh6 26 f4 e5 when White falls apart, or 25 Re6 Ne5! 26 Rxe5 (not Ng2 Nf3+!) Bxe5 when White is almost in zugzwang.

#### Game Two--French Defense

1 e4 e6 2 d4 d5 3 Nc3 Bb4 4 a3 Bxc3 5 bc de 6 Qg4 Nf6 7 Qxg7 Rg8 8 Qh6 Nbd7(a) 9 Ne2 b6  
10 Ng3 Bb7 11 Bg5 Qe7 12 Nh5?!(b) Rg6 13 Nxf6+ Nxf6 14 Qh4(c) 0-0-0 15 Be3(d) Rd5!(e) 16  
f3 ef 17 gf Rh5 18 Qf2 Rf5 19 Rg1 Ne4!(f) 20 Rxc6 Nxf2 21 Rg8+ Kd7 22 Bxf2 Qf6!(g) 23 Bb5+  
Bc6 24 Ba6 Rxf3 25 Bg3 Rxc3 26 Bc8+ Ke7 27 Rg4(h) Qf3 28 Bh4+ Kf8(j) 0-1

(a) First played by Kovacevic in his upset of Fischer in 1970. The text gives Black most of the play--a half-open g-file, good piece placement, and the h1-a8 diagonal.

(b) A try to get out of the book, and probably the losing move due to the lack of other suspects.

- (c) Grabbing the h-pawn (Bxf6 Qf6 16 Qxh7) probably loses after Black castles.
- (d) White tries to prevent Black's e4-e3, but this is an admission of bankruptcy. Exchanging bishop for knight and getting the queens off leaves White positionally busted on the queenside.
- (e) Not an easy move to find, because rooks don't normally live long in the middle of the board. The booty is the queen.
- (f) 24...Rxb1 25 Qxb1 Rxf3 wins a pawn, but lets White stay in the game. The text gets into a middlegame where Black's queen overpowers White's minor pieces.
- (g) The f-pawn isn't going anywhere, so Black takes the time to tighten the screw even more.
- (h) Black sidesteps 28...Ke8?? 29 Rg8+.. Now Black wins a piece: 29 Rg1 Qe4+, or 29 Rg3 Re3+ 30 Kd2 Qf2+ 31 Kc1 Qd4+ 33 Rc3 (c3 Re2+ is mate in two) Rxa1 is ruinous.

## FUNDAMENTAL ENDGAMES

BY WARREN PINCHES

### BISHOPS OF OPPOSITE COLORS

"As everyone knows, bishops of opposite colors always draw." Really? There is a good deal of technique involved in getting such a draw, and there are important exceptions. With superficial play, one could easily draw a won ending--or lose a drawn one.

Opposite-colored bishops inhabit separate universes--they are totally uninvolved with each other. In the middlegame, they favor the attacker, since he can use his bishop to bring pressure to bear on a point and the defender cannot relieve this pressure by exchanging. In the endgame, however, opposite-colored bishops favor the defender, since exchanging is a key winning technique.

B+P vs. B endings are drawn simply because the defender's bishop can be sacrificed for the lone remaining pawn. An important defensive principle therefore is to exchange as many pawns as possible--both to cut down on the promotional possibilities for the other side, and to reduce the number of one's own pawns requiring defense.

When the superior side is up two pawns, obviously a simple sacrifice no longer works. The defender must instead aim at setting up a blockade from which his opponent's bishop cannot dislodge him. In Diagram 1, Black's king need never move, and as long as his bishop stays on the a3-f8 diagonal, White's pawns can never advance.

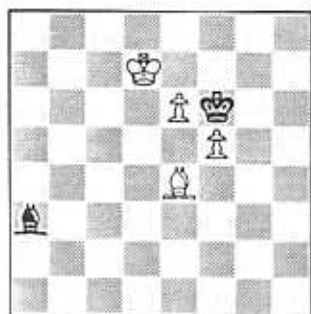


Diagram 1



Diagram 2

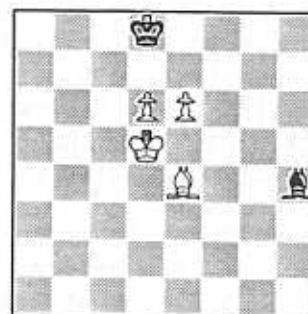


Diagram 3

Usually in the endgame connected pawns are best; with opposite-colored bishops, however, it is desirable to have the pawns as far apart as possible, so the defender's king and bishop cannot combine against them. In Diagram 2 White defends the pawn with his bishop, while his king assists the advance of the other: 1 Bf3 Kd8 2 Ke6 Bb4 3 f6 Ba5 4 f7 Bb4 5 Kf6! Bc3+ 6 Kg6 Bb4 7 Kg7 winning. But note what would happen if the f-pawn in Diagram 2 were at e5 instead: 1 Ke6 Bb4 2 Bf3 Kd8 3 Kf7 Ba3 4 e6 Bb4 and Black's king stops both pawns.

One file apart the pawns usually draw; two files apart and they often win; more than two files and they usually win. The best chance for the defender is to use his king to blockade the more central pawn, leaving the flank pawn to his bishop.

If the extra pawns are connected, and the defender's king is in front of the pawn, the pawns only win if they can be forced to the sixth rank. Once there they win as in Diagram 3: 1 Bg6 Bf6 2 Ke4 Bg5 3 Kf5 Bh4 4 Bf7 and if 4...Ke8 5 e7 or 4...Bg3 5 e7+. (Some RP+NP positions are exceptions.) If the pawns are further back the defender can draw only if he can get his bishop in front of the pawns--do not reason by analogy from rooks belonging behind pawns! In Diagram 4 after 1 Bh4+ Kf7 and Black moves his bishop back and forth between d7 and c8; White's king is tied to the defense of the f-pawn.

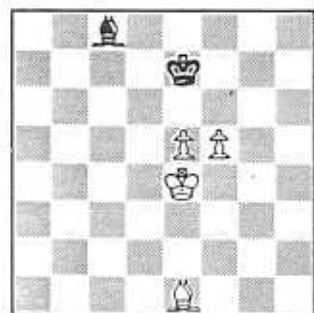


Diagram 4

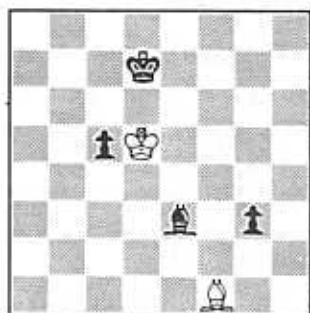


Diagram 5



Diagram 6

But rules cannot be applied dogmatically. If the defender's king is more active, or in a more complex position there are other exploitable weaknesses, the defender may get a draw. Consider Diagram 5, Miller-Saidy 1971. White resigned here; in fact he has set up an impervious blockade and the position is drawn!

Diagram 6 gives a more complicated position (Bogolubov-Blumisch 1925). Black forced an opposite-colored bishops ending, believing dogmatically it would insure him a draw. In fact, he loses precisely because of the bishops. After 1...Bxd4?? 2 Bxd4 Rfd8 3 Rd2 Rd7 4 Be3 Rad1 5 Rxd7 Rxd7 6 Kf1 Bc8 7 Ke1 a6 8 Rd1 Rxd1+ 9 Kxd1 White controlled the black squares and Black's weak a- and c-pawns proved fatal. 9...Kf8 10 Kd2 Ke7 11 Kc3 f6 12 Kd4 Be6 13 Kc5 Kd7 14 Kb6 g5 15 Kxa6 Kc7 16 Bb6+ Kc8 17 Bc5 Kc7 18 Bf8! f5 19 Bxg7 f4 20 Bf6 f3 21 gxf3 exf3 22 Bxg4 Bxh3 23 Bf4+ 1-0.

In short, you must assess all the factors: the possibility of blockade, the presence of other weaknesses, and the activity of the respective kings. It is true that bishops-of-opposite-colors endings are often drawn--but you must know how to do it.

## PROBLEMS, STUDIES, AND CURIOSITIES



Diagram 1



Diagram 2



Diagram 3

Diagram 1: The hardest problem ever composed: White to play and mate in 1220 moves, after

forcing Black to make three complete and successive knight's tours. (Please submit solutions to the editor.)

Diagram 2: The easiest problem ever composed: White to play and mate in six.

Diagram 3: In this position, Blackburne (White) announced mate in 16 moves. He was playing blindfolded.

Solutions to Diagrams 2 and 3 on the last page.

## GAMES FROM CLUB EVENTS

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### GAMES FROM THE WEST SUBURBAN WINTER GRAND PRIX

Michael Hart vs. Roman Dzindzichashvili--Trompovsky's Attack (Round 1)

1 d4 Nf6 2 Nf3 e6 3 Bg5 h6 4 Bxf6 Qxf6 5 e4 d6 6 e5 de 7 de Qf4 8 Qd2 Qxd2+ 9 Nbx2 Nc6  
10 c3 g5 11 Nc4 Bg7 12 b5 13 Ne3 Rb8 14 Ng4 Ke7 15 Nd4 Bd7 16 Be2 Nxe5 17 Nxe5 Bxe5  
18 O-O-O Bxd4 19 cd Bc6 20 Bf3 Bxf3 21 gxf3 Rbd8 22 Rhe1 Rd5 23 b4 Rhd8 24 Kc2 Rxd4 25  
Rxd4 Rxd4 26 Re3 Rc4+ 27 Kb3 Rh4 28 Re5 a6 29 Rc5 Kd6 30 Kc3 Rxh2 31 a4 g4 32 ab ab 0-1

Ken Mann vs. Don Onnen--French Defense (Round 1)

1 e4 e6 2 Nc3 d5 3 Nf3 d4 4 Ne2 c5 5 c3 Nc6?! 6 cxd4 cxd4 7 Oa4 Bc5 8 b4 Bxb4 9 Nexd4 Qd6  
10 Bb2 f6 11 e5 fxe5 12 Nxc6 bxc6 13 Bxe5 Bxd2+ 14 Kd1 Qd7 15 Nxd2 Bb7 16 Qd4 Rd8 17 Qxd7+  
Rxd7 18 c4 Kf7 19 Ke2 Ne7 20 Ne4 Rhd8 21 Rhd1 Nd5 22 Rab1 Bc8 23 Rd3 h6 24 a4 Kg6 25 a5  
Kf5 26 f4 Kxe4 27 Rd4+ Kf5 28 Bd3+ Kg4 29 f5+ Kg5 30 h4+ Kh5 31 g4+ 1-0

Mark Peastrel vs. Matthew Gosselin--Queen's Gambit Declined (Round 1)

1 P-Q4 P-Q4 2 P-QB4 P-K3 3 PXP PXP 4 N KB3 N-QB3 5 P-K3 B-KB4 6 B-N5 B-QN5ch 7 B-Q2 BxBch  
8 QxB Q-Q3 9 O-O N-B3 10 N-K5 N-KN5 11 NxN BxN 12 R-QB1 B-Q2 13 Q-B2 O-O 14 BxN BxB 15  
N-Q2 KR-K1 16 N-B3 P-B3 17 P-QR3 P-QR4 18 P-KR3 R-K2 19 Q-Q2 P-R5 20 R-B3 B-N4 21 R/1-QB1  
B-B5 22 Q-B2 B-N6 23 Q-B5 P-QN4 24 Q-N4 B-B5 25 N-R4 R-K5 26 Q-N3 QxQ 27 PxQ R-N1 28 K-B2  
P-N5 29 R/3-B2 PXP 30 PXP R-N6 31 R-B3 R-K3 32 K-B3 R/3-N3 33 N-B5 RxR 34 RxR R-N6 35 R-B1  
RxRP 36 N-K7ch K-B2 37 N-B6 R-R7 38 N-R5 B-K7ch 39 K-B4 P-N4ch 40 K-B5 B-Q6ch 41 K-N4 P-R6  
42 RxPch K-N3 43 P-R4 R-QB7 44 R-R7 P-R7 45 N-N3 B-B5 46 N-B5 R-B8 47 P-R5ch K-R3 48 R-KB7  
P-R8=Q 49 N-K6 B-K7ch 50 K-B5 Q-N8ch 0-1

Paul Jandron vs. Robert Matheson--Slav Defense (Round 1)

1 P-Q4 P-Q4 2 P-QB4 P-QB3 3 N-QB3 N-KB3 4 B-KN5 P-KN3 5 N-KB3 N-Q2 6 P-K3 B-N2 7 B-Q3 O-O  
8 O-O KR-K1 9 PXP PXP 10 BxN NxB 11 P-KR3 Q-B2 12 R-QB1 Q-Q1 13 N-K5 N-Q2 14 NxN BxN 15  
NxP B-QB3 16 N-QB3 P-K4 17 B-QN5 PXP 18 BxB PxB 19 N-QR4 B-KR3 20 RxP PXP 21 QxQ QRxQ 22  
PXP BxPch 23 K-R1 QR-Q7 24 QR-B6 R-K2 25 QR-B3 B-Q5 26 N-B3 RxNP 27 N-Q5 R-Q2 28 N-B6ch  
BxN 29 RxB R-Q7 30 R-QB1 RxRP 31 R-KB3 P-QR4 32 P-KR4 P-QR5 33 R/3-B1 R-Q5 34 P-N3 R/5-Q7  
0-1

Roman Dzindzichashvili vs. Gary Nute--Benko Gambit (Round 2)

1 d4 Nf6 2 c4 c5 3 d5 b5 4 Nf3 g6 5 cb a6 6 ba Bxa6 7 Nc3 d6 8 e4 Bxf1 9 Kxf1 Bg7 10 g3  
O-O 11 Kg2 Nbd7 12 Bg5 h6 13 Bf4 Qb6 14 Rb1 Rfb1 15 h3 g5 16 Bd2 Qa6 17 Re1 Nb6 18 b3 Nfd7  
19 Qc2 c4 20 b4 Bxc3 21 Bxc3 Qxa2 22 Qc1 Na4 23 Ra1 Nxc3 24 Rxa2 Nxa2 25 Qxc4 Rxb4 26 Qc7  
Nc5 27 Qxe7 Nd3 28 Rd1 Nacl 29 Ng5 Ne5 30 Qxd6 1-0

Ilya Gurevich vs. Jonathan Yedidia--French Defense (Round 2)

1 e4 e6 2 d4 d5 3 Nc3 Bb4 4 e5 Qd7 5 Nf3 b6 6 Bd3 Ba6 7 O-O Bxd3 8 Qxd3 Bf8 9 Bg5 h6 10  
Bh4 Ne7 11 Bxe7 Bxe7 12 Nd2 c5 13 Ne2 Nc6 14 c3 f5 15 ef Bf6 16 Rael O-O 17 Nf4 Rfe8 18



Nf3 Rad8 19 Ng6 cd 20 cd Rc8 21 Nge5 Nxe5 22 de Be7 23 Nd4 Bc5 24 Re2 Qa4 25 Nb3 Bf8 26 g3 Rc4 27 Nd2 Rc7 28 Qg6 Kh8 29 b3 Qc6 30 Nf3 Rxe2 31 Nd4 Qd7 32 Nxe2 Ba3 33 f4 Bc5+ 34 Kg2 Rf8 35 b4 Be3 36 f5 ef 37 e6 Qe8 38 Qxe8 Rxe8 39 Rxf5 Rxe6 40 Rxd5 Bg5 41 Kf2 Rc6 42 h4 Bf6 43 Rd7 a6 44 a4 Rc4 45 Ra7 Rxb4 46 Rxa6 Kh7 47 a5 b5 48 Rb6 Bd8 49 Ra6 Rb2 50 Ra8 Bc7 51 Kf3 b4 52 a6 Ra2 53 a7 b3 54 Rb8 b2 55 Rxb2 Draw

Chris Chase vs. Julius Varga--Sicilian Defense (Round 2)

1 P-K4 P-QB4 2 N-KB3 N-KB3 3 N-B3 N-B3 4 P-Q4 P-Q4 5 KPXP NXP 6 B-QN5 NxN 7 PxN B-Q2 8 O-O P-K3 9 B-N5 B-K2 10 BxB NxB 11 B-Q3 O-O 12 N-R5 N-K4 13 Q-Q2 P-B3 14 NxB QxN 15 KR-K1 QR-Q1 16 QR-Q1 K-R1 17 P-QB4 N-N5 18 PXP NxB 19 QxN QxQ 20 RxQ P-K4 21 R-N1 RxR 22 PXR R-B2 23 P-B6 P-QN3 24 P-B5 R-B2 25 PXP PXP 26 RxP K-N1 27 R-N7 1-0

Paul Rejto vs. Doug Onnen--Alekhine's Defense (Round 2)

1 e4 Nf6 2 e5 Nd5 3 d4 d6 4 Bc4 Nb6 5 Bb3 de 6 Qh5 e6 7 de Nc6 8 Nc3 Nd4 9 Bf4 Nxb3 10 axb3 c6 11 Rd1 Qc7 12 Nh3 Nd5 13 Bg3 G6 14 Qe2 Bg7 15 O-O O-O 16 Rfel b6 17 Ng5 Ne7 18 Nce4 Nf5 19 Nf6+ Bxf6 20 exf6 Nxe3 21 hxg3 h6 22 Nf3 Bb7 23 Qe3 Kh7 24 Rd4 Rh8 25 Rh4 h5 26 Rxh5+ gxh5 27 Qg5 1-0

David Glueck vs. Roman Dzindzichashvili--Pirc Defense (Round 3)

1 e4 g6 2 d4 Bg7 3 Nc3 c6 4 Bc4 d6 5 Qf3 e6 6 Nge2 Nd7 7 O-O Nf6 8 Bg5 h6 9 Bh4 O-O 10 a4 e5 11 Qe3 Re8 12 f3 ed 13 Qxd4 g5 14 Be1 d5 15 Ba2 Nxe4 16 Qd1 Nd6 17 Ng3 Nf6 18 Bf2 Nf5 19 Nxf5 Bxf5 20 Ne2 Bg6 21 c3 Nd7 22 Bb1 Ne5 23 Bxg6 fg 24 Qc2 Nc4 25 Nd4 Qf6 26 Rfel a6 27 Re2 Rxe2 28 Qxe2 Nd6 29 Qc2 Re8 30 Rel Rxe1+ 31 Bxe1 Qe7 32 Bf2 Bxd4 33 cd Kf7 34 b3 Qe6 35 Qd1 h5 36 h3 g4 37 hg hg 38 fg Ne4 39 Qf3+ Qf6 40 Be3 Ke7 41 Qe2 Kd7 42 Qf3 Kc7 43 Bf4+ Kb6 44 Be3 Qh4 45 Bf4 Qel+ 46 Kh2 Nf2 47 Bg5 Qh1+ 48 Kg3 Ne4+ 49 Kf4 Qh2 50 g3 Qd2+ O-1

Julius Varga vs. Carl Stutz--Reversed From's Gambit (Round 3)

1 N-KB3 P-KB4 2 P-Q3 N-KB3 3 P-K4 PXP 4 PXP NXP 5 B-Q3 N-KB3 6 N-N5 P-Q3 7 BXP B-N5 8 B-N6ch K-Q2 9 Q-Q3 Q-B1 10 B-B5ch P-K3 11 NXP BxB 12 QxB Q-K1 13 O-O QxN 14 Q-N5ch N-B3 15 QXP B-K2 16 N-B3 Q-K4 17 P-KN3 Q-KB4 18 K-N2 Q-R6ch 19 K-B3 QXR 20 N-N5 N-Q5ch O-1

George Harding vs. Robert Deegan--Nimzoindian Defense (Round 3)

1 N-KB3 P-Q4 2 P-Q4 N-QB3 3 P-QB4 P-K3 4 N-QB3 B-N5 5 P-K3 N-B3 6 B-Q2 O-O 7 B-K2 R-K1 8 O-O B-Q2 9 Q-B2 Q-K2 10 KR-K1 BxN 11 PxB P-K4 12 PXP KNXP 13 P-K4 N-B5 14 P-Q5 N-QR4 15 P-B4 Q-B4 16 BxKN PxB 17 B-Q3 B-N5 18 P-K5 BxN 19 PxB Q-Q5 20 QR-B1 RxP 21 R-K4 RxR 22 PXR P-B6 23 Q-Q1 Q-B3 24 Q-B1 R-Q1 25 Q-R3 Q-N4ch 26 Q-N3 QXRch 27 B-B1 R-Q3 O-1

Roman Dzindzichashvili vs. John Curdo--Slav Defense (Round 4)

1 d4 d5 2 Nf3 g6 3 c4 c6 4 Nc3 Nf6 5 cd cd 6 Bf4 Bg7 7 e3 O-O 8 Bd3 Nc6 9 O-O Bf5 10 Bxf5 gf 11 Ne5 Rc8 12 Qa4 a6 13 Rfc1 Nh5 14 Nxc6 Rxc6 15 Ne2 Nxf4 16 Nxf4 b5 17 Qd1 Rxc1 18 Rxc1 Qd6 19 Rc5 e6 20 g3 Ra8 21 Qc2 Bf8 22 Rc6 Qd8 23 Nd3 Bd6 24 Kg2 Kg7 25 Nc5 Bxc5 26 Qxc5 Qa5 27 Qe7 Kg8 28 h4 Qd2 29 Rc7 Rf8 30 Qg5+ Kh8 31 h5 Qe2 32 h6 Qg4 33 Qxg4 1-0

Julius Varga vs. Tim Bishop--Reversed From's Gambit (Round 4)

1 N-KB3 P-KB4 2 P-Q3 N-KB3 3 P-K4 PXP 4 PXP NXP 5 B-Q3 N-KB3 6 N-N5 P-K4 7 BXP RxB 8 NXR B-B4 9 B-N5 P-Q4 10 NxNch PxN 11 Q-R5ch K-Q2 12 Q-B7ch Q-K2 13 QxBP QxQ 14 BxQ N-B3 15 P-B3 K-K3 16 B-N5 P-N4 17 N-Q2 P-R4 18 P-KR4 B-R3 19 N-N3 B-N3 20 QR-Q1 R-KB1 21 B-K3 P-R5 22 N-B5ch BxN 23 BxB R-N1 24 P-KN3 N-R5 25 K-Q2 B-N2 26 KR-KN1 P-K5 27 P-KN4 N-B5ch 28 K-B2 N-K4 29 P-N5 N-B6 30 R-KR1 K-B4 31 P-N3 K-N5 32 PXP PXP 33 QR-N1 B-B3 34 B-R7 R-KR1 35 P-N6 K-R4 36 P-N7 R-KN1 37 QR-KN1 NXR 38 RxN KXP 39 B-Q4 B-Q2 40 R-N6 K-R4 41 R-N1 B-N5 42 R-R1ch K-N4 43 R-R8 B-K3 44 RxR BXR 45 K-N2 K-N6 46 K-R3 P-B4 47 BXP KXP Draw

Al Ward vs. Roland Booker--English Opening (Round 4)

1 Nf3 b6 2 g3 Bb7 3 Bg2 Nc6 4 c4 d6 5 d3 Qd7 6 a3 0-0-0 7 b4 e5 8 Nc3 Nd4 9 e3 Nxf3 10 Bxf3  
h5 11 a4 Kb8 12 a5 d5 13 axb6 cxb6 14 Bxd5 Bxb4 15 Bd2 Bxc3 16 Bxc3 Bxd5 17 cxd5 Qxd5 18  
0-0 f6 19 Qa4 Qd7 20 Qa3 Ne7 21 d4 Nd5 22 dxe5 Nxc3 23 Qxc3 h4 24 exf6 hxg3 25 Qe5+ Ka8  
26 Qe4+ Kb8 27 fxg3 gxf6 28 Qf4+ Ka8 29 Qxf6 Rh7 30 Qxb6 R8h8 31 Qb4 Rxh2 32 Rf8+ 1-0

Chris Chase vs. Roman Dzindzichashvili--Pirc Defense (Round 5)

1 e4 g6 2 d4 Bg7 3 Nf3 c6 4 Be2 d6 5 h3 Nf6 6 Nc3 0-0 7 0-0 Qc7 8 Be3 Nbd7 9 Qd2 b5 10 a3  
a6 11 Bf4 e5 Draw

Ilya Gurevich vs. Julius Varga--Sicilian Defense (Round 5)

1 P-K4 P-QB4 2 N-KB3 N-KB3 3 P-K5 N-Q4 4 N-B3 P-K3 5 NxN PxN 6 P-Q4 N-B3 7 PxP BxP 8 QxP  
Q-N3 9 B-QB4 BxPch 10 K-K2 0-0 11 R-B1 B-B4 12 N-N5 N-Q5ch 13 K-Q1 N-K3 14 P-B3 P-Q3 15  
P-QN4 NxN 16 PxB B-K3 17 PxQ BxQ 18 BxB N-K3 19 BxN PxB 20 RxRch RxR 21 PxP 1-0

Ken Mann vs. Guy Moreau--Scotch Game (Round 5)

1 e4 e5 2 d4 exd4 3 Nf3 Nc6 4 Bc4 Bc5 5 c3 d3 6 Qxd3 d6 7 0-0 Nge7 8 Bg5 0-0 9 Nbd2 Qe8  
10 b4 Bb6 11 a4 a5 12 b5 Nd8 13 Bb3 Ne6 14 Be3 Nc5 15 Bxc5 Bxc5 16 Kh1 Ng6 17 Nd4 Be6 18  
Bc2 Ne5 19 Qg3 Qe7 20 f4 Nc4 21 f5 f6 22 Nxe6 Nxd2 23 Rfd1 Nc4 24 Bb3 d5 25 Rxd5 Bd6 26  
Rxd6 Nxd6 27 Nxc7+ Kh8 28 Nxa8 Rxa8 29 Re1 Rc8 30 Be6 Rc5 31 Rd1 Re5 32 Qd3 Rxe4 33 h3 1-0

Drew Sarkisian vs. Paul Rejto--Queen's Indian Defense (Round 5)

1 d4 Nf6 2 c4 e6 3 Nf3 b6 4 a3 d5 5 Nc3 Qe7 6 cd Nxd5 7 e4 Nxc3 8 bxc3 0-0 9 Bd3 c5 10 0-0  
Bb7 11 Qe2 Nd7 12 Rd1 cd 13 cd Rc8 14 Bb2 Nf6 15 Ne5 g6 16 g3 Nh5 17 Bc4 Bf6 18 d5 ed 19  
Bxd5 Bxd5 20 Rxd5 Qe7 21 Ng4 Bg7 22 Bxg7 Nxg7 23 Rd7 Qe6 24 Rad1 h5 25 Ne3 Qxe4 26 Rxa7  
Ne6 27 Qd3 Qe5 28 Qd6 Qc5 29 Qxc5 Nxc5 30 Rd6 Ra8 31 Rxa8 Draw

Stephen Ostrosky vs. Alex Sadovsky--Ruy Lopez (Round 5)

1 P-K4 P-K4 2 N-KB3 N-QB3 3 B-N5 P-QR3 4 B-R4 P-KB4 5 N-QB3 P-QN4 6 B-N3 PxP 7 QNxP P-Q4  
8 N-B3 N-B3 9 P-Q4 B-KN5 10 Q-Q3 P-K5 11 Q-K3 B-K2 12 N-Q2 NxP 13 NxQP QxN 14 P-KB3 NxB 0-1

Guy Hollinsworth vs. Al Ward--Modern Benoni (Round 5)

1 d4 Nf6 2 c4 c5 3 d5 e6 4 Nc3 exd5 5 cxd5 d6 6 e4 g6 7 f4 Bg7 8 Bb5+ Bd7 9 e5 Bxb5 10 Nxb5  
Qa5+ 11 Nc3 Ne4 12 Nf3 Nd7 13 Qc2 Nxc3 14 bxc3 dxe5 15 0-0 0-0 16 fxe5 Nxe5 17 Ng5 c4 18  
Be3 Qxd5 19 Bd4 Nd3 20 Nf3 Rfe8 21 h4 Re7 22 Rad1 a6 23 Rxd3 cxd3 24 Qxd3 R8e8 25 Ng5 Bxd4+  
26 cxd4 Qxa2 27 h5 Re2 28 Qf3 R8e7 29 hxg6 hxg6 30 Qh3 f5 31 g4 Re1 32 gxf5 Rxf1+ 33 Qxf1  
gxf5 34 Kh1 f4 35 Nf3 Qe2 36 Qg1+ Rg7 37 Ng5 f3 White overstepped the time limit.

Greg Kaden vs. Gregory Rodin--Caro-Kann Defense (Round 5)

1 e4 c6 2 d4 d5 3 e5 Bf5 4 Nc3 Nd7 5 g4 Bg6 6 Ne2 e6 7 h4 h6 8 Nf4 Qc7 9 Nxg6 fg 10 Bd3  
Ne7 11 Be3 0-0-0 12 Qd2 Nb6 13 Ne2 Qd7 14 Nf4 Rg8 15 Nxg6 Nxg6 16 Bxg6 Nc4 17 Qc1 Nxe3 18  
Qxe3 Bb4+ 19 c3 Ba5 20 f4 Rdf8 21 f5 Kb8 22 fe Qxe6 23 Bf5 Qe7 24 0-0-0 Bc7 25 Rdf1 Rh8 26  
Bg6 Rxf1 27 Rxf1 Rf8 28 Rxf8 Qxf8 29 Bf5 Qe7 30 Qf2 Bd8 31 h5 Qh4 32 Qxh5 Bxh5 33 Kd2 Kc7  
34 Kd3 Bg5 35 Kc2 Bh4 36 b3 Bg5 37 c4 a6 Draw

Sharon Burtman vs. Robert Deegan--Two Knight's Defense (Round 5)

1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 Nc3 Bb4 5 d3 0-0 6 Bd2 Re8 7 a3 Ba5 8 b4 Bb6 9 Bg5 d6 10 Nd5  
Be6 11 Bxf6 gxf6 12 Nc3 Bxc4 13 dxc4 Kh8 14 Nh4 Ne7 15 Qf3 Ng3 16 Nf5 c6 17 Rd1 Bc7 18 c5  
Re6 19 Nh6 Qf8 20 Nf5 Rd8 21 cxd6 Bxd6 22 Qe3 b6 23 Qe2 b5 24 Qe3 Bb8 25 Nh6 Nf4 26 Rxd8  
Nxg2+ 27 Ke2 Nf4+ 28 Qxf4 Re8 29 Qxf6+ 1-0

GAMES FROM THE JANUARY SECTIONAL SWISS

Phil Wilkins vs. Craig Evans--Sicilian Defense (Round 2)

Annotations by Craig Evans

1 e4(a) c5 2 f4(b) e6 3 d3 Nc6 4 Nf3 Qc7 5 Be2 d6 6 Nbd2(c) e5(d) 7 Nf1?(e) Be7 8 c3(f)  
f5 9 ef Bxf4 10 Ne3 Be6 11 f5 Bf7 12 0-0 0-0-0 13 Qa4(g) e5 14 Qg4 Nf6! 15 Qh3(h) Kb8(i)  
16 Ng5 Be6 17 Ng4 h5(j) 18 Nxf6 gf 19 Nf3(k) Reg8 20 Nh4(l) Qd7! 21 Kh8 Ne7 22 Bd2 Bc7  
23 Rad1 Qc6?!(m) 24 d4 cd 25 cd Qa4 26 Qa3?!(n) Qxa3 27 ba e4 28 g3 Bb6 29 Bf4+ Bc7 30  
Ng2 Bxf4 31 Rxf4 Rg5(o) 32 Ne3 Be8 33 Bf1 Bd7 34 Bh3 Rc8 35 Re2 Rc3 36 Nc2 e3?(p) 37 Rd2  
Bb5? 38 Rxe3 Rxc2 39 Rxe7 Bd3 40 Rd3 Be4+ 41 Kg1 Rd2 42 Bg2 Re1+! 43 Kf2? Rd2+ 44 Re2?  
Rxd2+ 0-1

- (a) Amazing--an ordinary opening. Perhaps I won't have to spend an hour in the opening!
- (b) Whoops! I might have been a bit premature.
- (c) Very restrictive. Better is 6 Nc3 a6 7 Be3 Nf6 8 0-0 Be7=.
- (d) The d5 hole is larger a threat with the knight on d2. This allows the QB a lot of scope.
- (e) More tempos. 0-0 would have been better.
- (f) Preventing the theoretical Nd4. But this allows the counter.
- (g) Interesting. This allows Black to set up a very strong center.
- (h) If 15 Qxg7 Bh4 16 Qh6 Rdg8 the pawn appears sound and Black has difficulty holding the position.
- (i) I didn't want the pin to be a problem.
- (j) Forces a trade or if White retreats the initiative is all Black's.
- (k) The point of h5! If 19 Nxf7 Qxf7 how does White defend against Rdg8 and the inevitable kingside crush?
- (l) Now the knight is committed.
- (m) Maybe better is Qe4.
- (n) Looks good in 26...Qxd4, for if 27 Qxe7? Qxh4! 28 Qxf7? e4 its over. But 27 Ba5!! Qxh4 28 Bxc7+ Kxc7 29 Qxe7+ Kb8 30 Qxf7 and should hold. But 26...Qxa3! and White is busted.
- (o) Just trying to tie down White's pieces.
- (p) 36...Bxf5 wins outright (37 Bxf4 Rxf4!).

Paul Heising vs. Don Wolitzer--Nimzoindian Defense (Round 3)

1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 a3 Bxa3+ 5 bxc3 c5 6 Qc2 d5 7 Bg5 h6 8 Bh4 cxd4 9 cxd4 Qa5+  
10 Qd2 Qxd2+ 11 Kxd2 Ne4+ 12 Kd3 Nc6 13 cxd5 exd5 14 f3 Nd6 15 e4 dxe4+ 16 fxe4 0-0 17  
Nf3 Re8 18 Re1 Nxe4 19 Rxe4 Bf5 20 Nd2 Rad8 21 Bxd8 Rxd8 22 Ke3 Bxe4 23 Nxe4 Rxd4 24 Bd3  
Ra4 25 Rb1 Rxa3 26 Rxb7 f5 27 Nc5 Ne5 28 Kd4 Nxd3 29 Nxd3 Ra2 30 Ne1 Re2 31 Nf3 Rxd2 32  
Rxa7 g5 33 Ke5 g4 34 Nh4 Rxh2 35 Nxf5 g3 36 Nxd3 Rf2 37 Nf5 h5 38 Ke6 Re2+ 39 Kf6 Rf2 40  
Kg6 Rg2+ 41 Kxh5 Rh2+ 42 Kg6 Rg2+ 43 Kf6 Rf2 44 Rg7+ Kf8 45 Re7 Rxf5+ Draw

Drew Sarkisian vs. Craig Evans--Queen's Indian Defense (Round 3)

Annotations by Drew Sarkisian

1 d4 Nf6 2 c4 e6 3 Nf3 b6 4 a3 Bb7 5 Nc3 d5 6 cxd5 exd5(a) 7 Bg5 Be7 8 e3 0-0 9 Rc1(b) Nbd7  
10 Bd3 c5 11 dxc5 Nxc5!(c) 12 Bf5(d) g6?! 13 Bb1 Kg7 14 0-0 h6 15 Bf4 Ne6 16 Be5 Qd7 17 Qd3  
Kh7(e) 18 Rfd1 Rac8 19 b4(f) Ng5 20 Nd4 Ng4 21 Bf4 Bf6 22 h3 Ne5 23 Bxe5 Bxe5 24 f4! Bxd4  
25 Qxd4 Ne6(g) 26 Qd2 d4?! 27 exd4?(h) Rfd8 28 Qf2 Qd6! 29 g3 Rxc3?(i) 30 Rxc3 Qd5 31 Kh2  
Nxd4 32 Bc2! Re8 33 g4 Re2(j) 34 Qxe2 Nxe2 35 Rxd4 Nxc3 36 Rd7 Bd5 37 Rxa7 Nb5 38 Rd7 Be6  
39 Rd3 Nc7 40 Bb3 Bxb3 41 Rxb3 1-0

- (a) Not seen as often as 6...Nxd5 7 e3 Be7 8 Bb5+ c6 9 Bd3 0-0.
- (b) 9 Bd3 is better, preparing to castle quickly.
- (c) Craig opts for very active piece play and control of e4.
- (d) After making this move I felt Black would be better if he played 12...Ba6!; i.e., 13 b4 (more or less forced) Ne4 14 Ne2 g6 15 Bh3 Nxd5 16 Nxd5 Ne4 17 Nf3 f5.
- (e) I felt White had a slight plus here due to Black's isolani; Craig felt Black may be a

little better due to his flexible kingside setup and counterchances against the White monarch.  
(f) Preventing Nc5-e4 but weakening White's attack on the d-pawn (note the opposing rooks!).  
(g) I had originally intended 26 Qf6 here but then noticed that Qd8! squelches all the pressure. The move played protects the f-pawn in case of an eventual e4.  
(h) Craig pointed out after the game that 27 f5! picks off Black's d-pawn; I overlooked that after 27...Qc6 28 Ne4! picks off the Black knight.  
(i) Craig was in severe time pressure here. He thought that Black is at least equal after this exchange sac. Actually, Black would win if it weren't for White's 32nd move.  
(j) Last note! Craig wondered what would happen if Black plays 33...Qb5 here. There are two lines where White loses if he takes the knight by 34 Qxd4 Re2+: 1) 35 Kg3 Rg2+ 36 Kh4 Qh5!! (Craig found this crusher!) 37 gxh5 g5+ 38 fxg5 hxg5++! 2) Kg1 Rg2+ 36 Kh1 Rd2+ 37 Kg1 Rxd4 38 Rxd4 Qe2! with mate in three. Unfortunately, Craig's 34 Bd3 simply wins. Up to move 40 he was forced to play at blitz pace.

## BITS AND PIECES

BY TOM ZUPPA

Chess is a cerebral game, so nicknames and catch phrases are few and far between. But in the olden days, true brilliancy was rewarded with a name for your game, or with your own nom de plume. Here are some famous games and nicknames. See if you can name the winner of each game, and who they beat. Consider yourself an expert if you know what city the game was played in, and what year. Take the grandmaster title if you know what building #7 was played in, and what was happening at the time!

Who won the

- 1) Evergreen Game
- 2) Immortal Game
- 3) Immortal Zugzwang Game
- 4) Polish Immortal
- 5) Game of the Century
- 6) Pearl of Zandvoort
- 7) Most Famous Game Of All Time

Who was called

- 8) The Pride and Sorrow of Chess
- 9) The Black Death
- 10) Russia's Chess Teacher
- 11) The Kentucky Lion
- 12) The Drawing Master
- 13) The Chess Machine
- 14) The Father of Modern Chess

Everyone knows a mate when they see one, but few players know that some mates have specific names. Do you know what constitutes :

- 15) Anastasia's Mate
- 16) Legal's Mate
- 17) Boden's Mate
- 18) Philidor's Legacy

*Answers on the last page.*

## OPENING SKETCHES

BY WARREN PINCHES

### THE BENONI COMPLEX

In most queen pawn opening, an important liberating thrust is ...P-QB4 to contest White's QP; Black's play in the Queen's Gambit Accepted and Declined, Nimzoindian, Queen's Indian, and Grunfeld all revolve around this counter. A natural thought is whether ...P-QB4 is playable very early--as early as the third, second, or even first move. This idea was regarded with suspicion until about 25 years ago, but has evolved today a whole family of openings--the Benoni Complex.

Black seeks by ...P-QB4 to exchange this flank pawn for White's more important center pawn. Either QPxBP or ...BPxQP allows Black to equalize without difficulty. To retain his opening advantage White must push P-Q5, giving rise to the characteristic Benoni structure: PQ5 vs. PQ3 and PQB4. Seven related openings form the Benoni Complex:

Modern Benoni	1 P-Q4 N-KB3	2 P-QB4 P-B4	3 P-Q5 P-K3	4 N-QB3 PxB	5 PxB P-Q3
Czech Benoni			3 .... P-K4	4 N-QB3 P-Q3	5 P-K4 B-K2
King's Indian Benoni					5 .... P-KN3
Benko Gambit			3 .... P-QN4		
Classical Benoni	1 .... P-QB4	2 P-Q5 P-K4	3 P-K4 P-Q3		
Schmid Benoni		2 .... P-Q3	3 N-QB3 P-KN3		
Blumenfeld Countergambit	1 P-Q4 N-KB3	2 P-QB4 P-K3	3 N-KB3 P-B4	4 P-Q5 P-QN4	

The two most popular of these systems are the Modern Benoni, which was the major opening discovery of the 1960, and the Benko Gambit, which was the major discovery of the 1970s. The Czech Benoni also has a limited popularity, but the other systems are comparatively rare in modern praxis.

In the MODERN BENONI 1 P-Q4 N-KB3 2 P-QB4 P-B4 3 P-Q5 P-K3 4 N-QB3 PxB 5 PxB P-Q3 (see Diagram 1) the main lines of the struggle are clear: White has a majority of pawns in the center and will try to steamroller through with P-K4-K5, while Black will play ...P-KN3, ...B-N2, ...O-O and ...R-K1 to control his K4 square. For his part, Black has a queenside pawn majority, which coupled with his finachettoed KB gives him substantial counterplay--if he lives long enough to use it.



Diagram 1  
Modern Benoni

The main variations of the Modern Benoni diverge based on how fast White mobilizes his pawns and how he develops his kingside pieces. The most forceful systems involve 6 P-K4 P-KN3 7 P-B4 B-N2 with threats of an immediate breakthrough. The most violent is the Mikenas Variation, 8 P-K5!?, catching Black's king in the center. However, White's king gets left in the center, too, and White has to launch his offensive with most of his pieces still on their original squares. If White's attack falters Black's backlash is crushing. Black must play the strange 8...KN-Q2!, for 8...PxB 9 PxB KN-Q2 10 P-K6 PxB 11 PxB Q-R5ch 12 P-N3 BxNch 13 PxB Q-K5ch 14 Q-K2 QxQch (14...QxR?? 15 PxNch KxP 16 B-R3ch) 15 BxQ N-B1 16 N-B3 NxP and Black's precarious position is not worth the pawn. After 8...KN-Q2! 9 N-K4 PxB 10 N-Q6ch K-K2 (10...K-B1 locks in the KR) 11 NxBch QxN 12 N-B3 R-K1 13 PxB or 12 P-Q6ch K-B1 13 N-B3 with a wild position, but Black survives--if he doesn't grab for mat-

erial. A less violent but probably stronger line for White is 8 B-N5ch!, the Taimanov Variation, which is currently regarded as theoretically crucial to the whole of the Modern Benoni. Again, Black must retreat 8...KN-Q2, as 8...B-Q2 9 P-K5 N-R4 10 N-B3 PxB 11 PxB O-O 12 BxB NxB 13 P-KN4 or 8...QN-Q2 9 P-K5 PxB 10 PxB N-R4 11 P-K6 PxB 12 PxB are both almost outright wins for White. White's objective in B-N5ch is to force Black to obstruct his own position; this accomplished, White retreats the bishop to avoid ...P-QR3 and ...P-QN4. After 9 B-Q3 O-O 10 N-B3 N-R3 11 O-O R-N1 12 K-R1! N-B2 13 P-QR4 P-QR3 14 P-R5! practice has favored White. 9 B-K2 and 9 P-QR4 have also been effective for White. White's own attack, once Black's queenside aspirations have been contained, can continue by either P-K5 or P-KB5. White can also build up his central attack in a manner analogous to the King's Indian; indeed the King's Indian and Benoni Four Pawn Attacks can transpose into one another. After 6 P-K4 P-KN3 7 P-B4 B-N2 8 N-B3 O-O 9 B-K2, Black's best bet is 9...B-N5 10 O-O QN-Q2 11 P-KR3 BxN 12 BxB P-B5! with equality.

Most White players do not opt for quite this much ferocity. In the main variation of the Modern Benoni, which we may call the Gligoric Variation after the grandmaster who most enriched the theory of the line, White refrains from an early P-KB4 in order to complete his development. After 6 P-K4 P-KN3 7 N-B3 B-N2 8 B-K2 O-O 9 O-O R-K1 White carries out one of the most characteristic maneuvers of the Benoni: KN-Q2-QB4, from which post the knight observes both K5 and Q6, and allows P-KB4-KB5. After 10 N-Q2 Black has two major alternatives: A) 10...QN-Q2 11 P-QR4 N-K4 12 Q-B2, after which the game gets bizarre with 12...P-KN4!? 13 R-R3!? P-N5!? 14 P-QN3!? (honest, folks, that's what's played); Black has restrained P-K5 by the advance of his KNP but has left White an outpost for his knight on KB5. B) 10...N-R3, intending ...N-B2, ...P-QR3, ...P-QN4, and ...P-QB5, but White can often meet ...P-QB5 with P-QN4,

blockading the queenside, and then mobilize his central majority. White's prophylaxis begins with 11 P-KB3! N-B2 12 P-QR4 P-QN3 13 N-B4 B-R3 14 B-N5 P-KR3 15 B-K3! having induced the weakness in Black's kingside. White stands better but Black's position is defensible.

A significant offshoot of the Gligoric Variation is 9...P-QR3 10 P-QR4 B-N5. Black aims at exchanging away his cramped position, and eliminates either the knight White wants to move to QB4 or the bishop restraining ...P-QN4. However, White's two bishops can be effective later. Typical lines include 11 B-B4 R-K1 12 N-Q2 BxB 13 QxB N-R4 14 B-K3 N-Q2 15 P-QR5! or 11 B-N5 QN-Q2 12 N-Q2 BxB 13 QxB R-K1 14 P-KB4! with a slight advantage to White in both lines.

An interesting attack is the Penrose-Ojanen Variation, 6 P-K4 P-KN3 7 B-Q3 B-N2 8 KN-K2; White plans P-KB4, N-N3, and P-K5 or P-B5. After 8...O-O 9 O-O P-QR3 10 P-QR4 QN-Q2 11 P-KR3 O-B2 12 P-B4 R-N1 13 B-K3 R-K1 14 N-N3 P-B5 15 B-B2 N-B4 16 Q-B3 P-QN4 17 PxP PxP 18 P-K5 PxP 19 PxP RxP 20 B-Q4 R-N4! 21 N/N3-K2! with an edge to White.

A common idea for White is an early B-KN5. The main line of this system is the Uhlmann Variation, 6 N-B3 P-KN3 7 B-N5; after 7...P-KR3 8 B-R4 P-KN4 9 B-N3 N-R4 10 P-K3! NxB 11 RPxN White has excellent play against Black's weakened kingside, while his PK3 will cover some crucial black squares. However, White will have a hard time enforcing P-K4-K5. If instead 7...B-N2 8 P-K4 P-KR3! 9 B-R4 P-KN4 10 B-N3 N-R4 11 B-N5ch K-B1 (11...B-Q2 12 BxBch QxB 13 N-K5!) and White controls the white squares on the kingside, while Black controls the black squares on the queenside.

Two quiet systems for White involve relocating the KN immediately to QB4 and a kingside fianchetto. The Knight's Tour Variation 6 N-B3 P-KN3 7 N-Q2 B-N2 8 N-B4 O-O 9 B-N5 P-KR3 10 B-B4 P-QN3! 11 BxB R-K1 12 B-N3 N-K5 13 NxN RxN 14 P-K3 P-QN4 with play for the pawn. The Fianchetto System uses the bishop to support P-K5 by taking over the defense of the QP. However, White must then use his knights to blockade Black on the queenside. 6 N-B3 P-KN3 7 P-KN3 B-N2 8 B-N2 O-O 9 O-O R-K1 10 N-Q2 P-QR3 11 P-QR4 QN-Q2 12 P-KR3 R-N1 13 N-B4 N-N3 14 N-R3 B-Q2 15 P-R5 with a level game.



Diagram 2  
Schmid System



Diagram 3  
Czech Benoni



Diagram 4  
King's Indian Benoni

A member of the Benoni family somewhat akin to the Modern Benoni is the SCHMID SYSTEM, 1 P-Q4 P-QB4 2 P-Q5 P-Q3 3 N-QB3 P-KN3 (see Diagram 2). In comparison with the Modern Benoni, Black's center is stabler because his QP is supported, but he does not have the semi-open K-file to restrain P-K5 nor a queenside pawn majority. White can thus often gain the upper hand in the center. After 4 P-K4 B-N2 5 N-B3 N-KB3 6 B-B2 N-R3 (Black has to move quickly on the queenside; castling is too slow) 7 O-O N-B2 8 P-QR4 P-QR3 9 N-Q2 B-Q2! 10 N-B4 P-QN4 11 P-K5! QPxP 12 RPxP NxNP! 13 NxN BxB 14 NxP BxB and Black has scratched his way to equality. More aggressive for White are 6 B-N5ch or 5 P-KB4.

While the Modern Benoni is one of the sharpest and most precarious openings in modern praxis, the CZECH BENONI is one of the quietest. After 1 P-Q4 N-KB3 2 P-QB4 P-B4 3 P-Q5 P-K4 4 N-QB3 P-Q3 5 P-K4 B-K2 (see Diagram 3) Black has created a locked center in which he had two

thematic freeing moves, ...P-KB4 and ...P-QN4, each striking at the base of a pawn chain. Originally ...B-K2 was thought to be antipositional, for it did nothing to prepare ...P-KB4. Better was thought to be the KING'S INDIAN BENONI, 5...P-KN3 (see Diagram 4), preparing ...B-N2 and ...P-KB4. However, in the King's Indian proper it is usually a mistake to seal the center completely as that facilitates White launching a pawn storm against Black's exposed salient on KN3. In the King's Indian Benoni White can play either 6 B-K2 B-N2 7 N-B3 O-O 8 B-N5! with an improved version of the Petrosian System of the King's Indian proper, or 6 P-KR3 B-N2 7 P-KN4 N-R3 8 B-Q3 N-B2 with a promising kingside attack for White.

The Czech 5...B-K2 is accordingly preferred today, as it gives White less of a target on the kingside. Black's plan is to play ...B-N4 and exchange his bad bishop, ...P-KN3 anyway to prepare ...P-KB4, with the holes in his kingside being covered by a "finachettoed knight", by ...N-K1 and ...N-N2. White has a wide array of choices in developing his kingside, but the most effective in practice have been A) 6 N-B3 O-O 7 B-Q3 (restraining ...P-KB4) N-K1 8 P-KR3 (restraining ...B-N4) P-QR3 9 P-QR3 N-Q2 10 P-KN4 P-KN3 11 B-R6 N-N2 and the focus shifts to the queenside, with equal chances; B) 6 KN-K2, and if 6...O-O 7 N-N3 N-K1 8 P-KR4 with a violent attack. Black should not "castle into it" in this line, but rather press his queenside options, with 6...N-R3, 6...P-QR3, or 6...QN-Q2, when White's KN will be misplaced.

Another locked-center Benoni is the CLASSICAL BENONI, 1 P-Q4 P-QB4 2 P-Q5 P-K4 3 P-K4 P-Q3 (see Diagram 5). This is in general weaker than the Czech or King's Indian Benonis because White has an outpost on QB4 which is tailor-made for his knight. After 4 N-QB3 P-QR3 5 P-QR4 P-KN3 6 P-R4 P-KR4 7 N-B3 B-N5 8 B-K2 BxN Black has eliminated this knight, though his white-squared weakness gives him a slightly inferior game.

In the early 1970s there was an unexpected birth in the Benoni family, which rapidly emerged as the major opening discovery of the 1970s--some would say, of the postwar era. This, of course, was the BENKO GAMBIT, 1 P-Q4 N-KB3 2 P-QB4 P-B4 3 P-Q5 P-QN4. The usual sequence of the gambit accepted, 4 PxP P-QR3 5 PxP BxP 6 N-QB3 P-Q3 leaves Black with insistent pressure down the semiopen QR and QN files and the a1-h8 diagonal after Black finachettos his KB. It also leaves White with a dilemma which delineates the main branches of the gambit accepted--whether White will play P-K4 and permit ...BxB, displacing White's king, or whether White will finachetto his KB, where it will be less effective, but which will allow him to castle normally. Whichever course he take, he must ultimately press for P-K4-K5, while standing on the defensive on the queenside, ideally by P-QN3, P-QR4, and N-N5. Black meanwhile plays ...Q-R4, ...KR-QN1, installs his KB on the long diagonal, and indulges in knight maneuvers like KN-KN5-K4 and QN-Q2-QN3-QB5. Black often obtains combinitive possibilities on White's QN2 and QB3. Black gets considerable pressure for his pawn; his game usually plays itself for 10-15 moves. However, Black is a pawn down, and if he plays too passively, White's QRP will win the endgame.

The Benko Gambit is less tactical and more positional than the Modern Benoni; a conceptual grasp is more important than rote knowledge of variations. However, let us look at some archetypal lines.



Diagram 6  
Benko Gambit:  
Castling by Hand



Diagram 7  
Benko Gambit:  
Fianchetto Variation

The main line of the gambit accepted is the Castling by Hand Variation, 7 P-K4 BxB 8 KxB P-KN3 (see diagram 6). After 9 P-KN3 B-N2 10 K-N2 O-O 11 N-B3 QN-Q2, White has a variety of options, of which 12 R-K1, supporting P-K5, is the most logical. A typical continuation might be 12...N-N5 13 R-K2 Q-B2 14 R-B2 KR-N1 15 P-KR3 KN-K4 16 NxN NxN 17 Q-B2 P-B5! with dynamic equality. An immense amount of praxis has built up in this line, and divergences are possible at almost every point, but the general principles for each side remain the same.

The Fianchetto Variation 7 P-KN3 P-Q3 8 B-N2 B-N2 9 N-B3 O-O 10 O-O QN-Q2 (see Diagram 7) is somewhat less aggressive for White. The main line runs 11 Q-B2 Q-R4 12 R-Q1 N-N3! 13 R-N1 N-B5 14 N-Q2 15 NxN BxN with an unclear but probably equal position.

The Benko Gambit has been so successful in recent practice--scoring better than any other defense to the QP--that increasingly it is being declined. Three systems involve taking the first but not the second pawn: A) 1 P-Q4 N-KB3 2 P-QB4 P-B4 3 P-Q5 P-QN4 4 PxP P-QR3 5 P-N6, after which Black has only one file on the queenside to work on. On the other hand, Black is not a pawn down. B) 5 P-K3, after which 5...PxP 6 BxB and White is a pawn up and does not have to castle by hand. Instead 5...P-KN3 6 N-QB3 P-Q3 7 N-B3 B-N2 8 P-K4 O-O 9 B-K2 PxP 10 BxP B-R3 11 NxB and White has at best equality due to his lost tempo.

More popular is the Modern System, C) 5 N-QB3 PxP 6 P-K4; Black can push 6...P-N5 7 N-N5 P-Q3 (7...NxKP?? 8 Q-K2 wins due to the threat N-Q6mate) 8 B-KB4, threatening P-K5. Black's best is the strange 8...P-KN4! 9 B-K3 NxKP 10 B-Q3 N-B3 11 BxNP B-N2 with a good game for Black. If 8...QN-Q2 9 N-B3 N-R4!? 10 B-N5 KN-B3 with at least equality.

There are numerous fourth moves for White that refuse both pawns. The most popular are 4 P-QR4 PxBP 5 N-QB3 P-Q3 6 P-K4 P-KN3 7 P-KB4 B-N2 8 N-B3 O-O 9 BxP B-R3 10 Q-K2 BxB 11 QxB with equality; and 4 N-Q2 PxP 5 P-K4 P-Q3 6 BxP P-KN3 7 P-B4 B-N2 8 KN-B3 O-O 9 O-O QN-Q2 10 Q-K2 with equality.

The last member of the Benoni family is a forerunner of the Benko Gambit, though the pawn majorities are reversed: in the BLUMENFELD COUNTERGAMBIT, 1 P-Q4 N-KB3 2 P-QB4 P-K3 3 N-KB3 P-B4 4 P-Q5 P-QN4 Black hopes for 5 KPxP BPxP 6 PxP P-Q4 7 P-K3 B-Q3 8 N-B3 O-O 9 B-K2 B-N2 10 P-QN3 QN-Q2 and eventually ...P-K4 and it is Black who has a steamroller in the center. However, the Blumenfeld faded from active use in the 1920s because White does not have to accept the very poisoned pawn: 5 B-N5! KPxP 6 PxQP P-KR3 7 BxN QxB 8 Q-B2 P-Q3 9 P-K4 P-R3 10 P-QR4 P-N5 11 P-R3 and all the chances are White's.

All the Benoni systems have one thing in common: Black must play energetically. Passivity means in the Modern Benoni that White's central steamroller will crush Black before the opening is over; in the Benko Gambit, the White's extra pawn will win; even in the Czech Benoni, the White will exploit the closed center with a kingside pawn storm. Even with active play by Black, in many of the lines above we have seen White retain the better chances with precise and occasionally imaginative play. But any slip by White can be fatal, and the Benoni has been described as "a giant swindle". C. H. O'D. Alexander's comment sums up the situation best: "If God played God in the Benoni, White would win; at lower levels, however, Black has excellent practical chances."

## DATABASE DIGEST

### RATINGS OF CLUB MEMBERS AS OF FEBRUARY 10

		Change	Rank	1/7		Change	Rank	1/7
1 Sarkisian	2019	+12	1		14 Rothschild	1825	0	14
2 Chamberlain	2011	+9	2		15 K. Wright	1772	-	-
3 Loyte	2008	+79	4		16 Sadowsky	1745	+23	16
4 Evans	1962	+28	3		17 Engels	1739	-11	15
5 Pratt	1921	0	5		18 R. Wright	1734	-	-
6 Heising	1917	+12	6		19 Koning	1704	-24	17
7 Wolitzer	1888	+14	8		20 A. Hochniuk	1688	+84	19
8 Drumm	1883	0	7		21 Allen	1587	0	20
9 Johnson	1867	0	9		22 Gates	1564	0	23
10 Varga	1849	0	10		23 Warnick	1562	0	24
11 Wilkins	1843	-2	11		24 M. Hochniuk	1549	-74	18
12 Zuppa	1834	-11	11		25 Kaprielian	1532	-37	21
13 Presson	1827	0	13		26 Champion	1526	-42	22



		Change Rank 1/7				Change Rank 1/7	
27 McClanahan	1509	+23	26	39 Wheeler	1272	0	36
28 Seletsky	1491	0	25	40 Gibbons	1244	+6	39
29 Orr	1453	0	28	41 Bond	1239	0	38
30 Michael	1448	-16	27	42 Prindiville	1221	0	40
31 I. Geller	1421	0	29	43 Durfee	1160	0	41
32 Reil	1406	0	30	44 Matheson	1159	-	-
33 Briem	1362	0	31	45 Jacobs	1158	0	42
34 Ben-Maor	1356	0	32	46 Fontaine	1151	0	43
35 Whitney	1343	0	34	47 Best	1111	0	44
36 Green	1339	-15	33	48 S. Geller	1054	0	45
37 Palmer	1303	+4	35	49 Ross	962	0	46
38 Becker	1297	0	36	50 Woodward	893	0	47

Ratings are not available for nine club members. Club mean is 1534 (+3), median 1532 (-30).

## SOLUTIONS

### PROBLEMS, STUDIES, AND CURIOSITIES

Diagram 2: There is only one legal sequence of moves.

Diagram 3: 1 RxBch K-R2 2 Q-Q3ch R-N3 3 QxRch PxQ 4 R-K7ch K-N1 5 B-K6ch K-B1 6 R-B7ch K-K1 7 N-B6ch K-Q1 8 R-Q7ch K-B1 9 RxRPch K-N1 10 N-Q7ch K-B1 11 N-B5ch K-Q1 12 R-Q7ch K-B1 13 R-KB7ch K-Q1 14 N-N7ch K-K1 15 NxPch K-Q1 16 B-N6mate

### BITS AND PIECES

1) Anderssen beat Dufrense in Berlin, 1852. 2) Anderssen beat Keiseritsky in London, 1851. 3) Nimzovitch squeezed a win out of Saemisch in Copenhagen, 1923. 4) Najdorf trounced Glucksberg in Warsaw, 1935. 5) Young Bobby Fischer sacked his queen against Donald Byrne in the Rosenwald Tournament, New York 1956. 6) Euwe upended Alekhine in the 24th game of their 1935 match, in Zandvoort, The Netherlands. 7) This is the game in which Morphy obliterated the Duke of Brunswick and Count Isouard in Paris, 1858. The game was played in a box of the Paris Opera House during a performance of The Barber of Seville. 8) Paul Morphy. 9) Blackburne. 10) Schiffers. 11) Former US Champion Jackson Showalter. 12) Schlechter. 13) Capablanca. 14) Nimzovitch. 15) A queen sacrifice on h7 (h2) followed by a pure mate by a rook and knight. 16) Mate with two knights in the center of the board and a bishop at f7 (f2). 17) Pure mate with two bishops. 18) A form of smothered mate, in which one side checks the king into the corner with the queen, checks it again with a knight, and unveils the queen with a double check.

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