

Drawing on inspiration

A DRAW in chess is often looked on with distaste, as if it might be imagined that neither player was trying very hard.

However, a closer look at some draws will show that many have been thrilling battles. Witness the following game, where Australian professional and Olympiad

player Max Fuller falls victim to a combination with which his weaker Japanese opponent turns a lost game into a breathtaking draw.

I first met Max in Malaysia, where this game was played, and spent some time talking to the professional, who, though not an international master, manages a modest

living from playing. Malaysia, 1974

SICILIAN DEFENCE

- | | |
|---------------------|-----------------------|
| I. Haruyama (Japan) | M. Fuller (Australia) |
| 1. e4 | c5 |
| 2. Nf3 | Nc6 |
| 3. d4 | cxd4 |
| 4. Nx d4 | Qc7 |
| 5. Nc3 | e6 |
| 6. Be3 | a6 |

- | | |
|------------|-----|
| 7. Be2 | b5 |
| 8. O-O | Bb7 |
| 9. f4 | Na5 |
| 10. Bf3? | Nc4 |
| 11. Bc1 | b4 |
| 12. N(c)e2 | Nf6 |
- Black has effortlessly obtained the initiative.
- | | |
|---------|-----|
| 13. b3 | Nb6 |
| 14. Qd3 | Bc5 |
| 15. c4 | d6 |

Listener Nov. 13th 1976

August 1976

CHESS

343

Player	W	D	L	PTS	S.O.S.
Mestel	1	0	0	0.5	68
Whiteley	1	0	0	0.5	64
Rayner	1	0	0	0.5	72
Haygarth	1	0	0	0.5	69
Speelman	1	0	0	0.5	69
Knox	1	0	0	0.5	70
Lambert	1	0	0	0.5	69
Miles	1	0	0	0.5	69
Bellin	1	0	0	0.5	69
Povah	1	0	0	0.5	69
Chandler	1	0	0	0.5	69
Botterill	1	0	0	0.5	69
Neat	1	0	0	0.5	69
Sugden	1	0	0	0.5	69
Pigott	1	0	0	0.5	69
Goodman	1	0	0	0.5	69
MacDonald-Ross	1	0	0	0.5	69
Horne	1	0	0	0.5	69
Clarke	1	0	0	0.5	69
Fuller	1	0	0	0.5	69

THE BRITISH CHAMPIONSHIP, 1976

- A. J. Mestel Leves ..
- A. J. Whiteley London ..
- E. Rayner Manchester ..
- M. J. Haygarth Leeds ..
- J. Speelman London ..
- V. W. Knox Cheadle ..
- G. E. J. Lambert Portsmouth ..
- A. J. Miles Birmingham ..
- R. Bellin Wimbledon ..
- N. E. Povah Streatham ..
- M. Chandler New Zealand ..
- G. S. Botterill Aberystwyth ..
- K. P. Neat Durham ..
- J. N. Sugden Cambridge ..
- J. C. Pigott Kenley ..
- D. S. C. Goodman Acton ..
- M. MacDonald-Ross Harrow ..
- J. Horner Bolton ..
- P. H. Clarke Bude ..
- M. L. Fuller Australia ..

5 points: D. G. Ellison Poulton-le-Fyde, C. J. Lennox Glasgow, H. D. MacPherson Cambridge, D. Rumens Old Coulsdon.

4½: B. Cafferty Birmingham, P. W. Hempson Sheffield, P. Littlewood Skelmersdale, A. T. Ludgate Maghull, D. B. Pritchard Godalming.

4: G. H. Bennett Bournemouth, P. J. Romilly Leeds, D. M. Wise Norwich.

3½: P. J. Lee Portsmouth, F. Parr Ewell, C. W. Pickard Hitchin, D. O. Vaughan Cymbran.

S.O.S. = sum of opponents' scores. Figures in bold indicate the player had white.

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|---------|--------|
| 16. Kh1 | N(b)d7 |
| 17. g4 | Bb6 |
| 18. g5? | |
- 18, Ng3 saves the king pawn — temporarily.
- | | |
|-------------|----------|
| 18. . . . | Nc5 |
| 19. Qd1 | N(f)x e4 |
| 20. a3 | Ba5 |
| 21. axb4 | Bxb4 |
| 22. Nc2 | a5 |
| 23. Nxb4 | axb4 |
| 24. Rxa8 ch | Bxa8 |
| 25. Bb2 | O-O |
| 26. Qd4 | e5 |

Nice play, for if 27. fxe5 dxe5. 28. Qxe5 Qxe5. 29. Bxe5 Nxb3.

27. fxe5	dxe5
28. Qe4	Rd8
29. Bxe4	Bxe4 ch
30. Kg1	Rd3

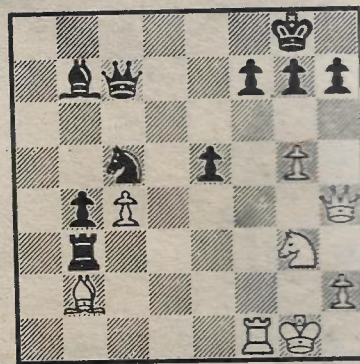
Even the most pessimistic of players would now start counting the points on the score table.

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|---------|-------|
| 31. Qf2 | Rf3 |
| 32. Qh4 | Rxb3 |
| 33. Ng3 | Bb7?! |

Of course the simple Rxb2. 34. Nxe4 Nxe4. 35. Qxe4 Qc5 ch wins easily — but how was Max to foresee White's stunning continuation?

Players are supposed to resign at this point!

BLACK



WHITE

- | | |
|-----------|--------|
| 34. g6! | h x g6 |
| 35. Bxe5! | |
- A promise of things to come. The bishop is still safe — 35. . . . Qxe5. 36. Qd8 ch Kh2. 37. Qh4 ch with perpetual check.
- | | |
|-------------|------|
| 35. . . . | Qd7 |
| 36. Bxg7! | Kxg7 |
| 37. Nh5 ch! | |

Brilliant play! If Black declines the Knight (Kf8) then 38. Nf6 wins.

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|------------|--------|
| 37. . . . | g x h5 |
| 38. Qg5 ch | Kf8 |
| 39. Qh6 ch | Ke8 |
| 40. Qh8 ch | Ke7 |
| 41. Qf6 ch | Ke8 |

An inspired desperado combination. However the perfectionist will claim black could still win after 36. Bxg7! with 36. . . . R x g3 ch. 37. Q x g3 K x g7. 38. Qe5 ch Kg8. 39. Q x c5 Qg4 ch. 40. Kf2 b3! when all moves appear to lose for White — eg Qb6 Qf3 ch. 42. Ke1 Qc3 ch. 43. Kf2 Qd2 ch. 43. Kg3 Qg2 ch etc.

This in no way detracts from the enjoyment I gained from playing through this delightful game — combined with the frustrated look on Max's face after it ended.

MURRAY CHANDLER