

Everything you ever wanted to know . . .

NOW THAT Soviet Grandmaster David Bronstein's tournament book on the 1953 Zurich Candidates has been translated, the English-speaking world finally has access to what is in fact a unique middle game manual.

His comments on the 210 games — with Smyslov, Keres, Reshevsky, Petrosian and Bronstein himself among the participants — are more than mere annotations. He elaborates with eloquence and bubbling enthusiasm on the positional concepts that govern play, and a top player's quest to find the correct plan.

Bronstein has frozen one of the truly great tournaments — and thus a particular stage of chess thought — in time. But more than this, by using words rather than variations, he has revealed some of the intimate secrets of Grandmaster play.

This manuscript could have been titled "everything you ever wanted to know about chess, but didn't have one of the world's best players handy

to ask". B. T. Batsford Ltd settled for *The Chess Struggle in Practice* (hard-cover, £9.95). It has to be the king of all tournament books — I cannot recommend it too highly.

The following game won a beauty prize and the notes are based on Bronstein's.

Zurich 1953

NIMZO-INDIAN DEFENCE

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Geller begins a formidable kingside attack that has every chance of succeeding if Black follows tradition and counter-attacks on the queenside. However Euwe carries out two remarkable ideas: infiltrating on the queenside to attack White's king from the side, and also luring White's pieces deep into his own king position to cut them off from the defence of their own monarch.

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| 1. d4 | Nf6 |
| 2. c4 | e6 |
| 3. Nc3 | Bb4 |
| 4. e3 | c5 |
| 5. a3 | Bxc3 ch |
| 6. bxc3 | b6 |
| 7. Bd3 | |

More accurate is 7.Ne2. Now, compared with those lines where Black plays 6...0-0 7.Bd3 Nc6 White has to expend an extra tempo to prepare e4.

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| 7. . . . | Bb7 |
| 8. f3 | Nc6 |
| 9. Ne2 | 0-0 |
| 10. 0-0 | Na5 |
| 11. e4 | Ne8 |

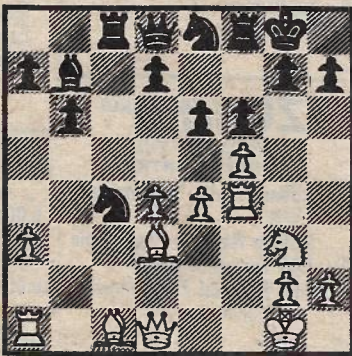
Black retreats his knight to avoid the pin with Bg5 and to answer White's f4 with . . . f5, blocking the kingside.

Hence Geller's next move, taking control of f5.

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| 12. Ng3 | cxd4 |
| 13. cxd4 | Rc8 |

The c-pawn was doomed from move five.

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| 14. f4 | Nxc4 |
| 15. f5 | f6 |
| 16. Rf4 | |



The attack grows ominous. White needs only two moves to transfer his Queen and Rook to the h-file, and any defensive manoeuvre by Black: . . . Rf7, . . . Qe7 etc, is too passive. But Euwe has played more than 70 games against Alekhine, the most dangerous attacking player of his time, and knows another resource — counter-attack!

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| 16. . . . | b5! |
| 17. Rh4 | Qb6 |

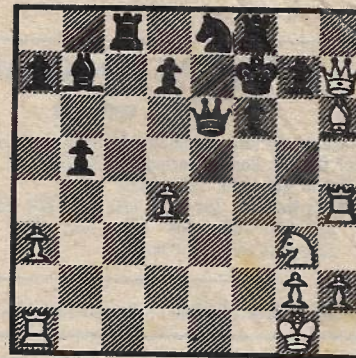
Inhibiting Qh5 as White must tend to his d-pawn.

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| 18. e5 | Nxe5 |
| 19. fxe6 | Nxd3 |
| 20. Qxd3 | Qxe6 |
| 21. Qxh7 ch | |

White breaks into the king position, and Black's situation looks precarious.

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| 21. . . . | Kf7 |
| 22. Bh6 | |

Who would have believed that the game was going to end in another four moves — in Black's favour!



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| 22. . . . | Rh8 |
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A rook decoy sacrifice — Black's main tactical blow in his counterattack. The White queen is drawn from its protection of the c2 square needed for the Black rook.

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| 23. Qxh8 | Rc2 |
| 24. Rc1? | |

Hardly surprisingly that Geller goes astray in the complications. The only defence to Euwe's threat of . . . Rxc2 ch followed by Qc4 mating took the Candidate's players a week to find — 24.d5! when 24. . . Qb6 ch 25.Kh1 Qc2 26.Rg1 Bxd5 when 27.Re4! saves White, or 24. . . Bxd5 25.Rd1! Rxc2 ch 26.Kf1 gxh6 27.Qxh6! Even in this line, with a bishop and two pawns for the rook and White's king exposed, Black would still have good winning chances.

Analysis has also demonstrated that . . . Rh8 was somewhat premature — 22. . . Rc4 was better first (but not nearly so pretty!).

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| 24. . . . | Rxc2 ch |
| 25. Kf1 | Qb3 |
| 26. Ke1 | Qf3 |
| 27. Resigns | |

MURRAY CHANDLER

ALGEBRAIC NOTATION

The algebraic notation in this chess column is that used almost exclusively in Europe and in many countries elsewhere. Each square has one designation only. The vertical files are labelled a to h from White's left. In horizontal rank the squares are labelled 1 to 8 from White's end. Normal symbols are used, except that pawns as such are not mentioned; just the arrival square is given for a non-capturing pawn move.