

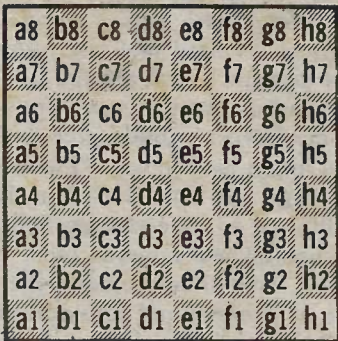
Working it out algebraically

THE PUBLICITY generated by this year's world championship match will no doubt be encouraging more people to devote some of their leisure time to chess. Most will want to read books and magazines and in this case it is advisable to learn the chess notation used to record games.

There are two major types of notation — the English descriptive and the algebraic. As books may be in either notation it is helpful to learn both. But for a learner who wishes to know which notation is better to start recording his own games, the answer is undoubtedly algebraic, which is now the only notation officially acceptable to Fide, the World Chess Federation.

Probably the best comparison between the two notations is the one between imperial measures and metric. Once you have made the switch you will never want to go back again. Even in America, traditionally the stronghold of English descriptive, the US Federation's official magazine has adopted algebraic at Fide's request.

Learning it is really quite simple. As can be seen from the diagram, the



squares have only one label each, eg a1 or c4 or e5. Normal symbols are used — K=King, Q=Queen, B=Bishop, N=Knight, R=Rook. So a move of, say, 16.Bd5 means the bishop moves to the d5 square.

A major difference from English descriptive is that in algebraic pawn moves as such are not mentioned — only the arrival squares are given. Thus 1.e4 means that White's first move is to play his pawn to the e4 square.

Captures are indicated by an "X", eg 15.Bxc6 means the bishop takes whatever is on the c6 square. Captures between pawns are even more simplified, eg 12.axb3 means that on move 12 the White pawn on the a-file captures the Black pawn on b3.

Armed with this new intelligence (incidentally, somebody was once arrested while playing a postal game — the authorities thought he was a spy sending in code), the reader should find virtually any magazine in Europe accessible, from Russia to Denmark. You might, however, have a little difficulty finding the following game in any Danish newspaper.

It features the annihilation of their top player by the incisive young Soviet grandmaster Alexander Belyavsky, on his way to winning the

recent super-tournament in Tilburg. Final scores at Tilburg were: Belyavsky 7½; Petrosian 7; Portisch, Timman 6½; Ljubojevic 6; Andersson, Kasparov, Spassky 5½; Larsen, Sosonko 4½; Hubner 4; Miles 3.

CARO KANN DEFENCE

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|-------------------------------|-------------------------------|
| A. BELYAVSKY (USSR) | B. LARSEN (Denmark) |
| 1. e4 | c6 |
| 2. d4 | d5 |
| 3. Nc3 | dxe4 |
| 4. Nxe4 | Bf5 |
| 5. Ng3 | Bg6 |

Larsen has become a keen practitioner of this line recently. It is normally considered a solid, drawish variation, but the aggressive Dane has livened it up with the idea of attacking White's king when it castles queenside.

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| 6. h4 | h6 |
| 7. Nf3 | Nbd7 |
| 8. h5 | Bh7 |
| 9. Bd3 | Bxd3 |
| 10. Qxd3 | Ngf6 |

Normal is 10...Qc7, but Larsen maintains that Black can allow the White bishop to settle on f4.

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| 11. Bf4 | e6 |
| 12. O-O-O | Be7 |
| 13. Ne5 | a5!? |
| 14. Rhe1 | a4? |

Black really cannot neglect his development like this — he must play 14...Nxe5 or 14...Nd5. The vigilant Belyavsky needs no second chance.

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| 15. Ng6! | Nd5 |
|----------|-----|

On 15...fxg6, 16.Qxg6 ch Kf8 17.Rxe6 Qe8 18.Nf5 Qxg6 19.hxg6 Nd5 (19...Bb4 20.c3 or 19...Re8 20.Nxe7 Rxe7 21.Bd6) 20.Rxe7! Nxe7 21.Bd6 gives White a winning position. On 21...Re8 comes 22.Re1 and otherwise White has two pawns for the exchange with Black's king's rook stranded idle in the corner.

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| 16. Nf5! | Bf8 |
| 17. Bd6 | Rg8 |



If 17...fxg6 then 18.Nxg7 ch Bxg7 20.Qxg6 mate. Larsen's comment after the game: "I forgot to castle."

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| 18. c4 | Nb4 |
| 19. Qh3 | fxg6 |
| 20. Rxe6 ch | Kf7 |
| 21. hxg6 ch | |

A rook sacrifice to force the king out.

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| 21. ... | Kxe6 |
| 22. Re1 ch | Ne5 |
| 23. Bxe5 | Resigns |

After 23...Nd3 ch 24.Qxd3 Kd7 25.Qh3! Black still has no way to avoid the killer discovered check.

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