

Foul mouthed

A UNIQUE and disturbing feature of the world championship match in Italy was the insults traded at the board as well as off it. Normally the silence at such events is, of course, absolutely sacred. The only communication between the two participants should be when one of them offers a draw. On several occasions in Merano, however, Soviet defector Viktor Korchnoi and his bitter rival Anatoly Karpov had less than friendly verbal exchanges while play was in progress.

As the two are not meant to be on speaking terms, Korchnoi has in the past insisted that the Russian world title-holder even offer his draws through the arbiter. Consequently it was not such a surprise when the challenger rebuffed Karpov's direct offer early in the match. But in game nine Korchnoi told Karpov, in effect, to shut up when the champion, he alleged, gave a "supercilious laugh" while making his seventh move.

Matters reached a head in game 12 when Korchnoi accused his rival of disturbing him by swivelling in his chair. The BBC claimed he said to Karpov, "Stop squirming you little worm" — or, presumably, the equivalent in Russian. It is difficult to believe such crudeness could occur even in this world championship, but whatever was said the Russians screamed blue murder and protested to Fide. The match jury upheld the protest, showed Korchnoi the yellow card, and threatened him with a 15,000 Swiss francs fine for the "foul".

Before the start of game 13, the chief arbiter (who came from Ecuador) did nevertheless caution Karpov about moving around in his chair. There were no further verbal eruptions from Korchnoi, who instead produced one of the most sparkling victories of the match.

Well played as this game was, it proved only temporary encouragement to the Korchnoi supporters. Karpov won the very next game and then, after three draws, the 18th, to win the match and keep his world championship title.

Here is the 13th game:

QUEEN'S GAMBIT

V. KORCHNOI	A. KARPOV
1. c4	e6
2. Nc3	d5
3. d4	Be7
4. cxd5	exd5
5. Bf4	c6
6. e3	Bf5
7. g4	Be6
8. h3	Nf6
9. Bd3	c5
10. Nf3	Nc6
11. Kf1	

Choosing artificial castling to get the king away from the centre. 11.0-0? would allow Black a strong attack with 11...h5.

11. ...	0-0
12. Kg2	Rc8
13. Rc1	Re8
14. dxc5	Bxc5
15. Nb5	Bf8
16. Nfd4	Nxd4
17. Rxc8	Qxc8
18. exd4	

17.Nxd4 gives the knight a blockade against the isolated pawn, but Korchnoi puts his faith in winning the bishop pair.

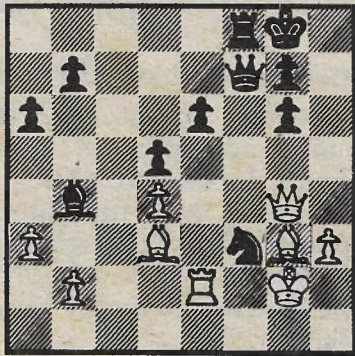
18. ...	Qd7
19. Nc7	Rc8
20. Nxe6	fxe6
21. Re1	a6
22. g5	Ne4

17...Ne8 18.Qg4 leaves Black very passive, so Karpov offers a pawn for counterplay after 23.Bxe4 dxe4 24.Rxe4 Qd5. Now comes a phase where aggressive play by White and active defence by Black are both essential.

23. Qg4!	Bb4
24. Re2	Rf8
25. f3	Qf7!
26. Be5	Nd2
27. a3	Nxf3!

Planning 28.axb4 Nel ch.

28. g6!	hxg6
29. Bg3	



29. ...	Be7?
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A meek retreat and the fatal error. Counter-attack by 29...Nh4 ch!! would have saved the game — meeting 30.Qxh4 with 30...Qf3 ch and 30.Bxh4 with 30...Qf1 ch 31.Kh2 Bd6 ch 32.Bg3 Rf2 ch. After 29...Nh4 ch!! the main line runs 30.Kh2 Nf3 ch 31.Kh1 Nh4! and now: (a) 32.Rf2 Nf5; (b) 32.Rc2 Qf3 ch 33.Qxf3 Rxf3 34.Bxh4 Bd6 with designs against d3 and h3; or (c) 32.Qxh4 Qf3 ch 33.Rg2 Qxd3 34.axb4 Rf1 ch 35.Kh2 Qd1 and Black's attack is so dangerous White must force a draw by checking with his queen on d8 and h4.

30. Rf2	Ne1 ch
31. Kh1	Qxf2

Grabbing as much as possible for the queen — 31...Qe8 32.Rxf8 ch followed by 33.Bxe1 leaves Black a piece down.

32. Bxf2	Nxd3
33. Qxe6 ch	Rf7
34. Bg3	Nxb2
35. Qxd5	Bf6
36. Bd6	g5
37. Qb3!	Bxd4
38. Qe6	g6
39. Qe8 ch	Kg7
40. Be5 ch	Bxe5
41. Qxe5 ch	Kh7
42. Qxb2 (sealed)	Resigns

MURRAY CHANDLER

WORLD CHAMPIONSHIP MATCH, MERANO 1981

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Karpov	1	1	1/2	1	1/2	0	1/2	1/2	1	1/2	1/2	1/2	0	1	1/2	1/2	1/2	1
Korchnoi	0	0	1/2	0	1/2	1	1/2	1/2	0	1/2	1/2	1/2	1	0	1/2	1/2	1/2	0