

THE  
NEW ZEALAND

**CHIEFS**

MAGAZINE

CONTENTS

	Page
North Island Championship Result	94
New Zealand Rating List	95
Bayertz - Haase	96
Phillips - Evans	98
Sutton - Phillips	99
U.S.S.R. Brilliancy Prize: Suetin - Bagirov	100
Spassky - Korchnoi	102
Problem Section	103

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THIS ISSUE IS SMALLER THAN USUAL BECAUSE WE GAVE MORE MATERIAL IN THE PREVIOUS FOUR MONTHS. READERS WILL NOTE THAT WE ADHERE TO OUR AVERAGE OF 20 PAGES PER MONTH.

DONATIONS. WE MUST AGAIN ASK SUBSCRIBERS TO STOP SENDING THEM, AT THE SAME TIME THANKING THEM FOR THEIR KIND GESTURE. WE ARE SURE THAT THEY WILL COMPLY WITH A CIVIL REQUEST OF THIS NATURE. WE WOULD HOWEVER APPRECIATE EARLY RENEWAL OF SUBSCRIPTIONS AND ADVERTISING BY CLUBS.

Stop Press.

North Island Championship Result. 1. R. Wilkin, 2-3 D. Lynch and B. Goffin. Details to come.

NEW ZEALAND

O. Sarapu  
J.R. Phillips  
R.A. Court  
F.A. Foulds  
A. Feneridis  
R.J. Sutton  
W.A. Poole  
L. Esterman  
B.C. Menzies  
R. Clarke  
H. McNabb  
J. Eriksen  
C. Evans  
B. Douglas  
R.A. Raza  
J.E. Howe  
T. van Dijk  
D.I. Lynch  
G.G. Haase  
W. Reindler  
B.E. Howard  
A.L. Fletcher  
R. Chapman  
Z. Frankel  
N.T. Fletcher  
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A. Nyman  
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K. Beyer  
E. Davida  
J. Hunter  
K.M. Steele  
R.M. O'Callahan  
K.E. Hartley  
L.E. Whitehouse  
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H.P. Whitlock  
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K.M. Okey  
R.E. Baeyertz  
E.G.A. Frost  
M. Fournier  
B. Deben  
N. Cruden  
J. Drga  
A. Wilkinson  
L.J. Kiley  
R.S. Watt  
G. Severinsen  
H. De Hay  
C.P. Belton  
R. Roundill  
J.O. Bishop  
B.J. Halpin  
R. Weatherley

NEW ZEALAND CHESS ASSOCIATION RATING LIST 31. 3. 64

O. Sarapu	932	K. O'Halloran	669	E. McG. Green	589
J.R. Phillips	898	J.B. Kay	669	L. Wheeler	582
R.A. Court	893	I.D. Hayes	669	J. Holdsworth	580
F.A. Foulds	883	V. Artemiev	667	O. Mancewicz	580
A. Feneridis	873	S. Van Dam	666	S. Severinsen	580
R.J. Sutton	859	C.B. Newick	665	M. Ponimoni	579
W.A. Poole	856	A. Wassilief	665	A.G. McCall	579
L. Esterman	849	B.R. Anderson	664	R.T. Baker	577
B.C. Menzies	843	G. Turner	664	P. Blandford	576
R. Clarke	832	R. Metge	659	W.R. Hamlin	576
H. McNabb	829	N. Cooper	658	D. Simpson	575
J. Eriksen	827	K.R. Austin	657	K. Humphries	574
C. Evans	826	T.R. Harris	656	C. Whitehouse	574
B. Douglas	819	M.R. Foord	653	L. Amies	571
R.A. Rasa	819	M.J. Skerrett	646	A. Bolwell	569
J.E. Howe	817	A. Hollander	648	N.A. Palmer	569
T. van Dijk	813	I.R. Gordon	643	B. Hart	569
D.I. Lynch	797	R.C. Pickering	639	C. Harvey	568
G.G. Haase	794	J.L. Hardy	639	Dr. N.E. Fulton	567
W. Reindler	774	A.B. Miller	637	Dr. Henderson	566
B.E. Howard	770	R.G. Wilkin	635	D.S. Moulin	564
A.L. Fletcher	764	H.F. Pobar	635	Z. Shardy	564
R. Chapman	764	G.E. Trundle	635	D. Pickering	560
Z. Frankel	762	J. Kyle	634	J. Bailey	559
N.T. Fletcher	759	R. Severinsen	633	L.E. Cook	559
D.J. Cooper	757	T.H. Phillips	633	V. Sorensen	558
A. Nyman	753	J. Arbuthnott	632	J.L. Jeffries	557
W.B. Petre	749	D.F. Goble	631	I.R. Jordon	556
K. Beyer	748	T. Costello	628	I. Boyd	552
E. Davida	741	O. Ball	627	K. Reeve	552
J. Hunter	740	H.J. Toye	627	C.W. Taylor	551
K.M. Steele	737	J. Topp	626	S. Stevens	550
R.M. O'Callahan	734	C. Bokany	626	R. Benson	545
K.E. Hartley	728	A.C. Gagen	623	Spencer Smith	545
L.E. Whitehouse	718	R. Colebaker	621	G. Bateman	543
B.C. Foan	715	R. Halpin	620	R. Pettott	543
H.P. Whitlock	712	A.M. Louis	620	W. Gnojek	538
E. Serenas	711	R.L. Mills	618	Mrs. Z. Frankel	536
K.M. Okey	711	P.G. Fama	618	T. Lawrence	535
R.E. Baeyertz	710	G.N. Thorby	617	M. Kopytro	531
E.G.A. Frost	702	E. Fugistaller	613	D. Young	531
M. Fournier	697	A. Borren	613	R. Mitchell	530
B. Deben	694	R.J. Cockcroft	611	N. Hutton	529
N. Cruden	694	B. Gloisten	612	A.G. Bullock	527
J. Drga	692	J. Harraway	609	D. Sloane	525
A. Wilkinson	690	C. Western	607	M.S. Littlewood	523
L.J. Kiley	689	G. Sumner	603	A.G. Webster	523
R.S. Watt	684	R. Taylor	598	A.N. Hignett	522
G. Severinsen	684	M.K. Morrison	596	Mrs. Boyack	519
H. De Hey	683	B.E. Lawrence	595	A.J. Wilson	519
C.P. Belton	681	D. Fairley	593	F. Fodor	518
R. Roundill	678	P.B. Goffin	591	T. Gurney	517
J.O. Bishop	677	T. Free	591	W. Tuck	517
B.J. Halpin	673	R. Kyle	591	T.F. Smith	516
R. Weatherley	669	O.N. Thomson	589	L. Somogyvary	514

W.A. Lindsley	516	H. Poole	485	W. Thomsen	439
J. Evans	513	D. Miller	484	D. McKenzie	438
R.J. Woodford	513	G. Dyson	482	B. Knuckey	436
G. Kerr	511	S. Koustall	481	H.I. Meredith	435
D. Flude	510	G. Meara	480	I. Ware	434
E. Palmer	510	R.M. Gordon	478	P. Anderson	433
E.H. Vernon	510	P.W. Boag	478	F.P. Grieve	432
P. Lawton	509	D. Tebby	475	G. Stacey	432
R.P. Bowler	508	D. Stracey	476	W. Petre	432
S. Kerekygarto	508	J. Miller	474	P. Burley	431
F. Lawrence	507	. Beutner	474	I. McCutcheon	430
J. Hughes	505	K. Boom	474	M. Andersen	455
I. Patterson	505	G. Sitwell	472	J. Garrett	430
A. Lentz	504	B. Patterson	471	D. Green	429
A.J. Ratliffe	504	D.R. Gordon	470	G. Hartridge	426
A.C. Loudon	502	L.S. Taylor	469	W.M. Boeyen	425
C.B. Oldridge	502	R. Tuck	468	W. Thompson	424
D. Severinsen	500	P. Collins	467	G. Thompson	422
R.M. Smith	500	G. Harris	465	D. Stewart	422
R.M. McGregor	499	J. Kemeny	465	B. Collins	417
J. Bracegirdle	499	P.E. Lakisoe	465	C. Crabbe	412
L.R. Prentice	498	H. Sidler	465	R. Thornburrow	412
G.R. Ter Horst	498	M. Livingston	462	D. Smyth	410
Dr. Gardner	497	R. Wood	461	R. Baxter	410
K.W. Lynn	496	F. Kreinecker	458	Mrs. M. Spens-Black	406
A. Dominik	495	F. Jarosch	458	W. Fransen	392
E.G. Saker	495	D.A. McArthur	458	G. Williams	392
D. Stewart	495	B. Taylor	456	G. Barnett	390
L. Dickie	494	D. Esterman	455	T. Hughes	390
J. Nysee	493	J.W. Ormsby	451	P.R. Best	387
M. Robb	493	T.H. Murray	451	W.D. Broadfoot	386
P. Ellis	491	F. Edwards	450	W. Woods	386
J. Amies	491	K. Schirgi	448	R. de Jong	360
R. Rimmington	490	W. Hunsche	447	. Burdett	341
Sharp	488	A. McLay	445	B. Severinsen	315
W.K. Scott	488	L. Eicholtz	445	. Rose	287
I.R. Mitchell	488	W. Chandler	442	Mrs. H. Wieck	281

NEW ZEALAND CHAMPIONSHIP 1963-64

Round 5. Irregular Opening.

White: R.E. Baeyertz; Black:  
G.G. Haase. (Notes by R.Chapman)

1. PQ4 PK3  
2. PQB4 PQB4  
Unusual enough not to be given in M.C.O., but it has been played before and may transpose into the Modern Benoni, or the Blumenfeld.  
3. PK3  
Safe enough, but rather tame; more energetic is 3. PQ5

3. .... PQN3?  
A strategical mistake, as White's following moves show; Black's QB will have little scope on this diagonal. Less committing was 3....,NKB3.

4. NQB3 BN2  
5. PQ5  
Always the answer to a Queen-fianchetto, where possible. Black now has the choice between a poor variation of the Queen's Indian, in which he will be unable to contest

his K5, and a Benoni where the position would cause him to lose counter-play on the e4 squares for the latter options for the latter the better course

5. ....  
6. PK4  
7. PB4  
8. BPxP  
The correct move would hold up Black but deprive White of a desideratum, the

8. ....  
Necessary but to prepare ....PQN4, BN5ch followed by a stastating effect.

9. BQ3?  
More appropriate 9. PQR4, but development for Black in turn makes it impossible for so unity to play it preoccupied with PK5.

9. ....  
10. NB5  
Here again PQ...  
10. ....  
Preventing 11... threat of 11....P...  
11. QK2  
12. PQN3  
Again avoiding  
12. ....

This looks du... removes a guard f... sake of more play... But in his undeve... is scarcely prac... hence preferable... followed by ....B...KRK1. This w... White's central b... Black a chance to... of the Q-side sit...  
13. BK3

Though this d... 13....PB5, it all... edly at the cost... exchange this Bis... tempted to ask no...

his K5, and a Benoni-type formation, where the position of his QB will cause him to lose time setting up counter-play on the Q-side. He opts for the latter and probably the better course.

- 5. .... NKB3
- 6. PK4 PQ3
- 7. PB4 PXP
- 8. BFXP .....

The correct recapture; 8.KPxP would hold up Black's Q-side play, but deprive White of his strategical desideratum, the break by PK5.

- 8. .... PQR3  
Necessary both in order to prepare ....PQN4, and to prevent BN5ch followed by PK5 with devastating effect.

- 9. BQ3? .....

More appropriate was the immediate 9. PQR4, pausing with his development for long enough to make the advance ....PQN4 more or less impossible for some time to come. Black in turn misses his opportunity to play it at once, being preoccupied with the prevention of PK5.

- 9. .... QNQ2
- 10. NB3 .....
- Here again PQR4 was called for.
- 10. .... QB2  
Preventing 11. PQR4 by the threat of 11....PB5.

- 11. QK2 PQN4
- 12. PQN3 .....
- Again avoiding 12....PB5.

- 12. .... NN3  
This looks dubious: Black removes a guard from his K4, for the sake of more play on the Q-side. But in his undeveloped state, this is scarcely practicable, and hence preferable seems ...PKN3, followed by ....BN2, ....O-O, and ....KRB1. This would hold up White's central break, and give Black a chance to make something of the Q-side situation.

- 13. BK3 .....
- Though this does prevent 13....PB5, it allows Black (admittedly at the cost of more time) to exchange this Bishop. One is tempted to ask now whether White

needed to fear ...PB5, since the opening of the QB file after 13....PB5: 14. BB2, PXP: 15. PXP, would benefit White, who is better developed, and can occupy the file with his Rooks. Hence, the move was 13 BN2! bringing another piece to bear on his K5, and preventing 13....PKN3, which would be answered by 14. NXP.

- 13. .... NN5
- 14. QRB1 NxB
- 15. QxN PN5

Creating a hole at his QB5, and generally weakening his Q-side White squares unnecessarily.

- 16. NK2 PN3  
At last!
- 17. O-O BN2
- 18. QQ2 O-O?

- Overlooking the threat.
- 19. QXP KRB1

The wrong Rook. It was essential to prevent PK5 as long as possible, and therefore Black should try ....QRB1 followed by ....KRB1.

- 20. QQ2 QK2
- 21. NB3 PQR4
- 22. PQR4 NQ2
- 23. KRB1 NB3

It is no longer possible to prevent PK5 for any length of time, but the text merely gives it greater force. Black has presumably decided that since he can not prevent it, he might as well create a diversion in the hope of drawing White away from his main strategical aim.

- 24. BB4 BQR3  
24....RKB1 was necessary to prevent the ensuing sacrifice on his KB2, although after 25. PK5 which would follow anyway, Black's game would collapse.

- 25. PK5 PXP  
25....NK1: 26. PXP, QXP: 27. NK4 etc. is equally unpleasant.
- 26. PQ6 QQ1
- 27. PXP NQ2

Or 27....NK1: 28. BxPch, KxB:

- 29. NN5ch, KN1: 30. QQ5ch etc.
- 28. BQ5 .....
- Giving Black a resource which he would have been denied if the sacrifice had been played at once

e.g. 28. BxPch, KxB: 29. NN5ch, KK1: 30. QB4, NB3: (if 30...BB3: 31. PxB dis ch., NK4 with similar play to the main variation or 31...KB1: 32. NK6ch); 31. PxN dis. ch., KQ2: 32. RK7ch, KB3: 33. QK4ch, KN3: 34. NQ5ch, KB3: 35. NN4 double ch, KN3: 36. QB6ch!, RxB: 37. NQ5 mate.

28. ....	RR2
29. BxPch	KxB
30. NN5ch	KK1
31. QB4	NB1

The above mentioned resource, since the Rook now protects the second rank. Nevertheless, White's attack is still enough to polish Black off quite effectively.

32. PK6	QB3
33. PQ7ch	NxP
34. PxN double ch	KxP
35. QRQ1ch	QQ5ch

Or 35...KB3: 36. RK6ch.  
 36. RxQ BxRch  
 37. KR1 BxN  
 38. QB7ch KB3  
 39. RK6ch KQ4  
 40. QxR ....

Of course, 40. QB3ch and mate next move is also good (Editor)  
 40. .... Resigns.

The whole line from White's 29th is virtually forced.

#### Round Five

QP. King's Indian Defence.

White: J.R. Phillips. Black: C.A. Evans. (Notes by R.Chapman)

1. PQB4	NKB3
2. NQB3	PN3
3. PQ4	BN2
4. PK4	PQ3

Until recently, this move was thought to be obligatory, but recent analysis, sparked off by the game Letelier-Fischer, Leipzig 1960, has shown that the transposition 4...0-0 is quite satisfactory, since the attempt to dominate the centre by 5. PK5 rebounds on White's head.  
 5. NB3 O-O  
 6. BK2 PK4

The immediate 6...PK4 has become less common of late, since the

Masters have found considerable difficulty in thinking up a good answer to Petrosian's system (7. PQ5, QN2: 8. EN5, PKR3: 9. ER4,) which tends to make Black's thematic K-side attack extremely hard to execute. Hence many masters have been falling back on the old 6...QN2, though without a great deal of success. Here, however, Phillips elects to keep to the most classical variation.

7. O-O	NB3
8. BK3	....

8. PQ5 leads to one of the most complicated and interesting lines in this defence; Black makes an all-out assault on the White King, while White attempts to open the QB file, and break in on the Q-side. On the whole, chances seem to favour Black, but the question is by no means settled.

8. ....	BN5
---------	-----

Unusual, but nevertheless quite good. More common are (a) 8...NN5; 9. BN5, PB3: 10. BB1, KR1: 11. PQ5, NK2: 12. NK1, NR3: 13. BK3, PKB4: with the type of game indicated in the previous note, and (b) 8...RK1, which had its genesis in Najdorf-Reshevsky, Zurich 1953, but was later discarded on account of 9. PxP, PxP: 10. QxQ, NxQ: 11. NQN5, NK3: 12. NN5, RK2: 13. KRQ1. Later this line was revived by Fischer, and it now seems to give Black fair drawing chances, though practically no winning prospects.

9. PQ5,	BxN
---------	-----

But why give up the two Bishops unnecessarily? Better is the line given in M.C.O. (9th edition) 9...NK2: 10. QQ2, NR4: 11. PKR3, BQ2: 12. PKN4, NB5: 13. BxN, PxB: 14. QxP, PKB4! with equality. (Vidmar-Balla, Budapest 1940).

10. BxB	NQ5?
---------	------

Giving up a Pawn for no compensation. Were White uncastled, or Black's Rook on K1, the text would be good, but here it virtually hands away the game, since Black gets no attacking chances.

Most of the rest of the game is interesting as an attempt to polish off an opponent. The most logical course has been 10...NK2, followed by 11...NQ2 and ...PKB4.  
 11. BxN  
 12. QxP  
 13. QQ2

Forcing a weak K-side, either now or later, but even so, with the attacking prospect.  
 14. PKN3  
 15. BK2

More economical.  
 QK2: leaving the White King and of course not...  
 15. ....  
 16. KRK1  
 17. QRB1

Injudicious, in plan to break through. Rather than weaker, which helps only a little, and indeed must have some attack on the K-side due preparation.  
 17...PKB4 weakens the K-side much after 18. PxP: 18...RxP is refuted by 19. QN4 and 20. BN4.  
 18. PQR3

Preparing his counter-attack at junction with an attempt to win if possible.  
 18. ...  
 19. PQN4  
 20. PxP

Black has no chance to the coming invasion of the QB file, since he is unable to contest the file.  
 20. ....

When Black attacks the Indian without ... so with one hand behind his back; his ability to play a test the Q-side is his strategic plan if Black still has a chance to play effect.  
 21. RR1  
 22. RxB  
 23. NN5

Most of the rest of the game is interesting as an example of how to polish off an opponent. The most logical course would have been 10...NK2, followed soon by ...NQ2 and ...PKB4.

- |     |     |     |
|-----|-----|-----|
| 11. | BxN | PxB |
| 12. | QxP | NQ2 |
| 13. | QQ2 | QR5 |

Forcing a weakening of the K-side, either now or after...BK4, but even so, without his QB, his attacking prospects are small.

- |     |      |                                |
|-----|------|--------------------------------|
| 14. | PKN3 | NK4                            |
| 15. | BK2  | ....                           |
| 15. | .... | More economical than 15. EN2,  |
| 16. | .... | QK2: leaving the QBP attacked: |
| 16. | KRK1 | QRK1                           |
| 17. | QRB1 | PQR4                           |

Injudicious, in view of White's plan to break through on this wing. Rather than weakening himself here, which helps only White, he should and indeed must attempt to work up some attack on the other wing, after due preparation. The immediate 17...PKB4 weakens the King too much after 18. PXP, PxP: since 18...RxP is refuted by 19. PB4 and 20. BN4.

- |     |      |      |
|-----|------|------|
| 18. | PQR3 | .... |
| 18. | ...  | PQN3 |
| 19. | PQN4 | PxP  |
| 20. | PxP  | .... |

Black has no effective reply to the coming invasion via the QR file, since he is in no position to contest the file.

When Black attacks in the King's Indian without ...PKB4, he is doing so with one hand virtually tied behind his back; here Black's inability to play ...PKB4 or to contest the Q-side is symptomatic of his strategical plight. Note that if Black still had his KP on e5, he could still play ...PKB4 with some effect.

- |     |     |     |
|-----|-----|-----|
| 21. | RR1 | RR1 |
| 22. | RxR | RxR |
| 23. | NN5 | RR1 |

If Black attempts to hold the QR file, White could break through by RQB1 and PB5, or alternatively, he could take advantage of his superior mobility to attack in the centre and K-side by PB4 and PK5.

- |     |     |      |
|-----|-----|------|
| 24. | QR2 | PKB4 |
| 25. | QR7 | RQB1 |

For if 25...PxP: 26. QxBP, QxQ: 27. NxQ, RQB1: 28. NN5, and the White QBP cannot be taken, so that Black is still a Pawn down, and has a position full of weaknesses.

- |     |      |     |
|-----|------|-----|
| 26. | QN7  | QQ2 |
| 27. | PB4  | NB2 |
| 28. | BQ3  | PR5 |
| 29. | PxBP | BB3 |

And now Black's K-side is demolished.

- |     |      |      |
|-----|------|------|
| 30. | QB6  | QQ1  |
| 31. | PxNP | NR3  |
| 32. | PN4  | .... |

Black's Knight has no safe move, and hence he has no answer to the threat of 33. PN5.

- |     |      |          |
|-----|------|----------|
| 32. | .... | NxP      |
| 33. | BB5  | NxP      |
| 34. | KxN  | RR1      |
| 35. | NxBP | Resigns. |

What a shambles! The fact that such a mess as this final position is seldom seen on the chessboard is due mainly to the fact that most players have usually resigned beforehand.

#### DOMINION ROAD SUMMER CUP

The 1964 Dominion Road Summer Cup was won by R.J. Sutton scoring 7 out of 7. He was followed by B. Howard 6 (1) and R. Phillips 5 (2). Phillips lost to Sutton and Howard. Following is the Sutton-Phillips game.

#### SCOTCH GAME

R.J. Sutton: J.R. Phillips  
(Notes by R. J. Sutton)

- |    |       |       |
|----|-------|-------|
| 1. | PK4   | PK4   |
| 2. | NKB3  | NQB3  |
| 3. | PQ4   | PxP   |
| 4. | NxP   | QR5!? |
| 5. | NxN!? | ....  |

Not the best way of answering Black's unusual fourth move. Better was 5. NQB3, EN5: 6. NN5!.

when the weakness of Black's QBP can be made to tell.

- 5. .... QxPch
- 6. BK2 QPxN!
- 7. O-O BK3
- 8. NQB3 QR5
- 9. PKN3 ....

To develop the QB Black should have replied 9...QQ1; his next move is over ambitious and only results in putting his Queen out of play.

- 9. .... QR6
- 10. BKB4 RQ1
- 11. QB1! BQ3
- 12. NK4 PKR3?

There were more pressing matters than the threat 13.NN5. White's Pawn offer was not really sound because of the difficulty he was experiencing in bringing the major pieces into play. Once this difficulty is overcome, things begin to look serious for Black. He should have played 12...BQ4 with a defensible game, although he would probably have to give back the Pawn in the long run.

- 13. BxB PxB
- 14. QB4! KK2

Otherwise he would lose the Pawn (e.g. after 14...PQ4: 15.NQ6ch) with no compensation at all for his inability to castle.

- 15. NxB!! ....

A surprise sacrifice to open lines about the Black King, and obtain complete dominance over the Black squares.

- 15. .... RxN
- 16. KRQ1 RQ4

If he tries to block the Q-file with the Bishop instead then (after 16. BQ4, 17. RxB, PxR: 16. BN4 wins the Queen. Nor is allowing the exchange of Rooks adequate, e.g. 16...RQ2: 17. RxRch, BxR: (17. ...KxR: 18. QQ4ch, and 19. QxNP) 18. RQ1, NB3: 19. QQ6ch, KK1: 20. QN8ch, BB1: 21. PKN4! and wins. So the text move was his only reply.

- 17. PB4 RKR4
- 18. PKN4! ....

At the same time defending his King and cutting off the White Queen from defence. The "orthodox" 18. BxR is insufficient - 18...QxB:

19. QK6ch, KB3: or 19. QQ4, PB3: and the attack has petered out.

- 18. .... RKN4
- 19. PB3 QR4

A crucial position. After the game a gifted onlooker suggested instead 19...PB4, but Black would still be in trouble on 20. BKB1, QR4: 21. QB7ch, KB3: 22. RK1, (threat 23. QR5ch) KK1: 23. QRQ1, with multifarious threats. Since Black cannot play 19...PB3: 20. QB7ch, or 19...NKB3: 20. QK6 ch, it seems that the sacrifice 15. NxB was quite sound. But accurate play is still required to take advantage of Black's momentary helplessness.

- 20. RQ4! PKR4

For if now 20...PKB4: 21. QRQ1, threatening 22. QK5.

- 21. QK6ch KB3
- 22. RB4ch KN3
- 23. BQ3ch KR3
- 24. RxBP ....

Now the immense strength on the Black squares has broken out among the White squares as well; the Bishop cannot be saved.

- 24. .... RxBPch
- 25. KR1! NB3
- 26. QxB RQB5

Loses quickly, but 26...RN4: 27. RxNch! or 26...RQ5: 27. RKN1, RxB: 28. R/7xP, would here mate.

- 27. RKN1 Resigns.

U.S.S.R. CHAMPIONSHIP  
BRILLIANCY PRIZE

In the recent U.S.S.R. Championship, the results of which we have already given in detail, International Master Suetin emerged as one of the first six place-getters. This was a surprise because he headed several grandmasters. Apart from this he won four prizes. A special prize for the best score at the opening stage of the tournament, a prize for the best Master's score, a prize for the best Master's score against Grandmasters, and finally a prize for

the most brilliant tournament. This below with notes Grandmaster Kotov Weekly."

SICILIAN D

Suetin

- 1. PE4
- 2. NKB3
- 3. PQ4
- 4. NxB
- 5. NQB3
- 6. PB4
- 7. BK3
- 8. BK2
- 9. O-O

The opponents ingen, one of the of the Sicilian D uished for White' on the King's sid activity in the m and on the Queen'

- 10. QK1
- 11. QN3
- 12. BxN
- 13. KR1
- 14. PK5

This marks the interesting compl ly White's pieces proximity to the

- 14. ....
- 15. BxB
- 16. PB5
- 17. RxB



An ingenious m juncture White cr he would lose his However, Bagirov Suetin's stunning 18. QxPch!:

The Queen is s merely a Knight s



the most brilliant win in the tournament. This game is given below with notes by International Grandmaster Kotov in the "Soviet Weekly."

SICILIAN DEFENCE

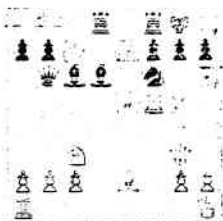
Suetin	Bagirov
1. PK4	PQB4
2. NKB3	PK3
3. PQ4	PxP
4. NxP	NKB3
5. NQB3	PQ3
6. PB4	NQB3
7. BK3	BK2
8. BK2	O-O
9. O-O	QB2

The opponents chose Scheveningen, one of the oldest variations of the Sicilian Defence, distinguished for White's usual attack on the King's side, and Black's activity in the middle of the board and on the Queen's side.

10. QK1	BQ2
11. QN3	NxN
12. BxN	BQB3
13. KR1	R(R)Q1
14. PK5	....

This marks the beginning of interesting complications. Presently White's pieces get into close proximity to the opponent's King.

14. ....	PxP
15. BxP	QN3
16. PB5	PxP
17. RxP	BQ3



An ingenious move. If at this juncture White crossed Q6 twice, he would lose his Queen after BxPch. However, Bagirov fails to foresee Suetin's stunning reply!

18. QxPch!! ....  
The Queen is sacrificed for merely a Knight and a Pawn. Suetin

proves to be very penetrating in counting that he is bound to have the chances for a formidable attack against the enemy King in exchange for his lavish sacrifice. Chess is, indeed, inexhaustible if it still contains such latent possibilities!

18. ....	KxQ
19. BxNch	KR3

Though some analysts believe that Black would do better to position his King on Knight 3, this is not confirmed by possible continuations. It is obvious that in the event of 19...,KN3 White could go on with his devastating attack by way of 20. BQ3 or 20. R(R)KB1.

20. R(R)KB1!	....
White takes his time in carry-out this powerful move, threatening with 21. RKRch, KN3: 22. RR4!, to be followed by 23. BR5ch or 23. BQ3 ch, which is irresistible.	
20. ....	QK6
21. RKR5ch	KN3
22. RR4	BKB5!

This is the only defensive move. Yet now Black sacrifices his Bishop, and before long White is going to win material advantage.

23. R(R)xB ....  
White could baffle his opponent still more by continuing 23.R(B)xB, but Suetin seems to be fed up with complications.

23. ....	PKR4
24. BxR	RxB
25. BQ3ch	RxB
26. PxR	QxP
27. RB6ch	KN4
28. RxP	PR5

White now enjoys material advantage, and Suetin successfully capitalises on it.

29. KN1	QK6ch
30. R(7)B2	KR4
30....PR6 would be stronger.	
31. NK2!	KR3
32. NB4	PQR4
33. RQ1	PQR5
34. PKR3	KR2
35. NQ5	QCB4
36. NKB6ch	KN2
37. PQR3	KN3

38. NN4 KN2  
 39. RK1 QQ3  
 40. NK3 KN3  
 41. NKB5 ....

With his fine moves Suetin improves the position of his pieces to the maximum, and soon captures Black's KR Pawn.

41. .... QQ1  
 42. RK6ch KB2  
 43. NQ4ch KN2  
 44. RK4! BQ2

Black cannot cross the Rook because of 45. NK6ch.

45. NB3 BB4  
 46. RQ4 QK1  
 47. RKRKP ....

Adding in this way to his material advantages, Suetin proceeds to win the game. True, it takes him another 37 moves to force Bagirov to resign, but the reader can easily satisfy himself that White's victory is just a matter of time.

May we, therefore, invite him, together with his friends, to try and find a way in which White can win!

U.S.S.R. PLAY-OFF FOR RIGHT TO PLAY IN F.I.D.E. INTERZONAL

After the U.S.S.R. Championship seven players took part in a 20 day tournament in Moscow in order to determine three players to take part in the Interzonal at Amsterdam starting late in May. As previously notified, Spassky, Bronstein, and Stein qualified.

In the first half of the tournament Spassky the winner (7 points) scored only 2½ points and ended near the bottom. He was already written off by many experts. However, in the second half he scored 4½ out of 7 and emerged first, a dramatic and record feat. Following is a spectacular win by Spassky from this tournament against last year's U.S.S.R. champion, with notes by International Grandmaster Kotov in the "Soviet Weekly."

QUEEN'S INDIAN DEFENCE

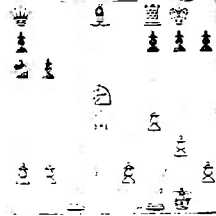
- | Spassky  | Korchnoi |
|----------|----------|
| 1. PQ4   | NKB3     |
| 2. PQB4  | PK3      |
| 3. NKB3  | PQN3     |
| 4. PKN3  | BN2      |
| 5. BN2   | BK2      |
| 6. O-O   | O-O      |
| 7. NB3   | PQ4      |
| 8. PXP   | PXP      |
| 9. NK5   | QB1      |
| 10. BN5  | QK3      |
| 11. RB1  | PB4      |
| 12. NQ3  | PXP      |
| 13. BxN! | ....     |

Here Spassky starts a far-reaching combination which gives him a decisive advantage.

13. .... BxB  
 14. NXP BxN  
 15. NB4 QK3  
 16. NxB! ....

An excellent move! There is no longer any salvation for Black's Rook on QR1, because of the threat of the Knight taking the Bishop and putting Black's King in check.

- |          |      |
|----------|------|
| 16. .... | BN4  |
| 17. PB4  | BQ1  |
| 18. NB3  | NR3  |
| 19. BxR  | QN1  |
| 20. NQ5  | QxB  |
| 21. QXP  | .... |



- |          |      |
|----------|------|
| 21. .... | NB4  |
| 22. PQN4 | NK3  |
| 23. QB3  | RK1  |
| 24. PK4  | .... |

After pondering for a while the uselessness of further resistance, Korchnoi resigned.

Solutions

HAVASI. 1. P... by QxPch etc bec 1...., KxP: 2. KB... PKN5: 4. QK2c mate to follow) then QKB4ch, KR2 (the second "ran 11. QB5, PQ6: 12 15. QB4ch, KR2; manoeuvre (KB5,

GURVICH. The s in 1959. Follow

1. RQB3! ( is also not good 1...., PQ5 ( as if resignatio 2. RR2ch!!; QxR: a bad corner) 4 sacrificing all

KUZNETSOV and SA

1. PKN6, BN 5. PR7, BR5ch: However, in spite escape.) 6. KxB for White to res the most unexpect NR2ch: 9. KR6, Q day. This "hero Black loses one

Problem Number 1

Winner of Compet 1964 Ladder A 74 points. Dr.

We are hold aration of impro There will next issue.

36 Games pe Obtainable from

PROBLEMS SECTION

Editor: K.M. Steele

Solutions to Problems, January 1964 Issue.

HAVASI. 1. PR6ch! (The last pawn is sacrificed. White cannot win by QxPch etc because of threats of innumerable counter-checks) 1...KxP: 2. KB6!, QKR4 (forced) 3. QQ3 (waiting). 3...QK1: (or ...PKN5: 4. QQ2ch, KR2: 5. QB2ch, KR3: 6. QB1ch, KR2: 7. QB7ch, and mate to follow) 4. QR3ch, QR4: 5. QB5!, PQ6: (forced if ...PKN5 then QKB4ch, KR2: QQB7ch) 6. QxP, QK1: 7. QR3ch, QR4: 8. QB5, PQ5: (the second "ransom" pawn comes) 9. QQ3, QK1: 10. QR3ch, QR4: 11. QB5, PQ6: 12. QxP, QK1: 13. QR3ch, QR4: 14. QB5, PKN5: (He must!) 15. QR4ch, KR2: 16. QQB7ch, and QN7 mate. A tough triangular manoeuvre (KB5, Q3, R3).

GURVICH. The study won the second prize in a Czechoslovak contest in 1959. Following is the composer's solution.

1. RQB3! (Not BxP immediately because 1...QB1ch. 1...RK7ch is also not good because of 1....KN3. 2. RXP, PQ5) 1...PQ5 (The strongest move. What is White to do? It looks as if resignation is inevitable, but an effective combination follows.) 2. RR2ch!!, QxR: 3. RXPch, KR1: 4. RR7ch! (Attracting the Queen to a bad corner) 4...QxR: 5. BK5ch, QN2: 6. BxP!! (the point) QxB: sacrificing all material White is saved by a stalemate.

KUZNETSOV and SAKHAROV      The Heroic Pawn

1. PKN6, BN1ch: 2. KB5, NQB5: 3. PKR6, NXPch: 4. KN5, NQ4: 5. PR7, BR5ch: (Black made the maximum effort in order to win. However, in spite of all his cunning manoeuvres White finds an escape.) 6. KxB, NxB: 7. PR8=Q, PR8=Q: (It looks as if it is time for White to resign as Black has two extra pieces, but now follows the most unexpected and beautiful point of the study.) 8. KN5ch, NR2ch: 9. KR6, QxQ: 10. PN7!, (Magnificent. The last pawn saves the day. This "heroic" pawn blocks the Black Queen and in addition Black loses one of the minor pieces. An unusual final position.)

Problem Number 15 was cancelled owing to poor print.

Winner of Competition: A. Wilkinson, Christchurch.

1964 Ladder A Wilkinson, Christchurch and G. Severinsen, Takapau, 14 points. Dr. Fulton, Ashburton, 10 points.

We are holding up publication of problems because of preparation of improved diagrams.

There will be a number of problems and studies published in the next issue.

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