

THE
NEW ZEALAND
CHESS
MAGAZINE

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SUPPORT THE CONGRESS FUND

SEE PAGE 247

VOLUME II NOS. 10-11, OCTOBER-NOVEMBER 1964.
REGISTERED AS A MAGAZINE AT THE G.P.O. WELLINGTON, NEW ZEALAND.

THE NEW ZEALAND CHESS MAGAZINE. Vol. 2, Nos 10-11, Oct/Nov, 1964.

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ADVERTISING RATES

In response to enquiries about this we publish the following scales:-

Casual - one insertion

	For Clubs	For individuals
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Quarter page	10. 6d.	15. 0d.
One inch	7. 6d.	12. 6d.

Contract Rates

Two inserts	less 10%	Three inserts	less 15%
Four inserts	less 20%	Six inserts	less 20%
Twelve inserts	less 25%		

TWO YEARS OF PUBLICATION OF THE N.Z. CHESS MAGAZINE

This month is the 24th one since we started to issue this magazine. The financial results as readers can see below (see our Profit and Loss Account) were not very encouraging until a few months ago. Since then a considerable improvement has been noted and even better results are expected in the future on account of our acting as agents for two British publications and one American in prospect, as well as obtaining cheaper sources of supply of books.

We managed to acquire overseas recognition for the quality of our material and the support of the hard core of chess players has continued at a steady rate. However subscriptions from penny-gropers fluctuated as in the past. The fact that we managed for sixteen months with the relatively small loss is partly due to the "strictly business" attitude of our subscription controllers, who would not suffer our interference on behalf of a friend behind in subs as well as our own refusing to incur obligations by accepting donations.

As readers will realise, losses, even small ones, are hardly helpful to the existence of a magazine. We have family responsibilities and we can not really afford them. All this does not take into account our own work nor the work of those who helped us. We do not need to tell you how much is involved in editing a chess monthly.

Thus the two years of publication have not been without a certain frustration, probably offset by the fact of realisation that the magazine is to stay and not to fail as was the case with previous efforts.

Our thanks for assistance go first of all to Stan Elmer without whose help in typing the magazine we would undoubtedly have a much more onerous task. We must mention Roger Chapman, our Local News

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editor, Rodney Phillips, Richard Sutton of Auckland, and Mr. G. Cleary of Christchurch who for some time were acting as our representatives when such function was required. Ken Steele helped us for some time as Problems Editor. Bill Ramsay helps us with diagrams. We cannot fail to mention Bob Glass the Secretary of the New Zealand Chess Association who helped us personally in various ways, by obtaining new subscribers, by sending us chess material from overseas etc.

However our principal gratitude is due to you subscribers who had confidence in us by renewing your subs in time, by urging your clubs to advertise, by presenting subscriptions to your friends.

We hope that you were not disappointed with our service. We also sincerely hope that our impression that you were "penny foolish and pound wise," to reverse an ancient saying, is a correct one. We will be grateful for your continuing support.

Zygmunt Frankel.

The New Zealand Chess Magazine
Profit and Loss Account for 16 months ended 31.3.64

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Postage, telephones, and telegrams	£42.13. 8	Subscriptions and sales of the magazine
Commission on subs	20.18. 0	Net profit from books and chess material
Depreciation	1.15. 2	Advertising
Stationery and addressographing	38.13.10	Net loss
Printing and typing of the magazine	317.18. 9	
Miscellaneous	40.13. 6	
Rent	56. 0. 0	
	<u>£518.12.11</u>	<u>£518.12.11</u>

Editor's Note: The rent item above is not really the same kind of expense as the others because it involves a payment to ourselves which we are entitled to claim for Inland Revenue purposes as using part of our dwelling as the magazine office. Thus our out of pocket loss for the period has only been £62.7.7d. To be quite frank, however, the use of almost a whole room for the purpose of the magazine's office is a nuisance which could very well be spared to my family.

We do not find it necessary to publish our balance sheet.

Our accounts have been audited by Mr. R.J. Woodford a professional accountant and a well known Wellington chess administrator.

CHESS

Sutton Coldfield, England. Edited by B.H. WOOD.

One of the world's best magazines, 24 issues per year £1. 10. Od.

Please subscribe and renew through The New Zealand Chess Magazine

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OR

THE LEGEND OF THE GOLDEN BIRD OR THE GOLDEN ASS

1. The history of the idea. At the Congress in Christchurch in 1963 it was decided that the Association will send a team to the Chess Olympics in 1964, provided the team participants will pay their own fares and that they will be of what the Association considers a reasonable standard.

Following this up, the Association called for volunteers in the Bulletin, but no replies were forthcoming. The reason for this lack of response can be the clubs and players who seem to fail to read the Association's official organ, but no doubt an appeal of this nature requires more than just a short notice hidden in a host of other Association material.

In April 1964, Mr. A.S. Hollander from Christchurch visited Wellington and pointed out to Mr. Eriksen and the undersigned that it is still possible to send a team in 1964 and that had he the authority of the Association he would organise the trip. Apparently he spoke also about this matter to Mr. Rasa in Dunedin. The undersigned wrote about this to the Association and Mr. Rasa, a member of the Association, brought up the matter officially.

As a result of this the Association appointed Mr. Hollander as manager of the prospective team on condition that he can provide the funds necessary. Mr. Hollander accepted the conditions.

2. The Manager's Activity. Mr. Hollander is a well known organiser of chess events and a good organiser. He is President of Canterbury Chess Club, an exemplary one among clubs of this country. He is also an able collector of funds. Thanks to him the best prizes ever were during the 1962-63 Congress.

He set down to work energetically. Came to Wellington and had discussions with various chess players, including Mr. R. Cockcroft, *President* of the Wellington League, Feneridis, Court, R. Clarke, and the undersigned. He wrote to firms and individuals and last but not least approached the Government for a grant. It looked as if his mission might result in success but it was not to be.

3. How much has been done? Apparently there was a shortage of £700 (about £2,500 was required). £800 was to be provided by the participants. An Association grant and donation totalled approximately £350. The Israeli Government granted in the last minute £400. Mr. Belton of Auckland granted £100. We do not know where the remaining sum of £150 or so was to come from.

The following extract from a recent Association circular gives a resume of events.

"We wish to thank all those who contributed towards the proposed trip of a New Zealand team to Israel.

Unfortunately the venture has been cancelled owing to there being insufficient funds. These were to be provided from five sources:- (a) Donations, etc.; (b) Contributions by the team; (c) Balance of 1963 Raffle Funds; (d) 'Golden Kiwi' Grant; and (e) Reduction in air fares.

Although to date the Grants Committee has not met to decide upon our application the major source was to be a 50% reduction in the air fares. This position was rather confusing for about two months with us being advised at various times that four overseas airlines were

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allowing it, then not allowing it. Israel even took the question up with their Government who approached others in an endeavour to obtain a reduction. In the end Israel offered us £400, but this still left the fund considerably short.

The efforts were so close that the players even obtained passports and had vaccinations.

With tolls and cables to Australia, Israel, and within the country, considerable expense was incurred in urgent endeavours to obtain something concrete. Most of the work was done by Mr. A.S. Hollander and it was through his efforts that New Zealand came so close to being represented for the first time at the Chess Olympics."

This all sounds very well, but it does not go to the root of the matter. We will endeavour to do so.

4. Reasons for failure. Judging from correspondence we received and from conversations, apparently there were several reasons why the team did not go.

We will summarise them in descending order of importance in our opinion - and deal with them individually in the same order. They are as follows:-

1. Late start of the organisation.
2. Certain minor errors committed by the Association.
3. Poor general press publicity.
4. Poor response of the Government.
5. Poor response of the chess players.
5. Late start. We rather sympathise with those who complained about the timing of the matter but as we mentioned before, the burden of the blame must be equally carried by those club officials who do not bring the Association appeals to the notice of their members or even do not read them themselves. The Association had a choice of doing something at "11.55 p.m." with a remote chance of success and doing nothing at all. They did what a good chess governing body would do and full credit to them.
6. Certain minor errors on the Association's part. We heard complaints about the secrecy of the selection of the team, about the method(?) when the team was already selected, about the Association not making quite clear that individuals have nothing to do with the selections, about circulars to clubs being sent out signed by Mr. Hollander and not by the Association, and numerous other grumbles and moans. We do not think that many of these are justified except perhaps the one on secrecy. Also Mr. Fneeridis (see the correspondence part in this issue) seems to have an unanswerable case.
7. Poor Press. One statement appeared in the press. It was not followed by progress reports and an appeal to the public in the press. We do not know the reason for this. It could very well be that statements to the press were sent but not published.
8. Poor response of the Government. It appears from the Association's circular quoted above, that the application has not been refused. We would not be surprised if this did happen in view of previous experience. We feel that there is no point in blaming the Government or the public for their preference of a "gamble, gambol" to a "gambit" as so neatly expressed sometime time ago by a brilliant New Zealander, Dr. E.W. Bennett. It is quite true that to some chess players it may sound strange the support of the Government and public for games involving hitting ~~classical~~ shapes or hitting someone, but not for chess, but frankly we cannot see any point in moralising, preaching or moaning about an ignorant public when we have ~~done~~ absolutely nothing or very

very little to educate the public about our game. When we say "we" we mean the chess players as the reader would guess without difficulty. When we say, however "public" it is not quite clear that we mean not only the non-chess playing public but also chess players. May we ask, how many chess players know about the game as much as they should know? What have those who know done to educate those who don't know?! This brings us to the most important point in the analysis of the failure of the attempt to send a team to the Olympics.

9. Poor response of the chess playing community. What we said above really amounts to is that there is no point in relying on "Golden Birds" if we do not wish to become "Golden Asses" while waiting for the help of the former. We must help ourselves, but we have not done so this time. There may be some who would be surprised that in a short span of time the chess playing community has responded reasonably warmly to the appeal for Ortvín Sarapu's trip but were rather cold this time. We are not quite surprised. Sarapu has done for chess in New Zealand what not many have done. Most players felt obliged to donate. Perhaps this would also happen if the team would be publicised in time, but the "couple of hundred" would hardly make much difference.

One reason advanced by certain Wellington chess administrators against the idea of the tour was the proximity of the Congress. They thought that the sudden collection of funds for the tour would interfere with the collection of funds for the Congress. We do not think it did. However, even if it were so it is a shortsighted view. The Olympic Tour would have been the most important event in New Zealand chess history. The incentive that this would have provided to young players to reach top honours in New Zealand chess cannot be measured in terms of money or in terms of success of the Wellington Congress, one of many.

Let there be no mistake, the Congress is a very important event, and we do sympathise with those who worried about the finances of the Congress in Wellington where the costs, such as the venue, are much higher than in other centres. We are however entitled in our view to say that we should see things in their right proportions. We would, however, add that it was perhaps the duty of the Association Council when appealing for funds, to mention that the Wellington Congress should not be forgotten. That this was overlooked is surprising, but it can happen in a rush, as was the case with the organisation of the Olympic Tour.

At this point we would stress most emphatically that the Wellington chess administrators expressing the views mentioned above, are working extremely hard to make the next Congress a success and are full of good intentions. It is not the first time that they have offered their efforts for chess in New Zealand,

While certain Wellington officials had a remotely justified point in not wholeheartedly supporting the tour idea (they have supported it to a certain extent after all) this can not be said for other centres in New Zealand. Perhaps they would have come to light if there was more time available to popularise the idea. We are however sceptical because generally speaking financial support for chess in New Zealand by chess players themselves is negligible, although it is one of the least expensive hobbies.

Chess players in New Zealand make a fuss when a poor Association demands the extra shilling in fees. Club officials are incapable of making a decision to support a struggling magazine by an advertisement but refer these questions to annual meetings or do not advertise at all.

The Otago Chess Club, of which most of the

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Association Council are members, is hardly an example of generosity among New Zealand Chess Clubs. Nor is Auckland city in this category, apart from several individual exceptions.

Christchurch is, however, in a different category and after Christchurch Wellington is the best of the main centres.

We enter into details because a general criticism of all New Zealand Chess players might be unfair to certain notable exceptions.

Ortvin Sarapu in a private letter to us says that we should stress very strongly the fact that the Israeli Government granted the New Zealand team £400, while efforts to extract a penny from the New Zealand Government for chess purposes are great indeed. On the first blush it seems incredible that a materially and otherwise struggling country should support a chess team from a rich and prosperous country while the latter's Government shows a surprisingly overthrift attitude towards chess.

There is, however, no point in blaming the New Zealand Government as we said before. The Israeli Government supports Israeli players (and sometimes other countries players as it seems) because the Israeli players support themselves as much as they can.

The accommodation of their clubs cannot be compared with ours, although there is a shortage of this in Israel. Their players support a "letterpress" printed magazine. They organise international events from time to time. Their papers have numerous chess columns. In general their public seems mature enough to recognise the intellectual value of the game because the chess players themselves have educated it so. It is therefore not surprising that their Government bends to their demands. Should New Zealand chess players behave in a similar way their Government will support them.

Chess players! Do not also blame the Association or Mr. Alvin Hollander or any other individual for the failure of the Olympic Trip project. These people have worked very hard trying to succeed but your help was negligible.

10. One final question. Once it was decided to select and send a team something should have been done to provide for the case, should all efforts to raise sufficient funds fail. The opportunity was there. At least three strong players offered to pay their own expenses but were not selected. Apart from this, the Israeli grant and the sum collected was surely sufficient to pay for say Sarapu and Court's trip, apart from the three players mentioned. Why didn't a team of these five go when it became quite clear that all other efforts failed?

11. Lesson for 1966. The next Chess Olympics are in 1966 and not only in 1968. This is a biennial event and not a four year one. Neither the Zonal in Auckland in 1966 nor the Canterbury Centennial Tournament can obscure the importance of the Olympics. Apparently the Association is not committed for 1966 or do not realise that there is one before 1968. There is however no reason why chess players should not do something themselves, NOW in this direction. Any suggestions? (E.D.)

THE
BRITISH CHESS MAGAZINE

The oldest chess periodical in existence. General Editor B. Reilly. Contributing editors D.J. Morgan and P.H. Clarke, Games and Overseas Editor H. Golombek, Problem Editor J.M. Rice. Published monthly. Annual subscription £1. 10. Od. through the New Zealand Chess Magazine.

ADVICE ON TRAINING

By Grandmaster A. Kotov in "Soviet Weekly."

As "Soviet Weekly's" chess editor, I receive many letters from my British readers. They send me games they played and report the news. Very often they ask for advice as to how to improve their game, how to avoid mistakes at an opening stage. This is a reply to two such letters. I hope that my advice will also help other readers.

Mr. G. Higgins of Oldham, a young man, writes "...how does one improve in his own home alone? Fischer said he improved by playing through hundreds of games in magazines, how does he actually set about improving?"

"I play too fast for good chess and would like to get advice on how to play slowly and also if possible a set of general rules in order to help me to play slowly and improve."

The methods of a chess player's training have been thoroughly worked out in the Soviet Union. They are known in other countries too.

Robert Fischer - whom Mr. Higgins mentions - has more than most borrowed the techniques of Soviet chess players.

It was not for nothing that the U.S. title-holder took the trouble to learn the Russian language in order to read Soviet chess journals in the original!

Any player can easily organise training in his home. The ways are many, and I am going to indicate one of them which is highly effective.

For this you need very little: a chess magazine or a book of selected games and a set of chess!

After choosing the most interesting and complex game with a commentary by a Grandmaster or Master, start analysing it.

Take a sheet of paper and play through the first, say, 15 moves. Cover the next moves with the sheet of paper and try to determine correctly the very next move by White.

Think well and decide on the move. Then shift the paper a little and see whether your move is the same as in the text.

Make the move on the board and try to find Black's reply without looking under the paper. Though at first you'll seldom guess correctly the Master's moves, you'll gradually learn to hit it more often. This will mean that you are improving.

After practising this method for some time, you may pass over to more complex exercises.

Try and find some sharp game analysed by a Grandmaster in detail. Choose a position which is most thoroughly analysed by the commentator.

Again cover the commentary with a sheet of paper and try to figure out all the continuations possible in the given position.

Your task is now more difficult: you have not only to decide on the best move, but also to substantiate your choice with possible variations.

At first you won't see many variations. However, you will unwrap more and more chess secrets with time. After learning to calculate variations, when you see that your analysis coincides with that of the commentator, you may do your next step in training, still more difficult. For that you will need a watch or a clock.

Set yourself the assignment: "I am to figure out all the possible variations in this position within half an hour or fifteen minutes."

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In this way you will gradually learn to calculate not only precisely but quickly as well.

Now, then, how should you break the habit of playing too fast? This is fairly hard to do, especially if you are agile and temperamental by nature.

If your hand acts a long time before it is "ordered" to do so by your brain, that is very bad. You must cure yourself of the habit! You can be aided only by strong measures of self-discipline.

Temper your will, and do not let passions hold sway over you. And as the last resort, make use of the following extreme means.

We often advise young players to sit on their hands when they play chess. Only when the brain communicates: "Ready, calculation is over!" release your hand and move your piece.

Another youngster, Mr. S.P. Clark of London, has sent me two of his games with a request to play these games through, tell him what his mistakes were and give him my advice for improving his game.

I am herewith complying with the request! And will show the readers one of the games lost by Mr. Clark.

First, the other game which he won was marred by a gross mistake of his opponent. Second, as Capablanca pointed out, it is better to learn from the games you lose than those you win. I hope, therefore, my young correspondent will not be offended by my making public the game that he lost.

Caro-Kann Defence. White: S.P. Clark. Black: D. Sweetman.

1. PK4, PQB3: 2. NKB3, PQ4: 3. NQB3, BN5: 4. PKR3, BxN: 5. PxB,.. (So far, both opponents played according to theory. However, White's last move is obviously poor. Do remember: never weaken your pawns position unnecessarily. Here the move is ill-advised also because now White's pawns prevent their own pieces from occupying good positions. Theory recommends instead to continue 5. QxB). 5...., PQ5: 6. NK2, PK4: 7. PQ3, PQB4: 8. PQN3,.. (Another error. White's intention of playing BQN2 will leave the Bishop really unemployed. It is his home diagonal, B1-R6, that he should be left to control. Besides, it is urgently necessary to correct White's own pawns' position on the King's side by continuing 8. PKB4, which would weaken the central pawns of his opponent, a standing task at the stage of an opening.) 8...., NQB3: 9. BN2, BK2: 10. PQB3,.. (This move is not demanded either. What can White do with his little pawn against Black's overwhelming pawn centre? What is needed is urgently to prepare for castling on the Queen's side, continuing 10. QQ2. Remember: One of the most important tasks at an opening stage is castling. As in war, you should, above all, ensure the safety of your headquarters. As for this game, White doesn't even appear to be thinking about castling - as a result of which his King, stuck in the middle, becomes the object of attack from all his opponent's pieces.) 10...., NKB3: 11. RKN1, O-O: 12. QQ2, NQ2: (See diagram).



13. PKR4?.. (Why does White give away his pawn? Before you make a move, you should figure out all the continuations. And what does White see? In the event of 13...., BxP: 14. QR6, QB3: White fails to achieve anything. Even at this juncture, castling on the Queen's side would have left White with a defensible position. How come, my dear boy, that you forgot about castling?) 13...., BxP: 14. RR1,.. (This move is quite pointless, and enables Black to exchange Queens, which is always useful for the side enjoying material advantage.)

14... QN4! 15. QxQ, BxQ: 16. BKR3, NB3: 17. RKN1, PKR3: 18. PxP, NxQP: 19. NxN, BPxP: 20. BQB1,.. This is the outcome of the unsuccessful manoeuvre of BQN2. White has to exchange the Bishops to get rid of an unpleasant enemy piece.) 20... BxB: 21. RxB, NR4: 22. RB5, NB5: 23. BB1, R(R)K1: 24. RB7, R(R)B1: 25. RxNP,.. This amounts to surrender. It is not difficult to see that Black's Rooks are now becoming smashingly active. True, after the best continuation of 25. RxR, RxR: 26. KQ2, RB3: White with his awfully positioned pieces, cannot hold out for long.) 25... RB8ch: 26. KQ2, R(K)QB1: 27. Resigns. (It is obvious that White's surrender is somewhat premature, for he can evade mate by means of 27. RN8. However, even in that case 27... RxR. 28. KxR, RB1ch: 29. KQ2, RB6: would put White into a hopeless position. Either by advancing his KR pawn, or attacking White's Rook and Knight pawns, Black would finally get the upper hand. Yet it would take some time, and, therefore, you should not have been in such a hurry to resign!)

FOUR GAMES FROM C.H.O'D. ALEXANDER'S COLUMN IN THE "SUNDAY TIMES."

White: Bisguier. Black: Benko. Opening: Grunfeld. (Best game prize, U.S.A. Championship 1964). (Notes by Alexander based on those by Benko in "Chess Life.")

One of the most difficult masters to assess is the American, ex-Hungarian, Benko. His opening play is frequently eccentric and he can play very badly; at the same time he has had some good results in the very best company. I think the explanation is that he is a very fine tactical player who plays without preconceptions and consequently discovers original and effective plans. Here is an example.

1. PQ4, NKB3: 2. PQB4, PKN3: 3. NQB3, PQ4: 4. NB3, BN2: 5. QN3, PxP: 6. QxBP, O-O: 7. BKB4,.. (The more usual PK4 is better.) 7... PB3: 8. PK4,.. (and having played BKB4, 8. PK3 is preferable; White's centre now comes under severe pressure.) 8... PQN4!:

9. QQ3, QR4: 10. BK2, PN5: 11. NQ1, PB4!:

12. O-O,.. (After 12. PQ5, BQR3: White has a very awkward position, e.g., 13. QB2, PN6ch: 14. QB3, QN3: threatening NxKP or NxQP /Benko/) 12... BQR3: 13. QB2, PxP!:

14. NxP?,.. (Fatal. He must first exchange Bishops, though Black has a clearly superior position.) 14... RB1: 15. QN1, NR4!:

(A splendid move to which there is no adequate reply.) 16. NN3,.. (Or a/16. BK3, BxN: 17. BxQB, QxB: 18. BxB, NB5!:

19. BK3, NK7ch: 20. KR1, NN6ch and wins. b/16. BxN(N1), BxN: 17. BxB, QxB: 18. BN3, NxB: 19. PxN, QK7: 20. PR3, /what else?/, PN6: 21. PR4, RB7: 22. RR3, QRQB1: 23. RR1 /otherwise RB8/, PQR4 Zugzwang!)

16... NxB: (Very fine hidden point.) 17. NxQ, NxBch: 18. KR1, RB8: 19. QxR,.. (19. NK3, RxQ: 20. QRxR, leaves White no chance - so he prefers to remain a piece down and try to exploit his subsequent back row pin.) 19... NxQ:

20. RxN, BxR: 21. RB8ch, BB1: 22. NK3,.. (or 22. NB6, NxN: 23. RxR, BR3: threatening 24... BN2: 25. RK8, PKB3: and 26... KB2:) 22... BQR3:

23. RQ8, PK3: 24. NN4, KN2: 25. PK5, BK2: 26. RK8, BKN4: 27. PKR4,.. (otherwise 27... BQN4: 28. QRB8: BQ2 and wins. 27. NQB6, is also defeated by 27... BN4!)

27... BxP: 28. PKN3, BQN4: 29. NKB6, BxR: (The quickest way to win.) 30. NxBch, KB1: 31. NB7, BQ1!:

32. Resigns. 32. NxB, BxN. A highly original attack by Black.)

White, Spassky: Black, Stein: Opening: Grunfeld. Notes: Alexander.

With eight of the twenty competitors within a point of each other, it was more or less a lottery who actually won the last U.S.S.R.

championship. of 19, had a dou Leonid Stein wo is the decisive 1. PQ4, KK NxN: 6. PxN, B interesting str counter to a fl 10. BK3, PQB4: than BN5 where 15. QQ3, QN3: 1 play via QB5; attack is by an 16. QN3, QRB1: both sides.) White's reply.) RQ1: (Now one have had diffic scope for one s 23. PB4,.. (T he does nothing 23... QQ2: 24. 25... PxP: 26. 28. KB2, QxPch: 27... BxB: 28. a real threat, 30. KB3, QxKP: QQ5ch: 35. KK2, QQ7ch: 31. KB4, 32. RKB1, RxPch from the bite, mated on the Ro

White: KL (Joint Best Game

It is a cu often just as c unlimited time The explanation tactical blunde judgment. Her

1. PK4, P merit of being PK4: (To nulli weakness on Q4 QN2: 8. O-O, is better. B PKN4?: (Black chances he has NB1: 12. PB4! a clear advant nowhere /13... better chances sunk without t to 15. NQ5!, M 17. BR3!,.. (17... N(3)B1: 18. BxNch, MxB

Black may well ha backward, but he h

championship. Cholmov, Spassky, and Stein, each with 12 points out of 19, had a double round play-off for the title and 29 year old Leonid Stein won with $2\frac{1}{2}/4$, ahead of Spassky 2 and Cholmov $1\frac{1}{2}$. Here is the decisive game.

1. Pq4, NKB3: 2. PQB4, PKN3: 3. NQB3, Pq4: 4. Pxp, Nxp: 5. PK4, RxB: 6. Pxn, BN2: 7. BQB4, O-O: 8. NK2, NB3: 9. PKR4,... (Now a very interesting struggle ensues in which Black adopts the classical counter to a flank attack - an assault on the centre.) 9... NR4: 10. BN3, PQB4: 11. PR5, NxB: 12. Pxn, BPxP: 13. BPxP, BQ2: (Better than BN5 where the Bishop is only a target for attack.) 14. Pxp, RPxP: 15. QQ3, QN3: 16. BQ2?... (With the idea of getting the Rook into play via QR5; but this is not good. His best way of continuing the attack is by an immediate QN3 when chances seem about equal; e.g., 16. QN3, QRB1: 17. QR4, PKB4: with strong attacking opportunities for both sides.) 16... KRB1: 17. RQR5, PR3! (threat BN4 and forcing White's reply.) 18. RQB5, RxB: 19. PXR, QB2: 20. BB3, PK4!: 21. PQN4, RQ1: (Now one can see the weakness of White's play - Black, who would have had difficulty in getting two rooks into play, has admirable scope for one and White needs his QR defensively.) 22. QN3, BN4: 23. PB4,... (This helps Black's attack rather than White's, but if he does nothing White's central control and two Bishops will win.) 23... QQ2: 24. KB2, BxN: 25. KxB, PR4: (Stronger than the immediate 25... Pxp: 26. QR3,) 26. KB2,... (or 26. NPxP, Pxp: 27. QR3, QN4ch: 28. KB2, QxPch:) 26... RPxP: 27. BxKP,... (27. BxNP??, QQ5ch) 27... BxB: 28. PxB,... (now, with the defensive Bishop gone QR4 is a real threat, but...) 28... QQ5ch: 29. KB3,... (or 29. QK3, QN7ch: 30. KB3, QxKP: 31. QR6, RQ6ch: 32. KB2, QQ5ch: 33. KK2, QxPch: 34. KB2, QQ5ch: 35. KK2, RQB6: and Black wins the entry) 29... QQ6ch: 30. KB4, QQ7ch: 31. KN4,... (31. QK3?, PN4ch!: 32. KB3, RQ6). 31... RQ5: 32. RKB1, RxB: 33. KR3, QR3ch: 34. Resigns. ("The man recovered from the bite, the dog it was that died." White is the one to be mated on the Rook file!)

White: L.P. Furmston. Black: M.J. Franklin. Opening: Sicilian. (Joint Best Game Prize B.C.C.A. Premier E 1962-63). Notes by Alexander.

It is a curious thing that defeats at correspondence chess are often just as crushing as in over-the-board play; with more or less unlimited time for analysis major errors ought to be less frequent. The explanation seems to be that while analysis protects one against tactical blunders no amount of thought will save one from errors of judgment. Here is an example.

1. PK4, PQB4: 2. NKB3, PQR3: 3. PKN3,... (This has at least the merit of being largely unanalysed) 3... Pq3: 4. BN2, NKB3: 5. NB3, PK4: (To nullify White's BN2 and stop Pq4. But is it worth the weakness on Q4? Simply NB3 seems better.) 6. Pq3, BK2: 7. BN5, QN2: 8. O-O, PR3: (Here or on the next move PQN4 followed by BN2 is better. Black now embarks on a thoroughly bad idea.) 9. BK3, PKN4?: (Black has a truly horrible pawn formation - any attacking chances he has lie on the other wing.) 10. PQR4!, PN3: 11. NQ2!, NB1: 12. PB4!,... (With three excellent moves White has established a clear advantage.) 12... NK3? (12... NN5: 13. NB4! leads nowhere 13... BK3?: 14. PB5! but 12... NPxP: 13. Pxp, would give better chances of counterplay than the text. Now Black is rapidly sunk without trace) 13. PXP: 14. NB4, NQ2: (14... QB2 loses to 15. NQ5!, NxB: 16. Pxn, and 17. PQ6) 15. NQ5, BN2: 16. QR5, RKR2: 17. BR3!,... (threatening 18. BxN or 18. RxB, RxB: 19. BxN). 17... N(3)B1: (or 17... N(2)B1: 18. RxB, RxB: 19. NxBP,) 18. BxNch, NxB: 19. BxNP!, BxN: (19... BxB: 20. NQ6ch, KB1: 21. RxB ch,

Black may well have thought that this exchange would in the end favour him by removing his backward ^{square} but he has too many other weaknesses on the white squares.

KN1: 22. QN6ch) 20. NQ6ch, BxN: (Or 20..., KB1: 21. PxB, and White is a pawn up with a strong attack and must win.) 21. BxQ, BK3: 22. BR4,... (The game is effectively over.) 22..., NB1: 23. RB6, QN2: 24. QRKB1, KB3: 25. RxRP, RxR: (Better...25. Resign). 26. QxR, NN3: 27. BB6, PN4: 28. PKR4, NB1: 29. BxP, BxB: 30. RxP, Resigns. (For after 30..., BQ3: 31. RxN, RxR: 32. QxB, White has Queen and 4 Pawns v Rook and Bishop....and Black will lose the Bishop anyway!)

Szabo - Tringov. Kecskemet Zonal 1964. Sicilian.

Tringov of Bulgaria who did very well in the Kecskemet Zonal did not do so well in the Interzonal. When he plays well, however, his games are worth looking at. Here is how he demolishes a famous Grandmaster. The notes are Alexander's in the "Sunday Times." (Editor)

1. PK4, PQB4: 2. NKB3, PQ3: 3. PQ4, PXP: 4. NXP, NKB3: 5. NQB3, PQR3: 6. BN5, PK3: 7. PB4, QN3: 8. PQR3?,... (White's system only makes sense if he is now prepared to play QQ2 and give up the NP, e.g. 9. QQ2, QXP: 10. RN1, QR6: with a difficult and unpredictable struggle in store. As it is, Black can now take the initiative and exploit weaknesses in White's position which were only acceptable on the basis that White was going to attack.) 8..., NB3! (Of course not 8..., QXP?: 9. NR4) 9. NB3!... (Better 9. BxN, PxB: 10. NN3, or else 9. NN3 at once) 9..., NKN5!: 10. QQ2, PR3: 11. BR4, PN4!: 12. PXP, PXP: 13. BxNP,... (13. QXP?, QXP!) 13..., QXP!: 14. RQN1, QxRP: (Black has completely outplayed White, having won a pawn and got the attack as well.) 15. BQ3, BN2: 16. NQ1, QB4: 17. PR3, QNK4: 18. RKB1, Nxnch: 19. RxN, NK4: 20. RB2, PN4: 21. RN3, BN2: 22. QB4,... (Black is far too well centralised for this attack to have any chance, but White has nothing better to try.) 22..., QB2. (White resigned on move 3.)

T. Petrosyan (U.S.S.R.) - D. Byrne (U.S.A.) King's Indian.

Notes from Leonard Barden's column in the "Manchester Guardian Weekly."

Games matching leading Russian and American players always have an obvious extra spice, apart from involving the world's best masters. This week's game was played at a critical stage of the Buenos Aires tournament (won jointly by Petrosyan and Keres) when Byrne, who finished third and qualified for the grandmaster title, was ahead of the Russians with only four rounds left. The game illustrates the typical Petrosyan style of nursing a tiny advantage into the endgame and then grinding out a win by technique.

1. PQ4, NKB3: 2. PQB4, PKN3: 3. NQB3, BN2: 4. PK4, PQ3: 5. PB3, PQR3: 6. BK3, PB3: 7. PQR4,... (Petrosyan prefers to smother his opponent's plans rather than choose a direct aggressive line like 7. QQ2 and 8. 0-0-0) 7..., QR4: 8. BQ3, PB4: 9. PQ5, 0-0: 10. KNK2, PK3: 11. BQ1, QQ1: 12. PXP, PXP: 13. 0-0, NB3: 14. BN5, NK4: 15. PB4, NB2: 16. BR4, BQ2: 17. PR3, BB3: 18. QB2, QB2: 19. QRQ1, QRK1: 20. QN1, NQ2: 21. KR1, KR1: 22. QB1, BB3: 23. BxB, NxB: 24. PQN3, QK2: 25. QK3, RKN1: 26. NN3, NQ2: 27. BK2, QR5: 28. KR2, RN2: 29. NN5... (After carefully fencing, with White trying to capitalise his space advantage and Black hoping to fix his opponent with a white squared pawn formation and a bad Bishop, comes some action. If 29..., PxB: 30. BPXP, White regains the piece and his Bishop has freedom). 29..., BxN: 30. BPxB, PQR4: 31. QB2, PN3: 32. KR1, NB3?: (Positionally losing, since White can simplify to a favourable ending. 32..., QK2 leaves the onus on White to find a break-through plan) 33. PK5, PXP: 34. PXP, NQ4: 35. BB4, NXP: 36. BxN, PxB: 37. RxP, R(2)K2:

38. QB6ch, QxQ: 39. RK3: (Wriggling out) 43. RB2, RK6: 44. BxB: 48. RB6, NN7: 49. BxB: costs Black a knight. R. Sutton - O. Ser...

Zealand Herald. played, but presumed series - Editor) Some players opponent and they Richard Sutton has years to do so.

1. PK4, PQB4: PKN3: 6. BK3, BN2: Fischer move puts Sicilian defence. 10. 0-0-0, NQR4: 1. faster attack give here was against R (In this critical 16. PxB, BxP: 17. complex but played better. Black has the KR file) 17. BR1: 21. QR4, KR4: attack White gives time trouble.) 22. have lost the game 26. QN4ch, KB1: 27. White misses a for BN2: 31. PxB, QXP: 35. QN6 mate) 28. BN2: 32. PxB, PQR4 35. RxRch, KxR: wo after the game) 3

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38. QB6ch, QxQ: 39. RxQ, PB5: 40. Pxp, NxP: 41. RB6, NN7: 42. RQ4, RK3: (Wriggling out of losing his knight without saving the game)
 43. RB2, RK6: 44. KR2, RN6: 45. NK4, RK2: 46. NQ6, RQ6: 47. RxR, NxR:
 48. RB6, NN7: 49. RxP, NxP: 50. RB6, Resigns. (The passed pawn costs Black a knight, after which the win is routine)

R. Sutton - O. Sarapu. Sicilian. Notes by O. Sarapu in the "New Zealand Herald." (We do not know the event in which the game was played, but presume that it is from one of the recent Bledisloe Cup series - Editor)

Some players seem to think that a hoodoo surrounds one particular opponent and they cannot do anything right against him. Up to now Richard Sutton has never beaten me has been trying for at least four years to do so. Here Sutton breaks the hoodoo.

1. PK4, PQB4: 2. NKB3, PQ3: 3. PQ4, Pxp: 4. NxP, NKB3: 5. NQB3, PKN3: 6. BK3, BN2: 7. PB3, NB3: 8. QQ2, O-O: 9. EQB4!... (This Fischer move puts into the archives the Dragon variation of the Sicilian defence. I am trying to put new life into it) 9...PQR3: 10. O-O-O, NQR4: 11. BN3, PQN4: 12. PKN4... (Perhaps a better and faster attack gives PKR4) 12...NxBeh: 13. BPxN... (My preparation here was against RPxN) 13...BN2: 14. PKR4, PN5: 15. NR4, QR4: (In this critical position for the whole variation Black misses NxNP!): 16. Pxn, Bxp: 17. Qxp, QB1ch: 18. NB3, BxR: 19. RxB, Qxp: with a complex but playable position) 16. PR5, NxKP!?: (Again, NxNP was better. Black must act fast otherwise White wins with an attack on the KR file) 17. QR2!, NB3: 18. KN1, PK4!?: 19. NB5!, Pxn: 20. PR6, BR1: 21. QR4, KRQ1: 22. BN5, NK1: 23. Pxp, PB3: 24. BK3, QB2: (For attack White gives a piece, but Black defends accurately in accelerated time trouble.) 25. BN6, QQ2: (Deadly threat. This mistake should have lost the game. QK2 prevents NB5 with its deadly NK6ch threat) 26. QM4ch, KB1: 27. NB5!, Pxn: 28. RxQ?... (Also short of time, White misses a forced win by 28. Bxpch!, KB2: 29. QR5ch, KN1: 30. QRN1ch, BN2: 31. PxB, Qxp: 32. Qxpch!, KB2: 33. RxQch, NxR: 34. RN1, RKN1: 35. QN6 mate) 28...RxR: 29. Bxpch, KB2: 30. QR5ch, KN1: 31. RN1ch, BN2: 32. PxB, PQR4!: 33. BB8, R1Q1?: (33...NxP: 34. BxN, RxB: 35. RxRch, KxR: would probably end in a draw, as the analyses showed after the game) 34. Qxpch!, Resigns.

MORE BOOKS ON OPENING THEORY

- L. Barden. A GUIDE TO CHESS OPENINGS. Price 31/- and:
H. Golombek. MODERN OPENING CHESS STRATEGY. Price 31/-. These two books are rather complementary than competing treatises. They are highly regarded in the English speaking world.
- Pachman. QUEEN'S GAMBIT AND OTHER CLOSE SYSTEMS. Recently translated into English. Apart from the Q.G. this book deals with the English Opening, Ret¹, Bird's Opening, etc. Price 30/-.
- Pachman. INDIAN SYSTEMS. Also a recent translation. Excellent. Price 30/-.

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N.Z. CHESS ASSOCIATION. BULLETIN NO. 94
NOVEMBER 1964

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N.Z. Schoolboys Championship 1964. B. Anderson (Christchurch) and D. Turner (Auckland) 1st equal, T. Burgess (Wellington) and R. Metge (Auckland) 3rd equal.

Bledisloe Cup. 1st Round. Auckland C.C. beat Auckland University C.C.; Palmerston North C.C. beat Masterton C.C.; Canterbury C.C. beat Wellington C.L.

N.Z. Championship 1964-65 (28 December - 6 January both dates inclusive). Reserve entries close with Mr. R.J. Woodford, 87 Tiber Street, Wellington, on the 18th December. The Championship entry fee is £3 and the Reserve £2, with £1 extra for players who are not members of affiliates of the Association.

1965 Tournaments. Venues are still required for the N.I. Championship, S.I. Championship and N.Z. Schoolboys' Championship.

Blackburn Cup. 1st Round, Palmerston North won by default from New Plymouth; Masterton beat Dannevirke.

A disappointing feature of this event is the decreasing number of entries with none from clubs in the Hawke's Bay - East Coast and Waikato Leagues.

Rules, incorporating amendments made at the Annual Meeting in Auckland on the 2/1/64 were circulated to all members along with the Annual Report. This Constitution has a number on the top right hand corner in red and it is recommended that all other rules be destroyed in order to avoid confusion. Be careful to retain copies of the existing bye-laws.

Chess Calendars for 1965 are available for 9d. each plus postage.

Annual Meeting in Wellington on Saturday 2nd January 1965 at 9 a.m.

In accordance with Section 5 (c)(ii) the following have been nominated as the officers of the Association for 1965 by the Otago Chess Club:- Patron: A.W. Gyles (Levin); President: G. Hasse (Dunedin); Vice President: R.A. Rassa (Dunedin); Secretary: R.J. Glass (Dunedin); Treasurer: W. Petre (Dunedin); Council: R. Cooper, I. Hayes, and J. Harraway (Dunedin).

Notice is given of the following under Rule 5 (c) (i):-

New Members to be elected are the Balclutha, Matamata, and Hungaria (Wellington) Chess Clubs. A resignation has been received from the Papatoetoe Chess Club.

A Special Resolution has been received from the Dominion Road Chess Club, to replace the present rules determining the award of the title New Zealand Chess Master which reads: "At each review of the grading list all players within 100 points of the top player would qualify as New Zealand Chess Masters provided that a 50% score (or greater) had been obtained in a New Zealand Championship within the previous three years."

Clubs are reminded of the following regarding Voting. (Rule 5(d)).

- (i) An affiliate may appoint any person as its representative.
- (ii) Written notice naming the representative is to be given before the meeting.
- (iii) One person may represent more than one member. And Rule 5(e).
 - (i) Each Club (not League) has one vote for every £5 paid.
 - (ii) Subscriptions for the year ended 31st August 1965 plus arrears, must be paid for a member to have power to vote.

R.J. Glass
Secretary

c/o Radiation N.Z. Limited,
P.O. Box 144, Dunedin.

WANTED TO BUY

1. N.Z. Chess Association Congress Book, Napier, 1911-12.
2. New Zealand Correspondence Chess Association's Bulletins Nos. 1 - 7, 1934-44 to 1949-50.
3. New Zealand Chess Magazine Volume 1, No. 1, December 1962.
4. Any chess books. Send in your list and offer. We pay reasonable prices.

N.Z. UNIVERSITIES TEAMS TOURNAMENT. A Report by Richard Sutton.

The University Chess Teams Tournament was played in August in the Auckland Chess Club rooms. Sensation was the order of the first day's play, when Canterbury, a dark horse team, defeated the second favourite, Victoria University of Wellington; and then Victoria obtained won positions on three out of four boards against the hot favourites, Auckland. But throughout the three following days, Auckland established its supremacy, the result between the three teams being Auckland $12\frac{1}{2}$ points (out of a possible 16), 1st; Victoria, 7, 2nd; Canterbury, $4\frac{1}{2}$, 3rd. On paper, this was the logical result that one would expect from a team led by Rodney Phillips, and supported by Chris Evans, Brian Douglas, and Wayne Power. In the individual games, however, the Auckland players hardly outshone their rivals, obtaining victories out of innumerable lost positions, and surviving many dangerous situations.

It was a little unfortunate that the tournament was between only three Universities, as only one match was played in each round and players could not get themselves properly into form. There were few outstanding games, most being marred by inaccuracies, and even talented players were at times unrecognisable. On Board 1, top honours went to Rodney Phillips, with four wins out of four; but one of these wins arose out of a miscalculation by Roger Clarke (Victoria), in a won position. Clarke and Nigel Cooper (Canterbury) both scored one win against each other.

The points on Board 2 were evenly shared between Evans, Ken Steele (Victoria) and Alan Wilkinson (Canterbury) the last by no means disgracing himself in much more experienced company. Evans one suspected at time of playing almost lackadaisical chess, sadly underestimating his opponents after two easy wins in the first round. On the other boards most prominent was Douglas, whose four wins on Board 3 were a great help to his team; they came only after two see-saw battles with Michael Earle, the Wellington veteran at these tournaments.

Before the tournament, Ortvin Sarapu gave a simultaneous exhibition against the players. He won every game except one and that against Phillips - this was quite a feat, as his opponents included no less than six New Zealand Championship contenders. The other chess diversion of the tournament was a match between the New Zealand Universities' Team and the President of the Auckland Chess Club's team, the latter being selected from Auckland's leading players. The President's team won 5-3 over eight boards.

The tournament was directed by your correspondent, and the friendly spirit in which it was played considerably eased his task. It is most encouraging to see that the standard of play in University tournaments is steadily improving, especially on the lower boards.

The results were as follows:-

		A.U.				V.U.				C.U.				Total
		1	2	3	4	1	2	3	4	1	2	3	4	
Auckland:	First Round					1	1	1	½	1	1	1	1	7½
	Second Round					1	0	1	0	1	0	1	1	5
														12½
Victoria:	First Round	0	0	0	½					0	½	0	1	2
	Second Round	0	1	0	1					1	½	1	½	5
														7
Canterbury:	First Round	0	0	0	0	1	½	1	0					2½
	Second Round	0	1	0	0	0	½	0	½					2
														4½

Teams:	Auckland	Victoria	Canterbury
	1. J.R. Phillips	1. R. Clarke	1. N. Cooper
	2. C. Evans	2. K. Steele	2. A. Wilkinson
	3. B. Douglas	3. M. Earle	3. D. Finn
	4. W. Power	4. J. Locke	4. R. Small
	B. Hart		

Match New Zealand Universities v President of A.C.C's Team.
(University players' names first).

1. J.R. Phillips ½ - O. Sarapu ½: 2. R. Clarke 0 - R.J. Sutton 1: 3. C. Evans 0 - D. Cooper 1: 4. N. Cooper 0 - J. van Pelt 1: 5. K. Steele 1 - Velikie 0: 6. A. Wilkinson ½ - B.E. Howard ½: 7. B. Douglas 1 - R. Wilkin 0: 8. J. Locke 0 - R.T. Metge 1.

Universities 3: President's Team 5.

The following is a game from this Tournament.

A. Wilkinson (Christchurch) - C. Evans (Auckland). Notes by O. Sarapu in the "New Zealand Herald." Two Knights Defence.
Perhaps the most exciting game in the Universities' Chess Tournament played recently in Auckland was the following.
1. PK4, PK4: 2. NKB3, NQB3: 3. BB4, NB3: 4. NN5, BB4! (The Traskier variation of the two knights defence is theoretically unsound, but practically excellent) 5. NxBP?!... (Best is 5. BxPch, KK2: 6. BN3 etc) 5... BxPch: 6. KB1... (Better is KxB and face the attack. The book line gives a draw by perpetual check) 6... QK2: 7. NxR, PQ4!: 8. BK2... (The South Island champion, Wilkinson, is not at home in this variation. PXP, NQ5: 9. PKR3! etc. was better, offers more complications and is not all in Black's favour. Now Evans could play 8... BN3!) 8... NQ5?!: (Evans complicates even more. In 1959 I continued against Menzies BK3 here, but BN3! was best) 9. NB3... (Again PQ3 was safer here). 9... PXP?!: 10. BR5ch?, PN3: 11. NxNP, PxN: 12. BxPch, KB1: 13. PKR3, KN2: 14. BxKP, BK3!: 15. PQ3... (At last White is threatening KxB without harm to himself) 15... RKB!: 16. BB3, PK5!: 17. KxB... (Black's attack is strong. White hopes to take cover behind Black's KB pawn and gain time to develop) 17... PxB: 18. PKN3, BxKRP!: (The axe). 19. NK4, NN5ch: 20. Resigns. (After KK1, PB7ch: 21. KQ2, PB8=Q etc)

Round 4. White
25 submitted.
and many times
1. PK4, P
BK2: 6. PB3, P
BR4: 11. PQ3, C
16. KN2, NQ1: 1
PxB: 21. BN3, E
25. PK5, QQ2: 2
PN3: 30. PxBKP,
(a) An old mov
here nut there
falters here an
good move, comp
tically forced
for PK5 when N
to allow White
try. If RK1 25
much to win the
finishes the ga

Round 6. White
1. PK4, P
PQR3: 6. BKN5,
PKR3: 11. BR4,
15. PQR4, NKR4:
NQ6ch: 20. KN2,
RxB: 25. RxB, Q
29. RK3, QxB:
34. RK2, QQ1: 3
39. NN4, BB6: 4
44. KQ2, PB3: 4
49. PXP, PXP: 5

Round 1. White
1. PK4, P
QB2: 6. BK2, NK
PQ3: 11. QQ2, N
RN1: 16. KRQB1,
BB2: 21. RQ4, N
25. RQ1, BQ2: 2
30. RQ1, BQ1: 3
RB6: 35. NR4, R
PB7: 40. BQ3, R

Round 4. Ande
1. PQ4, NK
PQ3: 6. NB3, QN
PXP: 11. RK1, P
15. PN3, PR3: 1
NKN5: 20. PR3,
24. KxN, KR1: 2

Round 6. White;
1. PQB4, N
PQ3: 6. PK4, QN

NEW ZEALAND SCHOOLBOYS' CHAMPIONSHIP 1964

Round 4. White: Turner. Black: Kerr. Best game award out of 25 submitted. Notes by the judge, A.W. Gyles, New Zealand Master and many times New Zealand and Wellington Champion.

1. PK4, PK4: 2. NKB3, NQB3: 3. BN5, PQR3: 4. BR4, NB3: 5. QK2(a), BK2: 6. PB3, PQN4: 7. BB2, PQ3(b): 8. PQR4, PN5: 9. O-O, BN5: 10. PR3, BR4: 11. PQ3, O-O: 12. QNQ2, PR4: 13. PN4, BN3: 14. NB4, RK1: 15. KR1(c), QQ2: 16. KN2, NQ1: 17. NK3, NK3: 18. NB5(d), BxN(e): 19. PxB, NB5ch: 20. BxN, PxB: 21. BN3, RKB1: 22. PQ4, PQ4(f): 23. NK5!, QB1(g): 24. NB6!, BQ3(h): 25. PK5, QQ2: 26. PxN!, QxN: 27. QB3(i), QRK1: 28. BxP(j), QN3: 29. QN4, PN3: 30. PxKNP, Resigns.

(a) An old move played in the 1930's. (b) Castles is more usual here but there is nothing wrong with the move played. (c) White falters here and on his next move. Why not NK3 immediately? (d) A good move, completing his tour before upsetting Black's game. (e) Practically forced as 19. NxB, Q or R takes Knight 20. NR4. (f) Hoping for PK5 when NK5 gives him a respite. (g) Forced. He cannot afford to allow White to take his QP unless he gets compensation. (h) A good try. If RK1 25. PK5, NQ2 and Black is helpless. (i) Played not so much to win the pawn but to clear the diagonal for his Bishop. (j) White finishes the game in fine style.

Round 6. White, Metge. Black, Turner.

1. PK4, PQB4: 2. NK2, PQ3: 3. PQ4, PXP: 4. NXP, NKB3: 5. NQB3, PQR3: 6. BKN5, QNQ2: 7. BQB4, QR4: 8. QQ2, PK3: 9. O-O, BK2: 10. QRQ1, PKR3: 11. BR4, NK4: 12. BN3(Q), PKN4: 13. BN3, BQ2: 14. KRK1, QB2: 15. PQR4, NKR4: 16. BxN, PxB: 17. NB3, O-O-O: 18. QB1, NB5: 19. PN3, NQ6ch: 20. KN2, PN5: 21. NKN1, NxN: 22. KxN, BB4: 23. RQ3, BB3: 24. R(1)Q1, Rxx: 25. Rxx, QK2: 26. QQ1, PKR4: 27. BB4?, BxPch: 28. KxB, QB4ch: 29. RK3, QxB: 30. QQ6, QQ5: 31. QK7, QQ1: 32. QB5, QQ5: 33. QK7, QQ7ch: 34. RK2, QQ1: 35. QB5, QQ5ch: 36. QxQ, PxQ: 37. NR2, BxRP: 38. PK5, BB3: 39. NN4, BB6: 40. RQ2, RQ1: 41. KK1, PR4: 42. NQ3, RQ4: 43. RB2, KQ2: 44. KQ2, PB3: 45. PXP, PK4: 46. PB4, PXPch: 47. KXP, KK3: 48. PR3, KXP: 49. PXP, PXP: 50. RR2, KB4: 51. PN4, PXPch: 52. NXP, RQ8: 53. Resigns.

Round 1. White: A.J. Hughes. Black, B. Anderson.

1. PK4, PQB4: 2. NKB3, PK3: 3. PQ4, PXP: 4. NXP, PQR3: 5. NQB3, QB2: 6. BK2, NKB3: 7. BKB3, NB3: 8. NN3, BK2: 9. BK3, O-O: 10. O-O. PQ3: 11. QQ2, NK4: 12. QK2, PQN4: 13. NQ2, PN5: 14. NR4, QXP: 15. PQN3, RN1: 16. KRQB1, QQ6: 17. QxQ, NxB: 18. RB7, BQ1: 19. RB6, NK4: 20. RxxP, BB2: 21. RQ4, N(K4)N5: 22. RB4, BxPch: 23. KR1, NxB: 24. PxN, BK4: 25. RQ1, BQ2: 26. RB5, BQ3: 27. RR5, BN4: 28. RB1, KRQB1: 29. NB4, BK2: 30. RQ1, BQ1: 31. RxBch, Rxx: 32. N(R)N6, RQ6: 33. PK5, NQ4: 34. BK2, RB6: 35. NR4, RB8ch: 36. KR2, NB6: 37. NxB, PxB: 38. PR4, BxN: 39. BxB, PB7: 40. BQ3, RR8ch: 41. Resigns.

Round 4. Anderson - Gordon.

1. PQ4, NKB3: 2. PQB4, PKN2: 3. NQB3, BN2: 4. PKN3, O-O: 5. BN2, PQ3: 6. NB3, QNQ2: 7. PK4, PK4: 8. PQ5, NK1: 9. O-O, PKB4: 10. PXP, PXP: 11. RK1, PQR4: 12. KNN5, NB4: 13. QB2, NB3: 14. RN1, QK2: 15. PN3, PR3: 16. NB3, QB2: 17. PQR3, PK5: 18. KNR4, NQ6: 19. RB1, NKN5: 20. PR3, N(5)xBP: 21. BK3, BK4: 22. NK2, QN2: 23. BxN, NxB: 24. KxN, KR1: 25. QQ2, RKN1: 26. KN1, KR2: 27. QK3, Resigns.

Round 6. White; Kerr. Black; Anderson.

1. PQB4, NKB3: 2. NQB3, PKN3: 3. PKN3, BN2: 4. BN2, O-O: 5. PQ4, PQ3: 6. PK4, QNQ2: 7. KNK2, PK4: 8. O-O. PB3: 9. PKR3, QB2: 10. BK3,

NN3: 11. PN3, RQ1: 12. PQ5, QK2: 13. RQB1, PQB4: 14. QQ2, RKB1:
 15. KR2, NK1: 16. QRK1, PQR3: 17. PQR4, PQR4: 18. NN5, PKB4: 19. BR6,
 PB5: 20. BxB, QxB: 21. PxB, PxB: 22. PB3, NQ2: 23. PK5, NxB: 24. NxBP,
 QR3: 25. RK4, BB4: 26. QB1, BxR: 27. PxB, QR5: 28. NK6, RxB: 29. QxR,
 QK2: 30. QK2, RQB1; 31. QQ2, NN2: 32. NxN, KxN: 33. QxP, QR5: 34. QQ2,
 RB1: 35. KN1, QN6: 36. QK2, NB6ch: 37. Resigns.

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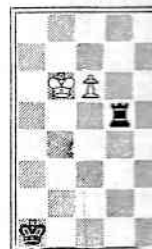
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 compositions in
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 composers, a goo
 have, as the say
 of their own.

S. See
 (180)



White

At first ac
 study by Saavedr
 a strong impress
 by 1. c7, Rd6; 2
 Rd4; 4. Kb3, (Kc
 5. Kc2, Rd4 (!);
 Rcl; 7. Qex: cl;
 6 - Ra4 7. Kb3!
 Rook or mates

The striking
 utterly economic
 attracted the st
 classical compos
 the Platov brot

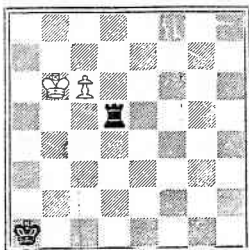
V. and M.
 (190)



Whi

Classical productions in the art of study are apt to engage the attention of chess players for a long time to come. Composers are bound to work upon the ideas of these productions and to create new compositions in this way. Having exerted an influence on the work of composers, a good many such ideas have, as the saying is, a history of their own.

S. Saavedra
(1805)

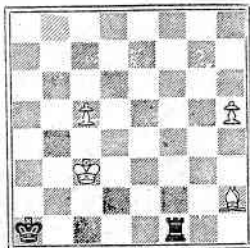


White wins

At first acquaintance, the study by Saavedra, always produces a strong impression. It is solved by 1. c7, Rd6; 2. Kb5, Rd5; 3. Kb4, Rd4; 4. Kb3, (Kc3, Rd4) Rd3; 5. Kc2, Rd4 (!); 6. c8R! (6. c8Q? Rcl; 7. Qex: c4; stalemate) 6 - Ra4 7. Kb3! and White wins the Rook or *mate*.

The striking idea of this utterly economical composition attracted the attention of the classical composers of the study, the Platov brothers and Troitskii.

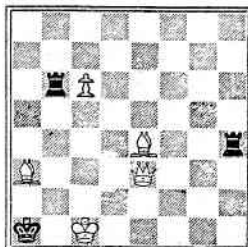
V. and M. Platov
(1908)



White wins

In this study the basic theme is the duel of Bishop and Rook. After the bishop is sacrificed to divert the rook onto a file unfavourable for its activity (the Roman theme), Saavedra's position is arrived at: 1. Kb4 Rf5 (black's best move if 1. Rh1, then 2. Be5, Kb1; 3. c6, Rh4; 4. Kc3! Rxb5; 5. c7, Rh1; 6. Kcl etc) 2. c6, Rxb5; 3. c7, Rh4; (if White had played Kd4 on the first move, black would now draw by 3. Rh8). 4. Kb5, Rh5; 5. Kb6, Rh6; 6. Bd6, Rxd6; 7. Kb6, and the rest as in the first study.

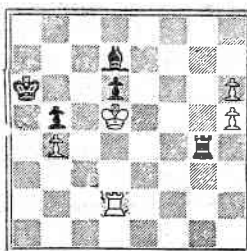
T. Gorgiev
(1929)



White wins.

In 1929 the present author achieved a combination of Saavedra's idea and the Roman theme, but this time with a twofold sacrifice by White. 1. c7, Rc6; (1. Rxe4; 2. c8Q, Rc6; 3. Qxc6, Rc4; 4. Qc3;) 2. Bxc6, Rc4; 3. Kd2, Rxc6; 4. Bd6!, Rxd6; 5. Qd4!, Rxd4; 6. Kc3, Rd1; 7. Kc2, Rd4; 8. c8R etc.

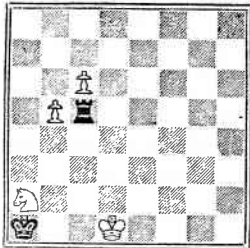
A. Troitskii
(1924)



White wins

In the study by A. Troitskii, interesting play leads to a new concluding position. 1. h7, Rg5; 2. Kxd6, Rxb5; 3. Kc7 (threatening mate on the 'a' file) 3 - Be6; 4. Kb8, (threatening the same now on the sixth rank) 4 - Bd5! (calculating on the stalemate) 5. Rxd5. 6. h8R!, Rd6; 7. Kc7 wins.

M. Liburkin
(1931)



White wins.

M. Liburkin in his study gave a remarkable example of a creative approach to elaboration of Saavedra's classical idea. The solution: 1.Nc1, Rxb5; 2. c7, Rd5; 3. Nd3; (otherwise Black easily stops the pawn) 3 - Rxd3; 4. Kc2, Rd4; 5. c8R, Ra4; 6. Kb3, or 1 - Rd5 (Black is not in a hurry to take pawn; he invites White to commit himself) 2. Kc2! (after 2. Nd3?, Rxd3; 3. Kc2, Rd5 draws) 2 - Rc5; 3. Kc3! (after 3. Kd2? Rxb5; 4. e7, Rb2; 5. Kd1, Rc2; 6. Kxc2, stalemate!) 3 - Rb5; 4. c7, Ra8 (a new trap; if 5.cbQ or cBR? then Black is stalemated at once!) 5. cbB! and White wins.

It may be noted that the more artistic level of a study, the more significant its influence on the later work of the composers. And this constitutes a bond between modern end-game composition and the rich creative legacy of the past.

REUBEN & BOBBY 'BLITZING'.

Reprinted from the "New Statesman" column by "Assiac."
"Having won the great 1938 Avro Tournament along with Keres, Reuben Fine had made sure of being among the top contenders for the world title, yet he refused to play in the post-war tournament where Botvinnik emerged as the new champion; ever since Fine has practically retired preferring (alas!) to produce learned essays on psychoanalysis rather than the grandmasterly chess he might still be capable of. But he isn't quite divorced from the game, for from time to time he seems to enjoy playing 'blitz' skittles with Fischer who wasn't born yet when Fine decided to retire from

grandmastery. Honours seem to be about even between the old and the young grandmaster. Here's an amusing little game Bobby won. It took less than a minute. 1. PK4, PK4: 2. NKB3, PQ3: 3. PQ4, NQ2: 4. BQB4, PQB3: 5. O-O, BK2: 6. PXP, PXP: 7. QK2, KNB3: 8. RQ1, QB2: 9. NN5, O-O: 10. BXPch, and Fine resigned because RxB is countered by QB4.

Bobby Fischer of course is passionately and indefatigably addicted to 'blitzing' and I well remember team Tournaments where I watched him half through the night pounding away at that much suffering clock in dozens of five minute games against other addicts such as Tal, Petrosyan, and particularly Pornar, who can never get enough of it... ("New Statesman" 11 Sept. 1964)

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The distir
and their know
esting opening
We start c
visitor at the
Stein-Spa
4. BR4, NB3: 5
9. PXP, NXP: 1
14. PN3, QR6: 1
is now in prog
QR4: 19. BxN, P
ago. Therefore
the QR looks q
against Novopa
up his pawn fo
rank. This c
on the King si
and lost speed
(If 21. PxB, t
resigned.

Stein imp
Now in reply t
Less convincin
(31st U.S.S.R.
Lilienthal sho
21...., NxB: 22.
However a
20...., PKB5: 21

BN7ch: 24. KN
23. RxBP, RxB:
Black's p
well as 25. PK
25. RxBP, RxB:
Spasski finds
24...., BK2!: 25
White is four
good is 27. NK
unavoidable ma
27. EN2,
a Bishop saves

1. PK4, P
BK2: 6. RK1, P
PB4: 11. PQ4, ..
In two ga
Geller. 12.

In the ga
it followed:
has however sb

THE OPENINGS IN THE U.S.S.R. ZONAL TOURNAMENT

by International Grandmaster I. Boleslavski.

(Free translation by Z.F. from the Russian language article published in "Shakhmatnij Bulletin")

The distinct individualism of each of the seven participants and their knowledge of theory were conducive to the birth of interesting opening ideas in many games.

We start our review from the Ruy Lopez which was a frequent visitor at the Zonal Tournament.

Stein-Spasski: 1. PK4, PK4: 2. NKB3, NQB3: 3. BN5, PQR3: 4. BR4, NB3: 5. O-O, BK2: 6. RK1, PQN4: 7. BN3, O-O: 8. PB3, PQ4: 9. PXP, NXP: 10. NXP, NXP: 11. RxN, PEB3: 12. PQ4, BQ3: 13. RK1, QR5: 14. PN3, QR6: 15. BK3, BKN5: 16. QQ3, QRK1: 17. NQ2, RK3: A dispute is now in progress about this position. The continuation 18. QB1, QR4: 19. BxN, PxB: 20. PB3, RB3: has lost its attraction some time ago. Therefore the following move with the purpose of activating the QR looks quite natural. 18. PQR4!, PXP! So played Spassky against Novopashin in the 31st U.S.S.R. Championship. Black breaks up his pawn formation but forces the White Rook to leave the back rank. This circumstance Black is prepared to make use of by hitting on the King side. Novopashin did not feel the danger approaching and lost speedily. 19. RxP, PKB4? 20. PKB4?, BXP!: 21. BKB2,... (If 21. PxB, then 21...., RN3) 21...., RxRch: 22. BxR, RK1 and White resigned.

Stein improved White's play considerably. 19. RxP, PKB4? 20. QB1 Now in reply to 20...., QR4 it is possible 21. PKB4, KRK1: 22. QB2. Less convincing is 21. PQB4 which happened in the game Suetin-Geller (31st U.S.S.R. Championship). In the bulletin "Tournament of Seven" Lillienthal shows that in answer to 21. PQB4 Black can continue 21...., NxB: 22. PXP, PQB4! with good play.

However after 20. QB1 the Black Queen does not have to retreat: - 20...., PKB5: 21. QxQ, BxQ: 22. RxP!

21. PXP was not good because of 22...., RN3ch: 23. KR1, BN7ch: 24. KN1, BK5dis ch: 25. KB1, BQ6ch: 26. RK2, BXP) 22...., PxB: 23. RxKP, RxR: (23...., NXR: 24. RxBP! is bad for Black) 24. PXR.

Black's position looks critical. 25. RxBP is threatened as well as 25. PK4. If 24...., RQ1: 25. RxBP, BK3: 26. NK4, or 24...., RQN1: 25. RxBP, RxB: 26. NXR and Black has no chance of survival, but Spasski finds a splendid manoeuvre allowing him to preserve equality 24...., BK2!: 25. RxBP, BKN5: 26. BxNch, KR1. A colourful position! White is four pawns up but he must return a piece and a pawn. No good is 27. NKB3? because of 27...., BXPch: 28. KR1, RR1! with an unavoidable mate

27. BN2, BxPch: 28. KR1, BxBch: 29. KxB, BxN: Three pawns for a Bishop saves White from a loss.

1. PK4, PK4: 2. NKB3, NQB3: 3. BN5, PQR3: 4. BR4, NB3: 5. O-O, BK2: 6. RK1, PQN4: 7. BN3, O-O: 8. PB3, PQ3: 9. PKR3, NR4: 10. BE2, PB4: 11. PQ4,....

In two games Keres' continuation 11...., NQ2 occurred. Kholmov - Geller. 12. QNQ2, BPXP: 13. BPXP, NB3: 14. NB1,....

In the game Korelov - Novopashin (30th U.S.S.R. Championship) it followed: 14...., BB3: 15. BK3, KPXP: 16. NXP, N(2)K4: Geller has however shown that 14. NB1 is not dangerous for Black by more

simple means.

14...N_xQ_P: 15. N_xN, P_xN: 16. Q_xP, N_K4: (threatening B_xK_RP)
17. P_KB₄, N_B3: 18. Q_B2, B_R5: An important "in between move". Black forces the weakening of the long White diagonal.

19. P_KN₃, B_B3: 20. R_Q1, Q_B2: 21. K_R2, B_N2: 22. B_N1, K_RK₁: Black stands quite satisfactorily.

The game Suetin - Stein followed 14. N₃, P_QR₄: 15. B_Q3,...
The last move is Suetin's invention and has not occurred in practice before. Now after 15...P_QR₅ White replies advantageously with 16. B_xN_P.

15...R_N1: How is White to proceed? 16. P_Q5, N_N5: 17. B_N1, N_R3: does not give him an advantage. Worth considering is 16. Q_K2, continuing to attack the Q_NP. Suetin however was lulled by a different positional idea.

16. B_K3, P_R5: 17. P_Q5, N_N5: 18. N_B1,...

White thinks of penetrating with the Knight to Q_B6 via Q_N4. However Black does not have to exchange Knight for Bishop.

18...P_B4: 19. K_Px_P, N_xQ_P: 20. B_R7, R_N2: 21. B_K4, R_xB: 22. B_xN_{ch}, K_R1: After the ensuing complications Black has achieved an advantage in position. Apart from Keres' continuation 11. N_Q2, Smyslov's variation 9...P_KR₃ seems to have established itself firmly. (see page)

This move is the beginning of a plan conceived by White. He wants to mobilise gradually the Q-wing and complete development not moving the Knight at Q₂.

12...B_N2: 13. B_B2!... (As we will see later, Black is basing his counterplay on the attack of the White's pawn at K₄. White therefore protects it in time.)

13...N_N1: 14. P_QN₄, Q_NQ₂: 15. B_N2,.... (On the surface, the Bishop appears here to stand passively, but can become very dangerous when the position is opened)

15...N_N3. Black tries to prevent the dangerous break by P_QB₄. He does not mind the continuation 16. P_xK_P, P_xK_P: 17. P_QR₄, N_Px_P: 18. N_xK_P, P_QB₄! which leads to double-edged play.

16. R_K3!... In order to move the Q_BP White should place the Queen at K₂, however after 16. Q_K2 the continuation 16...P_xQ_P: 17. B_Px_P, N_xK_P could follow. He therefore lets through the Rook to the front.

16...P_R4: 17. Q_K2, N_QR₅?

Black has no intention of limiting himself to a passive defence - 17...P_QB₃ - although this looks quite sound. Here Suetin without good ground entered into complications.

18. Q_xN_P? and after 18...P_xB: 19. P_xN_P, (if Q_xB then 19...Q_Q2: 20. P_Q5, K_RN₁: 21. Q_B6, Q_B1:) 19...R_N1 20. Q_xN, B_xK_P: 21. Q_B1, B_xN: 22. R_xB, P_K4: Black obtained good play. The simple 18. B_xN, P_xB: 19. P_Q5, would give White the advantage. For example, 19..N_R4; 20. P_QB₄, N_B5: 21. Q_Q1, Q_Q2: 22. P_B5!

The game Spassky - Geller is interesting for the theory of Steinitz's Defence Deferred.

1. P_K4, P_K4: 2. N_KB₃, N_QB₃: 3. B_N5, P_QR₃: 4. B_R4, P_Q3: 5. O-O, B_KN₅: 6. P_KR₃, B_R4: 7. P_B3, N_B3: 8. P_Q4, P_QN₄: 9. B_N3, B_K2: 10. B_K3, O-O: 11. Q_NQ₂, P_Q4!?:

White first got rid of the pin by 12. P_KN₄, B_N3: and then started to think of how to take advantage of the careless sally of his opponent. Unfortunately an idea came into Geller's mind

⊗ While Keres' move came into fashion in 1962 after Curacao, Smyslov's move was approved of three years earlier at the Candidates in Yugoslavia. Therefore Suetin's idea tried against Spassky deserves special attention. 10. P_K4-R_K1 11. Q_NQ₂-B_B1 12. P_R3

to win the Black is really lost because White's King are

14...Q_B1! is bad because of R_Q1: 17. Q_K2, N_xQ_P: Geller preferred

P_QB₄: 17. K_BP_xN, 19. N_Q2, P_B3! B_N1

Instead of 14. P_xN, N_xK_P: 15. B_R4, N_B3: 5. O-O and Black's position is bad because of

The fact that in the game Geller - vitsch (Telephone)

Here is this 4. B_R4, N_B3: 5. O-O 9. P_Q4, B_N5: 10. It can be seen

Rooks are on the eference is very su 13. P_KN₄, B_N3: 14. Bishop 1 and won

An expert and Kholmov. In two opponents were un

1. P_K4, P_K4: P_Q4: 6. P_xP e.p., move is known for because of the fo

This is Kholmov to which followed Kholmov did not co

but replied 13... he calculated exact B_Q6!: 15. P_QR₄, P_Q5

19. R_Px_P, B_Q4: 20. after a few moves Suetin instead

didn't send Kholmov (if 11. N_xB then c 13. N_xB, P_xN: 14.

(Dangerous for White N_Q5!) 17...N_Q5: 18. three pieces White

In the game S occurred. 1. P_K4

5. N_QB₃, B_N2: 6. P last move Black fo problems. The fi

to win the Black pawn at Q5 by 13. QP^(s)xKP, NxKP: 14. NN1, ... The pawn is really lost but backward development and the weakened position of White's King are more important factors.

14...QB1! followed and now the capture of the QP with the Bishop is bad because of 15...RQ1 and if 15. QxP, then 15...NR4: 16. QQ1, RQ1: 17. QK2, NxB: 18. PxN, NB4 also promises little pleasure to White. Geller preferred 15. NQ4: However after 15...NxKP: 16. PKB4, PQB4: 17. KBPxN... (17. NK2?, NxKNP!) 17...BPxPN 18. BPxQP, QQ2: 19. NQ2, PB3! Black got a strong attack.

Instead of 13. QP^(s)xKP worthy of consideration was 13. NxKP, NxN: 14. PxN, NxKP: 15. PKB4, NxN: 16. QxN, BK5: 17. QRQ1, PQB3: 18. PKB5, and Black's position is the more active one.

The fact that a position similar to the one after the 11th move in the game Geller-Spassky, occurred also in V. Smyslov - I. Rabinovitch (Telephone match, Moscow-Leningrad, 1941) *is interesting.*

Here is this game. 1. PK4, PK4: 2. NKB3, NQB3: 3. BN5, PQR3: 4. BR4, NB3: 5. O-O, BK2: 6. RK1, PQN4: 7. BN3, PQ3: 8. PB3, O-O: 9. PQ4, BN5: 10. BK3, RK1: 11. QN2, PQ4: 12. PKR3, BR4.

It can be seen that the difference consists of the fact that the Rooks are on the K. squares and not on the B. squares, but this difference is very substantial. Smyslov continued as Geller did.

13. PKN4, BN3: 14. PxKP, NxKP: and after this moved the Knight to Bishop 1 and won the pawn without unpleasant consequences.

The Russian Game. (Petroff's Defence)

An expert and a fan of the Russian Opening is, as is known, Kholmov. In two games he demonstrated a new continuation, which his opponents were unable to refute.

1. PK4, PK4: 2. NKB3, NKB3: 3. PQ4, PxP: 4. PK5, NK5: 5. QxP, PQ4: 6. PxP e.p., NxP: 7. NB3, NB3: 8. QKB4, BKB4: (Black's last move is known for a long time and was considered unsatisfactory because of the following reply) 9. BQN5, QK2ch.

This is Kholmov's innovation. Stein replied 10. BK3 in reply to which followed 10...NxB: 11. NxN, QN5ch: 12. QxQ, BxQ4: 13. PB3, ... Kholmov did not continue BQ3 which led to a slightly inferior position but replied 13...BR4. His position looks now very dangerous, but he calculated exactly that White's threats can be repelled. 14. PQN4, BQ6!: 15. PQR4, PQR3: 16. O-O-O, BK7: 17. PxP, PxN: 18. QRK1, BxN: 19. RPxP, BQ4: 20. PxN, BxBP: 21. BN5ch, KB1: 22. BK7ch, KN1: and after a few moves a draw was agreed.

Suetin instead of 10. BK3 chose 10. KB1, but also this move didn't send Kholmov into a panic. It followed 10...BK5!: 11. BxNch, (if 11. NxB then of course 11...NxB) 11...BxP: 12. NK5, O-O-O: 13. NxB, PxN: 14. QR4, NN4!: 15. BK3, QN5: 16. QR6ch, KN1: 17. QxBP, ... (Dangerous for White is 17. PQR3, QB5ch: 18. KN1, BQB4: 19. QxBP, NQ5!) 17...NQ5: 18. BxN, QxB: 19. RQ1, ... and after Black captured three pieces White announced perpetual check.

The Sicilian Defence

In the game Suetin-Geller the problem variation of the Dragon occurred. 1. PK4, PQB4: 2. NKB3, NQB3: 3. PQ4, PxP: 4. NxP, PKN3: 5. NQB3, BN2: 6. BK3, NB3: 7. BQB4, PQ3: 8. PB3, QN3: With the last move Black forces the opponent to solve concrete tactical problems. The first question is - is it worth sacrificing a pawn

by 9. NB5? Practice gives a negative answer to this:- 9... QxP:
 10. NxBch, KB1: 11. NQ5, NxN: Now after QxN White wins Black's
 Pawn, but 12... QxRch: 13. KB2, QxN: 14. BR6, BK3: gives Black
 sufficient compensation. If White takes the Knight at Q5 with the
 Bishop then 12... QxNch: 13. KB2, KxN: follows and it is not clear
 whether White's initiative is worth the pawn.

In reply to 9. BN3, apart from 9... NxBP which after 10. NB5
 leads to complicated play, it is also possible the prosaic 9... NKN5.
 Forcing an exchange in the centre Black guards himself from unpleasant-
 ness.

So the move in the game, BQN5 is the only one allowing White
 to fight for the initiative without resorting to unclear sacrifices.
 Black replied 9... QB2.

Now the deceptive 10. NQ5, NxN: 11. PxN,.. is refuted by
 11... PQR3: 12. BxNch, PxB: 13. NxBP, O-O!: 14. BQ4, PK4! with
 15... BN2 to follow. Or 12. NxN, PxB: 13. BQ4, PxN 14. BxB, RN1.
 On the other hand should White continue quiet development the usual
 Dragon position will ensue in which White's Bishop on QN5 is not
 successfully placed.

Suetin's new move in our opinion, corresponds above all to the
 requirements of the position.

10. PKN4! (White attempts to push the Knight and occupy Q5)
 10... PQR3: 11. BR4, PK3: (Disposing of the threat of the penetration
 of the Knight, but weakening his Q3 and K-wing) 12. QQ2, O-O:
 13. BN3, PQN3: 14. NxN, QxN: 15. O-O-O,.. White stands obviously
 better.

Three games played with the Scheveningen Variation brought very
 little into this ancient system. In the game Kholmov-Spassky after
 1. PK4, PQB4: 2. NKB3, PQ3: 3. PQ4, PXP: 4. NXP, NKB3: 5. NQB3, PK3:
 6. BK2, PQR3: 7. O-O, BK2: 8. BK3, QB2: 9. PB4, O-O:

Kholmov instead of the usual continuations 10. QK1 or BQ3,
 started an attack by 10. PKN4. This attempt was successful because of
 Spassky's mistaken reply 10... NB3. White's attack continued un-
 idisturbed 11. PN5, NQ2: 12. PB5, N(2)K4: 13. PB6, etc.

It seems to us that the advance of the KNP justifies itself if
 Black's KN has no good squares to retreat to. Black should have
 immediately countered in the centre by 10... PQ4! If now 11. PK5,
 he can reply either 11... NK5: 12. NxN, PxN: or 11... NQ2. It is
 not clear how White is able to continue the attack and the weakening
 of the K-wing can tell in the long run.

1. PK4, PQB4: 2. NKB3, PK3: 3. PQ4, PXP: 4. NXP, NKB3: 5. NQB3,
 PQ3: 6. BK2, BK2: 7. O-O, O-O: 8. BK3, NB3: 9. PKB4, BQ2: 10. QK1,
 NxN: 11. BxN, BB3: 12. QN3,...

This typical position occurred in the Kholmov-Korchnoi game.
 The Leningrad Grandmaster played here courageously 12... PKN3 liquid-
 ating the pressure on his KN2. After 13. QK3, QR4: 14. PK5, PXP:
 15. PXP, NQ2: Black obtained good play as White's KP is weak. Had
 however Kholmov played the simple 13. BK3, Black would have had to
 solve no few difficult problems.

If the move 12... PKN3 can be perhaps be called problematical,
 the capture of White's QNP by Korchnoi against Stein can hardly be
 called anything else but unconsidered carelessness. (1. PK4, PQB4:
 2. NKB3, PQ3: 3. PQ4, PXP: 4. NXP, NKB3: 5. NQB3, PQR3: 6. BK2, PK3:
 7. O-O, BK2: 8. PB4, QB2: 9. QK1, O-O: 10. QN3, QN3: 11. BK3, QxNP)

The Queen's Trip
 good. It follow
 15. BQ3, QR4: 16
 An interest
 the exchange see
 the Internationa
 We will rec

NQB3: 3. PQ4, Px
 PQN4: 8. NxN, Qx
 QB6ch: 13. BQ2,
 17. QN3, BR3ch:
 BxR: 22. BxB, BR
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14. BxR, PB3!
 Black has a
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 15. BK4!, N
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17. BxPch, PxB:
 instance:- 18...
 BK2ch: 22. BN5,
 26. KxP, QB4ch:
 30. KN6, and Whi
 16. PXP, Qx
 20. BB3, O-O: 21

It looks as
 simplifying man
 23. BQ4, BxB: 24
 Black's position

In his game
 inuation 7. PQR4
 Petrosian.

1. PQ4, PQ4:
 PQB4: 6. O-O, PQR
 NQ4: (Petrosian
 move. After 11..
 Petrosian game).
 order to defend t
 NxB: 16. NxN, NQ4

Black's pawn
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White with the be
 QB7!: 23. NK3, Qx
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More prospec
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 because of the pe

The Queen's Trip with insufficient development certainly spells no good. It followed:- 12. BB2, QN5: 13. PK5, PxP: 14. PxP, NK1: 15. BQ3, QR4: 16. NK4, and White's attack soon became irresistible.

An interest for theory presents the game Spassky-Suetin-where the exchange sacrifice applied by Szabo (Black) against Iykov during the International Tournament in Sarajevo 1963 - has been repeated.

We will recall the game Iykov-Szabo. 1. PK4, PQB4: 2. NKB3, NQB3: 3. PQ4, PxP: 4. NxP, PK3: 5. NQB3, QB2: 6. PB4, PQR3: 7. BK3, PQN4: 8. NxN, QxN: 9. BK2, PN5: 10. BB3, PxN: 11. PK5, PxP: 12. RN1, QB6ch: 13. BQ2, QR6: 14. BxR, BB4: 15. QB3, QxRP: 16. KK2, PQR4: 17. QN3, BR3ch: 18. KB3, QxQch: 19. PxQ, RR6: 20. BB3, BQ6: 21. BxQNP, BxR: 22. BxB, BR7: 23. PQN4, RPxP: 24. BxNP, ... Black has an extra pawn but his position is hopeless.

Suetin instead of 12..., QB6ch continued 12..., BN5ch. 13. KB2, QB6: 14. BxR, PB3!

Black has a strong pawn at QN7 for the exchange and he threatens to open lines for the attack. However, Spassky succeeded in proving Black's initiative insufficient.

15. BK4!, NR3:

(It is necessary to forgo 15..., PxP because after 16. QR5ch, PN3: 17. BxPch, PxB: 18. QxR, ... Black has no perpetual check. For instance:- 18..., QxPch: 19. KN3, PxPch: 20. BxP, QQ6ch: 21. KR4, BK2ch: 22. BN5, BxBch: 23. KxB, QB4ch: 24. KR4, PN4ch: 25. KR5, QB2ch: 26. KxP, QB4ch: 27. KR4, QB5ch: 28. PN4, QB7ch: 29. KN5, QK6ch: 30. KN6, and White wins)

16. PxP, QxKBP: 17. QR5ch, MB2: 18. PB4, PN3: 19. QK2, BE6: 20. BB3, O-O: 21. KRQ1, PN4:

It looks as if Black's affairs are not bad but with the following simplifying manoeuvre Spassky fixes his advantage. 22. QQ3!, PxP: 23. BQ4, BxB: 24. QxB, NK4: 25. RxP, NxQBP: 26. QxQ, RxQ: 27. RN8, Black's position is lost.

Queen's Gambit Accepted

In his game with Korchnoi, Geller applied Botvinnik's continuation 7. PQR4 which was regularly played in the match Botvinnik-Petrosian.

1. PQ4, PQ4: 2. PQB4, PxP: 3. NKB3, NKB3: 4. PK3, PK3: 5. BxP, PQB4: 6. O-O, PQR3: 7. PQR4, NB3: 8. QK2, PxP: 9. RQ1, BK2: 10. PxP, NQ4: (Petrosian played 10..., O-O) 11. NB3, QNN5: (An inaccurate move. After 11..., O-O, results the position from the Botvinnik - Petrosian game). 12. NK5, O-O: 13. NK4!, NN3: 14. RR3, PB3: (In order to defend the K-wing it is necessary to weaken PK3) 15. PR5, NxR: 16. NxN, NQ4: 17. RQN3, QB2.

Black's pawn at K3 is weak as well as QN3 and in addition he is behind in development, but how to take advantage of this?

After 18. NB3, BQ2: 19. NxN, PxN: 20. NN6, QRK1: 21. NxQP, BQ3! White with the better position-(instead of the wrong QB3?)-22. QxR, QB7!: 23. NK3, QxRch: 24. NxQ, RxQ: - would have won a pawn but would have almost no chance of victory.

Also after 21. QR5, BK3!: 22. NxQP, QB3, White achieves nothing. Apparently play on the Q-side does not give White sufficient advantage.

More prospective is 17. RKN3. There does not seem to be a better reply for Black than 17..., RB2 as 17..., BQ2 does not work because of the penetration of one of the White Knights to Black's

Q3, and if 17...QB2 then 18. BR6, RB2: 19. RB1 follows.

White replies to 17...RB2 with 18. NQB5, BxN: (Bad is 18...PK4: 19. NR4, and Black's position crashes) 19. PxP, QB2: (NN6 was threatened) 20. NQ6, RK2: 21. PQN4!, NxNP: 22. BR6, PKN3: 23. PKR4, QxBP: 24. NK4, and White should win.

Bronstein-Korchnoi. 1. PQ4, PQ4 : 2. PQB4, PxP: 3. NKB3, NKB3: 4. NQB3, PQR3: 5. PK4, PQN4: 6. PK5, NQ4: 7. PQR4, NxN: 8. PxN,...

So far the game coincides with Lazarev-Kogan of the 1963 Ukrainian Championship in which 8...BN2: 9. PK3, followed. A similar sacrifice applied Taimanov against Novopashin in the last U.S.S.R. Championship. In both games White was unable to show an advantage. Black achieved equality returning in time the material advantage. It is difficult to say what improvement has been prepared by Bronstein, as Korchnoi was the first one to digress.

8...QQ4: 9. PKN3, BN2: This move is apparently a mistake difficult to correct. Better was as shown by Simagin.

9...BK3: 10. BN2. QN2: 11. 0-0. BQ4:

10.KBN2, QQ2: 11. BQR5, PK3: 12. BxB, KxB: 13. 0-0, PKN3:

14. NKR4!, PQB3: 15. PKB4, QK2: 16. QQ2, KN2: 17. PB5!, PxP: 18. RxB, with a decisive attack.

Grunfeld's Defence

Korchnoi-Stein. 1. PQ4, NKB3: 2. PQB4, PKN3: 3. NQB3, PQ4:

4. NB3, BN2: 5. BB4, 0-0: 6. PK3,... (In this system where the

White KN goes to B3 Black is not experiencing any difficulties)

6...PQB4!: 7. PxBP, QR4: 8. RB1,... (Now Black should have continued

8...QPXP: 9. BxBP, QxBP: 10. QK2, BKN5: 11. 0-0, NB3: similar to

the game Kan-Tal, Team Championship U.S.S.R. 1954) Stein however

played 8...RQ1. Stein's innovation seems to us doubtful. It is

however true that Korchnoi after 9. QR4, QxBP: 10. QN5, QB3: 11. QxQ,

PxQ: 12. BB7, RQ2: 13. BR5, NK5!: 14. NxN, PxN: 15. NN5, PQB4!

achieved nothing. Black has considerable advantage in development

for the sacrificed pawn.

Instead of QR4, white should have continued 9. QN3, QxBP: 10. RQ1,

PK3: 11. BPXP, KPXP: 12. BK2, NB3: 13. 0-0, NR4: 14. QN5,... with the

better game.

Geller-Stein. 1. PQ4, NKB3: 2. PQB4, PKN3: 3. NQB3, PQ4:

4. PxP, NXP: 5. PK4, NxN: 6. PxN, BN2: 7. BQB4, 0-0: 8. NK2, NB3:

9. 0-0, NR4: 10. BQ3, PQB4: 11. BK3, PQN3:

The game Spassky-Stein played later resulted in the same position.

12. QQ2, NB3: 13. PQ5,... (Better is 13. BQN5 supporting the

tension in the centre).

13...NK4: 14. QRQ1, PK3: 15. NKB4, QK1: and Black obtained equal

play. He should have however continued in reply to 16. KRK1, 16...NKN5!

(instead of 16...NxB) capturing the more important Bishop.

The game Spassky-Stein continued 12. RB1, NB3: (Here this move

is a mistake) 13. BQN5, BN2: 14. BxN,... The premature exchange

permitted Black to equalise chances. It was correct to continue

14. QR4, BPXP: 15. BPXP, NR7: 16. PQ5, with advantage to White.

English Opening

1. PQB4, PQB4: 2. NKB3, NKB3: 3. NB3, NB3: 4. ^KPN3, ^KPN3: 5. BN2,

BN2: 6. PQ4, P

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11. BxNP, RN1:

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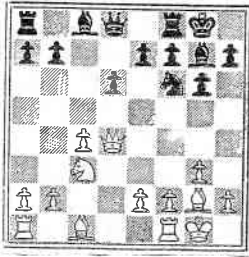
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BN2: 6. PQ4, PxP: 7. NxP, 0-0: 8. 0-0, NxN: 9. QxN, PQ3:

This position occurred in the game Korchnoi-Geller played in the 31st U.S.S.R. Championship. Korchnoi continued 10. QQ2, in order to develop the Bishop at QN2 and capture the centre by PK4. However, Geller unexpectedly sacrificed a pawn - 10...BK3 and after 11. BxNP, RN1: 12. BQ5, NxB: 13. NxN, QQ2: obtained a good position.

Geller's innovation has been noticed and in the Zonal Tournament he had to play the White pieces against his own invention, in the game against Suetin.



In the diagram position Geller moved QR4, to which Suetin replied RN1, defending the QNP and intending after 11...BQ2, to advance it. It followed:- 11. BR6, QR4: 12. BxB, KxB:

13. NQ5, NxN: 14. BxN,...

White's position is more free, but the exchange of most of the minor pieces and without open files on the board makes difficult for White the development of initiative.

Apart from 11...QR4, worth considering was 11...BxB: 12. QxB, BK3.

CHESS IN HUNGARY

Three Hungarian nationals competed in the last Interzonal, i.e. Portisch, Lengyel, and Bilek. Two other competitors were ex-Hungarians - Benko (now U.S.A.) and Berger of Australia.

In the following article published in an English language newspaper a Hungarian journalist tells us a little about the history and development of chess in his country.

"The Game of Kings.

A popular pastime today." by Emil Szegedi
in "Hungarian Review"

Crusaders returning from the Holy Land disseminated through 13th century Europe that King among Games and Game of Kings - chess. They had learnt it from the Arabs, who had imported it from India.

The game has been known in this country since that time. It has been recorded that, in 1335, King Charles Robert of Hungary presented as a gift to King John of Bohemia, then visiting him at his Visegrad residence, a wonderfully wrought chessboard. It is also recorded that, during the protracted talks that preceded the Peace of Olmutz, in 1479, Matthias' queen, Beatrix, would often play chess with Wladislas of Bohemia. No doubt Beatrix was Hungary's first woman chess-player; yet the flourishing in this country of chess as a game played at an artistic level and on a competitive scale dates only from 1843 - the year the Pest Chess Club, the first of its kind to be formed in Hungary, was founded. The body of players the P. Ch. C. put in the field included such illustrious personages as the composer Ferenc Erkel, one of the foremost chess players of his time. After a P. Ch. C. team had defeated the celebrated French Chess Club of the Cafe Regence of Paris, chess achieved tremendous popularity among the urban middle-class, especially university students. Later on, in the early 20th century, chess began to gain ground among industrial workers and chess circles and chess teams mushroomed in workers' clubs.

Today, chess as an intellectual sport and pastime is widely popular in Hungary. Students and workers, old and young, villagers and city dwellers alike, organised in clubs or as "free-lance" players, devote much of their leisure time to this game...

"CHESSWORLD" A POSH NEWCOMER TO THE WORLD OF CHESS

1. The purpose and nature and design of the magazine.

There are plenty of good chess magazines in most European languages and in the English languages. Some of them are not only good in content but are also well produced typographically. They all however look like a poor relation when compared with the new American "Chessworld", the appearance of which we announced some months ago.

To be sure this is a magazine devoted not strictly to the technical side of chess, although it has some first class stuff of this nature - but as the editors say in their introduction to "a variety of material" in order "to prove that chess is not all work and study but an entertaining and truly remarkable game." For those chess players who are not sure of this the editors have supplied sufficient proof with their first two issues, which we have seen so far. Again those who are aware of the value of the game in any case, will be strengthened in their conviction after reading this remarkable production, or should we say work of art.

A work of art it is. Beautifully printed in colour, on super quality paper and above all it is splendidly designed.

2. The content of the magazine.

The first article in the first issue is by grandmaster Pal Benko entitled "My Worst Enemy." The enemy happens to be the chess clock. One of the well known victims of time trouble deals with this question in a most interesting manner.

Paul Leith writes about the painting representing Ben Jonson and Shakespeare playing chess, believed to be the only authentic painting of Shakespeare in existence. The writer is mainly concerned about the position on the chess board in the painting. Irving CHERNEV deals with chess curiosities. They are certainly well chosen. Here is one example: "The greatest player who ever lived, in the opinion of leading critics, is either Lasker (Bobby Fischer does not think so - Editor), Alekhine or Capablanca. Akiba Rubinstein beat each of these great masters the first time he ever played them!"

Phyllis Naylor a "chess widow" writes a "Letter to a young lady contemplating marriage to a Chess Player." The "letter" is illustrated with aptly chosen drawings. She concludes her "letter" as follows: "Best of all, chess players make excellent lovers. There's bound to be some carr over when a man calculates each little move so carefully, and they really think about other things once the chess clock has run down."

An extremely interesting article by Jerome Tarshis tells us "How the blind play chess." It is estimated that there are about 14 million blind people in the world and chess provides a ray in their dark existence. The problems touched upon by the author are not only interesting but extremely important.

The "Life of Paul Morphy" is a critical and comprehensive biography of the great American, based among other on family records apparently unknown to previous biographers. Again the article is beautifully illustrated. Two games of Morphy hitherto unknown are also given. Now we come to the most controversial article in this issue. Bobby Fischer writes about "The Ten greatest Masters in Chess History." The title and the magic decimal base brings immediately suspicion into one's mind. Can anybody choose exactly ten greatest masters in history? Well, we would say that it depends on the criteria applied. To be sure Bobby Fischer gives his reason for the choice of everyone of the "ten" but his criteria do not justify a clear cut

distinction between
are Staunton, Tal,
Alekhine, Reshevsky,
we would say.

questions. "I
Lasker and Rubinstein
Nimzovitch, Botvinnik
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Capablanca, Alekhine
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A most interesting
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Walter Shipman
chess champions.

The crowning
World Championship

The first issue
published in the
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Fischer's article
go to play games
Capablanca in Moscow
Lasker concludes
an enormous advance

The last two
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perhaps a good
literary masterpiece
story written.

The cover of
a whole game between

distinction between the "chosen" ones and those omitted. The "big ten" are Staunton, Tarrasch, Tchigorin, Morphy, Steinitz, Capablanca, Alekhine, Reshevsky, Tal, Spasski. A good choice of excellent masters, we would say. One can, however, not escape asking the following questions. "If Staunton who not Anderssen? If Tarrasch why not Lasker and Rubinstein? If Reshevsky, Tal and Spasski, why not Reti, Nimzovitch, Botvinnik(!), ¹⁹³⁷⁻¹⁹³⁸ Keres, Fine and a host of others? Fischer's reasons do not supply the answers. The "secret" is that it is very difficult to make a balanced choice of the greatest when one is limited to a magic number of "ten."

Alexander Kotov's article as to why the Russians dominate the present chess scene replies to a question asked by many. It is a well balanced reply, too. The first issue closes with a somewhat weak - in our opinion - semi-science fiction chess story by David Kasanov, a writer who has written previously about computers but on the technical side. His first piece of fiction about chess playing computers is of moderate value for chess players and literary connoisseurs.

The second issue of "Chessworld" is as beautifully designed as the first one and as rich in content. It opens with a splendid description of the "Cafe de la Regence" published by Theodore Tilton in 1886. Most chess fans have probably heard of the place where Voltaire, Robespierre, Napoleon, Philidor, La Bourdonnais, Morphy, Capablanca, Alekhine and Tartakower either played chess, drank coffee or met their friends.

"Should we compete with the Russians over the chessboard" is the title of an exchange of views between Mr. Frank S. Meyer an editor of the "National Review" and Jerry Spann, President of the U.S. Chess Federation and FIDE Vice-President. Spann says "yes" and Meyer says "No." Meyer's argument, couched in a most fanatic way, would convince few chess players in this part of the world at least.

A much more pleasant feature of the issue is a description of Greenwich Village, the chess playing quarter of New York. It consists mostly of photographs and short explanatory notes. What a pleasure to look at the photos and to read the notes! An empire of chess which augurs well for the future of the game in the United States.

A most interesting interview with Larry Evans tells us among many other things that he is now rewriting M.C.O. The tenth edition of this is expected to be published in mid-1965.

Walter Shipman, an American master, writes about his country's chess champions.

The crowning article of the issue is Botvinnik's "How to lose a World Championship," dealing with his match with Petrosian.

The first issue was bound to bring some correspondence. It is published in the second one. One letter by Edward Lasker will interest most our readers. Edward Lasker, referring obviously to Fischer's article, points out that the latter has still a long way to go to play games on the same level as Emanuel Lasker did against Capablanca in Moscow 1912, and against Alekhine in New York. Edward Lasker concludes by predicting that "Despite his youth which gives him an enormous advantage Fischer will never become world champion."

The last two items are reprints of "The Curse of Chess" by H.G. Wells and "The Royal Game" by Stefan Zweig. Both are reasonably well known but perhaps not to the mass of chess players. It was therefore perhaps a good idea reproducing them. Zweig's work is a recognised literary masterpiece and considered also as the most exciting chess story written. We might return to this in one of our future issues.

The cover of the second issue is a most original one. It contains a whole game between Fine and Fischer in the form of 40 diagrams.

3. The possible effects of this magazine on chess.

As pointed out, this publication is not concerned so much with the technical side of the game. It is however bound to influence its course by simply raising its status in the eyes of the general public through the aesthetical presentation of the subject. It would certainly in this country. The sub per annum (six issues) is 9.95 U.S.A. dollars.

This is slightly higher than the price of other chess magazines, but relatively inexpensive when compared with the value one gets. No chess fan should miss having this beautiful specimen in his library. Mr. Frank Brady, the editor, and his associates must be congratulated on a splendid achievement.

The address of "Chessworld" is 505 Fifth Avenue, New York, N.Y. 10017.

Readers who have difficulty in transfer of currency can subscribe through us.

"CHESS WORLD"

Overseas Magazine Series.

In the previous article we spoke about a new publication under a similar title but with an almost distinctly non-technical purpose. What about magazines concentrating on the techniques of chess? We select for the first article in our series the famous Australian publication.

It has a history of over thirty years, when it started under the name of "Australian Chess Review." Then it changed into "Check" and the last reincarnation is "Chess World." It needs no introduction to the older generation of chess players in New Zealand, but some of our younger chess fans are not always aware of its service.

The editor is C.J.S. Purdy, International Master and former World Correspondence Chess Champion, many times champion of Australia and winner of a large number of strong tournaments, including the New Zealand Championship.

Purdy is not only a practical player. He is also a well known theoretician, teacher, and chess administrator. He is the author of several books on the game, of which the best known one is "Guide to good chess," primarily designed for the player advancing from the beginners to the intermediate stage, but also useful to the advanced player. It is a slim volume, rich in content.

It is this profound knowledge of all aspects of the game by the editor of "Chess World" which makes reading this publication almost a must to any player intending to improve. In the early days when there was no chess magazine in New Zealand the Australian publication devoted considerable space to this country. A New Zealand section still appears from time to time, but obviously of lesser proportions than in the past.

As in any publication the standard may vary between issues. So it did, and does, in "Chess World," but the overall effect for a whole year is impressive, justly contributing to the world fame of this magazine.

As an illustration of our opinion we have selected to review certain items appearing last year. We chose last year not because it was the best in the history of "Chess World" from the point of volume and quality of material, but because it is a recent year and

some of the events readers.

A large part results of the Aus in detail by the e no need to repeat The rest of the is editor dealing wit System in view of Hsu Tien-Li, twice and several other

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present writer is. dealing with mente writes extensively annotates most sbl

The October a Kotov's visit and last three are spl

some of the events referred to are still fresh in the mind of most readers.

A large part of the first issue is naturally devoted to the results of the Australian Championship. The games are annotated in detail by the editor. After what we have said before, there is no need to repeat that one can learn a lot from these annotations. The rest of the issue contains interesting correspondence to the editor dealing with the advantages and disadvantages of the Swiss System in view of recent Australian experience, and an article by Hsu Tien-Li, twice All China Champion on International chess advances, and several other items.

In the second issue we find that 3 pages out of 16 are devoted to New Zealand events. There is an analysis of the adjourned position of the Purdy-Sarapu game from the Auckland-Sydney teletype match in 1962 and Ortvín Sarapu analyses extensively his game with Phillips from the Auckland Easter 1963. An invaluable item is the analysis by the editor, Mr. Purdy, of the first two games of the Botvinnik-Petrosyan match. Another excellent item is Purdy's article on "A guiding rule to endgames." Miscellaneous articles, overseas and Australian annotated games complete the issue.

The third issue, apart from several well annotated games, including one from the World Championship, contains two thorough reviews of the reprints of Nimzovitch's "Praxis" and of "Hastings 1895". Although Purdy is a bookseller we find him one of the most conscientious reviewers. Maurice Newman begins in this issue a most interesting essay of the styles of older masters-teachers, notably Tarrasch and Tschigorin. There is also a page on New Zealand, which carries a complimentary review of the first two issues of N.Z.C.M.

The fourth issue, apart from the usual material of news and games, has a special article devoted to the late ~~ff~~ Hawes, a well known Australian problemist.

In the fifth issue Purdy gives a theoretical review of the Queen's Gambit Accepted in the light of the World Championship match and annotates two more games of this match. Dr. J.N. Baxter, a talented writer, talks authoritatively about space advantage. M.E. Goldstein annotates a game with a brilliant finish by the veteran Saemish, and Edward Lasker's obituary article on O. Bernstein full of history and most interesting biographical detail of the great player of the past generation, crowns the May issue.

The material in the next three issues is very similar to the interesting stuff in the previous ones. We will therefore proceed straight to the September copy, the bulk of which - not all of it - is devoted to Kotov's tour in Australia. In this issue Berger speaks of the Zonal Tournament in Djakarta, which he won. Mrs. Felicity Purdy writes in a somewhat lighter vein about the tournament in Djakarta as well as giving short sketches of general living conditions in the Indonesian capital. A most revealing article for those interested in problems of underdeveloped countries, as the present writer is. Alexander Kotov contributes a special article dealing with mental discipline and training in chess. Purdy himself writes extensively about Kotov's tour and a well known Sydney analyst annotates most ably some of Kotov's games played in Australia.

The October and November issues are again devoted mainly to Kotov's visit and games annotated in detail by Purdy and Wren. The last three are splendid issues containing a wealth of opening and

middle game theory.

The last 1963 issue contains again excellent game analysis by P. Wren, much news and other material. Purdy reviews several books and among others our November-December 1963 issue. One review is devoted to the Ruy Lopez book by Barden and contains valuable general insight into the ideas in this opening. Maurice Newman rounds off his series of articles on Morphy begun in previous issues. A game annotated by Bobby Fischer is the chief attraction of this copy.

We have given only the principal features of this magazine during one year, and by no means the best year in the history of this publication from the point of view of quality of material.

It is time to summarise the chief merits of "Chess World" of which the principal ones are:-

- (a) The competent articles by the editor on all aspects of the game and his annotations to games. Purdy is one of the best chess writers in the English language.
- (b) The magazine publishes selected games well analysed by known Australian players and writers, as well as other authorities from overseas.
- (c) It has a good world and Australian news coverage.
- (d) It gives the most essential novelties in opening theory.
- (e) It is well printed and well designed and last but not least, it is extremely cheap in absolute terms (£1.0.0 per annum) and in relation to the quality and quantity of material given.

We strongly recommend readers to subscribe to this magazine, as well as to several others. Chess magazines are complementary and not competing commodities. The material in one magazine is usually not repeated in another one. A real chess fan should subscribe to a few of these. They are not expensive. He won't go broke and his play and chess culture will benefit.

Mr. Purdy has also a limited number of past years volumes. He sells them at reasonably low prices and rightly claims purchase of them as an inexpensive means to improvement.

CHESS WORLD

333 George Street, Sydney, New South Wales. Famous International Magazine.

Edited by C.J.S. PURDY, First World Correspondence Chess Champion, International Master of F.I.D.E., Grandmaster of I.C.C.F., Former Champion of Australia, New Zealand, etc.

As a writer in the technique of Chess for over 30 years, C.J.S. Purdy has contributed substantially to the rise of Chess in the areas in which his magazine circulates.

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ECHOES GA

David Bronstein qualify for the Candidates, and Smyslov qualify, and Smyslov to the International Botvinnik, Keres, G. first 12 in the record.

Since the Candidates the objection to a seems as significant.

The way to the any top players similar.

Whether this proposal for consideration at Tel Aviv is not a generation will consider Fischer and Reshevski.

But a series of with 16 players the challenger for the expensive for the

Quinones - Smyslov

The Pirc Defense

player. It certainly former world champion

- 1. PK4, PQ3: 2.
- 0-0: 6. BQ3, QN2: 7.
- PxP: 11. PxP, NB2: 12.
- RR4: 16. N(3)N5, NxN
- 20. PK6, BxN: 21. Bx
- QR2: 25. Pxpch, KB:

Tal - Benko.

Is the Caro-Kann

and so did occasions Bronstein. Here it player with the Black

- 1. PK4, PQ3: 2.
- KNB3: 6. NN5, PK3: 7.
- PB4: 11. BK3, QN4: 12.
- 15. PN4, BQ3: 16. PN
- KK2: 20. RxR, QxN: 21.

Smyslov - Darga. Ret

(Fr

1. NKB3, NKB3: 2. PKN is sometimes used by Opening such structure

INTERZONAL 1964

ECHOES GAMES AND OPENING THEORY

BRONSTEIN'S PROPOSALS

David Bronstein finished sixth in the Interzonal, but could not qualify for the Candidates because only three from any one country can qualify, and Smyslov, Spassky and Tal outscored him. He has proposed to the International Chess Federation that rules be changed and that Botvinnik, Keres, Geller and Fischer, from 1962 competition, and the first 12 in the recent Interzonal, all proceed to the Candidates.

Since the Candidates is to be a series of elimination matches, the objection to a large number of players from one country hardly seems as significant as it was when a round-robin was played.

The way to the world championship should not arbitrarily eliminate any top players simply because they happen to be Russian.

Whether this proposal will be submitted by any national federation for consideration at the international body's meeting later this year at Tel Aviv is not clear at this time. The United States Chess Federation will consider it carefully in its meeting in Boston shortly. Fischer and Reshevsky would be eligible to play if the change is made.

But a series of elimination matches of some eight games each, with 16 players then 8 then four, two, and finally one official challenger for the world championship, would be time consuming and expensive for the sponsoring country, possibly Switzerland, next year.

(From the "Christian Science Monitor.")

Quinones - Smyslov. Pirc Defence.

The Pirc Defence can be a dangerous weapon in the hands of a strong player. It certainly is in the following game in the hands of a former world champion who disposes of the Peruvian master in 25 moves.

1. PK4, PQ3: 2. PQ4, NKB3: 3. NQB3, PKN3: 4. PB4, BN2: 5. NB3, O-O: 6. BQ3, QN2: 7. PK5, NK: 8. QK2, PQB4: 9. BK3, BPxP: 10. BxQP, Pxp: 11. Pxp, NB2: 12. BB4, NN3: 13. BxN, PxB: 14. RQ, QK: 15. NQ4, RR4: 16. N(3)N5, NxN: 17. BxN, BQ2: 18. PQR4, BxB: 19. PxB, QN: 20. PK6, BxN: 21. RxB, RR8ch: 22. RQ, Rxxch: 23. KxR, RQch: 24. KB, QR2: 25. Pxpch, KB: 26. Resigns.

Tal - Benko. Caro-Kann Defence.

Is the Caro-Kann a safe defence for Black? Capablanca liked it and so did occasionally Botvinnik (although with moderate success) and Bronstein. Here it does not make an impression on Tal although the player with the Black pieces is by no means a wood-pusher.

1. PK4, PQB3: 2. PQ4, PQ4: 3. NQB3, Pxp: 4. NxP, NQ2: 5. BQB4, KNB3: 6. NN5, PK3: 7. QK2, NN3: 8. BN3, PKR3: 9. N(5)B3, BK2: 10. NR3, PB4: 11. BK3, QN4: 12. O-O-O, NxB: 13. Pxn, QB2: 14. NK5, PR3: 15. PN4, BQ3: 16. PN5, RPxp: 17. NxxNP, BxN: 18. PxB, Qxp: 19. RQ8ch, KK2: 20. RxxR, QxN: 21. QQ2, Resigns.

Smyslov - Darga. Reti Opening. Notes by Master Zaitsev in "Shakhmati". (Free translation by Z.F.)

1. NKB3, NKB3: 2. PKN3, PQ4: 3. BN2, BN5: (This system of development is sometimes used by White against the King's Indian. In the Reti Opening such structure seems to have little future.) 4. PB4, PB3:

5. PXP, PXP: (He should have decided upon 5...BxN: 6. BxB, PXP: With a stable centre Black could have completed development, while now it is necessary to give the opponent two important tempi.)
 6. NK5!, BB1: 7. O-O. PK3: 8. NQB3, BK2: 9. PQ4, O-O: (Already a cursory glance at the position convinces one that the opening resulted in White's favour. Having got ahead in development he will start operations on the QB file.) 10. BB4, BQ2: (Several moves back the exchange of Bishop for Knight has not taken place because of Black's reluctance to do so. Now he would be glad to get rid of the active Knight.) 11. QN3, QN3: (Not good is 11...NQB3. /if 11...PQN3 then strong is 12. PK4/ 12. QxNP, NxQP because of 13. QRQ1, BQB4: 14. PK3, NKB4: /If 14...RN1 then 15. QxR, QxQ: 16. NxB etc./ and now 15. NxB, NxN: 16. NXP as well as 15. NxB, QxN: 16. QxQ, NxQ: 17. NxQP, leads to White's advantage.) 12. QxQ, PXP: 13. NxB, QNxN: (More tenacious is KNxN. On 14. PK4, Black could have replied 14...PXP with NQB3 to follow. The latter move would also be played in reply to 14. KRB1.) 14. KRB1, KRB1: 15. PQR3 (It is necessary to prevent PQN4) 15...RB3: 16. BQ2, RQ1: (In order to play PK4) 17. PK3!... (It is now clear that 17...PK4 is bad because of 18. NxQP, NxN: 19. BxN, RxRch: 20. BxR! /but not 20. RxR because of 20...NB4/) 17...NK1?: (Better was 17...NN1, although with loss of time but getting to QB3 after all.) 18. PK4... (Opening the game in the centre and "reviving" the KB the former world champion achieves decisive material advantage.) 18...PXP: 19. BxP, RB5: 20. NN5, RxRch: 21. RxR, NB4: 22. PxN, RxB: 23. PXP, RxNP: 24. PQR4, KB1: 25. RB8, Black resigns.

Darga - Portisch. Queen's Gambit, Pseudo-Tarrasch Defence.

Readers will note in this issue that we have become the New Zealand agents for that excellent English magazine "Chess". The following is a fairly typical example of annotations to games in this magazine. The notes are presumably by the editor of "Chess" B.H. Wood.

1. NKB3, NKB3: 2. PQB4, PK3: 3. PQ4, PB4: 4. PK3, PQ4: (Black has attained a Tarrasch Defence set-up whilst retaining the option of replying to BPxQP with...NXP thus avoiding the possibility of his QP becoming isolated which is the great talking point of the true Tarrasch. Hence the opening is classified "pseudo-" Tarrasch. This does not mean that Black necessarily will not answer BPxQP by ...KPXP if the decision arises; masters vary widely in their feelings about the "drawback" of the isolated QP.) 5. NB3, PQR3: (A typical manoeuvre in this type of position planning...PxBP; BxP, PQN4: and ...BN2) 6. BPXP, KPXP: (Portisch reveals himself as enjoying an open game rather than fearing slight pawn weaknesses.) 7. BK2, NB3: 8. O-O.... (8. PXP, BxP would make Black a present of a developing move; and if White wants to saddle Black with the isolated QP by playing PXP, he always can - except only if Black plays) 8...PB5!?: (...a double-edged move indeed. Turn up the Folkestone variation of the Tarrasch in your books on the openings if you want to study its pros and cons. This is not the main variation of the Folkestone, but a typical one. Black wants to hold White back in the centre and impede his KB and, above all, to advance his 3-2 queen's side majority of pawns by ...PQN4, ...PQN5 etc. A plan which can be devastating against an inexperienced opponent. But White's game, if he realises it, is too resilient for Black's comfort; he has three main resources; (a) PK4, smashing the game open to exploit his superior development; (b) NK5: (c) PQN3. (a) is perhaps somewhat more drastic than (b)

and both much more
 Black's pawn phalanx
 the base of a pawn
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 QB2: (More or less
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 resources he can;
 15. BR5,... (Whit
 15. BxP would allo
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 BB4ch: 17. KR1, QK
 tries 17...PKN3: 18
 /or if 19...BK2? 2
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 mate) 19. BB3, O-
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 22. BB4) 21...PF
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 25. QR3, PB7. It s
 He should still win
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 appears more elasti
 24. BxB, QxB: 25. P
 24. PN3, PXP: (Not
 falls) 25. PXP, B
 both 27. RR1 and 27
 and threatening 27.
 (27...RQ1 would not
 RxB: 30. RxR, QxR:
 the elimination of
 R(R2)R1: (30...RxR
 /to prevent 32. BN4
 against the threat
 R(K1)KB1: 33. BN4, B
 Rook from the defens
 by 37. RxR, RxR: 38.
 KK2: 37. RxR(B8), R

Rossetto - Lars
 Danish star punishes
 simple means. We s
 that his result in A
 1. PQ4, NKB3: 2

and both much more effective than (c) which attacks the apex of Black's pawn phalanx; Niemtsovitch strongly recommended attacking the base of a pawn phalanx rather than its apex. Darga blends all three of these stock resources in a veritable master-scheme.) 9. NK5, QB2: (More or less forced as 9...NxN: 10. PxN, NQ2: 11. QxP would cost a pawn, and to allow 10. NxN, PxN would render his queen's side majority useless.) 10. NxN, QxN: 11. PK4, NxP: (If 11...PxP: 12. PQ5 recovers the pawn with a big advantage in position. White's key resources being QR4ch; e.g. 12...QB4: 13. BK3 or 12...QB2: 13. QR4ch, PQN4: 14. NxNP.) 12. NxN, PxN: 13. PQ5, QKN3: (Exploiting what resources he can; if 14. BxP? then 14...BKR6) 14. RK1, BKB4: 15. BR5,... (White has no anxieties about recovering the pawn. 15. BxP would allow Black a comfortable blockade by 15...BQ3: e.g. 16. PB3, O-O or 16. QR4ch, BQ2: 17. QB2, PB4:) 15...QKB3: 16. PB3, BB4ch: 17. KR1, QK4: (Black is already awkwardly placed. If he tries 17...PKN3: 18. Pxp, PxB: 19. PxB dis ch followed by 20. QxP /or if 19...BK2? 20. PQ6/ leaves him a pawn down with a wrecked game. 17...PK6 would be no better, 18. BxP, BxB: 19. RxBch robbing him of his right to castle.) 18. Pxp, BKN3: (Not 18...BxP? 19. QB3! And now, of course not 19. BxB? by White: 19...RPxB threatening mate) 19. BB3, O-O: 20. PKN3, PN4: (The battle has taken a clear strategic form: White's centre versus Black's queen's side majority. The centre counts for more because it is more mobile.) 21. QK2,... (Deterring 21...PN5? /22. QxP/ and, by protecting the QNP, threatening 22. BB4) 21...PB3: (Among the analysts, there was great interest here in the idea of 21...PB4: 22. BB4, Pxp?!? e.g. 23. BxQ, PxB: With only a Bishop and a Pawn for a Queen, Black can give a lot of trouble. For example: (a) 24. QQ2, PB7 and, as 25. KRKB1 would allow mate on the move, White must try 25. BQ4 or BB4: (b) 24. QB1, BQ6: 25. QR3, PB7. It seems White must give up a rook for the passed pawn. He should still win; his own passed pawn is a telling weapon; but his task is certainly no easier than in the game. With 21...PB3 Black plans not merely to hamper a subsequent PK5 by White but to set up a complete blockade on his K4) 22. BB4,... (You would have found this move. wouldn't you?) 22...QK1: (22...QK2, which appears more elastic, would fail against 23. PQ6: 22...BxQP? 24. BxB, QxB: 25. PK5, winning the exchange.) 23. QRB1, BQ5: 24. PN3, Pxp: (Not 24...PB6?: 25. QQ3, BK4: 26. BxB, and the QBP falls) 25. Pxp, BK4: 26. RB6,... (Decisive penetration: threatening both 27. RR1 and 27. RK6) 26...QN1: (To answer 27. RR1 by 27...PQR4, and threatening 27...BxB: 28. PxB, QxP: hence:) 27. QK3, RK1: (27...RQ1 would not have prevented White's next: 28. PQ6, BxQP: 29. BxB, RxB: 30. RxR, QxR: 31. PK5...) 28. PQ6, QR2: (It is too late for the elimination of the Queens to bring relief) 29. QxQ, RxQ: 30. RB7, R(R2)R1: (30...RxR: 31. Pxr would be still worse: e.g. 31...PKR4 /to prevent 32. BN4/ 32. BxB, PxB: 33. BN2 and there is no defence against the threat of RQB1, KN1 and BR3) 31. BxB, PxB: 32. PQ7, R(K1)KB1: 33. BN4, R(R1)Q1: 34. RB8, PQR4: 35. KN1,... (Freeing his Rook from the defence of the KP. The threat of 36. R(K1)QB1 followed by 37. RxR, RxR: 38. RB8 is decisive; or if 35...KB2: 36. RKB1ch, KK2: 37. RxR(B8), RxR: 38. RxR etc) Black resigns.

Rossetto - Larsen. King's Indian. In the following game the Danish star punishes the over aggressive tactics of his opponent by simple means. We saw from several of his games in previous issues that his result in Amsterdam was fully deserved.

1. PQ4, NKB3: 2. NKB3, PQ3: 3. PB4, PKN3: 4. NB3, BN2: 5. PK4,

0-0: 6. BK2, PK4: 7. 0-0. PXP: 8. NXP, RK: 9. QB2, NXP: 10. NXP, BxN: 11. BN5, PB3: 12. QRQ, PxB: 13. RxB, BB4: 14. PB5, NB3: 15. BB4ch, KN2: 16. QB3, NxR: 17. QxNch, KR3: 18. NN3, RK4: 19. PB4, PXP: 20. RXP, QK2: 21. QQ2, KN2: 22. PXP, PXP: 23. PKR3, BK3: 24. BxB, QxB: 25. RKR4, KN: 26. QR6, QK2: 27. RKN4, RKB: 28. KR2, PQ4: 29. NR5, RK3: 30. PKR4, PQ5: 31. NB4, R(3)KB3: 32. NR5, RN3: 33. NB4, QQ2: 34. RN3, QN2: 35. QN5, RB4: 36. QQ8ch, QB: 37. Resigns.

THE OPENINGS OF THE 6TH INTERZONAL

By
International Master A. Konstantinopolski
 in "Shakmatnij Bulletin"
 (Free translation Z.F.)

TOURNAMENT

Although the FIDE was of a clearly expressed sporting character, thanks to the strong field - 16 grandmasters and 8 masters - brought not a little new to theory.

As in many other contests, White retained "the advantage of the move" winning 91 out of 276 games losing 70 and drawing 115.

One of the most acute problems of Black's defence is the Ruy Lopez and this tournament showed that the initiative is White's, as in the past.

Black's most successful play was in the Sicilian.

In the close openings ^{TO FURTHER} trials were subjected - the various Indian structures. Popular also was the Q.G. and the Nimzo-Indian.

When analysing the opening phase one should keep in mind that apart from the moves given in the article the reader should immediately acquaint himself in detail with the whole of the given game and see how the initial plans were realised in the middle game and sometimes in the endgame.

The Ruy Lopez
 (+14 - 5 = 15)

"The Queen of open games" is still dangerous for those who risk the reply 1...PK4.

1. PK4, PK4: 2. NKB3, NQB3: 3. BN5,...

Much discussion was caused by the game Gligoric-Spassky in which the Leningradian turned again to the Classical Defence 3...BB4:

4. PB3, PB4: It followed 5. PQ4, BPXP: 6. PxB, PzN: 7. QxP, QK2: 8. QR5ch!, PN3: 9. QK2, PQ3: 10. 0-0. NB3: 11. BN5, 0-0:

Here White should have exchanged pawns (12. PXP, PXP) and only after this to develop the Knight creating pressure on Black's centre pawns. Instead of this it followed: 12. NQ2, PQ4!: 13. KBxN, PxB: 14. NB3, PK5: 15. NQ4, QxP: 16. PB3, PQR4: with full equality.

It seems that Black should not allow the check on White's QR5 but continue 7...NB3.

Sound play was obtained by Black in the game Stein-Spassky.

3...PQR3: 4. BR4, NB3: 5. 0-0, BK2: 6. RK1, PQN4: 7. BN3, PQ3: 8. PB3, 0-0: 9. PKR3, PKR3.

This Smyslov's System attracts more and more followers in recent years. Black is regrouping his forces by (RK1 and BB1) and strengthens the centre in this way.

10. PQ4, RK1: 11. QNQ2, BB1: 12. NB1,.. (If 12. PQR4, then after 12...BQ2: 13. BB2, PN5! Black stands well) 12...BN2: 13. NN3, NQR4:

14. BB2, NB5!

This is an imp
 -Bronstein (Intern
 it happened 14...P
 White obtained a la
 Stein replied
 the centre began.

Chigorin's Sys
 game Stein-Ivkov.

PQN4: 7. BN3, PQ3:
 QB2: 12. QNQ2, NB3:

Probably more

KRN1: preparing a s
 14. PQR4!, RN1

The move 15. P

clusion was reached
 K-side attack (NB1,

as many games have
 Black not play PKB4

In the game pos
 the opponent's camp

19. RK3, NN2: 20. K
 squared Bishops by 2

command of the strat
 and KB5 squares.

However the pri
 dam were two systems

The system of P
 5. 0-0, BK2: 6. RK1,

10. PQ4, QNQ2: The
 Black pawn chain mor

Black's Q4. This s
 until the game Gligo

Black.

After 11. PB4,
 15. BxN, PxB: 16. N

RQ1). After 17. NB5
 BK4: However the

analysis secure good
 Also in Amsterd

Stein-Fachman.
 17. BB2, RK1: 18. Bx

BxQN: 22. PxB, BxN:
 The attempt to

in two games.
 Bronstein-Gligo

17. NXP, NB4: 18. NQ
 the opening problems

which Bronstein deci
 22. RXP, and so to e

Quinones-Reshev
 17. BK3, BK4: 18. BR

As the pawn att
 attraction some exper

11. NR4, or 10. PQ3.
 Stein-Gligoric.

14. BB2, NB5!

This is an improvement of Black's plan. In the game Shamkovich-Bronstein (International Tournament of the Central Chess Club 1962) it happened 14...PB4: 15. PQ5!, BB1: 16. PN3, KR1: 17. BQ2,...and White obtained a lasting advantage in space.

Stein replied 15. PQR4 and after 15...PQ4 a lively fight in the centre began.

Chigorin's System - the closed variation - was tried in the game Stein-Ivkov. 3...PQR3: 4. BR4, NB3: 5. O-O, BK2: 6. RK1, PQN4: 7. BN3, PQ3: 8. PB3, O-O: 9. PKR3, NQR4: 10. BB2, PB4: 11. PQ4, QB2: 12. QNQ2, NB3: 13. PQ5, NQ1:

Probably more purposeful 13...QNR4: 14. PQN3, BQ2: 15. NB1, KRN1: preparing a struggle on the Q-side.

14. PQR4!, RN1: 15. PB4, BQ2?

The move 15. PB4 was popular in 1925-26. Already then a conclusion was reached that after 15...PN5! White can count upon a K-side attack (NB1, PKN4, NN3, KR2, RN1 and sometimes PKB4) but, as many games have shown, this is not easy to accomplish, should Black not play PKB4 which opens the road for White's pieces.

In the game position, White quickly finds the soft spots in the opponent's camp. 16. RPXP, RPXP: 17. PXP, BxNP: 18. BR4!, RR1: 19. RK3, NN2: 20. KRR3, and achieving an exchange of the White squared Bishops by 20...BxB: 21. RxB, RxB: 22. QxR, Stein obtained command of the strategically important QR file and then of the QB4 and KB5 squares.

However the principal methods against the Ruy Lopez in Amsterdam were two systems.

The system of Breyer-Borisenko-Furman. 3...PQR3: 4. BR4, NB3: 5. O-O, BK2: 6. RK1, PQN4: 7. BN3, PQ3: 8. PB3, O-O: 9. PKR3, NN1: 10. PQ4, QNQ2: The principal idea of the manoeuvre is to make the Black pawn chain more elastic. The QBP goes now to QB3 controlling Black's Q4. This system was still not very popular not long ago until the game Gligoric-Petrosian (Los Angeles 1963) encouraged Black.

After 11. PB4, PB3: 12. PB5, QB2: 13. BPXP, BXP: 14. RN5, PXP!: 15. BxN, PxB: 16. NXP, NB4: Petrosian obtained good prospects (threat RQ1). After 17. NB5 it followed 17...BxN: 18. PxB, QRQ1: 19. QR5, BK4: However the moves 19...PN5 or 19...NQ6 found in subsequent analysis secure good chances for Black.

Also in Amsterdam the idea 14...PXP! justified itself fully.

Stein-Fachman. 14. BN5, PXP: 15. QXP, PB4: 16. QK3, PB5: 17. BB2, RK1: 18. BxN, NxB: 19. PK5, BQN5: 20. NB3, BN2: 21. QB4, BxQN: 22. PxB, BxN: 23. QxB, NQ2: 24. PK6, NB3!: with a quick draw.

The attempt to break up Black's pawn triangle by 14. PQR4 occurred in two games.

Bronstein-Gligoric. 14...BN2: 15. RPXP, BPXP: 16. NB3, PXP: 17. NXP, NB4: 18. NQ5, BxN: 19. BxB, QRK1: and Black solved easily the opening problems while White should still think about the KB which Bronstein decided to exchange by 20. BK3. NXP: 21. BxN, NxB: 22. RXP, and so to equalise.

Quinones-Reshevsky. 14...PXP: 15. NXP, NB4: 16. RPXP, RQ1!: 17. BK3, BK4: 18. BR2, QQ3: with advantage to Black.

As the pawn attack (11. PB4, PB3: 12. PB5,...) has lost its attraction some experts are inclined to the variation 10. PQ4, QNQ2: 11. NR4, or 10. PQ3.

Stein-Gligoric. 10. PQ4, QNQ2: 11. NR4, NN3: (In the game

Simagin-Estrin, Moscow Championship 1961, it happened 11..., NXP: immediately entering into tactical complications) 12. NB5, ... (interesting is PXP - PXP and then 13. NB5 although also here Black can play 12..., NXP: 13. RxB, PQ4 with BxN to follow).

12..., BxN: 13. PxB, PXP: 14. PXP, ... and now 14..., PB4 retained approximate equality. In the game Black has not succeeded in building up a consistent plan for the conduct of the middle game and suffered a defeat. We will remark that in reply to 11. NR4, 11..., BN2 is also possible.

The game Ivkov-Lengyel resulted in White's favour. 10. PQ3, QN2: (Also possible is 10..., PB4: 11. QN2, QB2: 12. BB2, NB3: as in Stein-Evans) 11. QN2, PB3: 12. NB1, NB4: 13. BB2, RK1: 14. NN3, BB1: 15. PN4, N(4)Q2: 16. PQ4, and now instead of 16...PQR4 stronger was 16..., PKN3! transferring the Bishop to the long diagonal. Keres' System. 3..., PQR3: 4. BR4, NB3: 5. O-O, BK2: 6. RK1, PQN4: 7. BN3, PQ3: 8. PB3, O-O: 9. PKR3, NQR4: 10. BB2, PB4: 11. PQ4, NQ2:

Ten games were devoted to this theme. The manoeuvre of Black's KN is not passive at all. In fact it is the opposite. Black is ready to exchange pawns at his Q5 at a suitable moment and to put the Knight on K4 and Bishop on B3, substituting pawn support in the centre with piece control.

In the game Ivkov-Quinones, White removed the tension in the centre (similar to Fischer-Keres, Candidates 1962) 12. PXP, PXP: 13. QN2, PB3: (Boleslavski's prescription, Keres played 13..., QB2: 14. NB1, NN3:) 14. NB1, NN3: 15. QK2, BK3: 16. NK3, RR2? In the spirit of the position is 16..., N(4)B5: (17. BN3, QB1) 17. NQ5, BxN: 18. PxB, NQ3? 17. NB5, RK1: 18. NxBch, R(1)N: 19. PQN3, with difficult manoeuvring play in which Ivkov managed to outplay his opponent. Stein against Darga played 12. PQN3, PXP: 13. PXP, QNB3: 14. NB3, BB3: 15. BK3, PXP: 16. NXP, NxN: 17. BxN, ... but 17..., BN2: 18. NK2, RK1: 19. NN3, PN3: led to an equal position.

In other games after 12. QN2, BPXP: 13. PXP, QNB3: the ways parted.

Spassky-Tal. 14. NB1, NXP: 15. NxN, PxN: 16. QxP, NK4: 17. QQ1, BB3: and Black's position is quite acceptable.

Tringov-Spassky. 14. PQ5, NQN5: 15. BN1, PQR4: 16. PR3, ... (In order to take away from Black the squares QR5 and QB5) 16..., NR3: 17. PQN4, ... After 17..., RPXP: 18. RPXP, NN3: 19. QN3, White obtained good prospects. More elastic is 17..., NN3, not opening the QR file in the meantime.

Most fashionable was the continuation 12. QN2, BPXP: 13. PXP, QNB3: 14. NN3, PQR4.

Gligoric chose twice 15. BK3, PR5: 16. QN2, ...

Gligoric-Tal. 16..., BB3: 17. NB1, PXP: 18. NXP, NxN: 19. BxN, NK4: and White was able to develop pressure in the centre by 20. NK3, BN2: 21. QQ2, PQR6: 22. PQN4, BN4: 23. QRQ1, etc.

In a later encounter Reshevsky altered the order of moves and after 16..., PXP: 17. NXP, NxN: 18. BxN, NK4: 19. NB1, BK3: (in order to start play on the QB file as quickly as possible) 20. NK3, RB1: 21. PQN3, RPXP: 22. BxNP, NB5: 23. QR5, ... also he had to live through no few worrying moments.

The variation 15. BQ3, RN1: 16. QK2, BR3: occurred in two games of the 15th round.

Tal-Reshevsky. 17. BQ2, PXP: 18. QNXP, NxN: 19. NxN, NK4: 20. QRQ1, ... (avoiding the treacherous pitfall 20. BxNP?, RxB: 21. NXR,

PR5!) 20..., QN3
Stein-Lengyel
20. BxN, NK4: 2
position of Whi
Because of
15..., BR3: leav
Smyslov-Len
19. BxN, NK4: 20
hard in order to
Ivkov-Pachm
(of course not
PxN: 20. BXP, NB
as in the game
21..., BxB; 22. Q
demonstrated the
serious counter

Attention wa
1. PK4, NQB3: 2.
6. RK1, PQ4: 7. B
More sound i
was rejected by t
(Hastings 1895).
10. NXP, NxN:
Chigorin play
strong attack.
13. NK4, O-O:
A brilliant h
in a similar posit
1923, as follows:-
PXP: 5. O-O, NXP:
Nxn: 10. RxB, QB1:
14. BXP, BK4: 15. I
QxR: 19. QB3, ... an
Rosetto defend
(Not 15..., RK1
20. QN5ch, BN3: 21.
18. QRQ1, ... (Intere
of 1923. 18. QR5,
KQ2: 22. RQ1ch, or
19. PQB4, PN3: 20.
KQ2: 23. QxBPch, et
25. QR4ch, KB1: 26.

Benko against S
NQB3: 3. PQ4, PXP: 4
reply here is 6..., P
the more active 6...
QB3, 8. QK2, KNK2: 9.
11. PKR4) 9..., NN5:
13. BN2, BK3: 14. NQ
was brought about.
K-side pawns, not fo

PR5!) 20...QN3: 21. BK3, QN2: 22. NB5... with most strong pressure.
Stein-Lengyel. 17. BK3, PR5: 18. QN2, PxP: 19. NxP, NxN:
20. BxN, NK4: 21. QR1, BB3: 22. BN1,.. also with the more harmonic
position of White's pieces.

Because of this Black replied - later games - to 15. BQ3, by
15...BR3: leaving the Rook on QR1 in the meantime.

Smyslov-Lengyel. 16. BK3, PR5: 17. NB1, PxP: 18. NxP, NxN:
19. BxN, NK4: 20. KBB1, NB3: 21. BK3, BB3: and White had to work
hard in order to mitigate the far hitting KB.

Ivkov-Pachman. 16. PQ5!, NN5: 17. BKB1, PR5: 18. PR3, NxQP:
(of course not 18...PxN: 19. PxN,.. and the QNP(6) is lost) 19. QxN,
PxN: 20. BxP, NB3: 21. QQ3,.. [weaker is 21. QB3, QB1: 22. QxQ, KRxQ:
as in the game Matulovich-Ivkov, Sarajevo 1964 (Chess Bulletin No. 7)]
21...BxB; 22. QxB, QN1: 23. QxQ, QRxQ. In the en game White subtly
demonstrated the weakness of the Pawn at QN3 although Black had
serious counter chances.

Two Knights Defence

(+1 - 0 = 0)

Attention was attracted by the beautiful game Tringov-Rosetto.

1. PK4, NQB3: 2. PQ4, PK4: 3. NKB3, PxP: 4. BB4, NB3: 5. O-O, NxP:
6. RK1, PQ4: 7. BxP, QxB; 8. NB3, QQ1: 9. RxNch, BK3:

More sound is 9...BK2. The move chosen by the Argentinian
was rejected by theory as long as after the game Schiffers-Chigorin
(Hastings 1895).

10. NxP, NxN: 11. RxN, QB1: 12. BN5, BQ3.

Chigorin played 12...PKB3 but then 13. QK2!.. gave White a
strong attack.

13. NK4, O-O: 14. NB6ch!

A brilliant however, not a new combination. It occurred already
in a similar position in the well known game Canal-Johner, Trieste,
1923, as follows:- 1. PK4, PK4: 2. NKB3, NQB3: 3. BB4, NB3: 4. PQ4,
PxP: 5. O-O, NxP: 6. RK1, PQ4: 7. NB3, PxP: 8. RxNch, BK3: 9. NxP,
NxN: 10. RxN, QB1: 11. BN5, BQ3: 12. NK4, O-O: 13. NB6ch!, PxN:
14. BxP, BK4: 15. BxB, PKB3: 16. BN3, RQ1: 17. BR4, PQB4: 18. RxRch,
QxR: 19. QB3,.. and white won quickly.

Rosetto defended in a different way. 14...PxN: 15. BxP, RQ1:
(Not 15...RK1 16. QRS-BKB4 17. RxB-PxP: 18. QR6, RK8ch: 19. RxR, QB1:
20. QN5ch, BN3: 21. BB3, or 21. PKR4) 16. QR5, KB1: 17. QxRP, KK1:
18. QRQ1,.. (Interesting is the attack appearing in the analyses
of 1923. 18. QR5, KQ2: 19. QN5ch, PB3: 20. RxBch, KxR: 21. QK5ch,
KQ2: 22. RQ1ch, or 18...PQR3: 19. PKB4! preventing KQ2) 18...PR4:
19. PQB4, PN3: 20. PKB4, PR5: 21. PKB5!, BxQBP: (21...BxKBP: 22. QN8ch,
KQ2: 23. QxBPch, etc) 22. BxR, QxB: 23. QR8ch, KK2: 24. RK4ch, BK3:
25. QR4ch, KB1: 26. QR6ch, KK1: 27. QRK1, and Black resigned.

Scotch Game (+0-0=1)

Benko against Smyslov chose the system 1. PK4, PK4: 2. NKB3,
NQB3: 3. PQ4, PxP: 4. NxP, BQB4: 5. NN3, BN3: 6. PQR4,.. The usual
reply here is 6...PQR3. The Moscow Grandmaster preferred however
the more active 6...PQR4. As a result of the opening phase - 7.NB3,
QB3, 8. QK2, KNK2: 9. BK3,.. (Sharper is 9. NQ5, NxN: 10. PxNch, NK2:
11. PKR4) 9...NN5: 10. BxB, QxB: 11. O-O-O, O-O: 12. PN3, PQ3:
13. BN2, BK3: 14. NQ2, KNB3: 15. QK3,.. an approximately even position
was brought about. Black should retard the movement of the White
K-side pawns, not forgetting also control of his QN4 and Q4.

The Russian Game (Peinoff) (+1-1=2)

Rosetto used this opening four times with Black. Three games were devoted to the variation 1. PK4, PK4: 2. NKB3, NKB3: 3. PQ4, PXP: 4. PK5, NK5: 5. QXP, PQ4: 6. PXP, NXQP: Tal-Rosetto. 7. NB3, NB3: 8. QKB4, BK3: 9. BQ3, PKN3: 10. BQ2, BN2: 11. 0-0-0, ... Here 11...0-0 is possible but Black preferred a difficult end game after 11...QB3: 12. QxQ, BxQ: 13. NKN5, 0-0-0: 14. NxB, PxN: 15. KRK1, ... Evans-Rosetto. 7. BQ3, NB3: 8. QKB4, BK3: 9. BQ2, QQ2: 10. 0-0, 0-0-0: 11. NB3, PKR3: etc.

Spassky-Rosetto. 7. BQ3, NB3: 8. QKB4, QK2ch: 9. BK3, PKN3: 10. NB3, ... (Now it was apparently necessary to play 10...BN2: 11. NQ5, QQ1: 12. 0-0-0, 0-0: not worrying about BQB5 - BK3: 14. NxBP, QxN: 15. BxN - because of 15...QN3! Stronger is 12. 0-0, and if 12. BxQNP: 13. QR6! but Black can also castle preserving equality.) In the game Spassky obtained positional pressure after 10...BK3: 11. NQ4, BN2: 12. NxB, PxN: 13. 0-0, 0-0: 14. BQ4!...

Vienna Game (+2-0=2)

The following variation occurred in two games. 1. PK4, PK4: 2. NQB3, NKB3: 3. BB4, NB3: 4. PQ3, BQN5: 5. NB3, PQ3: 6. 0-0, BxN: 7. PxB, NQR4: 8. BN3, NxB: 9. RPxN, 0-0: 10. PB4, ...

In addition to a slightly better pawn configuration White has the QR file at his disposal and then will advance the pawn to KB4. However, Black's position is sufficiently sound.

Larsen-Gligoric, 10...PQN3: 11. QK2, NQ2: 12. BN5, PKB3:

13. BK3 - RK1: 14. NQ2 - NB1: 15. PB4 - PXP: 16. BxP - NN3: 17. BN3 - NK4 and Black preserved equality.

Larsen Lengyel 10...QK2: 11. NQ2 - NQ2: 12. Q-R5 - NB4: 13. PB4 - PXP: 14. RXP - QK4:

15. QxQ - PxQ: 16. RB2 - NK3: 17. NB3 - PKB3: 18. BK3 and Black gradually lost this ending, although he had not a few defensive resources.

Also in the game Bronstein-Tal a quick exchange of Queens took place. 2. NQB3, NQB3: 3. BB4, NB3: 4. PQ3, BQN5: 5. BKN5, PKR3: 6. BxN, BxNch: 7. PxB, QxB: 8. NK2, PQ3: 9. QQ2, ... (Usually 9. 0-0, PKN4: 10. PQ4, ... is played) 9...BK3: 10. BN5, QN4: 11. NN3, 0-0: 12. BxN, PxB: 13. PQB4, QRN1: 14. QxQ, RPxQ: 15. PKR3, RN2: 16. KQ2, ... White's King is more active than his opponent's in the meantime and Black Rook at N2 has no prospects. However, this ending also does not present real advantages to any side after all.

The Bishop's Opening (+2-0=0)

A well known mistake was made by Berger (Black) against Larsen by weakening his pawn at K4 after 1. PK4, PK4: 2. BB4, NKB3: 3. PQ3, PQ4: 4. PXP, NXP: 5. NKB3, NQB3: 6. 0-0, BKN5: (more cautious is 6...BK2: but then 7. RK1, PKB3: 8. PQ4, ... with initiative to White) 7. RK1, BK2: 8. PKR3, BxN: 9. QxB, NQ5: 10. QN4!, 0-0: 11. RXP, NKB3: 12. QQ1, and the Danish Grandmaster won with an extra pawn.

French Defense (+5-2=2)

This ancient armour has been applied relatively rarely. Interesting is the game Gligoric-Pachman for the evaluation of one of the

branches of MacCu
3. NKB3, NKB3: 4.
8. QN4, PKN3: 9.
QR5: 13. PKR3, ...
the file for the
15. BxN!, PxB: 16
is decisive) 18.
White Knight penet
coloured squares.
10...NxQBP requir
Possibly more
QQ5) 14...NQB3: c
A sharp probl
Bronstein-Portisch
4. PK5, KNQ2: 5. P
The continuat
practice by Bolesl
was - for instance
1961) 7...PXP: 8.
QN3: 12. NN5, QxQ:
"eternal" Knight e
Hungarian Master c
6...NQB3: 7.
NxNP: 11. PxN, BxP
This variation
that 12...PQN4: 13
idea is deeper.
12...BxBch: 1
Now the White
three pawns for a p
and QRB1). In cas
PKB3 is possible.
in disarming Black'
16. PQR3, ... (16. QN
RB5: 18. NN2, RB6:
in this most interes
retain equality to
The defence 1.
as in the past. In
itself White's plan
5. QB3, ... (Trying to
the usual 5. BQ3, NQ
able take-off square
after Black BxNch is
7. BKB4, 0-0:
And after all 1
9. BxBP?, QxB: (or 9
Black.
8. 0-0-0, NQR4:
10. BQ3, PQN4: 11. P
13. PR6, PN3: 14. BB
Black fulfilled
play on the White sq
PK3: 2. PQ4, PQ4: 3.
PQN3: 7. BQ2, ... (More
and after the Queen

branches of MacCutcheon Variation. 1. PK4, PK3: 2. PQ4, PQ4:
3. NB3, NKB3: 4. BKN5, BN5: 5. PK5, PKR3: 6. BQ2, BxN: 7. PxB, NK5:
8. QN4, PKN3: 9. BB1, PQB4: 10. BQ3, NxQBP: 11. PXP, QR4: 12. BQ2,
QR5: 13. PKR3,... (If Black is aiming for the endgame let them open
the file for the Rook, reasons White) 13... QxQ: 14. PxB, NK5:
15. BxN!, PxB: 16. NK2, NQ2: 17. NN3, NxQBP: (if 17... NxB: 18. BB
is decisive) 18. PN5, PKR4: 19. BN4, NR3: 20. BQ6, and then the
White Knight penetrated to KB6 completing the blockade of the black
coloured squares. It is obvious that the whole variation with
10... NxQBP requires alterations.

Possibly more prospective is 13... NK5: 14. NK2,... (14. PKB3?,
QQ5) 14... NQB3: or 14... NQ2.

A sharp problem was brought about by the game of the last round
Bronstein-Portisch. 1. PK4, PK3: 2. PQ4, PQ4: 3. NQB3, NKB3:
4. PK5, KNQ2: 5. PKB4, PQB4: 6. NB3,...

The continuation 6. NKB3, NQB3: 7. BK3,... introduced into
practice by Boleslavski is considered favourable for White. This
was - for instance - confirmed by the game Tal-Stahlberg (Stockholm
1961) 7... PXP: 8. NXP(4), BB4: 9. QQ2, NxN: 10. BxN, BxB: 11. QxB,
QN3: 12. NN5, QxQ: 13. NxQ,... obtaining a typical endgame with an
"eternal" Knight at Q4 and a more mobile Bishop. What then did the
Hungarian Master count upon?

6... NQB3: 7. BK3, QN3: 8. NQR4, QR4ch: 9. PB3, PXP: 10. PQN4,
NXP: 11. PxN, BxPch: 12. BQ2,...

This variation was also analysed by Boleslavski and ^{re}remarked
that 12... PQN4: 13. NN2, BB6: is refuted by 14. NXP!... but Portisch's
idea is deeper.

12... BxBch: 13. NxB, PQN3!

Now the White Knight at R4 is out of business and Black has
three pawns for a piece and active play on the QB file (after BR3
and QRB1). In case of passive tactics on White's part, O-O and
PKB3 is possible. With the greatest difficulty Bronstein succeeded
in disarming Black's initiative. 14. RQN1, BR3: 15. QN3, QRB1:
16. PQR3,... (16. QN4?, RB8ch: 17. KB2, RxB!) 16... BxB: 17. RxB,
RB5: 18. NN2, RB6: 19. QN4, QxP: 20. QxQ, RxQ: 21. RB3, RR7: and
in this most interesting ending the inventive opponents managed to
retain equality to the very end.

The defence 1. PK4, PK3: 2. PQ4, PQ4: 3. NQB3, BN5: is played
as in the past. In spite of apparent simplicity, poisonous proved
itself White's plan in the game Larsen-Portisch. 4. PXP, PXP:
5. QB3,... (Trying to prevent the development of Black's QB which at
the usual 5. BQ3, NQB3!: 6. NK2, KNK2: immediately obtains a comfort-
able take-off square at KB4. At the same time doubling of pawns
after Black BxNch is also prevented). 5... NQB3: 6. BQN5, NK2:
7. BKB4, O-O:

And after all it was necessary 7... BKB4. As 8. BxNch, NxB:
9. BxBP?, QxB: (or 9... QK2ch) 10. QxB, NxQP is favourable for
Black.

8. O-O-O, NQR4: (8... BKB4 is possible here also) 9. KNK2, PQB3:
10. BQ3, PQN4: 11. PKR4!, NB5: 12. PR5,... and in view of the threat
13. PR6, PN3: 14. BB7,... White's attack proved more realistic.

Black fulfilled successfully the difficult strategic plan of
play on the White squares in the game Tringov-Bronstein. 1. PK4,
PK3: 2. PQ4, PQ4: 3. NQB3, BN5: 4. PK5, QK2: 5. QN4, PKB4: 6. QN3,
PQN3: 7. BQ2,... (More elastic is 7. PQR3, BB1: 8. BQ3, BR3: 9. KNK2,
and after the Queen moves from KN3 White plays PKN4) 7... BR3:

8. BxB, NxB: 9. KNK2, BB1: 10. PKR4, NN5!: 11. O-O-O, O-O-O:
12. QR3, PQB4: 13. PKN4!?,... (A courageous move - as he does not
succeed in getting to the Black Pawn at K3 and White's KB5, which is
occupied by the Black Knight) 13..., PxNP: 14. QxP, NQB3: 15. PXP,
BxP: 16. NKB4, NQ5!: 17. BK3, NR3: 18. QR3, N(4)B4: with pressure
on the weak squares of the opponent.

In the contest Benko-Foguelman Black has not succeeded in
re-establishing the reputation of the system. 1. PK4, PK3: 2. PQ4,
PQ4: 3. NQ2, NKB3: 4. PK5, KNQ2: 5. PKB4, PQB4: 6. PB3, NQB3:

After 7. QNB3, PXP: 8. PXP, QN3: 9. PKN3, BN5ch: 10. KB2,...
a position resulted in which White's centre is very strong.

For instance if 10..., PKB3 White replies 11. KN2! (But not
11. BR3 because of 11..., PxKP: 12. PxKP, N(2)xKP) 11..., O-O:
12. BQ3,.. (aiming at KR7!) The game Sakharov-Geller (18th
U.S.S.R. Championship) continued 12..., RB2: 13. NK2, NB1: 14. PKR4!,
BQ2: 15. PR5,.. and White obtained a lasting initiative.

Foguelman replied 10..., PAB4 and after 11. KN2, N(2)N1: 12. BQ3,
BQ2: 13. NK2, PQR4: 14. PKR3, NR3: 15. PKN4, PN3: had to conduct a
passive defence.

(To be continued)

MISCELLANEOUS STORIES AND ANECDOTES

"Tit for Tat"

At the Championship of Europe in Oberhausen in 1961 when Botvinnik lost to Unzicker, Tal consoled him: "Do not be upset, the French Defence is not quite reliable." In a few days Tal, after all, played the French Defence (!) against Portisch and also lost the game. He was then approached by Botvinnik who consoled him: "Don't be upset, the French Defence is not quite reliable."

Times Change

Our readers might remember that in our August issue one of our correspondents quoted Vidmar as one of the first grandmasters to advance arguments against "Grandmaster draws."

In connection with this the following passage from Flohr's corner in the "Ogonyok" is interesting. "Speaking about Bled I first of all remember Alekhine's phenomenal feat who succeeded to come 5½ points ahead of the runner-up at the tournament in 1931.

I also took part in this most interesting contest and remember well a game of one of the participants, Milan Vidmar. He established a real record - the shortest game of the tournament, drawing with Tartskower in eleven moves.

Time runs fast. This year (1962 - editor) the respected professor Vidmar took part in a subsequent tournament at Bled. He agreed to act as chief umpire. Professor Vidmar, recently, opposed strongly colourless so called "Grandmaster draws." He even travelled specially to the FIDE congress in order to make his submissions against the "Draw Kings." And! In one of the first rounds of the Bled Tournament the chief umpire Vidmar was forced to register a "Grandmaster draw," Najdorf-Trifunovic on the 11th move, as sometime ago in the game Vidmar-Tartskower. What did the dissatisfied chief umpire do? He made a speech to the public calling it to protest against such

"misconduct!" The
two rounds another

At one of the
delegate W. Lombardi
recently held Women's
such thing," replied
Zonal Tournament too
it and the score of
"In this case -
it means that there
ignorant of the fact

At the same FIDE
milliner, requested
Chess Associations of
FIDE. Mr. Rogard,
the Belgian delegate

Alexander Koblenz
Tal to the Internatio
took an evening walk,
sang arias in Russian
told him that his voi
said Koblenz. "No! V
As is known, Smy

The officials of
suggested to football
chess in order, so to
the strategic plans of
fact were attracted by
After a short spa
them. The trouble?
Since the boys started
"next move" of the bal
them "lightning" chess

I hear that the
instituted a weekly c
Chess is now qui
waiting list to join
Prisoners are al
to work out the answer
tournament in the jail
to six. After all th
their minds off escapi

Most chess player
everyone once in a whi

"misconduct!" The public applauded. And the Grandmasters? After two rounds another five such draws have been registered."

The President is right

At one of the FIDE congresses the President asked the U.S.A. delegate W. Lombardy, then Junior World Champion, to report on a recently held Womens' Zonal Tournament in the U.S.A. "We had no such thing," replied Lombardy. "Oh, no, Mr. Lombardy! A Womens' Zonal Tournament took place in the U.S.A. We know who played in it and the score of each participant."

"In this case - if Mr. President says there was a tournament - it means that there was one," admitted Lombardy, who was apparently ignorant of the fact.

A "reasonable" suggestion

At the same FIDE congress the Belgian delegate, an 80 year old milliner, requested that the names of all presidents of all national Chess Associations since 1924 be inscribed in the golden book of FIDE. Mr. Rogard, the FIDE president, politely agreed to this provided the Belgian delegate finds out their names (about 500 of them).

Caruso - Smyslov

Alexander Koblenz a well known chess coach from Riga went with Tal to the International Tournament at Portoroz. When they once took an evening walk, Koblenz, who has a good and pleasant voice, sang arias in Russian and Italian. He was approached by a lady who told him that his voice reminds her of a great artist. "Caruso," said Koblenz. "No! Vasily Smyslov," replied the lady.

As is known, Smyslov is an opera singer.

Chess and Soccer

The officials of an Irish soccer club had not a bad idea. They suggested to football players that before a match they should play chess in order, so to speak, to have a cultured rest and to work out the strategic plans of the match. The boys played gladly, and in fact were attracted by the game "too much."

After a short span of time the chess sets were taken away from them. The trouble? The coach declared that they harm the team. Since the boys started to play chess they think too long about the "next move" of the ball. We think that he should have suggested to them "lightning" chess.

Chess Craze in Jail

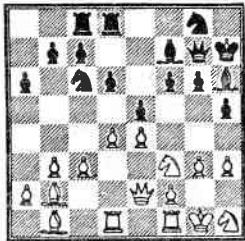
I hear that the people who run Walton Jail, Liverpool, have instituted a weekly chess class for the prisoners.

Chess is now quite a craze in the jail, and there's a long waiting list to join the class.

Prisoners are allowed to take the pieces back to their cells, to work out the answers to problems. What's more, in a recent tournament in the jail, the prisoners beat the officers by 13 games to six. After all the jail breaks in Britain - anything to take their minds off escaping! (From: The National Observer, October 1964)

All his life in time trouble

Most chess players know what time trouble is. It happens to everyone once in a while, even to a Botvinnik.



When one speaks of time trouble Reshevsky comes to mind immediately. The world is accustomed to seeing him in time trouble. He is not however the time trouble record holder. This distinction belongs to the veteran German grandmaster Saemisch. Among his "records" are games where the flag fell already on move 16!

A few years ago in one tournament, out of nine games he lost five on time. In his game with Kleger at the Tournament at Bewervijk (Holland) a few years ago Saemisch exceeded the time limit on move 23 and, as can be seen on the diagram beside, with all the pieces on the board.

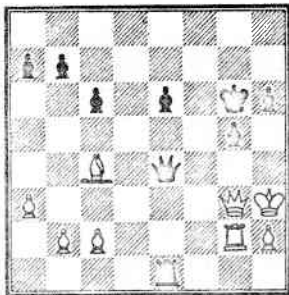
An unexpected final

It was customary in England and on the Continent to play chess for money stakes. This used to be done by amateurs, professionals, and sometimes by well known grandmasters who were forced to "make a bit extra" in this way.

Many years ago in a known London coffee shop the first official World Champion, W. Steinitz, played against an amateur whom he gave a Rook handicap. Steinitz's rich opponent lost game after game, but he wanted to play against the world champion. Steinitz was however worried that the "somewhat" one-sided play might become "boring" for his opponent and so a "good customer" might be lost. Thus for purely tactical reasons the world champion decided to lose a game and "blundered" away his Queen. He immediately resigned, swept the pieces off the board in order to put them up again. This was not to the liking of his opponent who shouting, "I defeated the world champion," ran away and never turned up again.

Who should resign?

In a game between two German amateurs the following position occurred.



Black moved 1...RK3. The player with the Black pieces shook his head and gave his opponent to understand that he should resign. "What. Why should I resign. Do you think I have not foreseen your move?! I saw everything. I suggest that you resign," said proudly the player with the White pieces and with 'a bang' moved 2. BQ3.

His opponent thought for a long while and said: "Yes, I think I overlooked this one. Should I really resign?"

"Of course, what more is there to do" replied his opponent.

"One moment, one moment! Take it easy. One has always plenty of time to resign," said Black and made a delightful move 2...KR4. He added: "You resign, my dear." White replied so that he could hardly be heard: "What a funny move," but convinced himself after a while that the move was not funny at all but a decisive one. If now 3. BxQ then 3...PN5 mate!

White had to resign. "He who laughs last laughs best."

Grandmaster F the great player.

"I saw Alekhine young grandmaster exchange as early to retreat the move come on, young man time." I played incident, however.

Alekhine was his most difficult the Russian grandmaster hardly helping create After this Alekhine 'invincible' Capablanca "I avenged myself a game off him." (losing three.)

Amusing is and took place. The expense account from Treasurer looked at of the world champion figure of the account enjoyed himself some question was: "Were quantity of roe?"

The respected Amsterdam. The do you say, Doc?" replied: "You see Frenchman. However Russian. And as a After this explanation the account.

In 1929 an international Alekhine participate tournament hall and the world hunted for Alekhine suffer

autographs!" A very refused also him. Umpires' Committee: currency - editor) was advised to the money he handed it be given as a prize next day. This was following day Tartakower's surprise at the cash desk" - an envelope containing It is interesting that (12th round) was his

Episodes of Alekhine's life

Grandmaster Flohr recollects the following episodes concerning the great player.

"I saw Alekhine for the first time at Prague in 1924. The young grandmaster gave a simul. Playing against him I blundered the exchange as early as in the opening. I asked Alekhine's permission to retreat the move. The grandmaster replied, smiling, "Come on, come on, young man. One learns from mistakes. You will win next time." I played against Alekhine many serious games after this incident, however.... I have not succeeded in winning.

Alekhine was a man of tremendous willpower. At the time of his most difficult match against Capablanca at Buenos Aires, 1927, the Russian grandmaster suffered from an acute toothache. A sickness hardly helping creative play! It was necessary to remove six teeth. After this Alekhine continued to struggle successfully against the 'invincible' Capablanca. Concluding the match Alekhine joked: "I avenged myself against Capablanca. For every tooth removed I won a game off him." (Alekhine won the match by winning six games and losing three.)

Amusing is another episode. In 1935 the match Alekhine-Euwe took place. The Organisational Committee was handed Alekhine's expense account from the 'Hotel Carlton' in Amsterdam. The Treasurer looked at the account with surprise. "What an appetite of the world champion," he said. It became clear that the large figure of the account was caused by the circumstance that Alekhine enjoyed himself somewhat too much by....consumption of ROE. The question was: "Were the Dutch obliged to pay for such an enormous quantity of roe?" Roe is not a first necessity of one's diet.

The respected by everyone Dr. Emanuel Lasker was then at Amsterdam. The organisational committee asked his advice. "What do you say, Doc?" E. Lasker lit a cigar, thought for a while and replied: "You see gentlemen - formally Alekhine is your guest as a Frenchman. However at his heart and by his upbringing he is a Russian. And as a Russian, he is really used to eating Russian roe." After this explanation by the former world champion the Dutch paid the account.

In 1929 an international tournament was being held at Karlsbad. Alekhine participated in it as a press correspondent. In the tournament hall and on the street holiday visitors from all parts of the world hunted for the autograph of the young world champion.

Alekhine suffered for a few days and then announced: "No more autographs!" A very insistent American appeared and Alekhine refused also him. The American then applied for help to the Umpires' Committee: "I am agreeable to pay 1000 crowns (Czech currency - editor) for one of Alekhine's autographs." This offer was advised to the tournament committee with the suggestion it be given as a prize to the player winning first his game on the next day. This was of course a secret to the players. On the following day Tartakower defeated quickly Bogolyubov. Great was Tartakower's surprise when - immediately so to speak "still standing at the cash desk" - the chief umpire of the tournament handed to him an envelope containing 1000 crowns! "This is the Alekhine prize." It is interesting that Tartakower's victory (approximately in the 12th round) was his first one in the tournament" concludes Flohr.

Alekhine's phenomenal memory

Several years ago Shishko, a Russian who knew Alekhine, reported the following in the "Ogonyok."

"Alekhine complained to me once at Moscow that in his youth he suffered from the excessive acuteness of his memory. He had in mind a mechanical memory when a man memorises or retains something in his memory against his own will.

For instance, passing through a street of a town unknown to him he used to memorise all business plates and even faces of passers-by. All this would burden his memory for several days.

In December 1919 into the State School of Cinematography where Alekhine and I studied and worked, entered an ordinary man of about forty with an insignificant face. He left his winter overcoat covered with snow with the wardrobe attendant, went up the second floor to the office.

"Could I see someone of the students," he politely turned towards Alekhine.

"Yes, citizen Poluektov, I am listening to you," replied Alekhine.

"We have met?" wondered the visitor.

Alekhine explained:- "Four months ago on 17th August you ordered at the shop of the chemist Ferrejn a prescription by the physician Zasedatelev for your six year old daughter Anne who had a sore-throat. I stood behind you and overheard all your conversation with the chemist."

The visitor frowned, trying to recall the incident. Alekhine helped him. "You wore then glasses with a hornlike frame. You took out of the left hand side pocket a grey wallet of crocodile leather." "Yes, yes, of course," said the surprised visitor.

"It is quite natural that Alekhine's active memory mobilised by his willpower has been trained and developed by him later even more," says Shishko, and tells a further amazing story.

"Being secretary of the cinematographic school he once acquainted himself with the registration cards and the current register so that he could use them from memory. The Director of the School, V.R. Gardin, highly appreciated this comfortable ability of the 'office clerk' Alekhine."

One more example. In Petersburg at Znamenska Street at the flat of Professor P. Cytovich the youthful Alekhine was among visitors. Someone suggested to test the hearsay about the unusual memory of Alekhine, the future lawyer who hopes to make fiery speeches and conduct complicated cases not looking into the papers of the case in question.

The host took at random a book from the shelf and opened it at page 277. He handed it to Alekhine. This was a translation of a novel by a not well known Spanish writer.

Alekhine sat down and immersed his thoughts in the text. After three minutes he returned the open book to the host, got up and with half closed eyes, confidently and quickly pronounced in a loud voice one and a half pages, not making a single mistake.

Alekhine was able to reconstruct from memory all best chess games by known players of the world for the last 60-70 years. Not only was he able to reconstruct them but to analyse them thoroughly. Such games one could count about several hundred.

Once I asked Alekhine whether he remembered the first game of the match Urusov-Petrov played in Warsaw in 1859.

"White made an inaccuracy on the sixth move and Black a mistake on the tenth," quietly replied Alekhine.

Congress Fund

The Treasurer acknowledges the following

J.E. Eriksen
H.J. Fuller
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G.E. Trundle
Wellington C

A number of which in fact amount of the Congress to Wellington Chess I gesture.

Chess players donations to Mr. R have not yet done

Championship
The following
B. Anderson (Wellington), Z. Pahan (Wellington), O. Sarapu (Auckland), R. Wilkin (Palmerston North)

There are six Championship at so players of lesser contest. 10 of the occasions. Wilkin North Island Championship Island Championship We refrain from the year's surprising

Dear Zyg,

I received a selection in the N.

The team consists of 4. Sutton; and... 5 - 2 reserves! - true

I walked into him that I appreciate understand the inclusion good correspondence quite clear that I would however like to ask criterion was the test

(a) If it was

CONGRESS

Congress Fund

The Treasurer of Congress Tournament Committee gratefully acknowledges the following donations to Congress Funds.

J.E. Eriksen - Wellington	£2.	2.	0
H.J. Fuller - Wellington		10.	0
Dr. A.G. Henderson - Auckland		10.	0
G.E. Trundle - Auckland	1.	0.	0
Wellington Chess Club	5.	0.	0
	<hr/>		
	9.	2.	0

A number of people have bought a large number of raffle tickets which in fact amounts to a donation. Mr. Woodford, the Treasurer of the Congress Tournament Committee, wishes to thank on behalf of the Wellington Chess League the persons concerned for their generous gesture.

Chess players PLEASE SUPPORT YOUR NATIONAL CONGRESS by sending donations to Mr. R.J. Woodford, 87 Tiber Street, Wellington if you have not yet done so.

Championship Field.

The following have been selected to contest the Championship.

B. Anderson (Christchurch), R. Court (Wellington), A. Feneridis (Wellington), Z. Frankel (Wellington), G. Haase (Dunedin), R. O'Callahan (Wellington), K. Okey (New Plymouth), R. Phillips (Auckland), O. Sarapu (Auckland), R. Sutton (Auckland), K. Steele (Wellington), R. Wilkin (Palmerston North).

There are six players in the field who have held the New Zealand Championship at some stage and in spite of the presence of several players of lesser strengths this should prove a most interesting contest. 10 of the 12 have played in the Championship on previous occasions. Wilkin and Anderson are newcomers. The former won the North Island Championship this year and the latter tied for the South Island Championship and is a most promising and enterprising player. We refrain from the evaluation of the chances of anyone after last year's surprising result.

Editor's Postbag

Dear Zyg,

I received a note from the Association telling me about the selection in the N.Z. team for the forthcoming Olympiad.

The team consists of 1. Court: 2. Sarapu: 3. Phillips: 4. Sutton: and....5. Esterman: with Feneridis and Haase as reserves - 2 reserves! - true diplomacy, one must be generous!

I walked into the Wellington Club and met Bill Poole. I told him that I appreciate the selection of the first four, but failed to understand the inclusion of Esterman. Poole replied: "Oh! He is a good correspondence player.." Leaving jokes aside and making it quite clear that I wish Esterman all the best during his trip, I would however like to ask the following question: on the basis of what criterion was the team selected?

(a) If it was the last N.Z. Championship Evans should have been

the fifth player instead of Esterman.

(b) If the grading list was the criterion then I had priority over Sutton and Esterman.

(c) If the overall record was the guide for the selection, I think I had the best one apart from Sarapu and Phillips.

As much as I appreciate Les Esterman as a player I cannot understand why he was preferred to Haase, Feneridis, Clarke, Evans and possibly several other entrants stronger than himself.

One of course can say that there will always be disagreement with the Selectors' choice. I do not think that this must be the case if the criteria of selection are clearly stated.

It seems to me that the Association has gone wrong somewhere.

Or was it the influence of an unbalanced individual?

Or perhaps geography is the main factor in determining a strong team?

Yours faithfully,

A. Feneridis.

Editor's comment. We do not agree with the sentiments expressed in this letter. In particular we doubt whether individuals, balanced or "unbalanced" had any influence on the selection apart from the selectors themselves. We do think however that in a team of the strongest five in New Zealand Mr. Feneridis' place would seem to be indisputable and therefore the selector's decision to exclude him seems unconsidered, to say the least.

Mr. B. Hart of Auckland writes: There appears to be some confusion over the Bledisloe Cup and Jenkin's Trophy match between the Auckland Chess Club and Auckland University Chess Club. Had you drawn the most likely inference in each case you could not have gone wrong! You queried .. 'The score is at present 6½-5½ in Auckland's favour...' Surely the word Auckland can most sensibly be applied to the Auckland Chess Club and not to A.U.? Re the second query, I referred to A.U.'s win over Dominion Road and then went on to mention that the Auckland match 'was lost convincingly on the lower boards.' The more likely inference is that A.U. lost the match (and not the Auckland Club) - as it would be quite senseless to talk about one club and then switch to another without giving any acknowledgement of it.

As you had ample opportunity to enclose a note of enquiry on the different occasions when you wrote to me. I am surprised you did not do so. However, I suppose it is my own fault for not making the note quite clear.

The three adjudicated games in the A.U. - Auckland match (Cooper-Phillips, Weatherly-B. Lawrence, Louis-Dr. Fama) were all declared draws. Thus the Auckland Club won the match 8-7 and as a result played Palmerston North on 17th October...

Editor's comment. I suppose that we could have drawn the right inferences from Mr. Hart's report, but as he admits himself it was not a model of clarity. We decided to publish it as reported and had not realised the confusing nature of it at the time of corresponding with Mr. Hart. We hope that Mr. Hart and our readers will understand this sin of omission.

Mr. R. Rasa of Dunedin writes:

Two who didn't ask

Above all the generous chess supporters, who came forward with contributions in our last ditch stand to get a New Zealand team to the Olympiad, two men stood out from the rest of us: The Secretary of the N.Z.C.A. and the appointed manager of the would-be team.

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Editor's comment
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WELLINGTON. Civic
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1. Z. Frankel
2. R. O'Callahan
3. J. Malarski
4. N. Fletcher
5. J. Bartle
6. J. Parker
7. A. Ponomoni
8. D. Stracy

The game Franke
having virtually won
up and O'Callahan's
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reason. Finally a
O'Callahan a win.

Both put a tremendous amount of work and personal expenses in an Herculean effort to realise a long cherished dream. It was extremely disappointing to both that the plan fell through, at the very last moment - for reasons beyond their control.

Yet we should be proud and grateful in realisation that we have such dedicated men as these two, who gladly did their very best for chess - asking nothing in return.

Editor's comment. Mr. Glass and Mr. Hollander's contributions to this frustrated attempt are well known over New Zealand by now. We have to add to Mr. Rasa's remarks that Mr. Hollander had at least a hope of going himself as manager, which by no means diminishes his merits, while Mr. Glass's effort was without any personal motive and full of public spirit.

The 1964 Report of the New Zealand Chess Association contains the following comment on us.

"The Association continues to be indebted to Mr. Z. Frankel for his excellent magazine. How he manages to keep up such a high standard in spite of a recent increase in his personal responsibilities is a mystery, but it remains true that he is doing a great service to us and deserves the direct support of every player in the Dominion."

Editor's comment. These kind remarks are very gratifying. There is no mystery about producing a magazine of reasonable standard in spite of one's personal responsibilities. Please see our editorial.

LOCAL NEWS

AUCKLAND. The details of the previously reported Auckland Chess Club - Auckland University are as follows:- (Auckland C.C. players mentioned first). Sutton-Sarapu 1-0: Cooper-Phillips $\frac{1}{2}$ - $\frac{1}{2}$: Velikiš-Evans 0-1: Kolnik-Howard 1-0: Belton-Douglas 1-0: Bayertz-Hart 1-0: Kay-Fletcher 0-1: Metge-Power 0-1: Sale-Fournier 0-1: Louis-Fama $\frac{1}{2}$ - $\frac{1}{2}$: Henderson-Whitehouse 0-1: Weatherly-Lawrence $\frac{1}{2}$ - $\frac{1}{2}$: Morrison-Mackinder $\frac{1}{2}$ - $\frac{1}{2}$: Wilkin-Chapman Smith 1-0: Carey-Youngman 1-0: Total Score 8-7 in Auckland C.C.'s favour.

Invitation to Philippines. Ortvin Sarapu received an invitation to play in an international tournament at Manila in November for himself and other New Zealand players. Rodney Phillips was thinking of going, but we do not know at the moment whether he did or not.

WELLINGTON. Civic Chess Club. A. Grade Championship. Following is the table of results.

	1	2	3	4	5	6	7	8	Points
1. Z. Frankel	x	0	1	4	5	6	7	8	6
2. R. O'Callahan	1	x	0	0	1	1	1	1	5
3. J. Malarski	0	1	x	$\frac{1}{2}$	1	1	1	1	5
4. N. Fletcher	0	1	$\frac{1}{2}$	x	0	1	1	$\frac{1}{2}$	4
5. J. Bartle	0	0	0	1	x	0	1	$\frac{1}{2}$	2 $\frac{1}{2}$
6. J. Parker	0	0	0	0	1	x	1	$\frac{1}{2}$	2 $\frac{1}{2}$
7. A. Ponimoni	0	0	$\frac{1}{2}$	$\frac{1}{2}$	0	0	x	$\frac{1}{2}$	1 $\frac{1}{2}$
8. D. Stracy	0	0	0	$\frac{1}{2}$	0	$\frac{1}{2}$	$\frac{1}{2}$	x	1 $\frac{1}{2}$

The game Frankel-O'Callahan went to about 130 moves. Frankel having virtually won the Championship, was the exchange and a pawn up and O'Callahan's position was hopeless. The former however tried to make it "interesting" and gave back the exchange for no other good reason. Finally a blunder by Frankel in a drawn position gave O'Callahan a win.

The performance of Malarski coming ahead of Fletcher was noteworthy.

The B. Grade resulted in a tie between J.E. Price and R. Roberts a young and improving player. Roberts won the play-off. Other placings were Costello 5½, Cox 5, Bondy 4½ and nine other players.

Obituary. With regret we have to report the death of Mr. George Bishop, the Civic Chess Clubs's Patron. He was born in England in 1881. He took part in the Boer War. He came to Australia in 1902 where he stayed about three years and then came to New Zealand. For a while he joined the Fire Brigade in Wellington and was awarded a service medal. From 1925 up to about 1945 he carried on a well known goods carrying business in Wellington. Several months ago he left for England to see his sister whom he had not seen for forty odd years. Returning to New Zealand, he passed away suddenly on 18th October when on his sea voyage.

He was not a strong chess player, having learned the game too late, but he was nevertheless very keen on the game. To most Wellington players, and to some all over New Zealand, because of his interest in National Congresses, he will be remembered as a most cheerful and friendly person, and will be missed as such.

N.Z. Schoolboys Championship. Mr. A.W. Gyles, now of Levin, donated a year's subscription to N.Z.C.M. to the winner of the event, Bruce Anderson. The best game prize in this event also a year's sub to the N.Z.C.M. was won by G. Turner of Auckland. (see game on page 217).

CHRISTCHURCH. Canterbury-Otago Bledisloe Cup. (Christchurch players mentioned first).

Extracts from a report by A. Wilkinson.

On board 1 Esterman playing Black defeated Haase with the 3...PB4 variation against the Richter Opening.

On board 2 Nyman and Hayes drew after a stormy battle.

Board 3, Wilkinson playing Alekhine's Defence as Black beat Robb after a tangle of complications from which Black emerged with a material advantage.

Anderson beat Cussack, Cooper-Petre 0-1: Broadbent-Amies 1-0: Hollander-Herraway 0-1: Hall-Watt 0-1: Loughton-Lang ½-½: Bereza-Glass 0-1: Hughes-Langley adjourned: B. Wilkinson-Merr 0-1: Koutstaal-Muir ½-½: At the score being 7-7 Otago conceded the match on account of Canterbury's wins on the upper boards and on account of being unlikely to obtain more than a draw in the adjourned game.

As usual, games played without clocks were very slow. (games from this event to come.)

PALMERSTON NORTH. In the Bledisloe Series.

P.N. Scandia C.C. defeated **Masterton C.C.** 14½-½.

A surprise was **P.N. Scandia's** win against **Auckland C.C.** also in the Bledisloe Cup by 8-7. Details of the match are as follows:- (Auckland players mentioned first). R. Sutton-A. Turner 1-0: D. Cooper-A. Belto 0-1: J. Van Pelt-A. Wasiliev ½-½: M. Kolnik-T. Lep ½-½: R. Bayertz-P. Goffin 1-0: R. Metge-B. Watkins 1-0: B. May-V. Arliage 0-1. Dr. J. Henderson-J. Stack 0-1: L. Taylor-R. Whitson 0-1: R.O. Scott-L. Lindsay 0-1: A. Lentz-R. Woodfield 0-1: V. Sorensen-M. Kopytko 1-0: G. Mears-R. Lawrence 0-1: W. Green-D. Goodnall 1-0: J. Mager-M. Roche 1-0.

Chess Column in "Manawatu Standard". We missed this in our list in a previous issue. It appears at fortnightly intervals on Saturdays and is run very well by Mr. P. Goffin the P.N. Scandia C.C. Secretary.

MASTERTON. The Blackburn Cup series

GISBORNE. Labour Week

Wilkin's Report.

1. E. Davida (Well)
2. P. Blandford (Pal)
3. B. Kay (Auckl)
4. R. Wilkin (Pal)
5. J. Toye (Auckl)
6. F. Day (Gisbor)

E. Davida played one of the contestants of the contest and deservedly beaten. Honour of Gisborne P. Blandford was...

NEW ZEALAND

The present following tables 22.11.64, sent in

1. R.J. Browne
2. A. Fletcher
3. R.S. Wilkin
4. D.J. Cooper
5. F.A. Foulds
6. Z. Frankel
7. J. Eriksen
8. R. Walker
9. A. McDermott
10. N. Smith
11. E. Hutchings

1. W. Park
2. W. Dick
3. J. Arbuthnott
4. E. Fuglistaller
5. A.C. Kuit
6. A.C. Gagen
7. W.A. Donald
8. J.T. Porter
9. O.N. Thomson
10. C.C. Saunders
11. A.N. Hignett

The following progress reports by **Class 1 C.** N. Cru... Van Ceveren. E. Van Horst beat Bishop d

MASTERTON. The match Masterton C.C. v Dannevirke C.C. within the Blackburn Cup series was won by Masterton 6½-3½.

GISBORNE. Labour Weekend Tournament. Following is an extract from Roy Wilkin's Report. The table of results as follows:-

	1	2	3	4	5	6	Placing
1. E. Davida (Wellington)	x	1	1	½	1	1	1
2. P. Blandford (Napier)	0	x	0	0	1	0	6
3. B. Kay (Auckland)	0	1	x	0	½	1	3
4. R. Wilkin (Palmerston North)	½	0	1	x	0	1	2
5. J. Toye (Auckland)	0	0	½	1	x	0	5
6. F. Day (Gisborne)	0	1	0	0	1	x	4

E. Davida played immaculate chess, being a class above the rest of the contestants. R. Wilkin played one skittles game and was deservedly beaten. B. Kay was not at his best. F. Day upheld the honour of Gisborne. J. Toye played excellent chess in patches. P. Blandford was out of form.

NEW ZEALAND CORRESPONDENCE CHESS ASSOCIATION

The present positions in the respective grades are given in the following tables constructed on the basis of progress reports up to 22.11.64, sent in by Mr. D.G. Brunt, Trophy Tourney Director.

	1	2	3	4	5	6	7	8	9	10	11
1. R.J. Browne	x	1	0	0	0	0	0	0	0	½	1
2. A. Fletcher	0	x	½	1	0	½	1	0	0	½	1
3. R.S. Wilkin	1	½	x	½	0	0	1	0	0	½	1
4. D.J. Cooper	0	½	½	x	½	1	1	0	0	1	1
5. F.A. Foulds	1	1	½	0	x	1	1	1	1	1	1
6. Z. Frankel	0	½	1	½	0	x	1	1	1	1	0
7. J. Eriksen	0	0	0	0	0	0	x	0	0	0	0
8. R. Walker	0	0	0	0	0	0	0	x	0	0	0
9. A. McDermott	1	½	0	0	0	0	0	0	x	½	½
10. N. Smith	½	0	0	0	0	0	0	0	0	x	½
11. E. Hutchings	0	0	0	0	0	0	1	½	½	½	x

	1	2	3	4	5	6	7	8	9	10	11
1. W. Park	x	1	0	0	0	0	1	0	0	½	0
2. W. Dick	0	x	0	0	0	0	0	0	0	0	0
3. J. Arbuthnott	0	0	x	0	1	1	1	0	1	0	0
4. E. Fuglistaller	1	0	0	x	1	1	1	0	1	½	½
5. A.C. Kuit	0	0	0	0	x	0	0	0	0	0	0
6. A.C. Gagen	1	1	0	0	1	x	1	0	0	1	0
7. W.A. Donald	0	0	0	0	1	0	x	0	0	1	0
8. J.T. Porter	1	1	1	0	0	0	0	x	1	1	1
9. O.N. Thomson	½	1	0	0	1	1	0	0	x	1	1
10. C.C. Saunders	½	1	0	½	0	0	0	0	0	x	1
11. A.N. Hignett	0	1	0	½	1	1	0	0	0	0	x

The following were the results in the other grades according to progress reports by Mr. Brunt to 22.11.64.

Class 1 C. N. Cruden beat Tabb, Flude. D.I. Flude beat Tabb drew Van Oeveren. E. Van Oeveren beat Tabb, drew Baker Cruden. G.R. Ter Horst beat Bishop drew Tabb. R.W. Kitchingman beat Flude drew Baker.

J.O. Bishop beat Van Oeveren, Kitchingman.

Class 2. F.A. Mintoft beat Mills. J.C. Taylor beat Mills drew Boag. Richard Taylor beat Mills, Mintoft. Miss A.R. Hollis beat Mintoft, Rogers. W.E. Woods beat Rogers, Hollis. R.L. Mills beat Boag, Salter.

Class 3. M.E. Browne beat Fransen, drew Shaw. M.D. Campbell beat Brunt. W.H. Fransen beat Gray, drew Brunt. L.S. Taylor drew Brunt. J.H. McArthur beat Campbell. Mrs. C.L. Frankel beat Campbell. L.R. Prentice drew Shaw, beat Fransen. K.W. Stone beat Gray. D.G. Brunt beat Shaw.

Class 4. E.O. Blazek beat Young, Barrington, Dobson, Beckett, Hoult. C.B.W. Oldridge beat Young, Mrs. Trendle, Meredith, Beckett. Mrs. E. Trendle beat Barrington, Dobson. H.O. Hensman beat Hoult, Price. Dobson. J.L. Beckett beat Dobson. D.H. Price beat Young, Dobson. B.W. Anderson beat Barrington. A.C. Barrington beat Young, Beckett, Henderson, Hoult, Price. M.J.K. Hoult beat Price.

Class 5A. J. McArthur beat Johnston, Drake, Beach. R.T. Ball beat Maxwell.

Class 5B. J.M. Locke beat Muller, Robins, Hobbs, Smith. D.G. Smith beat Basham, Hobbs. R.S. Robins beat Basham, Hobbs. J.F. Muller beat Hobbs. T.P. Dwyer beat Robins, Sinclair.

"Tactless"

In the August 1964 "Shakmati" (Chess in the U.S.S.R.) International Master V. Panov reviews the recently released 1961 Soviet Chess Yearbook. The review contains the following interesting, and because of its objectivity, pleasing paragraph.

"Tactlessly written is the review of chess life in the U.S.A. by I. Romanov in which the latter mocks at the 'wealthy patroness' Piatigorski, the wife of the famous violinist who financed the match Reshevsky-Fischer. We Soviet chess players should only be sorry for our American colleagues, lacking State and public support. But if an amateur in the country organises contests from his own earnings, what is wrong with that to be laughed at?! Also thanks to the finance supplied by the Piatigorskis, last year's grandmasters tournament at Los Angeles took place, in which Petrosian and Keres divided first and second prizes. So Romanov would rather do better by saying a good word for the 'wealthy patroness' Piatigorski who uses her husband's means for good purposes instead of laughing at her!"

We do not like to mix politics and chess but would remark on this occasion that a decade ago it would be quite unthinkable to print such remarks in the Soviet press.

CHESS OLYMPIAD

As we go to press we hear that the event has just been completed and as expected won by the U.S.S.R. team, followed by Yugoslavia, Western Germany and Hungary.

A surprising result was Germany's crushing win 3-1 against the U.S.S.R. where Smyslov lost to Unzicker, Keres to Schmied, while Spassky and Stein drew against lesser known opponents.

MINZOWITZ:-"M Y S Y S T E M". We have again in stock copies of the best textbook for players of all grades. Price 22/6 (postage 1/-). A bargain considering nowadays' prices over 260 pages of solid material and in hard covers.

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