CHESS
FOR MATCH PLAYERS

by

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To

MAURICE RICHARDSON

*In memory of many
pleasant games*

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CHESS FOR MATCH PLAYERS

CHAPTER I

GENERAL HINTS FOR MATCH PLAYERS

BY the term "match players" is meant that great body of chess players who compete regularly in inter-county and club matches, club tournaments, and the Congresses organized annually by the British Chess Federation and others, such as the Hastings Chess Club.

This body includes by far the greatest number of the chess players of Great Britain. Nearly every small town and city suburb has its chess club which competes in some league or other, holds club competitions and provides members for the county teams. Great business houses also have their chess clubs.

The London Banks League is one of the most flourishing in the country. The London Commercial League and the Insurance League are also in a very healthy state, while the Civil Service has always provided some of the very strongest players in Great Britain. A pleasing phenomenon of the post-war chess scene is the appearance of a number of Works' Clubs, many of which started with groups of firewatchers during the "blitz" period, and these have now joined up in a network of small leagues all over the country. Thanks largely to the efforts of the Chess Education Society the game is making excellent progress in schools, and the list of players under twenty contains at least one potential Grandmaster and a number of others who are certain to make their mark in the near future. The number of match players, as opposed to those who merely move the pieces about for fun, has also been greatly

increased by two recent decisions of the British Chess Federation: (1) To throw the qualifying stages of the British Championship open to all players irrespective of playing records, and (2) to inaugurate a National Club Championship, open to all groups who can raise a team of six players. These competitions have proved immensely popular and have brought scores of new chess players into the match-playing ranks. It is for the purpose of assisting these players that this book is designed. It assumes a certain amount of knowledge on the part of the reader and does not waste space over the absolute elements, nor does it indulge in lengthy and recondite analyses, of interest only to the highest class. It is, as its name implies, a book for the average player.

Great Britain has few master players, partly because our geographical situation makes it difficult for us to obtain constant international practice, and partly because there is little encouragement for talented young players to take up the game professionally. The general standard, however, is very high and, in a large match, say, over fifty or a hundred boards, they would get the better of most countries, with the exception of course of the Soviet Union, where the educational value of chess is thoroughly recognized and the game is supported by the State. The difference between the master and the first-class amateur is much less in England than in the majority of other countries. The first boards of leading English clubs could give any master a hard game and the standard of strength from the first to the last is closely graduated. In order to keep his place in the team and to avoid letting his side down, the English amateur has to play scientifically. He reads books on the openings. He endeavours to grasp the principles of middle game strategy by studying the games of the great masters.

In endgames he is weak, principally because the short

space of time allotted to many matches prevents him from obtaining much practice in this branch of the game, which he does his best to study with the aid of books.

Unfortunately a good deal of this study is wasted because it is conducted in an unscientific manner.

In the openings mere memorizing of columns of variations is useless. The slightest deviation from the orthodox on the part of the opponent will upset all a player's study unless this has been directed to acquiring a knowledge of the principles on which the opening is based.

Once this has been grasped, irregularities by the opponent cease to alarm. Application of the general principles will, in nearly every case, indicate the correct reply. In middle game combinations, of course, principles are less rigid and only imagination or what one might term "chess sense" will make a great combination player. Nevertheless, as will be explained more fully in the middle game section, combinations tend to fall into types, and a knowledge of these will greatly increase the strength of the average match player. Endgames, too, are largely based on theoretical principles.

First as to openings. It is of vital importance that a player should, when playing White, choose an opening which leads to the type of game suited to his own individual style. All players of any strength at all find that their inclinations tend to a certain type of game.

Some have a natural gift for combination and are at their best when conducting an attack against the hostile King. For these the open or at least the semi-open type of development is the most suitable. They should study the Queen's Gambit or some of the King's side openings such as the open Giuoco Piano, Vienna, or perhaps even the King's Gambit. They should avoid the very close games arising from the Ruy Lopez or the modern Fianchetto systems.

For those, on the other hand, who have little aptitude for the hurly-burly of combination, but prefer the scientific piling up of small advantages, commonly called position play, the converse is true. These should choose openings which keep the game moderately close and under strict control. It may not be out of place here to classify the types of opening best suited to the two classes of players.

The player of Black, of course, has less choice in determining the course of the game, but even for him the judicious choice of defence will prevent White from having everything his own way.

We may classify the following openings as particularly suitable for the two classes of players.

(1) Combination player as White.

Queen's Gambit. Vienna Opening. Giuoco Piano with an early advance of P—Q4, i.e. Moller attack or Evans Gambit. King's Gambit.

(2) Combination player as Black.

Defending 1 P—K4. Sicilian Defence, French Defence with Botvinnik or MacCutcheon variations, Petrov's Defence. Falkbeer Counter Gambit, Cunningham Defence.

Defending 1 P—Q4. King's Indian Defence (not Grünfeld). Dutch Defence. Albin Counter Gambit.

(3) Positional player as White.

Queen's Gambit. Colle Opening, Ruy Lopez, Giuoco Piano in close forms, English, Réti, or Catalan.

(4) Positional player as Black.

Defending 1 P—K4. French Defence (not Botvinnik or MacCutcheon variations). Caro-Kann Defence.

Defending 1 P—Q4. Normal Defence (Lasker variation). Queen's Gambit Accepted. Grünfeld Defence. Slav Defence.

Some explanation of the foregoing is necessary here. The Queen's Gambit is given as suitable for both combinative and positional players. The reason is that this fine opening, undoubtedly the strongest at White's command, is so flexible in character that it is capable of transformation into almost any type of game according to the wishes of the first player.

This will be further explained in the Openings section. The French Defence is also included in both lists as the complicated positions arising from the Botvinnik and MacCutcheon variations are as different as chalk from cheese to the purely defensive lines suggested as suitable to the positional player.

I hesitated to include the King's Gambit in the list for combinative players as the play varies greatly according to the system of defence chosen by Black, but as all variations tend to an open type of game, I decided to put it in.

Another point to notice is that the positional type of player should never answer 1 P—K4 with P—K4; White has then far too many chances of turning the game into an open one; and, similarly, although the combinative player may wish this, he must be ready to answer 2 Kt—KB3 by the Petrov Defence 2 ... Kt—KB3. He will be extremely uncomfortable if he allows the stranglehold of the Ruy Lopez.

For those players whose time for study is limited, I recommend a thorough study of the principles of one opening for White and one defence to the main lines which may be played against him when Black.

Thus the combinative player who understands the Queen's Gambit, Sicilian Defence, and King's Indian Defence, and the positional player with the Colle Opening, the Caro-Kann or some other solid line, and the Grünfeld Defence are likely to come well out of the opening in any class of match chess. Too much time is often wasted in

desultory study. The ultra-close openings such as Réti's Opening and various forms of the Fianchetto are comparatively easy to defend and a brief study of the principles outlined in our Openings section should enable both types of player to resist them comfortably.

In middle games, the general plan of play adopted will also naturally vary according to the tendencies of the player.

The combinative and imaginative type will attempt to create complications. The positional player will eschew all risks, endeavour to thwart his opponent's attacks by exchanges, and seek opportunities for bringing about a favourable ending. The latter type of player must give special attention to improving his play in the endgame, as nothing is so disheartening as to obtain a theoretically won end position and see it drift into a draw.

An important feature of match play is the proper use of the clock. This is as much an integral part of the game as the proper handling of the pieces and should be regarded as such. There is an unfortunate tendency among some match players to regard claims on the time limit as unsporting. This is an absolutely incorrect attitude. In tournament play a player who exceeds the time limit is automatically lost, and this should be so in all classes of match chess. Nobody would dream of allowing his adversary to take back a move, why then permit him to escape the penalty of a breach of the time limit rule?

Many disputes and recriminations would be avoided if the rules of Chess were observed strictly and in their entirety.

Regarding the tactical use of the clock there is much room for the exercise of common sense. A player's ideal should be to finish his allotted moves with a few minutes to spare, so as to have some thinking time left in case of last minute complications.

In games with a quick time limit, therefore, it is essential not to waste time. The openings should be played rapidly so long as the opponent makes orthodox moves. An irregularity, however, should be looked into fairly closely, as it may be a mistake of which definite advantage can be taken.

Obvious moves, such as retaking a captured piece, should be made quickly, but absolutely instantaneous play is to be deprecated as it may lead to "finger fehlers," i.e. accidentally touching the wrong piece. A well-known master once lost a game by placing his hand on his King instead of his Bishop in the very early stages and I myself once left my Queen *en prise* to Capablanca in an even position by a similar slip of the fingers.

When the opponent is pressed for time many players speed up their own play in order to deprive him of thinking time. This, however, is a double-edged weapon. By playing very rapidly you are handicapping yourself as well as your opponent, and he may be a better quick player than you. One master deliberately wastes time in order to provoke his opponent into a lightning game.

On the other hand it is almost always a paying proposition to complicate the game when the opponent is in time trouble. A totally unexpected move, even if not quite sound, has a most demoralizing effect on a player who has, say, six moves to make in three minutes.

Also, in such cases, endeavour to keep your King away from checks. A few of these will do a great deal to bring the clock-harassed player away from the danger zone.

The above hints apply equally to tournament and match chess; but there is one feature of the latter which calls for attention. I refer to the system of adjudications. I am glad to say that this has been abolished in the London Chess League and a few other competitions, but it still prevails in the County Championship and the National Club

Competition and, where it does exist, it affects the whole course of the game. The average length of a club game is three hours after which the unfinished games are sent to an expert, who has to decide the issue.

The adjudicator must treat the position strictly on its merits. He must pay no attention to the strength of the players or to any extraneous fact. The experienced club player is therefore very careful not to indulge in any combination involving sacrifice of material near adjudication time unless he is absolutely certain of the issue. The combination may be correct in nine variations out of ten but the adjudicator will almost certainly find the tenth.

I remember the case of the top board of a London League Club who was opposed by a reserve. The latter put up a stout resistance and, about half an hour before adjudication time, the "lion" remarked to me, "I am going to sacrifice a piece to complicate or this duffer will get a draw on adjudication." He did so, but overlooked the fact that his opponent, who had been moving quickly, had half an hour to spare on his clock. Wisely the latter made no more moves and the adjudicator had no difficulty in detecting the unsoundness of the top-board's mistaken sacrifice. Even in the choice of an opening the club player may be influenced by this question of adjudications. If you are stronger than your opponent and hope to win, avoid the very close forms of development in which there is no point of contact till late in the game. Unless you are very lucky, a much weaker opponent will be able to keep the position sufficiently balanced to secure a draw on adjudication. For the same reason, if you are satisfied to draw against a reputedly stronger player, this system of opening is ideal.

The adjudication system is the curse of British club chess but, in view of the large number of matches played every year, it is difficult to suggest a workable alternative, and while it does exist it must influence the tactics of every

player who wishes to have a successful record at the end of the season.

I trust that these few hints may prove beneficial to fellow club players of every strength. In studying the technical part of the book the student should, first of all, decide on the openings he wishes to play in his matches, and try thoroughly to grasp the principles involved. Memorizing of variations will follow naturally but, except for a few highly artificial and complicated lines, is by no means necessary. Unless you are in the very top class, avoid the attempt to acquire an exhaustive knowledge of the openings as a whole. Concentration on one or two will bring success in match play and the others can be experimented with in "skittles."

In the middle game it is necessary to acquire a grasp of the type of position in which a combination is likely. Only natural analytical talent will arrive at the best solution, but I trust that the broad outline given in the middle game section will prove of assistance even here. In the endgame a thorough grasp of the elementary positions is essential, and should be followed by a close study of examples from actual play. Fantastic problem positions, however æsthetically attractive in themselves, have no practical value. Above all, the student must combine his studies with plenty of practice over the board, particularly against opponents stronger than himself.

CHAPTER II

THE OPENINGS

SECTION I

THE OPEN GAME

IN treating the technical side of the openings I propose to classify them roughly as Open, Semi-open, and Close. While there is no rigid line of demarcation between them, and there must of necessity be numerous border-line cases, yet in the general aspect of the leading variations the difference is clear, and the classification appears particularly well adapted to a book designed for match players who, as pointed out in the first chapter, tend to fall into the two types of combinative players, to whom the Open and Semi-open game is suitable, and position players who should rely on the Semi-open and Close variations.

In the category of Open games come the vast majority of the King's side openings; the principal exceptions being the Ruy Lopez and the little-used Philidor's Defence.

Their chief characteristic is an immediate clash in the centre, coupled with an attack by the first player on Black's weakest point, the KBP, which at the start of the game is only defended by the King. They are well adapted for use by the lower board players of a club team as they abound in combinative traps and stratagems and show clearly defined principles.

Correctly defended, however, they tend to peter out into exchanges and draws and so are somewhat out of favour in the highest class of chess.

Taking the variations of the Open Game in alphabetical order we first come to the King's Bishop's Opening.

THE KING'S BISHOP'S OPENING

1 P—K4	P—K4
2 B—B4	

This is quite a logical move as the piece bears directly on the KBP. It is quite unobjectionable and, as it contains two trappy variations, is worthy of the attention of players whose opponents are not too strong. Black has four plausible replies: (a) 2 ... Kt—KB3; (b) 2 ... B—B4; (c) 2 ... P—QB3; and (d) 2 ... Kt—QB3. The first, which directly attacks the KP, is the most popular.

Variation (a)

2 ...	Kt—KB3
3 Kt—KB3	

3 Kt—QB3 or 3 P—Q3 transpose into the slow forms of the Giuoco Piano. 3 P—Q4 is answered best by 3 ... P×P; 4 Kt—KB3, Kt×P; 5 Q×P (otherwise 5 ... P—Q4); 5 ... Kt—KB3 with a safe pawn ahead.

3 ...	Kt×P

Also good for a combinative player is 3 ... Kt—B3 transposing into the Five Knights' Defence, q.v.

4 Kt—B3	

This is the Boden–Kieseritzky Gambit, and forms the only strong line of play at White's disposal. 4 Kt×P is answered by 4 ... P—Q4, giving Black the initiative.

4 ...	Kt—KB3

This simple line destroys all White's attacking chances. If White re-captures the pawn by 5 Kt×P, 5 ... P—Q4 gives Black an excellent game. In this, as in nearly all forms of the Open game, an early P—Q4 by Black is the key to the defence.

If Black attempts to maintain his material advantage by 4 ... Kt×Kt, White obtains fine attacking possibilities.

Suppose 4 ... Kt×Kt; 5 QP×Kt, P—KB3 (the only move to keep the pawn; 5 ... P—Q3; fails against 6 Kt×P, P×Kt; 7 B×P ch, and 5 ... Kt—B3 is met by 6 Kt—Kt5); 6 Kt—R4, P—KKt3; 7 P—B4, P—B3 (to cut off the White Bishop); 8 P—B5, P—Q4; 9 P×P, P×B; 10 Q—R5 with a fierce attack. For instance if 10 ... K—Q2; as recommended in some books, 11 P—Kt7, B×P; 12 B—R6, Q—B1; 13 Q—Kt4 ch, regaining the piece with much the better game. The Boden–Kieseritzky Gambit can be played against the Petrov Defence after the moves 1 P—K4, P—K4; 2 Kt—KB3, Kt—KB3; 3 B—B4, and should be dealt with as in the principal variation. As a general rule attempts by Black to win material at the expense of development should be avoided in this type of opening.

Variation (b)

2 ...	B—B4

This is also a good defence but Black must beware of traps.

3 P—QB3

3 Kt—KB3 transposes into the Giuoco Piano and 3 Kt—QB3 into the Vienna Game.

3 ...	Kt—KB3

The natural and best reply. The counter gambit 3 ... P—Q4; 4 B×P is not quite sound.

4 P—Q4	P×P
5 P—K5	P—Q4

Best, as it cuts off the activities of the White Bishop. Again I must emphasize that this move is the key to the defence in nearly all variations of the Open Game.

6 P×Kt

The only attacking chance. 6 B—Kt3, Kt—K5; 7 P×P, B—Kt5 ch; leaves Black with an excellent game.

6 ...		P×B
7 Q—R5		

Baiting an ingenious trap. White threatens not only Q×B but P×P followed by Q×RP and, if Black makes the obvious defensive reply 7 ... B—B1; 8 Q—K5 ch, followed by 9 P×P, wins easily. Black's only correct defence is obscure and must be remembered by any player who wishes to adopt this defence in match games.

7 ...		Castles

A surprise sacrifice rendered possible by the fact that White's attack has violated the basic rule of development: "Do not attack with the Queen alone while the other forces remain at home."

8 Q×B		R—K1 ch
9 Kt—K2		

He must return the piece. If 9 ... K moves, 10 P×P is immediately decisive.

9 ...		P—Q6
10 B—K3		P×Kt
11 Kt—Q2		Kt—R3
12 Q×P (B4)		Q×P

There is not much in the game but Black's pieces are rather better placed.

Variation (c)

2 ...		P—QB3

This is also a safe defence and strictly in accordance with the principle of an early P—Q4 by Black. It leads to rather a dull game and is therefore not well suited to the needs of combinative players. For instance

3 P—Q4

This is a good move whenever the opponent plays P—QB3 in the opening as after P×P; Q×P; the Queen cannot be harried by Kt—QB3. Compare variations of the Ponziani and Sicilian.

3 ...	P—Q4
4 KP×P	BP×P
5 B—Kt5 ch	B—Q2
6 B×B ch	Kt×B
7 P×P	

The isolated Black QP gives White a shade of advantage but, with correct play, the game should result in a draw.

Variation (d)

2 ...	Kt—QB3

Against this defence White has nothing better than to transpose into the Giuoco Piano by 3 Kt—KB3 or into the Vienna by 3 Kt—QB3.

THE CENTRE GAMBIT AND DANISH GAMBIT

These openings are not to be recommended for match players and are treated from the point of view of the defence only. The Centre Gambit violates the principle that the Queen should not be developed in the early stages, and the Danish allows Black to obtain a perfectly equal development in a very few moves provided he does not attempt to win material. Illustrative variations are—

CENTRE GAMBIT

1 P—K4	P—K4
2 P—Q4	P×P
3 Q×P	

White's object in this opening is to castle speedily on the Queen's side and attack on the opposite wing with pawns, but with correct play, Black, thanks to his free development and control of the King's file, should get his attack in first.

3 ...	Kt—QB3
4 Q—K3	Kt—B3
5 Kt—QB3	

The promising looking 5 P—K5 is inferior. 5 ... Kt—KKt5; 6 Q—K2 or (A), P—Q3; 7 P—KR3 (if 7 P×P ch, B—K3; 8 P×P, Q×P; with an overwhelming superiority in development); 7 ... KKt×KP; 8 P—KB4, Kt—Q5; 9 Q—K4, P—QB4; 10 P×Kt, P—Q4 (not 10 ... B—B4; 11 B—Kt5 ch); 11 Q—Q3, B—B4; and should win.

Sub-variation (A): 6 Q—K4, P—Q4; 7 P×P e.p. ch, B—K3; 8 P×P, Q—Q8 ch; 9 K×Q, Kt×P ch, with much the better game. These variations clearly indicate the dangers of attacking with an undeveloped position.

5 ...	B—QKt5

Best as it prepares the way for early castling and attack on White's King's pawn.

6 B—Q2	Castles
7 Castles	R—K1

Black, who threatens both 8 ... B×Kt, followed by Kt×P; and 8 ... P—Q4, has a comfortable playing game.

THE DANISH GAMBIT

This opening, in which White sacrifices two pawns, has led to many brilliancies in the past against over-greedy Black players; but there are two simple lines by which Black can secure at least equality and perhaps a slight advantage.

Variation (*a*)

THE SCHLECHTER DEFENCE

This involves the capture of all the pawns and their return immediately afterwards and is recommended as Black's strongest.

1 P—K4, P—K4; 2 P—Q4, P×P; 3 P—QB3, P×P; 4 B—QB4, P×P; 5 B×P, P—Q4 (this, as always, is the key to the defence); 6 B×QP, Kt—KB3; 7 B×P ch (against other moves Black is simply a pawn ahead with an equal development); 7 ... K×B; 8 Q×Q, B—Kt5 ch; 9 Q—Q2, B×Q ch; 10 Kt×B, P—B4; Black's three to one Queen's side majority gives him the better chances.

Variation (*b*)

DANISH GAMBIT DECLINED

This is a perfectly sound defence but more drawish in character than Variation (*a*).

P—K4, P—K4; 2 P—Q4, P×P; 3 P—QB3, P—Q4; 4 KP×P, Q×P; 5 P×P, Kt—QB3; 6 Kt—KB3, B—Kt5 ch; 7 Kt—B3, B—Kt5; 8 B—K2, B×Kt; 9 B×B, Q—B5, Marshall *v.* Capablanca. Black has, at any rate, none the worse of the game.

FOUR KNIGHTS' GAME

This is a perfectly sound opening but Black can easily secure equality. As it usually leads to long, heavy games, I do not recommend it to match players and shall treat it from the point of view of the defence only.

After the moves

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 Kt—B3	Kt—B3

White has a choice of two good variations: (a) 4 B—Kt5, and (b) 4 P—Q4. 4 B—B4 leads to nothing on account of 4 ... Kt×P; 5 Kt×Kt (if 5 B×P ch, K×B; 6 Kt×Kt, P—Q4; Black's two Bishops and strong central pawns more than compensate for the moving of the King). 5 ... P—Q4; 6 B—Q3, P×Kt; 7 B×P, B—Q3; 8 P—Q4, Kt×P; 9 Kt×Kt, P×Kt; 10 Q×P, Castles with an excellent game. (Dr. Tartakover v. Atkins, London, 1922.)

<div align="center">Variation (a)</div>

4 B—Kt5	Kt—Q5

This was Rubinstein's defence. White can now obtain an easy draw by 5 Kt×Kt, P×Kt; 6 P—K5, P×Kt; 7 P×Kt, Q×P (7 ... P×P ch; 8 B×P, Q×P; 9 Castles, gives White too much advantage in development); 8 QP×P, but the second player need not object to this, and if White tries to win a combinative player gets many attacking chances.

Suppose

5 B—B4	

Probably the best. Other continuations are (1) 5 Kt×P, Q—K2; 6 P—B4, Kt×B; 7 Kt×Kt, P—Q3; 8 Kt—KB3, Q×P ch, with an equal game; or (2) 5 B—R4, B—B4; 6 Kt×P, Castles; White has now the choice of 7 Castles, after which 7 ... R—K1 wins back the pawn with a good game or 7 P—Q3 upon which follows 7 ... P—Q4 with an attack which should at least regain the pawn.

In this defence the principle underlying Black's play is to utilize the King's file for counter-attack before White has castled. An early P—Q4 is, of course, an essential preliminary. The theory of the defence is well illustrated by the variation in the column.

5 ...	B—B4

6 Kt×P	Q—K2
7 Kt—B3	

The pressure on the King's file discounts White's attack on the KBP.

Both 7 Kt×BP, and B×P ch result in loss of material, i.e. 7 Kt×BP, P—Q4; 8 Kt×R, P×B; and the Knight cannot escape; or 7 B×P ch, K—B1; 8 P—B4, P—Q3, winning a piece.

7 ...	P—Q4

Better than 7 ... Kt×P to which White replies 8 Castles, and hits back strongly on the King's file.

8 Kt×P

A curious-looking move but the best. After 8 B×P, B—KKt5; 9 P—Q3, P—B3; 10 B—Kt3, Kt—Q2, threatening to attack the pinned Knight for the third time by Kt—K4. Black's position is worth more than the material sacrificed.

8 ...	Q×P ch
9 Kt—K3	B—KKt5
10 B—K2	Kt×B
11 Q×Kt	QB×Kt
12 Q×B	Q×Q
13 P×Q	

White is a pawn ahead but the weakness of the doubled isolated pawns make it very unlikely that he can do more than draw. It does not come within the scope of this work to analyse the variations resulting from other fourth moves of Black. I do not recommend the opening for the first player and I have suggested in Chapter I that a positional player should never answer 1 P—K4 with 1 P—K4. The line set out above should be quite adequate for the combinative player who has to defend the Four Knights' Game.

Variation (b)

1	P—K4	P—K4
2	Kt—KB3	Kt—QB3
3	Kt—B3	Kt—B3
4	P—Q4	P×P
5	Kt×P	B—Kt5
6	Kt×Kt	KtP×Kt
7	B—Q3	P—Q4

Once again this move provides the key to the defence.

8	P×P	P×P

An easy draw can be obtained by 8 ... Q—K2 ch; 9 Q—K2 (there is nothing better); 9 ... Kt×P; 10 Q×Q ch, K×Q; 11 B—Q2, Kt×Kt.

9	Castles	Castles
10	B—KKt5	P—B3
11	Q—B3	B—K2

(Dr. Fazekas v. J. Penrose, Ilford, 1950).

Black has an easy game.

GIUOCO PIANO (OPEN FORMS)

The theory of this opening varies so much according to White's play on the fourth move that, under the system of classification adopted in this book, I have found it necessary to deal with it in two different chapters, treating here the open form in which White aims at an early P—Q4, and reserving the slow lines to the chapter on the close game.

In its open forms the opening is very attractive, affording many chances of combination, and so is well adapted to the style of the ingenious player. Furthermore, although Black, by the best play, can secure an even position, he has no means of gaining an advantage, and therefore the opening can be adopted with perfect safety. At the worst White secures an even game.

After the moves.

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—B3	

The mark of the open Giuoco.

White wishes to play P—Q4; Black has a choice of three replies: (a) 4 ... Kt—KB3; (b) 4 ... P—Q3; (c) 4 ... B—Kt3. He can also play 4 ... Q—K2; but this merely transposes into (c).

The first of these defences leads to most interesting play and gives many opportunities for the first player, although by the best replies Black can secure equality.

The object of White is to carry out an attack against the Black King's position, concentrating on preventing Black from playing the equalizing move P—Q4.

Variation (a)

4 ...	Kt—B3
5 P—Q4	P×P
6 P×P	B—Kt5 ch

The only move. If 6 ... B—Kt3, White carries through a decisive attack by 7 P—Q5, Kt—QKt1 (if 7 ... Kt—QR4; 8 B—Q3 traps the Knight); 8 P—K5, Kt—Kt5; 9 P—Q6.

7 Kt—B3	KKt×P
8 Castles	

This is the critical position. It will be noticed that Black cannot yet play P—Q4. His Knight is attacked and, to avoid disastrous loss of time, he is forced to play either (1) 8 ... Kt×Kt or (2) 8 ... B×Kt. The former is the safer, if correctly followed up but, for the next four moves, Black has only one move to save the game.

Diagram No. 1

BLACK
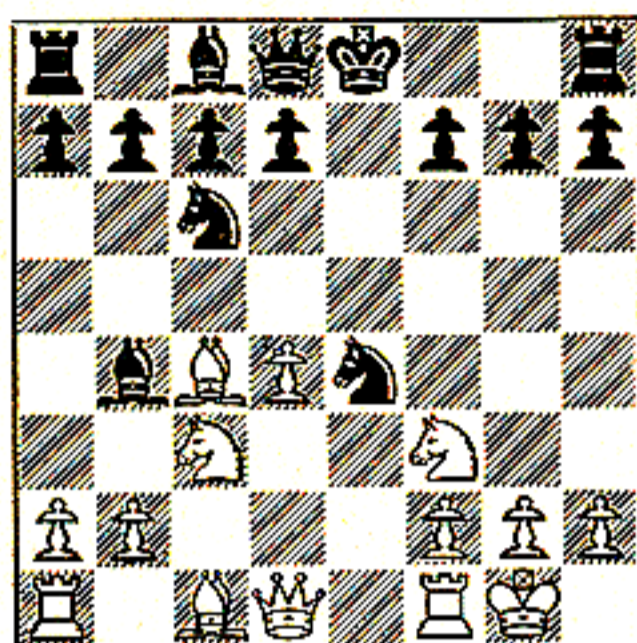
WHITE

| 8 ... | Kt×Kt |
| 9 P×Kt | B×P |

Here 9 ... P—Q4 is just possible, but after 10 P×B, P×B; 11 R—K1 ch, Kt—K2; 12 Q—K2, B—K3; 13 Kt—Kt5, White has a clear advantage.

| 10 Q—Kt3 | P—Q4 |

At last Black gets in this move which is the only way to save the game. As early as the eighteenth century Greco demontrated that, after 10 ... B×R; 11 B×P ch, K—B1; 12 B—Kt5, the position was lost for Black.

| 11 B×P | Castles |
| 12 B×P ch | K—R1 |

If 12 ... R×B; 13 Kt—Kt5 with a big advantage.

| 13 Q×B | R×B |
| 14 Kt—K5 | |

To eliminate the isolated pawn. After 14 ... Kt×Kt; 15 P×Kt, B—K3; the chances are approximately equal and the better player will probably win.

Returning to Diagram No. 1, Black's other reasonable

move is 8 ... B×Kt, which I will treat as sub-variation (1). This defence is difficult to play and I do not recommend it for the match player. The following analysis, therefore, is to be looked at from the point of view of White.

Sub-variation (1)

8 ...	B×Kt
9 P—Q5	

This constitutes the Moller attack, and is White's only effective continuation as it permanently prevents Black from advancing P—Q4.

9 ...	·B—B3

The Bishop is the best piece to preserve, as it is the most effective for defending the King's position after castling. If 9 ... Kt—K4; 10 Q—K2 gives White the better game in every variation.

10 R—K1	Kt—K2
11 R×Kt	P—Q3

Black can also play 11 ... Castles, to which the "Books" reply 12 P—Q6, P×P; 13 Q×P, Kt—B4; 14 Q—Q5, Kt—K2 (if 14 ... P—Q3; 15 Kt—Kt5, B×Kt; 16 B×B and Black cannot play 16 ... Q×B; on account of 17 Q×P ch and mates next move); 15 Q—Q6, Kt—B4, and a draw by repetition of moves. White can, however, play 16 Q—Q3, to which Black's best reply is 16 ... P—Q4; 17 Q×P, Q×Q, with equality.

12 P—KKt4	

This move, the invention of Schlechter, is, in my opinion, the best method of carrying on the attack. However Black plays, White seems able to regain the sacrificed pawn with a good game. For instance, 12 ... Castles; 13 P—Kt5, B—K4; 14 Kt×B, P×Kt; 15 R×P with two Bishops

and an excellent game, or 12 ... P—KR3; 13 P—KR4, Q—Q2 (preventing 14 P—Kt5, because of 14 ... P×P; 15 P×P, Q—R6); 14 Q—K2, B—K4 (best); 15 Kt×B, P×Kt; 16 B—Q2 and Black seems to have no good move left.

Variation (b)

1	P—K4	P—K4
2	Kt—KB3	Kt—QB3
3	B—B4	B—B4
4	P—B3	P—Q3

I do not recommend this defence. White is able to build up a strong pawn centre which can be maintained with correct play, and Black is condemned to a cramped and lifeless game for many moves.

5	P—Q4	P×P
6	P×P	B—Kt3

This is the best move here. If 6 ... B—Kt5 ch White has a strong rejoinder in 7 K—B1, threatening to win a piece by 8 P—Q5 and 9 Q—R4 ch. Black can prevent this by 7 ... B—Kt5 answering 8 P—Q5 by 8 ... Kt—K4; 9 Q—R4 ch, Q—Q2; 10 Q×B, B×Kt; 11 P×B, Q—R6 ch with a winning attack, but if White plays simply 8 Q—R4, Black must lose material. For instance 8 ... P—QR3; 9 P—Q5, P—QKt4; 10 B×P, P×B; 11 Q×P recovering the piece with two pawns ahead.

7 P—KR3

This "Country" move is, in my opinion, the best at White's disposal. His two centre pawns are very strong while they remain abreast and it is important to prevent Black threatening them with B—KKt5.

7	...	Kt—B3
8	Kt—B3	P—KR3

It is difficult to suggest anything better. If 8 ...
Castles, the pin 9 B—KKt5 is embarrassing for Black.

9 Castles   Castles
10 B—K3

White's control of the centre gives him the better game.
If he can play for a King's side attack by advancing
P—KKt4, of course, after proper preparation.

<div align="center">Variation (c)</div>

1	P—K4	P—K4
2	Kt—KB3	Kt—QB3
3	B—B4	B—B4
4	P—B3	B—Kt3

For a long time it was thought that this move solved all
Black's problems, as it enables him to maintain a pawn
at K4, but a recent variation invented by the French
master Rossolimo has greatly strengthened the attack for
White. A game, Rossolimo v. Mühring, Hastings, 1949,
proceeded—

5	P—Q4	Q—K2
6	Castles	

6 P—Q5 which at one time was frequently played, is not
good as White merely frees Black's Bishop and shuts in
his own.

6	...	P—Q3
7	P—KR3	Kt—B3
8	R—K1	Castles
9	Kt—R3	

This is the beginning of Rossolimo's plan which aims at
establishing the Knight on QB4 where he puts pressure on
the KP and also threatens to eliminate Black's King's
Bishop if and when desirable.

9	...	Kt—Q1

10 B—Q3	P—B3

Black's last two moves have been designed to secure a retreat for the Bishop.

11 Kt—B4	B—B2
12 P—QKt3	

In order to bring the Queen's Bishop to QR3

12 ...	P—QKt4
13 P×P	P×P

If 13 ... P×Kt; 14 P×Kt, Q×BP; 15 B×P, Q×P; 16 B—K3, threatening B—Q4 with a strong attack.

14 B—R3	P—B4
15 Kt—K3	

White's control of the squares Q5 and KB5 give him a marked advantage.

Black's 12th move, P—QKt4, was probably not the best but, however he plays, the well placed White pieces exercise considerable pressure and it is difficult for Black to attempt anything.

THE EVANS GAMBIT

This brilliant offshoot of the Giuoco Piano deserves a certain amount of attention from combinative players. It was all the rage in the last century, and was even adopted in world championship contests, but Lasker's Defence, introduced in the nineties, appeared to prove a definite advantage for Black, and for many years the opening was discarded in serious match play.

Recent analysis, however, has shown that Lasker's Defence is not so formidable as was previously thought, and the opening is gradually coming back into favour.

The consensus of opinion is that (1) The older forms of defence dealt with here as Variation (a) give White an attack which at least compensates for the gambit pawn.

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(2) That Lasker's Defence, Variation (*b*), although still the best, is difficult to defend against an ingenious attacking player, and (3) that the safest course for Black is to decline the Gambit by B—Kt3, Variation (*c*), although even here the second player has to exercise considerable care.

Variation (*a*)

The old form of defence.

1	P—K4	P—K4
2	Kt—KB3	Kt—QB3
3	B—B4	B—B4
4	P—QKt4	B×P
5	P—B3	B—R4

Considered the best square for the Bishop as it gives Black the greater option. 5 ... B—B4; 6 P—Q4, transposes into the column. 5 ... B—Q3 met with considerable success in the hands of Pillsbury, but the position of the Bishop in front of the Queen's pawn looks unhealthy to say the least of it. 5 ... B—K2 is hardly ever seen. White gets an excellent game by 5 P—Q4, threatening Q—Kt3. In all these old forms the strength of White's game lies in his attack on the KBP as Black is never able to get in the liberating move P—Q4.

6	P—Q4	P×P
7	Castles	B—Kt3

7 ... P×P. The Compromised Defence should always turn out in favour of White in practical play. He gets a tremendous attack by 8 Q—Kt3, Q—B3; 9 P—K5, Q—Kt3; 10 B—R3, KKt—K2; 11 Kt×P.

8	P×P	P—Q3
9	Kt—B3	

Morphy's famous 9th move, which is now generally regarded as the best. White now dominates the centre and it is very difficult for Black to get Castled into safety.

9 ...	Kt—R4

Probably the best. If, instead, 9 ... KKt—K2; 10 Kt—Kt5, Castles; 11 Q—R5 and wins; or if 9 ... Kt—B3; 10 P—K5, P×P; 11 B—R3 with a fierce attack. A game won by Morphy continued 11 ... B—Kt5; 12 Q—Kt3, B—KR4; 13 P×P, Kt—KKt5; 14 QR—Q1, Q—B1; 15 P—K6, P—B3; 16 Q—Kt5, B—Kt3; 17 B—Q5, resigns.

10 B—Kt5	

This is now generally considered strongest as the almost forced advance of the KBP makes it difficult for Black to Castle. Nevertheless 10 B—Q3, B—Kt5; 11 Kt—K2, B×Kt; 12 P×B, is also quite good for White on account of his strong centre and the awkwardly placed Black Knight on QR4.

10 ...	P—B3
11 B—K3	Kt×B
12 Q—R4 ch	Q—Q2

The continuation might be 13 Q×Kt, Q—B2; 14 Kt—Q5, P—B3; 15 Kt×B, P×Kt; 16 P—Q5, after which White's superior development seems quite sufficient compensation for the pawn minus.

Variation (b)

THE LASKER DEFENCE

This is based on the sound idea of preserving Black's centre, i.e. defending the pawn on K4 instead of capturing White's Queen's pawn. The initial moves are

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B×P

5 P—B3	B—R4
6 P—Q4	P—Q3

White can now regain the Gambit pawn by 7 P×P, P×P; 8 Q×Q ch, Kt×Q; 9 Kt×P, but has then the inferior pawn position for the ending and will have to fight for the draw.

7 Q—Kt3	Q—Q2

The only move. 7 ... Q—K2 or 7 ... Q—B3 lose a piece after 8 P—Q5.

8 P×P

White has to look after the threat of B—Kt3. If, for instance, 8 Castles, B—Kt3 gives Black an excellent game.

Very interesting is Tartakover's idea. 8 P—QR4, intending to answer 8 ... B—Kt3 by 9 P—R5, Kt×P; 10 R×Kt, B×R; 11 P×P, with a good attack. Black, however, can simply play 8 ... Kt—B3 after which the move 8 P—QR4 does not appear to have achieved much. The text makes things awkward for Black. Possible continuations are: (a) 8 ... P×P (8 ... Kt×P is very bad on account of 9 Kt×Kt, P×Kt; 10 Castles, Kt—B3; 11 R—Q1, Q—K2; 12 B×P ch, and wins); 9 Castles, B—Kt3; 10 R—Q1, Q—K2; 11 B—R3, Q—B3; 12 QKt—Q2, with a position well worth the Gambit pawn; or (b) 8 ... B—Kt3; 9 B—QKt5, P—QR3; 10 B—R4, B—B4; 11 P—B4, and White has regained the pawn with quite a good position.

Lasker's Defence may well be the best available after accepting the Gambit, but there are plenty of chances for the combinative player.

Variation (c)

THE EVANS GAMBIT DECLINED

1 P—K4	P—K4

2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B—Kt3
5 P—Kt5	

Although this is risky, it is much the most energetic way of continuing the attack and is therefore treated as the main variation. White has a perfectly good alternative in 5 B—Kt2, P—Q3; 6 P—QR4, P—QR3; 7 P—Kt5, P×P; 8 P×P, R×R; 9 B×R, Kt—Q5; but Black should have no difficulty in holding the position together by common-sense play.

5 ...	Kt—R4
6 Kt×P	

6 B—K2 allows Black to play 6 ... P—Q4.

6 ...	Kt—R3

Safest and best. 6 ... Q—Kt4 gives White good chances, i.e. 7 B×P ch, K—B1; 8 B×Kt, Q×Kt; 9 B—Q5 and if 9 ... Q×R; 10 Kt—B3 leaves Black with a lost position.

7 P—Q4	

Now he must stop Q—Kt4 at all costs.

7 ...	P—Q3
8 B×Kt	P×Kt
9 B×P	R—KKt1
10 B×P ch	K×B
11 B×P	

White has four pawns for the piece but Black's forces are well placed and most authorities consider that he has the advantage. Nevertheless, there is plenty of play left in the game, either side of which would suit the combinative player down to the ground.

THE TWO KNIGHTS' DEFENCE

This is a quite good way of avoiding the Giuoco Piano

and Evans Gambit, and although not quite sound, may appeal to the combinative player. It will therefore be treated from both sides. I strongly advise combinative players as White to continue, as in the main variations, by 4 Kt—Kt5. The positional player will, of course, continue 4 P—Q3, transposing into the slow Giuoco Piano, q.v. The initial moves are

Variation (a)

1	P—K4	P—K4
2	Kt—KB3	Kt—QB3
3	B—B4	Kt—B3
4	Kt—Kt5	P—Q4

Forced, and, as usual, the key to the defence.

5	P×P	Kt—QR4

If 5 ... Kt×P; 6 Kt×BP, K×Kt; 7 Q—B3 ch, K—K3; 8 Kt—B3 is good enough. It is impossible to play with the King in such a position. Also very strong is 6 P—Q4.

6 B—Kt5 ch

For 6 P—Q3 see sub-variation (1).

6	...	P—B3
7	P×P	P×P
8	Q—B3	

This old move, first invented by H. E. Bird, is now considered the key to White's game. The point is that White retains control of the vital square at K4. If instead 8 B—K2, P—KR3; 9 Kt—KB3, P—K5; 10 Kt—K5, B—Q3; 11 P—Q4, P×P e.p.; 12 Kt×QP, Q—B2, and White has great difficulty in mobilizing his forces.

8	...	Q—B2

He can also play 8 ... Q—Kt3 with similar play. 8 ... P×B is unsound on account of 9 Q×R, B—QB4; 10 Castles, Castles; 11 P—QKt4 (a fine sacrifice discovered

by Bird some sixty years ago. It drives the Black Bishop off his best diagonal); 11 ... B×P; 12 Kt—QB3, and Black has no compensation for the loss of the exchange (Bogoljubov *v.* Euwe match, 1941).

        9 B—Q3

Retaining his hold on K4.

| 9 ... | B—Q3 |

Or 9 ... B—KKt5; 10 Q—Kt3, Castles QR; 11 P—KB3.

10 Kt—B3	Castles
11 B—B5	B—Kt2
12 Q—R3	P—KR3
13 QKt—K4	Kt×Kt
14 Kt×Kt	

White retains the advantage of a pawn.

Sub-variation (1)

First five moves as above.

        6 P—Q3

This system, which I advocated in the first edition, has received a severe blow by analysis by Keres and is no longer in favour. The continuation is 6 ... P—KR3; 7 Kt—KB3, P—K5; 8 Q—K2, Kt×B; 9 P×Kt, B—QB4; 10 P—B3 (to provide the Knight with a resting place at Q4); 10 ... P—QKt4. This is the Keres move which aims at breaking up the White pawns. If White replies 11 P—QKt3, P×P; 12 P×P, B—R3, and the position is most uncomfortable. Match players should avoid this variation.

Sub-variation (2)

The Ulvestad variation.

This line, the invention of the American master whose name it bears, has not been much analysed but has met

with some success in practice in the hands of combinative players.

It consists of the moves 1 P—K4, P—K4; 2 Kt—KB3, Kt—QB3; 3 B—B4, Kt—B3; 4 Kt—Kt5, P—Q4; 5 P×P, P—QKt4; 6 B—B1. This is the best square for the Bishop. If 6 B×P, Q×P; 7 B×Kt ch, Q×B; 8 Castles, B—Kt2; and Black's position is worth more than the pawn.

6 ... Kt×P; 7 B×P, B—Kt2; 8 Kt—KB3, B—Q3; 9 P—Q4. It is questionable whether Black's superior development compensates for the pawn. The pin on the Queen's Knight is uncomfortable.

Variation (b)

1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	Kt—B3
4 P—Q4	

I do not recommend this for White. Black gets a free development and always seems to hold a slight positional advantage.

4 ...	P×P
5 Castles	Kt×P

Best. 5 ... B—B4 allows White to play 6 P—K5, the dangerous Max Lange Attack. To analyse this opening is outside the scope of this work. White's chances of obtaining it in a match game are so remote as to make it waste of time to study it.

6 R—K1	P—Q4
7 B×P	Q×B
8 Kt—B3	Q—QR4

This is now generally considered best but 8 ... Q—Q1; 9 R×Kt ch, B—K2; 10 Kt×P, P—B4; is also quite good.

9 Kt×Kt	

Or 9 R×Kt ch, B—K3; 10 Kt×P, Castles; 11 B—K3, B—KB4, and the two well-placed Bishops give Black an excellent game.

9 ...	B—K3
10 QKt—Kt5	Castles
11 Kt×B	P×Kt
12 R×P	B—Q3

Such advantage as there is lies with Black who is better developed and menaces a King's side attack by Q—R4.

THE KING'S GAMBIT

THE KING'S KNIGHT'S GAMBIT

This opening, after being quite out of fashion, has had a partial revival of late and may occasionally be ventured on by match players. A difficulty attached to it is that the game takes a completely different course when Black tries to defend the gambit pawn by 3 ... P—KKt4, and when he relinquishes the extra material by 3 ... P—Q4. In the former cases White endeavours to utilize his possession of the centre and open King's Bishop's file to obtain an attack against the Black King.

In the second a very open game results with no attacking chances to either side where White's only chance of obtaining an advantage is to utilize a pawn majority on the Queen's side. Another very good method of defending the King's Gambit is the Cunningham Defence 3 ... B—K2, which I strongly recommend to match players who may have to defend the opening, as it gives some chances of counter-attack. In playing the King's Gambit it is necessary to use a good deal of discrimination among the numerous variations, and I advise the adoption of the Kieseritzky Gambit. The Allgaier Gambit, although quite unsound, may occasionally be ventured as the defence is

difficult to find in actual play with a time limit. I do not advise the classical King's Knight's Gambit as I consider it considerably inferior to the Kieseritzky, and for this reason do not propose to subject it to analysis.

Note: In my view a player, faced with the King's Gambit, should accept it and then play either the Cunningham Defence or the Modern Defence 3 ... P—Q4. He should never try the unnatural 3 ... P—KKt4.

THE KIESERITZKY GAMBIT

The moves which give this opening its name are

1	P—K4	P—K4
2	P—KB4	P×P
3	Kt—KB3	P—KKt4
4	P—KR4	P—Kt5
5	Kt—K5	

Black has now a variety of defences, the best of which are (a) 5 ... B—Kt2; (b) 5 ... Kt—KB3; (c) 5 ... P—Q3; (d) 5 ... P—Q4. White's object in all cases is to regain the Gambit pawn and maintain a strong centre.

Variation (a)

5 ...		B—Kt2
6	P—Q4	

This developing move is considered better than 6 Kt×KtP, although that also may be safely played.

6 ...		Kt—KB3
7	B—B4	

This immediate attack on the KBP almost compels Black to play a counter gambit. If 7 ... Castles, White could play 8 Kt×BP, R×Kt; 9 P—K5, Kt—K1; 10 B×R ch, K×B; 11 Q×P, with a fierce attack.

7 ...		P—Q4

8	P×P	Kt—R4

Or 8 ... Kt×P; 9 Kt—QB3, P—QB3 (if 9 ... B—K3; 10 Kt×Kt, B×Kt; 11 B×B, Q×B; 12 Q×P); 10 Kt×KtP, and the weak Black pawn on KB5 will ultimately fall.

9	Kt—QB3	Castles
10	Kt×KtP	

White is a pawn ahead and it does not seem that Black can do much. If 10 ... R—K1 ch; 11 K—B2 or 10 ... Kt—Kt6; 11 R—R2.

Variation (b)

First five moves as above.

5	...	Kt—KB3
6	B—B4	P—Q4
7	P×P	B—Q3

7 ... B—Kt2 transposes into Variation (a).

8	P—Q4	

The sacrifice 8 Castles, B×Kt; 9 R—K1 constitutes the Rice Gambit about which several volumes have been written. This maze of complications is certainly not practical politics for match players.

8	...	Kt—R4
9	Kt—QB3	P—KB4

If 9 ... Castles; 10 Kt×KtP.

10 Kt—K2 and White must recover the pawn with a good position.

Variation (c)

First five moves as above.

5	...	P—Q3

The Kolisch Defence, a natural-looking line which gives Black some counter-attacking chances.

6 Kt×P	B—K2
7 Q—B3	

Best. The White King needs protection.

7 ...	B×P ch
8 Kt—B2	Q—Kt4
9 P—Q4	B—Kt6
10 Kt—B3	Kt—QB3

Or 10 ... B—Kt5; 11 Q×KB, P×Q; 12 B×Q, P×Kt ch; 13 K×P with the better ending.

11 B—Kt5	B—Q2
12 Kt—K2	

White has the best of things.

Variation (d)

First five moves as above.

5 ...	P—Q4
6 P—Q4	Kt—KB3

If 6 ... P×P; 7 B—B4 is very strong.

7 B×P	Kt×P
8 Kt—Q2	Kt×Kt
9 Q×Kt	B—Q3
10 Castles	B—K3
11 B—Q3	Kt—Q2

If he tries to win a piece by 11 ... P—KB3; 12 QR—K1, P×Kt; 13 B×P is sufficient.

12 QR—K1	

In this variation Black retains the Gambit pawn but White exercises strong pressure on the King's file.

THE ALLGAIER GAMBIT

As I remarked in the preliminary observations, this opening is unsound but may be ventured on a not very

important occasion. Play being purely tactical, the opening does not lend itself to analysis and usually the moves will suggest themselves.

The opening moves are 1 P—K4, P—K4; 2 P—KB4, P×P; 3 Kt—KB3, P—KKt4; 4 P—KR4, P—Kt5; 5 Kt—Kt5, P—KR3; 6 Kt×BP, K×Kt. White has now a choice between (1) 7 B—B4 ch, P—Q4 (forced); 8 B×P ch, K—K1 (8 ... K—Kt2; 9 P—Q4, P—B6; 10 P×P, is also playable); 9 P—Q4, Kt—KB3; 10 Kt—B3, B—Kt5; 11 B×P, Kt×B; 12 P×Kt, Q×P; or (2) 7 P—Q4, P—Q4, best; 8 B×P, Kt—KB3; 9 Kt—B3, B—Kt5; 10 B—K2, Kt—B3; 11 Castles, B×Kt; 12 P×B, K—Kt2. In neither case has White sufficient compensation for the piece sacrificed.

THE MODERN DEFENCE

1 P—K4	P—K4
2 P—KB4	P×P
3 Kt—KB3	P—Q4

In this defence Black abandons all attempts to defend the Gambit pawn and concentrates on securing equality in development.

It is true that it takes all the romance out of the opening but it has the merit of being easy to play. White's only chance against it is to try to obtain a majority of pawns on the King's side. It should be noticed that Black must be careful about the order of his moves. If he plays 3 ... Kt—KB3 intending P—Q4 on the fourth move, White can play a line suggested by Keres, 4 P—K5, Kt—R4; 5 Q—K2 (preventing P—Q4); 5 ... B—K2; 6 P—KKt4, P×P e.p.; 7 Q—Kt2, with a fine Gambit position. If 7 ... B—R5; 8 P×P wins material or if 7 ... P×P; 8 R×P, P—KKt3; 9 P—Q4, Kt—Kt2; 10 B—Q3 with excellent attacking possibilities.

4 P×P

If 4 P—K5, P—KKt4, holds the pawn perfectly safely. The fact that Black has already played P—Q4 makes all the difference.

4 ...	Kt—KB3
5 B—Kt5 ch	

Best. The older line 5 Kt—B3, Kt×P; 6 Kt×Kt, Q×Kt; 7 P—Q4, B—K2; 8 P—B4, Q—K5 ch; 9 K—B2 gives Black too much counter-play after 9 ... B—KB4 and 8 B—Q3 (instead of 8 P—B4) can safely be answered by 8 ... P—KKt4.

5 ...	P—B3

If 5 ... B—Q2; 6 Q—K2 ch, B—K2; 7 Kt—B3,

6 P×P	P×P
7 B—B4	B—Q3
8 Q—K2 ch	Q—K2
9 Q×Q ch	K×Q
10 P—Q4	B—KB4
11 P—B3	

White has slightly the superior pawn position.

THE CUNNINGHAM DEFENCE

This consists of the moves

1 P—K4	P—K4
2 P—KB4	P×P
3 Kt—KB3	B—K2

Black has now an immediate threat of B—R5 ch. However, if White replies 4 B—B4, I think that Black is well advised to refrain from the check since after 4 ... B—R5 ch; 5 K—B1, P—Q4 (practically the only move; against anything else Black gets a very cramped game); 6 P×P, I think White is in the advantage. Black will have

to lose time with his Bishop and White will probably capture the KBP. Better seems—

4 B—B4	Kt—KB3
5 P—K5	

If 5 P—Q3, P—Q4 with an excellent game, or 5 Kt—B3, Kt×P; 6 Kt×Kt, P—Q4.

5 ...	Kt—Kt5
6 Castles	

Forced in view of the threat of B—R5 ch.

6 ...	Kt—QB3
7 P—Q4	P—Q4
8 P×P e.p.	B×P
9 R—K1 ch	Kt—K2

Black has a thoroughly satisfactory game.

OTHER FORMS OF THE KING'S GAMBIT

(1) The King's Bishop's Gambit.

I do not recommend this opening for match play as Black has an easy equalizing line by which he can secure a drawn position without any risk as follows: 1 P—K4, P—K4; 2 P—KB4, P×P; 3 B—B4, P—Q4; 4 B×P, Kt—KB3; 5 Kt—QB3, B—QKt5; 6 Kt—B3, B×Kt; 7 QP×B, P—B3; 8 B—B4 or B—Kt3, Q×Q ch; 9 K×Q, Castles. There is nothing in the game.

(2) The Little Bishop's Gambit.

This has been played by Dr. Tartakover but, like its larger relative, gives White no advantage. A game, Tartakover v. Capablanca, proceeded 1 P—K4, P—K4; 2 P—KB4, P×P; 3 B—K2, P—Q4; 4 P×P, Kt—KB3; 5 P—B4, P—B3; 6 P—Q4 (6 P×P, Kt×P, leaves White too far behind in development); 6 ... B—Kt5 ch. Here Tartakover played 7 K—B1 but afterwards considered that

7 B—Q2, B×B ch; 8 Q×B, would have been better. However, after 8 ... P×P; 9 Q×P, P×P, such advantage as there is certainly lies with Black. Adoption of such openings is equivalent to resigning the advantage of the first move.

(3) The Breyer Gambit.

This has almost disappeared from modern chess practice, but seems slightly preferable to the foregoing.

The opening moves are 1 P—K4, P—K4; 2 P—KB4, P×P; 3 Q—B3 (delaying Black's P—Q4 for the moment); 3 ... Kt—QB3; 4 P—B3, Kt—B3; 5 P—Q4, P—Q4; 6 P—K5, Kt—K5; 7 B×P, P—B3 (this, the suggestion of Dr. Tarrasch, is the only correct move. If 7 ... B—K2; 8 Kt—Q2, Kt×Kt; 9 B×Kt, Castles; 10 B—Q3, White can Castle on the Queen's side and build up a formidable attack); 8 B—QKt5, B—K2; 9 P×P, B×P; 10 Kt—K2, Castles, Black's position is superior because of the poor position of the White Queen.

KING'S GAMBIT DECLINED

FALKBEER COUNTER GAMBIT

This defence, in spite of strenuous efforts to destroy it by Keres and others, still holds good and may be tried by combinative players, although I think the accepted Gambit gives Black better chances. The battle is fought out, in the early stages, on the open King's file and White must not yield to the temptation to delay his development in order to retain the Gambit pawn.

After the moves

1 P—K4	P—K4
2 P—KB4	P—Q4
3 P×P	

3 Kt—KB3 can be played but is generally regarded as

inferior on account of 3 ... B—Kt5; 4 B—K2, P×BP, and White has a poor variation of the Gambit accepted.

3 ...   P—K5

The point of the Counter Gambit which immediately restricts the development of White's King's Knight. White has now the option of trying to maintain the Gambit pawn or of destroying the Black's centre by 4 P—Q3. The first can be attempted by 4 B—Kt5 ch or 4 Kt—QB3, but they are inadvisable in my view as White's development becomes very difficult. A combinative player will have no fear of being a pawn down.

Consider (1) 4 B—Kt5 ch, P—B3; 5 P×P, P×P; 6 B—B4, Kt—B3; 7 P—Q4, B—Q3; 8 Kt—K2, Castles; 9 Castles, P—B4 (the object of this is to try and force a check at B4 with his Bishop, followed by Kt—Kt5); 10 P—B3 (if 10 P—Q5, QKt—Q2 threatening Kt—Kt3 and P—B5); 10 ... Kt—B3. Black has now a threat in B—KKt5. The chances in practical play are in favour of Black as it is difficult to find a move by which White can improve his position.

(2) 4 Kt—QB3, Kt—KB3; 5 B—Kt5 ch, P—B3; 6 P×P, Kt×P (6 ... P×P is also good with play similar to variation (1), but the text gives even prettier possibilities for Black); 7 P—Q3, B—QKt5; 8 B—Q2, P—K6. This was Morphy's famous move in all positions of this type. Black sacrifices a second pawn but White's chances of Castling are obviously remote and Black has excellent opportunities of a decisive attack on the King's file. A word here. The player who chooses a Gambit opening must play it as a Gambit, not as a slow Ruy Lopez. In other words, he must seek every chance of attack, rather than struggle to regain the sacrificed material at the cost, perhaps, of an inferior position.

4 P—Q3

This is played to destroy the objectionable Black pawn.

4 ...	Kt—KB3
5 Kt—Q2	

This is Keres' move. For 5 P×P see sub-variation (1).

5 ...	P×P

Best. If 5 ... B—KB4; then 6 P×P, Kt×P; 7 Kt—KB3, as Black cannot play 7 ... Q×P, on account of 8 B—B4, Q—B4; 9 Q—K2.

6 B×P	Kt×P
7 Kt—K4	Kt—Kt5
8 B—Kt5 ch	B—Q2

If 8 ... P—B3; 9 Q×Q ch, K×Q; 10 B—R4 is slightly in White's favour.

9 B×B ch	Kt×B
10 Kt—B3	Kt—B4

The game is about even and rather dull.

Sub-variation (1)

First four moves as above.

5 P×P	Kt×P
6 Kt—KB3	B—QB4
7 Q—K2	B—B4

This fine move is the invention of Dr. Tarrasch.

If White tries to win a piece by 8 P—KKt4, then 8 ... Castles; 9 P×B, R—K1; 10 B—Kt2, Kt—B7; 11 Kt—K5, Kt×R; and Black will remain the exchange ahead.

8 Kt—B3	Q—K2
9 B—K3	B×B
10 Q×B	Kt×Kt
11 Q×Q ch	K×Q
12 P×Kt	B—K5

Stronger than 12 ... B×P; 13 K—Q2; after 13 P—B4,

B×Kt; 14 P×B, Kt—Q2 Black, with a good Knight against a bad Bishop, has an excellent game.

THE GAMBIT DECLINED BY 2 ... B—B4

This line is not much played now, and I do not recommend it. It is true that the older form of attack for White shown in Variation (a) yields Black a fairly satisfactory line, but the more modern line in Variation (b) gives White a very strong centre and Black finds the defence difficult.

Variation (a)

1	P—K4	P—K4
2	P—KB4	B—B4
3	Kt—KB3	P—Q3
4	Kt—B3	Kt—KB3

This is the best Knight to develop. If 4 ... Kt—QB3; White can continue with 5 B—Kt5, Kt—K2; 6 P—Q4, P×P; 7 Kt×P, Castles; 8 B—K3, with a slight superiority for White on account of his possession of the centre.

This variation was christened by Blackburne the Mac-Lopez.

5	B—B4	Kt—B3
6	P—Q3	B—K3

The best move, as the doubled pawn is no disadvantage to Black. 6 ... B—Kt5; 7 P—KR3, B×Kt; 8 Q×B, Kt—Q5; 9 Q—Kt3, leads to complications which tend in favour of White.

7	B×B

Or 7 B—Kt5, P—QR3; 8 B×Kt ch, P×B; 9 Q—K2, (in order to play B—K3 and Castles); 9 ... P×P; 10 B×P, Q—Kt1. An ingenious move which seems to give Black an excellent game. White has difficulty in Castling on either side.

7 ...		P×B
8 P×P		P×P
9 Kt—QR4		

Still trying to Castle King's Rook.

9 ...		Q—K2
10 Kt×B		Q×Kt
11 Q—K2		Kt—Q5

With at least an equal game for Black.

Variation (b)

First three moves as above.

4 P—B3

The most energetic continuation for White who aims at a speedy P—Q4.

			Kt—KB3
4 ...			Kt—KB3

Black has two other continuations.

(1) 4 ... B—KKt5; 5 P×P, P×P; 6 Q—R4 ch (a good move invented by Marshall. Black must retire the Bishop on account of the attack on his King's pawn); 6 ... B—Q2; 7 Q—B2, Kt—QB3 (otherwise 8 P—Q4); 8 P—QKt4, B—Q3; 9 B—B4, Kt—B3; 10 P—Q3, followed by Castling King's Rook with an attack on the King's Bishop's file.

(2) 4 ... P—KB4 (a move which match players are unlikely to meet, as it is out of keeping with the temperament of those who decline the Gambit with B—B4); 5 BP×P, QP×P; 6 P—Q4, P×QP; 7 B—QB4 seems to give White an excellent game.

5 P×P		P×P
6 P—Q4		P×P
7 P×P		B—Kt5 ch
8 B—Q2		B×B ch
9 QKt×B		Castles

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10	B—Q3		P—B4
11	P—Q5		B—Kt5
12	Castles		QKt—Q2
13	Q—B2		

Spielmann *v.* Van Sheltinga, 1938. White's centre gives him good attacking chances.

PETROV'S DEFENCE

This is a very good opening leading to complicated play and well suited to the needs of an attacking player. The only drawback is that White can practically ensure a draw by exchanging Queens but, in the majority of match games, White would scorn such cowardly tactics.

After the opening moves—

1	P—K4		P—K4
2	Kt—KB3		Kt—KB3

White has the choice of three main lines. 3 Kt×P, 3 P—Q4 and 3 Kt—B3. These will be treated as Variations (*a*), (*b*), and (*c*). Variation (*a*) in turn divides itself into two sub-variations dependent on Black's play of his King's Bishop to Q3 or K2. Of these the latter is undoubtedly the safest but the former, favoured by Marshall, the great exponent of this defence, gives many chances to an ingenious player.

Variation (*a*)

3	Kt×P		P—Q3
4	Kt—KB3		Kt×P
5	P—Q4		

Here is White's opportunity to play the drawing line 5 Q—K2, Q—K2; 6 P—Q3 followed by the exchange of Queens.

5	...		P—Q4
6	B—Q3		B—Q3

The safer 6 ... B—K2 is dealt with as sub-variation (1). After the text Black must be prepared to sacrifice one or even two pawns but, as long as he can retain his Knight on K5, he has considerable chances.

7 Castles	B—KKt5

This is played instead of 7 ... Castles so that Black may play P—KB4 without restricting the mobility of his Queen's Bishop.

8 P—B4	

This is White's most attacking move as it undermines the position of Black's Knight. The alternative 8 R—K1, P—KB4; 9 P—B4, Castles, could lead to Marshall's famous trap. 10 P×P, B×P ch; 11 K×B, Kt×P; 12 Q—K2, Kt×B; 13 Q×Kt, B×Kt; 14 Q×B, Q—R5 ch, and wins.

8 ...	Castles

Best. After 8 ... P—B3; 9 Kt—B3, Black is very cramped.

9 P×P	P—KB4
10 Kt—B3	

Again 10 R—K1 would produce the Marshall trap.

10 ...	Kt—Q2
11 P—KR3	

If 11 Kt×Kt, P×Kt; 12 B×P, Kt—B3, recovering one pawn with good attacking chances. If 11 R—K1, best is 11 ... QKt—B3. The Marshall trap is no longer available as after 11 ... B×P ch; 12 K×B, Kt×P, White can escape by 13 B—KKt5. The difference is that with the Knight at Q2 Black cannot check at Q3.

11 ...	B—R4
12 Kt×Kt	P×Kt
13 B×P	Kt—B3
14 B—B5	

Black must now regain one of the pawns and still retains a little attack, but probably White should win with the very best play.

Sub-variation (b)

First six moves as above.

6 ...	B—K2

This is a much safer line than the preceding, and Black should not have much trouble in equalizing.

7 Castles	Castles
8 R—K1	Kt—KB3

The game is absolutely even.

Variation (2)

1 P—K4	P—K4
2 Kt—KB3	Kt—KB3
3 P—Q4	

This was recommended by Steinitz, who considered that it gave White the advantage, but more modern analysis tends to show that Black obtains equality.

3 ...	Kt×P

For 3 ... P×P see Sub-variation (1).

4 B—Q3	P—Q4
5 Kt×P	B—Q3
6 Castles	

An alternative is to try and force away the Black Knight with pieces. 6 Kt—B3, Kt×Kt; 7 P×Kt, Q—R5 (he does not like 6 ... Castles; 7 Q—R5 forcing the weakening P—KKt3); 8 Castles, Castles; 9 R—K1, Kt—Q2; 10 P—Kt3, Q—R6; 11 B—B1, Q—B4. The game is about even. (Smyzlov v. Lilienthal, Moscow, 1941.)

6 ...	Castles
7 P—QB4	

This undermining move is always Black's trouble in the Petrov Defence. The defensive reply 7 ... P—QB3 is never satisfactory, as it restricts the development of his Queen's side.

7	...	Kt—QB3
8	P×P	Kt×QP
9	B×Kt	B×Kt
10	P—B4	B—B3
11	Kt—B3	B—B4

An interesting open game with plenty of chances for both sides. (Alekhine v. Alexander, Hastings, 1934.)

Sub-variation (b)

First three moves as above.

3	...	P×P
4	P—K5	Kt—K5
5	Q×P	P—Q4
6	P×P e.p.	Kt×P
7	Kt—B3	Kt—B3
8	Q—B4	P—KKt3

An interesting idea. The Bishop stands well on KKt2. Nevertheless the move creates a weakness.

9	B—Q2	B—Kt2
10	Castles	Castles
11	B—Q3	B—K3
12	P—KR4	Q—B3
13	Q—R2	

Boleslavsky v. Alatorzev, Moscow, 1945. Both these lines are playable for Black but, on the whole, I recommend the main line as being less purely defensive.

Sub-variation (c)

1	P—K4	P—K4

2 Kt—KB3	Kt—KB3
3 Kt—B3	

This need cause Black no anxiety as he can equalize by simple play. 3 B—B4 transposes into the King's Bishop's Opening, which see.

3 ...	B—Kt5

3 Kt—B3 leads to the Four Knights' game, which see. The text is easier for Black.

4 B—B4	

If 4 Kt×P, Castles; 5 B—K2, R—K1; 6 Kt—Q3, B×Kt; 7 QP×B, Kt×P, regaining the pawn with complete equality.

4 ...	P—Q3
5 Kt—Q5	

Or 5 P—Q3, Kt—B3; 6 Castles, B—Kt5, with a good game.

5 ...	Kt×Kt
6 B×Kt	Castles
7 P—B3	B—R4
8 P—Q3	P—B3
9 B—Kt5	Q—K1

There is no point of attack for either side nor has been from the beginning.

THE PONZIANI OPENING

This is not a suitable opening for match players as White neglects his development for an attack involving early moves with his Queen, a violation of general principles. Nevertheless, it is necessary to know how to meet it and I strongly recommend the following logical Counter Gambit.

After the moves 1 P—K4, P—K4; 2 Kt—KB3, Kt—QB3; 3 P—B3, P—Q4 (always the logical reply to an

early P—QB3); 4 Q—R4. (This is the point of the Ponziani. White aims at an attack with Queen, Bishop, and Knight against Black's pinned Knight at QB3.)

4 ... Kt—B3. This bold move, which surrenders the attacked point for the sake of development, is Black's best line. 5 Kt×P, B—Q3; 6 Kt×Kt (6 P×P, B×Kt; 7 P×Kt, Castles, is in favour of Black on account of his superior development); 6 ... P×Kt; 7 P—Q3 (7 Q×P ch, B—Q2, is in favour of Black for the reason quoted above); 7 ... Castles; 8 B—Kt5, P—KR3; 9 B×Kt, Q×B. It is now too dangerous for White to play 10 Q×BP on account of 10 ... R—QKt1, threatening B—Kt2 as well as R×KtP. After 10 Kt—Q2, R—Kt1; 11 Q—B2, White is reduced to the defensive and Black's two Bishops give him the better chances.

THE SCOTCH GAME AND GAMBIT

The Scotch Game, once the favourite of Blackburne, is now little played in matches, as Black can easily equalize if he is content with a draw.

After the moves

1	P—K4	P—K4
2	Kt—KB3	Kt—QB3
3	P—Q4	P×P
4	Kt×P	Kt—KB3

White seems to have nothing better than 5 Kt×Kt. 5 Kt—QB3, B—Kt5, leads to the Four Knights' Game, which see.

5	Kt×Kt	KtP×Kt
6	B—Q3	

If 6 P—K5, Q—K2; 7 Q—K2, Kt—Q4; 8 Kt—Q2, B—Kt2; 9 Kt—Kt3, Castles; 10 P—QB4, Kt—Kt3, with at least equality.

6	...	P—Q4

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7 P×P

Here 7 P—K5 leads to interesting variations which tend in favour of Black by 7 ... Kt—Kt5; 8 B—KB4 (8 Castles leads to an old but rather pretty trap after 8 ... B—QB4; 9 P—KR3, Kt×KP; 10 R—K1, Q—B3; 11 Q—K2, Castles; 12 Q×Kt, Q×P ch; 13 K—R1, B×P; 14 P×B, Q—B6 ch; 15 K—R2, B—Q3 and wins); 8 ... B—QB4; 9 Castles, P—KKt4 (he must now guard against P—KR3); 10 B—Q2 (if 10 B—Kt3, P—KR4; 11 P—KR3, P—R5, etc.); 10 ... Q—K2; 11 B—B3, B—K3; 12 P—KR3, P—KR4, White dare not take the Knight and Black is in an excellent position to storm the King's side.

| 7 ... | P×P |
| 8 Castles | |

8 B—Kt5 ch, B—Q2; 9 B×B ch, Q×B, makes the draw more certain.

| 8 ... | B—K2 |
| 9 Kt—B3 | Castles |

Neither side has anything to play for. If Black is not satisfied with this quiet variation, he may risk a more intricate line. I am not very fond of the defence 4 ... B—B4, which leads to immense complexities where Black can easily go wrong; but the old defence 4 ... Q—R5 is not so bad as it is painted and might easily prove successful in a match game, as the opponent will, probably, not be prepared for it. It practically forces the gain of a pawn as 5 Kt—QB3 and 5 Q—Q3 are bad for White. (1) 5 Kt—QB3, B—Kt5; 6 Kt×Kt, Q×KP ch with a safe pawn ahead, and (2) 5 Q—Q3, Kt—B3; 6 Kt—Q2 (if 6 Kt—B3, B—Kt5, safely wins the pawn); 6 ... Kt—KKt5; 7 P—KKt3, Q—B3; 8 Kt(Q4)—B3, QKt—K4; 9 Q—K2, B—B4, with a winning attack. Nor is the counter-attack

5 Kt—QKt5, sufficient in my opinion. Black need not play to win the pawn, but can continue by a most ingenious sacrificial method, invented by Bird and completely forgotten nowadays. This consists of 5 ... B—B4; 6 Q—B3, best, Kt—B3; 7 Kt×P ch, K—Q1; 8 Kt×R, R—K1, with a fierce attack. A beautiful game won by Bird against very plausible play, continued 9 B—Q3, Kt×P; 10 Castles, Kt×P; 11 R×Kt, R—K8 ch; 12 B—B1, Kt—Q5; 13 Q×BP, Kt—K7 ch; 14 K—R1, Kt—Kt6 ch, and mates next move. Whether this counter-attack is analytically sound or not, it is rich in possibilities and would almost certainly succeed in actual play in the hands of an ingenious player.

White's best play against 4 ... Q—R5 seems to be 5 Kt—KB3, Q×KP ch; 6 B—K2, after which White will gain an advantage in development by attacks on the Black Queen.

THE SCOTCH GAMBIT

This is a line which may sometimes be tried by the combinative player. White, who aims at a direct attack on the KBP, has good chances and, even against the best defence, should secure equality.

After the moves

1	P—K4	P—K4
2	Kt—KB3	Kt—QB3
3	P—Q4	P×P
4	B—B4	

Black's usual continuation is

4 ...		B—B4

He can try to maintain his pawn by 4 ... B—Kt5 ch, but this is dangerous, viz. 4 ... B—Kt5 ch; 5 P—B3, P×P; 6 Castles, P—Q3 (if 6 ... P×P; 7 B×P, Kt—KB3; 8 Kt—Kt5, Castles; 9 P—K5, with a winning

attack); 7 Kt×P, Kt—B3; 8 Kt—Q5, with a position well worth the Gambit pawn.

5 P—B3

This is considered the strongest line. White has two alternatives: (1) 5 Castles to which Black must answer 5 ... P—Q3 (5 ... Kt—B3; 6 P—K5 makes the Max Lange Attack); 6 P—B3, B—KKt5; 7 Q—Kt3 (otherwise Black comfortably maintains his pawn); 7 ... B×Kt; 8 B×P ch, K—B1; 9 P×B (if 9 B×Kt, R×B; 10 P×B, P—KKt4, with a promising counter-attack); 9 ... Kt—B3, and Black has the better developed game; or (2) 5 Kt—KKt5 (a line to which Black must find the best replies); 5 ... Kt—R3; 6 Q—R5, Q—K2 (6 ... Kt—K4 loses against the problem-like move 7 Kt—K6); 7 Kt×BP, Kt×Kt; 8 B×Kt ch, Q×B; 9 Q×B, P—Q3, and again Black has the better development.

5 ...	P—Q6

5 ... P—Q3 and 5 ... Kt—B3 transpose into the Open Giuoco Piano, which see. 5 ... P×P, is best answered by 6 B×P ch, K×B; 7 Q—Q5 ch.

6 P—QKt4

To enable the Queen to play to QKt3 without risk of attack by Kt—QR4.

6 ...	B—Kt3
7 P—QR4	P—QR3
8 Q—Kt3	Q—K2
9 Castles	P—Q3
10 B—KKt5	Kt—B3

With about an equal game.

THE VIENNA GAME AND GAMBIT

This opening is a formidable weapon for attacking players. In its Gambit form it has provided White with

many quick victories but recent analysis tends to show that Black can at least equalize.

The non-sacrificial Vienna Game presents few difficulties for Black and is therefore not suited to combinative match players, although the positional player may find it quite a useful weapon.

To take the Gambit first. After the moves

| 1 P—K4 | P—K4 |
| 2 Kt—QB3 | |

Black has a choice of three reasonable replies: (*a*) 2 ... Kt—KB3; (*b*) 2 ... Kt—QB3; (*c*) 2 ... B—B4. The first of these is much the most usual and most important.

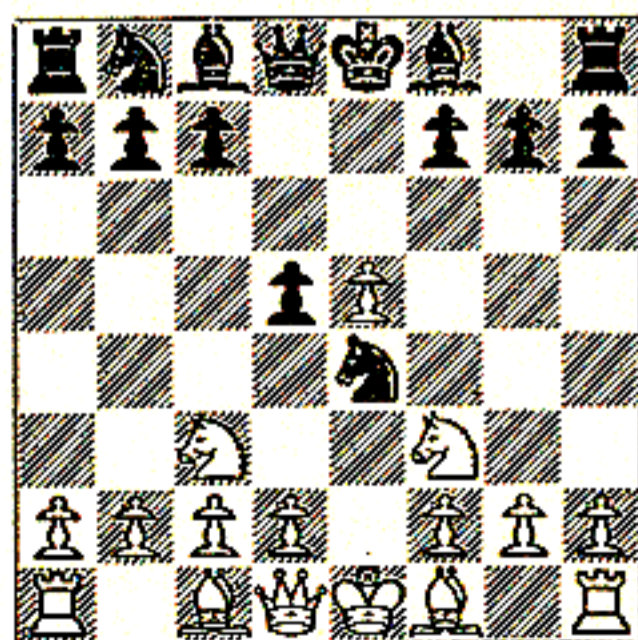### Variation (*a*)

| 2 ... | Kt—KB3 |
| 3 P—B4 | P—Q4 |

The only good move. If 3 ... P×P; 4 P—K5, Q—K2; 5 Q—K2, Kt—Kt1; 6 Kt—B3, with an overwhelming advantage in development.

| 4 P×P | Kt×P |
| 5 Kt—B3 | |

Diagram No. 2

BLACK

WHITE

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If 5 P—Q3, Black should play 5 ... Kt×Kt; 6 P×Kt, P—Q5, stopping P—Q4 (not 5 ... Q—R5 ch; 6 P—Kt3, Kt×KtP; 7 Kt—KB3, Q—R4; 8 Kt×P, with a strong attack. Or if 5 Q—B3, Kt—QB3; 6 B—Kt5 (if 6 Kt×Kt, Kt—Q5)); 6 ... Kt×Kt; 7 KtP×Kt, Q—R5 ch; 8 P—Kt3, Q—K5 ch with a good game.

In the position on the diagram Black has the choice of five defences which will be treated as separate sub-variations. (1) 5 ... B—K2; (2) 5 ... B—QB4; (3) 5 ... B—QKt5; (4) 5 ... Kt—QB3; (5) 5 ... B—KKt5.

Sub-variation (1)

5 ... B—K2; 6 P—Q4 (if 6 Q—K2, P—KB4; 7 P—Q3, Kt—B4; 8 P—Q4, Kt—K5 with a good game); 6 ... Castles; 7 B—Q3, P—KB4; 8 P×P e.p., B×P; 9 Castles, Kt—QB3; 10 Kt×Kt, P×Kt; 11 B×P, Kt×P (Konstantinopolski v. Keres, Moscow, 1940). The game is about equal.

Sub-variation (2)

5 ... B—QB4 (this move is not so foolish as it looks. The idea is to induce White to play P—Q4 and so leave the Black Knight established on K5); 6 P—Q4, B—QKt5; 7 B—Q2 (the "books" give 7 Q—Q3, but it seems to me that after 7 ... P—QB4, Black has the better game. The White Queen is subject to attack by the minor pieces); 7 ... P—QB4; 8 P—QR3, B×Kt (this seems best. The strength of Black's position depends on the maintenance of the Knight at K5); 9 B×B, P—B5; 10 B—K2, Castles; 11 Castles, Kt—QB3; 12 Q—K1. The game is again about equal.

Sub-variation (3)

5 ... B—QKt5; 6 Q—K2 (this is a very important move as it enables White to dislodge the Knight from

K5); 6 ... B×Kt (if 6 ... Kt×Kt; 7 QP×Kt, B—K2; 8 B—B4 followed by Castles QR with a splendid development); 6 KtP×B, Castles; 7 P—B4, P—QB3; 8 P×P, P×P; 9 P—Q3, Q—R4 ch; 10 B—Q2, Kt×B; 11 Q×Kt. After the exchange of Queens White has slightly the better of it owing to the weakness of Black's isolated QP.

Sub-variation (4)

5 ... B—KKt5 (after this White can dislodge the Knight without any trouble); 6 Q—K2, Kt×Kt (6 ... Kt—QB3, fails against 7 Kt×Kt, Kt—Q5; 8 Q—Q3, and if 8 ... B×Kt; 9 Kt—Kt3, leaving two pieces *en prise*); 7 QP× Kt, Kt—B3; 8 B—B4, followed by Castling QR with a fine development.

Sub-variation (5)

5 ... Kt—QB3; 6 B—Kt5 (safest. If 6 Q—K2, B— KB4; 7 Q—Kt5, P—QR3, leads to complications in Black's favour); 6 ... B—QKt5; 7 Castles, Castles; 8 Q—K1 with a good game.

Of the five sub-variations I consider (1) and (2) the best for Black; (3) and (4) tend slightly to White's advantage; and in (5) White can make the play on the King's side.

OTHER DEFENCES TO THE VIENNA

After the moves 1 P—K4, P—K4; 2 Kt—QB3, Black sometimes plays 2 ... Kt—QB3. I do not recommend this. If White wishes to continue in Gambit style he can play 3 P—B4, P×P (there is nothing better now); 4 Kt—KB3, P—KKt4; 5 P—KR4, P—Kt5; 6 Kt—Kt5, P—KR3; 7 Kt×P, K×Kt; 8 B—B4 ch (the Hampe-Allgaier

Gambit which is considerably stronger than the ordinary Allgaier as the development of the two Knights favours White who can speedily Castle on the Queen's side, or he can get a favourable variation of the Vienna Game by 3 P—KKt3, which see. Another possible move for Black is 2 ... B—B4. This is quite a good defence. If White continues 3 P—KB4, P—Q3, leading into a King's Gambit Declined, in which White has deprived himself of his strongest attacking line P—QB3 (see King's Gambit Declined)). Other third moves for White will probably transpose into the Giuoco Piano slow variations, which see.

THE VIENNA GAME

This is a perfectly sound line but, as Black can easily secure equality, I do not recommend it for match players. The only line worth looking at from the point of view of White is 1 P—K4, P—K4; 2 Kt—QB3, Kt—QB3. Here players who may not care to indulge in the sacrificial Hampe–Allgaier (see above) have a perfectly good line in 3 P—KKt3, Kt—B3; 4 B—Kt2, B—B4; 5 KKt—K2, P—Q3; 6 Kt—R4, Castles; 7 Kt×B, P×Kt; 8 P—Q3, B—K3; 9 P—Kt3 (to stop P—B5. White has the advantage of two Bishops and has also opportunities of King's side attack by Castles KR and P—KB4).

From the point of view of the defence, after the moves 1 P—K4, P—K4; 2 Kt—QB3, Kt—KB3; 3 B—B4, Black's best reply is 3 ... Kt—B3. If now 4 P—B4, Kt×P is good for Black and if 4 P—Q3, B—Kt5; 5 B—KKt5 (if 5 Kt—K2, P—Q4); P—KR3; 6 B×Kt (if 6 B—R4, P—KKt4, followed by P—Q4); B×Kt ch; 7 P×B, Q×B; 8 Kt—K2, P—Q3; 9 Castles, P—KKt4; 10 P—Q4, Kt—K2, Black's position is slightly preferable. He can bring his Knight into good play on the King's side and has prospects of an attack.

5

SECTION II

THE SEMI-OPEN GAME

The Queen's Gambit and Queen's Pawn Opening

This is by far the most important opening for match players. It is adopted in 75 per cent of modern master tournament games and is also the most popular in club and county matches. The reason for this is that, as already stated in Chapter I, it is equally adapted to the needs of positional and combinative players.

In nearly all the leading variations White has the choice of turning the game into either a solid or romantic type of position and dominates the early stages in a manner impossible in any other opening. This is not to say that the Queen's Gambit gives White a definite advantage. Black has many methods of securing an equal position but he cannot prevent White obtaining his own favourite type of game. He has no method, as he has in the Open Giuoco Piano or the Scotch, of reducing the position to one of dead equality, nor can he obtain a quick counter-attack as in the Sicilian or the Petrov. The most he can hope for is to obtain an equal position for the middle game in a full board and to do this against a good player requires a thorough knowledge of the principles of the particular line of defence he wishes to adopt. I strongly advise match players to choose one particular line of defence and stick to it, first mastering its principles thoroughly. For positional players I advise the Gambit Accepted, Lasker's Defence, the Slav Defence, and the Grünfeld. For combinative players the Cambridge Springs (this also involves a knowledge of the defence to the Exchange variation), the King's Indian, and the Dutch Defence. The combinative player may also occasionally venture on Albin's Counter Gambit.

In the following pages I shall deal with the defences named above from the point of view of both Black and White. The others, which I consider less suitable for match players, from White's side only. There are two notable omissions from this list. The Orthodox Defence (with the exception of the Lasker variation) gives Black such a lifeless game that it is impossible to recommend it, and the once popular Niemzovitch Defence has received such a hammering in recent master tournaments that match players should eschew it, at any rate until some new strengthening of the defence against the Samisch variation has been discovered.

THE QUEEN'S GAMBIT ACCEPTED

1 P—Q4	P—Q4
2 P—QB4	P×P
3 Kt—KB3	

Best. Against other moves Black can secure equality by 3 ... P—K4. For instance, 3 P—K3, P—K4; 4 B×P, P×P, and Black has a free game with play against the isolated Queen's pawn.

| 3 ... | Kt—KB3 |

For 3 ... P—QR3, see Sub-variation (1).

| 4 P—K3 | |

An alternative is 4 Q—R4 ch against which Dr. Euwe recommends 4 ... QKt—Q2; 5 Kt—B3, P—K3; 6 P—K4, P—QR3; 7 B×P, R—QKt1; 8 Q—B2, P—QKt4; 9 B—Q3, B—Kt2; 10 Castles, P—B4 with satisfactory counter chances.

Black can also play 4 ... Q—Q2; 5 Q×BP, Q—B3, forcing the exchange of Queens.

| 4 ... | P—K3 |
| 5 B×P | P—B4 |

Best, as it restores the balance in the centre. To counter-act White's central advantage Black must play energetically on the Queen's wing.

| 6 Castles | P—QR3 |

Also quite good is 6 ... P×P; 7 P×P, Kt—B3; 8 Kt—B3, B—K2; 9 B—K3 (9 P—Q5 leads only to equality); 9 ... Castles; 10 Kt—K5, a strong move. After 10 ... Kt×Kt; 11 P×Kt, White has the best of it whether Black exchanges Queens or not, as he has control of the advanced square Q6. If Black does not exchange Knights White has much the freer game.

| 7 Q—K2 | Kt—B3 |

If 7 ... P—QKt4, White should play 8 B—Q3 followed as soon as possible by P—QR4.

| 8 Kt—B3 |

This seems better than the more usual 8 R—Q1 if only because it does not allow Black the continuation 8 ... P—QKt4; 9 B—Kt3, P—B5; 10 B—B2, Kt—QKt5, getting rid of White's best attacking piece.

| 8 ... | P—QKt4 |

8 ... P×P; 9 R—Q1 gives White much the better game.

| 9 B—Kt3 | B—Kt2 |

Other moves are inferior: 9 ... P—Kt5; 10 P—Q5, P×P; 11 Kt×P, Kt×Kt; 12 R—Q1, etc., or 9 ... P—B5; 10 B—B2 followed by R—Q1 and P—K4, and White's central attack will prove stronger than Black's Queen's-side majority. (*Note:* The situation is different to that given in our note to move 8 in which Black is able to eliminate White's powerful King's Bishop.)

10 R—Q1	Q—B2
11 P—Q5	P×P
12 Kt×P	

(If 13 B×P, Black gets the better of it by 13 ... P—Kt5.)

12 ...	Kt×Kt
13 B×Kt	B—K2
14 P—QKt3	

There is not much advantage to either side but plenty of play left. The conclusion is that the acceptance of the Gambit is quite playable, but Black must exercise great care. In particular he must always be on the watch for White's move P—Q5.

Sub-variation (1)

1 P—Q4	P—Q4
2 P—QB4	P×P
3 Kt—KB3	P—QR3
4 P—K3	

If 4 P—K4 Black can hold the Gambit pawn since after 4 ... P—QKt4; 5 P—QR4, B—Kt2, the White King's pawn is *en prise*.

4 ...	B—Kt5

This is Alekhine's variation which is quite playable although White seems to get a shade of advantage with the best play.

5 B×P	P—K3
6 Q—Kt3	B×Kt
7 P×B	P—QKt4
8 B—K2	P—QB4

Best. After 8 ... Kt—KB3; 9 P—QR4, P—Kt5; 10 Q—B4, Black's position on the Queen's Bishop's file is awkward.

9 P—QR4	P—Kt5
10 P×P	B×P
11 Kt—Q2	Kt—KB3
12 Q—B4	QKt—Q2
13 Kt—Kt3	B—K2
14 P—K4	

(Van Scheltinga *v.* Alekhine, Buenos Aires, 1939). White's game is preferable. He has two Bishops and the light coloured-squares on Black's Queen's wing are weak.

THE QUEEN'S GAMBIT DECLINED

Variation (*a*)

Orthodox Defence

As stated above, I do not recommend this for the second player and propose to treat it from the point of view of White only.

1	P—Q4	P—Q4
2	P—QB4	P—K3
3	Kt—QB3	Kt—KB3
4	B—Kt5	B—K2
5	P—K3	Castles
6	Kt—B3	QKt—Q2
7	R—QB1	

Diagram No. 3

BLACK
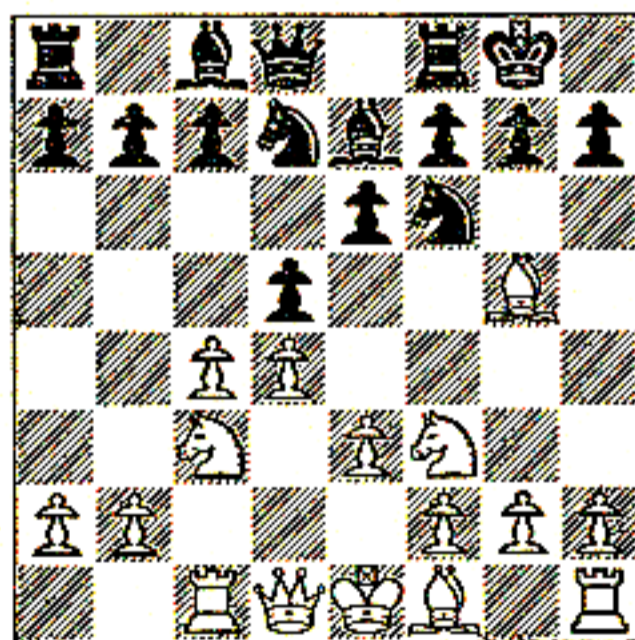
WHITE

White is strongly advised to play his first seven moves in the above order. Transpositions such as Kt—KB3 at

an earlier stage give Black opportunities for complications. 7 R—QB1 is generally regarded as White's best as it prevents Black from freeing his position by P—QB4. Since we are studying the variation from the point of view of White only, it is not necessary to consider other seventh moves. In the diagrammed position the problem facing Black is the development of his Queen's Bishop which is at present badly cramped. There are three recognized methods of attempting this. 7 ... P—B3 which is treated as the main variation; 7 ... P—QKt3, Variation (a); 7 ... P—QR3, Variation (b).

| 7 ... | P—B3 |

The object of this is to exchange his Queen's pawn for White's Queen's Bishop's pawn, force an exchange of pieces by Kt—Q4, and later advance P—K4, freeing the piece for action on the King's side.

8 B—Q3

Also good is 8 Q—B2 so as to gain a "tempo" if Black plays 8 ... P×P. Black's best answer to this is probably 8 ... P—QR3; 9 P×P, transposing into the Exchange Variation, which see.

| 8 ... | P×P |
| 9 B×P | Kt—Q4 |

Logical. Sometimes seen is 9 ... P—QKt4; 10 B—Q3, P—QR3; but White should secure an advantage by 11 P—QR4.

10 B×B	Q×B
11 Castles	Kt×Kt
12 R×Kt	P—K4

This is the critical position in the opening and it is here that White can dictate the course of the game according to whether his tastes incline to combinative or positional play. In the former case I recommend the Rubinstein

Variation, 13 P×P, Sub-variation (1), while the positional player will prefer 13 Q—B2, Sub-variation (2).

Sub-variation (1): 13 P×P, Kt×P; 14 Kt×Kt, Q×Kt; 15 P—B4 (here White aims at immediate King's side attack. The idea is to play, if possible, P—B5 shutting in Black's Queen's Bishop and then try and bring the Queen's Rook to the King's side after P—K4); 15 ... Q—K5 (the best move. If 15 ... Q—K2; 16 P—B5, B—Q2; 17 P—B6, P×P; 18 P—K4, with a fierce attack); or 15 ... Q—B3 (better than Q—K2; but not satisfactory. 16 P—B5 and Black has difficulty in completing his development); 16 Q—K2, B—B4; 17 B—Q3 or 17 P—KKt4, with fine chances for the combinative player.

Sub-variation (2): 13 Q—B2, P—K5 (if 13 ... P×P; 14 P×P, Kt—Kt3 (if 14 ... Kt—B3; 15 R—K1, Q—Q3; 16 Kt—Kt5 with a tremendous attack); 15 R—K1, Q—B3; 16 B—Kt3, B—B4; 17 Q—K2. Dr. Euwe considers that this position is satisfactory for Black but, in my view, White's domination of the King's file gives him a considerable advantage); 14 Kt—Q2, Kt—B3; 15 R—B1, B—B4; 16 P—QR3. White has a positional advantage. His policy is to advance the QKtP and, at the right moment, force open the Queen's Bishop's file by P—Kt5. Black's counter-attacking chances are negligible and the only point White has to guard against is an exchange of Bishops which might allow Black to establish his Knight on Q4. This, however, is easily preventable on account of the weakness of Black's King's pawn.

Returning to the position of Diagram No. 3, we have to consider two other moves of Black: 7 ... P—QKt3, Variation (b) and 7 ... P—QR3, Variation (c). It should be noted here that 7 ... P—B4 is not good on account of 8 QP×P, P×P (if 8 ... Kt×P; 9 B×Kt, B×B; 10 P×P, P×P; 11 Kt×P, winning a pawn); 9 P—B6, Kt—Kt3 (9 ... P×P; 10 B×P leaves Black with a

hopelessly weak QBP); 10 Q×Q, R×Q; 11 Kt—K5, with much the better pawn position.

Variation (b)

| 7 ... | P—QKt3 |
| 8 P×P | |

Closing the diagonal on which the Black Bishop intends to operate as the reply 8 ... Kt×P; 9 Kt×Kt, would cost a pawn.

| 8 ... | P×P |

Now White has to choose between two distinct lines of play. First to aim at a direct attack on the White King by B—Q3, Kt—K5, and P—KB4, known as the Pillsbury Attack, or, secondly, to endeavour to occupy the weak white squares on Black's Queen's wing by B—Kt5 and Q—R4. The first, which I will treat as Sub-variation (1), leads to many opportunities for beautiful attacks and is therefore best adapted to the needs of the combinative player. Sub-variation (2) is suitable for those whose forte is position play.

Sub-variation (1)

9 B—Q3, B—Kt2; 10 Castles, P—B4; 11 Q—K2, Kt—K5; 12 B—B4 (better than 12 B×B, which enables Black to maintain his Knight on K5); 12 ... Kt×Kt (he cannot play 12 ... P—B5, because of 13 B×Kt, P×B; 14 Kt—Q2, winning a pawn and 12 ... P—B4 gives White undisputed control of the square K5); 13 P×Kt (here this is better than 13 R×Kt which gives Black a target for the advance of his pawns, viz. P—B5, P—QKt4, P—Kt5, etc.).

| 13 ... | P—B5 |
| 14 B—B5 | |

The stage is set for an interesting game. Black has established his Queen's side majority but White's pieces

are excellently posted for King's side attack and, in practical play, his chances are better.

Sub-variation (2)

9 B—Kt5, B—Kt2; 10 Castles, P—QR3; 11 B—R4, P—B4; 12 P×P, Kt×P (12 ... P×P; 13 KB×Kt, Q×B; 14 Kt—QR4 is bad for Black); 13 Kt—Q4 with a slight positional advantage.

Variation (c)

In the position of Diagram No. 3

      7 ...   P—QR3

White's best answer to this move which intends P×P followed by P—QKt4 and P—B4, is 8 P×P transposing into the Exchange Variation, which see.

THE LASKER DEFENCE

This is one of the safest methods of defending the Queen's Gambit and it is well suited to the style of a positional player who is fairly well versed in the endgames.

The opening moves are—

1 P—Q4	P—Q4
2 P—QB4	P—K3
3 Kt—QB3	Kt—KB3
4 B—Kt5	B—K2
5 P—K3	Castles
6 Kt—B3	Kt—K5

Note: In modern master practice this move is generally preceded by 6 ... P—KR3 which will be treated as Lasker's Defence Deferred. There seems no absolute necessity for the move of the RP which gives White the opportunity of changing the character of the game. I, therefore, advise those who wish to use the defence to move Kt—K5 at the sixth move.

7 B×B	Q×B
8 Q—B2	

This is now considered best in order to retake with the Queen, if Black exchanges Knights, and try to exercise pressure on the QB file. If 8 P×P, Kt×Kt; 9 P×Kt, P×P; 10 Q—Kt3, Q—Q3 is best.

8 ...	P—QB3

8 ... Kt×Kt; 9 Q×Kt, P—QB3 is also quite good.

9 B—Q3	

9 Kt×Kt, P×Kt; 10 Q×P, Q—Kt5 ch; 11 Kt—Q2, Q×KtP; 12 Q—Kt1, only leads to a level endgame.

9 ...	Kt×Kt

If 9 ... P—KB4; 10 Kt—K5 is good for White.

10 Q×Kt	

10 P×Kt would compel White to lose a tempo by P—KR3, the reason why this move usually precedes Kt—K5, but it is doubtful if it makes much difference.

10 ...	Kt—Q2
11 Castles	P×P
12 B×P	P—QKt3
13 P—K4	

White has rather the freer game, but the Black position is without weakness and it is difficult to stop Black from advancing his Queen's side pawns.

LASKER DEFENCE DEFERRED

Moves 1 to 6 as above.

6 ...	P—KR3
7 B×Kt	

This is the move which alters the character of the game and, in my view, gives White a slight advantage. If 7 B—R4 then, of course, 7 ... Kt—K5 as above.

7 ...	B × B
8 Q—Kt3	

Stronger than 8 Q—B2, P—B4; 9 QP × P, Q—R4; 10 B—K2, P × P; 11 Castles, B × Kt; 12 Q × B, Q × Q; 13 P × Q, Kt—Q2 with equality (Winter *v.* Bondarevsky, Anglo-Soviet Match, 1947).

8 ...	P—B3
9 B—Q3	

This variation has not been much analysed, but White appears to have the better development and can continue with Castles KR followed, at the proper moment, by P—K4, or, if he feels in a daring mood, with Castles QR and a pawn storm against the Black King.

THE EXCHANGE VARIATION

This is one of the soundest variations of the Queen's Gambit Declined and should yield White a slight advantage although the play is not so interesting as in the more fluid positions arising from the normal game. At first sight it seems illogical as the exchange of pawns frees Black's Queen's Bishop but, in fact, this piece has not a great deal of scope on the King's side. The main variation will suit the positional player, while the more romantic type may prefer Sub-variation (1).

The usual opening moves are—

1 P—Q4	P—Q4
2 P—QB4	P—K3
3 Kt—QB3	Kt—KB3
4 B—Kt5	QKt—Q2
5 P × P	

This is the best moment for the exchange. If instead 5 P—K3, P—B3; 6 P × P, Black may well take with the BP.

5 ...	P×P
6 P—K3	P—B3

Sooner or later this has to be played.

7 B—Q3	B—K2
8 Q—B2	

If 8 Kt—B3, Kt—K5, equalizes. For 8 KKt—K2, see Sub-variation.

8 ...	P—KR3

This move is not always played, but it has the advantage of obviating threats of B×RP ch at a later stage. If 8 ... Castles play proceeds on the same general lines.

9 B—R4	Castles
10 Kt—B3	R—K1
11 Castles KR	

The principles governing the play are clear. White's objective is to force a break through on the Queen's side by P—QKt4 and P—QKt5. Black aims at forcing Kt—K5 and obtaining a King's side attack with his pawns. Although White's chances seem rather better, the position is very closely balanced and both sides must play with the greatest energy.

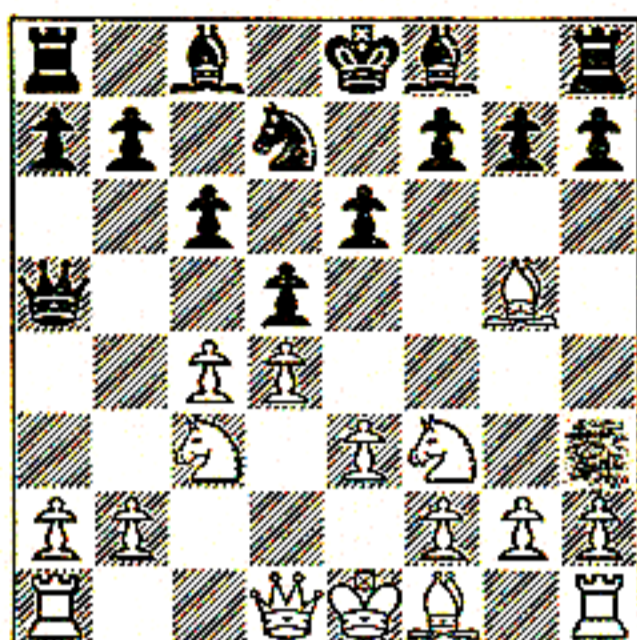|	
11 ...	Kt—B1
12 QR—Kt1	Kt—K5
13 B×B	Q×B
14 P—QKt4	

Sub-variation (1)

At White's eighth move

8 KKt—K2	Castles

Natural, but I think Tartakover's variation 8 ... Kt—K5; 9 B×B, Kt×Kt (if 9 ... Q×B; 10 B×Kt, P×B; 11 Kt—Kt3, Kt—B3; 12 Q—B2 wins a pawn); 10 P×Kt, Q×B, is preferable. There is not a great deal in the game.

9 Kt—Kt3	Kt—K1

If 9 ... P—KR3; 10 P—KR4.

10 P—KR4	QKt—B3
11 Q—B2	B—K3
12 Kt—B5	B×Kt
13 B×B	Kt—Q3
14 B—Q3	

Alekhine *v.* Capablanca, 32nd match game. White seems to have the best of it.

THE CAMBRIDGE SPRINGS DEFENCE

This is one of the most interesting ways of defending the Queen's Gambit. It seems to have gone out of fashion for no reason that I can see, as in all variations Black appears to obtain an equal game. I, therefore, recommend it to combinative players, in particular as some of the early positions are of extreme complexity. Positional players may also try it in its simpler forms which will be indicated. A drawback to the Cambridge Springs is that White can evade it by transforming it into the Exchange Variation, by playing 5 or 6 P×P, a course I recommend to those players of the White pieces who have not too much time to spare for the study of the openings.

The opening moves are—

1 P—Q4	P—Q4
2 P—QB4	P—K3
3 Kt—QB3	Kt—KB3
4 B—Kt5	QKt—Q2
5 P—K3	P—B3
6 Kt—B3	Q—R4

The principles underlying the Defence are clear. Black wishes to take advantage of the fact that the White Queen's Bishop has left the Queen's wing to carry out an immediate attack against the pinned Knight on QB3. In

Diagram No. 4

BLACK

WHITE

addition there is a masked attack against the Queen's Bishop as Black can, at any time, open the rank by P×P. For instance, in the diagrammed position 7 B—Q3 would be a mistake for White on account of the reply 7 ... Kt—K5; 8 B×Kt, P×B; 9 Kt—K5, P—B3; 10 Q—R5 ch (10 Kt×Kt, Q×B; 11 Kt×B, Q×P wins at least a pawn); 10 ... P—Kt3; 11 Kt×KtP, Q×B; 12 Q×Q, P×Q; 13 Kt×R, B—Kt2, winning two pieces for a Rook.

White's usual methods of dealing with the diagrammed position are: (a) 7 Kt—Q2; (b) 7 P×P; and (c) 7 B×Kt.

Variation (a)

                7 Kt—Q2

The primary object of this move is to prevent Black's Kt—K5.

        7 ...   B—Kt5

For 7 ... P×P, see Sub-variation (1).

        8 Q—B2   Castles
        9 B—K2   P—K4

This is the key move in the defence. Black's only weakness lies in the blocked position of his Queen's Bishop and

this temporary sacrifice enables him to bring the piece into good play.

10 P×KP

The natural move although 10 Castles, P×QP; 11 Kt—Kt3, Q—B2; 12 KKt×P, P×P; 13 B×P, Q—R4 is good and safe. On the other hand 10 B×Kt leads to nothing, viz. 10 ... Kt×B; 11 P×KP, Kt—K5; 12 KKt×Kt, P×Kt; 13 Castles KR, B×Kt; 14 Q×B, Q×Q; 15 P×Q, R–K1; 16 KR—Q1, K—B1, recovering the pawn with the better ending.

10 ...	Kt—K5
11 KKt×Kt	P×Kt
12 Castles KR	B×Kt
13 P×B	Kt×P
14 Q×P	Kt—Kt3

Objectively the best move, but 14 ... P—B3 baits an ingenious trap which is well worth trying in actual play.

Suppose 15 B—B4 (15 B—R4 is correct); 15 ... B—B4 wins the Queen for, if 16 Q×B, Kt—B6 ch and 16 Q—Q4, QR—Q1.

15 B—B4	Kt×B
16 Q×Kt	Q×BP

If anything Black has the best of it owing to the weakness of White's Queen's side pawns.

Sub-variation (1)

As above to White's 7th move.

7 ...	P×P

This is a simplifying line and is to be recommended to positional players. It leaves White a strong centre, but Black has the compensation of a pair of Bishops. The exchange can also be played after 7 ... B—Kt5; 8 Q—B2, but is more logical here as Black gains nothing from B—Kt5 in this variation.

8	B×Kt	Kt×B
9	Kt×P	Q—B2
10	B—Q3	B—K2
11	Castles	Castles
12	R—B1	R—Q1
13	Q—K2	B—Q2
14	Kt—K5	B—K1
15	P—B4	P—B4

(Alekhine *v.* Kashdan, Bled, 1931). Black has a satisfactory game. In this variation Black should seek the earliest possible opportunity of striking at the White centre by P—QB4.

Variation (*b*)

As above to diagrammed position.

    7 P×P

This line is not to be recommended for White. Black's attack on the pinned Knight assumes formidable proportions and White has to find all the best moves to secure equality.

7	...	Kt×P
8	Q—Kt3	

For 8 Q—Q2, see Sub-variation (1).

8	...	B—Kt5
9	R—B1	P—K4

This sacrifice is again the key to the defence and makes things very difficult for White. There are a number of continuations only one of which is satisfactory.

(1) 10 B—QB4, P×P; 11 B×Kt, P×B; 12 P×P, Castles; 13 Castles, Kt—Kt3; 14 P—QR3, B×Kt; 15 R×B, B—Q2; equal game (Flohr *v.* Winter, Hastings, 1936).

(2) 10 Kt×P, QKt×Kt; 11 P×Kt, B—K3; 12 P—

6

QR3, Kt×Kt; 13 Q×B best, Q×Q; 14 P×Q, Kt—R7, recovering the pawn with the better endgame.

(3) 10 B—K2, P—KR3; 11 B—R4, P×P; 12 P×P (if 12 Kt×P; 13 ... Kt—B4, etc.); Kt—B5, with much the better game.

(4) 10 P×P, Kt—B4; 11 Q—B2, Kt—R5 and the attack on the pinned Knight wins.

Sub-variation (1)

On White's 8th move: 8 Q—Q2, QKt—Kt3 (this seems better than 8 ... B—Kt5 to which White can answer 9 R—B1, Kt—Kt3; 10 P—K4); 9 R—B1, Kt×Kt; 10 P×Kt, Kt—Q4; 11 B—Q3, Kt×QBP; 12 Castles (if 12 R×Kt, B—Kt5 wins); 12 ... B—Kt5; 13 P—QR3 (the second pawn sacrifice is Black's only chance); 13 ... Q×P; 14 R—R1, Q—Kt6 and White has little compensation for the sacrificial material.

Returning to the diagram we come to

Variation (c)

7 B×Kt

This is a perfectly sound line but rather unenterprising and reduces White's chances to a minimum.

7	...	Kt×B
8	B—Q3	B—Kt5
9	Q—Kt3	P×P
10	B×P	Castles
11	Castles	B×Kt
12	P×B	P—QKt3
13	Kt—K5	B—Kt2

followed by P—B4 with a perfectly equal game.

THE CAMBRIDGE SPRINGS DEFENCE EVADED

Besides the Exchange Variation which has already been dealt with, White has two other methods of evading the

Cambridge Springs which require brief notice. In the first of these, after the moves 1 P—Q4, P—Q4; 2 P—QB4, P—K3; 3 Kt—QB3, Kt—KB3; 4 B—Kt5, QKt—Q2; 5 P—K3, P—B3, White plays 6 P—QR3. This is, of course, a perfectly sound move and compels Black to return to the normal defence. The point which he must consider is to find a variation in which the move 6 P—QR3 is unnecessary. The solution appears to be the Lasker system in which White never plays the move. Therefore 6 ... B—K2; 7 Kt—B3, Kt—K5 (he can play first 7 ... P—KR3, but Kt—K5 must come before Castling, otherwise White will prevent it by 8 Q—B2); 8 Kt×Kt (if 8 B×B, Kt×Kt, produces absolute equality); 8 ... P×Kt; 9 B×B, Q×B; 10 Kt—Q2, P—KB4; with a good game.

The other method of evasion results from White altering the order of his first moves as follows: 1 P—Q4, P—Q4; 2 P—QB4, P—K3; 3 Kt—QB3, Kt—KB3; 4 B—Kt5, QKt—Q2; 5 Kt—B3. If Black now plays 5 ... P—B3 for the Cambridge Springs White can play 6 P—K4. This was played once or twice by Alekhine who subsequently gave it up as he considered that Black obtained a good game as follows: 6 ... P×P; 7 Kt×P, P—KR3; 8 Kt×Kt ch (not 8 B—R4, P—KKt4; 9 Kt×Kt ch, Kt×Kt; 10 B—Kt3, B—Kt5 ch, etc.); 8 ... Kt×Kt; 9 B—Q2, P—B4.

THE TARRASCH DEFENCE

This consists of an advance of P—QB4 on Black's third move. In the days of its famous inventor it was very popular, but analysis has shown that White obtains a slight but appreciable advantage owing to the possibilities of attack on Black's isolated Queen's pawn, and it has now gone out of fashion. I do not advocate it as suitable for match players and will therefore treat it from the point of view of White only.

1	P—Q4		P—Q4
2	P—QB4		P—K3
3	Kt—QB3		P—QB4
4	BP×P		KP×P
5	Kt—KB3		Kt—QB3
6	P—KKt3		

This is the correct line as it brings White's Bishop to bear directly on Black's Queen's pawn.

6	...		Kt—B3
7	B—Kt2		B—K2

Wagner's Variation. 7 ... B—Kt5 is best answered by 8 Kt—K5, P×P best; 9 Kt×B, P×Kt; 10 Kt×Kt ch, Q×Kt; 11 P×P, Q×QBP ch; 12 B—Q2 with a position worth more than the pawn sacrificed.

8	Castles		Castles
9	P×P		B×P

9 ... P—Q5; 10 Kt—QR4, B—B4; 11 B—B4, Kt—K5; 12 P—QKt4, Kt×KtP; 13 Kt×P (Alatorzev v. Fine, Moscow, 1937) is in favour of White.

10	Kt—QR4

Réti's move which seems White's best way of obtaining an advantage. He first of all aims at securing possession of the square QB5.

10	...		B—K2
11	B—K3		Kt—K5

If 11 ... Kt—KKt5; 12 B—B5 or if 11 ... B—K3; 12 Kt—B5.

12	Kt—Q4

He cannot carry out his intention of occupying QB5 as 12 R—B1 is answered by 12 ... Q—R4.

12	...		Kt—K4

Or 12 ... Kt×Kt; 13 B×Kt, B—K3; 14 Kt—B3, with pressure on the isolated pawn.

13 R—B1

There is not a great deal in the game but such advantage as there is undoubtedly rests with White. The method of playing against the isolated pawn will be further developed in the chapter on the middle game.

THE SLAV DEFENCE

This is one of the most important and interesting methods of defending the Queen's Gambit. By defending the Queen's pawn with 2 ... P—QB3 instead of 2 ... P—K3; Black reserves for himself the option of developing the Queen's Bishop on the King's wing in certain eventualities and also threatens a counter-attack on the Queen's side by capturing the QBP and advancing P—QKt4. The defence is less passive than the normal and can be recommended to all match players.

The main variations can be classified as follows—

(a) 1 P—Q4, P—Q4; 2 P—QB4, P—QB3; 3 P×P, P×P. The Exchange Variation.

(b) 1 P—Q4, P—Q4; 2 P—QB4, P—QB3; 3 Kt—QB3, Kt—KB3; 4 Kt—B3, P×P. The Slav Gambit.

(c) 1 P—Q4, P—Q4; 2 P—QB4, P—QB3; 3 Kt—QB3, Kt—KB3; 4 Kt—B3, P—K3; 5 P—K3, QKt—Q2; 6 B—Q3, P×P. The Meran System.

(d) The above with 6 ... B—K2. The Close System.

(e) 1 P—Q4, P—Q4; 2 P—QB4, P—QB3; 3 Kt—QB3, Kt—KB3; 4 Kt—B3, P—K3; 5 B—Kt5. The Anti-Meran Gambit.

(f) 1 P—Q4, P—Q4; 2 P—QB4, P—QB3; 3 Kt—QB3, P—K4. Winawer's Counter Gambit.

(g) 1 P—Q4, P—Q4; 2 P—QB4, P—QB3; 3 Kt—QB3, P—K3. The Semi-Slav.

Note: In all these variations I advise White to play on his third move 3 Kt—QB3. This move has two advantages: (1) It makes it more difficult for Black to develop his Queen's Bishop on the King's wing as will be seen from the following analysis. (2) It allows White the powerful continuation 4 P—K4 against the Semi-Slav which, in my view, renders this system of defence almost untenable. The only drawback is that it enables Black to play Winawer's Counter Gambit, but this is not serious as White can easily cope with that variation.

Of the five main variations (*a*) gives White no advantage; (*b*) and (*d*) are equally suitable for combinative and positional players with White, but the positional expert as Black will find himself more at home with (*d*). I consider the Meran System to be in favour of White in both its main variations, but the combinative player as White may like to try the Anti-Meran Gambit, Variation (*e*). Combinative players as Black may sometimes venture on (*f*), the Winawer Counter Gambit, which may easily succeed against a slightly weaker opponent.

Variation (*g*) is unfavourable for Black and is dealt with from the point of view of White only.

Variation (*a*)

THE EXCHANGE VARIATION

This should yield White nothing if Black defends properly as follows: 4 Kt—QB3, Kt—KB3; 5 Kt—B3, Kt—B3; 6 B—B4, B—B4 (this is the best move. If 6 ... P—K3, Black is left with a cramped and lifeless game); 7 P—K3 (if 7 Q—Kt3, Kt—QR4; 8 Q—R4 ch, B—Q2; 9 Q—B2, R—B1; 10 P—K3, P—QKt4 and Black has a good game with a strong post for his Knight at QB5, Kan *v.* Dr. Lasker, Moscow, 1925); 7 ... P—K3. (For a long time this was considered unsafe, but recent

Diagram No. 5

BLACK

WHITE

analysis has shown that it can be safely played. The older move 7 ... P—QR3 leaves White ahead in development); 8 Q—Kt3 (the only attacking move); 8 ... B—QKt5; 9 B—QKt5, Castles (Botvinnik *v.* Trifunovic, Warsaw, 1948). The game is absolutely equal for an attempt by White to win a pawn by 10 B×Kt, fails after 10 ... B×Kt ch; 11 Q×B, P×B; 12 Q×P, Q—R4 ch; 13 Q—B3, Q×Q ch; 14 P×Q, KR—B1, recovering the pawn with the better game. 12 Kt—K5 is even worse on account of 12 ... Kt—K5.

Variation (b)

THE SLAV GAMBIT ACCEPTED

This is much the most important variation and on it depends the efficacy of the defence. Black surrenders the centre but succeeds in developing his Queen's Bishop and, in the present state of the analysis, it seems that he can secure equality. The play, however, is difficult and those who wish a quiet game as Black are advised to transpose into the close variation (d).

    1 P—Q4   P—Q4

Note: In all these variations I advise White to play on his third move 3 Kt—QB3. This move has two advantages: (1) It makes it more difficult for Black to develop his Queen's Bishop on the King's wing as will be seen from the following analysis. (2) It allows White the powerful continuation 4 P—K4 against the Semi-Slav which, in my view, renders this system of defence almost untenable. The only drawback is that it enables Black to play Winawer's Counter Gambit, but this is not serious as White can easily cope with that variation.

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1 P—Q4   P—Q4

2 P—QB4	P—QB3
3 Kt—QB3	Kt—KB3
4 Kt—B3	

4 P—K3 is good here, compelling Black to reply 4 ...
P—K3 transposing into the Meran or Close systems.
4 P—K3, B—B4 is bad on account of 5 P×P, P×P
(5 ... Kt×P gives White far too much control of the
centre); 6 Q—Kt3 winning a pawn.

| 4 ... | P×P |

Diagram No. 6

BLACK
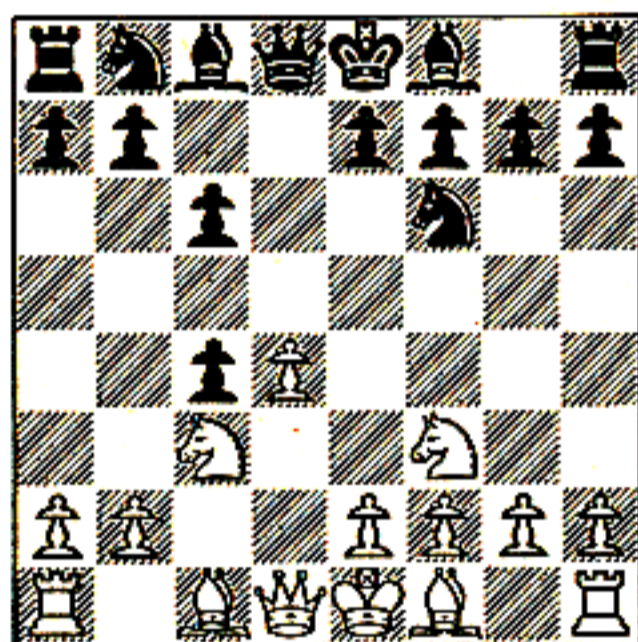
WHITE

5 P—QR4

This is now considered best. 5 P—K3 will be considered
as Sub-variation (2).

| 5 ... | B—B4 |

As the White Queen is momentarily prevented from going
to Kt3, Black is able to bring out his Bishop.

6 P—K3

For 6 Kt—K5 see Sub-variation (1).

| 6 ... | P—K3 |

This is now recognized as best. 6 ... Kt—R3; 7 B×P,

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Kt—QKt5; 8 Castles, P—K3; 9 Kt—K5, B—K2; 10 Q—K2 allows White to build up a strong centre. The principles governing this difficult opening are White's efforts to force P—K4 and Black's attempts to prevent him, or, at any rate, render the move innocuous.

7 B×P	B—QKt5
8 Castles	Castles

Best. If 8 ... QKt—Q2; 9 Q—Kt3, threatening (*inter alia*); 10 Kt—R2 is good for White.

9 Q—K2	

Now White threatens P—K4. The old reply 9 ... Kt—K5 is not considered sufficient because of the sacrifice 10 B—Q3, B×Kt; 11 P×B, Kt×QBP; 12 Q—B2, B×B; 13 Q×B, Kt—Q4; 14 B—R3, R—K1; 15 R—QKt1 with a dominating position.

9 ...	B—KKt5

Holding up White's advance because of the threat on the QP.

10 P—KR3	

White can force P—K4 by 10 R—Q1, but after 10 ... QKt—Q2; 11 P—K4, Q—K2; 12 P—K5 (otherwise Black will also play P—K4); 12 ... Kt—Q4, Black has a satisfactory game (Bogoljubov *v.* Dr. Euwe, Nottingham, 1936).

10 ...	QB×Kt
11 Q×B	QKt—Q2
12 R—Q1	

12 P—K4 loses a pawn after 12 ... Kt—Kt3.

12 ...	P—K4

(Reshevsky *v.* Smyslov, World Championship, 1948). The position is equal.

Sub-variation (1)

As above to White's 6th move.

6	Kt—K5	P—K3

6 ... QKt—Q2 is also playable but Black has to play very exactly to secure equality, i.e. 7 Kt×QBP, Q—B2 (the idea is to force P—K4); 8 P—KKt3, P—K4; 9 P×P, Kt×P; 10 B—B4, KKt—Q2; 11 B—Kt2, P—B3; 12 Castles, B—K3. The game is about even (Capablanca v. Dr. Vidmar, Carlsbad, 1929).

7	P—KB3	

The most logical move to force P—K4.

7	...	B—QKt5
8	B—Kt5	

If 8 P—K4, B×P; 9 P×B, Kt×P; 10 B—Q2 (10 Q—B3, Q×P; 11 Q×P ch, K—Q1; 12 B—Kt5 ch, Kt×B; 13 Q×KtP, B×Kt ch leads to a draw by perpetual check); 10 ... Q×P; 11 Kt×Kt, Q×Kt ch, and Black wins too many pawns for his piece (Reshevsky v. Smyslov, World's Championship, 1948).

8	...	P—B4
9	P×P	Q—Q4
10	Q×Q	P×Q
11	P—K4	P×P
12	Kt×QBP	Castles

This ragged game is about even. I do not recommend the move 6 Kt—K5 for White. The resulting game is apt to get out of control and Black has many good counter chances.

Sub-variation (2)

From Diagram No. 6—

5	P—K3	

This is not so strong as 5 P—QR4. By temporarily

defending the Gambit pawn Black can drive White's Knight to an unfavourable square and Black easily completes his development.

5 ...	P—QKt4
6 P—QR4	P—Kt5
7 Kt—R2	

7 Kt—Kt1 is inferior as, after 7 ... B—R3, White has considerable difficulty in regaining the pawn.

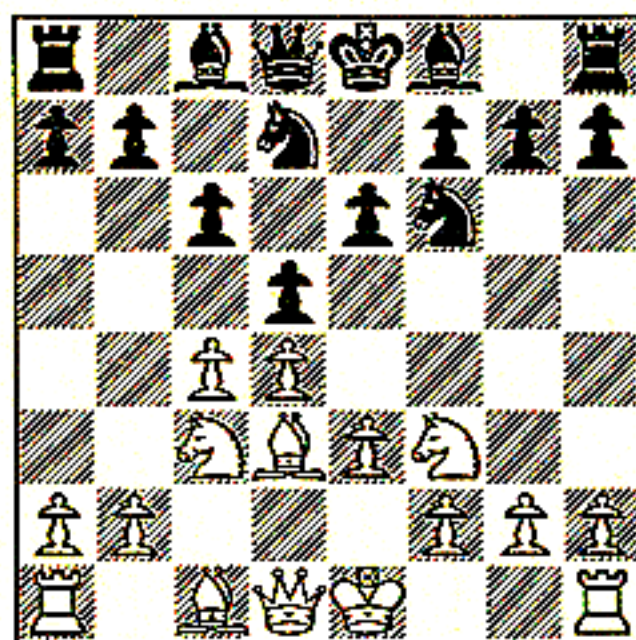|	
7 ...	P—K3
8 B×P	B—Kt2
9 Castles	B—K2
10 Q—K2	Castles
11 P—K4	P—B4
12 P—K5	Kt—Q4

Black has an excellent game (Landau v. Dr. Euwe, 1939).

Variation (c)

THE MERAN SYSTEM

Diagram No. 7

BLACK

WHITE

I do not recommend this for Black and it will therefore be treated from the point of view of White only.

Nevertheless it is extremely complicated and White must find the right moves. After 1 P—Q4, P—Q4; 2 P—QB4, P—QB3; 3 Kt—QB3, Kt—KB3; 4 Kt—B3, P—K3; 5 P—K3, QKt—Q2; 6 B—Q3,

the Meran Defence proper continues:

6 ...	P×P
7 B×P	P—QKt4
8 B—Q3	P—QR3
9 P—K4	

Much the best. If 9 Castles, Black equalizes by P—B4. The text threatens 10 P—K5 with great effect.

9 ...	P—B4
10 P—K5	P×P
11 Kt×KtP	

The above moves are agreed upon by the best on both sides. Black has now a choice of two lines, 11 ... Kt×P and 11 ... P×Kt. The latter will be treated as Sub-variation (1).

11 ...	Kt×P
12 Kt×Kt	P×Kt
13 Q—B3	

Much stronger than 13 B×P ch, B—Q2; 14 B×B ch (if 14 ... Kt×B; 15 Q—R4 ch); 14 ... Kt×B; 15 Kt×Kt, B—Kt5 ch and the Black centre plus his excellent development give better practical chances than White's two passed pawns.

13 ...	B—Kt5 ch
14 K—K2	R—QKt1
15 Q—Kt3	

Black has a difficult game.

Sub-variation (1)

As above to White's 11th move.

11 ...	P×Kt
12 P×Kt	Q—Kt3
13 P×P	B×P
14 Castles	Kt—B4
15 B—KB4	

(Botvinnik *v.* Dr. Euwe, World Championship, 1948). White holds the advantage as he can keep a stranglehold on K5, and so isolate the Black QP. Another trouble for Black is that he cannot Castle on account of B×P ch followed by Kt—Kt5 ch with a winning attack.

<div align="center">Variation (d)</div>

THE CLOSE VARIATION

6 ...	B—K2

This is the best of the Close variations and can be recommended to positional players who do not mind a fairly cramped game. 6 ... B—Q3 and 6 ... B—Kt5 are dealt with as Sub-variations (1) and (2).

7 Castles	Castles
8 P—K4	

Dr. Euwe prefers 8 P—QKt3, P—QKt3; 9 B—Kt2, B—Kt2; 10 Q—K2 with the superior development, but an extra move counts for little in such close positions and Black should be able to defend himself comfortably.

8 ...	P×KP
9 Kt×P	P—QKt3

Compare this position with Sub-variation (1) where the Black Bishop is attacked and he must capture the Knight.

10 Q—K2	B—Kt2
11 R—Q1	Q—B2
12 B—Kt5	P—B4
13 P×P	P×P

(Golombek *v.* Winter, Mandrake Tournament, London,

1949). Black has a satisfactory game. It is a curious fact that the isolated Queen's side pawns are better for counteracting White's majority than two pawns on the same file.

Sub-variation (1)

As above to Black's 6th move.

6 ...	B—Q3
7 P—K4	

In this variation White must play sharply. After 7 Castles, Castles; 8 P—K4, P×BP; 9 B×P, P—K4 is satisfactory for Black.

7 ...	P×KP

If now 7 ... P×BP; 8 B×P, P—K4; 9 P×P, Kt×P; 10 Kt×Kt, B×Kt; 11 Q×Q ch, K×Q; 12 B×P with much the better game.

8 Kt×P	Kt×Kt
9 B×Kt	Castles

If 9 ... B—Kt5 ch. I like 10 K—B1 after which White gains time with his Queen's side pawns P—QR3, QKt4, etc.

10 Castles	Kt—B3
11 B—B2	P—KR3

Otherwise 12 B—Kt5 makes things awkward.

12 Q—K2	P—QKt3
13 B—Q2	

White has the better game. Black's only method of freeing his Queen's Bishop is by an eventual P—QB4 after which White's Queen's side pawns are ready to advance.

Sub-variation (2)

As above to Black's 6th move.

6 ...	B—Kt5

Recent master practice has shown that this move, which is designed to delay the advance of White's KP, is worthless.

The proper continuation is 7 P—QR3, B—R4 (7 ... B×Kt ch simply leaves White the advantage of two Bishops); 8 Q—B2, Q—K2; 9 B—Q2, P×P; 10 B×P, P—K4 (Black's only liberating move); 11 Castles KR, Castles; 12 P—Q5 and White has much the best of it (Reshevsky *v.* Dr. Euwe, World's Championship, 1948). It can easily be seen that any attempt to win a pawn by Black by B×Kt or Kt—Kt3 will turn out badly.

Variation (*e*)

THE ANTI-MERAN GAMBIT

The opening moves are—
1 P—Q4, P—Q4; 2 P—QB4, P—QB3; 3 Kt—QB3, Kt—KB3; 4 Kt—B3, P—K3; 5 B—Kt5.

Diagram No. 8

BLACK
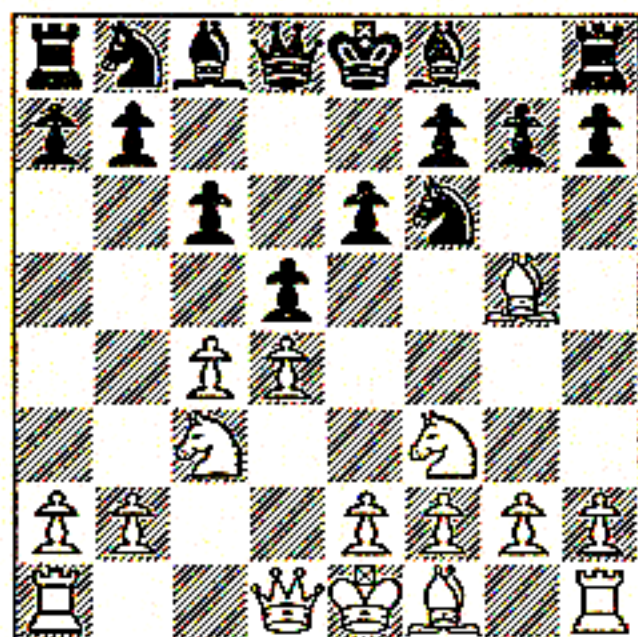
WHITE

Combinative players who want to avoid the rather dull variations of the Close Meran may well try this move although it is open to the objection that Black can transpose into the Cambridge Springs Defence by 5 ... QKt—Q2. I strongly recommend match players who reach this position as Black to adopt this method. The Gambit

Accepted, although leading to wild complications in which Black has many counter chances, has turned out in favour of White in recent master practice.

In the diagrammed position

5	...	P×P
6	P—K4	P—QKt4
7	P—K5	P—KR3
8	B—R4	P—KKt4
9	KKt×P	P×Kt

9 ... Kt—Q4; 10 Kt×BP, Q×B; 11 Kt×R is not sound.

10	B×P	QKt—Q2
11	P—KKt3	

This move, introduced by Lilienthal, is undoubtedly White's best. The Bishop is excellently placed for offensive action against Black's Queen's wing and the move also serves useful defensive purposes.

11	...	B—QKt2
12	B—Kt2	Q—Kt3

Or 12 ... R—KKt1; 13 B×Kt, Kt×B; 14 P×Kt, Q×P; 15 P—QR4, with a Queen's side initiative (Smyslov v. Bronstein, Budapest, 1950).

13	P×Kt	Castles
14	Castles	

(Denker v. Christoffel, London, 1944). The position is extremely complicated but, on the whole, White's chances are better. He is, temporarily, a pawn to the good, his King is better protected, and if the game comes to an ending, his passed KRP is a force.

<div style="text-align:center">

Variation (f)

WINAWER'S COUNTER GAMBIT

</div>

This is quite a good system of defence which leads to an

open game suitable for combinative players. Correctly played White should retain the advantage of the first move.

The opening moves are 1 P—Q4, P—Q4; 2 P—QB4, P—QB3; 3 Kt—QB3, P—K4.

White has now the choice of two good variations.

(*a*) 4 BP×P (4 QP×P is bad on account of 4 ... P—Q5); 4 ... BP×P; 5 Kt—B3, P—K5; 6 Kt—K5, Kt—QB3 (not 6 ... P—B3; 7 Q—R4 ch, K—K2; 8 Q—Kt3, P×Kt; 9 B—Kt5 ch, Kt—B3; 10 P×P and wins); 7 Kt×Kt, P×Kt; 8 P—K3 and, although Black has a free position, the weak pawn on the QB file may be troublesome later on.

(*b*) 4 BP×P, BP×P; 5 P—K4, QP×P; 6 B—Kt5 ch, B—Q2; 7 P×P, B×B; 8 Q×Q ch, K×Q; 9 Kt×B with the better position.

Variation (*g*)

THE SEMI-SLAV DEFENCE

1 P—Q4, P—Q4; 2 P—QB4, P—QB3; 3 Kt—QB3, P—K3, as I stated in my initial remarks, I do not recommend this for the second player. I consider the Gambit continuation given below tremendously strong and have no hesitation in advising combinative players to adopt it.

4 P—K4	P×KP
5 Kt×P	B—Kt5 ch
6 B—Q2	Q×P

6 ... B×B ch will be treated as Sub-variation (1).

7 B×B	Q×Kt ch
8 B—K2	Kt—QR3

This is now considered the best. 8 ... Q×KtP; 9 B—B3, Q—Kt3 or Kt4; 10 Kt—K2 gives White an overwhelming advantage in development.

9 B—B3	Kt—K2

7

Or 10 ... P—B3; 11 Kt—B3 (better than 11 Q—Q6 which can be answered by 11 ... P—K4; 12 Castles, B—B4); 11 ... Kt—K2; 12 Castles, Castles (Flohr *v.* Szily, Moscow–Budapest Match, 1949). Black retains one pawn, but his pieces, especially the Queen, are awkwardly placed and, in practical play, the chances are all in White's favour.

10 B×KtP	R—KKt1

If 10 ... Q×KtP; 11 B—B6, Q×R; 12 Q—Q6, Castles (if 12 ... Q×Kt ch; 13 K—Q2, etc.); 13 Q—Kt3 ch, Kt—Kt3; 14 B—KB3 and wins. A beautiful variation.

11 B—B3	Q×KtP
12 Q—Q2	

Not 12 B—B3 because of 12 ... Q×Kt ch.

12 ...	Q×R
13 Castles	Kt—Q4
14 Kt—B3	

However Black plays he is forced to exchange his Queen for two Rooks and, as Black's Queen's side is completely out of action, White has much the better game (Bronstein *v.* Kotov, Budapest, 1950).

Sub-variation (1)

As above up to Black's 6th move.

6 ...	B×B ch

This is better for Black than the acceptance of the Gambit but White still retains the initiative.

7 Q×B	Kt—KB3
8 Kt×Kt ch	Q×Kt
9 Kt—B3	Castles
10 B—K2	

Black has a solid position but will have difficulty in developing his Queen's Bishop (Boleslavsky *v.* Kotov, Budapest, 1950).

As positional players may think the above variations too risky, he can of course answer the Semi-Slav with 4 P—K3 leading probably to the Closed Meran. This is more advisable than 4 Kt—B3, which gives Black the opportunity of playing the Abrahams Counter Attack 4 ... P×P; 5 P—K3 (it makes little difference whether this or 5 P—QR4 is played first); 5 ... P—QKt4; 6 P—QR4, B—Kt5; 7 B—Q2, P—QR4; 8 P×P, B×Kt; 9 B×B, P×P; 10 P—QKt3, B—Kt2; 11 P×P, P—Kt5, an extremely difficult variation for both sides.

After 4 P—K3, Black has the option of the Stonewall Defence 4 ... P—KB4, but this should cause White no trouble. The usual continuation is 5 Kt—B3, Kt—B3; 6 B—Q3, Kt—K5; 7 Kt—K5, Q—R5; 8 P—KKt3, Q—R6; 9 B—B1, Q—R3; 10 B—Kt2, Kt—Q2; 11 Kt×Kt (exchanges of Knights help White in this position as his Bishops have more scope than those of his opponent).

11 ...	B×Kt
12 Q—Kt3	P—QKt3
13 P—B3	

(Flohr v. Dr. Tartakover, Bled, 1931). White has the better game.

Note: Besides the above variations Black occasionally plays, after the moves 1 P—Q4, P—Q4; 2 P—QB4, P—QB3; 3 Kt—QB3; 3 ... P×P. The best answer to this is 4 P—K4, P—K4 (if 4 ... P—QKt4; 5 P—QR4, P—Kt5; 6 Kt—R2, Kt—B3; 7 P—K5, Kt—Q4; 8 B×P); 5 Kt—B3, P×P; 6 Q×P, Q×Q; 7 Kt×Q, B—QB4; 8 B—K3, Kt—B3; 9 P—B3 (Keres v. Dr. Euwe, Match, 1940). White can always recover the Gambit pawn and his strong centre gives him the better game.

THE ALBIN COUNTER GAMBIT

This defence is not strictly sound but Black has many

chances of quick attack and an enterprising player may occasionally adopt it.

The opening moves are—

1	P—Q4	P—Q4
2	P—QB4	P—K4
3	P×KP	P—Q5
4	Kt—B3	

This is the best move. 4 P—K3 is a great mistake on account of 4 ... B—Kt5 ch; 5 B—Q2, P×P, and White has nothing better than 6 P×P with an obviously inferior position. If, for example, 6 Q—R4 ch, Kt—B3; 7 B×B, P×P ch; 8 K×P, Q—R5 ch; 9 P—Kt3, Q—Q5 ch; followed by Q×KtP winning.

White can play 4 P—K4 but after 4 ... Kt—QB3 he cannot hold the Gambit pawn. If 5 P—KB4, P—KKt4. If 5 Kt—KB3, B—KKt5; 6 B—B4, KKt—K2; 7 QKt—Q2, Kt—Kt3; 8 B—Kt3, B—QKt5 with much the better game for Black (A. Mortlock v. P. Reid, London, 1932).

4 ...		Kt—QB3

White has now the choice of three good lines: (1) 5 P—QR3; (2) 5 QKt—Q2; (3) 5 P—KKt3, which tend to transpose into one another. I recommend the first as it prevents Black's B—QKt5 which, on occasion, can become troublesome.

(1) 5 P—QR3, B—K3; 6 QKt—Q2, KKt—K2; 7 P—KKt3, Kt—Kt3; 8 B—Kt2, Q—Q2; 9 P—QKt4, Castles; 10 B—Kt2, and White holds the pawn (10 ... KKt×P; 11 P—Kt5).

(2) 5 QKt—Q2, P—B3 (this is a real Gambit. If 5 ... B—K3 White does best to transpose into (1) by 6 P—QR3, as 6 P—KKt3, B—QKt5 will probably recover the Gambit pawn); 6 P×P, Q×P; 7 P—KKt3, B—KB4; 8 P—QR3 (necessary now to prevent Kt—QKt5); 8 ... Castles; 9 B—Kt2, P—Q6; 10 P—K3. White retains his pawn,

but his position is rather cramped and the pawn at Q6 is a thorn in his flesh. Combinative players as Black should adopt this line.

(3) 5 P—KKt3 (this is a safe line, but White must be prepared to return the Gambit pawn); 5 ... B—K3 (or 5 ... B—KKt5; 6 QKt—Q2, B—Kt5; 7 B—Kt2, KKt—K2; 8 P—QR3, B×Kt ch; 9 B×B, Kt—Kt3; 10 Castles. Black can regain his pawn by 10 ... B×Kt but after 11 P×B, KKt×P; 12 P—B4 he has the inferior position); 6 QKt—Q2, B—QKt5; 7 Q—B2, KKt—K2; 8 P—QR3, B×Kt ch; 9 B×B, Kt—Kt3; 10 B—Kt2, Q—Q2; 11 Castles (11 B—B4 holds the pawn but the position is none too healthy); 11 ... Castles QR; 12 P—QKt4, White has a good game.

THE QUEEN'S PAWN GAME

Under this heading are included those openings in which 1 P—Q4 is played on both sides, but White adopts a continuation other than the Queen's Gambit, and those in which Black replies to P—Q4 with some other move. As far as the first category is concerned, only the Colle System, which is a good line for positional players who only wish to learn one comparatively simple opening, needs analysis from the point of view of White.

The other systems of attack at White's disposal are less aggressive than the Queen's Gambit, and there is little purpose in adopting them in match play. I will, therefore, be content to examine them from the point of view of Black, with a view to indicating the most effective methods of securing equality against them.

Note: The Catalan Opening in which P—Q4 is combined with a King's Fianchetto will be treated in the chapter on the close game with which it bears far more affinity than with the ordinary Queen's Pawn.

Of the irregular replies to P—Q4 at Black's disposal by

far the most important are the Indian Defences of which the King's Indian is suitable for combinative players and the Grünfeld for those whose bent is positional play. For reasons to be explained later I do not recommend the Niemzo-Indian. Such defences as the Budapest and the Benoni Counter Gambit are too difficult to play and should be avoided in serious games, but combinative players may try the Dutch Defence in which recent analysis has found fresh resources for Black.

The first variation to be considered is the delayed Queen's Gambit. In this after 1 P—Q4, P—Q4 White plays 2 Kt—KB3 instead of 2 P—QB4. This avoids such attacks as the Albin Counter Gambit, but allows Black an early equalizing variation, viz.

1	P—Q4	P—Q4
2	Kt—KB3	Kt—KB3
3	P—B4	P—B4

3 ... P—B3 would transpose into the Slav Defence and 3 ... P—K3 into the Normal Defence.

4	BP×P	

4 P—K3, P—K3, the symmetrical variation, gives Black no difficulty. He can simply repeat White's moves until the latter moves his King's Bishop and then capture the QBP.

4	...	BP×P
5	Q×P	

If 5 Kt×P, Kt×P; 6 P—K4, Kt—QKt5, threatening Q×Kt, Black stands well.

5	...	Q×P
6	Kt—QB3	Q×Q
7	Kt×Q	P—QR3

If 7 ... P—K4, White obtains a slight advantage by 8 ... KKt—Kt5, as after 8 ... Kt—R3 the White Knight cannot be dislodged.

8 P—KKt3

This is supposed to be White's best move, as the Bishop exercises pressure on Black's Queen's wing.

8	...		P—K4
9	Kt—B2		B—Q2

To counter the action of the White Bishop

10	B—Kt2		B—B3
11	Castles		B×B

The game is perfectly even. Those players who as Black are content with a draw are strongly advised to adopt this variation. Those who wish to keep winning chances should transpose into the Slav by 3 ... P—B3.

Another variation requiring brief notice is that in which White develops his Queen's Bishop at B4.

1	P—Q4		P—Q4
2	Kt—KB3		Kt—KB3
3	B—B4		P—B4

Black's object is to make an attack on the Queen's side which is weakened by the departure of the Queen's Bishop.

4 P—K3

If 4 P—B3, P×P; 5 P×P with absolute equality.

4	...		Kt—B3
5	P—B3		Q—Kt3
6	Q—B1		

If 6 Q—B2, Black can play 6 ... P—Kt8 threatening B—B4 with valuable gain of time.

If 6 Q—Kt3, P—B5 is best.

6	...		B—B4
7	B—K2		

Or 7 P×P, Q×P; 8 QKt—Q2, R—B1; 9 Kt—Kt3, Q—Kt3 with a good centre.

7	...		P—K3

8 P—KR3

To preserve the Queen's Bishop

8 ...   B—K2

The game seems perfectly equal with little to do on either side.

THE COLLE SYSTEM

In this opening White voluntarily closes in his Queen's Bishop by P—K3, hoping to liberate it at a later stage by P—K4. The game takes on two different phases according to Black's system of defence, i.e. whether he also encloses his Bishop by P—K3, Variation (a), or develops it on the King's side, Variation (b). The latter is stronger and I recommend it for Black, but it requires careful study.

Variation (a)

1	P—Q4	P—Q4
2	Kt—KB3	Kt—KB3
3	P—K3	P—B4
4	P—B3	P—K3
5	B—Q3	QKt—Q2

For 5 ... Kt—B3, see Sub-variation (1).

6 QKt—Q2

The normal position in the Colle System. White's objectives are quite clear. After Castling he aims at P—K4, and will then operate on the King's file with a strong post for his Knight at K5.

In addition his King's Bishop is admirably disposed for King's side attack while Black's Queen's Bishop is still out of play. Colle won many beautiful games by the sacrifice B×P ch or Kt from K5×KBP.

6 ...   B—K2

6 ... B—Q3, is inferior on account of 7 Castles, Castles;

8 P—K4 and if then 8 ... P—K4; 9 P×QP followed by Kt—B4 with advantage.

7	Castles	Castles
8	P—K4	QP×P
9	Kt×P	P—QKt3
10	P×P	P×P

This is better than capturing with a piece, as it gives scope for the Black Queen on the Queen's side.

11	Q—B2	B—Kt2
12	Kt×Kt ch	Kt×Kt
13	R—Q1	

There is not a great deal in the game, but what advantage there is seems to lie with White.

Sub-variation (1)

5	...	Kt—B3

This brings more difficulties to Black than Kt—Q2 for two reasons: (1) because the Knight is farther from the defence of his King, and (2) because he is not in a position to re-capture should White capture the QBP. Nevertheless, Black should secure equality by careful play.

6	QKt—Q2	B—K2
7	Castles	Castles
8	P×P	B×P
9	P—K4	Q—B2

The best move. After 9 ... P×P; 10 Kt×P, Kt×Kt; 11 B×Kt, Q×Q; 12 R×Q (Colle v. Rubinstein, Berlin, 1926), White's endgame chances are obviously superior, and if Black avoids the exchange by 11 ... Q—Kt3; 12 B×P ch, K×B; 13 Kt—Kt5 ch with a winning attack. A typical Colle sacrifice.

10	Q—K2	B—Q3

To prevent P—K5

| 11 R—K1 | Kt—KKt5 |
| 12 P—KR3 | Kt—K4 |

and the game is about even.

Variation (b)

1 P—Q4	P—Q4
2 Kt—KB3	Kt—KB3
3 P—K3	B—B4
4 B—Q3	

The Queen's side attack 4 P—B4 leads to nothing.

Black has a simple answer in 4 ... P—K3; 5 Q—Kt3, Q—B1; 6 Kt—B3, P—B3, with a slight advantage as the Black Queen's Bishop is free.

| 4 ... | P—K3 |

This is considered best as it furthers Black's development. 4 ... B—Kt3 is also good, but 4 ... B×B is inferior as 5 P×B gives White a strong pawn centre.

5 B×B	P×B
6 Q—Q3	Q—B1
7 P—QKt3	Kt—R3
8 Castles	B—K2
9 P—B4	Castles
10 Kt—B3	

If 10 P×P, Kt—QKt5 followed by QKt×P with a finely placed Knight.

| 10 ... | P—B3 |
| 11 B—Kt2 | Kt—K5 |

(Alekhine *v.* Euwe, Match, 1935). Black's game is quite satisfactory as his excellently placed pieces compensate for any slight weakness in the pawn position.

THE DEFENCE 1 ... Kt—KB3

This is one of the most popular defences nowadays. It

gives Black the alternative of many different lines of play which afford more counter chances than any of the Queen's Gambit Declined variations. Of these among the most important are the King's Indian and Grünfeld Defences, which are becoming increasingly popular in master tournaments and show good results for Black. In the King's Indian proper Black Fianchettoes his King's Bishop and then aims at P—K4. Up till the last few years White almost invariably countered this with an advance of P—Q5, which left Black with two clear objectives: occupation of QB4 by a Knight and a subsequent advance of P—KB4 with a view to King's side attack. This line is still sometimes seen, but the modern tendency for White is to retain the tension in the centre as long as possible. Nevertheless, no line has yet been found which gives White any real advantage, and I recommend the defence to combinative players as it gives Black real chances of counter-attack.

After the moves—

1	P—Q4	Kt—KB3
2	P—QB4	P—KKt3

2 ... P—Q3. The Old Indian Defence will be treated as a separate opening.

3	Kt—QB3	B—Kt2
4	P—K4	P—Q3

White has the choice of three main continuations: (a) 5 P—KKt3, (b) 5 Kt—KB3, (c) 5 P—KB3. 5 P—KB4 which was once very popular has now gone out of fashion on account of the reply 5 ... Castles; 6 Kt—B3, P—B4; 7 P—Q5 (if 7 P×P, Q—R4 with an excellent game); 7 ... P—K3; 8 B—K2 (if 8 B—Q3, P×P; 9 BP×P, Q—Kt3 with an excellent game for Black); 8 ... P×P; 9 KP×P (if 9 BP×P, R—K1; 10 Kt—Q2, P—QR3; 11 P—QR4, Kt—KKt5; 12 B×Kt, Q—R5 ch; and Black has the best

of it); 9 ... R—K1; 10 Castles, Kt—Kt5. Black has a good and well developed game.

Diagram No. 9

BLACK
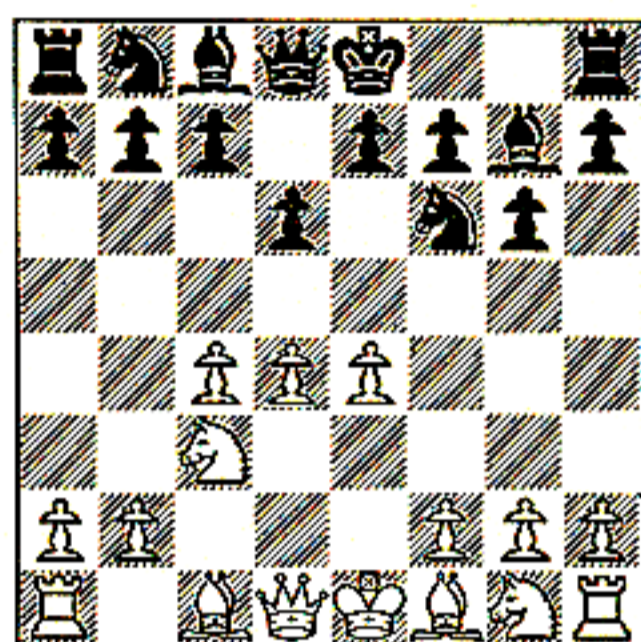
WHITE

Variation (a)

5 P—KKt3

This is much the most common continuation for White. The Bishop on Kt2 protects the KP and exercises pressure on Black's Queen's wing.

| 5 ... | Castles |
| 6 B—Kt2 | P—K4 |

For 6 ... QKt—Q2, see Sub-variation (1). I recommend the text as Black's strongest.

7 KKt—K2

7 P×P, P×P; 8 Q×Q, R×Q; 9 Kt—Q5 leads to nothing after 9 ... Kt×Kt; 10 KP×Kt, P—QB3. The exchange of pawns in the centre is usually inadvisable for White because the square at Black's Q5 is a forepost for a Knight, while the corresponding square can be guarded by P—QB3.

| 7 ... | P×P |

Also good is 7 ... Kt—B3, almost forcing 8 P—Q5,

after which can follow 8 ... Kt—K2; 9 Castles, Kt—R4, followed by P—KB4 with chances of a King's side attack.

8 Kt×P	Kt—B3
9 Kt×Kt	

The alternative is 9 Kt—B2 when could follow 9 ... B—K3; 10 Kt—Q5, Kt—KR4; 11 Castles, P—KB4.

9 ...	P×Kt
10 Castles	Kt—Q2
11 Q—B2	Q—B3

Intending Kt—K4 with the double threat of Kt×P and Kt—B6 ch.

12 Kt—K2	R—K1

(Najdorf v. Bronstein, Budapest, 1950). A very interesting position, full of possibilities for both sides.

Sub-variation (1)

As above up to White's 6th move.

6 ...	QKt—Q2

For a long time this move was considered routine, but a recent variation attributed to Gligoric casts some doubt upon it.

7 KKt—K2	P—K4
8 Castles	

If 8 P—Q5 (the old move); 8 ... P—QR4 (necessary to maintain a Knight at QB4); 9 Castles, Kt—B4; 10 P—KR3, KKt—Q2; 11 B—K3, P—B4, and Black has good chances of attack on the King's side.

8 ...	P—B3

The idea of this is to release the Queen for action on the Queen's side, and in some cases to assist the advance of P—Q4.

9 P—KR3	

Best. If 9 P—QKt3 to develop the Bishop at Kt2. Black gets good chances on the Queen's side by 9 ... P×P; 10 Kt×P, Kt—B4; 11 B—Kt2, P—QR4. The advance of the White QKtP gives Black a target through which he can seriously weaken the White pawns.

9 ...	P×P
10 Kt×P	Kt—Kt3

Now 10 ... Kt—B4 is useless. White simply plays 11 B—K3, after which there is no point of attack on the Queen's wing and Black is left without compensation for his weak backward QP. Black therefore falls back on the idea of forcing the advance of P—Q4.

11 P—Kt3	P—Q4
12 KP×P	P×P
13 P—B5	

This is Gligoric's variation.

13 ...	Kt—Q2
14 P—QKt4	P—QR4
15 P—B6	

The complications of this wild position tend in favour of White.

Returning to the position in the diagram, we come to Variation (b).

5 Kt—KB3	Castles
6 B—K2	

If 6 P—KKt3, Black need not transpose into Variation (a) but can improve his game by 6 ... B—Kt5; 7 B—Kt2 (if 7 P—KR3, B×Kt; 8 Q×B, Kt—B3; 9 P—Q5, Kt—Q5 with a good game); 7 ... Kt—B3; 8 Castles (if 8 P—Q5, Kt—K4; 9 Q—K2, KKt—Q2 is very good for Black); 8 ... P—K4; 9 P—Q5, Kt—Q5, with at least an equal game.

6 ...	QKt—Q2

| 7 Castles | P—K4 |
| 8 P—Q5 | |

If 8 P—KR3, preparing B—K3, then 8 ... P×P; 9 Kt×P, R—K1; 10 P—B3 (or 10 B—Q3, Kt—B4); 10 ... Kt—R4 in either case with advantage to Black. The student should notice the difference between this and Variation (a) where the White KP is under the protection of the Bishop.

8 ...	Kt—B4
9 Q—B2	P—QR4
10 Kt—Q2	

The object of this is to exchange the powerful Black Knight at QB4.

| 10 ... | B—Kt5 |

An interesting *finesse* suggested by Dr. Euwe. If White replies 11 P—B3, B—Q2; 12 Kt—Kt3, Kt×Kt; 13 P×Kt, Kt—R4 followed by Kt—B5.

11 Kt—Kt3	B×B
12 Q×B	Kt×Kt
13 P×Kt	Kt—Q2

There is little in the game, which contains good possibilities for both sides.

Variation (c)

Referring again to the position on the diagram we come to the variation

| 5 P—B3 |

This is quite a strong line which can be recommended to combinative players as White. The underlying idea is to block the centre, Castle with the Queen's Rook, and storm the Black King's side with pawns. Black can repel this attack with correct play as is shown in the main variation, but he must know the variation thoroughly, and some

readers may prefer the little analysed line in Sub-variation (1), where Black refrains from Castling.

Variation (c)

5 P—B3		Castles

For 5 ... QKt—Q2, see Sub-variation (1).

6 B—K3		P—K4
7 P—Q5		P—B3

Black's best counter chance as it opens lines on the Queen's side where White is preparing to Castle.

8 Q—Q2		

Or 8 P×P, P×P; 9 Q—Q2, P—B4; 10 Castles, Kt—K1; 11 Kt—Q5, Kt—B3, followed by Kt—Q5.

8 ...		P×P
9 BP×P		Kt—K1
10 Castles		P—B4
11 K—Kt1		P—QR3

A very difficult position in which both sides have attacks against the adverse King.

Sub-variation (1)

As above to White's 5th move.

5 ...		QKt—Q2
6 B—K3		P—K4
7 P—Q5		P—QR4
8 Q—Q2		Kt—B4
9 Castles		

9 B×Kt would be bad as the Queen's Bishop is White's strongest minor piece in this opening. After 9 ... P×B; 10 Castles, Castles (the loss of White's Bishop makes this safe) followed by Kt—K1 and Q3 with an excellent game. It may also be worth while pointing out that 9 B—R6 is impossible on account of 9 ... KKt×P and Q—R5 ch, winning a pawn.

9 ...	P—Kt3

and it is difficult to see how White can carry on the attack.

If 10 B—R6, B×B; 11 Q×B, Q—K2 and Castles QR. If 10 P—KKt4, P—R4; 11 P—Kt5, KKt—Q2; 12 P—R4, Castles, quite safe now that the position is blocked.

The King's Indian is, of course, a good system of defence for Black when White plays on the second move 2 Kt—KB3 instead of 2 P—QB4. This will usually transpose into Variation (b) above, but there are two lines of play in which White can make a different type of game. These lines give him no advantage and are not to be recommended for match players, but deserve a little attention from the point of view of Black.

Variation (a). 1 P—Q4, Kt—KB3; 2 Kt—KB3, P—KKt3; 3 B—B4, B—Kt2; 4 P—KR3 (to provide the Bishop with a loophole in case of an attack by Kt—KR4); 4 ... P—Q3; 5 P—K3, Castles; 6 QKt—Q2, QKt—Q2 (also quite good is 6 ... P—B4; 7 P—B3, Kt—B3; 8 B—B4, Q—Kt3. Bondarevsky v. Winter, Anglo-Soviet Match, 1947); 7 B—B4, P—K3; 8 Castles, Q—K2, followed by P—K4 with a good game.

Variation (b). 1 P—Q4, Kt—KB3; 2 Kt—KB3, P—KKt3; 3 Kt—QB3, P—Q4 (this is necessary. If 3 ... B—Kt2; 4 P—K4, P—Q3; 5 B—KB4 White has a fine position. He can Castle on the Queen's side and attack the Black King's wing with pawns); 4 B—B4, B—Kt2; 5 P—K3, Castles; 6 B—Q3, P—B4; 7 Castles (if 7 P×P, QKt—Q2 recovers the pawn with a good game); 7 ... QKt—Q2 and the position is perfectly equal.

THE OLD INDIAN DEFENCE

1 P—Q4	Kt—KB3
2 P—QB4	P—Q3
3 Kt—QB3	P—K4

Although this is susceptible to transposition into the ordinary King's Indian, it can take quite distinct lines.

White can, of course, play 4 P×P, P×P; 5 Q×Q ch, but it is questionable whether this gives him any real advantage as the presence of the pawn at QB4 is certainly not an asset to White. The advantage of the line to Black is that the immediate attack on the QP compels White to commit himself.

The most interesting line is

4 Kt—KB3	P—K5

4 ... QKt—Q2; 5 P—K4, P—KKt3 transposes into the King's Indian Variation (a).

5 Kt—KKt5	

If 5 Kt—Q2, P—K6, with a demoralization of White's position, which is well worth the pawn sacrificed.

5 ...	B—B4
6 Q—B2	P—KR3
7 KKt×P	Kt×Kt
8 Kt×Kt	Q—R5
9 Kt×P ch	B×Kt
10 Q×B	B—Kt5 ch
11 K—Q1	Q×P ch
12 K—B2	

12 Q—Q3, Q×KBP is in favour of Black.

12 ...	Q×P ch
13 K—Kt1	Kt—Q2
14 P—K4	Q—B4

(Boleslavsky v. Bronstein, Budapest, 1950). A wild game which is now about even (it actually resulted in a draw in 21 moves). 14 ... Q—Q5 would have been bad for Black on account of 15 B—QKt5, Castles QR; 16 B—K3, Q—B3; 17 B×Kt ch, R×B; 18 Q×Q with the better ending.

Combinative players as Black may well try this line.

THE GRÜNFELD DEFENCE

In this variation of the King's Indian, Black combines the King's Indian with P—Q4. It has kept its popularity for a long time and is regularly adopted by many of the leading masters. Smyslov is particularly fond of it and employed it with good results in the World Championship. It is a difficult game for both sides, the positional points involved being rather obscure, but I can recommend it to the positional player as a defence which affords good chances to anyone who is content to play a patient game in the early stages.

The general theme of the defence is the reverse of the King's Indian, where Black, as a rule, plays for King's side attack. In the Grünfeld White obtains a strong centre and makes the play on the King's wing, but Black has good counter chances on the Queen's side, where, in many variations, he obtains a pawn majority.

The opening moves are—

1 P—Q4	Kt—KB3
2 P—QB4	P—KKt3
3 Kt—QB3	P—Q4

Diagram No. 10

BLACK

WHITE

115
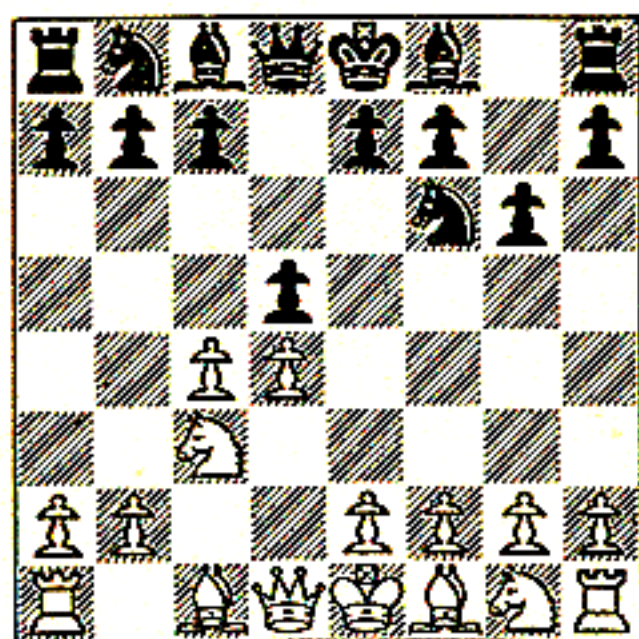
It should be noted that the true Grünfeld is only effective when White has played 3 Kt—QB3. The play against 3 P—KKt3 will be treated as a separate opening.

In the position on the diagram White has a choice of five main variations.

(a) 4 B—B4   (b) 4 Kt—KB3   (c) 4 Q—Kt3
(d) 4 P—K3   (e) 4 P×P   (f) 4 B—Kt5

Of this (a) and (b) are recommended for match players. (a) for the positional type and (b) for those who like combinations. The others are treated principally from the point of view of Black.

<div align="center">Variation (a)</div>

4 B—B4	B—Kt2
5 P—K3	Castles

This offers a Gambit. 5 ... P—B3 is treated as Sub-variation (1).

6 P×P	Kt×P
7 Kt×Kt	Q×Kt
8 B×P	Kt—R3

With this Black recovers the pawn. He can also obtain a good position by 8 ... Kt—B3 but this will not appeal to positional players.

White's best answer is 9 Kt—K2 in order to play to B3.

9 B×Kt

Best. If 9 B—Kt3, Q—R4 ch; 10 Q—Q2, Kt—Kt5, with a winning attack.

9 ...	Q×KtP
10 Q—B3	Q×Q
11 Kt×Q	P×B
12 R—QB1	B—Kt5
13 Kt—Q2	

If 13 Kt—K5, B×Kt with an easy draw. The column

is Najdorf v. Lilienthal, Budapest, 1950. White has, perhaps, a very slight advantage owing to Black's isolated RP's, but the two Bishops give Black considerable compensation.

Sub-variation (1)

As above to Black's 5th move.

5 ...	P—B3

This is a sound line out of which Black seems able to secure equality, although for some time his position remains rather cramped.

6 Kt—B3	Castles
7 Q—Kt3	

This seems the strongest move as it puts pressure on Black's Queen's pawn. 7 R—B1, B—Kt5; 8 P—KR3, B×Kt; 9 Q×B, Q—R4; 10 B—Q3, QKt—Q2; 11 Castles, P×P; 12 B×P, P—K4 leads to immediate equality (Najdorf v. Flohr, Budapest, 1950).

7 ...	Q—R4

7 ... P×P; 8 B×P, QKt—Q2; 9 Kt—Kt5 is dangerous for Black and 7 ... P—K3 gives a very cramped game.

8 B—Q3	P×P
9 B×P	P—QKt4
10 B—Q3	P—Kt5
11 Kt—K2	B—R3

With about an equal game.

Variation (b)

Returning to the diagrammed position, we now consider 4 Kt—B3. This is now the most popular line and leads to positions of great intricacy in which Black has to fight hard for equality. Recent tournament results, notably in the World Championship, 1948, however, seem to show that with the best play Black can hold the position together. Positional players may find the line shown in the

sub-variation easier to play than the main line, although the chances of Queen's side counter-attack are less.

4	Kt—B3	B—Kt2
5	Q—Kt3	P×P
6	Q×BP	Castles
7	P—K4	B—Kt5

This is Smyslov's Variation. For 7 ... P—B3, see Sub-variation (1).

8	B—K3	KKt—Q2

The object of this is to transfer both Knights to the Queen's side, attempt counter-operations there to offset White's strong control of the centre. There are also possibilities of P—K4.

9 Kt—Q2

Or 9 B—K2, Kt—Kt3; 10 Q—Q3, B×Kt; 11 P×B, P—K3; 12 P—KR4, Kt—B3; 13 Castles QR (Kotov v. Smyslov, Parnu, 1947). Although this line is attended with some risk, it gives good attacking chances on the King's side and will appeal to combinative players.

The immediate Queen's side attack 9 Q—Kt3, Kt—Kt3; 10 P—QR4, P—QR4; 11 P—Q5, B×Kt; 12 P×B, Q—Q3, threatening Q—Kt5 is quite good for Black (Dr. Euwe v. Smyslov, World Championship, 1948).

9	...	Kt—Kt3
10	Q—Q3	P—QB3

Necessary or White will play 11 P—B3, B—K3; 12 P—Q5 with a fine position.

11	P—B3	B—K3
12	R—Q1	Kt—R3

(Botvinnik v. Smyslov, World Championship, 1948). White has a dominant central position but there are no points of weakness in Black's game.

Sub-variation (1)

As above to White's 7th move.

7 ...		P—B3
8 B—K2		

8 P—K5 would be bad as after 8 ... Kt—K1 Black will be able to make use of the hole created at his Q4. As a general rule the central pawns should be kept abreast as long as possible in this variation. 8 Q—Kt3 can be answered by 8 ... P—K4; 9 P×P, Kt—Kt5; 10 B—K2, Q—Kt3; 11 Q×Q, P×Q; 12 B—KB4, QKt—Q2, recovering the pawn with a good game (Stahlberg v. Flohr, Budapest, 1950).

8 ...		P—QKt4
9 Q—Kt3		

If 9 Q—Q3, P—Kt5, followed by B—R3

9 ...		P—K4

Flohr's move seems to work here too. 9 ... Q—R4 is weak on account of 10 B—Q2, P—Kt5; 11 Kt—QR4, Kt×P; 12 B×P with advantage (Flohr v. Lilienthal, Parnu, 1947).

10 P×P		Kt—Kt5
11 B—KB4		Q—K2

and Black appears to recover the pawn with about an equal game.

Returning to the diagram.

Variation (c)

4 Q—Kt3		

This variation is dubious as Black, by the offer of a pawn sacrifice, can set up a vigorous counter-attack before White can get his pieces developed. I do not recommend it for White.

4 ...		P×P

	5 Q×BP	B—K3

The most energetic continuation. 5 ... B—Kt2 will transpose into Variation (b).

	6 Q—Kt5 ch	Kt—B3
	7 Kt—B3	

7 Q×P is answered by 7 ... Kt×P.

	7 ...	Kt—Q4

Much the strongest. The purely defensive 7 ... R—Kt1 is answered by 8 Kt—K5, with advantage to White (Dr. Euwe v. Alekhine, Match, 1935).

	8 P—K4	

If now 8 Q×P, Kt(Q4)—Kt5, threatening R—QKt1, White has no satisfactory reply.

	8 ...	Kt(Q4)—Kt5
	9 Q—R4	B—Q2
	10 Q—Q1	P—K4

with a good game. Analysis by Dr. Euwe who gives as a possibility the following remarkable continuation: 11 P×P, B—Kt5; 12 B—KKt5, B×Kt; 13 B×Q, B×Q; 14 B—B6, B—R4; 15 B×R, B—R3 and wins.

Variation (d)

From the diagram

	4 P—K3	

This is of course perfectly good, but it leads to a quiet game in which Black is faced with no difficulties. White should aim for more.

	4 ...	B—Kt2
	5 Q—Kt3	

This seems White's most aggressive line.

	5 ...	P—B3
	6 B—Q2	

This move baits a trap. If Black replies 6 ... Kt—K5; 7 P×P, Kt×Kt; 8 P×P wins a pawn.

6 ...	Castles
7 Kt—B3	P×P

There is really nothing better as Black has no effective means of continuing his development. 7 ... P—K3 is playable, but very cramped.

8 B×P	P—QKt4
9 B—K2	B—K3
10 Q—B2	P—QR4
11 Castles KR	Q—Kt3

The game is quite equal.

Variation (e)

From the diagram.

4 P×P

This looks the most natural move as it yields White a strong centre without any trouble, but recent analysis goes to show that this may become weak and, if the game reaches an ending, Black's Queen's side majority becomes formidable.

4 ...	Kt×P
5 P—K4	Kt×Kt
6 P×Kt	P—QB4

This is an important move at this juncture. If instead 6 ... B—Kt2; 7 B—R3 and Black's counter-attack against the centre is held up.

7 B—QB4	B—Kt2
8 Kt—K2	

For 8 Kt—B3, see Sub-variation (1).

8 ...	P×P

Logical, as it leaves Black with his two to one Queen's

side majority. Some players prefer to delay the exchange and try to take advantage of the position of White's Bishop on the open file by 8 ... Castles; 9 B—K3, Q—B2; 10 R—B1, Kt—Q2, etc., which is also good.

9 P×P		Kt—B3
10 B—K3		Castles

(Bronstein v. Boleslavsky, Budapest, 1950). I rather prefer Black's game. He has good possibilities on the Queen's side by 11 ... Kt—R4; 12 B—Q3, B—K3, aiming at control of the square QB5 while White as yet can do little on the other wing.

Sub-variation (1)

First seven moves as above.

8 Kt—KB3

This does not appear to me as good as 8 Kt—K2. In the early stages of this variation White's Queen's pawn is subject to considerable pressure and the Knight is an important supporting piece. At KB3 White always has to reckon with the possibility of an awkward pin by B—Kt5, a point which does not arise when the piece is developed at K2.

8 ...		Kt—B3
9 B—K3		Castles

Now Black is threatening B—Kt5 which was not possible previously on account of the reply B×P ch, followed by Kt—Kt5 ch.

10 P—KR3

Practically forced to prevent the pin.

10 ...		P×P
11 P×P		Q—R4 ch

White is now almost forced to move his King. If 12 B—Q2, Q—R6 is very favourable for Black, and after 12 Q—

Q2, Q×Q ch; 13 K×Q, R—Q1, also much in Black's favour.

Variation (f)

Returning for the last time to the position on the diagram, we consider the consequences of

4 B—Kt5

This is not a good line for White but Black must know how to answer it. The correct reply is 4 ... Kt—K5; 5 Kt×Kt (if 5 B—B4, Kt×Kt; 6 P×Kt, B—Kt2, threatening P—QB4 with a strong attack on the central pawns); 5 ... P×Kt; 6 P—K3, P—QB4; 7 Q—Q2, B—Kt2; 8 P—Q5, Q—Kt3; 9 Castles, Kt—R3 (Bogoljubov v. Szabó, Riga, 1939). Black has an excellent game. His pieces all develop easily, the King's Bishop being particularly powerful, while White's King's side is badly shut in.

THE KING'S FIANCHETTO AGAINST THE INDIAN

This consists of the moves 1 P—Q4, Kt—KB3; 2 P—QB4, P—KKt3; 3 P—KKt3.

It is a very good method of opening the game and can be recommended to positional and combinative players alike.

If Black continues on normal King's Indian lines, e.g. B—Kt2, P—Q3, P—K4, etc., the game transposes into the main variation of that defence, but the merit of the early Fianchetto is that the Grünfeld system is less effective for Black when the Queen's Knight is undeveloped.

A game Stahlberg v. Smyslov, Budapest, 1950, continued 3 ... B—Kt2; 4 B—Kt2, P—Q4; 5 P×P, Kt×P; 6 P—K4, Kt—Kt3 (in the ordinary Grünfeld Black can exchange Knights in all such positions); 7 Kt—K2, P—K4; 8 P—Q5, P—B3; 9 QKt—B3 and White's powerful pawn on Q5 which can easily be supported with pieces proved a thorn in Black's flesh. Positional players as Black

faced with this variation are advised to continue: 3 ...
P—B3; 4 P—Q5 (if 4 B—Kt2, P—Q4 with complete
equality); 4 ... B—Kt2; 5 B—Kt2, P—Q3; 6 Kt—
QB3, Castles; 7 P—K4, P—K3; 8 KKt—K2, KP×P;
9 BP×P, P×P. If White now captures with the pawn the
game is quite even and if 10 Kt×P, Kt×Kt; 11 Q×Kt,
Kt—B3, the excellent position of the Black pieces com-
pensates for the weakness of the Queen's pawn.

THE NIMZO-INDIAN DEFENCE

1 P—Q4	Kt—KB3
2 P—QB4	P—K3
3 Kt—QB3	B—Kt5

As I stated in my introductory remarks, I am unable to
recommend this popular defence on account of the extreme
strength of the reply 4 P—QR3 followed, after the exchange
of Bishop for Knight, by the advance of White's central
pawns. I am quite aware that this is a revolutionary
opinion, and feel that my best way of justifying it is by
putting before my readers the lines adopted in the most
recent master games which, almost without exception,
have resulted in favour of White.

Note: In some of these examples White played 4 P—K3
before 4 P—QR3. Both moves have commonly to be played,
but the sequence is important as after 4 P—K3 Black can
secure equality by 4 ... P—Q4; 5 P—QR3, B—K2
(Botvinnik *v.* Reshevsky, World's Championship, 1948).
The loss of time involved in the retreat is of no consequence
as White has shut in his own Queen's Bishop.

After—

4 P—QR3	B×Kt ch
5 P×B	

The following position is reached.

Diagram No. 11

BLACK
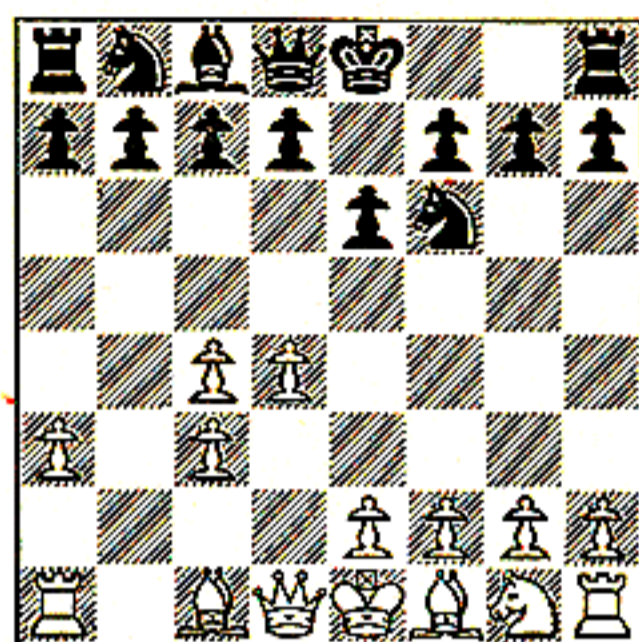
WHITE

Reviewing the position we see that White has two Bishops and a strongly centralized pawn position but, on the other hand, his doubled pawns are susceptible to attack.

In order to make the most of his attacking possibilities it is essential for White to secure open diagonals for his Bishops even if he has to give up a pawn in the process.

In the diagrammed position Black has two main variations.

(a) He can attempt to block the position in the centre and base his game on an attack on the foremost QBP by B—R3 and Kt—QB3 and QR4.

(b) He can at once challenge action in the centre by 5 ... P—Q4.

Of these (a) is by far the more difficult and Black has a number of continuations, none of which seem altogether satisfactory. I propose to give examples of the most recent master games at these variations.

Variation (a)

The Reshevsky Variation

This system, based on the idea of blockading the White

Bishops, was tried successfully by Reshevsky against Botvinnik in the World Championship.

In the diagrammed position the game continued 5 ... P—B4; 6 P—K3 (against 5 ... P—B4 and 5 ... P—Q4, P—K3 must be played. Against other moves, as will be seen, White can play P—B3 and P—K4); 6 ... Kt—B3; 7 B—Q3, Castles; 8 Kt—K2, P—QKt3 (preparing to attack the QBP by B—R3 and Kt—QR4); 9 P—K4, Kt—K1 (this is the point of the Reshevsky Variation; Black aims at blocking the position by P—B4); 10 B—K3 (Castles at once seems better, the best square for this Bishop is as yet uncertain); 10 ... P—Q3; 11 Castles, Kt—R4; 12 Kt—Kt3, B—R3; 13 Q—K2, Q—Q2; 14 P—B4, P—B4. Black has achieved his objective in blocking the White Bishops and has an excellent game.

After this game much research was devoted to the variation with the result that in the game Lilienthal v. Najdorf, Saltzjöbaden, 1948, the following improvement on White's play was discovered.

As above till White's 10th move. 10 Castles, P—Q3; 11 P—K5, P×KP; 12 P×KP, B—Kt2 (of course not 12 ... Kt×P; 13 B×P ch winning the Queen); 13 B—B4, P—B4; 14 P×P e.p. White's two powerful Bishops give him much the better game.

Returning to the position on the diagram, we consider

5 ...	Castles

The drawback to this move is that it enables White to get his King's pawn to the fourth in one move as there is no attack on the centre.

6 P—B3, Kt—R4 (an attempt to take advantage of the loosening of the King's position. The alternative is 6 ... P—Q3; 7 P—K4, P—K4; 8 B—Q3, P—B4; 9 Kt—K2 and White has an easy attacking game. He threatens to continue with B—Kt5 followed by Castles and eventually

P—KB4. If this is prevented he has an alternative method of attack in Kt—Kt3 and Kt—B5); 7 Kt—R3, P—KB4; 8 P—K4 (so far Bronstein v. Szabó, Budapest, 1950). Black here continued with 8 ... P—B4, and after 9 P—K5 had a badly cramped game. Better would have been 8 ... P×P; 9 B—Kt5, Q—K1; 10 P×P, P—K4; 11 P×P, Q×P; 12 Q—Q5 ch, but even then White's Bishops give him the advantage.

A better attempt on similar lines occurred in the game Bronstein v. Smyslov in the same tournament.

From the diagrammed position play continued 5 ... P—B4; 6 P—K3, Kt—B3; 7 B—Q3, P—K4; 8 Kt—K2, P—Q3; 9 P—K4, Kt—KR4; 10 Castles, P—KKt4 and Black's eccentric moves have given him a playable position. It seems to me, however, that White would have done better to play 9 P—Q5, Kt—K2; 10 Kt—Kt3, Kt—Kt3; 11 P—B4 with good attacking chances.

Variation (b)

The Open Variation

In this Black at once challenges the White centre by P—Q4 and P—B4. White's play is easier in this line as he gets rid of his doubled pawn and can still ultimately retain control of the centre.

From the diagram the game Botvinnik v. Capablanca, A.V.R.O., 1938, continued: 5 ... P—Q4; 6 P—K3, P—B4; 7 BP×P, KP×P; 8 B—Q3, Castles; 9 Kt—K2, P—QKt3; 10 Castles, B—R3 (the natural move to get rid of White's dangerous King's Bishop); 11 B×B, Kt×B; 12 B—Kt2, Q—Q2; 13 P—QR4 (so as to prevent the Black Queen playing to R5 after Q—Q3); 13 ... KR—K1; 14 Q—Q3, P—B5 (if 14 ... Kt—B2; 15 P×P, P×P; 16 P—QB4 with a fine game); 15 Q—B2, and White cannot be prevented from playing Kt—Kt3, P—B3, QR—K1 and

P—K4, while Black can attempt little. The whole game is given in full in our Games Chapter.

All the above variations tend in favour of White, but positional players may find them too romantic in character and prefer to keep the game on quieter lines. The best variation for such players is 1 P—Q4, Kt—KB3; 2 P—QB4, P—K3; 3 Kt—QB3, B—Kt5; 4 Q—B2, preventing the doubling of the pawns. If Black plays correctly, however, he seems to have no difficulty in securing equality.

There are three main variations: (a) 4 ... P—Q4, (b) 4 ... Castles, (c) 4 ... Kt—B3. The first two are by no means transpositions as in (b) the Queen's pawn is rarely moved to the fourth.

Variation (a)

4 ...	P—Q4
5 P×P	

I advise positional players to play this simple move in preference to 5 P—QR3 which after 5 ... B×Kt ch; 6 Q×B, Kt—K5, can lead to wild complications.

5 ...	Q×P

Considered better than 5 ... P×P; 6 B—Kt5, after which the game proceeds something like the Exchange Variation of the Queen's Gambit Declined.

6 P—K3	P—B4
7 P—QR3	B×Kt ch
8 P×B	

Better than 8 Q×B as it keeps the centre secure.

8 ...	Castles
9 Kt—B3	P×P

Otherwise White secures a good game by P—B4.

10 BP×P	P—QKt3
11 B—B4	Q—B3

12 B—Q3

Black is threatening B—R3.

12 ...   Q×Q

There is little in the game. White has two Bishops but the exchange of Queens has destroyed all chances of attack and Black's Queen's side majority may have to be watched in the ending. The moves are from Alekhine v. Dr. Euwe, Match, 1937.

Variation (b)

As above to Black's fourth move.

4 ...   Castles

The question now is whether White can gain any advantage from pinning the Black Knight at KB3. It seems, however, that his King's side development is too retarded. A game, Dr. Euwe v. Keres, World Championship, 1948, continued: 5 B—Kt5, P—KR3; 6 B—R4, P—B4; 7 P×P, Kt—R3; 8 P—K3, Kt×P; 9 Kt—K2, P—Q4, and although White can win a pawn by Castling, his position is insecure. Safer is—

5 P—QR3   B×Kt ch
6 Q×B   P—QKt3
7 B—Kt5   B—Kt2
8 Kt—B3   P—Q3
9 P—K3   QKt—Q2

with a perfectly equal game (Reshevsky v. Keres, World Championship, 1948).

Variation (c)

As above to Black's fourth move.

4 ...   Kt—QB3

The Zurich or Milner-Barry Variation. Here Black aims at an early advance of P—K4. In its normal lines this

leads to equality, e.g. 5 Kt—B3, P—Q3 (not 5 ... Castles; 6 B—Kt5, P—KR3; 7 B—R4, P—KKt4; 8 B—Kt3, P—Kt5; 9 Kt—R4, Kt×P; 10 Q—Q2 with a winning attack); 6 P—QR3, B×Kt ch; 7 Q×B, P—QR4 (best, to stop White's flank attack by P—QKt4); 8 B—Kt5, P—KR3; 9 B×Kt, Q×B, with a dull and equal game (Dr. Lasker *v.* Alekhine, Nottingham, 1946).

I think however that White can get a shade of advantage by—

5 P—K3	P—K4
6 P—Q5	Kt—K2
7 Kt—K2	Kt—Kt3
8 P—KKt3	Castles
9 B—Kt2	

followed by Castles and P—KB4.

THE QUEEN'S INDIAN DEFENCE

This is a perfectly good defence when White develops his King's Knight, instead of his Queen's Knight on the third move.

1 P—Q4	Kt—KB3
2 P—QB4	P—K3
3 Kt—KB3	P—QKt3

This move is weak against 3 Kt—QB3 as White can at once occupy the centre by P—K4.

4 P—KKt3

This is undoubtedly best. If White develops the Bishop differently the Black Bishop on QKt2 exercises a powerful influence.

4 ...	B—Kt2
5 B—Kt2	B—K2

Here Black sometimes plays 5 ... B—Kt5 ch which was very popular with the older generation, but modern analysis

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inclines to the view that Black does best to avoid the exchange of Bishops.

6 Castles		Castles
7 Kt—B3		Q—B1

A good move which protects the loose Bishop at QKt2 and paves the way for P—QB4. 7 ... P—B4 at once is weak on account of 8 P—Q5, P×P; 9 Kt—KR4 with a splendid position. 7 ... P—Q4 is playable but after 8 Kt—K5, P—B3; 9 P—Kt3, QKt—Q2; 10 B—Kt2, Black is rather cramped. Another possibility is 7 ... Kt—K5; 8 Q—B2, Kt×Kt; 9 Q×Kt, P—Q3; 10 Q—B2 (threatening Kt—Kt5 winning the exchange); 10 ... P—KB4; 11 Kt—K1, Q—B1; 12 P—K4 with slightly the better game (Dr. Euwe v. Keres, Match, 1940).

8 Q—B2		P—B4
9 P—Kt3		P×P
10 Kt×P		B×B
11 K×B		Kt—B3

Black has obtained a perfectly equal game.

OTHER DEFENCES TO THE QP OPENING

In this category are included the Dutch Defence, the Budapest Defence, and the Benoni Counter Gambit. Of these only the first is suitable for match players. The others have the merit of creating complications but they should, if correctly answered, result in a favourable game for the first player, and I do not advise their adoption. It is, therefore, sufficient in these pages to outline the best methods by which White can conduct the attack against them.

We will first consider the Dutch Defence.

This opening has come into favour recently largely on account of its adoption by the world champion Botvinnik. It can be adopted by combinative players as Black obtains real chances of an attack on the King's wing, but it leads

to positions of great complexity and is rather difficult to play.

Note: Black should play the Dutch Defence in the order: 1 P—Q4, P—K3; 2 P—QB4, P—KB4. If he plays P—KB4 on the first move White obtains good attacking chances by the Staunton Gambit 2 P—K4 which will be dealt with as Variation (*b*).

This of course means that players adopting the Dutch Defence must be prepared to play the French if White replies to 1 ... P—K3 by 2 P—K4.

Variation (*a*)

1 P—Q4	P—K3
2 P—QB4	P—KB4
3 P—KKt3	

It is generally agreed that this is White's best method of developing his King's Bishop. If instead he plays P—K3 and B—Q3, Black gets an excellent game by Fianchettoing his Queen's Bishop. Play then proceeds rather on the lines of Bird's opening with colours reversed.

3 ...	Kt—KB3
4 B—Kt2	B—K2
5 Kt—KB3	

The game takes on two distinct phases according to the development of the White Knight. If he plays to KB3, Black does best to continue with the Stonewall development by P—Q4 and P—QB3. If he plays to KR3 which will be treated as Sub-variation (1), Black should play P—Q3 and ultimately P—K4. In both cases, however, the theme of Black's play is the same. He brings the Queen to the King's side via K1 and endeavours to secure an attack on that wing by advancing his pawns. White on the other hand tries to break through on the Queen's wing.

5 ...	Castles

6 Castles	P—Q4
7 Kt—B3	P—B3
8 R—Kt1	

A logical method of play for White as it prepares a break through on the Queen's wing by P—B5, P—QKt4, and Kt5. There are of course many other ways of treating the position such as (1) 8 Q—Kt3, K—R1; 9 Kt—K5, QKt—Q2; or (2) 8 Q—B2, Q—K1; 9 B—B4, Q—R4; 10 P—B5, QKt—Q2; 11 P—QKt4, Kt—K5 (Flohr v. Riumin, Moscow, 1936).

8 ...	Q—K1
9 P—B5	Q—R4
10 P—QKt4	Kt—K5
11 Q—B2	Kt—Q2
12 P—Kt5	B—B3

(Reshevsky v. Botvinnik, Nottingham, 1936). Both players have good chances in their respective spheres of the board. Black now aims at P—K4.

Sub-variation (1)

As above to White's fifth move.

5 Kt—KR3	Castles
6 Castles	P—Q3

In this variation 6 ... P—Q4 is not good as the White Knight can take up an excellent position at KB4 where he considerably restrains Black's development.

7 Kt—B3	Q—K1
8 P—K4	

The sharpest move. If 8 Kt—B4 Black can play 8 ... B—Q1 threatening P—K4.

8 ...	P×P
9 Kt—B4	

If 9 Kt×P, Kt×Kt; 10 B×Kt, P—K4 gives Black an excellent game.

9 ...	P.—B3

To prevent the Knight playing to Q5 after he advances the KP.

10 QKt×P	Kt×Kt
11 B×Kt	P—K4
12 Kt—Kt2	

12 P×P would isolate Black's King's pawn but give him a great deal of freedom for his pieces.

12 ...	Kt—Q2

(Reshevsky *v.* Botvinnik, World Championship, 1948). A very complicated game in which the chances seem about even.

Variation (*b*)

THE STAUNTON GAMBIT

1 P—Q4	P—KB4
2 P—K4	

I recommend this Gambit to all combinative players who have the chance of playing it. Black's defence against White's beautiful development is so difficult that the chances in a match game are all in favour of White.

2 ...	P×P
3 Kt—QB3	Kt—KB3
4 B—Kt5	P—QKt3

As good as anything else. 4 ... P—KKt3 is answered by 5 P—KR4, B—Kt2; 6 P—R5, Kt×P; 7 R×Kt, P×R; 8 Q×P ch, K—B1; 9 Kt—Q5, Kt—B3; 10 B—QB4 with a tremendous attack.

4 ... P—Q3 or 4 ... P—K3 are equally answered by 5 P—B3.

5 P—B3	P—K6

Probably best. 5 ... P×P; 6 Kt×P, B—Kt2; 7 Kt—K5 gives White a very strong attack.

6 B×P	P—K3

If 6 ... B—Kt2; 7 P—Q5, P—B3; 8 B—QB4, etc.

7 Q—Q2	P—Q4
8 Castles	

(P. Johner v. Niemzovitch, Carlsbad, 1929). The forces are equal but White has clearly the better game, (a) because he is ahead in development, (b) because Black is saddled with a weak and backward King's pawn.

THE BENONI COUNTER GAMBIT

1 P—Q4	P—QB4

Although successfully played by Alekhine this opening has little to recommend it. White always secures the superior game by 2 P—Q5, Kt—KB3; 3 Kt—QB3, P—Q3 (if 3 ... P—K4 then equally 4 P—K4 followed by a King's Fianchetto); 4 P—K4, P—KKt3; 5 P—KKt3, B—Kt2; 6 B—Kt2, Castles; 7 KKt—K2. Black is playing a King's Indian Defence in which the key square QB4 is occupied by his own pawn and has a very cramped game.

THE BUDAPEST DEFENCE

This is sometimes tried by amateurs who like a complicated game, but should not turn out well in match play.

If Black wins back the Gambit pawn he remains with an inferior position, and if he plays it as a Gambit it is quite unsound.

The opening moves are—

1 P—Q4	Kt—KB3
2 P—QB4	P—K4
3 P×P	Kt—Kt5

An alternative is 3 ... Kt—K5, known as the Fajarowicz Gambit, but in this Black has great difficulty in regaining the Gambit pawn and, even if he accomplishes this, he

remains with the inferior game, viz. 4 Kt—Q2, Kt—B4 (or 4 ... B—Kt5; 5 P—QR3, B×Kt ch; 6 B×B, Kt—QB3; 7 Kt—B3, Q—K2; 8 B—B4, P—KR3; 9 P—KR4, retaining the pawn (Winter v. Lenton, Yarmouth, 1935)); 5 KKt—B3, Kt—B3; 6 P—KKt3, Q—K2; 7 B—Kt2, P—KKt3; 8 Kt—QKt1 (a curious move but effective as the Knight quickly reaches Q5); 8 ... Kt×P; 9 Castles, Kt×Kt ch; 10 P×Kt, B—Kt2; 11 R—K1, Kt—K3; 12 Kt—B3, Castles; 13 Kt—Q5 with the better game (Alekhine v. Tartakover, London, 1932).

4 P—K4	

The most effective line for White. If 4 B—B4, 4 ... Kt—QB3; 5 Kt—KB3, B—Kt5 ch; 6 QKt—Q2 (or 6 Kt—B3, Q—K2; 7 Q—Q5, B×Kt ch; 8 P×B, Q—R6; 9 Q—Q2, Q—K2 and White seems to have nothing better than a draw by repetition of moves); 6 ... Q—K2; 7 P—QR3, KKt×P (threatening mate in one move); 8 Kt×Kt, Kt×Kt; 9 P—K3, B×Kt ch with an equal game.

4 ...	Kt×KP

Tartakover's Gambit 4 ... P—Q3; 5 P×P, B×P; 6 B—K2, P—KB4; 7 P×P, Q—K2; 8 P—B5, B×QBP; 9 Q—R4 ch is not sound.

5 P—B4	KKt—B3

If 5 ... Kt—Kt3; 6 Kt—KB3, B—Kt5 ch; 7 Kt—B3, Q—K2; 8 B—Q3, B×Kt ch; 9 P×B, P—Q3; 10 Castles with the better game. Whenever Black Castles (KR), P—B5 will provide White with a strong attack.

6 P—QR3	

A useful move as Black usually checks at Kt5 in this variation.

6 ...	P—QR4
7 Kt—KB3	B—B4
8 Kt—B3	P—Q3

9 B—Q3	Castles
10 Q—K2	B—KKt5
11 B—K3	Kt—Q5
12 Q—KB2	

(Yates *v.* Spielmann, Carlsbad, 1923). White's position is preferable.

THE SEMI-CLOSE DEFENCES TO 1 P—K4

In this category are included Alekhine's Defence, Caro-Kann Defence, Philidor's Defence, Centre Counter Gambit, French Defence, and Sicilian Defence. Of these Alekhine's Defence has gone out of fashion and recent strengthening of the attack makes its adoption dangerous. I do not recommend it and will treat it only from the view of the first player. The Caro-Kann is safe enough and may suit positional players, but it usually leads to rather a dull game. Philidor's Defence and the Centre Counter are both considered inferior and will be dealt with from White's point of view only. The French is a very flexible defence and, as will be shown, can be played by combinative and positional players, and the Sicilian is probably the strongest possible reply to P—K4 in the hands of a player who is not afraid of complications.

ALEKHINE'S DEFENCE

| 1 P—K4 | Kt—KB3 |
| 2 P—K5 | |

Obviously the strongest move.

| 2 ... | Kt—Q4 |
| 3 P—QB4 | |

Positional players may do well to delay this move and adopt the line given in Sub-variation (1).

| 3 ... | Kt—Kt3 |
| 4 P—B5 | |

Lasker's idea which seems to give White great attacking possibilities.

4 ...	Kt—Q4
5 Kt—QB3	Kt×Kt
6 QP×Kt	P—Q3

Or 6 ... P—K3; after which 7 Q—Kt4 makes Black's development difficult. If 7 ... P—QKt3; 8 B—KKt5, B—K2; 9 B×B, Q×B; 10 Q×KtP with a great advantage (J. Penrose v. Derby, Felixstowe, 1949).

7 Q—Kt3	P×KP

7 ... P—K3 is necessary here, but after 8 BP×P, P×P; 9 Kt—B3, White has much the better developed game.

8 B—KKt5	

With the deadly threat of B—QB4. If Black replies 8 ... P—KB3, then equally 9 B—QB4.

8 ...	Q—Q2

The best of a bad lot.

9 B—QB4	Q—B4
10 R—Q1	

Threatening B×P ch.

10 ...	Kt—B3
11 B—Q5	

(Poletayev v. Rackov, Correspondence, 1948). White's advantage is clear.

Sub-variation (1)

1 P—K4	Kt—KB3
2 P—K5	Kt—Q4
3 P—Q4	P—Q3
4 Kt—KB3	B—Kt5
5 B—K2	Kt—QB3

5 ... P×P; 6 Kt×P, is good for White.

6 Castles	P—K3
7 P—B4	Kt—Kt3
8 P×P	P×P
9 P—QKt3	B—K2
10 Kt—B3	B—B3
11 B—K3	P—Q4
12 P—B5	Kt—Q2
13 R—B1	Castles
14 P—QR3	

(Boleslavski *v.* Mikenas, Moscow, 1944). White appears to have much the better game, but Black found an ingenious counter in 14 ... Kt×BP; 15 P×Kt, QB×Kt; 16 B×B, P—Q5 and the first player's advantage is very slight.

THE CARO-KANN DEFENCE

This is one of the easiest defences to play and, with care, should yield Black an easy if somewhat drawish game. The line which gives Black most trouble is the Panov–Botvinnik Attack, Variation (*a*), and even this can be met satisfactorily if the second player is content with purely defensive play.

After the moves 1 P—K4, P—QB3; 2 P—Q4, P—Q4, White has the choice of three main lines of play: (*a*) 3 P×P; (*b*) 3 Kt—QB3; and (*c*) 3 P—K5. The principles governing the play differ considerably. In (*a*) and (*c*) most of the play takes place on the Queen's side; in (*b*) the action is principally in the centre and on the King's wing. Variation (*a*) is probably the strongest, and is recommended to combinative players, but some may prefer the quieter paths of Variation (*b*).

Variation (*a*)

1 P—K4	P—QB3
2 P—Q4	P—Q4
3 P×P	P×P

> 4 P—QB4

This inaugurates the Panov–Botvinnik Attack. For 4 B—Q3, see Sub-variation (1).

4 ...	Kt—KB3
5 Kt—QB3	Kt—B3

A comparatively safe line is 5 ... P×P; 6 B×P, P—K3; 7 Kt—B3, B—K2; 8 Castles, Castles; 9 B—B4, P—QR3, but White obtains the freer game by 10 P—Q5.

6 B—KKt5	P—K3

Now 6 ... P×P is dangerous on account of 7 P—Q5, Kt—K4 (after 7 ... Kt—QR4 the Black Knight is awkwardly placed. For instance 8 Kt—B3, B—Kt5; 9 P—QKt4, P×P e.p.; 10 P×P, threatening P—QKt4 gives White many chances); 8 Q—Q4, Kt—Q6 ch; 9 B×Kt, P×B; 10 Kt—KB3 with a fine attacking game (Botvinnik v. Flohr, Match, 1933).

> 7 P—B5

This is White's most dangerous attacking move as it gives him a strong majority of pawns on the Queen's side. If 7 Kt—KB3 Black can get a comparatively easy game by 7 ... P×P; 8 B×P, B—K2; 9 Castles, Castles; 10 R—B1, P—QR3 (Botvinnik v. Dr. Euwe, Hastings, 1935), or if 7 P×P, P×P; 8 B×Kt, Q×B; 9 Kt×P, Q—Q1 with the better game for Black.

7 ...	B—K2
8 B—Kt5	Castles
9 KKt—K2	

Rather better than 9 Kt—B3 which was formerly played as, in that case, after 9 ... Kt—K5; 10 B×B, Kt×B, White has to waste a move by R—QB1 to prevent the doubling of his pawns.

9 ...	Kt—K5
10 B×B	Kt×B

If 10 ... Q×B; 11 B×Kt, P×B; 12 Q—R4 with an unbreakable pawn majority on the Queen's wing.

11 Castles	P—QKt3
12 P—QKt4	P—QR4
13 P—QR3	

White's Queen's side pawns are strong, but Black has counter chances on the King's side.

Sub-variation (1)

As above to White's fourth move.

4 B—Q3

If White does not wish to enter on the Panov–Botvinnik attack this is his best move, as it prevents Black's B—B4, but it should not cause Black much trouble.

4 ... Kt—QB3; 5 P—QB3 (if 5 Kt—KB3, B—Kt5 is satisfactory); 5 ... Kt—B3; 6 P—KR3 (to restrain the development of the Black QB); 6 ... P—K3 (Black could also try 6 ... P—KKt3, followed by B—B4); 7 B—B4, B—K2; 8 Kt—B3, Castles; 9 Castles, B—Q2; 10 QKt—Q2, Kt—R4; 11 Q—K2 (to stop P—QKt4); 11 ... Q—Kt3 (Mikenas *v.* Makogonov, Moscow, 1944). There is nothing in the game.

Variation (b)

1 P—K4	P—QB3
2 P—Q4	P—Q4
3 Kt—QB3	P×P
4 Kt×P	Kt—B3

I still believe that this old-fashioned move is the best. 4 ... B—B4 loses time after 5 Kt—Kt3, i.e. 5 ... B—Kt3; 6 Kt—B3, P—K3; 7 P—KR4, P—KR3; 8 B—Q3, B×B; 9 Q×B, with a fine open game which nearly always results in favour of White; and 4 ... Kt—Q2 is rather cramping: see Sub-variation (1).

5 Kt×Kt ch

If White plays the Gambit 5 B—Q3, Black should not accept the sacrifice as I did with disastrous results against Alekhine (Hastings, 1936), but should proceed by 5 ... Kt×Kt; 6 B×Kt, Kt—Q2.

5 ...		KP×Kt

5 ... KtP×Kt leaves the position too ragged. White should continue 6 P—KKt3 and B—Kt2.

6 B—QB4	B—Q3
7 Q—K2 ch	B—K2

The last move requires explanation. White's only advantage consists in the possession of a Queen's side pawn majority and Black therefore wishes to avoid an exchange of Queens, which would tend to make this more effective. The two moves of the Bishop do not really constitute loss of time as the White Queen is badly placed on the open King's file and will soon have to move again.

8 Kt—B3	Castles
9 Castles	B—Q3

The important diagonal. Black plays, in this variation, for King's side attack.

10 R—K1	B—KKt5
11 P—KR3	B—R4
12 B—Q2	

If 12 B—K3, R—K1 is embarrassing.

12 ...	Kt—Q2

There is little in the game. White will try to utilize his extra pawn on the Queen's wing, while Black must try a King's side attack, advancing his pawns when necessary.

Sub-variation (1)

As above to White's fourth move.

| 4 ... | Kt—Q2 |

The idea, of course, is to play KKt—B3 without doubling the pawns. The trouble is that the move obstructs the development of the Queen's Bishop.

| 5 Kt—KB3 | KKt—B3 |
| 6 Kt—Kt3 | |

Now that the QB is blocked White can afford the third move with the Knight.

6 ...	P—K3
7 B—Q3	B—Q3
8 Castles	Castles
9 R—K1	Q—B2
10 Q—K2	B—B5

Black can no longer prevent the occupation of K5.

| 11 Kt—K5 | B×B |
| 12 QR×B | |

and White has the better development and more command of the board (Sir G. A. Thomas v. Golombek, Felixstowe, 1949).

Variation (c)

1 P—K4	P—QB3
2 P—Q4	P—Q4
3 P—K5	

This variation is hardly ever played nowadays. Black can secure a quick initiative on the Queen's wing.

3 ...	B—B4
4 B—Q3	B×B
5 Q×B	P—K3
6 Kt—K2	

Whatever White moves, Black's procedure is the same.

| 6 ... | Q—Kt3 |

7 Castles	P—QB4
8 P—QB3	Kt—QB3
9 Kt—Q2	P×P
10 P×P	Kt—K2

followed by P—KR4 and Kt—B4 with attack against White's QP.

Notes: White has two other methods of playing against the Caro-Kann: (1) 2 P—QB4, and (2) Kt—KB3. Against (1) the best continuation for Black is 2 ... P—Q4; 3 BP×P, P×P; 4 P×P, P—QR3 (to stop the annoying B—Kt5 ch); 5 Kt—QB3, P—QKt4 and Black will easily regain the sacrificed pawn with a good game.

(2) 2 Kt—KB3. This usually transposes into Variation (*b*) after 2 ... P—Q4; 3 Kt—B3, P×P; 4 Kt×P, Kt—B3; 5 Kt×Kt ch, followed by P—Q4. Black can however play 4 ... B—Kt5, to which the best answer is 5 B—B4, P—K3; 6 P—B3, Kt—Q2; 7 P—Q4, KKt—B3; 8 Kt—Kt3, B—K2; 9 P—KR3, B×Kt, with about an equal game (Sokolsky *v.* Kolmov, Moscow, 1947).

PHILIDOR'S DEFENCE

This old fashioned system of defence is still occasionally seen, but it results in a very cramped game for Black. White must be careful not to allow his opponent to obtain a counter-attack with the Queen's side pawns. The usual variation is 1 P—K4, P—K4; 2 Kt—KB3, P—Q3; 3 P—Q4, Kt—KB3 (after 3 ... P×P; 4 Kt×P, White has obviously the superior development and can proceed on simple lines); 4 Kt—B3, QKt—Q2; 5 B—QB4, B—K2; 6 Castles, Castles; 7 Q—K2, P—B3; 8 P—QR4 (this is the point where Black's threatened Queen's side advance should be checked); 8 ... Q—B2; 9 B—Kt3 (to avoid all risks of Kt×P followed by P—Q4). White can now continue by P—KR3 and B—K3 followed by deployment of his Rooks on the centre files while Black can attempt nothing.

THE CENTRE COUNTER GAMBIT

This is rarely played nowadays and is considered inferior.

After 1 P—K4, P—Q4; 2 P×P, Black has two lines of play against both of which White should secure the superior position.

(1) 2 ... Q×P; 3 Kt—QB3, Q—R4 (if 3 ... Q—Q1; 4 P—Q4 may lead to the pretty trap 4 ... Kt—QB3; 5 Kt—B3, B—Kt5; 6 P—Q5, Kt—K4; 7 Kt×Kt, B×Q; 8 B—Kt5 ch, P—B3; 9 P×P, and White must recover the Queen with a piece ahead); 4 P—Q4 (also worth trying by enterprising players is the Gambit 4 P—QKt4, Q×KtP; 5 R—Kt1, Q—Q3; 6 Kt—B3 or P—Q4 with a fine development for the pawn); 4 ... P—K4 (the only dangerous move. Against other play White quietly develops); 5 Kt—B3, B—QKt5 (or 5 ... B—KKt5; 6 B—K2, Kt—QB3; 7 Kt×P, B×B; 8 Q×B, Kt×P; 9 Q—K4, Kt×P ch; 10 K—Q1, Kt—B3; 11 Q×P, R—Q1 ch; 12 K×Kt, Q×Kt; 13 Q—B6 ch with advantage to White); 6 B—Q2, B—Kt5; 7 B—K2, P×P; 8 Kt×P, Q—K4; 9 QKt—Kt5, QB×B; 10 Q×B, B×B ch; 11 K×B, Q×Q ch; 12 K×Q, Kt—QR3; 13 KR—K1 with a small though distinct positional advantage.

(2) 2 ... Kt—KB3; 3 P—Q4 (the attempt to hold the pawn by 3 B—Kt5 ch, B—Q2; 4 B—QB4, B—Kt5 leads to too many complications); 3 ... Kt×P; 4 P—QB4, Kt—Kt3; 5 Kt—KB3, B—Kt5; 6 B—K2 (if 6 Kt—B3, Black gets counter chances by 6 ... P—K4); 6 ... Kt—B3; 7 P—Q5, B×Kt; 8 B×B, Kt—K4; 9 P—QKt3, again with a slight positional advantage.

THE FRENCH DEFENCE

This is a very popular method of defending the King's pawn opening and, by reason of its extreme flexibility, is suitable for positional and combinative players alike

provided that they choose the variation which suits them.

The opening may be divided into five main variations.

(a) The Normal Variation which, in my view, should yield White a slight advantage in position in the main line. The Sub-variations (1) and (2) are suitable for positional and combination players respectively.

(b) The Winawer Variation favoured by Botvinnik.

(c) 3 QKt—Q2 Variation suitable for positional players as White, but rather drawish.

(d) The Exchange Variation. I do not consider that this gives White any advantage.

(e) The 3 P—K5 Variation, out of fashion, but playable for a combinative player.

Variation (a)

The Normal Variation

1	P—K4	P—K3
2	P—Q4	P—Q4
3	Kt—QB3	Kt—KB3
4	B—Kt5	

Diagram No. 12

BLACK
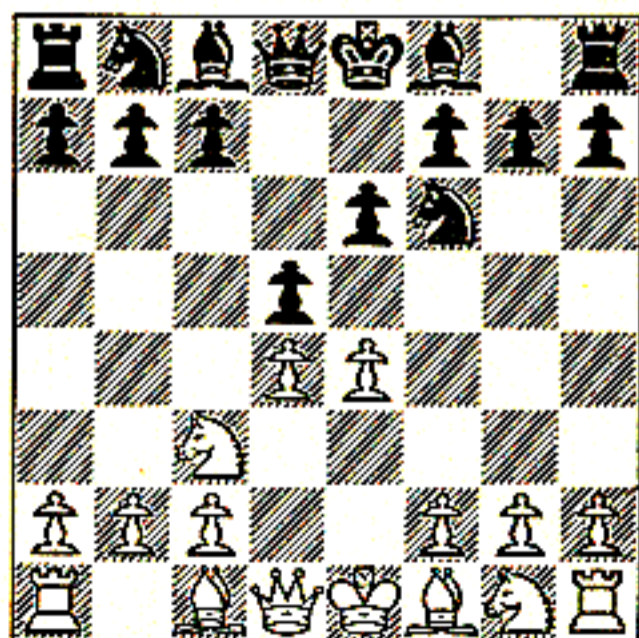
WHITE

4 ...	B—K2

For 4 ... P×P, see Sub-variation (1); for 4 ... B—Kt5, the MacCutcheon Variation, see Sub-variation (2).

In my view the text move gives White slightly the better game and I do not recommend it for Black.

5 P—K5	Kt—Q2
6 B×B	

Alekhine's attack, 6 P—KR4, is playable here but it leads to too many complications to be suitable for match players.

6 ...	Q×B
7 Q—Q2	

This is now considered White's strongest move. White's plan is to control the dark coloured central squares.

7 ...	Castles
8 P—B4	P—QB4
9 Kt—B3	

9 Kt—Kt5 leads to nothing against 9 ... P—QR3; 10 Kt—Q6, P×P. The Knight at Q6 becomes undermined and will eventually have to be exchanged against Black's "bad" Bishop at QB1.

9 ...	Kt—QB3
10 Castles	P—B3

Or 10 ... P×P; 11 Kt×P, Kt×Kt; 12 Q×Kt, Q—B4; 13 P—KKt3, with positional advantage White need not fear exchanges as long as he can retain control of the dark squares in the centre.

11 KP×P	Q×P
12 P—KKt3	P×P
13 Kt×P	Kt—B4
14 B—Kt2	B—Q2
15 KR—K1	

White has attained his objective and has the superior position (Keres v. Stahlberg, Kemeri, 1937).

Sub-variation (1)

From the diagram—

4 ...	P×P

This is suitable for positional players and should be good enough to draw. Of course the exchange can be made on the third move, but I think it is better to wait until the White Bishop plays to KKt5, as this usually leads to the exchange of pieces which tend to relieve Black's rather cramped game.

5 Kt×P	B—K2
6 B×Kt	B×B
7 Kt—KB3	Kt—Q2
8 B—B4	

Or 8 P—B3, Castles; 9 Q—B2, P—K4; 10 Castles, Q—K2.

8 ...	Castles
9 Q—K2	Kt—Kt3
10 B—Kt3	B—Q2

(Smyslov v. Stahlberg, Budapest, 1950). There is very little in the game.

Sub-variation (2)

The MacCutcheon Defence

Returning to the position on the diagram, we come to 4 ... B—QKt5, the MacCutcheon Variation, which leads to an exciting game in which Black has good counter chances. Both Kings soon come into jeopardy and the line can be recommended to a combinative player for Black. There seems no way in which White can get a clear advantage in the main variation and I advise match players with White to adopt the line shown in Note 1.

4	...	B—QKt5
5	P—K5	P—KR3
6	B—Q2	

6 P×Kt, P×B; 7 P×P, R—KKt1 leads to nothing, but 6 B—R4, P—KKt4; 7 B—Kt3, Kt—K5; 8 Kt—K2, P—QB4; 9 P—QR3, B×Kt ch; 10 Kt×B, Kt×Kt (if 10 ... Q—R4; 11 P×P, Kt×Kt; 12 Q—Q2); 11 P×Kt, Q—R4; 12 Q—Q2, Kt—B3; 13 P×P, Q×P; 14 P—KB4 (Israel *v.* Broadbent, Felixstowe, 1949) with some advantage to White. Black can play differently but White always seems to retain a slight advantage.

6	...	B×Kt
7	P×B	Kt—K5
8	Q—Kt4	P—KKt3

This seems better than 8 ... K—B1 to which White answers 9 P—KR4, P—QB4; 10 R—R3 with an enduring attack. In this variation the Black King is fixed on the King's wing. After 8 ... P—KKt3 he has a chance to escape to the Queen's wing.

9	B—Q3	Kt×B
10	K×Kt	P—QB4

10 ... Q—Kt4 ch; 11 Q×Q, P×Q; 12 P—KB4, P×P; 13 R—KB1 is in favour of White.

11	P—KR4	

Smyslov played against Bondarevsky (Moscow, 1940) 11 Kt—B3, Kt—B3; 12 P×P, to which the best answer is 12 ... Q—B2 and if then 13 Q—B4, P—KB4.

11	...	Kt—B3
12	R—R3	

Threatening B×P with a winning attack.

12	...	P×P
18	P×P	Q—Kt8

A good move. If White now plays 14 B×P, Q—Kt5 ch, followed by Kt×KP

14 Kt—B3	B—Q2

If White now tries the sacrifice B×P, Black can accept and escape with his King to the Queen's side. Black can now safely Castle on the Queen's side and seems to have rather the better game owing to the awkward position of the White King (Lilienthal v. Bondarevsky, Moscow, 1937).

Variation (b)

The Winawer Variation

1 P—K4	P—K3
2 P—Q4	P—Q4
3 Kt—QB3	B—Kt5

This is much favoured by the world champion Botvinnik, and can be recommended to combinative players. In the main lines Black weakens White's Queen's side pawns which become subject to attack on the QB file, but he has to beware of the attacks on his King.

4 P—K5	

The strongest move. 4 P×P, P×P obviously leads to nothing and 4 B—Q3, P×P; 5 B×P, Kt—KB3 loses time.

4 ...	P—QB4
5 P—QR3	

White can get an easy playing but only equal game by 5 B—Q2, Kt—QB3; 6 Kt—Kt5, B×B ch; 7 Q×B, Kt×QP; 8 Kt×Kt, P×Kt. This line is recommended to those who like a quiet game.

5 ...	B×Kt ch
6 P×B	Kt—K2

An alternative is 6 ... Q—B2. If White then plays 7 Q—Kt4, P—B4 gives Black a good game (Reshevsky v.

150

THE FRENCH DEFENCE

Botvinnik, World Championship, 1948), but if White plays 7 Kt—B3, Black's Queen is misplaced.

> 7 Q—Kt4

For 7 Kt—B3, see Sub-variation (1).

> 7 ...   Kt—B4

Interesting is 7 ... P×P, but after 8 Q×KtP, R—Kt1; 9 Q×P, Q—B2, best; 10 Kt—K2, it is doubtful whether Black has enough for the pawn sacrificed.

8	B—Q3	P—KR4
9	Q—B4	P×P
10	P×P	Q—R5
11	Kt—B3	Q×Q
12	B×Q	Kt—B3
13	P—B3	B—Q2

(Bogoljubov v. Flohr, Nottingham, 1936). There is not much in the game. White has two Bishops, but Black has chances of exploiting his opponent's weaknesses on the QB file.

Sub-variation (1)

> 7 Kt—B3

With this White abandons the idea of immediate King's side attack, and relies on making use of his two Bishops. In particular the Queen's Bishop can come into splendid play at QR3 (after P—QR4). Black has to exercise great care.

7	...	QKt—B3
8	B—Q3	Q—R4
9	Q—Q2	

9 B—Q2, P—B5 would be out of place. He wishes to develop the Bishop on QR3.

9	...	P—B5

After 9 ... P×P; 10 P×P, Q×Q ch, the two Bishops give White the better endgame.

10 B—K2	Q—R5

The best move as it holds back the QRP. If 10 ... B—Q2; 11 P—QR4, P—B3; 12 B—R3 with a fine game (Rabinovitch v. Botvinnik, Moscow, 1939).

11 Castles	B—Q2

Black's game is quite satisfactory. He can break the King's side by P—B3 and has chances of action on that wing while White, in spite of his two Bishops, has not a great deal to do.

Variation (c)

The Kt—Q2 Variation

1 P—K4	P—K3
2 P—Q4	P—Q4
3 Kt—Q2	

This enables White to make an almost certain draw but against Black's best reply he has little chance of anything else.

3 ...	P—QB4

Other moves are inferior. If 3 ... Kt—KB3; 4 P—K5, KKt—Q2; 5 B—Q3, P—B4; 6 P—QB3, Kt—QB3; 7 Kt—K2, Q—Kt3; 8 Kt—B3, P×P; 9 P×P, B—Kt5 ch; 10 K—B1 with good attacking chances (Alekhine v. Capablanca, A.V.R.O., 1938); or 3 ... Kt—QB3 (aiming at P—K4); 4 KKt—B3, Kt—B3; 5 P—K5, Kt—Q2; 6 P—QKt3, P—B3; 7 B—Kt2, P×P; 8 P×P. Black is terribly cramped (Trifonovic v. Bondarevsky, Saltzjöbaden, 1948).

4 KP×P	KP×P

4 ... Q×P can lead to some tricky variations but, after 5 Kt—B3, followed by 6 B—B4 gives White too much development.

5 B—Kt5 ch	

If 5 Kt—KB3, Black has time to stop the check by 5 ... P—QR3 and gets quite a satisfactory game.

5 ...	B—Q2

Or 5 ... Kt—B3; 6 Q—K2 ch, Q—K2; 7 P×P, Q×Q ch, also with a drawish ending. White has perhaps a shade of advantage owing to Black's isolated QP.

6 Q—K2 ch	Q—K2
7 B×B ch	Kt×B
8 P×P	Kt×P
9 Kt—Kt3	Q×Q ch
10 Kt×Q	Kt×Kt
11 RP×Kt	B—B4

To prevent the occupation of Q4. The game is an almost certain draw (Dr. Euwe *v.* Botvinnik, World Championship, 1948).

Variation (*d*)

The Exchange Variation

1 P—K4	P—K3
2 P—Q4	P—Q4
3 P×P	P×P

This line seems to yield White no advantage. Indeed, a position is soon arrived at in which White's extra move is more of a liability than an asset.

4 B—Q3	

For Kt—KB3, see Sub-variation (1). If 4 Kt—QB3, Black does best to play 4 ... P—QB3; 5 B—Q3, B—Q3; 6 Kt—K2, Q—R5; or 6 Kt—KB3, B—KKt5.

4 ...	Kt—QB3
5 Kt—K2	

5 Kt—KB3 transposes into the sub-variation.

5 ...	B—Q3
6 P—QB3	

It is here that White has difficulty in finding a good move. If 6 QKt—B3, Kt—Kt5 either exchanges White's best minor piece or drives it to a bad square. If 6 Castles, Q—R5 forces a weakening of the pawn position. The text threatens B—KB4 with an excellent game but Black has a good reply.

6 ...	Q—R5

A fine move which gives Black the initiative.

7 Kt—Q2	B—KKt5

To prevent Kt—B3. It is far too dangerous for White to attempt to win a pawn by 8 Q—Kt3, KKt—K2; 9 Q× KtP, Castles.

8 Q—B2	Castles
9 Kt—B1	P—KKt3

Planning to get rid of White's King's Bishop by KKt—K2, and B—B4.

10 B—K3	KKt—K2
11 Castles	B—KB4
12 Kt(B1)—Kt3	B×B

Black has at least an equal game (Winter v. Alekhine, Nottingham, 1936).

Sub-variation (1)

4 Kt—KB3

As the main variation shows that White is unable to carry out the manœuvre Kt—K2 and B—KB4, this old move may be his best, but it should not yield any advantage.

4 ...	B—Q3
5 B—Q3	Kt—QB3
6 P—B3	KKt—K2
7 Castles	

If 7 P—KR3 (to stop Black's next); 7 ... B—B4 and Black is ahead in development.

7 ...	B—KKt5
8 R—K1	Q—Q2
9 QKt—Q2	Castles QR
10 P—Kt4	Kt—Kt3
11 Kt—Kt3	QR—K1

An interesting position in which the chances are about equal.

Variation (e)

The 3 P—K5 Variation

This line, much favoured by Niemzovitch, cramps Black's development for a time, but the White centre is liable to attack.

| 3 P—K5 | P—QB4 |
| 4 P—QB3 | |

For 4 Kt—KB3, see Sub-variation (1).

4 ...	Kt—QB3
5 Kt—B3	Q—Kt3
6 B—K2	

Niemzovitch usually played 6 B—Q3 here but, as the Bishop has to move again after 6 ... B—Q2 in order to defend the QP, the move seems to lose time.

| 6 ... | KKt—K2 |

Preparing to attack the QP for the fourth time by Kt—B4.

7 Kt—R3	P×P
8 P×P	Kt—B4
9 Kt—B2	B—Kt5 ch
10 K—B1	

Other moves lose a pawn.

| 10 ... | P—KR4 |

To prevent the Knight from being driven from this strong position by P—KKt4.

The game is about equal.

Sub-variation (1)

4	Kt—KB3		Kt—QB3
5	B—Q3		P×P

The pawn sacrificed here can easily be regained, but the time expended in so doing enables Black to equalize easily.

6	Castles		P—B3

Probably the best move as it destroys White's centre. If he tries to maintain the pawn by 6 ... Q—Kt3, Alekhine suggests 7 P—B3 and if 7 ... P×P; 8 Kt×P with a superiority in development which should easily compensate for the pawn.

7	B—QKt5

Necessary in order to regain material. 7 B—KB4 would be bad on account of 7 ... P—KKt4 and 8 ... P—Kt5.

7	...		B—Q2
8	B×Kt		P×B
9	Q×P		P×P
10	Q×KP		Kt—B3

(Alekhine *v.* Euwe, Nottingham, 1936). The chances are equal.

THE SICILIAN DEFENCE

This is one of the most interesting and important of the semi-close defences.

In its normal forms when White opens the game by an early P—Q4, the Fianchetto or Dragon system of defence seems perfectly satisfactory and provides the second player with excellent counter-attacking chances. Players adopting the Sicilian, however, must remember that it is essentially a counter attack. Purely defensive play is of no avail and Black must make energetic use of the half-opened file which he obtains on the Queen's side. Failure to do this means that White will build up a crushing onslaught against the Black King.

As the defence is one of the commonest in modern practice and is strongly recommended to combinative players, it is dealt with at some length. I have divided the opening into five main variations.

(*a*) The Normal Dragon.

(*b*) Boleslavsky's Variation.

(*c*) The Dragon with 2 ... P—Q3.

(*d*) The Paulsen or Scheveningen Variation.

(*e*) The Close Variation.

Other inferior lines for White are briefly noted at the end.

Variation (*a*)

The Dragon Variation

This is Black's best, in my opinion. As I have said, the Sicilian is essentially a Queen's side counter-attack and it seems logical to develop the King's Bishop at KKt2 where it is bearing directly towards the Queen's wing.

Points to remember in conducting this form of the defence are—

(1) That Black must try to preserve his King's Bishop, and indeed must, on no account, part with it except for the hostile Bishop of the same colour.

(2) That exchanges of the minor pieces (except the King's Bishop) tend to benefit Black whose Rooks usually have greater mobility in any kind of semi-ending.

(3) That, whenever possible, Black should challenge the White centre by P—Q4.

(4) That when this is impossible Black's QB5 is the key square which he should try to occupy as soon as possible.

For White the general policy is to make a King's side attack, the key to which is usually the advance of the KBP, at the same time endeavouring to hold Black's Queen's side operations in check.

The opening moves are—

1 P—K4	P—QB4

2	Kt—KB3	Kt—QB3
3	P—Q4	P×P
4	Kt×P	Kt—KB3

This is important. If at once 4 ... P—KKt3, or 4 ... P—Q3, White plays 5 P—QB4, the Maroczy Bind, after which Black's Queen's side operations are attended with great difficulty.

<div style="text-align:center">5 Kt—QB3</div>

If 5 P—KB3, still hoping to secure to Maroczy Bind, Black plays best 5 ... P—K4; 6 Kt—Kt5 (otherwise 6 ... P—Q4); 6 ... P—Q3; 7 P—QB4, P—QR3; 8 KKt—B3 with positions akin to the Boleslavsky Variation (b), with the difference that White has wasted a move with P—KB3.

5	...	P—Q3

Necessary. If 5 ... P—KKt3; 6 Kt×Kt, followed by P—K5 gives White a great advantage in space.

<div style="text-align:center">6 B—K2</div>

If 6 B—QB4, it is dangerous for Black to play 6 ... P—KKt3, because of 7 Kt×Kt, P×Kt; 8 P—K5 (8 ... P×P??; 9 B×P ch). In this case Black does best to play 6 ... P—K3 (see Variation (d)) in which the White King's Bishop is quite out of place on QB4.

6	...	P—KKt3
7	B—K3	B—Kt2
8	Castles	Castles

This is the normal Sicilian position. White has a choice of moves.

(1) 9 P—KB4 (weak), Q—Kt3 (threatening Kt×KP as well as Q×KtP); 10 Kt—QR4 (if 10 Kt—B5, Q×P; 11 Kt×B, Q×Kt and wins); 10 ... Q—Kt5; 11 P—B3, Q—R4; 12 B—B3, B—Q2 and White is in difficulties.

(2) 9 K—R1, or P—KR3, P—Q4; 10 P×P (if 10 Kt×Kt, P×Kt; 11 P—K5, Kt—Q2; 12 P—B4, P—K3,

followed by 13 ... P—B3 with a good game); 10 ... Kt—QKt5 (in order to recapture on Q4 with a Knight); 11 P—Q6, Q×P; 12 QKt—Kt5, Q—Kt1; 13 P—QB4, P—K4 with a fine game.

(3) 9 Q—Q2, P—Q4 (also quite good is 9 ... Kt—KKt5 forcing the exchange of a Bishop); 10 P×P, Kt×P (10 ... Kt—QKt5 will not do here as after 11 P—Q6, Q×P; 12 QKt—Kt5 the Black Knight is *en prise*); 11 KKt×Kt (if QKt×Kt, Kt×Kt; 12 B×Kt, Q×Kt, is good for Black); 11 ... P×Kt, the game is equal.

In these last two variations Black has been able to play effectively P—Q4.

Diagram No. 13

BLACK
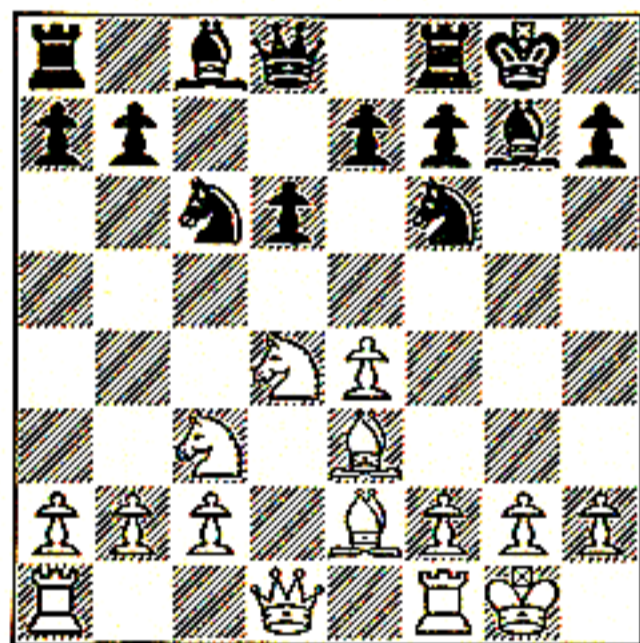
WHITE

The strongest and now almost universal continuation for White in the diagrammed position is

9 Kt—Kt3

This prevents P—Q4 and Black must now play for his second objective, control of QB5.

9 ...	B—K3
10 P—B4	Kt—QR4

The most logical continuation. An alternative is 10 ...

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Q—B1; 11 P—KR3, R—Q1, again aiming at P—Q4, but after 12 B—B3, Black is rather cramped.

11 P—B5   B—B5

Diagram No. 14

BLACK
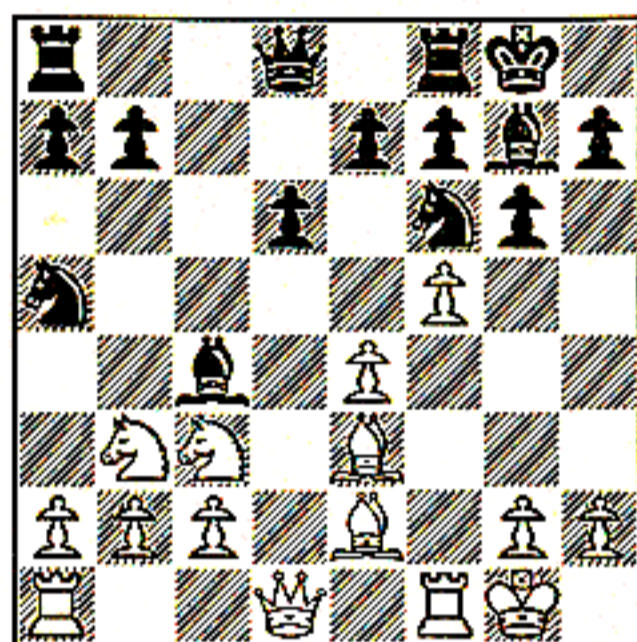
WHITE

In this position White has the choice of three attacking variations, all of which require exact play on Black's part. Provided he pays strict attention to the principles of the opening he should come out with at least an equal game, and has many chances of taking advantage of the weaknesses in White's position created by the advance of the King's side pawns.

(1) 12 Kt×Kt, B×B; 13 Q×B, Q×Kt; 14 P—KKt4, Q—Kt5 (a strong move discovered by Klein); 15 P—Kt5, Kt—Q2 (not 15 ... Kt×P, because of 16 Kt—Q5); 16 P—QR3, Q×KtP; 17 Kt—Q5, QR—K1. White has some attack but it is doubtful whether it is sufficient compensation for the pawn sacrificed.

(2) 12 P—KKt4, R—QB1 (12 ... B×B; 13 Q×B, Kt—Q2; 14 Kt×Kt, Q×Kt; 15 Kt—Q5 is inferior for Black. He should preserve the QB as long as possible to delay White's Kt—Q5); 13 P—Kt5 (if 13 B×P, B×B; 14 Q×B, Kt—B5 with a fine position); 13 ... Kt—Q2;

14 Kt×Kt, Q×Kt; 15 B×B, R×B; 16 P—B6, P×P; 17 Q×P, Kt—K4. Both sides have chances. The position is so complicated as almost to defy analysis.

(3) 12 B—Q3 (Spielmann's variation, the object of which is to induce Black to capture the Bishop on Q3, whereupon White, retaking with the pawn, guards the vital square QB); 12 ... B×B; 13 P×B, P—Q4 (better than 13 ... Kt×Kt; 14 P×Kt, P—Q4; 15 B—Q4 with the better game); 14 Kt×Kt (if 14 B—Q4, Kt—B3; 15 B×Kt, B×B; 16 Kt×P, B×P is satisfactory for Black. If 14 P—K5, Kt×Kt; 15 Q×Kt, P—Q5; 16 P×Kt, B×P; 17 B—R6, P×Kt; 18 B×R, P×P, and Black's passed pawn is worth more than the exchange); 14 ... Q×Kt; 15 P—K5, P—Q5; 16 B×P, Kt—Q2; 17 P—B6, P×P; 18 P×P, B×P; 19 B×B, Q—Kt3 ch, with an equal game.

Sub-variation (1)

The Richter Attack

As above up to Black's fifth move.

6 B—KKt5

The object of this is, of course, to prevent the King's Fianchetto.

6 ...   P—K3
7 Q—Q2

This, followed by Castling QR, is White's strongest attacking line. 7 B—K2, B—K2; 8 Castles, Castles; 9 KKt—Kt5, P—QR3; 10 B×Kt, P×B (Smyslov v. Botvinnik, World Championship, 1948) gave Black a very good game. The Gambit 7 P—K5, P×P; 8 Q—B3 is unsound.

7 ...   P—QR3

Most books recommend 7 ... B—K2 but after 8 Castles, Castles; 9 Kt—Kt3, Black is faced with the unpleasant

alternatives of giving up a pawn, 9 ... Kt—QR4 (Alekhine
v. Frydman, Podebrady, 1936), or obtaining a bad position
(9 ... P—QR3; 10 B×Kt, P×B; 11 Q—R6 or 9 ...
Kt—K1; 10 B—KB4). He can however play safely 7...
P—KR3; 8 B—R4 (if 8 B—K3, Kt—KKt5); 8 ...
B—K2; 9 Castles, Castles, as 10 Kt—Kt3 can be answered
by 10 ... Kt×P; and 10 Kt×Kt, P×Kt; 11 B×Kt,
B×B; 12 Q×P, Q—R4 gives Black a very strong attack.

8 Castles	B—Q2

Dr. Kottnauer's continuation. The idea is to recapture
with Bishop if White takes the Queen's Knight with an
attack on the KP.

9 B—K2	

If 9 Kt—B3, so as to answer 9 ... B—K2 by 10 B×Kt;
9 ... Kt—K4; 10 Kt×Kt, P×Kt; 11 B×Kt, P×B;
12 B—K2, P—KR4; 13 K—Kt1, Q—B2 is good for Black
who can Castle safely on the Queen's side. If 9 Kt—Kt3,
9 ... Kt—QR4.

9 ...	B—K2
10 P—B4	P—KR3
11 B—R4	R—QB1

And Black has a perfectly good game.

Variation (b)

The Boleslavsky Variation

This is one of the new ideas which have come from the
Soviet Union. It is entirely contrary to the old Steinitzian
principles, but in actual practice it has met with consider-
able success, particularly in the hands of its inventor.

It may be tried occasionally by match players, although
the line suggested by Dr. Euwe seems to give White a
slight advantage. The opening moves are—

1 P—K4	P—QB4

2	Kt—KB3	Kt—QB3
3	P—Q4	P×P
4	Kt×P	Kt—B3
5	Kt—QB3	P—Q3
6	B—K2	P—K4

At first sight this looks very bad as it leaves Black's QP backward and White has a strong point at Q5. In practice, however, these advantages are very hard to exploit. The pawn is always threatening to advance and Black has free play for his pieces.

7 Kt—KB3

This is considered best. If 7 Kt—Kt3, B—K2; 8 B—KKt5, Castles; 9 Q—Q2, P—QR4; 10 P—QR4 (necessary but it gives Black an excellent post at QKt5); 10 ... Kt—QKt5; 11 Castles KR, P—KR3; 12 B—K3 (12 B×Kt is a little better); 12 ... P—Q4 and Black has an excellent game (Yanovsky *v.* Boleslavsky, Groningen, 1946).

7	...	P—KR3

To prevent B—KKt5. Black wants to preserve the KKt which observes the important square Q4.

8	Castles	B—K3
9	P—QKt3	B—K2

9 ... P—Q4 is premature because of 10 B—QKt5, P×P; 11 KKt×P with advantage.

10	B—Kt2	Castles
11	R—K1	

This is Euwe's variation. The veiled attack on the KP permanently holds back Black's QP and White can proceed to attack it at his leisure.

Variation (c)

The Dragon with 2 ... P—Q3

This alteration in the sequence (1 P—K4, P—QB4;

2 Kt—KB3, P—Q3) was designed to prevent the Richter attack. I do not, however, recommend it. The Richter, as we have seen, can be met satisfactorily and the move 2 ... P—Q3 gives White opportunities for other attacks which at any rate give the game a very undragonlike appearance.

Take first of all the Bronstein Attack, 1 P—K4, P—QB4; 2 Kt—KB3, P—Q3; 3 P—Q4, P×P; 4 Kt×P, Kt—KB3; 5 Kt—QB3, P—KKt3; 6 P—B4. Now 6 ... B—Kt2 is very bad for Black on account of 7 P—K5 (if 7 ... P×P; 8 P×P, Kt—Kt5; 9 B—Kt5 ch and wins) and if 6 ... Kt—B3; 7 Kt×Kt, P×Kt; 8 P—K5, P×P; 9 Q×Q ch, K×Q; 10 P×P, Kt—KKt5; 11 B—KB4, P—K3 (if 11 ... B—Kt2; 12 R—Q1 ch, K—K1; 13 Kt—Kt5 and wins); 12 B—K2 followed by Castles QR ch with advantage. Black might do better with 6 ... QKt—Q2, but the game has been taken right away from normal. Another possible line for White against the 2 ... P—Q3 variation is 3 B—Kt5 ch, Kt—B3 (or 3 ... B—Q2; 4 B×B ch, Q×B; 5 P—QB4 with a strong bind in the centre); 4 Castles (4 P—Q4 can be played at once); 4 ... P—QR3; 5 B×Kt ch, P×B; 6 P—Q4, P×P; 7 Q×P, P—K4. (The White Queen occupies a dominant position and must be removed); 8 Q—Q3, White has considerable pressure on the QP to compensate for Black's two Bishops (Sokolsky v. Botvinnik, Moscow, 1947). Taken all in all it is inadvisable for those who wish to play the Dragon Variation to open with 2 ... P—Q3.

Variation (d)

The Scheveningen and Paulsen Variations

In these Black develops his King's Bishop by P—K3 and B—K2 instead of by P—KKt3 and B—Kt2. It is fairly popular nowadays, but it does not appear so logical as the

Dragon inasmuch as Black's Bishop does not bear so effectively on the Queen's wing.

The general principles involved are the same, viz. White attacks on the King's wing with P—KB4, etc., and Black counters on the other side. The following moves exemplify the approved forms of attack and defence.

1	P—K4	P—QB4
2	Kt—KB3	P—K3
3	P—Q4	P×P
4	Kt×P	Kt—KB3

Against the old form of the Paulsen 4 ... P—QR3 White obtains the advantage by 5 P—QB4 on the lines of the Maroczy Bind.

5	Kt—QB3	P—Q3

For 5 ... Kt—B3, see Sub-variation (1).

6	P—KKt3

This is a good method of playing against the Scheveningen line. The Bishop on Kt2 delays Black's Queen's side operations.

6	...	P—QR3

Paulsen's move is an integral part of the defence system as it enables Black to play Q—B2 without Knight interference and also prepares an advance of the QKtP.

7	B—Kt2	Q—B2
8	Castles	B—K2
9	K—R1	

A necessary preliminary to the projected King's side advance.

9	...	Castles
10	P—B4	R—Q1

To counter attack in the centre by P—Q4

11	P—KKt4	P—Q4

12 P—K5	KKt—Q2
13 Q—K2	Kt—QB3
14 B—K3	P—QKt4

Threatening Kt—QR4 and Kt—B5.

15 Kt×Kt	Q×Kt

Both sides have chances in their respective spheres (Sokolsky *v.* Smyslov, Moscow, 1944).

Sub-variation (1)

As above to White's fifth move.

5 ...	Kt—B3

In this variation White intends to develop his Bishop at QKt5. 5 ... B—Kt5 is inferior on account of 6 P—K5, Kt—Q4; 7 B—Q2, Kt×Kt; 8 P×Kt, B—B1 (if 8 ... B—K2; 9 Q—Kt4); 9 B—Q3, or 6 B—Q3, Kt—B3; 7 Kt×Kt, QP×Kt; 8 P—K5, Kt—Q4; 9 Q—Kt4 with a strong attack for White in either case.

6 KKt—Kt5	B—Kt5
7 P—QR3	

7 Kt—Q6 ch, K—K2 is in favour of Black.

7 ...	B×Kt ch
8 Kt×B	

White has two Bishops against Bishop and Knight and a well developed game.

Variation (e)

The Closed Variation

In this variation White keeps the centre closed by playing P—Q3 and develops his King's Bishop in a Fianchetto. Opinion on this variation has changed very much in the last three decades. When it first became popular, shortly after the 1914–18 war, it proved very successful,

but later analysis showed a variation by which Black secured an excellent position by bringing his QKt quickly to Q5 and supporting him by his colleague. Recent researches by Smyslov, however, have cast doubts upon the validity of the line and the variation is now considered one of the strongest at White's disposal. The general principles are those customary in the Sicilian, i.e. White attacks on the King's side and Black on the Queen's, but there are one or two peculiar points which should be mentioned.

(a) White should combine his King's side operations with P—QB3 and P—Q4.

(b) Black should develop his KKt on K2 in preference to KB3 both because, from this square, it is easier for him to transfer to the Queen's side and also because it is important to be able to advance P—KB4 whenever White threatens P—B5.

The main variation below shows the Smyslov attack. Sub-variation (1), although little played, seems to afford Black rather better chances, and Sub-variation (2) shows some early variations which may be tried by combinative players who dislike the ultra-close game.

1 P—K4	P—QB4
2 Kt—QB3	Kt—QB3
3 P—KKt3	P—KKt3
4 B—Kt2	B—Kt2
5 P—Q3	

The sequence of the White moves is important. After 5 KKt—K2, P—K3; 6 Castles, KKt—K2; 7 P—Q3, Castles; 8 B—K3, Kt—Q5, Black has quite a good game.

| 5 ... | P—K3 |

For 5 ... P—Q3, see Sub-variation (1).

| 6 B—K3 | Kt—Q5 |
| 7 QKt—K2 | |

This is Smyslov's variation, the point of which is to expel

the Black Knight by P—QB3; 7 KKt—K2 transfers into the previous note.

7 ...		Kt—K2
8 P—QB3		Kt×Kt
9 Kt×Kt		Q—R4

Or 9 ... P—Q3; 10 Castles, Castles; 11 Q—Q2, R—K1; 12 P—Q4, Q—B2; 13 P×P, P×P; 14 KR—Q1, P—Kt3; 15 Q—Q6 (Smyslov v. Golombek, Anglo-Soviet Match, 1947). Black should probably draw in this position, but it is a melancholy game from his point of view.

10 Q—Q2		P—KR4

Necessary to prevent B—R6. Black hopes to keep the King in the centre of the board and attack on the Queen's wing.

11 Castles KR		P—Q4
12 P—Q4		P—B5

In Black's undeveloped state it would be dangerous to open up the game by exchanging pawns.

13 P—QKt4		

A very fine move which destroys Black's chances of Queen's side attack. After 13 ... Q—Q1 Black is in no immediate danger, but he has little to play for and White undoubtedly holds the advantage (Sir G. A. Thomas v. Winter, London, 1948).

Sub-variation (1)

As above to White's fifth move.

5 ...		P—Q3

Kotov has tried here 5 ... P—Kt3, but it appears to achieve little against the simple 6 B—K3, B—Kt2; 7 KKt—K2, P—K3; 8 Q—Q2.

6 B—K3		R—QKt1

Aiming at immediate Queen's side attack.

7 Q—Q2

If 7 P—QR4 Black can play 7 ... P—Kt3; 8 Q—Q2, Kt—Kt5; and if 9 Kt—Q1, B—QR3.

7 ...	P—QKt4
8 KKt—K2	P—Kt5
9 Kt—Q1	P—K3
10 Castles	KKt—K2
11 B—R6	Castles

With a more hopeful game than in the preceding variations.

Sub-variation (2)

Unusual and irregular replies to the close line.

At Felixstowe Fairhurst introduced the following interesting line which is well worth trying: 1 P—K4, P—QB4; 2 Kt—QB3, Kt—QB3; 3 P—KKt3, Kt—B3; 4 B—Kt2, P—Q4; 5 P×P, Kt—QKt5; with quite a playable game. I have also tried the following lines in minor games: 1 P—K4, P—QB4; 2 Kt—QB3, Kt—QB3; 3 P—KKt3, P—KKt3; 4 B—Kt2, B—Kt2; 5 P—Q3, P—Q3; 6 B—K3, P—K4; 7 KKt—K2, B—K3; 8 Q—Q2, Q—Q2; 9 Kt—Q5, P—KR4 followed by Castles QR. Although the presence of the White Knight at Q5 is annoying it is not necessarily fatal and he may be changed for the Bishop at a later stage; or 1 P—K4, P—QB4; 2 Kt—QB3, Kt—QB3; 3 P—KKt3, P—Q3; 4 B—Kt2, P—K4; 5 P—Q3, P—KB4; 6 KKt—K2, Kt—KB3.

All these lines have the merit of taking an opponent off the beaten paths and may be tried occasionally.

OTHER SECOND MOVES FOR WHITE

The only alternative move for White which is worthy of consideration is the Wing Gambit. This won many brilliancy prizes for the late F. J. Marshall, but a method has been found which renders it quite innocuous and it is now

rarely seen. The moves are 1 P—K4, P—QB4; 2 P—QKt4, P×P; 3 P—QR3 (3 P—Q4 is also answered by P—Q4); 3 ... P—Q4; 4 P—K5 or (A), Kt—QB3; 5 P—Q4, Q—B2 (threatening Kt×KP); 6 Kt—B3, B—Kt5 with a pawn ahead and an excellent position (Yates v. Buerger, 1926).

(A) 4 P×P, Q×P; 5 B—Kt2, P—K4; 6 P×P, B×P; 7 Kt—QB3, B×Kt with advantage to Black.

Other moves occasionally seen are—

(1) 2 P—Q4, P×P, which either turns into the normal line by 3 Kt—KB3, Kt—QB3, or gives Black the superior development after 3 Q×P, Kt—QB3.

(2) 2 Kt—K2. This is sometimes played to perplex. Black should reply 2 ... Kt—QB3; after which White has nothing better than 3 P—Q4 with normality.

(3) 2 P—QB3. Black obtains a very good game by 2 ... P—Q4. If then 3 P—K5, B—B4; or if 3 P×P, Q×P; 4 P—Q4, P×P; 5 P×P, Kt—QB3; 6 Kt—KB3, B—Kt5, etc.

(4) 2 P—QB4. Sometimes played by Niemzovitch but not to be recommended. Black's best reply seems to be 2 ... Kt—QB3; 3 Kt—QB3, P—K3; 4 P—B4, KKt—K2; 5 Kt—KB3, P—Q4; 6 P—Q3, P—KKt3, with a very good position. Carls v. Euwe, 1926.

(5) 2 P—KB4. Black should play 2 ... P—K3 and 3 ... P—Q4, leading into a variation of the French Defence favourable to him.

(6) 2 B—B4. The Bishop is not well placed here as it is exposed to attack whenever Black advances P—Q4, a move difficult to prevent. Black continues 2 ... P—K3; 3 Kt—QB3, Kt—QB3; 4 P—Q3, Kt—B3; 5 B—KKt5 (the only move to stop P—Q4); 5 ... B—K2; 6 B×Kt, B×B, with the better game (Landau v. Samisch, 1921).

(7) 2 P—KKt3. A poor move which allows Black to play 2 ... P—Q4 at once with considerable gain in time.

3 B—Kt2 (3 P×P, Q×P; 4 Kt—KB3, B—Kt5; 5 B—Kt2, Q—K3 ch is worse); 3 ... P×P; 4 B×P, Kt—KB3; 5 B—Kt2, B—Kt5; 6 Kt—K2, Kt—B3, with advantage to Black.

<div align="center">

SECTION III

THE CLOSE OPENINGS
</div>

In this category I have included two King's side openings, the Giuoco Piano (slow form) and the Ruy Lopez, together with the English Opening, Réti's Opening, Bird's Opening and other games which commence with some other move than P—K4 or P—Q4.

I do not recommend any of these for match play. The principles involved in the ultra-close game are extremely obscure and difficult of comprehension by any but the most expert players, and the openings themselves are certainly ill-adapted to club matches of three hours length as so many moves have to be played before a point of contact is achieved. They may, however, be valuable in tournament games to positional players who like long drawn-out struggles. To take the close King's side openings first we come to the Giuoco Piano.

1	P—K4	P—K4
2	Kt—KB3	Kt—QB3
3	B—B4	B—B4
4	P—Q3	Kt—B3
5	Kt—B3	P—Q3
6	B—KKt5	

Canal's variation which seems the most promising for White. 6 B—K3 is best answered by 6 ... B—Kt3. 6 ... B×B; 7 P×B gives White chances of attack on the KB file.

6 ...		P—KR3

A safe line here is 6 ... B—K3; 7 Kt—Q5, B×Kt; 8 P×B, Kt—QR4 with a probable draw.

<div align="center">7 B×Kt</div>

If 7 B—R4, Black, not having Castled, can safely take the initiative by 7 ... P—KKt4.

7 ...	Q×B
8 Kt—Q5	Q—Q1
9 P—B3	

Black has to be careful here. The obvious 9 B—K3 is very bad on account of 10 P—Q4, P×P; 11 P×P, B—Kt5 ch; 12 K—B1 threatening to win a piece by P—QR3, and if 9 ... Castles; 10 P—QKt4, B—Kt3; 11 P—QR4 forces a loosening of Black's pawn position, viz. 11 ... P—QR3; 12 Kt×B.

Best is probably 9 ... Kt—K2; 10 P—Q4, P×P; 11 KKt×P, Kt×Kt; 12 B×Kt, Castles followed by B×Kt and P—B3 with a drawish sort of game.

<div align="center">

The Ruy Lopez

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Strange as it may seem I cannot advise the use of this famous opening in ordinary match play. It has been more exhaustively analysed than any other system of opening the game. The main variations extend to over twenty moves and they differ so much in character, according to the defences adopted by Black, that there are no broad principles on which the student can rely. The Ruy Lopez is essentially an opening for masters. Actual memorizing of the variations is essential to the effective Ruy Lopez player, and this is a matter of months of study. In any case an exhaustive analysis of this opening is quite outside the scope of a work of this character, and I will content myself with an outline of the principal variations. The player who wishes to take up the study of the Ruy Lopez

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seriously can only do so with the aid of a book exclusively devoted to opening theory.

After the moves—

1	P—K4	P—K4
2	Kt—KB3	Kt—QB3
3	B—Kt5	

Black has the choice of a number of defences, but the Morphy Defence 3 ... P—QR3 is now played almost universally. This defence, and its offshoot the Steinitz Defence Deferred, is the one worth practical consideration.

The Steinitz Defence proper 3 ... P—Q3 is also occasionally seen, but the extremely dull nature of the play arising from it has tended to destroy its popularity.

I shall divide the opening into four main variations.

(a) The Close Morphy Defence.
(b) The Open Morphy Defence.
(c) The Steinitz Defence Deferred.
(d) The Steinitz Defence.

Of these variations (a) is by far the most important.

4	B—R4

4 B×Kt offers no chance of winning to any but the most supreme endgame masters. White's advantage, four pawns to three on the King's side against Black's doubled pawns on the other wing, is far too remote to be of practical value.

4	...	Kt—KB3
5	Castles	B—K2
6	R—K1	

Stronger than 6 Q—K2, to which Black has a satisfactory answer in 6 ... P—QKt4; 7 B—Kt3, Castles; 8 P—B3, P—Q4; 9 P—Q3 (if 9 ... P×P; B—KKt5; 10 P×Kt, P—K5; 11 P—Q4, P×Kt; 12 P×P, B—R4, with good attacking chances for Black); 9 ... P—Q5; 10 P×P, Kt×QP; 11 Kt×Kt, Q×Kt; 12 B—K3, Q—Q3, with a

good game (Keres *v.* Dr. Euwe, World Championship, 1948).

6 ...		P—QKt4
7 B—Kt3		Castles
8 P—B3		P—Q3

The Marshall counter attack 8 ... P—Q4; 9 P×P, Kt×P; 10 Kt×P, Kt×Kt; 11 R×Kt, P—B3 (now considered better than 11 ... Kt—B3, as played by Marshall); 12 P—Q4, B—Q3; 13 R—K1, Q—R5; 14 P—KKt3, Q—R6; 15 Q—Q3 (Boleslavsky *v.* Szabó, Budapest, 1950) is not quite sound, though White has to exercise care for a considerable time.

9 P—KR3	

In the game Bronstein *v.* Keres, Budapest, 1950, White dispensed with this move and played 9 P—Q4, B—Kt5; 10 P—KR3, B×Kt; 11 Q×B, P×P; 12 Q—Q1, P×P; 13 Kt×P, with a fine development in return for the pawn.

9 ...	Kt—QR4

Botvinnik has tried 9 ... B—K3; 10 P—Q4, B×B; 11 Q×B, P×P; 12 Kt×P, Kt×Kt; 13 P×Kt, P—B4 (otherwise White establishes deadly pressure on the QB file); 14 P×P, P×P; 15 P—K5, Kt—Q2. White has an advantage in space (Bronstein *v.* Botvinnik, Moscow, 1944). Another line for Black is 9 ... Kt—Q2; 10 P—Q4, B—B3, with a strong grip on the centre. This leads to a close and heavy game in which Black seems at no serious disadvantage.

10 B—B2		P—QB4
11 P—Q4		Q—B2

This is the normal position in the Ruy Lopez, after which the game really starts. Generally speaking White attacks in the centre and on the King's side, trying to control the squares Q5 and KB5, while Black seeks compensation on
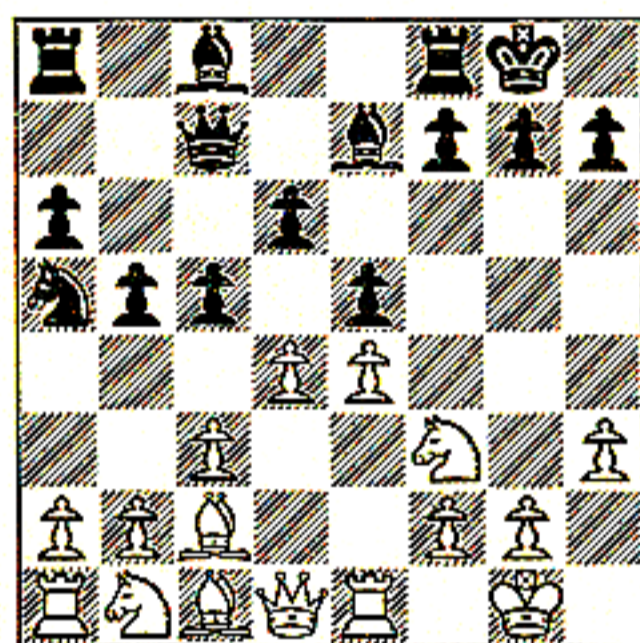
the Queen's wing. Two games from the World Championship, 1948, exemplify the general course of play.

(1) Symslov *v.* Reshevsky. 12 QKt—Q2, BP×P; 13 P×P, Kt—B3; 14 Kt—Kt3, P—QR4; 15 B—K3, P—R5; 16 Kt—Q2, and now Black by 16 ... Kt—Kt5; 17 B—Kt1, P—R6 can obtain a fairly good game.

(2) Dr. Euwe *v.* Smyslov. 12 ... Kt—B3; 13 P×BP, P×P; 14 Kt—B1, B—K3; 15 Kt—K3, QR—Q1; 16 Q—K2, P—Kt3; 17 Kt—Kt5, and White has the best of it.

Diagram No. 15

BLACK

WHITE

Variation (*b*)

The Open Ruy Lopez

As above to White's fifth move.

5 ...	Kt×P

This once popular defence has suffered a severe blow from the line introduced in the World Championship, 1948, and must now be regarded as almost unplayable.

6 P—Q4	P—QKt4
7 B—Kt3	P—Q4
8 P×P	B—K3

9 Q—K2

This, instead of the old move 9 P—QB3, is the weapon of destruction. The idea is to play R—Q1 followed by P—QB4. Against the simple answer 9 ... B—K2; 10 R—Q1, Castles; 11 P—B4, KtP×P; 12 B×P, Keres *v.* Euwe, White has much the best of it owing to the dreadful weakness of Black's Queen's side pawns, and other attempts to improve on Black's play proved hardly any better. For instance 9 ... Kt—B4; 10 R—Q1, Kt×B; 11 RP×Kt, Q—B1; 12 P—B4, QP×P; 13 P×P, B×P; 14 Q—K4 with a tremendous attack (Smyslov *v.* Euwe). Black has other lines of play but none of them are satisfactory and, for the present, the Open Defence must be held to be discredited.

Variation (c)

The Steinitz Defence Deferred

As above to White's fourth move.

4 ...   P—Q3

I do not advise this defence as it gives Black a very cramped game.

5 P—B3

Even stronger is 5 P—B4, Sub-variation (2). 5 P—Q4 leads to nothing on account of 5 ... P—QKt4; 6 B—Kt3, Kt×QP; 7 Kt×Kt, P×Kt; 8 B—Q5 (not 8 Q×P, P—QB4 winning a piece (the Noah's Ark Trap)); 8 ... R—Kt1; 9 B—B6 ch, B—Q2; 10 B×B ch, Q×B; 11 Q×P with no more than equality. If 5 B×Kt ch, P×B; 6 P—Q4, Black should play 6 ... P—B3, maintaining the centre.

5 ...   B—Q2

For 5 ... P—B4, see Sub-variation (1).

6 P—Q4   KKt—K2

To maintain control of the point K4 by Kt—Kt3. An

alternative is 6 ... P—KKt3; 7 Castles, B—Kt2; 8 B—KKt5, P—B3; 9 B—K3, Kt—R3 (Bogoljubov v. Alekhine, Match, 1929), but it is doubtful whether it is any better.

> 7 B—Kt3

Threatening immediate destruction by Kt—Kt5.

7 ...	P—R3
8 QKt—Q2	Kt—Kt3
9 Kt—B4	B—K2
10 Castles	Castles
11 Kt—K3	B—B3
12 Kt—Q5	

White has a considerable advantage in development (Euwe v. Keres, World Championship, 1948).

Sub-variation (1)

The Siesta Gambit

As above to White's fifth move.

5 ...	P—B4

This line is not strictly sound but requires careful answering. White has many opportunities of going wrong.

> 6 P×P

Simplest and best. 6 P—Q4 leads to wild complications.

6 ...	B×P
7 P—Q4	P—K5
8 Kt—Kt5	P—Q4
9 P—B3	P—K6

The only way to keep the attack going. If 9 ... P×P; 10 Q×P, Q—K2 ch; 11 B—K3, with a good game for if 11 ... Kt—B3; 12 Q×B, Q×B ch; 13 K—Q1 and wins.

> 10 P—KB4

Not 10 B×P, P—KR3; 11 Kt—R3, B×Kt with advantage to Black.

10 ...	B—Q3

So far Dr. Euwe *v.* Keres, World Championship, 1948. Golombek suggests as best for White 11 Q—R5 ch (an important move as it compels Black to fill up the square KKt3 on which he wishes to place his Queen); 11 ... B—Kt3; 12 Q—B3, Q—B3; 13 Q×P ch, Kt—K2; 14 Q—K6, or if 11 ... P—Kt3; 12 Q—B3, Q—B3; 13 Q×P ch, Kt—K2; 14 Castles, and Black does not appear to have compensation for the sacrificed pawn.

Sub-variation (2)

As above to Black's fourth move.

5	P—B4

The Duras Variation, which I consider White's strongest line. However he plays Black never appears able to obtain freedom for his pieces.

5 ...	B—Kt5

Here it would be wrong to play 5 ... P—B4 on account of 6 P—Q4, BP×P; 7 Kt×P, P×Kt; 8 Q—R5 ch, K—K2; 9 Kt—B3 with a winning attack. 5 ... B—Q2 is sometimes played, but after 6 Kt—B3, P—KKt3; 7 P—Q4, P×P; 8 Kt×P, B—Kt2; 9 Kt×Kt, P×Kt; 10 Castles, Kt—K2; 11 P—B5 (Boleslavsky *v.* Fine, U.S.S.R. *v.* U.S.A., Radio Match, 1946), Black has a very difficult game. 9 ... B×Kt is a little better than 9 ... P×Kt, though White still gets the best of it with 10 B×B, P×B; 11 B—K3, Kt—K2; 12 B—Q4.

6 Kt—B3	Kt—K2
7 P—KR3	B×Kt

If 7 ... B—R4; 8 P—KKt4, B—Kt3; 9 P—Q4 and Black's pieces are hopelessly constrained.

8 Q×B	Kt—Kt3
9 Kt—Q5	R—QKt1

Intending P—Kt4. Golombek points out that White could now gain the advantage by 10 P—QKt4 (threatening P—Kt5); P—QKt4; 11 P×P, P×P; 12 Q—B3, Q—Q2; 13 B—Q1, or if 12 ... Kt—Q5; 13 Kt×P ch, K—Q2; 14 Kt×P, Kt×Kt; 15 Q—B4, Q—Kt3; 16 Q×P ch with three pawns and a strong attack for the piece sacrificed. The column is Keres *v.* Reshevsky, World Championship, 1948.

Variation (*d*)

The Steinitz Defence

This has rather gone out of fashion of late. Black surrenders the centre and gets a lifeless game.

1	P—K4	P—K4
2	Kt—KB3	Kt—QB3
3	B—Kt5	P—Q3
4	Castles	Kt—B3
5	P—Q4	B—Q2
6	Kt—B3	B—K2
7	R—K1	P×P

Black is now compelled to surrender the centre. 7 ... Castles leads to the famous Tarrasch Trap by 8 B×Kt, B×B; 9 P×P, P×P; 10 Q×Q, QR×Q (or 10 ... KR×Q; 11 Kt×P, B×P; 12 Kt×B, Kt×Kt; 13 Kt—Q3, P—KB4; 14 P—KB3, etc.); 11 Kt×P, B×P; 12 Kt×B, Kt×Kt; 13 Kt—Q3, P—KB4; 14 P—KB3, B—B4 ch; 15 Kt×B, Kt×Kt; 16 B—Kt5 winning the exchange.

8	Kt×P	Castles
9	B×Kt	P×B
10	B—Kt5	

10 P—QKt3 and B—Kt2 is also good.

10	...	P—KR3
11	B—R4	Kt—R2

Black has good chances of a draw but will always have to struggle against the weakness of his Queen's side pawns.

Other defences to the Ruy Lopez are inferior and require no treatment here.

THE ENGLISH OPENING

1 P—QB4

The merit of this opening is that it frequently enables White to transpose into favourable variations of the Queen's Gambit and Queen's pawn games. Consequently Black must be careful when meeting it. Those who wish to play the King's Indian or Dutch defences have nothing to fear, since these can be played against the close openings on the same lines as against the Queens, and I advise players who are accustomed to playing them to go on the same principles when they encounter the English or Réti's Opening. Positional players should adopt the line shown in Variation (*b*). The most distinctive line in the English is that shown in Variation (*a*), but I do not advise this defence as it appears that White gets a small but distinct advantage by playing the Sicilian with a move in hand, as shown in Sub-variation (2).

Variation (*a*)

1 P—QB4	P—K4
2 Kt—QB3	Kt—KB3
3 Kt—B3	Kt—B3
4 P—Q4	P×P

For 4 ... P—K5, see Sub-variation (1).

| 5 Kt×P | B—Kt5 |
| 6 B—Kt5 | |

6 Kt×Kt, B×Kt ch; 7 P×B, QP×Kt leads to nothing.

| 6 ... | P—KR3 |
| 7 B—R4 | B×Kt ch |

8 P×B	Kt—K4

Black's object is to get rid of one of the powerful Bishops.

9 P—K3	Kt—Kt3
10 B—Kt3	Kt—K5
11 Q—B2	Kt×B
12 RP×Kt	P—Q3
13 P—B4	

A curious move; but the advance of the centre pawns backed by the well-placed Knight on Q4 gives White good attacking chances.

13 ...	Q—K2
14 K—B2	Kt—B1

In order to play Kt—K3, and Kt—QB4.

15 P—QB5	

A fine idea which gives White a clear course with his central pawns.

15 ...	P×P

16 B—Kt5 ch, and White has good attacking chances (Botvinnik v. Levenfish, Moscow, 1940).

Sub-variation (1)

As above to White's fourth move.

4 ...	P—K5
5 Kt—Q2	

5 Kt—KKt5 can lead to an ingenious trap. 5 ... P—KR3; 6 KKt×P, Kt×Kt; 7 Kt×Kt, Q—R5; 8 Q—Q3, Kt—Kt5; 9 Q—Kt1, P—Q4; 10 P×P, B—KB4; 11 Kt—Q6 ch, P×Kt; 12 Q×B, P—KKt3; 13 Q—Kt1, R—B1 and wins.

5 ...	Kt×P
6 KKt×P	Kt—K3
7 P—KKt3	Kt×Kt

8 Kt×Kt	B—Kt5 ch
9 B—Q2	B×B ch
10 Q×B	P—Q3

White has perhaps a slight advantage in space, but there is not much in the game.

Sub-variation (2)

As above to Black's third move.

4 P—Q3

This transposes the game into a Sicilian Defence in which White is a move ahead. The move is valuable and if White proceeds on normal Sicilian lines he should secure a small positional advantage. I recommend this line.

4 ...	P—Q4
5 P×P	Kt×P
6 P—KKt3	B—K3
7 B—Kt2	B—K2
8 Castles	Castles
9 P—QR3	

9 P—Q4, as in the Sicilian, is also perfectly satisfactory, but the text is probably stronger. With a move in hand White can start direct Queen's side attack.

9 ...	Q—Q2

10 B—Q2, followed by P—QKt4 with an excellent game (Ragosin v. Petrov, Semmering, 1937).

Variation (b)

1 P—QB4	Kt—KB3
2 Kt—QB3	P—Q4

If 2 ... P—K3 White will probably transpose into the Queen's Gambit Declined.

3 P×P	Kt×P
4 P—K4	Kt×Kt

5 ... Kt—Kt5 is not so good because after 6 B—B4, Kt—Q6 ch; 7 K—K2 leaves White with the superior development.

5 KtP×Kt		P—QB4

If 5 ... P—KKt3; 6 B—R3, B—Kt2; 7 P—Q4 with a variation of the Grünfeld Defence favourable to White.

6 B—Kt5 ch	

If 6 P—Q4, P—KKt3; leads to a good variation of the Grünfeld.

6 ...		B—Q2
7 B×B ch		Q×B
8 P—Q4		P×P
9 P×P		P—K3
10 Kt—B3		B—Kt5 ch
11 B—Q2		B×B ch
12 Q×B		Castles

Black, at any rate, has none the worse of the game (Stolberg v. Dubinin, Moscow, 1940 up to move 10).

RÉTI'S OPENING

This opening is, in many variations, identical with the English as it involves the two moves Kt—KB3 and P—QB4 in the very early stages. The general idea of the opening is to develop both Bishops on the flanks and hold back the centre pawns until a later stage. Like the other close openings it leads to a difficult and congested game, and is not, in my view, suitable for match players. Those who wish to play the King's Indian or Dutch systems can use them against the Réti but, for positional players, who may find these too complicated, the best reply is 1 ... P—Q4.

1 Kt—KB3		P—Q4
2 P—B4		P—QB3

For 2 ... P—Q5, see Sub-variation (1). 2 ... P×P transposes into the Queen's Gambit Accepted after 3 P—K3. I do not care for 2 ... P—K3 as it unnecessarily obstructs the Queen's Bishop.

3 P—QKt3

Black was threatening to capture and hold the Gambit pawn. 3 P—Q4 would transpose into a Slav Defence to the Queen's Gambit Declined.

3 ...	B—B4
4 B—Kt2	Kt—B3
5 P—Kt3	P—K3
6 B—Kt2	Kt—Q2
7 Castles	P—KR3

To preserve the Queen's Bishop.

| 8 P—Q3 | B—K2 |

Better than 8 ... B—Q3 to which White can reply 9 QKt—Q2, Castles; 10 R—K1, threatening P—K4 and K5.

| 9 QKt—Q2 | Castles |

It is clear that Black has obtained quite an equal position.

Sub-variation (1)

| 1 Kt—KB3 | P—Q4 |
| 2 P—B4 | P—Q5 |

This leads to a lively game, but is attended by more risk than the preceding

| 3 P—K3 | Kt—QB3 |

Another good line is 3 ... P—QB4, and if 4 P—QKt4, P—B3 followed by P—K4.

4 P×P	Kt×P
5 Kt×Kt	Q×Kt
6 Kt—B3	P—B3
7 P—Q3	P—K4

The battle is for the square at White's Q4. White was threatening to win this point by B—K3 and P—Q4 which Black temporarily prevents.

8	B—K3	Q—Q1
9	B—K2	Kt—B3
10	Castles	B—K2
11	K—R1	Castles
12	P—B4	

With this move White gains his point, control of Q4, and has rather the freer game (Botvinnik v. Flohr, Moscow, 1944).

The Catalan Opening

This is a combination of the Queen's Gambit and the King's Fianchetto, which has become undeservedly popular of recent years. Black should have no difficulty in equalizing the game. A good system of defence was shown in the game Flohr v. Fine (A.V.R.O., 1938): 1 P—Q4, Kt—KB3; 2 P—QB4, P—K3; 3 P—KKt3, P—Q4; 4 B—Kt2, P×P; 5 Q—R4 ch, B—Q2; 6 Q×BP, B—B3 (to neutralize the action of the fianchettoed Bishop); 7 Kt—KB3 (if 7 P—B3, QKt—Q2; 8 P—K4, P—K4); 7 ... B—Q4; 8 Q—B2, Kt—B3; 9 Q—Q1, B—Kt5 ch; 10 Kt—B3, Castles with an excellent game.

Another system of defence which may suit positional players consists of a plan to neutralize the action of the White King's Bishop with pawns. 1 P—Q4, Kt—KB3; 2 P—QB4, P—K3; 3 P—KKt3, P—Q4; 4 B—Kt2, B—K2; 5 Kt—B3, Castles; 6 Castles, P—B3; 7 Kt—B3, QKt—Q2 (if 7 ... P×P; 8 Kt—K5 is good for White); 8 Q—B2, P—QKt3 (A. R. B. Thomas v. Winter, Nottingham, 1946). Black's position looks a little cramped, but he has no weaknesses and will soon be able to equalize by means of B—Kt2 and P—B4.

OTHER CLOSE OPENINGS

Such openings as 1 P—KB4 (Bird's opening), 1 P—K3 (Van Kruy's opening) or 1 P—QKt3 should cause Black little trouble. They are all based upon the same principle, i.e. a King's side attack backed up by a fianchettoed Queen's Bishop. The best method to counteract them is by making in succession the three moves 1 ... Kt—KB3; 2 ... P—KKt3; and 3 ... B—Kt2. After this simple manœuvre White has no chance of securing any attack, and a close heavy game results, with no point of contact for many moves. In such games theoretical considerations play little or no part and victory will almost always rest with the player who possesses the greatest natural talent.

CHAPTER III

THE MIDDLE GAME

THE Middle Game at Chess is, of course, a continuation of the opening. After a correctly played opening one finds oneself with a position which contains elements of strength and weakness and the subsequent strategy will be devoted to making the most of the former and neutralizing, as far as possible, the effects of the latter. It is here that the talents of the player find their greatest scope. Correct evaluation of the position is of vital importance. He must decide for example, whether he can risk everything for an attack on the opponent's King or whether the prevailing conditions call for a conservative building up policy on all sides of the board. The greater the player, of course, the more accurate his evaluation of any given position. Having decided upon his general plan of campaign, the player must turn his attention to the tactics which he must employ to make the most of those conditions which may be favourable to him. He must always be on the alert for the possibility of bringing about a drastic change in the situation by means of a combination; by which we mean a series of moves analytically worked out, whereby a decisive advantage can be gained either through direct attack on the King or by gain of material in some other quarter of the board. Examples of typical combinations follow, but before proceeding to these it may be beneficial to define clearly one or two terms which will be constantly used in the forthcoming pages. The most important of these are—

(1) Pins

The term "Pin" is defined by Dr. Tarrasch as follows:
"When a piece that moves in a straight line, viz. Queen,

Rook, or Bishop, attacks a piece, which cannot move without exposing a more important piece, the piece which is attacked is also pinned."

For example, in the MacCutcheon variation of the French, after the moves 1 P—K4, P—K3; 2 P—Q4, P—Q4; 3 Kt—QB3, Kt—KB3; 4 B—Kt5, B—Kt5; 5 P—K5, the attacked King's Knight of Black is also pinned, as it cannot move without exposing the Queen. Dr. Tarrasch's definition, however, is not quite complete. For instance, a piece may be pinned to an empty square quite as effectively as to another piece. In the elementary position White K on KKt1, R on K1, Black K on KKt1, Kt on K6, Ps on KB2, KKt2, KR2, the Knight is pinned only to a square K8 but no pin could be more deadly, for moving the Knight means instant mate. Furthermore, a piece may be seriously pinned to an inferior piece. For example, with White K on QB1, Q on KB2, Ps on QB2 and QKt4; Black K on QB1, R on Q5, Kt on QKt3, Ps on Q3 and K4, Black's Rook is pinned to an inferior piece, the Knight on QKt3, but nevertheless the move P—QB3 is quite decisive.

The best definition of a pin seems to be the following: "A piece attacked on a file or diagonal which cannot move without exposing the side to which it belongs to serious loss is said to be pinned." Pins play an important part in Middle Game strategy, as will be seen from the succeeding examples.

(2) Forks

This term explains itself. It is a simultaneous attack by one piece on two or more of the forces of the enemy. For example, place White's K on K1, P on KB2, Kt on KB8; Black K on K4, Q on KKt4; Black has the overwhelming material superiority of Queen against Knight and pawn, but the forking possibilities of White's two pieces save the

game. 1 P—B4 ch, K or Q×P; and now the second fork by Kt—K6 or Kt6 accordingly wins the Queen and draws the game. Some writers confine the term "fork" to dual attacks, such as the above, conducted by the short-range pieces, the Knight and pawn, describing similar action by the long-range pieces simply as "double attacks." Nevertheless the action is, in its essence, identical and the term "fork" is equally applicable. For instance, with White K on K4, Q on Q1; Black K on K1, Rs on QR2 and KR1, P on KR2, White, by 1 Q—Q4, forks the two Black Rooks, one of which must be lost.

Many games are won and lost by such attacks and, whenever possible, a player should try to keep his pieces mutually supported. Loose and unguarded pieces almost inevitably lead to danger.

(3) Discovered Attacks

When the line of attack of a piece on some vital point of the adversary's game is obstructed by another piece of the same colour and is then opened by the moving away of that piece, an attack on the first point is said to be "discovered." This is obviously fraught with danger to the adversary for, if the original point of attack is a vital one, the obstructing piece can move to any square which it commands, and is almost certain to have some decisive threat open to it. Such a piece is called by Dr. Lasker "Desperado." A simple example would be White K on KKt1, Q on Q4, B on QKt2, Kt on K5, Ps on KB2, KKt2, KR2; Black K on KKt1, Q on Q1, R on KB1, Kt on K2, Ps on KB2, KKt2, Q3. The White Knight here obstructs the mating attack of the Queen and Bishop on the long diagonal. He is therefore "desperado," and can sacrifice himself wherever he likes (except on KB7) without risk. His best move is to QB6, where he attacks and wins the Black Queen.

(4) Backward Pawns

A pawn which stands on an open file and cannot be protected by another pawn is said to be "backward." Example: K on KKt1, Rs on QB1, QB2, Ps on QKt4, Q4, KKt2; Black K on KKt1, Rs on QB2, Q3 Ps on QKt4, QB3, Q4. Black's QBP is backward and actually White, by playing R—QB5, can force the win of a pawn. There is one exception to the above definition. If the open file can be blocked the pawn can no longer be said to be backward. In the above position, for instance, if a White Knight is added on K3 and a Black Kt on QKt3, Black can obstruct the open file by Kt—QB5, where he is doubly supported and cannot be driven away. The file is therefore permanently obstructed and the QBP can no longer be said to be backward. Play against backward pawns forms an important part of Middle Game strategy.

(5) Isolated Pawns

An isolated pawn is one which has no pawn of the same colour on either of the two adjacent files. In general the only case in which the play with or against the isolated pawn is of practical importance is that of the Queen's pawn which will be fully treated later.

(6) Foreposts

An advanced square which cannot be satisfactorily attacked by a pawn or a minor piece. These are of particular importance in considering Knight manœuvres. As the Knight is a short-range piece it is essential, for attacking purposes, that he shall take up a position within easy striking distance of the adversary's forces and a good advanced post may be of paramount importance. Foreposts may be of two kinds.

(a) Absolute, where the position is unassailable, and

(b) Contingent, where it can only be attacked at the cost of creating a weakness elsewhere.

Examples of the two kinds of foreposts are—

(a) White K on KKt1, Q on Q2, Rs on KB1, QB1, Kt on QB5, Ps on QR3, QKt4, Q4, KB4, KKt2, and KR2; Black K on KKt1, Q on QKt3, Rs on KB1, QB1, B on KB2, Ps on QR5, QKt4, Q4, KB4, KKt2, KR2. Here the Knight forepost is inviolable since it cannot be attacked by any Black piece of equal or inferior rank. Furthermore, if its present forepost should prove ineffective, it has another equally unassailable on K5, which it can reach in two moves via Q3.

(b) In the above position place a Black Bishop on K2 instead of KB2. Black can then capture the advanced Knight, but, after the reply KtP×B, he has subjected himself to the double disadvantage of allowing White a strong passed pawn, and making one of his own pawns backward.

A few general hints for Middle Game play may be of use here. It must be remembered, however, that these are only of a general character and that circumstances alter cases.

(1) Avoid permanent pins. Even if nothing worse happens these mean that two of your own pieces are being held up by one of the adversary's.

(2) Do not leave major pieces such as the Queen or King on the same files and diagonals as the opponent's Rooks and Bishops. If your own pieces stand between they are pinned, if the opponent's they are "desperado" and can probably play away with devastating effect.

(3) As already remarked avoid leaving pieces loose or unguarded. With such there is always danger of a fatal double attack.

(4) Avoid pawn hunting on the Queen's side of the board with the major pieces, unless absolutely certain that the King's side is adequately supported. Most King's side combinations are made possible by the fact that the

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defending forces have been withdrawn to attempt some operation in distant quarters of the board.

(5) Do not check unless some advantage is to be gained thereby. The coffee-house maxim "Never miss a check, it may be mate" is quite incorrect. Once a check is given its efficacy is spent, but while still pending it will always be a source of anxiety to the opponent. Similarly, brutal moves such as threats of immediate mate should be avoided unless some advantage accrues from them. As Mason aptly remarks, "If you leave your opponent with only one good move he will probably find it, but if you leave him a choice, he may find one that is inferior to some others or may even make a definite mistake."

(6) When making a combination always consider the possibility of your opponent administering an untimely check. Many a fine brilliancy has gone up in smoke as a result of neglect of this precaution.

(7) Pay due attention to the centre, i.e. the four squares, K4, Q4, K5, Q5. Niemzovitch says that no combination should be attempted unless one has absolute control of at least one of these squares, which can be used as a jumping-off place whereby the pieces can be brought from one wing to another.

Having considered these elementary points we pass on to the actual working out of strategic Middle Game plans. These, as already stated, will take the form of endeavouring to secure good posts for one's own pieces, viz. foreposts, strong central control, open files for Rooks leading to occupation of the seventh or eighth ranks, securing passed pawns, and creating weaknesses such as backward or isolated pawns in the hostile camp. To cramp the opponent's game is also an objective, for a cramped game is in itself a weakness.
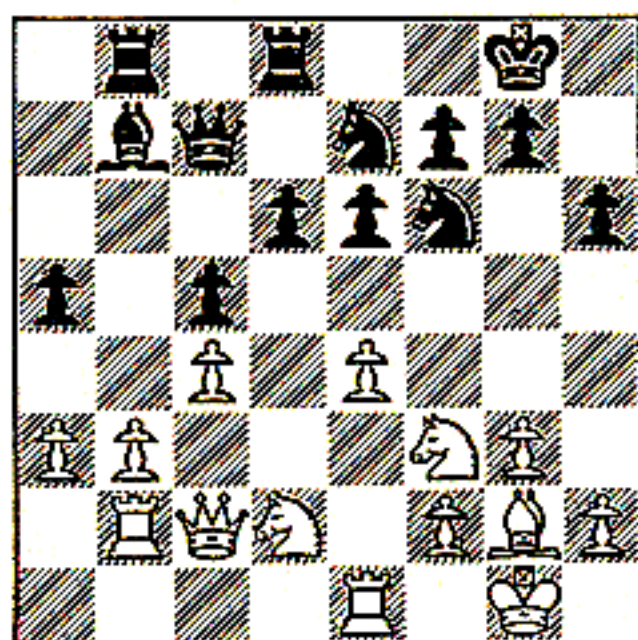
We will now proceed to the study of a few positions from actual master play which exemplify these points.

(1) Play against the backward pawn in conjunction with Knight foreposts.

After seventeen moves in a Queen's pawn opening played between Bogoljubov (White) and Niemzovitch in Berlin, 1927, the following position occurred.

Diagram No. 16

BLACK

WHITE

In this position both sides suffer from the weakness of a backward pawn, viz. White's QKtP and Black's QP. (Note, Black can, at any time, eliminate his QP by advancing it to Q4, but this leaves him with an even weaker backward pawn at QB4.) In addition, there are two possible Knight foreposts, viz. QKt5 for White and Q5 for Black. Occupation of these would close the files on which the backward pawns stand and therefore eliminate the weakness of the latter. This, therefore, becomes the first objective of both players. White played

 18 Kt—Kt1

Aiming at QKt5 via QB3.

18 ...	Kt—B3
19 Kt—B3	Q—K2
20 Kt—QKt5	

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White is first in the occupation of his outpost and now need suffer no further anxiety as to the safety of his backward QKtP.

<div align="center">

20 ...   B—R3

</div>

The White Knight is so strongly placed that Black decides to get rid of it even at the cost of allowing White a supported passed pawn.

<div align="center">

21 Q—K2

</div>

Defending the Knight and making room for the Rook on QKt2 (which is no longer required to protect the QKtP) to attack the backward QP.

<div align="center">

21 ...   Kt—Q2

</div>

This is not to much purpose. Black might as well ensure possession of his own forepost by 21 ... P—K4, followed by B×Kt and Kt—Q5.

22 R—Q2	Kt(Q2)—K4
23 P—QR4	Kt×Kt ch
24 Q×Kt	R—Q2

Now he finds difficulty in completing the manœuvre. If 24 ... P—K4; 25 Q—B3 and the Knight cannot move yet on account of the attack on the QRP.

25 Q—B3	Q—Q1
26 KR—Q1	B×Kt
27 RP×B	Kt—Q5

Now Black has gained his advanced post and thinks he is safe. So he is, if he is given time to make one more defensive move, viz. P—K4. White has exploited all his obvious strategic advantage to the uttermost but seemingly without avail. This, however, is the point where intuitive genius can visualize yet another possibility, to wit that by sacrificing the exchange he can secure the decisive strategic advantage of two passed pawns united. Therefore

<div align="center">

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</div>

28 R×Kt	P×R
29 Q×QP	

White's strategy is based on the weakness of Black's backward pawn which is in addition pinned to the Rook. His principal threat is B—B1 followed by P—K5 or P—B5. If Black plays 29 ... P—K4; 30 Q—Q2 followed by B—R3 will result in the win of the Queen's pawn.

29 ...	R(Kt1)—Kt2

To eliminate the pin on the QP.

30 R—R1	Q—B2
31 B—B1	Q—B4

A good attempt. If White plays 32 Q×Q, P×Q; 33 R×P, R—R2, and Black is perfectly safe as there is no possibility of White securing two passed pawns.

32 Q—K3	K—B1

If 32 ... Q×Q; 33 P×Q, P—B3 (to stop P—K5); 34 R×P, R—R2; 35 P—QKt4, forcing the united passed pawns.

33 R×P	R—R2
34 P—QKt4	

A curious example of a pin, Black Queen to Rook.

34 ...	Q×Q
35 P×Q	P—K4
36 B—R3	R—K2
37 P—Kt6	R(R2)—Kt2
38 P—B5	

At last the two united passed pawns materialize, and the game is over.

38 ...	R—K1
39 R—R6	Resigns

If 39 ... R(K1)—Kt1; 40 P—B6, R×P; 41 R×R, R×R; 42 P—B7 and wins. A splendid piece of Middle Game strategy.

PLAY WITH AND AGAINST THE ISOLATED QUEEN'S PAWN

This usually arises out of some variations of the Queen's Pawn Game, but may also occur from such openings as the Caro-Kann or the French. It is not necessarily a disadvantage; indeed Dr. Tarrasch once remarked that "A player who is afraid of an isolated Queen's pawn should never play the Queen's Gambit," but nevertheless it has some definite drawbacks. The question of its advantage and defects is exhaustively gone into by Niemzovitch in his treatise, *My System,* and I cannot do better than endeavour to summarize his conclusions. (*Note:* Although twenty years have elapsed since the publication of *My System,* and many fallacies have been discovered in its general conception, the chapter on the isolated Queen's pawn still defies criticism.)

In favour of the isolated pawn Niemzovitch says—and I cannot do better than summarize his conclusions—

(1) That it controls two important central squares, viz. QB5 and K5, and consequently restricts the manœuvring ground for the opponent.

(2) That it converts the square K5 practically into a Knight forepost, for if the Knight be captured, the pawn becomes unisolated and attempts to drive it away by P—KB3 will usually result in a backward pawn at K3.

(3) That it can often advance to Q5 where it may become a powerful attacking weapon.

He goes on to say that its disadvantages are principally—

(1) That it is, *ipso facto,* weak inasmuch as it cannot be defended by another pawn.

(2) It gives the adversary undisputed control of an important central square, viz. Q4. This he should try to occupy with a piece at the earliest possible moment, so as to avoid any possibility of the advance of the pawn. As a general rule the principles of play are—

For White (we are assuming that it is White who has the

isolated pawn, but the rule holds good if the reverse is the case): (1) Occupation of the post K5 by the Knight; (2) Utilization of free position for King's side attack; (3) Avoidance of exchange. As the position becomes simplified by exchanging, the possibilities of White's attack grow less, and the disadvantage of the isolated pawn becomes clearer.

For Black: (1) Blockade of the isolated pawn by posting a piece directly in front of it, viz. on Q4; (2) Exchanging at every reasonable opportunity.

The following example played at the Hastings Congress, 1935, is a good illustration of the strategy of attack and defence. The players were M. Botvinnik (White) and Dr. Euwe, and the diagrammed position occurred after White's 12th move in a Caro-Kann defence.

Diagram No. 17

BLACK
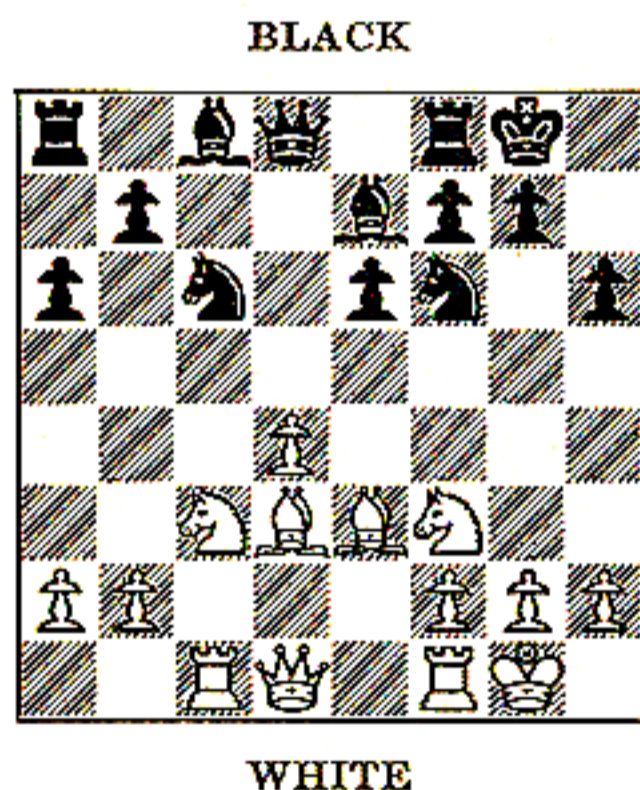
WHITE

Play continued—

| 12 ... | Kt—QKt5 |

Preparing to occupy the post Q4.

| 13 B—Kt1 | P—QKt4 |
| 14 Kt—K5 | |

White reaches his objective.

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14 ...	B—Kt2
15 Q—Q2	

White has already obtained a strong attacking position. He now threatens the sacrifice B×RP.

15 ...	R—K1

To answer 16 B×RP by 16 ... P×B; 17 Q×P, B—KB1.

16 P—B4	

This is not the strongest way of carrying on the attack. It would be better to play 16 P—B3 followed by Kt—K4. If Black captures this Knight the pawns become united, and otherwise White has chances of occupying yet another forepost at QB5.

16 ...	QKt—Q4
17 Kt×Kt	Q×Kt

If 17 ... Kt×Kt, White would play 18 Q—Q3, forcing Black to play P—KB4, and thus make his KP backward.

18 P—B5	B—Q3
19 P×P	R×P
20 B—B5	

Thanks to White's premature 16th move, his attack is now at an end, and it seems impossible for him to avoid loss of a pawn. If he retires the Kt—B3; 20 ... Kt—Kt5 is objectionable. In any case, when the player with the isolated pawn is forced on the defensive his game is usually lost.

20 ...	R—K2
21 B—R3	

Now the pawn is definitely lost. If 21 Kt—Kt4; 21 ... Kt×Kt; 22 B×Kt, R×B, or if 21 B—R4, 21 ... B×Kt; 22 B×B, R×B.

21 ...	B×Kt
22 P×B	Q×P

Black has now safely won the pawn, and with correct play the game should be his. He actually won on the 56th move.

PLAY WITH THE ROOKS

The Rook is usually the most difficult piece to handle in the early Middle Game. The correct squares are hard to find, and there is nothing more clumsy than to see a player trying a Rook first on QB1, then on Q1, and finally bringing the piece to rest on K1. There are some general principles which will be of assistance in guiding a player as to the best post for his Rooks.

(1) If there is an open file, i.e. a file on which there are no pawns, it should be occupied in nine cases out of ten.

(2) Where there is no open file, the Rooks are best on the file that is most open, that is to say where there are none of one's own pawns. It must be remembered that the ultimate object of Rooks is the break through to the seventh or eighth ranks where they will be able to assail the hostile position from the rear. The only exception to the rule of deploying the Rooks on the most open files is when a direct attack with pawns is in contemplation. In such cases the Rooks may often be played behind the pawns, even at the cost of yielding open files to the adversary.

The following position is a fine example of how to break through with a Rook. It occurred after the 26th move in a game between Niemzovitch (White) and Capablanca, played in New York, 1927. Black has doubled his Rooks on the most open file on the board, viz. the QB file, and his problem is to force away the White pawn on QB3 so as to conquer the seventh and eighth ranks.

It may be asked why Black does not play here 26 ... Kt—QR4 in order to occupy the forepost at QB5 with his Knight. The answer is that in this case White would obtain a winning attack by 27 P—B5 followed, if 27 ... KtP×P,

by 28 P—Kt6 and if 27 ... KP×P by 28 P—K6. This attack is now threatened, and Black has to withdraw his Knight to the defence of his King's side.

Diagram No. 18

BLACK
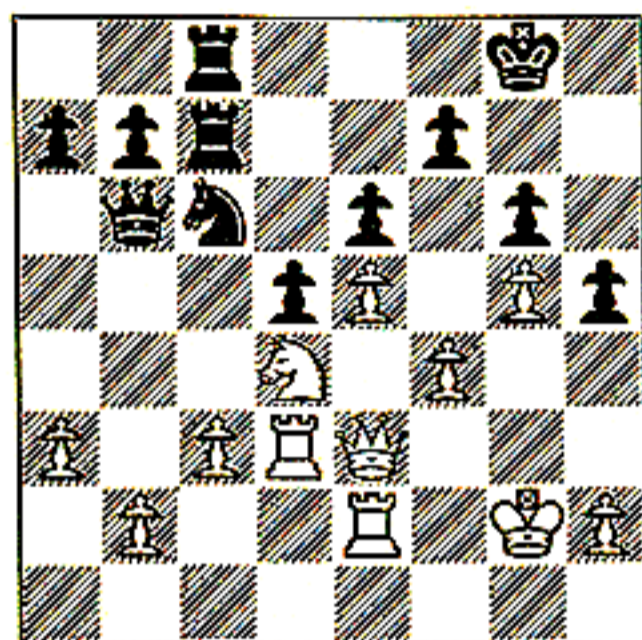
WHITE

A chess player must always have his eyes on the whole board.

| 26 ... | Kt—K2 |

White has no possible plan of action except to wait for a chance of advancing the KBP and therefore marks time.

| 27 R(K2)—Q2 | R—B5 |

He occupies the forepost with a Rook. The intention is to exchange Knights by Kt—B4, after which the Rook will exercise pressure on White's KBP, and the possibility of at some time opening the QB file by P—Q5 begins to present itself.

| 28 Q—R8 | |

Preventing Kt—B4 because of the attack on the KRP.

| 28 ... | K—Kt2 |
| 29 R—KB2 | P—QR4 |

There is no hurry for Kt—B4. The advance of the Queen's

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side pawns to force a break through by P—Kt5 is also a possibility.

30	R—K2	Kt—B4
31	Kt×Kt	KtP×Kt
32	Q—B3	

32 Q×RP is answered by R—KR1, followed by R—KR5 winning the KBP with much the better game. The text prevents Black's threat of P—Q5, which would be met by the pin Q—B2.

32	...	K—Kt3
33	R(K2)—Q2	R—K5

This threatens R(B1)—B5 and so forces White to exchange one Rook.

34	R—Q4	R—B5
35	Q—B2	Q—Kt4

To avoid exchanging Queens.

36	K—Kt3	R(B5)×R
37	P×R	

The QB file is forced open at last. White cannot play 37 R×R on account of 37 ... R—K7. Black's next step is the conquest of the eighth rank.

37	...	Q—B5

Taking control of the QB file, White cannot challenge without losing the Queen's pawn.

38	K—Kt2	P—Kt4

He could bring the Queen to B8 at once, but there is no need to hurry. The advantage of this advance will be seen later.

39	K—Kt1	P—Kt5
40	P×P	P×P
41	K—Kt2	Q—B8
42	K—Kt3	

The only other move is 42 P—KR3, whereupon Black wins by 42 ... Q—Kt8 (threatening R—K8 and Q—K5 ch);

43 R—K2, R × R; 44 Q × R, Q—K5 ch; 45 Q × Q, BP × Q, with a winning ending. The liquidation of the Queen's side on moves 38 and 39 prevents White obtaining any counter chances in that quarter. White is now in a mating net after 42 ... R—K8. A striking example of the power of the Rook on the back line.

Attacking when the Players Castle on Opposite Sides

This is one of the most interesting types of Middle Game. Both players must immediately play to build up violent attacks with pawns and, since there is rarely any method of dealing with such attacks by defensive play, it follows that time is the essence of the contract. In other words, victory goes to the player who gets his blow in first.

The Queen's side is slightly the easier to attack as the King, when Castled in that quarter, has more squares to defend and, therefore, as a general rule it is inadvisable to Castle on the Queen's side unless one is considerably ahead in development, or else has some other advantage, such as complete possession of a central square which enables one to bring forces rapidly to the attack.

Diagram No. 19

BLACK
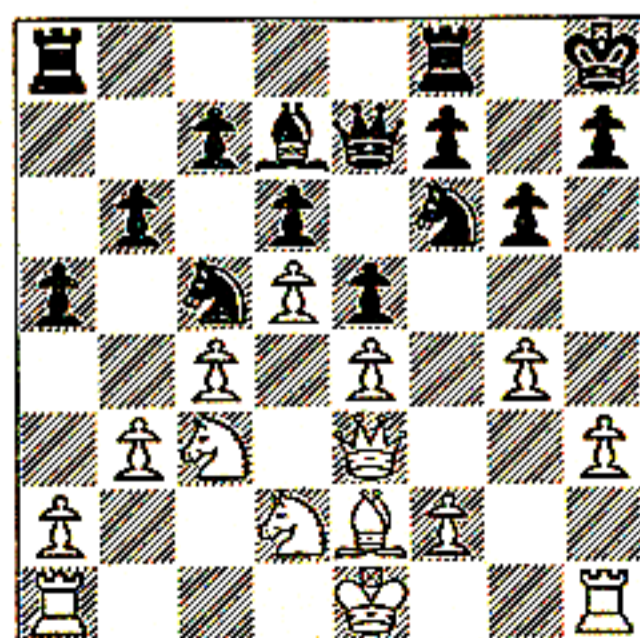
WHITE

The position on the diagram occurred after Black's 16th move in a game played at Baden in 1925 between Bogoljubov and Yates. Here White Castled (QR). There is much to be said in favour of this course. White's pawns are already advanced in preparation for the pawn storm against the hostile King, and the fact that Black has advanced his KKtP gives White a handle for such attack. In other words, when the KRP reaches the fifth it will force the opening of a file. Nevertheless the idea is wrong. The centre is completely blocked so White has no square through which to bring his inactive Knights quickly to the King's side. Also he has already created weaknesses by advancing his own QKtP and, in fact, Black has time to make one or two defensive moves and still get his attack in first. The play continued—

17 Castles (QR)   Kt—Kt1

The idea is not purely defensive, Black wishes to advance his KBP and bring his Queen to KKt2 where it is bearing towards the White King's position.

18 P—KR4   P—KB4
19 KP×P

19 KtP×P is no use as Black will be able to occupy the KKt file just as soon as White.

19 ...   P×P
20 P—Kt5

The only way to conduct the attack is by advancing the two pawns with the Rooks behind them, viz. P—R5, P—Kt6, and QR—Kt1. This attack would be irresistible if there was time, but Black gets there first.

20 ...   Q—Kt2
21 K—Kt2

The threat of P—K5 forces White on to the defensive, usually fatal in this sort of position.

21 ...	P—R5

Now the Black line of attack becomes clear. White dare not allow the QR file to be opened.

| 22 P—Kt4 | P—R6 ch |
| 23 K—B2 | P—B5 |

To open a diagonal for the Queen's Bishop.

| 24 Q—B3 | P—K5 |

Very fine. 24 ... B—B4 at once would enable White to hold up the attack by 25 Kt(Q2)—K4. Now he gets the choice of another diagonal at QR5.

25 Kt(Q2)×P	Kt×Kt
26 Kt×Kt	B—R5 ch
27 K—Q3	P—B4

Black shows excellent judgment in continuing the attack in preference to winning the exchange. After 27 ... B×R; 28 B×B, Black's attack is at an end, and White will make the running with his King's side pawns, supported as they now are by the strongly posted Knight at K4.

| 28 P×P e.p. | B×P |

Threatening to win at once by R—K1.

| 29 P—Kt5 | P—Q4 |

Brilliant. The object is to open lines in the centre for his Rooks. If White now captures the Bishop, there follows 30 ... P×Kt ch; 31 K×P, QR—K1 ch; 32 K—Q3, R—Q1 ch, followed by mate.

| 30 P×P | B×P |
| 31 K—Q2 | |

He must try to get away from the open Queen's file.

31 ...	Q—Kt7 ch
32 K—K1	Q—Kt5 ch
33 Q—B3 ch	Q×Q ch
34 Kt×Q	B×R and wins.

In the next example Black's position is lacking in development and the Queen's side Castling is entirely justified. In a game between Dr. Tarrasch and Davidson the latter played the King's Indian Defence very weakly as follows—

1 P—Q4, Kt—KB3; 2 Kt—KB3, P—KKt3; 3 Kt—B3, B—Kt2; 4 P—K4, Castles; 5 B—KKt5, P—KR3; 6 B—KB4, P—Q3; 7 Q—Q2, K—R2. Here everything is in White's favour for a direct King's side attack. Black has seriously weakened his King's side position by pawn advances; his Queen's side is still undeveloped and White has control of the centre. White therefore continued without hesitation.

8 Castles		P—QR4

The Queen's side counter attack commences, but Black has no time.

9 B—Q3		Kt—R3
10 P—K5		

Ensuring control of the central square K4 and opening a diagonal for the King's Bishop.

10 ...		Kt—KKt1
11 P—KR4		Kt—Kt5

To eliminate the dangerous Bishop but the Queen proves just as useful.

12 P—R5	

Forcing the opening of the KR file.

12 ...		Kt × B ch
13 Q × Kt		B—B4
14 P × P ch		P × P
15 Q—K3		

Now the KRP is the mark for the attack. White already threatens the sacrifice 16 B × P, Kt × B; 17 R × Kt ch, B × R; 18 R—R1.

15 ...		P—R4

16	Kt—Kt5 ch	K—R1
17	P—B3	

Still preparing for an attack on the KRP by P—KKt4.

17	...	Kt—R3
18	P—KKt4	B×KtP

This desperate sacrifice is probably Black's best chance. He thinks he can still keep the KR file.

19	P×B	Kt×P
20	R×P ch	

But this shatters the hope. If Black captures the Rook, mate follows in two moves.

20	...	K—Kt1
21	Q—R3	P×R
22	Q×P	

with a winning attack.

The remaining moves were: 22 ... Kt—R3; 23 Q—Kt6, R×B; 24 Q—R7 ch, K—B1; 25 Kt—K6 ch, K—B2; 26 Kt×Q ch, R×Kt; 27 P—K6 ch, K—B1; 28 Kt—Q5, R—B7; 29 R—Kt1, resigns.

CREATING WEAKNESSES

In the previous part of the section we have dealt with the question of exploiting weaknesses already created in the camp of the adversary. It will now be necessary to give a few examples of the method whereby such weaknesses can be forced or, at least, made advisable to avoid other dangers. Usually the problem of creating weaknesses resolves itself into inducing the opponent to advance a pawn, either leading to a backward pawn or perhaps weakening the pawn shelter of the hostile King. Even in the opening these considerations present themselves. In the example of attack on the Castled King just considered, Tarrasch v. Davidson, after the moves 1 P—Q4, Kt—KB3;

2 Kt—KB3, P—KKt3; 3 Kt—B3, B—Kt2; 4 P—K4, Castles, the move 5 B—KKt5 was played in order to provoke Black to weaken his Castled position by the advance of P—KR3, to which in fact Black is forced if he wishes to carry out his intention of advancing his King's pawn. Another example of the importance of creating a pawn weakness in the very early stages occurred in a game won by Alekhine in one of the Hastings Tournaments.

The opening, a Budapest Defence, ran as follows: 1 P—Q4, Kt—KB3; 2 P—QB4, P—K4; 3 P×P, Kt—Kt5; 4 P—K4, Kt×KP; 5 P—B4, KKt—B3; 6 B—K3, B—Kt5 ch; 7 Kt—B3, Q—K2; 8 B—Q3, P—B4. White is under the necessity of defending his KP which can only be done effectively by Q—B3. In fact this is the move he chooses, but, realizing that Black will shortly be obliged to Castle on the King's side, he first makes the preliminary move 9 Q—R5 ch, forcing Black to weaken his position by P—KKt3. The importance of this is clearly shown in the subsequent play 10 Q—B3, B×Kt ch; 11 P×B, P×P; 12 B×P, Castles. As Alekhine remarks in his notes to the game. "If Black's KKtP were now on KKt2 he would have a very promising game." But as it is, his King is weak on the long Black diagonal, and the position of the KKtP provides a target for the advance of White's KBP to the fifth. The game proceeded: 13 B—Q5 ch, K—R1; 14 Kt—R3, P—Q3; 15 Castles (KR), B×Kt; 16 Q×B, Q—Q2; 17 P—B5 (now the Black weakness is manifest; if he replies 17 ... R×P; 18 P—KKt4, R×R ch; 19 R×R, wins at once); 17 ... P×P; 18 QR—Kt1, P—B5 (if 18 ... P—Kt3; 19 B—Q4 ch wins the exchange. Another example of the weakness created by the move of the KKtP); 19 B×BP, Q×Q; 20 B—K5 ch, resigns. If 20 ... P×B; 21 R×R ch, K—Kt2; 22 R—Kt8 ch, followed by P×Q, etc.

Later on in the Middle Game opportunities of inducing

the opponent to weaken his King's position often occur and should always be looked for. Remember that, as a general rule, any move of the pawns in front of the King creates a slight weakness. Particularly is this the case with the KKtP, which should never be moved voluntarily unless it is possible to follow with the deployment of the Bishop at KKt2. A splendid example of the art of creating weaknesses by forcing hostile pawn advances is shown in the game between Alekhine (White) and Lasker in the New York Tournament of 1924. After White's 17th move the position stood as shown in the diagram.

Diagram No. 20

BLACK

WHITE

White has an isolated Queen's pawn but, as it does not stand on an open file, Black has little prospect of winning it. White has also moved his KKtP but, as he has four pawns round his King and his pieces are well disposed for the defence, Black's prospects of a King's side attack appear remote. Nevertheless he conceives the possibility of building up sufficient attack on the QP as to force his opponent to indirect protection by a further advance of his King's side pawns, and the weakness thus created proves fatal. I

have always regarded this as one of Dr. Lasker's finest strategic games.

The play was—

17 ...	B—KB2

To attack the Knight on B3 which is the only defence of the QP.

18 P—Kt5	B—R4
19 P—Kt4	

Black has achieved his first object. He has forced White to advance his KKtP.

19 ...	B—KB2
20 P×P	R—B1
21 Q—Kt2	P×P

White in his turn has accomplished something in making Black's QBP backward, but he is threatened with the deadly move Kt—K3, with pressure on two pawns. He is therefore almost forced to prevent this by P—B5, exposing his King to an attack on the long black diagonal.

22 P—B5	Q—Q3
23 Kt—Kt2	

To stop Q—B5.

23 ...	B—B2

The attack on the isolated QP has served its purpose and Black now arranges his Queen and Bishop for direct attack on the long diagonal. He has now only to find some method of driving away the White Knight on KB3, and the game is his.

24 KR—K1	P—KR4

This move serves a double purpose. It forces White to another weakening pawn move, viz. P—KR3, and prepares a route for the Knight to proceed to the attack by Kt—R2 and Kt—Kt4.

25 P—KR3	Kt—R2
26 R × R ch	R × R
27 R—K1	R—Kt1

Black sees that his attack can wait. By playing 27 ... Kt—Kt4 he completes the conquest of the King's side, but gives his opponent some counter-chances on the other wing by 28 R × R ch, B × R; 29 Kt × Kt, Q—R7 ch; 30 K—B1, Q—R8 ch; 31 K—K2, followed by Q—Kt7. By the text he destroys White's only hope which lies in the possession of the open QKt file.

| 28 Q—B1 | Kt—Kt4 |

This move is now decisive. The White Kt and KRP are both *en prise*, and if 29 Kt × Kt, Q—R7 ch; 30 K—B1, P × Kt; 31 Kt—K3, Q × P ch, winning easily. Alekhine therefore decided on the desperate attack 29 Kt—K5 which failed as follows: 29 Kt—K5, P × Kt (even stronger than 29 ... Kt × P ch; 30 K—B1, P × Kt; 31 P × KP followed by P—K6 and P—B6); 30 Q × Kt, P—K5; 31 P—B6, P—Kt3; 32 P—B4, P × KtP (again stronger than 32 ... P × B, to which White replies 33 P × P with an attack); 33 B—K2, P × P; 34 B—R5, R—Kt7; 35 Kt—R4, Q × P(B4); 36 Q × Q, B × Q, and White resigns as a piece is lost.

A more positional type of weakness inducement is often seen in the Middle Game, where a well-posted advanced piece, usually a Knight, may persuade the adversary into a weakening pawn move. The following position is typical: White K on KKt1, Q on KB2, Rs on Q1 and Q2, Kt on Q5, Ps on QR2, QKt2, QB4, K4, KB3, KKt2, KR2; Black K on KKt1, Q on Q2, Rs on QR1, K1, Kt on KB1, Ps on QR2, QKt2, QB2, Q3, KB2, KKt2, KR2. The temptation to drive away the finely posted White Knight by P—QB3 is very strong, and few of the lower board club players would be able to resist it. Nevertheless it must be

resisted for, if the move is played, the QP is backward and must inevitably be lost.

A more complicated form of inducing positionally weakening moves was seen in the third game of the first match between Alekhine and Euwe (1935). The position on the diagram was reached after Black's 16th move.

Diagram No. 21

BLACK

WHITE

Here Black has lost the power of Castling (KR), but otherwise his position looks solid enough. His only apparent weakness is his KRP and White makes use of this to force an advance of the KBP which leaves Black with a backward KP and an exposed King's position. This he accomplishes in four moves, and these all with the same piece.

| 17 B—R5 | R—Kt2 |

The only square to defend the KRP.

| 18 B—B3 |

Threatening the fork Kt—R5.

| 18 ... | Q—Kt3 |

The only move to save the RP. If instead 18 ... Q—K2; 19 Kt—R5, R—Kt3; 20 B—K4, R—KKt1; 21 B×P, R×P; 22 Kt—Kt3, trapping the Rook.

19 B—K4   P—B4
20 B—B3

With the further threat of B—R5. White's four Bishop moves have achieved their object. Black's KP is backward and his King seriously endangered. The remainder of the game is an instructive example of how a great master makes use of such minute strategic advantages: 20 ... K—B1 (this seems the only move to avoid material loss); 21 P—QR4 (to open a diagonal for the Queen's Bishop); 21 ... R—QB2; 22 Castles, B—Q2; 23 B—R3 ch, K—Kt1; 24 P—R5, R—B6 (if 24 ... Kt—B5; 25 Kt × BP, wins a pawn); 25 Q—Kt1, Kt—R5; 26 B × Kt, P × B; 27 Q × KtP, Q—QB3; 28 P—R6, Kt—Kt3 (if 28 ... Q × Q; 29 P × Q, R—Kt1; 30 KR—Kt1, R—B3 best; 31 B—B5, Kt × B; 32 P × Kt, R × P; 33 R × P winning easily); 29 B—B5, P—B5; 30 Kt—B5, K—R1; 31 Kt—K7, Q—K3; 32 B × Kt, B—B3 (a desperate counter-attack); 33 Kt × B, R—KKt1 (threatening R × P ch); 34 Kt—K5, R—Kt2; 35 Q—Kt8 ch, R—B1; 36 Kt—Kt6 ch (White returns the two pieces in order to extricate his Queen); 36 ... R × Kt; 37 Q × BP, Q × B; 38 Q—K5 ch, R—Kt2; 39 Q × P, R—Q1; 40 Q—K5, Q × QP; 41 Q × Q, resigns. The ending is obviously hopeless.

COMBINATION PLAY AND TACTICS

Before going on to give illustrations of the principal types of combination it is necessary for the student to realize the kind of position in which a combination may reasonably be expected. It is obviously impossible and, even if possible, quite useless to look for combinations on every move, and there is nothing more brain fagging than the working out of long series of moves only to find, again and again, that the whole idea is faulty. The great player will realize almost instinctively when a combination is possible and, although such perfection can only be achieved by

years of training and practice, yet a thorough knowledge of the type of position, in which a decisive series of moves may be expected, will save the most ordinary club player many aggravating and time-destroying labours.

In the first place combinations against the King, the most attractive form of chess tactic, can only be expected when (1) The hostile forces are concentrated far away from the scene of action. (This can happen either through faulty opening play, or through some pawn hunting scheme which the opponent has undertaken in remote parts of the board), or (2) A serious strategic weakness has been created through movements of the King's natural protection, viz. the pawns on the Castled side.

The other types of combination which have for their object the gain of material without direct assault on the King, or the combination to exchange into a winning ending are harder to classify, but, as a general rule, combinations of any kind are only possible in that quarter of the board where a strategic fault has been developed, either by the exposing of concrete positional weaknesses or by the withdrawal of the enemy forces.

To take combinations against the King first. It is only occasionally possible to build up a combinative attack in the centre of the board before the adverse King has Castled: such attacks can only be hoped for when the opponent has made some serious opening mistake and, in these days, even comparatively weak players know sufficient of the theory of development as to bring their pieces out and Castle.

Once in a way, however, some new variation may give the chance for such an attack, and a few examples may be useful. As a young player I was myself a victim to one of these quick attacks in the London Tournament of 1982. After eleven moves of an unusual Caro-Kann Defence, the following position arose—

Diagram No. 22

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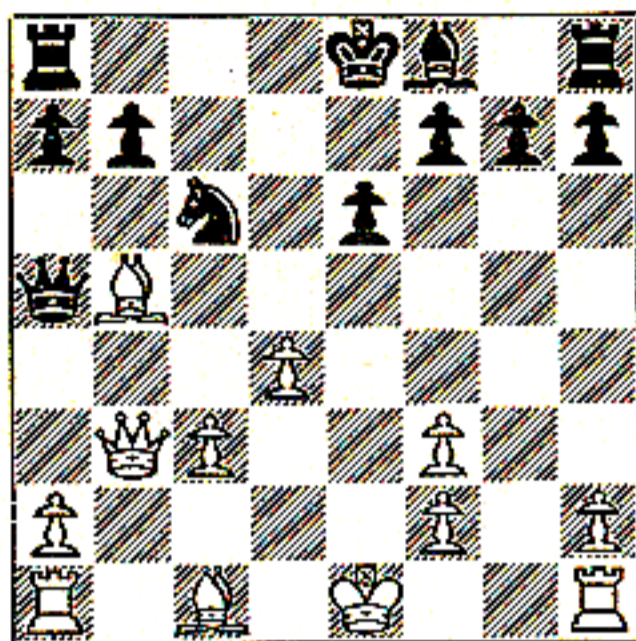
WHITE

It is clear here that, if Black can Castle on the King's side, he has a big positional advantage. White's position is broken on both wings and every one of his pawns is weak. Black, however, is behind in development and Alekhine (White) exploited this by the fine pawn sacrifice 12 P—Q5. There followed now 12 ... P×P; 13 Castles, and now Black has nothing better than 13 Castles QR, for if 13 ... B—K2; 14 R—K1 keeps his King permanently in the centre of the board. But the Black King is obviously very unsafe on the Queen's wing, and after 13 ... Castles; 14 B×Kt, P×B; 15 QR—Kt1, Q—B2; 16 Q—R4, White clearly has a powerful attack which he brought to fruition by careful play.

Another amusing example, even more drastic, occurred in a game won by Janovsky. Here Black voluntarily neglected simple developing lines in favour of an ephemeral attack on the Queen's side and, as may be expected, paid the penalty. 1 P—Q4, Kt—KB3; 2 B—Kt5, P—Q4; 3 P—K3, P—K3; 4 B—Q3, P—B4; 5 P—B3, QKt—Q2; 6 P—KB4, Q—Kt3; 7 Q—B2, P—B5; 8 B—K2, Kt—K5; 9 B—R4, P—B4; 10 Kt—B3, Q—R4 (White's highly

irregular opening seems to have excited Black, whose previous moves have been open to question, into an absolute disregard of the elementary principles of development; 10 ... B—Q3, followed by Castles, was good enough); 11 Kt—K5, P—QKt4; 12 Kt—Q2, Kt×Kt (a final blunder allowing a simple combination); 13 B—R5 ch, P—Kt3; 14 Kt×P, Kt—Kt3; 15 Kt—K5 mate. The above is given principally as a curiosity. Although it was played in a master tournament, few of us will be lucky enough to receive such an opportunity in ordinary match practice. It is, however, an illustration of what to look out for when the opponent neglects development. The following example is instructive. In a game won by Réti against Opocensky in 1921 the latter has neglected development in order to win a pawn on the Queen's side. The following position came about after Black's 14th move—

Diagram No. 23

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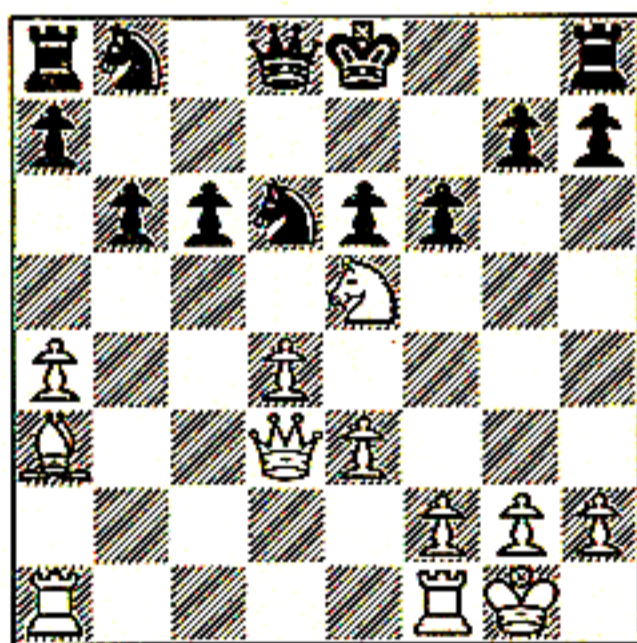
WHITE

White must now seek for a combination before Black can consolidate. His Knight is attacked and, if he moves it to KB3, Black Castles into safety, while if 15 Kt—B4, Kt×Kt; 16 Q×Kt, Q—Q4; 17 Q moves, P—QB4, Black has again fair chances of finding cover.

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White, therefore, decides to sacrifice the attacked Knight and played—

15 Q—Kt3   P×Kt

This is forced. If 15 ... Q—K2; 16 Kt—B4, etc.

16 P×P

Stronger than 16 Q×P ch which would allow Black to reach an endgame by 16 ... Q—K2; 17 Q×Q ch, K×Q; 18 P×P, P—B4, with some hopes of a successful defence. White sees that by the text move he can regain the piece and still keep the Queens on the board.

16 ...   Castles

Best. If 16 ... Kt—B4 or Kt—B1; 17 Q×P ch, Kt—K2; 18 QR—Q1, Kt—Q2; 19 B×Kt, Q×B; 20 Q×P, leaves Black helpless.

17 B×Kt   R—K1

White's combination has won back the pawn and Black is saddled with an undeveloped game and a weak, isolated King's pawn. The remaining moves were: 18 P—B4, K—R1; 19 QR—Q1, Q—B1; 20 P—K4, P—Kt3 (this further weakening of the King's side is rendered necessary by the threat of P—B5); 21 Q—KR3, P—B4; 22 P—B5, KP×P; 23 P×P, P×P; 24 R×P (now White's advantage in development is overwhelming); 24 ... Kt—B3; 25 P—K6, R—KKt1 (of course, if 25 ... Q×P; 26 R—B8 ch and wins, a simple type of combination which frequently occurs); 26 R—B7, R—Kt2; 27 QR—KB1, R×R; 28 R×R, resigns. If 28 ... Q—Kt1; 29 Q—B3 ch, Kt—Q5; 30 B—K5 ch, etc.

Another example occurred in a game between Boleslavsky (White) and Chavin in the Soviet Championship, 1944, after Black's 20th move.
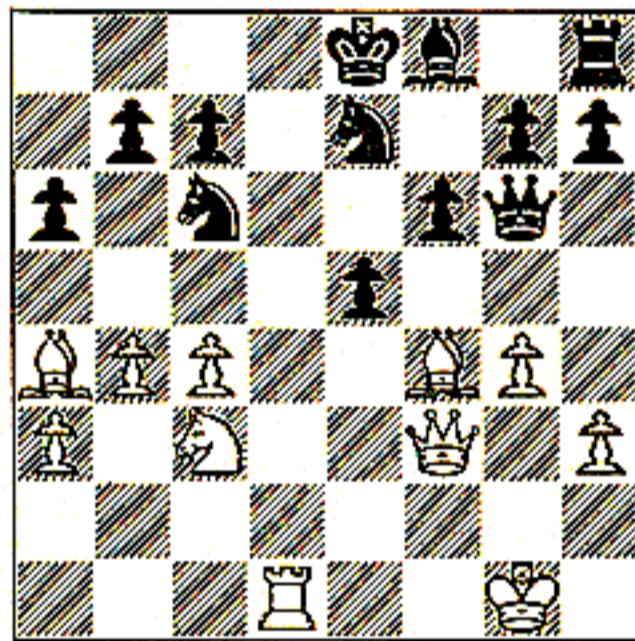
Here Black is terribly cramped and White has probably several ways of winning, but the method chosen lacks

nothing in elegance: 21 Kt—Q5, K—B2 (if 21 ... P×B; 22 Kt×P ch, K—B2; 23 P—B5 forces mate in a few moves); 22 P—B5, P×B (the only feasible alternative is 22 ... Kt—Q5, which is answered by 23 R×Kt, P×R; 24 Kt×QBP, etc.); 23 Kt×KBP, Q—Kt4; 24 Q—Kt3 ch, K—K1; 25 Kt—K6, resigns.
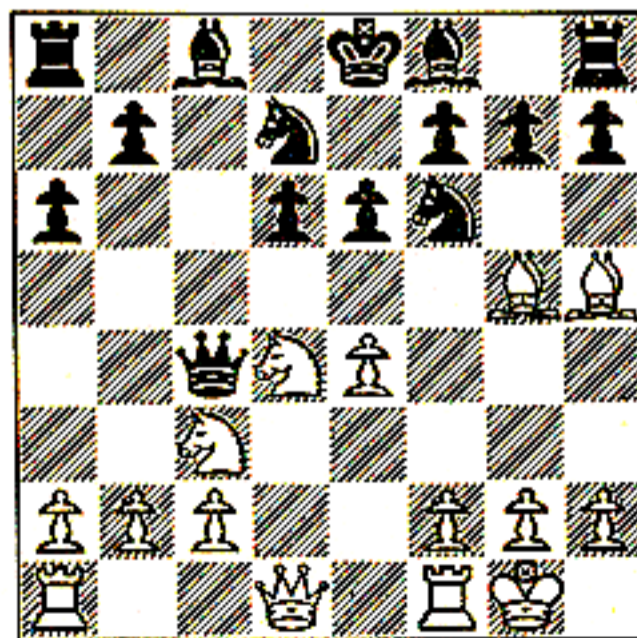
Diagram No. 24

BLACK

WHITE

A much more difficult and quite unexpected attack came about in the Budapest Tournament, 1950, between Keres and Kotov.

Diagram No. 25

BLACK

WHITE

In this apparently simple sort of position as early as the 10th move, Keres produced the thunderbolt—

10 Kt×P	Q×Kt

If 10 . . . Kt×B; 11 Kt×B, etc.

11 Kt—Q5	K—Q1

If 11 . . . Kt×Kt, White wins beautifully by 12 P×Kt, Q—B4; 13 Q—K1 ch, Kt—K4 (if 13 . . . Q—K4; 14 P—KB4 wins at once); 14 P—KB4, P—KKt3 (there is nothing better); 15 P×Kt, Q×B; 16 P×P dis. ch, and wins.

12 B—Kt4	Q—K4
13 P—B4	Q×KP

If 13 . . . Q×KtP; 14 P—K5, P×P; 15 Kt×Kt, etc.

14 KB×Kt	B×B
15 Kt×Kt	P×Kt

There is no saving clause. The Black King is hopelessly exposed.

16 B×P ch	K—B2
17 B×R	

And White wins by weight of metal. The remaining moves were: 17 . . . B—B3; 18 Q—Q2, B—R3; 19 QR—K1, Q—Kt3; 20 R—K7 ch, K—Q1; 21 KR—K1, P—QR4; 22 B—Q4, R—R3; 23 Q—B2, B—B1; 24 B—Kt6 ch, K—B1; 25 R—K8 ch, B×R; 26 R×B ch, K—Q2; 27 R×B, resigns.

The final example came at a much later stage. After Black's 21st move in a World Championship game between Botvinnik (White) and Dr. Euwe, the following position was reached.

White K on KKt1, Q on Q3, R on QB1, Kt on K5, Ps on QR2, QKt2, KB2, KKt2, KR2. Black K on K1, Q on QKt3, R on KR1, B on QKt2, Ps on QKt4, Q5, K3, KB3, KR2.

Right through this game Black has been suffering from the disability of a broken King's side, but he now seems to have got out of his troubles. The White Knight is attacked and, if it moves, Black can Castle with comparative safety after which the passed QP may become very strong. This is the sort of position in which a combination must be looked for if the early advantage is to be maintained, and the World Champion found it with the beautiful move 22 Q—KKt3. There followed 22 ... P×Kt; 23 Q—Kt7, R—B1; 24 R—B7. Black is now compelled to give up his Queen for if 24 ... Q—Q3, there follows 25 R×B, P—Q6 (there is no other move); 26 R—R7, Q—Q1; 27 Q×RP, P—Q7; 28 Q—Kt6 ch, and mates next move. A fine example of the power of the heavy pieces on the seventh rank.

The actual continuation was: 24 ... Q×R; 25 Q×Q, B—Q4; 26 Q×KP, P—Q6; 27 Q—K3, B—B5; 28 P—QKt3, R—B2; 29 P—B3 (taking the Bishop also seems good enough); 29 ... R—Q2; 30 Q—Q2 (not now 30 P×B because of 30 ... P—Q7); 30 ... P—K4; 31 P×B, P×P; 32 K—B2, K—B2 (or 32 ... P—B6; 33 Q×BP, P—Q7; 34 Q—B8 ch, K—K2; 35 Q×R ch, K×Q; 36 K—K2); 33 K—K3, K—K3; 34 Q—Kt4, R—QB2; 35 K—Q2, R—B3; 36 P—QR4, resigns.

COMBINATIONS WHEN THE ADVERSE KING HAS CASTLED

Far more common than the preceding type is that class of combination in which it is possible to sacrifice a piece in order to deprive the Castled King of his natural protection by pawns. As already remarked this kind of combination can only be looked for when the hostile King is insufficiently protected by the rest of his forces, or his position has been weakened by unnecessary pawn moves. One of the most common type of combination against the King is that known as the Greek Gift, the sacrifice of the King's Bishop

for the opposing KRP followed by Kt—KKt5 ch and Q—KR5, with the idea of mating at KR7.

One should always be on the alert for this combination when one of the following conditions is fulfilled—

(*a*) When the defending player cannot protect KR7 with a piece.

(*b*) When the square KB7 is unprotected and the move Q—R5 thus contains a double threat.

(*c*) Where the attacking player can quickly bring a Rook into play to support the Queen and Knight.

As a general rule I advise players to attempt this pretty sacrifice in all cases where the defending King is unable to retire to KKt1 when checked by the Knight. If he is driven out to KKt3 it is extremely unlikely that he will be able to find ultimate shelter even if he can avert immediate disaster. The following position is a simple example of the Greek Gift when condition (*a*) is fulfilled, i.e. the defending player is unable to defend KR7 with a piece.

<p align="center">Diagram No. 26</p>

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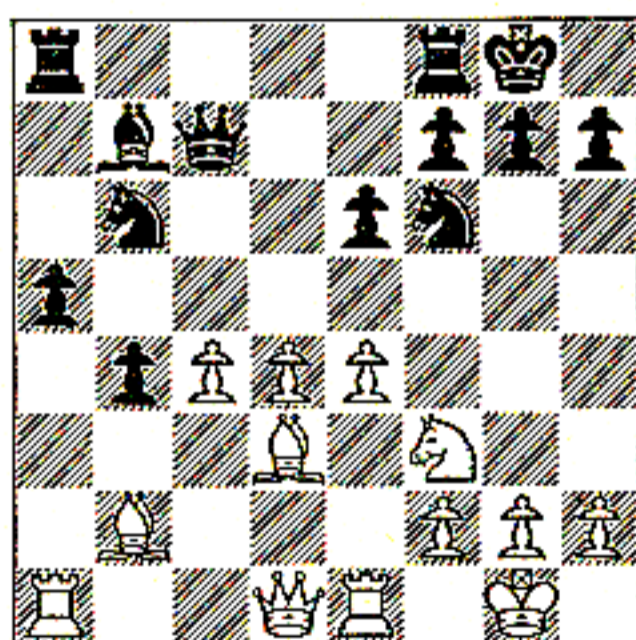
<p align="center">WHITE</p>

It will easily be seen that this is the kind of position in which a combination is likely. White has control of the centre and his Bishops are bearing towards the King,

<p align="center">220</p>

while Black's forces have been concentrated on the Queen's wing in order to assist the advance of his two passed pawns.

The play after Black's 15th move was—

| 16 P—K5 | KKt—Q2 |

16 ... B×Kt would stop the combination, but White's two Bishops would prove tremendously strong.

| 17 B×P ch | K×B |
| 18 Kt—Kt5 ch | K—Kt3 |

It is easy to see that 18 ... K—Kt1 is impossible on account of 19 Q—R5, KR moves (the only way to stop immediate mate); 20 Q×BP ch, K—R1; 21 R—K3 and wins.

| 19 Q—Q3 ch | P—B4 |

If 19 ... K×Kt; 20 B—B1 ch followed by mate, but the text is no better. There followed 20 P×P dis. ch, K×P; 21 R×P ch, resigns.

The following is much more complicated but is a good example of the difficulties with which Black has to contend once his King is driven into the middle of the board. This occurred in two master games: Kottnauer *v.* Kotov (Groningen, 1946) and Kottnauer *v.* Pachmann (Moscow, 1947), after Black's 15th move.

Diagram No. 27

BLACK

WHITE

White continued

16	B × P ch	K × B
17	Kt—Kt5 ch	K—Kt3

Again 17 ... K—Kt1; 18 Q—R5 is hopeless for Black.

18	Q—Kt4	P—B4
19	Q—Kt3	

In the first game Kotov tried to escape with the King to the Queen's side by 19 ... K—B3, after which the continuation was: 20 B—B4, K—K2; 21 QR—B1 (threatening B—B7 with deadly effect); 21 ... R—R2; 22 KR—K1, B—Q2; 23 P—QKt4, Kt—R3; 24 Kt×P, B×Kt; 25 Q×B ch, R—B2; 26 B—Kt5 ch, K—Q2; 27 Q—R8, Q—Kt1; 28 Q×P ch, and Black resigns. In the second game Pachmann improved on Black's play by 19 ... R—B2, but after 20 B—B4, P—K4 (to bring the Queen to the relief of the beleaguered King's side); 21 Kt×R dis. ch, K×Kt; 22 B×P, Q—Kt3; 23 Q×Q ch, K×Q; 24 B×B, K×B; 25 KR—K1, White with Rook and two pawns against two minor pieces, and open lines for his Rooks, has much the better endgame. Actually he won on the 52nd move.

The next example in which condition (*b*) that the square KB7 is unprotected as well as KR7 is fulfilled. It occurred in an old game between Janovsky (White) and Chajes after Black's 14th move.

Black's last move was 14 ... KR—K1, removing a guard from the KBP. Such a move should always make a player alert for the possibility of the Greek Gift combination, particularly when as here, the Black Queen is engaged in activities far removed from the King's wing. The first problem for White to face is the elimination of the Knights which protect the King's position. This cannot be done by 15 B×Kt as the other Knight recaptures, but a little study

of the position will show that this latter Knight can be induced to abandon his defensive position. Therefore—

Diagram No. 28

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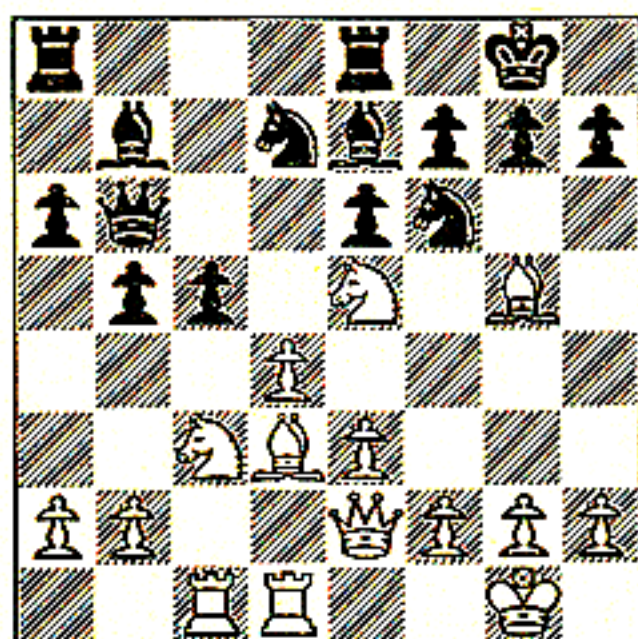
WHITE

15 P×P	Kt×P

15 ... B×P simply loses a pawn, by 16 Kt×Kt, Kt×Kt; 17 B×P ch, K×B; 18 Q—R5 ch, followed by R×Kt. After the text move the way is clear for the Greek Gift sacrifice.

16 B×Kt	B×B
17 B×P ch	

All the conditions for the sacrifice are now fulfilled. The Black KBP is unguarded and the White Rooks are excellently placed to assist the Queen and Knight.

17 ...	K×B
18 Q—R5 ch	K—Kt1
19 Q×P ch	K—R2
20 Kt—Q7	Kt×Kt

Other moves lose immediately.

21 R×Kt	B—B3
22 Kt—K4	

In such a position something beautiful is almost certain to be hidden and here it is. Black can capture neither Rook nor Knight, viz. 22 ... B×R; 23 Kt×B ch, and 24 Q—R5 mate or 22 B×Kt; 23 Q×B, R—KKt1; 24 Q—R4 ch, etc.

22 ...	B×P
23 Kt—Kt5 ch	K—R3
24 P—KKt4	

Another fine move. Mate in two follows the capture of the Knight.

24 ...	P—Kt3
25 P—R4	R—R1

26 Q—R7 ch, and mates next move.

Sometimes it is possible to sacrifice two Bishops in this form of attack, and there are some fine examples of this in master play. None is clearer than the following which occurred in the Surrey Championship, 1950, between H. Brown (White) and Parr. Position after Black's 8th move.

Diagram No. 29

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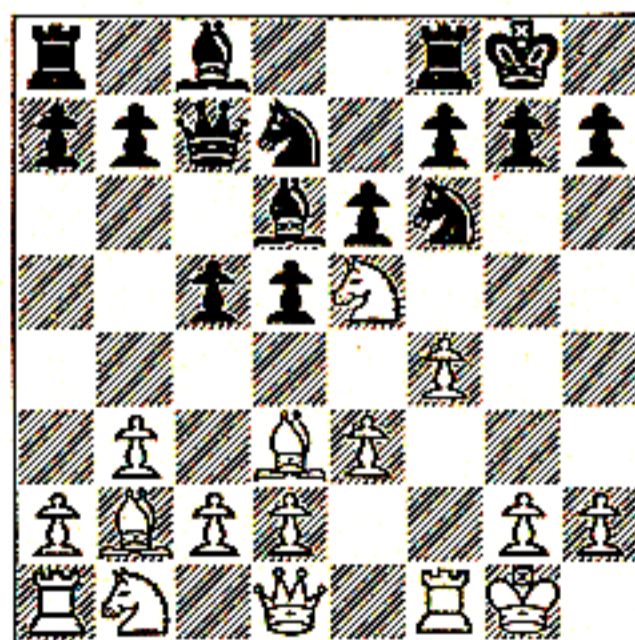
WHITE

9 Kt×Kt	Kt×Kt

If 9 ... B×Kt; 10 B×Kt, P×B; 11 B×P ch, K×B;

12 Q—R5 ch, K—Kt2; 13 Q—Kt4 ch, K—R2; 14 R—B3 and wins.

10 B×P ch	K×B
11 Q—R5 ch	K—Kt1
12 B×P	

A beautiful and decisive sacrifice. If Black captures the Bishop 13 Q—Kt5 ch followed by R—B3, etc.

12 ...	P—B4
13 Q—Kt6	R—B2
14 B—R6 dis. ch	Resigns

This is a fine example of condition (c) in which, after the sacrifice, other pieces can speedily co-operate with the Queen.

Besides the Greek Gift there are of course many other sacrifices to break up the hostile King's position. Although it is not possible to lay down as definitely, as in the case just dealt with, the conditions under which such sacrifices are possible, in the majority of instances they are to be looked for when the opponent has concentrated his force in pursuit of some ephemeral advantage on the other side of the board. A few examples will show the sort of position in which a sacrificial combination may be looked for.

Diagram No. 30

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WHITE

This position occurred after the 16th move in a game between Colle (White) and Grünfeld. The Black Queen, for the moment, is completely out of play and, in addition, Black has been forced to weaken his King's position by the advance of his KKtP. In such conditions a sacrificial combination of some sort is almost inevitable and Colle found it by—

17 Kt×BP	K×Kt
18 Q×P ch	K—Kt2

If 18 ... K—B1; 19 R—B3, threatening B—B1 and B—R6 ch. On principle an attack like this must succeed. It is merely a question of finding the proper road to victory.

19 P—Q5	Kt—B4
20 Kt—B5 ch	

A second sacrifice to uncover the Black King still further. If the Knight is taken, there follows 21 Q×BP, Kt×B (best); 22 R×B ch, R×R; 23 Q×Kt ch, K—Kt1; 24 Q×R, Kt×B; 25 R—B3, forcing mate.

20 ...	K—B1
21 Q—K3	P×Kt

21 ... Kt—Kt1 leads to an elegant mate, viz. 22 B—Kt7 ch, K—B2; 23 Q—K6 ch, Kt×Q; 24 P×Kt mate; and 21 ... Kt—Kt5 is answered by 22 Q—B3, Kt—K4; 23 R×Kt, P×R; 24 Kt—Q6 dis. ch.

22 Q—R6 ch	K—B2
23 B×P	B×QP

A desperate effort to bring his inactive pieces to the rescue.

24 R×B ch	R×R
25 Q×Kt ch	K—K1
26 Q—R8 ch	K—B2
27 B×R	Resigns

Black cannot save his Bishop and, therefore, will remain a piece to the bad.

In our next example White has given up a piece for a promising-looking attack, but Black is able to turn the tables by counter sacrifices.

The position came about in a match game between Dr. Euwe (White) and Réti after White's 14th move.

Diagram No. 31

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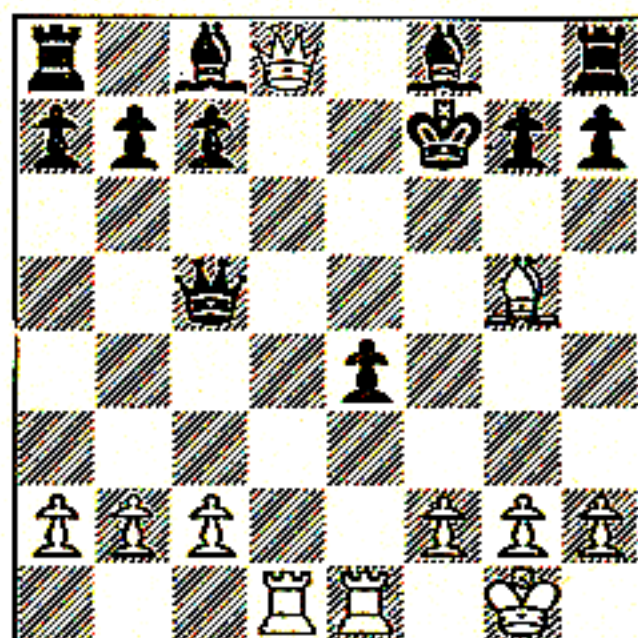
WHITE

White threatens R—Q7 ch, but Black finds an effective reply which draws White's Queen from the scene of action and allows Black a winning counter-attack.

14 ...	B—Q3
15 Q×R	Q×B
16 P—KB4	

Black threatens B—R6, and if White plays 16 Q×P, B—KB4 wins the Queen.

| 16 ... | Q—R5 |
| 17 R×P | |

This again threatens a mating attack, but Black decides the issue by the sacrifice of a second Rook.

17 ...	B—KR6
18 Q×R	B—B4 ch
19 K—R1	B×P ch

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| 20 K×B | Q—Kt5 ch |

and mates in two moves.

In the next example from the World Championship, 1948, Botvinnik bursts open the King's side by the sacrifice of a Rook, which comes as a surprise as the Black King is apparently well guarded by minor pieces. The Black Queen, however, is out of play.

Diagram No. 32

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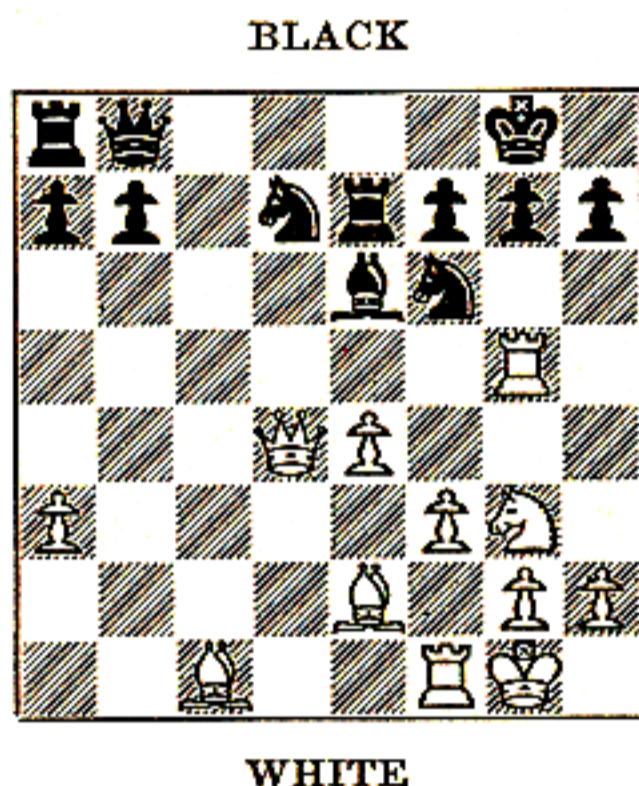
The continuation was—

| 21 R×P ch | K×R |
| 22 Kt—R5 ch | K—Kt3 |

Other moves are just as hopeless.

(a) 22 ... K—R1; 23 B—Kt5 (but not 23 Kt×Kt, which would allow Black's Queen to come to the rescue by 23 ... Q—K4).

(b) 22 ... K—Kt1; 23 Kt×Kt ch, Kt×Kt; 24 Q×Kt, and Black has no defence.

(c) 22 ... K—B1; 23 Kt×Kt (stronger than B—R6 ch); 23 ... Kt×Kt; 24 Q×Kt, K—K1; 25 R—Q1 and Black has no defence.

| 23 Q—K3 | Resigns |

Occasionally it is even possible to sacrifice the Queen in order to break up the hostile King's position.

Morphy's spectacular sacrifice against Paulsen is a case in point.

Diagram No. 33

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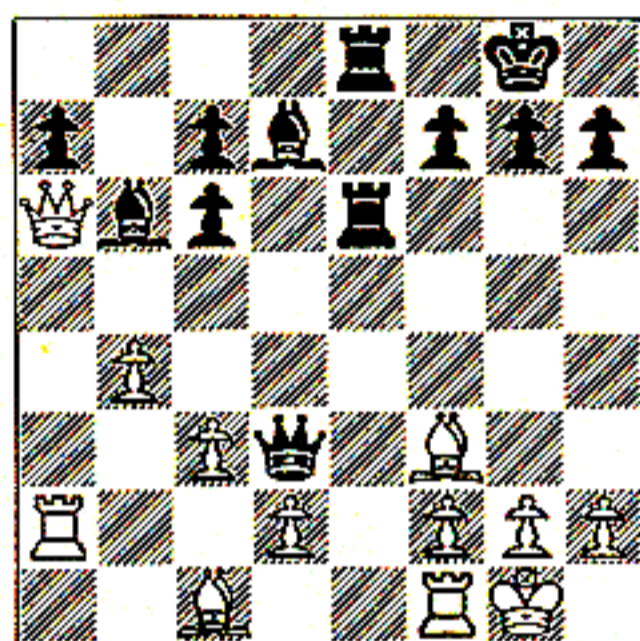
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White has obviously entirely neglected development, but Black's method of taking advantage of it forms a piece of rare brilliancy.

The continuation was—

17	...	Q×B
18	P×Q	R—Kt3 ch
19	K—R1	B—R6

Threatening mate in two moves by B—Kt7 ch and B×P. Obviously White cannot defend by 20 R—KKt1 on account of 20 ... R×R ch and 21 ... R—K8 mate.

20	R—Q1	

If 20 Q—Q3 (intending to return the Queen by 21 Q×R); 20 ... P—KB4; 21 Q—B4 ch, K—B1, and White is no better off.

20	...	B—Kt7 ch
21	K—Kt1	B×P dis. ch
22	K—B1	B—Kt7 ch

Here Morphy missed the strongest continuation 22 ... R—Kt7 (threatening R×RP). If then 23 Q—Q3, R×P ch; 24 K—Kt1, R—Kt7 ch, and mates next move.

The actual continuation was: 23 K—Kt1, B—R6 ch; 24 K—R1, B×P; 25 Q—B1 (forced); 25 ... B×Q, with a winning ending.

MISCELLANEOUS COMBINATIONS

One of the most frequent methods of winning material is that of forcibly driving off the natural protection of some vital point. Sometimes this can be done by a sacrifice. The most elementary form of such a position is something like this. White K on KKt1, Q on KKt6, R on KR3; Black K on KKt1, Q on KB2, R on K1, P on KKt2. Black's Queen is only supported by the King and this can at once be driven away by R—R8 ch.

When a piece is attacked and only once protected, it is always well to be on the alert for some form of this idea. The following position shows an interesting development of the idea. It occurred after the 50th move of a game between Schulz (White) and Kostic.

Diagram No. 34

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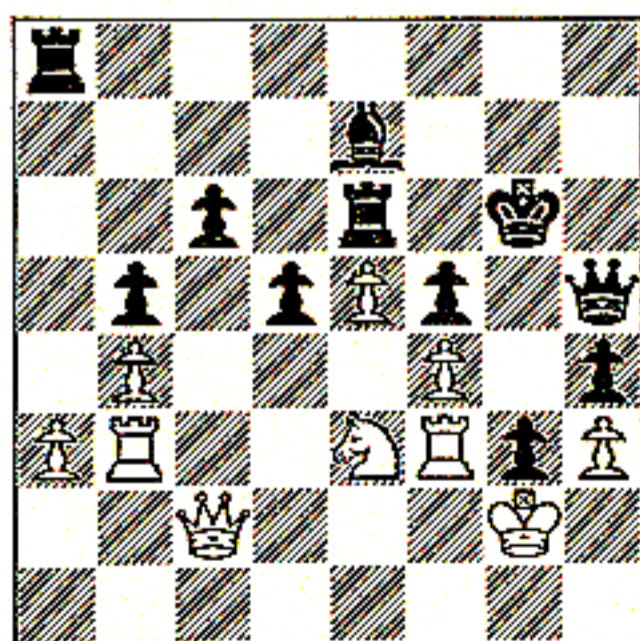
WHITE

White here played the pretty move 51 Kt×BP. If Black replies 51 ... Q×Kt, his Queen is defended only by the King which can be driven away by the further sacrifice 52 R×P ch, P×R; 53 R×P ch and wins. The actual continuation was 51 ... K—B2 (he must get out of the discovered check); 52 Kt×B, K×Kt; 53 P—B5, resigns. The famous brilliancy, Rotlevi (White) *v.* Rubinstein (Lodz, 1907) is another highly complicated illustration of this theme. After White's 22nd move the position was—

Diagram No. 35

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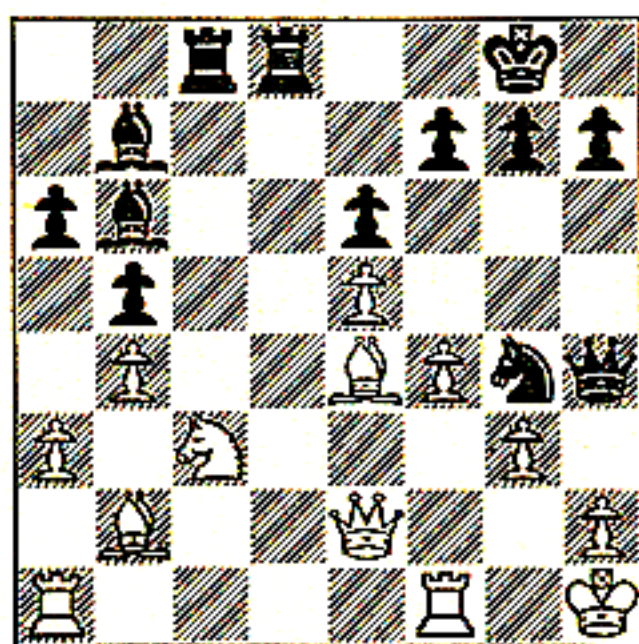
WHITE

In this position the vital point is the White Bishop at K4 which is attacked by the Black Queen's Bishop. If this can be won the game is over, but it is twice defended and the Black Queen is attacked. Nevertheless Black proceeded boldly with his plan for removing the defences of the Bishop with—

22 ...   R×Kt

Removing one of the defenders of the Bishop.

23 P×Q

If 23 B×B, R×KtP, threatening R—R6, wins easily.

23 ...   R—Q7

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Completing the conquest of the Bishop for, if the Queen moves to defend it, there is mate at R7.

24	Q × R	B × B ch
25	Q—Kt2	R—R6

White resigns as mate cannot be avoided. A combination of rare beauty.

COMBINATIONS AIMING AT MATE ON THE BACK ROW

Towards the end of the Middle Game when files become open it is usually advisable to make flight squares for the King by advancing one of the King's side pawns. (Note, it is only in the early stages when minor pieces are on the board that this creates a weakness.) Neglect of this precaution may easily lead to serious trouble through the threat of snap mates on the back line. A game between Bernstein (White) and Capablanca in the following position, White K on KKt1, Q on K2, Rs on QR1 and KR4, B on KB4, Ps on QR2, QKt2, QB3, KB2, KKt2, KR2; Black K on KKt1, Q on QKt3, Rs on Q1 and Q6, B on QB3, Ps on QR2, QKt2, K3, KB2 and KKt2, was decided immediately by the simple move Q × KtP after which White must lose a Rook.

Diagram No. 36

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WHITE

232
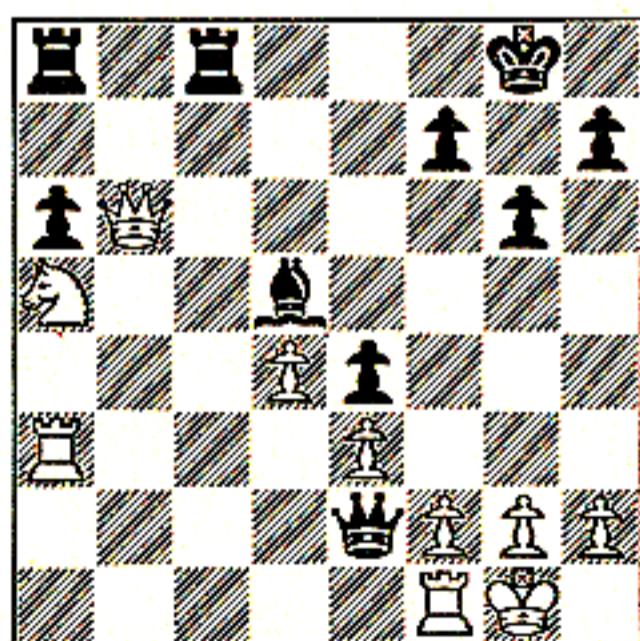
A more complicated example of the dangers which attend a player with a bottled-up King's position occurred after White's 26th move in a game between Goglidze (White) and Botvinnik.

Black continued with—

26 ...	QR—Kt1
27 Q—Q6	Q×R ch
28 K×Q	R—Kt8 ch
29 K—K2	R—B7 mate

Another danger springing from the enclosed King is the beautiful smothered mate in which a heavy sacrifice causes the victim to block all his flight squares with his own pieces, after which he is mated with a Knight. The commonest form of this smothered mate is known as Philidor's Legacy, the typical position being: White, K on KKt1, Q on KKt3, Kt on KKt5; Black K on KKt1, R on Q1, Ps on KKt2, KR2. White mates in five moves by 1 Q—Kt3 ch, K—R1; 2 Kt—B7 ch, K—Kt1; 3 Kt—R6 double check, K—R1; 4 Q—Kt8 ch, R×Q; 5 Kt—B7 mate. Naturally this mate is extremely well known and does not often actually come off, but the threat has won many games, and, in the late Middle Game, the provision of a bolt hole for the King is a very wise precaution.

SACRIFICES TO FORCE A PAWN TO QUEEN

These are of comparatively frequent occurrence in the late Middle Game. When one has a far advanced pawn, it is always worth while looking for some opportunity to draw away by a sacrifice the pieces which hinder its advance to glory. A simple example is the following position which I once had in a skittle game. White K on KKt1, R on QB1, Ps on Q6, KB2, KKt2; Black K on KB1, Kt on QKt3, Ps on QR2, KB2, KKt2, KR3. White wins at once by 1 R—B8 ch, Kt×R; 2 P—Q7, etc. Another won by Dr. Zukertort prettily illustrates the

forking powers of the Knight. White K on KKt2, Q on QKt3, Kt on Q5, Ps on QB7, KB3, KKt3, KR2; Black K on K1, Q on QB3, Kt on K3, Ps on QR2, KB3, KKt2, KR3. White won by 1 Q—QKt5, Q×Q; 2 P—B8 = Q ch, K—B2; 3 Q×Kt ch, K×Q; 4 Kt—B7 ch, winning the Queen with a piece ahead.

In the following position from the Moscow Tournament, 1944, after Black's 27th move Sokolsky made use of his passed QP in ingenious fashion.

Diagram No. 37
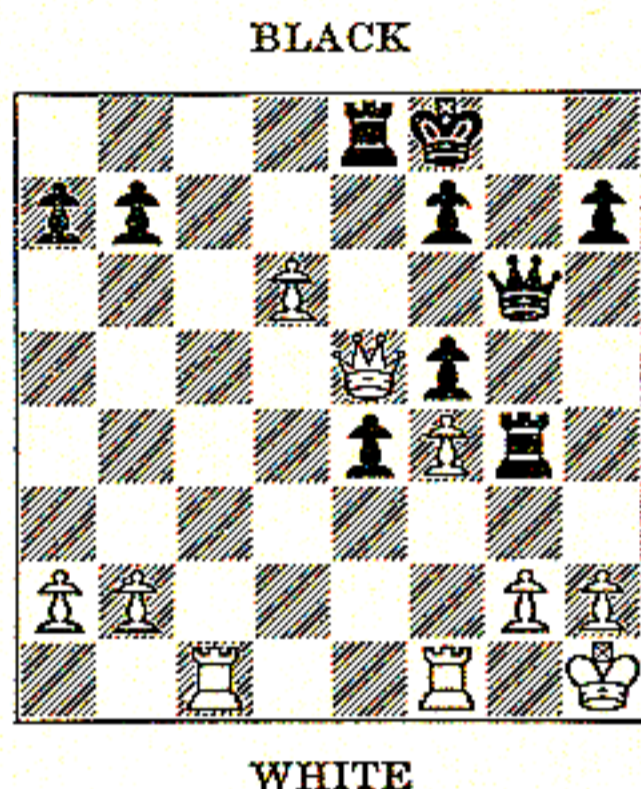
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Play went—

28	Q—R8 ch	Q—Kt1
29	P—Q7	Resigns

Whether Black captures the Queen or not he must come out a Rook to the bad.

In the following position between Janovski (White) and Treybal, the latter made a clever sacrifice to force a pawn to Queen but Janovski found a saving clause.

Black continued: 1 ... R—QKt1; 2 Q×R, Q×Q; 3 R×Q, P—B7 (the pawn cannot be stopped); 4 R—Kt8 ch, K—R3 (if 4 ... K—R2; 5 R—QB8, P—B8=Q;

6 B—Kt8 ch, etc.); 5 P—Kt5 ch (forcing Black to block one of the King's flight squares with his own pawn); 5 ... P×P; 6 R—R8 ch, K—Kt2; 7 R—Kt8 ch, and White draws by perpetual check.

Diagram No. 38

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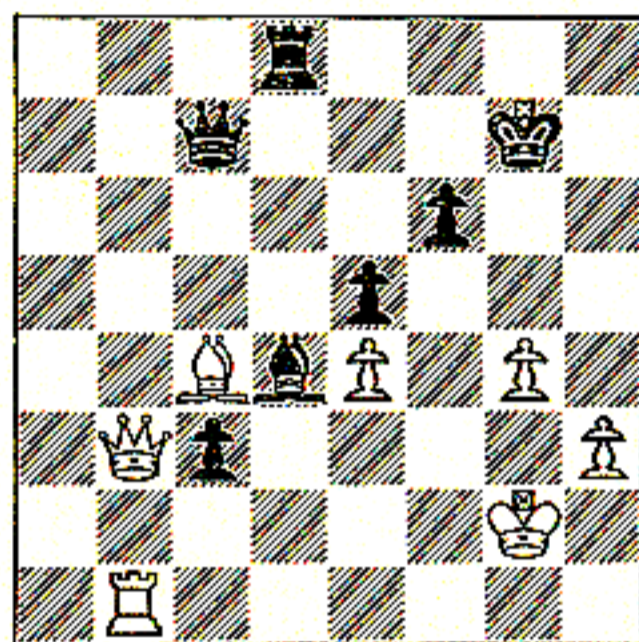
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COMBINATIONS TO SECURE PASSED PAWNS

In the late Middle Game the possession of one or more passed pawns, particularly on the side of the board farthest removed from the hostile King, is often sufficient to decide the issue and many nice sacrificial combinations have been made with this object. Even the Queen can sometimes be sacrificed for a couple of pieces if these are backed up by a passed pawn, and it is a general rule that a Rook and minor pieces plus a passed pawn are at least an equivalent for the Queen. The following played between Dr. Tartakover (White) and Spielmann, is a case in point. White K on KKt2, Q on QB8, Ps on QR2, KR3; Black K on KR1, R on Q6, B on KKt1, Ps on QKt3, QB6, KKt2, KKt4.

White here played 43 Q—K8 (threatening perpetual check); 43 ... R—Q3; 44 Q—QB8, R—Q7 ch; 45 K—B3, P—B7; 46 K—K3, R—R7; 47 P—KR4, R—R6 ch;

48 K—K4 (if 48 K—K2, R×P wins equally); 48 ... R×P ch; 49 K—B5 (if 49 K—K5, R—QB5; 50 Q—K8, R—K5 ch—not 50 ... P—B8=Q because of the perpetual check—51 K×R, P—B8=Q; 52 Q—R5 ch, B—R2 ch and wins); 49 ... R—R8; 50 Resigns.

Combinations to secure passed pawns are comparatively common. In the strategical part of this chapter we have already considered one example, Bogoljubov v. Niemzovitch, and a couple of others will be sufficient to show the type of position in which these sacrifices may be expected and the tactical employment of the passed pawns when once secured.

The first of these positions occurred after White's 27th move in a game between Breyer (White) and Dr. Tarrasch.

Diagram No. 39

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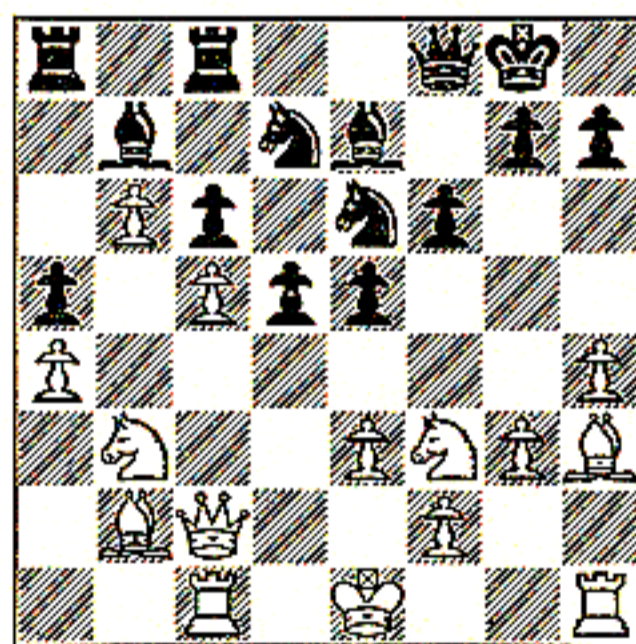
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This is an extraordinarily complicated position in which White has a strong passed pawn on the sixth rank supported by another pawn at QB5. It is true that the latter is four times attacked and only three times defended, but White appears to have protected it adequately by his last move B—R3 which pins the Black Knights to the Rook

on QB1. Black has no time to waste in defending his Knights, for if White exchanges one of them for his King's Bishop, his pawns are safe and will soon become very strong. This is the sort of position in which the instinct of the master for evaluation asserts itself. Tarrasch realizes that by sacrificing the exchange he can win both White's advanced pawns and proceed to a strong attack with his own QBP.

He therefore plays—

27 ...	Kt(K3)×P
28 Kt×Kt	Kt×Kt
29 B—R3	

It would be better to capture the Rook at once but even so Black will be able to win the QKtP and can ultimately force two passed pawns by P—QB4 and P—Q5.

29 ...	Kt—Q6 ch
30 Q×Kt	B×B
31 B×R	R×B
32 R—R1	B—Kt5 ch
33 Kt—Q2	P—K5

He could also play to win the QKtP by 33 ... Q—B4 but the text is stronger as it enables him to prevent White from Castling.

34 Q—Kt3	

34 Q—K2 would not allow him to Castle as Black could reply 34 ... R—R1 followed by B—R3.

34 ...	P—QB4

The decisive advance of the passed pawn begins.

35 K—Q1	P—B5
36 Q—R2	Q—Q3
37 K—K2	

White can only mark time until Black is ready for the final advance of the passed pawn.

37 ...	B—R3
38 P—Kt7	

White tries to create a diversion with his own passed pawn.

38 ...	R—Kt1

Stronger than 38 ... B×P, which would allow White to gain a valuable move by 39 KR—Q1.

39 K—Q1	R×P
40 P—B3	K—R1

Not 40 ... P—B6, because of 41 Kt×KP.

41 P×P	

This hastens defeat by exposing the King but the position is quite hopeless.

41 ...	P×P
42 K—B1	Q×P
43 Kt—B1	Q—K8 ch
44 K—B2	Q—B6 ch
45 K—Q1	Q—Q6 ch
46 K—B1	R—Q2
Resigns	

The passed pawn threatens to give mate after 47 ... Q—Q8 ch.

The next example from the Moscow Tournament of 1935 is even more startling as Black gives up two exchanges in order to remain with two passed pawns. It occurred after White's 27th move in a game between Lilienthal (White) and Ragosin.

White has a backward King's pawn but he is constantly threatening to advance it and, in addition, has good chances for King's side attack due to his two Bishops and the fact that Black's defences have been loosened by the advance of the KRP. Black, however, realizes the possibility of rapid action with his Queen's side pawns and upsets all Lilienthal's calculations with the fine sacrifice.

Diagram No. 40

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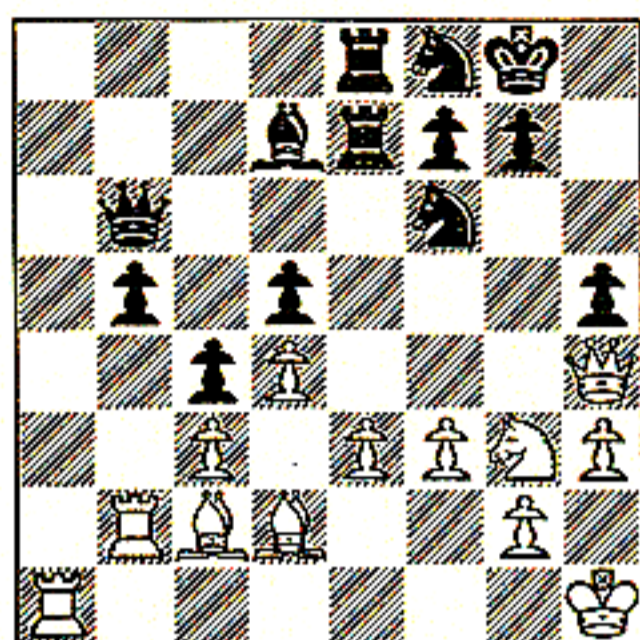
WHITE

27 ...	R × P
28 B × R	R × B
29 Kt × P	

The point of Ragosin's combination is that White cannot defend his QBP. If 29 R—R3, Q—Q3; 30 R(Kt2)—R2, Kt—Kt3; 31 Q—Kt5, .R—K8 ch; 32 K—R2, P—R5, winning a piece.

29 ...	Kt × Kt
30 Q × Kt	B—B3
31 Q—Kt5	R × QBP

This involves the sacrifice of the second Rook but the two passed pawns prove irresistible.

32 Q—Q2	R × B
33 R × R	Kt—K3
34 R—Q1	P—Kt5
35 R—Kt2	P—Kt6

Obviously not 35 ... P—B6; 36 Q × BP.

| 36 Q—B3 | Kt—B2 |

The Knight's business is to drive away the blockading White Queen.

37 R—K2	Kt—Kt4
38 Q—Kt4	Q—R2
39 R—K7	Q—R6
40 Q—K1	

His only chance lies in attack against the Black King. If
40 Q×Q, Kt×Q; 41 R—B7 best, B—R5; 42 R—R7,
P—B6; 43 R×B, P—B7; 44 R on Q1 moves, P—Kt7;
and must make a Queen.

40 ...	P—B6
41 R—K8 ch	B×R
42 Q×B ch	K—R2
43 Q×P	

If 43 Q×Kt, P—B7 wins. The text threatens to draw by
perpetual check.

43 ...	Q—R1
44 R—K1	Kt—Q3
45 Q—B7	P—B7
46 Q×Kt	P—Kt7
47 Q—B4	

A last trap. If Black plays 47 ... P—Kt8=Q; 48 Q—
B5 ch followed by R×Q would draw at least.

| 47 ... | Q—B3 |
| Resigns | |

The Queen can cover to either check and one of the
pawns must reach the eighth rank.

ENDGAMES

THE ending is in some ways the most important part of the game of Chess.

It is quite clear that it is of little use winning a pawn or even two by clever play in the Middle Game, if one cannot turn it to maturity in the Endgame, and it is exactly here that many British match players fail.

There is little doubt that this weakness springs from the system of adjudication and an improvement is already noticeable in London Chess where this system has, to a large extent, been done away with. Where it does prevail it is only on rare occasions that an endgame is reached and consequently even the most constant match player gets little actual practice in this form of game. And yet the end play is just that branch of the game in which practice is most important. Except in the elementary positions which arise comparatively seldom it is impossible to learn endgame play from books. There are no rules which can guide a player how to conduct an ending of say, Rook, Knight and five pawns against Rook, Bishop and four.

In this work it is only possible to give the elementary positions and a few examples of more complicated endings from actual play. For further practice I strongly advise my readers to play over as many endings from master chess as they possibly can, studying them carefully, and endeavouring to work out for themselves the ideas underlying the play.

In the elementary positions which follow, I have strictly confined myself to those endings which are of value in practical play. In uncommon endings such as Bishop and

Knight against King, two Bishops against King, or Queen against Rook, I have contented myself with outlining the general principles.

Any player of average intelligence ought to be able to deal with these well within the fifty moves allowed to accomplish the win, although they may take a good deal longer than the minimum possible, and in any case endings without pawns are extremely rare.

Taking the simple endings first, Kings and pawns, it is necessary first of all to establish clearly three points.

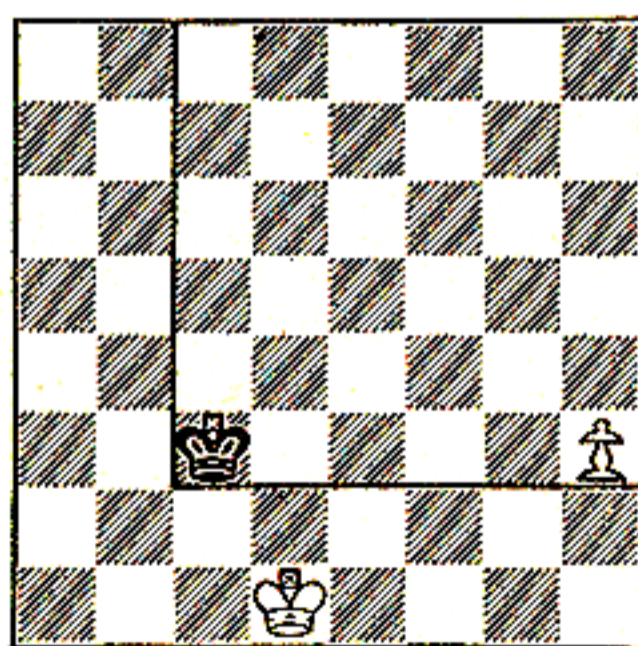(1) Calculation of distances, i.e. when a King can stop a hostile passed pawn.

(2) When two pawns can support themselves against the hostile King.

(3) The exact meaning of the term Kings in opposition.

Point one is simple. Imagine a quadrangle formed by the square on which the passed pawn stands and the queening square.

Diagram No. 41

BLACK

WHITE

If the King stands within this or if, having the move, he can play therein, he will be able to stop the passed pawn.

Otherwise not. This calculation is extremely important when deciding whether or not to exchange one's last piece.

Thus in the diagram above, the Black King stands within the quadrant, and even with White to move he captures the RP and draws the game. Of course in making this calculation allowance must be made for any possible obstruction if the board is not clear. Thus in the diagram above, if there is a Black pawn on Q5 it would delay the march of the King to Kt2 and White, with the move, would win the game.

(2) Self-supporting pawns. It is clear that two united passed pawns can always support themselves against the King, as if the hindmost one is captured the other advances to Queen. It is not quite so obvious, however, that two pawns one file apart can also support themselves if properly played, but a little consideration of the quadrangle system of calculating distance will make this quite clear also. Thus the position in the diagram given below is drawn as both pairs of pawns are self-supporting.

Diagram No. 42

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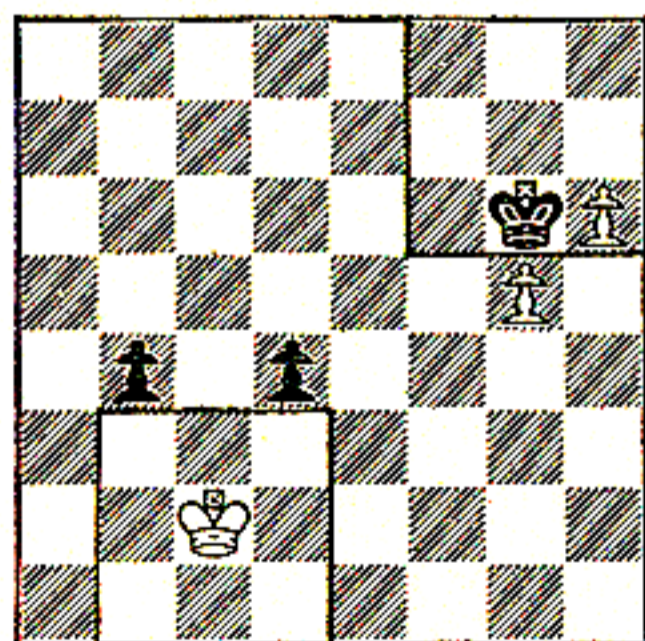
WHITE

It is quite clear that the Black King cannot capture the White KKtP without leaving the quadrangle formed by

the KRP and his queening square, while if the White King attacks either of the Black pawns, the other advances; and equally the King cannot capture either without leaving the vital quadrant. When the pawns are farther apart the issue also depends on whether the King can capture one without leaving the quadrangle formed by the other and his queening square, and this should be easy to calculate. Pawns two files apart win unaided if they are on the fifth rank with one of them to move, win on the sixth rank with either side to move, can mutually defend themselves if they are both on the second, but will be lost if they are on the fifth, fourth, or third. Thus with White K on QR1, Ps on K4 and KR4; Black K on K4, Ps on QR4, QKt5, Black wins even without the move, for if 1 P—R5, K—B3, and it can easily be seen that Black has time to capture both pawns. But when the pawns are on the second rank neither can be captured for then the other would advance two squares and the King would be outside the quadrant.

(3) The opposition.

The opposition is one of the most important factors in endgame play. By the term is understood a position in which the two Kings stand on the same file or diagonal with an odd number of squares between them. In such cases the player who has *not* to move has the opposition.

The principal uses of the opposition are: (1) To drive back the adversary's King from the defence of his pawns by compelling him to move backwards or sideways, and so enable one's own King to step into the line of separation, or (2) to draw the game by guarding the spaces and keeping the other King away from critical squares. The above is the definition given by the English endgame expert Freeborough, and cannot be beaten for clarity. The following diagram illustrates both points.

If Black has to move, White wins. The King must play to KKt2 or K2 and in either case White steps into the

vacant space K6 or Kt6, wins one of the Black pawns, and queens his own. If White has to move, however, he can do nothing. If 1 K—K5, Black plays 1 ... K—K2 and there is no possible road of entry for the White King.
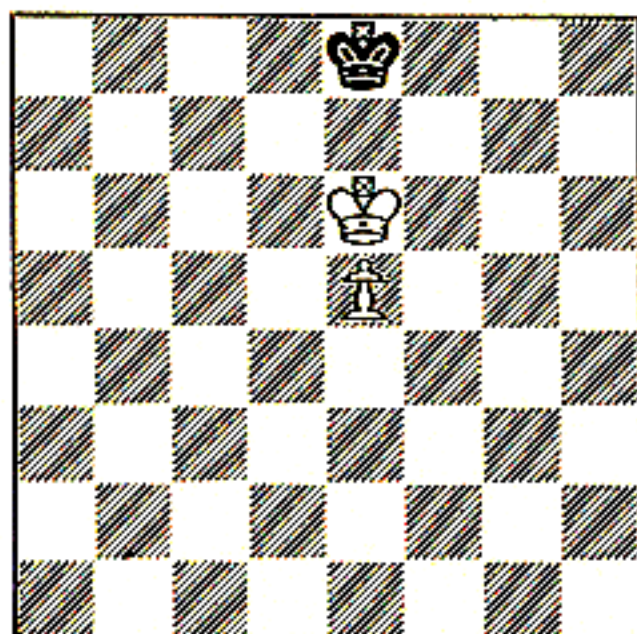
Diagram No. 43

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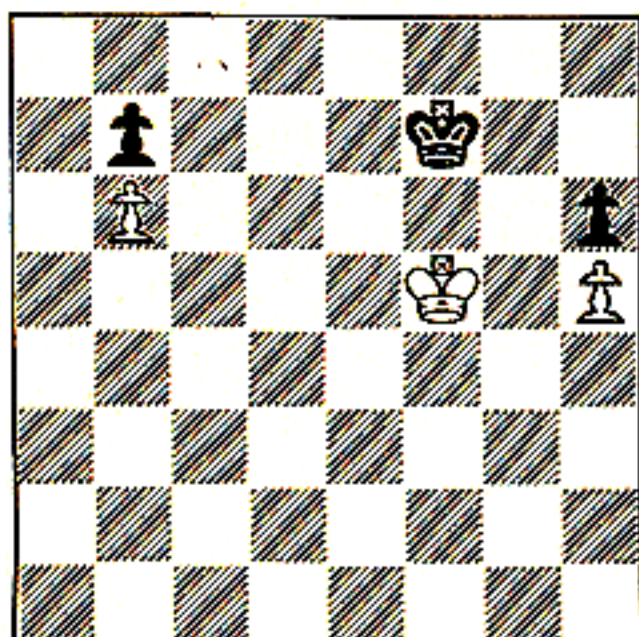
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The importance of the opposition is well illustrated in the common endgame, King and pawn *v.* King. In this endgame the object of the player with the pawn is to bring his King to the sixth rank in front of his pawn. The following diagram shows the desired position.

Diagram No. 44

BLACK

WHITE

White wins with or without the move. If Black plays first either 1 ... K—Q1 or 1 ... K—B1, the White King steps into the vacant space by 2 ... K—B7 or 2 ... K—Q7 accordingly and forces the pawn directly to queen. If White has to play then 1 K—Q6, K—Q1, taking the opposition, 2 P—K6, compelling Black to relinquish it. 2 ... K—K1; 3 P—K7, K—B2; 4 K—Q7 and wins. This is simple. The difficulty is to know when this position can be forced, and here an opposition rule helps. This rule is: If the player with the pawn can gain the opposition on the fourth rank he can reach the position shown on the diagram and win. Thus place White's King on K4, pawn on K2; Black King on K3. White wins with or without the move. If he has to play first he moves 1 P—K3, gaining the opposition, 1 ... K—Q3 or B3; 2 K—B5 or Q5, stepping into the vacant square, after which Black cannot prevent the diagrammed position from being reached. On the other hand, with the White pawn already at K3, White with the move can only draw as Black has the opposition. For instance 1 K—Q4, K—Q3 (or 1 K—B4, K—B3, with similar play); 2 P—K4, K—K3 (and now White cannot take the opposition as he is obstructed by his own pawn); 3 P—K5, K—K2; 4 K—Q5, K—Q2; 5 P—K6 ch, K—K2; 6 K—K5, K—K1 (this is the one point at which Black must be careful; if he plays 6 ... K—Q1 or 6 ... K—B1, White wins by taking the opposition); 7 K—Q6, K—Q1; 8 P—K7 ch, K—K1; 9 K—K6. Now at last White has gained the opposition but the result is Stalemate.

A useful exercise is to work out the position with the pieces on their original squares, viz. White King at K1, pawn at K2; Black King at K1. Here White wins with the move, but without it can only draw. In the first instance the play is 1 K—B2 or Q2, K—K2; 2 K—K3 (White's first aim is to play his King in front of the pawn, 2 P—K3 or 2 P—K4 will only draw); 2 ... K—Q2;

3 K—K4, K—K3; 4 P—K3. White has the opposition on the fourth rank and will win as previously shown. If Black plays first, however, this position cannot be reached, viz. 1 ... K—K2; 2 K—B2, K—B3; 3 K—K3, K—K4; 4 K—Q3, K—Q4; 5 P—K3 (taking the opposition but he cannot maintain it owing to the obstruction caused by his own pawn); 5 ... K—K4; 6 P—K4, K—K3; 7 K—Q4, K—Q3, and the drawn position previously analysed is reached.

Note that the above rules apply to all pawns except the Rook's pawns. These can only draw in all cases where the King is in front or adjacent to it. Even the most favourable position for the superior forces, viz. White, King on KR6, pawn on KR5; Black, King on KB3 is drawn as the White King can never escape from the King's Rook's file.

The majority of King and pawn endings with only few pawns on the board are decided by the application of the three principles: Calculation of distances, Self-supporting pawns, or the Opposition. The following is an excellent example of the use of the opposition even although the Kings are far distant from one another.

Diagram No. 45

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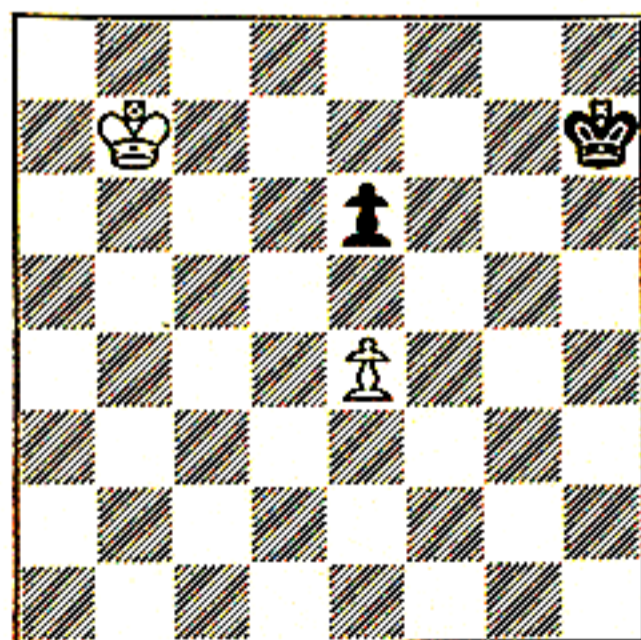
WHITE

Here there are an odd number of squares between the Kings and therefore White secures the opposition by 1 P—K5. He can then win the pawn as follows: 1 ... K—Kt3; 2 K—B6 (White should always play to keep the Kings on the same rank with an odd number of squares between them); 2 ... K—Kt2 (if 2 ... K—B4; 3 K—Q6, wins the pawn); 3 K—Q7, K—B2 (now Black has gained the opposition but can only keep it for one move); 4 K—Q6, K—B1; 5 K×P and wins, as his King is on the sixth rank in front of his pawn.

Endgames with two pawns against one are also usually decided by the question of the opposition. Thus White King on KB3, pawns on QKt3, QR4; Black King on K4, pawns on QKt5. White, with the move, will win the pawn, and the game, by 1 K—K3, taking the opposition. If Black moves first, however, he can draw by taking diagonal opposition by 1 ... K—Q4 (not of course, 1 ... K—B4 for direct opposition, as this would bring the King out of the quadrangle formed by the White QRP and the queening square). The student should set up for himself a number of such positions and endeavour to find out whether they are wins or draws by the application of the foregoing rules.

In King and pawn endings with a larger number of pawns the numerical superiority of a pawn is usually sufficient to win. Exceptions only arise when (1) There is no possible road of entry for the stronger side's King, as in the position White King on KKt3, Ps on QKt4, Q4, KB4, KKt5; Black King on KR2, Ps on QKt4, Q4, KB4, which Black draws by playing his King from KR2 to KKt2 and back again, until White sees fit to move K—R4, whereupon Black plays to KKt3 and immediately forces the White monarch back again; or (2) Positions in which the weaker party has a supported passed pawn which keeps the hostile King inactive. Thus, White K on KB3, Ps on QR5, QKt4, K4; Black K on QKt4, Ps on K4, KB5, cannot be won by

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White, as his King can never move out of the quadrangle of the Black KBP. Occasionally, however, there are exceptions to this rule, in which it is possible to leave the quadrangle, allow the hostile pawn to proceed to queen and mate immediately afterwards. Extreme exactitude is necessary in working out this kind of win as the slightest miscalculation means disaster.

The following position occurred in a match game between Potter (White) and Dr. Zukertort. The former gave the game up as drawn, imagining that he dare not leave the quadrangle of his opponent's supported Queen's pawn, but actually he can do so and win as follows—

Diagram No. 46

BLACK

WHITE

| 1 P—Kt5 ch | K—Q2 |

It does not matter how Black plays.

2 P—Kt6	K—B3
3 K—Kt4	K—Kt2
4 K—Kt5	

Leaving the quadrangle.

| 4 ... | P—Q6 |
| 5 P—R6 ch | K—Kt1 |

If 5 ... K—R1; 6 K—B6, P—Q7; 7 K—B7, P—Q8=Q; 8 P—Kt7 ch, and mates in two moves.

6 K—B6	P—Q7
7 P—R7 ch	K—R1
8 K—B7	P—Q8=Q

9 P—Kt7 ch, and mates as above.

Note that this method of winning can only be used when the two pawns are at the edge of the board. With other pawns there is no mate.

In King endgames with equal pawns the majority of positions are drawn. Victory will, however, usually declare itself to the side which can obtain a distant passed pawn, which will engage the attention of the hostile King while one's own King eats up the rest of the pawns. Thus suppose White K on K3, Ps on QR3, QKt4, KKt2, KB3; Black K on K3, Ps on QR3, QKt4, QB3, KB4, White wins easily by 1 P—KKt4, P×P; 2 P×P, K—K4; 3 P—Kt5. The Black King must pursue the KKtP and the White King eats up the Queen's side.

The possibility of obtaining an outside passed pawn is one which should always be visualized when contemplating the exchange of the last piece.

Another much rarer method of winning with equal pawns is to force an unstoppable passed pawn by a sacrifice. The best instance of this kind of break through is when three pawns face three pawns on the side farthest removed from the Kings. Thus White K on KR1, Ps on QR4, QKt4, QB4; Black K on KR1, Ps on QR3, QKt3, QB3. White wins by 1 P—Kt5, RP×P (if 1 ... BP×P; 2 P—R5 with similar play); 2 P—B5, KtP×P; 3 P—R5 and wins as the White RP queens with a check. This pretty line, however, rarely occurs as it is very easy to prevent.

PLAY OF PIECES AGAINST PAWNS

(1) King and Queen v. King and pawn at the seventh.

The rule is that this ending is a win against the King's, Queen's, and Knight's pawns wherever the King may stand, except in very unusual positions where the Queen can neither give a check nor pin the pawn.

The method is simple. In the following position White gives a series of checks with his Queen until the Black King is driven in front of the pawn, and then gains a move with his King, repeating the process until his King is near enough to assist in the mate.

Diagram No. 47

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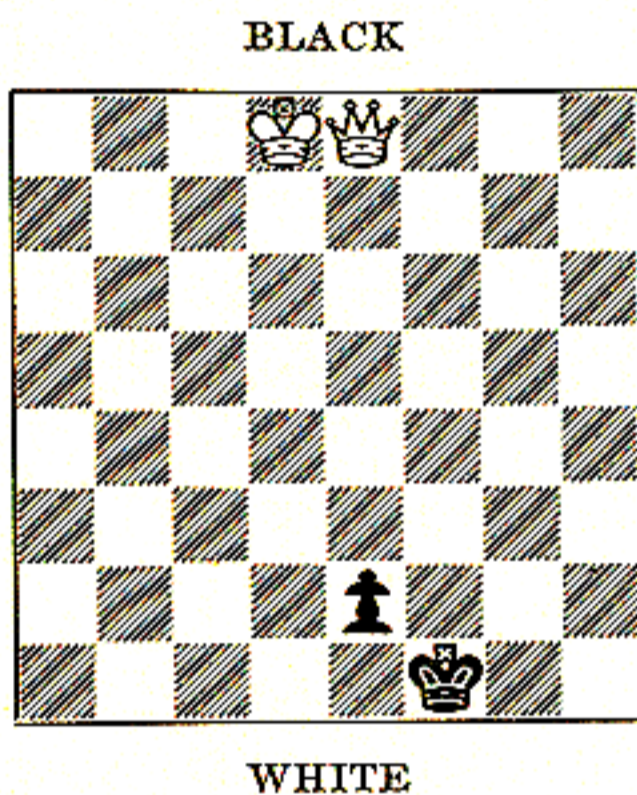
WHITE

The play is: 1 Q—B7 ch, K—Kt7; 2 Q—K6, K—B7; 3 Q—B5 ch, K—Kt7; 4 Q—K4 ch, K—B7; 5 Q—B4 ch, K—Kt7; 6 Q—K3, K—B8; 7 Q—B3 ch, K—K8; 8 K—K7, K—Q7. Now White repeats the series of Queen moves until the King is once more driven in front of his pawn and then gains another King move.

With the Bishops' and Rooks' pawns this method is not available. Place White's K on K8, Q on QB3; Black K on QKt8, P on QB7. The position is drawn. If White tries to use the old method and plays 1 Q—Kt3 ch, Black does not go in front of the pawn but plays 1 ... K—R8 and White cannot take the pawn because of stalemate.

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This ending can only be won when the stronger party's King is in propinquity to the pawn. The following diagram shows the figure in which the King must stand in order to win the game.

Diagram No. 48

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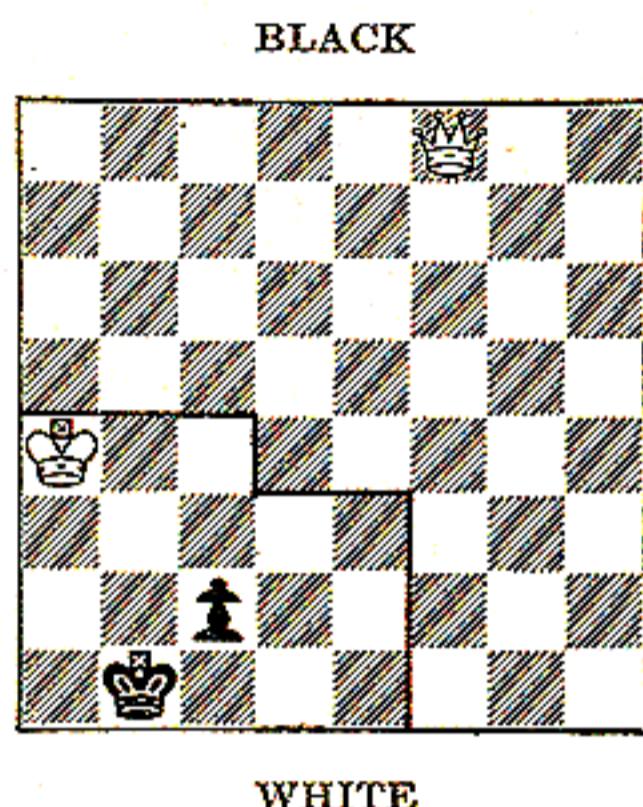
WHITE

Here White wins by the following method: 1 Q—KB5, K—Kt7 (if 1 ... K—R8; 2 K—Kt3, P—B8=Q; 3 Q—R5 ch, and mates next move); 2 Q—KB2, K—B6; 3 Q—K3 ch, K—Kt7; 4 Q—Q2, K—Kt8; 5 K—Kt3, and wins.

Wherever the King stands within the cordon he can be brought to the desired position by means of checks and pins. Suppose in the above diagram that the White King stands on K3, the position is won simply by 2 Q—Kt5 ch, K—R7; 2 K—Q2. If the Black King stands on the other side of the pawn, the cordon is larger, as the King is obliged to step in front of the pawn.

In the position in diagram No. 49 the play would be: 1 Q—B1 ch, K—Q7; 2 Q—B4 ch, K—Q8; 3 Q—Q4 ch, K—K7; 4 Q—B3, K—Q8; 5 Q—Q3 ch, K—B8; 6 K—B4 and wins. The student should try the King on different

Diagram No. 49

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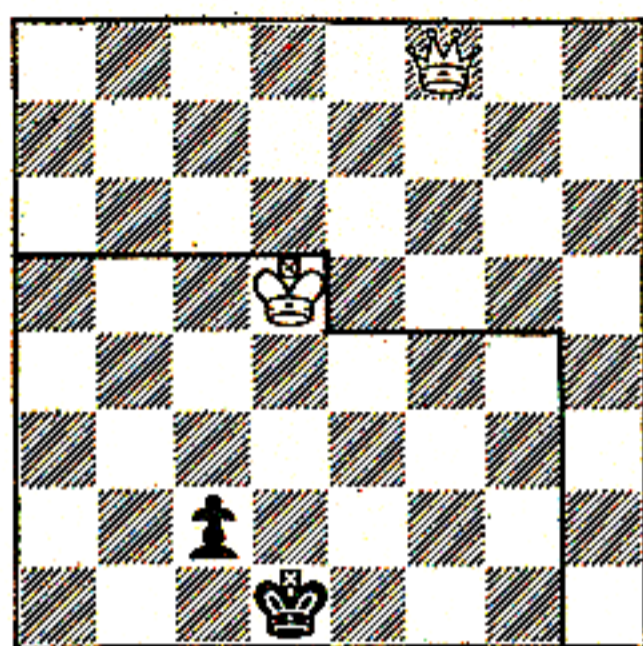
WHITE

squares within the above cordon and work out the winning lines himself.

In the case of the RP the winning cordon is considerably larger than in that of the BP. Here it is possible to allow the pawn to queen provided it is possible to bring the K—Kt3 immediately afterwards, the Queen having in the meantime taken up a position on the second rank. The following diagram shows the cordon in which the King must stand in order to force a win.

Diagram No. 50

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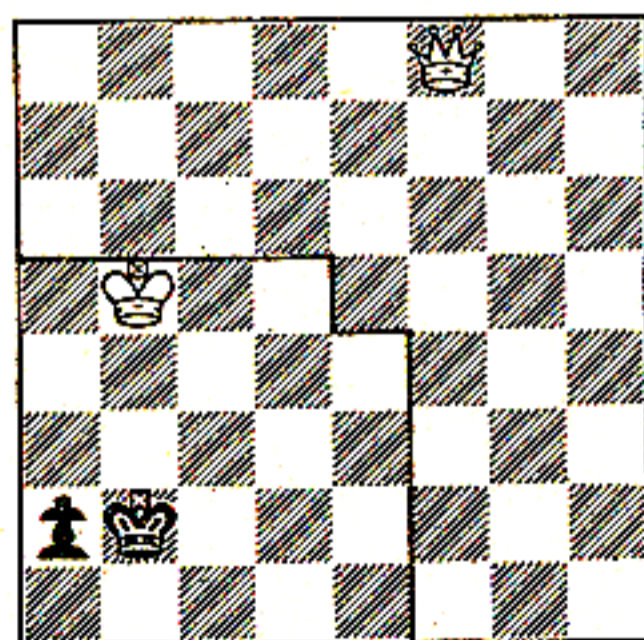
WHITE

Here White wins by 1 Q—B2 ch, K—Kt8 (if 1 ... K—Kt6; 2 Q—Q4); 2 K—Kt5, P—R8=Q; 3 K—Kt6. Again the student is advised to work out the position with the White King on different squares in the cordon.

King and Rook v. King and pawn. This often occurs after a King, Rook, and pawn ending in which one party has given up a Rook for the opponent's last pawn. As a Rook by himself is incapable of stopping the march of a pawn supported by his King, the game is often drawn if the pawn is reasonably far advanced. Everything depends upon the position of the stronger party's King.

Reuben Fine lays down certain rules which should prove helpful in deciding whether the endgame is a win or not. The first which Fine calls the basic rule is that "White can win if and only if both King and Rook can cover some square which the pawn must still cross."

Two subsidiary rules which indicate whether or no this condition can be fulfilled are—

(1) If the White King is in front of the pawn but to one side, the game is won if it is two files from the pawn. Thus, White K on K2, R on KR1; Black K on KKt5, P on KR5 is won by White by 1 K—B2, P—R6; 2 R—R1, K—B5; 3 R—R4 ch, K moves; 4 K—Kt3 and wins. Even with Black to play this position would be a win. 1 ... K—Kt6; 2 K—B1, P—R6; 3 K—Kt1, and Fine's Basic condition is fulfilled, i.e. both White pieces command the square KR2.

Fine's second rule deals with the case in which the White King is behind the pawn.

Rule (3) runs: "If both the White Rook and the White King are behind the pawn (RP or KtP), White wins if his King is two ranks from the square of the pawn."

Thus White K on K7, R on Q8; Black K on KB4, P on KKt4: White with the move wins by 1 R—B8 ch, K—K5 (1 ... K—Kt5 loses the pawn quickly after 2 K—B6);

2 K—B6, P—Kt5; 3 K—Kt5, P—Kt6; 4 K—R4, P—Kt7; 5 R—KKt8, K—B6; 6 K—R3, etc. With the Rook on QR3, however, the position is drawn. (The reader should try to work this out for himself.) With centre pawns the win is rather easier and the King, with the move, can be three ranks behind the pawn. Dr. Euwe gives the following example: White K on QB7, R on QR1; Black K on QB5, P on K5. White wins by 1 K—Q6, P—K6; 2 K—K5, P—K7; 3 K—B4, K—Q6; 4 K—B3, K—Q7; 5 K—B2, etc. The ending is a very difficult one and positions which appear very similar often have totally different results. The student is strongly advised to set up positions for himself and work out the result, bearing the foregoing rules in mind.

King and Rook *v.* King and two pawns. A King with two pawns will often win against the Rook if the hostile King is distant, and readers are earnestly warned, in Rook endings, not to allow overdue eagerness to win a Rook for a passed pawn to leave themselves with such an ending. Such positions as: White K on KKt6, R on K8; Black K on Q8, Ps on QB6, QKt5, are obviously lost for White who will have to give up his Rook for one of the pawns and allow the other to advance to queen.

ELEMENTARY ENDGAMES WITH PAWNS AND PIECES

Queen and pawn against Queen is almost invariably a draw on account of the enormous checking powers of the Queen. Exceptions only occur when the pawn is on the seventh rank and some abnormality in the position of the Kings prevents the opponent from commencing a long series of checks. Thus with White K on KB1, Q on K3, P on K7; Black K on KR7, Q on K1, White wins by the simple manœuvre 1 K—K1. Black has now no checks, he cannot move his Queen, and wherever he plays his King, White gives check followed by Queen to the eighth.

Such positions, however, are merely curiosities and rarely occur in match play. Queen and two pawns should win against the Queen if the pawns are united, as together they provide excellent cover for the King. If they are separated it is extremely hard to avoid perpetual check. However, the extra pawn will always provide a certain amount of cover, and an endgame of this type should not be given up as a draw without careful analysis. No general rules or examples can be of any help in such endings. A player must rely on his own analytical powers.

KING, ROOK, AND PAWN AGAINST KING AND ROOK

This is one of the most important of all elementary endgames, as it is of frequent occurrence in actual play. The rules governing it are—

(1) If the weaker party's King stands in front of the pawn the endgame is drawn with correct play.

(2) If the weaker party's King is cut off two files from the pawn, he is lost, unless in exceptional circumstances where the pawn is far back and he can force a draw by offering an exchange of Rooks.

(3) If the weaker party's King is cut off one file from the pawn, the game is difficult. Dr. Tarrasch lays down the following conditions for deciding the true result: "For a player defending against a pawn on the fifth or even sixth ranks to obtain a draw, even after his King has been forced off the queening square, the following conditions must obtain: The file on which the pawn stands divides the board into two unequal parts. The defending Rook must stand in the larger part and must give checks from the flank at the greatest possible distance from the attacking King. Nothing less than a distance of three files makes it possible for the Rook to keep on giving check. Otherwise it would ultimately be attacked by the King. The defending King must stand in the smaller part of the board." The

application of this rule will be made clear in a subsequent diagram. In all such positions the object of the attacking player is to bring his King in front of the pawn, just as is done in the ending, King and pawn against King.

To take point (1) first. Drawing when the King stands in front of the pawn. The draw here was known as early as Philidor, whose position and rules still serve as a model. The points to remember are that the defending Rook should occupy the third rank with a view to cutting off the hostile King, until such time as the pawn shall advance to the sixth, and shall then attack from the rear. The following is Philidor's position.

Diagram No. 51
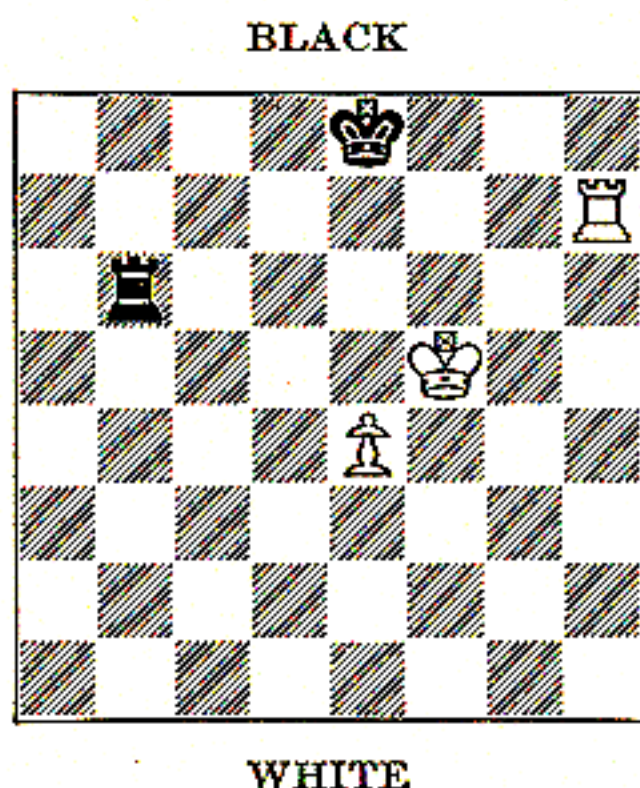
BLACK

WHITE

Black plays 1 ... R—QR3, keeping back the White King. 2 P—K5, R—QKt3 (2 ... R—R8 does not necessarily lose but would cause Black great difficulty, as the White King can reach the sixth rank in front of the pawn, and the Black King is driven as far as the Knight's file, thus 2 ... R—R8; 3 K—B6, R—B8 ch; 4 K—K6, K—B1; 5 R—R8 ch, K—Kt2); 3 P—K6 (there is nothing better); 3 ... R—Kt8. Now White can do nothing. It is impossible for his King to obtain shelter in front of his

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pawn, and he must either submit to perpetual check or allow Black to win the pawn with his King and Rook.

(2) Positions in which the weaker party's King is cut off two squares.

Diagram No. 52

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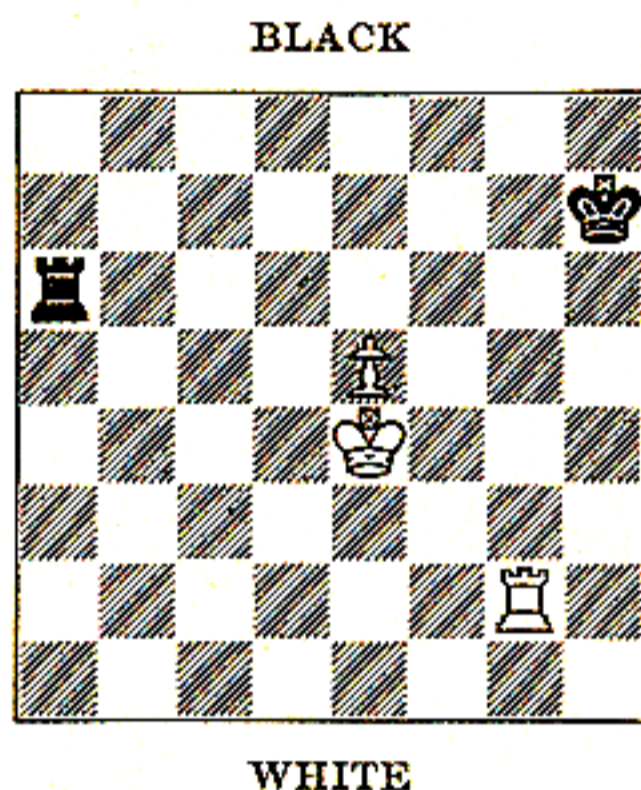
WHITE

In the majority of cases these present few difficulties. In the position in the above diagram the first step is to bring the White King to the eighth rank in front of the pawn. The method is 1 K—B5, R—QKt3; 2 P—K6, R—Kt8; 3 K—B6, R—B8 ch; 4 K—K7, R—Q8; 5 K—B7, R—B8 ch; 6 K—K8, R—K8; 7 P—K7, R—Q8 (otherwise White wins at once by R—Q2 and K—Q8). The White King has now reached his desired haven. The task is now to bring him out again without being exposed to eternal checks. This is accomplished by 8 R—Kt4, R—Q7; 9 K—B7, R—B7 ch; 10 K—K6, R—K7 ch; 11 K—Q6, R—Q7 ch; 12 K—K5, R—K7 ch; 13 R—K4 and wins.

This method will win in all advanced positions. If, however, the White King stood on K2, R on KKt1, P on K4; Black would draw by 1 ... R—KKt3, either forcing a

drawn King ending or bringing his King in front of the pawn.

The above method of winning can also be used in positions in which the weaker party's King is cut off by one file in the larger half of the board, but it does not operate in the conditions laid down by Dr. Tarrasch and set out earlier, viz. when the King is cut off in the smaller part of the board.

Diagram No. 53
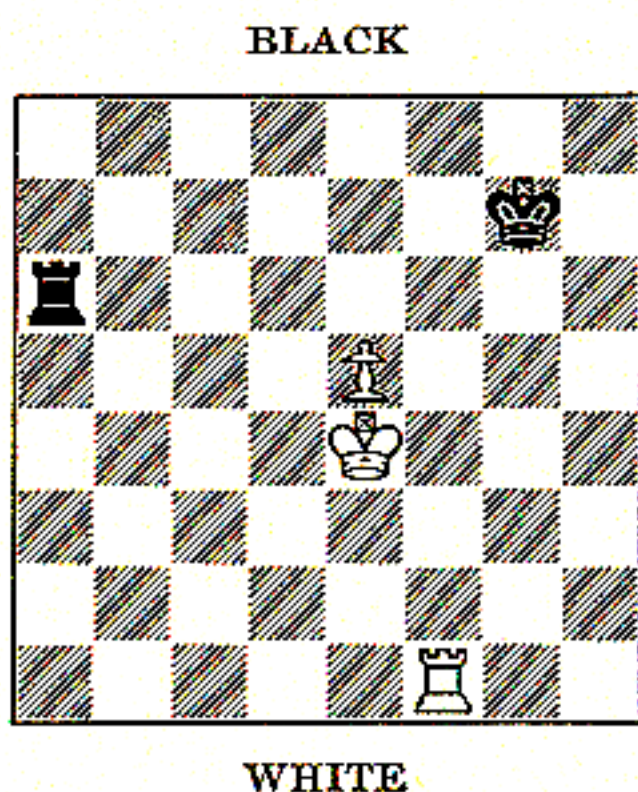
BLACK

WHITE

Thus the above position is drawn whoever has to move. Black gives endless checks on the QR file from which the White King can only find cover at KB5, and, if he plays to that square, the Black King crosses to the drawing position in front of the pawn. The above rules, of course, do not apply to the Rooks' pawns. The difficulty here is to extricate the White King after the pawn has reached the seventh.

Fine lays down the rule that with a RP on the seventh, the hostile King must be no nearer than the Bishop's file, and gives the following example: White K on QR8, R on K1, P on QR7; Black K on KB2, R on QKt7: White wins by 1 R—KR1, K—K2; 2 R—R8 (not 2 R—R7 ch, K—Q3;

3 R—QKt7, because of 3 ... R—KR7, and if 4 K—Kt8, R—R1 mate); 2 ... K—Q3; 3 R—QKt8, R—QR7; 4 K—Kt7, R—Kt7 ch; 5 K—B8, R—B7 ch; 6 K—Q8, R—KR7; 7 R—Kt6 ch, K—B4; 8 R—B6 ch, K—Kt4; 9 R—B8, R—R1 ch; 10 K—B7, R—R2 ch; 11 K—Kt8, and wins. It is easy to see that, if the Black King is any nearer, White can never extricate himself from the corner.

ROOK AND TWO PAWNS AGAINST ROOK

In nearly every position Rook and two united passed pawns win against Rook by fairly simple play. The only difficulty comes in near the end when the stronger party must be careful to avoid stalemate. Thus in the position White K on KB6, R on QR7, Ps on KKt6 and KR6; Black K on KKt1, R on Q1, it would be a great mistake for White to play 1 P—R7 ch. After 1 ... K—R1, he can no longer win. If 2 R—R6, R—Q3 ch, forces stalemate. If 2 any other Rook move, 2 ... R—Q3 ch, followed by R×P, and if 2 K—Kt5, R—Q4 ch; 3 K—R6, R—R4 ch, with the same result. White, however, wins easily by 1 R—R5, R—Q3 ch; 2 K—Kt5, R—Q1; 3 P—R7 ch, K—R1; 4 K—R6, etc. If the pawns are disunited the win is more difficult although it can generally be achieved by giving up one of the pawns to secure a winning position in the ending, Rook and pawn v. Rook. A typical position is White K on Q3, R on QR4, Ps on Q4 and KB4; Black K on KB4, R on Q3. White wins by 1 R—R8, K×P; 2 R—B8 ch, forcing the King two files away from the QP. Serious difficulty comes in, however, when one of the pawns is a Rook's pawn. The ending, King, Rook, and Bishop's and Rook's pawns v. King and Rook, is nearly always a draw with correct defence, and other curious positions may arise. For instance, the following position which occurred in a game, Winter (White) v. L. Steiner (Warsaw, 1935), is a perfectly clear draw.

White K on R2, R on QKt8; Black K on KKt4, R on QKt8, Ps on QKt7 and KR4. White simply checks with the Rook to all eternity. If the Black pawn stood on Kt6 instead of Kt7 he would win by abandoning the RP and bringing the King to QKt7.

Rook and Pawn against Minor Pieces

Rook and pawn against Knight is almost always a win, but if the weaker party has a Bishop, there can be difficulties in certain positions. It is always a win if the King can be played to the sixth rank in front of his pawn, but if the pawn is already at the sixth and the Bishop is of a colour to command adjacent squares great difficulty arises. Thus the following position is drawn.

Diagram No. 54

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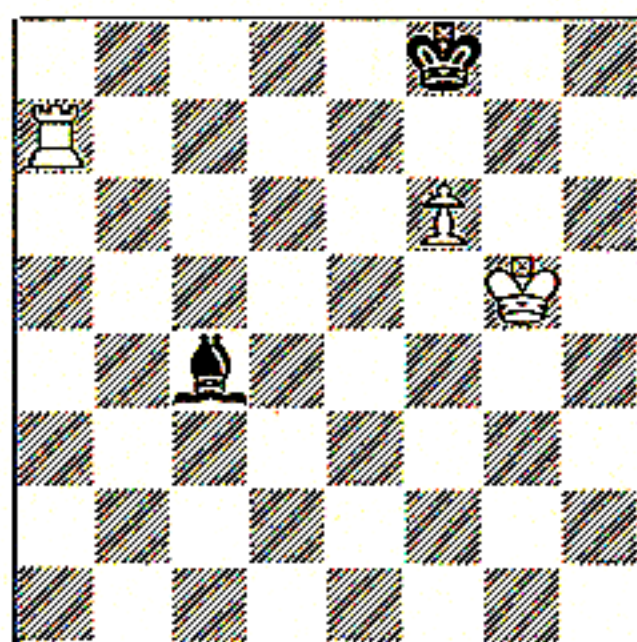
WHITE

Black has only to keep his Bishop on such a square that it can check the White King whenever the latter plays to K6 or KKt6, and White can do nothing. The only plausible attempt is 1 P—B7, and if then 1 ... B×P; 2 K—B6 and wins, but White can answer 1 ... K—Kt2 after which the pawn is lost and the position drawn. With the centre pawns in similar circumstances, the general expert opinion is that a win is possible as the Bishop can be chased to

unfavourable squares, but the process is extremely difficult. The student is earnestly advised in this, as in nearly all endings, to keep in mind the golden rule, "Play the King in front of the pawn."

MINOR PIECES AND PAWNS

The ending of a minor piece and a pawn against a minor piece is usually drawn as the piece can be given up for the pawn. Exceptions come in only when the pawn is far advanced and the defending King is not in a position to guard the queening square. Thus in the ending, Knight and pawn against Knight, White K on QR7, Kt on QR6, P on QKt7; Black K on K2, Kt on Q2, White wins at once by 1 Kt—B5, Kt—K4; 2 K—Kt6. The strongest pawns in conjunction with the Knight are the Knights' and Rooks' pawns, and it is occasionally possible to win even when the defending King is adjacent to the queening square. Fine gives the following: White K on QB7, Kt on QB5, P on QKt5; Black K on QR1, Kt on QR4. White wins by 1 P—Kt6, Kt—Kt2 best; 2 Kt—K6, Kt—B4; 3 K—B8. Such positions, however, are really in the nature of problems, and are unlikely to come about in match play. Bishop and pawn v. Bishop is always a draw if the defending King is in front of the pawn, but can usually be won when he is at a distance, as it is possible to create an obstruction by offering the exchange of Bishops and so gaining moves with the pawn. Thus in the simple position White K on KB7, B on QR3, P on K6; Black K on QB3, B on KR5, White wins at once by 1 B—Kt2 followed by B—B6. Even when the pawn is farther back the same winning process works always provided the defending King is at a distance. The following study by L. Centurini, an old-time master who devoted much research to this ending, is a case in point. White K on Q6, B on QKt5, P on QB5; Black K on KB7, B on KB6; White wins by 1 B—B6, B—K7;

2 B—Q5, B—Kt4; 3 B—K6, K—K6; 4 B—Q7, B—B8; 5 P—B6, K—Q5; 6 P—B7, B—R3; 7 K—B6, K—K4; 8 B—R3 (not 8 K—Kt6, K—Q3); 8 ... K moves; 9 K—Kt6, and the pawn must queen.

With two pawns ahead a minor piece ending should always be won except in the case of Bishops of opposite colour. With two united passed pawns and Bishops of opposite colour the great rule to remember is to play the pawns on the opposite colour to your own Bishop, otherwise a blockade inevitably results. Even so, the ending is difficult and a win cannot be forced unless it is possible to bring both pawns to the sixth rank. Thus White K on KB5, B on K2, Ps on K6 and KB6; Black K on K1, B on QKt5 is won by 1 B—Kt5 ch, after which White marches his King to Q7 or KB7 according to Black's play, as the Bishop cannot attack the BP without allowing his colleague to queen.

If the pawns are farther back, say K5 and KB5, with White K on KB4 and B on QKt4; Black K on KB2, B on QB1, White cannot win, as the King can never leave the defence of the KBP and, of course, P—B6 leaves a hopeless block. With the side pawns, when one is a RP of the wrong colour (i.e. when the Bishop does not command the queening square), the position is almost always drawn as the defender has only to give up his Bishop for the KtP. In the case of disunited pawns and Bishops of opposite colour, the pawns draw if they are one file apart, but win if they are farther disconnected, as one of them holds up the defending King while the other King and pawn can force the win of the Bishop. A typical position is: White K on Q5, B on K4, Ps on QB5, KB5; Black K on K2, B on QKt5. White wins by 1 P—QB6, B—R4 (best, if 1 ... K—Q1; 2 K—K6, and helps on the KBP); 2 K—B5, B—B2; 3 K—Kt5, B—B5; 4 K—R6, K—Q1; 5 K—Kt7, B—K4; 6 P—B6 and wins.

If the pawns are farther apart the win is, of course, easier.

PIECE ENDGAMES

These rarely occur in actual play and I will content myself with outlining the general principles.

(1) Queen v. Rook

This is always a win for the Queen. The method is to separate the Rook from the King and then win it by a divergent check. The weaker party's King can be forced to the side of the board when some such position as the following usually arises: White K on KB6, Q on K8; Black K on KR2, R on KKt2. Here, were it Black to move, he would have to play his Rook away from the protection of his King as 1 ... R—Kt1 results in immediate mate. The first problem, therefore, is to lose a move which can be solved as follows: 1 Q—K4 ch, K—Kt1 or R1; 2 Q—R8 ch, K—R2; 3 Q—K8. Now the original position has been reached with Black to move and the Rook must play away from his King. He has seven squares available but on all of them he is lost. 3 ... R—KKt5, 3 ... R—Kt7, and 3 ... R—Kt2, lead to loss in one move. Of the others 3 ... R—Kt6 is met by 4 Q—K4 ch, K—Kt1; 5 Q—B4 ch, K—R2; 6 Q—R4 ch. If 3 ... R—Kt8; 4 Q—K4 ch, K—Kt1; 5 Q—R8 ch, K—R2; 6 Q—R7 ch. If 3 ... R—QB2; 4 Q—R5 ch, K—Kt1; 5 Q—Q5 ch, K—R2; 6 Q—Q8 ch, K—Kt1 or R1; 7 Q—Q8 ch. Lastly, if 3 R—R2; 4 Q—K4 ch, K—Kt1; 5 Q—Q5 ch, K—R2; 6 Q—R1 ch, K—Kt1; 7 Q—Kt1 ch. The above is typical of the Rook win which can be forced in all positions when the King has been driven to the side of the board. The only danger lies in stalemate when the weaker party's King is in the corner and the Queen stands a Knight's move away from him. With White K on K5, Q on QKt6; Black K on

QR1, R on K8, for instance; should White injudiciously play K—Q6, Black draws by R—K3 ch, and, indeed, however White plays he will have great difficulty in avoiding the checks of the "Desperado" Rook. White should always avoid putting the King in a stalemate position.

(2) King and Queen v. King, Rook, and Pawn

This ending is usually a draw as the Rook cannot be forced away from the protection of the pawn. Thus White K on KKt1, R on KB3, P on KKt2; Black K and Q anywhere, the White Rook cannot be prevented from moving R—KR3, KB3, and back again. The Black King cannot approach nearer and the draw is obvious. This is not the case if the pawn is a RP. Here the pawn can only defend the Rook on one square, and he can usually be forced out of protection and won by a divergent check as in the ending Queen v. Rook.

(3) King and Rook v. King and Bishop

This is usually a draw. The strongest position for the defender to take up is in the corner at R1 or R8 with the Bishop occupying one of the adjoining squares of a different colour. Thus with the White King at KR8 and Bishop at KR7 or KKt8, Black can never win, no matter where his King and Rook stand. The defending party should always aim for this position or, if this is impossible, keep in the centre of the board. The few positions in which the Rook can win are those in which the weaker party's King is forced into the wrong corner, that of the same colour as his Bishop, and the latter can be won by a threat of mate.

(4) King and Knight v. King and Rook

This ending is also a draw as long as the Knight remains near his King. If he can be forced into distant parts of the board he can often be cut off and eventually won. For

instance, with White K on Q6, R on QR4; Black K on K1, Kt on QB7, White wins by 1 R—K4 ch, K—B2; 2 K—B5, and wins the Knight with the King. Other winning positions may occur when the King and Knight are forced into a corner of the board where the Knight has little mobility, and will usually have to be sacrificed to avoid mate. Such positions, however, can usually be avoided without difficulty.

(5) Rook and Bishop v. Rook

This endgame is not common in actual play but gives rise to interesting positions, a considerable number of which can be won by the stronger party, provided that the hostile King can be driven to the side of the board. Once this is accomplished the stronger side brings his King into opposition, covering it from checks with his Bishop and the defending player is often unable to protect himself from the mates threatened on either side.

The classical position is given by Philidor and well illustrates the lines of attack and the difficulties of the defence.

Diagram No. 55

BLACK
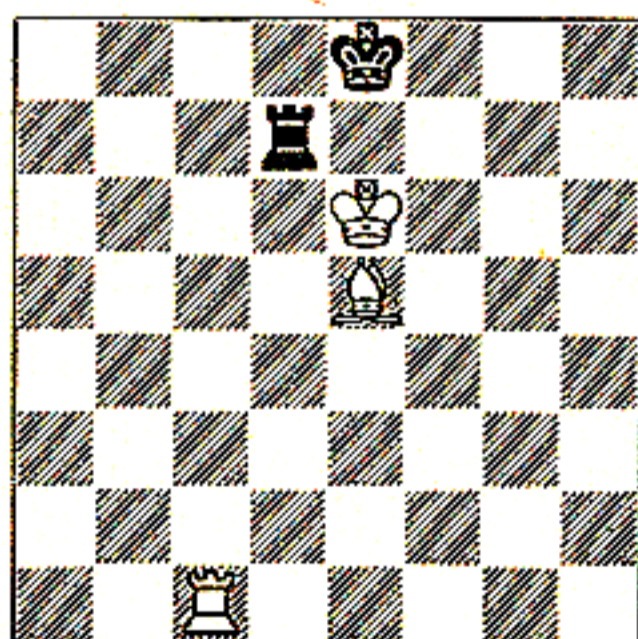
WHITE

The play is—

    1 R—B8 ch

This is necessary as Black is threatening to displace the White King with R—K2 ch. If 1 B—Q6, then equally 1 ... R—K2 ch.

| 1 ... | R—Q1 |
| 2 R—B7 | R—Q7 |

White is threatening to bring the Rook to the other side of the board, and Black plays this move so as to cover checks at KB1. The alternative 2 ... K—B1 is inferior because of 3 R—KR7, R—K1 ch; 4 K—B6, K—Kt1; 5 R—Kt7 ch, K—R1; 6 R—Kt3, K—R2; 7 K—B7 and wins.

| 3 R—QKt7 | |

The reason for this waiting move will be seen later. White wishes to force the Black Rook to Q6 or Q8.

3 ...	R—Q8
4 R—KKt7	R—KB8
5 B—Kt3	

This explains the reason for White's waiting move: 3 R—QKt7. If the Black Rook now stood on KB7, he could give an annoying check at K7. As it is Black is short of moves.

| 5 ... | R—B6 |

Best. If 5 ... K—B1; 6 R—Kt4 (threatening B—Q6 ch); 6 ... K—K1; 7 R—QB4, R—Q8; 8 B—R4, K—B1; 9 B—B6, R—K8 ch; 10 B—K5, K—Kt1; 11 R—KR4 and wins.

| 6 B—Q6 | R—K6 ch |
| 7 B—K5 | R—KB6 |

If 7 ... K—B1; 8 R—KR7, etc.

| 8 R—K7 ch | K—B1 |

If 8 ... K—Q1; 9 R—QKt7, etc.

| 9 R—QB7 | K—Kt1 |

10 R—Kt7 ch	K—B1
11 R—Kt4	K—K1
12 B—B4	

A fine obstruction which forces Black to sacrifice his Rook. The above shows the general principles upon which the win can be played for, when the weaker party's King is at the side of the board. Once these are mastered the student should be able to handle all other positions of a similar character.

(6) Rook and Knight v. Rook

This is almost invariably a draw as these two pieces combine much less harmoniously than Rook and Bishop. The few positions in the corner of the board in which a win can be found are so rare as to be almost negligible.

ENDGAMES FROM ACTUAL PLAY

(1) From a Finnish National Tournament

Diagram No. 56

Black: E. Böök
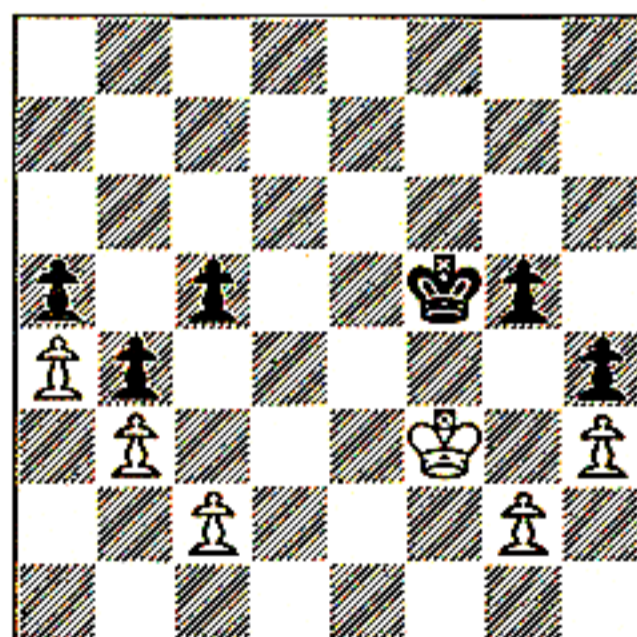
White: A. Tchepurnoff

At first sight this position appears absolutely equal. True Black's King is more advanced than his opponent's,

but White holds the opposition and it looks impossible for the Black King to penetrate to the fifth rank.

This, however, can be achieved by a temporary pawn sacrifice, after which Black's second advantage, the more advanced position of his pawns, proves sufficient to decide the game in his favour. The ending demands great accuracy, particularly in the exact calculation of distances.

The position in diagram occurred after White's 50th move. The play was—

50 ...	P—Kt5 ch

With this sacrifice Black forces the entry of his King to the fifth rank.

51 P×P ch	

Forced. If 51 K—K3, P×P; 52 P×P, K—K4, and Black has the opposition. He must then win either the QB or KBP and, in either case, makes a Queen before his opponent.

51 ...	K—Kt4
52 K—B2	

If 52 P—Kt3, P—R6 wins at once.

52 ...	K×P
53 K—Kt1	K—B5

The critical position in the ending. White has now the choice of playing his King to the defence of his Queen's side pawns, or attempting a counter-attack on Blacks KRP.

Suppose he plays the former line, he loses as follows: 54 K—B2, K—K5; 55 K—K2, K—Q5; 56 K—Q1 (best. If 56 K—Q2, P—B5; 57 P×P, K×P, followed by P—Kt6 and wins); 56 ... K—K6 (now 56 ... P—B5 is answered by 57 K—Q2 with a draw); 57 K—K1 (he must defend the KKtP); 57 ... P—B5 (another temporary sacrifice which regains the opposition); 58 P×P, K—Q5; 59 K—Q2, K×P, followed by P—Kt6 winning easily. White

therefore decides to counter-attack on the KRP. He calculates that he will make a Queen immediately after Black but, unfortunately for him, Black is able to win the Queen with a couple of checks.

54	K—R2	· K—K6
55	K—R3	K—Q7
56	K×P	K×P
57	P—Kt4	P—B5

57 ... K×P would throw away everything as White would queen with a check.

58	P—Kt5	P×P
59	P—Kt6	P—Kt7
60	P—Kt7	P—Kt8=Q
61	P—Kt8=Q	Q—R8 ch
	Resigns	

(2) From the Absolute Championship of U.S.S.R., 1941

Diagram No. 57

Black: P. Keres
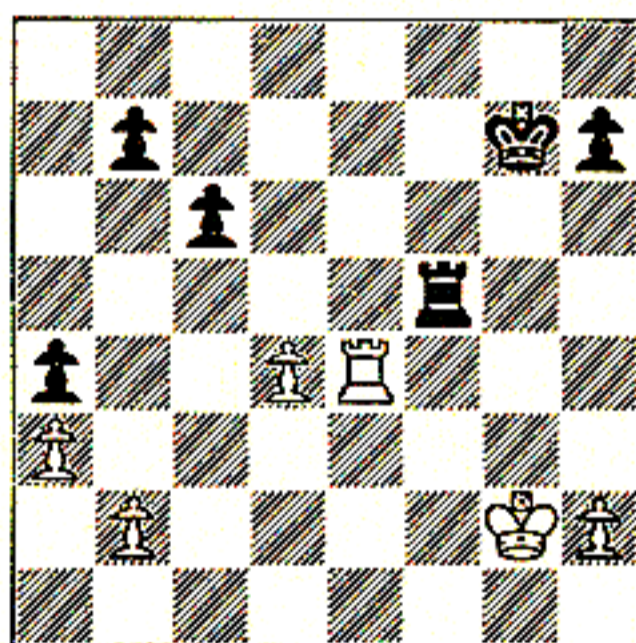
White: V. Smyslov

This position is a fine illustration of the manner in which a great master can bring to maturity an apparently trifling advantage. The forces are level but White has a weak Queen's pawn and the Black Rook is more mobile, and these

two points are sufficient to decide the issue. The ending is of a type which is constantly recurring in match play, and deserves careful study. The play after White's 34th move was—

34 ...	R—QKt4

Forcing the White Rook back to the second row.

35 R—K2	R—Kt6

This bottles up the White King and threatens R—Q6 after he has guarded his own second rank with the King. Black strategy is gradually to reduce his opponent's mobility.

36 K—B2	K—B3
37 K—K1	P—R3

A splendid idea. White is now compelled to move his Rook off the King's file and so allow the Black King to attack the QP. White cannot play 38 P—R4 because of 38 ... R—R6, or 38 K—B2 because of 38 ... R—Q6. (Note that with the White K on K1, R—Q6 is not good enough for Black because of the reply R—K4.)

38 R—Kt2	K—K3
39 K—Q1	

Hoping to defend his Queen's side pawns with the King and thus render his Rook mobile.

39 ...	K—Q4
40 K—B2	R—R6

Not 40 ... K×P because of 41 R—Kt4 ch and R—R4. There is, however, no escape for the Queen's pawn.

41 R—Q2	K—B5
42 K—Kt1	P—R4

There is no hurry for R—R5 and, as will be seen, the advance of the KRP plays an important part in Black's winning plan.

43 K—R2	R—R5
44 R—KB2	K×P
45 R—B7	

So as to force Black to weaken the QBP by the advance of the KtP. Smyslov defends himself very cleverly but without avail.

45 ...	P—Kt4
46 R—B2	R—R6
47 R—Q2 ch	R—Q6
48 R—KB2	K—B5

So that the Rook can interpose to the check on KB4.

49 R—B2 ch	K—Q4
50 R—Kt2	R—R6
51 R—Q2 ch	K—B4
52 R—B2 ch	K—Kt3

The most difficult part of the ending now begins. Black is a pawn ahead but the forces are limited and his King has been driven back. White's Rook, however, is still confined to the second rank and Keres forms the following strategic plan.

(1) To advance P—B4–5 and 6, thus forcing open White's second rank.

(2) To bring the KRP to R6.

(3) To manœuvre his Rook to KKt7.

Bearing these points in mind the following moves are easy to understand, as White can only mark time in his trenches.

53 R—B2	P—B4
54 R—B6 ch	K—R4
55 R—B2	P—B5
56 R—Kt2	P—B6

The first part of Black's plan is accomplished. It does not matter whether White takes the pawn or not.

57 P—Kt4 ch	P×P e.p. ch

58	K×P		P—B7 dis. ch
59	K×P		R×QRP
60	K—Kt2		R—KB6
61	R—K2		P—R5
62	R—Q2		P—R6

The game is now over. The White Rook cannot be prevented from playing to B8, Kt8, and Kt7.

63	R—K2		K—R5

This and the next move are stronger than the immediate 63 ... R—B8, to which White would answer 64 R—K8, R—B7 ch; 65 K—Kt3, R×P; 66 R—R8. Black first guards the third rank.

64	K—Kt1		

Or 64 R—Q2, P—Kt5; 65 R—K2, R—B8; 66 R—K8, R—B7 ch; 67 K—Kt1, R×P; 68 R—R8, K—Kt6 and wins.

64	...		R—B8 ch
65	K—B2		P—Kt5
66	K—Q3		R—Q8 ch
67	K—B2		R—KKt8
	Resigns		

(3) Played in the same Tournament

Diagram No. 58

Black: V. Smyslov
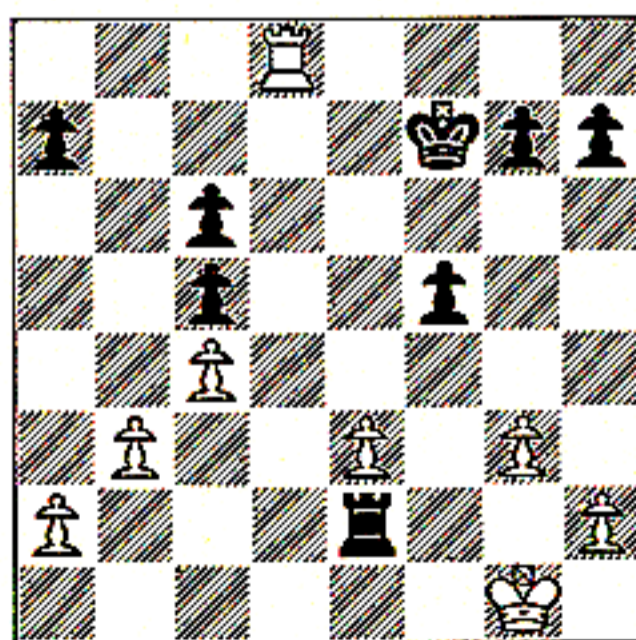
White: A. Lilienthal

This ending is a suitable sequel to the last. There we saw how greater mobility could win even with equal forces. The present position demonstrates that a free Rook and King can sometimes force a draw against a large pawn superiority. It is obvious that White can eat up his opponent's weak Queen's wing, but his King is confined to the back rank and Black's King and Rook are both active.

After Black's 27th move play proceeded—

28 R—Q7 ch	K—K3
29 R×RP	

If 29 R×KtP, R×QRP; 30 R×KRP, R—Kt7; 31 R×P (if 31 R—QKt7, P—R4 threatening P—R5); 31 ... R×P draws easily.

29 ...	P—Kt4
30 R×P	R×QRP
31 R—R6 ch	

What else? White now wins two more pawns but the advance of Black's King just saves the day.

31 ...	K—K4
32 R×P	K—K5
33 R×P	P—B5

This beautiful move is the point of Black's plan. Obviously neither K×P nor K—B6 are any use on account of 34 R×P, but the obstruction created by the text allows the Black King to enter with decisive effect.

34 KP×P	K—B6
35 P—R3	R—R8 ch

Drawn by perpetual check.

Attempts to avoid it would have led to worse things, i.e. 35 P—R4, R—R8 ch; 36 K—R2, R—R7 ch; 37 K—R3??, P—Kt5 mate.

A remarkable finish.

(4) From the U.S.S.R. Championship, 1949

Diagram No. 59

Black: E. Geller
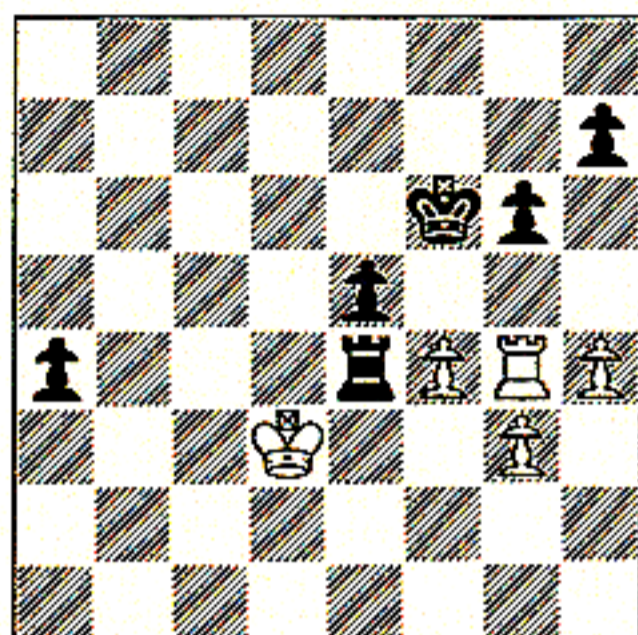
White: S. Flohr

This position which occurred after White's 43rd move is more like a composed study than an ending from actual play. Black is a pawn ahead but it is very difficult to see what he can do. His Rook is attacked and 43 ... R—Q5 ch; 44 K—K3 does not improve matters much while other Rook moves lose either the Rook or the QRP. He solved the problem by the extraordinary move—

43 ...   K—Kt2

One of the rare occasions when the King wins an ending by moving backwards. White cannot now capture the Rook without allowing the Black QRP to march to queen. The student should notice that no other King move will do. If 43 ... K—K3 or K2; 44 K×R, P—R6; 45 R—Kt5, P—R7; 46 R×P ch, and 47 R—QR5 winning, or if 43 ... K—B2; 44 K×R, P—R6; 45 P×P, P—R7; 46 R—B4 ch and wins.

44 P—R5

His best chance. The attempts to stop the pawn by 44 K—B3, simply leads to a lost ending after 44 ... P—R4; 45 R—Kt5, P×P.

44 ...	P—R6
45 K × R	P—R7
46 P × KtP	RP × P
47 R—Kt5	P—R8=Q
48 R × P	

White hopes to draw as his Rook has two protected squares (K5 and Kt5) on which to manœuvre; but Black is able to drive his King to the side of the board by a series of interesting moves, and once this is accomplished something must fall. Without the Knight's pawns on either side the position is probably drawn.

48 ...	Q—B6
49 R—KKt5	K—B3
50 K—Q5	

If 50 R—Kt4, Q—K8 ch; 51 K moves, Q—Q8 ch, wins the Rook, and if 50 R—K5, Q × P; 51 R—KKt5, Black wins by 51 ... Q × R.

50 ...	Q—Q6 ch
51 K—B5	K—B2
52 K—B6	

Again the Rook cannot move without loss so the King has to continue his march.

52 ...	Q—Q5
53 K—Kt5	Q—B6
54 K—Kt6	Q—B5
55 K—Kt7	Q—K3
56 K—B7	K—B3
57 K—Kt7	Q—Q3
58 K—B8	

The manner in which the White King has been driven to the side of the board is very instructive.

| 58 ... | Q—B3 ch |
| 59 K—Q8 | |

If 59 K—Kt8, the Black King marches up for the kill (K2, Q2, etc.).

59 ...		Q—Kt2
60	R—K5	Q—Kt3 ch
61	K—B8	K—B2
	Resigns	

If 62 R—KKt5, K—K2; 63 R—K5 ch, K—Q3 forces mate and other moves lead to the loss of material.

(5) Played in the U.S.S.R. Championship, 1948

Diagram No. 60

Black: A. Konstantinopolsky
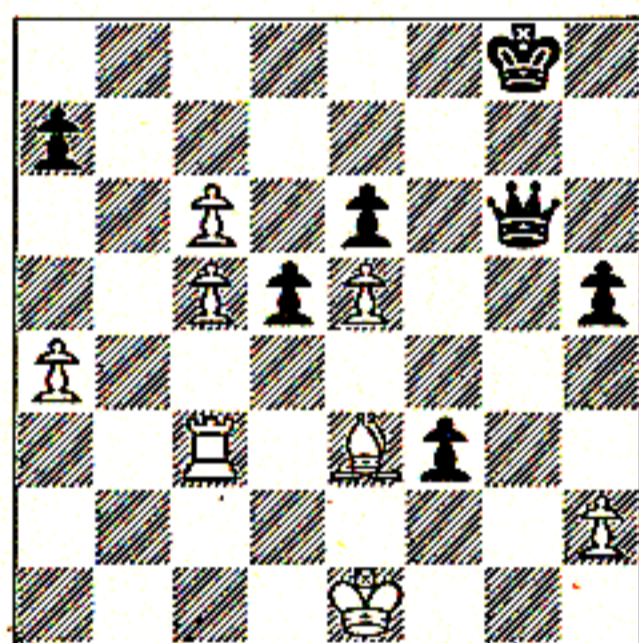
White: P. Keres

This position which occurred after White's 40th move is a study in the utilization of passed pawns. Black has won the Queen for Rook and Bishop, but White's QBPs are difficult to stop and it is only by using his own pawns in conjunction with mating threats that Black can win the game. The play is very delicate.

40 ...		Q—QKt8 ch
41	K—Q2	

If 41 R—B1, Q—Q6; 42 K—B2, Q—K7 ch and mates in two moves, or if 41 K—B2, Q—KR8, with the same mating threats, but not 41 ... Q—Kt7 ch; 42 K×P, Q×R, because of 43 P—B7, and White will win.

41 ...	Q—Kt7 ch
42 R—B2	

If 42 K—Q3, Q—K7 ch; 43 K—Q4, Q—Q8 ch; 44 R—Q3, Q×P ch and wins.

42 ...	Q×P
43 P—B7	

White must give up the foremost pawn to enable the other to advance with the Rook directly behind it.

43 ...	Q×P ch
44 K—Q1	Q×P
45 P—B6	

Threatening to force the pawn to queen by B—B4.

45 ...	P—K4
46 B×P	P—Q5

The advance of this pawn decides the day. After 46 ... Q×B; 47 P—B7, Black can only draw by perpetual check.

47 B—Kt6	P—Q6

A beautiful finesse which gains the necessary "tempo." Clearly White cannot capture the Queen because of 47 ... P×R ch and 48 ... P—B7.

48 R—B1	Q×B
49 P—B7	Q×P
50 R×Q	P—B7
Resigns	

An object lesson in the play of passed pawns.

(6) Played in the Tournament at Lodz, 1935

This position is a remarkable instance of the possibilities of combinative play in endings with two or more pieces. In all its phases it is one of the most intricate I have ever seen and deserves careful study. The implications of the position are clear. Black can win a pawn on the King's side, but White has the advantage on the other wing,

where he has an open file, advanced pawns, and a King ready to support their further advance. Defensive tactics are of no avail to either side. Both must prosecute their attacks with the utmost vigour. After White's 32nd move, play proceeded—

Diagram No. 61

Black: I. Appel
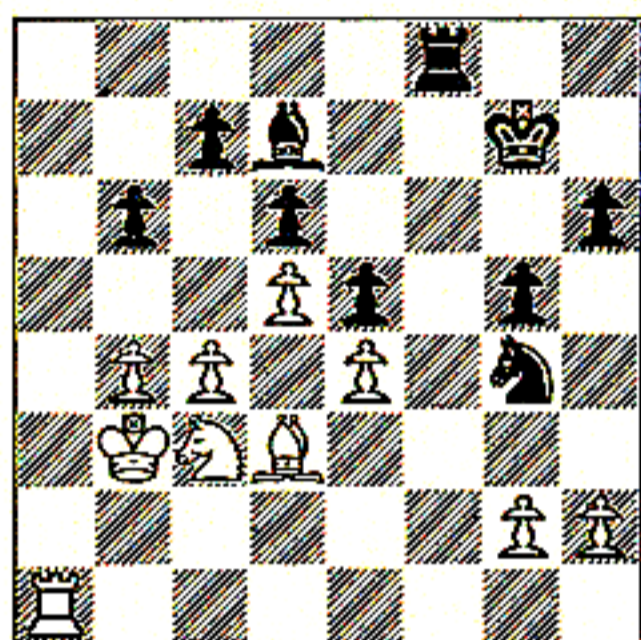
White: R. Fine

| 32 ... | Kt×P |
| 33 R—R7 | R—B2 |

The purely defensive 33 ... R—QB1 fails against 34 P—B5 followed by B—R6.

| 34 R×P | P—R4 |

Black's only chance lies in the advance of his King's side pawns. If 34 ... B—R5 ch; 35 Kt×B, R×R; 36 Kt×P and White's pawns are far too strong as the Black King cannot approach. For instance, 36 ... K—B1 or B3; 37 P—B5, P×P; 38 P×P, or 36 ... K—B2; 37 P—B5, P×P; 38 P—Q6, R—B3; 39 B—B4 ch followed by P×P. In all these cases White wins easily with his two passed pawns.

| 35 P—Kt5 | |

Now it is White who finds himself in difficulties. 35 P—B5 is useless as Black takes twice and then advances his

King's side pawns. Alternatively if White tries to bring his Rook back to the defence by 35 R—R7, there follows 35 ... P—R5; 36 R—R1, P—Kt5, and White has no effective answer to the threat of R—B7. The text move serves the double purpose of eliminating the threat of B—R5 ch and threatening to attack the QKtP.

35 ...	P—R5
36 R—Kt7	

Not 36 Kt—R4 because of 36 ... P—Kt5; 37 Kt×P, P—R6; 38 P×P, P—Kt6, and wins.

36 ...	P—Kt5
37 Kt—K2	

Now the Knight must come back to the defence. If 37 R×P, P—R6; 38 P×P, P×P; 39 Kt—K2, Kt—B8, and wins.

37 ...	Kt—B8

Black could go wrong here with 37 ... P—R6; 38 P×P, P×P; 39 Kt—Kt1, after which White gives up his Knight for Black's KRP and wins on the Queen's side.

38 Kt—Kt1	

Now P—R6 must be prevented.

38 ...	Kt—K6
39 R×P	Kt×KtP
40 R×P	Kt—B5

A position of tremendous difficulty. The obvious move 40 ... P—R6 fails against 41 Kt—K2, P—R7; 42 Kt—Kt3, R—B6; 43 R×B ch, K—Kt3; 44 Kt—R1, and White queens first.

Black, however, seems to have an obscure win by 40 ... B—B1; White has then nothing better than 41 R—QB6, P—R; 42 Kt—6K2, P—R7; 43 Kt—Kt3, R—B6; 44 Kt—R1, R×B ch; 45 K—B2, Kt—K8 ch; 46 K—B1, P—Kt6, and wins. In spite of the tremendous complexity

of the position this seems to be the only chance missed by either player.

	41 B—B1	P—R6
	42 Kt×P	

The second phase of the ending now begins. White gives up two pieces for Black's passed pawns, but after the sacrifice his own pawns become tremendously strong. The order of the sacrifices is important. If White takes first with the Bishop, Black can reply 42 ... Kt×B; 43 Kt—K2, B—B1, with a powerful threat of R—B7.

	42 ...	P×Kt
	43 B×P	Kt×B

Better than 43 ... B×B, as from R6 the Knight can attack White's KP.

	44 P—Kt6	B—B1
	45 R—QB6	B—Kt5

If 45 ... B—Kt2; 46 R—K6 winning the KP after which the four passed pawns would almost certainly win.

	46 K—Kt4	Kt—B7
	47 K—Kt5	

Better than 47 P—B5, Kt×P; 48 K—R5 (if 48 K—Kt5, Kt—B6 ch followed by Kt×P); 48 ... Kt×P; 49 R×Kt, K—B3, with good winning chances.

	47 ...	Kt×P
	48 K—R6	B—K7

Best. If the Knight comes to the rescue by 48 ... Kt—B3, White draws by 49 P—Kt7, Kt—Q2; 50 R—B7, Kt—Kt1 ch; 51 K—Kt6, P—K5; 52 R×R ch, K×R; 53 K—R7, Kt—Q2; 54 P—B5 and draws.

	49 P—Kt7	R×P
	50 K×R	B×P
	51 R—B7 ch	

The third phase of the ending now begins. Black ultimately emerges with two pieces and a pawn against a lone Rook, but is unable to win. The play on White's part, however, is extremely difficult. If, for instance, 51 P—Q6, Black wins by 51 ... B—Q4; 52 P—Q7, Kt—B4 ch; 53 K—B7, Kt×P.

51 ...	K—Kt3
52 K—B6	Kt—B3
53 R—K7	

The only move. If 53 P—Q6, B—K3 followed by K—B4 and the Black pawn advances to queen.

| 53 ... | K—B4 |

53 ... B×P ch; 54 K—B5 leads to similar positions.

| 54 K—Q6 | |

Again not 54 P—Q6 because of B—K3.

54 ...	P—K5
55 K—B5	B×P
56 K—Q4	K—B5
57 R—K5	B—Kt6

The alternative 57 ... B—Kt1 is met by 58 R—K7, B—R2; 59 R—KB7 and the Black King must retreat.

| 58 R—QKt5 | B—B7 |

Hoping that White will play 59 R—Kt7, P—K6; 60 R—KB7, P—K7; 61 R×Kt ch, B—B4 and wins.

59 R—Kt2	B—Q8
60 R—Kt7	B—R4
61 R—K7	B—Kt3
62 R—K6	K—Kt4
63 K—K5	Kt—Kt5 ch
64 K—Q4	Kt—B7
65 R×B ch	

Drawn.

If 65 ... K×R; 66 K—K3. A splendid struggle.

CHAPTER V

GAMES

IN this section I have selected twelve master games which, in my opinion, are specially marked by logical reasoning and sharp play on both sides. This does not necessarily mean the most correct games. Pure accuracy on both sides usually leads to a draw in which few interesting situations arise, and brilliancies are too frequently the result of very weak play on the part of the loser.

The most interesting and instructive games are those in which both players from the very start have definite plans of attack and counter-attack—games in which their personalities clash from the outset. I hold it no fault that occasionally these plans are incorrect and that wins or draws are missed. If all chess reasoning was absolutely correct there would be little point in playing. Scientific reasoning in draughts has reached such a pitch that in a match between two first-class players forty-nine games out of fifty result in draws, and I earnestly trust that the complications of chess will never yield to such an extent to the intellects of even the greatest exponents. Therefore I make no apology for the fact that in a few of the following examples some of the deep-laid plans of the masters prove to have been based on fallacies. That is the charm of the game.

The notes are designed to explain the working of the player's mind as plan and counter-plan develop, so that the reader may put himself in the expert's place and try to reason along the same lines in his own practice. The notes to the examples by the World Champion, M. Botvinnik, and H. Golombek are contributed by themselves, so that

students of these games have every opportunity of making themselves familiar with the thought processes in the great master's mind.

Remember that every move should have some object which can be explained on demand. Aimless wood-shifting is not only fatal to good chess but is entirely destructive of true pleasure in the game. The games given below should be played over carefully and the student should try to reason out for himself the methods by which the players' schemes can be carried out. For this reason it is a good plan to cover the moves with a sheet of paper and think out the continuation before checking with the actual play. This system of study has turned many mediocre players into good ones.

Of the twelve games seven are modern, but I have retained examples of the play of the great masters of the last generation—Alekhine, Capablanca, Lasker, Niemzovitch, and Rubinstein—as I feel that no chess book is complete without them.

GAME NO. (1)

Played at Mahrisch-Ostrau, 1924.

White: A. Rubinstein. Black: K. Hromadka.

1	P—K4	P—K4
2	P—KB4	B—B4
3	Kt—KB3	P—Q3
4	Kt—B3	Kt—KB3
5	B—B4	Kt—B3
6	P—Q3	B—KKt5

The opening has been considered in the Opening section. White must now attack the Bishop before his pinned Knight can be assailed again by Kt—Q5, which would lead to the breaking up of his King's side pawns and consequent exposure of his King's position.

7 P—KR3	B×Kt
8 Q×B	Kt—Q5
9 Q—Kt3	Q—K2

Best. If 9 ... Kt×P ch, there could follow 10 K—Q1, Kt×R; 11 Q×KtP, R—KB1; 12 P×P, P×P; 13 R—B1, B—K2; 14 B—Kt5, Kt—R4; 15 B×P ch, K—Q2; 16 Q×KP and wins. Black can also try to run for safety by 11 ... K—Q2, but analysis has proved that this too is unsatisfactory. The move played does not directly defend the attacked KKtP, but it is nevertheless an effective defensive plan for 10 Q×P would be answered by 10 ... Castles, with the double threat of Kt×P ch and R—KKt1.

10 P×P	

White exchanges pawns in order to clear a diagonal for his Queen's Bishop which may wish to play to KKt5. As a matter of fact the threat of this move induces Black, later on, to lose time by playing P—KR3.

10 ...	P×P
11 K—Q1	P—B3

With the threat of P—QKt4, and if then, B—Kt3, P—QR4 forcing P—QR3, which would allow Black to exchange Knight for Bishop and make White's QP backward.

12 P—QR4	R—KKt1

Far too defensive. Instead he should continue his development by 12 ... Castles QR. If White then plays 13 Q×KtP, KR—Kt1; 14 Q×BP, Q×Q; 15 B×Q, R×KtP, and the fine position of Black's pieces more than compensates for the pawn. The move played is not only loss of time but is actively bad as it breaks the cardinal rule: "Never put your superior pieces on the same diagonal as your opponent's Bishop." Actually this one weak move is the direct cause of the loss of the game.

13 R—B1	

Threatening B—Kt5 which Black prevents with his next move.

13	...	P—KR3
14	Kt—K2	Castles
15	Kt×Kt	B×Kt
16	P—B3	

White's plan is now a pawn attack against the Black King.

16	...	B—Kt3
17	P—R5	B—B2
18	B—K3	K—Kt1
19	K—B2	

Black was now threatening Kt×KP.

19	...	K—R1

Black fears that White will make a mating attack by B—Kt1 and Q—B2, and therefore prepares to defend the point with B—Kt1.

20	R—B3	Kt—Q4

An ingenious counter-stroke. One of Black's principal troubles has been that his Knight was pinned to the KBP and this solves the problem at least temporarily.

21	B—Kt1	

Taking the Knight would be very bad. Consider 21 P×Kt, P×P; 22 B—Kt3, P—K5; 23 B—KB4 (if 23 R—B4, P—KKt4); 23 ... P×R; 24 B×B, Q—K7 ch; 25 K—Kt1, P—B7 and wins.

White now has the plan of winning the KBP by Q—B2 with a double threat.

21	...	Kt—B5
22	Q—B2	B—Kt1
23	P—KKt3	

The plan has succeeded. White wins the KBP and brings his Rook into decisive action.

23	...	Kt×RP

24 R×P	Q—Q3

Usually it is good policy to exchange Queens when subjected to an attack, but in this case White's Rook is too well placed. For instance, 24 ... Kt×Q; 25 R×Q, KR—B1; 26 P—R6, P—QKt3; 27 B—K6 with the dreadful threat B—Q7.

26 Q—Kt6	

A lovely combination starts with this move. If the Queen is taken the open lines for the Rooks decide the issue, e.g. 25 ... P×Q; 26 P×P dis. ch, B—R2; 27 R×B ch, K—Kt1; 28 R(B7)×P ch, K—B1; 29 B—R6 and wins.

26 ...	R—Q2
27 B—B5	R×R

Now the weakness of the position of the Black Rook at KKt1 is clearly seen. It is fourteen moves since the mistake was made, but a breach of the cardinal principles almost invariably meets with punishment. Were it not for the Black Rook being on the same diagonal as his opponent's Bishop, Black could save himself by 27 ... Q—B2, but now this would lose a piece through 28 Q×Q, R×Q; 29 R×R, B×R; 30 B×R. The move played is sheer desperation. He could resign.

28 B×Q	R—B7 ch
29 Q×R	

Of course 29 K—Kt3 would also win, but this is simpler as White comes out a whole piece ahead.

29 ...	Kt×Q
30 B—B5	Resigns

Game No. (2)

Played at New York, 1927.

White: J. R. Capablanca. Black: R. Spielmann.

1 P—Q4	P—Q4
2 Kt—KB3	P—K3

3 P—B4	Kt—Q2

An unusual move but it only leads to a transposition.

4 Kt—B3	KKt—B3
5 B—Kt5	B—Kt5

The so-called Manhattan Defence, rarely seen nowadays. The underlying idea is to advance P—QB4 and build up an attack on the pinned Knight by Q—R4.

6 P×P	

A good move in this type of position as long as Black cannot recapture with the Knight. If the pawns are left on the board there is a danger that, after P—B4, the Black Queen will come to R4 and threaten to unmask an attack on the White Bishop at KKt5. Compare the theme of the Cambridge Springs Defence.

6 ...	P×P
7 Q—R4	

A good move which practically forces Black to play B×Kt ch, thus strengthening the White centre.

7 ...	B×Kt ch
8 P×B	Castles
9 P—K3	P—B4

Black's plan is to build up a pawn majority on the Queen's side by P—B5, P—QR3, and P—QKt4. The drawback to this scheme is that it takes a long time to execute and White is able to complete his development without let or hindrance.

10 B—Q3	P—B5
11 B—B2	Q—K2

Black probably wished to prevent 12 Kt—K5, but it would seem better to permit this and continue his plan with 11 ... P—QR3, and 12 P—QKt4.

12 Castles KR	P—QR3
18 KR—K1	

This appears to be a waiting move but in certain cases there may be opportunity for attack by advancing P—K4. It would not be good for Black to reply 13 ... P—QKt4, on account of 14 Q—R5, and if 14 ... B—Kt2; 15 Q—B7, which threatens to break up the King's side by B×Kt, as well as Q×B. This is further proof that Black should not have played 11 ... Q—K2.

13 ...	Q—K3
14 Kt—Q2	P—QKt4

If Black delays this advance any longer White will break open the centre by 15 P—K4.

15 Q—R5	Kt—K5

To obviate any danger of P—K4. 15 ... B—Kt2, however, seems slightly better, although White could then attempt a central attack by 16 P—B3.

16 Kt×Kt	P×Kt

This is where White must look for a combination. He has built up his maximum position and Black's Queen's Bishop is still at home. The obvious move is 17 P—QR4, to break up Black's pawns before he can complete his development. It seems, however, that Black has an effective answer to this in 17 ... Q—Q4, defending all the pawns and attacking the White Bishop. Many players, seeing this, would abandon the idea and play some nondescript move which would allow Black to move B—Kt2 with an excellent game. Capablanca, however, realizes that P—QR4 must be right and works out a combination whereby he can sacrifice a piece to destroy the Black pawns.

17 P—QR4	Q—Q4
18 P×P	

This is the combination. White obtains three pawns, one of them a passed pawn on the sixth, quite sufficient compensation for a piece.

18 ...	Q×B
19 B×P	R—Kt1

If 19 ... R—R2, White wins prettily by 20 P—Kt6, Q×Q; 21 P×R, Q×R (forced); 22 R×Q, Kt—Kt3; 23 R—Kt1, etc.

20 P×P	R—Kt4

After 20 ... Q×Q; 21 R×Q, the passed pawn cannot be stopped. Black's game on the Queen's side is lost and he can only play for traps. When in a lost position it is always a good plan to give your opponent a chance of going astray.

21 Q—B7	Kt—Kt3
22 P—R7	B—R6
23 KR—Kt1	

To drive away the Knight from Kt3 and so force the RP to queen with the gain of a whole Rook. This is much stronger than 23 P—R8=Q, which merely regains the piece and leaves Black some attacking chances on the other wing.

23 ...	R×R ch
24 R×R	P—B4

This is Spielmann's trap. If White now incautiously captures the Knight, he would dissipate his advantage. For instance: 25 Q×Kt, P×B; 26 P—Kt3, Q—KB4, with a deadly attack, or 25 R×Kt, P×B; 26 Q—Kt3, Q—QR4; 27 R—QKt1, B—K3, and Black remains a piece ahead.

25 B—B3	P—B5

Again hoping that White will capture the Knight after which P×P gives some slight chances.

26 P×P	Resigns

Black has no more traps left and the passed pawn will cost a whole Rook.

GAME No. (3)

Played at the Budapest Challenge Tournament, 1950.

White: D. Bronstein. Black: P. Keres.

1	P—K4	P—K4
2	Kt—KB3	Kt—QB3
3	B—Kt5	P—QR3
4	B—R4	Kt—B3
5	Castles	B—K2
6	R—K1	P—QKt4
7	B—Kt3	Castles

So far a perfectly normal Ruy Lopez. White's next move takes the game slightly out of the normal course. See Opening section.

8 P—Q4

The usual move is 8 P—B3, P—Q3; 9 P—KR3 to prevent the pin on the King's Knight. There seems no objection, however, to this, as the continuation 8 ... P×P; 9 P—K5 does not look pleasant for Black.

8	...	P—Q3
9	P—B3	

There is no time now for 9 P—KR3 because of 9 ... Kt×P; 10 Kt×Kt, P×Kt, and if 11 Q×P, P—B4, winning a piece, an old trap in a slightly changed form.

9	...	B—Kt5
10	P—KR3	B×Kt
11	Q×B	

Whether strictly sound or not, this is a brilliant innovation and shows clearly the enormous resources inherent in even the most conventional openings. When this position has occurred previously 11 P×B has always been played, after which White's broken King's side give Black counter-chances.

| 11 ... | P×P |
| 12 Q—Q1 | |

The point of the variation. Black must now return the pawn with an inferior position or continue as in the game, giving White a fine development.

| 12 ... | P×P |
| 13 Kt×P | |

The strength of White's position lies in his control of the square Q5 and the continuous threat of advancing his King's side pawns. Black, on the other hand, has difficulty in formulating a plan to turn his Queen's side advantage to account.

| 13 ... | Kt—QR4 |
| 14 B—B2 | R—K1 |

Black's idea is to regroup his pieces by B—B1, P—KKt3, and B—Kt2, with pressure on the dark-coloured squares. The plan, however, takes a long time to operate and involves a weakening of the King's position. Better appears 14 ... P—B4, and if 15 Kt—Q5, Kt×Kt; 16 Q×Kt, Q—Kt3, followed by Kt—B3, aiming at Q5. As played Black's Queen's Knight remains out of play until the very end.

15 P—B4	P—Kt5
16 Kt—Q5	Kt×Kt
17 Q×Kt	P—B3
18 Q—Q3	P—KKt3
19 K—R1	

Preparatory to a general advance of the King's side pawns, he removes his King out of the way of checks, a wise precaution.

19 ...	B—B1
20 R—B1	B—Kt2
21 B—Q2	P—QB4

The alternative 21 ... B×P does not appear good either, 21 ... B×P; 22 QR—Kt1, B—Kt2; 23 B×P, Kt—Kt2; 24 B—R4, Q—B2; 25 KR—B1, recovering the pawn with far the superior game. The text threatens Kt—B3 and Q5, an idea which White promptly nips in the bud.

22 B—R4	R—KB1
23 QR—Kt1	Q—Kt3

Still intent on bringing the Knight to QB3 but now it is too late. The only chance lay in 23 ... P—B4 to stop the further advance of White's KBP.

24 P—B5	B—Q5

He cannot allow his Bishop to be imprisoned at KR1.

25 Q—Kt3	

25 P—B6 could be answered by 25 ... P—Q4. The fine text move prevents 25 ... P—B3 and already visualizes the mating attack on the Black squares which follows.

25 ...	Kt—B5
26 B—R6	B—Kt2

This exchange leaves the Black King in a mating net but there seems nothing else. If 26 ... KR—Q1; 27 P×P, RP×P; 28 B—Kt3, Kt—K4; 29 R×P and wins.

27 B×B	K×B
28 P—B6 ch	K—R1
29 Q—Kt5	

Black has now no defence against the threat of R—B4 and Q—R6.

If, for instance, he tries 29 ... R—KKt1; 30 R—B4, Q—Q1; 31 R—R4 (threatening R×P ch); 31 ... Q—B1; 32 R—R6 followed by 33 Q—R4.

29 ...	P—Kt6

A vain attempt to create complications.

30 P×P	Q—Kt5
31 P×Kt	

Simplest and therefore best. Black probably hoped for 31 R—B4, R—KKt1; 32 R—R4 when he escapes from his troubles with 32 ... Q—Q7.

31 ...	Q×B
32 R—B4	Q—B7
33 Q—R6	Resigns

For if 33 ... Q×R ch; 34 K—R2, R—KKt1; 35 Q×P ch, K×Q; 36 R—R4 mate. A beautiful example of a King's side attack against a weakened position.

GAME NO. (4)

Played at the Carlsbad Tournament, 1923.

White: E. Grünfeld. Black: Dr. A. Alekhine.

1 P—Q4	Kt—KB3
2 P—QB4	P—K3
3 Kt—KB3	P—Q4
4 Kt—B3	B—K2
5 B—Kt5	QKt—Q2
6 P—K3	Castles
7 R—B1	P—B3
8 Q—B2	P—QR3
9 P—QR3	P—R3
10 B—R4	R—K1

A normal Queen's Gambit of a kind more popular twenty years ago than it is to-day. The text move is purely a "waiter." He wishes to play P×P but hopes to gain a move by delaying it until White has moved his King's Bishop. However there are certain disadvantages in the Rook move and he might as well continue with 10 ... P×P at once followed by P—QKt4.

11 B—Q3	P×P
12 B×P	P—QKt4
13 B—R2	

This foreshadows an attack with Queen and Bishop directed against KR7, but Black's King is well defended and his Queen's Bishop will come into good play at QKt2. For this reason Capablanca preferred to retire the Bishop to K2 and bring it to KB3 after moving the Knight.

13 ...	P—B4
14 R—Q1	

There seems no justification for this second move of a Rook which already stands on a good square. It is true that two moves later White baits a trap, but that is no reason for a violation of principle. Traps should only be attempted when they form part of the general plan of the game or when in a losing position.

14 ...	P×P

Giving White the option of giving himself an isolated pawn (and incidentally of abandoning all idea of the trap previously mentioned) or of yielding Black control of important central squares (B4 and K4).

15 Kt×P	Q—Kt3

15 ... B—Kt2 would fall into the trap, viz. 16 Kt×KP, P×Kt; 17 B×P ch, K—R1; 18 QB×Kt and wins, but no experienced master would ever dream of leaving his Queen on an open file controlled by a hostile Rook.

16 B—Kt1	

White now has visions of the attack on KR7. The weakness of the idea is that the Queen stands on an open file and is liable to be driven away before the attack materializes.

16 ...	B—Kt2
17 Castles	QR—B1
18 Q—Q2	Kt—K4

Aiming for the strong point on QB5.

19 B×Kt	

White now sees an opportunity to make capital out of his Queen and Bishop attack. He does succeed in forcing Black to weaken his King's side, but he gives up a valuable Bishop and loses three moves with his Queen. Still, it is difficult to find a better plan. As a matter of fact, White has already got a bad game through the faulty Rook move.

19	...	B×B
20	Q—B2	P—Kt3
21	Q—K2	Kt—B5

A fine post for the Knight which can never be driven away by P—Kt3 without loss of the QRP. In fact Black already threatens to take this.

22	B—K4

An ingenious way of defending the QRP. If Black now captures it, there follows 23 Q—B3, B×Kt (if 23 ... B×B; 24 Kt×B attacking two pieces); 24 P×B, B×B; 25 Kt×B winning the exchange.

22	...	B—Kt2
23	B×B	Q×B
24	R—B1	

Returning at last to the square which he should never have left.

24	...	P—K4

Now Black plans to bring his Knight to a still better forepost at Q6 and advances his pawn to secure this point.

25	Kt—Kt3	P—K5
26	Kt—Q4	

White also has a forepost but it is not nearly so far advanced and can always be captured at Black's convenience.

26	...	KR—Q1
27	KR—Q1	Kt—K4
28	Kt—R2	

Probably with the idea of driving the Knight out of Q6 by Kt—Kt4, but White never has time for this. The most plausible move would be 28 R—B2, hoping to answer 28 ... Kt—Q6 by 29 Kt×KP. This leads to a brilliancy as follows: 28 R—B2, Kt—Q6; 29 Kt×KP, Q×Kt; 30 R×Kt, or (a) or (b); 30 ... R×R; 31 Q×R, R×Kt, winning a piece (not however, 31 ... B×Kt because of 32 Q—Q1 recovering the piece. A remarkable instance of double pins).

(a) 30 R×R, R×R; 31 R×Kt, B×Kt; 32 R×B, Q—Kt8 ch; 33 R—Q1, R—B8; 34 R×R, Q×R ch; 35 Q—B1, Q×P, with a winning ending.

(b) 30 Q×Kt, Q×Q; 31 R×Q, R×R, etc.

28 ...	Kt—Q6
29 R×R	Q×R

Much better than 29 ... R×R, against which White could try 30 Kt—Kt4. Black already has visions of a double attack based on the loose position of the White Knight at QR2.

      30 P—B3

An attempt to get rid of the Knight by undermining his defences, but it weakens the King's position and gives Black the chance of a brilliant combination. Another plausible continuation in 30 Kt—B3 would be refuted by an even finer combination based on the fact that the White King is susceptible to mate on the back row. The main variations are: 30 Kt—B3, B×Kt; 31 P×B, R×P; 32 Kt×KP, Kt—B5; 33 Q—B3 (if 33 Q—K1, Q—Kt5 wins at once); 33 ... Q—B7; 34 R×R (if 34 R—K1, Kt—K7 ch; 35 K—B1, R×Kt and wins); 34 ... Kt—K7 ch; 35 K—B1, Kt×R; 36 Q—K3, Q—Q8 ch; 37 Q—K1, Q—Q6 ch; 38 K—Kt1, Kt—K7 ch and wins.

30 ...	R×Kt
31 P×P	

31 P×R would be worse on account of 31 ... B×P ch; 32 K—B1, Kt—B5; 33 Q—Q2 (if 33 Q×P, Q—B5 ch, etc.); 33 ... Q—B5 ch; 34 K—K1, P—K6; 35 Q×B, Kt×P mate. The text move looks good as one of the Black pieces must obviously be lost.

31 ...   Kt—B5

And now another problem-like continuation based on the loose Knight at QR2.

32	P×Kt	Q—B5
33	Q×Q	

This leads to mate, but, however he plays, at least a piece is lost.

33	...	R×R ch
34	Q—B1	B—Q5 ch
	Resigns	

One of Alekhine's finest combination games.

GAME No. (5)

From the Challenge Tournament at Budapest, 1950.

White: I. Boleslavsky. Black: A Kotov.

1	P—Q4	P—Q4
2	P—QB4	P—K3
3	Kt—QB3	P—QB3
4	P—K4	P×P
5	Kt×P	B—Kt5 ch
6	B—Q2	B×B ch

Better than accepting the sacrifice by 6 ... Q×P. For analysis of this opening, see Slav Defence in Openings chapter.

7	Q×B	Kt—B3
8	Kt×Kt ch	Q×Kt
9	Kt—B3	Castles

	10 B—K2	P—B4

An interesting idea. Black wishes to break the pawn centre and thinks that, if this pawn is exchanged for White's QKtP, the doubled White pawns will be weak. Actually, as the game shows, the plan is fallacious and Black would do better to content himself with quiet defensive play such as 10 ... Kt—Q2, followed by P—QKt3 and B—Kt2.

	11 P×P	R—Q1
	12 Q—K3	

With fine position judgment White realizes that the Bishop's pawn is more important than the Knight's pawn and decides to defend it. If the Queen moves elsewhere Black simply wins back his pawn by 12 ... Kt—QR3.

	12 ...	Q×P
	13 Castles	B—Q2

Black must develop his Queen's side but this does not seem to be the best method. It would be better to play 13 ... Kt—B3, and if then 14 KR—Q1, B—Q2; 15 QR—Kt1, Q×P; 16 R×P, B—K1, and Black's position is much more solid than that obtained in the game.

	14 QR—Kt1	Q×P
	15 R×P	Q—R3
	16 KR—Kt1	B—K1

When he played 13 ... B—Q2 Black probably thought that he could get a good game by playing now 16 ... B—B3, but in that case White obtains a tremendous advantage by 17 R—B7. If then 17 ... R—Q2, the beautiful move 18 Q—R3, threatening R×Kt ch, wins at once, as Black obviously cannot take the Queen, and if 17 ... Kt—Q2; 18 Kt—Q4 is tremendously strong as Black cannot play either Rook to QB1 without loss; if 18 ... QR—B1; 19 Kt×B, and if 18 ... KR—B1; 19 R×B, R×R; 20 Kt×R, Q×Kt; 21 B—B3, etc.

17 Kt—Kt5

Intending Kt—K4 and Q6.

17 ...	Kt—Q2
18 Kt—K4	QR—Kt1
19 R(Kt7)—Kt5	Q—B3

Black is obviously anxious to exchange a pair of Rooks. He cannot play 19 ... R×R at once on account of 20 P×R with a winning pawn position, but, with the text, he threatens to carry out his intention with P—QR3 followed by R×R and R—QKt1. White's method of thwarting this plan is ingenious in the extreme.

20 Q—B4

This and the next two Queen moves are probably the finest in the game. If he had played the obvious 20 B—B3, Black answers 20 ... Q—B2 and can hardly be prevented from carrying out his idea of forcing the exchange of the Rooks. The first point of White's move is that it attacks the Rook on Kt1.

20 ...	P—K4
21 Q—B5	P—Kt3

If now 20 ... P—QR3, White simply exchanges and then takes the KP.

22 Q—B3

And now, thanks to the weakening of the square KB6, Black is threatened with 23 Kt—B6 ch.

22 ...	P—B4
23 Kt—Q6	Q×Q
24 B×Q	P—K5
25 B—K2	

The apparently powerful 25 P—B6 would be a mistake on account of 25 ... Kt—Kt3; 26 P—B7, B×R, etc. The move is now threatened.

25 ...	R×R
26 R×R	P—QR3
27 R—R5	Kt—Kt1
28 P—KKt4	

White's next problem is to break the chain of pawns so as to bring his Bishop into play.

28 ...	B—Q2
29 P×P	P×P
30 P—B3	B—B3

If 30 ... P—K6; 31 P—B4 and the advanced KP is lost.

31 P—B4	B—Q2
32 K—B2	

White's King now takes a decisive part in the game.

32 ...	B—B1
33 K—K3	K—B1
34 R—R1	

To occupy the open Queen's Knight's file. This is much stronger than winning a pawn by 34 Kt×B, R×Kt; 35 P—B6, Kt×P; 36 R×P ch, when the endgame would be very difficult to win.

34 ...	B—K3
35 R—QKt1	K—K2
36 R—Kt7 ch	Kt—Q2
37 K—Q4	R—QKt1
38 P—B6	

The beginning of a beautiful final combination.

38 ...	K×Kt

If 38 ... R×R; 39 Kt×R, Kt—Kt1; 40 K—B5 wins easily.

39 P×Kt	R—Q1

The game was adjourned here but Black resigned when his opponent pointed out the following forced series of

moves: 40 P—B5 ch, K—B3 (if 40 ... K—K2; 41 P—B6); 41 R—Kt6 ch, K×P; 42 K—K5, B—B2 (it does not matter where the Bishop goes); 43 R—Q6 ch, K—B2; 44 R×R, K×R; 45 K—Q6 and the BP marches on to queen.

GAME No. (6)

Played in the 17th Championship of U.S.S.R., 1949.

White: G. M. Levenfish. Black: V. Smyslov.

1 P—Q4	Kt—KB3
2 P—QB4	P—KKt3
3 Kt—QB3	P—Q4
4 Kt—B3	B—Kt2
5 Q—Kt3	P×P
6 Q×BP	Castles
7 P—K4	KKt—Q2

See analysis of Grünfeld Defence in Opening section. Usually this move is preceded by 7 ... B—KKt5, but it does not appear to make a great deal of difference.

8 B—K3	Kt—Kt3
9 Q—Kt3	Kt—B3
10 R—Q1	B—Kt5
11 P—Q5	Kt—K4
12 B—K2	Kt×Kt ch

White was threatening to win a pawn by 13 Kt×Kt, B×B; 14 Kt×BP but, in view of the powerful attack which White builds up on the open KKt file, it may be better to postpone this exchange and play 12 ... Q—B1.

13 P×Kt	B—R4
14 P—B4	B×B
15 Kt×B	Q—B1

But this is definitely inferior. The Queen stands very badly on the open QB file. Better is 15 ... Q—Q2, and if

then 16 P—KR4, P—QB3; 17 P—R5, BP×P; 18 RP×P, RP×P; 19 B—Q4, B×B; 20 R×B, K—Kt2, as played in an earlier game between Lilienthal and Bronstein.

16 R—QB1

Taking immediate advantage of Black's error. The Queen, which wishes to enter on the King's wing, is now tied to the defence of the QBP.

16 ...   P—QB3

This creates a new weakness but it is difficult to find any other method of continuing.

17 P—B5

A powerful stroke. If Black replies 17 ... KtP×P; 18 R—KKt1, K—R1; 19 B—Q4 with a tremendous attack, i.e. 19 ... B×B; 20 Kt×B, threatening both BPs, or 19 ... P—B3; 20 Kt—B4 and K6.

17 ...		Kt—Q2
18	R—KKt1	K—R1
19	BP×P	RP×P

19 ... BP×P would allow the Knight to enter at K6.

20 B—Q4

Challenging Black's only defensive piece, the King's Bishop.

20 ...		Kt—B3
21	R—B3	

Threatening to win a pawn by 22 R—R3 ch, K—Kt1; 23 R×P, P×R; 24 P×P dis. ch, followed by P×P.

Black's reply allows a brilliant combination.

21 ...		Kt×KP
22	R×KtP	P×R

He must accept the sacrifice. If he takes the other Rook there follows 23 B×B ch, K—R2; 24 R—Kt2 and Black must lose a piece, for if 24 ... Kt×Kt; 25 Q—Q3 ch,

303

P—B4; 26 Q—R3 ch, etc., or 24 ... Kt—K5; 25 Q—B3, or 24 ... Q—R6; 25 R—Kt3.

23	R—R3 ch	K—Kt1
24	P×P dis. ch	P—K3

24 ... R—B2 is worse on account of 25 P×P, Q—K1; 26 P×R=Q, Q×Q; 27 B×B, K×B; 28 R—R7 ch, K×R; 29 Q×R ch, etc.

25	P×P	Q—B3
26	P×R=Q	R×Q
27	B×B	K×B
28	Q—K3	

At the end of the combination White has only won a pawn, but the position of the Black King is still very precarious.

28	...	Kt—B3
29	Kt—Q4	Q—R8 ch
30	K—Q2	Q—Q4
31	Kt×P ch	K—Kt1
32	R—R8 ch	

A beautiful final stroke. If Black captures the Rook he is mated in two moves.

32	...	K—B2
33	Kt—Kt5 ch	K—Kt2
34	R×R	Resigns

For after 34 ... Q×R; 35 Q—K7 ch wins the Knight. This beautiful game was awarded first brilliancy prize in the tournament.

GAME No. (7)

Played at Sverdlovsk, 1943.

White: M. Botvinnik. Black: I. Boleslavsky.

Notes by M. Botvinnik.

1	P—K4	P—QB4
2	Kt—KB3	Kt—QB3

3 P—Q4	P×P
4 Kt×P	Kt—B3
5 Kt—QB3	P—Q3
6 B—K2	P—K4

One of Boleslavsky's clever opening designs. Black obtains a good development and equalizes the game. The weakness of the square at Q4 turns out to be of no importance.

7 Kt—Kt3	B—K2

Black does not lose any time in preventing the manœuvre B—KKt5 and B×Kt, since if 8 B—KKt5, Kt×P; 9 Kt×Kt, B×B; 10 Kt×P ch, K—K2, and Black's King is sufficiently secure.

8 Castles	Castles
9 P—B4	P×P

Very finely played. Otherwise White will play P—B5 and, even if Black does succeed in advancing P—Q4, White will obtain a good base for his minor pieces on K4.

10 B×P	B—K3
11 B—Q3	Kt—K4

Quite satisfactory but perhaps 11 ... P—Q4 would be simpler since, in this situation, the opening of the diagonal to the White Bishop is of no essential importance.

12 K—R1	Q—Kt3
13 Q—K2	

With this White sacrifices a pawn but gains several "tempi" and exchanges the active Queen's Bishop.

13 ...	Kt×B
14 P×Kt	B×Kt
15 B—K3	Q—Kt5

Too greedy. He could still have played 15 ... Q—B3; 16 P×B, P—Q4 with counter play.

16 P×B	Q×KtP
17 R—R5	

White does not waste time taking the RP and secures the transfer of his Rook to the King's side.

17	...		Q—K3
18	B—Q4		B—Q1

Boleslavsky makes sure of his material advantage since 19 R×P, R×R; 20 B×R, P—QKt3 is dangerous for White.

19	QR—KB5		Kt—Q2

Forced. White threatened 20 R×Kt, B×R; 21 R×B, P×R; 22 Kt—Q5 with a very strong attack.

20	Q—Kt4		Kt—K4
21	Q—Kt3		

Of course 21 R×P, Q×R; 22 R×Q, Kt×Q would have been incorrect.

21	...		P—B3
22	Kt—Q5		P—QR3

Despite the fact that it is very hard for Black to show any activity in this position, White's task is very difficult since his opponent is well dug in. The only possibility of success lies in the bayonet charge, P—KKt4—KKt5. For Black, on the other hand, a good chance lay in taking advantage of his pawn superiority on the Queen's side. As will be seen from the subsequent play the best would have been the immediate 22 ... P—QR4.

23	Q—R3		

Threatening R×P.

23	...		R—K1
24	P—KKt4		P—R3
25	Q—Kt3		

He cannot get along without the KRP.

25	...		R—QB1
26	B—B3		P—QR4
27	P—R4		P—QKt4

White's plan seems to have gone up a blind alley. The advance of P—Kt5 is at present impossible while Black threatens P—QKt5 followed by R—B7. Nevertheless, White discovers another hidden possibility.

28 Q—R3

A quiet move but unpleasant for Black.

In view of the instability of the Black Queen on K3, there threatens 29 P—Kt5, BP×P; 30 B×Kt, P×B; 31 P×P, B×P; 32 R—B8 ch. If Black plays 28 ... Kt—Q2, in order to guard KB8 with the Knight, there follows 29 Kt—B4, Q—Kt6; 30 P—Kt5, BP×P; 31 P×P, B×P; 32 R×B, P×R; 33 Kt—Kt6 with a mating attack. His only salvation lay in the move 28 ... K—R2, in his turn taking advantage of the insecure position of the White Queen (if 29 P—Kt5, BP×P; 30 P×P, B×P, etc.). In this case Black would probably have retained equal chances. Black's next move permits White to pass into an endgame with a Queen against two Rooks. This ending favours White because of the bad position of the adverse King and the weakness of the black pawns.

28 ...	Kt—B2
29 B×BP	B×B
30 Kt×B ch	P×Kt
31 R×BP	Q—Q2
32 R×Kt	Q×R
33 R×Q	K×R
34 P—Kt5	

As tempting as it is incorrect. White, of course, wins a pawn but Black succeeds in cutting off the White King's retreat from the King's side and the monarch finds himself in an uncomfortable position. Correct was 34 K—Kt2 and after 34 ... R—B7 ch; 35 K—B3, R×KtP; 36 P—Kt5, or if 35 ... P—Q4; 36 P—Kt5, P×P ch; 37 P×P, R—KB1; 38 K—K3 with good winning chances.

34 ...	P×P
35 Q—B5 ch	

After 35 Q—Q7 ch, K—Kt3; 36 Q×P ch, K—R4; 37 P×P, QR—Q1, the passive position of White's King would have also made it difficult for him to realize his material advantage.

35 ...	K—Kt2
36 Q×P ch	K—R2
37 Q×P	R—B1
38 Q—Q7 ch	K—Kt1
39 Q—K6 ch	K—Kt2
40 Q—Q7 ch	K—Kt1
41 K—Kt2	

If 41 Q×P would have followed R—QB7. Now White has improved the position of his King but at the cost of an important "tempo."

41 ...	R—QB7 ch
42 K—Kt3	R(B7)—B7

The decisive slip. Now White succeeds in repulsing the attack by the Black Rooks and the advance of his centre pawns forces Black on the defensive. After 42 ... R×P; 43 Q×P, R(Kt7)—B7, Black would have had good chances of a draw since, owing to his distant passed pawn, he could give checks all along the KB file.

43 Q×P	R(B7)—B2
44 Q—Q5	K—R1
45 P—K5	R—Kt2 ch
46 K—R3	R—Kt3

Calculating that after 47 P—K6, R—K1; 48 P—K7, K—Kt2, he will win the KP.

47 P—Q4	R—B8

Again hampering the advance of the KP because of 48 ... R—K8 with divers threats.

48 Q—K4	R(Kt3)—Kt8
49 P—Q5	R—R8 ch
50 K—Kt4	R(R8)—Kt8 ch
51 K—R5	R—B2
52 P—K6	Resigns

On 52 ... R—R2 ch, would follow 53 Q×R ch and the pawns' Queen.

Not a faultless but absorbing game which is characteristic of Boleslavsky's resourceful style.

We may add also of Botvinnik's.

GAME No. (8)

Played at the Semmering Tournament, 1926.

White: A. Niemzovitch. Black: A. Rubinstein.

| 1 Kt—KB3 | P—Q4 |
| 2 P—QKt3 | |

This was Niemzovitch's favourite method of attack. It aims at securing control of K5, which square is usually occupied by a Knight and then directing the attack towards the King's side. As pointed out in the section on Openings, White can counteract this idea by playing, on the first move, 1 ... Kt—KB3 and following up with P—KKt3 and B—Kt2.

2 ...	P—QB4
3 B—Kt2	Kt—QB3
4 P—K3	Kt—B3
5 B—Kt5	

As control of K5 is an essential part of White's system, this move, having for its object an exchange of the protecting Knight, is completely logical.

| 5 ... | B—Q2 |

It is disadvantageous to allow the pawns to be doubled in

this position as they can never be dissolved and lessen Black's chances of counter-play on the Queen's side.

6	Castles	P—K3
7	P—Q3	B—K2
8	QKt—Q2	Castles
9	KB×Kt	B×B
10	Kt—K5	

White has completed his system and has now reached his ideal position. The next step is to build up a King's side attack by advancing the KBP and bringing the heavy pieces on to that side of the board. Black, in the meantime, plays to get rid of the advanced Knight on K5.

10	...	B—K1

It is again advisable to avoid the doubled pawns.

11	P—KB4	Kt—Q2
12	Kt×Kt	

He cannot maintain the Knight on K5 as Black threatens P—KB3.

12	...	Q×Kt
13	P—K4	P—B3

13 ... P—Q5 would cut off the strong Bishop on Kt2 but would give White good Knight posts at K4 or QB4.

14	Q—B3	B—B2
15	P—QR4	

This diversion on the Queen's side is intended to delay Black's obvious intention of advancing his Queen's side pawns. As a result of it Black takes three moves to bring his pawn to QKt4, a net gain of two moves to White.

15	...	P—QKt3

If 15 ... P—QR3; 16 P—R5 holds up the KtP permanently.

16	QR—K1	P—QR3
17	P—B5	

Having gained time to bring his heavy pieces into position White proceeds to direct King's side attack. There is no absolutely satisfactory reply to this move. If 17 ... KP×P. White obtains a strong passed pawn by 18 P×QP, as Black cannot capture with the Bishop on account of 19 R×B. Another instance of the weakness of the loose or insufficiently guarded piece. If 17 ... KR—K1; 18 P—K5 will force open files in dangerous proximity to the Black King. 17 ... QR—K1 would destroy any possibility of counter-attack on the Queen's side, and lastly the line chosen gives White a strong post for his pieces at K4.

17 ...	QP×P
18 Q×P	P—K4
19 R—K3	

Having secured a jumping-off place for his pieces at K4, White brings his heavy battalions against the Black King. Black, however, is securely entrenched and his position, at the moment, displays no weaknesses.

19 ...	P—QKt4
20 R—Kt3	

With the threat of 21 Q—Kt4, P—Kt3 or 4; 22 BP×P, Q×Q; 23 P×B ch.

20 ...	K—R1

To enable the Rook to defend at KKt1.

21 Kt—B3	P×P

But this time Black overlooks the threat. It was necessary to put an extra guard on the KP.

22 Kt×P	

Very pretty. If the Knight is captured White carries the point KKt7 by storm; 23 Q×P, B—B3; 24 Q×B, P×Q; 25 B×P mate.

22 ...	Q—K1
23 Q—Kt4	R—KKt1

24 Kt×B ch

This leaves White a pawn ahead but 24 Kt—Kt6 ch was even stronger. After 24 ... B×Kt; 25 P×B, P—R3; 26 R—R3, it is almost impossible for Black to avoid a decisive sacrifice at R6 or B6.

24 ...	Q×Kt
25 Q×RP	Q—Q4

To prevent the White Queen entering at Q7.

26 Q—KKt4	B—Q1
27 Q—Kt6	

Threatening mate by 28 Q×P ch followed by 29 R—R3. Black is therefore compelled to weaken his position by advancing the KRP.

27 ...	P—R3
28 R—K1	

28 B—B1 threatening B×RP looks very strong, but Black can just save himself by 28 ... R—R2.

28 ...	Q—Q2

It was absolutely necessary to prevent 29 R—K8.

29 R—K6

Again meditating a sacrifice by 30 R×BP. Yet Black has an interesting counter chance whereby he gives up a second pawn in the hopes of securing open lines for Rook and Bishop.

29 ...	P—B5
30 KtP×P	

Niemzovitch later pointed out that he could have played the sacrifice and gives the fine variation 30 R×BP, B×R (forced as White threatens mate by Q×RP ch); 31 B×B, P×B; 32 Q×RP ch, Q—R2; 33 Q×P ch, R—Kt2; 34 R—Kt6, K—Kt1 forced; 35 R—R6, R—KB2; 36 Q—Kt5 ch, R—Kt2; 37 Q—B4 winning the Queen and

remaining with Queen and three pawns against two Rooks. As played Black takes the initiative for a time.

30	...	R—Kt1
31	B—B3	R—Kt8 ch
32	R—K1	B—Kt3 ch
33	K—B1	R×R ch
34	B×R	Q—R5
35	R—R3	

Again threatening the Rook sacrifice.

35	...	R—KB1

Against any other Rook move White would play 36 R×P ch, P×R; 37 Q×RP ch, K—Kt1; 38 Q—Kt6 ch, K moves; 39 Q×P ch followed by Q×B with an overwhelming pawn majority.

36	B—B3	B—Q1

Too defensive. Better chances would be obtained by allowing the sacrifice, e.g. 36 ... Q×P (B7); 37 R×P ch, P×R; 38 Q×RP ch, K—Kt1; 39 Q—Kt6 ch, K—R1; 40 B×P ch, R×B; 41 Q×R ch, K—Kt1; 42 Q×B, Q×P ch, with a large number of checks.

37	B—Q2	

Now White threatens the sacrifice of the Bishop. The constantly recurring threat on the KRP is very curious and illustrates clearly the permanence of a King's side weakness.

37	...	Q×P(B7)
38	B×P	Q—Kt8 ch

Black's only hope is perpetual check, but it is a forlorn one as the Rook is completely out of play and White can always interpose with discovered check.

39	K—K2	Q—B7 ch
40	K—K3	B—Kt3 ch

Other checks are no better. The Bishop can always interpose at a critical moment.

| 41 K—K4 | Q—K7 ch |
| 42 R—K3 | Resigns |

42 B—K3 ch would also win but the text is simpler. In spite of one or two errors this game is a splendid example of how to conduct a King's side attack.

GAME No. (9)

Played at the Tournament at Teplice, 1949.

White: H. Golombek. Black: L. Pachman.

Notes by H. Golombek.

1 P—Q4	Kt—KB3
2 P—QB4	P—K3
3 P—KKt3	P—B4

Converting the opening into a kind of deferred Benoni Defence. This is known as the Hromadka variation since it was evolved by this veteran Czech master. The idea is to obtain an attack on the Queen's side by the advance of the QKtP (and, if possible, the QBP) in conjunction with a powerful King's Fianchetto. Its chief defect is that it allows White too much command of the centre and this is demonstrated clearly in the present game.

4 P—Q5

After 4 Kt—KB3, P×P; 5 Kt×P, P—Q4, White is left with no initiative or object of attack.

4 ...	P×P
5 P×P	P—Q3
6 B—Kt2	P—KKt3

The development of the Bishop on this line is dictated by the nature of Black's pawn structure, and indeed it is extremely well placed on the long diagonal. Where Black

is going to experience difficulty is in the adequate development of his Queen's Bishop (as so often in the Queens).

7	P—K4	B—Kt2
8	Kt—K2	Castles
9	Castles	P—QR3

So as to play P—QKt4, QKt—Q2, and P—B5. White temporarily prevents this by his reply.

10	P—QR4	R—K1
11	QKt—B3	Q—B2
12	P—R3	

White wants to develop his Bishop on K3 without being troubled by the threat of Kt—Kt5. The text is also designed to prepare a general King's side advance. (See move 18.)

12	...	QKt—Q2
13	Q—B2	

Since, in the long run, White cannot prevent Black from advancing his QKtP to Kt5, it is essential to have the KP well protected and also to keep the QBP subject to continuous pressure.

13	...	R—Kt1
14	B—K3	

14 P—R5 would be bad as after 14 ... P—QKt4; 15 P×P e.p., Q×P, Black would have a strong attack along the QKt file.

14	...	P—QKt4
15	P×P	P×P
16	KR—B1	

A strong move that increases pressure on the QB file and anticipates the retreat of the Knight to Q1 without interfering with the co-operation of the Rooks.

16	...	P—Kt5
17	Kt—Q1	

Not 17 Kt—QR4 when Black could at once develop his Bishop on QR3. The Knight is very well placed on Q1 when it threatens to go to QB4 via K3 and also protects the Queen's Bishop, thus preventing an eventual Kt×QP after White has played P—B4.

17 ...	Q—Kt3

Black now threatens 18 ... B—R3 followed by P—Kt6, Kt—K4, and B—Q6.

18 P—Kt4

With the immediate tactical threat of Kt—Kt3 and P—Kt5.

18 ...	B—QR3
19 Kt—Kt3	Kt—K4

Not entirely appreciating the strength of White's coming combination, otherwise he would have continued on more passive lines with R—K2 and QR—K1.

20 P—B4	Kt—Q6

If 20 ... Kt—B5; 21 R×B wins two pieces for the Rook, and if 20 ... QKt—Q2; 21 P—Kt5 breaks up Black's King's side.

21 B—B1

Black's next two moves are forced in order to save immediate loss of material.

21 ...	P—Kt6
22 Q—Q2	Kt—Kt5
23 P—K5	

A crushing blow that undermines Black's vital QB4. If 23 ... KKt×QP; 24 R×B, again wins two pieces for the Rook, and 23 ... B×B; 24 P×Kt loses a whole piece for Black.

23 ...	P×P

The main alternative is 23 ... Kt—Q2; 24 P—K6, P×P;

25 P×P, and now if 25 ... R×P; 26 R×B, Kt×R; 27 B—B4, Kt—B2; 28 P—B5, or if 25 ... Kt—B1; 26 P—B5, with a terrible wedge in Black's position.

24 B×P	Q—Kt2
25 Q×Kt	Q×P

Black is already desperate, for if 25 ... Q×Q; 26 B×Q, B×B (if 26 ... R×B; 27 R×B); 27 B—Q6, B×P; 28 B×R, R×B; 29 Kt—B2, B×P; 30 P×P, Kt—R4; 31 Kt×B, Kt×Kt; 32 K—Kt2 and White wins.

26 B—Kt2

A useful intermezzo that retains the initiative. After 26 Q—R4, B—Kt2, Black has a strong attack.

26 ...	Q—Q6

Or 26 ... R×Q; 27 B×Q, Kt×B; 28 R×B, etc.

27 Q—B3	P×P
28 Q×Q	B×Q
29 Kt—B1	Kt—K5
30 B×Kt	B×B

After 30 ... R×B; 31 Kt—B2, B×P; 32 Kt×B, with no less than three pieces for the Rook.

31 B—Q6	B—Q5 ch
32 K—R2	QR—B1
33 B×P	R—B7 ch
34 R×R	P×R
35 Kt—B3	B—QB3
36 Kt—Kt3	R—QB1
37 Kt(Kt3)—K2	B—B3

In the hope that he will be allowed to play 38 ... P—Kt4, when the White Queen's Bishop will have to give up command of one of the two diagonals.

38 P—Kt5	B×Kt
39 Kt×B	B—Q2

So as to play B—B4, but now comes the conclusive

40 Kt—Q5		Resigns

For if 40 ... K—B1; 41 Kt—Kt6, R—Q1; 42 B—B7.

This extremely difficult game, a mixture of positional and combinative play, was splendidly handled by the British champion against one of the strongest players in the world.

(This last note is by William Winter.)

GAME No. (10)

Game played in the Tournament at Zürich, 1934.

White: Dr. M. Euwe. Black: Dr. E. Lasker.

	White	Black
1	P—Q4	P—Q4
2	P—QB4	P—K3
3	Kt—QB3	Kt—KB3
4	B—Kt5	QKt—Q2
5	P—K3	P—B3
6	Kt—B3	B—K2
7	Q—B2	Castles
8	P—QR3	R—K1
9	R—B1	P×P

Lasker's opening has been commonplace in the extreme. Here he disdains the attempt to gain a "tempo" by 9 ... P—QR3 as played in Game No. 3, Grünfeld v. Alekhine.

	White	Black
10	B×P	Kt—Q4
11	B×B	Q×B
12	Kt—K4	KKt—B3
13	Kt—Kt3	

Best. Black can hardly venture on 13 ... P—K4 because of the reply 14 Kt—B5 and, so far, has done nothing towards solving the great problem of the Queen's Gambit, the development of the Queen's Bishop.

13 ...	P—B4
14 Castles	P×P
15 Kt×P	Kt—Kt3
16 B—R2	R—Kt1

A curious-looking move. Lasker wishes to develop his Bishop at Q2, but refrains from the move at once because of the variation 16 ... B—Q2; 17 Q—B7, QR—Kt1; 18 Q—K5, QR—B1 (if 18 ... either Kt—Q4; 19 P—K4, followed by R—B7); 19 Q—QR5 winning a pawn.

| 17 P—K4 | |

So far White has played the opening perfectly, but here he seems to embark on the wrong plan. 17 Q—B7 is no use because of 17 ... Q×Q; 18 R×Q, KKt—Q4, followed by B—Q2 and QR—B1 with equality, but 17 Q—Q2 threatening Q—R5 would make things very difficult for Black. Instead he embarks on a King's side attack which leads to the loosening of vital points in his position.

17 ...	R—Q1
18 KR—Q1	B—Q2
19 P—K5	Kt—K1

A typical Lasker defensive manœuvre. From this square the Knight is a tower of strength guarding as he does the weak square at Q3 as well as that at KB3 which will soon become weakened.

19 ... KKt—Q4 would be answered by 20 Kt—K4, with a fine game.

| 20 B—Kt1 | P—KKt3 |
| 21 Q—K4 | B—R5 |

Provoking the reply P—QKt3 which with its necessary sequel P—QR4 leaves the square QKt5 open to the Black pieces.

| 22 P—Kt3 | B—Q2 |
| 23 P—QR4 | Kt—Q4 |

The Knight is very unpleasant for White. Black now threatens QR—B1 with pressure on QB6.

24	B—Q3	QR—B1
25	B—B4	B—B3

Another very strong move. White is almost compelled to capture after which the square Q4 remains permanently in Black's hands.

26	Kt×B	P×Kt
27	R—Q3	Kt—Kt5
28	R—KB3	R—B2
29	P—R4	QR—Q2
30	P—R5	

This seems premature as it allows Black's Queen to enter the game. Better would be 30 Q—B4, and if 30 ... R—Q5; 31 Kt—K4 followed by P—R5 with some chances of attack still left. After the text move the game is all Black's.

30	...	Q—Kt4
31	R—K1	R—Q5
32	P×P	

Pretty enough. If Black takes the Queen there follows 33 P×BP ch, K—B1; 34 P×Kt=Q ch, K×Q; 35 Kt×R, Q—Kt2; 36 B×P with an overwhelming attack.

32	...	RP×P
33	Q—K2	R—Q7
34	Q—B1	

This in turn allows Black a Queen sacrificing combination. 34 Q—K3 would enable him to put up a longer resistance.

34	...	Kt—B7
35	Kt—K4	Q×P
36	Kt—B6 ch	Q×Kt
37	R×Q	KKt×R
38	R—B1	Kt—K5

The defensive Knight now plays a decisive part in the attack. White is hopelessly lost. If he plays 39 P—B3, Kt—Kt6, wins the Queen, or if 39 R×Kt, R×R; 40 B—Q3, R×B; 41 Q×R, R—B8 ch; 42 K—R2, R—R8 ch; 43 K×R, Kt×P ch and wins.

39	B—K2	Kt—Q5
40	B—B3	Kt×BP
41	Q—B4	Kt—Q6
42	R—B1	Kt—K4
43	Q—Kt4	Kt(K4)×B ch
44	P×Kt	Kt—K7 ch
45	K—R2	Kt—B5 dis. ch
46	K—R1	

If 46 K—Kt8, P—Kt4 wins at once (47 R—B2, R×R; 48 K×R, Kt—Q6 ch).

46	...	R(Q7)—Q5
47	Q—K7	K—Kt2

White is now in a mating net.

48	Q—B7	R(Q1)—Q4
49	R—K1	R—Kt4
50	Q×BP	

Or 50 Q—K7, R—R4 ch; 51 K—Kt1, R—Q7, etc. For a long time the Queen has been helpless against the two Black pieces.

50	...	R—Q1
	Resigns	

GAME No. (11)

Game played at the A.V.R.O. Tournament, 1938.

White: M. Botvinnik. Black: J. R. Capablanca.

1	P—Q4	Kt—KB3
2	P—QB4	P—K3

3	Kt—QB3	B—Kt5
4	P—K3	

As pointed out in the Opening section, it is now generally recognized that this move should be preceded by P—QR3.

4	...	P—Q4
5	P—QR3	B×Kt ch

For now Black can get quite a good game by 5 ... B—K2 as White has shut in his Queen's Bishop.

6	P×B	P—B4
7	BP×P	KP×P
8	B—Q3	Castles
9	Kt—K2	P—QKt3
10	Castles	B—R3

Black's Queen's Bishop has little scope and it is natural to seek an opportunity of exchanging it, but the Knight is left rather awkwardly placed on QR3.

11	B×B	Kt×B
12	B—Kt2	

A curious move since he has no intention of playing P—QB4. Its principal merit is that it allows the Queen's Rook to play to K1 without loss of time. Nevertheless, 12 Q—Q3, P—B5; 13 Q—B2, Q—Q2; 14 P—QR4 seems more natural as the Bishop in some cases might be effectively developed at QR3.

12	...	Q—Q2
13	P—QR4	

If 13 Q—Q3 at once. Then 13 ... Q—R5.

13	...	KR—K1
14	Q—Q3	

This is an integral part of White's plan which is to induce P—B5 and then proceed with an advance of P—K4. Black is almost forced to reply 14 ... P—B5 as 14 ...

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Kt—B2 would be answered by 15 P×P, P×P; 16 P—QB4 with a splendid game.

14 ...	P—B5
15 Q—B2	Kt—Kt1

Black's counter plan is to bring the Knight to QB3, R4, and Kt6, thus winning the QRP. He succeeds in this object but the time taken allows White to launch a dangerous attack on the other wing and Golombek's suggestion 15 ... P—KKt3; 16 QR—K1, Kt—R4; 17 Kt—Kt3, Kt×Kt; 18 RP×Kt, Q—Kt5 followed by P—KB4 is probably better. If, in this, White plays 16 Kt—Kt3, then 16 ... Kt—K5; 17 QR—K1, P—B4, etc.

16 QR—K1	Kt—B3
17 Kt—Kt3	Kt—QR4

If now 17 ... Kt—K5, then 18 Kt—R1, P—B4; 19 P—B3, Kt—B3; 20 Kt—Kt3, P—KKt3; 21 P—K4, etc.

18 P—B3	Kt—Kt6
19 P—K4	Q×P

Both players have accomplished their designs, but White's attack proves just stronger than Black's extra pawn. From now to the end the play is touch and go.

20 P—K5	Kt—Q2
21 Q—B2	

21 P—B4 at once would not be good on account of 21 ... Kt(Kt6)—B4; either forcing the exchange of Queens or the entry of the Knight at Q6.

21 ...	P—Kt3
22 P—B4	P—B4

It is essential to prevent P—B5, at least for the moment.

23 P×P e.p.	Kt×P
24 P—B5	R×R

When under attack it is always a good plan to seek relief

in exchanges and although the policy does not succeed on this occasion, there is no better course. If 24 ... R—KB1, for instance, 25 R—K6 is tremendously strong.

| 25 R×R | R—K1 |
| 26 R—K6 | R×R |

This allows White a tremendously strong passed pawn but there is nothing else to do. If 26 ... Kt—K5; 27 Kt×Kt, P×Kt; 28 P×P wins at once; and if 26 ... K—Kt2, the sacrifice 27 R×Kt is good enough, e.g. 27 R×Kt, K×R; 28 P×P dis. ch, K×P forced; 29 Q—B5 ch, K—Kt2; 30 Kt—R5 ch, K—R3; 31 P—Kt4, Q—B3; 32 B—R3, with a mating attack.

| 27 P×R | K—Kt2 |
| 28 Q—B4 | |

Threatening Kt—B5 ch, etc.

28 ...	Q—K1
29 Q—K5	Q—K2
30 B—R3	

With this move Botvinnik begins a combination at least eleven moves deep, for it is necessary to calculate, not only that he can force the passed pawn home, but that his own King can escape Black's numerous checks.

30 ...	Q×B
31 Kt—R5 ch	P×Kt
32 Q—Kt5 ch	K—B1
33 Q×Kt ch	K—Kt1
34 P—K7	

So far the combination has been comparatively simple, but the method of escaping the checks is by no means easy to see, particularly five moves previously.

34 ...	Q—B8 ch
35 K—B2	Q—B7 ch
36 K—Kt3	Q—Q6 ch

37 K—R4	Q—K5 ch
38 K×P	Q—K7 ch
39 K—R4	Q—K5 ch
40 P—Kt4	Q—K8 ch
41 K—R5	Resigns ·

The finish of this game is a wonderful example of accurate analysis.

GAME No. (12)

Moscow International Tournament, 1935.

White: S. Flohr. Black: G. M. Lissitzin.

1 P—Q4	Kt—KB3
2 P—QB4	P—K3
3 Kt—QB3	B—Kt5
4 P—K3	Castles
5 Kt—K2	P—Q4
6 P—QR3	B—K2

White has played the opening very quietly and Black has now quite an easy playing game. There is little indication of the fireworks to come.

7 P×P

The White Knight is going to play to KKt3 with a possible Kt—B5, and he therefore removes the guard on that square.

7 ...	P×P
8 Kt—Kt3	P—B4
9 B—Q3	Kt—B3
10 Castles	P—KKt3

Not so much to prevent Kt—B5 as to inaugurate a King's side attack by P—KR4. This is an unsound idea as it involves too much exposure of his King, but it leads to a very interesting game. Safer would be 10 ... P×P; 11 P×P, Kt×P; 12 B×P ch, K×B; 13 Q×Kt, B—K3, with equality.

11 P×P

To open the long diagonal QR1—KR8 for the Queen's Bishop.

11 ...	B×P
12 P—QKt4	B—Q3
13 P—Kt5	

The natural looking 13 B—Kt2 would be answered by 13 ... Kt—K4; 14 B—K2, Kt—B5, practically forcing the exchange of Bishop for Knight. Before developing the Bishop Black wishes to make White commit himself with the Knight.

13 ...	Kt—K4
14 B—K2	Kt(K4)—Kt5

Black is determined to secure a King's side attack. 14 ... Kt—B5 would be bad on account of 15 Kt×P, B×Kt; 16 B×Kt. After the text, however, 15 Kt×P is bad on account of 15 ... B×Kt; 16 B×Kt, B×B; 17 Kt×Kt ch, Q×Kt, etc.

15 B—Kt2	P—KR4

In spite of the weaknesses in his position, Black's attack is now distinctly menacing. Both P—R5 and Kt×RP are threatened.

16 P—R3	P—R5

Black cannot win a pawn here by 16 ... Kt×KP because of 17 P×Kt, B×Kt; 18 Q—Q4 with an overwhelming attack on the long black diagonal.

17 P×Kt

This exposes his own King, but the disappearance of the Knight makes the attack along the long diagonal very menacing. The weakening effect of Black's P—KKt3 is now clearly seen.

17 ...	P×Kt
18 Q—Q4	

Threatening immediate destruction by Kt×QP but Black finds an ingenious counter.

| 18 ... | Kt—Q2 |

Defending the pawn by removing its only guard. If White replies 19 Kt×P, B—K4; 20 Q—Q2, Q—R5, and Black's attack is there first.

19 P—Kt5

Equally ingenious. The pawn is sacrificed so that the "desperado" Knight which obstructs White's long diagonal may move away with an attack on the Queen.

| 19 ... | P×P ch |

If 19 ... Q×P; 20 Kt—K4, Q—R3; 21 Kt×P, and Black's attack is over. Nevertheless, this was probably his best course as he can then eliminate the dangerous Bishop by 21 ... B—K4.

| 20 R×P | B—K4 |
| 21 Q—KR4 | |

Much stronger than 21 Q×QP. Although Black has got rid of the diagonal attack, his King is still exposed and White visualizes an attack by P—Kt3 and R—KR2.

| 21 ... | Kt—Kt3 |
| 22 P—Kt3 | P—B4 |

Now the threat of R—R2 forces Black to further weaken his King's position.

| 23 P×P e.p. | B×P |
| 24 Q—R6 | B—Kt2 |

He cannot defend the KKtP. If 24 ... Q—K1; 25 R×B, R×R; 26 Kt—K4 and wins, or if 24 ... B—B4; 25 R×B, P×R; 26 Q—Kt6 ch, B—Kt2; 27 Kt—K4, followed by Kt—Kt5, etc.

| 25 Q×P | R×R |

Black is not without hopes. He naturally thinks that White must recapture the Rook, whereupon he finally puts an end to the attack with Q—B3 ch. White, however, has a beautiful surprise in store.

<div align="center">

26 Kt—K4

</div>

A beautiful move which dashes Black's hopes to the ground. Black's best reply is probably 26 ... Q—K2, but after 27 Kt×R, threatening B—Q3, his chances would be small indeed.

| 26 ... | R—B2 |
| 27 Kt—Kt5 | R—B3 |

Although this loses the Queen it is the only possible move. If 27 ... R—K2, Q2, or B2; 28 R—KB1, followed by mate. If the Queen defends the Rook 28 Q—R7 ch is decisive.

28 B×R	Q×B
29 Q—R7 ch	K—B1
30 R—KB1	Q×R ch
31 B×Q	B—Q2
32 Q—Kt6	B—K1
33 Q—B5 ch	K—Kt1
34 B—R3	Resigns

There is no possible defence to the threat of Q—R7 ch and Kt—K6 ch. A fine cut and thrust game.