



# Chess

*For*  
AMATEURS

*how to improve your game*

FRED REINFELD



# CHESS FOR AMATEURS

HOW TO IMPROVE YOUR GAME

BY

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"CHESS MASTERY BY QUESTION AND ANSWER"

"PRACTICAL END GAME PLAY"

"THE ELEMENTS OF MODERN CHESS STRATEGY"

ETC.

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THE PAPER AND BINDING OF  
THIS BOOK CONFORM TO THE  
AUTHORIZED ECONOMY STANDARDS

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# INTRODUCTION

## I

THAT inveterate ironist and paradox-monger, Dr. Tartakover, loves to describe himself as "the old routineer." To anyone who is familiar with Tartakover's games, calling him a routine player is fantastically incongruous. His mercurial temperament shies away from the conservative, the obvious, the traditional, the commonplace, the well-trodden paths; he loves the unusual, the strange, the unexpected, the bizarre; it is his special delight to give a game a totally original twist. He is not afraid of getting into difficult, dangerous, or even lost positions; for he is an agile squirmer, a fabulous tight-rope walker, a player rich in resources and stratagems and unique saving clauses. So great are his courage and confidence and love of unhackneyed play, that he has always championed and adopted those openings which have generally been considered inferior.

And yet there is a sense in which Tartakover—like all other masters—is a routine player; in this sense, paradoxically enough, the amateur is far from a routine player; he plays highly original chess!

This distinction, introduced so playfully, is nevertheless of prime importance. The most valuable attribute of a good player is the ability, when confronted with any given position, to find the best move available, or at least one of the better moves. Now, just how does one find these superior moves?—what is the process involved? The method used is invariably the same, whether it is applied knowingly or unknowingly, intentionally or unintentionally.

The utilization of this method depends on the fact that in the past 150 years or so there has been assembled a vast body of chess theory. This theory is made up of rules of thumb which are true *generally, other things being equal*. Thus



we have such propositions (always bearing in mind the foregoing limiting phrases) as the following: it is advantageous to have two Bishops against a Bishop and Knight; or, a Rook is strongly posted on the seventh rank; or, one should be chary about advancing one's Pawns indiscriminately; and the like. Of course, for the stronger player, these propositions tend to be refined into more *precise* and more *personal* attitudes; for the weaker player, who has a less developed faculty, these generalizations are blunt weapons, rough and ready aids. But the amateur's great difficulty is that very often he does not even know of these general laws!

Now to apply these considerations concretely to the process of analysing a given position: this process has two inter-related aspects. To get at the heart of the position, one must grasp how this position *resembles* all other positions of the same general kind, and then one must conclude how the given position *differs* from all others of the same general kind. For the master, thoroughly familiar with general principles, it is a simple matter to understand the generalized character of the position; and similarly, his experience, his knowledge and his ability facilitate the problem of differentiating the position from all others, of fastening on its salient points, of hunting out all the unique quirks, of sizing up the possible difficulties, pitfalls, and technical problems. For the amateur, on the other hand, the problem is one of inordinate difficulty. Since he does not know the general rules, or comprehends them only in a vague way, the position is a sea of confusion, a blur which cannot be focused into clarity because he lacks the knowledge to put the position's component factors into clear and accurately proportioned perspective. Even granting that he may know enough of general principles to have a fairly good idea of the nature of the position, it is still possible and indeed likely that he will stumble when he comes to consider the specific needs of the position.

Worse yet: if he lacks a *methodical* approach to the problem



of finding the right move, he may not even look for a general principle; he gropes painfully and aimlessly for what he hopes will be a good move. He does not have some guiding idea which, however slight, will carry him along from move to move; but at each turn must again seek to orientate himself. It is therefore no wonder that when amateurs do hit on the right moves they sometimes do so for the wrong reasons—a dangerous, because undependable, approach to chess play. One may well say of many amateurs' games that they are like those duels in the Foreign Legion which are fought in the dark with each man holding a knife in one hand and a lantern in the other.

Thus we see that whereas the amateur has a nerve-wracking problem on every move (that is, if he is conscious of his shortcomings and eager to improve), the master on the other hand has a much easier time of it. His experience informs so much of his play that he sums up positions *intuitively*. Professor Whitehead describes this state of affairs pithily in his *Introduction to Mathematics* when he writes: "It is a profoundly erroneous truism, repeated by all copy-books and by eminent people when they are making speeches, that we should cultivate the habit of thinking of what we are doing. The precise opposite is the case. Civilization advances by extending the number of important operations which we can perform without thinking about them."

This may seem a fantastic notion at first blush, but there is a great deal of truth in it. People who are *learning* to swim or to ride a bicycle or to use the touch system on the typewriter, must indeed think about it, and think hard. But those who have mastered these activities, those who are skilful swimmers or cyclists or typists—they do not think about it; they "just do it." The great chess master who has mastered the technical requirements for chess ability, has thus freed his brain for the higher functions of chess artistry which are expressed in exquisite combinations, in



profound manoeuvres, in crystalline end-game play which enchants us with its economy of means.

The chess master, no matter how great his aptitude, had to go through a painstaking apprenticeship which made it possible for him to size up positions, to weigh possibilities, to detect flaws and to see through traps—to do all these things intuitively. If he had to look at each position as if it were the only one of its kind, if he had no backlog of experience, he would be in the position of a man who sets out to demonstrate all the propositions of Euclidean geometry without knowing the basic axioms and postulates; he would, in short, be in the position of the vast majority of chess amateurs.

## II

The object of this book is, therefore, to enable the student to find out very rapidly and easily what he ought to look for in his games, and to school himself to discover his weaknesses and to eradicate them. One of the most exasperating trials of amateurs, for example, is that they are exceedingly prone to make oversights or to overlook the best continuations. This book therefore calls attention *again and again* to this fault. There can be no doubt that once the reader has been exposed to such an extremely intensified preoccupation with specific kinds of blunders, he will be on the look out for these mistakes in his own games.

It will be useful for the reader to be clear from the very beginning about the points which will be stressed in this book—

(I) Always strive to avoid oversights. They are an ever-present danger. Before every move, take “a last look around” to make certain that you have left nothing *en prise*. This may sound like a laborious process, but with practice it will come very rapidly—as in the case of the master, it will become second nature.



(II) Don't play the first move that comes into your head. First see whether it is an oversight (as mentioned before) and then see whether it fits in with the general demands of the position. This, too, will come easier to you with practice.

(III) Keep a sharp eye on the Pawn position. It will be of the greatest help to you in giving you hints of the latent possibilities in your game, of suggesting things that can or need to be done; and in addition, it will indicate the possibilities available to your opponent.

(IV) Try as early as possible to formulate a plan—not a grandiose or far-reaching one, but just enough to give you something to go on. If you try to have a general view of the situation, duly modified from move to move as circumstances change, your play will be strengthened immeasurably.

Taken by themselves as they are listed here, these four points may well appear to be no more than sterile platitudes. But the author will hammer away at them again and again in the book, and the student can expedite his development by constantly searching for applications of these principles.

### III

I believe that this book is the first in the history of chess literature to be made up exclusively of amateurs' games, and an explanation is therefore in order. Many players have often complained to me that while they greatly enjoy playing over master games, they do not find that this strengthens their game appreciably. I believe that this is quite true, the reason being, of course, that the masters' games abound in play which is so complex and subtle; they exist in so rarefied an atmosphere (from the amateur's point of view) that there is relatively little in them which can be of use to the amateur from a didactic and pedagogical standpoint.

The present book is therefore an endeavour to help the aspiring amateur by giving him just the kind of games that are played by himself and his circle of intimates. In the



games of this book the reader will find many mistakes of just the kind that are repeatedly committed by himself and players of his calibre. It is the writer's desire to help the reader by continually pointing out these mistakes, by explaining their nature, by training him to avoid these errors and to exploit them when made by his opponents.

In this way the reader will not only increase his playing strength considerably, but he will be in a position to derive both pleasure and instruction from the beautiful games of the great masters.

As further assistance to the student, the games which comprise the bulk of the volume have been supplemented by a number of diagrammed positions from actual play, in the study of which he may obtain additional practice in the evaluation of puzzling situations.

#### IV

This book was specifically written with war conditions in view. With leisure more of a luxury than ever, it has become essential to enable the novice to attain a fair degree of playing ability and genuine enjoyment in a much shorter time than would have been necessary in earlier times. Although the work was originally conceived and planned more than six years ago, its completion did not become possible until very recently. But I believe that the book could not have appeared at a more appropriate time for helping more people to savour the keen enjoyment that chess offers to its devotees.

FRED REINFELD.

NEW YORK, 1942.



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# CHESS FOR AMATEURS

## HOW TO IMPROVE YOUR GAME

### LESSON I

THIS is obviously a contest between two near-beginners. Both players drift aimlessly, neglect their development; no move stands in a logical relationship to its predecessor or sequel.

While these players cannot be expected to produce any better chess than is warranted by their limited experience and knowledge, the game may nevertheless serve as a horrible example of planless play. Some of us play that badly, *but we are probably too preoccupied during a game* to realize just how bad such moves are. Hence this game gives us the proper perspective, and makes us understand the need for improvement.

#### KING'S PAWN OPENING (irregular)

WHITE

BLACK

1 **P-K<sub>4</sub>**

**P-K<sub>3</sub>**

(a) What would you say is the purpose of this move, and why does Black choose it instead of . . . P-K<sub>4</sub> . . . ?

2 **P-Q<sub>4</sub>**

**P-QB<sub>3</sub>**

(b) Comment on this move.

3 **Kt-KB<sub>3</sub>**

**Kt-B<sub>3</sub>**

(c) Suggest alternatives.

(d) How should the text be answered?

4 **B-KKt<sub>5</sub>**

(e) Is this best?

4 . . .

**P-KR<sub>3</sub>**

5 **B-KB<sub>4</sub>**

(f) Comment?

5 . . .

**Kt-R<sub>3</sub>**



(g) Comment on this move in its general strategical implications and its specific value in this position.

6 **B-B<sub>4</sub>**

(h) Same question as the previous one.

6 . . .

**P-Q<sub>4</sub>**

(i) State the objection to . . . Kt×P.

7 **B-Q<sub>3</sub>**

(j) Is this best?

7 . . .

**Kt×P**

(k) Should Black have played . . . B-Kt<sub>5</sub>ch instead?

8 **O-O**

**Kt-Kt<sub>5</sub>**

(l) Comment.

9 **Kt-K<sub>5</sub>**

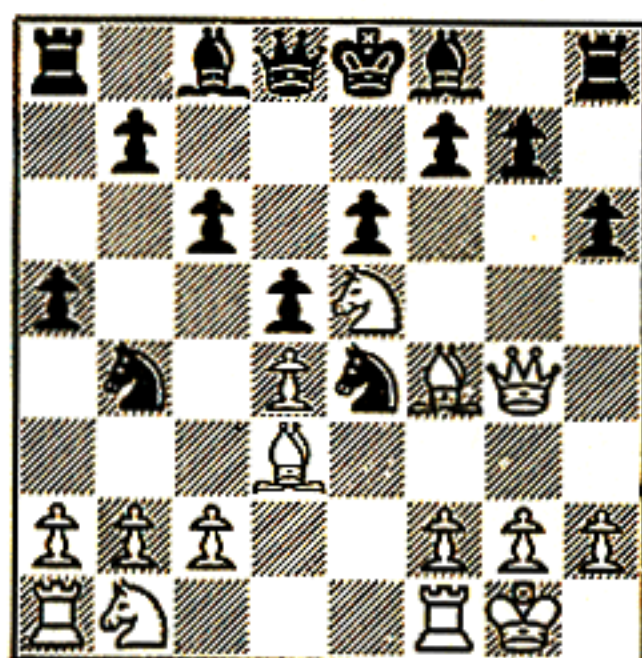
**P-QR<sub>4</sub>**

(m) Explain why this move is useful and suggest a feasible alternative.

10 **Q-Kt<sub>4</sub>**

HOW CAN BLACK REMOVE  
THE PRESSURE ON HIS  
KKtP?

BLACK



WHITE

(Position after 10 Q-Kt<sub>4</sub>)

10 . . .

**P-KB<sub>4</sub>??**



(n) Loses outright. Show how Black can ward off the attack.

11 **Q-Kt6ch**

**K-K2**

12 **Q-B7ch**

**K-Q3**

13 **Kt-B4** mate



## LESSON II

HERE is another game which is almost as bad as the first. These players are more familiar with the need for development, and even take some tentative steps in that direction. But their play is still deplorably ill-judged.

The most serious kind of mistake that one finds in the following game is neglect of capturing opportunities. It has to be emphasized unceasingly that at every single move a player's most fundamental task is *to ascertain whether any force on either side is liable to capture*. The present game, with its numerous and glaring missed opportunities, should impress the reader with the need of turning this examination into an automatic, matter-of-fact playing trait.

### KING'S PAWN OPENING (irregular)

WHITE

BLACK

1 P-K<sub>4</sub>

P-K<sub>4</sub>

2 P-Q<sub>3</sub>

(a) Comment on this move.

2 . . .

Kt-QB<sub>3</sub>

3 Kt-QB<sub>3</sub>

Kt-B<sub>3</sub>

4 B-Kt<sub>5</sub>

(b) What would be the argument in favour of P-B<sub>4</sub> at this point?

4 . . .

P-Q<sub>3</sub>

5 Kt-B<sub>3</sub>

B-Kt<sub>5</sub>

6 Kt-Q<sub>5</sub>

(c) What value does this move have?

6 . . .

B-K<sub>2</sub>

7 B-K<sub>2</sub>

(d) Is this move a mistake? Reason for your answer.

7 . . .

O-O



- (e) What would you have played instead of this move?

8 O-O

- (f) Comment on this move, in relation to the 7th moves on each side.

8 . . .

P-KR<sub>3</sub>

- (g) Why does Black decide against 8 . . . , Kt×Kt . . . ?

9 Q-Q<sub>2</sub>

- (h) What would you have played instead of this move?

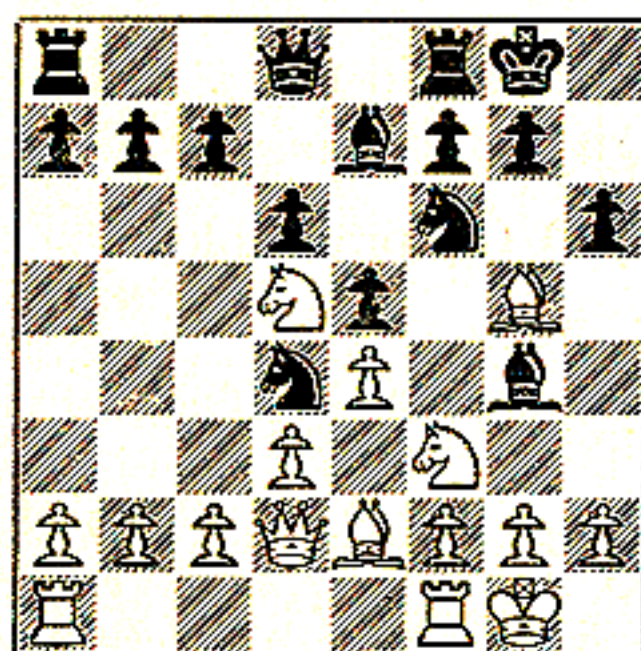
9 . . .

Kt-Q<sub>5</sub>

- (i) Has Black anything better?

WHAT OBVIOUS MOVE HAVE  
BOTH PLAYERS OVERLOOKED?

BLACK



WHITE

(Position after 9 . . . , Kt-Q<sub>5</sub>)

10 P-KR<sub>3</sub>

- (j) Comment?

10 . . .

B×Kt

11 B×B

- (k) Was 11 Kt×Bch better?

11 . . .

Kt×Bch

12 P×Kt

P×B

13 K-Kt<sub>2</sub>

(l) Should not Black play 13 Q×P in order to get at least a Pawn for the piece?

13 . . .

P-B3

(m) What is the objection to guarding the Pawn at KKt4?

14 Kt-K3

(n) Similarly, what is the objection to capturing the KKtP after Kt×Bch . . .?

14 . . .

P-Q4

15 P-Q4

(o) What is the best way of answering this move?

15 . . .

KP×P

16 Q×P

P-B4

(p) Why does Black avoid 16 . . . , P×P . . .?

17 Q-Q2

(q) Why was 17 Q-Q3 preferable?

17 . . .

P-Q5

(r) What do you suppose is Black's reason for avoiding . . . P×P . . .?

18 Kt-Kt4

Kt-R4

19 R-R1

Q-Q2

20 QR-K1

P-Kt4

21 Kt-K5

Kt-B5ch

(s) Is this move as strong as it looks?

22 K-Kt1

(t) Consider alternatives.

22 . . .

Q-Q3

23 Kt-Q3

P-B5

24 P-K5

Q-K3

25 Kt×Kt

P×Kt

26 Q×BP

QR-6

27 P-KR4

P-QQ



(u) What is the object of this move?

28 **P-B<sub>3</sub>**

**P-Kt<sub>5</sub>**

29 **R-K<sub>4</sub>**

(v) What is the objection to this move, both on specific and general theoretical grounds?

29 . . .

**P-Q<sub>7</sub>**

30 **R-Q<sub>4</sub>**

**P-Q<sub>8</sub>(Q)ch**

31 **K-Kt<sub>2</sub>**

**Q × QR**

32 **P × Q**

**Q-Kt<sub>3</sub>ch**

33 **Q-Kt<sub>3</sub>**

**R × P**

34 **P-R<sub>5</sub>**

**Q-B<sub>4</sub>**

35 **R-R<sub>4</sub>??**

**R × R**

Resigns

## LESSON III

By now we have reached the stage where both players, whatever the disparity in their abilities, take the need for development for granted. It is true that White has by no means mastered this concept, as he generally brings out pieces at the wrong time (7 Q-B2?) and often as not puts them on the wrong squares (the later B-Kt5?). But Black, on the other hand, shows us in a very simple and impressive way the effectiveness of well-planned development.

Note how every Black developing move is satisfactory, in the sense that he is not forced to conclude subsequently that he should have played a piece to some other square; note how every piece accomplishes some useful task sooner or later; note how Black castles fairly early in the game, and his King is always secure—whereas White never castles and his King is finally in danger; note how White's faulty development eventually leads to strategical weaknesses, whereas Black's impeccable development not only avoids weaknesses, but also confers attacking possibilities. Such are some of the many benefits of superior development.

Two other features of this game which deserve careful study are: (1) the theory of weak squares, exemplified by the state of White's white squares after his KB departs; (2) the need for conducting a *won game* with all the exactitude and all the loving care that were lavished on *building up* that won position!

### ENGLISH OPENING

WHITE	BLACK
1 P-QB4	Kt-KB3
2 P-KKt3	P-B3
3 Kt-QB3	

For reasons that will soon be apparent, this move is out of place in the contemplated fianchetto system. A better course was 3 B-Kt2, and if 3 . . . , P-Q4; 4 P-Kt3.

3 . . .	P-Q4
---------	------



(a) How does this reveal that White's last move is faulty?

4 **P×P**

(b) Why does White decide against an immediate 4 **P-Q<sub>4</sub>**, and why does the text have a favourable effect on Black's development?

4 . . .  
5 **P-Q<sub>4</sub>**

**P×P**  
**P-K<sub>3</sub>**

(c) We have already learned that such moves must be played sparingly when they tend to block a Bishop's diagonal; why then doesn't Black postpone the text in favour of 5 . . . , **B-B<sub>4</sub>** . . . ?

6 **Kt-B<sub>3</sub>**  
7 **Q-B<sub>2</sub>**

**Q-Kt<sub>3</sub>**

(d) Why is this move played, and what would you suggest as a preferable alternative?

7 . . .

**Kt-B<sub>3</sub>**

(e) What is the two-fold purpose of this move?

8 **P-K<sub>3</sub>**

(f) Can you see why this move is weakening? Note that it is the result, to a certain extent, of White's 7th move.

8 . . .  
9 **B-Q<sub>2</sub>**

**B-K<sub>2</sub>**

(g) What would be a more effective way of continuing White's development?

9 . . .

**B-Q<sub>2</sub>**

(h) Why is this move stronger than the corresponding move just made by White?

10 **R-B<sub>1</sub>**

**QR-B<sub>1</sub>**

(i) Who has the stronger position on the QB file?

11 **Kt-QR<sub>4</sub>**  
12 **B-Kt<sub>5</sub>**

**Q-Q<sub>1</sub>**

(j) Evidently an oversight, for how is White to meet 12 . . . , **Kt×P** . . . ? Aside from that, what is the strategical significance of the text?

12 . . .

**O-O**

(k) Does this involve any threat?

13 **Kt-B5**

**B × Kt**

14 **P × B**

(l) What is the drawback to this move? Is 14 **Q × B** better?

14 . . .

**P-QR3**

(m) This appears to be waste of time. Why not . . . **P-K4** at once?

15 **B-Q3**

(n) Evaluate the alternatives 15 **B-K2** and 15 **B × Kt**.

15 . . .

**P-K4**

(o) Threat? Relate this move to your previous answer.

16 **B-B5**

(p) Should he have played **B-K2** instead of the text?

16 . . .

**P-K5**

17 **B × B**

(q) Would 17 **Kt-Q4** have been preferable?

17 . . .

**Kt × B**

18 **Kt-Q4**

**Kt(2)-K4**

(r) The threatening position of this Knight shows that White's play has been faulty in what respect?

19 **K-K2**

(s) Would 19 **O-O** have been better? The fact that White has not yet castled at this late stage indicates that several of his moves were waste of time. Which earlier moves of his would you select as the most wasteful, which could have been replaced more usefully by castling?

19 . . .

**Q-B3**

(t) What is the object of this move?

20 **P-B4**

(u) Would 20 **KR-B1** have been better?

20 . . .

**P × P e.p.ch**

21 **K-B1**

**Kt × Kt**

22 **P × Kt**

**Kt-B3**

23 **Q-Q3**

**Kt × P**



(v) Why is this somewhat risky, in comparison to the alternative 23 . . . , Q×P . . . ?

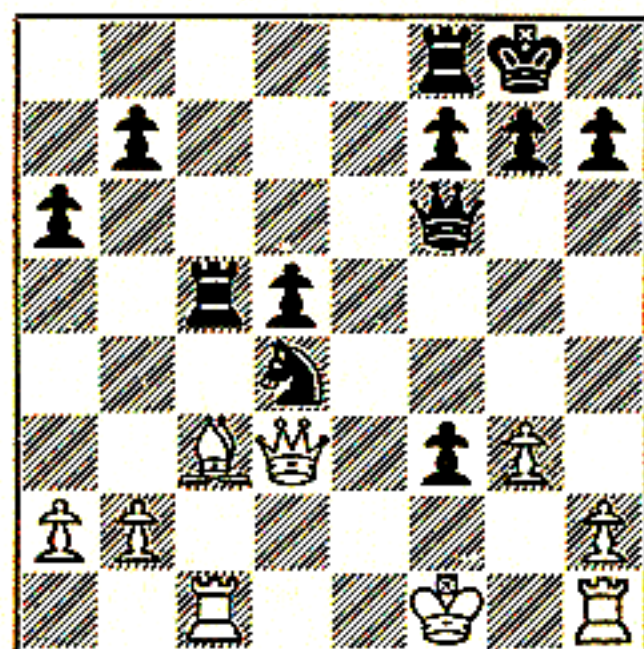
24 B-B3

R×P

(w) A mistake. What was the correct move?

HOW CAN WHITE TURN  
THE TABLES?

BLACK



WHITE

(Position after 24 . . . , R×P)

25 B×Kt

(x) Is this best?

25 . . .  
26 K-B2

R×Rch  
R-B7ch

(y) What was a more exact move?

27 Q×R  
28 K×P  
29 R-Q1

Q×Bch  
P-B4

(z) This shortens White's resistance because . . . ?

29 . . .  
30 Q×Q

Q-K5ch  
BP×Qch

White resigns, as he is helpless against Black's material superiority.

## LESSON IV

IN this game we approach the point where development becomes generally, but not always, purposeful. An important feature is the emphasis on the Pawn structure as an indication of the future course of the game. It is the Pawn configuration which emerges out of the opening play that tells the master how to foresee, how to plan, how to proceed, and . . . what to avoid.

As will be seen, neither player fully exploits his chances once the critical stage is reached. Once again we stress this vital point: when you feel that victory is within your grasp, you must not relax; but on the contrary, you must strive for greater accuracy and vigour than in even the previous part of the game.

### GIUCO PIANO

WHITE	BLACK
1 <b>P-K<sub>4</sub></b>	<b>P-K<sub>4</sub></b>
2 <b>Kt-KB<sub>3</sub></b>	<b>Kt-QB<sub>3</sub></b>
3 <b>B-B<sub>4</sub></b>	<b>B-B<sub>4</sub></b>
4 <b>Kt-B<sub>3</sub></b>	<b>Kt-B<sub>3</sub></b>
5 <b>P-Q<sub>3</sub></b>	

(a) What kind of game is likely to evolve from this position?

5 . . . **P-KR<sub>3</sub>**

(b) Why does Black play this move? Is it necessary?

6 **O-O** **P-Q<sub>3</sub>**

7 **Kt-Q<sub>5</sub>**

(c) What do you think of this move, which, if you recall, was also played in Game No. 2? What was a suitable alternative?

7 . . . **Kt × Kt**  
8 **B × Kt**



(d) Was 8 P×Kt preferable?

8 . . .  
9 B×B

B-K<sub>3</sub>

(e) What valuable advantage does this give Black? What move would therefore have been preferable for White?

9 . . .  
10 P-QKt<sub>3</sub>

P×B

(f) Why is this move quite out of place?

10 . . .  
11 B-Kt<sub>2</sub>

O-O  
Q-B<sub>3</sub>

(g) What is the object of this move, both in its immediate effect and its long-view significance?

12 Q-K<sub>2</sub>

P-QR<sub>4</sub>

(h) Can you see how this move might prove useful, despite the fact that Black never follows it up in the game?

13 P-B<sub>3</sub>

(i) What is White aiming for, and why is the contemplated move necessary?

13 . . .

K-R<sub>2</sub>

(j) What does this move accomplish? Could Black have proceeded differently?

14 Q-B<sub>2</sub>

(k) Two reasons why this move is useless. Better was . . . ?

14 . . .

Q-Kt<sub>3</sub>

(l) Threat?

15 Kt-R<sub>4</sub>  
16 P-Kt<sub>3</sub>

Q-Kt<sub>4</sub>

(m) Would it not be better to play Kt-B<sub>3</sub>, avoiding any weakness in the Pawn structure?

16 . . .

R-B<sub>5</sub>?

(n) A mistake, as will be seen. Indicate a better course.

17 **B-B1**

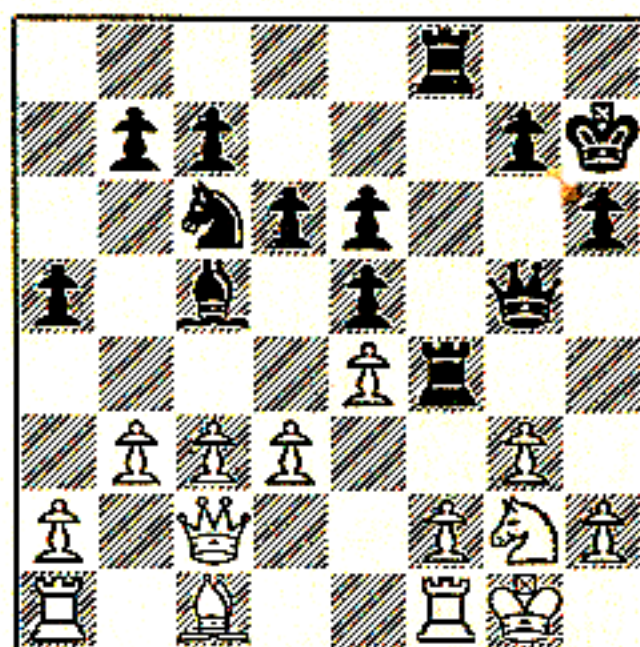
**QR-KB1**

18 **Kt-Kt2**

(o) What other could have been played? Is it as good as the text?

CAN BLACK SAVE HIS  
ADVANCED ROOK?

BLACK



WHITE

(Position after 18 Kt-Kt2)

18 . . .

**R×P**

19 **R×R**

(p) How would 19 B×Q be answered?

19 . . .

**R×R**

20 **P-Q4**

(q) How would play proceed after 20 B×Q, etc.?

20 . . .

**R×Q**

21 **B×Q**

**P×P**

22 **P×P**

(r) This should lose quickly, but would 22 B-B1 or 22 Kt-K1 offer satisfactory defences?

22 . . .

**Kt×P**



(s) With the formidable threat of . . . Kt×P dis ch or . . . Kt-B6ch. Nevertheless, the text is not the most exact continuation, because . . .?

23 **B-Q8?**

(t) Missing the best line, which was . . .?

23	. . .	<b>Kt-B3 dis ch</b>
24	<b>K-B1</b>	<b>R-B7ch</b>
25	<b>K-K1</b>	<b>R×Kt</b>
	Resigns	

## LESSON V

WHEREAS the future trend of the previous game was determined by the exchange of Bishops on the ninth move, here the basic outlines of the present game are clearly indicated as early as Black's *second* move! Unfortunately, both players overlook the valuable hints that are signalled by this move, with the result that neither player adopts the strategy which his position calls for.

Later on, however, this purely strategical motif becomes intertwined with a tactical weakness in White's position. When the latter fails to eliminate this weakness, the first result is that Black achieves his *strategical objective* by taking advantage of White's tactical weakness. When White thereupon still fails to remove the weakness in his game, it is thereupon exploited in *tactical* fashion. A most instructive game.

### QUEEN'S GAMBIT DECLINED

WHITE	BLACK
1 <b>Kt-KB<sub>3</sub></b>	<b>P-Q<sub>4</sub></b>
2 <b>P-B<sub>4</sub></b>	<b>P-K<sub>3</sub></b>
3 <b>P-Q<sub>4</sub></b>	<b>Kt-KB<sub>3</sub></b>

(a) Many years' experience with this variation has shown that Black obtains a satisfactory position with it. Nevertheless, Black's second move immediately directs our attention to what vital strategical problem?

4 <b>B-Kt<sub>5</sub></b>	<b>B-K<sub>2</sub></b>
5 <b>Kt-B<sub>3</sub></b>	<b>QKt-Q<sub>2</sub></b>
6 <b>P-K<sub>3</sub></b>	<b>P-B<sub>3</sub></b>
7 <b>Q-B<sub>2</sub></b>	<b>O-O</b>
8 <b>B-Q<sub>3</sub></b>	<b>P×P</b>
9 <b>B×P</b>	<b>R-K<sub>1</sub></b>



(b) Since White manifestly has a freer position, Black's policy should be? This would lead to the solution of the problem mentioned in the previous question in what manner?

10 O-O

Q-B2

(c) Black could still free himself with . . . ?

11 QR-B1

Kt-B1

(d) This is inferior because . . . ? Black should therefore have played . . . ?

12 Kt-K4

(e) And this is incorrect strategy because . . . ? Hence White should have played . . . ?

12 . . .

Kt x Kt

13 B x B

Q x B

14 Q x Kt

B-Q2

(f) The effect of White's 12th move has been . . . ? Nevertheless Black is still saddled with what difficulty?

15 KR-Q1

QR-Q1

16 P-QR3

B-B1

17 B-R2

K-R1

18 Q-B4

(g) What was the object of the last moves on either side?

18 . . .

Kt-Kt3

19 Q-Kt3

P-B3

(h) The object of Black's strategy is to free himself with either . . . P-K4 or . . . P-QB4. Could he have played either move just now?

20 B-Kt1

Kt-B1

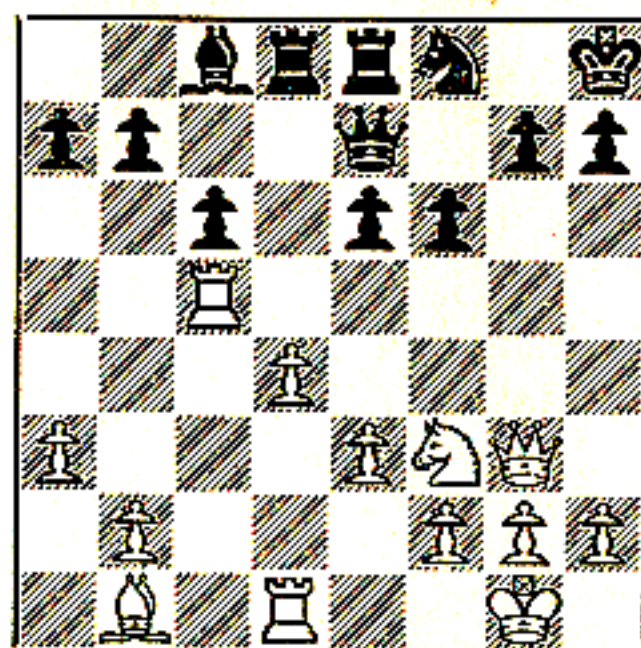
21 R-B5

(i) What do you think of this move?

(j) Do you think 21 P-R3 should have been played? Could Black have played 21 . . . , P-K4, or 21 . . . , P-QB4 in reply to 21 P-R3 . . . ?

HOW SHOULD BLACK  
PROCEED?

BLACK



WHITE

(Position after 21 R-B5)

21 . . .

**P-K4**

(k) This certainly appears logical, but is it best?

22 **R(1)-QB1**

(l) What should have been White's prime consideration here?

(m) What have White and Black accomplished as regards Black's primary strategical goal?

(n) Do you consider that the manoeuvre Q-B4-Kt3 was advantageous for White?

22 . . .

**P × P**

23 **Kt × P**

(o) How is 23 P × P answered?

23 . . .

**R × Kt!**



(p) Can this Rook be captured? Review the last few questions in the light of your reply to this query.

24 **Q-B3**

A final blunder, but the game was already lost.

24 . . .  
Resigns

**B-Kt5**

(q) In view of the fact that after 24 Q-Kt3, R-R5; 25 P-Kt3, White would regain his piece, why does he resign?

## LESSON VI

THIS game drives home with inexorable logic the two chief points on which we have been concentrating thus far: the need for well-considered development and the importance of the Pawn configuration—especially one that contains an irrevocable weakness. The way in which these two elements are linked together, and the manner in which they finally lead to a neatly executed mating attack, exemplify Lasker's famous remark that if one plays well in the positional sense, the combinations will come of themselves.

### CENTRE COUNTER GAMBIT

WHITE	BLACK
1 <b>P-K<sub>4</sub></b>	<b>P-Q<sub>4</sub></b>
2 <b>P×P</b>	<b>Kt-KB<sub>3</sub></b>

(a) What do you suppose is Black's motive for discarding the normal 2 . . . , Q×P in favour of the text?

3 **P-QB<sub>4</sub>**

(b) Evidently he wants to retain the Pawn. Consider the effects of 3 B-Kt5ch or 3 P-Q<sub>4</sub>.

3 . . .	<b>P-B<sub>3</sub></b>
4 <b>P×P</b>	

White could also have returned the Pawn with 4 P-Q<sub>4</sub>, P×P; 5 Kt-QB<sub>3</sub>, and this was doubtless the best course now available.

4 . . .	<b>Kt×P</b>
5 <b>Kt-KB<sub>3</sub></b>	<b>P-K<sub>4</sub></b>

(c) What kind of compensation does Black have for the sacrificed Pawn?

6 <b>P-Q<sub>3</sub></b>	<b>B-QB<sub>4</sub></b>
7 <b>B-K<sub>3</sub></b>	<b>Q-Kt<sub>3</sub></b>



(d) Would 7 . . . , B×B; 8 P×B, Q-Kt3 have been stronger?

8 B×B  
9 Kt-B3

Q×B  
B-B4

(e) What induces Black to play this move?

10 B-K2

R-Q1

(f) As you examine this position, are you satisfied with your answer to the question after Black's 5th move?

11 O-O  
12 Kt-K1

P-K5

(g) Would White have done better to play 12 P-Q4 . . . ?

12 . . .

O-O

(h) Why not 12 . . . , P×P; 13 B×P, Kt-QKt5, which is the logical conclusion of the play in the Q file?

13 Q-Kt1

(i) In this way he gets rid of the pin on the Q file, but runs into what new difficulty?

13 . . .  
14 B×P

P×P

14 B-B3, Q×P is also much in Black's favour.

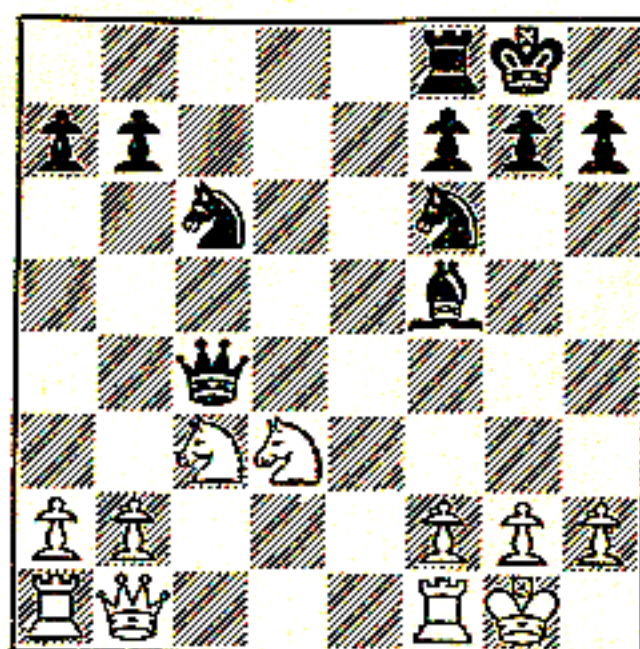
14 . . .  
15 Kt×R

R×B!  
Q×P

(j) How would play now proceed after 16 Kt-K5 . . . ?

CAN WHITE EXTRICATE  
HIMSELF FROM THE PIN?

BLACK



WHITE

(Position after 15 . . . , Q×P)

16 R-Q1

17 Kt-K5

Kt-QKt5

Q-B5

All very powerfully played by Black.

18 Kt-Q3

(k) As this leads to forced loss, it would have been relatively better to play . . . ?

18 . . .

19 R×Kt

20 P-KR3

Kt×Kt

Kt-Kt5

(l) This leads to a forced mate. Would 20 R-B3 have been better?

20 . . .

21 K-B1

22 Kt-K2

23 Kt-Kt1

Q-R7ch

R-K1

Q-R8ch

Kt-R7 mate

A pleasing finish to a very well played game.



## LESSON VII

WHILE the systems of development adopted by each player in this game have their inconsistencies and imperfections, the progress of the play is most instructive by reason of the fact that on each side the middle game play logically carries out the implications of the respective development. In White's case, he strives with might and main to execute an attack which relies for success on a Pawn target previously—and needlessly!—created by Black. As for the latter, he directs his efforts at a counter-attack against the White King, which is precariously situated in the centre.

Black should have had the better of it, because of his vital advantage of being able to utilize his King's Rook *simultaneously for both attack and defence*. Failing to realize the value of this combined function, he relaxed his attention for only one move, neglected the defence in order to prosecute the attack exclusively—and that faulty policy at once cost him the game.

Because such games are so exciting, they tend to carry us away in the heat of the battle; the judgment which built up an attack coolly and discriminatingly is violently overturned at the most critical moment, when it is needed most urgently.

### SICILIAN DEFENCE

WHITE	BLACK
1 P-K <sub>4</sub>	P-QB <sub>4</sub>
2 Kt-KB <sub>3</sub>	P-K <sub>3</sub>
3 P-Q <sub>4</sub>	P×P
4 Kt×P	Kt-KB <sub>3</sub>
5 B-Q <sub>3</sub>	

This is too easy-going and allows Black to develop rapidly.

5 . . .	Kt-B <sub>3</sub>
6 B-K <sub>3</sub>	

(a) What is the simplest method of answering 6 Kt×Kt . . . ?

6 . . . **P-Q4**  
7 **Kt×Kt**

(b) On 7 P×P, would it be Black's best course to win a Pawn by 7 . . . , Kt×Kt; 8 B×Kt, Q×P, etc.?

7 . . . **P×Kt**  
8 **Kt-Q2**

(c) 8 P-K5 looks more aggressive. How would Black proceed?

8 . . . **P-KR3**

(d) What is the object of this move; why is it needed; and what are its possible effects?

(e) What would you suggest as the best alternative?

9 **P-KB4**

(f) Do you see the connection between this move and the previous question?

9 . . . **B-Kt5**

(g) Why does Black adopt this time-wasting continuation, and what would you suggest as a more economical development of this Bishop?

10 <b>P-B3</b>	<b>B-R4</b>
11 <b>P-K5</b>	<b>Kt-Q2</b>
12 <b>Q-B3</b>	<b>O-O</b>
13 <b>P-KKt4</b>	

(h) What is the policy introduced by this move, and which Black move was it that induced it?

13 . . . **B-Kt3**

(i) Give two reasons why the contemplated exchange is useful for Black.

14 **Kt-B1**



(j) What would be the consequences of the immediate advance of the KKtP?

14 . . .

**P-B<sub>3</sub>**

(k) Do you think this is a good move, and if so, why?

15 **P-Kt5**

(l) What would be your evaluation of the position after 15 P×P, R×P . . . ?

15 . . .

**BP×KtP**

16 **Q-R<sub>5</sub>**

**R-B<sub>2</sub>**

(m) What would be a simpler way of meeting the attack?

17 **KR-Kt1**

(n) Is 17 Q-Kt6 or 17 P×P stronger?

17 . . .

**B×B**

18 **Kt×B**

**R×P**

19 **Kt-Kt<sub>4</sub>**

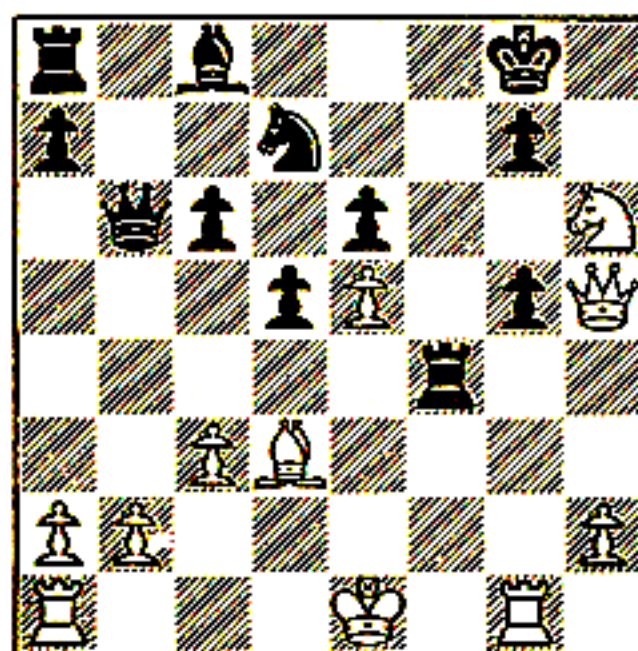
**Q-Kt<sub>3</sub>**

This looks rather risky, but it is playable.

20 **Kt×Pch**

CAN BLACK CAPTURE THE  
KNIGHT SAFELY?

BLACK



WHITE

(Position after 20 Kt×Pch)

20 . . .

**K-B<sub>1</sub>**

(o) What would be the consequences of 20 . . . , P×Kt . . . ?

21 Q×P

22 B-K2

Q-K6ch

B-R3

The position of both Kings is now precarious !

23 Q×Pch

24 R-Kt2

K-K1

R-K5

(p) This appears to strengthen the attack decisively; but actually it *weakens* the attack decisively ! What was the right move ?

25 Q-Kt8ch

26 Q-B7ch

Kt-B1

(q) Studying this powerful move, you conclude that Black's 24th move was . . . ?

26 . . .

27 Q×Ktch

28 Q×R

K-Q1

K-B2

Q×Kt

(r) 28 . . . , B×B appears very powerful. Can White save himself in that event ?

29 Q×Pch

30 P-QR4

B-Kt2

Resigns



## LESSON VIII

WHITE's tortuous and ineffectual development eventually makes it impossible for him to hold his own against Black's effectively developed pieces.

The chief factor in White's faulty development is his neglect of the elementary precaution of castling. He has ample cause to regret his negligence once the middle game gets under way.

Once more we see the power of the Pawn position to influence the course of the game. Note how the dynamic thrust . . . P-Q5! is mirrored in the violent alteration of the Pawn structure which the advance of the QP brings about.

### RUY LOPEZ

	BLACK	WHITE
1	P-K4	P-K4
2	Kt-KB3	Kt-QB3
3	B-Kt5	P-QR3
4	B-R4	Kt-B3
5	P-Q3	

(a) Why is this unduly conservative, and why is 5 O-O more aggressive?

5 . . .	P-Q3
6 P-B3	

(b) What do you conclude about the future mobility of White's QKt?

6 . . .	P-KKt3
---------	--------

(c) Explain why the fianchetto development is better than . . . B-K2.

(d) Can you see how Black's last move affects the development of White's QKt?

7 P-KR3
---------

(e) What is the object of this move?

7 . . .	<b>B-Kt2</b>
8 <b>B-KKt5</b>	<b>P-R3</b>
9 <b>B-K3</b>	<b>B-Q2</b>
10 <b>QKt-Q2</b>	<b>Q-K2</b>

(f) Played with what object?

11 **B-B2**

(g) What is the purpose of this move?

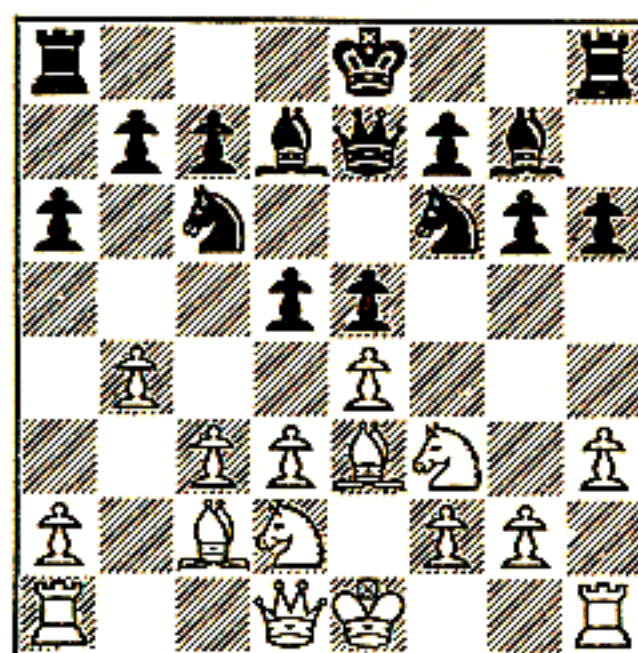
11 . . . **P-Q4!**

(h) Just in time because . . .?

12 **P-QKt4**

(i) Judging from the sequel, White should have played . . .?

BLACK REACTS VIGOROUSLY  
TO P-QKt4  
BLACK



WHITE  
(Position after 12 P-QKt4)

12 . . . **P-Q5!**

A great surprise!

13 <b>P×P</b>	<b>P×P</b>
14 <b>Kt×P</b>	<b>Kt×Kt</b>
15 <b>B×Kt</b>	<b>Kt×P!</b>
16 <b>P×Kt</b>	



(j) Would 16 B×B be stronger?

(k) To what mistake in White's previous policy does Black's last move point?

16 . . .	<b>B×B</b>
17 <b>QR-Kt1</b>	<b>B-B6</b>
18 <b>B-Q3</b>	

(l) What move did White fear?

(m) Should White have played 18 O-O . . .?

18 . . .	<b>Q-Kt4!</b>
19 <b>P-Kt3</b>	<b>R-Q1</b>

(n) What is the object of this move?

(o) Would 19 . . ., O-O-O have been stronger?

20 <b>Q-B2</b>	<b>Q-B3!</b>
21 <b>R-Kt3</b>	

(p) What is Black's strongest continuation after 21 P-B4 or 21 K-K2 . . .?

21 . . .	<b>B-Q5</b>
----------	-------------

(q) With a decisive double threat, for if 22 QR-Kt1 (to save the exchange), there follows . . .?

22 <b>Kt-B4</b>	<b>B-R5</b>
23 <b>P-K5</b>	

As good or bad as anything else in this lost position.

23 . . .	<b>B×R</b>
24 <b>P×Q</b>	<b>B×Q</b>
25 <b>B×B</b>	<b>B×P</b>
26 <b>O-O</b>	

About fifteen moves too late!

26 . . .	<b>O-O</b>
27 <b>Kt-R5</b>	<b>P-Kt3</b>
28 <b>Kt-B6</b>	

(r) What are the possible drawbacks of such a Knight-move in general and in this specific position?

28 . . .	<b>R-Q7</b>
29 <b>B-Kt3</b>	<b>R-K1</b>
30 <b>R-Q1?</b>	

(s) What are some of the ways in which White could have prolonged his resistance, and how would Black have continued in each case?

30 . . .	<b>R × Rch</b>
31 <b>B × R</b>	<b>R-K8ch</b>
Resigns	

An exceedingly well-played game by Black.



## LESSON IX

IN this game, again, the Pawn position is all-important. It may be said without exaggeration that White's eleventh move definitely compromises his game. Before this ill-judged move, his position is promising, or at all events playable; while after the weakening of the Pawn position he is always on the defensive.

Nor is this all; since Pawn weaknesses are organic, they are generally permanent. Hence the defensive tasks they impose are likewise generally permanent. This is brought out very clearly in the following game, in which White's game is characterized by the lack of any possibility of working up an initiative.

### INDIAN DEFENCE

	BLACK	WHITE
1	<b>P-Q4</b>	<b>Kt-KB3</b>
2	<b>P-QB4</b>	<b>P-K3</b>
3	<b>Kt-QB3</b>	<b>B-Kt5</b>

(a) What hints does this move give you about the future trend of Black's policy in the centre?

4 **P-QR3**

(b) What is the object of this move; do you see any possible drawbacks in it?

4 . . .	<b>B × Ktch</b>
5 <b>P × B</b>	<b>P-B4</b>

(c) What is the purpose of this move?

(d) If 5 . . . , Kt-K5; is 6 Kt-B3 a feasible reply?

6 **P-B3**

(e) Intending . . . ?

(f) How would you answer 6 B-Kt5 . . . ?

6 . . .  
7 **BP** × **P**

**P-Q4**  
**Kt** × **P**

(g) Should this be answered by 8 P-QB4 or 8 P-K4 . . . ?

8 **Q-B2**

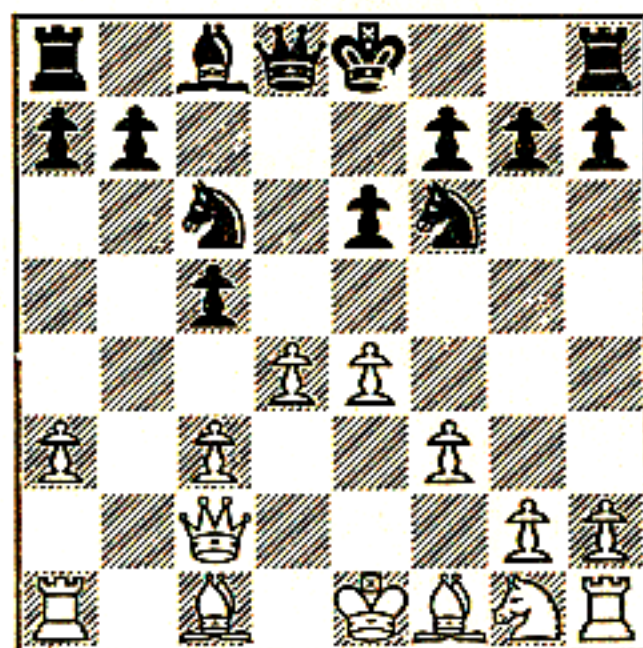
**Kt-QB3**

(h) Can Black play, instead, 8 . . . , P × P; 9 P × P, Q-R5ch; 10 P-Kt3, Q × QP . . . ?

9 **P-K4**

**Kt-B3**

WHITE'S CENTRE REQUIRES  
CAREFUL PROTECTION  
BLACK



WHITE

(Position after 10 . . . , Kt-B3)

10 **B-QKt5**

(i) Comment on the alternatives 10 P-K5 or 10 P × P.

10 . . .

**B-Q2**

(j) Should Black play to win a Pawn with 10 . . . , P × P, etc. ?

11 **P × P**



(**k**) What do you think of this move? Should he have played 11 Kt-K2 instead?

11 . . .	Q-R4
12 B×Kt	B×B
13 B-K3	R-Q1
14 Kt-K2	

(**l**) Would it not have been stronger to play 14 Q-Kt2, so as to answer 14 . . . , Kt-Q2 with 15 Q-Kt4 . . . ?

14 . . .	Kt-Q2
15 O-O	Kt×P

(**m**) What can you now conclude about the effects of White's 11th move?

16 Kt-Q4	B-R5
17 Q-Kt2	P-QKt3
18 Q-Kt4	Q-R3

(**n**) Do you think the Queen is well placed here? What should White play?

19 B-Kt5

(**o**) What is the purpose of this move?

19 . . .	R-Q2
20 R-R2	

(**p**) An awkward-looking move. What development of the Rooks would you suggest?

20 . . .	O-O
21 R-Q2	P-R3
22 B-K3	Kt-Q6
23 Q-Kt1	Kt-K4

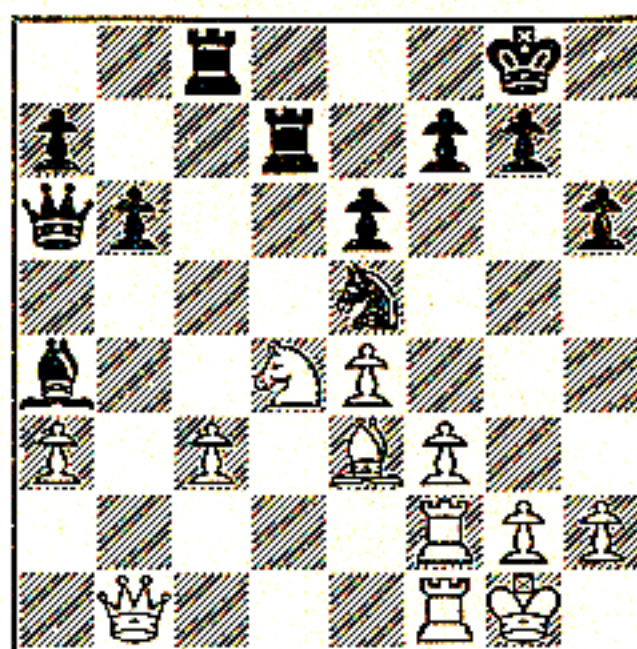
(q) *Again*: What can you now conclude about the effects of White's 11th and 12th moves?

24 **R(2)-KB2**

**R-QB1**

WHITE'S POSITION CONTAINS  
SERIOUS WEAKNESSES

BLACK



WHITE

(Position after 24 . . . , R-QB1)

25 **Q-R1**

(r) *Again*: What can you conclude about the effects of White's 11th and 12th moves? Since the text places the Queen on so undesirable a square, would you recommend instead 25 R-B1 or 25 Q-B1 or 25 Q-K1 or 25 Kt-K2 or 25 B-Q2 . . . ?

25 . . .

**Q-Q6**

26 **B-B4**

**Kt-B5**

(s) Threatening . . . ?

27 **B-B1**

**Kt-K6**

28 **B x Kt**

(t) How would you answer 28 R-K1 . . . ?

28 . . .

**Q x B**

29 **R-B1**

(u) If instead 29 Kt-K2, how does Black continue?

(v) How does Black decide the game after the text?



## LESSON X

THE most instructive aspect of this rather difficult game is the manner in which White handles the problem of the advanced KBP. Being in possession of what ought to be a decisive material advantage, White sadly underestimates the strength of Black's only counter-chance. What thereupon ensues is a striking example of the need for seeking the very best move every time.

As for the earlier part of the game, it is curious to see how each player initiates and then unreasonably discards an excellent strategical plan. The moral is, of course, that such vacillations only tempt fate; one's opponent may miss some counter-chances, but it is poor policy to rely on such lapses. In the case of most players, their mistake is for the most part an inability to "follow through," rather than a desire to exploit the opponent's supposed infirmities; but in either event the effect is the same, and the cure is again the same: *strive to find the best move every time.*

### ENGLISH OPENING

WHITE	BLACK
1 <b>P-QB<sub>4</sub></b>	<b>P-K<sub>4</sub></b>
2 <b>Kt-QB<sub>3</sub></b>	<b>Kt-KB<sub>3</sub></b>
3 <b>P-KKt<sub>3</sub></b>	

(a) Thus far White's moves all point to a basic strategy. What is that strategy?

3 . . .                      **Kt-B<sub>3</sub>**

(b) What are the pros and cons of 3 . . . , P-Q<sub>4</sub> . . . ?

4 **B-Kt<sub>2</sub>**                      **B-K<sub>2</sub>**

(c) What would be the arguments in favour of . . . B-Kt5 . . . ?

5 Kt-B3  
6 O-O

O-O  
P-Q3

(d) In commenting on this move, reconsider your replies to the last two questions.

7 P-Q3

(e) Explain why P-Q4 would be preferable.

7 . . .  
8 P-Kt3

B-Q2

(f) Taking a hint from Black's following move, what would you have played instead of the text?

8 . . .  
9 B-Kt5

Q-B1

(g) State your objections to this move; can you see why White played it?

9 . . .  
10 B×B

B-R6

(h) Why does White play this move?

10 . . .  
11 B×Kt  
12 Kt-Q5

Q×B  
B×B  
B-Q1

(i) How is Black to liberate himself from this rather cramped position?

13 Q-Q2  
14 Kt×Ktch  
15 P-Q4  
16 Kt-Kt5

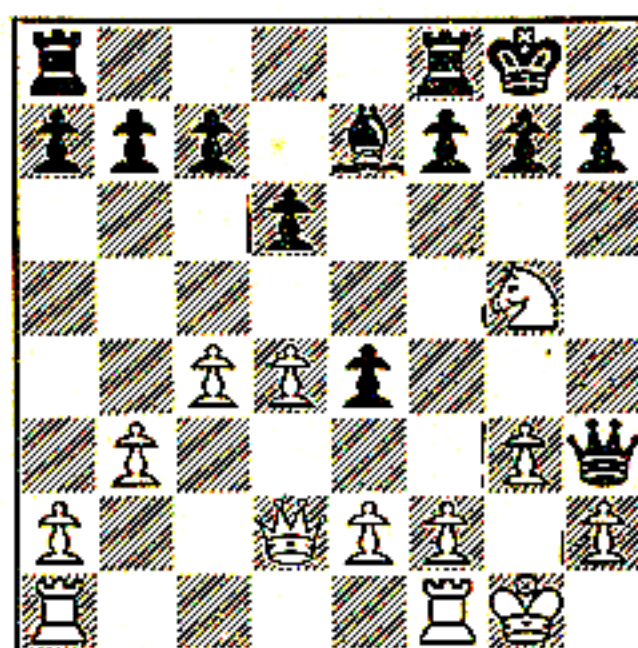
Kt-K2  
B×Kt  
P-K5



(j) How would Black proceed after 16 Kt-Kr . . . ?

THE KNIGHT IS DOOMED !

BLACK



WHITE

(Position after 16 Kt-Kt5)

16 . . .

**Q-Kt5**

(k) Comment.

17 **P-KB4**

(l) Is 17 P-KR4 better?

17 . . .

**P-KB4**

(m) Is this stronger than 17 . . . , P×P e.p. . . . ?

18 **Kt-K6**

**KR-B1**

19 **P-Q5**

**B-B3**

20 **QR-B1**

(n) Who has the better game? What is the indicated procedure for White?

20 . . .

**P-KR4**

(o) What is Black's plan, and what is the reason for it?

21 **P-K3**

(p) A stronger line of play was . . . ?

21 . . .

**P-R5**

22 **K-R1**

(q) This speculative Pawn sacrifice should not turn out to be quite satisfactory. What should White play to get a good game without offering any material?

22 . . .	<b>P × P</b>
23 <b>KR-Kt1</b>	<b>Q-B6ch</b>
24 <b>R-Kt2</b>	<b>P × P</b>

(r) But after this, Black soon gets a very difficult game. Therefore he should have played . . .?

25 <b>K × P</b>	<b>K-B2</b>
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(s) Black's best continuation was . . .?

26 <b>R × Pch</b>	<b>B × R</b>
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(t) Give the best play for both sides after 26 . . . , K-K1.

27 <b>Kt-Kt5ch</b>	<b>K-K2</b>
28 <b>Kt × Q</b>	<b>P × Kt</b>
29 <b>R-KR1</b>	

(u) What, in your opinion, would be the consequences of 29 R-KKt1 or 29 Q-KB2 or 29 R-B1?

29 . . .	<b>R-KKt1</b>
30 <b>Q-KB2</b>	

(v) And at this point, give the consequences of the alternatives 30 R-KB1 or 30 Q-Q3 or 30 R-KKt1.

30 . . .	<b>B-B3</b>
31 <b>Q × P</b>	

(w) How does Black proceed after 31 R-KKt1 . . .?

31 . . .	<b>R-Kt3!</b>
White resigns	

He must give up the Queen with Q-R5 or Q-R3. A curious finish.



# ANSWERS

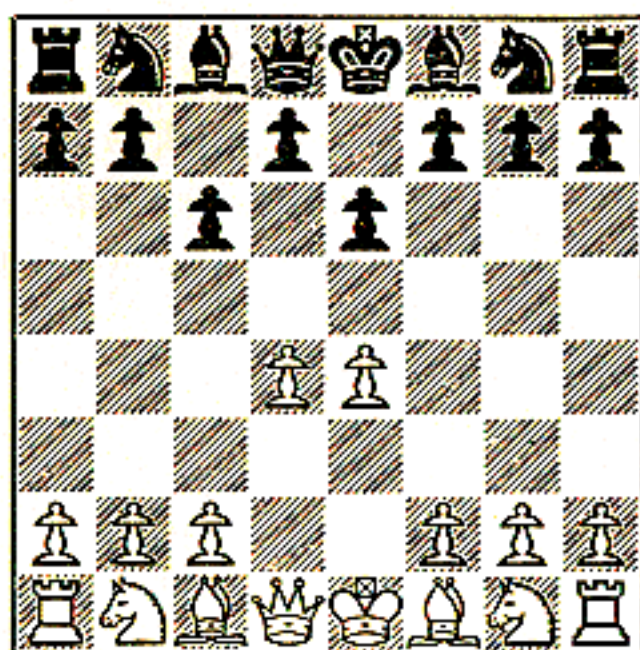
## LESSON I

(a) The object of 1 . . . , P-K<sub>3</sub> is to challenge White's centre after 2 P-Q<sub>4</sub> with 2 . . . , P-Q<sub>4</sub>. The position thus reached, although it seems to leave Black in rather a passive position, is nevertheless aggressive in respect of the "attack" on White's KP. White may elect to play 3 P-K<sub>5</sub>, in which case Black counter-attacks at once with 3 . . . , P-QB<sub>4</sub>; or White may dispose of the troublesome problem by 3 P×P, when Black answers 3 . . . , P×P with a symmetrical Pawn position and even game; or White may defer a decision with 3 Kt-QB<sub>3</sub>, and in that event Black can renew his challenge with 3 . . . , Kt-KB<sub>3</sub> or even 3 . . . , B-Kt<sub>5</sub>.

Black selects 1 . . . , P-K<sub>3</sub> instead of 1 . . . , P-K<sub>4</sub> for two possible reasons: (1) if he answers 1 . . . , P-K<sub>4</sub>, White has a choice of certain aggressive openings (the King's Gambit, Evans Gambit, and the like), which reduce Black

WHAT FUTURE IS THERE  
FOR BLACK'S QB?

BLACK



WHITE

(Position after 2 . . . , P-QB<sub>3</sub>)



to a defensive position that most players would find burdensome and irritating; or certain other openings (as the Giuoco Pianissimo) which offer little scope for initiative or lively play. (2) By playing 1 . . . , P-K4, Black reveals his willingness to play an "open game," *e.g.* one in which the contact between opposing forces may be an early and violent one after the Pawn moves P-Q4 or P-KB4. However, by playing 1 . . . , P-K3, Black heads for a "close game," *e.g.* one in which the contact between the opposing forces will develop much more slowly.

(b) 2 . . . , P-QB3? is bad for a number of reasons: (1) it does not fulfil the purpose of 1 . . . , P-K3, which, as we have seen, involves an early . . . P-Q4; (2) in the event that White ultimately advances P-K5, the move . . . P-QB4 is the logical reaction; but by playing 2 . . . , P-QB3? Black has already *lost a move for this purpose*; (3) by playing 2 . . . , P-QB3, Black *has deprived his QKt of its best square*. This will bring further consequences in its train; (4) the combination of Black's first two moves leaves sorry prospects for his QB, which is already hemmed in by two Pawns *placed on the same coloured squares as those on which the Bishop moves*. This is a fault frequently committed by inexperienced players, and shows most instructively how *weak openings decisively influence the later course of the game*.

(c) The only alternative worth mentioning is 3 . . . , P-Q4, despite the loss of time involved after 4 P-K5, P-QB4.

(d) 3 . . . , Kt-B3 can be answered in a variety of satisfactory ways, as for example (1) 4 B-Q3. It is almost always good policy in the opening to *answer a threat with development of a new piece*. This is a very useful point for the inexperienced player, who is prone to neglect his development, allowing himself to be side-tracked into some irrelevant enterprise with an inadequate amount of force available for the purpose; (2) 4 P-K5, Kt-Q4; 5 P-B4. Ordinarily, such Pawn advances, although most attractive and natural, should be adopted sparingly, as the Pawns which advance so gaily at the outset may later find themselves insufficiently protected and exposed to formidable counter-attack by the enemy. However, in the kind of position we have here, the harrying



Pawn advances may be recommended because Black's position is *so passive that counter-attack by him is inconceivable*, and also because Black's Knight is driven to a square (QKt3 or QB2) on which it will be virtually out of play for the balance of the game.

(e) This is not the best, for while it is a developing move Black can now force an exchange. *When your opponent is cramped, avoid exchanges*, unless, of course, an immediate and very great advantage can be obtained thereby. The reason for this rule is that when you have more terrain for your pieces they have a qualitative superiority over the hostile pieces. If you exchange, you forfeit some of this qualitative superiority by relieving your opponent's cramped position to some extent.

(f) 5 B-KB4? is of course a crass blunder, because Black can simply reply 5 . . . , Kt×P, gaining a valuable Pawn without any risk. This kind of elementary negligence is really inexcusable, and the first thing in which the inexperienced player must train himself is to make certain before each move that *he is not leaving any of his forces subject to capture*. White, therefore, had no choice but to play 5 B×Kt, still retaining the better game, to be sure, but with less of an advantage than he would have had after 4 B-Q3 or 4 P-K5.

(g) 5 . . . , Kt-R3? is a very poor move. *Always beware of playing the Knight to the edge of the board*, for it is in that sector that it has the least mobility. Knights are most effective when played toward *the centre or its vicinity*. Thus, the Knight at QR3 commands only four squares, and only one of them (QB4) is an important one. Had the Knight been able to go to QB3 it would have commanded no less than eight squares, two of them (K4 and Q5) of the most vital importance.

5 . . . , Kt-R3? is also a poor move, because White can, if he wishes, subsequently play B×Kt, leaving Black with doubled and isolated QRPs—a serious weakness for the ending, as the Pawns cannot defend each other and are thus peculiarly liable to attack. In this given position, however, 6 B×Kt can be answered not by 6 . . . , P×B? but by



6 . . . , Q-R4ch ! followed by . . . Q×B, avoiding a deterioration of Black's Pawn position. Always keep a sharp eye fixed for such possibilities as *intermediate* checks and attacks; they often smash an otherwise effective line of play.

5 . . . , Kt-R3? is also a poor move, because in making it Black has in turn overlooked the possibility of capturing the KP.

(h) 6 B-QB4? is incorrect in this position. A Bishop is well placed on this square in openings where both sides have advanced their KPs, so that the Bishop has a *clear diagonal* right down to Black's KB2. But in a position where the diagonal has been dammed up by Black's . . . P-K3, the Bishop is useless at QB4.

The right move was 6 B-Q3, not only putting the Bishop on a good diagonal (especially after P-K5 has been played), but guarding the KP as well.

(i) There is no objection to . . . Kt×P. Now each player has overlooked this capture twice !

(j) No indeed: 7 B-Q3? is far from best ! 7 P×P was compulsory, after which Black's game improves enormously with 7 . . . , KP×P (opening the diagonal of his QB, and hence much superior to 7 . . . , BP×P. In other words, the disappearance of the KP removes the chief obstacle to the Black QB's development).

The improvement thus effected in Black's game would merely demonstrate that White had not made the most of his superior position.

(k) Inexperienced players often have a fondness for time-wasting checks. 7 . . . , B-Kt5ch is pointless, as the Bishop is at once driven away with 8 P-B3.

(l) 8 . . . , Kt-Kt5? is a poor move because Black is moving this piece a second time despite the fact that he is considerably behind in development. He should have reconciled himself to the weaknesses that would result from permitting B×Kt, continuing his development with 8 . . . , B-Q3 and preparing to castle.

(m) 9 . . . , P-QR4? is quite useless. It should have been replaced by 9 . . . , Kt×B; 10 Q×Kt (although Black has speeded up White's development by this exchange, he



has removed a useful White piece in exchange for a useless Black piece), B-K2 followed by . . . O-O. Black's development would be backward for at least some time to come; but his position would be quite playable.

(n) Black is troubled by the strong position of White's Queen, which prevents him from playing out his KB. But this could have been remedied by 10 . . . , Kt×B; 11 P×Kt, Kt-B3 and White must give up the attack on the KKtP, for if 12 Q-Kt3 (other Queen moves make it possible for Black to develop his KB), Kt-R4!; 13 Q-B3, Kt×B; 14 Q×Kt, Q-B3! And now, whether or not White exchanges Queens, Black will at last be able to play his KB to Q3 followed by castling. Black would then have had the advantage.

*SUMMARY: This game illustrates a number of very bad faults. These are chiefly: lack of development, waste of time, oversight of wins of material and total absence of any defensive ability.*

## LESSON II

(a) 2 P-Q3 is a very weak move because it voluntarily *hems in White's KB*. In other words, it is exactly the same kind of mistake as Black committed in the previous game with his combination of . . . P-K3 and . . . P-QB3. This is a mistake frequently committed by inexperienced players.

The proper course would be 2 Kt-KB3, and if 2 . . . , Kt-QB3, White can either develop the KB with B-Kt5 or B-B4, or else *postpone* (but not *prevent*, as does the text) the development of the KB with some such move as 3 Kt-B3 or 3 P-Q4.

(b) In view of the fact that White has already restrained his mobility with 2 P-Q3, he ought to be alert for opportunities to increase in some other way the amount of terrain at his disposal. One way of doing this would be 4 P-B4, assuring him the open KB file. The student should reflect that *thoughtfulness or negligence in making opening moves will produce a lasting effect on the subsequent character of the game*.

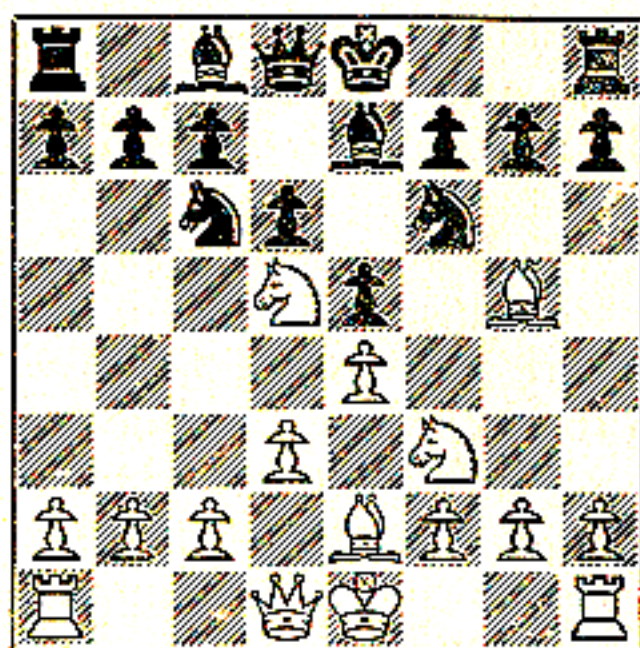
(c) 6 Kt-Q5 is perfectly useless. Generally speaking, beware of *moving the same piece twice (or even more often!) in the opening*. This is a good piece of advice which is repeated in every manual on the game, and continues just as steadily to be neglected by inexperienced players. And yet, once you give some study to the matter, it is easy to realize that if *the same piece is moved several times, development suffers badly, time is lost and the opponent is bound to gain the initiative*. On the other hand, if you strive conscientiously to develop new pieces on every move or as often as possible, you will be bound to have a strong development, with promising middle game prospects, in short order. A little schooling in this process will soon enable a player to develop his pieces rapidly and avoid working one or two pieces to death.

(d) Yes, 7 B-K2? is a mistake, because Black can now win a Pawn by 7 . . . , Kt×Kt!; 8 P×Kt (forced, as 8 B×B?? Kt(4)×B costs White a whole piece), B×B; 9 P×Kt, P×P, etc.



# CAN BLACK WIN SOME MATERIAL?

BLACK



WHITE

(Position after 7 B-K2)

An attempt on White's part to regain the Pawn would be fruitless: 10 Kt×B, B×B; 11 Kt×BP, B×Q; 12 Kt×Q, B×P; 13 Kt-K6, K-Q2; 14 Kt×P, B×P; and Black is still a Pawn ahead!

While White can hardly be criticized for failing to foresee this involved variation, the important point for us to keep in mind is that the loss of the Pawn arises from the faulty 6 Kt-Q5.

(e) As already pointed out, 7 . . . , Kt×Kt! was the move.

(f) Now that both sides have overlooked the win of a Pawn for Black, White had an opportunity to redeem himself by playing 10 Kt×Bch. In this way he would obtain a fair game and avoid loss of material. Yet his development would have lagged behind that of Black; and all because of three moves of his QKt (Kt-B3-Q5 and Kt×Bch) in order to be exchanged for a piece which had moved only once.

(g) There was no reason for not playing . . . Kt×K which would still have won a Pawn.

(h) 9 Q-Q2?? is a serious blunder permitting the obvious reply . . . P×B. Again it must be emphasized how vital it is to preface *every* move with a quick examination of the



board to make certain that no pieces are *en prise*. Blunders such as 9 Q-Q2?? are so elementary and so utterly ruinous of any ambition to become a better player, that they are the first fault to be eliminated.

White's best move was doubtless 9 B×Kt, B×B maintaining his QKt in a dominating position, at least for some time to come.

(i) This is if anything an even worse blunder than White's last move. . . . P×B was correct.

Again we must stress the need for studying the position *before every move* to discover any possible captures.

(j) Again both sides have overlooked a possible capture. White still has the opportunity to save his menaced Bishop, but he continues to overlook his chance. He should have played 10 Kt×Bch, Q×Kt; 11 Kt×Kt, P×B; 12 B×B, Kt×B (if 12 . . . , P×Kt; 13 Q×P and White has won a Pawn); 13 Kt-B5 with a fine game for White.

Doesn't that sound contradictory?—How can White have a fine game after so many bad moves? The answer lies in Black's *consistent failure to exploit White's mistakes*.

There is another aspect from which the text must be examined: the psychological. Many inexperienced players have a weakness for achieving more or less symmetrical positions, in which they answer attacks on their pieces with a corresponding attack on the opponent's pieces. (This is just what has happened in the case of White's 10 P-KR3??) However, such a policy is often dangerous, because the man who makes the *first* of the contemplated exchanges has the *initiative*, which means that it will often be impossible to imitate him all the way. To consider an extreme instance, he cannot be imitated if during the course of a series of such exchanges, he "happens" to be the "first" to checkmate!

(k) If 11 Kt×Bch, Q×Kt; 12 B×Kt, Q×B (stronger than 12 . . . , Kt×Bch; 13 Q×Kt!); 13 P×B (if 13 B×B, Q×B! wins a piece, since after 14 P-B3 Black can play either 14 . . . , Kt-K7ch or 14 . . . , Q-K7), Q×P!; 14 QR-K1, Q×RP and Black is two Pawns to the good with a strong attack. In other words, there is not much to choose between the text and 11 Kt×Bch.



(l) White must not play 13  $Q \times P??$  because of 13 . . . ,  $Kt \times Kt$  winning another piece. But 13  $Kt \times Bch$ ,  $Q \times Kt$ ; 14  $Q \times P$  was feasible, although Black would have a definite winning advantage.

(m) Naturally Black has an easy win, but why go about it in such a slovenly manner? There were several preferable moves, as for example 13 . . . ,  $Kt \times Kt$ ; 14  $P \times Kt$ ,  $P-KB_4$ ; or 13 . . . ,  $Kt-R_4$ , followed by . . .  $P-QB_3$  in order to secure the exclusive mastery of the powerful square  $KB_5$ . In either event, Black would have had a fine game with a quick win in sight.

Right here we must make the acquaintance of another concept which we shall refer to frequently; the habit of *striving to win a won game in the most economical and most efficient manner*. It might be thought pedantic and carping to insist on Black's playing more exactly than he does, more powerfully than he does. After all, with a whole piece ahead, why should Black bother to be careful? He can win as he pleases, etc., etc. But experience and observation tell us that such carelessness often endangers and sometimes flings away a won game. The mistakes which start off by being on a small scale frequently mount up; and in any event, why tempt fate?!

(n) The one possible objection that could be offered against playing  $Kt \times Bch$  followed by  $Q \times P$ , is that generally the player with a material disadvantage ought to avoid exchanges, which only simplify his opponent's task. However, in the present instance, White has a weak middle game position (exposed King), so that avoiding exchanges won't help much.

(o) 15  $P-Q_4?$  is another blunder, as Black can simply play 15 . . . ,  $QP \times P$ , and White's  $QP$  is pinned.

(p) There was no reason for avoiding 16 . . . ,  $P \times P$ , which would still win a Pawn.

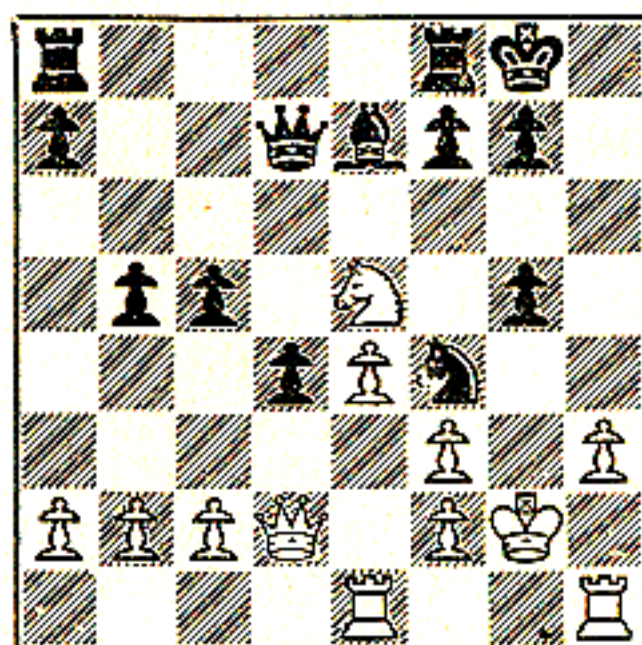
(q) 17  $Q-Q_3$  was better, as it would have held the Pawn.

(r) There was no good reason for avoiding . . .  $P \times P$ . Note how both players have been failing again and again to make indicated captures, and how Black is blundering his way ahead instead of evolving some clear-cut winning procedure.



## WHAT SHOULD WHITE PLAY?

BLACK



WHITE

(Position after 21 . . . ,  
Kt-B5ch?)

(s) 21 . . . , Kt-B5ch?? is a serious blunder, as White can now regain the lost piece with  $Q \times Kt!$  This exemplifies another important general rule: *when you counter an attack on one of your pieces with an attack on one of your opponent's pieces, you must make certain that the position does not present your opponent with an opportunity for a surprise move.* This, you will note, comes under the more general rule of scrutinizing each position for possible captures.

Instead of 21 . . . , Kt-B5ch?? a Queen-move was in order.

(t) White misses his chance. 22  $Q \times Kt!$  was correct.

(u) With 27 . . . , P-Q6 Black establishes a strong passed Pawn.

(v) 29 R-K4? is a pointless reply to Black's pointless 28 . . . P-Kt5. White should simply have played 29  $P \times P$ . The text is very bad, however, as it allows the QP to advance unhindered. *Passed Pawns should be blockaded.*

**SUMMARY:** *This game is characterized by planlessness, gross oversights and serious inexactitudes. These failings call attention to basic rules which must be kept in mind invariably until they have become second nature.*



### LESSON III

(a) Black's 3 . . . , P-Q<sub>4</sub> raises the possibility of . . . P-Q<sub>5</sub>, driving away the Knight, to be followed by . . . P-K<sub>4</sub> and . . . P-B<sub>4</sub> with a strong centre for Black. Since 2 . . . , P-B<sub>3</sub> is obviously a preliminary for . . . P-Q<sub>4</sub>, White should have foreseen that 3 Kt-QB<sub>3</sub> would turn out unsatisfactorily.

(b) White would like to play P-Q<sub>4</sub>, but if played at once it would be answered by . . . P×P, and it would be by no means easy to regain the Pawn—if at all possible. Had White played 3 Kt-KB<sub>3</sub>, then 3 . . . , P-Q<sub>4</sub> could simply be answered by 4 P-Kt<sub>3</sub>, as the reply 4 . . . , P-Q<sub>5</sub> would not gain time.

We therefore conclude that while 3 Kt-QB<sub>3</sub> is a developing move, it is an *injudicious developing move*, since it does not confer benefits but actually leads to subsequent difficulties. *Development must be farsighted.*

By playing 4 P×P, White avoids any embarrassment incidental to his QBP's being *en prise*, but he permits Black's QKt to develop to the relatively more favorable square QB<sub>3</sub> rather than to the more modest Q<sub>2</sub>. And we have already learned that *the nearer a Knight is to the centre, and the farther away it is from the edge of the board, the more favourably it is usually posted.*

(c) 5 . . . , B-B<sub>4</sub> looks attractive, but would subject Black to strong pressure by 6 Q-Kt<sub>3</sub>! He therefore decides on the less ambitious text-move.

(d) 7 Q-B<sub>2</sub> threatens 8 Kt×P. But this threat can easily be met by a *developing* move which gains time with a threat. Simply 7 B-Kt<sub>2</sub>, followed by 8 O-O was in order.

The move actually played, however, has two drawbacks: (1) the Queen at B<sub>2</sub> will soon be opposed by a Black Rook on the same file, making possible uncomfortable indirect threats directed against the Queen's exposed position; (2) as the game goes, White soon creates a weakness on his white squares.



(e) 7 . . . , Kt-B3 prevents 8 Kt×P and also attacks the QP.

(f) 8 P-K3 creates a weakness on the white squares. In what sense are they weak? They are weak in the sense that quite a few white squares in White's camp *are no longer guarded by Pawns and must therefore be guarded by pieces*. The most important of these protecting forces is White's KB; if this piece should ever be exchanged, then White's white squares will indeed be in a bad way.

Note this point as well: the fact that no less than six White Pawns are on black squares, commanding only black squares, not only renders the white squares weak; *it also considerably restricts the activity of the other White Bishop*. These two kinds of weaknesses go hand in hand very often, the KB being known as the "strong" or "good" Bishop, and the QB as the "weak" or "bad" Bishop. We had an example of such a "bad" Bishop in the first game after Black's 1 . . . , P-K3 and 2 . . . , P-QB3, and you will recall that this Bishop never made a single move.

A final point: White could have avoided the weakening 8 P-K3 by substituting 8 Q-Q1; but this would be an admission that his seventh move was pointless.

(g) Since this "bad" Bishop has no scope to speak of, it would have been more sensible to proceed with 9 B-Kt2 and 10 O-O.

(h) It is true that Black's QB is also a "bad" Bishop, but its move has point, since it makes room for a Rook on the QB file, with a consequent menace to White's Queen.

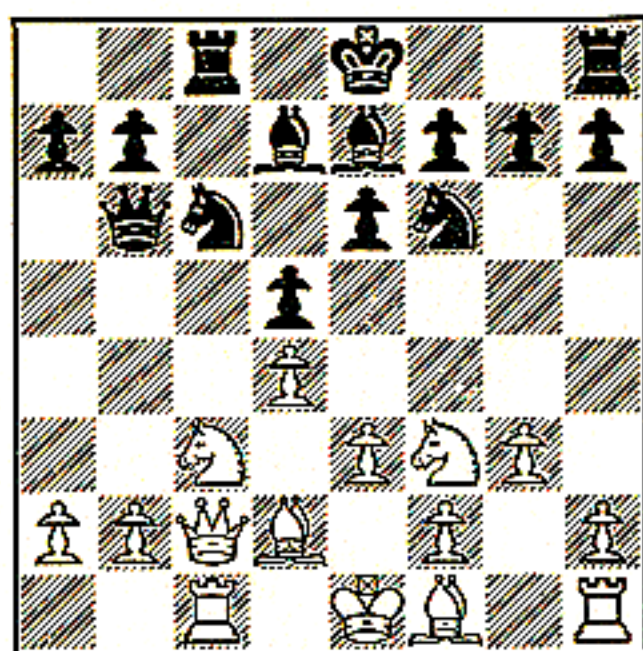
(i) It is Black who has the stronger position on the QB file, since his Rook is of less value than the White Queen, so that Black need be less afraid of any possible action along this file.

(j) White does not fear 12 . . . , Kt×P? which he will answer with 13 B×Bch!, K×B; 14 Kt-K5ch! and wins. Aside from this tactical point, the text is still another example of aimless development; for as soon as Black is castled, he will be threatening . . . Kt×P (the QB will no longer be pinned), and if White avoids this with B×Kt, *his white squares will become weak*.



WHO HAS THE STRONGER  
POSITION ON THE QB FILE?

BLACK



WHITE

(Position after 10 . . . , QR-B1)

(**k**) As already pointed out, Black now threatens 13 . . . , Kt×P.

(**l**) If 14 Q×B??, Kt-K4 wins. The shaky character of White's position on the QB file has now been amply demonstrated. But now the QBP will be weak.

(**m**) Not 14 . . . , P-K4, because of 15 B×Kt followed by 16 Kt×P winning a Pawn.

(**n**) If 15 B×Kt, R×B to be followed by . . . P-QKt3 and/or . . . Kt-K5; White would be weak on the white squares, with his "good" Bishop gone, and worse yet, his exposed QBP would be subject to intense pressure—the natural outcome of his weak position in the QB file.

If, on the other hand, 15 B-K2, the white squares are guarded, but Black secures a fine game with . . . P-K4, leaving White badly cramped with poor prospects for his pieces—the logical outcome of so many *injudicious developing moves*.

(**o**) Black threatens . . . P-K5, indicating that 15 B-Q3? was evidently the worst of the three possible alternatives. Note how purposefully Black develops—and without creating weaknesses.

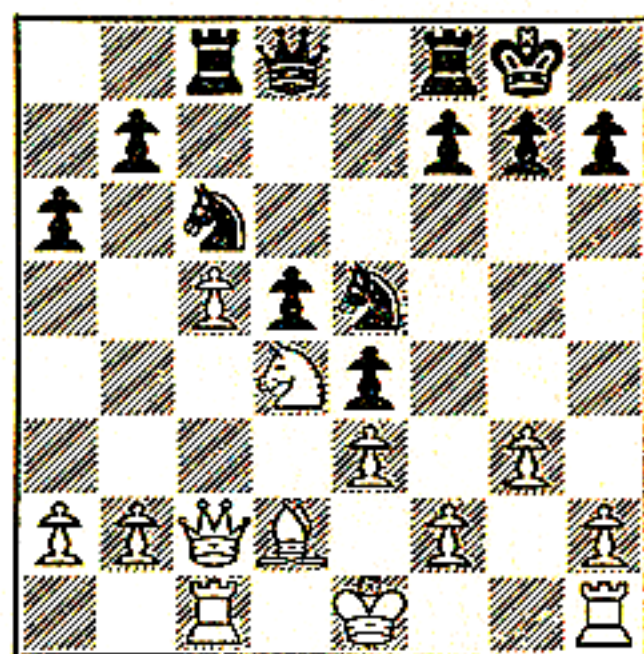


(p) 16 B-K2 was probably best—although it would admit that his previous move was waste of time. *Note how White's superficial moves are punished with a minimum of effort.*

(q) 17 Kt-Q4?? would lose a piece after 17 . . . , Kt×Kt. *Protecting forces must be immune from attack.*

(r) White's faulty play has resulted in the exchange of his "good" Bishop, and the remaining "bad" Bishop is powerless to guard the hapless white squares. *The logical result is therefore a powerful invasion on the unprotected white squares, and it is this that makes Black's last move so formidable.*

WHITE'S WHITE SQUARES  
ARE WRETCHEDLY WEAK  
BLACK



WHITE

(Position after 18 . . . ,  
Kt(2)-K4)

(s) If 19 O-O, Black has many good lines, the simplest being 19 . . . , Kt×Kt; 20 P×Kt, Kt-B6ch winning a Pawn with much the superior position. Among the moves which wasted time for White were: 3 Kt-QB3, 7 Q-B2, 9 B-Q2, 10 R-B1, 12 B-Kt5 and the remaining other unfortunate moves of the KB. Meanwhile Black has played simple developing moves, avoided weaknesses, and posted pieces on effective squares.

(t) 19 . . . , Q-B3 threatens 20 . . . , Kt×Ktch; 21 P×Kt, Q-B6ch winning a Rook!



(u) If 20 KR-B1, Kt×Ktch; 21 P×Kt, Q-B6ch; 22 K-K1, Kt-Q6ch; 23 Q×Kt, P×Q and mate next move—a catastrophe brought on by *White's incorrect development and weakening of the white squares.*

(v) The text is playable, but risky because of the following pin.

(w) 24 . . . , R×P? endangers a hitherto well-played game by Black. The proper move was 24 . . . , Q-R3! releasing the pin with the double threat of . . . Q×Rch or . . . Q-R6ch.

(x) 25 B×Kt is not best, as it allows Black to accomplish his object. The proper play was 25 K-B2! (the King should have played here in the first place), R-B5; 26 P-Kt3! winning the exchange. Black's 24th move is therefore the kind of inferior move which turns a won game into a lost one, because of *superficial calculation.* When a player exposes himself to so dangerous a pin as here, *he must examine all possibilities with the utmost thoroughness.*

(y) 26 . . . , Q-B3 was more exact, leaving Black with a greater material advantage than after the text. Thus we return to the basic maxim: *play to win in the simplest and most economical way.*

(z) 29 R-Q1 shortens White's resistance because it permits the exchange of Queens. 29 R-K1 would have held out longer.

*SUMMARY: The contrast between Black's orderly development and White's planless play became so great that the latter could no longer defend himself adequately. White's chief mistake was his weakening of the white squares.*



## LESSON IV

(a) The position is more or less symmetrical, with a development that may be summed up as harmless for White and effortless for Black. White is hard put to it to obtain some initiative, and the middle game will generally see rapid simplifications or patient long-winded manœuvring. All this assumes no serious mistakes on either side.

(b) Black plays this move because he is afraid that after 5 . . . , P-Q3 his KKt will be pinned by 6 B-KKt5. Inexperienced players are so fearful of the constraint that results from this pin that they often advance a RP (almost always a waste of time and sometimes a weakening move) in order to avoid the pin. However, after 5 . . . , P-Q3; 6 B-KKt5 Black can play 6 . . . , B-K3 and if 7 Kt-Q5, B×Kt; 8 B×B, P-KR3 forcing the exchange of one of the Bishops—or 8 P×B, Kt-K2, with pretty much the same result.

(c) As in Game No. 2, Kt-Q5 is pure waste of time. *Avoid such repetitive handling of the same piece in the opening, unless there is a very good reason for it.* B-K3 was better.

(d) 8 P×Kt is if anything inferior, as it obstructs the diagonal of the Bishop; another example of *how a Pawn can limit a Bishop's scope when placed on the same-coloured square.*

(e) 9 B×B gives Black an open KB file, which increases his mobility and gives him attacking prospects later on. 9 B-Kt3, avoiding the opening of the KB file, and obtaining the opening of the QR file for White if Black plays . . . B×B, was the preferable course.

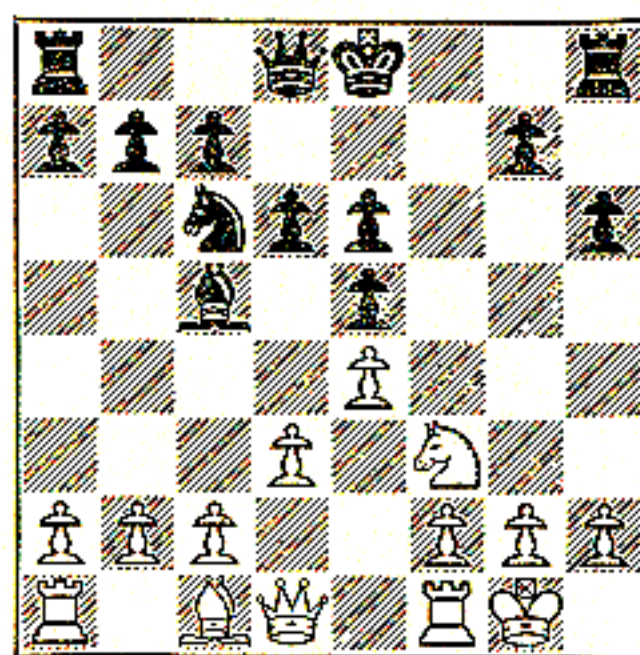
Note that *every Pawn capture signifies the opening or closing of a file*; such captures therefore lend themselves to plotting the future course of the game. Thus in the present Pawn position, White's 9 B×B enables us to foresee that Black will attack on the KB file; whereas the evasion of the exchange by 9 B-Kt3 avoids such an attack.

(f) 10 P-QKt3 is quite out of place, for it is played to prepare for the fianchetto of the Bishop, which is, however, facing a stone wall in the form of Black's Pawn at his K4.



SHOULD WHITE FIANCHETTO  
HIS BISHOP OR PLAY IT TO K<sub>3</sub>?

BLACK



WHITE

(Position after 9 . . . , P × B)

Since the QB will have no scope at QKt2 and since in positions where both sides have played P-K<sub>4</sub> it is important to protect the square KB<sub>4</sub>, White would have been well advised to play B-K<sub>3</sub>.

There were two important reasons for 10 B-K<sub>3</sub>: (1) Black's Bishop, as will be seen, has a fine diagonal leading right down to KB<sub>2</sub>. It is important to break that effective line of attack, and the best way to do it is to play B-K<sub>3</sub>; (2) since Black's Bishop is well placed at QB<sub>4</sub> and White's Bishop would be poorly placed at QKt2, it follows that White's Bishop is *qualitatively inferior*. This being so, it is *clearly to White's advantage to bring about the exchange of Bishops*.

Some players have a strong prejudice against simplifying exchanges, as they like the excitement of complex positions. That is a viewpoint with which we all sympathize, but a player is needlessly handicapping himself by wilfully avoiding the exchange of weakly functioning pieces.

(g) The immediate object of 11 . . . , Q-B<sub>3</sub> is to prevent White from playing P-Q<sub>4</sub>, which would greatly increase the scope of White's Bishop and at the same time interrupt the diagonal of Black's Bishop.

In addition, . . . Q-B<sub>3</sub> prepares for a King-side attack.



(h) . . . P-QR4 might conceivably be the first link in a plan to open the QR file with . . . P-R5. This is frequently done in similar positions, and is made possible by the move P-QKt3 which prepared for the unfortunate fianchetto. Here again we have an example of *how potential Pawn captures, affecting the future state of a file, allow us to plan our subsequent strategy*. But in the present position it is still the KB file that plays the dominant role.

(i) 13 P-B3 indicates that White wants to play P-Q4. The move has become necessary in order to block the formidable Black Bishop's diagonal bearing down on White's KB2.

(j) 13 . . . , K-R2 is perfectly superfluous. Such drifting should always be avoided wherever possible. Occasionally one runs into level, colourless positions where the formation of a plan is quite difficult; but here, where Black's play in the KB file is so obviously indicated, there is no excuse for aimlessness. The text, then, is characteristic of the inexperienced player's tendency to fumble and meander, making moves which are not linked in a logical sequence. *It is always better to be guided by some broad, general, and if you will, vague plan which can be tentatively evolved about the tenth move, and which can serve as a guide for the play that follows.*

(k) 14 Q-B2 is useless, and in fact worse than useless: it is actually detrimental. It is useless in the sense that it accomplishes nothing constructive for White's game, and would therefore be replaced more usefully by QR-Q1 (intending an eventual P-Q4). But Q-B2 is a bad move, in that it gives up some of the protection which the White Knight, in view of its exposed position on the KB file, so badly needs.

(l) Black at once takes advantage of White's last move by menacing . . . R×Kt.

(m) 16 Kt-B3?? would lose a piece by . . . R×Kt (again you see the harmful effect of 14 Q-B2). The KB file is beginning to prove its value!

(n) The proper line was simple strengthening of the pressure on the KB file, thus: 16 . . . , R-B3; 17 QR-Q1, QR-KB1; 18 P-Q4, B-Kt3. White would then have succeeded in lightening the pressure by having blocked the



hostile Bishop's diagonal, but Black's position would have been much superior.

For example: Black's Queen and Rooks would be posted very powerfully, whereas the corresponding White pieces would be limited to a miserable defensive. The contrast between Black's Bishop and Knight, bearing down strongly on White's centre, and White's two corresponding pieces, would be even more glaring; for White's Bishop, placed behind a Pawn, would be completely muffled, while the White Knight, being placed at the edge of the board, would, as we have already learned, likewise have very little scope.

(o) The simple and correct course was 18 B×R, winning the exchange and leaving Black with no compensation for this material loss (18 . . . , P×B; 19 P-Q<sub>4</sub>, etc.). The much too greedy text, whereby White hopes to win a whole Rook, is refuted in an appropriate way.

White's naïveté in trying to win a whole Rook instead of the exchange should not be condemned too strongly. Most players would simply play 18 B×R without reflection. But White, as if he were following the author's advice, does avoid the most obvious move in a won position; he looks farther afield, and finds . . . a worse move! And yet, *the procedure was right; it was only the specific calculation that was wrong*. Therefore, the reader must not be discouraged by White's failure. In a winning position, continue to search painstakingly for the *best* move.

(p) The bomb has exploded on White's KB<sub>2</sub>. If 19 B×Q?, R×R mate, illustrating classic co-operation of the forces concentrated on White's Achilles heel.

(q) If 20 B×Q, R×Q dis ch; 21 B-K<sub>3</sub>, R×Ktch and wins.

(r) If 22 B-B<sub>1</sub>, P-Q<sub>6</sub>ch; 23 B-K<sub>3</sub> (else . . . P-Q<sub>7</sub> wins a piece), P-Q<sub>7</sub>; 24 R-KB<sub>1</sub>, R-B<sub>8</sub>! and wins.

If 22 Kt-K<sub>1</sub>, P-Q<sub>6</sub> dis ch; 23 K-R<sub>1</sub>, R-K<sub>7</sub> and wins.

(s) 22 . . . , Kt×P?? is a very poor move, since 22 . . . , B×Pch wins a whole Rook, forcing White's immediate resignation! *In a won position, always stop to find the best move!*

(t) 23 B-Q<sub>8</sub>? is an equally bad mistake. White should play 23 B-K<sub>3</sub>! avoiding the catastrophe that follows. It

is true that after 23 . . . , Kt-B6ch; 24 K-B1 (not 24 K-R1?; B×B and White cannot retake), Kt×Pch; 25 K-Kt1, Kt-B6ch; 26 K-B1, B×B; 27 Kt×B, R-R7, etc. White's position is hopeless. Nevertheless, the inexperienced player must strive to *discover invariably the move which enables him to put up the longest resistance in a desperate position*. Many a half-point (and a full point, too, sometimes!) can be saved in this way.

*SUMMARY: Despite inaccuracies on both sides, Black's open KB file carried the day for him. The moral that applies to the middle-game mêlée is: in a won position, seek the move that will end the game in the most conclusive manner; in a lost position, seek the move that will enable you to put up the most resistance.*

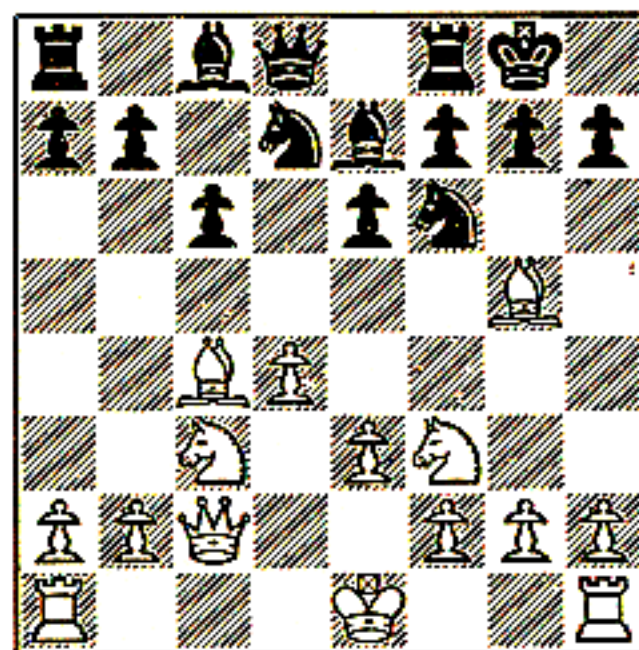


## LESSON V

(a) Black's 2 . . . , P-K3 blocks the development of his QB. (We have already noted a number of instances in which a player reduces the scope of a Bishop by putting one or more Pawns on squares of the same colour.) This is not to say that the Bishop is to be hemmed in permanently. If Black is aware of this flaw in his development, he will take steps later on to rectify it. If Black is not aware of the danger, there is a strong possibility that the Bishop will be ineffectual throughout the game.

HOW CAN BLACK FREE  
HIS GAME?

BLACK



WHITE

(Position after 9 B x P)

(b) Since Black's position is cramped, his pieces have less *qualitative* value than have White's. Material equality is not the only criterion: if most of Black's pieces have less scope than their White counterparts, then Black has the inferior position. *It is therefore advisable for Black to court exchanges, whereby he will rid himself of some poorly functioning Black pieces in return for some well-placed White pieces. Conversely White, having the freer game, should strive to avoid exchanges as much as*



possible; each exchange will very likely reduce his margin of greater mobility.

Applying these general rules to this position, we see that Black should play 9 . . . , Kt-Q<sub>4</sub>; 10 B×B (an exchange in some form cannot be avoided), Q×B; 11 O-O, Kt×Kt; 12 Q×Kt, P-QKt<sub>3</sub>!, followed by . . . B-Kt<sub>2</sub> and . . . P-QB<sub>4</sub>, giving the Bishop a beautiful diagonal.

Had Black played in this recommended manner, he would have exchanged two pieces, placed his Bishop on a fine diagonal, and obtained full equality in the centre. (It must be borne in mind that Black's position requires the freeing moves . . . P-K<sub>4</sub> or . . . P-QB<sub>4</sub> if it is not to remain permanently cramped. It is significant that either of these moves not only gives Black equality in the centre and a half-open file for his Rooks (K file or QB file respectively); either of these moves is also *an essential preliminary to the emancipation of the Bishop.*)

(c) Black could still have freed himself with . . . Kt-Q<sub>4</sub>.

(d) This is inferior because it not only continues to neglect the problem of getting the QB into play, but it takes the Knight to the edge of the board, which means that its mobility is still further reduced.

The indicated continuation was 11 . . . , P-K<sub>4</sub>; 12 P×P, Kt×P; 13 Kt×Kt, Q×Kt. If then 14 B-B<sub>4</sub>, Q-QB<sub>4</sub>!; 15 KB-Kt<sub>3</sub>, B-B<sub>4</sub>; or 15 B-Q<sub>3</sub>, B-K<sub>3</sub>; and in either event Black has finally brought out the Bishop effectively.

(e) 12 Kt-K<sub>4</sub> is incorrect strategy because White thereby voluntarily brings about exchanges which he should do his best to avoid! He thereby mitigates some of the evils caused by Black's ill-judged play. The right way was 12 Kt-K<sub>5</sub>, occupying the vital square K<sub>5</sub>, control of which has just been abandoned by Black's last move. Also good was 12 P-K<sub>4</sub>, with a formidable position in the centre.

(f) The effect of White's 12th move has manifestly been to relieve the crowded position of Black's pieces. Nevertheless, Black's Bishop still has no scope.

(g) Neither move on each side had any object. Black should have played 17 . . . , P-QB<sub>4</sub>!, answering 18 P×P or 18 R×P? with . . . Q×P! or . . . Q×R! respectively.



White in turn should have answered 17 . . . , K-R1 with 18 R-Q2! getting rid of *the mating threat on the last rank*; for if then 18 . . . , P-QB4?; 19 R×P and now 19 . . . , Q×R? will not do because White's other Rook is protected.

(h) Black could not have played 19 . . . , P-K4? for there would have followed: 20 Kt×P, Kt×Kt; 21 Q×Kt, Q×Q; 22 P×Q, R×R; 23 R×R, R×P??; 24 R-Q8ch and mate follows (so Black's last rank is also vulnerable!).

However, 19 . . . , P-QB4! was still perfectly feasible, for if 20 R×P?, Q×R! or if 20 P×P, Q×P!

(i) 21 R-B5?? is a terrible blunder, allowing 21 . . . , Q×R!

(j) 21 P-R3 would not have been good enough, as Black could still have played 21 . . . , P-QB4!, and if 22 R×P?, Q×R!; 23 P×R, R×Rch followed by 24 . . . , R×B with too much material for his Queen.

On the other hand, after 21 P-R3, Black could not have played 21 . . . , P-K4? because of 22 P×P, R×Rch; 23 R×R, P×P; 24 Kt×P!, Q×Kt; 25 Q×Q, R×Q; 26 R-Q8, etc. It is curious how the mating threat on the last rank plays a part in both camps.

(k) A curious hallucination! Black sees that he can play 21 . . . , P-K4 because the QP is pinned; and yet he fails to see that it is precisely this pin that makes . . . Q×R! possible!

In other words, *Black has not been painstaking enough to look for the very best move.*

(l) As will be seen, the text, for all its plausible appearance, does not suffice to avoid a loss of material. Had White now at last been fully alert to the danger that threatens him on the last rank, he would have guarded the advanced Rook more securely with 22 P-QKt4. Even in that event, Black could play . . . P×P with a perfectly satisfactory position.

(m) Now that Black has succeeded in playing . . . P-K4 (not because of his own efforts, but because of White's inferior play) he has solved the basic problem of his position: development of the Bishop. By the same token, White has failed completely in the basic aim of restraining the freeing move . . . P-K4.

(n) Among other things, it has now become clear that White's Q-B4-Kt3 was utterly useless and even harmful. Had he retreated his Queen to the more centralized post QB2 (move 18) his Rooks would have had all the necessary protection, *eliminating the weakness of the first rank* and practically preventing . . . P-QB4 permanently.

(o) 23 Kt×P?? is another terrible blunder, which this time is fully exploited by Black. 23 P×P would have been somewhat better, although Black would still have won a Pawn with 23 . . . , R×P! for if 24 Kt×R??, Q-K8ch, etc., forces mate.

(p) Naturally the Rook cannot be captured because of 24 . . . , Q-K8ch followed by mate.

(q) After 24 Q-Kt3 (now the Queen no longer guards his Q1) Black has a much stronger move than 24 . . . , R-R5? namely 24 . . . , Q×R! (again the last rank!).

*SUMMARY: Both players neglected the proper strategy (for White: preventing the freeing advances . . . P-QB4 or . . . P-K4; for Black, endeavoring to force these advances). Black finally succeeded in forcing . . . P-K4, thanks to White's carelessness in exposing himself to dangerous mating threats on his first rank.*



## LESSON VI

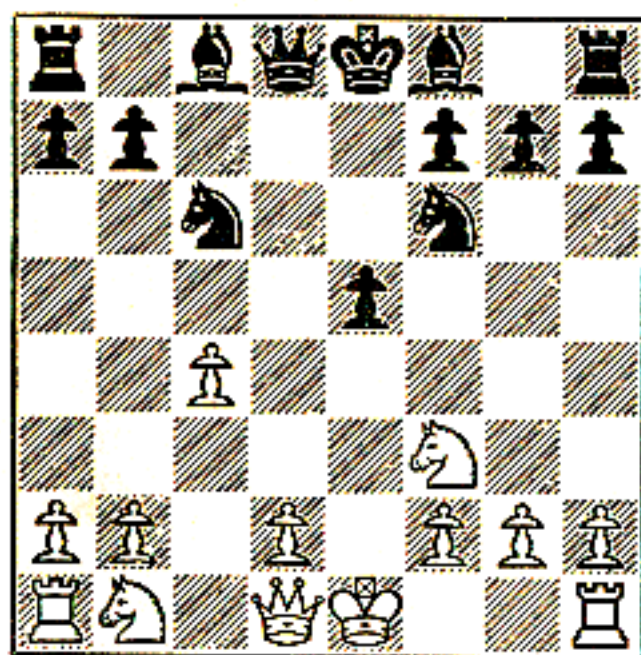
(a) 2 . . . ,  $Q \times P$  is the normal move, but this permits White to gain time by menacing the Queen with 3  $Kt-QB_3$ . Hence Black resorts to the text, even though it may involve the loss of a Pawn.

(b) The text is likely to turn out badly, as will be seen. Instead of trying to retain the Pawn, White has two preferable courses: (1) he can play for a free development, simply ignoring the extra Pawn: 3  $P-Q_4$ ,  $Kt \times P$ ; 4  $P-QB_4$ ; (2) he can play for a free development, at the same time causing Black to lose time regaining the Pawn: 3  $B-Kt5ch$ ,  $B-Q_2$ ; 4  $B-B_4!$ ,  $B-Kt5$ ; 5  $P-B_3$ ,  $B-B_4$ ; 6  $Kt-B_3$ ,  $QKt-Q_2$ ; 7  $KKt-K_2$ ,  $Kt-Kt3$ ; 8  $P-Q_3$ ,  $QKt \times P$ ; 9  $Kt-Kt3$ ,  $B-Kt3$ ; 10  $P-B_4$ ,  $P-K_3$ ; 11  $O-O$  followed by  $Q-B_3$  with a very superior development for White.

Note that in either of these lines White would not be burdened with any positional weaknesses.

WHAT ARE THE WEAKNESSES  
IN WHITE'S GAME?

BLACK



WHITE

(Position after 5 . . . ,  $P-K_4$ )

(c) Black has two kinds of compensation for his Pawn. In the first place, he is ahead in development. But this is



not conclusive in itself; very often, the player who accepts a speculative sacrifice can proceed with his development until he reaches a point where his initial disadvantage in development has been nullified.

Black's second advantage is therefore the more important one. As the result of White's third and Black's fifth moves, White's QP is backward and his Q<sub>4</sub> is a hole. These disadvantages are lasting, and of so serious a nature that they condemn White to perpetual loss of the initiative and a purely passive set-up. But given such a long-term perspective, it is clear that: (1) White can never overtake Black in development, since White's pieces can never obtain enough scope; (2) if the effect on White's Pawn position, and on his development and on his prospects in general is so far-reaching, *then he ought to have foreseen how harmful an effect on his game would result from accepting the Pawn at move four!*

And very likely he would have foreseen this result if he had been familiar with the weakness of backward Pawns and holes. A *backward Pawn* is one whose neighbours have advanced, and which is situated on an open file. On the one hand, this Pawn is subject to hostile pressure, and on the other, it has lost its most natural support, that of a Pawn; *it must be protected by pieces*. A *hole*, similarly, is a square which can no longer be protected by Pawns on the adjacent files, because these Pawns have advanced and lost control of the square in question. Naturally, such a square is a very strong point for the enemy to control or occupy, and it is an extremely arduous—but necessary!—task to protect this square with one's pieces.

Thus we see that the hole Q<sub>4</sub> and the backward QP burden White right from the very start with severe defensive problems.

(d) 7 . . . , B×B; 8 P×B, Q-Kt<sub>3</sub>; 9 Q-Q<sub>2</sub> would have been weaker for Black. He would have increased White's mobility by opening the KB file for him, and he would have lightened White's difficulties by bringing White's KBP to K<sub>3</sub>, where it guards White's Q<sub>4</sub>, so that this square is no longer a hole and no longer accessible to Black's forces.

(e) Naturally Black plays . . . B-B<sub>4</sub> in order to exert pressure on the ailing QP.



(f) . . . R-Q1 intensifies the pressure. It will be worth while to re-read the comment on Black's fifth move. White's best move is now 13 Q-Kt1, but it is a sorry "best."

(g) While 12 P-Q4 would have been better than the text, it would still have left White with a poor game. The simplest among several good lines seems to be 12 . . . , Q-K2, 13 Kt-K1, Kt×P; with a fine initiative.

(h) It would be premature to play 12 . . . , P×P; 13 B×P, Kt-QKt5 because of the reply 14 Q-K2ch and White has extricated himself from the pin. In other words, Black does not blindly plunge into what *looks* advantageous; he calculates carefully and searches for unforeseen possibilities.

(i) White rids himself of the pin on the Q file, only to run into an equally bad pin on the diagonal!

(j) If 16 Kt-K5, Q-K3! best; 17 Kt-Q3 forced, Q-Q3!; 18 R-Q1 forced, Kt-KKt5!; 19 P-KKt3 (if 19 P-B4, Q-Q5ch wins), Q-KR3; 20 P-KR4, QKt-K4 and Black has a winning attack.

(k) It would have been relatively better to play Q-B1, leaving him with the material disadvantage of a Rook for two minor pieces. But in that event he would have been able to play on for a while, whereas after the text it is all over.

(l) If 20 R-B3, Q×Pch winning at least the Queen.

*SUMMARY: This game shows the power of consistently forceful development coupled with lasting pressure against a positional weakness.*



## LESSON VII

(a) On 6 Kt×Kt Black replies 6 . . . , QP×Kt! followed by . . . P-K4 with an easy development.

(b) On 7 P×P, Black would reply 7 . . . , P×P and again Black has an easy development.

Less good, after 7 P×P, would be 7 . . . , Kt×Kt; 8 B×Kt, Q×P. White would simply play 9 O-O (if 9 B×Kt, Black does not play 9 . . . , Q×P? because of 10 B-Kt5ch forcing mate. Instead, he simply replies 9 . . . , P×B with a good game). Now Black dare not play 9 . . . , Q×B?? because of 10 B-Kt5ch winning the Queen. This type of indirect defence is often seen, and it is frequently a useful means of gaining time.

(c) If 8 P-K5, Kt-Q2; 9 P-KB4 and Black can now play 9 . . . , B-R3! (so that if 10 B×B, Q-R4ch, etc.).

By bringing about this exchange, Black accomplishes a double object: he removes the strong White KB, which is admirably posted for attack; and he gets rid of his QB, which is likely to be ineffective, because *its scope is limited* by Black Pawns on white squares.

(d) 8 . . . P-KR3? is evidently played to avoid a pin by B-KKt5, but it is quite superfluous, as Black always has . . . B-K2 at his disposal. Another drawback of . . . P-KR3 is that it creates a *Pawn target* which will facilitate the opening of the KKt file by White if the latter advances his King-side Pawns. In order to avoid giving White this opportunity, it would have been better to refrain from playing . . . P-KR3.

(e) By playing 8 . . . , P-K4! Black would have had a beautiful game: a commanding centre, and good diagonals for both Bishops. In the case of his QB, its scope would have been increased enormously by the removal of the KP from K3 (a white square!) to K4 (a black square!).

(f) White naturally advances the KBP in order to prevent . . . P-K4.

(g) Black plays . . . B-Kt5 because he intends to exchange this Bishop eventually by . . . R-R4-Kt3. But much time



is lost thereby, and in any event Black will be left with his "bad" Bishop.

For these reasons the simple 9 . . . , B-K2 was in order.

(h) The creation of a Pawn target with 8 . . . , P-KR3? induces White to attempt a Pawn storm with P-Kt5. As it happens, this attack should not succeed, as White does not have enough pieces available for a decisive assault; yet, all the same, Black should not have courted danger with the advance of the KRP.

(i) Given the new policy just initiated by White, we can now take a more favourable view of this simplifying manoeuvre. In the first place, Black's Bishop is out of play and it is therefore advantageous to exchange it. Secondly, just as in the case of a cramped position, *one of the best ways to take the sting out of an attack is to court exchanges, thus reducing the enemy's attacking potential.*

(j) 14 P-Kt5 would be premature because of 14 . . . , P×P; 15 Q-R5, P-KB4 leaving White at a loss for a good attacking continuation (16 P×P e.p., Kt×P). Or if 15 B×B, Q×B and 16 Q-R5? is refuted by . . . Q-K6ch.

(k) 14 . . . P-B3! opens up the position for counter-attack. It will soon become apparent that White has extended himself too far and too soon.

(l) If 15 P×P, R×P Black has a fine game, as he threatens to counter-attack vigorously with . . . P-K4. If then 16 Q-Kt3, Q-B1 so as to answer 17 P-Kt5 with 17 . . . , P×P; 18 P×P, R-B6.

(m) Much clearer and simpler is 16 . . . , P×P and White's attack is over; 17 B×B, P×B; 18 Q-Kt6?, Kt×P; 19 Q-R7ch, K-B2 and White is in a bad way.

Just as the attacker must seek the most economical winning method, so the *defender must try to break the attack as soon as possible.* The trouble with ultra-elaborate and "almost-as-good" defensive moves is that by not killing off the attack they always leave some loophole open for a later "swindle" that creates fresh problems.

(n) 17 Q-Kt6 is pointless, as Black simply gains time with . . . Kt-B1. Or if 17 P×P, R×Ktch; 18 R×R, B×B; 19 Q-Kt6, Kt-B1 (or 19 Q-B7ch, K-R1; 20 Q-Kt6, Q-Kt1).



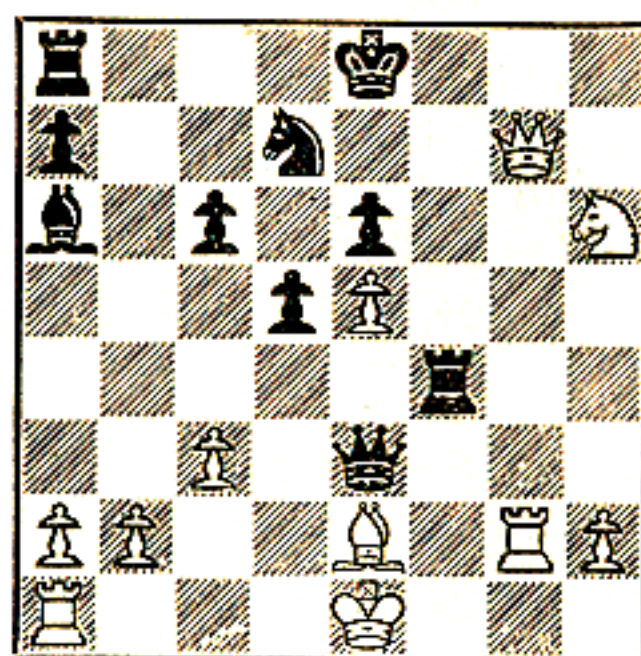
(o) 20 . . . , P×Kt is the proper move. Before analysing it, we must note that if Black had played the simple and obvious 16 . . . , P×P, he would have beaten off all possibility of attack.

After 20 . . . , P×Kt, White soon runs out of checks: 21 Q-Kt6ch, K-B1; 22 Q×Pch, K-K1!; 23 B-Kt6ch, K-Q1; 24 Q×Pch, K-B2 and Black is perfectly safe because 25 Q×R is answered by . . . Q×Rch.

But the inexperienced player is notoriously averse to submitting to a handful of checks, and he therefore adopts a different line. But the wins are getting harder to find!

### HOW CAN BLACK STRENGTHEN HIS ATTACK DECISIVELY?

BLACK



WHITE

(Position after 24 R-Kt2)

(p) The right move was 24 . . . , Kt×P! This would have been much stronger than the text, for two reasons: (1) on the KB file, the Rook serves two functions, *those of attack and defence*; (2) . . . , Kt×P brings a fresh piece to the attack.

To see how these general rules apply to the position, let us note that 24 . . . , Kt×P! threatens 25 . . . , Kt-B6ch; 26 K-B1, Kt-Q7 dbl ch; 27 K-K1, R-B8 mate! (this is just what would happen, for instance, after 25 R-Q1).



No better would be 25 K-Q1, B×Bch; 26 R×B, R-B8ch; or 25 Q-Kt8ch, K-Q2!, etc.

(q) The fact that 26 Q-B7ch was made possible by 24 . . . , R-K5?? shows just how weak that move was. The Knight, which could have strengthened the attack decisively, perishes ingloriously.

(r) 28 . . . , B×B is inadequate to save the game. There follows: 29 R-Kt7ch, K-Kt3; 30 Q×RPch, K-Kt4; 31 R-Kt7ch (Q×Q is of course good enough), K-B5; 32 Q-R6ch, K-B4; 33 P-Kt4ch, R×P; 34 Q-R7ch, K-B5; 35 R×Rch, K-Q6; 36 Q-R6ch, etc.

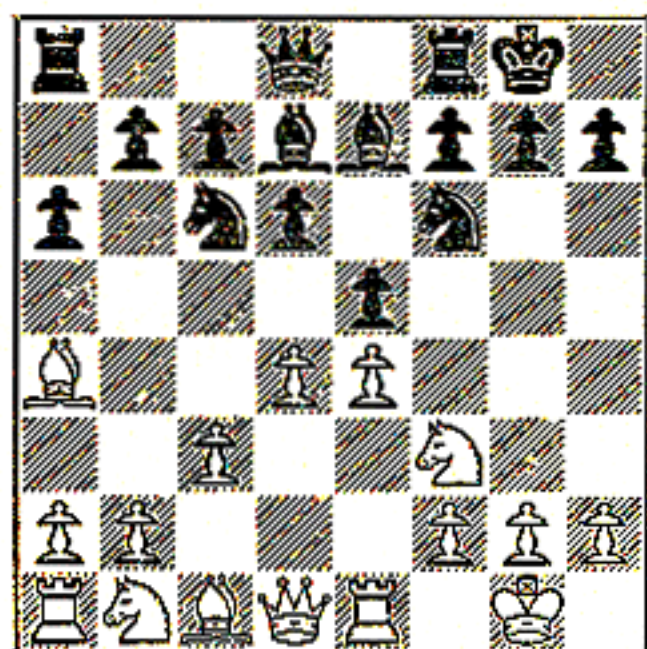
*SUMMARY: This game teaches a valuable lesson as to the need of finding the most efficient defence. Complicated defences often defeat their own object. Black missed conclusive rebuffs of the hostile attack by seeking "interesting" lines.*



## LESSON VIII

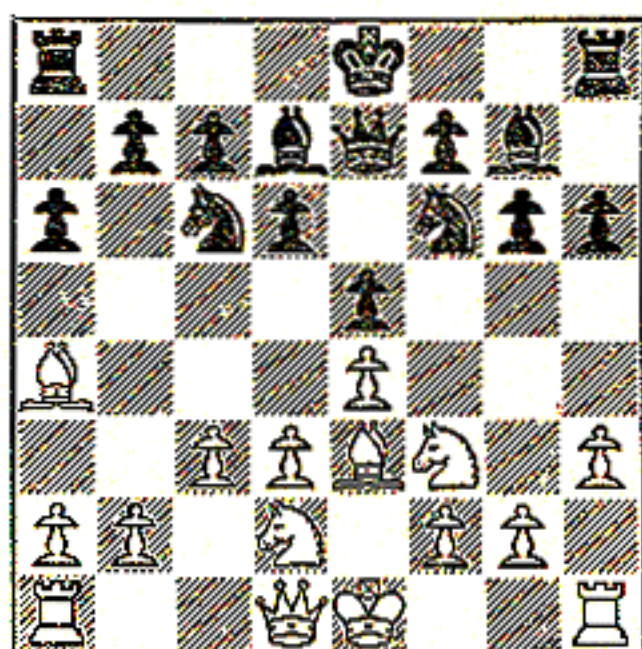
(a) 5 O-O is more aggressive, because it reserves the option of subsequently playing P-Q<sub>4</sub>. In the event that Black eventually plays . . . KP×P, he will free White's pieces for greater action. Or if Black guards the KP with his QP (. . . P-Q<sub>3</sub>) then *Black will be under a certain amount of constraint*, which may very likely lead to a permanently cramped game for him.

BLACK'S POSITION IS  
SOMEWHAT CRAMPED  
BLACK



WHITE

BLACK HAS A FAIRLY  
FREE GAME  
BLACK



WHITE

(If 5 . . . , Kt×P in answer to 5 O-O, then 6 P-Q<sub>4</sub> regains the Pawn, since it would be too risky to play 6 . . . , P×P? because of the resulting pin by 7R-K1.)

However, with 5 P-Q<sub>3</sub>, White has definitely committed himself, and has at the same time virtually forfeited the initiative, as Black has ample freedom of choice and is subjected to no pressure to speak of.

(b) After 6 P-B<sub>3</sub>, what is normally the best square for White's QKt (QB<sub>3</sub>) has been taken away from it. (You will recall that Knights are posted most effectively when they



are placed in or near the centre, and in this sense a Knight at Q2 is not so well placed as at QB3.) White, to be sure, contemplates the manoeuvre QKt-Q2-B1-Kt3, which has often proved very strong in this opening; but such a long-winded rearrangement *must be accompanied by pressure which cannot be shaken off easily*. It stands to reason that if both players start off on a fairly even footing as regards development, the three-move manoeuvre with the Knight will give Black time to improve his own position as well.

(c) The fianchetto development is beneficial for Black in a number of respects—

(1) When the Bishop goes to K2, it stands in the way of Black's pieces. . . . Q-K2 is prevented, for example, so that it is difficult to play a Queen-move which will establish communication between the Black Rooks. Again, the desirable manoeuvre . . . R-K1 followed by . . . B-KB1, . . . P-KKt3 and . . . B-Kt2, so often seen in the Lopez, is but a time-losing and artificial version of the direct fianchetto development.

(2) The KB is more effective at Kt2 than at K2 because at K2 it has a *purely passive position*, hemmed in by the black Pawn at Q3; whereas at Kt2, although, to be sure, it is hemmed in by the black Pawn at K4, it has a promising future. There is a potential likelihood of activity along the diagonal, for example in the event that either player succeeds in forcing the advance P-Q4, *in which event the centre will become fluid*, and the KB will play an important role.

(d) Still another value of the fianchetto development is that the move . . . P-KKt3 prevents White's QKt from ever reaching KB5 (after QKt-Q2-B1-Kt3). Thus this manoeuvre, which is considered the best deployment of the Knight, is made futile from the very start.

To sum up, if we remember what we have already learned about *the paramount conditioning influence of the Pawn configuration* from the very start of the game, we can realize even at this early stage how profoundly the course of the game has been affected by Black's adoption of 6 . . . , P-KKt3.

(e) 7 P-KR3 is presumably played to prevent . . . B-Kt5 (which would be pointless) or to prepare for a King-side



storming expedition with P-KKt4. But it does not seem that such an attack can have any likelihood of success, as White's position is markedly lacking in dynamic and aggressive possibilities.

Finally, there is the additional reason (and this happens to be the right one!) that White wishes to play B-K3 without being hampered by . . . Kt-Kt5. Since the position is no more than level, White does not want to cede his opponent the advantage of two Bishops; especially in view of the ineffectual future in store for White's Knights.

(f) You will recall that in the note to Black's 6th move, it was pointed out that one of the advantages accruing from that move was the resulting availability of K2 for the Black Queen. Once . . . Q-K2 has been played, Black's KP is additionally protected so that the important freeing advance . . . P-Q4 is made possible.

(g) The purpose of 11 B-B2 is evidently to protect White's KP additionally so that P-Q4 can be played. Can you see all that this tells us about White's previous strategy? In the first place, he *now strives* for what he could have had *effortlessly* in the early part of the game (P-Q4)! Secondly, the text is futile because Black has already indicated his intention of advancing the QP, which ruins White's chances of advancing *his* QP. It would have been relatively best, therefore, to castle into safety and get the KR into the game—all of which, incidentally, should have been done some time ago.

(h) Black's 11 . . . , P-Q4 comes just in time, because, as has just been indicated, White was about to advance his own QP, forcing a defensive set-up in Black's Pawn centre.

(i) 12 P-QKt4? is played with the rather primitive intention of preventing Black's castling King-side, because of the reply 13 B-B5. That 12 P-QKt4? is a bad blunder, however, is at once demonstrated by Black's vigorous reply.

The theoretical reason for the inferiority of 12 P-QKt4? is this: in close positions (those in which the Pawns are not likely to come into violent contact with one another) it is possible to delay castling or even omit it altogether; but as soon as contact between the opposing forces is established on the vital central squares (11 . . . , P-Q4!), it follows that



*White's King is exposed to indirect threats because of its position in the centre.*

It might be asked: Isn't Black's King equally in danger? The answer is: No, because it is Black who has the initiative here. White's position is so passive that he lacks the slightest possibility of exploiting the position of the Black King.

From all this we conclude that White should have played 12 O-O. He would have remained with an inferior position after 12 . . . , O-O, but at any rate he would not have been exposed to the direct menaces which now afflict him.

(j) 16 B×B looks plausible, so that if 16 . . . , Kt-B6 dis ch; 17 K-B1, Kt×Q; 18 B×R and Black's Knight has no flight square. However, Black wins easily with 18 . . . , P-KB3, followed by . . . O-O-O. Even in this variation we see how clumsy is the disposition of White's forces.

(k) It is now clear that White made a serious mistake in not castling when the opportunity was available. And, of course, the play from his 12th move on underlines White's faulty policy in voluntarily giving up the initiative in the centre with 5 P-Q3, etc.

(l) White feared . . . R-Q1 in combination with . . . B-Kt4, taking deadly advantage of his uncastled state. Once more the course of the game indicates how seriously White erred in not castling in good time.

(m) 18 O-O would not do because of 18 . . . , B-Kt4; 19 R-K1, R-Q1 and wins. Again we see to what dire straits White has been reduced by his faulty play. (Black is not interested in winning the QKtP, as he has much more important matters in hand.)

(n) The object of 19 . . . , R-Q1 is of course to exert pressure on the Q file, which, in combination with the powerful position of Black's KB, will involve White in inextricable difficulties. At the moment Black threatens . . . B×RP.

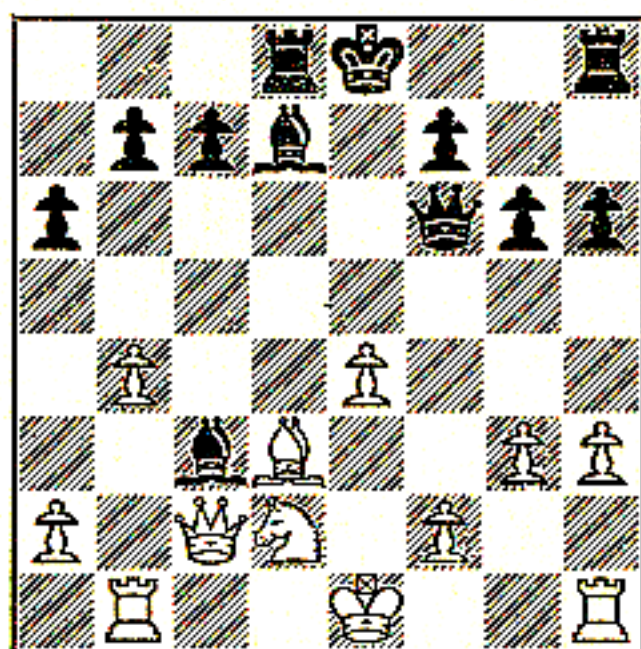
(o) . . . , O-O-O would have been stronger, *because it would have put Black's Rooks into centralized action* even more rapidly than the text. There could not have been any possible danger in Queen-side castling and in some ways the attack would have been strengthened; for instance, after 20 Q-B2 or Q-K2, . . . B-Kt4! would have been directly decisive



because White could not capture the Bishop *with a check* (as he can after the text-move).

CAN . . . B-Q5 BE  
PROVIDED AGAINST?

BLACK



WHITE

(Position after 20 . . . , Q-B3)

(p) After 21 K-K2 or P-B4, White would be in a bad way with his King so badly exposed in the centre.

After 21 K-K2 there follows 21 . . . , O-O (note again that if Black had played 19 . . . , O-O-O, he would now have the immediately decisive 21 . . . , B-Kt4 at his disposal!); 22 Kt-B3 (. . . B-Kt4 was threatened with murderous effect), B-B3 followed by . . . KR-K1 with a quickly winning position; Black's pressure on the central files against the White King is irresistible.

If 21 P-B4, B-Kt4 (less good is 21 . . . , B×Ktch; 22 Q×B, B-Kt4; 23 B×Bch, etc.); 22 B×Bch (if 22 P-K5, B×B wins), P×B and White has a lost game: (a) 23 R-R2, Q-Q5 and wins; (b) 23 P-K5, B×Ktch; 24 Q×B, Q-B3; 25 Q-R2, Q-K5ch and wins; (c) 23 R-Q1, Q-Q5, winning the QKtP, for if 24 P-R3?, Q-K6ch wins.

These variations emphasize the enormity of White's mistake in neglecting to castle in good time.

(q) After 22 QR-Kt1, Q×Pch; 23 K-Q1, Q×P White's



position would be a shambles (exposed King, two Pawns down, the whole position hopelessly disorganized).

(r) The drawbacks of such a Knight-move are that a far-advanced Knight may find his retreat cut off, *or that it may be kept out of play for a long time by not being able to play a useful role*. In the present position, for example, the Knight does not have any retreat in the event of 28 . . . , R-Q3, and has to be guarded by B-K4.

However, Black selects a different line of play, as it suffices for his purposes that the Knight is kept out of play. We conclude that 28 Kt-Kt3 was in order.

(s) If 30 K-Kt2, R-K6!, to be followed by . . . R-QB6 and the Knight is in bad shape (if 31 R-B1, R(6)-K7; 32 R-B1, P-QKt4; 33 Kt-R5, B-K2; 34 P-R3, P-QB4 and wins). Or 30 P-QR4, R-K5; 31 P-Kt5, P-QR4, followed by . . . B-Kt2-B1-B4 and wins. Black's material and positional advantage must always tell.

*SUMMARY: White's play was all "pseudo-development." It is not enough to bring out the pieces rapidly; they must be developed with forethought, with an eye for their future deployment. And, above all: Castling is almost always an important developing move. White's omission of castling transformed a colourless and mediocre—but doubtless playable—position into a hopeless rout.*

## LESSON IX

(a) After White's last move he threatens to assume a dominant, not to say domineering, position in the centre with P-K4. The usual method of parrying this threat is 3 . . . , P-Q4 (*occupation of the centre*). But by pinning White's QKt, Black achieves the same object (preventing P-K4) *not by occupying the centre, but by controlling it*. And of course, Black reserves the option of occupying the centre later on in the event that this seems desirable.

(b) White wants to clear the situation at once, so as to be rid of the pin. A possible drawback is that the doubled QBP may become a *weakness* subsequently. The Pawn at White's QB4, for example, is unwieldy and easily subject to pressure (for instance, by a subsequent . . . Kt-B3-R4 in combination with . . . P-QKt3 and . . . B-R3).

(c) 5 . . . , P-B4 has a number of objects: (1) it "fixes" White's Pawn at QB4 so that it can be attacked in due course; (2) there now exists the possibility of augmenting the pressure on White's delicate QBPs by means of a frontal attack (bringing a Black Rook to QB1); (3) the powerful counter-attack . . . Q-R4 is made possible.

(d) If 5 . . . , Kt-K5; 6 Kt-B3 is indeed a feasible reply, for if 6 . . . , Kt×QBP??; 7 Q-B2, and the Knight is lost.

(e) 6 P-B3 has the double object of preparing for PK4 and also preventing . . . Kt-K5. Thus if 6 B-Kt5, Q-R4!; 7 Q-B2 (7 B×Kt, Q×Pch, etc.), Kt-K5, with a fine initiative for Black.

(f) If 6 B-Kt5, Q-R4!; 7 Q-B2 (not 7 B×Kt?, Q×Pch, etc.), Kt-K5 and Black has the initiative.

(g) White cannot play 8 P-K4? because of 8 . . . , Kt×P; 9 Q-B2, P×P. If 8 P-QB4?, Kt-B6 followed by . . . P×P.

This gives us a valuable insight into the position. Although White has rid himself of the troublesome doubled Pawn, he must still proceed carefully, because *his centre is shaky*, and a hasty advance may bring about the immediate collapse of a



structure which at the moment (considering the inevitability of P-K<sub>4</sub>) seems so imposing.

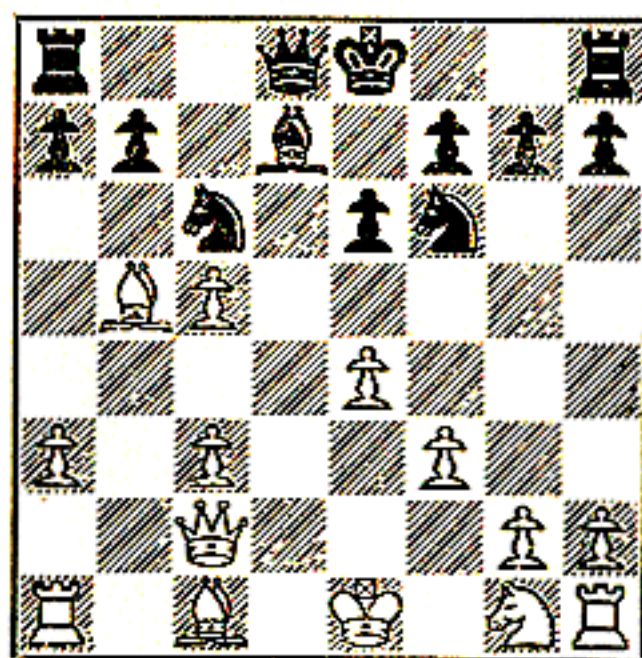
(h) Black cannot play 8 . . . , P×P; 9 P×P, Q-R<sub>5</sub>ch; 10 P-Kt<sub>3</sub>, Q×QP? because of 11 B-QKt<sub>2</sub> (the simplest), Kt-K<sub>6</sub> (unfortunately the Queen has no retreat from where she can protect the QB); 12 Q×Bch (not 12 B×Q??, Kt×Qch followed by . . . Kt×B) and wins.

(i) 10 P-K<sub>5</sub> would commit White too heavily in the centre. There would follow 10 . . . , Kt-Q<sub>4</sub> with strong pressure on White's harried centre. If then 11 B-Kt<sub>2</sub> (a wretched place for a Bishop!), Q-R<sub>4</sub> (. . . Kt-K<sub>6</sub> is also good); 12 Q-Q<sub>2</sub> followed by . . . B-Q<sub>2</sub> with an easy initiative for Black.

Or 10 P×P, Q-R<sub>4</sub>; 11 B-K<sub>3</sub>, Kt-Q<sub>2</sub> and Black recovers the Pawn with fine play against White's QBP—an isolated Pawn on an open file.

(j) It would be disastrous for Black to win a Pawn now with 10 . . . , P×P; 11 P×P, Q×P? because of 12 B×Ktch, P×B; 13 Q×Pch, K-Q<sub>1</sub>; 14 Kt-K<sub>2</sub>!, Q×R; 15 Q×R and White has a winning position; for whereas his King will be in perfect safety after 16 O-O, the position of Black's King has been hopelessly compromised.

WHITE HAS RUINED HIS  
PAWN POSITION  
BLACK



WHITE  
(Position after 11 P×P)



It may be laid down as a general rule that when your opponent finds it useless to adopt normal defensive methods and resorts to little combinations for defensive purposes, *you must be very chary of a precipitate attempt on your part to win the menaced material*; often, in doing so, you may forfeit your entire material advantage.

(**k**) This is a very poor move, as it worsens White's Pawn position without any compensating advantage. Black can easily regain his Pawn (so easily, in fact, that he need not be in any hurry about it), after which he can utilize the now open QB file for pressure against White's QBP. As the game goes on, we shall see more and more clearly what a fatal millstone this weak QBP is for White's position.

And in addition: in order to maintain the advanced QBP even temporarily, White will have to play B×Kt. This will not only deprive him of the two Bishops, but *it will leave weaknesses on his white squares*, particularly at his QB4.

From the above, it is clear that White would have been well advised to avoid all these difficult problems, continuing with the simple developing move Kt-K2.

(**l**) In the event of 14 Q-Kt2, there follows . . . R-Q6 regaining the Pawn at once and in an advantageous manner. Thus Black is already beginning to take advantage of *the weakness of the white squares*.

(**m**) Black will have an easy time exploiting *the weak white squares* and increasing the pressure on the QBP. Thus White has voluntarily created the weapon for his own downfall.

(**n**) Black's Queen is very well placed at QR3, being poised for invasion of the white squares when the opportunity offers. White's QB4, Q3 and K2 must be guarded to prevent such an invasion.

White is positionally lost, but if he is to put up a fight, his best choice would seem to be R-R2 followed by R-Q2, in the hope of disputing the Q file. It cannot be said that this is very promising strategy, since White will be unable to double Rooks on the Q file.

(**o**) White hopes to force . . . P-B3, which would create a slight weakness in the hostile Pawn position. Black could readily "risk" this advance, but he doubtless anticipates the



voluntary withdrawal of the Bishop from its ineffectual post at Kt5.

(p) After a careful study of the position, one cannot find how the actual development of White's Rooks, feeble as it is in the game, could have been improved on. *This is a further indictment of White's previous bad judgment.*

(q) Black has manœuvred very ably to exert irresistible pressure on the white square QB4, which has been left defenceless as one of the chief results of White's ill-judged play on moves 11 and 12.

(r) Again, the weakness of White's white squares (resulting from his 11th and 12th moves) is painfully noticeable.

If 25 R-B1, Kt-Q6 wins the exchange.

If 25 Q-B1, Kt-Q6 wins the exchange.

If 25 Q-K1, Kt-Q6 wins the exchange.

If 25 Kt-K2, B-Kt4 wins.

If 25 B-Q2, Kt-B5; 26 B-B1, Kt-Q3; 27 B-Q2, P-K4; 28 Kt-B5, Kt×Kt; 29 P×Kt, QR-Q1, with a winning position.

(s) Black threatens to win a piece with . . . P-K4.

(t) If 28 R-K1, Kt-Q8 wins the QBP with an easy victory in sight, as White's pieces continue to stand badly.

(u) If 29 Kt-K2, B-Kt4 wins, for example 30 R-K1, R-Q7; 31 K-B1, R×P followed by 32 . . . , R(6)-B7.

(v) After 29 R-B1, Black of course decides the game by . . . R×Kt.

*SUMMARY: White's ill-advised 11th and 12th moves left him with Pawn weaknesses and accompanying weaknesses on the white squares from which he was never able to recover. These weaknesses condemned him to loss of the initiative, permanently prevented a harmonious development, put him on the defensive and ruined all opportunities for counterplay.*



## LESSON X

(a) White's strategy is to control the long diagonal from KKt2 to QR8. The square Q5, *being located in the centre*, is the most important part of the diagonal which White hopes to control.

(b) 3 . . . , P-Q4 has the virtue of freeing Black's game and permitting a good development of his forces. On the other hand, after 3 . . . , P-Q4; 4 P×P, Kt×P; 5 B-Kt2 the power of White's KB would be enhanced.

After the text, Black has a somewhat cramped game but the influence of White's KB is less marked.

(c) There are two arguments in favor of . . . B-Kt5. The first is that now that White's KB is on KKt2, . . . P-Q4 is impossible. Therefore, Black must have recourse to . . . PQ3, which will hem in his KB and leave it with little scope.

The second argument in favour of . . . B-Kt5 is that since this piece has no promising future to speak of, it will be worth Black's while to exchange the Bishop for White's QKt, which is one of the pieces that command Q5. To sum up, this exchange would remove a White piece which promises to be useful, in return for a Black piece which does not have much of a future.

(d) As Black can no longer play . . . P-Q4 (if 6 . . . , P-Q4?; 7 P×P, Kt×P; 8 Kt×P! winning a Pawn), he must restrict himself to the rather cramping text; with the result that his KB has little scope.

(e) P-Q4 would be decidedly preferable, for it would confront Black with two unpleasant alternatives: if he plays . . . P×P; then 8 Kt×P and White's pressure on the diagonal has become stronger than ever. If, on the other hand, Black avoids . . . P×P, his position remains uncomfortably congested.

(f) Black is angling for an exchange of Bishops with . . . B-R6. This transaction would obviously favour Black, since his QB is far less effective than is White's KB.



The logical continuation for White, therefore, is 8 P-KR<sub>3</sub> and if 8 . . . , Q-B<sub>1</sub>; 9 K-R<sub>2</sub>, etc.

(g) The trouble with B-Kt<sub>5</sub> in this type of position is that when the Bishop is challenged by . . . P-KR<sub>3</sub>, it must either exchange or retreat along its original diagonal. The Bishop cannot go to R<sub>4</sub> because of . . . P-KKt<sub>4</sub> in reply.

White's object in playing this move is to obtain control of Q<sub>5</sub> by removing Black's KKt; but, as will be seen, this control is only temporary.

(h) It is difficult to see why White captures the Bishop, instead of waiting calmly for Black to play . . . B×B. It is the latter form of the exchange that is preferable for White, since in that event Black's Queen *does not come into powerful play* as in the text continuation.

(i) For the moment Black's game looks badly cramped, but he can free himself readily with . . . Kt-K<sub>2</sub> followed by . . . P-QB<sub>3</sub>. Aside from that, he ought to be ready in a few moves to obtain good counterplay with . . . P-B<sub>4</sub>, followed, according to circumstances, by . . . P-K<sub>5</sub> or . . . P-B<sub>5</sub>.

(j) 16 Kt-K<sub>1</sub> was a far better move for White. The continuation might have been 16 . . . , P-KB<sub>4</sub>; 17 Kt-Kt<sub>2</sub>, R-B<sub>3</sub>; 18 Kt-B<sub>4</sub>, Q-R<sub>3</sub>; 19 QR-Q<sub>1</sub> and White has a good game (if 19 . . . , P-B<sub>3</sub>; 20 P-Q<sub>5</sub>!).

The text, on the other hand, looks risky, if only on the general principle that *one must be wary about letting the short-stepping Knight go too far afield*.

(k) 16 Kt-Kt<sub>5</sub>?? was a bad blunder, and Black's reply is in the same category. By playing . . . Q-B<sub>4</sub>! Black would have won a piece, as both 17 P-B<sub>4</sub> and 17 P-KR<sub>4</sub> are met decisively by 17 . . . , P-KR<sub>3</sub>.

The faulty nature of the text is made clear by the fact that after 17 P-KB<sub>4</sub>, there is no longer any point to . . . P-KR<sub>3</sub>.

(l) 17 P-KR<sub>4</sub>?? would be a gross blunder, leading to the loss of a piece after 17 . . . , P-KR<sub>3</sub>.

(m) 17 . . . , P-KB<sub>4</sub> is inferior because *it creates a hole at Black's K<sub>3</sub>* permitting the following formidable placement of White's Knight. Much stronger was 17 . . . , P×P e.p.



18 Kt×P(B3), P-KB4 followed by pressure along the K file against White's *backward KP*.

As Black plays, it is he who is left with the Pawn weakness; consequently the initiative passes to his opponent.

(n) The indicated procedure for White is to try to *open up new lines* on the Queen side, where he already exerts considerable pressure. His immediate objective should be P-B5.

White definitely has the better game, for his pieces are posted more advantageously and the positional trumps are all in his hands. Black's pieces do not co-operate and lack constructive objectives.

(o) Confronted by the situation described in the previous note, Black hopes to secure some counter-attack. He hopes that in this way he can draw off some of the pressure on the Queen side, and at the same time get his pieces in more effective play.

(p) There is not much point to P-K3 at this stage. Stronger would have been 21 K-R1! so as to be able to answer . . . P-R5 with P×P, seizing the KKt file and thereby *increasing his attacking possibilities* without giving Black the kind of chances he obtains after the text.

(q) Sometimes a player's motivations are extremely illogical! White refused to play K-R1 on the previous move, when it could have been played without a sacrifice; and instead he prefers to play it now, when it involves giving up a Pawn!

There was, however, no need for giving up any material. 22 Q-KKt2 was quite satisfactory, and if then 22 . . . , P×P; 23 Q×KtP, Q×Qch; 24 P×Q with advantage to White.

(r) Clutching at the Pawn is by no means so important as maintaining the pressure. Black could have maintained a clear advantage with 24 . . . , K-B2!; 25 P×P (Black threatened . . . R-R1), R-R1ch; 26 K-Kt1, R-R6 (threatening . . . QR-R1); 27 Q-KB2, QR-R1 and Black has a winning game.

It is therefore abundantly clear that White's K-R1 was essential on move 21 and quite out of place a move later.

(s) It would have been relatively better to play 25 . . . ,



Q-R<sub>4</sub>ch; 26 K-Kt<sub>1</sub>, K-B<sub>2</sub>; 27 R-R<sub>2</sub>, Q-Kt<sub>3</sub>ch; 28 R-Kt<sub>2</sub>, Q-R<sub>2</sub>; 29 R-R<sub>2</sub>, Q-Kt<sub>1</sub> (what a place for the Queen!).

The text is a blunder which leaves White with an easy win.

(t) If 26 . . . , K-K1; 27 Kt×Pch, K-B1; 28 Kt-K6ch, K-K1; 29 R-R7 winning easily; likewise after 27 . . . , R×Kt; 28 R×R, Q-R4ch; 29 K-Kt1, Q-Kt5ch; 30 Q-Kt2, etc.

Black therefore resorts to the last desperate expedient of making some capital out of *the slightly exposed position of White's King*.

WHITE MUST REMOVE THE  
ADVANCED KBP  
BLACK



B-Q5 dis ch! and BLACK wins: 32 K×P, R-R6ch; 33, K-K2, R×Pch; 34 K-Q2, R×R; 35 Q×R, R-Q6, etc.

(II) 29 Q-KB2 (in order to remove the dangerous KBP at once), R-R1ch; 30 K-Kt3, QR-KKt1 (if 30 . . . , B-B3; 31 K×P, B-R5; 32 Q-B2! so as to answer . . . QR-KKt1 with Q×P); 31 K×P, B-B3; 32 R-KKt1, B-R5; 33 R×R! and wins.

(III) 29 R-B1 (again striving to eliminate the KBP), R-R1ch; 30 K-Kt3, QR-KKt1; 31 K×P, R-R6ch; 32 K-K2, R-R7ch; 33 R-B2, etc., winning.

(v) 30 Q-KB2??, despite its plausible aspect, leaves White in a hopelessly lost position. Here are some alternatives.

(I) 30 R-KB1, R-R1ch; 31 K-Kt3, QR-KKt1; 32 K×P, R-R6ch; 33 K-K2, R-R7ch; 34 R-B2 and wins.

(II) 30 Q-Q3?, B-B3!; 31 R-KKt1 (if 31 Q×P??, R-Kt7ch and mate follows), R-R1ch; 32 K-Kt3, QR-Kt1ch; 33 K-B2, B-R5ch; 34 K-B1, R×Rch; 35 K×R, P-B7ch; 36 K-R2 (if 36 K-Kt2, R-Kt1ch or if 36 K-B1, R-KKt1), R-KKt1; 37 Q×P, R-Kt8 and wins! This variation again, indicates how vital it is to remove Black's powerful KBP.

(III) 30 R-KKt1?, B-B3! and White's position is extremely difficult.

Thus we note that whereas White had a fairly quick win on move 29, victory had already become elusive on the very next move; so much so, that he blunders with the text and actually loses.

(w) If 31 R-KKt1 (too late to extricate himself!), R-R1ch; 32, K-Kt3, B-R5ch and wins.

*SUMMARY: White misses some very favourable positional possibilities in the opening. Subsequently both players go wrong very badly in a number of instances. Such slovenliness courts disaster.*



# MISCELLANEOUS POSITIONS ANALYSED

## MISTAKES TO AVOID

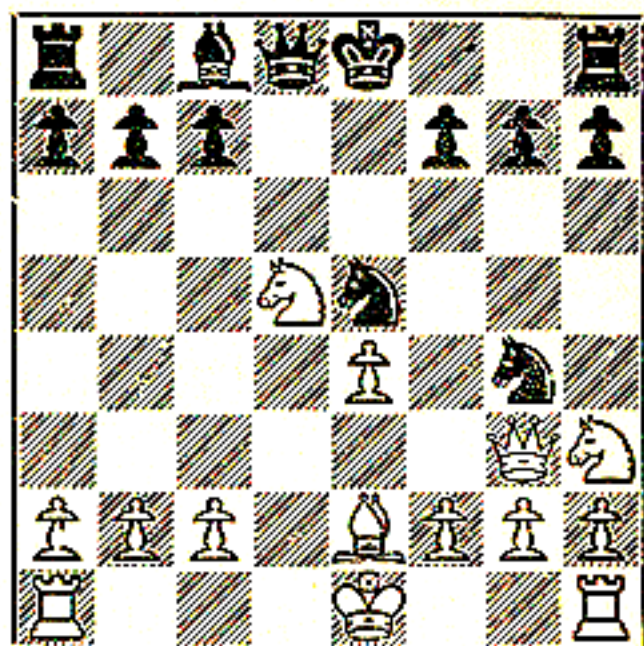
1. White plays 1 P-KB3 and wins a piece. Inexperienced players frequently commit the blunder of protecting attacked pieces with other pieces which are too far advanced and are thus themselves liable to attack (*illusory protection*).

Note, by contrast, how secure White's Knight is on Q5. Generally speaking, such an advanced piece is most securely guarded by a Pawn—in this case the KP.

2. White's 1 Q×BP is shown to be an error by the continuation 1 . . . , Q×Q; 2 Kt×Q, QR-B1. White is now subjected to a *double attack*: his Knight is menaced, and . . . Kt-B7 is threatened. He must therefore lose the exchange.

1 Q×BP? is an error based on a kind of optical illusion which is frequent among amateurs: he forgot that the disappearance of his Queen would make possible the forking move . . . Kt-B7.

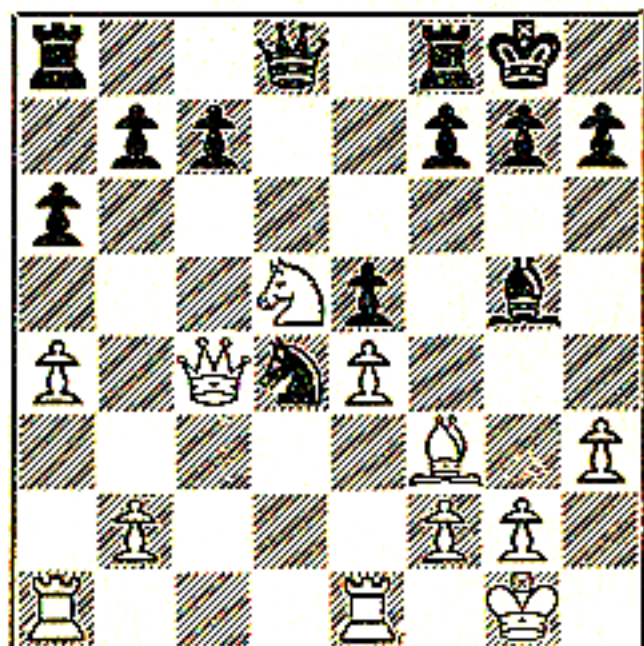
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White to move

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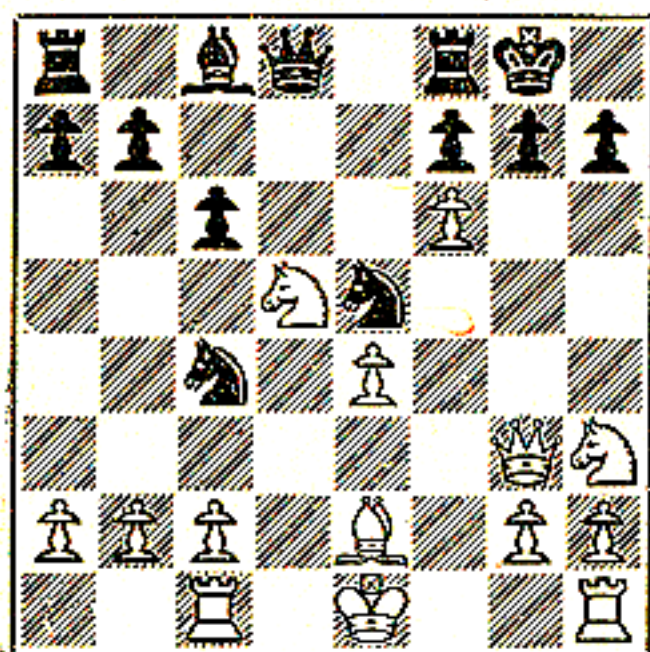


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White plays Q×BP



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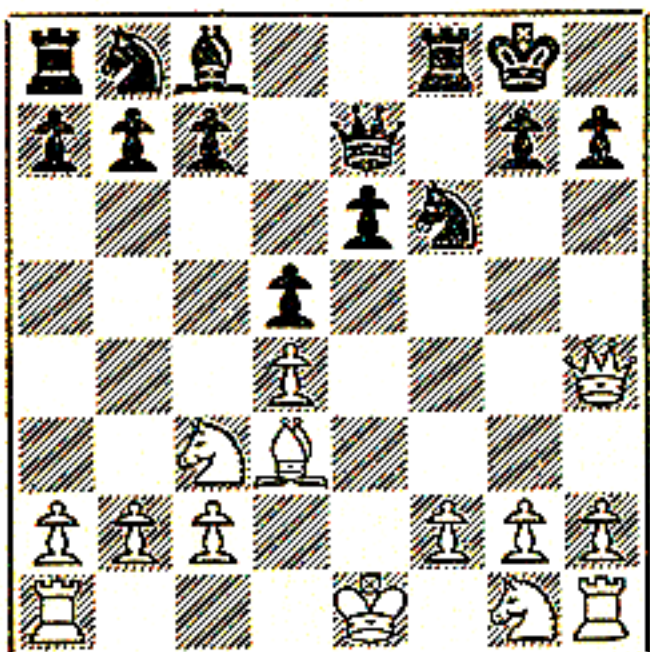
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Black plays . . . Q-R4ch

3. Black is threatened with mate on the move. His 1 . . . , Q-R4ch is not only irrelevant to the threat involved, it is an outright blunder. For White answers the Queen check with 2 P-Kt4, still threatening mate and at the same time attacking the Queen.

Beware of falling a victim to such *double attacks*.

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Black plays . . . QKt-Q2

4. Black's . . . QKt-Q2 is a mistake, as it permits the reply BxPch. The fact that Black's Queen was *unprotected*, meant that the protection of his KRP was *illusory*.

Black could have made the protection of his KRP foolproof by interrupting the Bishop's line of attack (. . . P-KKt3), or by moving the Queen away (. . . Q-B2) or by guarding the Queen (. . . R-K1).

It is always useful to take a last look at the position in order to ward off such insidious attacks.



5. White's 2 B-B<sub>4</sub> is a strategic mistake to begin with. In openings where your opponent's KP is at his K<sub>4</sub>, your KB is well posted on QB<sub>4</sub>, as it has a clear diagonal. When your opponent's KP is at his K<sub>3</sub>, however, the diagonal is somewhat blocked and the chances that your KB will be effective at QB<sub>4</sub> are rather slim.

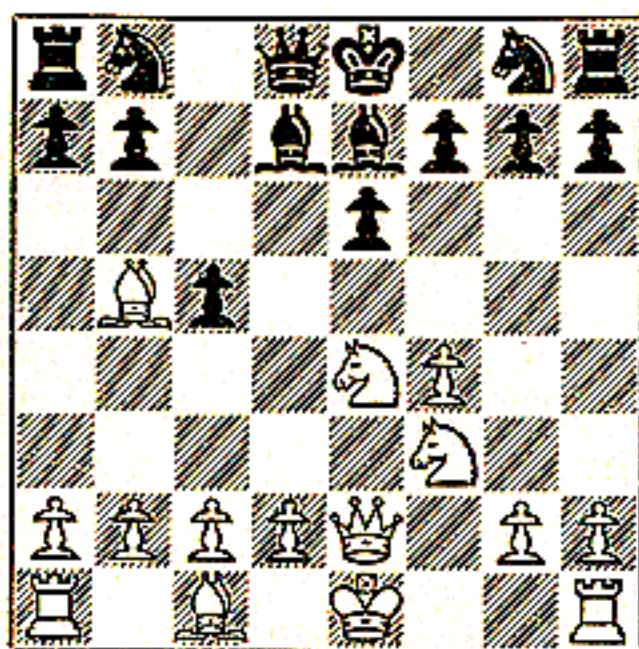
Aside from that, however, 2 B-B<sub>4</sub> is a serious mistake, as Black could demonstrate by replying 2 . . . , P-QKt<sub>4</sub> followed by . . . P-B<sub>5</sub>, trapping the hapless Bishop. (White *had* to answer 1 . . . , P-QR<sub>3</sub> with 2 B×Bch.)

6. Black has a winning position, his two formidable Bishops assuring him the capture of the vital QRP. However, he is over-confident and overlooks White's clever 3 B-Q<sub>1</sub>, which saves the QRP.

The right way was 1 . . . , B-Kt<sub>7</sub>! This preliminary move shuts out the possibility of Kt-B<sub>3</sub>. Black can then play . . . B-Kt<sub>6</sub> and gobble up the QRP.

Moral: *When you have a won game, always seek the surest way.* It is a common psychological failing of inexperienced players to plump for a likely-looking move without too rigorous examination.

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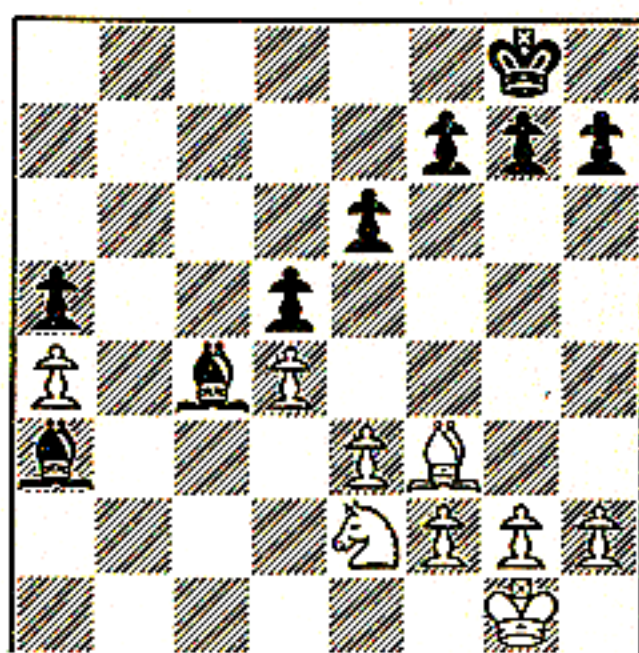


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The play was—

1 . . .	P-QR <sub>3</sub>
2 B-B <sub>4</sub>	B-QB <sub>3</sub>

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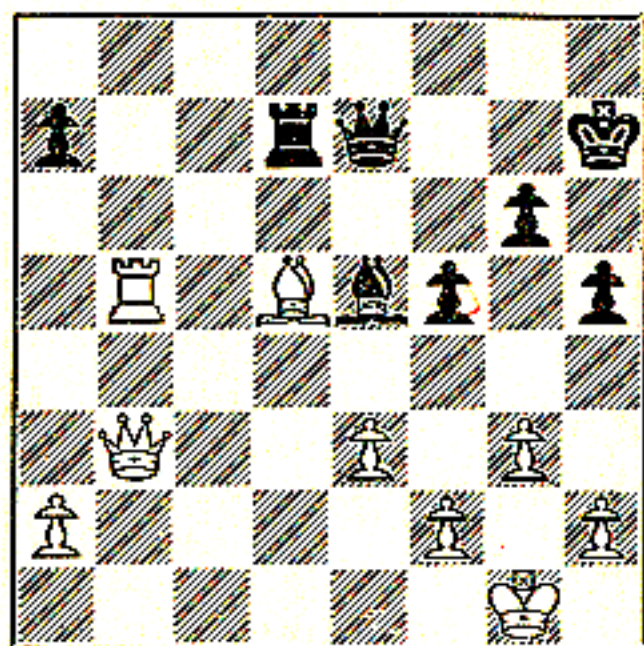


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1 . . .	B-Kt <sub>6</sub>
2 Kt-B <sub>3</sub>	B-Kt <sub>5</sub>
3 B-Q <sub>1</sub>	B×B
4 Kt×B	



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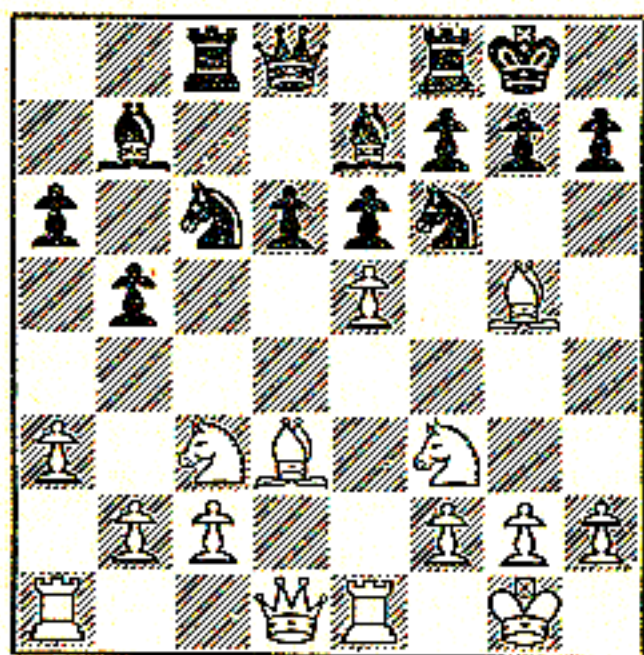
White plays K-Kt2 and  
Black replies . . . K-Kt2

7. By playing K-Kt2, White misses the devastating *double attack* B-K6, which simultaneously menaces Black's Bishop and Rook. White would thus win at least the exchange.

After White's K-Kt2 it is up to Black to parry the threat of B-K6. But he is likewise not alive to his opportunity, as his reply . . . K-Kt2 again permits B-K6.

Thus both players have overlooked that Black's protection of his Bishop by the Queen is rendered *illusory* by B-K6.

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Black plays Kt-Q2

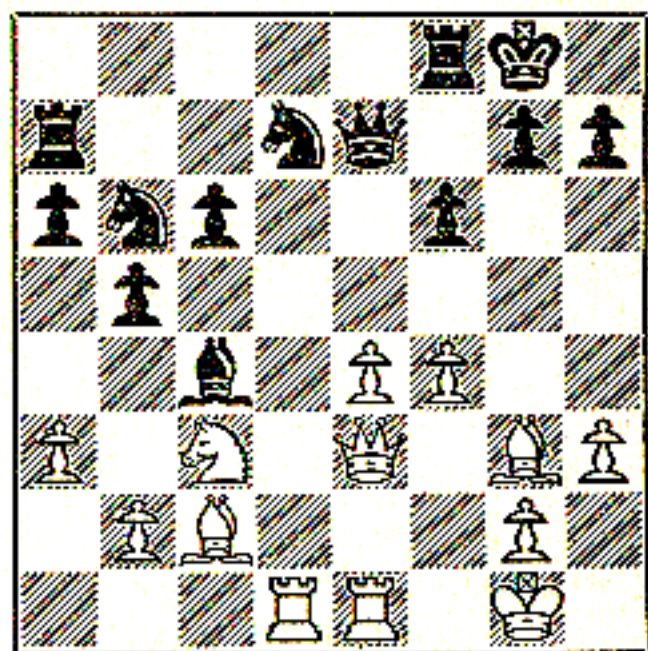
8. Black's . . . Kt-Q2 is based on insufficient consideration of a rather common *double attack*. There follows 2 B×B, Q×B; 3 P×P. Now Black dare not play 3 . . . , Q×P?? for then 4 B×Pch wins the Queen. Thus White has gained a valuable material advantage.



9. P-B5 is a hard move to meet. White threatens 2 B-Q6 winning the exchange. All Queen-moves (except . . . Q-Q1) in reply to 1 P-B5 are met by 2 R×Kt! winning some material, no matter how Black replies. All moves of the QR in reply to 1 P-B5 are answered by 2 B-Q6 winning the exchange. 1 . . . , Kt-B1 is still answered by 2 B-Q6! winning the exchange. On 1 . . . , R-Q1 White can still play 2 R×Kt! with two pieces for the Rook.

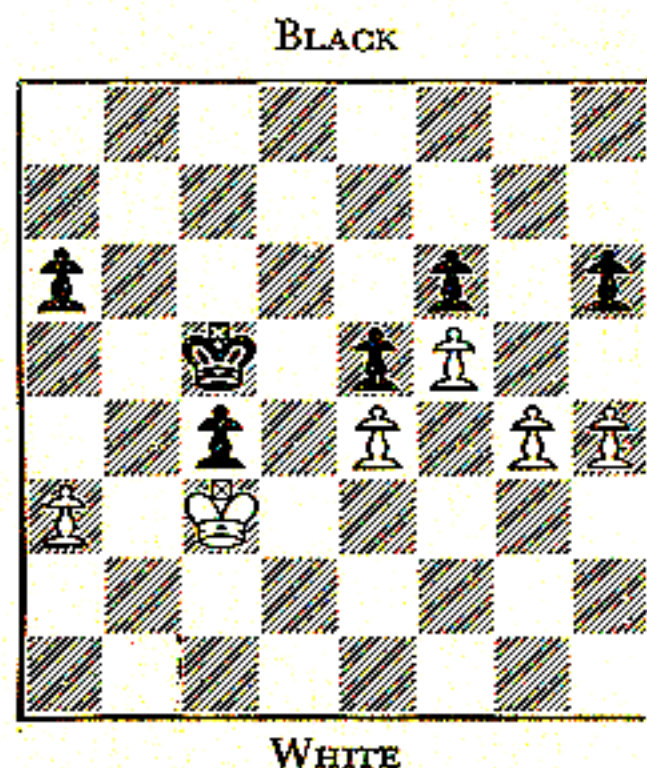
There are only two moves to parry the double threat of 2 B-Q6 and 2 R×Kt. Those moves are 1 . . . , KR-R1! And . . . Q-Q1. Any other plausible defence falls under the head of *illusory protection*. Such positions are dangerous for the player on the defensive, for in seeking measures against the *obvious threat*, he may overlook the *subtle threat*.

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White plays 1 P-B5; what should Black reply?



- |         |         |
|---------|---------|
| 1 P-R4  | P-QR4   |
| 2 P-R5  | K-Kt3   |
| 3 P-Kt5 | BP × P  |
| 4 P-B6  | K-B3    |
| 5 P-B7  | Resigns |

10. This position illustrates some nice points of King and Pawn play involving the opposition and the strength of a passed Pawn. Black's 2 . . . , K-Kt3?? loses outright because Black's King is then *too far removed from the King-side* to hold back the passed Pawn which White manufactures with 3 P-Kt5! Note one interesting point about 2 . . . , K-Kt3, however: if then 3 K × P, K-B3 and Black, having the opposition, draws. The only winning attempt is 3 P-Kt5, BP × P; 4 P-B6, K-Q3 and *Black* wins!

The right move for Black was 2 . . . , K-Q3! If then 3 K × P, K-B3 proceeding as in the previous paragraph. And if 2 . . . , K-Q3!, 3 P-Kt5 (as in the text), BP × P, and Black's King, being in the quadrate of the BP, arrives in ample time to the queening-square.



11. Black's 1 . . . , B-K4?? should lose outright after 3 B-Q5ch winning the Queen.

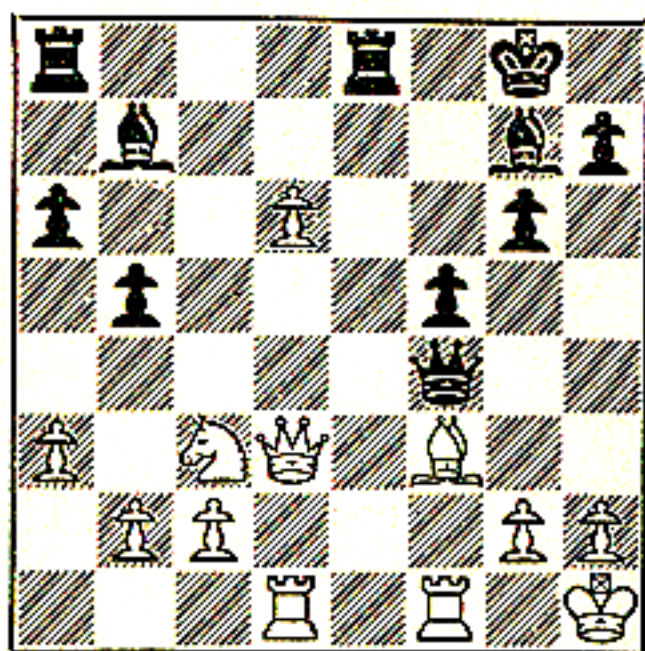
White's reply to 1 . . . , B-K4?? was 2 P-KKt3??, allowing Black to escape with 2 . . . , B×Bch; 2 R×B, Q-B5, etc. Caution for Black: *when you make an intermediate move such as 1 . . . , B-K4?? examine the position carefully to make sure that your opponent, instead of making an appropriate defensive move, cannot in turn resort to a powerful intermediate move!*

12. Black's 1 . . . , B-R6? was a bad blunder, for instead of capturing the Bishop at once, White should have interpolated 2 R-R8ch, forcing the King on to Kt3, making the Rook check impossible. So we see that even a routine capture ought to be studied with care.

Secondly, White obtained a lost game by omitting this interpolation. Black should have demonstrated this with the right check on move 3: . . . Q-B5ch (instead of . . . Q-R8ch?) and *Black wins!*

Terrible carelessness by both players.

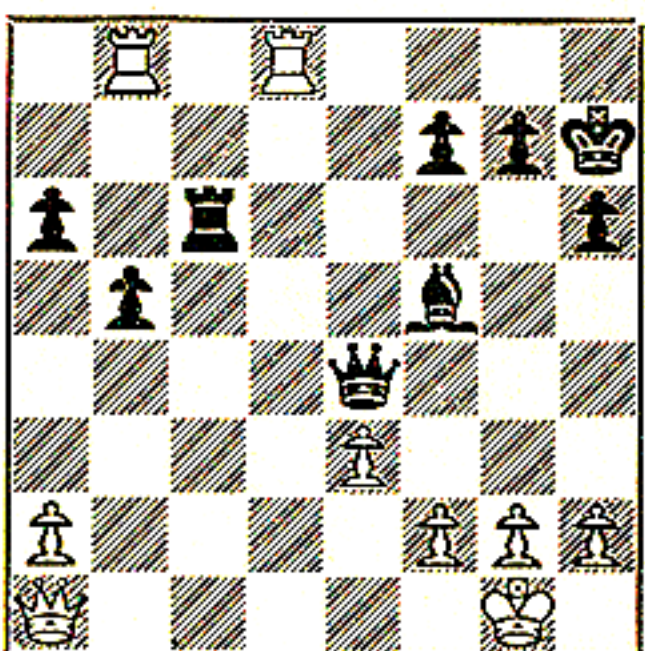
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Black plays . . . B-K4

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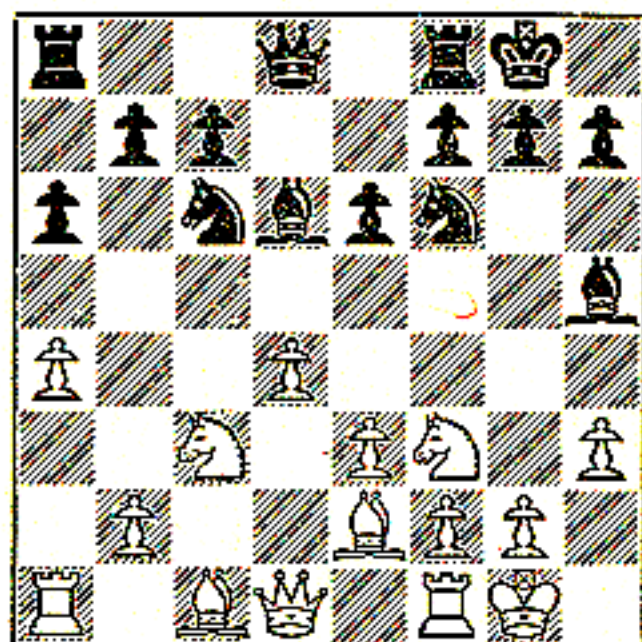
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The play was—

- |         |         |
|---------|---------|
| 1 . . . | B-R6    |
| 2 P×B   | R-Kt3ch |
| 3 K-B1  | Q-R8ch  |
| 4 K-K2  | Q×Q     |
| 5 R-R8  | mate    |



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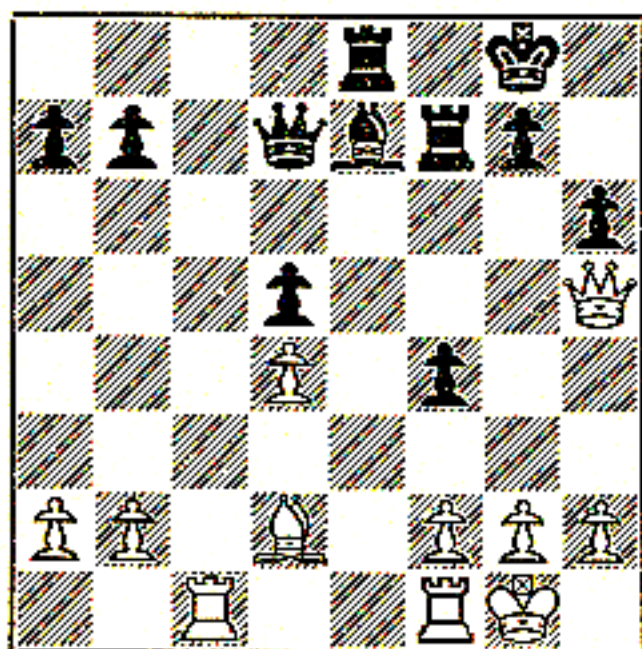


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White plays P-K4

13. White's P-K4 is a mistake, for the protection of his QP thereupon becomes *illusory*. Thus: 1 . . . , B×Kt; 2 B×B, Kt×QP! and 3 Q×Kt? is answered by 3 . . . , B-R7ch. A frequently encountered trap (compare with example No. 8).

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Black plays . . . R-B4

14. Another example of *illusory protection*. Black plays 1 . . . , R-B4 (all too obvious!) but after the surprising reply 2 R-B7! he finds that he must lose a Pawn no matter how he plays!

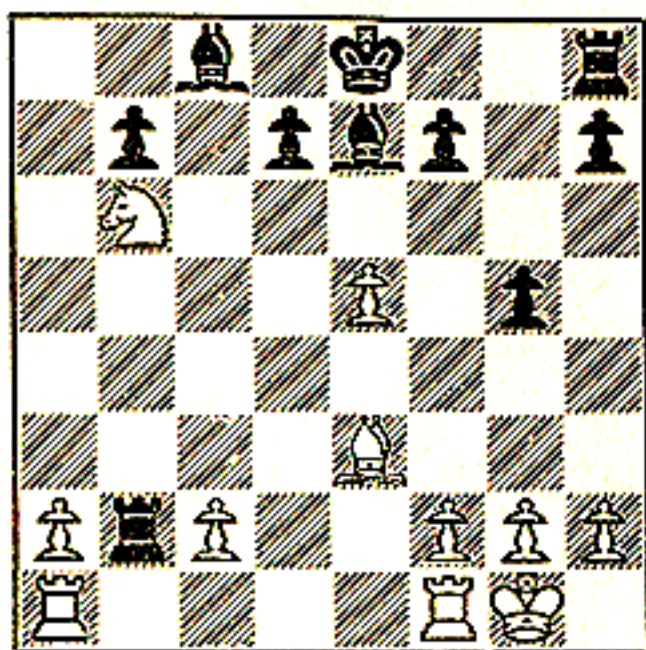


15. A curious position for over-the-board play. The two most remarkable features are the hemmed-in position of Black's QB, and the rather disorganized state of his position in general. Had White given due thought to these factors, he would have demonstrated that 1 . . . , K-Q1 constituted *illusory protection* (in this case, to be sure, there was none better!) by playing 2 P-K6! As this threatens 3 B-Q4 as well as 3 P×Q P, B×P; 4 QR-Q1 winning a piece in either case, White would have won the exchange by force.

White was badly at fault here in his 2 P-QB4?, if only because positions with strange quirks should stimulate a player's imagination in concocting an equally novel solution to the problem.

16. Black's . . . Q-KB4 is quite sufficient for winning purposes, to be sure; but there was a quicker way: 30 . . . , R×Pch! If then 31 K×R, Q-Kt4ch; 32 K-R1 (if 32 K-B3, Q-Kt6ch; 33 K-K4, Q-K6 mate or 32 K-B2, Q-Kt6ch; 33 K-K2, Q-K6ch; 34 K-Q1, Q-Q7 mate), Q-R5ch; 33 K-Kt2, Q-Kt6ch and mate next move. *Always look for the shortest way.*

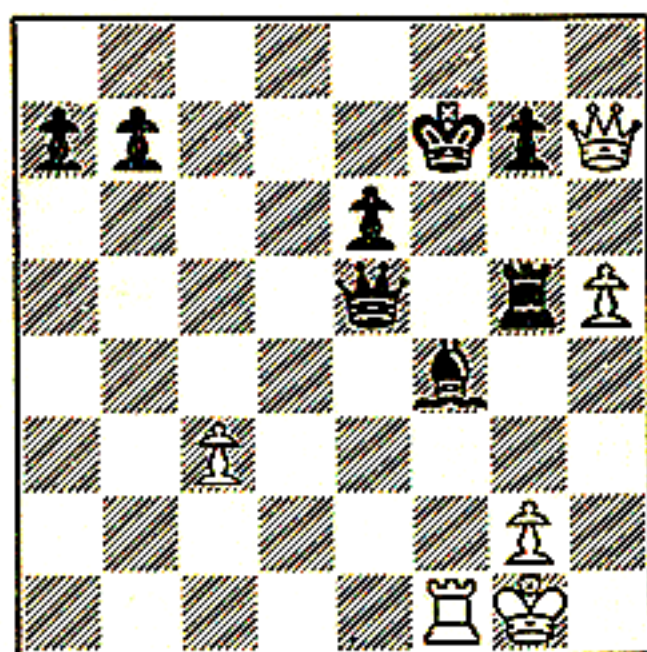
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17 . . . K-Q1  
18 P-QB4

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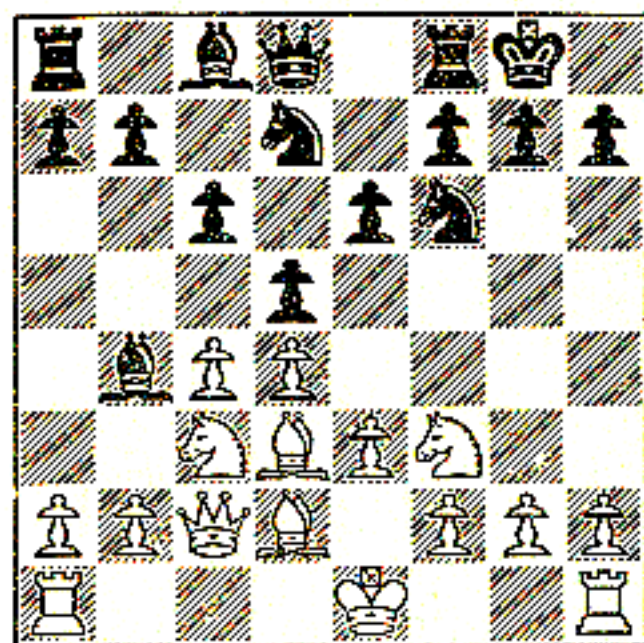


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30 . . .	Q-KB4
31 Q×Qch	R×Q
32 P-Kt4	B-K6 ch
33 K-Kt2	R×R, etc.



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There followed—

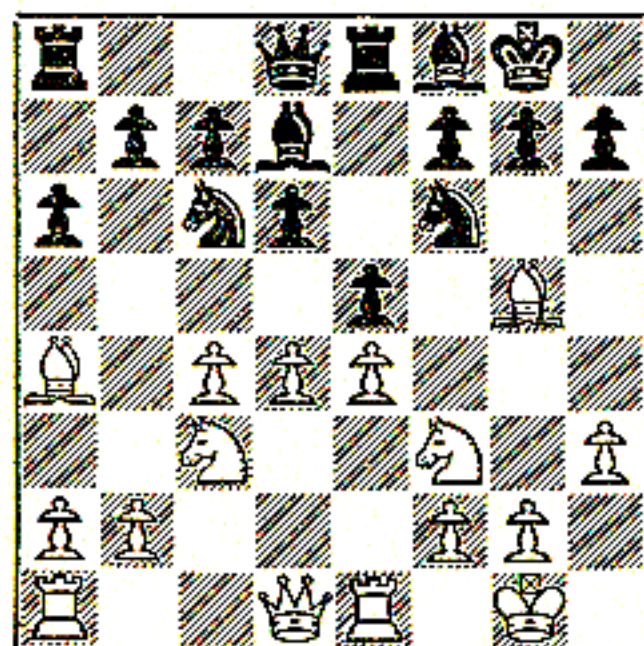
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| 8 . . . | P×P    |
| 9 B×P   | Kt-Kt3 |
| 10 B-Q3 | QKt-Q4 |
| 11 P-K4 | Kt-K2  |
| 12 P-K5 |        |

Comment on Black's play.

17. After giving up the centre with 8 . . . , P×P, Black must think of some way to get his fair share of the central zone again, to avoid just the kind of debacle which occurs in the actual play. For this purpose it was necessary to play 9 . . . , B-Q3 or . . . Q-K2, followed by . . . P-K4.

Better than 10 . . . , QKt-Q4? would have been 10 . . . , P-KR3, avoiding the immediate loss of a Pawn. However, the damage has already been done with 9 . . . , Kt-Kt3?, so that Black's game is destined to remain distinctly inferior.

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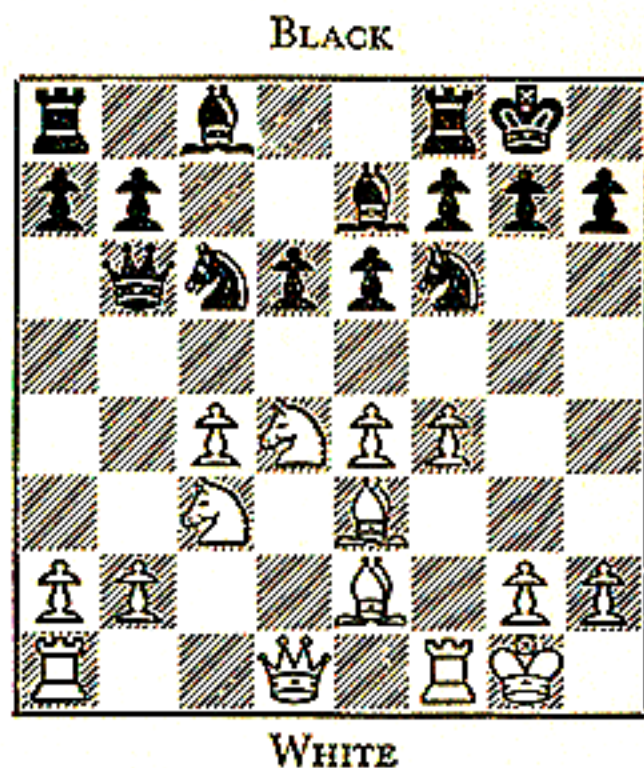
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| 1 . . . | P-KKt3 |
| 2 Q-Q2  |        |

18. . . . P-KKt3? is a serious blunder which loses a clear piece after the reply 2 KB×Kt, for example: 2 . . . , B×B; 3 P×P, P×P; 4 Q×Q followed by 5 B×Kt; or 2 . . . , P×B; 3 P×P, P×P; 4 B×Kt, Q×B; 5 Q×B. The faulty character of . . . , P-KKt3? lies in its voluntary intensification of the pin on the KKt. The result of this intensification is that the precarious position of Black's pieces makes material loss unavoidable.



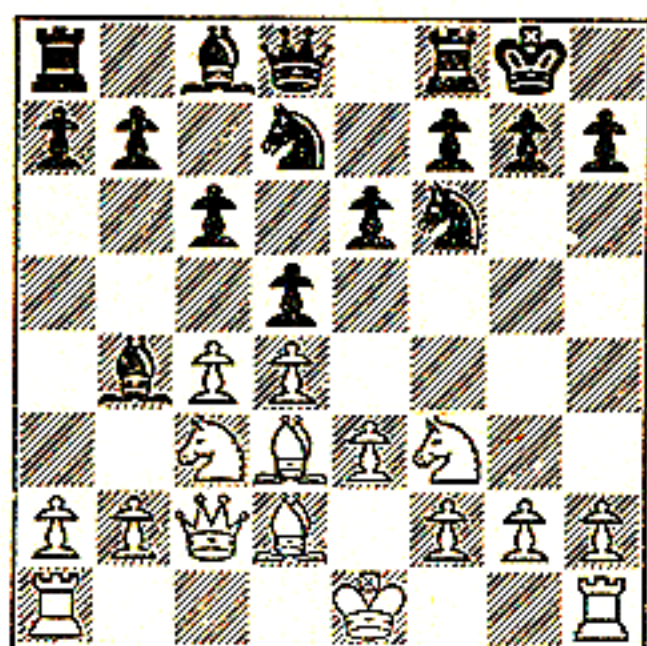
19. That 1 . . . ,  $Q \times P??$  is a fatal mistake can be demonstrated by the reply 2  $Kt-R_4!$  winning the Queen! If 2 . . . ,  $Q-Kt_5$ ; 3  $B-Q_2$ ,  $Q-R_6$ ; 4  $Kt-Kt_5$  and the Queen has no escape; likewise after 2 . . . ,  $Q-R_6$ ; 3  $B-B_1$ ,  $Q-Kt_5$ ; 4  $B-Q_2$ ,  $Q-R_6$ ; 5  $Kt-Kt_5$ . The trapping process is perhaps not an easy one to see, but since the guiding principle is obvious (*capturing the  $QKtP$  with the Queen is likely to lead to difficulties*), White need trouble himself only with the tactical calculations.



Black plays . . .  $Q \times P$  and  
White answers  $Q-Q_3$



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WHITE

There followed—

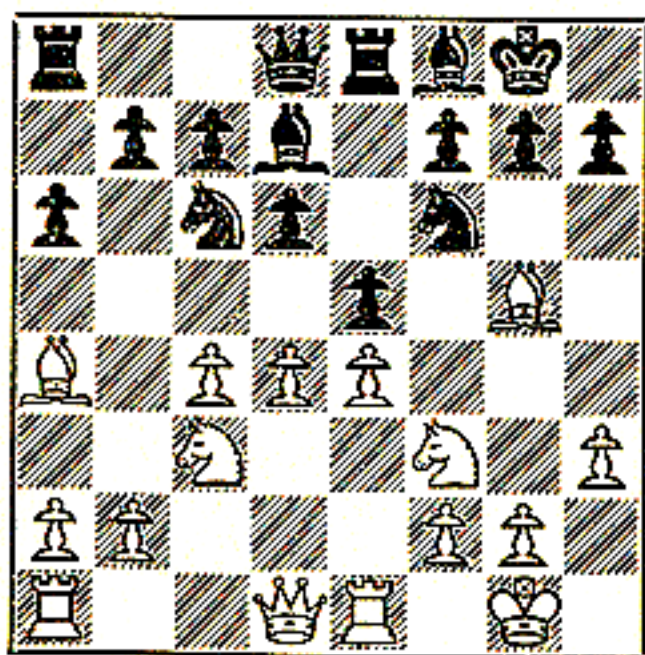
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| 9 B×P     | Kt-Kt3 |
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| 11 P-K4   | Kt-K2  |
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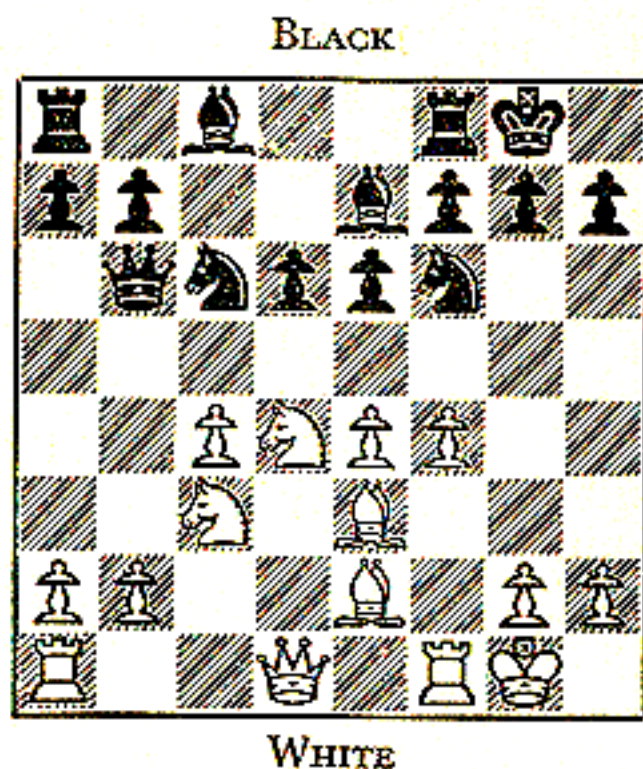
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| 2 Q-Q2    |        |

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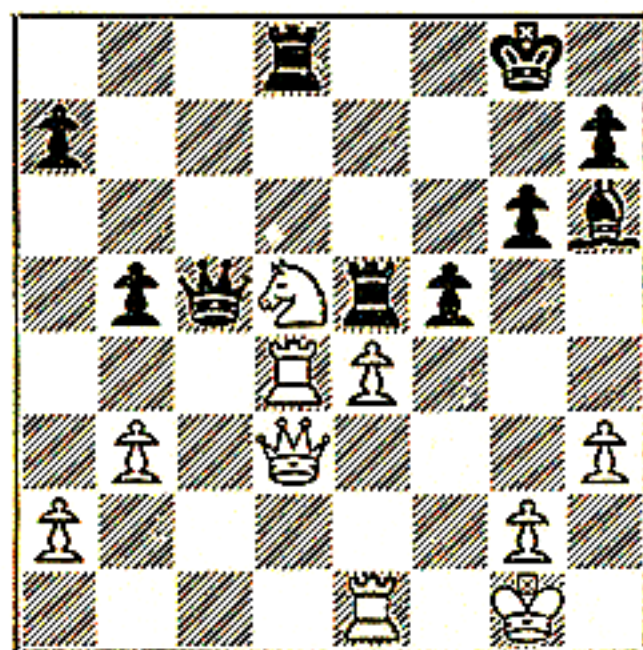


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Black plays . . .  $Q \times P$  and  
White answers  $Q-Q_3$

BLACK



WHITE

30 K-R1      K-R1  
 31 P-QKt4    Q-Q3

20. White's 30 K-R1? is played to unpin his Rook at Q4. The move is nevertheless a bad mistake, for the pin can be eliminated in a *much more favourable manner*: 30 P-QKt4! The Black Queen can no longer maintain the pin, thus allowing the winning rejoinder Kt-B6ch!

However, after the faulty 30 K-R1? Black had an opportunity to decide the game in his favour with 30 . . . , P×P! If then 31 R(1)×P, R(1)×Kt wins; if 31 Kt-B6ch, K-B2! wins. (In their calculations, both players must have overlooked that White's Queen is *en prise*.)

Black's incorrect 30 . . . , K-R1? now made it possible for White to begin the consolidation of his position with 31 P-QKt4. Meanwhile both players have been seriously at fault in erroneously evaluating the strength of White's position at Q5 and of Black's pin.



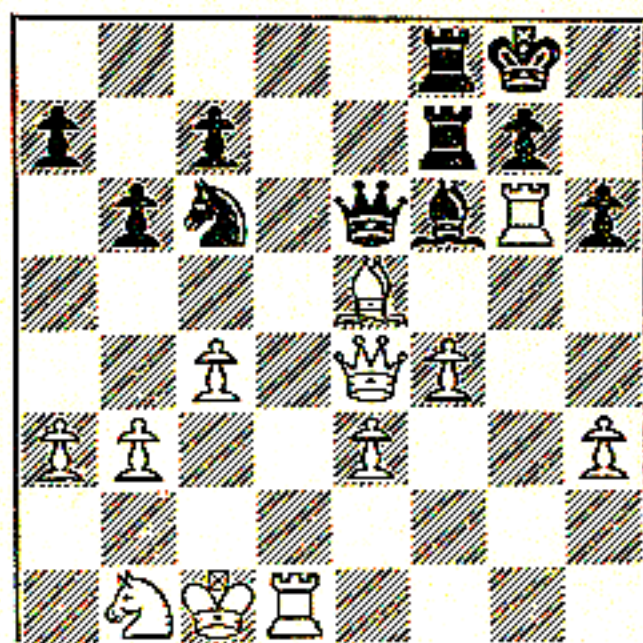
21. White's ingenious combination could have been ruined by the interesting move 29 . . . Kt-Q6ch! White has nothing better than 30 Q×Kt, when Black plays 30 . . . B-Kt7ch followed by . . . Q×R and wins.

Both players should be censured for overlooking this fairly obvious defensive resource.

22. Black's . . . P-B4 strikes one as a highly plausible move, for it appears to lead to a decisive counter-attack along the QB file. Unfortunately Black has overlooked the deadly reply Kt-Kt6! which wins the exchange. Black dare not play . . . P×Kt, for after White answers with RP×P there is no satisfactory defence against the threatened Q-R2 or even R-R8ch.

Of course, if Black had noticed this possibility in time, he would have played . . . Kt×Kt before P-B4. In playing . . . P-B4? Black neglected to "take a last look" before playing an indicated move.

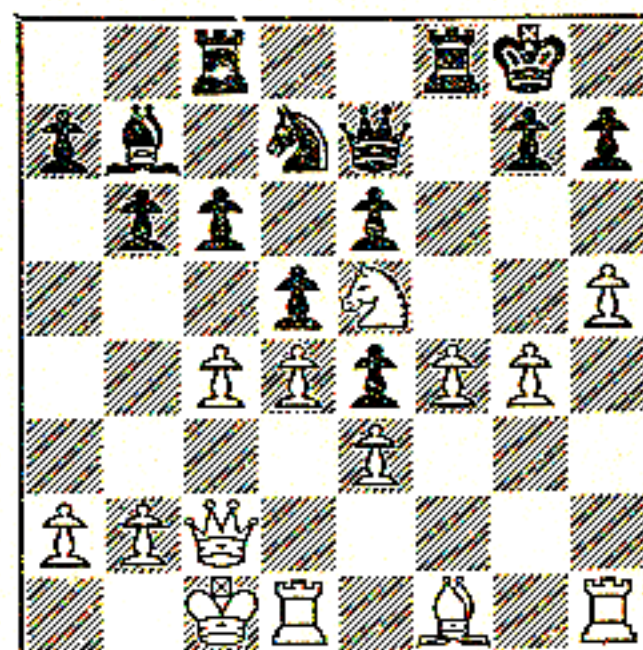
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28 QR-Kt1 Kt×B  
 29 R×P RK2  
 30 Q-R7ch and wins

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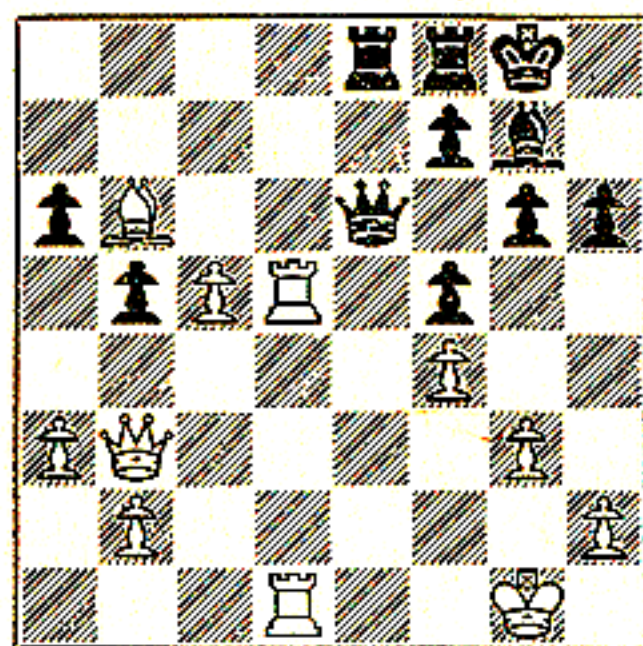


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Black plays . . . P-B4



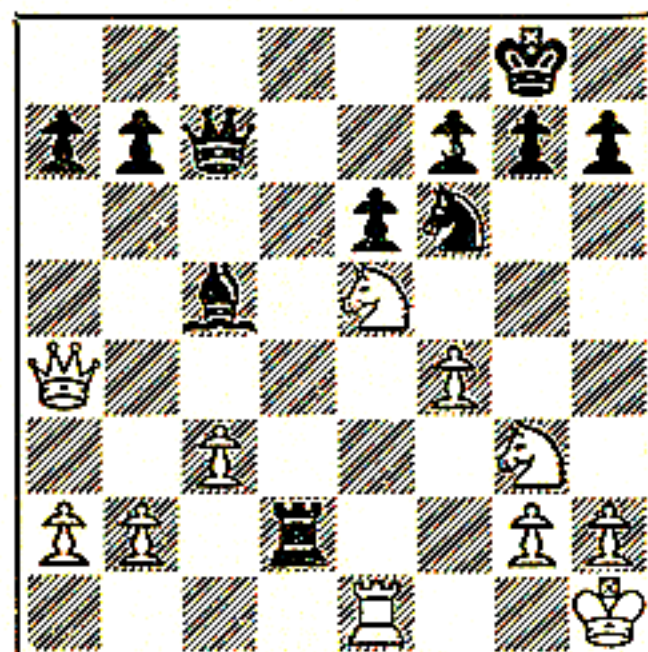
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WHITE

White plays 32 B-B7. What reply? Suggest a better move than 32 B-B7.

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WHITE

21	$K_t - K_4$	$K_t \times K_t$
22	$Q \times K_t$	$R \times QK_tP$
23	$R - O_I$	$R \times RP$

23. The move 32 B-B7? allowed the very pretty reply 32 . . . , B-Q<sub>5</sub>ch!! This forces White's capitulation, as capture of the Bishop involves loss of the Queen or mate.

Some such move as 32 Q-B2 was therefore in order. . . . B-Q5ch would be impossible and the threatened advance of the QBP would leave Black with a lost game.

24. The play here seems quite simple and obvious, and yet the very first move of the series is a gross blunder! 21 Kt-K4?? should be answered by 21 . . . , P-QKt4!! and wins. If then 22 Kt×Ktch, P×Kt wins a piece; if 22 Q×KtP, Kt×Kt wins a piece, as White cannot retake because of the mating threat. The neatest line of all is 22 Q-Kt3, Kt×Kt; 23 R×Kt, Q-Kt2; 24 Kt-B3 (forced), Q×R; 25 Kt×R, Q-K8ch and mate next move.

The extremely instructive possibility 21 . . . , P-QKt4!! illustrates the well-known *overburdening of pieces which have more defensive tasks than they can perform satisfactorily*.



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