

" Chess Strategies and Tactics "



Fred Reinfeld & Irving Chernev



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Hola a todos!!

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Best regards!!
Saludos!



CHESS STRATEGY
and TACTICS

*Fifty Master Games Selected
and Annotated*

by

FRED REINFELD

and

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DEDICATED

To the Memory of William Steinitz

Preface

The critical acclaim which greeted the original publication of *Chess Strategy and Tactics* in 1933 pleased, but did not surprise, its authors. During the twenties, when so many notable chess books had appeared in Europe, very little of importance had been published in the United States. By 1933 the period of stagnation was coming to an end: we were producing great players, and deserved a chess literature commensurate with our position in the chess world.

Chess Strategy and Tactics was therefore consciously prepared with the aim of making it a milestone in American chess writing. Among the innovations were:

(1) The games were carefully selected for their artistic merit; for their illustration of some important principle; and for their exemplification of the style of a great master.

(2) Hackneyed games were avoided. At the time of original publication, the claim was made that 90% of the games had never appeared in English, and that virtually none of them had appeared elsewhere with good notes. That claim still holds good.

(3) Each game was preceded by a brief introduction which described a personality, a style, an opening, a historical trend. The object was to catch the reader's interest, to give him a clearer insight into the game he was about to play over.

(4) The authors selected games that had given them pleasure—a pleasure which they wished to communicate to the reader. The communication of that pleasure should be basic to every chess book; hence no apology is necessary for the tone of almost naïve enthusiasm which pervades many of the annotations in the present volume.

(5) The annotations to the first edition were prepared very painstakingly. They have been studied with the greatest care and have been thoroughly revised for the present edition.

(6) The games were arranged in chronological sequence in order to present a survey of the trends in master chess from 1870 to 1933.

The authors present this new edition to the chess public in the hope that the reader will get as much enjoyment from playing over these games as we did from selecting the games, discussing them, analyzing them, annotating them and arguing their respective merits.

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CHESS STRATEGY
and **TACTICS**

1. William Steinitz

It is only fitting that we should begin the present volume with a tribute to the founder of modern chess. To his contemporaries Steinitz was a veritable bull in a china shop, and the powerful thrusts of his creative originality aroused in them alarm rather than admiration.

Steinitz's life was one long succession of hardships. He came of a poverty-stricken family and was a cripple from birth. The best years of his life were squandered under the loathsome necessity of eking out a "living" by playing skittle games with prosperous non-entities; he was continually harried by humiliations, calumnies, and the complacent ridicule of incomprehending fools; he was everlastingly on the brink of starvation, and never knew what it meant to be economically secure.

The crowning mockery of a life of suffering came when he saw himself decisively trounced by his gifted disciples—all of them young, fresh, and vigorous, playing against an old man whose spirit was broken by deaths in his family, ruined by intrigues which robbed him of his only means of earning a livelihood, who feebly dragged along his sickly body with the aid of a cane and crutch, but who still retained the fiery glance and the indomitable spirit of his earlier years.

Steinitz's disciples defeated him with the easily acquired results of his profound insights and his laborious analyses. His closing years were clouded by grief, ill-health, and privation, embittered by baffled ambition, dwindled reputation, and blasted hopes. Small wonder that his mind gave way under these crushing burdens!

BADEN-BADEN, 1870

Steinitz Gambit

WHITE	BLACK	
W. Steinitz	L. Paulsen	with at least a draw); 7 Kt—B3, O—O—O! 8 P×Kt, B—QB4! and Black has a powerful attack.
1 P—K4	P—K4	
2 Kt—QB3	Kt—QB3	
3 P—B4	P×P	6 Kt—B3 B—Kt5
4 P—Q4	Q—R5 <i>ch</i>	7 B×P O—O—O
5 K—K2	8 K—K3!

This famous gambit is the outstanding example of Steinitz's fondness for the maxim "The King is a fighting piece." It may also be that he adopted the opening as a way of showing contempt for the headlong attacks indulged in by his contemporaries.

5 P—Q3

Far inferior to 5 . . . P—Q4!; 6 P×P, B—Kt5 *ch* (or 6 . . . Q—K2 *ch*; 7 K—B2, Q—R5 *ch*; 8 K—K2, Q—K2 *ch*

"Merely" threatening to win a piece.

8 Q—R4
 9 B—K2 Q—R4
 10 P—QR3! B×Kt
 11 K×B!

"My King likes to go for a walk!" Doubtless this move came as a surprise to Paulsen. Against 11 B×B he intended . . . P—KKt4; 12 B—Kt3, B—Kt2; 13 Kt—K2, P—R4; 14 P—R3, Kt—B3 with excellent chances.

11 Q—R4 *ch*

Now, however, 11 . . . P-KKt4 would not do because of 12 P-QKt4, and if then . . . Q-Kt3; 13 B-K3 and White's numerous threats (14 P-Q5 or Kt-Q5 or Kt-R4) are embarrassing to meet. Or if (after 11 . . . P-KKt4; 12 P-QKt4) 12 . . . Kt×KtP; 13 P×Kt, Q×P; 14 Kt-Q5, Q-Kt7; 15 Q-Q3, B-Kt2; 16 B-K3 followed by 17 KR-QKt winning the Queen.

12 K-K3	Q-R5
13 P-QKt4	P-KKt4
14 B-Kt3	Q-R3
15 P-Kt5	QKt-K2
16 R-KB	Kt-KB3
17 K-B2	Kt-Kt3
18 K-Kt	Q-Kt2

The results of White's strategy may be summed up now: Black's attack—such as it was—has been beaten off, White's King—despite all his peregrinations—is safely castled, he has a strong center and his pieces are well posted for vigorous action on either side of the board.

19 Q-Q2	P-KR3
20 P-QR4	R-Kt

With visions of an attack along this file after . . . Kt-B5. White's reply to this plausible move must have jarred Paulsen a bit!

21 P-Kt6!!

A subtle preparation for his next move.

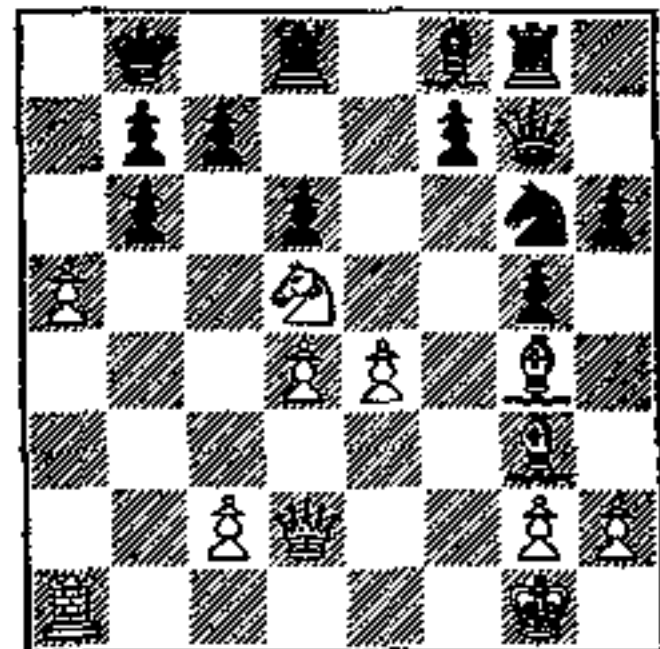
21	RP×P
22 R×Kt!

The strength of this sacrifice of the exchange will soon become apparent.

22	Q×R
23 B-Kt4 ch	K-Kt
24 Kt-Q5	Q-Kt2
25 P-R5

Position after White's 25th move.

PAULSEN



STEINITZ

25 P-KB4

Curiously enough, Black is quite helpless, as an exami-

nation of the subjoined analysis indicates:

I 25 . . . Kt-K2; 26 P×P, P×P (or 26 . . . Kt×Kt; 27 R-R8 *ch*, K×R; 28 Q-R5 *ch*, K-Kt; 29 Q-R7 mate); 27 Kt×P (the threat is 28 Q-B3, Kt-B3; 29 R-R8 *ch*, K-B2; 30 Kt-Q5 mate), K-B2; 28 Q-B3 *ch*, K×Kt (if 28 . . . Kt-B3; 29 Kt-Q5 *ch*, K-Kt; 30 Q-R3, Q×P *ch*; 31 B-B2); 29 Q-R5 *ch*, K-B3; 30 P-Q5 *ch*, Kt×P; 31 P×Kt mate.

II 25 . . . P-QB4 (in order to exchange Queens); 26 RP×P, Q×P *ch*; 27 Q×Q, P×Q; 28 Kt-B7 and mate next move.

III 25 . . . P-Kt4; 26 P-R6, P-Kt3 (if 26 . . . Kt-K2; 27 P-R7 *ch*, K-R1; 28 Kt×P mate); 27 P-R7 *ch*, K-Kt2; 28 P-R8(Q) *ch*, R×Q; 29 R×R, K×R; 30 Kt×BP *ch*, K-Kt2; 31 Kt-K8, Q-R; 32 Q-B3, Kt-K2 (otherwise 33 B-B8 *ch*); 33 Kt×P *ch*, K-R2; 34 Q-R *ch* winning quickly.

26 RP×P P×KtP
27 Kt×P

Somewhat quicker was 27 Q-B3 (with the fatal threat of 28 Kt×P) and if 27 . . . R-B; 28 Q-R3.

27 Kt-K2

Intending to answer 28 Q-B3 with . . . Kt-B3.

If instead 27 . . . K-B2; 28 Q-B3 *ch*, K×Kt; 29 R-Kt *ch*, K-R2 (29 . . . K-R3; 30 Q-R mate); 30 Q-R5 *ch*, K-Kt; 31 Q×R *ch*, K-R2; 32 R-R mate.

28 P×P Q-B2

White menaced the win of the Queen by 29 Q-B3, Kt-B3; 30 R-R8 *ch*, K-B2; 31 Kt-Q5 *ch*, K-Q2; 32 P-B6 *dis ch*.

29 P-B6! Kt-B3

Refusing to fall for 29 . . . Q×P; 30 Q-B3, Kt-B3; 31 R-R8 *ch*, K-B2; 32 Kt-Q5 mate.

30 P-B4 Kt-R2

31 Q-R2 Kt-Kt4

32 Kt-Q5 Q×Kt

Resigning was a trifle better.

33 P×Q Kt×P

34 Q-R7 *ch* K-B2

35 R-B *ch* Kt-B3

36 R×Kt mate

2. On Defending Gambits

A striking example of Emanuel Lasker's defensive genius is seen in the variation of the Evans Gambit which has been named after him. Despite the careful study and laborious analysis lavished on the opening for over fifty years by men like Steinitz, Zukertort, Paulsen, Anderssen, and Neumann, no one—before Lasker—was able to find a thoroughly satisfactory reply to this gambit. And yet Lasker's defense is so simple and so strong that since its adoption in a few master-games, the Evans Gambit has been automatically eliminated from the tournament repertoire!

St. PETERSBURG, 1896

Evans Gambit

WHITE	BLACK
M. Tchigorin	Dr. E. Lasker
1 P—K4	P—K4
2 Kt—KB3	Kt—QB3
3 B—B4	B—B4
4 P—QKt4	B×P
5 P—B3	B—B4
6 O—O	P—Q3
7 P—Q4	B—Kt3!

The usual play at this point was 7 . . . P×P, 8 P×P, B—Kt3 and White has several strong attacking lines at his disposal. The main difficulty of the variation, from Black's point of view, is not

so much the direct attack he must endure, as the lack of development which he must contend with by reason of White's command of the center. Whenever Black's pieces are brought out, they can be chased away by the hostile Pawns.

In Lasker's defense, however, we note that Black *has a solid center*, which secures him from attack and at the same time guarantees him a normal development. As a matter of fact, this profound idea of Black's holding the

center originated, not with Lasker, but with his great forerunner Steinitz. But where Steinitz failed—and where Lasker succeeded—was in the satisfactory execution of the plan. In his first match with Tchigorin, for example, Steinitz invariably adopted the following defense: 1 P-K4, P-K4; 2 Kt-KB3, Kt-QB3; 3 B-B4, B-B4; 4 P-QKt4, B×P; 5 P-B3, B-R4; 6 O-O, Q-B3; 7 P-Q4, KKt-K2; 8 P-Q5, Kt-Q; 9 Q-R4, B-Kt3; 10 B-KKt5, Q-Q3; 11 Kt-R3, P-QB3; 12 QR-Q, Q-Kt; 13 B×Kt, K×B; 14 P-Q6 *ch*, K-B; 15 Q-Kt4.

A glance suffices to reveal the execrable state of Black's game, and one can conceive no higher opinion of Steinitz's genius than by bearing in mind that despite this crushing handicap, he was able to win the match!

8 P-QR4

White, to be sure, could win back his Pawn by 8 P×P, P×P; 9 Q×Q *ch*, Kt×Q; 10 Kt×P, B-K3, but his Queen-

side Pawns would be weak and his game undeveloped. And here we see the main strength of Lasker's defense: when White adopts the Evans he wants to play an "immortal" game; instead he is confronted with the unpleasant alternative of (1) turning into a dry ending in which he has to work hard to stave off defeat, or (2) giving up the Pawn for a slight semblance of an attack that can be parried with ease.

Thus it is clear that White's last move is merely a gesture, as if White were trying to convince himself that he has an attack!

8 Kt-B3

A simple move, but a very effective one.

9 B-QKt5

Preventing Black from castling because of 10 B×Kt, P×B; 11 P-R5.

9 P-QR3

10 B×Kt *ch* P×B

11 P-R5 B-R2

12 P×P Kt×P

13 Q-K2

Here he might at any rate have recovered his Pawn with Q-R4; but he feels that he must attack, hence he plays the objectively weaker move.

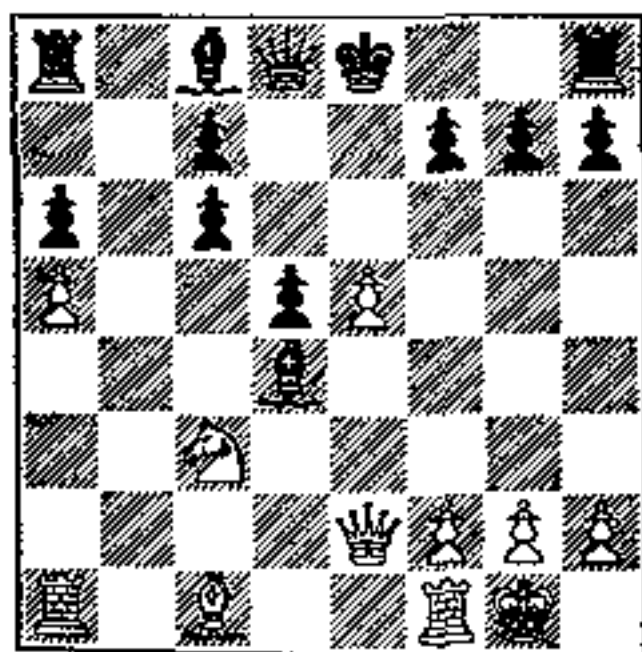
13 P-Q4
14 Kt-Q4

This move looks like an oversight, but it is more probably a last desperate attempt to save the game: evidently he does not foresee Lasker's 17th move.

14 Kt×QBPI
15 Kt×Kt B×Kt

Position after Black's 15th move.

DR. LASKER



TCHIGORIN

16 Q-Q3 P-QB4!

It is very questionable whether Black could win

after 16 . . . B×Kt in view of his weak Queen-side Pawns and the Bishops of opposite colors. But it is significant to note that White is already reduced to temporary expedients and petty threats.

17 Q-Kt3

Now Black cannot castle, because of 18 B-R6, B×P, 19 Q×B, P×B; 20 Kt×P, etc., while 17 . . . P-Kt3 would be bad because of B-Kt5-B6.

17 B-K3!
18 B-Kt5

After 18 Q×P Black would obtain a crushing attack on the KKt file by 18 . . . K-Q2 followed by . . . R-KKt.

18 Q-Q2
19 QR-B P-KB3!
20 P×P P×P
21 B-B4 R-KKt
22 Q-B3 O-O-O
23 KR-K P-B5!

White threatened Q-K2.

24 Q-K2 B-KB4
25 Q-R2?

White is wholly intent on his attacking plans.

25 R×P *ch*

The reductio ad absurdum of White's whole conception of the game.

26 K-R

Or 26 K×R, B-R6 *ch*; 27 K-R, Q-Kt5.

26 R×P

27 Resigns

If 27 Kt-K2, B-K5 *ch*, or 27 B-Q2, Q-Q8.

3. The Two Bishops

The danger of accepting the Queen's Gambit is well illustrated in this piquant little game. Janowski demonstrates this impressively, plays his Bishops artistically, makes some surprise moves and offers the sacrifice of two Rooks. All this in seventeen moves!

NÜRNBERG, 1896

Queen's Gambit Accepted

WHITE

BLACK

D. Janowski

E. Schallopp

1 P-Q4

P-Q4

2 P-QB4

P×P

3 Kt-KB3

P-QB4

4 P-K3

P×P

5 P×P

B-Kt5

Black wishes to develop this Bishop before he plays . . . P-K3, but his idea is against the principle of developing Knights before Bishops. En passant, it may be mentioned that the idea

underlying this theory is that the Knights may reach their best squares in one move (in most cases KB3 or QB3) but the Bishops must be posted according to the trend of the game, and their best squares cannot be determined too early in the game.

6 B×P

P-K3

Black had to prevent 7 B×P *ch*.

7 Q-R4 *ch*

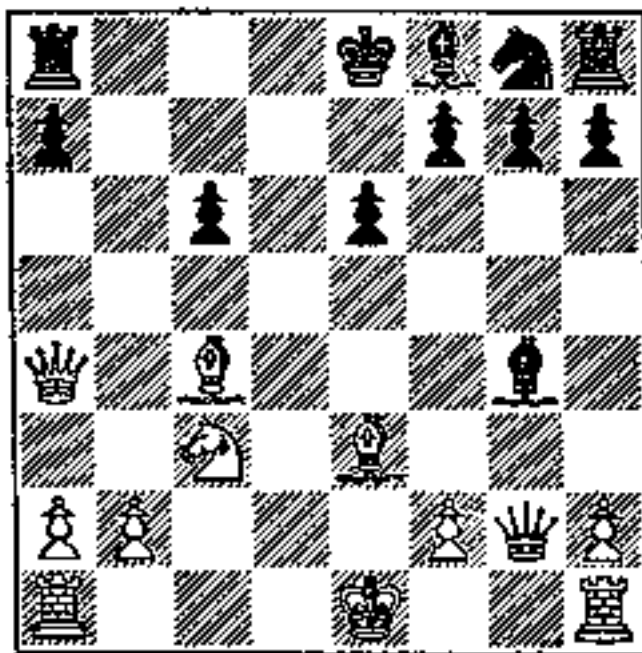
Kt-B3

Forced as 7 . . . Kt-Q2 would lose by 8 Kt-K5 (threatening 9 Kt×Kt followed by 10 B-QKt5 as well as 9 Kt×B), Kt-B3; 9 B-KKt5, B-KB4, 10 Kt×Kt.

8 Kt-K5	Q×P
9 Kt×Kt	Q-K5 <i>ch</i>
10 B-K3	P×Kt
11 Kt-B3	Q×P

While Black knows this is
Position after Black's 11th move.

SCHALLOPP



JANOWSKI

4. The Berlin Defense (I)

The following game is an excellent illustration of "Lasker tactics." Selecting a defense which gives him a cramped game, he watches alertly for the slightest slip on his opponent's part. As soon as the opportunity offers, he institutes a vigorous counter-attack, gives his opponent no breathing space, and concludes with an artistic mating combination.

no time for Pawn snatching, this is the only move he can make, which will protect his QBP.

12 B-Q5!

A little gift which Black would rather not accept. But there is no choice.

12 P×B

13 Q×P *ch* K-Q

14 Q×R *ch* K-Q2

15 Q-Kt7 *ch* K-K3

16 Q-B6 *ch* B-Q3

17 B-B4! Resigns

If 17 . . . Q×R *ch*, 18 K-Q2, Q×R, 19 Q×B *ch*, and mate in two follows.

Curiously, in spite of Janowski's energetic conduct of the White side, he himself was partial to the acceptance of the gambit Pawn, as it led to open positions in which he felt himself at home.

NÜRNBERG, 1896

Ruy Lopez

WHITE	BLACK
M. Porges	Dr. E. Lasker
1 P-K4	P-K4
2 Kt-KB3	Kt-QB3
3 B-Kt5	Kt-B3
4 O-O	Kt×P
5 P-Q4	B-K2
6 Q-K2	Kt-Q3
7 B×Kt	KtP×B
8 P×P	Kt-Kt2

The "normal position" of this defense. White has good reason to be satisfied with his game. His development has been more rapid and he will have excellent squares for his pieces. It is clear that the Black Pawns will be quite weak and that White will be able to post his Rooks to great advantage on the center files. He will place the QR on the Q file to hinder the advance of Black's QP; the KR belongs on the K file so that in case Black does advance the QP, White will capture it, forcing his opponent to retake with the Bishop (because the Pawn capture would unmask the

Queen and KR on the Bishop). The result would be an irremediable weakening of Black's Queen-side Pawns.

Black, however, sizes up the position somewhat in this fashion: it is true that his development is backward and that the Knight is badly placed; but this state of affairs is only temporary, for after he castles, he can bring his Knight to the excellent square K3 (via B4) where he will strike effectively at the center squares. Furthermore, Black can play P-B3 to force the exchange of the enemy's KP after which the pressure on his Pawns would be relieved. In addition the exchange would enable him to bring the QR to the K file (embarrassing White's Queen) while the open KB file in conjunction with the two sweeping Bishops would give him good attacking chances.

9 P-QKt3?

But this is wholly irrelevant to the considerations we have set forth. The fianchettoed Bishop is not particularly well placed as he exerts no pressure on Blacks' position.

9 O-O
10 B-Kt2 P-Q4

This enables Black to equalize.

11 P×P (e. p.)

Or 11 QKt-Q2, Kt-B4; 12 Kt-Q4, B-R3; 13 P-QB4, Q-Q2 followed by . . . Kt-K3 with excellent prospects.

11 P×P
12 QKt-Q2 R-K1

Beginning White's punishment for his slipshod and aimless development. It should be noticed that Black carries out everything he aimed for in playing this variation, whereas White is completely at sea after twelve moves. Black's last move, which will soon threaten . . . B-QR6, is a very difficult one to meet adequately. If in reply 13

Q-Q3, . . . Kt-B4 drives the Q back to the K file.

13 KR-K

A temporary makeshift.

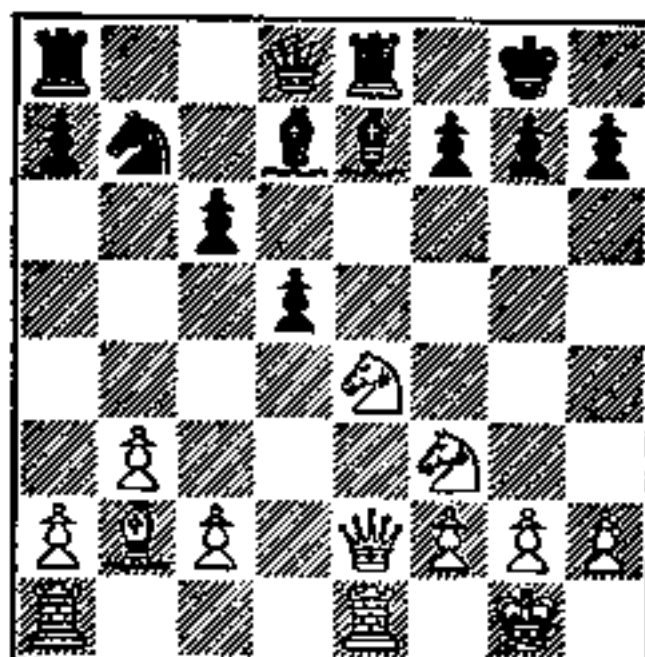
13 B-Q2
14 Kt-K4?

Relatively best was 14 Q-B, a sorry admission of White's helplessness. The text move merely loses a tempo, thus helping Black in his plans.

14 P-Q4

Position after Black's 14th move.

DR. LASKER



PORGES

15 QKt-Q2

15 Kt-Kt3, B-QKt5 would cost the exchange. Or if 15 Kt-B3?, B-QR6 wins.

15 B-QR6
 16 B-K5 P-B3
 17 Q-R6

All this is forced.

17 P×B
 18 Q×B

Q×Kt would be even worse for after 18 . . . P-K5 he could not answer 19 Kt-Q4 because of . . . B-Kt7. White has maintained equality in material but at what a cost in position!

18 P-K5
 19 Kt-Q4 Q-B3!

Black has attained his objective. All his pieces are admirably placed for a K side attack, while White's pieces are disorganized and ineffective.

20 P-QB3 R-KB
 21 P-B3

Not 21 R-KB, Q-Kt4; 22 Q-B, B-R6.

21 Q-Kt4!
 22 Q-B

The Kt cannot move because of 22 . . . P-B4 followed by 23 . . . P×P and

wins; likewise 22 QR-Q would be answered by 22 . . . P-B4.

22 Kt-B4!

The Kt enters with powerful effect. 22 . . . P-B4 would not have been so good because of 23 Kt-B2, P×P; 24 Kt×P.

23 Kt-B Q-Kt3
 24 R-K3 Kt-Q6
 25 Q-Q Kt-B5

Threatening mate as well as . . . Kt-R6 *ch* winning the Queen.

26 Kt-Kt3 P-KR4!
 27 Kt(Q4)-K2 Kt×P!
 28 K×Kt P×P *ch*
 29 R×P B-R6 *ch!*
 30 K×B

Or 30 K-B2, B-Kt5; 31 R×R *ch*, R×R *ch*; 32 K-K3 (32 K-Kt, P-R5; 33 Q-Q2, B×Kt; 34 Q×B, P×Kt; 35 P-R3, R-B7), P-R5. 30 . . . P-R5 would also suffice to win after 30 K-B2.

30 Q-Kt5 *ch*
 31 K-Kt2 Q×R *ch*
 32 K-Kt

If 32 K-R3, Q-Kt5 *ch*; 33 K-Kt2, P-R5.

32 P-R5

33 Kt-R

If 33 Kt-KB, P-R6.

33 Q-K6 *ch*

White resigns, for 34 K-Kt2 leads to a pretty mate by . . . P-R6 *ch*.

Judging by this game, we might conclude that the in-

cient difficulty which Black has to face (i. e. his Pawn position) is not insurmountable and in any event is compensated for by his free position and excellent development. Such a conclusion would be erroneous, as we shall see from our study of the game that practically removed the Berlin Defense from tournament practice.

5. The Berlin Defense (II)

From our study of the previous game we have seen that the Berlin Defense is plausibly motivated, since it gives Black a free game and—on occasion—good attacking chances. For fully sixty years (a long time in chess history) this defense held sway above all others, and hence it is worthwhile to examine the game which conclusively refuted it. Beside its historical interest, the game deserves the attention of the student as being the first example of the celebrated “Pillsbury bind.” This consists in the placement of one’s Knight at QB5, in situations where the opponent does not command the square either with a Pawn or Bishop. Since Pillsbury’s day, many masters have applied this stratagem with winning results. In this game we have a convincing example of the effectiveness of the bind.

VIENNA, 1898

Ruy Lopez

WHITE	BLACK
H.N. Pillsbury	Dr. S. Tarrasch
1 P-K4	P-K4
2 Kt-KB3	Kt-QB3
3 B-Kt5	Kt-B3
4 O-O	Kt×P
5 P-Q4	B-K2
6 Q-K2	Kt-Q3
7 B×Kt	KtP×B
8 P×P	Kt-Kt2
9 Kt-B3	O-O
10 R-K

In order to prevent the advance of Black's QP, which would now be answered by 11 P×P (e.p.), B×P; 12 B-Kt5 and Black's position is very difficult.

An even stronger method of exerting pressure on Black's Pawns is Schlechter's move 10 Kt-Q4! which does not allow the simplifying line mentioned in the note to Black's 13th move.

10	Kt-B4
11 Kt-Q4	Kt-K3
12 B-K3	Kt×Kt
13 B×Kt	P-Q4

A decisive mistake. Here Black must try the Rio de Janeiro Variation (discovered several years after the present game): 13 . . . P-QB4; 14 B-K3, P-Q4; 15 P×P (e.p.), B×P. As compensation for his weak Queenside Black has a free, open game with two powerful Bishops, and if he can exchange his KB for White's Knight he is almost sure of a draw because of the resulting Bishops of opposite color—once more an indication of the practical resourcefulness of this defense, as opposed to its inadequacy from the theoretical point of view.

After 10 Kt-Q4!, however, Black would not have this continuation at his disposal. Despite the fact that Pillsbury did not choose the objectively best method, the present game is nevertheless very significant, because it supplied the whole underlying idea of White's strategy. *the method might be im-*

proved upon subsequently, but the plan could not be superseded!

14 Kt—R4!

With this move begins the blockade of Black's Queen-side. Sooner or later White will play B—B5, exchange the Bishop, and plant his Knight at B5.

14 B—QKt5!

A masterly reply to White's threat. Tarrasch wishes to bring the Bishop to QKt3, so that if White plays B×B, Black can retake with a Pawn, guarding his QB4 and preventing the inroad of White's Knight.

15 P—QB3 B—R4

16 Q—R5!!

This move has the appearance of being an aimless demonstration. In reality it is the first step of a profound plan whose object is to force Black to exchange his KB. The idea is as follows:

Up to this point Black has been able to frustrate his opponent's designs on the

Queen-side. In order to do this, however, he has had to remove his most important defensive piece from the King's wing. Hence Pillsbury plans to take advantage of the Bishop's absence by instituting a powerful King-side attack. This attack, it is true, can be parried, *but only at the expense of exchanging Bishops*. In this profound manner does White achieve his goal.

16 B—Kt3

17 R—K3 B—K3

18 R—Kt3 K—R

Else White can force an acute weakening of the Black squares by Q—R6.

19 QR—Q Q—K2

Now Tarrasch (who seems to have worked himself nicely out of his difficulties) intends . . . P—QB4.

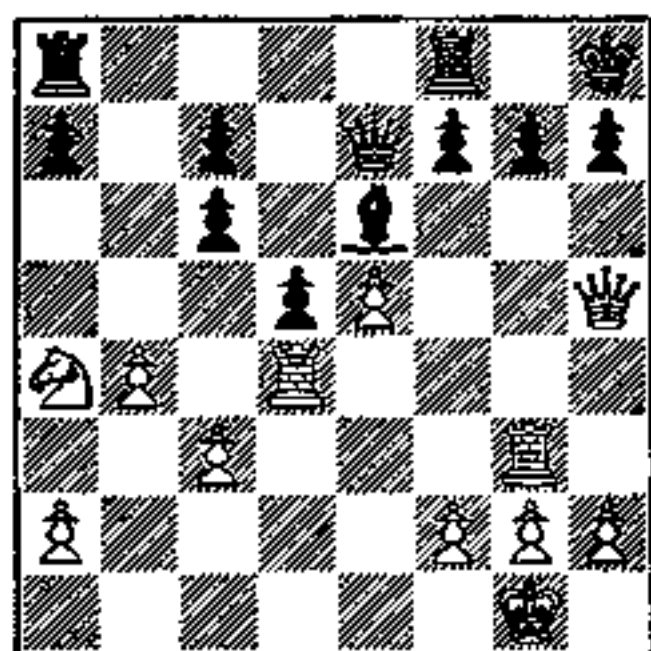
20 P—Kt4! B×B

The exchange is hardly to be avoided, as White threatens P—KB4, etc.

21 R×B

Position after White's 21st move.

DR. TARRASCH



PILLSBURY

Now the Rook comes powerfully into play at this point. White has two undeniable advantages: (1) his position for the ending is superior. On the King-side he has a clear majority of Pawns, from which a passed Pawn will result in due course. (While Black, to be sure, has a corresponding preponderance of Pawns on the Queen's side it is clear that his Pawns are worthless, for they are fixed on their squares and cannot advance.)

Secondly, the Knight is vastly superior to the Bishop in this type of ending. In the present position the Knight

has three beautiful squares at his disposal (Q4, QR5 and QB5) from which he cannot be dislodged, and where he plays an important part in tying up Black's game. Black's Bishop, on the other hand, is wretchedly placed, as he is hemmed in by his own Pawns and degraded to a purely defensive position.

Finally, there is a great qualitative disparity in the powers of the respective Kings. White can play his King to QB5 or QR6, attacking Black's weak Pawns, and in that event his opponent must follow suit and passively defend his Pawns.

In short, the end-game is practically untenable for Black.

The middle-game position is likewise unfavorable for Black, in view of the opponent's attacking possibilities. The immediate dangers of his position induce Tarrasch to lead into the ending with his next move, a policy for which he has been criticized by annotators who appar-

ently did not fully comprehend the difficulties involved.

21 P--B3

One critic for example recommends ". . . P--KR3, and if 22--R--R4, then 22 . . . B--B4." In that event White wins immediately by 23 R×P! Q×R (forced); 24 Q×Q, K×R; 25 Q--B6 *ch!*

The great analyst Marco succeeded, however, in demonstrating a very ingenious drawing line: 21 . . . P--R4!; 22 R--R4, B--B4; 23 R (Kt3)--R3, P--Kt4!! and White must take a perpetual check by 24 Q×P *ch*—an indication of the inexhaustible richness and variety of chess.

22 Kt--B5!

The famous Pillsbury Bind.

22 P×P

23 Q×P Q--B3

24 Q×Q

Q×B? would of course be a gross blunder.

24 R×Q

25 R--K3 B--Kt

Black avoids . . . R--K, which would tie up his game

still further. Sooner or later he would have to relieve the pin by . . . B--B2, which would be unfavorable to him—for, as we have seen from the note to White's 21st move, every exchange is in White's favor.

26 P--B3 P--Kt3

Somewhat better was . . . QR--KB. The text-move costs a Pawn.

27 R--K7 R--B2

On . . . R--QB White could play Kt--R6, followed by the march of the K to QB5.

28 R--K6 P--QR4

Desperation.

29 P--QR4!

In addition to his other advantages, White now obtains a formidable passed Pawn.

29 K--Kt2

30 R×BP R--K2

31 K--B2 P×P

32 P×P B--B2

The student should compare the aimless wanderings of this Bishop with the powerfully placed Knight, who without making a move, completely paralyzes Black's game.

33 P-Kt5 R-QKt

Temporarily impeding the advance of the RP, but the all-powerful Knight soon frustrates this design.

34 Kt-R6 R-Kt2

35 Kt-Kt4 R-R2

36 R-R6 R×R

37 Kt×R K-B3

38 R-Q2 P-B3

Else R-B2 follows.

39 P-Kt6

Another nail in Black's coffin.

39 B-K3

40 Kt-B5 B-B

41 P-R5 Resigns

Pillsbury played the ending with faultless precision.

6. Charousek

Charousek occupies an anomalous position in chess history. Many players have never even heard of him, some neglect him, while a select few merely misunderstand him. His style represents a sort of half-way house between two schools of chess thought. Like the masters of the Morphy-Anderssen period, he often played the King's Gambit. But unlike the masters of the Morphy-Anderssen period, he rarely won these games brilliantly. His specific contributions--such concepts as the introduction of positional motifs and playing for the ending in gambit openings!--distinctly point the way toward modern tendencies. This view of Charousek's style, based on a careful examination of his games, presents a contrast to the popular conception of him as an anachronistic, belated romanticist.

Kieseritzky Gambit

WHITE	BLACK
R. Charousek	A. Burn
1 P-K4	P-K4
2 P-KB4	P×P
3 Kt-KB3	P-KKt4

Black's safest continuation is undoubtedly 3 . . . Kt-KB3! 4 Kt-B3 (P-K5, Kt-R4, etc.), P-Q4 and after 5 P×P, Kt×P or 5 P-K5, Kt-K5 Black has nothing to fear.

4 P-KR4	P-Kt5
5 Kt-K5	B-Kt2

This is of course far more preferable to the "pre-historic" line (prevalent in Morphy's day) of 5 . . . P-KR4; 6 B-B4, R-R2; 7 P-Q4, P-B6; 8 P-KKt3, etc.

Or if instead 5 . . . Kt-KB3; 6 B-B4, P-Q4; 7 P×P, B-Q3; 8 O-O!? B×Kt; 9 R-K, Q-K2; 10 P-B3! would lead to the much disputed Rice Gambit.

6 P-Q4	Kt-KB3
7 Kt×KtP	Kt×P
8 B×P	Q-K2

Threatening . . . Q-Kt5

ch in addition to a discovered check with the Kt.

9 Q-K2!	B×P
---------	-----

. . . Q-Kt5 *ch* would obviously be inferior.

10 P-B3	B-Kt2
11 Kt-K3!

A strong move, especially in combination with the following maneuver.

11	Q-K3
------------	------

Black has no better way of guarding against the threatened invasion of the Kt. If for example 11 . . . Kt-KB3; 12 Kt-B5, Q×Q *ch*; 12 B×Q White regains his Pawn with a superior position.

12 P-KKt3!
------------	---------

To think of fianchettoing in a King's Gambit!

12	O-O
13 B-R3	P-KB4
14 O-O	P-Q3
15 Kt-Q2

Getting rid of the enemy's only well-developed piece

and at the same time clearing the K file for his Rooks.

15 Kt×Kt

White threatened 16 Kt×P!

16 Q×Kt Kt—B3

17 QR—K

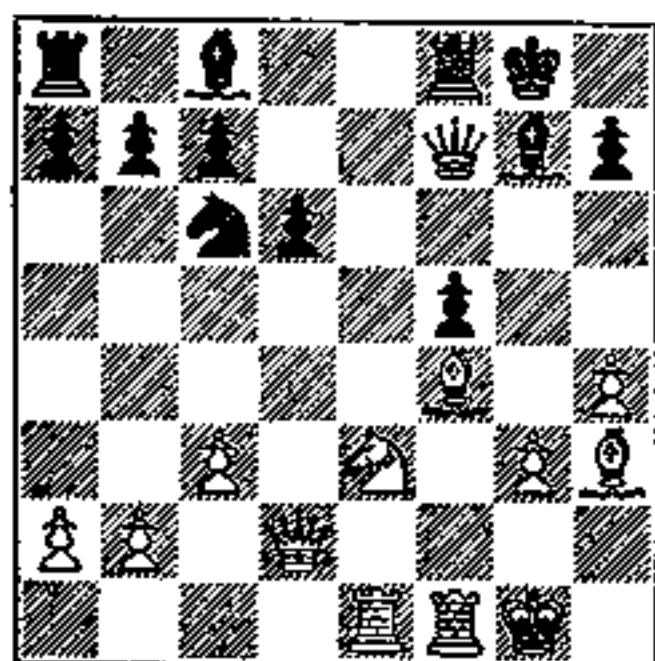
In return for his Pawn White has obtained a vastly superior development and a promising position which he utilizes in impeccable fashion.

17 Q—B2

In order to protect himself against Kt×P!

Position after Black's 17th move.

BURN



CHAROUSEK

18 B—Kt2!

Very fine! Now that the Bishop has accomplished his

purpose of forcing the advance of the hostile KBP and thus weakened the diagonal QR2—KKt8, Charousek proceeds to exploit the resulting weakness.

18 K—R

Black's position is very difficult. He cannot play 18 . . . B—K3 because of 19 Kt×P! Q×Kt; 20 R×B, nor 18 . . . Kt—K4; 19 B—Q5, B—K3; 20 B×Kt, P×B, 21 Kt×P with a winning attack as the threats of Kt—R6 *ch*, Kt×B, or Kt—Q4 cannot all be parried.

19 Kt—Q5!

Still preventing the development of the QB.

19 Kt—K4

20 B—Kt5! P—B3

21 Kt—B4! P—Q4

Or 21 . . . P—KR3; 22 B—K7, Q×B; 23 R×Kt! Q—Q (23 . . . Q—B2; 24 R—K7, Q—B3; 25 P—R5 with advantage); 24 Kt—Kt6 *ch*, K—Kt; 25 R—K2, R—B2; 26 KR—K and wins.

22 P—R5! B—Q2

Black has no valid defense. If for example 22 . . . P-KR3; 23 R×Kt1, P×B (23 . . . B×R; 24 Kt-Kt6 *ch* followed by Kt×B); 24 R-K7! Q-B3; 25 Kt-Kt6 *ch*, K-Kt; 26 KR-K, R-B2; 27 B×P, P×B; 28 Q×QP (threatening to win the Q by 29 R×R, Q×R; 30 R-K8 *ch*), B-B; 29 R-K8, K-Kt2; 30 Kt×B, R×Kt (or 30 . . . Q-Kt3 *ch*; 31 K-B, Q-R3, *ch*; 32 P-B4, R×Kt; 33 KR-K7 *ch* and wins); 31 KR-K7 *ch*, K-R3 (after 31 . . . R-B2; 32 P-R6 *ch*! wins outright—likewise after 31 . . . K-R;

32 Q-K5!); 32 R×R and wins.

23 P-R6

Now follows a catastrophe along the long diagonal, once the protecting B is removed.

23 B-B3
24 B×B *ch* Q×B
25 Kt-R5 Q-Q3

Or . . . Q-Kt3; 26 Q-Q4, QR-K; R×Kt winning easily.

26 R×Kt1 Q×R
27 R-K Resigns

For after . . . Q-Q3; 28 Q-Q4 *ch* wins.

7. "The Brilliancy Prize"

This unfortunate phrase is for some reason or other conceived to be a translation of the German "*Schönheitspreis*" (prize for the most *beautiful game*). To be beautiful, a game must be "brilliant," brimming over with sacrifices, with pieces flung away pell-mell. Occasionally, however, it does happen that the judges have the rare good taste to award the prize to a really beautiful game. The recognition of Maróczy's superb artistry in end-game play is a case in point.

VIENNA, 1899

French Defense

WHITE	BLACK	same noble thoughts of peace.
G. Marco	G. Maroczy	
1 P-K4	P-K3	17 P-R3
2 P-Q4	P-Q4	18 Q-Kt
3 P×P	19 R×R <i>ch</i>

A not too subtle method of revealing his pacific intentions.

3	P×P
4 Kt-KB3	B-Q3
5 B-Q3	Kt-KB3

More aggressive would be . . . Kt-QB3, . . . KKt-K2, . . . B-KKt5, . . . Q-Q2, . . . O-O-O etc.

6 O-O	O-O
7 P-B3	P-B3
8 B-KKt5	B-KKt5
9 QKt-Q2	QKt-Q2
10 Q-B2	Q-B2
11 KR-K	QR-K
12 B-R4	B-R4
13 B-Kt3	B×B
14 RP×B	B-Kt3
15 R×R	R×R
16 B×B	RP×B
17 R-K

It is evident that both players are animated by the

20 P-R3	Q-Q
21 Q-K	Q-K2
22 Q×Q <i>ch</i>

At this point both players would have been content with a draw, but "unfortunately" the tournament regulations did not permit a draw before the thirtieth move.

22	K×Q
--------------	-----

Black has obtained an advantage of a sort (he has gained three full tempi) but one could hardly foresee at this point the creation of one of the most beautiful end-games in the whole history of chess.

23 K-B	Kt-Q3
24 K-K2	P-B3
25 Kt-K	P-QKt4
26 P-QKt4

“Analysts who can hear the grass grow (but who are unreceptive to any louder sounds) maintained—after the game, of course—that this move compromises White’s position irretrievably.” (Maróczy)

26 Kt—Kt3
 27 P—B3 Kt(Kt3)—B5
 28 Kt—Kt

Simplest and best would have been 28 Kt×Kt etc. But Marco was prayerfully awaiting the 30th move.

28 Kt—B4
 29 P—Kt4 Kt(B4)—K6
 30 K—B2

Why not simply 30 P—Kt3 followed by Kt—Q3—B5?

30 P—Kt4
 31 K—K2

And now 31 Kt—Q3 was far superior, for if 31 . . . Kt—B7; 32 Kt—B5, Kt(B7)×RP; 33 Kt×Kt; Kt×Kt; 34 K—K2! (not 34 Kt×P?, Kt—Kt8!) followed by 35 Kt×P.

31 P—Kt3
 32 K—B2

Here P—Kt3 and Kt—Q3 would still save the game.

32 K—Q3
 33 K—K2?

This is White’s last opportunity to hold the position by Kt—Q3.

33 K—B2!

The key to the position! The King is to be brought to Kt3 in order to support the advance of the Pawn to R5—where it will no longer be liable to attack. Then the King will be brought to KR6 (!) in order to maneuver White into *Zugzwang*, which will eventually lead to the win of the RP! Surely a grand conception!

34 K—B2 K—Kt3
 35 K—K2

35 Kt—Q3 would simply lose a Pawn now after . . . Kt—B7, Black’s RP being protected.

35 P—R4
 36 K—B2 P—R5

The first part of the plan is completed.

37 K-K2 K-B2
 38 K-B2 K-Q3
 39 K-K2 K-K2
 40 K-B2 K-B2
 41 K-K2 K-Kt2
 42 K-B2 K-R2
 43 P-Kt3

It does not make much difference whether White makes this move or not. The entrance of Black's King cannot be hindered.

43 K-R3
 44 K-K2 P-KB4!
 45 P×P P×P
 46 K-B2 K-R4
 47 K-K2 P-B5!

Forcing the entry of the Black King.

48 P×P P×P
 49 K-B2 K-Kt4
 50 K-K2 K-R5
 51 K-B2 K-R6!

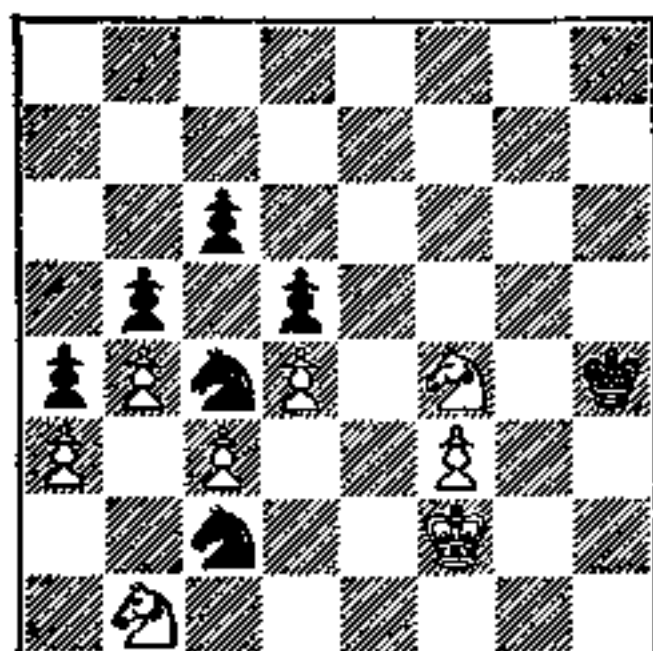
The second step.

Marco humorously observes that this move wins the RP! For if 52 K-K2, K-Kt6; 53 K-Q3, K-B7!

52 Kt-Q3 Kt-B7
 53 Kt×P *ch* K-R5

Position after Black's 53rd move.

MARÓCZY



MARCO

54 Kt-Q3

Or 54 Kt-Kt6 *ch*, K-Kt4;
 55 Kt-K5, Kt(B7)×RP;

I. 56 Kt×Kt(B4), Kt×Kt(B5); 57 K-K2, P-R6.

II. 56 Kt×Kt(R3), Kt×Kt(R6); 57 Kt×P, Kt-B5; 58 Kt-R5, Kt×Kt.

Black wins easily in either event.

54 Kt(B7)×RP

Thus Black has successfully carried out his plan. Two further tasks remain: (1) to dispose of White's KBP, and (2) to bring the King to the Queen-side.

55 Kt×Kt Kt×Kt
 56 Kt-B

. . . Kt-Kt8 was threatened.

56 Kt-Kt8
57 Kt-R2 K-R6

Again bringing about a *Zugzwang* position.

58 K-K3

Or 58 P-KB4, K-Kt5; 59 K-K3, Kt-R6; 50 Kt-B, Kt-B5 *ch*.

58 K-Kt6

59 P-KB4 K-Kt5

60 P-B5 KxP

61 K-Q3 K-B5

62 Kt-B K-B6

63 K-B2 Kt-R6 *ch*

64 K-Q3 K-B7

65 K-Q2 Kt-B5 *ch*

66 K-Q

White fights hard to stave off the invasion of the enemy's King. If instead 66 K-Q3, K-K8; 67 K-B2 (or 67 Kt-R2, K-Q8), Kt-K6 *ch*; 68 K-Q3, K-Q8; 69 Kt-R2, Kt-B5 wins the Knight.

66 K-K6

67 K-B2 P-R6!

68 Kt-R2

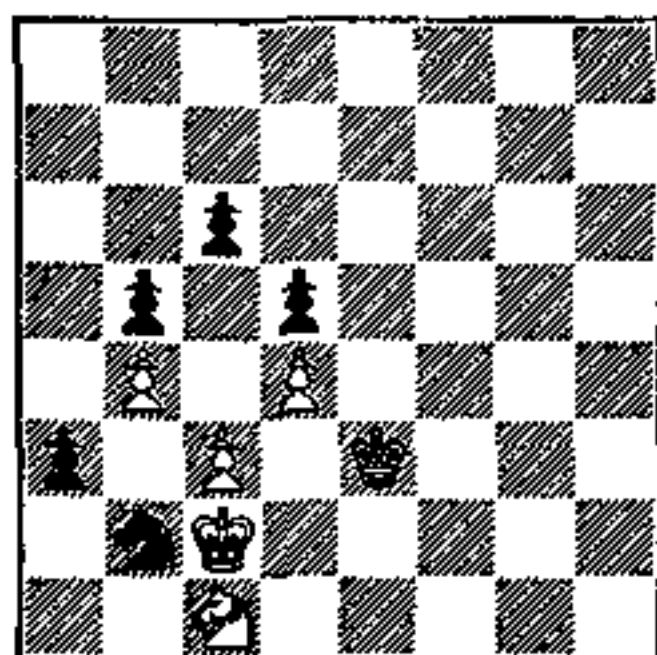
68 K-Kt3 would lose the Knight after . . . K-Q7; 69 Kt-R2, K-Q8.

68 Kt-Kt7!

69 Kt-B

Position after White's 69th move.

MARÓCZY



MARCO

69 Kt-Q6!!

A beautiful move which has much more behind it than the obvious 70 KtxKt, P-R7; 71 K-Kt2, KxKt, etc.

70 Kt-Kt3

At this point Marco (who loved to point out the flaws in other annotators' criticisms of master play) remarks, "Mr. Hoffer—in 'The Field'—suggests Kt-R2 as a better move and gives the following proof: 70 Kt-R2, Kt-K8 *ch*; 71 K-Q, K-Q6; 72 KxKt, K-B7; 73 K-K2, K-Kt7; 74 K-Q2, KxKt; 75 K-B2, K-R8; 76 K-B, P-R7;

77 K-B2, P-B4; 78 KtP×P,
P-Kt5; 79 P×P—stalemate!

Maróczy pointed out the fallacy in this analysis: 70 Kt-R2, K-K7! 71 K-Kt3, K-Q7; 72 K×P, K-B7 and “White is squeezed to death.”

70 Kt-K8 *ch*

71 K-Q K-Q6!

72 K×Kt K×P

73 Kt-R K×QPI

Naturally avoiding 73
K-Kt7; 74 K-Q2, K×Kt; 75
K-B1 etc.

74 Kt-B2 *ch* K-B6

75 K-Q

Not 75 Kt×P, K-Kt7.

75 P-R7

76 K-B P-Q5

77 Kt-R P-Q6

78 Kt-B2

A last attempt to obtain a stalemate.

78 P-B4!

White resigns, for 79 P×P allows a mate in two.

8. The Attack on Both Wings

The following game is so “absurdly simple” that its inclusion demands an explanation to the initiated and an apology to the supercilious reader. It is true that the problems of modern chess are complex and subtle. It is also true that the technique which is used to solve them would never have been possible without the great creative contributions of masters such as Pillsbury.

This insufficiently appreciated genius perfected the Queen’s Gambit, which is now the routine acquisition of every amateur; he contributed a great deal to the theory of the Ruy Lopez, rehabilitated the Petroff Defense, and would no doubt have accomplished even more in this field, but for his untimely death. Together with Steinitz, Lasker, Tarrasch, Maróczy, and Schlechter he was instrumental in refining end-game tech-

nique; but unlike most of his contemporaries (and this is an interesting characteristic in common with the Hypermoderns) his play was always fresh and enterprising, without thereby losing in soundness and profundity.

St. LOUIS, 1901

Ruy Lopez

WHITE	BLACK	
H. N. Pillsbury	M. Judd	Tarrasch, strikes effectively at Black's King-side.
1 P-K4	P-K4	10 R-K
2 Kt-KB3	Kt-QB3	11 B-Kt2 B-B
3 B-Kt5	Kt-B3	12 KR-K P-KKt3
4 O-O	P-Q3	The fianchetto of the Bishop is the indicated plan for Black, but should have been preceded by . . . B-Q2.
5 P-Q4	B-Q2	13 KtxB PxKt
6 Kt-B3	B-K2	The manner in which Pillsbury simultaneously exploits Black's weakness on both flanks is the chief feature of the rest of the game.
7 BxKt	14 Q-B4 Q-Q2
This, coupled with the next move, is one of the best ways to proceed against the Steinitz Defense.		15 QR-Q B-Kt2
7 BxB		16 Kt-R4! Kt-R4
8 Q-Q3 PxP		17 BxB KtxB
9 KtXP O-O		18 Kt-B5 Q-B
It is customary to retreat . . . B-Q2. Black seemingly does not fear KtxB, PxKt because it would free his cramped position somewhat.		19 Kt-Q3! Q-Kt2
10 P-QKt3!		20 Kt-Kt4!

This development of the Bishop, originated by Dr. Knight are very finely

thought out; Black must now play . . . P-QB4, whereupon White brings the Knight to Q5 with decisive effect.

20 P-QB4
 21 Kt-Q5 R-K3
 22 P-K5!

Threatening 23 Kt-B6 *ch*, K-R; 24 Q-KR4. Cf. the note to Black's 13th move.

22 P×P
 23 Q×P P-QB3

Black has nothing better.

24 Kt-B3 QR-K
 25 Kt-K4!

A very agile Knight.

25 Kt-B4

It is difficult to find a good defense against the threat of Kt-Q6, *e.g.*

I. 25 . . . R(K)-K2; 26 R-Q8 *ch*, Kt-K (26 . . . R-K? 27 KR-Q1), 27 Kt-Kt5, R-B3; 28 R×P and wins.

II. 25 . . . Q-K2; 26 Q×Q, R(K)×Q; 27 Kt-B5! R-B3; 28 R-Q8 *ch*, Kt-K; 29 KR-Q with a winning position.

III. 25 . . . Q-Kt3; 26 R-Q7; Q×Q; 27 Kt×Q, R(K3)-K2; 28 R-Q6; R-QB; 29 Kt-Q3, P-K5; 30 Kt-Kt4, P

-QB4; 31 Kt-Q5, R-K4; 32 P-KB4 and wins.

But 25 . . . Q-B2! holds out longer.

26 P-KKt4!

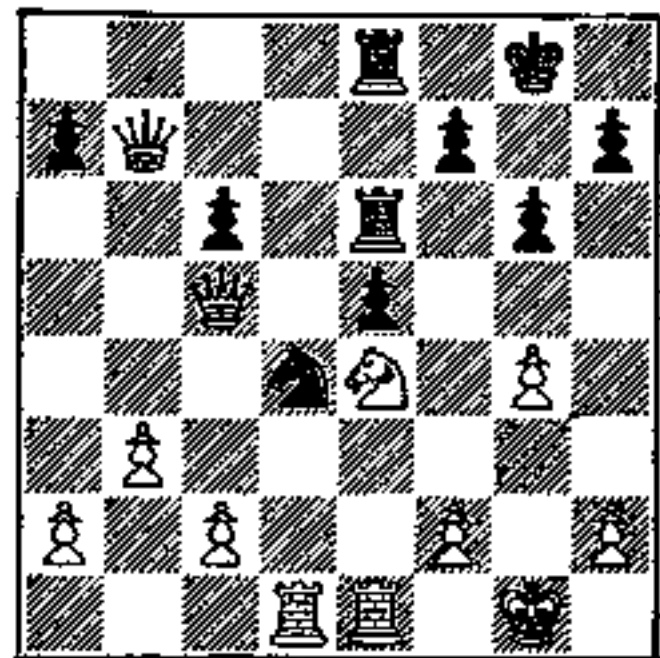
This forces the win.

26 Kt-Q5

If 26 . . . Kt-K2; 27 Kt-Q6 or 26 . . . Kt-Kt2; 27 P-Kt5, R-Kt; 28 Kt-B6 *ch*, K-R; 29 R-Q7, etc.

Position after Black's 26th move.

J U D D



P I L L S B U R Y

27 R×Kt! P×R

28 Kt-B6 *ch!* K-R

Or 28 . . . K-Kt2; 29 Kt×R *ch* coming out a piece ahead.

29 R×R!

The point of the combination.

29 Resigns P×R; 30 Kt×R, or 29 . . .
 He doesn't relish 29 . . . R×R; 30 Q—B8 mate.

9. Pillsbury's Style

The most notable characteristics of Pillsbury's attacking style were his elegant simplicity, his inexhaustible ingenuity, and the seemingly effortless ease with which he achieved his purpose.

HANOVER, 1902

Queen's Gambit Declined

WHITE	BLACK
H. N. Pillsbury	R. Swiderski
1 P—Q4	P—Q4
2 P—QB4	P—K3
3 Kt—QB3	P—QKt3
4 Kt—B3	B—Kt2

The purpose of Black's unusual defense is evidently to avoid the pin on his KKt.

5 P×P	P×P
6 P—K4!

The first surprise for Black.

6	P×P
7 Kt—K5	B—Q3

If . . . Kt—KB3 (in order to stop Q—Kt4) White plays 8 B—QB4.

8 Q—Kt4!
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Very powerful, as the sequel shows.

8	K—B
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The alternative 8 . . . P—Kt3; 9 B—QB4, B×Kt; 10 P×B followed by B—Kt5 is even more unfavorable for Black.

9 B—QB4!
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This seemingly obvious move had to be carefully calculated.

9	B×Kt
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It is clear that Black has nothing better.

10 P×B	Q—Q5
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11 B—Q5!!
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A most unexpected reply. Black realizes now that 11 . . . B×B; 12 Q—B8 ch, K—

K2; 13 B-Kt5 *ch* and 14 R-Q would be ruinous for him. Hence he plays

11 P-QB3
 12 BxKP QxP
 13 B-B4 Kt-B3
 14 Q-R4 Q-K2
 15 O-O-O Kt-K
 15 . . . KtxB? 16 R-Q8

ch.

16 Q-Kt3 Kt-R3

The occupation of the K file (opened by White's 11th move) must now decide the issue.

17 KR-K R-Q

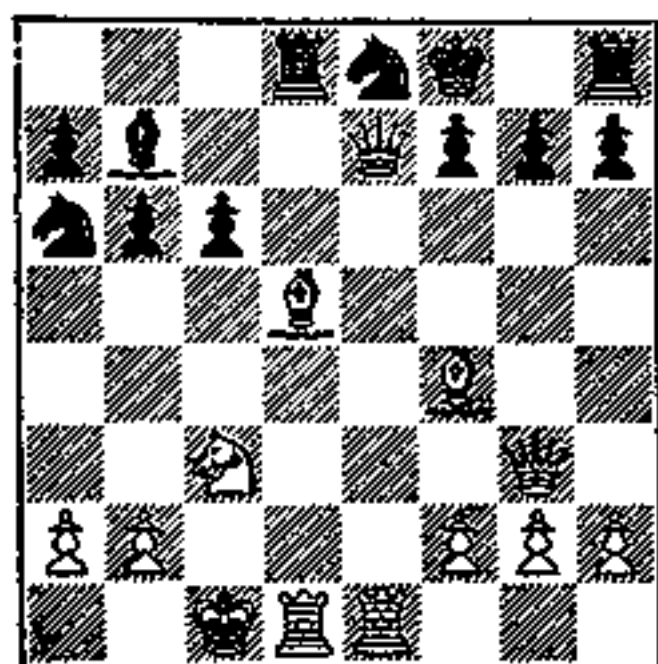
A trap. If now 18 BxBP? RxR *ch*; 19 KxR, Q-Q *ch*.

18 B-Q5!

Again this ominous move!

Position after White's 18th move.

SWIDERSKI



PILLSBURY

18 Q-B4
 19 RxKt *ch!* KxR

Forced.

20 QxP PxB

There is nothing better: If 20 . . . R-KB; 21 R-K *ch*, K-Q2; 22 B-K6 *ch*, K-K; 23 B-B5 *dis ch*, Q-K2; 24 RxQ *ch* KxR; 25 Q-K5 mate.

21 QxR *ch* K-Q2

22 QxP K-B

23 QxP!

A final touch: the manner in which Pillsbury rescues the Knight is amusing.

23 P-Q5

24 Q-K6 *ch* R-Q2

25 Q-Kt8 *ch* R-Q

26 Q-Kt4 *ch* R-Q2

27 B-K3!

The point.

27 BxP

Desperation.

28 RxP Resigns

10. A Typical Marshall "Swindle"

Although the American champion's play was frequently erratic and not wholly sound, his games were marked by brilliant conceptions. A tactician par excellence, he was always fertile in ingenious ideas and sparkling combinations.

MONTE CARLO, 1904

Scotch Gambit

WHITE	BLACK
F. J. Marshall	G. Marco
1 P-K4	P-K4
2 Kt-KB3	Kt-QB3
3 P-Q4	P×P
4 B-QB4	B-B4
5 P-B3	P-Q6

Lasker's move, and probably the safest continuation at Black's disposal.

6 O-O	P-Q3
7 Q×P	Kt-B3
8 P-QKt4	B-Kt3
9 P-QR4	P-QR3
10 R-K?!

Positionally incorrect. Not only is the KBP weakened thereby, but the move intended (P-K5) is prema-

ture in view of the lack of development of the Queen-side pieces.

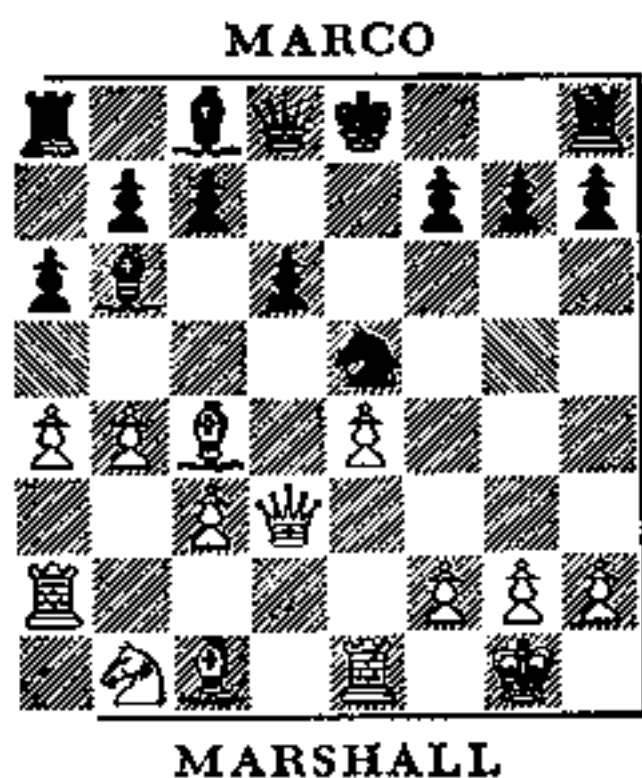
10 Kt-Kt5

Now it seems that White has nothing better than 11 R-B, which could be answered by 11 . . . KKt-K4; 12 Kt×Kt, Kt×Kt; 13 Q-K2, Kt×B (or 13 . . . B-Kt5; 14 Q-R2, Q-R5, etc. with good attacking chances); 14 Q×Kt, B-K3 and Black has the better game.

Hence White has nothing better than the following speculative continuation.

11 R-R2	KKt-K4
12 Kt×Kt	Kt×Kt

Position after Black's 12th move.



13 Q-Kt3

Marshall of course prefers to go in for a complicated and promising attack rather than prosaically part with the exchange after 13 Q-K2, Kt×B; 14 Q×Kt, B-K3.

13 Kt×B
 14 Q×KtP R-B
 15 P-K5!

The best continuation. For if 15 B-R6, Q-K2; 16 Q×RP, B-K3; 17 B×R, Q×B and Black has much the better of it.

15 Kt×P

This leads to interesting complications. If instead

I. 15 . . . P-Q4; 16 B-Kt5, Q-Q2; 17 R(R2)-K2! (17 B-R6, Q-K2; 18 B-Kt5, P-KB3!), Q-K3; 18 B-R6, Q-K2; 19 B-Kt5, Q-K3 leading to a draw.

II. 15 . . . P×P; 16 R(R2)-K2, B-K3 (16 . . . P-KB3? 17 Kt-R3, Kt×Kt; 18 R×P *ch* and wins); 17 B-R6 (there is nothing better), Q-K2; 18 Q×RP, O-O-O; 19 B×R, Q×B with advantage to Black.

16 K-R

In order to be able to play P-KB4.

16 B-K3
 17 R(R2)-K2

This wins back the piece, as Black cannot release himself from the pin (17 . . . K-Q2; 18 R×Kt, P×R; 19 R-Q *ch*).

17 Q-K2
 18 P-KB4 Kt-Q6

Seemingly a crushing retort, but White has a way out.

19 P-B5! Kt-K4!

Best! If 19 . . . Kt×R; 20 B-Kt5! Q-Q2; 21 R×Kt

with a winning game, or 19 . . . Kt×B; 20 R×Kt (not 20 R×B, P×R; 21 R×P? Q×R), O—O—O; 21 R×B etc.

20 P×B	P×P
21 B—R6	Q×Q
22 B×Q	R—B4

Black has beaten off the attack and exchanged Queens, but his troubles are far from over.

23 B×Kt	R×B
24 R×R	P×R
25 P—Kt3

Regaining the Pawn by 25 R×P, O—O—O; 26 R—K, R—Q6 would put White on the defensive—by no means to Marshall's taste.

25	R—Q
26 K—Kt2	R—Q6
27 R×P	K—B2
28 R—K2

In order to force the exchange of Rooks by 29 R—Q2, for 29 . . . R—K6 would not do after 30 P—R5, R—K8; 31 P×B and wins.

28	B—K6
Crossing White's plan.	
29 R—B2	B—R3

Probably in order to prevent K—B3.

30 R—B2 <i>ch</i>	K—K2
31 R—B3	R—Q8
32 R—B	R—Q6
33 R—B3	R—Q8
34 Kt—R3!?

Marshall of course disdains the proffered draw. He sees the chance of getting his Knight into the game (via QB4) by offering his RP, for example 34 . . . R—QR8; 35 Kt—B4, R×P; 36 Kt—K5.

34	R—QB8
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Again preventing White from carrying out his plan, for 35 Kt—B4 would be refuted by . . . B—Kt2.

35 P—B4
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The only way in which White can achieve his purpose.

35	R—QR8
36 P—B5	B—B8
37 Kt—B4	R×P
38 Kt—K5	B—Kt7!

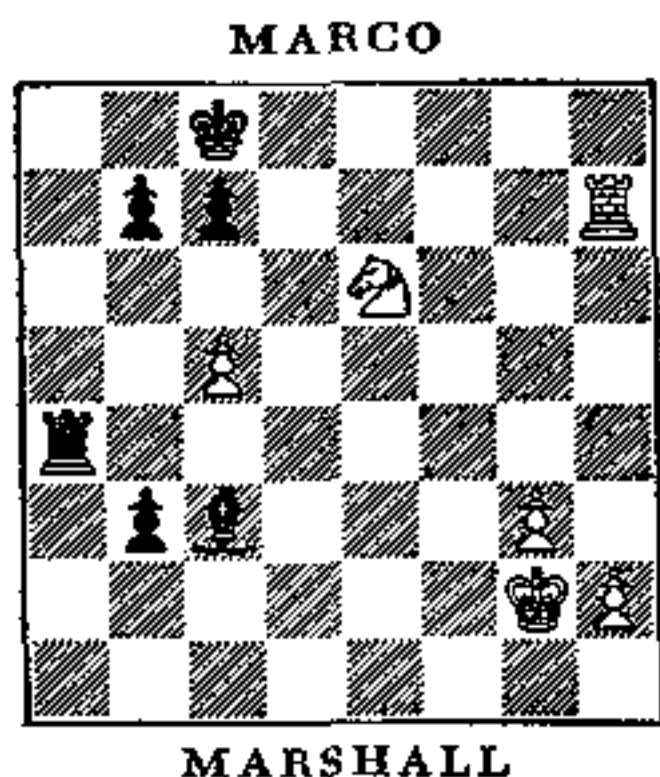
In order to stop R—B7 *ch*.

39 Kt—Q3	B—B6
40 R—B4	P—QR4!
41 R—R4	P×P
42 R×P <i>ch</i>	K—Q
43 Kt—B4	P—Kt6

It is difficult to see how White can save himself.

44 Kt×P *ch* K-B

Position after Black's 44th move.



45 P-B6!?

The only hope, as 45 R×P *ch*, K-Kt; 46 P-B6, P×P; 47 R×P, P-Kt7 loses. The text is an attempt to complicate matters which leads Marco into making a "careful" preparatory move. He explained subsequently that he was afraid to play 45 . . . P×P, 46 R×P *ch*, K-Kt; 47 R-Kt7 *ch*, K×R; 48 Kt-B5 *ch*, K-Kt3? 49 Kt×R *ch*, etc., overlooking that he could win by 48 . . . K-R2! 49 Kt

×R, B-Q5; 50 K-B3, K-R3; 51 K-K4, K-R4; 52 K×B, K×Kt, etc.

45 B-K4

This seemingly strong move loses. Marshall gains the upper hand now, by a series of clever forcing moves.

46 P×P *ch* K-Kt
 47 Kt-B5 R-R7 *ch*
 48 K-R3 P-Kt7
 49 R-K7! K-R2
 50 R-K8 P-B3
 51 R-R8 *ch* K-Kt3
 52 R×R P-Kt8 (Q)
 53 P-Kt8(Q) *ch*! B×Q
 54 R-Kt2 *ch* Q×R
 55 Kt-R4 *ch* K-Kt4
 56 Kt×Q

Marshall's manner of extricating himself from his difficulties is reminiscent of an end-game by Rinck or Troitsky!

56 P-B4
 57 K-Kt2

The ending which now ensues is still quite difficult.

57 P—B5
 58 K—B3 P—B6
 59 Kt—Q3 K—B5
 60 Kt—K K—Q4
 61 P—R4 B—Q3
 62 P—Kt4 B—K2
 63 P—Kt5 K—K4
 64 K—Kt4 B—B
 65 Kt—B2 K—K5?

With the mistaken idea of being able to follow with 66 . . . K—Q6; 67 Kt—K *ch*, K—Q7, etc.

Instead 65 . . . K—K3 with the continuation 66 P—R5, K—B2; 67 K—B5; K—Kt would have made it prac-

tically impossible for White to win.

66 P—R5 K—Q6
 67 Kt—R1

The retreat overlooked by Black when he played 65 . . . K—K5.

67 K—K5
 68 P—R6 K—K4
 69 K—R5 K—B4
 70 Kt—B2 B—Q3
 71 Kt—Q4 *ch* K—K5
 72 Kt—K2 P—B7
 73 P—Kt6 B—R6
 74 P—Kt7 K—Q6
 75 P—Kt8(Q) K×Kt
 76 Q—R2 Resigns

11. Restraint

The chief interest of this game lies in the manner in which Schlechter brings pressure to bear on his opponent's center Pawns. Marco, being unable to advance these Pawns, is forced to defend them with pieces. Schlechter now brings his powerful pair of Bishops into action: White's pieces get in each other's way and his game soon disintegrates.

The policy of restraint was a great favorite with many masters at the turn of the century. Schlechter, Tarrasch, Maróczy—to mention only a few—were virtuosos of this technique.

MONTE CARLO, 1904

Ruy Lopez

WHITE	BLACK
G. Marco	C. Schlechter
1 P-K4	P-K4
2 Kt-KB3	Kt-QB3
3 B-Kt5	P-QR3
4 BxKt	KtPxB

The purpose of this rarely played move is to avoid the Exchange Variation, which results from 4 . . . QPxB; 5 P-Q4, PxP; 6 QxP, etc.

5 KtxP

This does not turn out well. A stronger line is 5 P-Q4, PxP; 6 QxP, Q-B3; 7 P-K5, Q-Kt3; 8 O-O! with advantage. Or White can play (instead of 7 P-K5) 7 O-O, QxQ; 8 KtxQ with a favorable ending.

5	Q-Kt4
6 P-Q4	QxP
7 Q-B3	QxQ
8 KtxQ	P-Q3
9 R-Kt	P-Kt3!

Neutralizing White's pressure along the Kt file and at the same time preparing

the attack on White's seemingly imposing center.

10 B-Q2

The B is rather ineffectual here, but the fianchetto would not be good because of . . . Kt-B3-R4-B5.

10	Kt-B3
11 Kt-B3	B-KKt2
12 O-O-O	O-O
13 B-B4

Here or on the previous move P-K5 would have been met by . . . Kt-Kt5. But after White's last move P-K5 has become a real threat.

13 Kt-R4!

The beginning of a finely thought-out plan to neutralize White's center Pawns.

14 B-K3 P-B3!!

It requires courage to make a move like this, shutting in the Bishop and cutting off the retreat of the Knight. The purpose of the

move is to prevent P-K5 until Black has had time to play . . . QR-K and . . . P-KB4.

15 Kt-Q2

This allows the direct advance of the BP, but White has no good plan at his disposal.

15 P-KB4

Schlechter is quick to take advantage of the opportunity offered.

16 P-B3 PXP

17 PXP

If White replies 17 Kt(B3)XP, he is left with a weak KBP and in addition his opponent's prospective occupation of the King file will be quite unpleasant.

17 B-R6!

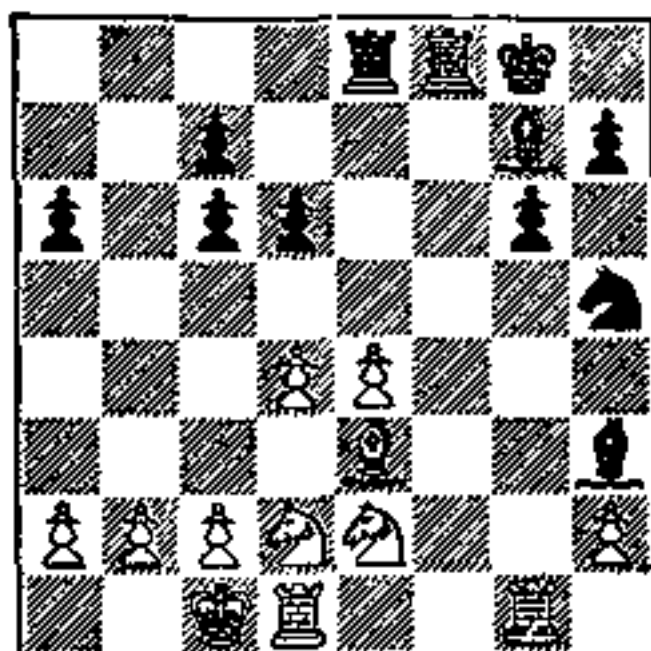
From this point on, Schlechter exploits the power of the united Bishops to the utmost. The text-move assures him undisputed command of the only open file.

18 Kt-K2 QR-K

White is helpless against the ensuing attack.

Position after Black's 18th move.

SCHLECHTER



MARCO

19 P-B3 Kt-B3

20 Kt-KKt3 Kt-Kt5

21 QR-K KtXB

22 R XKt B-R3

23 R-K2

The immediate QR-K would lose at least the exchange after . . . R-B7.

23 B-Kt5

24 QR-K

An amusing variation would be 24 QR-Kt2, B-B6; 25 R-B2, B-K6.

24 R-B7

25 Kt-B B-K7

Decisive.

26 Kt-Kt3 B-B6

White resigns, for after 27 Kt-B, R×KP; 28 R×R, B×R he has no adequate defense, for example 29 K-Q, B-Q6 winning a second Pawn.

12. The School of Tarrasch

The foundations of modern chess were laid by Steinitz and Dr. Tarrasch. The basic proposition of Tarrasch's theories may be put as follows: An advantage in space—other things being equal—should suffice to win the game. Tarrasch's work consisted in formulating general principles and discovering the methods applicable to given types of positions. His discoveries in this field have been of inestimable value. His efforts have refined chess technique to an amazing extent; the Hypermoderns have not refuted or superseded Tarrasch—they have merely purified his theories by removing some of their weaknesses and exaggerations.

OSTEND, 1905

Ruy Lopez

WHITE	BLACK	
Dr. S. Tarrasch	R. Teichmann	This leads to a more complex type of game than 7 B×Kt ch, P×B; 8 P-Q4, etc., transposing into the Steinitz Defense.
1 P-K4	P-K4	7 O-O
2 Kt-KB3	Kt-QB3	8 P-KR3 B-Q2
3 B-Kt5	P-QR3	9 P-Q4 P-R3
4 B-R4	Kt-B3	Beginning a lengthy re-
5 O-O	B-K2	
6 R-K	P-Q3	
7 P-B3	

grouping maneuver in order to fianchetto the KB.

10 B-B2 R-K
11 QKt-Q2 B-KB
12 Kt-B P-KKt3
13 Kt-Kt3 B-Kt2
14 B-K3 K-R2
15 Q-Q2 Q-K2

Both players have completed their development. Black is rather cramped but his position reveals no weak points.

There are two plans at White's disposal at this point, the choice of either one definitely predetermining the subsequent course of the game.

I. Kt-R2 followed by R-KB and P-KB4.

II. P-Q5, intending to institute a Queen-side attack on Black's Pawn chain with P-QB4-B5.

The choice of these two plans depends on the player's temperament: an aggressive player like Spielmann would choose the first, while Tarrasch, the great strategist, prefers the second line of play.

16 P-Q5 Kt-Q
17 P-B4 P-QR4

With this and the next two moves, Teichmann takes steps to prevent P-B5.

18 P-Kt3!

In positions of this sort (where it is desirable to play P-R3 and P-Kt4), the immediate P-R3 would be bad because of . . . P-R5!

18 P-Kt3
19 P-R3 Kt-Kt2
20 P-Kt4 R-R2!

Finely played. On the one hand the Rook is now enabled to protect the QBP; secondly, if White masses his pieces on the QB file, Black can play . . . P×P and control the open QR file.

21 Q-B3!

In order (1) to make room for the Knight, which is to be brought to Q2 so that White can strengthen his Pawn chain with P-B3 and (2) to protect the QR a second time after Black plays . . . KR-QR.

21 Kt--Kt
 22 Kt--Q2 KR--R
 23 P--B3

See the note to White's 21st move. If now 23 . . . P×P; 24 P×P and White will either obtain control of the QR file or force P--B5. But this line of play would perhaps be preferable for Black than the actual continuation.

23 Kt--B3
 24 B--Kt3 B--K
 25 QR--B Kt--Q2

Again preventing P--B5.

26 Q--B2!

Tarrasch's game has temporarily reached a standstill; hence he prepares to bring new forces to the scene of action. With the text-move he decides to bring a Knight to QKt5, which will force Black to exchange and thereby yield White new advantages.

26 B--B
 27 Kt--K2 B--Kt2

Black's pieces have reached the maximum of their efficiency, so that he

can do nothing but sit tight and wait for his opponent to hit on a winning plan.

28 Kt--B3 Kt--B3

It is clear that Black must be prepared to capture the Knight, else his game will become altogether too cramped for satisfactory defense.

29 Kt--Kt5! B×Kt
 30 P×B

With the completion of this last maneuver, White has taken an important step forward. He has obtained a lasting pressure on the QBP, which in turn practically forces Black to exchange Rooks on the QR file.

30 Kt--K
 31 Q--Q3 P×P

Otherwise White would play Kt--B4 and B--Q2, threatening P×P and forcing Black to reply . . . P×P, after which Black's Rooks would have no counterplay and White could once more take up the attack on the Queen-side.

32 P×P Kt—Q
 33 Q—B1 Q—Q2
 34 R—R1 Q—B?

Here Teichmann misses his first and last chance: 34 R×R; 35 R×R, R×R; 36 Q×R, Q×KtP; 37 B—R4! Q—K7; 38 Kt—B, Kt—KB3 (38 . . . P—QKt4; 39 Q—Q! Q—B5; 40 Q—Kt3! Q—K7; 41 Q—B2! Q×Q; 42 B×Q regaining the Pawn with an advantageous ending); 39 Q—B3, Q—R7; 40 Q×BP, Q×B; 41 Q×Kt, Q×P; 42 B×P, Kt—R4 with a probable draw as the outcome.

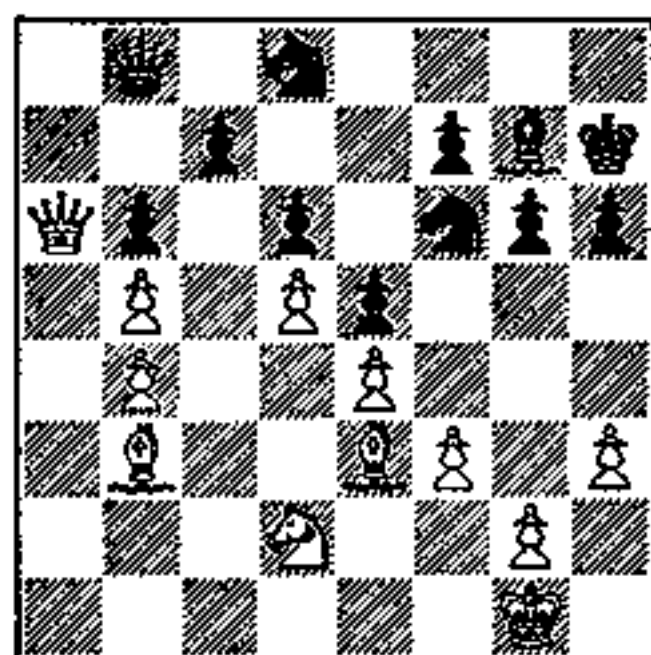
35 R×R R×R
 36 R—R R×R
 If 36 . . . Q—R; 37 R—R6!
 37 Q×R Q—Kt
 38 Q—R6 Kt—KB3

Now begins the second and decisive phase of the game. White has played well, to be sure, but wherein does his advantage consist and how is he to turn this advantage to account? White's answer to this question consists in a carefully thought-out rearrangement

of his pieces in order to exploit Black's helplessness.

Position after Black's 38th move.

TEICHMANN



DR. TARRASCH

39 B—QB4!!

This is the finest move in the whole game.

39 K—Kt
 40 P—Kt3! K—B
 41 P—R4 Kt—Q2
 42 B—B

Now White's purpose becomes clear: The Bishop is transferred from his relatively ineffective post on the Queen-side, and brought to R3.

42 K—K
 43 B—R3

The Bishop controls an important diagonal here, and

hampers Black's pieces effectively.

43 B-B
44 Kt-B4!

Threatening Q-R and Q-QB. Hence Black must advance the RP, which offers White a welcome target.

44 P-R4
45 P-Kt4!

This unexpected attack is decisive.

45 B-K2
46 B-B2 B-B3

. . . P×P would be no better.

47 P×P P×P
48 K-R Q-Kt2
49 Kt-K3!

Now White has added two new advantages: a beautiful square for his Knight on B5 and the certainty that Black's RP is untenable in the long run.

49 Kt-B

Black would like to exchange Queens, as he foresees that White's Queen will soon take a decisive part in the attack. But . . . Q×Q? would of course be ruinous.

50 Kt-B5 Q-Kt
51 Q-R! Kt-Kt3

In order to answer 52 Q-QB with . . . Kt-B5.

52 B-Kt3 B-R
53 K-R2 Q-Kt2
54 B-Kt2 Q-B
55 Q-QB!

Well-timed; Black might try 55 . . . Kt-B5; 56 B×Kt, P×B; 57 Q×KBP?? B-K4, but unfortunately the text-move also threatens Kt×P *ch*.

55 Q-Q2
56 B-R3! K-B

Forced.

57 Q-R6 *ch* K-Kt
58 Q×P Q-K
59 Q-Kt5 K-B
60 P-R5 Kt-B5
61 B-R4! P-B3
62 Q-R6 *ch* K-Kt
63 B×P! Kt-B2
64 Kt-K7 *ch!* Q×Kt
65 Q×B *ch* Kt×Q
66 B×Q Kt-B2
67 B-K6 Kt×RP
68 B-Q8

Black resigns, for he cannot save his Pawns. And thus the purpose of White's 16th move is fulfilled.

13. Janowski

This brilliant player was particularly noted for two eccentricities; his fondness for the two Bishops and his aversion from accepting a draw. The latter characteristic was enhanced by his inordinate and aggressive self-confidence, which gave rise to many amusing incidents. Thus, after the loss of his match against Marshall in 1905, he sent the American master a telegram offering to play him at Knight odds!

A stereotyped and rather indifferent tradition has it that Janowski knew how to attack (but not when!) and that he knew precious little else. The less spectacular—and more profound—games are ignored.

PARIS, 1905 (5th Match Game)

Queen's Gambit Declined

WHITE	BLACK	P-B4 is another good continuation.	
F. J. Marshall	D. Janowski		
1 P-Q4	P-Q4	7 Kt×Kt <i>ch</i>	Kt×Kt
2 P-QB4	P-K3	8 Kt-B3	O-O
3 Kt-QB3	Kt-KB3	9 B-Q3	P-QKt3
4 B-Kt5	QKt-Q2	10 P-KR4
5 P-K4		
Premature; Black is soon able to free his game.		This is mainly in the nature of a demonstration. Janowski's refutation of the attack is interesting.	
5	P×KP		
6 Kt×P	B-K2	10	B-Kt2
6 . . . B-Kt5 <i>ch</i> ;	7 Kt-BS,	11 B×Kt	B-Kt5 <i>ch!</i>

An excellent *Zwischenzug*. After 11 . . . B×B; 12 B×P *ch*, K×B; 13 Kt—Kt5 *ch*, K—Kt (not 13 . . . K—Kt3; 14 Q—Q3 *ch*, etc.) 14 Q—R5, R—K; 15 Q×P *ch*, White would have at least a draw.

12 K—B	Q×B
13 Kt—Kt5	P—Kt3
14 B—K4	P—B3!

Blocking the Bishop's diagonal in order to "fix" White's QP. The immediate threat is 15 . . . QR—Q; 16 Kt—B3, B—B4.

15 Q—Kt3

Gaining the necessary time to play R—Q.

15	B—K2
16 R—Q	QR—Q
17 Kt—B3

Better would have been Q—K3 (as suggested by Schlechter) in order to prevent Black's next move.

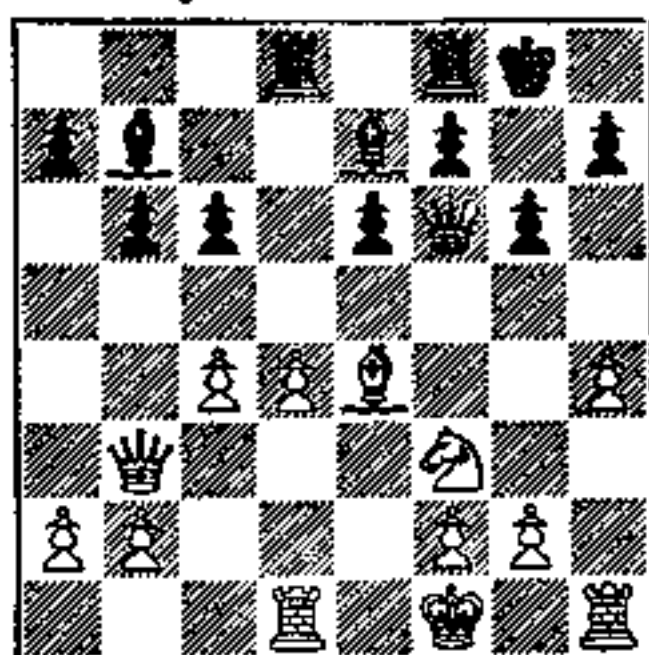
17 Q—B5!

Of course!

White cannot retreat his Bishop because of . . . P—

Position after White's 17th move

JANOWSKI



MARSHALL

QB4, for example 18 B—Kt, P—QB4;

I. 19 P×P, B×Kt; 20 P×B (20 R×R, Q—B8 *ch*), R×R *ch*; 21 Q×R, Q×P *ch* and Black should win.

II. 19 P—Q5, P×P; 20 P×P, P—B5, etc.

III. 19 Q—K3, Q×Q; 20 P×Q, B×Kt; 21 P×B, P×P; 22 R×P (22 P×P does not alter the result), R×R; 23 P×R, B—B3 and Black wins a Pawn.

18 Q—K3	B—Q3
19 Q×Q	B×Q

Marshall does not like to defend patiently, but the exchange does not end his

troubles by any means, as the hostile Bishops soon assert their power.

20 K-K2

In order to play Kt-K5.

20 P-B3

Which of course is promptly prevented.

21 KR-K R-Q2

22 P-R5

Vainly hoping to create a diversion. The attempt to solve the question of the hanging Pawns by 22 P-B5 would lead to this curious variation:

22 P-B5, P×P; 23 P×P, B-R3 *ch*; 24 B-Q3, R×B! 25 R×R, P-K4!

Or 22 P-B5, P×P; 23 B-Q3, P×P; 24 B-B4 (seemingly very strong), KR-Q! 25 B×P *ch*, K-B; 26 B×R, B-R3 *ch*; 27 R-Q3, R×B; 28 R-Q, P-QB4 (analysis by Marco).

22 P-KKt4

23 P-KKt3 B-Kt

24 R-Q2 KR-Q

25 KR-Q P-Kt5

26 Kt-K P-KB4

27 B-R K-Kt2

28 Kt-B2 P-R4

In order to keep the Kt out of Kt4.

29 Kt-K3 K-B3

30 P-Q5

This makes things easy for Black, but if White simply maintains the status quo he would still lose his KRP without any compensation.

30 BP×P

31 P×P P-K4

Now Black's Pawns become very menacing, while White's passed Pawn is worthless and "stopped."

32 B-Kt2 K-Kt4

33 K-K

Forestalling . . . P-B5-B6 *ch*.

33 P-Kt4!

Preventing Kt-B4.

34 B-B P-B5

35 P×P *ch* P×P

36 Kt-B2 R×P!

37 R×R *ch* R×R

38 R×R *ch* B×R

39 B×P K×P

Since the exchange of Queens, Black has pressed his advantage admirably. Now he has obtained a remote passed Pawn which wins without difficulty.

40 P-R3 K-Kt4
 41 P-Kt4 P-R4
 42 K-B P-KR5

43 Kt-K P-R6
 44 P-B3
 Or 44 K-Kt, P-Kt6.
 44 B-R2
 45 B-K2 P-Kt6
 46 B-Kt5 P-Kt7 *ch*
 47 Kt×P P-R7
 48 Resigns
 A neat finish.

14. "Chess Fundamentals"

Chess manuals are always preaching against the dangers resulting from forcible attempts to relieve a pin on the King's Knight. Usually it is the weaker players who are enmeshed in these difficulties, and the circumstance that so great a master as Maróczy can likewise be entrapped will doubtless furnish a melancholy satisfaction to many amateurs.

CARLSBAD, 1907

Giucoco Piano

WHITE	BLACK
P. S. Leonhardt	G. Maróczy
1 P-K4	P-K4
2 Kt-KB3	Kt-QB3
3 B-B4	B-B4
4 P-B3	P-Q3

The more aggressive 4 . . . Kt-B3 is usually played, but

Maróczy wishes to avoid the Moller attack, which had a great vogue at the time this game was played.

5 P-Q4	P×P
6 P×P	B-Kt3
7 Kt-B3	Kt-B3
8 O-O	O-O
9 B-Kt3

In order to forestall 9 . . . Kt×KP; 10 Kt×Kt, P-Q4, etc.

9 B-Kt5
 10 B-K3 R-K
 11 Q-Q3 B-KR4

This attempt to exert pressure on the KP proves too slow. Marco recommends instead 11 . . . B×Kt; 12 P×B, Kt-KR4 with the pretty threat of 13 . . . Kt×P; 14 B×Kt, Kt-B5 followed by 15 . . . Q-Kt4 *ch*. But White would simply play (after 12 . . . Kt-KR4) 13 Kt-Q5 with a very strong game.

12 QR-K B-Kt3
 13 B-Kt5!

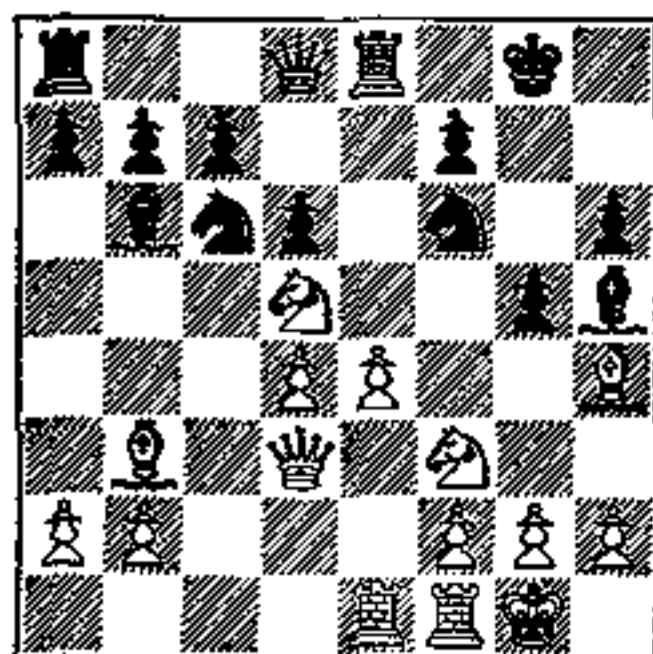
A bothersome pin. Black must take measures against Kt-Q5, which would give the opponent a stranglehold on his position.

13 P-KR3
 14 B-KR4 B-KR4
 15 Kt-Q5 P-Kt4

A desperate remedy which is worse than the disease.

Position after Black's 15th move.

MARÓCZY



LEONHARDT

16 Kt×KtP!

The soundness of this move is not wholly apparent until White's 20th move.

16 Kt×Kt

Better than 16 . . . P×Kt; 17 B×P, R-K3; 18 Q-Kt3! B-Kt3; 19 Q-R4, K-Kt2; 20 Q-R6 *ch*, K-Kt; 21 Kt×Kt *ch*, R×Kt; 22 R-K3 and wins. (Marco)

17 P×Kt P×Kt
 18 P×Kt P×B
 19 P×P R-Kt
 20 Q-B5! B×P

The QB is trapped (20 . . . B-K7; 21 R×B, R×R; 22 Q×P *ch*, K-R; 23 Q-R5 *ch*) nor has Black time to

capture the dangerous KtP, as the following analysis shows:

I. 20 . . . R×P; 21 Q×B, P-B3; 22 Q-Kt6 *ch*, K-R (22 . . . K-B; 23 Q-R7); 23 B×P and wins.

II. 20 . . . R×P; 21 Q×B, Q-Q2; 22 B×P *ch*, Q×B; 23 R×R *ch* winning the Queen.

III. 20 . . . R×P; 21 Q×B, R-K2; 22 Q-Kt6 *ch*, K-B; 23 Q-B6, K-K; 24 B-R4 *ch* and mate in two.

21 Q×B	Q-B3
22 Q-Kt4 <i>ch</i>	K-B

Of course not 22 . . . Q-Kt2; 23 B×P *ch*, K×B; 24 Q-Q7 *ch*, K-B3; 25 Q×R, etc.

23 R×R <i>ch</i>	R×R
24 Q-B8

Black has been defending for so long that a careless player might overlook the threat of mate in two by . . . Q×P *ch* etc.

24	Q-Q
25 Q×Q	R×Q
26 B-R4!

With the idea of playing R-K-K8 *ch*.

26 P-QB4

Better than 26 . . . R-Kt; 27 B-B6, P-R4; 28 R-K, B-R2; 29 R-K4.

27 R-K B-K4

Forced.

28 P-KKt3!

Not at once 28 P-B4 because of . . . B×BP; 29 R-K8 *ch*, R×R; 30 B×R, P-Q4. This was the idea behind Maróczy's 26th move.

28 P×P
29 RP×P P-R4

Still hoping to stop the dangerous Pawn. If now 30 P-B4, B-Q5 *ch*; 31 K-Kt2, P-B5; 32 R-K8 *ch*, R×R; 33 B×R, B-R2.

30 P-Kt3!

Another fine move! If Black wants to get his Bishop to R2, it will cost him his QBP.

30 P-B3

Protecting the Bishop in

order to be able to play . . .
P-Q4.

31 P-B4 B-Q5 *ch*
32 K-Kt2 P-B5

The only way to guard
against R-K8 *ch*.

33 P×P B-R2
34 R-KR1 K-Kt2
35 R-Q

White has gained a tempo
with the Rook moves.

35 K-B2
36 R-Q5 B-B4
37 B-Q7 Resigns

The two alternatives 37
. . . R-QKt; 38 B-B8 or 37
. . . B-R2; 38 R×RP, B-Kt;
39 B-B8 are both hopeless.

15. Exploiting Weak Squares

We are accustomed to thinking of this process as one of the characteristic features of hypermodern play. Nevertheless Dr. Lasker, not to mention any other players of a previous generation, succeeded in producing some classic treatments of this theme.

St. PETERSBURG, 1909

Ruy Lopez

WHITE	BLACK	"best" moves in the opening.	
Dr. E. Lasker	L. Forgacs	7 B-Kt5	B-QKt5
1 P-K4	P-K4	8 O-O	B×Kt
2 Kt-KB3	Kt-QB3	9 P×B	P-KR3
3 B-Kt5	P-Q3	10 B-KR4	Q-K2
4 P-Q4	B-Q2		
5 Kt-B3	Kt-B3		
6 P×P	P×P		

Black has freed his game
and appears to have a satis-
factory position.

White's 6th move releases
the pressure on Black's cen-
ter but it is typical of Las-
ker's play that he does not
usually play the so-called

11 Q-Q3 P-R3
12 B-R4 R-Q
13 Q-K3 P-KKt4
14 B-KKt3 P-Kt4

This causes a weakness on QB4 which is subsequently exploited by Lasker with great virtuosity.

15 B-Kt3 Kt-KR4
16 Kt-K!

An excellent move; the Knight is to be brought to Q3 to exert pressure on QB5.

16 Kt-R4
17 Kt-Q3

Preventing . . . P-QB4.

17 Kt-KB5
18 P-B3!

Very finely played! Dr. Euwe points out that in the present instance a Bishop posted on QB5 is more effective than a Knight—the reason for this being that a Knight on QB5 would attack white squares which, however, can be protected by Black's remaining Bishop. The Bishop posted on QB5, on the other hand, attacks black squares, thus accentuating the weakness arising from the absence of Black's KB.

18 R-KKt

Black considers his Knight at KB5 well-posted for a counter-attack and does not therefore play 18 . . . Kt×Kt; 19 P×Kt, P-QB4 which would release the pressure on his weak QB4, but would at the same time undouble White's Pawns and allow him the advantage of two Bishops. Removing the White KB would open the Rook's file. Forgács has only a choice of evils and hence he decides to stake the game on his chances of attack.

19 KR-Q R-Kt3

Perhaps to defend the QRP should he decide to play . . . Kt×B. The variation 19 . . . Kt×Kt; 20 P×Kt, P-KKt5 would be met by 21 P-KB4.

20 B-B2 B-B
21 Q-K

Now the threat of B-B5 becomes acute.

21 Kt×Kt

If 21 . . . Kt-Kt2 (in order

to prevent B-B5); 22 P-QR4 with advantage.

22 P×Kt Kt×B

Black hopes to remain with Bishops of opposite color and resulting drawing chances. The alternative 22 . . . P-QB4 is unfavorable because of 23 P-Q4, opening the position to White's advantage.

23 P×Kt P-QB4

White was threatening P-QKt4 followed by B-B5.

24 P-QKt4! P×P

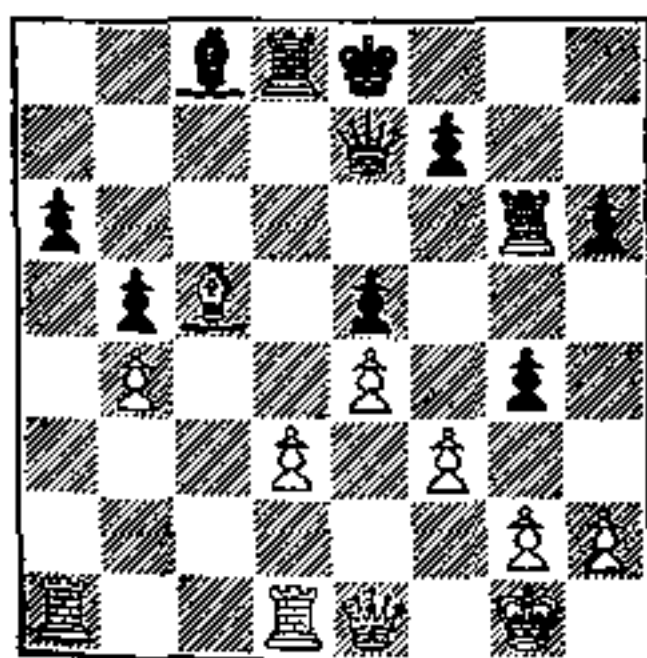
25 P×P P-Kt5

An attempt at counter-attack.

26 B-B5

Position after White's 26th move.

FORGÁCS



DR. LASKER

White finally attains his object and it is interesting to see how powerful his position becomes after his last move.

26 Q-Kt4

27 P×P Q×P

28 R-R2! B-K3

29 R-KB2 B-B5

30 Q-B B-Kt6

31 R-R

Threatening 32 R-B5.

31 Q-Q2

32 R-B3 Q-B3

33 Q-B2 R-Q2

There is nothing to be done. If 33 . . . B-K3 White continues with 34 R-KB and 35 R-B6, or the immediate 34 R-B6 with decisive advantage.

34 Q-Kt2!

The full strength of this move may have been overlooked by Black, but his position was very difficult in any event.

34 Q-K3

35 P-Q4! P×P

If 35 . . . B-B5; 36 P-Q5,
Q-Kt5; 37 QxP *ch*, K-Q;
38 Q-Kt8 mate.

36 QxB	QxP
37 Q-Q3	Q-Q4?
38 QxR1	Resigns

16. Dr. Bernstein

Dr. Bernstein is a famous master: his fame rests on three atrociously played games with Capablanca. That this great player deserves more than merely negative immortality is realized by very few people. Tartakower points out the interesting fact that Bernstein, in common with Rubinstein, Nimzowitsch, and Spielmann, was among the first to rebel against the artificial stiffness and formalism of the Tarrasch epoch.

ST. PETERSBURG, 1909

Ruy Lopez

WHITE
O. Duras

1 P-K4
2 Kt-KB3
3 B-Kt5
4 P-Q3
5 P-B4

BLACK
Dr. O. S.
Bernstein

P-K4
Kt-QB3
Kt-B3
P-Q3
. . . .

superior to the more usual
P-B3.

5 P-KKt3!

An excellent counter! The fianchettoed Bishop is to exert pressure on White's Q4.

6 P-Q4	PxP
7 Kt x P	B-Q2
8 Kt-QB3	B-Kt2
9 B x Kt	P x B

White's last move was a

This move, introduced by Duras into master practice, creates a certain amount of weakness on White's Q4, and hence is by no means

three-fold positional error, for:

(a) it gave Black the advantage of the two Bishops.

(b) it opened the QKt file for Black.

(c) it sets up a Pawn formation for Black (Pawns on Q3, QB2, QB3) which is admirably effective, defensively and offensively. The isolation of the QRP is negligible in comparison.

But it may be that Duras decided to exchange the Bishop because its movements were hampered by the center Pawns on white squares.

10 B-Kt5	P-KR3
11 B-R4	O-O
12 O-O	R-K
13 R-K

Lasker prefers 13 P-B3, so as to provide a good square for the Bishop.

13 R-Kt1

A move which would be made instinctively by amateur or master; but in this case, it is the prelude to a

deep and highly interesting plan.

14 R-Kt	P-B4
15 Kt-Kt3

After this the Kt is too much out of play. The retreat to KB3 would have been more to the point.

15	B-B3
16 Q-Q3

But not 16 Kt-Q5?, P-Kt4 winning a Pawn.

16 Q-B1

This strengthens Black's attack on the Queen's wing considerably.

17 Kt-Q2	Kt-Q2!
18 P-QKt3

Increasing the scope of the enemy's KB, but at the same time preparing Kt-Q5.

18 Q-R3

Which Black promptly prevents!

19 Q-B2

In order to protect the RP and also with the idea of playing 20 Kt-Q5, BxKt; 21

BP×B (obviously this mode of capture is impossible with the Queen on Q8) followed by Kt—B4, and this Knight would be beautifully posted.

19 Q—R4
20 Kt—K2

The lesser evil would have been 20 Kt—Q5 with the probable continuation . . . B×Kt; 21 BP×B, Q—B6 (21 . . . B—B6? 22 Kt—B4); 22 QR—B, Q×Q; 23 R×Q, P—Kt4; 24 B—Kt3, P—B4; 24 P—B3, P—KB5; 26 B—B2, Kt—K4 (Dr. Lasker) and Black must maneuver carefully to realize the advantage of his undeniably superior position.

20 Kt—B1

The Kt is headed for Q5.

21 P—B3 Kt—K3
22 B—B2 B—Q2
23 Kt—KB Kt—Q5
24 Q—Q3 Kt—B3

If at once 24 . . . Q×P; 25 Kt×Kt, P×Kt; 26 B×P, B×B *ch*; 27 Q×B, R×KtP; 28 R—R regaining the Pawn with advantage.

25 Kt—B

In order to defend himself against . . . Kt—Kt5.

25 Q—R6!

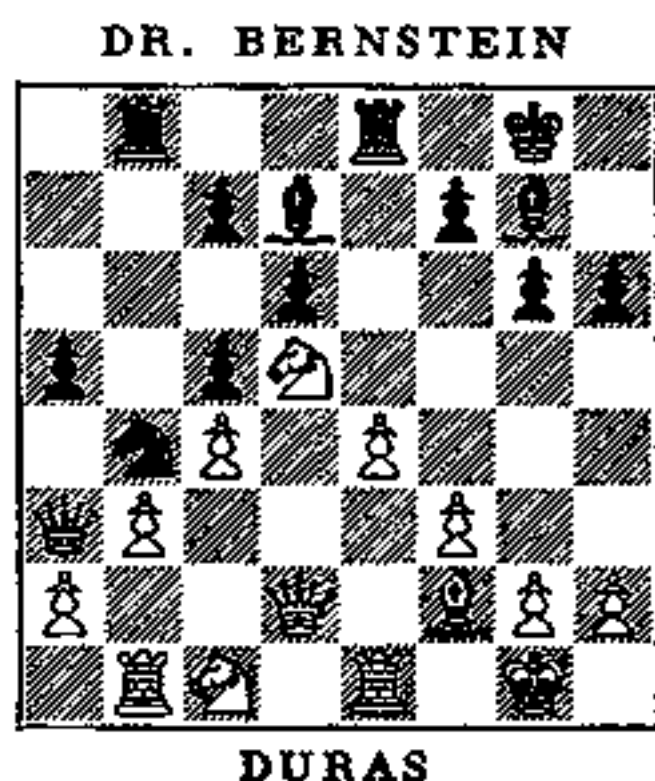
“Fixing” the weak RP in preparation for the coming attack.

26 Kt—K3 Kt—Kt5

A noteworthy feature of Dr. Bernstein’s conduct of this game is his maneuvering with the Knight (. . . Kt—KB3—Q2—B—K3—Q5—B3—Kt5).

27 Q—Q2 P—QR4!
28 Kt—Q5

Position after White’s 28th move.



28 Kt×Kt
 29 KP×Kt

The last chance was 29 BP×Kt. Black would probably force a win then by doubling Rooks on the Kt file and breaking through later on by . . . P-R5 (it would not do to play 29 . . . P-R5 because of 30 Q-R5).

29 R×R *ch*
 30 B×R B-B4
 31 Kt-Q3 B×Kt
 32 Q×B Q×RP

The culmination of the plan initiated by Black at his 16th move.

33 P-R3 P-R5

The battering ram!

34 P-QKt4 P×P

35 R×P

Not 35 B×P? B-B6!

35 R×R

36 B×R Q-Kt6!

37 Q-Q2 P-R6

38 Resigns

17. Carl Schlechter

This celebrated master's style marked him, paradoxically, as a leader of two schools—the dull and the brilliant. Founder of the *remismonde*, he could draw at will with anyone, as frequently happened because of his modest and unwarlike temperament. When inspired, however, his play was characterized by vigor and elegance of conception as well as grace and artistry in the execution of his plans. Especially was this true of his games in the great tournament at Carlsbad, 1911.

It should be noted, by the way, that the four great tournaments held at Carlsbad (in 1907, 1911, 1923 and 1929) were remarkable for the unusually high proportion of fine games which they produced.

CARLSBAD, 1911

Queen's Gambit Declined

WHITE	BLACK
C. Schlechter	Dr. J. Perlis
1 P-Q4	P-Q4
2 Kt-KB3	B-B4

If this move were good, it would solve Black's perplexing problem of the development of the QB in this opening. Schlechter proceeds to attack the weakened Queenside.

3 P-B4	P-QB3
4 Q-Kt3	Q-Kt3
5 PXP

Forcing Black to exchange Queens, and far superior to 5 QxQ, PxQ; 6 PXP, PXP; 7 Kt-B3, Kt-KB3, etc.

5	QxQ
6 PxQ	BxKt

Perlis fears the difficulties resulting from 6 . . . PXP; 7 Kt-B3, P-K3; 8 Kt-QKt5, but his opponent has an unpleasant surprise in store for him.

7 PXP!	KtxP
--------	------

Not 7 . . . B-K5; 8 RxPl RxR; 9 P-B7 and wins.

8 RxB	P-K3
9 P-K3	B-Kt5 <i>ch</i>
10 B-Q2	KKt-K2
11 BxB	KtxB
12 B-Kt5 <i>ch</i>	KKt-B3
13 K-K2	K-K2

The ending is by no means easy for White, as his extra Pawn is practically useless. In the sequel he turns his superior mobility and strong center to good account.

14 KR-QB	KR-QB
15 R-B4

Threatening 16 BxKt, KtxB; 17 QR-QB with advantage.

15	QR-Kt
--------------	-------

In order to be able to recapture with the Pawn, opening the QKt file, with the idea of exerting pressure on White's weak Pawns.

16 R-QR	P-QR3
17 BxKt	PxB
18 P-K4

With the strong threat of R-R4, now that . . . Kt-Q4 is no longer possible.

18 R-Kt4
19 R-R4 P-QR4

Forced—if 19 . . . KR-QKt; 20 Kt-K5, R(1)-Kt3; 21 QR×Kt! R×R; 22 R×R, R×R; 23 Kt×P *ch* wins.

20 R-B5!

To this powerful move there is no satisfactory reply.

20 R-QR

Or 20 . . . R×R; 21 P×R, R-QR; 22 Kt-K5 followed by Kt-B4.

21 Kt-K5 P-B3?

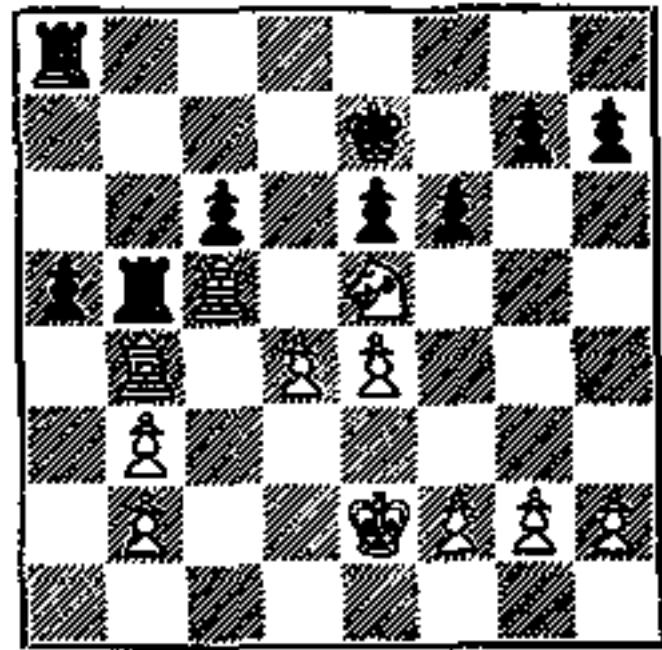
Hopeless as is every other move.

22 R×Kt!

A remarkable case of "chess blindness": Schlechter is so concentrated on the logical result of his beautiful play from the 14th move on, that he completely overlooks the simple win of the exchange by 22 Kt×P *ch*. Strangely enough, Dr. Tarasch was the only annota-

Position after White's 22nd move.

DR. PERLIS



SCHLECHTER

tor to point out this move.

22 R×R(Kt5)

The least of his evils, as the following variations show:

I. 22 . . . R×R(B4); 23 R-Kt7 *ch*, K-K (best); 24 P×R, P×Kt; 25 R×P and wins.

II. 22 . . . P×R; 23 Kt×P *ch*, K-Q3; 24 R×R, K×Kt; 25 R×P, R-R7; 26 R-B4 *ch* etc.

III. 22 . . . P×Kt; 23 R(Kt4)×R, P×R; 24 R×KP winning easily.

23 Kt×P *ch* K-Q3

24 Kt×R P×Kt

25 R-QKt5 R-R7

26 R-Kt6 *ch!* K-B2

27 R×KPl

The quickest way to win.

27 R×P *ch*

28 K-Q3 K-Q

He cannot allow R-K7 *ch*.

29 R-R6l R×P

30 R-R8 *ch* K-K2

31 R-R7 *ch* K-B

32 P-Q5 R×P

33 P-Q6

Now one is in a position to appreciate White's generosity with the King-side Pawns!

33 K-K

The threat was 34 R-R8 *ch*, K-B2; 35 P-Q7.

34 K-B4 R-Kt4

Vainly hoping to prevent the further advance of White's King.

35 R-K7 *ch*

In order to forestall . . . R-K4.

35 K-Q

36 K×P P-R4

37 K-B4 P-R5

Black's only counter-chance.

38 P-Kt4 R-Kt7

Else the KtP simply marches in.

39 R-R7l R×P

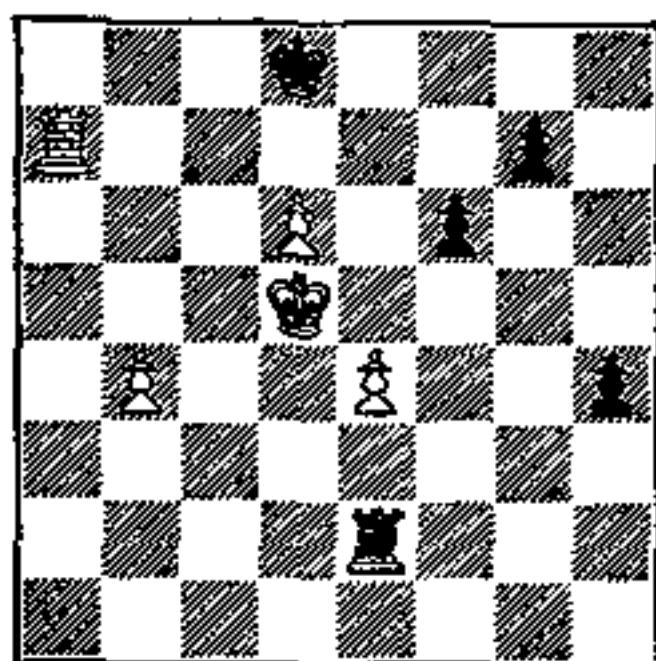
40 K-Q5l

White disdains all Pawn captures. He now threatens K-K6 with fatal effect.

40 R-K7

Position after Black's 40th move.

DR. PERLIS



SCHLECHTER

41 P-K5ll

Very fine play! The main threat is P-K6.

41 R-Q7 *ch*

Black has no saving move.

I. 41 . . . P×P; 42 K-K6, K-B; 43 P-Q7 *ch*, K-Kt; 44 P-Q8(Q) *ch*, K×R; 45 Q-R5 *ch*, K-Kt; 46 Q-Kt5 *ch* winning the Rook.

II. 41 . . . R×P *ch*; 42 K-B6, K-K; 43 P-Q7 *ch* (a), K-K2; 44 R-R8, R-K3 *ch*; 45 K-B7, R-Q3; 46 R-K8 *ch* wins.

(a) *The Field* points out this pretty win: 43 R-R8 *ch*, K-B2; 44 P-Q7, R-K3 *ch*; 45 K-B5! (quicker than 45 K-B7, R-K2, or 45 K-Q5, R-K8), R-K4 *ch*; 46 K-B4, R-K5 *ch*; 47 K-B3, R-K6 *ch*; 48 K-Q2 winning.

42 K-K6 K-B
43 P-Q7 *ch* K-Kt

44 R-R6 K-B2
45 R-Q6 Resigns

Thereby depriving the gallery of the pleasure of witnessing the following forced mate: 45 . . . R×R *ch*; 46 P×R *ch*, K-Q; 47 P-Kt5, P-R6; 48 P-Kt6, P-R7; 49 P-Kt7, P-R8(Q); 50 P-Kt8(Q) mate.

The far-reaching accuracy and splendid timing of Schlechter's play are the chief features of this ending.

18. Attack and Counter-Attack

This game contains one of the most fascinating middle games ever played. Beginning with Black's twenty-third move, both players attempt to outdo each other with brilliant and finely thought out surprise moves, until the struggle ends in a problem-like win of Black's Queen. The game rightfully received a brilliancy prize.

Duras, in particular, was very able at this type of rough-and-ready play. Often inexact and careless in the openings, he was at his best in critical positions: rarely did he fail to rise to the occasion in difficult and almost hopeless situations.

CARLSBAD, 1917

Ruy Lopez

WHITE	BLACK
O. Duras	E. Cohn
1 P-K4	P-K4
2 Kt-KB3	Kt-QB3
3 B-Kt5	P-QR3
4 B-R4	Kt-B3
5 P-Q3	P-Q3
6 P-B4

A favorite move with Duras. 6 P-B3 is the usual move in this variation.

6	P-KKt3
7 P-Q4	P×P
8 Kt×P	B-Q2
9 Kt×Kt	P×Kt
10 O-O	B-Kt2
11 P-B5	O-O
12 Kt-B3	Q-K2
13 P×P	P×P
14 P-B3

Stronger would have been R-K directly, in order to forestall . . . P-Q4.

14	P-Q4
15 R-K	P-Q5!
16 Kt-K2

But not 16 Q×P, Kt-Kt5!

with . . . Q-B4 *ch* or . . . Q-R5 to follow.

16 P-B4

With the aid of his 15th move Black has managed to rid himself of his weaknesses in the center, but Duras soon begins to attack the advanced Pawn.

17 Kt-B4 B-K3

18 P-QKt3

It is essential to prevent the advance of the BP, as will soon become apparent.

18 KR-Q

19 Kt-Q3

Blockading passed Pawns was a practice of pre-Nimzovichian times also!

19 B-Q2

20 B×B Kt×B

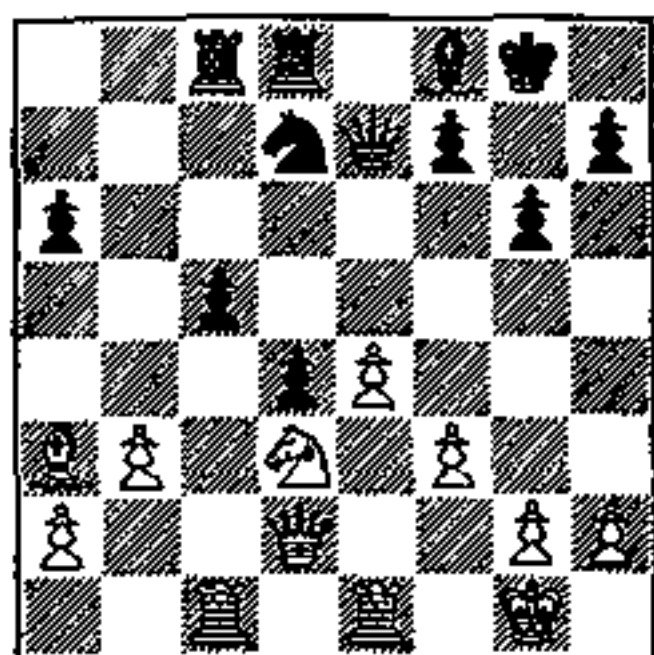
21 B-R3 QR-B

22 R-QB B-B

23 Q-Q2

After this move White threatens Q-R5 followed by doubling Rooks on the QB file and—if necessary—P-

Position after White's 23rd move.



QKt4. Should Black resort to passive defense, the QBP must fall sooner or later, for example 23 . . . R-B3; 24 Q-R5, KR-B; 25 R-B2 (threatening KR-QB), Q-Q; 26 QxQ, RxQ; 27 KR-QB, KR-B; 28 B-Kt2, B-Kt2; 29 Kt-Kt4, R-Kt3; 30 Kt-Q5, R-K3; 31 R-B4, R(B)-B3; 32 BxP! BxB ch; 33 RxB, PxR; 34 RxR, RxR; 35 Kt-K7 ch.

23 Q-R5!

Beginning a far-reaching plan to parry the attack on his Pawns.

24 P-Kt3

If now 24 Q-R5, B-Q3.

24 Q-R4

25 K-Kt2 P-B5!

To obtain two passed Pawns. One of our contemporaries naively observes that Pawns so far advanced may be very strong or very weak.

26 Kt-B4 Q-K4

27 BxB P-B6

28 Q-Q3 KtxB

29 Kt-Q5

With the threat of 30 P-B4, winning either the QP or the exchange.

29 RxKt!

30 PxR QxP

31 KR-Q Kt-K3!

32 QxRP

If 32 RxP, RxR; 33 QxR, PxQ; 34 RxQ, P-B7 and the Pawn cannot be stopped.

32 R-R

33 Q-K2 P-Q6!

Sacrificing a Pawn in order to get the Rook on the seventh rank.

34 RxQP Q-KKt4

35 Q-K3!

The only move to counter the threats of 35 Q×R or 35 Kt-B5 *ch*.

35 R×P *ch*
 36 K-Kt Q-KR4
 37 P-R4 Q-KB4
 38 R(Q3)×P

Or 38 P-KKt4, Q-B5; 39 Q×Q (but not 39 R-Q8 *ch*, K-Kt2; 40 Q×P *ch* K-R3 and wins), Kt×Q followed by Kt-K7 *ch* drawing.

38 Q-R6

The position Black was aiming for; all this has been played with remarkable ingenuity by both sides.

39 R-B8 *ch* K-Kt2
 40 Q-K5 *ch* P-B3

If 40 K-R3; 41 R (B8)-B2 should win, as the KKtP is now protected.

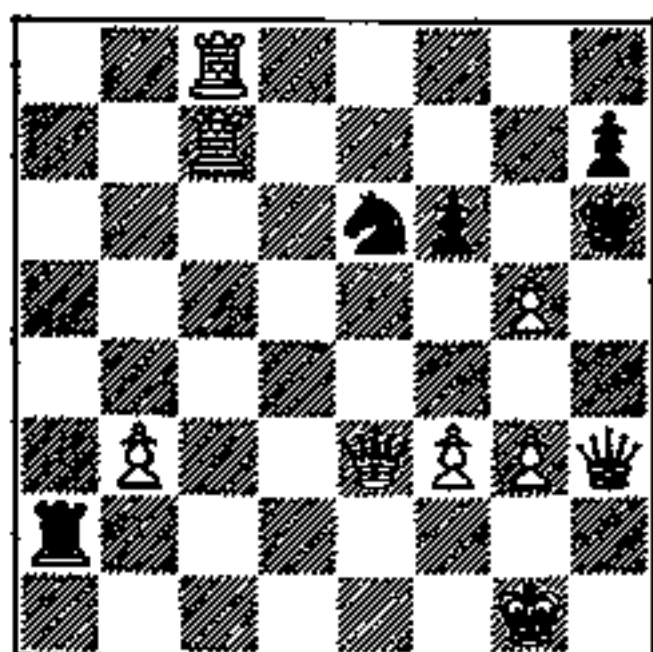
41 R(B)-B7 *ch!* K-R3

But not 41 Kt×R; 42 R×Kt *ch* K-R3; 43 Q-B4 *ch* and mate in two.

42 Q-K3 *ch* P-Kt4
 43 P×P *ch*

Position after White's 43rd move.

COHN



DURAS

43 Kt×P?

Too sanguine—or perhaps due to time pressure. The correct move was 43 P×P and if 44 Q×Kt *ch*, Q×Q; 45 R-B6, R-R8 *ch!* forces the draw prettily, by perpetual check on R7 and R8.

44 R×P *ch!*

Now follows a delightful finish.

44 K×R
 45 Q-K7 *ch* K-Kt3
 46 R-Kt8 *ch* K-B4
 47 R×Kt *ch!* K×R
 48 Q-Kt7 *ch* Resigns

Black must lose the Queen.

19. Absent-Minded Players

Chess players are proverbially absent-minded in every-day affairs. It is related of the celebrated German master Louis Paulsen, that "At Baden-Baden, beneath the castle on the hill, he was dissatisfied with his lodgings and made an excursion to find something better. He went up the hill and wandered about and at length found what he wanted. The next step was to find a porter to remove his belongings, and both were amazed to find that nothing more was required than to carry the boxes downstairs from one flat to another immediately below it!"

But tournament play is something else again. There the chess master must have in reserve a miraculous combination of foresight, concentration, and presence of mind—especially when he plays Mieses!

BRESLAU, 1912

Bishop's Game

WHITE	BLACK	suited to Mieses' adventurous style.	
J. Mieses	A. Rubinstein		
1 P—K4	P—K4	4	Kt×P
2 B—B4	Kt—KB3	5 Q×P	Kt—KB3
3 P—Q4	P×P	6 B—KKt5	B—K2
4 Kt—KB3	7 Kt—B3	Kt—B3

The soundness of this rarely played gambit is dubious, but it leads to tricky and intricate play well

A hazardous continuation; . . . P—B3 followed by . . . P—Q4 would be preferable.

8 Q—R4 P—Q3
 9 O—O—O B—K3
 10 B—Q3! Q—Q2

10 . . . O—O is manifestly impossible, and if 10 . . . P—KR3; 11 KR—K, O—O; 12 B×P, P×B; 13 R×B, P×R; 14 Q—Kt3 *ch*, K—R; 15 Q—Kt6 with at least a draw.

11 B—Kt5!

Else Black simply plays . . . O—O—O with a perfectly safe game and a Pawn to the good.

11 O—O

But not 11 . . . O—O—O?

11 . . . O—O—O is much too risky because of 12 Kt—K5!, Q—K1; 13 Kt×Kt breaking up Black's Pawns.

However, castling on the other wing leads to no sinecure for Black. Rubinstein, however, has appraised his defensive chances very coolly and is prepared for the worst. A grand master is not easily terrified!

12 Kt—Q4 P—QR3

13 B—Q3

The position is now ex-

traordinarily difficult for Black, and it requires all of Rubinstein's defensive skill to hold the game together.

13 Kt—K4!

14 P—B4! Kt×B *ch*

15 R×Kt P—B4!

Finely played! The idea is to force the Knight to B3, so as to cut off White's Rook from the King side.

16 R—Kt3!

An excellent reply—not because of the obvious continuation 16 . . . P×Kt; 17 B×Kt, etc., but because White has crossed his opponent's plan in such ingenious fashion.

16 K—R!

17 Kt—B3!

But not 17 Kt×B, P×Kt; 18 R—R3, R—B2; 19 B×Kt, P×B with an adequate defense (Mieses).

17 Kt—Kt

18 B×B Q×B

Here 18 . . . Kt×B (threatening . . . Kt—B4) was to be considered.

19 Kt—Kt5 Kt—R3

A playable alternative, ac-

according to Mises, was 19 . . . P-KR3, but not 19 . . . B-B4; 20 R-R3! followed by R-K.

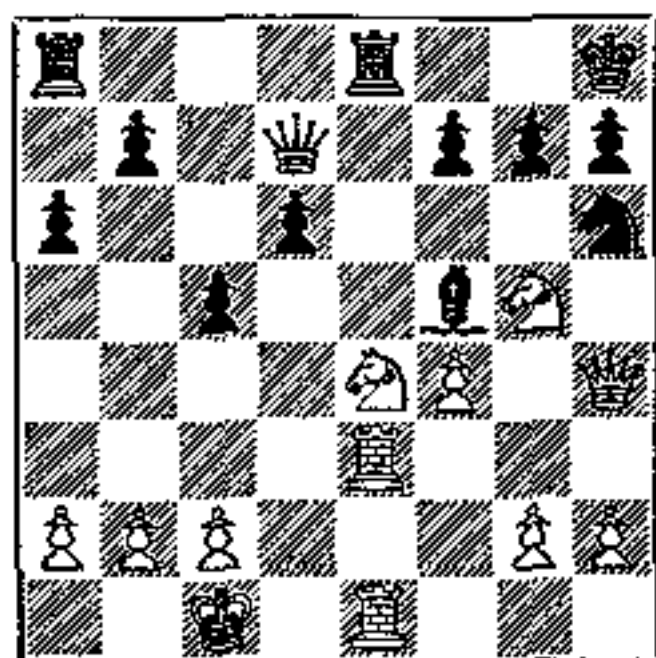
20 R-K Q-Q2
21 R(Kt3)-K3 KR-K
22 Kt(B3)-K4

Now comes an exciting finish.

22 B-B4

Position after Black's 22nd move.

RUBINSTEIN



MIESES

23 Kt-B6! P×Kt
24 Q×Kt B-Kt3!

The only reply. If 24 . . . P×Kt? White wins by 25 Q-B6 *ch*, K-Kt; 26 R-K7.

And if instead 24 . . . R×R; 25 Q×BP *ch*, K-Kt; 26 R×R, R-K; 27 R-KKt3! (not 27 R×R *ch*, Q×R; 28

Q×B?? Q-K8 mate, nor 27 R×R *ch*, Q×R; 28 Q×P, Q-K8 *ch*; 29 Q-Q, Q-K6 *ch*; 30 Q-Q2, Q-Kt8 *ch*., etc.), K-B (or A, B); 28 Q-R8 *ch*, K-K2; 29 R-K3 *ch*, B-K3 (not 29 . . . K-Q; 30 R×R *ch*, Q×R; 31 Kt×P *ch*, K-K2; 32 Q×Q *ch*, winning a piece); 30 Q-Kt7, K-Q; 31 Kt×RP and White should win.

A. 27 . . . Q-K2 threatening to exchange Queens as well as . . . Q-K8 mate); 28 Kt-K6 *ch* and mate next move.

B. 27 . . . B-Kt3; 28 Kt×RP, R-K3, (28 . . . K×Kt; 29 R-R3 *ch*); 29 P-B5!

25 Kt×RP! B×Kt
26 R-KKt3! R×R *ch*
27 K-Q2 R-K7 *ch*!
28 K-Q! R-K8 *ch*!

Drawn by perpetual check. White cannot capture the Rook because of Q-K3 *ch* followed by . . . R-KKt. Nor can he play 29 K-Q2, R-K7 *ch*; 30 K-B3 because of mate in three.

A piquant conclusion to a stirring game!

20. "A Prophetic Game"

The Polish master Alexander Flamberg was a highly gifted player with profound and original ideas. Chronic ill-health prevented him from ever asserting his full powers.

Concerning one of his notable games—one of the most significant in the history of chess—his countryman Przepiorka has commented as follows: "When one examines the opening moves and the subsequent course of the game, it is almost incredible that it was played in 1914 . . . The double fianchetto of the Bishops, the operations on both wings, and later on the maneuvers with the Black Knights and the posting of the Queens on the long diagonal—all these ideas are, as we know, considered the very latest achievements of the Hyper-moderns."

It should, of course, be borne in mind that the coming of the Hypermodern period was delayed by four years during 1914–1918. The ideas which had so violent a vogue during the decade 1919–1928 already existed in embryo in 1914. It may well be that a similarly revolutionary tendency will appear in master chess from 1945 on.

ALL-RUSSIAN TOURNAMENT, 1914

Indian Defense

WHITE	BLACK
A. Flamberg	S. Levitzky
1 P-Q4	Kt-KB3
2 Kt-KB3	P-QKt3
3 P-KKt3	B-Kt2
4 B-Kt2	P-K3
4 . . . P-B4 is more usual.	
5 O-O	B-K2
6 P-Kt3	O-O
7 B-Kt2	P-Q3
8 P-B4	QKt-Q2
9 QKt-Q2	P-B4

It is difficult for us to appreciate the powerful originality of these opening moves, accustomed as we are to seeing them played unthinkingly in "rapid transit" games.

10 Kt-K

It is greatly to White's credit that he has already realized that the central idea of the whole game is based on the control of his K4. But Q-B2 was stronger.

10 Q-B2

Much simpler would have been 10 . . . BxB; 11 KtxB, PXP; 12 BXP, P-Q4 with approximate equality.

11 R-B!

Finely played. It is clear that . . . P-Q4 is now prevented until the hostile Q is removed from the B file.

11 BxB
 12 KtXB Q-Kt2
 13 Kt-K3 PXP
 14 BXP Kt-B4

Black's plan of retaining control of K5 is logical, but unfortunate in its consequences. He misses the last opportunity to play . . . P-Q4.

15 Q-B2 Kt(B4)-K5
 16 KtXKt KtXKt
 17 Q-Kt2!

The posting of the Queen on the long diagonal to support the Bishop is one of the most popular motifs of hypermodern strategy!

17 P-K4

Black has two other replies:

I. 17 . . . B-B3; 18 KR-Q, KR-Q; 19 P-B3, BxB; 20 RxB, Kt-B3; 21 QR-Q.

II. 17 . . . Kt-B3; 18 KR-Q, KR-Q; 19 P-B3, P-Q4; 20 PxP, PxP (herein we see the point of White's 17th move: Black is unable to play 20 . . . KtxP); 21 Kt-B5. In either case White has the better position.

18 B-B3 B-Kt4

In order to force White's reply.

19 P-B4 PxP
20 PxP

Black's last maneuver has enabled him to render the hostile KP definitely backward, and has also reinforced his command of K5, since White can no longer play P-B3.

Nevertheless these advantages are outweighed by White's gains: pressure on Black's QP, a beautiful square for the Knight at Q5, and the open KKt file.

20 B-B3
21 BxB KtxB
22 QR-Q Q-K5
23 R-B3!

It is very enjoyable to note the logical consistency with which both players pursue their respective goals.

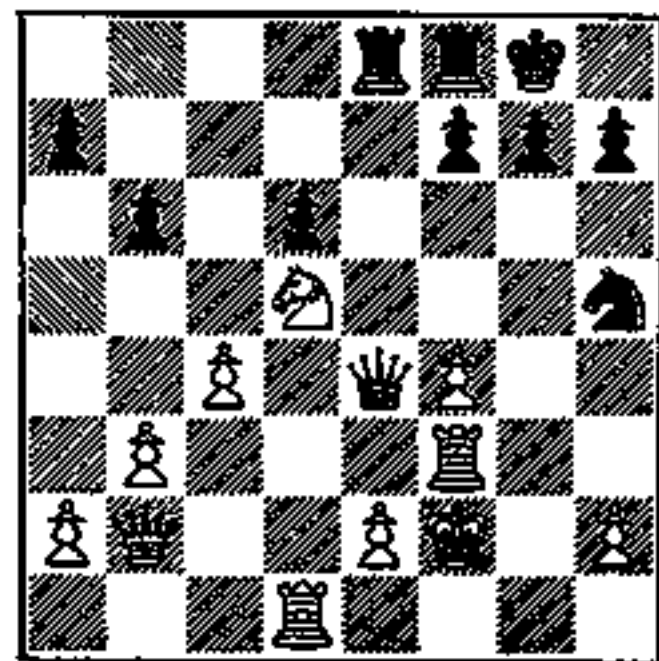
23 Kt-R4

Black strives desperately for counter-play.

24 Kt-Q5 QR-K
25 K-B2!!

Position after White's 25th move.

LEVITZKY



FLAMBERG

The finest move in the whole game. White protects

his KP, simultaneously making room for the Rook on the Kt file, and also threatening R-K3 (which is now ineffective because of . . . Q-Kt3 *ch*) should the opportunity offer.

25 Q-B4

It is true that Black was not yet threatened with the loss of the exchange, for example 25 . . . R-K3, 26 R-K3, Q-B4; 27 Kt-K7, *ch*, R×Kt; 28 R×R, Q×P *ch* followed by . . . Q-Kt4 *ch* or . . . Q-R5 *ch* winning the Rook. But after 25 . . . R-K3 White could proceed advantageously with R-KKt.

26 R-KKt P-B3

There is nothing better against the threatened R-Kt5.

27 Q-Kt! Q-B

The exchange of Queens would yield White a favorable ending after 27 . . . Q×Q; 28 R×Q, P-B4; 29 R-K3, R×R; 30 K×R, Kt-B3;

31 K-Q4, K-B2 (31 . . . Kt-K5? 32 Kt-K7 *ch*); 32 Kt×Kt, K×Kt; 33 P-QR4! (Przepiorka).

28 Q-Q3!

Threatening to win the Knight by R-R3.

28 P-B4

Or 28 . . . P-Kt3; 29 R-R3, K-R (29 . . . Kt-Kt2; 30 R×RP or 29 . . . K-B2; 30 R×Kt, P×R; 31 Q×P *ch*, K-K3; 32 R-Kt7 and wins); 30 P-B5, R-K4; 31 P×P, Q-B4 *ch*; 32 Q×Q, R×Q *ch*; 33 K-K and White must win at least the exchange.

29 Q-B3! K-R

Forced because of the threat of R-R3. If for example 29 . . . P-Kt3; 20 R-R3, K-B2; 21 R×Kt, P×R; 22 Q-B6 mate.

30 R-R3!

This wins by force.

30 Kt-B3

Position after Black's 30th move.



31 R×P!!

A magnificent conclusion to White's splendid play.

31 K×R

Not 31 . . . Kt-K5 *ch*? 32 K-K.

32 R-Kt3 *ch* K-R3

There is nothing better.

33 Kt×Kt R-K3

34 R-Kt5!

Black cannot parry both mating threats.

34 Q-B4 *ch*

35 K-B R-K6

36 Kt-Kt4 *ch!* P×Kt

37 Q-Kt7 mate

21. Pawn Sacrifices

"The Pawns," wrote the great Philidor, "are the soul of the game." From the aesthetic point of view, there are few effects in chess so pleasing as a subtly planned and skillfully executed Pawn sacrifice. The more unobtrusive the move, the less obvious it is—the more is contributed to its artistry. Because of its very subtlety, the Pawn sacrifice has never received the appreciation which it truly merits. Imagination is required not only to hit on the Pawn sacrifice, but also to *recognize* its beauty!

VIENNA, 1920

Scotch Opening

WHITE	BLACK
G. Maróczy	Dr. S. Tartakover
1 P-K4	P-K4
2 Kt-KB3	Kt-QB3
3 P-Q4	P×P
4 Kt×P	Kt-B3
5 Kt×Kt	KtP×Kt
6 Kt-Q2

The purpose of this rarely played move (instead of the usual 6 B-Q3) is to gain a tempo after 6 . . . P-Q4; 7 P×P, P×P, by being able to play B-Kt5 *ch* directly. After 8 . . . B-Q2; 9 B×B *ch*, Q×B; 10 O-O Black's Queen-side would be somewhat weak.

6 B-B4

Crossing White's plan by deferring . . . P-Q4 until he has castled.

7 B-Q3

Or 7 P-K5, Q-K2; 8 Q-K2, Kt-Q4; 9 Kt-Kt3, O-O (in a subsequent game Black improved on this

move by playing 9 . . . B-Kt3; 10 B-Q2, P-QR4 whereupon White had to weaken his position by 11 P-QR4 since 11 O-O-O would not do because of 11 . . . P-R5; 12 Kt-R, P-R6; 13 P-Kt3, B-Q5 etc.—Tartakover-Lasker, New York 1924); 10 B-Q2, P-QR4 (Tartakover—Rubinstein, Mährisch-Ostrau 1923).

7 O-O
8 O-O P-Q4
9 Q-B3

P-KR3 directly was a preferable continuation.

9 Kt-Kt5!
10 P-KR3

On 10 P×P, Black does not play . . . Kt-K4 (because of 11 B×P *ch*) but continues 10 . . . Q-Q3; 11 Q-Kt3, Q×Q; 12 P×Q, P×P; 13 Kt-Kt3, B-Kt3; 14 B-KB4, B-K3! with good end-game prospects. (Tartakover).

10 Kt-K4
 11 Q-K2 R-K
 12 P×P P×P
 13 Kt-Kt3 B-Q3
 14 P-KB4 Kt×B
 15 Q×Kt P-QR4!

An unexpected and elegant sacrifice of a Pawn. The powerful threats of . . . B-R3 or . . . P-R5 force White to accept the QP, so as to have some material advantage to compensate for his inferior development.

16 Q×P B-R3
 17 P-B4

Forced, as 17 R-Q would be met by 17 . . . P-QB3!; 18 Q-Q4 (18 Q-Q2, R-K7 or 18 Q×B, R-K8 *ch*, while if 18 Q-B3 or Q-R5, B-K7), B-B4! 19 Kt×B, R-K8 *ch*; 20 K-R2, R×R.

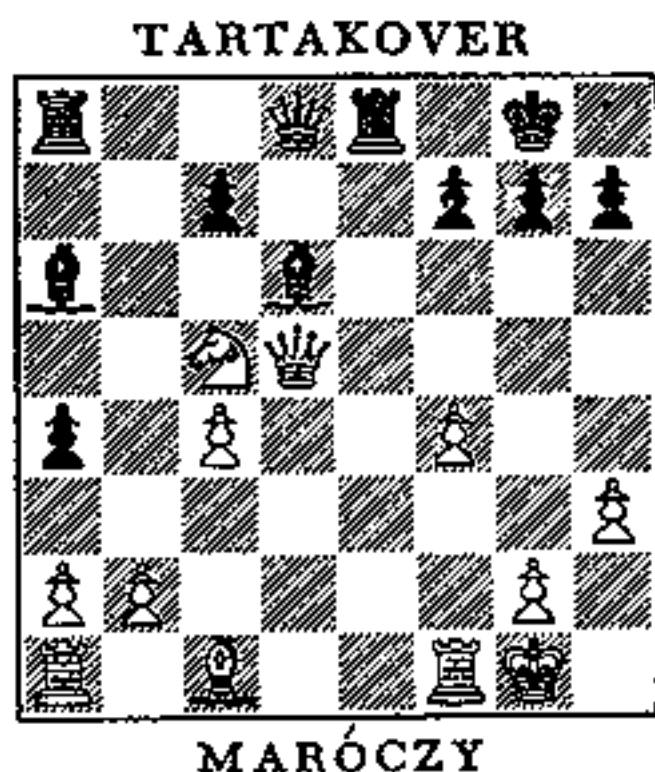
17 P-R5
 18 Kt-B5

Seemingly very powerful as it forces the exchange of one of the bothersome Bishops, but Tartakover has a fine refutation in store.

If instead 18 Kt-Q2 or

Kt-Q4, B-Kt5 with advantage to Black.

Position after White's 18th move.



18 P-B3!!

A beautiful sacrifice which crowns Black's energetic play. Nor can White decline the Pawn, for example 19 Q-Q4, Q-Kt3.

I. 20 Kt-Kt3, Q×Q *ch*;
21 Kt×Q, B-B4.

II. 20 Q×B? QR-Q winning the Queen.

III. 20 B-K3, R×B; 21 Q×B, R-Q; 22 Kt-Q7, R×Kt and wins.

19 Q×P R-QB
 20 Q×QB B×Kt *ch*
 21 K-R2 Q-Q6!

This paralyzes White's game.

22 R-B3

22 R-R would lose outright after . . . B-B7.

22 Q-Q8

Threatens . . . Q-K8 followed by . . . B-Kt8 *ch*.

23 Q-R5

White is still unable to get his pieces out to forestall the mating attack, for if 23 P-QKt3, Q-Kt8 *ch*; 24 K-Kt3, Q-K8 *ch*; 25 K-Kt4 (K-R2 B-Kt8 *ch*), B-K2; 26 P-Kt3 (26 R-Kt3, P-

R4 *ch*; 27 K-B3, Q-B6 *ch*), Q-K7 (threatening 27 . . . P-R4 *ch*); 27 Q-Kt7, P-R4 *ch*; 28 K×P, R-B4 *ch*; 29 P-B5 (or 29 K-Kt4, P-B4 *ch*; 30 K-R5, K-B2), R×P *ch*; 30 K-Kt4, R×R; 31 Q×R, P-B4 *ch*; 32 K-B4, B-Q3 *ch* and wins.

23 R-B3

24 Q-Q2 Q-Kt8 *ch*

25 Resigns

The finish might have been 25 K-Kt3, R-Kt3 *ch*; 26 K-R4, B-K2 *ch*; 27 K-R5, R×P; 28 Q-Q7, P-Kt3 *ch*; 29 K-R6, B-B mate.

22. The Center

In seventy years of tournament play, neither the Alekhine Defense (1 P-K4, Kt-KB3) nor the Nimzovich Defense (1 P-K4, Kt-QB3), were so much as thought of, let alone adopted in actual play. From this fact we may deduce that the masters of the nineteenth century (the "pseudo-classicists," as Nimzovich calls them) had a radically different theory of the center than the one that prevails today. In bringing about this change of opinion few men were so instrumental as Breyer. Many of his games exemplify a struggle between the old-fashioned view (that a strong center

consists in having Pawns on the fourth rank) and the modern attitude, which considers that such a center is weak, since the Pawns can often be attacked easily.

VIENNA, 1921

Nimzovich Defense

WHITE	BLACK
Dr. M. Euwe	G. Breyer
1 P-K4	Kt-QB3
2 Kt-QB3	Kt-B3
Clearly against all "rules!"	
3 P-Q4	P-K4
4 P×P	QKt×P
5 P-B4	Kt-B3
6 P-K5	Kt-KKt
7 B-B4

According to the ordinary standards, White has a much superior game.

7 P-Q3

At once "putting the question" to the advanced Pawn.

8 Kt-B3 B-Kt5

Now we see that White is already in difficulties: if he plays 9 P×P, B×P Black obtains a good development, while in addition it is clear that the advanced KBP has

created some weaknesses in White's game.

9 O-O Q-Q2

Not 9 . . . P×P; 10 B×P *ch*, K×B; 11 Kt×P *ch*, Kt×Kt; 12 P×Kt *dis ch*.

10 Q-K1?

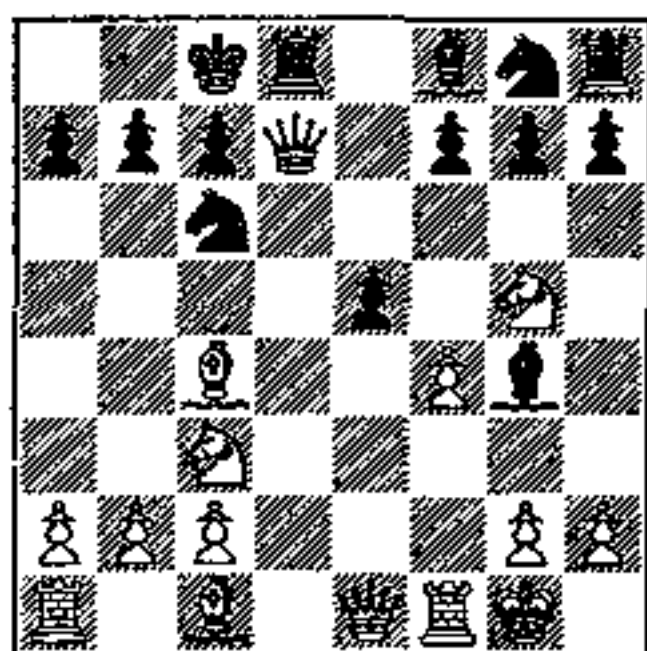
White is no longer sure of his position; hence this ingenious attempt to introduce tactical complications—in which, however, Breyer shows himself to be perfectly at home.

10 O-O-O!
11 Kt-KKt5 P×P!

Not 11 . . . Kt-R3; 12 Kt×BP, Kt×Kt; 13 P-K6, Q-K (. . . Q-K2; 14 Kt-Q5), 14 P×Kt, Q×Q; 15 R×Q and White is a Pawn to the good with the better position.

Position after Black's 11th move.

BREYER



DR. EUWE

12 K-R

Tartakover mentions the following interesting possibility with the comment that "the position is very wild": 12 B-Kt3, Kt-Q5; 13 P×P, Kt-R3; 14 B-K3, B-QB4; 15 K-R, KR-K; 16 Kt×BP, Kt×B; 17 RP×Kt, B×B; 18 Q×B, Kt×Kt; 19 R×P. At this point Tartakover leaves off his analysis, which might lead to these variations:

I. 19 . . . K-Kt; 20 R-R8 *ch!* K×R; 21 R-R *ch*, K-Kt; 22 Q-R7 *ch* and mate next move.

II. 19 . . . P-B3 (. . . P-

QKt3? 20 Q-K4!); 20 Q-Kt6, Q-K2; 21 R-R8 *ch*, K-Q2; 22 Q×KtP *ch*, K-K3; 23 Q×P *ch*, Kt-Q3; 24 Q-Q5 *ch*, K-Q2; 25 R-R7 *ch*, K-B; 26 Q-R8 mate.

III. 19 . . . Q-K3 (. . . Q-Q5? 20 R-R8 *ch* winning the Q); 20 R-R8 *ch*, K-Q2; 21 Q-Q4 *ch*, K-K2 (. . . K-B3; 22 Q-R4 *ch*, and mate follows); 22 Q-B5 *ch*, K-Q2; 23 Kt-Q5! R-QB (. . . P-B3; 24 R×Kt *ch*, Q×R; 25 Q-Q6 mate); 24 R×Kt *ch* (not at once 24 Kt-Kt6 *ch*, Q×Kt; 25 R×Kt *ch*, K-Q; 26 Q-Q5 *ch*, Q-Q3!! although Black cannot go in for 24 . . . P×Kt; 25 R×Kt *ch* etc.); 25 Q×R; 25 Kt-Kt6 *ch*, K-K3; 26 Q-Q5 *ch* K-K2; 27 Q-B5 *ch*, K-Q; 28 Q-Q4 *ch* with a draw by perpetual check.

12	P-B3
13 Kt-B7	Kt-R4!
14 Kt×QR	Kt×B
15 Q-K4	Kt-Q3
16 Q-Kt4

This is the move that Euwe relied on. He threat-

ens to rescue his Knight by Kt×P, a troublesome threat to meet, for example:

I. 16 . . . K×Kt; 17 P×P winning back the piece.

II. 16 . . . Q×Kt; 17 P×P again regaining the piece.

III. 16 . . . Kt-R3; 17 P×P.

(a) 17 . . . P×P; 18 B-Kt5, B-K2; 19 B×B, Q×B; 20 Kt×P.

(b) 17 . . . Kt(Q3)-B2; 18 Q×P *ch*, K×Kt; 19 B×Kt, Kt×B; 20 QR-Q, B×R; 21 R×B and wins.

16 B-K2!!

The beginning of an unexpected counter-attack.

17 P×P P×P
18 Kt×P Kt×Kt
19 R-B8 *ch*

An ingenious attempt to freshen the attack.

19 B×R
20 Q×B *ch* Q-Q

After 20 . . . Kt-Q White would recover his piece

cleverly by 21 B-Kt5, P-KR3 (21 . . . B-K3; 22 R-Q or 21 . . . B-R4; 22 B×Kt, Q×B; 23 Q-B5 *ch*); 22 B×Kt, Q×B; 23 Q×P, Kt-B3; 24 Kt-K4! Kt×Kt; 25 Q×B *ch* followed by Q×Kt.

21 Q×P Kt-B3
22 B-Kt5 R-Kt!

The saving move! If now 23 Q×Kt, R×B wins.

23 Q-R6 R-Kt3
24 Q-R4 Kt-Q3

Preventing Kt-K4.

25 R-KB Kt-B4
26 Q×B Kt×Q
27 B×Q Kt(Kt5)-K6!

An important *Zwischenzug*.

28 R-B3 K×B
29 P-KR3

A last hope—if 29 . . . R×P; 30 R×Kt(B5).

29 R-Kt6
30 R×R Kt×R *ch*
31 Resigns

23. Steinitz and Nimzovich

It is surprising that the points of resemblance between these two great masters have received so little attention. Both of them preferred cramped positions and difficult defensive games requiring superhuman skill (rather than open positions and ready-made attacks); they formulated definite and highly integrated theories of the game; they were always inventing new moves, introducing new ideas, innovating, seeking the ultimate—all this making them tragically incomprehensible to their contemporaries. Their moves were almost invariably characterized as “bizarre,” “mysterious,” “typically Steinitzian,” “just the sort of move that Nimzovich likes to play,” etc., etc., etc.

STOCKHOLM, 1921

Nimzovich Defense

WHITE	BLACK	
Wendel	A. Nimzovich	tage) and also prepares . . .
1 P-K4	Kt-QB3	P-QKt4 (see Black's 11th
2 P-Q4	P-Q4	move).
3 Kt-QB3	P×P	7 P-B3 P-KB4
4 P-Q5	Kt-K4	8 P×P
5 B-KB4	Kt-Kt3	
6 B-Kt3	P-QR3!	If now 8 P-KR4, P-K4!

Already “bizarre!” The text is intended first of all as a waiting move (if 6 . . . P-KB4; 7 P-KR4, P-B5; 8 P-R5, P×B; 9 P×Kt, P×P *ch*; 10 K×P with advan-

9 P-R5, Q-Kt4! (White's QB is unprotected—compare this with the previous note).

8	P-B5!
9 B-B2	P-K4
10 Kt-B3	B-Q3
11 P-KR4

Very attractive, but Nimzovich rightly expresses his preference for B-Q3, Kt-K2, and P-B4.

11 P-Kt4!
 12 P-R5 Kt-B
 13 B-R4 Q-Q2

One "bizarre" move after another!

14 B-K2

In order to stop . . . Q-Kt5, which is now answered by 15 Kt×KP, Q×KtP; 16 B-B3 winning the Queen. But the Bishop move has been purposely provoked by Black in order to drive back the Knight advantageously.

14 P-Kt5!
 15 Kt-Kt Kt-B3!

Now Nimzovich's deeply thought out maneuver becomes clear. He attacks both the RP and KP, thus forcing the following exchange.

16 B×Kt P×B

Obtaining the KKt file as a future base of operations.

17 QKt-Q2 Q-Kt2
 18 K-B Kt-Q2
 19 P-R6 Q-Kt6!

This silly-looking move (for is it not *obvious* that White will play R-R3) really gains a tempo.

20 R-R3 Q-Kt
 21 Kt-R4 Kt-B4

The reader who has raised his eyebrows over the "bizarre" contortions of the Knight, will note with no less amazement that this much-moved piece has finally reached a good square.

22 R-R R-Kt

Such is Nimzowitsch's strange power that this move hypnotizes his opponent into opening the QKt file!

23 P-B3 P×P
 24 P×P Q-Kt6
 25 Q-B2 R-Kt
 26 Kt-B4

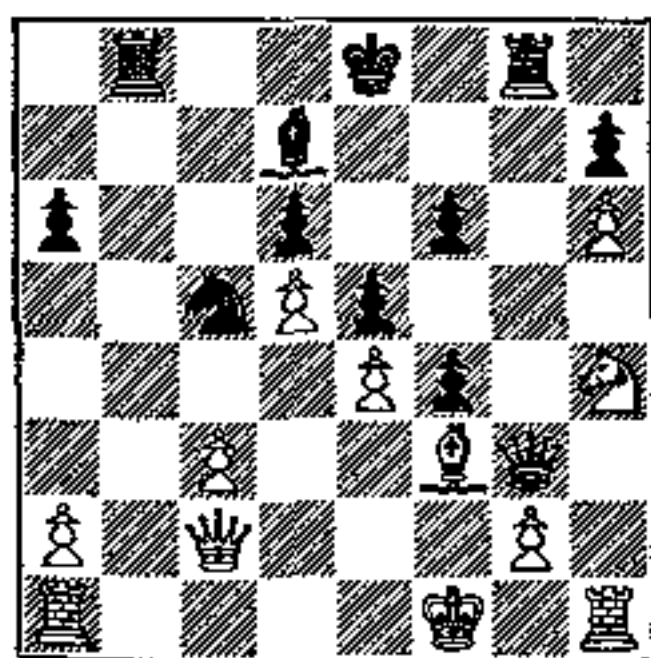
If 26 R-QKt, R×R *ch*; 27 Kt×R, Q-K6; 28 Kt-Q2

(28 B-B3, B-Q2 and there is no adequate defense to Black's threats), R-Kt6; 29 P-B4, B-Q2; 30 R-R2 (30 KKt-B3, R×P; 31 K×R, Q×B *ch*; 32 K-Kt, Kt-Q6; 33 R-R2, B-B4 *ch*; 34 K-R, Kt-B7 *ch*; 35 R×Kt, Q×R and wins, or 30 Kt-B5, B×Kt; 31 P×B, P-K5, etc.), B R5; 31 Q-B, Kt-Q6; 32 B×Kt, B-B4; 33 Q-K, Q-Kt8 *ch* and mate next move.

26	B-Q2
27 Kt×B <i>ch</i>	P×Kt
28 B-B3

“Now that White has seemingly consolidated his position, he suddenly suc-
Position after White's 28th move.

NIMZOVICH



WENDEL

cumbs to an extremely pretty attack (it's a pity that I myself have to say so, but I would still say it if my worst enemy had played the game, so why not when I happen to be the one? . . .)” writes Nimzovich.

28	B-Kt4 <i>ch</i>
29 P-B4

If 29 K-Kt, B-Q6 and wins, or 29 B-K2, Kt-Q6; 30 B-R5 *ch*, K-Q2; 31 K-Kt, Q-K6 *ch*; 32 K-R2, Kt-B7; 33 Kt-B5, R×P *ch*; 34 K×R, R-Kt *ch*; 35 Kt-Kt7, Q-Kt6 mate.

29	B×P <i>ch!</i>
30 Q×B	R-Kt7
31 B-K2	R-KKt5!

Having in mind the following continuation: 32 R-R3, R×Kt; 33 R×Q, R-R8 *ch*; 34 K-B2, P×R *ch*; 35 K×P, R×R and wins.

32 Q-B	R×Kt
33 R×R	R×B
34 K×R	Q×P <i>ch!</i>

The point of the whole combination: “the Rook will not run away.”

35 K-Q Q-B8 *ch*
 36 K-Q2

Forced—if 36 K-B2, Q-Q6 *ch*; 37 K-Kt2, Kt-R5 mate.

36 Q-Q6 *ch*
 37 K-K Q-Kt6 *ch*
 38 K-B Q×R
 39 K-Kt Q-Kt6 *ch*

The rest is easy.

40 K-R Q-R6 *ch*
 41 K-Kt Kt×P
 42 Q-B6 *ch* K-B2

43 Q-B7 *ch* K-Kt3
 44 Q-Kt7 *ch* K-R4

If now 45 Q×RP?, Q-Kt6 *ch*; 46 K-R1, Kt-B7 mate.

45 Q-Kt2 Q-K6 *ch*
 46 K-R2 Kt-B7!
 47 R-KB Kt-Kt5 *ch*
 48 K-R P-K5
 49 R-KKt P-B4
 50 P-R4 K×P
 51 P-R5 K-Kt4
 52 R-Kt P-B6
 53 Q-Kt2 P-B7
 54 Resigns

24. The Modern Rubinstein

The following game shows Rubinstein—the positional player par excellence—adopting ultra-modern methods and beating a later World Champion in the most approved hypermodern fashion. Especially noteworthy in this respect is the tour of his Knight: Kt-KB3-Q4-K2-Kt3-B5-Kt3-K4.

HAGUE, 1921

Sicilian Defense

WHITE	BLACK	
Dr. M. Euwe	A. Rubinstein	Not the best. A preferable
1 P-K4	P-QB4	line seems 4 P-B4, Kt-B2;
2 Kt-KB3	Kt-KB3	5 P-Q4, P×P; 6 Q×P, Kt-
3 P-K5	Kt-Q4	B3; 7 Q-K4, P-Q4; 8 P×P
4 P-Q4	e.p., Q×P; 9 Kt-B3, P-K4;
		10 B-B4, P-B3; 11 R-Q

(Spielmann - Rubinstein, Gothenburg 1920).

4 P×P
 5 Q×P P-K3
 6 P-B4 Kt-QB3
 7 Q-Q

Somewhat better is 7 Q-K4, KKt-K2 (after 7 . . . P-B4; 8 P×P e.p., Kt×P Black's center Pawns are weak); 8 B-B4, Kt-Kt3; 9 B-Kt3, P-Q3 although even then Black has an edge. The text-move puts White on the defensive.

7 KKt-K2!

Usually this Knight has to be played to B2, but White's unfortunate transposition (cf. the note to his 4th move) allows Rubinstein to begin an attack on the hostile KP which is difficult to parry. Without being too dogmatic we may say that Black's attack on the KP suffices to win the game, for as will be seen, White has to develop his pieces on poor squares in order to be able to retain the Pawn.

8 B-Q2

Black was already threatening 8 . . . Kt×P followed by . . . Q-R4 *ch*. Nor can the threat be met by 8 B-B4, e.g. . . . Kt-Kt3; 9 B-Kt3, KKt×P; 10 Kt×Kt, Q-R4 *ch* (10 . . . Kt×Kt? 11 B×Kt, Q-R4 *ch*; 12 B-B3); 11 Q-Q2, B-Kt5; 12 Kt-QB3, Kt×Kt, etc.

8 Kt-Kt3
 9 Q-K2

A very unpleasant move, but there is no other way to save the Pawn.

9 Q-B2
 10 B-B3 P-Kt3!

It is clear that White wishes to play P-KKt3, in order (1) to develop his Bishop and (2) to prevent any inconvenient invasions of Black's KKt. But after Black's last move 11 P-KKt3 would be premature because of 11 . . . B-Kt2; 12 B-Kt2, QKt×P.

11 P-KR4

In order to enable P-KKt3 White incurs a further loss of time and adds to the

weak points in his position.

11 P-Q3!

Another fine move. Black's pieces are so well posted that he naturally wishes to open up the game.

12 P×P B×P
13 QKt-Q2

Or 13 B×P, Kt-B5 (but not 13 . . . KR-Kt; 14 B-R6); 14 Q-Q, KR-Kt; 15 B-R6, Kt×P *ch*; 16 B×Kt, R×B with the powerful threats of . . . Kt-K4 and . . . B-Kt2.

13 Kt-B5

With this move Rubinstein assumes the attack and carries it through in masterly fashion.

14 Q-K3

Somewhat better is Q-Q. White loses entirely too much time with the Queen moves.

14 B-B4
15 Q-K4 P-B4
16 Q-B2 O-O
17 P-KKt3 Kt-Kt3
18 P-R5

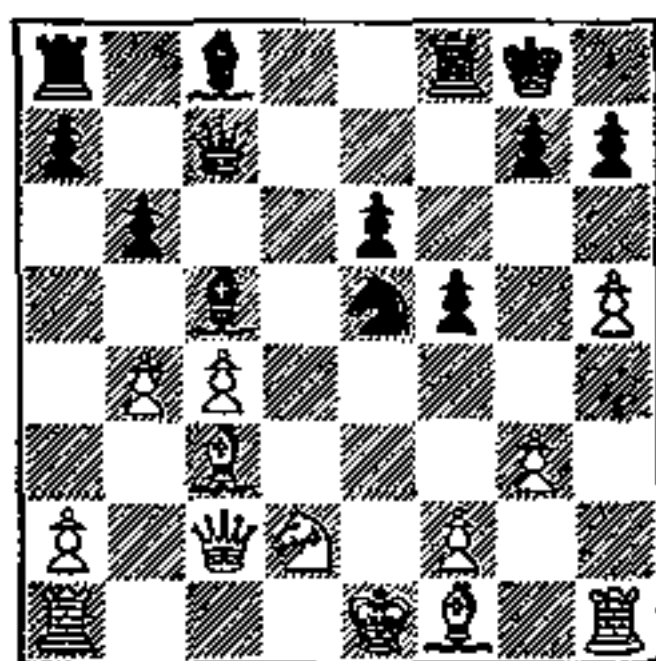
White despairs of holding the game, else he would at least try the more rational course of 18 Kt-Kt3, B-Q3; 19 O-O-O although even in that event the drawbacks of his position still remain: his King is exposed, his pieces badly placed, his position riddled with weaknesses.

18 KKt-K4
19 Kt×Kt Kt×Kt
20 P-QKt4

If 20 B-K2, P-B5 followed by . . . B-Kt2 and . . . QR-Q, with decisive advantage for Black.

Position after White's 20th move.

RUBINSTEIN



DR. EUWE

20 B×P *ch!*

The first part of the game has been played by Rubinstein with consummate position judgment. In the following phase he reveals his skill as a tactician.

The same move would have followed on 20 B-Kt2; 20 . . . B×P *ch!*; 21 K×B (or 21 K-B, Kt-Kt5), Kt-Kt5 *ch*; 22 K-K2, Q×KtP; 23 B×R, Q-B7 *ch*; 24 K-Q, Kt-K6 *ch* and wins.

21 K×B Kt-Kt5 *ch*
 22 K-K2
 Forced.
 22 Q×KtP

The soundness of the sacrifice is based on the contemplated advance of Black's center Pawns, against which there is no adequate defense.

23 B-Q4 B-Kt2
 24 R-R3 Q-Q3
 25 Q-B3 P-K4!

Everything with tempo! The energy with which Rubinstein conducts the attack is refreshing.

26 B-Kt P-B5
 27 P-B5 Q-R3
 28 K-K P-K5
 29 R-R4 Q-Kt4
 30 Q-KR3
 Or 30 R-R3, P-B6.
 30 Kt-K6!

The quickest way; White must capture the Kt.

31 B×Kt P×B
 32 B-B4 *ch*

Or 32 Kt×P, R×B *ch*; 33 K×R, R-B *ch*; 34 K-K2, B-R3 *ch*. On 32 Kt-B4, Q-B3 would likewise suffice.

32 K-R
 33 Kt-B Q-B3
 34 Resigns

A delightful game.

25. "Plagiarism"

One of the classics of end-game composition is a well-known position of Troitsky (White: King on Q5, Bishop on KR6, Pawn on Kt7. Black: King on KB2, Pawns on K2 and KR2. White wins by 1 P-Kt8(Q) *ch*, K×Q;

2 K-K6, K-R; 3 K-B7 followed by mate). Twenty-seven years later this theme was strikingly embodied by Dr. Tarrasch in actual play. The game was awarded a special prize, although, as the winner jokingly pointed out, he was really guilty of plagiarism!

VIENNA, 1922

Caro-Kann Defense

WHITE	BLACK	Kt-R4 wins a piece.	
Dr. S. Tarrasch	R. Réti	10 O-O	O-O
1 P-K4	P-QB3	11 P-R3
2 Kt-QB3	P-Q4	To prevent ... Kt-Kt5.	
3 Kt-B3	Kt-B3	11	P-QR3
4 PXP	PXP		
5 P-Q4		

The late advance of the QP is a "hypermodern" wrinkle which one would hardly expect from a classicist like Tarrasch.

5	B-Kt5
6 P-KR3!	BxKt
7 QxB	P-K3
8 B-Q3	Kt-B3
9 B-K3	B-K2

9 ... Q-Kt3 would be answered by 10 O-O!, and if 10 ... QxKtP; 11 Kt-Kt5 threatening 12 KR-Kt as well as Kt-B7 *ch.* If 10 ... KtXP; 11 Q-B4, B-B4; 12

Preparing a demonstration on the Q side. 11 ... P-K4 would be bad on account of 12 PXP, KtXP; 13 Q-B5, KtXB; 14 QxQKt and the QP is weak. If, in this variation, 13 ... Kt-B5; 14 KtXP!

12 Kt-K2	P-QKt4
13 B-KB4

To prevent 13 ... P-K4; 14 PXP, KtXP; 15 Q-B5, Kt-B5.

13	Q-Kt3
14 P-B3	Kt-QR4
15 QR-Q	Kt-B5
16 B-B	Q-B3

Attempting to post the Kt at K5.

17 Kt—Kt3 P—QR4

18 KR—K! P—Kt5

Black underestimates or perhaps overlooks the opponent's threat.

19 RP×P P×P

20 Kt—B5! P×Kt

21 R×B P×P

22 P×P P—Kt3

The only move to save the important KBP, but Tarrasch now proceeds to exploit the weakness of the black squares.

23 B—R6! Kt—Kt7

24 R—Kt Kt×B

25 Q×Kt

The alternative 25 B×R would allow either 25 . . . K×B followed by . . . Q×P or 25 . . . Q×P at once with chances of a counter-attack.

25 . . . KR—Kt

26 R×R *ch* R×R

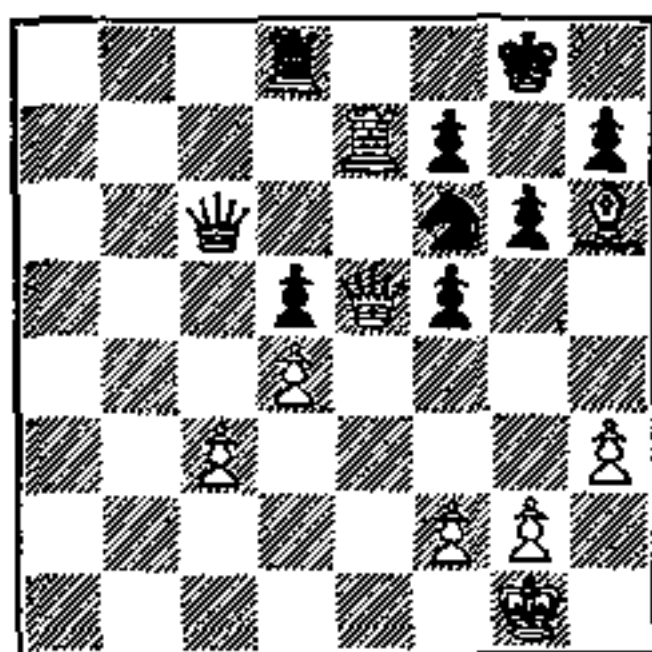
27 Q—Kt3 R—Q

If 27 . . . R—K; 28 Q—K5 controlling the K file and threatening Q×Kt would be decisive.

28 Q—K5

Position after White's 28th move.

RÉTI



DR. TARRASCH

There is no saving the game now for Black.

I. 28 . . . R—QB (to prevent R—B7); 29 P—QB4! P×P; 30 P—Q5! Q—R3; 31 P—Q6 winning.

II. 28 . . . R—Q3; 29 R—Kt7!!

(A) 29 . . . Q×R; 30 Q×R, Kt—Q2; 31 Q—K7, Q—B; 32 P—KB4, Kt—B (Black's last moves have all been forced); 33 Q—K5, Kt—K3; 34 Q×QP, etc.

(B) 29 . . . R—Q; 30 Q—K7 and wins.

(C) 29 . . . Kt—K; 30 R—Kt8, R—K3; 31 Q—Kt7 mate.

(D) 29 . . . R—K3; 30 R

-Kt8 *ch* (30 Q×Kt! also forces mate), R-K; 31 Q×Kt! and wins.

28 R-R
29 R-B7!

Forcing the exchange of Queens because of the threat of Q-K7. After Black's last move 29 P-QB4 would no longer be so good: . . . P×P; 30 P-Q5, Q-R3; 31 P-Q6, Q-R8 *ch*; 32 Q×Q, R×Q *ch*; 33 K-R2, R-QR, etc.

29 Q-K3
30 Q×Q P×Q
31 R-Kt7 *ch* K-R
32 R-K7 K-Kt

32 . . . Kt-Kt would *not* win a piece.

And if 32 . . . R-K1; 33 B-Kt7 *ch*, K-Kt1; 34 B×Kt winning a piece.

33 P-B3!

Better than 33 R×KP, K-B2 and Black's K is free. The weak QBP would then cause White some concern. The process of taking away squares from the enemy's

pieces (by the text) is characteristic of Tarrasch's style.

33 Kt-K

If 33 . . . R-K; 34 R-Kt7 *ch*, K-R; 35 R-KB7, Kt-R4; 36 P-Kt4, K-Kt (36 . . . Kt-Kt6; 37 K-B2, Kt-R8 *ch*; 38 K-Kt2 wins the Knight); 37 R-R7, Kt-B3; 38 R-Kt7 *ch*, K-R; 39 R-KB7 wins elegantly (Dr. Tartakover).

34 K-R2!

The beginning of a magnificent plan.

34 Kt-Q3
35 R-Kt7 *ch* K-R
36 R-Q7 Kt-Kt4

If 36 . . . Kt-K the Kt is stalemated.

37 K-Kt3 Kt×BP
38 K-B4 Kt-Kt4
39 K-K5 R-K
40 K-B6

Black resigns, for 40 . . . K-Kt would lead to 41 R-Kt7 *ch*, K-R; 42 R-Kt7, Kt-Q3; 43 R-Q7, Kt-Kt4; 44 K-B7, R-KKt; 45 R-Q8!

An artistic conclusion.

26. Réti

It is doubtful whether any player of Richard Réti's genius has ever succeeded in playing as badly as Réti often did—so badly that he became the perennial disappointment of the chess world, so badly that the low opinion of him prevalent in certain quarters is grossly inconsistent with his extraordinary gifts and his profound knowledge of the game, not to mention his outstanding abilities as an end-game composer and blind-fold player. Yet there is no gainsaying the fact that despite occasional successes Réti was a distinct failure as a tournament player; this was due in the last analysis to his lack of that will-power and persistence which are so indispensable in securing and maintaining preëminence in any field. Réti was more interested in the "why" of chess, as Tartakover has put it, than in the "how."

And yet few masters have left the chess world a richer heritage than Richard Réti: he wrote "Modern Ideas in Chess," memorable for its brilliant analysis of the evolution of chess theory from Anderssen to Alekhine; he wrote "Masters of The Chessboard," which, even in its incomplete form, is so lucid and comprehensive that it is undoubtedly the finest chess manual written thus far; he invented and perfected the Réti Opening, which revolutionized chess theory; he composed a series of end-games which are remarkable for their captivating ingenuity and artistry; and finally, he left the chess world a goodly number of games, some of them masterpieces and almost all of them unknown. Among these is the following game:

VIENNA, 1922

French Defense

WHITE	BLACK		
R. Réti	V. Vukovics	8 P-B4	P-QB4
1 P-K4	P-K3	9 P-QR3	BxKt
2 P-Q4	P-Q4	10 PxB	Kt-QB3
3 Kt-QB3	Kt-KB3	11 Q-Q!
4 B-Kt5	B-Kt5		
5 P-K5	P-KR3		
6 B-Q2!	KKt-Q2		

The usual continuation is 6 . . . BxKt; 7 PxB, Kt-K5. The text-move gives Black a very difficult game.

7 Q-Kt4 K-B

Vukovics also played this move against Vajda, Győr, 1924, with the following continuation: 8 P-B4, P-QB4; 9 P-QR3, BxKt; 10 PxB (so far identical with the present game), P-QKt3; 11 Kt-B3, P-KR4; 12 Q-Kt3, B-R3; 13 B-Q3, BxB; 14 PxB, Kt-QB3; 15 P-B5! and White has an overwhelming attack. Possibly 7 . . . P-KKt3 (see White's eleventh move) is better.

A very fine move, which shows the profundity and originality of Réti's play. For if 11 Kt-B3, then Black's Q-Kt3 is very difficult to meet. Had Black played 7 . . . P-KKt3, this move would not be at White's disposal, inasmuch as he could not check at Kt4.

11 . . . P-QR4?

A bad move. Black weakens his position permanently in order to threaten to win the QP.

12 Kt-B3 Q-Kt3

Again weak. The Queen is now driven to a square where she is out of play during the entire game.

13 QR-Kt Q-R2

14 B-K3 P-QKt3

14 . . . PxP was much

better than the move actually adopted.

15 B-Kt5! Kt-K2
16 P-QR4 P-B5

Although White's Bishop is cut off, it exerts powerful pressure, preventing the development of the opponent's Bishop.

17 O-O Kt-QKt

Vukovics is evidently at a loss for a good move. Somewhat better would have been an attempt to set up a stronger defensive position by P-Kt3, K-Kt2, Kt-KKt, Kt-KB, R-KR2 and K-R etc., although Black's game is hopeless in any event.

18 B-B!

This Bishop is very strongly placed (in the future!) at QR3.

18 P-Kt3

19 Q-K

Réti now proceeds to work up a powerful attack, having made all the necessary preparations.

19 K-Kt2

20 Q-R4 Kt-Kt1?

Black is more to be pitied than scorned!

21 B-R3 B-Q2

22 P-KKt4! P-R4

Played no doubt under the impression that this move prevents P-B5.

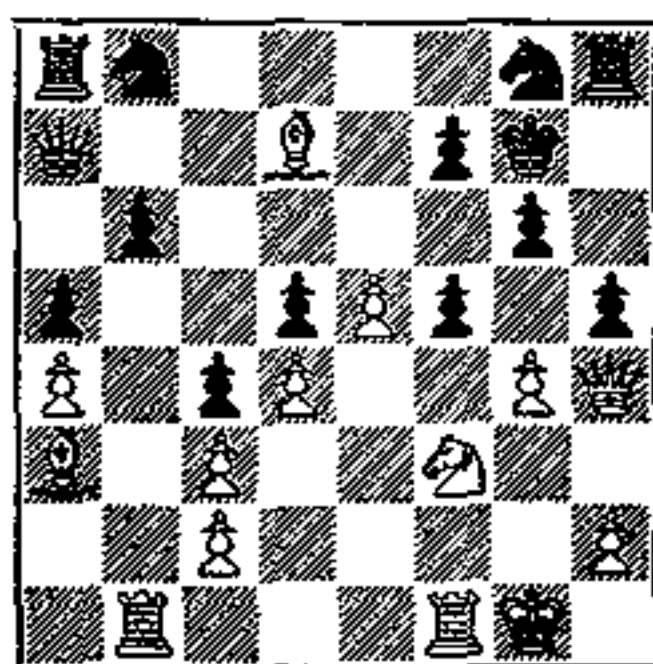
23 P-B5! KP×P

Obviously best. If 23 . . . KtP×P; 24 Q-Kt5 *ch*, K-R2; 25 B-B8, etc. And if 23 . . . RP×P; 24 P-B6 *ch*, etc.

24 B×B

Position after White's 24th move.

VUKOVICS



RÉTI

24 RP×P

If . . . Q×B; 25 P×BP, Q×BP; 26 Kt-Kt5, Q-Kt5 *ch*;

27 Q×Q, P×Q; 28 R×P *ch*, K—R3; 29 Kt—K6 and wins easily.

In this variation Réti had possibly intended the beautiful Queen sacrifice 27 K—R1!! If now Q×Q, White mates in three—28 Kt—K6 *ch!!* K—R3; 29 B—B8 *ch*, K—R2; 30 R×P mate. Black's best move is 27 . . . Kt—KR3, after which White wins by 28 Q×Q, P×Q; 29 R×QKtP, R—QR2; 30 P—K6, R—B2, (or, 30 . . . P×P; 31 Kt×P *ch*, K—R2; 32 Kt—B8 *ch*, etc.); 31 P—K7, Kt—B3; 32 B—Q6, R(B2)—B; 33 Kt—K6 *ch*, P×Kt; 34 R×Kt, R×R; 35 B—K5 *ch* and wins.

25 B—B8 *ch* K×B
26 Q×R Kt×B

If 26 . . . Q×B; 27 Kt—Kt5, Kt—QR3; 28 Kt—R7 *ch*, K—K2; 29 Kt—B6, Q—Q; 30 Kt×Kt *ch*, Q×Kt; 31 Q—B6 *ch* and wins.

27 Kt—Kt5 Q—Kt
28 Kt×P1 K×Kt
29 Q—R7 *ch* K—K3
30 Q×P *ch* K—K2
31 Q—Kt5 *ch* Kt(Kt)—B3

Black cannot save the Knight.

32 P×Kt *ch* K—Q3
33 Q—B4 *ch* K—B3
34 Q×Q R×Q
35 R×BP R—KB
36 P—B7 Resigns

27. "Chess-Zoölogy"

Dr. Tartakover tells the following amusing anecdote: During the course of the London (1922) Tournament, he and some of the other participants paid a visit to the London Zoo. They were particularly interested in the sea-lions, who drowsed dreamily in the sun. Finally their keepers came to feed them and threw herrings into the cage. Despite their somnolence the animals jumped up with extraordinary agility and snapped up the herrings in mid-air. "You see," said Bogolyubov to Dr. Tartakover, "that is just the way *you* play chess.

You maneuver and stall endlessly, until your opponent finally comes along with a herring (a mistake). Then you leap like lightning on your miserable victim and gobble him up."

CARLSBAD, 1923

Queen's Pawn Opening

WHITE	BLACK
Dr. S. Tartakover	Sir G. A. Thomas

1 P-Q4	P-Q4
2 Kt-QB3

This rarely played opening, the invention of Breyer, is a favorite with a few adventurous spirits, notably Tartakover and Mieses.

2	Kt-KB3
3 B-Kt5	QKt-Q2

Rather tame; . . . B-B4 would be more aggressive.

4 P-B3
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With the idea of forming a strong center by means of P-K4. But the resulting Pawn formation, contrary to White's expectations, is rather weak.

4	P-B3
-----------	------

A good reply. The text-move prepares for a counter-attack by . . . Q-Kt3 or . . . Q-R4.

5 P-K4	PXP
6 PXP	Q-R4

Now White's center Pawns hang badly.

7 Q-Q2
--------	---------

Tartakover suggests 7 B-Q2 and if . . . Q-Kt3; 8 Kt-B3, QxKtP; 9 B-Q3, etc., and White has a very good game.

But after 7 B-Q2, Q-Kt3; 8 Kt-B3 Black would have a strong continuation in 8 . . . P-K4!

7	P-K4
8 Kt-B3	B-K2

A promising alternative is 8 . . . B-Kt5; 9 B-Q3, PXP;

10 Kt×P, O--O (but not 10 . . . Q--K4; 11 Kt--B3, B×Kt; 14 P×B, Kt×P, 15 Kt×Q, Kt×Q; 16 Kt×Kt winning a piece) and White's position is very difficult.

9 B--QB4 P×P
10 Q×P Q--Kt3

10 . . . B--B4 would lead to interesting complications: 11 Q--Q2, O--O; 12 O--O--O, Kt--Kt5; 13 KR--B, KKt--K4; 14 B--Kt3, P--Kt4, etc.

11 Q--Q2 Q--B4

The capture of the Pawn would hardly turn out to Black's disadvantage, for example 11 . . . Q×P; 12 R--QKt, Q--R6; 13 P--K5, Kt--Kt5 followed by . . . Q--B4. But evidently Thomas is peacefully inclined.

12 B--Kt3 Kt--K4
13 B--K3

Or 13 Kt×Kt, Q×Kt; 14 B--KB4, Q--KR4 and Black has overcome the difficulties of the opening (Tartakover).

13 Kt--B5!
14 B×Q Kt×Q
15 B×B Kt×B
16 RP×Kt K×B

Black has come nearer to his objective (a draw) with the foregoing simplification. White's KP is rather sickly, and in any event it certainly does not appear as if White had the slightest chance of winning. But from this point on Tartakover plays the very best moves and consolidates his position in skillful fashion.

17 P--K5! Kt--Kt5
18 O--O B--B4

The plausible . . . P--B3 would turn out to White's advantage after 19 QR--K.

19 Kt--Q4!

Centralization *a la* Nimzovich.

19 B--Kt3

Now both of Black's minor pieces are badly placed.

20 QR--K KR--Q

On . . . QR-Q Tartakover suggests 21 P-K6!?, which, however, would not be so good because of 21 . . . P-B3! followed by . . . Kt-K4 (but not 21 . . . R×Kt; 22 P×P *dis cn.* etc.).

21 R-B4 P-KR4

Or 21 . . . Kt-R3; 22 P-KKt4!

22 P-R3 Kt-R3

23 P-KKt4! P×P

24 P×P P-QB4

25 Kt-B5 *ch* B×Kt

26 P×B

All this has been finely played by Tartakover.

26 R-Q7

With this move Black hopes to simplify the game by forcing the exchange of a pair of Rooks.

27 P-B6 *ch!* K-K3

Or 27 . . . P×P; 28 P×P *ch*, K-B; 29 R-KR4, Kt-Kt; 30 R-R8, R×P; 31 K-R! with the powerful threat of R-KKt (Tartakover).

27 . . . K-B was better, for the reply 28 P-K6 leads to nothing definite.

28 P×P K-K2

On 28 . . . Kt-Kt Tartakover intended 29 Kt-K4 followed by Kt-Kt5 *ch* and wins, or if 28 . . . Kt-B4; 29 Kt-K4, K×P; 30 R×Kt *ch* etc.

29 Kt-K4!

Gaining valuable time.

29 R×P

30 R-R4!

Tartakover points out that this is more forceful than 30 Kt-B6, R-Q7! 31 R-KR4, Kt-Kt; 32 R-R8, R(Q7)-Q.

30 R-KKt

Black has nothing better, but his game is not altogether hopeless, as it seems that all of the White Pawns must disappear.

31 R×Kt R×P *ch*

32 K-R R×P

32 . . . R(Kt2)-Kt7; 33 Kt-Q6, R(Kt7)-K7; 34 R×R, R×R; 35 Kt×KtP, R×KP would yield good drawing chances.

33 Kt-Q6!

The only winning possibility. If now 33 . . . K-Q2; 34 Kt×BP! or 33 . . . R-Kt4; 34 R-KB! or 33 . . . K-B; 34 R-R8 *ch*, R-Kt; 35 Kt×BP!

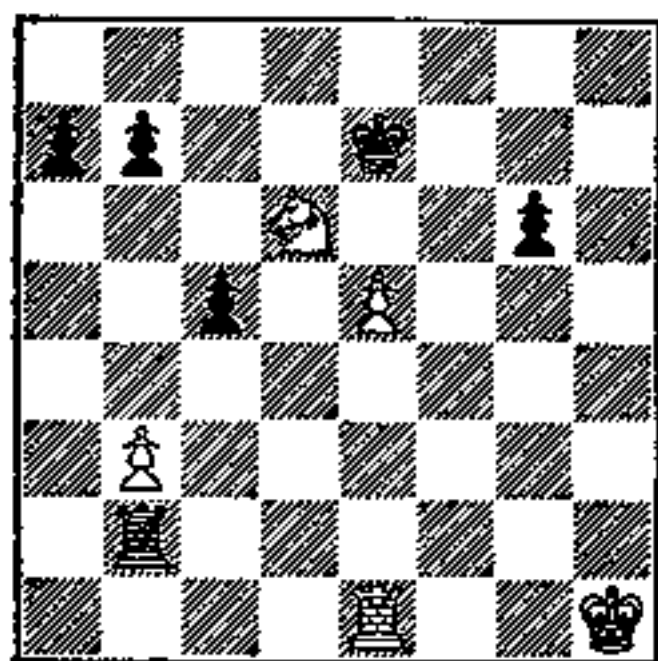
33 R-Kt3

Not the best. His last chance was 33 . . . R(Kt2)-Kt7 and Black should draw. After the text-move, Tartakover forces the game by a neat continuation.

34 R×R P×R

Position after Black's 34th move.

THOMAS



DR. TARTAKOVER

35 P-K6! R×P
36 Kt-B8 *ch* K-K
37 P-K7

Who would have thought

that the weak KP would ever get this far!

37 R-Q6
38 R-KB R-R6 *ch*

The only move, for if 38 . . . R-K6; 39 R-B8 *ch*, K-Q2; 40 R-Q8 *ch*, etc.

39 K-Kt2 R-R
40 R-Q K-B2
41 K-B3!

This wins an important tempo in bringing the K to the Q side, for if now 41 . . . R-K White simply replies 42 K-K4 (Tartakover).

41 R×Kt
42 R-Q8 K×P
43 R×R K-Q3
44 K-K4

The ending is easily won for White because the hostile Pawns are not sufficiently advanced to give him any difficulty.

44 P-Kt3
45 R-KKt8 K-B3
46 R×P *ch* K-Kt4
47 K-Q3 K-Kt5
48 R-Kt! P-Kt4

Or 48 . . . P-R4; 49 R-Kt *ch*, K-R5; 50 K-B3, etc.

49 R-QR! P-B5 *ch*

If 49 . . . K-Kt6; 50 R-Kt *ch*, K-R5; 51 K-B3 and Black will soon be in *Zugzwang*.

50 K-Q4 K-Kt6

51 R-Kt *ch* K-R5

52 K-B3 K-R4

53 R-R! K-Kt3

54 R-R6 *ch* Resigns

If 54 . . . K-B4; 55 R-R6 wins easily. If 54 . . . K-R4 White's Rook "tempo" on the 6th rank with a quick win.

28. Premature Attack

It is well known that an attack undertaken without adequate means must result in loss of the initiative, if parried properly. This is demonstrated most convincingly in the present game—the chief interest of which, however, lies in the harmonious simplicity of Réti's beautifully timed play. The unusual movements of the Knight add a certain piquancy to Black's artistic conduct of the game.

MÄHRISCH-OSTRAU, 1923

French Defense

WHITE

BLACK

won some pretty games.

E. Bogolyubov

R. Réti

4 KKt-Q2

1 P-K4

P-K3

5 Q-Kt4

2 P-Q4

P-Q4

The Gledhill Variation, which leads to a lively game —by no means to White's advantage, however!

3 Kt-QB3

Kt-KB3

4 P-K5

. . . .

5 P-QB4

6 Kt-Kt5 P×P

It is surprising that Bogolyubov does not adopt Alekhine's attack (4 B-Kt5, B-K2; 5 P-K5, KKt-Q2; 6 P-KR4), with which he has

The simplest. Black's attack on the hostile center

outweighs White's would-be attack.

7 Kt—KB3

Not 7 Kt—Q6 *ch*, B×Kt;
8 Q×KtP? B×P.

7 Kt—QB3

8 Kt—Q6 *ch* B×Kt

9 Q×KtP B×P!

In conjunction with the next move, this is the most effective way of ending White's demonstration.

10 Kt×B Q—B3

Once the Queens are off, Black's advantage soon becomes quite marked.

11 Q×Q Kt×Q

12 B—QKt5

Fortunately Bogolyubov can still manage to regain his Pawn.

12 B—Q2

13 Kt—B3 Kt—K5!

Well-played. Réti is now able to build up a formidable center.

14 O—O P—B3

Compelling White to carry out the following exchange, else . . . P—K4 would retain the QF permanently.

15 B×Kt P×B

16 Kt×P P—QB4

The four Black Pawns now constitute a compact and powerful center, the Rooks have open files on which to operate, and the King is well posted for the ending—all a consequence of White's faulty strategy in embarking on an attack without sufficient means.

Réti's play from this point on is as delightful as it is convincing.

17 Kt—K2 K—B2

18 P—KB3 Kt—Q3

19 P—QKt3

B—Q2 would be useless because of . . . Kt—B5 and the Bishop must return home.

19 P—K4

20 B—R3

This exerts a certain amount of pressure on Black's center, but Réti soon finds a way to break through.

20 QR—Q8

21 QR—Q P—Q5

22 Kt—B

During the last few moves

White's prospects seem to have improved somewhat, and the threat of Kt-Q3 seems very troublesome.

22 Kt-B4

This gains the necessary time for . . . P-B5.

23 R-B2 Kt-K6

"To have a Knight planted in your game at K6 is worse than a rusty nail in your knee!"

24 R-K P-B5!

A tremendous move. If now 25 P×P, R×P; 26 R(K)-K2 and Black has so many good moves that he would be embarrassed for a continuation!—for example 26 . . . KR-QB winning a Pawn, or else 26 . . . B-B4; 27 Kt-Q3; B×Kt; 28 P×B, R-QKt! 29 B-Kt2 (29 R×Kt, P×R), R×B! 30 R×Kt, P×R or 30 . . . R-B8 *ch*, and wins.

25 P-QKt4

Not very pleasing aesthetically, but White must keep the B file closed at all costs.

25 B-R5

26 R(K)-K2

After 26 P-B3, Kt-B7 would likewise be decisive.

26 Kt-Q8

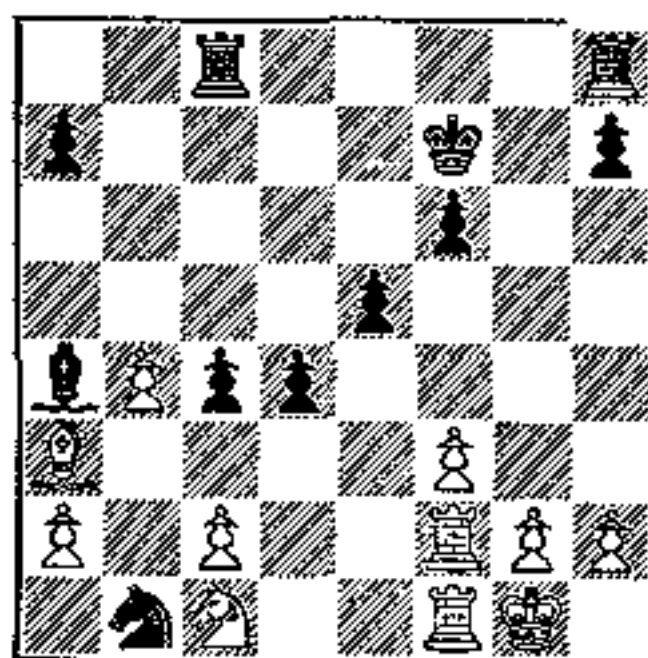
27 R-B Kt-B6

28 R(K2)-B2 Kt-Kt8!

It does one's heart good to watch the peculiar wanderings of this Kt.

Position after Black's 28th move.

RÉTI



BOGOLYUBOV

29 B-Kt2 P-B6

30 Kt-Kt3

There is nothing else left; 30 B-R(!), Kt-Q7; 31 R-K, B×P would be quite hopeless.

30 B×Kt

31 RP×B

Again forced, for if 31 BP×B, P-B7 followed by . . .

P-Q6, or else 31 R×Kt, B×RP; 32 R-R, P×B, etc.

31 Kt-Q7
 32 R-K KR-Q
 33 B-B P-Q6!
 A "finisher!"
 34 P×P

Or 34 B×Kt, P×B; 35 R×P, P×P; 36 R×R, R×R, etc.

34 R×P
 35 B×Kt R×B!
 36 R-R K-K3
 37 K-B R×R *ch*

Destroying White's last hope—38 R×R, P×R; 39 R-Q, R-B8; 40 K-K2.

38 K×R P-B7
 39 R-QB K-Q4
 40 K-K3 R-B6 *ch*

Driving back White's King in order to allow the inroad of his own King.

41 K-Q2 K-Q5
 42 P-R4

After 42 R×P, R×R *ch*; 43 K×R, K-K6; 44 K-B3, K-B7 Black would win easily.

42 R-Q6 *ch!*

Putting an end to all resistance; if 43 K×P, R-B6 *ch*; 44 K-Q2, R×R; 45 K×R, K-B6 and the QRP will Queen. Or 43 K-K2, K-B6 followed by . . . R-Q and . . . K-Kt7, etc. Therefore:

43 Resigns

29. The Feint Attack

Bogolyubov deservedly has the reputation of being one of the greatest attacking players of all time, but he is likewise a brilliant strategist. One of his favorite devices, as Réti notes, "is his method of employing an attack on one wing as a preparation for effecting a decision on the other."

In the present game this is well brought out by the sudden shift after White's 28th move.

MÄHRISCH-OSTRAU, 1923

Indian Defense

WHITE	BLACK
E. D. Bogolyubov	A. Selesniev
1 P-Q4	Kt-KB3
2 P-QB4	P-Q3
3 Kt-KB3	QKt-Q2
4 Kt-B3	P-KKt3
5 P-K4	B-Kt2
6 P-KKt3

The fianchetto development of the KB is quite effective, as the subsequent course of the game shows.

6	O-O
7 B-Kt2	P-K4
8 O-O	P×P
9 Kt×P.	Kt-K4

Black seems to have a fair position, but the fatal weakness of his game lies in the fact that his pieces have insufficient scope—hence he cannot formulate any adequate plan.

10 P-Kt3	B-Q2
11 P-KR3

The usual move to guard against . . . Q-B as well as . . . Kt-Kt5.

11	Kt-B3
12 B-K3	Q-B
13 K-R2	Kt×Kt
14 B×Kt	B-B3
15 R-B!

Preparing for the subsequent Kt-Q5 and P-B5.

15	Kt-R4
--------------	-------

This leads to an irreparable weakening of his black squares. Tartakover suggests . . . R-K.

16 B×B	Kt×B
17 P-B4	P-B4

Black has no good move; if for example 17 . . . Q-Q2; 18 Kt-Q5, P-B3 (the capture of the Knight is followed by 19 BP×B with three important advantages for White: (1) pressure on the backward BP; (2) a strong center; (3) a powerful Bishop against a poorly placed Knight); 19 Q-Q4, Q-B2; 20 Q-B3! QR-K; 21 P-K5! QP×P; 22 P×P and wins.

18 Kt-Q5!
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Simple and decisive.

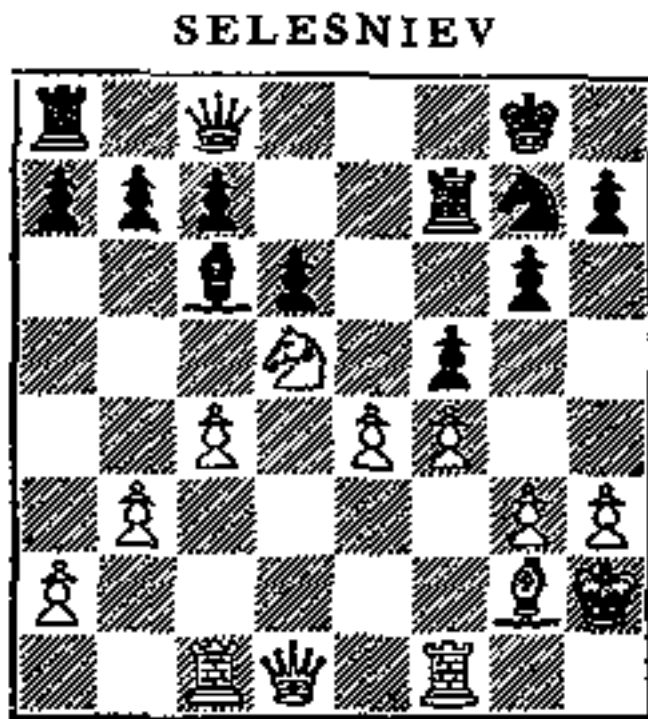
18 R-B2

The alternatives are:

I. 18 . . . B×Kt; 19 Q×B
ch, K-R; 20 P×P winning
a Pawn.

II. 18 . . . Q-Q; 19 P-
K5 with advantage.

Position after Black's 18th move.



BOGOLYUBOV

19 P-B5!

Very finely played! The effects of this move are soon apparent. If now 19 . . . Q-K3; 20 P×QP, P×QP; 21 P×P, Kt×P; 22 R-K, Q-Q2; 23 P-Kt4, Kt-R5; 24 R-K7, Q-Q (not 24 . . . R×R; 25 Kt-B6 ch, K-B2; 26 Kt×Q, Kt×B; 27 R×B, Kt-K6; 28 Q×P); 25 R×R, K×R; 26 B

-B! Q-Q2; 27 B-B4, B×Kt, (forced); 28 Q×B ch, K-Kt2; 29 K-Kt3 wins.

19 QP×P
20 P-K5!

Threatening 21 Kt-B6 ch followed by B×B, leaving Black's Q side Pawns in a hopeless state.

20 B×Kt
21 B×B Kt-K3
22 R-KB2!!

Bogolyubov takes advantage of the enemy's temporary *Zugzwang* to seize command of the all-important Q file.

22 P-B3

Black should have avoided this weakening move, which allows White to plant a Rook at Q6.

22 . . . R-Kt would have been better.

23 B×Kt Q×B
24 R-Q2! R-K

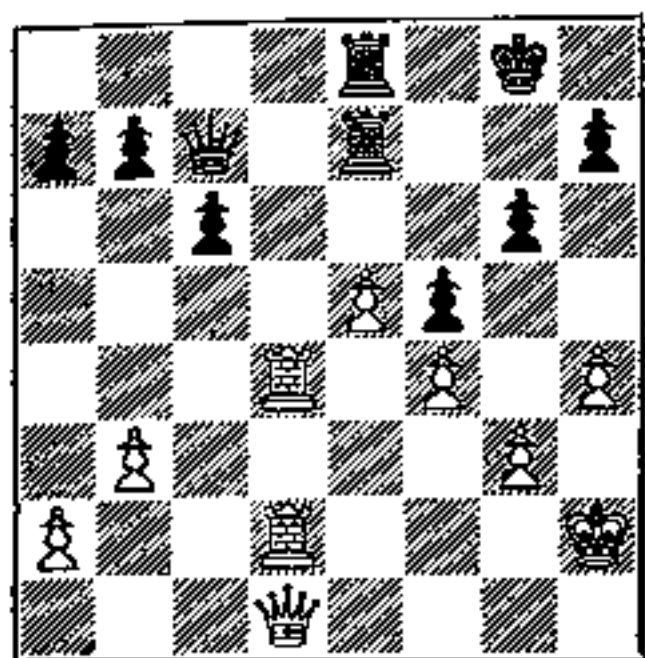
But not 24 . . . P-Kt3; 25 R-Q6, Q-B; 26 Q-B3, R-B2; 27 QR-Q and White must win.

25 R×P R(B2)—K2
 26 R—B4 Q—B
 27 R(B4)—Q4 Q—B2
 28 P—KR4!

And only at this point does Bogolyubov turn his attention to the King-side.

Position after White's 28th move.

SELESNIEV



BOGOLYUBOV

28 K—Kt2

Should Black play the obvious 28 . . . P—KR4, the continuation would be 29 R—Q6! K—R2 (not 29 . . . R—K3; 30 R×R, R×R; 31 R—Q8 *ch* winning the Q); 30 R—B6! R—KKt; 31 R(Q2)—Q6, Q—Kt3; 32 R×KtP! Q—B7 *ch*; 33 K—R3. Or 31 . . . K—R3; P—KKt4! (32 R×BP would likewise win quickly),

RP×P; 33 P—R5!! K×P; 34 K—Kt3! and wins.

29 P—KKt4! P×P

Black must capture, else follows 30 P×P, P×P and his KBP is untenable while his King would be too exposed.

30 Q×P K—R

31 P—R5!

The logical sequel to White's previous play: he forces two powerful passed Pawns which must win without difficulty.

31 R—B2

32 P×P P×P

33 R—Q7!

Naturally he avoids 33 Q×P? R—R2 *ch*; 34 K—Kt, R—Kt2.

33 Q—R4

A forlorn hope.

34 Q×P!

The quickest.

34 Q×R *ch*

35 R×Q R—R2 *ch*

36 Q×R *ch* K×Q

37 K—Kt3 Resigns

For after 37 . . . K-Kt3;
 38 R-Q7, K-B4; 39 K-B3
 Black has no adequate reply.
 The manner in which

White brought about the
 harmonious coöperation of
 his pieces is notable for its
 simplicity.

30. Another Immortal Game

“The immortal *Zugzwang* game” is the title Dr. Tartakover gives to this gem. This beautiful game is notable for having what is perhaps the most “quiet” winning move known.

COPENHAGEN, 1923

Indian Defense

WHITE	BLACK
F. Sämisch	A. Nimzovich
1 P-Q4	Kt-KB3
2 P-QB4	P-K3
3 Kt-KB3	P-QKt3
4 P-KKt3	B-Kt2
5 B-Kt2	B-K2

Usually 5 . . . B-Kt5 *ch* is played at this point in order to simplify the position. The text-move leads as a rule to a difficult maneuvering type of game in which Nimzovich feels very much at home!

6 Kt-B3	O-O
7 O-O	P-Q4
8 Kt-K5
Unmasking the Bishop along the diagonal.	
8	P-B3
9 P×P	BP×P
10 B-B4	P-QR3!

A seemingly harmless move which is often found in Nimzovich's games. The idea behind it is to continue with 11 . . . P-QKt4 followed by . . . Kt-B3-QR4-B5, a strong post from

which the Knight exerts pressure on White's Queen-side and from which he could be dislodged only by a weakening Pawn move.

11 R-B P-QKt4
12 Q-Kt3 Kt-B3

Continuing his plan.

13 Kt×Kt B×Kt

Has the plan miscarried? No, for in exchanging pieces, White had to give up his own strongly posted Knight.

14 P-KR3 Q-Q2
15 K-R2 Kt-R4!
16 B-Q2 P-B4!

Another excellent idea! With his 15th move Black threatened to exchange his Knight for the Bishop, forced it to retreat, and gained time thereby for his BP to advance. This Pawn now prevents P-K4 and prepares . . . Kt-B3-K5 with a powerful outpost.

To parry this positional threat White attempts to force P-K4, by which he would gain a measure of freedom.

17 Q-Q

Threatening 18 P-K4.

17 P-Kt5
18 Kt-Kt B-QKt4

Still preventing P-K4.

19 R-Kt B-Q3!!

A finely calculated move which allows White to achieve his purpose. The sequel shows the depth and beauty of Nimzovich's plan.

20 P-K4 BP×P!
21 Q×Kt R×P
22 Q-Kt5 QR-KB

In return for his piece Black has two Pawns, and what is more important, a stranglehold on White's game.

23 K-R

To release his Bishop, as Black threatened . . . QR-B6.

24 QR-B4
24 Q-K3 B-Q6!

Taking squares away from the Queen. The threat now is 25 . . . R-K7.

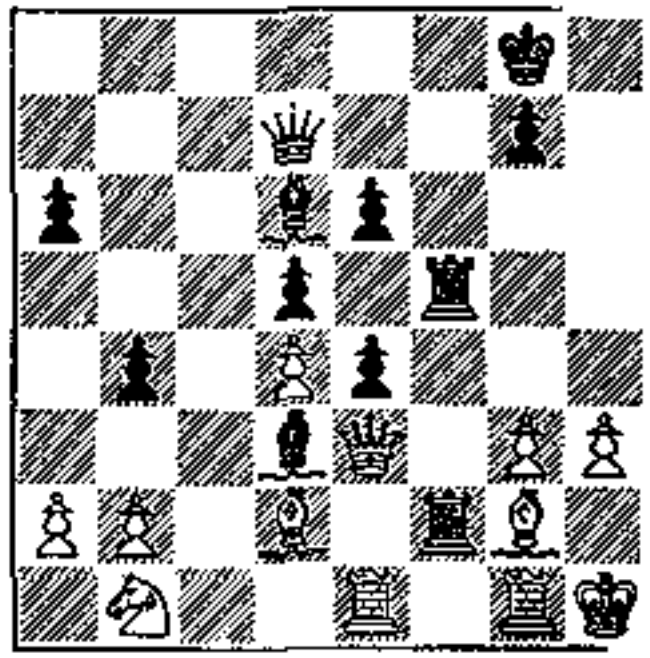
25 QR—K P—R3!!

A remarkable winning move. White, with nearly all his pieces on the board, has no move! The proof is simple.

- I. 26 QB—B, B×Kt.
- II. 26 R—Q, R—K7.
- III. 26 KB—B, QR—B6 (25 . . . P—R3!! took away the flight square Kt5).
- IV. 26 K—R2, QR—B6.
- V. 26 P—Kt4, QR—B6; 27 B×R, R—R7 mate.

Final Position.

NIMZOVICH



SÄMISCH

White resigned.

31. The Defensive Powers of the Knight

The brilliant attacking possibilities open to the Knight have been exemplified innumerable times in actual play and in analysis. Relatively rare, however, are those instances where the Knight fulfills a purely defensive function. In the present game, for example, White's Knight occupies a seemingly modest post for 25 moves, and yet as a result Black's attempted counter-play is simply paralyzed. With his Queen-side fully secure, White is able to concentrate all his attention on the King-side. Thus his powerful attack is really made possible by the conservative position of the Knight at Q1. Many an attack fails because of the lack of such a sturdy bulwark.

Queen's Gambit Declined

WHITE	BLACK
P. Johner	Dr. S. Tarrasch
1 P-Q4	P-Q4
2 P-QB4	P-K3
3 Kt-QB3	Kt-KB3
4 B-Kt5	QKt-Q2
5 P-K3	P-B3
6 Kt-B3	Q-R4

The Cambridge Springs Defense is an unusual line of play for the Doctor, but constant improvements in White's play against his favorite defense (3 . . . P-B4) had perhaps shaken Tarrasch's confidence in its trustworthiness.

7 Kt-Q2	B-Kt5
8 Q-B2	O-O
9 BxKt

Many an amateur has played 9 B-Q3, only to lose a piece after 9 . . . PxP.

9	KtxB
10 B-Q3	R-Q
11 O-O	B-Q2

. . . PxP now or on the previous move is customary, but that would mean relinquishing the center—an alternative running counter to Tarrasch's emphatically expressed principles.

12 P-QR3 B-KB

12 . . . BxKt would have been better, but Black is deluded by the advantage of two Bishops.

13 P-B5!

A "win or lose" move. The result usually depends on the possibility of Black's breaking up the Pawns by . . . P-K4 or . . . P-QKt3 and . . . P-QR4.

13 Q-B2

Black of course must try for . . . P-K4. The text also prepares for . . . P-QKt3, not immediately playable because of 14 P-QKt4 winning the Queen.

14 P-B4 P-KKt3

This weakening move is necessary for the execution of Black's plan. Tarrasch intends to advance in the center by means of . . . P-B3 and . . . P-K4. To do this he must move the Knight, which in turn necessitates the advance of the KKtP. All very cumbersome, but Black has nothing better.

15 Kt-B3 Kt-Kt5
16 QR-K B-K

The immediate . . . P-B3 would be premature as the KtP would be too much weakened thereby.

17 P-R3 Kt-R3
18 P-KKt4 P-B3
19 P-Kt5! . . .

A first-rate move which crosses Black's plan. The BP disappears and . . . P-K4 is prevented for good. At the same time Johner secures an important base for future operations in the opening of the Kt file.

19 PXP
20 KtXP Q-Q2
21 K-R2 Kt-B4
22 R-KKt B-Kt2
23 Kt-Q!! . . .

A beautiful move. This Knight, which Black previously disdained capturing, is now admirably posted, as he automatically protects the only two possibly vulnerable points in White's position, K3 and QKt2; so that Black's counter-attack is doomed to failure.

23 P-Kt3
24 P-Kt4 PXP
25 KtPXP QR-Kt
26 B-R6! . . .

In order to stop . . . Q-Kt2 for the time being.

26 P-R3

A weakening move which soon gets Black in great difficulties, but Tarrasch's desire to free his game is understandable.

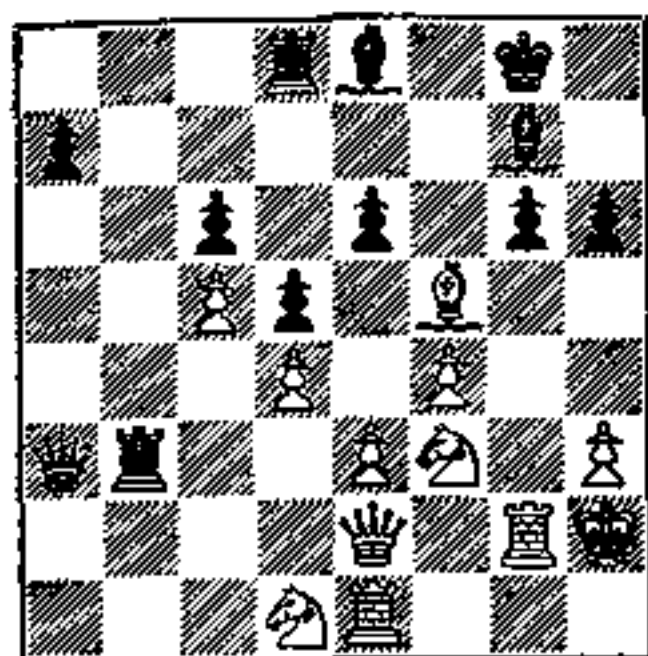
27 Kt-KB3 Q-QB2
28 R-Kt2 Q-R4
29 Q-K2 R-Kt6
30 B-Q3 QXRP

Black begins to see some hope. Should he be able to survive the attack on the King-side, the QRP would probably win for him.

31 B×Kt!

Position after White's 31st move.

DR. TARRASCH



JOHNER

31 KP×B

31 . . . KtP×B would lose quickly by 32 R×B *ch*, K×R; 33 Q-Kt2 *ch*, K-B (best); 34 R-Kt, R-Q2 (34 . . . K-K2; 35 Q-Kt7 *ch*, B-B2; 36 Kt-K5, R-KB; 37 Kt-Kt6 *ch*); 35 Kt-K5 (threatening 36 Q-Kt8 *ch*, K-K2; 37 Kt×P *ch*, K-B3; 38 Q-B8 *ch*, B-B2; 39 Q-R8 mate), Q-R3; 36 Q-Kt8 *ch*, K-K2; 37 R-Kt7 *ch*, K-B3; 38 Q-B8 *ch* followed by R-Kt6 mate.

32 Kt-R4 R(Q)-Kt

Passive defense would not do. For instance, if 32 . . . K-R2; 33 R(K)-Kt and the KBP and the KKtP are both threatened.

33 R(K)-Kt R(Kt6)-Kt2

34 K-R!

Now 35 Kt×KtP is a very strong threat. The Pawn could not have been captured on the previous move because of . . . R-Kt7, winning the Queen.

34 R-K2

35 Kt×KtP B×Kt

36 R×B K-B

A vain attempt to escape the coming attack.

37 Q-QB2!

The beginning of a beautiful maneuver which culminates in his 41st move.

37 R-KB2

38 Q-KKt2! R(Kt)-Kt2

39 R×BP R(Kt2)-Q2

40 R-B8 *ch* K-K2

41 Q×B!

A fitting climax to White's fine play.

41 R×Q
 42 R×R *ch* K-B3
 Evidently forced.
 43 R×R K-Kt3

Not . . . K-K3; 44 R(B8)-B7.

44 R-B6 *ch* K-R4
 45 R-KR7 K-R5
 46 R-KKt6 P-KR4
 47 R-Kt5 Resigns

32. Logic in Chess

The following game enchants the reader with its grandly conceived strategical plans and the lucidity and cogency with which they are executed. It was characteristic of Torre's unaffected modesty and rigorous self-criticism that he called his fine 27th move bad, because it was not sufficiently consistent with the foregoing play—as, for example, 27 . . . R-B6 would have been.

METROPOLITAN LEAGUE MATCH

New York, 1925

Indian Defense

WHITE	BLACK
A. Kupchik	C. Torre
1 P-Q4	Kt-KB3
2 P-QB4	P-KKt3
3 Kt-QB3	B-Kt2
4 P-KKt3

The best continuation for White is 4 P-K4 followed by 5 P-B3 or P-KKt3.

4	P-Q4!
5 P×P	Kt×P
6 B-Kt2	Kt×Kt
7 P×Kt	P-QB4!

With the foregoing exchange Black has obtained the initiative and maintains it to the end. White's position is purely passive and

does not allow him any worth-while counter-play.

8 Kt--B3 Kt--B3
9 B--Kt2

A pitiable square for a self-respecting Bishop! More usual is 9 P--K3, O--O: 10 O--O, Q--R4 with good chances for Black.

9 Q--Kt3

Black decides to play for the ending, where his superior position must eventually tell.

10 Q--Kt3

White has no choice, QR--Kt being refuted by . . . B--B4.

10 B--K3!

Forcing the exchange of Queens in the most advantageous manner.

11 Q×Q

11 P--Q5, Q×Q is of course out of the question.

11 P×Q

Now Black has a number of well-defined advantages: his command of the Q and QR files, his powerful pres-

sure on White's center Pawns, and the concomitant control of the white squares.

12 P--QR3

Thus Black has forced a new weakness on QKt6.

12 O--O
13 O--O B--Q4!

In order to force the exchange of the KB (White's only well-posted piece) after which the white squares become irretrievably weak and furnish excellent posts for the inroad of the Black pieces.

14 KR--Q KR--Q
15 P--K3 Kt--R4!
16 Kt--Q2 B×B
17 K×B P--K4!

This move increases the power of Black's Bishop and practically forces the opening of the Q file.

18 P×BP

Or 18 Kt--B3, Kt--B5; 19 QR--Kt, R--Q3 and White's position is untenable.

18 P×P
19 K--B P--B4
20 P--QB4

This gives the Bishop a measure of freedom, but now the Knight is tied down to the defense of the BP.

20 R-Q6!

See the note to Black's 13th move.

21 K-K2 QR-Q!

Threatening 22 . . . R×Kt *ch*; 23 R×R, R×R *ch*; 24 K×R, Kt×P *ch*; 25 K-B2, Kt×B; 26 K×Kt, P-K5 *dis ch* with a winning Pawn ending.

22 QR-Kt P-K5!

At the right moment—now White's Bishop is exchanged and his Queen-side is still further weakened.

23 B×B K×B

24 R-QR

24 R-Kt5 is answered by . . . Kt×P; 25 R×P *ch*, K-B3; 26 Kt×Kt, R×R followed by . . . R-QB8 winning without difficulty.

Or if 24 P-QR4, P-Kt3! 25 K-K (25 R×P? R×Kt *ch*), R(Q)-Q3; 26 R-R, K-B3; 27 P-R4, K-K4; 28 K-K2, R-B6 winning eas-

ily, for example, 29 QR-B, R-R6; 30 R-QR, R×Kt *ch*; 31 K×R, Kt-Kt6 *ch*; 32 K-B2, Kt×R *ch*; 33 K-Kt2, R×RP, etc.

24 K-B3

25 K-K K-K3

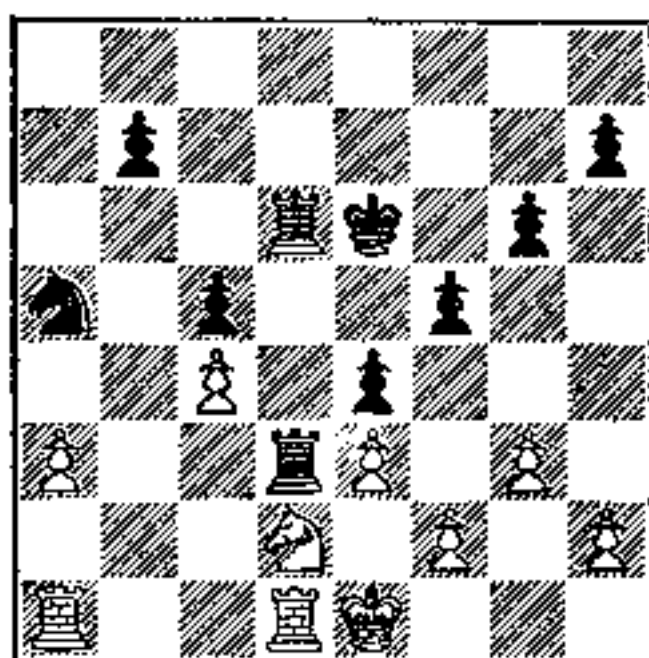
26 K-K2 R(Q)-Q3

27 K-K

After 27 P-QR4, R-B6 would suffice for victory.

Position after White's 27th move.

TORRE



KUPCHIK

27 P-QKt4!

Crowning his splendid play with a decisive Pawn sacrifice.

28 P×P P-QB5

The advance of this pow-

erful passed Pawn completely disorganizes White's game.

29 Kt-B P-B6

30 QR-B

To forestall . . . Kt-Kt6, which would win outright.

30 Kt-Kt6

31 R×R R×R

32 R-B2 K-Q4

Everyone of Black's pieces does its share!

33 P-Kt4

A desperate attempt to obtain some freedom by Kt-Kt3. White has no defense against the invasion of the Black King.

33 K-B5

34 P×P P×P

35 Kt-Kt3 K×P

36 Kt×BP K-R5

37 Kt-Kt3 Kt-Q7

38 K-Q

Losing quickly, but if 38 K-K2 (threatening Kt×P), K-Kt6; 39 R-B, R-Q winning very quickly, or 38 R×P (hoping for 38 . . . R×R; 39 K×Kt, etc.), Kt-B6 *ch* winning a Rook.

38 Kt-B8 *dis ch*

39 K-B Kt×Kt

40 RP×Kt K×P

41 R-K2 K-Kt6

White resigns, for after 42 R-B2 Black plays . . . R-Q3, 43 R-K2, R-QR3; 44 K-Kt, R-R3; 45 R-K (R-B2, R-R8 *ch*), P-B7 *ch*; 46 K-B, K-B6.

Or, if 42 R-K, P-B7; 43 R-R, K-B6, 44 R-K, R-Q3 wins.

33. Positional Play

In his younger years, Alekhine's reputation was based on his aggressive style and beautiful combinative play. Subsequently he has frequently had the opportunity of demonstrating his equally great virtuosity in the handling of complex positional struggles, as well as his thorough mastery of strategical maneuvering.

BADEN-BADEN, 1925

Queen's Gambit Declined

WHITE	BLACK	7	B×Kt <i>ch</i>
Dr. A. Alekhine	E. Colle		The retreat to K2 would simply be loss of time; Black is following Tchigorin's idea of exchanging Bishops for Knights.
1 P-Q4	P-Q4	8 P×B	Kt-K2
2 P-QB4	Kt-QB3	9 R-QKt	R-QKt
3 Kt-KB3	B-Kt5	10 B-Q3	P×P
4 Q-R4!		Giving up the center in order to obtain a good square for his KKt—for the time being.
Better than 4 P×P, B×Kt;		11 B×BP	O-O
5 KtP×B, Q×P; 6 P-K3, P-K4!		12 O-O	Kt-Q4
or 4 P-K3, P-K4; 5 Q-Kt3, B×Kt;		13 Q-B2	Kt(B3)-K2
6 P×B, KP×P; 7 BP×P, Kt-K4;		14 B-Q3	P-KR3
8 P×P, Kt-Q2; 9 Kt-B3 with a complicated game (Steinitz-Tchigorin Match, 1889).			
4	B×Kt		
5 KP×B	P-K3		
6 Kt-B3	B-Kt5		
7 P-QR3!		
Forcing Black to declare his intentions.			This weakens Black's Pawn structure somewhat

after . . . Kt--KKt3 Alekhine intended P--Kt3 followed by the advance of the KBP.

15 P--QB4 Kt--QKt3

Now both of Black's Knights are poorly placed and he must guard against the subsequent advance of the QP or the QBP. Alekhine prepares for this eventuality in very skillful fashion.

16 R--Q Kt(Kt3)--B
17 P--B4 P--QKt3
18 B--Kt2

The placing of the Bishop on this diagonal creates numerous tactical threats, as will soon become clear.

18 P--QB3

Taking precautions against the advance of the QP (18 . . . Kt--Q3; 19 P--Q5!).

19 Q--K2! Kt--Q3
20 Q--K5 Kt--K

Black must guard his KtP against the threat of 21 P--Q5.

20 . . . Kt(K2)--B4 would

not serve the purpose because of 21 BxKt, KtxB (21 . . . PxB; 22 P--B5); 22 P--Q5, BPxP; 23 P--Kt4 and wins.

21 P--QR4!

Else Black can play . . . P--QKt4, permanently blocking the QP subsequently by . . . Kt--Q4.

21 R--Kt2
22 R--K Kt--B3
23 R(Kt)--Q R--Q2
24 B--B2!
Preventing . . . P--B4.
24 P--R3

Black is still intent on playing . . . P--QKt4, but here Lasker rightly points out the superior continuation of 24 . . . Q--B2; 25 Q--K2, KR--Q whereupon 26 P--Q5 would still be premature.

25 Q--K2!

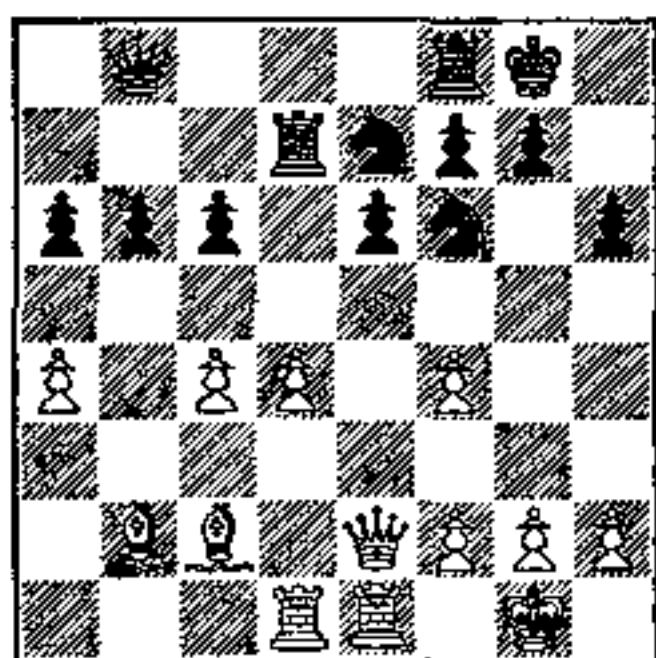
Not only preventing . . . P--QKt4, but taking advantage of the weakness created by Black's 14th move by threatening P--Kt4--5 and also preparing P--Q5.

25 Q-Kt

Black is so intent on advancing the QKtP that he overlooks the hostile threat. Lasker suggests . . . R-K as yielding a better defense.

Position after Black's 25th move.

COLLE



DR. ALEKHINE

26 P-Q5!! BPxP

After 26 . . . QxP; 27 PxKP, RxR; 28 RxR White's game is distinctly superior.

27 BxKt PxB
 28 Q-Kt4 ch K-R
 29 Q-R4 K-Kt2
 30 Q-Kt4 ch K-R

Forced, for if 30 . . . Kt-Kt3; 31 BxKt (not 31 P-KB5, Q-B5), PxB; 32 Rx

KP, KR-Q; 33 P-KB5, P-KKt4; 34 Q-R5 etc.

31 P-KB5!

Disrupting the enemy's K side Pawn position.

31 KtxP

Not 31 . . . P-K4; 32 Q-R4, K-Kt2; 33 R-Q3 with fatal results for Black. Or else 31 . . . PxP; 32 BxP, R-Kt; 33 Q-R4 and White wins even more quickly.

32 BxKt PxB
 33 QxP Q-Q
 34 PxP

How is White's evident superiority to be translated into victory?

34 R-Q3

Black's Rook is chained to this square in order to protect the weak Pawns and to blockade the QP; the Black Queen is similarly tied up. Alekhine cleverly utilizes this circumstance by

35 Q-B4! K-R2
 36 Q-K4 ch K-R
 37 Q-K3 K-Kt2

He cannot play 37 . . . K R2; 38 Q-Q3 *ch* nor 37 . . . P-B4; 38 Q-Q3, losing a Pawn in either event.

38 Q-Q3! P-QR4

Herein is revealed the idea underlying the foregoing Queen maneuver. The QRP must advance (38 . . . Q-B or . . . Q-R being refuted by 39 Q-Kt3 *ch*). But now Black has been deprived of the last vestige of counterplay—the possibility of advancing the QKtP.

39 R-K3 R-Kt
 40 R-R3 Q-Q2
 41 Q-K3 P-B4
 42 R-Kt3 *ch* K-R2
 43 R×R K×R
 44 Q-Kt3 *ch* K-R2
 45 Q-Kt3 K-Kt2
 46 P-R3 Q-Q

Black must wait until something happens—to him.

47 Q-Kt3 *ch* K-R2
 48 Q-K5! Q-Q2
 49 R-Q3 P-B3

The advance of this Pawn is now unavoidable, as Black is in *Zugzwang*—the Queen

cannot move because of the double duty of protecting the R and the BP, the Rook cannot move because of P-Q6, the King is likewise tied up (49 . . . K-Kt3? 50 R-Kt3 *ch*, K-R4; 51 Q-K2 *ch* and mate follows).

50 Q-Q4 Q-Q

50 . . . P-Kt4 is equally hopeless: 51 P×P, Q×P; 52 R-QB3, Q×P (or 52 . . . R×P; 53 Q×P, R-Q8 *ch*; 54 K-R2, Q-Kt *ch*; 55 R-Kt3); 53 R-B7 *ch* K-Kt3; 54 Q-R7 with a winning attack.

51 Q-QB4 Q-Q2
 52 R-Q4 K-Kt2
 53 Q-Q3 K-B2
 54 P-Kt4! K-B

The Pawn could not be saved, for if 54 . . . P×P; 55 Q-R7 *ch*, K-B; 56 Q-R8 *ch*, K-B2; 57 R×P.

55 P×P Q-K
 56 R-K4 Q-R4
 57 R-KKt4 Q-B2
 58 Q-K3 Q-KR2

Unfortunately he cannot remove the annoying QP,

for example 58 . . . Q×P; 59 Q×P *ch*, K-K; 60 Q-R8 *ch*, K-Q2; 61 R-Kt7 *ch*, K-B3; 62 Q-B8 mate. Or 58 . . . R×P; 59 Q×P *ch*, K-K; 60 Q-R8 *ch*, Q-B; 61 R-Kt8 etc.

59 R-Kt6 Resigns

After 59 . . . K-B2; 60 Q-QB3 would be decisive, e.g. 60 . . . K-K; 61 Q-B8 *ch*, K-K2 (or 61 . . . R-Q; 62 Q-K6 *ch* winning the Queen); 62 Q-B7 *ch*, R-Q2; 63 P-Q6 *ch*, K-K; 64 Q-B8 *ch*, R-Q; 65 Q-K6 *ch*, K-B; 66 R×P *ch* etc.

34. Accepting the Queen's Gambit

Although this defense (as well as the variations of the Queen's Gambit Declined, which lead into it by transposition) is generally held in low repute, it is worth noting that some of the greatest masters—Steinitz, Janowski, Schlechter, Tartakover, Rubinstein, and Grünfeld, to name but a few—have had a marked predilection for accepting the gambit.

BADEN-BADEN, 1925

Queen's Gambit Declined

WHITE	BLACK	stage is the Meran Variation (7 . . . P-QKt4, etc.).
E. D. Bogolyubov	E. Grünfeld	8 O-O B-K2
1 P-Q4	Kt-KB3	9 Q-K2
2 P-QB4	P-B3	
3 Kt-KB3	P-Q4	
4 P-K3	P-K3	
5 Kt-B3	QKt-Q2	
6 B-Q3	P×P	
7 B×BP	P-B4	
		9 O-O
		10 R-Q

More customary at this

The game has now transposed into the Queen's Gambit Accepted—a defense which is a great favorite with Grünfeld.

The simplest—and strongest—move is 10 P×P! followed by P–K4.

10 P–QR3
11 P–QR4

With this move White commits himself to a King-side attack, for else he has no compensation for the hole at Kt4 and the isolated QP which he now obtains. The plausible continuation 11 P×P, B×P; 12 P–K4 is met by . . . Kt–Kt5.

11 P×P
12 P×P

Opening the diagonal of the QB and obtaining a strong outpost at K5. But Grünfeld, the defensive genius *par excellence*, is able to repulse the attack, while keeping an eye on White's fatal weakness, the isolated Pawn.

12 Kt–Kt3
13 B–Q3 QKt–Q4
14 Kt–K5 Kt–QKt5!
15 B–Kt

This retreat is necessitated by White's desire to retain the Bishop, else his

attacking chances will be nil. The text-move presages the development of the QR via R3.

15 P–QKt3
16 P–Kt4

Without this move White's attack would be at a standstill, but a new weakness (along the long diagonal) is thereby created.

16 B–Kt2
17 P–Kt5

Hoping for 17 . . . KKt–Q4; 18 Q–R5, P–Kt3; 19 Kt×KtP, BP×Kt; 20 B×P, P×B; 21 Q×P *ch* followed by R–R3—"but," says Nimzovich, "a player like Grünfeld sees through such combinations in half a second!"

17 Kt–K!
18 Kt–K4 R–B!
19 R–R3 P–Kt3!

White threatened 20 Kt–Q6, Q×Kt; 21 B×P *ch*, K×B; 22 Q–R5 *ch* K–Kt; 23 R–R3.

20 R–KKt3

White's attack has now assumed a menacing aspect,

but Grünfeld is relying on a hidden resource.

20 Kt—Kt2
 21 Kt—B6 *ch!* B×Kt

But not 21 K—R; 22 R—R3, B×Kt; 23 P×B, Q×P; 24 Q—Q2, Kt—Q4; 25 Q—R6, Kt—R4; 26 R×Kt.

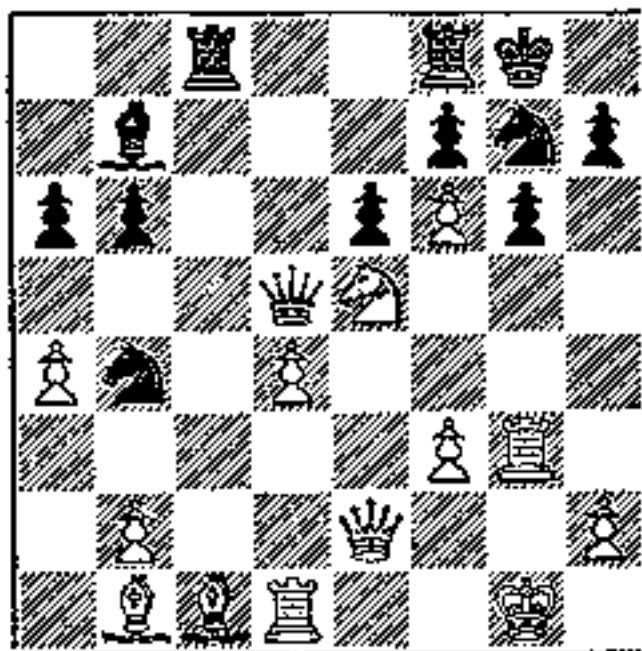
22 P×B Q—Q4!

With this sudden counter-attack Grünfeld seizes the initiative.

23 P—B3

Position after White's 23rd move.

GRÜNFELD



BOGOLYUBOV

23 R×B!!

This long foreseen resource completely repulses the attack.

24 R×R Q×P *ch*
 25 K—B Kt—R4
 26 R—Kt4 Q—Q3
 27 B—K4 B×B
 28 Q×B Kt×P
 29 Q×Kt Q×Kt
 30 R—Kt2 Kt—Q4!

Black's advantage has become more accentuated: he has two Pawns for the exchange, his Knight is powerfully posted, and the hostile Pawns (particularly the BP) are badly in need of protection.

31 R—K

Thus Black's last move has gained control of the open B file. The text-move, however, was the only way to stop . . . Kt—K6 *ch*.

31 Q—B3
 32 Q—K4 R—B!

From this point on Black presses his advantage admirably.

33 R—Q2 P—QKt4!

Threatening . . . R—B5.

34 P×P P×P
 35 R—Q4 R—B4!

Very finely played: the Rook is to be brought to bear on White's BP.

36 K-Kt P-R4!
 37 K-R K-R2
 38 R-R K-Kt2
 39 R-K Kt-Kt3!
 40 R-KB R-B4!
 41 Q-R4 P-Kt4!

Intensifying the pressure on the BP because of the eventual threat of . . . P-KKt5.

42 Q-B2

Forced (42 Q-K4? R-B5).

42 Kt-Q4
 43 R(Q4)-Q K-Kt3
 44 Q-K2 K-R3!

In order to make room for the Kt.

45 R(Q)-K Kt-B5
 46 Q-QB2 Kt-Kt3
 47 Q-B3 QxQ

48 PxQ Kt-R5

49 R-QKt

Or 49 R-K3, P-KKt5; 50 P-KB4, Kt-Kt3; 51 R-K4, P-K4.

49 KtxP

50 K-Kt2 P-KKt5

51 P-R3 R-B4

52 PxP

Desperation. On other moves Black simply plays . . . P-B4, likewise winning easily.

52 Kt-Q7

53 PxP R-Kt4 *ch!*

Forcing the King to the Rook file.

54 K-R3 RxP *ch*

55 K-Kt3 R-Kt4 *ch*

56 K-R4 KtxR(Kt8)

57 RxKt R-QB4

58 R-Kt3 P-B4

59 K-Kt3 K-Kt4

60 K-B3 P-K4

61 Resigns

35. The Problemist as Tournament Player

David Przepiorka was long noted for his beautiful problems and end-games. He was also a tournament player of formidable powers, so that he often had the opportunity over the board of utilizing the same ingenuity that characterized his compositions.

DEBRECZIN, 1925

Zukertort Opening

WHITE	BLACK
D. Przepiorka	L. Steiner
1 Kt—KB3	P—KKt3
2 P—KKt3	B—Kt2
3 B—Kt2	P—K4

Threatening . . . P—K5 followed by . . . P—Q4 and . . . P—KB4—an advance which a confirmed hypermodern like Nimzovich would doubtless provoke!

4 P—K4	Kt—K2
5 O—O	O—O

Premature. In view of the fact that Black has fianchettoed the KB to exert pressure along the diagonal, he should now play . . . QKt—B3.

6 P—Q4!	P×P
7 Kt×P	QKt—B3
8 Kt×Kt	KtP×Kt

An enterprising move (Black hopes to be able to concentrate on White's QKt2 by the concerted action of his Bishop and the QR on the Kt file), which, however, induces a troublesome

weakening of the Queenside Pawns.

9 Kt—B3	R—Kt
10 Q—Q3

The first of a series of well thought out Queen moves.

10	P—QB4
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In order to bring the Knight to Q5.

11 R—Kt	Kt—B3
12 Kt—Q5	P—Q3
13 Q—R3	B—K3
14 Q—R6!	Kt—Q5

Not of course 14 . . . Q—Q2? 15 Q×Kt. But . . . Kt—K4 would have been better.

15 P—QB3
----------	---------

Capturing the RP would be useless because of 15 . . . B×Kt; 16 P×B, R—R.

15	Kt—Kt4
16 B—Q2!

Not directly 16 P—QR4, Kt×P! (16 . . . B×Kt; 17 F×B, Kt×P; 18 R—R, R—Kt3; 19 Q—Q3 and the Knight is trapped); 17 Kt×Kt, B×Kt;

18 Q×RP, B-Kt2 and Black has a good game.

But now 17 P-QR4 is a very embarrassing move for Black to meet.

16 B×Kt
 17 P×B R-Kt3
 18 Q-R4 P-QR3

Black has managed to rescue the Knight and the RP, but there are still plenty of troubles in store for him.

19 KR-K Kt-R2

Tartakover writes, "Some Knights don't leap; they limp."

20 P-R4! Q-Kt
 21 Q-B2 R-K
 22 R×R *ch* Q×R
 23 R-K Q-Q2

Control of the important K file cannot be wrested from White. If 23 . . . Q-Q; 24 Q-K4, R-Kt (24 . . . R×P? 25 Q-K8 *ch* and wins); 25 B-R3 and White dominates the board.

24 B-R3!

A pretty maneuver which reveals the point of Przepiorka's 20th move, for if now

24 . . . Q×B; 25 R-K8 *ch*, B-B; 26 B-R6 (this last move would be impossible if the Pawn were not on R4).

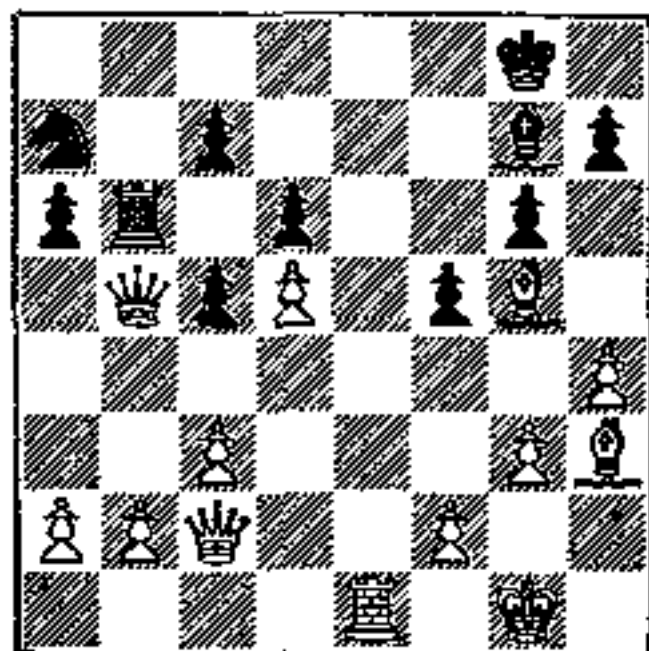
24 P-B4
 . . . Q-Kt4 would lose outright by 25 P-R4.
 25 B-Kt5 Q-Kt4

Relatively better would have been 25 . . . Kt-B (in order to prevent R-K7); 26 Q-K2 followed by P-KKt4 and White has a strong attack.

When he played the text-move, Steiner evidently overlooked the grandly conceived attack which now follows.

Position after Black's 25th move.

STEINER



PRZEPIORKA

26 B×P1 P×B

26 . . . Q×P would likewise soon lead to mate: 27 Q-K4, R-Kt; 28 Q-K6 *ch*, K-R (28 . . . K-B; 29 B-K7 *ch* etc.); 29 Q-K8 *ch!* R×Q; 30 R×R *ch*, B-B; 31 B-B6 *ch*, K-Kt; 32 B-K6 mate.

27 Q×P

There is nothing to be

done against R-K7, followed by Q-B7 *ch*, for example 27 . . . B-B; 28 Q-K6 *ch*, K-R; 29 B-B6 *ch*, B-Kt2; 30 Q-K8 *ch*.

27 R-Kt

28 R-K7 R--KB

29 R×B *ch!* K×R

30 B-R6 *ch!* K×B

31 Q-Kt5 mate

A magnificent finish.

36. "The Three Musketeers"

One of the most effective and frequently encountered methods of conducting a King-side attack consists in storming the hostile King's position by advancing the Pawns on that wing. This enables the attacking player to open up the lines leading to the enemy's King. A classic instance of this theme is furnished by Dr. Vajda, who carries through the assault in the present example by means of advancing the KP, KBP, and KKtP.

DEBRECZIN, 1925

Sicilian Defense

WHITE

BLACK

Dr. A. Vajda

H. Kmoch

1 P--K4

P--QB4

2 Kt--KB3

Kt--QB3

3 P--Q4

P×P

4 Kt×P

Kt--B3

5 Kt--QB3

P--Q3

6 B--K2

P--K3

The well-known Scheveningen Variation, which has become one of the favorite defensive weapons open to the second player.

7 O--O B--K2

8 B--K3

In the classic example of

this variation (Maróczy-Euwe, Scheveningen, 1923), White played 8 K-R, which turns out to be superfluous, as far as the present encounter is concerned.

8 O-O
 9 Q-Q2 P-QR3
 10 P-QR4

In order to prevent a subsequent . . . P-QKt4.

10 Q-B2
 11 Kt-Kt3 P-QKt3
 12 P-B4 B-Kt2
 13 B-B3 QR-Kt
 14 P-Kt4!

An excellent idea! White grasps the fact that Black's counter-attack must be pursued on the Queen-side. He therefore permits his King to be exposed, whilst causing a breach in the adversary's game by the march of the three united Pawns.

14 KR-Q

While White prepares a devastating attack, his opponent attempts to gain ground in the center by advancing his QP.

15 Q-B2

The Queen is now admirably placed for attack on both wings.

15 B-R
 16 P-Kt5 Kt-K

In order to be able to play . . . P-Q4, which however only increases the fury of White's attack. Better would have been . . . Kt-Q2-B.

17 Kt-K2

Intending to post a Knight effectively on Q4.

17 Kt-Kt5
 18 Kt(K2)-Q4 P-Q4?

Black is too dogmatic and hence much too optimistic. The circumstance that White does not command his Q5 could have been utilized by playing 18 . . . P-K4! and if 19 Kt-B5, B-B; 20 KR-B (20 P-B3, Kt-Q6; 21 Q-Q2, Q-B5!), P-Q4! or 19 P×P, P×P; 20 Kt-B5, B-B with a satisfactory game.

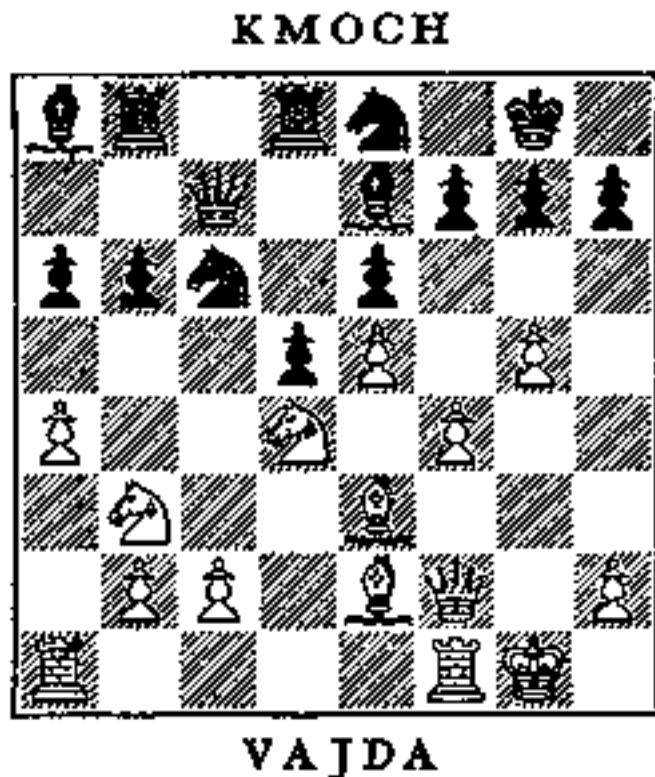
19 P-K5 Kt-QB3

Whereas now Black is condemned to flounder helplessly.

20 B-K2

A valuable gain of time in order to be able to play P-B5.

Position after White's 20th move.



20 Kt×Kt

Black has nothing better, e.g.

I. 20 . . . B-Kt2; 21 Kt×Kt, Q×Kt; 22 Kt-Q4 (not 22 B×KtP? P-Q5!), Q-B2; 23 P-B5 with continuations analogous to the text.

II. 20 . . . Q-B; 21 P-B5! (not 21 Kt×Kt, Q×Kt; 22 B×RP, P-Q5!) Kt×P; 22 P×P, P×P; 23 B-KB4 and wins.

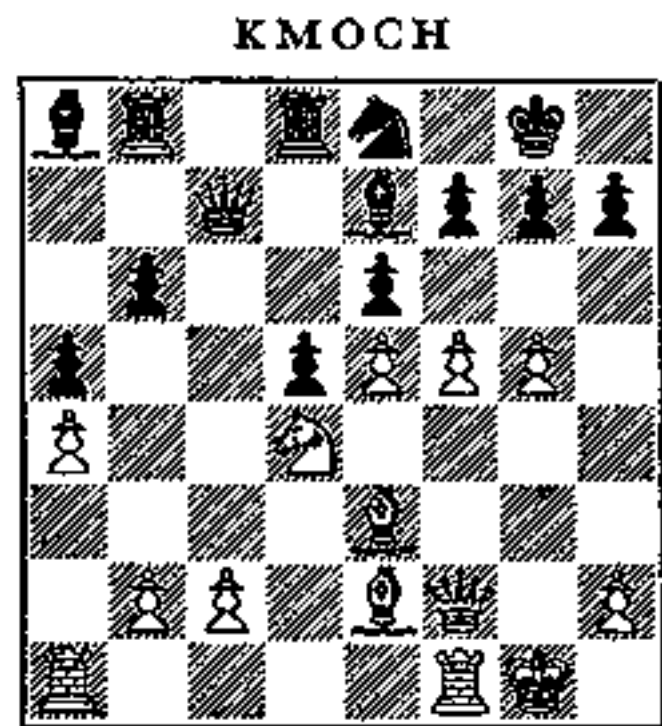
III. 20 . . . P-QR4; 21 Kt-Kt5, Q-Kt2; 22 P-B5, Kt×P; 23 P×P, P-Q5! (23

. . . P×P; 24 Kt(Kt3)-Q4); 24 P×P ch, K-B; 25 P×Kt (Q) dbl. ch, K×Q; 26 Kt-B7 ch! Q×Kt; 27 B-Kt5 ch, B-B3; 28 Kt×QP, etc.

21 Kt×Kt P-QR4

22 P-B5!

Position after White's 22nd move.



22 P×P

To his sorrow Black notes that he cannot play 22 . . . Q×KP; 23 B-KB4, Q-K5; 24 B-Q3 and the Queen is lost!

23 Q×P

Beginning the final phase of the attack, which is carried out by Vajda with finesse as well as vigor.

23 B-B4

23 . . . B-B; 24 Kt-K6
would be rather expensive.

24 P-K6! Kt-Q3

25 P×P *ch* Q×P

26 Q-R3 Q-K2

27 B-Kt4

With the powerful threat
of 28 B-K6 *ch*, K-R; 29 P-
Kt6, P-R3; 30 B×RP, B×Kt
ch; 31 B-K3 *dis ch* and mate
next move.

27 B×Kt

Tartakover suggests 27
. . . R-KB; 28 B-K6 *ch*, Kt
-B2 as a better defense.

28 B-K6 *ch* K-R

29 B×B R-K

30 Q-R6!

An elegant move which
threatens P-Kt6 as well as
R-B7.

30 Kt-K5

Temporarily blocking the
attack, for if 31 P-Kt6, Q-
Kt4 *ch* (but not 31 . . . Kt-
B3; 32 R×Kt! P×Q; 33 R-
B8 mate or 32 . . . P×R; 33
B×P *ch*, and mate next
move).

If 31 R-B7, Q×P *ch*; 32
Q×Q, Kt×Q; 33 B×P *ch*,
K-Kt and White cannot
profit from the discovered
check.

31 R-B5 R-Kt2

31 . . . R-KB would not
help because of 32 QR-KB,
R×R; 33 R×R, R-KB; 34
Q×KtP *ch!* Q×Q; 35 R×R
mate.

32 P-Kt6 Kt-B3

33 R×Kt! P×R

Clearly if 33 . . . P×Q; 34
R-B8 mate.

34 B-B7 Resigns

37. The Semmering Tournament

Rudolph Spielmann, together with Morphy, Marshall, Tschigorin, and Alekhine, ranks as one of the greatest natural attacking players of all time. In addition, few masters were as modest, sportsmanlike and pleasant-mannered as Spielmann. In the great Semmering

Tournament he achieved one of the most notable triumphs of modern tournament play against a formidable field. That Spielmann's victory was no fluke is attested to by his attractive games against Vidmar, Tartakover, Nimzovich and Grünfeld—whom he defeated among others in this tournament.

SEMMERING, 1926

Queen's Gambit Declined

WHITE	BLACK
Dr. S. Tartakover	R. Spielmann
1 Kt—KB3	P—Q4
2 P—Q4	Kt—KB3
3 P—B4	P—K3
4 B—Kt5	QKt—Q2
5 P—K3	P—B3
6 QKt—Q2

Capablanca's move, introduced to avoid the Cambridge Springs Defense.

6	P—KR3
7 B—R4	B—K2
8 B—Q3	O—O
9 O—O	P—B4!

This move equalizes. White's Knight at Q2 is by no means so effective as at his usual post (QB3).

10 R—B	P—QKt3
11 BP×P	KP×P
12 Kt—K5	Kt×Kt

An aggressive move, more in accordance with Spielmann's style than passive continuations like 12 . . . B Kt2; 13 P—B4 or 12 . . . B—Kt2; 13 Kt×Kt, Q×Kt; 14 P×P, P×P, etc.

13 P×Kt	Kt—Kt5
14 B—Kt3	P—B3!

Freeing his game at one stroke and obtaining an open position, such as Black rarely gets in this opening.

15 P×P	B×P
16 P—KR3	Kt—K4
17 B—K2	B—B4
18 Kt—B3	Kt×Kt <i>ch</i>
19 B×Kt	B×KtP

Obtaining the famous majority of Pawns on the Queen's wing, but Tartakover gets a passed KP which is destined to give Black

considerable trouble. The following phase demands careful play on Black's part, characterized by Spielmann's well-known ability to skate on thin ice.

20 B×P *ch* K—R
 21 R—B4 R—B
 22 P—K4 B—R2
 23 Q—K2 Q—B3
 24 P—K5

Here Tartakover misses a stronger continuation in 24 P—B4, B—Q5 *ch*; 25 K—R, P—QKt4; 26 QR—B, P—B5; 27 P—K5, Q—Q; 28 B—K4.

24 Q—Q
 25 R—Q B—Q5
 26 B—B3 Q—K2
 27 B—Kt4 QR—K
 28 B—R5 R—Q
 29 K—R2?!

Seemingly a blunder, but actually leading to a complicated game which requires play of the highest order from Black.

29 B×BP!
 30 B×B R×R
 31 B—R4 Q—K3!

The only move.

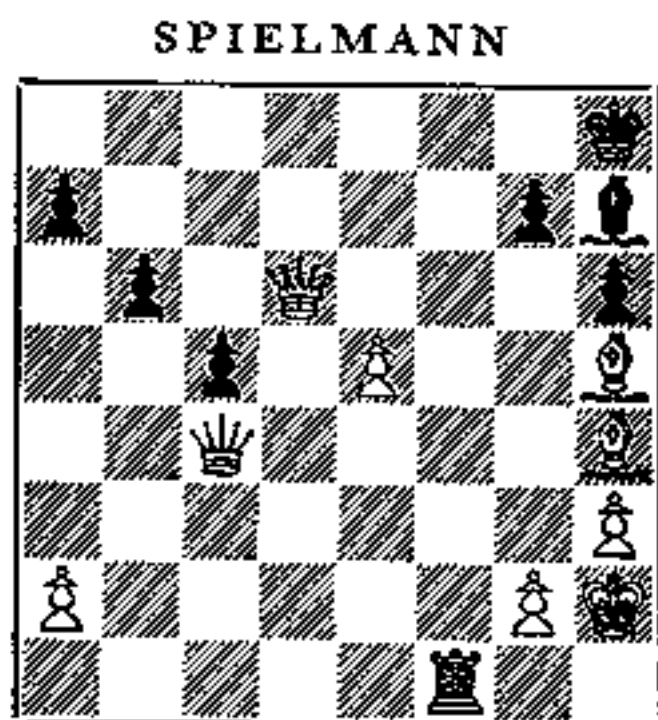
32 Q×R Q×R
 33 Q—Q6!

White has given up the exchange, but the passed KP is a fearful weapon.

33 R—B8!

Spielmann decides to give up his Queen in order to rid himself of the KP! 33 Q×B would only draw at best after 34 Q×R *ch*, B—Kt; 35 B—Kt4, Q—K8.

Position after Black's 33rd move.



DR. TARTAKOVER

34 P—K6! Q×B!
 35 P—K7 Q×B

This is forced, for if 35 R—K8; 36 Q—Kt8 *ch*, B—Kt; 37 B—B7 and wins.

36 Q—Q8 *ch* B—Kt
 37 P—K8(Q) Q×Q
 38 Q×Q P—B5!

This is the counter-chance upon which Black based his whole defense.

39 P-Kt4

With hopes of obtaining a perpetual check. If instead 30 Q-K2, R-B3 and the advance of the Queen-side Pawns, supported by Rook and Bishop, will be decisive.

39 P-B6

40 Q-QB8 R-B6

41 P-Kt5 P×P

42 K-Kt2

White's only chance for a draw consisted in 42 Q-K8, as pointed out by Tartakover after the game. But after 42 . . . R-B3; 43 Q-R5 *ch*, R-R3; 44 Q×P, P-B7 White is in *Zugzwang*, since his King cannot cross to the other side (45 K-Kt3? R-Kt3!), while 45 Q-Q2 or Q-K3 would lose after . . . R-QB3.

42 R-Q6

43 Q-K8 R-Q3

44 Q-QB8 R-Q7 *ch*

45 K-B3 P-B7

Now the game is won, as White's Queen is tied down to the Queening square.

46 K-K3 R-R7

47 P-KR4

Desperation; Spielmann finishes off the game neatly.

47 R-R6 *ch!*

48 K-K4

On 48 K-Q2, R×P and the BP cannot be captured either way.

48 R×P *ch*

49 K-B5

After 49 K-K5, R-QB5; 50 Q-K8, Black rules out the perpetual check by 50 . . . R-K5 *ch!* 51 K×R, P-B8(Q); 52 Q-R5 *ch*, B-R2 *ch*. Or 49 K-Q3, R-QB5; 50 Q-R3 *ch*, B-R2 *ch*; 51 K×R, P-B8(Q) *ch*.

49 R-R8

White resigns as the Pawn cannot be stopped.

38. Genius versus Dogma

The view that the possession of two Bishops is an advantage in certain types of positions first received its formulation and application from Steinitz and Tarasch. In the course of time this theory has been distorted and exaggerated in the most ridiculous fashion, until it is assumed that having two Bishops is an *a priori* advantage, one which wins infallibly and automatically in any position.

HASTINGS CHRISTMAS TOURNAMENT, 1926-7

Sicilian Defense

WHITE	BLACK
F. D. Yates	A. Teller
1 P-K4	P-QB4
2 Kt-KB3	Kt-QB3
3 P-Q4	P×P
4 Kt×P	Kt-B3
5 Kt-QB3	P-KKt3

More correct would be . . . P-Q3, as White could now continue 6 Kt×Kt, QP×Kt (6 . . . KtP×Kt? 7 P-K5, Kt-Kt; 8 Q-B3); 7 Q×Q *ch*, K×Q; 8 B-QB4, K-K; 9 O-O, B-Kt2; 10 P-KR3, etc. (Nagy-Hromadka, London, 1927).

6 B-K2

But Yates, essentially an attacking player, prefers to keep the Queens on the board.

6	B-Kt2
7 B-K3	P-Q3
8 P-KR3

The immediate Q-Q2 would of course be answered by . . . Kt-KKt5.

8 P-QR3

Not only to prevent Kt-Kt5, but also to prepare . . . P-QKt4 followed by . . . Kt-QR4-B5; the attack on the QB file being a com-

pensation to Black for his otherwise cramped position.

9 Q-Q2 Q-B2
 10 R-Q B-Q2
 11 O-O O-O
 12 Kt-Kt3! Kt-K4

In attempting to combine the best features of the Paulsen and Dragon Variations, Black merely succeeds in achieving the worst results. Here, for example, the effort to gain command of QB5 should have been preceded by . . . QR-B and . . . P-QKt4. Doubtless, however, Black wished to play . . . Kt-K4 before his opponent had an opportunity to advance the KBP.

13 B-Q4!

In order to prepare a courteous reception for Black's pieces.

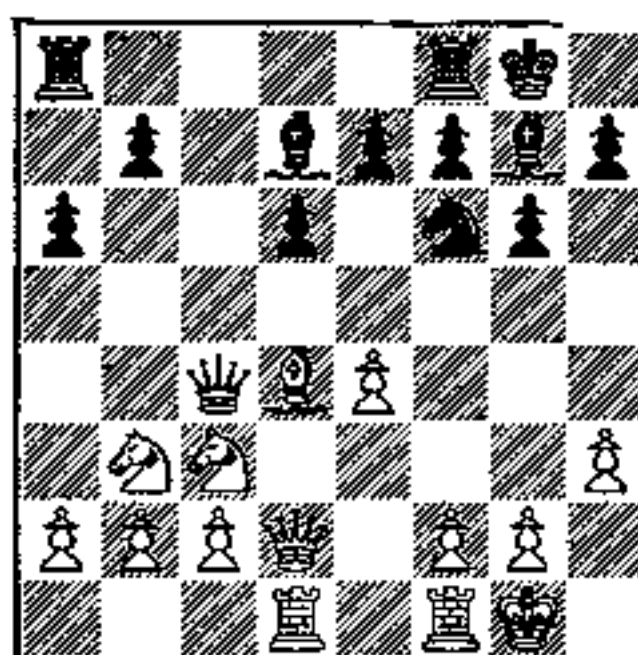
13 Kt-B5
 14 BxKt QxB

At first glance it would seem that Black has a good game (two Bishops!) but the ferocious agility with which the White Knights

now pursue the is a source of great pleasure to anyone sadistically inclined!

Position after Black's 14th move.

TELLER



YATES

15 Kt-R5! Q-B2

The best defense would have been 15 . . . Q-Kt5; 16 BxKt, BxB; 17 Kt-Q5, QxQ; 18 KtxB *ch*, K-Kt2! but not 17 . . . QxKtP; 18 Kt-B4, QxRP; 19 Kt(Q5)-Kt6, QR-Q; 20 P-K5! BxP (20 . . . PxP; 21 R-R!); 21 KtxB(K5), PxKt; 22 KtxB and wins.

16 BxKt BxB
 17 Kt-Q5 Q-B4
 18 KtxKtP Q-Kt4
 19 KtxQP! QxP

Or 19 . . . P×Kt; 20 Kt×
B *ch*, K—Kt2 (20 . . . K—R;
21 Q—R6); 21 Q—Q4, K—
R3; 22 P—K5, etc.

20 Kt—QB4 Q×RP

. . . Q—Kt4 would lose
quickly by 21 Kt(B4)—Kt6,
QR—Q; 22 Kt×B, R×Kt; 23
Kt×B *ch*.

21 P—K5!

An elegant continuation.

21 B—Kt2

Naturally 21 . . . Q×Kt; 22
P×B would be hopeless, as
the mating threat involved
would cost Black a piece.

22 Kt(Q5)—K3!

The knock-out blow.
Black cannot guard against
both Q×B and R—R.

22 B—Kt4
23 R—R B×Kt
24 R×Q B×QR
25 P—QB4

To win a won game
quickly is one of the signs
of a good player. Yates
wastes no time.

25 B—Kt6
26 Q—R5 P—K3
27 R—Kt KR—Kt
28 Kt—Kt4 P—R4
29 Kt—B6 *ch* B×Kt

Forced, as 29 . . . K—R;
30 Kt—Q7, R—Kt2; 31 Kt—
B5 costs Black a piece.

30 P×B B×P
31 R×R *ch* R×R
32 Q—B7 Resigns

The continuation might be
32 . . . R—Kt8 *ch*; 33 K—R2,
B—Q4; 34 Q—Q8 *ch*, K—R2;
35 Q—KB8 followed by mate.

39. Theory and Practice

In chess, as in other fields, there is often a wide discrepancy between theory and practice. Victory does not always go to those who know the most about the game or have the profoundest understanding. For one reason

or another they fail in tournament play, either because they lack the necessary concentration and *Sitzfleisch*, or because they have a flair for analysis but not for over-the-board play.

It is therefore interesting to find a famous theorist who is also a good tournament player.

VIENNA, 1927

Queen's Gambit Declined

WHITE	BLACK	Suffices to equalize.	
B. Hönlinger	A. Becker	8 P×BP	B×P
1 P-Q4	P-Q4	9 B-Q3	Kt-B3
2 Kt-KB3	Kt-KB3	10 Q-K2
3 P-B4	P-K3		
4 B-Kt5	B-K2		
5 Kt-B3	O-O		
6 P-K3	P-KR3		

This move has been played by Tartakover with fair success. The idea is to obtain a favorable position by first ascertaining White's intentions with the Bishop.

7 B-B4

The best move—and the only one with which White may hope to have any initiative is 7 B-R4!

7 P-B4!

Somewhat better would have been 10 P-KR3 in order to retain the QB, but after 10 . . . P×P; 11 B×BP Black clearly has nothing to fear.

10 Kt-KR4
 11 B-Kt3 Kt×B
 12 RP×Kt P-Q5

The continuation 12 . . . P×P; 13 B×P, P-K4 was safer, and would have assured Black a good game with his freely functioning Bishops. The text-move, if more enterprising, is at the

same time more risky and requires great care.

13 P×P Kt×P
14 Kt×Kt B×Kt

Black has obtained a promising position, and it is not surprising that Hönlinger, having lost the initiative, feels that he must undertake a desperate attack at all costs.

15 R-Q B×Kt *ch*
16 P×B Q-R4

White's Queen-side Pawns are fatally weak now.

17 Q-Q2

Not only protecting the BP but also seemingly threatening R×P if Black replies . . . P-K4.

17 P-K4!

Well-played! If now 18 R×P, P×R; 19 Q×P, P-K5!! 20 B×P, Q×P *ch* followed by . . . Q-Kt2 beats off the attack.

18 B-K4

Renewing the threat.

18 B-Kt5!

After the more obvious 18 . . . P-B4, White could extricate himself from all his difficulties by 19 Q-Q5 *ch*, Q×Q; 20 B×Q *ch*, K-R2; 21 R-QKt, R-QKt; 22 P-B5!

19 R×P?!

This wild continuation seems full of promise, whereas with 19 P-B3, KR-Q would nullify all his attacking chances.

19 P×R!

Seemingly dangerous, but Black has a hidden resource up his sleeve. 19 . . . B×R would of course yield only a draw, while 19 . . . KR-Q would win prosaically after 20 R-Q6, B×R; 21 Q×B, Q×P *ch*; 22 Q-Q2, Q×Q *ch*; 23 R×Q, R×R, etc.

20 Q×P Q×P *ch!*

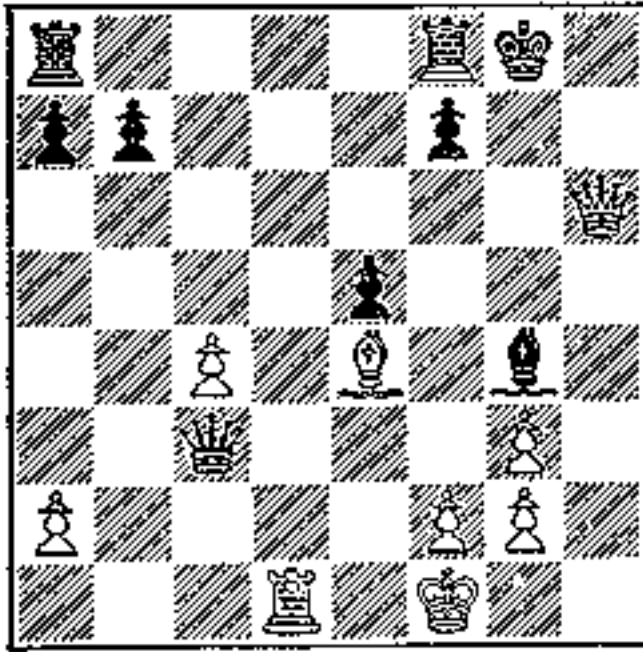
21 K-B

(See Diagram)

Not 21 R-Q2, Q-B8 *ch*, but after White's last move it looks as if Black's resignation were in order. If now

Position after White's 21st move.

BECKER



HÖNLINGER

21 . . . KR—Q then mate in 4, beginning with 22 B—R7 *ch* or 21 . . . P—B4; 22 B—Q5 *ch*, while 21 . . . Q×P *ch* is clearly equally ruinous because of 22 B—Q3, attacking the Queen and still threatening mate.

21 Q×P *ch!*

Despite all appearances to the contrary, the text-move provides an adequate defense.

22 B—Q3

Of course!

22 B—K7 *ch!*

This problem move is the point of Black's magnificent and far-sighted defensive plan initiated on his 18th move.

23 B×B

Or 23 K×B, Q—Kt5 *ch* and 24 . . . Q—Kt2.

23 Q—K3

And now the attack is definitely repulsed.

24 Q—Kt5 *ch* Q—Kt3

25 Q×P QR—Q

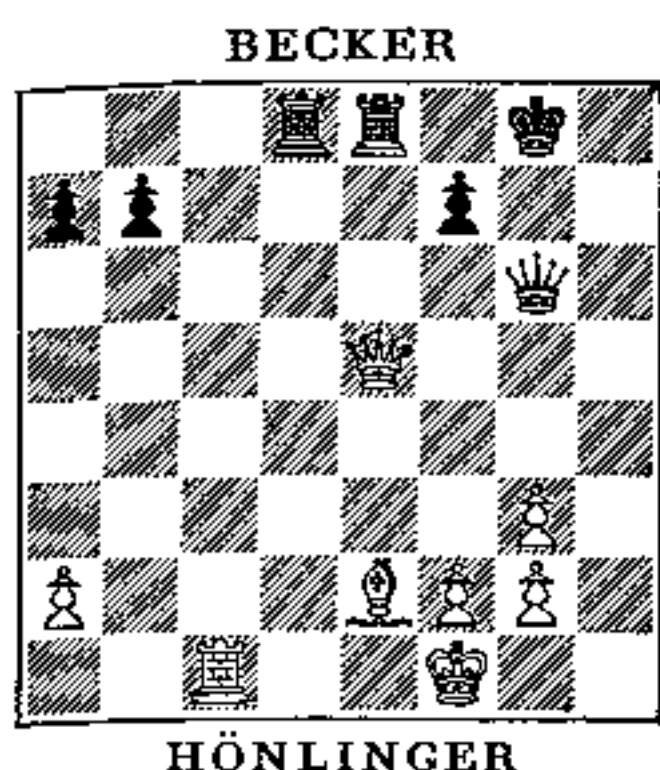
26 R—B

A last-minute trap; if 26 . . . Q—KR3 (the double threat of . . . Q×R *ch* and . . . Q—R8 mate seems impossible to parry); 27 P—B4! Q—R8 *ch*; 28 K—B2 and now . . . Q×R would allow a perpetual check.

26 KR—K1

But Black does not occupy himself with such trivialities.

Position after Black's 26th move.



27 Q-QB5

Forced. 27 Q-Kt2 is met by 27 . . . Q-R3; 28 P-B4, Q-R8 *ch*; 29 K-B2, R×B *ch*! and if 28 K-Kt, R-Q7 or 28 . . . R×B.

And after 27 Q-B3, Q-R3 is again the winning move: 28 P-B4 (forced), Q-R8 *ch*; 29 K-B2, R×B *ch*; 30 K×R, Q×P *ch*; 31 K-K3 (31 K-K, R-K *ch*), R-K *ch*; 32 K-Q4 (K-Q3 allows mate in 2), Q-K5 *ch*, etc.

27 R×B!

White resigns, as he does not care to investigate the possibilities of 28 K×R, Q-Q6 *ch* followed by 29 . . . R-K *ch*.

Steinitz would have enjoyed this game!

40. Vienna

No city has produced or developed so many first-class players as Vienna. In the 90's there were Marco and Schlechter, later on Spielmann, Wolf, Tartakover and Réti, and finally Grünfeld, Kmoch, Takacs, Becker, Eliskases and Hönlinger.

The Viennese masters have always been noted for their enormous theoretical knowledge, their analytical capabilities, their drawish inclinations, and their flair for defending difficult positions, no matter how laborious and complex the task may be. In all these characteristics Hans Kmoch is a true representative of the Viennese tradition.

LONDON, 1927

Ruy Lopez

WHITE	BLACK
F. D. Yates	H. Kmoch
1 P-K4	P-K4
2 Kt-KB3	Kt-QB3
3 B-Kt5	P-QR3
4 B-R4	Kt-B3
5 Q-K2	B-K2
6 P-B3	P-QKt4
7 B-Kt3

B-B2 is a good alternative.

7	P-Q3
8 O-O	Kt-QR4
9 B-B2	P-B4
10 P-Q4	Q-B2

In the present position this move is even stronger than in the usual variations, as it prevents QKt-Q2. Hence White's reply.

11 P-Q5	O-O
12 QKt-Q2	B-Q2
13 R-Q

Ordinarily the Rook is played to K, but the difference is irrelevant, since the function of the text-move is

simply to make room for the Knight in arriving at KKt3.

13 P-B5!

This move gives the subsequent play its specific character. White attempts to work up a King-side attack (after having blocked the center) and Black must seek counter-play on the Queen's wing. Hence he fixes White's QBP, else White could simply answer . . . P-QKt5 later on with P-QB4 and Black would be unable to open the QKt file for his Rooks. In addition he prepares a beautiful square for his Knight at QB4.

14 Kt-B	Kt-Kt2
15 Kt-Kt3	K-R1

Before proceeding further with any action on the Queen-side, Kmoch carefully attends to the defense of his King.

16 P-KR3 Kt-Kt
 17 Kt-R2 KR-B
 18 P-B4 P-B3!

A move which reveals a deep insight into the position. Most players would have answered . . . P×P with the idea of planting a Knight on K4, but Kmoch points out that White's attack would in that event proceed much more quickly than Black's counter-action in the center.

19 Kt-B3 B-B
 20 P-B5 B-K

Now Black's King has received ample support and Kmoch can direct his attention to the Queen-side once more.

21 P-KR4

An alternative was the withdrawal of the QKt followed by P-KKt4-5.

21 P-QR4
 22 K-R2 P-Kt5
 23 R-R Kt-Q?

Up to this point Black's play has been a perfect

model of strategical maneuvering, but here he misses the best continuation—which as Kmoch has indicated, consisted in 23 . . . QR-Kt followed by 24 . . . Kt-B4, whereupon White could not reply 25 Q×P? because of 25 . . . B-Kt4. Had Black followed out this plan he would have obtained a promising game with good squares for all his pieces, whereas after the text-move he runs into considerable danger of losing the game.

24 B-K3 QR-Kt

Hoping to play . . . Kt-Kt2-B4.

25 Q-Q2!

An excellent move which crosses Black's plan because of the additional attack on Black's QKtP.

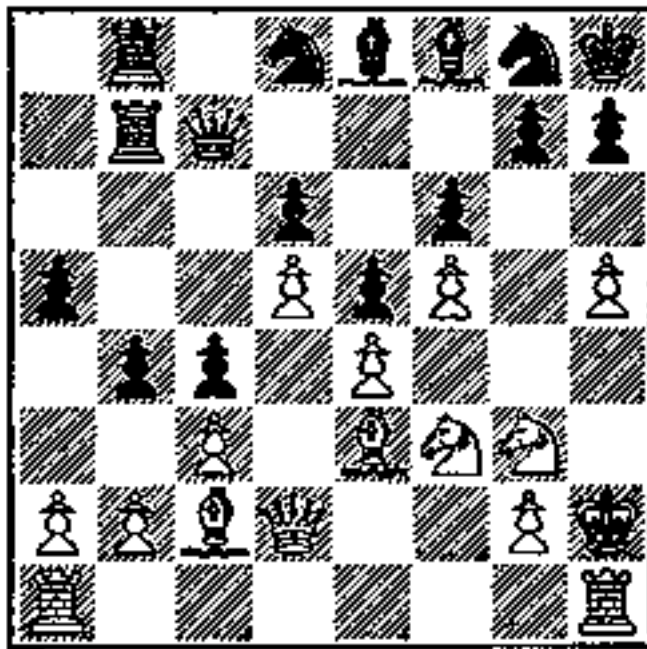
25 R-Kt2
 26 P-R5

Having in mind the maneuver Kt-R4-Kt6 *ch* (after suitable preparation).

26 KR-Kt

Position after Black's 26th move.

KMOCH



YATES

27 Kt—R4 P—R3!

Black plays cautiously. He must not proceed with his counter-attack too soon. If 27 . . . P×P; 28 P×P, R—Kt7; 29 Q—B (else . . . B—R5), P—R5; 30 Kt—Kt6 *ch*, P×Kt; 31 RP×P, P—R6; 32 K—Kt *dis. ch*, Kt—R3; 33 Kt—R5! with a winning attack.

28 Q—Q

An ingenious move which aims at the elimination of the Bishops operating on the White squares. This is advantageous to White for two reasons: (1) it removes a piece defending KKt6; (2)

White's Bishop is hemmed in by his own Pawns, while the corresponding Bishop has free diagonals.

At this point, however, White had another continuation—even more advantageous—at his disposal: 28 Kt—Kt6 *ch*, B×Kt; 29 RP×B followed by Kt—R5 and P—KKt4—5. In that event Black's minor pieces would have been wretchedly placed.

28 Kt—K2
 29 B—R4 B×B
 30 Q×B Kt—B2
 31 QR—KB K—Kt
 32 Kt—Kt6 R—Kt4
 33 R—B2 Kt—B
 34 Kt—B

A new danger looms up for Black: his opponent threatens to double Rooks on the QB file together with Kt—Q2, playing P×P at the right moment and winning the QBP. The position is now very difficult for Black, and after lengthy reflection he plays:

34 Kt—K2!

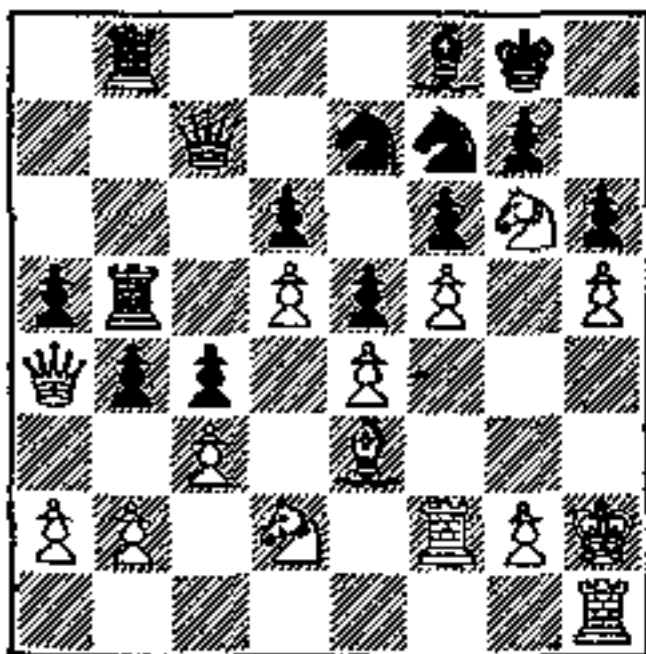
A subtle resource which is all the more effective from a psychological point of view since it seems to indicate helplessness on Black's part.

35 Kt-Q2

Yates calmly goes ahead with his plan. Had he had any inkling of his opponent's reply, he would have tried 35 Kt×Kt *ch*, B×Kt; 36 Kt-Q2, P×P; 37 P×P, R (Kt4)-Kt2; 38 Q×BP (38 Kt×P, R-QB), R-QB; 39 Q×Q, R(B)×Q though Knoch considers that Black has sufficient counter-play for the Pawn.

Position after White's 35th move.

KNOCH



YATES

35 Kt×QPII

This unexpected reply is quite sound—Black obtains two Pawns and an overwhelming array of center Pawns for the piece.

36 P×Kt R×P
37 R-K R-Q6
38 Kt-B

Indirectly protecting the BP, for after 38 . . . P×P; 39 P×P, R×P White regains the Pawn with a favorable position by playing B-Q2. But Knoch has a far stronger reply at his disposal.

38 P-Q4

Threatening the further advance of the Pawns and at the same time getting his hitherto cooped up pieces into action.

39 K-R

White must bring his King off the diagonal, but possibly K-Kt was better, as the text-move allows Black to play for advantageous combinations subsequently.

39 Kt-Q3I
40 R-B3 Kt-K5

Now White can no longer protect his QBP, hence he must play P×P and bring another one of his opponent's pieces into action.

41 P×P B×P
 42 R-Q P-Q5!
 43 R×R

After 43 B-Kt, Kt-B4 White's pieces would be helplessly huddled together, while after 43 B-B Black could either continue with 43 . . . Kt-B4 or else 43 . . . R×R(B6) followed by . . . Kt-B7 *ch*.

43 Kt-B4!

Preventing White from advantageously returning the piece (after 43 . . . P×R) by 44 Q-Kt3 *ch* and 45 Q×P!

44 Q-B2

After 44 Q-Q, Kt×R Black would win the QKtP, 45 B-BP being impossible because of 45 . . . P-K5.

44 P×R!

After this move Black is bound to regain his piece.

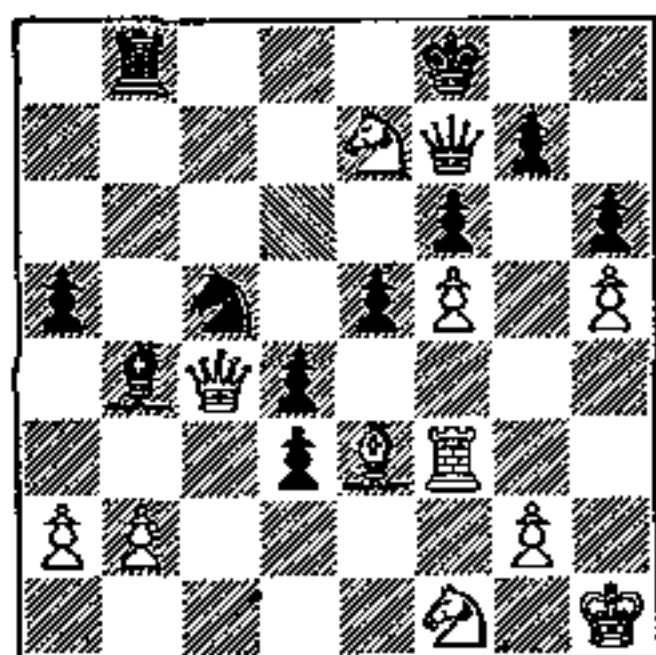
45 Q-B4 *ch* Q-B2!

For if now 46 Q×Q *ch*, K×Q; 47 B-B (47 B-Q2, Kt-K5!), Kt-K5! threatening . . . P-Q7

46 Kt-K7 *ch* K-B

Position after Black's 46th move.

KMOCH



YATES

47 Kt-Kt6 *ch*

If instead 47 Kt-Q5, Black does not play . . . P×B; 48 Kt(B)×P followed by P-R3 and White still has chances. Instead he would answer 47 Kt-Q5 by 47 . . . R-Q! and if 48 P-R3, Q×Kt; 49 Q×Q, R×Q; 50 P×B, P×P; 51 B-Q2, P-K5-K6 or 50 . . . P×B; 51 Kt×P, P-Q7; 52 P×Kt, P-Q8(Q) *ch*; 53 Kt×Q, R×Kt *ch*; 54 K-

R2, R-QB8 winning without difficulty in either event.

47 K-K
 48 Q-B P×B
 49 Q×P

Yates plays on desperately, but even his tactical genius does not suffice to hold the game.

49 Q-Q4!

Black must still exercise some care to win a won game. 49 . . . Q×P would not do because of 50 Kt×P. At the same time the text parries the threat of P-R3.

50 Kt-B4

For if 50 P-R3, P-Q7 wins. But now Black can capture the Pawn.

50 Q×P
 51 Kt×P Q-Kt6!

But not 51 . . . Kt×Kt; 52 Q×Kt, Q×P; 53 Q-B4 and White has a number of bothersome tactical threats.

52 Q-K2 Q-B5!

Threatening . . . R-Q, after which the resulting end-game would be hopeless for White.

53 P-QKt3

Postponing the evil hour for a while.

53 Kt×P
 54 R-K3

A last hope. If now 54 . . . K-B; 55 Kt×P.

54 R-Q
 55 Q-B3 Q-R5 *ch*
 56 Kt-R2 Kt-Q5
 57 Q-B Q×P
 58 P-Kt4 Q-B2
 59 Kt×B P×Kt
 60 K-Kt Q-Q4
 61 Q-R3 P-Kt6
 62 P-Kt5 P-Kt7
 63 R-K Kt-K7 *ch*

White resigns, for if 64 K-B, Q-R8 *ch* etc. or 64 K-B2, Kt-B5 followed by . . . Kt-Q6 *ch*

41. Botvinnik

In 1933 the authors wrote of this coming grandmaster: "Although this youthful master (born 1910) is considered the strongest player in Russia, his games are little known outside of his native land. Kostich speaks of him as a 'very great master, whose tactical play is unrivalled in Russia. His style is characterized by colossal energy and patience, and in theoretical knowledge (especially as regards the openings) he is considered inferior to none of the great analysts of Western Europe. At the same time it must be borne in mind that his extraordinary success is due not so much to book-knowledge, as to his brilliant and imaginative play.'"

ALL-RUSSIAN TOURNAMENT, 1927

Dutch Defense

WHITE	BLACK		
E. Rabinovich	M. Botvinnik	5 Kt—QB3	O—O
		6 Kt—B3	P—Q4
		7 O—O	P—B3
1 P—Q4	P—K3		
2 P—QB4	P—KB4		
3 P—KKt3	Kt—KB3		
4 B—Kt2	B—K2		

The disposition of this Bishop depends on whether Black is to advance the QP one square or two. If he intends . . . P—Q3, it would be better to get rid of the Bishop by . . . B—Kt5 *ch.*

On . . . P×P White regains the Pawn with advantage by 8 Kt—K5. In any event the capture of the BP would be pointless, for the main object of the Stonewall formation is to preserve powerful center.

8 Q—B2	Q—K
9 B—B4

This move seems out of place. Why not P-Kt3, B-Kt2, Kt-K5, P-B3, P-K4, etc.?

9 Q-R4
10 QR-Q

This move likewise seems superfluous.

10 QKt-Q2
11 P-Kt3

White fears . . . P×P; 12 Kt-Q2, Kt-Kt3.

11 Kt-K5
12 Kt-K5 Kt-Kt4!?

An original move which anticipates P-B3 and threatens to remove one of White's Bishops by . . . Kt-R6 ch.

13 P-KR4?

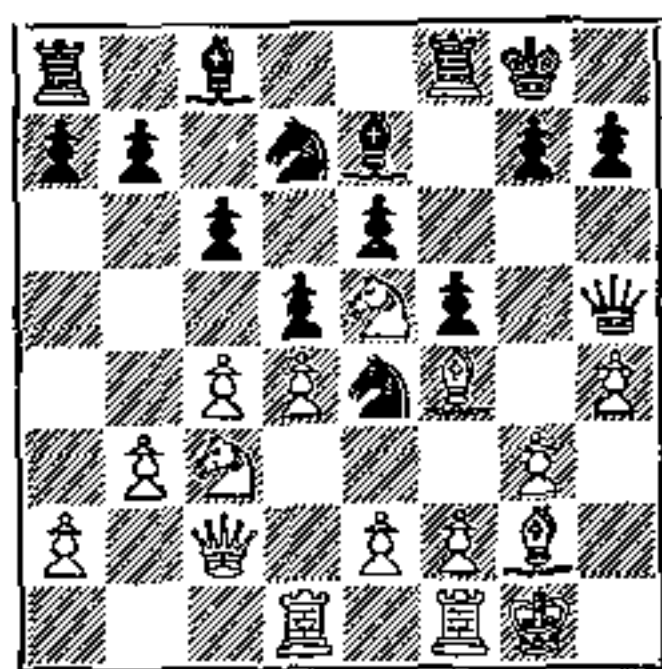
This compromises White's King-side. Black's "threat" was purely psychological, for after 13 P-B3! Kt-R6 ch; 14 B×Kt, Q×B; 15 P-K4 White would clearly have a good game, the Stonewall variation of the Dutch Defense being sufficiently

weak to allow White the luxury of a few inaccurate or second-best moves.

13 Kt-K5!

Position after Black's 13th move.

BOTVINNIK



RABINOVICH

14 B-B3

White is already in difficulties; he cannot play 14 Kt×KKt, BP×Kt; 15 P-B3 because of 15 . . . R×B! 16 P×R, P-K6! 17 Q-Q3 (17 B-R3? Kt-B3!), B×P; 18 Q×P, B-Kt6! 19 Kt-Kt4, Kt-B3! and wins. A likely continuation would be 20 R-B2 (the alternative is 20 Kt×Kt ch, P×Kt; 21 R-B2, Q-R7 ch; 22 K-B, P-K4! 23 BP×P, B-R6 and wins),

P-K4!! 21 Q×P, B×Kt; 22 P×B, Q-R7 *ch*; 23 K-B, R-K; 24 Q-B5 (forced), B×R; 25 K×B, Kt-K5 *ch* winning the Queen or mating.

14 Q-K
15 Kt×QKt

It is clear that White has lost the thread of the game.

15 B×Kt
16 K-Kt2 B-Kt5!

Another psychological move which leads White to compromise his position still further.

17 B×Kt?

Correct was 17 Kt-Kt!

17 BP×B
18 R-KR Q-R4
19 P-B3? Q-Kt3!

Threatening . . . P×P *ch*, as well as . . . R×B. White's reply is forced.

20 K-B P-K4!

The point of this appears after Black's 22nd move.

21 QP×P

If 21 B×P, KP×P; 22 Q×

Q, P×P *double ch*; 23 K×P, P×Q; 24 R-QB, B-Kt5 *ch*; 25 K-K (K-K3 or K-Q3 transposes into the same variation), R-B6; 26 K-Q2, B-KB4! and wins.

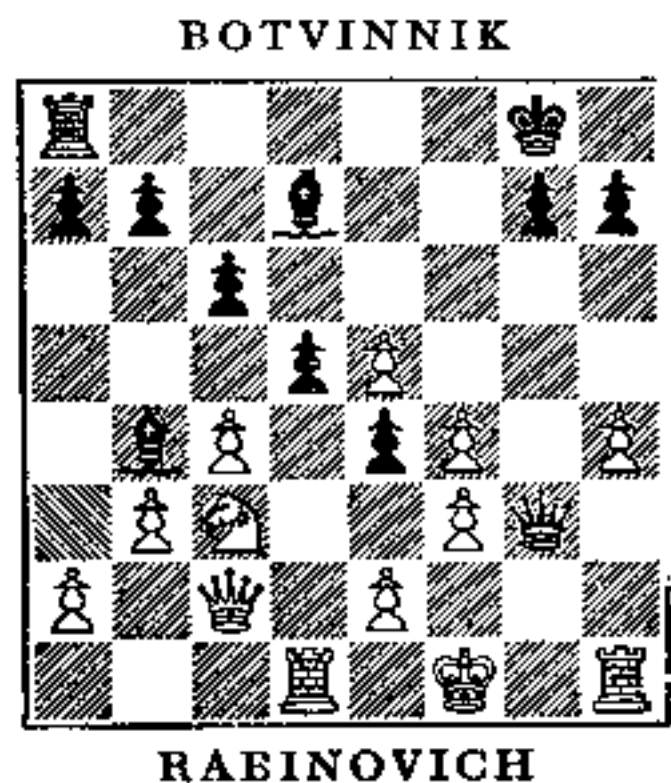
21 R×B!
22 P×R Q-Kt6!

With the following threats:

- I. 23 . . . B-QB4.
- II. 23 . . . P-K6.
- III. 23 . . . B-R6 *ch*.
- IV. 23 . . . KP×P.
- V. 23 . . . R-KB.

Clearly the attack is overwhelming.

Position after Black's 22nd move.



23 Kt×KP

Or 23 P×KP, B-QB4; 24 P-K3, Q-B6 *ch*; 25 K-K, Q×KR *ch*; 26 K-Q2, Q-R7 *ch* etc.

23 P×Kt
24 R×B

Hoping for 24 . . . P-K6;
25 R×P *ch*!

24 B-B4
25 P-K3 Q×P *ch*
26 Q-B2

On 26 K-Kt Black plays
. . . B×P *ch*; 27 K-R2, B-B7 coming out a whole Rook

ahead after 28 R-KKt, B×R *ch*; 29 K×B, Q-Kt5 *ch*.
27 . . . B×P *ch* would also win.

26 Q×R *ch*
27 K-K2 Q-R6!
28 P-B5

28 R×P, R-Q, etc. wins easily for Black.

28 Q-Kt5 *ch*
29 K-Q2 R-KB
30 P-K6 Q×BP
31 Q×Q R×Q
and wins

42. The Old and the New

It is pathetic to see how easily the modern masters defeat the great figures of a previous generation (this holds good as a rule—a notable exception being Emanuel Lasker). The older players are of course handicapped to a considerable extent by reason of their advanced age, as well as by the circumstance that they refuse to adapt themselves to Hypermodern methods. They no longer have the requisite flexibility to contend with all the finesses and subtleties of modern chess. (The authors have allowed this passage to remain unaltered; many a player who was outstanding in 1933 is a has-been in 1945!)

BAD KISSINGEN, 1928

Queen's Gambit Declined

<p>WHITE</p> <p>J. R. Capablanca</p> <p>1 P-Q4</p> <p>2 P-QB4</p> <p>3 Kt-QB3</p>	<p>BLACK</p> <p>J. Mieses</p> <p>Kt-KB3</p> <p>P-K3</p> <p>P-Q4</p>
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3 . . . B-Kt5 is a more promising continuation, as it enables Black to avoid all the routine attacking possibilities available to the first player after . . . P-Q4. But Mieses, being a member of the Old Guard, eschews the new-fangled moves on principle.

4 B-Kt5	B-K2
5 P-K3	QKt-Q2
6 Kt-B3	O-O
7 R-B	P-QR3

Preparing for 8 . . . P×P; 9 B×P, P-QKt4 followed by . . . P-B4 and . . . B-Kt2.

8 P×P	P×P
-------	-----

This exchange of the center Pawns was rarely adopted until the Alekhine-Capablanca

match, where its merits were set forth most convincingly.

9 Q-Kt3	P-B3
10 B-Q3	Kt-R4

A strategical error, for the Knight is not well posted here and will have to retreat with loss of time. Furthermore, the exchange of Bishops will allow White to institute an attack on the weakened black squares on the Queen-side. Capablanca's execution of this maneuver is admirable.

11 B×B	Q×B
12 O-O	KKt-B3
13 Kt-QR4!

With this move (pressure on B5 and Kt6) White's plans begin to materialize.

13	Kt-K5
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A perfectly plausible move which involves Black in inextricable difficulties. Tartakover suggests . . . R-K and

... Kt-B, which would facilitate the development of the Queen-side pieces.

14 B×Kt Q×B

Equally unfavorable would be 14 ... P×B; 15 Kt-Q2, Kt-B3; 16 Kt-B5 and Black is badly tied up.

15 Q-Kt4!

The threatened invasion of the black squares via Q6 and B7 constitutes the second step in White's plans.

15 Q-Kt3

Or 15 ... Q-K3; 16 Kt-B5, Kt×Kt; 17 R×Kt with considerable pressure.

16 Q-K7!

By this further exploitation of the weakness of the black squares, White continues to hamper his opponent's development.

16 P-B3

Mieses is compelled to waste considerable time now in order to exchange Queens,—which leaves him

with a distinctly inferior end-game.

17 R-B3 Q-K

18 Q-Q6!

Gaining an extra move before allowing his opponent to exchange Queens.

18 R-B2

19 KR-B! Q-B

20 Q×Q ch

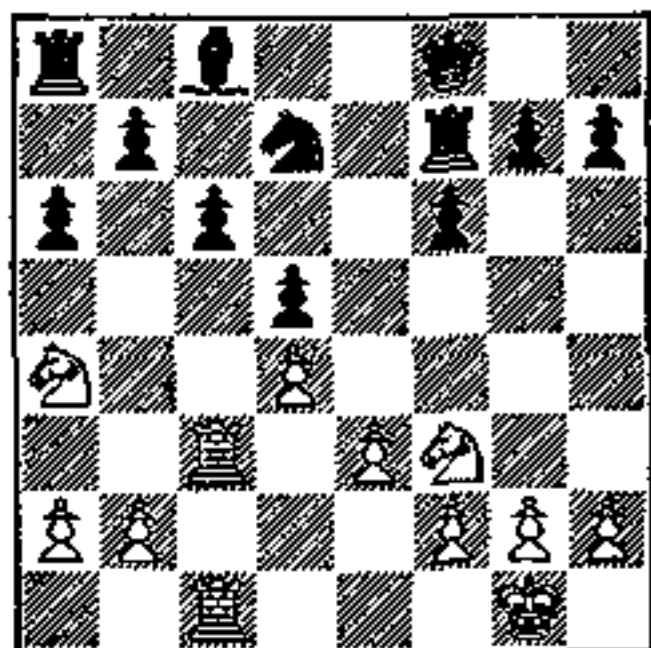
The resulting end-game is advantageous for White because of the numerous holes in the adverse game, which incidentally provide excellent posts for White's pieces. Further, Black's Bishop has little mobility, travelling on the same colored squares as the Pawn chain on the Queen-side.

20 K×Q

The point of White's recent maneuver with the Rooks is now borne out by the fact that Mieses is unable to play 20 ... Kt×B (the natural move to develop the Queen's wing) because of 21 Kt-Kt6, R-Kt; 22 Kt×P! etc.

Position after Black's 20th move.

MIESES



CAPABLANCA

21 Kt-K1

While poor Black is still helplessly tied up, Capablanca inexorably tightens the pressure by shifting another piece to the other wing.

21 K-K

Tartakover suggests . . . P-QR4 and . . . R-R3 as enabling a longer passive resistance, pointing out that 21 . . . P-QKt4 would simply lose a Pawn by 22 R×P! B-Kt2; 23 R-B7.

22 Kt-Q3 R-Kt

In order to be able to move the Knight (see the note to Black's 20th move).

23 P-B3 R-K2

24 K-B2 Kt-B

At last!

25 R-Kt3

Now White threatens 26 Kt-B5 followed by Kt×RP (not 26 R×BP because of . . . B-Q2). Hence the Knight must return.

25 Kt-Q2

26 P-Kt4

Cat-and-mouse business!

26 P-QKt4

Mieses' patience is exhausted, and he attempts to break through forcibly to escape gradual constriction.

27 Kt(4)-B5 Kt-Kt3

Likewise after 27 . . . P-QR4; 28 R-R3, P-R5; 29 -Kt3, P×P; 30 Kt×P, B Kt2; 31 Kt-Kt4, R-B; 32 -R7, Kt-Kt3; 33 Kt-R5, or 27 . . . Kt×Kt; 28 R×Kt, B Kt2; 29 Kt-Kt4, etc., Black' game is quite hopeless.

The text-move was evidently inspired by the hope of being able to block the QB file by . . . Kt-B5—but Black never gets that far.

28 Kt—Kt4

Decisive! Black's game simply collapses.

28 B—Kt2
29 Kt×B QR×Kt
30 R×P P—QR4

31 R×Kt P×Kt

32 R×R R×R

33 R×P Resigns

Tartakover comments admiringly on Capablanca's concentrated and co-ordinated play throughout.

43. Spielmann's Conversion

One of the many sensations of the great Carlsbad (1929) Tournament was Spielmann's belated renunciation of his beloved P—K4 in favor of Queen's Pawn openings. The suddenness of the change was no less astonishing than the stubbornness with which Spielmann had previously clung to the King's Gambit and similar openings. Perhaps the clue to this surprising change will be found in the overwhelming drubbing administered by Réti in the following elegant game.

TRENTSCHIN-TEPLITZ, 1928

Queen's Gambit Declined

WHITE BLACK
R. Réti R. Spielmann
1 P—Q4 Kt—KB3
2 P—QB4 P—K3
3 Kt—QB3 P—Q4
4 B—Kt5 QKt—Q2
5 P—K3 P—B3
6 P—QR3

Springs Defense and giving the KB a good square at QR2.

6 B—K2
7 Kt—B3 O—O
8 Q—B2 P—QR3
9 R—Q

Preventing the Cambridge

In order to hinder Black

from freeing himself by . . .
P-B4.

9 R-K
10 B-Q3 P-R3
11 B-R4 P×P

Much better would have been . . . P-QKt4; 12 P×KtP (12 P-B5, P-K4!), BP×P, etc.

12 B×P Kt-Q4
13 B-KKt3!

In accordance with Tarasch's maxim that one should avoid exchanges when one's opponent has a cramped position.

The threat 14 B×Kt, KP×B; 15 Kt×P, P×Kt? 16 B-B7 is simply incidental to this more comprehensive plan.

13 Q-R4

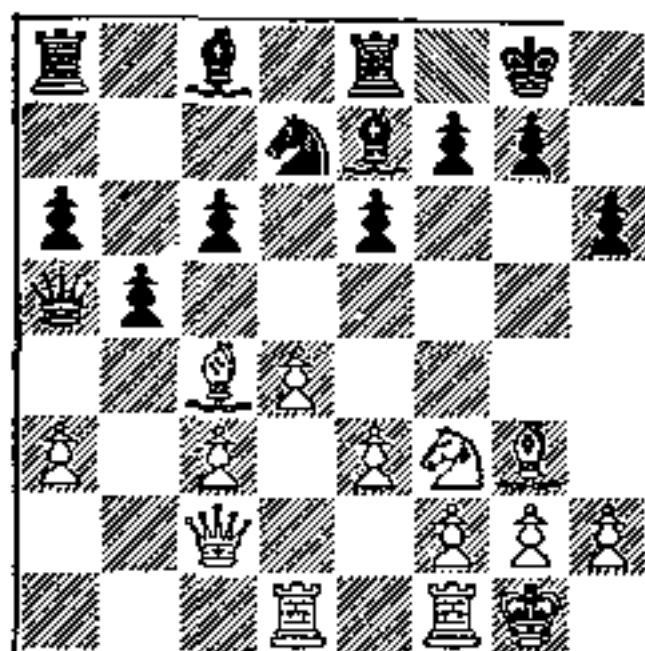
A highly plausible reply because of the threat of . . . Kt×Kt.

14 O-O! Kt×Kt
15 P×Kt P-QKt4

The capture of the RP by the Queen or Bishop leads to immediate loss after 16 R-R.

Position after Black's 15th move.

SPIELMANN



RÉTI

16 B-R2! Kt-B

And if now 16 . . . Q×RP; 17 R-R (threatening 18 B-Kt winning the Q or forcing mate), B-B3; 18 B-Kt, Q×R (forced); 19 Q-R7 ch, K-B; 20 B-Q6 ch, and mate next move. Or (after 16 . . . Q×RP; 17 R-R) . . . Q-R4; 18 B-Kt, or 17 . . . Q-R5; 18 B-Kt3.

But if 16 . . . B×P, then 17 R-R (threatening 18 B-Kt followed by 19 Q-Kt3 or 19 Q-R7 ch, K-B; 20 B-Q6 ch), Q-Q; 18 B-Kt, B-K2; 19 Q-R7 ch followed by mate (analysis by Réti).

17 Kt-K5 B-Kt2
18 P-KB4!

Threatening a murderous attack beginning with P-B5. Réti points out that this threat cannot be prevented by 18 . . . P-Kt3 because of 19 P-B5, KtP×P; 20 R×P! P×R; 21 Q×P and wins.

18 B-B3
 19 P-B5 B×Kt
 20 B×B

For Black to reply 20 . . . P-B3 would now be fatal, e.g., 20 . . . P-B3; 21 P×P! Kt×P (21 . . . P×B; 22 P-K7 *ch*, K-R; 23 B-Kt or 21 . . . K-R; 22 R×P etc.); 22 R×P wins.

20 Q-Q

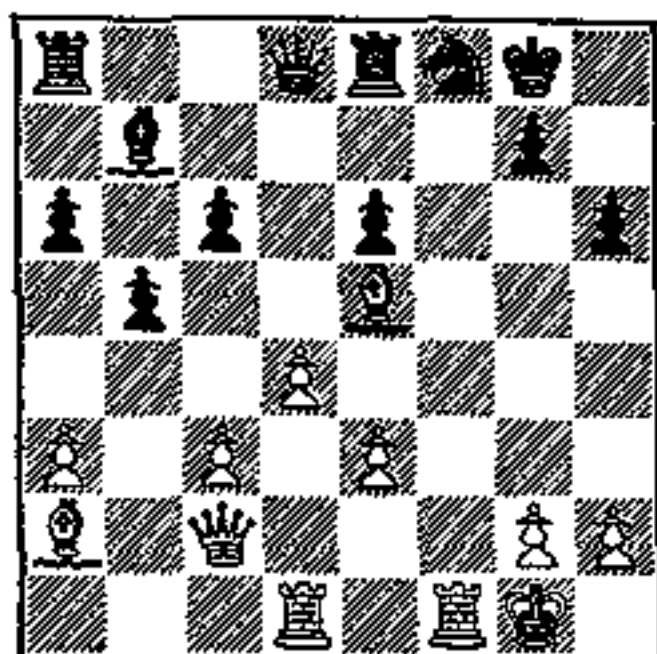
Hence Black vainly attempts to save himself by bringing back the Queen to the defense.

21 P×P P×P

On 21 . . . Kt×P Réti planned the following brilliant finish: 22 R×P! K×R; 23 Q-B5 *ch*, K-Kt; 24 B×Kt *ch*, R×B (or 24 . . . K-R; 25 Q-Kt6); 25 Q×R *ch*, K-R2; 26 Q-B7, etc.

Position after Black's 21st move

SPIELMANN



RÉTI

22 R×Kt *ch!* R×R

Not 22 . . . K×R; 23 Q-Kt6!

23 B×P *ch* K-R

24 B-R2!

This move illustrates the necessity for correct timing. At first sight 24 Q-Kt6 seems even more conclusive, but Black could thereupon reply 24 . . . R-B3; 25 B×R, Q×B; 26 Q×Q, P×Q, etc.

The text of course threatens 25 B-Kt. Should Black attempt to anticipate this move by 24 . . . B-B, Réti would have forced the win by 25 Q-Kt6, R-B3

(forced); 26 B×R, Q×B; 27 Q—K8 *ch*, K—R2; 28 B—Kt8 *ch*, K—R; 29 B—B7 *ch*, K—R2; 30 Q—Kt8 mate.

24 Q—Kt4

In order to prevent Q—Kt6.

24 . . . R—B3 would lose by 25 B—Kt, K—Kt; 26 Q—R7 *ch*, K—B2 (26 . . . K—B; 26 B×R wins); 27 B—R2 *ch* etc.

25 B—Kt K—Kt
26 Q—R7 *ch* K—B2
27 B×P Q×KP *ch*

Of course not 27 . . . Q×B; 28 R—B *ch*.

28 K—R Q—K7

Hoping to keep White's Rook out of the game, but Réti doesn't need it.

29 B—K5 *dis ch* K—K3
30 Q—Kt6 *ch* K—K2

Or 30 . . . K—Q4; 31 Q—Q6 *ch*, K—B5; 32 Q—B5 *ch*, K—Kt6; 33 Q—Kt4 mate.

31 Q—Q6 *ch* ♚ Resigns

The continuation would have pleased the "gallery." 31 . . . K—K; 32 B—Kt6 *ch*, R—B2; 33 B×R *ch*, K×B; 34 Q—B6 *ch*, K—K; 35 Q—K6 *ch* and Black's Queen is lost next move.

44. Alekhine at San Remo

Alekhine's genius was of course recognized before his match with Capablanca, but greatly underestimated. In 1927, just before the match got under way, Spielmann expressed the opinion that Alekhine would not succeed in winning a single game; Bogolyubov, however, optimistic as usual—felt that Alekhine might win two, and if the match were sufficiently long drawn out, even three games. Naturally his historic victory brought about a radical change of attitude toward this incomparably gifted master. This led to a good deal of specu-

lative curiosity regarding his next appearance in international tournament play, which occurred two years later at San Remo. Here he created one of the greatest sensations of his career by achieving the phenomenal score of thirteen wins and two draws!

SAN REMO, 1930

Indian Defense

WHITE	BLACK	Already grasping the initiative!	
Dr. M. Vidmar	Dr. A. Alekhine	7 Q-B2	Kt-QB3
1 P-Q4	Kt-KB3	8 P-K3	P-K4!
2 P-QB4	P-K3	9 P-B3?
3 Kt-QB3	B-Kt5		

It is to be expected that the champion would have a marked preference for this fighting defense.

Involving White in serious difficulties, as his KkT loses his best square. Preferable would have been 9 BPxP.

4 Q-B2	P-Q4	9	Kt-B3
5 P-QR3	10 BPxP	QxP
		11 B-B4	Q-Q3
		12 PxP

If instead 5 PxP, Black does not reply 5 . . . PxP?; 6 B-Kt5 (after which all the chances are with the first player) but plays 5 . . . QxP leading to a lively type of game with interesting complications.

Kostich suggests 12 Kt-K2, PxP; 13 O-O, PxP; 14 BxP, O-O; 15 P-QKt4 and White has a promising game which seems worth a Pawn. The text is too slow.

5	BxKt ch	12	KtxP
6 QxB	Kt-K5	13 B-Q2

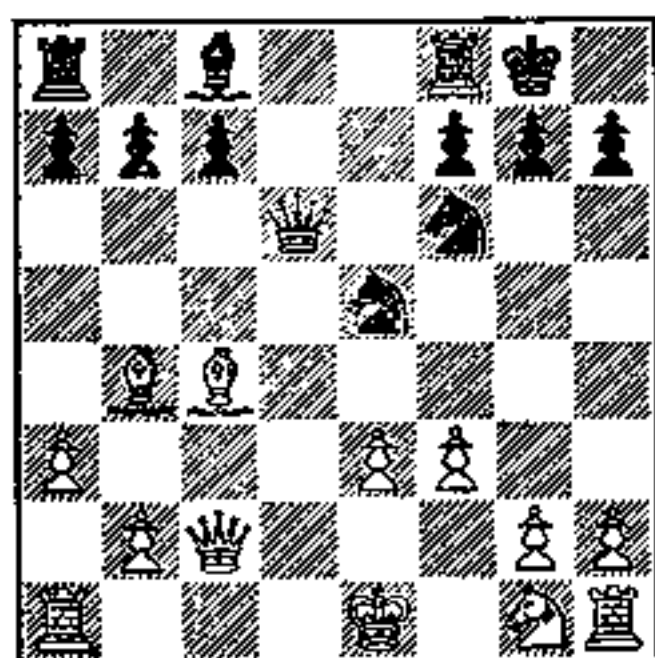
White should prepare to castle by playing Kt-K2.

13 O-O
14 B-Kt4

The point of White's maneuver: he forces Black to make a good move.

Position after White's 14th move.

DR. ALEKHINE



DR. VIDMAR

14 P-B4!
15 R-Q

Avoiding 15 B×P, Q×B; 16 B×P *ch*, R×B; 17 Q×Q, Kt-Q6 *ch*. Dr. Vidmar evidently relied on this move, but his opponent refutes it with ease.

15 Q-B3!

If now 16 B×P, Kt×B! 17 B×R, K×B with a clear advantage for Black.

16 B-Q2

A shamefaced retreat. White has lost considerable time, and now his opponent gets in a decisive blow.

16 B-B4!
17 Q×B

There is nothing better.

I. 17 P-K4, Kt×P; 18 P×Kt, B×P followed by . . . B×P.

II. 17 B×P *ch*, R×B; 18 Q×B, KKt-Kt5! 19 Q-B2 (19 Q-K4, Q×Q; 20 P×Q, Kt-B7), R-Q! (threatening . . . Kt-Q6 *ch*-B7); 20 B-B, R×R *ch*; 21 Q×R, R-Q2; 22 Q-B2, Kt-Q6 *ch* and wins.

17 Kt×B
18 B-B KR-K
19 K-B2

If instead 19 P-K4, R-K4 followed by 20 . . . QR-K and eventually . . . Kt×KP with an overwhelming attack.

19 R-K3!

Very finely played, as will be seen from his next move.

20 Kt-R3

Intending to safeguard his

King by 21 KR-K, 22 K-Kt, etc.

20 Kt-K5 *ch!*
21 K-K

White has little choice. Capturing the Kt would cost the Queen, while if 21 K-Kt, R-Q3 or 21 K-K2, Q-Kt4.

21 Kt(K5)-Q3
22 Q-Q3 Kt×Kt!
23 B×Kt P-B5

Regaining the piece, as 24 Q-B3 or Q-Q2 would of course be answered by . . . Kt-B4.

24 Q-Q5

This is White's best chance and gives him many drawing resources. The subsequent end-game requires play of a high order from Black.

24 R×B *ch*
25 K-B2 Q×Q
26 R×Q R-Q6

Much better than 26 . . . R-K3; 27 KR-Q and White has adequate counter-play for his Pawn.

27 R×R P×R
28 R-Q

Or 28 P-QKt3, R-QB-B7, etc.

28 Kt-B5
29 R×P Kt×KtP
30 R-Kt3 Kt-B5
31 R×P Kt×P
32 Kt-Kt5 P-QR4!

The only move to maintain the advantage—but not 32 . . . P-B3; 33 Kt-K6, P-Kt3; 34 Kt-B7.

33 Kt×BP P-R5
34 Kt-Q6 Kt-B7
35 R-Kt2 P-R6
36 R×Kt

Forced (36 R-R2, Kt-Kt5; 37 R-R, P-R7 and wins).

36 P-R7
37 R×P R×R *ch*
38 K-Kt3 K-B

This last phase is extremely difficult and is handled by Alekhine with the greatest skill.

39 P-R4 K-K2
40 Kt-K4 P-R3
41 Kt-B2 K-K3
42 Kt-Q3 K-B4
43 Kt-B4 R-R5

Black is following up the policy of encirclement common to all such endings. It is instructive to note that . . . P-Kt4 is not good, as it is to the weaker side's advantage to exchange as many Pawns as possible.

44 Kt-Q3 R-QB5
 45 Kt-B2 R-B3
 46 Kt-R3 K-K4!

Very fine; if White maintains his passive policy, then Black intends to bring his King to the last rank (KB8) followed by . . . R-B7.

47 P-R5

A necessary preliminary to the following counter-attack, which is however refuted by Alekhine in admirable fashion.

47 R-B7
 48 Kt-B4 R-Q7!
 49 Kt-R3 K-Q5
 50 Kt-B4 K-K6
 51 Kt-K6 R-Q4!

Now the point of Black's finely planned play becomes clear; on his 48th move he switched the Rook from the

QB file to the Q file in order to be able to return to the fourth rank and parry White's counter attack on the Pawns.

52 P-B4 R-KB4!

The winning move, for if now 53 Kt×P, R×BP; 54 Kt-K6, R-B3; 55 Kt-B5, R-B4, etc. And on other moves Black can keep the Knight out of play.

53 K-Kt4 R-B3!
 54 P-B5

Or 54 Kt×P, R×P *ch*; 55 K-Kt3, R-B3! and the Knight is cut off.

54 R-B2
 55 P-Kt3 K-K5
 56 Kt-B5 *ch* K-Q5
 57 Kt-Kt3 *ch*

57 Kt-K6 *ch*, K-K4 is equally hopeless.

57 K-K4

White resigns, for if 58 Kt-Q2, R×P; 59 Kt-B3 *ch*, K-B3; 60 Kt-Q4, R-Kt4 *ch*; 61 K-R4, R-Q4; 62 Kt-B3, K-B4 and Black wins easily.

45. Noteboom

The chess world suffered a severe loss in the tragically early death of this brilliant young master at the age of twenty-one. Dr. Euwe considered him the finest player thus far produced by Holland.

HAMBURG, 1930

(Match, Poland-Holland)

Queen's Gambit Declined

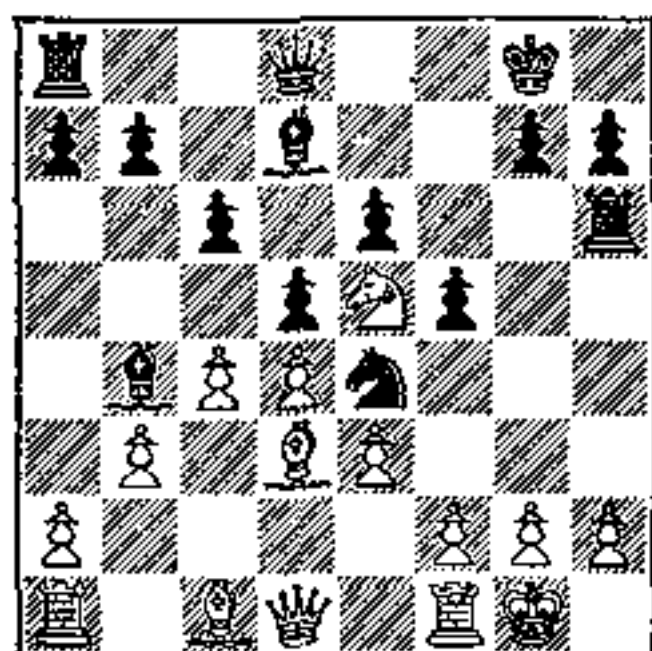
WHITE	BLACK	
P. Frydman	D. Noteboom	been better to preface this move with 6 O-O.
1 P-Q4	P-Q4	6 B-Kt5 <i>ch</i>
2 P-QB4	P-K3	7 QKt-Q2
3 Kt-KB3	P-QB3	
4 P-K3	And now B-Q2 looks better, for Black's KB has obviously a much more promising future than White's QB.
If 4 Kt-B3, Black intended proceeding with . . . P×P, as in Game No. 49.		
	4 P-KB4	7 Kt-K5
		8 Kt-K5 O-O
		9 O-O Kt-Q2
		10 KKt×Kt
	5 B-Q3 Kt-B3	This move only develops Black's game, but White avoids P-KB4 because he intends P-B3 later on.
	6 P-QKt3	
White wishes to avoid the usual symmetrical variations, but it would have		10 QB×Kt
		11 Kt-B3 R-B3

Noteboom has obtained a promising position and proceeds now to the attack.

12 Kt—K5 R—R3

Position after Black's 12th move.

NOTEBOOM



FRYDMAN

13 B×Kt

White's game is more precarious than appears at first sight. If for example 13 P—B3, Q—R5!

I. 14 P×Kt, Q×P *ch*; 15 K—B2, BP×P; 16 B—K2 (or 16 Kt×B, R—B *ch*! 17 Kt×R, R—B3 *ch*), R—B *ch*; 17 B—B3, R—Kt3! 18 R—Kt, B—Q3! and White has no defense against . . . B×Kt followed by . . . P×B or . . . R×B *ch*.

II. 14 P—KR3, Kt—Kt4; 15

Kt×B, Kt×RP *ch*; 16 P×Kt, Q—Kt6 *ch* and mate follows.

In these and the following variations the reader should note the power of Black's KB—who seemed only an "innocent bystander." In reality the soundness of the whole attack depends upon the position of the KB, else White's King could escape by way of K—K, K—Q2, etc. Nor can White bring about this advantageous possibility by first interpolating P—QR3, which would be met by . . . B—B6!

13 QP×B!

The recapture with the BP would give White a good game by making KKt4 available to him and making his King-side Pawns mobile.

14 P—B3

White still sticks to his plan, which could have been carried out more precisely by 14 Kt×B, Q×Kt; 15 P—B3. But he is reluctant to

part with his beautifully posted Knight and in any event the Pawn position after the maneuver just indicated would be to Black's advantage.

14 Q-R5!!

An unexpected reply.

15 P-KR3

White declines the offer with thanks. After 15 Kt×B he would be lost, e.g., 15 Kt×B, Q×P *ch*; 16 K-B2.

I. 16 . . . R-R6; 17 Kt-K5, Q-Kt6 *ch*; 18 K-K2 (or A), R-R7; 19 R-B2, R×P; 20 Q-B, R-Kt8.

A. 18 K-Kt, R-R7 followed by . . . Q-R5 forcing mate.

II. 16 . . . R-R6; 17 R-KKt, R×P, *ch*; 18 K-K2, Q-Kt6! and wins.

15 Q-Kt6

16 P×P

A much better continuation was K-R, and if 16 . . . B-Q3; 17 P-B4, B-K; 18 B-Q2. Black, to be sure, can obtain a perpetual check by

. . . R×P *ch*, but since White's game is objectively inferior, there is no good reason for his avoiding a draw.

16	R×P
17 R-B3	Q-R7 <i>ch</i>
18 K-B2	R×R <i>ch</i>
19 Kt×R	Q-R4

Black's Bishops have become more mobile and his attacking prospects have not diminished. Hence we must conclude that White displayed poor judgment in his 16th move.

20 P-K5	P-KKt4!
21 B-Q2	B-K2
22 Q-R	Q-Kt3

Naturally Black avoids exchanges.

23 Q-R2	K-Kt2
24 Kt-Kt	P-KR4
25 Kt-K2	P-R5
26 P-Kt3	R-R
27 R-KKt

Hoping for some simplifying exchanges by 28 P×P, R×P; 29 Q×R, etc.

27 P×P *ch*
 28 Q×P P–Kt5
 29 Q–Kt2 R–R5
 30 R–KR

But not 30 Kt–B4, Q–R3 when Black has undisputed command of the Rook file and White's position will speedily become untenable.

30 Q–R2
 31 R×R B×R *ch*
 32 K–Kt B–Kt4
 33 Q–R

White offers the exchange of Queens as it is difficult, if at all possible, for the Bishops to break through the blocked Pawn position.

33 Q×Q *ch*
 34 K×Q K–B2
 35 K–Kt2 P–Kt3!

Black has the right idea: in order to exploit the advantage of the two Bishops, he must open a diagonal for his QB.

36 K–B2 B–B
 37 B–Kt4 B–R5 *ch*
 38 K–B B–Kt2
 39 B–Q6?

This faulty move increases Black's winning chances. White should keep his Bishop within striking distance of Q2 and K, so as to prevent any invasion of the hostile KB.

39 P–Kt4!

The only winning chance.

40 Kt–B3?

White gives up hope too soon. By playing 40 P×P, P×P; 41 B–Kt4! B–K5 (threatening the fatal . . . B–Q6); 42 B–K! White can still obtain a draw.

40 P×P

After this Black wins without difficulty.

41 B–B5

41 P×P? B–R3.

41 P×P
 42 P×P B–R3 *ch*

Now both the Bishops have devastating diagonals and the KtP must march in,

43 K-Kt

50 Kt-Q3 B-Q4 *ch*

51 K-R3

43 Kt-K2? would cost a piece after . . . P-Kt6.

Other King moves are equally hopeless.

43 B-K8

51 P-Kt7

44 Kt-R2 P-Kt6

52 K-R2 B-Q7

45 K-Kt2 B-B7

Black must have his little joke: if now 53 Kt-B4, P-Kt8(Q) *ch!*

46 Kt-B3 B-Q6

47 BxP B-K8

48 Kt-Q B-QB7

49 Kt-Kt2 BxP

53 Resigns

46. "The Good Old Days"

In every chess era the oldtimers are forever deploring the passing of "the good old days." One hears that there is no "brilliancy" left in chess; no sacrifices, no combinations. That this point of view is fallacious, is indicated by such games as the following one.

ANTWERP, 1930

Queen's Gambit Declined

WHITE

BLACK

It would have been better to play . . . P-B4 followed by . . . Kt-B3.

S. Flohr

S. Landau

1 P-Q4

Kt-KB3

2 P-QB4

P-B3

3 Kt-KB3

P-Q4

4 P-K3

P-K3

5 QKt-Q2

B-K2

6 B-Q3

QKt-Q2

7 O-O O-O

8 P-QKt3 P-B4

9 B-Kt2

And now Black should

have continued 9 . . . P-QKt3; 10 Q-K2, B-Kt2 with a fairly even game.

9 BP×P
 10 KP×P P×P
 11 P×P!

After 11 Kt×P Black would have an excellent square for his pieces at Q4, whilst White's QB would be rather out of play. With the text-move Flohr takes upon himself the onus of the "hanging Pawns" but he has rightly judged the position, in coming to the conclusion that his attacking prospects outweigh the possible weakness of his center Pawns.

11 P-QKt3

Had Black played . . . Kt-B3 (see note to his sixth move) he could prevent White from getting up an attack with Kt-K5. With his QKt at Q2, however, Black cannot attack the center Pawns: he has no counter-play.

12 Q-B2 B-Kt2
 13 Kt-K5 Q-B2
 14 P-B4 KR-Q

14 . . . QR-Q would have been safer, although White's attack must be decisive in any event.

15 QKt-B3 P-KR3

Creating a target for the enemy's attack, but he must prevent Kt-Kt5.

16 Q-K2! Kt×Kt

On 16 . . . Kt-B Flohr intended continuing with 17 P-Kt4, etc.

17 BP×Kt Kt-Q2
 18 P-Q5!

White sacrifices a Pawn in order to open the diagonal of his QB and to create further weaknesses on Black's King-side.

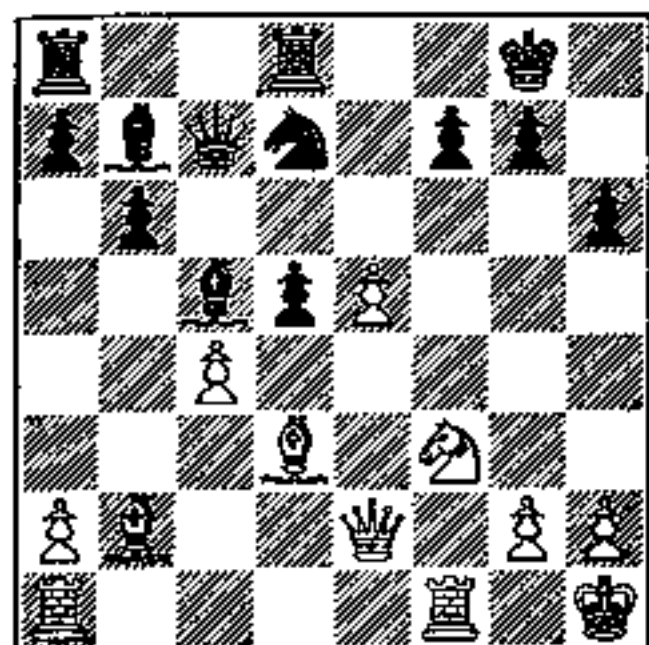
18 B-B4 *ch*

If 18 . . . P×P; 19 P-K6 would be very strong.

19 K-R P×P

Position after Black's 19th move.

LANDAU



FLOHR

20 Kt-Kt5!

A surprise for Black. Now follows a brilliant attack.

20 Kt-B

Probably best. Flohr gives the following alternatives:

I. 20 . . . P×Kt; 21 B-R7 *ch!* K-B (21 . . . K×B; 22 Q-R5 *ch*; K-Kt; 23 Q×P *ch*, with R-B3 to follow); 22 R×P *ch!* K×R; 23 Q-R5 *ch*, K-B; 24 R-B *ch*, Kt-B3; 25 P×Kt and wins.

II. 20 . . . R-KB; 21 Q-R5 and wins, for if 21 . . . Kt×P; 22 B×Kt, Q×B; 23 B-R7 *ch*, K-R; 24 Kt×P *ch* winning the Queen.

Still another possibility is 20 . . . R-KB; 21 Q-R5, Kt-Kt; 22 P-K6! P-B4 (22 . . . P×P; 23 B-R7 *ch*, K-R; 24 Q×P, or 22 . . . P-B3; 23 Q-Kt6); 23 Q-Kt6, P×Kt; 24 R×P and wins.

21 Kt×P R-K

After 21 . . . Q×Kt; 22 R×Q, K×R; 23 R-B *ch*, Black could resign without a qualm.

22 Q-Kt4 R-K3

The only move to parry Kt×P *ch*. If 22 . . . Q×Kt; 23 R×Q, K×R; 24 R-B *ch*, K-Kt; 25 P-K6! Kt×P; 26 Q-Kt6 wins.

23 B-B5!

Winning the exchange.

23 QR-K

But not 23 . . . Q×Kt? 24 B×R, Q×B; 25 R×Kt *ch*.

24 B×R R×B

25 Kt-Q6!

Threatening R×Kt *ch*.

25 B×Kt

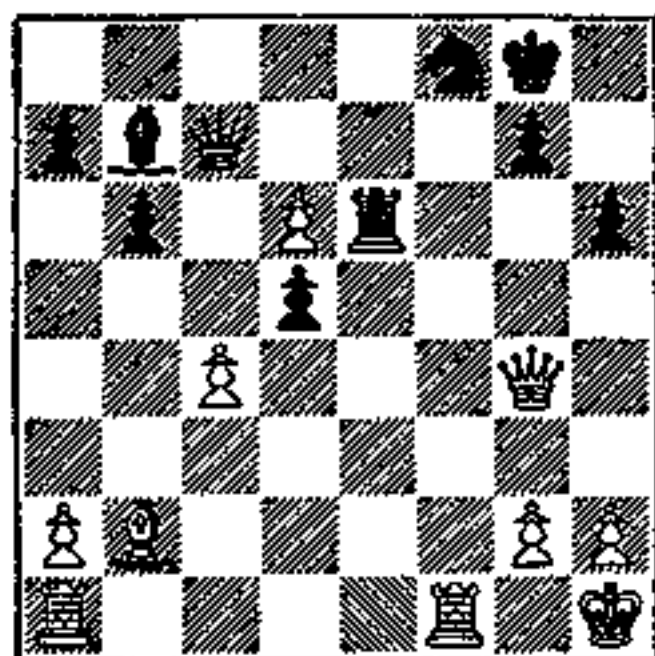
26 P×B!

Stronger than 26 R×Kt

ch, B×R; 27 Q×R *ch*, Q-B2 (Flohr).

Position after White's 26th move.

LANDAU



FLOHR

26 Q-Q2

The Pawn cannot be captured, as Flohr points out: 26 . . . R×P; 27 B-R3! (27 B-K5? Q-Q2!), R-Q; 28 B×Kt, R×B; 29 Q-K6 *ch*, R-B2; 30 Q-K8 *ch* and wins.

27 B-R3!

One sledge hammer blow after another. White threat-

ens 28 R×Kt *ch*! K×R; 29 Q×R! Q×Q; 30 P-Q7 *dis. ch*.

27 Kt-R2
28 P-R3!

A very fine move. White intends to answer 28 . . . Kt-B3 with 29 R×Kt, but for this purpose the White Queen must be protected, else 29 R×Kt would be answered by . . . R-K8 *ch*! (Flohr).

28 P×P
29 Q×P Kt-B3
30 R×Kt! P×R
31 R-K! B-B

Forced, for if 31 . . . K-B2 White wins easily by 32 R×R, Q×R; 33 Q-B7 *ch*.

32 R-QB! B-Kt2
33 Q-Kt4 *ch* K-R
34 R-B7 R-K8 *ch*
35 K-R2 Q×Q
36 P×Q Resigns

47. Kashdan

"Der kleine Capablanca" was the nickname given to Kashdan after his earliest European triumphs. And in truth there is a profound resemblance between the

styles of these two masters. Both of them are interested in the opening from a purely practical point of view, and in the middle game they are often content with a slight advantage—or none at all.

But in the end-game Kashdan has few peers. He plays all types of endings with equal facility and precision, and he is keenly sensitive to the most delicate nuances and hidden resources of seemingly barren positions. Especially admirable is his virtuosity in the handling of the Bishops.

STOCKHOLM, 1930

Queen's Gambit Declined

WHITE	BLACK	
L. Reilstab	1. Kashdan	. . . P-QKt4 with 11 P-QR4, P-Kt5; 12 Kt-K4.
1 P-Q4	Kt-KB3	10 P-B4
2 P-QB4	P-K3	11 O-O PXP
3 Kt-QB3	P-Q4	12 KtXP
4 B-Kt5	QKt-Q2	
5 P-K3	B-K2	
6 Kt-B3	O-O	
7 R-B	R-K	
8 B-Q3	

A waiting move such as P-QR3 would be more in order. PXP would also be good.

A colorless move which allows Black to equalize without difficulty. 12 PXP, although it involves the dangers attached to an isolated Pawn, would be far more aggressive and make it difficult for Black to free his game.

8	PXP	
9 BXP	P-QR3	12 Kt-K4
10 B-Q3	13 B-Kt

Intending to reply to 10 Another mistake. The

Bishop is well-placed on this square only when White is playing for the attack. Since that is not the case here, he should have continued B-K2.

13 Q-R4

Threatening . . . Kt-B5.

14 Q-R4

White is obviously playing for a draw.

14 Q×Q

15 Kt×Q

A superficial inspection would put the position down as favorable to White, but this judgment is soon shown to be deceptive.

15 Kt(K4)-Q2!

An unexpected retreat which is based on a profound understanding of the position. It is essential for Black to anticipate Kt-Kt6.

16 Kt-QB3

White decides to retreat in his turn, for after 16 KR-Q, P-QKt4; 17 Kt-QB3, B-Kt2 his minor pieces would be badly out of play.

16 Kt-Kt3

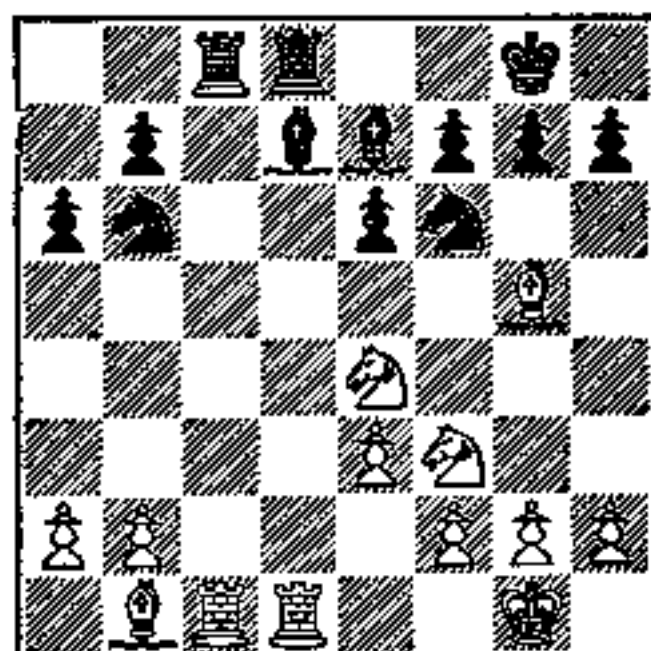
17 KR-Q B-Q2

18 Kt-B3 KR-Q

19 Kt-K4 QR-B

Position after Black's 19th move.

KASHDAN



RELLSTAB

Although the position seems perfectly even, White's minor pieces are so awkwardly placed that he is somewhat at a loss for a suitable continuation. Hence he commits the psychological blunder common to such situations; he exchanges pieces.

20 Kt×Kt *ch* P×Kt!

Evidently Rellstab had expected the recapture with the Bishop. The point of the

text is that White's QB is now completely out of play.

21 B-R6

21 B-B4, P-K4; 22 B-Kt3 would be even worse.

21 Kt-R5!

The full strength of this fine move will soon become evident.

22 R×R

22 P-QKt3, Kt-B6 would cost White the exchange.

22 B×R!

Forcing the exchange of the Rooks, which greatly simplifies Black's problem by removing the superfluous material.

23 R×R *ch* B×R

24 P-QKt3 Kt-B6

25 Kt-Q2 B-Q2

Now Kashdan gets to work with his Bishops.

26 P-QR3

White must advance this Pawn in order to free his KB and Kt. If for example 26 K-B, B-Kt 4 *ch*; 27 K-K, B-R4! wins at least a Pawn.

26 P-Kt4!

Fixing the QRP as a preparation for B-K2.

27 B-Q3

If 27 P-QKt4, P-QR4; 28 P×P (28 B-Q3, P×P; 29 P×P, B-K2), B×P (threatening 30 . . . Kt-K7 *ch*; 31 K-B, B×Kt; 32 K×Kt, B-B8); 30 P-K4, B-B2 followed by . . . B-Q3 winning the QRP.

27 P-R4

28 P-K4

At last White is able to get his QB back into play.

28 B-K2

Now the Pawn is won, but the sequel requires play of a high order.

29 Kt-B3

Or 29 B-K3, B×P; 30 B-Q4, B-Kt7; 31 B×BP, Kt-K7 *ch*; 32 B×Kt; B×B followed by the advance of the QRP.

29 B×P

30 B-Q2 B-Kt7

31 Kt-Q4 P-R5

32 P×P

If 32 B×Kt, B×B; 33 B×P (33 Kt×P, B×Kt; 34 B×B, P-R6), B×Kt; 34 B×B, P-R6 wins.

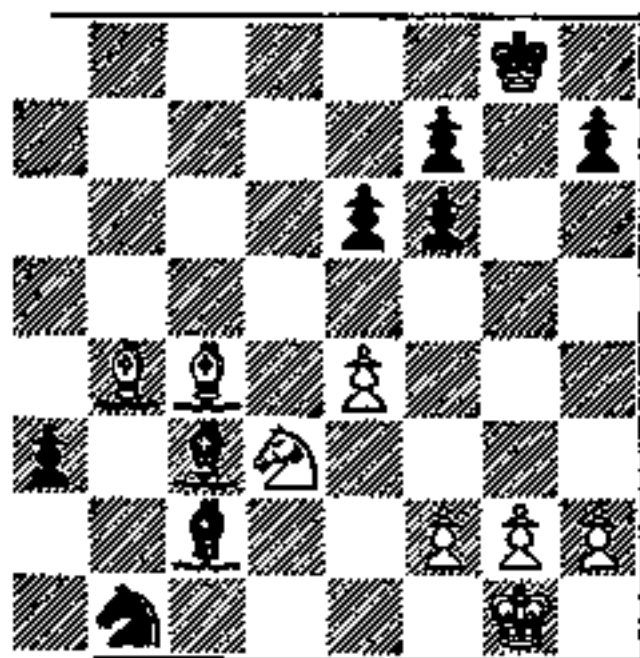
32 P×P
 33 Kt—B2 Kt—Kt8
 34 B—Kt4 P—R6
 35 B—B4 B—R5
 36 Kt—K B—B6!

Every move tells.

37 Kt—Q3 B—B7!

Position after Black's 37th move.

KASHDAN



RELLSTAB

Threatening 38 . . . B×Kt;
 39 B×B(Q3), P—R7; 40 B×
 B, Kt×B.

The cluster of minor pieces is fantastic.

38 P—B3

If instead 38 B×B, B×Kt;
 39 B×B, Kt×B.

38 P—R7

Still stronger was 38 . . .
 B×Kt; 39 B×B(Q3), P—R7
 and the Pawn queens.
 White resigns, for after 39
 B×P, B×Kt; 40 B×Kt, B—
 Q5 *ch* he would be a piece
 down.

A curious feature of the
 ending is that both Kings
 are totally inactive.

48. The Younger Generation

It seems only a few years ago that the Hypermodern School, headed by Alekhine, Réti, Nimzovich, Bogolyubov and Breyer, infused a new vitality and profundity into the then extant chess theories. During the subsequent interval Breyer and Réti have died, and the other members of the group have all entered their forties. Their capabilities are known, their skill has been tested in many a hard battle. And so the interest of the chess world is being turned on the younger masters who are their successors: Flohr, Eliskases, Kashdan, Stoltz, Pirc and others.

PRAGUE, 1931

Queen's Gambit Declined

WHITE	BLACK
V. Pirc	G. Stoltz
1 P-Q4	Kt-KB3
2 P-QB4	P-K3
3 Kt-KB3	P-Q4
4 Kt-B3	QKt-Q2
5 B-Kt5	P-B3
6 P-QR3

The well-known maneuver to prevent the Cambridge Springs Defense.

6	B-K2
7 P-K3	P-QR3

. . . Kt-K5 is an alternative worth considering.

8 Q-B2	O-O
9 R-Q

This makes it difficult for Black to free his game by . . . P-B4.

9	R-K
10 B-Q3	P-R3
11 B-R4

Not the best. White should have played 11 B-B4 so that after 11 . . . P-QKt4; 12 P-B5 the reply . . . P-K4 would be impossible.

11	P-QKt4!
12 P-B5

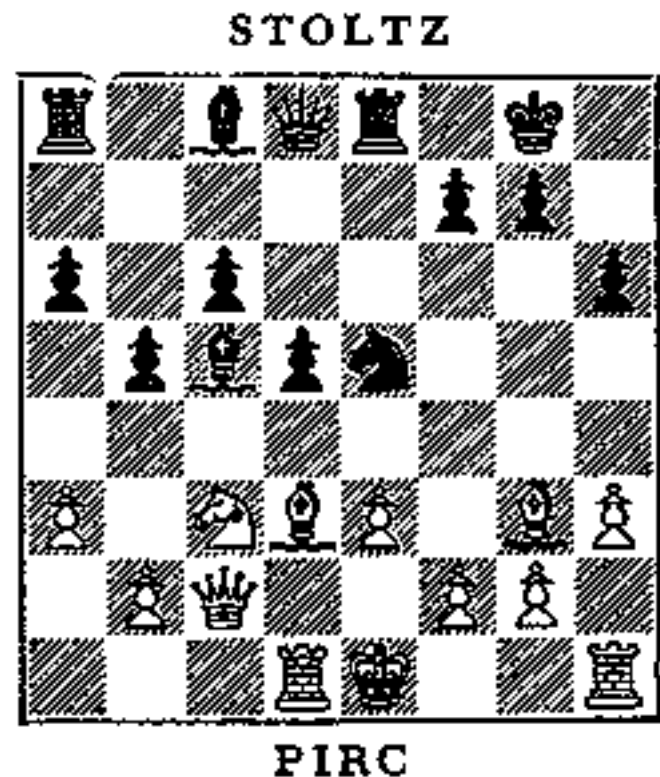
A premature attempt to cramp Black's game which is promptly refuted. Better was 12 P×QP or 12 P×KtP.

12	P-K4!
--------------	-------

Breaking up White's Pawn position and obtaining the initiative.

13 P×P	Kt-Kt5
14 B-Kt3	B×P
15 P-R3	KKt×P (K4)
16 Kt×Kt	Kt×Kt

Position after Black's 16th move.



17 Kt×KtP
-----------	-------

After moves like 17 O—O White would have no compensation for the lost Pawn, but the attempt to regain the Pawn subjects him to a surprisingly strong attack.

There are two interesting alternatives to the text.

I. 17 Kt×QP, Kt×B *ch*; 18 R×Kt, B—B4; 19 Q×B, B×R; 20 Kt—B7, B—B5; 21 Kt×QR, Q—Q6.

II. 17 B×Kt, R×B; 18 Kt×KtP, B×KP!; 19 P×B (19 Kt—B3, B—Q7 *dbl ch!*; 20 K—B, B—Kt4 etc.), BP×Kt.

17	Kt×B <i>ch</i>
18 R×Kt	Q—R4 <i>ch!</i>
19 Kt—B3

Or 19 P—Kt4, Q×Kt; 20 P×B, B—B4.

19	B—B4
20 P—Kt4	Q×RP

21 P×B	B×R
22 Q×B	P—Q5!

This pretty move wins piece. If now 23 Q×P, Q R8 *ch*; 24 Q—Q, Q×Kt *c* and White loses the BP as well.

23 O—O	P×Kt
24 B—Q6	Q—Kt7

Forcing the game in short order.

25 K—R2
---------	-----------

In order to play R—K at present impossible because of . . . P—B7!

25	P—QR4!
26 R—QKt	P—R5!

White resigns, as he does not relish 27 R×Q, P×R; 28 Q—Kt, P—R6; 29 Q—R2, KR—Kt; 30 B×R, R×B; 31 Q Kt, P—R7, etc.

49. Eliskases

Eliskases has a very attractive style, characterized by refreshing vigor and a fund of sparkling and original ideas. In addition to these qualities he has the ever rarer gifts of self-criticism and a just appreciation of his powers and limitations.

In his game against Spielmann, he produces one of the most beautiful masterpieces in the whole literature of chess.

MATCH, 1932 (7th Game)

Queen's Gambit Declined

WHITE	BLACK		
R. Spielmann	E. Eliskases	6	8-Kt2
1 P-Q4	P-Q4	7 B-K2	Kt-K2
2 Kt-KB3	P-K3	8 Kt-K4	Kt-Q4
3 P-B4	P-QB3	9 O-O	Kt-Q2
4 Kt-B3	10 KKt-Kt5	B-K2
		11 P-B4	P-Kt3

Safer is 4 P-K3.

4 P×P

This leads to a tricky variation with a very difficult game for both sides.

5 P-K4

Better is 5 P-K3, after which White recovers his Pawn.

5 P-QKt4

6 P-K5

Now that Spielmann has played the opening incorrectly, he attempts to get an attack at all costs. The manner in which his young opponent defends himself is highly instructive.

Preparing for . . . P-KR3, followed by . . . P-QB4 and Black has an excellent position with a Pawn to the good.

11 . . . P-KR3 immediately would be fatal: 12 Kt×KP, P×Kt; 13 B-R5 *ch*, K-B; 14 P-B5, P×P; 15 R×P *ch*, K-Kt; 16 Q-Kt4, Kt-B; 17 R-B7, R-R2; 18 B×P and wins.

12 P-B5?!

Now or never. In view of the prospective consolidation of Black's game, Spielmann has no choice but to complicate matters.

12 KP×P!

Eliskases points out that 12 . . . KtP×P? would lose by 13 Kt×KP, P×Kt(K3); 14 B-R5 *ch*, K-B; 15 B-R6 *ch*, K-Kt; 16 Q-Kt4 *ch!* P×Q; 17 B-B7 mate.

13 P-K6 P×P
14 Kt×KP Q-Kt3

The position is seemingly very dangerous for Black, but in reality he has little to fear. If now 15 R×P, P-B4! with a winning game.

15 P-QR4

This desperate move is the beginning of an extremely ingenious combination, which is defeated by a still finer counter-combination.

15 P×Kt!
16 P-R5 Q-R3
17 Q-B2 QKt-B3!

The alternative . . . P-B4 would lead to all sorts of complications, whereas the text-move forces White's hand.

18 R×Kt B×R

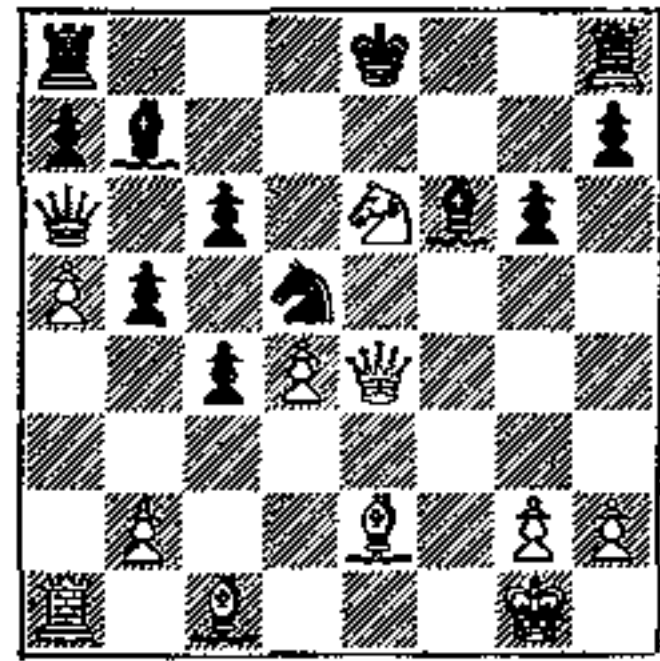
Not of course 18 . . . Kt×R?? 19 Kt-B7 *ch*.

19 Q×KP

A remarkable position: Black must lose the Queen, and yet he has a won game!

Position after White's 19th move.

ELISKASES



SPIELMANN

19 K-B2!
20 Kt-B5 QR-K
21 Q-B3 R×B!!

This is the flaw in White's combination.

22 Kt×Q

Naturally not 22 Q×R because of the reply . . . B×P *ch*, but 22 B-Kt5, KR-K is at least superior to the text.

22 R-K8 *ch*
23 K-B2 KR-K1

This turns out to be even more powerful than 23 . . . R×B; 24 R×R, B×Kt, etc.

24 Kt-B5 B-B
25 P-QKt4

This makes the hostile BP very strong, but how else is White to free his Bishop?

25 K-Kt
Unpinning the KB.
26 B-Kt2 R(K8)-K6
27 Q-Q
Clearly forced.

27 P-B6
28 B-B P-B7l
29 Q×P R-K7 *ch*
30 Q×R B×P *ch*
31 B-K3 R×B
32 Q-B?

Relatively better was 32 Q×R.

32 R-QR6 *ch*
33 Resigns

For if 33 K-K2, B-Kt5 *ch*; 34 K-Q2, R×R; 35 Q-Q3, R-Q8 *ch* winning the Queen.

50. Transposition

One of the favorite stratagems of contemporary chess consists in inducing one's opponent to play unfavorable variations which he would never adopt voluntarily. Thus, in the present instance White inveigles his opponent into an inferior variation of Réti's Opening plausibly enough by starting off with the Queen's Gambit Declined.

VIENNA, 1933

Réti's Opening (in effect)

WHITE	BLACK
B. Hönlinger	E. Eliskases
1 P-Q4	P-Q4
2 P-QB4	P-QB3
3 Kt-KB3	P-K3
4 QKt-Q2	Kt-B3
5 P-KKt3

A good move which transposes into a favorable variation of Réti's Opening.

5 QKt-Q2
6 B-Kt2 B-Q3

This move aims at P-K4,

which is, however, too ambitious an undertaking in view of Black's relatively undeveloped game. Safer was 6 . . . B-K2; 7 O-O, O-O; 8 P-QKt3, P-QKt3; 9 B-Kt2, B-Kt2, etc.

7 O-O Q-K2
8 R-K1

Forestalling Black's intention, for 8 . . . P-K4 would now be met by 9 P-K4! with decisive advantage to White. Hence Eliskases changes his plan.

8 P-QKt3
9 P-K4! Kt×P
10 Kt×Kt P×Kt
11 Kt-Kt5

Stronger than 11 R×P, on which Black could play . . . B-Kt2; 12 R-K, O-O.

11 B-Kt2

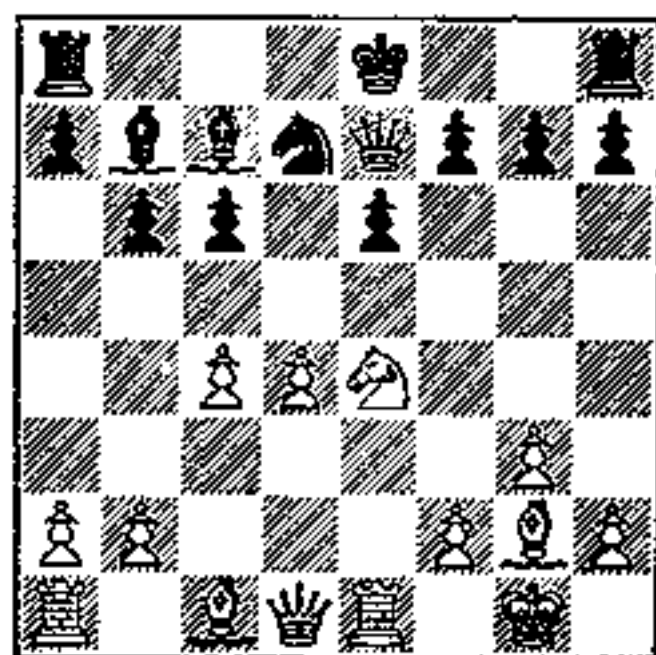
Unfortunately he cannot castle immediately because of 12 B×P, while 11 . . . P-KB4 allows 12 P-B3!

12 Kt×P(4) B-B2

This loses too much time. 12 . . . O-O was indicated.

Position after Black's 12th move.

ELISKASES



HÖNLINGER

13 P-Q5!

The point of this appears in the note to Black's 15th move.

13 BP×P
14 P×P B×QP
15 B-Kt5! P-B3

On 15 . . . Q-Kt5 White has two winning lines:

I. 16 P-QR3, Q×KtP (16 . . . Q-B; 17 Q×B! or 16 . . . Q-Kt4; 17 QR-B); 17 Kt-Q6 ch, K-B (17 . . . B×Kt; 18 Q×B); 18 B×B, P×B; 19 Q×P and wins.

II. 16 Kt—Q6 *ch!* Q×Kt;
17 B×B, QR—B; 18 B×P!
coming out a Pawn ahead
no matter how Black replies.

16 Kt×P *ch!* Kt×Kt
17 B×Kt Q×B
18 B×B

18 Q×B would give Black
the necessary time for O—O,
with some drawing chances.

18 O—O—O
19 B×P *ch* K—Kt
20 Q—B2 B—K4
21 B—R3 B×QKtP

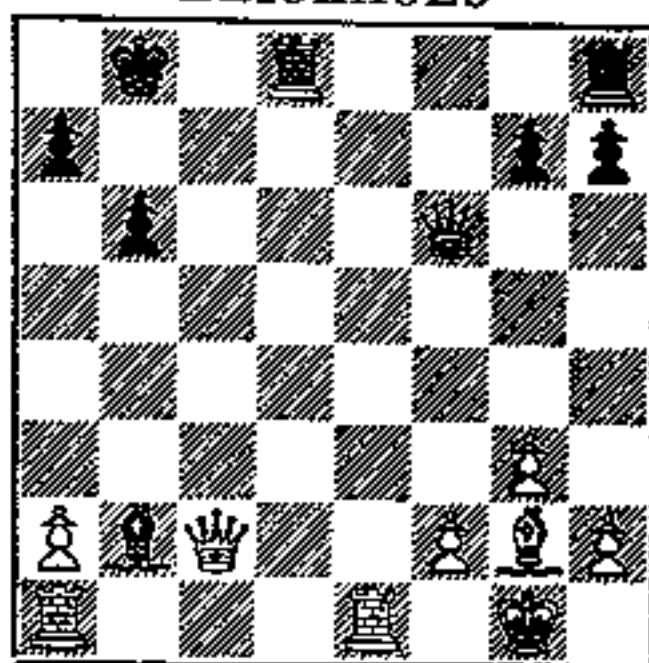
Now that Black has re-
established material equal-
ity with Bishops of opposite
colors in the bargain, he
seems to have a fair posi-
tion. But in the following
part of the game Hönlinger
takes skillful advantage of
his opponent's weakness on
the White squares.

22 B—Kt2!

Very interesting. If now
22 . . . B×R; 23 Q—K4! R—
Q2; 24 Q—R8 *ch*, K—B2; 25
Q—Kt7 *ch* and mate next
move.

Position after White's 22nd move.

ELISKASES



HÖNLINGER

22 KR—K
23 R×R R×R

23 . . . B×R? 24 Q—K4.

24 R—KB

On 24 R—Kt Black ties
up the hostile Queen by . . .
B—Q5, whereupon White
would have to bring his
Rook to KB anyway.

24 P—Kt3
25 Q—Kt3!

Beginning a series of fine
moves which culminate in
29 Q—QR8.

25 R—Q

White threatened Q—Q5.

26 Q-K3! Q-B4

Or 26 . . . Q-Q5; 27 Q-KB3.

27 Q-K7! R-Q2

Again, if 27 . . . Q-Q2; 28 Q-K4!

28 Q-K8 *ch* K-B2

29 Q-QR8! B-Q5

There is nothing better. 29 . . . P-QR4 would cost at least the Bishop.

30 QxP *ch* K-Q

If 30 . . . K-Q3 Black would soon lose after Q-Kt8 *ch*.

31 Q-Kt8 *ch* K-K2

32 B-B6!

This wins the exchange (32 . . . R-Q? 33 R-K *ch* or 32 . . . R-Q3; 33 Q-B7 *ch*, K-K3; 34 R-K *ch*, B-K4; 35 P-B4, etc.

32 B-K4

33 BxR BxQ

34 BxQ PxB

35 R-Q B-Q3

36 R-Q4 B-B4

37 R-KR4 Resigns

The ending is of course hopeless. A beautifully played game on the part of Hönlinger.

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