THE PAWN STORM

CONTENTS

NEWS AND EVENTS

CHAMBERLAIN, JOHNSON TIE IN SUMMER SWISS

John Chamberlain of Wellesley and Mike Johnson of Framingham shared first place
in the Framingham Summer Swiss, which attracted the largest and strongest field
yet assembled at the Framingham Chess Club. Chamberlain took the trophy on tie-
break. Tied for third in the 33-player field were John Loyte and Alex Sadowsky.
Ajit Goswami recovered from a bad start to win the 1300-1600 class award on tie-
break over Matt Warnick, while Michael Becker's remarkable performance captured
the Under-1300 prize.

The first round produced the usual Swiss "fish fry", though there were several
upsets and near-upsets. On Board 1, Glenn Gates threw a scare into John Loyte
before succumbing to a tactical trap, and Michael Hochniuk downed Anthony Roth-
schild, 338 rating points above him. However, the first-round games to have the
most impact on the course of the tournament were both draws: Goswami drew with
Johnson, which dropped Johnson behind the frontrunners until the very conclusion
of the tournament, and Becker drew with Tom Zuppa, despite a 621-point rating

deficit. The second round produced a number of interesting pairings, such as the first encounter between two of the co-winners of the Inaugural Swiss, Paul Heising and Michael Gosselin. (This round went to Gosselin.) The two best efforts of the round were Phil Wilkins concluding attack against Michael Hochniuk and Julius Varga's manouvering victory over Karl Liem (see Games section). In the third round the ranks of the frontrunners were depleted as Varga and Chamberlain played to a sharp and turbulent draw (see Chamberlain's annotations in the Games section) and Pratt could only draw with Engels. Only Loyte and Gosselin kept pace, Loyte with a sharp brevity over Wilkins, and Gosselin winning a protracted siege against Donald Wolitzer. Meanwhile Becker scored his second upset; his victim this time was Goswami.

Loyte took sole possesion of the lead in the fourth round when Gosselin overstepped the time limit by seconds in a slightly favorable position. Johnson stayed a half-point back, as Varga dozed off shortly before 1AM and handed the opposition to Johnson in a dead-drawn endgame. Chamberlain meanwhile cannonaded Pratt in a 20-move Sicilian. Becker staged his third upset, this time at the expense of Michael Hochniuk, who, with a classic Lucena ending but less than one minute left in sudden death, tried to sprint for a 50-move rule draw. (He made it to 26.) Unfortunately Becker was to miss the final round, as he was hospitalized with viral meningitis.

In the final round, Johnson exploited an opening inaccuracy by Loyte to win in 51 moves, securing a share of first, and Chamberlain joined him with a victory over Wolitzer. On Board 3, Alex Sadowsky gained a fourth point, this one from Menno Koning, to tie with Loyte for third. The most spectacular game of the round was the shootout between Pratt and Warnick, in which both players left pieces en prise with reckless abandon.

The Framingham Chess Club continued to draw new players into tournament competition, with the debut of Jacques Prindiville and Elliot Ross. Warren Pinches and Mark Kaprielian directed.

ELECTION OF CLUB OFFICERS SCHEDULED FOR OCTOBER

At its inception, the Framingham Chess Club had to be run more or less dictatorially by a small group of organizers, partly to insure that a coherent program was developed and implemented, and partly because too few club members knew each other to permit a meaningful election. After four sometimes turbulent months, however, the Framingham Chess Club has established itself, and the time has come to elect a slate of officers to guide its future.

The original "charter members" of the Framingham Chess Club adopted a charter which provides for a Board of Direcotrs comprising six officers: a President, Vice-President, Executive Director, Treasurer, and two Members-at-Large. The charter provides for election of officers at an annual meeting of the general membership each March, but it would be undesireable to wait another seven months before allowing the members to elect a full slate of officers. Midterm elections have therefore been scheduled for early October, to elect officers to serve until the regular annual cycle can begin next March.

A problem arises in scheduling the election. If the election is held on a tournement night, the tournament round would be severely delayed, but if it is scheduled for a non-tournament night, many members may not be present. We have therefore decided to distribute ballots during the last weeks of September, mailing them to members who are not present those nights, and having them returned during the early weeks of October, either at the club or by mail. The deadline for returns will be printed on the ballots.

Framingham Summer Swiss: Final Standings

PLAYER	RATING	RD1	RD2	RD3	RD4	RD5	FINAL SCORE	TIEBREAK POINTS
1 John Chamberlain	1922	W15	W6	D5	W10	W7	4.5	15
2 Mike Johnson	1966	D13	W26	W14	W5	W3	4.5	14.5
3 John Loyte	2054	W25	W4	W9	W8	L2	4	17.5
4 Alex Sadowsky	1774	W31	L3	W22	W18	W6	4	11.5
5 Julius Varga	1724	W23	W33	D1	L2	W16	3.5	
6 Menno Koning	1732	W22	L1	W30	W12	L4	3	
7 Donald Wolitzer	1710	W32	W16	L8	W9	L1	3	
8 Michael Gosselin	1850	W20	W11	W7	L3	---	3	
9 Phil Wilkins	1802	W29	W21	L3	L7	W19	3	
10 Larry Pratt	1982	1/2B	W27	D12	L1	W15	3	
11 Paul Heising	1722	W24	L8	L18	W31	W23	3	
12 Bob Engels	1696	W28	1/2B	D10	L6	W18	3	
13 Ajit Goswami	1565	D2	L14	L17	W24	W26	2.5	
14 Tom Zuppa	1795	D17	W13	L2	W20	---	2.5	
15 Matt Warnick	1542	L1	W31	1/2B	W26	L10	2.5	
16 Prabhu Raju	1830	W30	L7	W19	1/2B	L5	2.5	
17 Michael Becker	1174	D14	L18	W13	W21	---	2.5	
18 Anthony Rothschild	1872	L21	W17	W11	L4	L12	2	
19 Jay Allen	1543	L33	W29	L16	W22	L9	2	
20 Roger Seletsky	1499	L8	W24	1/2B	L14	D21	2	
21 Michael Hochniuk	1534	W18	L9	1/2B	L17	D20	2	
22 Laurence Green	1042	L6	Bye	L4	L19	W30	2	
23 Mark Bond	957	L5	1/2B	D23	W29	---	2	
24 Lawrence Durfee	911	L11	L20	W32	L13	W29	2	
25 Glenn Gates	1586	L3	1/2B	D23	W29	---	2	
26 Anthony Hochniuk	1333	1/2B	L2	W27	L15	L13	1.5	
27 Sidney Jacobs	1099	1/2B	L10	L26	L28	W32	1.5	
28 Jacques Prindiville	NEW	L12	1/2B	L29	W27	---	1.5	
29 David Palmer	1189	L9	L19	W28	L25	L24	1	
30 David Ben-Maor	1347	L16	W32	L6	L23	L22	1	
31 Candace Chase	1139	L4	L15	Bye	L11	---	1	
32 Elliot Ross	NEW	L7	L30	L24	Bye	L27	1	
33 Karl Liem	1980	W19	L5	---	---	---	1	

(Tied players are ranked in order of their tiebreak points.)

ELECTION (CONTINUED)

Names of candidates who have announced their candidacy in advance will be printed on each ballot, as well as space for write-in choices. To get their name on the ballot, candidates must contact Mark Bond or Warren Pinches prior to September 19. Candidates may also prepare brief campaign statements on their interests, backgrounds, and specific proposals they support, for publication in the September Pawn Storm. To insure publication, these should be in Warren Pinches' hands no later than September 11. Copies of the text of the charter may be obtained from Warren Pinches.

The six officers will constitute a Board of Directors, which, according to the charter, will meet periodically to "formulate the program and policy of the organization". A member may be elected to more than one office, though he will have only one vote on the Board. The responsibilities of the individual offices are as follows:

President: The charter gives the President responsibility for such administrative tasks as presiding over meetings of the general membership and Board of Directors, appointing committees and non-elective officers, delegating miscellaneous tasks, and "...exercis[ing] general supervision over the welfare of the organization."

Vice-President: The responsibilities of the Vice-President were deliberately left indefinite in the charter for the sake of flexibility. Besides substituting for the President in emergencies, his duties will be determined by the Board of Directors.

Executive Director: The Executive Director has supervision over a wide array of interlocking fields, including scheduling events, tournament direction, instruction, and promotion and public relations. However, he will not necessarily have to handle each of these fields personally; the position encompasses so wide an area that one or more functions will surely be delegated to appointed assistants. The charter requires that the Executive Director be or become a USCF-certified tournament director, though he may not personally direct all (or any) of the clubs events.

Treasurer: The Treasurer handles the club's finances and bank accounts. Periodically he will prepare financial statements and the budget, and shall handle matters pertaining to the club's tax status. He will keep tabs on the club's equipment and maintain the clubs financial records.

Members-at-Large: Two shall be elected,with responsibilities to be determined by the Board of Directors.

The Interim President, Mark Bond, has decided against running for President, though he may seek another seat on the Board of Directors. Warren Pinches has been doubling as the Interim Executive Director and Interim Treasurer, and plans to run for Treasurer, but has not yet decided whether to run for Executive Director.

The qualities that matter most in a club officer are a genuine interest in and a willingness to work for the growth and development of the club, coupled with a good dose of common sense and the ability to listen to people. If you have these qualities, run for office! It doesn't matter whether you are not a strong player, are a newcomer to the club, or have never held office in anything before. Now is the time for all good men to come to the aid of their chess club.

CLUB LIBRARY LAUNCHED

The Framingham Chess Club has assembled the nucleus of a library of chess books. So far we have obtained several standard reference books (MCO, BCE, the rulebook), a number of excellent anthologies of games, and treatises on openings, endings, and positional and combinitive aspects of the middlegame. We hope to add to our collection; donations are very welcome. These books can be used at the club or signed out and taken home for one week periods. (Please do not take books out if you will be unable to return them for several weeks.) Cards for signing out each book are in the green card file in the library box. Log in your name and the dates borrowed and returned. Should you wish to study a book that is out, reserve the book by writing your name and the date reserved on the card for that book. Warren Pinches is preparing a bibliography of recommended chess books which will include reviews of the books in the library.

FEATURE ARTICLE

THE LURE OF CHESS
BY JOHN GIBBONS

Did you ever feel guilty about the time that you devote to the game? We who have succumbed to the lure of chess are not without our critics. It has been said that "no fool can play chess and only fools do".

The New York Morning Telegraph once editorialized, "It has been said--and probably is not true--that every great man has been a chess player. But was there ever a chess player who was also a great man? Of course not and never will be. It is impossible. Great skill at chess is not a mark of greatness of intellect but of a great intellect gone wrong."

To the casual observer we chessplayers must seem an odd lot, as seems evident in this query by Stephan Zweig. "It stands to reason that so unusual a game, one touched with genius, must create out of itself fitting matadors. This I always knew, but what was difficult and almost impossible to conceive of was the life of a mentally alert person whose world contracts to a narrow, black and white, one-way street; who seeks ultimate triumphs in the to-and-fro forward-and-back-ward movement of thirty-two pieces; a being who, by a new opening in which the Knight is preferred to the pawn, apprehends greatness and the immortality that goes with casual mention in a chess handbook--of a man of spirit who, escaping madness, can unremittingly devote all his mental energy during ten, twenty, forty years to the ludicrous effort to corner a wooden king on a wooden board!"

Alas! Through the magic of chess lore this writer was able to persuade some past masters of the game to respond to the critics.

Dr. Tarrasch, how do you respond to the playwright George Bernard Shaw's criticism that chess is "a foolish expedient for making idle people believe they are doing something very clever, when they are only wasting their time"?

Dr. Siegbert Tarrasch: "Chess is a form of intellectual productiveness, therein lies ita peculiar charm. Intellectual productiveness is one of the greatest joys--if not the greatest one--of human existence. It is not everyone who can write a play, or build a bridge, or even make a good joke. But in chess everyone can, everyone must, be intellectually productive and so can share in this select delight. I always have a slight feeling of pity for the man who has no knowledge of chess, just as I would pity the man who has remained ignorant of love. Chess, like love, like music, has the power to make men happy."

H. G. Wells shows painful personal insight in this criticism of the game. "The passion for playing chess is one of the most unaccountable in the world. It slaps the theory of natural selection in the face. It is the most absorbing of occupations, the least satisfying of desires, an aimless excresence upon life. It annihilates a man.... There is no remorse like the remorse of chess."

And how did the grandest master of them all respond? Dr. Emanuel Lasker, undoubtably the game's finest spokesman, offered some rather profound observations.

"Chess originated from warfare. In olden times two armies opposed to each other took up their positions in nearly straight lines, separated by a nearly level plain. A general, to make his plans clear to his officers, sketched the position and indicated the movements of bodies of men. In this way military games such as chess were generated."

Dr. Lasker, what is it that lures men to chess?

"By some ardent enthusiasts chess has been elevated into a science or an art.

It is neither; but its principal characteristic seems to be what human nature mostly delights in--a fight!"

How is it then, that a man such as yourself, who has devoted a lifetime to the study of philosophy and mathematics,can justify wasting time on the game of chess?

Dr. Lasker: "In mathematics, if I find a new approach to a problem, another mathematician might claim that he has a better, more elegant solution. In chess, if anyone claims he is better than I, I can checkmate him."

Dr. Tarrasch has shared with us how the joy of chess enhances a man's life. Dr. Lasker, how would you compare chess with life?

Dr. Lasker: "If a combination forcing a win has been found, nothing avails the opponent, for the demonstration of the win can be grasped. In Life it is different. There the struggles are not so indubitably terminated as in a game. The game gives us a satisfaction that Life denies us. And for the chessplayer, the success which crowns his work, the great dispeller of sorrows, is named 'combination'."

So for those of us who have succumbed to the lure of the game there are these thoughts--the game is pure in its design; all chance has been eliminated; the two opposing armies stand equal in the sixty-four square arena; the outcome is affected only by the will of the two opposing generals. Probably man will never devise a purer form of contest. In its purity there is simplicity and truth.

Dr. Lasker concludes, "On the chessboard lies and hypocrisy do not survive long. The creative combination lays bare the presumption of a lie; the merciless fact, culminating in a checkmate, contradicts the hypocrite."

TOURNAMENT TIPS   BY WARREN PINCHES

THE SWISS SYSTEM

Although the Swiss system is today the standard mode of organization for chess tournaments, many tournament competitors are hazy about the rules that govern this system. Comparatively few players have read the pairing rules set forth in the USCF rulebook, and unfortunately for those who have, the rules are not explained there very clearly. Since many misunderstandings could be prevented by a thorough understanding of these rules, it is worth setting them forth here.

The Swiss system is not a recent innovation; it was first used in 1895, surprisingly enough in Switzerland. It remained a local phenomenon, however, until George Koltanowski imported it into the United States in 1943, and by 1947 it was being used in national-level tournaments such as the US Open. The development of the Harkness rating system in the early 1950s and the Elo system a decade later, increased the efficiency and appeal of the Swiss, and the international adoption of the Elo rating system has facilitated the spread of the Swiss system throughout the world. Unquestionably, though, Swiss system tournaments remain most popular in the United States.

All systems of tournament organiztion aspire to produce a clear winner, whose right to first place was proven in games against his leading rivals. The advantage of the Swiss over the round-robin format is that this goal can be reached with considerably fewer rounds. The Swiss system is a concealed knock-out system; concealed in that the losers, instead of being eliminated, are paired with other losers. The number of players who can be managed under the Swiss and knock-out systems are the same: for a tournament of n rounds, 2^n players can be accomodated. Thus a 3-round Swiss should include no more than 8 players; 4 rounds,

16 players; 5 rounds, 32 players, etc. If these limits are exceeded, a single winner becomes less probable. Further, the Swiss is designed to select only the first-place player accurately; for every additional place to be determined, two additional rounds must be played. Top finishers in rating classes can be determined only approximately.

Swiss system tournaments should contain two stages. In the first stage, the top score group is winnowed down by repeated interpairing until a sole leader remains. This leader, however, is not necessarily the true winner, since he may have met only some of his nearest rivals. In the second stage, the leader meets the remaining contenders, during which the lead may change hands. The longer this second stage is, the more accurate the final order of finish will be. In tournaments of inadequate length, the first stage may not be passed-- or even completed, as when several players who have not met tie for first.

The fundamental rules of the Swiss system are 1) in any given round, each player shall play another player with the same score, or as similar a score as possible, and 2) no player shall meet the same opponent more than once. Players with the same score together constitute a <u>score group</u>. Within each score group, players are ordered by ratings; in countries without a rating system, they must be ordered randomly, a much less efficient proceedure. The top half of the score group is paired in order against the bottom half--e.g., if there are six players, the first plays the fourth, the second the fifth, and the third the sixth. In the first round, all the players are in the same score group, so the top half of the field meets the bottom half. (In a 100-player field, No. 1 plays No. 51, No. 2 plays No. 52, etc.) While this means that Swiss first-rounds are usually bloodbaths, surprisingly almost 10% of all Swiss first-round games result in upsets.

When the number of rounds is inadequate to accomodate the number of players, a method known as quarter-pairing is sometimes used. In this variation, for the first round (and succeeding rounds if the top score group is still too large) the field is divided into quarters instead of halves, with the first quarter meeting the second, and the third, the fourth. This purportedly reduces the size of the top score group more quickly and increases the chance of prod- ucing a single winner. Another system of accelleration is to pair in the second round the bottom half winners from the first round against the top half losers-- though this violates the premise of pairing players with equal scores.

Unrated players are usually grouped randomly at the bottom of the pairing order, though if the director beleives a player to be significantly stronger than this, he may assign an estimated rating and pair the player accordingly.

Should there be an odd number of players in the field, one player must sit out each round. In recompense for this, he is awarded a full point. This bye is given to the lowest rated player in the bottom score group. Unrated players, since their strength is indeterminate, would not usually recieve the bye, unless the bottom score group contained only unrated players. No player may recieve the bye more than once.

In some tournaments, a player may voluntarily sit out a round for his convenience, and recieve a 1/2-point bye. The last rounds, when players are presumably meeting their peers, are the most critical for determining a player's final placement, so 1/2-point byes are usually not allowed in the last and sometimes next-to-last rouns.

Directors must consider several factors when pairing any two players, and unfor- tunately these considerations often conflict, especially in the later rounds. In

such cases thelower-priority factors must yield to the more important ones. These priorities are: 1) players cannot meet more than once; 2) paired players should have equal scores; 3) players should recieve equal numbers of Whites and Blacks ("equalization" of colors); 4) players should not be paired into a higher or lower score group ("odd man" status) more than once; 5) players should be ordered within score groups by rating; and 6) players should reverse colors each round ("alternation" of colors).

That the same players cannot be paired together more than once in a tournament is an absolute commandment. While directors have discretion in many areas, any pairing that violates this rule is simply wrong.

As far as possible, players paired together should have the same score. If there is an odd number of players in a score group, the lowest-rated player in the group will be paired against the highest-rated player in the adjacent group. If this should not be a vaild pairing, the director may try to make a pairing with other members of the lower score group, failing which he may try to "pair down" the second lowest rated player in the odd-numbered group. Occasionally one or more players will have no viable pairing left in their own score group (for example, they may have played them all) in which case they may have to be "paired down". Incidentally, pairings are always made from the top of the field down, though occaisionally a director may run into unresolvable conflicts and may have to backtrack and rearrange higher pairings.

If a player has recieved one more White than Black or vice-versa, he should be paired in a manner that equalizes the number of times he has had each color. However, players will not be paired out of their score group to equalize colors, as playing in one's score group has a higher priority. Unplayed games, such as byes and forfeits where the opponent made no move, do not count for color.

If a player has been the "odd man" in his core group and been paired into a higher or lower score group, his pairing card is so marked, and he should not be "floated" a second time.

After the "odd man" has been paired out of the score group, the remaining players are ordered by rating and paired, top half against bottom. Note that this ordering is a comparatively low priority: in order to equalize colors, or avoid giving a player "odd man" status twice, players may be transposed in the rating order. In general, players are transposed only within the lower half of the score group; only if this is not feasible will players be interchanged between the top and bottom halves of their score group.

Many players expect to recieve alternating colors, round by round, but in fact this is the lowest priority. If you have had one more color than the other, you may expect your equalizing color, but if equalized, you have only slightly better than even chances of recieving the color opposite that of the preceeding round. Transpositions in the rating order are not usually made just to preserve alternation of colors (though directors differ in their practice here). A player should not, however, recieve the same color three times in a row, except under very unusual circumstances. Should two players be paired who are due the same color, whether to equalize or alternate, the higher-rated player gets his due color, whether White or Black. Thus the lower your rating, the less likely your colors will be alternated.

Let us consider an example of pairing a tournament field from a recent tournament. After the third round of the Framingham Summer Swiss the standings were as in Table 1. Many players had take half- or full-point byes; these are indicated

Table 1--Tournament Field After Three Rounds

RATING	PLAYER	COLORS	SCORE
2054	Loyte	WBW	3
1850	Gosselin	BWB	3
1996	Johnson	BWB	2.5
1922	Chamberlain	BWB	2.5
1724	Varga	BWW	2.5
1982	Pratt	XBW	2
1872	Rothschild	WBW	2
1802	Wilkins	BWB	2
1774	Sadowsky	BWB	2
1732	Koning	WBW	2
1710	Wolitzer	BWW	2
1696	Engels	WXB	2
1795	Zuppa	WBW	1.5
1542	Warnick	WBX	1.5
1534	M. Hochniuk	BBX	1.5
1499	Seletsky	WBX	1.5
1333	A. Hochniuk	XBW	1.5
1174	Becker	BWW	1.5
1722	Heising	WBB	1
1586	Gates	BXW	1
1543	Allen	BWB	1
1347	Ben-Maor	BWB	1
1189	Palmer	WBB	1
1139	Chase	WWX	1
1042	Green	BXW	1
957	Bond	WXB	1
UNR	Durfee	BWB	1
1565	Goswami	WWB	0.5
UNR	Prindiville	BXB	0.5
UNR	Jacobs	XWB	0.5
UNR	Ross	WBW	0

with an "X" under color.

The pairings for the fourth round went as folows: Loyte and Gosselin were alone in their score group and had not played each other, so they had to be paired. Conveniently, they were due opposing colors. The 2.5 score group contained three players. Normally Varga, the lowest-rated player in the group, would have been paired down, but Johnson and Chamberlain needed the same equalizing color. Thus Varga and Chamberlain were transposed, Johnson facing Varga and Chamberlain meeting the highest-rated player with 2, Pratt. The remaining six players at 2 needed much shuffling to equalize colors. Wilkins and Wolitzer, the second and fifth players in the group after Pratt's removal, needed opposite colors to equalize, so that was a success-ful match, and Engels, having had one White and one Black, was al-ready equalized and could be given either color. But Rothschild and Koning needed the same color, so it was necessary to transpose Sadowsky and Koning in the rating order, even though they were in opposite halves of the score group.

The resulting pairings equalized everyone's colors: Sadowsky vs. Rothschild, Wilkins vs. Wolitzer, and Engels vs. Koning. The 1.5 score group contained an even six players. Zuppa needed Black to equalize and Seletsky White to alternate-- a good match. Warnick and A. Hochniuk were already equalized and needed comple-mentary colors to alternate. M. Hochniuk had to have White, having had Black in both his previous games, and conveniently Becker needed Black. Most score groups aren't that easy to pair by the fourth round. The group with one point contained nine players, so Durfee was paired down as the "odd man". Heising and Palmer were an undesireable match as they both needed White to equalize, so Palmer and Chase were transposed, with Heising vs. Chase and Palmer vs. Gates. Allen needed White to equalize and Green Black to alternate--another good matchup. Both Ben-Maor and Bond needed White, but Bond was already equalized and could be given a second straight Black. Durfee was paired down against Goswami, who had had Black the previous round but needed yet another to equalize colors. Prindiville had to have White, having had two Blacks; Jacobs, being equalized, could recieve a second straight Black. The field being odd-numbered, Ross recieved the bye. In all cases the players' pairing cards were carefully checked to make sure they had not played each other before.

Pairing a tournament field is thus a complex but logical process. As the tournament progresses, the score groups get smaller, and there is an increasing chance that the priorities of the Swiss sytem will conflict on any given pairing. Although the hierarchy of priorities will solve most of the impasses, inevitably situations arise in which the director must use his best judgement. An equitable result, rather than the strict application of formulae, is the best objective of a director in pairing a Swiss sytem tournament.

THE MAILBAG

BY TOM ZUPPA

WHAT IS POSTAL CHESS?

What is postal chess? To the uninitiated, it's simply a game played by mail. But the added dimension of the much-maligned US Postal Service makes this form a social experience _and_ and exercise in the royal game.

Postal is the only form that not only allows players to "talk" between moves, it allows discussion on the game at hand, world crises, and the Red Sox. A true social event, right in your living room.

For more serious students, postal affords the chance to brush up on book openings, or learn more about rook endings (a common occurance).

The two major postal organizations in the US are the USCF and the CCLA (Correspondance Chess League of America). The USCF is larger, and its membership slightly weaker in strength. Internationally, the ICCF (International Correspondance Chess Association) is the organization that runs tournaments worldwide, including a world championship.

Games are played at 30 days for 10 moves per player, transit time not counting. The USCF switched to this rule this year, giving players the option of budgeting time similar to over-the-board play. This means you get roughly half the number of moves for every game you are playing each week, a leisurely pace.

But that time can also be used to calculate deep and sometimes sparkling play. We'll be showcasing our member's play in the coming months.

First, Laurence Green bowls over an opponent with a queen sac that leads to a deadly windwill attack. The second is a pier-six brawl in which White's attack appears repulsed by a Black countershot. White, however, has the final say.

Position after 23 Kg1

Hopkins-Green, Ruy Lopez

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 Nf6 5 0-0 Be7 6 Bxc6 dc (a) 7 Nc3 Bg4 8 d3 0-0 9 Qe2 Qd6 10 Qe3 c5 11 a3 Nh5 12 Ne1 Nf4 13 h3 Bd7 14 Qg6 (b) c6 15 Bxf4 ef 16 Qf3 b5! (c) 17 Ne2 Bg5 18 Kh2 a5 19 Rh1 f5 20 g3 fxe4 21 de fg+ 22 Qxg3 Rxf2+ 23 Kg1 (see diagram 1) Rxe2!! (d) 24 Qxd6 Be3+ 25 Kf1 Rf2+ 26 Kg1 Rxc2+ 27 Kf1 Rf2+ 28 Kg1 Rxb2+ 29 Kf1 Rf2+ 30 Kg1 Rd2+ 31 Kf1 Rxd6+ 32 Ke2 Bd4 0-1

(a) This system "is occasionally used by attacking players, but White soon finds it is Black who gains the attack," Alex Dunne wrote on this game in the March 1983 _Chess Life_...

(b) ...and its the last few moves that explain why. White's passive play is incomprehensible.

(c) Attacking on both wings and sealing up any chance of a White counterattack.

(d) A crusher. White opts for the quick death.

(e) Chomp, chomp, chomp.

Zuppa-Liebman, English Opening (1980-81)

1 d4 b6 2 e4 Bb7 3 Bd3 b6 4 c4 d5 (a) 5 Nc3 dc 6 Bxc4 Nf6 7 Bg5 h6 8 Bxf6 Qxf6
9 Nf3 Qg6? (b) 10 0-0! Nbd7 11 Nb5 Kd8 12 Ne5 Nxe5 13 de+ Kc8 14 Qc2! (c) Bc5!
15 Bd3 Rd8 16 Rac1 Rxd3 (d) 17 Qxd3 Bxe4 18 Qg3 Qxg3 19 hg Be3 20 Nxc7! (e) Kxc7
21 Rfd1 Bg6 22 b4 Kc6 23 bc bc 24 a4 Kb6 25 Re6+ Ka5 26 Rxc5+ Kxa4 27 Ra6+ Kb4
28 Rc7 Kb5 29 R6xa7 Rd8 30 Rc1 Kb6 31 Ra2 Rd5 32 Rb2+ Rb5 33 Rxb5+ Kxb5 34 f3 1-0

(a) A year prior, English GM Tony Miles tried 4...f5 against US GM Walter Browne.
Browne played 5 ef!! sacrificing a whole rook in true Spielmann tradition. Browne
won.

(b) The losing move. Black needs development, and not a wasted move. The e-pawn
is verboten after White's 10th: 10...Bxe4 11 Nxe4 Qxe4 12 Ne5! (there is no good
move for black now) Be7 13 Re1 Qf5 14 Qa4+ or 12...f6? 13 Re1 Qf5 14 Bxe6!

(c) Threatens Bxe6+!

(d) The guts of Black's counterattack, based on the skewer on move 19. However,
White has one shot left in the arsenal.

(e) Now its over, as White saves the exchange and the game.

FUNDAMENTAL ENDGAMES   BY WARREN PINCHES

THE OPPOSITION

Other things being equal, an extra pawn is all a strong player needs to win. Why?
Because through successive exchanges that player can bring about an endgame where
his king and extra pawn will face only the opposing king. The principle that gov-
erns play in such simple positions is known as the opposition--and it can be said
to be the most fundamental endgame principle of all. Whether or not you can force
your pawn through to promotion, or thwart your opponent from doing the same, dep-
ends largely on this principle. Yet it remains largely misunderstood: in recent
tournaments, there have been numerous players who threw away a win--or draw--
due to lack of familiarity with this principle.

Since kings cannot come within a square of each other (to do so would be mutual
check) a buffer zone is created between them. When kings stand opposite each
other on a file, one square apart, they are said to be in opposition. The player
with the move cannot advance, and when he moves he must let his opponent advance.

Diagram 1

Thus in Diagram 1 if Black is to play, he must move his
king either backwards by ...Kd7, in which case White follows
him with Kd5 and maintains the opposition, or Black must
move off the file, e.g. with ...Ke7, whereupon White advances
Kc5. If Black then returns to the file with ...Kd7, White
regains the opposition with Kd5. White can advance in this
manner until his king controls the queening square, and his
pawn can then pass through unmolested. However, if in dia-
gram 1 it is White to move, he cannot force Black back:
Kc4 is met with ...Kc6; Ke4 with ...Ke6. Then White must
advance the pawn, and Black will either blockade the pawn
or get a stalemate: 1 Kc4 Kc6 2 d4 Kd3 3 d5 Kd7 4 Kc5 Kc7
5 d6+ Kd7 6 Kd5 Kd8 7 Kc6 Kc8 8 d7+ Kd8 9 Kd6 stalemate. While in most stages of
the game it is advantageous to be on move, in the opposition position, he who

must move is lost.

Since the king's job is to clear the road, <u>the king must always precede the pawn</u>.
Do not be in a hurry to push the pawn! If your pawn trails your king by several
ranks, you can gain the opposition by "losing" a move with a pawn advance. In
diagram 1, the pawn was directly behind the king. Were it a rank further back,
White would win by 1 d3! and it is Black's king who must give way. For this
reason doubled pawns almost always win, as you can advance the lead pawn, and
leave the rear pawn behind until you need to "lose" a move to gain the opposi-
tion. Indeed, two rules can be stated: 1) a king two or more ranks ahead of the
pawn always wins, and 2) a king on the sixth rank ahead of the pawn always wins.
To illustrate the latter, consider diagram 2. Despite the fact that the kings
are in opposition, it no longer matters whose move it is. White to move wins
by 1 Kd6 Kd8 2 e6 Ke1 3 e7 (without check) Kf7 4 Kd7 and wins. With Black to
move, 1...Kd8 2 Kf7 and the pawn walks through unmolested. Diagram 2 is thus
the goal in pawn endings.
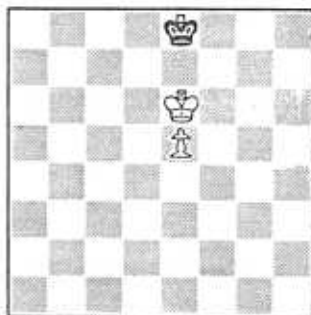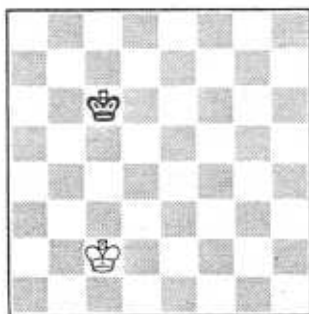
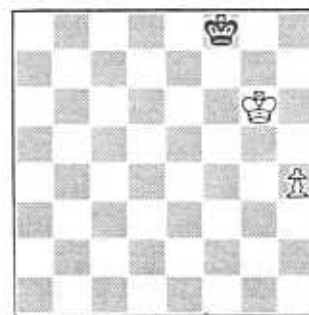Diagram 2   Diagram 3   Diagram 4

As with most endgame rules, there is an exception, and as usual, it is the rook
pawns. Because the kings can only approach the pawn from one side, it is much
easier for the defender to draw. Indeed, if he can get his king in front of the
pawn, he will draw regardless of the opposition; as after the pawn reaches the
seventh rank, with or without check, stalemate follows. If White succeeds in
playing K-R7, to keep Black's king out, it is White who is stalemated. In dia-
gram 3,1 Kh7 Kf7 2 h5 Kf8 3 h6 Kf7 4 Kh8 Kf8 5 h7 Kf7 stalemate. White could only
win if his king could reach g7.

There are several important generalizations of the opposition principle. In the
standard, direct opposition, the kings stand one square apart on a file. However,
the opposition can work at a distance. In diagram 4, there are three squares
between the kings, and with Black to move, White has the <u>distant opposition</u>.
If Black advances ...Kc5, White replies Kc3 and takes the opposition. If Black
retreats with ...Kc7, White retakes the distant opposition with Kc3. If Black
moves sideways with ...Kd6, White outflanks him with Kb3, for after 2...Kc7
3 Ka4 Kb8 4 Kb4 White has retaken the distant opposition one square advanced.
Distant opposition also operates when the kings are five squares apart. Thus with
the kings an <u>odd number</u> of squares apart--one, three, or five--and thus are on the
same color squares, the opposition relationship operates. Nor is the opposition
confined to files. Should a king need to penetrate along a rank to reach one side
of the board, perhaps to attack an important pawn, if he has the opposition he
can force his opponent to give way. The opposition holds true just as well on
diagonals, and even in the case where there are an odd number of squares between
the kings in the straightest line along an oblique combination of files, diagonals,
and ranks. Thus a whole complex of squares exists on which the distant opposition
operates--an <u>opposition</u> or <u>conjugate</u> field.

A player who has the opposition need never lose it--unless his king is interfered with in some way. The defending king may actually be worse off if he still has a pawn remaining, for it may reduce his mobility by taking from him a crucial square. In such situations the superior side may be able to "lose" a move and gain the opposition by a technique known at triangulation. In diagram 5, Black has the opposition, but White's king wastes a move by manouvering in a triangle: 1 Ke5 Kc6 (1...Ke7 2 c6! wins) 2 Kd4 Kd7 3 Kd5 and the position in diagram 5 is repeated, but with Black to move. In diagram 6, White has just captured 1 fxe6, and Black

Diagram 5   Diagram 6   Diagram 7

appears lost, for 1...Kxe6 2 Ke4 and White has the opposition and will penetrate to Black's pawns. But after 1...Kf6!! 2 Ke4 Kxe6 Black gained the opposition, and White had to triangulate to hold even the draw: 3 Kd3 (3 Ke3?? Ke5 loses) Ke5 4 Ke3 Kd6 5 Ke4 Ke6 with a draw. Note that with triangulation the defending king must be restricted in some way, usually by his own pawns; it cannot function against a lone king.

An analogous and very frequent situation can best be described as turning the flank. In diagram 7, with Black on move White has the opposition and compels Black to give way: 1...Kf6 2 Kh5 Kf7 3 Kg5 Ke6 4 Kg6 Ke7 5 Kf5 Kd6 6 Kf6 and the pawn falls. Were it White to move in diagram 7, he could not have penetrated. (Note, by the way, that even after the fall of the pawn Black can draw by seizing the opposition: 6...Kd7 7 Kxe5 Ke7! drawing.)

The buffer-zone between the kings can be exploited in another way. In diagram 8,

Diagram 8

if White moves along the seventh rank to capture the pawn, Black's king will reach c7 and force the stalemate shown in diagram 3: 1 Ke7 Kc6 2 Kd7 Kd4 3 Kc7 Kc5 4 Kb7 Kd3 5 Kxa7 Kc7. However, kings can meander far off a straight course without taking more time, as in the following: 1 Ke6 Kc3 2 Kd5! (keeps Black's king off d4) Kb4 3 Kc6 Kc4 4 Kb7 Kb5 5 Kxa7 Kc6 6 Kb8 winning. Only by this diagonal march could White deflect Black's king.
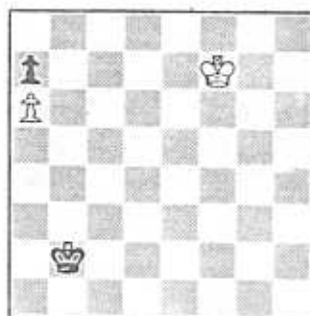
The opposition and the related concepts dealt with here are the foundation of endgame theory. One must be able to tell in advance whether certain king and pawn endgames are drawn in order to be able to trade down to them confidently. The opposition is so fundamental it must be understood thoroughly by all classes of players; indeed, some chess teachers claim it should be taught with the basic rules of chess. The opposition is the decisive factor in king and pawn endgames; it is the difference between winning and drawing--or drawing and losing.
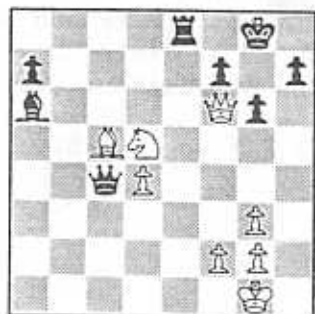
PROBLEMS, STUDIES, AND CURIOSITIES
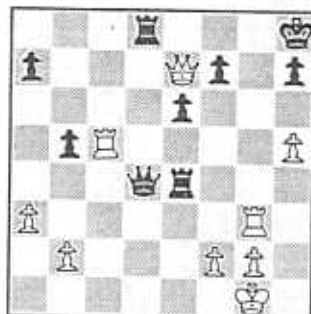
DIAGRAM 1
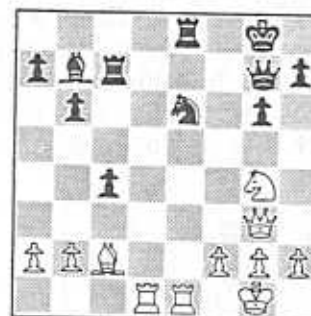(Winter)

DIAGRAM 2
(Holzl)

DIAGRAM 3
(Green)

DIAGRAM 1: White to play and force mate. The obvious only draws!

DIAGRAM 2: White has a choice of two moves which compel immediate resignation. Try to find both.

(Solutions on the final page.)

DIAGRAM 3: Finally, another nifty postal combination by FCC member Laurence Green:
1 RxN K-B1 2 Q-B4ch R-B2 3 RxRch Resigns. (3...KxR 4 Q-N8ch K-K2 5 Q-Q6ch K-K1
6 Q-Q8mate.) If 1...RxR, then 2 R-Q8ch K-B2 3 QxRch R-K2 4 Q-B4 K-K3 5 R-Q6mate.

GAMES FROM CLUB EVENTS

GAMES FROM THE FRAMINGHAM SUMMER SWISS

Julius Varga vs. Karl Liem--King's Indian Attack (Round 2)

1 N-KB3 P-QB4 2 P-KN3 P-K3 3 B-N2 P-Q4 4 0-0 N-QB3 5 P-Q3 B-Q3 6 QN-Q2 KN-K2
7 P-K4 0-0 8 N-R4 B-Q2 9 P-KB4 P-B3 10 P-B3 P-QN4 11 N-N3 Q-N3 12 B-K3 P-Q5
13 PxP PxP 14 B-B2 P-QR4 15 N-B3 P-K4 16 PxP PxP 17 N-N5 P-R5 18 N-Q2 N-N5 19
N-N1 QR-B1 20 N-B3 RxB 21 RxR PxN 22 PxP B-B4 23 P-Q4 PxP 24 PxN BxP 25 Q-R5
Q-N3 26 QxQ NxQ 27 B-R3 BxB 28 NxB B-B6 29 R-Q1 N-K4 30 N-B4 P-Q6 31 N-Q5 N-N3
32 RxP B-K4 33 K-N2 P-R3 34 P-R4 R-K1 35 R-K2 K-R2 36 N-N4 R-QB1 37 R-Q5 R-B6
38 R-Q3 R-B1 39 R-QB2 R-K1 40 P-R5 N-B1 41 R-Q5 B-B3 42 R-K2 R-N1 43 P-K5 B-N4
44 P-K6 R-N2 45 RxB PxR 46 P-K7 Black overstepped the time limit.

Phil Wilkins vs. Michael Hochniuk--Sicilian Defense (Round 2)

1 P-K4 P-K3 2 P-Q4 P-QB4 3 P-QB3 N-KB3 4 B-Q4 N-QB3 5 N-K2 PxP 6 PxP Q-R4ch 7
B-Q2 Q-N3 8 B-B3 B-N5 9 N-Q2 0-0 10 Q-B2 P-KR3 11 0-0 BxB 12 PxB P-K4 13 N-QB4
Q-B2 14 P-KB4 PxBP 15 P-K5 N-Q4 16 NxP NxN 17 RxN P-QN4 18 N-Q6 NxKP 19 PxN
Q-B4ch 20 K-R1 P-KN3 21 R-K1 P-QR4 22 BxNP Q-N3 23 B-R7ch K-N2 24 R-N4ch K-R1
25 NxPch RxN 26 R-N8mate

Julius Varga vs. John Chamberlain--King's Indian Attack (Round 3)
Annotations by John Chamberlain

1 N-KB3 N-KB3 2 P-KN3 P-KN3 3 B-N2 B-N2 4 0-0 0-0 5 P-Q3 (a) P-Q4 6 QN-Q2 N-QB3 (b)
7 P-K4 PxP (c) 8 PxP B-N5 9 P-QB3 Q-B1?(d) 10 R-K1 P-K4 11 Q-B2 R-N1 (e) 12 P-QR4
P-QR4? (f) 13 N-B1 P-KR3 14 N-K3 B-K3 15 P-QN3 R-Q1 16 B-R3 K-R2 17 QR-Q1 RxR? (g)
18 RxR P-QN4 19 N-Q5! (h) P-N5 20 PxP PxP 21 B-N2! (i) N-QR4 22 BxP P-B3! (j)

23 BxR (k) QxB 24 NxNch BxN 25 N-Q2 B-B6! 26 B-B1 BxN 27 QxB BxP 28 R-N1 (ℓ)
P-QB4 29 B-N5 (m) Q-K4 30 Q-Q7?! (n) K-N2?? (o) 31 Q-Q3?? (p) P-B5?! (q) 32
Q-Q5 QxQ?! 33 PxQ P-B6 34 P-Q6 P-B7 35 R-B1 K-B3 36 B-Q3 BxP (s) 37 BxP P-N6
38 B-Q3 N-N2 39 P-Q7 K-K2 40 R-B7 N-Q3 41 R-R7 BxP 42 R-R1 K-B3 43 R-N1 B-K3
44 P-B4 N-N2 45 B-N5 N-B4 46 B-K2 B-B4 47 R-N2? B-B7 48 B-QB4 N-R5 49 RxP BxR
50 BxB N-B6 Draw

(a) Very unassuming. 5 P-QB4 must be better.
(b) The knight will become a target for White's KB later on. 6...R-K1 seems more
flexible. Maybe even 6...P-Q5!? (7 N-N3 N-QB3!)
(c) Very dull. &...P-Q5 was indicated.
(d) Horrible. Black wants to play R-Q1 and simultaneously stop P-KR3 but he com-
pletely misses the point. Simply 9...P-K4 was right.
(e) Wrong side of the board for counterplay. 11...R-Q1 first, at least.
(f) This automatic reaction spoils everything. 12...P-R3 or R-Q1 offer more.
(g) Here's where Black really missed the boat. Better is 17...N-Q2! 18 N-Q5
P-KB4! with unclear play. (Only not 19 B-K7 R-K1!)
(h) White descends like a hawk.
(i) The quiet killer, only Black has one last little trick left.
(j) The exchange sac gains the bishop pair and a "dynamic duo" on the queenside.
(k) Anything else fails because of White's weak QNP.
(ℓ) Best. 28 R-R1 Q-K4! or 28 R-B1!? BxP 29 R-R1? N-N6.
(m) 29 Q-Q7 right away is interesting, e.g. 29...B-K3 30 Q-N5 Q-B2 31 R-B2!
(n) A good gamble which should have paid off.
(o) Right after making this lemon I saw 31 RxB NxR 32 B-B4! is fatal and I didn't
breathe until White replied. The right way is 30...B-K3 31 Q-R7 N-N6! and White
is in trouble. Note 31 Q-Q3? P-B5.
(p) Missing the above. Now my only problems were respiratory.
(q) 31...B-K3 looks a bit better.
(r) Having narrowly averted heart failure I was hardly looking for finesses. The
crowd though 32...Q-B2 wins, but it looks like 33 RxB PxR (not 33...NxR 34 BxP)
34 Q-Q4ch K-R2 35 QxP draws easily. One line is 35...Q-B8ch 36 K-N2 P-N7 37 Q-K7
if Black presses with 37...Q-B6 38 QxPch Q-N2 39 Q-R7!
(s) Now things quickly settle into a draw. White's QP is overextended. Black's
pawn on N6 guaruntees the half point.

Donald Wolitzer vs. Michael Gosselin--King's Indian Attack (Round 3)

1 e4 e6 2 d3 d5 3 Nd2 c5 4 Ngf3 Nc6 5 g3 Nf6 6 Bg2 Qc7 7 0-0 Be7 8 c3 0-0 9 Re1
b6 10 a3 Ba6 11 Qc2 Rgc8 12 Nf1 d5 13 c4 Nd7 14 h3 Nde5 15 Nxe5 Nxe5 16 Nh2 b5
17 b3 bxc4 18 bxc4 Rb8 19 f4 Nd7 20 Bd2 Rb7 21 Rab1 Rfb8 22 Rxb7 Bxb7 23 Nf3 Bc6
24 Rb1 Rb6 25 Rxb6 Qxb6 26 Bc1 Qb7 27 Qb2 Qxb2 28 Bxb2 Bd8 29 Nd2 e5 30 Kf2 Bc7
31 Bf3 exf4 32 gxf4 Bxf4 33 Nf1 Ne5 34 Be2 Ba4 35 Ng3 Bc2 36 Nf5 Bxd3 37 Nxd4
cxd4 38 Bxd4 Bxe2 0-1

Michael Gosselin vs. John Loyte--Center Counter Defense (Round 4)

1 e4 d5 2 exd5 Nf6 3 c4 c6 4 dxc6 Nxc6 5 Nf3 e5 6 Nc3 Bc5 7 Na4 Bd4 8 Be2 Bf5
9 d3 0-0 10 0-0 Qc7 11 Bg5 Rad8 12 Qb3 e4 13 dxe4 Nxe4 14 Bxd8 Rxd8 15 Nxd4 Nxd4
16 Qe3 Nc2 17 Qf3 Bg6 18 Rad1 Nd2 19 Qg3 Qe7 20 Nc3 Nxf1 21 Rxd8+ Qxd8 22 Kxf1
h5 23 Nd5 Qa5 24 Ne7+ Kh8 25 Qc3 White overstepped the time limit.

John Chamberlain vs. Larry Pratt--Sicilian Defense (Round 4)
Annotations by John Chamberlain

1 P-K4 P-QB4 2 N-KB3 P-K3 3 P-QB3 P-Q4 4 PxP (a) PxP 5 B-N5ch B-Q2 6 P-QR4 N-QB3 (b)
7 0-0 N-KB3 8 R-K1ch B-K2 9 Q-K2! N-Q5!? (c) 10 P-Q3 N-Q3 11 B-KB4? (d) N-B1
12 B-KN5? (e) P-KB3 13 B-KB4 0-0 14 P-R5! (f) B-Q3 (g) 15 P-R6 BxB? (h) 16 PxP

R-N1 17 BxN BxB (i) 18 Q-K6ch R-B2 19 QxB KRxP?? (j) 20 R-K8 1-0

(a) Opening up the game. 4 P-K5 is standard.
(b) Both 6...Q-K2ch 7 B-K2! and 6...BxB 7 PxB N-B3 8 0-0 B-K2 (8...P-Q5 9 P-QN4!
PxP 10 NxNP! is nothing) 9 P-Q4 are better for White.
(c) An original idea. It's going to QB1. Certainly not 9...0-0 10 BxN winning a
piece.
(d) Loses a tempo. 11 B-N5 was right.
(e) Now 12 P-R5! was consistant.
(f) Squeezing the initiative for all it's worth. 14 QN-Q2 is too timid; Balck
easily equalizes with 14...Q-K1, 14...B-Q3, or even 14...P-QR3.
(g) Now on 14...P-QR3 15 B-R4 and B-N3 keeps it alive. 14...R-K1 fails too, e.g.
15 P-R6 B-Q3 (15...PxP or 15...P-N3 then 16 BxN folowed by 17 Q-K6ch wins) 16
PxP R-N1 17 PxN=Q RxQ 18 QxQch NxQ 19 RxR is finito.
(h) After twisting and turning for ten moves Black stumbles in time pressure
just when he could have obtained a playable game. Correct was 15...P-N3! 16 Q-Q2
BxB 17 QxB N/1-K2 18 Q-R4! R-B1 19 N-R3 and though White will have a lasting
pressure on the queenside (due to the pawn) Black has counterplay. Note that
Black can't rush things, for instance 19...N/3-N1 20 BxB NxB 21 N-QN5 N-B3
[21...R-R1? 22 N-B7! QxN 23 RxN QR-Q1 24 Q-N4! R-B2 (not 24...P-N3 25 Q-K6ch
K-R1 26 N-R4 mates) 25 Q-K6 R-KB1 26 QxP with a winning game] 22 P-Q4!
(22 N-Q6 R-B2 23 Q-N4 is nice too, e.g. 23...K-R1 24 R-K8!) 22...N/2-N1 (he has
nothing better ; 22...PxP 23 NxP NxN 24 PxN and Black is positionally lost)
23 R-K6! and nothing can stop R/1-K1 and R-Q6 with decisive penetration.) Now
White has a forced win.
(i) Not 17...R-K1 18 BxP!
(j) Oops! With only four or five minutes left Black simplifies matters. 19...N-K2
20 QxBP RxP 21 P-QN4! is probably lost for Black anyway, though.

John Loyte vs. Mike Johnson--Alekhine Defense (Round 5)

1 e4 Nf6 2 e5 Nd5 3 d4 d6 4 f4!? dxe5 5 fxe5 Nc6 6 Nf3 Bf5 7 Nh4? e6! 8 Nxf5
exf5 9 g3 Ndb4 10 d5 Qxd5 11 Qxd5 Nxd5 12 Bg2 0-0-0 13 0-0 Nd4 14 Bxd5 Rxd5
15 Nc3 Rxe5 16 Bf4 Ne2+ 17 Nxe2 Rxe2 18 Rac1 Bc5+ 19 Kh1 R8e8 20 a3 Rf2 21
Rxf2 Bxf2 22 Kg2 Bd4 23 c3 Bf6 24 Kf3 h6 25 h4 Re6 26 Rc2 Be5 27 Bxe5 Rxe5 28
Rd2 g6 29 Rd4 Re4 30 Rd2 c6 31Rd6 Re6 32 Rd4 Kc7 33 Ra4 a6 34 Rd4 Re4 35 Rd2 a5
36 b3 f6 37 Rd1 g5 38 Rhi g4+ 39 Kf2 h5 40 Rd1 f4 41 Rd3 f3 42 Rd2 b5 43 b4 axb4
44 axb4 Re2+ 45 Rxe2 fxe2 46 Kxe2 Kd6 47 Ke3 Kd5 48 Kd3 f5 49 c4+ bxc4 50 Kc3
f4 0-1

Larry Pratt vs. Matt Warnick--Sicilian Defense (Round 5)

1 P-K4 P-QB4 2 P-Q4 PxP 3 N-KB3 P-K4 4 P-QB3 PxP 5 NxP B-N5 6 B-QB4 N-KB3 7 BxPch
KxB 8 Q-N3ch P-Q4 9 KN-N5ch K-N3 10 QxB N-QB3 11 Q-B5 P-KR3 12 PxP N-Q5 13 N-KB3
N-B7ch 14 K-Q1 NxR 15 NxPch K-R2 16 N-B7 Q-N3 17 QxQ PxQ 18 NxR KxN 19 B-K3 B-B4
20 P-QR3 NxP 21 NxN R-Q1 22 K-K2 RxN 23 RxN P-QN4 24 R-QB1 R-Q6 25 R-B7 R-N6
26 B-Q4 K-N1 27 RxPch K-B1 28 RxP P-K4 29 B-B3 P-R5 30 K-B3 P-N5 31 PxP P-R6
32 K-B4 1-0

OPENING SKETCHES

BY WARREN PINCHES

THE DUTCH DEFENSE

After 1 P-Q4, Black customarily plays to prevent White from immediately acheiving P-K4 as well. The typical Black responses to the QP are therefore 1...P-Q4 and 1...N-KB3, but there is a third option to contest Black's K5: 1...P-KB4, the Dutch Defense. The motif of controlling K5 in the opening makes the Dutch the distant cousin of the Nimzoindian and Queen's Indian Defenses, yet the Dutch retains a unique identity among the QP openings. The thrust by Black's KBP commits him to an uncompromising piece and pawn attack against White's kingside. While theorists have often scorned Black's first move as non-developmental and weakening, the sharp tactical play it proposes has endeared it to generations of club players.

Black retains a wide array of options concerning his pawn structure, which makes the formation of general principles in the Dutch difficult. What is positionally imperative in one variation is often positionally disastrous in another. Black's main decision is whether 1) to adopt a rigid, locked pawn structure in the center, as in the Stonewall Variation, to permit him to storm White's kingside without White being able to counter in the center; or 2) to adopt a fluid center and press for ...P-K4, as in the Illyn-Genevsky and Hort-Antoshin Variations; or 3) to fianchetto his KB, as in the Leningrad Variation, a hybrid of the Dutch and King's Indian. White's deployment is largely contingent on Black's actions, but he too has decisions to make, principally: 1) whether to develop the KB at KN2 or Q3, 2) the best square for the KN, and 3) whether to advance P-QB4 before or after completing the development of his kingside. Most commonly, White fianchettoes the KB, plays N-KB3, and defers P-QB4, while Black also completes his kingside development and keeps his options open in the center. Thus the usual sequence of moves in the Dutch is 1 P-Q4 P-KB4 2 P-KN3 N-KB3 3 B-N2 P-K3 4 N-KB3 B-K2 5 O-O O-O 6 P-B4. Black must now decide between the Stonewall and fluid systems.

The variation in which the themes of the Dutch are most forcibly expressed is the STONEWALL VARIATION, 6...P-Q4 (see diagram 1). After he completes the central rampart with ...P-QB3 his kingside attack runs like clockwork: ...N-K5, ...Q-K1-R4, ...P-KN4, ...R-B3-N3 or R3, ...QN-Q2-KB3. Black's QB is hopelessly entoumbed, though it may be deployed at QN2, to support the center, QR3, attacking White's unsupported QBp, or even via Q2 and K1 to the kingside. Black must at all costs avoid exchanging his KB, for without a black-sqaured bishop to guard all the weak black center squares his game would be positionally lost. Black must also never play ...QPxQBP, as this collapses the Stonewall formation.

Diagram 1
Stonewall Variation

White has no less than six excellent counterstrategies, which may often be combined in various ways. First, White may continue the strategy thwarted by Black's first move and try to force P-K4. The usual proceedure is N-QB3, N-K5 or N-K1-Q3, P-KB3, and Q-B2 or R-K1. If Black is forced to exchange pawns, the king-file will be cleared for a White attack on Black's very backward KP. White's KN may be posted powerfully on KB4. If White exchanges and Black recaptures with the KP, White's pieces can seize the open king-file while Black's pieces are deployed on the kingside. Either way, Black will have no time to consummate his kingside attack.

The second major counterstrategy for White is to use the time Black is consuming on his ponderous kingside assault to play P-QB5 and press an attack on the pawn-

chain base by P-QN4-5xBP. Since Black has very little room in the center and
on the queenside for defensive manouvers, if White can inflict weakness on Black's
queenside they will usually prove fatal--unless Black's attack checkmates White
first. Thus this strategy leads to a race on opposite sides of the board, but
one in which White must be slightly favored.

A third idea for White is to play QBPxQP, and if Black recaptures ...KPxQP, White
pursues a minority attack by placing his heavy artillery on the QB file and
playing P-QN4-5. If Black recaptures in the center with ...QBPxQP, white may
exploit the completely open QB file.

Still another strategy for White is to play P-QN3 and B-R3, to exchange black-
squared bishops. White may then play N-K1-Q3 and QN-Q2-KB3 and prepare to invade
the weak black squares in the center. If White can exchange off the major pieces
and reach an endgame, the many weak squares will leave Black's center indefensible,
and Black will have a positionally lost game.

Sometimes White may try to forestall ...P-Q4 with moves like 6 Q-N3, threatening
more exchanges in the center than Black would like. While this is not a truly
independent strategy, it often combines well with White's other anti-Stonewall
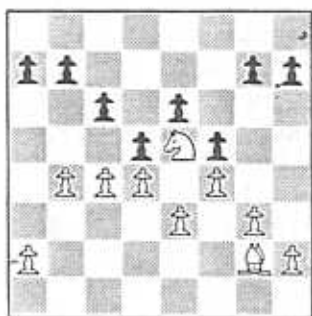ideas.

Finally, White may play P-KB4 himself, adopteing the Kmoch-
Euwe Anti-Stonewall formation (see diagram 2). Whites PKB4
prevents Black's ...P-KN4, often bringing Black's attack
to a virtual standstill, while retaining all White's queen-
side options.(P-QN4-5 etc.).

All this sounds very gloomy for Black, and indeed hardly
any contemporary grandmasters or theorists endorse the
Stonewall for Black. However, all White's counterstrategies
presuppose a fair degree of positional ability, which may
be lacking at the club level, where Black, if he plays ener-
getically, may speedily crush an opponent trying to puzzle
out minority attacks or weak square complexes over the
board.

Diagram 2
Kmoch-Euwe
Anti-Stonewall
Formation

Nonetheless it must be said that Black is better advised to
adopt a more fluid center formation. Thus the ILLYN-GENEVSKY
VARIATION, 6...P-Q3 (see diagram 3). Black's objective is to
create a mobile pawn duo at the head of his pawn formation
with ...P-K4, avoiding fixed weakness that might be exploited
by an opening of the center. Black may then proceed on the
kingside with ...Q-K1-R4, ...P-KN4, etc. White may play
P-K4, by way of N-QB3 and R-K1, to support an eventual P-Q5
or to exchange pawns and open the center. Alternatively,
White may play P-Q5 and P-QB5 immediately with a general
queenside advance. White's fianchettoed bishop may ultimately
play a substantial part in such an attack. Black must leave
himself in a position to answer P-Q5 with ...P-K4 (e.g.,
...N-QB3 is verboten) for if Black is compelled to exchange
pawns on his K3 his pawn structure will lose all its mobility.

Diagram 3
Illyn-Genevsky
Variation

Another trick Black should be prepared for is 6...P-Q3 7 N-QB3 Q-K1 8 P-N3 Q-R4
9 B-QR3 pinning the QP, i.e., 9...QN-Q2 10 P-Q5 P-K4 11 NxP. Note that while
White's KN in the Stonewall was often best played to KB4, in the fluid formation
it should remain on KB3 to hinder ...P-K4. Of old players sought to defer committing
their KN, hoping to answer ...P-Q3 with N-KB3 and ...P-Q4 with N-KR3-KB4. Black,
however, can wait longer than White can, and today White's KN is routinely devel-

oped at KB3 and relocated later if necessary.

Another fluid system occasionally seen is 6...N-K5, ALEKHINE'S VARIATION (see diagram 4). In the Illyn-Genevsky, Black usually cannot force ...P-K4 without ...QN-Q2 (...N-QB3 always being refuted by P-Q5) but this leaves Black severely cramped. The idea behind 6...N-K5 is to play ...B-B3 as a preparation for ...P-K4. However, after 6...N-K5 7 P-Q5! B-B3 8 Q-Q2 P-K4 9 QN-Q2 NxN 10 NxN P-Q3 11 P-B5 White has the initiative.

Diagram 4
Alekhine's Variation

Diagram 5
Hort-Antoshin
Variation

Diagram 6
Capablanca Variation

A newer system in which Black aims at ...P-K4 is the HORT-ANTOSHIN VARIATION, 1 P-Q4 P-KB4 2 P-KN3 N-KB3 3 B-N2 P-Q3 4 P-QB4 P-B3 5 N-QB3 Q-B2 (see diagram 5), whose popularity is derived from an analogous line in the English Opening. Black gains space in the center and forces ...P-K4 before completing his kingside development. White, noting Black's intention to play this variation by 3...P-Q3, accellerated P-QB4 and N-QB3 to be able to react in the center. White can play from diagram 5 6 N-B3, allowing ...P-K4 but intending to break up the center later, e.g. 6 N-B3 P-K4 7 0-0 P-K5 8 N-K1 B-K2 9 P-B3 PxP 10 PxP! and Black is weak on the king-file. Note that 7PxP? PxP and Black's mobile pawns give him an active position. Alternatively, from diagram 5 White may play 6 P-Q5 P-K4 7 PxP e.p. BxP and Black's position, while adequate, is lifeless.

White often plays P-QB4 early, often on the second move instead of the fourth or fifth. This usually only leads to a transposition of moves, but it permits Black to play ...B-N5; e.g. the CAPABLANCA VARIATION: 1 P-Q4 P-KB4 2 P-QB4 P-K3 3 P-KN3 N-KB3 4 B-N2 B-N5ch (see diagram 6). Capablanca used the check as a means of simplifying and lessening the cramp inherent in Dutch positions, and the variation was greatly feared in his hands, leading eventually to an adoption of 2 P-KN3, but Black's KB is an active defender, and today the exchange is viewed as unfavorable for him. Note that Black should never attempt the Stonewall after this exchange, as he would then have no control over the black squares. Rather he should opt for ...P-Q3 and ...P-K4. After 4 B-Q2 (4 N-B3 is quite playable and leads into Nimzoindian-type positions) Black may exchange by 4...BxBch, or retain the bishop with Alekhine's 4...B-K2, leaving White's QB misplaced, or Ryumin's 4...Q-K2 (5 BxB QxBch wins a pawn).

The kingside finachetto is the most efficient proceedure for White, as from KN2 the bishop observes White's K4, a key square in all variations, and adds defensive solidity to White's kingside. It can also support White's queenside play if Black abstains rom ...P-Q4. Nevertheless, White has equally good chances deploying it to Q3, as in the RUBINSTEIN VARIATION, a Dutch-Nimzoindian hybrid: 1 P-Q4 P-KB4 2 P-QB4 P-K3 3 N-QB3 B-N5 4 Q-B2 N-KB3 5 P-K3 0-0 6 B-Q3 P-Q3 (see diagram 7). White can castle short and break in the center with P-K4, or castle long and break on the kingside with P-KN4. From Q3, White's bishop puts pressure on Black's KBP and gives White good attacking chances.

Diagram 7
Rubinstein Variation

Diagram 8
Bronstein-Taimanov
Variation

Diagram 9
Leningrad Variation

One divergence for White with an early P-QB4 that aims to relocalize White's
KN is the BRONSTEIN-TAIMANOV VARIATION, 1 P-Q4 P-KB4 2 P-KN3 N-KB3 3 B-N3 P-K3
4 P-QB4 B-K2 5 N-QB3 O-O 6 P-K3 (see diagram 8). White intends N-K2 and N-KB4,
where the knight prevents ...Q-R4 and eyes Black's K3. The Stonewall formation
plays into White's hands here; Black's best bet is to proceed with ...P-Q3 and
...P-K4, after which the chances are about even, e.g. 6...P-Q3 7 KN-K2 P-B3
8 O-O P-K4 9 P-Q5 Q-K1 10 P-K4 N-R3.

Two radical departures from the conventional Dutch, one by Black and one by White,
lead us into positions dissimilar to those we have seen thus far. In the LENINGRAD
VARIATION Black aims at a King's Indian in which he has already acheived the
thematic freeing move ...P-KB4. After 1 P-Q4 P-KB4 2 P-KN3 N-KB3 3 B-N2 P-KN3
Black's KBP guards K5 while the fianchettoed bishop will support an attack on
White's center by ...P-K4, ...N-QB3, or ...P-QB4. In sharp contrast with the
main Dutch lines, both Black's bishops have good diagonals. White usually limits
Black's mobility with P-Q5 and/or opens the king-file with P-K4. After 4 N-KB3
(4 N-KR3 occurs occasionally) B-N2 5 O-O O-O 6 P-B4 P-Q3 (see diagram 9) White
has the space-gaining 7 P-Q5 P-QB4 8 N-B3 N-R3 9 N-K1 R-N1 10 N-B2 N-B2 11 P-QR4,
with a solid position for Black, or the waiting 7 N-B3, after which Black's best
is 7...P-B3 8 P-Q5 P-K4 9 PxPe.p. PxP 10 Q-Q3 QN-Q2 11 B-B4 with a slight edge
to White with his well coordinated pieces.

Diagram 10
Staunton Gambit

An even more radical departure for White is to evade the
Dutch Defense proper with the STAUNTON GAMBIT, 1 P-Q4 P-KB4
2 P-K4!? White gains attacking chances against which Black
has adequate defenses, if he is psychologically prepared
to defend after venturing 1...P-KB4. 2...PxP is virtually
forced. White has two themes. First, he may occupy the a2-g8
diagonal with B-QB4, meeting ...P-K3 with an eventual P-Q5.
Often Black is forced to play ...P-Q4, leaving his KP back-
wards. Second, White may forgo regaining the pawn with
P-KB3, aiming at rapid development. Black may play ...PxP
and try to hold the pawn through the coming attack, or try
to hold the pawn at K5 with ...P-Q4, or return it with
...P-K6, disrupting White's development. After 3 N-QB3
N-KB3 (see diagram 10) White's options are 4 P-KB3;

4 B-KN5, developing and deferring the opening of the center, and retaining the
option of regaining the pawn; or even 4 P-KN4 P-KR3 5 P-KR4. Hartson expresses
the opinion of the majority of theorists: "White certainly has good attacking chances
in these lines, but since the main-line Dutch offers good prospects, there seems

little reason to gamble a pawn." Black nonetheless often plays to avoid the Staunton by answering 1 P-Q4 with 1...P-K3 2 P-QB4 P-KB4, though he must be prepared to play the French Defense after 2 P-K4.

Despite the patronage of the Dutch Defense by such great tacticians as Alekhine, Bronstein, and Korchnoi, and profound strategic thinkers such as Morphy, Capablanca, and Botvinnik, the positional looseness of Black's center and kingside causes most grandmasters today to dismiss it disdainfully. It remains perenially popular at the club level, however, and its venturesome play has made it as effective in practice as any of Black's defenses to the QP.

SOLUTIONS TO THE PROBLEMS ON PAGE 14:

Diagram 1: 1 N-K7ch only draws: 1...RxN 2 QxR Q-R8ch 3 K-R2 Q-R3ch 4 Q-R4 QxQch. However, 1 B-B8!! forces immediate resignation: a) 1...KxB Q-R8mate. b) 1...RxB N-K7mate. c) 1...QxN 2 Q-N7mate. d) 1...Q-QB8ch 2 K-R2 and the bishop prevents 2...Q-R3ch.

Diagram 2: A) 1 R-Q5!! for a) 1...RxR 2 Q-B8mate, b) 1...PxR 2 QxRch R-K1 3 QxR mate, c) 1...QxR 2 Q-B6mate. B) 1 R-K5!! threatening 2 Q-B6mate or 2 RxR: a) 1...QxR 2 QxRmate, b) 1...RxR 2 Q-B6mate, c) best try is 1...R-KB5 2 Q-N5! QxPch 3 K-R2 QxRch 4 KxQ with an easy win.