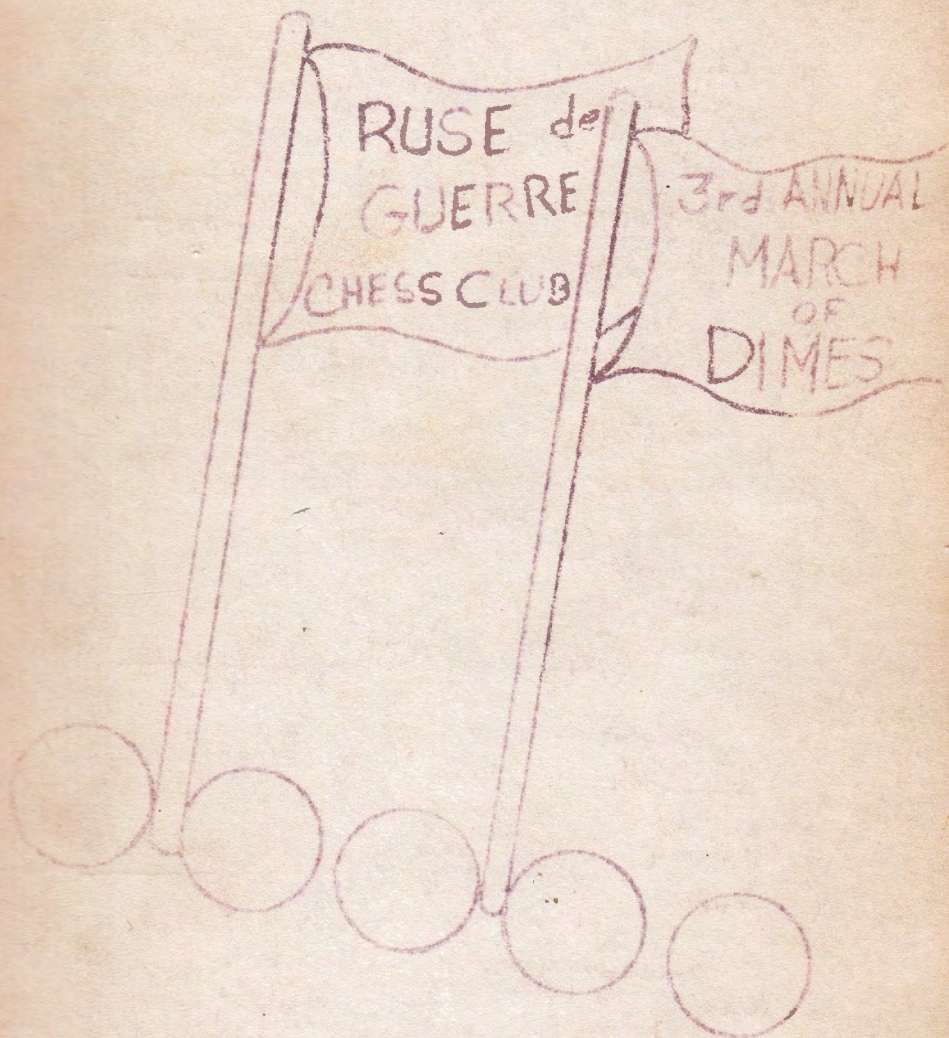


1964



TOURNAMENT BOOK

1	Kern	6-0	
2	Kiplinger	5-1	
3	Kelleher	5-1	(above TB)
4	Sage	4 1/2 - 1 1/2	
5	Lockhart	4-2	21
8 6	Johnston	4-2	18 1/2 (22)
6 7	Schmidt	4-2	19 = 18
9 8	E. Schroeder	4-2	16 1/2
11 9	Delaney	4-2	15 1/2
10 10	J. Schroeder	4-2	16
7 11	Colpron	4-2	19 (13)
12	Jenquin	3 1/2 - 2 1/2	
13	Richardson	3-3	
14	D. Bricker	3-3	
15	Jessett	3-3	
16	Monahan	3-3	
17	Dale	3-3	
18	V. Bricker	3-3	
19	Carter	3-3	
20	Love	3-3	
21	Gray	2 1/2 - 3 1/2	
22	Woodman	2 1/2 - 3 1/2	
23	Langford	2 1/2 - 3 1/2	
24	Hoover	2 1/2 - 3 1/2	
25	Morgan	2 1/2 - 3 1/2	
26	Stark	2-4	
27	Henry	2-4	
28	M. Dennison	2-4	
29	Loring	2-4	
30	Ellis	2-4	
31	Kelce	2-4	
32	Thompson	1 1/2 - 4 1/2	
33	Fernandez	1 1/2 - 4 1/2	
34	Brown	1-5	
35	C. Denison	1-5	
36	Byron (with crown)	1-5	
			37. 0 (with 0-6)

Nov. 7-8 K-Falls

Kern-Jessett	1-1
Kiplinger-Monahan	1-1
Link-Kelleher	1-2
Gray-Sage	1-3
Lockhart-Laing	1-4
Delaney-Johnston	1-5
Schmidt-Carter	1-6
Dangerud-Schrader, E	1-7
Schrader, J-Love	1-9 1-0
Hoover-Colpron	1-10
Jenquin-Dale	1-11
Richardson-Brown	1-12
Denison, M-Bricher, G	1-13
Henry-Bricher, V	1-14
Kalse-Ellis	1-16
Thomson-Denison, E	1-17
Morgan-Fernandez	1-19
Woodman-Byron	1-21

Kern(1) Jessett(15)
Sicilian

1 P-K4 P-QB4
2 P-Q4
The sicilian gambit
In this line black
should strive for---
P-Q4.

2 ----- PxP
3 P-QB3 P-K4
4 PxP N-QB3
5 N-KB3 N-KB3
6 N-QB3 B-N5
7 P-Q5 NxKP?
This loses a piece
---, N-K2 followed by
---, P-Q3 would give
a tenable game.

8 Q-B2
Now two pieces are
en prise and one
must go.

8 ----- NxN
9 PxN N-Q5
10 NxN PxN
11 FxB Q-K2 ch
12 Q-K2 QxQ ch
13 BxQ O-O
14 B-N2 R-K1
15 BxP P-QN3
Of course black is
absolutely lost but
he continued a few
moves before re-
signing (15 more.)

Kiplinger(2) Monahan(16)
QG Acc. Deferred

1 P-Q4 N-KB3
2 P-QB4 P-K3
3 N-QB3 P-Q4

4 N-KB3 B-K2
5 B-B4 P-B3
6 P-K3 O-O
7 B-Q3 PxP
8 BxP N-Q4
9 BxN KPxB
10 O-O B-KN5

Doesn't appear to be
a good pin.

11 Q-N3

black

r	n	q	r	k
p	p		b	p
		p		
		p		
		p	b	b
	q	n	p	n
p	p		p	p
r			r	k

WHITE

after 11 Q-N3

It might go 11---, BxN;
QxNP, BxP; KxP, N-Q2;
QxRP, N-N3; B-QB7, Q-Q2;
NxQP, Q-N5ch; B-N3, Q-K5et
P-B3, QxN; Black is
doing well but also
16 QxQ, NxQ; NxP, R-K1;
and white is two
pawns ahead.

11 ----- P-QN3
12 N-K5 B-K3
13 QR-B1 P-B3
The final weakness
14 N-Q3 B-Q3
15 P-K4 BxB

But this brings in a
two color knight
against a one color
bishop, and white is
already 3 tempi ahead.

16 NxB Q-Q3

- 17 NxB QxN
 18 PxP PxP
 19 NxP N-Q2
 ---,K-R1 would eventually lead to N-QB7
 20 R-K1 Q-Q3
 21 R-QB6

black

r				r	k
p		ah		p	p
	p	R	q		P
			N		
			P		
	Q				
P	P			P	P
			R		K

WHITE

after 21 R-QB6

- 21 ----- R-QB6
 22 N-K7 dblch Resigns

Link(26) Kelleher(3)
 Four Knights

- 1 P-K4 P-K4
 2 N-KB3 N-QB3
 3 N-B3 P-B4
 4 B-N5 N-B3
 5 P-Q3 B-B4
 6 B-N5 P-KR3
 7 BxKN PxB
 8 O-O

Q-K2 (or BxN first)
 and O-O-O appears to be more secure for the old man

- 8 ----- N-K2
 9 P-Q4 KPxP
 10 NxQP P-B3

black

r	b	q	k		r
P	P		P	N	
		p		p	p
	B	b		p	
			N	P	
			N		
P	P	P			P
R			Q		R

WHITE

after 10---P-B3

- 11 B-R4
 Try Q-R5 ch, K-B1; B-B4; Q-K1; NxB; N-KB4 and black's two bishops may have much work to do to pull the game out. or Q-R5ch, K-B1; B-B4, P-Q4; PxQP; PxP; NxBP, BxN; NxB, B-N3; Q-B3, etc and white is holding on with power over the uncastled king.

- 11 ----- P-Q4
 12 Q-R5 ch K-B1
 13 NxBP NxB
 14 PxP Q-Q2

black

r	b			k	r
P	P		q		
		p		p	p
		b	p	P	Q
B					
			N		
P	P	P			P
R				R	K

WHITE

after 14---Q-Q2

- 15 QR-K1
 Try NxB?!, QxN; B-N3, Q-Q2; QR-K1 and black will have more

- 15 to do.
 15 ----- QxP
 16 R-K8 ch K-N2
 17 R-K7 ch BxR
 18 QxB ch K-N3
 19 N-Q1 Q-K4
 20 Q-QN4 R-K1
 21 P-QB4 P-Q5
 22 P-B3 B-B4
 23 Q-Q2 Q-K7
 24 QxQP B-Q6
 25 Q-KB2 QxQ
 26 RxQ R-K8
 27 Resigns

Gray(21) Sage(4)
 Grunfeld

- 1 P-Q4 N-KB3
 2 P-QB4 P-KN3
 3 N-KB3 B-N2
 4 N-B3 P-Q4
 5 B-N5 P-QB3
 6 P-K3 B-N5
 7 P-KR3

B-K2 better; does'
 not get queen involved

- 7 ----- BxN
 8 QxB O-O
 9 B-Q3 Q-R4
 10 B-KB4 QN-Q2
 11 O-O KR-K1
 12 Q-Q1
 P-QB3 if P-K4;
 P-QN4, Q-Q1; PxKP,
 NxxP; BxN, etc.

- 12 ----- P-K4
 13 QP:NP NxxP
 14 B-K2
 P:PxP simplest way
 out, helps black
 develop QR

- 14 ----- NxxP
 15 Q-B2 N-KR4

black

r			r	k	
p	p			p	b
		p			p
Q		p			n
		n		B	
		N	P		P
P	P	Q	B	P	P
R				R	K

WHITE

after 15---N-KR4

- 16 B-R2
 BxN(R4) creates a
 black weakness.
 16 ----- NxxNP!
 17 KR-B1 QxN
 18 QxQ BxQ
 19 RxB N-R5
 20 R-B2 N-KB3
 21 R-N1 R-K2
 22 B-Q6 R-Q2
 23 B-K5 N-K5

black

r				k	
p	p		r	p	p
		p			p
			p	B	
n			n		
			P		P
P	R		B	P	P
R					K

WHITE

after 23---N-K5

- 24 P-B3 N-KN4
 25 R-N4 N-N3
 26 R2-N2 N-K3
 27 P-KB4
 if R-KR4, P-KR4
 27 ----- K-B1
 28 K-B2 K-K2
 29 K-B3 R-QB1
 30 P-K4 P:PxP ch
 31 RxP R1-Q1
 32 R-B2 R-Q7

33 RxR RxR
 34 P-R3 W-Q2
 35 B-B3 R-R7
 36 R-K3 P-QB4
 37 P-KN4 K-Q1
 38 B-N5 K-B2
 39 R-Q3 N-N3
 40 B-K5 ch K-B1
 41 P-B5 N-Q5 ch
 42 BxN PxB
 43 K-K4 P-QR3
 44 PxP PxB
 45 B-K8
 Even so the bishop
 has no place to go.
 45 ----- R-K7 ch
 46 Resigns

10 P-Q4 B-N3
 11 N-Q2 P-QB4
 12 N-K4
 Not a healthy place
 for a queen with all
 of that cavalry based
 ed up by artillery.
 ----- Q-K2
 12 PxB QxN
 13 PxB RPxB
 14 B-N5

Lockhart(5) Laing(29)
Ruy Lopez

1 P-K4 P-K4
 2 N-KB3 N-QB3
 3 B-N5 N-B3
 4 O-O B-B4
 5 R-K1 O-O
 6 P-B3 P-Q4
 7 PxB NxB
 8 BxN PxB
 9 NxB

black

r	b	q	r	k
p	p		p	p
	p			
	b	n	N	
	P			
P	P	P	P	P
R	N	B	Q	R

WHITE

after 9 NxB

9 ----- Q-Q3
 ---, Q-B3; P-Q4, B-Q3;
 if NxB, B-R6 makes

for some pretty hot playing. Text invites a block of black queen side pieces by white pawns

10 P-Q4 B-N3
 11 N-Q2 P-QB4
 12 N-K4
 Not a healthy place
 for a queen with all
 of that cavalry based
 ed up by artillery.
 ----- Q-K2
 12 PxB QxN
 13 PxB RPxB
 14 B-N5

black

r	b		r	k
	P		P	P
	P			
		n	q	B
			N	
	P			
P	P		P	P
R		Q	R	K

WHITE

after 15 B-N5

15 ----- P-KB3?
 16 NxB ch QxN
 17 BxQ NxB
 18 Q-N3 ch K-R1
 19 R-K7 B-Q2
 20 R1-K1 QR-Q1
 21 Q-N4 N-Q4
 22 Q-Q4 NxB
 23 RxB R-KN1
 24 RxB QR-K1
 25 P-B3 P-B4
 26 Q-Q6 R-R1
 27 QxNP RxB &
 Resigns

Delaney(9) Johnston(6)
Center Counter Gam.

- 1 P-K4 P-Q4
2 PxP N-KB3
3 N-KB3 NxP
4 P-QB4 N-N5

black

r	n	b	q	k	b	r
p	p	p		p	p	p
	n	P				
				N		
P	P		P		P	P
R	N	B	Q	K	B	R

WHITE

after 4---N-N5

- 5 Q-R4 ch
P-Q4 if B-N5; B-K2
if B-B4; N-R3
P-K3; B-K3, to get
QR to B1 and KB to
K2. Text violates
several rules.
- 5 ----- QN-B3
6 P-Q4 B-B4
7 N-R3 N-R3
So if P-Q5, N-B4;
but then what if
Q-N5!
- 8 P-B5
B-K3. If B-N5; P-Q5
- 8 ----- NR3-N5
9 B-Q2 N-Q6 ch
10 BxN BxB
11 N-K5
White is ahead in
development but should
continue with the same
tune: R-B1 if B-K5;
N-K5
- 11 ----- B-K5
12 B-B3?

- O-O if QxP; N3-B4
then if O-O-O; B-K3,
or if P-K3; B-B3,
text results in a direct
loss for white
- 12 ----- BxP
13 R-KN1 B-Q4
14 O-O-O P-K3
15 N3-B4 P-B3
16 NxN BxN
17 Q-B2 B-Q4
18 Q-K2 Q-Q2
19 KR-K1 O-O-O
20 N-R5 B-K2
21 P-B6?
- Quite premature.
P-QN4 if BxRP; Q-R6ch,
P-B6! If PxP; Q-R6 ch
if Q-Q3; PxP ch
- 21 ----- BxBP
22 NxB QxN
23 QxP ch QxQ
24 RxQ B-Q3
25 P-KR3 R-Q2
- The end (41 moves
later)
- 26 R1-K1 KR-Q1
27 R-K8 RxR
---, B-B5ch; gives scope
to the rooks. If 28
B-Q2??, BxBch; 29 KxB,
KxPch; Every marble
counts now. If 28 KxB,
P-KN3; starts a new
chain of pawns on
white (not subject to
bishop attack and
limiting to the white
rook.
- 28 RxR ch R-Q1
29 R-K4 K-Q2
---, P-KN3; intending
---, P-KB4; if R-KN4, R-Q2
- 30 K-B2 K-B3

31 K-Q3 K-Q4
 ---, P-KB4; if R-KR4
 R-Q2
 32 R-R4 P-KR3
 33 R-R5 ch K-K3
 34 K-K4 R-K1
 35 P-Q5 ch K-B2 dech
 36 K-B3

Should stay out of
 the KBP's way.

36 ----- K-N3
 37 R-R4 K-B4
 -----, P-KB4 would make
 the white rook nervous
 38 P-R3 K-N3
 39 R-N4 ch K-R2
 40 B-Q4 P-KR4
 41 R-N1 P-R3
 42 R-N2 P-KN3!
 43 R-N1

Not BxBP?, R-KB1

43 ----- P-KN4
 44 K-N2 K-N3
 45 P-B3

Brings things to a
 head like hot beer.

45 ----- R-K7 ch
 46 K-B1 R-R7
 47 R-N2 RxB
 48 K-K2 R-R7
 49 K-B1 RxB
 50 KxR B-K4
 51 B-B3 BxB
 52 PxB K-B4
 53 K-N3 P-R5 ch
 54 K-R3 K-B5
 55 K-N2 P-R6 ch
 56 K-B2 P-R7

---, P-KB4 is positive
 now.

57 K-N2 P-R8/Q ch
 58 KxQ KxB
 59 P-B4 P-N3
 60 P-R4 P-R4

61 K-R2 K-K5
 ---, P-KB4 is positive
 now.

62 K-N3 K-Q5
 63 K-N4 KxBP
 64 K-B5 KxB
 65 KxB P-N5
 66 Resigns

Schmidt(7) Carter(19)
 Ruy Lopez

1 P-K4 P-K4
 2 N-KB3 N-QB3
 3 B-N5 B-B4
 4 O-O N-KB3
 5 N-QB3 P-Q3
 6 R-K1 O-O
 7 P-QR3 B-KN5
 8 BxN PxB
 9 P-Q3 P-KR3
 10 B-K3

black

'r' 'q' 'r' 'k'
 'p' 'p' 'p' 'p'
 'p' 'p' 'n' 'p'
 'b' 'p'
 'p' 'n' 'p' 'b' 'n'
 'p' 'p' 'p' 'p'
 'r' 'q' 'r' 'k'

WHITE

after 10 B-K3

10 ----- B-Q5
 ---, B-N3 invites the
 take and a bit of
 help to get the black
 pawns uncolumed.

11 N-QR4 R-N1
 12 P-B3 BxB
 ---, B-N3 still good.
 13 RxB Q-Q2
 14 Q-B2

All of this work was

to unpin the white
KN (moves 8-13)

14 ----- B-R6?
black

	r			r	k
P		P	Q	P	P
		P	P	n	P
				P	
N				P	
P	P	P	R	N	b
	P	Q		P	P
R				R	

WHITE

after 14---B-R6?

- | | | |
|----|---|---------|
| 15 | NxKP | PxN |
| 16 | RxB | Q-K2 |
| 17 | P-QN4 | N-N5 |
| 18 | Q-K2 | Q-KN4? |
| | She cannot really do the job: In fact the knight must move. | |
| 19 | R-N3 | P-KR4 |
| 20 | P-KR3 | P-R5 |
| 21 | RxN | Q-B4? |
| | HER COFFIN | |
| 22 | RxP ch | KxR |
| 23 | QxQ | R-KR1 |
| 24 | QxKP ch | P-B3 |
| 25 | QxQBP ch | K-N3 |
| 26 | N-B5 | K-R4 |
| 27 | Q-B7 ch | K-N4 |
| 28 | N-K6 ch | K-R3 |
| 29 | QxP ch | Resigns |

Dangerud(23) Schrader,E(8)
QGD---Exchange

- | | | |
|---|-------|-------|
| 1 | P-Q4 | P-Q4 |
| 2 | P-QB4 | P-K3 |
| 3 | B-B4 | N-KB3 |
| 4 | P-K3 | B-K2 |
| 5 | N-QB3 | O-O |
| 6 | N-B3 | P-B4 |
| 7 | PxBP | BxP |

- | | | |
|---|------|------|
| 8 | Q-B2 | N-B3 |
| 9 | PxP | NxP |

black has not only equalized, but is a move ahead.

10 P-QR3

White needs to get the horses out of his hair and take steps to castle. Text is too defensive; results in a basic weakness.

Try NxN, QxN; (else the bishop goes next) then 11 R-Q1, Q-KR4; 12 B-K2, and white could catch up. Note: at 11---, B-N5ch; it goes K-B1, Q-QB4; Q-K4, P-KB4; PxB, NxP; Q-QB4

- | | | |
|----|-------|--------|
| 10 | ----- | NxB |
| 11 | PxN | N-Q5 |
| 12 | NxN | QxN |
| 13 | B-Q3 | QxP5 |
| 14 | O-O | P-QN3? |

---, P-KN3 more to the point.

- | | | |
|----|---------------------------|-------|
| 15 | N-K4? | B-Q3? |
| | Same as above only worse. | |
| 16 | NxB | QxN |
| 17 | BxP ch | K-R1 |

black

r	b		r	k
P			P	P
	P	Q	P	
P				
	P	Q	P	P
R			R	K

WHITE

- | | | |
|----|-----------------|--|
| | after 17---K-R1 | |
| 18 | B-K4? | |

Q-K4, R-QN1; Q-KR4
 gets sticky fast.
 Maybe 19---, Q-Q1;
 20. Q-R5, R-K1; 21 B-K4dsch
 K-N1 22 Q-R7ch, K-B1;
 23 QR-Q1, Q-B2; etc.
 Note: at 18---, B-K3;
 goes 19 Q-KR4, KR-Q1;
 20 B-Q3 dsch, K-N1;
 21 BxB

- 18 ----- R-QN1
- 19 KR-Q1 Q-K4
- 20 B-B3 B-N2
- 21 R-K1 Q-B3
- 22 R-K3 KR-B1
- 23 Q-N1

This gives up a tempo,
 and is in the way
 of the QR. Q-K2
 takes care of things.

- 23 ----- R-B4
- 24 BxB RxB
- 25 R-R3 ch K-N1
- 26 Q-Q3
- Q-R7 ch, K-B1; R-Q1
- 26 ----- R2-B2
- 27 R-Q1! R-B8?

black

					k
p	r		p	p	
	p		p	q	
P		Q			R
	P		P	P	P
		R			K

WHITE

after 27---R-B8?

- 28 P-KN3??
- Q-R7ch! K-B1; Q-R8 ch
- K-K2; Q-Q8 mate
- 28 ----- RxR ch
- 29 QxR Q-N4
- 30 R-R5 R-B8

two minds with the
 same thought.

- 31 RxQ RxQ ch
- 32 K-N2 R-Q7
- 33 R-QN5 P-B3
- 34 P-QR4 R-Q4
- 35 K-B3?

Text is probably the
 last "losing" move, at
 the columning of white
 pawns. Correct is
 RxR, PxR to split
 blacks pawns. This
 will be followed by K-B3,
 K-B2; K-K3, K-K3; P-B3
 and white would first
 move his pawns to
 the fourth rank with
 the general plan of
 advancing his KNP to
 force a trade to pass
 the white KRP, pull-
 ing the black king
 loose to stop taht
 one, etc.

- 35 ----- RxR
- 36 PxB K-B2
- 37 K-N4

P-QN4 denies the black
 king his approach
 square to capture the
 forward QNP.

- 37 ----- P-N3
- 38 P-R4 K-K2
- 39 P-R5 PxB ch
- 40 KxP P-B4
- 41 P-KN4 PxB
- 42 KxP K-Q3
- 43 K-B4 K-Q4
- 44 K-K3 P-K4
- 45 P-B3 K-Q3
- 46 K-K4 K-K3
- 47 P-N3 K-Q3
- 48 K-Q3 K-B4

- 49 K-K4 K-Q3
 50 K-Q3 K-Q4
 51 K-K3 K-K3
 Dance of the Scorpions
 (Walt Disney)
 52 K-K4 K-B3
 53 K-Q5?
 Count the moves.
 53 ----- K-B4
 54 K-B6 K-B5
 55 K-N7 KxP
 56 KxP P-K5
 57 KxP P-K6
 58 K-R7 P-K7
 59 P-N6 P-K8/Q

and black mates 7
 moves later.

Schrader, J(10) Love(20)
 Fractured French

- 1 P-K4 P-K3
 2 P-Q4 N-KB3
 3 P-K5

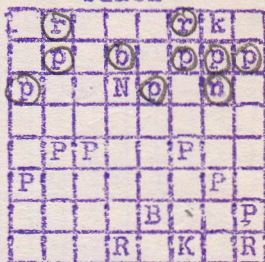
One of the reasons
 why black usually
 moves P-Q4 at his
 second move.

- 3 ----- N-Q4
 4 P-QB4 N-K2
 In this way only is
 it different from
 Alekhine's Defense

- 5 N-QB3 P-Q3
 6 B-N5 QN-B3
 7 N-B3 PxP
 8 PxP QxQ ch
 ---, B-Q2 would also
 do, would avoid giving
 white a rook tempo.
 9 RxQ N-N3
 10 B-K2 B-K2
 11 N-N5 B-N5 ch
 12 K-B1 O-O

- 13 P-QR3 B-K2
 Could still come out
 even with---, B-R4;
 P-QN4, B-N3; P-B5, P-QR3;
 if PxB, PxN; PxP, RxP;
 etc.
 14 BxB KNxB
 15 NxBP R-N1
 16 N-QN5 N-N3
 17 P-KN3 P-QR3
 18 N-Q6 QNxP
 19 BxN NxN
 20 P-B4 N-N3
 21 P-QN4 B-Q2

black



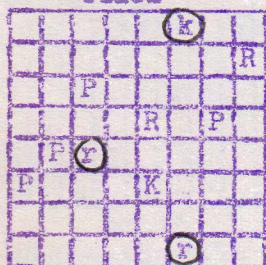
WHITE

after 21---B-Q2

- 22 K-B2 B-B3
 23 B-B3 P-B4
 Should not permit
 BxB with the pawn
 as the retaker. Black
 should move either
 BxB or N-K2 or B-R5
 24 BxB PxB
 25 KR-K1 R-B3
 26 P-B5 N-K2
 27 R-Q2 N-Q4
 28 Rq-K2 R-R3
 ---, N-QB2; might do
 the job.
 29 RxP P-N3
 Known as closing the
 barn door with one
 horse still out.
 30 K-N2 N-B2

31 R-K7 N-N4
 32 NxN RPxN
 33 R-QB7 R-R1
 34 R-K3 P-N4
 35 PxP R-N3
 36 P-KR4 R-Q1
 37 R-K5 R-N2
 38 RxQBP R-KB2
 39 R-QN6 P-B5
 40 PxP RxP
 41 RxNP RxRP
 42 K-N3 R1-Q5
 43 R-N7 RR5-N5 ch
 44 K-B3 K-B1
 45 RxP R-N8
 46 P-B6 R-B8 ch
 47 K-K3 R-QB5

black



WHITE

after 47---R-QB5

48 P-B7 K-N1
 49 P-N6 R-K1 ch
 50 K-Q3 RxBP
 51 R7xR

Maybe white was angry at this particular rook. Otherwise he would take R5xR since it is free. Then if black takes the other rook it would read:
 51 R5xR, RxR? 52 PxRch, KxP; 53 R-KN1, -?- and if black does not move RxR at 51,

what hope has he?

51 ----- RxR
 52 K-Q4 R-KN4
 53 P-N7 R-N6
 54 P-R4 R-QB6
 55 R-R7 R-QN6
 56 K-B5 R-B6 ch
 57 K-N6 R-KR6
 58 R-QB7 R-R5
 59 K-N5 R-R4 ch
 60 R-B5 R-R3
 61 P-R5 KxP
 62 R-B7 ch K-B1
 63 P-R6 K-K1
 64 P-R7 K-Q1
 65 R-B5 Resigns

Hoover(24) Colpron(12)
 King's Indian Def.

1 N-KB3 N-KB3
 2 P-QB4 P-KN3
 3 N-B3 B-N2
 4 P-Q4 O-O
 5 P-Q5
 5 How about P-K4
 5 ----- P-Q3
 6 P-KR3

No need to start defending yet. Developing moves are best. Such as P-K4 if 7---B-N5; B-K2

6 ----- P-B3
 7 P-R3 PxP
 8 PxP P-QR3
 9 P-K4 QN-Q2
 10 B-QB4 P-QN4
 11 B-N3

B-R2 even better since it may permit P-QN4 later.

11 ----- B-N2
 12 Q-K2

B-K3 gives good field of fire on black squares. Text may be a hot spot for the queen.

- 12 ----- R-K1
 13 O-O N-B4
 14 B-R2 P-QR4

black

r		q	r		k
	b		p	p	b
			p	n	p
p	p	n	P		
P		N		N	P
B	P		Q	P	P
R		B		R	K

WHITE

after 14---P-QR4

- 15 Q-K3
 Pawn isn't so free:
 NxP? B-AR3 and the
 white queen is too
 busy guarding the
 knight and the KP

- 15 ----- P-N5
 16 N-K2 N2xKP
 17 N2-Q4 N-B3
 18 B-Q2 PxP
 19 QxRP NxP
 20 BxN BxB
 21 BxP Q-N1
 22 P-QN4 N-N2
 23 Q-Q3 P-K4
 24 N-QN5 NxB

black

r	q		r		k
				p	b
		p		P	
n	N	b	P		
	P				
		Q	N	P	
				P	P
R				R	K

WHITE

after 24---NxR

- 25 PxB?
 QxB if P-K5; RxN,
 RxR; PxB, PxN;
 NxP, R-K2; R-QB1!,
 R-QB2; RxR, QxR etc.
 25 ----- BxN
 26 PxB P-K5
 27 Q-B4 BxR
 28 RxR R-QB1
 29 Q-R4 PxB
 30 Q-R3?? QxN
 31 P-R6 Q-N4 ch
 32 Resigns

Jenquin(12) Dale(17)
 Ruy Lopez

- 1 P-K4 P-K4
 2 N-KB3 N-QB3
 3 B-N5 N-Q5
 Quite premature. Also
 half opens a file.
 4 NxN
 To be considered:
 QN-B3 (3 good tempi
 to 2 in one doubtful
 knight)
 4 ----- PxB
 5 O-O P-QR3
 Best done @ move 3
 6 B-R4 P-QN4
 7 B-N3 B-N2
 8 P-Q3 P-KR3

pieces move also

9

Q-R5

black

r		q	k	b	n	r
b	p	p		p	p	
p						p
	p					Q
		p	P			
	B	P				
P	P	P		P	P	P
R	N	B		R	K	

WHITE

after 9 Q-R5

9

----- P-KN3?

Q-K2 might be better

10

Q-K5 ch

Q-K2

11

QxR

N-B3

12

BxRP

O-O-O

13

B-N5

Q-Q3

14

QxN

R-K1

black

		k	r	b		
b	p	p		p		
p		q		Q	p	
	p				B	
		p	P			
	B	P				
P	P	P		P	P	P
R	N			R	K	

WHITE

after 14---R-K1

15

QxQ

Also BxBP!, QxQ;

BxQ, =dead rook

15

BxQ

16

N-Q2

R-R1

17

N-B3

P-KB4

18

P-K5

B-B4

19

N-KR4

R-R4

20

B-B6

P-KN4

21

NxP

P-KN5

22

N-N3

R-R3

23

QR-B1

White has many good

moves now

23

P-N5

24

N-K4

B-N3

25

P-KB3

P-Q3

26

KPxP

Also B-K6 ch

26

KNPxP

27

RxP

BxN

28

PxB

PxP

29

P-KR4

K-Q2

30

P-N4

P-R4

31

P-N5

Generous at heart

31

RxP

32

B-Q5

P-R5

33

K-N2

B-Q1

34

BxB

KxB

35

K-N3

R-R1

36

R-B7

K-K1

37

P-B3

R-B1

38

P-N6

RxR

39

PxR ch

FINI

39

K-K2

40

PxQP

K-Q2

41

P-B8/Q

P-N6

42

Q-B8 ch

K-K2

43

Q-K6 ch

Resigns

Richardson(13) Brown
APE

1

P-QN4

P-Q4

2

P-Q3

P-K4

3

B-N2

P-Q5

4

P-QR3

P-KB4

5

N-Q2

N-Q2

6

KN-B3

KN-B3

7

P-QB3

P-QB4

8

NPxP

black

r	b	q	k	b	r
p	p	n		p	p
			n		
	P	p	p		
		n			
P	P	P	N		
B	N	P	P	P	P
R		Q	K	B	R

WHITE

after 8 N-PxP

- 8 ----- NxP?
 ---,PxP;BxP,BxP;
 if BxP?,BxPch; if
 11 NxN?,BxPch; KxB,
 (only),Q-Q5ch;---,
 QxN; if 10 NxP,
 NxN; BxN
- 9 PxP PxP
 10 NxP B-Q2
 11 R-QN1 N-R5
 Black needs some
 power on black
 squares.---,B-Q3;
 (also acts him castle)
- 12 B-R1 B-QB4
 13 N-QN5 P-QR3?
 Text leaves too much
 garbage on the battle-
 field, mostle horse-
 meat.
- 14 BxN PxB
 15 QxN BxN
 16 RxB PxR
 17 QxP ch Q-Q2
 18 QxB Q-B3
 19 QxQ Pxc
 20 (n-B4) O-O
 Could also resign
 21 P-N3 KR-N1

- 22 B-N2 R-N8 ch
 23 K-Q2 Resigns

Denison, M(28) Bricher, G(14)
 Queen's Pawn

- 1 P-Q4 P-Q4
 2 N-KB3 N-KB3
 3 B-N5 QN-Q2
 4 P-K3 P-K3
 5 B-Q3 B-K2
 6 P-K4?
 Not ready. Causes loss
 of tempo & a bishop
- 6 ----- PxP
 7 BxP NxB
 8 B-K3 O-O
 9 N-B3

black

r	b	q	r	k	
p	p	n	b	p	p
		p			
		P	N		
	N	B	N		
P	P	P	P	P	P
R		Q	K		R

WHITE

- after 9 N-B3
- 9 ----- NxN
 ---,B-N5 to try to
 hold the advanced
 tempo if 10 Q-Q3,
 P-KB4 if 11 P-QR3, NxN;
 12 PxN, B-R4; if
 12 PxB, N-Q4
- 10 PxN P-QN3
 11 O-O B-N2
 12 N-R4?
 The horse not doomed,
 just needs to be put

to work. Text has no real point.

- 12 ----- BxN
Doesn't look gift horses in the mouth.
- 13 P-N3 B-KB3 9
14 P-QR3 P-B4 10
15 PxP 11
Should swap at own Q4 to uncolumn pawns text however makes for shorter game. 12
- 15 ----- NxP 12
16 Q-K2 BxP 13
17 QR-Q1 Q-B2 14
18 B-B4 Q-B3
19 B-Q6 Q-N7 mate

Henry(27) Bricher,V(18) 14
Sicilian

- 1 P-K4 P-QB4
2 N-QB3 N-QB3
3 N-B3 P-Q3
4 P-KR3
- When white starts defending in the opening he is usually defending more later. on. 4 B-K2 is subtle, good, permits O-O, preserver the king's field and ignores black's QB.

- 4 ----- P-KN3 15
5 P-Q4 PxP 16
6 NxP B-N2
7 B-K3 P-QR3
8 Q-Q2 N-B3
9 NxN
Why sell a good knight

to promote black's white has good developing moves at hand: O-O-O or N-QB3 or B-K2

- PxN
P-K5!?! PxP
QxQ ch KxQ
B-QB4
O-O-O ch else the pawn sacrifice may be in vain.
----- K-K1
O-O-O B-N2
P-KB3
Text can wait. P-KN4 if P-QB4; KR-N1 and pick up the BP later.
----- N-Q2

black

r			k		r
	b		n	p	b
p		p			p
			p		
		B			
		N	B	P	P
P	P	P			P
		K	R		R

WHITE

- after 14---N-Q2
N-K4?
BxP ch, KxB; RxN and it might have changed the game:
----- P-R3
KR-B1 P-KB4

black

r			k		r
	b	n	p	b	
p	p			p	p
			p	p	
	B	N			
			B	P	P
P	P	P			P
		K	R		

WHITE

after 16--- P-KB4

17 N-QB5
RxN, KxR; N-B5 ch
K-B1 or else.

17 ----- HxN

18 BxN R-Q1

19 RxR ch

Without the help from white, black is doomed to forever operate without his king side material due to the strong position of the white bishops, Text allows the black king to cross over to the queen side, get out of the way, and even lend a hand.

19 ----- KxR

20 R-Q1 ch K-B2

21 B-K6 B-QB1

22 B-B7 B-B3

23 P-KN4 PxP

24 BPxP P-KR4

25 R-N1 PxP

26 PxP P-N4

27 B-R5 B-K3

28 P-N3

With 4 separated

pawn groups (vut 1 pawn up) black is doing a bang up job of keeping the position open.

28 ----- R-Q1

29 P-R4 R-Q4

30 B-K3 P-B4

31 B-N6

black

		k	p		
p			b	b	B
		p	r	p	p
P					P
		P		B	
		P			
		K			R

WHITE

after 31 B-N6

31 ----- R-Q3

32 BxBP R-B3

33 P-N4 P-R4

34 B-K4 RxB

plans to operate with strong points stabilized by the bishops against rook & bishop. and now white has also pawn positions.

35 PxR B-Q2

36 P-B6 BxP

37 BxB KxB

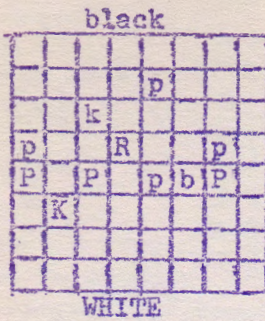
38 K-N2 K-B4

39 K-N3 P-K5

40 R-Q1 B-K4

41 P-B4 B-B5

42 R-Q5 ch K-B3



43 after 42---K-B3

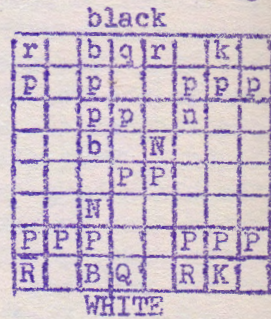
RxRP?
 Too much faith in rooks. But black has a good winning set up, no matter how white disposes his meager marbles. Resignation now is in order.

- 43 ----- P-K6
- 44 K-B2 P-K7
- 45 R-K5 BxR
- 46 K-Q2 K-B4
- 47 KxP KxP
- 48 K-K3 K-N5
- 49 K-K4 B-B3
- 50 K-B5 KxP
- 51 K-K6 K-N4
- 52 K-B5 K-B4
- 53 K-K6 K-Q5
- 54 K-B5 K-Q4
- 55 K-N6 K-K4
- 56 K-B7 K-B5
- 57 Resigns

Kalse(31) Ellis(30)
 Ruy Lopez

- 1 P-K4 P-K4
- 2 N-KB3 N-QB3

- 3 B-N5 N-KB3
- 4 N-QB3 B-B4
- 5 O-O O-O
- , P-Q3 is highly desirable
- 6 BxN BPxB
- , QPxB does several things better.
- (a) the white KN after taking the KP can't harass the black queen.
- (b) the black QB comes out shooting from the hip.
- (c) the queen has an increased scope.
- 7 NxP R-K1
- 8 P-Q4 P-Q3



after 8---P-Q3

- 9 NxKEP
- Good enough. NxQBP, Q-Q2; PxB or P-K5 are the usual lines.
- 9 ----- KxN
- 10 PxB NxP?
- NO LOOKEE
- 11 NxN RxN?
- No lookee some more
- 12 Q-B3 ch B-B4?
- Muxt be blind.

13 QxB ch K-N1
 14 QxR P-Q4
 15 Q-K6 ch K-R1
 16 Q-K5 Q-KB1
 17 B-N5 K-N1
 18 KR-K1 P-KR3
 19 BxP
 Offers to return material 9
 19 ----- Q-B2 10
 20 R-K3 R-KB1
 21 R-KB1 Q-N3
 22 BxP R-B4
 23 QxBP R-N4 10
 24 Q-Q8 ch KxB 11
 25 R-K7 ch Resigns

8 ----- N-K4?
 No lookee. The knight
 must move to KB3 or
 QB4. Loss of two
 tempo knight without
 due compensation often
 means loss of the game.
 BxN N-QB5?
 Q-K2
 Attacks the knight, but
 Q-R4 ch attacks him
 better.
 ----- Q-B2
 B-Q3
 This bishop is already
 well placed. Developing
 moves are better such
 as O-O, or neutralizing
 moves such as P-QN3
 or P-KN3

Thomson(32) Denison,E(35)
 Sicilian

1 P-K4 P-QB4
 2 N-KB3 N-QB3
 3 P-Q4 P-K3
 4 B-K3 P-Q3
 5 P-B3
 Nobody wants to
 strike the first
 blow.
 5 ----- N-B3
 6 PxP NxP
 7 PxP BxP
 8 B-Q3

11 ----- P-QN4
 12 P-QN3 NxB
 13 BxP ch B-Q2
 14 BxB ch QxB
 15 QxN O-O
 16 Q-Q2
 O-O better
 16 ----- Q-B2
 17 P-N3 P-B3
 18 O-O QR-Q1
 19 Q-K3 P-K4
 20 QN-Q2 B-B4
 21 Q-K2 R-Q2
 22 Q-B4 ch R1-B2
 ---,K-R1 and save
 the rook for back
 up man.
 23 N-K4 Q-N2

black

r		b	q	k		r
p	p				p	p
		n	b	p		
				n		
		p	b	b	n	
p	p				p	p
r	n	q	k			r

WHITE

after 8 B-Q3

black

				k	
p	q	r	r	p	p
		b	p		
	Q	N			
P	P		N	P	
P			P		P
R			R	K	

WHITE

24 after 23---Q-N2
 QxB
 24 NxB? would be almost free. In addition it would trade down rapidly with profit (no telling how much till the cash register rings it up) if 24---, QxN; 25 NxR, (= B and R for one N, net profit, 1 rook) if 24---, R-B2; 25 QxRch, RxQ 26 NxQ, RxN and white has the same net profit with a queen swap thrown in. This leaves white a R, N & passed pawn up. If 24---, Q-B2; 25 NxR, QxQ 26 NxPch? not good.

24 ----- QxN
 25 Q-K3
 Q-QB8ch, R-B1; QxR, QxN; Q-K6 ch, if R-B2; QR-Q1 and things get nervous.

25 ----- Q-N2
 26 KR-Q1 P-N3

27 RxR
 Relinquishes open to black.

27 ----- RxR
 28 Q-K2 R-K2
 29 Q-B4 ch K-N2
 30 N-Q2 R-QB2
 31 Q-K4 R-B3
 32 N-B4 Q-QB2
 33 R-Q1 R-B4
 34 R-K5 P-B4
 35 QxP ch QxQ
 36 RxQ R-B2
 The center went out, POW!

37 N-Q6 RxP
 38 R-K7 ch K-R3
 39 RxQRP R-B7
 40 N-B7 ch K-R4
 41 N-K5
 P-KR4 to anchor the knight and take out one square.

41 ----- P-R3
 42 N-B7 R-K7
 43 R-R4 P-N4
 44 P-QN4 R-K5
 45 N-Q6 R-K4
 46 R-R5 R-K8 ch
 47 K-N2 P-B5?
 48 PxP K-N5
 49 P-B5 R-Q8
 50 N-B7 P-R4
 51 N-R6 ch K-B5
 52 P-B6 P-R5
 53 R-B5 ch K-K5
 54 RxP K-Q6
 55 R-Q5 ch K-B7
 56 RxR KxR

black

			P	N	
	P				P
P			P	K	P
		K			

WHITE

after 56---KxR

- | | | | |
|----|----------------|------|----|
| 57 | P-B7 | K-K7 | |
| 58 | P-B8/Q | F-R6 | ch |
| 59 | KxP | K-B8 | |
| 60 | Q-B3 | K-K8 | |
| 61 | P-N5 | K-Q7 | |
| 62 | P-N6 | K-B7 | |
| 63 | P-N7 | K-N7 | |
| 64 | Q-N3 ch | K-B8 | |
| 65 | Q-K3 ch | K-N7 | |
| 66 | P-N8/R ch | | |
| | Didn't want to | | |
| | appear greedy | | |
| 66 | ----- | KxP | |
| 67 | Q-R7 | mate | |

Morgan(25) Fernandez(33)
Kings' Indian Def.

- | | | | |
|---|-------|-------|--|
| 1 | P-K4 | P-K3 | |
| 2 | P-Q4 | P-KN3 | |
| 3 | N-KB3 | B-N2 | |
| 4 | N-B3 | N-K2 | |
| 5 | P-K5 | | |

No need for this
move yet. At K4
the pawn denies the
KN two squares.

- | | | | |
|---|-------|------|--|
| 5 | ----- | P-Q3 | |
| 6 | B-KB4 | P-Q4 | |
- Blocked up Indian

- | | | | |
|----|---------|--------|--|
| 7 | B-N5 ch | P-QB3 | |
| 8 | B-R4 | P-QR4 | |
| 9 | B-QN3 | P-QN4 | |
| 10 | P-QR4 | P-N5 | |
| 11 | N-K2 | N-Q2 | |
| 12 | O-O | F-R3 | |
| 13 | P-B4 | FxP ep | |
| 14 | NxP | | |

FxP would support
the white QP

- | | | | |
|----|-------|-------|--|
| 14 | ----- | P-N4 | |
| 15 | B-Q2 | N-KB4 | |
| 16 | R-B1 | P-B4 | |
| 17 | FxP | | |

Necessary due to whites
weak 14th move. This
makes two demoted
pawns and now
black center pawns
are a joy to watch.

- | | | | |
|----|-------|------|--|
| 17 | ----- | NxBP | |
| 18 | B-B2 | B-R3 | |
| 19 | R-K1 | P-Q5 | |
| 20 | N-R2 | | |

Can't find any body to
push back with.

- | | | | |
|----|-------|-----|--|
| 20 | ----- | O-O | |
|----|-------|-----|--|

black

r	l	q	r	k
			p	b
b			p	
p	n		p	n
p		p		
			N	
N	P	B	B	P
	R	Q	R	K

WHITE

after 20---O-O
Black is loaded.
Try---,P-Q6 or P-N5
or Q-N3.

- | | | |
|----|-------|-------|
| 21 | BxN | NxP |
| 22 | QxN | PxB |
| 23 | BxRP | Q-Q4 |
| 24 | N-N4 | Q-N4 |
| 25 | QxQ | BxQ |
| 26 | B-B7 | P-Q6 |
| 27 | KR-Q1 | KR-B1 |
| 28 | NxP | BxN |
| 29 | RxB | RxB |

In the last nine moves the board has cleared somewhat.

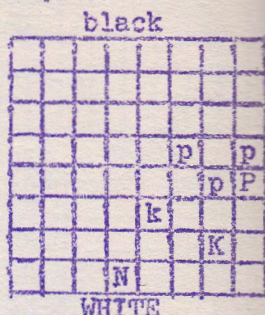
- | | | |
|----|---------|------|
| 30 | R3-B3 | R-K2 |
| 31 | R-B8 ch | RzR |
| 32 | RxR ch | K-R2 |



after 32---K-R2

- | | | |
|----|---------|-------|
| 33 | R-B5 | P-N5 |
| 34 | N-Q4 | BxP |
| 35 | NxP | R-Q2 |
| 36 | P-N3 | BxQNP |
| 37 | N-K3 | B-Q4 |
| 38 | R-Q5 | RxR |
| 39 | NxR | K-N3 |
| 40 | K-N2 | P-R4 |
| 41 | N-B4 ch | K-N4 |
| 42 | P-B3 | B-K4 |
| 43 | N-Q3 | B-N1 |
| 44 | P-B4 ch | K-B4 |
| 45 | P-R3 | B-Q3 |
| 46 | P-R4 | K-K5 |

- | | | |
|----|---------|------|
| 47 | N-N2 | BxP |
| 48 | PxB | KxP |
| 49 | N-Q3 ch | K-K6 |
| 50 | N-B2 | P-B4 |
| 51 | N-Q1 ch | |



after 51 N-Q1 ch

- | | | |
|----|-------|------|
| 51 | ----- | K-B5 |
|----|-------|------|

With the black pawns in good formation black is free to pursue the knight with his king. Some kings are trained to catch a knight now and then.

51 -----,K-Q7; N-KB2,K-K7; now if the knight moves he gets shot at Q1, Q3,K4, and R3. If he moves to R1 then P-B5 takes out another square. If K-N1,P-N6; N-R1,K-B6 and she breaks. If K-N3, P-B5ch; if KxP, KxN and the NP gets the honors; or again K-N3, P-B5ch; K-N2 (draw move),K-K6; if N-Q1ch,K-Q7; N-B2

P-N6; N-R1, K-K6;
 NxP, P-B6ch; etc.
 52 N-B2 P-N6
 53 N-Q3 ch K-N5
 54 N-K5 ch KxP
 55 K-B3 K-R6
 56 N-Q3 P-N7
 57 N-B4 ch K-R5
 58 NxP ch K-N4
 59 K-N3

DRAWN

Woodman(22) Byron(36)
 Nimzovich Def.

1 P-K4 N-QB3
 2 N-KB3
 P-Q4 is usual then
 if P-Q4; N-QB3 etc.
 or if P-K4; PxP, NxP;
 etc.
 2 ----- P-Q4
 3 N-QB3 P-Q5
 The queens pawn is
 defended once auto-
 matically at every
 step by her sponsor
 at 1.
 4 N-QN5 P-K4
 5 B-B4 B-KN5
 6 P-KR3 B-R4
 7 P-KN4 B-N3
 8 P-Q3 P-KR4
 9 B-N5 B-K2
 10 0-0
 Improvement to the
 kings original posit-
 ion is debateable.
 10 ----- P-R3

black

r		q	k	n	r
	p	p	b	p	p
p	n			b	
	N		p	B	p
		B	p	P	P
			P	N	P
P	P	P		P	
R		Q	R		

WHITE

after 10----P-R3

11 BxB QxB
 12 N-R3 PxP
 13 PxP N-B3
 14 P-N5 N-KR4
 15 R-K1 N-B5
 16 K-B1 R-R8 ch
 17 N-N1 RxN?
 Wasted move. Likes
 to torture victim.
 18 KxR QxP ch
 19 Resigns

Colpron-Kern	2-1
Kalse-Kiplinger	2-2
Kelleher-Richardson	2-3
Sage-Jenquin	2-4
Schrader, E-Lockhart	2-5
Bricher, V-Johnston	2-8
Bricher, G-Schmidt	2-9
Schrader, J-Thomson	2-11 $\frac{1}{2}$ - $\frac{1}{2}$
Jessett-Hoover	2-12
Fernandez-Delaney	2-14
Monahan-Deneson, M	2-15
Dale-Morgan	2-15
Carter-Oliver	2-16
Love-Henry	2-17
Eneson, E-Gray	2-18
Ellis-Woodman	2-20
Dangerud-Laing	2-21
Brown-Link	2-22

Colpron Kern
 Ruy Lopez
 Berlin Def.

1 P-K4 P-K4
 2 N-KB3 N-QB3
 3 B-N5 N-B3
 4 O-O NXP
 It is not free.
 5 R-K1
 P-Q4, B-K2; Q-K2, NxB3;
 BxN, NPxB; PxP, N-N2;
 etc. Text lets black
 get away with a
 pawn.
 5 ----- N-Q3
 6 NXP
 BxN, NPxB; NPxP, B-K2;
 both.
 6 ----- NxN
 7 RxN ch B-K2
 8 B-R4 O-O
 9 P-QB3 B-B3
 10 R-K1 P-QN4
 11 B-B2 B-N2
 12 P-Q4 R-K1
 13 N-Q2 R-K3
 14 N-B1 Q-K2
 15 RxR QPxR
 16 N-N3 P-N3
 17 P-QN3 P-K4
 18 B-K3 R-Q1
 19 Q-N4 B-N2
 20 PxP BxKP
 21 Q-QN4 Q-B3
 22 B-Q4 BxB
 23 PxB P-QR3
 24 R-K1 P-KR4
 25 R-Q1

black

		r		k		
	b	p		p		
p	p		n	q	p	
					p	
	Q		P			
	P				N	
P		B		P	P	P
		R			K	

WHITE

after 25 R-Q1
 Since black's diversion
 on the kingside may
 dislodge the knight
 (the piece holding
 up the black knight
 & thereby the isolated
 white QP) white
 should consider B-K4,
 BxB; NxN, NxN; RxN,
 and by remembering
 that the white
 queen works with
 the rook at K1 or
 K7, keep control
 of the king file.
 25 ----- P-R5
 26 N-B1 P-R6
 27 P-Q5 PxP
 28 KxP N-B4
 29 B-K4 N-R5 ch
 30 K-R1 QxP
 31 Q-Q2 QxQ
 32 RxQ P-KB4
 33 B-N2 NxB
 34 KxN KxP
 35 Resigns

Kalse Kiplinger
Sicilian

- 1 P-K4 P-QB4
 2 N-KB3 P-Q3
 3 P-Q4 PxP
 4 NxP N-KB3
 5 N-QB3 P-QR3
 6 B-Q3 P-K4
 Now considered to be good. May let a white knight come in at black Q4.
 7 N-B3 N-QN3 is better. Can't be pinned to the queen.
 7 ----- B-K2
 8 B-KN5 B-K3 is more subtle. White should not contest black strength on blacks squares, particularly the diagonal starting at KR4 to Q8 (strongly black) unless white can park a knight @ Q5 and keep him there.
 8 ----- B-K3
 9 P-KR3 QN-Q2
 10 B-K3
 First lost move.
 10 ----- P-Q4
 11 PxP NxP
 12 NxN BxN

black

r		q	k		r
	p	n	b	p	p
p					
		b	p		
		B	B	N	P
P	P	P			P
R		Q	K		R

WHITE

after 12-----BxN

- 13 N-Q2 O-O
 14 O-O R-B1
 15 N-K4 P-B4
 16 N-B3
 Second ditto.
 16 ----- B-K3
 17 P-B3 N-B3
 18 B-KN5
 Try it again?
 18 ----- Q-N3 ch
 19 K-R1 B-N5
 20 N-R4 Q-B3
 21 P-B3 B-K2

black

	r		r	k	
	p		b	p	p
p	q		b	n	
			p	p	B
N					
	P	B		P	P
P	P				P
R		Q		R	K

WHITE

after 21----B-K2

- 22 P-QN3 P-QN4
 23 N-N2 QxQBP
 24 Q-K2
 BxN a must, then
 ---, BxB; if Q-K2,
 P-K5

----- N-R4
 25 Q-K3 N-N6 ch
 K-R2 NxR ch
 RxN BxB
 28 QxB QxN
 29 R-Q1 QR-Q1
 Q-K7 KR-K1
 31 Q-QB7 RxB
 32 RxR R-QB1
 QxR

Why not Q-R8 ch?
 (How? Ed.)

----- BxQ
 R-K8 ch K-B2
 35 RxB Q-K4 ch
 Eats own king's pawn.
 Resigns.

Kelleher Richardson
 Sicilian (closed)

1 P-K4 P-KB4
 2 N-QB3 P-K3
 3 P-KN3 N-QB3
 4 B-N2 P-KN3
 5 P-B4 P-Q3
 6 N-B3 KN-K2
 7 O-O B-KN2
 8 P-Q3 Q-B2
 N-KR4 B-Q2
 N-N5 Q-N1
 11 P-KN4 P-QR3
 12 N-R3 P-KR4
 P-N5 Q-B2
 14 P-QB3 O-O-O
 15 B-K3 QR-B1

16
 16
 17
 18
 19
 20
 21
 22
 23

black

		k		r	r		
	p	q	b	n	p	b	
p		n	p	p		p	
		p			P	p	
				P	P	N	
N	P	P	B				
P	P				P	B	P
R		Q		R	K		

WHITE

after 15---QR-B1
 P-Q4
 A key move.
 ----- PxF
 PxF Q-N3?
 Is she nervous?
 K-N1 might relax
 things.
 N-QB4 Q-N5?
 ---,Q-B2; if Q-R2,
 NxF ch or QR-B1
 QR-B1 P-Q4
 P-QN4 no help either.
 P-QR3 Q-N4?
 Might as well get
 all possible material.
 QxN; RxQ, PxR
 N-Q6 ch K-Q1
 NxQ PxN
 P-K5

black

		k		r	r	
	p	b	n	p	b	
		n	p	p		
	p	p	P	P	p	
		P	P		N	
P			B			
P					B	P
		R	Q		R	K

WHITE

after 23 P-K5

23 ----- N-QB1
 24 Q-N3 N1-R2
 25 R-KB2 K-K2
 26 BxQP R-QN1
 27 BxN NxB
 28 P-Q5 KPxP
 29 QxQP B-QB1
 30 P-KB5 K-K1
 31 P-K6 KBPxP
 32 PxBP B-KB1
 33 B-QN6 B-K2
 34 NxP R-KN1
 35 NxB KxN
 if----, NxN?; Q-Q8mate
 36 R-KB7 ch K-K1
 37 RxBN

black

	r	b		k		r
	p				R	
	B	R		P		
	p		Q			P
						p
P						
	P					P
						K

WHITE

after 37 RxN

37 ----- Resigns

Sage Jenquin
 Ruy Lopez, Morphy
 Defense, Marshall
 Attack

1 P-K4 P-K4
 2 N-KB3 N-QB3
 3 B-N5 P-QR3
 4 B-R4 N-B3
 5 O-O B-K2
 6 R-K1 P-QN4
 7 B-N3 O-O

8 P-B3 P-Q4
 Sacrifices the KP
 for a tempo.
 9 PxB NxP
 10 NxBP NxN
 11 RxBN

black

r	b	q	r	k
	p		b	p
p				
	p	n	R	
	B	P		
P	P	P	P	P
R	N	B	Q	K

WHITE

after 11 RxN

11 ----- P-QB3
 12 P-Q4 B-Q3
 13 R-K1 Q-R5
 Watch the mates
 possible.
 14 P-N3 Q-R6
 15 Q-B3 B-KN5
 16 Q-N2 Q-R4
 17 BxN PxB
 18 B-K3 B-B6
 19 Q-B1 KR-K1
 20 N-Q2 B-KN5
 21 P-B3 B-KR6
 22 Q-B2 R-K3
 23 R-K2 R-N3
 24 QR-K1 P-B4
 25 N-B1 P-B5
 26 B B1 PxB
 27 NxP R-KB1
 28 P-KB4 Q-R5

black

				r	k
				p	p
p		b		r	
	p	p			
		P	P		q
	P			N	b
P	P	Q		R	P
	B		R		K

WHITE

after 28---Q-R5

R-K8 R-B3

RxR ch KxR

Q-B3 P-N4

Maybe black gets his pawn back now.

QxP PxP

Q-R5 QxQ

NxQ R-B4

R-K4 RxN

Knight for two pawns.

BxP BxB

RxB ch R-B4

RxR ch BxR

K-B2 K-K2

K-K3 K-K3

P-QR4 K-Q4

PxP PxP

No more white pawns on white.

K-B4 B-B7

K-N5 B-N3

P-R4 P-N5

P-R5 B-K5

K-B6 B-B6

P-R6 B-K5

K-N7

Leaves his pawns to fend for themselves.

----- K-B5

- 50 K-R8 K-Q4
- 51 K-N7 B-Q6
- 52 K-R8 B-B4
- 53 K-N8

-DRAW-

Schrader, E Lockhart
Sicilian

- 1 P-K4 P-QB4
 - 2 N-KB3 P-Q3
 - 3 P-Q4 PxP
 - 4 NxP N-KB3
 - 5 N-QB3 P-QR3
 - 6 B-K2 P-KN3
 - 7 O-O B-N2
 - 8 N-B3
- P-KB4 might be worthwhile first. The KBP would be double protected.
- 8 ----- QN-Q2
 - 9 B-Q3 P-QN4
 - 10 R-K1 B-N2
 - 11 B-KN5 P-N5
 - 12 N-QR4 P-R3
 - 13 B-Q2 B-B3
 - 14 P-QB3 Q-R4
 - 15 B-B2

black

r				k	r
		n	p	p	b
p		b	p	n	p
q					
N	p		P		
		P		N	
P	P	B	B	P	P
R		Q	R		K

WHITE

after 15 B-B2

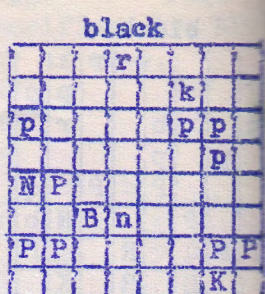
- 15 ----- Q-KR4

16 PxP P-Q4
 17 B-QB3
 if P-K5, N-KN5 brings
 4 pieces to bear on
 the poor KP.

17 ----- PxP
 18 BxKP
 Try 18 N-Q4 gains a
 tempo, N7-B5 then
 if ---, QxQ 19 QRxQ,
 if 18---, N-N5?; 19 P-KR3,
 if 18---, B-N2; 19 QxQ 32
 NxQ; 20 BxKP, if 18 33
 ---, BxN; 19 BxB if
 18---, B-Q4; 19 N-QB5,
 NxN; 20 PxN 33

18 ----- BxB 34
 19 RxB NxB 35
 20 BxB KR-N1 36
 21 B-B3 R-Q1 37
 22 Q-K2 N-N4 38
 23 N-Q4 QxQ 39
 24 NxQ P-B3 40
 25 R-K1 K-B2 41
 26 N-Q4 N-K4 42
 27 P-B4 43
 N-QB5 catches a pawn
 stops up Q3 for black
 knights, and puts this
 horse to work. Text
 leads to an even
 swapout not best for
 white. 44
 45
 46
 47
 48
 49
 50

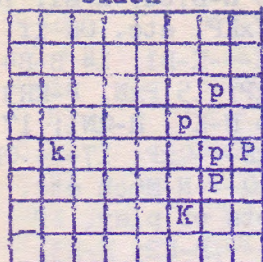
27 ----- N-Q6
 28 RxP ch KxR
 29 N-B6 ch K-B2
 30 NxB ch RxB
 31 PxN RPxP 51



WHITE

after 31---RPxP
 P-QR3 R-K1
 P-KN3
 K-B1 is safe enough
 to keep the rook out.
 ----- R-K7
 N-B5 NxQP
 NxB N-R5
 B-Q4 R-R7
 N-B5 NxN
 BxN RxQP
 K-N2 P-N5
 P-R4 K-K3
 K-B2 R-B6 ch
 K-N2 R-N6
 K-B2 P-B4
 K-N2 K-Q4
 K-B2 K-K5
 B-Q6 R-N7 ch
 K-K1 K-Q6
 B-B5 K-B5
 B-B2 K-B5
 K-B1 RxB?
 50---R-R7 intending
 to anchor at KR6
 is solid.
 KxR KxP

black



WHITE

after 51---KxP

K-K3 K-B4

If 52---, K-B5 to

move toward the
white anchor pawn,
when game would go,

53 K-B4, K-Q5; 54 K-N5,

K-K5; 55 KxP, K-B6;

56 P-R5, KxP; 57 P-R6,

K-B5; 58 P-R7, P-N6;

59 P-R8/Q and black

is not as happy as

he could be but, if

after 55 KxP, P-B5;

56 FxP, P-N6; 57 P-B5,

P-N7; 58 P-B6,

P-N8/Q ch. The chances

for black are fair,

or 55 KxP, P-B5;

56 P-R5, PxP; 57 P-R6,

P-N7; 58 P-R7,

P-N8/Q; 59 P-R8/Q,

Q-N3ch; 60 K-N5,

Q-K6; looks draw-

ish by some stand-

ards.

K-B4 K-Q4

K-N5 K-K3

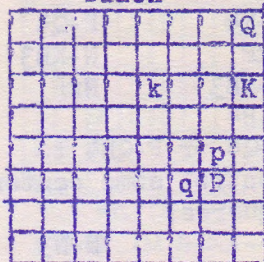
KxP P-B5

P-R5 P-B6

P-R6 P-B7

58 P-R7 P-B8/Q
59 P-R8/Q Q-B4 ch
60 K-R6 Q-B6

black



WHITE

after 60---Q-B6

61 Q-K8 ch K-Q4

62 Q-Q7 ch K-K4

63 Q-K7 ch K-B4

White should start

keeping the draw

in mind. K-N5 if

63---QxP?; 64 Q-QB7ch,

catches a free queen.

if 63---Q-K6 ch;

64 KxP. It will

take two pieces,

K & Q, to take a

pawn.

64 Q-N5 ch K-K5

65 Q-N6 ch K-K6

K-R5 is at least a

draw.

66 Q-N6 ch K-K6

67 Q-N2 ch K-B8

68 Q-B1 ch K-N7

69 Q-Q2 ch KxP

70 Q-K1 ch K-R6

71 Resigns

Bricher, V Johnston
Denter Counter
Defense

1 P-K4 P-Q4
2 PxP N-KB3
3 N-KB3 NxP
4 B-B4
P-Q4 or P-QB4 to
control some center
squares.

4 ----- N-N3
5 B-N3 N-B3
6 N-B3 P-K4
No more P-Q4
(white)

7 P-Q3 B-QB4
black

r	b	q	k		r
p	p			p	p
	n	n			
	b		p		
	B	N	P	N	
P	P	P		P	P
R	B	Q	K		R

WHITE

after 7---B-QB4
8 O-O
Try 8 N-K4 if Q-Q2;
9 B-KN5, P-B3; 10 NxB,
if QxN; 11 B-K3, (pre-
vents black O-O) and
starts ripping up
queen side with
BxN. If 10---PxB;
11 N-K4, B-N5; N4xP5,
O-O-O; 13 Q-Q2 is
a pawn up. If 12
---, N-Q4; 13 B-B7ch,
K-Q1; 14 B-B4, P-KR3;

15 N-B7ch, K-B1; B
N7xKP, etc. OR if
13---K-B1; 14 B-B4
NxP; 15 PxN, P-KB3;
16 N-K4, R-QN1; 17
QxN---QxP; 17---B
BxQ---N-N6ch etc.
Lots of play. If
8---, B-K2; B-K3,
O-O; O-O, B-KN5;
BxN, RPxB; P-QB3
----- O-O
9 N-K4 B-K2
10 R-K1 B-KN5
11 P-KR3
B-K3, N-K4; P-QB3,
if NxB, RxN; lets
the queen lose. If
P-KB4; N4-Q2, P-K5;
PxP, PxP; NxP, BxN;
BxN ch, K-R1; PxB,
N-K4; P-KB4

11 ----- B-R4
12 P-B3 N-Q4
13 BxN
White will miss
this posted bishop.
----- QxB
13 P-KN4 B-N3
14 B-K3 P-B4
15 P-B4 Q-Q2
16 N-B5 BxN
17 BxB KR-K1
18 N-R4 P-B5
19 NxN PxN
20 R-K4 P-N3
21 B-R3 QR-Q1
First dividend to
arrive.
23 K-N2 QxQP
24 QxQ RxQ

25	R-QB1	R-Q5
26	R4-K1	P-K5
	P-N3	R-Q7
28	R-B3	P-K7
29	B-B1	RxP ch
	K-N1	RxP
31	BxP	PxB
32	R3xP	RxR
	RxR	N-Q5
	R-K7	N-B6 ch
35	K-B1	P-B4
36	R-K3	N-Q5
	P-R4	R-QN7
38	P-N5	RxP
39	R-B7	R-KB6 ch
	K-N2	R-B2
	R-K4	P-R4
42	P-R5	PxP
	P-N6	R-B1
	R-K7	R-N1
45	R-K5	P-QR5
46	RxRP	P-R6
	R-R1	P-R7
48	Resigns	

Bricher, G Schmidt
 Sicilian

	P-K4	P-QB4
	N-KB3	P-Q3
3	P-Q4	PxP
4	NxP	N-QB3
5	N-B3	P-K3
6	B-K2	KN-K2
7	O-O	N-N3
8	B-K3	B-K2
9	P-KB4	O-O
10	B-Q3	

black

r	b	q	r	k
p	p		b	p
		n	p	p
			N	P
			N	B
P	P	P		P
R		Q	R	K

WHITE

after 10 B-K3

10 ----- P-KB3
 Try---, NxN; BxN,
 NxBP; if RxN?, P-K4
 really opens up a
 lot of round.

11 P-B5 NxN
 Try---, N/N3-K4; PxP,
 NxN; BxN, BxP; BxN;
 PxB;

12 PxN PxP

13 BxN P-QR3

14 P-QR4 B-Q2

15 B-QB4 R-B1

16 B-N3 Q-R4

17 Q-N4

black

	r		r	k
	p	b	b	p
p		p	p	p
q				
P		B	P	Q
	B	N		
	P	P		P
R			R	K

WHITE

after 17 Q-N4

17 ----- K-B2
 Or lose a pawn.

18 QR-Q1 R-KR1

19 Q-B3 Q-KN4

20 P-K5 K-K1
 CHICKEN! But not
 B-B3; N-K4 would
 trade off this im-
 portant bishop soon.
 (can't stand NxQch
 or NxKBP?, BxQ; NxB)
 Text uppins several
 black pawns but
 leads to other
 problems including
 continuation, also
 QxNP/, PxBP? and
 some good ones.

21 PxBP B-QB3

22 Q-N3
 Other ideas to ex-
 plore. N-K4 or PxBP
 or P-B7 ch, if K-B1;
 N-K4

22 ----- QxQ

23 PxB QxB

24 BxBP?
 BxB is a lot rougher
 on blacks rooks.

24 ----- R-KB1

25 BxB KxB

26 RxR RxR

27 R-K1
 And now white is
 only a knight up
 and both sides have
 pawn problems.

27 ----- P-K4

28 B-Q5 R-B4

29 BxB PxB
 Promotes another NP
 to work with center
 group.

30 R-KB1 K-K3

31 RxR

Solves another pawn
 problem for black.

31 ----- PxB

32 P-QN4 P-Q4

33 K-B2 P-Q5

black

	P	P	K		
			P	P	
P	P		P		
		N			P
		P		K	P

WHITE

after 33---P-Q5

34 N-K2
 Try P-N5 if PxBP
 PxBP, wueens, white
 wins. If---RPxBP; PxBP
 PxBN; K-K3, P-K5; K-B3
 K-Q3; P-N4!, PxBP; Lx
 KxBP; K-Q3, K-Q4; KxBP
 K-K5; K-Q2, K-B5; Lx
 K-N6; K-B1 white
 wins. If ---BPxBP;
 PxBP, PxBP; NxBP, PxBP;
 NxBP, P-K5 ch; K-K2,
 K-K4; P-B4, PxBP ep;
 NxBP and the mobility
 of the knight starts
 to show up. (May
 draw) If---P-K5 ch;
 NxBP, PxBNch; KxBP,
 RPxBP; PxBP, if P-B4;
 R-KN4 (white wins)
 if PxBP; KxBP white
 wins.

34 ----- K-Q4

35 P-N5 BPxBP

36 PxB PxB

38

K-B3 P-N5
 P-N4 P-K5 ch
 Free mileage
 K-B4 PxP
 At this time white
 was in time trouble
 and the dilemma and
 counting involved in
 40 KxP was to costly
 it might go: KxP,
 P-Q6; PxpP, PxpP; N-B4ch,
 K-Q5; K-B3, P-N6; -?-
 K-N3 P-Q6
 PxpP PxpP

black

		k			
	p				p
		p		K	
			N	P	

WHITE

after 41----PxP

Whites flag dropped.
 120 min. 70 min

Schrader, J Thomson
 Ruy Lopez
 Berlin Defense

P-K4 P-K4
 N-KB3 N-QB3
 B-N5 N-B3
 P-Q4 PxpP
 P-K5 N-KN5
 O-O P-Q3
 NxQP NxKP
 R-K1 B-K2
 P-KB4 B-KN5

10 Q-Q2 P-QR3

black

r		q	k		r	
	p	p	b	p	p	
p	n	p				
	B		n			
		N	P	b		
P	P	P	Q		P	P
R	N	B	R		K	

WHITE

after 10----P-QR3

11 Pxn PxB
 12 PxpP QxpP
 13 NxN

Could go 13 NxP?,
 Q-B4 ch; N-Q4, NxN;
 Text is OK

13 ----- PxN

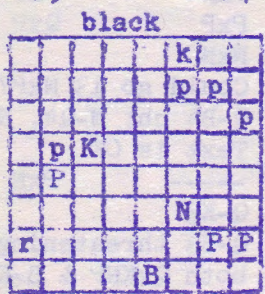
14 Q-K3
 Q-B3 threatening
 both QxKNP & B-K3,
 if 14---,Q-B4 ch; 15
 B-K3, QxQ; NxQ devel-
 opes well.

14 ----- B-K3
 15 N-QB3 Q-QB4
 16 N-K4 QxQ ch
 17 BxQ O-O
 18 P-QN3 QR-Q1
 19 QR-Q1 B-KB4
 20 RxR RxR
 21 B-B2 P-R3
 22 N-N3 B-QN5
 23 NxB BxR
 24 BxB R-Q8

Right now it doesn't
 look very drawish.

25 K-B2 R-B8
 26 P-QB3 R-B7 ch
 27 K-B3 RxRP

28 N-K7 ch K-B1
 29 NxP R-R3
 30 N-Q4 R-B3 ch
 31 K-K4 P-B4
 32 N-KB3
 Not NxP?, R-K3 ch
 to gain the bishop.
 32 ----- R-R3
 33 K-Q5 R-K5
 34 P-QN4 PxP
 35 PxP R-R1
 36 K-B5 R-R7



WHITE

after 36---R-R7

37 B-Q2 P-N4
 38 P-R3 P-B3
 39 KxP
 Not yet. P-KN4 to
 stop one of the
 tail gunner black
 pawns.
 39 ----- P-R4
 40 K-N6 K-K1
 41 P-N4 PxP
 42 PxP R-R6
 43 NxP
 Almost enough but
 not quite.
 43 ----- FxN
 44 BxP R-KN6
 45 P-QN5 RxP
 46 B-K3 K-Q2

47 K-QN7 R-K5
 48 B-R7
 Try to keep the
 bishop able to
 pose at both QN4
 and QB5. Like trying
 to straddle a mud hole
 with a wheelbarrow.
 48 ----- R-QN5
 49 P-N6 RxP ch
 50 DRAW

Jessett Hoover
 Queen's Gambit Defense
 Tarrasca Defense

1 P-Q4 P-Q4
 2 P-QB4 P-K3
 3 N-KB3 P-QB4
 4 B-N5
 Nobody wants to bite
 yet B PxQP is always
 that much.
 4 ----- Q-N3
 5 P-QN3 P-KR3
 6 B-R4 B-K2
 7 B-N3
 Maybe a three move
 bishop is worth more
 7 ----- N-QB3
 8 P-K3 B-B3
 9 N-K5 B PxP
 10 Q-R5 N xN
 11 B xN F xKP
 12 P-B4 P-N3
 13 Q-R3
 Time to go clear
 home before the wild
 mob of pawns eats
 her alive.
 13 ----- Q-B5 ch

14 K-K2 P-Q5

black

r	b	k	a	r
p	p		p	
		p	b	p
		B		
	q	P	p	P
	P		p	Q
P		K	P	P
R	N		B	R

WHITE

after 14---P-Q5

15 P-N4

Maybe the white king needs to march up to the Q3 and slay the black QP or hold the middle.

15 ----- P-KN4

16 BxB NxB

17 PxP N-N1

18 PxP

Q-R5, B-Q2; B-N2, might be less fluid for white.

18 ----- NxB

19 P-N5 P-K4

20 Q-R4 B-N5 ch

21 K-Q3 B-B4 ch

22 K-K2

black

r		k		r
p	p		p	
		p	b	P
	q	P	p	Q
	P		p	
P		K		P
R	N		B	R

WHITE

after 22 K-K2

22 ----- BxN

Try 22---,Q-K2; if 23 B-R3, P-Q7ch; KxKP, N-N5ch; QxN, BxQ; BxB, QxPch; KxP, QxB; etc.

if 23 K-K1, O-O-O; BxBch, NxB; Q-N4, Q-K3; N-B3, R-KR5; Q-N2, P-Q7 ch; K-Q1, N-Q5; Hard to find a move, or, 22---,Q-K2; 23 B-N2, O-O-O; 24 R-Q1 (you work it out)

or 22---,Q-K2; 23 Q-N3, N-N5; 24 P-KR4, O-O-O; Those passed pawns are like gold. Q-K2 stops the knight from any worry.

23 PxN Q-Q7 ch

24 K-B3 B-K5 ch

---P-K5 ch; if 25 K-B4, P-K6 dsch; RxB, Q-Q6ch; K-B4, PxB/Qch; QxQ, Q-KR2; P-KR4, P-KB4; QxP, QxQ; KxQ, R-Q1; etc. if 25 K-N3, Q-B7 ch; if 26 K-R3, Q-B6 ch; Q-N3, RxFmate. if 26 K-N4, R-N1 ch; 27 K-R5, P-K7; etc.

25 QxB Q-B7 ch

26 K-N4 R-N1 ch

27 K-R3 Q-B5

Q-KB3 (mate threats for white to see)

28 QxQ (no choice)

28 ----- PxB

29 P-R7 R-R1

30 R-KN1 O-O-O
 31 R-N7 P-Q6
 32 R-Q1 P-Q7
 33 K-N4
 A mad King.
 (Edward I, maybe?)

33 ----- QR-B1
 34 KxP K-Q2
 35 KxP K-K3
 36 B-Q3 P-B4
 37 K-B4 K-B3
 38 R7xP R-K1
 39 BxP R-K8
 40 RxB
 B-KN4 will solve
 both.

40 ----- R-B8 ch
 41 K-K4 R-K1 ch
 42 K-Q3 KxB?
 43 R-B7 ch Resigns

Fernandez Delaney
 Irregular

1 P-K3 P-QB4
 2 N-K2 N-QN3
 3 P-Q4 PxP
 4 NxP P-K4
 5 N-KB3
 This knight can do
 a good job on the
 center from QN3
 and stay out of the
 way of the queen &
 king bishpp pawn.
 5 ----- P-Q4
 6 N-B3 B-QN5
 7 P-QR3 BxN ch
 8 PxB B-N5
 9 B-N2 N-B3
 10 B-K2 O-O

11 P-R3 B-R4
 12 P-N4 B-N3
 13 P-B4 B-K5
 14 O-O BxN
 15 BxB P-K5
 16 B-K2 Q-Q3

black

r				r	k	
p	p			p	p	p
		n	q	n		
			P			
		P		p		P
P				P		P
	B	P		B	P	
R			Q		R	K

WHITE

after 16 ---- Q-Q3
 P-B4
 17 BxN, QxB; 18 PxP,
 QR-Q1; 19 P-QB4 is
 solid. If 18---, N-K4;
 19 P-KB4 then if 19
 ---, PxP?; BxP will
 swap out most of
 blacks tempi. Text
 releases a flood.
 17 ----- PxP ep
 18 BxB
 RxB is more to the
 point.
 18 ----- Q-N6 ch
 19 B-N2 QxKP ch
 20 K-R1 N-K5
 21 Q-B3
 Like trying to hold
 water in a sieve.
 21 ----- N-N6 ch
 22 K-R2 NxR ch
 23 RxN QxQ
 24 BxQ PxP
 25 P-KR4 R-Q1

26	P-R5	R-Q7 ch
27	K-R3	RxP
28	B-QR1	R-QR7
29	B-Q5	RxP ch
30	K-R4	P-B6
31	P-N5	N-N5
32	B-B4	N-B7
33	P-N6	RPxP
34	PxP	RxB
35	PxP ch	K-R1
36	R-B3	R-R8 ch
37	K-N3	N-R6
38	K-N2	P-B7
39	KxR	P-B8/Qch
40	K-R2	A-R3 ch

41	K-N2	
	R-B3 loses also	
	but quickly	
41	-----	NxN
42	R-B4	
	HARI-KARI	
42	-----	QxR
43	Resigns	

Monahan Denison, M
"Barely"

1	P-K4	P-K4
2	N-KB3	N-QB3
3	B-B4	B-N5
	Gives white a	
	terrific lead with	
	a supported P-Q4	
4	P-QB3	B-B4
5	P-Q4	P-Q4
6	BxP	N3-K2
	Should save the	
	bishop with PxP;	
	PxP, B-N3; Black	
	would sitll only	
	be down a pawn.	

and have a pair
columned. If BxN
PxB would also be
able to develop QB.

7	PxB	P-KB4
8	B-B7 ch	K-B1
9	QxQ ch	KxB
10	NxP ch	K-K3
11	QxP	N-QB3
12	Q-Q6 mate.	

Dale Morgan
 Evans
 With Four knights?

1	P-K4	P-K4
2	N-KB3	N-QB3
3	B-B4	B-B4
4	P-Q3	P-KR3
5	N-QB3	N-KB3
6	P-KR3	P-R3
7	P-R3	P-QN4
	Shucks! No sense	
	of art.	
8	P-QN4	BxNP
	End of symmetry	
9	PxB	PxB
10	P-N5	N-K2
11	NxKP	PxQP
12	QxP	P-Q3
13	N-B3	P-QR4
14	P-K5	N-KR4
15	Q-K4	

		black			
r	b	q	k		r
	p	n	p	p	
		p			p
p	P		P		n
		Q			
	N		N	P	
	P		P	P	
R	B	K			R

WHITE

after 15 Q-K4

- 15 ----- P-Q4
 16 Q-QR4 P-N3
 17 O-O B-Q2
 18 Q-Q4 B-K3
 19 N-QR4 Q-Q2
 20 P-N6 PxP
 Probably P-QB3 or
 N-KB4 would be
 more solid.
 21 NxP N-QB3
 22 Q-QR4 Q-N2
 23 NxR QxN
 24 N-Q4
 B-R3 would be a
 thorn in blacks
 hoeps of O-O.
 24 ----- B-K2
 25 NxN BxN
 26 Q-KR4 N-N2
 27 B-R3 N-B4
 28 Q-B6 R-R2
 29 P-N4 Q-N2
 30 PxN P-Q5
 31 P-KB3 FxP
 32 P-K6 B-Q4
 33 KR-K1 FxP
 34 RxP ch K-Q2
 35 R-Q6 ch
 Less black play
 with R-Q6 ch, -K-;

- 35 Q-Q8 mate ----- K-B1
 36 Q-Q8 mate

Carter Oliver
 Queen's Gambit
 Accepted

- 1 P-Q4 P-Q4
 2 P-QB4 P-K3
 3 N-KB3 P-QB4
 4 N-B3 Q-N3
 Biggest and most
 powerful piece out
 first.
 5 B-B4 BPxP
 6 N-N5 B-N5 ch
 7 N-Q2 BxN ch
 8 QxB N-R3
 9 Q-B2
 Same hypothesis.
 Either P-K3, N-Q6 ch
 or P-QR4 are better.
 9 ----- B-Q2
 10 Q-R4?
 N-Q6 is about all
 that is left now.
 Text should lose a
 second pawn now.
 10 ----- N-B4?
 ---, BxN; PxB, N-B4;
 QxQP, QxNP; P-K3 or
 PxP, N-Q6 ch; QxN,
 BxQ; BxQ,
 11 Q-R3

black

r		k	n	r
p	p	b	p	p
q		p		
N	n	p		
	P	p	B	
Q				
P	P		P	P
R		K	B	R

WHITE

after 11 Q-R3

- 11 ----- N-K2?
 ---, BxN; PxB, QxP;
 P-K3, P-Q6; R-Q1,
 P-Q7 ch; last chance
 to castle is in the
 balance. Text move
 very expensive.
- 12 N-B7 ch K-B1
- 13 NxR N-N3??
 Cherchez La Femme
- 14 NxQ NxB
 PxN cheaper
- 15 NxB ch K-K1
- 16 NxN PxP
 Accepts gambit
- 17 P-K3
 Notices that some
 of his pieces are
 not yet developed.
- 17 ----- N-Q4
- 18 PxP P-QN3
- 19 QcP FxN
- 20 BxP N-B3
- 21 FxP N-Q2

black

		k		r
Q		n	p	p
		p		
	P			
	B			
P	P		P	P
R		K		R

WHITE

after 21---, N-Q2

- 22 Q-R8 ch
 B-N5 = Horseburgers
 to be followed by
 0-0-0.
- 22 ----- K-K2
- 23 QxR NxB
- 24 QxRP FxN
- 25 Q-R4 ch P-B3
- 26 0-0 P-K4
- 27 KR-K1 N-N2
- 28 RxB ch K-Q3
- 29 QxP ch K-Q2
- 30 R-K7 ch K-B1
- 31 Q-B8 ch Resigns
- Love Henry
 Queens gambit
 accepted
- 1 P-Q4 P-Q4
- 2 P-QB4 P-QN3
 No contest for
 black K4. Soon
 none for Q4.
- 3 FxP QxP
- 4 N-QB3 Q-Q3
- 5 P-K4 P-K4
- 6 FxP
 Try N-QN5. Text
 is good since it

either gains a pawn
or keeps the black
lady on the griddle.

6 ----- QxP
7 N-KB3 Q-K3

black

r	n	b		k	b	n	r
P		p			p	p	P
	p		b	q			
			b				
				P			
			B		N		
P	P				P	P	P
R		B	Q		R	K	

WHITE

after 7 ---Q-K3

8 N-Q5
N-Q4 is the old
tune. If Q-K4; P-KB4,
etc.

8 ----- B-Q3

9 B-Q3 B-N2

10 O-O
Q-N3, N-KB3; NxN ch,
QxN; O-O

10 ----- BxN

black

r	n		k			n	r
P		P			P	P	P
	p		b	q			
			b				
				P			
			B		N		
P	P				P	P	P
R		B	Q		R	K	

WHITE

after 10----BxN

11 PxB
R-K1! if ---,B-B3;
N-KN5,Q-Q2; P-K5,
B-B4; B-QB4, if

---,QxQ; ExPch, -K-
RxQ, if ---,N-R3;
P-K6. Text is solid
enough.

11 ----- QxP
12 R-K1 ch N-K2
13 Q-R4 c P-QB3
14 B-KN5
B-K4 if ---,Q-KR4;
BxP ch,NxB; QxN ch,
if ---,Q-QB4; B-K3,
etc. If ---,Q-K3?
BxP ch, if ---,Q-Q4;
BxP ch again.

14 ----- QxB
15 QR-Q1 Q-KN3
16 BxN BxB
17 Q-Q4 N-R3
Best, else Q-Q8
for one darned
reason or another.

18 Q-Q7 ch K-B1
19 QxB ch K-N1
20 R-Q8 ch Resings

Denison, E Gray
Queen's Gambit
Accepted

1 P-Q4 P-Q4
2 P-QB4 PxB
3 N-QB3 N-KB3
4 P-K3

Somewhat passive.
P-K4 might be the
winning move.

4 ----- P-K3
5 BxP P-QR3
6 N-B3

KN-K2 is quite
flexible here. In case

of black's P-QB4 the knight the knight offers to retake there and sometimes builds a trap thereby.

- 6 ----- P-QB4
- 7 O-O P-QN4
- 8 B-Q3 N-B3
- 9 P-QR3 B-N2

black

r		q	k	b		r
	b				p	p
p		n	p	n		
	p	p				
		P				
P		N	B	P	N	
	P				P	P
R	B	Q		R	K	

WHITE

- 10 after 9----B-N2 P-K4?
- All of that good development for nothing. P-QN3 or P-KR3 or even N-K5 are better. N-K5? PxP; NxN, BxN; PxF and there is a little trap.
- 10 ----- PxP
- 11 N-K2 P-K4
- 12 B-N5 B-K2
- 13 R-B1 O-O
- 14 B-R4 B-Q3
- 15 P-KR3 P-KR3
- 16 P-KN4 B-K2
- 17 K-R2
- B-KN3, B-Q3 or N-R2
- P-KN4
- 17 ----- N-KR2
- 18 B-N3 N-KN4

19 N2-N2
N-KR4 is more flexible since it permits P-KB3 or P-KB4, also the knight at R4 can go to KB5 maybe?

- 19 ----- B-Q3
- 20 N-R4 N3-K2
- 21 P-B4?
- Q-K2 first.
- 21 ----- NxKP
- 22 PxP NxB
- 23 R-K1 N-N3

black

r		q		r	k
	b			p	p
p		b		n	p
	p		P		
		P		P	N
P		B		n	P
	P				K
	R	Q	R	N	

WHITE

- 24 after 23 ---N-N3 N-KB5?
- NxN a must. Else black gets it for free. NxN, PxN; KxN, (quiver as you do thi BxPch; RxB, Q-Q3; Q-K2, QR-K1; QR-B3, Q-N1; P-KR4, or : NxN, PxN; PxB, QxP is like arsenic is your coffee. (Where's the old lace Ed.)
- 24 ----- NxN
- 25 PxN NxKP
- That makes it like

- a double booby trap
- 26 B-QB2 N-B6 dblch
 - 27 K-N2 Q-N4 ch
 - 28 K-B2

black

r				F	k
	b			P	P
p		b			p
	p			P	q
		P			
P				n	P
	P	B		K	
		R	Q	R	N

WHITE

after 28 K-B2

- 28 ----- NxR
- 29 QxN B-N6 ch
- 30 K-B1 Q-B5 ch
- 31 K-K2 QR-K1 ch
- 32 K-Q3 R-K6 ch
- 33 QxR QxQ mate

If you like to play with power here is a bloodless finish. ---,B-N6ch; if K-B2, Q-K6ch; K-B1,Q-B7mate if K-B1, B-N7ch; K-K2, Q-K6 mate. If K-B1, N-R7 ch; K-K2, Q-K6 mate.

Ellis Woodmen
King's Indian

- 1 P-Q4 N-KB3
- 2 P-QB4 P-KN3
- 3 N-QB3 B-N2
- 4 P-K3

Can have P-K4 and claim as much

center as possible. Also lets the QB shoot better.

- 4 ----- P-Q3
- 5 N-KB3 B-N5
- 6 B-K2 O-O
- 7 P-Q5 P-K3
- 8 -----,P-K4 starts to control own Q5/
N-KR4
P-K4 to support the QP again and open up for the QB so that it could pin the black KN if necessary.

- 8 ----- BxB
- 9 QxB PxP
- 10 PxP KN-Q2
- 11 O-O?

Adds to black's control of the board.

- 11 ----- QxN
- 12 P-KN3 Q-Q1
- 13 P-K4 P-QB3
- 14 B-B4 N-K4
- 15 QR-N1 PxP
- 16 NxP QN-B3
- 17 QR-B1 R-B1
- 18 BxN BxB
- 19 P-QN3 N-Q5
- 20 Q-K3 N-B3
- 21 P-KB4? B-Q5
- 22 QxB NxQ
- 23 K-B2 R-K1
- 24 P-K5 PxP
- 25 N-B7 R-K2
- 26 N-K6 RxN
- 27 R-Q1 FxP
- 28 PxP R-K7 ch
- 29 K-N3 N-B4 ch

30 K-B3 QxR
 31 Resigns
 Dangerud Laing
 Center Counter Defense
 MURDER!

1 P-K4 P-Q4
 2 N-QB3
 Trouble at once.
 2 ----- P-Q5
 3 N-Q5 P-K4
 4 P-QR3 P-QR4
 5 P-QN4 P-QB3
 6 P-QB4 PxN
 7 BPxP PxP
 8 N-KB3 P-KB3
 9 B-B4 PxP
 10 Q-N3 N-KR3

black

r	n	b	q	k	b	r
	p				p	p
				p		n
		p	p			
		B	p	P		
P	Q			N		
		P		P	P	P
R	B	K				R

WHITE

after 10---N-KR3

11 B-N5 ch
 White should try to
 capitalize on blacks
 lazy pieces (note
 the black disposition:
 one knight at 1st
 base) P-K3 would
 stop much. Text
 move leads nowhere.

11 ----- B-Q2
 12 B-B4 P-QN3

13 P-Q3 B-QB4
 14 O-O N-B2
 15 BxP BxB
 16 RxR RxR
 17 QxR Q-K2
 18 P-Q6?

Another gift.
 18 ----- NxP
 19 Q-R7 N-QB3
 20 QxP NxB
 21 PxN O-O
 22 P-B5 R-N1
 23 Q-B7 B-K1
 24 Q-Q6 QxQ
 25 Pxx Pxx R-Q1
 26 N-Q2 RxP
 27 P-N3 N-K2
 28 P-B4 N-N3
 29 PxP Pxx
 30 P-R4 R-KB3
 31 R-B1 R-B3
 32 R-B1 R-B7
 33 N-B3 P-R4
 34 N-K1 R-K7
 35 N-Q3 B-B3
 36 R-B5 BxP
 37 RxRP BxN
 38 R-N5 B-B7
 39 K-B1 P-Q6
 40 RxN P-Q7
 41 KxR P-Q8/Q ch
 42 K-K3 BxR
 43 P-R5 BxP
 44 P-N4 B-B2
 45 P-N5 Q-K8 ch
 46 K-B3 P-K5 ch
 47 K-B4 P-K6
 48 P-N6 BxP
 49 K-N5 P-K7
 50 K-N4 Q-N8 ch
 51 K-B4 P-K8/Q

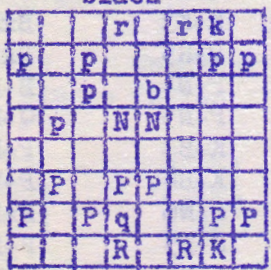
52 K-B3 Q/N8-B7ch
 With 2 queens mate
 in one, several
 places: QK8-K6,
 QK8-K5, QN8-N6

53 K-N4 QK8-N8 ch
 54 K-R3 QB7-R7 mate

Brown Link
 Ruy Lopez
 Berlin Defense

- | | | |
|----|-------|-------|
| 1 | P-K4 | P-K4 |
| 2 | N-KB3 | N-QB3 |
| 3 | B-N5 | N-B3 |
| 4 | P-Q3 | B-B4 |
| 5 | BxN | QPxB |
| 6 | B-K3 | BxB |
| 7 | PxB | N-N5 |
| 8 | Q-K2 | O-O |
| 9 | QN-Q2 | B-K3 |
| 10 | O-O | P-KB4 |
| 11 | P-KR3 | PxP |
| 12 | N2xP | N-B3 |
| 13 | N-B3 | Q-Q3 |
| 14 | QR-Q1 | P-QN4 |
| 15 | P-QN3 | Q-N5 |
| 16 | Q-Q2 | QR-Q1 |
| 17 | NxKP | N-Q4 |
| 18 | NxN | QxQ? |

black



WHITE

after 18--QxQ?

- , QxN
 19 RxQ?
 One track mind:
 N-K7 ch gains a piece
 19 ----- RxN
 ---, PxN to uncoo...
 pawns.
- 20 NxP R-K1
 21 N-Q4 B-B2
 22 QR-B1 R-Q2
 23 NxP P-KR3
 24 P-KR4 R2-K2
 25 NxRP R-R1
 26 N-B6 R-Q2
 27 P-R4 B-K1
 28 R-B8 ch K-R2
 29 N-K5 R2-Q1
 30 P-KN4 B-N3
 31 RxR RxR
 32 NxB
 P-KR5, B-K1; R-B8,
 R-B1; N-N6, B-Q2;
 R-B4, R-Q1; (else
 N-B8 ch catches the
 bishop); N-B8ch, K-N1;
 NxB, RxN; K-B2,
 and white wins with
 his pawns.
- 32 ----- KxN
 33 R-B5 R-Q3
 34 R-B5 P-B3
 35 R-B5 R-B3
 36 K-N2 Resings

Schmidt-Kern	3-1
Kiplinger-Lockhart	3-2
Jenquin-Schrader, J	3-3 15-16
Dale-Schrader, E	3-4
Richardson-Carter	3-5
Gray-Colpron	3-6
Johnston-Kelleher	3-8
Sage-Thomson	3-9
Delaney-Bricher, G	3-10
Jessett-Bricher, V	3-11
Dangerud-Monahan	3-13
Woodman-Love	3-13
Hoover-Denison, E	3-14
Morgan-Laing	3-16
Link-Ellis	3-18
Henry-Oliver	3-20
Brown-Kalse	3-21

Schmidt Kern
Queens' Gambit

black

r		q	r	k
p	p	n	p	p
	p			
		p	b	
	B	P	n	
P	P		P	
				P
				P
		R	Q	K
		B	N	R

WHITE

after 12 BxB

White can't afford
12---PxN; Q-R5 ch
& 13---, QxK Pch

12	-----	Q-R5 ch
13	P-N3	NxNP
14	PxN	QxR
15	K-B2	Q-R7 ch
16	B-N2	KR-K1

Black is now an
exchange ahead, he
consolidates hi positio
and brings his material
advantage to bear.

17	B-Q6	Q-R3
18	P-B5	QR-Q1
19	P-B4?	PxQP
20	QxP	NxBP
		Winning another pawn.
21	RxN	RxB
22	R-K5	

black

			r	k
p	p		p	p
	p	r		q
		R	b	
		Q	P	
P	P		P	
			K	B
				N

WHITE

after 22 R-K5

1	P-Q4	P-Q4
2	P-QB4	P-QB3
3	N-QB3	N-KB3
4	P-QR4	

White makes several
time wasting moves
in the opening and
this causes him
to lose eneventually.

4	-----	B-B4
5	P-B3	P-K3
6	P-K3	B-QN5
7	B-Q2	QN-Q2
8	P-QN3	O-O
9	R-B1	P-K4

White pawn moves on
the queen side have
wasted time that
would be better
spent in developing
his kingside. Black
on the other hand
has his pieces well
enough placed to
begin aggressive ges-
tures against the
white king side.

10 P-K4
This open lines for
attack and white will
soon be in for it.

10	-----	PxHP
11	NxP	NxN
12	BxB	

22 ----- RxR
Of course not
22---,RxQ; 23 RxRmate

23 QxR Q-K3
24 QxQ BxQ
25 P-QN4 R-Q5
Black can win in
many ways, he uses
the simplest.

26 P-N5 PxP
27 PxP R-Q7 ch
28 N-K2 B-B5
29 B-B3 BxP
30 K-K1 RxN ch
31 BxR BxB
32 Resigns

Kiplinger Lockhard
Blumenfeld Center
Gambit

1 P-Q4 N-KB3
2 P-QB4 P-QB4
3 P-Q5
Always constricts blacks 18
game (FLS)

3 ----- P-Q3
4 N-QB3 P-KN3
5 P-K4 B-N2
6 N-B3 N-R3
The start of a wing
benoni. Other lines
are---,P-K4; the
major benoni and
---,P-K3; the Blitz-
Benoni.

7 B-N5 B-Q2
8 Q-Q2
Preparing for a
later kingside pawn
storm if black
should 0-0.

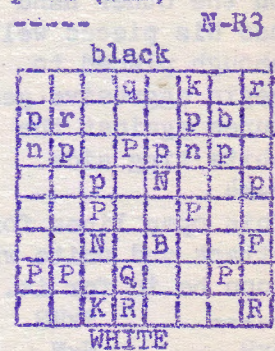
8 ----- P-KB4
At present this solves
the kingside storm, but
not the black king
safety.

9 0-0-0 R-QN1
10 P-K5 PxF
11 NxF B-KB4
12 B-Q3 BxB
13 NxB K-B1
First permanent weak-
ness showing (FLS)

14 B-K3
Object: to push P-B4
& P-B5.

14 ----- P-N3
15 P-KR3 N-B2
A helper for P-K3
and P-QN4

16 P-B4 P-K3
17 N-K5 R-N2
18 P-Q6
This is a mad queen's
pawn (FLS)



after 18---N-R3
19 P-Q7 N-QN1
The threat of winning
the pawn leaves white
one clear variation at
at his disposal.

20

N-N5

The answer to a mess of complications: if 20 ---, N-K5; 21 Q-Q3 if BxN 22 QxN threatening both R & B; if 21---N-N6 22 N-Q6 if BxN; 23 NxR forcing QxP; 24 QxQ, NxQ; 25 KR-K1 and white wins. If 22---, RxP; 23 NxRch QxR; 24 KR-K1 with the exchange up.

20

----- KNxP

21

NxKBP? KxN

22

N-Q6 ch K-N1

23

NxR

R & P for a N. All started by mad QP. (PLS)

23

----- Q-B3

24

N-Q6 K-R2

25

N-K4 Q-B4

Makes black's last move almost impossible, since the king must now retreat from R2 to N1, again shutting off the black KR.

26

N-N5 ch K-N1

27

Q-Q6 Q-B3

28

QxP ch QxQ

29

NxQ B-B3

30

R-Q2 K-B2

31

N-B7 R-QB1

32

N-N5 K-N2

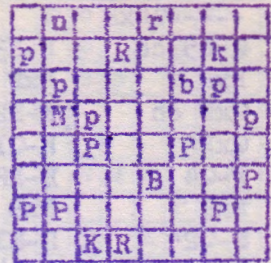
33

KR-Q1 R-K1

34

RxN ch

black



WHITE

after 34 RxN ch

34

----- Resigns

Jenquin Schrader, J
Ruy Lopez

In this game black tries a tricky 3rd move, ---, P-KB4; but it miscarries and his position gets slashed to pieces.

1

P-K4 P-K4

2

N-KB3 N-QB3

3

B-N5 P-B4

This move is contrary to sound opening principles, but it is hard to refute.

4

PxP P-K5

5

BxN NPxB?

6

N-K5 Q-B3

Wrong. Black can't stand a queen check at KR5, so 6---, N-KB3; should be played. Even then black would be unable to develop naturally. In view of this he should have played.

- QxP
- 7 Q-R5 ch P-N3
 - 8 PxP PxP
 - 9 QxP ch K-K2
 - 10 QxP K-Q1
 - 11 P-Q4 B-KR3
 - 12 BxB NxB
 - 13 N-Q2 R-K1
 - 14 O-O P-Q4
 - 15 Q-N6 Q-B5
 - 16 QxN! Resigns

The queen certainly did all of the work in this game.

Dale Schrader, E
Fractured French

- 1 P-K4 P-K3
 - 2 N-KB3 P-Q4
 - 3 P-Q4
- One move later makes a lot of difference.
- 3 ----- PxP
 - 4 N-Q2 N-KB3
 - 5 N-N3 P-QN3
 - 6 B-N5 ch P-B3
 - 7 B-B1
- B-K2 is not bad. It permits O-O.
- 7 ----- B-N2
 - 8 P-KB3 P-QB4
 - 9 B-K3 KxP
 - 10 N PxP N-N5

black

r	a	q	k	b	r
p	b			p	p
	f		p		
		p			r
			p		n
	N		B	P	
P	P	P			P
R	N	Q	K	B	R

WHITE

- after 10---N-N5
- 11 B-KB4 B-Q3
 - 12 B-N5 ch K-K2
 - 13 BxB ch QxB
 - 14 Q-Q2 BxP
 - 15 R-B1 NxP
 - 16 R-B2 Q-N6
 - 17 N-B3 Q-N8 ch
 - 18 B-B1 NxB
 - 19 RxN Q-N6 ch
 - 20 R-B2 R-Q1
 - 21 N-K2 BxN
 - 22 QxB PxP
 - 23 Q-B3
- O-O-O leaves white only four pawns down.
- 23 ----- QxQ
 - 24 RxQ N-B3
 - 25 O-O-O P-K4
 - 26 N-Q2 QR-B1
 - 27 R1-B1 P-B3
 - 28 P-R3 P-Q6
 - 29 P-B3 N-Q5
 - 30 R-R3 N-K7 ch
 - 31 K-N1 P-KR3
 - 32 R-B5 NxP ch
 - 33 PxN RxB
 - 34 K-N2?
- Helping black as much as possible.
- 34 ----- R-B7 ch

- 35 K-N3 RxN
- 36 K-B4 R-B7 oh
- 37 K-N3 P-Q7
- 38 R-R1 R-B8
- 39 R5-B1 P-Q8/Q ch
- 40 RxQ R1xR
- 41 R-R2 R-Q5
- 42 K-N2 R-B4
- 43 K-R2 R-N4
- 44 K-R1 R-Q6
- 45 R-KN2 RxR
- 46 KxR P-K5
- 47 K-B2 P-B4
- 48 Resigns

black

	r	b		r	k	
		P		P	P	P
P		B	b	n		
				q		
	P	N	Q	P		
P				P	P	P
R		B		K		R

WHITE

Richardson Carter

- after 13---R-N1
- 14 B-N2 B-N2
- 15 BxB RxB
- 16 P-N3 Q-N5
- 17 O-O B-K4
- 18 QR-N1

Now white starts piling on the good tempi.

- 1 P-QB4 P-Q4?
- Demotes QP, gets black queen out early.
- 2 PxP QxP
- 3 N-QB3 Q-QB4
- 4 P-K3 P-K4
- 5 N-B3 N-KB3
- 6 P-Q4 PxP
- 7 NxP B-Q3
- 8 B-K2 Q-KN4
- 9 B-B3 O-O
- 10 Q-Q3 P-QR3
- 11 P-QN3 N-B3
- Not good in the face of white strongly developed KB & N.
- Note that the KB is the backbone of whites position.
- 12 NxN PxN
- 13 BxP R-N1

- 18 ----- R-N3
- 19 N-R4 R-Q3
- 20 Q-B2 BxB
- 21 NxB KR-Q1
- 22 QxBP
- Could lead to grief. The QBP can be picked up at leisure. White should maneuver to get the N over to the king side.
- 22 ----- P-R3
- 23 Q-R5 R-Q7
- 24 QR-K1
- Might not fit into the best of schemes.
- 24 ----- Q-R6
- 25 R-Q1

		r		k	
			P P		
P			n	P	
Q					
	P		P	P	q
P	N	r	P	P	
		R	R	K	

WHITE

- after 25 R-Q1
- 25 ----- N-N5
- 26 QxR ch
Desperation
- 26 ----- K-R2?
- Desperation worked.
Black overlooked his
prize move R-Q1; RdxRch,
K-R2; and white would
have to resign.
- 27 Q-KR4 QxQ
- 28 PxQ RdxN
- 29 R-R1 K-N3
- 30 P-KR3 N-K4
- 31 P-B4
- Should keep the pawns
as intact as possible
to keep black N & R
alpart. K-N2 or KR-Q1
best.
- 31 ----- N-Q6
- 32 K-R1 K-R4
- 33 R-KN1 KxP
- 34 R-N2 KxP
- 35 RxB NxB
- 36 K-N1 K-N6
- 37 R-N1 N-Q6
- 38 R-Q1 N-N5
- 39 P-R3 N-B7
- 40 R-Q7 NxBP
- To much garbage left

- for one horse to eat.
- 41 RxB P-N4
- 42 FxP PxB
- 43 P-K4 P-N5
- 44 P-K5 N-N4
- 45 P-K6 N-Q3
- 46 R-Q7

P-Q7 queens more
quickly. Text is good
enough.

- 46 ----- N-KB4
- 47 P-K7 RxB
- 48 RxB K-B6
- 49 R-QR7 P-N6
- 50 RxB P-N7
- 51 B-QB6 Resigns

GRAY Colprom
King's Indian

- 1 P-Q4 N-KB3
- 2 N-KB3 P-KN3
- 3 P-B4 B-N2
- 4 N-B3 O-O
- 5 B-N5
- Attacks the indians.
If taken, arrows will
have more scope.
- 5 ----- P-Q3
- 6 P-K4 P-QB3
- , B-N5 with intent
to take the white
KN. Does two things:
Gets rid of a king-
side white piece &
makes bonafide use
of the black QB.
- 7 P-Q5 QN-Q2
- 8 B-K2 N-B4
- 9 Q-B2 N3-Q2

Presumably intending to answer 10 P-QN4 with 10---, NxBP. If 11 NxN, BxB (= R + P for a knight.

black

r	b	q	r	k
	p	p	p	p
p		p		p
	n	P		B
	P	P		
	N		N	
P	P	Q	B	
R			K	R

WHITE

after 9---N3-Q2

- | | | |
|----|--------|-------|
| 10 | QR-B1 | P-QB3 |
| 11 | O-O | N-B3 |
| 12 | P-KR3 | Q-B2 |
| 13 | KR-Q1 | R-N1 |
| 14 | B-K3 | P-QN3 |
| 15 | B-Q4 | B-KR3 |
| 16 | R-N1 | N4-Q2 |
| 17 | B-K3 | B-KN2 |
| 18 | N-Q4 | PxQP |
| 19 | BPxP | B-QN2 |
| 20 | KR-QB1 | P-QN4 |
| 21 | P-QN4 | KR-K1 |
| 22 | Q-N3 | Q-Q1 |
| 23 | B-B3 | N-K4 |
| 24 | B-K2 | R-QB1 |

black

	r	q	r	k
	b		p	p
p		p	n	p
	p	P	n	
	P	N	P	
	Q	N	B	P
P			B	P
R	R			K

WHITE

after 24---R-QB1

25 N-B3
If P-KB4, N-N5; BxN RxB or PxB becomes potent. P-B3 would stop the current invasion. Text plays into black's game.

- | | | |
|----|-------|--------|
| 25 | ----- | NxN ch |
| 26 | BxN | P-K3 |
| 27 | PxP | RxB |
| 28 | B-N5 | Q-K1 |
| 29 | BxN | RxB |
| 30 | R-K1 | |

black

	r	q	k
	b		p
p		p	r
	p		
	P	P	
	Q	N	B
P		P	P
R		R	K

WHITE

after 30 R-K1

- | | | |
|----|-------|-----|
| 30 | ----- | RxB |
| 31 | PxR | RxN |

In addition to upsetting white's king's field, black has reduced white's defensive tempo to an "all thumbs" condition

- | | | |
|----|-------|------|
| 32 | Q-Q1 | Q-K4 |
| 33 | Q-Q2? | |

It is difficult to find a good white move against the indians. Obviously it will have to be a rook move. If K-N2, Q-N4 ch; K-R1, B-K4 etc.

33 ----- RxP
 34 R-N3 RxR
 35 PxR Q-B6
 36 R-Q1 QxQ
 37 RxQ B-K4
 38 P-B3 K-B1
 39 R-QB2 P-Q4
 40 PxP BxP
 41 K-N2 K-K2
 42 R-B8 K-Q2
 43 R-B5 K-Q3
 44 R-B8 B-QB3
 45 R-Q8 ch K-B2
 46 R-KB8 B-Q4
 47 R-K8 B-Q3
 48 Resigns

Johnston Kelleher
 Q8 Dec. Minority Att.
 (By Johnston)

1 P-Q4 P-Q4
 2 P-QB4 P-K3
 3 PxP PxP
 4 N-QB3 N-KB3
 5 B-N5 P-B3
 6 P-K3 B-Q3
 ---, B-K2 is usual.
 7 N-B3 P-KR3
 Weak. (Gets queen
 out. FLS)
 8 BxN QxB
 9 B-Q3 O-O
 10 O-O B-KN5
 11 R-N1 N-Q2
 12 P-N4
 Launches minority
 attack.
 12 ----- P-QR3
 13 P-QR4 Q-K3
 Black will launch

His own minority
 attack. It is bound
 to be too slow.
 14 B-K2
 Slow
 14 ----- P-KB4
 15 P-N3 P-KN4
 16 P-N5 BfxP
 17 PxP N-B3
 ---, P-B5 is met
 by 18 NxNP
 18 PxP PxP

black

r			r	k		
p		b	g	n	p	
		p		p	p	
		p		b		
		n		p	n	p
				b	p	p
r		q		r	k	

WHITE
 after 18---PxP

19 R-N6 P-QR4?
 20 N-N5 N-K5
 21 N-B7 Q-B2
 22 KxR N-B6!
 23 Q-B2 NxB ch
 24 QxN Q-R4
 25 R-R1

black

N				r	k	
R		b			p	
P		P		p	p	q
		P		b		
				P	N	P
				Q	P	P
R						K

WHITE
 after 25 R-R1

White has two knights
 enprise. Black has a
 bishop ditto. Also
 white's KN2 is touchy.
 (FLS)

25 ~~---~~ BxN
 26 Q-B1
 Must stop---,Q-R6
 26 ----- B-N1
 ---,B-K5 is met by P-B4

27 RxxRP P-B5
 28 Q-N1??
 P-R3 is sufficient.
 since (a) ---,PxP; 29
 FxP,B-K7 30. QxRch wins
 or (b) R/5-R6 may
 also be all right.

28 ----- B-K5
 29 Q-K1

White can resign
 29 ----- Q-B6
 30 K-B1 PxxNP
 ---,FxKP is better
 because of pin, but
 the game is won
 anyway.

31 RPxP BxP
 32 R-N2 Q-N7 ch
 33 K-K2 RxF ch
 34 K-Q1 RxR
 35 Resigns

Sage Thompson
 Buy Lopez
 By Greg Kern

1 P-K4 P-K4
 2 N-KB3 N-QB3
 3 B-N5 P-Q3
 4 P-Q4 B-KN5?

Black goes astray right

in the opening
 4---,B-Q2 is better.
 5 P-Q5 B-Q2?

black

r		q	k	b	n	r
p	p	p	b		p	p
		n	p			
	B	F	P			
			P			
				N		
P	P	P			P	P
R	N	B	Q	K		R

WHITE

after 5---B-Q2?
 And now 5---P-QR3
 must be played, or
 6 B-R4,P-QN4 7 PxN,
 FxB. Black's pawn
 position is in ruins.
 but he is equal in
 material.

6 PxxN FxP
 7 B-QB4 N-KB3
 8 N-QB3 B-KN5
 9 O-O P-Q4?

Black is in no position
 for mives like this.
 He was no doubt dis-
 heartened by his loss
 in the opening.

10 PxF PxF
 11 BxP NxB
 12 QxN BxN
 13 QxB Q-Q2?

This just wasn't
 blacks day.
 14 QxR ch Resigns

Delaney Bricher, G
Ruy Lopez

- 1 P-K4 P-K4
- 2 N-KB3 N-QB3
- 3 B-N5 P-QR3
- 4 B-R4 N-B3
- 5 O-O B-K2
- 6 R-K1 O-O
- 7 BxN QPxB
- 8 NxP B-QB4
- 9 P-QB3 R-K1
- 10 P-Q4

black

r	b	q	r	kt
p	p		p	p
p	p		n	
	b	N		
		P	P	
	P			
P	P		P	P
R	N	B	Q	R
				K

WHITE

after 10 P-Q4

- 10 ----- B-Q3
Should keep this bishop slanting toward the white king: B-R2.

- 11 B-N5?
This bishop pins nothing 21. (see text). White could continue the pawn buildup with P-KB4, or try for a simple developing move with B-B4 then if P-B4; NxKBP, KxN; P-K5 catches a piece in return (a developed

Piece for one fresh from the back rank) would go, B-B4, (a) P-B4; NxKBP, KxN; P-K5, BxP; PxP, QxQ; RxQ, N-R4; P-KN3, etc. (b) B-K3; P-QB4, BxP; NxN, RxP; RxR, NxR; N-B3, N-Q3; N-K5 etc.

- 11 ----- BxN
- 12 FxB QxQ
- 13 RxQ NxF
- 14 B-B4 P-QN4
- 15 P-QN4 QR-Q1
- 16 R-K1 R-Q6
- 17 P-B4 R-Q5
- 18 P-B3 N-Q3
- 19 B-K3 RxKP
- 20 N-R3 R-Q6
- 21 B-B4

black

				kt
	pp		pp	pp
p	pn			
		r	b	
	P	P	B	
N		r	P	
P			P	P
R			R	K

WHITE

after 21 B-B4

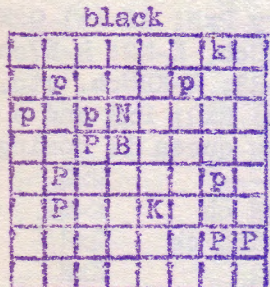
- R-K3
Could go---, RxR ch; RxR, RxN; BxN, B-K3; BxP, RxP; and black is still a pawn up.
- 22 BxN
P-B5 to remove the black knight from his strategic spot. if N-N4; N-B2, R-KB6; N-K3

22 ----- PxB
 23 N-B2 R-Q7
 24 N-K3 B-Q6
 25 P-B5 P-Q4
 26 P-QR3 R-K7
 27 RxB BxB
 28 K-B2 P-Q5
 29 R-K1 B-N4
 30 N-B2 RxB
 31 KxB P-Q6
 32 N-Q4 B-B5
 33 K-Q2 P-KR4
 34 N-B5 P-KN4
 35 N-Q6 B-Q4
 36 KxP P-N5
 37 PxB PxB

40 K-N3 B-R7
 41 NxQNP K-N2
 42 N-R7
 42 ----- B-B6
 43 P-KR3 P-B4
 44 PxB PxB
 45 N-N3 K-B3
 46 N-Q4 K-K4
 47 NxB PxB
 48 KxB K-B4
 49 K-K3 K-K4

The knight must move to QN8 attacking both the QBP & QRP then if B-N5; P-R4 and a pawn falls.

Best: If the black king heads for the white QRP, White queens first.



WHITE

after 37---PxB
 38 K-K3?
 Possibly the move that changed the game to a draw. (was a win for white)
 Should move P-KN3. then if K-N2; NxNP P-B4; N-Q6, K-N3; K-K3 (and the knight has the necessary power to "mop up") ---, K-N4; N-K8

38 ----- BxB
 39 K-B4 B-B6

50 K-Q3 K-K3
 51 K-B4 K-Q2
 52 P-R4 K-B2
 53 P-N5 BPxB ch
 54 PxB PxB ch
 55 KxB K-B2
 56 P-B6 ch K-B2
 57 K-B5 K-B1
 58 K-N6 K-N1
 59 K-N5 K-B2
 60 K-B5 K-B1
 61 K-Q6 K-Q1

SHALL WE DANCE?
 DRAWN

Jessett Bricher, V
 Queen Gambit dec.

1 P-Q4 N-KB3
 2 P-QB4 P-KN3
 3 N-KB3 B-N2

4 B-N5 O-O
 5 P-K3 P-Q3
 6 B-Q3 P-B4

black

r	n	b	q	r	k
p	p		p	p	p
		p		n	p
		p			B
		P	P		
		B	P	N	
P	P			P	P
R	N	Q	K		R

WHITE

after 6---P-B4

7 P-Q5
 Q-B2
 7 ----- NxP
 8 PxN BxP
 9 QN-Q2 BxR
 10 QxB P-B3
 Only saving move
 available. If---
 P-K4?; BxQ
 11 B-R6 R-B2
 12 O-O B-N5
 Perhaps---, N-Q2
 might be more
 effective.
 13 Q-N1 P-B4
 14 Q-N2
 N-N5, R-B3; P-KR3,
 B-R4; etc.
 14 ----- BxN
 15 NxB R-B3
 16 N-N5 N-Q2
 17 B-N7! N-K4
 18 BxR PxB
 ---, NxB looks good
 19 N-K6 Q-K2
 20 B-K2 P-QR3
 21 Q-N6 R-B1

22 R-N1 N-B3

black

	r			rk	
	p		q		p
p	Q	n	p	N	p
		P	P	p	
				P	
P			B	P	P
R					K

WHITE

after 22---N-B3

23 QxNP R-N1
 24 QxR ch!
 Try PxN! if (a) QxN;
 QxRch, K-N2; R-N7ch,
 K-R3; Q-KB8ch, etc.
 (b) RxQ; PxR and a
 new queen is coming.
 24 ----- NxQ
 25 RxN ch K-B2
 26 R-KB8 ch QxR
 27 NxQ KxN
 28 BxP K-K1
 29 K-B1 K-Q1
 30 K-K2 K-B2
 31 B-Q3 K-N3
 32 P-B3 K-R4
 33 B-B2 K-N5
 34 P-QR4 P-QB5
 35 K-Q2 K-B4
 36 P-K4 PxP
 37 PxP K-N5
 38 K-K3 K-B4
 39 P-R5 K-N4
 40 K-Q4 P-B6
 41 P-R6 KxP
 42 KxP K-N4
 43 K-Q4 K-N5
 44 P-N4 K-N4
 45 P-R4 P-N4

46 PxP Pxp
 47 P-K5 Pxp ch
 48 KxP K-B4
 49 BxP Resigns

Dangerud Monahan
 QGD---Exchange Var.

1 P-Q4 P-Q4
 2 P-QB4 P-K3
 3 B-B4 N-KB3
 4 P-K3 B N5 ch
 5 N-QB3 N-K5
 6 Q-B2 P-QB3
 7 B-Q3 BxN ch
 8 PxB P-KB4
 9 N-K2 O-O
 10 O-O N-QB3
 11 P-KB3 N-KB3
 12 P-QB4 N-QN5
 13 Q-N3 NxB
 14 QxN P-QN3
 15 PxP NxF
 16 P-K4 NxB
 17 NxN Q-N4
 18 N-R3 Q-R3
 19 PxP RxF
 20 N-B2 B-N2
 21 N-N4 Q-B5
 22 Q-K3 Q-Q3
 23 R-B2 R-Q1
 24 R-Q2 P-KR4

black

		r		k
p	b			p
	p	q	p	
			r	p
		p		n
		q	p	
p		r		p
r				k

WHITE

after 24---P-KR4

25 N-K5?
 Hotspot. N-B2 would
 be close to even.
 25 ----- RxN
 26 QxR QxQ
 27 PxQ RxB
 28 R-QB1 RxBP
 29 R-B7 B-Q4
 30 Resigns

Woodman Love
 FOO Ranch

1 P-K4 P-K3
 2 P-Q4 P-QB3
 3 N-QB3
 N-Q2 is a bit more
 flexible in that this
 knight is hard to pin.
 3 ----- N-KB3
 4 P-K5 N-Q4
 5 N-B3 B-N5
 6 B-Q2 P-Q3
 7 P-QR3 BxN
 8 PxB PxF
 9 NxF O-O
 10 P-QB4 N-B3
 Often after N-N3
 this knight in time can
 come back to Q4(after
 P-QB5). This meanwhile
 permits P-KB4.
 11 P-QB3
 White should develop
 his kingside.
 11 ----- N3-Q2
 12 B-B4
 P-KB4
 12 ----- NxB
 12 BxN P-KN3

black

r	n	b	q	r	k
P	P			P	P
		P		P	P
			B		
		P	P		
P	P				
				P	P
R		Q	K	B	R

WHITE

- after 13---P-KN3
- 14 P-QB5
A target.
- 14 ----- P-N3
- 15 B-Q6 R-K1
- 16 B-Q3 B-N2
- 17 O-O PxP
- 18 BxBP P-K4
- 19 R-K1 PxP
- 20 PxB
ExQP makes this
a mean bishop.
- 20 ----- N-Q2
- 21 B-N4 Q-N4
- 22 P-B3 QR-B1
- 23 B-Q2 Q-Q4
- 24 B-B3 P-QB4
- 25 B-K4 RxB
- 26 RxR
PxR permits white
to place pawns on
white squares.
- 26 ----- Q-N4
- 27 R-K2?
B-Q2, Q-B4; R-B4
Text is rough on
white's major pieces.
- 27 ----- BxP
- 28 P-QR4 N-B3
- 29 Q-K1 BxR
- 30 QxB PxB

- 31 BxP
All of that work
and black is one
pawn up.
- 31 ----- N-N5
- 32 BxP
Maybe white did
not see the next
combination. Or did
he?
- 32 ----- R-B8 ch
- 33 RxR QxR ch
- 34 Q-B1 Q-KB5?
- MERRY CHRISTMAS
---, QxQch; KxQ, NxxR ch
But it would not be
a draw.
- 35 QxQ Resigns
- Hoover Denison, E
Prosperity
- 1 P-Q4 P-Q4
- 2 N-KB3 P-K3
- 3 B-B4 B-Q3
- 4 N-K5?!
- 4 ----- Q-K2
- 5 P-QR3 P-KB3
- 6 N-Q3 P-K4
- 7 B-N3 P-K5
- 8 N-B4
- Just to be different!

black

r	b	b	k	n	r
p	p	p	q	p	p
		b	p		
		p			
		p	p	N	
P				B	
P	P		P	P	P
R	N		K	B	R

WHITE

after 8 N-B4

8 ----- P-KN4?
 Would have probably been a different game? if 9---, P-QB3 first.

9 NxQP Q-K3
 10 KN-QB3 P-QB3
 11 P-K3 P-KB4?
 A second glt. P-KR4 is the start of a nice king side attack for black.

12 Q-R5 ch Q-N3
 13 QxQ ch PxQ
 14 BxB N-Q2
 15 P-Q5 KN-B3
 16 FxP PxF
 17 N-Q2 B-N2
 18 O-O-O O-O-O
 19 B-K7 QR-K1
 20 B-Q6 N-N5
 21 B-N3 KR-B1
 22 P-R3 N-R3

Too far from the battle. N5-B3 is more effective.

23 N-B4

black

	k	r	r		
p	b	n			
	p			p	n
				p	p
	N	P			
P	N	P	B	P	
P	P		P	P	
	K	R	B	R	

WHITE

after 23 N-B4

23 ----- R-K3
 ---, N-B2 might stop the marauding white horse. Text only turns him loose.

24 N-Q6 ch K-Q1
 If---, K-N1; NxB ch, KxN; RxN ch, or if K-B2 same. Since it is apparent that the knight is so potent, RxN is no greater loss.

25 NxB ch K-K2
 26 B-Q6 ch RxB
 27 NxB R-QN1
 28 P-KR4 P-N5
 29 B-K2

Chicken. B-B4 is a step in the right direction for this bishop just coming out of hibernation. (Since when do chickens hibernate? ED.)

29 ----- N-B4
 30 P-B3 R-N3?
 31 N-B6 ch K-B3
 32 R-Q6 ch K-K5

The rear areas are

too hot? If ----,
 K-N2; NxR, PxN;
 RxBP and the black
 knights are soon
 liquidated.
 33 P-B4 mate

Morgan Laing
 Ruy Nation

- 1 P-K4 P-K4
 2 N-KB3 N-QB3
 3 B-N5 P-QR3
 4 BxN
 Simplification to make
 for a short quick
 game.
 4 ----- NPxB 22
 Tactically strong. QPxP
 is strategically better. 23
 5 NxP N-KB3 24
 Amounts to a sacrifice
 No effort to retrieve
 the pawn. 25
 6 P-Q3 B-Q3
 7 B-B4
 P-KB4 might have
 good effect later.
 (somethings needed, Ed.)
 7 ----- O-O
 8 Q-B3 Q-K1
 9 N-QB4 BxB
 10 QxB P-Q4
 Now black could profit
 by N-Q4. If at 8
 he had moved R-K1.
 11 N4-Q2 Q-K2 25
 12 O-O P-Q5 26
 Should leave the QP
 for a possible trade
 to help uncolumn. 27
 28
 29
 30

- 13 P-K5 N-KN5
 14 N-KB3 P-QB4
 15 P-KR3 N-R3
 16 N1-Q2 B-N2
 17 KR-K1 Q-Q2
 18 N-B4 Q-Q4
 19 N-K4 Q-Q1
 20 NxP!

Second dividend and
 a step to trade out
 all of black's attack.

- 20 ----- Q-Q4
 21 NxB QxN
 22 P-QN3
 QxQP looks clear.
 maybe white is look-
 ing for bigger game.
 ----- Q-B3
 23 R-K2 Q-QN3
 24 N-KB3 P-KB3
 25 P-K6

Good support is avail-
 able for this pawn
 now (and more later)
 black

R				R	K
		P		P	P
P	Q		P	P	N
			P	Q	
	P		P	N	P
P	P		R	P	P
R					K

WHITE

after 25 P-K6

- QR-K1
 26 NxP P-QB4
 27 N-B5 NxB
 28 QxN P-KN3
 29 Q-Q5 R-Q1
 30 Q-B4 QR-K1

not---,R-Q5; P-K7 dsch
RxQ; RxR/Q, ch, KxQ;
QPxR

31 P-K7 dsch
If R1-K1, R-K2 blacks
it good.

31 ----- R-B2

32 R1-K1 K-N2

33 R-K6 Q-R4

34 QxRP

Not RxRP?, QxRch; etc.
But P-QR4 would set
the stage for some-
thing.

34 ----- QxQ

35 RxQ R2xP

36 RxR ch RxB

37 K-B1

Nobody likes a rook
in his 7th rank.
(Like Aphids in the
roses. Ed.) The game
is now all over
except for technique
(and 46 more moves)

37 ----- R-N2

38 P-QR4
Why not R-B6?

38 ----- K-B2

Why not---R-B2?

39 R-B6 K-K2

40 RxQBP R-R2

41 P-R5 K-Q3

42 P-QN4 R-QN2

43 P-QB3 R-R2

44 P-Q4 R-R3

45 P-QB4 R-R1

black

r										
										P
			k			P	P			
P		R								
		P	P	P						
										P
							P	P		
										K

WHITE

after 45 ---R-R1

46 R-QN5

Try P-KB4 if R-N1;
P-N5 etc. P-KB4 &
P-KE4 will probably
result in white's
control of K6 by
kingside pawns thus
making the white
king drop back a
rank. Text is aimed
at the same idea.

46 ----- K-B2

Gives up the rank
without resistance.

47 P-Q5 K-Q3

48 P-Q5 K-B2

49 P-Q6 ch K-Q2

50 P-B5 R-QB1

51 P-R6 P-B4

52 P-N5?

Dropped the gravey.
P-R7 was dead right.

52 ----- RxP

53 R-N7 ch

P-R7 still very potent
(Try to stop this
ambitious pawn)

53 ----- KxP

54 P-R7 R-B6 ch

55 K-K2 R-QR8

56 P-N6
 RxRP if K-B4; R-QN6
 56 ----- R-R7 ch
 57 K-Q3 R-R6 ch
 58 K-B4 K-B3
 59 R-N8 R-R5 ch
 60 K-N3 R-R3
 61 P-R8/Q ch RxQ
 62 RxR KxP
 63 R-R8 P-R4
 64 R-KN8 K-B4
 65 RxP P-R5
 66 R-N5 K-Q5
 67 RxP K-K5
 68 R-B8 K-K4
 69 P-N3

P-N4 might save
 a move.

69 ----- K-K3
 70 PxP K-K2
 71 R-B3 K-K3
 72 K-B3 K-K4
 73 K-Q3 K-Q4
 74 P-R5 K-B4
 75 P-R6 K-N5
 76 P-R7 K-N6
 77 P-R8/Q K-N5
 78 Q-B3 ch K-R5
 79 Q-B4 ch

Since the least area
 concerned is in the
 white Q-side quarter
 of the board, Q-B5
 takes out all but the
 white QN3 square.
 Thus 79 Q-B5, K-N6;
 80 Q-B4ch if K-R6;
 Q-B2 mate, if K-N7;
 81 K-Q2, K-N8 82
 Q-B2ch, K-R8 83 R-R3,
 mate. or 81---, K-R8;

82 R-R3ch, K-N6; Q-R2
 79 ----- K-R4
 80 R-B5 ch K-N3
 81 Q-K6 ch K-B2
 82 R-B7 ch K-N1
 83 Q-K8 mate
 43 white moves after
 37 K-B1. At 4 cents per
 move (by postal card)
 this would cost each
 player \$1.72. Might
 be a way to feed the
 club kitty and/or speed
 up the games. (What
 was that remark made
 after move #4? Ed.)

Link Ellis
 Four Knights

1	P-K4	P-K4
2	N-KB3	N-QB3
3	N-B3	B-N5
4	N-Q5	P-QB3
5	P-QN3	
	P-QB3!	
5	-----	P-Q3
6	B-N2	B-QB4
7	P-Q4	PxP
8	B-K2	N-B3
9	NxP	NxP
10	B-KB3	N-KN4
11	NxN	NxB ch
12	QxN	PxN
13	N-B4	P-Q4

black

r	b	q	k		r
	p		p	p	p
p	p				
	b	p			
			N		
	P			Q	
P	B	P		P	P
R			K		R

WHITE

after 13---P-Q4

14 O-O-O
 Note the difficulties black has in making a strong position out of the pawns in the center (Although he is a pawn up). On the other hand, white's development progresses by bounds.

14 ----- B-B4
 15 NxP?
 KR-K1ch, B-K2 (or B-K3); BxP, and black is "fixed" before the

3 major artillery pieces
 15 ----- Q-N3 ch
 16 K-N1?
 N-KB4 or Q-KB4 look pretty logical. Text permits black a possible sacrifice.

16 ----- O-O
 17 NxP QR-B1
 18 NxP B-Q3?
 ---, B-K2 or Q-N3 or B-QN3 are all somewhat more suitable.

19 RxB KR-K1
 20 RxP P-R3

21 P-KR4 Q-Q7
 22 RxB BxB
 23 Q-B3

With 3 solid queen side passed pawns (they have not left mamá's apron strings yet!) White should try to save the knight by N-B5. If---, R-K7; R-QB1, RxB; Q-Q3 if QxQ; NxB, if other queen move. Q-QB4 & black will worry.

23 ----- QxQ
 24 BxQ BxN
 25 R-K1 R-QB1
 26 K-N2 K-R2
 27 P-R4 B-N2
 28 R-K7 B-Q4
 29 B-Q4

Should make the king-side pawns solid to stop the black bishop.

29 ----- R-Q1
 30 P-QB4

black

		r			
			R	p	p
					k
					P
		b			
P	P	B			P
	P				
	K			P	P

WHITE

after 30 P-QB4
 Unnecessary sacrifice. P-KN3, P-KN4, B-N6, P-QB3, Are all better than text move.

30 ----- BxNP
 31 K-B3 K-N3
 32 P-N4 R-QB1
 33 P-N5 B-B4
 34 P-B5 R-QR1
 35 K-N4 P-B3
 36 P-B6 K-B4
 37 P-QR5 P-N4

38 P-B7
 FxP first.

38 ----- PxF
 39 R-K3 K-B5
 40 BxF R-QB1
 41 P-N6 K-N5
 42 R-Q3 P-N6
 43 B-K5 B-N2
 44 R-Q8

Too soon. K-N5 does it better.

44 ----- K-B4
 45 B-R2 K-K3
 46 K-N5 K-K2
 47 RxR BxR
 48 K-B6 B-Q2 ch

Bishop can stop the queen-side pawns until the king goes back to N5. Should stay put.

49 K-N7 K-B3
 50 P-B8/Q BxQ
 51 KxB Resigns

Henry Oliver

1 P-K4 P-K3
 2 N-KB3
 Permits black quite a bit of freedom.
 2 ----- P-Q4
 3 P-Q3 P-QB4

---, PxF is almost free. If 4 PxF, QxRc3 (no can castle) PxF QxP?

---, PxF could be followed nicely by 5---, B-K3; thus not developing the lady first.

5 N-QB3 Q-Q1
 6 B-K3 Q-N3
 She dances so lightly she moves so easily. (She's a lady. Ed.)

7 P-QN3 N-QB3
 8 P-Q4 PxF
 9 NxF B-B4
 10 B-QN5 B-Q2
 11 BxN PxB
 12 O-O

black

r		k	n	r
p		b	p	p
	q	p	p	
		b		
		N		
	P	N	B	
P				P P P
R		Q	R	K

WHITE
 after 12 O-O

12 ----- N-B3
 13 P-QR3 O-O
 Considering the meaning thus far, the game is surprisingly even. P-QN4

14 Try 14 N-R4! for a free reward. Might even go 14---, BxN; 15 NxQ, BxR; 16 NxR, B-K4; 17 P-KB4, B-N1 thus both

both protecting and isolating the "lost" horse.

14 ----- BxN
15 BxB Q-B2

Almost needs to go home again to Q1.

16 BxN PxB
17 N-K4 Q-Q1
18 Q-B3 P-KB4
19 N-B5 Q-N3

Can't stay home. Hates baby sitting. (A regular gad-about)

20 NxB Q-N2

black

r				r	k
p	q	N	p	p	
	p	p			
			p		
	P				
P			Q		
	P		P	P	P
R			R	K	

WHITE

after 20---Q-N2

21 NxB?
Try 21 N-B6ch, if K-N2; 22 Q-QB3, makes the black king nervous. For instance, after Q-B3, if Q-B2; N-K8dch K-R3; Q-N7ch, K-R4; N-B6 ch, K-R5; P-N3ch, Q-R6 or QxPch, RPxQch) Q-R6 mate. If 21---, K-R1; 22 Q-QB3 is even rougher.

21 ----- KxN
22 QR-N1 K-K2
23 P-N5 R-QB1

24 P-QR4 P-QR3
25 PxBP QxP
26 KR-Q1 QxBP
27 Q-N7 ch K-B3
28 QxRP R-B3
29 Q-Q3 QxRP
30 F-R3 P-K4
31 Q-K3 P-B5
32 Q-Q3 ch P-K5
33 Q-Q4 ch

Try 33 Q-Q8ch, ig K-N2; 34 Q-KN5 ch, K-B1; R-Q8 mate: if 33---, K-N3; 34 R-Q6ch, RxR; 35 QxR ch, or 34----, K-R4; RxR, QxR

33 ----- QxQ
34 RxxQ K-K4
35 R1-Q1 P-K6
36 FxP PxB
37 K-B1 R-B7
38 R-Q5 ch K-K5
39 R1-Q4 mate

Brown Kalse
 Sicilian

1 P-K4 P-QB4
2 P-QB3 P-Q3
3 B-B4
P-Q4 now or, N-KB3 (to permit P-K5 is necessary)

3 ----- N-KB3
4 P-Q3
Q-K2 might even help out, thus possibly saving the QP for P-Q4.
White is defending already, due to moves 2 & 3.

4 ----- N-B3
 5 P-QR3
 N-K2 (to help out on Q4 & KB4), or P-KB4 (permits N-Q5 which could be contested later), B-K3 (helps out on Q4 & permits N-Q2 without obstructing the white QB). Text is too passive.

5 ----- B-Q2
 6 B-K3 P-K3

black

r		q	k	b	r
p	p	b	p	p	p
	u	p	p	n	
	P				
	B	P			
F	P	P	B		
P			P	P	P
R	N	Q	K	N	R

WHITE

after 6---P-K3

7 N-KB3
 Instinct says that black intends P-Q4 next. White could prepare for it with N-Q2. Then P-Q4; PxpP, PxpP; B-R2, P-Q5; B-KN5 and white can continue developing rapidly. Text move contests black squares.

7 ----- P-Q4
 8 PxpP PxpP
 9 B-QN5 B-Q3
 10 BxN
 Sells a two mover

bishop for a good knight but this makes black's QB very strong.

10 ----- BxB
 11 P-Q4 PxpP
 12 BxP Q-K2
 13 B-K3
 No flexibility left in whites position.
 13 ----- O-O
 14 O-O KR-K1
 15 R-K1 Q-B2
 16 Q-Q4

QN-Q2 unless you like to commit the queen early.

16 ----- R-K5
 17 Q-Q3 N-N5
 18 P-KN3 NxB
 19 RxN R1-K1
 20 QN-Q2 RxR
 21 PxR P-KR3
 22 R-KB1

Touchy spot, if black manages to support his white bishop at QN4 something must give. Try N-Q2-K-B1. (supports both NP & the dangling KP) if P-QR3; N-Q4, is very strongly posted, a blocker and almost untouchable, if taken by the black KB permits consolidation of whites good pawns.

22 ----- B-Q2
 23 Q-K2
 Knights must move

forward to be worth their salt. If N-Q4 both knights attack white squares. With a knight at Q4, white would not worry too much about B-R6 or BxNP since with N-QN5 he causes a few worries of his own.

23 ----- B-KR6
 24 R-K1 BxNP
 25 R-Q1 B-B5
 26 N-B1

black

			r	K
P	P	q		P
				P
		P		
			b	
P	P	P	N	b
	P	Q		P
		R	N	K

WHITE

after 26 N-B1

26 ----- BxN
 27 QxB BxKP ch
 28 K-R1 R-Q1
 29 N-Q4 BxN
 30 RxB Q-N3
 31 R-QN4 Q-QB3
 32 K-N2 R-Q3
 33 R-Q4 R-K3
 34 R-Q1 R-N3 ch
 35 Resigns