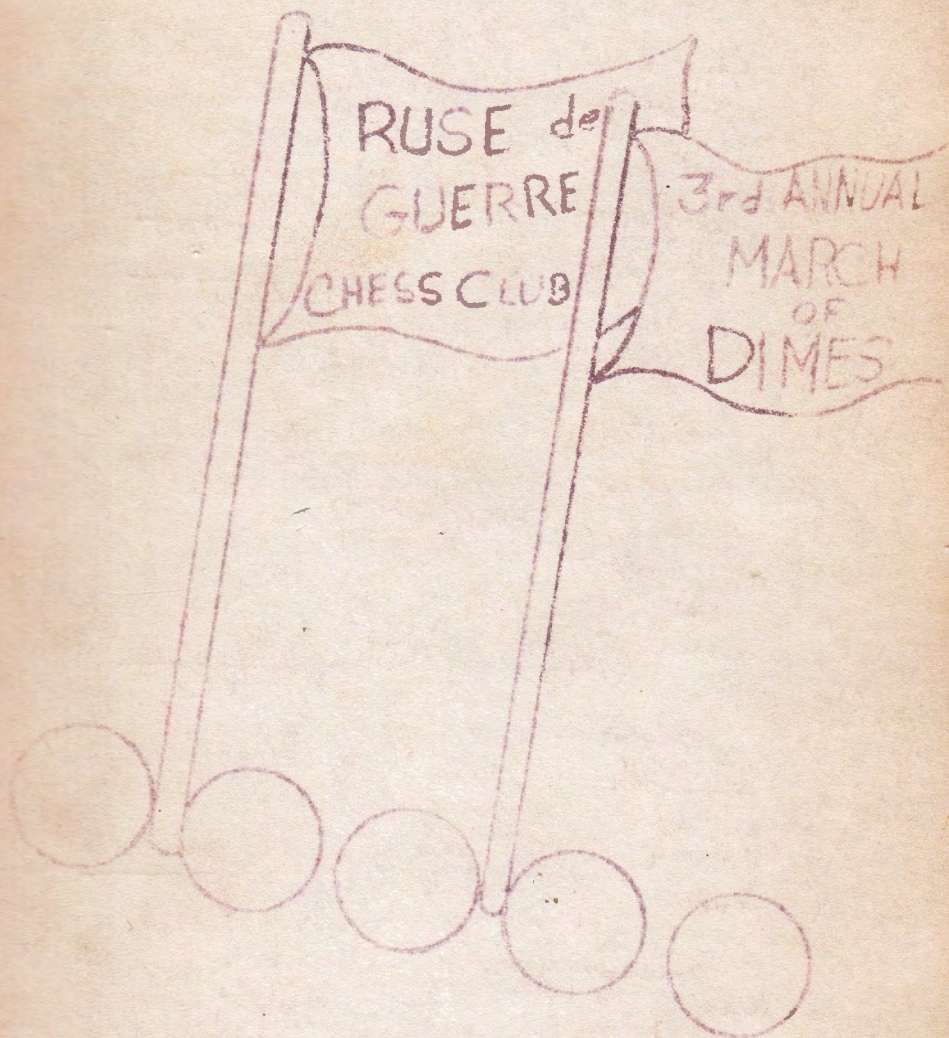


1964



TOURNAMENT BOOK





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	Kern	Jenquin	17	NxN	QPxN
	Ruy Lopez			This loses by force.	
1	F-K4	P-K4		17---, NPxN would give	
2	N-KB3	N-QB3	18	a playable game.	
3	B-N5	F-QR3		Q-K4	
4	B-R4	N-B3		Black overlooked this	
5	O-O	B-K2		and is forced to	
6	Q-K2	F-QN4		lose the QR or his	
7	B-N3	O-O	18	king.	
8	F-B3	F-Q3	19	----- R-N1	
	Preparing----, N-QR4			QxP ch K-B1	
	and P-QB4 with a stable			19---, K-B2; 20 B-N6 ch,	
	position in the center.			K-K3; 21 P-Q5ch, KxKP;	
9	F-KR3	R-K1		(QxP; 22 BxR or KxQP,	
	But this begins to let			RxQch) 22 B-B4 ch, KxB;	
	white get the upper hand.			23 Q-R5 etc. is also	
	in the center. 9----,,		20	fatal.	
	N-QR4 is better.			B-N6	
10	F-Q4	FxP	20	Threatens mate.	
11	FxP	F-Q4	21	----- B-K3	
	11 ----, B-KB is answered			B-KR6	
	by 12 N-KN5, R-K2; 13 P-		21	Threatens again.	
	K5, FxP; 14 FxP and			----- FxB	
	black is faced with		22	Q-R8 ch B-N1	
	the threat of Q-K4 if		23	QxRP mate	
	the knight at KB3 moves.				
12	P-K5	N-K5		Kelleher	Kiplinger
13	N-B3	NxN		Sicilian	
14	FxN	N-R4		Closed Variation	
	To get the knight to a		1	P-K4	P-QB4
	good square and event-		2	N-QB3	N-QB3
	ually F-QB4 and F-KB3		3	P-KN3	F-Q3
	to be rid of whites		4	B-N2	N-B3
	strong KP.		5	F-B4	B-N5
15	B-B2	N-R5	6	N-B3	N-Q5
16	N-Q2	P-KB3	7	P-KR3	BxN
	This slightly weakened		8	BxB	R-QN1
	the king side. Black		9	O-O	P-KN3
	should develop his		10	F-Q3	B-N2
	other pieces before				
	trying this move				



			Kalse	Sage
11	N-K2	NxB ch		
12	RxN	O-O		Sicilian
13	B-B3	Q-B1		
14	P-KN4	Q-B3	1	P-K4 P-QB4
15	N-N3	P-K3	2	N-KB3 N-QB3
16	B-K2	P-QN4	3	B-N5 Q-B2
17	P-B5	N-Q2	4	N-QB3 P-K3
18	P-Q4	KPxP	5	BxN? QxB
19	KPxP	P-QN5	6	N-K5 Q-B2
20	Q-K2	QNPxP	7	P-B4 P-QB3
21	NPxP	KR-K1	8	O-O P-QN4
22	Q-KB2	PxQP	9	N-K2 B-N2
23	PxQP	R-N7	10	N-N3 N-B3
	This offer to trade		11	P-Q3 P-Q4
	rooks would position		12	Black has a slight
	the black queen near			initiative in the
	her mission.			center, but white has
24	PxP			no serious weaknesses
	So that if RxQ; PxBeh,		12	Q-K2 B-K2
	K-B1; PxR/Q ch, KxQ;		13	P-B3 PxP
	RxR. Leaves white two		14	NxKP NxN
	rooks against the queen		15	PxN O-O
	plus a (temporary)		16	N-B3 QR-Q1
	pawn up.		17	P-K5 P-B5
24	-----	RPxP		This merely gives
25	QxR	QxR		white bishop greater
26	B-B2	N-QB4		range. 17---, R-Q2
	The knight is quite			aiming for control
	sage and this tempo			of the open file
	is like gold.			would have been
27	Q-N5	R-K3		satisfactory.
	This is a closed game?		18	K-R1?
	From here out it turns			Time wasting.
	to liquid.		18	----- R-Q2
28	PxN	BxR	19	B-K3 BxN
29	P-B6	B-Q5:	20	RxB KR-Q1
30	Q-N8 ch	K-R2	21	B-Q4 B-B4
31	BxB	QxN ch		White should have
32	K-B1	R-K8 mate		played 21 Q-KB2, threat-
				ening 22 B-N6 and taking
				off invasion
				threats.



22	R-Q1			counter-balance	
	Loses a pawn but			this by an advance	
	22. BxB, QxB allows			K-side he must play	
	the black rook to invade.			P-KB4 eventually, which	
22	-----	BxB		will prove his tenth	
23	PxB	RxP		move to be wasted	
24	RxR	RxR		time.	
25	P-KR4?	Q-Q1	11	P-QR4	K-R1?
26	R-B2	QxP ch		Waste of time.	
27	K-N1	Q-Q1	12	P-KR3	N-K4
28	P-KN3	R-Q8 ch	13	B-N3	R-QB1
29	K-R2	Q-Q4	14	Q-K2	R-KN1?
30	Q-B3	QxQ		Further waste of time.	
31	RxQ	R-Q7 ch		White attack shifts into	
	And wins.			high gear now.	
32	K-R3	RxP	15	P-KB4	N-KN3
33	R-R3	P-KN3	16	P-B5	N-KB1
34	RxP	P-B6	17	R-B2	Q-K1
35	K-N4	P-B7	18	R1-KB1	P-K4
36	K-N5	P-B8/Q	19	N-B3	RxN?
37	Resign			Exasperation!	

Lockhart      Schmidt  
Sicilian

1	P-K4	P-QB4		Blacks pieces are so
2	N-KB3	P-Q3		tangled he will never
3	P-Q4	PxP		get them straightened
4	NxP	N-QB3	20	out. He could play P-KR3
5	B-QB4	P-K3		but it would only give
6	N-QB3	P-QR3		white another object
7	B-K3	B-Q2		of attack on K-side.
8	O-O	B-K2	20	N-N5?
9	Q-Q2	N-KB3	21	White returns the
10	P-KB3	O-O		favor, simply PxR is
	Both sides are solidly			best.
	placed and black will			-----      RxB
	attack on the Q-side			Q-B4
	and along the QB file			Threatens 22 NxP ch.
	if white wishes to			-----      N-K3?
				Finally losing 21---,
				RxB; 22 NxP ch, QxB;
				23 QxQ, B-Q would act-
				ually win for black.



Whites Q and Rooks  
would be no match  
against the full  
array of black pieces.

3 N-QB3 P-Q4  
4 N-B3 B-B4  
5 PxP PxB  
6 B-N5 P-K3  
7 P-K3

22 BxN PxB  
23 QxR P-Q4  
24 PxB NxB?

Losing the Q. 24---,  
PxB offers good prosp-  
ects of resistance. Bl  
would have a pawn for  
the exchange and  
there would be no  
clear cut win for white.

25 N-B7 ch QxN  
26 RxQ B-QB3  
27 P-B4 NxB  
28 QxN B-KB3  
29 P-KN4 R-Q1  
30 P-KN5 R-KN1  
31 R-B2 P-K5  
32 PxB ch K-B1  
33 R B1 Resigns

This game illustrates  
the value of not allow-  
ing oneself to become  
discouraged. Black no  
doubt missed the win-  
ning play at move 21  
because he was dishe-  
artened and didn't ex-  
pect there would be  
such a possibility in  
his position.

Johnston Woodman  
Queens Gambit Exchange

1 P-Q4 N-KB3  
2 P-QB4 P-B3

black

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

WHITE

after 7 P-K3

7 ----- P-KR3

Can't afford that now.  
B-K2 now. The white  
and queen are going to  
be rough.

8 B-N5 ch QN-Q2  
9 BxKN PxB  
10 Q-R4 B-Q3  
11 O-O P-K4

K-K2 would unpin the  
knight. A central po-  
sition for the king is  
now probably best.

12 PxB PxB  
13 NxQP P-K5  
14 BxN ch BxB

If QxB? N-B6 ch and  
black could resign.

15 QxKP ch B-K3  
16 N-Q4 K-Q2  
BxRP ch, KxB, QxN

17 NxB PxB  
18 N-B4 BxN  
19 QxB K-K2



20 KR-Q1 Q-R4 3  
 21 QR-B1 QR-QB1 4  
 It is coming from  
 all sides now 5  
 22 Q-Q6 ch K-B3 6  
 23 Q-Q4 ch K-N3  
 24 RxB RxB  
 25 Q-K4 ch K-B3  
 26 QxNP R-Q1  
 Q-Q7 might be a  
 better idea but Q-B3ch  
 K-K2; P-KR3 would take  
 care of that.  
 27 Q-B3 ch K-K2  
 28 P-KR3 RxB ch  
 29 QxB RxB  
 30 Q-B2 P-QR4  
 31 Q-B3  
 Eliminates blacks  
 last chance no matter  
 how he wiggles.  
 31 ----- P-R5  
 32 Q-QR3 ch QxQ  
 33 PxQ K-Q3  
 34 P-N4 K-B4  
 35 P-R4 K-B5  
 36 P-N5 PxF  
 37 PxF K-N6  
 38 P-N6 KxP  
 39 P-N7 K-N6  
 40 P-N8/Q P-R6  
 41 QxF ch K-N7  
 42 P-B4 P-R7  
 43 QxF ch KxQ  
 44 P-B5 Resigns

Schrader, E Henry  
 Ruy Lopez

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

B-N5 Q-B3  
 She is so mobile.  
 O-O KG-K2  
 P-B3 P-KR3  
 P-Q4 P-Q4

black

r	b	kb	r
P	P	np	P
	n	q	P
B	P	P	
	P	P	
P	P		P
R	N	Q	R

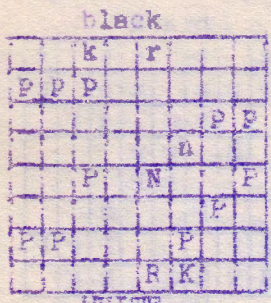
WHITE

after 6----, P-Q4  
 B-N5  
 QPXP to position the  
 bl Queen to (K3) then  
 B-KB4, B-Q2; PxF, NxQP;  
 N-Q4, Q-K2; B-N3 with  
 P-KB4 to come. Text  
 is solid enough.  
 ----- Q-K3  
 7 P-KR4 B-Q2  
 8 PxF NxQP  
 9 R-K1 B-K2  
 10 BxB N4xB  
 11 P-KR4 P-B3  
 12 N-Q4 N4N  
 13 BxB ch QxB  
 14 QxN O-O-O  
 15 QxQ ch RxQ  
 16 PxF N-B4  
 17 P-KN3 R-B1  
 18 P-QB4 R2-R2  
 19 N-B3 RxF

After all of this work  
 the score is White one  
 marble up. Black 2 good  
 temp1 ahead.



21 N-K4 R-K3  
 22 N-N5 RxR ch  
 23 RxR P-KR3  
 24 N-K4 R-K1  
 25 K-B1



WHITE

after 25 K-B1

25 ----- N-Q5  
 A most inopportune  
 move,  
 26 N-Q6 ch Pxn  
 27 RxR ch K-Q2  
 28 R-KN8 K-B3  
 29 RxP K-B4  
 30 RxP N-KN4  
 His last move. Blud BL.  
 is lost by now anyway.  
 31 R-R5 KxP  
 32 RxN P-Q4  
 33 R-B4 ch P-Q5  
 34 P-R5 Resigns

Thomson Sicilian Delaney

1 P-K4 P-QB4  
 2 N-KB3 N-QB3  
 3 P-Q4 Pxp  
 4 P-K4 Nxn  
 In addition to  
 demoting his own QP  
 for the blk. QBp, he

now promotes the QNP  
 Correct is N-QN3 or  
 N-KB4, Text results in  
 black being also a move  
 ahead.

5 B-Q3 N-KB3  
 6 B-K3 B-K2  
 7 P-QR3 P-Q4  
 8 Pxp Pxp  
 9 P-KB3 Q-O  
 10 P-QB3 P-K5  
 11 Pxp Pxp  
 12 B-QB2 B-R3  
 13 B-KN5 Q-N3  
 14 N-Q2 B-B4  
 15 Nxp NxnN'

16 BxN B-B7 ch  
 17 K-Q2 QR-Q1 ch  
 Continuing to sacrifice  
 with his objective in  
 view.

18 BxR RxB ch  
 19 K-B2 RxQ  
 20 QRxR B-N4  
 21 R-Q2 B-K6  
 22 R-Q5 B-B3  
 23 R-k5 BxB ch  
 Selling out to lessen  
 the defense. B-R5 ch;  
 K-N1, P-KN3.

24 RxB P-N3  
 25 R-K1 B-N4  
 26 R-K5 B-B5  
 27 R-K8 ch K-N2  
 28 P-KN3 B-N4  
 29 R8-K5 B-B3  
 30 R5-K4 Q-B7 ch  
 31 R1-K2 Q-KB4  
 32 P-QN4 Q-Q4  
 33 P-B4 Q-Q2



34 K-N3 Q-Q6 ch  
 35 K-R4 P-QR3  
 36 R2-K3 Q-B7 ch  
 37 K-R5 B-Q1 ch  
 38 KxP Q-R5 ch  
 39 K-N7 Q-Q2 ch  
 40 K-R6 Q-B3 ch  
 41 Z-R7 B-N3 ch  
 42 K-N8 Q-B7 ch  
 43 K-R6 Q-R mate

Probably best to move  
 the pawn first. Blk  
 has a K-side pawn storm  
 in order. P-KR4 and  
 P-KN4 are ripe.

15 P-KR3 P-KR4  
 16 P-N4 PxP  
 17 PxP N-R5  
 18 NxN RxN  
 19 P-B3 P-KN4  
 20 R-B2 N-K2  
 21 R1-R1 then P-QR4, etc  
 22 N-B1 R1-R1  
 23 K-B1

Schrader, J Hoover  
 Petrov

1 P-K4 P-K4  
 2 N-KB3 N-KB3  
 3 P-Q4 NxP  
 4 NxP Q-B4  
 5 Q-B3 P-Q4  
 6 B-Q3 B-KB4  
 7 N-Q2

Smells hot stuff coming  
 ----- R-R8 ch  
 22 ----- R-N8  
 23 N-K2 R-N6  
 24 N-N3 R6-R6  
 25 R-K1

R1-R6 would also keep  
 the Wh. king in the cer-  
 ter for a while. Another  
 fair plan (for black) is  
 N-N3 intending N-KB5

black

r	n			k	b	r
P	P	P		P	P	P
				1		
			P	K	O	
			P	n		
			F		Q	
P	P	P	N		P	P
R	B		K			R

WHITE

after 7 N-Q2

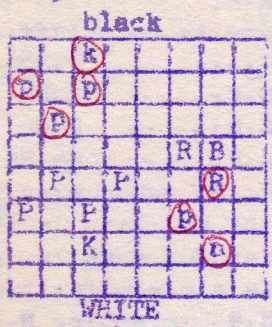
7 ----- N-Q3  
 8 BxB QxB  
 9 P-QB3 P-KB3  
 10 QxQ NxQ  
 11 N5-B3 N-B3  
 12 O-O O-O-O  
 13 N-N3 B-Q3  
 14 B-Q2 QR-N1

26 P-KB4 N-N3  
 27 R1-B1 NxP ch  
 28 K-Q1 R-R8  
 R-N6 looks clear.  
 29 K-B2 RxR  
 30 RxR R-R7  
 31 N-B1 R-N7  
 32 N-Q3 RxP  
 33 P-R3 R-B7

With two passed pawns  
 to work with blk. needs  
 only to anchor the back  
 one, trade out opposing  
 pieces and simplify  
 the game. K-Q2, etc



34 R-K1 R-N5  
 ---, K-Q2  
 35 P-N4 N-N7  
 36 R-K6 P-KB4  
 37 N-K5 BxN  
 38 RxB P-B5  
 39 RxQP P-B6?  
 Losing the gravey. N-R4  
 in order to move to  
 provide an attack  
 square for the rook  
 (N7) and the knight (B6)  
 40 BxP P-N3  
 41 R-B5



41 after 41 R-B5  
 ----- R-K5?  
 Maybe the last chance  
 Try 41---, RxB. If RxR  
 P-B7 looks like swindle  
 bait. If R-B5, N-K6 =  
 dead rook. If R-N8 ch,  
 K-N2; R-KB8, P-B8=Q  
 should win. If 42 RxP,  
 N-K8 ch = dead rook.  
 42 K-Q3 R-K8  
 43 RxF R-QR8  
 44 K-K2 RxF  
 45 K-B1 R-N6  
 46 KxN P-R4  
 47 PxF PxF

48 B-K7 K-Q2  
 49 B-B5 K-B3  
 50 P-B4 R-N7  
 51 K-B1 R-B7  
 52 R-QR3 RxP  
 53 RxF R-B8  
 54 K-K2 R-B7  
 55 K-Q3 R-K8  
 56 R-R3 R-N6  
 57 K-B4 RxR  
 58 BxR K-N3  
 59 P-Q5 K-N2  
 60 K-B5 K-B1  
 61 K-B6 K-Q1  
 62 K-N7 K-Q2  
 63 B-N4 K-Q1  
 64 K-B6 K-B1  
 65 B-R5 K-N1  
 66 BxF ch K-B1  
 67 B-N6 Resigns

Colpron Dale  
 Ruy Lopez

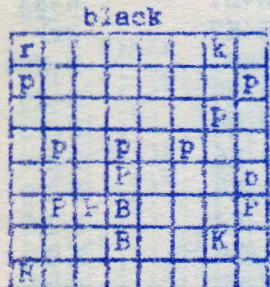
1 P-K4 P-K4  
 2 N-KB3 N-QB3  
 3 B-N5 N-Q5  
 This knight doesn't  
 to be pinned. Loses  
 tempo.  
 4 NxN PxN  
 5 P-QB3  
 O-O, P-QB4, or P-KB4  
 better.  
 5 ----- Q-N4  
 The regaining of the  
 move is less important  
 than the blocking pro-  
 duced by this move.  
 6 B-B1 P-Q6



7 Q-B3 P-Q6  
 8 BxP B-Q3  
 9 O-O N-N5  
 10 P-KR3 N-R7  
 11 Q-Q1 NxR  
 12 BxN Q-B5  
 13 F-KB3 QxKP  
 14 P-Q4 O-O  
 15 B-N2 Q-N3  
 16 F-KB4

Invites the rook to take part but this trades black out further.

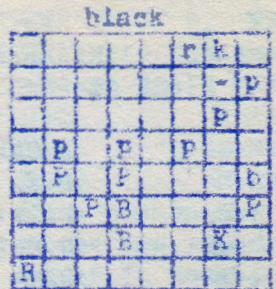
16 ----- QxP  
 17 Q-B1 R-K1  
 18 B-Q2 N-K5  
 19 Q-B2 BxP  
 20 QxQ BxQ  
 21 BxR P-Q3  
 22 K-N2 F-R5  
 23 N-R3 P-KB4  
 24 B-Q3 F-B3  
 25 N-B4 F-Q4  
 26 N-Q6 F-KN3  
 27 P-N3 F-QN4  
 28 P-R4 B-R3  
 29 FxP BxP  
 30 NxB FxN



WHITE  
 after 30---, FxN

31 F-QN4  
 BxNP, R-QN1, B-B6, RxBP;

BxQP ch. Where else can blk. rook go?  
 31 ----- R-QB1  
 32 RxBP R-K1  
 33 R-R1 R-KB1



WHITE

after 33 ---R-KB1

34 BxNP  
 B-R6. If R-B2; R-R8 is rough. If R-B3; BxNP, P-N4; R-R8ch, K-B2; B-K  
 If K-N3; B-K8 ch, If R-QN3; P-N4, FxP; BxPch, K-N3; R-R6  
 34 ----- P-N4  
 35 B-B6 F-N5  
 36 BxP ch K-N2  
 37 B-KB4 B-KB3  
 38 FxP FxP  
 39 K-N3 P-R4  
 40 R-R7 ch K-R1  
 41 R-R8 RxB  
 42 BxR K-N1  
 43 F-N5 K-N2  
 44 P-N6 K-N3  
 45 B-K4 ch K-B2  
 46 P-N7 BxP  
 47 FxB F-R5 ch  
 48 KxNP F-R6  
 49 KxP K-B3  
 50 P-N8/Q K-K3  
 51 Q-Q6 ch K-B2



52	B-Q5	ch	K-K1	20	PxN	QxB
53	Q-K6	ch	K-Q1	21	QxG	BxQ
54	B-N5	ch	K-B2	22	R-QB1	O-O
55	Q-B6	ch	K-N1	23	R-B7	KR-B1
56	Q-N7	mate				

Menahan                  Richardson  
 Black Ape

1	P-Q4	F-QN4
2	F-K4	B-N2
3	N-Q2	F-QR3
4	F-QB3	N-KB3
5	Q-B2	P-K3
6	N-KB3	P-B4
7	B-Q3	N-B3

black

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

WHITE

after 7---, N-B3

8	F-K5	N-Q4
9	N-K4	FxP
10	FxP	P-KR3
11	O-O	P-Q3
12	R-K1	FxP
13	NxP	NxN
14	PxN	N-N5
15	Q-K2	

It is hard to find an  
 escape move for the Q

15	-----	QxB
16	Q-N4	N-B7
17	N-Q6 ch	BxN
18	FxB	NxKR
19	B-B4	N-B6 ch

Black

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

WHITE

after 23---, KR-B1

24	P-Q7	R-Q1
25	B-Q6	B-B3
26	RxB	RxP
27	B-K5	R-Q4
28	B-B3	P-QR4
29	F-QR3	P-R5
30	R-N6	R1-Q1
31	K-N2	R-N4 ch
32	K-B3	R-Q6 ch
33	K-K2	R-R6
34	R-N8 ch	K-R2
35	R-KB8	P-B3
36	R-B7	K-N3
37	R-K7	RxP
38	RxP	R-KB4
39	B-Q4	R-R5
40	R-Q6	R-R8
41	R-K6	F-R4
42	R-K4	F-R5
43	B-K3	P-R6
44	R-N4 ch	K-B2
45	R-R4	P-N4
46	R-R5	K-N3
47	R-R8	R-Q4
48	K-B3	RQ4-Q8
49	R-QN8	P-R7
50	K-N2	RQ8-KN6 ch
51	K-R3	P-N5 ch



52 K-R4 R-Q8  
 53 K-N3 RQ8-N8 ch  
 54 K-B4 R-N7  
 55 Rxf R-QN8  
 56 B-N8 P-R8/Q  
 57 R-KN8 ch K-B2  
 58 Resigns

10 ----- P-QR3  
 Not necessary. Nx8  
 splits up whites pawns  
 if 11. Pxn, P-QR3 and  
 white has two columned  
 QNPs. If 11. NxN, B-B4  
 will protect the QRf  
 and so would R-B8 ch.

Bracher, G Morgan  
 French Defense

11 O-O N-R3  
 12 N-R3 N-B4  
 13 N-B2 P-Kf3

1 P-K4 P-K3  
 2 P-Q4 P-Q4  
 3 P-K5 P-QB4  
 4 P-QB3 B-Q2  
 Q-N3 exerts double  
 pressure on QNf and QP.

This bishop has enough  
 scope now, needs to  
 point it toward the  
 white king, but P-KN3  
 damages black king  
 field.

5 N-KB3 N-QB3  
 6 B-K2 R-B1  
 7 B-K3  
 Try N-KR3 intending  
 N-KB4

14 KR-Q1 B-N2  
 15 P-QB4 N4xB  
 16 N2xN Pxf  
 17 NxN BxN  
 18 Pxf R-QN1  
 19 R-K1 BxN  
 20 BxB Bxf?

7 ----- Q-N3  
 8 Q-N3  
 White should castle  
 as soon as possible.

Didn't notice whites  
 19th.

8 ----- QxQ  
 9 PxQ Pxf  
 10 Bxf

21 RxB O-O  
 22 R-QB5 KR-Q1  
 23 R-Q1 Rxf ch  
 24 BxR R-Q1  
 25 B-B3 R-Q7  
 26 P-QN3

black

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

WHITE

after 10 Bxf

The white QNP is  
 doomed. White gets to  
 choose its square in  
 which to be captured,  
 N2, N3, or N4, however  
 try P-QN3, R-N7; B-Q1,  
 R-N8; R-B8 ch, K-N2;



R-Q8. This kind of chain is frozen (pieces until wh. can walk his king over to the B. Two moves, whi could well afford the time.

60 K-B3 K-Q4  
 61 K-Q3 K-B4 ch  
 62 K-B3 R-Q5  
 63 B-K6

DRAW

26	-----	R-N7		Brisher, V	Dangerud
27	P-R3	RxNP		Queens Gambit	
28	R-B7	P-N3		Tarrasch Defense	
29	R-B6	P-QR4			
30	P-B5	PxP	1	P-Q4	P-Q4
31	RxBP	P-R5	2	P-QB4	P-QB4
32	R-QR5	P-R6		Usually preceded by	
33	K-R2	K-B1		P-K3	
34	R-R7	P-R4	3	N-KB3	
35	B-B6	R-QB6		The usual is QPxP,	
36	B-N5	P-R5		P-Q5	
37	P-B3	P-B4	3	-----	N-QB3
38	K-N1	P-N4	4	P-K3	B-B4
39	K-B2	P-B5	5	P-QR3	P-K3
40	K-K2	R-K6 ch	6	B-K2	N-KB3
41	K-Q2	R-QN6	7	O-O	B-Q3
42	B-B4	R-N7 ch	8	BxP	KNxP
43	K-B3	P-K4	9	N-QB3	N-B3
44	RxP	RxP	10	B-N5	O-O
45	B-K6	R-N6	11	BxN	
46	B-N4	P-K5		Creating a basic weak-	
47	K-Q2	P-K6 ch		ness in blacks pawns.	
48	K-K2	K-K2	11	-----	FxB
49	K-B1	K-B3	12	PxP	BxQB
50	R-R5	K-N3	13	P-QN4	B-Q3
51	R-R6 ch	K-N2	14	B-N2	Q-B2
52	K-K2	R-N7 ch	15	R-K2	N-N5
53	K-Q3	R-Q7 ch	16	P-R3	KR-Q1
54	K-B3	R-Q8	17	Q-N3	N-K4
55	R-R2	R-Q3	18	NxN	FxN
56	R-K2	K-B3	19	N-Q4	B-R6
57	K-B2	K-K4	20	KR-B1	P-KR4
58	K-B3	R-B3 ch	21	R-QB3	P-R5
59	K-K3	R-Q3 ch	22.	RxP	Q-N2
			23	Q-B2	QR-B1



24 R-QB1  
 Black is now short a  
 pawn with no comp-  
 ensation.

24 ----- Rxf3

25 BfxP P-B3?

Can't throw it all away? 11  
 R-N1 or else! 12

26 RxfR RxfR

27 Qxf ch QxQ

28 Rxf ch K-R2

Else!

29 R-B2 Resigns

Carter Link  
 Queen's Gambit  
 Slav Defense

1 P-Q4 P-Q4

2 P-QB4 P-K3

3 N-KB3 N-QB3  
 Having decided to  
 keep the QB inside  
 black should shore up  
 the QP. P-QB3.

4 P-QR3  
 Limits blacks other B.

4 ----- P-KN3

5 Q-R4  
 Some people use their  
 queens like bishops.

5 ----- B-Q2

6 Pxf N-K4

7 Q-N3 NxN

8 QxN B-N2

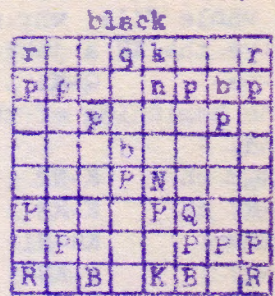
9 Pxf BxKP

10 P-K3 P-QB3  
 Now black is trying  
 to regain some control  
 of the center. The pre-  
 vious sequence divested

black of both center  
 pawns and with the  
 situation on the king  
 side as it is, black is  
 already in trouble.  
 Defend, defend, defend.

N-B3 N-K2

N-K4 B-Q4



WHITE

after 12---, B-Q4

13 N-B6 ch? Something she has got  
 to happen.

14 ----- K-B1  
 Black compounds the  
 felony. BxN; QxB6, 0-0;  
 is best.

14 NxB PxfN  
 Splits off a pawn  
 best is now QxfN to  
 trade out queens. S.A.P.  
 Then castling is less  
 important.

15 B-Q2 K-N1

16 R-B1 P-QR4

17 B-N5 N-B4

18 0-0

Tempo 5-3

18 ----- BxfP

19 PxB RxfP

20 Q-Q3 NxB



21 QxN  
Temp 4-0, Bishop vs. split pawns.

21 ----- F-N3  
22 B-B3 P-B3  
23 QR-Q1

Scince this rook is already shooting out a whole file, why not give the KR a job?

23 ----- Q-K1  
The beginning of the end,

24 QxQP ch K-N2  
25 Q-N7 ch K-R3  
26 BxBP KR-N1  
27 R-Q7 P-KN4  
28 B-N7 ch K-R4  
29 Q-B3 ch Resigns

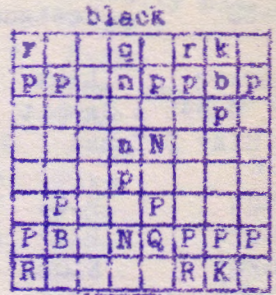
Love Gray  
Queen's Gambit Acepted

1 P-Q4 P-Q4  
2 P-QB4 PxF  
3 P-K3 N-KB3  
4 BxF P-KN3  
5 N-KB3 B-N2  
6 O-O B-N5?  
7 QN-Q27  
Bxf ch, KxB; N-K5ch, K-K1; NxB  
7 ----- O-O  
8 P-QN3  
Best to unpin the KN by Q-B2 if then 8---, B-B4; P-K4: if 8---, B-K3; BxB  
8 ----- QN-Q2  
9 B-K2

9 ----- P-B4  
10 B-N2 N-Q4  
11 N-K5

Not well enough supported. Loses a pawn and allows black to devlope to easily.

11 ----- BxB  
12 QxB PxF



WHITE

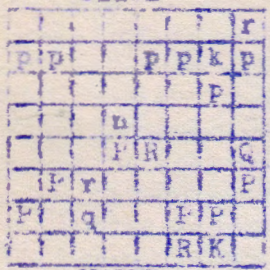
after 12---, PxF  
BxF  
If NxN, N-B6!; BxN, PxB, N-KB3, QxN and black will be in shpe to do some attacking: Q-B2, R-QB1; KR-Q1, Q-B2; but if 13. PxF, if NxN; PxN the white bishop is support instead of the point of attack.

----- BxN  
13 Q-N5 BxB  
14 PxB N2-N3  
15 Q-Q3 Q-Q2  
16 Q-N3 Q-B6  
17 QR-K1 N-Q2  
18 R-K4 N2-B3  
19 R-K5 Q-B7  
20 N-B3 QR-B1



22 P-KR3 R-B6  
 23 Q-R4 K-N2  
 24 N-N5 R-R1  
 25 N-K4 NxN  
 26 RxNK4

black



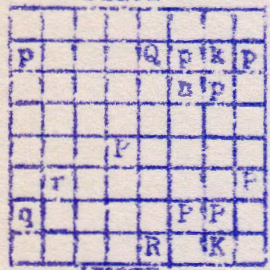
WHITE

after 26 RxNK4

26 ----- N-B3  
 Black is to egger although a knight up is pure grave, the garbage needs to be mopped up first-----, QxRP; R1-K1, R-B2; R-K5, QxNP;

27 RxKP R-B2  
 28 R-K3 R-B3  
 29 Q-B4 R-K1  
 30 R-K5 RxR  
 31 QxR R-K3  
 32 Q-N8 QxRP  
 33 QxNP R-N3  
 34 Q-K7 RxP  
 35 R-K1

black



WHITE

after 35 R-K1

35 ----- R-N8  
 36 RxR QxR ch  
 37 K-R2 Q-N1 ch  
 38 P-N3 Q-N3  
 39 Q-K3 P-QR4  
 40 P-KN4 Q-N1 ch  
 41 K-N2 Q-N2 ch  
 42 P-B3 Q-N7 ch  
 43 K-N3 Q-N1 ch  
 44 K-R4 Q-K1  
 45 Q-QB3 Q-Q1  
 4 This will do it.  
 46 P-N5 N-Q4  
 47 Q-K1 Q-QB2  
 48 Q-K4 Q-KB5  
 49 QxQ NxQ  
 50 K-N3 N-Q4  
 51 K-B2 R-R5  
 52 K-K1 P-R6  
 53 Resigns

Denison, M Brown  
 Queen's Pawn

1 P-Q4 P-Q4  
 2 N-KB3 B-B4  
 3 P-K3 P-K3  
 4 B-N5 ch  
 helps black develop.  
 5 ----- P-QB3  
 B-Q3 B-N3  
 Might as well move the bishop to KN5 now that the extra move is available.  
 6 N-B3 B-N5  
 7 P-QR3 Q-R4  
 8 B-Q2 B-Q3  
 9 P-QN4 Q-B2  
 10 P-N5 N-Q2  
 11 P-QR4 KN-B3  
 12 N-K2 N-N5  
 13 P-R3 NxBP?







Kiplinger-Kern	5-1	
Kelleher-Schrader,E	5-2	
Richardson-Loekhart	5-3	
Delaney-Schrader,J	5-5	3-2
Jenquin-Johnston	5-7	
Woodman-Schmidt	5-8	
Bricher,G-Carter	5-8	
Gray-Jessett	5-9	
Morgan-Monahan	5-11	
Dale-Laing	5-12	
Bricher,V-Denison,M	5-12	
Oliver-Love	5-12	
Dangerud-Brown	5-13	
Hoover-Henry	5-15	
Thomson-Link	5-16	
Ellis-Denison,E	5-17	
Sage-Colpron	5-18	







Kipfinger Kern  
 Nimzo-Indian Def.  
 One of the hardest  
 fought games of  
 the tourney.  
 (By Kern).

- |   |       |        |
|---|-------|--------|
| 1 | P-Q4  | N-KB3  |
| 2 | P-QB4 | P-K3   |
| 3 | N-QB3 | B-N5   |
| 4 | N-B3  | P-B4   |
| 5 | P-QR3 | BxN ch |
| 6 | PxB   | N-B3   |
| 7 | P-K3  | P-Q3   |
| 8 | B-Q3  |        |

black

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

WHITE

after 8 B-Q3

8 ----- Q-Q2

In this game white strives to develop rapidly and use his two bishops to attack through the center; Black aims to block the center and counter-attack the weaknesses in white's queen-side pawns.

- |    |       |       |
|----|-------|-------|
| 9  | O-O   | P-QN3 |
| 10 | P-K4  | P-K4  |
| 11 | P-Q5  | N-QR4 |
| 12 | P-QR4 | B-R3  |
- White played 12 P-QR4

to prevent the possibility of---, Q-QR5 by black, thus attacking the weak pawn again.

- |    |      |       |
|----|------|-------|
| 13 | Q-K2 | P-KR3 |
| 14 | N-Q2 |       |

black

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

WHITE

after 14 N-Q2

14 ----- P-KN4

With the idea of stopping P-B4 and starting a king side attack. But the white bishops cover a lot territory and white has some attacking notions of his own.

- |    |       |                       |
|----|-------|-----------------------|
| 15 | R-R3  | Q-N5                  |
|    |       | Trying to exchange Q  |
| 16 | P-B3  | Q-Q2                  |
| 17 | N-N3  | O-O-O                 |
|    |       | If 17---, NxN; 18 RxN |
|    |       | QxP; 19 R-R3 wins     |
|    |       | a piece.              |
| 18 | B-K3  | QR-KN1                |
| 19 | P-N3  | N-KR4                 |
| 20 | NxN   | PxN                   |
| 21 | K-R1  | K-B2                  |
| 22 | Q-KB2 | R-QN1                 |
| 23 | P-B4  | P-B3                  |
| 24 | B-K2  | N-N2                  |
| 25 | PxKP  |                       |



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

WHITE

after 25 PxBP

25 ----- BXP

Black has been forced back on the defensive and white now essays a sacrifice that is hard to meet, both players were beginning to get short of time on their clocks.

26 BxBP! KR-KB1  
If 26---, PxB; 27 QxPch, K-Q1 (27---, K-N2; 28 R-B7!; QxR; 24 Q-B6 mate) 28 QxRP ch, and wins.

27 Q-K3 RxB ch

28 BxR R-N8!

Now black threatens Q-R6 or Q-B2

29 Q-Q3 RxB ch

30 QxR PxB

31 Q-B6 BxP

32 QxP ch K-B1

33 R-R1 Q-KB2

Black has enough fight left to get a draw.

34 K-N2 Q-N2

35 R-K1 Q-N7 ch

36 K-N1

37 R-N1

38 R-N1

Q-Q7

Q-K6 ch

Q-K8 ch

black					
	k				
P				n	
					p
p	p	P	Q	p	
P	b	P			
	P			P	
			q	K	P
R					

WHITE

after 38---Q-K7 ch

39 K-R3?

This loses, but both players were in desperate time trouble and black missed it.

39 ----- Q-R4 ch?

40 K-N2 Q-K7 ch

41 K-R3? P-N5 ch

Black doesn't miss it a second time.

42 K-R4 QxP ch

43 KxP B-K7 ch

44 K-B4 Q-B7 mate

Kelleher Schrader, E  
French

1 P-K4 P-K3

2 P-Q4 P-Q4

3 N-QB3 B-N5

4 P-K5 P-QB4

5 P-QR3 BxN

6 PxB N-K2

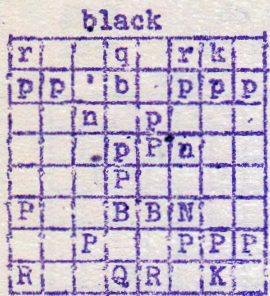
7 N-B3

Q-N4 is also tried here.

7 ----- QN-B3



8 B-K3 PXP  
 ---, P-B5 deserved  
 consideration.  
 9 PXP O-O  
 10 B-Q3 N-B4  
 11 O-O B-Q2  
 12 R-K1



WHITE

after 12 R-K1

12 ----- P-QR3  
 Black should play  
 something more active  
 such as R-B1 or  
 P-B3.

13 P-B4 PXP  
 Now white has a  
 formidable pawn-  
 roller. Better is  
 13---, NxB

14 BxN PxB  
 15 P-Q5 N-K2  
 16 P-K6/?  
 If 16---, PXP; 17 PXP,  
 BxP; 18 QxQ, QRxQ;  
 19 B-B5 wins a piece.

16 ----- NXP?  
 With 16---, PXP;  
 17 PXP B-B3 Black  
 would have good  
 defensive chance.  
 The text leaves  
 no hope.

17 PXP ch  
 or 17 PxB would do  
 as well.  
 17 ----- RXP  
 18 QxN B-B3  
 19 QxQBP Q-B3  
 20 N-N5 Q-N3  
 21 QxR ch QxQ  
 22 NxB KxN  
 23 B-B5 Resigns

Richardson      Lockhart  
 APE

1 P-QN4 P-K4  
 2 B-N2 P-Q3  
 3 P-Q4 PXP  
 4 BxP N-QB3  
 5 B-B3 B-K3  
 6 P-N5 N-K4  
 7 P-K3 N-KB3  
 8 N-KB3 N-B5  
 9 P-QR4 B-K2  
 10 QN-Q2 NxB  
 11 QxN  
 Asks black to develop  
 his knight.  
 11 ----- N-K5  
 12 Q-Q3 NxB  
 13 QxN B-B3  
 14 N-Q4 R-QB1  
 15 R-B1  
 White needs many  
 things. (a) Bishop out  
 to work (b) Backward  
 QBP to replace the Q.  
 (c) O-O (d) Put the  
 knight to work.  
 15 ----- O-O  
 16 B-Q3 B-Q2  
 17 O-O P-QB4



18 Pxp ep Pxp  
 19 Q-Q2 K-R1  
 20 N-B5 Q-B2  
 21 P-QB4 P-N3  
 22 N-N3 B-N2  
 23 B-K2 B-K3  
 24 N-K4 KR-Q1  
 25 B-B3 Q-K2  
 26 KR-Q1 BxP

black

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

WHITE

after 26---Bxp

27 RxB?  
 Try Nxp!!  
 (a) if B-B1; NxbR, Q-B2;  
 QxR: if B-B1; NxbR,  
 RxB; NxbQ, RxB ch;  
 BxbR, BxbN; RxB  
 (b) if B-K4; NxbR,  
 BxbRPch; K-R1!; RxbN;  
 RxB, B-B2; Q-Q7,  
 QxQ; RxB, B-N3;  
 RxbQB  
 (c) if R-B2; Nxp ch, QxN;  
 QxR ch, B-B1; RxB,  
 if QxR?; QxB mate  
 (d) if B-QN6; RxbP, BxbR;  
 RxbR, Q-K1; N-Q6,  
 Q-K3; Nxp ch, QxN;  
 BxB

---, P-B3 might help  
 make room, then if  
 QxP ch, QxQ; NxbQ etc.  
 if Nxp, P-B4; Nxp dsch,  
 PxB; NxbQ, R-B5; N-Q5  
 is good play.

30 N-B6 ch K-B1  
 31 Nxp ch K-N1  
 32 N-B6 ch K-B1

black

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

WHITE

after 32---K-B1

33 Q-R4?  
 NxbQP!!  
 if (a) ---, P-B3; NxbQ,  
 RxB; NxbR, RxB ch; BxbR,  
 etc.  
 (b) ---, RxbN?; Q-R8 mate  
 (c) ---, Q-KR5?; QxQ  
 (d) ---, K-K1?; Q-R8 ch,  
 K-Q2; NxbQ dsch, KxbN;  
 RxbR, RxbR; Q-R4 ch,  
 K-Q2; BxB etc.  
 (e) ---, PxbN?; Q-R8 mate  
 (f) ---, Q-B3?; QxQ,  
 RxbN; Q-R8 ch, K-K2;  
 QxR etc.  
 ----- K-N2  
 N-R5 ch K-B1

33  
 34



black

	r	r	k	
P			Q	P
	P			P
	P			N
P				Q
		P	B	
		P	P	P
	R		K	

WHITE

after 34---K-B1

35 QxQ?  
N-B6. A perpetual is better than a loss.

35 ----- KxQ  
36 N-B4 R-QN1  
37 B-N4

By P-KN3 white could still afford NxB, PxN; BxP due to his remaining good pawns.

- 37 ----- R-N7  
38 N-K2 R1-QN1  
39 N-Q4 K-Q3  
40 P-KN3 P-R3  
41 R-QB1 P-QB4  
42 N-B3 R-N8  
43 RxR RxR ch  
44 K-N2 R-QR8  
45 N-N4 P-B3  
46 N-B3 RxP  
47 N-R4?  
As well
- 47 ----- RxB  
48 K-B3 R-QN5  
49 NxP P-R4  
50 P-R4 P-R5  
51 P-R5 P-R6

black

		k	p	N
	p	p		P
	r			
P		P	K	P
			P	

WHITE

after 51---P-R6

- 52 K-N2  
Can't quite make it.
- 52 ----- P-R7  
53 P-R6 P-R8/Q  
54 P-R7 R-QN1  
55 P-R8/Q RxQ  
56 NxR P-B5  
57 N-B7 ch K-K2  
58 N-R6 K-K3  
59 Resigns

Delaney Schrader, J  
Sicilian

- 1 P-K4 P-QB4  
2 N-KB3 P-Q3  
3 P-Q4 FxP  
4 NxP N-KB3  
5 N-QB3 P-QR3  
6 B-K2 P-K3  
7 B-K3 B-K2  
8 O-O Q-B2  
9 N-N3 N-B3  
10 P-B4 P-QN4

black

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

WHITE



11 B-B3 B-N2  
 12 N-K2 N-QN5  
 This move will obviously 32  
 not prove out. 33  
 13 P-B3 N-B3 34  
 14 N-KN3 35  
 Interferes with own 36  
 king side pawn storm.  
 14 ----- R-Q1  
 15 Q-B2 P-Q4 36  
 16 Q-B2 37  
 Why not P-K5. Then 38  
 either N-KN1 or N-K5 39  
 is all that is left 40  
 for black.

16 ----- PxP  
 17 NxB N-Q4  
 18 N-N5 NxB  
 19 QxN BxN  
 20 PxB N-K2  
 21 BxB QxB  
 22 N-Q4 Q-N3  
 23 Q-K5  
 Put the QR to work  
 also.

23 ----- O-O  
 24 K-R1 N-N3  
 25 Q-N3 P-N5  
 26 P-KR4 PxB  
 27 PxB R-B1  
 28 P-R5 N-K2  
 29 P-R6 N-N3  
 30 R-B3 R-B5  
 31 QR-KB1 P-K4  
 32 N-B5!

PxP, KxP and white  
 has several good moves.  
 ----- Q-B4  
 PxB R-Q1  
 N-R6 ch KxP  
 RxP ch K-R1  
 N-N4  
 A highly necessary  
 move.  
 ----- RxN  
 36 QxR R-KB1  
 37 RxR ch NxR  
 38 Q-B5 N-N3  
 39 Q-B6 ch K-N1  
 40  
 black

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

WHITE  
 after 40---K-N1  
 41 Q-B7 ch K-R1  
 42 Q-B6 ch K-N1  
 43 Q-B7 ch K-R1  
 44 Q-B6 ch  
 Q-K8 ch; K-N2; R-B7,  
 mate or same effect  
 except black donates  
 his knight and queen  
 first.  
 44 ----DRAWN from repetit-  
 ion.



Jenquin                  Johnston

- 1 P-K4                  P-Q4
- 2 PxP                  N-KB3
- 3 P-Q4                  NxP
- 4 N-KB3                B-B4
- 5 P-B3                  P-K3
- 6 QN-Q2                P-QB4
- 7 Q-R4 ch              N-Q2
- 8 N-B4                  P-QR3

black

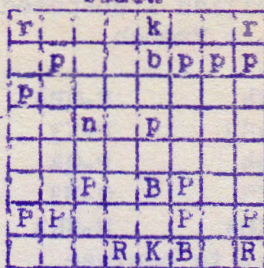


WHITE

after 8---P-QR3

- 9 N4-K5  
Avoiding the fork  
by P-QN4.
- 9 ----- N4-N3
- 10 Q-N3                  PxP
- 11 NxN                  NxN
- 12 NxQP                B-K5
- 13 B-K3                  N-B4
- 14 Q-Q1                  P-K4
- 15 N-B3                QxQ ch
- 16 RxQ                  BxN
- 17 PxB                  B-K2  
See diagram next  
column.
- 18 R-K5                  N-Q2
- 19 B-R3                  R-Q1
- 20 K-K2                  B-B3
- 21 KR-Q1                N-N1
- 22 B-B5  
Prevents K-K2 to  
tie rooks together.

black



WHITE

after 17----B-K2

Now ready to castle  
and get rooks in  
motion.

- 22 ----- RxR
- 23 RxR                  N-B3?  
However it is very  
difficult to find a  
good black move; vs.  
(a) B-B8 (b) R-Q6--Q-N6  
(c) K-K3
- 24 B-Q7 ch              K-Q1 (only)
- 25 BxN ds ch            K-B2
- 26 B-R4                  P-QN4
- 27 B-B2                  K-B3
- 28 B-K4  
Same hot little  
bishop has hit, run,  
and wants to hit  
again.
- 28 ----- K-B2
- 29 B-Q6 ch              K-N3
- 30 BxKP                  B-R5
- 31 R-Q6 ch              K-R2
- 32 R-Q7 ch              K-N3
- 33 B-B7 ch              K-B4
- 34 P-N4 ch              K-B5
- 35 K-Q2                  Resigns  
Even the free check  
is useless.



Woodman Schmidt  
 Sicilian Transposed  
 to French

- 1 P-K4 P-QB4  
 2 P-QB3 P-K3  
 3 P-Q4 P-Q4  
 4 P-K5 Q-N3  
 5 P-KB4 N-KR3

Just to confuse  
 the issue, only poss-  
 ible since P-KB4.

- 6 P-QN3 N-QB3  
 7 N-KB3 N-KB4

black

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

WHITE

after 7---N-KB4

Note tempi: W-1, B-4

- 8 PxP  
 White figures the  
 QP is dead anyway.  
 8 ----- BxP  
 The dam has cracked.  
 9 Q-B2 O-O  
 10 P-QN4 B-K2  
 11 P-KN4 N-KR5  
 Game turns elusive  
 whites future castling  
 is in doubt.  
 12 N-N1 P-Q5  
 13 Pxp NxQP  
 14 Q-K4 Bxp ch  
 15 B-Q2 B-Q2  
 16 B-Q3 P-KN3

black

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

WHITE

after 16----P-KN3

- 17 BxB QxB ch  
 18 N-Q2 B-B3

The dam breaks.

Now taking over on  
 white, the black  
 pieces are all too  
 powerful.

R-N1, Q-QB6, Q-K3,  
 N-N7 ch, resign

- 19 R-N1 Q-B6  
 20 Q-K3 N-N7 ch  
 21 Resigne

Bricher, G Carter

- 1 P-K4 P-K4  
 2 N-KB3 N-QB3  
 3 B-B4 N-B3  
 This can lead to  
 pretty involved  
 positions.  
 4 N-N5 P-Q4  
 5 Pxp N-Q5  
 The usual here is  
 N-QR4. The general  
 idea for B1 in this  
 opening is get good  
 development and force  
 white to weaken his  
 game or develope  
 unaturally.



6 P-Q6 B-K3  
 Black gets into a position where he has a doubled king pawn, and he is a pawn down, with no in return to speak of.  
 Worth a try is 6---, QxP; NxBP, Q-B4; NxR, QxB; with better chances for white.

7 NxB NxB  
 8 Exd1 FxB  
 9 FxP QxP  
 10 N-B3 Q-B3  
 11 O-O B-Q3  
 12 R-K1 O-O  
 13 P-Q3 P-KR3  
 14 B-Q2 B-B4  
 15 B-K3 N-Q4  
 16 N-K4? Q-N3??  
 Black allows himself to get discouraged, with 16---, BxB he would win a pawn.

17 BxN  
 OUCH

17 ----- QxP  
 18 BxR RxB  
 19 Q-N Q-Q5  
 20 QxP N-B6  
 21 NxB RxF?  
 (RxB) is plenty good.

22 K-R RxBP  
 23 Q-R8 ch K-K2  
 24 Q-K4 ch QxQ  
 25 NxB Resigns

Gray Jessett  
 Queen's Gambit Accepted Deferred.  
 Jessett defense

1 P-Q4 P-Q4  
 2 P-QB4 N-Q2  
 3 N-KB3 N-KB3  
 4 N-QB3 P-QB3  
 P-K3 might end in cambridge springs defense.

5 Q-B2 P-K3  
 QB is still hemmed in.

6 B-N5 B-K2  
 7 P-K3 Q-R4?  
 8 N-Q2 FxP  
 9 BxP?  
 One track mind?

9 ----- QxB  
 10 O-O N-N3  
 11 N-B3 Q-N3  
 12 B-Q3 Q-R3  
 13 P-K4 B-N5  
 14 P-K5

black

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

WHITE

after 14 P-K5  
 14 ----- N-R4  
 Maybe BxN; if PxB, B-QN5 and hope to attack on KN file.

15 P-KN3 BxN

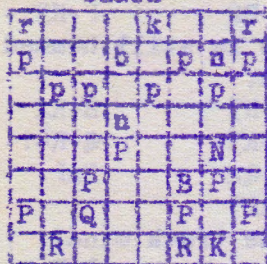


16	PxB	N-Q4	38	K-B3	K-K2
17	QR-K1	Q-B3??	39	B-B6	

A new trap, original in this peculiar defense (groping for K-NP).

18	PxQ	NQ4xP3
19	N-K5	P-KN3
20	B-K2	N-N2
21	N-N4	N-Q4
22	B-B3	B-Q2
23	R-N1	P-N3

black



WHITE

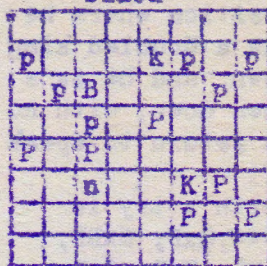
after 23----P-N3

24	N-K3	N-K2
25	KR-Q1	O-O
26	P-QB4	QR-Q1
27	P-QR4	P-K4
28	PxP	NN2-B4
29	Q-B3	P-B4
30	NxN	BxN
31	RxR	RxR
32	R-Q1	RxR ch
33	BxR	N-B3
34	B-B2	N-Q5??!!

Apparently protecting the bishop.

35	BxB?	N-K7 ch
36	K-N2	NxQ
37	B-Q7	K-B1

black



WHITE

after 39 B-B6

39 ----- P-B3

This defense now shows drawish possibilities.

40	PxP ch	KxP
41	P-KR4	P-KR3
42	P-N4	P-KN4
43	PxP	PxP
44	K-K3	K-K4
45	P-B3	N-Q8 ch
46	K-K2	N-W7
47	B-N5	K-B5
48	K-B2	

The white king could catch the knight from this position, leaving the job of catching the black KNP to the bishop. (at KN2)

-- black --

WHITE  
after 48 K-B2



48 ----- N-Q6 ch  
 The knight is like  
 a bowling ball.  
 49 K-K2 N-K4  
 50 K-B2 NxKBP  
 51 B-B6 N-K4  
 52 Resigns

Morgan Monahan  
 Center Gambit

1 P-K4 P-Q4  
 2 P-K5 B-B4  
 3 P-Q4 P-K3  
 4 B-N5 ch P-QB3  
 5 B-R4 N-Q2  
 6 P-QB3 P-B4  
 7 N-KB3 PXP  
 8 PXP BxN  
 9 RxB?  
 BxN ch, QxB; RxB  
 9 ----- Q-R4 ch  
 10 B-Q2 B-N5?  
 Give and take.  
 11 BxN ch KxB  
 12 P-QR3 BxB ch  
 13 NxB N-K2  
 14 O-O N-QB3  
 15 N-N3 Q-N3  
 16 N-B5 ch K-B2  
 17 P-QN4 QR Q1  
 18 Q-KN4 KR-N1  
 19 KR-B1 K-N1  
 20 P-R3 P-B4

21 PXP ep PXP  
 black

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

WHITE

after 21----PXP  
 22 Q-B4 ch?  
 QxR, RxQ; N-Q7 ch,  
 K-B2; NxQ ch, KxN;  
 or N-Q7 ch, RxN;  
 QxR ch, R-Q1; QxKP,  
 NxQP  
 22 ----- P-K4  
 23 PXP PXP  
 24 Q-B5 K-R1  
 25 P-N5 N-Q5

black

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

WHITE

after 25----N-Q5  
 26 QxKP?  
 Q-KR5 will hold  
 a bit better  
 26 ----- N-B6 ch  
 27 K-B1 NxQ  
 28 P-QR4 N-B5  
 29 N-Q3 N-Q7 ch  
 30 Resigns



Dale Laing  
Two or three knights

Bricher, V Denison, M

1	P-K4	F-K4
2	N-KB3	N-QB3
3	B-B4	B-B4
4	P-Q3	N-KB3
5	N-N5	O-O
6	N-QB3	B-N5
7	B-Q2	BxN
8	BxB	P-Q4
9	PxP	NxP
10	B-Q2	F-KR3
11	N-K4	B-K3
12	N-QB5	N-KB5
13	BxN	FxB
14	BxB	PxB
15	Q-N4	K-R2
16	NxKP	Q-K2
17	O-O	R-B3
18	QR-K1	R-K1?
19	N-KN5 ch	PxN
20	RxQ	RxR
21	QxNP	P-B6
22	P-KN3	N-Q5?
23	Q-R4 ch	K-N3
24	QxN	F-QR3
25	P-QR4	P-B3
26	P-B4	K-N4?
27	Q-B5 ch	R-K4
28	QxR ch	K-N3
29	P-R4	P-N4
30	BPxP	BPxP
31	PxP	PxP
32	QxP	R-B4
33	Q-K8 ch	K-B3
34	P-KN4	R-B5
35	Q-KB8 ch	K-K4 ch
36	R-K1 ch	Resign

1	P-K4	P-K4
2	N-KB3	N-QB3
3	B-B4	B-N5
	Gets fingers under lid of Pandoras box.	
4	F-B3	B-Q3
	Site on lid this blocks almost all of own pieces.	
5	O-O	N-B3
6	P-Q4	PxP
7	PxP	B-K5
8	P-K5	N-K5
	But where to go from here.	
9	R-K1	N-N4
10	N-B3	F-Q3
11	NxN	BxN
12	FxP dsch	B-K3
13	BxB	PxB
14	RxF ch	K-B1
15	Q-B3 ch	K-N1
16	BxB	QxB
17	R1-K1	PxP
18	R-K8 ch	RxR
19	R-K8 mate	

Oliver Love

1	P-Q4	P-K3
2	N-KB3	N-KB3
3	P-K3	F-Q4
4	B-Q3	B-Q2
5	QN-Q2	N-B3
6	O-O	N-QN5
7	R-K1	NxB



- 8 PxN B-K2
- 9 P-QN3 O-O
- 10 B-N2 P-QB3
- 11 P-K4 N-KW5
- 12 F-K5 P-QB4
- 13 P-KR3 N-R3
- 14 Q-B1

Gauranteed to be a hot spot.

- 14 ----- R-QB1
- 15 B-B3 N-B4
- 16 PxP BxP
- 17 P-Q4?

The original mistake due to position of the white queen.

- 17 ----- NxP
- 18 NxN BxN
- 19 BxB RxC
- 20 KRxR P-QN3
- 21 N-KB3 Q-R1
- 22 P-QR4 B-B3
- 23 N-Q2 B-N2
- 24 P-QN4 P-B3
- 25 P-R5

black

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

WHITE

after 25 P-R5

- 25 ----- NPxP
- Loosens a hornets nest.
- 26 QRxP BPxP
- 27 RxQRF Q-K1

- 28 BxP R-B2
- 29 R1-R1 P-R3
- 30 P-B3 K-R2
- 31 N-N3 Q-QN4
- 32 N-R5

if R1-R4, Q-Q6 and either the N or B is dead.

- 32 ----- QxP
- 33 K-R2 P-Q5
- 34 N-B6 Q-B5

black

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

WHITE

after 34----Q-B5

- 35 N-Q8 QxB ch
- 36 P-N3 Q-K7 ch
- 37 K-N1 Q-K6 ch
- 38 K-N2 QxKBP ch
- 39 Resigns

Dangerud Brown Queens Gambit

- 1 P-Q4 P-Q4
- 2 P-QB4 P-QB3
- 3 B-B4 N-KB3
- 4 P-K3 P-K3
- 5 P-B5 P-QN3
- 6 P-QN4 FxP



7 NPxP

black

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

WHITE

after 7 NPxP

7 ----- Q-R4 ch

Whites success is proven by the fact that blacks queen has been lured out by the bright lights.

Note scope of blacks bishops.

8 N-Q2 N-K5

9 KN-B3 B-K2

10 Q-N3 NxN

11 NxN O-O?

The QN should try to follow in the steps of the KN but not this suddenly.

12 BxN QxB

13 BK1-B4 P-KB3?

Bx B to prevent white from castling, although he could probably stand it.

14 BxB QxB

15 Q-B2 Q-R4

She likes it here.

16 O-O P-K4

17 B-N3 KR-N1

18 N-N3 Q-R6

19 FxP R-N4

20 P-K6!

A devious scheme.

20 ----- BxP

21 NxB RxN

22 B-Q6 Q-B6

23 QxQ RxQ

24 KR-B1 RxR ch

25 RxR R-QB1

A finger in the hole in the dike.

26 P-B4 P-N3

27 P-N4 P-KB4

28 P-KR3 K-N2

29 P-N5

A full fence for the black king.

black

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

WHITE

after 29 P-N5

29 ----- K-N1

30 R-N1 P-QB4

31 R-N8 RxR

32 BxR K-B1

33 B-Q6 ch K-K1

34 BxP P-QR3

35 K-B1 Resigns



Hoover Henry  
 Queens gambit accep.

1 P-QB4 P-Q4  
 2 P-Q4 PXP  
 3 Q-R4 ch N-QB3  
 4 N-KB3 B-K3  
 A self confining move.  
 5 P-K4  
 Threatens to fork.  
 5 ----- B-Q3  
 6 QxBP P-K3  
 7 P-QR3 N-B3  
 8 Q-K2  
 Q-B2 is strong. Text  
 blocks own KB.  
 8 ----- B-K2  
 9 N-B3 O-O  
 10 B-N5 P-KR3  
 11 B-R4 N-R2  
 12 P-KN3 BxB  
 13 NxB NXP  
 Swaps a tempo  
 for a center pawn.  
 14 Q-Q1 B-B3  
 15 B-N2 N-QM4  
 16 O-O NxB  
 Swaps a 5 move  
 knight for a one mover  
 splits whites pawns,  
 now 2 tempi behind,  
 pawn up.  
 17 PxN N-N4  
 18 R-K1 P-K4  
 19 Q-N3 Q-Q6  
 20 QR-Q1 Q-N4  
 21 Q-R2 Q-B4  
 22 P-QB4 N-K3  
 23 N-B5 P-R3  
 24 P-KR4 P-QN4  
 25 R-QB1 P-N5

26 FxP QxNP  
 27 Q-K2 Q-B4  
 28 Q-N4 K-R2  
 29 KR-Q1 R-KN1  
 30 Q-R5 Q-B1  
 31 Q-B3 N-QB4  
 32 Q-K2 P-N3  
 33 N-K3 BxP?

Actually more of a  
 loss than a gain.  
 34 BxB NxB  
 35 N-Q5 P-KB4  
 Starts exposing own  
 king, not wise with  
 2 queens, 4 rooks,  
 2 knights on board.  
 36 NxBP R-R2  
 37 R-Q7 ch

black

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

WHITE

after 37 R-Q7 ch  
 37 ----- K-R1  
 Good. Try R-KN2; N-K6,  
 Q-R6!; RxB ch, RxB;  
 NxB, QxR ch; or  
 ---, R-KN2; N-K6,  
 Q-R6; RxB ch, RxB;  
 R-Q1, N-QB6; Q-Q3,  
 P-K5; Q-K3, R-KB2;  
 K-N2, Q-N5; etc.  
 Black stays a pawn  
 ahead.



- 38 N-K7 Q-N1  
 Q-R6 looks like a good rook swap. Leaves black queen and knight where they will do the most good.
- 39 RxR QxR  
 40 Q-N2 K-R2  
 41 P-B5 Q-N1  
 42 Q-K2 Q-N4  
 43 Q-K3 R-QB1  
 44 P-B6

black

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

WHITE

after 44 P-B6

- 44 ----- Q-N1  
 45 K-N2 N-B4  
 46 R-QN1: Q-R1  
 47 R-N7 ch N-Q2  
 Only hope was PxN;  
 to easy to see  
 through.
- 48 RxN ch K-N1  
 49 R-N7 ch Resigns  
 if ---,K-R1; QxP mate

Thomson Link

- 1 P-K4 P-Q3  
 2 N-QB3  
 P-Q4 can be supported.  
 2 ----- P-K4  
 3 B-B4 N-KB3  
 4 P-Q3 N-B3  
 5 P-KR3 B-K2  
 6 N-B3  
 This knight does a more flexible job at K2, and may permit P-KB4 someday.
- 6 ----- P-QN3  
 7 KN-N5 P-Q4  
 8 B-QN5 B-Q2  
 9 PxP N-QN5  
 10 B-QB4

black

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

WHITE

after 10 B-QN5

- 10 ----- N3xQP  
 11 NxKBP KxN  
 12 NxN  
 P-QR3 looks fair.  
 12 ----- B-K3  
 13 NxN BxN ch  
 14 P-QB3 BxB  
 15 Q-B3 ch K-K1



16 QPxB  
 Q-B6 ch catches the  
 QB without upsetting  
 the existing pawn-  
 formation. Could also  
 imperil the Queen.  
 (if 16---,K-K2)

16 ----- B-Q3  
 17 O-O R-QN1  
 18 R-K1 Q-B3  
 19 Q-B6 ch  
 To develop the  
 white QB: Q-R5 ch  
 if P-N3; Q-N5

19 ----- K-Q1  
 20 P-KN3 R-KB1  
 21 R-K2  
 B-K3 develops the  
 small pieces first.

21 ----- B-B4  
 22 Q-Q5 ch K-B1  
 23 Q-Q7  
 Blocks everybody.

23 ----- Q-B6  
 24 K-B1 Q-R8 mate

Ellis Denison,E

1 P-Q4 P-Q4  
 2 P-QB4 P-K3  
 3 N-QB3 P-QR3  
 It's bad policy for  
 black to make moves  
 like this in the open-  
 ing. It accomplishes  
 nothing and wastes  
 time.

4 N-KB3 P-KN4  
 5 B-N5 P-KB4

6 B-R4 B-N2  
 7 P-K3 N-K2  
 8 B-Q3 O-O  
 White has a fine  
 position for his pieces  
 and has forced a general  
 loosening up of the  
 black king side pawns.  
 Besides none of the  
 black pieces have any  
 scope.

9 O-O P-QN3  
 10 P-K4 B-N2  
 11 R-K1 PxBP  
 Black might have  
 tried holding in the  
 center with 11---,P-B3;  
 but she wants the  
 square B3 for a knight.

12 BxP Q-Q2  
 13 Q-B2  
 Q-N3 is more forcing,  
 eg. 13---,B-B; 14 P-Q5,  
 PxP; 15 BxP, K-R1;  
 16 KR-Q1, and white had  
 all the play. White  
 makes a few aimless  
 moves here about and  
 black uses the time to  
 secure her position.

13 ----- K-R1  
 14 B-Q3 N-B3  
 15 P-QR3 P-KR3  
 16 P-K5 P-B4  
 17 BxN  
 Needlessly relieving  
 blacks congested  
 position.

17 ----- NxB  
 Black has put up



a good defense and is ready to start counter action against the weak point in whites position. The backward QP.

18 B-K2 QR-Q1  
 19 QR-Q1 Q-B1  
 20 P-QN4 P-KN4  
 Black has ideas of attacking on the king side, but better is 20---, P-B4; to break up whites center

21 Q-Q2 B-R1?  
 Again 21---, P-B4 is better.

22 Q-K3 Q-N2  
 23 B-B4 N-Q4  
 better is 23---, Q-B1; followed by 24---, N-Q4

24 BxN PxN  
 25 P-K6!  
 This advance completely disrupts blacks game.

25 --- KR-K1  
 26 P-K7 R-Q2?  
 Finally weakening and losing an exchange and allowing white to invade decisively. To be tried was 26---, RQ1-QN1; and if 27 Q-K6, Q-B1; followed possibly by ---, B-KB3 after the exchange of queens.

27 N-K5 R-Q3  
 if 27---, RxP; 28 N-N6 ch

28 N-B7 ch K-R2  
 29 NxB PxN  
 30 Q-K6 Q-B3  
 31 QxP ch K-N1  
 32 R-QB1 B-N2  
 33 N-K4 Q-R5  
 34 NxBP R-N1  
 35 P-K8/Q ch RxQ  
 36 NxB B-QB3  
 37 NxB KxN  
 38 R-K7 ch K-N1  
 39 Q-B7 ch K-R1  
 40 Q-R7 mate.

A stubborn attack against a stubborn defense.

Sage Colpron  
 Kings-Indian (Half breed)

1 P-Q4 N-KB3  
 2 P-QB4 P-KN3  
 3 N-QB3 B-N2  
 4 N-B3 O-O  
 5 P-K4 P-Q3  
 6 B-K2 P-K3  
 Mixing his indians.  
 7 O-O P-QN3  
 8 B-K3 P-QB4  
 Might be advisable to settle for P-QB3.  
 9 P-Q5 P-QR3  
 10 P-KR3 PxP  
 11 BPxP K-R2  
 12 Q-B2 P-R3  
 13 P-QR4 R-K2  
 14 N-Q2 QN-Q2  
 15 P-B4 N-R2  
 Horse in Tee-Pee.



16 N-B4

black

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

WHITE

after 16 N-B4

16 ----- Q-B2

More effective would be to sell the indian for a horse. BxN, PxB; (not QxB, N-Q2-K-B3;) Would stop P-K5 by NxQP. Text move not tenable. See sale of same bishop at 18th move.

- |    |       |       |
|----|-------|-------|
| 17 | P-K5  | Q-N1  |
| 18 | NxQP  | BxKP  |
| 19 | NxQB  | QxN   |
| 20 | PxB   | K-N2  |
| 21 | QR-Q1 | RxP   |
| 22 | B-KB4 | R4-K1 |
| 23 | Q-Q3  | P-QR4 |
| 24 | N-N5! | P-B5  |
| 25 | QxBP  |       |

Try Q-B3 ch, N-R2-B3. BxBP would get this bishop slanting in the right direction or Q-B3 ch, NR2-B3; B-Q6 makes the rook nervous.

- |    |       |       |
|----|-------|-------|
| 25 | ----- | QxQ   |
| 26 | BxQ   | R-K5  |
| 27 | B-QN3 | R-QB1 |

26 N-Q6

black

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

WHITE

after 28 N-Q6

28 ----- Resigns







Kern-Sage	6-1
Lockhart-Kelleher	6-1
Johnston-Jessett	6-2
Schmidt-Richardson	6-2
Schrader, E-Ellis	6-3
Delaney-Monahan	6-4
Schrader, J-Bricher, V	6-5
Colpron-Bricher, G	6-7
Link-Dale	6-8
Love-Denison, M	6-9
Woodman-Gray	6-11
Hoover-Dangerud	6-11
Henry-Denison, E	6-13
Laing-Thomson	6-14
Kiplinger-Jenquin	6-14







	Kern	Sage	4	P-R4	N-B3
	Sicilian Def.		5	O-O	P-QN4
			6	B-N3	B-K2
1	P-K4	P-QB4	7	R-K1	G-O
2	N-KB3	N-QB3	8	P-QB3	B-N2
3	P-Q4	PxB	9	P-Q4	P-Q3
4	NxB	N-KB3			
5	N-QB3	P-K3			
6	NxN	QPxN			

black

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

WHITE

So far an ordinary position in a popular opening. But this last move invites an exchange of queens and puts white a little ahead in development hardly a situation where black could play for a win.

10	QN-Q2	PxP
11	PxP	QN-R4
12	B-B2	P-QB4
13	N-B1	PxP
14	NxB	Q-B2
15	B-B4	N-B3
16	N-B5	N-K4
17	N1-B3	KR-Q1
18	Q-K2	N-N3
19	NxB ch	QxN
20	N-B5	Q-K3

black

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

WHITE

21	BxP	RxB
----	-----	-----

7 QxQ ch KxQ  
 8 B-KN5 K-B2  
 9 O-O-O B-QB4?  
 Now black must pay for the exposed position of the king. 9---, P-K4 or even 9---, B-Q3 would keep things safe for awhile.  
 10 B-KB4 ch Resigns  
 10---, K-N3; 11 N-R4ch, K-R4; 12 NxB not a pleasant likelihood to face.

Lockhart Kelleher  
 Ruy Lopez

1	P-K4	P-K4
2	N-KB3	N-QB3
3	B-N5	P-QR3



22 P-K5  
 If B-N3, N-B5  
 Q-B3, QxN; PxQ,  
 BxQ; PxB and the  
 KB file is filling up

22 ----- Q-Q4

23 Q-B1 R-B3

24 QR-Q1

The white bishop  
 might exert more  
 pressure from QN3

24 ----- RxB

25 RxQ NxB

26 N-Q6 R-B2

27 R-B1 RxB

28 QxR N4-B5

29 Q-B7 B-Q4

30 N-B8 BxNP

31 Q-Q8 ch N-B1

32 N-K7 ch K-R1

33 Q-Q2 N1-K3

34 N-B5 N-N4

35 Resigns

Johnston Jessett  
 Queen's Gambit  
 Exchange

1 P-Q4 P-Q4

2 P-QB4 N-KB3

3 PxP NxB

4 P-K4 N-N3

5 P-B4 P-K3

6 N-KB3 B-N5 ch

7 N-B3 N-B3

8 B-Q3 P-QR3

9 P-KR3 NxB?

A primitive O-O is  
 a prerequisite.

10 N:K N QxN?

still no see.

(blind as a bat)

11 B-N5 ch B-Q2  
 12 QxQ PxB  
 13 QxKB O-O-O  
 14 NxB BxN  
 15 QxB P-KB3  
 16 B-K3 R-Q3  
 17 R-QB1 N-R1  
 18 K-K2 P-B3  
 19 KR-Q1

Invites further  
 trading.

19 ----- R1-Q1

20 Q-R5

The moment of truth  
 Try finding a sav-  
 ing move for black.

20 ----- K-Q2

21 RxB ch KxR

22 QxR ch Resigns

Schmidt Richardson  
 Sicilian

1 P-K4 P-QB4

2 P-KB4 P-K3

3 N-KB3 N-KB3

4 B-QB3 P-QR3

5 P-K5 N-N1

Total retreat not  
 necessary. N-R4, P-Q4  
 PxP, QxP; P-QN3  
 N-K4 Q-B2 would  
 probably result.

6 N-K4 P-Q3

7 B-K2 N-QB3

8 PxP BxB

9 P-Q3 KN-K2

10 O-O O-O



11 P-QB3 Q-N3?  
Fair enough place for  
the queen but not  
with a white knight  
at white K4.

12 NxB R-Q1  
13 N-QB4 Q-R2  
14 B-K3 P-QN4  
15 N4-K5 B-N2  
16 Q-B2

Both ladies are in  
touchy spots. The  
horses run all over  
the pasture. Latest  
objective of the  
black knights is  
the white QB.

16 ----- N-B4

black

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

WHITE

after 16-----, N-B4

17 B-B2 N3-K2  
18 P-QN4 N-Q4  
19 BxP Q-N1  
NQ4-K6 looks good  
20 Q-Q2 Q-B2  
21 F-KN4 N-KR3  
22 P-KR3 P-KB3  
23 P-N5 N-B4  
24 PxP PxP  
25 N-N4

See diagram next column

25 ----- NxxBP

Much horse play.

black

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

WHITE

after 25 N-N4

26 NxP ch K-N2  
King signs death  
warrant of own  
knight.

27 QxN QxQ

28 N-R5 ch K-R3

Note that both kings  
are sort of uncastled

29 NxQ R-N1 ch

30 K-B2 N-B6

31 R-KN1 NxB

32 NxN KR-Q1

33 B-K3 ch K-R4

34 N-B4 ch K-R3

35 NxP ch K-R4

36 N-N7 mate

Out horsed.

26 knight moves.

Schrader, E Ellis  
Ruy Lopez

1 P-K4 P-K4

2 N-KB3 N-QB3

3 B-N~~4~~5 P-QB3

4 B-R4 P-QN4

5 B-B3 P-R3

To prevent 6 BxP ch  
and 7. N-N5 ch but  
this preventative



move costs valuable time.  
 6 O-O N-B3  
 7 R-K1 B-B4  
 Here black should play 7---, B-K2 because white could now play 8 Nxd7, Nxd7; 9 P-Q4, B-Q3; 10 PxB, BxP; 11 P-B4 wins. 21 or 8 NxB, BxPch; 9 KxB, Nxd7; 10 P-Q4, Nf3-B5ch; 11 K-N, Q-R5; 12 P-KR3, Q-B7ch; 13 K-N, P-KR4; Qd4, Q-N6; 15 PxB, PxBch; 16 K-N, Q-R7ch; 17 K-B2 and there is no way for black to continue his attack. Admittedly this line is a little wild but white could afford the attempt.  
 8 P-B3 B-N2  
 9 P-Q4 PxB  
 White now gets a strong pawn center and black will have to retire with great loss of time.  
 10 PxB NxBP?  
 Suicide.  
 11 NxB O-O  
 12 P-K5 N-Q4  
 13 Q-N4  
 13 NxBNP is even stronger.  
 13 ----- R-K1  
 Despair.  
 14 BxB P-N3  
 15 N-KB3 P-B3  
 Makes a weak position even weaker. Black is hard pressed to find moves.

16 N-B3 Q-N3  
 17 N-K4 B-K2  
 18 ExN PxB  
 19 N-B6 ch? BxN  
 20 PxB q QxP6  
 White has overlooked this but she will win easily.  
 RxB ch RxB  
 22 QxP/K7 B-B3  
 23 Q-N4 QxP  
 24 R-Q1 Q-K7  
 25 Q-Q4  
 Decisively ending all resistance.  
 ----- R-K5  
 Q-N7 mate  
 A good game by Mrs. Schrader.  
 Delaney Monahan  
 Queen's Gambit Decl.  
 1 P-Q4 P-Q4  
 2 P-QB4 P-K3  
 3 N-QB3 N-KB3  
 4 B-N5 QN-Q2  
 5 P-K3 P-B3  
 6 N-B3 Q-R4  
 7 BxN NxB  
 8 PxB KPxB  
 NxB is more direct: R-B1, B-N5; Q-N3, or what? White loses a pawn and possibly castling.  
 9 B-Q3 B-QN5  
 10 Q-B2 P-QN3  
 11 O-O BxN  
 Promotes white's pawn.



- 12 PxB B-R3  
 13 P-B4 BxP  
 14 PxB PxB  
 Demotes own pawn  
 15 QxBP Q-Q4  
 16 QR-B1  
 Develops and protects  
 16 ----- O-O  
 17 QxBP QxRP  
 Gets a RP for a BP. So  
 far black is short KP,  
 QP & QBP for whites  
 3 queens side pawns.  
 18 R-B2 Q-Q4  
 19 KR-B1 QxQ  
 20 BxQ P-QN4  
 21 N-Q2 P-N5  
 22 P-K4 KR-K1

black

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

WHITE

- after 22---, KR-K1  
 23 P-K5  
 P-KB3 leaves the  
 knight for attack.  
 Also provides for a  
 direct route for  
 developing the white  
 king.  
 23 ----- N-Q4  
 24 R1-B5 N-B6  
 25 N-N3 P-QR4  
 26 NxP  
 Not free however.

- 26 ----- N-K7 ch  
 27 K-B1 NxP  
 28 R-Q6 N-K3  
 29 R-N5 KR-N1

black

r	r		k
		p	p
	R	n	
n	R	p	
p			
		p	p
			K

WHITE

- after 29---, KR-N1  
 R6-N6?  
 Try RxR ch, RxR;  
 K-B6 a war horse.  
 30 ----- RxR  
 31 RxR RxN  
 32 Resigns

Schrader, J Brierley, V  
 King's Indian

- 1 P-Q4 N-KB3  
 2 P-QB4 P-KN3  
 3 N-QB3 B-N2  
 4 P-K4 P-Q3  
 5 B-K2 O-O  
 6 P-B4  
 These four pawns  
 abreast in the center  
 look very impressive,  
 but while controlling the  
 center they also present  
 a wide range of targets  
 for black. Black's goal  
 is to prove the pawns



	cannot be maintained and will be weakened		21---, NxBN
6	----- R-B4	22	B-Q4 B-B4
	of course.	23	RxB ch QxR
7	N-B3 BxB	24	N-N4! Q-Q2
8	NXP Q-N3		Necessary is 24---,
9	P-QR3! NxB!		DxB; 25 PxB, Q-K5;
	Black has completely achieved his aim, Whites pawn position is a shambles and he loses a pawn too.		26 QxQ, NxB; 27 R-K1,
10	B-K3 BxB		N-B7; 28 NxB, BxB;
11	BdN N-B3	25	29 BxB, R-Q4; 30 BxB,
12	O-O Q-Q1	26	RxB; 31 BxB, RxB;
13	Q-Q2 P-K3		but even then white
14	QR-Q1 KR-K1		white could most
15	B-B3 N-R4		likely hold a draw.
16	Q-K2 P-QR3		BxB KxB
17	R-Q2 P-Q4	27	Q-Q4 ch <del>K-N1</del>
18	RxB BxB		Now whites pieces
	White has pretty good position for his pieces but his pawn weakness should be fatal in the long run.	28	dominate the field
19	Q-B2 N-B5	29	and the pawns don't
20	R-K2	30	matter any more.
	(20 R-R2 should be played)		NxQP Q-R5
20	----- NxBP		Necessary to protect
	Black is two pawns ahead and should win fairly easily.	31	the knight. But now
21	N-R2 N-B5	32	N-K7 ch K-B1
	The first of a series of indifferent moves for black, which get him in trouble and finally lose for him. He should simplify with	33	Q-R8 ch KxB
		34	QxR N-Q3
			Black has lost the
			exchange even more
			lose even more
			material. If 30---,
			P-QN4; 31 R-K1 ch
			and mates soon.
		31	BxB Q-R4
		32	Q-R7 K-B1
			if 32---, QxB black
			could hold out longer
			ef. 33 BxB dech, KQB3
		33	Q-R8 ch K-K2
		34	R-K1 ch N-K5?
			A final error; 34---,
			B-K3 can still hold
			out for awhile.



35 BxN Q-B4 ch  
 36 K-R1 Q-B7  
 37 Q-N1 K-B1  
 38 BxB PxB  
 39 Q-Q1 QxP  
 40 Q-Q8 ch K-N2  
 41 Q-Q4 ch Resigns  
 A good defensive effort by Jack Schrader

14 N-Q2 N-N3  
 15 B-K3 B-Q2

black

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

WHITE

Colpron Ericher,G

after 15---,B-Q2

1 P-QB4 N-KB3  
 2 N-QB3 P-KN3  
 3 N-B3 P-Q3  
 4 P-Q4 B-N2  
 5 P-K4 O-O  
 6 B-K2 P-B4  
 7 P-Q5 P-K3  
 8 O-O PxP  
 9 BPxP QN-Q2

16 QN-N1 N-B1  
 17 P-QN4 R-Q1  
 18 P-QR5  
 PxB if PxB; BxRP  
 18 ----- P-N3  
 19 NPxRP QPxP  
 20 PxB NxBP  
 21 B-KB4 R-N2  
 22 BxRP R2-N1  
 23 BxR

black

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

WHITE

after 9---,QN-Q2

10 P-KR3  
 B-K3 would inhibit the QN temporarily  
 Text disrupts the white king's field.  
 10 ----- P-QR3  
 11 P-QR4 R-K1  
 12 Q-B2 R-N1  
 13 B-KB4 Q-K2

23 Try P-Q6,Q-K3; RxB,  
 RxB; B-QB4,Q-K1; R-K1,  
 N-R4; N-K5,R-N2; N-K7c  
 K-R1; B-KN5 (how do  
 like the comparative  
 zones of action?)  
 23 ----- RxB  
 24 N-B4 Q-Q1  
 25 NxB RxB  
 26 RxB QxR  
 27 B-B4 N-K1  
 28 R-N1 Q-KB3  
 29 N-K2 N-Q3  
 30 P-B4 Q-K2  
 31 B-Q3 P-B5  
 32 R-N8 ch B-KB1  
 33 BxP NxBP  
 34 B-N5 B-B4  
 35 R-K3 Q-N5



36 B-Q3 N-Q3  
 Q-K8ch; K-R2, N-Q3;  
 RxBch, KxR; Q-B5, BxB;  
 QxNch, K-N2; Q-K5ch, P-B3;  
 Q-K7ch, K-R3; QxBP, QxB;  
 Q-KN5ch, K-N2; Q-K5ch,  
 QxQ; PxB, B-QB5; P-Q6,  
 K-B2; if it goes this  
 way it is likely to  
 be a draw.

37 RxB ch KxR  
 38 BxB NxB  
 39 Q-B8 ch K-N3  
 40 Q-B3 ch QxQ  
 41 NxB K-B1  
 42 K-B2 K-K2  
 43 P-N4 N-Q3  
 44 K-K3 P-B3  
 45 K-Q4 K-Q2  
 46 N-K4 NxB  
 47 KxN P-R3  
 48 P-R4 K-Q3  
 49 P-B5 P-N4  
 50 BxP RxB  
 51 K-Q4 K-Q2  
 52 K-B5 K-B2  
 53 P-Q6 ch K-Q2  
 54 K-Q5 K-Q1  
 55 K-K6 Resigns

Link Dale  
 Queens Gambit Accep.

1 P-Q4 P-Q4  
 2 P-QB4 PxB  
 3 N-QB3 B-B4  
 Not tenable but pros-  
 ably figured that way.  
 4 P-K4 B-N3  
 5 BxP N-KB3

6 Q-Q3 N-B3  
 7 N-B3 N-QN5  
 8 Q-K2 B-R4

black

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

WHITE

after 8---, B-R4

9 B-B4  
 At this time N-K5!?  
 Might work fairly well;  
 if BxQ? you can make  
 whites good move. If  
 QxP? same move. If  
 P-KB3, QxP; B-KB4  
 ----- BxN  
 10 PxB P-QR3  
 11 O-O-O Q-Q2  
 12 N-N5  
 Try BxP ch, KxB; (can't  
 castle) Q-B4ch, P-K3;  
 P-Q5 and the center  
 is whites (opposed by  
 two knights and a  
 queen) Text is ima-  
 ginative however.  
 12 ----- O-O-O  
 13 P-QR4  
 No sting left in  
 knight sacrifice.  
 ----- PxB  
 13 BxNP N-R7 ch  
 14 K-B2  
 15 K-N1, P-B3; Q-B4  
 Traps somebody.



Text asks for  
another check

Love Denison, M  
Queen's Gambit  
Exchange Variation

15 ----- Q-K6  
16 B-B4 Q-B3  
17 P-Q5  
If K-N3, N-N5; KxN?,  
P-K4 ch

1 P-Q4 P-Q4  
2 P-QB4 N-KB3  
3 PxP Nxp  
4 P-K4 P-K3?

17 ----- N-N5 ch  
18 K-N3 N3xQP  
19 PxN Nxp  
20 Q-K4 P-K3

The knight is worth  
a lot.

black

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

5 PxdN Pxp  
6 N-KB3 Q-K2 ch  
7 B-K2 N-QB3  
8 O-O B-B4  
9 R-K1 O-O-O  
10 B-QN5 Q-Q3  
11 N-QB3 B-K2  
12 N-K5 KR-B1

KR-K1 has more bearing  
on the battle.

WHITE  
after 20---, P-K3

13 BxN PxB  
14 B-B4 P-B4

Finally

21 BxN PxB  
22 Q-B5 ch R-Q2  
23 RxP?  
Just as well  
23 ----- QxR ch  
24 QxQ RxQ  
25 R-K1 B-Q3  
26 BxB PxB  
27 R-K7 R-Q6 ch  
28 K-B4 RxP

black

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

WHITE  
after 14---, P-B4

29 Resigns

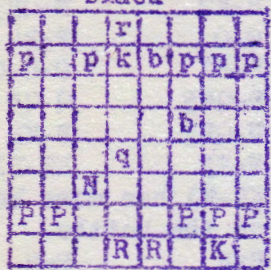
15 Pxp  
Try N-QN5, if Q-QN3  
NxpP ch is good, if  
QxN; N-B6 ch!

15 ----- QxdN  
16 B-K3? P-Q5  
17 Q-KB3 QxNK4



- 18 Q-R8 ch  
 B-B4 (to get him out,  
 of the way of the  
 rooks) If---, Q-B3, N-K5;  
 RxN; or else QxR
- 18 ---- K-Q2
- 19 BxP QxB?  
 QxR ch; RxQ, RxQ; and  
 black is a rook up.
- 20 QxR ch RxQ
- 21 QR-Q1

black



WHITE

after 21 QR-Q1

- 21 ---- B-KB3?  
 ---, B-Q6; R-K3, B-Q3;  
 and the black queen  
 escapes to fight on.
- 22 N-N5 B-N5  
 ---, QxR; RxQch, K-B3;  
 RxR, BxR; NxPch, and  
 the two bishops will  
 win.
- 23 RxQ ch BxR
- 24 NxR K-B1
- 25 N-N5 P-QR3
- 26 N-B3 R-KB1?  
 Can't fight back here
- 27 P-KR3 B-Q2
- 28 N-K4 P-KB4
- 29 N-QB5 P-B5

(R-B3)

- 30 NxP P-B6
- 31 N-B5 B-B4  
 (B-B3)
- 32 R-K3 B-N3
- 33 RxP B-B2
- 34 R-QR3 K-Q1
- 35 P-QN4 B-B5

At Q4 the bishop stops  
 all three checks and  
 one pawn move.

- 36 R-R7 R-KN1
- 37 R-R8 ch K-K2
- 38 RxR BxR
- 39 P-QR4 P-N4

Blacks king side pawns  
 are best off at 2.  
 Black should concen-  
 trate on the queen  
 side material.

- 40 P-R5 B-K3
- 41 K-R2 P-N5
- 42 PxP BxP
- 43 K-N3 P-R4

B-K7 would be a stop  
 in the right direction.  
 However the game is  
 pretty well lost now.

- 44 P-B3 B-B4
- 45 K-R4 B-N3
- 46 K-N5 K-B2
- 47 P-R6 B-R2
- 48 P-R7 K-N2
- 49 P-R8/Q P-R5
- 50 N-K6 ch K-B2
- 51 N-Q8 ch K-N2
- 52 Q-R3 K-N1
- 53 Q-B3 P-B4
- 54 K-R6 PxP
- 55 Q-N7 mate.



	Woodman	Gray	28	R-QB1	R-Q6
	Ray Lopez		29	HxR	BxR
			30	P-QR5	B-K5
1	P-K4	P-K4	31	P-KN3	P-R6
2	N-KB3	N-QB3	32	B-Q4	P-R7
3	B-N5	P-QR3	33	B-R1	B-B3
4	BxN	NfxB	34	K-B2	R-QR4
5	HxP	B-Q3	35	P-KR3	R-N4
	Q-K2 gets the pawn back		36	R-B2	B-Q4
6	KR-B3	N-B3	37	P-R6	R-N8
7	P-K5		38	P-B7	B-N2
	P-Q3 is more discrete		39	RxP	R-QB8
7	-----	Q-K2	40	R-Q2	RxP
8	Q-K2	O-O	41	P-N4	PxP
9	N-B3	BxP	42	PxP	R-B8
10	QxB	QxQ	43	B-Q4	R-KR8
11	NxQ	R-K1	44	K-N3	R-KB8
12	P-KB4	P-Q3	45	R-KB2	RxR
13	P-Q4	PxN	46	BxR	P-N3
14	QPxP	N-Q4	47	K-R4	B-K5
15	NxN		48	B-Q4	B-Q4
	Helps black uncolumn		49	K-N5	B-K3
	B-Q2 is more flexible		50	P-B5	PxP
	and is a step in the		51	PxP	B-Q4
	direction of developing		52	K-B6	B-B5
15	-----	PxN	53	K-K7	B-N6
16	O-O	B-B4	54	P-B6	B-K3
17	P-B3	R-K3	55	K-K8	B-B5
18	B-Q2	P-QB4	56	P-K6	BxP
19	KR-K1	P-QR4			
20	B-K3	P-B5			
21	P-QN3	PxP			
22	PxP	P-KR4			
23	B-Q4	R3-QR3			
24	R-R3	B-B7			
25	P-B4				
	R-QB1, P-QR3?, RxB, PxP;		1	N-KB3	P-Q4
	RxP and white is miles		2	P-Q4	P-QR4
	ahead.		3	P-K3	B-B4
			4	B-Q3	BxB
			5	QxB	
25	-----	PxP			
26	PxP	R-Q1			
27	B-B2	P-QR5			

DRAW

Hoover Dangerud  
Queen's Pawn

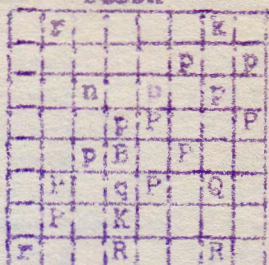
PxB is strong since  
it promotes a pawn  
and develops the



white queens field  
of life.

- 5 ----- P-K3  
6 QxB  
Eremature, (can't stay  
long, double parked.)  
6 ----- P-B5  
7 Q-K2 Q-N4  
8 P-QR3  
O-O  
8 ----- QxNP  
9 R-B1 N-KB3  
10 N-QB3 P-QR3  
11 B-Q2 B-Q3  
12 O-O-O  
P-KB4  
12 ----- O-O  
13 P-KR4 BxN  
14 PxB N-K5  
15 NxN QxN  
16 P-B4 N-B3  
17 B-B3 KR-N1  
18 R-N1 P-QN4  
19 Q-K1 P-QR4  
20 Q-N3 P-N3  
21 P-K5 P-N5  
22 QRPxP RfxP  
23 B-Q4 P-N6  
24 BPxP R-R8 ch  
25 K-Q2 Q-Q6 ch  
Right now it doesn't  
look like a draw.  
See diagram next  
column.  
26 K-K1 RxB ch  
27 K-B2 RxB7  
---, R-Q7 ch! (note  
K-K1, Q-K7mate) K-B7,  
NxBch; K-N4, Q-B4 ch;  
K-R4, QxRP mate.

black

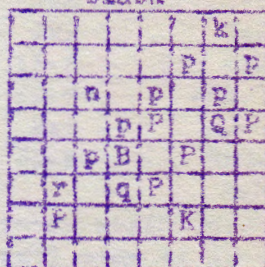


WHITE

after 25---, Q-Q6 ch

- 28 QxR RxB  
29 Q-N5

black



WHITE

after 29 Q-N5

- 29 ----- NxB7

The knight is very  
strong where he is.  
---, Q-Q7 ch; if K-N3,  
Q-K8 ch; K-N2, Q-B7ch;  
etc. if K-B3, NxBch;  
K-N4, Q-K7 ch; etc.

- 30 Q-Q8 ch K-N2  
31 Q-B6 ch

DRAW



Henry Denison, E  
Sicilian

15  
16

--- N-K4  
Q-K2 N-K1

With three tempi up,  
black can afford Nxb3;  
QxN, NxbP is a profit.  
Text gives up develop-  
ment.

1 P-K4 P-QB4  
2 P-Q4  
Should have the KN  
off to back up this  
poor defenseless pawn.

17 B-P4 P-QR3

2 ----- P-xP

18 BxN BxB

3 QxP N-QB3

19 N-Q4 R-B1

4 Q-Q1 P-KN3

20 BxRP BxB

Now black is a move  
ahead

21 QxB K-N1

22 Q-Q3 R-R2?

5 B-QB4 P-K3

Additional generosity.

6 N-QB3 N-B3

23 N-B6 Q-R1

7 N-B3 B-N2

24 NxB QxN

8 O-O P-Q3

black

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

WHITE

after 24--- QxN

25 QR-N1 N-N

26 N-N5 Q-Q2

27 NxB P-B4

28 N-B4 Q-N2

29 NxB PxB

30 Q-Q4 N-B4

31 Q-Q7 Q-N1

32 QxKP ch K-R1

33 N-Q7 R-K1

Last gift

34 Q-B6 ch K-N1

35 NxB RxB

36 R-Q7 R-KB1

13 ----- P-N3

14 Q-B3 B-QN2

15 KR-Q1

black

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

WHITE

after 15 KR-Q1



37	R-Q8	RxR	12	-----	N-QN5
38	QxR ch	K-M2	13	R-K4	BxN
39	R-K1	P-K6	14	NxB	NxQBP
40	RxP	K-R3	15	R-QB4	
41	P-KR4	K-R4			Should save the QR
42	Q-N5 mate.				even though still back
					in bed.

Laing            Thomson  
Three Knights

15	-----	BxP ch
16	KxB	NxR
17	P-QN4	QR-Q1
18	N-K1	P-K5

1	P-K4	P-K4
2	N-KB3	N-QB3
3	B-B4	N-KB3
4	N-N5	

This blitzkrieg is premature.

Premature. Best black concentrates on his solid pawns with ----, QR-B1, etc. Maybe white will lose to much time burying the black knight.

4	-----	P-Q4
5	BxP	NxP
6	PxN	QxP

Considers QxN to handy for whites PxN, or O-O, B-R6; Q-B3 (the continuation: ---, N-Q5; is met with QxB.

19	RxKP	N-B7
20	NxN	RxP
21	N-Q4	K-B2
22	K-K2	R-QR6
23	BxR	Resigns

7	Q-B3	QxQ
8	NxQ	B-QB4
9	O-O	O-O
10	R-K1	

Kiplinger            Jenquin  
Himzo-Indian Def.  
By Bill Kiplinger

Disposition of both sides shows a lot of contest about the black squares: White needs his QB on the firing line: P-QB3, etc.

1	P-Q4	N-KB3
2	P-QB4	P-K3
3	N-QB3	B-N5
4	P-K3	O-O
5	KN-K2	P-Q4
6	P-QR3	

10	-----	P-KB3
11	P-Q3	B-KN5
12	QN-Q2	

A columned pawn may be better than no pawn at all.



black

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

WHITE

after 6 P-QR3

6 ----- BxN ch

In this case BxN causes white no columning of pawns due to white's 5th move. The Nimzo-Indian best takes out the white QN. S.A.P. (FLS)

7 NxB N-K5

8 B-Q3 NxN  
Better---, P-KB4 and not allow the slope of a pair of bishops toward the king.

9 PxN P-QB3

10 O-O N-Q2

11 P-K4 PxKP

12 BxP N-KB3

13 B-B2

White has several possible continuations:

P-B3 if he likes center pawns.

R-K1 if he wishes to commit a rook early 24

Q-B2 merely replaces the tempo.

B-N5 if he wants to rip up the black kings field, and

B-B2 if he likes bishops (FLS)

13 ----- Q-B2

14 B-N5 N-Q2

15 P-B5

With the idea of posting a bishop at Q6

15 ----- P-B3

16 B-R4 P-K4

17 Q-R5 P-KN3

18 Q-K2

Nothing is gained from BxNP, PxB; QxPch, K-R1 looks tempting.

18 ----- Q-R4

19 Q-B4 ch K-N2

20 P-B4 PxQP

Helps white uncolumn pawns and promote meanwhile (FLS)

21 PxP P-N3

22 R-K1 PxP

23 R-K7 ch K-R1

24 Q-K6

black

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

WHITE

after 24 Q-K6

----- PxP  
Other tries are 24---, Q-Q1; q5 B-R4 and the threat of BxQBP & BxN; if 24---, Q-B2; 25 BxKN PxB; 26 Q-R3, K-N1;



27 Q-KN3 wins; if 28 B-N3 ch Resigns  
 24 ---, Q-B6; 25 R-K1  
 if QxB; 26 B-B7 with  
 the threat of (then)  
 BxPch; NxB, QxNch;  
 if 26---, Q-B4; 27  
 RxR ch, NxB; 28 BxP ch,  
 QxB; 29 QxQ ch wins;  
 or 26---, RxR; 27 QxR,  
 B-R3; 28 R-K7, Q-Q8ch;  
 29 B-K1, QxPch; 30 K-R1,  
 (wins); if 25---, QxPch;  
 26 K-R1, (if 26---, N-N3;  
 27 RxP ch, KxR; 28 Q-K7ch,  
 K-N1; 29 BxNP) if 26  
 ---, Q-Q4; 27 BxNP,  
 (if 27---, QxQ; 28 RxPch,  
 K-N1; 29 RxQ and later  
 wins with R6-K7) 27  
 ---, PxB; 28 Q-R3 (if  
 29---, Q-R4; 30 P-N4,  
 if Q-Q4 ch; 31 K-N1,  
 K-N1 32 BxP, NxB;  
 33 Q-R6, Q-Q5 ch; 34  
 K-N2-N3-R4 and white  
 wins: if 33---, R-R2;  
 34 N-K8 ch, NxB 35 RxN ch,  
 and mate next: if 30  
 ---, N-N3; 31 BxP ch,  
 RxB; 32 R-K8 ch, K-N2;  
 33 R1-K7 ch, R-B2; 34  
 Q-R3 ch wins) if  
 29---, K-N1; 30 BxP,  
 NxB 31 Q-R6, R-B2;  
 32 R-K8 ch, NxB; 33  
 RxN ch, R-B1; 34 RxR  
 mate.

25 RxN BxR  
 26 BxP ch RxB  
 Only  
 27 QxR ch K-N1