

CHESS BY YOURSELF

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Introduction

The present volume is the fourth in a series whose object is to teach chess players to think for themselves. This is not so easy a task as it may seem; in fact, many will wonder why the task is necessary. There is a definite need for such books, I feel, because most players fall into two groups: those who like to study books, but, getting little opportunity to apply their theoretical knowledge, generally prove sad failures in actual play; the other type of player who disdains or ignores book knowledge, relies on his own ideas, and consequently lacks that basic familiarity with broad general principles without which considerable chess ability is impossible.

The three previous books in this series were *Chess Mastery By Question And Answer* (1939), in which I gave the reader an opportunity to work out for himself the reasons for the moves played in master games; *Chess For Amateurs* (1942), in which the same question-and-answer technique was applied to the games of ordinary players; and *Chess Quiz* (1945), in which the reader was invited to find the best move in three hundred carefully selected positions, and was given a method of grading his results. In *Chess By Yourself*, the reader is again asked to do the work, but the book can be read in a number of ways. Just what are these ways?

First, the book can be viewed as a collection of fine games, and it can be read through for pure enjoyment, without any thought of answering the questions or solving the problems. Secondly, the book can be read in a desultory manner, through casual study of the diagrams and their captions, which have been frankly adopted to catch the reader's attention and arouse his curiosity. Thirdly, the reader can make a serious effort to hit on the moves before they are re-

vealed to him. In this case, he will use a card or a slip of paper to cover up the coming moves and explanations. Finally, the reader can supplement his effort to discover the moves for himself by actually grading himself and getting a fairly accurate notion of his playing strength. The result of such testing will either make him complacent (which would be a pity!) or will stimulate his determination to improve his game (which is what I am aiming at!).

In writing all the books of this series, I have had in mind the great number of chess players who lack time or opposition, and consequently get little opportunity for over-the-board encounters. For such players, who run into the hundred thousands, the opportunity to test their skill should prove welcome.

Now a few words as to the grading system: almost every move in the following games has been assigned some value, and the same applies to many plausible alternatives. Of course, no two individuals can agree completely on what a plausible alternative is, or how many points should be allocated to it. However, the valuations in this book have been worked out with great care, and have been checked with the opinions of other players.

In each game, then, the moves on both sides, and plausible alternatives, have been assigned a value. Additional credits are provided for the answers to supplementary problems. The possible scores are then graded on four levels: Master strength, excellent, good, fair. The games are arranged in ascending order of difficulty, so that the reader will have the benefit in the later games of the skill he will have acquired in working over the earlier games.

If the reader keeps careful records, he will, on completing the book, have a composite score for the ten games which can be graded after inspection of the following tables:

I—Analysis of the Maximum Score

Game no.	White's moves	Black's moves	Extra credits	Total Maximum Score
1	34	61	16	111
2	62	79	22	163
3	35	59	12	106
4	29	66	14	109
5	42	68	19	129
6	71	50	17	138
7	73	47	34	154
8	57	36	18	111
9	71	45	25	141
10	45	85	26	156
Totals	<u>519</u>	<u>596</u>	<u>203</u>	<u>1318</u>

The maximum number of points which can be obtained is therefore 1318. Any score above 394 points, or roughly 30%, is considered "fair" or better.

II—How To Grade Your Score

Game no.	Master Strength	Excellent	Good	Fair
1	100–111	78– 99	55– 77	33–54
2	148–163	115–147	82–114	49–81
3	95–106	74– 94	53– 73	32–52
4	98–109	76– 97	55– 75	32–54
5	116–129	90–115	65– 89	39–64
6	124–138	97–123	69– 96	41–68
7	139–154	108–138	77–107	46–76
8	100–111	78– 99	55– 77	33–54
9	127–141	99–126	71– 98	42–70
10	140–151	109–139	78–108	47–77
Totals	<u>1187–1318</u>	<u>924–1177</u>	<u>660–914</u>	<u>394–650</u>

Thus the final scores for the four categories are:

Master Strength	1187–1318 points
Excellent	924–1177 points
Good	660– 914 points
Fair	394– 650 points

The games used in this book are all short and sprightly. Dulness and excessive length have been carefully avoided. Diagrams have been plentifully supplied at strategic points. Notes have been inserted to guide the student toward correct solutions. The rest is up to the reader!

FRED REINFELD

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1. QUEEN'S PAWN OPENING

MATCH, 1916

WHITE

D. Janowski

1 P—Q4

2 points for this move.

1 . . .

2 points for this move or 1 . . . Kt—KB3 or 1 . . . P—K3 or 1 . . . P—QB3.

2 B—B4

2 points for this rather unusual move, which is not quite so strong as 2 P—QB4 because the text sets Black less difficult problems.

2 points also for 2 P—QB4 or 2 Kt—QB3 or 2 P—K3 or 2 Kt—KB3 or 2 P—KKt3.

2 . . .

P—QB4

2 points for this move, with which Black plays for the initiative in the center.

2 points also for 2 . . . Kt—KB3 or 2 . . . B—B4 or 2 . . . P—K3.

3 P—K3

2 points for this move or 3 P—QB3.

1 2 points extra credit for the best reply to 3 P×P.

3 . . .

Kt—QB3

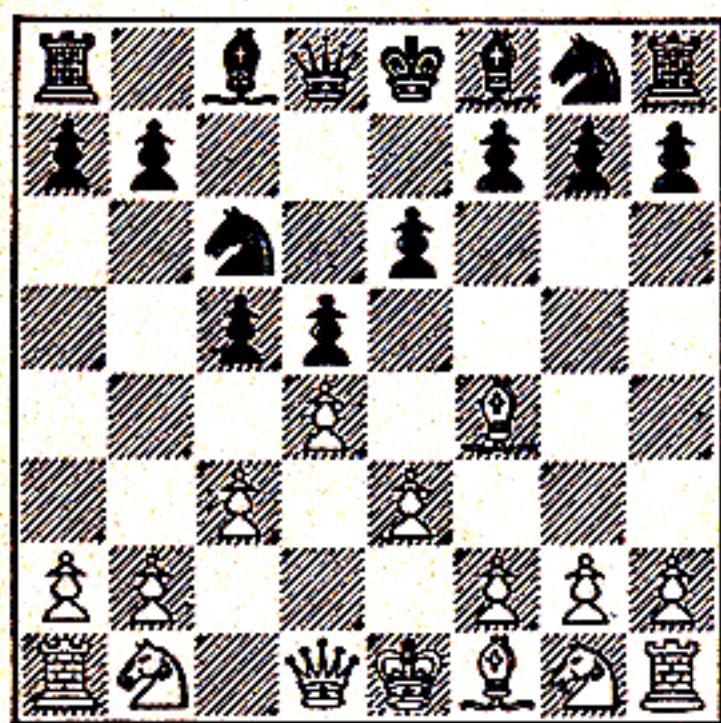
2 points for this move or 3 . . . Kt—KB3 or 3 . . . P—K3.

4 P—QB3

2 points for this move or 4 Kt—KB3.

4 . . . P—K3

2 points for this move or 4 . . . Kt—B3.



Black has the initiative in the center because his Queen's Bishop Pawn is on the fourth rank, while White's Queen's Bishop Pawn is on the third rank.

5 Kt—Q2

2 points for this move or 5 Kt—B3 or 5 B—Q3.

5 . . . B—Q3

2 points for this move or 5 . . . Kt—B3 or 5 . . . B—K2.
The text is the most comfortable continuation.

6 B—Kt3

2 points for this move.

1 point for 6 B×B, which would only facilitate Black's development.

2 1 point extra credit for the best reply to 6 KKt—B3, attempting to maintain a strong grip on K5.

6 . . .

P—B4

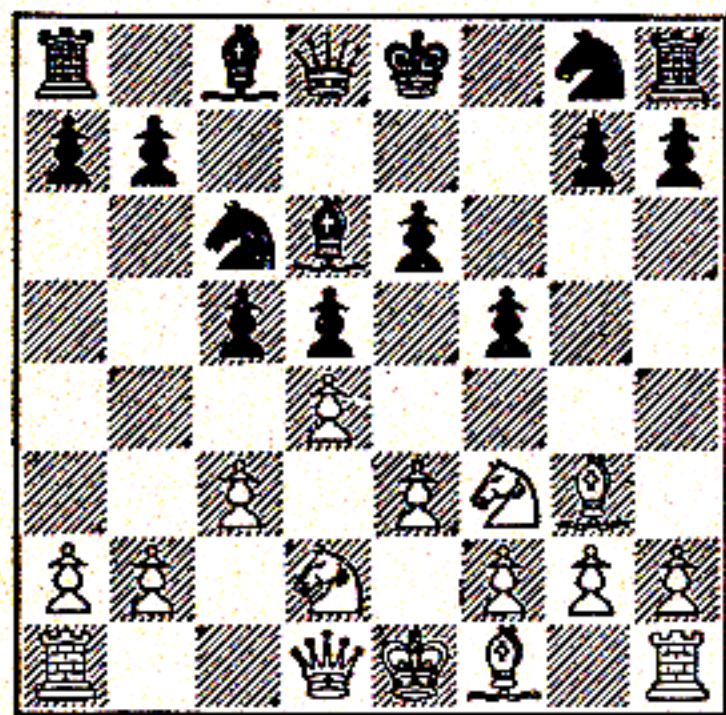
2 points for this move (which imitates White's policy of maintaining powerful pressure on K5) or 6 . . . Kt—B3.

1 point for 6 . . . B×B, which is somewhat unclear because Black might be reluctant to castle later on in view of the open King's Rook file.

7 **KKt—B3**

2 points for this move or 7 B—Q3 or 7B—K2.

1 point for 7 B×B, which would now be inconsistent, and loss of time as well.



A fierce fight is going on for control of the center.

7 . . .

Kt—B3

2 points for this move.

1 point for 7 . . . B×B.

8 **Kt—K5**

2 points for this move or 8 B—Q3 or 8 B—K2 or 8 P—B4. The occupation of K5 is a bit premature, as the further course of the game indicates.

8 . . . 

2 points for this move.

1 point for 8 . . . B×Kt, which would not be quite satisfactory at this stage because of 9 P×B and if 9 . . . Kt—K5; 10 Kt×Kt, BP×Kt; 11 Q—R5ch, P—Kt3; 12 Q—R6 and Black's position is somewhat awkward.

9 P—KB4

2 points for this move or 9 B—K2 or 9 B—Q3.

9 . . . B×Kt

2 points for this move or 9 . . . Kt—K5.

10 BP×B

2 points for this move.

1 point for 10 QP×B, which would be relatively weaker because it would give Black a strong Queen-side Pawn formation with a standing possibility of the disruptive . . . P—Q5.

10 . . . Kt—K5

2 points for this move, which practically forces the exchange of Knights, since White can hardly permit the feeble Pawn formation he would acquire after allowing . . . Kt×B.

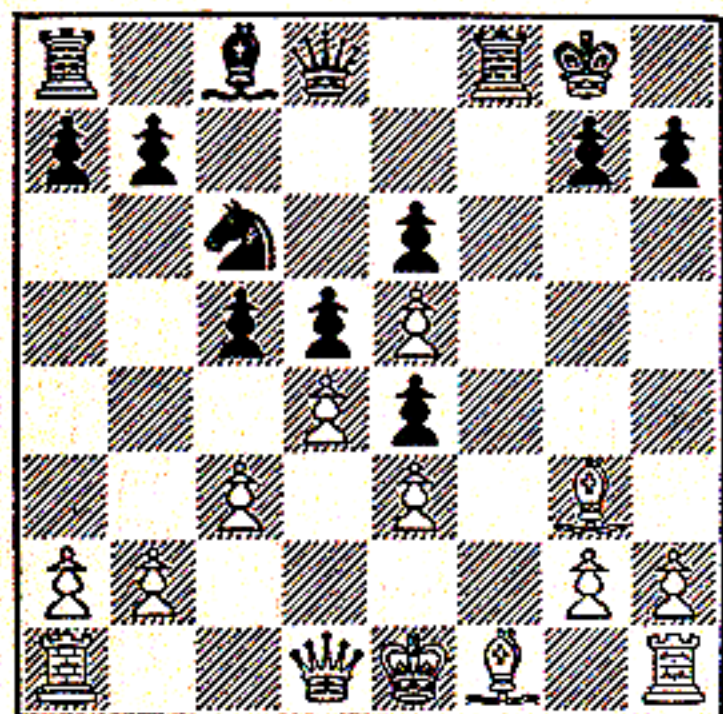
11 Kt×Kt

2 points for this move. In view of the "threat" of 11 . . . Kt×B, White has little choice.

11 . . . BP×Kt

2 points for this move, which gives Black complete control of the King's Bishop file and thus makes it difficult if not impossible for White to castle King-side.

1 point for 11 . . . $QP \times Kt$, after which White could still castle King-side.



White's listless opening play has made it possible for Black to seize the initiative.

12 Q—Kt4?

Deduct 1 point for this move, which is a serious error of judgment.

2 points for 12 Q—Q2, intending 13 O—O—O.

3 1 point extra credit for the best reply to 12 $P \times P$.

4 1 point extra credit for the best reply to 12 Q—Q2.

12 . . .

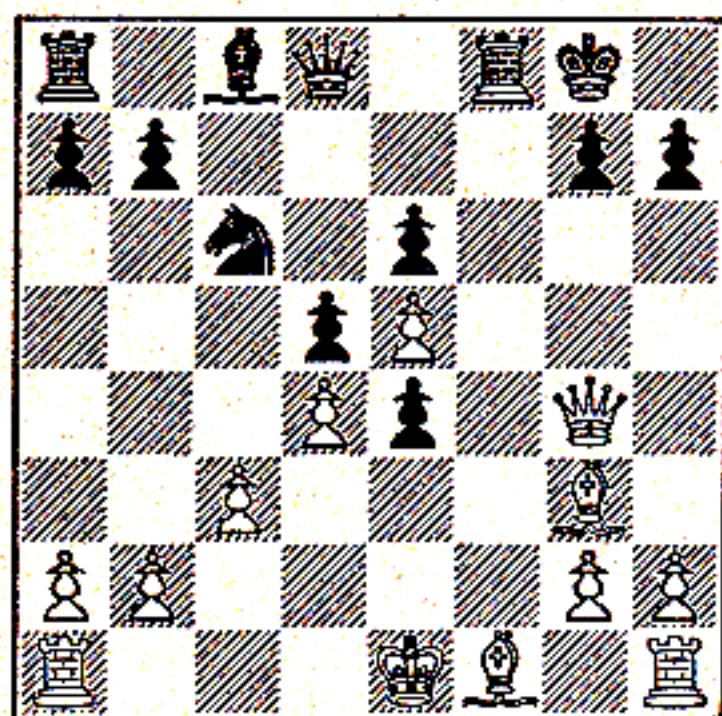
P x P!

3 points for this move, which is the prelude to a fine combination.

13 KP x P

1 point for this move.

No credit for 13 $BP \times P$, which could be answered decisively by 13 . . . Q—R4ch, exposing White's King to a devastating attack. The absence of White's Queen is having serious consequences!



The stage is set for a brilliant and surprising sacrifice!

13 . . .

Kt x QP!!

8 points for the text—a typical Marshall thunderbolt which energetically exploits the absence of the White Queen.

14 **P x Kt**

1 point for this move.

1 point for 14 O—O—O, although it is clear that White would be left without compensation for his Pawn.

14 . . .

Q—R4ch

2 points for this move, the indicated continuation of the attack. As will be seen, Black has subtle resources.

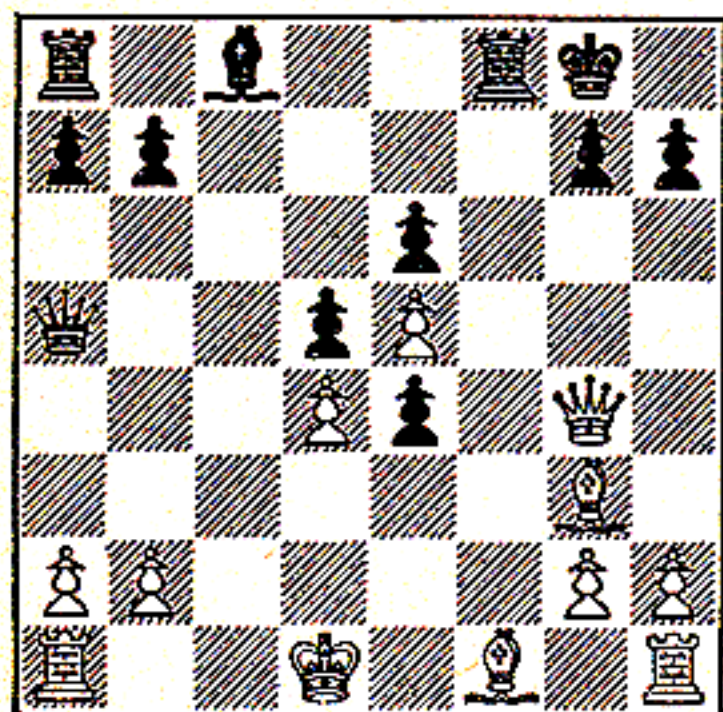
15 **K—Q1**

1 point for this move.

No credit for 15 K—K2.

5 2 points extra credit for Black's strongest continuation after 15 K—K2.

White's King is quite unsafe in his exposed situation, but it is not easy to see how Black can readily exploit the situation. Trust Marshall to find a way!



How is Black to continue the attack?!

15 . . .

B—Q2!

5 points for this move, which is astonishing for its calm character.

2 points for 15 . . . Q—Kt5 or 15 . . . Q—Kt3, which would be answered by 16 Q—K2, and after 16 . . . Q×Pch; 17 Q—Q2, Q—Kt3 Black would still have a lasting attack because of his two connected passed Pawns in the center, White's inability to castle, and the lack of effective communication of his Rooks.

However, Marshall's method is much stronger.

16 **Q—K2**

1 point for this move.

6 2 points extra credit for Black's best continuation after 16 P—Kt3.

2 points extra credit for Black's best continuation after 16 R—B1.

16 . . .

B—R5ch

2 points for this move, which is the logical sequel to Black's previous move.

17 **K—B1**

1 point for this move.

No credit for 17 P—Kt3, which is answered by 17 . . . B×Pch etc.

17 . . .

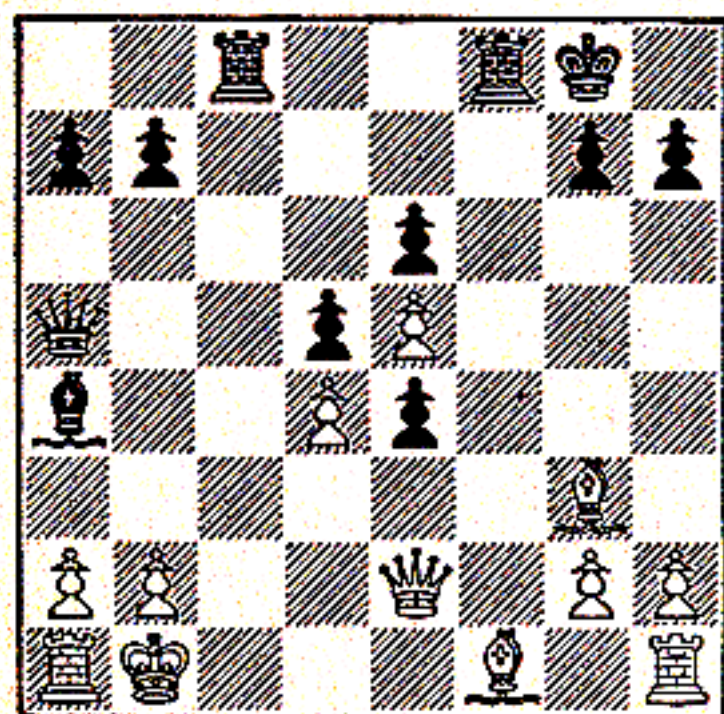
QR—B1ch!

3 points for this move, which embodies a very clever idea.
1 point for 17 . . . KR—B1ch.

7 2 points extra credit for the correct explanation of Black's preference for the text as against 17 . . . KR—B1ch.

18 K—Kt1

No credit for this move, which is forced.



Black is all set for a new sacrifice!

18 . . .

R x Bch!!

5 points for this move, which is the most conclusive winning method.

2 points for 18 . . . B—B7ch, which leads to a slower win after 19 Q×B, R×Q; 20 K×R, R—B1ch; 21 K—Q1, Q—Kt5 (or 21 . . . Q—Kt3).

19 R x R

1 point for this move.

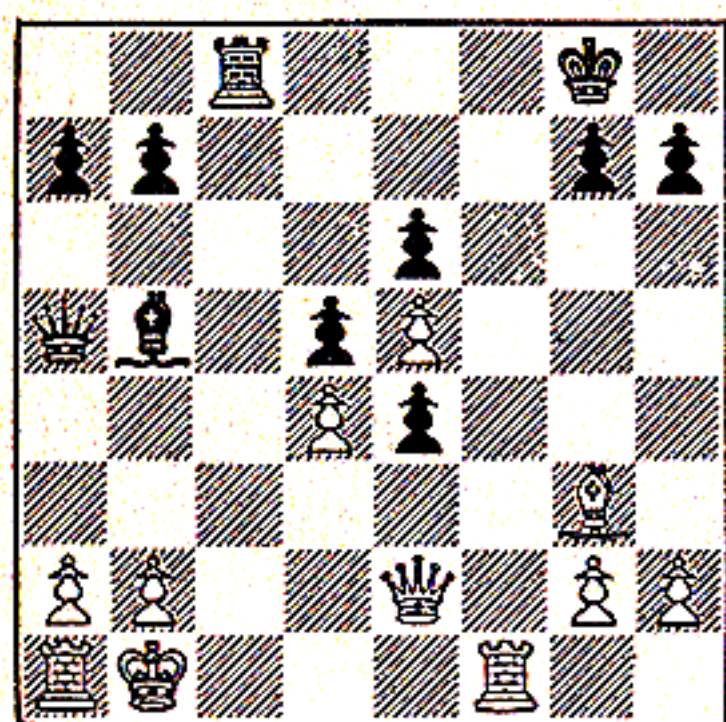
No credit for 19 Q×R.

8 1 point extra credit for Black's quickest winning method after 19 Q×R.

19 . . .

B—Kt4

2 points for this move, which forces the win of White's Queen.



Can you see why White's Queen is lost?

20 **Q—Q1**

1 point for this move.

No credit for 20 Q×B.

9 1 point extra credit for Black's strongest continuation after 20 Q×B.

20 . . .

B—Q6ch

2 points for this move.

21 **Q×B**

P×Q

22 **P—QR4**

1 point for this move.

10 *1 point extra credit for Black's correct continuation after 22 R—B1.*

22 **R—B7**

2 points for this move or 22 . . . P—Q7 or 22 . . . Q—B2.

23 **B—B4**

1 point for this move.

23 . . . **Q—Kt5**

2 points for this move.

24 **B—B1**

1 point for this move.

24 . . . **R x P**

2 points for this move, which leaves White helpless against the coming advance of the Queen's Pawn.

25 **R—R3**

No credit for this move.

25 . . . **P—Q7**

1 point for this move.

White resigns

Summary: White's rather quiet handling of the opening gave Black an easy game. On top of this, White's plausible twelfth move proved to be a crass blunder of which Marshall took characteristically ingenious advantage. While the play following the sacrifice was not too difficult, the sacrifice itself was a strikingly original conception which might easily elude even first-rate players.

Analysis of the Maximum Score

	Points
White's moves	34
Black's moves	61
Extra Credits	16
Total Maximum Score	<u>111</u>

How to Grade Your Score

	Points
Master Strength	from 100 to 111
Excellent	" 78 " 99
Good	" 55 " 77
Fair	" 33 " 54

Answers to Questions in the Text

- 1 If 3 P×P, Kt—QB3; 4 Kt—KB3 (else . . . P—K4 is very strong), P—B3! followed by . . . P—K4 with a powerful center. (2 points)
- 2 If 6 KKt—B3?, B×B; 7 P×B, P×P; 8 P×P, Q—B3 winning a Pawn. (1 point)
- 3 If 12 P×P, R—B4 regains the Pawn, ultimately leaving Black with a strong center. (1 point)
- 4 If 12 Q—Q2, Q—K2; 13 O—O—O, P—B5! followed by the formidable advance of Black's Queen-side Pawns (. . . P—QKt4—5 etc.). (1 point)
- 5 If 15 K—K2, Q—Kt4ch followed by . . . Q×P with a very strong attack. (2 points)
- 6 If 16 P—Kt3, Q—B6; 17 R—B1 (or 17 R—QKt1, R×Bch!; 18 R×R, Q—Q6ch winning), Q×QPch; 18 K—K1 (if 18 K—B2, QR—B1ch; 19 K—Kt1, R×Rch; 20 K×R,

R—B1*ch*; 21 K—Kt1, Q—Q7; 22 B—K2, R—B7 and wins), Q—K6*ch*; 19 K—Q1, QR—B1 and wins. (2 points)

If 16 R—B1, Q×P; 17 Q—K2, QR—B1 with a winning attack. (2 points)

7 Black leaves his King's Rook on the King's Bishop file to have it available for a possible sacrifice. (2 points)

8 If 19 Q×R, Q—Q7 forces mate. (1 point)

9 If 20 Q×B, Q×Q; 21 R—Q1, Q—K7 and White has no good move. (1 point)

10 If 22 R—B1, R×R*ch*; 23 K×R, Q—B2*ch* winning easily. (1 point)

CITY OF LONDON
CHESS CLUB CHAMPIONSHIP, 1920

WHITE

*R. P. Michell***1 P—K4***2 points for this move.***1 . . .***2 points for this move.***2 Kt—KB3***2 points for this move.***2 . . .***2 points for this move.***3 B—Kt5***2 points for this move.***3 . . .**

2 points for this move or 3 . . . Kt—B3 (Berlin Defense) or 3 . . . Kt—Q5 (Bird's Defense) or 3 . . . P—Q3 (Steinitz Defense) or 3 . . . P—B4 (Schliemann Defense) or 3 . . . P—KKt3 (Fianchetto Defense) or 3 . . . KKt—K2 (Cozio Defense). The Ruy Lopez is the most popular and hence the most analyzed of all the chess openings.

4 B—R4

BLACK

*J. H. Blake***P—K4****Kt—QB3****P—QR3**

2 points for this move or 4 B×Kt (the Exchange Variation).

4 . . . **Kt—B3**

2 points for this move or 4 . . . P—Q3.

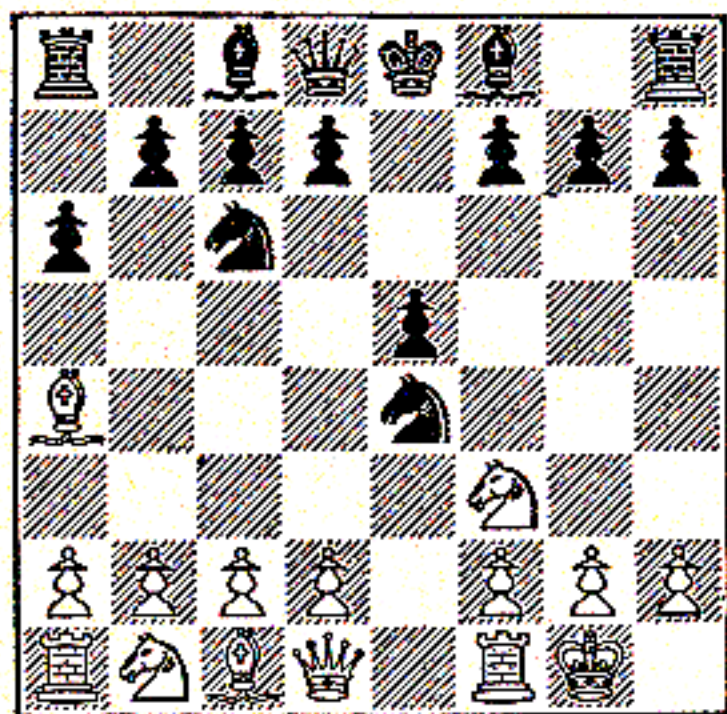
1 point for 4 . . . P—QKt4, which is premature, or 4 . . . P—B4, which is inferior.

5 **O—O**

2 points for this move or 5 P—Q3 or 5 B×Kt or 5 Kt—B3 or 5 Q—K2 or 5 P—Q4. Despite the considerable variety of choice here, 5 O—O is generally the move played.

5 . . . **Kt x P**

2 points for this move or 5 . . . B—K2 (the more usual move), or 5 . . . P—Q3 or 5 . . . P—QKt4.



Black's last move generally leads to a lively game; it is therefore favored by enterprising players.

6 **P—Q4**

2 points for this move, which is the customary (because the most energetic) continuation.

1 point for 6 Q—K2 or 6 R—K1, each answered by 6 . . . Kt—B4 with a good game for Black.

1 point for 6 B×Kt, which recovers the Pawn at once but is rather colorless and offers Black no difficulty.

6 . . . **P—QKt4**

2 points for this move, which is the necessary prelude to . . . P—Q4 (Black must not allow his Queen's Knight to be pinned).

1 point for 6 . . . P×P, which is very dangerous because of the exposed position of Black's Knight at K5 (this is known as the Riga Variation).

7 **B—Kt3**

1 point for this move.

7 . . . **P—Q4**

2 points for this move.

8 **P×P**

2 points for this move or 8 Kt×P or 8 P—QR4.

8 . . . **B—K3**

2 points for this move.

1 point for 8 . . . Kt—K2, an awkward and old-fashioned move which gives Black a cumbersome development.

9 **P—B3**

2 points for this move, which is generally played to preserve the King's Bishop from exchange by . . . Kt—R4.

2 points also for the playable but rarely adopted alternatives 9 Q—K2 or 9 QKt—Q2.

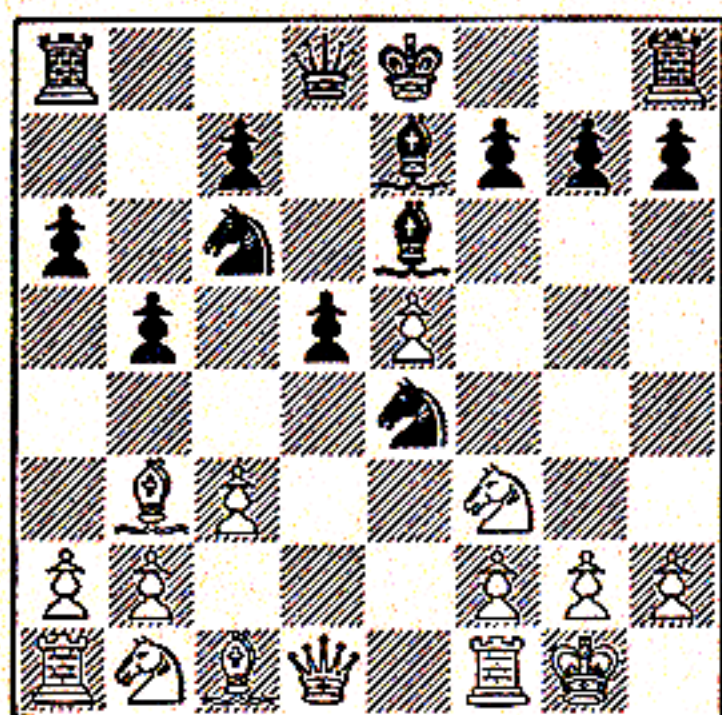
No credit for 9 Kt—B3?, an inferior move which gives White trouble with his King's Bishop after 9 . . . Kt×Kt; 10 P×Kt, Kt—K2 intending . . . P—QB4—5.

9 . . .

B—K2

2 points for this move or 9 . . . B—QB4.

1 point for 9 . . . Kt—B4, which loses additional time with the Knight and may result in this piece being posted very badly.



How should White continue?

10 QKt—Q2

A position in which a variety of moves has been played for White, indicating that Black's position is a promising one. 2 points for the text or 10 Q—K2 or 10 R—K1 or 10 B—K3 or 10 B—KB4 or 10 P—QR4 or 10 Kt—Q4 (this last move offers a Pawn in return for a strong attack).

10 . . .

O—O

2 points for this move.

1 point for 10 . . . Kt×Kt, which is a poor move because it only develops White's game.

1 point for 10 . . . Kt—B4, which is still open to the same objections previously pointed out.

11 R—K1

2 points for the text or 11 B—B2 or 11 Kt×Kt or 11 Kt—Q4.

11 . . . **Kt—B4**

2 points for this move, which at this stage is a good move.

1 point for 11 . . . Kt×Kt, which would develop White's game.

12 **Kt—Q4**

2 points for this move.

2 points for 12 B—B2, which leaves Black with a perfectly good game after 12 . . . P—Q5!

2 points for 12 Kt—B1, which is answered by . . . Kt×B with a satisfactory position for Black.

12 . . . **Kt x Kt**

2 points for this move, which is bad in many variations of the defense, but is a good continuation in this particular position.

1 point for 12 . . . Q—Q2, after which White plays 13 B—B2 with a very strong game.

13 **P x Kt**

1 point for this move.

13 . . . **Kt—Q6**

2 points for this move, which is the proper continuation.

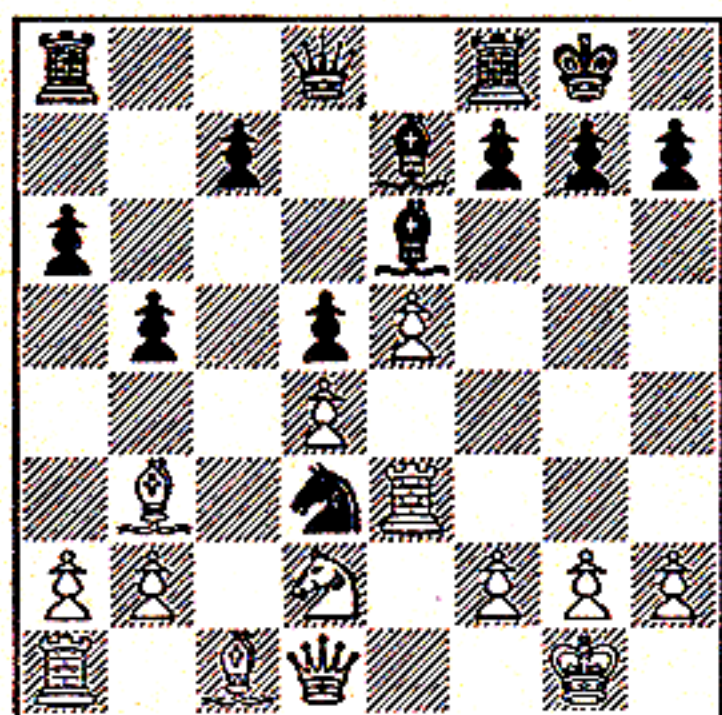
1 point for 13 . . . Kt—Kt2 or 13 . . . Kt—Q2; either retreat involves a tremendous loss of time and leaves the Knight badly posted.

No credit for 13 . . . Kt×B, which gives Black a strategically lost game after 14 Kt×Kt because of the backward Queen's Bishop's Pawn.

14 **R—K3**

2 points for this move, which is played in the hope of getting King-side attacking chances and also for the purpose of forcing the intruding Knight to come to an immediate decision.

1 point for 14 R—B1, which gives Black an easy game after 14 . . . P—QB4, whereby he either obtains a strong passed Pawn or a formidable Queen-side majority.



Black must now make a crucial decision about the disposition of his advanced Knight.

14 . . .

Kt—B5

2 points for this move, which is the only correct reply.

No credit for 14 . . . Kt×B, which leaves Black a strategically lost game after 15 R×Kt.

11 1 point extra credit for the correct reply to 14 . . . B—KB4.

15 **Kt—B1**

2 points for this move or 15 B—B2.

12 2 points extra credit for the correct reply to this question: Can White win a Pawn after 15 B—B2, P—QB4.

15 . . .

R—B1

2 points for this move, which is played to protect or advance the Queen's Bishop's Pawn.

Black has many other playable continuations here, for example:

2 points for 15 . . . P—QB4 or 15 . . . Q—Q2 or 15 . . . P—KB3 or 15 . . . P—KB4 or 15 . . . Kt—Kt3.

16 R—Kt3

2 points for this move, which has the double object of driving away the Knight and making it possible to advance White's Bishop's Pawn.

16 . . . Kt—Kt3

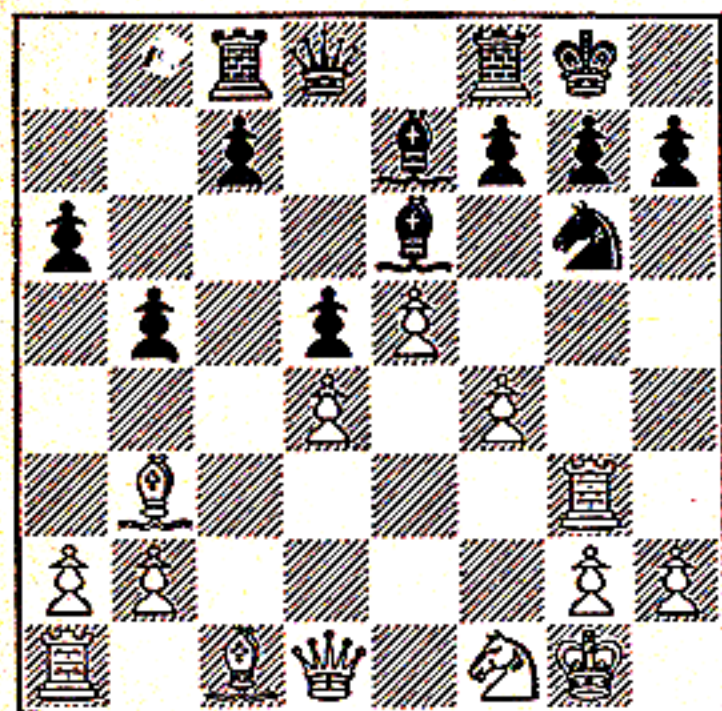
2 points for this move.

13 1 point extra credit for White's strongest reply to 16 . . . B—Kt4.

17 P—B4

2 points for this move, which is the natural continuation.

2 points also for 17 B—K3.



Black is preparing to seize the initiative. White's position looks aggressive, but he has no real attacking chances.

17 . . .

P—KB3

2 points for this move, with which Black angles for the initiative, and prepares to take the sting out of such moves as B—B2 or Q—R5.

18 B—B2?

No credit for this move, which, despite its plausible appearance, soon leaves Black with a winning game.

2 points for 18 B—K3, the correct move. If then 18 . . . P×P; 19 BP×P, B—R5; 20 R—B3, B—Kt5??; 21 R×Rch winning a piece. Note the difference between this line of play and what actually happens.

18 . . . P×P

2 points for this move, which takes the sting out of the attack and prepares to seize the initiative.

1 point for 18 . . . P—KB4, which would leave White with good attacking chances after 19 Q—R5.

19 BP×P

2 points for this move.

1 point for 19 B×Kt, which can be answered satisfactorily by 19 . . . P×BP.

19 . . . B—R5!

3 points for this move, which begins an attack of surprising strength and unexpected richness of resources.

1 point for 19 . . . B—KB4, which would have been much weaker than the text.

20 R—KB3

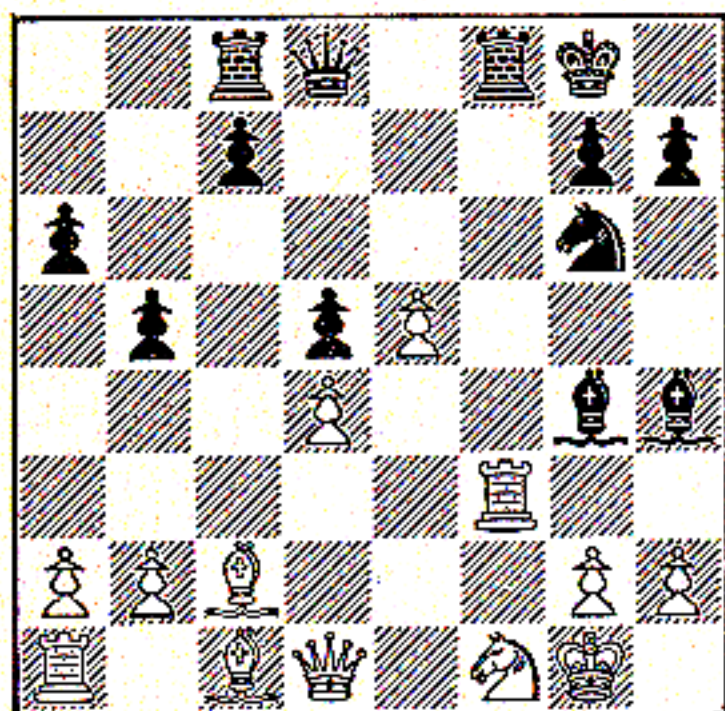
1 point for this move.

14 1 point extra credit each for Black's strongest replies to 20 R—QB3 and 20 R—Q3.

20 . . .

B—Kt5!

3 points for this move, the correct continuation of the attack.



Black's Bishops are very powerfully posted.

21 **R x Rch**

1 point for this move, which is forced if White is to save the exchange.

21 . . .

Q x R

2 points for this move, which is the whole point of the attack.

Note that White must not play 22 Q x B??, which would allow mate in two. We see now why White should have played 18 B—K3.

22 **Q—Q2**

2 points for this move.

15 1 point extra credit for Black's best play in reply to 22 Q—Q3.

22 . . .

Q—B2!

3 points for this move, which is Black's strongest line. He must strike while the iron is hot; therefore he prepares to exploit the King's Bishop file before White can consolidate his game.

23 P—KKt3

2 points for this move.

2 points for 23 Kt—K3. Although Black would then have a winning attack after 23 . . . R—B1; 24 P—KKt3, there would be no immediate danger.

23 . . .

R—B1

2 points for this move, the correct continuation of the attack.

24 Q—K1

2 points for this move.

2 points for 24 Kt—K3.

24 . . .

B—R6

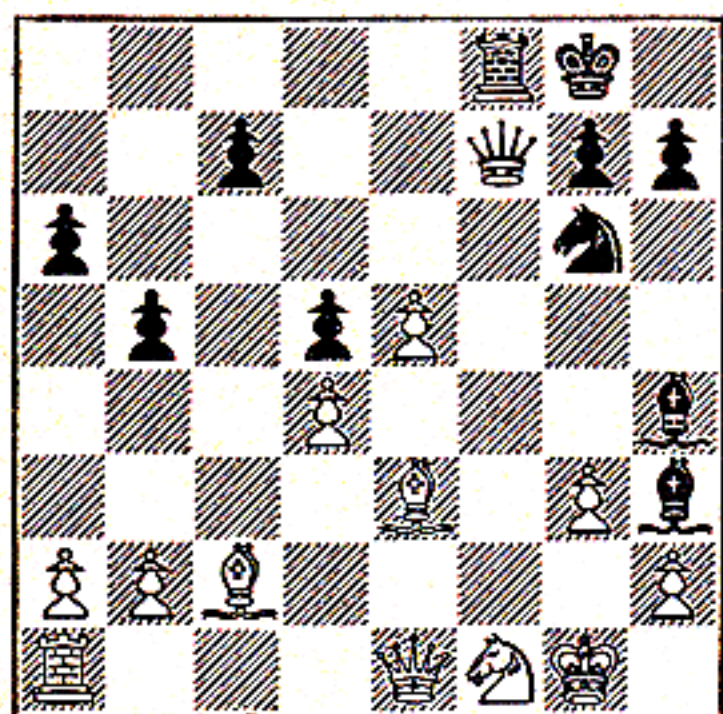
2 points for this move, which keeps the attack going.

25 B—K3

2 points for this move, with which White hopes to strengthen the defense by getting the participation of his Rook in the game.

2 points for 25 Kt—K3, previously recommended. However, Black can then play 25 . . . B—Kt4 followed by . . . P—B3 and . . . P—KR4—5 with a winning attack.

Of course, White must not play 25 P×B??, Q×Ktch and mate next move.



How does Black keep the attack going full blast?

25 . . . **Q—B6!**

3 points for this move, which maintains the attack.

26 **Q—B2**

1 point for this move, which is forced.

16 1 point extra credit for Black's best reply to 26 Q—Q2.

26 . . . **Q—Kt5!**

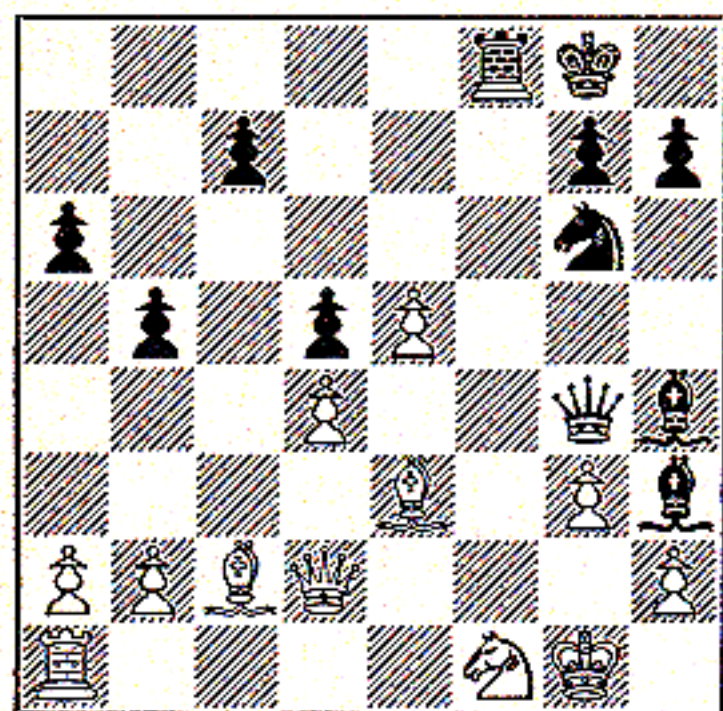
3 points for this move, which prepares the setting for some brilliant play.

27 **Q—Q2?**

No credit for this move, which exposes White to a winning attack.

3 points for 27 B—Q1!, which holds the position, for example 27 . . . R×Q?; 28 B×Q, R×Ktch; 29 R×R, B×R; 30 K×B and White wins; or 27 . . . Q—K5; 28 B—B2; or 27 . . . Q—K3; 28 B—B3, B—Kt5; 29 B×B!

Black is now confronted with a puzzling question which often turns up in the midst of a long-sustained attack: what is the most conclusive winning method?



Black now has two brilliant winning methods.

27 . . .

B x P!!?

4 points for this move, the first of a series of clever sacrificial strokes.

5 points for the even stronger 27 . . . R x Ktch!! The sequel would be 28 R x R, B x P!; 29 P x B, Q x Pch; 30 K—R1, B x R; 31 B x Kt (else the Knight enters murderously at R5), Q x B. Despite the Bishops on opposite colors, Black would win easily by . . . B—Q6—K5, keeping White's Queen tied down because of the mating threat.

17 1 point for Black's strongest reply to 29 B—Q1 (instead of 29 P x B) in the variation given in the previous paragraph.

28 **Kt x B**

2 points for this move, which still offers the best chance of holding out.

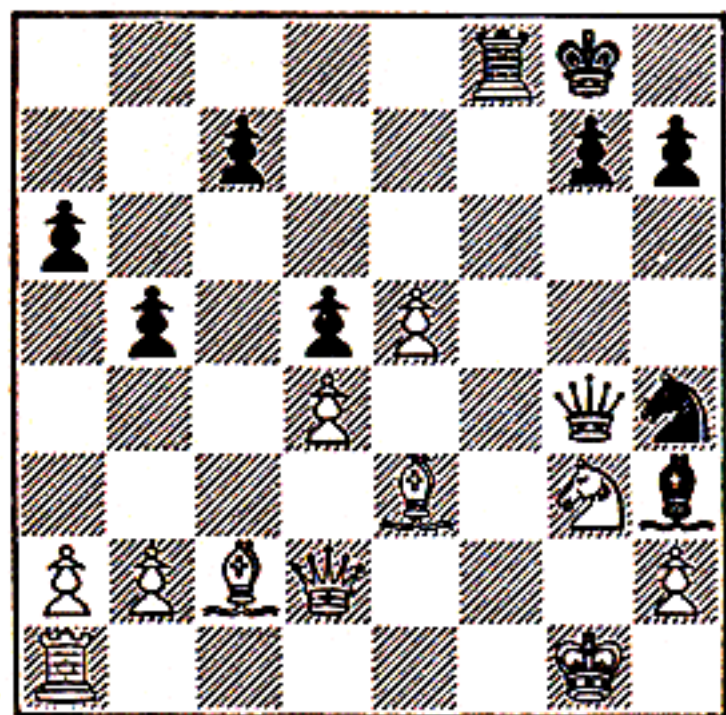
No credit for 28 P x B, which permits Black to transpose into the line indicated above by 28 . . . R x Ktch!

18 3 points for an additional winning method for Black (aside from 28 . . . R x Ktch!) in reply to 28 P x B.

28 . . .

Kt—R5!!

5 points for this move, which makes possible some fine combinative lines of play.



What is Black's chief threat, and what is White's most promising defense?

29 Q—K2

3 points for this move, which again offers the best chance.

19 1 point extra credit for Black's best reply to 29 B—Q1.

20 2 points extra credit for Black's best reply to 29 Q—Q3.

21 2 points extra credit for Black's best reply to 29 Q—Q1.

29 . . .

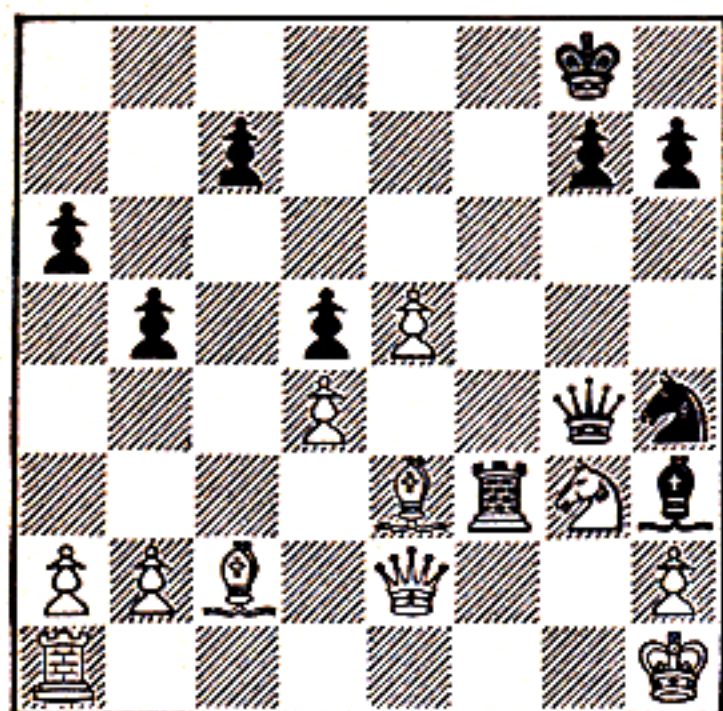
R—B6!

3 points for this move, which is the strongest continuation of the attack.

22 1 point extra credit for giving Black's threat.

30 K—R1

2 points for this move, which secures the longed-for exchange of Queens at the cost of returning the extra piece. Having missed the most forceful continuation of the attack on his twenty-seventh move, Black must now be content with regaining his piece. Of course, he still remains with a winning game.



How does Black regain the piece?

30 . . .

R x Kt

2 points for this move.

23 *2 points extra credit for giving the best play on both sides after 30 . . . B—Kt7ch.*

31 **Q x Q**

1 point for this move.

31 . . .

R x Q

1 point for this move.

32 **B—Kt3**

2 points for this move.

32 . . .

P—B3

1 point for this move.

33 **R—QB1**

2 points for this move.

33 . . .

R—Kt3

1 point for this move.

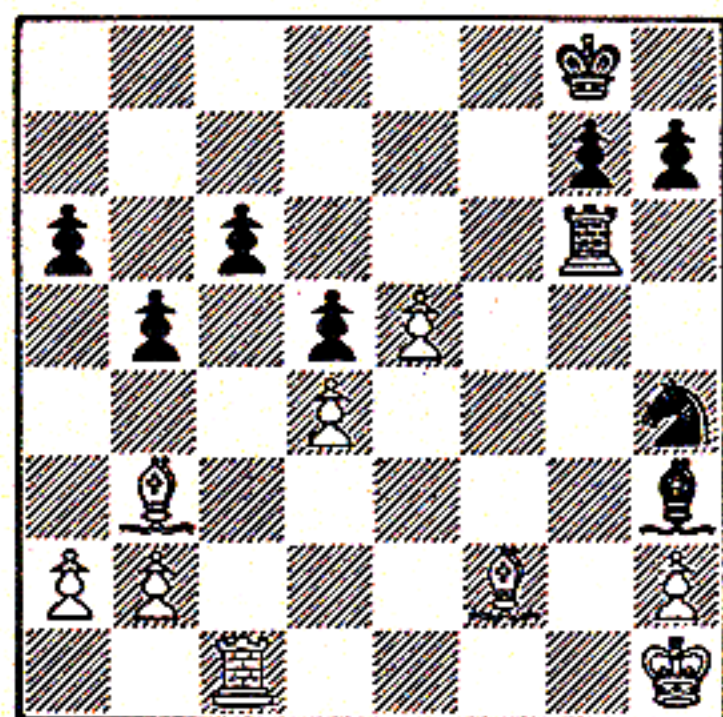
34 B—KB2?

Deduct 2 points for this move.

Deduct 2 points also for 34 R×P?, which is refuted by 34 . . . B—Kt7ch (not 34 . . . R×R?; 35 B×Pch).

Deduct 1 point for 34 R—B2, which would have lost the exchange after 34 . . . B—Kt7ch; 35 K—Kt1, B—K5ch.

24 *2 points extra credit for White's best move (instead of 34 B—KB2) and the likely result.*



White's last move is a blunder which allows Black to wind up the game rapidly.

34 . . .

B—Kt7ch

2 points for this move.

35 K—Kt1

No credit for this move.

35 . . .

Kt—B6 mate

2 points for this move.

Summary: White neglected his opportunities and permitted his opponent to obtain a powerful attack. Black took full

advantage of the situation, which gave scope for some very pretty play. Bewildered by the numerous attacking possibilities, White twice failed to find the best defense and succumbed to the attack.

Analysis of the Maximum Score

	Points
White's moves	62
Black's moves	79
Extra Credits	22
Total Maximum Score	<u>163</u>

How to Grade Your Score

	Points
Master Strength	from 148 to 163
Excellent	" 115 " 147
Good	" 82 " 114
Fair	" 49 " 81

Answers to Questions in the Text

11 If 14 . . . B—KB4; 15 B—B2 wins. (1 point)

12 If 15 B—B2, P—QB4 White wins a Pawn with 16 P×P, B×P; 17 B×Pch, K×B; 18 Q—B2ch, K—Kt1; 19 Q×B. But after 19 . . . P—Q5 he has cause for regret: 20 R—K4 forced, R—B1; 21 Q—R3, Q—Kt4; 22 P—KKt3 (if 22 Q—KKt3, Q×Q; 23 RP×Q, Kt—Q6 and wins), Kt—R6ch; 23 K—Kt2, R×B and wins. (2 points)

13 If 16 . . . B—Kt4?; 17 Q—B3. (1 point)

14 If 20 R—QB3, B—B7ch; 21 K—R1, B×P and wins. (1 point) If 20 R—Q3, B—B7ch: 21K—R1, B—B4; 22 R—Q2, B×B; 23 R×QB, B×P and wins. (1 point)

- 15** If 22 Q—Q3?, Q—B7ch; 23 K—R1, B—K7 and wins. (1 point)
- 16** If 26 Q—Q2??, Q×Ktch; 27 R×Q, R×R mate. (1 point)
- 17** If 29 B—Q1, B—B7ch!; 30 K×B, Q—Kt7ch; 31 K—K1, Q×R mate. (1 point)
- 18** If 28 P×B, Black has a neat win with 28 . . . Kt—R5!; 29 Q—Q1, R×Ktch!; 30 Q×R, Q×Pch; 31 K—R1, B×Q etc. Or 29 Q—B2, Kt—B6ch; 30 K—R1, B×Kt and wins. (3 points)
- 19** If 29 B—Q1??, R—B8 mate. (1 point)
- 20** If 29 Q—Q3, R—B6; 30 Q×Pch, K—B1 (threatening . . . R×Ktch); 31 B—B2, R×B; 32 K×R, Q—B6ch; 33 K—K1, Q—K6ch; 34 Kt—K2, Kt—B6ch; 35 K—Q1, Q—Q7 mate. (2 points)
- 21** If 29 Q—Q1, R—B6 (stronger than . . . R—B8ch); 30 B—B2 (if 30 Q—K1, Kt—Kt7), R×B; 31 Q×Q (not 31 K×R, Q—B5ch), R—Kt7ch; 32 K—R1, B×Q; 33 B—Kt3, P—B3. (2 points)
- 22** Black threatens to win White's Queen with 30 . . . R×Ktch. (1 point)
- 23** If 30 . . . B—Kt7ch; 31 K—Kt1, Q—R6 (or 31 . . . R×Kt; 32 Q×Q, R×Q with a position similar to the text); 32 B—Q1! and Black's attack fails. (2 points)
- 24** White's best move is 34 B—Q1! leaving Black with a difficult ending to win: White has two good Bishops, the King's Pawn may be troublesome, Black's Bishop Pawn is weak. A possibility is 34 B—Q1, B—Kt7ch; 35 K—Kt1, B—B6ch; 36 K—B1. Black will win the ending, but the proc-

ess will take time. It is amazing that after such a powerful attack, White's position should still retain some vitality. You can now see why . . . R×Ktch! was recommended at Black's 27th move as the most conclusive continuation. (2 points)

VENTNOR CITY, 1942

WHITE

*J. Donovan***1 P—K4***2 points for this move.***1 . . .***2 points for this move.***2 Kt—KB3***2 points for this move.***2 . . .***2 points for this move.***3 B—Kt5***2 points for this move.***3 . . .**

2 points for this move or 3 . . . Kt—B3 (Berlin Defense) or 3 . . . Kt—Q5 (Bird's Defense) or 3 . . . P—Q3 (Steinitz Defense) or 3 . . . P—B4 (Schliemann Defense) or 3 . . . P—KKt3 (Fianchetto Defense) or 3 . . . KKt—K2 (Cozio Defense).

4 B—R4

BLACK

*S. N. Bernstein***P—K4****Kt—QB3****P—QR3**

2 points for this move or 4 B×Kt (the Exchange Variation).

4 . . . **Kt—B3**

2 points for this move or 4 . . . P—Q3.

1 point for 4 . . . P—QKt4, which is premature; or for 4 . . . P—B4, which is inferior.

5 **O—O**

2 points for this move or 5 P—Q3 or 5 B×Kt or 5 Kt—B3 or 5 Q—K2 or 5 P—Q4. Despite the considerable variety of choice here, 5 O—O is generally played.

5 . . . **B—K2**

2 points for this move. In Game 2, the alternative 5 . . . Kt×P was played.

6 **Q—K2**

2 points for this move or 6 R—K1 or 6 Kt—B3 or 6 P—Q4 or 6 P—Q3.

6 **P—QKt4**

2 points for this move or 6 . . . P—Q3.

Deduct 1 point for 6 . . . O—O.

25 1 point extra credit for demonstrating that 6 . . . O—O loses a Pawn.

7 **B—Kt3**

1 point for this move.

7 . . . **O—O**

2 points for this move or 7 . . . P—Q3.

8 **P—B3**

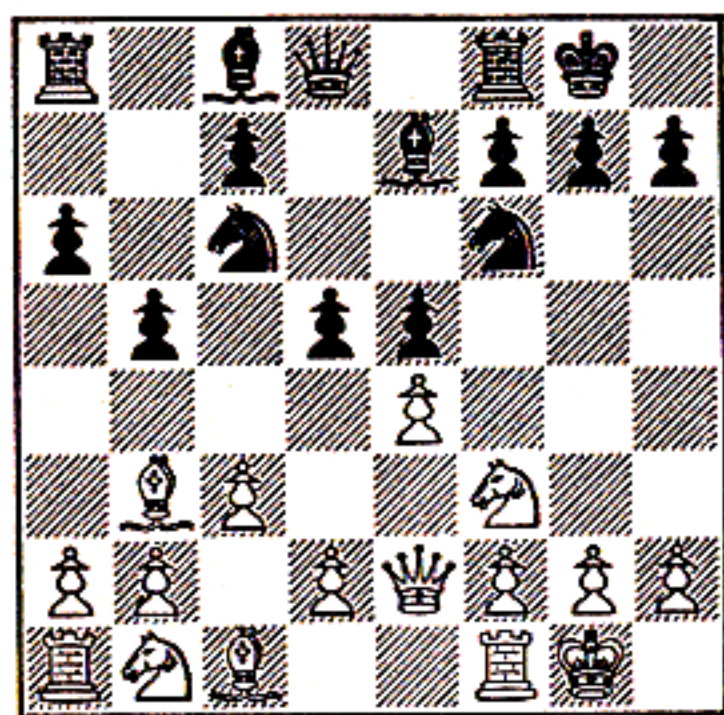
2 points for this move or 8 P—QR4 or 8 P—Q3.

1 point for 8 B—Q5, which, despite its formidable appearance, is simply answered by 8 . . . Kt×B; 9 P×Kt, Kt—Kt5 etc.

8 . . .

P—Q4!?

2 points for this move (a speculative Pawn sacrifice) or the more conservative 8 . . . P—Q3, after which the continuation might be 9 P—KR3, Kt—QR4; 10 B—B2, P—B4; 11 P—Q4, Q—B2 etc.



Should White accept the Pawn sacrifice?!

9 P—Q3

2 points for this move. White plays safe and declines the Pawn.

2 points for 9 P×P, playing for the win of the Pawn. The continuation might then be 9 . . . Kt×P; 10 Kt×P, Kt—B5!; 11 Q—K4, Kt×Kt!; 12 P—Q4! (not 12 Q×R?, Q—Q6! with a winning attack, for example 13 B—Q1, B—KR6; 14 Q×P, B×P etc.), B—Kt2; 13 Q×KKt, Kt—Q6; 14 Q—K3, Kt×B; 15 R×Kt, B—Q3 followed by . . . R—K1

and Black's two Bishops and lead in development offer fair compensation for the sacrificed Pawn.

9 . . .

P—Q5

2 points for this move or 9 . . . B—KKt5.

1 point for 9 . . . P×P, which seems inferior, for after 10 P×P followed by R—Q1 and P—QR4 and (in case of . . . B—Q3) B—Kt5, Black's position may become very uncomfortable.

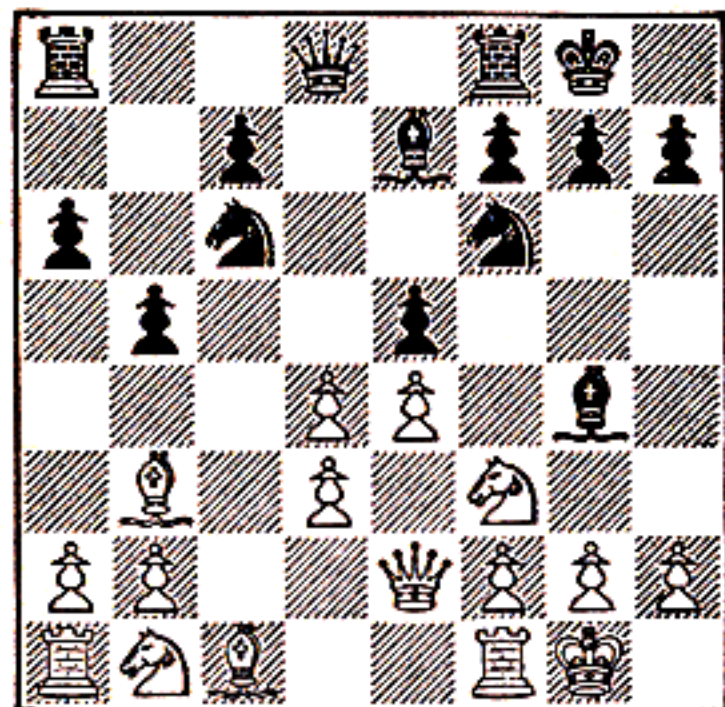
10 **P×P?**

No credit for this move. It is plausible but it creates a very difficult situation for White.

2 points for 10 P—KR3! or 10 QKt—Q2! to be followed by P×P with a good game for White.

10 . . .

B—KKt5!



Black insists on playing a gambit!

4 points for Black's last move, which gives up a Pawn for a very promising attack based on the smash-up of White's King-side.

2 points for the more orthodox 10 . . . QKt×P, which would be sound but by no means so strong.

11 P—Q5?

Deduct 2 points for this move, which renders the extra Pawn worthless and leaves Black with a lasting initiative.

1 point for 11 P×P, which is not quite good enough. Bernstein gives as a likely continuation 11 . . . QKt×P (11 . . . Kt—Q5; 12 Q—K3! gives White good chances); 12 R—Q1, Kt—R4; 13 P—Q4, B×Kt; 14 P×B, Kt—Kt3; 15 P—B4 (probably the best chance, for on other moves the occupation of White's KB4 will have deadly consequences), KKt×P; 16 Q—Kt4, B—Kt4 etc.

1 point for 11 B—K3, which is also not quite good enough. The reply would be 11 . . . P×P; 12 B—KB4, B—Q3; 13 B×B (if 13 P—K5, R—K1), Q×B; 14 QKt—Q2 (not 14 P—K5?, B×Kt etc.), Kt—KR4! etc.

11 . . . Kt—Q5

2 points for this move, which is the point of the Pawn sacrifice.

12 Q—Q1

2 points for this move.

No credit for 12 Q—K3, for after 12 . . . B×Kt; 13 P×B, Kt—R4 Black would have a fatal bind on the position.

12 . . . Kt—R4!

3 points for this important move. Black is playing for occupation of the vital square KB5.

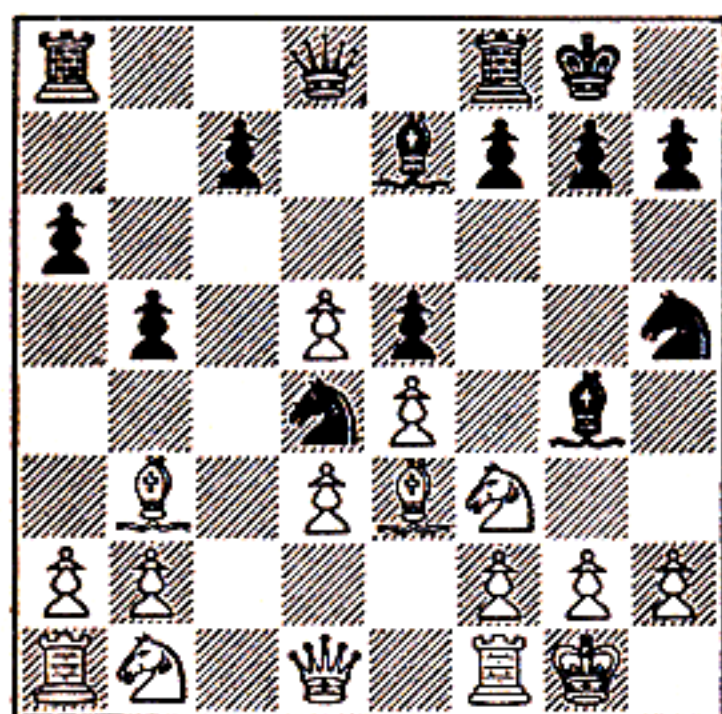
13 B—K3

2 points for the text, which is best in the sense that it rids White of the terrible pin.

No credit for 13 P—KR3.

26 1 point extra credit for demonstrating that 13 P—KR3 is unsatisfactory.

No credit for 13 QKt—Q2, Kt—B5; 14 P—KR3, B—R4; 15 B—B2, Kt×Pch!; 16 P×Kt, P—KB4 and wins.



White cannot free himself from Black's strangling pressure.

13 . . .

Kt x Ktch

2 points for this move. Naturally White is not allowed to avoid the doubled Pawns, which weaken his King-side irretrievably.

14 **P x Kt**

1 point for this move.

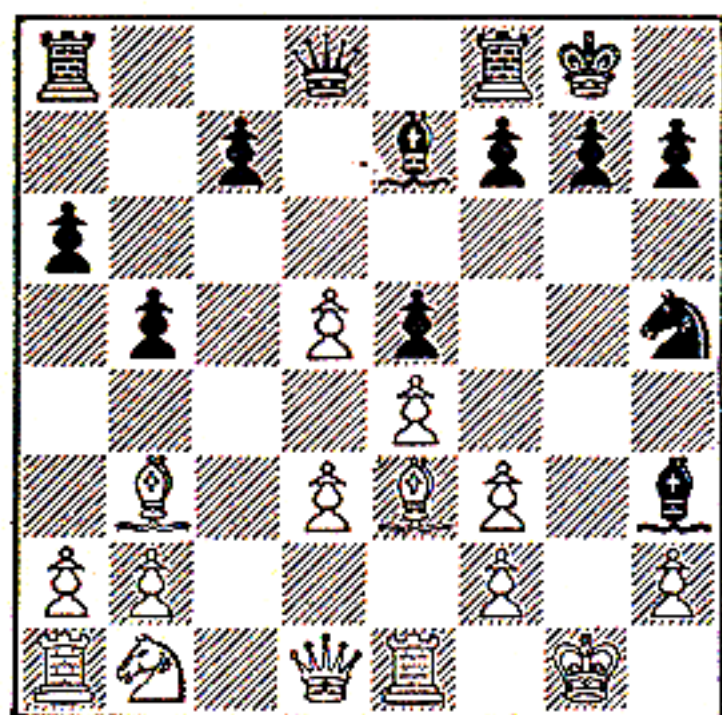
14 . . .

B—KR6

2 points for this move, which gains valuable time for attacking.

15 **R—K1**

2 points for this move.



Black has a decisive stroke at his disposal.

15 . . .

B—Kt4!!

4 points for this move, which gains control of the key square KB5. White's King remains exposed, Black's attack is mobilized with uncanny rapidity, while White's forces are paralyzed and cannot be brought to the King-side to set up a satisfactory defense.

16 **K—R1**

1 point for this move or 16 Kt—B3 or 16 Kt—Q2 or 16 P—B4. None of these moves is adequate.

27 1 point extra credit for Black's best continuation against 16 P—B4.

16 . . .

B—B5!

3 points for this move. In good positions, the good moves are easy to find! Black is now on the point of playing . . . Q—R5, which forces White's reply.

17 **B x B**

2 points for this move.

17 . . .

Kt x B

2 points for this move, which maintains the occupation of KB5 and threatens instant destruction with . . . B—Kt7ch followed by . . . Q—Kt4.

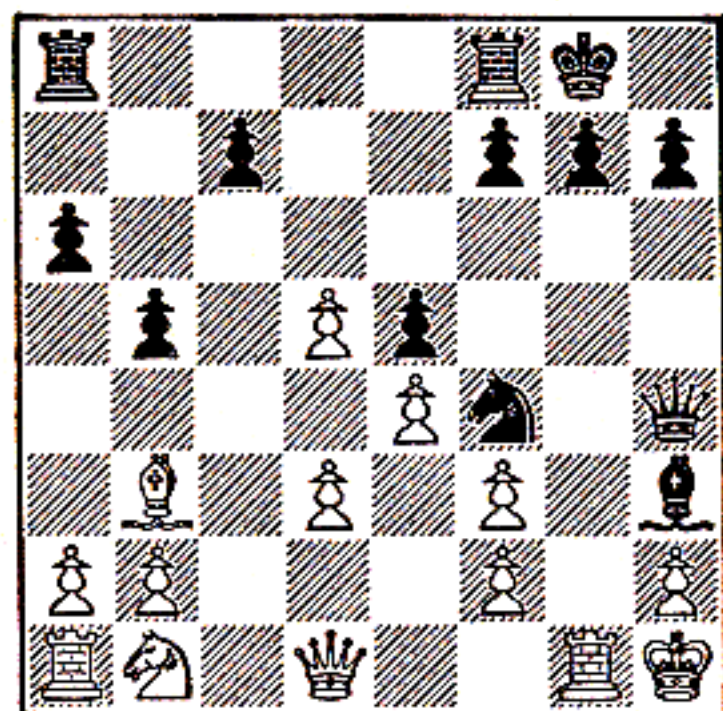
1 point for 17 . . . P×B, which would slow up the attack considerably.

18 R—Kt1

2 points for this move, which parries the immediate threat. But Black reinforces the attack almost effortlessly.

18 . . . Q—R5

2 points for this move, after which the mating threats begin to take on concrete form.



Black threatens . . .
QR—Q1—Q3—R3.

19 Q—Q2

1 point for this move, whereby White admits that there is nothing to be done.

1 point for 19 R—Kt3, with the likely continuation 19 . . . QR—Q1; 20 Q—Kt1, R—Q3!

28 2 points extra credit for Black's best line in the above variation after 21 Kt—Q2.

29 1 point extra credit for Black's best continuation in the above variation after 21 R×Pch, K—R1 (threatening . . . Kt—Kt3 or even more powerfully . . . R—KKt3!); 22 Q—Kt3.

19 . . .

QR—Q1!

3 points for this move. Black presses the attack admirably.

20 Kt—B3

1 point for this move.

20 . . .

R—Q3

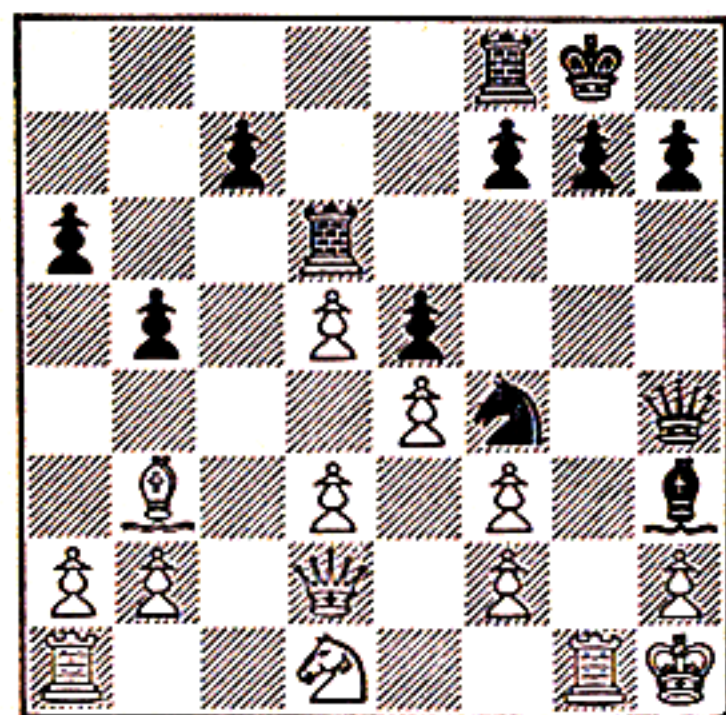
2 points for this move.

21 Kt—Q1

1 point for this move.

No credit for 21 Kt—K2.

30 2 points extra credit for the quickest refutation of 21 Kt—K2.



What is now the most effective continuation of the attack?

21 . . .

B—Q2!!

5 points for this very fine and subtle move, which concludes the game in the quickest manner.

5 points also for 21 . . . B—B1!!

2 points for the obvious 21 . . . R—R3.

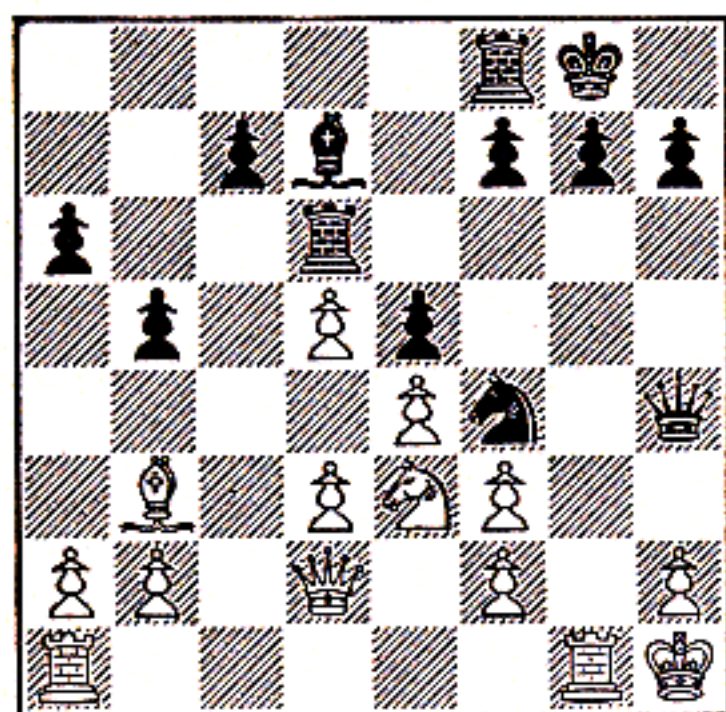
31 2 points extra credit for White's best reply to 21 . . . R—R3.

22 Kt—K3

No credit for this move.

No credit for 22 R—Kt3.

32 1 point extra credit for pointing out how Black wins after 22 R—Kt3.



Black concludes the game with a neat sacrifice.

22 . . .

Q x Pch!!

6 points for this brilliant move, which forces mate in two.

33. 1 point extra credit for demonstrating the mate.

Summary: White made a serious mistake in accepting the Pawn sacrifice, which left him with a hopeless position. His King-side was thereby exposed to attack without any prospect of adequate defense. The result was that Black

strengthened the pressure at will and brought overwhelming force to bear on the White King.

Analysis of the Maximum Score

	Points
White's moves	35
Black's moves	59
Extra Credits	12
Total Maximum Score	<u>106</u>

How to Grade Your Score

	Points
Master Strength	from 95 to 106
Excellent	" 74 " 94
Good	" 53 " 73
Fair	" 32 " 52

Answers to Questions in the Text

25 If 6 . . . O—O?; 7 B×Kt, QP×B; 8 Kt×P, Q—Q5; 9 Kt—KB3 and Black dare not play 9 . . . Q×KP?; 10 Q×Q, Kt×Q; 11 R—K1, when White wins a piece. (1 point)

26 If 13 P—KR3?, Kt×Ktch; 14 P×Kt, B×RP and wins. (1 point)

27 If 16 P—B4, Kt×P; 17 B×Kt, B×B; 18 Q—R5, Q—Q2 with an easily winning position. (1 point)

28 If 19 R—Kt3, R—Q1; 20 Q—Kt1, R—Q3!; 21 Kt—Q2, R—KKt3!; 22 R×R, RP×R and White has no good move. If 23 Q—Kt3, B—Kt7ch; 24 K—Kt1, Kt—K7ch. If 23 Q—QB1, B—Kt7ch; 24 K—Kt1, Kt—K7ch. If 23 Q—K1, B—Kt7ch; 24 K—Kt1, Q—Kt4. (2 points)

29 If 19 R—Kt3, R—Q1; 20 Q—Kt1, R—Q3!; 21 R×Pch,

K—R1; 22 Q—Kt3, B—Kt7ch; 23 K—Kt1, Kt—K7ch. (1 point)

30 If 21 Kt—K2, Kt×Kt; 22 Q×Kt, R—R3 and White has no defense against 23 . . . B—B8. (2 points)

31 If 21 . . . R—R3; 22 Kt—K3, B—Kt7ch; 23 R×B, Kt×R and wins. (2 points)

32 If 22 R—Kt3, R—R3; 23 P—KR3, B×P; 24 K—Kt1, B—Kt7 wins. (1 point)

33 There follows 23 K×Q, R—R3ch; 24 K—Kt3, R—R6 mate. (1 point)

WARSAW, 1935

WHITE

BLACK

*B. Gluecksberg**M. Neidorf***1 P—Q4***2 points for this move.***1 . . .****P—KB4**

2 points for this move, or 1 . . . P—K3, which is often played before the text, with one or both of the following objectives: (a) to inveigle White into answering 2 P—K4, transposing into the French Defense, or (b) to avoid the Staunton Gambit (2 P—K4), which is one of the most feared replies to 1 . . . P—KB4.

2 P—QB4

2 points for this move or 2 P—KKt3 or 2 Kt—KB3 or 2 P—K4. White has a wide variety of moves at his command. Some masters prefer to postpone the text until after castling, so as to prevent Black from freeing himself somewhat by . . . B—Kt5 after . . . P—K3.

Note that after 2 P—K4, P×P; 3 Kt—QB3, Kt—KB3 White can bring about the recovery of his Pawn with 4 B—KKt5, or he can play the even more energetic 4 P—B3! leaving Black with a very difficult position.

2 . . .**Kt—KB3**

2 points for this move or 2 . . . P—K3 or 2 . . . P—Q3. The object of the text is the basic one of this defense: to control Black's K5. The alternative 2 . . . P—Q3, on the other hand, would aim at . . . P—K4.

3 Kt—QB3

2 points for this move or 3 Kt—KB3 or 3 P—KKt3. The text may advantageously be postponed for a while, as it might be advisable to develop the QKt to Q2, or else to avoid a hostile pin by . . . B—Kt5. But these are pretty much matters of taste.

3 . . .

P—K3

2 points for this move or 3 . . . P—Q3 or 3 . . . P—Q4.

4 Kt—B3

2 points for this move or 4 P—KKt3. Here again the development of the Knight might have been postponed in favor of P—KKt3 and B—Kt2, permitting a later Kt—R3—B4, which is often an advantageous procedure in this opening. So far, White's shortcoming is lack of precision in the timing of his moves.

4 . . .

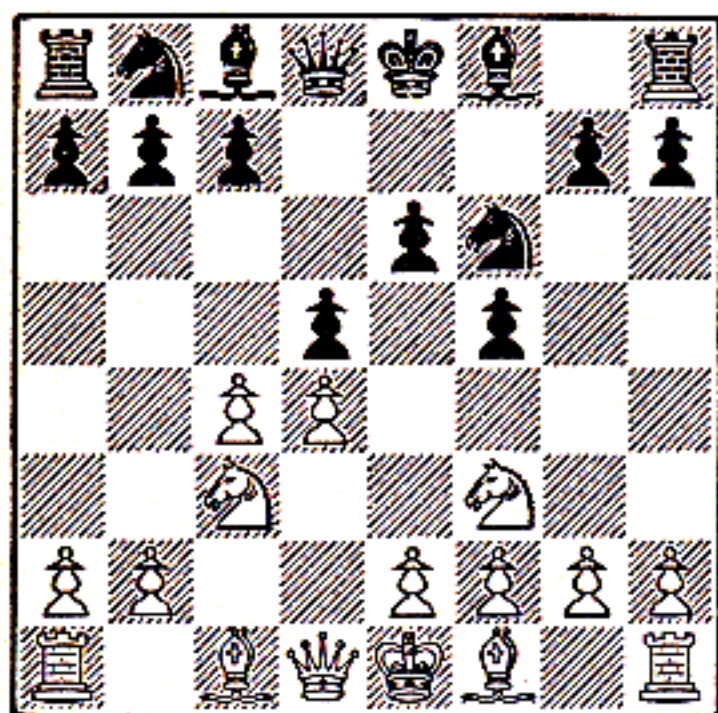
P—Q4

2 points for this move, which has the advantage of assuring iron control of Black's K5, together with the drawback of permitting an even more vigorous control of Black's K4, which has now become a "hole."

2 points for 4 . . . B—Kt5, with the idea of getting rid of this Bishop and eventually playing . . . P—Q3, . . . Q—K2 and . . . P—K4.

1 point for 4 . . . P—QKt3 or 4 . . . P—KKt3, each of

these fianchetto developments having the disadvantage of permitting White to play P—Q5 effectively later on.



White's next move will seriously hamper his further development.

5 P—K3

1 point for this move, which is definitely weak, since it shuts in the Queen's Bishop and offers no difficulties for Black.

2 points for 5 P—KKt3 or 5 B—B4. Either of these moves would have preserved the mobility of the QB.

5 . . .

P—B3

2 points for this move or 5 . . . B—K2 or 5 . . . B—Q3 or 5 . . . Kt—K5.

1 point for 5 . . . B—Kt5, which would not be so good at this stage; since Black has weakened his black squares, it has become important to retain the KB.

6 B—Q3

2 points for this move or 6 Kt—K5.

6 . . .

B—Q3

2 points for this move, which is the strongest development for the King's Bishop.

7 ○—○

2 points for this move or 7 Kt—K5.

1 point for 7 P×P, which is discussed later on.

7 . . . ○—○

2 points for this move or 7 . . . QKt—Q2.

8 Kt—K2?

No credit for this move, which is poor for a number of reasons: it moves the Queen's Knight twice for no useful purpose; it neglects White's development; and above all it fails to seize control of White's K5.

2 points for 8 Kt—K5, which would have occupied the vital center square K5 and at the same time put an end to Black's attacking chances on the diagonal QKt1—KR7.

1 point for 8 P×P, which is an indifferent move because Black replies 8 . . . KP×P with a fine free game: the King file is opened for his King's Rook and his Queen's Bishop's scope is increased somewhat.

8 . . . QKt—Q2

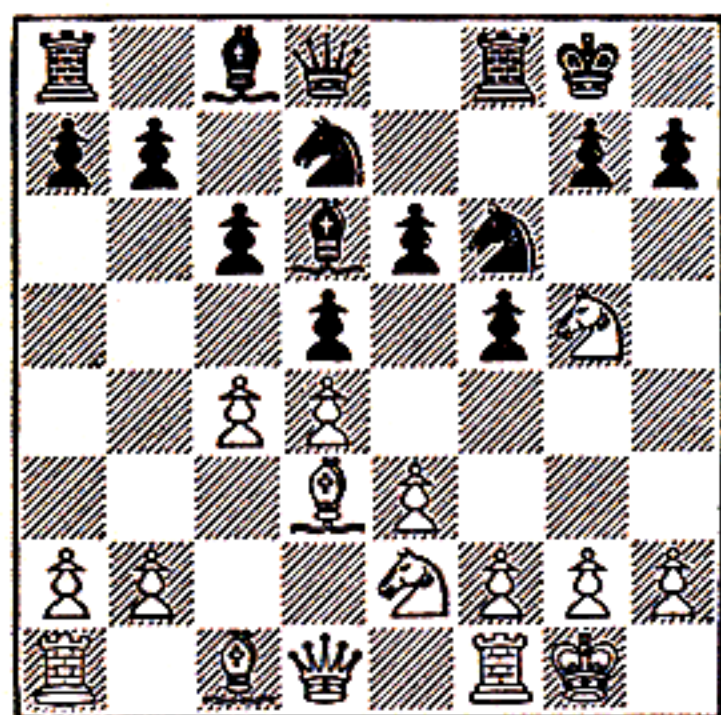
2 points for this move or 8 . . . Q—K1 (the latter is a characteristic maneuver for attacking purposes). The text has the virtue of preventing Kt—K5 so that Black now has genuine attacking chances.

9 Kt—Kt5?

Deduct 2 points for this move, which continues the neglect

of White's development and is disadvantageous in other respects.

2 points for 9 Kt—B4 or 9 P—QKt3 or 9 P×P. The exchange of Pawns would not be so favorable for Black as on the previous move, for now he would have to recapture with the BP.



Black is about to make the first of a long series of sacrifices!

9 . . .

B x Pch!

3 points for this move, which takes full advantage of White's mistake and at the same time begins an amazingly deep combination.

1 point for 9 . . . Q—K2 or 9 . . . Q—K1, which would now save the KP but would be much weaker than the text.

10 **K—R1**

2 points for this move.

34 1 point extra credit for Black's correct continuation after 10 K×B.

10 . . .

Kt—Kt5!

3 points for this move, which may have come as a surprise to White.

35 2 points extra credit for demonstrating that 10 . . . Q—K2 is inferior.

11 P—B4

2 points for this move, which seems very strong, as it cuts off the Bishop's retreat.

36 1 point extra credit for giving Black's correct reply to 11 Kt×KP.

11 . . .

Q—K1

2 points for this move. Black loses no time in coming to the aid of his trapped Bishop.

12 P—KKt3

2 points for this perfectly logical and plausible move. White now intends K—Kt2 followed by Kt—KB3 and if necessary R—R1. But all this takes time, and Black is not idle!

12 . . .

Q—R4

2 points for this move, which at first sight seems inadequate to cope with White's plan.

13 K—Kt2

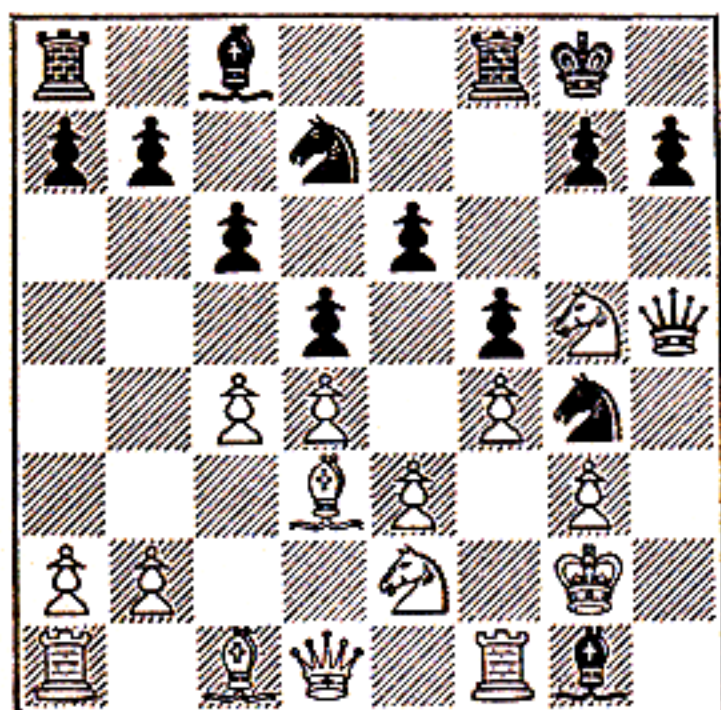
2 points for this move. White is now ready for 14 R—R1 followed by 15 Kt—KB3. This is a tense moment! Can Black rescue the apparently stranded Bishop?

13 . . .

B—Kt8!!!

8 points for this magnificent move, which is the beginning of a really stunning combination. Many more brilliant moves will be needed on Naidorf's part to establish the soundness of this inspired move.

37 2 points extra credit for the most convincing reply to 13 . . . B×P.



Black has just "given away" his King's Bishop. What compensation will he have for it?

14 Kt×B

1 point for this move, which is virtually forced.

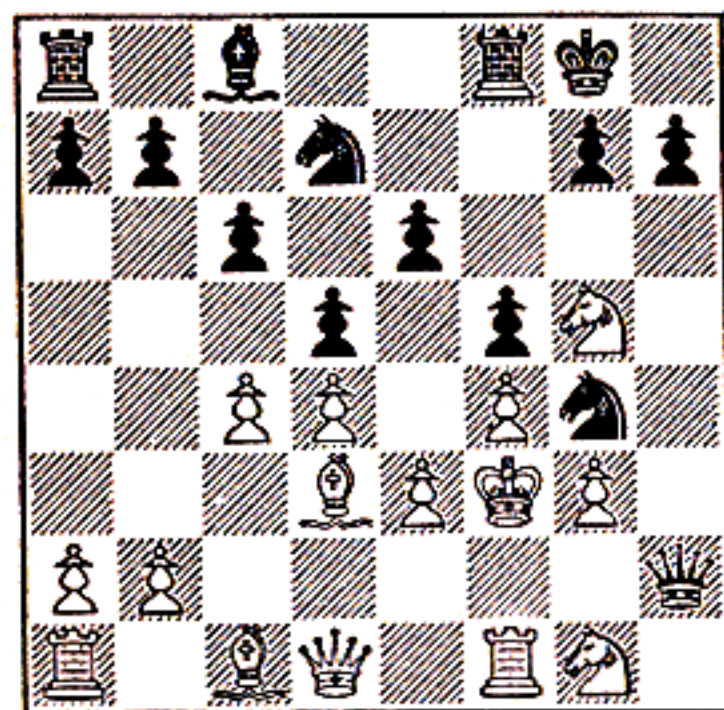
38 1 point extra credit for Black's best reply to 14 R×B.

14 . . . Q—R7ch

2 points for this move, the indicated continuation.

15 K—B3

No credit for this forced move.



White seems to have survived the worst, and it is not clear how the attack is to continue.

15 . . .

P—K4!!

6 points for this fine move, which permits Black's attack to roll on with renewed vigor.

16 **QP x P**

1 point for this move or 16 **BP x P**.

39 2 points extra credit for demonstrating the results of 16 **Q—B2** and 16 **Q—K2**.

16 . . . **QKt x Pch!**

4 points for this move—still another sacrifice!

17 **P x Kt**

No credit for this forced move.

17 . . . **Kt x Pch**

2 points for this move. Black is setting the stage for new sacrifices!

18 **K—B4**

No credit for this move—another forced reply.

18 . . . **Kt—Kt3ch**

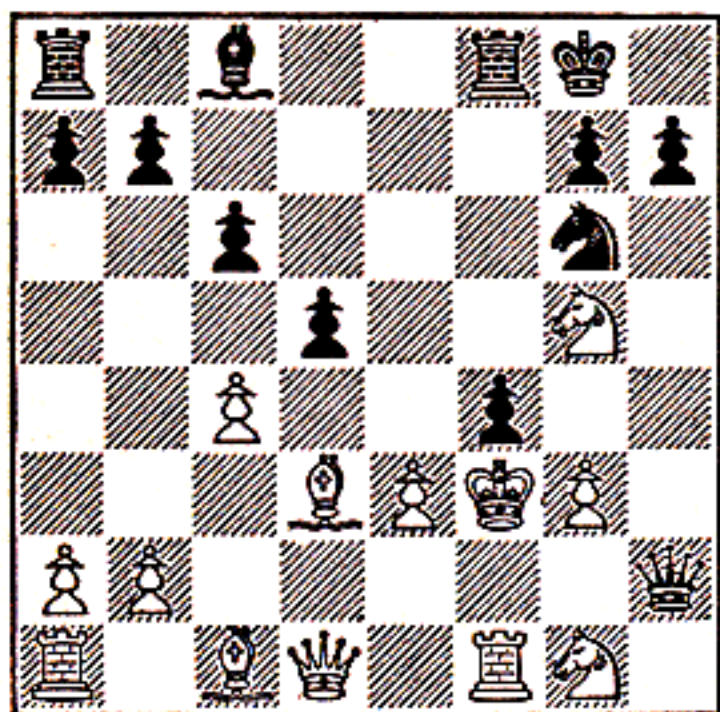
2 points for this move. Black has a perpetual check—or can he do better?

19 **K—B3**

No credit—still another forced move. But now Black seems to have reached an impasse.

19 . . . **P—B5!!**

5 points for this move, which at last breaks White's resistance.



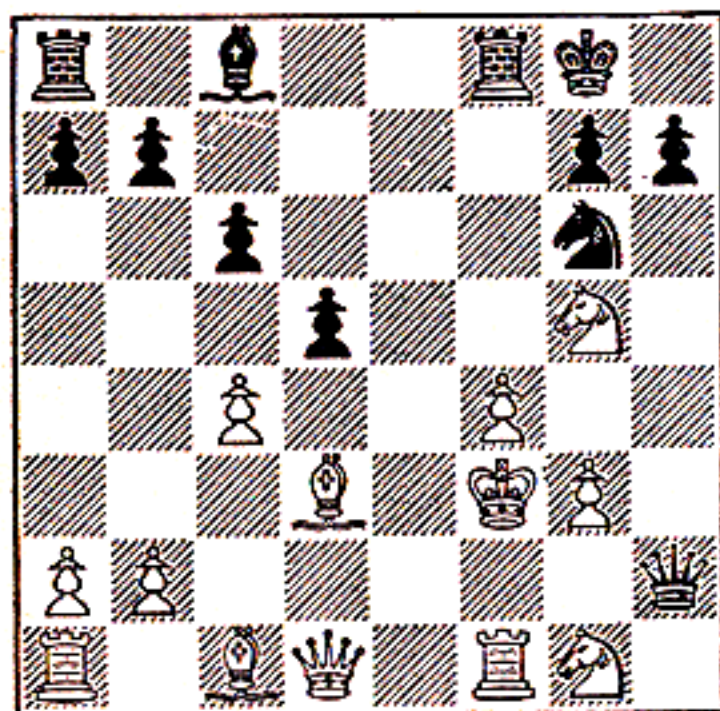
Black's King's Bishop's Pawn acts as a battering ram to demolish White's position.

20 KP x P

1 point for this move.

40 *1 point extra credit each for the correct replies to 20 P—Kt4 or 20 KtP x P.*

41 *2 points extra credit for the correct reply to 20 B x Kt.*



The stage is set for Black's third sacrifice!

20 . . .

B—Kt5ch!!

5 points for this decisive move.

21 K x B

No credit for this move.

42 1 point extra credit for the best continuation after 21 K—K3.

21 . . . **Kt—K4ch!!**

5 points for this move—the fourth and last sacrifice!

22 **P x Kt**

No credit for this move.

22 . . . **P—R4 mate**

1 point for this move. Note that Black has sacrificed all his minor pieces in 22 moves! A superbly executed attack.

Summary: White's neglected and ineffectual development allowed Black to work up an extraordinarily brilliant attack which finally stripped White's King of all defensive resources.

Analysis of the Maximum Score

	Points
White's moves	29
Black's moves	66
Extra Credits	14
Total Maximum Score	<u>109</u>

How to Grade Your Score

	Points
Master Strength	from 98 to 109
Excellent	“ 76 “ 97
Good	“ 55 “ 75
Fair	“ 32 “ 54

Answers to Questions in the Text

- 34** If 10 K×B, Kt—Kt5ch followed by 11 . . . Q×Kt and wins. (1 point)
- 35** If 10 . . . Q—K2; 11 P—KKt3, Kt—Kt5; 12 Kt—KB3, Q—K1; 13 K—Kt2, Q—R4; 14 R—R1 wins the Bishop. (2 points)
- 36** If 11 Kt×KP, Q—R5 is crushing. (1 point)
- 37** If 13 . . . B×P; 14 R—R1, B—R7; 15 Kt—KB3 and White calmly picks off the Bishop at his leisure. (2 points)
- 38** If 14 R×B??, Q—R7ch and mate next move. (1 point)
- 39** If 16 Q—K2, P—K5ch; 17 Kt×P, QP×Ktch; 18 B×P, P×Bch and wins. If 16 Q—B2, P—K5ch; 17 Kt×P, QP×Ktch; 18 B×P, P×Bch; 19 Q×P, Q—R8ch winning the Queen. (2 points)
- 40** If 20 P—KKt4?, Kt—K4 mate. (1 point) If 20 KtP×P?, Kt—K4 mate. (1 point)
- 41** If 20 B×Kt, B—Kt5ch! (not 20 . . . P×KtPch?; 21 B—B7ch); 21 K×B, Q×Pch; 22 K—R5, P×Bch; 23 K×P, R—B3ch; 24 K—R5, R—R3 mate. (2 points)
- 42** If 21 K—K3, B×Q; 22 R×B, Q×Pch; 23 K—Q4, Kt×P winning easily. (1 point)

MATCH, 1919

WHITE

R. H. V. Scott

1 P—K4

2 points for this move.

1 . . .

2 points for this move.

2 Kt—KB3

2 points for this move.

2 . . .

2 points for this move.

3 B—Kt5

2 points for this move.

3 . . .

*2 points for this move (the Steinitz Defense), which usually gives Black a cramped position.**2 points also for 3 . . . P—QR3 (Morphy Defense) or 3 . . . Kt—B3 (Berlin Defense) or 3 . . . Kt—Q5 (Bird's Defense) or 3 . . . P—B4 (Schliemann Defense) or 3 . . . P—KKt3 (Fianchetto Defense) or 3 . . . KKt—K2 (Cozio Defense).*

4 P—Q3

BLACK

W. Winter

P—K4

Kt—QB3

P—Q3

2 points for *this* move, which, however, is a bit too slow.
 2 points also for 4 P—Q4 (the most forthright continuation)
 or 4 B×Ktch or 4 Kt—B3 or 4 P—B3 or 4 O—O.

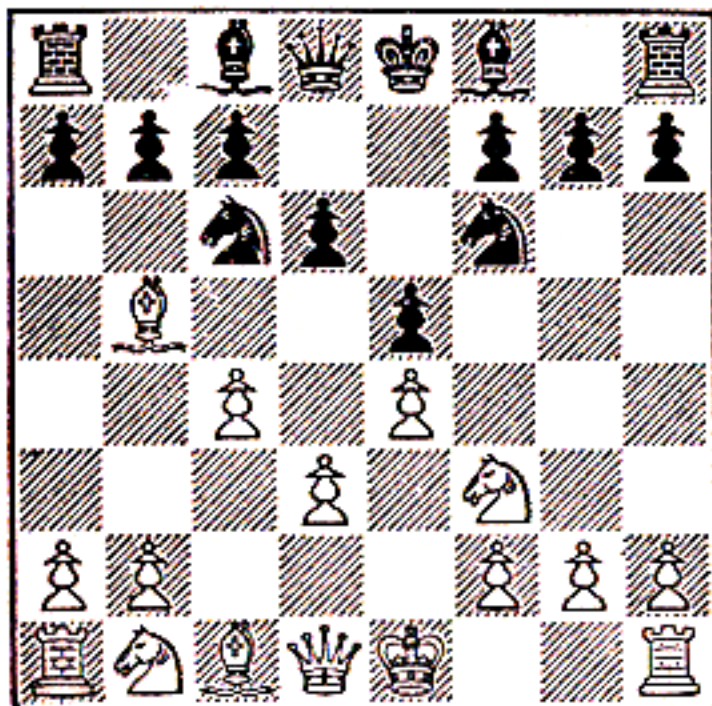
4 . . . **Kt—B3**

2 points for *this* move, which is safe and sound.
 2 points also for the more daring 4 . . . P—B4 or the immediate 4 . . . P—KKt3.

5 **P—B4**

2 points for *this* move, which is hard to evaluate. It sets up a powerful grip on Black's center, but it leaves White's King's Bishop with little scope (the White Pawns on white squares impede the action of the Bishop). In addition, if White later plays P—Q4, he may find his position on the long diagonal rather weak. This consideration will become important later on.

2 points also for the alternatives 5 Kt—B3 or 5 P—B3 or 5 Q—K2 or 5 O—O.



What is the most effective way for Black to develop his King's Bishop?

5 . . .

P—KKt3!

3 points for this excellent move. As will be seen, the King's Bishop is posted admirably and strikes along the diagonal with considerable effect.

2 points for 5 . . . B—K2 or 5 . . . B—Kt5 or 5 . . . B—Q2.

6 Kt—B3

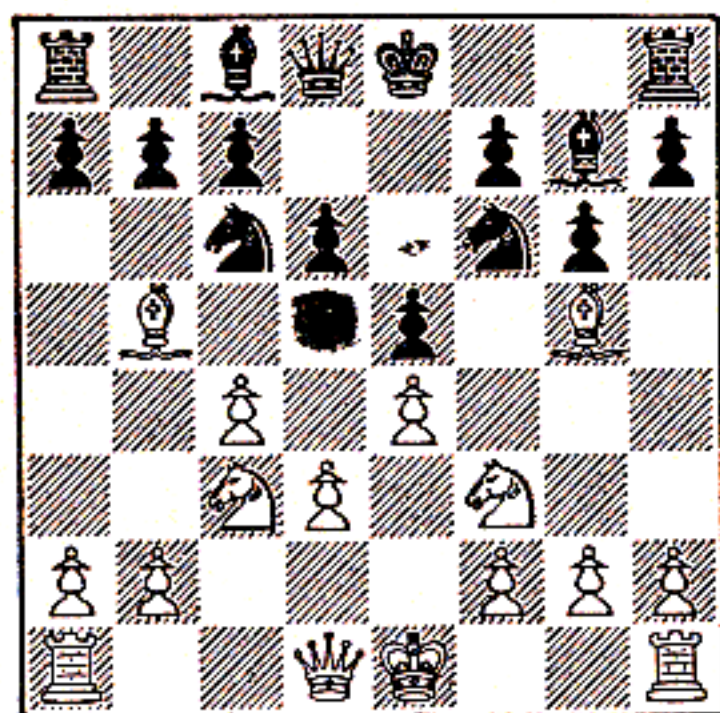
2 points for this move or 6 O—O.

2 points also for 6 P—Q4, which is probably about as good as the text despite the loss of time involved. The game might then continue: 6 . . . P×P; 7 Kt×P, B—Q2; 8 Kt—QB3, B—Kt2 and the rather insecure state of White's Q4 gives Black an excellent game.

6 . . . B—Kt2

2 points for this move, which is the indicated developing move.

7 B—Kt5



The development of White's Queen's Bishop looks attractive, but actually it has little value.

2 points for White's last move, which is played with the idea of provoking . . . P—KR3 (else Kt—Q5 can be an-

noying). White has apparently already made up his mind to castle Queen-side; hence he is eager to provoke what he hopes will be a weakness in Black's King-side.

2 points for the alternatives 7 P—KR3 and 7 O—O.

7 . . .

P—KR3

2 points for this move.

8 **B—K3**

2 points for this move.

8 . . .

O—O

2 points for this move, or for the waiting moves 8 . . . Q—K2 or 8 . . . B—Q2.

9 **Q—Q2**

1 point for this weak move. White seems to be under the impression that by attacking the King's Rook Pawn, he is gaining a tempo for castling Queen-side. However, his losses on the transaction will outweigh his gains.

2 points for 9 P—KR3 or 9 O—O.

9 . . .

Kt—KKt5!

3 points for this move, which accomplishes a great deal: it guards the King's Rook Pawn, obtains two Bishops against Bishop and Knight and makes way for a possible advance of Black's King's Bishop Pawn.

2 points for the orthodox and uninspired 9 . . . K—R2.

10 **B x Kt?**

No credit for this move, which is a serious mistake. It leaves Black with two Bishops against two Knights (almost in-

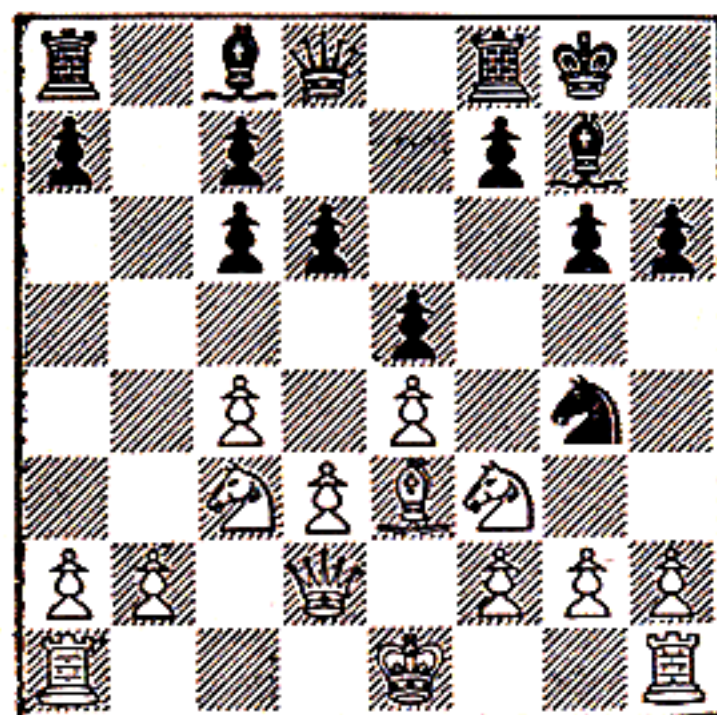
variably an enormous advantage for the player with the Bishops); and it gives Black an open Queen's Knight file, which will be a valuable means of attack in the event that White goes ahead with his plan of castling Queen-side.

1 point for 10 O—O.

10 . . .

P x B

1 point for this move.



Black has all the play: a strong Pawn center, two powerful Bishops, an open Queen's Knight file, prospects of opening the Queen file.

11 O—O—O?

No credit for this move, which exposes White to a strong attack without any compensating attacking prospects for himself.

2 points for 11 O—O, which was the normal continuation. In that event, however, *11 . . . P—KB4* gives Black a splendid game.

11 . . .

Kt x B

2 points for this move. Now Black has two Bishops against two Knights. As will be seen, the Bishops have ample op-

portunity to utilize their aggressive tendencies, whereas the Knights can accomplish very little.

12 P x Kt

2 points for this move or 12 Q x Kt. The text is apparently played to take the sting out of an eventual . . . P—KB4; but Black has other ways of proceeding.

12 . . .

B—K3

2 points for this move, which develops the Queen's Bishop, trains it against White's castled position and prepares for . . . P—Q4.

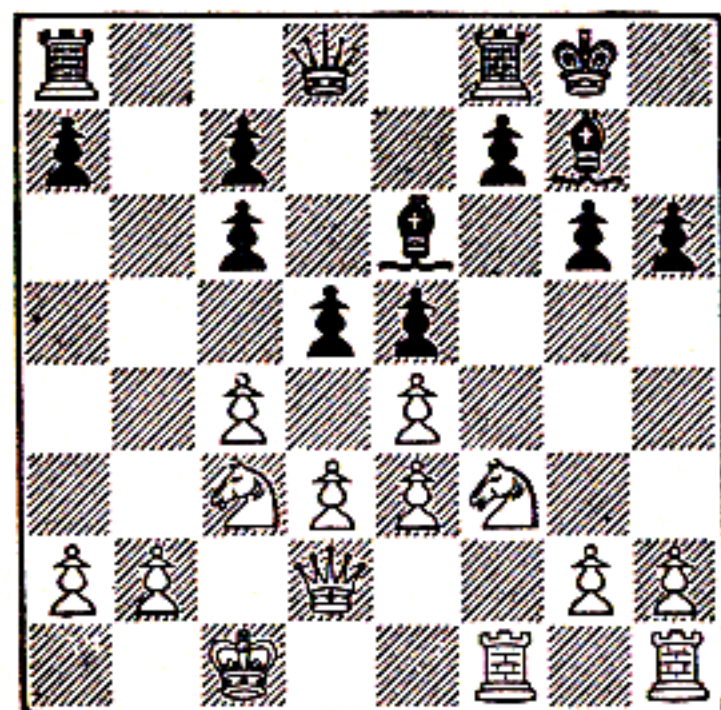
13 QR—B1

1 point for this move, which is valueless, and has the additional drawback of removing a potentially important defensive piece from the White King.

2 points for 13 Q—QB2, so that if 13 . . . P—Q4; 14 Kt—Q2 giving White a reasonably solid defensive position.

13 . . .

P—Q4!



Black has taken a big step forward with the advance of the Queen's Pawn.

3 points for Black's last move: he plays to open new lines for his pieces. The Bishops thrive on open lines.

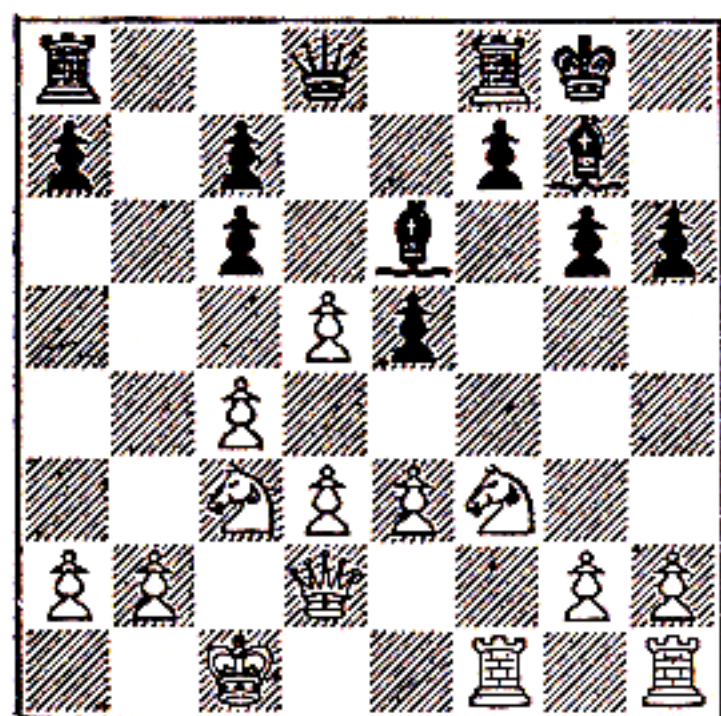
2 points for 13 . . . R—Kt1, getting the Rook into attacking position.

14 KP x P

2 points for this move. It helps Black in his attempt to open up the position, but something had to be done about the threat of 14 . . . P x BP winning a Pawn.

2 points for 14 P—QKt3, which guards the Queen's Bishop Pawn at the cost of creating a new target for Black and of weakening the long diagonal.

2 points for 14 Q—K2, which allows a deterioration of White's Pawn position in return for keeping the position closed, at least temporarily.



Now that White's King's Pawn has disappeared, Black's King's Bishop acquires greater striking power on the long diagonal.

14 . . .

P x P

2 points for this move.

15 Q—K2

2 points for this move. White is trying to avoid any further opening up of the position.

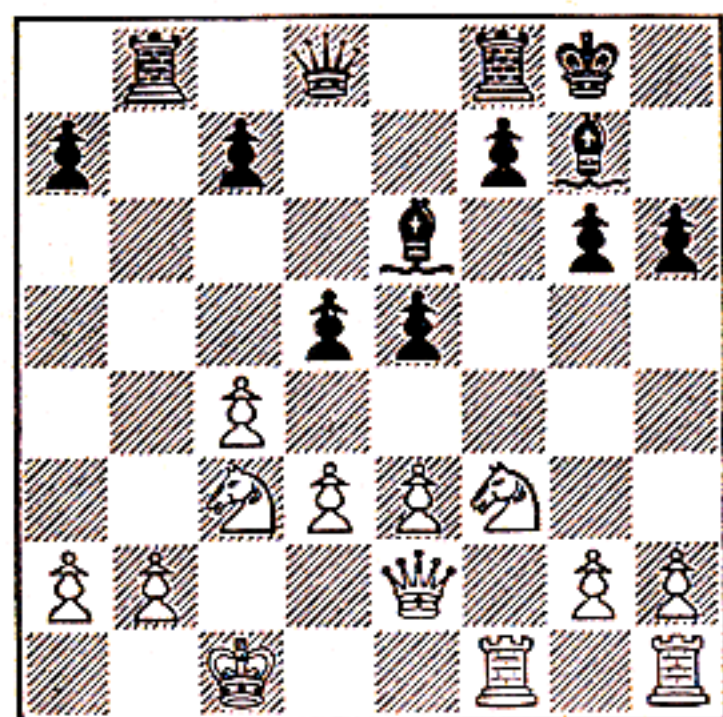
1 point for 15 P×P. After 15 . . . B×P; 16 Kt×B, Q×Kt; 17 K—Kt1, KR—Q1 Black would have a won game, for in addition to his attacking chances he would have lasting pressure on the feeble Queen's Pawn.

15 . . .

R—Kt1!

3 points for this move, which places the Rook on a powerful attacking line.

2 points for 15 . . . P×P, which would open up the game but would liquidate White's weak Queen's Pawn. Black prefers to let this Pawn be a burden to his opponent.



The attack on White's QKt2 is beginning to shape up. Note how it develops from this point on.

16 **Kt—Q2**

2 points for this move. White is rushing reinforcements to the threatened wing.

16 . . .

Q—Q3!

3 points for this move. Now the Queen joins the attack, with such moves as . . . Q—B4 or . . . Q—Kt5 to be reckoned with.

2 points for 16 . . . Q—K2 or 16 . . . P×P.

17 **P×P**

2 points for the text, which indicates that White is losing patience.

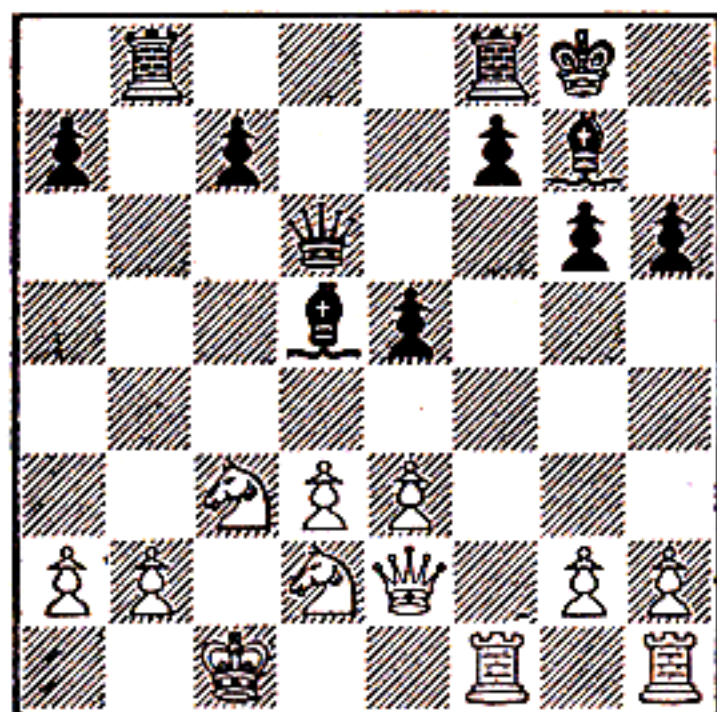
2 points for 17 P—K4, which is best answered by 17 . . . Q—Kt5, with a strong attack.

2 points for 17 R—B2, intending to support QKt2 along the second rank. White's lot is not a happy one.

17 . . .

B x P

2 points for this move. Black's position has become very strong: it is reaching its maximum power.



White has no wholly satisfactory continuation at his disposal.

18 **Kt—B4**

No credit for this move, which is directly refuted.

2 points for 18 Kt(2)—Kt1, which has the appearance of being the most solid move. Unfortunately, after 18 . . . P—QB4 followed by . . . P—B4 and . . . P—K5, Black would still unleash a mighty attack.

2 points for 18 Kt x B, which is answered by 18 . . . Q x Kt; 19 Kt—B4, R—Kt5 threatening . . . P—K5, . . . KR—Kt1 etc. Here again White would be subjected to a strong attack.

2 points for 18 R—Q1 or 18 R—B2, which would have of-

ferred better defensive chances than the text, without holding out any real hope of beating off the attack.

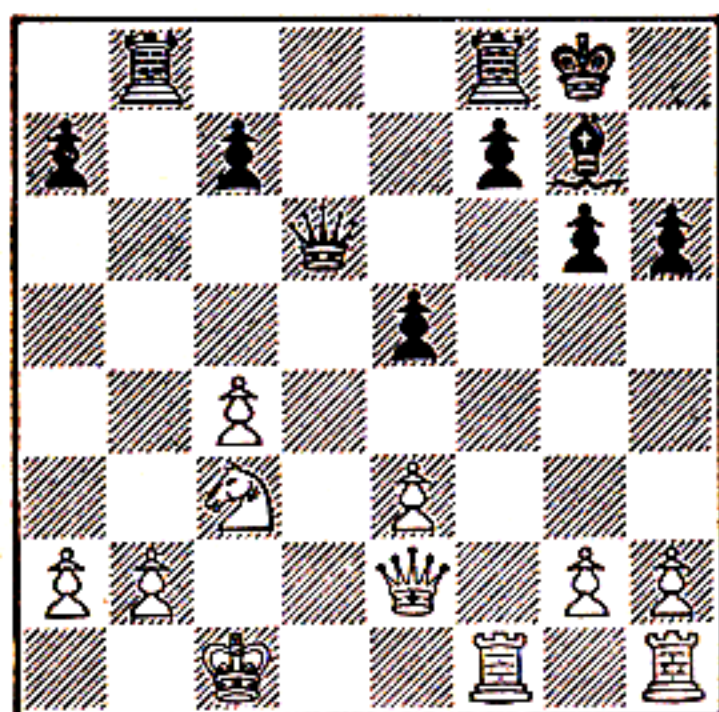
18 . . .

B x Kt!

3 points for this move, which is the prelude to a finely conducted attack.

19 **P x B**

2 points for this move, which is forced.



Black is now ready to initiate the decisive attack.

19 . . .

P—K5!!

5 points for this move, which combines the action of Black's Bishop and Queen's Rook against White's Achilles heel QKt2.

2 points for 19 . . . P—KB4 or 19 . . . R—Kt3 or 19 . . . R—Kt5, which would all be good—but not so good as the text.

43 2 points extra credit for pointing out Black's chief threat.

20 **Q—QB2**

1 point for this move, which cannot hold up Black's attack for long.

1 point for 20 Kt×P, which is likewise inadequate.

44 2 points extra credit for Black's best continuation after 20 Kt×P.

No credit for 20 K—B2?, which loses immediately.

45 2 points extra credit for Black's winning continuation after 20 K—B2?

20 . . .

Q—B4!

4 points for this move, which attacks two Pawns and therefore virtually forces White's reply.

2 points for 20 . . . R—Kt5 or 20 . . . P—KB4 or 20 . . . Q—K3, which are all excellent moves, but lack the strength of the text.

21 **Kt—Q1**

2 points for this move.

No credit for 21 Kt×P or 21 Q×P.

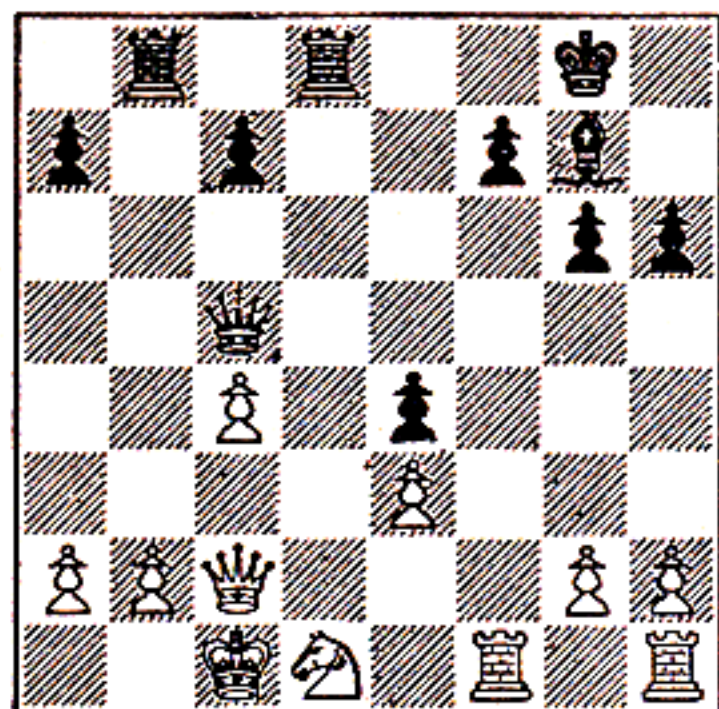
46 1 point extra credit for Black's best continuation after 21 Kt×P.

21 . . .

KR—Q1!

4 points for this move, which strengthens the attack decisively by adding a new piece to the attacking forces. Every Black piece is now magnificently posted for the attack. White, on the other hand, is restricted to purely passive defense—and not very promising defense at that.

2 points for 21 . . . R—Kt5. This would also afford a winning attack, for if 22 P—QKt3, P—QR4 followed by the further advance of the Queen's Rook Pawn.



White is defenseless against the coming attack.

22 Q x P

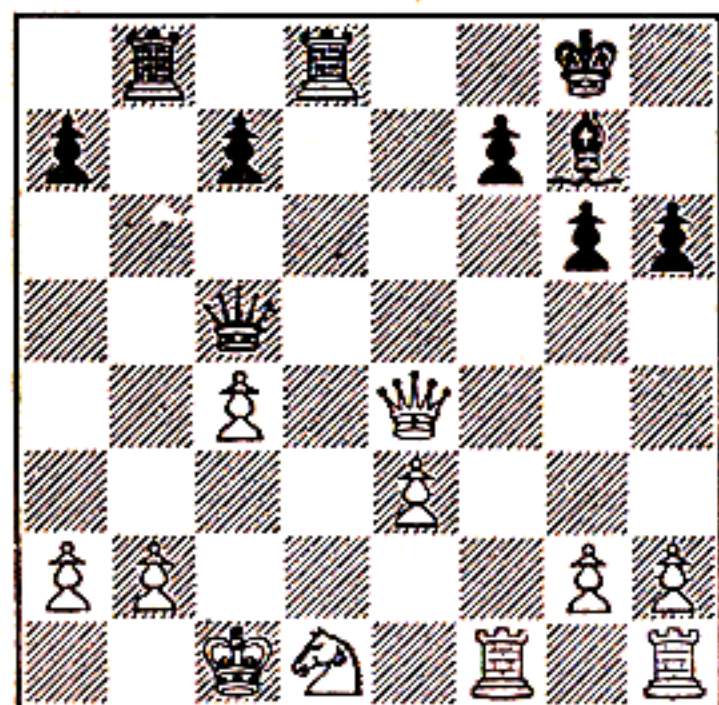
1 point for this move, which allows Black to finish off brilliantly.

1 point for 22 P—QKt3, which would also permit a clever conclusion.

1 point for 22 R—B2, which is likewise proved inadequate.

47 2 points extra credit for Black's best play after 22 P—QKt3.

48 2 points extra credit for Black's best line after 22 R—B2.



Now Black winds up the game in brilliant style.

22 . . .

B x Pch!

5 points for this energetic move, which leaves White at a loss for a good reply.

3 points for 22 . . . Q—QR4, which also wins.

23 Kt x B

1 point for this move, which has no pretensions to being an adequate defense. But there is nothing better.

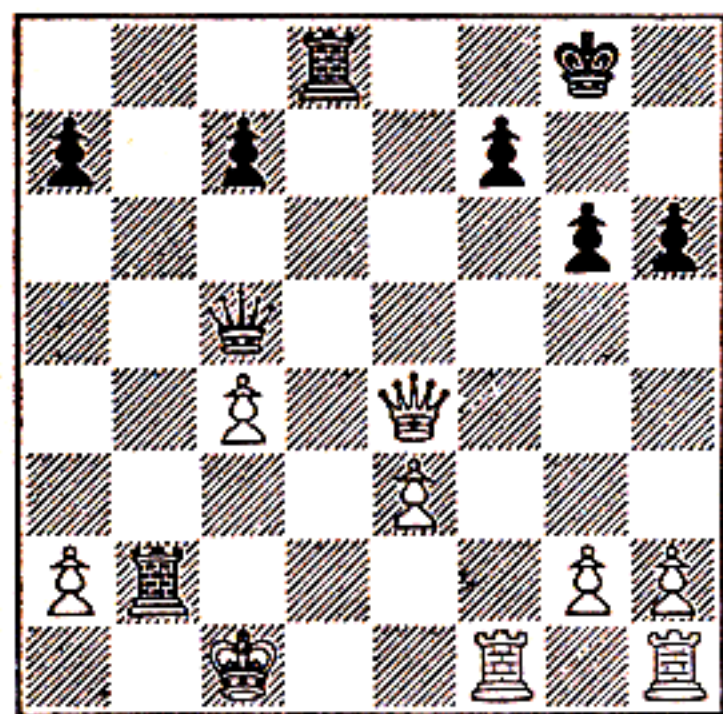
1 point for 23 K—B2, against which Black has a winning line of play.

49 2 points extra credit for Black's strongest continuation after 23 K—B2.

23 . . .

R x Kt!

4 points for this fine move, which is, to be sure, the necessary sequel to Black's previous sacrifice.



Dare White capture the proffered Rook?!

24 R—Q1

No credit for this move, which leads to quick loss.

No credit for 24 K x R or 24 Q—B4, which likewise lose quickly.

50 2 points extra credit for Black's proper continuation in reply to 24 K x R.

51 2 points extra credit for Black's best reply to 24 Q—B4.

24 . . .

R(1)—Kt1

2 points for this move, which menaces instant destruction with 25 . . . Q—R6.

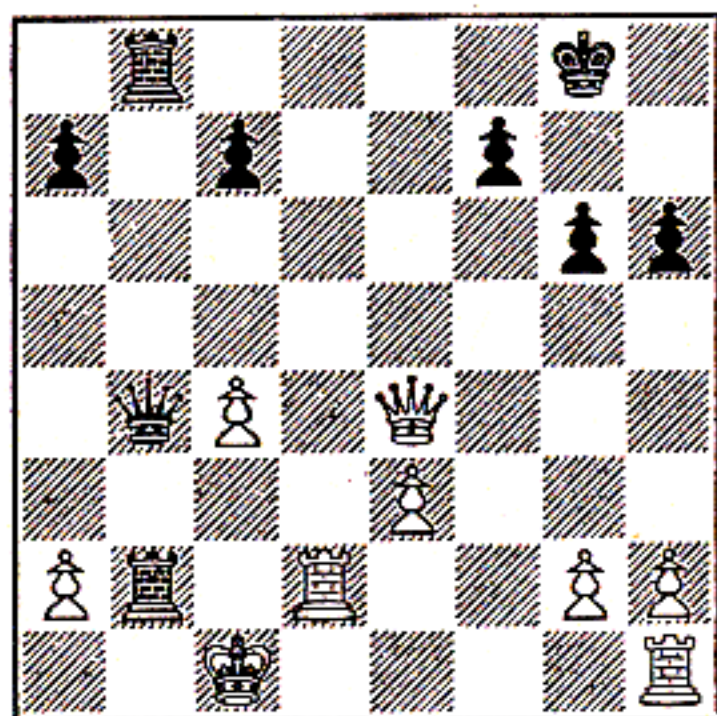
25 **R—Q2**

No credit for this move. There are no good moves in this position.

25 . . .

Q—Kt5!

3 points for this move, which is crushing.



White's position is hopeless.

White resigns

52 2 points extra credit for the correct explanation for White's surrender.

Summary: White's opening strategy was bad: he gave Black the two Bishops, an open Queen's Knight file and a powerful center. Black worked up a crushing attack in which his King Bishop and Queen Rook concentrated on White's weak point QKt2. The final play deriving from these conditions is understandably brilliant and drastic.

Analysis of the Maximum Score

	Points
White's moves	42
Black's moves	68
Extra Credits	19
Total Maximum Score	<u>129</u>

How to Grade Your Score

	Points
Master Strength	from 116 to 129
Excellent	" 90 " 115
Good	" 65 " 89
Fair	" 39 " 64

Answers to Questions in the Text

43 Black threatens 20 . . . B×Kt; 21 P×B, Q—R6ch; 22 K—Q1 (if 22 K—B2, R—Kt7ch wins), R—Kt8ch and mate next move. (2 points)

44 If 20 Kt×P, Q—K2! (even stronger than 20 . . . R×P) with a winning attack: 21 Q—QB2, R×P etc. or 21 Kt—B3, B×Kt; 22 P×B, Q—R6ch and wins. (2 points)

45 If 20 K—B2?, B×Kt (the simplest); 21 P×B (or 21 K×B, Q—Kt5ch; 22 K—Q4, KR—K1!), Q—R6 and White can resign. (2 points)

46 If 21 Kt×P, Q×Pch; 22 Kt—Q2 (or 22 K—Kt1, R×Pch; 23 Q×R, B×Q; 24 K×B, Q×Kt), R×P and wins. (1 point)

47 If 22 P—QKt3, Q—R6ch; 23 K—Kt1, R—Q6; 24 Kt—Kt2, KR×KtP; 25 P×R, R×P; 26 R—B2, R×Ktch; 27 Q×R, B×Q; 28 R×B, Q×P with an easy win. (2 points)

- 48** If 22 R—B2, R×Ktch; 23 Q×R, Q×KPch; 24 Q—Q2, B×Pch; 25 K—B2, Q—B4 (threatening 26 . . . P—K6 or 26 . . . Q×Pch); 26 Q—K2, B—Q5 and wins. (2 points)
- 49** If 23 K—B2, Q—Kt5; 24 R—B2, Q—R5ch; 25 K—Kt1, R×Ktch etc. (2 points)
- 50** If 24 K×R, Q—Kt5ch; 25 K—R1, Q—B6ch; 26 K—Kt1, R—Kt1ch and mate next move; or 25 K—B1, Q—Q7ch and mate in three, or 25 K—B2, R—Q7ch and mate next move. (2 points)
- 51** If 24 Q—B4 (apparently dangerous for Black), R—Kt3!; 25 Q×Pch, K—R1 and White is helpless. (2 points)
- 52** After 26 R×R, Q×Rch White must lose a Rook, aside from mating possibilities. (2 points)

6. CARO-KANN DEFENSE

USSR CHAMPIONSHIP, 1944

WHITE

BLACK

A. Sokolsky

D. Bronstein

1 P—K4

2 points for this move.

1 . . .

P—QB3

2 points for this move.

2 Kt—KB3

This move clearly indicates that White is intent on avoiding hackneyed lines.

2 points for the text or 2 P—Q4 or 2 Kt—QB3.

2 . . .

P—Q4

2 points for this move. Immediate opposition in the center is the basic idea of the defense.

3 Kt—B3

2 points for this move or 3 P×P or 3 P—K5. The text is probably White's best move, but it would hardly be fair to give less credit for the alternative moves.

3 . . .

P×P

2 points for this move or 3 . . . B—Kt5.

1 point for 3 . . . P—Q5, which, despite its apparently ag-

gressive character, is inferior. White would play 4 Kt—K2 and undermine the advanced Pawn later on with P—B3.

4 Kt x P

1 point for this move.

4 . . .

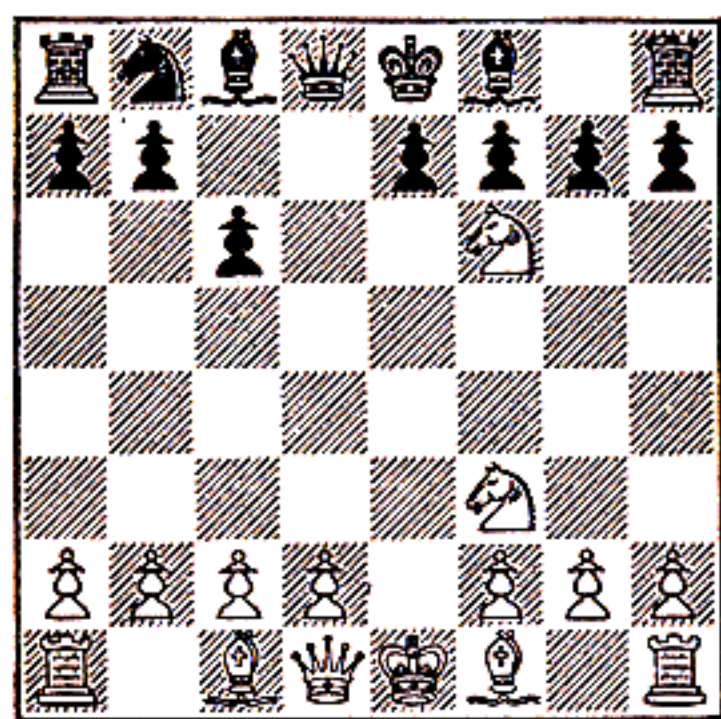
Kt—B3

2 points for this move or 4 . . . B—Kt5 or 4 . . . B—B4.

5 Kt x Ktch

2 points for this move or 5 Kt—Kt3.

The capture confronts Black with a critical choice.



How should Black recapture?

5 . . .

KtP x Kt

2 points for this move or 5 . . . KP x Kt.

Either mode of capture conjures up potential difficulties for Black. Thus, after the text, his King-side Pawn position may turn out to be weak later on, and his development is apt to proceed rather slowly. After 5 . . . KP x Kt, on the other hand, Black's development would be easy and rapid, but White's Queen-side would be a real asset for the endgame.

6 P—Q4

2 points for this move, which has become essential if White is to have a fair share of the center.

6 . . . **B—Kt5**

2 points for this move or 6 . . . B—B4.

1 point for 6 . . . P—K3, which would limit the mobility of Black's Queen's Bishop.

7 **B—K2**

2 points for this move or 7 B—K3.

7 . . . **P—K3**

2 points for this move or 7 . . . Kt—Q2.

1 point for 7 . . . P—K4.

53 1 point extra credit for White's best course against 7 . . . P—K4.

8 **B—K3**

2 points for this move or 8 O—O.

8 . . . **Kt—Q2**

2 points for this move or 8 . . . B—Q3 or 8 . . . B—K2.

9 **O—O**

2 points for this move.

9 . . . **B—Q3**

2 points for this move or 9 . . . Q—B2 (intending to castle Queen-side).

54 1 point extra credit for indicating White's general plan in the event that Black castles Queen-side.

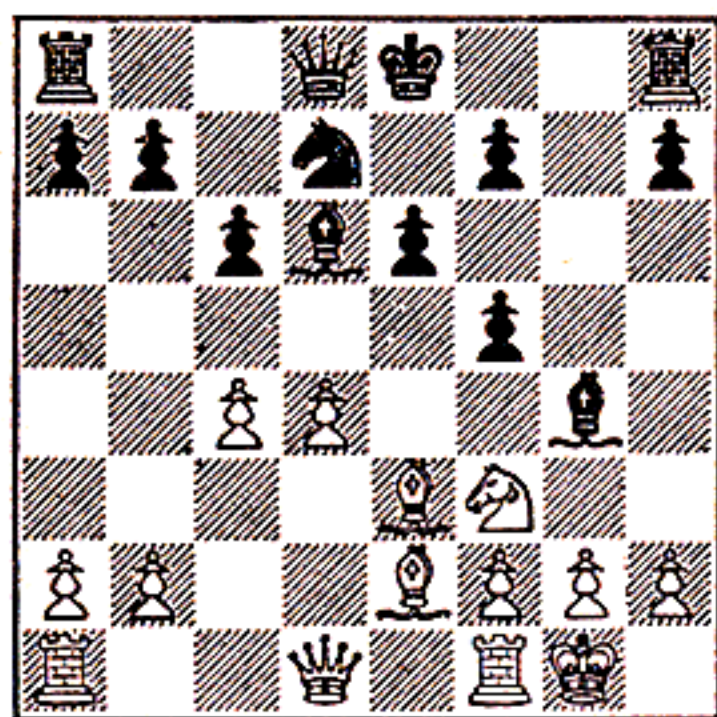
10 **P—B4**

2 points for this move, which has some dynamic possibilities.
1 point for 10 Q—Q2 or 10 Kt—Q2.

10 . . .

P—KB4

1 point for this move, which does not turn out too well.
2 points for 10 . . . Q—B2 or 10 . . . O—O, although the latter move might eventually turn out to have exposed Black's King unduly.



White takes the initiative with a formidable thrust in the center.

11 **P—Q5!**

3 points for this move, which opens up the position advantageously and gives White powerful attacking prospects. An incidental result is that Black cannot afford to castle Queenside later on.

11 . . .

BP x P

2 points for this move.

1 point for 11 . . . KP x P, which would leave Black with a weakened Pawn position.

1 point for 11 . . . B—B4, which would leave Black with a poor Pawn position after 12 P x BP or 12 P x KP.

12 **P x P**

2 points for this move.

12 . . .

P—K4

2 points for this move, which seems to solidify Black's Pawn position somewhat. Later on this impression will be shown to be deceptive, as Black's advanced KBP will be weak and White's passed QP will turn out to have diabolic powers!

13 **Kt—Q2!**

3 points for this move, which initiates the attack against Black's weak Pawns. At the same time Black is virtually compelled to exchange Bishops, thus bringing White's Queen into play to good effect.

13 . . .

BxB

2 points for this move.

1 point for 13 . . . KR—Kt1, which could be answered effectively with *14 Kt—K4!*

14 **QxB**

1 point for this move.

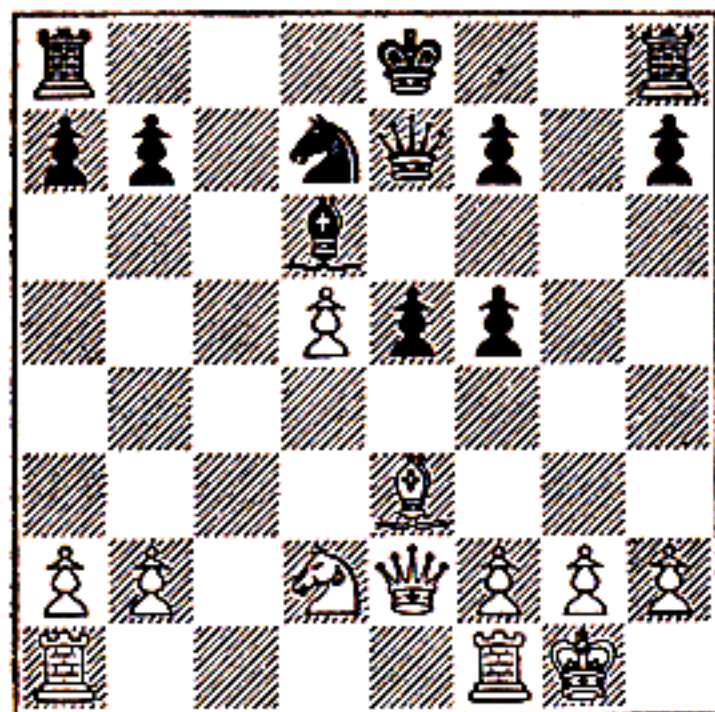
14 . . .

Q—K2

1 point for this move.

1 point for 14 . . . Q—B3, which would have saved time. *Deduct 1 point for 14 . . . P—B5?*, which is of course answered by *15 B×BP*. The position of the Black King in the center is beginning to be uncomfortable!

Both players are aggressive and are trying to force the issue. However, Black is at a disadvantage, because his King is not castled. He has reason to regret this as the game goes on.



Black threatens to win a piece with . . . P—B5.

15 Q—R5!

3 points for this move. White nonchalantly disregards the threat of . . . P—B5.

Deduct 2 points for 15 P—B4^p which would have lost a piece (15 . . . P×P).

15 . . .

Q—B3

2 points for this move.

No credit for 15 . . . P—B5.

55 2 points extra credit for demonstrating how White meets 15 . . . P—B5 victoriously.

16 P—B4!

3 points for this move, which has both strategical and tactical significance; it fixes Black's Pawn at KB4 and it offers the sound sacrifice of a piece.

16 . . .

Q—Kt3

2 points for this move or 16 . . . P—K5.

No credit for 16 . . . P×P, which leaves Black with a strategically lost game.

56 2 points extra credit for demonstrating White's best continuation after 16 . . . P×P; 17 B×BP, Q—Q5ch.

17 **Q—R3!**

3 points for this move, which forces Black's reply, as he cannot permit his BP to be exposed to double attack. Note at the same time that White's Queen is well placed to ward off any possible attack along the KKt file.

17 . . . **P—K5**

2 points for this move. Black has no choice.

18 **Kt—B4!**

3 points for this move. The Knight is cleverly transferred to a more effective square.

18 . . . **B—B2**

2 points for this move or 18 . . . B—K2.

19 **B—Q4!**

3 points for this move, which gains time for an important maneuver.

2 points for 19 QR—Q1, which would also have been quite good.

19 . . . **KR—Kt1**

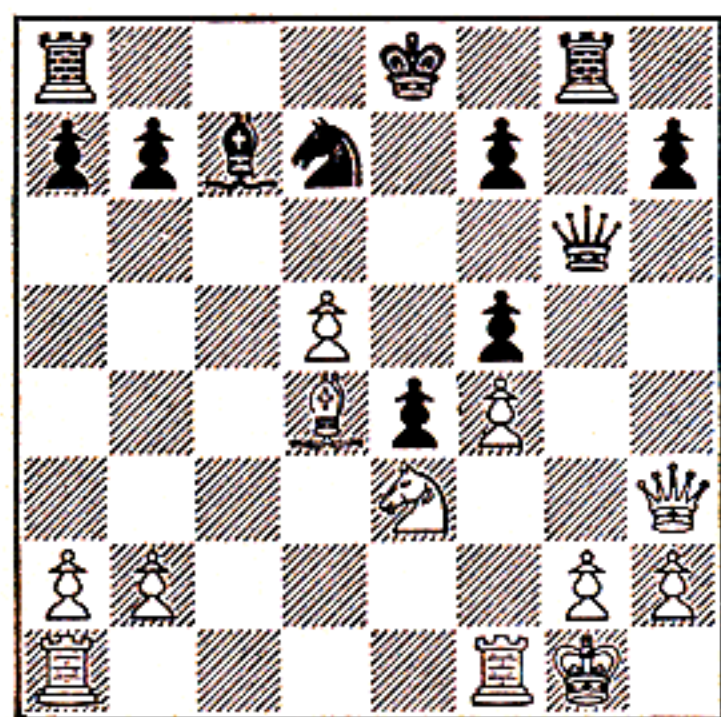
2 points for this move.

57 2 points extra credit for giving the correct procedure against 19 . . . O—O.

20 **Kt—K3!**

3 points for this move, which completes the Knight's trip to a magnificent post. At K3 it blockades Black's passed KP,

guards White's passed Pawn and menaces Black's feeble BP. The harmonious cooperation of White's pieces is striking.



White's splendidly centralized Knight is posted to the greatest possible advantage.

20 . . .

B—Kt3

2 points for this move, which is virtually forced. On other moves, White would simply annex the KBP.

21 **BxB**

2 points for this move, which is simple and strong.

2 points for 21 QR—Q1 or 21 KR—Q1, which would also be satisfactory.

1 point for 21 Kt×P, which would only lead to superfluous complications after 21 . . . B×Bch; 22 Kt×B, Q—Kt3; 23 Q—QB3, Kt—B3; 24 KR—K1, R—Q1 etc.

21 . . .

QxB

1 point for this move.

1 point for 21 . . . Kt×B; for after 22 QR—Q1, White would win the BP.

22 **QR—B1!**

3 points for the text, which is primarily played to prevent Black from castling.

1 point for 22 K—R1. This would have won a Pawn, but would have permitted Black to put up some resistance with 22 . . . O—O—O.

22 . . .

Kt—B3

2 points for this move, which is rather an ingenious attempt to stave off material loss.

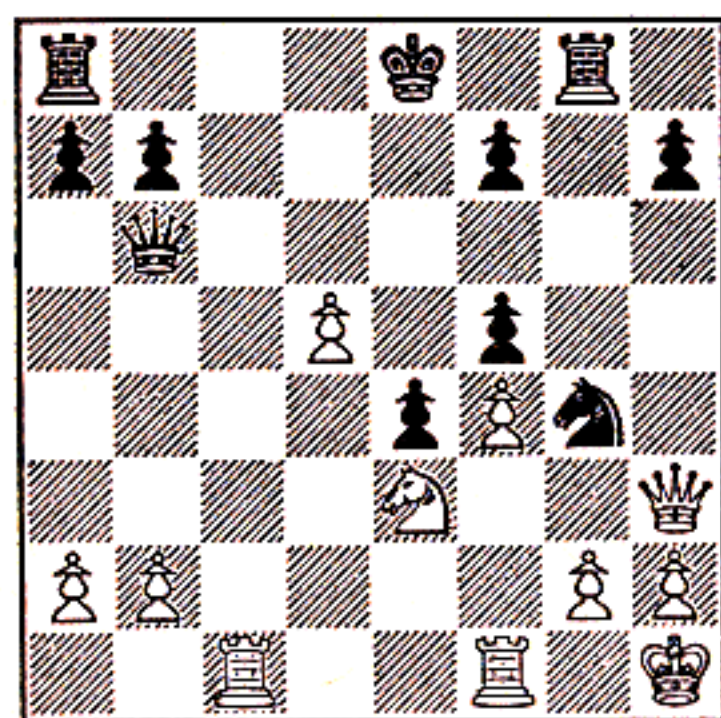
23 K—R1

2 points for this move, which forces Black's hand.

23 . . .

Kt—Kt5!?

2 points for this move, which saves the menaced Pawn for the time being. Black is defending well, under the circumstances.



White has the choice between winning a Pawn or continuing the pressure. What should his decision be?

24 Kt x Kt!

3 points for this move, which proves decisive in short order. Deduct 2 points for 24 Q x P?

58 5 points extra credit for giving Black's strongest line against 24 Q×P?

24 . . . **R×Kt**

2 points for this move.

No credit for 24 . . . P×Kt, which loses at least a Pawn after 25 Q×RP.

25 **Q—QB3!**

3 points for this move, which initiates a very fine winning maneuver, and incidentally gains time by threatening Q—R8ch.

No credit for 25 Q×P, which would allow Black to play 25 . . . Q×P; 26 P—Kt3 (White must guard against the mate), Q—B3 and Black has far better chances than after the text.

25 . . . **K—B1**

1 point for this move.

1 point for 25 . . . Q—Kt3.

59 1 point extra credit for the strongest reply to 25 . . . Q—Kt3.

26 **Q—K5!**

3 points for this powerful centralizing move, which is much stronger than Q—R8ch, as will be seen.

26 . . . **Q—Kt3**

2 points for this move.

27 **P—Q6**

2 points for the text, which leaves Black with little choice, for if 27 . . . Q—K3; 28 Q—R8ch, R—Kt1; 29 Q×P winning easily.

60 1 point extra credit for pointing out White's chief threat.

27 . . .

R—K1

2 points for this move.

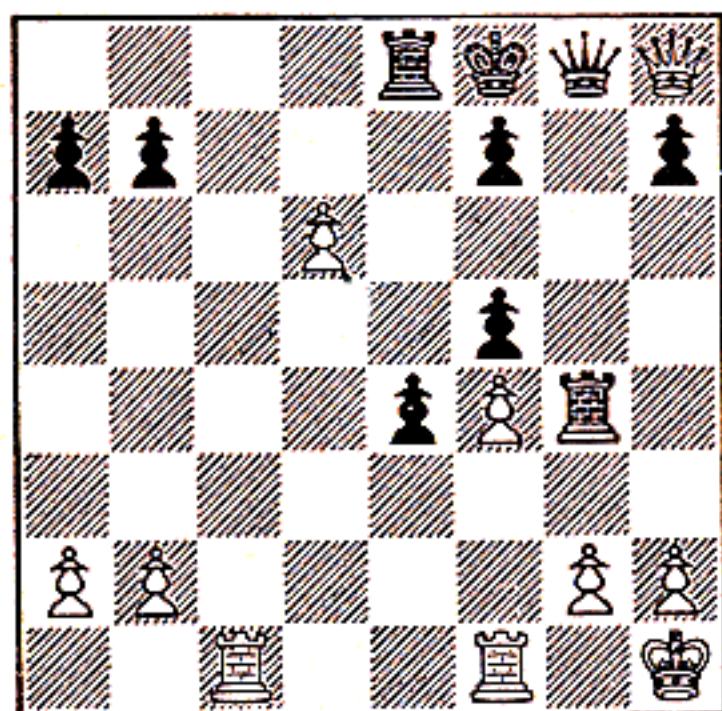
28 **Q—R8ch**

2 points for this move.

28 . . .

Q—Kt1

No credit for this move.



White proceeds to give an astonishing example of the power of a passed Pawn.

29 **P—Q7!!**

5 points for this surprising move.

61 2 points extra credit for White's two alternative continuations after 29 . . . Q×Q or 29 . . . R—Q1.

29 . . .

Resigns

Summary: Black created a weakness in his Pawn structure which was elegantly and forcefully exploited by White during the course of the game. The answers to the special credit

questions give a fascinating insight into the clever means Sokolsky employed to attain strategical goals by tactical methods.

Analysis of the Maximum Score

	Points
White's moves	71
Black's moves	50
Extra credits	17
Total maximum score	138

How to Grade Your Score

	Points
Master Strength	from 124 to 138
Excellent	" 97 " 123
Good	" 69 " 96
Fair	" 41 " 68

Answers to Questions in the Text

53 7 . . . P—K4 is best answered by 8 P×P, Q×Qch; 9 B×Q, B×Kt (forced, like his previous move); 10 B×B, P×P; 11 B—K3 and White has the better ending: he has a superior development, the two Bishops, and his Pawn position is preferable. (1 point)

54 In the event that Black castles Queen-side, White will advance his Queen-side Pawns and try to storm the castled position of Black's King. (1 point)

55 If 15 . . . P—B5; 16 B×BP, P×B; 17 KR—K1 (or 17 QR—K1), Kt—K4; 18 Kt—B3, KR—Kt1; 19 Kt×Kt, R—Kt4; 20 Q×R!, Q×Q; 21 Kt—B3ch, Q—K2; 22 R×Qch and White wins the ending without much trouble. (2 points)

56 16 . . . P×P; 17 B×BP, Q—Q5ch looks plausible, but after 18 K—R1, B×B White regains the piece advantageously with 19 QR—K1ch, K—B1 (or 19 . . . K—Q1; 20 Q—R4ch); 20 Kt—Kt3, Q—Kt5; 21 Q×BP and wins. (2 points)

57 19 . . . O—O gives White a choice between two strong continuations: (A) 20 QR—K1 followed by R—K3—KKt3 or (B) 20 Kt—K5, Kt×Kt (not 20 . . . Q—Q3?; 21 Kt×Kt, Q×Kt; 22 Q—Kt3 mate!); 21 P×Kt with a won game. (2 points)

58 24 Q×P? would have been answered by 24 . . . Q×Kt!!; 25 Q×Rch, K—K2; 26 R—B7ch (if 26 Q×R, Kt—B7ch; 27 R×Kt, Q×Rch and mate next move; or 27 K—Kt1, Kt—R6ch; 28 K—R1, Q—Kt8ch!!; 29 R×Q, Kt—B7 mate!), K—Q3 and Black wins!—he attacks the Queen and QR and threatens mate in four beginning with 27 . . . Kt—B7ch! Best is 26 Q—Kt5ch, K—Q3; 27 P—KR3 (if 27 Q—R4, R—R1!!; 28 QR—K1, R×Q; 29 R×Q, R×Pch; 30 K—Kt1, R×Pch! and wins), Kt—B7ch; 28 K—R2, Kt—Kt5ch!; 29 K—R1 (if 29 P×Kt, R—R1ch; 30 Q—R5, R×Qch; 31 P×R, Q—K7), Kt—B7ch and White must take a draw. (5 points)

59 If 25 . . . Q—Kt3; 26 Q—R8ch, Q—Kt1; 27 Q—K5ch with an easy win. (1 point)

60 White threatens 28 Q—K7ch and 29 P—Q7. (1 point)

61 If 29 . . . Q×Q; 30 P×R(Q)ch, K×Q; 31 R—B8ch wins (1 point). If 29 . . . R—Q1; 30 Q—B6 wins quickly. (1 point)

OSTEND, 1907

WHITE

BLACK

*J. Mieses**E. Znosko-Borovsky***1 P—K4***2 points for this move.*

1 . . .

P—K4*2 points for this move.***2 Kt—QB3***2 points for this move, which gives the opening its name. It often leads to brilliant chess, especially in the hands of dashing players like Mieses.*

2 . . .

Kt—KB3*2 points for this move or 2 . . . Kt—QB3 or 2 . . . B—B4.***3 B—B4***2 points for this move or 3 P—B4 or 3 Kt—B3.*

3 . . .

Kt—B3*2 points for this move or 3 . . . B—B4 or 3 . . . Kt×P (so that if 4 Kt×Kt, P—Q4 or 4 Q—R5, Kt—Q3).***4 P—Q3***2 points for this move or 4 Kt—B3 or 4 P—B4.*

4 . . .

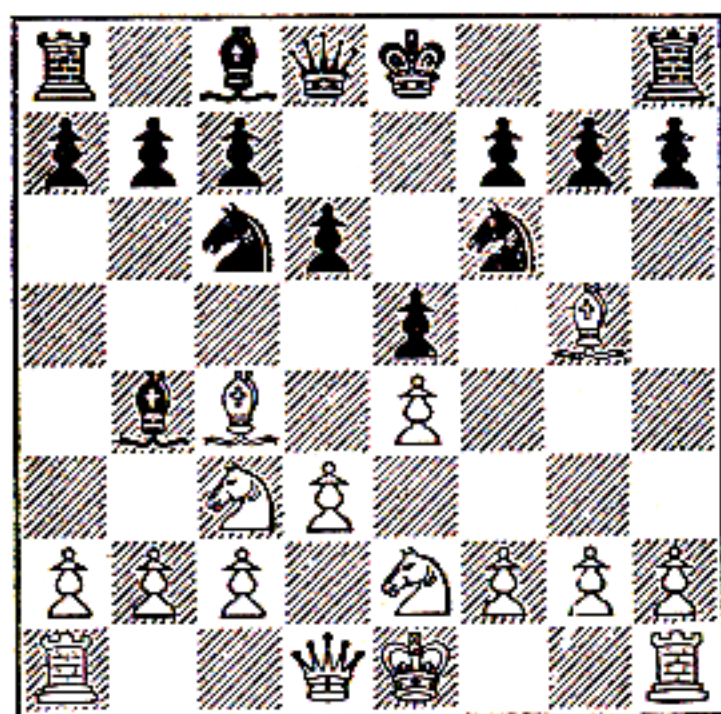
B—Kt5

and Black has a better game than he obtains in the text continuation.

II 6 B—R4, P—KKt4; 7 B—KKt3, P—Q4 and Black's free game compensates for any weakness resulting from his rather precipitate advance.

6 Kt—K2

2 points for this move or 6 Kt—B3. The latter move, however, would be against the spirit of the opening, which implies an early advance of White's King's Bishop Pawn.



By avoiding Kt—KB3, White is able to advance P—KB4 later on.

6 . . .

B—K3

2 points for this move, which is played in some hope of neutralizing White's intended control of Q5.

2 points also for 6 . . . P—KR3 or 6 . . . Kt—QR4 or 6 . . . B×Ktch.

1 point for 6 . . . O—O, which is questionable as it allows a strong attack by White (7 O—O threatening 8 Kt—Q5).

7 O—O

2 points for this move. It prepares for P—B4 (which will

intensify the pin) and it also unpins the Queen's Knight, threatening Kt—Q5.

2 points also for 7 B—Kt3.

No credit for 7 B×B, which opens the King's Bishop file for Black, considerably reducing the value of the pin, and also depriving White's pieces of access to Q5.

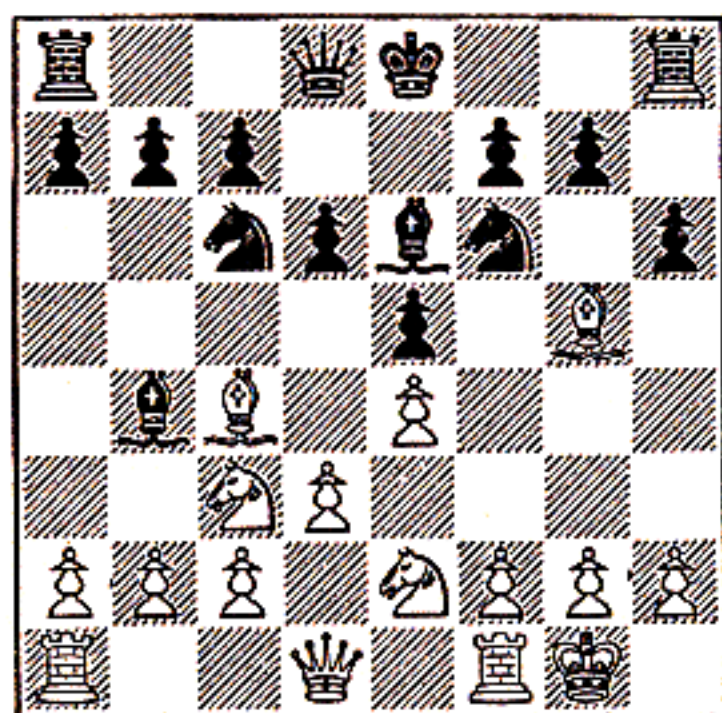
7 . . .

P—KR3

1 point for this move, whereby Black takes steps to rid himself of the pin.

2 points for 7 . . . B×Kt, whereby Black disposes of a piece which has a bleak future.

1 point for 7 . . . B×B, for after 8 P×B the threat of Kt—Q5 has become very disagreeable.



White now removes his opponent's King's Knight as a preliminary to the occupation of Q5.

8 **B×Kt**

2 points for this move. White exchanges in order to assert his power over the square Q5.

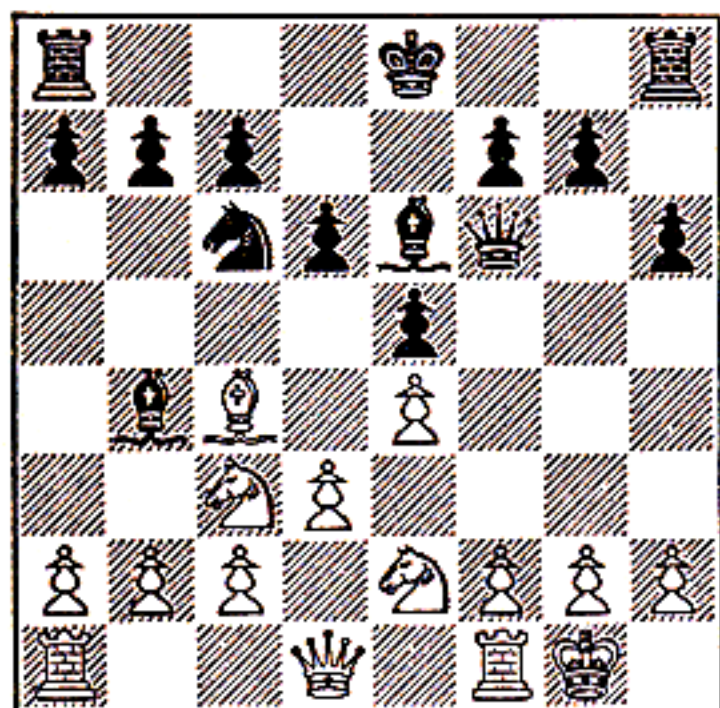
No credit for 8 B—R4, for then follows 8 . . . P—KKt4, getting rid of the pin and preventing P—B4.

8 . . .

Q×B

2 points for this move.

1 point for 8 . . . P×B. There would then follow 9 Kt—Q5 and, in due course, P—B4. Despite Black's open King's Knight file and two Bishops, he would have the inferior game because of his unwieldy Pawn position.



White is now ready to occupy the vital square Q5.

9 Kt—Q5

2 points for this move, with which White at last occupies the important square Q5 and also prepares for P—QB3 and P—Q4 in some eventualities.

1 point for 9 P—B4, which would be premature here because of 9 . . . B×B; 10 P×B, P×P and Black has accomplished two things: he has isolated White's King's Pawn and he has created a fine square for his Knight at K4.

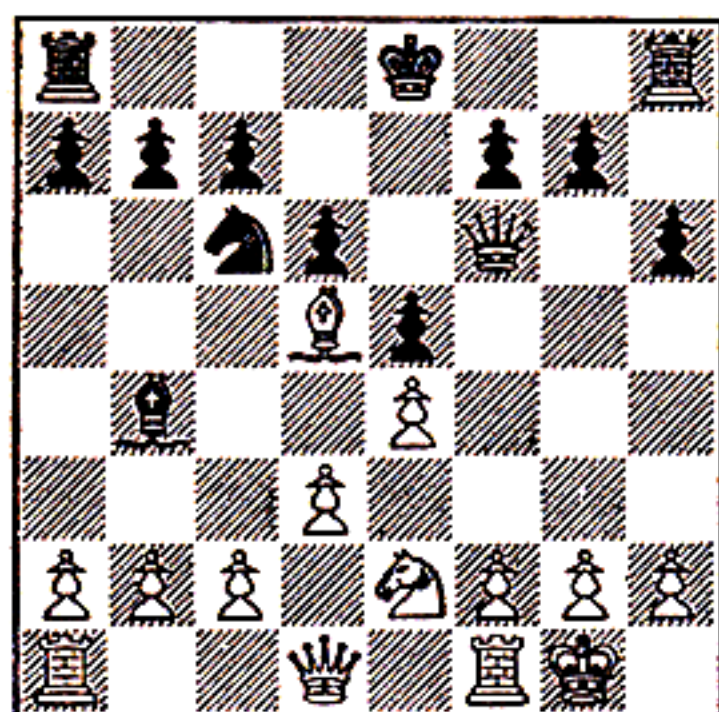
9 . . . B x Kt

2 points for this move. Naturally the strongly entrenched Knight must be removed.

10 B x B

2 points for this move. White's center Pawns are now ready to advance.

1 point for 10 P×B, which would close the Bishop's diagonal.



Black's Bishop is awkwardly posted.

10 . . .

B—B4

2 points for this move, which seems best under the circumstances.

No credit for 10 . . . P—KKt4. This would prevent P—KB4 (at least for the time being), but it has its drawbacks: it seriously compromises Black's Pawn position.

1 point for 10 . . . O—O, which would give White a fine game after 11 P—KB4!, P×P; 12 P—B3 followed by the capture of the King's Bishop Pawn.

62 2 points extra credit for demonstrating the inferiority of 10 . . . P—KKt4.

11 B x Ktch

2 points for this move, which removes the Knight by way of preparing for an eventual advance of the Queen's Pawn. 2 points also for 11 P—B3, or 11 K—R1.

11 . . .

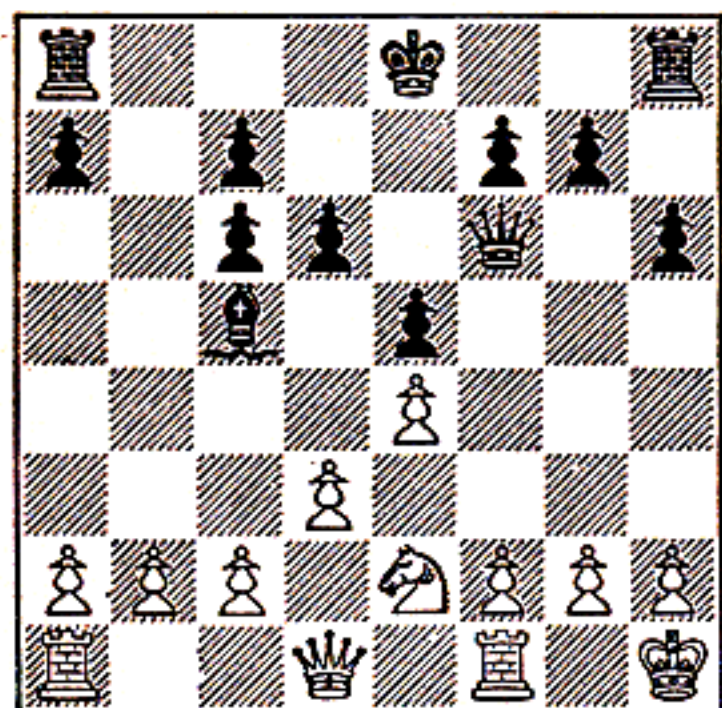
P x B

1 point for this move.

12 K—R1

2 points for this move, which prepares for P—KB4.

2 points also for 12 P—B3, intending the strong P—Q4, and making Q—R4 possible in some cases.



Black must now choose between an active and a passive policy.

12 . . .

P—Q4

1 point for this move, which leads to an early opening of the position favoring White.

1 point for 12 . . . O—O, which leaves White with a fine initiative after 13 P—KB4, P×P; 14 P—Q4, B—Kt3; 15 R×P.

2 points for 12 . . . P—Kt4, which seems relatively best, as it prevents the advance of the King's Bishop Pawn. However, White could then play 13 P—QB3 and 14 P—Q4.

13 P—KB4

2 points for this move, which opens an important line for White's King Rook.

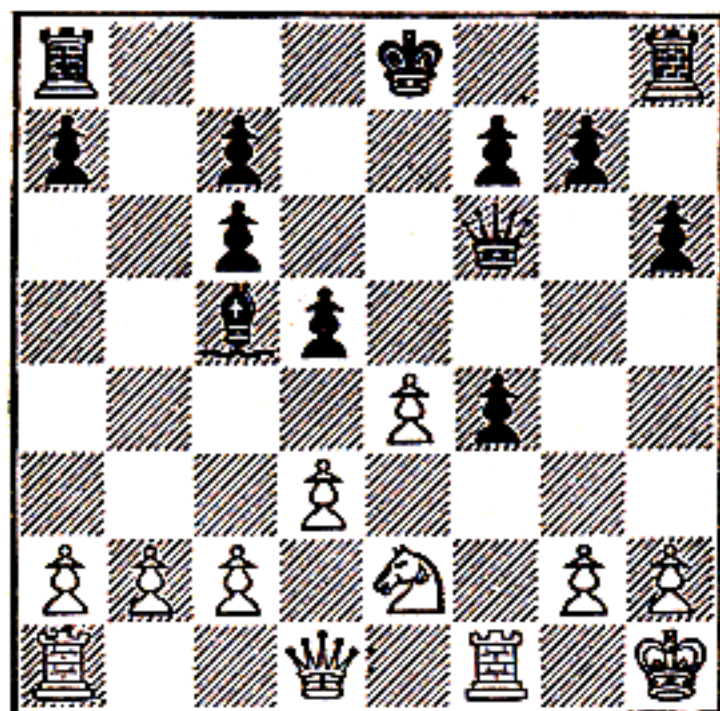
13 . . .

KP x P

2 points for this move, which seems Black's best.

No credit for 13 . . . QP×P, for after 14 BP×P, Q—Kt3; 15 P—Q4, B—Kt3; 16 Kt—Kt3 Black's Pawn position is very weak and his King's Pawn will probably go lost.

63 1 point extra credit for White's best continuation after 13 . . . QP×P; 14 BP×P, Q×P.

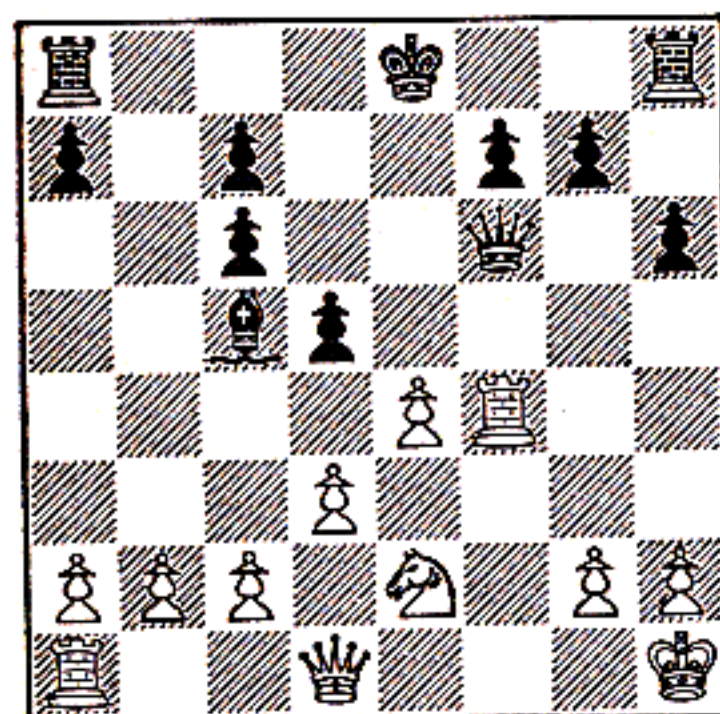


Black is at a disadvantage, for the center is being opened up while his King is still uncastled.

14 R x P!?

1 point for this somewhat speculative move.

2 points for the simple and strong 14 P—Q4 followed by 15 R×P.



Should Black capture the Queen's Knight Pawn?

14 . . .

Q—K2

1 point for this move or 14 . . . Q—Kt3.

2 points for the courageous 14 . . . Q×P! with the sequel 15 P—Q4, B—K2!; 16 R—B3 (threatening to win the Queen with 17 R—QKt3), Q—Kt2; 17 P×P, P×P; 18 R—K3, P—QB3 followed by 19 . . . O—O or 18 R—Kt1, Q—B1; 19 R—K3, Q—Q2; 20 Kt—B3, O—O!

15 P—Q4

2 points for this move, which drives the Bishop to an unfavorable square.

15 . . . B—Kt3

2 points for this move.

64 *1 point extra credit for White's correct reply to 15 . . . B—Q3.*

16 Kt—Kt3

2 points for this move or 16 P—K5. The outlook for Black's game is now very poor.

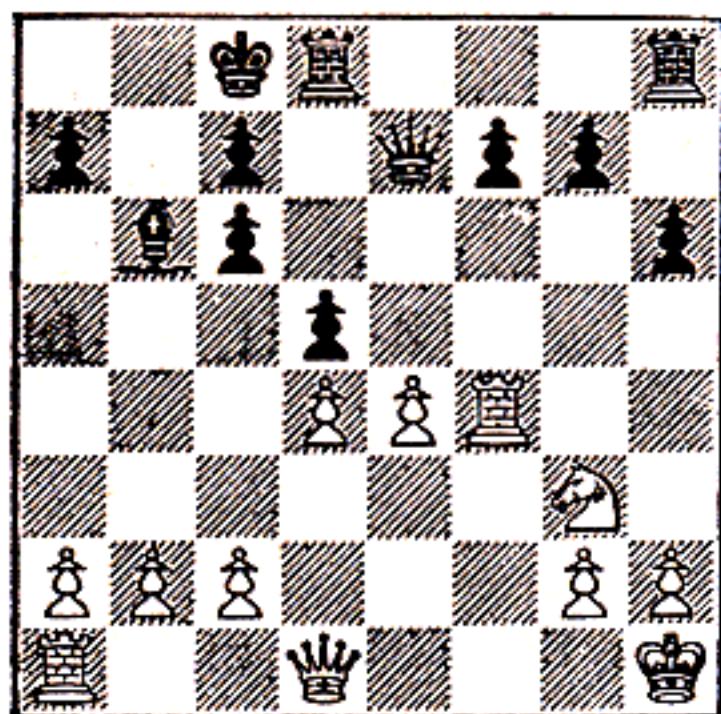
16 . . . O—O—O

2 points for this move.

No credit for 16 . . . O—O.

65 *2 points extra credit for White's strongest reply to 16 . . . O—O.*

It is well-known that Queen-side castling usually creates special defensive problems. This is chiefly due to the fact that at QB1 the King does not directly guard the square QR2. In many positions, of which this is a good example, the King has to bestir himself to guard all the exposed points. The task is particularly difficult when the attacker uncovers other weak points.



Despite the fact that Black has castled, his King is far from safe.

17 P—K5

2 points for this move, which prevents Black from playing . . . P×P and thereby obtaining some counterplay against the Queen's Pawn.

2 points also for 17 Kt—B5.

17 . . . P—QB4

2 points for this move, which is played to anticipate White's intended P—B3 and P—Kt4, burying the Bishop.

18 P—B3

2 points for this move, which enables White to maintain the Pawn center.

18 . . . P×P

2 points for this move, the logical continuation of Black's plan.

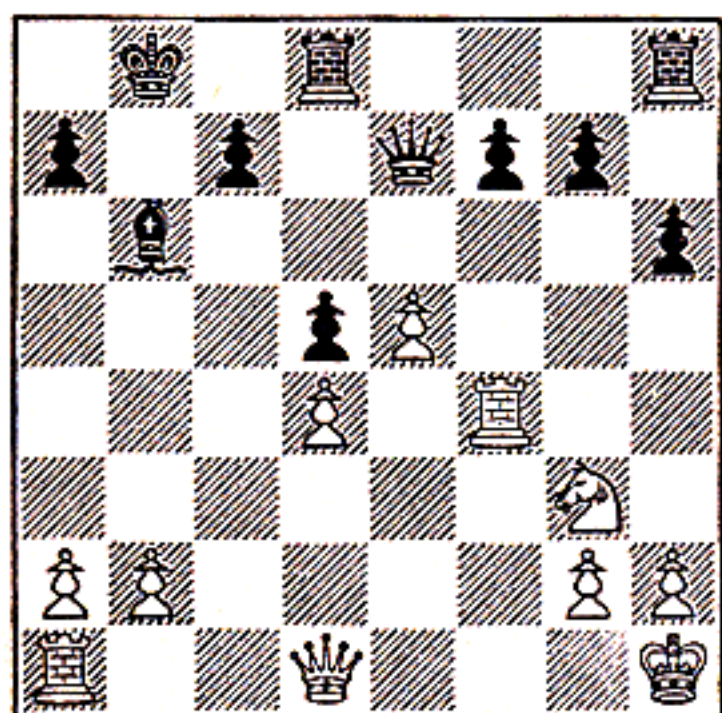
19 P×P

2 points for this move, the indicated reply.

19 . . . K—Kt1

2 points for this move, played as a preparation for . . . P—QB4.

66 2 points extra credit for the strongest reply to 19 . . . P—QB4.



How does White prevent the intended advance of Black's Queen's Bishop Pawn?

20 P—QR4!

2 points for this move, which threatens to win the Bishop.

20 . . . **P—QR4**

2 points for this move.

No credit for 20 . . . P—QB4.

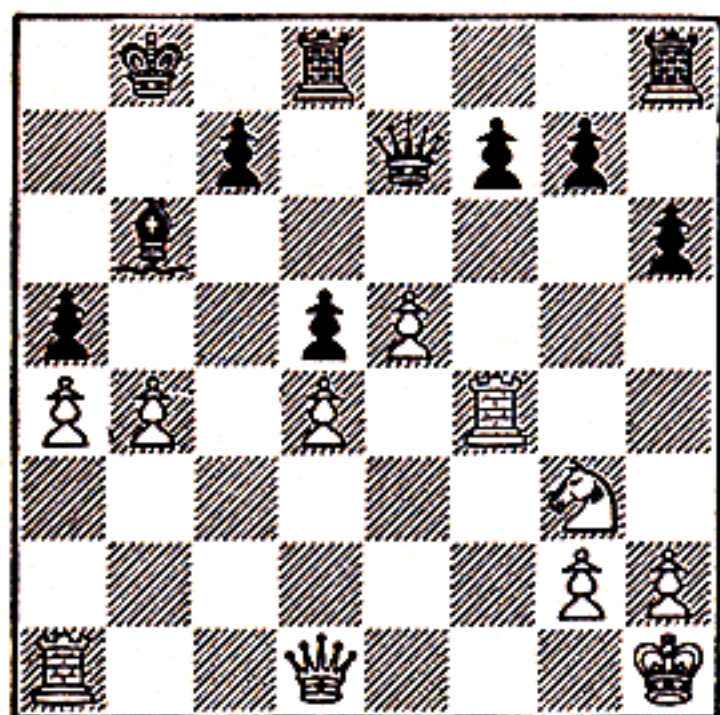
67 2 points extra credit for White's strongest reply to 20 . . . P—QB4.

21 P—Kt4!

3 points for this ingenious move, which begins the assault on Black's King.

2 points for 21 Kt—B5, which keeps Black's position under strong pressure.

An ingenious player like Mieses will never begrudge a Pawn sacrifice or two if it succeeds in creating an approach to the hostile King.



White's clever Pawn sacrifice will soon lead to a strong attack.

21 . . .

Q x KtP

1 point for this move, which permits White to exploit the Queen's Knight file as a basis for his coming attack.

1 point for 21 . . . P x P, after which White continues strongly with 22 P—R5, B—R2; 23 Q—R4 etc.

1 point for 21 . . . K—R2, when 22 R—Kt1 leaves Black with a very difficult position.

22 **R—Kt1**

2 points for this move, which begins the exploitation of the Queen's Knight file.

22 . . .

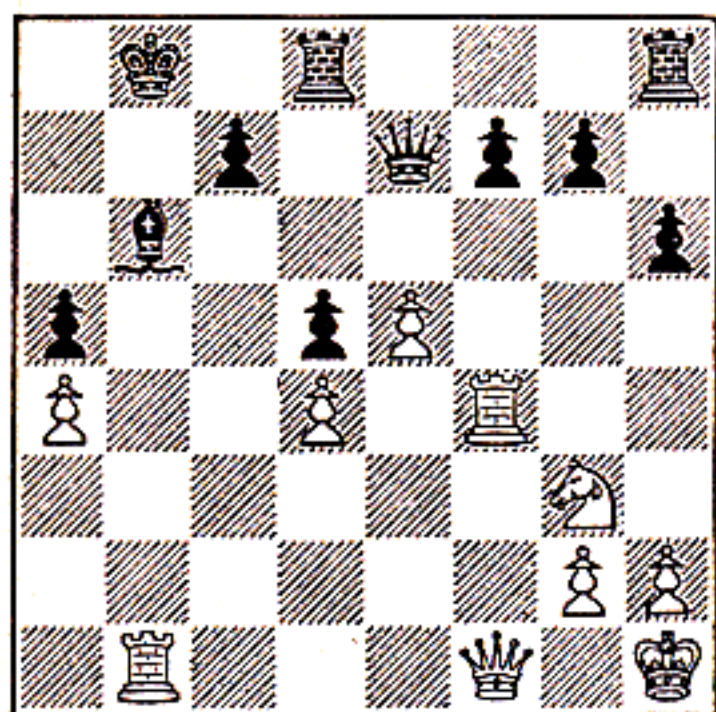
Q—K2

2 points for this move.

23 **Q—KB1!**

4 points for this fine move, which attacks both wings simultaneously.

Now White can pursue his attack on the King Bishop *and* Queen Knight files.



Black is menaced on both wings.

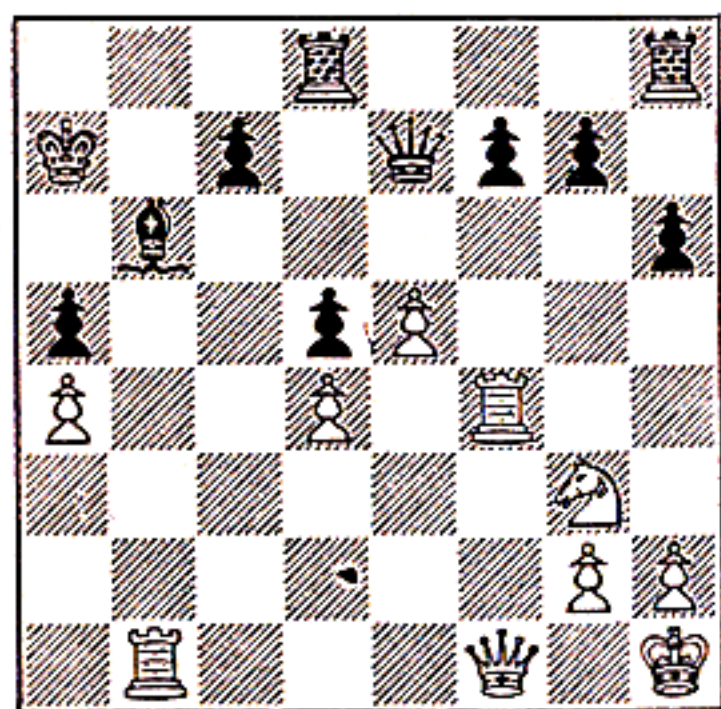
23 . . .

K—R2

1 point for this move, which seems to guard the Queen-side satisfactorily.

1 point for 23 . . . KR—B1 or 23 . . . QR—KB1. This allows 24 Q—R6 threatening R×Bch in some cases, and makes possible Q×P followed later on by P—R5 with a devastating attack.

The decisive phase has now arrived; the play which follows is extremely difficult for both sides.



White is now ready to launch the final attack.

24 **R×B!!**

5 points for this brilliant and beautiful stroke, cleverly prepared by White's previous move.

2 points for 24 R×P— a good move, but less forcing than the text continuation.

24 . . .

K×R

1 point for this move.

No credit for 24 . . . P×R.

68 1 point extra credit for White's strongest continuation after 24 . . . P×R.

25 **Q—Kt5ch**

2 points for this move, the intended sequel to the previous sacrifice.

25 . . .

K—R2

No credit for this retreat, which is forced.

26 **Q×Pch**

2 points for this move.

26 . . .

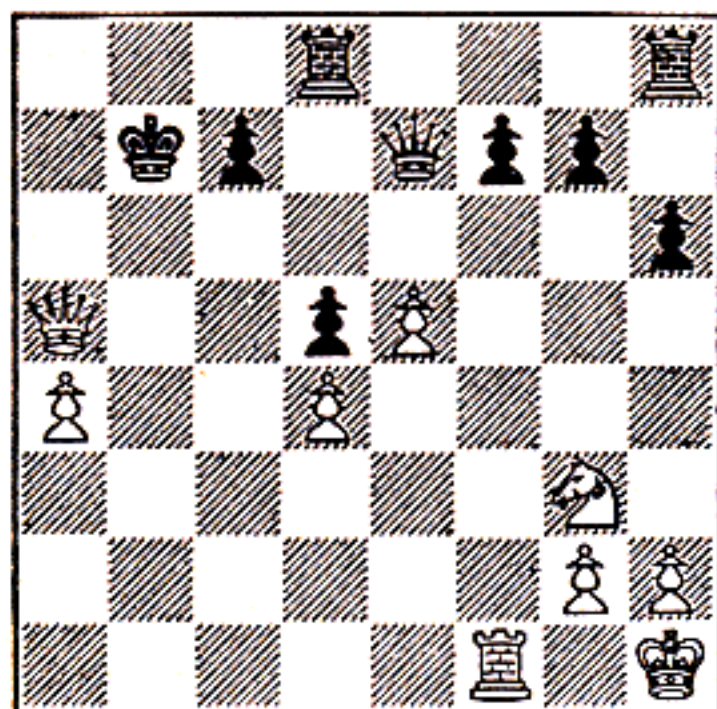
K—Kt2

1 point for this move or 26 . . . K—Kt1.

27 **R—B1!**

3 points for this move, which switches the Rook to the attack. The cooperation of White's pieces is noteworthy.

The naked state of Black's King amply justifies White's previous sacrifice of the exchange. This material advantage is of little value to Black, since his pieces cannot come to the aid of the beleaguered King. White's forces, on the other hand, cooperate magnificently.



Can Black find a satisfactory defense?

27 . . .

R—QKt1

1 point for this move, which still calls forth White's best efforts.

No credit for 27 . . . K—B1 or 27 . . . P—QB3 or 27 . . . Q—K3.

69 *3 points extra credit for the correct winning line against 27 . . . K—B1.*

70 *3 points extra credit for the correct winning line against 27 . . . P—QB3.*

71 *3 points extra credit for the correct winning line against 27 . . . Q—K3.*

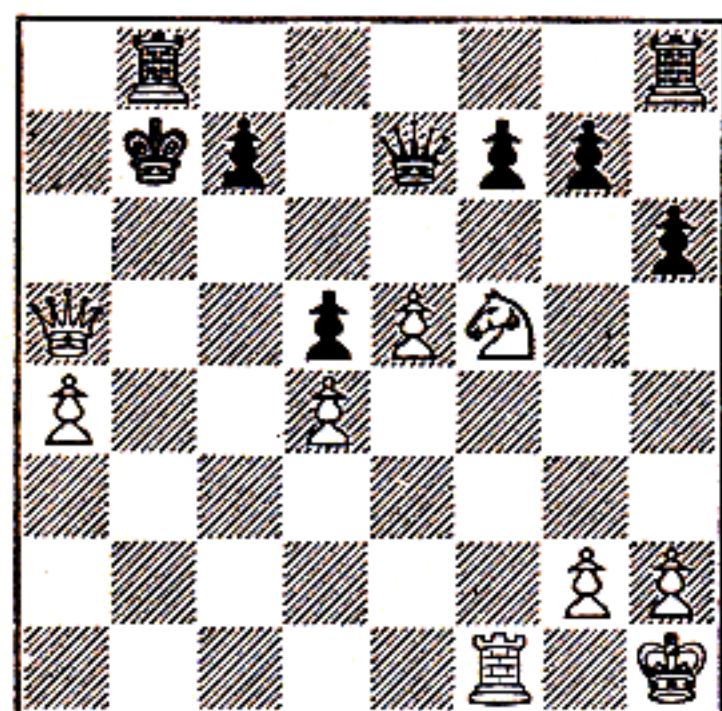
28 **Kt—B5!**

3 points for this move—an important link in the attack.

1 point for 28 R—Kt1ch.

72 *2 points extra credit for the best continuation on both sides after 28 R—Kt1ch.*

After Black's last move, it looks as if his King might be able to weather the attack. What follows, therefore, is a thrilling proof of the exactitude of Mieses' calculations—or, perhaps, of the value of his instinctive appraisal of the position! Is genius mostly perspiration?!



Black gropes for a way to protect his King.

28 . . .

Q—K3

1 point for this move or 28 . . . Q—Kt4 or 28 . . . Q—Q1 or 28 . . . Q—B1.

No credit for 28 . . . Q—Q2.

73 *2 points extra credit for White's strongest reply to 28 . . . Q—Kt4.*

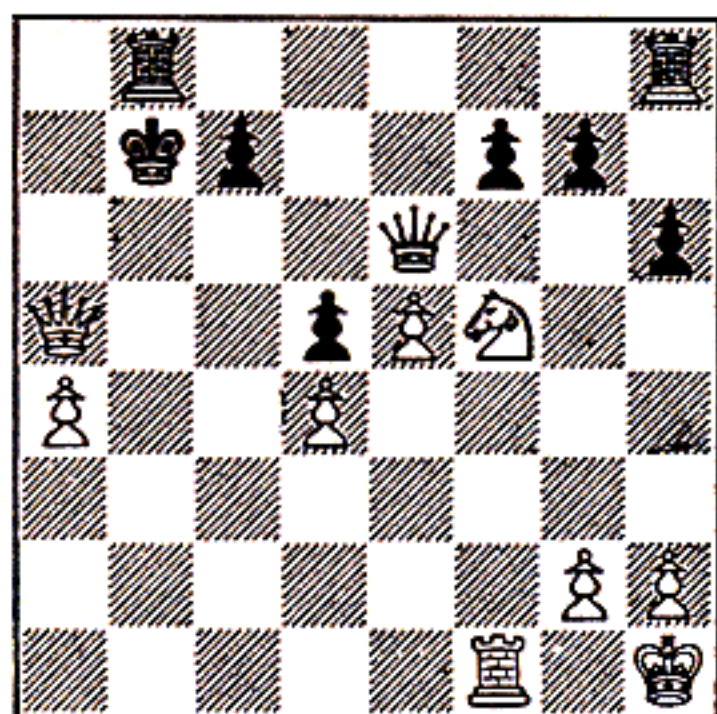
74 *3 points extra credit for White's strongest reply to 28 . . . Q—Q1*

75 *3 points extra credit for White's strongest reply to 28 . . . Q—K1.*

76 *1 point extra credit for White's strongest reply to 28 . . . Q—B1.*

77 *1 point extra credit for White's correct reply to 28 . . . Q—Q2.*

You have now seen that all the various Queen moves at Black's disposal, aside from the move actually played, are inadequate to hold the position. After 28 . . . Q—K3, however, it seems as if Black has set up a promising defensive position. To demonstrate that this view is incorrect requires chess genius of the highest order. Mises has the necessary qualifications, as he immediately proves. His exquisite combination winds up the attack in a very pleasing manner.



White decides the game with another brilliant sacrifice.

29 Kt—Q6ch!!

7 points for this move, which leaves Black with no defense.

29 . . . P x Kt

No credit for this move, which is forced.

30 R—Kt1ch

2 points for this move.

30 . . . Resigns

78 2 points extra credit for the correct explanation of Black's surrender.

Summary: Black played a number of inexact moves in the opening, with the result that he was left with poor prospects. White gave him one chance to slip out—at move 14. But Black failed to take advantage of this opportunity, and from then on his position grew steadily worse. With all preparations made, White launched a powerful and subtle attack which soon achieved the desired result.

Analysis of the Maximum Score

	Points
White's moves	73
Black's moves	47
Extra Credits	34
Total Maximum Score	<u>154</u>

How to Grade Your Score

	Points
Master Strength	from 139 to 154
Excellent	" 108 " 138
Good	" 77 " 107
Fair	" 46 " 76

Answers to Questions in the Text

62 If 10 . . . P—Kt4; 11 P—QB3!, B—B4 (or 11 . . . B—R4; 12 Q—R4 winning a Pawn at once); 12 Q—R4, K—Q2; 13 P—Q4, P×P; 14 P×P, B—Kt3; 15 B×Ktch, P×B; 16 P—Q5 etc. (2 points)

63 If 13 . . . QP×P; 14 BP×P, Q×P?; 15 P—Q4 wins a piece. (1 point)

64 If 15 . . . B—Q3?; 16 P—K5, B—Kt5; 17 P—B3, B—R4; 18 Q—R4 and wins. (1 point)

65 If 16 . . . O—O; 17 Kt—B5 leads to a winning attack in combination with such moves as R—Kt4 or Q—Kt4 followed by QR—KB1. (2 points)

66 If 16 . . . P—QB4?; 17 Kt—B5, Q—B1 (or 17 . . . Q—Kt4; 18 Q—B3 with the triple threats of 19 Kt—Q6ch or 19 R—Kt4 or 19 R—QB1); 18 Kt—Q6ch and wins. (2 points)

- 67** If 20 . . . P—QB4; 21 Kt—B5 is still decisive. (2 points)
- 68** If 24 . . . P×R?; 25 R×P wins the Queen. (1 point)
- 69** If 27 . . . K—B1; 28 Kt—B5, Q—K3; 29 R—B1, P—QB3 (if 29 . . . R—Q2; 30 Q—R8 mate; if 29 . . . K—Q2; 30 Q×BPch, K—K1; 31 Kt×Pch etc.); 30 Q—R6ch, K—Q2; 31 Q—Kt7ch, K—K1; 32 Kt×Pch winning the Queen. (3 points)
- 70** If 27 . . . P—QB3; 28 R—Kt1ch, K—B1; 29 Q—R6ch, K—Q2; 30 R—Kt7ch wins. (3 points)
- 71** If 27 . . . Q—K3; 28 R—Kt1ch, K—B1; 29 R—QB1, K—Q2 (if 29 . . . P—QB3; 30 Q—Kt6 etc.); 30 R×Pch, K—K1, 31 Q—Kt5ch, K—B1, 32 P—R5 wins. (3 points)
- 72** If 28 R—Kt1ch, K—B1 White must take a draw with 29 R×Rch, K×R; 30 Q—Kt5ch, K—R2 (not 30 . . . K—B1; 31 Q—R6ch, K—Q2; 32 Q—Kt5ch, P—B3; 33 Q—Kt7ch, K—K1; 34 Q×Pch and White has all the winning chances); 31 Q—R5ch best, K—Kt2; 32 Q—Kt5ch etc. (2 points)
- 73** If 28 . . . Q—Kt4; 29 Kt—Q6ch!, P×Kt; 30 R×Pch followed by mate. (2 points)
- 74** If 28 . . . Q—Q1; 29 Kt—Q6ch!, K—B3; 30 Q—B5ch, K—Q2; 31 Q×P and wins. (3 points)
- 75** If 28 . . . Q—K1; 29 Kt—Q6ch!, P×Kt; 30 R—Kt1ch, K—B3; 31 Q—R6ch, K—B2; 32 Q×Pch and wins. (3 points)
- 76** If 28 . . . Q—B1; 29 Q×Pch with a winning attack. In this variation, 29 Kt—Q6ch does not win. (1 point)

77 If 28 . . . Q—Q2; 29 R—Kt1ch, K—B1; 30 Q—R6ch and Black can resign. (1 point)

78 If 30 . . . K—B1; 31 Q—R6ch, K—B2; 32 Q—R7ch it is all over. Or 30 . . . K—B3; 31 Q—R6ch, K—Q2; 32 Q—R7ch leading to the same finish. (2 points)

METROPOLITAN CHESS LEAGUE,
1931
(FIRST BRILLIANCY PRIZE)

WHITE

F. Reinfeld
(Marshall Chess Club)

BLACK

Orkild
(Scandinavian
Chess Club)

1 Kt—KB3

2 points for this move.

1 . . .

Kt—KB3

2 points for this move or 1 . . . P—Q4.

2 P—B4

2 points for this move or 2 P—KKt3.

2 . . .

P—K3

2 points for this move.

2 points also for 2 . . . P—B3 or 2 . . . P—QKt3 or 2 . . . P—B4 or 2 . . . P—KKt3.

1 point for 2 . . . P—Q4, which is answered by 3 P×P, Kt×P; 4 P—K4 with an excellent game.

3 P—KKt3

2 points for this move or 2 P—QKt3.

3 . . .

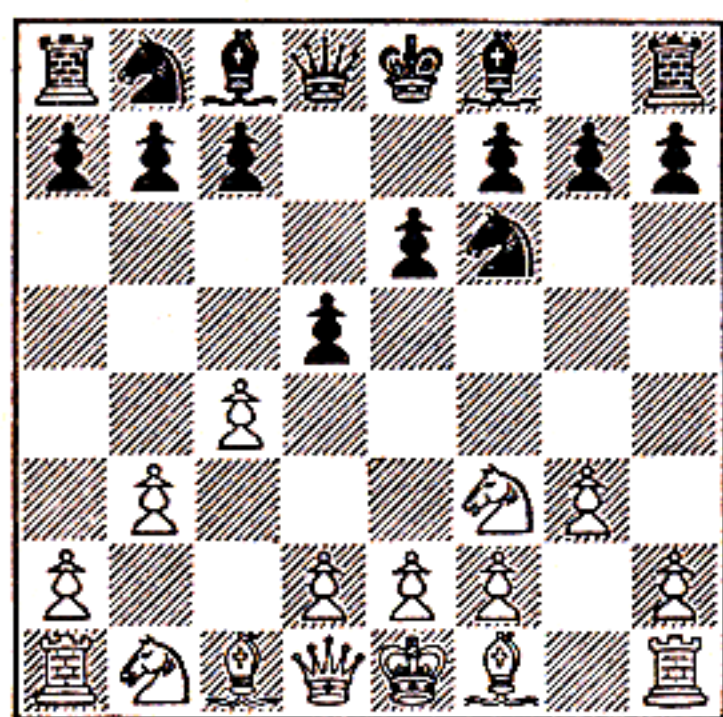
P—Q4

2 points for this move or 3 . . . P—QKt3.

4 P—Kt3

2 points for this move. In the Reti Opening, White generally fianchettoes both Bishops. The opening phase is usually a difficult one for Black, as he must reckon with a multiplicity of plans which are at White's disposal.

2 points also for 4 B—Kt2 or 4 P—Q4.



The position calls for long-range planning on Black's part.

4 . . .

QKt—Q2

2 points for this move, which is conservative but playable. 2 points also for 4 . . . P—Q5, intending to take up an advanced position in the center. If then 5 B—QKt2, P—B4; 6 P—K3, Kt—B3 and a fight rages around Black's advanced Queen's Pawn.

2 points also for 4 . . . P—B4, which is a fairly aggressive move holding an eventual . . . P—Q5 in reserve and making possible the active development of Black's Queen's Knight to B3 instead of to Q2.

2 points for 4 . . . B—Q3 or 4 . . . B—K2 or 4 . . . P—B3.

5 B—QKt2

2 points for this move or 5 B—Kk2 or 5 P—Q4.

5 . . . B—K2

2 points for this move or 5 . . . B—Q3 or 5 . . . P—B4 or 5 . . . P—B3.

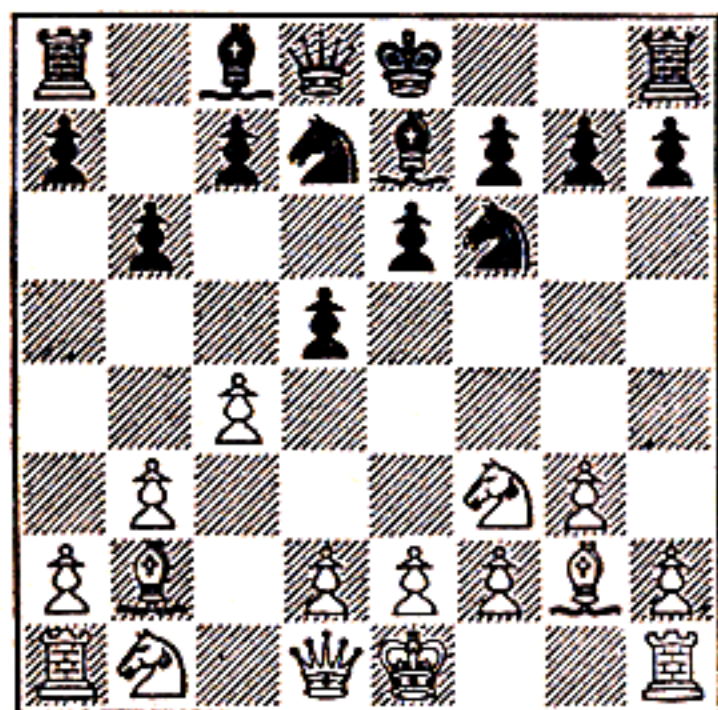
6 B—Kt2

2 points for this move or 6 P—Q4. White prefers to postpone the advance of his Queen's Pawn, as his Queen's Bishop strikes strongly on the diagonal heading toward Black's King-side.

6 . . . P—Qk3?

No credit for this move, which leads to trouble.

2 points for 6 . . . O—O or 6 . . . P—B4 or 6 . . . P—B3.



Black's last move is an inexactitude of which White takes immediate advantage.

7 P x P!

3 points for this move. White takes advantage of the fact that Black must recapture with his King's Pawn (if 7 . . . Kt x P?; 8 B x P).

2 points for 7 O—O or 7 P—Q3 or 7 P—Q4.

7 . . . P x P

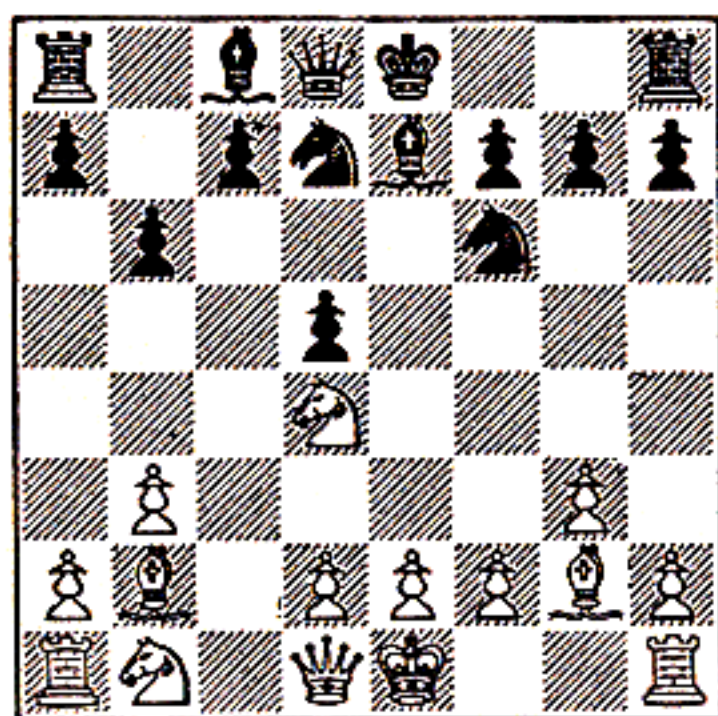
2 points for this move.

8 Kt—Q4!

3 points for this excellent sequel. Both White Bishops are functioning powerfully and the King's Knight is about to land on a good post (KB5).

2 points for 8 O—O or 8 P—Q4. These are satisfactory moves, but not quite so strong as the text. The Knight's last move is very much in the spirit of this opening, which calls for occupation of the center squares by pieces rather than Pawns.

79 1 point extra credit for giving White's threat.



Can you see White's threat?!

8 . . . B—Kt2

2 points for this move, with which Black parries the terrible threat.

No credit for 8 . . . P—B4?, for after 9 Kt—B6, Q—B2;

10 Kt×B etc. Black has been deprived of castling and has to contend against the two Bishops.

9 Kt—B5

2 points for this move. The Knight is magnificently posted, bearing down on KKt7 in conjunction with the Queen's Bishop.

2 points also for 9 O—O.

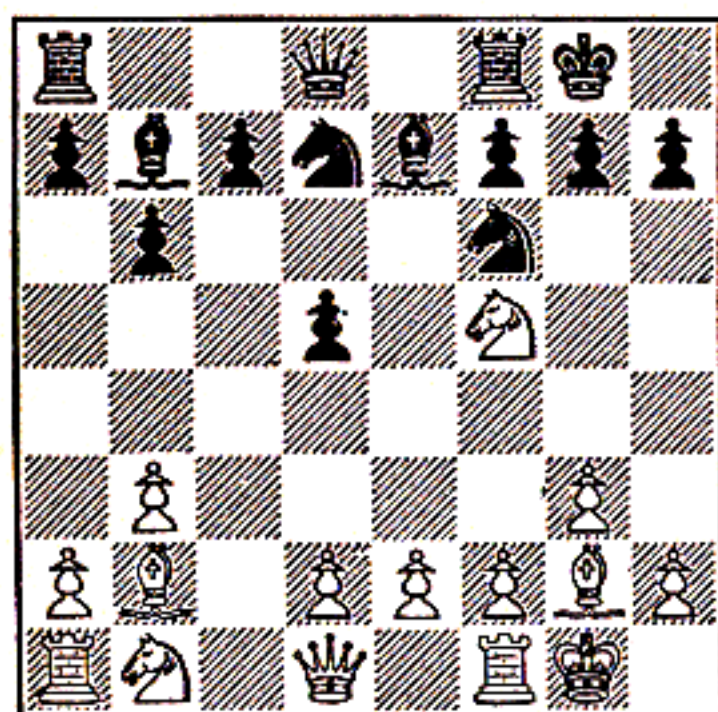
9 . . .



2 points for this move.

10 O—O

2 points for this move. White has achieved a very favorable setup for his Bishops, and Black's position is very uncomfortable.



White's middle game prospects are excellent. Note that he has not yet advanced either center Pawn!

10 . . .

R—K1

2 points for this move or 10 . . . P—B4.

1 point for 10 . . . P—Kt3, which would rid Black of the

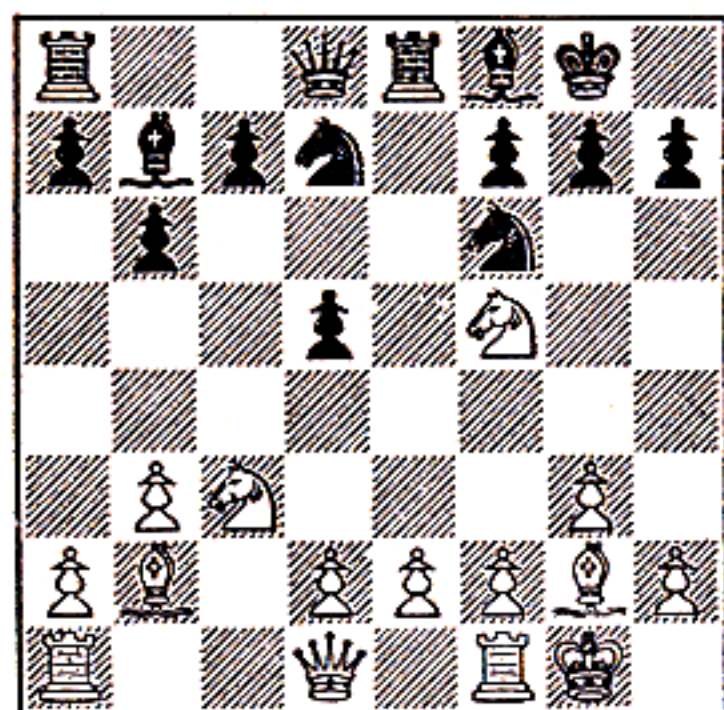
advanced Knight at the cost of seriously weakening his King-side.

11 Kt—B3

2 points for this move or 11 P—Q4 or 11 P—Q3.

11 . . . B—KB1

2 points for this move or 11 . . . P—B4.



At last White is ready to advance a center Pawn!

12 P—Q4!

3 points for this move. The advance of the Queen's Pawn (finally!) should not be construed as a negation of White's previous plans. The reasoning behind the move is as follows: if Black fails to advance the QBP two squares, it will be backward and subject to attack along the Queen's Bishop file. If it is advanced one square, the Queen's Bishop's diagonal will be blocked and that piece will have no scope. If the Queen's Bishop Pawn is advanced to B4, White can exchange Pawns, leaving Black with a weak Pawn structure in the center no matter how he recaptures.

12 . . .

Kt—K5

2 points for this move.

1 point for 12 . . . P—Kt3.

1 point for 12 . . . P—B4, for after 13 P×P, Black must recapture with his Queen's Knight, leaving an isolated Queen's Pawn which is immediately subjected to intense pressure.

13 Kt x Kt

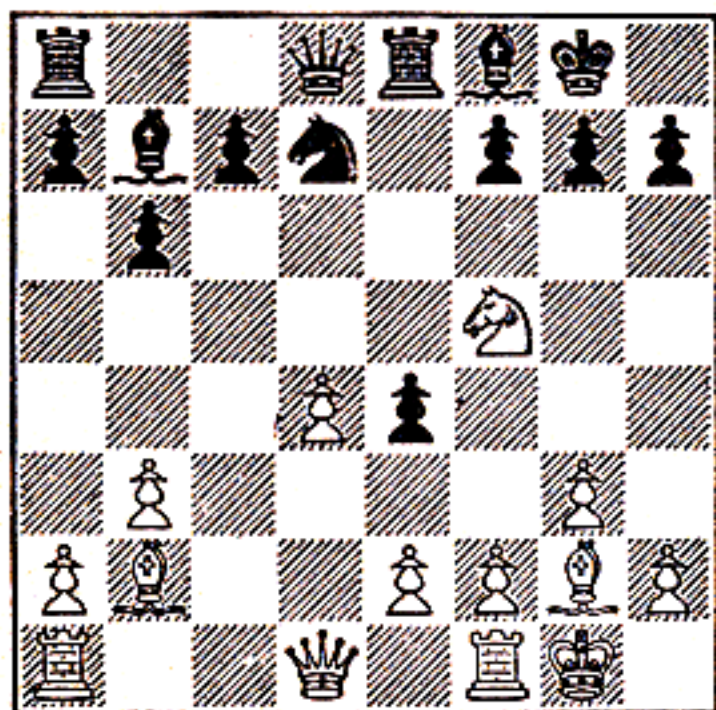
2 points for this move—the simplest.

2 points also for 13 R—B1.

13 . . .

P x Kt

2 points for this move.



White's next move is the key to his coming victory!

14 Q—B1!

4 points for this powerful move, which is not easy to find.

It has a three-fold object:

(1) It prepares for Q—KB4, which, as will be seen, will post the Queen very powerfully.

(2) It prepares for R—Q1, which will confront Black with an embarrassing dilemma: if he advances . . . P—B4, White replies P×P, opening the diagonal for his Queen's

Bishop and the Queen's file for his Rook. If Black does not advance the Queen's Bishop Pawn, it will be backward and subject to pressure.

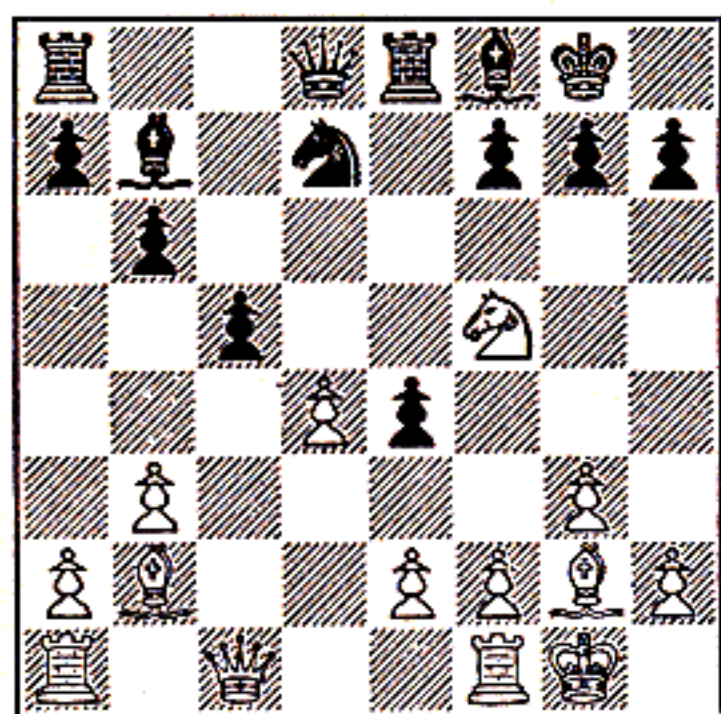
(3) It anticipates *14 . . . P—Kt3*, which can be answered strongly by *15 Kt—R6ch*.

14 . . .

P—B4

1 point for this move. Black has only a choice of evils.

1 point also for 14 . . . P—Kt3.



White can now open up the game advantageously.

15 P x P

2 points for this move, which will soon lead to a violent King-side attack.

15 . . .

R—B1

2 points for this move.

2 points also for 15 . . . Kt x P.

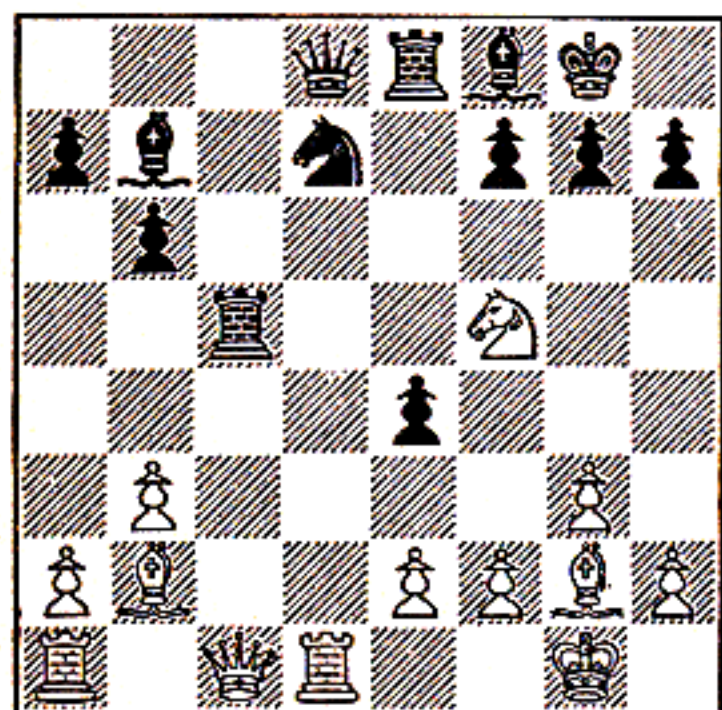
It must be admitted that neither of these moves is wholly satisfactory. White's position is too strong.

16 R—Q1!

3 points for this powerful move. The pressure on the Queen file will be a telling factor in the final attack.

16 . . . **R x P**

2 points for this move. Black has little choice.



White's Queen now moves to a powerful post.

17 **Q—KB4!**

3 points for this move. White has built up a magnificent attacking position.

80 2 points extra credit for pointing out White's chief threat.

17 . . . **R—Q4**

2 points for this move.

2 points for 17 . . . R—B2.

No credit for 17 . . . B—Q4.

81 2 points extra credit for the best continuation against 17 . . . R—B2.

82 2 points extra credit for the best continuation against 17 . . . B—Q4.

18 **R x R**

2 points for this move.

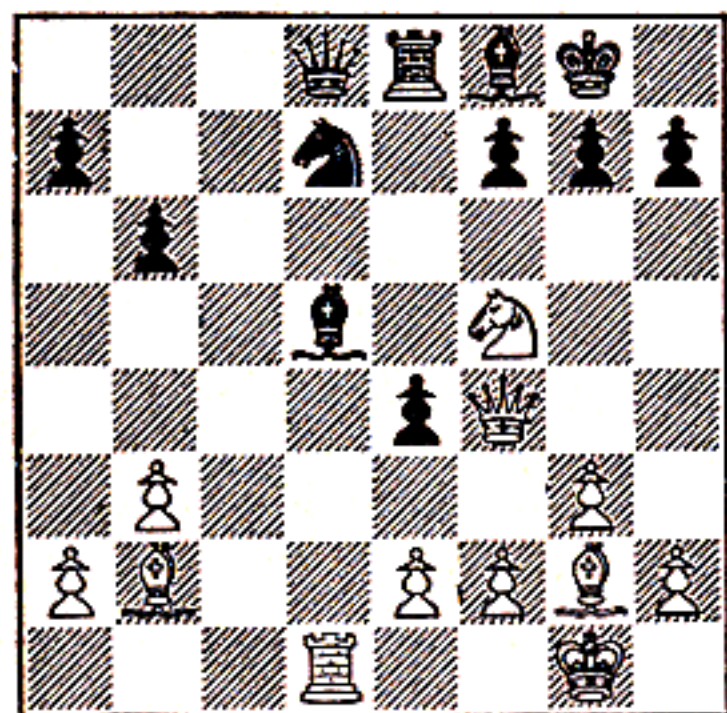
18 . . .

B x R

2 points for this move.

19 **R—Q1!**

3 points for this move, which is decisive. The previous exchanges, instead of easing Black's difficulties, have only made them more serious.



Can Black find a defense in this disagreeable position?

19 . . .

B—Kt2

No credit for this move, which leads to fireworks.

No credit for 19 . . . Kt—B3 or 19 . . . Kt—B4 or 19 . . . Kt—Kt1.

No credit for 19 . . . Q—R1.

1 point for 19 . . . B—K3 or 19 . . . B—B3.

83 1 point extra credit for the winning reply to 19 . . . Kt—B3.

84 1 point extra credit for the winning reply to 19 . . . Kt—B4.

85 1 point extra credit for the winning reply to 19 . . . Kt—Kt1.

86 2 points extra credit for the refutation of 19 . . . Q—R1.

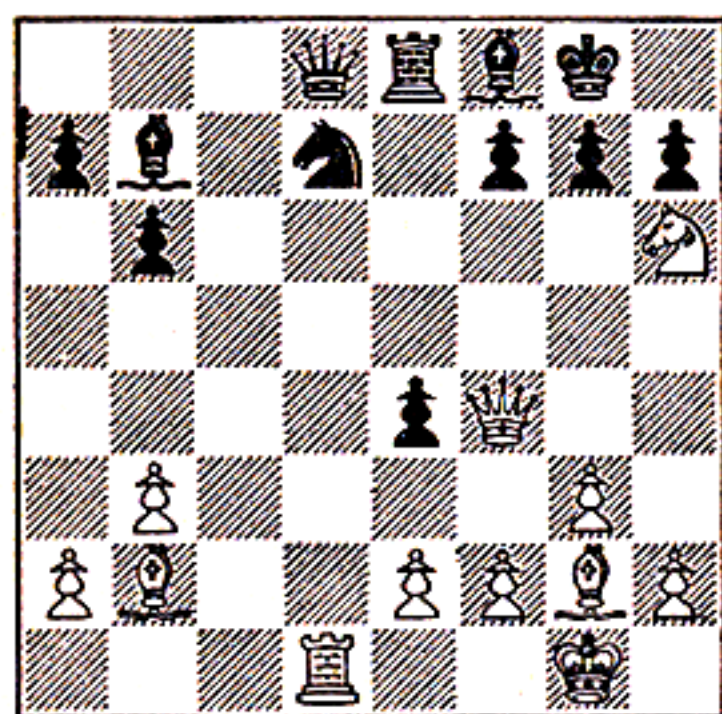
87 1 point extra credit for the best continuation against 19 . . . B—K3.

88 2 points extra credit for the best continuation against 19 . . . B—B3.

20 Kt—R6ch!

6 points for this move, which breaks Black's resistance.

2 points for 20 B—KR3, which should win, but more slowly.



The Knight sacrifice smashes through Black's flimsy defense.

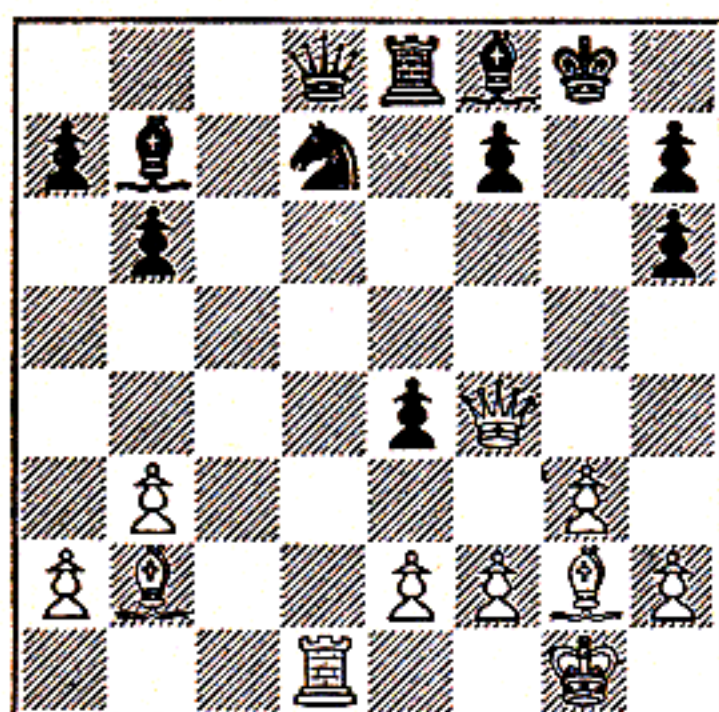
20 . . .

P x Kt

No credit for this move or 20 . . . K—R1.

89 1 point extra credit for White's strongest continuation against 20 . . . K—R1.

Now that Black's King-side is breached, the rest is easy; for White's previous sacrifice is linked with a second sacrifice which will prove the soundness of the first. The whole combination, while fairly obvious, makes an extremely satisfying impression: it is the logical culmination of White's idea of exploiting the power of his Queen Bishop on the long diagonal.



White needs another sacrifice to force the win!

21 R x Kt!

5 points for this move, which breaks Black's resistance.

Black resigns.

90 2 points extra credit for explaining Black's resignation.

Summary: While White refrained from committing himself too soon with Pawn advances in the center, Black was guilty of a number of injudicious moves. Each lapse seemed trifling in itself, but the cumulative effect was deadly. Once White had managed, as a result of his novel strategy, to open up important lines, the stage was set for a brilliant sacrificial combination.

Analysis of the Maximum Score

	Points
White's moves	57
Black's moves	36
Extra Credits	18
Total Maximum Score	<u>111</u>

How to Grade Your Score

	Points
Master Strength	from 100 to 111
Excellent	“ 78 “ 99
Good	“ 55 “ 77
Fair	“ 33 “ 54

Answers to Questions in the Text

- 79** White threatens to win the Queen with 9 Kt—B6. (1 point)
- 80** White threatens 18 Kt—R6ch!, P×Kt; 19 R×Kt!, Q×R; 20 Q—B6, R(4)—K4; 21 B×R, R×B; 22 Q×R and White is the exchange ahead with an easy win. (2 points)
- 81** If 17 . . . R—B2; 18 B—KR3 or 18 R—Q4 strengthens the pressure decisively. (2 points)
- 82** If 17 . . . B—Q4; 18 P—QKt4, R—Kt4; 19 P—QR4, R×P; 20 R×B, R×B; 21 QR—Q1 wins. (2 points)
- 83** If 19 . . . Kt—B3; 20 B×Kt (20 Kt—R6ch also wins), P×B; 21 Kt—K3 wins. (1 point)
- 84** If 19 . . . Kt—B4; 20 Kt—K3, Kt—K3; 21 Q—B5 and wins. Another way is 20 Kt—R6ch, P×Kt; 21 R×B, Q×R; 22 Q—B6 and wins. The first method wins a piece, the second is even more forcing. (1 point)
- 85** If 19 . . . Kt—Kt1; 20 Kt—K3 wins. (1 point)
- 86** If 19 . . . Q—R1; 20 B×KtP, B×B (or 20 . . . B—K3; 21 Kt—R6ch, K×B; 22 Q—Kt5ch, K—R1; 23 Q—Kt8 mate); 21 Q—Kt4 or Q—Kt5 forcing mate. (2 points)
- 87** If 19 . . . B—K3; 20 B×KP with crushing pressure. (1 point)

- 88** If 19 . . . B—B3; 20 B—KR3 with irresistible pressure. (2 points)
- 89** If 20 . . . K—R1; 21 Q×BP! (of course 21 Kt×Pch, winning the Queen, is quite ample), Kt—B3; 22 Q—Kt8ch!, Kt×Q; 23 Kt—B7 mate! (1 point)
- 90** If 21 . . . Q×R; 22 Q—B6 leads to mate. If 21 . . . Q—Kt4; 22 Q×P mate. (2 points)

TEL-AVIV, 1944

WHITE

J. Dobkin

1 P—K4

2 points for this move.

1 . . .

2 points for this move.

2 P—Q4

2 points for this move or 2 Kt—QB3 or 2 Kt—KB3.

2 . . .

2 points for this move.

3 Kt—QB3

2 points for this move or 3 P—K5 or 3 P×P or 3 P—KB3.

3 . . .

*2 points for this move.**No credit for 3 . . . Kt—B3.**91 1 point extra credit for White's correct course of action in reply to 3 . . . Kt—B3.*

4 Kt×P

2 points for this move.

4 . . .

BLACK

M. Grinberg

P—QB3

P—Q4

P×P

B—B4

2 points for this move or 4 . . . Kt—B3.

5 Kt—Kt3

2 points for this move.

1 point for 5 B—Q3, which offers the Queen's Pawn for purely speculative reasons.

5 . . . B—Kt3

2 points for this move.

6 Kt—B3

2 points for this move or 6 P—KR4 or 6 B—QB4.

6 . . . Kt—Q2

2 points for this move.

1 point for the less accurate 6 . . . P—K3, which would lose time for Black after 7 P—KR4, P—KR3; 8 Kt—K5, B—R2 etc.

7 B—Q3

2 points for this move or 7 B—QB4.

7 . . . Q—B2

1 point for this move, which is poorly timed and involves Black in some inconvenience.

2 points for the normal move 7 . . . B×B. The continuation might be 8 Q×B, P—K3; 9 B—Q2, Q—B2; 10 O—O—O, KKt—B3; 11 KR—K1, B—K2 followed by . . . O—O—O. White's position would be somewhat more comfortable.

8 O—O

2 points for this move or 8 B×B.

8 . . .

KKt—B3

2 points for this move.

1 point for 8 . . . O—O—O, after which 9 Kt—Kt5 might be annoying. The order of moves which has been selected by Black makes the protection of his King's Bishop Pawn something of a problem.

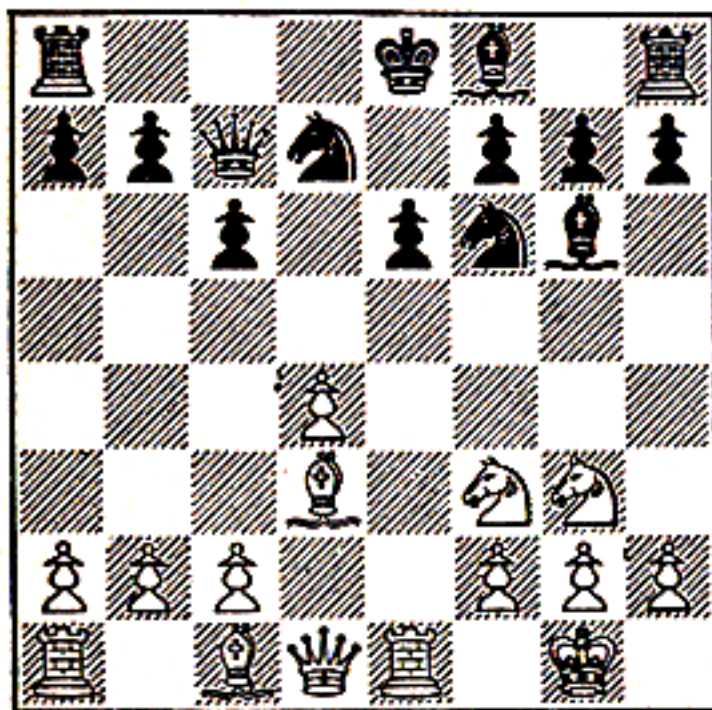
9 R—K1

2 points for this move. White has aggressive notions . . .

9 . . .

P—K3

2 points for this move.



Black's King's Bishop Pawn may become difficult to defend.

10 Kt—Kt5!

3 points for this move, which gives Black a good chance to go wrong.

2 points for 10 B×B or 10 Kt—K5 or 10 P—B4.

10 . . .

B×B

2 points for this move or 10 . . . B—K2.

Deduct 1 point for 10 . . . O—O—O.

92 1 point extra credit for White's correct reply to 10 . . . O—O—O.

11 QxB

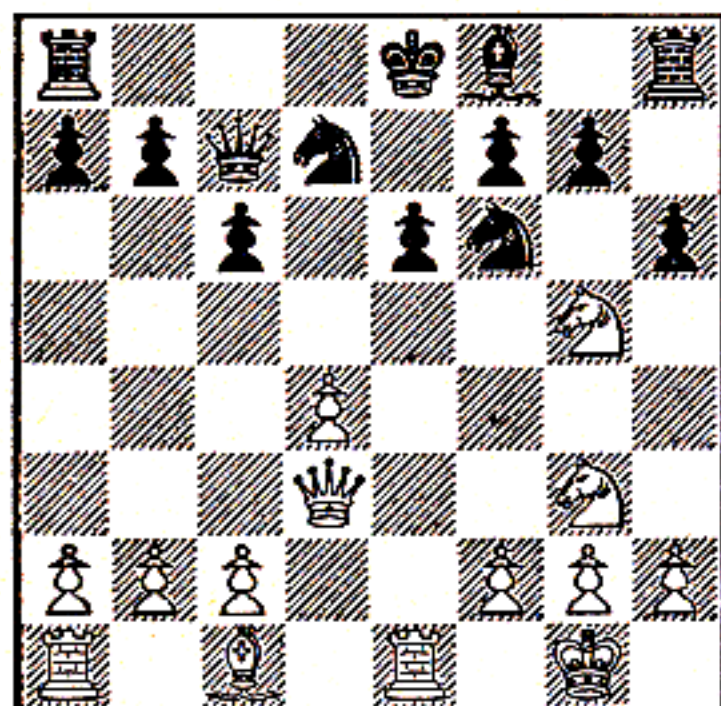
2 points for this move.

11 . . .

P—KR3??

Deduct 3 points for this move.

2 points for 11 . . . B—K2.



How does White exploit Black's faulty last move?

12 R x Pch!!

5 points for this move, which must have come as a stunning surprise to Black.

1 point for 12 Kt—B3 or 12 KKt—K4—these moves are sound enough, but they lack inspiration.

12 . . .

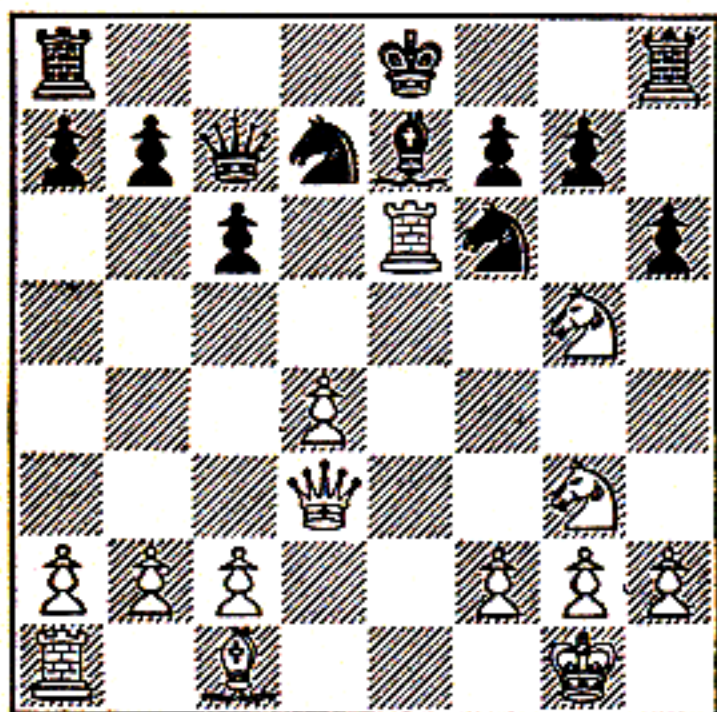
B—K2

2 points for this move, which is Black's best defensive chance.

Deduct 3 points for 12 . . . K—Q1, which allows a simple win by 13 Kt x Pch and 14 Kt x R.

Deduct 3 points for 12 . . . P×R.

93 2 points extra credit for White's correct reply after 12 . . . P×R.

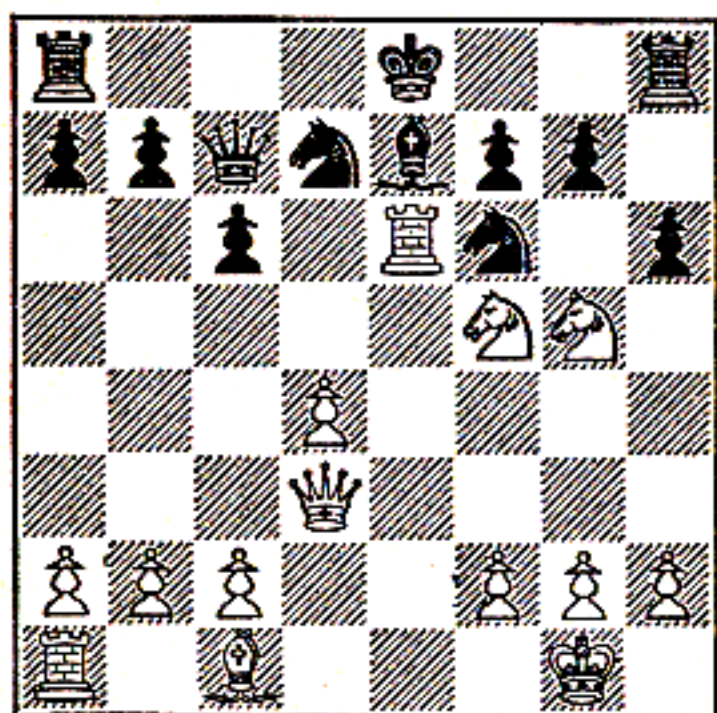


What is the most powerful way to continue the attack?

13 Kt—B5!!

6 points for this brilliant move, which is even finer than the preceding move.

1 point for 13 R—K2 or 13 R—K1.



Can Black capture the Rook?

13 . . .

P x Kt

2 points for this move.

Deduct 2 points for 13 . . . P×R.

94 *2 points extra credit for White's winning reply to 13 . . . P×R.*

14 RxBch

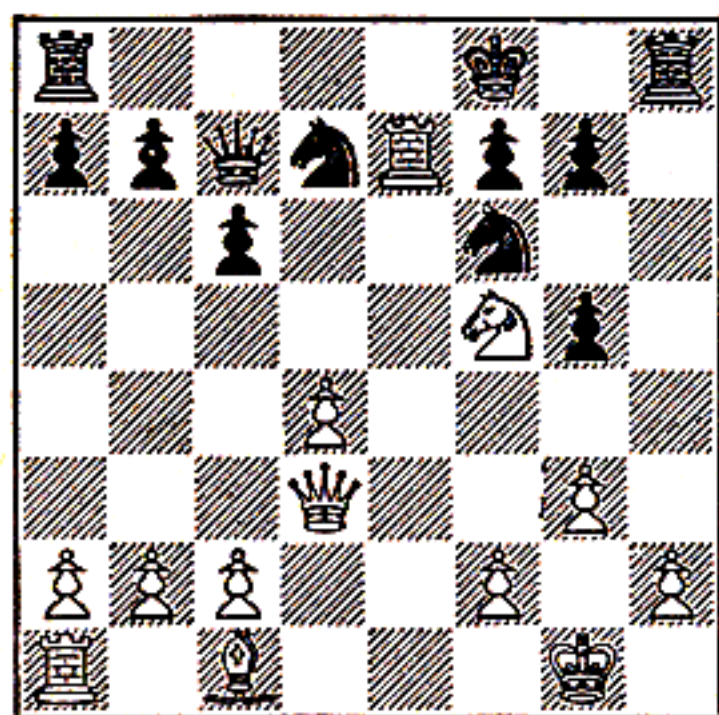
2 points for this move. White's dashing attack has won a Pawn and now deprives Black of the castling privilege, with lasting insecurity for Black's King as the necessary consequence.

14 . . . **K—B1**

2 points for this move or 14 . . . K—Q1.

15 P—KKt3

2 points for this move.



Now 15 . . . P—KKt3 seems to win a piece. But White is fully prepared for the move.

15 . . . **Kt—Q4**

2 points for this move.

No credit for 15 . . . P—KKt3.

95 *2 points extra credit for the correct reply to 15 . . . P—KKt3.*

16 B x P!!

5 points for this splendid move, which required very careful calculation.

16 . . .

R—R4

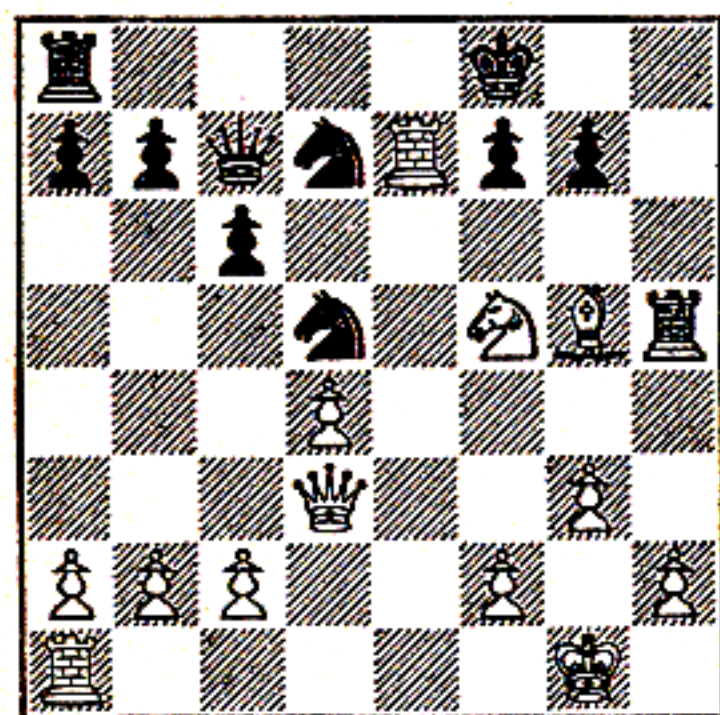
2 points for this move.

No credit for 16 . . . Kt x R or 16 . . . P—KKt3 or 16 . . . P—B3.

96 2 points extra credit for the correct continuation against 16 . . . Kt x R.

97 2 points extra credit for White's winning line against 16 . . . P—KKt3.

98 2 points extra credit for White's correct reply to 16 . . . P—B3.



Can White avoid the loss of a piece?

17 Q—R3!!

5 points for this fine resource, which saves everything. The chief threat is of course 18 R x Ktch.

17 . . .

K—Kt1

2 points for this move or 17 . . . P—B4.

99 2 points extra credit for White's best continuation against 17 . . . P—B4.

18 P—R4!

3 points for this move.

18 . . . **Kt x R**

2 points for this move or 18 . . . R x B or 18 . . . P—KKt3.

100 2 points extra credit for White's best continuation against 18 . . . P—KKt3.

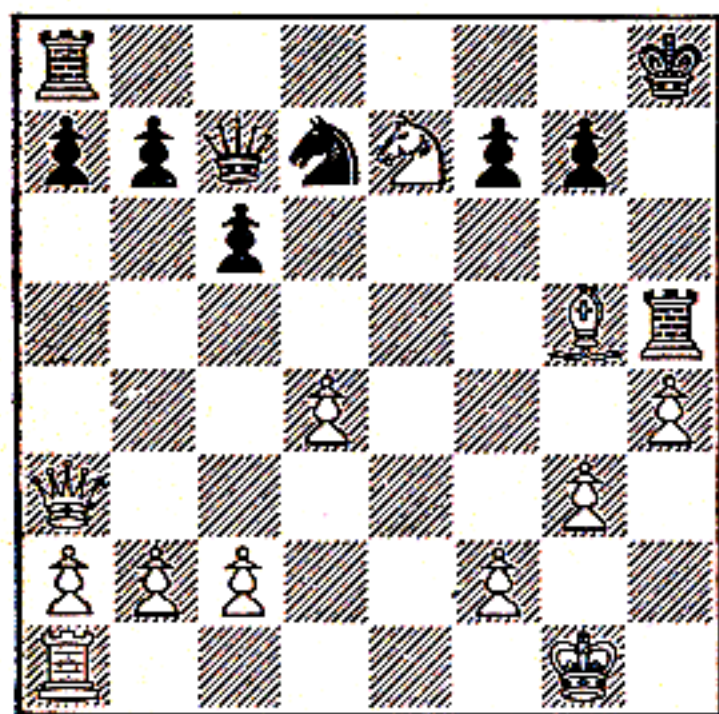
19 Kt x Ktch

2 points for this move.

19 . . . **K—R1**

2 points for this move or . . . K—R2. It begins to look as if Black is at last out of the woods.

101 1 point extra credit for White's best reply to 19 . . . K—R2.



How does White maintain the attack?

20 **Q—KB3!!**

5 points for this ingenious move, which freshens up the attack.

20 . . .

Kt—B3

No credit for this move or 20 . . . R×B or 20 . . . P—KKt3 or 20 . . . R—R2.

102 2 points extra credit for White's best continuation after 20 . . . R×B.

103 1 point extra credit for White's winning reply to 20 . . . P—KKt3.

104 1 point extra credit for White's refutation of 20 . . . R—R2.

21 **B×Kt**

2 points for this move. Obviously Black cannot reply 21 . . . P×B?

21 . . .

R—R2

2 points for this move.

22 **B—Kt5**

2 points for this move.

22 . . .

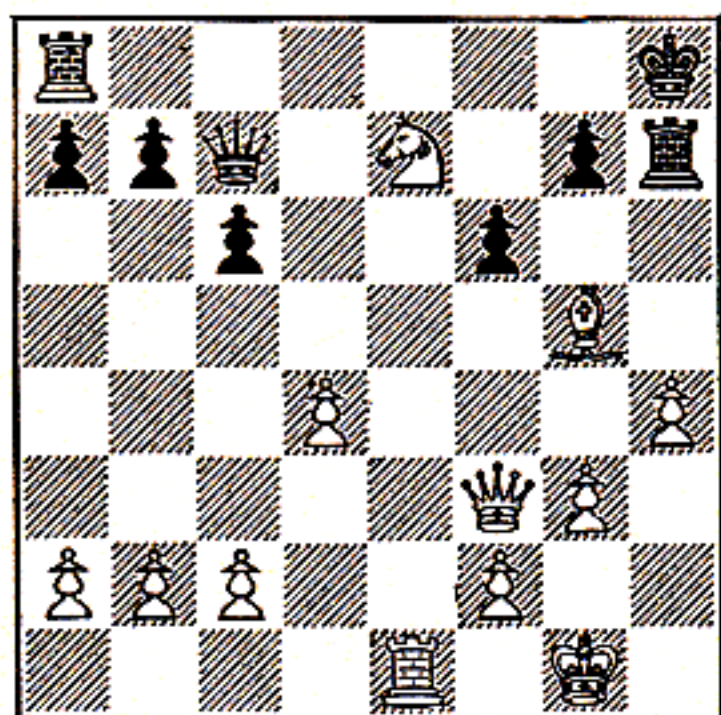
P—B3

2 points for this move. Black is considerably behind in material, but White's main interest is to decide the game quickly in the most forceful manner.

23 **R—K1!**

3 points for this move.

2 points for 23 Kt—Kt6ch, which also wins, but not so elegantly as the text.



White has hit on the most forceful and elegant winning method.

23 . . .

R—Q1

2 points for this move.

Deduct 2 points for 23 . . . R—K1P? which would be refuted by 24 Kt—Kt6ch etc.

No credit for 23 . . . P×B.

105 *1 point extra credit for White's best continuation after 23 . . . P×B.*

24 **Q—Kt3!**

3 points for this move, which sets up the murderous threat of 25 Kt—Kt6 mate!

24 . . .

Q x Kt

No credit for this move, which is simply desperation.

25 **R x Q**

1 point for this move.

25 . . .

P x B

1 point for this move.

26 **Q—B7**

2 points for this move, after which mate is unavoidable. Hence Black **resigns**.

106 1 point extra credit for White's strongest reply to 26 . . . R—KKt1.

Summary: Black's apparently insignificant inexactitude on move 7 gave him an opportunity to go wrong. On move 11 he played another seemingly harmless move, which this time proved really fatal. Taking advantage of the exposed position of Black's King and the lack of support offered by his forces, White instituted a smashing attack which forced through a brilliant victory by a series of elegant moves. What is particularly impressive about this attack is the never-flagging inspiration with which it was carried out.

Analysis of the Maximum Score

	Points
White's moves	71
Black's moves	45
Extra Credits	25
Total Maximum Score	<u>141</u>

How to Grade Your Score

	Points
Master Strength	from 127 to 141
Excellent	" 99 " 126
Good	" 71 " 98
Fair	" 42 " 70

Answers to Questions in the Text

91 3 . . . Kt—B3 is effectively answered by 4 P—K5, KKt—Q2; 5 B—Q3 with a very superior game for White; or 4 . . . Kt—K5; 5 Kt×Kt and Black's Pawn at K5 will be a serious weakness. (1 point)

- 92** 10 . . . O—O—O? leads to the loss of the exchange by 11 B×B, RP×B; 12 Kt×BP. (1 point)
- 93** If 12 . . . P×R; 13 Q—Kt6ch, K—K2; 14 Q—B7ch, K—Q1; 15 Kt×Pch winning the Queen. (2 points)
- 94** If 13 . . . P×R; 14 Kt×Pch followed by 15 Kt×Pch winning the Queen. (2 points)
- 95** 15 . . . P—KKt3 is answered by 16 B×P!, P×Kt; 17 B×Kt with an easily winning game. (2 points)
- 96** If 16 . . . Kt×R; 17 B×Ktch, K—Kt1; 18 B—Q6, Q—Kt3 (18 . . . Q—R4 also loses the Queen); 19 Kt—K7ch, K—B1; 20 Kt—Q5ch. (2 points)
- 97** If 16 . . . P—KKt3; 17 Q—R3!, K—Kt1; 18 Kt—R6ch and wins. (2 points)
- 98** If 16 . . . P—B3; 17 Q—K4! and Black is helpless against the murderous threat of 18 Q—K6. (2 points)
- 99** On 17 . . . P—B4 there follows 18 R×Kt, Q×R; 19 Q×Pch, K—Kt1; 20 Q×Kt, Q×Q; 21 Kt—K7ch followed by 22 Kt×Q and with three Pawns for the exchange, White wins without much trouble. (2 points)
- 100** If 18 . . . P—KKt3; 19 Kt—R6ch, R×Kt; 20 B×R, Kt×R; 21 Q×Kt and wins. (2 points)
- 101** On 19 . . . K—R2; 20 Q—KB3 gives White an easy win. (1 point)
- 102** If 20 . . . R×B; 21 P×R, Kt—B1 (or 21 . . . P—KKt3; 22 Q—R1ch, K—Kt2; 23 Q—R6 mate); 22 Q×KBP and Black can resign. (2 points)
- 103** If 20 . . . P—KKt3; 21 Q×KBP and Black is helpless. (1 point)

-
- 104** If 20 . . . R—R2; 21 Q×KBP and Black has no good parry to the threat of Kt—Kt6 mate. (1 point)
- 105** If 23 . . . P×B; 24 Kt—Kt6ch, K—Kt1; 25 R—K7 and Black can resign. (1 point)
- 106** If 26 . . . R—KKt1 (White was threatening 27 Q or R—K8ch); 27 R—K8 forces mate. (1 point)

USSR CHAMPIONSHIP, 1944
(OMSK SEMI-FINALS)

WHITE

BLACK

I. Boleslavsky

A. Ufimtsev

1 P—K4

2 points for this move.

1 . . .

P—K3

2 points for this move, from which the opening derives its name.

2 P—Q4

2 points for this move (which is played almost invariably) or 2 Kt—QB3 or 2 Kt—KB3. These last two moves are experimental in nature and are usually followed by P—Q4 in order to prevent Black from advancing too far in the center. 2 points also for 2 P—QB4 or 2 P—KKt3, which, however, give Black no serious difficulties.

2 . . .

P—Q4

2 points for this move, which challenges White's occupation of the center.

3 Kt—QB3

2 points for this move (which maintains the tension in the center; or 3 P×P (which is playable, but eases Black's game unduly); or 3 P—K5 (which is aggressive, but exposes

White's center to counterattack by . . . P—QB4); or 3 Kt—Q2 (which is primarily played to avoid the pin by . . . B—Kt5); or 3 B—Q3 (which is too passive to appeal to most players).

3 . . .

P x P

2 points for this move, which is generally considered slightly inferior, as it opens up the game somewhat prematurely.

2 points also for the alternatives: 3 . . . Kt—KB3 (the most frequently played), or 3 . . . B—Kt5 (one of the most complicated lines).

4 **Kt x P**

1 point for this move.

4 . . .

Kt—KB3

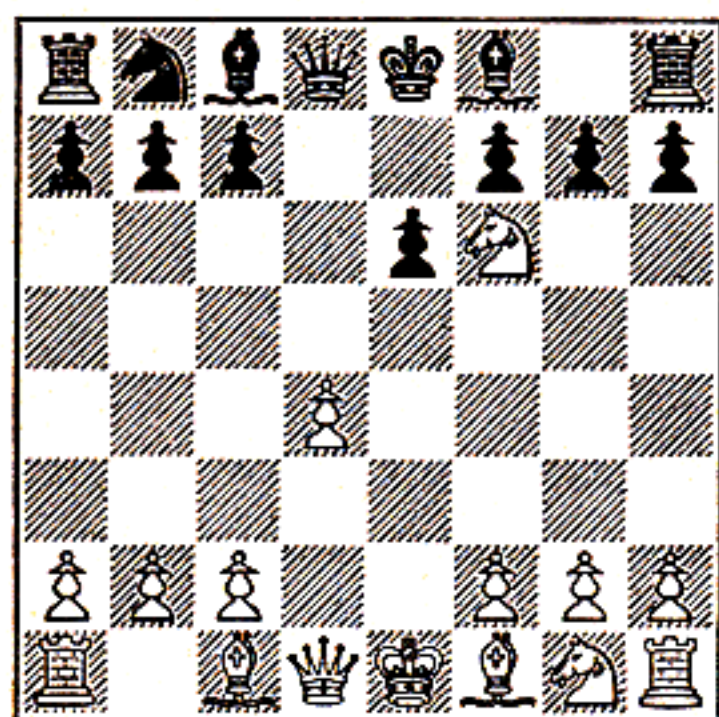
2 points for this move or 4 . . . Kt—Q2 or 4 . . . B—K2. In playing the text, Black very likely had in mind the subsequent doubling of his King's Bishop's Pawn.

5 **Kt x Ktch**

2 points for this move (which is the simplest solution to the problem of what to do with the Knight), or 5 B—Q3 or 5 Kt—Kt3 or 5 Kt—QB3.

In the event that White's Knight retreats to Kt3 or QB3, Black's most likely reply would be 5 . . . P—B4. The advance of Black's Queen's Bishop's Pawn has a liberating effect on his game in such positions—so much so that . . . P—QB4 may be described as Black's *thematic* move in the French Defense.

The advance . . . P—QB4 is always crucial in this opening, and generally determines the future course of the game. The present encounter is a good example.



Black's choice of recapturing with the Queen or Knight's Pawn will influence the whole course of the game.

5 . . .

P x Kt

2 points for this move or 5 . . . Q x Kt, both moves having some drawbacks. The text makes it virtually impossible for Black to castle KR and creates Pawn weaknesses which may become serious in the ending; but it does have the merit of giving Black an open King's Knight file. 5 . . . Q x Kt avoids the Pawn weaknesses, but leaves the Queen in some danger after 6 Kt—B3 (threatens B—Kt5) and gives Black a generally stodgy game.

6 **Kt—B3**

2 points for this move or 6 P—KKt3 or 6 B—K3 (preparing for Queen-side castling) *or 6 B—K2* (intending B—B3 in order to counter Black's contemplated fianchetto of his Queen's Bishop).

6 . . .

P—Kt3

2 points for this move, which is Black's most natural continuation. Unless he solves the problem of developing his Queen's Bishop in a satisfactory manner, his Queen-side pieces are apt to get crowded very awkwardly.

2 points also for 6 . . . B—K2, although the development of the KB can be postponed until Black is certain about the best square for this piece.

7 B—Kt5ch

2 points for this move (played to provoke . . . P—B3, which blocks the intended diagonal of Black's Queen's Bishop) or 7 B—QB4 or 7 B—Q3 or 7 B—K2 or 7 B—K3 or 7 B—KB4 or P—KKt3.

7 . . .

P—B3

2 points for this move or 7 . . . B—Q2. At first sight, the latter move seems objectionable because it runs counter to Black's intention of fianchettoing the Queen's Bishop. However, Black need not fear any weakening of his white squares when *both* his Queen's Bishop and the White King's Bishop disappear.

No credit for 7 . . . Kt—Q2, which would lead to a badly disorganized position for Black after 8 B—B6.

8 B—QB4

2 points for this move or 8 B—Q3 or 8 B—K2.

8 . . .

B—QR3

2 points for this move or 8 . . . B—QKt2 (carrying out his original plan) or 8 B—K2 or 8 . . . Q—B2.

The text move indicates that Black does not mind parting with his valuable Queen's Bishop if he removes White's King's Bishop in the process.

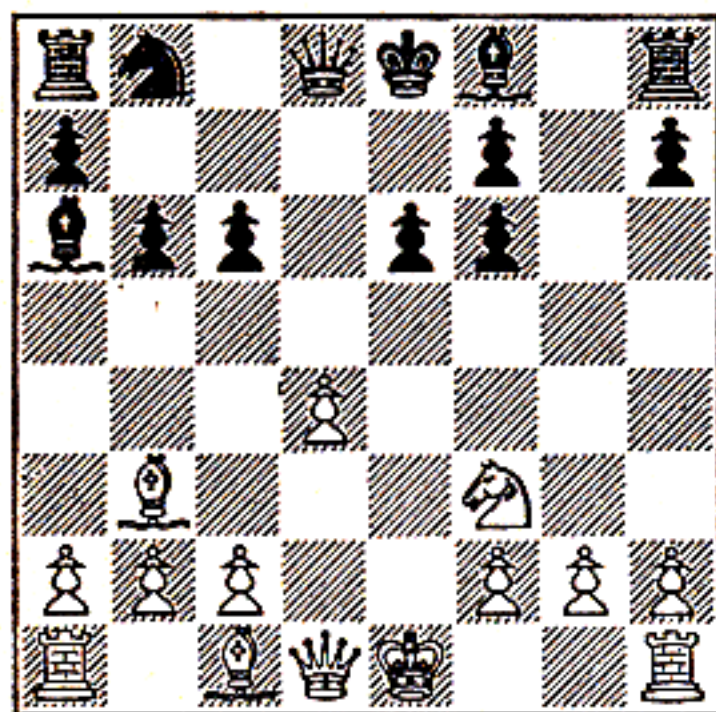
9 B—Kt3?

No credit for this move, which is very poor play. From now

on, the King's Bishop never serves a useful purpose, although one can see that the intention of the text was to answer an eventual . . . P—QB4 with P—Q5. However, White had several better moves, such as:

2 points for 9 B×B. True, this develops Black's game, but after 9 . . . Kt×B, Black's Knight is not too well placed and White gains a tempo for development with 10 Q—K2 or 10 Q—Q3.

*2 points for 9 Q—K2 or 9 Q—Q3—*although in that event Black secures a perfectly satisfactory game with 9 . . . B×B; 10 Q×B, Q—Q4 etc.



White's faulty decision regarding the fate of his King's Bishop has cost him the initiative.

9 . . .

Q—B2

2 points for this move, which prepares for . . . O—O—O and also takes an important diagonal.

1 point for 9 . . . B—K2, for after 10 B—KB4, Black's problems of development are not solved so easily as after the text.

No credit for 9 . . . Kt—Q2, which is unsatisfactory because of 10 B—KB4, after which the mechanics of Queen-

side castling will have been transformed into an arduous chore.

10 P—B4

1 point for this move, which is played with the idea of blocking the diagonal of the hostile Queen's Bishop, so that White can castle King-side. This is a totally faulty conception, as will be seen.

2 points for 10 B—K3, intending Q—Q2 and O—O—O with a reasonably safe position.

10 . . . Kt—Q2

2 points for this move. Black continues his development and prepares for Queen-side castling.

2 points also for 10 . . . B—Q3 or 10 . . . B—K2.

1 point for 10 . . . B—Kt5ch, for after 11 B—Q2, B×Bch; 12 Q×B White would have gained time for development and would have had better prospects of successfully exploiting the theoretical weakness of Black's King-side Pawns.

11 O—O

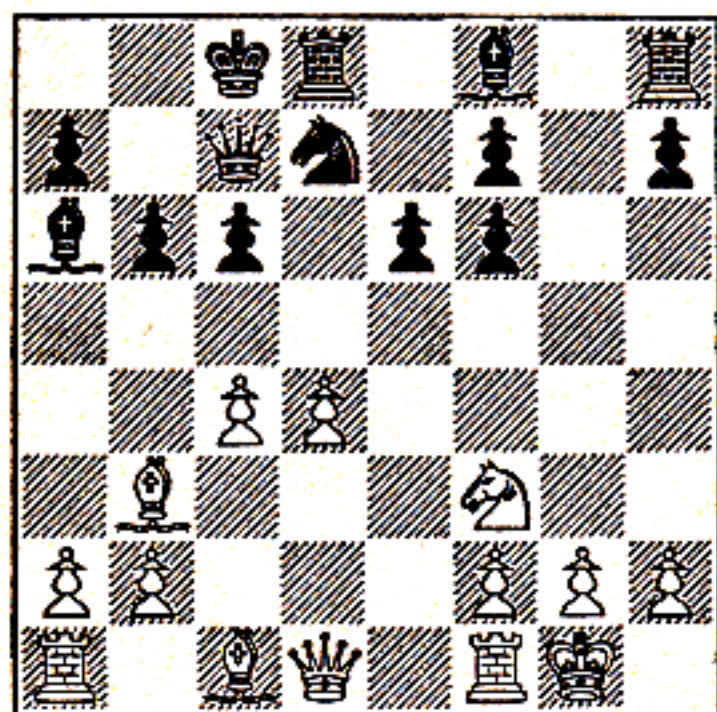
No credit for this move, which is based on a serious misunderstanding of the position: White thinks that his chances of attack via P—QR4 etc. outweigh Black's prospects on the open King's Knight file. Boleslavsky is soon set right on this score!

2 points for 11 B—K3 (intending Q—Q2 and O—O—O), which was still the right way.

11 . . . O—O—O

2 points for this move, which is as correct as Black's last move was wrong!

2 points also for 11 . . . B—Q3 or 11 . . . B—K2—although on the whole the text is the preferable move. Black rightly pushes his attacking chances.



Black intends to build up a powerful attack along the King's Knight file.

12 Q—K2

2 points for this move or 12 P—QR4 or 12 B—K3.

12 . . . B—Q3

2 points for this move, which puts the King's Bishop on a fine, aggressive diagonal.

13 P—QR4

2 points for this move, which begins what White hopes will be a strong counterattack.

2 points also for 13 B—K3.

13 . . . QR—Kt1

3 points for this move, which is the signal for the attack. Black is gradually obtaining a formidable position by means of simple moves, well planned and carefully executed.

14 P—R5

2 points for this move. White still hopes for a counterattack!
*2 points also for 14 B—K3—*White should be thinking about completing his development.

14 . . .

P—QB4!!

4 points for this thematic move. With the greatest calmness in the world, Black ignores White's attempted attack, and proceeds forcefully with his own projects. The long diagonal is opened in order to intensify the pressure on White's Kk2.

2 points for 14 . . . B—Kt2, which is the safe and sane move.

No credit for 14 . . . P—Kt4, which would give White new chances after 15 P×P.

15 **RP×P**

2 points for this move, which looks promising, as it opens the QR file. Unfortunately these expectations are not borne out; but that was difficult to foresee at the moment.

2 points also for 15 B—K3.

15 . . .

Q×P

2 points for this move.

16 **B—K3**

2 points for this move, which is virtually forced.

16 . . .

B—Kt2

2 points for this move, after which the game begins to take on a threatening aspect for White: Black's Queen's Bishop is now on the right diagonal!

No credit for 16 . . . Q×B. White replies 17 R×B and Black's attacking chances are greatly diminished.

107 3 points extra credit for indicating Black's threat in this position, aside from 17 . . . Q×B.

17 P×P

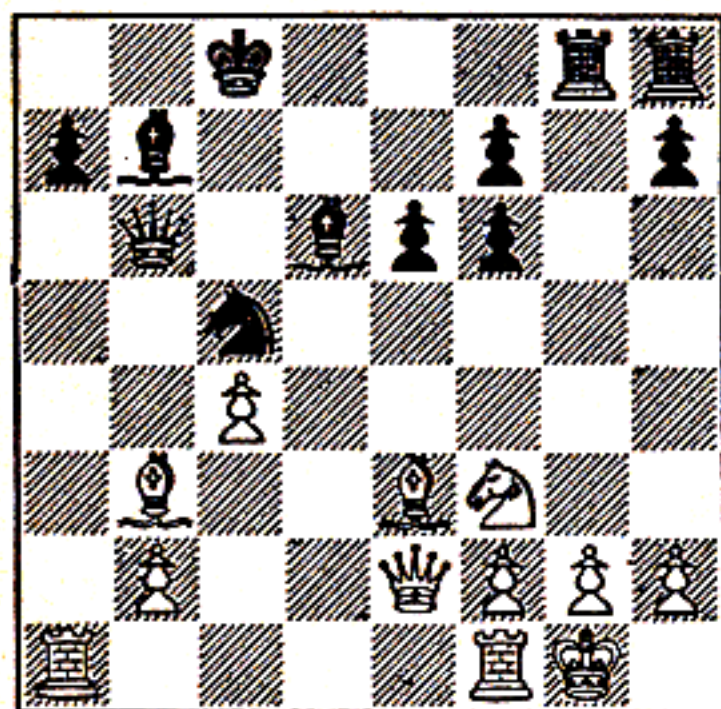
2 points for this move. If you have answered the previous question correctly, you know that after 17 B—Q1, P×P wins for Black.

17 . . .

Kt×P

3 points for this move, which strengthens Black's attack. As will be seen, he need not be afraid of the resulting pin.

2 points for 17 . . . B×P; after the exchange of Bishops, White's defense would be easier than it is in the actual play.



Black's attacking possibilities have already attained alarming proportions.

18 B—Q1

2 points for this move, which gives the Knight additional protection.

2 points for 18 R—R3, after which Black would continue by doubling Rooks on the King's Knight file.

1 point for 18 B×Kt, B×B which would allow Black's attack

to roll on with undiminished force, while leaving White without any constructive prospects.

18 . . .

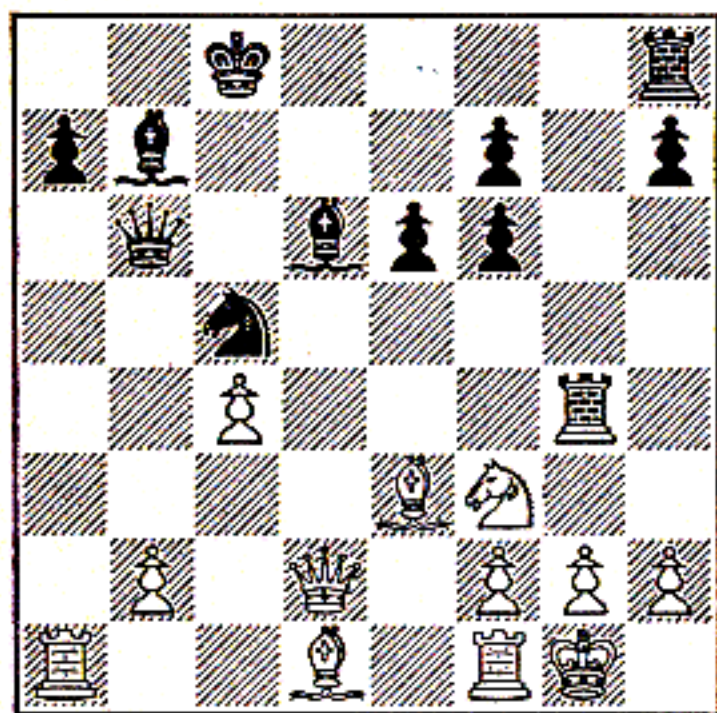
R—Kt5

3 points for this move, which wheels the Rook into position for decisive action.

3 points also for other doubling moves on the King's Knight file, such as 18 . . . R—Kt2 or . . . R—Kt3.

19 **Q—Q2**

Deduct 2 points for this move, which turns out very badly. 2 points for 19 Kt—K1, with the likely continuation 19 . . . R—R5; 20 P—KKt3, Q—B3; 21 P—B3, R—Kt1 and although Black's attacking position is formidable, White is not wholly without chances.



White seems to be on the point of securing a strong counterattack. But he is in for a stunning surprise!

19 . . .

Kt—K5!!

8 points for this beautiful surprise move.

2 points for 19 . . . KR—Kt1—a good move, but not nearly so strong as the text.

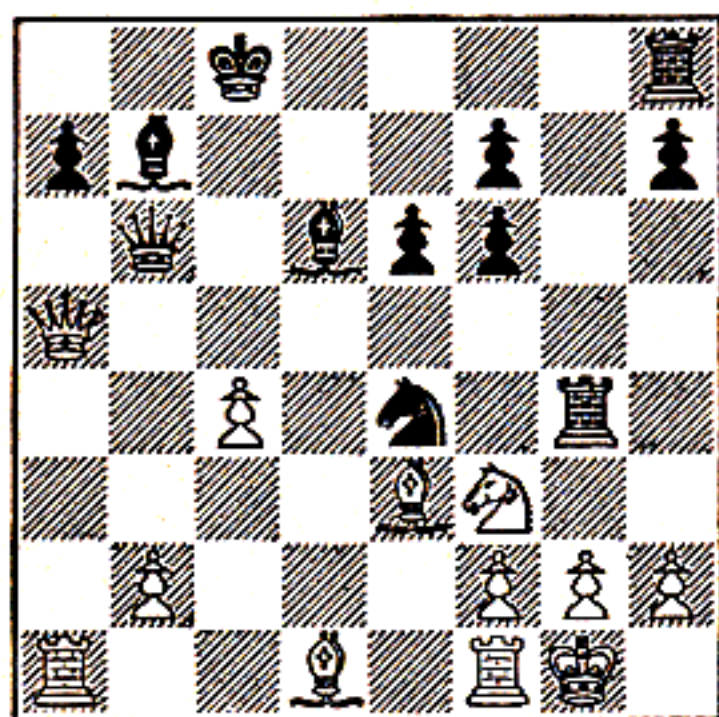
20 **Q—R5**

1 point for this move.

3 points for 20 Q—K2, which offers the best chance of holding the game.

No credit for 20 B×Q.

108 *3 points extra credit for Black's best continuation after 20 B×Q.*



20 . . .

KR—Kt1!!!

8 points for this move. Black's inspired play at this crucial stage is a wonderfully instructive example of the power of the Rooks on the open King's Knight file, when combined with the devastating action of the Bishop on the long diagonal.

21 Kt—K1

1 point for this move.

No credit for 21 B×Q or 21 Q×Q or 21 P—KKt3.

109 *4 points extra credit for Black's correct continuation after 21 B×Q or 21 Q×Q.*

110 *5 points extra credit for Black's correct continuation after 21 P—KKt3.*

21 . . .

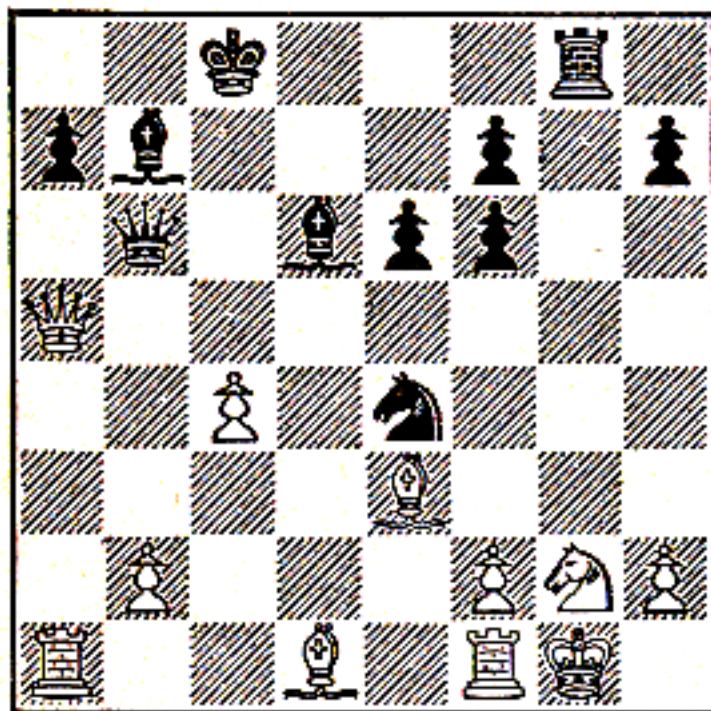
R x Pch!!!

8 points for this beautiful sacrifice, which represents the logical culmination of Black's clever buildup of the attack.

22 Kt x R

1 point for this move. White is helpless against the attack, and can only choose among evils.

Deduct 2 points for 22 K—R1P which is answered by 22 . . . R x P mate!



Black is a Rook down and his Queen is *en prise*. What is the move that forces the game?!

22 . . .

Kt—Q7!!!

10 points for this exquisite move, which finally makes the win clear.

23 Q—Q5

No credit for this move, nor for 23 B x Q nor 23 Q x Q.

1 point for 23 P—B3, which is the last reasonable attempt at defense.

111 3 points extra credit for Black's best continuation after 23 B x Q or 23 Q x Q.

112 3 points extra credit for Black's best continuation after 23 P—B3.

23 . . .

B x Q!

3 points for this move.

1 point for 23 . . . P×Q, which is less good.

113 3 points extra credit for White's best continuation after 23 . . . P×Q.

24 P×B

1 point for this move.

No credit for 24 B×Q.

114 2 points extra credit for Black's correct continuation after 24 B×Q.

24 . . . Q×P

3 points for this move, which wins more material.

25 B×Kt

1 point for this move or 25 R—K1.

1 point also for 25 R—R4 or 25 R—R6, after which 25 . . . Kt×R wins with ease.

25 . . . Q×R

2 points for this move.

26 B—KB3

Deduct 2 points for this move, which is a final blunder. But White was quite helpless.

26 . . . B×Pch

2 points for this move.

White resigns

Summary: White lost important time in the opening with the faulty development of his King's Bishop. He then com-

mitted an even greater error by castling on the wrong wing. Black was able to place his pieces admirably for a crushing attack. Aided by some inexactitudes by White, he thereupon carried out a series of delightfully brilliant sacrifices. Striking as these moves are, they reinforce the moral that brilliant play is generally the punishment for previous mistakes.

Analysis of the Maximum Score

	Points
White's moves	45
Black's moves	85
Extra Credits	26
Total Maximum Score	<u>156</u>

How to Grade Your Score

	Points
Master Strength	from 140 to 156
Excellent	" 109 " 139
Good	" 78 " 108
Fair	" 47 " 77

Answers to Questions in the Text

107 Black is threatening 7 . . . P×P; 18 B×P, Q×QB!!; 19 Kt×Q, R×Pch; 20 K—R1, R×RPch; 21 K—Kt1, R—R8 mate. (3 points)

108 If 20 B×Q, Kt×Q and White can resign! Thus if 21 Kt×Kt, R×Pch; 22 K—R1, R×RPch; 23 K—Kt1, R—R8 mate. (3 points)

109 If 21 B×Q or 21 Q×Q, R×Pch; 22 K—R1, R×RPch!; 23 Kt×R, Kt×P mate! Another way is 22 . . . Kt×Pch!; then if 23 R×Kt, R—Kt8 mate, or 23 B×R, R×P mate. Beautiful chess! (4 points)

110 If 21 P—Kt3, Kt×KtP!; 22 RP×Kt (if 22 B×Q, Kt—K7ch), R×Pch!; 23 P×R, Q×Bch; 24 K—R1, R—Kt4; 25 Q×P, B—B4; 26 Q—R4, R—R4ch; 27 K—Kt2, Q—Q7ch and it is all over. (5 points)

111 If 23 B×Q or 23 Q×Q, R×Ktch; 24 K—R1, R×RPch; 25 K—Kt1, R—R8 mate. (3 points)

112 If 23 P—B3, Q×Bch; 24 K—R1 (or 24 R—B2, Q—K8ch and mate next move), Q—R3! (threatens mate!); 25 P—R4, Kt×R and White can resign. (3 points)

113 23 . . . P×Q would be a mistake because it would block the long diagonal. There would follow 24 B×Q, P×B; 25 P—B3, Kt×R; 26 K×Kt, P×P and while Black should win, the result is by no means so clear as after 23 . . . B×Q! (3 points)

114 If 24 B×Q, R×Ktch; 25 K—R1, R×RPch; 26 K—Kt1, R—R8 mate. (2 points)