

EDMONTON CHESS REPORT

SPECIAL ALBERTA CLOSED ISSUE!



Production Manager
& Games Editor ----Stephen Ball
Editor -----Len Steele

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EDITORIAL

We would like to draw your attention to a few improvements we have introduced with this issue.

Once again, we have attempted to produce further refinements in our diagram making technique, and believe that the Black pieces look much better than in the past.

We have reduced the size of the print (a VERY helpful suggestion of Mr. G. Donaldson of Calgary) with the result that we have been able to include more games and a more complete commentary on the games.

More games have been given in Algebraic Notation, as promised in the last issue, partly because 5 of the 6 contestants in the Closed used it! We did receive a couple of objections to the total conversion of the Edmonton Chess Report to Algebraic Notation. In response, we will continue to publish some games in English Descriptive Notation.

Since the majority of the Editorial Staff will be participating in the Canadian Open in Calgary, the next issue will not be produced until September.

We'll see you at the Open!

FROM THE GAMES EDITOR

I must admit that I was surprised - and pleased! - with the reaction to my appeal for games in the previous issue. Using the size of print from the first two issues, we would already have enough games for Number 4!

Since the next issue won't come out until after the Canadian Open, please send your games from that event. I would appreciate it if you could give a few of the alternate moves you considered at some points in your game. I can build quite complete notes out of such suggestions, without your detailed commentary. For those of you who missed my address, it is:

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In this issue, I have endeavoured to make more "talkative" notes. Personally, I enjoy reading such notes more than those with lengthy tracts of analysis. I would appreciate hearing from you if you prefer one type of annotation over the other.

I should like to point out that notes to a number of games were cooperative ventures. Where the efforts of the annotators were approximately equal, both parties were given credit - otherwise only one annotator is listed.

One of the more interesting items in this issue is the fact that the times on the clock are given for all the games of the Ball - Zaradic match. It should give you some idea of where the players spent their thinking time. These times were recorded by the match arbiter, Len Steele, an effort on his part for which I am very grateful.

ALBERTA CLOSED CHESS CHAMPIONSHIP 1975, May 17-19, Edmonton

The premier event in Alberta Chess took place May 17-19 at the General Services Building, U. of A. Campus. Besides the title of Alberta Closed Champion, a berth in the 1975 Canadian Closed and Zonal tournament was at stake. As expected, the Closed attracted a strong entry. A short summary of the careers of the contestants follows:

Stephen Ball - Ball has been a power on the Edmonton chess scene since he began playing in 1971. He was Alberta Junior Champion in 1972 and participated in the Canadian Junior that year. His recent results include two 5-0 wins in weekend Swisses this year, the University of Alberta Open and the Calgary Wide Open.

Branimir Brebrich - Brebrich has long been one of the top players in Alberta and Canada. He was last year's co-winner of the Closed and one of this year's pre-tournament favourites. Brebrich is also an active promoter of chess and is the president of the Alberta Chess Association.

Murray Campbell - Seventeen year old Campbell was the youngest participant in this year's Closed. Campbell is reigning Alberta Junior Champion and played in the past two Canadian Junior Championships. His second to fifth place tie at last year's Alberta Open was the chief factor in determining his qualification for the Closed.

Kris Kuczaj - Kuczaj made his Alberta debut at the Alberta Open 1972, which he won with a 5½-½ score. Kuczaj has since become a regular tournament winner, his latest triumph being the Calgary Closed 1975, which qualified him for the Alberta Closed.

Len Steele - Steele has been one of the highest rated players in Edmonton for several years. His most recent tournament win was the Londonderry Open 1975. Steele is a leading chess organizer in the province, and is vice-president of the Chess Federation of Canada.

Ante Zaradic - Zaradic, the highest rated entrant in this year's Closed, has an impressive history of tournament results, including a perfect score victory in the B.C. Open a few years ago. Inactivity recently seems to have left some mark on his play, although he won the Calgary All-Star Invitational 1975 ahead of both Brebrich and Kuczaj.

The tournament was directed by John Schleinich.

All of the players treated the games with the proper seriousness, the result being generally long, hard fought positional battles. Ball and Zaradic both played aggressive chess and produced crucial last round victories. Brebrich, playing below his normal form, gained points by sheer determination, saving bad positions against both Zaradic and Ball.

It was the opinion of several of the contestants that Kuczaj was playing the best chess of the tournament, but his efforts were marred by several horrendous blunders in good positions. Campbell played well throughout the tournament and still had a mathematical chance to finish clear first going into the last round. Steele's result was not as good as might have been expected, but not everybody can win in such difficult tournaments.

The Playoff Match between Zaradic and Ball was necessitated by their tie for first place. A number of conditions were imposed which we do not feel were

altogether reasonable, although we must state, in all fairness, that both players agreed to these conditions. For instance, we might have wished that time and financial considerations would have permitted a one-game-a-day format, rather than the wearing two-games a day method used, in which each game had to be played to completion without adjournment. These conditions led to a definite lowering of the quality of play in several of the games. Since the entire match was to be held in one city, the condition that spectators be excluded was entirely reasonable in our view. However, it would have been better had the match been held on "neutral" ground - Red Deer for instance,

If such a match should occur in the future, we would hope to see some changes such as those suggested above.

ALBERTA CLOSED 1975

	1	2	3	4	5	6	Total	Tie-Break
1. Ball	x	½	½	1	1	½	3½	7.75
2. Zaradic	½	x	½	½	1	1	3½	7
3. Brebrich	½	½	x	0	½	1	2½	
4. Kuczaj	0	½	1	x	0	½	2	5
5. Campbell	0	0	½	1	x	½	2	4
6. Steele	½	0	0	½	½	x	1½	

PLAYOFF MATCH

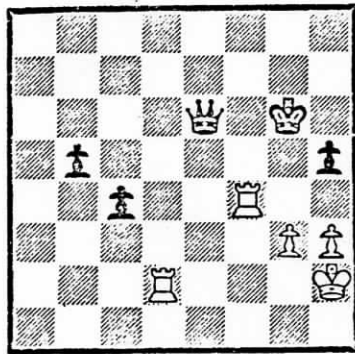
	1	0	½	1	Total
Ball	1	0	½	1	2½
Zaradic	0	1	½	0	1½

ROUND ONE

Steele - Kuczaj	½-½	Larsen's Opening	43
Campbell - Zaradic	0-1	French Defence	43
Brebrich - Ball	½-½	Benko Gambit	71

Steele - Kuczaj
Larsen's Opening
Annotated by Stephen Ball

1. P-QN3	P-K4	30. BxB	RxB
2. B-N2	N-QB3	31. QxRch	KxQ
3. P-QB4	N-B3	32. RxR	NxPch
4. N-QB3	P-KN3	33. BxN	PxB
5. P-KN3	B-N2	34. R-KB2	Q-K6
6. B-N2	O-O	35. R/1-KB1	QxP
7. P-K3	P-Q3	36. RxP	Q-K3
8. KN-K2	B-B4	37. R-B5	K-N3
9. P-Q3	Q-Q2	38. R/5-B4	P-B4
10. P-KR3	P-KR4	39. R/1-B2	P-B5
11. Q-Q2	P-QR3	40. R-Q2	
12. P-K4	B-K3		
13. P-B3(a)	Q-Q1(b)		
14. N-Q5	N-KR2		
15. P-Q4	P-B3(c)		
16. R-Q1	N-K2		
17. B-R3?(d)	NxN		
18. BPxN	B-Q2		
19. O-O	Q-K2		
20. R-B2(e)	N-N4		
21. K-R2	R-B2(f)		
22. Q-N4	B-N4(g)		
23. N-B3	PxP		
24. NxB	PxN		
25. B-N2	P-QB4		
26. PXP e.p.	PxP		
27. QxP/4	RxP		
28. QxQP	P-KB4	41. R-QB2	P-N5??(i)
29. QxNP	PxP(h)	42. R/2xP	P-N6
		43. R-QN4	P-N7
			Draw(j)



- (a) This sort of position characterizes Steele's play. The light squared Bishop is hopelessly bad, and his opponent has a lead in development. Yet, with the center blocked, it is difficult for Black to do anything, especially since the White King has not yet been committed to either side.
- (b) Already undeveloping, but Black must do something about White's threat of P-Q4 when an exchange on Q5 would leave White with a substantial advantage. N-KR2 seems to be more flexible, preventing White's P-Q4 for several more moves and preparing for P-KB4.
- (c) White's pieces have achieved a remarkable degree of coordination, considering the move order used. Black has set up a position akin to the Panno variation of the King's Indian Defence, and would do better to follow the standard plan with P-QN4, R-N1, PxBP, etc.
- (d) Presumably planning on playing P-QB5. However, the Bishop is badly placed on R3. White should either castle or retreat the Knight to K3.

- (e) A strange looking move, but not pointless. White should be planning on an attack down the half-open Queen Bishop file. After the immediate R-QB1, the reply 21. ... B-N4 forces either R-B2 or R-K1. Steele simply defends before the attack is made.
- (f) Kuczaj is also defending before direct attacks are made (in this case, on QB2), as well as preparing a Kingside attack.
- (g) Initiating a long sequence of forcing moves.
- (h) Both sides are making full use of the pinning motif.
- (i) Evidently overlooking the drawing resource played in the game. Considering the fact that Steele had only 2½ minutes left at move 29, and had only seconds left at the time control, his handling of the defence becomes quite understandable. Kuczaj still had 3 minutes left on his clock, and should certainly have found 40. ... P-B6! when Black wins without difficulty.
- (j) Black cannot win against White's Kingside formation after winning the Rook for the Knight Pawn, since White can simply move his King back and forth, and the Black King cannot escape from his prison.

Campbell - Zaradic
French Defence
Annotated by Murray Frank

1. e4	e6	23. Qb4	Bd5
2. d4	d5	24. Rb2	Qc3
3. e5	c5	25. Qc3	Rc3
4. c3	Nc6	26. Rc1	Rc1
5. Nf3	Qb6	27. Bc1	Kd7
6. Bd3(a)	Bd7	28. Rc2	Rg8
7. O-O	cd	29. Be3	b5!
8. cd	Nd4	30. Bb6	Rb8
9. Nd4	Qd4	31. Rc7ch	Ke8
10. Nc3	a6(b)	32. Bc5(i)	Ba2
11. Qe2	Ne7(c)	33. Bd6?(j)	Bd5
12. Rd1	Qa7!(d)	34. Re7ch	Kd8
13. Be3	Qb8(e)	35. Rf7	Rc8
14. f4(f)	g6	36. Rf8ch	Kd7
15. Rac1	h5	37. Rf7ch	Kc6
16. b4	Nf5	38. Rh7	a5
17. Bf5	gf	39. Rh5	b4
18. Rd5?	Bc6(g)	40. Rh7(k)	Kb6
19. Rd2(h)	Bb4	41. h4	Rg8
20. Qc4	Bc3	42. h5	Rg2ch
21. Qc3	Qc7	43. Kf1	b3
22. Rcd1	Rc8	44. Resigns.	

- (a) An unusual gambit variation.
- (b) Or 10. ... Qe4, 11. Re1 Qb8, 12. Nd5 Bd6, 13. Qg4 Kf8, 14. Bd2 which is safely evaluated as unclear by theory.
- (c) 11. ... Rc8, 12. Kh1 Bc5, 13. Bg5 h6, 14. Bd2 Ne7, 15. Rac1 Qh4 as in Padevsky - Darga, Siegen 1970 is unclear.
- (d) 12. ... Nc6, 13. Ba6 Qe5, 14. Qe5 Ne5, 15. Bb7 Ra7, 16. Bd5 is even. 12. ... Qb6, 13. Be3! with compensation for the sacrificed Pawn.
- (e) 13. ... d4?, 14. Bd4 Qd4, 15. Bb5 Bb5, 16. Nb5 followed by 17. Nd6ch and White would win.

- (f) The e Pawn must now be protected. However, White does not have sufficient compensation for the gambited Pawn.
- (g) It is hard to understand Zaradic's refusal of Campbell's generous offer of material. 18. ... ed, 19. Nd5 Be7, 20. Bb6 Kf8, 21. Nc7 Be6, 22. Na8 Qa8 and White is simply a piece down with only one Pawn as compensation.
- (h) Much better is 19. Rd4 Rg8, 20. Qh5 Bg2, 21. Kf2, or 20. ... Rg2ch, 21. Kf1. In either case, White retains a large advantage due to the poor placement of Black's pieces on the Queenside, not to mention his exposed King.
- (i) 32. Ba7 Rb7, 33. Rb7 Bb7, 34. g3 should draw without difficulty. Hence, Black cannot allow the exchange of Rooks, in which case White will save the a Pawn. The opposite colored Bishops will then present immense technical difficulties. I would hesitate to state categorically that Black cannot win barring serious errors on White's part. However, I cannot find anything resembling a clear winning line for Black.
- (j) 33. Bb4 blockading the Pawns and threatening Ra7 is superior, although the connected passed Pawns should win in any case.
- (k) Campbell was quite short of time between moves 24 and 40.

Brebrich - Ball Benko Gambit
Annotated by Stephen Ball

1. d4	Nf6	37. g4	Rg5(f)
2. c4	c5	38. Qf3	h5
3. d5	b5	39. h3	Re5ch
4. cb	a6	40. Kd2	Re3
5. ba	Ba6	41. Qf1	h4?(g)
6. g3	d6	42. Kc2	Ra3
7. Bg2	g6	43. Kd2	Ra2ch?(h)
8. Nf3	Bg7	44. Kd3	Rf2
9. 0-0	0-0	45. Qh1	Rf4
10. Nc3	Nbd7	46. Qd5	Rf2
11. Re1	Qb6	47. Qe4	Ra2
12. Qc2	Rfb8	48. Kc4	Ra3
13. e4?(a)	Ng4!	49. Qg2	Rg3
14. Bf1	Nge5	50. Qf1	f6(i)
15. Ne5	Ne5	51. Kd5	Kf7?(j)
16. Kg2	Bf1ch	52. Kd6	Rc3
17. Rf1(b)	Nc4(c)	53. Kd5	Re3
18. Rab1	Qb4	54. Qg2	f5?(k)
19. Bd2	Nd2	55. gf	Re5ch
20. Qd2	Ra2	56. Kd6	Rf5
21. Qd3	Rb2?(d)	57. Qb7ch	Kg8(1)
22. Rb2	Qb2	58. Qd7	Rf6ch
23. Rb1	Bc3	59. Kd5	Bf2
24. Rb2	Bb2	60. Ke4	Rf7
25. Qa6	Bd4	61. Qe8ch	Kg7
26. f4	Rb2ch	62. Qe5ch	Kh7
27. Kh1	Rb1ch	63. Qe6	Rc7
28. Kg2	Re1	64. Kf3	Bg3
29. e5	de	65. Qc4	Kg7
30. fe	Re5	66. Kg4	Kf6
31. Qc6	Kg7	67. Qa6ch	Ke7
32. Kf1	Rf5ch(e)	68. Qg6	c4
33. Ke1	Rf6	69. Qe4ch	Kd8
34. Qc7	Rd6	70. Qd5ch	Kc8
35. Qe7	Rd5	71. Qa8ch	Draw
36. Qb7	Rf5		

- (a) White must prevent Black from occupying e5 with the Knight on f6 before playing e4. Hence h3 is correct.
- (b) Normal lines have been reached with White at least two tempi behind.
- (c) An interesting alternative is c4.
- (d) I had thought that the ending with Bishop, Rook, and Pawn versus Queen would not be difficult to win in this case. Simply Raa8 leaves Black with a clear advantage. Even better is Qb3, when White is already short of reasonable moves.

- (e) Planning to eliminate the White d Pawn.
- (f) A better plan is Rf2 hemming the White King in on the first rank, after which Black may safely bring his King into the fray.
- (g) Since Black cannot win the h Pawn, exchanging on g4 and attempting to win the g Pawn is more reasonable. After ... hg, 42. hg Rg3, 43. Qd1 (forced since Qf4 is met by Be3ch) c4!, 44. Qe2 c3ch, 45. Kc2 f6!, followed by Be5, Kh6-g5, and Rg4.
- (h) The White King should be confined to the back ranks. Correct is f6 followed by Be5 and c4.
- (i) With the White King roaming freely, Black's winning chances have almost petered out.
- (j) Black obviously doesn't know what to do. However, White's control of the light squares makes Black's task difficult. The immediate f5 might be worth trying. Kh6-g5 and f5 is also plausible.
- (k) Black should still try to bring the King to g5.
- (l) Kf6?!, 58. Qe7 Mate.

ROUND TWO

Steele (½) - Campbell (0)	½-½	English Opening	16
Kuczaj (½) - Ball (½)	0-1	Grunfeld Defence	68
Zaradic (1) - Brebrich (½)	½-½	English Opening	47

Steele - Campbell Dutch Defence.

A deceptively short 16 move draw. Steele accepted Campbell's draw offer because he had a slightly worse position. Also, he had only 30 minutes to make the next 24 moves. The reasons behind Campbell offering the draw are somewhat more difficult. As speculation, perhaps the loss to Zaradic the previous round caused a corresponding loss of confidence in his play this round.

1. P-QB4	P-KB4	10. P-K3	R-N1
2. P-KN3	N-KB3	11. 0-0	B-Q1
3. B-N2	P-K3	12. P-Q4	P-K4
4. P-Q3	B-K2	13. P-Q5	N-K2
5. B-Q2	N-B3	14. P-B3	P-KR3
6. P-QR3	0-0	15. Q-B2	Q-R4
7. N-R3	P-Q3	16. N-B2	K-R1
8. P-QN4	Q-K1		Draw
9. N-B3	B-Q2		

Kuczaj - Ball

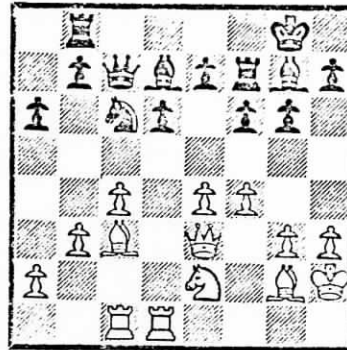
Grunfeld Defence
Annotated by Ian Loadman
and Stephen Ball

1. N-KB3	N-KB3	25. R-K1	Q-Q2
2. P-B4	P-KN3	26. RxR	QxR(j)
3. N-B3	B-N2	27. BxP	Q-Q2(k)
4. P-K3(a)	0-0	28. B-B5	Q-B4
5. B-K2	P-Q4	29. P-QR4	Q-K3
6. 0-0	P-B4	30. P-QN4	N-Q2
7. P-Q4(b)	QPxP(c)	31. B-Q4	B-R3
8. BxP	N-B3?!	32. R-N1	R-QB1
9. N-K5!	PxP	33. P-R5	Q-B5
10. NxN	PxN	34. N-K4	Q-Q6
11. PxP	Q-Q3?!(d)	35. R-K1	B-B1
12. P-KR3	B-B4(e)	36. B-B5	NxB
13. B-K3	KR-Q1	37. NxB	Q-B5
14. R-B1	N-K5(f)	38. R-K4	Q-B8ch
15. N-K2!	P-K4?(g)	39. Q-B1??(1)	BxNch
16. P-B3	N-B3	40. PxB	QxPch
17. PxP	QxP	41. Q-B2	QxP
18. B-Q4	Q-K2	42. Q-K3	P-QB4
19. Q-K1	B-K3	43. R-K8ch	RxR
20. Q-B2	R-K1?(h)	44. QxRch	K-N2
21. BxB	QxB	45. Q-K5ch	K-B1
22. N-B3	Q-Q2(i)	46. P-N4(m)	Q-N3
23. KR-Q1	Q-N2	47. P-N5(n)	P-B5ch
24. P-QN3	R-K3	48. K-N2	Q-K3(o)

49. Q-N8ch	K-K2	60. Q-R8ch!	K-K2
50. Q-N4ch	K-Q2	61. Q-N7ch	K-Q1
51. K-B2(p)	Q-Q4	62. Q-Q5ch	K-B1
52. P-B4	Q-Q5ch	63. Q-B6ch	Q-B2!
53. K-B3	Q-Q6ch	64. Q-K8ch	K-N2
54. K-B2	Q-B7ch	65. Q-N5ch	Q-N3!
55. K-B1	Q-B8ch(q)	66. Q-Q7ch(r)	K-N1!
56. K-N2	QxP	67. Q-K8ch	K-R2
57. Q-N5ch	K-Q1	68. K-N3??(s)	Q-N1ch
58. Q-Q5ch	K-K1	69. Resigns	
59. Q-B6ch	K-B1		

Zaradic - Brebrich English Opening
Annotated by Murray Frank

1. N-KB3	N-KB3	21. P-QB5?(h)	PxP
2. P-KN3	P-KN3	22. QxP	P-K4
3. B-N2	B-N2	23. Q-Q5	R-K1
4. O-O	O-O	24. Q-Q3	Q-N3
5. P-B4	P-B4	25. B-Q2	N-N5
6. N-B3	N-B3	26. BxN	QxB(i)
7. P-K4	P-Q3	27. R-B7	B-B3
8. P-KR3	P-QR3	28. RxR	KxR
9. P-Q4	PxP	29. N-B3	Q-B4
10. NxP	NxN(a)	30. N-Q5(j)	K-N1(k)
11. QxN	N-Q2(b)	31. PxP	RxP(l)
12. Q-K3(c)	N-K4	32. P-QN4	Q-Q3
13. P-N3	N-B3(d)	33. Q-B4	K-R1
14. B-Q2	R-N1	34. N-B3	Q-K2
15. QR-B1	B-K3?(e)	35. P-QR4	B-B1
16. N-K2(f)	B-Q2	36. P-N5	PxP
17. B-QB3	P-B3?(g)	37. PxP	B-K1
18. KR-Q1	Q-B1	38. R-Q5	B-B2
19. K-R2	R-B2	39. RxR	BxQ
20. P-B4	Q-B2	40. RxQ	BxR
		41. P-K5(m)	P-N3
		42. N-Q5	B-B4?(n)
		43. NxP	BxP
		44. P-K6	K-N2
		45. N-Q7	B-B5
		46. P-K7	BxP
		47. NxP	Draw



- (a) An unusual move at this point. Perhaps White expected a King's Indian and wished to avoid the main lines. However, Black's position is still flexible and not committed to a King's Indian structure.
- (b) Transposing into a variation of the Grunfeld which is bad for White. Unfortunately, White had no real alternatives.
- (c) Theory gives BPxP, although Frey was destroyed by Browne in the Pan Am tournament in Winnipeg with QPxP. Black, however, should follow up with an immediate capture on Q5.
- (d) Better is Q-N3 maintaining pressure on the QP and threatening the QNP.
- (e) R-Q1 followed by B-K3 is more in keeping with the previous move.
- (f) N-Q4 may be superior. Even B-K3 is worth serious consideration, since Black's light squared Bishop isn't doing anything on B4.
- (g) QR-B1 leads to complex play, along the lines of 15. KB-R6 R-B2, 16. B-KB4 P-K4, 17. PxP Q-K2, 18. Q-R4 BxKP, 19. RxP RxR, 20. QxR BxNP, 21. R-N1 etc.
- (h) Clearly, Black should play BxB first.
- (i) Considering the weakened state of the Queenside Pawns, Black should play N-Q4 with a view to a Rook and Pawn ending in which Black has good drawing chances.
- (j) Black has played planlessly, and now loses the Rook Pawn, a loss not to be taken lightly. The weakening of the Pawn structure after PxR would leave Black without even a chance of obtaining counterplay.
- (k) Still playing without thinking. The Bishop will have to retreat eventually anyway, so Black should try to make use of the time by N-Q4, 28. NxN QxN, and the Bishop must move due to the threats of RxB followed by B-Q5ch and Q-R5 winning the Rook Pawn after the Bishop moves.
- (l) Both players were short of time. Kuczaj had perhaps 1½ minutes while Ba1l had only seconds left.
- (m) White cannot afford to leave his Queen out of play for the length of time necessary to capture the Rook Pawn by Q-R8ch K-K2, 47. QxP Q-K8ch, 48. K-R2 P-B5, and the Pawn will be difficult to stop.
- (n) White has succeeded in fixing the Black Kingside Pawns, at the cost of weakening his own Pawn structure.
- (o) Better is Q-QB3 to support the advance of the Pawn.
- (p) The Black King can shelter from checks on QB3, QB7 or Q7, depending upon where the checks come from.
- (q) Far superior is 55. ... Q-N6! when White does not have any good squares for the Queen. After capturing the Bishop Pawn, Black finds an ingenious escape square for his King.
- (r) After QxP Q-B3ch, 67. QxQch KxQ, the Pawn ending is won for Black.
- (s) This gives up any chance of further resistance. K-B1 offered some hope in view of the exposed Black King. Both sides were clearly suffering from fatigue after long difficult games in the morning.

- (a) A position extremely similar to lines of the King's Indian Defence, Yugoslav variation.
- (b) 11. ... B-K3! with the idea of 12. ... N-Q2 equalizes.
- (c) Or 12. Q-Q2 followed by P-N3, B-N2, P-QR4 as in lines that arise from 1. P-K4 P-QB4 2. N-KB3 P-Q3 3. P-Q4 PxP 4. QxP in which White establishes a Maroczy type central bind.
- (d) 13. ... R-N1 in order to break the bind seems more to the point.
- (e) The difference between 13. ... R-N1 and 14. ... R-N1 is seen in that 15. ... P-QN4? would now lose a Pawn. Black should now have played 15. ... B-Q2 instead of losing a tempo first, or 15. ... P-KB4! with an immediate assault against the White stronghold on K4.
- (f) The manoeuvre 16. N-K2, 17. B-B3 is not convincing. Perhaps 16 P-QR4 followed by K-R2, P-B4, is better.
- (g) Surely it must be better to exchange Bishops than to weaken the King side and kill the Bishop.
- (h) 21. P-KB5! with a clear advantage. Examples: 21. ... PxP 22. PxP BxP 23. B-Q5! with advantage. 21. ... N-K4 22. BxN BPxN 23. PxP with King side attack. 21. ... P-K4 22. PxP PxP with a passive defence for Black.
- Zaradic's position is not quite set up to play P-QB5 here, but in any case it should be followed by 23. B-N2, maintaining a grip on the open file and preparing to plant the Knight on Queen 5 via Queen Bishop 3.
- (i) After White's mistake on move 21 the game has reached a position that is probably slightly in Black's favour.
- (j) This does not turn out very well but what is better?
- (k) In endings with major pieces still on the board, particularly Queens, the safety of the King is very important.
- (l) White's King Pawn is now weak but in the remaining play Black is unable to exploit this weakness.
- (m) Ridding himself of the weak King Pawn.
- (n) 42. ... B-Q1 gives better winning chances.

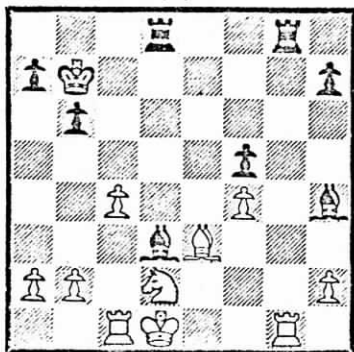
ROUND THREE

Campbell (1/2) - Kuczaj (1/2)	1-0	Sicilian Defence	36
Brebrich (1) - Steele (1)	1-0	Philidor's Defence	60
Ball (1 1/2) - Zaradic (1 1/2)	1/2-1/2	Dutch Defence	39

Campbell - Kuczaj Sicilian Defence
Annotated by Stephen Ball

1. P-K4 P-QB4
2. P-Q4 PxP
3. P-QB3 N-KB3
4. P-K5 N-Q4
5. QxP P-K3
6. B-QB4 N-QB3
7. Q-K4 N-N3
8. B-N3 P-Q3
9. N-B3(a) PxP
10. NxP NxN
11. QxN Q-Q3
12. B-KB4(b) QxQ
13. BxQ B-K2
14. BxP R-KN1
15. B-K5 B-Q2?(c)
16. R-N1?(d) N-R5
17. BxN BxB
18. N-Q2?(e) P-B3
19. B-N3 B-B7
20. P-B3 O-O-O
21. R-QB1 B-Q6
22. B-B2 P-N3
23. B-K3 P-K4
24. P-QB4 K-N2
25. P-KN3 P-KB4(f)
26. P-B4 PxP

27. PxP(g) B-R5ch!
28. K-Q1(h)



29. BxR RxRch?(i)
30. N-N3 R-K1
31. K-Q2 R-K8ch
32. NxR RxR
33. K-B3 BxP
34. P-N3 B-K3
35. N-Q3 P-QR4
36. N-B5ch P-QN4??(j)
- Resigns

- (a) 9. PxP BxP, 10. N-B3 leaves Black without any useful plans. This move allows Black to activate his pieces.
- (b) 12. Q-K4 may be better, since White may obtain threats on the exposed Black Queen by any of B-KB4, N-R3-N5 or O-O followed by R-Q1. The exchange of Queens eases Black's defensive task.
- (c) Black should regain the Pawn by 15. ... RxP, since the attempt to trap the Rook fails after 16. B-N3 B-Q2, followed by B-B3 and P-KR4-R5.
- (d) The Pawn must be defended, but this makes it difficult to develop the Rook effectively. Better are 16. O-O or P-N3 or even B-N3.
- (e) Since Black can effectively prevent White's castling now, White should first play P-QN3.
- (f) Black's central control and Bishop pair give him ample compensation for the Pawn minus.
- (g) 27. BxP allows 27. ... B-B4 after which White can safely resign, since 28. R-N2 is met by KR-K1ch, 29. K-Q1 B-B8 winning, and 28. R-R1 B-Q5 is also extremely unpleasant.
- (h) 28. B-B2 is sudden death after RxRch with a forced mate (not to mention 3 free pieces).
- (i) Much superior is B-B3 which wins an exchange, leaving White in a totally lost ending.
- (j) An unfortunate ending. Black has a clear advantage due to the Bishop pair, although capitalizing upon this advantage would involve great technical difficulties.

Brebrich - Steele Philidor's Defence
Annotated by Len Steele

- | | | | |
|-------------|-------|-----------|----------|
| 1. P-K4 | P-K4 | 9. B-Q3 | N-K2 |
| 2. N-KB3 | P-Q3 | 10. B-K3 | O-O |
| 3. P-Q4 | PxP | 11. Q-B2 | P-KB4 |
| 4. NxP(a) | P-KN3 | 12. N-Q2 | P-QB4 |
| 5. B-QB4(b) | B-N2 | 13. P-B3 | Q-K1 |
| 6. O-O | N-QB3 | 14. KR-K1 | P-KB5(d) |
| 7. NxN | PxN | 15. B-B2 | Q-B2 |
| 8. P-QB3(c) | B-K3 | 16. QR-Q1 | N-B3 |

- | | | | |
|------------|-----------|------------|-----------|
| 17. P-QN3 | Q-B3 | 39. Q-Q2 | Q-B3 |
| 18. R-QB1 | R-B2 | 40. Q-K1 | Q-K3 |
| 19. N-B4 | Q-N4 | 41. R-Q5 | Q-B3 |
| 20. K-R1 | Q-R4 | 42. Q-Q2 | R-K3 |
| 21. B-K2 | P-R4 | 43. Q-QB2 | K-N2 |
| 22. P-QR3 | N-K4 | 44. P-R3 | K-B2 |
| 23. NxN | QxN?!(e) | 45. P-QN4 | RPxP |
| 24. B-N5 | R-N1 | 46. PxP | PxP |
| 25. B-QR4 | P-R3(f) | 47. RxNP | R-R8ch |
| 26. KR-Q1 | K-R2 | 48. R-Q1 | RxRch |
| 27. B-K1 | R-N2 | 49. QxR | Q-B6 |
| 28. R-N1 | B-Q2 | 50. R-N7ch | K-B3 |
| 29. R-Q5 | Q-K3 | 51. Q-K2 | Q-Q5 |
| 30. BxB | RxB(g) | 52. R-N1 | P-Q4 |
| 31. R/5-Q1 | R-R2 | 53. BPxP | QxQP |
| 32. B-B2 | R-N2 | 54. Q-KB2 | Q-K4 |
| 33. P-B4 | B-K4 | 55. K-R2 | P-R4 |
| 34. Q-Q2 | R-R2??(h) | 56. Q-R7 | R-K2 |
| 35. BxP | R-R3 | 57. Q-R8 | K-N2 |
| 36. B-Q4 | R-K2 | 58. R-N8 | K-R2 |
| 37. BxB | QxB | 59. R-KB8 | Q-KN4?(i) |
| 38. Q-Q5 | P-B4 | 60. R-R8ch | Resigns |

- (a) 4. QxP is probably better; then if 4. ... N-QB3, 5. B-N5 B-Q2, 6. BxN BxB, 7. B-N5 Morphy - Harrwitz, Paris 1858, which is better for White. This would transpose to a Steinitz Defence (MCO 10).
- (b) Talj - Larsen, Match 1969 went 5. N-QB3 B-N2, 6. B-KB4 N-KB3, 7. Q-Q2 O-O, 8. O-O-O R-K1, 9. P-B3 N-B3!, 10. NxN PxN, 11. P-K5 N-Q4, 12. NxN PxN, 13. B-KN5 Q-Q2 unclear - from MCO 11.
- (c) In the game Kluytmans - Steele at the Londonderry Open 1975, White played Q-K2. There followed 8. ... B-K3, 9. R-Q1 N-K2, 10. N-B3 Q-Q2, 11. N-R4 BxB, 12. QxB Q-K3, 13. Q-Q3 O-O, 14. P-QB4 QR-N1, 15. R-N1 P-KB4, 16. R-K1. Now Black, who had been playing for a draw to ensure at least a tie for first, played the dubious R-N5. A 56 move draw eventually ensued after 5 1/2 hours of play.
- (d) Black did not want to allow the King file to open up.
- (e) Better is BxN with P-N4, R-B3-R3 as followup.
- (f) Black has had trouble figuring out a plan, and still can't decide what to do.
- (g) Black now has only 3 1/2 minutes to make his next 10 moves.
- (h) This terrible move came with less than 1 minute left on Black's clock. Nevertheless, such a move should not occur at this supposed level of play - the threat was obvious. Now Black is lost.
- (i) Why not? The last 25 moves have been painful. It's time to call a halt to the proceedings.

Ball - Zaradic Dutch Defence
Annotated by Stephen Ball

- | | | | |
|--------------|---------|------------|----------|
| 1. d4 | e6 | 21. Rf3 | Rf8 |
| 2. Nc3 | f5?!(a) | 22. Qf2(g) | Rf3 |
| 3. e4 | d6 | 23. Qf3 | Qf4ch |
| 4. Nf3(b) | Nf6 | 24. Qf4 | Nf4 |
| 5. Bd3 | Be7 | 25. g3 | Ne6 |
| 6. Bg5?!(c) | O-O | 26. Ne2 | Kf7 |
| 7. Qe2 | d5!(d) | 27. Kd2 | Kf6 |
| 8. ef | ef | 28. Ke3 | Kf5 |
| 9. O-O-O | c6 | 29. Kf3 | h5 |
| 10. h4?(e) | Ne4 | 30. c3 | g5 |
| 11. Be7?!(f) | Qe7 | 31. a4 | b6 |
| 12. Ng5 | Qd6! | 32. b3 | c5 |
| 13. Be4 | fe | 33. b4 | cb |
| 14. f3 | ef | 34. cb | a6 |
| 15. Nf3 | Bg4 | 35. hg | Kg5 |
| 16. Rd3 | Nd7 | 36. b5 | ab |
| 17. Re3 | Nf6 | 37. ab | Kf5 |
| 18. Qd2 | Bf3 | 38. Ke3 | Kg4 |
| 19. Rf3 | Nh5 | 39. Kf2 | Draw (h) |
| 20. Rhf1 | Rf3 | | |

- (a) White can now play the Staunton Gambit without even temporarily risking the Pawn. Black should play either d5 or c5, going into the French Defence or the Sicilian.

- (b) Routine development. White should probably exchange on f5 and then play d5 either here or on move 5 or 6.
- (c) After 6. ef ef, 7. d5, White has a fine square for his Knight on d4 and Black will have trouble developing.
- (d) Closing the center and somewhat reducing the cramp.
- (e) This is a complete waste of time. Better is Ne5 followed by Rhe1.
- (f) This simply assists Black. Ne5 would be an interesting alternative.
- (g) Leading into an uphill struggle for White in the Knight and Pawn ending. However, White cannot safely give up the file, and after 22. Rf8ch Qf8! White will be hard-pressed to defend the weak Kingside Pawns.
- (h) Black cannot afford to play Kh3, it being quite possible to lose after White's reply of Kf3. He must therefore retreat to f5 with the King. White also can make no progress after Kf5, 40. Ke3.

ROUND FOUR

Kuczaj (½) - Zaradic (2)	½-½	Dutch Defence	50
Campbell (1½) - Brebrich (2)	½-½	Caro Kann Defence	33
Steele (1) - Ball (2)	½-½	Closed Sicilian	51

Kuczaj - Zaradic
Dutch Defence
Annotated by Ian Loadman
and Stephen Ball

This game was effectively over at move 26 when the last pair of Rooks was exchanged.

1. d4	e6	26. Rf1	Rf1
2. Nf3	f5	27. Kf1	Kf7
3. g3	Nf6	28. Ke2	Bc1
4. Bg2	Be7	29. b3	Kf6
5. 0-0	0-0	30. Kd3	Ke5
6. c4	d6	31. Bb7	Bb2
7. Nc3	Nc6(a)	32. Ke3	Bc3
8. d5	Na5(b)	33. g4	Be1
9. Qa4(c)	c5(d)	34. Bc6	Bh4
10. Ng5	Bd7	35. Bb7	Bg5ch
11. Ne6	Ba4	36. Kd3	h6
12. Nd8	Rad8	37. Bc6	Bh4
13. Na4	Nc4	38. Bb7	g5
14. Nc3	a6	39. Bc6	Bf2
15. a4	b6	40. Ke2	Bg1
16. e4	fe	41. Kd3	Kf4
17. Ne4	Ne4(e)	42. Be8	Bd4
18. Be4	Bf6	43. Kc4	Kg3
19. Rb1	Bd4	44. Kb5	Kh3
20. Bd3	Ne5	45. Bh5	Kg3
21. Ba6	Ng4	46. Kc6(f)	c4
22. Kg2	Bf2	47. bc	Bc5
23. h3	Ne3ch	48. Kb5	Kf4
24. Be3	Be3	49. a5	ba
25. Rf8ch	Rf8	50. Ka5	Draw

- (a) 7. ... Qe8 is more common with play usually continuing 8. Re1 Qh5, 9. e4 fe, (Zaradic tried 9. ... Nc6 in Ball - Zaradic, Match Game No. 1) 10. Ne4 as in the game Kuczaj - Zaradic, Calgary All Star Invitational 1975.
- (b) The best try. If 8. ... Nb4, 9. Qa4 Na6, 10. de Be6, 11. Nd4 with a large advantage to White.
- (c) Although 9. Hd2 looks peculiar here, the threat of b4 will force Black to make some very awkward moves too. Eventually, the Knight on a5 may be forced to retreat to b7, where it will be out of play for some time.
- (d) Of course, b6 is not so good, since 10. de Be6, 11. Nd4 Bd7. 12. Oc2 leaves White in firm control of the center.
- (e) Not Nd5 because of 18. Nd2!
- (f) Capturing the Pawn on b6 is fatal after c4 ch.

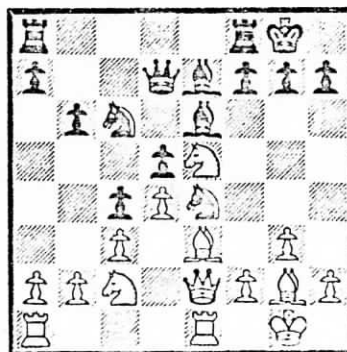
Campbell - Brebrich
Caro-Kann Defence
Annotated by Murray Campbell

1. e4	c6	18. Bf4	Qf4
2. d4	d5	19. Qd2	Qd2(d)
3. ed	cd	20. Nbd2	e6
4. Bd3	g6	21. Nb3(e)	Bf6(f)
5. c3	Bg7	22. Nc1	Kg7
6. Bf4	Nc6	23. Re3	Be7
7. Nd2	Nf6	24. Rfe1	Bd6
8. Ngf3	0-0	25. R3e2	f6
9. 0-0	h6?(a)	26. Bb5	Rc7
10. Qe2	Be6	27. Nd3	Nd8
11. Rael(b)	Nh5	28. Bd7	Rd7
12. Be3	Rc8	29. a3	Kf7
13. Qd1	Qd6	30. Nh2	Bh2ch(g)
14. h3	Bd7	31. Kh2	Rd6
15. Nb3	b6	32. Kg3	Rg8
16. Qc1	g5(c)	33. f3	Draw
17. Qd1	Nf4		

- (a) A weakening move, with no apparent point.
- (b) Perhaps 11. h3 with the idea of retreating the Bishop to h2 is better.
- (c) If 16. ... Kh7, 17. g4 Nf6, 18. Bf4 is very strong. 17. ... Ng3!? is worth considering.
- (d) It is better to either let White exchange, or else keep the Queens on the board.
- (e) Heading for e5 via c1 and d3.
- (f) A good move intending to put the Bishop on the active square d6, where it observes both sides of the board.
- (g) Although Black's advantage was very small, this move gives it away entirely. The game is now quite equal.

Steele - Ball
Closed Sicilian
Annotated by Len Steele

1. P-K4	P-QB4	19. N-Q2	Q-B2
2. N-KB3	N-QB3	20. N-N3	P-Q5
3. P-KN3	P-K3	21. PXP	BXP
4. B-N2	P-Q4	22. NxB	RxN
5. PXP	PXP	23. P-N3	KR-Q1
6. 0-0	B-K2	24. QR-Q1	Q-B4
7. P-Q4(a)	N-B3	25. RxR	QxR
8. P-B3	P-QN3	26. B-B3	Q-B6
9. R-K1	0-0	27. R-Q1	RxRch
10. N-R3(b)	B-K3	28. QxR	P-KR3
11. N-B2	N-K5	29. K-N2(f)	QxKP
12. Q-K2	Q-Q2	30. Q-Q8ch	K-R2
13. B-K3	P-B5	31. Q-QR8	Q-QR4
14. N-K5(c)		32. Q-K4ch	P-N3



15. PxN	NxN(d)	48. Q-R6ch	K-N2
16. BxN	N-B4	49. Q-R7	Q-N4
17. N-K3	BxB	50. Q-Q4ch	K-R2
18. NxBP(e)	Q-N2	51. Q-B6	Draw

- (a) Would you believe an exchange French?
- (b) A typical move by yours truly.
- (c) With the idea of maintaining the crowd of pieces on the King file - how could I resist this position?

- (d) Nice, but Q-K1! jams up the file. With a once in a lifetime chance of filling up the King file with pieces, how could Black let logical chess considerations take precedence?
- (e) White was wandering around the room and when he returned to the board lopped off the Bishop Pawn without deep consideration. Ball suggested aiming to liquidate the Queen Pawn was the right idea.
- (f) The King Pawn has to go, or so I thought. However, the post mortem revealed that Q-K2 will hold the extra Pawn. I was worried about 29. Q-K2 B-B4, threatening B-Q6. After 30. B-Q5 B-Q6 31. Q-Q1! everything just holds together.

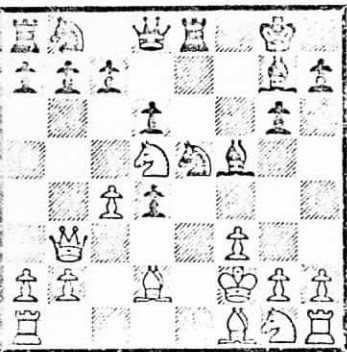
ROUND FIVE

Brebrich (2½) - Kuczaj (1)	0-1	King's Indian	25
Ball (2½) - Campbell (2)	1-0	Queen's Pawn	33
Zaradic (2½) - Steele (1½)	1-0	Dutch Defence	25

Brebrich - Kuczaj King's Indian Defence
Annotated by Ian Loadman
and Len Steele

Sudden death follows on the heels of errors in the opening.

1. P-QB4	P-KN3	13. ...	B-QB1
2. P-Q4	N-KB3	14. P-KR4	N-R3
3. N-QB3	B-N2	15. B-N5	Q-Q2
4. P-K4	P-Q3	16. P-N3	N-B4
5. B-Q3(a)	O-O	17. Q-Q1	Q-B2
6. P-B3	P-K4	18. R-B1	P-B3
7. B-K3?(b)	N-N5!	19. N-K7ch(e)	RxN
8. B-Q2(c)	PxP	20. BxR	QxB
9. N-Q5	N-K4	21. P-QN4	N/K4-Q6ch
10. B-KB1	P-KB4	22. BxN	Q-K6ch
11. PxP	BxP	23. K-N2	NxB
12. Q-N3	R-K1(d)	24. R-B2	N-K8ch
13. K-B2		25. K-R2	NxR
		26. Resigns	



- (a) An uncommon move at this point, since it doesn't really set Black many problems. White would do better to play P-B3 immediately if he wants to play a Sämisch. Otherwise, N-KB3, B-K2, or B-N5 are acceptable alternatives.
- (b) Probably best is P-Q5, although White may also be able to survive with KN-K2.
- (c) The ignominious retreat to QB1 is better, since the Bishop gets underfoot on Q2, and makes defence of the King Bishop awkward.

(d) Interesting is QN-Q2 where 14. QxP N-B4, 15. QxBP N/K4-Q6ch, 16. BxN NxBch, 17. K-B1 Q-R5 will force mate. For example, 18. P-KN3 B-R6ch, 19. NxB QxNch, 20. K-N1 R-K7.

(e) White is clearly lost when he must exchange his only two active minor pieces for a Rook, and loses even a vestige of central control in the process.

Ball - Campbell

Queen's Pawn Opening

Annotated by Murray Campbell

1. N-KB3	N-KB3	18. B-Q3	N-QB3
2. P-QN3(a)	P-Q3	19. Q-R1	R-QB1
3. P-Q4(b)	P-KN3	20. P-B5	Q-B2
4. B-N2	B-N2	21. R/2-K2	N-B1
5. P-K3	P-B4(c)	22. P-QN4	P-QR3
6. B-Q3	O-O	23. B-B3	Q-B5
7. O-O	N-B3	24. Q-N2	P-KN4
8. P-QR3(d)	PxP	25. P-QR4	P-QR4
9. PxP	P-Q4(e)	26. P-N5	N-N5
10. R-K1	B-N5	27. B-N1	P-KR3
11. QN-Q2	N-Q2(f)	28. BxN	PxB
12. B-K2	R-B1	29. QxP	P-R4
13. P-KR3	BxN	30. Q-Q2	QxQ
14. NxB	P-K3	31. RxQ	P-N5
15. P-B4	N-K2(g)	32. PxP	PxP
16. R-QB1	R-B2	33. N-K5(h)	Resigns
17. R-B2	R-K1		

- (a) With the obvious objective of playing for control of K5, Black's next attempts to challenge this.
- (b) Preventing P-K4.
- (c) Probably a clearer method of gaining play was through an eventual P-K4, after such moves as O-O, R-K1, QN-Q2.
- (d) Stopping N-QN5.
- (e) Releasing control of K5, a very major decision. As the anticipated counterplay did not arise, this move is possibly an error.
- (f) Better is P-QR3, with the idea of P-QN4, Q-N3 and doubling Rooks on the Queen Bishop file. Black would have some Queenside pressure.
- (g) Black's further defence is ridiculous. I saw nothing to do except wait to be destroyed on the Queenside. So I waited.
- (h) The triumph of Ball's opening strategy. The occupation of K5 compels his opponent's resignation.

Zaradic - Steele

Dutch Defence

"Annotated" by Len Steele

Every once in a while, I seem to produce a game where I hallucinate left and right, oblivious to what is really going on. This horrible game is in that category and must - alas! - be included in this issue.

1. P-KN3	P-KB4	14. N-N5	P-K4
2. N-KB3	P-QN3	15. P-R5	P-B3
3. B-N2	B-N2	16. N-R3	P-K5
4. O-O	N-KB3	17. PxNP	PxQP?
5. P-Q4	P-K3	18. PxRP	PxBP
6. P-B4	B-K2	19. QxP	N-B4
7. N-B3	O-O	20. Q-N5	N-N6?
8. P-Q5!	B-N5	21. QxB	NxR
9. B-N5	BxN	22. NxP	N-B7
10. PxP	P-KR3	23. N-N6	Q-Q1
11. BxN	QxB	24. NxR	QxN
12. N-Q4	N-R3	25. Q-N3	Resigns
13. P-QR4	K-R1		

PLAYOFF

THE MATCH Annotated by Stephen Ball

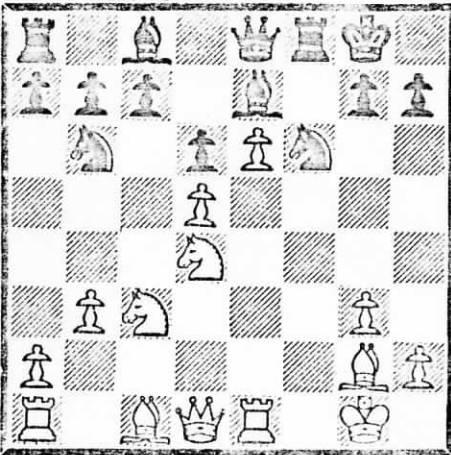
GAME ONE

The first game in a match as short as this one is critical. Since I only needed to draw the match to win the title, I had an advantage to begin with. My winning the first game would put immense pressure on Zaradic, since he would then need 2½ points from the remaining three games. On the other hand, my losing with the White pieces in the first round would have been a disastrous psychological blow.

The columns of numbers are the elapsed times in minutes. The time control was 40 moves in 120 minutes.

Ball - Zaradic Dutch Defence

1. d4	e6	16. ...	a6(g)	78
2. c4(a)	f5	17. a4	a5	84
3. g3	Nf6	18. Be3(h)	84 Rb8	89
4. Bg2	Be7	19. Ra2(i)	89 Qg6	92
5. Nf3	O-O	20. Bf3	92 h5	93
6. O-O	d6	21. Rg2	99 Ng4	94
7. Nc3	Qe8	22. Bf4	100 Nf6(j)	100
8. Re1	Qh5(b)	23. Ndb5	102 Na8	106
9. e4	Nc6?(c)	24. Rf1(k)	106 Rd8	109
10. ef	28 Qf5(d)	29 25. Nd4(l)	107 Re8(m)	113
11. d5!	Ne5	26. g4!(n)	107 hg	114
12. Nd4	Qg6?(e)	27. Bg4	107 Ng4	114
13. f4!	62 Nc4	69 28. Rg4	107 Qh7	114
14. b3	70 Nb6	70 29. Rf2	109 Bf6	116
15. f5!(f)	73 Qe8	77 30. Bg5	110 Be5	119
16. fe		31. Qf3(o)	111 Be6	119
		32. Ne6	111 Bc3	120
		33. Qc3	113 Nb6	120
		34. Qg7ch(p)	116 Qg7	120
		35. Ng7	116 1-0 Time (q)	



(a) Having seen Zaradic's handling of the French Defence against Campbell, I was not enthusiastic about a repeat performance. Besides, I had something special prepared for the Dutch....

- (b) More usual here is Qg6 when I had intended to play 9. Ob3! rather than the usual 9. e4 fe, 10. Ne4 Ne4, 11. Re4 when the Rook cannot be captured because of 12. Nh4 trapping the Queen. Play is then somewhat complicated, with White having a space advantage and pressure on the e Pawn, while Black has some tactical counterchances based on the exposed White Rook and the half-open f-file. The lines given by opening theory generally give White a small advantage. On the other hand, 9. Qb3! was played in a recent game (Dukanovic - Pavlovic, Yugoslavia, 1974) and led to a substantial advantage for White.
- (c) The only move suggested by theory is 9. ... ef, 10. Ne4 Ne4, 11. Re4 Nc6, 12. Bf4 which led to a difficult position for Black in Keres - Simagin 19th USSR Championship. My next move attempts to take advantage of Zaradic's change in move order. The immediate 10. d5 should also successfully take advantage of Black's omission.
- (d) The Queen must capture, due to the threats against the Black Bishop on e7.
- (e) This error leads by force to a winning advantage for White, although White also has the better of it after 12. ... Qd3, 13. Qd3 Nd3, 14. Rd1.
- (f) The weakness of the Bishop on e7 is now fatal - Black's entire Queenside is locked in for the remainder of the game. Presumably, Zaradic had only anticipated 15. Ne6 Be6, 16. Re6 Rac8 when White has a clearly superior position, but the game still has to be won.

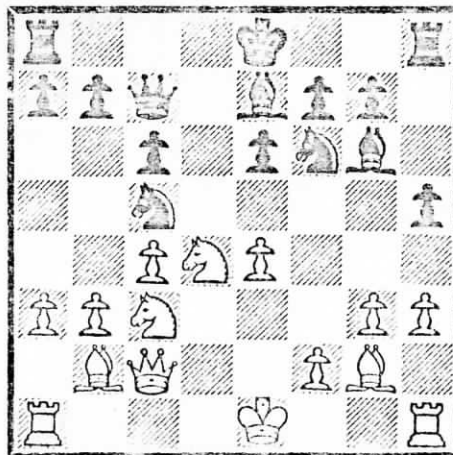
- (g) An attempt to keep the White Knights from infiltrating on b5, but White's next virtually forces the advance of the Pawn to a5, so this is simply a waste of time.
- (h) Threatening Ndb5 followed by Bb6 when the Black Queenside will never see the light of day.
- (i) Beginning to transfer pieces to the Kingside.
- (j) Necessary to block White's unpleasant threat of Be4 followed by Qd3 and Bg6.
- (k) During the game, I played this giving consideration only to my Kingside attack. Immediately AFTER moving, it suddenly occurred to me that Black might now free himself on the Queenside with c6. Of course, this is nonsense. White replies with h4 and Black gets crushed.
- (l) After the hallucinations of the previous move, I played this quickly so as to reestablish total control over e6 and c6.
- (m) Black is just marking time - there is nothing else to do.
- (n) The decisive breakthrough. Black cannot play h4 because of 27. g5 Nh7, 28. Bh5.
- (o) With all of the White pieces concentrating in the area of Black's King, mating threats begin to appear, hence Black's next move.
- (p) Of course, Bh6 is technically more accurate, since it forces mate. I thought it would be a nicer finish if I mated a piece down instead of a piece ahead.
- (q) Zaradic had played Relch just after the flag fell. If Black captures the Knight, White mates with 36. Be7ch Kh6, 37. Rf3! Kh5 (otherwise comes Rh3 mate) 38. Rg5ch Kh4, 39. Rf4ch Kh3, 40. Rg3 (h5) mate. After 35. ... Relch, simply 36. Kg2 leaves White a piece ahead with mating threats. Other moves are no better.

GAME TWO

I played very passively in this game, on the theory that a draw would be sufficient. I got an absolutely horrible position as a result, and sacrificed an exchange to get an ending which I thought I could hold. However

Zaradic - Ball Larsen's Opening

1. b3	d5	16. b4	59 Rhd8	44
2. Bb2	Bg4(a)	17. bc	60 Rd4	52
3. g3	03 Nf6	01 18. Rd4	61 Rd4	52
4. Bg2	03 e6	01 19. Nb5	61 cb	52
5. c4	09 c6	02 20. Bd4	61 Bc5	52
6. h3	12 Bf5	03 21. Bc5(f)	85 Qc5	53
7. Nf3	13 h5	05 22. cb	86 Qc2	53
8. d3	16 Nbd7	06 23. Kc2	86 Ne4	53
9. a3	22 Qc7	08 24. Kb3	86 Nf2	54
10. Nc3	33 Be7(b)	16 25. Rc1ch	86 Kb8	55
11. Nd4	46 Bg6	19 26. Rc3	88 b6	65
12. e4	47 de?(c)	24 27. a4	91 Nd3	66
13. de	47 Nc5	26 28. a5	93 Nc5ch	67
14. Qc2	55	29. Kb4	94 Kc7	71
		30. Bf1?!	99 e5??(g)	77
		31. Ra3	104 e4?(h)	86
		32. Bc4	105 Kd6	92
		33. ab	108 ab	92
		34. Ra7	108 Nd7	94
		35. Kc3	108 Ne5	103
		36. Bc2	109 Nf3?(i)	104
		37. Rb7	109 Ng1(j)	106
		38. Rb6ch	109 Kc7	107
		39. Rc6ch	109 Kb7?(k)	108
		40. Bf1	110 Bf5(l)	114
		41. Kd4	116 Nf3ch	115
		42. Ke3	124 g6	127
		43. h4	133 Ne5	128
		44. Rd6	137 Kc7?	135
		45. Ra6	137 Kb7	136
		46. Bg2	138 Kc7?(m)	142
		47. Be4	139 Bd7	142
		48. b6ch	139 Resigns (n)	



14. ...	O-O-O?!(d)36
15. O-O-O	56 Rd7(e) 43

(a) This strange looking move was introduced by Grandmaster Talj several years ago.

(b) Black has played to develop his pieces and retain a solid position with no significant weaknesses. This is all well and good, but some thought should be given to the ensuing middle game.

(c) White has proceeded simply to develop pieces and put pressure on Black's central formation. Black's pieces are not well placed to resist such pressure. Initially, I had planned to play 14. ... Qe5 (see next note). Without this move, dissolving the strong point on d5 must be an error. The alternatives are not very promising - e5? 13. Nf5 d4, 14. Ne2 when the strong Knight outpost on f5 together with the threat of a central breakup by f4 leave Black in difficulty. Another try is c5, but after 13. Ndb5 Qa5, 14. b4! Black will be lucky to survive. The only other reasonable move is 12. ... Nb6, although Black will still have the worst of the position after 13. Qc2.

(d) Zaradic quickly demonstrated the folly of castling Queenside. I spent some time looking at alternatives, but didn't like what I saw. I had originally counted on playing Qe5 here, but now hallucinated that 14. 0-0-0 Ne4, would allow White to pin the Knight and eventually win material. After 15. Rhel Nc3, Black eventually winds up a Pawn to the good. White's best would appear to be 15. Nf3 Qc7, 16. Nh4. Another alternate (not as good as Qe5) is 14. ... e5, 15. Nf5 Ne6, 16. Ne2, when the Black position is quite solid, but rather cramped, especially with the powerful White Knight on f5.

(e) Since the exchange sacrifice didn't work out as well as expected, Black should again have considered e5 followed by Ne6.

(f) While 21. Bf6 weakens the Black Kingside, the Bishop pair should prove adequate to hold the ending.

(g) I was under the mistaken impression that Pawn pushing would give me winning chances. In fact, this simply weakens the Kingside, improving Zaradic's winning chances. After 30. ... Be4, Black has excellent chances of survival.

(h) Be4 is still correct.

(i) As far as I was concerned, the game was over with the loss of the b Pawn. However, I should have played more carefully, as Black still has some drawing chances.

(j) I played a long sequence of extremely important moves here very quickly, choosing the wrong one at almost every stage. Since I was not in any time trouble, fatigue is a reasonable explanation of my multiple errors. The correct explanation is that I had already given up the game as lost, and was simply waiting for a reasonable point at which to resign. I feel obligated to mention that we had been playing for 7½ hours at this point, with a break for lunch. I feel that this is rather an unreasonable strain for both players, especially with an important title at stake. In future events, I would like to see only one game played per day.

(k) It is vital that the King be kept off the light squared diagonal, so Kb8 is correct.

(l) Here, I would have liked to play 40. ... e3 when 41. ... e2 is a real threat, and Black actually stands better after 41. Bg2 Ne2ch. After 41. Bc4 e2, 42. Kd2 Nf3ch, 43. Ke2 Nd4ch a draw is the likely result. With the Black King on b7, Bg2 is an adequate response to e3.

(m) Black has just run out of lives. The only ways to delay the kill are by checking on either c4 or g4, followed by defending the e Pawn a second time if necessary.

(n) Black is left with the grim choice of allowing White to Queen the Pawn, or be mated instantly.

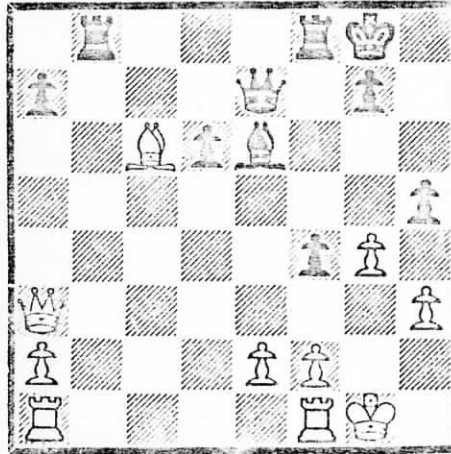
GAME THREE

Ball - Zaradic

Dutch Defence

Having won the second game, Zaradic had a slight psychological edge going into this round. On the other hand, I was definitely not afraid of the Dutch, and was quite willing to repeat the moves from the first game.

1. d4	e6	24. f3(g)	66 hg(h)	77
2. c4	f5	25. fg(i)	68 Bc4	78
3. Nf3	Nf6	26. Bf3	Qe3ch(j)	
4. g3	Be7	27. Qe3	75 fe	86
5. Bg2	0-0	28. Rfc1	77. d5	87
6. 0-0	Qe8?!(a)	29. Rc3	78 Rfe8	90
7. Nc3	Qh5	30. a4	86 Rb4	91
8. d5	10 d6	31. Raa3(k)	88 Kf8(1)	91
9. de	11 Be6	32. Re3	92 Re3	91
10. Nd4	11 Bc8	33. Re3	92 Ra4	91
11. b4?(b)	20 c6	34. Re5	93 Ra5	96
12. Bb2??(c)	Ng4	35. g5(m)	98 Rb5	98
13. h3	24 Ne5	36. Bh5	99 Rb8(n)	100
14. b5!(d)	40 f4	37. Rf5ch	100 Kg8	101
15. g4	42 Qf7	38. Bf7ch	100 Kh7	101
16. Nd5!(e)	42 Nc4	39. Bd5?(o)	105 Be2	103
17. Ne7ch	43 Qe7	40. Be4	106 Kg8	105
18. bc	43 bc	41. g6	Bc4(p)	
19. Nc6	55 Nc6	42. Bd5ch(q)	Bd5	105
20. Bc6	55 Nb2	43. Rd5	112 Ra8	107
21. Qb3ch	56 Be6	44. Ra5	113 a6	107
22. Qb2	56 Rab8	45. Kg2	114 Ra7	108
23. Qa3	57 h5!(f)	46. Kg3	115 Kf8	109
		47. Kg4	116 Ke7?!(r)	109
		48. Kg5	116 Kd6?!	116
		49. h4	118 Kc6?	116
		50. h5	121 Kb6??	116
		51. Ra1??(s)	147 Rc7?	120
		52. Rf1	148 a5	122
		53. Rblch??(t)	152 Ka6	122
		54. Kf5??(u)	156 a4	130
		55. h6	156 gh	134
		56. Kf6	157 Rc6ch	137
		57. Kf7	157 Rc7ch	145
		58. Kf6	158 Rc6ch	145
		59. Draw		



- (a) Move order is quite important in the Dutch Defence. Although this move is not bad by itself, it indicates that Zaradic intends to forego d6, which is certainly an error.
- (b) Premature. Correct is 11. f4 after which White dominates the center and has a lead in development.
- (c) A routine developing move, totally ignoring Zaradic's reply. White's best is still f4, with Qb3 or even h3 as possible alternatives.
- (d) This is the only move to give White any counter-chances. Other tries lose the c Pawn.
- (e) Again, the only way to prevent the loss of the c Pawn. Unfortunately, it leads by force to an ending which is far superior for Black.
- (f) This attack fully demonstrates the extent of the weakness of the White Kingside.
- (g) A very painful decision. This leaves the Pawn structure in a hopeless jumble. Alternatives allow Black to exchange on g4, followed by Qh4, Rf6-h6 with unpleasant mating threats. And White can't do much about it.
- (h) The plausible Qh4 is met by 25. Rf2, when Qh3 26. Rh2 Qg3ch, 27. Kh1! traps the Black Queen.
- (i) Yet another hard choice to make. I was still afraid of his doubling heavy pieces on the h file by Rf6-h6 followed by Qh5.

