

EDMONTON CHESS REPORT



Editor -----Ian Loadman
Games Editor --Stephen Ball
Patron Saint --Len Steele

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Editor's Page

The pilot issue of E.C.R. was received very well and we had no trouble selling copies to everyone at the Edmonton Chess Club. More surprising was the response from Calgary, including a favourable review in the Albertan's chess column. Unfortunately, we did not have enough copies of E.C.R. printed to attempt a large scale distribution in Calgary. With this issue we will attempt to remedy that problem.

Beginning with this issue, Edmonton Chess Report will begin to expand to a province wide coverage and distribution. As all of the editors are Edmontonians, we will be dependent on tournament directors and club presidents for reports on chess activities in Calgary and other parts of Alberta. Please send these reports and any interesting games to Games Editor Stephen Ball whose address is given at the end of the plea for games.

Besides not receiving very many games, we also noted a lack of any letters to the editor praising or criticising the first issue of E.C.R. We would like to begin publishing a letters page, but without any letters, this would be rather difficult.

Since you are reading this editorial, it is safe to assume that you have bought a copy of E.C.R. and probably noted that the price (50¢) is double that of the first issue. There are several reasons for this, one of which is that we lost money on the last issue. Also, this issue is longer, has several technical improvements, better diagrams, etc.

The next issue of E.C.R. will contain an in depth report on the Alberta Closed, to be held in Edmonton May 17-19.

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A PLEA FROM THE GAMES EDITOR

The Edmonton Chess Report is not specifically intended to be a mutual admiration society for the editors. Quite frankly, we publish our own games because nobody else seems to want to submit games for publication. However, there is no lack of buyers for the Report when it is published.

I can think of several reasons why you, the reader, might not want your game published. Perhaps you do not want your opponents to be able to prepare something against your favourite opening. Maybe you made too many mistakes in the early stages of the game and you would feel embarrassed if I pointed out your errors. In either of these cases, we can start with a diagram. Just attach a note with your game saying you don't want the first X moves published. If I feel they ARE worth publishing, I'll ask your permission first.

Maybe you're afraid that you made some horrible errors in the game that you don't even know about, and which I will find. It could happen. But in that case I will either not publish the game (being a VERY discriminating Games Editor) or I will start with a diagram. Of course, I reserve the right to publish games with horrible blunders if I feel that the errors are instructive and if the remainder of the game has redeeming features.

Although making notes for games is extremely time consuming, I would very much appreciate it if you would make some of your own notes and submit them with the game (not essential, however).

Edmonton Chess Club Open

January-March 1975.

The E.C.C.O. 1975 was a 52 player, eight round swiss directed by B. Knudskov. E. Long won this event on tie break over L. Steele. Both scored 6.5-1.5. Third and fourth respectively were I. Drummond and B. Maynes with 6-2, and fifth through ninth with 5.5-2.5 were M. Frank, I. Loadman, R. Lake, H. Herodek and A. Verheijen. After defeating Drummond in round 4, Long took the lead with a perfect 4-0 score, followed by Steele, Maynes and Loadman with 3.5-.5. Due to an unfinished adjourned game, Long did not play any of the players with 3.5 points and scored another victory. Steele also won while Maynes and Loadman fought to a draw. In round six, Steele beat Long to take over first place. Steele held the advantage for most of the game, but blundered a piece in time trouble, only to see Long lose on time a few moves later. This victory gave Steele a 5.5-.5 score and a half point lead over I. Drummond, E. Long and I. Loadman, all with 5-1. In the penultimate round, Long defeated Loadman while Steele appeared to be losing his game with Drummond, as well as being behind on the clock. This game was also decided in a time scramble. With Drummond giving away all his advantage and then Steele overlooking a forced win, the game finally ended in a draw. The final round was full of upsets and lost opportunities. Steele playing against Maynes got into some trouble, but sacrificed an exchange, after which Maynes could find no way to make progress. This left Long needing a win against Frank to place clear first. The middlegame and early stages of the ending were clearly favourable for Long, but after a serious error, his position was lost at the adjournment. Fortunately for Long, Frank misplayed the ending in the second session, and a draw was agreed.

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University Of Alberta Open

January 25-26 1975

The U. of A. Chess Club held its second open tournament of the season on January 25 and 26 at the General Services Building, U. of A. Campus. The tournament attracted 24 entries and was directed by Len Steele, who was also the highest rated entrant. The other pre-tournament favourite was Stephen Ball, who won the last U. of A. Open. Since three hundred rating points separated Steele and Ball from the rest of the field, there was little competition for first and second places expected. Both Ball and Steele ended the first day of play with perfect 3-0 scores, although they achieved these scores in different fashions. Steele's play in the first two rounds showed that he was suffering from a long layoff from tournament chess. Against Trace in the first round, Steele overlooked a simple continuation whereby his opponent could win a pawn (also overlooked by Trace). In the second round Steele won only after Sharp, in time trouble, grabbed a "hot" Pawn, leaving his Knight badly out of play. Ball and Steele both produced good games in round three. Steele infiltrated first his King and then his Rooks in a double Rook and Pawn ending against Frank. Ball never let Loadman recover from a bad opening, winning a pawn, which he converted to victory without too much difficulty. Round four featured the Steele - Ball game which proved to be a very up and down battle. Ball had a good position out of the opening but a series of errors handed the advantage to Steele, who seemed to be well on the way to winning when he needlessly sacrificed an exchange. Whether or not Steele should have been able to draw after his exchange sacrifice was debated by the players for several hours without reaching a conclusion. (It was lost for Steele - Games Editor.) (It was drawn - Patron Saint.) During the game Steele played weakly and lost. In the final round Steele and Loadman, the only players with 3 points, agreed to a quick draw, thereby guaranteeing Ball first place whether he won or not. Ball however was after a perfect score which he achieved after Verheijen made a move order error in a Sicilian Najdorf and was wiped off the board.

Final Scores

- 1. S. Ball 5-0
- 2. L. Steele 3.5-1.5
- 3. I. Loadman 3.5-1.5
- 4. T. Glowski 3.5-1.5

Londonderry Open Chess Championship 1975

March 28-30

The Londonderry Open Chess Championship was a six round swiss directed by B. Krudskov. A large prize fund attracted a strong field including 1974 Alberta Open champion M. Rabljenovic, L. Steele, S. Ball, M. Campbell and Calgarian F. Kluytmans. All of the favourites won their first round games, but the second round produced some surprises. F. Kluytmans could only draw against low rated H. King, while M. Rabljenovic had a bad position against Calgary junior A. Zissos. Zissos mishandled the position and eventually lost a long ending. The third round produced a clear leader when Ball sacrificed/lost a bishop to Steele and Loadman drew Rabljenovic. Steele protected his lead in the fourth round with a draw against Rabljenovic in an exchange variation of the French Defence. Kluytmans and Loadman also drew, although not as quietly as the Steele - Rabljenovic game. Kluytmans built up an impressive Kingside attack but took time out to "win" Loadman's King Pawn after which the game was equalized. Meanwhile, Ball put a whole Rook en prise in an endgame against Green, thereby being put out of contention for the top places. Steele, Rabljenovic, and Kluytmans all won in the fifth round leaving Steele in the lead with a 4.5-.5 score, while Kluytmans and Rabljenovic were tied for second at 4-1. Rabljenovic quickly won his last round game against Taylor, while Steele and Kluytmans had a marathon battle. Steele had a good position in the opening, but an error led to an advantageous middlegame for Kluytmans. However, staunch defence by Steele frustrated Kluytmans' winning efforts.

Final Scores

- 1. L.Steele 5-1
- 2. M.Rabljenovic 5-1
- 3. F.Kluytmans 4.5-1.5

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Calgary Wide Open 1975

April 5-6

The Calgary Wide Open 1975 was held to encourage new players to join tournament competition. The entry fee, four dollars for one person but only five dollars for two people, was designed to encourage people to "bring a friend". The tournament was directed by John Schleinich. Ante Zaradic was by far the highest rated entrant, but had been inactive for some time. The first round was full of upsets: on the top 5 boards, only two of the highest rated players won their games. On board 1, D. Leflar of Medicine Hat scored a surprise victory against Zaradic. Leflar lost his Queen for a Rook and minor piece early in the game, but Zaradic played a faulty combination and emerged with Rook and Pawn against 2 minor pieces, an ending which he was unable to hold. Stephen Ball of Edmonton won efficiently on second board, but F. Kluytmans could only draw against a player rated several hundred points below him on board three. Board four featured a battle between juniors V. Turingan and R. Patterson which the higher rated Turingan won, but only after saving a lost ending. T. Stochinsky of Edmonton produced an upset on board five by beating J. Shiu. This game was decided in a time scramble from which Stochinsky emerged a Rook up. The rest of the tournament was somewhat tranquil when compared to the first round. Ball and Loadman, both of Edmonton, finished the first day with perfect 3-0 scores while Turingan headed the players with 2.5-.5. Ball beat Loadman in the fourth round to take clear possession of first place. In the last round Ball, needing only a draw for undivided first place, won a long ending against Turingan to finish with a perfect score.

Final Scores

- 1. S.Ball 5-0
- 2. A.Zaradic 4-1
- 3. I.Loadman 4-1
- 4. J.Shiu 4-1

OPENING ANALYSIS

French Defence, Winawer Variation

(1. P-K4 P-K3, 2. P-Q4 P-Q4, 3. N-QB3 B-N5)

The reaction to our first opening article (Two Knights Defence) has generally been good, and the Two Knights Defence is being played more frequently at the Edmonton Chess Club. Any suggestions of openings you would like to see featured in future issues would be welcome.

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|-------------|----------|-------------|----------|--------------|------------------|
| 1. P-K4 | P-K3 | 7. P-QR4(f) | QN-B3(g) | 13. N-B4!(k) | N-KN1(1) |
| 2. P-Q4 | P-Q4 | 8. N-B3 | Q-R4 | 14. O-O(m) | P-KB4 |
| 3. N-QB3 | B-N5 | 9. B-Q2!(h) | B-Q2(i) | 15. PxPe.p. | NxP |
| 4. P-K5(a) | P-QB4(b) | 10. B-K2! | P-B5! | 16. N-N6 | KR-K1 |
| 5. P-QR3(c) | BxN(d) | 11. N-N5(j) | P-KR3 | 17. R-K1 | White has a |
| 6. PxB | N-K2(e) | 12. N-R3 | O-O-O | | small advantage. |

(a) White has several promising alternatives. 1) 4. Q-N4, 2) 4. B-Q2, 3) 4. N-K2 4) 4. B-Q3, and 5) 4. P-QR3.

- 1) 4. Q-N4 N-KB3, 5. QxNP R-N1, 6. Q-R6 R-N3, 7. Q-K3 P-QB4, 8. B-Q2 N-N5, 9. Q-Q3 N-QB3, 10. KN-K2 (10. P-QR3 may be better. For example, 10. ... P-B5, 11. Q-R3 NxQP is unclear) PxQP, 11. NxP(Q4) NxBP, 12. KxN B-B4, 13. B-K3 Q-B3ch with advantage to Black.
- 2) 4. B-Q2 PxP, 5. Q-N4 QxP, 6. N-KB3 (6. O-O-O P-KR4, 7. Q-N3 B-Q3, 8. B-KB4 P-KR5, 9. Q-N5 Q-B3, 10. QxQ NxQ, 11. BxB PxP, 12. N-N5 N-R3, 13. NxPch K-K2 and Black's extra pawn gives him the advantage.) N-KR3, 7. Q-B4 P-K4, 8. QxKPch QxQ, 9. NxQ N-N5, 10. NxN QBxN, 11. NxP BxBch, 12. NxB with equality.
- 3) 4. N-K2 PxP, 5. P-QR3 B-K2, 6. NxP N-QB3, 7. B-K3 N-KB3, 8. N(K2)-B3 O-O 9. N-N3 P-QN3, 10. B-K2 B-N2, 11. O-O Q-Q2, 12. Q-Q2 KR-Q1 is equal.
- 4) 4. B-Q3 PxP, 5. BxP P-QB4, 6. P-QR3 BxNch, 7. PxB N-KB3, 8. B-Q3 Q-B2! 9. PxP is unclear. White should not play 9. N-KB3 because of P-B5! 10. B-K2 N-Q4, 11. Q-Q2 N-Q2, 12. P-QR4 QN-B3, with advantage to Black.
- 5) 4. P-QR3 BxNch, 5. PxB PxP, 6. Q-N4 N-KB3, 7. QxNP R-N1, 8. Q-R6 R-N3, 9. Q-K3 N-B3, 10. B-N2 N-K2, 11. P-QB4 P-N3, 12. N-K2 B-N2, 13. N-B4 N-B4, 14. Q-QB3 R-N5 with equality.

(b) The only serious alternative is 4. ... P-QN3 but after 5. P-QR3 BxNch, 6. PxB N-K2, 7. Q-N4 both 7. ... O-O, 8. B-KN5 Q-Q2, 9. B-Q3 N-N3, 10. P-KR4 P-KB4 11. PxPe.p. P-K4, 12. QxQ NxQ, 13. PxNP KxP, 14. N-K2, and 7. ... N-N3, 8. P-KR4 P-KR4, 9. Q-Q1 B-R3 (9. ... NxRP, 10. P-N3 N-KN3, 11. RxP K-Q2, 12. B-Q3 with large advantage to White) 10. B-KN5 Q-Q2, 11. BxB NxB, 12. N-K2 Q-B3, 13. P-KB4 N-N1, 14. O-O N-Q2, 15. Q-Q3 KN-B1, 16. P-B5 leave White with a large advantage.

(c) Less good are 1) 5. PxP, 2) 5. Q-N4, and 3) 5. B-Q2

- 1) 5. PxP N-QB3, 6. N-B3 P-Q5, 7. P-QR3 B-R4, 8. P-QN4 PxN, 9. PxB QxQch, 10. KxQ NxRP, 11. N-Q4 is equal.
- 2) 5. Q-N4 N-K2, 6. PxP (6. QxNP R-N1, 7. Q-R6 -(not 7. QxRP? PxP, 8. P-QR3 Q-R4!. 9. R-N1 PxN, 10. PxB Q-R7 and Black wins)- PxP, 8. P-QR3 B-R4, 9. P-QN4 Q-B2, 10. N-N5 QxPch, 11. N-K2 B-N3, 12. B-B4 Q-N2, 13. QxQ RxQ is unclear) BxNch, 7. PxB N-Q2, 8. N-B3 Q-B2, 9. QxNP R-N1, 10. QxRP NxKP 11. Q-R5 NxNch, 12. QxN B-Q2, 13. B-KB4 QxP with equality.
- 3) 5. B-Q2 N-QB3, 6. N-N5 BxBch, 7. QxB NxP, 8. NxN PxN, 9. N-B3 N-K2, 10. QxP O-O, 11. B-Q3 N-B3, 12. Q-K3 P-KB4, 13. O-O B-Q2 with equality.

(d) 5. ... B-R4, 6. P-QN4 PxQP (6. ... PxNP, 7. N-N5! N-QB3 -(7. ... PxPch? 8. P-QB3 N-Q2, 9. N-Q6ch K-B1, 10. Q-B3 P-KB4, 11. BxP N-K2, 12. N-R3 with a winning advantage to White)- 8. PxP BxPch, 9. P-QB3 B-K2, 10. B-Q3 P-QR3, 11. Q-N4 K-B1 12. B-R3 with large advantage to White) 7. Q-N4 N-K2, 8. N-N5 B-B2, 9. QxNP R-N1, 10. QxRP P-QR3!, 11. NxBch QxN, 12. N-K2 B-Q2, 13. B-N2 QN-B3, 14. O-O-O O-O-O 15. NxP NxN, 16. BxN N-B4, 17. Q-R3 NxB, 18. RxN QxKP, 19. Q-K3 with large advantage to White.

- (e) 6. ... Q-B2 is the alternative which can transpose to 6. ... N-K2 lines. Both
1) 7. N-B3, and 2) 7. Q-N4 are possible.
- 1) 7. N-B3 B-Q2, 8. P-QR4 N-QB3, 9. B-R3 Pxp, 10. Pxp Q-R4ch, 11. Q-Q2 QxQch
12. KxQ with some advantage to White.
 - 2) 7. Q-N4 P-B4 (7. ... N-K2 almost always transposes to 6. ... N-K2, 7. Q-N4
Q-B2 lines) 8. Q-N3 Pxp, 9. Pxp N-K2 (9. ... QxBP?!, 10. B-Q2 Q-B2, 11. R-B1
N-QB3, 12. B-QN5 with large advantage to White due to his lead in development)
10. B-Q2 O-O, 13. B-Q3 P-QN3, 14. N-K2 B-R3, 15. N-B4 Q-Q2, 16. B-N4 R-B2
with advantage to White.
- (f) 7. Q-N4 is the more complicated alternative which has recently fallen out of
favour. Against 7. Q-N4 Black has 1) 7. ... O-O, 2) 7. ... N-B4, and the more
common 3) 7. ... Q-B2.
- 1) 7. ... O-O, 8. N-B3 QN-B3, 9. B-Q3 P-B4, 10. PxpPe.p. RxP, 11. B-KN5 R-B2,
12. Q-R3 P-KR3, 13. B-N6 R-B1, 14. N-K5 NxN, 15. Pxn Q-B2, 16. BxN QxB,
17. O-O Q-N4, 18. Q-N3 QxQ, 19. RPxQ when with 20. P-KB4 White will get
the advantage.
 - 2) 7. ... N-B4, 8. B-Q3 P-KR4, 9. Q-B4 Pxp, 10. Pxp Q-R5, 11. QxQ NxQ, 12. B-KN5!
N-B4, 13. N-K2 N-B3, 14. P-QB3 B-Q2, 15. BxN PxB, 16. N-B4 with advantage
to White.
 - 3) 7. ... Q-B2, 8. QxNP R-N1, 9. QxRP Pxp, 10. N-K2 (10. K-Q1 N-Q2, 11. N-B3 NxP,
12. B-KB4 QxP, 13. NxN QxRch, 14. B-B1 R-B1, 15. B-Q3 B-Q2, 16. R-K1 N-B3,
17. NxP RxN, 18. B-N6 O-O-O, 19. QxR P-K4, 20. K-K2 P-K5, 21. K-B1 Q-B6,
22. B-B5 is unclear.) QN-B3, 11. P-KB4 B-Q2, 12. Q-Q3 Pxp. In this position
White has tried numerous moves of which we will examine only the two most
common - a) 13. R-QN1, and b) 13. N-N3.
 - a) 13. R-QN1 O-O-O, 14. NxP N-R4, 15. N-N5 BxN, 16. RxB K-N1 unclear.
 - b) 13. N-N3 O-O-O, 14. B-K2 N-B4, 15. NxN Pxn, 16. O-O P-Q5, 17. R-QN1
P-B3, 18. Pxp R(N)-B1, 19. B-B3 RxP, 20. R-K1 R-K3 is also unclear.
7. N-B3 is also played in this position. 7. ... B-Q2, 8. P-QR4 Q-R4, 9. B-Q2
P-B5, 10. N-N5 P-KR3, 11. N-R3 N-N3, 12. B-K2 with a small advantage to White.
- (g) 7. ... Q-R4 is less accurate in this position. 8. B-Q2 P-B5, 9. Q-N4 N-B4,
10. N-K2 N-B3, 11. N-N3 QN-K2, 12. N-R5 N-N3, 13. Q-R3 R-KN1, 14. P-N4 N(4)-K2,
15. B-N2 B-Q2 and White has a large advantage.
- (h) 9. Q-Q2 is not as good. 9. ... P-B3, 10. PxBP PxBP, 11. B-R3 Pxp, 12. Pxp
QxQch, 13. KxQ N-B4 with equality.
- (i) 9. ... P-B5, 10. N-N5 (10. P-KN3 would also be good enough for a small advantage)
P-KR3, 11. N-R3 N-N3, 12. B-K2 and White, with 13. B-R5, will gain the upper hand.
- (j) 11. O-O P-KB3, 12. R-K1 Pxp, 13. Pxp P-KR3, 14. B-KB1 O-O, 15. P-KN3 N-N3 yields
only equality.
- (k) 13. O-O P-B4, 14. P-B4 K-N1 with the idea of manoeuvring the King's Knight to
QN3 via QB1 and winning White's QRP leaves Black with a small advantage.
- (l) 13. ... P-KN3, 14. P-KR4 QR-B1, 15. P-KN3 K-N1, 16. B-N4 with advantage to White.
- (m) 14. N-R5 is inferior due to the reply P-B3.

Most of the lines in this survey were taken from "Encyclopedia of Chess Openings
Vol. 1" and "French Poisoned Pawn" by S. Zeuthen and E. Jarinaes.

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CORRECTION TO LAST ISSUE'S CANADIAN JUNIOR REPORT M. Campbell

I must apologize for the incorrect report of the Canadian Junior Championship in
our last issue. It arose from the fact that I had to leave before the end of the
last round, and therefore judged the most likely outcome of the games. My
guesses were all right except for one crucial game: Ebisuzaki - Nickoloff.
In this game Nickoloff managed to lose a won position and amended the results
to the following: Nurmi - 8.5; Chow, Spragget and Ebisuzaki - 5.5; Nickoloff - 5.

GAMES SECTION

Unless stated otherwise all annotations are by Games Editor Stephen Ball.

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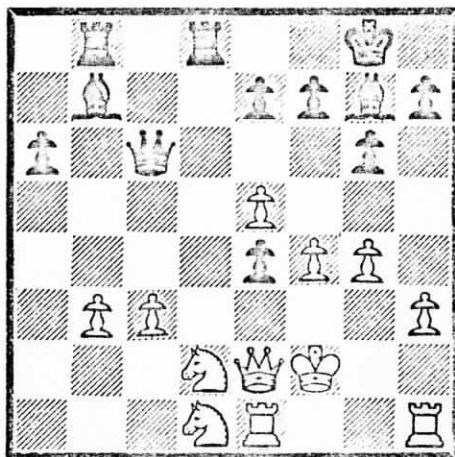
King - Trace
Edmonton High School Closed 1975

Pirc Defence

- 1. P-K4 P-Q3
- 2. P-Q4 N-KB3
- 3. N-QB3 P-KN3
- 4. P-KB4 B-N2
- 5. N-KB3 P-QB4
- 6. PxP Q-R4
- 7. B-Q3 QxP
- 8. Q-K2 N-B3
- 9. B-K3 Q-QR4
- 10. O-O-O?(a) O-O
- 11. P-QR3?(b) P-QR3
- 12. P-KR3?!(c) P-QN4
- 13. B-Q2(d) Q-B2(e)
- 14. P-KN4(f) P-N5
- 15. PxP NxP
- 16. QR-N1 R-N1(g)
- 17. N-Q1 Q-R4
- 18. BxN RxB
- 19. P-B3 Q-R8ch
- 20. K-B2 Q-R5ch
- 21. K-Q2 R-N1
- 22. K-K1(h) B-N2

- 23. N-Q2 KR-Q1
- 24. K-B2 P-Q4
- 25. P-N3?! Q-B3
- 26. P-K5 N-K5ch!
- 27. BxN PxB
- 28. R-K1

- 28. ... RxN!!
- 29. QxR P-K6ch(i)
- 30. RxP Q-N7ch
- 31. K-K1 QxRch
- 32. K-K2 Q-N7ch(j)
- 33. N-B2 Q-B3
- 34. R-Q3 P-B3
- 35. PxP PxP
- 36. R-Q8ch RxR
- 37. QxRch B-KB1
- 38. Q-Q3 Q-K3ch
- 39. Q-K3 QxQch
- 40. KxQ B-B4ch
- 41. K-K2 BxN



-and Black won easily

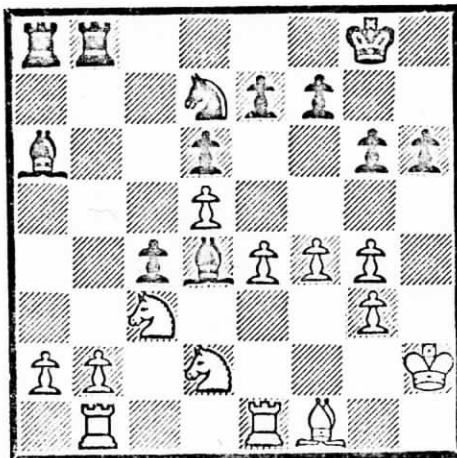
- (a) Since all of Black's play is normally on the Queenside in the Pirc, White should castle on the Kingside.
- (b) This simply increases the effectiveness of the standard Queenside attack. Much better is K-N1.
- (c) White's position is already critical. He does not have enough time to proceed with routine pawn storming on the Kingside.
- (d) This cuts off an important escape square for the King. If White is to have any real chances, he should try a counterattack in the center with P-K5 or 13.N-Q5 with the threat of 14. B-N6 and 15. N-B3 trapping the Black Queen.
- (e) The correct decision. The immediate P-N5 leads to great complications, but it appears that White can survive by exact defence beginning with 14. N-QR2!
(14. N-Q5? NxN, 15. PxN BxPch, 16. KxB QxPch, 17. K-N1 R-N1, 18. B-QB4 N-R4, 19. Q-Q3 P-N6! and the White defence collapses.)
- (f) White should consider N-Q5, hoping to exchange several pieces to blunt the attack. The whole idea of attack on the Kingside is suspect, since it is already clear that Black's attack will arrive long before White can accomplish anything on the Kingside.
- (g) The immediate Q-R4 appears to set the White defence even more difficult problems.
- (h) Now that the White King has "escaped", Black switches the attack to the center.
- (i) White must lose at least a Rook, even with four (!) different ways of capturing the Pawn. Capturing with the Queen is instantly fatal after Q-N7 Mate. After NxP, Black wins with 30. ... Q-B6ch, 31. K-N1 QxRch, 32. K-B2 Q-R7ch, 33. N-N2 QxNch, 34. K-K3 Q-B6ch, 35. K-Q4 R-Q1ch. Similarly, KxP is crushed by 30. ... Q-K5ch, 31. K-B2 Q-B6ch, 32. K-N1 QxRch, 33. K-B2 Q-N7ch, 34. K-K3 Q-B6ch, 35. K-Q4 R-Q1ch winning the Queen.
- (j) 32. ... Q-R7ch followed by QxBP is a little more efficient.

Rabljenovic - Loadman
Londonderry Open 1975, Round 3

Benko Gambit

Annotated by Loadman and Ball

1. P-Q4 N-KB3
2. P-QB4 P-B4
3. P-Q5 P-QN4
4. PxP P-QR3
5. PxP BxP
6. N-QB3 P-Q3
7. P-KN3 P-N3
8. B-N2 B-KN2
9. N-B3 O-O
10. O-O QN-Q2
11. R-K1(a) Q-R4(b)
12. B-N5?(c) KR-N1
13. R-N1 N-N3?(d)
14. N-Q2!(e) P-B5(f)
15. P-K4 QN-Q2
16. B-B1(g) P-R3
17. B-K3(h) Q-B2
18. P-KR3 N-N3
19. B-Q4 Q-Q2(i)
20. K-R2?(j) N-N5ch
21. QxN QxQ
22. PxQ BxB
23. P-B4 N-Q2



24. N-B3?(k) RxB
25. RxR BxN
26. R/2-N1 BxR
27. RxB P-B6
28. BxB RxB
29. R-K2 N-B3?(l)
30. P-N5 PxP

31. PxP N-N5ch(m)
32. K-R3 N-K4
33. NxN PxN
34. K-N4 R-R5(n)
35. K-B3 K-B1(o)
36. K-K3 R-R6
37. R-B2 K-K1
38. K-Q3 K-Q2
39. K-B4 R-R5ch
40. K-N5 RxKP
41. RxP R-K8
42. K-B5(p) R-QR8
43. P-QR3 P-K3
44. P-N4 R-R7
45. R-K3??(q) R-B7ch
46. K-N5?(r) PxP
47. RxP K-Q3
48. R-K3 R-N7ch!
49. K-R5 P-Q5
50. Draw??(s)

- (a) 11. Q-B2 and 11. R-N1 also come into consideration.
- (b) Although this appears the most aggressive, Black's queen may be too exposed here. Alternatives are 11. ... Q-N3 and 11. ... Q-B2.
- (c) This is overly aggressive. Black should play 12. ... P-KR3 as the dark squared bishop cannot be exchanged for a knight without creating greater weaknesses on the queenside. 12. Q-B2 is a safer alternative.
- (d) Causing congestion on the queenside which White's next move exploits. Possibly best is 13. ... N-K1, as White cannot capture the King Pawn because of ... P-B3. Black plans to force the retreat of White's QB and then maneuver his knights to QN4 and QB5.
- (e) Threatening 15. P-QN4! PxP, 16. N-N3 trapping the queen. This move also supports P-K4 and an eventual P-B4.
- (f) 14. ... B-B5 is superior as the QBP may become too exposed on B5 as White's maneuver 16. B-B1 attempts to prove.
- (g) 16. P-B4 leaves White's QB out of play and creates some danger to his own King.
- (h) 17. BxN BxB, 18. NxP BxN(B5), 19. BxB BxN, 20. PxB QxP offers Black better chances of drawing than the text.
- (i) This move does not seem logical, as long as White does not win the QBP. Black lacks good moves.
- (j) Far better is 20. P-B4 when Black must respond ... Q-B2, but with little hope of stopping an eventual P-K5. The text loses the strong Bishop on Q4 for Black's King Knight.
- (k) White cannot win the Bishop Pawn without allowing Black good winning chances. 24. BxB BxB, 25. NxB R-QB1, 26. N-K3 BxN(B6), 27. PxB RxBch. some possibilities in this position are:
 --28. K-R3?? RxP, 29. R-N7 N-B4, 30. RxP N-Q6 when 31. R-KR1 loses a Rook to N-B7ch and any other Rook move allows 31. ... NxPch, 32. PxN RxNch, 33. K-R4 R-R7 mate.
 --28. K-R1? RxP, 29. R-N7 N-B4, 30. RxP N-Q6, 31. R-QN1 N-B7ch followed by RxN.
 --28. K-N1 RxP, 29. R-N7 N-B4, 30. RxP N-Q6, 31. R-N1 NxP, 32. PxN RxN and Black will massacre White's Kingside pawns and win.
- Of course, White is not obligated to play 29. R-N7, but Black's position is otherwise superior due to his actively placed Rooks.
- The text move (24. N-B3?) allows a typical Benko Gambit sham sacrifice on QN7 regaining the gambit pawn. It was essential to move the Rook on K1 before N-B3.

- (l) 29. ... N-B4 is much better and gives Black good winning chances
 --30. P-K5 N-Q6, 31. R-QB2 R-R6, followed by 32. ... N-N5
 --30. N-K1 R-R5, 31. P-K5 N-K5, 32. R-QB2 R-Q5.
- (m) 31. ... N-Q2 with the same ideas as in note (l) is best. Of course, White's extra tempo gives him better chances of drawing. After 31. ... N-N5ch, the position is drawn.
- (n) 34. ... R-N3, 35. R-B2 R-N7, 36. RxP RxP with an easy draw.
- (o) 35. ... R-N5, 36. R-B2 R-N7 as in note (n) is still a draw.
- (p) 42. P-R4 P-K5 will produce a draw if White brings his King back to the center and exchanges his Rook Pawn for Black's advanced King Pawn.
- (q) This gives Black good winning chances. 45. R-Q3 should draw after 45. ... R-B7ch, 46. K-N4 PxP, 47. RxPch K-K3.
- (r) After this, White cannot prevent his King from being cut off on the QR file. 46. K-N4 was the only move to give drawing chances.
- (s) Offered by Black and undoubtedly the worst blunder of the game. Black's position is easily winning.

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Ball - Whetstone King's Indian Defence
 Canadian Open 1974, Round 11

1. P-Q4	P-KN3	11. P-K5!(e)	PxP	21. QR-Q1	N-Q2
2. P-QB4	P-Q3	12. PxP	N-N5	22. N-B6!(h)	R-R2(i)
3. N-QB3	B-N2	13. B-B4	P-K3	23. P-R4	N-B1
4. N-B3	N-KB3	14. P-R3	N-R3	24. P-N5	Q-N1
5. P-KN3	O-O	15. P-KN4	K-R1(f)	25. B-K4	P-B4(j)
6. B-N2	P-B3(a)	16. N-K4	N-N1	26. NxB	QRxN
7. O-O	P-QR3?(b)	17. N-Q6	R-Q1	27. BxR	QxB
8. P-QR4(c)	P-N3(d)	18. N-KN5	R-Q2(g)	28. R-Q8	Q-B2
9. P-K4	B-N2	19. Q-K2	P-R3	29. KR-Q1	Resigns(k)
10. R-K1	Q-B2	20. N/N5-K4	R-K2		

- (a) It is vital that Black force P-K4 as soon as possible. This move belongs in many of the Black systems in the Classical Fianchetto, but should be delayed.
- (b) The Panno and the Classical Fianchetto do not mix well, as will be demonstrated.
- (c) In normal systems, this move would permit a strong Black Knight outpost on QN5. However, Black cannot afford to take the time to play P-QR4 and N-N3-N5.
- (d) Black should have accepted a worse position by exchanging the Queen Bishop for White's Knight, followed by QN-Q2 and P-K4. The move made puts a fifth (!) pawn on the third rank in the first 8 moves.
- (e) White has established a large spacial advantage, has a lead in development and has a firm grip on the center.
- (f) The only other way to save the Knight from White's threat of 16. Q-Q2 was 15. ... P-KB4, 16. PxPe.p. QxB, 17. PxB KxP, 18. RxP QxQBP, 19. Q-Q6 when Black has a multiplicity of choices, none of which are very attractive. However, in view of what happened in the game itself, this would certainly have been preferable.
- (g) Mate by NxBP was threatened.
- (h) Black now has a totally lost position. The Knight cannot be captured, since after 22. ... N(2)xN, 23. PxN BxP, 24. NxPch and Black loses his Queen. The Knight outposts simply paralyze the entire Black position.
- (i) Black can only make waiting moves to see how White will break through.
- (j) Suicide. But it is clear now that White intends to shift the Rooks to the King Rook file and break through with P-KR5. Another plan is Q-Q3, followed by NxBP and BxNP. Black is helpless.
- (k) White threatens to win more material with either R-R8 followed by R/1-Q8 or 30. NxN KxN, 31. PxP B-R1, 32 B-N5 R-Q2, 33. P-R7ch.

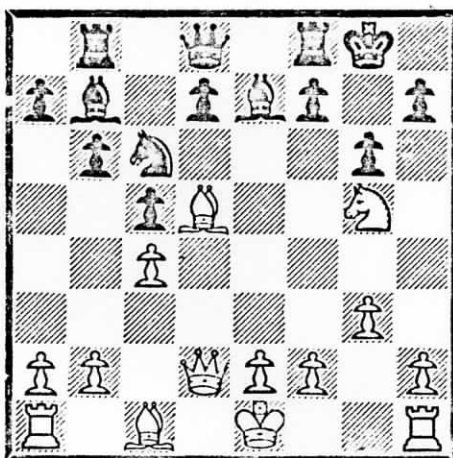
Tinker Belle is a computer chess program at the University of Alberta. In one of his more fanciful moods, Games Editor S. Ball felt that Tinker Belle really had something to say, that the computer was a little more human than was commonly believed (an opinion shared by the B.C. Chess Federation, which sent Tinker Belle an invitation to the Vancouver Open, along with a roadmap and a brochure describing all the appropriate places to stay and things to see). According to our Patron Saint, the best test would be a comparison between notes produced by Tinker Belle and notes produced by a Grandmaster on an important chess game. So without further ado, we wish to present

TINKER BELLE TALKS !!

Korchnoi - Karpov Queen's Indian Defence
 Candidate's Match Game 21 Notes by Robert Byrne and Tinker Belle
 (With apologies to R. Byrne and Chess Canada)
 (Comments by Tinker Belle interpreted by S. Ball)

1. P-Q4 N-KB3
2. N-KB3(a) P-K3
3. P-KN3 P-QN3
4. B-N2(b) B-N2
5. P-B4 B-K2
6. N-B3 O-O
7. Q-B2(c) P-B4(d)
8. P-Q5 PxP
9. N-KN5 N-B3(e)
10. NxQP P-N3
11. Q-Q2(f) NxN(g)
12. BxN R-N1(h)

(diagram)



13. NxRP(i) R-K1
14. Q-R6 N-K4
15. N-KN5 BxN
16. BxB/KN5 QxB
17. QxQ BxB
18. O-O(j) BxP
19. P-B4 Resigns(k)

- (a) Tinker Belle started off with a light hearted suggestion of 2. N-QB3 P-Q4, 3. N-KB3 N-QB3, 4. B-KB4 N-K5. Clearly, this is meant as a joke.(S.BALL)
- (b) Since we are still within the realms of well known opening theory, and Tinker Belle had not yet settled down to the serious analysis at hand, the suggested opening novelty of 4. B-R3 B-N2, 5. O-O should be disregarded for the jest that it is.(S.BALL)
- (c) Repeating the moves of game 5. This move prevents the simplifying 7. ... N-K5 which can occur after 7. O-O. (BYRNE)
 I would unhesitatingly recommend a course of simplification by 7. O-O BxN, 8. BxB N-QB3, 9. BxN PxP, 10. B-KB4 or alternatively, 7. O-O N-K5, 8. NxN BxN 9. N-K5 BxB, 10. KxB. (T.BELLE)
- (d) Karpov's strategy also remains unchanged. The text assaults White's pawn center. (BYRNE)
 Karpov adopts the dangerous strategy of following the moves played in an earlier game. With the match in its present state, he should consider deviating with 7. ... N-R3, 8. O-O BxN, 9. BxB P-Q4, 10. PxP. This early simplification should make Karpov's task of drawing less difficult. (T.BELLE)
- (e) In game 5 Karpov continued here 9. ... P-N3, and after 10. Q-Q1 P-Q3, 11. PxP N-R3 12. O-O N-Q2, Black had a fine share of the game. This time Karpov defends in an inferior manner. (BYRNE)
 This is the correct decision. Karpov has evidently studied the position he obtained in game 5, and found this improvement. Karpov threatens to establish a strong knight outpost on Queen 5, gaining a tempo by attacking the White Queen in the process. (T.BELLE)
- (f) (!) Korchnoi's innovation. White threatens to form an excellent position with two bishops after 12. NxBch. Karpov should have settled for that with 11. ... R-N1 (BYRNE)
 (!) Korchnoi avoids the gain of tempo by the knight. His best alternative was 11. O-O NxN, 12. PxN N-Q5, when White is in trouble. (T.BELLE)

- (g) Another error. Black should have tried 11. ... R-K1 preparing the manoeuvre B-K2-B1-N2. (BYRNE)
This is the obvious move, although it is insufficient here. Better is 11. ... R-N1 12. O-O NxN, 13. BxN N-Q5, 14. NxKBP RxN, 15. BxRch KxB, 16. Q-B4ch B-B3 when Karpov's bishops rake the long diagonals, and his knight threatens to win Korchnoi's Queen by NxPch. (T.BELLE)
- (h) This move loses outright. Black should have settled for the difficult ending resulting after 12. ... BxN, 13. QxB QxQ, 14. BxQ. (BYRNE)
Much better is 12. ... BxN, 13. QxB QxQ, 14. BxQ P-QR4. Karpov should not even have considered R-N1 in this position. (T.BELLE)
- (i) The Knight cannot be captured: 13. ... KxN, 14. Q-R6ch K-N1, 15. QxPch K-R1, 16. Q-R6ch K-N1, 17. B-K4 P-B4, 18. B-Q5ch R-B2, 19. Q-N6ch. (BYRNE)
A good alternative to this complex combination would be to simply castle. (T.BELLE)
- (j) 18. PxB is bad because of 18. ... N-B6ch (BYRNE)
Obviously not 18. PxB, since Karpov would win with N-B6ch. (T.BELLE)
- (k) The blitzkrieg is completed. (BYRNE)
Did Karpov resign already? (T.BELLE)

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PZ/jm

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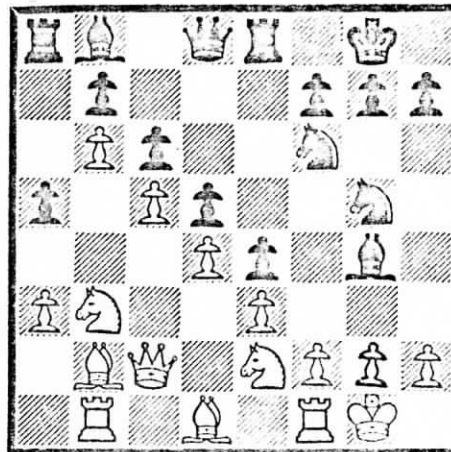
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Glowski - Loadman
Edmonton Open 1975, Round 4

Polish Opening
Annotated by Loadman

- | | | | |
|---------------|-----------|----------------|-----------|
| 1. P-QN4 | P-QB3 | 17. N-K2 | N-K3 |
| 2. B-N2 | Q-N3 | 18. O-O(f) | N-N4 |
| 3. P-QR3 | P-QR4?(a) | 19. N-QN3?(g) | |
| 4. P-QB3?(b) | N-B3(c) | | (diagram) |
| 5. Q-B2 | P-Q4 | 19. ... | N-B6ch! |
| 6. P-K3 | B-N5 | 20. K-R1(h) | NxRP |
| 7. P-Q3 | QN-Q2 | 21. R-K1 | N-B6 |
| 8. QN-Q2 | P-K4 | 22. R-B1 | N-R4 |
| 9. R-N1 | B-Q3 | 23. P-N3 | BxP |
| 10. P-QB4 | Q-Q1 | 24. Resigns(i) | |
| 11. P-B5 | B-B2 | | |
| 12. P-Q4??(d) | P-K5 | | |
| 13. P-N5 | O-O | | |
| 14. P-N6 | B-N1 | | |
| 15. B-K2 | R-K1 | | |
| 16. B-Q1(e) | N-B1 | | |



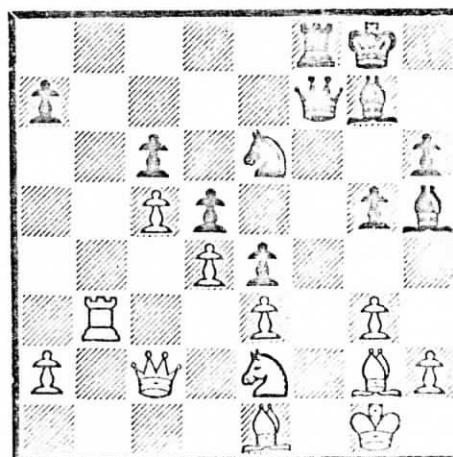
- (a) As will become evident, this is inferior to 3. ... P-QB4.
- (b) Far better is 4. P-QB4! PxP, 5. P-B5 when 5. ... QxP?, 6. PxP wins and 5. ... Q-B2 6. PxP RxR, 7. BxR leaves White with some advantage. After the text move, White has spent four moves creating a bad Queen's Bishop.
- (c) Black should play 4. ... P-Q4 immediately, as after the text White can play 5. P-QB4 which loses a tempo, but gives him some freedom on the Queenside.
- (d) Better is 12. B-K2. Now the Queen Bishop is really dead.
- (e) 16. BxB NxN is moderately suicidal for White. White has trouble developing his Kingside. (True. But can Black break through after 17. N-B1 ? - Games Editor)
- (f) Could this be called castling into it?
- (g) 19. N-KN3
- (h) 20. PxN PxP, 21. N-N3 N-K5, threatening Q-R5-R6 (21. ... N-R4?, 22. N-Q2) 22. K-N1 Q-R5, 23. R-N1 R-K3, 24. N-Q2 NxN(Q7).
- (i) 24. PxB NxPch, 25. NxN Q-R5ch.

=====

Leonard - Evans
Club Championship 1973-74

English Opening
Annotated by Evans

- | | | | | | |
|------------|-------|--------------------|---------|-------------|-------|
| 1. P-KN3 | P-K4 | 23. P-Q4 | N-KB3 | 44. R-N7ch | K-N3 |
| 2. B-N2 | N-QB3 | 24. R-N3 | B-B2 | 45. R-QB7 | P-KR4 |
| 3. P-QB4 | P-B4 | 25. PxP | PxP | 46. RxPch | K-B4 |
| 4. N-QB3 | N-B3 | 26. N-B1 | N-K5(b) | 47. Resigns | |
| 5. N-R3 | B-B4 | 27. NxN | PxN | | |
| 6. O-O | O-O | 28. R-B5 | P-Q4 | | |
| 7. P-Q3 | P-KR3 | 29. P-B5?(c) | N-K3 | | |
| 8. N-R4 | B-K2 | 30. N-K2 | B-N3 | | |
| 9. P-B4 | P-Q3 | 31. RxRch | RxR | | |
| 10. B-Q2 | B-K3 | 32. Q-N1 | Q-KB2 | | |
| 11. P-QN4 | Q-Q2 | 33. B-K1(d) | B-R4 | | |
| 12. B-QB3 | N-N5 | 34. Q-B2 (diagram) | | | |
| 13. P-N5 | N-Q1 | 34. ... | B-B6 | | |
| 14. B-Q2 | B-B3 | 35. N-B3 | NxQP | | |
| 15. R-N1 | P-QB3 | 36. PxN | BxPch | | |
| 16. N-B3 | PxBP | 37. K-R1 | BxBch | | |
| 17. RxP(a) | B-K4 | 38. QxB | Q-B8ch | | |
| 18. R-B3 | R-B1 | 39. QxQ | RxQch | | |
| 19. N-B4 | B-B2 | 40. K-N2 | R-N8ch | | |
| 20. P-K3 | P-N4 | 41. K-R3 | RxB | | |
| 21. N/4-K2 | B-N2 | 42. N-R4 | R-K7 | | |
| 22. Q-KB1 | B-N3 | 43. R-N8ch | K-N2 | | |



- (a) 17. NxP B-Q5ch
- (b) After a typically obscure modern opening, the central formation becomes clarified.
- (c) 29. PxP PxP, 30. R-B2 or 30. B-N4 are preferable. 29. P-B5 wastes time and allows Black to organize his game.
- (d) 32. or 33. Q-K1 were better. Black can operate with direct threats now.

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Algebraic Notation

English Descriptive Notation is the most commonly used in Alberta, but it is extraordinarily difficult to type since it alternates between upper and lower case on the typewriter. Hence we wish to begin conversion of the Edmonton Chess Report to Algebraic Notation. Almost all major North American chess magazines have already converted to the Algebraic system. However, we will continue to use English Descriptive if we receive a LARGE NUMBER of complaints.

In Algebraic, a particular square always has the same designation - from both sides. So the square a1 is the same as QR1 for White and QR8 for Black under English Descriptive. The square f6 is equivalent to KB6 for White and KB3 for Black. The diagram at the right has all the squares labelled. We have used long hand



Algebraic below to simplify the learning process. In long hand Algebraic, the square a piece COMES FROM as well as the square the piece GOES TO are both given.

Also, in Algebraic, Pawns are never specifically mentioned. If a move does not mention a piece, then it is a Pawn that is being moved. So in the game given below, the move 6. ... a7-a5 is the same as 6. ... P-QR4. In short hand Algebraic, the move would be given as simply 6. ... a5, meaning that Black moves a Pawn to the square a5. Captures are normally not indicated in Algebraic. So move 10. Nf3xd4 would typically be given as 10. Nd4, meaning that a White Knight moves to the square d4. The fact that d4 is already occupied by a Black Knight means that the Black Knight has been captured.

With this brief explanation, I leave you to figure out the game below.

Campbell - Lake
Londonderry Open 1975

French Defence
Annotated by Campbell

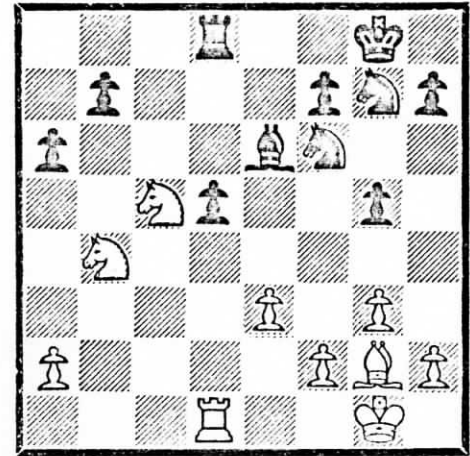
- | | | | | | |
|--------------|-----------|------------|-----------|---------------|------------|
| 1. e2-e4 | e7-e6 | 8. 0-0 | c5xd4 | 15. Nb5xd6ch | Qb8xd6 |
| 2. d2-d4 | d7-d5 | 9. c3xd4 | Nc6xd4 | 16. Bc1-f4 | Qd6-b6 |
| 3. e4-e5 | c7-c5 | 10. Nf3xd4 | Qb6xd4 | 17. Qf3-g3 | Ke8-f8 |
| 4. c2-c3 | Nb8-c6 | 11. Nb1-c3 | Qd4xe5(d) | 18. Bf4-c7(e) | Qb6-b3 |
| 5. Ng1-f3 | Qd8-b6 | 12. Rf1-e1 | Qe5-d6 | 19. Ra1-c1! | Ng8-e7 |
| 6. a2-a3 | a7-a5(a) | 13. Nc3-b5 | Qd6-b8 | 20. Rc1-c3 | Qb3-a4(f) |
| 7. Bf1-d3(b) | Bc8-d7(c) | 14. Qd1-f3 | Bf8-d6 | 21. Bc7-d6! | Resigns(g) |

- (a) Probably best is c5-c4, although White also retains a slight advantage.
- (b) Also good is the natural 7. Bf1-e2.
- (c) Of course not 7. ... c5xd4, 8. c3xd4 Nc6xd4, 9. Nf3xd4 Qb6xd4, 10. Bd3-b5ch.
- (d) Oh!, a free pawn? Safer is ... Qd4-b6. For example, 12. Qd1-e2 Bf8-c5, 13. Bc1-d2 a5-a4, 14. Nc3-b5 Ng8-e7, 15. Ra1-c1 with compensation.
- (e) Much better than 18. Bf4-d6ch.
- (f) 20. ... Qb3-a2, 21. Bd3-b1 Qa2-a1, is little better, as Black is for practical purposes a Queen down.
- (g) Probably a little premature, but f7-f6, 22. Bd6xe7 Kf8xe7, 23. Qg3xg7ch Ke7-d6, 24. Qg7xf6 is not inviting.

Ball - L. Evans
U.S. Open 1974, Round 8

English Opening

- | | | | |
|-------------------|---------|--------------|-----------|
| 1. P-Q4 | N-KB3 | 19. N-K2 | R-B2 |
| 2. P-QB4 | P-QB4 | 20. QR-B1 | KR-QB1 |
| 3. N-KB3 | PxP | 21. N-KB4 | N-K2 |
| 4. NxP | P-K3 | 22. RxR | RxR |
| 5. P-KN3 | N-B3 | 23. N-Q4 | B-N5 |
| 6. B-N2 | B-N5ch | 24. R-N1 | P-KN4 |
| 7. B-Q2 | Q-N3(a) | 25. N-Q3 | N-B4?(f) |
| 8. N-N5 | P-Q4? | 26. N-N3 | N-N2??(g) |
| 9. BxB | NxB | 27. N-N4!(h) | B-K3 |
| 10. Q-R4 | N-B3 | 28. R-Q1 | R-Q2 |
| 11. N-QB3??(b)O-O | | 29. N-B5 | R-B2 |
| 12. O-O | P-QR3 | 30. N-N3 | R-Q2 |
| 13. PxP(c) | PxP | 31. N-B5 | R-Q1?(i) |
| 14. KR-Q1 | B-K3 | | (diagram) |
| 15. N-Q4(d) | QxP(e) | 32. NxNP!! | R-N1 |
| 16. Q-N3 | QxQ | 33. NxQP | NxN |
| 17. NxQ | KR-Q1 | 34. Draw(j) | |
| 18. P-K3 | QR-B1 | | |



- (a) The immediate P-Q4 is necessary
- (b) It is now apparent why Black's Queen should not have gone to N3 in this line. Unfortunately, I overlooked the correct sequel in the game itself. After 11. P-B5! Q-Q1, 12. N-K6ch leaves Black's position in a shambles, and 11. ... QxP, 12. N-B7ch K-K2, 13. NxR Q-B8ch, 14. Q-Q1 QxP, 15. N-Q2 leaves White with a material advantage.
- (c) Now it is White who is in trouble.
- (d) When I started off with 13. PxP, I had only calculated the results after Black plays NxN in this position. In that case, I get my Pawn back.
- (e) Only now did I realize that if I played 16. NxN, he would not play 16. ... QxN, 17. QR-B1 Q-N7, 18. R-B2 and White wins the OP. Instead, Black would play 16. ... PxN When 16. QxP loses to KR-QB1 - and in addition, my Knight had no good squares to move to. I reluctantly decided to force the exchange of Queens, and try to blockade the QP.
- (f) After 25. ... B-B4, White would have to choose between 26. B-B1 removing pressure from the Black QP and assuming a completely passive position; alternatively, 26. R-Q1 (or N3) BxN, 27. RxB R-B8ch, 28 B-B1 N-B3 when White no longer has even slight compensation for the pawn. The last choice is 26. NxB NxN when Black can calmly consolidate his position with N-K5, N-K2, P-KB4, K-B2-K3. The latter is White's best chance, but the extra pawn should eventually decide. Evans probably rejected this line as being too time consuming, not to mention the difficulties of winning with Knight against Bishop in an open position.
- (g) The threat of 27. P-B3 followed by P-N4 must be answered, but this is a disastrous way to do it. Best is 26. ... B-K7! when the Bishop can be placed on QB5 with great effect.
- (h) This move guarantees the tie up of all Black's pieces, effectively forcing a draw.
- (i) I had offered a draw with my previous move. Evans was repeating the position to reduce the number of moves to the time control, evidently having overlooked the following combination. When I offered the draw, I assumed that he had seen what follows.
- (j) Although I would have been a pawn ahead at the end of the combination (34. BxN BxB, 35. RxB RxN, 36. R-Q8ch N-K1, 37. RxNch K-N2) I felt that he would be able to defend the Rook and Pawn ending successfully. However, I have learned a great deal about such endings since then, and White certainly has enough of an advantage to continue. However, Evans was not forced to exchange all the minor pieces in any case.

Unannotated Games

With each issue of the Edmonton Chess Report, we would like to include a few games without notes for the readers to play over and enjoy. In this way, we will be able to publish more of the games submitted.

Turingan - Patterson
TAYCA Tournament, 1975

Ruy Lopez

- | | | | | | |
|-----------|-------|------------|-------|-----------|---------|
| 1. P-K4 | P-K4 | 11. B-K3?! | Q-Q2 | 21. N-N5 | B-N1 |
| 2. N-KB3 | N-QB3 | 12. QN-Q2 | K-R1 | 22. Q-R5 | P-QR4 |
| 3. B-N5 | P-QR3 | 13. B-B2 | P-B4 | 23. P-KN4 | R-R3 |
| 4. B-R4 | N-KB3 | 14. B-Q4 | N-N4? | 24. PxP | RxP |
| 5. O-O | NxP | 15. NxN | BxN | 25. P-Q6 | RxN |
| 6. P-Q4 | P-QN4 | 16. P-B4 | B-K2 | 26. PxR | RxP |
| 7. B-N3 | P-Q4 | 17. N-B3 | N-Q1 | 27. B-B5 | Q-Q3 |
| 8. PxP | B-K3 | 18. P-QN4 | N-N2 | 28. BxR | Q-N6ch |
| 9. P-B3 | B-K2 | 19. Q-K2 | P-B4 | 29. K-R1 | B-Q3 |
| 10. P-KR3 | O-O | 20. PxP | NxP | 30. BxPch | Resigns |

Brebrich - Fegyverneki
Calgary Closed 1975

Queen's Gambit Declined

- | | | | | | |
|-----------|-------|-----------|---------|------------|--------|
| 1. P-Q4 | N-KB3 | 12. P-KB4 | P-QN3 | 23. B-K4 | R-B5 |
| 2. P-QB4 | P-K3 | 13. PxP | PxP | 24. B-Q3 | R/5-B1 |
| 3. N-QB3 | P-Q4 | 14. NxQP | NxN(K4) | 25. B-K4 | R-B5 |
| 4. P-K3 | QN-Q2 | 15. NxBch | QxN | 26. Q-K2 | B-N4 |
| 5. N-B3 | B-K2 | 16. BPxN | N-K1 | 27. B-Q3 | QR-B1 |
| 6. B-Q2 | O-O | 17. O-O | P-N3 | 28. R/7xP | QxR |
| 7. R-B1 | P-QR3 | 18. P-QN4 | N-N2 | 29. RxQ | KxR |
| 8. P-B5 | QN-N1 | 19. R-B7 | KR-B1 | 30. Q-B3ch | K-N1 |
| 9. N-K5 | B-Q2 | 20. Q-B3 | QR-N1 | 31. BxR | RxB |
| 10. B-Q3 | P-QR4 | 21. R-R7 | PxP | 32. Q-B8 | Mate |
| 11. P-QR3 | N-QB3 | 22. BxP | Q-K1 | | |

Long - Maynes
Spring Challenge Closed 1975

Ruy Lopez

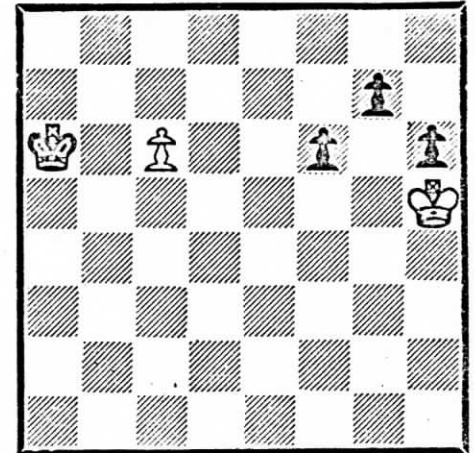
- | | | | | | |
|------------|-------|------------|-------|------------------|--------|
| 1. P-K4 | P-K4 | 15. RxP | P-QB3 | 29. PxP | R-N5 |
| 2. N-KB3 | N-QB3 | 16. P-QB4 | PxP | 30. P-R5 | QxBP |
| 3. B-N5 | P-QR3 | 17. KPxP | B-Q2 | 31. P-R6 | QxQ |
| 4. B-R4 | N-KB3 | 18. R-R3 | N-N3 | 32. RxQ | R-B1 |
| 5. O-O | B-K2 | 19. N-K4 | B-K2 | 33. P-R7 | R-QR5 |
| 6. R-K1 | P-QN4 | 20. N/3-N5 | P-R3 | 34. RxR | BxR |
| 7. B-N3 | P-Q3 | 21. N-KB3 | P-B4 | 35. B-R3 | R-R1 |
| 8. P-B3 | O-O | 22. N-N3 | Q-B2 | 36. BxP | RxP |
| 9. P-KR3 | N-Q2 | 23. Q-K2 | P-QR4 | 37. BxP | R-R4 |
| 10. P-Q4 | N-N3 | 24. N-R2 | B-KB3 | 38. B-B3 | RxP |
| 11. QN-Q2 | B-B3 | 25. N-R5 | QR-N1 | 39. N-B3 | K-B2 |
| 12. P-QR4? | NxRP? | 26. NxB | RxN | 40. R-R1 | R-Q8ch |
| 13. P-Q5 | N-K2 | 27. P-QN3 | Q-B4 | 41. RxR (Sealed) | |
| 14. BxN | PxB | 28. Q-R2 | P-R5 | Draw agreed | |

Endgame Section

S. Ball

In this and in future issues of the Edmonton Chess Report, I hope to include at least two endgame positions, one just for interest, the other of a more instructional nature.

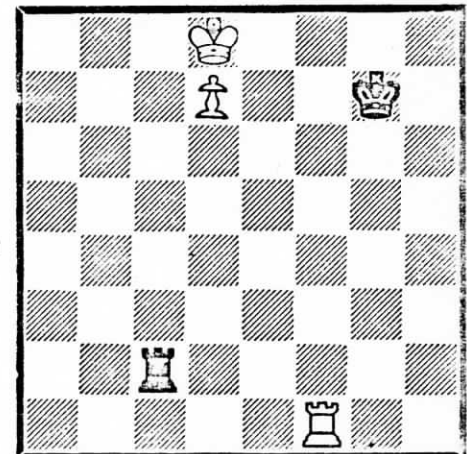
This diagram is a famous composition by Richard Reti. Even with three connected passed pawns against the lone White Pawn, White to move is still able to draw.



- (a) 1. K-N6 K-N3, 2. KxP P-R4, 3. KxP P-R5, 4. K-K5 P-R6, 5. K-Q6 and both sides obtain Queens on the same move.
- (b) 1. K-N6 K-N3, 2. KxP P-B4, 3. K-B6 P-B5, 4. K-K5 P-B6, 5. K-Q6 when the presence of Queens will once again assure the draw.
- (c) 1. K-N6 P-R4, 2. KxNP P-R5, 3. KxP. Now, if Black plays K-N3, the reply K-K5 transposes to note (a). On 3. ... P-R6, 4. K-K7 P-R7, 5. P-B7 will draw.
- (d) 1. K-N6 P-B4, 2. KxNP P-B5, 3. K-B6 P-B6, 4. K-K7 and once again White will obtain a Queen. If Black deviates with 3. ... K-N3, 4. K-K5 transposes to note (b).

Endings involving Rooks and Pawns are mishandled more frequently than any other. Hence, I shall deal with several of the fundamental positions in a series of articles, beginning with the Lucena position. (Diagram)

In this position, there are two clear ways for White to win. The important features of the position are the presence of the White Pawn on the seventh rank, and the fact that the Black King is cut off by the White Rook. The most useful technique for winning is "building a bridge" as follows:



- 1. R-B4 R-B8, 2. K-K7 R-K8ch, 3. K-Q6 R-Q8ch, 4. K-K6 R-K8ch (If R-Q7, 5. R-B5 followed by R-Q5 forces promotion of the Pawn) 5. K-Q5 R-Q8ch and now White completes the bridge by 6. R-Q4.

The second method involves the transfer of the Rook to the 8th rank. (If White tries to bring his King out from in front of the Pawn immediately, Black simply checks until the White King is driven back in front of the Pawn).

- 1. R-QR1 K-B2, 2. R-R8 R-B8 (If 2. ... K-K3, then 3. K-K8 R-KR7, 4. R-R6ch is a simple win for White) 3. R-B8 R-Q8, 4. K-B7 R-B8ch, 5. K-N6. Now White simply moves his King up the board in response to further checks, after which he can Queen the Pawn.

A Note On Patron Sainthood

For those curious about Len Steele's title, it was given for the tremendous moral support he lent us in the course of producing the Edmonton Chess Report. At one time or another, all of us have felt like screaming, tearing our hair out in handfuls, and reducing all the work done to a billion tiny pieces. After a short cry on Len's shoulder, we doggedly returned to the task at hand. Additionally, Len has come up with a lot of fantastic ideas, as well as producing a multiplicity of helpful hints on the technical aspects of production, not to mention doing a lot of the typing in the first issue. Since he had little or nothing to do with the actual selection and checking of the material published, we felt that an Editorial title was insufficiently descriptive. And everybody should have a Patron Saint.