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www.britishchessmagazine.co.uk

Chairman Shaun Taulbut
Director Stephen Lowe

Editors
 Milan Dinic and Shaun Taulbut

Photo editor
 David Llada

Prepress Specialist
 Milica Mitic

Photography
 GCT/London Classic Official,
 Lenart Ootes, Tata Steel Official

Advertising
 Stephen Lowe

Enquiries
editor@britishchessmagazine.co.uk

ISSN 0007-0440
 © The British Chess Magazine Limited

Company Limited by Shares
 Registered in England No 00334968

Postal correspondence:
 Albany House, 14 Shute End
 Wokingham, Berkshire RG40 1BJ

Subscription
support@britishchessmagazine.co.uk
 12 monthly issues
 UK: £55 | RoW: £85

Printed in the UK: by Lavenham Press Ltd

Cover photography:
 Photo Credit: Shutterstock

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THE LONDON CHESS CLASSIC (8-17 DECEMBER 2018)


By GM Aleksandar Colovic

Photo: GCT, Lenart Ootes / London Classic Official

It probably feels like a consolation prize, but an American did emerge victorious in London. Curiously enough, the strategy to win in London remained the same - draw the classical to win the rapids (and blitz).

The London Chess Classic (8-17 December, the final event of this year's Grand Chess Tour) closely followed the World Championship match and in the beginning the main question was how Caruana would fare after the gruelling match. With the mixed format of the competition - 2 classical games followed by 2 rapid games and then 4 blitz games with an Armageddon in the end, and a win in the classical games bringing 6 points, a win in the rapid 4 points and a win in the blitz 2 points, the draws being half of those - it was interesting to see how the players would adapt.

The two pairs of matches, with Caruana playing Nakamura and Vachier-Lagrave playing Aronian, were semi-finals and then a final and a match for 3rd place were played.

No matter how hard the players tried, the curse of London in autumn persisted. All four classical games were drawn, in spite of Caruana's having a winning position against Nakamura in the first game and Aronian being close to winning in both games against Vachier.

THE LONDON CHESS CLASSIC (8-17 DECEMBER, THE FINAL OF THIS YEAR'S GRAND CHESS TOUR) CLOSELY FOLLOWED THE WORLD CHAMPIONSHIP MATCH AND IN THE BEGINNING THE MAIN QUESTION WAS HOW CARUANA WOULD FARE AFTER THE GRUELING MATCH

Fabiano Caruana - Hikaru Nakamura

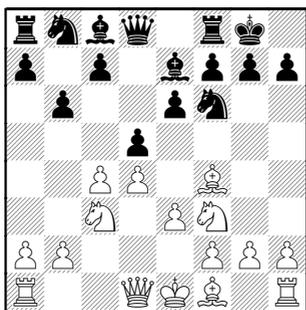
London Chess Classic (1.1)

1.d4 After opening exclusively with 1.e4 against Carlsen, Caruana switched to 1.d4 against Nakamura. Since the QGD was his own mainstay defence in the World Championship match, meaning he had done a tremendous amount of work on it, it made sense to show some of the white ideas he unearthed in the process of preparation.

1...♭f6 2.c4 e6 3.♗f3 d5 4.♗c3 ♕e7
Long gone are the days when Nakamura was the fearless knight of the King's Indian Defence. Nowadays it's QGD and Berlin for him, an exemplary professional repertoire.

5.♕f4 Caruana, like Carlsen, also thinks that this is the only way to fight for an advantage in the QGD.

5...0-0 6.e3 b6



Nakamura switched to this in August this year, when he lost that infamous 4 vs 4 rook endgame against Carlsen in Saint Louis.

6...c5 was Caruana's choice against Carlsen. It also used to be Nakamura's choice for a very long time, as it was only very recently that he started playing the game move. Curiously enough, in the first rapid game in the match for 3rd place Aronian tested Caruana's preparation and we got an answer as to what would have

happened had Carlsen gone for the most testing line in Game 2. 7.dxc5 ♕xc5 8.♖c2 ♗c6 9.♗d1 ♖a5 10.a3 ♗d8: this rare move was Caruana's innovation in Game 2. 11.♗d2: the most critical move. (11.♕e2 was Carlsen's choice, but he got nowhere after 11...♗e4 12.0-0 ♗xc3 13.bxc3 h6 ½-½ (49) Carlsen,M (2835)-Caruana,F (2832) London m/2 ENG 2018) 11...d4! At first (meaning some 10 moves deep) sight this looks dubious, but when preparing for a World Championship match one can easily analyse until a draw is reached. (11...dxc4 is a calmer alternative.) 12.♗b3: now everything is more or less forced. 12...♖b6 13.♗a4 ♕b4+ 14.axb4 ♖xb4+ 15.♗d2 ♖a5 Black has sacrificed a piece but his piece activity is tremendous and soon enough White is forced to return the material. 16.♖b3 e5 17.♕g5 ♗b4 with the idea of ...♕f5 or ...♕d7. The ♗a4 is a particularly hapless piece and is soon lost. 18.♕e2 ♕d7 19.♕xf6 gxf6 20.♖a1 dxe3 21.fxe3 b5! 22.0-0 White returns the piece but obtains a better structure. In the old days this would have been enough to call the line promising for White, but nowadays this is analysed until the end. And the end says it's a draw. (22.cxb5 ♕e6 23.♖d1 ♖xd2 24.♖xd2 ♗c2+ 25.♗d1 ♗b4 is a very nice repetition.) 22...bxa4 23.♖c3 f5 24.♗f3 f6 25.♗h4 ♗c6 26.♖a3 e4 defending f5 and limiting both White's pieces. It's funny that now the other white knight is stranded on the other rim. 27.♕d1 (27.c5 is an alternative, but after 27...♖ab8 28.♗xf5 ♕xf5 29.♖xf5 ♗g7 the engine says this is only marginally better for White, and undoubtedly this had been analysed to a draw as well.) 27...♗e5 28.♕xa4 ♖xa4 29.♖xa4 ♕xa4 30.♖xa4 f4! looking for activity. 31.♖xf4 (31.exf4 closes the f-file and Black is fine after 31...♗d3 as now White has to defend his pawns and the strong passed e-pawn gives Black more than enough to draw.) 31...♗d1+ 32.♖f1 ♖xf1+ 33.♕xf1 ♖b8 Black's activity is too strong. White is not in time to get the knight back into play and keep the material advantage. 34.b4 ♗xc4 35.♗f5 ♖b5 36.g4 h5 37.h3 hxg4



WITH NAKAMURA DRAWING QUICKLY WITH WHITE AGAINST CARUANA IT WAS LOGICAL TO CONCLUDE THAT HE WAS COPYING CARLSEN'S STRATEGY TO PLAY CARUANA WITH FASTER TIME CONTROLS WHERE HE FELT MORE CONFIDENT. IN RETROSPECT THE STRATEGY WORKED

38.hxg4 ♖e5 39.♞xa7 ♞xb4 and this was soon drawn. ½-½ (46) Aronian,L (2765)-Caruana,F (2832) London ENG 2018.

7.♞c2 In the rapid and blitz Caruana tried other moves.

7.cxd5 was tried in the rapid. The forcing line now goes 7...♞xd5 8.♞xd5 ♞xd5 9.♙d3 ♞a5+ 10.♞f1 ♙a6 11.♙xc7 ♙xd3+ 12.♞xd3 ♞a6 13.♙g3 ♞b4 14.♞e2 ♞fc8? (14...♞ac8! was better. The reason is very deep, the point being that down the line Black needs the rook on f8 to push ...f5. Nakamura apparently mixed up his lines.) 15.a3 ♞a4 16.♞g1 ♞a2 17.h3 (17.♞xa2? ♞c1+ 18.♞e1 ♞b3 traps the rook on a2.) 17...♞c1 18.♞f1 ♞c2 19.♞h2 ♞e2 20.♙e5 ♞xb2 21.d5! ♞c3 22.dxe6 fxe6 and here White had two good ways to play for an advantage. 23.♞d4! (instead of 23.♞d1? ♞xa3 24.♞d7 ♞d5 25.♞d4? ♙f6! and White had no compensation for the pawn. 0-1 (54)

Caruana,F (2832)-Nakamura,H (2746) London ENG 2018; 23.♞c1! ♞xa3 24.♞d3 with excellent centralisation.) 23...♙f6 (23...♞d5 24.f4 ♙f6 25.♙xf6 ♞xf6 26.♞f3 and Black will find it difficult to defend his kingside.) 24.♙xf6 gxf6 25.♞d3;

7.♞c1 was tried in the blitz. 7...♙a6 a rare move, but one tried by Carlsen. (7...♙b7; 7...c5) 8.♞a4 dxc4 Nakamura decided to keep the light-squared bishops on the board. (8...♙xc4 was Carlsen's choice. 9.♙xc4 dxc4 10.♞xc4 c5 1-0 (39) Mamedyarov,S (2753)-Carlsen,M (2864) Moscow 2013) 9.♙xc4 ♙b7 10.0-0 a6 11.♙e2 ♞bd7 12.♞fd1 b5 13.♞c2 ♞c8 14.♞e5 and White had some initiative. 0-1 (50) Caruana,F (2832)-Nakamura,H (2746) London ENG 2018.

7...♙b7 7...c5 is a more direct alternative, immediately causing crisis in the centre.

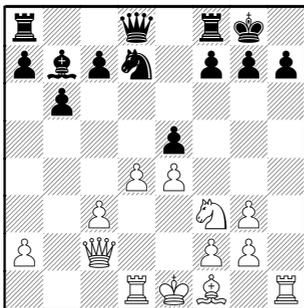
8.♞d1 ♙d6 A strange move, but one suggested by the engine.

9. ♖g3 A novelty, as previously White had taken on d6 or moved the bishop to g5.

9... ♗bd7 10.cxd5 White uses the fact that Black cannot take with a pawn, in view of ♖d6, when Black would be saddled with doubled d-pawns, and obtains a mobile pawn centre.

10... ♗xd5 11.e4 11. ♗xd5 is the engine's preference. 11... ♖xd5 12. ♖d3 f5 13. ♖c4 also looks preferable for White, who has the more compact position.

11... ♗xc3 12.bxc3 ♖xg3 13.hxg3 e5



Thematic, but White gets the edge now.

13...h6 followed by ...c5 is what the engine prefers. Perhaps Nakamura wanted to prevent 14.e5: after 14...c5 15. ♖d3 cxd4 16. ♖h7+ ♗h8 17. ♗xd4 may look frightening, but Black holds after 17... ♖xf3 18.gxf3 ♗c7.

14. ♖b5! Forcing ...c6, to shut in the bishop on b7.

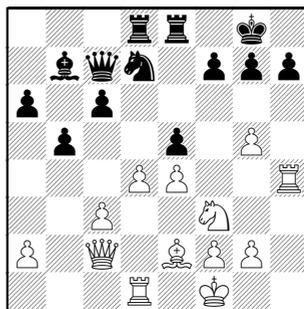
14...c6 15. ♖e2 ♗c7 16.g4 White is using the open h-file to increase the pressure on the kingside. His own king is safe in the centre and if need be can safely slide to f1 since the rook on h1 is already developed and active. Caruana's idea with the game move is to advance the pawn to g5, gain space on the kingside and fix the h7-pawn.

16... ♗fe8 17.g5 ♗ad8 18. ♗f1 18.g6!? was Caruana's initial intention. The position is

messy after 18...hxg6 19. ♗b3 exd4 20.cxd4 ♗xe4 21. ♗g5 ♗xe2+ 22. ♗xe2 ♖a6+ 23. ♗f3 ♗f6 24. ♗h4 ♗f6 25.g4 with White continuing the attack in spite of his king being centralised on f3.

18...b5 18...exd4 the engine wants to give White a full centre and claims Black is fine after 19.cxd4 ♗f8 though this looks quite scary for a human.

19. ♗h4 a6



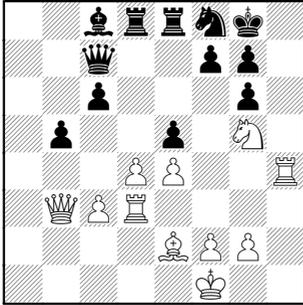
20.a4! White cannot win by a direct attack, so he's also 'checking' Black's queenside, at the same time getting rid of a potential weakness.

20... ♗a5 21.g6! Caruana is attacking in an inspired way. This liberates the g5 square for the knight. Once on g5, the third rank will be liberated for the rook from d1 (via d3) while the queen can join the attack from the b3-square, hitting f7.

21...hxg6 22. ♗g5 ♗f8? 22...c5 is the only move according to the engine. The point is to be able to close the a2-g8 diagonal by ...c4. 23.axb5 (Now 23. ♗d3? doesn't work because of 23...f6 and there is no check along the a2-g8 diagonal due to ...c4.) 23...axb5 24. ♗d3 f6 25. ♗h3 fxg5 26. ♗h8+ ♗f7 27. ♗xe8 ♗xe8 28. ♗e6+ ♗f8 29. ♗d6+ ♗g8 and this is apparently zeroes, though White's compensation is obvious after either recapture, on c5 or e6, threatening to push that pawn further.

23. ♖d3! ♕c8 Preventing ♖h3.

24. ♗b3 ♗c7 25. axb5 axb5



26. ♖f3? Natural, but losing all the advantage.

26.g4! threatening ♖dh3 was winning for White. After the forcing moves 26... ♗e6 27. ♖dh3 ♗f8 28. ♗xe6+ ♕xe6 the key move is 29.d5! combining the threats along the h-file with attack from the queenside. This type of play is very difficult for a human. 29... cxd5 (29... ♕d7 30. ♗a3+ c5 31. ♖h7! Black is paralysed on both wings and only waits for White to prepare the decisive blow. For example: 31... ♗b6 32. ♗c1! ♕c8 33. ♗g5 ♗f6 34. ♗e3 ♗d6 35. ♕xb5) 30. ♕xb5 ♗e7 31. ♗b4+ ♖d6 32. ♕xe8 ♗xe8 and now the best is 33. ♖d3! with a winning position.

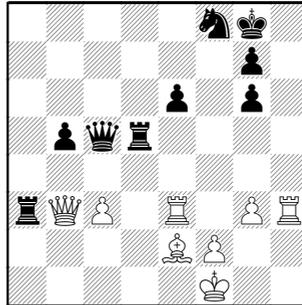
26... ♕e6 The only move, but it suffices.

27.d5 cxd5 28.exd5 28. ♖xd5 29. ♗xe6 fxe6 Black's pawns are all bad, but he is a pawn up and there is no attack.

30. ♖fh3 e4 Returning the pawn in order to distract the rooks from the h-file and gain time to activate his own rook on e8.

31. ♖xe4 ♖a8 32.g3 32. ♕xb5 ♖a1+ 33. ♗e2 ♖e5 34. ♖he3 ♖xe4 35. ♖xe4 ♗b7 is around equal.

32... ♗c5 33. ♖e3 ♖a3



It's apparent that Black is already very comfortable. The game finished in a draw on move 51.

½-½

Apart from the theoretical discussions in the Queen's Gambit Declined, perhaps the most important theoretical revelation was Aronian's surprising 9th move in a well-known position in the English Opening.

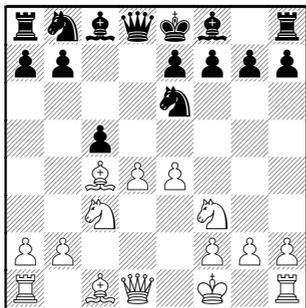
Levon Aronian - Maxime Vachier-Lagrave
London Chess Classic (2.2)

1. ♗f3 c5 2.c4 ♗f6 3. ♗c3 d5 4.cxd5 ♗xd5 5.e4 5.e3 was Nakamura's choice in the rapid and blitz against Vachier.

5... ♗b4 6. ♕c4 ♗d3+ 7. ♗e2 ♗f4+ 8. ♗f1 ♗e6 This has been played for ages, but now Aronian comes up with the stunning:

9.d4!

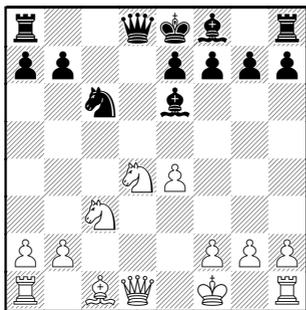
NAKAMURA IS LACKING SOMETHING SERIOUS AT CLASSICAL CHESS, HAVING FALLEN OUTSIDE THE TOP 10, BUT AT FASTER TIME CONTROLS HE'S EASILY AMONG THE WORLD'S BEST



All Black's knight-jumping was aimed at preventing this push, and now White just ignores all that and plays it anyway! The move isn't formally a novelty, having been played in the past (first in 1995), but now it will definitely catch the attention of the public.

9...cxd4 9...dxd4 was played in another high-level game, in January this year. Now we see White's idea, which is to use the h2-b8 diagonal. 10.f4! bxc6 0-1 (40) Meskovs,N (2546)-Kantans,T (2478) Tallinn EST 2018 (10...e6 is better, but White is still on top after 11.dxd4 cxd4 12.b5 a6 13.xd4 xd4 14.dxd4 with a very favourable endgame.) 11.dxd4! xd4 (11...dxd4 12.d5 e5 13.xe5 e6 14.f3 is winning for White.) 12.b3 e6 13.b5 xe4 14.c7+ d8 15.g3 is also very close to winning for White.

10.xe6 xe6 11.dxd4 c6?!

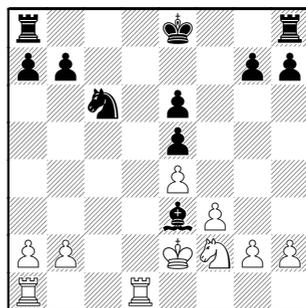


This leads to an endgame where White has a stable advantage due to Black's doubled

e-pawns. It's important to note that Aronian played his moves very fast until move 25 - another fascinating example of deep opening preparation.

11...c4+ 12.g1 c6 13.xc6 xd1+ 14.d1 bxc6 15.f3 with a slightly better endgame for White.; 11...d7 is probably the best try. 12.e3 c6 13.d5 e6 (13...a6? 14.d5 wins for White in view of the inevitable b6.) 14.c1 with some pressure, but Black should be able to neutralise it.

12.xe6 xd1+ 13.d1 fe6 14.d2 e5 15.f3 e6 16.e3 b4 17.f2 a5 18.e2 b6 19.hd1 xe3



19...d4+ was Carlsen's preference as he commented on the game as he watched it live. This doesn't change the fact that White is better, the only difference being that Black now has a strong bishop on d4 that shuts down the d-file. 20.xd4 xd4 21.ac1 0-0 22.d3 and White will continue to press.

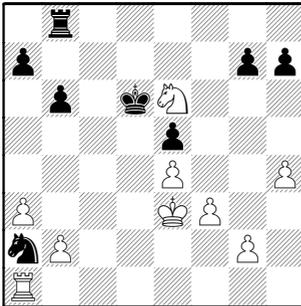
20.xe3 e7 21.ac1 hd8 22.xd8 xd8 23.d3 d6 24.c5 24.h4 was Carlsen's suggestion. The idea is to expand on the kingside, aiming to push h5 if possible and then possibly g3 and f4.

24...b8 25.h4 b4 Vachier doesn't want to wait passively for Aronian to implement the plan described above and sacrifices a pawn in order to get a rook endgame with an active rook

26.a3 b6 27.xe6 a2 28.a1



I HAVE THE IMPRESSION THAT CARUANA PLAYED IN EXACTLY THE SAME WAY HE PLAYED AGAINST CARLSEN – HE PLAYED CHESS. HE TRIED TO WIN A GAME OF CHESS IN WHICHEVER FORMAT IT WAS PLAYED



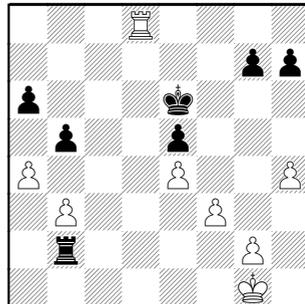
28. ♖c2!? was a more precise move, to pick up the knight. 28... ♗xe6 29. b3 ♖d8 30. ♗e2 h5 31. ♖xa2 ♖c8 32. ♗d3 ♖d8+ (32... ♖c1 33. ♖c2 ♖a1 34. a4 ♗d6 35. ♗c4 ♗c6 36. ♗b4+ ♗b7 37. ♖d2 ♗c6 38. ♖d5 wins for White.) 33. ♗c4 a6 34. a4 with the idea of pushing a5 and opening a way for the white king to penetrate towards the black pawns on the queenside.

28... ♗xe6 29. ♖xa2 ♖c8 30. ♗d2 ♖d8+ 31. ♗e2 ♖c8 32. b3 ♖c1 Compared to the position in the note to White's 28th, here Black already managed to get a rook on the first rank and is more active.

33. ♖d2 33. ♗d3 still offered better chances, with ideas similar to the ones described above - White wants to take his king to the queenside. But this time Black manages to parry that plan. 33... ♗d6 34. ♖c2 ♖a1 35. a4 a5 36. ♗c4 ♗c6.

33... ♖a1 34. a4 ♖b1 35. ♖d3 ♖b2+ 36. ♗f1 a6 With the king cut off on f1 it's impossible to play for win.

37. ♗g1 b5 38. ♖d8



White sacrifices a pawn on the queenside in order to activate his king, but this allows Black enough counterplay.

38...bxa4 39.bxa4 ♖a2 40.♖h8 h6
41.♖e8+ ♔f6 42.♖b8 ♖xa4 43.♖b6+
♔f7 44.h5 a5 45.♖a6 ♖a2 46.♔h2 a4
47.♔h3 a3 48.g3 ♖a1 49.♔g4 a2 White
cannot advance further without allowing an
exchange of one of his kingside pawns for
the a2-passer. This is the key principle of
Black's defence.

50.♔f5 ♖f1 51.♖xa2 ♖xf3+ 52.♔xe5
♖xg3 Now it's a simple draw.

53.♖a7+ ♔g8 54.♔d6 g6 55.♖a8+ ♔f7
56.♖a7+ ♔g8 57.♖a8+ ♔f7 58.♖a7+

½-½

Nakamura didn't try to play with White against Caruana's Petroff, aiming directly for the faster time controls. Aronian was close to winning against Vachier in their second game, but again let it slip. He was also winning in their first rapid game, but again let the Frenchman escape. These three missed chances came back to haunt him as he lost the next rapid game and then the first two blitz games, effectively losing the match before winning one blitz game and losing the last one.

With Nakamura drawing quickly with White against Caruana it was logical to conclude that he was copying Carlsen's strategy of playing Caruana with faster time controls where he felt more confident. In retrospect the strategy worked, though I don't think Caruana was feeling in any way inferior at the faster time controls.

NO MATTER HOW HARD THE PLAYERS TRIED, THE CURSE OF LONDON IN AUTUMN PERSISTED. ALL FOUR CLASSICAL GAMES WERE DRAWN

I have the impression that Caruana played in exactly the same way he played against Carlsen - he played chess. He tried to win a game of chess in whichever format it was played. This simple approach worked against Aronian in the match for 3rd place when the Armenian also tried to get the American to the rapids and blitz. This time Caruana prevailed, winning the second rapid game and drawing the blitz portion to win the match. The decisive game was the second rapid game where Caruana showed good preparation while Aronian forgot his.

Fabiano Caruana - Levon Aronian

London Chess Classic (2.4)

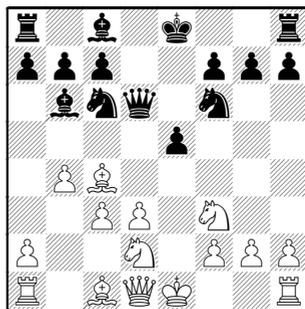
1.e4 e5 2.♘f3 ♘c6 3.♙b5 ♘f6 Since the Berlin was an expected choice from Carlsen, now we get to see what Caruana had prepared against it.

4.d3 So he prepared not to enter the endgame.

4...♙c5 5.c3 d5 One of the most direct ways to counter White's set-up.

5...0-0 is the main alternative.

6.exd5 ♖xd5 7.♙c4 ♖d6 8.b4 ♙b6
9.♘bd2



9.a4 is the usual move, but this allows 9...c4. Caruana already had played a game in this line 10.dxe4 ♖xd1+ 11.♔xd1 ♘xe4 12.♔c2 ♙f5 an improvement over Xiong's play. (12...♘d6

13. ♖e1+ ♗e7 14. ♕b3 ½-½ (58) Caruana,F (2817)-Xiong,J (2674) Saint Louis USA 2017
 13. ♗h4 ♕d7 14. ♖e1 f5 15. ♗xf5 ♕xf5 16. f3 ♗e5 17. fxe4 ♕g4 with good compensation: 1-0 (48) Vachier Lagrave,M (2796)-Kramnik,V (2808) Stavanger NOR 2017.

9...0-0 10.a4 ♕f5 In the rapid game Aronian follows the trusted path. Now the following is forced.

10...a5 was played by Aronian in the first classical game. 11.b5 e4, improving on Karjakin's idea 12. ♕a3 (12. ♗xe4 ♗xe4 13. dxe4 ♖c5 is the idea of the inclusion of 10...a5; 12. dxe4 ♗e5 13. ♕a3 ♕c5 transposes to the game.) 12...♕c5 13. dxe4 ♗e5 14. ♗xe5 ♖xe5 15. ♕xc5 ♖xc5 16. ♖e2?! (16.0-0 is the way to fight for an advantage. 16...♕g4 17. ♖c1 and Black does have some compensation, but this is definitely the only way to play for White.) 16...♖e8 17. f3 ♕e6 18. ♕xe6 ♖xe6 19. ♖c1 ♗d7 20. ♗b3 ♖a3 and Black's activity was enough for a draw. ½-½ (28) Caruana,F (2832)-Aronian,L (2765) London ENG 2018;

10...e4 was played by Karjakin against Caruana last year. 11. dxe4 (11. ♗xe4 seems to be an improvement 11...♗xe4 12. dxe4 ♖f6 13. ♖c2 and now Black cannot take on b4 13...♗xb4 14. cxb4 ♖xa1 15.0-0 ♖f6 16. ♕b2 ♖e7 17. ♖c3 ♖f6 18. ♖b3 ♖e7 19.a5, winning material.) 11...♗e5 12. ♖e2 a5 with counterplay: ½-½ (31) Caruana,F (2807)-Karjakin,S (2773) Saint Louis 2017.

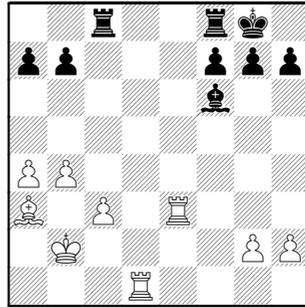
11. ♕a3 e4 12. dxe4 ♗xe4 13. ♗xe4 ♕xe4 14. ♖xd6 cxd6 15.0-0-0 ♖ac8 16. ♕d5 ♕xd5 17. ♖xd5 ♗e5 18. ♗xe5 dx5 19. ♗b2 But here it seems Aronian forgot his preparation.

19...♕xf2?! Now White's central dominance gives him the advantage.

19...♖fd8! has been played in several correspondence games and Black has had little problems getting the draw. The practical problems still remain for Black even here,

especially in over-the-board play, but this was definitely much better than the game move.

20. ♖xe5 ♕h4 21. ♖d1 ♕f6 22. ♖e3

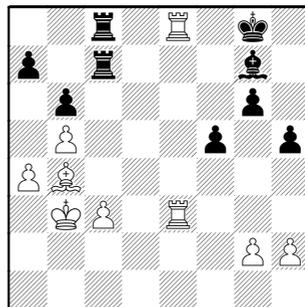


The endgame is very difficult for Black as he cannot oppose in the centre while White's queenside majority, helped by the presence of the king, gives him easy play with a straightforward plan.

22...♖c7 23. b5 ♖fc8 24. ♕b4 h5 25. ♗b3 b6 26. ♖dd3 Defending c3 with the idea of playing ♖e4 and c4.

26...g6 27. ♖e4 ♕g7 28. ♖de3 28.c4 f5 was Black's idea.

28...f5 29. ♖e8+?



This lets Black become active on the kingside.

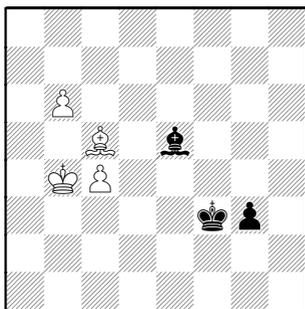
29. ♖e7! was more precise, not allowing the black king to come to f7. White keeps the advantage in this case.

29...♖xe8 30.♖xe8+ ♕f7 31.♖a8 g5 32.c4 ♙e5 33.h3 g4 The engine gives zeroes here, but to the human eye White should still be somewhat better because his pawns are supported by his king.

34.a5 f4 35.hxg4 hxg4 36.♖f8+ ♖e6 37.♙d2 f3 Aronian banks on activity, but this puts more pressure on Black to find the correct moves later.

37...♖f7 was entirely possible, not giving a pawn.

38.gxf3 g3 39.axb6 axb6 40.♙e3 ♖d7 41.♖e8+ ♕f5 42.♙xb6 ♖d3+ 43.♖b4 ♖xf3 44.♖f8+ ♕e4 45.♖xf3 ♕xf3 46.♙g1 ♕g2 47.♙c5 ♕f3 48.b6



48...♕e4? The losing mistake.

48...♕e2! 49.b7 g2 50.♖b5 ♙h2! Here 51.♙g1 doesn't work as after (51.♙a7 ♕d3; 51.♖c6 ♕d3) 51...♙xg1 52.b8♖ Black has 52...♙e3 with a draw.

49.b7 g2 50.♖b5 ♙f4 50...♙h2 51.♙g1! ♙xg1 (51...♙e5 52.c5) 52.b8♖ ♙e3 53.♖b7+ drops the pawn on g2. This is the difference from 48...♕e2.

51.♙g1 ♙g3 52.♖c6 ♙e5 53.♖d7

1-0

The final was decided by a single blitz-game win. Nakamura and Vachier drew

7 games (2 classical, 2 rapid and 3 blitz games) before Nakamura won the last blitz game to claim the title.

The final saw another theoretical debate, this time in the Anti-Grinfeld lines.

Hikaru Nakamura - Maxime Vachier-Lagrave

London Classic 2018 (2.8)

1.♖f3 Nakamura entered the Grinfeld in the first classical game, but got nowhere and for the remainder of the match relied on this set-up.

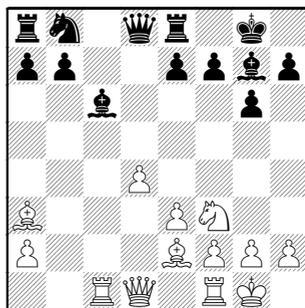
1...c5 2.c4 ♖f6 3.♗c3 d5 4.cxd5 ♗xd5 5.e3 Nakamura decided not to test Vachier's preparation after 5.e4, as Aronian effectively had played against him in the semi-final.

5...♗xc3 6.bxc3 6.dxc3 is a good alternative and now Black should avoid the exchange of queens by 6...♖c7.

6...g6 7.♙b5+ 7.h4 is an idea that Aronian has been toying with quite a lot.

7...♙d7 8.♙e2 ♙g7 9.0-0 0-0 10.d4 ♙c6 Black has several moves at his disposal: Nepomniachtchi and Svidler have played 10...♖a5, while Dubov's choice has been 10...♗c6.

11.♙a3 cxd4 12.cxd4 ♖e8 13.♖c1



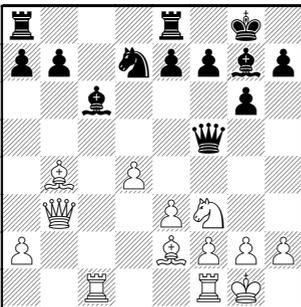
Nakamura's novelty for the last game.



Vachier drew 7 games with Nakamura but lost the last blitz game

13. ♖e5 was his choice in the two previous games. 13... ♗a5 14. ♗b3 was played in the rapid (14. ♖xc6 was played in the previous blitz game. 14... ♗xa3 15. ♖e5 ♙xe5 16. dxe5 e6 17. ♖b1 ♖c6 18. ♖xb7 ♗xa2 1/2-1/2 (41) Nakamura, H (2746) - Vachier-Lagrave, M (2781) London ENG 2018) 14... ♙xe5 15. dxe5 ♗xe5 16. ♙c4 ♖f8 17. f4 ♗e4 18. ♖f2 ♖d7 19. ♖d1 with good compensation for the pawn. 1/2-1/2 (61) Nakamura, H (2746)-Vachier-Lagrave, M (2781) London ENG 2018.

13... ♗a5 14. ♗b3 ♖d7 15. ♙b4 ♗f5?



This allows White to obtain a mobile pawn centre.

15... ♗a4 was better. 16. ♗xa4 ♙xa4 17. ♖c7 ♖ec8 18. ♖fc1 (18. ♖xb7? drops the exchange after 18... ♙c6) 18... ♖b6 19. ♙a5 ♙c6 20. ♙xb6

axb6 21. ♖xc8+ ♖xc8 22. ♙b5 is slightly better for White, but Black should draw.

16. ♙d3 ♗h5 17. e4 White is clearly better now. It is difficult to say what it was that Vachier missed.

17... e6 18. h3 ♖ad8 19. ♖fe1 a5 20. ♙d2 a4 21. ♗b1 Black's main problem is his stranded queen.

21... ♖c8 21... ♙h6 was a way to try to gain some access of the dark squares, though White keeps a solid advantage after 22. ♗b4 ♙xd2 23. ♗xd2 ♖g7 24. a3.

22. ♙e2 ♙f6 22... ♙h6 23. ♖g5 wins the queen. 23... ♗h4 24. g3.

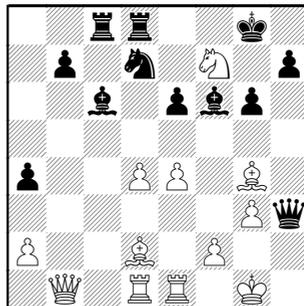
23. ♖cd1 This also wins.

23. ♖h2 was a tactical way to finish the game 23... ♗h4 24. ♖xc6! bxc6 25. g3 ♗xh3 26. ♙g4 winning the queen.

23... ♖ed8 24. ♖g5 ♗h4 25. g3 ♗h6 26. ♖xf7 ♗xh3 27. ♙f1 For some reason Nakamura repeated moves first.

27. ♙g4.

27... ♗h5 28. ♙e2 ♗h3 29. ♙g4



Winning the queen and the game.

29. ♙g4 ♗xg4 30. ♖h6+.

1-0

Nakamura's triumph only emphasises what I've written about him before - he is lacking something serious at classical chess, having fallen outside the top 10, but at faster time controls he's easily among the world's best.

The London Chess Classic continued the discussion of the mixture of various time controls. After Carlsen's apparent preference for playing rapid chess against Caruana, both Nakamura and Aronian did the same against the same opponent. This was further exacerbated by the fact that all the classical games were again drawn, leading to all sorts of different opinions.

What I can say from experience is that these talks are always cyclical. If the next classical tournament is an exciting one

AFTER CARLSEN'S APPARENT PREFERENCE TO PLAY RAPID CHESS AGAINST CARUANA, BOTH NAKAMURA AND ARONIAN DID THE SAME AGAINST THE SAME OPPONENT. THIS WAS FURTHER EXACERBATED BY THE FACT THAT ALL THE CLASSICAL GAMES WERE AGAIN DRAWN, LEADING TO ALL SORTS OF DIFFERENT OPINIONS



The playing venue at Kensington Olympia attracted a lot of spectators.

(à la the Berlin Candidates for example) everybody will forget the talk of 'the death of classical chess' and the need to speed up the time controls. And if we get all draws the talks will resurface. In short, people will always talk, while the players will always try to win by whatever means are allowed by the rules.

The Grand Chess Tour was definitely fun to watch, the money for the players was more than adequate and they seem intent on expanding in 2019, adding venues in Croatia (don't forget that Kasparov is a Croatian citizen!), Ivory Coast and India. This all sounds nice, but what I'd like to know is the answer to the following question: will Kasparov play again?

2018 GRAND CHESS TOUR - FINAL STANDINGS					
POS.		NAME		GCT POINTS	PRIZE MONEY
1	GM	NAKAMURA HIKARU	USA	34.5	\$ 225,000
2	GM	MAXIME VACHIER-LAGRAVE	FRA	31	\$ 160,000
3	GM	FABIANO CARUANA	USA	26	\$ 145,000
4	GM	LEVON ARONIAN	ARM	34	\$ 135,000
5	GM	WESLEY SO	USA	26	\$ 80,000
6	CM	SERGEY KARJAKIN	RUS	25.5	\$ 72,000
7	GM	SHAKHRIYAR MAMEDYAROV	AZE	25	\$ 65,000
8	GM	ALEXANDER GRISCHUK	RUS	18	\$ 45,000
9	GM	VISWANATHAN ANAND	IND	15	\$ 45,000

BRITISH KNOCKOUT, 8-17 DECEMBER 2018**GAWAIN JONES AT THE TOP**

By IM Shaun Taulbut, Photos: Lennart Ootes / LCC Official

The tournament was expanded this year from eight players to twelve, to include a preliminary section before the winners met the Big Four: Michael Adams, Luke McShane, David Howell and Gawain Jones. The tournament ran alongside the London Chess Classic.

Having scored two Rapid wins over fellow English GM Luke McShane, Gawain Jones won the event. In the Third Place Playoff match, Michael Adams was triumphant against David Howell, winning the second Rapid game and the last two Blitz games.

The prelims and quarter-finals were 2-game matches with 90 minutes for all moves and a 30-second increment from move one. In the case of a tie, the rules stipulated that two 10+5 blitz games were to be played, then an Armageddon game, where White has 5 minutes to Black's 4, but a draw would count as a win for Black. A 2-second increment is added only from move 61. The semi-finals and final/3rd-place matches consisted of eight games, two classical (worth 6 points, 100 min for 40 moves + 60 min + 30 sec/move), two rapid (4 points, 25+10) and four blitz (2 points, 5+3). In case of a tie, a rapid mini-match (10+5) and an Armageddon game (5 vs 4) were to be played.

**HAVING SCORED
2 RAPID WINS OVER
FELLOW ENGLISH GM
LUKE MCSHANE, GAWAIN
JONES WON THE EVENT.
IN THE THIRD PLACE
PLAYOFF MATCH, MICHAEL
ADAMS WAS TRIUMPHANT
AGAINST DAVID HOWELL**

THE PRELIMINARY MATCHES

Preliminary 1		1	2	3	4	A	
Jonathan Hawkins	2579	1	0	1	1	-	3
Jovanka Houska	2419	0	1	0	0	-	1

Preliminary 2		1	2	3	4	A	
John Nunn	2572	½	½	0	1	0	2
Alan Merry	2429	½	½	1	0	1	3

Preliminary 3		1	2	3	4	A	
Ravi Haria	2436	½	½	1	1	-	3
Matthew Turner	2536	½	½	0	0	-	1

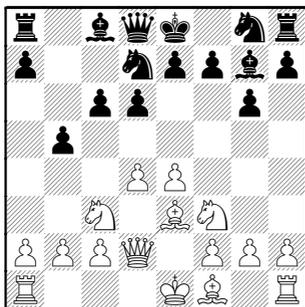
Preliminary 4		1	2	3	4	A	
Simon Williams	2466	1	½	-	-	-	1½
Harriet Hunt	2440	0	½	-	-	-	½

There were some unexpected results, with Ravi Haria beating Matthew Turner and John Nunn losing the Armageddon game on time against Alan Merry having obtained a winning position.

John Nunn - Alan B Merry

ch-GBR KO 2018 London ENG (1.5)

1.e4 g6 2.d4 ♗g7 3.♘c3 c6 4.♗f3 d6
5.♗e3 ♘d7 6.♙d2 b5



7.♗d3 ♗b7 Black has fianchettoed both of his bishops waiting to attack the white centre pawns.

8.0-0 e5 Now White plays a useful move aiming to break up the black queenside.

9.a4 b4 10.♘e2 a5 11.c3 White breaks down the black pawn structure with this plan.

11...bxc3 Black is unable to maintain the pawn chain with 11...c5, as 12.dxc5 dxc5 13.♗b5 is a decisive pin of the black knight so now the b-file is opened to White's advantage.

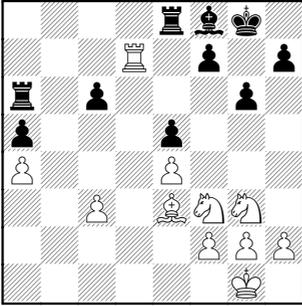
12.bxc3 ♗gf6 13.♖ab1 ♗a6 Black chooses to exchange rather than be tied to the defence of his bishop.

14.♗xa6 ♖xa6 15.♗g3 0-0 16.dxe5 16.♖fd1 is also strong but White has a clear plan to attack down the d and b files.

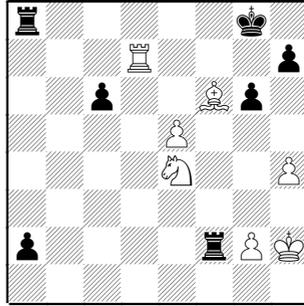
16...dxe5 17.♖fd1 ♙e7 18.♙d6 18.♖b7 is also very good.

18...♔xd6 19.♖xd6 ♖e8 20.♖b7 ♘f8
21.♗xd7 ♗xd7 22.♖xd7

Also playable is 29.♖g7+ ♔h8 30.♖e7 a4
31.♗e2 a3 32.♗c1.



29...a4 30.♘a3 ♖xc3 31.♘b2 ♖c2 32.♘f6
♖xf2 33.e5 a3 34.♗e4 a2



0-1

White has two pieces for a rook; this should be a winning advantage except that the time limit favours Black.

22...♖b8 23.h4 ♖b1+ 24.♔h2 ♖a1
25.♗xe5 ♖a8 26.♗xf7 ♖xa4 27.♗h6+
♘xh6 28.♘xh6 ♖c4 29.♘c1

White lost on time but he is winning after
35.♖g7+ ♔f8 36.♗c5 when he has a
mating attack.

THE QUARTER FINALS

The quarter finals saw the four highest-rated players progress to the semi-finals as follows

Qtr Fina1 1		1	2	3	4	A	
Simon Williams	2466	½	0	-	-	-	½
Michael Adams	2706	½	1	-	-	-	1½

Qtr Fina1 2		1	2	3	4	A	
David Howell	2697	½	½	1	1	-	3
Ravi Haria	2436	½	½	0	0	-	1

Qtr Fina1 3		1	2	3	4	A	
Gawain Jones	2683	1	½	-	-	-	1½
Alan Merry	2429	0	½	-	-	-	½

Qtr Fina1 4		1	2	3	4	A	
Jonathan Hawkins	2579	½	0	-	-	-	½
Luke McShane	2667	½	1	-	-	-	1½

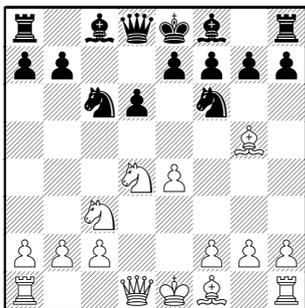
After two draws David Howell was decisive against Ravi Haria, while Gawain Jones was the only one to start this part of the tournament with a victory.

Michael Adams secured his semi-final spot with this interesting win over Simon Williams.

Michael Adams – Simon(1) Kim Williams

ch-GBR KO 2018 London ENG (2.2)

1.e4 c5 2.♘f3 ♘c6 3.d4 cxd4 4.♗xd4 ♖f6
5.♗c3 d6 6.♕g5

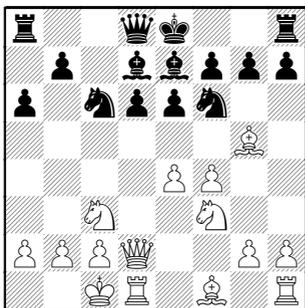


The mainstream Richter Attack.

6...e6 After 6...♗b6 7.♕b5 or 6...♗a5 7.♕b5 ♗d7 8.♗b3 ♗b6 9.a4 White is better.

7.♗d2 a6 8.0-0 ♗d7 9.f4 White plays the most direct and strongest line.

9...♕e7 10.♗f3



White drops the knight back to threaten e5; it is not easy for Black to answer as he does not wish to play ...e5 himself as this would leave the d5 square weak.

10...b5 10...h6 11.♕xf6 gxf6 12.♗e3 ♗a5 13.♖b1, with a slight advantage for White, may be better.

11.♕xf6 After 11.e5 b4 12.exf6 bxc3 13.♗xc3 gxf6 14.♕h4 White is slightly better but White plays this move to damage the black pawn structure.

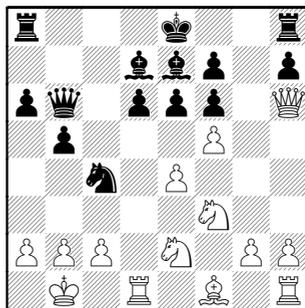
11...gxf6 The pawn sacrifice is worth considering: after 11...♕xf6 12.♗xd6 ♕e7 13.♗d2 b4 14.♗a4 leads to a better position for White.

12.♖b1 White plays this safety move first before starting his kingside play.

12...♗b6 13.♗e2 Planning to reposition the knight to f4 in certain lines.

13...♗a5 Black aims for c4 for his knight, delaying the castling decision.

14.f5 ♗c4 15.♗h6



White now has the plan of invading on g7 with the queen.

15...♖c8 Black gives up castling to press on with his attack; the alternative is 15...0-0 16.♗f4 ♗e3 and if 17.♖d3 (17.♖e1 e5 18.♗h5 is good) 17...e5 18.♗h5 ♗g4 19.♗g7 ♗f2.



Michael Adams

16.fxe6 fxe6 17.♖f4 ♗xb2 Black goes for broke by sacrificing a piece; his kingside cannot be defended, though - eg if 17...♗e3 18.♞d2 e5 19.♗g6 ♕f8 20.♗xf8 ♞xf8 21.♙d3, with a big advantage to White.

18.♗xb2 d5 19.♗d4 This move prevents a number of black threats by attacking e6.

19...♙b4 Not 19...♞c5 20.♞h5+ ♖d8 21.♗dx6+; or 19...♞a5 20.♞h5+ ♖d8 21.♗fx6+ ♙xe6 22.♗xe6+ ♖d7 23.♞xd5+ ♖e8 24.♞h5♯.

20.♗b1 ♞d6 After 20...♙c3 21.♞g7 ♙xd4 22.♞xh8+ ♖e7 23.♞xh7+ ♖d6 24.♞d3 ♞c5 25.c3 ♙xc3 26.♗xd5 White wins.

21.♙e2 e5 If 21...♙c3 22.♙h5+ ♖d8 23.♞xf6+ ♖c7 24.♗xb5+ ♙xb5 25.♞xc3+ ♖b7 26.e5 ♞b6 27.♞b2 ♞c4 28.♞hf1 ♞hc8 29.♞c1 wins.

22.♞g7 ♞f8 After 22...exd4 23.♗xd5 ♞f8 24.♞xd4 ♙c5 25.♗xf6+ ♞xf6 26.♞xd6 ♞xd6 27.♙h5+ ♖d8 28.♞g5+ ♖c7 29.♞xc5+ wins.

23.♙h5+ ♖d8 24.♞xf8+ Black resigns as,

after the queen recaptures on f8, 25 ♗de6+ wins back the queen and the game.

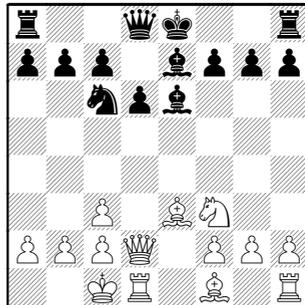
1-0

Luke McShane scored an impressive win against Jonathan Hawkins in the endgame.

Luke McShane - Jonathan Hawkins

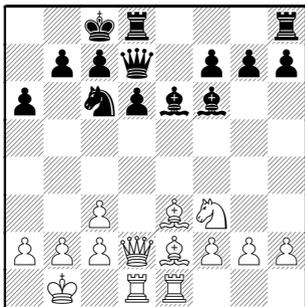
ch-GBR KO 2018 London ENG (2.2)

1.e4 e5 2.♗f3 ♗f6 3.♗xe5 d6 4.♗f3 ♗xe4 5.♗c3 ♗xc3 6.dxc3 ♙e7 7.♙e3 ♗c6 8.♞d2 ♙e6 9.0-0-0



9...♙d7 Black prepares to castle queenside to avoid a white pawn attack if he castles kingside.

10.♖b1 ♕f6 11.♗e2 a6 12.♞he1 0-0-0



The position is almost symmetrical, with White having a minute advantage; now White activates his pieces with a standard move.

13.♘d4 ♘xd4 14.♗xd4 ♗xd4 15.♙xd4 White has a slight initiative due to his more active pieces, notably his rook on the open e-file.

15...♙c6 16.♗f3 ♙c4 Black plays for the ending but White has all the winning chances.

17.♙xc4 Also possible is 17.b3 ♙xd4 18.cxd4 c6 19.♗e4 with a slightly better position.

17...♗xc4 18.♗g4+ ♖b8 19.b3 ♗b5 20.♞e7 White has a slight advantage due to his active rook on e7.

20...♞hf8 21.♞de1 ♞de8 22.♖c1 ♗c6 23.g3 g6 24.♗d2 f5 25.♗d1 ♞h8 Black defends h7 but this allows White to play actively with his king.

26.♞g7 26.h4 is also good.

26...♗e5 26...♞xe1 27.♗xe1 b5 28.h4 ♖b7 29.♗d2 ♖b6 30.♗e3 ♞e8+ 31.♗d3 ♞h8.

27.♞xe5 dx5 28.♞e7 e4 29.♗e2 White prepares to bring his king in to e3 and then to invade the black kingside.

29...♖c8 After 29...♞d8+ 30.♗e3 ♞d7 31.♞xd7 ♗xd7 32.♗f4 ♖c8 33.♗g5 ♗b5 34.c4 ♗e8 35.g4 White is better.

30.♗e3 g5 31.♗c4 ♗d7 31...♗d8 32.♞g7 h6 33.♗g8 with winning chances.

32.♞g7 h6 33.♗d4 ♗d8 33...♞d8 34.♞g8 b5 35.♞xd8+ ♗xd8 36.♗g8.

34.♞g8+ ♞xg8 35.♗xg8 The white king reaches e5 when Black will not be able to defend f5 and e4.

1-0

THE SEMI FINALS

The semi-finals of the British Knockout saw Luke McShane and Gawain Jones defeat rating favourites Michael Adams and David Howell.

		stp		rp		blitz					
<i>Semi final 1</i>		1	2	3	4	5	6	7	8	A	
Luke McShane	2667	3	3	4	4	0	0	0	2	-	16
Michael Adams	2706	3	3	0	0	2	2	2	0	-	12

		stp		rp		blitz					
<i>Semi final 2</i>		1	2	3	4	5	6	7	8	A	
Gawain Jones	2683	3	6	0	2	2	2	2	1	-	18
David Howell	2697	3	0	4	2	0	0	0	1	-	10



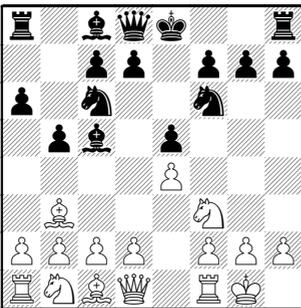
The only ones left in the playing venue: Luke McShane and Michael Adams

Luke McShane beat Mickey Adams in one of the semi-finals including this win in a tactical melee.

Luke McShane – Michael Adams

ch-GBR KO 2018 London ENG (3.8)

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4 ♘f6
5.0-0 b5 6.♙b3 ♙c5



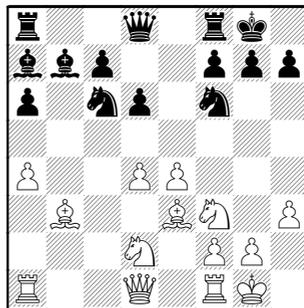
The Archangel variation which gives Black good attacking chances.

7.c3 d6 8.a4 Probing the black queenside is sensible.

8...b4 The alternative is 8...♙g4 9.h3 ♙h5 10.d3 h6 with equal play.

9.d4 ♙a7 10.h3 0-0 11.♙e3 ♙b7 Not 11...♘xe4 12.♙d5, winning.

12.♘bd2 bxc3 13.bxc3 exd4 14.cxd4



White has a slight edge because of his central pawns but Black can play to attack them.

14...h6 14...♘b4 15.♙b1 a5 is worth consideration, establishing the knight on b4.

15.a5 Stopping Black from establishing an outpost on b4.

15...♖b4 16.♗b1 ♖b8 Black positions his rook in the line of the white queen and protects the bishop on b7.

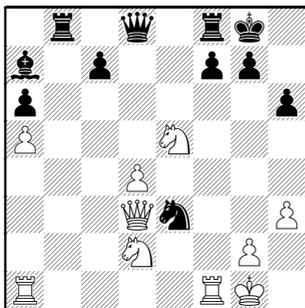
17.e5 17.♙xf7+ ♖xf7 18.♗xb4 ♕d5 19.♗c3 ♗xe4 with Black being better.

17...♗fd5 18.♗f5 White repositions the queen for an attack on the kingside.

18...♗xe3 Safer is **18...♙c8 19.♗h5 ♗xe3 20.fxex3 d5**.

19.fxex3 ♕d5 20.♙d5 ♗xd5 21.♗d3 21.♗c4 is worth consideration.

21...dxe5 22.♗xe5 ♗xe3



Black sets off a series of tactics since White cannot immediately capture the knight.

23.♗c6 ♗d5

A blunder; Black can play **23...♗d6** when **24.♖fc1 ♖fe8** is good eg **25.♗xa7 (25.♗xb8 ♗g3 26.♗e2 ♕xd4 27.♗h1 ♕xa1 28.♖xa1 ♖xb8 with a winning advantage for Black) 25...♗d5 26.♗f3 (26.♗e2 ♗c2 27.♗c4 ♗xc4 28.♗xc4 ♗xa1 29.♖xa1 ♖b3) 26...♖b2** is winning for Black. If White captures on a7 or b8 on move 24 Black can take the rook on f1.

24.♗e7+ ♖h8 25.♗xd5 ♗xd5 26.♗f3 c5 27.♗xa6 ♖a8 28.♗e5 ♖g8 29.♗xf7

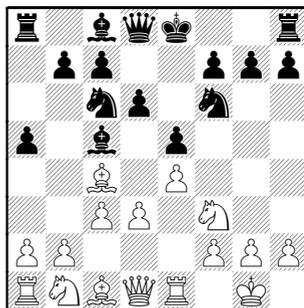
1-0

Gawain Jones won the other semi-final including the following tussle.

Gawain Jones – David Howell

ch-GBR KO 2018 London ENG (3.2)

1.e4 e5 2.♗f3 ♗c6 3.♙c4 ♕c5 4.0-0 ♗f6 5.d3 d6 6.c3 a5 7.♗e1



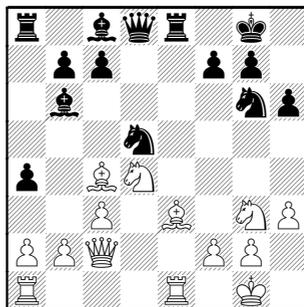
7...h6 8.♗bd2 0-0 9.♗f1 ♗e7 10.♗g3 ♗g6 11.h3 a4

Black attempts to make life difficult for the White kingbishop.

12.d4 exd4 13.♗xd4 13.cxd4 ♕b4 14.♙d2 ♕xd2 15.♗xd2 ♕e6 16.♙d3 with an edge for White.

13...♖e8 14.♙e3 ♕b6 If **14...♗xe4 15.♗xe4 ♖xe4 16.♙xf7+ ♖xf7 17.♗f3+** wins; **14...♙d7** is possible.

15.♗c2 d5 16.exd5 ♗xd5





David Howell

17. ♖xh6

A bold sacrifice, very hard to see in advance.

17. ♖xd5 ♜xd5 18.c4 ♜a5 is slightly better for Black.

17... ♖xe1+ 18. ♖xe1 ♖xd4 19.cxd4 gxh6 White only has a pawn for his piece but has wrecked the black kingside.

20. ♗h5 20. ♖xd5 ♜xd5 21. ♖e8+ ♗g7 22. ♜xc7 ♖xh3 23. ♜xb7 ♜xb7 24. ♗h5+ ♗h7 25. ♗f6+ ♗g7 26. ♗h5+, with a draw by perpetual check, is the best play.

20... ♗gf4 21. ♖e5 The best try but Black can defend.

21... ♖e6 22. ♜c1 ♗xh5 Best is 22... ♜f8 23. ♗xf4 ♗xf4 24. ♜xf4 ♖xc4, retaining the advantage.

23. ♖xh5 White now has good counterplay for the piece as h6 is falling.

23... ♗f6 24. ♖xh6 ♖a5 The losing mistake; 24... ♗e8 25. ♖xe6 fxe6 26. ♖xe6 ♜xd4 27. ♖g6+ ♗f7 28. ♖g4 ♜d3 is equal.

25. ♖xe6 fxe6 26. ♖g6+ ♗f7 27. ♜h6 The white queen invades and the black knight is awkwardly placed.

27... e5 28.g4 exd4 29.g5 ♖f5 30.gxf6 ♖xf6 31. ♜h7+ ♗e6 32. ♖g8 ♜d7 33. ♖g7 ♜c6 34. ♖xc7 ♜b6 35. ♖xb7 ♜c6 36. ♖c7 ♜b6 37. ♜e4+ ♗d6 38. ♖c4 38. ♖b7 ♜c5 (38... ♜c6 39. ♜xd4+ ♗e6 40. ♖b6) 39. ♜e7+ ♗d5 40. ♜xf6 also wins.

38... d3 39. ♖d4+ ♗c7 40. ♜e7+ ♗c8 41. ♖c4+ 41. ♜e8+ ♗b7 42. ♖d7+ ♗a6 43. ♜c8+ ♗b5 44. ♖d5+ ♗b4 45. ♜c3#.

41... ♖c6 42. ♜e8+ ♗c7 43. ♖xc6+ ♜xc6 44. ♜xc6+ ♗xc6 45. ♗f1 Simple and good; the white king stops the black pawn.

1-0

THE FINALS

		stp		rp		blitz					
<i>3rd Place Match</i>		1	2	3	4	5	6	7	8	A	
Michael Adams	2706	3	3	2	2	2	2	1	1	-	16
David Howell	2697	3	3	2	2	0	0	1	1	-	12

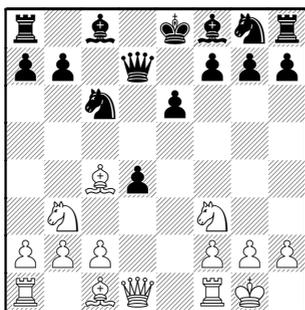
		stp		rp		blitz					
<i>Final</i>		1	2	3	4	5	6	7	8	A	
Luke McShane	2667	3	0	0	0	2	2	0	0	-	7
Gawain Jones	2683	3	6	4	4	0	0	2	2	-	21

Gawain Jones won the British Knockout Championship with 2 Rapid wins over Luke McShane, including this win.

Gawain Jones - Luke McShane

ch-GBR KO 2018 London ENG (4.2)

1.e4 e6 2.d4 d5 3.♘d2 c5 4.♗gf3 cxd4
5.exd5 ♖xd5 6.♙c4 ♗d7 7.0-0 ♘c6
8.♘b3



White will regain the pawn on d4.

8...a6 8...e5 9.♞e1 f6 10.♘fxd4 is very good for White; 8...♘f6 9.♘bxd4 ♘xd4 10.♘xd4 a6 11.♙f4 b5 12.♙b3 with a slight edge for White.

9.a4 White prevents Black from developing his queenside with ...b5.

9...♘f6 10.♖e2 White continues to develop; 10.♘bxd4 ♘xd4 11.♘xd4 ♙c5

12.c3 0-0 13.♙f4 with a slightly better position for White.

10...♙d6 11.♞d1 e5 11...0-0 12.♘bxd4 ♘xd4 13.♞xd4 with White standing better.

12.♘bxd4 0-0 12...♘xd4 13.♞xd4 ♖e7 14.♞h4 with a slight advantage for White.



13. ♖xc6 ♜xc6 14. ♗g5 White develops the bishop, threatening the disruptive ♗xf6.

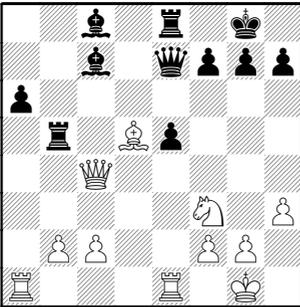
14... ♗c7 15. ♗xf6 ♜xf6 16. ♗d5 White has given up the two bishops but it is hard for Black to develop the queen's bishop.

16... ♖b8 17. h3 17... ♖a3 is worth consideration planning ♗e3.

17... ♜e7 18. ♖e1 ♖e8 19. ♜c4 White protects the bishop and aims at f7.

19... b5 20. axb5 20... ♜c3 is also playable.

20... ♖xb5

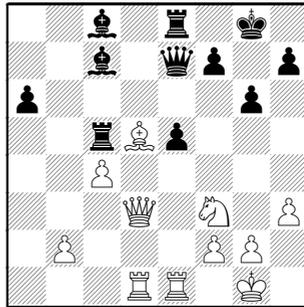


Not 20... axb5 when 21. ♜c3 b4 22. ♜c4 is better for White

21. ♖ad1 ♖c5

21... ♖xb2 22. ♗c6 ♗e6 23. ♜c3 ♖eb8 24. ♗d7 ♗xd7 25. ♜xc7 ♖2b7 26. ♖xe5 ♜b4 27. ♜d6 ♜xd6 28. ♖xd6 f6 29. ♖a5 ♗b5 30. ♗d4 is almost equal.

22. ♜d3 g6 23. c4



Now White has a clear edge as the rook on c5 is awkwardly placed. White has the immediate threat of b4.

23... a5 24. ♜a3 ♗d6 If 24... ♗g7 25. ♗d2 is strong; now White has a combination.

25. ♗xf7+ ♜xf7 If 25... ♗xf7 26. ♖xd6 ♜xd6 27. ♗g5+ ♗g8 28. ♗e4 ♜d4 29. ♜xc5 and White has a good extra pawn.

26. ♖xd6 ♜xc4 26... ♖xc4 27. ♗xe5 ♜f4 28. ♜b3 ♗g7 29. g3 is winning.

27. ♗d2 ♜b4 27... ♜b5 28. ♗e4 is winning.

28. ♜xb4 axb4 29. ♗e4 White wins the exchange and the game as ♗f6+ is threatened.

1-0



Luke McShane

ECF PRESIDENT DOMINIC LAWSON REACTS TO NIGEL SHORT'S CLAIMS MADE IN BCM



LAWSON: I DID CONGRATULATE NIGEL

Dominic Lawson, the president of the English Chess Federation, has reacted to Nigel Short's comments made in an interview published in BCM's December issue, referring to the part where the English GM claims no-one from the ECF congratulated him on his election to the post of FIDE Vice President and that he received 'a rather unpleasant email' from the president of the ECF Dominic Lawson, adding that it was 'very sarcastic'.

Dominic Lawson contacted BCM about this: *In his BCM interview Nigel Short said that no-one from the ECF had congratulated him on becoming a Fide Vice-President and added "In fact I had a rather unpleasant email from the president of the ECF [Dominic Lawson]". So that your readers are better informed, I attach here the email I sent him, and his response.*

Dominic Lawson

BCM is publishing the email sent by Dominic Lawson as well as Nigel Short's response, with the approval of both parties involved, so the readers can judge for themselves.

From: Dominic Lawson <dom@dominiclawson.com>
Sent: 04 October 2018 10:53
To: 'Nigel Short' <nigelshort@gmail.com>
Subject: vp

Dear Nigel

I wish you every success in your vice-presidential role and I hope it lives up to your expectations. By the way, if your new boss comes to the UK for the world championship match, do urge him to visit Salisbury cathedral with its world-famous 123 metre spire.

Best

Dominic

From: Nigel Short <nigelshort@gmail.com>
Sent: 05 October 2018 08:53
To: Dominic Lawson <dom@dominiclawson.com>
Subject: Re: vp

Thank you Dominic,

Arkady will be coming to London for the WC in November. I have already informed him of your touristic recommendation.

All the best.

Nigel.



Tata Steel Rapid and Blitz in Kolkata

INDIAN YOUTH AGAINST THE WORLD

By IM Shaun Taulbut

Photo: Lenart Ootes / Tata Steel Official

In recent years India has been investing heavily in chess. Up until the late 1980s, India - one of the most populated countries in the world - did not have a single Grand Master. All that changed 30 years ago when Viswanathan Anand became the country's first grandmaster at the age of 18 in 1988. Today there are 12,153 Indians, male and female, with an Elo rating, which is 7.3% of all active players in the world. India has an especially strong presence in the world's chess youth, with more than 10 players in the top 100 male and female juniors. The promotion of the game is helped by state projects but also by private investors who promote the game. One of them is TATA Steel, a major Indian global company. It hosts the famous Wijk aan Zee tournament

as well as a series of other events such as the recent Rapid and Blitz in Kolkata.

This event brought together some of the best players in the world together with India's strongest players for two tournaments in succession.

In a very strong competition, Hikaru Nakamura won the Rapid tournament (which turned out to be a nice cherry on the top ahead of his victory at the London Classic) while Viswanathan Anand came out at the top in the Blitz. 'It was just the most magical day,' said the Indian superstar, who tied for first with Hikaru Nakamura with 12.5/18 and then defeated the American grandmaster in the playoff.

THE RAPID

First the Rapid - a single 10-player Round Robin - was played on November 9, 10 and 11, with 3 rounds per day. The Rapid time control was 25 minutes for the entire game with an increment of 10 seconds per move. The event was won by Hikaru Nakamura from Pentala Harikrishna and Levon Aronian. Nakamura played very solidly and did not lose a game.

Surprisingly, 14-year-old Nihal Sarin performed creditably in such a strong tournament.

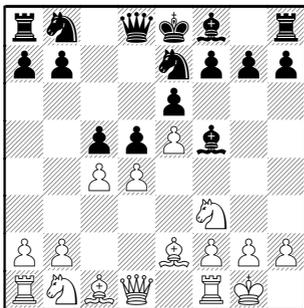
There were a number of hard-fought battles including the following brilliant tactical struggle.

**Pentala Harikrishna -
Shakhriyar Mamedyarov**

Tata Steel India Rapid Kolkata IND (2.4)

1.e4 c6 2.d4 d5 3.e5 ♘f5 4.♗f3 e6 5.♙e2 ♗e7 6.0-0 c5 Black plans to undermine the white centre and weaken the pawn on e5; the only drawback to this plan is that White has a lead in development.

7.c4



A bold move; White attempts to break open the centre to take advantage of his lead in development; the position demands that White play actively.

7...♗bc6 Black puts pressure on the white centre; the alternatives were: a) 7...dxc4 8.♙xc4 cxd4 9.♗xd4, which is better for

White with his more active pieces; b) 7...cxd4 8.♗xd4 ♗bc6 9.♗xf5 ♗xf5 10.cxd5 ♗xd5 11.♗xd5 exd5 12.♗c3, which leads to a slightly better position for White with the bishop pair.

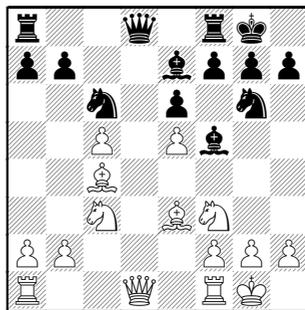
8.dxc5 8.♗a3 dxc4 9.♗xc4 ♗g6 10.♙e3 is good for White because of his lead in development.

8...dxc4 8...d4 is interesting with the threat of ...d3; after 9.♗a4 d3 10.♗d1 ♗g6 11.♙e3 ♗d7 12.♗c3 ♗d8 with a tiny advantage for White.

9.♙xc4 ♗g6 Black plans to regain the pawn by the double attack on the white e-pawn; if 9...♗xd1 10.♗xd1 ♗g6 11.♙e3 ♗gx5 12.♗xe5 ♗xe5 13.♙b5+ ♗c6 14.♗a3 retains White's advantage.

10.♙e3 ♙e7 After 10...♗gx5 11.♗xe5 ♗xd1 12.♗xd1 ♗xe5 13.♙b5+ ♗c6 14.♗a3 a6 15.♙a4 ♙e7 16.♗c4 White has a big edge eg 16...0-0 17.♗d7 when the rook invades.

11.♗c3 0-0



Black has castled and threatens now to take on e5 without allowing the annoying check on b5, but White finds a very good move.

12.♙e2 This careful retreat allows White to retain the lead; a hard move to see.

12...♗b8 The immediate capture 12...♗gx5 13.♗xe5 ♗xe5 is met by the



Shakhriyar Mamedyarov

strong 14.f4 and if 14...♗c6 (14...♙xd1 15.♖axd1 ♗g4 16.♕xg4 ♕xg4 17.♖d7 ♕f6 18.♖xb7) 15.g4 followed by f5 wins a piece.

13.♗d2 White prepares the advance of the f-pawn. The alternative 13.♙a4 ♗gxe5 14.♖ad1 ♗g4 15.♕f4 e5 16.♕g3 ♕xc5 17.♖d5 ♕b6 18.h3 ♗f6 19.♕xe5 ♗xe5 20.♖xe5 retains a small edge.

13...♖d8 After 13...♗gxe5 14.f4 ♗d3 15.g4 ♕g6 16.f5 ♗xb2 17.♙c1 exf5 18.♙xb2 fxg4 19.♕xg4 Black has some compensation for the piece but White is better, so Black decides to set up a pin rather than capture on e5.

14.f4 ♗b4 The piece sacrifice, 14...♗gxe5 15.fxe5 ♙xe5 16.♕f4 ♙xc5+ 17.♖h1 e5 18.♕g3 ♕e6 19.♙e1 f6, is not good enough even though Black has some chances.

15.♖c1 White defends against the invasion on c2 and appears to be much better.

15...b6 A clever pawn sacrifice building on the active black pieces and with a potential exchange sacrifice.

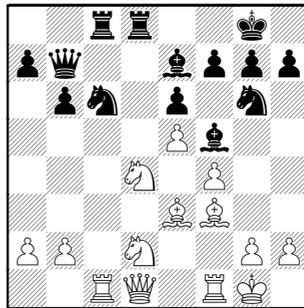
16.c6 A pragmatic choice; winning the exchange is not good. After 16.♕f3, not 16...♕xc5 17.♕xc5 bxc5 18.♕xa8 ♙xa8 19.♙f3 with an advantage for White but

16...♗h4 and if 17.♕xa8 ♙xa8 18.♖f2 ♗d3 with a better position for Black.

16...♗xc6 17.♕f3 ♙b7 17...♗b4 18.a3 (18.♕xa8 ♙xa8 19.♙f3 ♙xf3 20.♗xf3 ♗c2 21.♕f2 ♗xf4 with some compensation for the exchange.) 18...♗d3 19.g4 ♗xc1 20.gxf5 ♗xf4 is complex.

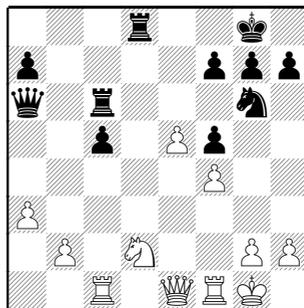
18.♗b5 Doubling up on the pinned knight looks crushing.

18...♖ac8 19.♗d4



19...♕c5 Interesting is the queen sacrifice, 19...♗xd4 20.♕xb7 ♖xc1, and if 21.♙xc1 (21.♙a4 ♗c2 is critical; perhaps better for White) 21...♗e2+ 22.♖f2 ♗xc1 23.♖xc1 f6.

20.♗xf5 exf5 21.♙e1 ♙a6 22.♕xc5 bxc5 23.♕xc6 ♖xc6 24.a3



After the fireworks Black has emerged with a slightly better position; better was

24.♘c4 ♖xa2 25.♗c3 ♜d4 26.g3 with a slight edge for White despite the loss of the a-pawn.

24...♞d4 24...c4 is very good e.g. 25.g3 ♞d3 26.♗f2 c3 27.bxc3 ♞cxc3 28.♞xc3 ♞xc3 and the white a-pawn is weak so Black is much better.

25.♗e3 ♞d3 26.♗e2 c4 26...♞xa3 27.♘c4 ♞a4 28.♞fd1 takes control of the d-file with an edge but this was better.

27.♘xc4 Good for White, who can establish his knight on c4 and solidify his position.

27...♞d4 Not 27...♞xc4 28.♗xd3 wins because of the pin on the black rook.

28.b3 ♞xf4 29.♞xf4 ♘xf4 30.♗f3 ♘e6 31.♗xf5 White keeps his extra pawn and his solid knight on c4 wins the game.

31...♗b5 32.♗d3 ♗c5+ 33.♙f1 Not 33.♙h1 ♗xa3 wins an important pawn.

33...h6 34.♞d1 ♗b5 35.♙g1 ♘c5 36.♗c2 With the threat of ♞d8+ so Black must defend.

36...♘e6 37.♗d3 ♘c5 38.♗f3 ♘xb3 38...♗xb3 39.♞d8+ ♙h7 40.♗xc6 ♗b1+ 41.♙f2 ♗c2+ 42.♙e1 ♗xc4 43.♗d5 ♗c3+ 44.♙e2 ♗b2+ 45.♙f1 ♗a1+ 46.♗d1 ♗xe5 47.♞d5 ♗e7 48.♗f3 ♘e6 offers some drawing chances.

39.♞d8+ ♙h7 40.♗f5+ ♞g6 41.♗xf7 ♞c6 42.♗f5+ After 42...♞g6 43.♗f5+ ♞g6 44.♞d6 ♗e8 45. h4 wins so Black resigned.

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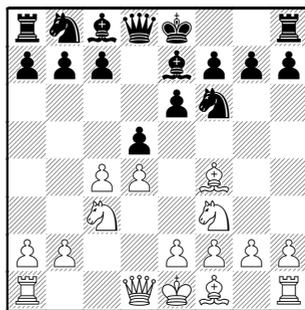
THIS EVENT BROUGHT TOGETHER SOME OF THE BEST PLAYERS IN THE WORLD TOGETHER WITH INDIA'S STRONGEST PLAYERS FOR TWO TOURNAMENTS IN SUCCESSION

The following game was typical of the strong chess played at the fast Rapid time limit and gave Nakamura a very good victory.

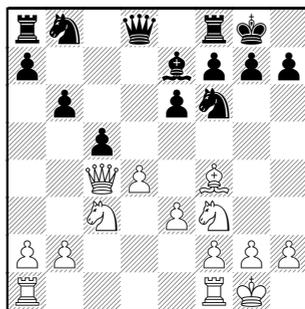
Shakhriyar Mamedyarov - Hikaru Nakamura

Tata Steel India Rapid Kolkata IND (4.5)

1.d4 ♘f6 2.c4 e6 3.♘f3 d5 4.♘c3 ♗e7 5.♗f4



5...0-0 6.e3 b6 7.♗e2 dxc4 8.♗xc4 ♗a6 9.♗e2 ♗xc4 10.♗xc4 c5 11.0-0



White has a lead in development with a better position. Black must first aim to equalise.

11...cxd4 12.♘xd4 ♗c8 Black aims to exchange queens to reach equality.

13.♗xc8 13.♗b5 ♗b7 14.♞fd1 a6 15.♗e2 ♘bd7 16.e4 ♗b4 17.e5 ♗xc3 18.bxc3 ♘d5 19.♗d2 retains the tension.

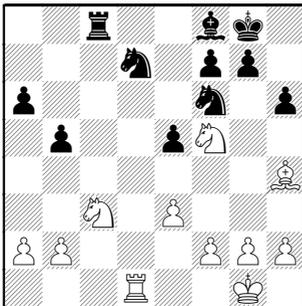
13...♖xc8 14.♞ac1 ♗bd7 15.♘cb5 White retains the advantage so Black has to play accurately, to neutralise the white knights.

15...e5 16.♗f5 ♙f8 17.♙g5 h6 Also playable was 17...a6 18.♗bd6 ♞xc1 19.♞xc1 h6 20.♙xf6 ♗xf6 21.♞c6 ♞d8 22.♙f1 (22.♞xb6 ♗e4 wins) 22...g6 23.♗c4 ♗d5 24.♗g3 b5 25.♗xe5 ♙g7 26.♗d3 ♗e7 27.♞c7 ♗d5 with equality.

18.♙h4 ♞xc1 19.♞xc1 a6 20.♗c3 Not 20.♗bd6 g6; or 20.♗c7 ♞c8 21.♙xf6 ♗xf6 22.♞c3 ♞d8 23.♙f1 ♞d2.

20...♞c8 20...g6 21.♙xf6 ♗xf6 22.♗g3 ♞c8 is also playable.

21.♞d1 b5



Black has equalised at last and now turns his attention to gaining an initiative on the kingside.

22.h3 g6 23.♗d6 ♞c6 24.♗e8 24.♗de4 g5 25.♙g3 b4 26.♗xf6+ ♗xf6 27.♗e2 ♙d6 leaves Black slightly better.

24...g5 25.♙g3 b4 26.♗a4 ♗xe8 27.♞xd7 ♙d6 28.e4

28.♞d8 ♙f8 29.e4 ♙e7 30.♞a8 f5 31.exf5 ♗g7 32.♞a7+ ♙f6 33.f3 ♗xf5 presents White with some difficulties because his bishop is menaced by the black pieces.

28...♙c7 29.f3 ♞c1+ 30.♙h2 ♞a1 31.♗c5 ♙b6 32.♗d3



The winner of the Rapid: Hikaru Nakamura

A mistake; 32.♙f2 ♞xa2 33.♞b7 ♞xb2 34.♞xb6 ♞xf2 35.♗xa6 ♙g7 36.♗xb4 ♞b2 37.♗d5 ♞xb6 38.♗xb6 is equal.

32...♙g1+ 33.♙h1 f6 Black cements his grip on the position, controlling the scope of the white minor pieces because of the potential discovered check.

34.♗e1 ♙d4 35.♙h2 ♗g7 36.h4 36.♗d3 ♙g1+ 37.♙h1 ♗h5 is very unpleasant for White but now Black takes the white queenside pawns.

36...♞xa2 37.♗c2 ♙c5 38.♗e1 ♞xb2 39.♗d3 ♞c2 40.♞b7 a5 41.♞b5 ♙d4 42.♞xa5 b3 43.♞b5 b2 44.♙h3 ♞d2

0-1

IN A VERY STRONG COMPETITION FEATURING INDIA'S AND SOME OF THE WORLD'S BEST, HIKARU NAKAMURA WON THE RAPID TOURNAMENT (WHICH TURNED OUT TO BE A NICE CHERRY ON THE TOP AHEAD OF HIS VICTORY AT THE LONDON CLASSIC) WHILE VISWANATHAN ANAND CAME OUT AT THE TOP IN THE BLITZ

THE BLITZ

A double 10-player Round Robin played on November 13 and 14, with 9 rounds per day. The time control was 5 minutes for the entire game with an increment of 3 seconds per move. Nakamura was again in contention for the outright first prize but was joined by Vishy Anand who won the playoff match between them.

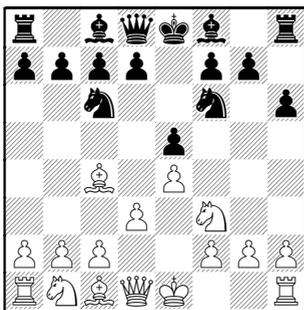
The 13-year-old GM Rameshbabu Pragganandhaa played instead of Nihal Sarin in this event.

The following game shows an aggressive and strong idea for Black against the Bishop's Opening.

Surya Shekhar Ganguly - Shakhriyar Mamedyarov

Tata Steel India Blitz Kolkata IND (18.4)

1.e4 e5 2.♘f3 ♘c6 3.♙c4 ♗f6 4.d3 h6



Black prevents White putting a piece on g5.

5.0-0 d6 6.c3 g5 An interesting plan threatening possibly to start a kingside pawn storm. How should White respond to this? A central push seems best but White has to react before Black gets a grip on the position.

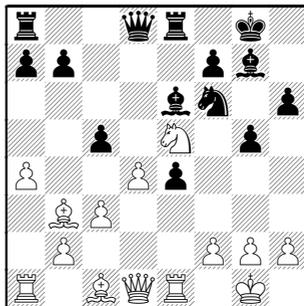
7.♗bd2 7.♙e3 ♙e6 8.♙xe6 fxe6 9.♗bd2 ♗d7 10.b4 leaves White slightly better with chances for both sides; 7.d4 g4 8.♗fd2 h5 9.f3 is complex.

7...♙g7 7...g4 8.♗h4 d5 9.exd5 ♗xd5 is interesting, with sharp play, but Black simply plays to utilise his grip on the kingside.

8.♙b3 0-0 8...g4 9.♗h4 ♗xe4 10.dxe4 ♗xh4 with an advantage for Black is also playable.

9.♗c4 ♙e6 10.♗e1 ♗e8 11.a4 d5 Black opens the centre, counting on his better development.

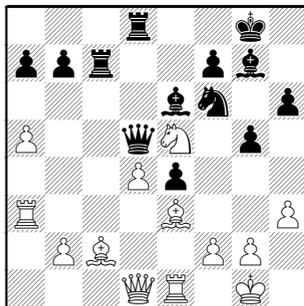
12.♗cxe5 ♗xe5 13.♗xe5 dxe4 14.d4 c5



Black has pressure on the white centre and the pawns on h6 and g5 stop White developing his queen's bishop to an active square.

15.a5 Not 15.dxc5 when 15... ♙xb3 wins; If 15.♙e3 ♗c8 planning ...cxd4.7

15...cxd4 16.cxd4 ♗c8 Black takes control of the open file and White is in difficulties. 17.h3 ♗c7 18.♙a4 ♗f8 19.♙c2 ♗d5 20.♗a3 ♗d8 21.♙e3



21... ♖b5 22. ♘b3 22... ♖b1 ♖dc8 23. ♙xe4 ♜xe4 24. ♖xe4 ♖xb2 retains Black's edge.

22... ♜d5 Black has nasty threats down the d-file now starting with ... ♜xe3.

23. ♙d2 ♙xe5 24. dxe5 ♜f4 25. ♙xe6 ♜xe6 Two white pawns are en prise but the main threat is down the d-file.

26. b4 ♖d5 The pin wins simply as ♗e2 is met by ... ♜f4.

0-1



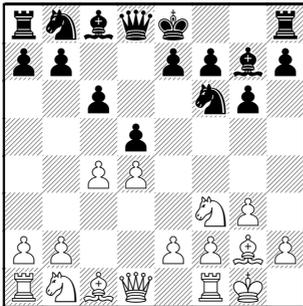
Surya Shekhar Ganguly

Vishy Anand showed his tactical prowess in the following win, exploiting a pin.

**Santosh Gujrathi Vedit -
Viswanathan Anand**

Tata Steel India Blitz Kolkata IND (14.3)

1. ♜f3 d5 2. g3 ♜f6 3. ♙g2 g6 4. d4 ♙g7 5. c4 c6 6. 0-0



A standard Gruenfeld.

6...dxc4 7. a4 0-0 8. ♖c2 ♙e6 9. e4 White tries to take control of the centre before recapturing the pawn on c4 but this allows Black to develop. 9... ♜bd2 ♜a6 10. ♜xc4 is better with a minimal advantage.

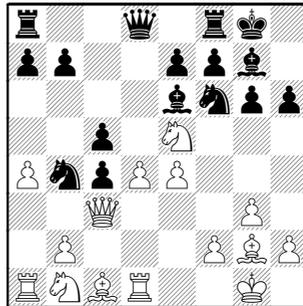
9...h6 Black prevents ♜g5 which means the bishop on e6 can continue to protect the pawn on c4.

10. ♗d1 10. ♜a3 ♜a6 11. ♙d2 is better.

10... ♜a6 Now Black has the edge.

11. ♜e5 Now if 11... ♙d2 ♖b6 12. ♜a3 ♜b4 13. ♙xb4 ♖xb4 14. ♜e5 ♗fd8 15. ♜xc4 ♜g4 with advantage to Black.

11... ♜b4 12. ♖c3 c5

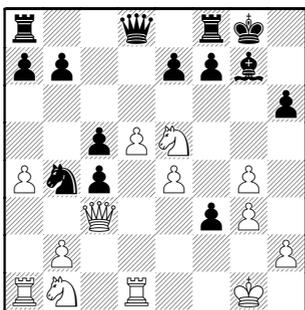


This move sets up a number of potential pins and White is suffering because his queenside pieces are at home.

13. d5 ♜g4 Setting up a horrible pin on the white knight.

14. ♙f4 g5 15. ♙f3 ♙c8 15...gxf4 The queen sacrifice is also good e.g. 16. dxe6 ♜xe5 17. ♗xd8 ♗axd8 with a winning attack.

16. ♖xg4 ♗xg4 17.f3 gxf4 18.fxg4 f3



The pin on the white knight on e5 remains in place and White cannot escape as he cannot protect the knight with a pawn.

19. ♖a3 ♗d3 20. ♖xd3 cxd3 21. ♖ac4 ♖c7
 22. ♖d1 b6 23. ♖xd3 a6
 Black plans ...b5 driving away the defending knight on c4.

24.d6 exd6 25. ♖xd6 ♖ae8 White resigned as after 26 ♗xe8 ♖xe8 the knight on e5 is lost.

0-1

The winner of the Blitz tournament: Viswanathan Anand

TATA STEEL BLITZ			
Rk	NAME		
1	Anand Viswanathan	12½	2786
2	Nakamura Hikaru	12½	2893
3	Aronian Levon	12	2854
4	So Wesley	10	2771
5	Mamedyarov Shakhriyar	8	2808
6	Vidit Santosh Gujrathi	8	2727
7	Harikrishna Pentala	8	2706
8	Karjakin Sergey	7½	2836
9	Ganguly Surya Shekhar	6	2547
10	Praggnanandhaa R	5½	2366



TATA STEEL RAPID													
Rk		NAME											
1	GM	Nakamura Hikaru	USA		½	½	½	1	½	½	½	1 1	6,0
2	GM	Harikrishna Pentala	IND	½		1	½	1	0	½	1	½	5,5
3	GM	Aronian Levon	ARM	½	0		1	½	½	½	½	1 1	5,5
4	GM	So Wesley	USA	½	½	0		½	½	½	1	1 ½	5,0
5	GM	Mamedyarov Shakhriyar	AZE	0	0	½	½		1	½	1	½	5,0
6	CM	Karjakin Sergey	RUS	½	1	½	½	0		½	0	½	4,5
7	GM	Anand Viswanathan	IND	½	½	½	½	½	½		½	½	4,0
8	GM	Vidit Santosh Gujrathi	IND	½	0	½	0	0	1	½		½	4,0
9	GM	Nihal Sarin	IND	0	½	0	0	½	½	½	½		3,0
10	GM	Ganguly Surya Shekhar	IND	0	½	0	½	0	0	1	0	½	2,5

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CHESS DEPENDS ON YOU - BOBBY FISCHER DO I FEEL LUCKY? - DIRTY HARRY

By GM Aleksandar Colovic

The great Tartakower allegedly said 'I have never beaten a healthy opponent', pointing out how most players when they lose blame it on factors such as - feeling poorly, being agitated about something, not having enough sleep the previous night, the chair being too uncomfortable, concerns over the future of humanity... And, of course, probably the most famous deeply personal backhand comment: 'you got lucky'. But, what about situational (un)luck - (not) seeing the right move at the right time?

Fischer once said: 'Chess depends on you'. I am a firm believer in Bobby Fischer's quote. I believe that if you do the work and give your absolute best at the board, without any excuses, hidden or otherwise, you will be rewarded.

Fischer, like Carlsen today, won many games that would have otherwise been drawn if he had not kept on pushing, 'giving his absolute best' at the board. Such players thoroughly deserve their 'luck' when they win 'dead drawn' games.

WHAT DOES CHOOSING THE RIGHT MOVE DEPEND ON? ... WHAT IF YOU DON'T 'FEEL' ANYTHING THAT WOULD INCLINE YOU TOWARDS ONE OR THE OTHER? AND SOMETIMES EVEN YOUR INTUITION CAN DECEIVE YOU! WHAT DOES THEN INTUITION DEPEND ON? GOOD FORM, GOOD MOOD, THE STATE OF FLOW? HOW DO YOU GET TO THESE STATES?

This is not the 'luck' I want to discuss, as I don't actually consider it as such. This one fully depends on the player. What I would like to discuss is another type of 'luck' that very often happens during the game. I will illustrate this with one example, even though there are countless situations with similar characteristics.

Let's say that there is a position in front of us with two possibilities. The position is winning, but it is complex and requires serious calculation. In winning positions, it

is enough to find one way to win, but the complexity of the position won't allow for an easy solution. Let us also assume that one move wins while the other doesn't, but the calculation of both is very difficult and both moves look very tempting.

Here luck, defined as 'success brought by chance', comes to the fore. If you are lucky in that moment, you will start your calculation with the correct move. You will calculate it, play it and you will win the game. You may check the other move as well, but

once you've found a win you probably won't bother much. End of story.

But what happens if you're not lucky? Then you will start your calculation with the other move, spend masses of time and energy looking for the win that isn't there and only then start checking the winning move. Quite possibly you may end up in time trouble so that there isn't even time to check the other move. Still, you may be able to navigate the complications and find the win, but the factors weighing against you are rather significant by this point and more often than not that will not happen.

You may even be less lucky. You may think you have found a win with the move that doesn't win, and as you are about to play it you suddenly discover a hidden defence, then you go back to your calculations and go even deeper into the woods where there is no light. If you finally

YOU MAY THINK YOU HAVE FOUND A WIN WITH THE MOVE THAT DOESN'T WIN, AND AS YOU ARE ABOUT TO PLAY IT YOU SUDDENLY DISCOVER A HIDDEN DEFENCE, THEN YOU GO BACK TO YOUR CALCULATIONS AND GO EVEN DEEPER INTO THE WOODS WHERE THERE IS NO LIGHT

muster the will to abandon the move, in spite of it being so tempting and so close to winning, by the time you start calculating the winning move the external factors mentioned above will be even heavier and more aggravating.

So, what does choosing the right move depend on? In situations as described above, your intuition

should lead the way. But what if you just cannot decide, even with your finely-tuned intuition? What if you don't 'feel' anything that would incline you towards one or the other? And sometimes even your intuition can deceive you!

What does then intuition depend on? Good form, good mood, the state of flow? How do you get to these states?

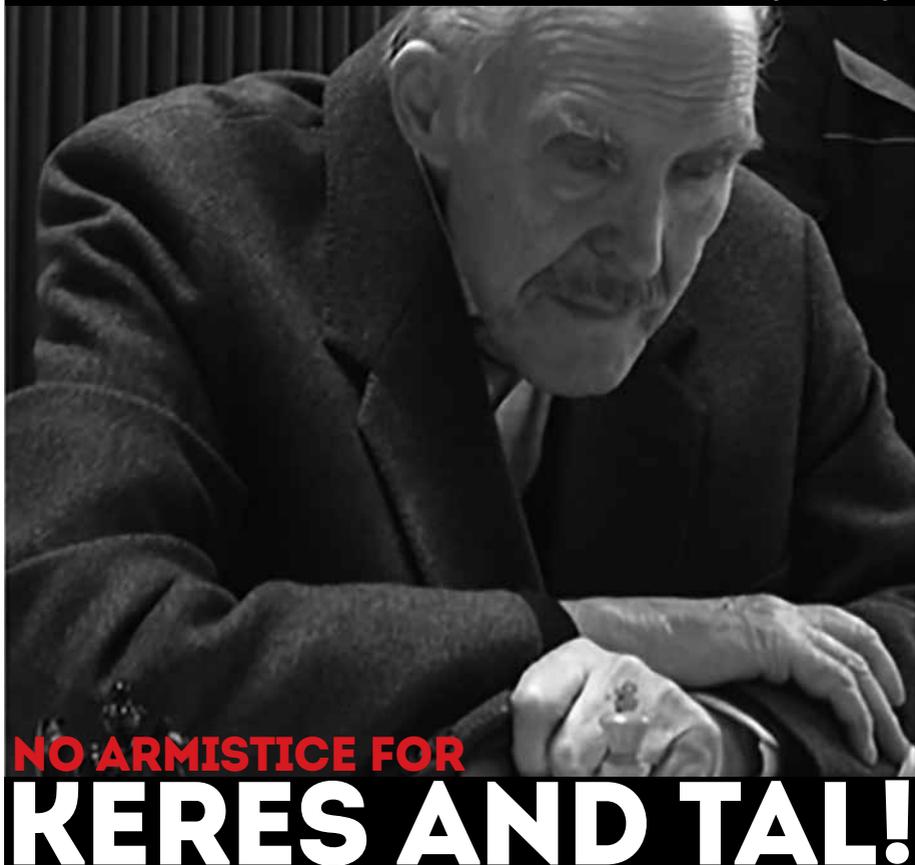
The bottom line is that we arrive at these ephemeral and elusive concepts that are the holy grail of every chess player's quest for the perfect mindset. But nobody has even come close to a consistently reliable method as to how to induce this mindset.

As you can notice, I am not even considering the factor of the opponent, where a 'lucky' day for you may mean that your opponent just grants you the win for no apparent reason. Is your opponent's unlucky day a lucky day for you?

To be honest, I am not quite comfortable with attributing too much importance on luck in chess. But situations like the above are not at all rare and they affect the outcome of a game in a decisive manner.

For lack of a better word I use 'luck' but the whole situation is much more complex and difficult to define...

I hope to have managed to shed at least some light on it so that you can continue the analysis on your own and perhaps come up with some ideas.

CENTENARY OF THE BIRTH OF KAARLE OJANEN (PART 1)**NO ARMISTICE FOR
KERES AND TAL!**

by Jimmy Adams

So Magnus the lion king has retained his crown! London must surely be one of his favourite cities as he has enjoyed other successes here too, including a victory in the Candidates tournament which led to his win of the world title against Vishy Anand in 2013.

Coincidentally, the match venue in Holborn was not far from Trafalgar Square, where every Christmas a giant and brightly decorated tree takes pride of place. This is donated annually by Norway in gratitude for British support during the Second World War, although this year it might equally have

been seen as a celebration of the continuation of their world champion's reign!

In the UK we do not usually hear much news from Norway, nor indeed other Nordic countries. However, in the week leading up to Christmas, Finland had occasion to hit the headlines. Unidentified drones had been spotted flying dangerously close to the runway at Gatwick Airport, south of London, and a thousand flights had to be cancelled. Heartbreakingly, this also upset the plans of many parents expecting to take their kids to Lapland to see real-life reindeer and huskies and meet Santa Claus in person.

We might add that earlier, after only two games had been played in the match, there was a rest day. This came on 11 November which also happened to be ‘Armistice Day’, when commemorations were being held at the Cenotaph, a few minutes’ walk from Trafalgar Square, to mark the centenary of the ending of the First World War. But the Finnish chess community had a centenary of their own to celebrate! 14 December marked one hundred years since the birth of Kaarle Ojanen, for many years their strongest player.

Ojanen led his country in eight consecutive Chess Olympiads from 1952, when it hosted the event in Helsinki, to Havana 1966, when he won the bronze medal for third highest score on board one, trailing behind only Tigran Petrosian and Bobby Fischer. He then continued as a member of the team in three more Olympiads at Lugano 1968, Siegen 1970 and Skopje 1972.

As a matter of interest, in *New in Chess Magazine* No.1, 2018, Dylan Loeb McClain colourfully charted the highest achieving champions of “some of the strongest chess playing countries”. At the top of his list came Max Euwe, winner of the Dutch Championship for a record 13 times. His name was followed by those of Stefano Tatai (Italy) 12 times, Hannes Stefansson (Iceland), Erik Lundin (Sweden), Wolfgang Uhlmann (East Germany) all 11 times and Jonathan Penrose - (England) 10 times.

Dylan also included a note pointing out the amazing performances of Carlos Juárez (Guatemala) 25 times and Estonian émigré Ortvín Sarapu (New Zealand) 20 times. We might also mention the achievement of English-born William Fairhurst who won the Scottish title 11 times.

Later a couple of Scandinavian readers added Erik Anderssen (Denmark) with 12 titles and corrected Hannes Stefansson’s tally to the same number.

However, no mention was made of Kaarle Ojanen (Finland) - 13 times!

So here we want to make amends for that omission by celebrating the high point of International Master Ojanen’s chess career, revisiting a 1960s match between Finland and Estonia and its dramatic aftermath.

Moreover the story has a strong English involvement...

* * * * *

Let’s start with a quote from a characteristically entertaining and informative posting by **Leonard Barden** on the English Chess Forum (www.ecforum.org.uk) on 11 August 2010, recollecting the circumstances surrounding Jonathan Penrose’s sensational win against World Champion Mikhail Tal at the Leipzig Olympiad 1960.

Incidentally, Leonard has broken records of his own as he is, respectively, the longest serving daily and weekly newspaper journalist for the *Evening Standard* and *The Guardian*, having conducted these columns brilliantly since the mid 1950s. Moreover, for more than forty years he has also been continuously writing a weekend feature for the prestigious *Financial Times*.

Leonard wrote:

“The postman arrived just as I was leaving the house on the departure day for Leipzig, delivering inter alia the latest issue of the *Deutsche Schachzeitung*.

I hastily jammed the mail into the rest of my luggage, which included my opening indexes, then around 40 thick loose leaf files, effectively a handwritten ChessBase.

There was a significant excess luggage charge at the airport.

On the morning of the final round when we were paired with the USSR who had already won the Olympiad, Jonathan Penrose asked me for suggestions on what to play against Tal.

I presented him with half-a-dozen bulging files, provoking a glazed look, and then

as an afterthought added the *Deutsche Schachzeitung* which led on its first two pages with the game Ojanen - Keres from a friendly Finland vs. Estonia match.

Jonathan was immediately hooked and quickly decided this was his weapon for that afternoon.

It succeeded rather easily, and afterwards JP described his feeling during the game as being like an Essex v Middlesex county match.

Tal failed to suss out Ojanen's key white plan of e5 dxe5, f5 with ♖e4 and a mighty attack down the f-file, erred early with ... ♗e8, fell into awful time pressure, and was crushed.

Tal had left Riga for a pre-Olympiad engagement causing him to arrive two days late in Leipzig where on the morning he arrived I witnessed him in the Olympiad barber shop having a haircut while whizzing through the bulletins of the previous rounds so he hadn't received his *Deutsche Schachzeitung*.

Keres didn't mention his own disaster against Ojanen before Tal took on Penrose. Tal was apparently quite annoyed at that ...

When Jonathan came into the dining hall, he was accorded a standing ovation. I think it was the only game the USSR lost at that Olympiad. The opening did become known as the Penrose-Tal system, which upset Ojanen who had worked out the entire plan before his game with Keres and deserved the credit. Jonathan has recounted how Ojanen came up to him at the next Olympiad in Varna saying something like 'Penrose-Tal, MY variation'."

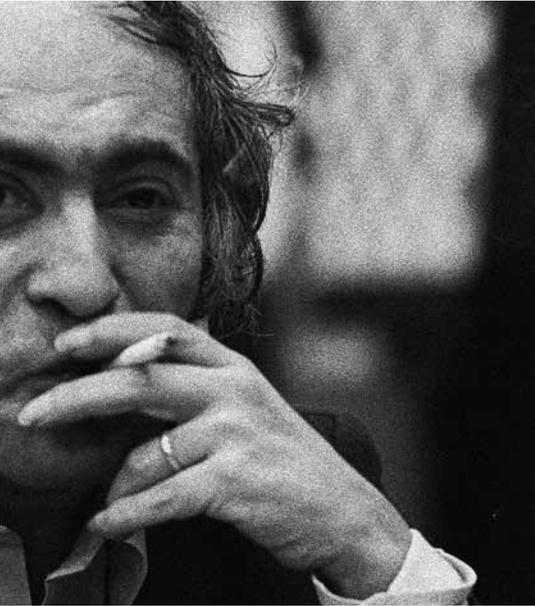
* * * * *

As it happened I visited Jonathan Penrose a number of times in the late 1990s and subsequently wrote a long article based on what he told me about his chess career. So here are a few extra comments to add to Leonard's narrative.



Not even the great Tal could suss out Ojanen's key white plan

- * Tal's victorious world title match against Botvinnik extended from 15 March to 7 May 1960. The Ojanen - Keres game was played 14 May at a time when it could be expected that Tal wanted a rest from chess, so he may have missed any topical reports on it. The game did not appear in *Shakhmatny Bulletin* which at that time was the principal reference source for Soviet games.
- * In July, Keres travelled to Hamburg for a USSR vs. West Germany match-tournament, where Tal also played. Probably Keres just wanted to forget about his loss to Ojanen and so didn't mention it! But he did deeply annotate his sacrificial anti-Sicilian win in the return game against Ojanen in the Finland vs. Estonia match. This appeared soon after the event in the German magazine *Schach Echo*.
- * Tal's late arrival at the Leipzig Olympiad in 1960 was in fact due to the slightly earlier arrival of his newborn son! I



wonder if this is what Leonard meant by “pre-Olympiad engagement”.

- * The Olympiad took place from 26 October to 9 November 1960, five months after Ojanen’s win against Keres. In the meantime the full score of the game had actually been published in the August issue of CHESS magazine, so it is perhaps surprising that Penrose wasn’t already familiar with it.
- * Penrose was primarily a 1.e4 player, with which he obtained a winning position against Bobby Fischer in an earlier round! In view of this, Keres may have thought there was no point anyway in mentioning the Ojanen game to Tal, since Penrose’s first move with the queen’s pawn was not to be expected.
- * When I asked Jonathan how he felt after his great win, he replied humbly, but with a clear sense of irony, that it was just like playing a London League game (not a county match!).

* It was Tal’s own responsibility to keep up with the latest developments in his favourite Benoni and if he was indeed “quite annoyed” with Keres he did not give any hint of this in his annotations to the game! Actually the two had been very good friends ever since Tal was a junior and Keres’ remarks to Tal after the game were clearly tinged with self-effacing humour.

* Two years later, at the Varna Olympiad, Kaarle Ojanen, noticing Jonathan seated at the board ready to start play in the Finland vs. England match, came up to him and said in his limited English: “Your game against Tal. MY variation. Ha, ha, ha!” This was exactly how Penrose related the episode to me and how I wrote it in my article.

So, although Leonard’s account brings back to life an event that took place many years ago, there remains more to add to the story and we are now able to retell it with the benefit of extra material obtained from various foreign magazines and books. These include the superb chess biography *Kaarle Ojanen - Life and Games* by Harri Hurme, Ilkka Kanko, Joose Norri and Petri Saharinen, and the revealing *Ojanen’s Insights* authored by Kaarle Ojanen himself, jointly with Veikko Salonen.

Indeed, the present article is based in great part on these two Finnish language books which are hereby very gratefully acknowledged.

* * * * *

Kaarle Ojanen – Paul Keres

Finland vs. Estonia match, 1960

Modern Benoni Defence

(Notes based on those by Harri Hurme)

Estonian grandmaster Paul Keres (1916-1975) is probably the strongest player

never to have become world champion, winning what were effectively two world title eliminators at Semmering-Baden 1937 and AVRO, Holland 1938, and finishing an unparalleled runner up in four consecutive Candidates tournaments from 1953-1962.

However, although the following defeat is in no way representative of Keres' great playing strength and much has already been written about it in various sources, the time has now come for a fresh look.

Incidentally, Keres was equally a superb chess writer. From his pen came opening monographs and articles, tournament reports, middlegame and endgame works and one of the greatest annotated best games collections of all time. All his writing is still regarded today as being of the highest quality.

Paul Keres was a great friend of Finland and played dozens of games against its top players, such as Eero Böök and Heikki Westerinen. But here he falls victim to a well-prepared Kaarle Ojanen in an encounter which is still regarded as a highlight in Finnish chess history.

With regard to this game, Ojanen himself introduces his approach to the opening in this way:

“The position arising from the Modern Benoni, 1.d4 Nf6 2.c4 e6 3.♘c3 c5 4.d5 exd5 5.cxd5 d6, begins with a sharp battle that involves both strategy and tactics and which very rarely ends in a draw. Strategically it is clear that the area of Black's natural activity is the queenside where he has a pawn majority.

Depending on how White plays, there are a number of appropriate plans for Black, e.g. to exert pressure on the kingside or even undertake active operations there if White should play too passively with his centre pawns.



Kaarle Ojanen vs Paul Keres

Grandmasters often play g3 and ♕g2 or ♖f3-d2-c4, but Black has various ways to react to such slow play.

Therefore I came up with the following strategy for White: developing quickly with e2-e4, ♕d3, ♖ge2, 0-0 and then forming a menacing centre with f2-f4. The pawn on e4 is now sufficiently supported.

After that, White will continue his development with: ♖g3, ♖f3, ♕e3 and ♗ad1 and now I asked myself the question: isn't such a powerful deployment of forces, backing up the strong pawn centre, enough to counteract Black's queenside attack?

Chess Master Heikki Koskinen was the only person with whom I can remember discussing this idea, although I once tried it out successfully in a casual game against the first category player H. Liipola.

However, the first real test took place on 14 May 1960 in Helsinki, in a Finland



ago Grandmaster Bent Larsen even predicted that if any opening became so discredited that it would no longer be played at top level then that would be the Benoni. But aficionados of such an exciting defence don't believe all that and just keep on playing it and winning prizes!

8...0-0 9.0-0 ♖e8

Commentators have generally criticised this move. In normal Benoni positions, the white e4 pawn is weak and should be put under pressure, but in this Ojanen system the e4 square is quite secure. Moreover the rook move does not stop White's projected advance e4-e5 and seriously weakens the defence of the f7 pawn.

10.h3

This move is played to deny Black any future attacks by ...♗g4 or ...♘g4.

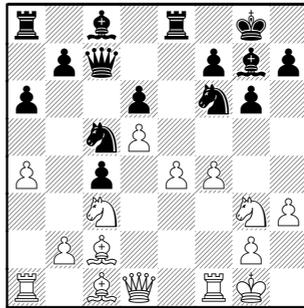
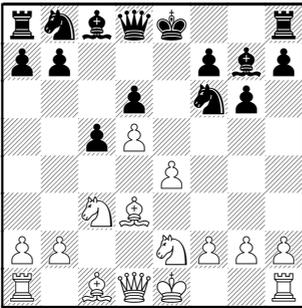
10...♗bd7 11.♗g3 a6 12.a4 ♖c7 13.f4 c4 14.♘c2 ♗c5

vs. Estonia friendly match where I faced Grandmaster Paul Keres..."

1.d4 ♗f6 2.c4 e6 3.♗c3 c5

Playing to win with the black pieces, Keres chooses the Modern Benoni, which is more tactical but also more risky than the openings he usually adopted.

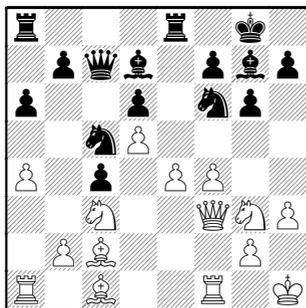
4.d5 exd5 5.cxd5 g6 6.e4 d6 7.♘d3 ♘g7 8.♗ge2



Keres is continuing in consistent fashion but even though three of his men are threatening the e4 pawn, three white pieces are protecting it. With ♖f3 also being available in this system, it has long been known that Black's pressure on e4 is ineffective.

15.♗h1 ♘d7 16.♖f3

Nowadays there are a number of well known and good systems for White against the Benoni. A few decades



16...♖h8

Ojanen commented here: “Keres thought over this move for 40 minutes! His problems are caused by the ever-present threat of e4-e5. For example: 16...b5 17.e5! dxe5 18.fxe5 and now 18...♗xe5 can be met by 19.♙f4 followed by 20.♙g5. Or if 18...♝xe5 then 19.axb5!, which is obviously stronger than 20.♙f4.”

Objectively, the transfer of both the white and the black kings to their respective corners can hardly be considered the most effective way of making progress. However, such precautionary moves are often useful in practice, as they reduce the risk of succumbing to an unpleasant surprise by the opponent along the long diagonal, whereas now there is no need to keep watching out for such dangers. Nevertheless, by taking so long over this move, Keres was sowing at least one of the seeds of his subsequent defeat. True, White’s king move is by no means the best possible continuation, but it is also not bad, although any other natural manoeuvre would have been at least as good.

In 1985, Grandmaster John Nunn wrote a book entitled *Secrets of Practical Chess*, in which he offered numerous practical instructions for the tournament player. One of these was that a player should not think more than 20 minutes over any move because there is no essential benefit in expending such extra time and effort when

this is better kept in reserve for dealing with further critical decisions.

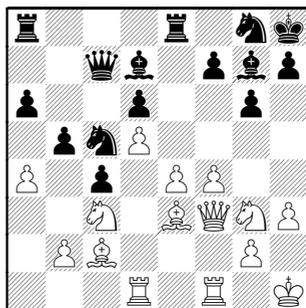
Many players will know this already from their own practical experience or even through studying earlier books such as *The Art of the Middlegame* by Keres and Kotov. So it is amazing that such a worldly-wise chess player as Paul Keres makes such a fundamental mistake. However, since this highly acclaimed work was published only later, in 1965, maybe he too learned a lesson from his own mishandling of the present game and then relayed it in the pages of his book!

17.♙e3 ♗g8

The idea behind Black’s knight manoeuvre was not bad at all, but he could just as well have played, for example, 17...♘d3.

17...b5 would have been met by 18.e5, which gives White a strong initiative.

18.♙ad1 b5

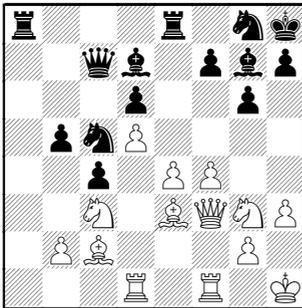


The natural follow-up. But in the computer’s view it’s only the seventh best move, although the machine evaluates all options approximately the same. The abundance of variations also applies to White’s possible moves - and will also do so for a long time to come. This means that the game is almost impossible to analyse exhaustively.

19.axb5 axb5



The great Estonian Grandmaster: Paul Keres, Source: Wikipedia



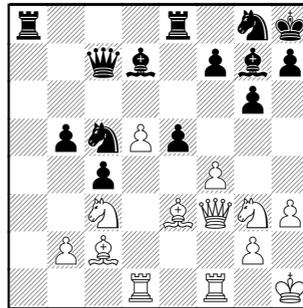
20.e5

No other move has equal status!

20...dxe5

Black was not forced to capture immediately and could have waited until after he played an eventual ... $\text{d}4$. But the text move does lead to the most exciting play.

Ojanen also mentioned that Keres probably rejected 20...b4 because of the continuation 21. $\text{e}5$ dxc5 22. $\text{c}4$.



21.f5

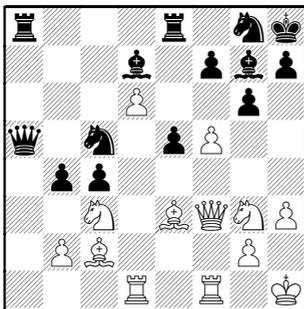
Ojanen's trademark move! Of course White continues in both a consistent and thematic fashion. But, from his point of view, also 21.d6!? was possible when, after 21... $\text{c}8$ 22.fxe5 $\text{f}5$ (22... $\text{e}5$ 23. $\text{d}5$ is good for White) 23. $\text{d}4$ $\text{c}6$ 24. $\text{e}4$ $\text{d}4$ 25. $\text{c}4$ $\text{e}4$ 26. $\text{d}4$ $\text{e}4$ 27. $\text{g}7+$ $\text{g}7$ 28. $\text{c}3+$ f6 29. $\text{d}4$, he maintains the advantage.

Even though recapturing on e5 was not part of the script, it was a possible alternative. After 21.fxe5 $\text{d}3$ 22. $\text{d}3$ cxd3 23.d6 $\text{c}4$ 24. $\text{e}4$ f6 25.exf6 $\text{d}6$ 26. $\text{g}5$ $\text{c}6$ 27. $\text{d}3$,

admittedly White gains a pawn but Black has enough compensation to claim approximate equality after 27...♖xd3 28.♞xd3 ♘d7.

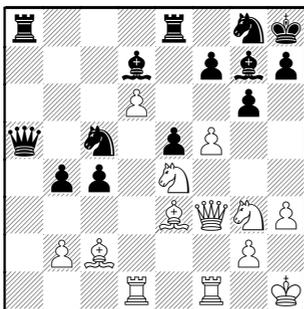
21...b4 22.d6 ♖a5

22...♖c6 or 22...♖c8 might be better moves than they look at first sight.



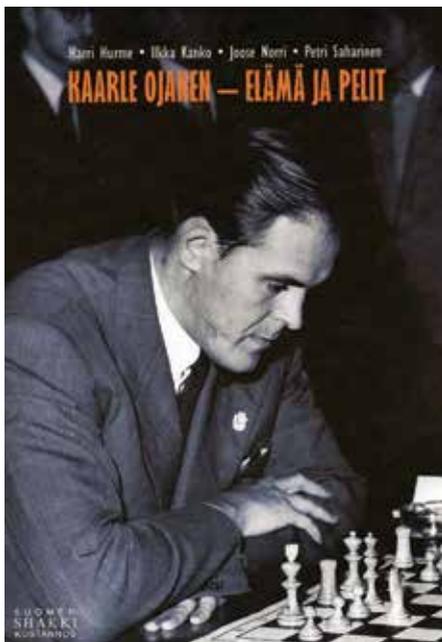
23.♞ce4

It seems that White could just as well play 23.♞d5, intending to win material after 23...♙c6 24.fxg6 f×g6 25.♖e2 ♞d3 26.♞c7. But in this position such a win of the exchange is not a big deal and 23.♞ce4!, actually played, is in fact the most accurate way to continue.



23...♞d3

Black is prepared to return his extra pawn, but 23...b3 does not look any better. For example: 24.♙b1 ♞a4 25.♞g5 ♖f8 and after 26.♞d5 ♖a6 the white knight can capture the h7 pawn, 27.♞xh7!, and after



Kaarle Ojanen - Life and Games

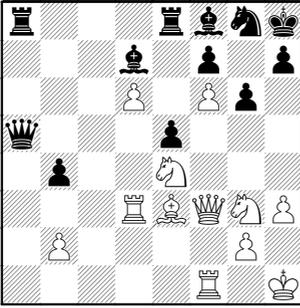
27...♙c6 (If 27...♞xh7? 28.fxg6+ f×g6 29.♖h5+ ♞h6 30.♖xg6+ ♞g8 31.♖h7 mate; or 27...♞xb2 28.♖e4 winning.) continue 28.♞xf8 ♙xd5 29.♖xd5 ♞f6 30.♖xe5 ♖xf8 31.fxg6 f×g6 32.♙xg6.

Ojanen adds: “Now White restores material equality while remaining in the driving seat. 23...♞xe4 would have forced me to make a decision: 24.♙xe4 or 24.♞xe4. In fact the latter is better and allows White to keep the initiative, e.g. 24...♙xf5 25.♞g5 ♞h6 26.♙xf5 g×f5 27.d7 ♖f8 28.♞d6, threatening ♙b6, or 24...g×f5 25.♞c5 e4 26.♖e2 ♙e6 27.♞xe6 f×e6 28.♖xc4 and White’s initiative provides good compensation for the pawn.”

24.♙xd3 cxd3 25.f6

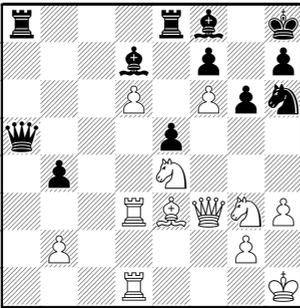
White’s attack has already achieved admirable results.

25...♙f8 26.♖xd3



26...d6

Black rejects the premature 26...b5? 27.d5, but a little better would have been 26...b5!? 27.f1 e6 28.g5 h6 29.e4 g8. 27.f1



27...ed8

Black has several choices but upon further analysis none of them seems to be sufficient. For example, after 27...g8 28.c5 b5 29.d7 xd7, White has a number of favourable continuations.

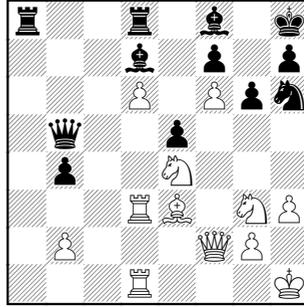
And after 27...f5 Ojanen gave the continuation 28.f5 xf5 29.d5 a2 30.d7 ed8 31.c5 xe4 32.xe4 xc5 33.xc5 with a decisive advantage.

28. f2

Also strong is 28.c5 b5 29.d7 xd7 30.d5 e8 31.c1.

28...b5

White threatened 29.b6 but it was better to parry this by 28...ab8, even though White still has a clear advantage.



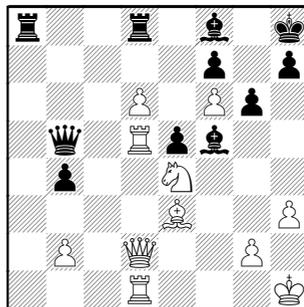
29. d2

Also worth considering was 29.d5!? c4 30.b6 e8 31.c5 a2 32.c1.

29...f5

Black's knight sees daylight again but this does not make his position any easier.

30. f5 xf5 31. d5



31...b7?

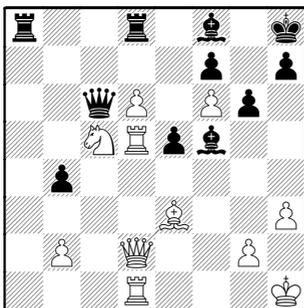
In the computer's evaluation, this is Keres' worst mistake in the whole game. Better are 31...c6 or ...a4 after which White remains with the better game but not a winning position. For example, 31...c6



Kaarle Ojanen

32. ♖c1 ♖a6 (On 32... ♗e8 White maintains the pressure by 33. ♘c5 threatening 34.d7.) 33. ♘c5 ♖c6 34. ♘e6 ♖xc1+ 35. ♗xc1 ♘xe6 36. ♖d1 ♘xd6 and the rook, bishop and pawn will be able to resist for a long time against the queen.

32. ♘c5 ♖c6



33. ♘h6!

Black's important defensive bishop is exchanged and cracks appear in his castled position.

33... ♘h6 34. ♗xh6 ♖g8 35. ♖xe5 ♖ad8 36. ♖d4 g5

To defend against the threat of 37. ♗xh7+! ♘xh7 38. ♖h4 mate.

37. ♖xf5 ♖xd6 38. ♖xg5 **Black resigned.**

A lively struggle in which Kaarle Ojanen had the rare distinction of outplaying the great Paul Keres!

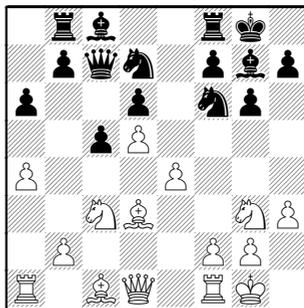
Ojanen commented: "Keres was in serious time pressure during his last ten moves. But anyway the first test of the idea in an official competition had been a great success and Koskinen was the first to offer me his congratulations. In fact he was the only person in the room who knew the background to the game!

The next trial occurred at the Naantali Summer Tournament in July of the same year, where I faced the Danish player Holmsgård.

Ojanen – Holmsgård

Naantali 1960

1.d4 ♘f6 2.c4 c5 3.d5 e6 4.♘c3 exd5 5.exd5 d6 6.e4 g6 7.♖d3 ♘g7 8.♘ge2 0-0 9.0-0 ♘bd7 10.h3 a6 11.a4 ♖c7 12.♘g3 ♖b8



13.a5

Black has avoided playing ... ♖e8 and instead prepared a quick queenside advance. Now after 13.f4 c4 14. ♘c2 b5 15.axb5 axb5 16.e5

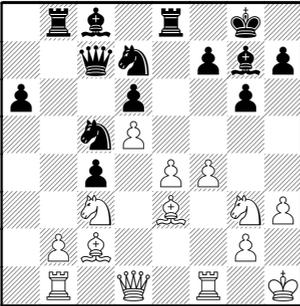
dx e5 17.f5 ♖c5+ 18.♔h1 b4 19.♗ge4 ♗d4! he would indeed gain the advantage. The move played is designed to prevent the united advance of the black queenside pawns.

13...♖e8

But routine strikes again! Better was the immediate 13...b5 14.axb6 ♖xb6 15.f4 c4 16.♗c2 ♗c5 and Black has counterplay.

14.f4 c4 15.♗c2 b5 16.axb6 ♗xb6+ 17.♔h1 ♗c5 18.♗e3 ♗fd7 18...♗xb2 would be met by 19.♗xc5, although the consequences are not quite clear.

19.♖b1 ♗c7



20 e5! dx e5 21.f5

After this move there are a lot of dynamics in the white position which lead naturally to a decisive shift to the kingside.

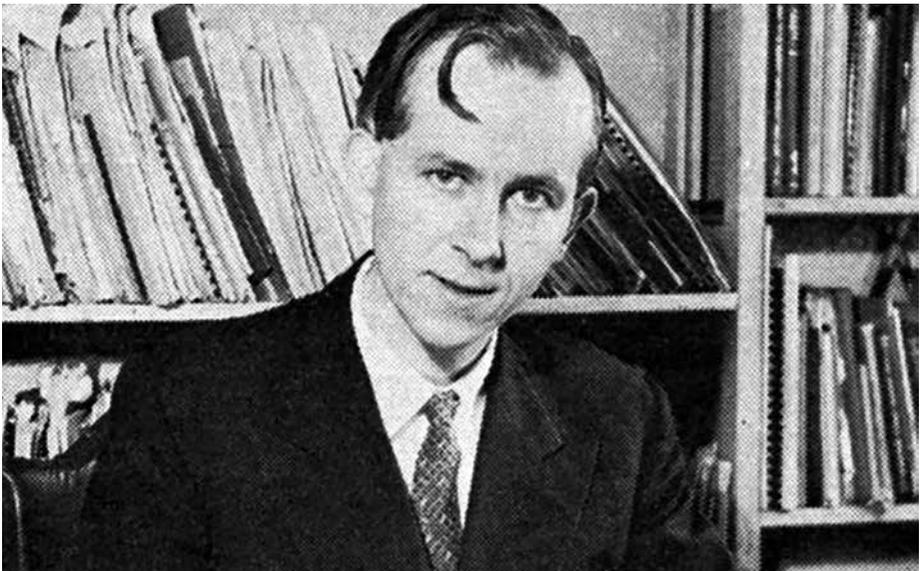
21...♗f6? 22.d6 ♗c6 23.♗xc5 ♗xc5 24.fxg6 fxg6 25.♖xf6! ♗xf6 26.♗ge4 **Black resigned.**

The Naantali tournament included several Danish players who knew about my game with Keres. However, they told me that during the game Holmsgård had no idea what he was getting into, and afterwards they went up to him and said “Didn’t you know that Ojanen defeated Keres with this variation!”

End of Part One.

Next month in the second half of this article we will look at the aftermath of Ojanen's opening discovery and the story of exactly how Jonathan Penrose used it to defeat World Champion Mikhail Tal in the Leipzig Olympiad 1960.

The ‘English connection’: Leonard Barden



QUOTES AND QUERIES

Unusual moves and ideas from times past

By Alan Smith

6138 The chess world is full of flying comets who left their trace in the 64-squared world but are not so widely known. One of them is Frank Crowl. He was born in Melbourne in 1902 and spent his childhood in Shanghai where he won two minor championships, at the age of 10 and 11, and a major championship at 14. He later lived in London where he played for Wood Green. After travelling the world he settled in Brisbane in 1928 and returned to chess. His main adversary in Brisbane was Koshnitsky. He won several major tournaments in Australia. An article in Chess world in 1950 described Crowl as someone who has 'unorthodox theories' and quotes the 'A Treasury of British Chess Masterpieces' which says Crowl is 'someone who knows how to introduce modern wrinkles into venerable openings'.

The Australian chess championship held in Sydney over the New Year 1932-33 was dominated by Gregory Koshnitsky who scored +9=4 to win the title by the margin of a point from Frank Crowl and William Viner. Soon afterwards Koshnitsky met one of his rivals in a Sydney league match.

The following game caught my eye while I was looking through Cecil Purdy's columns in the *Sydney Daily Telegraph*. Black's fifth

move is surely a unique way of handling this variation of the King's Indian Defence.

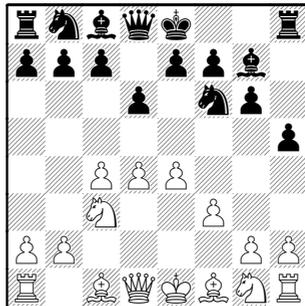
Gregory Koshnitsky - Frank Crowl

Metropolitan School of Arts,
Sydney League, 1933

1.c4 ♖f6 2.♘c3 g6 3.e4 d6 4.d4 ♙g7 5.f3

This variation was introduced in the game Saemisch - Yates Marienbad 1925, so the theory was barely formed.

5...h5!?



This startling move must have been a shock at the board.

6.♙e3 c6 7.♚c2 7...♚d2 is more thematic.

7...♚a5 8.0-0-0 ♘a6 9.♙b1 ♙d7
10.♘ge2 b5 11.♘c1 b4 12.♘b3 ♚c7
13.♘e2 ♘b8! A clever regrouping move.

14.c5 White's moves so far have all been plausible, but this looks a bit odd.

14...d5 15.♙f4 ♚d8 16.♙e5 0-0
Purdy advocated 16...a5, but Crowl has seen further and found that precaution would not be necessary.

17.♘f4 dxе4 18.♙xf6? Purdy did not comment on this capture, but this is the critical error. Modern players have a



Frank Crowl

better understanding of the importance of white's dark-squared bishop in the King's Indian. 18.fxe4 was obligatory, when Black can choose between 18...g4 and 18...a5.

18...gxf6 19.fxe4 e5 20.dxe5 gxe5 21.g3 Purdy awarded this a '?', pointing out that 21.d3 wins a pawn, after which he judged that Black had insufficient compensation. I am not sure that is the case. Black should reply 21...g7 when 22.b4 can be met by 22...a5 23.d3 a4 24.d2 e7. White has an extra pawn, but he is a long way from putting pressure on the black king; meanwhile his own king is open to attack and Black's dark squared bishop controls a lot of key squares. I suspect that is why Koschnitsky changed his mind at the last minute.

21...a5 22.gh3 e7 23.gxd7 dx7 24.c1 a4 25.d2 b3! A thematic pawn break.

26.axb3 a3 27.bxa3 Purdy thought White was equal after either 27.d4 or 27.d3, he overestimates White's position, black has 27...axb2 28.dxb2 g7! which keeps White on the back foot.

27...xa3 28.c4 xc5! 29.xg6. White can't play 29.c5?? because of 29...a1+ 30.c2 c5.

29... a1+ 30.c2 a2+ 31.d1 g5! 32.f4 xf4 33.gxf4 g2 34.f1 d8+ 35.e1 f2#

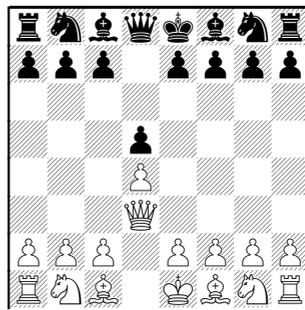
Sydney Daily Telegraph 16th October 1933

6139 The following game features an unusual queen's pawn game.

Harry Jackson - J. Young

Edinburgh – Athenaeum, 1907

1.d4 d5 2.d3



Wilfully eccentric, but not new.

2...g6 This can hardly be wrong, but 2...c6 puts paid to ♖b5+ threats, and is a little more flexible. Instead the game Pollock - Weiss (New York, 1889) went 2...♗f6 3.♙f4 e6 4.♗c3 a6 5.a3 c5 and black won in 46 moves.

3.♙f4 ♙g7 4.c3 ♗f6 5.♗d2 0-0 6.♗gf3 b6 6...♙f5 is more logical.

7.h3 ♗h5 8.♙h2 f5 8...♙f5 has lost its attractions.

9.♗e5 ♗f6 10.f3 ♗bd7 11.g4 ♗xe5 12.♙xe5 ♗d7 Black could avoid the exchange of bishops with 14...♙h6.

13.♙xg7 ♗xg7 14.gxf5 ♗xf5 15.e4! dxe4 16.fxe4 ♗f8 17.0-0-0 ♗f6 18.♙e2 ♙e6 19.c4 c6 20.♗b1 ♙f7 21.♗dg1 b5 22.h4 bxc4 23.♖e3 Recapturing on c4 costs his e-pawn.

23...♖b6 24.h5 ♗ab8 25.b3! A radical solution to Black's attack down the b file.

25...cxb3 26.a3 ♗h8 27.♗xc4 bxc4 28.♙xc4 e5 29.♖g5! c5 29...♖xd4 30.h6+ , 29...♖d8 30.dxe5.

30.dxe5 30...♗e4 31.♖e7+ ♗h6 32.hxg6 mate, 30...♗g8 31.♗f1

1-0

Falkirk Herald 27th February 1907

6140 There is a link between the winners of the two games. Frank Crowl was dubbed 'The Australian Nimzowitsch' by Cecil Purdy, while Harry Jackson was described as the 'Yorkshire Morphy', due to his exploits as a young player.



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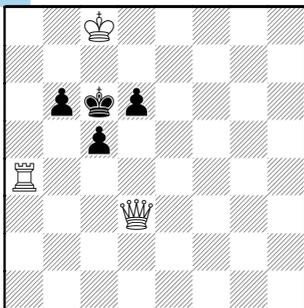
PROBLEM WORLD

by Christopher Jones

cjajones1@yahoo.co.uk

Grandmaster of Chess Composition

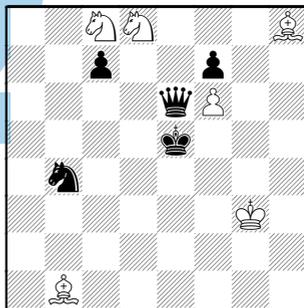
Solutions are given on page 62



John Rice (Surbiton)

Mate in 2

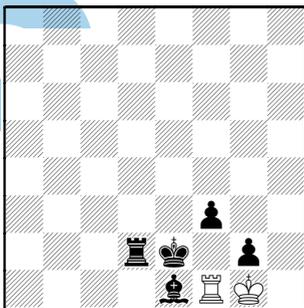
ORIGINAL



Christer Jonsson (Sweden)

Helpmate in 2 - 2 solutions

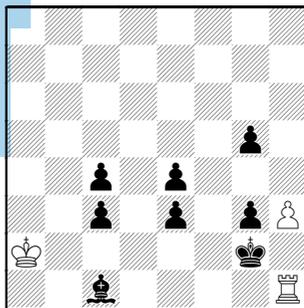
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John Rice (Surbiton)

Helpmate in 4

ORIGINAL



Christopher Jones and
Jacques Rotenberg (Bristol / Israel)

Helpmate in 4 - 2 solutions

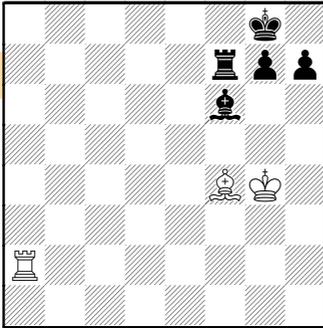
ORIGINAL

Endgame Studies

by Ian Watson

ian@irwatson.demon.co.uk

1

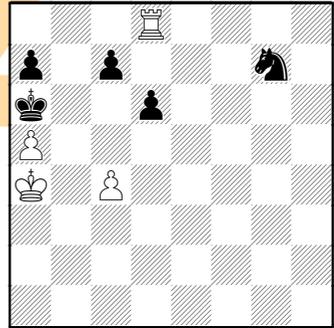


G Greco

1619

DRAW

2

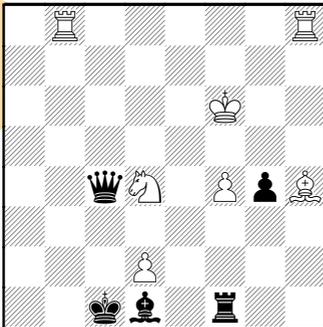


A Selesniev

Deutsche Schachzeitung 1919

WIN

3

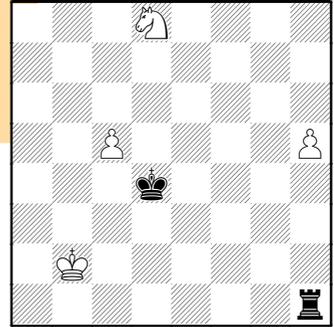


E Dobrescu

Stella Polaris 1969

WIN

4



P Byway

original composition 2019

WIN

FULL CIRCLE

Ring out the old, ring in the new. So, as we enter 2019, here are three studies to celebrate the past, and one original to welcome the New Year.

First, the quadricentennial: Gioacchino Greco's study, although an endgame, is from his 1619 manuscript on the openings. He was the strongest player of his era, and he has been called the first professional chess player. He was born in Italy's Calabria region, not Greece (which you might expect from his surname); the locals around his town spoke a type of Greek dialect. Many people then didn't have 'surnames' in the modern sense, rather their names were descriptive of their origins - like the polymath Leonardo whose father was born in Vinci. Greco's contemporary, the Spanish painter El Greco, also had Greek origins; I suppose they called him that rather than have to struggle with his Greek names Domenikos Theotokopoulos.

Three centuries on, chess compositions had become much more sophisticated - the great classical era of the endgame study was under way. Our second study is by Aleksey Selesniev who was born near Moscow in 1888; a strong player, he was taking part in a tournament in Germany when the First World War started and so he was interned. That may explain why this study was published in a German chess magazine.

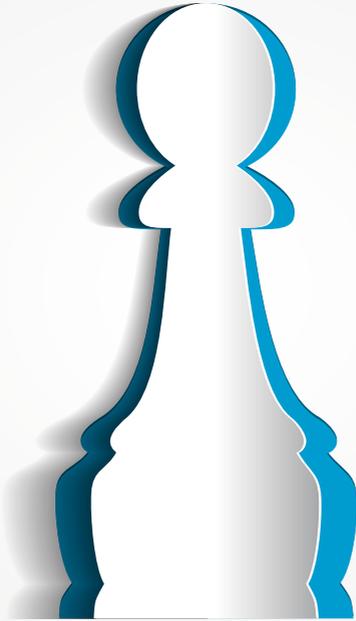
Neither of those two studies should overtax your solving brain, but perhaps the third might. It's from half a century ago, when we were entering the modern age of the study, with its complex themes and depth of analysis. Emilian Dobrescu is a Romanian, born in 1933, and his career was as a senior economist, including being President of the State Planning Committee. In 1989, he became a Grandmaster of Chess Composition. The theme of his study is repeated manoeuvres, in which the pieces shuffle upwards.

Should I give a computer study to start 2019? We are well into the age of computer chess and perhaps in twelve months' time, I shall be giving a composition by, say, AlphaZero. If I do, I suspect it will be beyond human comprehension, so for now here is a new study, but by a human. It's from the British master of the miniature, Paul Byway, who likes simplicity and clarity - his studies are endgame positions that could occur in games. They are far from the heavy, artificial-feeling works that we mainly see in composing events nowadays. They take us back, happily, and appropriately, to the past. We have, in bell-ringers' words, rung Full Circle.

All the solutions are given on page 63.

Openings

for Amateurs by Pete Tamburro, ptamburro@aol.com



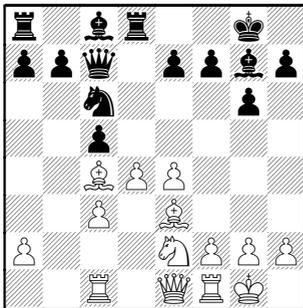
OPENINGS WITH A
QUEENSIDE PAWN
MAJORITY
PART IV

It is my hope that BCM readers will forgive an old man using a game he played in 1971 after just getting out of the Army, but, in taking this game out of my box of scoresheets and playing it over, I gave in to temptation because, well, it's a column about amateurs, and two young amateurs were going at it in the very line Spassky and Fischer went to war over in two famous games at that time period. Also, it highlights so many of the key ideas in the opening that it's worth the perceived hubris involved here! (Footnote story: I also found future IM and then teenager Ken Regan's startling 1974 draw as Black against GM William Lombardy. The opening went 1.d4 b6 2.e4 ♟b7 3.♟d3 f5!?? I have sent both original scoresheets to Ken. When I posted the scoresheet on Facebook, a master who was in St. Louis having dinner with other GMs from that era had actually been talking about that game over dinner. It's amazing how things just come together sometimes.)

Gene Artis - Pete Tamburro

Continental Open, Philadelphia, 1971

1.d4 ♟f6 2.c4 g6 3.♟c3 d5 4.cxd5 ♟xd5
5.e4 ♟xc3 6.bxc3 ♟g7 7.♟c4 c5 8.♟e2
♟c6 9.♟e3 0-0 10.0-0 ♖c7 11.♞c1 ♜d8
12.♞e1



Very popular at the time since Spassky beat Fischer with it in 1966, but not really that good for White, because Fischer went astray when he could have equalised. Gruenfeld players had to work to study all these 12th moves. Spassky switched to 12.h3 four years later against Fischer and won that, too, but Fischer, maybe pressing too hard, missed equalising lines again. It demonstrates that this line in the Gruenfeld can go in all sorts of directions, so the person who knows the ideas rather than some initially memorised moves will have better chances to prevail. Black's idea is rather simple and thematic: attack the White centre at d4. Its disadvantage is that

f7 is now only defended by the king. It is no small matter as White has f4 and f5 in mind to uncover the rook. Black has no kingside prospects, so the counterplay in the centre has to be aggressive.

In recent years, Caruana and Shirov have played some theoretically critical games with the now popular 12.♟f4, whereupon Black's best bet seems to be 12...♟e5.

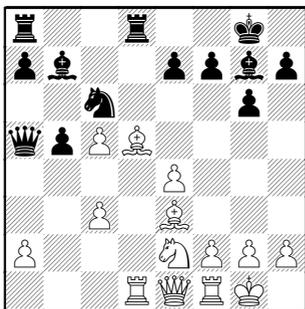
A) 13.♟g3 ♟xg3 14.fxg3 (14.♟xg3 e6=) 14...e6 15.♞d2 ♜b8 16.♞f2 b5 17.♟b3 c4 18.♟c2 b4! =;

B) 13.♟xe5 ♟xe5 14.♟b3 b5 15.♞d2 ♟g4 16.♟g3 ♜b8 17.f3 ♟f6 18.e5 ♟d5 19.♟xd5 ♞xd5 20.♟e4 cxd4 21.cxd4 ♞b6= What's nice about both lines for Black is the queenside pawn majority possibilities, and, in keeping with amateurs 40+ years ago, staying abreast of what the world-class players and annotators are doing will be of great importance to your success with this line.

12...♞a5 Working on exchanging on d4 and swapping queens.

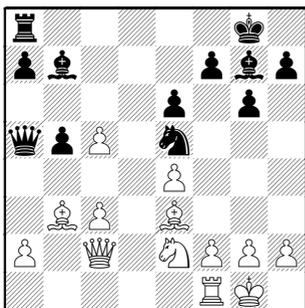
13.♞d1 b5 I preferred this move to ♟d7 because it was more active and gave me an option to also play ♟b7.

14.♟d5 ♟b7 15.dxc5!



A master game 37 years later, P. Steneskog-D. Dragicevic, Sweden, 2007 went this way: 15.♙xc6 ♜xc6 16.d5 ♞b7 17.♙xc5 e6 but Black was fine and eventually won. The idea behind dxc5 is, actually, a vacating move that allows White to occupy d4 with pieces, either the bishop to challenge Black's bishop on b5 and c6, and maybe even support for f4 and f5. It's a pretty sharp move.

15...e6 16.♙b3 ♖xd1 17.♙xd1 ♜e5 18.♙c2



The tempting f4 doesn't work out so well for White: 18.f4 ♜d8 19.♙d4 ♜c4 20.♙d3 ♙xd4+ 21.cxd4 (21.♜xd4 ♙a3 22.♙xc4 bxc4 23.♙xc4 ♙a6) 21...♜d2. One of the characteristics of this line in the Gruenfeld is the importance of knight play. If the black knight doesn't have ♜a5 because the queen is there, then it had better get ♜e5 in

18...♙c7! Looking back, I'm surprised that my youthful self came up with this move! The

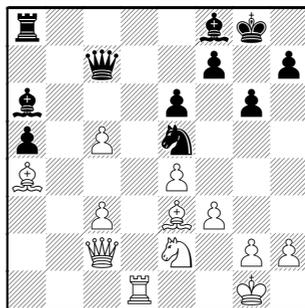
queen was no longer threatening anything from the a5 square. It was time to redeploy the lady to a square where she effectively coordinated with her other pieces. Two ideas are pointed out here to students: you should always look to improve the position of each of your pieces; first, play moves you know you have to make, and, in this position, you can wait to decide whether the rook is better at d8 or c8 or just remaining where it is.

19.f3 Trying to pin the knight won't work: 19.♙f4 a5 20.a4 bxa4 21.♙xa4 ♙xc5.

19...a5 Houdini suggests 19...♙f8, which is good, but the active pawn push seemed to make White think a bit more as Black pushes toward a critical juncture.

20.a4 ♙a6 This could be played immediately: 20...bxa4 21.♙xa4 ♙f8.

21.♖d1 bxa4 22.♙xa4 ♙f8



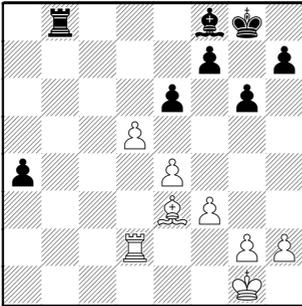
By whatever road, Black is where he wants to be. There's an outside passed pawn on a5, White's doubled pawns (soon to be one) on the c-file, and a lovely square on c4 for a black knight or bishop. The point is that the opening resulted in the advance of the queenside pawn majority on the a- and b-files and a passed pawn. You don't always need to go from a 4 to 3 to a 3 to 2, 2-1, down to 1-0. Black can take the express route of 2 to 1 to 1 to 0.

23.c6! ♙xc6 24.♜d4 ♜xd4 25.cxd4 ♙xc2 26.♙xc2 ♜c8!? Black preferred a more active rook. Yes, it's nice to have the rook

behind the passed pawn, but Black felt there was time to do that as the bishops will escort the pawn down. Keeping the rook behind was probably the best method: 26...♖b5 27.♖b1 ♗d7 28.♖b7 ♗e8 29.♖b3 a4.

27.♗d3 Just as an example, without going into variations, White could have tried an earlier blocking with a bishop: 27.♗a4 ♖c3 28.♗f4 ♖c4 29.♗b3 ♖b4 30.♗c2 a4 31.♖a1 ♗b5 32.♗e3 ♗g7 33.e5 ♗f8 34.♖a2 ♗g7 35.♗e4 ♖b3 36.♗c1 a3 37.♗f2 f6 38.exf6+ ♗xf6 39.h4 ♖c3 40.♗d2 ♖c8 41.♗f4 ♗c4 42.♖a1 ♗f7 43.♗b1 ♗b4 44.♗e3 ♗d5 45.♗d3 a2 46.♗xa2 ♖c3+ 47.♗e2 ♖c2+.

27...♗xd3 28.♖xd3 a4 29.♖d2 ♖b8 30.d5



30...a3?? This position is a model for the competing sides: the outside passed pawn vs. the creation of a central passed pawn.

However, the eager pawn push was not best! Better was 30...exd5 31.♖xd5 (31.exd5 ♗d6) 31...a3 32.♖a5 f5 33.exf5 gxf5 34.♗d4 ♖d8 35.♗e3 (35.♗c5 ♖d5) 35...♖c8 36.♖xf5 ♗b4 The difference is that the White d-pawn threat is neutralised. Both players lacked sufficient understanding of the position to realise that at the time.

31.♗d4?? The ‘win’ would be drawn after: 31.d6 e5 32.d7 ♗e7 33.h3 f5 34.♗h2 To protect against first rank checks. See end of game. 34...♗f7 35.♗c5 a2 36.♖xa2 ♗xc5 37.♖c2 ♗e7 38.♖c8 ♗b4 39.d8♗ ♗xd8 40.♗xd8 fxe4 41.fxe4 h5 (41...♖xe4 42.♖d7+) 42.♗g3 ♖xe4 43.♗f3 ♖f4+ 44.♗e3 ♗f6

45.♖f8+ ♗g5 46.♖xf4 exf4+ 47.♗f3 ♗f5 48.h4 Both of us had used up a lot of time and were tiring. We still had 19 more moves before the time control! (50/2 was popular back then). Tartakower’s dictum that the player to make the second to last blunder will win comes to fruition. White missed his opportunity.

31...exd5 32.exd5 ♗g7 Also interesting is 32...♖a8 33.♗f2 a2 34.♖d1 ♗c5 35.♗xc5 a1♖ 36.♖xa1 ♖xa1 37.♗e3 f5 38.♗d4 ♖a2 39.g4 (39.♗e5 ♗f7 40.g4 ♖xh2 41.gxf5 ♖h5) 39...fxg4 40.fxg4 ♖xh2 41.♗e5 ♗f7 42.♗d6 h5 43.♗c7 hxg4 44.d6 ♖c2 45.♗c6 g3 46.d7 ♖xc5+.

33.♗xg7 If 33.♗f2 ♗xd4+ 34.♖xd4 ♖a8 35.♖d1 a2 36.♖a1 f5 37.♗e2 ♗f7 38.♗d3 ♗e7 39.♗c3 ♗d6 40.♗b2 ♖e8! A little trick worth knowing. 41.♖g1 ♗e2+ 42.♗a1 ♗xd5.

33...♗xg7 34.d6 ♗f6 More precise was 34...♗f8.

35.d7 ♗e7 36.♖a2 ♖b1+

0-1

Thus ended what I hope was an instructive game: early use of the a- and b- pawns; active minor pieces that coordinate with the major ones; some endgame ideas that remind us that wins are not always inexorable - constant vigilance and understanding of the demands of certain types of endgames arising out of your opening are a must. It is hoped that you have added just one more tool to your chess toolbox. And that’s what it is - one tool. As you’ve seen, the queenside pawn majority, whether in a French or Gruenfeld or any other opening, has the potential to be dangerous. The owner of the majority has to understand just how deliberate and planned the advance must be, with great attention to the endgame demands. The player with the kingside majority has to realize just how active his play has to be, involving all his pieces and a central counter demonstration. Chess isn’t easy, but it’s easier if you know more than your opponent about the demands of the position you both end up in.

SOLUTIONS TO PROBLEMS

This month's problems

A happy new year to solvers! We are halfway through the 2018-19 BCM composing tourney, for which I'm looking for good, fairly orthodox, original problems. I say 'fairly' orthodox problems because we do encompass helpmates. (For newcomers: Black initiates a sequence of moves and does all he can to help White mate him.) If you're new to helpmates, the 2-mover by Christer will be the most approachable. Over-the-board players have been known to find them quite addictive! But we do start with a most appealing mate-in-2 problem, in which there are some tempting tries to be weeded out before you arrive at the key.

Value for money...

...is certainly what you get in John's 2-mover miniature (i.e., only 7 men). If you try say 1.♖a3 then 1...b5 and 1...c4 are met respectively by 2.♖a6 and 2.♗xc4, but there is no mate after 1...d5!. A move along the 4th rank (e.g., 1.♖h4) provides a mate for 1...d5 (e.g., 2.♖h6), but now we have no mate for 1...b5!. And the neat attempt 1.♖b4, plausible on account of 1...d5/cxb4 2.♗g6/♗c4, is also thwarted by 1...d5!. Very plausible is 1.♗h7 (1...b5/d5/♗b5/♗d5 2.♗b7/♗d7/♗d7/♗e4) but now we have no mating response to 1...c4!. So eventually we arrive at 1.♗f5!. There are no threats, and a flight square at b5 is created, but every black move allows mate - 1...b5/c4/d5/♗b5 2.♖a6/♖xc4/♗d7/♗d7. 2.♖xc4 is a nice changed mate.

Chivalrous sacrifices

In our first helpmate, Black must first put a block on his king's potential flight at d5. After this, both knights make sacrifices on empty squares (in problems as in the game itself always more striking than sacrifices that captures black pawns). The reasons for the need for these sacrifices (especially for 1...♘d6) are attractive, and if you get into solving helpmates you will come across these motifs quite often - 1.♗d5 ♘e6 2.fxe6 f7 and 1.♘d5 ♘d6 2.cxd6 ♘c6.

Introducing the 'cyclic Platzwechsel'

One of the attractions of the helpmate genre is that in it you can get White and/or Black to execute attractive geometric manoeuvres that would be unlikely to arise in a game. (Although in a sense the helpmate composer has a free hand, such manoeuvres are far from being 'ten-a-penny' as it is challenging to compose cook-free settings - that is, to make it the case that the manoeuvre is the only way to get to the mate position in the stipulated number of moves.) A 'Platzwechsel' is achieved when two pieces swap squares in the course of the solution, and it becomes 'cyclic' when there are three (or more) pieces involved. In the case of John's 4-mover, the black Platzwechsel is nicely complemented by two 'switchbacks' by the white rook - 1.♖d1 ♖f2 2.♖e2 ♖xg2 3.♖d2 ♖f2 4.♖e1 ♖f1.

Last, but certainly not least difficult!...

Composers of helpmates with two solutions like there to be similarities in the strategy in the two solutions. But sometimes some dissimilarities too can have their appeal if they involve surprising, tricky play. So many congratulations if you managed to solve our final problem. The matching

(See page 55)

element (capture of e3/c3 to open a line for the black bishop) is itself difficult to visualize, and there are some pesky other details to sort out to arrive at the two mating sequences, 1.g4 ♖e1 2.♗xh3 ♜xe3 3.♗h4 ♖e1 4.♙g5 ♖h1 and 1.♙b2 ♜c1 2.♗f3 ♜xc3 3.♗f4 ♜c1 4.♙e5 ♖f1.

And if you're getting into the frame of mind to indulge in 'problemese' you'll have noted that this problem, like the preceding one, features two white rook 'switchbacks' (♖e1-e3-e1 and ♜c1-c3-c1; indeed, you can extend the first of these to ♖h1-e1-e3-e1-h1).

SOLUTIONS TO ENDGAMES

(See page 56)

G. Greco 1619

1.♖a8+ ♖f8 2.♖xf8+ ♗xf8 3.♙h6 draws, because Black will be left with only h-pawn(s) and the wrong colour bishop.

A. Selesniev 1919

1.c5 ♗e6 2.cxd6 ♗xd8 3.dxc7 ♗b7 4.c8♖ ♗xa5 5.♖c5 ♗b7 6.♖c6 mate.

Black is threatening to make a fortress, for example by getting his knight to c5, so White has to act quickly; 1.♖d7? ♗e6 2.♖e7 ♗c5+ 3.♗b4 ♗b7 shows the problem. In the main line, 1...dxc5 2.♖d7 ♗e6 3.♖e7 wins.

E. Dobrescu 1969

1.♖hc8 ♖xf4+ 2.♗e5 ♖xd4 3.d3 ♖d5+ 4.♗e6 ♖c5 5.d4 ♖d6+ 6.♗e7 ♖c6 7.d5 ♖d7+ 8.♗e8 ♖c7 9.d6 wins. This type of play is called a 'systematic movement'.

P. Byway 2019

1.c6 ♗d5 2.c7 ♖h2+ 3.♗b3 ♖h3+ 4.♗b4 ♖h4+ 5.♗b5 ♖c4 6.♗e6 ♖c1 7.h6 ♗xe6 8.h7 wins.

1...♖xh5 2.c7 ♖b5+ 3.♗a3 ♖a5+ 4.♗b4 ♖a8 5.♗c6+ ♗~ 6.♗b8. 1...♖h2+ 2.♗b3 ♖h3+ 3.♗b4 ♖c3 4.♗e6+ ♗d3 5.c7. Alternatives in the main line: 6...♖xc7 7.♗xc7 ♗e5 8.♗d5 ♗f5 9.♗f4; 7...♖b1+ 8.♗a5 ♖a1+ 9.♗b4 ♖a8 10.♗d8 ♗d6 11.h7; 8...♖b1+ 9.♗c4 ♖h1 10.c8♙+.

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