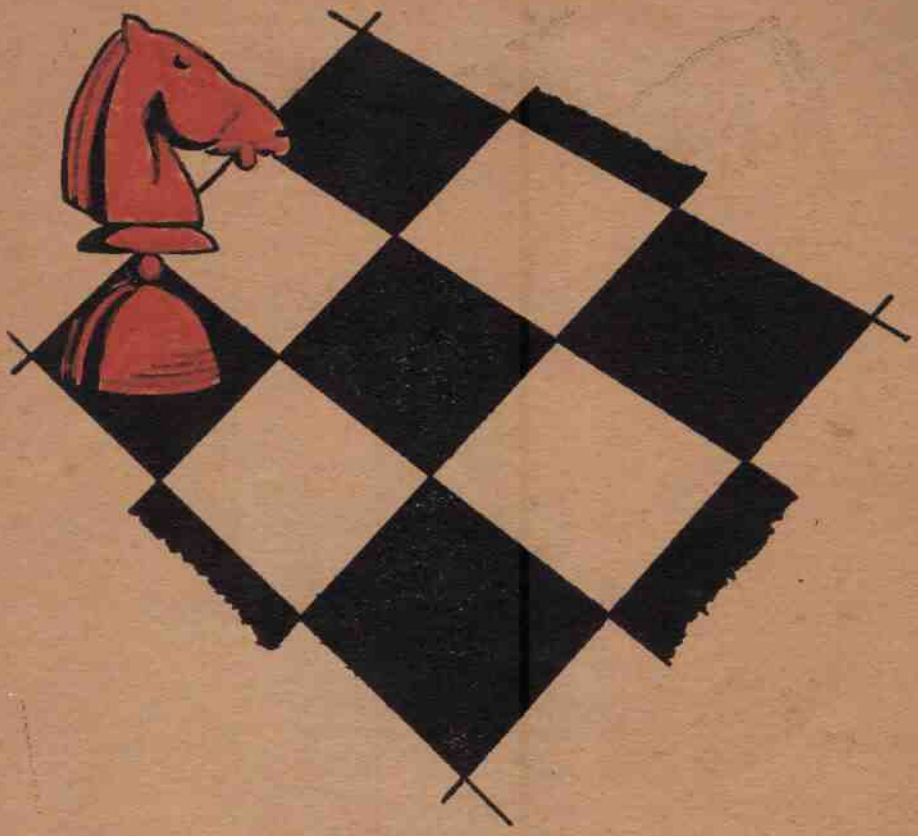


# Southsea Chess Tournament · 1949

by

H. GOLOMBEK

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Once again I should point out that the idea of all this was conceived by Pratten's fertile mind, to whom the British Chess world owes a deep debt of gratitude. The Czech master, Pachman, was much impressed with this side of the Congress and told me when he left that he would urge upon the Czecho-Slovak Chess Federation the desirability of holding similar events during their tournaments.

As for the actual chess played at Southsea—well the following selection of some 53 of the better and more interesting games will show its intriguing quality. The chief tournament, the Stevenson Memorial was, alas, a runaway victory for the foreign masters. But it should be pointed out that the three masters invited were of an extremely formidable character. Rossolimo, the French champion, is an ever-improving player, who, it will be remembered, won first prize at the last Hastings tournament; Pachman is one of the most promising of all the world's younger players, and Dr. Tartakower is the hero of a hundred tournaments.

For several reasons the British opposition was not so strong as could have been hoped. C. H. O'D. Alexander was busy giving the commentaries; Broadbent and Milner Barry could not spare the time from their official duties; I myself was not only busy with daily reports but also occupied in preparing material for this book, and, as I have said already, there were a number of other Congresses in progress at the same time. Possibly, even probably, had we all played, the same three players would have obtained the three leading places. But I doubt whether their scores would have been so outstanding.

Below is the table of the chief tournament.—

| | | R1 | R2 | R3 | R4 | R5 | R6 | R7 | R8 | R9 | R10 | P |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1. | N. Rossolimo | +13 | +8 | +5 | +2 | =3 | +11 | +4 | +10 | =6 | +12 | 9 |
| 2. | L. Pachman | +12 | +4 | +20 | −1 | +15 | =3 | +5 | +11 | +8 | +10 | 8½ |
| 3. | Dr. Tartakower | +10 | +21 | +6 | +11 | =1 | =2 | +12 | −4 | +5 | +16 | 8 |
| 4. | Dr. J. M. Aitken | +14 | −2 | +8 | =6 | +5 | =10 | −1 | +3 | +7 | +11 | 7 |
| **5.** | **P. N. Wallis** | +17 | +16 | −1 | +25 | −4 | +19 | −2 | +13 | −3 | +6 | 6 |
| 6. | Sir G. Thomas | +9 | +15 | −3 | =4 | −11 | +23 | =13 | +8 | =1 | −5 | 5½ |
| 7. | F. F. Alexander | −19 | −11 | −10 | +28 | +22 | +14 | +17 | +16 | −4 | =8 | 5½ |
| 8. | H. G. Rhodes | +22 | −1 | −4 | +26 | −10 | +27 | +23 | +12 | −2 | =7 | 5½ |
| 9. | H. Saunders | −6 | +22 | −15 | −23 | +28 | −17 | =14 | +19 | +26 | +21 | 5½ |
| 10. | G. Wood | −3 | −25 | +7 | +16 | +8 | =4 | =11 | −1 | +15 | −2 | 5 |
| 11. | Dr. O. Friedman | =18 | +7 | +19 | −3 | +6 | −1 | =10 | −2 | +21 | −4 | 5 |
| 12. | H. G. Wright | −2 | =18 | +24 | +20 | =19 | +15 | −3 | −8 | +13 | −1 | 5 |
| 13. | L. W. Barden | −1 | =14 | +17 | =18 | =23 | +21 | =6 | −5 | −12 | +25 | 5 |
| 14. | F. S. Woolford | −4 | =13 | −23 | =24 | +26 | −7 | =9 | +17 | +20 | =15 | 5 |
| 15. | P. A. Ursell | +27 | −6 | +9 | +21 | −2 | −12 | =20 | +22 | −10 | =14 | 5 |
| 16. | W. H. Pratten | +23 | −5 | −21 | −10 | +24 | +25 | +19 | −7 | +18 | −3 | 5 |
| 17. | D. V. Mardle | −5 | =24 | −13 | +22 | =18 | +9 | −7 | −14 | +27 | +26 | 5 |
| 18. | Goulding Brown | =11 | =12 | =27 | =13 | =17 | =20 | +21 | −6 | −16 | =19 | 4½ |
| 19. | A. Knight | +7 | =20 | −11 | +27 | =12 | −5 | −16 | −9 | +22 | =18 | 4½ |
| 20. | Miss H. Heaton | +25 | =19 | −2 | −12 | +27 | =18 | =15 | −21 | −14 | +28 | 4½ |
| 21. | H. H. Cole | +24 | −3 | +16 | −15 | +25 | −13 | −18 | +20 | −11 | −9 | 4 |
| 22. | G. P. Britton | −8 | −9 | +28 | −17 | −7 | +26 | +25 | −15 | −19 | +27 | 4 |
| 23. | R. C. Woodhorpe | −16 | −27 | +14 | +9 | =13 | −6 | −8 | −26 | =28 | =24 | 3½ |
| 24. | D. Fawcett | −21 | =17 | −12 | =14 | −16 | =28 | −26 | +27 | =25 | =23 | 3½ |
| 25 | B. R. Adams | −20 | +10 | +26 | −5 | −21 | −16 | −22 | +28 | =24 | −13 | 3½ |
| 26. | Jackson | — | +28 | −25 | −8 | −14 | −22 | +24 | +23 | −9 | −17 | 3 |
| 27. | J. J. O'Hanlon | −15 | +23 | =18 | −19 | −20 | −8 | +28 | −24 | −17 | −22 | 2½ |
| 28. | Poole | — | −26 | −22 | −7 | −9 | =24 | −27 | −25 | =23 | =20 | 1 |

## THE GAMES

### ROUND 1

| | | | |
|---|---|---|---|
| Tartakower | 1 | Wood | 0 |
| Rossolimo | 1 | Barden | 0 |
| Pachman | 1 | Wright | 0 |
| Rhodes | 1 | Britton | 0 |
| Saunders | 0 | Thomas | 1 |
| Ursell | 1 | O'Hanlon | 0 |
| Woolford | 0 | Aitken | 1 |
| Mardle | 0 | Wallis | 1 |
| Adams | 0 | Heaton | 1 |
| Friedman | ½ | Brown | ½ |
| Knight | 1 | Alexander | 0 |
| Cole | 1 | Fawcett | 0 |
| Pratten | 1 | Woodthorpe | 0 |

**Game No. 1**

**Queen's Pawn**
**King's Indian Defence**

DR. S. TARTAKOWER (*White*)

v.

G. WOOD (*Black*)

**1. Kt-KB3, Kt-KB3; 2. P-Q4, P-KKt3; 3. B-Kt5,**

Unusual, but leading to a livelier game than the normal P-B4 or P-KKt3 and therewell suited to Dr. Tartakower's style.

3. ..., **B-Kt2; 4. Kt-B3,**

A method of turning the game into open channels employed and advocated by Tarrasch.

4. ..., **P-B4?**

A bad move that gives up control of the centre. Correct is 4. ..., P-Q4; and if 5. BxKt, PxB; with a fine game for Black.

**5. P-Q5, P-Q3; 6. P-K4, Q-R4?**

Wood's opening play is much below his usual standard. He now loses two valuable tempi by this ill-considered Q move. Instead he should try for counter attack by P-QR3 and P-QKt4.

**7. B-Q2, Q-Q1; 8. B-K2,**

More precise is 8. Q-B1, followed by 9. B-KR6,

8. ..., **QKt-Q2;**

For now Black could have played 8. ..., O-O; 9. Q-B1, R-K1; 10. B-KR6, B-R1; preserving his all important K-bishop.

**9. Q-B1, O-O;**

Allowing White to achieve his strategic aims. More aggressive was 9. ..., P-KR3; 10. O-O, P-KKt4;

**10. B-KR6, Kt-Kt5;**

Rather better is 10. ...,R-K1; 11. BxB, KxB; 12. Q-Q2, P-QR3; 13. P-QR4, R-QKt1 though White would still have the upper hand. The text is a further waste of time.

**11. BxB, KxB; 12. P-KR3, KKt-B3;**

If 12. ..., KKt-K4; 13. KtxKt, KtxKt; 14. P-B4.

**13. Q-K3, P-QR3; 14. Kt-R2,**

Allowing Black some unnecessary counter chances. Best is 14. P-QR4 followed by Kt-Q2 and Kt-B4.

**14. ..., P-QKt4; 15. P-B4, P-Kt5; 16. Kt-Q1, P-K3; 17. PxP, PxP; 18. Kt-B2, P-Q4?;**

An obvious but anti-positional move that gives him an inherently unsound pawn structure (central pawns on same coloured squares as his bishop).

Better is 18. ..., B-Kt2; 19. R-Q1, Q-B2; 20. B-B3, P-K4.

**19. P-K5, Kt-KKt1; 20. P-KR4, Kt-R3;**

A better chance is to take his courage in both hands and play 20. ..., QxP; 21. P-KKt3, Q-K2; 22. Kt-B3, B-Kt2 though White still has much the better of it after 23. O-O-O.

**21. P-Kt4, B-Kt2;**

Now if 21. ..., QxP; 22. Kt-B1, with a winning attack (not 22. Kt-B3, Q-Kt6!).

**22. Q-KKt3, Q-K2; 23. Kt-R3, P-B5;**

Yielding White the valuable square d4 and placing yet another pawn on the white coloured square. More effective resistance is furnished by 23. ..., P-Q5; 24. B-B3, Kt-Kt3; 25. R-KKt1, Kt-Q4; 26. O-O-O, QR-Q1; when however White's attack can be continued by P-R5 and P-B5.

**24. Kt-B3, Q-B4; 25. P-R5, QR-K1; 26. Kt(R3)-Kt5, R-KR1; 27. R-Q1, Q-K6;**

Hoping for time to play Kt-QB4 and Kt-K5.

**28. R-R3, Kt-QB4; 29. R-Q4,**

So that if 29. ..., Kt-K5; 30 KtxKt, PxKt; 31. R-Q7ch and wins.

**29. ..., Q-B8ch; 30. B-Q1, QxKtP;**

Fatal but there is now nothing much to be done; if 30. ..., P-Kt6; 31. RPxP, PxP; 32. PxP, KtxP; 33. R-Kt4, with great advantage to White.

**31. Q-R4, Kt-Q2;**

White threatened 32. KtxP, KxKt; 33. Q-B6, PxP; 34. RxRP and wins.



**32. Kt-K4,**

With the terrible threat of Kt-Q6 he succeeds in forcing the rook off the K-file.

**32. ..., QR-KB1; 33. Q-K7ch, R-B2; 34. QxKP, Kt-B1; 35. Q-Kt6,**

Sacrificing a piece and winning in very good style; it is remarkable how well all White's pieces are working together.

**35. ..., PxKt; 36. Kt-Kt5, Kt-Q2;**

If 36. ..., RxP; 37. QxBch, Kt-B2; 38. R-Q7, KtxR; 39. Kt-K6ch, K-Kt1; 40. Qx Kt and wins.

**37. RxKt, RxR; 38. Q-B6ch, K-Kt1; 39. Q-K6ch, Kt-B2;**

If 39. ..., R-B2; 40. PxP, PxP; 41. Q-K8ch, K-Kt2; 42. Kt-K6ch, K-R2; 43 QxR mate.

**40. Q-K8ch, Resigns.**

White mates in two by 40. ..., K-Kt2; 41. P-R6ch, KtxP; 42. Kt-K6 mate.

**Game No. 2**

Notes by C. H. O'D. Alexander.

**Queen's Gambit**

**Semi-Slav Defence**

**L. PACHMAN** (*White*)

**v.**

**H. G. WRIGHT** (*Black*)

**1. P-Q4, P-Q4; 2. P-QB4, P-QB3; 3. Kt-KB3, P-K3; 4. Kt-B3, PxP;**

The Semi-Slav (or Abrahams) variation in which Black gives up the centre in order to get a pawn majority on the Q-side. Theoretically it is uncertain who has the better game but in practice White's chances are better since a mistake by Black is much more catastrophic that a corresponding error by White; this is often the case where the centre is sacrificed for a flank attack.

**5. P-QR4, B-Kt5; 6. P-K3,**

Not 6. B-Q2, P-QB4! and Black has a fine game.

**6. ..., P-QKt4; 7. B-Q2, P-QR4; 8. Q-B2,**

An innovation but not a very good one. The book line is 8. PxP, BxKt; 9. BxB, PxP; 10. P-QKt3!, B-Kt2 (10. ..., P-Kt5?; 11. BxKtP); 11. PxP, P-Kt5; and White's centre is in the opinion of most players rather more than value for the Q-side pawns. Pachman, however, does not like the position for White and tried therefore a new move.

**8 ..., B-Kt2; 9. B-K2,**

If 9. PxP, BxKt; 10. QxB, PxP; 11. Rx P, RxR; 12. QxR, QxQ; 13. BxQ, Kt-QB3; Black has at least a draw.

**9. ..., Kt-B3; 10. O-O, Q-Kt3; 11. P-K4,**

It would probably be preferable to adopt the alternative plan of 11. Kt-K5 and 12. P-B4 with better attacking chances than he gets from the text.

**11. ..., QKt-Q2; 12. P-K5, Kt-Q4;**
**13. Kt-K4, B-K2;**

Clearly necessary, to retain control of his Q3.

**14. B-Kt5, P-B3;**

Best. If 14. ..., B-Kt5; 15. QR-Q1, O-O; 16. B-B1 followed by Kt (either) to Kt5 with a strong attack. The text move has the great advantage of breaking White's hold on the centre somewhat.

**15. PxP, PxP; 16. B-R6, R-KKt1;**

Up to here Black has played very well, but now he should play 16. ..., O-O-O! gaining time. White cannot reply 17. PxP, PxP; 18. P-QKt3 because of Kt-Kt5. The move played merely loses time.

**17. Kt-B3, P-KB4;**

If 17. ..., R-Kt3; 18. B-Q2 threatening Kt-R4 is strong.

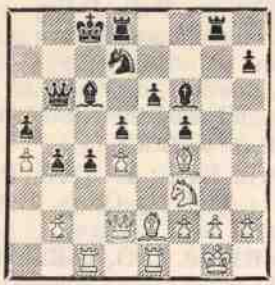
**18. KtxKt?**

A miscalculation as will be seen on the next move; he should play first 18. R-Q1 and now if P-Kt5 the Black QBP will fall. A difficult game with about equal chances would result, Black's extra pawn and open KKt-file about balancing the weakness of his pawn position.

**18. ..., BPxKt; 19. B-B4,**

Here White intended 19. PxP, QxP; 20. Q-Q2 followed by P-QKt3 but now saw that 19. PxP would be answered by 19. ..., P-K4! hitting the bishop and Black has much the better game.

**19. ..., P-Kt5; 20. Q-Q2, B-KB3; 21. KR-K1, O-O-O; 22. QR-B1, B-B3?;**



Allowing the following sacrifice. He must play 22. ..., B-R3! and should win since he has an extra pawn and a safe position.

**23. BxP!, PxB; 24. RxBP, K-Kt2;**

If 24. ..., Kt-Kt1; 25. BxKt, KxB; 26. RxP and wins.

**25. RxKP, BxKt;**

The only chance. If 25. ..., RxPch; 26. K-B1! leading to a similar position to that in the game but even worse.

**26. RxQch, KtxR?;**

The losing move. After 26. ..., KxR!; I cannot find a win for White—he has of course an immediate draw by 27 RxPch. Otherwise he has nothing better than 27. B-B7ch, K-Kt2; 28. BxR, BxB (better than 28. ..., RxPch); and Black's 3 pieces are full value for the queen.

**27. R-B7ch, K-R1; 28. Q-Q3!, B-Kt2; 29. Q-Kt5!, R-Q4;**

If 29. ..., RxPch; 30. K-B1, BxP; 31. QxPch and mate follows.

**30. QxKt, RxPch; 31. K-R1!, Resigns.**

A charming finish. Black put up an excellent fight against his formidable opponent and with a little more experience might even have won.

Game No. 3

**Double Fianchetto Opening**

**H. SAUNDERS** (*White*)

**v.**

**SIR GEORGE THOMAS** (*Black*)

1. P-KKt3, P-Q4; 2. B-Kt2, Kt-KB3; 3. P-Q3, P-K4; 4. Kt-Q2, P-B3; 5. P-Kt3, B-QB4; 6. P-K3, O-O; 7. B-Kt2, R-K1; 8. P-KR3, QKt-Q2; 9. Q-K2, Kt-B1; 10. P-K4, P-QR4; 11. KKt-B3, Kt-Kt3; 12. Kt-B1, Q-Kt3; 13. KKt-Q2, P-R5; 14. Kt-K3, B-Q5; 15. P-QB3, P-R6; 16. PxB, PxB; 17. R-QKt1, KPxP; 18. Kt-Q1, RxRP; 19. O-O, Q-K3; 20. R-K1, Kt-K4; 21. RxP, R-R8; 22. B-B1, PxP; 23. P-B4, KtxP; 24. KtxP, KRxKt; 25. QxR, KtxQ; 26. RxKt, B-Q2; 27. R-Q2, P-KKt3; 28. BxKt, Q-R4; 29. KR-K2, BxP; 30. K-B2, B-Kt5; 31. resigns.

Saunder's feeble opening play was in direct contrast to Black's vigorous handling of the attack and the game is an object lesson in the necessity of centre control.

After move 5. Black threatened 6. ..., Bx Pch; 7. KxB, Kt-Kt5ch. 12. Kt-B1 was a bad move that in conjunction with his subsequent cumbrous manoeuvres lost a great deal of time. Correct was 12. O-O. Again, 14. Kt-K3, was weak, rather better being P-QB3.

19. ..., Q-R3; was a strong move that threatened not only 20. ..., PxP; but 20. ..., Kt-K4.

If 21. KtxP, RxKt; 22. RxR, KtxQP; 23. P-B4 was sheer desperation, but if 23. KtxP, KtxKt; 24. QxKt, Kt-B6ch; Against 28. RxKt, Black has the neat rejoinder BxP.

Game No. 4

**Bishop's Opening**

**P. A. URSELL** (*White*)

**v.**

**J. O'HANLON** (*Black*)

1. P-K4, P-K4; 2. B-B4, B-B4; 3. P-QB3, Kt-KB3; 4. P-Q4, PxP; 5. P-K5, P-Q4; 6.

PxKt, PxB; 7. Q-R5, B-B1?; 8. Q-K5ch, B-K3; 9. PxP, resigns.

The shortest game of the tournament and perhaps the one that contains the worst blunder. Instead of 7. ..., B-B1; he must play 7. ..., O-O; 8. QxB, R-K1ch; 9 Kt-K2, P-Q6; 10. B-K3, PxKt; 11. Kt-Q2, Kt-R3; 12. QxP(B4), QxP; with equality.

**Game No. 5**

**Vienna Game**

**A. KNIGHT** (*White*)

v.

**F. F. L. ALEXANDER** (*Black*)

1. P-K4, P-K4; 2. Kt-QB3, Kt-QB3; 3. B-B4, Kt-B3; 4. P-B4, KtxP; 5. BxPch, KxB; 6. KtxKt, PxP; 7. Q-R5ch, P-Kt3; 8. Q-Q5ch, K-K1; 9. Kt-KB3, Q-K2; 10. O-O, Kt-Kt5; 11. Q-Kt3, P-Q4; 12. Kt(K4)-Kt5, Q-B4ch; 13. P-Q4, QxBP; 14. R-K1ch, K-Q1; 15. Kt-B7ch, K-Q2; 16. KKt-K5ch, K-K3; 17. Q-R3ch, Q-B4; 18. QxQch, PxQ; 19. KtxR, Kt-B7; 20. BxP, KtxQR; 21. Kt-Kt6 dis. ch., K-B3; 22. B-K5ch, K-Kt4; 23. KtxB, Kt-B7; 24. R-QB1, Kt-K6; 25. RxP, P-B5; 26. R-Kt7ch, K-B.4; 27. Kt-B7, K-K5; 28. Kt-Q6ch, K-Q6; 29. R-QB7, B-Kt5; 30. R-B3ch, K-K7; 31. BxP, RxKt; 32. RxKtch, K-Q7; 33. R-KB3 dis. ch., K-K7; 34. R-B2ch, K-Q8; 35. Kt-Kt5, resigns.

White played an oldfashioned variation that has long been rightly considered as good for Black. But the latter erred badly on his 6th move after which he was quite lost. Correct was 6. ..., P-Q4; 7. Kt-Kt5ch, K-Kt1; with a very good game for Black.

**Game No. 6**

**Queen's Pawn**

**King's Indian Defence**

**N. ROSSOLIMO** (*White*)

v.

**L. W. BARDEN** (*Black*)

1. Kt-KB3, Kt-KB3; 2. P-KKt3, P-Q3; 3. P-Q4, QKt-Q2; 4. P-B4, P-K4; 5. Kt-B3, P-KKt3; 6. B-Kt2, B-Kt2; 7. O-O, O-O; 8. P-K4, R-K1; 9. P-Q5, Kt-B4; 10. Kt-K1, P-QR4; 11. P-B3, Kt-R4; 12. B-K3, P-Kt3; 13. P-QR3, R-B1; 14. P-QKt4, Kt-Kt2; 15. Kt-Q3, P-KB4; 16. B-B2, Q-K2; 17. Q-B2, Q-Kt4; 18. P-B5, P-B5; 19. Kt-K2, BPxP; 20. RPxP, KtPxP; 21. PxBP, KtxBP; 22. KtxKt, PxKt; 23. Q-B1, QxQ; 24. KRxQ, B-QR3; 25. R-R2, P-B5; 26. Kt-B3, KR-Kt1; 27. B-R3, R-Kt6; 28. K-Kt2, QR-Kt1; 28. B-Q7, B-KB1; 30. P-QR4, R-Kt7; 31. R-B2, RxR (R7); 32. RxR, R-Kt6; 33. R-B2, B-Kt5; 34. B-K1, Kt-B3; 35. B-B6, K-B1; 36. B-Q2, K-K2; 37. K-B2, P-Kt4?; 38. P-Kt4, P-R3; 39. K-K2, Kt-R2?; 40. B-Kt5, BxB; 41. KtxB, BxB; 42. RxB, K-Q2; 43. R-B2, R-Kt5; 44. Kt-R3, RxP; 45. KtxP, Kt-B1; 46. KtxPch, K-B1; 47. P-Q6, Kt-K3; 48. P-Q7ch, K-Q1; 49. R-Q2, P-B4; 50. R-Q6, Kt-B5ch; 51. K-K1, R-R8ch; 52. K-Q2, R-R7ch; 53. K-Q1, R-R8ch; 54. K-B2, resigns.

A hard game with considerable up and down fortunes for both players. Rossolimo played 4. P-B4, rather than 4. B-Kt2, because he feared the reply 4. ..., P-K4; threatening P-K5. 9. P-Q5 was inferior to 9. P-KR3, and if 9. ..., PxP; 10. KtxP, Kt-B4; 11. R-K1.

Black was wrong to weaken his Q-side by 12. ..., P-Kt3; instead B-Q2 was correct. On move 19 White could have won a piece by P-KKt4! but feared Black could get too strong an attack after BxP. Likewise he refrained from playing 23. BxP, for fear of the strong attack Black could attain by B-R3!

Black's handling of the ending was most indifferent and by faulty strategy he converted a win into a loss. Instead of 37. ..., P-Kt4? he should have played K-Q3! and better than 39. ..., Kt-R2; was Kt-Q2.

46. ..., K-B1; accelerated the end but if 46. ..., K-Q3; 47. Kt-Q3, R-R8; 48. R-B6ch, K-Q2; 49. RxP, P-R5; 50. Kt-K5ch, K-K1; 51. K-Q3 and wins. Or if 46. ..., K-Q1; 47. Kt-B7ch, K-Q2; 48. R-B6, R-R7ch; 49. K-Q3, etc.

## ROUND 2

| | | | |
|---|---|---|---|
| Cole | 0 | Tartakower | 1 |
| Rhodes | 0 | Rossolimo | 1 |
| O'Hanlon | 1 | Woodthorpe | 0 |
| Wood | 0 | Adams | 1 |
| Aitken | 0 | Pachman | 1 |
| Thomas | 1 | Ursell | 0 |
| Fawcett | ½ | Mardle | ½ |
| Alexander | 0 | Friedman | 1 |
| Heaton | ½ | Knight | ½ |
| Wallis | 1 | Pratten | 0 |
| Britton | 0 | Saunders | 1 |
| G-Brown | ½ | Wright | ½ |
| Barden | ½ | Woolford | ½ |
| Jackson | 1 | Poole | 0 |

Jackson and Poole joined the tournament in this round and consequently were regarded as having scored 0 in the first round.

### Game No. 7

**Queen's Pawn**

**Double Fianchetto Defence**

**H. H. COLE** (*White*)

**v.**

**DR. S. TARTAKOWER** (*Black*)

1. P-Q4, Kt-KB3; 2. Kt-KB3, P-QKt3; 3. B-B4, B-Kt2; 4. P-K3, P-Kt3; 5. QKt-Q2, B-Kt2; 6. R-B1, O-O; 7. B-Q3, P-B4; 8. P-B4, P-Q3; 9. B-Kt1, QKt-Q2; 10. Q-B2, Kt-R4; 11. B-Kt3, PxP; 12. PxP, R-B1; 13. P-Kt3, KtxB; 14. RPxKt, P-K4; 15. Px P, PxP; 16. K-B1, P-B4; 17. Kt-R4, P-K5; 18. P-B4, Kt-B4; 19. R-K1, P-KKt4; 20. P-QKt4, Kt-Q6; 21. KKt-B3, PxKt; 22. KtPxP, KtxR; 23. KxKt, PxP; 24. P-Kt4, Q-K2ch; 25. K-B1, Q-K6; 26. PxP, B-Q5; resigns.

The plan of development carried out by White in his 9th, 10th, and 11th moves was bad and allowed Black to strike back in the centre to great effect. Better was 9. P-KR3, and instead of 11. B-Kt3, 11. B-Kt5. 16. K-B1, led to immediate disaster and White could still here have had a playable game by 16. O-O.

### Game No. 8

**French Defence**

**SIR GEORGE THOMAS** (*White*)

**v.**

**P. A. URSELL** (*Black*)

1. P-K4, P-K3; 2. P-KKt3, P-Q4; 3. B-Kt2, Kt-KB3; 4. P-K5, KKt-Q2, 5. P-KB4, QKt-B3; 6. Kt-KB3;, B-K2; 7. P-Q4, Kt-Kt3; 8. O-O, O-O; 9. P-B3, B-Q2; 10. QKt-Q2, Kt-R4; 11. K-R1, R-B1; 12. P-QKt4?, QKt-B5; 13. KtxKt, KtxKt; 14. P-QR4, P-QKt3; 15. Kt-K1, P-QB4; 16. Kt-Q3, Px QP; 17. PxP, K-R1; 18. P-Kt4, P-B3; 19. Q-K1, PxP; 20. QPxP, P-QR4; 21. P-QKt5, B-B4; 22. R-R2, Q-K2; 23. KtxB, RxKt; 24. R-QB2, KR-B1; 25. Q-Kt3,



25. ..., QR-B2; 26. P-B5, PxP; 27. PxP, QxP; 28. QxQ, KtxQ; 29. RxR, RxR; 30. B-B4, R-B5; 31. BxKt, RxP; 32. P-B6, PxP; 33. RxP, Resigns.

The opening was inaccurately played on both sides. 2 P-KKt3, was inferior to the usual P-Q4 but Black should have played 3. ..., PxP; and again 5. ..., QKt-B3; was anti-positional, correct being P-QB4. White played 11. K-R1, so as to prevent 11. ..., P-QB4; when 12. PxP, BxP?; 13. P-QKt4; would win a piece. White's 12th move was based on an oversight since he thought he could prevent Black from establishing a knight on QB5 by 13. P-QR4, followed by P-R5. But he overlooked the simple reply 13. ..., Kt-K6; at least, until it was too late to prevent Black from gaining control of the square. Correct was 12. P-Kt3.

By 22. ..., Q-K2; Black threatened B-R6 with exchanges favourable to him. But Black went sadly astray on his 24th and 25th moves.

He should have played 24. ..., Kt-K6; 25. QxKt, RxR; 26. B-R3, R-B4; 27. BxR, Px B; with very good counterchances. 25. ..., QR-B2; allowed White to play P-B5 with an irresistible attack. Instead 25. ..., R-K1; held back the threatened advance.

After the game Sir George remarked to me " Amos Burn used to say—never move your Q-bishop unless you can help it—and in this game the piece was moved on the 30th move and then it administered the coup de grâce!"

**Game No. 9**

**Sicilian Defence**

**DR. J. M. AITKEN** (*White*)

**v.**

**L. PACHMAN** (*Black*)

1. P-K4, P-QB4; 2. Kt-KB3, Kt-QB3; 3. P-Q4, PxP; 4. KtxP, Kt-B3; 5. Kt-QB3, P-Q3; 6. B-K2, P-K3; 7. O-O, P-QR3; 8. B-K3, Q-B2; 9. P-QR4, Kt-QR4; 10. P-B4, B-K2; 11. Kt-Kt3, Kt-B5; 12. BxKt, QxB; 13. Q-B3, O-O; 14. QR-Q1, Q-B2; 15. P-K5, B-Q2; 16. B-Kt6, Q-Kt1; 17. Q-Q3, B-B3; 18. Kt-Q4, B-Q1; 19. K-R1, BxB; 20. PxB, P-Q4; 21. P-K5, Kt-Q2; 22. R-B3, Q-Q1; 23. R-R3, P-Kt3; 24. Q-K3, Q-K2; 25. Kt-B3, KR-Q1; 26. Kt-KKt5, Kt-B1; 27. Kt-K2?, P-Q5!; 28. KtxQP, Q-Kt5; 29. Kt-K4, BxKt; 30. QxB, R-Q2; 31. R-QKt3, Q-B4; 32 KR-Q3, QR-Q1; 33. P-QKt3, Q-Kt5; 34. P-B4, QxP(Kt3); 35. Kt-B3, P-R3; 36. P-QB5, QxBP; 37. RxR, RxR; 38. RxR, KtxR; 39. QxP, Q-B8ch; 40. Kt-Kt1, Kt-B4; 41. Q-B7, Kt-K5; 42. Q-Q8ch, K-Kt2; 43. Q-R4, Q-K6; 44. P-Kt3, QxQKtP; 45. Q-Q8, Q-B7; 46. Kt-B3 and Resigns.

Dr. Aitken's handling of the opening was innocuous. Better than 8. B-K3 was 8. K-R1, and instead of 9. P-QR4, he should have played Kt-Kt3. As a result Black obtained full equality. 14. ..., Q-B2; was necessary to prevent 15. B-Kt6.

But Pachman erred in playing 20. ..., P-Q4; which should have allowed White to blockade the position with much the better game since the pawns on the White squares would render the Black bishop useless. Correct was 20. ..., R-Q1!

However 27. Kt-K2? was a bad slip that permitted Black to free his gome by an ingenious pawn sacrifice after which White went rapidly downhill. The right move was 27. R-Q4!

White sealed 46. Kt-B3, on adjournment but resigned without resuming play since 46. ..., Q-K7; 47. Kt-Kt1, Q-B8; would have won more material.

**Game No. 10**

**Ruy Lopez**

**H. G. RHODES** (*White*)

**v.**

**N. ROSSOLIMO** (*Black*)

**1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-Kt5, P-QR3; 4. B-R4, Kt-B3; 5. O-O, B-K2; 6. BxKt,**

This exchange variation puts no particular difficulties in Black's way. Better is the normal R-K1.

**6. ..., QPxB; 7. P-Q3,**

And here preferable is 7. Kt-B3, so as to play 8. P-Q4.

**7. ..., Kt-Q2; 8. QKt-Q2, O-O; 9. Kt-B4, B-B3;**

An alternative is 9. ..., P-B3; 10. Kt-R4, Kt-Kt3; 11. KtxKt, PxKt; 12. Kt-B5, BxKt; 13. PxB, Q-Q4; and Black stands very well.

**10. B-Q2, R-K1;**

With the intention of playing Kt-B1-Kt3-B5.

**11. B-B3, P-B4;**

And not 11. ..., P-QKt4?; 12. Kt-R5.

**12. P-QR4,**

Threatening to lame Black's Q-side by P-R5.

**12. ..., P-QKt3; 13. P-QKt3, R-Kt1; 14. Q-Q2, P-Kt3; 15. Q-B1, KB-Kt2; 16. B-Q2, P-QKt4; 17 PxP,**

A premature release of the pawn tension which is to Black's advantage. Better is Kt-K3.

**17. ..., PxP; 18. Kt-K3, Kt-Kt3; 19 P-R3,**

With the idea of playing Kt-Kt4 which is at once prevented by Black.

**19. ..., P-R4; 20. Kt-Q1,**

White cannot prevent Black's QB pawn from advancing; if 20. Q-Q1, B-K3; 21. Q-K2, Q-Q2; followed by 22. ..., Q-B3.

**20. ..., P-B5!; 21. QPxP, PxP; 22. B-Kt5, Q-Q3; 23. PxP, KtxP; 24. Kt-K3, KtxKt; 25. BxKt, Q-QB3; 26. R-K1, R-Kt5; 27. Kt-Q2, B-K3; 28. Q-R3, B-KB1; 29. Q-R6, Q-B6?;**

Over ambitious; correct is 29. ..., QxQ; 30. RxQ, B-Q3; with the threat of R-Kt7.

**30. KR-B1, R-Q1; 31. Kt-B3, R-B5;**

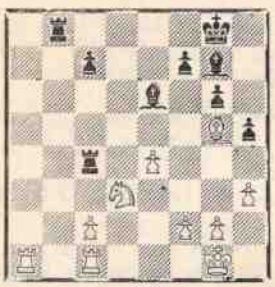
If 31. ..., RxP; 32. Kt-Kt5, B-B5; 33. KtxR.

**32. B-Kt5, R-B3; 33. Q-R5, R-Kt1; 34. QxQ,**

Rather better is the immediate win of a pawn by 34. KtxP, B-QKt5; 35. Q-R7.

**34. ..., RxQ; 35. KtxP, B-Kt2; 36. Kt-Q3, R-B5;**

If 36. ..., RxP; 37. RxR, BxR; 38. Rx P, R-Kt8ch; 39. R-B1.



**37. P-K5, B-B4; 38. P-B4, R-B6; 39. K-B2, R-Kt4; 40. R-R8ch, K-R2; 41. R-Q8, P-B4; 42. P-Kt4?,**

Both players are now in time trouble but this move is an incomprehensible blunder that not only gives up a pawn but also gives White a bad game. He should take the draw by repetition of moves that results after 42. R-Q5, B-K3; 43. R-Q8, B-B4.

**42. ..., PxP; 43. PxP, BxKtP; 44. K-Kt3, B-R4; 45. P-B5, BxPch;**

If 45. ..., P-B5; 46. P-B6, PxKt; 47. Px B, P-Q7 dis. ch.; 48. K-R2, and wins.

**46. K-Kt2, B-Q5; 47. B-Q2?,**

Better chances are afforded by 47. PxPch, BxP; 48. R-R1ch, K-Kt2; 49. B-R6ch, K-B3; 50. R-B1ch., K-K2; though Black should still win in the end.

**47. ..., RxKt; 48. PxPch, KxP; 49. PxR, R-Kt7; 50. K-R3, RxB;**

The game is now decided as Black's two bishops are all powerful.

**51. R-Kt8ch, K-R3; 52. R-Kt3, B-K4; 53. RxP, BxR; 54. KxB, RxPch; 55. K-B4, R-Q5ch; 56. K-K5, R-QR5; 57. R-B8, K-Kt4; 58. R-Kt8ch, B-Kt3; Resigns.**

### ROUND 3

| | | | |
|---|---|---|---|
| Tartakower | 1 | Thomas | 0 |
| Friedman | 1 | Knight | 0 |
| Adams | 1 | Jackson | 0 |
| Pratten | 0 | Cole | 1 |
| Ursell | 1 | Saunders | 0 |
| O'Hanlon | ½ | Brown | ½ |
| Wright | 1 | Fawcett | 0 |
| Mardle | 0 | Barden | 1 |
| Woodthorpe | 1 | Woolford | 0 |
| Alexander | 0 | Wood | 1 |
| Poole | 0 | Britton | 1 |
| Aitken | 1 | Rhodes | 0 |
| Rossolimo | 1 | Wallis | 0 |
| Miss Heaton | 0 | Pachman | 1 |

Leading scores:— Pachman, Rossolimo, Dr. Tartakower 3, Dr. Friedman 2½.

**Game No. 11**

The opening trap in the O'Hanlon—Woodthorpe game was instructive.

**Ruy Lopez**

**J. J. O'HANLON** (*White*)

**v.**

**R. C. WOODTHORPE** (*Black*)

1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-Kt5, P-QR3; 4. B-R4, Kt-B3; 5. O-O, B-K2; 6. R-K1, P-QKt4; 7. B-Kt3, O-O; 8. P-Q4, QKtxP?; 9. BxPch, RxB; 10. KtxP, Kt-K3; 11. KtxR, KxKt; 12. P-K5, B-Kt2; 13. PxKt and White won.

Instead of 8. ..., QKtxP? Black should play 8. ..., PxP; 9. P-K5, Kt-K1; 10. KtxP, KtxKt; 11. QxKt, B-Kt2; 12. P-QB3, P-Q3; with equality.

**Game No. 12**

**Catalan System**

**DR. S. TARTAKOWER** (*White*)

**v.**

**SIR GEORGE THOMAS** (*Black*)

1. Kt-KB3, P-Q4; 2. P-KKt3, Kt-KB3;

3. B-Kt2, P-B3; 4. O-O, QKt-Q2; 5. P-Q4, Kt-K5; 6. P-B4, P-K3; 7. KKt-Q2, QKt-B3; 8. Q-B2, KtxKt; 9. KtxKt, B-K2; 10. P-Kt3, O-O; 11. B-Kt2, P-QKt3; 12. P-K4, PxKP; 13. KtxP, B-Kt2; 14. QR-Q1, Q-B2; 15. KR-K1, KR-K1; 16. Q-K2, QR-Q1; 17. B-QB1, KtxKt; 18. BxKt, B-Kt5; 19. B-B4, Q-K2; 20. R-KB1, B-Q3; 21. B-K3, P-QB4; 22. BxB, QxB; 23. PxP, BxBP; 24. BxB, PxB; 25. RxR, RxR; 26. R-Q1, Q-B2; 27. RxRch, QxR; 28. Q-B3, P-Kt3; 29. P-KR4, P-KR4; 30. Q-B3, Q-Q8ch; 31. K-Kt2, Q-Kt8; 32. P-R3, K-B1?; 33. Q-R8ch, K-K2; 34. Q-K5, QxP; 35. QxBPch, K-K1; 36. Q-Kt4, Q-Q6; 37. Q-Kt8ch, K-K2; 38. QxPch, K-B1; 39. Q-B5ch, K-Kt2; 40. P-R4, Q-K7; 41. P-R5, P-K4; 42. P-R6, Resigns.

White got some advantage out of the opening, a more fluid defence by 3. ..., P-K3; 4. O-O, QKt-Q2; 5. P-Q4, B-K2; 6. P-B4, PxP; being preferable. White's 7th move was designed to prevent Black from setting up a stonewall formation by P-KB4 which could then be met by P-B3. Black played well to equalise in the middle game. If 21. ..., R-QB1; to avoid weakening his pawn structure, then 22. Q-B3 would prevent the ensuing freeing manoeuvre.

30. ..., Q-Q8ch; was rather less precise than 30. ..., P-R4; 31. P-R3, Q-Kt3; but the Queen and pawn ending should be drawn. However at this stage a knot of talkative spectators repeatedly interfered with Sir George's powers of concentration, and as a result he made a blunder on move 32. Correct was Q-K5ch followed by Q-Kt2.

**Game No. 13**

**Queen's Pawn**

**Grünfeld Defence**

**MISS H. HEATON** (*White*)

**v.**

**L. PACHMAN** (*Black*)

1. P-Q4, Kt-KB3; 2. P-QB4, P-KKt3; 3. Kt-QB3, P-Q4; 4. PxKKt3, B-Kt2; 5. Kt-B3, PxP; 6. Q-R4ch, Kt(B3)-Q2; 7. QxBP, Kt-Kt3; 8. Q-Q3, O-O; 9. B-Kt2, Kt-B3; 10. P-K3, P-K4; 11. Kt-K2, P-K5; 12. QxP, B-B4; 13. Q-R4, B-B3; 14. Q-R6, Kt-Kt5; 15. P-K4, Kt-Q6ch; 16. K-B1, BxKP; 17. Kt-Kt5, BxBch; 18. KxB, BxKt; 19. QxB, Qx Q; 20. BxQ, KtxKtP; 21. QR-QB1, KR-K1; 22. R-B2, Kt(Kt7)-B5; 23. KR-QB1, Kt-R6; 24. R-B3, RxKt; 25. RxKt, P-QB3; 26. B-K3, Kt-Q4; 27. K-B3, R-Kt7; 28. P-R4, Kt-Kt5; 29. R-Kt3, RxR; 30. PxR, P-B3; 31. B-Q2, Kt-Q4; 32. P-QKt4, K-B2; 33. R-B5, K-K3; 34. K-K4, R-K1; 35. K-Q3, P-QR3; 36. R-B1, K-Q3; 37. R-K1, RxR; 38. BxR, Kt-B2; 39. B-Q2, K-Q4; 40. B-B1, Kt-K3; 41. B-K3, P-KB4; 42. P-B3, P-B5; 43. Px P, Kt-Kt2; 44. B-Q2, Kt-B4; 45. P-R5, PxP; 46. B-K3, KtxB; 47. KxKt, P-Kt3; 48. P-B5, P-R4; 49. P-B4, PxP; Resigns.

White went astray very early in the opening; instead of 5. Kt-B3? she should play either 5. PxP or 5. B-Kt2. After this much valuable time was lost with the Queen. If 10. B-K3, B-B4; 11. Q-Q1, Kt-B5! Her 15th move P-K4, was sheer desperation in a hopelessly lost position. Black could also have won by 15. ..., Kt-B7ch; 16. K-Q1, KtxR; 17. PxB, P-B4; but preferred to take the safe way of a pawn to the good with a won ending. White's 49th move was equivalent to resignation. A better chance was 49. P-Kt 5, when however Black wins by 49. ..., PxP, 50. K-B4, P-QR5; 51. P-B6, K-K3; 52. K-Kt 5, P-R6; 53. P-Q5ch, K-B2; 54. P-Q6, P-R7; 55. P-Q7, P-R8=Q; 56. P-Q8=Q, Q-K4ch; 57. K-R6 or R4, QxPch.

**Game No. 14**

**French Defence**

**N. ROSSOLIMO** (*White*)

**v.**

**P. N. WALLIS** (*Black*)

**1. P-K4, P-K3; 2. P-Q4, P-Q4; 3. Kt-Q2,**

Played to avoid the Winawer variation (3. ..., B-Kt5;) this move is, however, inferior to 3. Kt-QB3.

**3. ..., Kt-KB3;**

For now Black can obtain easy equality by 3. ..., P-QB4!

**4. P-K5, KKt-Q2; 5. B-Q3, P-QB4; 6. P-QB3, Kt-QB3; 7. Kt-K2, PxP; 8. PxP, Kt-Kt5; 9. B-Kt1, P-QKt4;**

Wallis's idea is to build up an attacking formation on the Q side by P-QR4, followed by B-R3 and Q-Kt3—if given time.

**10. O-O, P-QR4; 11. P-B4,**

Threatening the powerful P-B5 and so forcing Black's reply.

**11. ..., P-Kt3; 12. P-Kt4?,**

A fearfully risky move that leaves White's King wide open to attack. The correct line is 12. Kt-KB3, P-R4; 13. P-QR3.

**12. ..., P-R4; 13. P-B5, KtxKP;**

The complications commence. This sacrifice gives Black a fierce attack. If instead 13. ..., Q-R5; 14. Kt-KB3, QxKtPch; 15. K R1, KtPxP; 16. Kt-B4, and Black's attack is at an end.

Or if 13. ..., PxKtP; 14. PxKP, KtxKP; 15. PxPch, K-Q2; 16. Q-K1, (if 16. PxKt, B-B4ch; 17. K-Kt2, RxPch; followed by mate in two). 16. ..., B-Q3; 17. Kt-B4, and White emerges safe enough.

**14. PxKt, B-B4ch; 15. K-Kt2,**

Better than 15. K-R1, when Black can play PxKtP, with the threat of P-Kt6 which would then be stronger than after the text as White would not have at his disposal the reply PxP.

**15. ..., PxKtP;**

If 15 ..., Q-R5; 16. Q-K1, QxKtPch; 17. K-R1, B-Kt2; 18. R-B4 and White holds the position.

**16. P-B6,**

An important move, not only for stemming the attack, but also in order to obtain a counter by establishing a wedge in the Black position.

**16. ..., B-Kt2;**

If now 16. ..., K-Q2; threatening mate in three by RxPch, then 17. Kt-Kt1, R-R5; 18. Kt-K4, Q-R1; 19. KtxBch followed by 20. B-B4.

**17. Kt-KKt3, Q-B2; 18. Kt-Kt3?,**

A deceptive symmetry which should have lost. Correct is simply 18. QxP, QxP; 19. Kt-B3, QxBP; 20. Kt-Kt5, winning.

**18. ..., P-Q5dis.ch; 19. B-K4, BxBch; 20. KtxB, QxP; 21. QxKtP,**

And not 21. Kt-Kt3, Q-Q4ch!

**21. ..., QxPch; 22. K-B3, Kt-Q6?;**



An inversion of moves that throws away the win. Correct is 22. ..., R-R6ch; 23. Kt-Kt3, B-Q3; 24. B-B4, BxB; 25. QxB, Kt-Q6; 26. Q-B7, RxKtch; 27. QxR, Kt-K4ch; 28. K-B4, P-Kt4ch; etc. There are other possible variations but all lead to a win for Black.

The trouble with the way Black plays is that it allows White to develop his Q bishop and so safeguard his position.

**23. B-B4, R-R6ch; 24. B-Kt3, Kt-K4ch; 25. K-B4, KtxQ?;**

Wrongly disdaining the draw that would result after 25. ..., Kt-Q6ch; 26. K-B3, (26. K-Kt5? R-R4ch;) ..., Kt-K4ch. But he has not realised how strong the two knights will be in conjunction with the deadly White KB pawn.

**26. BxQ, KtxB; 27. Kt(Kt3)xB, KtxR; 28. RxKt, R-Q1; 29. K-Kt4!,**

Not at once 29. Kt-Kt7, R-Q4; threatening R-B4ch.

**29. ..., R-R4; 30. Kt-Kt7, R-Kt1;**

If now 30. ..., R-Q4; 31. Kt(Kt7)-Q6ch, K-Q2; (or 31. ..., K-B1; 32. R-QB1,) 32. Kt xP.

Or if 30. ..., R-Q2; 31. Kt(Kt7)-Q6ch, K-B1; 32. R-QB1, R-Q1; 33. R-B7 and wins.

**31. Kt(Kt7)-Q6ch, K-B1; 32. Kt-Kt5, P-K4; 33. Kt(Q6)xBP, P-K5; 34. Kt-K5, Rx Ktch;**

Desperation, but if 34. ..., R-R3; 35. Kt-K6ch wins.

**35. KxR, P-K6; 36. R-KR1, K-Kt1; 37. Kx P, Resigns.**

Mate follows after 37. ..., R-Kt3; 38. Kt-B7, and other variations are equally hopeless.

Game No. 15

Sicilian Defence

DR. J. M. AITKEN (*White*)

v.

H. G. RHODES (*Black*)

1. P-K4, P-QB4; 2. Kt-KB3, Kt-QB3; 3. P-Q4, PxP; 4. KtxP, Kt-B3; 5. Kt-QB3, P-Q3; 6. B-K2, P-KKt3; 7. B-K3, B-Kt2; 8. O-O, O-O; 9. Kt-Kt3, B-K3; 10. P-B4, Q-B1; 11. P-KR3, R-Q1; 12. B-B3, B-B5; 13. R-B2, R-Kt1; 14. R-Q2, P-Kt3; 15. Q-K1, P-K3; 16. QR-Q1, P-Q4; 17. P-K5, Kt-K1; 18. Kt-Q4, KtxKt; 19. BxKt, B-B1; 20. K-R2, B-B4; 21. Q-R4, R-Q2; 22. P-KKt4, Q-Q1; 23. Q-B2, R-B1; 24. P-Kt5, Kt-Kt2; 25. BxB, PxB; 26. Kt-K4, Kt-K1; 27. P-Kt3, B-Kt4; 28. KtxP, R(Q2)-B2; 29. Kt-K4, Q-K2; 30. Kt-B6ch, KtxKt; 31. KtPxKt, Q-B1; 32. B-K2, BxB; 33. RxB, Q-R6; 34. P-B4, PxP; 35. R(K2)-Q2, P-KR4; 36. R-Q8ch, RxR; 37. RxRch, K-R2; 38. PxP, RxP; 39. R-Q4, R-B6; 40. Q-K Kt2, P-R5; 41. P-B5, KPxP?; 42. RxPch, resigns.

White obtained some advantage out of the opening and, by clever play in the early middle game, won a pawn. But his 32nd move was a strategical error. Better was 32. P-B4 at once. e.g., 32. ..., PxP; 33. PxP, BxP; 34. R-Q7. When P-B4 was played two moves later it was a mistake, correct being 34. R(Q1)-Q2, when QxRP; 35. Q-R4 retains winning chances since 35. ..., RxP; 36. Q-R6 wins for White.

Thereafter Black got into acute time trouble during which he made a number of blunders. Better than 39. ..., R-B6; was simply 39. RxR, QxR; 40. QxPch, and 41. ..., KPxP? was a fatal error. Instead he must play P-Kt4. He resigns because of the variation 42. ..., K-Kt1; 43. Q-R8ch, Q-B1; 44. R-R8ch, etc.

ROUND 4

| | | | |
|---|---|---|---|
| Pachman | 0 | Rossolimo | 1 |
| Friedman | 0 | Tartakower | 1 |
| Thomas | ½ | Aitken | ½ |
| Wallis | 1 | Adams | 0 |
| Cole | 0 | Ursell | 1 |
| Knight | 1 | O'Hanlon | 0 |
| Wright | 1 | Miss Heaton | 0 |
| Brown | ½ | Barden | ½ |
| Jackson | 0 | Rhodes | 1 |
| Wood | 1 | Pratten | 0 |
| Woodthorpe | 1 | Saunders | 0 |
| Britton | 0 | Mardle | 1 |
| Woolford | ½ | Fawcett | ½ |
| Poole | 0 | Alexander | 1 |

Leading scorers:— Rossolimo and Dr Tartakower 4, Pachman, Ursell and Wallis 3.

Game No. 16

Queen's Pawn

Old Indian Defence

DR. O. FRIEDMAN (*White*)

v.

DR. S. TARTAKOWER (*Black*)

1. P-Q4, Kt-KB3; 2. P-QB4, P-Q3; 3. Kt-QB3, P-K4; 4. PxP, PxP; 5. QxQch, KxQ; 6. Kt-B3, QKt-Q2; 7. P-KKt3, P-B3; 8. B-Kt2, P-KR3; 9. O-O, K-B2; 10. P-KR3, B-Q3; 11. B-K3, R-K1; 12. QR-B1, B-B4; 13. Kt-Q1, P-QR4; 14. Kt-R4, BxB; 15. KtxB, P-KKt3; 16. P-B5, R-K2; 17. Kt-B3, Kt-Q4; 18. Kt-Q2? KtxKt; 19. PxKt, Kt-B1; 20. Kt-B4, B-K3; 21. KtxKP, BxQRP; 22. Kt-B4, Kt-Q2; 23. Kt-Q2, RxP; 24. K-B2, QR-K1; 25. KR-K1, R(6)-K4; 26. R-QR1, B-Q4; 27. P-K4, KtxP; 28. R-K3, KtxP; 29. BxKt, BxB; 30. Kt-B4, R-QB4; 31. KtxP, R-B7ch; Resigns.

The exchange on move 4 leads to equality Better are both 4.Kt-B3 and 4. P-Q5. White makes some indifferent moves in the early middle game; instead of 13. Kt-Q1, he should play 13. BxB, KtxB; 14. KR-Q1. 18. Kt-Q2? is a very bad anti-positional move that deserves to lose. Correct is 18. KtxKt, PxKt; 19. KR-Q1, Kt-B3; 20. Kt-K1, B-K3; 21. Kt-Q3, with a level game.

21. KtxKP, is also wrong since it opens up the K file and so enables Black's rooks to concentrate on White's weakest point. Better is 21. P-Kt3, and if 21. ..., Kt-Q2; 22. Kt-Kt2. 27. P-K4 is a desperate attempt to confuse the issue that merely precipitates

disaster. At the end White resigns because of 32 R-K2, RxRch; 33. KxR, B-Kt7 dis. ch. 34.K-B2, BxP; 35. R-R1, B-Kt5; 36. RxP, R-K7ch.

**Game No. 17**

**Queen's Pawn**

**Nimzovitch Defence**

**L. PACHMAN** (*White*)

**v.**

**N. ROSSOLIMO** (*Black*)

1. P-Q4, Kt-KB3; 2. P-QB4, P-K3; 3 Kt-QB3, B-Kt5; 4. Q-B2, O-O; 5. P-K4, P-Q3; 6. P-K5, PxP; 7, PxP, Kt-Kt5; 8. Kt-B3, Kt-QB3; 9. Q-K4? BxKtch; 10. PxB,



10. ..., Q-Q8ch; 11. KxQ, KtxPch; 12. K-B2, KtxQ; 13. B-R3, R-Q1; 14. R-K1, P-B4; 15. PxP e.p., KtxKBP; 16. B-Q3, R-K1; 17. Kt-K5, KtxKt; 18. RxKt, B-Q2; 19. KR-K1, QR-Q1; 20. B-K2, B-R5ch; 21. K-B1, B-B3; 22. P-Kt4, Kt-Q2; 23. R-K3 P-K4; 24. B-Q3, Kt-B3; 25. B-B5, P-K5; 26. P-Kt5, R-K4; 27. PxKt, RxB; 28. PxP, KxP; 29. R-Kt1ch, K-B3; 30. R-R3, P-QR4; 31. R(R3)-Kt3, R-Q6; 32. R-Kt6ch, K-K4; 33. K-Kt2, R-Q7ch; 34. K-Kt3, RxKRP; 35. B-B5, R-R6; 36. B-Q4ch, K-B5; 37. R-B1ch, R-B6; 38. R-KR1, R-Kt4; 39. R-B6 ch, K-Kt5; 40. R-Kt1ch, R-Kt6; 41. R (Kt1)-KB1, P-K6; 42. R-K6, P-R5; 43. Bx KP, RxB; 44. RxR, P-R6; 45. R-Kt1ch, B-Kt7; 46. R-K7, R-KR4; 47. R-B7, K-Kt6; 48. R-B8, P-B4; 49. P-R4, P-R3; 50. P-R5, R-R5; 51. R-B7, R-B5; 52. R-Kt7ch, K-B7; 53. R-Q1, R-R5; 54. R-Q2ch, K-B6; 55. RxP, P-R7; 56. R-Q1, K-K7; 57. R (Kt7)-Q7, P-R8=Q; 58. R(7)-Q2ch, K-K6; 59. R-Q3ch, K-B5; 60. RxQ, RxR; 61. R-Q6, B-Kt2; 62. R-Q7, K-K4; 63. K-R2, R-R7ch; 64. K-R3, B-B3; 65. R-QR7, R-R1; 66. RxP, K-Q3; 67. K-Kt3, R-R1; 68. RxR, BxR; 69. K-R4, B-B3ch; 70. K-Kt3, K-B2. Resigns.

White's 5. P-K4 attempts too much and is inferior to both 5. P-QR3 and 5. B-Kt5 But 9. Q-K4 is a mistake that loses a pawn. He must play 9. B-B4, though Black would still get an excellent game by 9. ..., Kt-Q5, As played White gets some compensation (though not sufficient) for the lost pawn and broken Q wing in his two bishops.

The ending, with bishops of opposite colour, is very difficult but Rossolimo handles it with the mastery one would expect from such a fine end game composer. The ingenious sacrifice of the exchange on move 43 is the only way to win since if, for example, 43. ..., R-Kt2; 44. R-B4ch, K-R6; 45. B-B2, with the additional threat of R-R6 would draw easily.

White cannot play 47. RxP, because of K-B6; 48. R-B7ch, K-K7; 49. K-B2, (or 49. RxP, K-B7;) 49. ..., R-KKt4; and Black forces P-R7.

Black's 56th move is very good and serves the double purpose of distracting the rooks from further attack on his Q side pawns and of getting the King ready to enter the game on the Q wing when White has given up one of his rooks.

**Game No. 18**

**Ruy Lopez**

**SIR GEORGE THOMAS** (*White*)

**v.**

**DR. J. M. AITKEN** (*Black*)

1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-Kt5, P-QR3; 4. B-R4, Kt-B3; 5. O-O, P-Q3; 6. Q-K2, P-QKt4; 7. B-Kt3, B-K2; 8. P-B3, Kt-QR4; 9. B-B2, P-B4; 10. P-Q3, O-O; 11. R-K1, Kt-B3; 12. QKt-Q2, Kt-K1; 13. Kt-B1, B-K3; 14. Kt-K3, B-B3; 15. Kt-Q5, BxKt; 16. PxB, Kt-K2; 17. Q-K4, P-Kt3; 18. P-Q4, BPxP; 19. PxP, PxP; 20. B-R6, Kt-Kt2; 21. KtxP, R-K1; 22. BxKt, BxB; 23. QR-Q1, Kt-B4; 24. QxRch, QxQ; 25. RxQch, RxR; 26. KtxKt, PxKt; 27. K-B1; Drawn.

A correctly played game in which both sides play strictly according to "book". The final position, with bishops of opposite colour, is clearly drawn, despite the eventual two pawns to one on the Q side for Black.

**Game No. 19**

Notes by G. Wood.

**Queen's Gambit Accepted**

**G. WOOD** (*White*)

**v.**

**W. H. PRATTEN** (*Black*)

**1. P-Q4, P-Q4; 2. P-QB4, PxP; 3. Kt-KB3, Kt-KB3; 4. P-K3, P-KKt3;**

This line is new to me and seems playable.

**5. BxP, B-Kt2; 6. Kt-B3, P-B4; 7. O-O, O-O; 8. P-Q5, P-QR3; 9. P-QR4, Q-B2; 10. P-K4, B-Kt5;**

Not good. The exchange of B for Kt brings the White Queen into the game with the threat of B-KB4 and P-K5; much better is QKt-Q2 at once.

**11. P-R3, BxKt; 12. QxB, QKt-Q2; 13. B-B4, Kt-K4; 14. Q-K2, Kt-R4; 15. B-KR2, B-R3; 16. QR-Q1,**

White should play P-B4 at once with advantage in all variations. If then 16. ..., Kt or BxP; 17. R takes and if 16. ..., KtxB; 17. P-K5, KtxKP; 18. PxKt etc.

**16. ..., Q-Q3; 17. B-R2, Q-KB3; 18. P-Q6!, P-K3;**

Much the best. If 18. ..., PxP, 19. Kt-Q5, followed by P-B4.

**19. BxKt,**

The only move to retain the advantage as White now forces P-K5.

**19. ..., QxB; 20. P-KKt3, Q-Kt4; 21. P-R4, Q-Q1; 22. P-K5, Q-R4; 23. B-B4, Q-Kt5; 24. K-Kt2,**

With this move White throws away his advantage; correct is 24. K-R2, followed by P-B4.

**24. ..., B-B5; 25. P-Kt4, Kt-Kt2; 26. B-Q3, P-B5; 27. B-Kt1, Q-B4; 28. KR-K1, P-B4;**

A good move, forcing the reply PxP e.p. leaving the Q pawn weak.

**29. PxPe.p., RxP; 30. Kt-K4, Q-B3; 31. P-B3, R-B2?;**

Probably the decisive mistake; the rook should go to B1.

**32. R-Q4, P-QKt4; 33. Kt-Kt5,**

The winning move. Black must play BxKt because of the threat of B-K4. With the Rook on B1 this would not be necessary.

After this the game is lost and requires no further comment.

**33. ..., BxKt; 34. PxB, R-Q1; 35. PxP, Px P; 36. KR-Q1, Q-B4; 37. P-B4, KR-Q2; 38. Q-K5, Q-Kt5; 39. QR-Q2, Q-Kt6; 40. B-B2, Q-Kt5; 41. B-K4, R-QB1; 42. P-B5, R-B4; 43. Q-B6, KtPxP; 44. PxP, R-KB2;**



**45. P-Q7, RxQ; 46. PxR, Resigns.**

**Game No. 20**

**Sicilian Defence**

**BURGES** (*White*)

**v.**

**CLISSOLD** (*Black*)

In this round the veteran Wallasey player N. Clissold brought off the following neat miniature in the Major A tournament.

1. P-K4, P-QB4; 2. Kt-KB3, Kt-QB3; 3. P-Q4, PxP; 4. KtxP, Kt-B3; 5. Kt-QB3, P-Q3; 6. B-KKt5, Q-R4; 7. BxKt, KtPxB; 8. KtxKt? PxKt; 9. B-Q3, R-QKt1; 10. R-Q Kt1, RxP; 11. Q-Q2, B-KR3; 12. QxB, Rx Rch; 13. K-Q2, RxR; 14. P-B4, B-Kt5; 15. Q-Kt7, R-Q8ch; 16. K-K3, Q-B4 mate.

White commits a bad error on his 8th move which opens up lines of attack for Black. Correct is 8. Kt-Kt3. Instead of 9. B-Q3, he should play 9. B-B4, so as to answer 9. ..., R-QKt1; with 10. B-Kt3.

## ROUND 5

| | | | |
|---|---|---|---|
| Rossolimo | ½ | Tartakower | ½ |
| Ursell | 0 | Pachman | 1 |
| Dr. Aitken | 1 | Wallis | 0 |
| Thomas | 0 | Dr. Friedman | 1 |
| Knight | ½ | Wright | ½ |
| Rhodes | 0 | G. Wood | 1 |
| Adams | 0 | Cole | 1 |
| Barden | ½ | Woodthorpe | ½ |
| Mardle | ½ | G-Brown | ½ |
| Miss Heaton | 1 | O'Hanlon | 0 |
| Woolford | 1 | Jackson | 0 |
| F. Alexander | 1 | Britton | 0 |
| Saunders | 1 | Poole | 0 |
| Fawcett | 0 | Pratten | 1 |

Leading scores:— Rossolimo and Dr. Tartakower 4½, Pachman 4, Dr Aitken and Dr. Friedman 3½.

**Game No. 21**

**Sicilian Defence**

**N. ROSSOLIMO** (*White*)

**v.**

**DR. S. TARTAKOWER** (*Black*)

1. P-K4, P-QB4; 2. Kt-KB3, P-K3; 3. Kt-B3, Kt-QB3; 4. B-Kt5, Kt-Q5; 5. KtxKt, PxKt; 6. Kt-K2, Q-Kt4; 7. B-B4, QxP; 8. Kt-Kt3, Q-R6; 9. P-QB3, B-B4; 10. P-Kt4, B-Q3; 11. PxP, BxKt; 12. Q-B3, BxPch; 13. QxB, Kt-B3; 14. B-B1, Q-Kt5; 15. R-KKt1, QxPch; 16. B-K2, Kt-Q4?; 17. P-Q3, Q-B4; 18. QxQ, PxQ; 19. RxP, P-Q3; 20. P-QR3, B-K3; 21. B-R6, K-Q2; 22. K-Q2, QR-KKt1; 23. QR-KKt1, RxR; 24 RxR, Kt-B3; 25. B-B3, P-QKt4; 26. R-Kt5, R-KKt1; 27. RxR, KtxR; 28. B-Kt5, Kt-K2; Drawn.

Both Rossolimo and Dr. Tartakower are addicted to playing B-QKt5 against the Sicilian Defence, wrongly in my opinion. Here indeed it is a positive blunder and much inferior to the normal 4. P-Q4. As a direct consequence Black wins a couple of pawns and breaks up White's K-side. Shortly after the game Rossolimo said to me: " I sat down with the firm intention of playing careful, solid positional chess, and suddenly found myself two pawns down with a highly critical position. I was occupied in my mind for most of the remainder of the game in inveighing against my foolish carelessness.'

If White plays 12. BPxB, then Black wins by Q-Kt7. Better than 13. QxB is 13. KxB and if 13. ..., Q-R5ch; 14. K-K2. As played Black wins another pawn but instead of keeping on to his material by 16. ..., R-KKt1; he wrongly returns one of the pawns in order to exchange Queens. After this he has no more than a draw, as White has two Bishops and Black's K-side pawns are broken up.

Right at the end White has, in fact, the advantage, since he can play 29. BxKt, Kx B; 30. K-K3, when his Bishop has more scope than Black's because of the pawn formation. Still, with precise play the ending should be drawn.

**Game No. 22**

**Boden-Kieseritsky Gambit**

**P. A. URSELL** (*White*)

**v.**

**L. PACHMAN** (*Black*)

1. P-K4, P-K4; 2. B-B4, Kt-KB3; 3. Kt-KB3, KtxP; 4. Kt-B3, Kt-QB3; 5. O-O, Ktx Kt; 6. QPxKt, P-B3; 7. Kt-R4, P-KKt3; 8. P-B4, P-B4; 9. Kt-B3, B-B4ch; 10. K-R1, P-K5; 11. Kt-Kt5, Q-K2; 12. P-QKt4, B-Kt3; 13. P-QR4, P-QR4; 14. B-B7ch, K-B1; 15. P-Kt5, Kt-Q1; 16. B-Kt3, P-Q3; 17. B-Kt2, B-B4; 18. Q-K1, Kt-K3; 19. BxKt, BxB; 20. P-B4, R-KKt1; 21. B-B6, Q-Q2; 22. Q-B3, P-R3; 23. Kt-R3, Q-B2; 24. B-R4, BxP; 25. P-Kt4, B-Q4; 26. K-Kt2, PxP; 27. Kt-Kt5, P-K6dis.ch; 28. K-Kt3, PxKt; 29. PxP, B-B6; 30. P-R3, K-K1; 31. PxP, R-KB1; 32. Q-B6, QxQ; 33. PxQ, B-Q4; 34. QR-K1, K-Q2; Resigns.

Ursell makes a brave attempt to rattle his formidable opponent with a little known variation; but class soon tells and his attack shreds away, whilst every attempt he makes to revive it merely worsens his position.

His 13th to 15th moves are all more than dubious. Better than 13. P-QR4 is 13. B-Kt3, followed by 14. B-Kt2; and B-B7ch achieves nothing, B-Kt2 being correct. Finally P-Kt5 merely puts the Black Kt where it wants to go. 15. B-Kt3 is essential since

Black threatened P-R3 but White could follow up with B-Kt2 as Black cannot play 15. ..., PxP; 16. PxP, KtxP?; 17. B-Kt2, winning the exchange.

Rather better chances of attack spring from 22. Q-R4, though White's position is already compromised. 25. P-Kt4 is suicidal, KR-Q1 being the best of a poor choice.

**Game No. 23**

**French Defence**

**DR. J. M. AITKEN** (*White*)

**v.**

**P. N. WALLIS** (*Black*)

**1. P-K4, P-K3; 2. P-Q4, P-Q4; 3. Kt-QB3, B-Kt5; 4. P-K5, P-QB4; 5. P-QR3, PxP;**

Not bad, if correctly followed up, but safer is 5. ..., BxKtch; 6. PxB, Kt-K2.

**6. PxB, PxKt; 7. PxP, Q-B2; 8. Kt-B3, Qx BPch;**

Too rash. He should play 8. ..., Kt-K2; 9. B-Q3, Kt-Kt3; as played, White gets too many open lines.

**9. B-Q2, Q-B2; 10. B-Q3, Kt-Q2;**

Wallis is fond of this method of developing his QKt in the French Defence and tried it several times in this tournament. But more aggressive is 10. Kt-QB3; threatening both KtxKP and P-KB3. To this Dr. Aitken intended to reply 11. Q-K2, followed by B-QKt5 and if Black plays B-Q2, BxKt.

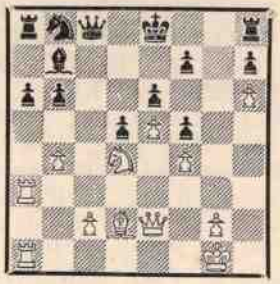
**11. Q-K2, Kt-K2; 12. O-O, Kt-KKt3; 13. KR-K1, P-Kt3; 14. P-R4, B-Kt2; 15. P-R5, Kt-K2; 16. Kt-Q4,**

Threatening Kt-Kt5-Q6, and not wishing to allow Black counter-chances on the KKt-file by 16. P-R6, PxP.

**16. ..., P-QR3; 17. P-KB4, P-Kt3; 18. P-R6, Q-B1;**

If 18. ..., Kt-QB3; White simply plays 19. P-B3.

**19. R-R3, Kt-QKt1; 20. KR-R1, Kt-B4; 21. 22, Kt-Kt5!, PxKt;**



**22. Kt-Kt5!, PxKt;**

It would be fatal to allow the Kt to reach Q6; e.g., 22. ..., Q-Q2; 23. Kt-Q6ch, K-B1; 24. P-Kt5, P-R4; 25. B-Kt4, PxB; 26. Rx R, BxR; 27. RxB, Q-B2; 28. Q-R5, and wins.

**23. RxR, BxR; 24. RxB, Q-Kt2; 25. QxPch, K-K2; 26. Q-R4, P-Kt4; 27. Q-R3,**

Not 27. Q-R5?, Kt-B3!.

**27. ..., Q-Kt3ch; 28. B-K3, P-Q5;**

The only chance; if 28. ..., Q-Q1; 29. B-B5ch, is deadly.

**29. Q-R7ch, QxQ; 30. RxQch, Kt-Q2; 31. BxP, R-QB1; 32. B-B5ch, K-K1;**

Or 32. ..., K-Q1; 33. B-Q6, RxP; 34. R-Kt7, R-B5; 35. P-Kt3, followed by RxP with a fairly easy win, though Black would not be quite so tied down as after the text.

**33. B-Q6, P-B3; 34. K-R2, RxP; 35. R-R8ch, K-B2; 36. R-Q8, Kt-Kt3; 37. R-B8ch, K-Kt3; 38. R-Kt8ch,**

RxPch also wins but the text is quicker as it forces a Queening pawn.

**38. ..., K-R4; 39. PxP, Kt-Q2; 40. P-B7, R-Q7; 41. R-Q8, Kt-B3;**

A last desperate try; if 41. ..., RxB; 42. RxKt.

**42. P-B8=Q, Kt-Kt5ch; 43. K-R3!, Resigns.**

If White plays his King to any other square he is mated; as it is, Black resigns.

**Game No. 24**

**Sicilian Defence**

**SIR GEORGE THOMAS** (*White*)

**v.**

**DR. O. FRIEDMAN** (*Black*)

1. P-K4, P-QB4; 2. Kt-QB3, Kt-QB3; 3. P-KKt3, P-KKt3; 4. B-Kt2, B-Kt2; 5. P-Q3,

P-K3; 6. B-K3, P-Q3; 7. Q-Q2, KKt-K2; 8. KKt-K2, Kt-Q5; 9. O-O, O-O; 10. P-B4, R-Kt1; 11. P-KKt4, P-B4; 12. P-Kt5, P-Kt3; 13. BxKt, PxB; 14. Kt-Kt5, PxP; 15. PxP, P-K4; 16. Q-Kt4, B-QR3; 17. R-B2, Q-Q2; 18. P-QR4, K-R1; 19. QR-Q2, KR-B1; 20. B-B2, P-Kt5; 21 R-QB1, R; 22. RxR, Q-K2; 23. P-R4, R-KB1; 24. Q-Q5, Kt-Kt5; 25. Q-B4, P-Q4; 26. RxRch, BxR; 27. PxP?, P-Q6; 28. PxP, QxKt; 29. Q-K4, QxQ; 30. PxQ, BxKt; 31. PxB, Kt-Q6; 32. P-Kt3, B-Q3; 33. K-B1, K-Kt2; Resigns.

White achieves little with his close method of treating the Sicilian—as always happens when Black replies to this correctly. The scheme started by 13. BxKt, fails against Black's 16th move which indirectly attacks White's Kt on K2. Better is 13. Kt-Q1 with the threat of P-B3.

If 20. QxP(Q6), QxQ; 21. KtxQ, PxP; threatening P-B6 with a won game for Black. With 24. ..., Kt-Kt5; Black establishes a clear advantage. If then 25. RxRch, QxR; 26. QxP(Q6), BxKt; 27. QxQch, Bx Q; 28. PxB, KtxP; 29. Kt-B4, B-Q3; 30. Kt-Q3, B-Kt6; and Black wins the K-side pawns. 27. PxP was a finger slip that led to the immediate loss of a piece. White had meant to play 27. QxPch, when he would still have the worse game after 27. ..., B-Kt2; 28. Q-Q2, Q-B4ch; but at any rate would be still alive.

**Game No. 25**

**Ruy Lopez**

**H. G. RHODES** (*White*)

**v.**

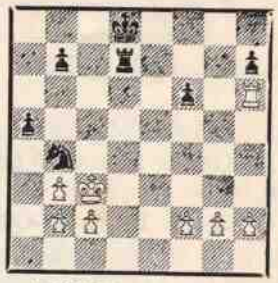
**G. WOOD** (*Black*)

1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-Kt5, P-QR3; 4. B-R4, Kt-B3; 5. O-O, B-K2; 6. R-K1, P-QKt4; 7. B-Kt3, P-Q3; 8. P-B3, Kt-QR4; 9. B-B2, P-B4; 10. P-Q4, Q-B2; 11. P-KR3, O-O; 12. QKt-Q2, BPx P; 13. PxP, Kt-B3; 14. P-Q5, Kt-QKt5; 15. B-Kt1, P-QR4; 16. Kt-B1, B-Q2; 17. P-R3, Kt-R3; 18. B-K3, Kt-B4; 19. Kt(B1)-Q2, KR-B1; 20. B-B2, P-Kt5; 21. R-QB1, Q-Kt2; 22. BxKt, RxB; 23. P-QR4, QR-QB1; 24. Kt-Kt3, R(4)-B2; 25. KtxRP, Q-Kt3; 26. Kt-B6, BxKt; 27. PxB, RxP; 28. R-K3?, P-Kt6; 29. R-B3, RxR; 30. PxR, PxB; 31. QxP, Q-R4; 32. Kt-Q2, Kt-Q2; 33. R-Kt1, RxP; 34. Q-R2, Kt-Kt3; 35. Q-Kt2, KtxP; 36. Q-Kt8 ch, B-B1; 37. Q-K8, Kt-B4; 38. R-Kt8, Kt-K3; 39. Kt-B3, RxKt; 40. PxR, Q-K8ch; Resigns.

Another most orthodox Ruy Lopez which both sides play well, but the game is already veering round in Black's favour when White makes a fatal blunder on his 28th move. Correct is 28. P-QKt3. After the loss of a piece there is nothing to be done but the finish is attractive. White is mated after 41. K-Kt2, Kt-B5ch; 42. K-Kt3, Q-Kt8ch; 43. K-R4, P-Kt4.

There were two other pleasing finishes in this round.

BLACK (COLE) TO PLAY



WHITE (ADAMS)

In this position Black has created a mating net and mates in two by 1. ..., P-QKt4; and 2. ..., Kt-R7.

BLACK (POOLE)



WHITE (SAUNDERS) TO PLAY

Here Harold Saunders finished off the game with an excellent K-side attack by 20.

RxP, KxR; 21. Kt-Kt5ch, K-Kt1; 22. Ktx B, Q-Q2; 23. BxKt, PxB; 24. QxP, K-B2; 25. Q-R5ch!, Resigns.

### ROUND 6

| | | | |
|---|---|---|---|
| Friedman | 0 | Rossolimo | 1 |
| Tartakower | ½ | Pachman | ½ |
| Woodthorpe | 0 | Thomas | 1 |
| G-Brown | ½ | Miss Heaton | ½ |
| Barden | 1 | Cole | 0 |
| Pratten | 1 | Adams | 0 |
| F. Alexander | 1 | Woolford | 0 |
| Wright | 1 | Ursell | 0 |
| G. Wood | ½ | Dr. Aitken | ½ |
| Wallis | 1 | Knight | 0 |
| Saunders | 0 | Mardle | 1 |
| O'Hanlon | 0 | Rhodes | 1 |
| Fawcett | ½ | Poole | ½ |
| Britton | 1 | Jackson | 0 |

Leading scores:— Rossolimo 5½, Dr. Tartakower 5, Pachman 4½, Dr. Aitken, Wallis and Wright 4.

**Game No. 26**

**Queen's Pawn**
**Dutch Defence**

**DR. O. FRIEDMAN** (*White*)
**v.**
**N. ROSSOLIMO** (*Black*)

1. P-Q4, P-KB4; 2. Kt-KB3, Kt-KB3; 3. P-KKt3, P-K3; 4. B-Kt2, B-K2; 5. O-O, O-O; 6. P-B4, P-Q3; 7. Kt-B3, Q-K1; 8. P-Kt3, P-QR4; 9. Q-Q3, Q-R4; 10. B-QR3, Kt-R3; 11. P-K4, Kt-QKt5; 12. Q-K2, PxP; 13. KtxP, P-K4; 14. BxKt, PxB; 15. KR-K1, B-B4; 16. KtxKtch, PxKt; 17. Kt-R4, QxQ; 18. RxQ, B-Kt5; 19. B-Q5ch, K-R1; 20. P-B3, B-B1; 21. P-B4, P-B3; 22. B-Kt2, B-Q1; 23. QPxP, BPxP; 24. PxP, B-Kt3ch; 25. K-R1, B-Q5; 26. R-KB1, Rx Rch; 27. BxR, PxP; 28. Kt-B3, B-Kt5; 29. KtxB, BxR; 30. KtxB, RxP; 31. K-Kt1, R-Kt7; 32. Kt-B1, P-K5; 33. B-Kt2, R-Kt8; 34. K-B2, RxKt; 35. BxP, R-B6; Resigns.

An excellent example of the dangers of mere mechanical play. White plays the recognised "anti-Dutch" moves without considering how Black is varying from the normal. So on move 10 he plays the usual B-QR3 without remarking that Black, having advanced his pawn to QR4, can block the bishop by Kt-R3-QKt5. Instead he should play 10. B-Kt2 and if then 10. ..., Kt-R3; 11. P-QR3. 14. BxKt, is a bad anti-positional move but he already has a difficult game; if 14. PxP, KtxKt; 15. QxKt, B-B4; followed by Kt-B7 winning the exchange. However, White can get a tenable game by 14. Kt-B3.

The endgame that ensues is lost for White because of the power of the two bishops and Black's pressure in the QR-file. Still, White accelerates his downfall by 28. Kt-B3? and 29 KtxB? Correct is 28 B-Kt2 followed by B-K4 with a blockade of the passed pawn.

Black's 32. ..., P-K5! places White in eventual zugzwang since he has only pawn moves at his disposal if he wishes to avoid losing a piece, and these will soon be exhausted. (If 33. Kt-K2, RxKtP; forces White to give up a piece to prevent the QKtP from queening.)

**Game No. 27**

**Hungarian Defence**

**R. C. WOODTHORPE** (*White*)
**v.**
**SIR GEORGE THOMAS** (*Black*)

1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-B4, B-K2; 4. P-Q4, P-Q3; 5. P-Q5, Kt-Kt1; 6. B-Q3, Kt-Q2; 7. B-K3, KKt-B3; 8. P-KR3, P-B4; 9. P-B4, Kt-R4; 10. Kt-B3, O-O; 11. Q-B2, Kt-B5; 12. BxKt, PxB; 13. O-O-O, B-B3; 14. P-K5, KtxP; 15. Bx Pch, K-R1; 16. KtxKt, BxKt; 17. B-Q3, P-R3; 18. P-KR4, B-Q2; 19. Q-K2, P-B4; 20. Kt-Kt1, Q-B3; 21. R-Q2, P-QKt4; 22. P-R5, QR-Kt1; 23. R-R3, KR-K1; 24. Q-B3, Px P; 25. BxP, BxPch; 26. K-Q1, R-K5; 27. B-Q3, B-R5ch; 28. B-B2, QR-K1; 29. R-R1, BxBch; 30. RxB, Q-Q5ch; 31. R-Q2, Q-K4; 32. Q-Q3, R-K8ch; 33. RxR, QxRch; 34. K-B2, Q-B8ch; 35. K-Kt3, P-B5ch; Resigns.

In view of White's very bad opening play it is no matter for surprise that his game soon collapses. 5. P-Q5, releasing the tension

in the centre, and 6. B-Q3, wasting a tempo, are both moves that cry to Heaven for vengeance and Black fills the rôle of avenging angel quite competently. White should play simply 5. Kt-B3.. After 8. ..., P-B4; he could get some play by 9. PxPe.p., PxP; 10. P-B3, (if 10. P-B4, P-Q4; 11. BPxP, PxP; 12. PxP? P-K5.) 10. ..., P-Q4; 11. Q-B2. It is wrong to allow Black to play Kt-B5 without a struggle and White should play 11. Q-Q2.

White has a flicker of attack on move 19 when he threatens mate in two but Black's reply soon puts it out. 23. R-R3 achieves nothing and a better chance is 23. P-R6. 24. Q-B3 is a blunder, losing a pawn and opening up his King to attack but he is, in any event, already lost.

**Game No. 28**

Notes by C. H. O'D. Alexander.

**Sicilian Defence**

**DR. S. TARTAKOWER** (*White*)

**v.**

**L. PACHMAN** (*Black*)

**1. P-K4, P-QB4; 2. Kt-KB3, Kt-QB3; 3. P-Q4, PxP; 4. KtxP, Kt-B3; 5. Kt-QB3, P-Q3; 6. B-QB4,**

This move is so old that it is new. It is probably not as good as B-K2 but has the advantage of being a great deal less analysed.

**6. ..., P-K3;**

Not 6. ..., P-KKt3; 7. KtxKt, PxKt; 8. P-K5! with an overwhelming position, for if 8. ..., PxP??; 9. BxPch (the 'Magnus Smith' variation). However 6. ..., B-Q2; followed by P-KKt3 and B-Kt2 is an excellent line transposing to the Dragon variation in which the WB is misplaced on B 4. The text move gives White much more attacking chances.

**7. B-K3, Q-B2; 8. Q-K2, B-Q2; 9. P-B4, R-B1; 10. KtxKt,**

If 10. B-Kt3 Black intended the following line 10. ..., Q-R4; 11. O-O, B-K2; 12. P-B5, KtxKt; 13. BxKt, P-K4; 14. B-K3, RxKt! (otherwise with B-KKt5 and QR-Q1 White will get a considerable positional advantage); 15. PxR, QxP; whereupon after 16. Q-Q3, Q-Kt5; Black will win the KP in exchange for his QRP and remain with a pawn for the exchange and a strong central pawn mass, leading to a difficult game with chances for both sides.

**10. ..., PxKt; 11. P-KKt4!?,**

A double edged move reminding one of the Alekhine — Botvinnik Sicilian at Nottingham, 1936, when Alekhine played P-KKt4 before castling, the game ending in an early draw by perpetual check. As in this game Black replied in the only possible way—by an immediate counter attack in the centre.

**11. ..., P-Q4!; 12. B-Q3,**

Not 12. PxP, BPxP; 13. BxP? because of 13. ..., B-Kt5!, winning.

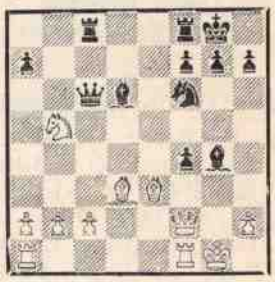
**12. ..., P-K4!; 13. KPxP,**

13. BPxP?, QxP gives Black a winning position.

**13. ..., BxP; 14. Q-B2, B-Q3;**

Not 14. ..., P-K5; 15. KtxP, KtxP; 16. O-O, B-K2 (16. ..., KtxB?; 17. QxKt, B-K2; 18. Kt-B2! followed by QR-K1 with a winning game); 17. B-Q4, O-O; 18. P-B5! with a winning attack.

**15. O-O, O-O; 16. QPxP, QxP; 17. Kt-Kt5, PxP;**



**18. KtxB!,**

Not 18. B-Q4, B-Kt1!; 19. KtxP, BxKt; 20. BxB, B-R6; 21. KR-K1, Kt-Kt5; and Black has a winning game. Or, here 19. Q-R4, P-KR4! and Black again has far the better game.

**18. ..., QxKt;**

If 18. ..., PxB; 19. Q-Kt3, QR-Q1; 20. RxKt, PxR; 21. BxPch! (21. QxBch?, K-R1! and Black wins!), KxB; 22. Q-R4ch, K-Kt1; 23. QxBch, K-R1 and draws by perpetual check—if 24. Q-R5ch, K-Kt1; 25. Kt-B5, Q-K5! or 24. Q-R4ch, K-Kt1; 25.

Kt-B5, Q-B6!; and in either case White is forced to take the draw. Having lost to Rossolimo in an earlier round it was necessary for Pachman to play for a win and he therefore rejects this line. As played White gets the advantage of two bishops and will have the better endgame if he can reach it—but meanwhile is faced with a very uncomfortable middle game because of his exposed King.

**19. BxBP, Q-Q4; 20. KR-K1,**

If 20. QxP, Q-KR4; with a very menacing position. White rightly tries to simplify by exchanging rooks thus reducing the force of the attack. Both sides had now got 10-15 minutes for their last 25 moves!

**20. ..., KR-K1; 21. RxRch, RxR; 22. R-K1, RxRch; 23. QxR, QxP; 24. Q-Kt4,**

24. Q-K7 gives more winning chances. After analysing this position for half an hour or so with both players I have been quite unable to decide who has the better of it so I will leave readers to make their own minds up. Black has two possible lines of play (a) Q-K3 (b) Q-R8ch followed by Q-R4 or R5. My impression is that it should be a draw but that White's chances are slightly better.

**24. ..., Q-K3; 25. Q-Kt8ch, Q-B1; 26. QxP, Kt-Q4; 27. B-QR6?,**

White now gets his pieces rather out of play. A simple drawing line was 27. Q-Kt8, QxQ; 28. BxQ, Kt-Kt5! and a dead drawn 'bishops of the opposite colours' ending follows. (for if 29. B-K4, P-B4 and forces the Bishop back to Q3).

**27. ..., Q-K1; 28. B-Kt3, P-R4; 29. P-B4,**

Here again 29. Q-Kt8, QxQ; 30. BxQ, Kt-Kt5 drawn is best.

**29. ..., Kt-Kt5; 30. B-Kt5, Q-K5; 31. Q-Kt8ch, K-R2; 32. Q-B4, Q-Kt8ch; 33. Q-KB1, QxP; 34. QxP, Q-B8ch?;**

Black in turn fails to find the best move. 34. ..., Kt-Q6!; should win e.g. 35. Q-B1, Q-Q5ch; 36. B-B2, Q-K5; 37. B-Kt3 (to stop Kt-B5; if 37. B-B6, QxP!), B-K7; 38. Q-B7, B-B6!; and wins— or here 38. B-B6, Q-K6ch; 39. B-B2, Q-Kt4ch; 40. Q-Kt2, Q-B8ch. The attack by Q, B and Kt is too strong, the WB being temporarily out of play.

**35. Q-B1, Q-K6ch; 36. B-B2, Q-Kt6; 37. P-B5, B-R6; 38. Q-K1, Q-KB6; 39. B-B1, Kt-Q6; 40. Q-K2, QxQ; 41. BxQ, Draw agreed.**

After 41. ..., KtxB; 42. KxKt the passed QBP will cost Black his bishop, leaving White with bishop and wrong coloured rook pawn. An extraordinarily complicated and interesting struggle, fought with the greatest determination by both players.

**Game No. 29**

**Queen's Gambit Declined**

**Semi-Tarrasch Defence**

**G. WOOD** (*White*)

**v.**

**DR. J. M. AITKEN** (*Black*)

1. P-Q4, Kt-KB3; 2. P-QB4, P-K3; 3. Kt-QB3, P-Q4; 4. Kt-B3, P-B4; 5. BPxP, KtxP; 6. P-K3, Kt-QB3; 7. B-B4, Kt-Kt3; 8. B-Kt3, B-K2; 9. O-O, PxP; 10. PxP, O-O; 11. Kt-K4, Kt-Q4; 12. Q-K2, B-Q2; 13. R-Q1, Q-Kt3; 14. B-Kt5, QR-K1; 15. Kt-K5, KtxKt; 16. PxKt, BxB; 17. KtxB, P-B3; 18. PxP, RxP; 19. KtxKP, BxKt; 20. BxKt, K-B1; 21. BxB, KRxB; 22. Q-B3ch, K-Kt1; 23. P-QKt3, K-R1; 24. P-KR3, R-KB3; 25. Q-Kt3, P-KR3; 26. R-Q7, R-Kt3; 27. Q-B3, R-KB3; 28. Q-Kt3, R-Kt3; 29. Q-KB3, R-KB3; 30. Q-Kt3, R-Kt3; 31. Q-KB3. Drawn.

A levelly contested game in which White wins a pawn ingeniously enough, only to find it is insufficient for winning purposes. At the end he must accept the draw for if 31. Q-B7, Q-Kt5; 32. QxP, R-K8ch; 33. RxR, QxRch; 34. K-R2, QxP; 35. Q-R8ch, K-R2; 36. R-Q8, Q-B5ch; 37. K-Kt1, R-K3; and Black has the upper hand despite White's extra pawn.

Saunders made a tragic blunder against Mardle in the following position.

BLACK (MARDLE)



WHITE (SAUNDERS) TO PLAY

Instead of playing 52. K-R6, when Black has nothing better than the draw by perpetual check he tried 52. K-B6, Q-B5ch; when he had to resign because of 53. KxR, Q-B1 mate.

## ROUND 7

| | | | |
|---|---|---|---|
| Wright | 0 | Tartakower | 1 |
| Dr. Aitken | 0 | Rossolimo | 1 |
| Pachman | 1 | Wallis | 0 |
| Thomas | ½ | Barden | ½ |
| Wood | ½ | Friedman | ½ |
| Miss Heaton | ½ | Ursell | ½ |
| Rhodes | 1 | Woodthorpe | 0 |
| Cole | 0 | G-Brown | 1 |
| Woolford | ½ | Saunders | ½ |
| Knight | 0 | Pratten | 1 |
| Jackson | 1 | Fawcett | 0 |
| Poole | 0 | O'Hanlon | 1 |
| Adams | 0 | Britton | 1 |
| Mardle | 0 | F. Alexander | 1 |

Leading scores:—Rossolimo 6½, Dr. Tartakower 6, Pachman 5½, followed by eleven players with 4 points!

**Game No. 30**

**Queen's Gambit Declined**
**Semi-Tarrasch Defence**

**L. PACHMAN** (*White*)

v.

**P. N. WALLIS** (*Black*)

**1. P-Q4, P-K3;**

A tacit invitation to convert the opening into Wallis's beloved French Defence—but Pachman is not agreeable.

**2. Kt-KB3, Kt-KB3; 3. P-B4, P-Q4; 4. Kt-B3, P-B4;**

This, the so-called Semi-Tarrasch variation, is a sound defence good enough for equality.

**5. PxQP, KtxP; 6. P-K3, Kt-QB3; 7. B-B4, PxP;**

For 7. ..., Kt-Kt3; see Game No. 29.

**8. PxP, KtxKt; 9. PxKt, B-K2; 10. O-O, O-O; 11. B-Q3, P-QKt3; 12. Q-B2, P-KR3;**

This leads to a further weakening of Black's K-side as he eventually finds himself forced to play P-Kt3 anyway. Correct therefore is 12. ..., P-Kt3; 13. B-KR6, R-K1; 14. B-QKt5, B-Kt2; 15. P-B4, P-QR3; 16. BxKt, BxB; with a level game. (Botvinnik — Szabo, Groningen, 1946).

**13. Q-K2, Q-B2; 14. R-K1, R-Q1; 15. R-Kt1, B-Kt2; 16. Q-K4, P-Kt3; 17. Q-Kt4,**

Threatening 18. BxKtP, with a mating attack. At once 17. BxP fails against 17. ..., KtxP!

**17. ..., P-KR4;**

If first K-Kt2, then White forces this weakening advance by 18. Q-R3.

**18. Q-R3, K-Kt2; 19. Kt-Kt5,**

With a hidden purpose that Black does not suspect.

**19. ..., P-K4;**

Now comes a blow that shatters Black's K-side. 19. ..., BxKt; was imperative though White would still have a considerable advantage with his two Bishops.



**20. KtxP!, KxKt; 21. P-Q5,**

The point: if now 21. ..., RxP; 22. Q-B3ch, or if 21. ..., Kt-R4; 22. Q-K6ch, K-Kt2; 23. QxKtPch, K-B1; 24. B-R6, mate.

**21. ..., Q-Q3; 22. PxKt, QxP;**

Hoping for a counter-attack but this does not materialise and somewhat better chances

are afforded by 22. ..., QxB; 23. PxB, QR-Kt1; (not 23. ..., QxR; 24. PxR=Q, RxQ; 25. Q-B3ch,) 24. B-K3, QxP; 25. Q-B3ch, K-Kt1; (he must go on a white square as otherwise he loses the Queen) 26. Q-K4, Q-Q6; 27. QxP, RxP; with a tenable game for Black.

**23. B-QKt5, Q-Q4; 24. B-R4, K-Kt2; 25. B-Kt3, Q-Q3; 26. Q-K3,**

The threat of Q-R6ch now forces the win of a pawn.

**26. ..., P-KKt4;**

Still losing the pawn and once again weakening his K-side. Better is 26. ..., R-R1; 27. R-Q1, (27. QxPch, QxQ; 28. RxQ, B KB3; leads to a draw) 27. ..., Q-QB3; 28. B-Q5, Q-Q3; 29. B-R3, QxB(R6); 30. BxB, QR-K1; 31. QxPch, K-R3; with more drawing chances.

**27. Q-K2, Q-QB3;**

K-Kt3 would be met by B-B2ch and K-R3 by P-KR4; whilst if 27. ..., P-Kt5; 28. QxKPch, QxQ; 29. RxQ attacking both Bishop and R pawn.

**28. QxPch, B-B3; 29. Q-Kt3, R-Q6;**

Ingeniously regaining his pawn but, unfortunately for Black, he is too badly compromised on the K-side to hope to save the game.

**30. B-K3, RxP; 31. QR-B1, R-K1;**

Black now threatens mate by 32. ..., Rx Rch; 33. RxR, QxRch; 34. BxQ, R-K8.

**32. RxR, QxR; 33. R-Q1, R-Q1; 34. R-QB1, Q-Q6; 35. R-B7ch, K-R1; 36. P-KR4,**

Decisive. Black dare not play 36. ..., PxP; 37. Q-B4, because of unavoidable mate and so loses the all-important KKt pawn.

**36. ..., Q-Kt8ch; 37. R-B1, Q-K5; 38 PxP, P-R5;**

38. ..., B-K4; would be met by 39. Q-R3, and not 39. P-B4, R-Q6!

**39. Q-B3!, QxQ; 40. PxQ, B-K4; 41. P-B4, B-Kt1; 42. R-Q1, RxRch; 43. BxR, K-Kt2; 44. K-R2, K-Kt3; 45. K-R3, K-B4;**

Here the game was adjourned. White refrained from the obvious 46. B-B2ch, B-K5; 47. BxBch, KxB; because he thought Black could blockade the K-side pawns after 48. KxP, K-B4; totally overlooking the simple 48. P-Kt6. So he chooses a more involved but equally sure method of winning.

**46. KxP, B-K5; 47. B-Kt4ch, K-Kt3; 48. B-K6, B-B4; 49. BxBch, KxB; 50. K-R5, B-Q3; 51. K-R6, P-Kt4;**

With the faint hope of 52. BxP, BxP; drawing.

**52. P-Kt6, B-B1ch; 53. K-R7, Resigns.**

A most spirited game.

**Game No. 31**

Notes by L. W. Barden.

**Ruy Lopez**

**SIR GEORGE THOMAS** (*White*)

**v.**

**L. W. BARDEN** (*Black*)

1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-Kt5, B-B4; 4. P-B3, Q-B3; 5. P-Q3, P-KR3; 6. QKt-Q2, KKt-K2; 7. Kt-B1, O-O; 8. B-K3, B-Kt3; 9. BxB, RPxB; 10. Kt-K3, P-Q3; 11. O-O, R-R2; 12. P-Q4, Kt-Kt3; 13. R-K1, B-Q2; 14. P-QR3, R-K1; 15. P-Q5, Kt-Kt1; 16. BxB, KtxB; 17. P-KKt3, Kt-B4; 18. Kt-B5, Kt-K2; 19. Kt(B3)-R4, KtxKt; 20. KtxKt, KtxP; 21. KtxPch, Qx Kt; 22. RxKt, P-KB4; 23. R-QB4, R-K2; 24. Q-B3, Q-Kt3; 25. R-K1, R-R4; 26. R-Q1, R-B4; Drawn.

Black's choice of opening was based on a suggestion in the tournament book of Munich, 1941. If White had played 5. P-Q4, PxP; 6. P-K5, Q-Kt3; 7. PxP, B-Kt5ch; 8. Kt-B3, P-Q4; 9. O-O, Kt-K2; 10. Q-Kt3 (recommended by M.C.O.) then Black intended to continue with Haberditz's suggestion: 10. ..., O-O!; e.g., 11. BxKt, KtxB; 12. QxP, B-K3; 13. Q-Kt5, B-KR6; 14. Kt-K1, KtxQP!; and wins.

The line adopted by Thomas was also played by Kieninger v. Alekhine at Munich, but does not lead to more than a minimal advantage for White. White's 7. Kt-B1 is rather better than Kieninger's 7. Kt-B4. Black's 11th move is weak, he should simply play 11. ..., Kt-Kt3; 12. P-Q4, Kt-B5; with equality.

After this White has a good game, but he attempts to occupy B5 too early. Better is 18. Kt-Kt2 followed by P-QB4 and a gen-

eral advance on the Q-side. Black must not play 18. ..., KtxKP; at once, as after 19. KtxPch, he cannot take with the Queen and his King's position is weak. After 20. ..., KtxP; the position is perhaps a little in Black's favour, but certainly not enough to justify taking risks to win.

**Game No. 32**

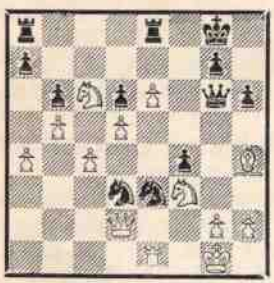
**Queen's Pawn**
**Old Indian Defence**

**H. G. WRIGHT** (*White*)

**v.**

**DR. S. TARTAKOWER** (*Black*)

1. Kt-KB3, Kt-KB3; 2. P-B4, P-Q3; 3. P-Q4, B-Kt5; 4. Kt-B3, QKt-Q2; 5. P-K4, P-K4; 6. B-K3, P-B3; 7. B-K2, B-K2; 8. O-O, O-O; 9. P-Q5, R-K1; 10. Kt-Q2, BxB; 11. QxB, Q-R4; 12. P-QR3, Q-R3; 13. P-QKt4, PxP; 14. KPxP, P-QKt3; 15. KR-B1, P-R3; 16. Q-Q1, Kt-B1; 17. P-B3, Kt-R4; 18. P-QR4, Q-Kt2; 19. KR-Kt1, KR-B1; 20. P-Kt5, P-B4; 21. Kt-R2, B-B3; 22. Kt-Kt4, P-K5; 23. PxP, P-B5; 24. B-B2, BxR; 25. RxB, Q-KB2; 26. Kt-B6, Kt-Q2; 27. Kt-B3, R-K1; 28. Q-Q4, Kt-B4; 29. R-K1, Q-Kt3; 30. P-K5, Kt-Q6; 31. R-K2, Kt-B3; 32. P-K6, Kt-KKt5; 33. B-R4, Kt-B8; 34. R-K1, Kt-K6; 35. Q-Q2, Kt-Q6;



36. RxKt, PxR; 37. QxP, P-R3; 38. Kt-K1, KtxKt; 39. QxKt, Q-Q6; 40. P-K7, PxP; 41. Q-K6ch, K-R2; 42. Q-B7, RxRP; 43. B-B6, Q-Q8ch; 44. K-B2, R-R7ch; 45. K-K3, Q-K7ch; 46. K-B4, Q-B7ch; 47. K-Kt4, QxPch; 48. K-B5, Q-B6ch; Resigns.

A typical Tartakower game, firstly in the choice of the opening, which has the merit of not being as bad as it looks, and next in the involved and original strategy in the middle game which completely nonplusses Wright.

The best method of meeting the Old Indian Defence is a King's fianchetto; so on move 5 White should play P-KKt3. 20. P-Kt5, is a bad move, which, in conjunction with the time wasting Knight manoeuvre leads to disaster. Better is an immediate P-R5. If he plays 23. R-R2, P-B5; 24. B-B2, P-K6; wins a piece. White does then get some play with his Kt on B6 and P on K6 but understandably enough his heart fails him when confronted with one Kt on Q6 and another on K6. Instead of 42. Q-B7 he could put up a much longer resistance by 42. P-R3, but the result would be the same in the end.

**Game No. 33**

**Sicilian Defence**

**DR. J. M. AITKEN** (*White*)

**v.**

**N. ROSSOLIMO** (*Black*)

1. P-K4, P-QB4; 2. Kt-KB3, Kt-QB3; 3. P-Q4, PxP; 4. KtxP, Kt-B3; 5. Kt-QB3, P-Q3; 6. B-K2, P-K4; 7. Kt-Kt3, B-K2; 8. O-O, O-O; 9. B-B3, B-K3; 10. Kt-Q5, Bx Kt; 11. PxB, Kt-Kt1; 12. B-K3, KKt-Q2; 13. B-K2, B-Kt4; 14. Q-Q2, BxB; 15. QxB, Q-B2; 16. P-QB4, P-QR4; 17. P-B4, P-R5; 18. Kt-Q2, Kt-R3; 19. P-KB5, Q-B4; 20. QxQ, KKtxQ; 21. B-B3, KR-Kt1; 22. Kt-K4, KtxKt; 23. BxKt, Kt-B4; 24. B-B2, P-QKt4; 25. P-QKt4, PxPe.p.; 26. RPxP, Px P; 27. PxP, P-R3; 28. P-R3, K-B1; 29. Rx R, RxR; 30. R-Kt1, K-K2; 31. K-R2, R-R7; 32. B-Q1, R-KB7; 33. R-R1, RxP; 34. R-R7ch, K-B3; 35. B-Kt4, R-B8; 36. B-Q7, R-QKt8; 37. B-K8, R-Kt2; 38. R-R1, P-Kt3; 39. R-B1ch, K-Kt2; 40. P-Kt4, R-K2; 41. B-Kt5, P-K5; 42. R-K1, P-B4; 43. PxP, PxP; 44. K-Kt3, K-B3; 45. R-Q1, K-K4; Resigns.

A nice example of positional play by Rossolimo but it must be confessed that this was not one of Dr. Aitken's better games.

His way of dealing with Black's P-K4 is particularly innocuous. Much better is 7. Kt-B3, B-K2; 8. B-KKt5, O-O; 9. Q-Q2, B-K3; 10. R-Q1, Q-R4; 11. O-O, P-QR3; 12. Bx Kt, BxB; 13. Kt-Q5, BxKt; 14. QxQ, Ktx Q; 15. RxB, Kt-B3; 16. RxQP, etc. (Steiner —Pirc, Stockholm, 1948).

If he plays 13. Q-Q2 to prevent Black's B-Kt4 then comes 13. ..., P-B4; with advantage to Black. But 19. P-KB5 is a positional blunder that leaves White with no counter-play at all. Better would be 19. K-R1 to avoid the exchange of Queens and in order to build up a K-side attack. As played he drifts into a lost endgame since his pawns are on white squares and so render the Bishop valueless.

**Game No. 34**

Evans Gambit

A. KNIGHT (*White*)

v.

W. H. PRATTEN (*Black*)

1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-B4, B-B4; 4. P-QKt4, BxP; 5. P-B3, B-R4; 6. P-Q4, PxP; 7. P-K5, P-Q4; 8. Px Pe.p., PxBP; 9. O-O, QxP; 10. Q-Kt3, Q-B3; 11. B-KKt5, Q-B4; 12. R-K1ch, KKt-K2; 13. BxKt, KtxB; 14. Q-R3, B-K3; 15. Kt-Q4, Q-B5; 16. KtxB, PxKt; 17. RxP, O-O-O-; 18. KtxP, QxB; 19. RxKt, QxKt; Resigns.

A lively little game which is none the worse for being played in the wrong century. However, I cannot help feeling that if the player of the white pieces had been well acquainted with Morphy's games he would have done better.

7. P-K5 is inferior to 7. O-O when Black would not have the resource of 7. ..., P-Q4. But Black's 8. ..., PxBP; is not correct and allows White the chance of working up an attack. For an example of how the game should go let us go back 92 years to a game with a delightful finish between Marache and Morphy, at New York, 1857: 8. ..., QxP; 9. O-O, KKt-K2; 10. Kt-Kt5, O-O; 11. B-Q3, B-B4; 12. BxB, KtxB; 13. B-R3, Q-Kt3; 14. BxR, QxKt; 15. B-R3, PxP; 16. B-B1, Q-Kt3; 17. B-B4, R-Q1; 18. Q-K2, QKt-Q5; 19. Q-K4, Kt-Kt6!; 20. QxQ, QKt-K7; mate.

Instead of 13. BxKt and 14. Q-R3 White should have played, in the Morphy style, 13. KtxP, with value in attack for the pawns sacrificed. 17. RxP is a blunder losing material but there is not much to be done as 17. BxP can be safely met by Q-QKt5 with the further threat of P-B7.

**ROUND 8**

| | | | |
|---|---|---|---|
| Rossolimo | 1 | Wood | 0 |
| Tartakower | 0 | Dr. Aitken | 1 |
| Pachman | 1 | Friedman | 0 |
| G.-Brown | 0 | Thomas | 1 |
| Barden | 0 | Wallis | 1 |
| Pratten | 0 | Alexander | 1 |
| Saunders | 1 | Knight | 0 |
| Ursell | 1 | Britton | 0 |
| Cole | 1 | Miss Heaton | 0 |
| Poole | 0 | Adams | 1 |
| Fawcett | 1 | O'Hanlon | 0 |
| Woodthorpe | 0 | Jackson | 1 |
| Rhodes | 1 | Wright | 0 |
| Mardle | 0 | Woolford | 1 |

Leading scores:—Rossolimo 7½, Pachman 6½, Dr. Tartakower 6, Dr. Aitken, F. F. L. Alexander, Rhodes, Sir George Thomas and P. N. Wallis 5.

**Game No. 35**

Notes by Dr. Aitken.

Sicilian Defence

DR. S. TARTAKOWER (*White*)

v.

DR. J. M. AITKEN (*Black*)

**1. P-K4, P-QB4; 2. Kt-K2,**

This move is a favourite of Tartakower's. It can easily transpose into normal lines but its object is apparently to tempt Black to play 2. ..., P-K4; when the flank attack P-KB4 may be awkward at a later stage. Objectively 2. ..., P-K4 may be all right (the line has been untested as far as I know) but I never like doing what my opponent

wants me to unless I am *certain* it is good for me.

**2. ..., P-Q3; 3. P-Q4, Kt-KB3;**

With the White Kt at KB3 this is inferior as 4. PxP, KtxP; 5. PxP, P-K3; 6. B-Q3, KtxP; leaves White with the better game; but on K2 the Kt blocks the development of the B and 4. PxP, KtxP; 5. PxP, P-K3; looks quite satisfactory for Black. White now goes into the normal line.

**4. QKt-B3, PxP; 5. KtxP, P-KKt3; 6. P-KR3,**

Which he now leaves by this unusual move. To my mind this move reveals White's whole plan—to Castle Q-side and engineer a storming K-side attack with P-KB4 and P-KKt4. My proposed line of defence was (a) to develop solidly, (b) to prepare a counter-thrust in the centre and for a counter attack on the Q-side and (c) not to be in any particular hurry to castle, as White is not likely to start the onslaught till his target is fixed.

In reply to 6. P-KB4 I would have played 6. ..., QKt-Q2. 6. ..., B-Kt2 loses and 6. ..., Kt-B3 is, in my opinion, inferior.

**6. ..., B-Kt2; 7. B-K3, Kt-B3; 8. Q-Q2, B-Q2; 9. B-K2,**

I expected 9. O-O-O, and consider it would have been more logical. The reply could have been 9. ..., P-QR3; threatening at any rate a Q-side demonstration.

**9. ..., KtxKt; 10. BxKt, B-B3;**

The threat is 11. ..., P-K4; winning a pawn. My argument was that White would have to play 11. P-B3 or B-B3 (both of which hold up his K-side advance) or 11. B-Q3 or Q-Q3 (both of which lose a tempo). If 11. Q-K3, Q-R4; threatens to win a piece by 12. ..., P-K4. The best move was probably 11. B-Q3. I never considered Tartakower's actual reply which is indeed a serious mistake.

**11. P-B4, P-K4!;**

Quand même! This thrust smashes White's centre and disorganises his entire plan. As the game goes, he is forced into an unfavourable ending.

If 12. PxP, I intended KtxP with the following variations:—

(1) 13. KtxKt, PxP; and regains the piece.
(2) 13. Q-K3?, Q-R5ch;
(3) 13. Q-B4, KtxKt; 14. BxKt, PxP; 15. BxP, Q-R4ch; 16. B-B3, BxBch; 17. PxB, QxPch; 18. K-B2, O-O;

In every case Black is at least a pawn up with the better game.



**12. B-K3, KtxP; 13. KtxKt, BxKt; 14. B-Kt5ch, B-B3; 15. BxBch, PxB; 16. O-O-O,**

White has taken the relatively best line and threatens to recover his pawn at once. Black has no good direct defence as he cannot keep his King in the centre by 16. ..., K-K2; or 16. ..., P-Q4; 17. B-B5. But by surrendering the pawn he gets excellent attacking chances on the Q-side.

**16. ..., O-O; 17. QxP, Q-R4; 18. Q-R3,**

Recognising that the Q-side attack wins against other moves, White tries his luck in a clearly inferior ending. If 18. K-Kt1, QR-Kt1; 19. P-B3, PxP; and if 20. BxBP, Rx Pch wins.

If 19. P-QKt3, PxP; 20 QxKBP, P-QB4; (threat Q-B6) and the weakness on the long black diagonal is fatal.

**18. ..., QxQ; 19. PxQ, B-R3;**

This is not one of the endings in which the superior side can take his time and win by a methodical process. Black must act energetically by tactical threats or White will take the initiative and equalise matters. The text move is a useful resorce to paralyse the White B for the time being.

**20. KR-B1, KR-Q1; 21. R-Q3,**

Probably the best, but it is a difficult choice. If 21. RxRch, RxR; 22. BxP, Bx Pch; 23. K-Kt2, R-Q7; when the passed KP is formidable, while if in this 22. R-Q1, R-

K1; 23. BxP, PxP; 24. K-Kt1, R-K7; and Black should win.

In this last line 23. P-Kt3, PxP; 24. Bx BP, BxBch; 25. PxB, R-K6; also leads to a won ending.

**21. ..., RxR; 22. PxR, PxP;**

22. ..., R-Q1; was an alternative but I decided instead to exchange pawns as I wanted to use my B elsewhere.

**23. BxBP, B-B1; 24. K-B2,**

This was a surprise to me, but White clearly disliked the purely passive position after 24. K-Kt2, R-Q1; 25. R-B3 or R-Q1. In reply I could have grabbed the pawn at once, but I consider the move I made is stronger.

**24. ..., R-K1; 25. K-Kt3,**

If 25. R-B2, B-B4; 26. R-Q2, BxP; 27. K-Kt3, B-B8; 28. R-KB2, BxB; 29. RxB, R-K7; and wins.

**25. ..., R-K7; 26. P-Kt4, B-Kt2; 27. R-QB1,**

Tartakower correctly prefers this active defence to the passive 27. R-QKt1 when 27. ..., R-KB7 and 28. ..., R-B6; should win fairly easily.

**27. ..., R-Kt7ch;**

27. ..., R-KB7; has been suggested as better, but after 28. B-Q6, R-B6; 29. RxP, P-KR3; 30. K-B4, RxRP; 31. R-B8ch, K-R2; 32. R-B7, R-R5; 33. RxRP, RxPch; the result still hangs in the balance as both sides have passed pawns.

**28. K-R4, RxP;**

28. ..., R-KB7; is stronger than on the preceding move as 29. B-Q6 is no longer good, the bishop being attacked when the QP is captured. Best appears to be 29. B-Kt8, R-B6; 30. RxP, RxQP; 31. BxP, P-R3; 32. R-B8ch, K-R2; 33. R-B7, RxP; 34. RxP, K-Kt1; (B-Q4 was threatened) 35. R-B4, B-B1. The ending is in Black's favour now, but with the material so far reduced I doubt if a win is possible. I thought at the time it was safer to make a start with eliminating the White QRPs; miserable though they look, they constitute White's only real threat of winning by queening a pawn and could become dangerous if my own QRP falls.

**29. RxP, B-B1; 30. B-B1?,**

This again surprised me and I did not, at the time, consider it the best. The sacrificial line 30. R-B8 is probably good enough to draw, e.g. 30. ..., RxPch; 31. K-Kt5, R-Kt6ch; (this is important; White threatened not only 32. B-Q6 and B-R6 but also RxBch.) 32. K-R6, K-Kt2; 33. B-K5ch, (not 33. P-Kt5, B-Q3!; 34. BxB, R-Kt3ch; 35. KxP, RxB and Black has winning chances) 33. ..., P-B3; 34. BxPch, K-B2; 35. KxP, RxP; 36. P-R4, R-KKt6; 37. P-Kt5, R-Kt5; and Black wins a pawn but hardly the game.

If 30. R-B3 (which I expected) then 30. ..., R-KB7; 31. B-K3, R-B6; 32. BxP, Rx RP; 33. R-B8, K-Kt2; 34. B-Q4ch, P-B3; 35. R-B7ch (35. P-Kt5 fails against R-R5) 35. ..., K-Kt1; 36. BxP, RxP; 37. R-B3, and the game is drawn. So it looks as if White has now a drawn position but throws it away with 30. B-B1.

**30. ..., R-R7; 31. R-B8, RxP; 32. B-Q2, K-Kt2; 33. B-B3ch, P-B3; 34. P-Kt5,**

Probably the idea of 30. B-B1, was to check on B3 not K5 and so make this thrust possible. But the White attack is only superficially dangerous and is soon halted, while the Black K-side pawns now constitute a winning advantage.

**34. ..., RxP; 35. R-B7ch, K-Kt1; 36. PxP, R-B6; 37. K-Kt3,**

The only move to free the rook to capture the QRP and to let his own QRP advance. Unfortunately it pins the B and Black is able to grab the QRP before it can start moving. It has proved well worth while to have forced the White K to the poor square QR4.

**37. ..., P-KR4; 38. RxP, P-R5; 39. R-R4, P-R6; 40. R-R4, BxP;**

This removes White's last winning chance. 41. KxB, RxBch; would lead to an ending in material similar to that which occurs in the game but actually very much easier for Black as the White K is too far off. For White to have any chance the King must now rush to the decisive front.

**41. K-B4, B-Q3; 42. B-Q4, P-R7; 43. K-Q5, R-Q6?;**

A serious error, which might have cost a half point. I was (under some hallucination) afraid of danger from 44. K-K6 and wished to stop the White King advancing. The simplest win is by the straightforward 43. ..., B-Kt6; 44. R-R6, R-B8; 45. K-K6, R-K8ch; 46. K-Q7, P-R8=Q winning a rook.

White can in desperation try 44. P-B7ch, KxP; 45. R-R7ch, K-K1; 46. K-K6 but then K-Q1 and once out of the mating net Black wins by R-B8 etc. 43. ..., R-B8; would also win but the preliminary 43. ..., B-Kt6; will eventually win a whole rook instead of the exchange.

**44. R-R6, R-Q8; 45. KxB, RxBch;**

45. ..., P-R8=Q; is objectively better but illogical after my previous play. I did not at this stage realise that the R and 2 pawns v. R ending was to be so difficult as it proved.

**46. K-K5,**

Essential. If 46. K-K6?, R-K5ch; 47. K-Q5, R-K7; and the White K cannot get back in time. E.g. 48. K-Q4, K-B2; 49. K-Q3, R-R7; 50. K-K3, KxP; 51. K-B3, K-Kt4; 52. R-R8, R-R6ch! 53. K-Kt2, K-Kt5; now if (a) 54. RxP, R-R7ch etc., or (b) 54. KxP, R-R7ch; 55. K-Kt1, K-Kt6; and the King is driven out of the queening square, (c) 54. R-KKt8, R-R8; 55. RxPch, K-R4;

**46. ..., R-Q7;**

After this move the game was adjourned, and it was obvious that the next three moves represented White's only reasonable line of defence. I could not find any cast-iron method of winning on analysis but I did discover some traps in one of which I was fortunate enough to catch my opponent.

**47. K-B4,**

The expected sealed move, of course 47. RxPch, K-R2; would be suicide. There follows either 48. R-Kt7ch, K-R1; and all is over, or 48. P-B7, P-R8=Q; 49. P-B8=Q, Q-Q4ch; 50. K-B6, R-B7ch; 51. K-K7, R-K7ch; 52. K-B6, Q-K4ch; 53. K-B7, R-B7ch and mates next move.

**47. ..., K-B2; 48. K-Kt3, KxP; 49. R-R4, R-K7;**

The White rook on R4 is a tower of strength as it interferes with Black's desire to get his K in front of the Kt pawn. It cannot be dislodged by 49. ..., P-Kt4; for then 50. RxP draws. A premature advance of the Kt pawn would ruin all Black's winning chances. The text is a try for the trap 50. K-B3?, K-Kt4; 51. R-R8, R-R7; and now if 52. K-Kt3, R-R5! wins as in the game and if 52. R-R7, R-R6ch; wins as in the note after White's 46th move.

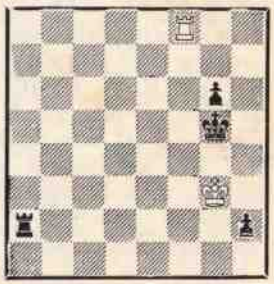
**50. R-B4ch, K-Kt4; 51. R-Kt4ch, K-B4; 52. R-B4ch, K-K4; 53. R-KR4, R-R7; 54. R-R8, K-K5; 55. R-K8ch,**

Immediately after the game, Tartakower called this move a blunder and claimed a draw by R-R7; but Black has then at his disposal a problemlike win as follows. 55. R-R7, K-B4; 56. R-R4, R-R5!; 57. RxP, (If 57. R-R8, K-Kt4; transposes into the game) 57. ..., R-R6ch; 58. K-R4, P-Kt4ch; 59. K-R5, P-Kt5; 60. K-R4, K-B5; 61. R-B2ch, R-B6; 62. R-KR2, R-B8; 63. K-R5, P-Kt6; and wins.

55. R-R4ch fails also against K-K6; 56. R-R8, R-KB7!; 57. R-K8ch, K-Q7; 58. R-KR8, K-K8; 59. R-QR8, (how else to stop K-B8-Kt8 winning?). 59. ..., P-R8=Ktch; 60. K-Kt4, R-Kt7ch; (Black has still a problem; how he can save his last pawn and get his Kt out?) 61. K-R3, R-Kt4; 62. R-R1ch, K-B2; and wins easily as the Kt cannot be captured.

I consider the text move is quite correct. The fatal blunder comes later.

**55. ..., K-B4; 56. R-B8ch, K-Kt4;**



**57. R-KR8?,**

The losing move. I could not see at the time and have not discovered since a win against 57. R-B1, but as it was impossible

in any case to stop White withdrawing the rook to the first rank if he wished to do so I could do nothing to escape this possibility. The R on the first rank eliminates my two winning chances (a) R-R5, and (b) getting the K to the 8th—and I cannot find a third method of winning.

Black can try 57. ..., R-Kt7; 58. R-QR1 (now 58. R-KR1, R-Kt5! wins) 58. ..., K-B4; 59. R-R5ch, K-K5; 60. R-R1, K-K6; 61. R-K1ch, R-K7; but this leads nowhere. Another try is 57. ..., K-R4; 58. R-KR1, P-Kt4; 59. R-QKt1, P-Kt5; 60. R-KR1, K-Kt4; 61. RxP?, R-R6ch; 62. K-Kt2, K-B5; 63. R-R8, R-R7ch; 64. K-B1, K-Kt6; and Black will get the Lucena winning position. But how can he win if White does not take the RP but plods to and fro along the first rank? Black may arrive at a position analogous to No. 304 in Fine's "Basic Chess Endings" but this is only a draw with a Kt pawn.

Unless something new can be discovered, one must conclude White missed a draw by 57. R-B1.

**57. ..., R-R5!;**

The winning move, clearly overlooked by White. The Black rook must get to KR5 (if necessary by a check at KKt5) unless White plays 58. RxP, when R-R6ch leads to a win. The rest is straightforward. A very interesting game, though far from a flawless one.

**58. K-Kt2, R-R5; 59. RxR, KxR; 60. K-R1, K-Kt5; 61. KxP, K-B6; 62. K-R3, P-Kt4; 63. K-R2, P-Kt5; 64. K-Kt1, K-Kt6; 65. K-R1, K-B7; Resigns.**

An exceedingly difficult game that reflects great credit on the winner and provided a much needed fillip to British chess in this tournament. (H.G.)

Immediately on returning to France Dr. Tartakower wrote me a letter in which he confirmed in the main Dr. Aitken's analysis but added a few more points as follows:—If 49. RxP?, RxR; 50. KxR, K-B4! and wins. Or if 49. R-R8, K-Kt4; winning. 51. R-Kt4ch is all right but the simple 51. R-B1 gives a clear draw. Again on move 53 White can simply draw by R-B1. Equally 56. R-K1 draws. The final error is, as Dr. Aitken also points out, his omission to play 57. R-B1. (H.G.)

**Game No. 36**

**French Defence**

**L. W. BARDEN** (*White*)

**v.**

**P. N. WALLIS** (*Black*)

1. P-K4, P-K3; 2. P-Q4, P-Q4; 3. P-K5, P-QB4; 4. P-QB3, PxP; 5. PxP, Kt-QB3; 6. Kt-KB3, KKt-K2; 7. B-K2, Kt-B4; 8. P-QKt3, B-Kt5ch; 9. K-B1, O-O; 10. P-Kt4, KKt-K2; 11. P-QR3, B-R4; 12. B-Kt2, P-B3; 13. B-Q3, PxP; 14. PxP, B-Kt3; 15. QKt-Q2, B-Q2; 16. Q-Kt1, Kt-Kt3; 17. Bx Kt, PxB; 18. QxP, Kt-K2; 19. Q-Kt5, R-B1; 20. K-Kt2, Q-K1; 21. B-Q4, Kt-Kt3; 22. BxB, Kt-B5ch; 23. K-Kt3, PxB; 24. P-KR4, R-B6; 25. K-R2, P-Q5; 26. Kt-K4, Rx Kt; 27. Kt-B6ch, RxKt; 28. PxR, Q-Kt3; 29. QxQ, KtxQ; 30. P-R5, Kt-B5; 31. PxP, B-B3; 32. K-Kt1, Kt-K7ch; 33. K-R2, Rx Pch; 34. K-R3, BxR; 35. RxB, KxP; 36. P-Kt5, P-Q6; Resigns.

A good game by Wallis with his inevitable French Defence. His early exchange of pawns followed by 6. ..., KKt-K2; is unusual, the normal move being Q-Kt3. However the idea—to bring immediate pressure on White's Q4 with both Kts—seems very well playable. White's P-QKt3 gets him into trouble but is played to avoid the loss of a pawn that would result after 8. O-O, Q-Kt3; he is forced to play 9. K-B1 since if after 8. ..., B-Kt5ch; 9. B-Q2, Q-Kt3 again wins material.

10. P-Kt4 is a serious weakening of the K-side that eventually leads to disaster. Better is 10. P-QR3, B-R4; 11. P-QKt4, B-Kt3; 12. B-Kt2, followed by P-Kt3 and K-Kt2.

A bad blunder by Black would be 10. ..., Kt-R5?; 11. B-KKt5. But White plays too tamely on his 12th move with the defensive B-Kt2; better is 12. B-KKt5, P-B3; 13. PxP, PxP; 14. B-KR6 with counterplay.

The alternative to 19. Q-Kt5 is 19. Q-Kt1, when, however, Black replies B-K1, threat-

ening B-Kt3 followed by B-Q6ch.

If on move 20 he plays at once B-Q4 then BxB; 21. KtxB, Q-Kt3; 22. QKt-B3, Kt-B3; with an overwhelming game for Black.

After the exchange of bishops White suffers badly from a weakness on the Black squares. If 26. KtxP, Kt-R6; 27. Q-R5, Rx P mate. But otherwise Black simply plays B-B3 with a won game.

**Game No. 37**

**Hungarian Defence**

**B. GOULDING BROWN** (*White*)

**v.**

**SIR GEORGE THOMAS** (*Black*)

1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-B4, B-K2; 4. P-Q4, P-Q3; 5. Kt-B3, Kt-B3; 6. B-K3, O-O; 7. P-KR3, KtxKP; 8. KtxKt, P-Q4; 9. KtxP?, PxB; 10. KtxKt, PxKt; 11. Kt-B5, P-B4; 12. Q-B3, P-B5; 13. BxP, QxP; 14. B-K3, QxP; 15. Q-Q1, Q-Kt5ch; 16. P-B3, QxPch; 17. K-B1, Qx B. White Resigns.

A terrifying little example of the power of two Bishops and the evils of neglected development. Instead of 9. KtxP? White should play B-Q3 with quite a good game. After this the tripled pawns are a positive help to Black since they allow his Bishops such fine open lines for action.

Both 11. Kt-B5 and 12. Q-B3 are very weak moves though he is already in a bad way since if 11. O-O, P-B4; 12. Kt-B3, P-B5; 13. B-B1, P-B6! The best chance is 11. Q-Q2, followed by O-O-O.

**Game No. 38**

**Queen's Pawn**

**Queen's Indian Defence**

**L. PACHMAN** (*White*)

**v.**

**DR. O. FRIEDMAN** (*Black*)

1. P-Q4, Kt-KB3; 2. P-QB4, P-K3; 3. Kt-KB3, P-QKt3; 4. P-KKt3, B-Kt2; 5. B-Kt2, B-K2; 6. O-O, O-O; 7. Kt-B3, Kt-K5; 8. Q-B2, KtxKt; 9. QxKt, P-KB4; 10. P-Kt3, B-KB3; 11. B-Kt2, P-Q3; 12. Kt-K1, BxB; 13. KtxB, Kt-B3; 14. Q-Q3, P-K4; 15. QxP, KtxP; 16. Q-Q3, Q-Q2; 17. QR-Q1, QR-K1; 18. P-B3, K-R1; 19. Kt-K3, Kt-K3; 20. Kt-Q5, P-K5; 21. KtxB, PxQ; 22. KtxQ, PxP; 23. KtxR, PxR=Qch; 24. KxQ, KtxKt; 25. K-B2, K-Kt1; 26. P-B4, P-Kt3; 27. K-B3, K-B2; 28. P-KKt4, Kt-Q2; 29. R-Q2, R-K8; 30. R-K2, R-B8ch; 31. R-KB2, R-K8; 32. B-B3, R-Q8; 33. K-K2, R-KKt8; 34. K-B3, R-Q8; 35. B-Q2, Kt-B4; 36. B-K3, Kt-Q6; 37. R-Q2, Rx R; 38. BxR, K-K3; 39. K-K3, Kt-B4; 40. B-B3, P-QR4; 41. B-Q4, P-B3; 42. P-KR3, Kt-Q2; 43. K-K4, Kt-B3ch; 44. K-B3, Kt-Q2; 45. K-Kt3, P-Q4; 46. K-B3, PxP; 47. PxP, P-QKt4; 48. PxP, PxP; 49. K-K4, Kt-B3ch; 50. BxKt, KxB; 51. K-Q5, Resigns.

White gets absolutely nothing out of the opening and after Black's exchange combination on move 20. the game should certainly be drawn. But Black plays the ending badly and misses repeated drawing possibilities.

Instead of 36. ..., Kt-Q6; allowing the exchange of rooks he could play Kt-K3 as White has no winning chances whatsoever with the rooks still on the board. Even with the rooks gone the game should still be drawn. 41. ..., P-B3; is an unnecessary weakening of the Q-side, simply Kt-Kt2 followed by Kt-Q1 being good enough; e.g. 42. K-K4, Kt-Q1; 43. P-B5ch, PxP; 44. Px Pch, K-Q2; 45. K-Q5, Kt-B2;

The final error comes on move 49. ..., Kt-B3ch? after which the King on the Q-side is like a cat amongst the pigeons. Simply 49. ..., P-Kt5; draws with great ease.

**Game No 39**

**Queen's Pawn**

**King's Indian Defence**

**N. ROSSOLIMO** (*White*)

**v.**

**G. WOOD** (*Black*)

1, P-Q4, Kt-KB3; 2. P-QB4, P-KKt3; 3. Kt-QB3, B-Kt2; 4. P-K4, P-Q3; 5. Kt-B3, QKt-Q2; 6. B-K2, P-K4; 7. P-Q5, P-QR4; 8. Q-B2, Kt-B4; 9. B-K3, Kt-Kt5; 10. BxKt, PxB; 11. P-KR3, Kt-R3; 12. P-KKt4, P-

KB3; 13. O-O-O, Kt-B2; 14. QR-Kt1, Kt-Q3; 15. P-KR4, B-Q2; 16. P-R5, P-KKt4; 17. Kt-Q2, P-K3; 18. Kt-B1, O-O; 19. Kt-K3, K-R1; 20. B-Q3, Q-Kt1; 21. K-Q2, R-Q1; 22. K-K2, B-KB1; 23. R-Kt1, R-K1; 24. P-B3, B-K2; 25. KR-QB1, R-KB1; 26. Q-Q1, Q-K1; 27. B-B2, Q-B2; 28. B-R4, Bx B; 29. QxB, Q-K1; 30. Q-B2, Q-Q2; 31. K-B2, KR-QKt1; 32. P-Kt3, B-B1; 33. Kt-R4, P-Kt3; 34. Kt-B3, B-K2; 35. Q-K2, B-B1; 36. Kt-B2, R-R2; 37. Kt-R3, R(2)-R1; 38. Kt(R3)-Kt5, KtxKt; 39. PxKt, B-Q3; 40. Q-B4, R-R2; 41. R-B2, R(Kt1)-R1; 42. Q-R4, K-R2; 43. Kt-K2, K-R1; 44. Kt-Kt3, K-R2; 45. Kt-B5, Q-Q1; 46. K-Kt3, Q-Q2; 47. R(Kt1)-QB1, Q-Q1; 48. K-R3, Q-Q2; 49. Kt-K3, K-R1; 50. Kt-B5, K-R2; 51. R-B4, Q-Q1; 52. K-Kt2, Q-Q2; 53. K-B1, Q-Q1; 54. K-K2, Q-Q2; 55. K-K1, Q-Q1; 56. K-B2, Q-Q2; 57. K-Kt1, Q-Q1; 58. K-R1, Q-Q2; 59. K-R2, Q-Q1; 60. K-Kt3, Q-Q2; 61. R-QKt1, Q-Q1; 62. P-R3, Q-Q2; 63. R(B4)-B1, Q-Q1; 64. Q-B4, Q-Q2; 65. Q-K2, Q-Q1; 66. R-B2, P-R5?; 67. P-Kt4, Px P; 68. KtxB, P-Kt6; 69. R-B6, PxKt; 70. Q-B4, K-Kt2; 71. R-QB1, K-B2; 72. Q-Kt4, K-K2; 73. R(B1)-B4, Q-QKt1; 74. Q-B3, K-Q2; 75. K-B2, R-Kt2; 76. K-K2, R(Kt2)-R2; 77. K-Q2, R-Kt2; 78. K-B1, R(Kt2)-R2; 79. K-Kt1, R-Kt2;



80. P-B4!, R(Kt2)-R2; 81. Q-R3, Q-Q1; 82. PxKtP, BPxP; 83. R-B1, Q-K2; 84. Q-QB3, Q-Q1; 85. R-B1, K-K2; 86. R-KB5, R-Q2; 87. QxPch, and mates next move.

The longest game of the tournament and, not only a monument to the industry and pertinacity of the first prize winner, but also a tribute to his capacity for elegant combinative ideas (see the last ten moves).

Nevertheless it is doubtful if he could have achieved anything if Black had refrained from opening up files by his faulty 66. ..., P-R5? Instead he should play B-B1 and if R-Q2, B-Q3; back again.

White's King manoeuvres from move 52 to 60 are to be explained by a desire to avoid committing himself before the adjournment. His 80th move is the decisive winning one, for if 80. ..., KtPxP; 81. P-Kt5, BPxP; 82. Q-R3ch, K-Q1; 83. Q-K6, R-Q2; 84. QxRP, winning easily. If instead of 81. ..., Q-Q1; Black plays 81. ..., KPxP; 82. Q-QB3, wins.

This game was adjourned three times and consequently was the last to finish in the tournament. It was very fitting that Rossolimo should win first prize by the neat final Queen sacrifice.

**Game No. 40**

**Ruy Lopez**

**D. FAWCETT** (*White*)

**v.**

**J. J. O'HANLON** (*Black*)

1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-Kt5, Kt-B3; 4. O-O, KtxP; 5. P-Q4, B-K2; 6. Q-K2, Kt-Q3; 7. BxKt, KtPxB; 8. PxP, Kt-Kt2; 9. Kt-B3, O-O; 10. Kt-Q4, Kt-B4; 11. R-Q1, Q-K1; 12. Kt-B5, Kt-K3; 13. Kt-K4, R-Kt1; 14. P-QKt3, R-Kt4; 15. P-KB4, R-Q4; 16. B-K3, B-Kt2; 17. Q-Kt4, K-R1; 18. P-B4, RxR; 19. RxR, P-Kt3; 20. KtxB, QxKt; 21. Kt-B6, R-Q1; 22. Q-R4, Kt-B1; 23. P-QB5, P-Q4; 24. B-Q4, Q-K3; 25. P-KKt4, B-B1; 26. R-KB1, B-R3; 27. P-B5, Q-K2; 28. P-K6, BPxP; 29. Ktx QPdis.ch, Resigns.

This slight but attractive game provides a contrast and a little light relief to the heroic effort of Game No. 39. Black chooses a bad variation with his 10. ..., Kt-B4; correct being 10. ..., B-B4. The strange thing about it all is that the variation is to be found in a footnote in M.C.O. where it goes 10. ..., Kt-B4; 11. R-Q1, Q-K1; 12. Kt-B5, P-B3; 13. B-R6, Kt-K3; 14. Q-Kt4, R-B2; 15. B-Q2, with a plus for White. (W. H. S. Monck—J. J. O'Hanlon, Correspondence, 1903) which gives rise to the re-

flection that if one learns from bitter experience is it a deliberate policy on the part of the player of the black pieces to swallow repeated doses so that, like Mithridates, he can become immune to the poisonous draughts?

### ROUND 9

| | | | |
|---|---|---|---|
| Wallis | 0 | Tartakower | 1 |
| Thomas | ½ | Rossolimo | ½ |
| Pachman | 1 | Rhodes | 0 |
| Alexander | 0 | Dr. Aitken | 1 |
| G. Wood | 1 | Ursell | 0 |
| Friedman | 1 | Cole | 0 |
| Wright | 1 | Barden | 0 |
| Pratten | 1 | G. Brown | 0 |
| Woolford | 1 | Miss Heaton | 0 |
| Jackson | 0 | Saunders | 1 |
| Britton | 0 | Knight | 1 |
| O'Hanlon | 0 | Mardle | 1 |
| Adams | ½ | Fawcett | ½ |
| Woodthorpe | ½ | Poole | ½ |

Leading scores:—Rossolimo 8, Pachman 7½, Dr. Tartakower 7, Dr. Aitken 6, Sir G. Thomas 5½.

**Game No. 41**

**Double Fianchetto Opening**

**P. N. WALLIS** (*White*)

**v.**

**DR. S. TARTAKOWER** (*Black*)

1. Kt-KB3, Kt-KB3; 2. P-KKt3, P-Q4; 3. B-Kt2, B-B4; 4. O-O, P-B3; 5. P-Kt3, QKt-Q2; 6. B-Kt2, P-K3; 7. Kt-B3, B-K2; 8. Q-K1, P-KR3; 9. P-Q3, O-O; 10. P-K4, B-R2; 11. R-Q1, Q-B2; 12. Kt-Q2, PxP; 13. PxP, KR-Q1; 14. P-B4, Kt-Kt3; 15. Q-K2, B-B4ch; 16. K-R1, Q-K2; 17. P-KKt4, Kt K1; 18. P-Kt5, PxP; 19. PxP, QxP; 20. R-B3, Q-R4; 21. Q-B1, R-Q2; 22. R-R3, Q-Kt5; 23. R-Kt3, Q-R5; 24. Kt-B3, RxR; 25. QxR, Q-K2; 26. Q-Q2, R-Q1; 27. Q-R6, B-Kt3; 28. Q-B4, Kt-B3; 29. Kt-KKt5?, Kt-R4; 30. Q-Kt4, KtxRch; 31. PxKt, B-R6; 32. B-R1, Kt-Q2; 33. Kt-K2, Kt-B3; 34. Bx Kt, QxB; 35. Kt-B4, B-B8; 36. Kt(Kt5)x KP, PxKt; 37. KtxB, K-B2; 38. Kt-R4, R-KR1; 39. Q-Q1, RxKtch; Resigns.

Wallis's opening system is not to be recommended. Two fianchettos without a preliminary P-Q4 or P-QB4 generally leave the opponent with a firm hold on the centre and no development difficulties. This game is no exception.

Having got the pawn to K4 he should at least play 11. P-K5, with some pressure in the centre. But this would be already dubious after 11. ..., Q-B2; because of 12. P-K5, Kt-K1; (not 12 ..., Kt-Kt5; 13. P-Q4, BxP; 14. R-Q2, with the threat of P-KR3) 13. Q-K2, P-QB4; when Black has a fine game.

17. P-KKt4, is too rash; his own King's position is endangered by the powerful Black Bishop with its control of the diagonal QR2-KKt8. Instead he should consolidate by Kt-B3 and R-Q3. The ensuing pawn sacrifice is ineffective since White has too few pieces ready for the K-side attack. If White tries to keep on his attack of the Queen by 24. R-R3, Black plays Q-B7. 27. Q-R6, is a showy move that merely loses a tempo, better being 27. Q-K2. 29. Kt-KKt5 is a blunder but he has a lost game in any event.

With 38. ..., R-KR1; Black threatens to win a piece by P-KKt4. Instead of which he forces mate by 39. ..., RxKtch; 40. Px R, QxPch; 41. K-Kt1, B-K6ch; etc.

**Game No. 42**

**Queen's Gambit Declined**

**L. PACHMAN** (*White*)

**v.**

**H. G. RHODES** (*Black*)

**1. P-Q4, P-Q4; 2. P-QB4, P-K3; 3. Kt-QB3, Kt-KB3; 4. B-Kt5, B-K2; 5. Kt-B3,**

An innocuous substitution for the usual 5. P-K3 if Black simply replies 5. ..., QKt-Q2; but

**5. ..., P-KR3?;**

Now that White can play P-K4 this implies the loss of a tempo and gives him time to institute a fierce attack.

**6. BxKt, BxB; 7. P-K4!, PxKP; 8. KtxP, O-O; 9. Q-Q2,**

With the idea of O-O-O followed by a pawn storm on the K-side that will be facilitated by Black's rash 5th move.

**9. ..., B-K2; 10. O-O-O, Kt-Q2; 11. P-KKt4!, P QKt3; 12. B-Q3, B-Kt2; 13. Q-K2.**

Planning Kt-K5 and wishing to avoid the exchange of Queens that would result after an immediate 13. Kt-K5, KtxKt; 14. PxKt, BxKt.

**13. ..., Kt-B3; 14. KR-Kt1, KtxKt;**

This is the best chance to blunt White's attack by numerous exchanges.

**15. BxKt, BxB; 16. QxB, Q-Q3; 17. Kt-K5, Q-Kt5;**

Threatening P-KB3 and QxBPch.

**18. K-Kt1,**

So that if 18. ..., P-KB3; 19. Kt-Kt6.

**18. ..., Q-R5; 19. R-Q3, B-Q3;**

Hoping for time to play 20. ..., BxKt; 21. PxB, QR-Q1; with equality. But White strikes on the K-side at once.

**20. P-Kt5, PxP;**

If 20. ..., P-KR4; 21. R-R3, P-Kt3; 22. KtxKtP, and wins, or else White could also obtain a winning attack by 21 P-Kt6.

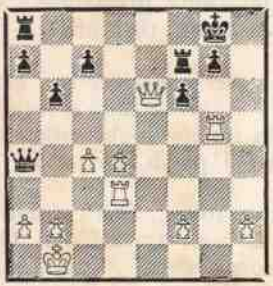
**21. RxP, BxKt;**

Forced, because of the threat of 22. Rx Pch, KxR; 23. R-Kt3ch, K-B3; 24. Q-R4ch, K-B4; 25. Q-Kt4ch, K-B3; 26. Q-Kt5, mate.

**22. QxB, P-KB3;**

If 22. ..., P-Kt3; the quiet 23. Q-B6 is deadly with its double threat of 24. RxPch, PxR; 25. QxKtPch, or if some such move as 23. ..., Q-K1; 24. R-KR3.

**23. QxPch, R-B2;**



**24. P-Kt3?,**

Missing the direct winning line of 24. R-Kt1, R-K1; 25. Q-B5, QxP; 26. R-KR3, with an irresistible attack. For if 26. ..., R-K7; 27. Q-B8ch, R-B1; 28. R-R8ch! or if 26. ..., Q-K3; 27. Q-R7ch, K-B1; 28. R-K3. The rook and pawn ending that now arises is only won because Black defends incorrectly.

**24. ..., Q-K1; 25. QxQch, RxQ; 26. R-Kt2, R-K7; 27. R(Q3)-Kt3, R(B2)-K2; 28. P-B3, K-B1; 29. K-B1, RxR; 30. RxR, R-K6; 31. R-KB2, R-Q6?;**

A costly inaccuracy that leads to the loss of the game. Correct is 31. ..., P-KB4; and if 32. K-Q2, P-B5; when, as White's rook is pinned to the defence of the KBP the game is not to be won. Or if 32. P-B4, R-R6; and again White is pinned down to defence.

The point is that though rook and four pawns against rook and three pawns on one side together with an equal number of pawns on the other wing normally win for the stronger party this only applies when the relative pawn positions are equal or favourable to the stronger side.

But here White's K-side pawn position is distinctly unfavourable, providing Black keeps up the pressure.

**32. P-Q5, K-K2?;**

Another mistake which results in the exchange of rooks after which the pawn ending presents no difficulties. He must play 32. ..., R-K6; 33. K-Q2, R-K4; after which he still has some drawing chances.

**33. K-B2, R-Q5; 34. R-K2ch, K-Q2; 35. R-K4, RxR; 36. PxR, K-Q3; 37. K-Q3, K-K4; 38. K-K3, P-R4; 39. K-Q3, P-KKt4;**

Or 39. ..., K-B5; 40. P-QR3, K-B6; 41. P-Kt4, K-Kt7; 42. P-B5, KxP; 43. P-Q6.

**40. K-K3, K-Q3; 41. K-Q4, K-K2; 42. P-QR3, K-Q3; 43. P-Kt4, PxP; 44. PxP, K-Q2; 45. P-B5, PxPch; 46. KxP, Resigns.**

**Game No. 43**

**Queen's Pawn**

**Dutch Defence**

**DR. O. FRIEDMAN** (*White*)

**v.**

**H. H. COLE** (*Black*)

1. P-Q4, P-K3; 2. P-QB4, P-KB4; 3. Kt-QB3, Kt-KB3; 4. Kt-B3, B-Kt5; 5. Q-Kt3, Kt-B3; 6. P-Q5, BxKtch; 7. PxB, Kt-QR4; 8. Q-R4, P-B3; 9. PxKP, PxP; 10. B-R3, Kt-K5; 11. R-B1, Q-Kt3; 12. P-K3, K-B2; 13. P-B5, KtxP(B4); 14. Q-QKt4, Kt-K5; 15. Q-K7ch, K-Kt3; 16. Kt-K5ch, K-R4; 17. B-K2ch, K-R3; 18. Q-R4, mate.

Having had experiences with more modern methods of treating the Dutch Defence (see Game No. 26 v. Rossolimo) Dr. Friedman reverts to simple development and achieves a fine little attacking game in excellent style.

Safer for Black than 5. ..., Kt-QB3; is 5. ..., BxKtch; 6 Q or PxB, O-O; for the open game that actually results favours the side that possesses two Bishops and better than 7 ..., Kt-QR4; is 7. ..., Kt-K2.

13. ..., KtxP(B4) is fatal; he must play Q-B2.

**Game No. 44**

**Queen's Gambit Declined**

**G. WOOD** (*White*)

**v.**

**P. A. URSELL** (*Black*)

1. P-Q4, P-Q4; 2. P-QB4, P-K3; 3. Kt-QB3, Kt-KB3; 4. Kt-B3, B-K2; 5. P-K3, QKt-Q2; 6. B-Q3, O-O; 7. O-O, R-K1; 8. P-QKt3, P-B3; 9. Kt-K5, KtxKt; 10. PxKt, Kt-Q2; 11. P-B4, Kt-B1; 12. PxP, BPxP; 13. Kt-K2, B-Q2; 14. Kt-Q4, B-B4; 15. B-Kt2, BxKt; 16. BxB, R-B1; 17. R-B3, Kt-Kt3; 18. R-R3, P-B4; 19. PxPe.p., PxP; 20. RxP! Resigns.

An instructive example of the evils of a purely passive defence as a consequence of which White gets a devastating K-side attack.

Instead of 7. ..., R-K1; and 8. ..., P-B3; Black should play 7. ..., P-QKt3; 8. Kt-K5, B-Kt2; 9. P-B4, P-B4; 10. P-KKt4, PxQP; 11. KPxP, PxP; with equal chances. 14. ..., B-B4; followed by BxKt is equivalent to positional suicide. A better chance is 14. ..., P-B3; after all these lapses it is no wonder that Black's game collapses.

After 20. RxP!, KxR; 21. Q-R5ch, K-Kt1; 22. QxKtch, K-B1; 23. BxP, R-K2; 24. Q-R6ch, K-B2; 25. Q-Kt7ch, leads to mate.

**Game No. 45**

**Sicilian Defence**

**SIR GEORGE THOMAS** (*White*)

**v.**

**N. ROSSOLIMO** (*Black*)

1. P-K4, P-QB4; 2. Kt-QB3, Kt-QB3; 3. P-KKt3, P-KKt3; 4. B-Kt2, B-Kt2; 5. P-Q3, P-K3; 6. B-K3, P-Q3; 7. Q-Q2, Kt-Q5; 8. QKt-K2, KtxKt; 9. KtxKt, BxP; 10. R-QKt1, B-Kt2; 11. P-Q4, PxP; 12. KtxP, P-QR3; 13. P-QB4, Kt-B3; 14. Kt-K2, O-O; 15. O-O, Q-B2; 16. B-Kt6, Q-K2; 17. KR-Q1, P-K4; 18. QR-B1, Q-K3; 19. Kt-B3, P-Q4; 20. B-B5, P-Q5; 21. Kt-Q5, R-Q1; 22. Q-R5, B-Q2; 23. Kt-B7, Q-Kt5; 24. Ktx R, RxKt; 25. B-Q6, R-K1;



26. P-B3, Q-K3; 27. B-Kt4, P-R4; 28. Q-B7, B-B3; 29. P-KR4, B-R3; 30. B-Q2, B-B1; 31. K-R2, B-Q3; 32. Q-R5, Q-K2; 33. B-Kt5, K-Kt2; 34. Q-Q2, B-Kt5; 35. Q-Q3, Q-B2; 36. P-R3, B-B4; 37. R-B1, Q-Q3; 38. R-QR1, R-KB1; 39. BxKtch, QxB; 40. P-B4, PxP; 41. RxP, Q-K4; 42. QR-KB1, Q-K2; 43. K-R1, B-Q3; 44. R(B4)-B2, B-K4; 45. R-QKt1, Q-Q3; 46. R-B3, P-B3; Drawn.

Black plays the opening inaccurately, 7. ..., Kt-Q5; being premature. Correct is 7. ..., KKt-K2; and then after 8. KKt-K2, Kt-Q5.

White's pawn sacrifice is a most promising line since it gives him several advantages: open lines for the rooks, pressure on Black's backward Q pawn and some development tempi.

On move 16. ..., QxP; would be very bad for Black, e.g., 17. KR-B1, Q-R5; 18. Qx P, and now if 18. ..., KtxP; 19. Q-B4, or if 18. ..., QxRP; 19. Kt-B3.

19. ..., P-Q4; leads to the forced loss of the exchange but is perhaps Black's best chance, otherwise White gains too much control of the board by 19. ..., Kt-K1; 20. Kt-Q5, B-Q2; 21. P-B5!

The critical point comes on move 26 when White could force a win by Q-B7! After 26. ..., B-B3; 27. BxP, would win comfortably since if 27. ..., KtxP; 28. BxB,

KxB; 29. P-B3, wins a piece.

After the move played White drifts downhill and at the end, if anything, Black has the better of it owing to the powerful position of his two Bishops.

### ROUND 10

| | | | |
|---|---|---|---|
| G. Wood | 0 | Pachman | 1 |
| Rossolimo | 1 | Wright | 0 |
| Tartakower | 1 | Pratten | 0 |
| Wallis | 1 | Thomas | 0 |
| Dr. Aitken | 1 | Friedman | 0 |
| Rhodes | ½ | Alexander | ½ |
| Knight | ½ | G. Brown | ½ |
| Saunders | 1 | Cole | 0 |
| Miss Heaton | 1 | Poole | 0 |
| Barden | 1 | Adams | 0 |
| Ursell | ½ | Woolford | ½ |
| Britton | 1 | O'Hanlon | 0 |
| Jackson | 0 | Mardle | 1 |

Final leading scores:—Rossolimo 9, Pachman 8½, Dr. Tartakower 8, Dr. Aitken 7, (the four prize winners), Wallis 6, F. F. L. Alexander, H. G. Rhodes, H. Saunders, and Sir G. Thomas 5½.

**Game No. 46**

**Sicilian Defence**

**N. ROSSOLIMO** (*White*)

**v.**

**H. G. WRIGHT** (*Black*)

1. P-K4, P-QB4; 2. Kt-KB3, Kt-QB3; 3. P-Q4, PxP; 4, KtxP, Kt-B3; 5. Kt-QB3, P-Q3; 6. B-K2, P-KKt3; 7. O-O, B-Kt2; 8 B-K3, O-O; 9. Kt-Kt3, B-K3; 10. P-B4, Kt-QR4; 11. P-B5, B-B5; 12. B-Q3, BxB; 13. PxB, KtxKt; 14. PxKt, P-QR3?; 15. R-R4, Kt-Q2; 16. P-Q4, Kt-Kt3; 17. R-R1, R-B1; 18. Q-Q2, Kt-Q2; 19. B-R6, P-K3; 20. BxB, Kx B; 21. R-B3, R-KR1; 22. QR-KB1, P-KR4; 23. PxKtP, PxP; 24. R-B7ch, K-Kt1; 25. Q-B4, P-K4; 26. PxP, PxP; 27. Q-B3, R-R3; 28. Kt-Q5, Resigns.

Black's mistake here is his omission to play 14. ..., P-Q4, which is his only chance of counter-attack in this position. As played he loses much time wandering to and fro with his Kt. If he tries to preserve his Bishop by 18. ..., R-K1; 19. B-R6, B-R1; 20. Q-KB2, forces the weakening 20. ..., P-B3; since if 20. ..., B-B3; 21. PxP, RPx P; 22. P-K5, wins.

22. ..., P-KR4; is an unfortunate necessity since White threatens 23 P-B6ch, K-Kt1; 24. Q-R6, Q-B1; 25. Q-Kt7ch, QxQ; 26. Px Q, KxP; 27. RxPch, etc.

After 28. Kt-Q5, Black is not only faced with 29. Kt-K7ch, but also 29. RxKt, Qx R; 27. Kt-B6ch.

**Game No. 47**

Notes by C. H. O'D. Alexander.

**Catalan System**

**P. N. WALLIS** (*White*)

**v.**

**SIR GEORGE THOMAS** (*Black*

**1. Kt-KB3, P-Q4; 2. P-KKt3, Kt-KB3; 3. B-Kt2,**

Wallis is an unusual player in that he combines a liking for close openings with an almost incompatible taste for wild positions in the middle game.

This extraordinary encounter shows up the curious combination very vividly.

**3. ..., QKt-Q2; 4. P-Q4, Kt-K5; 5. O-O, P-K3; 6. KKt-Q2, KtxKt; 7. KtxKt, P-KB4; 8. P-QB4, P-B3; 9. PxP, KPxP; 10. P-K4,**

A very interesting pawn sacrifice which should not however give more than equality. Black loses because he tries for material gain instead of returning the sacrificed pawn.

**10. ..., QPxP; 11. P-B3, Kt-B3; 12. PxP, QxPch; 13. K-R1, Kt-Kt5?;**

Very dangerous, 13. ..., B-K2; followed by O-O would give equality.

**14. PxP, Kt-B7ch;**

Not 14. ..., B-B4; (threat Q-Kt8ch and Kt-B7 mate) 15. Q-K2ch, K-Q1; 16. Kt-K4! and White wins.

**15. RxKt, QxR; 16. Q-R5ch, P-Kt3;**

If 16. ..., K-Q1; 17. Kt-B3, B-Q3; 18. B-Kt5ch, K-B2; 19. R-Q1, B-Q2; 20. R-Q2, Q-Kt3 (20. ..., Q-B4??; 21. RxB!, KxR; 22. B-B4ch, K-K2; 23. P-B6ch;) 21. RxB, Kx R; 22. P-B6, PxP; 23. BxP, KR-K1; 24. B-K5ch, K-K2; 25. Q-Kt5ch and wins.

**17. PxP, B-Kt2; 18. PxPdis.ch, Q-B2; 19. Q-K2ch, B-K3;**

If 19. ..., Q-K3; 20 Kt-K4 (threat B-R3),

RxP; 21. Q-Q3, K-B1 (best chance; if 21. ..., B-Q2; 22. B-Kt5); 22. B-Q2, with a winning attack, e.g., 22. ..., R-R4; 23. Q-Q8ch or 22. ..., B-R3; 23. Q-Q8ch.

**20. Kt-K4, O-O-O;**

The only chance but not quite good enough.

**21. Kt-Kt5!, Q-B4!;**



**22. KtxB,**

If 22. QxBch, QxQ; 23. KtxQ, R-Q8ch; regaining the piece.

**22. ..., KR-K1; 23. B-B4!,**

Of course not 23. KtxB, RxQ; 24. Ktx Q, R-Q8ch; and mate next move. The text move is very strong as it prevents the Black King escaping from the diagonal B1-R6.

**23. ..., RxKt; 24. Q-B1!, BxP; 25. R-Kt1?,**

He should play 25. B-R3, Q-Q4ch; 26. Q-Kt2, BxR; 27. QxQ, RxQ; 28. BxRch, R-Q2; with a winning ending.

**25. ..., Q-B7?;**

After 25. ..., B-R1! I cannot find a win for White (26. B-R3, Q-K5ch; 27. B-Kt2 (forced) gives an immediate draw). If 26. R-B1 (White must get the rook away from the Black Queen), R-Q6!; 27. B-R3, Q-Q4ch; 28. Q-Kt2, R-Q8ch and draws. If 26 R-Kt3, R-Q2!; 27. B-R3, Q-Q4ch; 28. R-B3 (28. Q-B3, R-K8ch; etc), R-K8!; and wins.

**26. R-K1!, B-B6;**

If 26. ..., RxR; 27. B-R3ch, and wins.

**27. B-R3, Resigns.**

27. RxR, R-Q8; 28. R-K1, RxR; 29. Qx R, also wins but the text is more immediately decisive. A fascinating combinative game.

**Game No. 48**

**Queen's Gambit Declined**

**Exchange Variation**

**DR. S. TARTAKOWER** (*White*)

**v.**

**W. H. PRATTEN** (*Black*)

1. P-QB4, P-K3; 2. Kt-QB3, P-Q4; 3. P-Q4, Kt-KB3; 4. B-Kt5, QKt-Q2; 5, P-K3, P-B3; 6. PxP, KPxP; 7. B-Q3, B-K2; 8. Q-B2, O-O; 9. KKt-K2, R-K1; 10. O-O-O, Kt-B1; 11. P-KR3, Kt-K5?; 12. BxB, QxB; 13. BxKt, PxB; 14. P-KKt4!, P-KKt3; 15. Kt-Kt3, P-KB4; 16. PxP, BxP; 17. KtxB, PxKt; 18. Kt-K2, Q-KB2; 19. KR-Kt1ch, K-R1; 20. Q-B3, Kt-Q2; 21. P-Q5dis.ch, Kt-K4; 22. P-Q6, Q-B5; 23. QxQ, KtxQ; 24. P-Q7, KR-Q1; 25. R-Kt5, Kt-K4; 26. RxP, Kt-Q6ch; 27. K-Kt1, RxP; 28. Kt-B4, QR-Q1; 29. KtxKt, RxKt; 30. RxR, RxR; 31. K-B2, R-Q3; 32. R-B4, K-Kt2; 33. Rx P, Resigns.

Black plays the opening correctly up to a point but his 11. ..., Kt-K5; eventually results in the loss of a pawn. Dr. Euwe suggests as a possibility here 11. ..., P-Kt4; and another good line is 11. ..., B-K3; followed by R-B1 and P-B4. 14. P-KKt4! is very strong as it fixes for attack a Black pawn on KB5. Once White has forced his pawn down to Q6 there is no more hope for Black, though he can put up a much longer resistance by 29. ..., PxKt.

If he plays 32. ..., R-K3; (instead of K-Kt2) then White simply advances his Q-side pawns and plays the K up to Q4 at his leisure. Black's resignation is a gracious one but the ending is clearly lost.

**Game No. 49**

**Sicilian Defence**

**G. WOOD** (*White*)

**v.**

**L. PACHMAN** (*Black*

1. P-K4, P-QB4; 2. Kt-KB3, Kt-QB3; 3. P-Q4, PxP; 4. KtxP, Kt-B3; 5. Kt-QB3, P-Q3; 6. B-K2, P-K3; 7. B-K3, P-QR3; 8. O-O, Q-B2; 9. P-B4, B-K2; 10. Q-K1, O-O; 11. R-Q1, B-Q2; 12. P-KKt4, KtxKt; 13. RxKt, P-Q4; 14. P-K5, Kt-K1; 15. RxP,

PxR; 16. KtxP, QxBP; 17. KtxBch, K-R1; 18. B-Q4, Kt-B2; 19. P-B5, B-Kt4; 20. R-B2, BxB; 21. RxB, Q-Q6; 22. R-Q2, Q-KB6; 23. B-Kt6, QxPch; 24. R-Kt2, Q-QB5; 25. P-Kt3, Q-Kt4; 26. B-Q4, Q-Q6; 27. R-Q2, Q-R6; 29. P-K6, Q-Kt5ch; 29. K-R1, PxP; 30. B-K5, Kt-K1; 31. R-KKt2, Q-R4; 32. Q-R1, Q-B2; White lost on time.

A typically fierce attacking game by Wood but unfortunately he launches the assault without sufficient preparation. Instead of 10. Q-K1, he should play 10. B-B3, followed by 11. K-R1, safeguarding the position of his King before starting the pawn storm.

With 13. RxKt, White obviously has the following (unsound) exchange sacrifice in mind. Better is simply 13. BxKt. Black has to give back a piece on move 16, for if 16. ..., Q-Q1; 17. B-Kt6. After this White just has not got sufficient material in play to force an attack through. Unfortunately he cannot win a piece by 26. BxKt, because of Q-B4ch. When White loses on time he is also lost in position since he cannot save his Kt.

**Game No. 50**

**Sicilian Defence**

**DR. J. M. AITKEN** (*White*)

**v.**

**DR. O. FRIEDMAN** (*Black*)

1. P-K4, P-QB4; 2. Kt-KB3, P-Q3; 3. P-Q4, PxP; 4. KtxP, Kt-KB3; 5. Kt-QB3, P-KKt3; 6. B-K2, B-Kt2; 7. B-K3, Kt-B3; 8. O-O, O-O; 9. Kt-Kt3, B-K3; 10. P-B4, Q-B1; 11. P-KR3, R-Q1; 12. B-B3, P-Q4; 13. P-K5, Kt-K5; 14. BxKt, PxB; 15. Q-K2, P-B4?; 16. QR-Q1, P-Kt3; 17. P-KR4, Rx R; 18. RxR, Kt-Kt5; 19. Kt-Q4, B-B5; 20. Q-Q2, Q-Q2; 21. KtxKP, Kt-Q4; 22. Kt-B2, KtxB; 23. QxKt, P-K3; 24. KtxBP, B-Q4; 25. KtxB, QxKt; 26. Kt-Kt4, B-Kt2; 27. Kt-B6ch, K-R1; 28. R-Q7, Resigns.

The result of this game is no criticism of the 10. ..., Q-B1; line as Black fails to follow it up correctly. An alternative on his 11th move is P-QR4 but the line would still be satisfactory if Black played 15. ..., P-B3! instead of P-B4.

For the rest of the game Black suffers from the effect of this move which leaves his K Bishop locked in by the pawn chain. 17. P-KR4 is played to maintain this bind and prevent the counter-thrust 17. ..., P-KKt4.

20. ..., Q-Q2; is a blunder losing a pawn but even after 20. ..., Kt-B3; 21. KtxKt, QxKt; 22. Q-Q7, QxQ; 23. RxQ, K-B1; Black has not solved the problem of how to get the K Bishop into play. 23. ..., P-K3; is another mistake costing a second pawn. His best chance is 23. ..., R-Q1; when 24. KtxP, fails against QxRch. After the text Black's position is hopeless.

## CONSULTATION GAMES

On Sunday afternoon, April 17th, the three foreign masters each played a game against three amateurs in consultation. The afternoon was beautifully sunny and the event took place on the lawn of the Rozel Hotel. A running commentary on the games was given by C. H. O'D. Alexander and Golombek.

The three masters all entered into the spirit of the occasion and played thoroughly sporting and exciting chess as will be seen by the games that follow.

**Game No. 51**

**Ruy Lopez**
**Berlin Defence**

**L. PACHMAN** (*White*)

**v.**

**D. FAWCETT, W. H. PRATTEN and BORLAND** (*Black*)

1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-Kt5, Kt-B3; 4. O-O, KtxP; 5. P-Q4, Kt-Q3; 6. PxP, KtxB; 7. P-QR4, KKt-Q5; 8. KtxKt, KtxKt; 9. QxKt, P-Q4; 10. Kt-B3, P-QB3; 11. B-K3, B-KB4; 12. P-B4, B-K2; 13. R-B2, O-O; 14. P-KKt4, B-K3; 15. P-B5, P-B4; 16. Q-KB4, P-KKt4; 17. Q-B3, Q-Q2; 18. P-B6, BxKtP; 19. Q-Kt3, P-Q5; 20. PxB, KR-K1; 21. BxKtP, PxKt; 22. Q-B4, B-R4; 23. B-B6, PxP; 24. R-Kt1, B-Kt3; White announces mate in 5 moves.

The variation up to Black's 9th move is a pet line of Fawcett's. These 9 moves were given to Pachman as a pre-requisite of play. When I showed him the line the previous day he viewed it with much disgust, claiming it gave the better game to Black and that the best White could hope for was a

draw—a view with which I concurred. But after some overnight study he came to me bubbling over with enthusiasm and said he had found the line gave White excellent chances.

He proceeded on the principle of restraining the Black Q-side pawns as far as possible whilst preparing to launch a K-side attack himself. If 14. ..., BxKtP; 15. P-B5, B-R4; 16. P-B6, PxP; 17. PxP, B-Q3; 18. Q-R4, wins for White. However, somewhat better than B-K3 which merely encourages White's attack is 14. ..., B-Q2.

16. .. , P-KKt4; is ingeniously desperate; otherwise he has no resource against the threat of P-B6.

**Game No. 52**

**Giuoco-Piano**

**P. A. URSELL, LAMPORT and HOLE** (*White*)

**v.**

**N. ROSSOLIMO** (*Black*)

1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-B4, B-B4; 4. P-B3, Q-K2; 5. P-Q4, B-Kt3; 6. O-O, Kt-B3; 7. R-K1, P-Q3; 8. P-Q5, Kt-Q1; 9. B-K3, BxB; 10. RxB, Kt-Kt5; 11. R-K1, O-O; 12. QKt-Q2, K-R1; 13. B-Q3, P-KB4; 14. PxP, BxP; 15. BxB RxB; 16. Kt-K4, Kt-KB3; 17. Q-Q3, Kt-B2; 18. QR-Q1, KtxKt; 19. RxKt, RxKt; 20. QxR, Kt-Kt4; 21. Q-K2, KtxR; 22. QxKt, R-KB1; 23. Q-Q3, P-QKt3; 24. R-KB1, Q-R5; 25. P-QKt3, P-QR4; 26. P-QR4, P-R3; Draw agreed.

A creditable effort by Ursell and company especially when one remembers that the Giuoco-Piano is Rossolimo's favourite opening with which he has scored many successes (e.g., against Mühring in the 1948-49 Hastings tournament).

The allies err with their 8. P-Q5, better being P-KR3, O-O; 9. Kt-R3, Kt-Q1; 10. B-Q3, P-B3; 11. Kt-B4, as in the game against Mühring. The premature release of tension in the centre allows Black full equality, but it is difficult to obtain more than that. There is a brief spurt of an attack when he sacrifices the exchange on move 19 but White replies correctly after which the game is a dead draw. Bad would be 20. PxR, Kt-Kt4; 21. R-K3, R-KB1; followed by 22. ..., Q-B3; with a strong K-side attack.

**Game No. 53**

**French Defence**

**DR. S. TARTAKOWER** (*White*)

**v.**

**P. N. WALLIS, BURRELL and LARGE** (*Black*)

1. P-K4, P-K3; 2. P-Q4, P-Q4; 3. Kt-Q2, Kt-K2; 4. P-QB3, Kt-Q2; 5. B-Q3, P-QB4; 6 P-K5, P-B3; 7. KPxP, KtxP; 8. PxP, Kt-B3; 9. P-QKt4, P-Q5; 10. Kt-K4, Px P; 11. P-QR3, P-QR4; 12. B-KKt5, B-K2; 13. BxKt, BxB; 14. Kt-Q6ch, K-K2; 15. R-Kt1, PxP; 16. PxP, R-R7; 17. Kt-B3, P-B7; 18. BxBP, B-B6ch; 19. K-B1, KtxP; 20. RxKt, BxR; 21. Q-Q4,



21. ..., K-B1; 22. B-Kt3, BxP; 23. QxB, R-R8ch; 24. K-K2, RxR; 25. KtxBdis.ch, K-B2; 26. Kt-Q6ch, K-B1; 27. Kt-KKt5, Q-Q2; 28. KtxKPch, K-Kt1; 29. KtxPdis.ch, KxKt; 30. Q-Kt5ch, Resigns.

A lively and thrilling game that provides a fitting finish to this book. Wallis's 3rd move is an experiment he is not likely to try again, P-QB4 being, as has been said before in this book, much the best move. 6. ..., P-B3; is premature and should be preceded by 6. ..., PxP.

But then looking at the game in a sober retrospective light, it appears that White proceeds to play too adventurously. Instead of 13. BxKt, which allows Black's K Bishop too much play, better is simply 13. Kt-KB3, and if 13. ..., KtxKt; 14. BxB, KtxBP; 15. BxQ, KtxQ; 16. RxKt, KtxB; 17. O-O, with advantage to White. As played, White over-combined and would have lost if Black had played the crushing 21. ..., BxP; there is nothing in 22. QxPch, KxKt; for White.