

# kingston chess 29



February 1989

R.Granat-P.J.Roche  
Thames TV v Kingston  
Thames Valley League, Division 1  
1985



## Sicilian: Sveshnikov

1 e4 c5 2 Nf3 Nc6 3 d4 cd4 4 N:d4 Nf6 5 Nc3 e5 6 Ndb5 d6 7 Bg5 a6  
8 B:f6 gf6 9 Na3 b5 10 Nd5 f5 11 Qd3

Unusual; White normally plays 11 Bd3. The move played puts the queen on an active square. At the same time 11...Be6 (the normal riposte to 11 Bd3) cannot now be played

11... Bg7 12 ef5 0-0 13 Qe4

To stop 13...e4

13... Nd4 14 f6 B:f6 15 g4

Played after some thought. The purpose in playing 14 f6 was to play (after 14...B:f6) 15 N:f6+ Q:f6 16 Q:a8, but White was suspicious - it was too easy! Black would have played 16...b4! 17 c3 Bf5 (it is important to get this move in early - otherwise 17...ba3 18 cd4 Bf5 19 Qf3 ab2 20 Rb1 B:b1?! 21 Q:f6 Bc2 22 Qg5+ Kh8 23 Qf6+) 18 Qb7 ba3 19 cd4 ed4 with an unclear position

15... Bg7 16 c3 f5 17 Qg2 e4! 18 cd4 Be6 19 Nc3

The move I least expected. Other knight moves:

(a) 19 Ne3? f4 followed by e3 looks good

(b) 19 Nb4 fg4 and there are many threats

(c) 19 Nf4 Qa5+ 20 Kd1 Qa4+ 21 Nc2 Rac8 22 Rcl B:a2 followed by ...Bb3

19... b4 20 gf5 ba3 21 Rgl Ra7 22 0-0-0 ab2+ 23 K:b2?

This loses, but 23 Kbl is answered by 23...Qa5

23... Qb6+

But I missed 23...B:a2! 24 K:a2 is unthinkable, so 24 N:a2 Rb7+ 25 Kal Qb6 26 f3 ef3 27 Qd2 Kh8 or 27...R8b8 winning

24 Kal Qa5 25 Qg3 R:f5

Having missed my chance, my game now falls apart

26 Rcl Kh8 27 Q:d6 Bg8 28 Bc4 Rc7 29 B:g8 R:c3 30 Bb3 Rf8?? 31 Q:f8+

1-0

Notes by Peter Roche

R.G.R.Harris-C.O'Shaughnessy(190)  
Kingston v Mitcham, Board 9  
Alexander Cup  
14 March 1988

[Boards 1-8 counted as a Surrey Trophy match. My opponent usually played for Mitcham II, so playing above board 9 would have made him ineligible.]

#### Modern Benoni

1 d4 Nf6 2 c4 e6 3 Nf3 c5 4 d5 ed5 5 cd5 d6 6 Nc3 g6 7 Nd2 Bg7 8 Nc4

"The Knight's Tour variation, introduced by Nimzowitsch versus Marshall in New York, 1924. For all its artificiality, 7 Nd2 was the main theoretical reason the Modern Benoni was considered inferior for 25-30 years after Nimzowitsch-Marshall. It became the subject of renewed debate when Suetin and Tal rehabilitated ...e6 in the mid 1950s, and to this day represents one of White's most effective counters to Black's diagonal pressure... The knight exerts great influence from c4, and Black's d6 pawn can become a serious target..." - J.Watson

B...0-0 9 Bf4

An alternative is 9 Bg5, so that if 9...h6 10 Bf4 gives White a similar position, but Black's exposed pawn at h6 gives him problems later

9...Ne8

The recommended move is 9...b6! This pawn sacrifice was originally played in Donner-Planinc, Wijk aan Zee 1973, and continued 10 B:d6 Re8 11 Bg3 Ne4! 12 N:e4 R:e4 13 e3 b5! 14 Nd6 Rb4 15 B:b5? Bf8! 16 Bc6 Ba6! 17 B:a8 R:b2 with a ferocious attack (...Qa5+, ...Qf6, and B:d6 being threats). The game finished 18 Qa4 Qf6 19 Rcl B:d6 20 f4 Qf5! 21 e4 Re2+ 22 Kdl Qh5 0-1

10 a4

10 Qd2 is best, threatening 11 Nb5

10...g5 11 Bg3 f5 12 f4 Na6 13 Qd2 g4 14 h3 gh3 15 R:h3 Nb4 16 0-0-0 Bd7

Now if 16...B:c3 of course 17 bc3 is essential

17 Bh4 Qc7 18 b3 b5

Now 18...B:c3 would be met by 19 R:c3

19 ab5 Rb8 20 Rg3 B:b5 21 e4 B:c4 22 B:c4 Qa5 23 Qb2 fe4 24 R:g7+ N:g7

25 Be7

The reason for the exchange sacrifice. Now 25...R:f4 loses to 26 B:d6

25...Nf5 26 B:f8 R:f8 27 N:e4 Ne3 28 Nf6+ Kf7 29 N:h7?

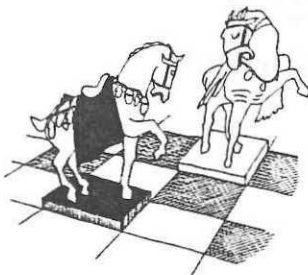
I had missed the knight manoeuvre that follows, but I was short of time and was quite pleased with my position. 29 Rd2 is best. 29 Rh1 is probably playable, but Black has at least perpetual check by 29...Na2+

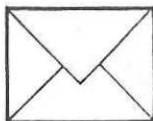
29...Na2+ 30 Kbl Nc3+ 31 Kcl Ne:d1

The last move of the game. An over-the-board adjudication demonstrated the lack of possibilities for White

0-1

Notes by Richard Harris and Jim Wilkinson





## CORRESPONDENCE CHESS

Some of you may have noticed that from time to time a game played by correspondence appears in the Bulletin. Most games played by post in the U.K. take about a year to complete; international games often last considerably longer because of the slowness of some postal services. A game lasting three years is not unusual in serious competition. Why do some chess players indulge in this self-imposed torture?

I first took up postal chess for a very simple - and, as it turns out, naive - reason. I'd had one very bad season, where I lost many points through not knowing openings thoroughly, being outplayed in simple endings, and simply missing winning continuations because I was short of time. Playing games by post seemed a simple solution: I could consult whatever books I liked whilst the game was in progress, so I should no longer be surprised in the openings, and finding out what to do in the endings was just a matter of consulting Fine's Basic Chess Endings. Since each player is allowed about two days per move, I shouldn't get into time trouble, and I could work out the best continuation in any position since I can move the pieces around the board at my leisure.

In practice, things are a bit different. You find that it's not enough to use an old and battered copy of Modern Chess Openings if your opponent is using a Batsford monograph on the same opening. Or worse, your monograph isn't much use if he's following a line in the latest Informator which refutes your theory. Last year I won a game in the Sicilian Dragon where my opponent unwittingly followed the analysis from a game in Informator 33: I played my first original moves from a winning position at move 21. It can be useful though to have the old books. A few years ago I won a game following analysis by Pachman in Semi-Open Chess on the Sicilian. The line was a discredited one, and was simply dismissed without analysis in MCO; my opponent thought he was playing something original to get me out of the book. Because of this, some players deliberately play odd openings, or unusual and risky gambits in standard openings, taking the view that they'll have time to sort through the complications, and at least they won't be playing against a book.

You also discover that there are mistakes in books. There's nothing worse than following a line which ends in a plus for you, only to find half way along it there's a misprint, or a glaring error. The same goes for some of Fine's judgements of some endings - it's necessary to look in a variety of sources before drawing your own conclusions.

Postal chess also disposes of the notion that you'd be a wonderful player if only you had time to look at positions thoroughly. You do have time to analyse thoroughly - and you still make mistakes! The advantage, though, is that the mistakes you make are usually errors of judgement, and not simply blunders. In other words, correspondence chess allows you to know yourself a bit better, and puts an end to self-delusion.

If any of you are interested in giving postal chess a try, why not contact Richard Banbury? He organises correspondence chess competitions for Surrey, and I'm sure he'd be pleased to hear from you.

The game that follows is an example of the sort of wild chess that can be played by post. It was sent to me by a Finnish opponent of mine, Aarre Ruuttula, and was played last year in a Scandinavian competition.

R.Kelund-A.Ruuttula  
Nordic Cup 1987  
Correspondence

Two Knights: Ulvestad

1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 Ng5 d5 5 ed5 b5

The Ulvestad variation. Black sacrifices a pawn and his queenside pawn formation

6 B:b5 Q:d5 7 B:c6 Q:c6 8 Qf3 e4 9 Qb3 Bc5!?

How many players would play this over the board?

10 Q:f7+ Kd8 11 Qb3 e3! 12 f3! ed2+ 13 N:d2 Re8+ 14 Nde4 N:e4 15 fe4 h6  
16 Be3! Bg4!!

Not 16...hg5 because of 17 0-0-0!

17 Nf7+ Kc8 18 0-0 Rb8 19 Qc3 B:e3+ 20 Q:e3 R:b2 21 Qd4 Qb6!

Not 21...Q:c2 because 22 Nd6+ wins

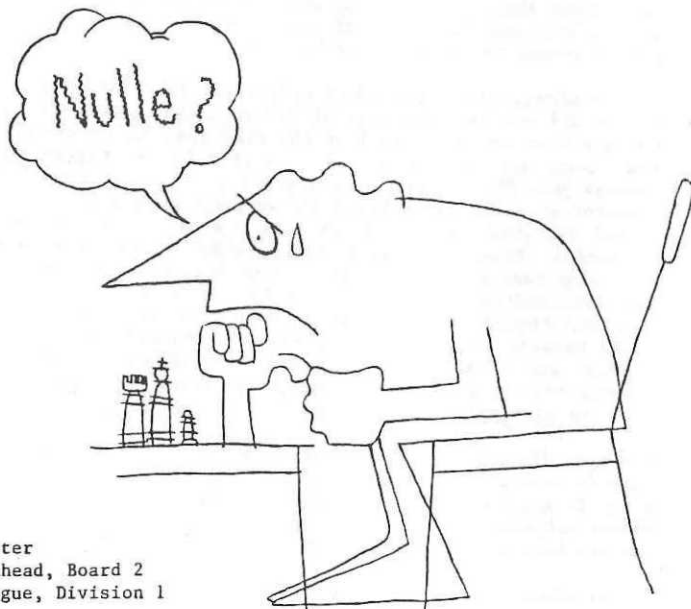
22 Q:b6 ab6 23 e5 R:c2 24 Rac1 R:c1 25 R:c1 Kd7! 26 e6+ R:e6

White's knight is lost, and with it the game

27 Rc4 Bh5 28 Rd4+ Ke7 29 Nd8 Rd6! 30 Rh4 Be8 31 Nb7 Rd1+ 32 Kf2 Bc6

33 Ke2 Rd7 34 Rg4 g5 35 h4 Kf6 36 Nc5 bc5 37 hg5 hg5 38 Rc4? Bb5

0-1



K.Inwood - S.Foister  
Kingston v Maidenhead, Board 2  
Thames Valley League, Division 1  
21 March 1988

Caro Kann: Gurgenzidze

1 e4 c6 2 d4 g6 3 c4 Bg7 4 Nc3 d6 5 Be3 f5 6 ef5 B:f5 7 Bd3 Qd7 8  
Nge2 Nh6 9 Ng3 B:d3 10 Q:d3 Nf5 11 N:f5 gf5 12 d5 Na6 13 0-0 c5  
14 a3 Rf8 15 Bf4 0-0-0 16 Rab1 Nc7 17 b4 e5 18 de6 Q:e6 19 bc5  
dc5 20 Qg3 Rg8 21 B:c7 B:c3 22 Qf3 K:c7!

(23 Q:b7+ doesn't lead anywhere - KFI)

23 Q:c3 Rd4 24 Qa5+ Kb8 25 Q:c5 Qe4 26 f3 Qc2 27 g3 Rd2 28 Qe5+  
Ka8 29 g4 fg4 30 fg4??

(30 Qg3 looks OK - and I had seen it! - KFI)

30...R:g4+ 31 Kh1 R:h2+ 32 Q:h2 Qe4+ 0-1