

S E L E C T E D G A M E S

O F

H U N T E R W E A K S

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But helpless Pieces of the Game He plays
Upon this Checker-board of Nights and Days;
Hither and thither moves, and checks, and slays,
And one by one back in the Closet lays.

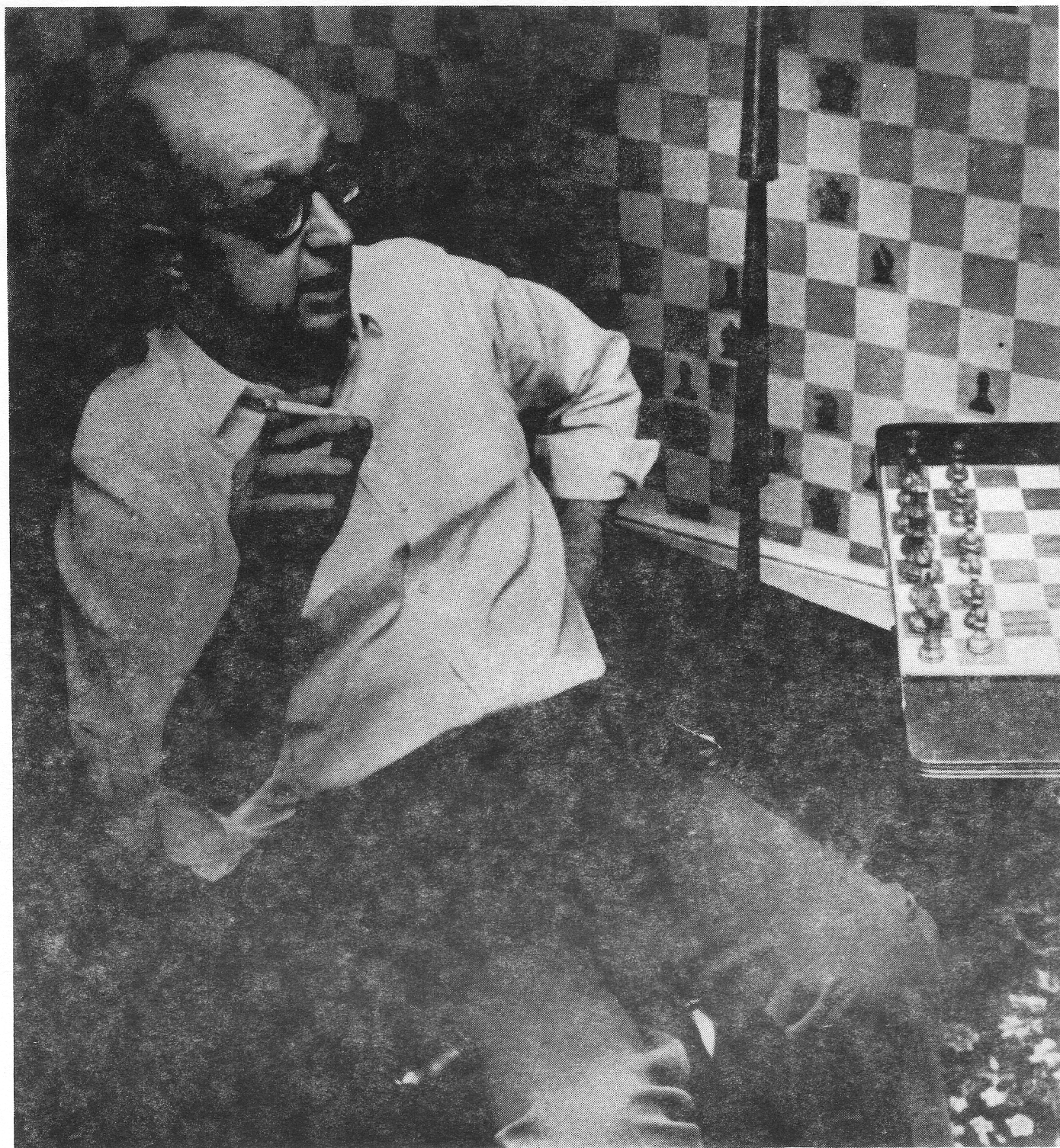
-- Rubaiyat --

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L. HUNTER WEEKS

1923-1973

PREFACE

This book was conceived by the chess players of Memphis to honor L. Hunter Weaks after his untimely death in May of 1973. Although I only knew Hunter for a period of about a year and a half, I was attracted to his vast history of chess and his tactical and positional style of chess. On occasions lasting into the wee hours of the morning and often until dawn, Hunter, acting as a teacher, would sit quietly, watch his friends play games, and comment on their weaknesses and strongpoints. Many times we would sit for hours analyzing the games of the Fischer-Spassky match, utilizing his vast library of chess books to follow the games as far as possible.

The following games were selected to show primarily the many-sided aspects of Hunter's style of play. We hope to show that Hunter was not falsely classified as a drawish player, even though he liked to think of himself as a "quiet" player.

Gary Pylant
January 1974

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Leslie Hunter Weaks was born in Fulton, Kentucky on April 11, 1925. Early in life he began to develop a rebellious spirit, a condition he himself attributed at least in part to his years at Webb School, one of the finest prep schools in Tennessee. There he received a thorough, if straight-laced and authoritarian, classical education. As a means of combating his sense of confinement, he entered the school's debating competitions in defense of various unpopular causes and became the debating champion. His desire to set himself apart from the machinations of a highly organized and rigorous school existence manifested itself also in his budding chess career (he was taught the game at the age of ten by an older cousin). When he left Webb and entered Vanderbilt, he felt, in his own words, "like a bird out of a cage."

While his academic career at Vanderbilt was adequate if not distinguished, his contemporaneous careers in all-night bridge and chess sessions were booming. In the middle of World War II, he left Vanderbilt to serve in the U.S. Army; he was stationed first in Europe and later in Manila where he found and played many reasonably strong chess players. Hunter was, by this time, content to be virtually anywhere where he had enough time to play as much chess as he liked and read as freely as he wished. He considered taking a job as librarian at Bagio, Phillipines, which seemed to fit his criteria.

When Hunter left the Army he found himself with an inheritance which made it possible for him to pursue his own goals, which proved to be somewhat at odds with those his family preferred for him. He was determined not to tread the dusty road of common sense--but to try his hand at what he felt was his primary interest, chess. Except for his large appetite for books and his fondness for fine chess equipment, Hunter was anything but a materialist; he, in fact, hated both the values and practices of the marketplace. With his inheritance, Hunter's preference for a life of relative simplicity and frugality enabled him to solve the time-money problem in such a way that he could follow his chosen life style. He was fond of mentioning, when prodded by puritanical contemporaries--of whom he knew more than a few--that "at least he had had a thirty-year vacation."

Perhaps the best comment about Hunter's attitude and preferences during this period is the following excerpt from a story Hunter wrote while living and playing at the Herman Steiner Chess Club in Los Angeles: he "came down the steps of the chess club where he had played in a rapid transit tournament that evening with moderate success. He was the last to leave and walk into the foggy, chilly Los Angeles night. He entered his nearby room and turned the radio dial to WXYM...a station that plays classical music throughout the night without ads. His lean, angular figure cast a long shadow across the room. He gathered around his chair several bound volumes of chess magazines, made some coffee, and settled down for a pleasant evening."

After playing in the 1954 U.S. Open, Hunter began a stop and start trek southward and settled in Memphis in the mid-fifties. His apartment and later his home on Graham Street became a chess meeting place and, during two periods, the site of the Pillsbury Chess Club. When Dr. Trifunovic

visited Hunter's home during his simultaneous tour in 1962, the gentle grandmaster wished he could have extended his stay. He was fascinated by the constant flurry of chess activity, the chess position wallpaper, the bulging chess library (by count Hunter owned at one period or another over a thousand volumes on chess). Trifunovic's enjoyment of his visit found expression in an article which appeared the following year in Chess Life. Hunter made Memphis his home until his death on May 19, 1973.

If chess was Hunter's great interest, it was not the only one. He regularly devoted each day to the study of philosophers such as Plato, Aristotle, Hume and especially Schopenhauer and Nietzsche. He sampled freely from the writings of many poets, essayists, and novelists. But his favorite scholarly pursuit was the reading and study of Shakespeare; he read the entire canon three times, many individual plays five and six times, and reams of Shakesperian criticism. Though he made no point of it, Hunter was an inordinately well-educated person; where Shakespeare was concerned, he was often superior in knowledge to college professors responsible for holding classes on the great dramatist.

Hand in hand with Hunter's love for books went his love for spirited conversation with friends and acquaintances. At times, Hunter would deliberately defend a position in which he himself did not believe (perhaps the old Webb School influence) for the sake of generating a good argument. His love of irony and his wit, which could vary from plays on subtle nuances to sharp jabs and sledge-hammer blows, made him a fine cohort or opponent in conversational battles--to those capable of appreciating the art of argument.

Hunter's home often exuded the atmosphere of a trading center, for he disliked a static condition in his library or his "toy center," i.e., his current stock of chess equipment. Many of the chess libraries in Memphis and most of the best chess equipment were distributed through Hunter's trading center. He was known by all who bargained with him to be scrupulously fair--if anything generous to a fault; and some men of lesser integrity took notable advantage of his generosity.

In short, if one visited Hunter's home at any given time he might have walked in on a Shakesperian scholar, an advocate of Nietzsche's superman, an avid trader, a studious analyst pouring over Cheron's endgame studies, or a practical chess player at his game.

As a chess player, Hunter believed in the truth of the chessboard--not coffee house traps and cheap shot tactics. He was a chess purist who believed that the position on the board should determine the outcome of the game, that a perfectly played game would logically result in a draw--a tribute to the skill of both players. He reveled in winning by virtue of pressing home an earned positional advantage against the best defense; he was disappointed if his opponent in such a situation should lose by falling into a Knight fork or a discovery that could have been avoided. The clarity and precision of Capablanca's play was something of an ideal to Hunter, a style worthy of emulation. Sound positional play controlled by carefully conceived strategy was Hunter's medium. His games often were marked by prophylactic measures--a recurrent Nimzowitsch theme--designed to inhibit his opponent's chances; he sometimes sardonically fashioned himself a "little

tiger" because his play bore stylistic similarities of Petrosian's. It is interesting to note that in his physical appearance, Hunter bore a striking resemblance to Nimzowitsch.

As a student of chess and chess lore, Hunter had few if any equals. He systematically went through every major work (e.g., BCE with analytical testing of every position) and treatise available and myriad minor works. His objectivity about a given chess treatise or theory and about his own abilities and shortcomings coupled with his ability to verbalize his knowledge made him a remarkable source of knowledge about and teacher of the game of chess. He was both academic and pragmatic; aiming for practicality, sincerity, and conscientious work, Hunter was fond of using a Carlos Torre tricolon to focus on his task: "to be conscientious, to be sincere, to achieve a higher level of consciousness. To will is to win!"

Had Hunter's tactical abilities matched his positional grasp of the game, he would undoubtedly have been at least a strong master. As many of the games in this collection illustrate, he was more than a capable tactician. He had to his credit many fine wins in double-edged games against opponents commonly labeled--whether appropriately or not--"tacticians." His excursion into Golden Knights correspondence play--a method of play which demands both strategic foresight and tactical laziness, i.e., a lack of desire to plow through long variations, and perhaps a certain insensitivity to his own tactical possibilities. Typically, he had an objective grasp of his tactical deficiencies and worked systematically through available tactical studies in an effort to improve. The true hallmark of the practitioner and the teacher is to recognize his own weaknesses--not to gloss over them or try to hide them--a theme Botvinnik has stated many times.

Many in Memphis and other places as well will remember Hunter best as a professor of chess. He was, indeed, a pre-eminent teacher of the game--and one who could conduct off-hand lectures with the entertaining flair of Samuel Johnson holding forth in a London saloon. Hunter doubtless did more to spread sound chess knowledge in the Memphis area than anyone else has done before or since his time. Unlike typical chess players who attain some small skill in the game, Hunter did not seek self-aggrandizement as a player or a teacher. He knew that he was not a grandmaster, senior master, or master and did not succumb to the pretentiousness of the skilled player who lords his skill over the uninitiated and hence places emotional impediments in the way of the learner. Because Hunter recognized and acknowledged his weaknesses, his incisive remarks about the play of others, whether pointing out strengths or weaknesses, were always recognized for what they were: efforts to be helpful. Any serious student of chess--but he would have to be serious--could avail himself of Hunter's help at virtually any time--whether the help took the form of hours of opening preparation, of recommendations of texts directed to specific weaknesses, of analyzing specific positions, of studying the strategic basis of classes of positions, of exploring chess history, of studying a variety of endings--in short, whatever was needed. Because Hunter was a true teacher, he enjoyed seeing genuine improvement in the play of those he tried to help--even when, as was sometimes the case, it was at his expense over the board.

Hunter respected quality in all things and disliked mediocrity; so it was in his attitudes about chess and the teaching of chess. He believed that young players, beginning players of any age, should have a chess environment which would provide the maximum opportunity for the full development of their potentials. During the early 60's, he was frankly dismayed by the seeming inability of the Memphis area to produce more strong players, and he felt that much of the blame lay with the Memphis Chess Club. In his judgment, certain members of the club were more concerned with establishing themselves as club-masters, in the literal sense, that they were with the game of chess--and were still less interested in seeing young players develop to challenge their positions. To be precise, Hunter did not feel that anyone was consciously inhibiting the growth of chess in the club; he simply felt that interrelated personality clashes were having an adverse effect that resulted in an unpleasant and unhealthy atmosphere for chess. After much consideration spread over many months, Hunter decided to retire from the Memphis Chess Club; he did not re-enter the club for several years, until he had cause to think the situation had improved.

During those years of absence, Hunter of course continued his study of the game and played at the unofficial club at his home. It was at this time that the old Pillsbury Club was reborn. There had been some speculation among younger players in the Memphis Chess Club as to just what and who the "Pillsbury rebels" were. They were simply a few players who enjoyed chess in a reasonably congenial environment. They irritated a few Memphis players by going to the state championships in Nashville in 1966 and 1967 and winning the team competition both times; they had the nerve, it seems, to engrave the victor's plaque "Pillsbury Chess Club"--which seemed appropriate since the Memphis Chess Club did not in fact win the competitions. Aside from its Nashville excursions, the Pillsbury Club activities consisted of matches among its members, joint studies of openings (which included the thorough dissection of members' pet lines so that all might learn a little more), doing studies and exercise in the middle game and endgame, and attention to any specific problem a member might be having with the object of helping him overcome his difficulty--though it might cost another member a point at times. The purposes of the Pillsbury Club were to improve the play of its members, to provide a pleasant setting for companionship as well as competition, and to make certain--when all its members could make it to Nashville--that the Tennessee team plaque would be properly engraved (the club failed to do so in its three appearances only in 1971 when one of its strongest members could not be present). Hunter was, of course, the activity director for the Pillsbury Club and, as such, demonstrated that chess clubs could indeed be fruitful endeavors. The Pillsbury Club, incidentally, was not a closed society; the chess players in Memphis at that time were well familiar with Hunter's home.

When Hunter rejoined the Memphis Chess Club in late 1971, no one could have known that he was to die of cancer in a year and a half. There were vague hints that could have suggested the disease had anyone been alert to such a possibility. A few weeks later Hunter began sleeping a bit longer each day. Where seven or eight hours sleep had served, he began to require progressively more sleep until by the fall of 1972, before his operation, he routinely needed twelve or more hours. His play, always restrained, seemed in retrospect lacking in energy in 1972; and, indeed, he often said that he did not seem to have as much energy as usual. He

enjoyed a period of rejuvenation during the Fischer-Spassky match; he had his communication channels open to receive all possible information from all possible sources--as he had done for every world championship since 1948. And he relished Fishcher's victory both for the thing in itself and for the new life it would breathe into American chess. He was excited and enthusiastic--and needed ten to eleven hours sleep.

Hunter's favorite rhetorical device was irony; he was especially fond of Gibbon because of his ironic turns of phrase. Though Hunter would have had it otherwise, he was able to appreciate the great irony that as chess promised to boom in this country, he might not be a part of that development. Hunter's view of the world was neither orthodox nor sentimental. His personal preference among Shakespeare's plays was Macbeth, which contains numerous passages close in spirit to what Hunter believed to be the truth about existence, a truth which implies that man will make his own world, his own meanings, through his efforts and refuse to demean his understanding with self-delusions. Hunter thought Macbeth was probably close to the truth when he said,

"Life's but a walking shadow, a poor player
That struts and frets his hour upon the stage
And then is heard no more. It is a tale
Told by an idiot, full of sound and fury,
Signifying nothing."

In February, 1973, Hunter returned to the hospital where he remained until his death. He appreciated and enjoyed, when possible, the visits of his friends. He found a few relatively less painful hours to help with opening preparations during his first few weeks back in the hospital; he continued his lifelong reading projects. He waited calmly and patiently, given the level of pain he had to endure; his last reading, aside from listening to a few short readings from Eliot's poetry, was in Santayana's The Sense of Beauty.

-- Richard McDowell & Eddie Middleton --

GAME 1

SICILIAN DEFENSE

Ladder Game, November 19, 1971

White: John Hurt

1	P-K4	P-QB4
2	N-KB3

Hurt rejects his pet attacking line, the Wing Gambit (2 P-QN4!?), and adopts this more conventional line probably because of an earlier embarrassing draw in the correspondence game with Weaks. Hurt, who had scored many sparkling successes with the Wing Gambit, had been convinced by this correspondence game that the gambit leads to a theoretical draw. Weaks had used a move personally suggested to him by International Grandmaster Dr. Peter Trifunovich of Yugoslavia (see Game 3).

2	N-KB3
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Weaks decides to make the game somewhat aggressive with this system advocated by Nimzovitch.

3	P-K5	N-Q4
4	N-B3	P-K3
5	NxN	PxN
6	P-Q4	N-B3!?

He now adopts a sharp and somewhat risky gambit line -- the only way probably to gain an advantage if White does not play sharply.

7	PxP	BxP
8	QxP	Q-N3!
9	Q-Q2?

This is not the best move; Fine says Black should now obtain a good game -- better would have been 9 B-QB4! with good prospects of attack.

9	O-O
10	B-Q3	P-Q3!
11	N-N5?	P-KR3
12	N-K4	NxP
13	NxB	PxN
14	O-O	R-Q1
15	Q-B3	NxB
16	PxN	B-B4
17	B-K3	Q-N3
18	KR-Q1?

Now White gets crushed completely. The only saving move is 18 P-B3.

18	B-R6
19	P-KN3	Q-QB3!

20	P-B3	QxP
21	Q-Q2	RxP!!
22	Q-KB2	RxR ch
23	Resigns	

Weaks, who was noted for his peacefulness and amenability to draw offers, sometimes deliberately played out of character when he was in what he called his "Morphy Mood." When in this rare combinative mood, Weaks would give ample proof that he was not confused by Knight Forks.

GAME 2

LARSEN'S OPENING

Tennessee - Alabama Match, October 31, 1971.

White: Paul Hargett

This game is a good illustration of Hunter's style of play when he was in character which was most of the time. This style of play, which was a quiet style, was sometimes misunderstood as indicative of a passive timidity. The reason he played so cautiously was not that he feared he would not gain his fair share of victories with a more daring style, but that he hated losing much more than he enjoyed winning. With this attitude his play would actually appear as peaceful and lead also naturally to more draws. But here the appearance is misleadingly reflective of the reality. The real interest behind his play was to achieve what he did in this game, which was to gradually paralyze his opponent into a totally defenseless state and then to "prop his opponent up on the ropes" and pound on him as long as he could instead of giving a quick knockout blow. This concept of "prolonging the agony" as opposed to a quick kill in a tactical flourish could not be construed as unaggressive. In fact, it could even be thought of as sadistic. Weaks was a great admirer of Petrosian, another supposedly quiet player. Weaks would frequently speak of the "Tiger's peacefulness" with a sardonic smile.

1 P-QN3

Hunter termed this type of opening as a "back-ass" opening.

1	P-QB4
2	B-N2	P-Q4
3	P-KN3	N-QB3

Black continues with center developing moves while White goes about his "back-ass" development on his three back ranks.

4	B-N2	P-K4
5	P-K3	B-K3
6	KN-K2	P-B3
7	N-R3	Q-Q2
8	P-QB4	P-Q5

9	O-O	B-Q3
10	N-N5	KN-K2
11	NxB	QxN
12	P-QR3	P-QR4

He reduces his opponent's chances a la Nimzovitch.

13	K-R1	O-O
14	N-N1	Q-Q2
15	Q-R5	B-N5
16	B-R3	BxQ
17	BxQ	B-B2
18	P-K4	P-R5

This creates a weakness in White's cramped camp.

19	P-Q3?!	PxP
20	KR-N1	KR-N1
21	B-N4	P-QN4
22	PxP	RxNP

The rest of the game shows his concept of "putting his opponent on the ropes."

23	B-K2	R-R5
24	N-B3	N-R4
25	N-Q2	N-B1
26	K-N2	N-Q3
27	P-B3	P-B5
28	PxP	BxP
29	K-B2	BxB
30	KxB	N(3)-B5
31	K-Q3	NxN
32	KxN	R-B4
33	P-KR4

Pure desperation.

33	R-B7 ch
34	K-Q3	R(5)-B5
35	P-R4	N-B3
36	BxP	PxB
37	RxP	N-K4 mate

GAME 3

SICILIAN WING GAMBIT

Telephone Game 1962

White: John Hurt

The following game has been called the "refutation" of Hurt's fiery Wing Gambit by many of the stronger players in Memphis, Nevertheless, this game is a good lesson in the art of playing against any gambit opening.

1	P-K4	P-QB4
2	P-QN4!?	PxP
3	P-QR3	P-Q4

The best line, of course.

4	PxP	QxP
5	N-KB3	P-K4
6	PxP	BxP
7	P-B3

Hurt's favorite line.

7	B-QB4
8	N-R3	N-KB3
9	B-B4

This move is a latter suggestion by Marshall for White to sharpen his play as 9 N-QN5 after 9 0-0! gives Black a strong advantage.

9	Q-K5 ch
10	B-K2	0-0
11	N-QN5	N-B3
12	R-R4	Q-B4
13	0-0	N-Q4!!

This is the move suggested by Grandmaster Trifunovich. This not only tames the fury of the Wing Gambit but leads to a noticeable advantage for Black.

14	P-Q4	PxP
15	B-Q3	Q-R4
16	PxP	B-K2!

This is better than 16 B-N3 as the Bishop at K2 controls Q3 and KR5 which are important attacking squares for the White Knights in this "hit 'em" opening. Weaks said in choosing this placement of the Black Bishop, he was somewhat influenced by the excellent defensive judgement of Morphy, who deployed his Bishops thus in defending against gambit play.

17 B-K2

Hurt prepares for another colorless "hit 'em" move.

17 P-QR3!

Now Weaks is getting ready for his own "hit 'em" moves.

18	N-K5	Q-B4
19	B-B3	B-K3
20	P-N4	Q-N8
21	BxN	BxB
22	N-QB3

White is simply a pawn down with no apparent compensation.

22	Q-N6
23	NxN	PxN
24	NxB	QxN
25	R-K1	B-Q3
26	B-R3	BxB
27	RxB	KR-K1
28	Q-R1	P-KR3

Black can try 28 RxR ch; 29 QxR, QxP; 30 RxP?, QxP ch; 31 K-R1, Q-B1 with winning chances.

29	R-R4	Q-B6
30	Q-Q1	QxQ

Weaks apparently declines the extra pawn with 30 RxR ch in order to transpose into a supposedly won Rook and pawn endgame.

31	RxQ	P-QR4
32	R-QB1	R-R3

Draw

A draw was agreed upon at this point as Hurt felt that Weaks had demonstrated that the best White can hope for in the fiery Wing Gambit is a theoretical draw. Apparently Weaks, in spite of his enjoyment of endgame play and his noted skill therein, felt compelled to agree with Hurt's contention that Black's extra pawn meant nothing and that the game had lost its interest.

GAME 4

DUTCH DEFENSE

Pillsbury Club Ladder Tourney, September 29, 1955.

Black: R. S. Scrivener

1	P-Q4	P-KB4
2	P-QB4	N-KB3
3	P-KN3	P-K3
4	B-N2	B-N5 ch

This system is similar to the Bogó-Indian Defense. Black usually preserves this Bishop for attack on the King side.

5	B-Q2	BxB ch
6	NxB

It is better to play 6 QxB leaving QB3 vacant for the Knight, but Weaks leaves the book to play the game on uncharted grounds.

6	O-O
7	KN-B3	P-B3
8	O-O	P-Q4

This is a plausible move, but White now controls K5. Better would have been 7 P-Q3 followed by N-B3 with a better game than the one he gets into now.

9	N-K5	QN-Q2
10	N-Q3	N-K5
11	PxP	KPxP
12	N-B3	P-KN4
13	P-K3

Necessary to prevent P-B5.

13	P-N5
14	N(B3)-K5	NxN
15	NxN	Q-N4
16	P-N4

Weaks starts a diversion on the Queen's side.

16	R-B3
17	P-B4	Q-R4
18	BxN	BPxB
19	P-KR4!

Starting a blockading process.

19	Q-B4
20	R-B1	P-QR3

To help prevent an eventual P-N5.

21	P-R4	B-Q2
22	Q-N3	R-Q3

Black tries to protect the Queen pawn which would be unprotected by White's Queenside advance.

23	R-QB3	K-B1
24	KR-QB1

Adding more pressure to the "hit" square QB6.

24	Q-K3
25	P-N5	RPxP
26	PxP	PxP
27	R-B7

The point -- outpost on the 7th.

27	B-B3?
28	RxRP	K-N1
29	R-R5	R-R3
30	R-N5 ch	K-R2
31	P-B5!	Q-K1
32	Q-Q1!	P-N5
33	QxP	Q-KB1
34	R-R5 ch	R-R3
35	Q-N6 ch	Resigns

GAME 5

NIMZO-INDIAN DEFENSE

Alabama Open, September 13, 1955
Round 3

White: T. L. James

1	P-Q4	N-KB3
2	P-QB4	P-K3
3	N-QB3	B-N5

This was Weaks' favorite defense to P-Q4.

4	Q-B2	N-B3
5	N-B3	P-Q3
6	P-QR3	BxN ch
7	QxB	O-O

White should now complete his Kingside development but instead makes a move which does him no good.

8	B-N5	P-KR3
9	B-R4	P-KN4!?
10	B-N3

If NxP? then PxN; 11 BxP, N-K5! and Black wins.

10	N-K5
11	Q-Q3	P-B4
12	P-KR4?

Better would be N-Q2.

12	P-N5
13	N-Q2	NxB
14	QxN

White now loses a pawn, but his position is hopeless anyway.

14	NxP
15	O-O-O	P-K4
16	P-K3	P-B5
17	PxP	RxP
18	Q-K3	Q-B3
19	N-K4	RxN!

Finishing the game at once.

20	QxR	N-N6 ch
21	K-B2	B-B4
22	QxB	QxQ ch
23	KxN	QxP
24	B-Q3	R-KB1
25	QR-KB1	Q-N6
26	RxR ch	KxR
27	K-B2	QxP ch
28	Resigns	

GAME 6

Hunter Weaks won this game at the Mid-South Open in 1960. He won the tournament on tiebreakers against his opponent and good friend Troy Miller. The annotations are by Weaks himself as it originally appeared in Tennessee Chess News, November 1960 issue.

SICILIAN DEFENSE

White: Troy Miller

1	P-K4	P-QB4
2	N-KB3	N-QB3
3	P-Q4	PxP
4	NxP	N-B3

5	N-QB3	P-Q3
6	B-K2	P-KN3
7	O-O	B-N2
8	B-K3	O-O
9	P-B4	Q-N3
10	N-R4

Fine in P. C. O. gives the interesting alternative 10 Q-Q3, N-KN5; 11 N-Q5, BxN; 12 NxQ, BxB ch; 13 K-R1, BxN; 14 BxN, BxB; 15 P-B5, B-R4 (Ahues - Richter, Berlin 1930). Fine evaluates the final position as equal, but my experience as Black in postal play a number of years led me to believe the three pieces are stronger here.

10	Q-R4
11	NxN

As usual, this is doubtful since it strengthens Black in the center and gives an open file to the QR. If he fears a repetition of position, he misjudges my mood following the loss to him in the Greenville Invitational a week ago.

11	PxN
12	N-B3	R-N1
13	R-N1	R-Q1
14	B-Q2	Q-N3 ch
15	K-R1	P-Q4
16	B-B3	NxP
17	BxN	PxB
18	Q-K1

The play following 18 NxP is somewhat involved, but I believe a complete analysis will show that Black maintains the advantage. For instance: 18 NxP, P-KB4; 19 N-N3, B-QR3; 20 R-K1, Q-Q5; 21 B-B3, QxQ; 22 QRxQ, RxR; 23 RxR, BxB; 24 PxB, R-N7.

18	RxB!
----	-------	------

Being a cautious player, I'd normally play what is probably the most correct move on the board, 18 P-KB4 and attempt to win with the extra pawn. The merit of the text is that it will take more time to solve on my opponent's clock.

19	QxR	P-K6
20	Q-K1	B-QR3
21	R-B3	BxN
22	QxB	P-K7
23	P-QN3

To block the Bishop with P-QB4, but it fails.

23	R-Q1
24	R-K1	R-Q8
25	P-N3	Q-Q1
26	K-N2	RxR

27	QxR	Q-Q8
28	K-B2	QxP
29	P-QR4	Q-B4 ch
30	R-K3	P-K3
31	Q-B3	Q-Q4
32	R-B3	P-QB4
33	P-KN4	B-N2
34	R-N3

The ending after KxP, QxR ch; 35 QxQ, BxQ ch; 36 KxB, P-B3 wins for Black.

34	Q-R8
35	KxP	QxP ch
36	K-Q1	Q-R8 ch
37	K-B2

Better is 37 K-Q2, but my opponent is very short on time.

37	B-K5 ch
38	K-N2	Q-R7 ch
39	K-R3	B-N8
40	Q-N2	QxR
41	QxB	QxBP
42	Q-Q1	Q-N5 ch
43	K-N2

43 K-R2 makes things harder, but Black still wins.

43	Q-Q5 ch
44	QxQ	PxQ
45	P-N4	K-B1
46	P-QN5	K-K2
47	P-R5	K-Q2
48	P-N6	PxP
49	P-R6	K-B1
50	K-N3	K-N1
51	K-B4	P-K4
52	Resigns	

GAME 7

KING'S INDIAN DEFENSE

Memphis Club Ladder Game, May 14, 1962

Black: Eddie Middleton

1	P-Q4	N-KB3
2	P-QB4	P-KN3
3	N-QB3	B-N2
4	P-K4	P-Q3

5	P-B3	O-O
6	B-K3	QN-Q2

Boleslawski says that this system is difficult for Black but playable.

7	Q-Q2	P-K4
---	------	------

Better would be 7 P-B4 followed by such moves as P-QR3 & Q-R4 starting action on the Queenside.

8	P-Q5	N-R4
9	O-O-O	P-KB4
10	KN-K2	P-B5
11	B-B2	B-B3
12	K-N1	B-R5
13	B-N1

Hunter avoids exchanging his "good" Bishop which controls the important QB5 square useful for the Black Knight. Here, he uses his concept of "build and wait." This idea is very essential in a positional game.

Fischer compares it to a basketball game in which "the ball is passed around."

13	P-R4
14	N-B1	P-N3
15	B-Q3	N-B4
16	B-QB2	P-KN4
17	BxN	NPxB
18	B-R4

A good move preventing P-R5.

18	B-Q2
19	BxB	QxB
20	N-N5	P-N5
21	KR-N1	K-R1
22	Q-K2	N-B3
23	N-Q3	KR-N1
24	P-KN3	PxBP
25	QxP	PxP
26	RxP!	N-N5

If 26 BxR, then QxN ch.

27	R(3)-N1	NxP
28	Q-R5	Q-K2
29	N(5)xBP	QR-B1
30	N-K6	Q-B3
31	RxR ch	RxR
32	R-R1	N-B6
33	N-K1

White now forces more exchanges leading to an easy win.

33	NxN
34	RxB	Q-K2
35	R-N4	RxR
36	QxR	Q-B2
37	Q-N5!

Threatening Q-Q8 ch, Q-N1; 38 Q-B6 ch and mate next move.

37	P-R3
38	QxP ch	K-N1
39	Q-N5 ch	K-R1
40	Q-R4 ch	K-N1
41	QxN	Q-B6?
42	Q-N1 ch	K-B2
43	N-N5 ch	Resigns

GAME 8

CARO-KANN DEFENSE

Memphis City Championship, February 8, 1963

White: John Hurt

1	P-K4	P-QB3
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In his latter years, Weaks played this defense against strong attacking players who usually found themselves in drawish positions after the opening. Hunter liked to give the idea to attackers that they were achieving a great attacking position in the opening. Then, with steady patience and positional defense, he would nullify the attack into an embarrassing endgame where the attackers would grow impatient and lose the game. Even though this concept did not always work, Hunter gave the following advice for weaker players who were playing "cheapo tacticians": "If you can get out of the first twenty moves without any material or positional disadvantages against a swindler or cheap shot artist, play the game carefully reaching an even endgame and watch the attacker start sacrificing to a lost position for himself." His favorite reference to this idea was the games between Marshall and Capablanca. In 1909 Capablanca won an amazing match with 8 wins, 1 loss, and 14 draws.

2	P-Q4	P-Q4
3	P-KB3

The Fantasy variation.

3	P-K3
4	N-B3	N-B3
5	P-K5	KN-Q2
6	P-B4	P-QB4

The opening has transposed into a Steinitz French.

7	N-B3	N-QB3
8	B-K3	P-B3
9	KPxP	QxP
10	N-QN5	Q-Q1
11	PxP	BxP
12	BxB	NxB
13	B-Q3	P-QR3
14	N-B3	Q-B3
15	P-KN3	B-Q2
16	O-O	O-O-O
17	Q-K1	NxB
18	PxN	N-Q5
19	N-K5	K-N1

Necessary for the QB file is dangerous.

20	Q-B2	N-B3
21	Q-N6	Q-K2
22	N-R4	NxN
23	N-B5	B-N4!

The only move to prevent mate or Queenside destruction.

24	PxN	R-QB1
25	QR-B1	K-R1
26	NxKP	BxP
27	R-QB7	RxR
28	NxR ch	K-N1
29	N-K6?

Better is NxP! then if QxP?; 30 N-N4 with good chances; however,
29 Q-Q1! leads to a lost endgame for White.

29	BxR
30	KxB	R-QB1
31	Q-Q6 ch	QxQ
32	PxQ	R-B8 ch
33	K-K2	K-B1
34	NxP	K-Q2
35	K-Q2	R-B8
36	P-KR4	KxP
37	P-KN4	K-K4
38	P-N5	R-KN8
39	N-K8	R-N5
40	N-B6	RxRP
41	P-R3	R-R7 ch
42	K-B3	P-Q5 ch
43	K-N3	K-B4

White can resign now.

44	N-Q7	KxP
45	N-B5	R-R3
46	K-B4	R-QB3

47	KxP	RxN
48	KxR	P-KR4
49	K-N6	P-R5
50	KxF	P-R6
51	KxP	P-R7
52	P-N4	P-R8/Q
53	P-R4	Q-R1 ch
54	K-N5	K-B3
55	P-R5	K-K3
56	P-R6	K-Q3
57	K-R5	K-B2
58	P-N5	Q-R2
59	K-N4	K-N3
60	Resigns	

Finally!!

GAME 9

GRUENFELD DEFENSE

2nd Match Game, August 9, 1961

Black: Troy Armstrong

1	P-Q4	N-KB3
2	P-QB4	P-KN3
3	N-QB3	P-Q4
4	B-B4	B-N2
5	P-K3	O-O
6	Q-N3	P-B4
7	PxQP	PxP
8	PxP	QN-Q2
9	B-K2	N-N3
10	B-B3	B-B4
11	R-Q1	Q-Q2
12	P-KR3	KR-Q1
13	P-KN4	KNxQP
14	NxN	B-K3
15	NxN	BxQ
16	NxQ	BxR
17	BxP	RxN
18	BxR	RxP
19	B-Q2	B-B7
20	P-N3	R-Q1
21	B-KB3	R-Q3
22	B-K2	P-K4
23	P-KR4	P-B4
24	P-N5	P-B5
25	R-R3	B-B4
26	R-QB3	P-K5
27	R-B7	B-K4
28	B-B4 ch	K-R1

29	RxQRP	P-K6
30	R-R8 ch	Resign

GAME 10

This is one of Hunter Weaks' favorite correspondence games with his own annotations played in 1951.

NIMZO-INDIAN DEFENSE

Black: George E. McHugh

1	P-Q4	N-KB3
2	P-QB4	P-K3
3	N-QB3	B-N5
4	P-K3	P-Q4!?

I have analyzed this last move by Black many times with some of the leading players in the country and have come to the conclusion that not one master can say it is good or bad. 4 P-Q4 was at one time held in low esteem due to the so-called improvement suggested by Botvinnik (5 P-QR3) which forces Black to make an immediate decision. The opinion when this line was first brought out in master play was that if Black captures the QN, White would gain the appreciable advantage of the two Bishops without burdening himself with double pawns which can now be dissolved, and then if Black retreats the Bishop (preferably B-K2) then White has gained time and can continue to play for the important breakthrough at his own K4 point. Chess masters Arnold Denker and Albert Pinkus maintain that Black's 4 0-0 reserves the option of choosing any number of systems to White's future conduct of the opening without committing themselves to any degree. Reshevsky, who at one time preferred playing 4 0-0, now advocates 4 P-B4 as being best for Black! The Russian School have experimented with 4 N-QB3 (Taimanov) and 4 Q-K2 (Ragosin and Keres) while the Czech master Kautnauer and Argentine Grandmaster Eliskases pin their faith in 4 P-Q4. Of the two Eliskases can claim success with this move while the Czech master has met with disaster on four (!!) separate occasions!

5 P-QR3!

While this move is supposed to be strong, it is still not to be feared by Black.

5	BxN ch
6	PxB	PxP!?

This move is of course the real point in Black's method of play. He avoids the possibility that after castling and the follow up of P-QB4 White cannot enforce the famous bind which Botvinnik crushed Capablanca at A. V. R. O. 1938. That game continued after 5 BxN ch; 6 Px3, P-QB4; 7 PxQP, KPxP; 8 B-Q3, 0-0; 9 N-K2, and followed by White the plan of breaking the center with P-K4. This line was considered so strong

that the opinion at that time was that Black could not hold this type of game.

7 BxP	O-O
8 P-QR4	P-B4

Probably not best. It seems that after White has played 8 P-QR4 it would not seem right he would allow White to make use of the diagonal QR3 - KB8 by playing into a pin of this sort. The more striking move to attack the center would be in playing 8 QN-Q2 and then if 9 B-R3, R-K1; 10 N-B3 then P-QB4 followed by Q-B3 and Black would have had a more comfortable position than he attained in this opening.

9 B-R3	Q-R4
10 Q-N3	QN-Q2
11 N-B3	R-Q1
12 O-O	P-QN3
13 KR-Q1	B-N2

Not B-R3; 14 B-N5!!

14 Q-N5	QxQ
15 BxQ	P-QR3
16 B-K2	N-K5

Chess is a strange game, that while White has made no apparent blunders, Black has suddenly infused a new life into his game only to spoil it a few moves later.

17 KR-QB1	B-B3
18 B-Q1	P-QN4
19 P-R5!

Taking away a very valuable square for the Queen's Knight.

19	P-B5??
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This is terrible. In closing the wing Black allows White to now make use of his pawn preponderance in the center. The logical and correct idea is play 19 B-Q4 followed by 20 QR-B1 and Black has finally outplayed White on the Queen's side. The initiative would now pass over to Black on that side. Theoretically when an opponent has a pawn structure such as QB3, Q4, K3; Black must strike at these points by say, P-QB4, P-K4, P-KB5 or P-QN5 to shake them from its roots.

20 R-B2	R-K1
21 K-B1	QR-N1

Better is P-K4 to prove what I have just written.

22 N-Q2	NxN ch
23 RxN	N-B3
24 R-B1	N-K5
25 R-K2	KR-QB1

Still playing moves without giving thought of what he should really do. 25 QR-QB1 with the idea of playing P-K4 was still in the realm of possibility.

26	B-N4	P-B4
27	P-B3	N-B3
28	B-Q6

No hurry as Black has no counter.

28	R-N2
29	B-B2	N-Q4
30	B-N1	R-Q1
31	B-B5	N-B3
32	P-K4!

After all even White must do something.

32	PxP
33	PxP	B-K1

Black now has a plan. He simply wants more scope for his Bishop. This is his first good move in a long time.

34	K-N1	B-N3
35	R-B1	R-KB2
36	B-R3

This is a Bishop with real power.

36	R(Q1)-Q2
37	P-N3	N-K1
38	RxR	BxR

Black seems worried by the constant threat of White's QB in conjunction with her Rook.

39	R-KB2	P-N3
40	K-N2	N-Q3

White's patience must be rewarded. He never seems to force but to simply build and wait, build and wait some more, typical of Capablanca and Flohr, who were great masters of this type of game. Alekhine mocked it, Lasker preached it, Reshevsky studied it.

41	K-B3	N-N2
42	B-N4	N-Q1

Still looking for play.

43	B-B5	N-B3
44	K-K3	K-N2
45	P-K5	N-K2

Avoiding the Rook pawn as the collapse of the Queenside might be his undoing.

46	BxN!	RxB
47	B-K4	R-B2
48	R-B6!	P-N4
49	K-Q2!!	B-N1

The Black diagonal QR3 - KB8. Remember!

50	K-B2	B-B2
51	K-N2	B-N1
52	K-R3	B-B2
53	K-N4	B-N1

After studying this position for three-quarters of an hour, I was convinced that Black is lost. I could not help Black if all the Gods were on my side.

54	B-B3	B-B2
55	B-N4	R-K2
56	K-B5	P-R4
57	B-Q1	B-N3
58	K-N6	P-KN5
59	KxP	P-N5!?

Desperation. It's remarkable that Black's only chance after 19 P-B5 was in this break.

60	PxP	P-B6
----	-----	------

Hoping for something. Maybe White will forget, no?

61	RxB ch	KxR
62	P-N5	Resigns

GAME 11

KING'S INDIAN DEFENSE

Ladder Game, October, 1971.

Black: Jim Wright

1	P-Q4	N-KB3
2	P-QB4	P-KN3
3	N-QB3	B-N2
4	P-K4	P-Q3
5	P-B3

The Samisch, Hunter's favorite system against the King's Indian.

5	O-O
6	B-N5	P-B4
7	P-Q5	P-QR3?

Black has to react in the center or White can immediately begin work on a Kingside attack. Best is probably 7 P-K3 immediately (Boleslawsky). If instead 7 QN-Q2; 8 Q-Q2, R-K1 White can start Kingside operations.

8	B-Q3	QN-Q2
9	P-B4

This prohibits Black from using K4, threatening a control build-up and breakthrough.

9	P-R3
10	B-R4	K-R2
11	N-B3	R-K1
12	O-O	Q-B2
13	Q-B2	N-B1
14	QR-K1	P-K4
15	BPxP	PxP
16	BxN	BxB
17	Q-B2	B-N2
18	N-KR4	R-K2
19	R-K3	P-N3
20	R-N3	P-KN4?

Allowing White to obtain K4 for his pieces.

21	N-B5	BxN
22	PxB	P-B3
23	N-K4	Q-B1?

23 Q-Q1 immediately is probably better.

24	P-KR4	K-N1
25	PxP	RPxP
26	P-R4!

Stopping any chance for Black to get counterplay on the Queenside. White's intention is now clear, an ending in which his Bishop can influence the game via the K4 square, which Black's King Bishop is doomed to a rather laughably passive role.

26	Q-Q1
27	P-N3	B-R1
28	R-R3	QR-R2
29	Q-K2	R-R2
30	RxR	RxR
31	P-KN4	Q-K2
32	R-B2	R-R5
33	R-R2	P-R4
34	RxR	PxR

35	K-R2	N-R2
36	Q-Q2	N-N4
37	NxN	PxN
38	B-K4!	B-B3
39	P-Q6!	Q-Q2
40	Q-Q5 ch	K-N2
41	Q-K6	Q-Q1
42	B-Q5	Q-KB1
43	P-Q7	Q-Q1
44	Q-B7 ch	K-R1
45	Q-R5 ch	Resigns

GAME 12

KING'S INDIAN DEFENSE

City Championship, May 17, 1962

Black: Eddie Middleton

1	P-Q4	N-KB3
2	N-KB3	P-KN3
3	P-KN3	B-N2
4	B-N2	O-O
5	O-O	P-Q3
6	N-B3	QN-Q2
7	P-K4	P-K4
8	P-KR3	P-B3
9	B-K3	Q-R4
10	PxP	PxP
11	N-Q2	R-Q1
12	Q-K2	N-N3
13	KR-Q1	B-K3
14	B-B1	Q-N5
15	QR-N1	N-R5
16	P-R3	NxN
17	PxN	QxBP
18	RxP	QxBP
19	P-B3	P-B4
20	R(1)-N1	B-KB1
21	N-B4	QxN
22	QxQ	BxQ
23	BxB	R-Q2
24	RxR	NxR
25	R-N7	R-Q1
26	B-KN5	R-N1
27	RxN	R-N8 ch
28	K-B2	R-QR8
29	RxBP	Resigns

GAME 13

QUEEN'S GAMBIT DECLINED: TARRASH DEFENSE

City Championship, May 3, 1963

Black: John Hurt

1	P-QB4	P-K3
2	N-QB3	P-Q4
3	P-Q4	N-KB3
4	N-B3	P-B4
5	PxQP	BPxP
6	NxP	NxP
7	P-K4	NxN
8	PxN	P-K4
9	N-N3	QxQ ch
10	KxQ	B-K3
11	B-K3	N-Q2
12	K-B2	B-QR6
13	B-QN5	P-QN3
14	QR-Q1	K-K2
15	P-KB4	QR-QB1
16	P-B5	BxN ch
17	KxB	N-B4 ch?
18	KxB	NxP
19	R-Q7 ch	K-B3
20	B-Q3	RxP ch
21	K-N2	R(1)-QB1
22	P-KR4	P-KR3
23	P-N4	P-KR4
24	BxN!	P-N3
25	B-N5 ch	K-N2
26	PxNP	R(1)-B2
27	RxR	RxR
28	PxRP	PxP
29	PxP	R-B5
30	R-K1	R-N5 ch
31	K-R3	P-R4
32	P-R5	R-Q5
33	P-R6 ch	K-N1
34	B-KB6	R-Q2
35	R-QB1	Resigns

GAME 14

CARO-KANN DEFENSE

Simultaneous Exhibition, October, 1963

White: Trifunovic

1	P-K4	P-QB3
2	P-Q4	P-Q4
3	N-QB3	PxP
4	NxP	B-B4
5	N-N3	B-N3
6	N-B3	N-Q2
7	P-KR4	P-KR3
8	B-Q3	BxB
9	QxB	Q-B2
10	B-Q2	KN-B3
11	O-O-O	P-K3
12	K-N1!

White wants to get his Bishop to QB3 with the King on QB1. 12 K-N1 prevents B-Q3-B5. The Q2 square needs to be protected if the dark square Bishops are exchanged for Black could play Q-R4.

12	O-O-O
13	P-B4	P-B4
14	B-B3	PxP
15	BxP

15 NxP is stronger according to Schwartz.

15	B-B4
16	Q-K2	BxB
17	NxB	P-QR3
18	N-K4	NxN
19	QxN	N-B3
20	Q-K2	Q-B4
21	N-B3	RxR ch
22	RxR	

Draw

"An efficiently played opening leading to an early draw. This is a fitting game between two players who are not afraid of a draw."

-----Richard McDowell

GAME 15

NIMZO-INDIAN DEFENSE

Mississippi Championship, 1961

White: Dr. Peyton Crowder

1	P-Q4	N-KB3
2	P-QB4	P-K3
3	N-QB3	B-N5
4	Q-B2	N-B3

The Zurich variation. Black aims for P-K4, sometimes in conjunction with P-Q4.

5 P-K3

Inexact, better is N-B3. After the text, Black could play 5 P-K4.

5	O-O
6	N-B3	P-Q3
7	P-QR3	BxN ch
8	QxB	R-K1
9	B-Q3	P-K4
10	PxP	PxP
11	B-K2	B-N5
12	P-R3	BxN
13	BxB	N-Q5!
14	B-K2	N-K5
15	Q-Q3	N-QB4
16	Q-Q1	N(5)-N6
17	QxQ	QRxQ
18	R-QN1	N-Q6 ch
19	BxN	RxB
20	K-K2	R(1)-Q1
21	P-K4?	R(6)-Q5
22	B-K3	RxBP
23	KR-Q1	N-Q5 ch
24	BxN	R(5)xB
25	RxR	RxR
26	K-K3	P-KB3
27	R-QB1	P-B3
28	P-B4	K-B2
29	PxP	PxP
30	P-KN4	K-K3
31	P-N5	R-Q2
32	P-N6	PxP
33	R-KN1	K-B3
34	R-B1 ch	K-N4
35	R-N1 ch	K-R4
36	P-KR4	R-K2
37	R-N5 ch	KxP
38	RxNP	K-R4

39	R-N2	P-KN4
40	R-KB2	P-N5
41	R-B5 ch	K-R5
42	K-B2	P-N6 ch
43	K-B3	R-N2
44	R-B8	P-N7
45	R-R8 ch	K-N4
46	KxP	K-B5 ch
47	K-B2	

White resigns

GAME 16

NIMZO INDIAN DEFENSE

Postal Game 1962

White: John W. Collins (N.Y.)

1	P-Q4	N-KB3
2	P-QB4	P-K3
3	N-QB3	B-N5
4	P-K3	O-O
5	B-Q3	P-Q4
6	N-B3	P-B4
7	O-O	N-B3
8	P-QR3	BxN
9	PxB	QPxB
10	BxP	Q-B2
11	B-N5

To provoke a possible weakening of Black's Queenside before moving the Bishop to Q3.

11	P-QR3
12	B-Q3	P-K4
13	Q-B2	R-K1
14	NxP	NxN
15	PxN	QxP
16	P-B3	P-QN4

Varying from the main line 16 B-Q2 in order to post the Bishop at QB3; an opportunity afforded by the interpolation of 11 B-N5, P-QR3.

17	R-K1	P-B5
18	B-B1	N-Q2
19	P-K4	N-B4
20	B-K3	B-N2
21	QR-Q1	QR-Q1
22	RxR

White opts for an ending immediately, hoping to capitalize on his

two Bishops.

22	RxR
23	R-Q1	RxR
24	QxR	Q-B2
25	B-B4	Q-B1
26	Q-Q6	P-B3
27	P-KR4	N-R5
28	Q-Q4	Q-QB4

A choice of evils. Black's Queen is poorly posted in comparison to White's, but the exchange brings about the minor piece ending which White desires.

29	B-K3	QxQ
30	BxQ	K-B2
31	K-B2	N-N7
32	K-K3	P-QR4
33	B-K2	N-Q6

Offering a pawn to obtain Bishops of opposite colors.

34	P-N4	P-N4
35	PxP	PxP
36	B-N6	P-R5
37	B-Q8	P-R3
38	B-B7	B-R3
39	B-Q6	K-B3
40	K-Q4	K-B2
41	K-K3	B-B1
42	P-B4	K-K3
43	B-N8	PxP ch
44	BxP	NxB
45	KxN	B-Q2
46	P-K5	B-B3
47	B-Q1	B-Q2
48	B-B3	B-B1
49	B-K4	K-K2
50	P-N5	P-R4 and Black resigns

Black is helpless against 51 P-N6 followed by K-N5. Nevertheless, a well played game with Collins, a noted correspondence player and master, winning by exploiting his Bishop pair: hanging onto the prelates until the right moment before going into a good Bishop versus bad Bishop finale.

GAME 17

The following game was taken from Caissian Potpourri, a Chess Bulletin published by the Memphis Chess Club, first issue in 1955. The annotations are by Hunter Weeks.

NIMZO-INDIAN DEFENSE

Simultaneous Exhibition, January 27, 1950

White: S. Reshevsky

1	P-Q4	N-KB3
2	P-QB4	P-K3
3	N-QB3	B-N5
4	P-K3	O-O

In view of the variation Black has in mind, it is important to postpone P-Q4 until White has played B-Q3 in order to save a tempo.

5	B-Q3	P-Q4
6	N-B3	P-B4
7	O-O	N-B3
8	P-QR3

White has no other really constructive move available and has avoided the possibly unfavorable tactical complications that can result when this move is played earlier.

8	BxN
9	PxB	QPxP
10	BxP	Q-B2
11	Q-K2

When this game was played, the plan used by Black was little known; it became popular at Zurich 1953 and also in the Reshevsky-Najdorf match. The following 11th moves have been tried by White: Q-K2, Q-B2 P-QR4, B-Q3, and R-K1. The last two are strongest, aiming for an early P-K4.

11	P-K4
12	P-Q5	P-K5
13	N-Q2

If 13 PxN, PxN; 14 QxP, B-N5; 15 Q-N3, QxP. This variation shows the error of White's 11th move - loss of tempo in an important variation.

13	N-K4
14	P-R3

Necessary, for White cannot afford to allow B-N5.

14	B-B4
----	-------	------

Starting to overprotect the pawn on K5, which splits White's forces.

15	B-R2	KR-K1
16	P-QB4	N-Q6
17	R-N1	NxB!

This move shows a deep understanding of the position which was gained from a correspondence game with F. Pilawski. White's QB is the key piece in the variation. On the long diagonal it exerts enormous pressure, hampering Black's plans for a Kingside attack.

18	KRxN	QR-Q1
19	R-N3	R-Q3
20	B-N1	P-QN3

To secure the Queenside before sending everything into the Kingside attack.

21	N-B1	Q-Q2
22	K-R2	N-N5 ch

Certainly this move is not best considering Black's superior position. He has two good features, the protected passed pawn and the long range possibility of advancing his QRP. Black's best plan is probably to play 22 P-KR4; to be followed by P-R5, P-KN4, and P-N5, thus exposing the White King to attack without sacrificing pieces.

23	PxN	BxP
24	P-B3	BxP
25	PxB	R-R3 ch
26	K-N1	Q-R6
27	BxP	Q-R8 ch

27 RxB would be refuted by 28 Q-N2. If White made the mistake of 28 PxR there would follow; 28 R-N3 ch; 29 K-B2, Q-R5 ch; 30 N-N3, QxN ch; 31 K-B1, Q-N8 mate.

28	K-B2	Q-R5 ch
29	K-N1	Q-R8 ch
30	K-B2	Q-R5 ch
31	K-N1	

DRAW

In the final position (Reshevsky offered the draw), there is one fairly obscure way to escape and win. Thus: 31 K-N1, Q-R8 ch; 32 K-B2, Q-R5 ch; 33 N-N3!, Q-R7 ch; 34 K-B1! (if he tries to get out too quickly he loses thus: 34 K-K1, QxN ch; 35 K-Q2, R-R7) 34 QxN; Q-N2 with a won game for White.

GAME 18

QUEEN'S GAMBIT ACCEPTED

1954

Black: B. B. Jefferson
(Twice Western Open Champion, noted for his tactical skills)

1	P-Q4	P-Q4
2	P-QB4	PxP
3	N-KB3	P-QB3

Irregular. Usual is 3 N-KB3 or Alekhine's P-QR3.

4	P-QR4	P-QR3
5	N-QB3	P-K3
6	P-K4	Q-R4
7	BxP	B-N5
8	B-Q2	N-B3
9	Q-B2	P-QN4
10	B-Q3	B-N2
11	O-O	Q-N3
12	P-K5	BxN
13	PxB	N-Q4
14	KR-N1	N-Q2?

Necessary appears to be 14 Q-B2 to avoid the loss of a pawn after 15 P-B4.

15	P-B4!	N-K2
16	RPxP	RPxP
17	RxR ch	BxR
18	PxP	P-QB4
19	PxP	QxBP
20	QxQ	NxQ
21	B-K2	N-K5
22	B-R5	N-Q4
23	R-QB1	O-O
24	N-Q2	N-N4
25	P-R4	N-B5
26	B-B1	N-K5
27	NxN	BxN
28	P-N3	N-N3
29	B-B7	R-B1
30	P-N6	NxP
31	B-R6	N-B6 ch
32	K-B1	N-Q7 ch
33	K-K2	N-N6
34	R-Q1	R-K1
35	P-N7	BxP
36	BxB	P-B3
37	R-Q8	RxR
38	BxR	K-B2

39	B-N6	K-K2
40	K-Q3	K-Q3
41	K-B4	N-Q7 ch
42	K-B3	N-B8
43	K-Q3	P-B4
44	K-K2	N-R7
45	P-B3	P-K4
46	B-N1	K-B2
47	B-R8	Resigns

GAME 19

KING'S INDIAN DEFENSE

41st Annual Southern Championship, July 3, 1962

Black: Jude Acers

1	P-Q4	N-KB3
2	N-KB3	P-KN3
3	B-B4	B-N2
4	P-K3	O-O
5	QN-Q2	P-Q3
6	B-K2	QN-Q2
7	P-KR3	R-K1
8	B-R2	P-K4
9	PxP	NxP
10	NxN	PxN
11	O-O	Q-K2
12	P-QB3	B-Q2
13	Q-B2	B-B3
14	KR-Q1	N-Q4
15	P-QR4	B-R3
16	N-B4	Q-N4
17	B-B1	QR-Q1
18	R-Q2

18 N-R5 would have been better as it forces the exchange of Black's white-square Bishop. (Not 18 B-Q2 because of 19 RxN)

18	P-N4
19	PxP	BxP
20	QR-Q1	BxN
21	BxB	N-N3
22	RxR	RxR
23	RxR ch	QxR
24	B-R2	B-N2
25	Q-N3	Q-Q2
26	B-N3	P-QB4
27	P-K4	P-B5
28	Q-B2	Q-Q6
29	B-N1	QxQ

30	BxQ	K-B1
31	K-B1	K-K2
32	P-B3	K-Q3
33	P-QN4	K-B3
34	B-B2	P-QR3
35	BxN	KxB
36	B-R4	B-R3
37	K-K2	B-B8
38	B-K8	P-B3
39	K-Q1	B-B5
40	B-B7	K-N4
41	B-K8 ch	K-N3
42	B-B7	K-N4
43	B-K8 ch	K-N3
44	B-B7	

Draw

GAME 20

CARO-KANN DEFENSE

Little Rock Simultaneous, March 29, 1964

White: Robert Fischer

This game, even though Weaks lost, was one of the better games played against Fischer. In this simul Fischer won every game on thirty or so boards.

1	P-K4	P-QB3
2	N-QB3	P-Q4
3	N-B3	B-N5
4	P-KR3	BxN
5	QxB	P-K3
6	P-Q4	N-B3
7	B-Q3	PxP
8	NxP	NxN

8 QxP accepting the gambit is the main line. However White gains an enormous lead in development for the pawn and Hunter was not one to allow his opponent this kind of advantage, even for a pawn.

9 BxN

9 QxN is inconsequential according to Schwartz. By playing 9 BxN Fischer offers the gambit once again.

9 N-Q2

Hunter attempts to decline the pawn again for the sake of development.

10 O-O B-K2

11	R-Q1	O-O
12	P-B4	N-B3
13	B-B2	Q-B2

13 Q-N3 leads to a much sharper game with interesting possibilities. The move played leads to difficulties on the QB file as shown later in the game.

14	B-B4	B-Q3
15	B-N5	B-K2
16	QR-B1	KR-Q1
17	B-N3	R-Q2
18	P-Q5	KPxP
19	PxP	QR-Q1
20	PxP	RxR ch
21	BxR	PxP
22	B-N3	P-B4
23	B-K3	P-KR3
24	Q-B5	K-B1
25	BxQBP	BxB
26	RxB	Q-Q2
27	Q-B4	Q-Q3
28	Q-B4	R-Q2
29	R-B8 ch	N-K1
30	P-N3	R-B2
31	B-R4	RxR
32	QxR	Q-K4
33	QxN ch	QxQ
34	BxQ	KxB
35	K-N2	K-Q2
36	K-B3	K-Q3
37	K-K4	Resigns

GAME 21

CARO-KANN DEFENSE

Mississippi Open, April 8, 1961

White: Jude Acers

1	P-K4	P-QB3
2	P-Q4	P-Q4
3	N-QB3	PxP
4	NxP	B-B4
5	N-N3	B-N3
6	B-QB4	N-Q2
7	N-B3	Q-B2

Hunter may here have been trying to go by transposition into a position suggested by Tartakower as being superior to standard lines.

8	O-O	P-K3
9	Q-K2	KN-B3
10	N-K5

Acers trys an invention here by playing this move instead of 10 R-K1.
Hunter decides not to go into Tartakower's system.

10	NxN
11	PxN	N-Q2
12	B-B4	B-K2
13	QR-Q1	O-O
14	N-K4	BxN
15	QxB	KR-Q1
16	B-KN3	N-B1
17	B-Q3	R-Q2
18	R-Q2	QR-Q1
19	KR-Q1	Q-R4
20	B-R4?

If 20 BxB; 21 QxB, QxP; 22 BxP ch fails after 22 NxB;
23 RxR, RxR and 24 RxR is bad due to the base mate.

20	R-Q5?
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This gets into an extremely complicated line with all kinds of tactical play.

21	BxB	RxQ
22	BxR(8)	R-K8 ch
23	B-B1	RxB ch?

Hunter loses an opportunity to win here by 23 QxKP! There
might follow 24 B-K7, RxR; 25 RxR, Q-B2; 26 B-Q8, Q-B1; 27 B-K7,
N-Q2! and Black wins.

24	KxR	QxKP
25	B-K7	Q-B2
26	B-B5	P-QN3
27	BxN	KxB
28	R-Q7	QxP
29	RxRP	Q-R8 ch
30	K-K2	Q-R4 ch
31	P-KB3	Q-N4 ch
32	K-K1	Q-K4 ch
33	K-B1	Q-N4 ch
34	K-K1	Q-K4 ch
35	K-B2	Q-B4 ch
36	K-B1	Q-N4 ch
37	R-Q3	P-N3
38	K-K1	QxP
39	K-Q2	Q-N5 ch
40	K-K2	

Draw

GAME 22

SEMI-SLAV DEFENSE

Blindfold Game (Both Players)

Black: B. O'Bannon

1	N-KB3	N-KB3
2	P-QB4	P-K3
3	N-B3	P-Q4
4	P-K3	QN-Q2
5	P-Q4	P-B3
6	B-Q3	B-N5
7	O-O	O-O
8	P-QR3	BxN
9	PxB	N-N3
10	N-K5	PxP
11	NxP(4)	NxN
12	BxN	Q-B2
13	P-QR4	R-K1
14	B-R3	P-K4
15	Q-N3	B-K3
16	BxB	RxB
17	QR-N1	P-QN3
18	P-R5	P-B4
19	QPxBP	PxBP
20	Q-N7	R-QB1
21	QxQ	RxQ
22	R-N8 ch	R-K1
23	KR-N1	QR-B1
24	RxR	RxR
25	R-N7	N-Q4

If 25 P-QR3, then 26 P-KR3!, N-K5; 27 R-N6, NxQBP; 28 RxP, P-R3; 29 R-N6, N-R5; (29 R-R1 loses to 30 P-R6, N-R5; 31 R-B6, P-B5; 32 K-B1, P-B3; 33 K-K2, R-R2; 34 K-Q2, R-R1; 35 K-B2, R-R2; 36 RxP!, RxP; 37 K-N3, N-N3; 38 R-B6 followed by B-B5 and wins).

If 25 N-K5, then 26 P-R6; NxQBP, 27 BxP, P-R3; 28 BxP and wins.

If 25 P-B5, then 26 RxRP, R-N1; 27 B-N4, N-Q4; 28 P-R6 and wins.

26	RxRP	NxBP
27	R-N7	Resigns

O'Bannon, a strong class "B" player, respected Hunter's endgame technique even when Hunter was playing blindfolded.

GAME 23

SICILIAN DEFENSE

Correspondence Game, 1954-1955

White: D. L. Moose

1	P-K4	P-QB4
2	N-KB3	N-QB3
3	P-Q4	PxP
4	NxP	N-B3
5	N-QB3	P-Q3
6	B-K2	P-KN3
7	B-K3	B-N2
8	O-O	O-O
9	N-N3	B-K3
10	P-B4	Q-B1
11	Q-K1	N-QN5
12	R-B1

Probably a doubtful move. 12 N-Q4 has been tried here; after 12 B-B5; 13 P-QR3, BxB; 14 QxB, N-B3; 15 QR-Q1, N-KN5; 16 N-Q5, NxN; 17 QxN, Q-Q1; 18 P-B3, P-K3, Black has good play.

12	B-B5
13	P-K5?!

This pawn break seems to result only in a weak K-pawn for White.

13	KN-Q4
14	NxN	NxN
15	B-Q4	PxP
16	PxP	BxB
17	QxB	N-B2
18	P-B4?

Compounding his problems by providing two weak pawns for Black to attack. The break P-B5-B6 never materializes.

18	N-K3
19	P-B5	Q-B2

If 19 NxN; 20 NxN, Q-B2; 21 KR-K1, KR-Q1; 22 Q-K4 and White can then break with P-B6.

20	KR-K1	QR-Q1
21	B-B3	R-Q4
22	Q-K3	R-B1
23	Q-B3	Q-Q2
24	R-B1	R-B1
25	QR-Q1	RxR
26	RxR	Q-B2
27	R-Q5	R-Q1

28	B-R5	P-N3
29	PxP	PxP
30	B-B3	B-R3!
31	R-N5?

Missing the possibilities entailed in Black's last move. Better, and perhaps necessary, is 31 R-R ch.

31	Q-B5!
32	R-N4

32 RxP loses to R-Q6; 33 R-N8 ch, K-N2; 34 Q-B1, RxB!

32	B-K6 ch!
33	K-R1

If 33 QxB, then R-Q8 ch; 34 K-B2, Q-B8 ch.

33	Q-Q6
34	P-KR4

There is no satisfactory defense. If 34 B-K1, then N-N4 wins.

34	Q-N8 ch
35	K-R2	B-N8 ch
36	Resigns	

If 36 K-R3 or N3, R-Q6. If K-R1, then B-B7 ch; 37 K-R2, Q-N8 ch; 38 K-R3, Q-R8 ch; 39 K-N4, P-R4 mate. The pre-Morphy era romantics would have been hard pressed to have found a game in which they concluded with a more elegant mate than this. If the sporting Captain Smith had been playing the White pieces here, he doubtless would have allowed Hunter to execute this coup de grace with the lowly pawn.

GAME 24

FROM'S GAMBIT

Correspondence Game, 1957

Black: Andrew M Lockett, Jr.

1	P-KB4	P-K4
2	PxP	P-Q3
3	PxP	BxP
4	N-KB3

The only reasonable way to prevent 4 Q-R5 ch. On 4 P-KN3, Black initiates a promising attack with 4 P-KR4!

4	P-KN4
---	-------	-------

Lasker's line; 4 N-KR3 and 4 N-KB3 are also reasonable efforts to obtain play for the pawn: 4 N-KR3; 5 P-Q4, N-N5; 6 Q-Q3!, P-QB4; 7 Q-K4 ch, B-K3; 8 N-N5, BxP!; 9 NxB, Q-R5 ch; 10 K-Q2, PxN; 11 RxB (11 QxP ch, K-Q1; 12 K-B3, N-KB3; 13 Q-Q6 ch, QN-Q2; 14 RxB, Q-K8 ch; 15 B-Q2, N-K5 ch led to a win for Black in Filip-Fichtl 1958) Q-N4 ch; 12 K-B3 with a difficult position to assess (Horowitz). On 4 N-KB3; 5 P-Q4, N-K5; 6 N-B3, B-KB4; 7 NxN, BxN; 8 P-K3, 0-0; White probably has slightly the better of it, although Black has some compensation for the pawn.

5 P-Q4	P-N5
6 N-K5?!

This move is thought to offer Black counterplay after the following exchange of Queens on White's Q1. The sharp try is 6 N-N5!?, P-KB4; 7 P-K4, P-KR3; 8 P-K5, B-K2; 9 N-KR3, PxN; 10 Q-R5ch, K-B1; 11 B-QB4, Q-K1; 12 QxP(3) (Pirc-Aitken 1954) with good attacking chances for White according to Horowitz. In this line, if Black tries 6 Q-K2; Alekhine considers White's chances best after 7 Q-Q3, P-KB4; 8 P-KR3!

6	BxN
7 PxB	QxQ ch
8 KxQ	N-QB3
9 N-B3	B-K3
10 B-N5	P-QR3?

A doubtful waste of time. Best seems 10 NxP; then if 11 P-K3, P-KB3; 12 B-R4, 0-0-0 ch equalizes. Black, having opted for the tactical possibilities inherent in From's Gambit, should not shy away from this line because of the White threat 11 N-N5 since after P-KB3; 12 B-B4, 0-0-0 ch! justifies the gambit, and after 12 NxP ch, K-Q2; 13 NxR, PxB; the White Knight is lost. After the text, Hunter proceeds to punish Black's neglect of development.

11 P-K3	NxP
12 B-Q3	P-KB3
13 B-R4	R-Q1?

Again, unwarranted timidity. Keeping the King in the middle to help defend the KBP dooms Black to passivity. The spirit of the opening cries for 0-0-0 and N-N3.

14 K-K2	N-N3
15 B-N3	P-B3
16 KR-KB1	K-B2
17 N-K4!

Initiating a bind which permanently inhibits Black's development.

17	K-N2
18 B-K1!

After this maneuver, there is no longer a reasonable way for Black to offer the sickly Bishop's pawn for play.

18	N-K4
19	B-B3	N-Q2
20	R-B2	P-QB4
21	N-N5	B-Q4
22	B-B5	B-B5 ch
23	K-K1	K-R3
24	N-K4	B-Q4
25	R-Q1	BxN
26	BxB	R-K1

A last fruitless gesture.

27	BxNP	N-N1
----	------	------

27 RxP ch is hopeless because of 28 K-B1, with the threats RxN and B-Q2, leaving only 28 R-K2; 29 BxRP and White has it all his way.

28	K-K2!	Resigns
----	-------	---------

The type of quiet conclusion of which Hunter was fond. Black is helpless and must lose a decisive amount of material.

GAME 25

QUEEN'S PAWN OPENING

Club Ladder Game, November 2, 1960

White: R. S. Scrivener

This game played against Scrivener, Master Emeritus, shows Hunter at his best defensive state allowing his King to be checked an amusing number of times only to find shelter and deliver a forced mating threat in which his opponent must lose his Queen or the game immediately.

1	P-Q4	N-KB3
2	N-KB3	P-KN3
3	B-B4	B-N2

White plays a "Business Opening" setup while Black continues with a King's Indian method of defense.

4	QN-Q2	O-O
5	P-K4	P-Q3
6	B-Q3	P-B4
7	P-Q5	N-R4
8	B-K3

White should not have allowed the Black diagonal to remain open. 6 P-B3 would have been better.

8	BxP
9	R-QN1	B-N2
10	P-KR3	P-K4
11	P-N4	N-B5
12	BxN	PxB
13	R-N1	N-Q2
14	P-KR4	H-K4
15	NxN	BxN
16	P-N5	R-N1
17	P-R5	B-Q2
18	Q-B3	P-QN4
19	Q-R1	Q-K2
20	P-KB3	P-B5
21	B-B1	P-B6
22	N-N3	P-QR4!
23	RPxP	BPxP
24	NxP	R-R1
25	N-B6	BxN
26	PxB	RxP
27	BxP	R-N7
28	B-B4 ch	K-R1
29	R-QB1	Q-R2
30	K-B1	KR-N1
31	K-N2	B-Q5
32	KR-Q1	B-K6
33	RxP	Q-K2
34	R-Q7	QxP ch
35	K-B1	P-R4
36	P-B7	R-B1
37	QR-Q1	RxP(7)
38	R-Q8 ch	K-R2
39	RxR??

R(1)-Q7 ch! wins immediately.

39	R-B7 ch
40	K-K1	Q-N6
41	R-R8 ch?

Again R(1)-Q7 ch wins.

41	K-N2
42	R-N8 ch	K-R3
43	R-R8 ch	K-N2
44	R-Q7 ch	K-B3
45	R-B7 ch	K-K4
46	R-K8 ch	K-Q5
47	R-Q7 ch	KxB
48	P-B8/Q ch	K-N6
49	R-N7 ch	K-B7
50	QxP ch	KxQ
51	R-B8 ch	K-Q5
52	R-Q7 ch	K-K4
53	R-Q5 ch	K-K3

54	R-B6 ch	K-K2
55	R-B7 ch	K-B3
56	R-B6 ch	K-N2
57	R-B7 ch	K-R3
58	K-Q1 and resigns	

There would follow R-KN7 and White has no defense left.

GAME 26

ENGLISH OPENING

1954 U. S. Open

White: Saul Yarmack

At the time of this game, Yarmack, a former U. S. Junior Champion, was thought to be one of the most promising U. S. players.

1	N-KB3	N-KB3
2	P-B4	P-KN3
3	N-B3	B-N2
4	P-KN3	O-O
5	B-N2	P-Q3
6	P-Q3	P-K4
7	O-O	P-B3
8	R-N1	B-Q2
9	P-QN4	Q-B1
10	P-N5	B-R6
11	PxP	KxP
12	BxB	QxB
13	N-KN5	Q-Q2
14	P-B4	P-KR3
15	N(5)-K4	HxN
16	NxN	P-B4
17	N-B2	N-Q5
18	P-K3	N-K3
19	Q-B3	R-B2
20	Q-Q5	R-K1
21	B-R3	PxP
22	NPxP	N-B4
23	P-Q4	N-K5
24	NxN	RxN
25	R-B3	B-B1
26	R-KN3	K-N2
27	K-B2	Q-B3
28	QR-N1	R-B3
29	K-K2	QxQ
30	PxQ	R-K1
31	R-QB1	R-B2
32	R-B4	K-B3
33	R-R4?

Allowing Black to obtain active play on the King file.

33	R-B2
34	K-Q3

The Rook pawn is taboo: 34 RxP, R-B7 ch; 35 K-Q3, RxP with great pressure for Black.

34	R(1)-QB1
35	B-N4	P-QR3?

As Hunter himself noted, he missed a crushing move here: 35 R-B5!; 36 P-QR3 (forced), P-QR3! and Black, at his leisure, plays B-K2-Q1 and then P-QR4 winning the exchange for a pawn. The bind cannot be broken, nor can the Rook stranded on the Kingside challenge the doubled Rooks on the QB file.

36	B-Q2	R-B7
37	R-N1	R-N7
38	R-QN4	RxP
39	RxP	R(1)-B7
40	B-B3	RxP
41	R(1)-N1	P-N4
42	R-QB7	PxP

Not 42 P-N5? because of 43 R-N8, B-K2; 44 R-K8, P-N6; 45 R(8)xB and the mating threat wins the KNP.

43	R-N8	B-K2
44	PxP

Not 44 R-K8 because of P-B6.

44	R-R6 ch
45	K-B4	R-B7
46	K-N3	R-B8
47	R-K8	R-K8
48	K-N4	R(8)-K6
49	R-QR8	R-R8
50	RxP	R-N8 ch
51	K-R4

If K-B4?, RxB ch.

51	R-B8
52	K-N4	R-N8 ch

Draw

Black has some winning chances because of his passed KRP; the possibilities, however, are far from clear.

GAME 27

DUTCH DEFENSE - STONEWALL VARIATION

Greenville, March 12, 1961

Black: Joe Spiegel

1	P-Q4	P-K3
2	P-QB4	P-KB4
3	P-KN3	N-KB3
4	B-N2	B-K2
5	N-KB3	O-O
6	O-O	P-B3
7	P-N3	Q-K1
8	B-QR3	P-Q3
9	N-B3	QN-Q2
10	Q-B2	P-Q4
11	BxB	QxB
12	N-Q1	N-K5
13	N-Q2	Q-B3
14	P-K3	N-N4
15	P-B4	N-B2
16	N-KB3	N-Q3
17	N-B2	Q-R3
18	N-Q3	N-K5
19	N(B3)-K5	N(2)-B3
20	BxN	NxB
21	N-B2	P-KN4
22	NxN	BPxN
23	PxNP	RxR ch
24	RxR	QxP
25	Q-KB2	Q-B4
26	P-KN4	QxQ ch
27	RxQ

Hunter always enjoyed commenting on Black's dynamic Q-side development in the Dutch Stonewall.

27	P-N4
28	P-B5	P-QR4
29	R-B7	P-N5
30	R-B7	B-R3
31	RxBP	B-N4
32	RxP	R-KB1
33	P-B6	R-B8 ch
34	K-N2	R-B8
35	R-K8 ch	K-N2
36	R-K7 ch	K-R3?
37	P-KR4!	Resigns

White mates in four.

GAME 28

QUEEN PAWN OPENING

Match Game, July 29, 1966

Black: L. Priddy

Hunter was expecially fond of this positional win, in which he achieves a maximum strangulation effect.

1	P-Q4	P-Q4
2	N-KB3	N-KB3
3	P-K3	B-B4
4	P-B4	P-B3
5	N-B3	P-K3
6	B-Q3	BxB
7	QxB	PxP
8	QxBP	QN-Q2
9	O-O	B-K2
10	P-K4	O-O
11	KR-Q1	R-K1
12	B-B4	Q-R4
13	P-KR3	QR-B1
14	P-R3	N-N3
15	Q-Q3	Q-R4
16	P-QN4	P-KR3
17	N-K5	Q-R5
18	Q-B3	N-R4?
19	BxRP	B-B3
20	B-K3	BxN
21	PxB	P-N3
22	BxN	PxB
23	R-Q7	R-B1
24	Q-N4!	QxQ
25	PxQ	N-B5
26	P-N3	N-R6 ch
27	K-N2	N-N4
28	P-B4	N-R2
29	P-N5	KR-Q1
30	QR-Q1	RxR
31	RxR	P-QB4
32	P-N5	R-R1
33	P-R4	R-N1
34	R-Q6	K-B1
35	RxNP	K-K2
36	P-R5	N-B1
37	P-R6	N-Q2
38	P-R7	R-R1
39	RxP	K-Q1
40	P-N6	K-B1
41	RxN	Resigns

GAME 29

NIMZO-INDIAN DEFENSE

Blindfold Game, August 15, 1971

White: Richard McDowell

1	P-Q4	N-KB3
2	P-QB4	P-K3
3	N-QB3	B-N5
4	P-K3	P-B4
5	B-Q3	O-O
6	N-B3	P-Q4
7	O-O	N-B3
8	PxQP	KPxP
9	N-K5	NxN
10	PxN	N-N5
11	NxP

Interesting complications arise from 11 P-KB4, P-Q5.

11	Q-R5
12	P-KR3	NxP(4)
13	NxB	PxN
14	B-K2	R-Q1
15	Q-K1	B-B4
16	P-B4	QxQ
17	RxQ	N-Q6
18	R-B1?

18 BxN is better.

18	B-K5!
19	BxN	RxB
20	K-B2	R-QB1
21	P-N4	R-B7 ch
22	K-N3	R-N7 ch
23	K-R4	R-Q3
24	P-B5	R-R3 ch
25	K-N5	RxRP
26	K-B4	B-B3
27	R-Q1	R-B6 ch
28	K-K5	K-B1
29	P-K4	RxNP
30	R-Q4	K-K2
31	Resigns	

If White avoids the threat 31 P-B3 mate by 31 RxP, then
31 P-B3 ch; 32 K-Q4, RxP ch; 33 K-B5, RxP mate.

GAME 30

GRUENFELD DEFENSE

City Championship, January 16, 1970

Black: Kenny Thomas

1	P-Q4	N-KB3
2	P-QB4	P-KN3
3	N-QB3	P-Q4
4	B-B4	B-N2
5	P-K3	O-O
6	Q-N3	PxP
7	KBxP	P-B3
8	N-B3	QN-Q2
9	P-KR3	N-N3
10	B-K2	B-K3
11	Q-B2	KN-Q4
12	B-R2	B-B4
13	Q-N3	NxN
14	PxN	B-K3
15	P-B4	P-QB4
16	R-Q1	Q-B1
17	P-Q5	B-B4
18	O-O	P-KR3
19	B-Q3	BxB
20	RxB	N-Q2
21	P-K4	P-N3
22	P-K5	P-K3
23	PxP	PxP
24	KR-Q1	N-N1
25	N-R4	Q-K1
26	R-Q6	P-KN4
27	N-B3	N-B3
28	Q-N5	R-Q1
29	RxR	NxR
30	QxQ	RxQ
31	R-Q7	P-QR4
32	N-Q2	N-B3
33	N-K4	NxP
34	RxB ch	KxR
35	BxN ch	K-N3
36	P-N4	R-QB1
37	K-B1	P-R4
38	K-K2	PxP
39	PxP	R-B3
40	P-B3	R-B1
41	N-Q6	R-B3
42	N-N5	R-B1
43	B-B7	R-KR1
44	N-B3	P-K4
45	BxNP	P-R5
46	BxP	R-QR1

47	B-Q6	R-KR1
48	K-K3	R-QB1
49	P-B5	P-R6
50	K-K4	K-B3
51	BxP ch	K-K3
52	B-Q4	R-B3
53	N-N5	R-B1
54	NxP	R-QR1
55	B-N2	R-R5 ch
56	K-K3	K-Q4
57	P-B6	KxP
58	N-B2	K-Q2
59	P-R3	K-K3
60	N-N4	R-R1
61	N-Q3	K-Q4
62	B-B1	R-K1 ch
63	K-B2	K-B5
64	N-K1	R-K4
65	N-B2	K-Q6
66	N-K3	R-QB4
67	B-N2	R-B3
68	B-N7	R-QR3
69	N-B5	RxP
70	B-B6	K-B5
71	BxP	K-Q4
72	K-N3	K-K4
73	B-K3	R-N6
74	B-Q4 ch	K-K3
75	K-B4	K-B2
76	K-K4	K-N3
77	P-B4	R-N8
78	N-K3	R-KN8
79	P-B5 ch	K-R3
80	B-B6	K-R2
81	P-N5	Resigns

GAME 31

QUEEN'S GAMBIT DECLINED

U. S. Open, August 9, 1954

Black: Lewis J. Isaacs (Master Emeritus)

1	P-Q4	P-Q4
2	N-KB3	N-KB3
3	P-QB4	P-K3
4	N-B3	P-B3
5	P-K3	B-Q3
6	B-Q3	QN-Q2
7	O-O	O-O
8	P-K4	PxKP

9	NxP	NxN
10	BxN	N-B3
11	B-B2	R-K1
12	B-N5	P-KR3
13	B-R4	P-KN3
14	Q-Q3	K-N2
15	Q-B3	P-KN4
16	B-KN3	BxB
17	RPxB	N-N5
18	N-K5	NxN
19	PxN	P-KB4
20	KR-Q1	Q-K2
21	R-Q6	R-B1
22	Q-Q3	P-N5
23	R-Q1	R-QN1
24	P-QN4	P-N4
25	P-B5	Q-K1
26	P-B3	P-KR4
27	Q-K3	PxP
28	Q-N5 ch	Q-N3
29	QxQ ch	KxQ
30	PxP	R-K1
31	K-B2	B-N2
32	R-Q7	P-R3
33	K-K3	B-R1
34	R-QR7	KR-Q1
35	R-Q6	RxR
36	KPxR	K-B3
37	RxP	B-N2
38	R-N6	K-B2
39	P-R4	PxP
40	BxRP	K-B3
41	BxP	R-R1
42	RxB	R-R6 ch
43	K-B2	R-R7 ch
44	K-N1	K-K4
45	P-Q7	R-Q7
46	R-N8	R-Q8 ch
47	K-N2	Resigns

GAME 32

NIMZO-INDIAN DEFENSE

Rocket City Open, Huntsville, Ala., October 15, 1961

White: Gerald Ronning

This is one of the finest positional wins a la Nimzovitch that Hunter ever achieved. Ronning, a strong expert who at the time of this game had just recently beaten Kurt Brasket, is here reduced to a most ludicrous posture of paralysis. Hunter rather sardonically

spoke of Ronning's dead and helpless pawns as creating a sort of "funeral home effect."

1	P-Q4	N-KB3
2	P-QB4	P-K3
3	N-QB3	B-N5
4	P-K3	O-O
5	P-QR3	BxN ch
6	PxB	P-B4
7	B-Q3	N-B3
8	N-B3	P-QN3
9	O-O	B-R3
10	P-K4	N-K1
11	P-K5	P-B4
12	P-Q5	N-R4
13	B-N5	Q-B1
14	Q-K2	P-R3
15	B-B1	N-N6
16	R-R2	NxB
17	RxN	B-N2
18	P-Q6	Q-B3
19	N-K1	P-N3
20	P-B3	N-N2
21	P-QR4	P-QR4
22	R-N1	N-R4
23	P-N3	P-KN4
24	Q-KN2	N-N2
25	R(1)-N2	R-R3
26	R-KB2	P-R4
27	P-R3	R(3)-R1
28	Q-R2	K-B2
29	P-R4	P-N5
30	PxP	RPxP
31	P-R5	R-R1
32	P-R6	K-N3
33	Q-R4	RxP
34	QxP ch	K-B2
35	K-B1	R-R7!
36	Q-B4	Q-R8 ch
37	K-K2	R(1)-R1
38	K-Q1	RxR
39	RxR	B-B3
40	B-B2	Q-R4 ch
41	K-B1	Q-R3
42	K-N2	QxQ
43	PxQ	R-R5
44	N-B3	BxN
45	RxB	N-R4
46	B-Q1	NxP
47	R-N3	N-N3
48	Resigns	

GAME 33

NIMZO-INDIAN DEFENSE

U. S. Open, August 12, 1954

White: Glenn Hartleb

1	P-Q4	N-KB3
2	P-QB4	P-K3
3	N-QB3	B-N5
4	N-B3	P-B4
5	P-KN3	P-QN3
6	B-N2	B-N2
7	O-O	PxP
8	QxP	N-B3
9	Q-Q3	BxN
10	QxB	O-O
11	R-Q1	N-K5?!
12	Q-Q3	N-N5?

N-B4 and if 13 Q-Q6, then Q-B3.

13	QxP	N-B4
14	QxQ	KRxQ
15	B-Q2	N-B7
16	QR-N1	QR-B1
17	P-N3	BxN
18	PxB?	N-Q6
19	B-B3	N-R6
20	R-R1	N-B7
21	R-N1	N-R6
22	R-R1	

Draw

Hartleb, who co-authored an endgame study with Norman Whitaker, was a U.S.C.F. Master.

GAME 34

NIMZO-INDIAN DEFENSE

Mid-South Open, November, 1963

Black: R. Schultz

Schultz, a near master and perhaps at this time the strongest New Orleans player, was often likened to Steinitz in appearance and demeanor, i.e., one of the area's most noted egotists. He hoped to make master at this tournament and failed. At the conclusion of this game, he created a great furor about "this defective clock" (Jude Acers, present at the time, commented "This is ridiculous! Ridiculous! His

flag fell! He's lost."); the reader may judge the merits of the concluding note to the last move for himself.

1	P-Q4	N-KB3
2	P-QB4	P-K3
3	N-QB3	B-N5
4	P-K3	O-O
5	B-Q3	P-B4
6	N-B3	P-Q4
7	O-O	P-QR3

An unusual move. Normally encountered here are 7 N-B3; 7 QN-Q2; 7 QPxP; and 7 P-QN3.

8	P-QR3	B-R4
9	Q-K2	N-B3
10	R-Q1	Q-B2
11	BPxP	KPxP
12	PxP	BxN
13	PxB	B-N5
14	P-B4	PxP

Interesting here would have been 14 P-Q5.

15	BxP	N-K4
16	B-N2	KR-K1
17	BxN	RxB
18	R-Q4	BxN
19	QxB	RxP
20	B-B1	R-K1
21	R(1)-Q1	R-B6
22	P-QR4	P-R3
23	P-N3	Q-B3
24	QxQ	RxQ
25	R-N1	R-B2
26	R(4)-QN4	R-K5
27	P-R5	RxR
28	RxR	N-Q4
29	R-Q4	R-B4
30	B-B4	N-B3
31	R-Q8 ch	K-R2
32	BxBP	RxP
33	R-QN8	P-QN4
34	B-K6

One of Schultz's favorite expressions was "Keep the pressure on!" Both players were in severe time trouble at this point. But Hunter, who gleefully recounted recalling Schultz's expression at this point, applied the precept here with the threat of 35 B-B5 ch, P-N3; 36 R-N7 ch, followed by BxP.

34	K-N3
35	R-N6	R-R8 ch
36	K-N2	R-R4

37 B-B8 R-R7
38 BxP

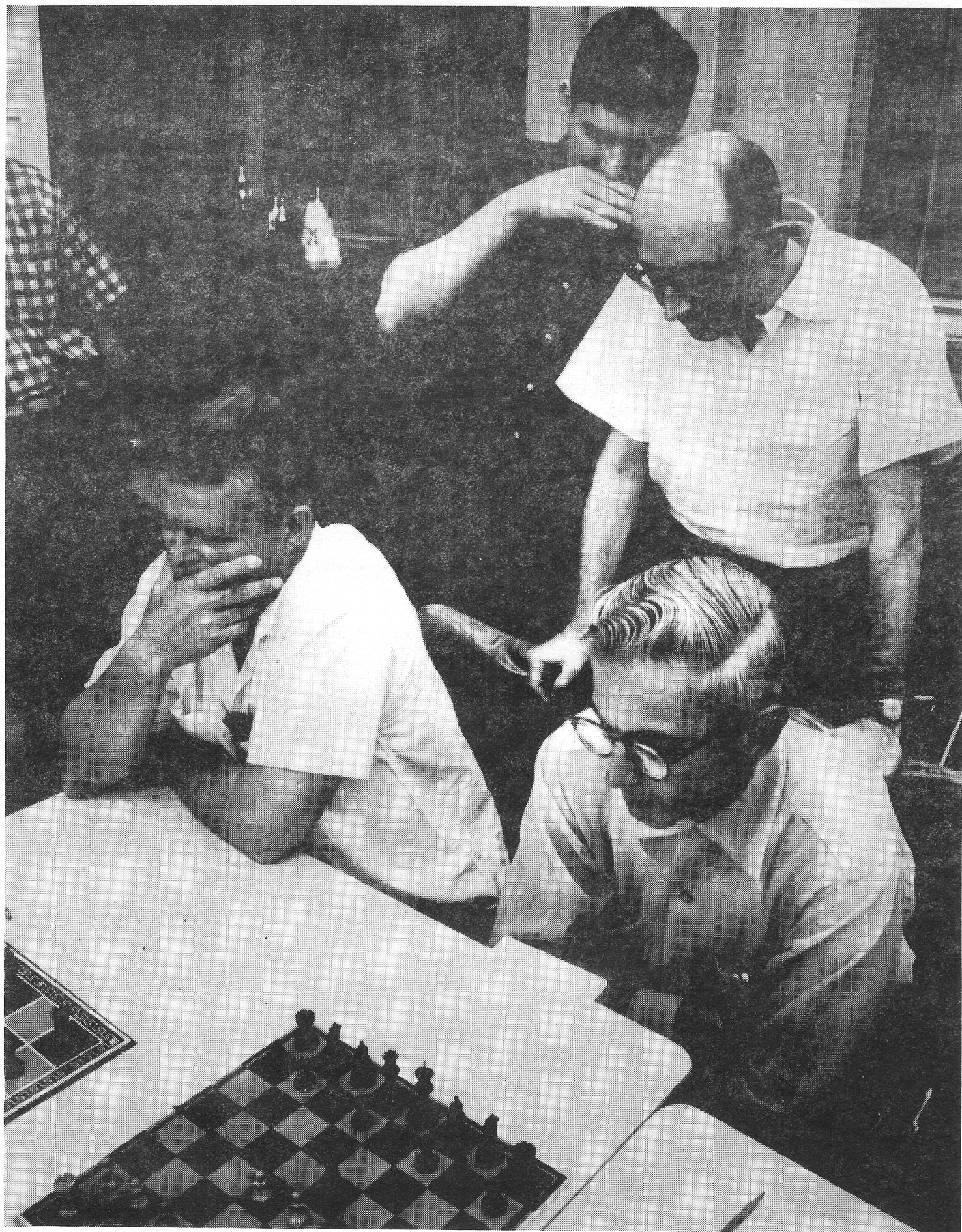
"Keep the pressure on!"

38 P-N5
39 B-Q3 ch K-N4?? and Black's flag fell

Necessary was K-B2, when after RxP White wins merely by capitalizing on his two extra pawns. After the text, White crushes Black with R-N5 ch, N-Q4 (forced); 41 RxN ch, K-B3; 42 R-QN5.

After life's fitful fever he sleeps well.

Macbeth



FRONT L TO R: ROBERT RUSSELL: COLLIERVILLE, TENN.
JAMES MITCHELL: 1828 FAXON
BACK L TO R: EDDIE MIDDLETON: 57 SHEPHERD LANE
HUNTER WEAKS: 705 SOUTH GRAHAM

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