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MERCER WINS OAK RIDGE INVITATIONAL  
 By Mike Coveyou

A three round Swiss system tourney was held in Oak Ridge beginning May 30. Needless to say, there were some pretty fantastic upsets. Ted has now established himself as an expert and may be well on the way to being a master. However, Keith Akers was the surprise of this tournament. His performance rating was 1848! Ted's was 2298.

Oak Ridge is planning a combined USCF affiliation with Knoxville, called then the Oak Ridge-Knoxville Chess Club. They plan to have then joint meetings and perhaps regular tournaments.

The results of the Oak Ridge Invitational were as follows:

	Rd1	Rd2	Rd3	Score	S.M.
1. Ted Mercer (Dayton)	W5	W4	W2	3:0	3.5
2. Emanuel Tsitsoklis (Knoxville)	D4	W6	L1	1½:1½	5.0
3. Keith Akers (Oak Ridge)	L6	W5	D4	1½:1½	5.0
4. Robert Coveyou (Oak Ridge)	D2	L1	D3	1:2	6.0
5. Mike Coveyou (Oak Ridge)	L1	L3	W6	1:2	3.5
6. John Hutton (Oak Ridge)	W3	L2	L5	1:2	4.0

TENNESSEE PLAYERS SCORE HIGH IN SOUTHERN TOURNEYS

In four major Southern tournaments Tennessee players have taken two first places, one second and one fourth place. This again shows that Tennessee has several strong players that can hold their own against the best the South has to offer. Here is a brief account of the tourneys in chronological order:

ATLANTA OPEN - May 15-17 As expected Pal Benko won the tourney. But Ted Mercer did well scoring 4½ out of six points. Brooks McNeely scored 3½ to win the Class "C" prize. Tsitsekliis also had 3½ (he and Brooks are from Knoxville). Al Bowen of Nashville also had 3½. Burnette of Knoxville had 2:4; he also lost a "grudge" game to Tsitsekliis. Tsitsekliis played Benko in round 2 and gave a creditable performance. The top finishers were; 1. Benko 5½ (drew Momic), 2. Momic 5, 3. Acers 5 (lost to Mercer), 4. Mercer 4½ (lost to Momic, drew Eric Bone), 5. Gildon 4½, 6. Owens 4½, and 7. Oster 4½. Tennessee had 5 players.

BIRMINGHAM OPEN - May 29-31 John Hurt of Memphis won this event with a perfect score of 5:0. To achieve this he defeated Momic, Cleveland, Wright, LeCompte and Trimble.

SOUTHERN OPEN - July 2-3 This strong event was won by Bisguier with 6½ out of 7. Sullivan of Oak Ridge was second with 6. His only loss was to Bisguier. Third was Momic with 5½. He drew Bisguier but lost to Acers. The following scores were made by other Tennessee players: Mercer, R. Coveyou, and Hurt 4 each, Gilley and Scrivener each had 3:4.

The top three:

1. Bisguier	6½:½
2. Sullivan	6:1
3. Momic	5½:1½

SOUTHERN AMATEUR - July 2-5. Dave Burris of Knoxville took first place in this event. Brooks McNeely was third with 5:2. Mike Coveyou scored 4:3 to take the Junior Championship and 10th place. B. Irwin of Knoxville had 3½:3½.

In the RESERVE division LaFollette of Nashville and T. Irwin of Knoxville, both scored 3½:3½ to land about in the middle in this event.

In the Southern tourneys a minimum of 12 players from Tennessee participated.

ANNOUNCING 18th TENNESSEE OPEN  
 BIGGER PRIZES, LARRY EVANS POSSIBILITY

The 18th annual Tennessee Open over the Labor Day weekend promises to become the biggest yet in Tennessee history. The prizes have been increased to attract a larger audience. The event also for the first time will take place at a first rate motel with swimming facilities, big screen TV in every room and many other attractions. The site will be the beautiful and modern Albert Pick Hotel located on 520 Murfreesboro Road, which is on highway 41 in South East Nashville on road leading to Murfreesboro. Bring the whole family. Anyone is welcome at this fine motel. The playing room will be much larger to accommodate easily 60 or more players. Last but not least it is hoped that Grandmaster Larry Evans will be here for a simultaneous exhibition and lecture Sunday evening, September 6. But this has not yet been confirmed. More on this later.

There will be two divisions this year, the Open which anyone can enter, and the Amateur limited to players with a USCF rating below 1300. Entry in the Open will be \$7.00 and \$5.00 in the Amateur.

The prize fund in the Open has been increased to \$100 for first, \$50 for second, and \$30 for third. In the Amateur prizes will be: first \$25, second \$15, and \$10 for third. As usual there will be trophies for Open, Junior, and Amateur Champions. But no one will be awarded two trophies. There will also be again book prizes for Class winners. A team of four players from any city or town in Tennessee qualifies for the Team Plaque.

For more detailed information watch for the announcements coming soon.

POSTAL RESULTS

Hurt - Pursch	63-Tp-1	2:0	Garner - Durris	63-Tp-2	1:1
Irwin - Hurt	63-Tp-4	1:0	Durris - Garner		1:0
			Durris - Pursch		2:0

The ratings as of June 25 (using USCF system) are as follows:

	Start	Present	Score		Start	Present	Score
1. Bob Coveyou	2000	2016	1:0	6. Mike Coveyou	1800	1800	0:0
2. Richard Long	2000	2004	2:0	7. J.E. Wills	1800	1800	0:0
3. John Hurt	2000	2004	2:0	8. Frank Garner	1800	1799	1/2:1/2
4. Dave Durris	2000	2001	1 1/2:1/2	9. Bill Irwin	1600	1600	0:0
5. Ted Mercer	2000	1986	1:1	10. Herbert Pursch	1600	1590	0:5

Remember a free entry fee to the Tennessee Open awaits the player with the best score-percentage wise. Last accepted results should be postmarked August 25, 1964 or before and sent to Mike Coveyou, 104 Stanton Lane, Oak Ridge.

NEWS IN BRIEF

TOM is currently preparing a listing of all the active chess clubs in Tenn. But we are still waiting on some of the officials that haven't reported yet. USCF membership in Tennessee is slightly lower from last year's high of 69 to 60 this year. Your editor has accepted to act as USCF membership chairman for Tennessee. You are hereby invited to promote USCF and TOM membership. Perhaps the best way is by inviting them to come to the Tennessee Open this year.

MORE GAMES FROM THE STATE TEAM TOURNEY

LONG - McDONELL RUY LOPEZ 1. P-B4 P-K4, 2. K-KB3 N-QB3 3. B-N5 P-QR3 4. B-R4, N-B3 5. C-O B-T2 6. P-Q4 PXP 7. P-R5 N-K5 8. NXP KRN? (Correct is N-B4!) 9. QxN N-B4 10. N-B3 KxB 11. QxN C-O 12. B-B4 P-B5? 13. Q-B4ch K-R1 14. PXP BXP 15. BxP Q-K1 16. B-Q6 Q-B2 17. QxQ RxB 18. QR-K1 P-QN4?? 19. R-K8mate

SCRIVENER - LONG QUEEN'S INDIAN DEFENSE 1. P-Q4 N-KB3 2. B-B4 P-QN3 3. N-Q2 B-N2 4. N/1-B5 P-B4 5. P-K3 N-B5 6. P-B3 P-Q3 7. B-Q3 Q-B2 8. B-QN5 P-QR3 9. B-K2 P-K4 10. B-N5 P-Q4 11. PXP NXP 12. KRN QRN 13. N-B3 Q-K3 14. B-KB4 B-K2 15. N-K5 Q-Q2 16. N-B3 C-O 17. C-O QR-Q1 18. Q-B2 Q-B1 19. QR-Q1 N-R4 20. B-K5 P-B3 21. B-N3 NxB 22. R-PN K-R1 23. K-R2 B-B5 24. R-KR1 B-K1 25. B-Q3 P-B4 26. K-N1 P-KR3 27. N-R4 BxN 28. RxB R-B5 29. Q-K2 P-QN4 30. B-N1 B-N3 31. Q-B3 DRAWN

## A GUIDE TO THE GAMBITS OF CHESSVERSATION

(This article is reprinted with the permission by the editors of CHESS, a British chess magazine. It appeared in CHESS on Dec. 19, 1959. It is by H.E.G. Courtney.)

This little glossary of some of the more common chessversational ploys is especially designed for the newcomer to tournament or match play: it will help the beginner to understand better exactly what is being said to him, will show him the underlying and treacherous meaning of apparently harmless remarks to which he might otherwise all too easily fall a victim. Speaking to a man over a chessboard is like speaking in parliament: i.e. no one ever means exactly what they say. Here are a few examples of what I mean:

## EXPERIENCED PLAYER'S REMARK

Deprecatingly: I am a little out of practice, I'm afraid.  
 With a yawn: I got into bed at 2 a.m. this morning.  
 Resignedly: Dammit! Don't say I'm Black again!.  
 Casually: Do you mind if I have the clock on the left?  
 Heartily: Oh well, let's get away from the book!  
 Absent-mindedly: J'adoube.  
 Pertulantly, as White after the moves P-K4, P-QE4: Oh dear! and I wanted to play the King's Gambit  
 Light-heartedly: Let's have a bit of fun!  
 With a heavy sigh: Oh lordy!  
 Slowly, to himself: That is very interesting!  
 Confidently: It looks a bit drawish now?  
 Rather pink in the face: Can I see your scoresheet please?  
 With a friendly smile: Don't forget the clock, will you?  
 Soothingly: Would you like a cup of tea?  
 Urgently: Try one of these ginger nuts?  
  
 With concern, on seeing that both sides will have a bit of a time-scramble: By jove! we'll have to get a move on!  
 Self-accusingly: Oh dear! I'm sorry about that: that's spoilt it!  
 Ingratiatingly: Let's have a friendly?

## MEANING BEHIND IT

I haven't played a serious game since Tuesday.  
 i.e. after answering nature's call- otherwise I had a jolly good night's sleep.  
 I was Black last game too.  
  
 The riht-hand side of this clock gains ten minutes on the hour.  
 I have forgotten how the book line goes.  
  
 No, I won't move that piece after all.  
 I have looked up the latest Russian line against the Sicilian.  
  
 If you take my knight, it's mate in three.  
 I am going to set a trap.  
 Your move is a blunder.  
  
 Your last move has me flummoxed.  
 My position is terrible-surely there must be some mistake?  
 I have been thinking for 20 mins. on your time and am now ready to make my move.  
 I have just launched a winning attack.  
 I have just noticed that my attack is unsound after all.  
 I am the local lightning-chess champion, so that's OK.  
  
 You have just made a brilliant winning move - blast!  
 I want revenge - and NOW!

## ON MEETING ANOTHER PLAYER WANDERING IN THE TOURNAMENT ROOM:

How is your game going?  
 I've got him in time-trouble now!  
 I think he is trying to swindle me

Come on, ask me about mine.  
 He kept forgetting to press his clock.  
 I've messed up what should have been an easy win.

Not a very good game: too many mistakes  
 I had a very interesting game: quite a pretty finish.

I lost.  
 I won.

## FAMOUS LAST WORDS:

I just couldn't resist that Knight's Pawn  
 Where did I go off the book... ?

I suppose I really shouldn't have gone to that party last night.

It was just that one pawn that did me

All I needed was just one more move...

One final word of advice: if you go up to that friendly-looking fellow who is watching a master-game with both hands in his pocket, and you whisper in his ear: I think Bobby Fischer has him on the run, don't you?" and if he then turns round and hisses a loud and splashy 'SHUSH' right in your face, then you may be fairly sure that you are having a conversation with the tournament director. Don't worry; try your luck again with that gloomy-looking type further down the row, it might be me, and I would be glad of a little chat....

TED MERCER ANNOTATES

We feel very fortunate to have two games by junior Ted Mercer with his own annotations. The first is the decisive and pretty win over expert Bob Coveyou to cinch the Oak Ridge Invitational. The second game is a winning effort from the Atlanta Open. Ted is well on the way to become an expert.

OAK RIDGE INVITATIONAL, 1964

ADAMS OPENING		White: Ted Mercer	Black: Bob Coveyou
1. P-K4	P-K4	8. P-Q5	P-Q5
2. B-B4(a)	N-QB3	9. N-N5	N-Q1(d)
3. N-QB3	B-B4	10. B-K3	P-QB4
4. Q-N4	P-N3(b)	11. P-QN4	N-K3
5. C-B5	C-B3(c)	12. B-N3ch(e)	K-B1
6. N-Q5	Q-N4	13. P-B4	P-B3(f)
7. N-N3	B-N3	14. O-O!!	PxN(g)
			15. P-KPch
			16. PxP
			17. P-R5
			18. BxNP
			19. B-N4
			20. P-Q7
			21. B-Bmate

- (a) Just like this move, the game is easy to understand. If Black tries to seize the initiative with 2...N-N3, White is willing (even eager) to complicate matters. If Black plays quietly, White can transpose into favorable lines of other openings, as in this game.
- (b) Although this is the "critical" variation, it may be just too critical for Black. 4...N-B1! raises interesting problems, although I can find no examples in master play.
- (c) Clearly, Black must play either as in the game (5...C-B5) or 5...N-B3, which looks poor because of the eventual B-N5 and N-Q5 by White. After 6. N-K2 (to prevent 6...N-Q5!) P-Q3; 7. P-Q3, B-N5!; 8. Q-N3, C-Q2; 9. B-NR6! Black is in serious trouble.
- (d) Forced. Other moves lose; check and see.
- (e) To rob Black's QB of any squares.
- (f) Black may have better moves but none that radically improve his (lost) game.
- (g) The cautious 14...N-N2; 15. PxP, QPxP; 16. NxNch, BxN; 17. P-R5, BxN; 18. PxB; 19. BxNP doesn't help, either.
- (h) White threatened 15. P-Q7.

ATLANTA OPEN, 1964

SICILIAN DEFENSE		White: Mercer	Black: Edwards
1. P-K4	P-QB4	12. N-N3	BxN
2. P-Q4	PxP	13. QR-B1	P-QN3(e)
3. P-QB3(a)	PxP	14. B-Q6	RxN1
4. N-N3	N-QB3	15. N-Q5!!	PxN
5. N-B3	P-K3	16. BxQP	R-R2(f)
6. B-QB4	B-B4	17. C-B4(g)	B-B3(h)
7. C-O	K1-K2	18. BxPch	K-R1
8. B-B4	P-QR3	19. BxR	B-N2
9. P-QR4!(c)	C-O	20. BxN	PxB
10. Q-K2	N-N3	21. P-K5	B-N4
11. B-N3	N-Q5(d)	22. P-KN4	B-R3
			23. B-B7
			24. BxNP
			25. C-Q4
			26. R-QB2
			27. P-B5(i)
			28. BxN
			29. R-B7
			30. P-K6
			31. PxB
			32. BxPch

- (a) Very strong analytically as well as psychologically. Declining the gambit by 3...P-Q6, 3...P-Q4, or 3...N-N3 is objectively good, but is suicidal over the board since all three lines are more complicated than the gambit accepted.
- (b) So far this has been Dubeck - Collins, 1963 NYC Metro League.
- (c) It is important to prevent Black from freeing his game by 9...P-QN4
- (d) The alternative 11...P-Q3 is met by 12. NR-Q1, C-K2!; 13. P-R5, R-Q1; 14. Q-Q2! and 15. N-QR4 is a strong threat.
- (e) 13...P-Q3 is now defeated by 14. NR-Q1, B-B4; 15. P-K5, P-Q4; 16. C-R5. Now Black has three plausible moves:
  - (A) 16... C-K2; 17. BxQP, PxB; 18. N-N3.
  - (B) 16... B-Q2; 17. N-N3, PxN; 18. BxQP, B-K2; 19. BxNP, R-QN1; 20. B-B6.
  - (C) 16... C-R4; 17. B-Q3 and White has ample for the Pawn.
- (f) Had is 16... C-B3 17. NR-Q1, QxN (if ...R-N2; 18. C-B4 wins because of the threat of 19. QxN!) 18. BxN, R-R2; 19. BxPch, KxB; 20. RxC and White wins.
- (g) Not 17. B-N3?, R-N2.
- (h) Best was 17... B-B4; 18. BxPch, K-R1; 19. BxB, PxB; 20. BxR, QxN; 21. QxP, R-R1; 22. C-B7! when White still has a winning advantage.
- (i) Stops Black's "attack" and wins quickly.

## GALE FROM NICKVILLE OPEN, 1964

## QUEEN'S PAWN OPENING

White: Martin Southern		Black: Ted Mercer			
1. P-Q4	N-IB3	20. P-B5(1)	N-Q4	39. D-K4	B-B1
2. P-CB4	P-Q3	21. Q-R3	Q-K6	40. R-IB2	P-B3
3. N-IB3	QK-Q2	22. B-Q3	N-B6??(n)	41. N-B3	R-Q1
4. N-B3	P-K4	23. QxN	Q-B5	42. R-Q2	RxR
5. PxP(a)	PxP	24. B-N1(n)	P-K5	43. KxR	P-KR4
6. P-K4(b)	B-K5	25. N-Q4	P-K6	44. K-K3	P-NN4
7. B-Q2(c)	BxN	26. R-K2	B-Q4	45. N-B2	B-D4
8. BxB	HxP	27. R(1)-N1	R-K4	46. N-Q2	BxB
9. Q-B2(d)	HxB	28. K-K2	R(1)-K1	47. KxBeh	K-B4
10. QxN	Q-K2	29. N-B2	P-N3	48. N-Q6ch	K-B5
11. B-K2	Q-O	30. RxNP	BxNP	49. HxP	P-R5
12. Q-O-O	N-B4(e)	31. RxR	PxR	50. P-R4	P-R6
13. Q-K3(f)	R-N1?	32. Q-K3	Q-R7	51. P-N5	RPxP
14. R-Q5!	N-Q2(g)	33. R-K2	QxP	52. PxP	P-K5
15. KR-Q1	P-IB3	34. QxQ	BxQ	53. PxP	P-K6ch
16. P-IB3(h)	N-K3	35. N-Q4	K-B2	54. K-N1	K-B6
17. R(5)-Q2	B-K3	36. R-IB2ch	K-K2	55. P-B7(o)	P-R7ch
18. Q-B3	Q-B4(i)	37. R-K2	P-QR3	56. K-R1	K-B7
19. P-QK4(j)	QxNDP(k)	38. N-B3	K-B3	57. Resigns	

Annotation is by Robert Coveyou

- (a) There is no reason to free Black's cramped position like this; 5. P-K4 is surely better - though even then the game is no more than even "even in White's favor". Now it is even in Black's favor. If the reader finds this ambiguous, don't worry about it - it is correct either way.
- (b) White's last move was bad strategy, this is bad tactics.
- (c) Certainly this Pawn sacrifice is more attractive than the contortions White would be forced into an attempt to hold the Pawn.
- (d) Not 9. BxP?, Q-K2!
- (e) The position is not as simple as it looks. Black must have had some trouble assuring himself that this move is tactically sound.  
 (1) 13. HxP, R-N1?; 14. B-B3, B-B4; 15. KR-N1  
 (2) 13. HxP, N-K3!; 14. Q-K3, HxNP!  
 (3) 13. QxP, QxQ; 14. HxQ, R-N1; 15. B-B3, B-B4; 16. KR-N1, P-IB3!  
 In spite of this ingenuity, the move turns out to be dubious, so that he should look for alternatives.  
 (1) 12... P-K5; 13. N-Q4, N-B3 or  
 (2) 12... P-IB3,  
 It looks as if either of these lines might preserve Black's advantage.
- (f) This simple move presents Black with a harder problem; I think he should play 13... P-IB3.
- (g) Clearly forced. Now Black has lost at least one and perhaps two moves, and White's prospects are looking up a bit.
- (h) This move indicates, however, that White cannot find a convincing attacking line. During the game I had thought that 16. P-B5 was such, but it seems to be adequately met by 16... N-B1 and 17... B-K3, which, incidentally, would not have been bad strategy after the textmove. Black must be careful. In particular he must be prepared to defend the Queen file.
- (i) Black is a Pawn ahead in a good position. White's only real chance center on the Q-file. Even though the game might be long and difficult to win, it seems that the Q-file must be defended and, if possible, disputed. Therefore, unless there is a tactic for White which I overlooked, 18... QR-Q1 is right. The text has two defects and one virtue; it practically forces the win of a second Pawn, at the cost of nearly abandoning the Q-file and nearly ensnaring the Queen. It seems to me that Black, in his superior position, should saddle White with the responsibility of seeking complications, and not go looking for them himself.
- (j) Just about forced, but also quite promising.
- (k) Very dangerous, but a second retreat would not appeal to Black: 19... Q-K2; 20. P-B5, N-Q2; 21. B-D4, N-B1 seems to hold.
- (1) This is weak, because of Black's reply. Much better is 20. B-B1, Q-K6; 21. P-B5, N-B1. (Black's game may hold, but White exerts great pressure.) Best now seems: 22. B-D4, BxB; 23. QxB, N-B1; 24. R-Q7. (Continued on next page)

## GAMES FROM THE STATE TEAM TOURNAMENT, 1964

ROBATSCH DEFENCE		White: Peter Lahde	Black: Richard McDowell
1. P-K4	P-M5	17. P-N5	B-D4
2. P-Q4	D-N2	18. B-M4!(h)	K-R1(i)
3. P-QB4	P-Q3	19. C-O-O	BxB
4. N-QB3	K-QB3	20. PxB	QxP
5. B-I3	P-N4	21. P-B3!(j)	Q-B5ch
6. P-Q5	N-Q5	22. N-N1	DxP
7. N-K2	KxP	23. QR-N1	Q-K6(k)
8. DxP(a)	P-M4!(b)	24. Q-B2(1)	B-I2
9. PxP?	DxP(c)	25. N-N5?!(m)	R-D4!(n)
10. P-M4!?	D-Q2	26. Q-R2?(o)	P-R4
11. N-N4(d)	N-B3	27. N-K6	Q-R3
12. B-M3(e)	C-O	28. Q-QB2	R-M1
13. Q-N3	Q-B1(f)	29. Q-B3	P-M4
14. DxP	BxB	30. NxBP	B-B3
15. P-NR3	P-QR4	31. Q-B1?	RxP
16. P-QR4	B-B5!(g)	32. N-K6	Q-N3ch
			33. K-R1
			34. R-B1
			35. CxR
			36. C-K2
			37. R-MB1
			38. Q-N4
			39. Q-B3
			40. Q-N4
			41. R-B5
			42. Q-B5
			43. R-B7
			44. Q-K3ch
			45. Q-B2
			46. N-B8(p)
			47. RxR
			48. QxPch
			49. R-R8ch
			R-B7
			RxR
			P-R5
			R-QB1
			K-R2
			R-M1
			B-I2
			K-R3
			B-B3
			B-K2
			P-N5
			B-N4
			P-N3
			RxN
			B-B5??(q)
			Q-R4
			Resigns

Annotation is by Dob Coveyou, notes in parenthesis and exclamation marks, etc. by the winner of the game.

- (a) A simple tempo count shows that White must surely have a good game here, since any subtle difference in value of the pieces exchanged can hardly be worth two moves. One caution - a normal King's Indian formation would not favor White so strongly, since Black can play ...P-M4 without the development of his KN and its subsequent usual retreat. But this would be impossible against precise play by White.
- (b) For the reason given, this is nearly compulsory-and nearly certainly premature.
- (c) A better fighting defence is 9...PxP, pitting the Pawn phalanx against White's lead in development. (One disadvantage of PxP is that after 10. B-R5ch the K is forced to move and Castling is prevented by White.)
- (d) White's last two moves, recommended by Barden (British Chess Magazine, 1961, pg.97 ff) have given him a strong grip on the center, especially his K4. (I should point out that I was not familiar with Barden's recommendation. But I felt that P-M4 was premature. This question has not yet been answered?).
- (e) But the same moves have weakened the Black squares on the King-side, and also the KB file. Hence White must be careful not to exchange his QB prematurely. I think the proper course was: 12. B-B3, C-O; 13. Q-N2, Q-B1; 14. P-NR3 and 15. C-C-O.
- (f) And now the unwanted exchange is nearly forced.
- (g) But this in turn leads to complications. Probably better is ...P-QN3 (to free the Queen)...Q-Q1,...D-N2,...R-B5, etc.
- (h) A nice parry.
- (i) To avoid N-B6ch after two captures on N5.
- (j) Another nice parry; for 21...RxP?? loses material.
- (k) A tactical oversight. (23...R-B4 may be best and still on next move after White's faulty text.)
- (l) Returning the favor; 24. RxPch!, K-N1; 25. CxQ, BxQ; 26. R/1-R1 seems to win.
- (m) Pretty but unsound. (instead 25. RxP seems to be decisive.)
- (n) Black fails to call White's bluff, 25...DxN?; 26. QxP wins.
- (o) White should play 26. RxPch, K-N1; 27. R-R8ch! (to see what will happen) K-N2; 28. R-R7ch, K-N1; 29. R/1-R1. Now the attack slackens. A period of protracted maneuvering sets in, in which Black's passed Pawns slowly grow.
- (p) A pretty stroke, which should not avail.
- (q) Fatal-in time trouble. 47..QQ-N2; 48. R-B7, P-N6!!; 49. RxQ, PxQ; 50. R-B7 B-B5 would win, I think, or 49. Q-B3, P-N7.

## NOTES TO GAME SOUTHERN - BICGER CONTINUED:

- (m) Black touched the Knight with the intention of playing 22...N-B5?!, which gets one extra question mark over the move actually played. 22...C-B5, threatening ...QxP, seems to win easily.
- (n) The game should be won for White with reasonable exact play. The game remains interesting until the end, but exact analysis would now be out of place.
- (o) Although it is now close, White should still win: 55. N-Q6, P-R7ch; 56. K-R1, P-N7ch 57. KxP, K-B7; 58. N-N4ch, K-B8; 59. N-N3ch, K-B7; 60. N-K2! wins.

## GAMES FROM THE STATE TEAM TOURNAMENT, 1964 (cont.)

RUY LOPEZ	White: Mark Gilley	Black: Albert Bowen
1. P-K4	P-K4	14. B-N3
2. N-KB3	N-QB3	15. R-B1(i)
3. B-N5	P-QR3	16. QxN
4. B-R4	N-B3	17. N-B3
5. O-O	B-N2	18. B-N3
6. Q-N2(a)	P-Q3(b)	19. R-Q1
7. P-B3	P-QN4(c)	20. Q-N2
8. B-N3	N-QR4(d)	21. N-Q5
9. B-B2	P-QB4	22. BxN
10. P-NR3	O-O	23. Q-Q2
11. P-Q4(e)	BPxP	24. P-QR3(1)
12. PxB	Q-B2	25. RxB
13. R-Q1(g)	B-Q2(h)	26. PxB
		27. N-N4
		28. PxB
		29. P-Q6(n)
		30. N-B5(o)
		31. Q-Q4
		32. N-N7ch
		33. PxB
		34. QxBP
		35. Q-N6ch
		36. QxR
		37. Q-B3ch
		38. RxB(p)
		BxB
		P-K5
		P-NR3
		B-Q1
		P-B3
		BxN
		NR-N1
		Q-R2
		N-R1
		QxP
		N-N1
		Resigns

Annotation is by Bob Coveyou

- (a) Good enough, for a change. But Black's problem here are very much as they are after 6. R-N1, and tend to be slightly easier to solve until someone finds a line to give White sharp chances. The point is that White, in protecting his KP this way, makes P-Q4 more difficult for himself, and Black has to organize a more satisfactory defence. (It also prevents the Marshall Gambit, Bd.)
- (b) 6...P-QN4; 7. B-N3, P-Q3; is a more usual order of moves. A frequent continuation is 8. P-QR4, B-N5!; 9. P-B3, O-O!, and Black seems to have adequate counterplay.
- (c) Having waited once, Black should wait again: 7...O-O; 8. P-Q4, B-N5, again with good counterplay.
- (d) Now a typical problem arises: 8. B-N5 or 8. B-B2? In this position I favor B-B2, on the ground that Black has to change his plan (...N-QR4) or lose a tempo. I could be wrong.
- (e) Now we have a position of the main line, with the only difference supplied by White's sixth move.
- (f) Black has various possible plans here:
- (A) The text move, opening the QB file as a counter weight against the usual Lopez King-side attack.
- (B) 11...NxB; 12. PxB, B-N2 (to answer P-N5 with ...N-Q4) with a very open position, in which Black has, numerically, the better development. But White's pieces are well and dangerously placed.
- (C) 11...Q-B2, leaving to White the decision between opening or closing the center: 12. QN-Q2, N-B3; and 13. PxBP or 13. P-Q5; I would, with White here favor 13. PxBP for the lines of the Rauser's Attack.
- In the text position, I would probably play (B), but wouldn't expect an easy time. After the move made, I have an uneasy feeling that Black's game is too difficult.
- (g) White has problems too, caused mainly by the fact that 13. QN-Q2 is impossible. If 13. B-N3, N-B3; 14. B-N3, White stands well. But 13. O-O-O, B-N2 is better, attacking the KP. 13. B-Q3, N-B3; 14. P-Q5, N-N5 doesn't look very good for White. 13. N-B3, P-N5; 14. N-Q5, N-N1; 15. PxB, B-N2, likewise. The textmove (13. R-Q1) seems something of a make-shift (unless I have missed a hidden point), but, if so, I have not found the right move.
- (h) 13... B-N3 seems to make a fairer stand.
- (i) Again, 13. B-N3 looks like a time saver.
- (j) Black's position does not inspire confidence, since he has not succeeded in getting counterplay, after this move, his game goes downhill.
- (k) Now both Black Bishops have deserted the King, and do not succeed in getting anywhere.
- (l) Very strong, since the Rook gets into very good play; the consequence of 20...P-N5.
- (m) The King-side attack commences.
- (n) This Pawn is dangerous of itself, but it also decisively cuts off Black's pieces especially the Queen, from the defence.
- (o) Black's last move, intended as preventive, is actually an invitation. But the game is lost. If the reader looks through these notes to discover where Black lost the game, he will instead discover that I don't know.
- (p) It is difficult to find any improvement in White's play since 24. P-QR3!, and I am not sure of any prior to it.