

Furthering chess understanding for the purpose of increasing your Elo and winning \$\$\$ prize funds. All contents © 2007, R.B. Lange's.

WEAK SQUARES

// Write on something meaningful that makes you happy."

Those were my instructions from our editor. Gee, Bob, thanks. Meaningful and happy. For those who have never sat down to write, about the last thing you would think of is "What makes you 'happy.'" Writing is work and tedious at that. Then again it can have its own rewards; once I figure that part out I'll fill you in. Just in case you are wondering, no one makes any money at writing chess material except the actual publisher, but I digress.

Long ago I saw a booklet with one of Botvinnik's essays titled "What is a combination?" I wish I'd bought the thing so if any of you can locate it, clue me in. Some of my students asked me an interesting question this week: **How do you know what to do?**

Ah, what they really wanted to learn was how to make a plan. I suppose you folks would like some clues to the maze as well, so that's what I'll try and cover – the elusive Holy Grail of making a plan.

Plan Foundations

The foundation of a plan stems from an almost **ethical** question: **What ought man to do?** Likewise on the chessboard, the question presents itself with each move: what are you going to do? Most people play out their known theory and then just wait to see what happens. If you find yourself in that boat then hopefully the following material will give you some guidelines.

Weak squares.

If you have *Zürich 53* you'll find the opening remarks by Bronstein to the first game

WEAKNESS

My brother John is not the man to conquer a country if there is anyone to offer the feeblest resistance.

—Richard I

•

The concessions of the weak are the concessions of fear.

—Edmund Burke

•

When you have faults, do not fear to abandon them.

—Confucius

Guest Lecturer
Bob Holliman

quite interesting. I'll attempt to demonstrate what I know, but I don't know if Bronstein would've liked my explanation.

Set up a chess board and put only (3) white pawns on the board: f2, g2, h2. As you look at this simple position the pawns are connected and in their original position. From here they are their strongest. They control h3, g3, f3, e3. Now put the white King on g1.

This produces no drastic change, but now as the player of the white pieces you are tasked with defending the K/g1. I will introduce a change in the pawn structure. Move the g-pawn to g3. As you look down at the board the light squares should appear to "light" up – they draw your attention to the complex: h1, f1, g2, f3, h3. Do this same exercise with the black pieces and you get the same effect: h8, f8, g7, f6, h6 are now weakened; like the line from a movie, "Its only a flesh wound."

Now place a Bishop for white on g2 and one for Black on g7. Notice how the squares have been strengthened? Ever wonder why strong players try to line up queen and bishop so as to remove the fianchettoed Bishop of an opponent? The answer is simple: they intend to invade on the weak squares that are created by removing that piece (the Bishop). Now I'll show you a game which illustrates this point.

Bob Holliman (2150) - Tim Steiner (2050)

[A48]

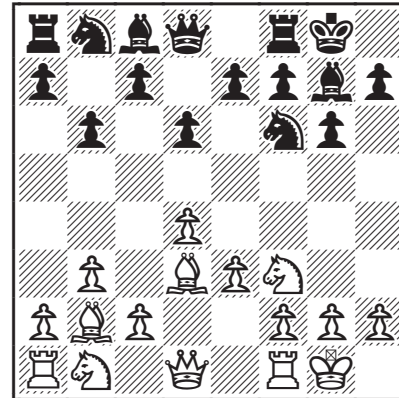
Okie Chess Festival (2), September 2006

1. d4 Nf6 2. Nf3

What to play, what to play, what to play? A normal KID would be fine; and he declined to play the Dutch so I needed to come up with

something off the beaten path. Then it hit me, a slow game with just a small advantage would be in line. Nothing drastic, just a simple game. Considering my horrid first round game I needed to get on the scoreboard.

2... g6 3. e3 Bg7 4. Bd3 0-0 5. 0-0 d6 6. b3 b6 7. Bb2



7... Bb7

7... c5 8. Nbd2 Nbd7 9. h3 Bb7 10. c4 e6 11. Re1 Qe7 12. Bf1 Rfd8 13. Qe2 e5 14. d5 e4 15. Nh2 Ne5 16. Qd1 Bc8 17. Qc2 Bf5 18. g4 Bd7 19. Nxe4 Nxe4 20. Qxe4 f5 21. Qg2 fxg4 22. Nxe4 Nf3+ (22... Nxe4!?) 23. Bxe7 Nxf2 24. Qxf2 Kxe7) 23. Qxf3 Bxb2 24. Rab1 Bc3 25. Re2 h5 26. Nh2 Rf8 27. Qg3 Qf6 28. h4 Bf5 29. Rd1 Rae8 30. f4 Re7 31. Bh3 Re4 32. Bxf5 Qxf5 33. Kg2 Rfe8 34. Rf1 Bd4 35. Rf3 Kf7 36. Nf1 Bc3 37. Qg5 Bf6? (37... Qxe5+) 38. Qxf5 gxf5 39. Ng3 R4e7 40. Nxf5 Rd7 41. e4 Bd8 42. Rg3 Kf8 43. Kf3 a6 44. Reg2 1-0, *Djoric, D-Baquero, L/Belgrade 1988.*

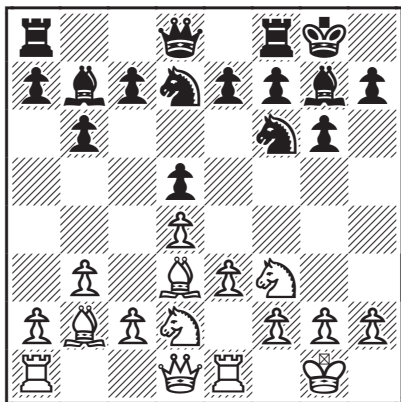
8. Nbd2 Nbd7 9. Re1

9. Qe2 Re8 10. e4 e5 11. dxe5 Ng4 12. Rad1 Ngxe5 13. Bxe5 Nxe5 14. Nxe5 Bxe5 15. f4 Bd4+ 16. Kh1 f5? 17. Qf3 (17. Bb5! c6 18. Qc4+ d5 19. Qxd4 cxb5 20. exf5±) Qh4 18. Rde1 Kh8 19. Qd1 Bc3 20. Re3 Qf6 21. Rfe1

fxe4 22. Bxe4 d5 23. Bf3 Rxe3 24. Rxe3 Rf8
(24... Bd4! 25. Rd3 Qxf4⚡) 25. Nf1 Bd4 26.
 Rd3 c5 27. Ng3 Ba6 28. Rd2 Qxf4 29. c3 Bxc3
 30. Rxd5 Bd4 31. Ne4 Qe3 32. Nd2 Re8! 33.
 h3 Qf2 **(33... Bd3!, and after ...Qf2, the R/e8
 will invade, or after Rxd4 Black wins the Ex-
 change.)** 34. Ne4 Qe3 35. Nd6 Qe1+ 36. Qxe1
 Rxe1+ 37. Kh2 Be2 38. Nf7+ Kg7 39. Ng5 Be3
(39... Bb5!) 40. Rd7+ Kf6 41. Nxf7+ Ke5 42.
 Re7+ Kd4 43. Rxa7 Bxf3 44. gxf3 Bf4+ 45. Kg2
 Re2+ 46. Kf1 Rh2 47. Re7 g5 48. Nf6 Rxh3 49.
 Kg2 Rh2+ 50. Kg1 Rxa2 51. Re4+ Kc3 52. b4
 c4 53. Nd5+ Kd3 1-0, Gallai,J-Frank,J/Hungary
 1993. **(Black must've lost on time!)**

9... d5

Up to here the program "Fritz" (by the way I detest these things; they keep you from using your own mind) says that I have a minimal advantage, something like 0.16. Now that I am about to play the standard Colle move "e4," the computer has decided that I now have "0.28," for whatever that's worth.



10. e4 dxe4 11. Nxe4 Nxe4 12. Bxe4 Bxe4 13. Rxe4 c5

The program preferred "e6" for Black and it is hard to disagree. Now it says I am "0.41. "

14. Qe2 e6 15. Rd1

With all the rubbish from the recent unification match for the "absolute" world title over in Elista, the Topolov team accused "Vlad" Kramnik of finding the computer move a huge percentage of the time. I have now found my first computer match and can be accused of cheating!!!! The program also liked Rd1 and now says I have "0.59." All I knew is that I preferred White.

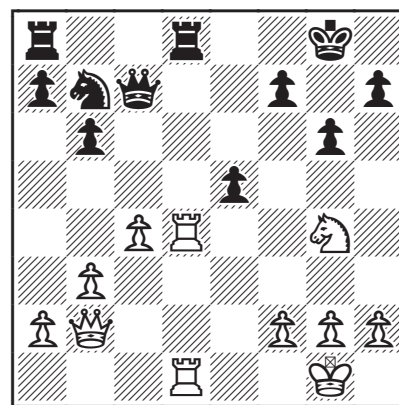
15... Qc7 16. c4 cxd4 17. Bxd4 Nc5 18. Bxg7 Kxg7

18... Nxe4 19. Bxf8 Nc3 20. Qb2 Nxd1 21. Qg7#

19. Red4 Rfd8 20. Qb2 Kg8 21. Ne5

Fritz liked (found) this as well and now gives me a plus sign over a minus (±) and 0.75, which means I have the initiative. I don't know if the machine can understand the reason, but it's the dark squares around the black King that are weak.

21... Nb7 22. Ng4 e5



23. Rd7??

Chess blindness. Having reached a won position I give him a chance to get out. Simply Nxe5 and repeat the Knight maneuver, there is no defense. 23. Nxe5 Rxd4 24. Qxd4 Rd8 25. Nd7 f5 26. Rd3 Kf7 27. Qf6+ Kg8 28. Qe7

Kh8 29. Rh3 Qxd7 30. Rxh7+ Kg8 31. Rg7+ Kh8 32. Qxd7.

23... Nc5 24. Nf6+ Kf8

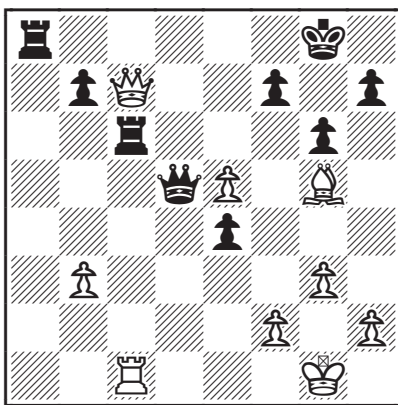
24... Kh8 25. R7d2 Rxd2 26. Qxd2 Qe7 27. Qg5 Rd8 28. Rxd8+ Qxd8 29. g3 e4 30. Nxe4 Qd1+ 31. Kg2 Nxe4 32. Qe5+ Kg8 33. Qxe4.

25. Rxd8+ Rxd8 26. Nd5 Ne6 27. Qc1 Rxd5 28. cxd5 Qxc1 29. Rxc1 Nc5 30. b4 Nd3 31. Rc8+ Ke7 32. a3 Kd6 33. Ra8 Kxd5 34. Rxa7 f5 35. Rxh7 e4 36. g3 Kd4 37. Rg7 Ne5 38. Re7 Kd5 39. h4 Nc4 40. a4 Ne5 41. a5 bxa5 42. bxa5 Nc6 43. a6 1-0.

See my note after White's 23rd move. The ability of the Queen and Knight to attack is hard to defend against. Here, due to the weakness of the dark squares, Black is lost. Move the pieces around on the board and see what kind of checks and mates you can compose. This is an example of **weak squares**. In this example it was the dark squares around the King.

Here is another example.

Okie Chess Festival



After some really horrid play and kicking up some diversions, I've reached this position from a recent game as White. However, due to the weakness of the dark squares around

the black King, White is able to secure the half-point:

1. Rxc6 Qxc6 2. Qe7 Qe6

Unfortunately, the "sneaky" 2... e3! wins but Black doesn't see it either! I digress.

3. Qc5

I must defend the pawn as it becomes the anchor for the Bishop when it goes to f6.

3... b6 4. Qd4 Qc6 5. Qb2

5. Qd2?? Ra1+ 6. Kg2 e3+.

5... Re8 6. Bf6 Re6 ½-½.

Time to Breathe and Ask

Okay. At this point you should breathe deeply and get ready for the next part. In my intro I mentioned the "ethics" of the position. So you say, "Bob, my opponent has fianchettoed, how do I deal with this?" I thought you would never ask.

Fianchettoes

Castled positions involving a fianchetto have their plus and minus qualities. The plus side is the capacity to resist attack along the diagonal. Go back a few *Chess Reports* issues to the one dealing with the Colle sacrifice. I believe Bob Long called it "hope chess." Notice that with a pawn on g6 for Black the sacrifice does not work for White. So when you are playing black against someone that plays the Colle your moves may go something like this. 1. d4 Nf6 2. Nf3 g6 and **the whole strategic goal from the point of Bh7 is gone!**

Another aspect of the fianchettoed position that is a plus is that you can often offer to trade your f-pawn for the opponent's e-pawn and recapture **gf** thus adding pawn strength

to your center. However, the Bishop can defend as well as a pawn; the King can slide over to h1 or h8, as often happens in the King's Indian Defense, and you then put a Rook on the semi-open g-file adding to your attacking chances. Further the Rook can be lifted (make a note of the term "Rook lift") to the 3rd rank and move over as well.

On the negative side of this is the glaring fact that the pawn on g3/g6 is an easy target for a mobile h-pawn.

Gorbunov, Igor (2148) — Sumets, Andrey (2468)

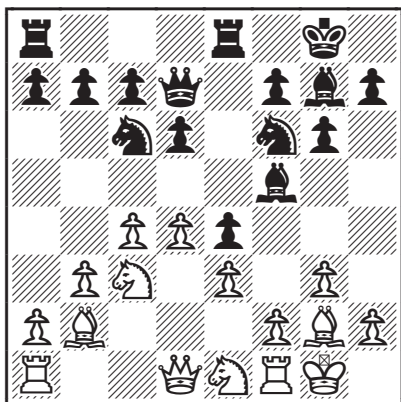
[E62]

Odessa Region Op, 2003

1. c4 g6 2. d4 Bg7 3. Nc3 Nf6 4. g3 O-O 5. Bg2 d6 6. e3 e5 7. Nf3

Not the most popular line in my database. White appears to win a lot of 7. dxe games and trades Queens. Then again I am simply looking for examples of how to breach the g3/g6 Bg2/g7 position.

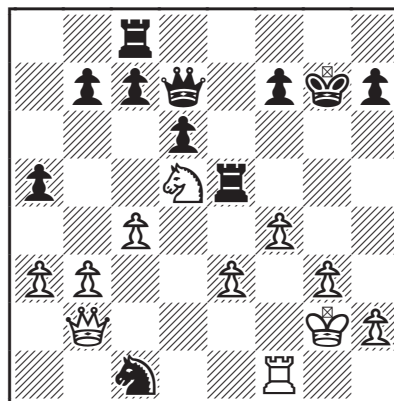
7... Nc6 8. O-O Bf5 9. b3 Re8 10. Bb2 e4 11. Ne1 Qd7



Notice the battery of Q + B ready to trade off the white fianchettoed Bishop?

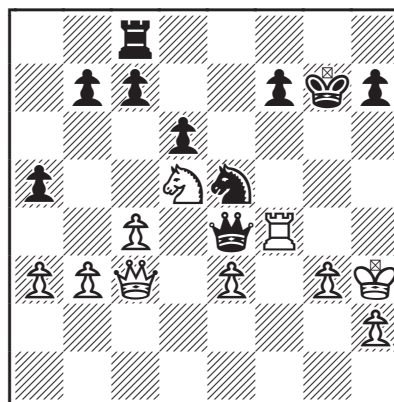
12. a3 a5 13. Rc1 Bh3 14. Qc2 Bxg2 15. Nxc2

Rac8 16. Nf4 Nd8 17. Ncd5 Nxd5 18. Nxd5 Ne6 19. Qxe4? Nxd4 20. Qb1 Ne2+ 21. Kg2 Nxc1 22. Bxg7 Kxg7 23. Qb2+ Re5 24. f4



Perhaps opportunistic – Black gives up the Exchange as he gets the Queen and Knight around the white King. Notice the weak light squares as well as the backward pawn on e3. These guys are rated sufficiently high enough that you can see how the piece play progresses.

24... Nd3 25. Qc3 Qf5 26. fxe5 Qe4+ 27. Kh3 Nxe5 28. Rf4



28... Qd3 29. Qd4 a4 30. bxa4 Qxd4 31. Rxd4 c5 32. Rd1 Nxc4 33. Rb1 Ra8 34. Rxb7 Rxa4 35. Nb6 Nxb6 36. Rxb6 Rxa3 37. Rxd6 Rxe3 38. Rc6 Rc3 39. Kg4 Rc1 40. h4 h5+ 0-1.

The white King was driven off to the side

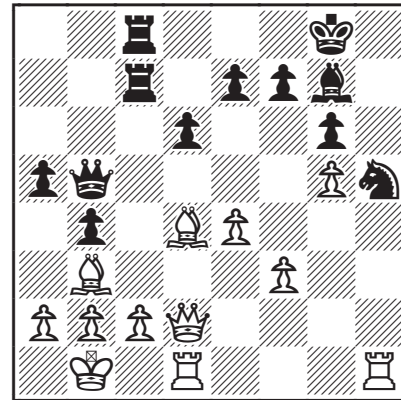
of the board and Black traded down to a won Rook and pawn ending.

Comment: The purpose of the *Gorbunov – Sumets* game is to show you how a 2400+ player removes the Bishop. It is a simple technique, but sometimes it helps to see it worked out!

Now, as to using the h-pawn to open the file for attack.

[Ed. Note: A classic! However, see my question in red print for move 22.]

17... Qb5 18. h5 Rfc8 19. hxg6 hxg6 20. g4 a5 21. g5 Nh5

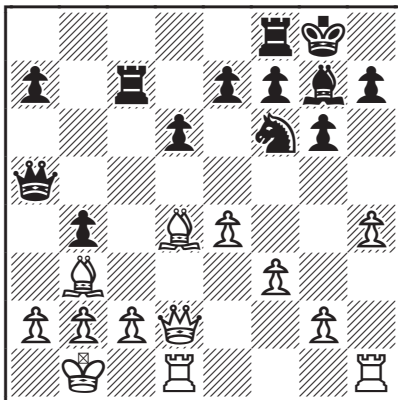


Fischer, Robert – Larsen, Bent

[B77]

Portoroz Interzonal, 1958

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 g6 6. Be3 Bg7 7. f3 0-0 8. Qd2 Nc6 9. Bc4 Nxd4 10. Bxd4 Be6 11. Bb3 Qa5 12. 0-0-0 b5 13. Kb1 b4 14. Nd5 Bxd5 15. Bxd5 Rac8 16. Bb3 Rc7 17. h4



Black's activity has been slowed down and Fischer begins to open the h-file. Notice that since Black did not capture the light-square Bishop when he had the chance (i.e., 15... Nxd5), that it has been placed out of harm's way so that additional pressure may be applied to the h7-square.

All other Knight moves are just as bad... the g7-Bishop is exchanged, and after Qh2, mate will follow.

22. Rxh5 gxh5 23. g6 e5 24. gxf7+ Kf8 25. Be3 d5 26. exd5 Rxf7 27. d6 Rf6 28. Bg5 Qb7 29. Bxf6 Bxf6 30. d7 Rd8 31. Qd6+ 1-0.

FISCHER'S HOCUS POCUS DEFENSE

[Ed. Note: Neither *My 60 Memorable Games*, nor *ChessBase* mentions 22... Bxd4 23. Qxd4 gxh5 24. g6 Rc4!! After 25. gxf7+ Kxf7, what will White do? Did Nunn mention this in his "revised" *Batsford* edition? After 26. e5 a4 27. Qf4+ Ke8! 28. Bxc4 Qxc4 how does White make progress? Material is even and Black has a "threat" at c2. What's up with that? My guess is that the "likely 25. gxf7+ won't help White, yet is the "move" Fischer gave in his notes for a "similar" line. However, I did find this mentioned in the Fischer section of *On My Great Predecessors*. Rats, I thought I had something for at least 24 hours. If you find "something" of a similar nature. send it on, it might make a "Great Bonus Feature" (GBF).]

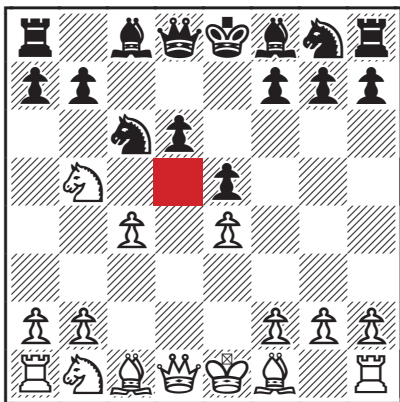
Strong/Weak square

Here we focus on a single principle – a square that is strong for one side, but weak for the other. This is a very simple and straightforward concept. The example comes from the Sicilian defense.

[B32]

Superbowl 1

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nc6 5. c4 e5 6. Nb5



The point of this illustration is to show you that White can occupy the “d5” square without any defense by pawns on the part of Black. Keep in mind that this outpost on “d5” does not constitute a won game for White. What I am demonstrating here is that the square is strong for White and weak for Black. Any capture on d5 will change the static structure of the position and must be considered very carefully.

The drawback to this structure is the poor light-square Bishop that White gets.

A King’s Indian Example

Now let’s look at an example from the King’s Indian Defense that Black wins. This is a very

instructive example as we see the challenger, M. Tal, take apart the champion, M. Botvinnik. As you go through my comments please keep in mind that while the whole game is instructive, it is the opening up of the fianchettoed position that I want to show.

It is also interesting to note that a number of master level games that end like this one end up as simple won Rook + pawn endings after all the punches have been thrown. And, keep that in mind as one of the goals you may wish to strive for in your own play: “At the end of the game I am trying to achieve a won R + P ending.” That is one example of my “ethics” comment.

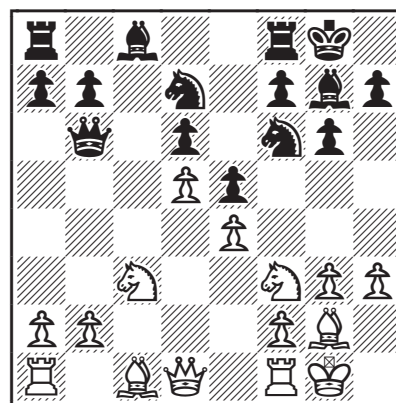
Tal plays to end up in a won Rook + pawn ending and along the way shows us several strategical and tactical examples.

Botvinnik, Mikhail – Tal, Mihail

[E69]

World Championship 23th Moscow, 1960

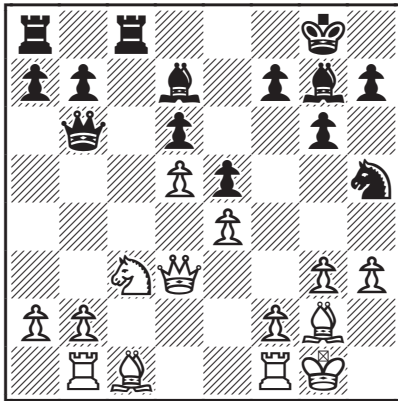
1. c4 Nf6 2. Nf3 g6 3. g3 Bg7 4. Bg2 0-0 5. d4 d6 6. Nc3 Nbd7 7. 0-0 e5 8. e4 c6 9. h3 Qb6 10. d5 cxd5 11. cxd5



In KID games White will capture toward the kingside as he has made quite a few pawn

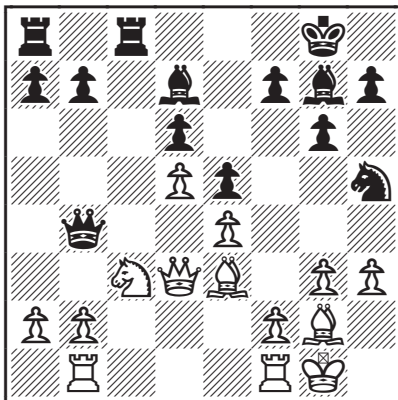
moves to claim his territory and must now defend it. If he had played 11. ed, then Black's game would have been almost automatic: Ne8/h5, f5.

11... Nc5 12. Ne1 Bd7 13. Nd3 Nxd3 14. Qxd3 Rfc8 15. Rb1 Nh5



Suddenly my database drops to only 4 games with this move! It appears Tal has come up with an idea which allows play on both sides of the board. Indeed with ...Rfe8 Botvinnik might well have thought that the queenside is where the action would be, but it appears Tal had a different idea.

16. Be3 Qb4



17. Qe2

17. Rfc1 f5 18. Bf1 Nf6 19. f3 Nh5 20. Bf2 Bh6 21. Rc2 Nf6 22. Re1 Rc7 23. Nd1 Rxc2 24.

Qxc2 Rc8 25. Nc3 Qa5 26. Rd1 fxe4 27. fxe4. The removal of the f-pawn gives a more static (fixed) nature to the pawn structure.

Both sides still retain their Bishops so the play is open, but watch how Black slowly brings his point home.

27... Qxa2 28. Bd3 Qa5 29. Kh2 b5.

First a distraction on the queenside.

30. Qe2 a6 31. Qf1 Rf8.

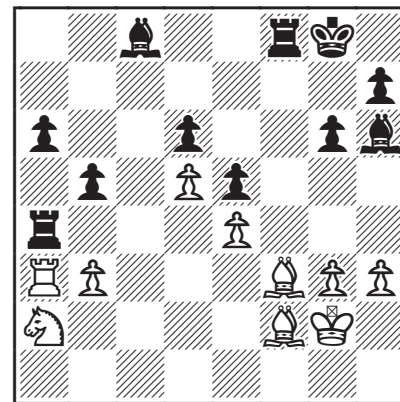
Now bring the Rook to the open (basically) f-file.

32. Ra1 Qb4.

Instead of retreating he keeps the Queen over on the queenside to put pressure on the white b-pawn and center.

33. Qe2 Bc8 34. Ra3 Nd7 35. Na2 Qd2 36. Kg2 Qxe2 37. Bxe2 Nc5 38. Bf3 Na4 39. b3?

Allows Black to break through as the third rank is no longer defended by the Rook.



39... Bxh3+ 40. Kxh3 Rxf3 41. Kg2 Rd3 42. Kf1 Rd1+ 43. Ke2 Rd2+ 44. Ke1 Nb2 45. Bb6 Nd3+ 46. Kf1 Rd1+ 0-1, *Wexler, B-Rubinetti, J/ Buenos Aires 1964.*

What you see Black doing in that game is slowly working his way in on the kingside. Notice how it is almost a middle game of one move threats. I am guessing the time control

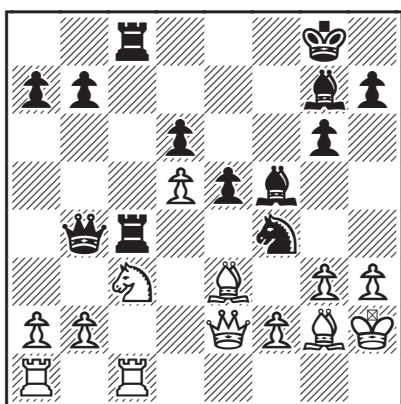
for this game was move 45 and that Black repeats this check to make time control. In this position White resigned.

The finish may well have been: 47. Ke2 Rd2+ 48. Kf1 Rb2 49. Rxa6 Rxb3 50. Ra8+ Bf8 51. Be3 Kf7 52. Ra7+ Kf6 53. Rxh7 Nc5 54. Bxc5 dxc5 55. Rh8 Rb1+ 56. Ke2 Kg7.

17... Rc4

Now we are on our own. There are other 17th moves for Black.

18. Rfc1 Rac8 19. Kh2 f5 20. exf5 Bxf5 21. Ra1 Nf4→



Here is a typical Tal move, just stirring the pot or muddying the waters. First, since I am discussing weak squares, this series of tactical punches is based upon the placement of the white pieces. The Knight forks the Queen and Bishop so the choice is:

a) move the Queen and lose the light square piece (and you can see how the h3, f3, g2, f1, h1 complex light up in the absence of a Bishop) or,

b) take the Knight.

If White takes with his dark-square Bishop he gives up the dark-square defender. Thus this leaves him with the move he played: gf. In this position look at the white R/a1, all alone

and out of play. Note that Black has Rooks doubled on the c-file and all his pieces are ready. Black may be sacrificing a N/f4, but he has the attack.

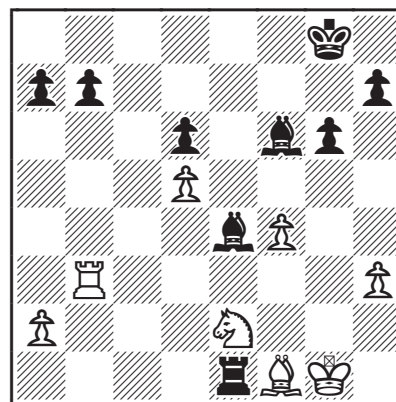
22. gxf4 exf4 23. Bd2 Qxb2 24. Rab1 f3 25. Rxb2

25. Bxf3 Bxb1 26. Rxb1 Qc2 27. Rb3 Qf5 28. Bg4 Qe5+ 29. f4 Qxe2+ 30. Nxe2 Re8 31. Be6+

In this position White's kingside has been weakened, but he has counterplay. I'd call this unclear but it serves our purpose of showing how to open the fianchettoed position.

25... fxe2 26. Rb3 Rd4 27. Be1 Be5+ 28. Kg1 Bf4 29. Nxe2 Rxc1 30. Nxd4 Rxe1+ 31. Bf1 Be4 32. Ne2 Be5 33. f4 Bf6

Notice how Tal uses the two Bishops to constrict the White position.



34. Rxb7 Bxd5 35. Rc7 Bxa2 36. Rxa7 Bc4 37. Ra8+ Kf7 38. Ra7+ Ke6 39. Ra3 d5 40. Kf2 Bh4+ 41. Kg2 Kd6 42. Ng3 Bxg3 43. Bxc4 dxc4 44. Kxg3 Kd5 45. Ra7 c3 46. Rc7 Kd4 0-1.

Again the ending is a simple Rook and pawn endgame.

Bob Holliman

On 2... e3! (pg. 198), the ex. remains correct even if "the artist is flawed in his drawing."

FEEDBACK

WHAT ABOUT MY CHESS OPENING REPERTOIRE?

Two things: 1) Still trying to come up with the ideal opening repertoire for a patzer such as myself, except who has not memorized MCO. I think it ought to be based on 1. e4 as White, and 1. e4 e5 and 1. d4 d5 as Black. It should lead to tactically promising, yet not overly theoretical, positions. (No 10-ply forced sequences like the Botvinnik Semi-Slav, for example.) It should also be easily adaptable for the addition of gambits at a later point in time.

So here's what I'm thinking so far: Ruy Lopez is too positional AND theoretical, and too much theory at the outset in the Italian complex. I think the Scotch is the best middle ground here. **Later on**, the Scotch Gambit requires knowledge of the Italian and Two Knights if Black declines. As an alternative, the Scotch Four Knights is more positional, but at that point, I'd probably just say learn the Lopez.

Against the Sicilian, I think I'd choose the c3 Sicilian over the Closed, if for no other reason than that you have to know the c3 lines in case Black declines a Smith-Morra. Given this, you may as well choose the French Advance just because of the transpositional possibilities. (The alternative was Closed Sicilian and King's Indian Attack against the French.)

150 Attack against the Pirc and Modern.

I think I'll stick with the mainline Caro Kann [Ed. I recommend reading Jovanka Houska's new

book *play the Caro-Kann*—see back page], both because of possible BDG transpositions later and because I'll have enough IQPs from the c3 Sicilian and the Tarrasch as Black, so no Panov-Botvinnik. I also don't want too many Advance variations.

Haven't decided on the Alekhine yet, nor how to handle the 2... Nf6 Scandinavian. (For obvious reasons, I've never had to play against it, and avoided the mainline Alekhine in similar fashion.) Maybe also throw in the London and/or KIA as an emergency fallback. Also haven't worked out the basics of the black repertoire against e4 yet (except for the initial e5 reply), although I think the Tarrasch against d4 and others is a good choice, with the possibility of the Hennig-Schara at a later point.

Look for the completed version of the project by 2012. :)

2) The second item: the Kasparov *Predecessors* plan I mentioned. Memorize every game. I'm fine with games 1, 3, and 4 (McDonnell-Labourdonnais 1834, when three black pawns reach the seventh rank, as well as the Immortal and Evergreen games), but I run into real problems with game 2. It's an 1843 game between St. Amant and Staunton, lots of

positional play and maneuvering. My problem is, I can't memorize a whole game unless I understand the moves, so I'm looking for another source of annotation of this game which is aimed a little lower than Kasparov. I know I'm supposed to work on tactics, tactics, tactics at my level and not worry about subtle positional nuances. I don't care. I want to understand this game so I can commit it to memory. Know of any off the top of your head? (It was the 21st game of the match.) Maybe I'll Fritz it and look closely at the follow-ups to moves *not* chosen to try to understand prophylaxis.

from Rich Bohms (MI)

[Ed.: You've got a lot of work ahead of you before 2012, but it's a decent program. However, before then, if you do the work you plan on doing, you will get good enough to make some changes. I don't recommend memorizing any of those early games. Just play the rest of the games and you will get ALL the tactical exercises you need. If you win you don't have to do it the WAY the 'ole masters did it. Just do it.]

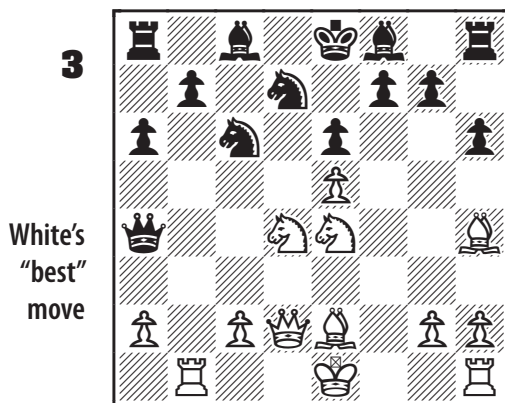
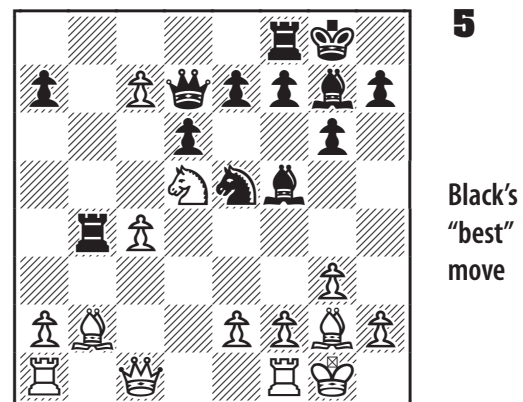
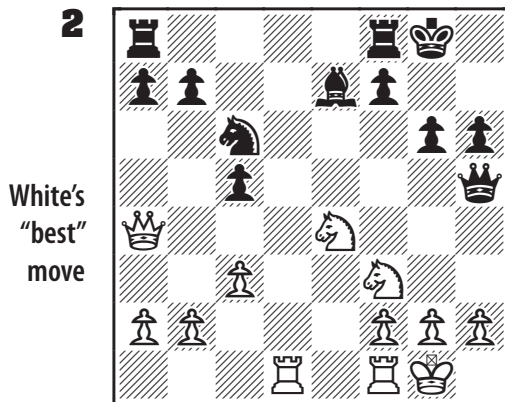
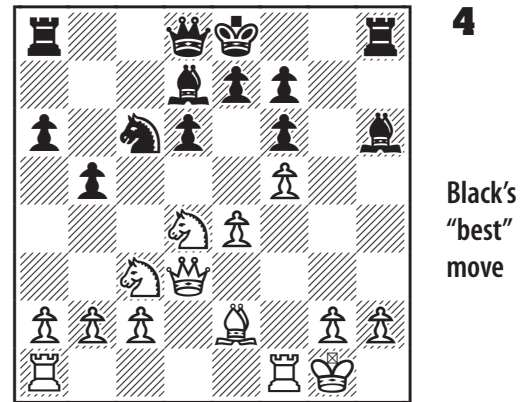
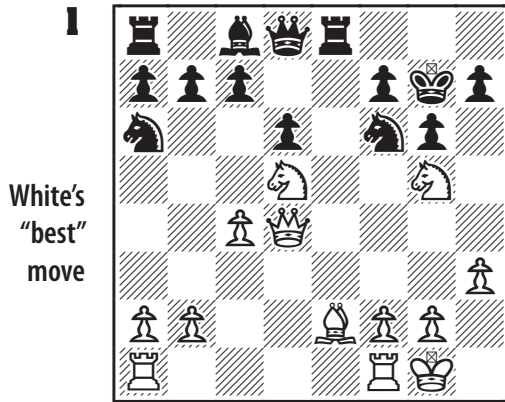
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The **QUIZ** Page (side to move wins)

Try to solve these in 5 minutes or less. Put down the first move on the "report" sheet supplied with "Chess Reports" issue #14. Do not use any kind of help, just your own brain. Visualize the solution without moving the pieces. We are trying to HELP you!



Quizzes are an excellent way to warm up, stay in shape, and discover new possibilities. They are part of the Course. Some are not too hard, others are harder. There may be 1-2 which tax you.

They are also necessary for you to get a refund in case you are unhappy with what we are trying to do. If you don't have a filled out sheet, how can we help you? Please, help yourself!

(Be sure to enter your FIRST move on your Score Sheet, sent with issue #15).

play the Caro-Kann by Jovanka Houska

Why not have more opening books written like this one? I've reviewed very few books by women over the years, and none of them, that I recall, were on opening theory.

This one is and it's not on an easy subject, the Caro-Kann, the whole works! Miss Houska, a winner of the English Chess Federation Player of the Year Award, takes on a big subject and is not afraid to tackle it. More power to her!

Myself, I've thought that the CK has been worked over pretty good since seeing Karpov's recent work on it (he was advocating it!). So I went right to the 2 chapters on the Panov-Botvinnik Attack. She does a nice job showing that there is still play in that "rusty" system.

She makes suggestions, annotates games, and COVERS theory—but she does it in a way that is infectious. You get the "feeling" she really cares about what she is doing—and that she is doing the best

job possible. She is new to this business—so she hasn't reached the jaded part yet.

In the Panov-Botvinnik, there is also another chapter called "Panov's Little Brother: 2 c4." In addition to this there are three chapters on the Main Line, and chapters covering the Exchange, Advance (two of them), the Fantasy (which she doesn't think too much of), the Two Knights, the King's Indian Attack, and a final and good chapter, "Unusual Lines and the Plain Bizarre."

From Everyman Chess, this book has 208 pages, and full indexing.

She gives a little history and then starts right in on the aims of the Caro-Kann and its "Modern Approach." While cover some "typical" ground on chess opening theory she does identify a problem area of the Caro-Kann, the e5 square—where a white Knight often resides. As for Black, it is the d5-square which is important.

The h-pawn is important as



White tries to open a way to the black King.

This title can be obtained from Chess4Less by calling Greg at 1-800-397-7117 and telling them that Bob Long sent you.

COMING!

All of us could use some encouragement now and then. In an upcoming issue I am going to show you games in the *ChessBase* Database that will prove you can be in there too if some of these people can! When I search for quiz material you ought to see the stuff I reject! I wonder if there is a chess "sleeping sickness."