



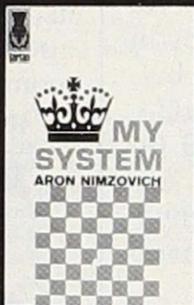
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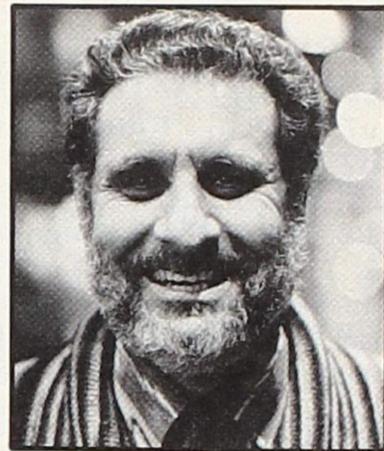
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READERS' SHOWCASE

Indian giver; notes on the French, Sicilian, and Veresov.



LARRY EVANS ON CHESS

Non-masters are invited to submit questions or their best over-the-board games, with or without annotation. Questions must be short — no more than half a page. Send them to Larry Evans on Chess, c/o Chess Life, 186 Route 9W, New Windsor, NY 12550. Send postal games to Alex Dunne (see *The Check is in the Mail* elsewhere in this issue). Submissions cannot be returned, and personal replies are not possible. In the following material, notes in italics are by Grandmaster Evans.

Jude and the Indians

Jude Acers, New Orleans: Every amateur dreams of crushing a full-fledged professional master who does absolutely nothing but write and play. Many are called, few are chosen. Two of these chosen few are the crowd's delight in New Orleans at The Gazebo, where I accomplish the incredible feat of making a living by playing more than 3,000 visitors each year.

These two, who play me more than *one thousand times a year*, hail from Calcutta and Bombay, India. They proudly inform me that "your game came from our country."

With the score roughly 1,800 games in my favor, the one-thousand-game men found a flaw in an opening I have used the world over. Dr. S.K. Dingle, a heart specialist at New Orleans Charity Hospital, cooked up the killer and beat me with it twice in a twenty-four-hour period. Within days, utter strangers walked up to my table and played the entire main line of Dr. Dingle's variation!

Just one block from where Paul Morphy was born, the strong pawn center, quick development, and direct attack proved the "last word" in my refutation. An obvious move that I had overlooked for ten years was suddenly revealed to me over the board.

"We are not convinced. We will see!" said Dr. Dingle, lighting up his twentieth cigarette, amazed at this game and the experiences he had lived through in recent days at my board.

Contributing Editor Larry Evans, an international grandmaster from Reno, Nev., is a five-time U.S. champion and syndicated chess columnist.

GM LARRY EVANS

1982

Veresov Opening

Jude Acers **Dr. Dingle**

1. d4 d5 2. Nc3 Nf6

Dr. Dingle used to play 2. ... c6, inviting a Caro-Kann after 3. e4, but he lost hundreds of games against the unbooked 3. Bg5?!

3. Bg5 Nc6

This development defense works against normal play, not so well against the steamroller pawn center.

4. f3 Bf5

I regretfully feel honor-bound to point out that 4. ... e6 justifies Black's idea of holding the center with his piece pressure. This alone guarantees another thousand games with the variation (good business).

5. e4!

Sacrificing a pawn for space? That's what you and the Indian guys think!

5. ... dxe4

"And wins, naturally," said Dr. Dingle pleasantly. Recent games surely proved his point.

6. d5 Ne5

The first of two theoretical novelties. Hundreds of games with my two Indians went 6. ... Nb4 7. a3 Na6 8. Bxf6, with a raging struggle in which White has more space and easier play.

7. fxe4!

Believe it or not, this move was ten years in the making. I routinely continued 7. Qd4?! before Dr. Dingle shocked me twice on November 6, 1982, with 7. ... exf3!; the point is that 8. Qxe5? f2+! 9. Kxf2? Ng4+ wins the Queen. At first, I tried 8. 0-0-0, but Dingle simply retreated his Knight and clutched his extra pawn, as advised in *Chess Catechism* by materialistic Larry Evans. It worked.

7. ... Nxe4 8. Qe2!!

This is the follow-up that I had overlooked for so long, an incredible pin that wins material.

8. ... Nxc3

If 8. ... Nxc3, then 9. Qxe5 Qxd5 10. Qxc3 wins. Or 8. ... f6 9. Nxe4 fxe5 10. Ng3!.

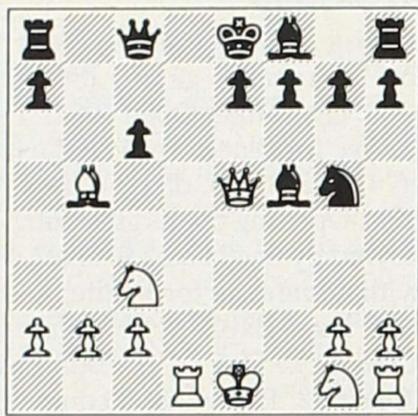
Now the best chance looks like 8. ... Nd6 9. Qxe5 f6.

9. Qxe5 Qd7

The same day the other one-thousand-game man, Jerry Malhotra, an interna-

tional ship owners' representative, lost after 9. ... Qc8 10. g4!, snaring a piece.

10. Bb5 c6 11. dxc6 bxc6 12. Rd1 Qc8
The only chance to prolong the game is 12. ... f6.



13. Qxf5!! Ne6 14 Qd5! Nd8 15. Qxd8+ Qxd8 16. Bxc6+ Qd7 17. Bxd7+ Kd8 18. Bc6+, Black resigns

Here are some final comments from one of the few people in the world who plays chess as a lifetime occupation, Jude Acers:

I. An invaluable tip for any young player or teacher is to be very specific. I recommend *Logical Chess Move By Move* by Irving Chernev, an absolute must for all non-masters.

II. Record every game you play. Avoid speed chess; it is intellectual prostitution for quarters.

III. The computer is the most important development in world chess history. It will create enormous revenue for professionals and put the game on television. Not even one player in fifty mentions Bobby Fischer any more when first approaching my table. All mention "the computer." It is a promotional monster.

IV. Rush the name and address of every new opponent you meet to Wray McCalester, membership director of the USCF. This will let McCalester release a hurricane of chess promotion from New Windsor with a packet of rules, a sample magazine, and a catalog. All 3,000 visitors at The Gazebo get the once over from me to be sure the USCF gets their addresses like a rocket. The people who receive this incredible package are eternally appreciative. Some drive by my chess table all the time and scream out: "Hey, man, I got that material just like you said. Let me find a place to park, before those two Indian guys get here!"

Veresov Opening

Q Douglas Aikin, Beachwood, New Jersey: After 1. P-Q4 N-KB3 2. N-QB3 P-Q4 3. P-B3 B-B4 4. P-KN4 B-N3 5. P-N5, is 5. ... N-R4 sound?

A Although it's tricky, it certainly looks better than a dismal retreat to the first rank. The problem arises when White tries to win the treed Knight by 6. P-K4 (more forceful than 6. P-K3 P-K3 7. P-B4 P-KR3!) 6.

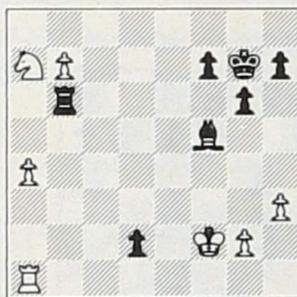
... PxP (or 6. ... P-K3 7. P-B4! B-N5 8. P-B5!) 7. P-B4!, with the dual threat of 8. B-K2 or 8. P-B5 (instead of 7. PxP P-K4!). In many lines, Black can get two or three pawns for the pieces, but he is skating on thin ice. Perhaps the critical test of 5. ... N-R4 is 6. P-K4 P-KR3!?. Now (I) Black can meet 7. PxQP PxP 8. BxP with 8. ... N-N6!; or (II) if 7. PxRP, then 7. ... P-K3, intending 8. ... Q-R5ch.

Of course, Black would be spared this dilemma by 3. ... P-B4!

The Simpler the Better

Q Ross Perri, Helper, Utah: This is from July 1982, page 30, Sigurjons-son-Alburt (Reykjavik 1982). In Lev Alburt and Jeffrey Kastner's note to 29. Rd1, which drew but should have lost against best play, they give 29. b6 Rd6!! 30. b7 Rb6, leading to this diagram.

The annotators show Black winning after 31. Rd1 Rxb7. But instead, doesn't 31. Ke3 Rxb7 32. Nb5 Rd7 33. Nd4 Rxd4 34. Kxd4 Bc2 35. a5 d1=Q 36. Rxd1 Bxd1 37. a6 Ba4



White to move

38. Kc5 Bc2 39. Kd4 draw? Also, how does Black refute 31. Nc8 Rxb7 32. Nd6?

A In your first variation, 39. ... f5 wins for Black. But, like you, I fail to see why extraordinary measures are required to draw even after 31. Rd1 Rxb7 32. Nb5 Rd7 33. Ke2 Bd3+ 34. Ke3 Bc2 35. Rxd2 Re7+ 36. Kf2 Bxa4, when the extra pawn should not be decisive.

Two Knight's Defense

Q J. Patrick Bryant, Brawley, California: Chess computers are nature's way of telling you to move to a metropolitan area and join a chess club. In a hotly contested contest to determine the champion of Crowley's Corner Market and Beer Bar, my opponent chose the dread Two Knights: 1. P-K4 P-K4 2. N-KB3 N-QB3 3. B-B4 N-B3 4. N-N5 P-Q4 5. PxP N-QR4 6. B-N5ch P-B3 7. PxP PxP 8. Q-B3 Q-N3.

Every reference I have found says 8. ... QR-N1 is the sharpest, offering 9. BxPch NxB 10. QxNch N-Q2! 11. P-Q3 B-K2. My opponent, however, disdainful of all theory other than his own, found something not given in the books. With my Queen protruding from the first rank like a hernia, prematurely committed to supporting a capture I can no longer make, I called upon the wisdom of J.R. Capablanca. I replied 9. B-Q3, whereupon 9. ... B-KN5 left me with a blocked QP and the problem of a satisfactory reply. Did Jose hear my prayer?

A Other alternatives generally given are 8. ... Q-B2 (which has the virtue of

guarding both the QBP and KP) and 8. ... PxB. But 8. ... Q-N3 leaves the KP unprotected, the chief difference between each Queen sally.

Your 9. B-Q3 keeps with the spirit of White's strategy. After 9. ... B-KN5 (better may be 9. ... P-KR3 10. N-K4 N-Q4) 10. Q-N3 (even 10. Q-K3 B-QB4 11. QxPch K-B1 12. 0-0 looks tenable), I fail to see why White's problems are worse than after 8. ... Q-B2. Theory frowns on 8. Q-B3, recommending the modest retreat 8. B-K2 instead.

French Connection

Q Dale Sharp, Columbus, Ohio: In two tournament games I faced a new move: 1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Bb4 5. e5 h6 6. Bd2 Bxc3 7. bxc3 Ne4 8. Qg4 g6 9. Bd3 Bd7?! I lost the first after 10. Bxe4 dxe4 11. Qxe4 Bc6 12. Qg4 Qd5 13. Nf3 Bb5 14. Qf4 Nd7 15. a4 Ba6 16. Bc1 0-0-0 17. Ba3 g5 18. Qe3 Rde8 19. Kd1 Nb6 20. Re1 Qc6. The second was drawn after 10. h4 Bc6 11. Ne2 Nxd2 12. Kxd2 Qe7 13. Rh3 Nd7 14. Rf3 0-0-0 15. Qf4 Rdf8 16. a4 f5. How should White meet 9. ... Bd7 which is not in the book?

A Snatch the pawn and ask questions later. You were right the first time, except 10. Bxe4 dxe4 11. Qxe4 Bc6 12. Qg4 Qd5 13. f3 is stronger because the Knight can go to e2 and the King to f2, as dictated by subsequent events, while 13. ... Bb5 14. Kf2 prepares an exchange of Queens by Qe4.

French Connection II

Q Leonard Chipkin, Plainview, New York: after 1. e4 e6 2. d4 d5 3. Nd2 Nf6 4. e5 Ne4! 5. Nxe4 dxe4, my game continued 6. f3. Is this considered best? After 6. ... c5, Black seemed to stand well.

A Stronger is 6. Be3, to reinforce d4 and threaten Qg4. Troianescu-Wade (1954) continued with the dubious 6. ... c5?! 7. dxc5 Nd7 8. Qg4 f5? 9. exf6 Nxf6 10. Bb5+ Kf7 11. Qe2 Qc7 12. Nh3 Bxc4?! 13. Ng5+ Ke7 14. Qc4!, with a big advantage for White.

Sicilian: Smith Morra

Q Ulf Hellsten, Wilmington, North Carolina: I have great success using the Smith-Morra Gambit as White (1. P-K4 P-QB4 2. P-Q4 PxP 3. P-QB3 PxP 4. NxP), and I also lose as Black. This is not supposed to happen from what I read. What is the critical line that kills this gambit?

A The gambit is dormant, not dead. The critical line remains 4. ... N-QB3 5. N-B3 P-Q3 6. B-QB4 P-QR3! 7. 0-0 (lately 7. B-KN5 is being explored) 7. ... N-B3 8. B-KN5 P-K3 9. Q-K2 P-R3! (Smith-Evans: San Antonio 1972). For a fuller discussion, see *The Chess Opening for You* (pages 14-19) and *Morra-Smith Gambit* by Janos Flesch (1981). Nowadays, the main emphasis is on 6. ... P-K3 7. 0-0 B-K2 8. Q-K2 P-QR3 9. R-Q1 B-Q2.