

# NEW ENGLANDER

## Chess Club Update – August 2015

### Chairman's Chatter

At the Special General Meeting on 29<sup>th</sup> July, the club debated its team entries for the coming season. Many thanks to all who attended or contributed. We shall maintain our teams in the League and Team 550 competition but drop down to one team in the Fenland Cup. Let's hope we are more competitive next season!

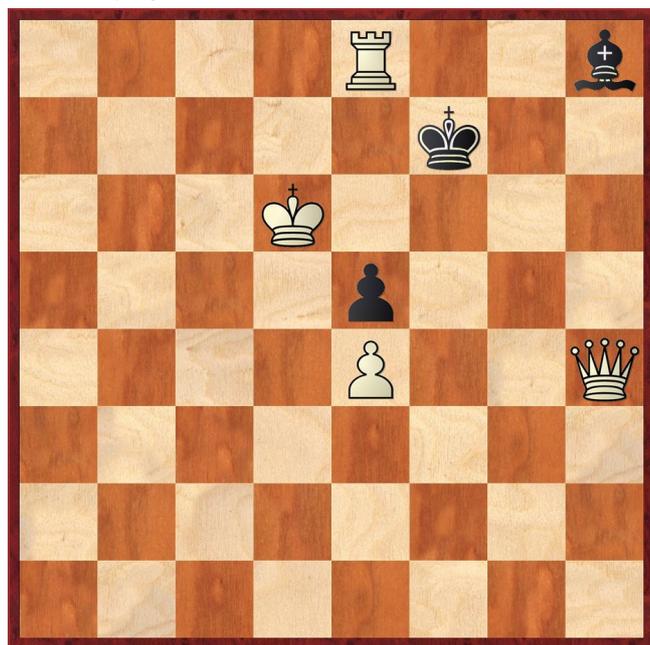
*Paul Hanks*

### Diary Dates

- 26<sup>th</sup> August Summer Sprint final evening.  
2<sup>nd</sup> September Annual General Meeting at 7-30pm.  
11<sup>th</sup> October Cambridgeshire Rapidplay at Whittlesford Memorial Hall.  
28-29<sup>th</sup> November County Championship at Peterborough Bridge Club, Lincoln Road.

### Puzzle Problem

White to play and mate in 2



Last Month's solution (Lewis 1990)

Position : 5R2/2pkn3/2p2Q2/2K5/8/8/8/8

1 Qe5 N any 2 Qe8#

### Website to Watch

I hope you are all watching the British Championships which run from 27<sup>th</sup> July to 8<sup>th</sup> August at the University of Warwick, Coventry. The main event includes eleven grandmasters but at the lower end of the grading list is Peterborough's Ray Ilett. Every game may not be

broadcast but you may be able to follow his progress at [www.britishchesschampionships.co.uk/2015/live-games](http://www.britishchesschampionships.co.uk/2015/live-games).

Later in the month, the big guns come into action in the Sinquefield Cup, St Louis. Play starts on 23<sup>rd</sup> August with nine rounds finishing on 1<sup>st</sup> September. If you want to know who heads the ELO list, just look at the competitors in this event! It is not clear whether the website [saintlouischessclub.org](http://saintlouischessclub.org) will host live games so you may need to consult a general games viewer.

### Window on the Web

Have you become rusty during the last few months? If so, you might want to dust off a chess book or two. Alternatively, you could visit <http://chesstempo.com/> which is an Australian site dedicated to chess training. Basic membership is free and registration is quick and easy, giving you access to many, but not all, of the site's features.

*Tactics Training* has over 30,000 positions taken from actual games, where you have to find the best continuation. In *Endgame Training*, there are over 10,000 positions to solve, again taken from actual games. The *Chess Database* has over 2 million games with an opening explorer. There is also the ability to *Play Chess Online* against other members or the computer. *Guess the Move* allows you to play through some master games, taking one side and trying to play the best possible moves. Each of your moves is scored, depending on how close it is to the move played in the game or the "best" move according to the computer.

There is a list of tactical motifs used in the puzzles, such as clearance, distraction, interference and zwischenzug, with an explanation and example for each, together with a list of positional motifs, including centre control, domination and piece centralisation, again with examples and explanations.

On sign-up you are given a rating which alters depending on your success, giving you an idea of your progress. There are help pages explaining how to use all the features.

Basic membership can be upgraded, at a monthly or annual fee, to silver or gold levels which unlock more features on the site. For example, as a basic member you have a limited number of daily tactical and endgame puzzles, fewer master games in which to guess moves and the opening explorer is limited to 10 moves deep. There is a page clearly showing the differences between the membership classes.

I have been a basic member for a few weeks and have found the site to be glitch-free and instructive.

*Ron Jones*

## Result Round-up

### Summer Sprint

White		Black	
S Caraway	½	½	F Bowers
N Foreman	0	1	S Caraway
F Bowers	1	0	I Garratt

Player	Grade	Game		Total	Game 3
		1	2		
F Bowers	169	161	109	270	-
S Caraway	161	169	96	265	-
I Garratt	59	0	-	0	-
N Foreman	46	0	-	0	-

## Serious Study

What have Tal, Spassky, Fischer and Kasparov in common? Apart from the obvious, of course! This quartet are known for being the most watchable of recent world champions and not just coincidentally, all played the King's Indian Defence as Black. Fortunately, we shall not have to face players of their calibre over the board but within Cambridgeshire, Francis Bowers, Chris Davison and Marcus Misson (among others) follow in their footsteps.

This popularity makes the King's Indian (KID) an opening we must be prepared for as White and yet, I feel uncomfortable against it nowadays. Over the past 5 years, my record is P9 W1 D3 L5 and Fritz's evaluations of the positions I reach around move 15 show the problems arise early in the game. What could be more suitable for the first module in my personal "Roadmap to Improvement" in this summer's *Serious Study* series?

My objective is to raise my confidence level by :-

- being able to avoid simple tactical errors
- improving the effectiveness of my analysis by having a library of ideas that commonly occur
- adding flexibility to my approach through familiarity with alternative middle game plans.

Pointedly, I do not want an encyclopaedic listing of variations and expert assessments. This is the realm of chess books which, please note, I do not possess for the KID. Moreover, the sheer volume of knowledge will saturate my paltry memory. Any example presented here is merely to illustrate a general theme rather than cutting-edge theory.

So, what is the KID?

The usual opening sequence is

<b>1</b>	<b>d4</b>	<b>Nf6</b>
<b>2</b>	<b>c4</b>	<b>g6</b>
<b>3</b>	<b>Nc3</b>	<b>Bg7</b>
<b>4</b>	<b>e4</b>	<b>d6</b>



Even at this early stage, several aspects of the game have been determined.

- Black has chosen an especially strong defensive formation on the kingside behind which he can freely castle. The pawn structure on the light squares will rebuff White's queen and king's bishop on the b1-h7 diagonal and the dark-squared bishop is invulnerable to an attack by knights from f5 or h5 or by rooks down the g file without clearance of the pawn screen.

The h7 square is a relative weakness only if sufficient forces can be mustered on an open h file. With h5 covered and Black's queen's bishop eyeing h3, White has limited space for the major pieces and must force an entry point at h6 by exchanging dark-squared bishops from there.

The "Indian" (i.e. fianchetto) structure has therefore predicated that an attack against the black king takes a fairly mechanical form comprising in an appropriate order Bc1-e3 (say), Qd1-d2, 0-0-0, Be3-h6 and a kingside pawn advance to open files. Either that or White must find another strategy.

- White has occupied the centre with pawns and expended several tempi doing so. This temporary lag in piece development contributes to the weakness of the pawns. In particular, the pawn on d4 cannot count on the support of its neighbours and needs to be either protected by pieces or advanced to d5 when the a1-h8 is opened for the bishop while c5 and e5 could become outposts for enemy knights.

For this reason, it is not advisable to break the united front (c4, d4, e4) until Black has blocked at least some of these outlets with his own pawn advances. Indeed, Fischer

favoured the move order 1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4 0-0 in order to lure his opponent into a premature 5 e5 which he labelled "weak".

The second battlefield in the centre involves the confrontation between a) White trying to consolidate the picket line and if appropriate, rolling it forward and b) Black applying pressure to the pawns, causing weakening advances and exploiting the resulting holes.

Just how the campaign proceeds leads to major subdivisions of the KID complex. Having reviewed a reasonable number of games by the most famous exponents, I have found certain features crop up repeatedly in some form and are worth general consideration.

- The soft spot at d4 is frequently probed by e7-e5. After all, it gives Black the option of e5xd4 freeing the central dark squares and in reply, d4xe5 is insipid. Black can arraign almost his entire army to make e5 an invincible strongpoint so it is pointless for White to base a game plan on overwhelming this square. In the long term, this is important to prevent the knight on f6 being diverted from the protection of h7 by e4-e5.
- At first, it appears that White can defend adequately e.g. with Ng1-f3 and Bc1-e3. Black has further leverage against d4 with Nb8-c6, Bc8-g4 pinning a defending knight and Nf6-g4 unmasking the fianchetto and hitting the defending bishop. The defence is further hampered by the natural Bf1-d3 removing protection of d4 by the white queen.
- White can relieve the pressure with d4-d5 which also leaves the black pawn on e5 obstructing the long diagonal. This also fixes the pawn at e4 which can be undermined eventually by f7-f5 when either exchanging with e4xf5 g6xg5 or allowing f5-f4 give Black a local kingside pawn preponderance. There are numerous examples of the black pieces funnelling towards g2 and h2 with a murderous attack.

I hope you now see the dilemma of the KID. White can attempt some elementary kingside hacking or engage in a struggle for the central squares. With the building blocks in place, it is time to go into battle. Cry God for Harry, England and St George!

### 5 f3

The Saemisch Variation. Yet another pawn move is justified by the strengthening of e4, denying some (repeat, some) tactics based on Black's knight or bishop arriving at g4 and preparing g2-g4 as part of the kingside attack strategy. The main disadvantages are that it deprives White's king knight of its best development and occasionally, Qd8-h4+ by Black might be awkward if the position opens up. Nevertheless, the trademark f2-f3 gets an crucial

accolade - players who study the KID as Black tend to play this move as White.

As an aside, the most popular variation at grandmaster level is 5 Nf3. An important tactic there is 5 ... 0-0 6 Be3 e5 7 d5 Nh5 8 Be2 f5 9 exf5 gxf5 10 Nxe5 but 8 Bd3 f5 9 exf5 gxf5 10 Nxe5 Qe8 turns the tables. By playing 5 f3 and blocking the d1-h5 diagonal, White has deprived himself of this discovered attack and Black no longer has a restraint on accelerating the normal counterplay by Nf6-h5.

### 5 ... 0-0

Black has a number of options but this is no cause for pessimism (I am trying to stay positive, right?). Many are simple transpositions and above all, White seems to respond to all of them in the same way!

A major choice is whether Black should castle immediately (giving White a target) or defer the move (saving a tempo). 5 ... 0-0 is the modern way because support by a rook and king safety are pre-requisites of the kingside thrust f7-f5. Even when castling is delayed, play is merely advanced by a move with castling appearing on move 8 or 9. As a result, I shall ignore any independent significance of the options until the discussion at move 6.

### 6 Be3

The universal reply – protect d4!

### 6 ... Nc6

This is where it gets tricky. Black has a several plans at this point and often, they become interconnected. More distressing still, there are several gambit lines which will be noted and discussed separately after the positional considerations.

6 ... e5 is the most obvious way to contest the centre as soon as possible. Promise me one thing, please – NEVER PLAY 7 Bd3 HERE! 7 ... Ng4 is shattering both structurally and psychologically (see Sliwa v Tolush, Bucharest 1953 and sadly, a distant, unrecorded game of mine). This simple tactic has terrible repercussions because both of White's kingside minor pieces will jostle to occupy e2. The knight is needed there to defend d4 but then the bishop is blocked and the c4 pawn is loose.

White can relieve the tension with 7 d5 or maintain the centre with 7 Nge2. Through ignorance, I have agonised over this decision but to put my mind at ease, both are playable. The former rules out transposition to the text continuation, slows down the combat around the central squares and is more consistent with the flank attack strategy. The latter can be just a waiting move because d4-d5 is frequently available later but there is a distinct thread in which the pawn remains on d4 to support c4-c5.

After 7 d5, 7 ... Nh5 is sharpest but at first sight, this type of play is illogical. It invites g2-g4 which attacks the knight, prevents f7-f5 and starts the desired kingside pawn storm. In Kasparov on Kasparov : Part II, the general principle is illustrated by the game Kamsky v Kasparov, Manila Olympiad 1992 which went 7 ... c6 8 Qd2 cxd5 9 cxd5 10 Bd3 Nh5 11 g4.

Kasparov commented, "This is how they played at the dawn of the King's Indian, when it was not yet understood that the knight should not be driven to f4 since its exchange – even with the loss of a pawn – gives Black a powerful initiative after exf4, thanks to the activation of the bishop on g7." I can confirm this view having been given a lesson on the subject by Richard Mann of Warboys.

**6 ... a6** starts a ponderous queenside expansion with two aims.

- Firstly, as d4-d5 can be expected, the bulwarks at e4 and c4 of White's central wedge can be reduced to rubble by f7-f5 (as mentioned previously) and b7-b5. White covers b5 with a knight but the bishop on f1 may be unsighted by a knight on e2. The b7-b5 thrust needs support from a7-a6 and Ra8-b8 though if the square has been vacated by Nb8-c6, we return to the text variation.
- Secondly, Black also anticipates 0-0-0 by White. Clearing the a and b files of pawns will give Black some counterattacking chances on the queenside.

Note that 7 Bd3 looks safe but it closes the d file and prevents the exchange of queens if Black tries the gambit continuation 7 ... c5. That requires concrete analysis of specific positions but it can be avoided by the safer 7 Qd2 when 7 ... Nc6 would return to familiar paths.

**6 ... c6** is a variation on the previous line with a number of subtle twists.

- It supports b7-b5 as before while adding Qd8-a5 as further fuel to queenside counterplay.
- It weakens the pawn on d6 which can become a target when a white rook reaches d1 after 0-0-0. There are some gambit lines in which Black gets sufficient activity in compensation but often, this would not be obvious to White over the board.
- Furthermore, a later d4-d5 can be met if needed by either c6xd5 opening the c file against the white king or blockading with c6-c5 without d5xc6 e.p. being possible!
- Note, however, it is likely to be mutually exclusive with the formations following 6 ... Nc6.

**6 ... c5** is a popular gambit with 7 dxc5 dxc5 8 Qxd8 Rxd8 9 Bxc5 but a draw is the likely result. Transposition into the Benoni Defence with 7 d5 e6 8 Qd2 exd5 9 cxd5 offers more prospects.

The similar **6 ... Nde7** is solidly orthodox and is normally a pre-cursor to 7 ... c5 without the sacrifice. Both sides develop with 7 Qd2 c5 8 Nge2 but the game can often change direction. The subsequent advance d4-d5 provokes Nd7-e5 and when fully developed, White can aspire to f3-f4 followed by a central attack starting e4-e5. Kasparov also points out that the alternative 7 Bd3 would preclude 8 d5 when Nd7-e5 becomes even more favourable.

## 7 Qd2

The tempting 7 d5 chases the knight harmlessly and falls in with Black's aim to disrupt the white pawns.

## 7 ... a6

Beware of the trap 7 ... e5 8 d5 Nd4 when there is no pawn to be won through 9 Bxd4 exd4 10 Qxd4. The discovered attack on the queen 10 ... Nxe4 cannot be answered by 11 Qxe4 due to 11 ... Re8 and 11 ... Qh4+ is threatened. This line is not available if Black delays castling. Just continue 9 Nge2.

## 8 Nge2

I also worry about the light-squared bishops. Where/when are they going to be developed? I shouldn't! The scope of the black bishop has been curtailed by White's pawns and White has voluntarily hemmed in his own. It is not unusual for the bishop to remain on c8 until well after move 20 and for White, the White knight on e2 quickly moves away. Especially after d4-d5, it is freed to go to g3 to boost the kingside assault or via c1 to b3 to deter Qd8-a5, support the d4 square and the c4-c5 advance.

It must be remembered that Black uses the knights for the street fighting around the centre squares and keeps the bishop pair as long-range artillery – aloof from the battle and preserved as a strategic advantage for the endgame.

## 8 ... Rb8

This is the consistent follow-up to the 7<sup>th</sup> move but by now, it is starting to feel dangerous not to make a challenge to White's pawns.

## 9 h4

Interesting... I have tended to start the kingside attack with g2-g4 assuming more force was needed to force h4-h5. Timing is very important and this move joins combat a move earlier.

## 9 ... b5

Black is playing with fire and 9 ... h5 is a worthwhile defensive try. Is my 9 g4 actually necessary?

## 10 h5

White reckons opening the file is worth a pawn. 10 ... Nxf5 11 g4 Nf6 12 Bh6 gives White a strong attack. If you need some practice from such positions, here are some plausible variations : - 12 ... Bxh6 [12 ... e6 13 Bxg7 Kxg7 14 Qh6+ Kg8 transposes] 13 Qxh6 e6 [13 ... e5 14 Nd5; 13 ... Re8 14 g5] 14 0-0-0 Re8 [14 ... Qe7 15 Nf4 Rd8 16 Ncd5 exd5 17 Nxd5 Qe6 18 g5 Nxd5 19 cxd5 Qd7 20 Qxh7+ Kf8 21 Qh8+ Ke7 22 Qf6+ Kf8 23 Rh8#] 15 e5 dxe5 16 dxe5 Nd7 17 Qxh7+ Kf8 18 Qh6+ Ke7 [18 ... Kg8 19 Qh8#] 19 Qg5+ Kf8 [19 ... f6 20 Rh7+ Kf8 21 Qh6+] 20 Rh8+ Kg7 21 Qh6#.

With 10 ... bxc4 11 g4, we will have been following Kasparov v Spassky, Niksic 1983. Black would be passively placed after 11 ... e5 12 d5 and White can simply continue with Ne2-g3 and 0-0-0. Spassky chose to muddy the waters with 11 ... Bxg4 but quickly had a poor position.

10 ... e5 is necessary and probably the last chance Black has to contest the centre before events on the kingside dominate.

This concludes the review of a plausible opening sequence. There have only been a couple of instances of pitfalls and a more comprehensive survey of catastrophic losses shows that there is little to fear that cannot be dealt with by normal tactical alertness. Furthermore, we have the blessing of a great champion for indulging in a kingside pawn storm. This is all good news unless Black is prepared to employ extreme measures – a gambit!

Some pawn sacrifices have been mentioned and normally, they are best avoided by the safe options already noted. Black can, however, be quite insistent and a pertinent example is :

**J Timman v G Kasparov**  
World Cup, Reykjavik 1988

**1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4 d6 5 f3 0–0 6 Be3 e5 7 d5 c6 8 Bd3 b5**

Here we go! The white king is still in the centre and Black is prepared to give up material to prove the White's minor pieces are a flimsy screen.

**9            cxb5            cxd5**

9 ... cxb5 does not open the position sufficiently after 10 Nxb5.

**10          exd5            e4**

This gives White a problem through the sheer number of ways to capture. The computer is happy that White retains an advantage but less than the equivalent to two pawns. The compensation comes in the form of the open e file and Black's generally superior development including the activation of the queen via a5 or h4.

- 11 fxe4 Ng4 12 Qd2 [12 Bf4 a6] 12 ... f5
- 11 Bxe4 Nxe4 12 Nxe4 (12 fxe4 Qh4+ 13 Kf1 (13 g3 Bxc3+ 14 bxc3 Qxe4) 13 ... f5) 12 ... f5 13 Nc3 Re8
- 11 Nxe4 Nxd5 12 Bg5 Qb6 or 12 ... Qa5+

None of these lines is decisive. Both sides have to rely on their resourcefulness in an open position and which colour you prefer will depend on your temperament. Life was never meant to be simple!

The above investigation was written in January and was very much a "work in progress" when I was called on to put my new-found knowledge into effect.

**P Hanks v A Chapman**  
New England A v St Neots, 02.02.2015

**1 d4 Nf6 2 c4 d6 3 Nc3 g6 4 e4 Bg7 5 f3 0–0 6 Be3 c5 7 d5 e6 8 Qd2 exd5 9 cxd5**

So far, in accordance with my preparation...

**9            ...            Re8**  
**10          0–0–0        a6**  
**11          h4            h5**

A direct assault by both sides might take the form 11 ... b5 12 g4 Qa5 (12 ... h5 can still impede the pawn storm)

- after 13 h5 b4 14 Nb1 Qxa2 15 hxg6 fxe6 16 Bh6 Bh8, Fritz gives Black a healthy advantage
- 13 Kb1 looks cautious but 13 ... b4 14 Nce2 c4 15 Bd4 Nbd7 is assessed as level.

**12          Nh3            Bxh3**  
**13          Rxh3            b5**  
**14          Bh6**

Not a favourite for Fritz though there is no logical strategy apparent in its continuations e.g. 14 Rg3 Nbd7 15 Kb1 Ne5 16 Be2.

**14          ...            Nbd7**  
**15          Bxg7            Kxg7**  
**16          Be2**

The computer objects to the text move because it deprives the white knight of an escape square. It prefers 16 Kb1 Ne5 though White does not have a constructive move on the kingside.

**16          ...            b4**  
**17          Nb1            Qe7**

I was more concerned by 17 ... Qa5 overlooking the possibility of 18 Na3 Ne5 19 Kb1.

**18          Qf4            Qe5**

18 ... c4 is dangerous. Black's attack is much more likely to break through than White's anaemic attempt on the kingside e.g. 19 Bxc4 Rac8 20 b3 Ne5 21 Rd4 Qa7 22 Qd2 Nxc4 23 bxc4 Nd7 with Ne5 to come.

**19          Qxe5            Nxe5**  
**20          Nd2            a5**  
**21          Nc4            Nxc4**  
**22          Bxc4            Nd7        ½–½**

This can hardly be called an exciting game but it gave me valuable experience.

Lessons

- 1 I managed to put my analysis into practice
- 2 The defence with h7-h5 is stronger than I imagined. It was only in a game situation that I realised that continuing the attack with g2-g4 overloads the pawn on f3. It cannot simultaneously support g4 and e4 – the latter becoming exposed on the open e file. I shall need to consider this structure further.
- 3 The Ng1-h3 was over-the-board invention (though Fritz recommends it at move 10) and I aimed to route the knight to f2 to overcome the problem noted above. It induced Black into surrendering the bishop pair
- 4 I played with greater confidence following my study and achieved an above average result!