

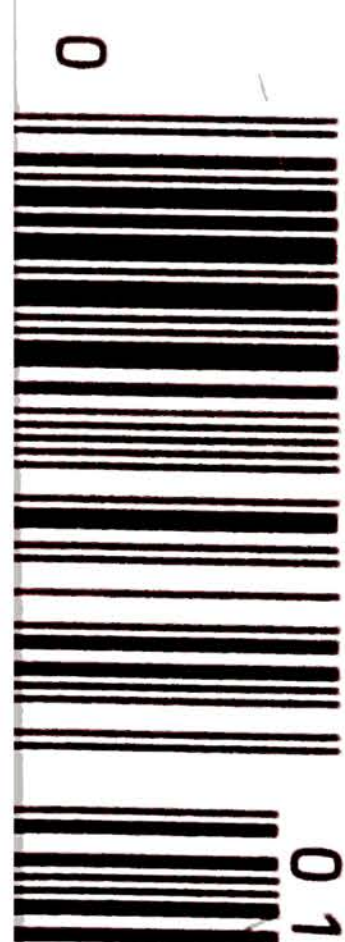


UNITED STATES CHESS FEDERATION ■ JANUARY 1981 ■ \$2.00

# Chess *Life*



- The World Junior and World Cadet Championships
- New Endgame Column ■ 1980 Annual Rating List







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## From the Editor

Fairfield Hoban

## The 1980 Experience

A look back at *Chess Life's* first year, with a glimpse into 1981

IMAGINE BEING IN A REALLY tough chess tournament — a 365-day, non-stop affair with no provision for adjourned games and no tournament director. Imagine your fellow contestants are alert, untiring and very, very knowledgeable. Now you have a rough idea of what being an editor of *Chess Life* is like.

This past year has had its thrills and disappointments, its wins, losses and draws. Some games have been satisfactorily played, some marred by blunders, some lost games drawn after hard analysis. We've experimented — tried new approaches in our effort to produce a *Chess Life* you could all enjoy. With Basic Chess we offered teaching tools to encourage new players and to help their instructors. The Chess Without a Board column and a light sprinkling of fiction ("Stacy Hatton's Curious Brilliancy" by Temple C. Patton and "A Marriage Made in Heaven" by Judy Baker) aimed at making the magazine more versatile and attractive to travellers and impulse buyers who spot *CL* on the newsstands. We've aimed at this same market with new formats, more art work and more pleasing (we hope) covers. If we can generate more over-the-counter sales and advertising, we can give you a better magazine without increasing its cost.

We've tried to keep alive the traditions, history and romance of chess with articles like "The Kentucky Chess Lion" by Andy Soltis, "Isaac Rice" by Robert R. Radcliff and "Simpsons-in-the-Strand" by Raymond Keene, while also covering new theoretical frontiers in the Benko Gambit (Lev Alburt) and the Sicilian (Danny Kopec). Dr. Anton Somlai's "Coping" and "Chess Graphs" by Jeffrey Kastner and Leonid Shamkovich offered tools and techniques for sharper tournament competition.

Hopefully we gave our readers ex-

citing games in sufficient number and revealing in-depth coverage of major chess developments in features such as "Drama at Rio" and "Chess Festival at Biel" by Leonid Shamkovich, "Lone Pine 1980" by Edwin Albaugh, "Wijk aan Zee 1980" by Walter Browne, "Bugojno 1980" by Drago-slav Andric, "Chess Fever: London 1980" by John Watson, "The Old Guard Never Surrenders" (the 1980 U.S. Championship) by Tim Redman, and "Countdown 1981" by Jack Peters. Our contributing editors, Pal Benko, Larry Evans, Andy Soltis, Bruce Pandolfini, Larry D. Evans, Julio Kaplan, Ken Rogoff, Svetozar Gligoric, Jack Peters, Bernard Zuckerman and Tim Redman supply the consistency and thrust that gives *CL* its identity.

In 1981, starting in this issue, we are inaugurating a new column, The Endgame Laboratory by Grandmaster Pal Benko. Long recognized as the leading American expert in endgame technique, Pal is also an artist with vast practical experience honed in countless tournament games.

Our In the Arena column will continue as a regular feature but will serve as a forum for guest authors writing on the contemporary scene. We hope in this way to meet the very real needs of our members for the best endgame analysis possible, while at the same time giving more writers an opportunity to appear in *CL*. The first In the Arena column of 1981 is by U.S. Women's Champion Rachel Crotto and covers her chess odyssey through Europe.

The letters in this month's issue (page 8) show we'll probably never be satisfied that we have the perfect formula for balancing your wishes for content against the cold, hard realities of publication costs and the confines of editorial space, but with your help and friendly and constructive comments, we'll keep trying. ■





# Endgame Laboratory

Grandmaster Pal Benko

## The Myth of the Extra Pawn

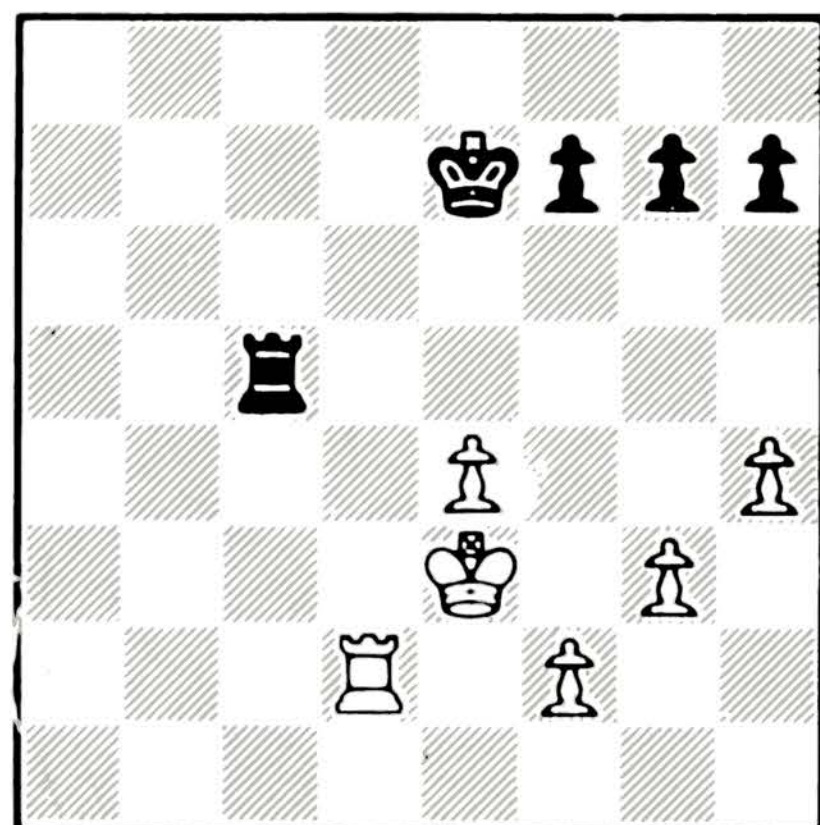
*A Rook and four pawns versus a Rook and three pawns: some old misconceptions die hard*

*Editor's Note: With this issue, contributing editor Pal Benko moves from his regular In the Arena assignment to a new challenge: a monthly column on the endgame; In the Arena will continue as a regular feature with different guest columnists. U.S. Women's Champion Rachel Crotto initiates the series (page 57.) For more on these changes, see this month's editorial (page 4).*

□ ■ □

**F**OR MANY YEARS, THE PREVAILING opinion was that, in a Rook endgame, four pawns would win against three, even if they are on the same side of the board. This misconception came about when Capablanca won two games with the pawn plus. (By now we know, however, that this was due to poor defensive technique on the part of his opponent.) But more than 50 years ago, Dr. J. Balogh, a Hungarian master, shattered this myth in a correspondence game with the well-known theoretician Ernst Grünfeld, an Austrian grandmaster.

Balogh



Grünfeld  
Black to move

Black is a pawn down but, with correct defense, is still able to hold on.

*International Grandmaster Pal Benko, an eight-time U.S. Open Champion, is a noted endgame analyst and problemist.*

### 1. ... Ke6!

Defending the fifth rank against the threat 2. Rd5.

### 2. Ra2 Rb5

Better immediately was 2. ... h5. On the other hand, White's best try now is 3. g4, and if 3. ... h5, then 4. g5.

### 3. Ra6 + Ke7 4. Kf4 h5!

Black sets up the right defending line with his pawns.

### 5. f3 g6 6. Ra3 Kf6 7. Ra6 + Ke7 8. e5

White can't make progress without moving his pawns. The Black Rook on the fifth rank cuts off the further advance of the White King.

### 8. ... Rc5 9. Ra4 Ke6 10. g4 hxg4 11. fxg4 Rc6!

Preparing f6, to trade the remaining pawns (according to the basic proposition that, when you are a pawn down, you should trade the pawns but not the pieces).

### 12. h5 gxh5 13. gxh5 f6 14. exf6 Kxf6 15. Ra7 Rc4 +

And a draw was agreed upon.

Dr. Balogh gave the following general rules in his article:

- The right way to set up the pawns for the defender is on f7-g6-h5 (or f2-g3-h4). The advancing King pawn then poses no danger as long as the opposing Bishop pawn does not move. The Rook pawn keeps back the opposing Rook pawn and can also neutralize the attacking Knight pawn. If this results in the freeing of the hostile Rook pawn, it is still the easiest pawn for the defender to handle.

- The stronger side can try to break the pawn chain with his Bishop pawn on f5, and the best way for the defender to meet this is to keep his Rook on the fifth (or fourth) rank.

- It is best for the defender's King to stay on Ke6 (or Ke7) in order to prevent "fifth-rank takeover" by the stronger opponent.

All of these rules are clearly demonstrated in the above example, and

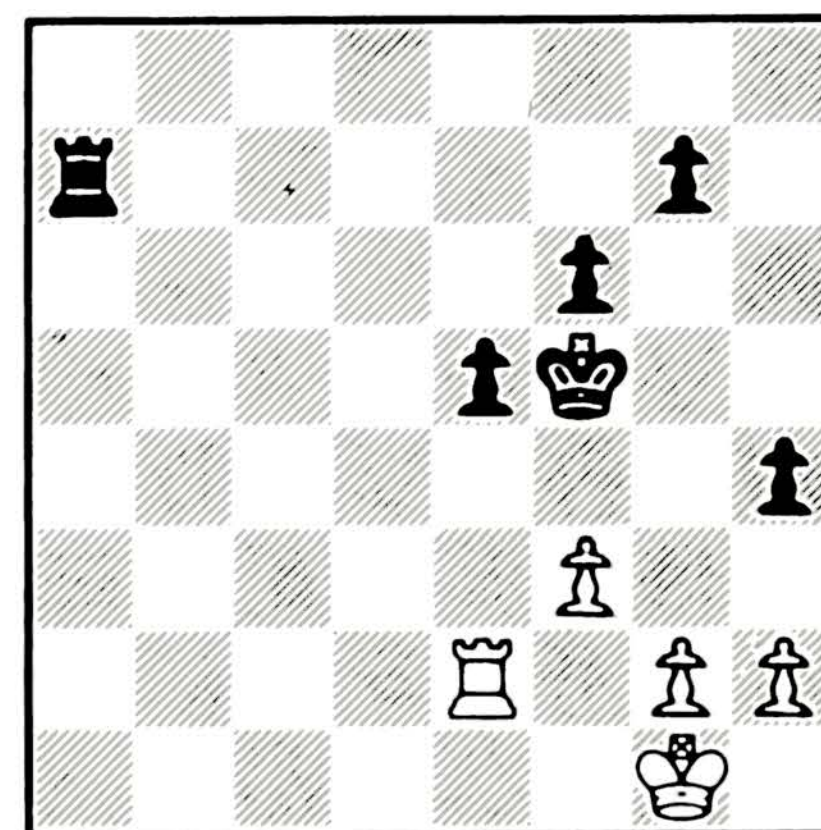
they are as valid today as when they were first promulgated.

As frequently happens in this kind of endgame, the defender has only one chance to escape. I have defended only once in a situation like this and it was against GM Lilienthal in 1948. My Bishop pawn was already on f6 as Black, when we got to the Rook endgame, but even so and despite the pawn minus, I was able to hold him to a draw.

Now I would like to give a modern example showing the dangers that can beset the defender who does not create the right pawn chain and demonstrating the winning method to be utilized by the attacker.

This is from the Rio de Janeiro Interzonal in 1979.

Vaganian



Harandi  
Black to move

Here Black has already occupied the critical h4 square, instead of White. That's how Capablanca used to win this type of endgame. With his next move, he takes over the important fourth rank too, with his Rook.

### 1. ... Ra4! 2. Kf2 g5 3. Rb2

If White tries to make active moves such as 3. g4 +, then 3. ... hxg3 +! (after 3. ... Kf4? 4. h3, it's difficult to make meaningful progress) 4. hxg3 (even worse is 4. Kxg3? g4!, and Black gets two connected passed pawns) 4. ... g4! 5. fxg4 + Kxg4 6. Kg2 Rc4! (tempo) 7. Rf2 f5 8. Re2 Rc5! (tempo), and



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now White is in zugzwang. For example: 9. Kf2 Kh3, or 9. Kh2 Kf3, or 9. Rb2 Rc3, or 9. Re1 Rc2 + . Another possible way to stop ... g4 is by 3. h3 but, after ... Kf4, White can't do anything against the f5-e4 buildup and prelude to a strong passed King pawn.

3. ... g4! 4. fxe4 + Kxe4 5. Rb6 Ra2 + 6. Kg1 f5 7. Rg6 + Kf4 8. Rh6 Ke3 9. h3 e4!

Black's pawns are so advanced that he does not waste time protecting the h-pawn.

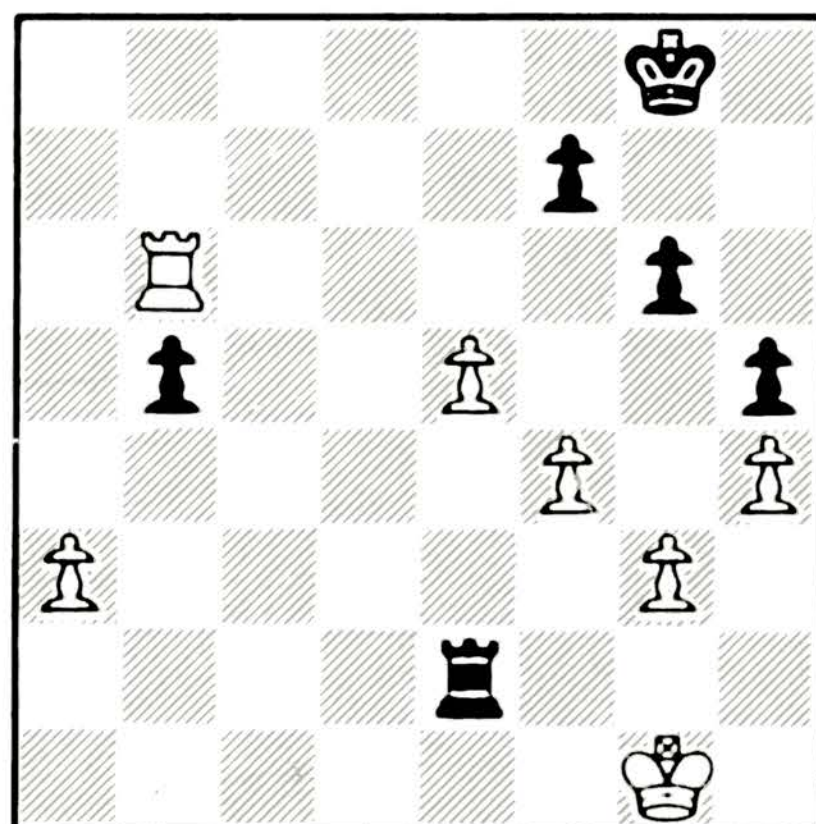
10. Rxe4 f4 11. Rh8 Ra1 + 12. Kh2 Kf2 13. Rf8

A nice possibility here is 13. Re8 f3! 14. Rxe4 Rh1 + !!.

13. ... f3 14. h4 Rg1 15. gxf3 Rg2 + 16. Kh1 e3! 17. Re8 Rg3 18. Kh2 Rxf3, White resigns

Our next example, from Lone Pine 1980, tells us a different story.

Reshevsky



Panno  
Black to move

Here, Black can make a forcing move, 1. ... Re3 2. Kf2 Rxa3 3. Rxb5 to get our drawish endgame with the ideal Black pawn setup. No doubt Reshevsky, a fine endgame player, knew this, but he was looking for a shortcut instead of a long, tedious defense.

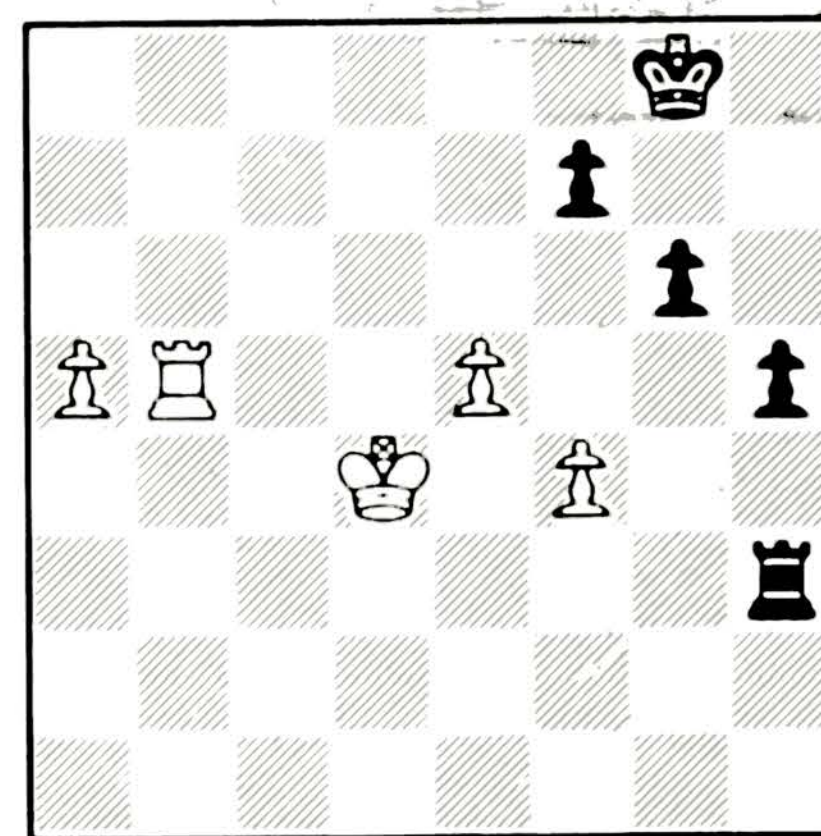
1. ... Rb2 2. a4 Rb3?

There was still time for 2. ... b4. If 3. a5 Ra2 4. a6 b3 5. Rxb3 Rxa6, but was Black playing for tricks?

## 3. Rxb5?!

Of course 3. Kf2? bxa4. Nevertheless, it seems to me that 3. axb5! gives better prospects for the win. If 3. ... Rxe4 + 4. Kf2 Rg4 5. Ke3 Rxe4 6. Rd6. In this case, the pawn is closer to promotion, and the White King is closer to help it.

3. ... Rxe4 + 4. Kf2 Rg4 5. Ke3 Rxe4 6. a5 Rh3 + 7. Kd4



## 7. ... Rf3?

Black is pushing his luck too hard. I assume in time pressure he could not calculate the race after 7. ... Ra3, so he tries to force the White King back to e4 to gain a tempo. After 7. ... Ra3!, he still can save himself in two ways. For example: 8. Kc5 h4! 9. Kb6 h3 10. Rb2 Rg3 (or 10. ... Kg7 11. a6 Kh6 12. a7 Kh5 13. Kb7 Kg4 14. a8 = Q Rxa8 15. Kxa8 Kxf4 is good too) 11. a6 Rg2 12. Rb1 h2, and now if 13. a7 Rb2 + ! or 13. Rh1 Rb2 + 14. Kc7 Ra2 15. Kb7 Rb2 + draws. The White King can't lock himself out on the Rook file because Black wins with his free King.

## 8. Kc5 Rxf4

Too late for 8. ... Ra3 9. Kb6 h4 10. a6 h3 11. Rb2 Kg7 12. a7 Kh6 13. Rh2 and Rxe4 + ! is coming.

9. a6 Ra4 10. Kb6 h4 11. Ra5 Rb4 + 12. Kc7 Rc4 + 13. Kd7 Rd4 + 14. Ke7, Black resigns

Once again, the old adage "a bird in the hand is worth two in the bush" is proven true. ■

## Gems of 1980

Solutions from page 7

(I.) 1. Q-N2! (1. ... P-KR3 2. P-Q5ch K-R2 3. P-Q6, Black resigns).

(II.) 1. RxP, Black resigns (1. ... KxR 2. Q-R5ch and 3. Q-R8ch).

(III.) 1. BxN PxN 2. R-Q1, with a winning K-and-P ending after P-N5.

(IV.) 1. ... B-R6ch! 2. KxB P-K7 3. QxB P-K8(Q) wins.

(V.) 1. ... P-B4! 2. R-N6 P-KB5, White resigns (3. K-R3 B-B6).

(VI.) 1. N-N5 Q-N5 (1. ... PxN 2.

Q-K7) 2. QxRP PxN 3. RxPch K-B1 4. P-R3! wins.

(VII.) 1. ... NxBP! 2. KxN BxN 3. QxB B-Q5ch 4. K-B3 Q-K8! wins (5. N-K4 R-B1ch 6. K-N4 R-K1 7. Q-Q3 RxNch!).

(VIII.) 1. 0-0! NxQ 2. R-Q7ch K-K1 (2. ... K-B3 3. NxPch K-B4 4. RxPch K-N5 5. P-R3ch RxP 6. P-B3ch) 3. BxN! B-K2 4. RxPch, Black resigns.

(IX.) 1. ... QxR!! 2. RxQ R-K8 3. RxR RxR 4. N-B1 RxN 5. Q-R4 N-K5 wins (6. P-KN3 N/K-B7ch 7. K-N2 N-K6ch 8. K-B3 N/B-Q8ch). ■





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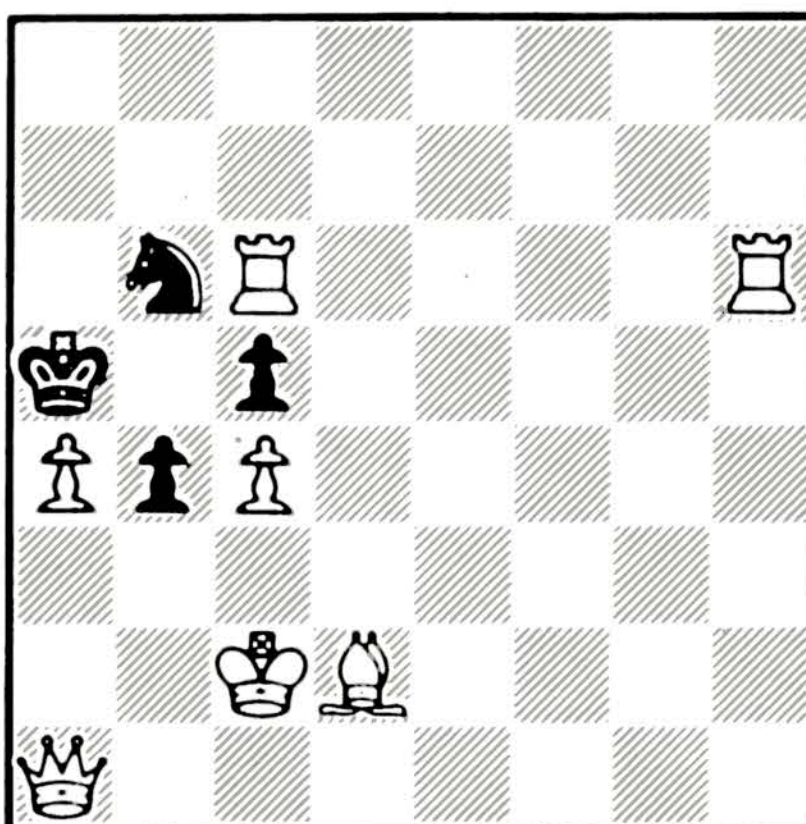
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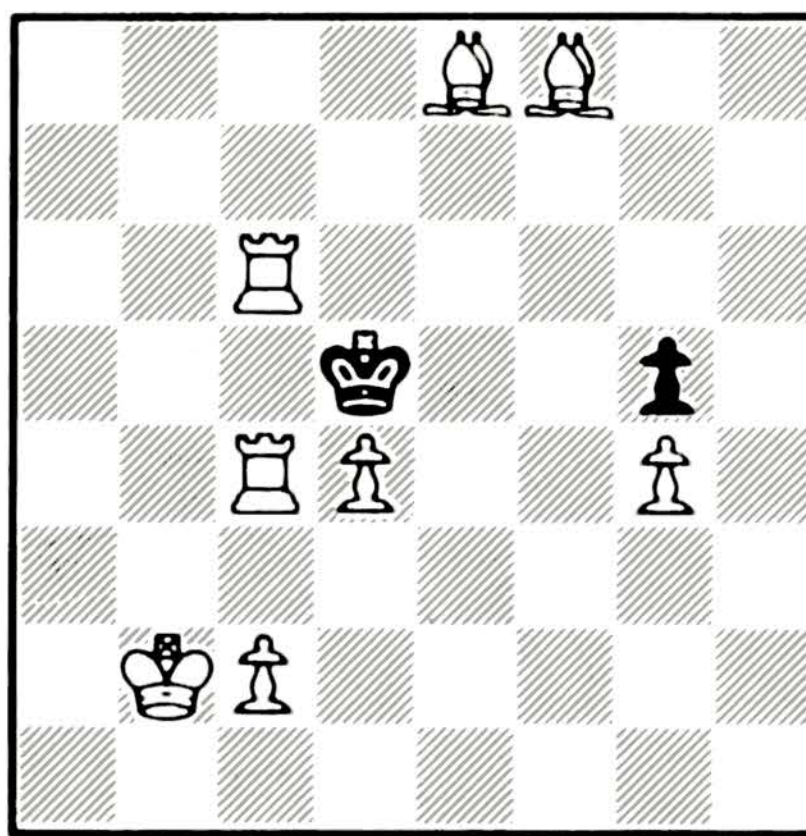
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**Andrew Fink, Massachusetts**



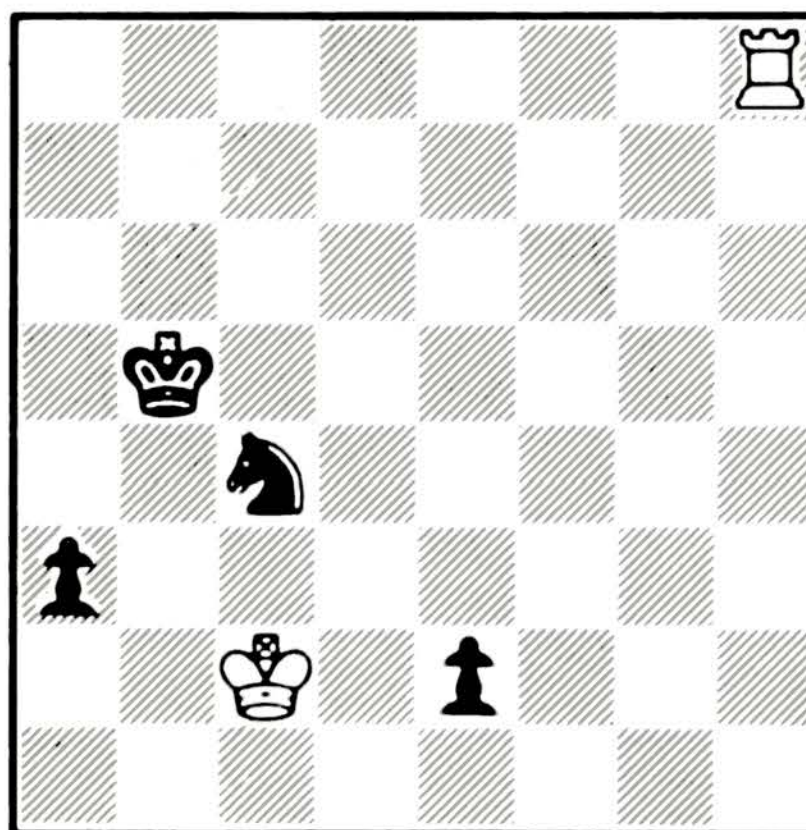
**Mate in two**  
Twins: (I.) Rc6>f6; (II.) Rf6 off

**No. 1175**  
**Antony Mostacci, Massachusetts**



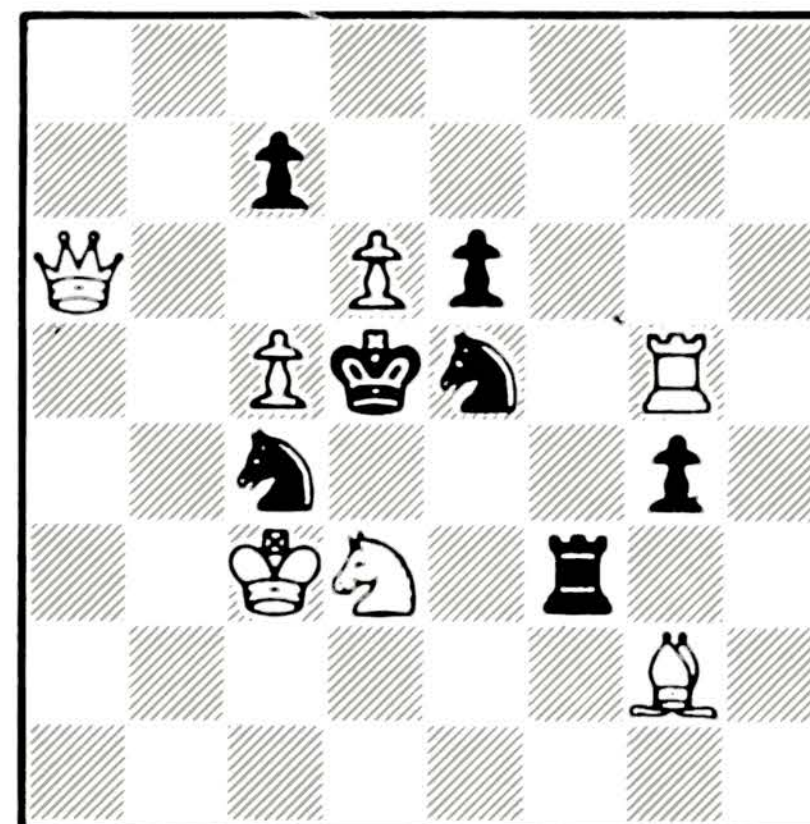
**Mate in three**

**No. 1177**  
**Bill Alexander, California**



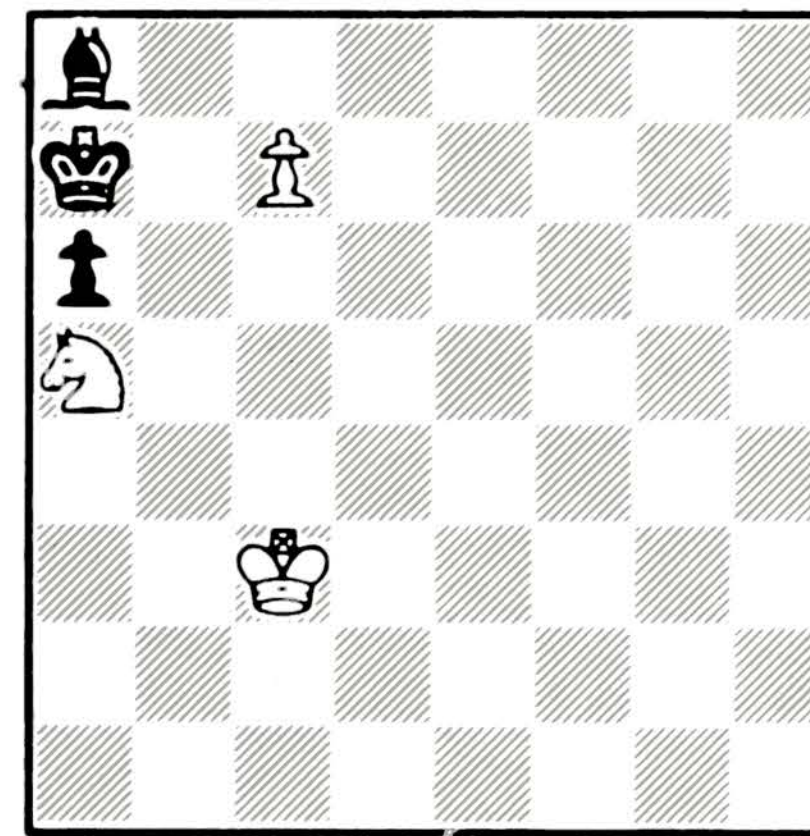
**White draws**

**No. 1174**  
**Luke Neyndorff, California**



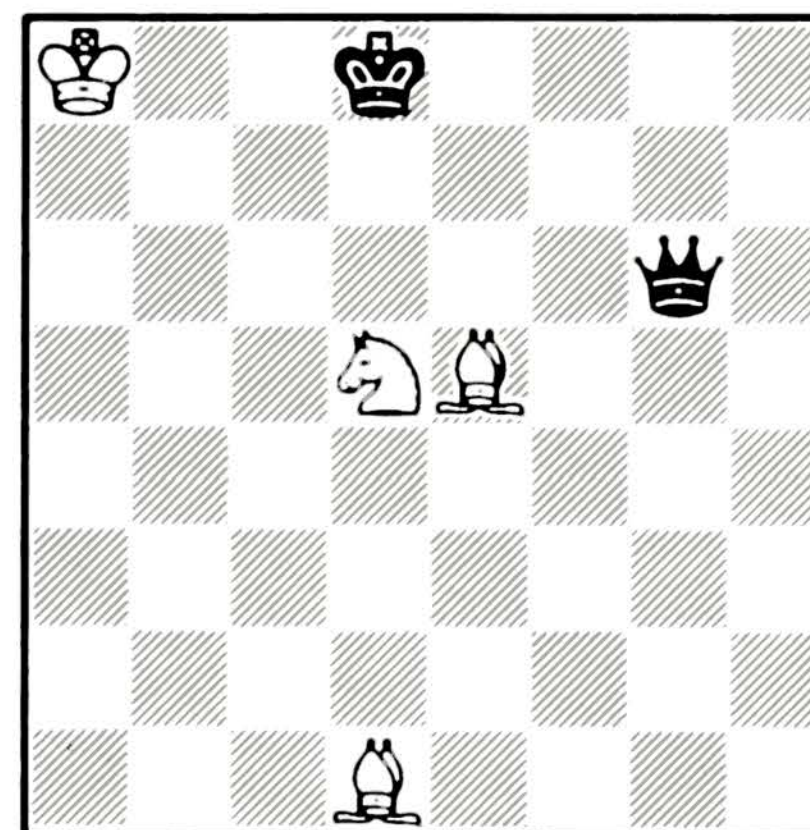
**Mate in two**

**No. 1176**  
**Daniel Meinking, Ohio**



**Helpmates in two**  
Twins: (I.) Pa6>b6; (II.) Ka7>a6; (III.) Ka6>b5

**No. 1178**  
**Cedric R. Taylor, Virginia**



**White wins**

## December Solutions

**1167 (Fink):** 1. Q-R6!

**1168 (Arango):** 1. Q-B5!

**1169 (Romanenko):** 1. Q-R8! KxP (or 1. ... K-N3) 2. Q-N8ch.

**1170 (Benko):** (I.) 1. P-K5 P-B4 2. P-K6 P-B5 3. P-K7 P-B6 4. P-K8(R)! P-B7 5. R-K7 P-B8(Q) 6. R-Q7 Q-B1, mate; (II.) 4. P-K8(B)! P-B7 5. B-Q7 P-B8(Q) 6. K-K8 Q-B1, mate; (III.) 4. P-K8(R)! P-B7 5. R-K4 P-B8(Q) 6. R-KR4 Q-B4, mate; (IV.) 4. P-K8(B)! P-B7 5. B-Q7 P-B8(Q) 6. B-N4 Q-R3, mate.

**1171\* (Ban):** 1. R-R7! B-B6 2. R-R6! (not 2.

P-B6ch K-R2! 3. RxPch K-N1, with a drawn position) 2. ... B-N5 3. R-N6 B-Q8 4. R-KR6!! B-N5 5. P-B6ch! and, after K-B4 to K-K7, 10. R-N6ch! wins. Nice idea — and practical.

**1172\* (Ban):** 1. N-N5 RxP 2. NxP RxP 3. NxP! K-B6 4. N-N4 R-B5 5. N-Q3! (5. B-Q1ch? K-K6 6. N-R2 K-Q7 7. B-B3 R-B5 wins) 5. ... K-K6 6. B-N1 RxP 7. N-K5 R-N8 8. N-B7 P-N5 9. N-R6 P-N6 10. N-B5ch and 11. NxP!, with a theoretically drawn ending.

\*In memory of Dr. Jenő Ban, Hungarian endgame composer, columnist and master.