

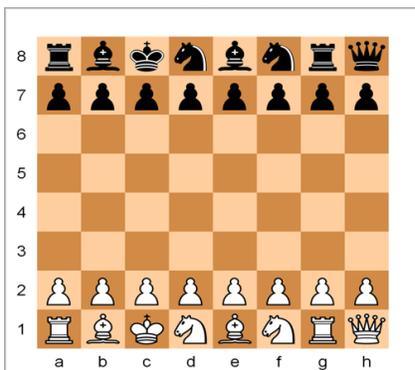
Chess Newsletter

Fall 2020



Chess News

The chess 9LX tournament that lasted from September 11-13 featured some of the world's top grandmasters including Gary Kasparov, the reigning champion Magnus Carlsen, and world number 2 Fabiano Caruana. The tournament also used the Chess 960 style which was invented by Bobby Fischer. This version of chess randomizes the starting position of the pieces of the player on the home ranks following certain rules. This makes it so that player's need to rely more on their creativity on the board.



Carlsen and Kasparov clash at the tournament Day 1 of the tournament

The last time that Gary Kasparov, and Magnus Carlsen clashed was 16 years ago when Magnus Carlsen was 13, and Gary Kasparov was 41 where Magnus Carlsen was able to get a draw during one round which brought the chess world's eyes on him.



Carlsen Magnus (2484) vs. Kasparov Gary (2831) ½-½ 18/March/2004

1. d4 d5 2. c4 c6 3. ♘f3 ♙f6 4. ♘c3 e6 5. ♙g5 ♚bd7 6. e3 ♜a5 7. ♘h2 ♙b4 8. ♚c2 O-O 9. ♙e2 e5 10. O-O exd4 11. ♘b3 ♜b6 12. exd4 dxc4 13. ♙xc4 a5 14. a4 ♜c7 15. ♚ae1 h6 16. ♙h4 ♙d6 17. h3 ♙b6 18. ♙xf6 ♙xc4 19. ♘e4 ♙h2+ 20. ♙h1 ♙d6 21. ♙xh2 ♙xe4+ 22. ♙e5 ♙d6 23. ♚c5 ♜d8 24. d5 ♜d7 25. ♘d4 ♙f5 26. dxc6 bxc6 27. ♙xc6 ♜e8 28. ♚d1 ♜e6 29. ♚fe1 ♙b7 30. ♘d4 ♙xd4 31. ♚xd4 ♜g6 32. ♚g4 ♜xg4 33. hxg4 ♙c6 34. b3 f6 35. ♙c3 ♜xe1 36. ♚xe1 ♙d5 37. ♚b1 ♙f7 38. ♙g3 ♜b8 39. b4 axb4 40. ♙xb4 ♙c4 41. a5 ♙a6 42. f3 ♙g6 43. ♙f4 h5 44. gxh5+ ♙xh5 45. ♚h1+ ♙g6 46. ♙c5 ♜b2 47. ♙g3 ♜a2 48. ♙b6 ♙f7 49. ♚c1 g5 50. ♚c7+ ♙g6 51. ♚c6 ♙f1 52. ♙f2 1/2-1/2

This match between them has been long awaited to see how Magnus Carlson will face his mentor.

Kasparov Gary (2812) vs. Carlsen Magnus (2863) ½-½ 11/September/2020 Analyzed by GM Dejan Bojkov

What a setup! This one is probably the closest to classical chess, especially when one of the players goes for Be1-d2 (Bc8-d7) and castles short, and here we are in the Queen's Gambit or the Semi-Slav. 1. d4 d5 2. e3 ♙f6 3. ♘f3 e6 4. c4 a6 5. ♘c3

(Instead 5. ♚c2! was Kasparov's recommendation after the game, apparently in search for quick 0-0.)

5... dxc4 6. ♙xc4 c5 7. dxc5

(The commentators expected 7. ♙e2 but Kasparov didn't like 7... ♜c7 8. ♙d2 ♙c6 9. O-O ♙bd7 with "a phenomenal Queen's Gambit.")

7... ♙xc5 8. ♚xd8+ ♙xd8 Now it is QGA when White is a little better thanks to the extra tempo in a symmetrical position. 9. ♙d3

(9. ♙d2 intending to castle short looks normal, but White is more ambitious.)

9... ♙e7 10. O-O-O ♙c6 11. ♘g5!? White finds the optimal square for his knights. The only problem with this plan is that he cannot seize the a3-f8 diagonal with his bishop. 11... ♜d8 12. ♘ge4 ♙xe4 13. ♘xe4 ♙b6 14. ♙c3 f6! Whereas Carlsen is patiently building a wall against the opponent's bishop on the long diagonal. In the meantime, the diagonal for his second bishop is cleared. 15. g4 "Too optimistic" (Kasparov). This is a standard idea to prolong a diagonal, but unfortunately for him, White will soon have no piece to attack there.

(15. ♙c2 (Kasparov) would have led to relieving trades along the d-file and eventually a draw.)

15... ♙a5! Missed by Kasparov. "I wanted to play g4-g2." Without the dark-squared bishop, everything that White had done so far makes little sense, and the pawn advance g2-g4 turns into a weakness. 16. ♙xa5 ♙xa5 17. ♙c2 ♙c6

(17... h5 does not yield Black much after 18. ♚xd8 ♙xd8 19. g5)

18. ♚hg1

(After 18. ♖xd8 ♜xd8 19. ♖d1 Black would have, of course, kept a pair of rooks with 19... ♜c8! with the advantage as all the black pieces are superior to the enemy ones.)

18... ♜c4 19. ♖xd8 ♜xd8 20. g5 White is desperately trying to repair the damage he has done to his kingside. 20... f5! The pawn on g5 is a future weakness and should be kept alive. 21. ♗c3 ♜e5 Carlsen allows his opponent a chance to connect the pawns.

(21... ♜f3!? as suggested by Kasparov also seems very strong. After 22. ♖g3 ♜e5 Black secures a strong blockading position and will bring his king next to g6 to hit the weak g5-pawn.)

22. f4 ♜f3 23. ♖g2

(True to his active style, the former world champion suggested instead the aggressive defense with 23. ♖g3! (Kasparov) It might not be optimal though as 23... ♜xh2 24. ♖h3 ♜f1 25. ♖xh7 ♜f7 26. e4 (26. ♖h3 ♜g2) 26... fxe4 27. ♗xe4 ♜e3! leads to clear edge for Black due to his active pieces.)

23... g6 24. ♖f2

(Here 24. ♖g3! might have been the move, now that the seventh rank has been cleared.)

24... e5! Carlsen opens the road for his pieces. 25. e4 In return White tries to trade as many pawns as he can.

(It is not easy to stand still: 25. h4 can be answered with 25... ♜h8! followed by h7-h6. These lines demonstrate why Black needs to keep a pair of rooks on the board all the time. The black major piece has more chances for a career.)

25... fxe4 26. ♗xe4 ♜d4 27. ♗g3 ♜xc2!

Trading the important defender and creating a tactical opportunity. Thanks to his more active king, Carlsen is ready for the massive trades along the f-file. 28. ♜xc2 ♜f8 29. ♗e2

(Kasparov said with 25. e4 he tried his last chance but missed the tactic 29. f5 gxf5 30. ♗xf5+ (30. ♖xf5 ♜e4+!) 30... ♜xf5! 31. ♖xf5 ♜e4+)

29... ♜e6 30. ♜d2 ♜b5 31. ♖f3 ♜f7? Played after 4.5 minutes. Apparently, the world champion was searching for the decisive continuation.

(Kasparov said that if his opponent had played 31... ♜d8+ 32. ♜e1 ♜d3 here, he would have resigned. That is overstating a bit, and apparently the 13th world champion had misjudged the pawn ending there. "If he was intending to resign there, that would be pretty dumb," said Carlsen with a smile. He then pointed out that the pawn endgame after 33. ♖xd3 ♜xd3 34. fxe5 ♜xe2 (Whereas 34... ♜xe5 35. ♗c3 ♜f4 36. h4 ♜g4 37. ♜d2 allows White to fight on. (Carlsen) The only reason for that is that the white king locks in the enemy one in the line 37... ♜c4 38. ♜e3 ♜xh4 39. ♜f4) 35. ♜xe2 ♜xe5 is actually a draw. Indeed, White is in time after 36. ♜d3

♜f5 37. ♜d4 ♜xg5 38. ♜c5 ♜g4 39. ♜b6 ♜h3 40. ♜xb7 ♜xh2 41. ♜xa6 g5 42. b4 g4 43. b5 g3 44. b6 g2 45. b7 g1=♚ 46. b8=♚)

(Carlsen mentioned that he should have gone for the straightforward and simple continuation 31... ♜xe2! 32. ♜xe2 exf4 when some good technique should be enough for Black to win this. He continues Ke6-f5-g4(e4), and if needed he puts the rook on the seventh rank and wins.)

draw improve significantly. 35... ♜g4 36. ♖d2+! An active rook is the only chance to save White. 36... ♜e6 37. ♖c2 ♜xg5 38. ♖c7

(Perhaps Carlsen could have tried the endgame after 38... ♖h5 39. ♖xb7 ♜xh2 40. ♔f4 (40. ♖b6+ ♔f5 41. ♖xa6 ♜xb2) 40... h5 Black's pawns are more advanced, and this is a serious advantage.)

39. ♖xh7 ♜xb2 40. a4 a5 41. h4 Presenting Black one last winning opportunity.

(Stronger is 41. ♔f4! b5 42. axb5 ♜xb5 43. ♖a7 when White should be able to hold.)

41... ♜b4! 42. ♖h6 ♔f7

(The counterintuitive 42... ♔d7!! would have saved the black queenside passers and led to a win, e. g.: 43. ♖h7+ (43. ♖xg6 ♜xh4) 43...

♔c6 44. ♖h6 ♔c5 45. ♖h7 ♔b6)

43. h5! And Kasparov saved himself: 43... gxh5

44. ♖xh5 b6 45. ♖e5 ♔f6 46. ♖e4 ♜b3+

(Or: 46... ♜xe4+ 47. ♔xe4 ♔e6 48. ♔d4 ♔d6 49. ♔c4 ♔c6 50. ♔d4 with a theoretical draw.)

47. ♔d2 ♔f5 48. ♖h4 ♔e5 49. ♔c2 ♜f3
50. ♖h6 ♜f6 51. ♖xf6 ♔xf6 52. ♔d3 ♔e5
53. ♔e3 ♔d6 54. ♔d4 ♔c6 55. ♔c4 b5+
1/2-1/2

The rest of the day 1 game results:

“<https://www.chess.com/news/view/kasparov-carlsen-chess9lx>”

Chess 9XL day 2 GM Levon Aronian Leads tournament



GM Levon Aronian leads the tournament after winning all of his games on day two.

GM Kasparov was able to only score half a point from three promising positions.

Kasparov was influenced by a tragic blunder that happened because of a premove.

GM Magnus Carlsen suffered a loss that happened in round five against GM Wesley So.

Kasparov, Garry (2812) vs. Caruana, Fabiano (2835)
0-1 round: 4.1

1. c4 c5 2. b3 b6 3. ♖g3 ♜ef6 4. d4 e6 5. O-O ♜e7 6. ♙d2 ♜g6 7. ♘d3 ♜e7 8. ♞fd1 cxd4 9. ♙xd4 O-O 10. ♙b4 ♜d6 11. ♙c3 ♜fe8 12. ♙b5 ♜b8 13. ♙b4 d6 14. f3 a6 15. ♙d4 a5 16. ♙e1 d5 17. cxd5 ♜xd5 18. ♞xc8 ♜xc8 19. ♞c1 ♜d8 20. ♙c6 ♜xc6 21. ♞xc6 ♜g5 22. g3 h5 23. ♙c1 ♜e7 24. ♞c8 h4 25. f4 ♜d6 26. ♙c6 ♜f8 27. ♞xd8 ♜xd8 28. ♙c4 ♜f8 29. ♙d4 h3 30. ♙f2 b5 31. ♙d3 ♜b4 32. ♙e4 ♜c7 33. ♙xh3 ♜d5 34. ♙d3 ♜c5 35. ♙c2 ♜xd4+ 0-1

Carlsen Magnus (2863) vs. So, Wesley (2770) 0-1 round: 5.4

1. g3 ♜c6 2. c4 f5 3. d3 g6 4. ♙c3 e5 5. ♙xc6 dxc6 6. e4 O-O-O 7. O-O-O ♜b6 8. f3 ♜d7 9. ♙b3 b6 10. ♙e3 f4 11. ♙d2 g5 12. ♙e2 ♜f6 13. ♙c3 a5 14. ♞b1 ♜b7 15. a3 ♜e7 16. ♙f2 a4 17. ♙bc1 ♜e6 18. gxf4 gxf4 19. d4 exd4 20. ♙xd4 ♜d6 21. ♙xf6 ♜xf6 22. ♞xd6 cxd6 23. ♙c3 ♜a8 24. ♙c2 ♜e5 25. ♙xa4 ♜xc4 26. ♞g1 ♜d4 27. ♞d1 ♜e5 28. ♞g1 ♜f7 29. ♙c3 0-1

Dominique Perez, Leinier (2758) vs Aronian, Levon (2773) 0-1 round: 6.5

1. f4 d5 2. g4 e6 3. e4 ♜c6 4. exd5 ♜xd5 5. ♙f3 ♜f6 6. ♙c3 ♜xf3 7. ♙xf3 ♜c6 8. O-O-O ♜e7 9. g5 ♜d7 10. d4 O-O-O 11. d5 exd5 12. ♙xd5 f6 13. ♙xe7+ ♜xe7 14. ♙b4 ♜fe8 15. ♙xe7 ♜xe7 16. ♙a3 ♜e6 17. ♙f3 ♜g8 18. ♙b3 ♜c5 19. ♙c4 ♜d3+ 20. ♞b1 ♜xb2 21. ♞xd8+ ♜xd8 22. ♙d4+ ♜d6 23. ♙xa7 ♜c4 24. ♞e1 ♜d1+ 25. ♞xd1+ ♜xd1 26. ♙d4+ ♜xd4 27. ♙xd4 ♜e7 28. ♞c1 ♜e3 29. ♞d2 ♜g2 30. ♙e2 ♜e6 31. ♞d3 ♜f5 32. ♙d4+ ♜g4 33. ♞e4 ♜xf4 34. gxf6 gxf6 35. c4 ♜g6 36. c5 ♜e7 37. a4

47. c6 f2 48. c7 f1=♜ 49. c8=♜ ♜h4 50. ♙c2 ♜h3 51. ♙g6 h4 52. ♙h6 ♜e2+ 53. ♞d4 a5 54. ♙g5 ♜g4+ 0-1

The rest of day 2 results:

WHITE	BLACK	RESULT	ROUND
Kasparov, Garry (2812)	Caruana, Fabiano (2835)	0-1	4.1
Nakamura, Hikaru (2736)	Carlsen, Magnus (2863)	1/2-1/2	4.2
So, Wesley (2770)	Vachier-Lagrave, Maxi... (2778)	1/2-1/2	4.3
Firouzja, Alireza (2728)	Aronian, Levon (2773)	0-1	4.4
Svidler, Peter (2723)	Dominguez Perez, Lein... (2758)	1/2-1/2	4.5
Dominguez Perez, Lein... (2758)	Kasparov, Garry (2812)	1/2-1/2	5.1
Aronian, Levon (2773)	Svidler, Peter (2723)	1-0	5.2
Vachier-Lagrave, Maxi... (2778)	Firouzja, Alireza (2728)	0-1	5.3
Carlsen, Magnus (2863)	So, Wesley (2770)	0-1	5.4
Caruana, Fabiano (2835)	Nakamura, Hikaru (2736)	0-1	5.5
Kasparov, Garry (2812)	Nakamura, Hikaru (2736)	0-1	6.1
So, Wesley (2770)	Caruana, Fabiano (2835)	1/2-1/2	6.2
Firouzja, Alireza (2728)	Carlsen, Magnus (2863)	0-1	6.3
Svidler, Peter (2723)	Vachier-Lagrave, Maxi... (2778)	0-1	6.4
Dominguez Perez, Lein... (2758)	Aronian, Levon (2773)	0-1	6.5

“https://www.chess.com/news/view/chess9lx-day-2-arsonian-kasparov-premove”

Chess 9LX day 3 Nakamura, and Carlsen Share Chess 9LX Victory

GM Magnus Carlsen and GM both shared the first prize. The grandmasters scored 6/9 in a tournament that had no tiebreak regulations.

GM Levon Aronian, who was leading the tournament after day two, only scored 1/3 and finished half a pint behind the winners .

GM Gary Kasparov played three draws on the final day to end in eight place with 3.5/9. GM Fabiano Caruana and GM Maxime Vachier-Lagrave finished on a high note as they both scored 2.5/3.

Carlsun Magnus (2881) vs. Aronian, Levon (2778) 1/2-1/2 round: 9.2

1. e4 e5 2. d4 exd4 3. ♖xd4 ♔f6 4. ♔d1 ♚b4 5. c3 ♚c5 6. ♘d3 d6 7. f4 ♚g6 8. g3 ♚d8 9. ♘e3 ♚xe3 10. ♖xe3 d5 11. ♘c2 dxe4 12. ♖xd8 ♚xd8 13. ♖xe4 ♚f5 14. ♖e1 ♚h6 15. ♘f3 a6 16. ♘f2 ♚d7 17. O-O-O O-O-O 18. ♖xd7 ♚xd7 19. ♘e4 ♚e7 20. ♘d4 ♚g4 21. ♘d2 f6 22. b4 ♚f7 23. a4 ♚d8 24. ♘b3 ♚d7 25. ♘g8 ♚xa4 26. ♘h7 ♚f8 27. ♘g8 ♚b8 28. ♖e3 b6 29. ♘c4 ♚a7 30. ♘f5 ♚d7+ 31. ♖d3 ♚fe6 32. h4 ♚xd3+ 33. ♘xd3 ♚e8 34. ♘e7 a5 35. f5 ♚f8 36. g4 ♚d7 37. ♘d2 ♚e5 38. ♘e2 ♚f7 39. g5 fxe5 40. hxg5 axb4 41. cxb4 ♚dc6 42. g6 ♚xe7 43. gxf7 ♚xf7 44. f6 gxf6 45. ♘xf6 ♚d6 46. ♘c3 b5 47. ♘f3 c6 48. ♘d4 ♚b6 49. ♘d7+ ♚c7 50. ♘e5 ♚b7 51. ♘g2 ♚d6 52. ♘f7+ ♚e6 53. ♘e5 ♚d8 54. ♘xc6 ♚dxc6+ 55. ♘c5 ♚a7 56. ♘f1 ♚d5 57. ♘b5 ♚xb5 58. ♘xb5 ♚xb4 1/2-1/2

Nakamaru Hikaru (2829) vs. So, Wesley (2741) 1/2-1/2 round 7

1. d4 d5 2. ♘dc3 ♚bc6 3. ♘xd5 ♔d7 4. g3 ♚xd4 5. ♖d1 e5 6. O-O O-O 7. c3 ♚4e6 8. b3 f5 9. ♘b2 g6 10. c4 ♚f7 11. ♘dc3 e4 12. ♘a3 ♚d8 13. ♖c1 ♚d2 14. ♖d1 ♚xc1 15. ♖axc1 ♚d7 16. ♘a1 ♚e8 17. ♘d5 ♚xa1 18. ♖xa1 ♚g7 19. ♘c2 c6 20. ♘c3 1/2-1/2

The rest of the games last day:

WHITE	BLACK	RESULT	ROUND
Aronian, Levon (2778)	Kasparov, Garry (2783)	1/2-1/2	7
Vachier-Lagrave, Maxi... (2860)	Dominguez Perez, Lein... (2786)	1-0	7
Carlsen, Magnus (2881)	Svidler, Peter (2742)	1-0	7
Caruana, Fabiano (2773)	Firouzja, Alireza (2703)	1-0	7
Nakamura, Hikaru (2829)	So, Wesley (2741)	1/2-1/2	7
Kasparov, Garry (2783)	So, Wesley (2741)	1/2-1/2	8
Firouzja, Alireza (2703)	Nakamura, Hikaru (2829)	0-1	8
Svidler, Peter (2742)	Caruana, Fabiano (2773)	1/2-1/2	8
Dominguez Perez, Lein... (2786)	Carlsen, Magnus (2881)	1/2-1/2	8
Aronian, Levon (2778)	Vachier-Lagrave, Maxi... (2860)	0-1	8
Vachier-Lagrave, Maxi... (2860)	Kasparov, Garry (2783)	1/2-1/2	9
Carlsen, Magnus (2881)	Aronian, Levon (2778)	1/2-1/2	9
Caruana, Fabiano (2773)	Dominguez Perez, Lein... (2786)	1-0	9
Nakamura, Hikaru (2829)	Svidler, Peter (2742)	1/2-1/2	9
So, Wesley (2741)	Firouzja, Alireza (2703)	0-1	9

“<https://www.chess.com/news/view/carlsen-nakamura-share-chess9lx-victory>”

Interesting Chess Player

Bobby Fischer

The Only American World Champion

Sports Illustrated Magazine once ran an article about several record-breaking sporting events that we would never see repeated in our lifetime. One, for example, was Secretariat's winning of the Belmont Stakes by 31 lengths. Another was Bob Beamon breaking the world long jump record by an astonishing 21 inches. Also listed was Bobby Fischer's winning streak of 20 straight games in 1970 – 71 against the world's strongest players without losing or drawing a single one.

This feat is even more remarkable considering the nature of chess itself. Chess, like many other sports, is a game where trying to win involves taking some risk, and in chess there is a big likelihood of a draw when both players decide to play risk-free. Also, the player with the white pieces has the small advantage of moving first, so it's fairly typical in a game between two top grandmasters, for the player with the black pieces to play very conservatively. But not Fischer. Fischer played every game all out to win,

regardless of his color, regardless of his tournament standing.

The world championship during this run was held by Boris Spassky from Russia. The championship and the determining of the next challenger was administered by the world governing chess body, FIDE. It was set up on a 3 year cycle, so that Spassky, who won the title in 1969, would not have to defend it until 1972. During those 3 years, the challenger would be chosen as the winner of a set of matches between 8 candidates, which were chosen as follows:

- one candidate was the loser of the previous cycle's world championship match. This was Tigran Petrosian who lost his title to Spassky in 1969.
- Another candidate was the loser of the previous cycle's final candidates match. This was Victor Korchnoi.
- The remaining 6 candidates were chosen from the top finishers of the interzonal tournament. This is a tournament with the best players from around the world, as determined by their respective zones (for example, the United States was one zone, and was allotted 3 players to send to the Interzonal.)

The interzonal tournament was won by Fischer, making him one of the 8 candidates, and he won it by a margin of 3.5 points ahead of 2nd place, a remarkable margin of victory in itself. But he also finished the tournament with 7 straight wins. During an interview, Fischer was asked why he was still playing for wins (rather than coasting home with easy draws) when he was comfortably in the lead, and besides, the goal was only to finish in the top six? Fischer replied that to him, each game was special, and besides, it wouldn't be fair to opponents he played early on in the tournament if he gave up easy draws to opponents in the later rounds.

The first round of the candidates matches was a 10 game match (first player to score 5.5 wins) played in May 1971. Fischer's opponent was a Russian player named Mark Taimanov, and while Fischer was considered a slight favorite to win this match, there were many who predicted that Taimanov would win it. After all, Taimanov even had a variation of the Sicilian Defense named for him; everyone wondered how Fischer would fare against Taimanov's variation. But no one predicted the result: Fischer 6 Taimanov 0.

Fischer had a pet line against the Taimanov variation, a somewhat suspect gambit where White sacrifices a pawn for questionable compensation:

1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 e6
5. Nb5 d6 6. Bf4 e5 7. Be3 Nf6 8. Bg5 Qa5+
9. Qd2 Nxe4 10. Qxa5 Nxa5 11. Be3 Kd7

Fischer went on to win this game after several inaccuracies by Taimanov, but remember the position after white's 8th move.

The next round of the candidate matches, another 10 game match, was held in July 1971, and Fischer's opponent was Bent Larsen from Denmark. Larsen and Fischer were considered to be the two strongest non-Soviet players in the world, and there were many who predicted that Larsen would win this match. In fact, it was Larsen who inflicted Fischer's only defeat in the interzonal tournament. But once again, no one in the world predicted the final outcome: Fischer 6 Larsen 0.

In the first game, Fischer had the white pieces, and Larsen played the French Defense against him. This was a very reasonable opening choice, as the French Defense was considered to be a weak point in Fischer's opening repertoire. But here is how he handled it in the first game of this match:

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. e5

Fischer had played 4. Qg4 several times, with mixed results. 4.e5 is the main line here.

4...Ne7 5. a3 Bxc3+ 6. bxc3 c5 7. a4 Nbc 6 8. Nf3 Bd7 9. Bd3 Qc7

10. O-O c4 11. Be2 f6 12. Re1 Ng6 13. Ba3! fxe5 14. dxe5 Dxe5

15. Nxe5 Nxe5 16. Qd4 Ng6 17. Bh5 Kf7 18. f4 Rhe8 19. f5 exf5

20. Qxd5+ Kf6 21. Bf3 Ne5 22. Qd4 Kg6

An imaginative idea, but it provokes a combination which Fischer calculates further than his opponent.

23. Rxe5!! Qxe5 24. Qxd7 Rad8 25. Qxb7 Qe3+ 26. Kf1

Of course 26. Kh1 is met by 26...Qe1+ 27. Rxe1 Rxe1++.

26...Rd2 27. Qc6+ Re6 28. Bc5!

This is the resource that Fischer had to see back at move 23.

28... Rf2+ 29. Kg1 Rxc2+ 30. Kxc2 Qd2+

31. Kh1 Rxc6 32. Bxc6 Qxc3

The dust has settled into an endgame where White has a rook and two bishops against a queen and 2 extra pawns. The remainder of the game shows Fischer converting this into a win with machine-like precision.

33. Rg1+ Kf6 34. Bxa7 g5 35. Bb6 Qxc2 36. a5 Qb2 37. Bd8+ Ke6

38. a6 Qa3 39. Bb7 Qc5 40. Rb1 c3 41. Bb6 1-0

The finals of the candidates matches was a 12 game match (first player to score 6.5 is the winner) in September – October 1971. Fischer's opponent was the former world champion Tigran Petrosian from Armenia (then part of the Soviet Union). The two players could not have had a wider contrast of styles; Fischer the relentless attacker, Petrosian the solid, defense-minded risk-averse player. In fact, while Fischer was winning his first two matches each with 6 wins and no losses or draws, Petrosian won his first two matches, against Hubner and Korchnoi, each with one win and the remainder of the games drawn. This was truly a matchup of the irresistible force vs. the immovable object. And to add to the excitement, Fischer came into the match riding a win streak of an incredible 19 games.

During the summer preceding this match, a letter came into the Moscow chess club addressed to “The Winner of the Petrosian – Korchnoi match”. The letter, written by a fairly unknown Soviet player, contained his analysis of the gambit variation the Fischer had used against Taimanov (see above). The analysis was a fairly convincing refutation of the line, and suffice to say that it's the last time Fischer used it in a serious game. Here's how the game unfolded:

1. e4 c5 2. Nf3 e6 3. d4 cxd4 4. Nxd4 Nc6 5. Nb5 d6 6. Bf4 e5 7. Be3 Nf6 8. Bg5

Here we have transposed to Fischer – Taimanov game 1. In this game Taimanov played 8...Qa5+ to win the e4 pawn.

8... Be6 9. N1c3 a6 10. Bxf6 gxf6 11. Na3 d5!

This is the improvement as described in the letter.

White's game quickly becomes critical.

12. exd5 Bxa3 13. bxa3 Qa5 14. Qd2 O-O-O 15. Bc4 Rhg8 16. Rd1 Bf5?

Petrosian inexplicably avoids the obvious and strong 16...Rxc2.

17. Bd3 Bxd3 18. Qxd3 Nd4 19. O-O Kb8 20. Kh1 Qxa3 21. f4 Rc8 22. Ne4 Qxd3 23. cxd3 Rc2 24. Rd2 Rxd2 25. Nxd2 f5 26. fxe5 Re8 27. Re1 Nc2 28. Re2 Nd4 29. Re3 Nc2 30. Rh3 Rxe5 31. Nf3 Rxd5 32. Rxh7 Rxd3 33. h4 Ne3 34. Rxf7 Rd1+ 35. Kh2 Ra1 36. h5 f4 37. Rxf4 Rxa2 38. Re4 Nxc2 39. Kg3 Ra5 40. Ne5 1-0

Thus Fischer's win streak reached an

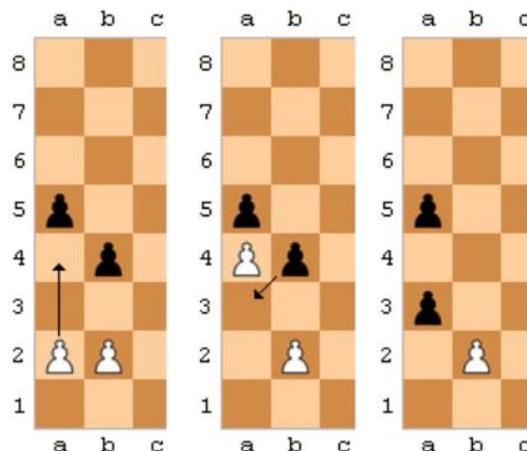
astonishing 21 games, a record which I'm confident in saying will never be surpassed. It came to an end, however, in the next game when Petrosian, playing white, beat Fischer soundly. The next three games were drawn, leaving the score tied at 2.5 – 2.5, and many people doubtful that Fischer would win the match. But Fischer had no doubt, and reeled off four straight wins in games 6 through 9 to close out the match 6.5 – 2.5, and thus earn the right to challenge Boris Spassky for the world championship.

Next installment: the match with Spassky.

Chess Questions:

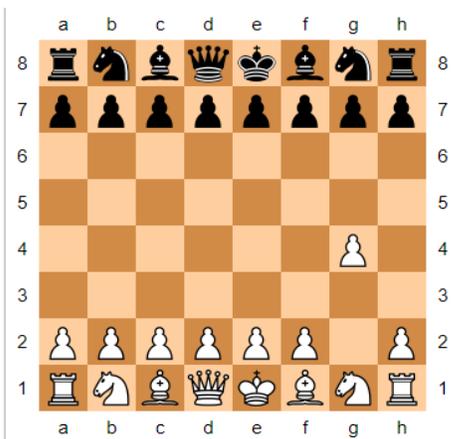
1. Could you explain the En passant rule?

The en passant rule is a special pawn capture that can only happen immediately after a pawn moves two squares from its square, and could have been captured by an enemy pawn if it had advanced only one square. The opponent captures the just moved pawn as if it is still there in the first square. The result ends up being the same as if the pawn had advanced only one square and the enemy pawn had captured it. The En passant rule must be made on the very next turn or it is lost.



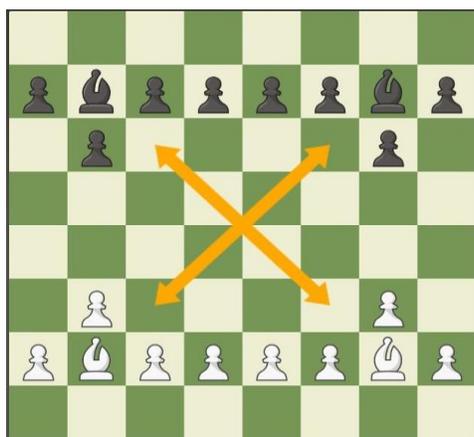
2. What's a good strategy to use against 1.g4?

I would try to hold onto the d5 pawn and with the other pawn go c6 and then go e6 and by doing this you end up with a solid centre a lead in development and a better pawn structure after that you can also move your knight to d7 and if their queen decides to take the pawn at c6 you can move your rook to c8 to counter giving you an advantage so forth.



3. What does it mean to fianchetto your bishop, and is this a good strategy?

Fianchetto are made by advancing the pawns on the b and g files and developing the bishop behind the knight pawn. There are multiple chess openings that use this including Sicilian Dragon, King's Indian Defence, Larsen's opening. The main strength of this strategy is that it helps develop your bishops and control the center of the board from a distance. The weaknesses are that if the fianchettoed can be exchanged, the squares the bishop was formerly protecting will become weak and can form the basis of an attack. Exchanging the fiancoed bishop should not be done lightly especially if the enemy bishop of the same color is still on the board.



4. What is castling and what are the advantages and disadvantages to using it depending on the situation?

Castling is a special move which involves moving two pieces: the king, and one of the rooks. It is accomplished by moving the king along the first rank (or 8th rank for black) two squares toward the rook, and placing the rook on the square adjacent to the king on the other side. Thus, kingside castling for white involves the king moving from e1 to g1 (e8 to g8 for black) and the rook moving from h1 to f1 (h8 to f8 for black). Similarly, for queenside castling the king moves from e1 to c1 (e8 to c8 for black) and the rook moves from a1 to d1 (a8 to d8 for black). The following rules restrict when a player is allowed to castle:

□ The king and the rook involved in the castling move must both be on their original squares, and neither can have moved previously in the game.

□ The king is not allowed to castle out of, into, or through check. That is, none of the squares e1, f1, or g1 (e8, f8, or g8 for black) can be under attack by an enemy piece during kingside castling, or e1, d1 or c1 (e8, d8 or c8 for black) during queenside castling.

Castling is a very useful strategic move, and it occurs in a majority of games by strong players. It accomplishes two important goals: it moves the king away from the center where it will be more difficult to attack, and it helps to bring the rooks to the center files where they can be effectively placed to support play in the center.

Some considerations about using castling effectively: it's best to avoid castling to a side where the pawn shield has been disrupted, as this will leave the king vulnerable to attack. Also, if your opponent has castled early on one wing, castling on the other wing usually leads to a double-edge game. So if you're behind in development, this should be avoided, since in this type of game, the player whose attack comes first usually wins.

5. What would be the most aggressive opening in chess and what is the drawback to playing aggressive at the start?

The most aggressive openings are typically gambits, where a player sacrifices some material, generally a pawn or two, to obtain either a lead in development or a positional advantage. It's generally thought that 2 or 3 tempos are worth a pawn, that is, if a player has to expend 2 or 3 moves which might have otherwise been used for development in order to capture a pawn, this should be considered roughly even. Another general principle is that if you can prevent your opponent from castling (by forcing him to make a king move before he's castled), this too is probably worth a pawn. The drawback, of course, is that against an experienced player, even a one pawn deficit can lead to a lost position, because if he can fend off the attack and trade down to an endgame, the extra pawn will loom large and probably lead to a win for that player.

6. What are some good opening principles for me to know so that I may utilize openings better.

Control the center. The four squares e4, e5, d4 and d5 comprise the center, and the player who controls it, either by occupying it with pawns or attacking it with pieces, will generally have an advantage.

Develop your pieces as rapidly as possible. In the opening, every move you make should either be developing a piece by moving it off its starting square, or clearing the way to develop a piece. 1. e4 is a very popular opening move, because it accomplishes each of these objectives, by occupying the center with a pawn, and also clearing the way for both the bishop on f1 and the queen on d1 to move.

Develop knights before bishops. Bishops can travel clear across the board in one move, while knights are much slower, hopping over just a couple squares at a time. So knights need to get moving early. In addition, knights have what is known as natural developing squares, which are f3 and c3 for white, f6 and c6 for black. From these squares the knight attacks two center squares. Therefore, while you'll have a pretty good idea of a good square to develop your knights to, it may not be so clear what the best spot is for the bishops. So it's best to put the knights on their natural squares, and await further developments before deciding where to place the bishops.

Avoid moving the same piece twice in the opening. Doing so can lead to falling behind in development.

Avoid bringing the queen out early. Since the queen is such a valuable piece, bringing it out early can allow your opponent to attack it with natural developing moves. For example, after 1.e4, e5; 2.d4, ed; 3.Qxd4, black can develop his knight on b8 and simultaneously attack the white queen with 3...Nc6, gaining time by forcing the queen to move again.

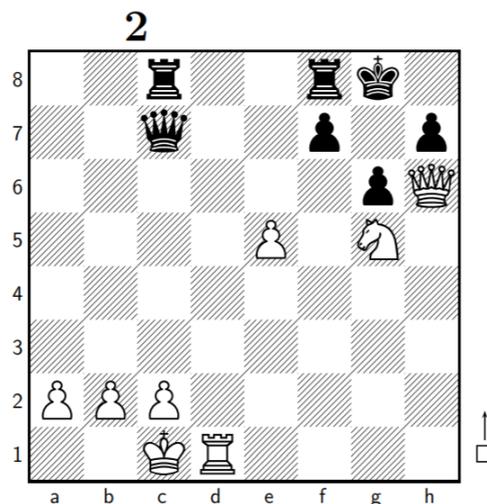
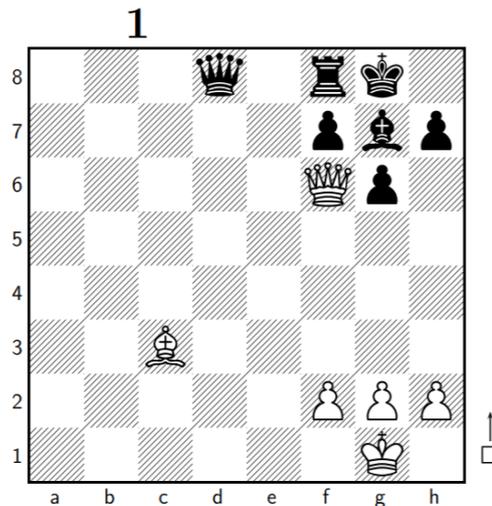
Keep in mind that these are merely guidelines. There are many well respected openings which violate one or more of them, and you will frequently find games played by very strong players which violate them. But as general principles, they are useful tools to help you achieve a playable middle game out of the opening.

Note: we want to add a section to the chess packet where we answer your guys' questions on chess while I can't guarantee that your question will be on here. We will try our best to be inclusive.

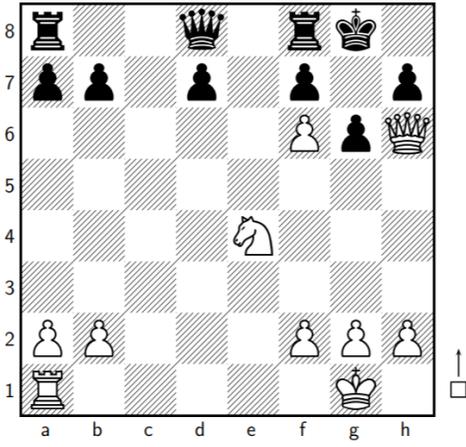
Chess Puzzles:

Mate in ones

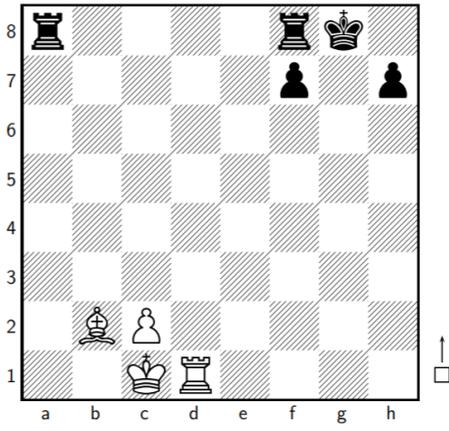
For reference the arrow on the side determines if you are playing white or black the arrow box will be either white or black but the mate in ones tend to be white.



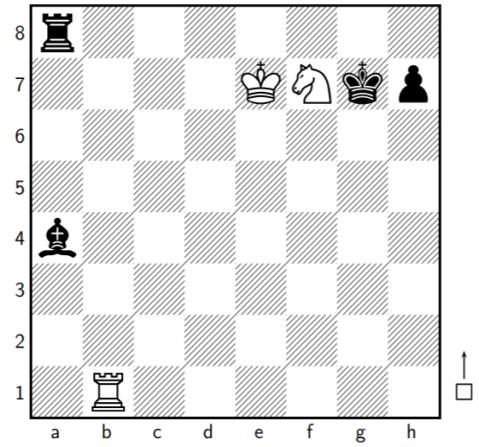
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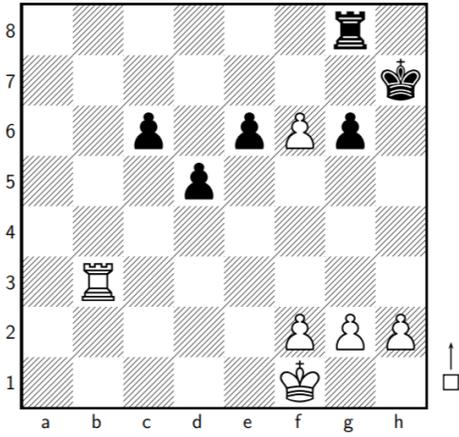
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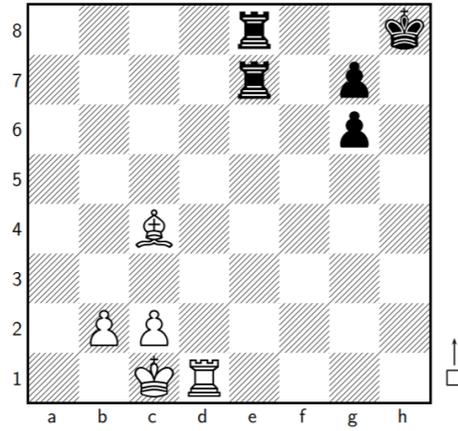
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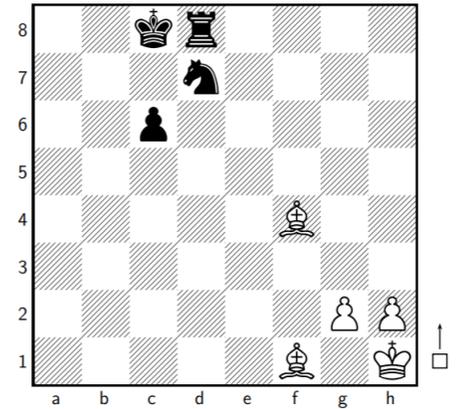
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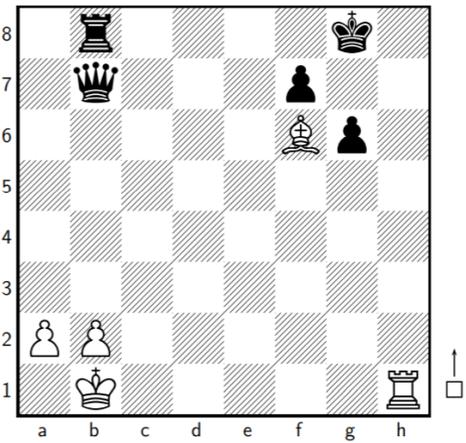
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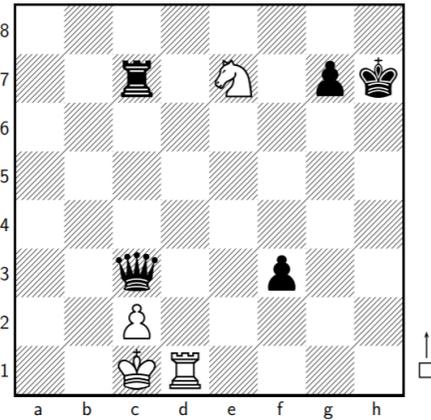
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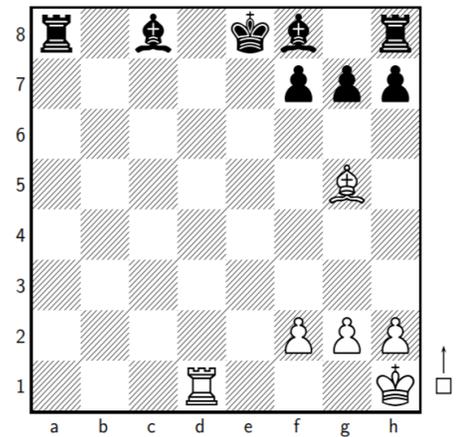
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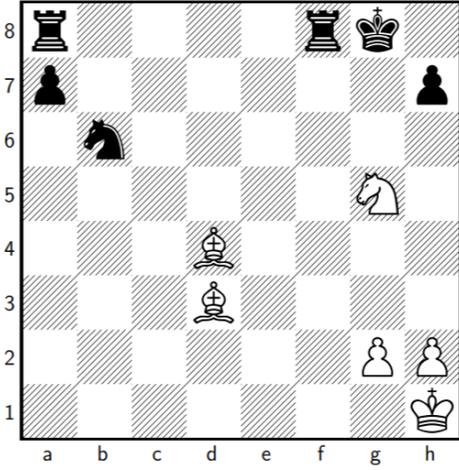
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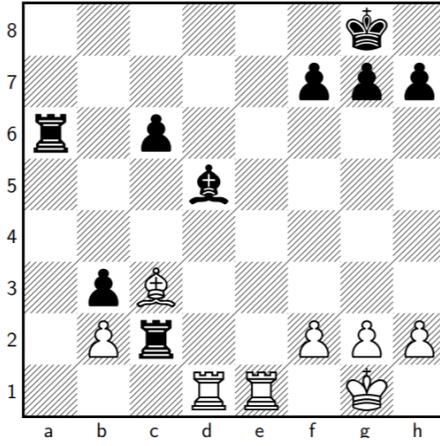
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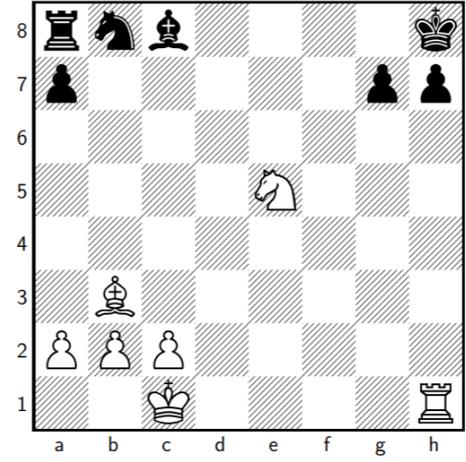
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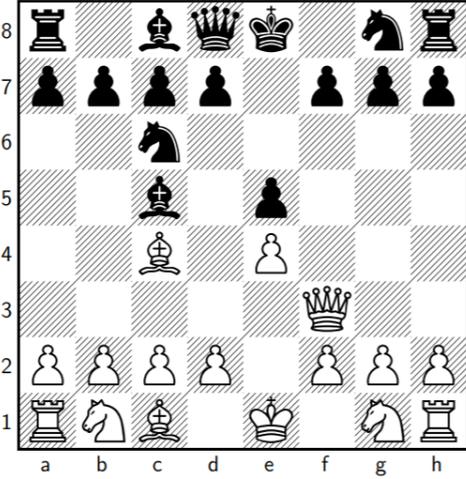
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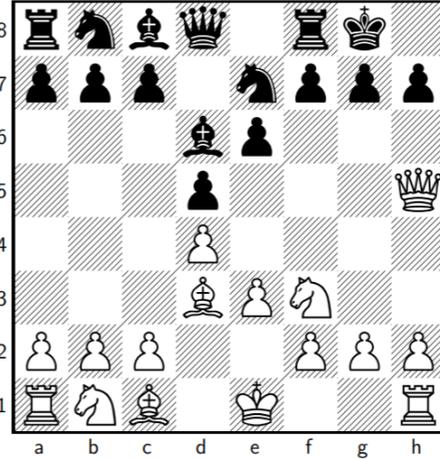
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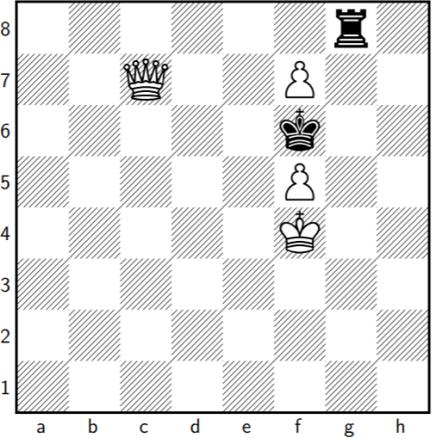
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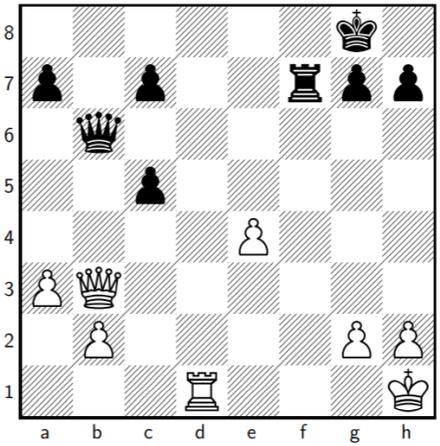
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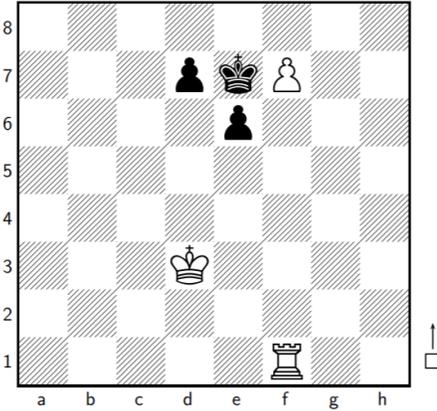
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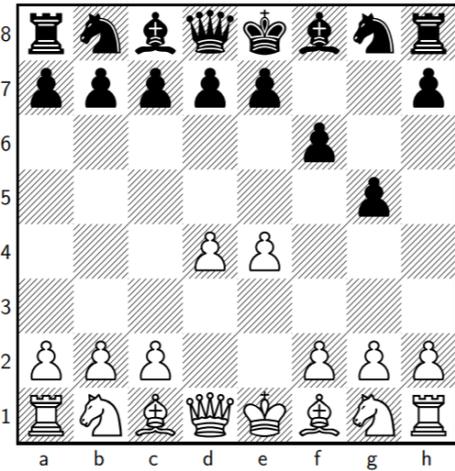
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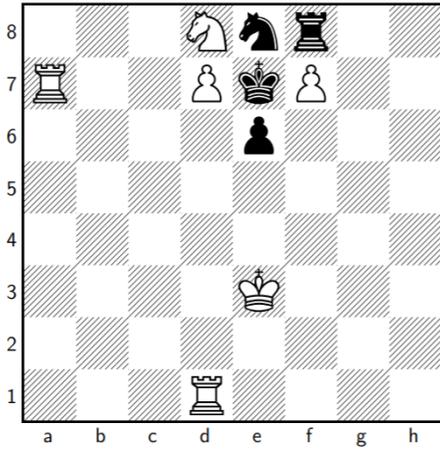
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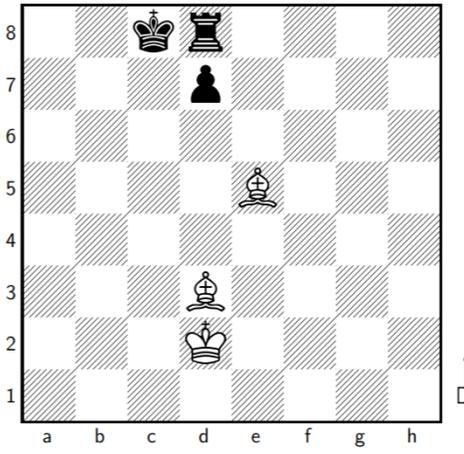
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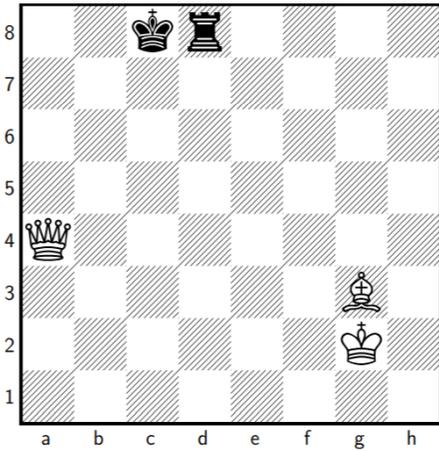
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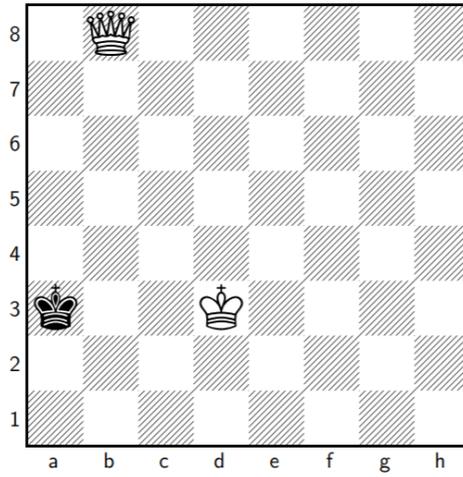


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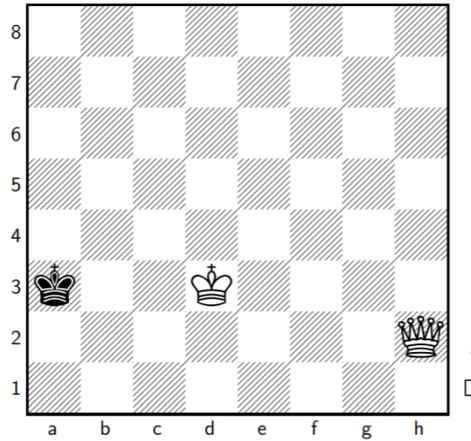


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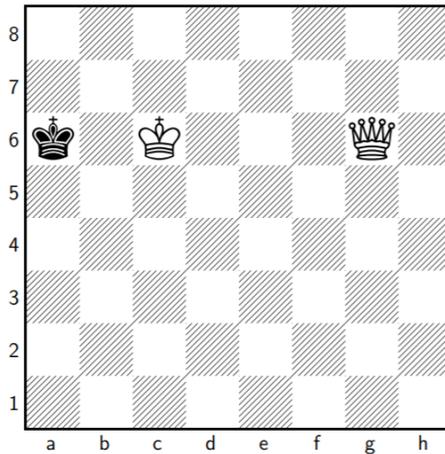
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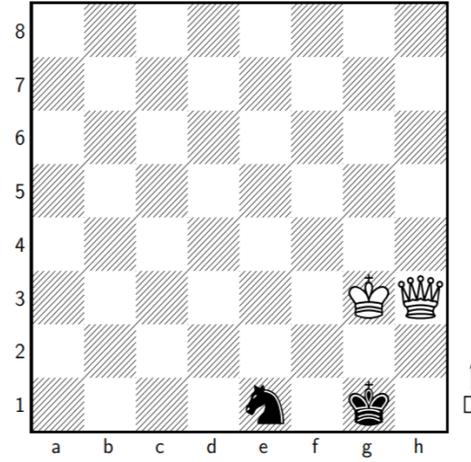
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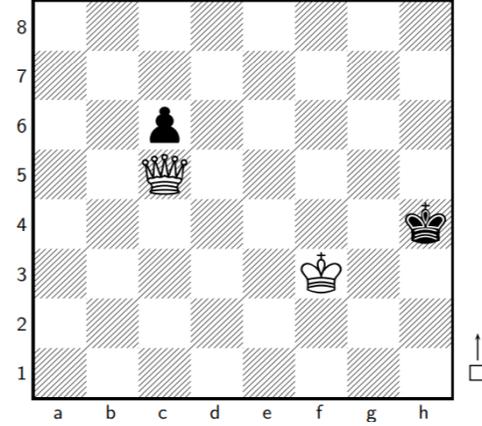
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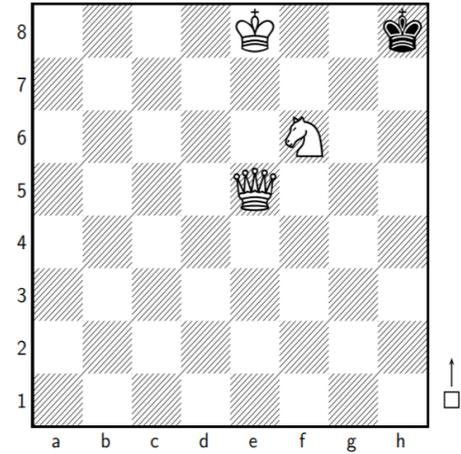
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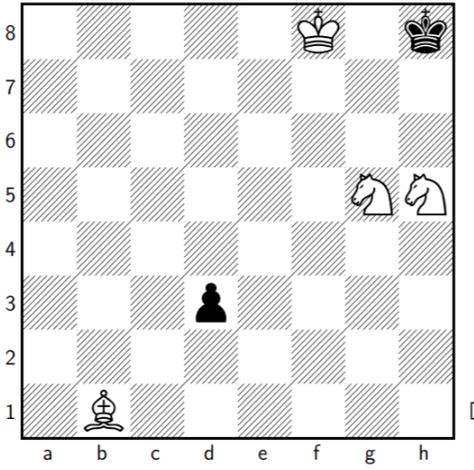
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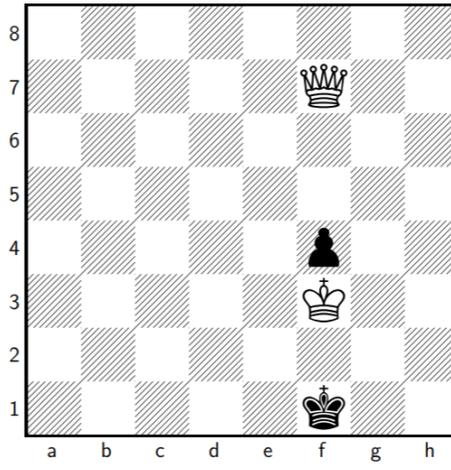
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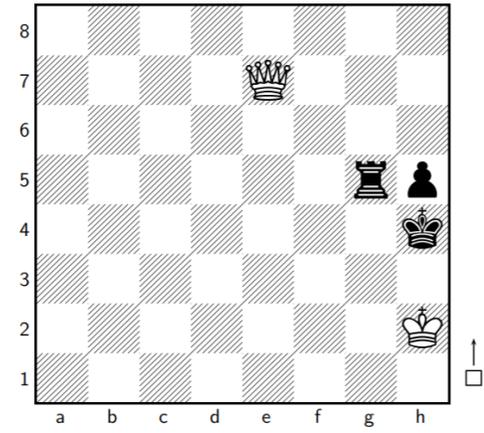
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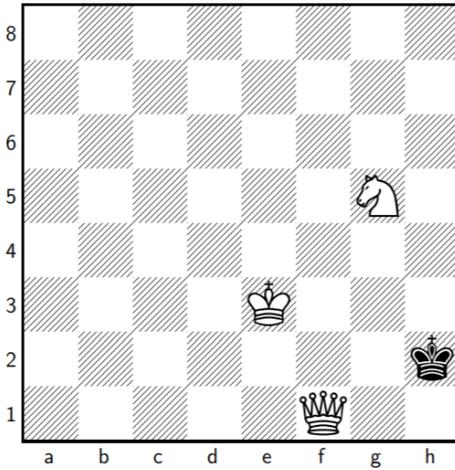
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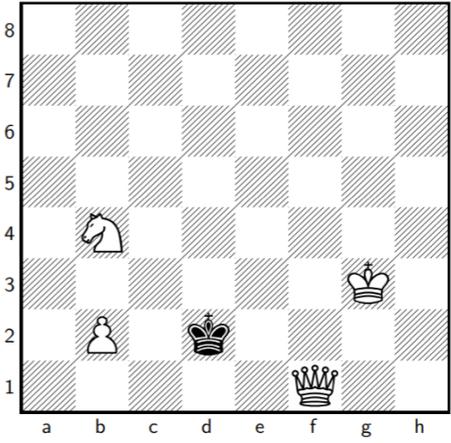
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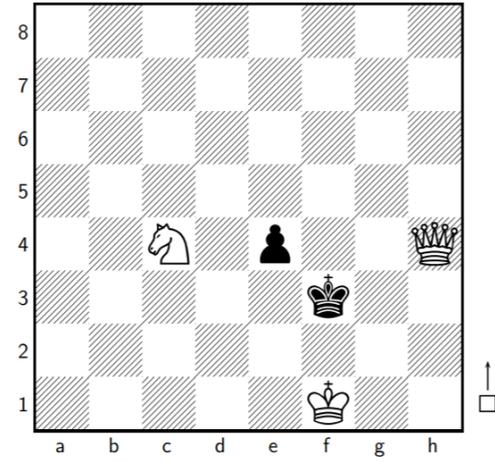
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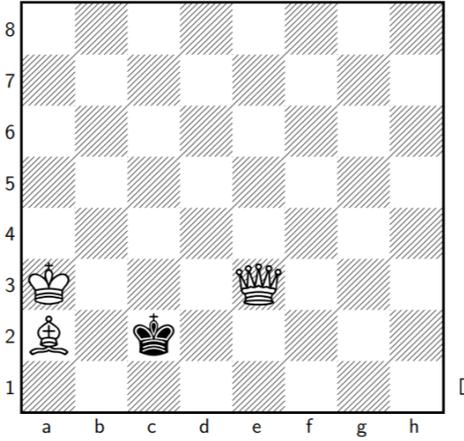
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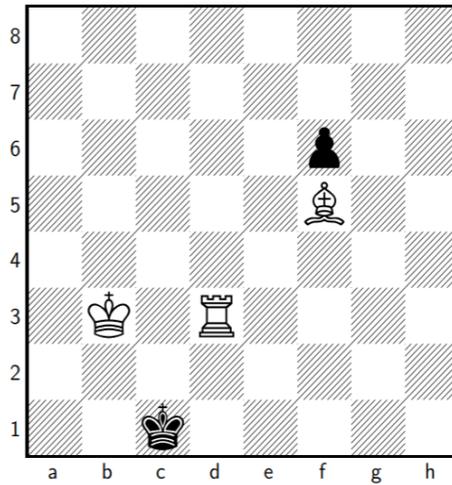
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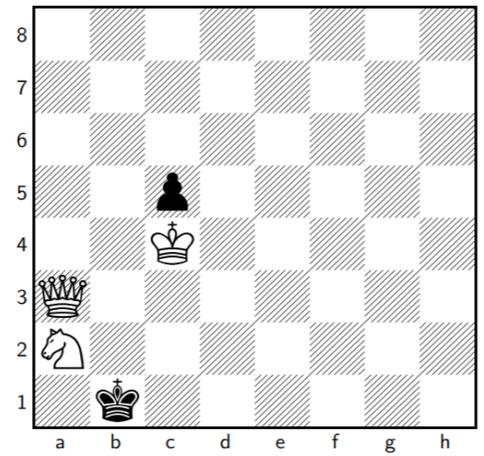
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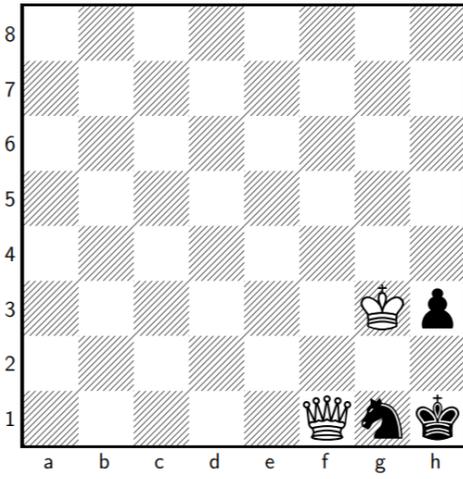
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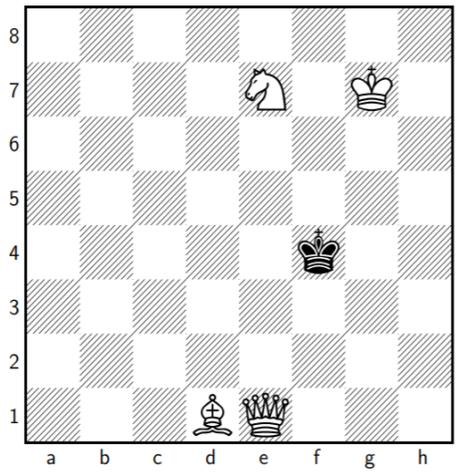
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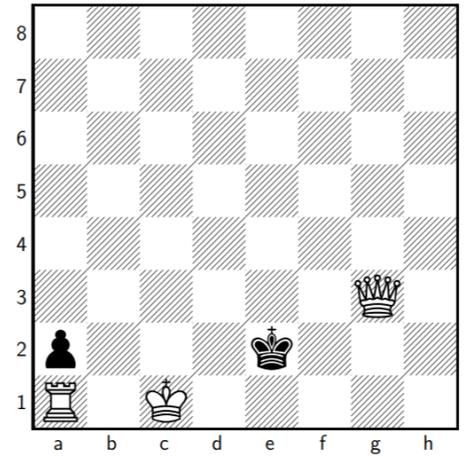
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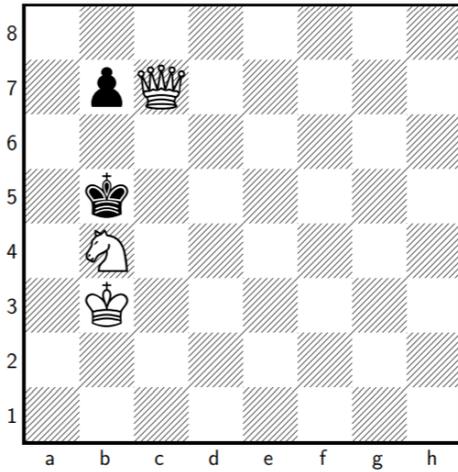
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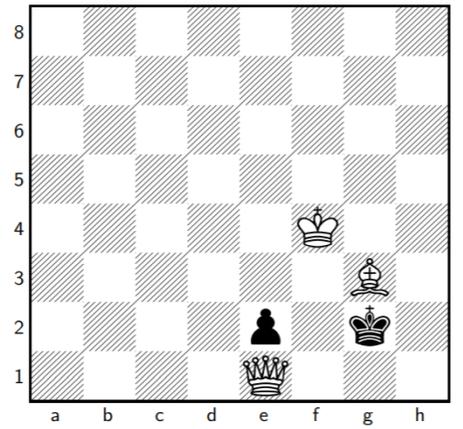
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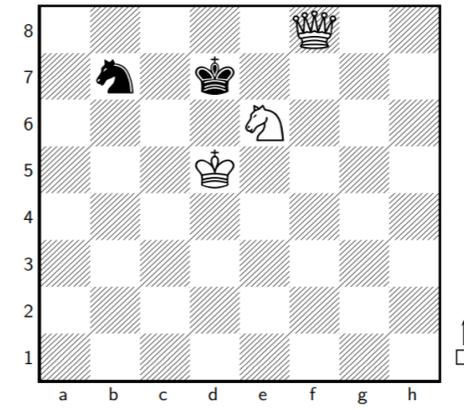
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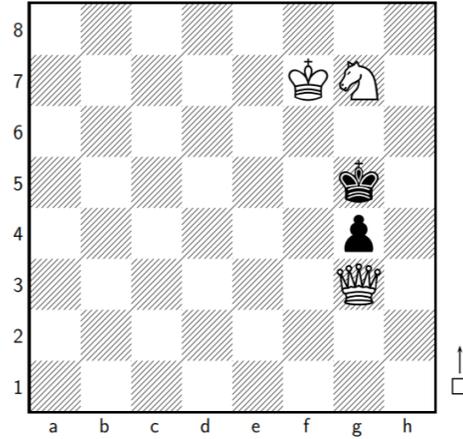
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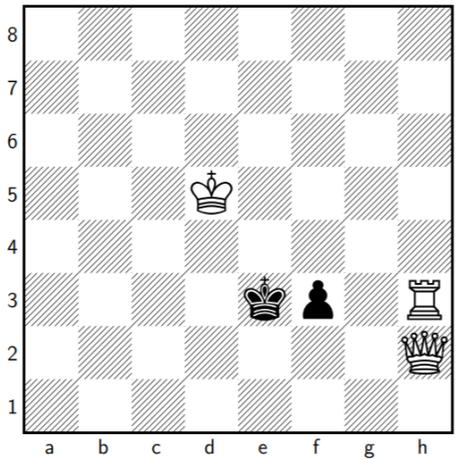
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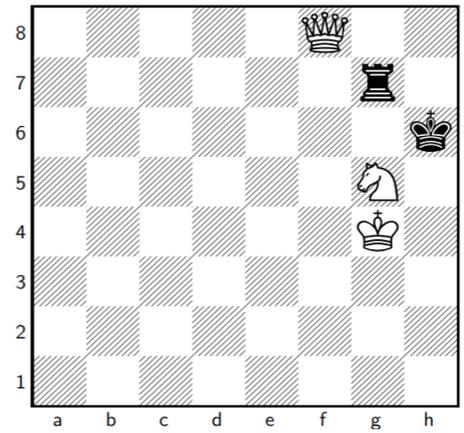
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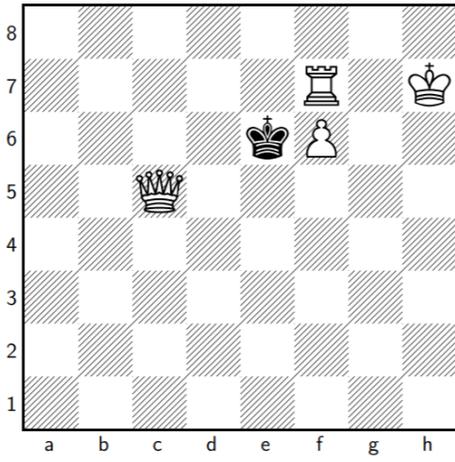
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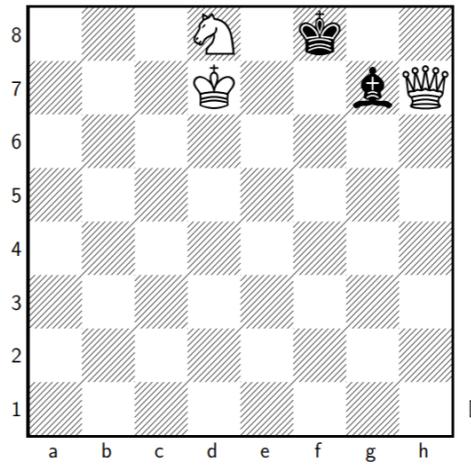
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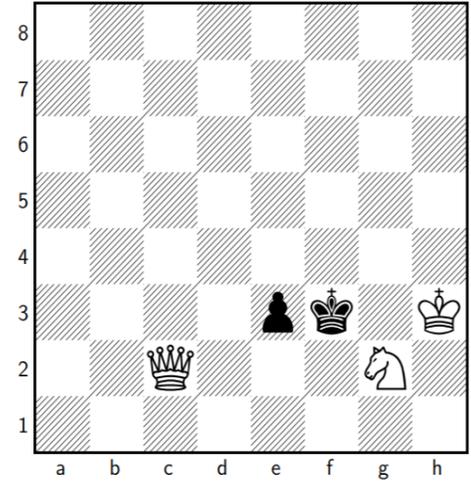
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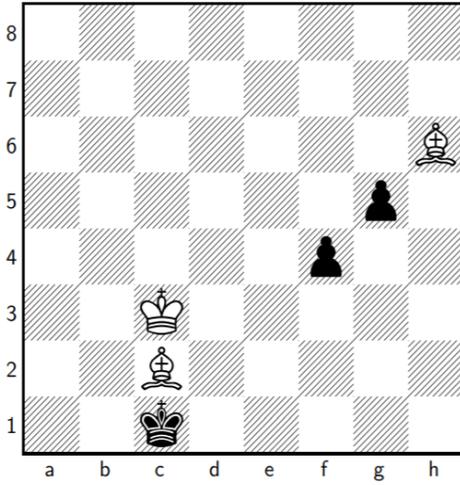
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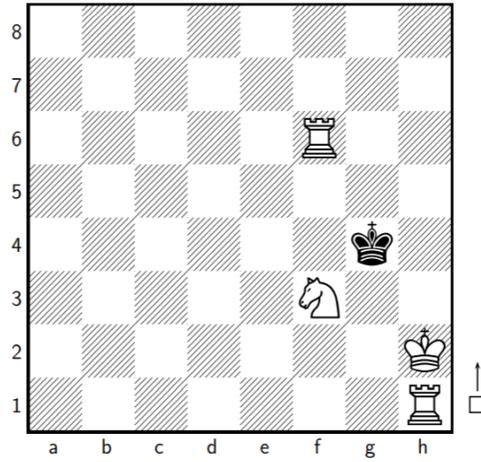
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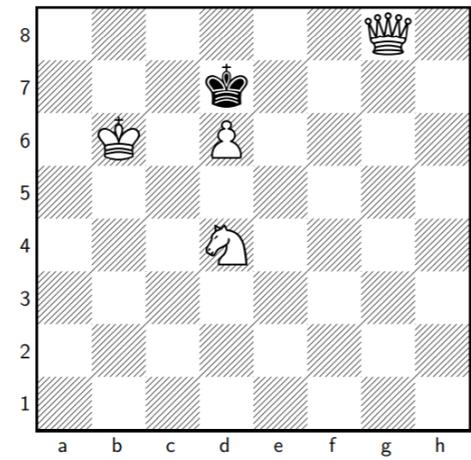
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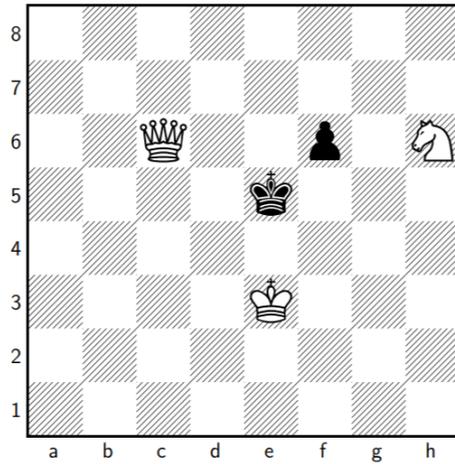
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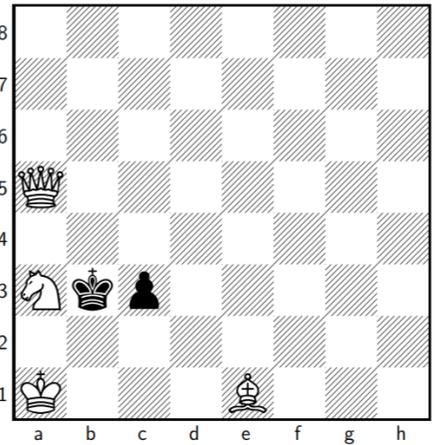
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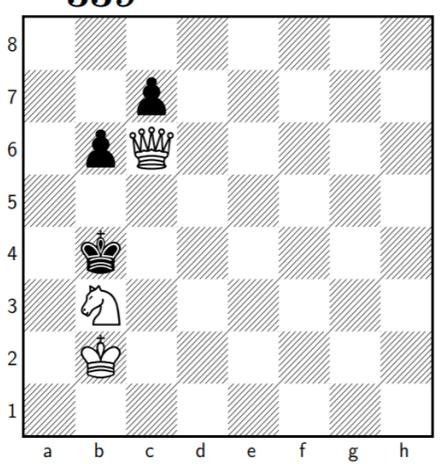
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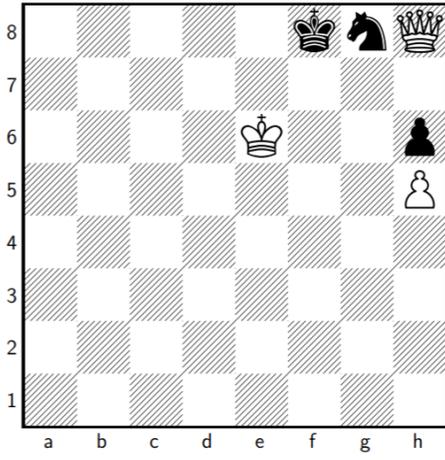
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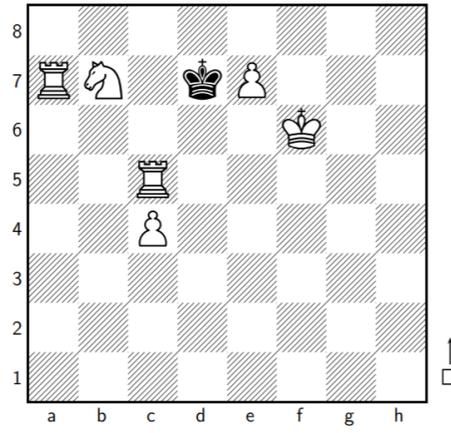
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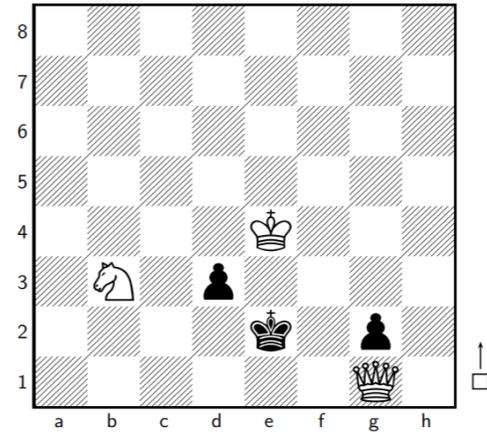
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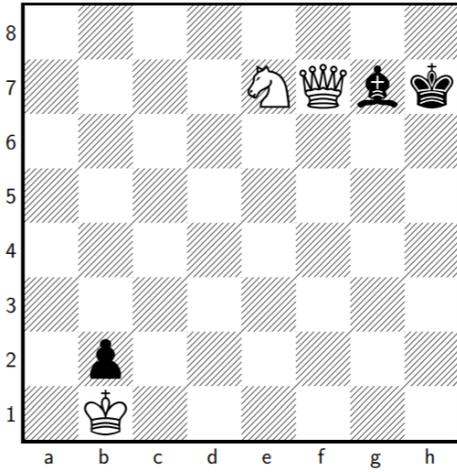
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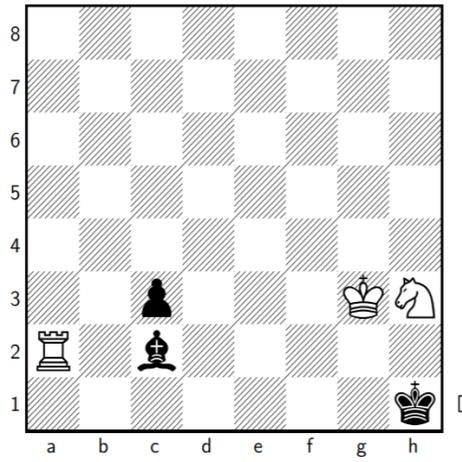
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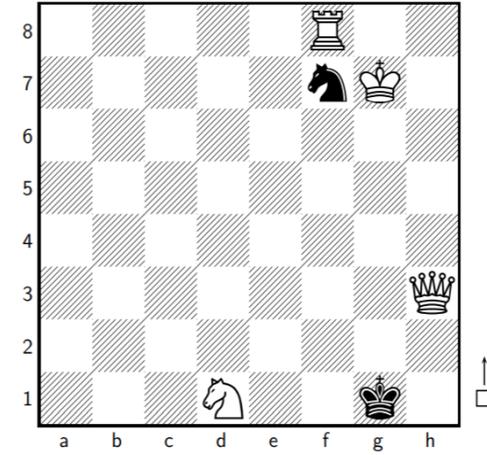
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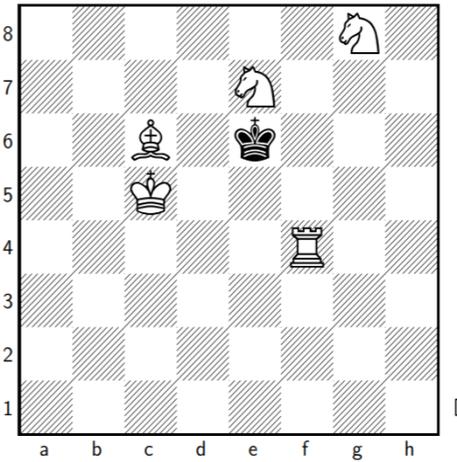
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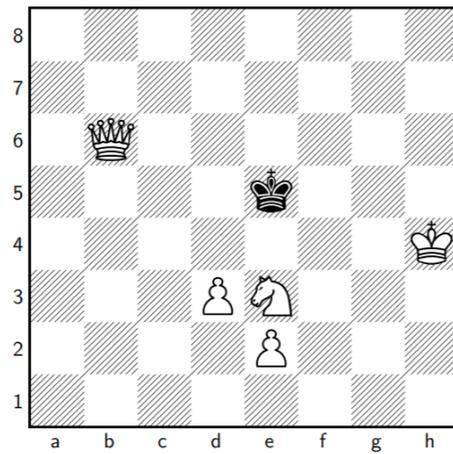
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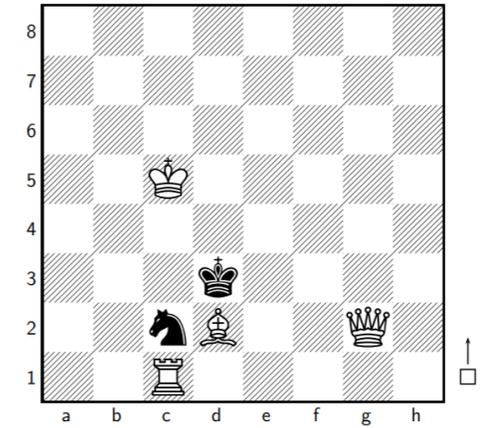
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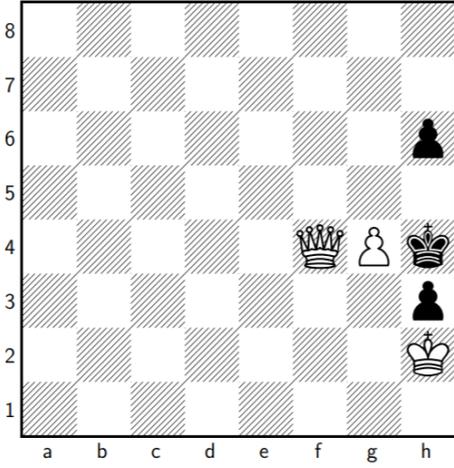
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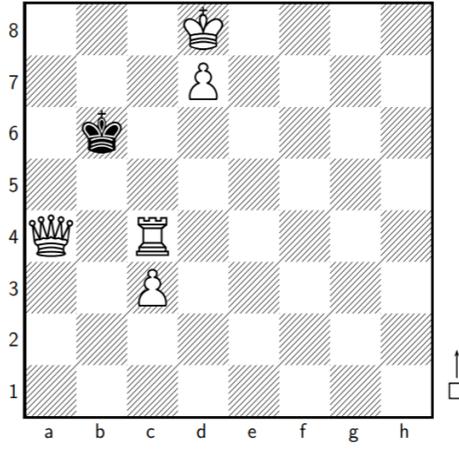
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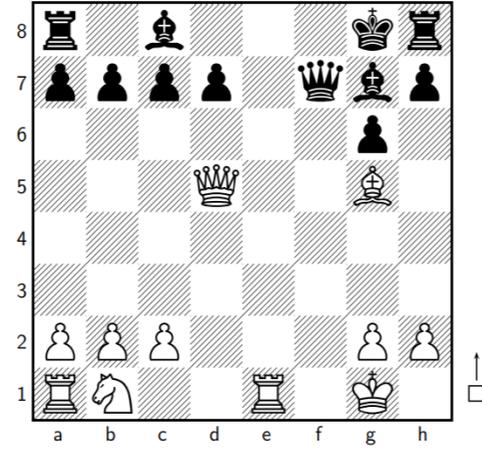


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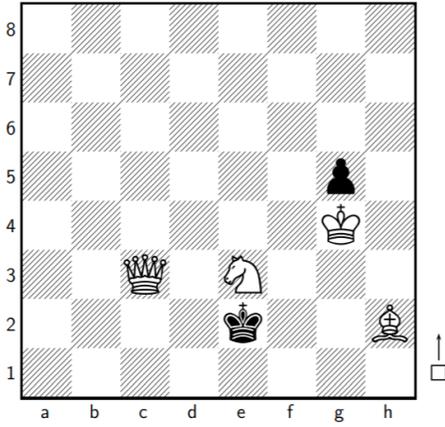


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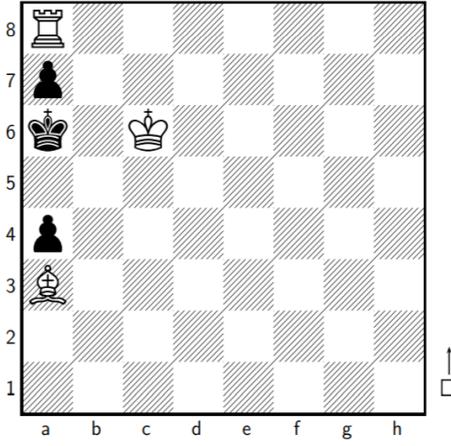
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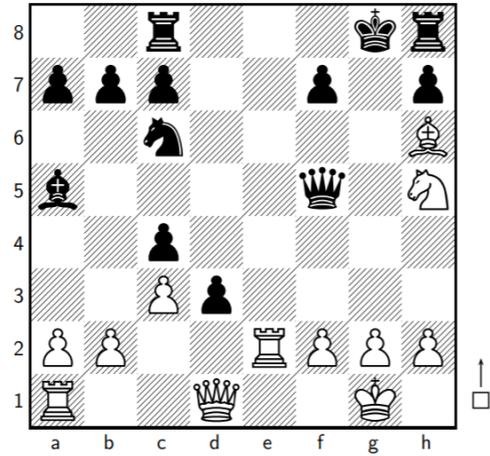
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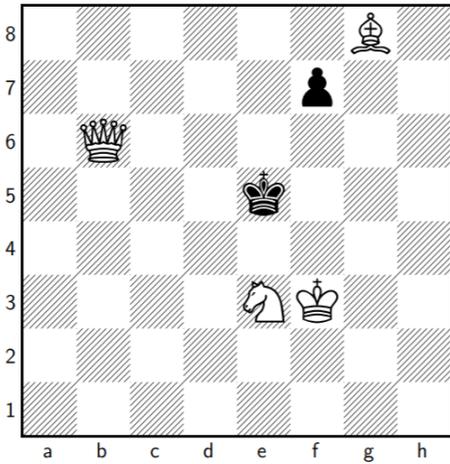
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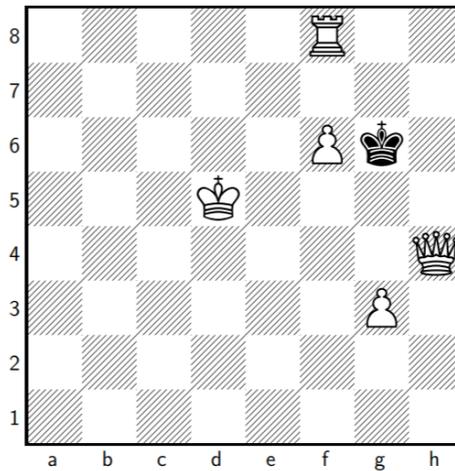
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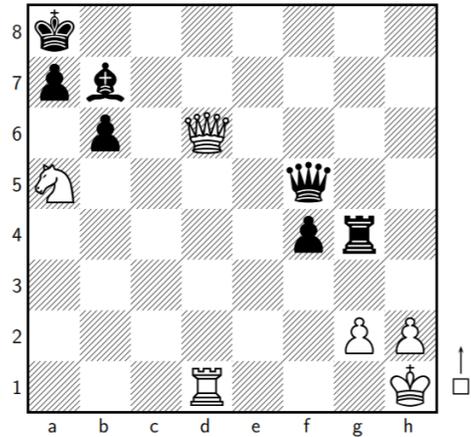
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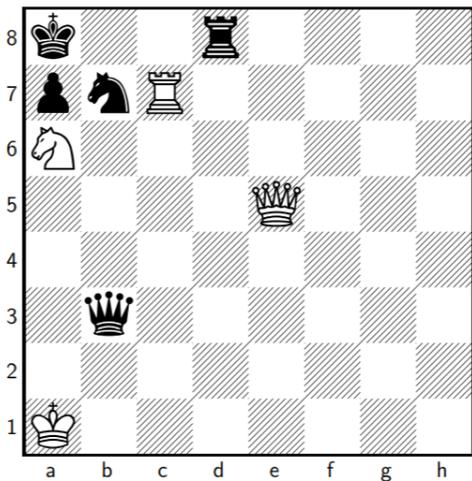
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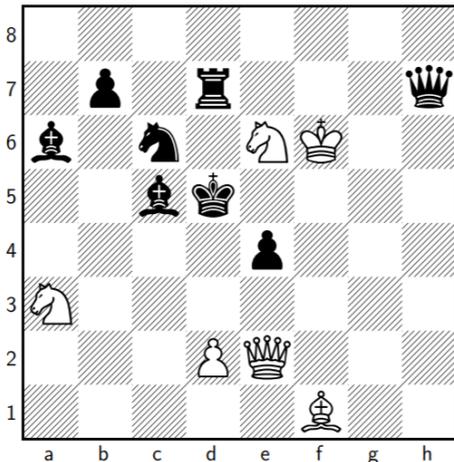
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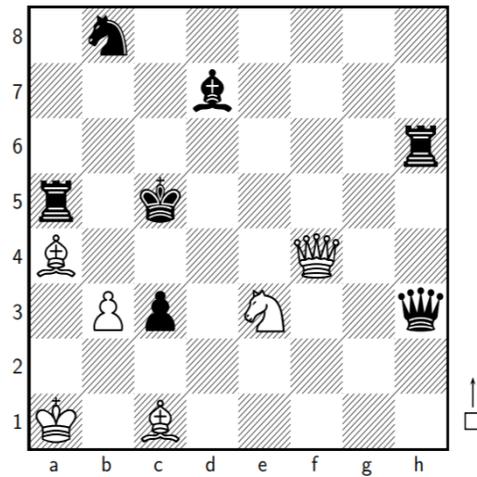
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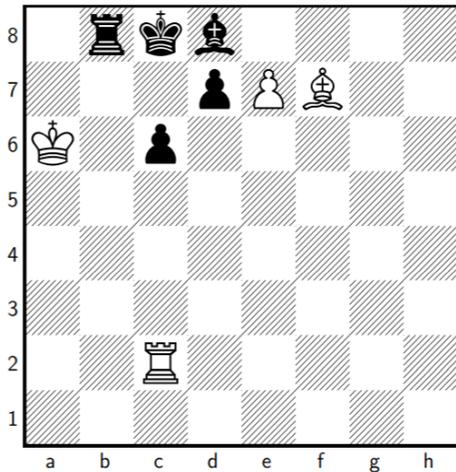
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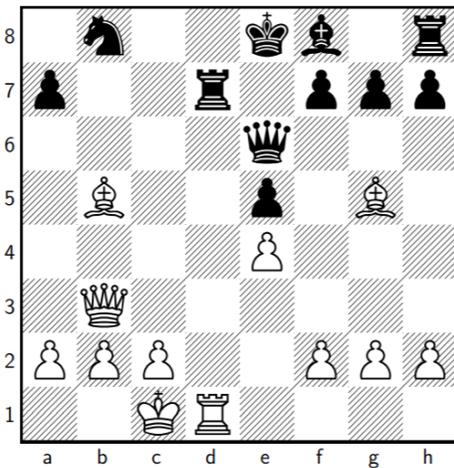
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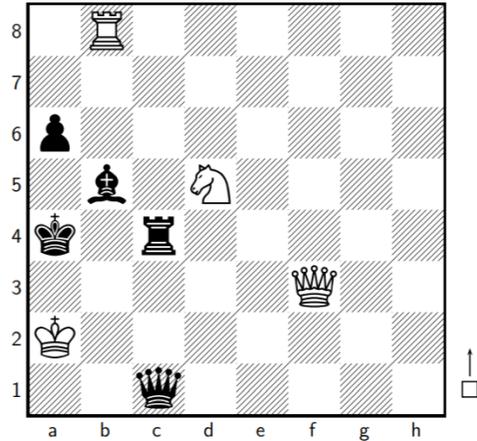
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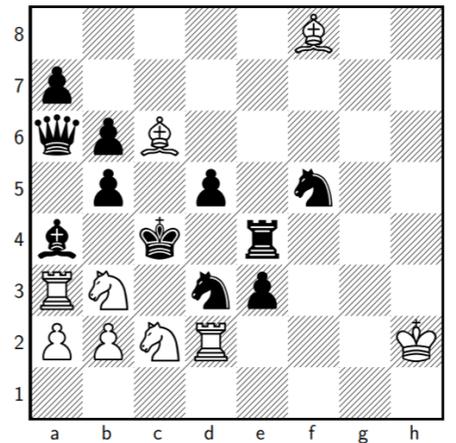
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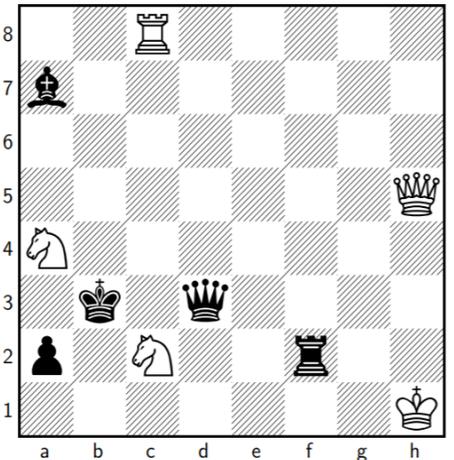
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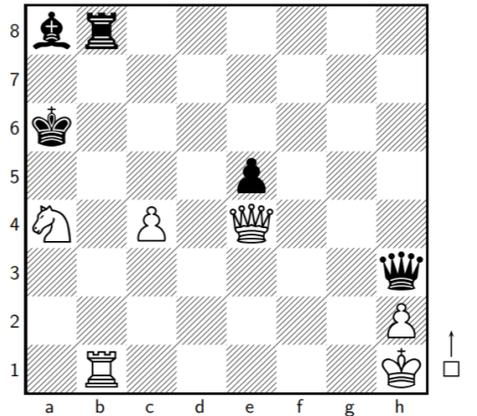
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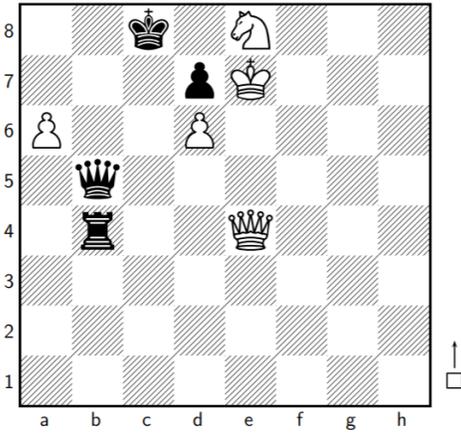
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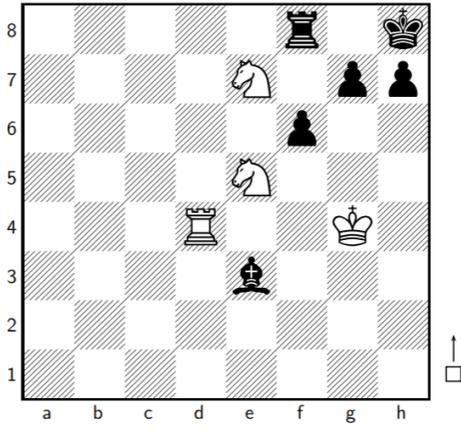
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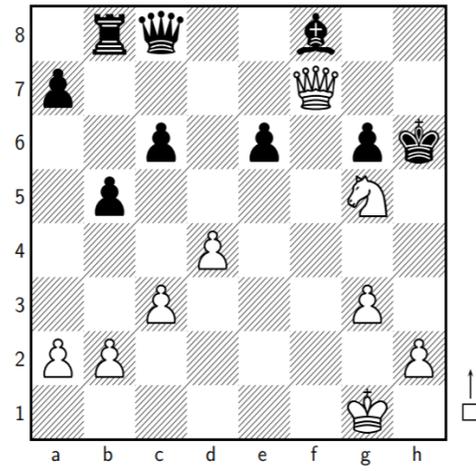
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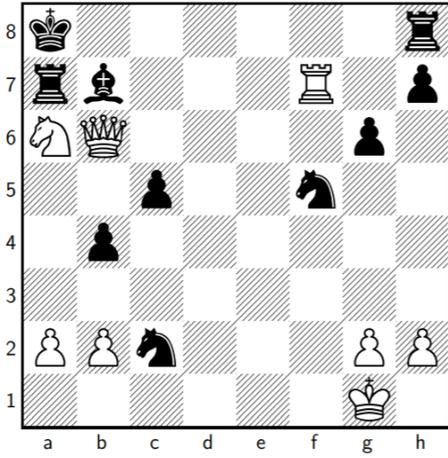
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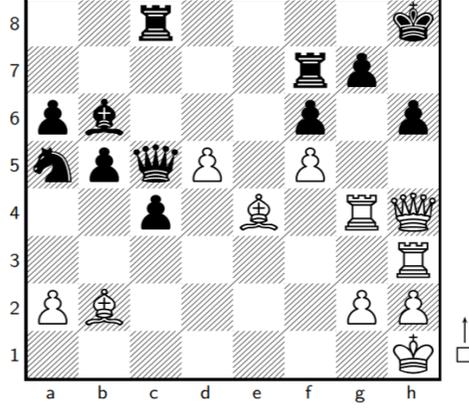
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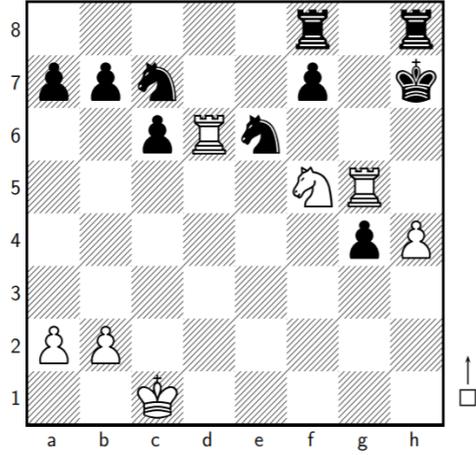
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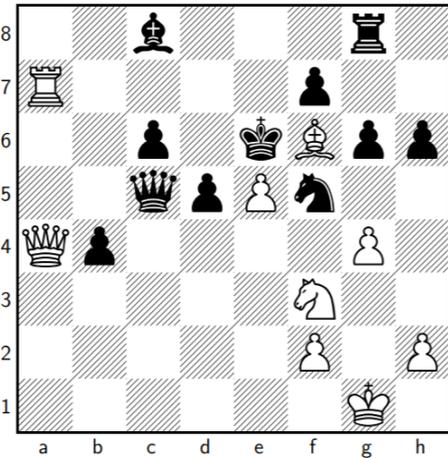
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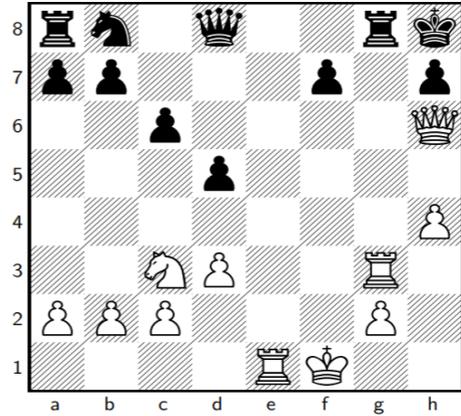
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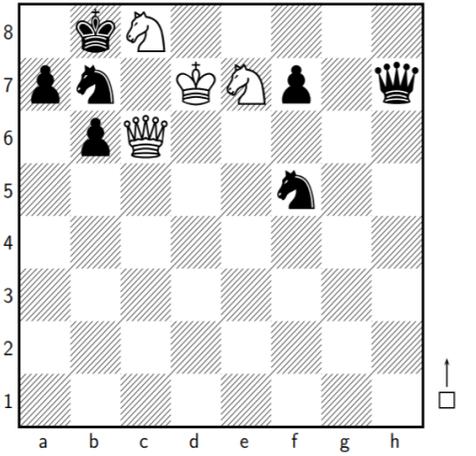
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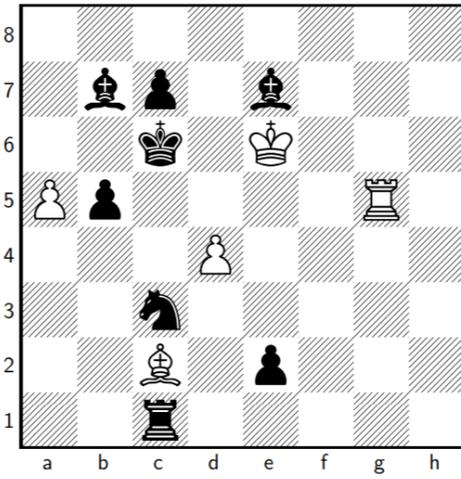
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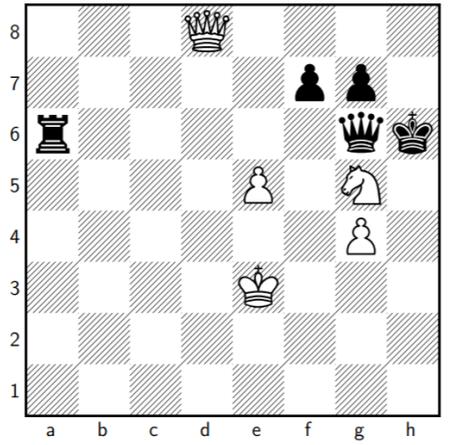
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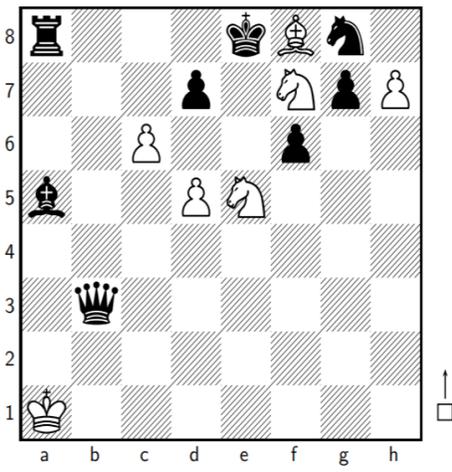
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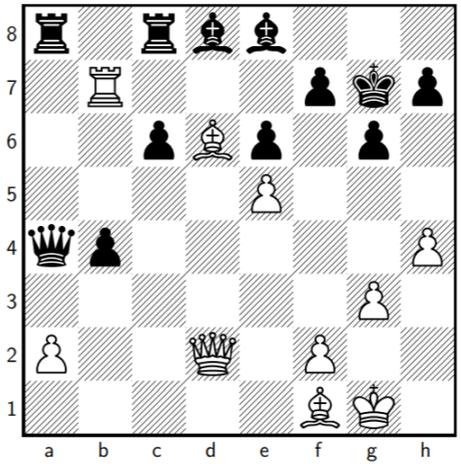
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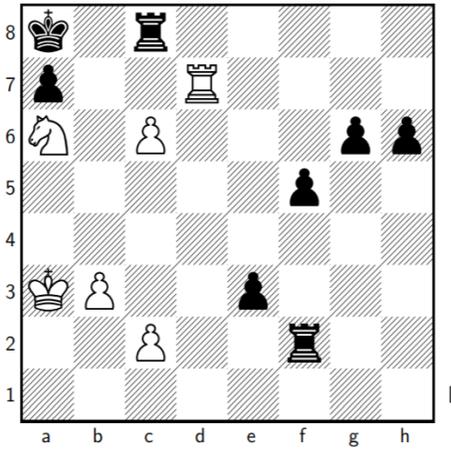
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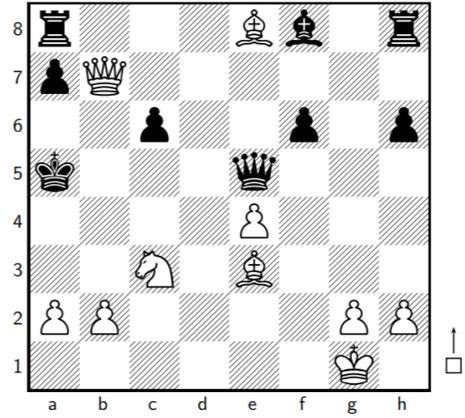
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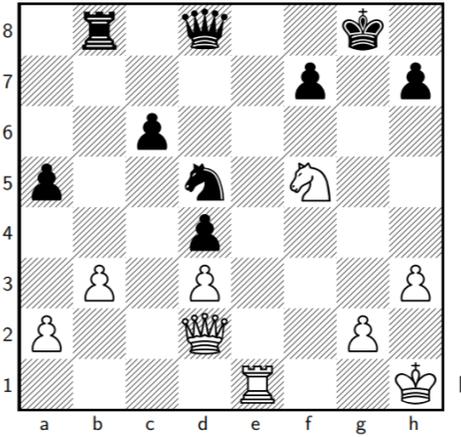
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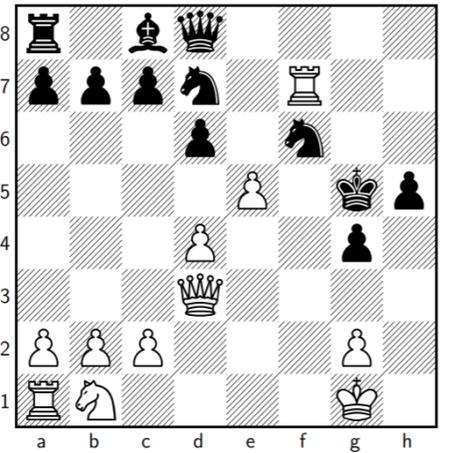
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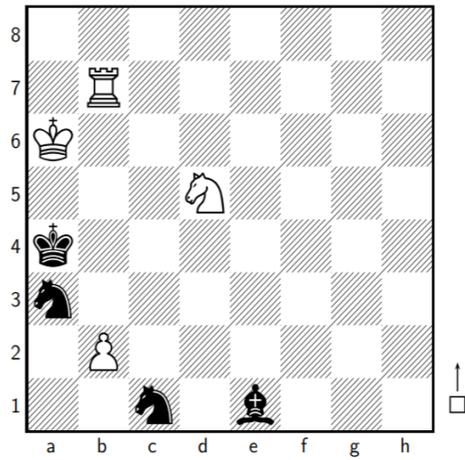
3958



3961



3964



Answer key:

- 1 1. 𠄎xg7#
- 2 1. 𠄎xh7#
- 3 1. 𠄎g7#
- 4 1. 𠄎h3#
- 5 1. 𠄎h8#
- 6 1. 𠄎g1#
- 7 1. 𠄎h1#
- 8 1. 𠄎h1#
- 9 1. 𠄎g1#
- 10 1. 𠄎a6#
- 11 1. 𠄎d8#
- 12 1. 𠄎xh7#
- 13 1. 𠄎xf7#
- 14 1. 𠄎h5#
- 15 1. 𠄎e8#
- 16 1. 𠄎xh7#
- 17 1. 𠄎d8#
- 18 1. 𠄎g6#
- 19 1. f×g8𠄎#
- 20 1. f8𠄎#
- 21 1. d×e8𠄎#
- 22 1. 𠄎a6#
- 23 1. 𠄎c6#

- 307 1. 𠄎c3 [threatening 𠄎a7#] 1...𠄎a2 (1...𠄎a4 2. 𠄎b4#) 2. 𠄎b2#
- 308 1. 𠄎c4 𠄎a4 2. 𠄎a2#
- 309 1. 𠄎b1 [threatening 𠄎a2#] 1...𠄎a5 (1...𠄎a7 2. 𠄎b7#) 2. 𠄎b5#
- 310 1. 𠄎h2+ 𠄎f1 2. 𠄎f2#
- 311 1. 𠄎f5 [threatening 𠄎g4#] 1...c5 2. 𠄎g4#
- 312 1. 𠄎h5+ 𠄎g8 2. 𠄎g7#
- 313 1. 𠄎f7+ (1. 𠄎f4 [threatening 𠄎g6#] 1...d2 2. 𠄎g6# (2. 𠄎f7#)) (1. 𠄎f6 [threatening 𠄎f7#] 1...d2 2. 𠄎f7#) (1. 𠄎g3 d2 2. 𠄎f7#) (1. 𠄎g7 d2 2. 𠄎f7#) 1...𠄎h7 2. 𠄎xd3#
- 314 1. 𠄎h3+ 𠄎g1 2. 𠄎f3#
- 315 1. 𠄎b3+ 𠄎b1 2. 𠄎g1# (2. 𠄎e1#)
- 316 1. 𠄎a2 [threatening 𠄎b1#] 1...𠄎e1 (1...𠄎g1 2. 𠄎g2#) 2. 𠄎e2#
- 317 1. 𠄎d3+ 𠄎c1 (1...𠄎e1 2. 𠄎c2#) 2. 𠄎c2#
- 318 1. 𠄎g4 [threatening 𠄎d1#] 1...𠄎b1 2. 𠄎d1#
- 319 1. 𠄎e1+ 𠄎g3 (1...𠄎g4 2. 𠄎e4#) 2. 𠄎xg3#

- 320 1. 𠄎e5+ 𠄎e3 2. 𠄎f2#
- 321 1. 𠄎c3 [threatening 𠄎b2#] 1...𠄎a1 2. 𠄎b2#
- 322 1. 𠄎f2 [threatening 𠄎xg1#] 1...𠄎h2 (1...h2 2. 𠄎g2#) 2. 𠄎xg1#
- 323 1. 𠄎d5 [threatening 𠄎b6#] 1...𠄎a6 (1...b6 2. 𠄎xb6#) 2. 𠄎b6#
- 324 1. 𠄎e6+ 𠄎f5 (1...𠄎h5 2. 𠄎h2#) 2. 𠄎f4#
- 325 1. 𠄎g6+ 𠄎f5 (1...𠄎g5 2. 𠄎a5# (2. 𠄎e5#)) 2. 𠄎e5#
- 326 1. 𠄎f2+ 𠄎h1 2. 𠄎h2#
- 327 1. 𠄎g2 [threatening 𠄎xf3#] 1...𠄎d3 2. 𠄎xf3#
- 328 1. 𠄎xa2+ 𠄎f1 2. 𠄎f2#
- 329 1. 𠄎f7+ 𠄎c8 2. 𠄎c7#
- 330 1. 𠄎f6+ 𠄎g6 2. 𠄎h8#
- 331 1. 𠄎e7+ 𠄎xf6 2. 𠄎e5#
- 332 1. 𠄎f8 [threatening 𠄎a3#] 1...f3 2. 𠄎a3#
- 333 1. 𠄎f7+ 𠄎f5 2. 𠄎e4#
- 334 1. 𠄎e6+ 𠄎f7 2. 𠄎xg7#
- 335 1. 𠄎g1+ 𠄎h5 2. 𠄎g5#
- 336 1. 𠄎xc3+ 𠄎a4 2. 𠄎b4#
- 337 1. 𠄎h4+ 𠄎f4 2. 𠄎f5#
- 338 1. 𠄎e6+ 𠄎d8 2. 𠄎c6#
- 339 1. 𠄎d4 [threatening 𠄎b5#] 1...𠄎a5 (1...b5 2. 𠄎xb5#) 2. 𠄎b5#

340 1. 𐄀h7 [threatening 𐄀f7#] 1... 𐄀e8 (1... 𐄀e7 2. 𐄀f7#) 2. 𐄀xg8#

341 1. 𐄀f5 [threatening 𐄀xg7#] 1... 𐄀h8 2. 𐄀xg7#

342 1. 𐄀f6+ 𐄀e5 2. 𐄀g6#

343 1. 𐄀a5+ 𐄀d6 (1... 𐄀e8 2. 𐄀c8#) 2. 𐄀d5# (2. 𐄀c6#)

344 1. 𐄀a1+ 𐄀b1 (1... 𐄀d1 2. 𐄀xd1#) 2. 𐄀xb1#

345 1. 𐄀g4+ 𐄀d5 (1... 𐄀f4 2. 𐄀f2# (2. 𐄀f6#)) (1... 𐄀f5 2. 𐄀f6#) 2.e4#

346 1. 𐄀e3+ 𐄀d1 (1... 𐄀f1 2. 𐄀d2#) 2. 𐄀d2#

347 1. 𐄀g3+ 𐄀f1 (1... 𐄀h1 2. 𐄀f2#) 2. 𐄀f2#

348 1. 𐄀f3+ 𐄀e3 (1... 𐄀xd2 2. 𐄀d1#) 2. 𐄀xe3#

349 1. 𐄀f5 [threatening 𐄀h5#] 1...h5 2. 𐄀xh5#

350 1. 𐄀c2+ 𐄀e1 (1... 𐄀xe3 2. 𐄀g1#) 2. 𐄀g3#

351 1. 𐄀g4+ 𐄀d5 (1... 𐄀f5 2. 𐄀f6#) 2. 𐄀xf7#

352 1. 𐄀b3+ 𐄀a5 2. 𐄀a4#

353 1. 𐄀c5 [threatening 𐄀xa7#] 1...a3 2. 𐄀xa7#

354 1. 𐄀g4+ 𐄀h6 (1... 𐄀h7 2. 𐄀h5# (2. 𐄀g7#)) 2. 𐄀h8#

3935 1. 𐄀e8+ 𐄀f8 2. 𐄀h6 𐄀xd5 3. 𐄀xf8#

3936 1. 𐄀e8+ 𐄀xe8 2. 𐄀g4+ 𐄀xg4 3. 𐄀f6#

3937 1. 𐄀c6 𐄀xc6 2. 𐄀d8+ 𐄀c8 3. 𐄀xc8#

3938 1. 𐄀c8+ 𐄀xc8 2. 𐄀b8+ 𐄀xb8 3. 𐄀c7#

3939 1. 𐄀xc6+ dx6 2. 𐄀e6+ 𐄀c7 3.e8#

3940 1. 𐄀xa4+ 𐄀xa4 2. 𐄀a3+ 𐄀xa3 3. 𐄀c2#

3941 1. 𐄀c4+ 𐄀xc4 2. 𐄀xc4+ 𐄀d6 3. 𐄀b5#

3942 1. 𐄀xd7+ 𐄀xd7 2. 𐄀b8+ 𐄀xb8 3. 𐄀d8#

3943 1. 𐄀b5+ 𐄀xb5 2. 𐄀c3+ 𐄀xa4 3. 𐄀a3#

3944 1. 𐄀b4+ 𐄀xb4 2. 𐄀a3+ 𐄀xa3 3. 𐄀c2#

3945 1. 𐄀b3+ 𐄀a5 2. 𐄀xb5+ axb5 3. 𐄀a8#

3946 1. 𐄀xa8+ 𐄀xa8 2. 𐄀c5+ 𐄀a5 3. 𐄀b5#

3947 1. 𐄀a8+ 𐄀b8 2. 𐄀c6+ dx6 3.d7#

3948 1. 𐄀c7 𐄀c8 2. 𐄀b8+ 𐄀xb8 3. 𐄀c7#

3949 1. 𐄀xc6+ 𐄀xc6 2. 𐄀d4+ 𐄀xd4 3. 𐄀e7#

3950 1. 𐄀f7+ 𐄀xf7 2. 𐄀d8+ 𐄀f8 3. 𐄀xf8#

3951 1. 𐄀xh6+ gxh6 2. 𐄀xh6+ 𐄀h7 3. 𐄀xf6#

3952 1. 𐄀e8 𐄀g5 2. 𐄀xg5 𐄀xe8 3. 𐄀g7#

3953 1. 𐄀h7+ 𐄀xg5 2. 𐄀h4+ 𐄀f5 3. 𐄀f4#

3954 1. 𐄀g7+ 𐄀xg7 2. 𐄀h6+ 𐄀g8 3. 𐄀e7#

3955 1. 𐄀xb6 axb6 2. 𐄀c6+ 𐄀a8 3. 𐄀xb6#

3956 1. 𐄀c5+ 𐄀xc5 2. 𐄀e4+ 𐄀xe4 3.d5#

3957 1. 𐄀h6+ 𐄀xh6 2. 𐄀f8+ 𐄀h5 3. 𐄀e2#

3958 1. 𐄀e8+ 𐄀xe8 2. 𐄀g5+ 𐄀h8 3. 𐄀g7#

3959 1. 𐄀xf7+ 𐄀xf7 2. 𐄀h4+ 𐄀g6 3. 𐄀h5#

3960 1. 𐄀b7 e2 2. 𐄀b8+ 𐄀xb8 3. 𐄀c7#

3961 1. 𐄀g7+ 𐄀h4 2. 𐄀h3+ gxh3 3.g3#

3962 1.cxd7+ 𐄀xf8 2. 𐄀g6+ 𐄀xf7 3.h8#

3963 1.b4+ 𐄀xb4 2. 𐄀b6+ axb6 3. 𐄀xa8#

3964 1.b3+ 𐄀xb3 2. 𐄀b4+ 𐄀xb4 3. 𐄀b6#

