SAN REMO 1930

Annotations
by
Alekhine, Botvinnik, Nimzovich etc.
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INTRODUCTION

The International Tournament in San Remo, Italy, in 1930 brought together the leading chess masters of Europe. In the beginning, the tournament organizers had planned on twelve to eighteen players, offering prizes to the top six. Of the invitees, Grunfeld and Mattison rarely compete in tournaments these days and the first named is very busy directing operations at many large tournaments, while the other simply declined. Correspondence failed to bring the great American Masters and Capablanca was busy writing a book. Thus, finally, Grau and Araisa were added to complete the sixteen-man round robin.
The tournament itself was an outstanding triumph for Alekine. Of the 120 games, 40 were annotated by Nimzovich. Alekine's notes you will find throughout the book. Spielmann, Vidmar, Becker and Knoch contributed light notes to many other games. In addition, selected games were commented on by M. M. Botvinnik(44, 49, 90, 95, 113), V. V. Ragozin (14, 38, 110) and P. A. Romanovsky (19, 23, 31, 80, 101, 106).

- The Editors

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ROUND ONE

Game 1

Vidmar - Kmoch
Queen's Indian Defense

1 P-Q4   N-KB3
2 P-QB4   P-K3
3 N-KB3   P-QN3
4 P-KN3   B-N2
5 B-N2   B-K2
6 O-O   O-O

A well-known position. In answer to 7 N-B3 Black would play 7...N-K5.

7 Q-B2   ....

On 7...B-K5 follows 8 Q-N3 and then N-B3.

7 ....   P-B4

Clearly better is Tartakover's 7...N-B3 8 N-B3, P-Q4

8 PxP   BxP

Deserving consideration was 7...PxP.

9 N-B3   B-K2

Black wants to play ...P-Q3 without exposing his bishop to attack by pawns.

10 P-K4   P-Q3
11 P-N3   QN-Q2
12 B-N2   P-QR3

Black may wish to play ...P-QN4 at a time when capturing twice on his QN4 would leave the White KP insufficiently defended.

13 QR-B1   Q-B2
14 KR-K1   QR-B1
15 Q-K2   KR-Q1
16 R/B-Q1   ....

White plays to restrain ...P-Q4. He stands better,

but it is difficult to find a plan of attack.

16 ....   B-B1
17 N-Q4!   Q-N1
18 P-B4   P-K4

Black acts to prevent the attacking plan P-K5 or P-B5.

19 N-B5   P-N3
20 N-K3   ....

Aiming for the Q5 square.

20 ....   PxP
21 Pxp   R-K1
22 N/K-Q5   B-N2
23 NxC!   NxB
24 N-Q5   NxB
25 BPxN   ....

White has a solid center. His opponent's Queenside is weak. The exchange of knights, moreover, has not weakened White's attack.

25 ....   R-B2

This is a move intended to defend his castled position.

26 BxB   KxB
27 Q-KB2!   B-B1
28 P-K5!   R/2-K2

Deserving consideration was 29 Q-R4, as on 29...PxP could follow 30 P-Q6. The pawn sacrifice, however, is even stronger.

29 ....   PxP
30 PxP   BxP
Black cannot take the pawn with the rook, as after 30...RxP 31 Q-Q4ch, K-R3 (forced) the Black King is too dangerously placed.

31 Q-Q4ch  K-N1

On 31...K-B2 White continues 32 P-B5! and after 32 ...BxBP 33 B-Q5ch, B-K3 34 RxR, RxR 35 R-B1ch, K-N1 36 Q-QB4! and wins. If instead 32...PxP, then 33 B-B3 with a decisive attack.

32 B-B6!  B-Q2

On a rook move follows 33 RxR, RxR 34 B-Q5.

33 B-Q5ch  B-K3
34 RxR  RxR
35 Q-QB4!  Resigns

There is no defense; if 35...K-B2, then 36 R-K1 and the Black Queen cannot defend (36...Q-B1 37 QxQ, RxQ 38 BxRch).

Game 2

Maroczy - Nimzovich
Nimzovich Opening

1 P-K4, N-QB3 2 N-QB3, P-K3 3 P-Q4, B-N5 4 N-B3, P-Q3 5 B-KB4, KN-K2 6 B-K2, BxNch 7 PxP, 0-0 8 0-0, 0-N3 9 B-K3, Q-K2 10 R-K1, B-Q2 11 Q-B1, P-KN 12 N-Q2, P-K4 13 B-Q3, Q-B3 14 N-N3, P-KR3 15 P-QR4, P-QR4 16 B-QN5, QR-K1 17 P-B3, N-N1 18 B-B1, B-B3 19 P-QB4, PxP 20 NxBP, P-N2 21 N-N5, N-R3 22 B-Q4, Q-Q1 23 Q-Q2, N-N5 24 B-B3, N-R3 25 B-Q4, B-B3 26 QR-Q1, R-K2 27 Q-B2, R/1-K1 28 Q-N3, R-K3 (N-K4!) 29 K-R1, Q-K2 30 B-B2, N-N5 31 P-B3, N-R3 32 N-Q4, BxRP 33 R-R1, B-Q2 34 NxR, QxN 35 P-B5, NxP 36 BxN, NxP 37 BxP, Q-B3 38 R-B1, P-KR4. DRAW. In analyzing the final position after the game, Alekine and Nimzovich also agreed on a draw.

Game 3

Spielman - Yates
Ruy Lopez

1 P-K4, P-K4 2 N-KB3, N-QB3 3 B-N5, P-QR3 4 B-R4, N-B3 5 O-O, B-K2 6 R-K1, P-QN4 7 B-N3, P-Q3 8 P-Q4, N-QR4 9 B-B2, P-B4 10 P-Q4, Q-B2 11 P-KR3, B-Q2 12 ON-Q2, 0-0 13 N-B1, KR-QB1 14 PxBKP (Stronger for White was 14 P-Q5) PxP 15 N-K3, B-B1 16 N-Q5, NxN 17 PbN, P-B3 18 B-K4, R-R2 19 Q-B2, P-N3 20 P-KN4, N-B5 21 B-Q3, N-Q3 22 B-K3, R-N2 23 QR-Q1, B-N2 24 N-R2, Q-Q1 25 P-KB4, N-B5 26 B-QB1 (A loss of time) PxP 27 BxB, PxB 28 Bxp, Q-R4 29 P-R3, Q-N3 30 R-Q2, B-B1 31 R/2-K2 (After 31 P-Q6, R/1-N1 White must defend his weak QNP) B-Q3 32 Q-B1, P-N4! 33 BxB, QxB 34 R-B1, R-B1 35 R/2-K2B, B-K1! 36 N-B3, R-N2 37 Q-Q2, P-KR4! (White has more weak points than Black) 38 R-N2, Pxp 39 PxP, B-N3 40 R-K1 (Against the threat ...B-K5) B-Q6 41 Q-Q3, Qxp 42 Q-K6ch, QxQ 43 RxQ, R-N2! 44 Rxp, K-N2 45 N-K1, R-K1! 46 NxB, PxN 47 R-Q6, P-B5 48 R-Q4, R-QB8 49 K-R2, R-QB8 50 K-N3, R-B7 51 R-B2, R/2xP 52 R-B5, Rxp 53 R-B3, R/6-B7 54 R-K3, R-N6! 55 P-R4, P-Q7 56 K-B3, R-N8 57 R-K7ch, K-N3 58 R/7-Q7, P-B6 White Resigns.

Game 4

Alekine - Montichelli
Ruy Lopez

1 P-K4  P-K4
2 N-KB3  N-QB3
3 B-N5  ....

Refraining from open games? This is the first of three games in this tournament (Spielman-Yates, Ahues-Rubenstein) in which the Ruy Lopez was played.

3  ....  P-QR3
4  B-R4  N-B3
5  O-O  B-K2
6  Q-K2  ....

And here, which is better - 6 R-K1, 6 N-B3 or the text move? Few games, though, show the advantages of 6 Q-K2 as well as this one.
6 .... P-QN4
7 B-N3 P-Q3
8 P-B3 O-O
9 P-QR4 ....

Besides Alekine's continuation, for example, 9 P-Q4, B-N5 10 R-Q1 etc. is played, as in the game Brinckman - Montichelli, Budapest, 1929.

9 .... R-N1

Also played here is 9...N-QR4 with the continuation 10 B-B2, B-Q2 11 P-Q4, etc. Best here according to Alekine is 9...P-N5, on which the answer is not 10 B-Q5, but 10 P-R5.

10 PxP PxP
11 P-Q4! PxP

Not 11...B-N5 because of 12 P-Q5 winning the knight.

12 PxP B-N5
13 R-Q1 ....

This shows the idea behind White's sixth move: to set up a strong pawn front.

13 .... P-Q4
14 P-K5 ....

After 14 PxP, NxP/4 15 N-B3 Black has the interesting answer 15...N/3-N5 with a strong piece position in the center.

14 .... N-K5
15 N-B3! NxN
16 PxN Q-Q2

Poor here was 16...P-N5 because of 17 P-B4.

17 P-R3! B-KB4
18 R-R6 ....

Entering a new phase. Clearly this shows a weakness of Black's ninth move which yielded the QR-file to the opponent.

18 .... K-R1

If instead 18...N-Q1, then 19 N-K1 with a following P-KB4. Now White begins a sharp maneuver to provoke Black to play ....P-KR3.

19 N-N5 P-R3
20 P-N4! B-N3
21 N-B3 ....

White could consider 21 P-K6, but Black has a sufficient answer in 21...Q-Q3! For example: 22 Nxpch, BxN 23 PxB, RxP 24 B-R3, NxB! 25 PxB, QxR 26 BxB, R-K1 with a plus for Black, or 22 B-R3, Q-B5! 23 B-B1, Q-Q3 24 B-R3, Q-B5 with a draw.

These variations are according to Alekine after the game.

21 .... N-Q1
22 N-K1 ....

If now 22 P-K6, then of course not 22...PxP, nor 22...NxP (Because of 23 N-K5) but the correct 22...Q-B1.

22 .... P-QB3
23 N-Q3 N-K3
24 P-KB4 P-KB4

Black bypasses a possible counterattack by 24...B-R2 25 P-B5 or 24...B-K5 25 N-B2.

25 PxPe.p. BxP
26 P-B5 NxP
27 PxN BxPch
28 K-N2 QR-K1
29 Q-B3 B-B2

Because of the threat of 30 N-B4, Black cannot keep both bishops.

30 N-B4 B-K4
31 B-R3 R-KN1
Better was 33...Q-B2 with pressure on the diagonal b8-h2. This would have prevented White's following maneuver.

33 B-KB2
34 QxR

Black Resigns

On 34...Q-N2 follows 35 N-N6ch, BxN (Or 35...K-R2 36 Q-K7) 36 Q-K6, QxR 37 QxB, B-K4 38 P-B6, BxP 39 B-B2 and mates.

Game 5

Tartakover - Grau
Queen Pawn Opening

1 P-Q4, P-Q4 2 P-KN3, N-KB3 3 N-KB3, N-B3? 4 B-N2, B-B4 5 N-R4, B-N3 6 NxB, RPxN 7 P-QB4, P-K3 8 PxB, PxP
9 N-B3, B-N5 10 O-O, O-O 11 B-N5, BxN 12 PxB, Q-Q3
13 Q-N3, KR-Q1 14 B-B4 (14 QxNP?, QR-N1 15 O-R6, NxP)
Q-K3 15 BxRP, R-Q2 16 B-B4, N-QR4 17 Q-B2, R-QB1 18 KR-K1, N-R4 19 B-Q2, P-B4 20 P-B3!, Q-N3 21 P-N4!,
PxB 22 PxB, N-KB3 23 QxP, R-K2 24 B-N5, R-Q1 25 R-KB1.
R-K3 26 QR-N1, Q-B3 27 BxN, RxB 28 RxR, QxR 29 QxQ,
PxQ 30 R-N5, P-N3 31 BxPch, K-N2 32 P-B4, R-QB1 33 P-B5, N-B3 34 BxN, RxB 35 P-Q5! Black resigns.

Game 6

Ahues - Rubenstein
Ruy Lopez

1 P-K4
2 N-KB3
3 B-N5
4 B-R4
5 P-B3
6 P-Q4
7 B-N3!

P-K4
N-QB3
P-QR3
P-Q3
KN-K2
B-Q2
P-KR3

On the premature 8...P-KN3, 9 Q-Q2 would prevent the opponent from castling.

8 ....
P-KN4
9 BxNP!

A fully correct sacrifice which decides the game.

9 ....
PxB
10 NxB
11 KPxP

Not good was 11...NxP/4 12 NxP!

12 PxB

More energetic was 12 P-Q6! with the continuation
12...NxN 13 QxN, N-Q4! 14 NxP!, KxN 15 PxP, QxP 16 QxNch, B-K3 17 Q-B3ch, and after P-Q5 and N-Q2, White has the advantage.

12 ....

NxB
13 QxN
14 NxP!
15 QxNch

Though the opponent has three pawns for the piece, the Black bishops cannot be underestimated. For example 16 QxP, B-Q4 and the Queen is lost.

16 Q-B3ch
17 N-Q2
18 QxP

This is sharper than 18 O-O-O, B-KN5 19 Q-N3.

18 ....

R-Q1
19 Q-B6ch

B-Q2
20 Q-K4? ....

This loses a decisive tempo. White should immediately play 20 Q-B3. A blunder of course was 20 Q-Q5 on which follows 20...B-N4! 21 Q-K6ch, B-K2 22 N-K4, QxN or even 22 0-0-0, R-R3 and then ...B-K7 in Black’s favor.

20 .... R-R5
21 Q-B3 B-N4!
22 0-0-0 B-R3
23 O-K3 QxQ?

Black should preserve his chances for attack-after 22...Q-N1! White must defend his opponent’s dangerous threat of ...QxRP and on 24 Q-N3 follows 24...QxQ 25 BPxQ, R-K5 and then ...R-K7.

24 PxQ BxP
25 KR-K1 BxNch
26 RxB RxR
27 KxR RxP
28 R-KN1 B-B3
29 K-K3 RxP

After exchange of rooks, Black’s chances diminish. Better was 29...BxP.

30 RxR BxR
31 K-Q4 K-Q2
32 K-B5 K-K3
33 K-Q4 B-B6
34 P-N3 B-Q4
35 P-B4 B-B3
36 K-B5 B-K1

Black must stay on the diagonal e8-a4.

37 K-Q4 B-Q2
38 P-R3 P-R4
39 P-N4 P-R5
40 P-N5 K-B4
41 K-Q5 B-K3ch
42 K-Q4 ....

Also possible was 42 K-B6. For example: 42...BxP 43 KxP, KxP 44 K-N6! K-Q3 45 K-R5, B-N6 46 K-N4 and Black’s QRP is not enough for a win.

42 .... B-Q2
43 K-Q5 B-K3ch
44 K-Q4 B-B1
45 K-Q5 B-N2ch
46 K-Q4 B-B1
47 K-Q5 B-K3ch

Draw

Game 7

Romi - Colle
King’s Indian Defense


Game 8

Bogolubov - Arasis
Queen's Gambit

1 P-Q4 P-Q4
2 P-QB4 P-QB3
3 N-KB3 N-KB3
4 N-B3 PxP
5 P-QR4 B-B4
6 N-K5 ....
It is possible that 6 N-KR4 is even stronger. The following variations illustrate Black's position:

1) 6...B-N3 7 NxB, RPxN 8 P-K4, P-K4 9 BxP (Instead of 9 B-K3) PxP 10 P-K5, N/3-Q2 (On 10...PxN follows 11 BxPch. On other Knight moves - 11 N-K4 or 11 0-0) 11 QxP, (Or 11 P-K6) B-B4 12 Q-K4, Q-R5 13 P-K6 with very good play.

2) 5...B-Q2 7 P-K4 (Instead of P-K3) P-K3 (7...P-QN4? 8 PxP, PxP 9 P-K5, N-N1 10 P-K6. On 7...P-K4 besides, White could play 8 BxP, NxB 9 Q-R5) 8 P-K5, N-Q4 9 Q-N4 with a strong position for the pawn.

6 ....... QN-Q2

Clearly, the best move. On 6...P-K3 follows 7 P-B3! and Black has difficulties. For example 7...P-B4 8 P-K4, PxP 9 PxB, B-N5 10 BxP!, PxN (10...Q-N3 11 0-0 PxNch 12 K-R1, 0-0 13 BPxP, BPxP 14 Q-N3, or 10...N-B3 11 NxB, PxN 12 B-Q2) 11 QxQch, KxQ 12 0-0, K-K2 13 N-Q3 and then R-K1. Insufficient is 7...B-QN5 8 P-K4, BxP 9 PxB, NxB 10 B-Q2, Q-R5ch 11 P-N3, NxB 12 PxN, QxR 13 Q-N4 with a powerful attack.

Even worse was 6...P-B4 because of 7 P-K4! (7...NxB 8 Q-B3).

7 NxP/4 Q-B2
8 P-KN3 P-K4
9 PxP NxB
10 B-B4 N/3-Q2
11 B-N2 P-B3

This is fully satisfactory and Black has a good position. Bad was 11...B-K2 12 0-0, 0-0 13 R-B1 with the strong threat of N-Q5. Insufficient also was 11...0-0 12 0-0, N-QN3? 13 NxNch and then N-Q5, or 11...P-KN4 12 BxN, NxB 13 Q-Q4, B-N2? 14 N-Q6ch.

For the solid continuation 11...B-K3 see the game Bogolubov-Alekine in the 11th Round.

12 0-0 ....

Stronger was 12 R-B1.

12 .... B-K3
13 NxN PxN
14 B-K3 B-QB4
15 Q-B1 ....

Giving of course better chances than 15 BxB, NxB 16 P-QN4, N-N6 which in the game Capablanca-Vidmar,

Carlsbad, 1929, led to equal play. Nothing comes of 15 N-K4, BxB 16 PxP, O-O-Q!, for example: 17 N-N, N-B3 or even 17 N-Q6ch, K-N1 18 B-N7, BxN 19 RxB, N-B3.

15 .... Q-O
16 BxB NxB
17 Q-K3 N-N6
18 QR-Q1 N-R4?

This maneuver ruins Black's position. Better was 18...KR-K1 19 N-K4 (or 19 N-Q5, PxN 20 OxN, P-Q5 21 QP, QxQ 22 BxQ, QR-N1 23 B-B6, KR-B1 24 B-N5, B-B5) N-Q5 20 N-N, Q-K2 or even stronger 20...B-B5 21 Q-K4, P-KN3.

19 N-K4 N-B5
20 Q-QB3 QR-K1

Stronger was 20...QR-Q1 (21 P-N3, N-R4 22 N-B5, B-B2) not giving White such an advantage.

21 N-N5 Q-K2
22 NxB QxN
23 P-R5 ....

The winning move. White threatens not only P-R6 but Q-N4, leaving the knight without a retreat.

23 .... N-Q3
24 P-R6 N-N4
25 Q-B5 PxP
26 P-K3 ....

So as not to allow ...N-Q5 after a capture.

26 .... P-K5
27 R/0-B1 R-B3
28 R-B4 Q-Q4
29 Q-N4 P-QR4
30 Q-R4 R/3-K3
31 R-Q1 Q-KR4
32 Q-B2 Q-N3
33 R-QB1 N-B2
34 RxBP RxR
35 QxR QxQ
36 RxQ N-Q4
37 R-B5 N-B3
38 RXP R-N1
39 R-R4 Rxp
Black seems to have some counterplay but...

43 R-R2! Black Resigns

A beautiful final move. If 43...RxR 44 B-B4ch

STANDINGS AFTER ROUND ONE

1 Alekine, Bogolubov, Yates, Tartakower, Vidmar

½ Ahues, Maroczy, Nimzovich, Rubenstein, Romi, Colle

0 Araisa, Grau, Kmoch, Montichelli, Spielman

ROUND TWO

Game 9

Kmoch - Araisa
Nimzo - Indian

1 P-Q4, N-KB3 2 P-QB4, P-K3 3 N-QB3, B-N5 4 P-QR3, BxNch 5 PxR, N-K5 6 Q-B2, P-B4 7 P-K3, P-QN3 8 B-Q3, B-N2 9 N-B3, O-O 10 O-O, P-Q3 11 N-K1, Q-R5 12 P-B3, QN-Q2 13 P-KN3, Q-R6 14 PxN, PxP 15 R-Rch, R-R 16 B-K2, Q-B4 17 Q-Q1, Q-B7ch 18 K-R1, N-B3 19 N-B2, P-K4 20 B-Q2, B-B1 21 Q-KB1, N-N5 22 QxQ, RxQ 23 R-K1, RxPch 24 K-N1, R-R6 25 K-N2, R-R7ch - Draw.

Game 10

Colle - Bogolubov
Queen's Gambit

1 P-Q4 N-KB3
2 N-KB3 P-Q4
3 P-K3 P-B3

Better here was 3...B-B4, as Colle played against Alekine in the 13th round: 4 B-Q3, P-K3!

4 QB-Q2 B-B4
5 B-Q3 BxB

And here 5...P-K3 was better. The text move lets White get a strong pawn center.

6 PxP P-K3
7 O-O B-K2
8 R-K1 O-O
9 P-K4 N-R3
10 P-K5 N-Q2
11 N-B1 P-QB4
12 PxP N/2xBP
13 P-QR3 ....

So as not to allow ...N-N5.

13 .... Q-Q2
14 P-QN4 N-R5
15 N-Q4! ....

Most chess players in this position would play P-Q4. White's move is much better. It centralizes his knight and does not give up control of his OB4.

15 .... KR-B1
16 N-KN3 N-B2
17 Q-N4 P-KN3

Black cannot continue here with 17...N-N4. On this follows 18 N/4xB5!, PxN 19 NxB, B-B1 20 N-R6ch, winning the Queen. If instead 18...B-B1 19 NxB, BxN 20 N-R5 wins. If of course 17...P-B4, then 18 N/3xBP, PxN 19 NxB, N-K3 20 NxP and wins.

18 B-N5 N-K1
19 BxB QxB
20 P-KR4 P-QR4
21 P-R5: RPxP
22 KR-PxP RPxP
23 PxP QxP
24 QR-N1 N-N7

Possible was 24...Q-K2 intending to continue his O-
side counterattack with ...N-B6 and ...R-R5.

25 R-K3! ....

On 25 R-K2 follows ...R-R5: 26 R/2xN, QxN 27 QxQ, RxQ, in Black's favor.

25 .... N-N2
26 Q-R4 ....

26.... Q-Q7?

The text move is much weaker than 26...R-R5!: 27 N/3-K2, Q-Q7, as the attack by 28 R-R3, N-R4 is not decisive, e.g. 29 N-KN3, R-B8ch 30 RXR, QxRch 31 K-R2, or 29 P-KN4!; RXN 30 NXR, R-B8ch 31 RXR, QxRch 32 K-R2, Q-B5ch 33 K-N2, QxN 34 PXN, QxQ 35 RXQ, NXP with an unclear position. A better continuation of the attack is 28 P-N4!, but on this follows 28...RXN 29 NXR, NXP. For example: 30 R-R3, R-B8ch 31 RXR, Qx Rch 32 K-R2, Q-B5ch 33 K-N2, K-B1! etc.

27 N-B3 ....

This maneuver is of course not possible after 26... R-R5!

27.... R-B8ch
28 RXR QxRch
29 R-K1 ....

Decisive was 29 K-R2 and then N-N5. The answer 29... R-R8? allows mate: 30 Q-Q8ch, K-R2 31 N-N5ch, K-R3 32 NxPch.

29 .... Q-B1

Stronger was 29...Q-B6. White on 30 R-K3, Q-B8ch would be only repeating the position. 29...QxRch was not possible: 30 NxQ, R-R8 31 K-R2!, RXN 32 Q-QN4, NxP 33 Q-Q2 and White wins.

30 N-N5 Q-B6
31 Q-R7ch K-B1
32 R-K3 ....

Deciding the game.

32 .... R-R8ch
33 K-R2 Q-Q5
34 R-B3 Resigns

Game 11
Rubenstein - Romi
Queen's Gambit

1 P-Q4, P-Q4 2 P-QB4, P-QB3 3 P-K3, N-KB3 4 N-QB3, P-K3 5 P-B4, B-N5 6 N-B3, N-K5 7 B-Q2, NxB 8 QxN, N-Q2 9 P-QR3, B-Q3 10 P-KR, PxKP 11 NXP, N-B3 12 NxRch QxN 13 P-QB5! (Though this gives Black his Q4 square and the OP is made weak, White insures that it will be very difficult for Black to develop his Bishop.) Q-B2 14 B-Q3, B-Q2 15 O-O, O-O 16 Q-R1, QR-Q1 17 N-K5, B-B1 18 R-B3, P-KN3 19 Q-KB2, K-N2 20 R-K3, R-R1 21 B-B2, Q-K2 22 R-K1, N-N1 23 P-KN4, P-B3 24 N-B3, Q-QB2 25 Q-K3, P-K4 (An attempt to open the position) 26 BPxP, BxP 27 PxPch, NXP 28 Q-R6ch, K-N1 29 B-N3ch, N-Q4 30 R-N3, BxN 31 RxB, Q-N2 32 BxNch, PxR 33 Q-K3, Q-Q2 34 Q-K7, P-KR4 35 R-B8ch, Resigns

Game 12
Grau - Ahues
Queens' Indian Defense

1 P-Q4, N-KB3 2 P-QB4, P-QN3 3 N-QB3, B-N2 4 Q-B2, P-K3 5 P-K4, P-Q3 6 P-B3, B-K2 7 B-K3, O-O 8 KN-K2, QN-Q2 9 N-N3, K-Kl 10 B-K2, P-K4 11 P-Q5, B-KB1 12 O-O, P-N3 13 P-QN4, Q-K2 14 P-QR3, KR-QB1 15 Q-Q2, N-K1 16 P-B4, PxP 17 BxP, N-K4 18 R-B2, B-N2 19 QR-K1, R-Q1 20 BxN, BxB 21 RxP, QxR 22 RxR, KxR 23 B-N4, B-B1 24 BxB, R/QxB 25 N/N-K2, N-B3 26 N-B4, BxN 27 QxB, R-K1 28 P-B5, QR-Q1 29 P-R3, R-Q2 30 PxQP, PxP 31 P-QR1, R-K4 32 P-R5, PxP 33 PxP, K-N2 34 Q-QB1, NxKP 35 NxB, RxN 36 Q-B6, R/5-K2. Draw
Game 13

Monticelli - Tartakover
Queens' Gambit

1 P-Q4, P-Q4 2 P-QB4, N-QB3 3 N-KB3, P-K4 4 PxKP, B-N5ch 5 B-Q2, PxP 6 P-KN3, KN-K2 7 Q-R4, BxRch 8 NxB, O-O 9 B-N2, N-N3 10 NxB, R-N1 11 Q-N5, Q-K2 12 O-O, P-QR3 13 Q-Q5, B-K3 14 Q-K4, BxN 15 QxB, N/BxP 16 NxN, NxN 17 Q-K4, KR-K1 18 QR-Q1, P-QR4 19 R-Q5, Q-B2 20 R/1-K1, P-QB5 21 Q-B5, P-KN3 22 Q-B4, R-K2 23 P-KR3 R/1-K1 24 R/1-Q4, P-B6 25 PxP, QxP 26 K-R2, N-B3 27 R-B4, Q-R8 28 R-Q2, RxP 29 B-Q5, R/7-K2 30 BxN, PxN 31 RxP, Q-KB8 32 Q-B4, R-K7 33 RxR, RxR. Draw

Game 14

Yates - Alekine
Ruy Lopez

1 P-K4 P-K4
2 N-KB3 N-QB3
3 B-N5 P-QR3
4 B-R4 P-Q3
5 N-B3 ....

Most masters feel the best continuation here is 5 BxNch, PxN 6 P-Q4, but Yates, with his attacking style, dislikes exchanging his Bishop so early. The line 5 P-B3, B-Q2 (It is possible that 5...P-B4!? is stronger) 6 P-Q4 is often seen in international play. For 5...N-K2 see the game Ahues-Rubenstein.

5 .... B-Q2
6 P-Q3 P-KN3

This original system of development with ...N-R3, ...B-N2, ...P-B3, ...N-B2, etc. was introduced by Alekine in his match with Bogolubov in 1929. In the match, it was used in answer to 5 P-B3, B-Q2 6 P-Q4. The quiet text continuation is even less dangerous to this system.

7 N-Q5 ....

Better was 7 B-N5, P-B3 8 B-K3, N-R3 9 O-O, etc.

7 .... P-QN4
8 B-N3 N-R4

Stronger was the natural 10 B-K3.

10 .... P-B3
11 N-K3 ....

This is why the Bishop went to Q2. However, the Knight stands poorly here in relation to Black's pawn mass.

11 .... NxN
12 RPxN N-R3
13 P-QN4 ....

This is passive, and contrary to Yates' risky attacking style. Better was 13 P-Q4 to activate White's pieces.

13 .... P-KB4
14 Q-K2 N-B2
15 N-B1 ....

White's position is poor. The following Knight tour does not improve matters.

15 .... Q-K2
16 N-N3 P-B5
17 N-B1 P-KN4
18 B-B3 P-KR4
19 N/3-Q2 B-N5
20 P-B3 B-K3
21 P-Q4 ....

Beginning an attack, But if this is White's idea, why was it not played earlier?

21 .... B-N2
22 Q-Q3 PxP
23 BxP N-K4
24 Q-K2 O-O
25 P-KR3 P-B4!
26 B-B3 ....

After 26 PxP, PxP 27 B-B3, KR-Q1 White stands even worse.

26 .... PxP
27 BxP  N-B3
28 B-B3  BxB
29 PxP  O-B3

30 P-K5!  ....

The most natural possibility for White. A quick loss follows 30 R-R3, P-QN5 31 PxP, NxP 32 N-B4, KR-B1, etc..

30 ....  NxP
31 N-K4  Q-K2
32 N/1-Q2  B-B5
33 NxP  NxN
34 R-Q1  ....

On 34 0-0 would likely follow 34...P-Q4.

34 ....  Q-K4
35 Q-Q3  R-B4
36 0-0  P-Q4!

Forcing exchanges which lead to an easily won endgame. On 36...N-K6 White answers 37 QR-K1, and after 37...NxR 38 KxN has a position that is difficult to attack, best being 38...R-K1. Bad is 38...P-Q4 because of 39 N-Q6!, QxN 40 QxR, etc.. Now White could play 39 N-B6ch, RxN 40 RxQ, RxR, etc..

37 Qxpch  QxQ
38 RxQ  RxR
39 N-B6ch  K-B2
40NxR  R-Q1
41 N-N4  R-Q7
42 R-R1  ....

After 42 R-B2 the endgame is also easily won. For example: 42...P-R4 43 RxB, NxR 44 N-B6, P-R5 45 N-N4, N-N8 46 N-R2, K-K3, etc.

42 ....  P-R4

43 N-B6  RxP
44 NxP  N-R6
45 R-N1  R-N6
46 K-R1  R-N6ch
47 N-B6  R-N6ch
48 K-R2  K-B3
50 N-Q4  P-KN5
51 PxP  Nxpch
52 K-R1  B-B6
53 R-KB1  R-K6ch
54 K-N1  P-B7ch
55 K-N2  Rxp
56 R-KR1  R-Q6
57 N-K2  R-Q7
58 N-N3  R-N7
59 Nxpch  K-K4
60 N-N3  N-R7!
61 N-B1  Nxn
62 R-R5ch  K-Q5
63 KxN  P-N5
64 Resigns

Now Black wins easily.

Game 15

Nimzovich - Spielman
Reti Opening

1 N-KB3, P-Q4 2 P-K3, N-KB3 3 P-QN3, B-N5 4 B-N2, QN-Q2 5 B-K2, P-K3 6 P-Q3, B-Q3 7 QN-Q2, P-B3 8 P-QR3 Q-K2 9 0-0, 0-0 10 N-Q4, BxB 11 QxB, P-B4 12 N/4-B3, P-K4 13 P-K4, P-QN4 14 PxP, NxP 15 P-N3, P-QR3 16 KR-K1, KR-K1 17 N-R4, Q-K3 18 Q-B3, P-N3 19 Q-N2, B-K2 20 N/4-B3, B-B3 21 P-Q4, BPxp 22 NxQP, Q-Q3 23 N/4-B3, P-K5 24 N-Q4, BxB 25 BxB, P-B4 26 QR-Q1, Q-QB3 27 P-QB4, N/4-B3 28 P-B3, KPxp 29 NxP, PxP 30 PxP, Qxp 31 Q-N2, RxRch 32 RxR, R-N1 33 Q-R1, N-K5 34 B-R8, Q-B2 35 Q-Q4, P-R3 36 R-QB1 - Draw

26
**Game 16**

**Vidmar - Maroczy**

**Queen's Gambit**


P-QN3? (Best is 12...P-K4) 13. Q-Q2!, P-QB4 14. B-N5!,

PxP 15. NxB, N-B3 16. R-B1, P-K4 17. R-B7, Q-Q3 18. Q-


QR-B1 22. RxBP, B-Q4 23. R/7-R1, P-N3 24. BxB, NxB

(It is difficult for White to use his extra Kingside pawn because of the presence of so many pieces)


R-B8ch 29. K-N2, N-B3 30. NxN, RxN 31. K-B3, K-B1 32 K-


43. P-K4, R-Q8 44. RxB, R-B8ch 45. K-Q3, R-KN8 46. P-

N5? (Here 46. P-R5! wins) PxB 47. PxP, RxB 48. K-Q4, R-N8


R-N3 63. R-QR2, K-K2 64. R-R7ch, K-K1 65. K-K4, R-N4

66. R-R6, R-N2 67. R-R6, R-KB2 68. R-R8ch, K-K2 69. K-

Q5, R-N2 70. R-R8, R-N3 71. R-R7ch, K-K1 72. Q-B7,

R-QR3. Draw.

**STANDINGS AFTER ROUND TWO**

2. Alekine

1½. Rubenstein, Tartakover, Vidmar, Colle

1. Abues, Bogolubov, Yates, Maroczy, Nimzovich

½. Arisa, Grau, Kmoch, Montichelli, Romi, Spielman

**ROUND THREE**

**Game 17**

**Maroczy – Kmoch**

**Four Knight's Game**


N-Q5 5. NxB, PxN 6. P-K5, PxN 7. PxN, QxP 8. QPxP, Q-K4


**Game 18**

**Spielman – Vidmar**

**Two Knight's Defense**


BxB 13. QxB, Draw. One of the few "Grandmaster draws"

in this tournament.

**Game 19**

**Alekin – Nimzovich**

**French Defense**

1. P-K4, P-K3

2. P-Q4, P-Q4

3. N-QB3, B-N5

4. P-K5, P-QB4

5. B-Q2, N-K2

This is certainly not worse than 5...PxP 6. N-N5, B-

B4 7. P-QN4, B-B1 and Black's King position is insecure.

6. N-N5, BxBch

7. QxB, O-O

8. P-QB3

To strengthen his pawn position in the center. 8 Px

P, N-Q2 gives Black good chances in the center.

8. ....... P-QN3

This move is insufficient. Black must do something

immediately about the weak spot at his Q3. It fol-

ows to play 8...P-B3 and if 9 P-KB4, PxP 10 QPxP

(or 10 BPxp, N-B4 11 N-B3, P-QR3 with counterplay)N-

B4! 11 N-B3, P-QR3, etc. with very sharp play against

White's center pawns.
Now 9...P-B3 gives nothing because of 10 N-B3 holding the K-5 square.

10 N-B3 Q-Q2?

This is a bad idea. Black should play 10...BxN 11 BxB, P-QR3 and then ...QN-B3 with equal play against White's center.

11 P-QR4 QN-B3

Black's position is unsatisfactory. Some commentators recommended 11...P-B5 but this is also insufficient: 12 N-Q6, N-B1 13 NxB and White after B-K2 and O-O would have a beautiful position on the Q-side.

12 P-QN4: ....

An energetic move, almost deciding the game. 12...P-B5 would give Black a very bad position. Opening the QB-file, on which Black decides, gives Alekine a chance to increase the pressure on the Q-side.

12 .... PxNP
13 PnP B-N2

Insufficient was 13...BxN 14 PxP, N-Q1 15 B-Q3 and Black has a very passive position, while White has King-side attacking chances.

14 N-Q6 P-B4
15 P-R5 N-B1

A natural move with the idea of exchanging the White knight. An alternative was to play 15...PxP 16 PxP, QR-N1 and then ...N-B1 to exchange the active knight.

16 NxN QxN
17 P-R6 Q-KB2
18 B-N5 N/1-K2
19 O-O P-R3

This is played to prevent 20 N-N5. If instead 19...Q-N3, then 20 P-KR4 intending P-R5.

20 KR-QB1 KR-QB1
21 R-B2 Q-K1

This leads to a piquant finale. If instead 21...N-Q1 then 22 R/1-QB1, RxR 23 RxB, R-QB1 24 RxR, NxR 25 Q-B3, N-K2 26 Q-B7, Q-B1 27 QxR, etc.

22 R/1-QB1 QR-N1
23 Q-K3 ....

Threatening the maneuver Q-R3-R4, winning a piece.

23 .... R-B2
24 R-B3!: ....

The decisive idea in the game. White will triple his heavy artillery on the QB-file.

24 .... Q-Q2
25 R-B2 K-B1
26 Q-B1 R/1-B1
27 B-R4 ....

To threaten 28 P-N5.

27 .... P-QN4
28 BxP K-K1
29 B-R4 K-Q1

Now it seems that White will play 30 P-N5, N-N5 31 P-N6, RxR 32 BxQ, RxR, etc. Nevertheless, the following blow on the other flank immediately makes the situation clear.

30 P-R4! Resigns

After a few moves of the King-side pawns, Black must lose a piece.
Tartakower - Yates
Queen's Gambit

1 P-Q4       P-K3
2 P-KN3      ....

The Tartakower Opening! This is sometimes called the Catalan Opening because of the tournament in Barcelona in 1929 in which many games were played with this opening.

2       P-Q4
3 B-N2    N-KB3
4 N-KB3   QN-Q2
5 O-O     P-QN3
6 P-N3    B-N2
7 B-N2    B-Q3
8 N-K5    ....

White seizes a strong forepost. Besides the text move involves a pawn sacrifice: 8...BxN 9 PxN, N-N5 10 P-K4! with good play.

8       Q-K2
9 P-QB4   O-O
10 PxP    PxP
11 N-B4   ....

An energetic maneuver aimed at gaining the advantage of the two bishops.

11      KR-K1
12 NxN   QxN
13 N-B3   N-B1
14 R-B1   N-K3
15 Q-Q3   QR-Q1
16 KR-Q1  ....

Of course not 16 N-N5, Q-Q2 17 NxRP? because of 17...P-B3.

16      P-QR3
17 R-Q2   N-N4
18 R/2-B2 Q-Q2
19 N-Q1   P-B3

But not 19...N-R6ch because of 20 K-B1.

A gross blunder would be an attempt to exchange Queens by 21...Q-K6? because of 22 QxQ, RxQ 23 P-KR4, N-K3 24 N-Q1.

20 P-B3    Q-Q2
21 N-B2    P-R3

22 R-K1    P-QR4
23 Q-Q2    P-R5
24 N-Q3    PxP
25 PxP    N-K3
26 R/1-QB1 N-Q2
27 P-QN4   Q-B3
28 N-N5    N-QN
29 PxN    Q-N3
30 B-Q4!   NxB
31 QxN    P-N4
32 P-B4    P-B3
33 PxP    QxBP
34 QxQ    PxQ
35 K-B2   ....

35 R-R1 gives nothing because of 35...R-R1 36 RxR, RxR 37 P-K4, R-R5 etc.

35       R-R1

If 35...K-N2 then 36 R-QR1, R-QR1 37 R/2-R2, RxR 38 RxR, R-QR1 39 RxR, BxR 40 K-K3 and Black has a poor position because of his weak pawns. Nevertheless, this is better than the move in the text.

36 RXP!   ....

This is decisive for the exchange White gets two pawns and a strong position.

36       BxR
37 RxB    P-Q5
38 B-Q5ch K-R1
39 RXP    QR-B1

32

33
Bad was 39...R-R5 40 RxPch, K-N2 41 R-QN6, RxNP 42 B-B6, R-K6 43 RxP, etc.

40 B-B6 ....

Less strong was 40 RxPch, K-N2 41 R-QB6 (Not 41 R-K6, RxR 42 BxR, R-B7) RxR 42 BxR, R-QN1 43 K-B3, R-N3! 44 B-Q5, R-QR3 45 K-R4, R-R5 46 KxP, RxPch and Black's drawing chances are not bad.

40 .... K-N2
41 BxR KxR
42 BxP R-QN1
43 B-Q3 RnP
44 P-N4! ....

The decisive continuation. White's King-side pawns cannot be stopped.

44 .... R-N1
45 P-KR4 R-K1
46 P-N5ch K-N2
47 K-B3 ....

After 47 P-B5, PxP! 48 RPxP, R-K6 this line is not possible.

47 .... R-K6ch

Or 47...P-R4 48 P-B5, R-K6ch 49 K-B4, R-R6 50 P-B6ch, K-B2 51 K-B5, and White wins.

48 K-N4 R-K1
49 P-B5 PxP
50 PxP R-QB1
51 K-B4 R-B2
52 K-K5 K-B1
53 P-N6 R-B1

P-B6 could also follow 53...R-B4ch 54 K-Q6 or 53... R-K2ch 54 K-Q6.

54 P-B6 R-K1ch
55 KxP R-Q1ch
56 K-B3 Resigns

Game 21

Ahues - Montichelli
Ruy Lopez

1 P-K4 P-K4
2 N-KB3 N-QB3
3 B-N5 P-QR3
4 B-R4 N-B3
5 O-O NxP
6 P-Q4 P-QN4
7 B-N3 P-Q4
8 PxP B-K3
9 P-B3 B-K2
10 P-QR4 N-R4?

This is a very weak response. Lasker against Perlis in St. Petersburg, 1909 played 10...P-N5! and quickly got the better position.

11 PxP PxP
12 B-B2 O-O
13 N-Q4! ....

Threatening not only 14 NxP, but 14 RxN, RxR 15 N-B6 and also 14 P-B3! N-N4 15 P-KR4 or 14...N-B4 15 P-QN4.

13 .... N-B5
14 RxR QxR
15 P-B3 N-B4
16 P-QN4 N-R3
17 P-B4! P-QB4

This leads to a quick loss, but after 17...P-N3 18 P-B5 White has a powerful attack.

18 NxB PxN
19 Q-R5 Resigns

On 19...P-R3 follows 20 Q-N6, threatening mate in two moves. Nevertheless, by playing 19...R-B4 20 BxR, PxR 21 OxP, PxP Black could have continued the game.
**Game 22**

**Romi - Grau**

**Queen's Pawn Game**


**Game 23**

**Bogolubov - Rubenstein**

**Queen's Gambit**

1 P-Q4 12 Q-B2 13 BxB 14 P-QN4 15 Q-N2 16 Q-R4 P-QN4

White intends to exert pressure by the minority attack with P-QR4, P-N5, etc., leaving Black weak on QB3, or Q5 or QN7.

14 .... B-K3
15 Q-N2 Q-R1
16 Q-R4 P-KN4!

This strong move shows Rubenstein's determination to meet White's advance with an interesting counter-attack on the other flank. The struggle now becomes very intense.

17 P-N5 RPxP
18 RPxP P-N5
19 N-Q2 ....

Of course not 19 N-K5 because of P-B3 and not 19 N-K1 blocking the rook.

19 .... B-B1
20 KR-K1 P-KB4!

Black does not intend to allow P-K4 as the position of its King is too open. He intends to attack the weak points in White's castled position - KB2 and KR2.

21 N-R2 ....

After this maneuver, Black's position on the Queen-side seems critical as his weak QBP is exposed to the full force of White's army.

21 .... R-Q3
22 PxP PxP
Black decides to occupy his K5 square. As a result of this, the KB-file is quickly opened for a new counterattack. Now the immediate 25 NxBP, after 25...Q-K3 26 B-N5, R-B1 leads to loss of a piece.

25 R-B2 N-K5
26 BxN....

And still 26 NxBP is bad because of 26...BxN 27 BxN, B-Q2 etc.

26....BPxB
27 R/1-QB1Q-B3
28 Q-N7 R-K2!

Rubenstein shows extraordinary defensive skill in this game. Black not only defends his QB3, but after ...R-B2 threatens White’s KB2.

29 Q-R8 R-B2
30 N-B1 P-R4
31 N-N3 P-R5

If 31...R-R2 or 31...Q-N3 then 32 N-K2 allows the knight to reach KB4.

32 N-R5 Q-N4
33 Q-N8!....

White plays this fine move to parry the exchange sacrifice after 33 N-B4, RxN 34 PxR, QxP.

33....R-R3
34 N-B4 P-N6!
35 NxBP?....

As a result of this, Black is able to engage White in complications. Correct was 35 BPxB, Pxp 36 P-R3. Black obtains nothing by 36...BxP 37 PxB. If instead, 36...R/2-B3 then 37 R-R2. Rubenstein in this game shows an idea new to theory for Black’s counterplay on the K-side in the Carlsbad Variation.

35....PxBPch
36 KxP BxN
37 RxB RxR
38 RxR P-R6!
48 .... RxNch!
49 PxB Q-B8ch
50 K-B2 ....

After 50 K-N2 or 50 K-K2, White is met by NxPch.

50 .... Q-Q7ch
51 K-N1 ....

Now Black cannot play 51...QxQPch 52 K-R1 and White is safe from checks and the Black King exposed to mating threats.

51 .... Q-B8ch
52 K-B2 Q-Q7ch
53 Q-K2 QxQPch
54 Q-K3 Q-N7ch
55 K-B1 Q-R8ch
56 K-K2 Q-N7ch
57 K-Q1 Q-N8ch

Bad was 57...QxP because of 58 P-B5. If instead 57...Q-R8ch then after 58 Q-B1, Black also has problems-on 58...Q-Q5ch 59 K-K2, or 58...Q-R5ch 59 K-K1, Q-N5ch 60 Q-Q2 the checks are quickly exhausted.

58 Q-B1 QxQch
59 KxQ NxP

Now Black's drawing chances are not bad, because he has two strong center pawns as compensation for the exchange.

60 R-N4! ....

Also, 60 K-B2 prevents 60...P-Q5: 61 R-N4, P-Q6ch 62 K-Q2, etc.

60 .... N-K3
61 K-Q2 K-R3

Black's plan is clear. He will attempt to centralize the position of his knight and pawns while attacking the position of White's rook.

62 K-K3 K-R4
63 R-N8 K-R5

Not good was 63...N-N4 64 K-B4, NxPch 65 K-B5, and Black loses a piece.

64 R-N6 N-B2

Of course not 64...N-N4? 65 R-R6, mate. Black must be very careful: 64...N-B4? 65 R-R6ch, K-N4 66 R-Q6 wins the QP.

65 R-QB6 N-K1
66 R-B8 N-Q3

If 66...N-B3 then not 67 R-B8, K-N4! (67...N-R4 68 R-R5, N-N2 69 RxP, KxP 70 KxP, KxP 71 R-Q7, N-K1 72 K-K5 and the Black knight is trapped) 68 P-R4ch, K-N3 when Black stands well, but 67 K-B4, KxP (67...R-R4 ch 68 K-B5, N-N2ch 69 K-N6 and wins) 68 R-R8ch?, K-N7 69 R-R6, P-K6! (69...N-Q2 70 P-R4) 70 RxN, P-K7 71 R-K6, K-B7 72 P-R4, P-Q5; or 72 RxPch, KxR 73 K-K5, K-B6 and a draw. In this last variation, instead of the rook check, correct was 68 R-KB8, N-R4ch 69 K-K3! and Black cannot play either KxP because of R-KR8 or N-N2 because of R-R8ch and then K-N8. If instead, 68...N-Q2 then 69 R-Q8, N-B3 70 R-Q6 and White should win.

67 R-Q8 N-B5ch
68 K-B4 KxP
69 RxP P-K6

In case of 69...KxP 70 KxP, the Black King is badly placed. If 70...N-N7 then 71 R-Q4 and the White King travels to QB2 winning the knight. After 70...N-R6, White traps the knight by 71 K-Q3.

70 K-B3 KxP
71 R-QB5 ....

71 .... N-Q7ch

And on the best retreat to Q3, there is a different winning method. For example: 71...N-Q3 72 R-R5ch, K-N8 73 KxP, K-N7 74 R-Q5, N-B5ch 75 K-Q3, N-N3 76 R-Q6, N-B1 77 R-K6, K-B6 78 K-Q4, any 79 K-B5 and the Black knight is lost.
STANDINGS AFTER ROUND THREE

3. Alekine
2½ Tartakower
2. Ahues, Bogolubov, Vidmar, Colle
1½ Maroczy, Rubenstein
1. Arayns, Grau, Yates, Knoch, Nimzovich, Romi, Spielman
½ Montichelli

ROUND FOUR

Game 25

Knoch - Colle
Nimzo-Indian Defense

1 P-Q4 N-KB3
2 P-QB4 P-K3
3 N-QB3 B-N5
4 Q-N3 BxNch

A new attempt which nevertheless has not proven itself. The old continuation 4...P-B4 5 PxP, N-QB3 6 N-KB3 is very strong for Black. An example of the variation is the game Spielman-Saemisch, Carlsbad, 1929 (See also the game Bogolubov-Nimzovich in Round Seven) 6...N-K5 7 N-Q2, NxBN/7. Besides this, here are the possibilities of four other continuations:

1) 6...Q-R4 7 B-Q2, QxBP 8 P-QR3, BxN 9 BxN, N-QR4! 10 BxB, QxBcch 11 Q-N4, Q-B2 12 P-K3, P-QN3 (Aguiler-Capablanca, Barcelona, 1929).
2) 6...O-O 7 B-N5, P-KR3 8 B-R4, P-KN4! 9 B-N3, N-K5 10 P-K3, Q-R4 11 R-B1, P-B4 (Winter-Capablanca, Hastings, 1929/30).
3) 6...BxBP 7 B-N5, O-O 8 P-K3, P-QN3 9 R-Q1, B-K2 10 B-K2, B-N2 11 O-O, Q-B1! 12 P-QR3, R-Q1 13 R-Q1, P-Q3 (Johner-Grunfeld, Carlsbad, 1929).
4) 6...N-K5! 7 B-Q2, NxBBP! 8 Q-B2, P-B4 (See Bogolubov-Nimzovich in Round Seven).

5 QxB N-K5
6 Q-B2 P-Q4
7 P-K3 O-O
8 B-Q3 P-KB4

Thus, Black chooses a Stonewall. This variation is difficult for him, because he lacks a Black-squared bishop.

9 N-B3 N-Q2
10 P-QN3 P-B3
11 B-N2 Q-K2
12 P-QR3 P-QR4
13 N-K5 NxN
There is a good reason why Black has not developed his QB here. Colle has decided to play on the diagonal a8-h1. If immediately 14...P-QN3, then White seizes the QB-file (15 PxP!). Black therefore exchanges on QB5.

15 B-K2 PnP
16 PxP! P-QN3
17 O-O B-N2
18 B-Q4 P-R5?

Black chooses an incorrect plan. He should move the knight and then play P-B4. Instead, he attempts to get the knight to N6 against which White has sufficient resources. He should play 18...N-Q2 with the main variation 19 B-KB3, QR-N1 20 KR-Q1, P-B4 21 B-B3 (21 BxB, PxP!) BxB 22 PxP, P-B5; 23 Q-K4, R-B4 with counterplay.

19 QR-Q1 R-R3
20 B-N2 R/3-R1
21 B-KB3 KR-Q1
22 Q-B3! ....

This move threatens to play R-Q6 because of the mating threat at Black’s KN2 after ...RxB, PxR.

22 .... N-N6
23 R-Q6 RxR

Besides 24 BxP, also threatened is 24 Q-N4 or even 24 R/1-Q1. Black’s game is hopeless.

24 PxR Q-Q2
25 R-Q1 R-K1

Or 25...P-B4 26 BxB, QxB 27 P-Q7 and wins.

26 Q-N4 N-R4
27 P-B5! P-K4
28 QxRP P-K5
29 B-R5 R-R1
30 PxP Q-Q1
31 P-Q7 Resigns

If 31...QxNP then 32 B-QB3 (N-N6 33 QxRch).

Rubenstein - Araisa
Queen’s Gambit

1 P-Q4 N-KB3
2 N-KB3 P-K3
3 QN-Q2 P-Q4
4 P-K3 P-B4
5 P-QR3 ....

Rubenstein often plays this quiet variation of the Queen’s Opening.

5 .... PxP

Better it seems was the solid 5...N-B3.

6 PxP N-B3
7 B-Q3 B-Q3
8 O-O Q-B2
9 R-K1 B-Q2
10 P-B3 0-0-0

This is, of course, more dangerous than 10...O-O as Spielmann played in his 13th Round game against Rubenstein, though White, after 11 P-R3, P-QR3 12 N-B1, P-R3 13 N-K3, P-QN4 14 N-N4, got a good attack.

11 Q-K2 N-KR4
12 N-N3 P-B3
13 P-B4 ....

In spite of his lag in development, White gives his opponent problems in the center.

13 .... QR-K1
14 Q-B2 P-KN4

Threatening to win the KRP. An alternate attacking plan for Black is not clear. On 14...PxP follows 15 BxP, P-K4? 16 B-B7.

15 P-N3 PxP
16 BxBP N-Q1
17 B-Q2 B-B3

The attempt 17...B-N4 is met by 18 N-B5! More de-
serving of consideration was 17...P-N4! to exchange Queens.

18 Q-Q3 K-N1

To threaten...BxN and then...QxQ.

19 QR-B1 Q-N2
20 P-Q5! ....

White begins a decisive attack.

20 .... Pxp
21 BxQP B-B2
22 N-B5 ....

White threatens 23 BxB, NxP (PxB 24 N-Q4!) 24 NxNQ! KxN 26 N-N5ch and wins.

22 .... BxB
23 QxB ....

With the new threat of 24 N-Q7ch...K-B1 25 RxBch!, KxR 26 B-R5ch, K-B1 27 R-B1ch and mate in two moves.

23 .... Q-B2?

This loses. Black must play 23...R-K2 24 N-Q4! Q-N7ch! Resigns

The Queen is lost after 24...K-R1 25 RxB or 24...K-B1 25 RxBch! KxR 26 R-B1ch, N-B3 27 QxQ.

Game 27

Grau - Bogolubov
King's Indian

1 P-Q4, N-KB3 2 P-QB4, P-KN3 3 N-KB3, B-N2 4 N-B3, O-O 5 P-K4, P-Q3 6 B-K2, QN-Q2 7 0-0, P-K4 8 Pxp, Pxp 9 Q-B2, R-K1 10 R-Q1, P-B3 11 P-KR3, Q-B2 12 B-K3, P-KR3 13 P-QN4, P-KN4 14 P-Nh, N-R2 15 B-KB1, N/R-B1 16 N-K2, N-K3 17 N-B3, P-QR4 18 P-R3, Pxp 19 Pxp, RxB 20 RxB, P-QB4 21 Pxp, N/NxP 22 N-B5, Q-Q2 23 N-Q2, N-N5 24 BxN, PxB 25 NxB, KxN 26 Q-N2, Q-Q3 27 N-N3, NxN 28 QxN, B-B3 29 B-Q3, B-Q3 30 R-K1, Q-B6 31 B-Q2, Qxp 32 Q-K2, R-Q1 33 B-P3, R-R6 34 R-Q1, Q-N6ch 35 Q-N2, QxpQch 36 KxQ, K-B3 37 K-N3, K-K4 38 R-Q2, K-Q3 39 K-B2, K-B4 40 K-K2, B-B5 41 R-N2, B-N6 42 R-N1, P-N3 43 P-K5, R-R7ch 44 K-K1, K-N5 45 B-K2, K-B6 46 R-B1ch, B-B7. White Resigns.

Game 28

Montichelli - Romi
Queen's Gambit

1 P-Q4, P-Q4 2 P-QB4, P-QB3 3 P-K3, N-KB3 4 N-QB3, P-K3 5 B-Q3, QN-Q2 6 N-B3, B-N5 7 0-0, Q-K2 8 Q-N3, B-Q3 9 P-K4, PxBP 10 BxP, P-K4 11 N-KN5, O-O 12 P-B4, PxpQ 13 P-K5, Pxn 14 PxB, Qxp 15 BxPch, K-R1 16 B-K3, N-B4 17 QxBP, N/4-K5 18 Q-K5, Q-Q6 19 B-Q4, B-N5 20 QR-K1, QR-K1 21 BxR, RxR 22 QxR, N-Q2 23 RxR, N-B3 24 BxN, PxB 25 R-K8ch, K-N2 26 N-K6ch, K-B2 27 R-K1, BxN 28 QxB, Q-Q5ch 29 R/6-K3, QxpP 30 R/1-K2, Q-Q5 31 P-N3, P-Q4 32 K-B1, Q-Q2 33 K-K1, P-B5 34 R-Q2, B-Q3 35 K-Q1, P-N4 36 P-B5, P-B6 37 R/2-K2, Q-Q3ch 38 B-K1, QxpP 39 RxP, P-Q4 40 P-QR3, Q-B8ch 41 Q-K2, K-N3 42 R-N3, Q-B4 43 R/2-K3, Q-B7ch 44 R/2-K2, Q-Q5ch 45 K-K1, P-N5 46 Pxp, Pxp 47 R/2-K3, K-N4 48 P-R3, P-R4 49 K-K2, P-B4 50 R-KB3, P-R5 51 PxpP, Qxp 52 R-N/3-K3, Q-B5ch 53 K-B2, B-B5 54 R-Q3N, K-B4 55 K-K1, K-K5 56 K-Q2, Q-N1 57 K-K2 Draw.

Game 29

Yates-Ahues
Ruy Lopez

1 P-K4, P-K4 2 N-KB3, N-QB3 3 B-N5, P-QR3 4 B-R4, N-B3 5 O-O, B-K2 6 R-K1, P-Q3 7 P-B3, B-Q2 8 Q-P4, O-O 9 Q-N2, Pxp 10 Pxp, R-K1 11 N-B3, P-Q4 12 P-K5, N-K5 13 N-N3, Nxp 14 RPxp, N-N5 15 B-N3, B-KB4 16 B-K3, P-QR4 17 P-R3, N-R3 18 R-QB1, P-QB3 19 B-B2, Q-Q2 20 Q-Q2, N-B2 21 N-R2, BxR 22 RxB, B-P 23 B-P4, Pxp 24 Qxp, B-R5 25 Q-Q3, R-KB1 26 B-N6, N-K3 27 B-B5, N-N4 28 P-KN4, Q-KN1 29 B-N3, R-R3 30 B-Q4, Q-Q1 31 P-K6, Nxp 32 Pxp, B-B3 33 BxB, QxR 34 P-K7, R-K1 35 R-K6, Q-N4 36 R/2-K2, Q-B5 37 P-B6, N-R3 38 R-R2, Q-B7ch 39 K-N2, Rxp 40 R-K2, Q-QN8 41 QxQ, RxQ 42 R-R1, Pxp 43 R-R5, P-Q5 44 R-Q2, Rxp 45 Rxp, R-N6 46 Rxp, R-R7ch 47 P-K3, R/7-K6 48 R-KB4, K-N2 49 R/5-K5, R-K3 50 R-Q4, K-N3 51 R-Q7, P-N4 52 R-QR7, R-B6 47
With threat of ...Q-N5.

12 P-KR3 N-N4
13 N-B3 B-B4
14 N-K5! ....

This is very strong, as after 14...NxN 15 BxN, Black's Kingside is threatened.

14 .... Q-K2!

An energetic and natural answer.

15 N/3xN PxN
16 NxN ....

If 16 BxPc4, then K-Q1!. In this position, White must defend his center because of the threats B-Q3, and P-B3. For example, 17 NxN, QxPc4 or 17 K-Q1, B-Q3 18 NxN, BxPc4 19 BxN, BxPc4 20 Q-K2, R-B1 and though Black's pawns are weak, the position of White's King gives Black the initiative.

16 .... BPxN
17 Q-K5 ....

Bad now was 17 BxPc4, P-B3! 18 PxP, 0-0 with a sharp attack on the King. In his difficult position, Tartakover's defense is also sharp. He reaches the worse endgame, but recovers from his opening errors.

17 .... P-B3!
18 R-KB1 R-B1
19 P-R3 RxRch
20 KxR B-Q2
21 R-B1 B-N3
22 R-Q1 QxQ
23 BxQ PxP

Black tries to improve his position by exchanges. If instead 23...K-B2, then 24 B-N1 threatening an attack after PxP and B-R2ch.

24 PxP K-B2

A critical position. Black has developed himself but his pawns are the weaker.

See diagram at top of next page.
25 B-Q6 K-N1
26 B-N4 R-QB1
27 R-K1 B-QB4!

Now on 28 R-B1, BxB! 29 RxRch, BxR 30 PxR, B-Q2 and Black, bringing his King to Q3, draws.

28 BxB ....

On retreating the bishop follows ...R-B1ch.

28 .... RxB
29 B-K4 K-B1
30 K-B2 P-N5!

This is very energetic. On 31 PxP, follows R-B5 and Black gets counterplay on the QN file.

31 K-K3 PxP
32 K-Q4 R-R4
35 PxP RxR
34 K-B5 R-R3
35 B-B3 R-KB3

With the idea of ...P-N3ch to keep the opponent's King out. If White plays instead 35 P-Q6, then also ...P-N3ch gives some advantage. White's following move is therefore forced.

36 R-QN1 P-QN4
37 B-K2 R-B7!
38 R-KB1 ....

On 38 B-B3 follows BxP. Black plays sharply in the final struggle.

38 .... RxR
39 BxR K-K2
40 BxP ....

On 40 P-Q6ch, could follow K-K3 41 B-K2, P-R4 42 P-N4, P-R5 43 P-N5, K-K4 44 B-N4, BxB 45 PxR, K-K3! (But not 45...P-R6? 46 P-Q7, P-R7 47 P-Q8(Q), P-R8(Q) 48 Q-N8ch or Q-Q6ch and wins.) 46 K-B6, P-R6 47 P-Q7, P-R7 48 P-Q8(Q), P-R8(Q)ch 49 KxP?, Q-Q6ch and wins.

40 .... B-B1
41 B-Q3 B-Q2
42 B-B2 B-B1
43 K-B6 K-Q1
44 B-Q3 B-Q2ch
45 K-Q6 B-B1
46 P-R4 B-Q2
47 P-N3 B-N5
48 B-B4 P-R3
49 B-Q3 P-N4
50 PxP PxP
51 B-N6 B-Q2
52 B-B7 B-B4
53 B-K6 B-B7
54 B-N4 B-R5
55 K-K5 K-K2
56 B-B5 ....

On 56 K-B5 follows ...B-Q2ch 57 KxB, BxB 58 KxB, K-Q3 59 K-B5, KxP 60 P-N4, K-Q3 61 K-N6, K-K4 and draws.

56 .... B-Q8
57 B-B8 B-B7
58 B-N7 B-Q8
59 K-B5 B-B7ch
60 KxP K-Q3
61 P-N4 K-K1
62 K-R5 B-Q8
63 K-R4 B-N6
64 K-N5 B-B7

And 64...BxP also gives a draw. Draw.

Game 31
Vidmar - Alekine
Nimzo\-Indian

1 P-Q4 P-K3
2 P-QB4 N-KB3
3 N-QB3 B-N5
A move in the school of Tarrasch, to induce Black to exchange Bishop for Knight. But White loses time, which gives Black a chance to counter energetically in the center.

5 ....  BxNch
6 QxB  N-K5
7 Q-B2  N-QB3?

Black is hoping for the answer 8 N-B3, when the position of his Knight on K5 would be secure. But White is not compelled to play 8 N-B3, and Black has obstructed the development of his own Queen's flank.

8 P-K3  P-K4
9 P-B3?  ....

This answer allows Black to employ energetic tactics in the center. Correct was 9 BPxP, QxP 10 B-B4, Q-R4ch 11 P-N4, NxBP 12 QxN, N-B7ch 13 K-Q1, NxB leading to a win for Black, as White cannot trap the knight. If, for example, 14 QxPch, then QxQ 15 PxQ, B-K3, etc. Instead of 12 QxB, White could offer the exchange sacrifice 12 PxN?, QxR 13 N-K2, N-Q3 14 B-Q3, B-K3 15 QxP?, P-K5! etc. (This is stronger than 15...R-QB1 16 QxN, RxBch 17 NxB, QxNch 18 K-K2, and White threatening 19 B-N5ch, stands better.) Best was 9 N-B3. In this case, Black cannot attack the same as after the text.

9 ....  N-B3
10 BPxP  QxP
11 B-B4  Q-Q3
12 PxP  N-N3
13 B-Q2  ....

On 13 N-K2 follows 13...B-K3 14 BxB, N-Q6ch 15 K-B1, PxB, etc.

14 ....  0-0
14 B-N4  ....

The White King is stranded in the center and this gives Black the advantage. 14 N-K2 still meets with the same answer as in the previous note.

14 ....  P-B4
15 R-Q1  ....

Of course not 15 BxP/4, QxB 16 BxPch, RxB 17 QxO, N-Q6ch, etc.

15 ....  Q-B3
16 B-Q2  ....

Now on 16 BxP would follow 16...NxP.

16 ....  B-B4!

Black begins to explore his combinational possibilities. On 17 P-K4 follows 17...NxP 18 PxN, BxBP with a following ...BxNP.

17 QxB  NxP
18 B-B1  KR-K1
19 K-B2  R-K3
20 N-R3  ....

20 ....  N-K5ch!

A new and very strong combinational blow. 21 PxN, is not possible because of 21...R-B3.

21 K-K1  N/K-Q3
22 Q-Q3  NxKP!

The final elegant attack gains material advantage.

23 BxN  P-B5
24 Q-Q5  ....

Or 24 Q-Q2, N-B4.

24 ....  RxBch
25 K-B2  0xQ
26 RxQ  R-Q6

Black has not only an extra pawn in the endgame, but the better position.

27 RxR  PxR
On 31 P-R4, Black plays 31...P-N3 and the White pawn remains weak.

A blunder was 32...P-B3 33 N-K6, P-N3 34 N-B4 and then N-Q5 with some attacking chances.

White must remain passive as Black brings his King to K6. White could give his opponent more difficulty by playing now K-R3 and then P-N4 and P-R5.

The check at N3 was not a threat and this advance only helps Black. Best was 47 K-B2.

White now only has two moves for his knight. 51 N-R3 loses a pawn after 51...R-Q4. Without his 47th move, White could hold the position.

51 N-K6  R-Q4
52 P-B4  ....
ROUND FIVE

Game 33
Spielman - Knoch
Queen's Gambit

1 P-Q4, P-Q4 2 P-QB4, P-K3 3 N-QB3, N-KB3 4 B-N5,
ON-Q2 5 P-K3, P-B3 6 PxP, KPxP 7 B-Q3, B-K2 8 Q-B2,
P-KR3 9 B-R4, O-O 10 N-B3, R-Kl 11 N-Q2, N-B1 12 P-
KR3, P-B4 13 O-O, PxP 14 PxP, N-R4 15 B-N3, NxN 16
PxN, B-B3 17 N-B3, B-K3 18 K-R2, R-Kl 19 Q-N3, R-K2
20 OR-Kl, Q-R4 21 N-K5, Q-Q2 22 NxN, RxxN 23 B-N1,
Q-N3 24 Q-B2, R-Kl 25 N-K2, K-B1 26 Q-Q3, R-Q3 27
N-B4, K-K2 28 Q-R3, BxQP 29 NxPch, Resigns.

Game 34
Alekine - Maroczy
Queen's Gambit

1 P-Q4 2 N-KB3
3 P-B4 3 P-Q4
4 B-N5 4 P-K3
5 P-K3 5 QN-Q2
6 N-B3 6 O-O
7 R-B1 7 P-B3
8 B-Q3 8 PxP
9 BxBP 9 N-Q4

Risky here is 9...P-QN4 10 B-Q3, P-QR3 11 N-K4!, B-
N2 12 BxN, NxN 13 N-B5 with good play for White.

10 BxB 10 QxB
11 N-K4 11 N-Q4

Alekine's patented continuation.

11 .... 11 P-QN3

A rarely seen variation. Equality should result from
11...N/4-B3!

12 O-O 12 B-N2
13 N-N3 13 P-QB4

Though Black has been able to achieve this move,

he has not restricted White's play.

14 P-K4 14 N/4-B3
15 R-Kl 15 PxP
16 B-N5 16 ....

Other attempts here do not give White an advantage. The QP cannot be defended by Black because of the threat of R-B7:

16 .... 16 R-B1
17 QxP 17 R-B4
18 BxN 18 NxN
19 P-QN4 19 RxR
20 RxB 20 R-B1
21 RxRch 21 BxR
22 Q-B3 22 ....

White has the better position because of his control of the QB-file. It is not easy to find a good plan for Black.

22 .... 22 Q-Q1
23 N-Q4 23 B-N2
24 P-B3 24 ....

On 24 N-N5 follows 24...N-B3 with threat of a check at Q8 and capturing at R4.

24 .... 24 N-B3
25 N-B1 25 N-K1
26 N-K3 26 P-QR3

After this, Black finds his defense difficult. Best was 26...K-B1 and a further ...Q-B2.

27 P-QR4 27 P-R3
28 P-R3 28 P-KR4

Again, better was 28...K-B1.

29 P-R5 29 PxP
30 PxP 30 Q-Q3
31 N-N3 31 B-B3
32 P-K5 32 ....

White can afford to weaken the White squares in his position somewhat, as he does on this and the next pawn move.
32 .... Q-B2
33 N-QB5 B-N4
34 P-B4 Q-Q1

This same move gives White the better chances.
Better was 34...P-N3. Then on 35 N-B2 (intending N-Q4), Black can play ... Q-R2 and then ...N-B2.

35 P-B5 PxP
36 NxBP Q-N4
37 N-Q4! ....

On 37 N-Q6 could follow 37...NxN 38 PxN, Q-Q4, and the QP is lost. If then 39 P-Q7, BxP 40 NxP, B-B3 with a good diagonal.

37 .... N-B2
38 N-B3 Q-B5
39 K-B2 Q-B4

Neither 39...N-Q4, nor 39...N-K3? are good, but in the first case after 40 NxN, PxN 41 Q-B8ch, K-B2 White lacks a decisive continuation.

40 O-Q2 K-R2?

And now, 40...N-K3 gives Black fully satisfactory play. The last move was a decisive blunder.

41 N-K4 N-K3
42 N-Q6! Q-N8

The pawn cannot be saved.

43 NxP B-B3
44 N/7-N5ch NxN
45 NxNch K-N3
46 P-R4 ....

Now exploiting White's advantage is only a matter of technique.

46 .... K-B4
47 P-K6 Q-N4
48 Q-B2ch K-K4
49 Q-B3ch ....

Now White combines threats on the KNP with threats to Queen, and wins easily.

Game 35
Tartakover - Vidmar
French Defense

1 P-Q4, P-K3 2 P-K4, P-Q4 3 PxP, PxP 4 N-KB3, N-KB3 5 B-Q3, B-Q3 6 Q-K2ch, Q-K2 7 Oxbch, BxO
8 N-B3, O-O 9 O-O, P-B3 10 KR-K1, B-Q3 11 N-K2, R-K1 12 B-KB4, BxK 13 NxB, RxRch 14 RxR, QN-Q2
15 N-K2, N-B1 16 N-N3, B-K3 17 B-B5, R-K1 18 P-B3, P-KN3 19 BxB, RxB 20 RxR, NxB 21 K-B1 - Draw

Game 36
Ahues - Nimzovich
Caro - Kann

1 P-K4 P-QB3
2 P-Q4 P-Q4
3 N-QB3 PxP
4 NxP N-B3
5 N-N3 ....

On 5 NxNch, Black takes with the KP as the move 5...NxN is weak as shown by the following variations: 5 NxNch, NxN? 6 P-QB3:
1) 6...P-K4 7 B-QB4, PxP 8 Q-N3, Q-K2ch 9 N-K2, P-N4 10 B-Q3, B-K3 11 Q-B2 with a compromised position for Black.
2) 6...Q-Q4 7 Q-N3, Q-K5ch 8 N-K2! and the Black King is exposed.
3) 6...B-B4 7 N-K2, P-K3 8 N-N3, B-N3 9 P-KR4, P-KR4 10 B-K2, etc.
Thus on 5 NxNch, Black plays 5...KPxN. Lasker’s recommendation of 6 B-QB4 is not dangerous. There follows 6...B-Q3 7 Q-K2ch, Q-K2! 8 QxQch, KxQ (Now Black threatens B-KB4, for example 9 N-K2, B-KB4 10 B-N3, P-QR4 11 P-QR4, N-N3 12 P-B3, and White’s Q-side is restrained) 9 B-Q2!, B-KB4 10 O-O-O, P-N4 11 R-K1ch, B-K3 12 BxB, PxB followed by bringing the QN to Q2 - N3 - Q4 or B5 with a solid position for Black. But if 6 B-QB4 gives White nothing, how is he to play? Correct is 6 P-QB3, B-Q3 7 B-Q3, 0-0 and now 8 Q-B2 tempts a weakening pawn move. But Black can continue 8...K-R1! 9 N-N2, Q-B2 10 B-K3, B-K3 11 O-O-O, P-QN4 with good play in the center.

5 .... P-B4

Reti’s move which he introduced in a game with Tarrasch, Kissengen, 1928. It seems stronger than 5...P-KN3 or 5...P-K3 with the development B-K2, O-C P-QN3, B-QN2, QN-Q2 and Q-B2.

6 N-B3 ....

On 6 PxP follows QxQch 7 KxQ, P-K3 (8 B-K3, N-N5 9 B-Q4? N-QB3 10 B-N5, B-Q2 11 BxN, BxB 12 N-B3, 0-0-O in Black’s favor.

6 .... PxP
7 QxP QxQ
8 NxB P-QR3
9 B-K2 P-KN3
10 O-O B-N2
11 R-Q1? ....

White should play 11 B-B3. If then N-N5, then 12 N-N3, with the idea of N-B5. Black could continue 12...N-K4. For example, 13 B-K4, P-B4 14 P-KB4, N-B5 15 B-Q5, NxB 16 R-N1, N-R5 17 N-R5, N-B6 18 BxNP, NxB R 19 BxR with unclear play.

11 .... O-O
12 P-QB3 B-N5!
13 B-K3 BxB
14 NxB R-B1!

Rather than develop the QN-Q2 Black intends to play it to QB5, which should get him equality.

15 R-Q2 N-B3

Now White’s QB3 square is weak.

16 R/1-Q1 N-K4
17 P-N3 ....

This weakens the Q3 square, but prevents a knight from Q5.

17 .... P-QN4
18 P-KR3 P-K3

The best answer. If instead, 25 PxB, then P-B4 and then N-Q4 with a decisive advantage.

25 .... B-N3:

To control the square K6. On 25...B-N2 follows 26 N-K3 and the Black knight cannot reach Q4.

25 .... B-N3:

Now the Black King comes into play to defend his Q2. If now 27 R-Q7, then QR-N1! and then K-K1.

26 N-K3 K-B1!

Intending to open play on the horizontal; passive defense brings nothing good.

27 R/1-Q2 K-K1
28 R/2-Q1 R-B2
29 R-QR1! ....
29 .... N-B3  
30 P-R4 P-B4ch!  
31 K-B3 P-K4!  

Now 32 N-Q5 is impossible because of P-K5 Mate.

32 R-Q6 P-K5ch  
33 K-B2 R-Q1!  
34 RxRch ....

On 34 R/1-Q1 there are two possibilities: 1) 34...R/2- Q2 35 R-K6ch (Mate follows 35 RxN, BxNch 36 KxB, RxR 37 RxRP, R/1-Q6ch 38 K-B2, P-K6ch and 39...R-B8 Mate) K-B2 36 RxRch, KxR 37 RxR, BxR! (If 37...NxB? then 38 N-Q4ch with consolidation) 38 N-B2, B-N3ch 39 K-K1, P-R6 with threat of K-K3 to Q4 to K5.  
2) 34...K-K2 35 RxR, NxB 36 N-Q4, R-Q2! 37 N/3-B2, N-B3! (Even stronger is 37...N-K3 38 K-K3, R-QB2 winning a QBP or KBP) 39 K-K3? (Better 38 K-K2 with some drawing chances) P-N5! 39 PxP, NxB 40 NxB, RxR! 41 RxR and White, after some pawn moves, must return the rook.

34 .... KxR  
35 PxP PxP  
36 R-Q1ch R-Q2

This exchange is not correct. He should play 36...K- K2. If then 37 N-Q4, then BxN (But not 37...NxB because of 38 N-Q5ch) 38 PxN, N-N5 with a winning endgame.

37 RxRch KxR  
38 P-QN4 ....

On 38 P-N3 (Or KN4) follows 38 PxPch, 39 NxP, N-K2 40 P-B4 (If 40 K-B2, then BxN) P-N4 41 N-R5, N-N3 42 K- K2, NxpPch 43 NxB, PxN 44 Nxp, K-K3 45 N-R4, B-Q1 46 N-N6, K-B4 and wins.

38 .... K-K3  
39 N-QB1 P-N4  
40 N-K2 K-B3  
41 N-Q4! BxN

On 41...NxB follows 42 N-Q5ch.

42 PxPch KxP  
43 PxB NxNXP  
44 K-K2 P-B5  

45 N-Q1 N-Q4  
46 K-Q2 K-B4  
47 N-N2 N-K6

White Resigns

Game 37

Romi - Yates
Queen's Pawn Game

1 P-Q4, N-KB3 2 B-B4, P-K3 3 P-K3, P-QN3 4 N-KB3, B- N2 5 QN-Q2, P-Q4 6 B-Q3, B-Q3 7 B-N3, O-O 8 N-K5, P- B4 9 P-QB3, N-B3 10 P-KB4, N-K2 11 B-KB2, N-K5 12 B- R4, P-B3 13 N/5-B3, N-B4 14 B-KB2, PxP 15 BPxP, NxB 16 KxB, N-R3 17 Q-N1, P-N5ch 18 KxK2, P-B4 19 P-KR3, N-B3 20 P-KN4, N-K5 21 Q-N1, O-K2 22 P-R3, QR-B1 23 Q-N2, R-B2 24 KR-KN1, R/1-QB1 25 PxP, PxP 26 QR-N1, P-QN4 27 N-N5, P-N5 28 P-QR4, B-B3 29 R-B1, BxP 30 R- QR1, B-K1 31 R-R6, B-R4ch 32 N/5-B3, BxP 33 PxB, N-B4 ch 34 K-B2, NxBch 35 K-N3, O-K6 36 K-R2, BxB Resigns.

Game 38

Bogolubov - Montichelli
Nimzo-Indian

1 P-Q4 N-KB3  
2 P-QB4 P-K3  
3 N-QB3 B-N5  
4 N-B3 P-QN3  
5 B-N5 BxNch  
6 PxB ....

In the Dutch Defense, as here, if Black can attack the doubled white QB pawns, his game is better.

6 .... B-N2  
7 P-K3 P-Q3  
8 B-Q3 QN-Q2  
9 O-O Q-K2

Besides the struggle in the center, White's configuration indicates Queen-side play. Black has possibilities of combinational attack on the King-side.

10 N-Q2 P-KR3
Black has a marked advantage on the King-side. In his uneasy position, White sacrifices a pawn.

19 .... QPxP
20 P-Q5 N-B5
21 N-B4 R-R3
22 R-B2 P-B4

This decides the situation on the King-side.

23 P-Q6 ....

Alternatives are no better. If, for example, 23 R-Q2, then P-N5 24 BPxP, PxNP 25 PxP, R/3-N3 26 P-Q6, Q-R2! with a strong attack. If instead 23 N-K3, then R-B3 24 NxP, RxN 25 PxB, BxP 26 P-B4, P-K5 27 BxB, BxB 28 PxB, QxP, etc.

23 .... RxP!

A good, natural move.

24 NxRch OxN
25 B-B4 R-B1
26 PxP RxP
27 R-Q2 Q-K2
28 Q-N3 R-B1!

A preparatory move which threatens P-K5 and P-N5.

29 B-Q3 P-K5
30 BxKP BxB
31 PxB QxP

The center is open and now Black threatens N-K4 and NxPch.

32 Q-B2 Q-B3
33 P-B4 P-N5

The final attack, which Black carries off accurately.

34 BxP PxP
35 P-N3 ....

35 .... N-K4!

The decisive move. If now 36 PxN, then R-N1ch, 37 K-B1, Q-R8ch 38 K-any, Q-B6ch and R-N8 Mate.

36 R-N3 N-K7ch!
37 RxN R-B8ch!
38 KxR Q-R8ch

White resigns - for if 39 K-B2, N-N5 Mate.

Game 39

Araisa - Grau
Dutch Defense

1 P-Q4, P-K3 2 P-QB4, P-KB4 3 N-QB3, P-QN3 4 N-B3, B-N2 5 P-KN3, N-KB3 6 B-N2, B-K2 7 O-O, O-O 8 B-N5, P-Q3 9 BxN, BxB 10 N-K1, BxB 11 NxN, QN-Q2 12 P-K4, PxP 13 NxP, P-K4 14 P-Q5, N-B4 15 NxN, NfxN 16 Q-R4, Q-K1 17 QxQ, QRxQ 18 N-K3, B-N4 19 QR-N1, BxN 20 PxB, R-N1 21 RxRch, KxR 22 K-B2, K-K2 23 K-K2, P-QR4 24 P-N3, P-R5 25 P-K4, P-R6 26 R-KB1, R-N5 27 R-QN1, K-B3 28 R-B1ch, K-K2 29 R-QN1, K-B3 30 R-B1ch, K-K2 Draw.

Game 40

Colle - Rubensthein
Colle System

1 P-Q4, P-Q4 2 N-KB3, N-KB3 3 P-K3, P-K3 4 B-Q3, P-B4 5 P-B3, QN-Q2 6 QN-Q2, Q-B2 7 O-O, B-K2 8 R-K1,
Rubenstein has experimented with this defense to the Queen's Gambit, intending the maneuver PxP, P-QN4 and P-B4 without the loss of tempo involved in ...P-QB3. Nevertheless, when Black plays P-QR3, White can choose this moment to exchange on Q5 and gain some advantage.

Of course, Black must prevent N-N6. In spite of this, the text move is not good, as the Black Queen is poorly placed. Stronger therefore was 14...B-K3 with a following QR-Q1 and perhaps B-B1.
21 N-K5 is not stronger, because Black can play P-QR4! in this moment when P-N5 is not possible. With the move in the text, White begins a combination.

21 .... R-R2

After 21...B-B1 White could continue with the quiet 22 R/K-Q1 or the more aggressive 22 Q-B4ch, K-R1 (22...B-K3? 23 NxN, NxN 24 P-Q5, PxP 25 QxP with a won position) 23 P-Q5, PxP 24 QxP, R-Q1 25 Q-R2, and Black stands poorly. On 21...QR-N1 White can play 22 NxNP, PxN 23 NxP, with a following NxR. Because of the fact that the move in the game allows a decisive combination, Rubenstein, after the game, showed that by B-Q4 defending his QNP he had a satisfactory defense. Analysis showed that Black after 21...B-Q4 22 N/BxNP, Q-N4! has energetic attacking possibilities. Though in this case, the attack is not too dangerous.

![Chess Diagram]

22 N/BxNP! ....

Rubenstein prevented the sacrifice on R6 but not on N7.

22 .... B-Q4

A very strong move. Black quickly obtains an attack on the King, whereas capture on N2 gives White not only material advantage, but the attack.

23 N-B5 N-N3
24 K-R1 N-R5
25 N-B4 Q-N4
26 R-KN1 R-KB1

An interesting continuation here is 26...R-KB2 (According to Alekine). For example 27 N-N6, R-B3 28 NxN, PxN 29 Q-N3, R-Q1 (29...R-R3 30 QxNch, K-R1 31 N-K6).

27 N-N6! ....

With this strong move, White seizes the initiative.

27 .... R-B3

This leads forcibly to a loss. Nevertheless, Black has nothing better, for in time, White's extra pawn must decide.

28 NxN PxN
29 N-Q7! ....

This is decisive and now White wins easily.

29 .... P-R3
30 NxRch QxN
31 Q-B6 Q-B2
32 Q-N6 K-R2
33 Q-Q8 N-N3
34 R-B8 P-KR4
35 R/1-QB1 P-B5
36 Q-N5 N-K2
37 R/8-B7 RxR
38 RxR PxP

If now 39 RxN, then P-K7 wins.

39 QxKP Q-B3
40 R-B5 N-B4
41 Q-B4 Resigns

The Black QP cannot be defended against White's threat of 42 Q-K5.

Game 42

Grau - Colle
Queen's Gambit

1 P-Q4, P-Q4 2 N-KB3, N-QB3 3 P-B4, B-N5 4 PxP, QxP 5 N-B3, Q-QR4 6 P-K3, P-K4 7 P-Q5, Q-O-O 8 B-Q2, P-K5 9 PxN, PxN 10 PxPch, K-N1 11 PxP, B-R4 12 B-K2, B-QN5 13 Q-N3, N-K2 14 O-O-O, N-B3 15 P-QR3, B-N3 16 B-N5, N-K4 17 QxB, Q-N3 18 N-R4, Q-B3 19 N-B5, R-Q3 20 B-B3, Q-B4 21 P-K4, Q-B5ch 22 K-N1, QxBP 23 RxR, QxRch 24 K-R2, PxR 25 N-R6ch, KxP 26 B-Q7ch Resigns.
Montichelli - Arais
Queen's Indian

1 P-Q4, N-KB3 2 N-KB3, P-K3 3 P-K3, P-QN3 4 B-Q3, B-N2 5 QN-Q2, P-B4 6 P-B3, P-Q4 7 N-K5, QN-Q2 8 P-KB4, B-K2 9 N/2-B3, O-O 10 Q-K2, N-K5 11 B-Q2, N/2-B3 12 O-O, NxN 13 NxB, QN-K5 14 Q-B4, P-B4 15 BxP, Q-B4 17 KR-B1, QR-B1 18 BxB, QxB 19 Q-R6, Q-R1 20 Q-R4, B-Q3 21 N-B6, R-B2 22 R-B3, Q-K1 23 R/1-B1, P-B4 24 Q-N3, Q-B2 25 P-N3, P-KR3 26 R/3-B2, P-KN4 27 Q-B4, PxB 28 NxBP, K-R1 29 K-R1, K-R1 30 Q-K2, Q-N3 31 Q-B1, R/2-KN2 32 R-B2, P-KR4 33 N-K5, BxB 34 BPxB, Q-N4 35 R-B4, R-Q2. Draw.

Now White can get a satisfactory position by 13 PxP, with a following P-K5 analogous to Em. Lasker - Bogolubov, Moscow 1923. For example, 13 PxP!, PxP 14 P-K5!, N-K1 (14...N-Q2 15 P-K6!) 15 B-K3, (15 B-Q5, P-K5! 16 BxB, Q-N3ch) with good chances in the center and on the King-side. Yates elects instead to close the position.

13 P-Q5 R-K1
14 N-K2 B-KB1
15 N-N3 P-N3
16 B-B2 B-N2
17 P-QR4! ....

An accurate move. By threatening to open the QR-file White compels P-N5, after which the Black pawns are deprived of mobility.

17 .... R-QB1
18 B-Q2 P-N5
19 R-R5 ....

Else Black plays P-QR4, defending the QNP and allowing ...P-B5.

19 .... N-Q2
20 R-R2 N-K4
21 P-N3 P-R4!
22 N-K2 ....

Defending his Q4 square.

22 .... R-B2!
23 P-B4? ....

With this anti-positional move, White weakens his KP and leaves his center open to attack. Correct was the knight maneuver, N-B4-Q3. In case Black declines to exchange knights, White can maneuver his knight to QB4.

23 .... N-N5
Black should play 24...N-B3 25 Q-B2, R/2-K2 and ... NxBP, winning a pawn with the better position. With the text move, Black offers an exchange sacrifice, after which White gets somewhat better chances.

25 P-B5 RxP  
26 PxP PxP  
27 BxR RxB  
28 B-B4 ....

In spite of the extra exchange, White stands rather poorly. His King-side and QP are weak.

28 .... P-N4  
29 B-B1 R-K4  
30 Q-Q3 Q-K1  
31 N-N3 RxP  
32 R-K2! ....

After his blunder on the 23rd move, White has played carefully. Now on 32...RxQ follows 33 RxQch, K-R2 34 R-K7, and 35 NxP, and White wins. But Black is not forced to exchange the Queens.

32 .... R-K4!  
33 BxP RxR  
34 NxR ....

Of course not 34 QxR, B-Q5ch 35 K-R1, QxQ 36 NxQ, N-B7ch and Black wins.

34 .... Q-K5

Black's two Bishops give him a satisfactory ending.

35 QxQ BxQ  
36 P-R3 N-K4  
37 B-K7 N-B2  
38 N-N3 B-Q5ch?

This allows White to play an interesting combination which forces a draw. Correct was 38...B-B7!, and only on 39 NxP - 39...B-Q5ch 40 K-R1, BxP 41 N-B6ch, K-N2! 42 N-K8ch, K-N3 43 NxP, NxN 44 BxN, B-QB7 45 B-B4, P-N6 46 B-B1, B-Q6! and White is lost. Bogolubov intended to play this line, but the text is a transposition of moves. He expected only 39 K-

R1, B-QB7 40 NxP. But White finds something else.

39 K-R1 B-QB7  
40 N-B5! B-K4

41 NxP:! ....

White sacrifices the Knight, but exchanges his opponent's dangerous pawns. Now, of course, on 41...

BxN follows 42 RxN:

41 .... NxN  
42 R-B1! ....

This combination is a result of Black's 38th move. It is clear, that by 38...B-B7 39 N-B5, B-K4 40 NxP, NxN 41 R-B1, BxP 42 RxP, Black wins by 42...B-Q5ch.

42 .... BxP  
43 RxP B-KB5  
44 R-B6 N-B4  
45 BxP N-R5  
46 RxP B-Q4  
47 B-K1 ....

Now on 47...NxP, White answers 48 R-N6ch, and RxN.

47 .... BxPch  
48 K-N1 B-N2  
49 R-KB6 B-N4  
50 BxN BxR  
Draw

Game 45

Nimzovitch - Romi  
English Opening

1 P-QB4, P-K4 2 N-QB3, P-QB4 3 P-KN3, P-Q3 4 B-N2, N-QB3 5 P-Q3, P-B4 6 P-QR3!, B-Q2 7 P-QN4, R-N1

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A more modern move is 9 P-B4 followed by N-B3.
9...N-KB3 10 B-N5, B-K2 11 BxN, BxK2 12 R-B1, Q-K2
13 P-K4, P-KN4 14 R-N1, R-KB1 (a stronger maneuver
was...K-B1-N2 freeing the Rook. In this case
Black has a satisfactory game) 15 P-KR4, P-B5
16 KN-K2, B-N2 17 P-R5, NXPnP? 18 PxP, PxP 19 P-B3!,
P-R5 20 K-Q2!, P-R6 21 Q-R4!, P-N3 22 B-B6, Q-R5
(22...BxB 23 FxB, BxNch 24 NxB, Q-QB2 25 RXP, Qxp
26 QxN, P-QO 27 RXPch) 23 R-R2, Q-R4 24 R-N1, B-R1
25 R/N-NR1, Qxp 26 N-Q5, B-Q5 27 RXP, Q-B7 28 R3-
R2, Q-B6 29 RXP, Q-B7 30 R-K7ch, K-Q1 31 RxBch,
K-B1 32 N-K7, mate.

Game 46

Vidmar - Ahues
Queen's Gambit

1 P-Q4, N-KB3 2 N-KB3, P-Q4 3 P-B4, P-K3 4 B-N5, QN-
Q2 5 P-K3, P-B3 6 QN-Q2, B-K2 7 B-Q3, O-O 8 O-O, P-B4
9 B-R4, BPxP 10 KPxp,PxP 11 NxP, N-N3 12 N/4-Q5, N/
N-Q4 13 R-B1, B-Q2 14 NxB, NxN 15 B-N3, Q-N3 16 Q-K2,
QR-B1 17 P-KR3, KR-Q1 18 KR-Q1, N/2-B3 19 B-K5, N-Q2
20 B-N3, N/2-B3 21 B-K5, N-Q2 - Draw

Game 47

Maroczy - Tartakover
French Defense

1 P-K4, P-K3 2 P-Q4, P-Q4 3 PxP, PxP 4 B-Q3, B-Q3
5 N-KB3 (better was 5 N-QB3) Q-K2ch 6 Q-K2, QxQch
7 KxQ, N-KB3 8 R-K1, O-O 9 K-B1, B-KN5 10 QN-Q2, N-
B3 11 P-B3, KR-K1 12 P-KR3, RxNch 13 NxR, B-Q2 14 N/2-
18 BxN, RxNch 19 KxR, BxB (Black has the better game:
his Bishops are very active) 20 N-K3, N-K2 (after
20...BxN Black has no winning chances) 21 K-K2, P-
QB3 22 N-N1!, P-KB4 23 P-KN3, B-N2 24 P-KB4 (now,
White has fully consolidated) 24...P-KN4 25 N-N2, K-
B2 26 N-B3, K-B3 27 N-K5, B-K1 28 K-K3, N-N3 29 NxN,
BxN 30 N-K1, B-KR4 31 N-B3, BxN (after this exchange
the draw could be agreed) 32 KxB, Pxp 33 Pxp, K-K3
34 K-N3, K-B3 35 B-K2, K-N3 36 B-B3, B-Q1 37 P-KR4,
B-B3 38 R-R5ch, K-B2 39 B-K2, K-K3 40 B-Q3, B-Q1
41 B-K2, B-K2 42 B-Q3, P-R4 43 P-R4, P-B4 44 Pxp, BxP
45 K-B3, P-Q5 46 Pxp, BxP 47 P-N3, P-N3 48 B-B4ch,
K-B3 49 B-Q5, K-K2 - Draw
Two plans are possible for Black in this position:
1) 5...P-Q3 with a following ...P-B4 and holding the K4 square; and 2) 5...P-Q4 (as chosen in the game) with a further ...P-B4 with play similar to the
Queen's Gambit variation where the Bishop stands on K2 rather than N5.

6 N-B3  P-B4

An accurate move. After 6...P-QN3 7 PxB, PxP 8 B-Q3, B-N2 9 N-K5 is not good for Black.

7 P-QR3  BxN

Sharp play follows 7...PxQP 8 KPxP (8 PxP, PxN
9 NPxP,=) B-K2 9 P-B5, N-K5 10 B-Q3, P-B4. White has
the advantage on the Queenside; Black has a strong
Knight on K5, and chances to play against the weak
QP.

8 BxB  N-K5
9 R-B1  ....

Possible was 9 B-Q3, NxB 10 PxP with a good game
for White.

9 ....  NxB
10 RxN  PxQP
11 KFxP  N-B3
12 B-Q3  PxP

Here Black could have played 12...P-K4! with the
Following possibilities:
1) 13 PxKP, P-Q5; 14 R-B2!, NxP 15 NxN (15 NxP, B-
N5; 16 P-B3, BxP! 17 PxP, QxN 18 BxPch, KxB 19 QxQ,
NxPch and Black wins) Q-R4ch 16 P-QN4, QxNch 17 R-
K2, Q-B3 =.

2) 13 BPxP, PxP! 14 R-B2, QxP with an extra pawn
for Black.
3) 13 NxP, NxN 14 PxN, P-Q5 15 R-B2, Q-R4ch 16 P-
QN4, QxKPch, etc.

13 BxP  Q-B3
14 O-O  R-Q1
15 R-Q3  B-Q2
16 R-K1  B-K1
17 Q-Q2  ....

Defending the QNP, so as to threaten P-Q5 in some
variations. The Queen stands well on Q2 for play on
either flank.

17 ....  N-K2

Black need not worry about P-Q5. On 17...R-QB1 18
P-Q5 follows 18...PxP 19 BxP, and though White is
rid of his weak QP, his opponent has not weaknesses
in his position.

18 N-N5  ....

This move is played to threaten NxKP as well as to
provoke the weakening ...P-KR3.

18 ....  N-Q4
19 R-KB3  ....

To prevent ...Q-B5.

19 ....  Q-K2
20 R-KN3  P-KR3

This move could be forced anyway after 20...QR-B1
21 Q-Q3!

21 N-B3  ....

Weaker here was 21 N-K4, Q-R5! 22 N-B5, N-N3 and
the White QP is weak. Besides this, White now threatens
QxRP.

21 ....  Q-B3
22 R-Q4  ....

The threat of 23 R/4-KN4 compels Black to transfer
his Knight to the Kingside.
Thus, Black has completed his development, and White still has the weak QP.

25 P-R3
26 R-B4
27 N x N

This is clearly a blunder. Correct was 27...Q-K2! 28 N-K5 and Black does not stand badly. Now, White can place his Knight on K3, play P-Q5 and get the better position.

28 R-KN3
29 N-K3
30 K-R2
31 Q-N4
32 P-Q5?

A decisive break-through!

32...
33 Q-K4
34 Q-K5
35 Q-R5

On 35...K-R2 White plays to sacrifice the Queen: 36 N-N4!, PxQ 37 N-B6ch, and R-N8, mate.

36 N x R
37 Q x RP
38 R-KR4

And Black resigned. White conducted his attack very energetically.

Game 50

Tartakover - Spielman

Catalan Opening

1 P-Q4, P-K3 2 P-KN3, P-QB4 3 N-KB3, N-KB3 4 B-N2, N-B3 5 O-O, B-K2 6 P-B4, PXP 7 NXP, O-O 8 N-QB3, P-QR3 9 P-N3, Q-B2 10 B-N2, P-QN3 11 N x N, P x N 12 Q-B2, B-N2 13 N-K4, P-B4 14 N x Nch, B x N 15 Q x B, B x B 16 RxN

B, Q x B 17 Q-R-Q1, Q-R-Q1 18 R-Q3, Q-K5 19 R x R-Q1, R-Q5 20 P-K3, RxR 21 R x R, P-QN4 22 R-B3, Q x Q 23 R x Q, P-N5 24 R-Q2, R-R1 25 R-Q7, P-QR4 26 R-B7, P-R5 27 R x B, P x P 28 P x P, R-R6 29 R-B8ch, K-N2 30 P-B5, R x P 31 R-N8, Draw.

Game 51

Ahues - Maroczy

Queen's Gambit

1 P-Q4, N-KB3 2 P-QB4, P-K3 3 N-QB3, P-Q4 4 N-B3, B-K2 5 P-K3, O-O 6 P-QR3, P-B4 7 Q x P, PXP 8 Q-B2, B x P 9 B x P, P-QR3 10 B-Q3, Q x Q 11 P-QN4, B-K2 12 B-N2, P-QN4 13 O-O, B-N2 14 Q-R-K1, Q-B2? (Losing a pawn) 15 N-Q5! N x N 16 B x Pch, K-R1 17 Q x Q, N x N 18 Rx N, N x N 19 P x B, K x B 20 R x N, P-Q3 21 R-B6, K-R1 22 B-Q4, R-Q2 23 B-B3, P-N4 24 P-QR4, R-QN1 25 R x P, R-QB1 26 B-K1, P x P 27 R x P, R-QN1 28 K-N2, K-N2 29 R-R7!, K-N3 30 R x R, R x R 31 P-R3, R-N3 (To threaten B x P) 32 R-N1, R-N4 33 K-B1, K-R4 34 B-B3, P-B4 35 R-Q1, B-K2 36 K-K2, R-N1 37 R-QN1, K-R5 38 P-N4, R x P 39 B-Q3, B x B 40 R-K1, K x K 41 R-R7, P-N5 42 P x P, P x P 43 P-N6, P-N6 44 P x P, Resigns.

On 44...K x P follows 45 R x B!, R x R 46 B x Kch, K-any 47 R-B7 and 48 P-N7.

Game 52

Romik - Vidmar

Queen's Pawn Game

1 P-Q4, N-KB3 2 B-B4, P-K3 3 P-K3, P-QN3 4 N-KB3, B-N2 5 B-Q3, B-K2 6 Q x Q, P-Q4 7 Q-K2, P-B4 8 P-B3, N-B3 9 O-O, O-O 10 R-Q1, N x N 11 B-N3, N x N 12 R x P, B x B 13 N-Q5, B-B4 14 P-K4, BP x P 15 N x K, P x P 16 Q x Q, N x N 17 Q x Pch, K-N2 18 P-Q5, N-R4 19 R-K1, B-B3 20 Q-N4, B x B 21 Q-K4, B-B4 22 K-Q2, B x B 23 R x B, P x P 24 R-N-Q1, Q x B 25 Q-B2, K-R1 26 Q x Q, R x R 27 R-Q1, P-QN4 28 K x P 29 Q-N5, R-Q4 30 Q-R4, Q-Q2 31 Q-B2, Q x P 32 P-QN4, P x P 33 P x P, Q x B 34 R-Q2 35 P-QN4, B x B 36 R-K8, N-K2 37 Q-Q4, B x N 38 P x B, Q-B2 Resigns.
Bogolubov - Nimzovitch
Nimzoindian Defense

1 P-Q4 N-KB3
2 P-QB4 P-K3
3 N-QB3 B-N5
4 Q-N3

Though this move is popular, it seems that the
Queen does not stand well here. An analysis of
Chess literature seems to support this conclusion.

4 .... P-B4
5 PnP N-B3
6 N-B3 N-K5
7 B-Q2 NxQBP.

This is a new idea in this variation. Saemisch, in
his game with Spielman, Carlsbad, 1929, after 7...
NxB 8 NxN, O-O 9 0-0-0, Q-R4 10 P-QR3 played 10...
BxN 11 QxB, QxBP 12 N-K4, Q-KB4 13 Q-B3?, N-7:
14 QxQ, PxQ 15 N-Q6, N-N5, winning a pawn. Instead
of 9 0-0-0, Spielman should have played 9 P-K3.
After 9...Q-R4 10 B-K2, QxBP 11 O-O, P-Q4 12 Pxp,
Pxp 13 OR-B1, B-K3 with mutual chances.

8 Q-B2 P-B4

This is played to provide a square for the Knight
on QB4. In the variation 9 P-QR3, BxN 10 BxB, O-O
11 P-QN4, N-K5. Even so, 8...P-B4 is not natural.
To be considered is 8...P-QR4. For example: 9 P-QR3,
BxN 10 BxB, O-O 11 P-K3 (not possible is 11 P-QN4?
because of 11...PxP 12 Pxp, Nxp) 11...P-QN3 12 B-K2,
B-N2 13 O-O, P-R5 14 N-Q4, N-R4 with the idea of
...B-K5 and ...N-N6.

9 P-K3

Better was 9 P-QR3. After 9...BxB 10 BxB, O-O 11 P-
QN4, N-K5 12 P-K3, P-QN3 13 B-Q3, NxB 14 QxN, B-N2
the positions are about equal. After the text move,
White is not without problems.

9 .... O-O
10 B-K2 P-QN3
11 0-0-0

And here 11 O-O was better, though Black's QB would
exert pressure on White's K4 and KN2.

11 .... P-QR4!
12 P-QR3

This falls right into his opponent's plans.

12 .... P-R5!!

The Bishop cannot be taken: 13 PxB, NxB 14 Q-N1, N-
N6, mate. Therefore Black has gained a strong point
at White's QN3.

13 N-QN5

After 13 K-N1, B-N2! 14 PxN?, NxB 15 B-B1, N-N6
wins the Queen.

13 .... BxBch
14 NxB N-R4!
15 B-B3

On which Black had counted when he played 14...N-R4.

15 .... P-Q4!
16 PxP B-R3

Now on 17 N-B3 follows 17...B-Q6, and on 17 N-Q4 -
17...R-B1 18 N-B6, B-Q6 19 NxB, N/B-N6ch and White
is lost.

17 N-B4 BxN
18 PxP

Here Black could win by the Queen sacrifice 18...
BxB (bad is 18...NxB 19 RxB, QRxR 20 P-K7, N-N6ch
21 K-N1, N/B-Q7ch 22 K-R2, B-B5 with an unclear
position.) 19 RxB, QRxR 20 KR-Q1 (not possible is
20 P-K7? because of 20...N-N6ch and then ...B-Q6.
Insufficient also is 20 B-K2. For example: 20...
N/R-N6ch 21 K-N1, N-Q7ch 22 K-R1, N/B-N6ch, 23 K-R2,
N/B8ch 24 K-R1, N/B-N6ch 25 K-N1, BxB and then...
...B-Q6.) 20...BxP and White is lost. Also possible is
20...RxCch 21 QxR, BxP with the finale 22 K-N1,
R-QB1 23 Q-Q6, K-R1! 24 B-Q5, N/B-N6 25 K-R2, B-N
1!! 26 BxB, R-B8 27 BxN, PxB, mate.

18 ... Q-B2

This leads to a won endgame, though Black could
have sought a decision in the middlegame.

19 BxR BxN
20 B-Q5 BxB
21 RxB Q-B3!

This is better than 21...NxB when the Black Queen
is out of play.

22 P-K7 ....

And here 22 R/1-Q1 was stronger.

22 ... QxR
23 PxR(Q)ch KxQ
24 R-Q1 Q-K4!

Now Black has a centralized position, and has a
much better endgame than White.

25 P-R3 P-R4
26 P-KN4 ....

Black threatened to play ...P-R5, pinning down
the Kingside pawns. If 26 K-N1 (instead of P-KN4)
then 26...P-R5 27 R-Q4, N/R-N6 28 RxxKP, Q-Q4
with threats of N-Q7ch, K-B1, N/B-N6ch with a
quickmate. Even so, Bogolubov's move is not the
best. He should have played 26 P-R4:

26 .... RPxP
27 PxP N/R-N6ch!

If instead of this check, 27...PxP, then 28 Q-N6,
N/R-N6ch 29 K-B2, and now Q-K5ch 30 QxQ, NxQ
31 R-KB1, or even 31 R-KN1, NxBP 32 R-N2 or 32 K-B3
with serious drawing chances.

28 K-N1 PxP ....

Now 29 Q-N6 (or Q-R7), Q-K5ch 30 QxQ, NxQ fails
for White. He is lost because of the position of
his King on N1. For example: 31 R-N1, NxBP 32 R-N2,
N-Q7ch 33 K-N2, N/Q-N5 34 P-N3, P-QN4. Or 32 K-B2!
(instead of 32 R-N2), N/N-B4 33 K-B3, N/B-K5ch

29 .... Q-Q4
30 K-Q1 ....

But not 30 RxP?, Q-R8ch.

30 .... Q-K5
31 R-N1 N-Q7ch
32 K-B1 Q-Q4!

Now on 33 P-QN4 follows 33...N/B-N6ch 34 K-N2, N-
B5ch 35 K-R2, N-Q5: 36 QxP, P-QN4! 37 Q-R7, N-R4ch
38 K-R1, N/Q-N6ch 39 K-N1, Q-Q6ch 40 K-N2, N-B5ch
41 K-R2, Q-B7, mate.

33 Q-R7 N/7-K5

Isolating the Queen, without which the White King
cannot be defended.

34 Q-R8ch K-B2
35 K-N1 ....

Leads to mate, but after 35 R-Q1, N-N6ch 36 K-B2,
Q-B5ch 37 K-N1, N/K-Q7ch 38 RxN, Q-B8ch 39 K-R2,
Q-R8, mate.

35 .... Q-Q6ch
36 Resigns

After 36 K-R2, N-B6ch is mate in two moves.

Game 54
Araida - Yates
Queen's Gambit

1 P-Q4, N-KB3 2 P-QB4, P-K3 3 N-QB4, P-Q4 4 B-N5,
B-K2 5 P-K3, O-O 6 N-B3, QN-Q2 7 R-B1, P-B3 8 B-Q3,
Game 55

Colle - Monticelli
Queen's Gambit

1 P-Q4, N-KB3 2 N-KB3, P-Q4 3 P-K3, QN-Q2 4 QN-Q2, P-B4 5 P-B3, P-KN3 6 B-Q3, B-N2 7 O-O, O-O 8 P-K4, BPxP 9 Nxp, PxP 10 Nxp, N-N3 11 BxN, N-B3 12 B-B3, P-K4 13 N-N5, Q-N3 14 P-QR4, Q-N1 15 Q-K1, K-B5 16 P-K5, B-K2 17 P-QR3, B-K3 18 N-Q4, B-B2 19 B-KN5, B-R1 20 Q-Q2, N-N5 21 B-KB4, B-K4 22 BxP, Q-N8 23 BxN, BxB 24 KR-K1, QR-Q1 25 Q-R6, B-B4 26 P-B3, B-B4 27 P-KN4, P-QR 28 P-KB4, Q-Q4 29 PxB, PxP 30 Q-R3, R-N3 ch 31 K-N1, P-KB4 ch 32 Q-B3, R-K5 33 RxP, Resigns.

Game 56

Rubinstein - Grau
Colle System

1 P-Q4, N-KB3 2 N-KB3, P-QN3 3 QN-Q2, B-N2 4 P-K3, P-B4 5 B-Q3, N-B3 6 O-O, P-N3 7 P-B3, B-N2 8 P-QR3, O-O 9 P-K4, P-Q3 10 R-K1, Q-N2 11 P-Q5, N3-K4 12 B-B1, P-B4 13 N-N5, Q-B1 14 P-KB4, N-N5 15 PxP, PxP 16 P-R3, N5-B3 17 P-B4, P-N4 18 RxP, PxP 19 N-K6, B-R2 20 RxR, KxR 21 Nxp/4, B-B1 22 N-K3, N-N3 23 P-QN3, N/Nxp 24 N-N5 ch, K-K2 25 NxcN, BxN 26 B-N2, Q-N2 27 Q-K1 ch, B-K5 28 Q-R4, B-N2 29 Nxp, R-N1 30 BxN, K-B2 31 N-N5 ch, K-N3 32 Q-N3, KxB 33 R-Q1, B-Q4 34 B-B4, BxB 35 Q-B3 ch, Resigns.

STANDINGS AFTER ROUND SEVEN

6½ Alekine
4½ Nimovich, Rubenstein, Tartakover
4 Ahues, Vidmar, Yates
3½ Bogolubov, Spielman
3 Knoch, Colle
2½ Grau, Maroczy, Monticelli
2 Araisa
1½ Romi

ROUND EIGHT

Game 57

Knoch - Grau
Queen's Indian


Game 58
Monticelli - Rubenstein
Reti Opening

1 N-KB3, N-KB3 2 P-QB4, P-QB4 3 P-KN3, P-QN3 4 B-N2, B-N2 5 P-N3, N-N3 6 B-N2, B-N2 7 P-Q3, N-B3 8 QN-Q2, P-Q4 9 PxP, QxQ 10 Q 0-0, O-O 11 N-K5, Q-K3 12 N/2-B4, QR-N1 13 N-B3, KR-Q1 14 P-KR3, P-KR3 15 K-R2, K-R2 16 QR-N1, N-Q5 17 KR-K1, N-Q4 18 Q-B1, N-N5 19 P-R3, N/N-B3 20 P-QN4, PxP 21 PxF, N-NxP 22 BxN, P-QN4 23 BxB, KxB 24 BxN, BxB 25 Q-N2ch, P-B3 26 N-K3, B-Q2! 27 P-N4, P-KR4! 28 Q-Q4, Pxp 29 Pxp, B-B3 30 Q-KB4, R-Rlch 31 K-N3, P-N4 32 N-B5ch, K-B2 33 Q-K3, Q-Q2 34 P-B4?, P-K3 35 N-Q4, PxPch 36 QxBP, P-K4

Resigns.

Game 59
Yates - Colle
Queen's Indian Defense


Game 60

Nimzovich - Araisa
Queen's Indian Defense


Game 61

Vidmar - Bogolubov
King's Indian


Game 62

Maroczy - Romi
Queen's Gambit

1 P-Q4, P-Q4 2 N-KB3, N-KB3 3 P-B4, B-B3 4 P-K3, P-Q3 5 N-B3, B-N5 6 B-Q3, O-O 7 Q-B2 (more aggressive

87
and stronger was 7 Q-N3) QN-Q2 8 O-O, Q-K2 9 B-O2, PxP 10 BxP, B-O3 11 B-O3, P-K4 12 P-KR3, R-K1 13 N-KN5, P-KR3 14 N/5-K4, B-B2 15 QR-K1, NxN 16 NxN, N-B3 17 NxBch, QxN 18 B-B3, Q-R5 (Black threatens to get a draw by a Bishop sacrifice. Very solid was 18...PxP, with 19 BxP, B-K4) 19 PxP, BxKP 20 BxB, R x2 21 P-B4, R-K1 22 K-R2 (to prevent ...BxP) B-Q2 23 O-B3!, QR-Q1 24 P-K4, B-B1 25 R-K3, Q-K2 26 P-K5, Q-Q2 27 R-K1, Q-K2 28 R/1-K1, Q-R5 29 R-KB1, Q-K2 30 B-N1, R-Q4 31 Q-B2, P-KN3 32 R-KN3, K-B1 33 O-K2, Q-N5 34 BxB (the natural continuation to gain an attack) PxB 35 RxP, K-K2 36 Q-R5, K-Q1 37 QnP, QxNP 38 P-K6!, R-R1 39 P-K7ch, K-K1 (on 39...K-B2 could follow 40 R-QN1, Q-Q5 41 R-QN4 with exchange of the Queens and a likely draw) 40 R-K1, R-Q7 41 Q-R5!! (this move decides the game) 41...RxPch 42 RxPch, RxQ 43 RxQ, RxPch 44 K-N1!, R-R2 45 R-R2!, R-N2ch 46 K-B2, R-N1 47 R-R6, K-B2 (else the sequence ...R-Q6 and P-B5-B6 etc decides) 48 P-K8(Q)ch, RxQ 49 R-R7ch, Resigns

Game 63
Spielman - Ahues
Ruy Lopez

1 P-K4 P-K4
2 N-KB3 N-QB3
3 B-N5 P-QR3
4 B-R4 N-B3
5 Q-K2 B-K2
6 P-B3 P-Q3
7 P-Q4 B-Q2
8 P-Q5 N-QN1
9 B-B2 O-O
10 O-O P-B3
11 PxP NxBP
12 P-KR3 R-B1
13 B-K3 Q-B2
14 QN-Q2 N-Q1
15 P-QR4 B-B3
16 P-R5 N-K3
17 B-Q3 ....

On 17 B-N6 follows 17...N-B5.

17 .... R/B-K1
18 P-KN3 K-R1

19 K-R2 N-B4
20 BxN PxB
21 N-B4 N-Q2
22 N/3-Q2 B-KN4
23 N-K3 N-B3
24 P-B3 R-Q1

With the threat of 25...Q-Q2, winning a piece.

25 KR-Q1 R-Q2
26 N/2-B1 R/1-Q1
27 P-OB4!! R-Q5

This is clearly not the best move.

28 N-B5 R-Q2
29 P-R4 B-R3
30 NxP PxN

Now Black's pawn position is shattered, but he has possibilities on the open KN-file.

31 N-K3 N-R4

The correct answer. The game now enters a critical phase.

32 N-B5 R-KN1
33 Q-K1 ....

The move 33 P-KB4 fails because of 33...NxP 34 NxB, PxP, etc. If instead 33 Q-K3, then 33...Q-Q1! 34 Q xRP, RxP 35 RxP, QxR 36 QxN, Q-K7ch 37 K-R3 (if 37 K-R1, then 37...BxP) 37...R-N3 followed by ...P-B3 and K-R1 winning the Queen. In all these variations, Black has a won game.

33 .... Q-Q1
34 B-B1 Q-B3
35 B-R3 R-Q5!!

This time, the exchange sacrifice is correct and very strong. Now the threat is 36...NxP 37 NxN, QxR RP.

36 B-N4 ....

See diagram at top of next page.
A quicker way to win is 46...Q-N6ch 47 K-R1, Q-B5 and then ...P-N6.

47 Q-Q7  R-KBl
48 R-KB1  P-N6
49 RxB  RxB
50 Q-K8ch  K-N2
51 QxPch  Q-B3
52 Q-B7ch  ....

After exchange of Queens, Black easily wins the endgame.

52 ....  K-R3
53 K-N2  ....

On 53 R-K1 follows 53...R-K6! 54 R-KB1, R-K8! with a beautiful win.

53 ....  R-Q6
54 Q-N6  K-N4
55 Q-B5ch  K-N5
56 Q-QB8ch  K-N4
57 Q-N8ch  K-R3
58 Q-N4  R-K6!
59 Q-R3ch  K-N4
60 K-N1  P-R4

Black's position is so strong that he had an immediate win by 60...Q-B7ch. The text move also wins by the threat to take the Rook on K2.

61 Q-N2  P-R5
Resigns

Game 64

Alekine - Tartakover
Dutch Defense

1 P-Q4  P-K3
2 P-QB4  P-KB4
3 P-KN3  ....

This is the strongest. The bishop bearing on Q5 along the diagonal can dominate the game.

3 ....  N-KB3
4 B-N2  B-N5ch
This is a typical maneuver in the Dutch Defense. This variation often results in exchange of several minor pieces. On 5 B-Q2 could follow 5...BxBch or 5...Q-R2.

5 N-Q2 N-K5
6 P-QR3! NxN
7 BxN ****

Of course not 7 PxB? because of ...NxP.

7 **** BxBch
8 QxB O-O
9 N-R3! ****

If the knight is developed to KB3, Black can strive for equal play through symmetry in the center.

9 **** P-Q4

According to practice, this is more solid than 9...P-Q3, with a following Q-K2, N-Q2, P-K4, etc. But Alekine shows an effective method of playing against the opponent's Queenside.

10 PxP PxP
11 :R-B4 P-B3
12 O-O Q-K2

He should develop the Queenside. Even so, better was 12...Q-Q3 or 12...Q-B3. Not sufficient for equality is 12...N-R3 with a following N-B2.

13 P-QN4: ****

Played to threaten 14 P-N5 and if 13...P-QR3, then White could immediately play 14 P-QR4, N-Q2 15 QR-B1, etc. The text move introduces combinations directed at undermining the center in the characteristic Alekine style.

13 **** P-QR3
14 P-B3 N-Q2

If 14...R-K1 then 15 P-K4!, BPxP 16 PxP, PxP 17 BxP! and now 17...QxB is not possible because of 18 QR-K1.

15 P-K4: BPxP
16 PxP PxP
17 Q-R2ch K-R1

17...Q-B2 fails because of 18 N-K6.

18 N-K6 ****

Unclear here is 18 QR-K1, N-B3 19 BxP as Black answers not 19...NxB 20 RxN!, but 19...Q-Q3, winning a tempo for the defense.

18 **** RxRch
19 RxR N-B3
20 N-N5 P-KR3

A critical moment in the game. Correct was 20...B-Q2! as White has no more than a perpetual check by 21 N-B7ch, K-N1 22 N-R6ch, K-R1 23 N-B7ch.

21 Q-B7! ****

White finds the best way. Nothing comes of 21 N-B7ch, K-R2 22 N-K5, B-K3 23 Q-KB2, R-Q1, nor 21 NxP, NxN 22 BxN, B-K3, etc.

21 **** QxQ

On 21...Q-Q3 follows 22 RxN, QxPch 23 K-R1!, PxN 24 Q-K8ch, K-R2 25 BxPch, etc.

22 NxQch K-R2

Bad is 22...K-N1 because of 23 NxPch.

23 N-Q6 B-K3?

A blunder. The correct defense was 23...K-N1 24 R-K1, R-N1 25 BxP, NxB 26 RxN, B-R6 27 R-K8ch, RxR 28 NxR, K-B1 29 N-Q6, P-QN3 which should be sufficient for Black to draw.

24 NxNP B-Q4
25 R-K1 R-K2
26 N-B5 P-QR4
27 P×P

Of course not 27 N×P, N×N 28 B×Nch, B×B 29 R×B, P×P
30 P×P, R-R5 with a draw.

27        R×P
28 P-QR4  R-R1
29 R-R1   R-R4
30 R-R3   K-N3
31 P-R3!  K-B4
32 K-B2   N-K1
33 B×Pch!  B×B
34 P-N4ch  K-B3

34...K-B5 is met by 35 N-K6, Mate. Bad also was 34
...K-N4 35 NxBch, K-R5.

35 NxBch  K-K3
36 K-K3   ....

Poor was 36 R-K3, K-Q4 37 N-B3ch, K-B5 38 R×N, K×N
and Black survives.

36 ....    N-Q3

Or 36...N-B2 37 N-B5ch, K-Q4 38 R-R1, N-N4? 39 N-N3,
and wins.

37 K-Q3   N×N
38 K×N   P-R4
39 P-N5!   ....

This pawn sacrifice forces the win. Bad was 39 P×P,
R×KRP and Black’s threat of 40...R×R5ch is suffi-
cient to draw. For example: 41 R-KN3, R-R5ch 42 K-
Q3, P-N4!, etc.

39 ....    R×Np
40 P-R5   R-N4
41 P-R6   R-N1
42 P-R7   R-QR1
43 P-R4!  P-N4
44 P×P   P-R5
45 R-R6   ....

After 45 P×B4, P-R6: 46 K-N3, K-B4 47 R-R5ch, K-K5
e etc. the chances of an equal result are strong.

45 ....    K-B2
46 K-B4   ....

After 46 R×P, R×P 47 R-KR6, R-R4 leads to a draw.

46 ....    P-R6
47 K-N3   K-N3
48 P-Q5!   ....

The winning point. After 48 K-N4, P-R7 49 R×Pch, K-
N2 50 R-KR6, R×P 51 R×P, B-Q2 52 R-Q2, R-Q4 Black
draws in spite of a deficit of two pawns.

48 ....    K×P
49 P×P   K-B4
50 P-B7   Resigns

STANDINGS AFTER ROUND EIGHT

7½  Alekine
5½  Nimzovich, Rubenstein
5   Abues
4½  Tartakover, Vidmar
4   Bogolubov, Yates, Kmoch, Colle
3½  Maroczy, Spielman
2½  Grau, Montichelli
2   Araisa
1½  Romi

ROUND NINE

Game 65

Tartakover - Kmoch
Queen’s Gambit

1 N-KB3, N-KB3 2 P-B4, P-B3 3 P-Q4, P-Q4 4 N-B3, P-
B3 5 B-N5, QN-Q2 6 P-K3, Q-R4 7 B×N, N×B 8 Q-B2, B-
K2 9 B-Q3, P×P 10 B×BP, P-B4 11 0-0, 0-0 12 P-Q5, Px-
P 13 N×P, N×N 14 B×N, Q-B2 15 P-QN4, R-N1 16 P×P,
Q×BP 17 P-KR3, B-B3 18 Q×R-B1, Q-K2 19 Q×KB4, B-K3 20
Q-B7, Q-K1 21 B×P, B-Q1 22 B-K4, B×B 23 Q×B, O×K-R5 2½

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Alekin continues to play for control of his KB5. Moreover, he prepares to storm White's castled position.

12 P-B4 N/4-N5
13 B-B3 NxBch
14 QxN N-N5
15 Q-K2 R-KN1
16 P-QR3 N-B3
17 N-Q2 ....

Defending the QBP against the threat of B-R3 and then P-Q4.

17 .... N-K4
18 Q-R5? ....

This is a blunder and in two moves, White has a lost position. By playing 18 O-O, White at least saves two tempi.

18 .... O-O-O!
19 O-O ....

White chooses not to accept the pawn sacrifice by 19 QxRP, R-R1 20 BxN, QxB 21 QxP, B-KB3 22 Q-N6, BxP 23 R-KN1, RxP, etc.

19 .... P-B4
20 Q-K2 ....

| 20 .... P-KR4! |

An energetic continuation. White by accepting the sacrifice opens lines to his own King.

21 NxBP R-N3

But not 21...R-R1 because of 22 P-B4.

22 P-B4 PxP
23 NxB P-R3
24 P-R3 R-N1

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Black's attack is very powerful. On 27 K-R1, follows 27...B-Q3 28 QR-Q1, BxN 29 PxB, Q-N6 with threat of RxPch.

27 .... P-K4!

By undermining the two knights, Black decides the game.

28 N-Q5 RxP
29 Q-Q2 BxN!
30 PxB P-K5
31 P-Q6 ....

Forced. On 31 N-R2, 31...B-Q3 wins; on 31 N-K1, Q-N6 is decisive.

31 .... PxN
32 RxP RxR
33 PxN QxKP

Resigns

Game 67

Romi - Spielman
Queen's Pawn Game

1 P-Q4, N-KB3 2 B-B4, P-K3 3 P-K3, P-QN3 4 N-KB3, B-N2 5 B-Q3, B-K2 6 P-KR3, O-O 7 QN-Q2, P-Q3 8 O-O, QN-Q2 9 B-R2, N-K1 10 P-K4, P-N3 11 Q-K2, N-N2 12 B-KB4, P-KB3 13 B-KR6, P-K4 14 B-B4, K-R1 15 Q-Q1, P-B3 16 KR-K1, P-QN4 17 B-N3, Q-N3 18 P-B3, P-QB4 19 N-B1, B-B5 20 B-B2, Q-B2 21 N/1-R2, R-B2 22 N-N4, N-K3 23 B-B1, B-KB1 24 N-K3, N-B5 25 Q-B1, B-N2 26 P-KN3, N-R4 27 Q-K2, R-K1 28 P-Q5, N-B4 29 N-N2, B-KB1 30 P-KN4, N-N2 31 N/2-R4, B-K2 32 Q-K3, K-N1 33 K-K2, Q-Q1 34 R-N1, P-B4 35 NxP, PxN 36 NxP, R-B3 37 R-N4, B-KB1 38 R/1-N1, P-KR3 39 R-N6, R-KR 40 RxR, BxP 41 PxB, P-K5 42 QxRP, PxN 43 P-B6, Q-Q2 44 R-N3, N-Q6 45 RxP, Q-KB2 46 R-N3, R-K7 47 BxN, PxB 48 R-N2, R-K4 49 PxN, BxP 50 B-K3, Q-K2 51 Q-N6, Q-KB2 52 QxP, RxP 53 B-Q4, Q-B5ch 54 K-R1, R-N4 55 RxR, QxR 56 Q-N3, QxQ 57 PxQ, B-R3 58 BxP Resigns.

Game 68

Bogolubov - Maroczy
French Defense

1 P-K4 P-K3
2 P-Q4 P-Q4
3 N-QB3 N-KB3
4 B-KN5 B-K2
5 P-K5 N/3-Q2
6 P-KR4 P-QR3

A poor continuation! A sharp position follows the energetic 6...P-QB4! 7 BxN, KxB 8 Q-N4, K-B1 9 N-B3, PxP and Q-N3 with equal chances.

7 Q-N4 BxN

Preferable is Grunfeld's 7...K-B1 followed by P-QB4 and N-QB3.

8 PxN! ....

Threatening 9 P-N6, BPxP 10 RxP. This is prevented by the following move which leaves Black's KB3 and KR3 very weak.

8 .... P-KN3

In the game Fink-Maroczy, Chicago 1926, there followed: 9 0-0-0, P-QB4 10 R-K1, N-QB3 11 PxP, NxBP etc. Bogolubov finds a stronger continuation.

9 B-Q3! ....

Now on 9...P-QB4 followed the piece sacrifice 10 BxN P!, BPxP 11 QxPch, Q-K2 (Or 11...K-B1 12 NxP and then Q-N6ch) 12 QxQch, KxQ 13 NxPch, K-Q1 14 P-K6, and wins.

9 .... Q-K2
10 N-B3 P-QB4
11 PxP N-QB3
12 0-0-0 NxBP

The KP cannot be taken. On 12...N/2xKP follows 13 NxN, NxN 14 Q-Q4, P-B3 (14...QxPch 15 PxB) 15 PxP, QxP 16 NxP, NxBch (16...PxN 17 KR-K1) 17 RxN, QxQ 18 N-B7ch! and White wins (18...K-Q1 19 NxR or 18...K-K2 19 RxQ).
White has a winning position because of the weakness of the Black squares. He will eventually win the KRP. Black therefore declines to exchange Queens and embarks on a counter-attack which proves to be insufficient.

15 ....  NxBch
16 PxN  Q-B4
17 P-Q4  Q-B5
18 K-N1  

Not 18 QxBP? because of QR-B1 trapping the Queen.

18 ....  K-N1

Now White could safely take the KBP.

19 R-R4?  QR-KB1
20 Q-B4  N-K2
21 R-R3  

Played so as to answer ...N-B4 by an immediate P-KN4.

21 ....  P-QR4
22 N-Q2  Q-R3
23 N-N3  P-N3
24 R-QB1  P-R5
25 N-R1  N-B3?

This loses a pawn. He should play 25...K-N2 26 N-B2, N-B3.

26 NxBP  B-B1

Of course on 26...PxN follows 27 P-K6ch.

27 N-B6!  

100

If 27 RxN, then PxN with some chances. For example: 28 P-KN4?, Q-B8ch or 28 P-K6ch, K-R1, etc.

27 ....  N-N5
28 Q-Q2  Q-N4
29 N-B2  NxN
30 QxN  R-Q1

30...B-N2 31 Q-B7ch, K-R2 32 R/3-B3 and then R-B6 and N-Q7 also wins easily.

31 RxP  B-R3
32 Q-B7ch  K-R1
33 RxP  Resigns

Game 69

Araisa - Vidmar

Slav Defense

1 P-Q4, P-Q4 2 P-QB4, P-QB3 3 N-QB3, N-KB3 4 N-B3, P-K3 5 B-N5, B-K2 6 P-K3, 0-0 7 R-B1, QN-Q2 8 P-QR3, R-K1 9 B-Q3, PxP 10 BxP, N-Q4 11 Ne5, QxQ 12 N-K4, N/4-B3 13 N-N3, B-P4 14 0-0, P-QN3 15 B-N5, R-Q1 16 PnP, NxP 17 N-Q4, B-N2 18 P-QN4, N/4-K5 19 Nxn, Nxn 20 B-B6, K-N4 21 N-B5, Q-N4 22 BxB, RxQ 23 KRxQ, QxN 24 BxR, P-N3 25 B-P3, N-B3 26 R-B7, Q-N4 27 R-Q3, P-K5 28 BxP, NxB 29 Pxn, Q-R5 30 P-N3, Qxp 31 R/7-Q7, P-KR4 32 R/7-Q4, Q-B3 33 P-KR4, Q-B6 34 P-K4, Q-K5 35 R-N3, P-R3 36 R/4-Q3, Qxp 37 R-KB3, Q-K5ch 38 K-N2, K-N2 39 R/3-Q3, N-K7 40 R-B2, Q-B6 41 R/3-KB3, Q-B3 42 K-R2, P-B4 43 R-K3, Q-Q4 44 R/2-B3, Q-Q7ch 45 K-N1, K-R3 46 K-R1, P-QN4 47 K-N1, Q-Q4 48 R-Q3, Q-K4 49 R/3-K3, Q-B3 50 K-N2, Q-N7ch 51 K-N1, Q-Q7 52 K-R1, Q-R7 53 R-Q3, Q-N8ch 54 K-N2, Q-B7ch 55 K-N1, Q-B1 56 R-B3, Q-K5 57 R/Q-B3, K-N3 58 K-N2, K-N2 59 R-B3, K-B3 60 R/KB-Q3, Q-K3 61 R/Q-K3, Q-R7ch 62 K-N1, K-N2 63 R-K1, R-R3 64 K-N1, Q-N7 65 K-R1, P-B5 66 Pxn, Q-B3 67 R-KR3, QxpB 68 R/KB-K3, K-N2 69 R-QB3, Q-K5ch 70 K-R2, Q-Q5 71 K-R1, K-R3 72 R/Q-KN3, Q-B7 73 R-N5, Q-B8ch 74 K-R2, Q-B5ch 75 K-N2, Q-K5ch 76 K-R2, K-N2 77 R/5-N3, Q-B75 78 K-R1, Q-Q8ch 79 K-R2, Q-Q7ch 80 R-N2, Q-Q3ch 81 K-N1, Q-Q5ch 82 K-R1, Q-K5 83 K-N1, Q-K8ch 84 K-R2, Q-K4ch 85 K-N1, K-B2 86 R-B3ch, K-N2 87 R-R3, Q-Q5ch 88 K-R2, K-B2 89 R-B3ch, K-K2 90 K-R3, Q-Q8 91 R/3-KN2, Q-K8ch 92 R-R2, Q-QB8 93 R/2-KN2, K-B2 94 R-N1, Q-B1ch 95 K-R2, Q-B5 96 K-R3, Draw.
**Game 70**

Colle - Nimzovich  
Queen's Pawn Opening

1 P-Q4, N-KB3 2 N-KB3, P-Q4 3 P-K3, P-B4 4 QN-Q2,  
P-QxP 5 PxP, N-B3 6 B-B3, Q-B2 7 B-Q3, B-N5 8 P-KR3,  
B-R4 9 Q-R4, N-Q2 10 O-O, P-K3 11 R-K1, B-Q3 12 Q-  
B2, B-B5 13 N-R4, P-KN4 14 N-B5, O-O-O 15 N-K3, K-  
N1 16 P-QN4, B-N3 17 N-N3, B-N3 18 N-QB5, P-K4 19  
P-N5, N-QR4 20 R-N1, K-R1 21 P-N6, RXP xP 22 N-R4,  
R-Q3 23 PxP, BxP 24 N-KB5. BxN 25 RxB, BxB 26 QxB,  
P-R3 27 B-R3, R-B3 28 R-K7, Q-Q1 29 RxBP, R-K1 30 Q-  
Q4. N-B5 31 B-N4, N-Q4 32 R-B8, RxR 33 BxR, N/3-Q2  
34 B-N7, N-N3 35 QxQP, Q-K6 36 BxP, N-B5 37 Q-KB5,  
RxR 38 R-Q1, N-K4 39 P-N3, NxPch Resigns.

**Game 71**

Rubenstein - Yates  
Queen's Gambit

1 P-Q4, N-KB3 2 P-QB4, P-K3 3 N-QB3, P-Q4 4 N-B3,  
P-QR3 5 P-K3. P-B4 6 QxP, PxB 7 P-QR3, O-O 8 P-QN4,  
B-K2 9 P-QxP. PnP 10 B-N2, N-B3 11 B-K2, B-K3 12 O-O,  
P-R3 13 R-B1, R-B1 14 N-Q4, B-Q3 15 P-B4, R-K1 16  
B-B3, NxN 17 QxN, R-R5 18 Q-Q4, P-QN4 19 R-P5, B-QB1  
20 NxQP, N-N5 21 BxN, RxB 22 P-B6, B-N2 23 KR-Q1,  
Q-N1 24 P-R3, R-N6 25 PnP, R-K3 26 N-B6ch, RxB 27 Bx  
R, Q-K1 28 R-Q2, R-N3 29 QxQ, QxPch 30 K-K2, RxB 31  
Q-B6ch, Resigns.

**Game 72**

Grau - Monticelli  
Bogo-Indian

1 P-Q4, N-KB3 2 N-KB3, P-K3 3 P-B4, B-N5ch 4 B-Q2,  
Q-K2 5 P-QR3, BxBch 6 QxN, P-Q3 7 P-K4, P-K4 8 P-  
Q5, QN-Q2 9 P-QN4, O-O 10 P-KN3, N-K1 11 B-N2, P-KB4  
12 PnP, P-K5 13 N-Q4, P-K6 14 N/2-B3, PnP 15 KPxP,  
N-K4 16 R-K1, P-KN3 17 K-N1, BxP 18 NxB, PnP 19 NxB,  
PnP 20 Q-Q4, K-K5 21 P-N4, N-B3 22 KxP, KR-K1 23 R-  
K3, K-B2 24 R-KB1, Q-K4 25 QxQ, RxQ 26 R-B4, R-KN1  
27 P-R3, P-N4 28 K-B2, PnP 29 B-B1, R-N4 30 BxP, K-  
K2 31 B-Q3, Draw.

**STANDINGS AFTER ROUND 71**

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<thead>
<tr>
<th>Place</th>
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<th>Score</th>
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<td>2‡</td>
<td>Araisa, Romi</td>
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</tbody>
</table>

**ROUND 71**

**Game 73**

Knoch - Monticelli  
Nimzo-Indian Defense

1 P-Q4, N-KB3 2 P-QB4, P-K3 3 N-QB3, B-N5 4 Q-B2, P-  
Q4 5 P-K3, P-B4 6 N-B3, O-O 7 P-QR3, BxNch 8 PxP,  
Q-N-Q2 9 B-Q3, Q-B2 10 O-O, P-QN3 11 BPxP, KPxP 12 P-  
B4, BPxP 13 NxP, B-R3 14 N-N5. Q-B3 15 N-Q4, Q-B4 16  
R-Q1, BxP 17 B-B5, KR-K1 18 B-N2, N-N4 19 QR-B1. P-  
Q4 20 N-B3, N/4-Q2 21 R-Q4, QR-N1 22 R-R4, P-N3 23  
BxN, NxN 24 B-Q3, P-B3 25 R-B4, P-N5 26 PxP, QxP 27  
QxQ, RxQ 28 BxP, NxN 29 R-QN. P-QR4 30 P-R4. P-R5 31  
R-B3, R-R1 32 R-R3, R-N6 33 RxB, BxB 34 N-Q1, B-B5  
35 N-B2, P-R6 36 NxP, RxN 37 K-R2, R-R3 38 R-B4, R-  
K3 39 K-N3, K-N2 40 R-Q4, R-K5 41 R-Q2, K-B3 42 R-  
N2. P-R4 43 R-N8, R-N5ch, Resigns.

**Game 74**

Yates - Grau  
French Defense

1 P-KN3, P-K3 2 P-Q4, P-Q4 3 N-QB3, PxP 4 NxP, N-KB3  
5 P-B4, P-B4 6 N-B3, N-B3 7 B-K3, Q-N4 8 B-Q3, B-Q2  
9 BnP, BxP 10 BxP, QxB 11 O-O, O-O 12 R-K1, N-QN5  
103
13 R-K5, Q-B2 14 N-K4, NxB 15 QxN, NxB 16 RxN, QR-Q1
17 R-KR4, P-KR3 18 R-QB4, Q-N3 19 Q-B3, R-B1 20 R-Q1,
RxR 21 QxR, B-B3 22 Q-Q4, QxQ 23 RxQ, P-B3 24 R-Q6,
BxN 25 PxB, P-K4 26 R-Q7, R-B2 27 RxB, KxR 28 K-N2,
K-K3 29 K-N3, K-B4 30 P-QR4, P-KN3 31 P-R5, P-KN4
32 P-QB4, P-R4 33 P-N4, K-R3 34 K-N2, P-R5 35 K-B1,
K-Q3 36 K-K2, P-B4 37 K-K3, B-B3 38 K-Q3, P-R6
39 K-B3, P-R3 40 K-Q3, P-N3 41 PnP, KxP 42 P-B5ch,

11 RxB Q-PB3
12 N-R5 ....

Exerting pressure because of the threat of P-KN3
followed by B-N2. If now 12...P-QN3, then 13 N-B4
with an attack on the square Q6 which should give
concrete positional results.

12 .... P-QN4!

Black finds a good answer, which denies the QB4
square to the White Knight, and plans to continue
development by ...B-N2 and ...N-B3.

13 P-KN3 P-QR3
14 B-N2 R-R2

Now White should castle, and the game would end
in a draw, But Nimzovitch tries to exploit an
illusory "advantage in time" and forces himself
into a bad position.

15 N-B6 NxB
16 BxNeh K-B2
17 B-R5 ....

This is the point of White's play: the threat of
18 B-N6 winning the exchange. The defense 17...B-B4
fails because of 18 P-QN4, Can Black only play
17...B-B1 18 B-N6, R-K2 with a cramped position?

17 .... B-N2!

This sharp answer works because of the position of
the White KR. It completely justifies Rubenstein's
12th move.

18 BxB RxB
19 R-QB1 ....

Intending to double Rooks on the QB file. But Black
finds a way to exploit the position of the Bishop
on QR5.

19 .... P-N5!

See diagram at top of next page.
Very interesting play follows 8...P-KB4. According to Alekine, best is 9 P-Q5!, NxN 10 PxN!

9 QxN P-KB4
10 P-N3! P-B4
11 B-N2 B-KB3
12 Q-Q2 ....

White has his pieces well developed, and now plays to control the Q-file. For example 13 PxP, PxP 14 BxB, QxB 15 Q-Q6.

12 .... N-R3

Black could play immediately 12...P-Q4, but the Knight at R3 can travel to QB4, which would be a beautiful post.

13 PxP! NxB
14 BxB RxP
15 KR-Q1 ....

The other White Rook will go to the QB-file.

15 .... P-Q4

The following play shows this to be a bad move.

16 N-K5 Q-B2
17 Q-Q4 PxP
18 BxB QxB
19 QxP P-B5

White threatened 20 P-QN4 followed by R-Q7. Opening the Q-file has given White numerous threats, and Black has little counterplay.

20 P-QN4! ....

White plays this at once, instead of 20 PxP, R/1-KB1 21 P-K3, P-KN4! which would give Black attacking chances.

20 .... PnP
21 RPxP ....

Of course, not 21 PxN?, PxBPch and ...Q-R8, mate.
21 .... Q-K5
22 Q-Q4! ....

A first class move. White declines to exchange, so as to prevent the Black Knight from getting to K5.

22 .... R-B4

22... R-R3 is met by 23 Q-Q8ch and mate next move.

23 P-B4! QxQ

Black cannot postpone this move, and his struggle for his K5 square is over.

24 RxQ N-R5

If 24...N-N2, 25 R-Q7 and White doubles with tempo on the 7th rank.

25 R-QB1! R/4-B1
26 R-Q6 KR-B1
27 R/6-QB6! RxR
28 RxR R-Q1

After 28...R-K1, White plays 29 R-QB7 and wins on the Queenside.

29 K-B2 ....

White omits 29 RxKP, N-B6, when Black's counter-chances are not bad.

29 .... P-KR4
30 RxKP R-Q7
31 R-K8ch K-R2
32 N-B3! RxRP
33 P-B5! Resigns

The threat is 34 N-N5ch, K-R3 35 N-B7ch, K-R2 36 R-R8, mate. On 33...P-N3 follows 34 P-B6!, also leading to mate. On 34...P-KN4, the White pawn has a forced march to Queen.

Game 77

Maroczy - Araisa
French Defense

1 P-K4, P-K3 2 P-Q4, P-Q4 3 N-QB3, PxB 4 NxB, N-KB3 5 NxNch, QxN 6 N-B3, P-KR3 7 P-B3, B-Q3 8 B-Q3, N-Q2 9 Q-K2, Q-K2 10 O-O, N-B3 11 N-K5, B-Q2 12 B-Q2, O-O 0 13 P-QB4, BxN 14 PxB, N-K1 15 B-B3, P-KB4 16 P-QN4, P-KN4 17 P-QR4, P-KR4 18 KR-B1, P-R5 19 P-R5, P-R6 20 P-N3, P-B4 21 P-R6, B-B3! 22 P-N5, B-N7 23 P-N6!, NxB 24 RxP, Q-N2 25 RxP, QxP 26 R-R5, N-B2 27 B-B2!, B-R1 28 Q-K3, Q-B3 29 P-B3, P-B5! 30 Q-K7, P-N5 31 B-K4, NxB 32 RxBch, QxR 33 QxP, Q-R7 34 QxP, KR-B1! 35 Q-K3, QxP 36 B-QN2!, Q-R5 37 B-KB3, P-B5 38 B-N4, R-Q4? (38...Q-B3! 39 BxP, B-R6) 39 Q-R3, QxQ 40 BxQ, R-N1 41 RxP, K-Q2 42 BxP, RxNP 43 B-Q1, N-Q4 44 B-Q2, R-KB1 45 R-Q4, K-B3 46 B-KB1, N-K6 47 B-Q3, N-B4 48 R-QR4, R-Q1 49 B-KB4, R-Q8ch 50 K-B2, R-Q8 51 BxN, PxB 52 R-R5, R/8-Q4 53 RxR, KxR 54 P-R4, K-K5 55 K-N2, R-Q2 56 P-R5, K-Q4 57 K-R3, K-K3 58 K-R4, K-B3 59 B-N5ch, K-N2 60 B-B4, K-B3 61 B-N5ch, K-N2 62 B-B4, Draw.

Game 78

Spielman - Bogolubov
Sicilian Defense

1 P-K4, P-QB4 2 N-KB3, P-K3 3 P-Q4, PxB 4 NxB, N-KB3 5 N-QB3, P-Q3 6 B-K2, B-K2 7 O-O, O-O 8 K-R1, P-Q4 9 PxB, NxB 10 NxB, QxN 11 B-B3, Q-Q4 12 Q-K1, P-Q2 13 Q-K4, N-Q2 14 B-B4, N-Q3 15 N-N3, P-QR4 16 P-QR4, P-B3 17 QR-N1, P-R3 18 B-K2, B-K2 19 B-Q3, N-B3 20 Q-Q4, QxQ 21 NxQ, N-Q4 22 B-N3, N-N5 23 B-N5, B-B3 24 P-BQ3, N-Q4 25 QR-Q1, R-Q1 26 KR-K1, B-Q7 27 K-N1, BxB 28 NxB, R/0-QB1 29 R-K4, R-Q1 30 R/4-K1, P-N4 31 N-Q6, N-N3 32 NxNP, RxR 33 RxR, NxB 34 R-Q2, R-R2 35 N-Q6, R-Q6 36 K-B1, B-K2 37 P-N4, PxB 38 PxP, N-B6 39 R-B2, N-Q4 40 R-B8ch, K-N2 41 N-K8ch, B-N4 42 P-N5, B-N5 43 R-B4, R-N2 44 N-Q6, BxN 45 BxN, RxP 46 P-N3, R-N2 47 K-N2, R-N7 48 B-B5, P-R4 49 R-K4, R-N6 50 P-R4, K-B4 51 R-R4, R-N4 52 B-R7, P-N5 53 R-QB4, R-N2 54 R-R4, R-N8 55 B-B5, P-B3 56 B-R7, P-K4 57 R-R5, N-B6 58 B-K3, K-K7 59 R-B5, K-K5 60 B-B4ch, N-Q5 61 R-B1, RxR 62 BxB, P-Q4 63 B-N5, P-B5 64 PxB, PxB 65 B-B6, N-B4 66 B-N5, Q-Q5 67 B-B6, N-N6 Resigns.
Game 79

Alekine - Romi
Slav Defense

1 P-Q4, P-Q4 2 P-QB4, P-QB3 3 N-KB3, N-B3 4 P-K3, P-KK3 5 B-Q3, QN-Q2 6 QN-Q2, Q-B2 7 O-O, P-K4 8 BPxP, PxP 9 PxKP, N/2xP 10 NxB, QxN 11 N-B4, Q-B2 12 P-K4, N-B3 13 P-KR3!, B-K2 14 Q-B3, B-K3 15 B-B4, Q-Q1 16 QR-Q1, O-O 17 B-B2, Q-B1 18 N-Q6, BxN 19 Bx N, B-K1 20 P-K5, Q-N4 21 R-Q4, P-KN3 22 R/1-Q1, Q-Q1 23 Q-KN3, K-N2 24 R-KR4, K-R1 25 B-N4!, P-KR3 26 B-Q2, Q-K2 27 K-R2, QR-Q1 28 P-N4!, Q-K1 29 R-Q4, Q-K2 30 B-N3, N-B2 31 RxR, RxR 32 B-B2, N-Q4 33 B-P4, K-R2 34 Q-B2, P-N3 35 P-N4, B-B1 36 Q-N3, R-N1 37 P-R3, P-B3? 38 R-K1, PxP 39 RXP, BxQ 40 P-N5!, N-K2 41 B-B3, Q-B2 42 B-N3!, N-Q4 43 PxP, B-K3 44 BxN, BxB 45 Q-K3, R-N2 46 RxR, QxR 47 BxR, KxB 48 Q-K5ch, Resigns.

Game 80

Tartakover - Ahues
Slav Defense

1 P-Q4 P-K3
2 N-KB3 N-KB3
3 P-B4 P-Q4
4 N-B3 P-B3
5 P-K3 QN-Q2
6 Q-B2! ....

The possibilities of counterattack are on Black's side in either the Meran Variation or the Stonewall. The counter-stroke against the Queen on the QB-file-P-QB4 - here is a loss of time.

6 .... B-K2
7 B-Q3 O-O
8 O-O Pxp
9 BxP P-B4
10 R-Q1 Q-B2?

This is clearly premature. Better was 10...P-QR3, and if 11 P-Q5, then PxP 12 Nxp, NxB 13 BxN, Q-B2 or in case of 11 PxP, BxP with a following ...Q-K2.

11 N-QN5 Q-N1

Forced because 11...Q-N3 (11...Q-R4 12 B-Q2) takes the square QN3 away from the knight.

12 PxP P-QR3
13 N-Q4 ....

White gets no advantage from 13 N-Q6, NxP.

13 .... NxP

On 13...BxP follows 14 NxP, PxN 15 BxPch, K-R1 16 Bx N!, NxB 17 N-N5, P-KN3 18 Q-B3ch, K-N1 19 N-K6, winning a piece and keeping the two extra pawns.

14 P-QN4 N/4-Q2
15 P-QR3 N-N3
16 B-N3 B-Q2
17 B-Q2 R-B1

It was better to play 17...Q-R2 so as to develop the QR.

18 Q-R2 N-K5
19 B-K1 ....

An incorrect piece sacrifice is 19 NxP", PxN 20 BxPch, K-R1 21 BxB, N/3xB 22 Q-K6, NxB 23 RxR, B-B3.

19 .... N-R5

This move, with its powerful threat of N-B6 seems to rescue Black, but the position of his bishop gives Tartakover an interesting idea for a combination.

20 N-B5! B-KB3

If 20...N/R-B6 then 21 NxBch, K-B1 22 BxN, NxB 23 Q-Q2, Nxr 24 NxR and White keeps an extra piece.
On 23...N-K5 follows N-Q4 and if 23...N-R5 then N-R6ch decides.

24 RxBP K-R1

Of course not 24...N-Q4 25 RxB!

25 N-Q4 Q-Q3
26 K-R1 N-N4

After 26...BxN 27 PxN, QxQP 38 RxQNP is in White's favor.

27 R-Q1 NxB
28 PxN Q-B3
29 P-R3 R-Q1
30 Q-N1 P-B5

After 30...RxP 31 RxR, BxR 32 QxP, Q-B1 33 R-Q7, White threatens not only to win the bishop, but to get a mating attack by B-B2. Black can defend only by allowing material loss on the Q-side.

31 P-Q5 Q-N3
32 Q-B5 R-Q3

32...QxBP fails because of 33 RxB.

33 QxBP R/1-Q1
34 R-QB1 R-K1

Black cannot prevent the invasion on the seventh rank. On 34...R/3-Q2 possible was 35 RxR, RxR 36 R-B8ch, R-Q1 37 Q-B5, etc.

35 RxQNP! Q-Q1
36 Q-N4 B-N7
37 R-QN1 Q-B3
38 Q-R5 R-QB1
39 B-B2 P-R3
40 R-QB7 R-B1
41 Q-K2 B-Q5

If 41...RxP 42 Q-K4.

42 Q-K4 P-N3
43 P-B3 B-K4

STANDINGS AFTER ROUND TEN

9 1/2 Alekine
7 1/2 Rubenstein
6 1/2 Nimzovich
6 Bogolubov, Vidmar
5 1/2 Tartakover
5 Ahues, Yates, Knoch
4 Colle, Maroczy, Montichelli
3 1/2 Spielman
3 Araising, Grau
2 1/2 Romi

ROUND ELEVEN

Game 81

Ahues - Knoch
Sicilian Defense

1 P-K4, P-QB4 2 N-KB3, N-QB3 3 N-B3, P-KN3 4 P-Q4, PxP 5 NxB, B-N2 6 B-K3, P-Q3 7 B-K2, N-B3 8 B-B3, O-O 9 Q-Q2, P-Q4 10 NxB, PxN 11 R-Q1, B-K3 12 O-O, PxP 13 QxQ, KRxQ 14 RxR, RxR 15 BxP, N-Q4 16 NxB, BxB 17 PxP, BxKP 18 B-B4, P-K3 19 P-B3, R-Q7 20 R-B2, R-Q8ch 21 R-B1, R-Q7 22 R-B2, R-Q8ch 23 R-B1, Draw.

Game 82

Romi - Tartakover
Queen Pawn Game

1 P-Q4, P-Q4 2 B-B4, P-QB4 3 P-K3, N-QB3 4 N-KB3, 113

Game 83

Bogolubov - Alekine
Slav Defense

<table>
<thead>
<tr>
<th>Move</th>
<th>Move</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 P-Q4</td>
<td>P-Q4</td>
</tr>
<tr>
<td>2 P-QB4</td>
<td>P-QB3</td>
</tr>
<tr>
<td>3 N-KR3</td>
<td>N-B3</td>
</tr>
<tr>
<td>4 N-B3</td>
<td>PxP</td>
</tr>
<tr>
<td>5 P-QR4</td>
<td>B-B4</td>
</tr>
<tr>
<td>6 N-K5</td>
<td>QN-Q2</td>
</tr>
<tr>
<td>7 NxP/4</td>
<td>Q-B2</td>
</tr>
<tr>
<td>8 P-KN3</td>
<td>P-K4</td>
</tr>
<tr>
<td>9 PxP</td>
<td>NxP</td>
</tr>
<tr>
<td>10 B-KB4</td>
<td>N/3-Q2</td>
</tr>
<tr>
<td>11 B-N2</td>
<td>B-K3</td>
</tr>
</tbody>
</table>

Dake, in his game with Alekine (New York, 1930), played here 11...P-B3, after which the move 12 R-B1, instead of castling, as Capablanca plays, gives White some positional pressure on the opponent.

<table>
<thead>
<tr>
<th>Move</th>
<th>Move</th>
</tr>
</thead>
<tbody>
<tr>
<td>12 NxB</td>
<td>NxB</td>
</tr>
<tr>
<td>13 O-O</td>
<td>Q-R4</td>
</tr>
</tbody>
</table>

Possible also was 13...P-B3 14 R-B1, R-Q1 15 Q-B2, B-K2 16 B-K4! and Black has difficulty defending his KR2. 13...B-K2 as Alekine's recommended after this game, is not so good because of 14 Q-B2. In a telegraph game from the match Leningrad-Odessa, 1930 there followed 14...R-QB1? (Poor is 14...O-O 15 N-N5, Q-N1 16 N-Q4, B-Q2 17 P-R5, with a better piece position for White.) 15 N-N5, Q-N1 16 NxP, QxN 17 BxN gives White an extra pawn.

<table>
<thead>
<tr>
<th>Move</th>
<th>Move</th>
</tr>
</thead>
<tbody>
<tr>
<td>14 Q-B2</td>
<td>....</td>
</tr>
</tbody>
</table>

In the ninth game of the match, Capablanca-Euwe, 1930, followed 14 N-K4, R-Q1 15 Q-B2, B-K2? 16 P-QN1 with a winning attack. Stronger was 15...N-N3 16 B-N5, P-B3 17 B-K3, B-K2 18 N-B5, BxN 19 QxB.

<table>
<thead>
<tr>
<th>Move</th>
<th>Move</th>
</tr>
</thead>
<tbody>
<tr>
<td>14</td>
<td>P-B3</td>
</tr>
<tr>
<td>15 N-K4</td>
<td>B-QN5</td>
</tr>
<tr>
<td>16 KR-B1?</td>
<td>....</td>
</tr>
</tbody>
</table>

It follows to play the sharp 16 KR-Q1 and if 16...O-O, then 17 N-Q6.

<table>
<thead>
<tr>
<th>Move</th>
<th>Move</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
<td>R-Q1</td>
</tr>
</tbody>
</table>

This defends White's threat of 17 N-B5 on which now follows BxN 18 QxB, R-Q8ch, etc. As a result of the opening, White has weak pawns on the Q-side.

<table>
<thead>
<tr>
<th>Move</th>
<th>Move</th>
</tr>
</thead>
<tbody>
<tr>
<td>17 P-R4</td>
<td>O-O</td>
</tr>
<tr>
<td>18 R-Q1</td>
<td>N-B5!</td>
</tr>
</tbody>
</table>

Played to provoke the weakening move 19 P-N3 after which the knight would return to his post on K4.

<table>
<thead>
<tr>
<th>Move</th>
<th>Move</th>
</tr>
</thead>
<tbody>
<tr>
<td>19 B-R3</td>
<td>B-B2</td>
</tr>
<tr>
<td>20 RxR</td>
<td>RxR</td>
</tr>
<tr>
<td>21 R-Q1</td>
<td>RxRch</td>
</tr>
<tr>
<td>22 QxR</td>
<td>Q-Q4!</td>
</tr>
</tbody>
</table>

Not possible was 22...NxP 23 Q-Q7, etc.

<table>
<thead>
<tr>
<th>Move</th>
<th>Move</th>
</tr>
</thead>
<tbody>
<tr>
<td>23 Q-B2</td>
<td>Q-Q5!</td>
</tr>
<tr>
<td>24 B-B5</td>
<td>P-KR3</td>
</tr>
</tbody>
</table>

This is better than 24...QxNP 25 Q-Q3, or 24...NxP 25 BxPch, etc.

<table>
<thead>
<tr>
<th>Move</th>
<th>Move</th>
</tr>
</thead>
<tbody>
<tr>
<td>25 B-B8</td>
<td>QxNP</td>
</tr>
</tbody>
</table>

This is more logical than 25...P-QN3 26 B-B1, N-R4 with an unclear position. The text move should be sufficient to win.

<table>
<thead>
<tr>
<th>Move</th>
<th>Move</th>
</tr>
</thead>
<tbody>
<tr>
<td>26 QxO</td>
<td>NxQ</td>
</tr>
<tr>
<td>27 BxNP</td>
<td>B-Q4</td>
</tr>
<tr>
<td>28 B-Q2!</td>
<td>....</td>
</tr>
</tbody>
</table>

The last chance!

<table>
<thead>
<tr>
<th>Move</th>
<th>Move</th>
</tr>
</thead>
<tbody>
<tr>
<td>28</td>
<td>BxN</td>
</tr>
</tbody>
</table>
This blunder throws away the win. Black should continue 28...BxB 29 NxN, NxP 30 P-K4, B-K3 31 BxBP, N-B6 and Black’s QRP will Queen. The text move wins a pawn, but loses Black his advantage against his opponent’s two bishops.

29 BxB NxB
30 B-Q6† ****

Of course, White should have taken repetition of moves, but Bogolubov, as is well known, is a great optimist:

39 **** PxP
40 PxP N-Q3†
41 BxN ****

After 41 BxB, NxN 42 K-Q4, N-N3 White faces more danger.

41 **** BxB
42 B-B5 B-B1
43 P-N5 PxP
44 PxP K-K3
45 BxP K-B4
46 K-Q4 Draw

If now 46...KxP then 47 K-B5.

Game 84
Araresa – Spielman
Queen’s Gambit


Game 85
Colle – Maroczy
Colle System

1 P-Q4, P-Q4 2 N-KB3, P-K3 3 P-K3, N-KB3 4 B-Q3, P-B4 5 P-B3, N-B3 6 QN-Q2, B-K2 7 0-0, 0-0 8 PxP, PxP 9 P-K4, PXP 10 NxP, B-K2 11 Q-K2, Q-B2 12 N-Nch, BxN 13 B-KN5, Q-K2 14 Q-K4, P-KN3 15 Q-KR4, BxB 16 NxN, P-B3 17 N-K4, P-K4 18 P-KB4, B-B4 19 QR-K1, QR-K1 20 K-R1, K-N2 21 PxP,NxP 22 B-N5, R-Q1 23 N-N3, B-Q2 24 B-Q3, B-B3 25 B-K4, BxB 26 QxB, Q-QB2 27 R-Q1, Q-B3 28 QxQ, NxN 29 N-K2, RxR 30 RxR, R-Q1 31 RxR, NxR Draw.

Game 86
Rubenstein – Vidmar
Slav Defense

1 P-Q4 P-Q4
2 N-KB3 N-KB3
3 P-B4 P-B3
4 P-K3 P-K3
5 N-B3 QN-Q2
6 N-K5 ****

Played to avoid the Meran Variation. The text move has a poor reputation, but is not bad.

6 **** NxN
Deserving serious consideration here, according to Alekine, is 6...P-B4.

7 PxN    N-Q2
8 P-B4    B-N5
9 B-Q2    Q-N3

If 9...PxP then not 10 BxP, NxB 11 PxB, Q-R5ch 12 P-N3, QxB but 10 N-K4!

10 B-K2    O-Q
11 O-O    BxN
12 PxB    Pxp
13 BxP    R-Q1
14 Q-B2    Q-B4

Black has difficult play. Not only is his QB blocked in, but his opponent has the two bishops. The text move is designed to advance the QNP to get the bishop into play.

15 B-K2    P-QN3
16 QR-Q1    N-B1
17 B-B1    B-N2
18 R-Q4    ....

Black has developed his bishop, but now has troubles on the Q-file.

18 ....    Q-K2
19 KR-Q1    P-QB4
20 R-Q6    RxBR
21 PxB    Q-K1!
22 P-K4    P-K4!

To isolate the dangerous pawn.

23 P-B5    Q-B3
24 B-B3    R-K1
25 Q-Q2    N-Q2
26 P-N4!?    P-KR3? 

Black fails to find the correct plan. He should play 26...P-QN4 followed by N-N3 to B5 or B1.

27 P-KR4    N-B3
28 P-N5    PxP
29 PxP    Nxp?

The knight moves were a waste of time and here the

30 Q-QB2!    ....

Not only attacking K4, but denying QR5 to the Black Queen.

30 ....    P-B5
31 R-K1    Q-B4ch
32 B-K3    ....

On a King move, Black could play 31...NxQP.

32 ....    Q-Q4!

The last attempt!

33 R-Q1!    ....

On 33 B-B2, Black has 33...Q-Q6 34 OxQ, PxQ 35 BxN, P-Q7 36 R-Q1, BxB.

33 ....    Q-B3
34 K-R2!    ....

Now White can safely take the knight and Rubenstein wins easily.

34 ....    P-N3
35 P-B6    P-R4
36 B-B1    P-N4
37 R-K1    Q-Q2
38 BxN    Q-N5
39 Q-K2    Q-R5ch
40 K-N2    BxBch
41 QxB    QxQch
42 RxQ    RxP
43 RxP    R-Q8
44 B-K3    P-N5
45 PxP    PxP
46 R-K4    R-Q6
47 K-B3    R-B6
48 R-K8ch    K-R2
49 R-KB8 Resigns

Game 87
Grau - Nimzovitch
French Defense

1 P-K4, P-K3 2 P-Q4, P-Q4 3 PxP, PxP 4 B-Q3 (the exchange variation is not so good as it's reputation says; Alekine, Nimzovitch and Spielman all write that they prefer Black's game) 4...N-B3 5 P-QB3, B-Q3 6 N-B3, K-N2 7 Q-B2, B-KN5 8 QN-Q2, Q-Q2
9 0-0, P-B3: 10 R-K1, P-KN4: 11 P-KR3, B-K3 12 N-B1, O-O-O 13 P-QN4, QR-N1 14 P-QR4, N-Q1 15 P-N5, P-KR4
16 N3-R2, R-N2 17 P-R5, K-N1 (this is a prophylactic move - see Nimzovitch's "My System") 18 B-R3, BxB 19 RxB, P-R5 20 P-N6, R/1-N1 21 P-R6, BxP
22 PxP, N/1-B3 23 B-N5, P-N5 24 PxP, BxP 25 Q-Q2, Q-Q3 26 R-R2, B-K7 Resigns

Game 88
Montichelli - Yates
Queen's Gambit

1 P-Q4, N-KB3 2 N-KB3, P-K3 3 P-B4, P-Q4 4 N-B3, QN-Q2 5 P-K3, B-K2 6 B-Q3, O-O 7 O-O, P-B4 8 Q-K2, P-QN3 9 P-N3, B-N2 10 B-N2, PxP 11 KPxP, R-B1 12 KR-Q1, Q-B2 13 N-K5, PxP 14 BxP, NxB 15 PxN, Q-B3 16 Q-B3, QxQ 17 PxQ, N-K1 18 N-Q1, B-QB3 19 B-R6, R-B2
20 QR-B1, P-R3 21 K-N2, B-O1! 22 N-B3, B-QB3 23 N-N5, BxN 24 BxB, B-N4 25 R-B4, RxR 26 BxR, N-B2 27 R-Q7, R-B1 28 P-QR4, K-B1 29 B-R3, K-Q1 30 R-Q1, B-K2
31 B-Q6, R-Q1 32 K-N3, BxB 33 PxP, N-Q4 34 BxB, RxB
42 R-K4, RxP 43 R-B8, P-B4 44 K-K5, K-K2 45 R-B4, RxP 46 P-B7, QxQ 47 RxP, RxP 48 K-B6, R-N6 49 R-QN7, P-B5 50 KxP, P-B6 51 R-N2, R-N7 52 R-N3, P-B7

STANDINGS AFTER ROUND ELEVEN

10. Alekine
83. Rubenstei
73. Nimzovitch

61/5 Bogolubov, Tartakover
61 Viden, Yates
51/2 Ahues, Knoc
43 Colle, Maroczy
43 Spielman, Montichelli
31/2 Araya
3 Grau
2 Romi

Game 89
Knoch - Yates
Queen's Indian

1 P-Q4, N-KB3 2 P-QB4, P-K3 3 N-QB3, P-QN3 4 P-K4, B-N5 5 P-K5, N-K5 6 Q-N4, NxN 7 P-QR3, B-B1 8 PxN, B-N2 9 N-N3, B-N3 10 B-N5, P-KR4 11 Q-N3, B-K2
12 B-K3, B-B1 13 B-Q3 (White declines to play for a draw) 13...P-Q3 14 B-K4, Q-B2 15 B-N5, P-B3 16 B-N6, QxQ 17 R-B1, R-R3 18 Q-O, R-Q1 19 KR-K1, B-B1 20 PxBP, PxP 21 B-B5, N-K4 22 PxN, PxP 23 BxP, RxR 24 P-R, QxP 25 N-Q4, B-N2 26 R-K6, Q-B2 27 QK-B1, K-K4 28 Q-N6, Q-N1 29 QxP, K-N1 30 QxQ, RxQ
31 P-N3, B-B1 32 N-K7 33 R/6xB1) 32...BxR 33 NxB, QBxP (not 33...BxN 34 P-B4) 34 N-K7, K-N2 35 P-KR4, P-N4 36 R-K, P-R4 37 N-N6, B-B3 38 P-N4, PxB 39 P-R5, B-N2 40 N-K7, B-B2 41 N-B5, B-K4 42 P-R6, B-N3 43 N-Q4? (43 N-N4!?) 44 PxBP, PxBP 45 PxBP, BxN 46 R-K3, B-KB4 47 K-B1, K-N3 48 B-N1, K-N4
49 R-K1, KxB 50 R-Q4, K-B6 51 K-R5, B-Q6 52 K-N2, B-K4 53 P-B3, PxP 54 KxP, B-R2 55 R-K1, P-B4 56 R-R1, P-B5 57 R-R7, B-B4 58 P-R7, K-N6 59 K-R7, BxP 60 RxB, P-B6 Resigns

Game 90
Nimzovitch - Montichelli
Reti-Nimzovitch Opening

1 N-KB3 N-KB3
2 P-K3 P-KN3
It seems that this is not the strongest answer to the popular Nimzovich Opening. 2...P-Q4 here gives a solid game. Also worth serious consideration is the sharp 2...P-QB4.

3 P-QN4  B-N2
4 B-N2  P-Q3

Black plays to hold his K5 square, and so does not play 4...P-Q4.

5 P-N3  P-K4

Black gives his opponent unnecessary chances. By 5...P-N3 he gets both an active diagonal for his Bishop, and advances the development of his Queenside.

6 B-N2  Q-K2
7 0-0  QN-Q2

Black has decided to play in the center and on the Kingside, by 0-0, N-B1, R-K1, etc.

8 P-Q3  O-O
9 P-B4  R-K1
10 N-B3  N-B1
11 N-Q2?  ...

White has several positions for this knight, which is very elastically posted; besides this, the text move puts the QNP under attack.

11 ....  P-B3
12 P-N5  B-Q2
13 N-N3  KR-B1

Played to meet the threat of 14 N-R5. The text is better than 13...QR-B1 which leaves the ORP undefended.

14 P-QR4  B-K3

Intending Q-Q2 followed by B-R6. White could prevent this maneuver by 15 P-R3, Q-Q2 16 K-R2.

15 B-QR3?  O-Q2
16 R-K1  B-R6

Black omits the tempting 16...P-K5 17 R-QB1 (17 PxP, BxP 18 N-R5, PxP etc.) KPxP 18 QxP, PxP 19 NxP in

White's favor.

17 B-R1  ...

If White plays to win the pawn by 17 BxQP then after 17...BxB 18 BxN, Q-R6! 19 P-B3, BxB 20 Q-K2, B-N5 21 QR-B1, P-K5 22 QPxB, PxB 23 RXP, BxB 24 QxN, N-N5 followed by ...RxP. Impossible of course was 17 BxB, QxB 18 BxP, N-N5.

17 ....  N-K3
18 P-K4  N-R4
19 R-R2  R-B1
20 B-B1  B-R1?

Much stronger here was 20...P-KB4 21 KPxB, BxP 22 P-N4, N/3-B5 23 PxP, RxP 24 B-K4, R-N4ch 25 K-R1, or 21...RxP 22 P-N4, R-B5 23 P-B3!, N-B3 24 N-K2, or of course, 21...RxP 22 P-N4, BxP 23 QxB, N/3-B5 24 B-K4!, R-N4 25 QxR, N-R6ch 26 K-R1, NxQ 27 BxN with in my opinion, sharp play with mutual chances.

Strong also was the less complicated 20...P-B3 21 P-B3, R-B2 22 R-KB2, R/1-KB1 23 P-B4, P-B4! and Black has good chances.

21 B-R6  KR-K1
22 R-Q2  ...

"What is he defending?" (Could this be a "mysterious rook move"? - Editor).

22 ....  B-B3?
23 B-K3  N-Q5
24 P-B3  N-N2
25 R-KB2  P-KR4
26 BxN  PxP
27 N-K2  P-B4

Black's next few moves ruin his position.

28 N-B4  B-K3
29 NxB  NxN

He could attempt to close the position by 29...PxN 30 P-B4, P-K4, etc.

30 P-B4  N-N2
31 P-K5?  Q-K2?
Game 91

Vidmar - Grau

Slav Defense

1 P-Q4, P-Q4 2 P-QB4, P-QB3 3 N-KB3, P-K3 4 P-K3, QN-Q2 5 B-Q3, P-KB4 6 N-B3, P-QR3 7 B-Q2, B-Q3 8 Q-B2, Q-B3 9 R-QB1, N-R3 10 O-O, O-O 11 P-QN4, P-KN4 12 P-QR4, P-N5 13 N-K1, N-B2 14 P-B4, Q-K2 15 P-N5, RPxP 16 RPxP, N-B3 17 N-R4, B-Q2 18 N-N6, QN-R1 19 Q-N3, N-K5 20 B-R5, B-K1 21 P-N3, N-R1 22 N-N2, N-B3 23 PxBP, NxB 24 N-B4, P-N3 25 B-Q2, PxP 26 NxB, QxB 27 BxNP, BxB 28 QxB, KR-B1 29 R-B4, RxR 30 QxR, P-N4 31 Q-N3, Q-N3 32 N-K1, N-KB2 33 N-Q3, N-Q3 34 N-K5, N-K5 35 B-N4, R-QB1 36 N-Q7, Q-B3 37 N-B5, NxB 38 QxN, NxB 39 R-B1, Q-B6 40 Q-Q2, Q-Q4 41 Q-QB2 Draw.

Game 92

Maroczy - Rubenstein

Four Knights Game

1 P-K4, P-K4 2 N-KB3, N-QB3 3 N-B3, N-B3 4 B-N5, N-Q5 5 NxB, (Another variation is 5 B-B4, B-B4 6 NxB, Q-K2 7 N-B3, P-Q4 8 NxBP, QxPch 9 N-K3, B-KN5 10 B-K2, NxB 11 QxN, BxB 12 QxB, QxQ 13 PxB. White has an extra pawn but using it is not easy) PxB 6 P-K5, Pxn 7 PxB, QxP 8 QPxP, B-B4 9 Q-K2ch, Q-K2 10 QxQch, BxQ 11 B-K3, P-QB3 12 B-Q3, P-Q4 13 O-O-O, O-O 14 P-KR3, B-Q2 15 P-R3, P-QN4 16 B-KB4, P-QR4 17 K-Q2, P-K3 18 P-KN4, P-N5 19 RPxP, PxP 20 R-R1, PnPch 21 Px P, B-N4 22 BxB, PxQ 23 KR-QN1!, P-N3 24 RxR, RxB 25 R-N7, B-K1 26 R-B7, K-B1 27 K-K3, R-R5 28 P-B3, R-KB5? (White could now gain a decided advantage by playing P-R4) 29 K-B2?, R-R5 30 K-N3. Draw.

Game 93

Spielman - Colle

Alechine's Defense

1 P-K4, N-KB3 2 P-K5, N-Q4 3 P-Q4, P-Q3 4 P-QB4, N-N3 5 P-B4, B-B4 6 B-K3, Pxp 7 BPxp, P-K3 8 N-KB3, Bx N 9 RxB, B-N5ch 10 B-Q2, Q-K2 11 B-Q, N-B3 12 0-0, BxB 13 QxB, O-O 0 14 P-B5, N-Q2 15 P-QN4, P-B3 16 KR-K1, PxP 17 PxP, KR-B1 18 Q-B3, N/2xKP 19 NxB, Q-B3 20 B-B4, Resigns.

Game 94

Alechine - Araisa

French Defense

1 P-K4, P-K3 2 P-Q4, P-Q4 3 N-QB3, N-KB3 4 B-KN5, B-N5 5 KN-K2, PxP 6 P-QR3, B-K2 7 BxB, BxB 8 NxB, P-QN3 (Best in this MacCutcheon Variation is 8...P-K4 9 Q-Q3, PxP 10 NxBch, QxQ 11 Qxp, QxQ 12 NxB, B-Q2!) 9 P-KN3!, B-N2 10 B-N2, Q-B1 11 N-B4, N-Q2 12 0-0, P-N3? 13 NxBch, NxB 14 Q-K5, K-K2 15 P-Q5!, N-Q2 16 Q-N5ch, P-B3 17 Q-R6, P-K4 18 P-Q6ch!, K-B2 19 N-Q5, Pxp 20 0-0, Q-B1 21 Q-Q2, R-B1 22 NxBP!, BxB 23 NxB, N-Q2 24 NxN, R-B4 25 KxB, Q-N2ch 26 K-N1, QxB 27 P-QN4!, R-B3 28 Q-Q5ch, K-K2 29 P-Q4, R/1-QB1 30 P-B5!, PxP 31 OxKpPch, K-B2 32 Q-Q5ch, K-N2 33 Q-Q7ch, K-R3 34 Q-Q1, R/3-B2 35 Q-R3ch, K-N2 36 R-Q7ch, Resigns.

Game 95

Tartakover - Bogolubov

French Defense

1 P-K4, P-K3
2 P-KN3

Tartakover favors this move against the French, but it should give White only equal play.

2 ....
3 B-N2

An alternate continuation here is 3...PxP 4 N-QB3, B-Q2! and if 5 Nxp? ( 5 P-Q3!, B-B3 6 PxP, QxQch

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7 N×Q, =) 5...B-B3 6 P-B3, P-K4 with advantage to Black (Rumín - Runzer, Odessa, 1929) or 5 N-KR3, B-B3 6 O-O, N-Q2! 7 N×P, KN-B3 8 P-Q3, B-K2 9 N-B4, O-O 10 B-Q2, P-KN4; with advantage (Genevsky - Botvinnik, Moscow, 1927). Since now 4 P-K5 is clearly insufficient, White decides on 4 N-QB3, but this is not correct. 4 PxP should lead to equal play.

4 N-QB3? P-Q5!
5 N-N1 ....

Even worse was 5 N/3-K2, P-Q6 6 PxP, N-B3 7 N-KB3, Q×P, etc.

5 .... P-Q6
6 PxP ....

Forced, but now White's QB will be very difficult to develop. If 6 P-QB3, P-K4, or 6 P-K5, N/3-Q2 7 P-KB4, P-KN4! with a poor position for White.

6 .... N-B3
7 N-K2 P-K4
8 P-Q4 ....

To prevent 8...Q×P, for example in answer to 8 O-O.

8 .... N×Q P
9 NxN ....

Forced, else 9...B-KN5.

9 .... Q×N
10 N-B3 B-K3
11 Q-Rch ....

White plays for the endgame, but Bogolubov exploits the weakness in White's pawns in a classical manner; besides exchanging Queens, White could play 11 P-N3, B-QB4 12 Q-K2, O-O-O 13 O-O (Not 13 B-N2?, Q×Pch with a quick win).

11 .... Q×Q
12 N×Q O-O-O
13 P-B3 N-Q2?

Intending ...N-B4 so as to develop the KB.

14 P-N3 N-B4

15 N×N B×N
16 B-N2 P-KB3
17 P-KB1 B-B7ch

Now the White King is stranded in the center, and must block his KB.

18 K-K2 B-N3
19 P-Q3 ....

This is a serious positional blunder, because it limits the scope of the White KB. Correct was 19 B-N2, B-Q2 20 KR-Q1, B-N4ch 21 P-Q3. True, the QP was forced to move in this case, but White has gained several tempis over the text move.

19 .... R-Q3
20 B-N2 R/1-Q1
21 KR-Q1 P-QR4!

Beginning an attack against the White Queenside pawns!

22 P-KR3 B-Q5
23 B×B R×B
24 QR×B1 P-R5
25 R-B3 P×P
26 P×P R-N5
27 R-QN1 R-Q3!

The intended march of this Rook is clear: R-R3-R7.

28 K-Q2 R-R3
29 R-N2 ....

The pawn cannot be saved. 29 K-B2, R-R7ch 30 R-N2, R-R8 is even worse.

29 .... R-R6
30 K-B2 R-R8
31 K-Q2 R×P!

This stroke decides the game. Tartakover could resign here.

32 R/2×R B×R
33 R×B R-R7ch
34 K-B3 R×B
35 P-N4 R-KR7
36 P-Q4 P×Pch
37 K×P R×P

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38 P-K5 PxPch
39 KxP R-R3
40 P-B4 R-Q3
41 P-B5 P-R3
42 P-N5 PxP
43 R-KR3 P-N4
44 R-R7 R-Q2
45 K-K6 P-QN5
46 R-R5 P-N6
47 RxP R-Q8
48 R-N2 P-B4
49 K-B7 R-Q2ch
50 Resigns

Game 96
Ahues - Romi
Slav Defense

1 P-Q4, P-Q4 2 N-KB3, N-KB3 3 P-B4, P-B3 4 P-K3, P-K3 5 N-B3, QN-Q2 6 B-Q3, B-N5 7 0-0, Q-K2 8 Q-N3, B-Q3 9 P-K4, PxBP 10 BxP, P-K4 11 N-KN5, 0-0 12 P-B4, PxQP 13 P-K5, PxN 14 PxB, QxP 15 BxPch, K-R1 16 PxP, N-B4 17 B-R3, B-N5 18 Q-B4, P-QN3 19 P-R3, B-B4 20 QR-Q1, Q-K2 21 BxN, BxBch 22 QxQ, PxQ 23 B-N3, P-KR3 24 N-B7ch, K-R2 25 N-Q6, B-Q2 26 N-N7, QR-K1 27 NxP, B-B1 28 KR-K1, N-R4 29 RxR, RxR 30 B-B7, R-B1 31 BxN, R-B4 32 B-N4, Resigns

STANDINGS AFTER ROUND TWELVE:

11 Alekine
9 Reubenstein
8\frac{1}{2} Nimzovitch
7\frac{1}{2} Bogolubov
7 Yates
6\frac{1}{2} Ahues, Vidmar, Tartakover
5\frac{1}{2} Knoch
5 Maroczy, Spielman
4\frac{1}{2} Colle

4 Monticelli
3\frac{1}{2} Grua, Aruza
2\frac{1}{2} Romi

ROUND THIRTEEN

Game 97
Romi - Knoch
Queen’s Pawn Opening

1 P-Q4, N-KB3 2 B-B4, P-K3 3 P-K3, P-B4 4 P-QB3,
P-QN3 5 N-KB3, B-N2 6 B-Q3, B-K2 7 Q-K2, PxP 8 KPxP
P-Q3 9 QN-Q2, QN-Q2 10 N-B4, Q-B2 11 P-KR3, N-Q4
12 B-R2, P-QN4 13 N-Q2, O-O 14 Q-R1, B-N5 15 Q-N4, P-R3 16 QR-K1, O-O 17 QR-B1, N-B3 18 N-N3
Q2, N-Q-Q2 19 B-N1, Q-N3 20 O-Q3, KR-Q1 21 R-K3,
Q-R1 22 R-B3, B-Q4 23 R-K1, NxN 24 NxN, P-B4
25 N-Q2, BxR 26 RxP, B-K5 27 NxB, PxN 28 QxKP, N-B3 29 O-N6, R-K1 30 B-K5, Q-O1 31 BxN, BxB 32 B-B5,
K-B1 33 Q-R7, RxR 34 BxR, K-K2 35 BxR, QxR 36 Q-KB1,
ch, K-Q2 37 P-QR4, K-B2 38 PxP, PxP 39 O-Q5, O-N2
40 Q-K6, Q-B3 41 Q-B7ch, Q-O2 42 Q-O5, K-N3 43 Q-
R8, Q-R2 44 Q-Q5, Q-O2 45 K-R2, Q-B3 46 Q-B6, P-O1
47 Q-N8, K-B2 48 P-KN3, Q-O2 49 Q-QR8, B-O1 50 N-N2,
K-Q3 51 Q-R3ch, K-K3 52 Q-B8, B-B3 53 P-KO1, R-B1
54 Q-KN8, K-K5 55 KB-B4, P-N5 56 Q-R7ch, Q-O8ch, Bx
KxQ 58 K-B3, PxP 59 PxP, B-O1 60 K-B4, P-R1
61 K-Q3, P-R5 62 PxP, BxP 63 P-B4, PxPch 64 R-N6,
Pxp 65 K-Q5, K-N6 66 K-K6, KxP 67 K-B5, P-N8, Resi-
gins.

Game 98
Bogolubov - Ahues
Queen’s Gambit

1 N-KB3 N-KB3
2 P-B4 P-K4
3 N-B3 P-Q4
4 P-Q4 QN-Q2
5 B-N5 P-B3
6 PxP

Avoiding the Cambridge Springs variation, which, according to theory, gives Black fully satisfactory play.
6  
7 P-K3  
8 B-Q3  

If 8...0-0, then 9 Q-B2, preventing ...N-K5, after which Black gets a cramped game.

9 BxB  
10 Q-B2  

Stronger is 10 BxN, PxB 11 N-Q2, P-KB4 12 0-0, 0-0 13 Q-B2 and then QR-K1 and P-B3, as in the game Marshall - Rubenstein, Moscow, 1925.

10 ....  
11 0-0  
12 QR-K1  

It is difficult to find the correct plan for Black here. After 12...N/2-B3, White plays 13 N-K5 and then P-B3.

13 P-KN3  

A solid move. If 13 N-Q2, R-R3 14 P-KN3, Q-B2 15 P-B3?, NxNP! Now on 13....R-R3 White answers 14 N-R1.

13 ....  
14 K-N2?  

Bogolubov subjects himself to a strong attack. He should play the immediate 14 N-Q2!, P-N5 (else White plays P-B3 and P-K4, gaining the advantage.) 15 P-B3, PxB 16 NxP, N-B1, etc., and the weak KBP compensates White for the Strong Black Knight on K5.

14 ....  
15 N-KN1  

If 15 N-Q2, then 15...Q-B2 16 P-B3, Q-R4 17 R-R1, Q-R6ch 18 K-N1, NxP etc..

15 ....  
16 P-B3  
17 P-KR3  

Now the attack is very strong. White cannot accept the piece sacrifice, as after 18 PxN, PxB 19 B-K2 follows 19...BxPch 20 K-B2, N-N5ch 21 BxN, BxB and wins.

18 N/3-K2  

If 18 P-KB4, preventing P-B5, then 18...P-N5! 19 P-KR2, NxP!! 19 N/3-K2, PxPch 20 K-R1, N-N5 and wins.

18 ....  
19 P-KN4  
20 BPxN  
21 NxP  
22 BxN  
23 NxB  

If 23 K-B2, then Q-R5ch 24 K-K2, BxRch with an easy win.

23 ....  
24 K-B2  

An easy win is 24...Q-R7ch 25 B-N2 (if 25 K-B3, then R-R6ch 26 K-N4, Q-N6ch 27 K-B5, Q-N3ch 28 KxP, R-R5ch 29 K-B3, Q-N6ch 30 K-B2, R-R7ch 31 B-N2, RxP, mate) 25...P-B4 26 KxP (if 26 R-B1, R-N3 27 R-KN1, RxBch 28 RxPch, PxR. If 26 R-KN1, R-KB1! 27 P-K4, Q-R5ch 28 K-K3, P-B7, winning the exchange for a pawn) Q-R4ch 27 K-N3, K-R1 (threat of 28...R-N1ch 29 K-B2, RxBch) 28 R-KR1, R-N1ch 29 K-B2, RxBch 30 KxR, Q-N5ch 31 K-B1, Q-B6ch 32 K-N1, RxRmate.

25 K-K2  
26 K-Q1  
27 BxR  
28 R-R1  

The attack on White has ended, but he has lost too much material to hold the game.

See diagram at top of next page.
Removing the King from the dangerous Kingside. If White plays 30 R/K-N1, then 30...QxRch 31 RxQch, KxR 32 PxR, R-K5!, and wins. For example: 33 R-N4!, RxPch 34 K-K2, K-K3 35 K-K3, R-K5ch 36 K-B3, R-K8.

30 B-B2 K-B3!

Black cannot take the Pawn with the Rook, as after 31 R-N1 White emerges with an extra piece. If 30...Q-B6ch 31 K-B1, RxP, then 32 R/R-N1ch, K-B3 33 R/K-B1, and White wins the BP.

31 R-R6ch K-K2
32 PxPch K-Q1
33 R-Q6ch K-B2
34 RxPch PxR
35 RxR QxP

The following is only a technical exercise.

36 R-K1 QxPch
37 K-B1 P-B4
38 F-Q1 Q-K4
39 K-N1 K-B3
40 B-N3 P-B5
41 R-QB1 K-N4
42 BxPch ....

On a retreat of the Bishop, the advance of the OP wins quickly.

42 .... PxB
43 P-R3 Q-K5ch
44 K-R2 P-R4
45 R-B3 P-R5
46 R-R3 K-B4
47 R-R5ch K-Q5
48 R-R3 Q-Q6!
49 R-R4ch K-K6
50 R-R2 K-B5
51 R-B2ch K-N6
52 R-B8 Q-N6ch
53 Resigns ....

On 54 K-R1 follows 54...P-B6. An accurately played endgame.

Game 99

Araisa - Tartakover
Queen's Pawn Game

1 P-Q4, P-Q4 2 N-KB3, N-QB3 3 B-B4, B-B4 4 P-B3, P-K3 5 P-K3, B-Q3 6 B-N3, N-B3 7 B-N5, O-O 8 BxN, PxN 9 B-R4, P-B4 10 N-K5, PxP 11 KPxP, P-B4 12 O-O, Q-B2 13 R-K1, PxP 14 PxP, N-K5 15 N-KB3, QR-N1 16 P-QN3, KR-B1 17 B-N3, NxR 18 RPxR, B-QN5 19 QN-Q2, B-B6 20 R-QB1, Q-R4 21 R-K2, B-N7 22 RxRch, RxR 23 N-B4, PxN 24 RxR, P-B6 25 Q-B1, Q-R3 26 R-B2, BxR 27 QxB, Q-R6 28 N-K1, Q-N7, resigns.

Game 100

Colle - Alekine
Queen's Pawn Game

1 P-Q4 N-KB3
2 N-KB3 P-Q4
3 P-K3 B-B4

This is a good method against the Colle system.

4 B-Q3 ....

Stronger is 4 P-B4, threatening Q-N3.

4 .... P-K3
5 BxB PxP

Black has neutralized the opposing Bishop, and now has control of his K5.

6 O-O QN-Q2
7 P-B4 PxP
8 Q-R4 B-Q3
9 QN-Q2 O-O
10 NxP N-N3
11 NxN RPxN

The open line is not dangerous to White.

12 Q-B2 Q-Q2
13 N-K5 Q-K3
14 N-B4 B-K2
15 B-Q2 KR-Q1
16 P-QR4 N-K5
This is played to weaken the opponent's Kingside pawns. Black's advantage begins to crystallize.

17 KR-Q1 P-B5

18 B-K1 PnP
19 NxBP P-QB3
20 N-B4! R-R3

This Rook must assume a defensive function. 20...
P-QB4 leads to less than satisfactory play.

21 P-QN4 P-R3:

The world champion makes a preventive move before entering complications.

22 R-R3 ....

White intends to play R-KR3, but Black finds a good answer to Colle's plan, and better appears 22 QR-B1.

22 .... P-QN4!
23 PxP ....

Of course not 23 N-R5?, RxN.

23 .... PnP
24 RxR PxR
25 N-K5 B-B3:

This was a surprise for White. Now, instead of the defensive move 26 P-B4, he decides to play for complications.

26 QxN ....

Bad was 26 N-B3, N-N4! 27 NxN, PxN 28 B-B3, BxP! winning a pawn.

26 .... BxN

27 P-B4? ....

This blunder loses immediately. Best was 27 P-N3, BxQP! 28 RxR, RxR 29 QxR, QxBch, though even this favors Black.

27 .... BxPch
28 RxR RxR
29 Resigns

This combination would not have worked had Black not played 21...P-R3 to give his King an exit!

Game 101

Rubinstein - Spielman
Queen's Pawn Game

1 P-Q4 P-K3
2 N-Q2 P-Q4
3 Nf3 KB3 N-KB3
4 P-K3 P-B4
5 P-QR3 Pxp

This seems premature, but Black is stopping the possibility of White's playing a later PxP, BxP followed by P-QN4 with tempo. By the solid 5...N-B3 6 B-Q3, B-Q2 7 PxP, BxP 8 P-QN4, B-Q3 9 B-N2, 0-0 Black stands well.

6 PxP B-Q3
7 B-Q3 0-0
8 O-O N-B3
9 R-K1 Q-B2
10 P-R3 B-Q2
11 N-B1 P-KR3

Black has built a solid defensive position, and exerts pressure against his opponent's center and Kingside.

See diagram at top of next page.
Thus, Black's strategy is counterplay on the Queen-side, while White switches to the Kingside:

14 N-N4!  NxN
15 PxN  B-B5

Now 15...P-K4 is not so good: 16 PxP, NxP 17 NxN, BxN 18 P-N5 forcing a weakening in Black's King position.

16 P-N5  PxP
17 NxP  P-N3

White cannot be allowed to play Q-R5, though the text move weakens the Black King position.

18 Q-B3  BxB
19 QRxB  ....

Now the threat is Q-R3. If 19...P-K4 then 20 Q-N3, with threats of Q-R4 and Q-R2.

19 ....  K-N2
20 R-B2  QR-K1
21 R/2-K2  R-K2
22 O-K3  N-Q1
23 P-KB4  ....

Black's position is difficult to defend. White now has the threat of P-B5 with a decisive attack, which forces a new weakness in Black's critical King position.

23 ....  P-B3
24 N-B3  R-R1
25 P-KN3  N-B2
26 N-R4  P-B4
27 R-R2  ....

This is played to threaten P-KN4.

27 ....  N-R3
28 B-K2  R-B2
29 K-N2  N-N1
30 R/1-R1  ....

With the powerful threat of NxPch.

30 ....  R-R3
31 N-B3  RxRch
32 RxR  N-B3

If 32...N-R3, then 33 N-N5, R-K2 34 Q-N1, R-K1 35 RxN and wins. But the move in the game should also lead to a quick loss.

33 N-K5?  ....

This is a blunder. White could force an immediate win by 33 N-N5!, R-B1 34 Q-K5!, QxQ 35 QxQ, N-R4 36 BxN, PxB 37 RxB, R-KR1 38 RxB, KxR 39 K-B2, with an easily won end-game.

33 ....  R-B1
34 Q-B1  P-R4!

Black continues to look for his chances on the Q-side.

35 O-KR1  ....

White should play 35 N-Q3 with a solid position. This attempt to immediately force the game is insufficient.

35 ....  P-N5
36 R-R6  B-K1
37 B-N5  B-B2

Now Black threatens not only PxBP, but N-R4.

38 Q-R4  PxBP
39 N-Q7?  ....

This loses because of Black's answer. By playing instead 39 PxP, QxQBP 40 N-Q7, NxN 41 R-R7ch, White could still force a draw. If in answer to 40 N-Q7, Black plays N-R4, then 41 RxN, PxR 42 Q-B6ch, with
good winning chances for White.

39 .... QxN!

Here White lost on time. A possible continuation was 40 BxQ, PxP 41 Q-R1, R-QN1 42 Q-QN1, KxR 43 B-R4, N-K5 44 B-B2!, K-N2! (Not 44...N-B6 45 Q-R1ch, K-N2 46 Q-K1! and Black cannot Queen.) 45 Q-K1, P-N8(Q) 46 BxQ, R-N7ch 47 K-R1, N-Q7, etc. A game filled with interesting moments.

Game 102

Grau - Maroczy
Queen's Gambit

1 P-Q4, N-KB3 2 P-QB4, P-B3 3 N-QB3, P-Q4 4 P-K3, P-K3 5 N-B3, QN-Q2 6 PxP, KPxP 7 B-Q3, B-Q3 8 0-0, 0-0
9 Q-B2, R-K1 10 R-K1, N-B1 11 P-KR3, B-Q2 12 B-Q2, R-B1 13 QR-B1, N-N3 14 P-R3, Q-K2 15 P-K4, PxP 16 Np
P, NxN 17 BxN, Q-Q1 18 Q-N3, Q-N3 19 O-O, PxQ 20 Bx
N, RpxB 21 N-K5, B-K3 22 B-B3, P-KN4! 23 N-N4, P-B3 24 N-K3, QR-Q1 25 P-QN4, P-QN4 26 B-N2, B-QB2 27 R-
B2, B-N3 28 R-Q2, R-Q2 29 R-Q3!, K-B2 30 R/1-Q1, R/1-
Q1 31 P-N4, B-R2 32 K-N2, K-B1 33 N-B2, B-B2 34 N-
K-K3, K-Kh 50 K-Q3, B-Q5 51 B-Q2, B-N7 52 K-B2, BxP
53 K-N3, KPxP 54 KxB, K-B6 55 K-N3, K-N6 56 K-B3, Kx
P 57 K-Q4, KxP 58 K-K3, P-B4 59 B-K1, P-KN3 60 B-B2,
P-N3! 61 B-K1, K-R6 62 K-B3, P-N5ch 63 K-B4, K-N7 64
White King cannot reach Black's pawns. On examining this endgame, one is left with the impression that Maroczy is an old Master of endgame play.

The Bogolubov Variation.

9 Q-K2 ....

Poor is 9 B-K3, because of Nxp. Not good is 9 B-K2 because of 9...Nxp 10 B-Q2, BxN and then B-QR3.

10 BxO PxP
11 B-Q2 ....

White plays thus to avoid any weak pawns in the endgame.

The Bishop is played here to keep the rook on KR1.

15 B-QR6 B-B1!
16 BxB KRxB
17 R/Q-K1 N-Q2
18 N-K2 N-N3
19 N-B4 N-B5
20 N-Q3 ....

White has a very passive position. It is now clear that 14 P-QR3 was a blunder because now it renders P-
QN3 impossible.

20 .... QR-N1
21 B-B3 P-QB4!
22 N-K5 BxN!
White has no other move. The threat of 24...P-B3 25 B-B3, P-Q5 is difficult to meet.

24 .... NxP
25 B-N2 N-N4
26 R-K5 P-Q5
27 R/1-K1 P-B3!

Black now has a won game. Nevertheless, he must be careful. On 27...K-B1 follows 28 R-R5, P-KR3 29 R/1-K5 winning the QBP, for if 29 ...R/2-B2 30 P-QN4.

28 R-K8ch RxB
29 RxBch K-B2
30 R-B8 R-B2
31 R-QN8 N-Q3
32 P-QN4 PnP
33 BxP ....

33 RxB fails against P-Q6 34 P-B3, N-B5, etc.

33 .... P-QR4
34 B-N6 R-N2!
35 RxB NxR
36 K-N2 P-R5

The pawn must be advanced because 36...K-K3 37 K-N3, K-Q4 38 K-R4, K-B5 and White would not play 39 BxP, allowing N-B5 Mate. But the text move is even stronger.

37 P-B3 N-Q3

Resigns

Game 104

Yates - Nimzovich
French Defense

STANDINGS AFTER ROUND 13

12 Alekine
9 Nimzovitch, Rubenstein
7½ Ahues, Bogolubov, Vidmar, Yates, Tartakover
6½ Knoch
6 Maroczy, Spielman
4½ Colle
4 Montichelli
3½ Araisa, Grau
2½ Romi

ROUND FOURTEEN

Game 105

Knoch - Nimzovitch
Reti Opening

1 N-KB3, N-KB3 2 P-B4, P-QN3 3 P-KN3, P-N3 4 B-N2,
B-KN2 5 O-O, O-O 6 N-B3, B-N2 7 P-Q4, N-K5 8 NxN, 
BxN 9 P-Q5, P-K4: 10 B-K3, P-KB4 11 N-K1, BxN 12 Nx 
B, P-Q3 13 Q-Q2, N-Q2 14 P-B3! (This is only a pro-
tective move against the advance of Black's pawn 
center) 14...P-QR4 15 QR-N1, N-B4 16 P-N3, R-B2! 
17 P-Q3, Q-KB1! 18 KR-B1, P-R4 19 P-QN4, PxP 20 Px 
P, N-Q2 21 P-B5, QPxP 22 PxP, NxP 23 BxN, PxN 24 R-
N5, B-R3 25 P-B4, PxP 26 PxP (26 Nxp!) 26...P-B5! 
27 RxP, R-R8ch 28 R-B1, Q-R6 29 R/5-N1, R-R7 30 R-
B2, RxR 31 OxrP, BxP 32 NxB, Q-K6ch 33 K-N2, QxN 
34 R-N8ch, K-R2 35 Q-B3, R-KN2 36 R-K8!, P-R5 37 Q-
B3, Q-Q5? (Exchanging Queens is an easy win) 38 P-
K4!, Q-R5 39 R-K6, R-KB2 40 R-K3, Q-B7 41 Q-B4, Q-
B6ch 42 KxP, Q-N2 43 K-N3, P-N4 44 Q-K5, P-B5ch 
45 K-B2, QxO 46 RxO, K-N3 47 K-B3?(Now White has 
problems; 47 P-R3 draws easily) 47...P-N5ch! 48 K-
N2, R-B1 49 R-K7, P-B6ch 50 K-B2, K-KR1 51 K-N1, R-
R1 52 RxP, R-R8ch 53 K-B2, R-R7ch 54 K-N1, R-N7ch 
55 K-R1, Q-Q7 56 K-N1, R-Q8ch 57 K-B2, R-KR8! 58 P-
Q6, RxPch 59 K-K3, R-K7ch 60 K-Q3, R-K8: 61 R-B2, 

Game 106

Vidmar - Yates
Queen's Gambit

1 P-Q4 N-B3
2 P-QB4 P-K3
3 N-KB3 P-Q4
4 B-N5 QN-Q2

Weaker here is the variation 4...P-KR3 5 BxN! (Bad 
is 5 B-R4, B-N5ch 6 N-B3, PxP) QxB 6 P-K3, often 
played in the international tournament in Moscow, 
1925.

5 P-K3 B-K2
6 N-QB3 O-O
7 R-B1 P-B3
8 B-Q3 P-QR3
9 O-O ....

Stronger here is the Carlsbad variation, 9 PxP, with 
the idea of clearing the atmosphere in the center. 
See the games Bogolubov - Rubenstein, Round 3, and 
Knoch - Rubenstein, round 6.

9 .... Pxp
10 BxP P-QN4
11 B-Q3 P-B4
12 P-QR4 ....

On 12 BxN follows 12...BxB 13 N-K4, P-B5 14 B-N1, 
B-K2.

12 .... P-B5

A sharp move, which yields the center to White. 
Also possible was 12...P-N5 13 N-N1, B-N2, and if 
14 BxN, then BxB 15 PxP, R-B1, or even 14 PxP, BxP 
15 BxN, QxB 16 BxPch, KxQ 17 QxN, BxN with inter-
esting counterchances for the pawn.

13 B-N1 N-Q4
14 BxB QxP
15 PxP ....

Opening the QR-file is not the best. Stronger was 
the immediate 15 P-K4, NxN 16 PxN with a following 
Kingside attack.

15 .... NxN
16 PxN PxP
17 P-K4 R-Q1
18 P-K5 B-N2
19 N-Q2 R-R6
20 P-B4 P-N3
21 B-K4 ....

Here deserving consideration was 21 Q-N4, intending 
to prepare P-KB5. White chooses instead a position-
al continuation and gives Black good chances on the 
Queenside.

21 .... N-N3
22 BxB QxP
23 O-K1 N-Q4
24 N-K4 R-R7

Now attacking the weak point, KN2.

25 Q-R4 R/1-R1
26 R-KB2 K-N2
27 R/1-KB1 Q-K2?

This is an incorrect tactic. Black has an aggres-
sive position and should not play for the endgame.
27...RxR 28 QxR, P-N5 would give Black good winning chances.

37 Q-K3
38 Q-Q8 R-R1
39 Q-N5 NxP
40 NxBP N-B4
41 N-Q6

White gets nothing from 41 RxN, QxR.

41 N-Q6
42 PxN P-N6
43 P-R3 P-N7
44 Q-N5 P-B6
45 Q-N7ch K-N1?
46 P-Q7

If the Black King stood on R3, Black would have an immediate win by 46...RxRch 47 RxR, R-R8 48 P-Q8(Q), RxRch 49 K-R2, Q-K4ch 50 P-N3, R-B7ch and Black wins.

46 R-N3
47 Q-N4 RxP
48 QxBP

Threatening mate in two moves.

48... RxRch
49 RxR R-QN2
50 R-QN1

It seems that White has equalized the game, but Yates has sufficient resources.

50... R-N6
51 Q-B2 R-N1
52 Q-B3

Of course not 52 RxP, Q-K8ch 53 K-R2, Q-K4ch.

52... Q-N3
53 Q-B4ch K-N2
54 Q-B3ch K-R2
55 Q-K5 R-N2
56 Q-K2 Q-N5
57 Q-KB2

Bad was 57 Q-QR2, Q-Q5 58 Q-B6, R-R2 and then R-R8.

57... Q-B6
58 Q-B1 K-N2
Game 107

Maroczy - Monticelli
Ruy Lopez

1 P-K4, P-K4 2 N-KB3, N-QB3 3 B-N5, P-QR3 4 B-R4, P-Q3 5 P-B3, B-Q2 6 P-Q4, N-B3 7 Q-K2, Q-K2 8 QN-Q2, P-KN3 9 O-O, PxP 10 Nxp, B-N2 11 Nxn, PxN 12 R-K1, O-O 13 N-B1, R-K1 14 N-N3, P-Q4 15 B-KN5, P-R3 16 Bx N, QxB 17 Q-B2 (17 Q-Q3!?) R-K2 18 R-K2, Q-Q3 19 N/1-K1, P-Q5! 20 PxP, BxP 21 R-Q2, P-QB4 22 BxB, RxB 23 P-K5! (23 N-K2? BxPch) Q-K3 24 K-R1, R-K2 (24...QxP? 25 P-K6!) 25 P-N3, Q-N5 (After 25...P-B4 26 P-B4, White has the better position) 26 R-K4, Q-K3 (On 26...Q-N4 follows 27 P-KR4!) 27 P-B4, B-B4? 28 PxPe.p. Resigns.

Game 108

Spielman - Grau
French Defense

1 P-K4, P-K3 2 P-QN3, P-Q4 3 B-N2, PxP 4 N-QB3, N-KB 3 5 Q-K2, B-N5 6 O-O-O, Q-K2 7 NxP, B-R6 8 N-KB3, Bx Bch 9 KxB, QN-Q2 10 P-Q4, O-O 11 N-K5, P-B4 12 N/5x N, NxN 13 Q-K3, PxP 14 QxP, P-K4 15 Q-K6, QxQ 16 Nx Q, N-B3 17 B-B4, B-Q2 18 KR-K1, B-B3 19 Rxp, QR-Q1 20 R-Q3, BxP 21 R-K7, B-B8 22 BxPch, RxB 23 NxR, Resigns.

Game 109

Alekine - Rubinstein
Queen's Gambit

1 P-Q4, P-Q4 2 N-KB3, N-KB3 3 P-B4, P-K3 4 B-N5, QN-Q2 5 P-K3, B-K2 6 N-B3, O-O 7 R-B1, R-K1 8 Q-B2, PQR3 9 PxP, PxP 10 B-Q3, P-B3 11 O-O, N-K5? (Black loses a pawn. White should simply capture on K4. The World Champion, however, does not see this possibility) 12 B-KB4?, P-KB4? 13 NxP, B-Q3 (13...PxN 14 B-B7 wins the Queen. Rubinstein overlooked this same combination in his game with Euwe, Kissingen 1928.) 14 BxB, NxB 15 N-B4, N-B3 16 Q-N3ch, K-K1 17 KR-Q1, Q-K2 18 N-K5, B-K3 19 B-B4, BxB 20 RxB, Q-QB2 (If 20...NxR then 21 N/4-N6ch, etc.) 21 R-B2, R-K2 22 R/1-QB1, Q-R-K1 23 P-KR3, P-KN4 24 N-Q5, NxN 25 Qx N, Q-Q1 26 NxP, PxN 27 Rxp, N-K5 28 Qxp, R-B1 29 R-B8!, RxB 30 RxQch, K-N2 31 P-B3, N-B3 32 P-K4, R-R4 33 P-R3, R-N4 34 P-QN4, P-QR4 35 R-B5, R/2-N2 36 Pxp, RxR 37 PxR, Q-RB2 38 P-R6, K-B2 39 R-QN8, K-K3 40 R-N6ch, K-K4 41 R-N7, R-B3 42 P-R7, R-R3 43 P-B6, N-K1 44 R-K7ch, B-B5 45 RxN, RxP/2 46 K-B2, Resigns.

Game 110

Tartakover - Colle
Benoni Defense

1 P-Q4 N-KB3
2 P-KN3 P-B4
3 P-Q5 ....

The text seems best because on 3 N-KB3 follows 3...
PnP 4 NxP, P-K4 5 N-KB3, N-B3 6 P-B4, P-Q4 and Black already has the initiative.

3 .... P-Q3
4 B-N2 P-KN3
5 P-K4 B-N2
6 N-K2 ....

Preferable is 6 N-QB3, or even 6 P-KR3, preventing development of the Black QB.

6 .... B-N5
7 P-KR3 ....

Stronger was 7 P-KB3 in spite of the weakening of the Black squares on the K-side.

7 .... BxN
8 QxB Q-N3
9 O-O N/3-Q2
10 N-R3 O-O
Of course not 10...BxP because of 11 N-B4.

11 P-QB3 Q-R3
12 N-N5 Q-R4
13 P-QR4 P-QR3
14 N-R3 N-N3

Taking the pawn leads to great complications: 14...
QxP 15 B-N5, P-B3 (Even worse is 15...R-K1 16 N-N5, Q-N6 17 R-R3, QxN 18 QxQ, PxQ 19 RxR, winning the exchange) 16 B-K3, N-N3 17 P-R4, with attacking chances against the King.

15 B-N5 R-K1
16 N-B4 NxN
17 QxN N-Q2
18 P-QN4 ....

Possible was 18 P-B4, preventing N-K4.

18 .... Q-B2
19 QR-N1 ....

Here 19 P-B4 was a blunder: 19...N-N3 20 Q-N3, PxP 21 QxP, QxP winning a pawn.

19 .... N-K4
20 Q-K2 P-B5
21 KR-Q1 N-Q6
22 Q-B2 P-K3
23 PxP RxP
24 B-K3? ....

This is a blunder. Correct was 24 B-KB1 and on either 24...RxP 25 BxN, PxB 26 QxP, R/1-K1 27 B-K3, QxP 28 QxQ, BxO 29 RxP, or 24...N-K4 25 B-K2, R/1-K1 26 R-Q2 play is equal.

24 .... R/1-K1
25 P-R5? ....

Black has a forcing continuation which leads to a clearly winning position: 25...P-Q4! 26 PxP, RxB! 27 PxR, RxP 28 P-N4, Q-N6 (Threatening BxP and if QxB then R-K7) 29 P-Q6, QxQP 30 R-Q2, Q-N6 31 R-K2, BxP 32 RxR, QxRch 33 K-R1, N-B7ch, etc.

26 B-Q4! B-R3
27 P-R4 P-B4
28 PxP R-K7
29 Q-R4 Q-KB2

A logical continuation of the attack. Bad was 29...
PxBP because of 30 P-N5 with threat of B-Q5ch and then QxP.

30 B-B1? ....

After this last blunder, White loses by force. He could still save the game by 30 PxP! QxNP 31 P-N5 (A blunder is 31 B-Q5ch, K-B1 32 BxP, NxP! 33 BxR, QxPch 34 K-B1, Q-R6ch 35 KxN, Q-R7ch 36 K-B3, QxBch 37 K-N3, B-B5ch: 38 KxB, Q-N5 Mate) and Black has no clear winning continuation. Therefore, best is 31 ...
Q-KB2 defending the QBP.

30 .... QxBP
31 BxR RxB

Now the threat is NxB.

32 R-KB1 Q-R6!

With the new threat of 33...N-B5.

33 R/B-Q1 N-B5!
34 PxN BxP
35 R-N2 ....
Played to defend the mate by 35...B-R7ch 36 K-R1, B-N6ch 37 K-N1, Q-R7ch 38 K-B1, RxPch 39 BxR, QxB Mate.

35 .... Q-R7ch
36 K-B1 R-K2
37 B-K3 BxB
38 PxB Q-R8ch
39 K-B2 R-B2ch
40 K-K2 Q-N7ch
41 K-K1 R-B8 Mate

Game 111

Ahues - Araisa
Queen's Gambit


Game 112

Romi - Bogolubov
Queen's Pawn Game


STANDINGS AFTER ROUND FOURTEEN

13 Alekine
10 Nimzovich
9 Rubenstei
8½ Ahues, Bogolubov, Yates
7½ Vidmar, Tartakover
7 Moroczy, Spielman
6½ Knoch
5½ Colle
4 Montichelli
3½ Grau, Araisa
2½ Romi

ROUND FIFTEEN

Game 113

Bogolubov - Knoch
Queen's Gambit

1 N-KB3 N-KB3
2 P-B4 P-B3
3 P-Q4 P-Q4
4 P-K3 P-K3
5 N-B3 ....

Bogolubov clearly does not mind the Meran's complications. In other cases, White has the more popular
move 5 B-Q3, with the following possible continuations: 1) 5...QN-Q2 6 QN-Q2!, B-K2 7 0-0, 0-0 8 P-K4, or 2) 5..N-K5 6 QN-Q2, P-KB4 7 0-0 with sharp and complicated play.

5       QN-Q2
6 B-Q3   PxP

Also possible is 6...B-K2 7 0-0, 0-0 8 P-K4, PxKP 9 NxP, P-QN3 with approximate equality,

7 BxP   P-QN4
8 B-Q3   ....

The line 8 B-N3, P-QR3? 9 P-K4, P-B4 10 P-K5, PxP 11 PxN, PxN 12 PxP has been analyzed by Grunfeld, who says that Black has strong possibilities after 8...P-N5! 9 N-K2 (If 9 N-QR4, B-R3 prevents White from castling) B-N2, etc.. Capablanca's 8 B-K2 gives White no more than an even game.

8       P-QR3
9 0-0   ....

White bypasses Blumenfeld's continuation 9 P-K4, P-B4 10 P-K5, PxP 11 NxNP, PxN 12 PxN because of the new idea of Sozin: 11...NxKP! 12 NxB, PxN with complex, but equal play.

9       P-B4
10 P-QR4 P-N5
11 N-K4 B-N2

So far, the game has followed Grunfeld - Rubenstein, Meran, 1924. That game continued 12 N/4-Q2, B-K2 13 Q-K2, 0-0 in Black's favor.

12 0-B2   R-B1

Defending the OBP is not easy. White could now attack the QRP by 13 Q-K2, and if the pawn advances, he gets control of QN5. Black would do better to play 12...PxP 13 NxP, R-B1 14 NxNch, PxN 15 Q-K2, N-B4 16 B-B4, B-Q3 with a good game. After the text move this variation is not possible.

13 NxNch   PxN

And now this is best, as the Rook can become active on KN1.

14 Q-K2   P-QR4?

This is poor. Best was 14...Q-R4 or 14...R-K1 to defend the RP. 14...PxP 15 BxP!, BxB 16 QxB, PxP 17 BxP greatly favors White.

15 R-Q1   B-Q4?

A second blunder. His idea of ...B-N6 is wrong. The White Rook does not have an active role, and it is a waste of time to drive it away. Black should play 15...Q-B2, and on 16 B-N5 answer 16...B-B3 with a good defense.

16 B-N5   B-N6
17 R-K1   Q-B2
18 N-Q2   ....

A decisive move! If Black retreats the Bishop to Q4, there follows 19 P-K4!, B-B3 20 BxB, QxB 21 P-Q5! and N-B4 with a superior position.

18 ....   B-B7

19 P-Q5!   ....

Breaching Black's pawn front.

19 ....   PxP
20 P-K4!   P-Q5

Of course, Black cannot open the King file.

21 P-K5!   ....

This pawn march is beautiful. Black's answer is forced.

21 ....   PxP
22 N-B3   ....

The sole idea of the two pawns sacrificed. The Bis-
hop is attacked, and N×P is threatened. Black cannot defend.

22 ... B-Q3
23 Q×B P-B5
24 Q×B Resigns

One cannot fail to notice the style with which Bogolubov demolished his opponent.

Game 114
Arasal - Romi
Slav Defense

1 P-Q4, P-Q4 2 P-QB4, P-QB3 3 N-KB3, N-KB3 4 P-K3, P-K3 5 N-B3, QN-Q2 6 B-Q3, B-N5 7 O-O, Q-B2 8 Q-B2, PxP 9 B×PxP, O-O 10 P-K4, P-K4 11 B-K3, PxP 12 B×P, B-Q3 13 P-KR3, N-K4 14 B-K2, NxN×N 15 B×N, B-K4 16 QR-Q1, B-K3 17 B-K3, KR-K1 18 B-K2, Q-R4 19 B-Q4, QR-Q1 20 B×B, Q×B 21 R×R, R×R 22 R-Q1, R-K1 23 Q-Q3, P-KR3 24 Q-Q6, Q-R4-Q4 25 Q-Q4, Q×K×Q 26 K-R2, Q-B5 ch 27 P-N3, Q-N1 28 P-B4, P-QN4 29 P-R3, P-QR4 30 P-QN4, P-R5 31 B-B3, Q-B1 32 P-N4, B-N6 33 R-Q2, Q-N1 34 P-K5, N-Q4 35 B×N, PxP 36 NxP, K-R1 37 N-K3, Q-R1 38 N-K5, B-K3 39 N-Q6, Q×N×N 40 P-B5, B-N6 41 P-R4, Q-B6 42 R-KB2, Q-B3 43 P-N, Q×B 44 P-K6, B×P 45 N×P×P, R-KN1 46 R-KN2, B-Q4 47 N-B7 ch, Resigns.

Game 115
Colle - Ahues
Colle System


Game 116
Rubinstein - Tartakover
Queen's Gambit


Game 117
Grau - Alekhine
English Opening


Game 118
Montichelli - Spielman
English Opening

Game 119

Yates - Maroczy
Queen's Gambit

1 P-Q4, P-Q4 2 N-KB3, N-KB3 3 P-K3, P-B3 4 B-Q3, P-KN3 5 P-B4, B-N2 6 N-B3, O-O 7 Q-B2, N-R3 8 P-QR3, N-KB2 9 O-O, N-Q2 10 P-K4, P-K4 11 PxKP, NxP 12 NxN, BxN 13 KPxP, PxP 14 NxP, NxN 15 PxN, QxP 16 B-KR6? (16 B-K4!) BxPch 17 KxB, Q-R4ch 18 K-N1, QxB 19 B-K4, Q-B5 20 KR-K1, R-N1 21 Q-B5, P-QR3 22 P-KN3, Q-B3 23 Q-B7, B-K3 24 BxQNP, QxNP 25 BxP, R-N6 26 P-R4, R-KB6 27 B-K2!, R-B4 28 Q-B1, Q-B3 29 Q-K3, R-K4 30 Q-KB3, R-KB4 31 O-K3, R-K4 32 Q-KB3, R-KB4 Draw.

Game 120

Nimzovich - Vidmar
Four Knights Game

1 P-K4, P-K4 2 N-KB3, N-QB3 3 N-B3, N-B3 4 B-N5, N-Q5 5 NxN, PxN 6 P-K5, PxN 7 PxN, QxP 8 QxP, Q-K4ch 9 Q-K2, QxQch 10 BxQ, P-O-Q4 11 O-O, B-KB4 12 B-Q3, Bx B 13 PxB, B-Q3 14 P-Q4, Q-K2 15 R-K1, KR-K1 16 B-Q2, P-KB4 17 RxR, RxR 18 R-K1, RxRch 19 BxR, B-B5 20 K-B1, K-K3 21 P-KR3, P-KN3 22 K-K2, P-B3 23 K-Q3, P-KN4 24 P-B3, P-KR4 25 P-KN4, BPxB 26 BPxB, P-R5 27 P-N4, P-N4 28 B-Q2, BxB 29 KxB, P-R3 30 P-R3, K-Q2 Draw.

FINAL STANDINGS

14 Alekine 7\(\frac{1}{2}\) Maroczy, Tartakover
10\(\frac{1}{2}\) Nimzovich 6\(\frac{1}{2}\) Colle, Knoch
10 Rubenstein 4\(\frac{1}{2}\) Araisa
9\(\frac{1}{2}\) Bogolubov 4 Montichelli
9 Yates 3\(\frac{1}{2}\) Grau
8\(\frac{1}{2}\) Ahues 2\(\frac{1}{2}\) Rom
8 Vidmar, Spielman