

Round 1

August 20

In the presence of numerous friends of chess the memorable struggle began as planned at 9 A.M. Ten games were in progress. With the exception of Rubinstein, who had the bye, each of the participants was faced with a difficult task. The interest of the spectators was of course concentrated on the encounter between Maroczy and the crafty Tartakover. After a long and very exciting struggle, Maroczy had the opportunity for a profound knight sacrifice, which after wondrous turns led to a victory. This brilliant performance was honored with the first prize for beauty. The game Nimzovich–Wolf saw a mighty wrestling match. These masters had already met at the tournament in Vienna (1905), where they played an interesting hussar game that ended in a draw. The result was the same on this occasion. But how far this game was from the usual humdrum draw! It was a wild melee, with dramatic complications all the way to the end. The ending, in which Wolf ingeniously countered all his opponent's winning attempts, is just as instructive as the earlier phases of the game. Salwe–Leonhardt provided a fight to the finish. In the middlegame, neither was able to inflict any harm on the other. In the endgame Salwe brought forth a subtle pawn sacrifice but nevertheless had to be content with a draw. Dus-Chotimirsky, with an exchange sacrifice, was able to get an advantage against Chigorin, but failed to exploit it, whereupon Chigorin got the better game. The rest of the encounters pale in significance when compared with these. Marshall lost to Mieses due to a gross oversight. Janowsky defeated Cohn with a powerful attack on his opponent's castled King. Duras and Schlechter conducted their game in an impeccable manner, resulting in a draw. In contrast, Teichmann recorded a pretty win over Johner, after the latter went down the wrong path with a knight sacrifice on f7. Worthy of mention is Spielmann obtaining a winning position against Altmeister Berger; the latter, however, slipped out at the first available opportunity. Finally, we must highlight Vidmar's powerful game against Dr. Olland.

White		Black		Opening
Nimzovich	½	Wolf	½	Queen's Pawn Game
Vidmar	1	Dr. Olland	0	Queen's Gambit Decl.
Dus-Chotimirsky	0	Chigorin	1	Queen's Gambit Decl.
Janowsky	1	Cohn	0	Queen's Gambit Decl.
Tartakover	0	Maroczy	1	Sicilian Defense
Duras	½	Schlechter	½	Two Knights Game
Mieses	1	Marshall	0	Scandinavian Defense
Salwe	½	Leonhardt	½	Queen's Pawn Game
Berger	½	Spielmann	½	Queen's Gambit
Johner	0	Teichmann	1	Queen's Gambit

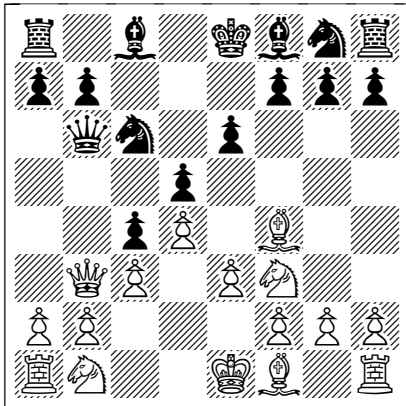
Rubinstein, a bye

Game 1. Nimzovich – Wolf Queen's Pawn Game

1. Nf3 d5 2. d4 e6 3. Bf4 c5 4. c3 Nc6
5. e3 Qb6

The Queen soon goes to a5, and from there must be withdrawn. Ergo, say the wise, the Queen move is a waste of time—it would be better to develop the queenside. But temperamental chess players cannot be satisfied with indifferent moves. Black transfers his base of operations to the queenside, which usually means that White gets an attack in the center or on the kingside. Hence interesting complications now ensue.

6. Qb3 c4

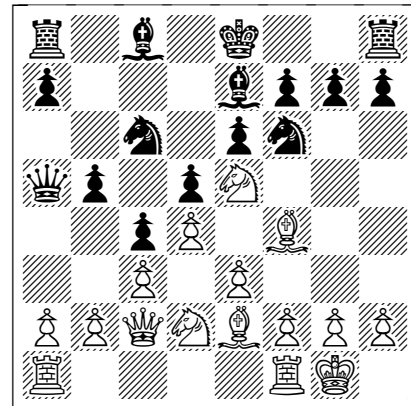


7. Qc2

The exchange on b6 is unfavorable for White. Such has been the

experience in similar positions ever since the time of Philidor.

7...Qa5 8. Nbd2 Nf6 9. Be2 b5
10. 0-0 Be7 11. Ne5



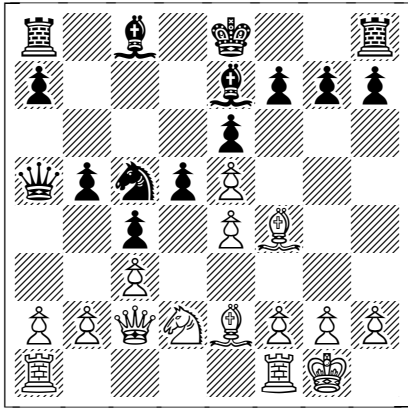
11...Nxe5

Is it good to hand the e5-square over to White? Hardly, for White's advance e2-e4 hovers in the air like the Sword of Damocles, threatening either to isolate the black d-pawn by exd5, or, after Black's ...dxe4, to control the open d-file. With 11...Bb7 Black would have been able to forestall all his later difficulties. But Wolf thought that after the knight exchange he would get a good game with ...Nd7-c5.

12. dxe5 Nd7 13. e4 Nc5

Better was the immediate ...Bb7; after the text move the pressure on e5

is lifted prematurely, making the bishop on f4 more mobile.

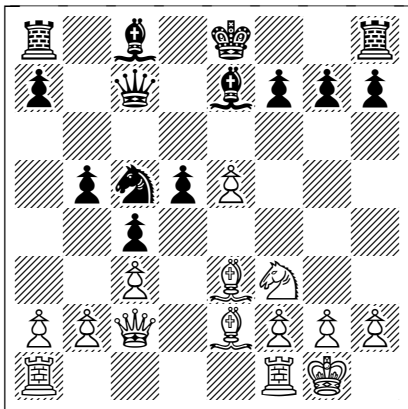


14. Be3!

Excellent. White threatens 15. Bxc5 Bxc5 16. b4 cxb3 17. axb3 Qb6 18. b4 Be7 19. exd5 exd5 20. Qd3, winning a pawn. Inferior was the immediate 14. b4 on account of 14... Qa4!

14...Qc7 15. exd5 exd5 16. Nf3

White could secure his position for a long time with 16. f4, but his intention is not to protect the e5-pawn but to attack the b5-pawn as soon as possible.



16...Be6

Black should play 16...Rb8 first.

The struggle now takes an unexpected course. A wild hand-to-hand fight commences, an unusual occurrence in closed games.

17. Nd4 Qxe5

Best! 17...Rb8 was now clearly unfavorable because of 18. f4.

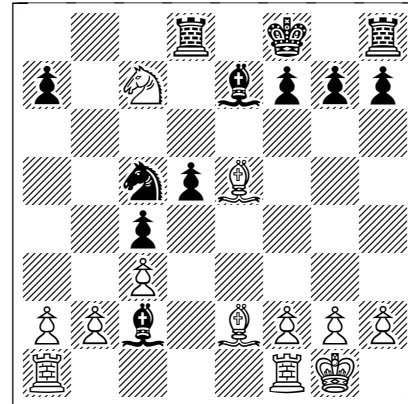
18. Nxb5 Bf5

Very interesting, but, as is soon clear, not favorable for Black. After 18...0-0 White would scarcely have had any tangible advantage.

19. Nc7+ Kf8

The seemingly powerful 19...Kd7 likewise would have been answered by 20. Bd4!.

20. Bd4 Bxc2 21. Bxe5 Rd8



22. b3!

Very fine, for although Black now gets a prolonged attack, White has winning chances; after other moves (e.g., 22. Nb5) he could quite easily have been at a disadvantage after 22...Bd3, when Black's knight would have settled on d3 for the duration.

22...Nd3 23. Bg3 Ba3

Wolf's operational plans are just as clever and profound as the maneuvers of his opponent. White was threatening Nb5-d4. The defensive plan 23...a6 (to counter 24. Nxa6 with 24...Bf6!) was completely inadequate, for White would simply have played 24. Bf3.

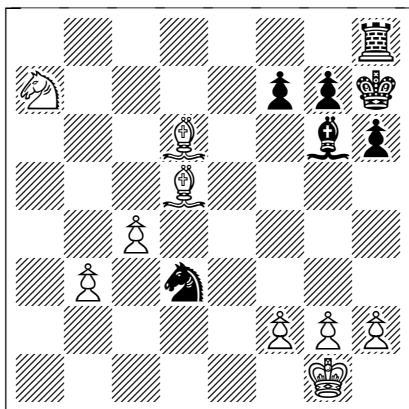
24. Nb5 Bb2 25. Nd4 Re8!

After 25...Bxa1, White obtains an immediate material superiority with 26. Rxa1.

26. Bd6+ Kg8 27. Bf3

The White pawns become so strong that Wolf's win of the exchange has a value that is only illusory, the more so as his rook remains unhealthy for a time.

27...Bxa1 28. Rxa1 cxb3 29. axb3 Re1+ 30. Rxe1 Nxe1 31. Bxd5 Bg6 32. Nc6 h6 33. Nxa7 Kh7 34. c4 Nd3



Most diabolical! If White now goes into the heat of the battle with 35. c5, there follows 35...Re8! 36. g4 Nxc5! 37. Bxc5 Re5!.

35. Nc6

The immediate 35. g4 was hardly better, since 35...Re8 follows, when the rook worms its way just as bothersomely into White's position.

35...Ra8 36. g4!

After 36. g3, the f-pawn cannot be defended.

36...Ra1+ 37. Kg2 Ra2 38. Bg3 Rb2 39. Nd4 Nc5 40. b4 Be4+ 41. Bxe4+ Nxe4 42. Nc6 Kg8 43. Ne7+ Kf8 44. Nd5 Ke8 45. b5 Kd7 Drawn

Game 2. Vidmar – Dr. Olland Queen's Gambit Declined

1. d4 d5 2. c4 e6 3. Nc3 c5 4. Nf3 Nc6 5. e3 Nf6 6. a3

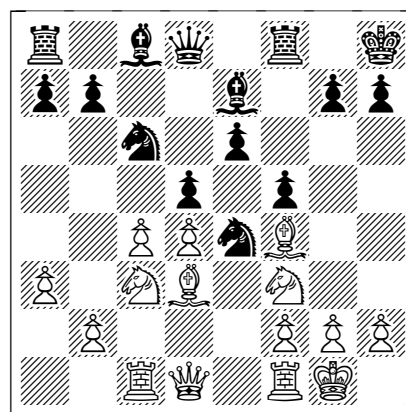
In order after 7. dxc5 Bxc5 to continue with 8. b4, eventually obtaining a pawn majority on the queenside.

6...cxd4

Very common here is 6...a6, when

Black prepares a similar treatment of the position with ...dxc4 and ...b7-b5. This often leads to a symmetrical alignment of forces, most of the time resulting in an exceedingly boring game. This is not a manner of play for strong personalities. To create winning chances, one must have the courage to expose oneself to danger. Dr. Olland showed such courage in many of his games in this tournament.

7. exd4 Be7 8. Bf4 0-0 9. Rc1 Ne4 10. Bd3 f5 11. 0-0 Kh8

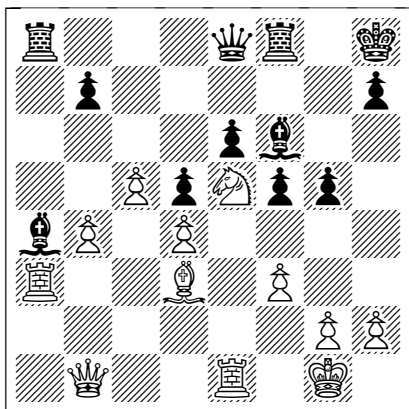


Black's deployment is brilliantly conceived. Dr. Olland wants to play "along the g-file." Should this prove impossible it will be because of the shortcomings in Black's system of defense, for already the double-edged plan of ...Ne4 and ...f7-f5 has resulted in a backward pawn on an open file—usually a source of difficulties.

12. b4 g5 13. Be5+ Nxe5 14. Nxe5 a5 15. c5 axb4 16. axb4 Bd7 17. f3 Nxc3 18. Rxc3 Ba4 19. Qb1! Qe8 20. Ra3! Bf6 21. Re1

Black's position is obviously very precarious. It is completely constricted, and the bishop at a4 is in peril of its life, as White threatens 22. b5 and 23. Qb4. Hence 21...Bc6 is called for. Unfortunately, Dr. Olland commits a grave error just at the point

where the game was beginning to get interesting.



21...Qh5??

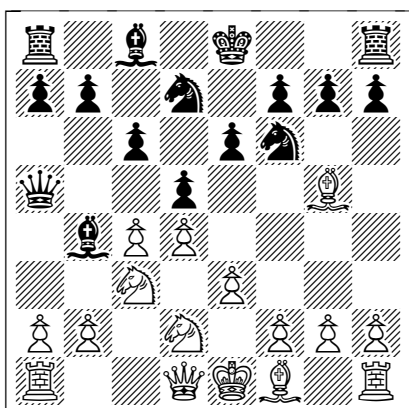
[After 21...Bxe5 22. Rxe5 Bd7, Black has fair chances of holding the game. – RHS]

22. Qa1 g4 23. ffg4 ffg4 24. Rxa4 Rxa4 25. Qxa4 Qg5 26. Qd7 Qh4 27. g3 Qh5 28. Rf1 Black resigns

Game 3. Dus-Chotimirsky – Chigorin

Queen's Gambit Declined

1. d4 Nf6 2. c4 e6 3. Nc3 d5 4. Nf3 c6 5. Bg5 Nbd7 6. e3 Qa5 7. Nd2 Bb4

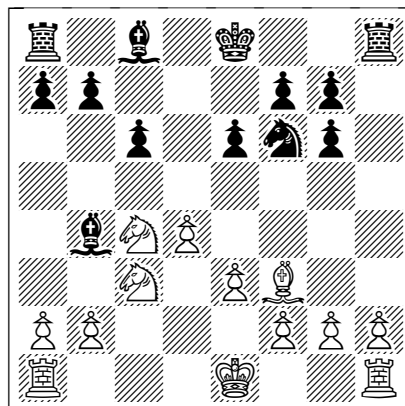


8. Qc2

Still better is 8. Bxf6 and 9. Qb3. Then Black would not have had the subterfuge 10...Qh5 nor the chance to bring about the exchange of Queens. But conserving the Queen is very important for White if he wants to use

all the resources conceded to him by Black's extremely difficult defensive system of 4...c6, 6...Qa5, and 7...Bb4.

8...dxc4 9. Bxf6 Nxf6 10. Nxc4 Qh5 11. Be2 Qg6 12. Qxg6 hxg6 13. Bf3

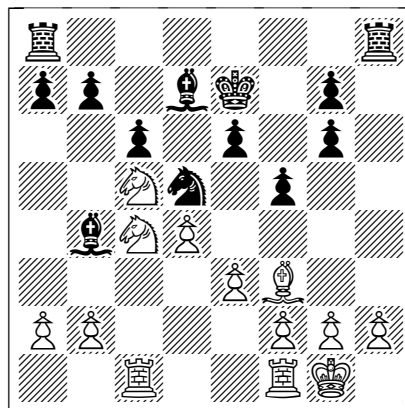


White's positional advantage is obvious, as his opponent is unable to bring his Queen's bishop into the fray. This form of suffering is chronic, and, for most patients, fatal.

13...Nd5 14. Rc1 Bd7 15. 0-0 Ke7 16. Ne4

Threatening 16. a3.

16...f5 17. Nc5



17...Bxc5

Forced, for after 17...b6 18. Nd3 Bd6, White would get the advantage after 19. Nce5.

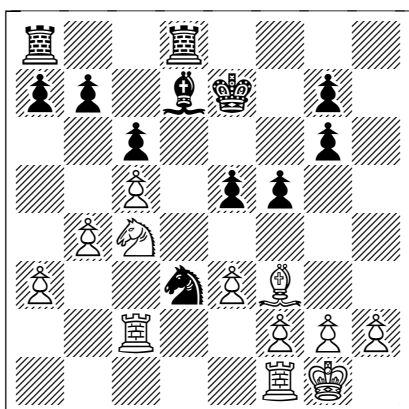
18. dxc5 Nb4

This aggravates the malady. This knight, like the Trojan horse, advances entirely alone into the enemy

camp—but without the corresponding precautionary measures.

19. a3 Nd3 20. Rc2 Rhd8 21. b4 e5

The only move, as White threatened 22. Be2.



22. e4

Shouldn't 22. Be2 e4 23. Nd6 Rab8 24. f3 be just about decisive here? Most probably so, but after 23. Nd6 Black has better: 23...b6! (threatening 24...bxc5 25. bxc5 Nxc5, etc.) 24. Bxd3 exd3 25. Rd2 Be6!. White cannot yet capture with 26. Rxd3 (since 26...Bc4 wins the exchange) and cannot play 26. Rd1, as 26...Bb3 and 27...Bc2 would follow.

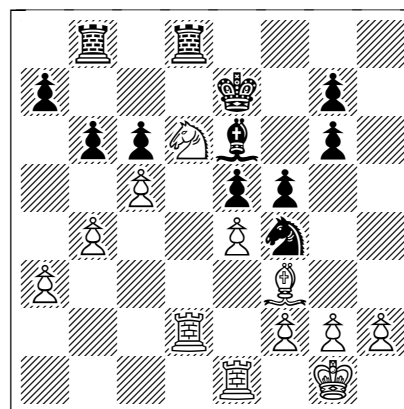
These considerations may have diverted White from the natural continuation of the attack (with 22. Be2). In any event, by going into this line he would have had excellent winning chances; for example, instead of 25. Rd2 he had much better in 25. Rc3. Then Black cannot protect the d3-pawn, as the previously mentioned counter 25...Be6 would be foiled by 26. Rd1.

One supposes that White, after 22. Be2 e4, could have simply chosen the immediate 23. Bxd3 exd3, after which he could have held open the possibility of transferring the rook to c3 or

d2 and the knight to d6 or e5. Hence we can probably assume that every practitioner who prefers clear variations and to be safe from surprise attacks would gladly have seized the opportunity to simplify the game with 22. Be2. Dus-Chotimirsky, however, prefers a different type of game.

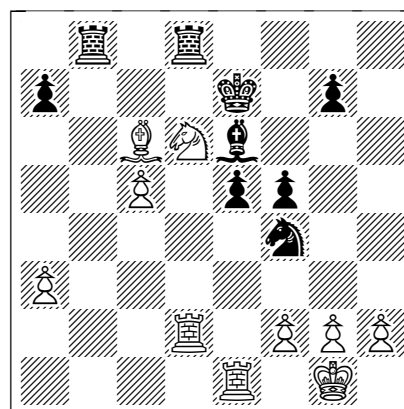
22...Be6 23. Nd6 Rab8 24. Rd2 Nf4 25. Re1 b6

An exceedingly interesting position. Black is seeking an escape route for his rooks; but first he should have played 25...Kf6 to secure the points in his position that are under threat.



26. exf5 bxc5 27. bxc5 gxf5 28. Bxc6

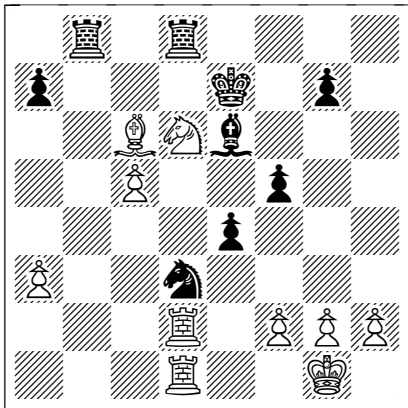
On 28. g3 there would follow 28...Nh3+ 29. Kg2 e4!. On the other hand, 28. Rxe5 was not to be despised, although 28...Rb1+ 29. Bd1! Kf6 30. Re1 Bd5, etc. gives Black prospects of a quick equality.



28...e4! 29. Red1

As 29. Bb5 is impermissible (because of 29...Rxb5), Dus seeks with the text move to forestall the double-threat 29...Nd3.

29...Nd3



30. g4?

The notorious error at move 30. White obviously wanted to answer 30...Nxc5 with 31. Nxf5+. But matters turn out differently; Chigorin exploits his advantage mercilessly.

[Better is 30. f3 Ne5 31. Bd5, though after 31...e3 32. Rd4 Nf7 33. Bxe6 Kxe6 34. Kf1 Nxd6 35. Rxd6+ Rxd6 36. Rxd6+ Ke5 37. Rd7 Rb3 38. Rxa7 Kd4, Black has enough counterplay to draw. – RHS]

30...Ne5!

[Better is 30...g6 31. gxf5 gxf5 (intending ...Ne5 and ...Nf3+) 32. f3 Rg8+ 33. Kh1 Ne5 34. fxe4 (best) Nxc6 35. exf5 Bb3 36. Rf1 Kf6, when Black has good play against White's weak pawns. – RHS]

31. gxf5 Nf3+ 32. Kg2 Nxd2 33. Rxd2 Bc8 34. Rd4 Rb3 35. Rxe4+ Kf6 36. Bd5

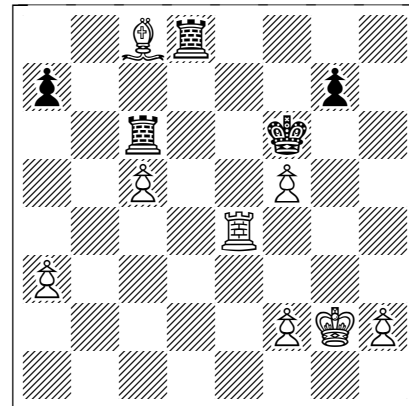
Defeat is also unavoidable after other moves. White has three pawns more, but these are powerless against the majesty of the exchange.

[After 36. Ra4, White draws easily. – RHS]

36...Rd3! 37. Be6 R3xd6!! 38. Bxc8

After 38. cxd6 Bb7 39. f3 Bxe4 40. fxe4 Rxd6 41. Kf3 Ke5, Black wins effortlessly.

38...Rc6!



39. Be6

[The text move is a serious error. 39. Bb7 Rxc5 40. Re6+ Kxf5 41. Ra6 Rd2 42. Kg3! Rc3+ 43. f3 should draw. – RHS]

39...g6 40. Ra4 gxf5 41. Bb3 Rd3 42. Bc2 Rc3 43. Bd1 Rc7 44. Ra6+ Ke5 45. h4 R3xc5 White resigns

[White's resignation is premature. He should make Black demonstrate the win after 46. h5. – RHS]

Game 4. Janowsky – Cohn Queen's Gambit Declined

1. d4 d5 2. c4 e6 3. Nf3 Nf6 4. Bg5 Nbd7 5. e3 Be7 6. Nc3 0-0 7. Rc1 Re8 8. Bd3 dxc4 9. Bxc4 a6 10. 0-0 c5 11. Qe2 b5 12. Bd3 Bb7 13. Rfd1 c4

After this move White always gets an attack, either in the center or on the kingside. For this reason, many players are accustomed to playing 13...Qb6, so that the opponent is unclear whether ...c5-c4 or ...cxd4 is intended.

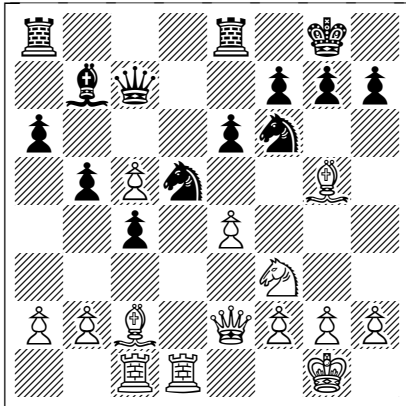
14. Bc2 Nd5 15. Ne4 N7f6

Black could have avoided the following combination with 15...Rc8.

16. Nc5!

Most surprising! The fact that the isolated pawn on c5 is not weak, but strong, becomes evident at the 21st move, when the pawn enables the rook to penetrate into the enemy position.

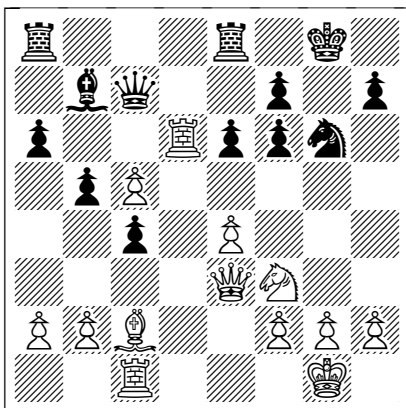
16...Bxc5 17. dxc5 Qc7 18. e4



18...Nf4?

A mistake—a decisive one, we might well add. 18...Nb4 was necessary. Black then would have found an opportunity either to win the pawn on c5 or to exchange off the dangerous bishop on c2: 19. Bxf6 gxf6 20. Qe3 Nxc2 (Black cannot enter upon 20... Nxa2 because of 21. e5).

19. Qe3 Ng6 20. Bxf6 gxf6 21. Rd6



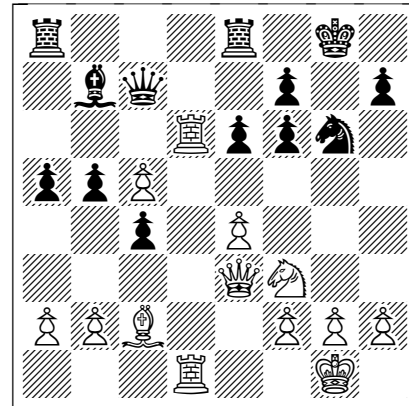
21...a5?

Underestimating the danger. There now follow Janowsky's notorious crushing blows, from which no one can recover. Essential was 21...Kg7. Completely wrong is 21...Rac8

because of 22. e5! Qxc5 23. Qh6 and White wins.

[This loses an important tempo. More stubborn is 21...Rac8 22. e5 f5 23. b4 Bxf3 24. Qxf3 a5. Possibly stronger for White is 22. b4 Red8 23. Rcd1 Rxd6 24. cxd6 Qd7±. – RHS]

22. Rcd1



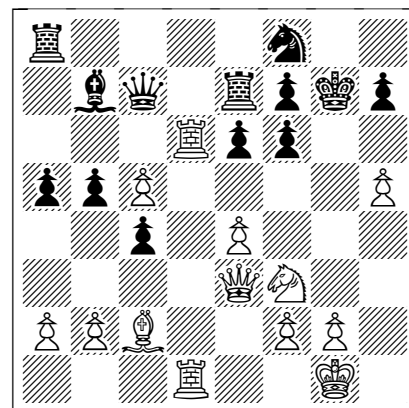
22...Re7

[Giving less ground is 22...Red8; e.g., 23. h4! Rxd6 24. cxd6 Qd8 25. h5 Nf8 26. e5 f5 27. a4 b4 28. Rd4 c3 29. bxc3 Rc8 30. c4 Bxf3 31. Qxf3 Qg5, followed by ...f7-f6. – RHS]

23. h4! Kg7

[If 23...h5, 24. Qh6 Qxc5 25. e5 f5 26. Rd8+ Re8 27. Ng5 wins. – RHS]

24. h5 Nf8

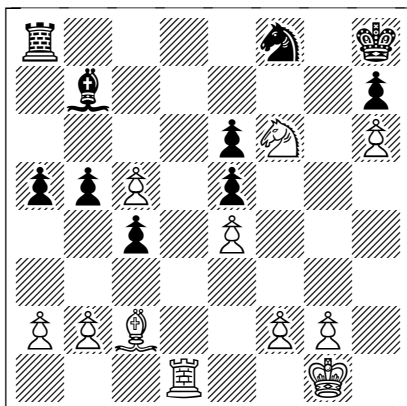


25. Nh2

Much stronger was 25. e5!. But the text move also ensures the win.

25...e5 26. Ng4 Re6 27. Qh6+ Kh8 28. Rxe6 fxe6 29. Qxf6+ Qg7 30. h6

30...Qxf6 31. Nxf6



Black resigns

The defense is hopeless. For instance, 31...Rc8 32. Rd6 Rxc5 33. Nd7! Rc8 34. Nxf8 Rxf8 35. Rxe6 Kg8 36. Rxe5 and White wins.

Game 5. Tartakover – Maroczy Sicilian Defense

1. e4 c5 2. c3

This method has recently been strongly recommended by Alapin, and has been tested often since. It is, however, no better than the usual 2. Nc3 or 2. Nf3.

2...e6 3. d4 cxd4 4. cxd4 d5 5. exd5

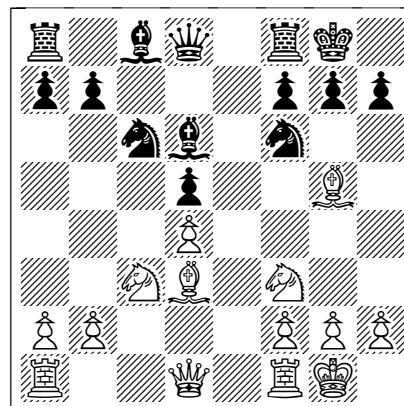
This leads to a position that reminds one of the exchange variation of the French. With 5. e5, White could have steered the game into another variation of the French, one that does not enjoy universal approval.

5...exd5 6. Nf3 Nf6 7. Bd3

With 7. Bb5+ White might perhaps have induced Black to be content with developing his King's bishop at the modest post on e7 instead of at the aggressive post on d6, as in the game. After 7. Bb5+ Bd7 8. Bxd7+ Qxd7 9. 0-0, Black would first have to play 9...Be7, and later would certainly have to lose a move in finding a more favorable placement of the bishop.

7...Bd6 8. 0-0 0-0 9. Nc3 Nc6

10. Bg5



10...Be6

Interesting complications arise from 10...Bg4, for example 11. Bxf6 Qxf6 12. Nxd5 Qh6, etc. But the consequences are utterly unforeseeable, the more so as White, instead of playing 11. Bxf6, could first play some sort of preparatory moves, such as 11. Re1!, after which the pawn on d5 remains under threat. Here is a nice example: 11. Re1 Bxf3 (in the delusion that he is winning a pawn with impunity) 12. Qxf3 Nxd4 13. Qh3 h6 14. Nxd5! Bxh2+ 15. Qxh2! Qxd5 16. Bxf6 gxf6 17. Qxh6 and White wins.

11. Qb3

A good developing move. White has of course no intention of capturing on b7, for after 12...Nb4 he would be in a difficult fix.

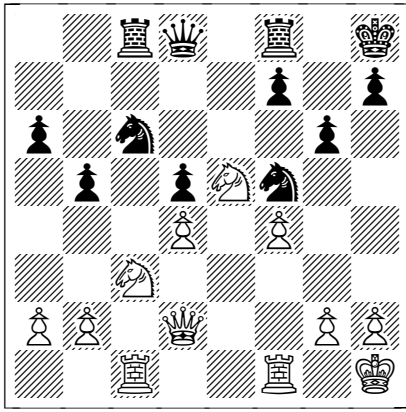
11...Kh8 12. Kh1 Rc8 13. Rac1 a6 14. Bb1 b5 15. Qc2 g6 16. Qd2 Be7 17. Ne5

White has maneuvered very well. He has succeeded in loosening the enemy kingside; now he threatens 18. Nxb5.

17...Ng8! 18. Bxe7 Ngxe7 19. f4

White is planning an eventual g2-g4 and f4-f5.

19...Bf5 20. Bxf5 Nxf5



21. Ne2

White seeks to consolidate his advantage. The immediate 21. g4 gives hardly more than equality: 21... Nfxd4 22. Nxc6 Nxc6 23. Qxd5. Bad then for Black would be 23...Qxd5 24. Nxd5 Rfd8? 25. Nf6 Rd2? on account of 26. g5!. For instance, 26... Rxb2 27. Re1! and Black is unable to find anything against the threat 28. Rxc6. The continuation involves many piquant points: 27...Kg7!! 28. Ne8+ Kf8 29. Nd6 Rc7 30. Re8+ Kg7 31. Ra8!! and wins. By playing the apparently strong 31. Ne4, on the other hand, White would fall into the trap 31...Ne5!! 32. Rxc7 Nf3, etc.

21...Nce7

Best. 21...Nxe5 would open up new avenues for his opponent: the diagonal d2-h6, the f-file, the f4-square for the knight, or even the d-file, etc. Hence the exchange seems inadvisable.

22. g4 Nd6 23. Rxc8 Qxc8

The g4-pawn is in danger!

24. Qb4!

Very good also is 24. Rc1, but the Queen move is more forcing.

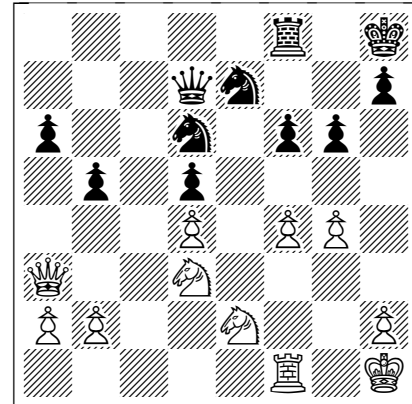
24...Qd8

The only move, for 24...Rd8 fails to 25. Nxf7+, and 24...Qe6 would be fatal due to 25. f5; e.g., 25... gxf5 26. Nf4 Qh6 27. g5! and wins.

25. Qa3

White cannot get a tangible advantage after other moves, either. But 25. Rc1 would have prosecuted the siege more forcefully.

25...f6 26. Nd3 Qd7



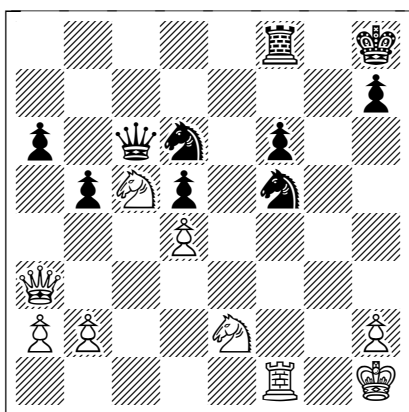
Now White could apparently reach an easy draw with 27. Qxa6 Qxg4 28. Qxd6 Qxe2 29. Re1 Qxd3 30. Qxe7 Qf3+ 31. Kg1 Kg8 32. Qe3!, but 27...Ne4 may strike White as less agreeable. For instance, 28. f5 gxf5 29. gxf5 Nxf5 30. Nc5 Nxc5 31. dxc5 d4 (threatening 32...Qd5+) 32. Nf4! Ne3! 33. Rg1 d3, and White's position seems unenviable. In the post-mortem, the tournament participants analyzing this position seemed to vindicate the opinion that with 34. Qd6 White would still have had an adequate defense, as after 34...Qxd6 35. cxd6 d2 36. Ne6 Rf7 (or 36...Rg8 37. Rb1 Ng4 38. h3!) 37. Nc5 d1(Q) 38. Rxd1 Nxd1 39. d7 Rf8 40. Ne6 Rg8! 41. h3! Nxb2 42. d8(Q) Rxd8 43. Nxd8, the value of Black's pawn plus is rather problematic. I still shared this view when I annotated the game for the *Hamburger Nachrichten* and the *Rigaer Tagblatt*. Since then I have become convinced that the analysis is worth nothing, as Black, after 34...Qxd6 35. cxd6 d2 36. Ne6 Rg8! 37. Rb1, plays not 37...Ng4, as

was assumed above, but 37...Rc8!!, whereupon White has nothing wiser than to immediately resign. Tartakover therefore rightly avoided 27. Qxa6.

27. f5

With this pawn sacrifice White seeks to secure the e6-square for his knight. But with this move he abandons the realm of exact calculation and instead takes a leap into the darkness.

27...gxf5 28. Nc5 Qc6 29. gxf5 Nexf5



Now, good advice is hard to come by, for 30. Qxa6 is bad on account of 30...Qe8! 31. Nf4 (doubtless the best move) Qe3, while 30. Qh3 offers few prospects of compensation for the pawn minus due to 30...Qe8! (not 30...Nxd4? 31. Nxd4 Qxc5 32. Ne6 Qc8 because of 33. Qh6!, when White can still recover).

30. Qd3

Of all the evils this was perhaps the worst. Undoubtedly best was 30. Ne6 Re8 31. N2f4; Tartakover was in extreme time pressure.

[30. Ne6 Re8 31. N2f4 fails to the murderous 31...Qc2 followed, according to circumstances, by some combination of ...Ne4, ...Nh4, and ...Rg8. The text move is fine. – RHS]

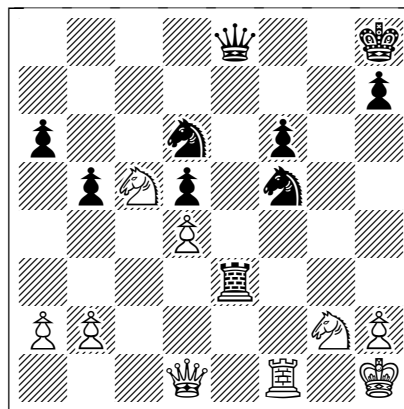
30...Re8! 31. Nf4 Re3 32. Qd1 Qe8! Maroczy now rules the whole board.

White cannot take the d-pawn because of 32...Qc6.

33. Ng2

This should have been fatal very quickly. Relatively better was 33. Qd2.

[Much better is 33. Qh5, after which either 33...Qxh5 34. Nxf6 Rxb2 35. Nxf6 Rxb2 36. Nxa6 Kg7 37. Nxd5 Rxa2 38. Nac7 or 33...Nxd4 34. Qh6! gives White good play. – RHS]



33...Rh3?

Now, the positional advantage that Black has so masterfully won evaporates. The simplest was 33...Re2 (threatening 34...Rxc2) and wins; e.g., if 34. Nf4, then 34...Rxb2, etc.

[After 33...Re2! 34. Re1 (best) Rxe1+ 35. Qxe1 Qh5 36. Ne6 Ne4, White has little chance to survive. But even after the text move Black keeps a healthy initiative. – RHS]

34. Qg4

[34. Kg1 is better, trying to hold out after 34...Qg8 35. Qe2 Nh4 36. Rf4 Qg6 37. Qf2 Ndf5=. – RHS]

34...Rh5

[Conclusive is 34...Qe2!! 35. Qxe2 Ng3+ 36. Kg1 Nxe2+ 37. Kf2 Nxd4 38. Rd1 Rf3+ 39. Ke1 N6f5. – RHS]

35. Nxa6?

The kingside appears secure, so the opportunity to grab the a6-pawn seems entirely favorable; but the

knight is too far away on a6. Much better is 35. Ne6!, perhaps with the sequel:

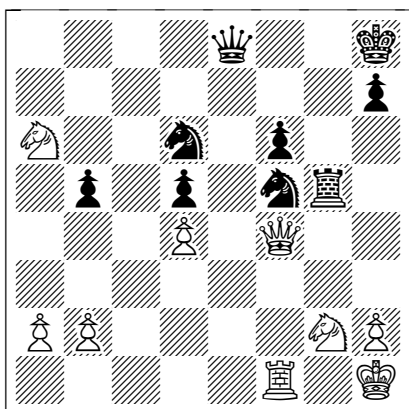
I. 35...Qg6 36. Qxg6 hxg6 37. Rf3! (still simpler and better is 37. Ngf4 Ng3+ 38. Kg2 Nxf1 39. Nxf5 gxh5 40. Kxf1, threatening 41. Nf4 or even 41. Nc7), with the twin threats 38. Ngf4 and 38. Ra3.

II. 35...Rh6? 36. Ngf4!, with a very good game.

[After 35. Ne6 Rh6 36. Re1 Rg6 37. Qh3, White may yet save the game. – RHS]

35...Rg5 36. Qf4

On 36. Qh3, the double-threat 36...Qc8! decides immediately; e.g., 37. Qa3 Ng3+ 38. hxg3 Qh3+ 39. Kg1 Rxxg3 and wins.



36...Ne4

In the past few moves Maroczy has reached a decisive advantage.

[Much stronger is 36...Qh5 37. Qf3 Ng3+ 38. Kg1 Ne2+ 39. Kh1 Rf5, winning outright. – RHS]

37. Rc1

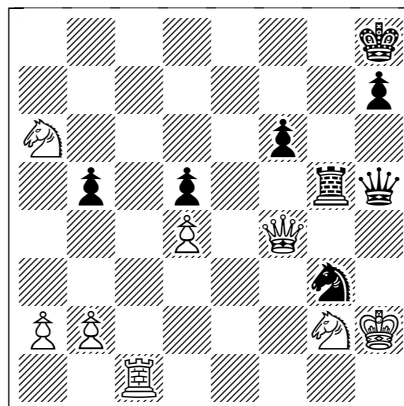
[Swapping the Queens with 37. Qb8 Qxb8 38. Nxb8 wards off the immediate danger, but Black will still win after 38... Nxd4. – RHS]

Black now forces the win through a deeply calculated sacrificial combination. The obvious continuation was

37...Qh5, threatening 38...Nfg3+.

[Indeed, 37...Qh5! wins easily. The text move is an error that should let White off. – RHS]

37...Nfg3+ 38. hxg3 Nxxg3+ 39. Kh2 Qh5+



40. Nh4

It was believed that Maroczy would have had to be content with a draw after 40. Qh4: 40...Nf1+ 41. Kh1 (the only move) Ng3+ 42. Kh2! Nf1+, etc. But this is not so, for after 40...Ne2!! White is irretrievably lost. For example, 41. Rc8+ Kg7 42. Kh1 Qxh4+ 43. Nxxh4 Rh5, when Black retains sufficient material superiority for a win.

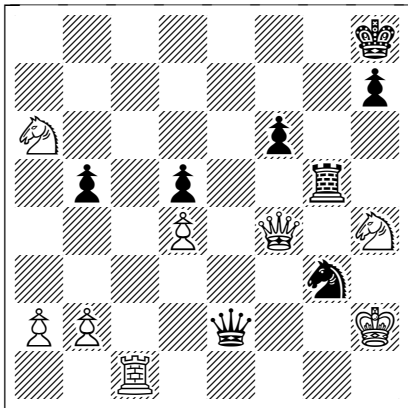
[It is wiser to give back the piece with 40. Qh4 Ne2 41. Rc8+ Kg7 42. Rc7+ Kh6 43. Kh1 Qxh4+ 44. Nxxh4 Rh5 45. Rc5 Rxxh4+ 46. Kg2 Nxxd4 47. Rxxd5 Kg6 48. Nc7 b4 49. Rd6, when White can still resist. Now Black has a won game. – RHS]

40...Qe2+

There now follow a few repetitions, as Maroczy was in extreme time pressure and had barely a minute left for five moves. This fact makes it all the more commendable that he avoided the variation 40...Nf5 41. Rc8+ Kg7 42. Rc7+ Kh6, which some critics declared to be the simplest way to the win; White would only have had to

play 43. Kh3 to inflict upon his opponent a terrible defeat.

41. Kh3 Qe6+ 42. Kh2 Qe2+
 [42...Nh5! wins quickly. – RHS]
43. Kh3 Qe6+ 44. Kh2 Qe2+



45. Kh3

Is not 45. Ng2 to be preferred? What would White have had to fear, when 45...Qh5+ 46. Nh4 Nf5 is bad for Black, as we have already shown? This question is a very important one, as it is decisive in determining the correctness of Maroczy's sacrificial line. The answer: 45. Ng2 Ne4. (Still more elegant after 45. Ng2, and at least as strong, by the way, is the continuation 45...Rh5+! 46. Kxg3 Rg5+; White must now surrender his Queen and lose a few pawns as well, as 47. Kh3! Qxg2+ 48. Kh4 would succumb to the amazing 48...Rh5+ 49. Kxh5 Qh3+ 50. Qh4 Qf5+.) 46. Qf1! (46. Rc8+? Kg7 47. Rc7+ Kh6 would be immediately ruinous, just as 46. Qb8+ would be on account of 46...Rg8) 46...Rh5+ 47. Kg1 Rh1+ 48. Kxh1 Ng3+ 49. Kg1 Nxf1 50. Rxf1 Qxb2 and Black will win.

45...Qe6+ 46. Kh2 Nh5! 47. Qb8+
 On 47. Qf3 or 47. Qf2 there follows 47...Qd6+.

47...Rg8 48. Ng6+

A sacrifice that only prolongs the agony, but no one goes to his death

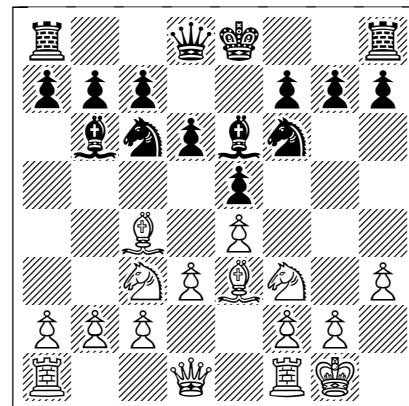
gladly.

48...hxg6 49. Qxb5 Qd6+ 50. Kh1 Qf4 51. Rc3 Qe4+ 52. Kh2 Re8 53. Qf1 Qxd4 54. Nc7 Qd2+ 55. Kh3 Re2 56. Nxd5 Rh2+ 57. Kg4 f5+
White resigns

Fortunately for White—otherwise he is mated in two moves.

**Game 6. Duras – Schlechter
 Two Knights Game**

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. d3 Bc5 5. Nc3 d6 6. Be3 Bb6 7. h3 Be6 8. 0-0



For the sake of curiosity we note the consequences of 8...Nxe4:

I. 9. Bxe6 Nxc3 10. Bxf7+ Kxf7 11. bxc3 h6, etc.

II. 9. Nxe4 d5 10. Ng5 dxc4 11. Nxe6 fxe6 12. dxc4 Bxe3 13. fxe3 0-0. To be sure, White could also play 11. Bxb6, in order, after 11...axb6 12. Nxe6 fxe6 13. dxc4 to be in a position to besiege the pawn on e5. But there is little prospect of this after 13...Qxd1 14. Rfxd1 Ke7 15. Re1 Kf6.

8...0-0 9. Bg5 Ne7 10. Nh4 Ng6 11. Nxc6 hxg6 12. Kh2 Qd7! 13. Bxf6 gxf6 14. f4

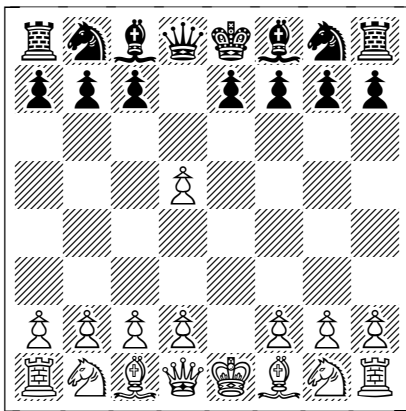
This advance would hardly be permissible if White had played 12. Kh1, for then 14...Bxh3 would follow. White played 12. Kh2 so that the f-

pawn would make the greatest impression on the scene. But this action does not attain the desired success, as Black is able to protect his f6-square, so the opening of the f-file is not to be feared.

14...exf4 15. Rxf4 Bd4 16. Bxe6 Qxe6 17. Rf3 Kg7 18. Qd2 Rh8 19. Raf1 c6 20. Ne2 Be5+ 21. Kg1 d5 22. Nf4 Qd6 23. exd5 cxd5 24. d4 Bxf4 25. Qxf4 Qxf4 26. Rxf4 f5 27. Re1 Rae8 28. Rxe8 Rxe8 Drawn

Game 7. Mieses – Marshall Scandinavian Defense

1. e4 d5 2. exd5



2...Nf6

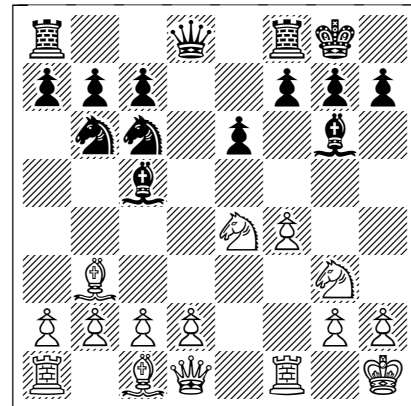
Usually Black plays 2...Qxd5. Formerly, 2...Nf6 also had its adherents, at a time when White generally continued with 3. d4. But at the third Ostende tournament, Mortimer, in a nice game against Blackburne, essayed the old move 3. Bb5+ and brought the game to a victorious conclusion. Since then, 2...Nf6 has been considered questionable, as Black remains behind in development.

3. Bb5+ Bd7 4. Bc4 Bg4 5. f3 Bf5 6. Ne2!

After 6. Nc3 Nd7! also, White could not keep the extra pawn in the long run. He therefore prefers to surrender it in order to continue with c2-c3

followed by d2-d4. Just how fine this system of play is can be seen after White's 15th move.

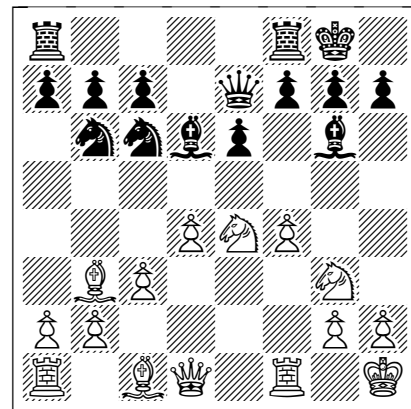
6...Nxd5 7. Ng3 Bg6 8. 0-0 e6 9. f4 Nb6 10. Bb3 Bc5+ 11. Kh1 0-0 12. Nc3 Nc6 13. Nce4



13...Qe7

[Better is 13...Be7. If then 14. f5 (or 14. c3 Na5 15. Bc2 c5=) exf5 15. Nxf5, Black has 15...Bxf5 16. Rxf5 Nd4=. – RHS]

14. c3 Bd6 15. d4

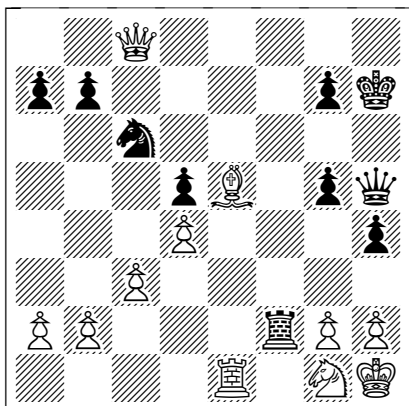


15...Nd5?

A grave, hardly explicable error. Black loses a piece without the slightest compensation. Granted, good advice was hard to come by in this position. Sympathetic critics pointed out after the game that 15...f6 would have been the appropriate move. But we note the follow-up 16. f5 Bf7 17. Qg4, when Black cannot parry the double-threat 18. fxe6 and 18. Bh6.

[If 15...f6, 16. Nxd6 cxd6 17. f5 Be8 18. fxe6 d5 19. Re1 wins a pawn. – RHS]

16. Bxd5 exd5 17. Nxd6 Qxd6 18. f5 h5 19. Bf4 Qe7 20. fxc6 fxc6 21. Qd3 h4 22. Rae1 Qd7 23. Ne2 Rf5 24. Ng1 Raf8 25. Be5 g5 26. Rxf5 Rxf5 27. Bxc7 Rf2 28. Be5 Qg4 29. Qh3 Qh5 30. Qc8+ Kh7



31. Bxg7! Kxg7 32. Qxb7+ Qf7 33. Qxc6 g4 34. Qe8 Qxe8 35. Rxe8 Rxb2 36. Re7+ Kf6 37. Rxa7 Rc2 38. Rd7 Ke6 39. Rh7 Rxc3 40. Rxh4 Kf5 41. Rh5+ Ke4 42. Rg5 g3 43. Rxx3 Rxx3 44. hxg3 Black resigns

Game 8. Salwe – Leonhardt Queen’s Pawn Game

1. d4 d5 2. Nf3 e6 3. e3 Nf6 4. Bd3 c5 5. b3 Qc7 6. Bb2

The most natural continuation is 6. c4, but Salwe always seeks original paths. Very often he assumes the so-called “frog position” of the wrestler—he lets himself be driven back by the other player, he lies prostrate, rolls this way and that—but he watches his opponent with argus eyes until the time comes when he can go over to the attack. In this style of play Salwe is a student of Winawer, the great master of guile.

6...c4 7. bxc4

White has implemented a well-thought-out system. The open b-file will enable him later to initiate an attack against the pawn on b5.

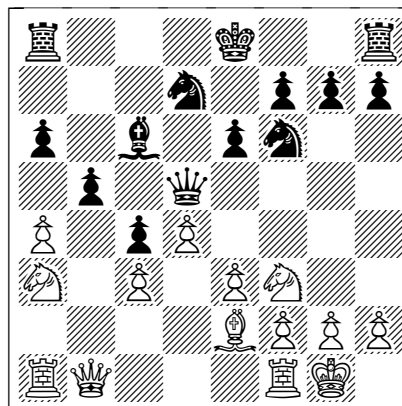
7...dxc4 8. Be2 b5 9. c3

Preparation for a4.

9...Bb7 10. 0-0 Bd6 11. a4 a6 12. Ba3

The exchange is well motivated, as the bishop is ineffective on b2.

12...Nbd7 13. Bxd6 Qxd6 14. Na3 Qd5 15. Qb1 Bc6



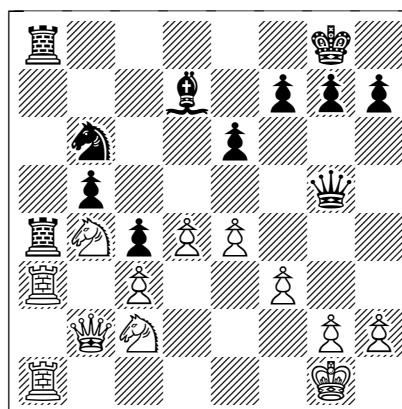
16. Ne1 0-0 17. Bf3 Ne4 18. Nec2

White cannot play to win a pawn: 18. Bxe4 Qxe4 19. axb5 Qxb1 20. Raxb1 axb5 21. Nxb5? Rfb8! and wins.

18...Qg5!

Threatening 19...Nd2 and 19...Nxc3.

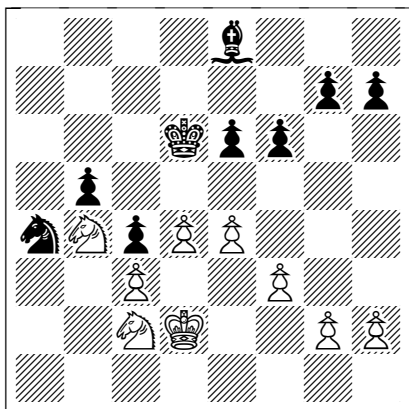
19. Qe1 Ndf6 20. Nb4 Bd7 21. Bxe4 Nxe4 22. f3 Nd6 23. axb5 axb5 24. e4 Ra4 25. Qc1 Qe7 26. Qb2 Rfa8 27. Nac2 Nc8 28. Ra3 Nb6 29. Rfa1 Qg5



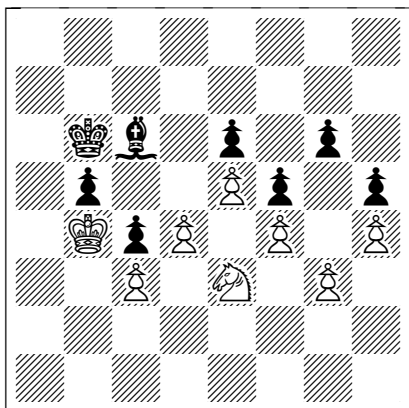
30. Rxa4 Rxa4

30...Nxa4 also was not to be feared, for after 31. Qb1 Qd2 32. Qe1 the black Queen is rendered harmless.

31. Rd1 Ra8 32. Qc1 Qxc1 33. Rxc1 Kf8 34. Kf2 Ke7 35. Ke3 Kd6 36. Ra1 Rxa1 37. Nxa1 Na4 38. Kd2 Be8 39. Nac2 f6



40. h4 Bd7 41. f4 h5 42. g3 Bc8 43. e5+ Ke7 44. Ne3 Bb7 45. Nec2 Kd7 46. Na3 Bc6 47. Nbc2 Ke7 48. Ne3 Kf7 49. Nac2 Be4 50. Nb4 Bb7 51. Nec2 Bc8 52. Nc6 Bd7 53. Nd8+ Ke7 54. Nb7 Nb6 55. Ne3 Bc6 56. Nc5 Nd7 57. Nxd7 Kxd7 58. Kc2 f5 59. Kb2 Kc7 60. Ka3 g6 61. Kb4 Kb6



62. d5 Bxd5 63. Nc2 Bc6 64. Ka3 Drawn

**Game 9. Berger – Spielmann
Queen's Gambit**

1. d4 d5 2. e3 Nf6 3. c4 e6 4. Nc3 c5

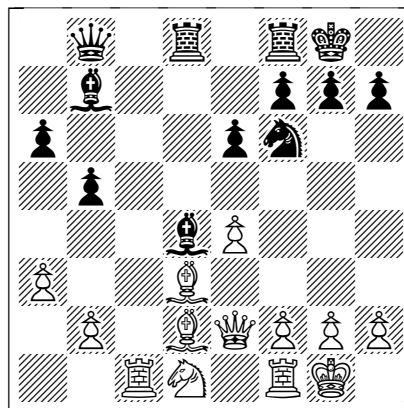
5. Nf3 Nc6 6. Bd3 dxc4 7. Bxc4 a6 8. a3 b5 9. Bd3 Bb7 10. 0-0 Qc7 11. Qe2 Bd6 12. dxc5 Bxc5 13. e4

One proceeds forward more certainly on the wide road (with 13. b4 and 14. Bb2) than on unknown footpaths. At this early stage of the game the move e2-e4 is a doubtful experiment. The bishop on d3 is devalued, the scope of the bishop on c5 is enhanced, and the square d4 is handed over to the enemy. Hence we owe gratitude to the Altmeister from Graz for the fact that, in spite of these obvious evils, he decides nevertheless—and to a certain extent at a cost to his personal security—to avoid well-known patterns and to breathe new life into the Queen's Gambit.

13...Nd4 14. Nxd4 Bxd4 15. Bd2 Rd8 16. Rac1 Qb8 17. Nd1

This bishop on d2 is to go to c3, to engage the enemy. The knight on d1 can then quickly return to the fray, when all White's pieces will be positioned favorably. This excellent plan of mobilization, which White obviously conceived when playing 13. e4, fails because of a surprise.

17...0-0



18. Bc3

A serious and probably decisive error. White had first to play 18. Rc2 or 18. Re1 to prevent the following double-

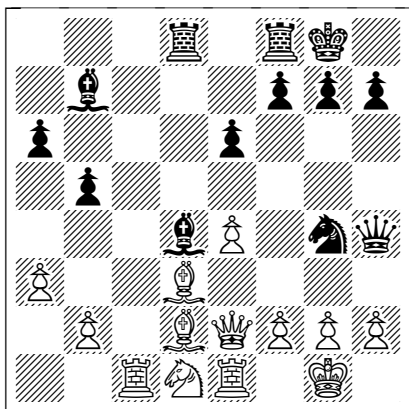
threat.

18...Qf4!! 19. Bd2 Qh4

So Black has played two moves in a row. After 19. Rc2 the e-pawn would be lost without compensation.

20. Re1 Ng4

White's loss of time has given Black the opportunity to initiate a vehement attack, which he conducts with his usual mastery.

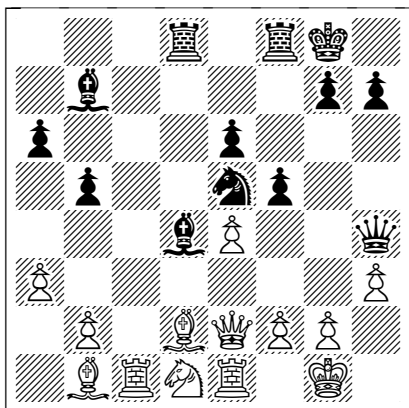


21. h3 Ne5

Threatening 21...Nxd3 and 22...Bxf2+.

22. Bb1 f5!

Yet another terrible crushing blow. If 23. exf5, Black would achieve the win with 23...Nf3+ 26. gxf3 Qg3+ 27. Kf1 Qxh3+ 28. Kg1 Bxf3, etc.



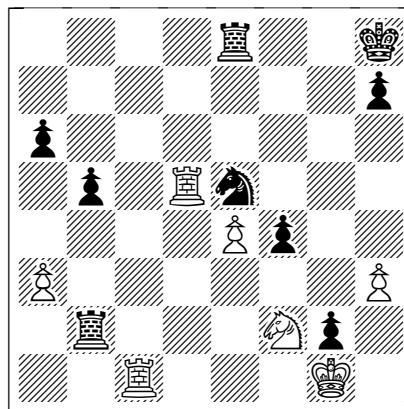
23. Kh1 f4! 24. f3 g5 25. Bc3 g4 26. Bxd4 Rxd4

On 26...gxf3, 27. Bf2 would follow.
27. Qf2

Best. 27. fxc4 would be fatal on account of 27...f3.

27...Qxf2 28. Nxf2 gxf3 29. Ba2 Rd2 30. Bxe6+ Kh8 31. Kg1 fxc2 32. Red1 Rxb2 33. Bd5 Bxd5 34. Rxd5 Re8?

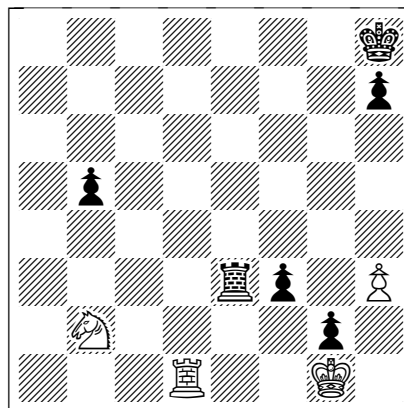
A grave lapse; Black loses the knight. With 34...Nc4 he could have secured a well-earned victory.



35. Rxe5! Rxe5 36. Nd3 Rxe4 37. Nxb2 Re3?

A superfluous, vain move. The immediate 37...f3 was correct.

38. a4 f3 39. axb5 axb5 40. Rd1



40...Kg7?

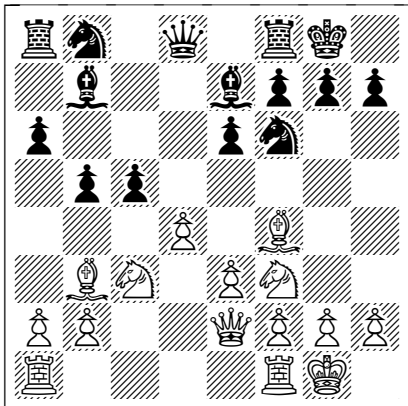
After 40...Re5 Black would still have had winning chances. For example, 41. Nd3? Rd5 42. Kf2 b4 43. Ke3? Rxd3! and wins.

41. Nd3 Re2 42. Nf4 Re4 43. Nd5 Re2 44. Nf4 Re4 45. Nd5 Re2 Drawn

Game 10. Johner – Teichmann

Queen's Gambit

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. Nf3
Be7 5. Bf4 0-0 6. e3 c5 7. Bd3 dxc4
8. Bxc4 a6 9. 0-0 b5 10. Bb3 Bb7 11.
Qe2



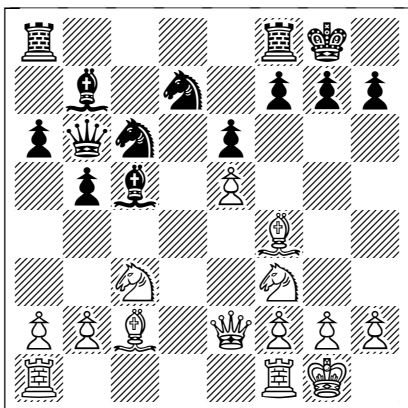
11...Qb6?

Black now gets into a difficult predicament. Best here is 11...Nbd7.

12. dxc5 Bxc5 13. e4

One is reminded of the comment on 13. e4 in the previous game. In that encounter the move e2-e4 facilitated the mobilization of Black's forces, whereas here it hems them in. As Black cannot prevent the further advance e4-e5, the bishop on c2 attains its full value and White's knight achieves greater effectiveness.

13...Nc6 14. e5 Nd7 15. Bc2



Black is now induced to weaken his castled position, as 16. Bxh7+ is threatened.

15...g6 16. Rad1 Rfd8 17. Ne4 Be7

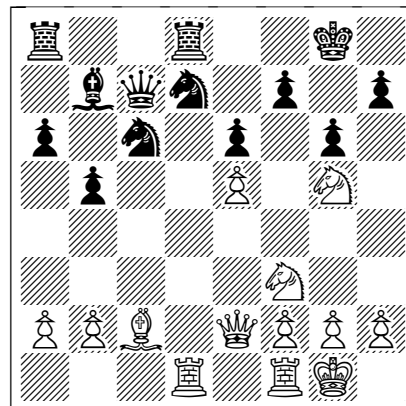
[Stronger is 17...Nd4 18. Nxd4 Bxd4 19. b4 Bd5, when 20. Nd6 fails to 20...Bxe5. – RHS]

18. Bg5

With 18. Nd6, White, without the slightest risk, would have been able to assume a strong attacking position.

[Indeed, better is 18. Nd6 Nb4 (apparently best) 19. Nxb7 Qxb7 20. Be4 Nd5 21. Bxd5 exd5 22. e6 Nc5 23. exf7+ Kxf7 24. Ne5+ Kg8 25. Ng4, with a noticeable advantage for White. – RHS]

18...Bxg5 19. Nexg5 Qc7!



20. Nxf7

Teichmann prevented this sacrifice sufficiently with his last move. With 20. Re1, White would have maintained a solid position.

20...Kxf7 21. Ng5+ Kg8

[After 21...Ke7, 22. Rd6 Nf8 23. Rfd1 seems dynamically equal. – RHS]

22. Nxe6 Qxe5 23. Qd2?

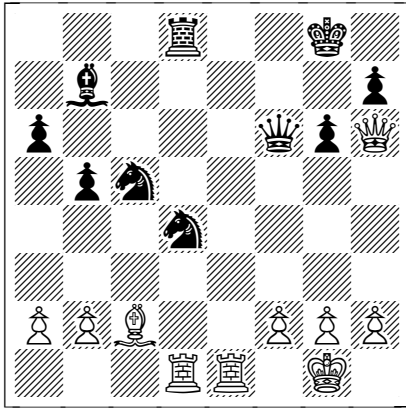
White would have had much better chances with 23. Rfe1. 23. Qxe5, also, would not have been entirely without prospects.

[Considerably better is 23. Qxe5 Ncxe5 24. Nxd8 Rxd8 25. Rfe1=. – RHS]

23...Nc5 24. Nxd8 Rxd8 25. Qh6

[25. Qe3 Rxd1 26. Rxd1 Qxe3 27. fxe3 Nb4 28. Bb1 Nd5 29. e4 keeps

White in the game. – RHS]
25...Nd4 26. Rfe1 Qf6



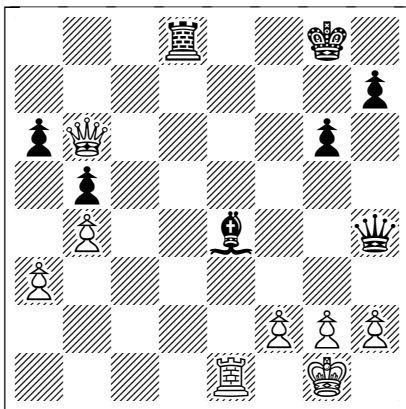
27. Bb1

[If White wants to play on, he has to continue with 27. Bb3+ Ncxb3 28. axb3, though even in this line his prospects are not bright. – RHS]

27...Rf8 28. Qe3 Nce6 29. a3 Bd5 30. b4 Qh4 31. Be4

Hastening his downfall.

31...Bxe4 32. Rxd4 Nxd4 33. Qxd4 Rd8! 34. Qb6



34...Ba8 35. g3 Qe7 36. Rc1 Re8
White resigns