

THE SUTTLES

TAPES

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Transcribed, Compiled and Edited
by:

Bruce Harper
Gordon Taylor
Mike Westbrook

What you are about to read will take you on a journey into the strange and the bizarre. This is a transcript of a portion of a lecture given by International Grandmaster Duncan Suttles at the Central Chess Club, Vancouver, B.C., on September 11, 1978. The subject of the lecture was the recently completed Canadian Closed Chess Championship. Three games from that event are herein rendered, with extensive commentary by Grandmaster Suttles.

We wish to emphasize that the following is only a transcript. Editing has been kept to a minimum to preserve the spontaneous atmosphere of the actual lecture. Editorial comments [in square brackets] have been included for purposes of clarification.

We would also like to deeply thank Grandmaster Suttles both for his time in giving the lecture and his kindness in allowing this part of it to be published.

A lecture by Mr. Duncan Suttles, International Grandmaster of Chess, given at the Central Chess Club, Vancouver, B.C., on September 11, 1978 (the subject being several games of interest from the 62nd Canadian Chess Championship).

HEBERT-VRANESIC, Round 1.

I guess you pronounce it Jean Hebert...? He's from Montreal, and he's..., well, he really astounded everybody in this tournament by winning it. I think you'll see from a few of the games today why he won it--and you'll see maybe why some other people didn't.

The first round of the tournament. Hebert played Vranesic in one of the nicest games of the tournament. There weren't really too many other notable games in that round. I thought I would go over that one. It's a game which demonstrates the strongest points of Hebert's play, and I'll just start with the opening...

It's a Sicilian defence... Hebert-Vranesic, Hebert was White. 1.e4 c5 2.Nf3 e6... Sorry, I have to get used to this demo board; if I start making two moves in a row for the same side that's bad, all right. ["We'll understand why he won!"] Yeah, I think so. 3.c3 This is a pretty aggressive line, an ambitious line for White to play in the Sicilian. I mean, to get this move [4.d4] in here. It could transpose into certain variations of the French defence. Of course the disadvantage of this move at this point, besides going into an aggressive...

[Interruption] So this is a rather sharp opening variation, pretty ambitious with White to play this move instead of the normal 3.d4. One of the drawbacks of this move, of course, is that the square here [c3] is taken away from the Knight, so that when Black plays this next move, 3...Nf6, the e-Pawn comes under attack. If White wanted to he could play some move like 4.d3 and

defend the e-Pawn and get a closed kind of position, but that would be sort of the opposite of Hebert's style, which seems to be to aim for optimum activity at every possible moment. Now that was very effective in many of the games in the tournament, but not in all of them, as you will see later on. Activity and positional chess sometimes don't mix.

Anyway, in this opening I think this next move is quite reasonable. 4.e5... A recognized line, kicking the Knight. 4...Nd5 5.d4 cd4 6.cd4 ... make this exchange here, 6...d6. Now myself, I consider this kind of opening for White, where you let the guy put a piece out, you know, in the centre like this, and a lot of exchanges, as probably not being able to maintain an initiative for very long. However, if Black makes a few inaccuracies it can be quite different. 7.a3 ... Again, this is a very aggressive idea, he wants to be able to post the Bishop here [d3] without having it at some point bothered by the Knight, by Nb4. Black doesn't threaten that at the moment perhaps, but it could come later on. 7...Be7 8.Bd3... Do I have to call out all the moves for this tape recorder...? Why? ["Well, it's not a bad idea, so that we know what you're talking about..."] Alright, 8.Bd3 Nc6 9.O-O b6. Now, in a later game, I think in this position Black castled, did something different. But anyway, this ...b6 move allows White to positionally unbalance, to get a positionally unbalanced position. In other words, to create some chance, let's say, of getting a pawn majority on one side of the board, in this case the King-side, and Hebert's play, he's always seeking some active plan. 10.Be4... Again he moves the same piece twice, but his idea is by taking here [d5]

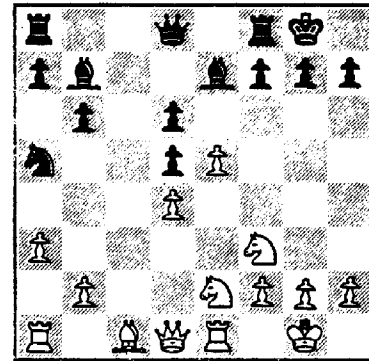
he'll block the Bishop if it goes to this side [b7] at d5 and eventually he may be able to push this [e] Pawn in to e6 and set up three pawns against two on the Kingside. Whether or not such a plan is really feasible I don't know, I think it's a little bit suspect, as he moves the same pieces so many times in a row. In this case he's had to make a couple (maybe three) Bishop moves to take off the Knight, plus this move here [7.a3] to effect his plan and, you know, one sort of guesses when that happens that at some point later on Black must have made a mistake, which I'll think you'll see. 10...Bb7. So 11.Bd5...

I don't like calling out all these moves--it sounds sort of funny. ["Well, just call out the ones before you make a comment."] 11...ed5 12.Nc3... Here Black played 12...Na5, he may be able to even just castle here, I don't know if it's really a threat to take this [Black Pawn on d5], he [Black] can take back here [...de5], in fact he can, I think he can take twice on e5 because in case of the Knight taking the Bishop [on e7] the Queen take, defending the Knight [on e5]. So perhaps this move is not necessary, but sooner or later he's going to have to look for some play on the Queenside. 13.Re1 0-0 14.Ne2

And again, we come to this, to another move, which is again in the same style which Hebert had throughout the tournament: in other words, he wants to force through some kind of a plan, whether that plan is really feasible or not. He didn't really seem to have a sense of danger in the tournament, [when he had a plan] he simply went ahead and did it-- and most of the time it simply bowled the opponent off his feet, because the opponents made a few inaccuracies and the plan just worked. In this case, his plan is to push this [e] Pawn into e6 at the right moment and

get some kind of play on the Kingside, and maybe get some kind of endgame advantage. To do that he brings this Knight back to e2 to bring it to f4 where it can support the advance of the Pawn.

Of course, this move again has some negative factors in it. It makes it even easier for Black to do something on the Queenside, and perhaps here Black played the first inaccurate move....



Position after 14.Ne2

He played 14...Rc8, [with the idea of following up with 15...Qd7]. His idea is reasonable, but his execution is perhaps a little inaccurate.

First of all, perhaps he was worried that the Bishop [on e7] would be attacked if the Queen didn't defend it, but I think his real objective [in playing 15...Qd7] was to get the Queen into some sort of position where he could start to infiltrate on the Queenside, and I think to that matter he would have been much better off to have played the Queen to c8, where the Pawn [on e5] cannot attack it with tempo and also, if need be, it would support the Bishop [on b7] coming here [a6]. or the Queen coming out there [f5]. That is, if he [White] tried to block it [...Ba6] with his next move [Qd3]. So, in other words, Black made an inaccuracy and he didn't really consider White's reply, because when he played 15...Qd7, White played 16.Qd3, which prevented

the Bishop from getting on this important diagonal [f1-a6], and later on the Rook [on c8] might be able to infiltrate down here. So, you can see the difference: if he had played this move [14... Qc8], for one thing, on 15.Qd3 he would be able to post the Bishop here [on a6] without a loss of time.

So, by 14...Rc8, he forced himself to put his Queen on the other square [d7]. He should get his Queen active and then bring the Rook in [to c8]. Probably, in that case, Black would have had at least an equal position, maybe a slightly better one, because I think that these maneuvers [of White's] entail a loss of time. I played over the position a little bit, making moves for both sides here, and it seemed that Black would get the initiative in this case, because White's a long way from any kind of really serious Kingside attack.

15.Nf4 Qd7 16.Qd3 This is a very good move. 16...Bc6 So, he's trying to get it out this way, somehow... 17.e6 fe6 It's interesting how in this line 18.Ne6 Rf6 that Black never gets to play this move [...Bb5] for various reasons. 19.Neg5 So, he finally, because of the good posting of the Queen [on d3] gets a threat on this side of the board, which Black now has to answer. 19...g6.

You see, the problem that Black ran into here was that he could never quite make the Bishop move [...Bb5], because in every position this Bishop [on e7] was hanging. If he played it there [to b5] at the wrong time, then you just take the Bishop [on e7] off and when the [Black] Queen takes the Rook, you take this Bishop [on b5]. So, he just couldn't quite get it in, and even though a couple of moves later he

had another chance to get it in, it was tactically, there was a tactical refutation, so he could never quite get the play going on the Queenside.

Let's see, anyway...20.Bd2 Nc4 21.Bc3 This is perhaps the last point where it looks like it might be feasible to play 21...Bb5 and get some kind of counterplay. But, if I haven't made a mistake, I think that [after 21...Bb5] he [White] just plays 22.a4, attacking the Bishop, and [although] there are some combinative tries here, none of them work. If the Bishop has to retreat back to here [a6], he [White] can just play 23.b3 and win a piece, by pin. This is the last real chance that Black had for active counterplay there. [on the Queenside]

So, instead of that, he sort of admits defeat on the Queenside and plays the Rook back over to the Kingside [21...Rcf8] and now White gets ride of the only piece that, at the moment, cannot really participate in his Kingside assault, the Bishop which is blocked by his own Pawn, and at the same time, he leaves Black with a very shattered Pawn structure. 22.b3 Na5 23.Ba5 ba5 24.Rac1 Bb7 Now, again, here he still has the problem that he can't play the Bishop here [b5], where he'd like to, to try to get some play with the piece because of this thing [Bishop] hanging [on e7], so the Bishop is now forced back into an even more passive position.

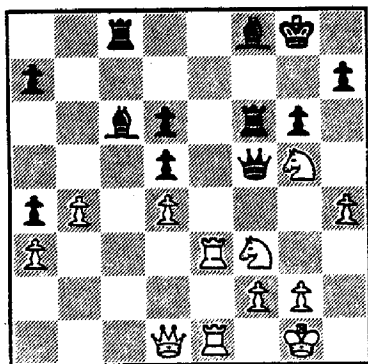
Now White begins an assault on the Kingside, which is rather promising now because of the weakness on the [Black Queenside] and the fact that this piece [Bb7] is stranded and also because of the weaknesses on his [Black's] second rank.

25.Re3 Rc8 26.Rce1 You see, he gives up this line [the c file] now because he's already got everything in position for an assault

on the King and Black's army is sort of divided, you know, between something running around on the Queenside, which can't really accomplish anything, and the few defensive units he has left on the Kingside. 26...Bf8 So now the Bishop comes back, and now he'll finally be able to try to reposition this Bishop [on b7]. 27.h4 a4 28.b4 and Black tries once more to get the Bishop to some kind of square 28...Bc6, but it's too late.

29.Qd1 This is a very clever trap which Black falls into, but I think Black's position was gone anyway. 29...Qf5 This is a plausible-looking move, and it's to Hebert's credit, the surprising tactical refutation to this move, which takes into account several features in the position, one of them being the undefended position of this Rook back here [c8], surprisingly.

I think this is one of the nicest combinations he made in the tournament; because it has a certain amount of depth to it and it makes full use of the available material on the board, and it proceeded as follows:



Position after 29...Qf5

30.Nh7 Kh7 31.Ng5 Kg7 32.Rf3
Now, you see one of the points of this combination. For instance, if you were to do something like Queen here [32...Qg4] you [White]

just play 33.Rf6 and if 33...Qd1 you can throw in check [34.Rf7] first and recapture the Queen afterwards. It [the White Queen] has not been removed with check. So, in that case, he [White] would be a clear exchange up.

So, practically, the only other square for the Queen is this retreat, which he does. 32...Qd7 33.Rf6 Kf6 And, this is very nice now, he can play 34.Re6 and the nice point in the position again is that if he [Black] gives up the Queen for the two pieces, Black loses his Rook [on c8] at the end because the King ends up on e6 and the [White] Queen goes out here [g4] check and picks it [the Rook on c8] off. In that case Black would be stuck with two Bishops against the Queen without much hope of defending because of the extra Pawns on the Kingside. So, his [Black's] move is now forced: 34...Kg7 And now just this simple move: 35.Qc2.

And, it's a nice, quiet move. sort of crowning the combination that went before, because, simply, this point [g6] cannot be defended. He tries to run: 35...Kg8 36.Rg6 Kh8 Of course, if he interposes I suppose White can win with just 37.Ne6 and take on g7 next move. So, he's in the corner.

37.Qe2 And, again, another quiet move, this time threatening mate in a couple of moves, with the Queen coming here [h5] check, so he's forced to play the Bishop here: 37...Bc7 and after 38.Qh5 Black resigned, because the King will be driven, after a couple of checks, to f8, at which point, if he wishes, White can just play Rg7 followed by N[e6] check, in whatever order he wants, and win the Queen.

Any questions on that game?

["Why did he play 35...Kg8 instead of 35...Kh8 when White played 35.Qc2?"]

Well, I'm not sure that it

would have made much difference here. For one thing, what if he just takes this with the Queen [36.Qe6] now? It seems to have somewhat the same threat, now maybe [Black] has a move here, he can stop it, I don't know...I don't see a move to stop the threat--it just seems to be an unstoppable threat. I mean, the Rook can't come here [36...Re8] because you just take the Rook, and if the Queen takes, mate! [37.Re8 Qe8 38.Qh7 mate] So... ["How about 36...Qg7?"] You lose the Queen after 37.Qh5 Kg8 38.Rg6, pinning the Queen. ["Oh."]

The point is, this piece over here [Black's light-squared Bishop] is just out of the game. And, it's interesting that it just took one really sort of bad inaccuracy in the opening, in other words 14...Rc8, to land Black in this position. ["Was he totalled if he hadn't played 29...Qf5?"] Well, it looked pretty bad, I don't know if he was totally lost or not.... Yeah, it positionally looked very bad.

DAY-BIYIASAS, Round 3.

The next game I chose is in Round 3. I tried to choose the ones I thought were most important for the tournament, and in Round 3 there was a very important game between Biyiasas and Day. Day was White, and what this game sort of reflected in a way was the kind of misfortunes that Day had throughout this tournament. Day's play seemed to be the opposite of Coudari's, in other words, not Coudari's, Hebert's (ha ha, slight slip of the tongue there) in that Day would usually have some much more, let's say reasonable plans, or let's say much more refined positional ideas than Hebert, but his technical execution was very poor, in other words, his use of the time, he consistently got in time pressure, managed to blunder positions which were easy to win, and perhaps, if any player can claim that he had bad luck in the tourn-

ament, and might have won the tournament, it was Day.

Anyway, this game here, Day-Biyiasas..., it's a King's Indian, which is Biyiasas' big defence against the Queen Pawn opening.... 1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.f3... So we come now to a Saemisch variation, in other words, White defends his centre with a Pawn and stops the Knight from coming out here [g4] and eventually he's able to play Bishop here [e3] and Queen there [d2] somewhere on the diagonal and mount some kind of Kingside attack in some cases, or, depending upon which way Black closes the centre..... Now, I think that the move I would play here with Black would be 5...0-0, but Peter Biyiasas seems to think that this move here [5...c5] is reasonable, I think it's had some practical test in tournaments, but I consider that move to be a dubious decision--but anyway, the thing is that this move, for one, thing, allows...this 5...c5 move allows White to exchange and trade Queens; and it seems to me that the position that arises after that is certainly favourable to White. I can't see Black doing anything but scraping a draw out of it. Let's say after 6.dc5 dc5 7.Qd8 Kd8, for example Bishop here [8.Be3], Knight back [8...Nfd7], and then some move like 9.Nge2 to avoid any chance of mixing it up with ...Bc3 or something, you know, and then next time 10.0-0-0. What's going to happen here is that Black will have to play a move like this, like ...b6 and ...e6, leaving holes at d6 eventually, and [he] doesn't really have too much play with his Pawns--this is sort of locked on the Queenside; of course he's lost the castling privilege, and eventually White may just be able to advance the f-Pawn and the e-Pawn and block out the Bishop and get all kinds of squares. So I can't really see any positive feature to this position, because it looks like it's difficult to get a piece into d4,

which is the normal weakness that White gets in case of an exchange in the King's Indian, because there will be a Rook, Knight and a Bishop guarding the square and the only way that he could really support it [a Black Knight on d4] would be to put this [e] Pawn up here [e5], in which case [Black] has all the weaknesses that White does, plus a bad position.... [laughter] In other words, he could get the symmetrical Pawn structure this way, but then really White is way ahead. I mean, the Rook will be on the open file, But apparently it's considered playable by some people.... Now, let's get back to the...and there's another reason why I think it's a little better to wait until after ...0-0 [to play ...c5]. Of course, the reason that Peter likes to play ...c5 first is to avoid the lines with ...e5, which would probably be forced after, say 5...0-0 and White goes 6.Be3 to prevent this ...c5, probably forces him to play 6...e5 anyway....

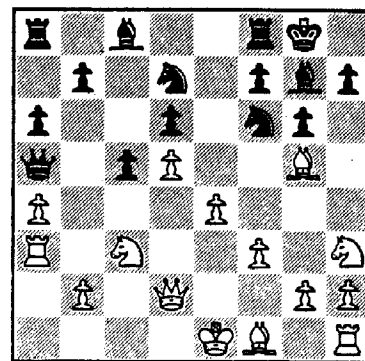
So anyway we come to 5...c5 6.d5... ["After 6.dc5 can't 6...Qa5 be played?"] Hmm? Well, I don't think so, because in this position this thing [the White e-Pawn] is defended. You know, that's the trick, usually, if the e-Pawn is undefended, so here if he plays 6...Qa5, [White] just takes another Pawn [7.cd6]. ["Then can't he play 7...Ne4?"] Well, then 8.fe4, and then he takes 8...Bc3+ 9.bc3 Qc3+ and then he interposes the Bishop [10.Bd2] and the Rook [on a1] is guarded. See, that kind of tactic only works when the e-Pawn is undefended so that Queen here [a5] actually threatens to win the e-Pawn, but in this position it doesn't work.

6...0-0. Now White, with his next move, transposes back into a sort of book position by playing 7.Bg5. Here an alternative for White might be to immediately begin pushing up on the Kingside, and leave

the posting of this piece [Queen's Bishop] until later. But anyway, this is a known, book position. 7...e6. Black breaks in the centre. 8.Qd2... and takes here 8...ed5.

Now I don't know what the strongest move is here, I...it seems to me it's more logical here to recapture with the Knight [9.Nd5], trying to make use of this pin, and perhaps exchanging one Knight off for this Bishop here [on g5], than to take with the [c-] Pawn, which gives White certain problems of avoiding a traffic jam with his pieces in the centre of the board. So, I think that this move that Day played was probably not the best.

9.cd5 Nbd7 10.Nh3... Now this is an idea, but of course he'll have to lose another move with the Knight as soon as the Knight on d7 moves, to avoid getting his Pawn structure wrecked on the Kingside. 10...a6. Black threatens the usual sort of expansion on the Queenside, which White prevents with this move 11.a4. And now this is a very good move by Black, 11...Qa5, threatening again just to advance this [b] Pawn, because the Rook [on a1] is undefended, and Day plays a fairly standard kind of move stopping this thing, in other words, guarding the Rook 12.Ra3....



Position after 12.Ra3... .

Now, the thing is that to make full use of this move [11...Qa5], Black should have in mind to bring the Queen into a more active position

later on, which he fails to do in this game, and I think, well, it may have been difficult to play over the board, but if you're going to play this kind of move [11...Qa5] I think you have to be prepared to seek out some combinative, you know, maneuvers with the Queen.

And he plays now 12...Ne5; now my feeling in this position was that it's more accurate and perhaps makes full use of the fact that White will have a little bit of congestion in the position to play 12...Qb4, with the idea, if White doesn't prevent it, of advancing the c-Pawn and perhaps even posting this Knight [on d7] at c5.

Now there are some nice lines here. One of the interesting lines here is that if he [White] plays a move like 13.a5, to try to trap the Queen, then 13...b5 comes in, and there are some long maneuvers here where you can try to bag this Queen [on b4] but they don't work. I don't know if you want to go into them here, but they come out that, in a position that eventually the Queen can be given up for two pieces with an overwhelming position for Black.... ["That Queen looks awfully exposed to me."] Yeah, well, it's in a trap, right? But the whole point of this position is that if White fails to trap the Queen then he has nothing--he has a lost position, probably, because he won't be...because he certainly can't continue a Kingside attack and allow this thing [the Black Queen] to sit here [on b4]. You see? For instance, [White] may play here, let's say Knight back here [14.Nf2]. Now here's a plausible line--14.Nf2 c4, and now the Queen threatens to run out to here [c5] so the only way to hold it in is to bring the Bishop back [15.Be3], and then the...this Knight can come here, 15...Nc5 and say 16.Be2 or something, and eventually the other Knight would come...say the Rook.... Well, this is one of

the ideas: Rook here [16...Re8] 17.0-0 Nfd7, say 18.Rb1 f5 19.Qc2 fe4, and now finally Knight back here [20.Na2] hitting the Queen and then, and this is one of those positions where the Queen takes the Rook [20...Qa3] and he gets, I think, the two pieces for the Queen here, if I'm not mistaken, 21.ba3 ef3, giving him the choice between 22.Bc5 or 22.Bf3.... If 22.Bc5..., which is the..., oh yeah, then 27...Re2 is very strong. So the only other alternative is this [22.Bf3 Re3]. This is an example of what can happen in the position, where it seems that White is busted completely, his position...Black's pieces are coming in all over the board and these things [?] don't really do anything in this position. He's going to lose some more pawns and material here, he can't really... This piece is rather ineffective being blocked by its own Pawn--he may be able to get a Knight in here [c6?], but it's just one piece, so.... You could study the position yourself, I think you'd find that there's always a way for the Queen to get out--and usually with devastating effect.

["How many people would make that kind of decision over-the-board, though? It looks like a Grandmaster move to me!" "He [Biyias] is a Grandmaster!!"] [laughter]

Well, I think the thing is that you can make such a move, you know, sort of intuitively too, I mean, the alternatives were not too pleasant. Of course, I think what went wrong in the game for Black at this stage is that Black postponed the decision until it was too late and he was forced into an inferior line, which is what actually happened in the game. In other words, he...getting back to this position here [after 12.Ra3 Ne5]...

13.Nf2 Re8 14.Be2.... OK, so now here Black has to come up with a plan and it's already become not so effective to do these maneuvers

[...Qb4 etc.], but maybe he should still try it, first of all, the Knight, if the [White f-] Pawn were to advance, the Knight [on e5] may be kicked back. It's not on this nice square [c5] here where it can't be attacked.... Black is running out of moves and, well, I guess Black figured that a bad plan is better than no plan at all, and he played 14...h5 which...to give the square [h7] to the Knight so that he can advance the f-Pawn and attack the centre that way. The flaw in this plan is that it greatly weakens the Black King position. ["What move would you suggest instead, if that's an error then?"] Well, the error may have been earlier, to make these moves, but he may have to try this move anyway, good or not, Queen here [14...Qb4], maybe try to play the Knight here [c4] or something, and hope the Queen can escape, you know. I think he didn't like it by this point because he could just play Queen here [15.Qc2], in which case the Knight move [15...Nc4] is met by Rook over [16.Rb3]. But it's already difficult, problems in the position. ["So you shouldn't put the Queen at a5 unless you're going to go to b4?"] Well, I think you shouldn't put it here unless you intend to make full use of whatever possibilities come about. It may still be tenable, something like this [...Qb4 and ...c4], and even lose time with the Knight and bring it back [from e5 to d7] if this Pawn [on c4] doesn't go too quickly. The trouble is there are always tempos in some of the positions and this Pawn [on c4] hangs, but Black may have to sacrifice a Pawn on the Queenside to get active play for his pieces.

Mind you, the move played in itself is not, this move here [14...h5] is not that weakening in itself; it's what follows that sort of ruins the Black position. In other words, even up to this point he could still attempt an infiltra-

tion and now he's got this Knight retreat here [...Nh7] which he might be able to use to get the Bishop [on g5] out. Of course he shouldn't make the retreat until he has nothing better to do, but instead of that Black goes blindly ahead with his plan of breaking and decentralizes his Knight and plays f5. 15.h3 Nh7 Now [White] brings the Bishop back. 16.Be3 f5. There's some nice tactical points here. I don't know if Day played the strongest line here or not; it's a hard decision for White to make here, because if Black captures here [...fe4], of course it will be very nice because then the Knight will recapture and be supported in the centre, block the file, and still have an attack over there [on the Kingside]. The move he plays seems to give a kind of initiative--he played 17.ef5 Bf5--and now, it's surprising that, well, maybe not so surprising because there's a Rook on the open [e-] file, that White cannot play the natural move that he'd like to play in this position, which is 18.g4.... In other words, normally one would not want to weaken this possibility of posting a Knight here [e4], one would not want to play this move [18.g4] and follow by bringing a Knight into the centre, which would appear to be a very strong maneuver, and this is the kind of...saying a player was playing a little bit hastily in a game, this would be the kind of move that White could make and then suddenly see his advantage go up in smoke, because of an interesting tactic here--the Bishop [on f5] doesn't retreat, it just goes into d3, and next move, if ...the combination is based on the fact that if the Knight takes the Bishop [19.Nd3] then the Knight goes here [19...Nc4] because the Bishop is...the Knight goes to c4 and wins this Bishop [on e3]. You see? And of course the Bishop can't take [19.Bd3] because 19...Nf3+ wins the Queen.

Because of this, White is forced to compromise his position, which perhaps means that his method of advancing was not the best. An alternative move, which probably would be hard to find over the board, but it may have a point to it, is just a waiting move in this position--a move such as this: [19.Rg1] In other words, this move here may be quite feasible, [although] it looks very strange. Well, 19.0-0 is not a bad move here, but perhaps this move is even stronger, 19.Rg1, just to support the advance later on, because, really, Black may have trouble finding an effective way to meet this advance later.

So, anyway, White chose the most direct line here [18.f4], and he now drives the Knight back, because of this combination. It goes back to f7 [18...Nf7], and the Pawn goes to g4 [19.g4], which looks very strong, because when the Bishop retreats this Pawn [on h5] goes, you see, and of course if he takes [19...hg4] then the Rook [on h1] stands on an open file. 19...Bd7 But, again, it was not that convincing, as things came about later.

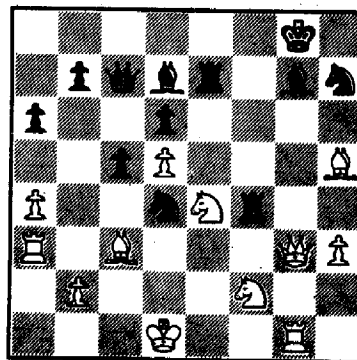
And, here again, he took right away. There are other moves here, He may...maybe in this position White should not hurry to take this Pawn [on h5] because he has a very nice structure here in the centre. If he could get to an endgame, even, he may win it, because these [Black] pieces [on the Kingside] are sort of out of it, and in the centre the d6 Pawn could become weak, and this point [g6] could become vulnerable to a Bishop attack. One of the disadvantages of this exchange [20.gxh5] is that it eliminates the weak Pawn on g6, which is very hard to defend. But, for practical purposes, over the board, I guess almost every player would take and open the g file. 20.gxh5 gxh5 21.Rg1 Re7 Black's counterplay is to come down the e file....

And now White finds a rather nice maneuver to sort of untangle himself and get a little more play on the Kingside with his Queen and

his Bishops, which have been sitting on this open line [the e file]. 22.Qd3 Nh6 Now I think the idea behind this was, for one, this: to prevent at some point the [White] Queen from going here [g6] after which that [the Knight on f7] couldn't go there [to h6] because of Qh6 and the Knight would be forced to go back to h8 or something. Mind you, it would be a tempo, but the Knights would be really stranded off on the edge of the board. Also, of course, he'd [Black] like to get this Bishop [on d7] moving [to f5].

23.Bd2 Now, I don't know if this move [23...Qc7] is the best for Black, but he retreated before he was attacked. ["I think Biyiasas said he should go to b6 here."] Yeah, in other words, he should try for some counterplay here.

24.Nce4 Nf5 25.Bc3 Nd4 26.Bh5 Rf8 Now, the thing about this position is that Black is getting quite a bit of counterplay here because of the pin situation, which White now tries to remedy by playing 27.Kd1. Black recaptures this Pawn [27...Rf4] and 28.Qg3 came into the game. Here, perhaps, with best play, I think the outcome is rather unclear.



Position after 28.Qg3

But, at this point, Biyiasas made a very unfortunate move. Well, it would have been unfortunate...[Laughter] He lost a very important tempo by playing Rook here [28...Rf5] instead of retreating immediately to f8. If he had gone back here [28...Rf8], perhaps White might have tried Bishop

here [29.Bg6], after which, I think, Black has good chances to survive after 29...Bf5.

Anyway, he played the Rook to f5, after which 29.Bg6 came in anyway. Now I suppose originally he intended that the Rook was going to go somewhere else rather than f8, but the thing is, after 29...Rd5 30.Bh7 Kh7 31.Qh4, for example, he loses the Rook after this Queen check, because if 31...Bh6 the Rook on e7 goes with check. Notice that this Rook is indirectly defended by this check here [...Ba4,...Bg4], but if the Bishop interposes the Rook goes with check, and, of course, if the King goes back then the Knight check here [32.Nf6] bags the Rook. [Or 31.Nf6 immediately.]

So, Black is forced to make a very bad retreat. He had to go back: 29...Rf8. In effect, this gives White an extra move in a position that's already dangerous for Black. At this point, Day should have finished the game in about three or four moves. But Day, instead of choosing a simple and direct line this time (he may have been short of time, or he may have wanted to maintain some complications in the position,) played 30.Qh4. The direct winning line again is to remove the Knight [30.Bh7] and give the Queen check [31.Qh4 Kg8] followed by the same combination as before: 32.Nf6, and if the King comes out here [32...Kf7], White can win by a sort of brute force method. Just take the Knight [33.Bd4 cd4], sacrifice the Rook here [34.Rg7 Kg7], and shift the other Rook over to here [35.Rg3] check and it's mate in a couple of moves, in several different ways. So, he [Black] would be forced to just take it [32...Rf6] and after Queen takes [33.Qf6] he'll [White] have an exchange more plus a continuing attacking position. So, it would have been the end of the game, pretty well, there...

Now, the interesting thing is that after this inaccuracy, Black's position somehow just holds together.

30.Qh4 Nf6. Now, on 31.Nf6 Rf6 and the King suddenly has a flight square [to f8]. Still, there may be good play...lines here for White, but I think by this time White perhaps had very little time left and was completely rattled by the defence....seeing that Black suddenly had a defence. White started playing very poorly. He played this move, 31.Bd2, which can hardly have much merit to it since it [the Bishop] was in a position where at any move it could take off a strong piece in the centre [the Black Knight on d4] and shift the Rook [on a3] over with tempo.

["Would 31.Ng5 be better?"]

Probably anything would be better than playing the Bishop back to d2. As you'll see from what happened later on, that was the decisive error because it unguarded his Pawn here [on b2]. 31.Ng5 would be all right.

[There followed a few minutes of obscure analysis between Grandmaster Suttles and various members of the audience...]

I think that this position must have been very frustrating for Day because he couldn't find a clear win, having missed the simple line before. And, as often happens, in a situation like that, things went from bad to worse. 31...Qb6. Now he tried another fishy move: 32.Ng5. After this I think Black is probably winning. 32...Bf5 Suddenly White's attack comes to a complete standstill and it is now Black who will have his say in the matter, which happened rather quickly.

["Do you know what they were analyzing here in Toronto? 32.b4"]

Yeah?! What was their conclusion?

["Well, I don't know. I think there were a lot of stalemates."]

Stalemates!

[Laughter]

I think this move here [33.Ne6] is just a sort of desperation maneuver. He's run out of ideas, and he tries to do something to confuse

the issue, but it fails to do so. And suddenly, a little counter-attack emerges which is very brief and brutal...33...Bg6 34.Rg6 Qb2 White completely overlooks the threat, but I suppose there's nothing he could do about it anyway.

35.Rag3

Now it's just a case of check [35...Qb1] and the Bishop interposes [36.Bc1] and then another check at c2 [36...Qc2] and actually the game proceeded to the gruesome end, which was...[37.Ke1 Qe2 checkmate]...that.
[Laughter]

The fact that later on in the tournament Day was able to gain a clear lead with two rounds to go was rather amazing.

DAY-HEBERT, Round 5

We'll take a look at the game Day-Hebert, which was a very important game in deciding the tournament, because near the end those were the two players...let's say Hebert came on very strong in the last part of the tournament, and two rounds before the end Day was leading but faded completely, so in retrospect this game, had Day not lost it, or had Day won it, could have made quite a difference.

1.g3 g6 2.Bg2 Bg7 3.e4 e5 Now, this is a little bit uncharacteristic from some of the other games that Hebert played in the tournament, in that he appears to be attempting to make a draw by playing symmetrically. He manages to keep the position rather level by doing this, so it didn't really fail in that objective, and finally he won the game when Day made some mistakes later on, but I think it's rather uncharacteristic of his play in the rest of the tournament, this particular game, except for the finishing part, which is a sort of stock kind of Hebert attack.

4.d3 d6 5.Nc3 Nc6 6.f4 I would give that move a question mark. I think that it's very premature and perhaps dubious to advance the f Pawn in this position. He should perhaps

just play 6.Nge2 and Castles before playing f4, so that at least if Black captures, he can have the option of recapturing with the Pawn [gf4] without giving too much initiative to Black. Now, in this particular position, of course, if he takes with the Pawn, the [Black] Queen goes to h4 check and White has to move his King and he probably will be quite a bit behind in development after a few more moves. So Hebert quite correctly just chops this thing off. 6..ef4 7.Bf4 Nge7 8.Qd2 Nd4 9.Nf3 Nf3 10.Bf3 Nc6 11.0-0 h6

I should say something about this move. Again, perhaps this is a lit bit ambitious for Black to play 11...h6, because now the Pawn is a target and he can no longer Castle. In this particular position I don't think Black has anything to fear at all, even if he just Castles [11...0-0]. In other words, let's say he might play, first, 11...Be6 so that the Knight can be taken off in case it goes to d5. I don't see why Hebert is afraid of an exchange of Bishops with Bh6 or some such move. It would seem to me that the White position is probably weaker on the Kingside than the Black one. So, anyway, he played this move [11...h6], I suppose [with the idea] in mind to drive the Bishop [on f4] back eventually and get the square [e5] for his Knight. There were some problems, and Day managed to get a kind of play going in the game in a few more moves. So, this is perhaps the beginning of an over-ambitious maneuver on the part of Hebert, that he played a move such as 11...h6 in this position.

12.Bg2 Be6 13.Be3 Ne5 Now, by tactical means, he attempts to prevent White from advancing in the centre. In this case, if the Pawn moves forward [14.d4], the Knight goes to c4 and attacks the Bishop and the Queen and gets the two Bishops, at least, if nothing else. It may have still been better for White to try that. White came up with another idea.

14.h3 This is to prevent the Knight from coming in and winning the Bishop anyway. 14...Qd7 15.Kh2 c5 Now the Knight is firmly entrenched and it looks like Black's play has been successful. 16.Rb1 Rc8 17.Nd5

This is a good move on the part of White. There's no way that White can advance the b Pawn as long as the Knight sits at c3, because of the possibility of the sacrifice of the Rook at c3 followed by winning the Queen with a discovered check by the Knight. [17.b4 cb4 18.Rb4 Rc3 19.Qc3 Ng4] So he has to get rid of the Knight. Now, of course, this gives Black a Pawn majority on the Kingside, but Black would have to waste at least one more move before he can Castle, and this one extra move or so, plus the fact that White already has his Rook on a potentially open file, will give White good counterplay on the Queenside in this position, especially after Black's next move.

17...Bd5 He chops the Knight, since if he doesn't take it, it goes to f6 and then he would have lost the [dark-squared] Bishop for a Knight, in which case the Kingside really would be weak, with White having a dark-squared Bishop to exploit the dark squares, and Black having no counterpart with which to oppose it.

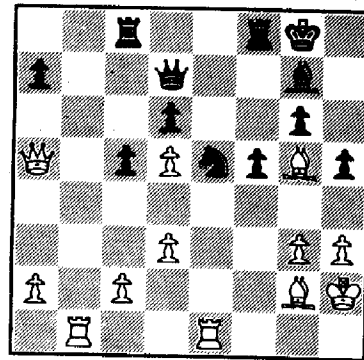
["Is this White attack on the Queenside play or counterplay?"]

At this point? Well, I would say it's become play, really, because I think Black's strategy has failed.

18.ed5 h5 He must move this Pawn before Castling. 19.b4 b6 20.bc5 bc5 So now finally he [White] has an open file with his Rook posted [on it]. All White's pieces are now posted fairly well--the Bishop [on g2] is not too effective, but there's not much he can do about it. 21.Bg5 0-0 22.Qa5 Now White begins to try to infiltrate on the Queenside, perhaps to get the Rook to the seventh rank or/and win the a Pawn.

22...f5 Now, again, this is perhaps over-active, but it's--let's put it this way--it succeeded, but perhaps it shouldn't have [laughter]. This move makes sense in some sort of way, in that he wants to try to make use of the extra Pawn on the Kingside and launch a Kingside attack, but on the other hand, it does weaken several squares in the position, mainly the second rank is now weakened and the Pawn at g6 becomes weak, and it's not at all clear at this moment how those [Black Kingside] Pawns can be advanced against the White King position. So, it's a very ambitious move, and it worked in the game, but maybe it shouldn't have.

23.Rfe1



Position after 23.Rfe1

All right, this move is not a bad move, it's a delaying sort of tactic. The idea is to prevent the Knight from retreating from the square in the centre and driving the White Bishop [on g5] away, because then the Rook would come to the seventh rank.

["Can I just ask a question here? Don't you think it was very unwise of White to take his Rook off the file on which that f Pawn was obviously going to come?"]

If he had left the Rook on the f file, then Black could have gotten an effective defensive formation by retreating the Knight to f7. It's true there's some danger of a breakthrough on the Kingside, but it's also true that the White Rook is now effectively placed to prevent any dislodging of the Bishop which is on

the optimum square at the moment and later he may be able to shift the Rook to the b-file when he's finally coming in on the seventh rank.

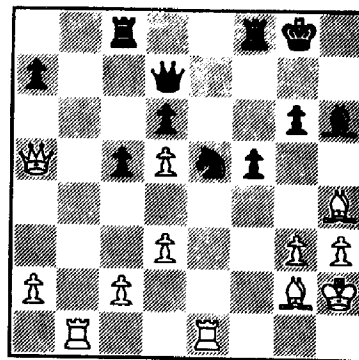
Okay, now, who's move is it?

23...h4 All right. This is the move that, I guess, threw Day off. In other words, Black seeks a combinative solution to the problem of a breakthrough and the thing is whether or not this combination was really sound. I sort of doubt that it could do anything better than perhaps lead to a draw, at best.

The next move by White is probably not the best answer, and within a couple more moves, in fact, two more moves, White got a totally lost position, from a position which perhaps he can win.

White should, simply, in this position, capture that Pawn [on h4] with the Bishop and call Black's bluff. If 24.Bh4, instead of the move played in the game, which was 24.gh4, then of course if the f Pawn advances it can be removed: let's say 24...f4 25.gf4 Rf4. He [White] may be able to play... there are several different moves here. One plausible move, perhaps, which is not too bad, is to play, I think, 26.Re4. It's a little bit complicated, but I think it holds together and let's say, well, the only reasonable attacking chance here is 26...Nf3 27.Bf3 Rf3 and say 28.Rg4, guarding against any kind of business here [h3] and the other Rook may even be able to come to the g line, and it's not clear who's attacking whom here. Plus, it's going to be difficult for Black to coordinate an attack with the weakened first and second ranks. For instance, he plays a move like this: 28...Be5, just 29.Kg2 and it's hard to see exactly how he's going to continue the attack without allowing the g Pawn to go with check or the Queen to come back into the position, let's say here [d2]. In other words, probably Black is losing. He has some play here, but it's hard to break through, because this square [f2] is guarded.

Now, I don't know exactly, you'd have to ask Hebert what he had in mind when he made this Pawn move [23...h4]. Perhaps he had in mind a completely unsound continuation in which he failed to realize the counterchance that White's position allowed. In other words, it may be that Hebert simply thought that on 24.Bh4 he was going to play 24...Bh6, bagging a piece, unless the g Pawn moves. It looks very plausible: the Pawn threatens to attack the Bishop [on h4] and if this Pawn [the White g Pawn] moves then 25...fg4 smashes the White King position. This may be what he was contemplating when he made the move...



Position after 23...Bh6
(analysis)

However, he did not perhaps really look at the position and realize that after 25.Re5 de5 26.Qa6, I think, suddenly it's the Black position which is completely shattered and falling apart at the seams.

For one thing, this Pawn here [d5] is threatening to advance and create all kinds of problems. It's very hard to find a move here. For instance, if he...I don't know if anyone here can suggest a reasonable move to try to hold this position.

["26...Qg7?"] Hmmm? ["26...Kg7"]

26...Kg7? Any King move is sort of weak, isn't it? Because, on a King move, he [White] can just play 27.d6, threatening 28.Rb7, winning the Queen, so even this piece [the Bishop on g2] can come into the game now. He [Black] doesn't even have time to play Pawn up [to e4]. Perhaps he can do something

with his Queen, maybe here [26...Qg7], but, again, what does he do after this move: 27.Rb7? He has to throw the [c] Rook in anyway and lose the g Pawn, because if the other [f] Rook goes in, then this Rook [on c8] is undefended, so this is a very... very, very bad situation that Black is in. So, in that case, [26...Qg7] it seems that he [Black] just loses, because if the Queen retreats he loses the g Pawn. The whole effect of the combination was the idea of being able to advance this Pawn [the Black g Pawn] and trap the Bishop [on h4], and it simply does not work.

However, getting back to the game, against an unsound attack a bad defence is usually dealt with very quickly. In other words, usually attacks that are unsound require accurate defence to prove that they're unsound. In this case he [White] took with the Pawn. [24.gh4] and he [Black] advanced this Pawn here [24...f4] and Bishop here [25.Be4]. Well, so far it's reasonable, but Black has got some play. 25...f3.

And now, he [White] played a completely horrible move which finished off any chance of defending the position. He should, here, perhaps, bring the Queen back into play [26.Qd2] or something of some such nature. I don't know what the best move for defending this position is--maybe even just 26.Qd2, I don't know if pushing the [f] Pawn here--well--it looks pretty strong...

["How about 26.Rf1?"]

Yeah, that might actually be necessary to play something like that. He's going to have some problems in this position...then if Pawn here [26...f2] then King over [27.Kg2]. It's not clear...Even in these lines White may eventually come out all right.

So, instead of that, it was a rather quick finish, because he [White] played 26.Kg3 and now, all of a sudden, the Knight came here [26...Nc4] and attacked the Queen with tempo, so he had nothing better than to take it off [27.cd4] because the Queen can't come back for defence purposes anyway. 27...Be5 28.Kf2 the only square 28...Qh3 and there are simply too many threats in this position to defend. The last few moves here, it didn't really matter what he [White] played: 29.Ke3 f2 30.Kd2 fe1=Q 31.Re1 Bc3 So, a nice little point at the end wins the Queen: after 31.Qc3 Rf2, and if the King moves the Queen goes, and if the Rook interposes he exchanges--so very nice play by Hebert to finish off that game...White resigns

Any questions on that one?

I suppose Day felt like a bolt of lightning hit him or something at that 23...h4 move, so it had it's psychological effect. He probably thought he had the situation under control and...you know...sometimes the psychological effect of a dubious move can make it, in practice, very effective.