

actual conflict. Often a bishop or a knight is completely put out of action. In such cases we might say that from that moment the game is won, because for all practical purposes there will be one more piece on one side than on the other. A very good illustration is furnished by the following game.

*Example 54.*

**W. Winter-J.R. Capablanca**  
Hastings Victory Tournament

1919  
*Four Knights*

|   |      |     |
|---|------|-----|
| 1 | e4   | e5  |
| 2 | ♘f3  | ♘c6 |
| 3 | ♗c3  | ♗f6 |
| 4 | ♖b5  | ♖b4 |
| 5 | 0-0  | 0-0 |
| 6 | ♗xc6 |     |

Nimzowitsch's variation, which I have played successfully in many a game. It gives White a very solid game. Nimzowitsch's idea is that White will in due time be able to play f4, opening a line for his rooks, which in combination with the posting of a knight at f5 should be sufficient to win. He thinks that should Black attempt to stop the knight from going to f5 he will have to weaken his game in some other way. Whether this is true or not remains to be proved, but in my opinion the move is perfectly good. On the other hand, there is no question that Black can easily develop his pieces. But it must be

considered that in this variation White does not attempt to hinder Black's development, he simply attempts to build up a position which he considers impregnable and from which he can start an attack in due course.

6 ... dxc6

The alternative 6 ... bxc6 gives

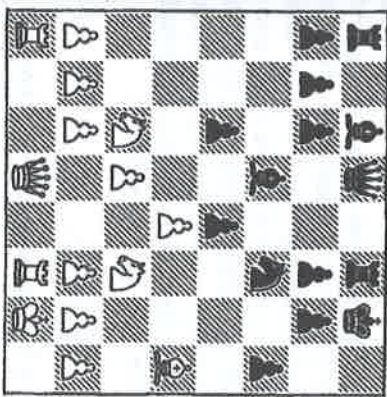
White the best of the game, without doubt. (See the game Capablanca-Kupchik from the Havana International Masters Tournament Book, 1913, by J.R. Capablanca; or a game in the Carlsbad Tournament of 1911, Vidmar playing Black against Alekhine.)

7 d3 ♗d6  
8 ♖g5

This move is not at all in accordance with the nature of this variation. The general strategical plan for White is to play h3 to be followed in time by the advance of the g-pawn to g4 and the bringing of the queen's knight to f5 via e2 and g3 or d1 and e3. Then if possible the king's knight is linked with the other knight by placing it at either h4, g3 or e3 as the occasion demands. The white king sometimes remains at g1, and other times it is placed at g2, but mostly at h1. Finally, in most cases comes f4, and then the real attack begins. Sometimes it is a direct assault against the king (see Nimzowitsch's game in the All Russian Masters Tournament, 1914, at St. Peters-

burg, against Levitzky. I believe), and at other times it comes simply to finessing for positional advantage in the endgame, after most of the pieces have been exchanged (see Capablanca-Janowski, New York Masters Tournament, 1913).

8 ... h6  
9 ♖h4 c5

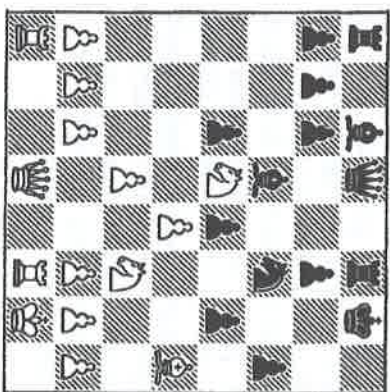


To prevent d4 and to draw White into playing ♗d5, which would prove fatal. Black's plan is to play ... g5 as soon as the circumstances permit in order to free his queen and knight from the pin by the bishop.

10 ♗d5

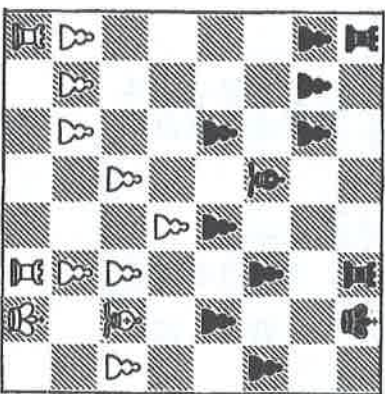
White falls into the trap. Only lack of experience can account for this move. White should have considered that a player of my experience and strength could never allow such a move if it were good.

10 ... g5



After this move White's game is lost. White cannot play ♗xe5 because ... ♗xd5 will win a piece. Therefore he must play ♖g3, either before or after ♗xf6+, with disastrous results in either case, as will be seen.

11 ♗xf6+ ♖xf6  
12 ♖g3 ♖g4  
13 h3 ♗xf3  
14 ♖xf3 ♖xf3  
15 gxf3 f6



A simple examination will show

that White is minus a bishop for all practical purposes. He can only free it by sacrificing one pawn, and possibly not even then. At least it would lose time besides the pawn. Black now devotes all his energy to the queenside, and having practically a bishop more the result cannot be in doubt. The rest of the game is given, so that the student may see how simple it is to win such a game.

- 16 ♖g2 a5
- 17 a4 ♖f7
- 18 ♖h1 ♖e6
- 19 h4 ♖f8

There is no necessity to pay any attention to the kingside, because White gains nothing by exchanging pawns and opening the h-file.

- 20 hxg5 hxg5
  - 21 b3 c6
  - 22 ♖a2 b5
  - 23 ♖ha1 c4
- If White takes the proffered pawn Black regains it immediately by ... ♖b4, after ... bxc4.

- 24 axb5 cxb3
  - 25 cxb3 ♖xb5
  - 26 ♖a4 ♖xb3
  - 27 d4 ♖b5
  - 28 ♖c4 ♖b4
  - 29 ♖xc6 ♖xd4
- White resigns

25. A player's moves criticised in a specimen game

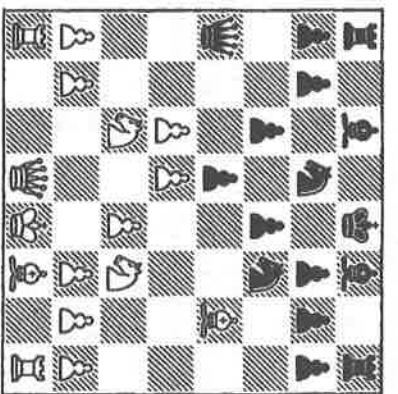
Now that a few of my games with my own notes have been given, I offer for close perusal and study a very fine game played by Sir George Thomas, one of England's foremost players, against Mr. F.L. Alexander, in the championship of the City of London Chess Club in the winter of 1919-1920. It has the interesting feature for the student that Sir George Thomas kindly wrote the notes to the game for me at my request, and with the understanding that I would make the comments on them that I considered appropriate. Sir George Thomas's notes are in brackets and thus will be distinguished from my own comments.

Example 55.

F.L. Alexander-G.A. Thomas  
*Queen's Gambit Declined*

- 1 d4 d5
- 2 ♘f3 ♘f6
- 3 c4 e6
- 4 ♘c3 ♘bd7
- 5 ♔g5 c6
- 6 e3 ♖a5

(One of the objects of Black's method of defence is to attack White's queen's knight doubly by ... ♘e4, followed by ... dxc4. But ♘d2 is probably a strong way of meeting this threat.) There are, besides, two good reasons for this method of defence; first, that it is not as much played as some of the other defences and consequently



not so well known, and second that it leaves Black with two bishops against bishop and knight, which, in a general way, constitutes an advantage.

- 7 ♔xf6 ♘xf6
- 8 a3 ♘e4
- 9 ♖b3 ♔e7

This is not the logical place for the bishop, which should have been posted at d6. In the opening time is of great importance, and therefore the player should be extremely careful in his development and make sure that he posts his pieces in the right places.

- 10 ♔d3 ♘xc3
- 11 bxc3 dxc4
- 12 ♔xc4 ♔f6

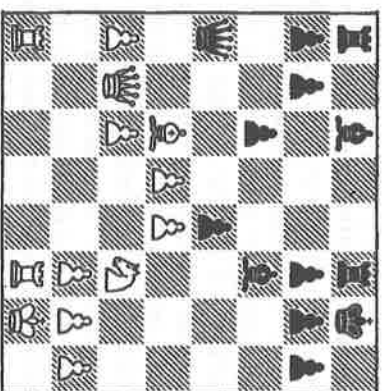
I did not want White's knight to come to e5, from where I could not dislodge it by ... f6 without weakening my e-pawn.) The same result could be accomplished by playing ... ♔d6. Incidentally it

bears out my previous statement that the bishop should have been originally played to d6.

- 13 0-0

The alternative was e4 followed by e5, and then 0-0. White would thereby assume the initiative but would weaken his pawn position considerably, and might be compelled to stake all on a violent attack against the king. This is a turning point in the game, and it is in such positions that the temperament and style of the player decides the course of the game.

- 13 ... 0-0
- 14 e4 e5



- 15 d5

(White might play 15 ♖fd1, keeping the option of breaking up the centre later on. I wanted him to advance this pawn as there is now a fine post for my bishop at c5.) By this move White shows that he does not understand the