

The other day I dropped over to the U.S. Junior Championship at the McAlpin Hotel in New York City and saw some very talented young players in action, struggling for the title. It brought back memories of years ago when I used to be in those events.

The player that impressed me most was 16-year-old Ken Rogoff from Rochester, N. Y. What I liked best about Ken — who won the championship — was his self-assured style and his knowing exactly what he wanted over the chessboard. I'm told he's only been playing chess two or three years and it should encourage each of you young fellows who read this column to know that by applying yourself, as Ken did, you can become a fine player in a relatively short time, too.

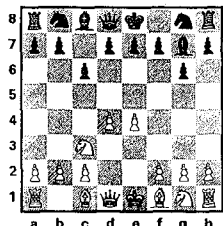
Incidentally, it might also be interesting to note that Ken drew a game with Bent Larsen in the summer of '68 when Larsen was playing in the U.S. Open championship. Larsen is considered one of the very best players in the world today.

In this game that I'm going to briefly outline, Ken clinched the first prize in the last round of the Junior Championship tournament. Ken plays white against 19-year-old Steve Spencer from Berkeley, Calif.

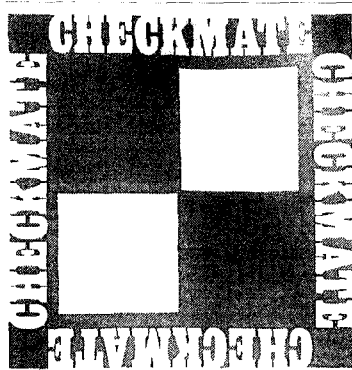
1. P-K4 P-KN3

2. P-Q4 B-N2 The Pirc defense. Also called the "Rubbish" or "Rat" defense because of the cramped but fighting game it gives black.

3. N-QB3 P-QB3 He wants to challenge white's center with P-Q4 next.



4. N-B3 Another good solid move was 4. P-KB4, so that when black plays P-Q4, white passes him by with P-K5 — with a strong pawn formation. Another move that I suggested to Ken after the game was 4. B-QB4 — in order to prevent black's P-Q4. The disadvantage is that you leave yourself open to shots on the Q side . . . P-QN4 etc., but there were some interesting variations. For example, after 4. B-QB4 suppose black tried P-K3 in order to back up his P-Q4. Then I think 5. P-K5 is very strong for white, threatening N-K4, then to Q6 later on. If black plays 5 . . . P-Q4, then I'd play 6. PxP en passant. QxP 7. N-K4! — a very strong move. If he checks me on N5 to try and pick off my bishop it'd boomerang because I would play 8. P-B3 QxB 9. N-Q6 check and I'd pick off his queen. Also if he plays QxP I'd play 8. N-Q6 check and if 8 . . . K-Q2 then 9. QxQ BxQ 10. NxBP wins. Or if 8 . . . K-K2 9. NxB check K-Q2 10. QxQ BxQ 11. N-B3 B-B3 12. B-B4 KxN 13. N-K5 N-KR3



By BOBBY FISCHER



14. NxKBP NxN 15. BxP check, regaining the knight with a winning advantage of position.

There was another pretty little line after 4. B-QB4. Suppose black tries P-Q4 anyway? 5. PxP P-QN4 6. B-N3 P-N5 7. PxP!! PxN 8. Q-B3 with two separate threats: 9. QxBP mate and 9. P-B7 opening up on the queen and queen rook. This is a very difficult spot for black to get out of.

Probably the best move for black after 4. B-QB4 is P-Q3, followed sooner or later by . . . P-QN4 . . . P-QR4. Incidentally, Ken felt that B-QB4 was best also, but his move may be just as good, if not better.

4 . . . P-Q4

5. P-KR3! Good move. Ordinarily you should avoid unprovoked rook pawn moves because there's something more important to do. In this position, though it's justified because B-KN5 would have been very strong for black, pinning white's Knight and putting pressure on his QP indirectly.

5 . . . PxP

6. NxP QN-Q2
7. B-QB4 KN-B3
8. NxN check NxN
9. O-O O-O Now white's advantage is that he has a pawn in the center — which means more space — plus both his bishops have good diagonals. (And once again remember the four important elements to keep in mind before making any move are *space, force or material, time and pawn structure.*) Black's pieces, on the other hand, have little scope.

10. P-B3 Q-B2

11. Q-K2 P-N3

(Continued on page 10)

(Continued from page 8)

12. B-KN5 Notice how Ken slowly builds up his position. Before he takes any decisive action he brings all his pieces out to their most active posts.

12 . . . P-N4 This move, besides being inconsistent (because we could have moved here last move — in one move!), slightly weakens black's square on QB4, creating a "hole" on that square, which could be very helpful to white later on. You may notice just how much I emphasize this business of "holes" or weak squares. That's because it's so important. It has been correctly said that "Pawns are the soul of chess". It is also a truism that pawns cannot move backwards, and a thoughtless pawn move can ruin an otherwise good position. A much better plan would have been 12 . . . B-QN2 followed by . . . P-QB4 as soon as possible, hitting back at white's key center pawn.

13. B-N3 P-QR4

14. P-R3 B-QR3

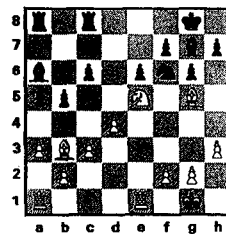
15. KR-K1 Now Ken has almost every piece developed except for his QR. He's almost ready for decisive action.

15 . . . P-K3

16. Q-K5 Another good move here was Q-K3 or Q-Q2 to get out of bishop's diagonal at QR3.

16 . . . QxQ? The losing move. After the game Steve Spencer thought the best move was N-Q4 and black could still hang on. White's best then would probably have been to play his Q back to K4 then swing the Q over to KR4 later.

17. NxQ KR-QB1 The only way to defend the QBP, because if QR-B1 or B-N2 for black, then 18. BxN! BxN 19. N-Q7! — forks the rook and bishop, winning the exchange by double attack.

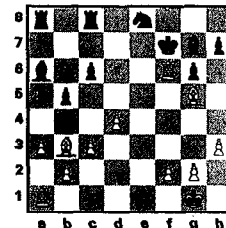


18. NxKBP! White explodes his combination.

18 . . . KxN

19. RxKP! N-K1 If 19 . . . N-Q4 20. RxBP! RxR 21. BxN check R-K3 22. BxR on R8 and white comes out three pawns ahead.

20. R-B6 check. Resigns because



B-K4 23. BxB mate. After the game another young aspirant for the title, 17-year-old Greg De Fotis, whom Ken had beaten earlier in the tournament, had the satisfaction of demonstrating that 20. R-K1 check! K-B1 21. B-K7 mate was even quicker.

NOW FOR SOME TIPS that I think will be useful to you.

- Don't "turn off" your mind when it's your opponent's turn to move. Use this time to think ahead to your next possible move. And when he does move, always ask yourself, "Why did he make this particular move?" before you do anything else.

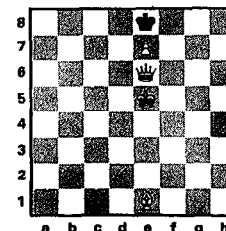
- Try to control an open file with your rooks, especially when there is only one open file.

- Don't give up in the middle of the game if you don't think you're doing well — or even if you're in big trouble. There's always the chance that you'll have a flash of brilliance or that your opponent might slip up. Chess is a kaleidoscope — it's ever changing — and opportunities suddenly appear.

- Don't be discouraged if you are black and think that you're automatically going to lose. With black you have the advantage of not having to show your hand first, and you can play a defense of your own choosing — preferably one you're familiar with.

- When you have free time, study the game of chess. A good book to look at is Larry Evans's *Beginner to Expert* (Lee Publications, about five dollars). In it, Evans shows you the basic moves. He explains the various forces that decide chess games, and shows how to win in the end games. He provides a lot of one-and two-move checkmate puzzles to sharpen your finishing-off techniques. One particularly interesting part of the book is when he replays one of his games and explains what was going on in his head at each move. He also provides an interesting glossary of chess terms.

NOW FOR OUR PUZZLER from B. Spekman of West Germany. White is to move first and mate black on white's third move.



Just send me white's first move, together with the date you received this issue of *Boys' Life*. Address: Bobby Fischer, *Boys' Life*, New Brunswick, N.J. 08903. The first ten of you with the correct first move will get my autographed photo.