

PETER'S PRINCIPLES

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Transcribed, Compiled and Edited

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Contained herein is an abridged but unexpurgated transcript of a lecture given by International Grandmaster Peter Biyiasis at the Central Chess Club, Vancouver, B.C., on February 22, 1979. Three of Peter's best games from international competition, two of them recipients of brilliancy prizes, are extensively discussed. Grandmaster Biyiasis' approach is informal but throughout the presentation he stresses the fundamental principles of chess, the correct application of which should allow any player to improve his results.

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 Peter Biyiasis both for his time in giving the lecture and his kindness in allowing this part of it to be published.

A lecture given by Mr. Peter Biyiasas, International Grandmaster of Chess, at the Central Chess Club, Vancouver, B.C., on February 22, 1979 (the subject being some observations on the game of chess.)

All right...I know just about every one of you. I want to talk about several things tonight...and I want to start off with...the ones that I don't know, if you have any questions about international chess, or any general questions, anyone, we should get those out of the way before I go on into the lecture...so is there anything in general?

["Well, I'm the Secretary-Treasurer of this club, and I'm embarrassed to say that I don't know who you are."]

Oh.

[Laughter.]

Well, I'm...uh...

[Laughter.]

How can you pay two dollars to watch a lecture by someone when you don't even know who it is?

["I'm willing to help the cause."]

Okay, well, I'm Peter Biyiasas.

I'm a Grandmaster at this game. I've played a lot of the greatest players in the world, and I know most of them personally, so...

[After a general discussion, there occurred the following...]

Game 1: BIYIASAS-TORRE, Manila, 1976

Okay, now I want to go into the main part. I'm going to go over some of my best games, and try to explain what was going on in my mind as I was playing those games. If anything... usually I wasn't thinking of anything at all...[laughter.]

Now, at any time, if you have a question here, you have to speak up, because the game means a lot more if you understand every part of it.

Okay, now this first game that I'm going to show you I played in 1976 in the Interzonal against Torre, Eugene Torre, who is a Filipino Grandmaster. He's the first Grandmaster of Asia. I was White.

Now, I did something in this game which I, myself, had warned Duncan Suttles about. Well, I hadn't warned him because it was too late to warn him. This starts way back, when he played in San Antonio [in 1972.] He had to play the White pieces against Gligoric of Yugoslavia. Duncan usually, in those days, when he used to play, he used to play either the English, 1.c4, or he used to play 1.g3 with White, or sometimes he would play...it depends...he very rarely played 1.d4, or any system which came out of 1.d4, but against Gligoric he noticed that Gligoric played in a certain way against the Samisch., and he tried to go into that position with White, to catch Gligoric with a prepared move that he had prepared.

Of course, it's very dangerous, because that move was in a variation which Duncan was not familiar with. He had never played 1.d4 in his life. Let's say his innovation was coming up on the sixteenth move of the Samisch variation of the King's Indian, you know, he was really hoping for a lot, to get into that. But anyhow, in the same tournament Gligoric had played this way. [Ed. note: this game was played in the first round of the tournament.] I forget which way it was, but it was a certain variation. Duncan played 1.d4, and sure enough, Gligoric played the King's Indian, and Suttles played the Samisch variation of the King's Indian, and they kept going and going, and all of a sudden Gligoric knew...

It was very easy to figure out: "Why would Suttles play 1.d4 against me? And then proceed to play the Samisch this way? He has never played 1.d4 before." So Gligoric just didn't play the move he had played in the other game, because he knew that something was cooking -- that Suttles had prepared something special. It was very easy to figure out. And I told

Duncan, when he was showing me that game: "you shouldn't have taken that chance." Of course, hindsight and everything...

But then, when I was in Manila, I noticed something about the King's Indian that Torre played. I play the King's Indian with Black myself, and there was one variation...the Samisch is the big problem in the King's Indian...anyone who plays the King's Indian gets nightmares when they see the Samisch, when White plays 5.f3. Now, I noticed that White had a very strong move in the King's Indian that no one had played up to that time. So, even though it was generally known that I don't play the White side of the King's Indian, so that if he prepared for me he would not really expect 1.d4 or 1.c4, because I usually play 1.e4, I decided to take the chance and go against my own advice. I played an opening which I don't usually play, hoping to spring this prepared line, and it worked. This is how it happened...

Okay, I was White. I played this [1.c4,] and I was happy to see this [1...g6,] which, well, it means he's going to play the King's Indian. 2.Nc3 Bg7 3.d4 Nf6 4.e4 d6 5.f3.

Okay. This move, for those of you who don't know that much about the openings....is somebody playing chess back there...? Are they playing on the side or what? Okay, those of you who don't know that much about openings, this move [5.f3] means the Samisch variation. It's got a lot in common with the Yugoslav variation against the Dragon in the Sicilian Defence, and the main object, of course, is that this really does bad things to the Knight on f6, because it, that's one more square [g4] taken away from it. And it allows a nice and safe buildup of the White position aimed at a Kingside attack with h4-h5, if Black Castles there, which he has to, considering how he's developed his pieces.

Okay. 5...0-0 6.Be3 a6. Now this

is the latest. The Samisch variation of the King's Indian is so difficult to handle that, in international chess these days, the latest idea is this: First you'll play 6...a6, and then White has three main replies: either this move [7.Bd3] or this move [7.Nge2] or this move [7.Qd2].

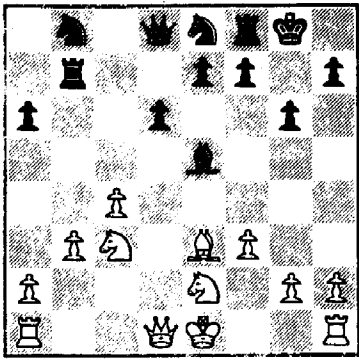
Now, if he plays this move [7.Bd3] you have to know the Robert Byrne system, where 7.Bd3 is not the best for White. If he plays this move [7.Nge2] then you have to know the modern system, where 7.Nge2 is not the best. And if he plays 7.Qd2, then you have to know this system, the Ukrainian system, where 7.Qd2 is not part of the plan. So, in other words, Black has to know three different systems, completely different, in order to answer the Samisch properly. 6...a6 is actually, theoretically the best, because White has to commit himself, but practically, it's really taking on a lot of work to play this way.

7.Bd3 So he played this move... Oh...I played this move [laughter]. Now, he played 7...b6. The best move is probably 7...c6, Robert Byrne, and ...b5, very fast, because you're probably going to get a tempo on the Bishop here. I'm not too familiar with it.

Okay, this has all been played before. 8.Nge2 c5 9.e5 Ne8 10.Be4 This has all been played before. 10...Ra7 11.dc5 bc5 12.Bc5 Rd7 13.Be3. Now, at this point...I repeated this variation with White. After this game, in the Haifa Olympiad, Botteril, who wrote the book The King's Indian Defence, played this move [13...de5] at this point, and he lost very quickly after 14.Qb3, because the Knight on b8 was very awkward. So, it goes to show... it's not enough to write a book on the opening.

But, at this point, this is the right move. 13...Bb7. Takes [14.Bb7]. Takes [14...Rb7]. 15.b3 Be5. Okay.

So, the material is finally equal. This is where I thought I had something, because all the games that had been played up to this point, with this



Position after 15...Be5

variation (a lot of games with a lot of good players), they would now always play something like 16.0-0 and when the [Black] Bishop went back [to g7] they would just play something like this [17.Rc1], okay, and the Knight would get to come to there [d4] and, finally, it would be a case of this Bishop going to f2. It would have some activity along the diagonal [g1-a7], but not as much as this Bishop [on g7] had along this diagonal [a1-h8]. So, I couldn't understand why no one ever bothered, at this point, while they still could, before this Bishop [on e5] withdrew, why they couldn't just play 16.Bd4 and trade it off. It's a very simple...it's very simple at first sight. to trade off that Bishop, but you wouldn't ordinarily go...you know, you'd say "why trade it...why?.. this diagonal [a1-h8] isn't that important, especially since I'm going to play Rc1." But, if you look at all the games that had been played up till that time, you'd find that this Bishop [on g7] was doing a lot more work than this one, on f2.

So, I played 16.Bd4, which is the novelty, and he played this move. [16...Nc6] I took [17.Be5] and he took with the Knight [17...Ne5]. It's never good to double your Pawns voluntarily. This is just a general principle.

18.0-0 Nq7 Okay. Now, in this position, this game was analyzed in a Russian magazine, and the Russian

player who annotated it said that this position was still good for Black. But, this...the Russians are great at chess and everything, but this is one time when I have to disagree, because...The main problem... Capablanca told us that the player who has the fewer Pawn islands stands better. In this case, Black has two islands, it's true, and White has two islands, but the problem is that this Pawn [on a6] is sort of...it will always be there. It's an isolated Pawn, and it cannot execute the minority attack, where it trades off for this Pawn [on b3]. Actually, if Black could execute that plan, he would stand better, because this [Pawn on b3] would be a weakness, whereas Black's weakness here [on e7] is just impossible to get at. But, as we say, because the pieces are placed as they are, this minority attack is impossible to execute, and that leaves White with a pretty good bind in the centre. The central squares can come under White's control, plus this weak Pawn [on a6] for the ending will always be there. So White is a lot better here, and actually this line has never been repeated since.

Now I played this move [19.Nd4], putting the Knight in the centre.

["Did it bother you that to trade off your Bishop you had to lose two or three tempi in the opening?"]

Oh, yeah...well, I would have been more concerned if the others hadn't played that way, but the position up to 16.Bd4 had already been played a lot of times, so...if Kavalek played like that I didn't see any reason why... I could also do it.

If you're going to play something that is really out of the ordinary, such as moving a certain piece many times in the opening, or you're going to do something completely different, there are two ways of looking at it. If you're going to do something completely different, and you still want to win the game, then you have to have had it all checked out at home, and make sure -- in other words, have

it all prepared. Maybe if another Grandmaster had played this way, fine: if a great player played like that, okay: play it. You've got it ready.

But, if during a game, all of a sudden, you get inspired to play in a certain manner, that is, you know, completely...bizarre, or something, then the only thing I can say is you have to be ready to play chess for the fun of it, and not for the final result. So, if you're going to do something different, there are two ways to look at it. You either are going to be competitive about it, and make sure that what you are doing different is also correct, or you're going to be like the virtuoso artist type who says "I'm going to play it just because it looks interesting," but then you might just lose the game.

19...Nf5. Take. [20.Nf5] which gives him... this seriously compromises his King position. [20...g5]. Now, apart from the other disadvantage, having an isolated Pawn, and not being able to execute the minority attack, he also has the doubled Pawns here [on the f file] and the open g file to his King. So, according to this player [Cvetkovic, in Informant 22], I already had a big advantage, after this exchange of Knights.

["Why would he play that move? What was behind it?"]

Well, he probably thought that after the exchange of Knights, that he could use the open g file for his own benefit, something involving an attack on the g file. Which shows that even a Grandmaster can think in a naive way sometimes. The way he would build up his attack is to somehow bring this Rook [on b7] back and double on the g file. I don't, really, I don't understand why he did that myself...

It's difficult...you see, there's a very cold logic that goes on in this game, and that is when he played 19...Nf5, and I took it off...you don't even bother to think of what he was trying to do...

["Why did he go to g7 in the first place? Why not to f6?"]

Well, it shows that he had this whole idea that he wanted to try before...maybe what happened was this: the 16.Bd4 move he knew was a new move, and after the trade of Bishops he must have said to himself: "Well, what is so...he can't just go ahead and trade Bishops like that... there must be something in the position that he has allowed, and it's obvious that what he has allowed is the idea that I can put my Knight there [on g7] where my Bishop usually is, and then I can put my Knight here [on f5] and trade Knights, or something..." So he tried to take advantage of the difference in the position.

He could also have tried this move [19...Ne6], which is a little bit better, because at least he gets to open up the f line [after 20.Ne6 fe6] and he gets some control over this square [d5] with his Pawn.

Okay, anyway, he did this [19...Nf5].

Now, so really this is all that chess is. You just sit -- you play carefully, and you try to play correctly, and you try to accumulate advantages -- small advantages here and there, until they all build up you have a winning position. Now, the knack of doing that takes a lot of practice. That's about it.

20.Od2. Okay. Now, it's a very simple move. The reason I played it was to connect the Rooks. In other words, to have communication between the Rooks. Now, that's the thing that... you see, people often overestimate the complexity of the game. Actually, in many positions a game is very simple, and the good players know that you shouldn't really be thinking about long variations where you're trying to do things. You should just be thinking about the simple things in your own position. Now, there is a principle that says that your Rooks work better when they are connected, either on the back rank, or, if they are doubled on the seventh rank of the enemy, or, if they are doubled on the only open file

on the board. They work better when they're connected. So, by moving the Queen up, I connect the Rooks, and I prepare for further development. Now, I could have gone here [e2] and I could have gone here [c2]. Now, that is a more difficult...why this square [d2]? First of all, this move [21.Qd2] keeps control over the possible ...d5 by Black. You want to have as much control over the move ...d5 as you can, because that's his freeing maneuver. You also want to have some kind of action on the King. Okay?

21...e6 22.Rad1. Okay. That's just putting...it's nice to make a developing move that also has a threat. 22...Rd7 23.f4 Ng4 24.Rf3. Now, what I'm really preparing to do is to triple and put more pressure on the [d] Pawn. It would actually be unbearable if I could do that.

He decided to give me this check: 24...Qb6 King over [25.Kh1]. 25...Rc8 26.Na4 I wanted his Queen to declare itself. It went back. [26...Qd8] 27.Qd4 Now I'm threatening to fork the Rooks. So he played this move [27...Rc6].

Okay, so he's put his pieces in a more or less solid position. I mean, it's obvious by the way he's put his Rooks, like so, I can't really make any progress on the Queenside. And any attempt to do that can easily put me at a disadvantage. For instance, 28.c5 d5, and it's unclear. Another thing is, he could just ignore 28.c5: he could play something like 28...Qf6...

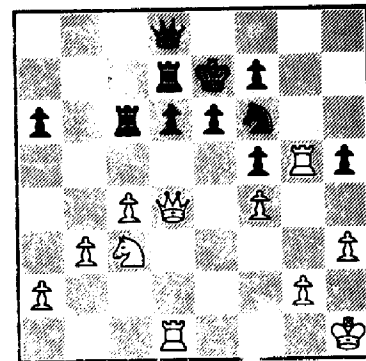
Okay, so here, I still have the advantage of the open file to his King, and that's what I decided to try to do, is to go in there.

28.h3. So, first we drive the Knight back. 28...Nf6. This is, of course, the question...Check [29.Rg3] So, he sees he has to go this way [29...Kf8]; if he goes this way [29...Kh8]....he gets into serious trouble, with a pinned Knight. This had to be considered, because you don't want your King in the centre

with Queens on the board. That's another simple rule...

• 30.Nc3 Now he played 30...h5. At this point, when I played this move [30.Nc3], I was already...I saw the combination which I wanted to play and I was just hoping I could pull it off. By the way, it's bad to play like that, that's just...I broke my own rule. You should never see what you want to do then sit around trying to do it -- you should do what the position asks you to do. Fortunately, he played a move [30...h5] and now, not only did the position want me to do it, but I wanted to do it.

Now I'm setting a trap, but it's also a good move in other respects: 31.Rg5. He fell into it. 31...Ke7.



Position after 31...Ke7

Okay, now everything was set. This is what I wanted to do. I took the Pawn [32.Rf5]. Okay? Now, the nice thing about the sacrifice is that he's forced to accept it. It's never good to make a sacrifice where your opponent's is not forced to take it. For instance, a passive sacrifice. This one, if he doesn't take it, I'm going to move away, and I'm up a Pawn.

He took [32...ef5]. And now... ["A personal question: what was his expression when you played 32.Rf5? Do you remember such things?"]

He...he knew he had to take it. He was just hoping that it was unsound. But of course he was sort of demoralized. When you're going to

lose a game in a place like the Interzonal, the level of play is such that you know you're going to lose it for about two hours. You're nervous in the opening, about which variation is going to be chosen, and you're a little nervous in the early middlegame, but then it becomes obvious that you're going to lose. Your position is very bad, and against that type of player you're not going to escape. So, you sort of get used to it -- and when the final blow comes, it's not that much of a shock. You know that something is going to happen...

Okay, so now I played the check. [33.Nd5] The point of the whole thing is that if he takes [33...Nd5] then I have a mate in three: 34.Re1 The d file unfortunately forces his King back [to f8] and then I would have that mate down there [Qh8]. And also, it doesn't do any good to put the Knight in the way [34...Ne3], because my Rook would just take it and he's in the same predicament. So, this was the main part of the combination: the idea that a Queen and a Rook and a Pawn [on the d file] would actually kill...stop the [Black] King from coming over. Because...if this was a Knight it could go in the way...if this was a Bishop it could go in the way...if this was a Knight it could go in the way, and the King would have a square, you know -- all sorts of possibilities.

So, at this point he sacrificed... he gave back the piece, so that I would only be down the exchange. He played back here [33...Kf8]. Now, everything is more or less forced. 34.Nf6. The first thing I'm threatening to do is just take his Rook, after which he's hopelessly lost in the heavy piece ending. He has to move his Rook, and if he moves it to here [e7], then 35.Nd5 is very strong: threatening the Rook and mate [on h8]. A double threat in chess is a very... it's...knowing how to use the double threat is one of the signs that you're improving your chess, because everyone knows how to check, and execute

a mating attack, but the double threat is the next highest level. The double threat, used properly, is used properly only by masters and above, and this is one example of it.

If he goes here [c7], same thing; and if he goes here [a7], then the Rook is hanging; so he had to go here, it was forced: 34...Rb7.

35.Qd5. Okay, now I'm attacking this Rook [on c6]. He has a few moves to defend, but they're all bad... [a discussion of Black's difficulties followed] It wasn't that simple, but it was easy enough, I seem to remember...I remember I worked it out that this was the cleanest, quickest way.

35...Rcb6 36.Qf5 Now I've got two Pawns for the exchange. At this point, I knew the game was in the bag. I never like to sacrifice material, so when I gave up the Rook for the Knight and the Pawn, I wasn't completely happy, until I could get every piece of the material back. And even then, I don't like to have a Knight and a lot of Pawns, and my opponent to have a Rook, you have to...

Another tip I can give you about chess is that you have to have a lot of respect for material equality, and you really should think before you allow any imbalance in material, such as Queen against three minor pieces, or things like that. At that point, something comes into effect that we don't know that much about, and you could just find yourself losing the game, when you thought you stood equal, materially.

For instance, I can tell you one example, when I was playing in a tournament in Seattle. I, on purpose, transposed into an ending where I had only a King and a Queen, and my opponent had a Knight and four Pawns. I thought: "Okay: a Knight and four Pawns -- how many points is that? Seven points, and I have a Queen, which is nine. I should win easily"...but somehow the Knight and the four Pawns and the King were all together, and there was nothing I could do -- they came down the board slowly, and...[laughter].

Anyway, it goes to show that, preferably, the type of material balance that you want is Knight for Knight; Bishop for Bishop, etc., and you want to be on the better side of...if there's going to be a Knight and some Pawns against a Rook, you really want the Rook, in general. If it's going to be two pieces for a Rook and a Pawn, you really want the two pieces. It's nice to be...of course, you have to look into the position too. So, because of that little rule of thumb that I have, I wasn't comfortable having a Knight and him having a Rook: it doesn't matter how many Pawns I had. So, the variations which I was analyzing during the game aimed at winning the exchange, because if I could win the exchange, I would have a normal balance of material, where I would have extra Pawns. Do you see what I mean?

36...d5. This is desperation. There was really nothing to do. I took with the Knight [37.Nd5]. Now he played 37...Rh6. I played this move [38.Ne3], which looks like I'm going back, but it's actually very strong, because it's an attack on the Queen, and another threat is, if the Queen abandons this square [c8], then I have a check, winning the Rook. So he played this move [38...Qe8]. He has to allow one check, somewhere. I had this check [39.Qc5]. Checks are the easiest thing to analyze, of course, because his answer is forced. If he puts anything in the way, I have a fork with Nf5. As I said, the way to analyze...if you find yourself in a position like this, when you're ahead material, what you really want to do is to create a normal balance of material, you want to have Rook against Rook, rather than Knight and a whole bunch of Pawns against a Rook. Okay, so he played here [39...Kg8].

40.Qg5, and here he resigned. You can analyze everything. If the King moves here [f8] or here [h8], then I can win his Queen with 41.Rd8. If the Rook plays to here [40...Rg6], then I can also play 41.Rd8 and win,

because I end up a piece ahead. And if he moves his King to here [40...Kh7], which is the only other move, then 41.Rd8.

That was one of my better efforts. This game, I think, is a very good example of my style at its best. When I get a position that is very simple, a simple position to play, that is when my style comes out. I'm not so much at home in complicated positions, or unclear positions. I'm always aiming to turn an unclear position into a simplified position, where I can execute a plan -- a plan which has been studied before, and where I know what my chances are of success, and what my chances of winning, and what my chances of drawing are.

As Petrosian once said: "Playing a move as a psychological bluff is not my way of playing chess." Of course, on the other extreme, there are people like Tal, back in 1958 and 1959, although nowadays Tal has turned into a positional player....

[The discussion continued in this vein for some time...]

The next game I want to show you is against Speelman.

Game 2: SPEELMAN-BIYIASAS, Lone Pine 1978

After all I've said about my style, the style of simple chess, this game might look complicated, but it actually is also simple. This game won the brilliancy prize in Lone Pine last year, for the round. I was Black. Speelman is an English player. 1.c4 g6 I always play the King's Indian, with the Black pieces, because it leads to the kind of position where White can lose. [Laughter]. 2.e4 d6 3.d4 e5 This move is attempting...this is more psychological than anything else. Normally, I would like to play 3...Nf6, the normal King's Indian, but I realized that Speelman is not the type of player who's going to take on e5 and trade Queens, and if I thought he was, I would never

play this move [3...e5] against him. So I knew I could play this move and maybe he would play this [4.d5], after which I would have some advantages over the normal King's Indian. But, instead he played here [4.Nf3], which is the best move. I played here. [4...Bg7]. 5.Nc3.

Now, here I find that I have to start improvising. My experiment, which was originally trying to get something more than the normal variation, sort of backfired. I see that if I play 5...Nc6, I know for a fact that this is better for White, it's been analyzed in the Informants before that tournament. So I knew that this was a better position for White. I was desperately trying to get away from the known paths, because the English know a lot about openings. 5...Bg4 6.d5 I was happy when he played that, actually, although a few moves later it doesn't look so good, ... but...

Anyhow, we had a complicated position, in the King's Indian Defence. 6...Nf6 7.h3 Bc8 This is typical of the King's Indian -- you have so few squares, you must know how to use them. You have to leave the square d7 open for a Knight, and you have to know when to put the Knight there, etc. 8.Be3 O-O...

["Isn't this just a regular King's Indian, where you're a tempo down?"]

Yeah. That could very well be...

[Laughter]

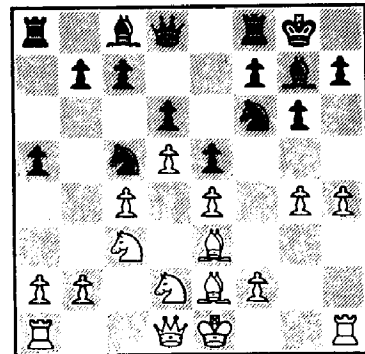
I'm going to tell you...it was an experiment, you see it was an experiment, where I tried to get something by playing e5 right away, and it didn't work out, so...but even so, a tempo down, it doesn't matter. Sometimes a player can be confused when he knows he's got an extra tempo. He starts using up a lot of time on the clock... [laughter] because he wants to find the best...okay?

9.Be2 Nbd7 10.g4 Now, this I was also happy to see, because it represents a serious weakening of f4, for later one...and, the Black position is heavily fortified here, and you

really...the way to go about trying to win against the King's Indian with White is not to attack on the Kingside: it doesn't make any sense. Unless you've already played a Samisch...but with the Knight here [on f3]...the way to win is on the Queenside, you see, so probably something like 10.O-O and b4, c5, or something, would have a lot greater chance of success. Something where keeping the Pawn back and castling Kingside and whenever Black plays ...f5 play f3. That would be a hard nut to crack. When you play like this [10.g4] against the King's Indian Black has a lot of counterplay.

10...Nc5 A tempo here. 11.Nd2 Now, White, at this point...I was starting to wonder what he was going to do with his King. He can't castle Kingside, I don't think, and I couldn't see him castling Queenside, although I was expecting him to, it turned out he didn't.

11...a5 12.h4



Position after 12.h4

It's a pretty aggressive move, typical of his style.

["Did you look at 12...Bg4 13.Bg4 Nd3?"]

I actually analyzed that, trying to check and take here [b2], but I don't get enough for it.

12...c6 I figured the only recipe when someone is attacking you on the Kingside like that you have to stir up some complications in the centre. It's the only thing you can do, really. 13.h5 Ne8 Now, I have to play ...f5. He was threatening to really kill this Bishop. I have to be ready, if he

chooses to go into this line [14.h6] I want to have this [14...Bf6] available, for one thing, and maybe ...Bg5 and trade it off. Something like that...

Okay. So now 14.Nf1 cd5 I want to see how he's going to recapture in the centre. It's important. It's important to force your opponent to commit himself one way or the other, before you proceed to place your pieces. He took this way [15.cd5].

Black now knows what the White Pawn structure is going to look like, and he can proceed accordingly. I took [15...gh5]. That is, you know, an unclear move. It's not normally what you would do in this kind of position, but I didn't want to play ...f5 right away, and I had a hunch that he doesn't have any good way to recapture. It turns out that maybe the best move is 16.Ng3, not recapturing at all. That would be the most active way to proceed with the attack, because if you're stopping ...f5, that's a good sign for your attack. Instead, he took with the Pawn [16.gh5]. I was very happy to see that, because I was rather afraid of 16.Ng3.

16...Kh8. Okay, that's clear. The King has to go off the open file as fast as possible. You see, that's the one that is clear, I mean, later on maybe my Bishop gets to go here [f6], so people might say "why not 16...Bf6 first? And then, when he gives the check, go into the corner?"

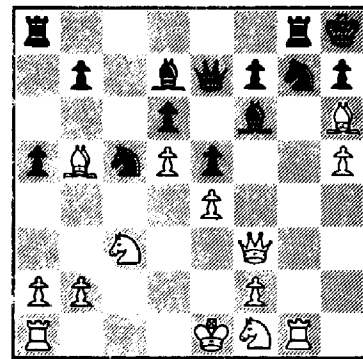
The answer to that, why not 16...Bf6 first, is: if you had to play this position...in positions similar to this one, the King has to go in the corner 100 per cent of the time, but the Bishop has to go to f6 only 99 per cent of the time, so you're really playing something which is more urgent.

17.Rg1 Bf6 Okay? 18.Qd2 Bd7 I figure I have to develop some pieces. I mean, the Bishop...it's becoming obvious where all the pieces have to go, and whether or not putting my pieces on those squares would mean

that I wouldn't lose to the Kingside attack, there's no point in thinking about it. You just have to do it. If it loses, it loses. But I knew...I was convinced that this was the best chance to try to play the game.

19.Bh6 Ng7 20.Qe3 Rg8 This is also obvious. Actually, the way I like to play is through the process of elimination. Everything is obvious, but some things are more obvious than others, and finally, the one move which I'm going to play is the most obvious of all. The way you get to determine the difference in the urgency between two moves is just through playing a lot. That's one of the things I forgot to mention in the part on improving your chess: of course you have to play a lot.

21.Qf3 Qe7 Connecting the Rooks. It's always a good sign when you complete your development and connect your Rooks. Of course, they're not completely developed yet -- you have to put them on the open files. 22.Bb5.



Position after 22.Bb5

Okay. 22.Bb5. This looks like a very normal kind of move. It looks, at first sight, like White has a big advantage, because he's got this Knight here [on g7] -- it's seriously misplaced. It looks like that, on first...are you sleepy, sir?

["No. Just yawning."]

Okay, now. It [the Knight] doesn't have any squares. If it goes here [e8] it blocks the connection of the Rooks. But this move [22.Bb5] allows a shot which changes the whole position. Can anybody see it?

[Pause].

["It looks like 22...Nf5 is possible."]

That's right.

["It is?"] [Spoken by a third person.]

Okay, now what does it do? That's right, Alan Hill found the move.

22...Nf5. Now what does this move do? First of all, the Rook here [on g1] is hanging. So, we might as well go...he's forced to take...so let's just trade them off: 23.Rg8 Rg8. Now what's happening?

Well, this Bishop is hanging here [on h6], and, if he were to try 24.Bd7, which is the only other move, besides moving his Bishop [from h6], then I would have this move [24...Nd4], which is a tempo on his Queen. The Queen would have to move somewhere, then 25...Nd7, if worse comes to worst. Or, even 25...Qd7, and Black has transformed his Knight on g7 to a Knight on d4, which is completely different, and Black would be winning. So, he had to take the Knight. It was forced. 22...Nf5 23.Rg8 Rg8, and he must take the Knight. It's really a sacrifice of a piece, in a way, but watch what happens now. [24.ef5]

I took the Bishop [24...Bb5]. He took a piece, I took a piece. Now, it's equal material, and I've gotten rid of the Knight [on g7]. I've got an open file, his Pawns are terrible now, my King is safe: the only move he has is to recapture the Bishop, and thus abandon control...whatever control he has...of e4. He must take. [25.Nb5]

It's nice to have his Knight up here on b5. That was the only move, the way to do it. 25...e4 26.Qe2 Nd3 Okay, now this is the...I'm down a piece, but this is the first compensation...the first fact which I have in compensation for the piece, and that is that his King can't Castle any more. That's worth something -- he's got an exposed King. How much it's worth comes only with a lot of experience. It depends on the position.

27.Kd2 Now, this move is also... I played this [27...Qe5]. The idea here is that the Queen jumps to the centre of the board, and attacks everything. So, this [f5], this [d5], and this is the main threat [...Qb2]. And now, let's say he plays this move, 28.Na3, which he actually considered, although it may look silly. It does have a point. On 28...Qb2 he would have Knight here [29.Nc2], which defends everything, and he is up a piece. But, then, I would have this move, Rook here, [29...Rc8], so he would have to play something like this [30.Nfe3], defending, and then something like 30...Qc3 31.Kd1 Qa1 32.Na1 Rcl 33.Kd2 Bc3 mate.

So, it was actually lucky, in a way, that he didn't have this 28.Na3 move. There was no way of telling, of analyzing the position, when I sacrificed the piece, that he wouldn't have 28.Na3. I didn't even see 28.Na3. All I knew was that the Knight on g7 was bad, and something had to be done.

Now, here he came up...he really didn't have any move, and he came up with this move [28.Ke3], which is neither here nor there. 28...Rg5. That's very strong. It cuts off the Bishop on h6, thereby threatening mate here [on f4]. And if 29.Bg5, then 29...Bg5, followed by some sort of mate.

["Just before you play that, what about, instead of 28.Ke3, 28.Nc3? Was that no good?"]

Let's see...Knight here...? Yeah, this move [28...Nb2] would be quite strong...

["How about 28.Rb1?"]

Then I could play this move [28...Qd5], I think...yeah...I'm threatening discovered check, and if he plays this move [29.Nc3], then 29...Bc3 wins right away. He can't take with the Pawn, because he loses his Queen, so he has to take with the King, but that allows some kind of a mate with 29...Rc8...

Okay, so here, after 28...Rg5, he resigned...what!?!...he played this.... [29.a4]

[Laughter].

29.a4, then [White] resigns. The English have a strange sense of humour.

["If he hadn't played 22.Bb5, what do you think the outcome would have been? He had a very strong attack.]

Well, if he hadn't played...just going back to that position...

["Going back to that position, you're showing it as if that was the losing move. It appears as if he had a very good game before that."]

Yeah, well, what I thought at the time...I didn't really like my position. I thought that it wasn't that great, but, we analyzed it afterwards, and it turns out that 22.Bb5 is the losing move. The other move which he could have played...there's a lot of moves, of course...but one of his friends, Miles, who's the best English player, ever, actually, said that it's actually an optical illusion that White is better. After 22.Ne3 or something, Black can actually play 22...Bh4, with the idea of ...f5, which is strange, but there's counterplay there.

Black can afford to sacrifice a Pawn, he gets sufficient compensation, if not the better game, because White hasn't Castled. So the moral of the whole story is: No matter how good it looks, you can't play chess without connected Rooks.

[Laughter.]

Now, finally, I have a game here which I played in Hastings, just over Christmas and New Year's, and this was against a Russian -- Vasiukov -- who was here in Vancouver in 1971. He was helping Taimanov play his match with Fischer...

[Laughter]

Actually, that match was more of a fight than people think...

Game 3: BIYIASAS-VASIUKOV, Hastings, 1978-79.

Now, this game...I've played about twenty games with Russian Grandmasters, and I'm minus one, which shows another thing about my style -- that I will play a lot stronger against

an opponent that I'm afraid of or have a lot of respect for, than I will against other players.

Now here, Vasiukov is a great player...I saw some of his games when I was just starting to play chess and I was thrilled just to be playing him. Of course, I knew I was going to play well, but I didn't know what the result would be. I was surprised at some points in this game...I was surprised at how he seemed to play certain moves as if they were the natural moves, and coming from a Russian player it was frightening, because when I saw him play the move 21...d4, for instance, as you'll see, I thought: "This is the end of the game. From what my theory of chess says, after this move he is hopelessly lost." And yet, when he played it, he played it as if he was doing nothing serious to his position. So, anyway,...the truth about 21...d4 lies somewhere in the middle: it's not completely lost...but it's not good either.

So, we'll take a look.

I was White. 1.Nf3 This is the best move.

[Laughter]

There's a very good reason. When you're playing in international tournaments, and you're playing Black against a player, you go to the game, and you're nervous. You don't know what he's going to do. Is he going to play 1.e4, or 1.d4? And this is traditional...people think in terms of 1.e4, 1.d4,...1.e4, 1.d4...they're so afraid. And if he plays 1.e4, the tension is released, because they have something ready, and if he plays 1.d4, the tension is released, because they have something ready. But, if you play this [1.Nf3], they don't know what you're going to do, so they have to play the opening phase of the game in a tense psychological mood, for half an hour, or forty-five minutes, before it becomes obvious what sort of system you're playing.

["Nicoloff says that move is drawish..."]

[Laughter]

Well, actually, I played this move against Nickoloff...it was a draw...

[Laughter]

...but the bad thing was that two moves before we agreed to a draw, I had a winning position...which no one in Toronto knows about.

Okay. 1...Nf6 2.g3 d5 This is the solid system. I think they call it the London System, against the King's Indian Attack. (Which he doesn't know that I'm going to play. That's the beauty of it.... He has no idea what I'm going to do. I could be playing the White side of a King's Indian, or a modern fianchetto variation. I could be playing the White side of an English, the White side of Larsen's opening,... you know, he doesn't know yet...)

3.Bg2 c6 The Hedgehog system...

[Laughter]

These guys just build a fortress in the centre and let me go after it. 4.0-0 Bg4 Now, this was the first thing...I knew that the Russians were doing things like this recently, but I was very surprised...I was just happy to see it, and I was surprised to see it. The idea is they seem to think nothing of giving up a Bishop for a Knight, and it's obvious from the games of the great players that a Bishop is worth more than a Knight. As a matter of fact, in Fischer's 60 Memorable Games, which is the Bible for any chess player who wants to be a good chess player, he says "White has a Bishop for a Knight, or a half-point advantage," or something like this. In other words, Fischer has brought it to the point where the Bishop is actually worth half a Pawn in material against the Knight. So, the Bishop and the Knight have always been said to be worth three, but the Bishop is maybe three and a third, three and a half,...anyway, the Russians just go and trade off the Bishop for the Knight. Now, in one game where Korchnoi played Karpov, and Korchnoi was Black, in Manila, Karpov won the Bishop. He went after

the Bishop, and he won it. And Korchnoi made a draw. And after the game, Korchnoi didn't come out and say: "Karpov thinks a Bishop is worth more than a Knight, but I showed him that it's not by making a draw;" he came out and said: "Karpov thinks that a Bishop is worth more than a Knight. In Leonid Stein's hands, maybe, but not in his." That's what he said. In other words, it's true that a Bishop is worth more than a Knight, but Karpov doesn't understand how to exploit this fact. Only Stein knows. Stein died, of course, a few years ago...

[Laughter]

So I think both Korchnoi and Karpov are agreed on this.

5.d3 This is the first committing move. This means that I'm going to play the King's Indian Attack. 5...e6 6.Nbd2 Nbd7 7.e4 Okay. By the way, I condemn all systems involving c4. With this type of set-up -- this fianchetto, the Knight, the Knight, [on f3 and d2], this kind of harmonic development of the pieces -- the only move which fits in is e4. With the idea of e5, because that allows, after Re1, Nf1, B out, some form of an advantage, if you can play it like that.

7...Be7 8.Re1 This has all been before, I suppose. 8...0-0 Except, in this position, I think Polugaevsky played 9.b3, and put the Bishop here [on b2]. Now, 9.b3 is okay, but instead of giving Black an object to open up the a line with, later on, I decided to play it in a different way. First, I played 9.h3. He didn't take the Knight right away. He went back first. He went here [9...Bh5]. Then I played 10.e5. 10...Ne8 This is what's called a King's Indian Attack. And usually Black gets mated on the Kingside. [Laughter]

11.Nf1 Nc7 The way he ignores what's happening on the Kingside is... what can I say? He ignored it. He started playing out here. 12.N1h2 This is a very simple-looking move, but the secret to chess doesn't lie in moves you haven't thought of -- it lies in moves you've seen and just

passed by. Very simple moves. This is actually quite strong. It prepares to capture with a Knight [on f3], and somehow it keeps White's position... it keeps all his options open. It's very important to keep your options open in chess. You might want to attack with g4, you might want to attack with h4, you might want to put the Bishop on g5, after the Queen moves -- you never know what's going to happen. You might want to put it there [f4]. So, the best move to play is 12.Nh2, because you know that the Knight is not going back [to d2], and probably it's not going there [to e3]. That doesn't fit in with the structure.

["You're sort of criticizing his defence. Can you hopefully point out where he had a valid defence?"]

Well, I think...the thing is, that what he played is only a small disadvantage, I think. The King's Indian Attack can only be...as far as I'm concerned, the only variation that doesn't give White any advantage is the one where Black plays the system ...c5,...d6,...Nc6,...g6,...Bg7... so that.....in other words, he does not allow this e5, with its cramping influence on the Black position. Any time you allow this, and this type of development, within reason, it has to be bad for Black.

12...a5. 13.Bf4 a4 14.Qd2. This is also part...this attacking formation has been seen many times. The first time it was played was in Fischer-Miagmarsuren, Sousse, 1967, and Fischer won a brilliant game. Black's pieces in that game were somewhat differently distributed. The White pieces were more or less like this.

14...a3 So he finally gets a concession on the Queenside. 15.b3. But, he had to spend two moves to do it. He uses this a little bit later, but it's just that it's not enough. He makes a run for my a Pawn, but he had to turn back.

15...Nb5. Now, he's threatening to very quickly play ...d4, and ...Nc3, and come in a little faster than I wanted him to. It's just a matter of

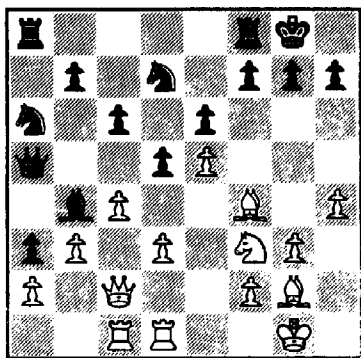
judgment. You have to know how dangerous it's getting on the Queenside, and you have to combine that with your Kingside attack, and that's all that's involved in playing this kind of position. So, I figured that first I'd drive him back, but this is also a concession, by the way. 16.c4. Of course, he can't take, because I take back and White has a big advantage, according to anybody. He went back, he has to. [16...Nc7] So, he threw another tempo away, just for the sake of making me advance these Pawns a little. He knows that this [the Queenside] is where his play is going to be.

17.h4. Okay, now, this is another good move, because it threatens g4 and h5, winning a piece. And not only does it threaten g4 and h5, but it fits in with the overall attack that White is going to execute. So, the fact that it threatens to win a piece is an added bonus... He decides to take. This is probably a mistake. I thought that 17...Bg6 18.g4, now it's a mistake to take: 18...Bh4 19.Nh4 Qh4 20.Bg5 wins the Queen. So, on 18.g4, h5 would be unclear, a little. I'm sure White would have the better chances, because...[Confused analysis followed...] There must be something. You know. There's all sorts of things. Anyway...he would be under an attack. It all comes down to what I said all along that I was surprised about -- the way the Russians give away their Bishop for a Knight. He just took the Knight now. [17...Bf3] I took with the Knight. [18.Nf3]. This was possible [18.Bf3], to take with the Bishop and to play a different form of the attack. There are many different ways to execute this attack, but this [18.Bf3] is not a natural way. The normal way is this [18.Nf3]. Although some people...this is the normal way to me...this is the way I like to play the attack, but some people like to put the Knight on g4 and sacrifice it. I think that the White position is so good that there's no need to go into piece sacrifices.

18...Na6. Okay, now he has his first threat, to win the exchange. A serious problem here was...I had plenty of time, and I liked my position quite a bit...I was tempted to sacrifice the exchange, somehow, just by ignoring his threat and playing something like this...[possibilities discussed]

[Due to a minor technical lapse, the following moves must appear without notes. However, by now the reader is aware that chess is basically a simple game, and thus notes should not be needed...]

19.Red1 Bb4 20.Qc2 Qa5 21.Rac1



Position after 21.Rac1

21...d4 22.Qe2 Bc3 23.Ng5 g6 24.h5 Nac5 25.Qg4 Rfe8 26.Qh4 Nf8 27.Ne4 Ne4 28.Be4 Bb4 29.Kg2 Qd8 30.Qg4 Ra5

[Following this gap,...]

So now he is threatening ...f5, because ef6, ...Rh5, and he gets to bring a defender all the way from a8, and that's also a good sign. He's probably still lost, but it would be more difficult. So now, I take away... I have to play this [31.hg6], which I was going to play anyway, so...I could have also gone 31.Rh1.

31...fg6 32.Rh1 Qd7 33.Rh6 Blockading the...it's nice to fix down all the targets before you do anything. If 33.Rh4, you never know whether or not he might someday play ...h5. You never know what's going on. My object is to double, you see. 33...Re7 Rook over [34.Rch1]. 34...Rg7. Now, here, he's solidly placed.

How would you proceed with the White attack now? Not the stronger players...what would be the next step?

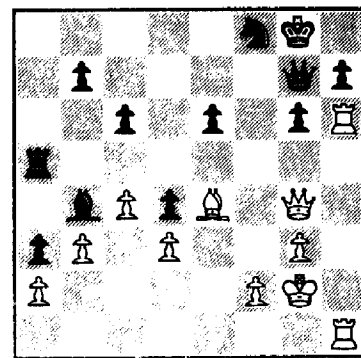
[Inaudible response.]

That's right. The last piece comes into the attack. 35.Bg5. He has to take [35...Re5] 36.Bf6. Okay, now I've won the exchange, which means I can win the game...I don't even have to attack any more.

["What if he had played 35...Be7 ?"]

Then 36.Bf6 anyway, and then the [e] Pawn finally does something. Then some kind of a sacrifice. That's a very good point -- this Bishop at f6 had a very important part to play in the final breakthrough.

Back here [36...Ra5]. Takes, takes [37.Bg7 Qg7]



Position after 37...Qg7

Now, he's still quite solid even though...he has one Pawn for the exchange, and his Knight on f8 is defending everything which has to be defended. The only problem is his Rook...his back rank is unguarded, which allows a combination. If his Rook were back here [on a8], it would take at least twenty moves, or more, to win the game...

38.Rh7. Now, if he takes with his Queen, I just take his Queen, and since I've already won the exchange, I would be ahead material. So, he had to take with the Knight [38...Nh7], then 39.Qe6. Now, if 39...Qf7, just 40.Qf7 Kf7 41.Rh7, and even though it's Bishops of opposite colours, it's hopeless. If 39...Kh8, then 40.Bg6 wins immediately. So, he played here [39...Kf8], and I took [40.Bg6], threatening mate. If he plays 40...Nf6, then 41.Rh8. This is just an elementary combination at the end of a positional game. He played this move [40...Qe7], and after 41.Qc8 Black resigned -- he loses the Queen