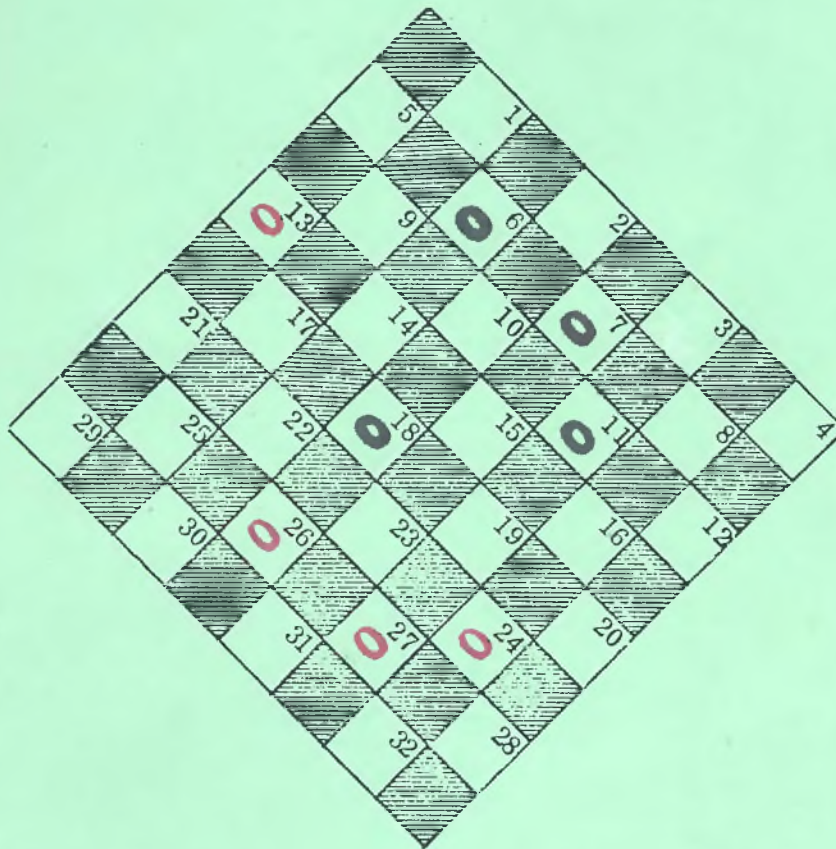


THE AMAZING WORLD

Of

AMERICAN POOL CHECKERS



FOR VOICE AND EXPERT

BY

GEORGE (Little George) RAMSEY AND WILLIAM RICHARDSON

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* "The Checkerboard is the world, the pieces
*
* are the phenomena of the universe; the rules of
*
* the game are what we call the laws of nature.
*
* The player (Fate), on the other side, is hidden
*
* from us! He never overlooks a mis-
*
* take, or makes the smallest allowance for (our)
*
* ignorance! "
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_____ Huxley _____



George Ramsey



William Richardson

Pridefully, we are presenting to ALL what we believe to be the most dynamic and educational book ever written on the amazing game of AMERICAN POOL CHECKERS (very often referred to as "Spanish Pool Checkers" or simply "Pool Checkers").

It has been said that "Straight" Checkers is a very challenging game of skill and imagination, a game which exemplifies the highest type of mental recreation. We are of the opinion that even these very lofty descriptions do not adequately describe this magnificent game of AMERICAN POOL CHECKERS, which is by far the most exciting form of checkers played in America today!

The game of AMERICAN POOL CHECKERS has been played for years (and very skillfully developed) predominantly by AFRO-AMERICANS. It is a highly fascinating, exciting and challenging game which we feel should be properly and enthusiastically introduced to ALL Americans, regardless of race, creed or color. We want as many as possible--men, women and children--to become acquainted with this great game and to share with us the many recreational treasures to be found.

We feel that we are presenting a book which is UNIQUE; one that has an entirely new and refreshing approach to the game of AMERICAN POOL CHECKERS for the novice, the amateur and the expert.

The first two chapters, which were designed especially for the novice or beginner, should also effectively aid the amateur player who desires to improve his game. We have conscientiously attempted to guide the novice and amateur player along smoothly through the elementary phases of the game in Chapters I and II and, with few exceptions, this procedure has been meticulously followed.

In Chapter III (the last chapter), we have made a thorough exploration of games played from beginning to end by the authors and other experts, including the very great Carl ("Buster") Smith, our National Champion from Chicago, Illinois. We have included games won, lost or drawn and we have exposed many of the secrets of these experts as well as our own secrets.

Chapter III is very highly advanced; therefore, we will explain clearly (usually by symbols), for the benefit of all, the thinking of the experts. We will reveal to you why certain moves were made and why others were not made and we will, as a rule, indicate when certain variations are considered undesirable. In essence, you will be getting a "message" from some of the real "giants" in this wonderful game!

Chapter III also contains a section on magnificent endgame problems which are thoroughly explained. You will find that the principles demonstrated in these endgames are very educational and practical. This section, as much as or perhaps more than any other, indicates why the descriptive "AMAZING" used in the title of this book is so singularly appropriate.

We know the reader will be pleased to find that this is also a unique book for the following other reasons:

We have seen fit to use large, clear diagrams with red and black checkers for your visual comfort and convenience (quite unlike other books on the game), and this, alone, gives the book a dynamic quality!

Secondly, we have used pages of a larger size than is normally used (to suitably accommodate our large diagrams) with more than the usual space between the lines to lessen eyestrain and to make this book, not a drudgery, but a great enjoyment.

Thirdly, we take great pride in being the first authors to include pages with blank diagrams (in the back of the book). We know that this innovation will be welcomed inasmuch as these pages can be used as "work sheets" in setting up your own problems, shots and variations, or for any other convenience.

Finally, we have used a delightfully SIMPLE FORMAT which we feel sure will be greatly appreciated by the novice and amateur player and, it is our prediction that this FORMAT will earn the praise of AMERICAN POOL CHECKER experts throughout the entire Country!

—THE AUTHORS—

George ("Little George") Ramsey — Detroit, Michigan

Former United States Mid-West District
American Pool Checker Champion
and
One of the Leading "Professional"
American Pool Checker Players
in the United States

William ("Bill") Richardson — Detroit, Michigan

One of the Foremost Students of American
Pool Checkers in the United States

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American Pool Checkers is a very fascinating game of positional play and timing. Several moves may be necessary during the course of a game, but it is very often of extreme significance that these moves be made in a certain order. This can make the difference between winning and losing.

When "position" is mentioned in checker parlance, it means having your men "spotted" in such a manner so that you can either force a win or a draw! When neither of these objectives is obtainable, then your men (checkers) are considered to be "out of position".

In other words, this is an amazing game of space relationships. Control of space by a man (checker) in a strong spot ("position") or by a number of men holding very important squares will mean greater ability to support the movement of the whole mass of your men. Actually, this is comparable to fundamental principles of modern warfare!

To those of you who aspire to become proficient in the game of American Pool Checkers, the following advice should prove invaluable.

1) Memory is an indispensable asset in this game. When you lose a game, try to remember where you went wrong. You must guard against losing the same way several times. It is expected that you will lose a great number of times, especially during the process of developing. This is nothing to be ashamed of. What you should be ashamed of is losing games the same way time and time again. Don't forget about a game as soon as you have finished playing it, particularly those you lose.

2) As far as your understanding will permit, try to have a good reason for each move, realizing, of course, that a move or a shot that looks good may not always be good.

3) Do not try to win every game you play. You must learn how to recognize when it is too risky or dangerous to press for a win. We have seen players lose time and time again because they persisted in trying to win when such a win was not logically possible, and in so doing, passed by their draw. Be aggressive, as aggressive as you think conditions will permit, but (as Clyde Black says) keep the draw in sight!

4) Do not be afraid to sacrifice by giving away one, two or (in rare cases) three men if such a sacrifice will help you accomplish the desired results. Sometimes a game can not only be saved by sacrificing but you can achieve a victory through some positional advantage.

5) Do not overlook the importance of problem solving as a necessary phase in your development as a checker player. Problem solving will give you an insight on "timing" which is one of the most important "keys" to the whole game of American Pool Checkers. No matter how many shots you know or how well you may play your position, you cannot become highly proficient unless you have a comprehensive knowledge of timing.

6) Do not be unduly concerned about keeping your kingrow unbroken. At times, breaking your kingrow can be very advantageous because you will then be able to fight your battles with the full use of all of your "troops" and not with a depleted force.

7) Remember, there are two ways to play this game: the right way and the wrong way. Also, there are two ways of learning checkers, the hard way and the easy way. Do not try to commit every game or variation in this book or any book to memory. That is the hard way to learn. Rather, try to develop an understanding of why certain moves are made and why certain positions or variations are more favorable. Even if, through extraordinary effort, you commit every move in this book to memory, if you do not have some comprehension of the reasons or motives behind each move, you will have learned very little of essential checker science!

8) Make a determined effort to develop cross-board ability, which is simply a matter of "analyzing" accurately and improvising where necessary, instead of relying solely on the memorization of written information.

9) Never make a move without some definite purpose, whether your plan is to draw or win. Also, try to determine, whenever possible, the purpose behind your opponent's moves. This will help you to counter effectively.

10) Always practice with a numbered checkerboard. Regular use of such a board will make the numbering system second nature to you, and then you can devote your attention fully to the material you are studying while effortlessly reading off the moves.

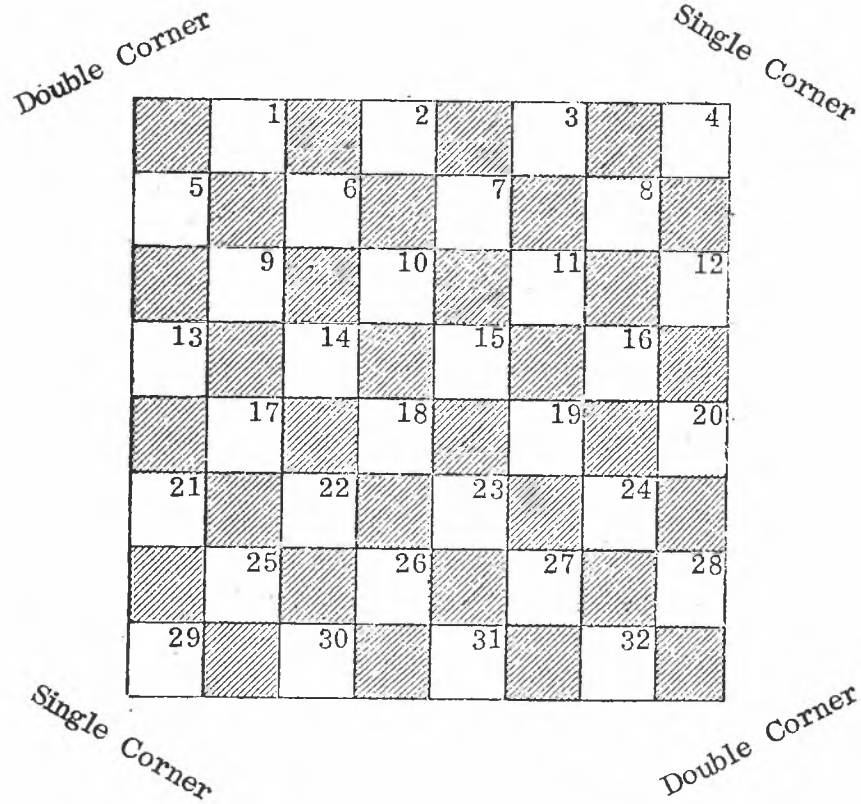
11) The right side of the board is your weaker side because of the double corner (squares 28 and 32 for you and squares 1 and 5 for your opponent). Protect this side at all times while, whenever possible, attacking your opponent's right side of the board.

12) An extensive knowledge of shots is an indisputable essentiality in the game of American Pool Checkers. However, you must learn to recognize when it is safe and when it is unsafe to play for a particular shot. In other words, you must avoid playing for shots whenever doing so means placing your game in positional jeopardy.

13) Become familiar with the rules from the start and plan on strict adherence. By doing so, you will develop good playing habits and uphold the dignity of this great game.

14) Do not be discouraged if, at first, you do not seem to be making much progress. At times, it may even appear that your game is retrogressing. Do not be alarmed; this is often a normal phase in the learning process and should last for only a short period of time, provided, of course, that you are making a determined effort not to repeat mistakes!

As shown in the diagram below, the regular checkerboard has a total of 64 squares, 32 light and 32 dark. For typographical clarity, the white squares, numbered from 1 to 32, are used in the diagram (and in all diagrams in this book) as playing squares. However, when playing, it is customary to use the black or dark-colored squares.



At the start of play, the Black checkers occupy squares 1 to 12 and the Red checkers occupy squares 21 to 32, a procedure which is reversed at the beginning of each succeeding game. Incidentally, the Black men (checkers) always move first when starting play.

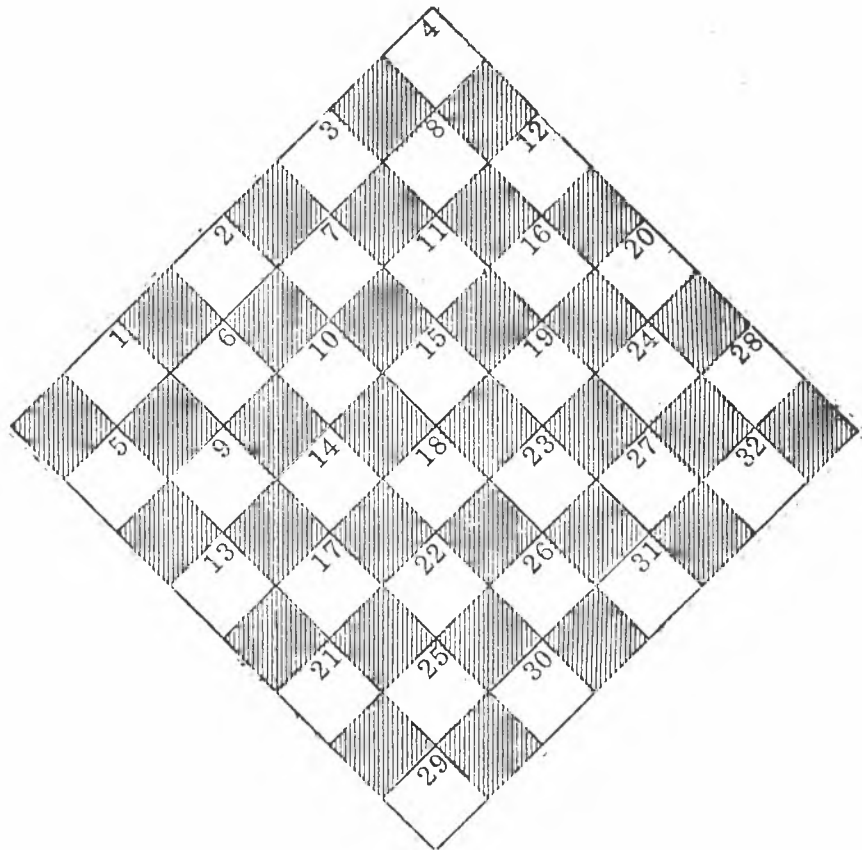
The object of the game is to capture all of your opponent's checkers or block them in such a manner that no move is possible. When neither side can accomplish such an objective and play becomes repetitious, then the game is (usually by mutual consent) considered a draw.

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THE AMAZING WORLD
OF
AMERICAN POOL CHECKERS

- - CHAPTER I - -



SECTION 1: ELEMENTARY SHOTS

SECTION 2: ELEMENTARY PRINCIPLES
OF POSITION PLAY

SECTION 3: ELEMENTARY PRINCIPLES
OF TIMING

EXPLANATION OF SYMBOLS:

The symbols outlined below will be of invaluable assistance to you, particularly in Chapter III (the "Games Chapter"). Memorize these symbols well and be sure you have a clear understanding of what each one means.

You will find that we have used these symbols liberally for the purpose of clarity and also for your convenience. If a certain move will lead to a win, loss or draw, or if it is simply a questionable move, this information will be communicated to you by these symbols instantly. Therefore, it will not usually be necessary for you to turn to the next page or the last page in the chapter to find out what we think of a certain move or variation.

Again, we emphasize the imperative necessity of learning these symbols well and you will find that studying will be a very delightful pleasure and not a drudgery.

- | | | | |
|-----|------------------|----|---|
| 1. | "11-15 " | -- | Means the checker on square 11 moves to square 15. |
| 2. | "11x20 " | -- | Means the checker on square 11 jumps and captures the opponent's checker and lands on square 20. |
| 3. | "!" | -- | A good move |
| 4. | "!!" | -- | A very strong move |
| 5. | "!!!" | -- | A great or sensational move (for either a win or a draw) |
| 6. | "?" | -- | A questionable move (often a weak, but not necessarily a losing move) |
| 7. | "??" | -- | A losing move |
| 8. | "RW " | -- | Red wins |
| 9. | "BW " | -- | Black wins |
| 10. | "R-M " | -- | Red's move |
| 11. | "B-M " | -- | Black's move |
| 12. | "A, B, C ", etc. | -- | If any one of these letters appears after a move (for example: "11-15A") this simply means for you to refer to the remarks at the end of that particular game or variation. |

Movement of Single Men and Kings (According to Standard Rules):

Although there are general rules in the back of this book on the permissible movement of single men (uncrowned checkers) and kings, we feel that it would be advisable, at this point, to explain this matter in detail.

A single man can move one space at a time and only forward in a diagonal direction. Unlike movements in "Straight" Checkers, a single man can capture by jumping either forwards or backwards! (See Diagram 1.)

Black has to jump either backward or forward (either 22x13 or 22x24). If Black elects to jump forward, he must jump in and out of Red's king row, without pausing, and stop on square 24. Although Black has jumped in out of the king row, he still is not considered to be a king! This is the essential difference between American Pool Checkers and other types (European and "Straight" Checkers).

In Diagram 2, another principle is given. A king may move forward or backward any number of squares in a diagonal direction and may capture or jump any of the pieces (checkers) in his path having a vacant square immediately behind the man to be captured, and then land on that vacant square or any other square in that same diagonal path.

The king may continue his jump on a diagonal path at right angles to his original path, provided, of course, that there is another man (checker) to be captured. The king may jump to his advantage, but must leave all captured pieces on the board until he has completed his jumps. (See Diagram 2.) As indicated in this diagram, the king may jump all four red pieces or he may, if he chooses, jump only three and follow a different path!

As you can see, a king has more flexibility and consequently much more power in this game than he has in "Straight" Checkers.

Diagram 1

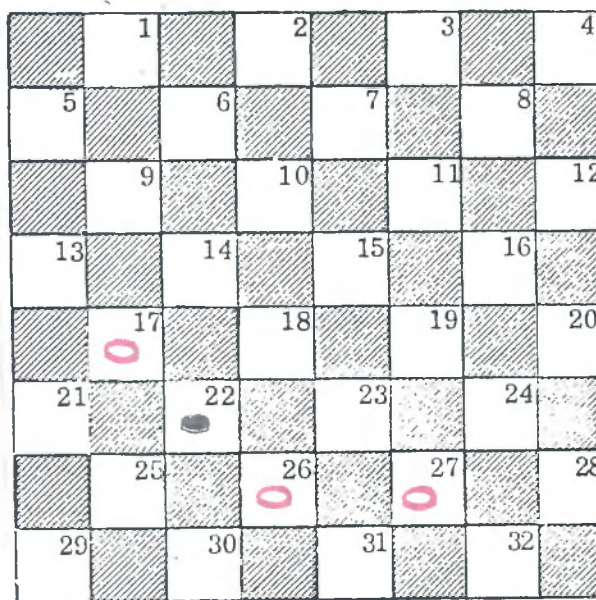
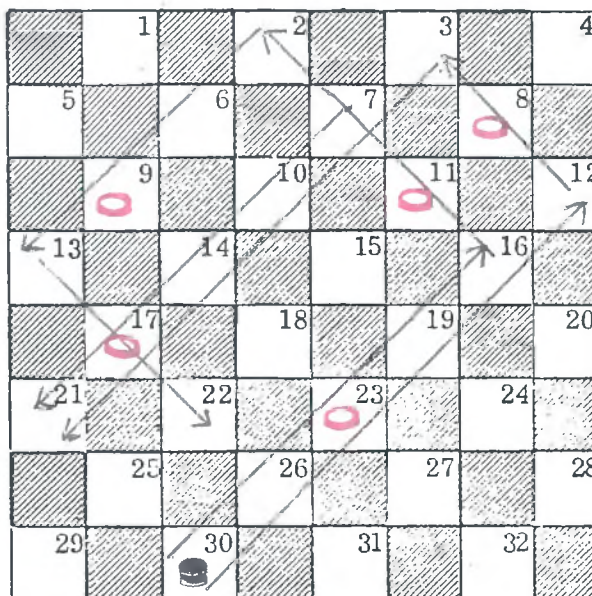


Diagram 2



CHAPTER I: Elementary Shots (Section 1), Elementary Principles of Position Play (Section 2), and Elementary Principles of Timing (Section 3)

Section 1: Elementary Shots

Now that the necessary emphasis has been made on the proper method of studying, we can present for the benefit of the novice or amateur player, by diagrams, various elementary shots. The term "shots" simply means in checker parlance making plays or certain moves which involve giving away one or more of your checkers in order to jump or capture two or more of your opponent's checkers in order to obtain certain results. These basic shots will be demonstrated in this section in a clear and very simple manner and with only a few checkers on the board. Too many checkers appearing on the board during a particular play can only confuse the beginner, thereby making a play or a shot seem much more complex or difficult than it really is. This, of course, would defeat the purpose of the authors.

Please keep in mind that these simple problems or shots and innumerable others like them represent a considerable portion of checker science!

After the novice or amateur player has acquired a reasonable knowledge of these fundamentals and the principles that are involved in each particular type of shot, then he can move along with some measure of confidence to other chapters in this book, other chapters which deal with the learning process on a much higher level.

Problems that are considered to be characteristically similar or related insofar as fundamental principles are concerned are included in one group, and this is indicated by referring to them as "1A, 1B, 1C", etc. Problems somewhat dissimilar in basic principles would be indicated as "2A, 2B" or "3A, 3B", etc.

In Diagram 1A, Red "shoots" Black in the following manner and wins.

28-24!
20x27
32x7 RW

We strongly emphasize that an effort to analyze each of these problems be made before looking at the answers. This procedure is a very significant aid in the learning process.

In Diagram 1B, we have essentially the same shot as in the previous diagram. The only difference is that Red has to do a little more work to set up the shot. Red now wins by:

Diagram 1A
(R-M & Win)

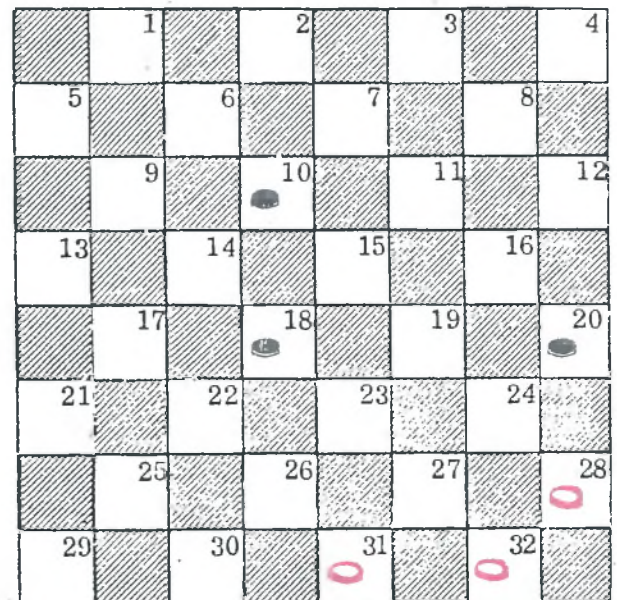


Diagram 1B
(R-M & Win)

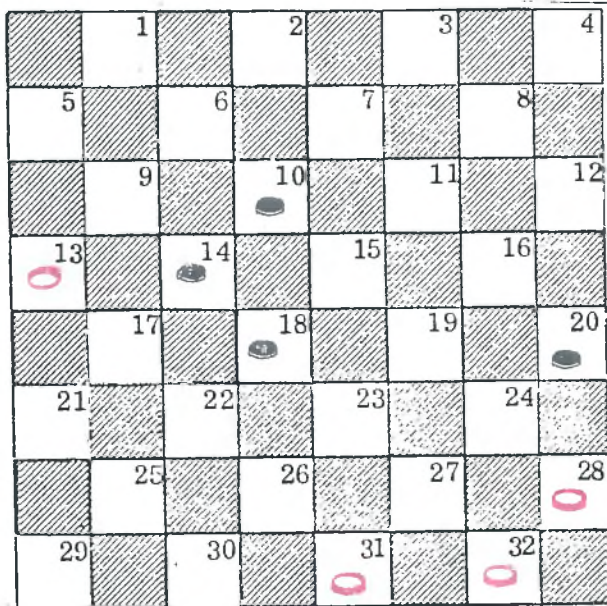
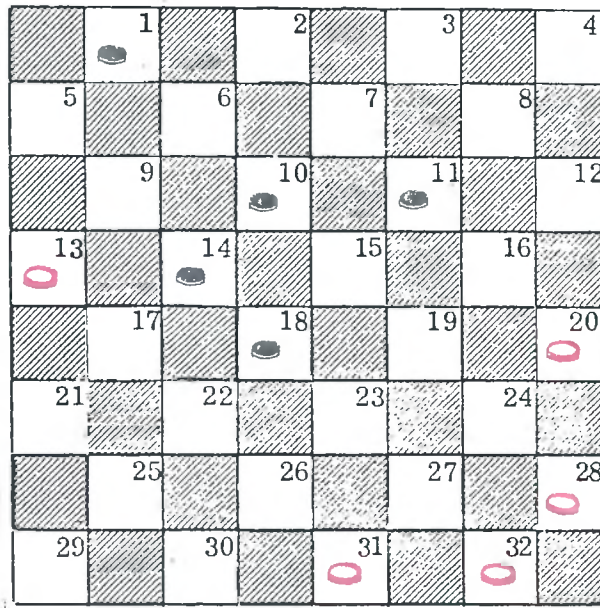


Diagram 1C
(R-M & Win)



Diag. 1B (contd.)

- 13-9!
- 14x5
- 28-24
- 20x27
- 32x7 RW

In Diagram 1C, basically, the same shot appears again; only now Red has to do still more work to accomplish his purpose:

- 20-16!
- 11x20
- 13-9!
- 14x5
- 28-24
- 20x27
- 32x7 RW

Diagram 1D: Don't be confused here! We still have the same characteristics to deal with. Red must accomplish his task in the following manner:

(Continued on Page 6)

Diagram 1D
(R-M & Win)

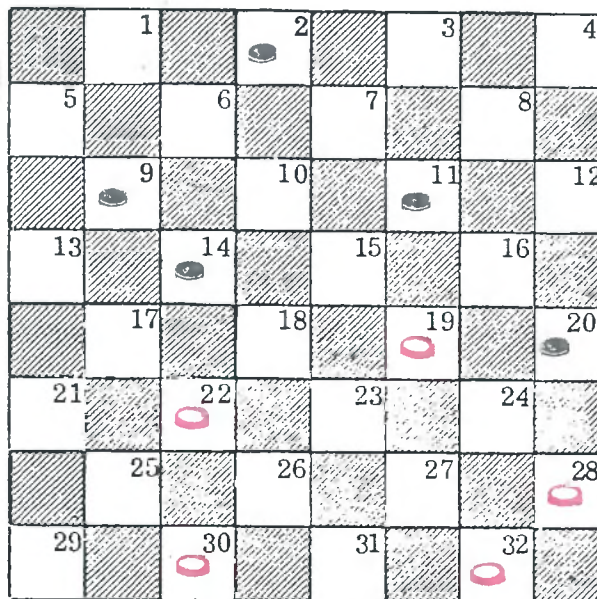


Diagram 2A
(R-M & Win)

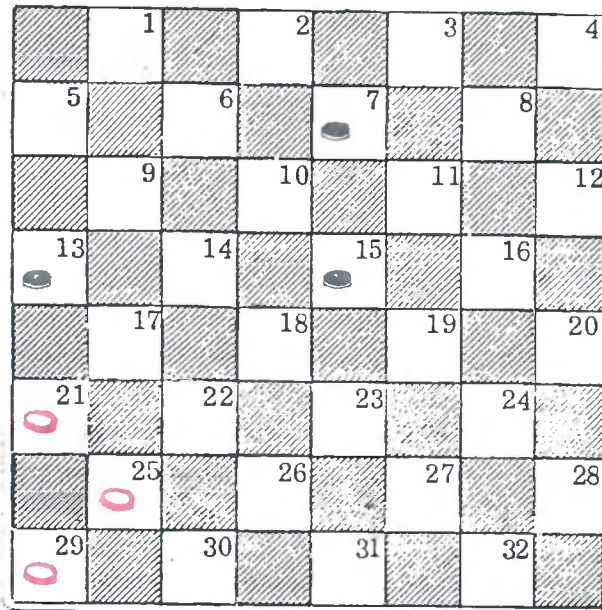


Diagram 2B
(R-M & Win)

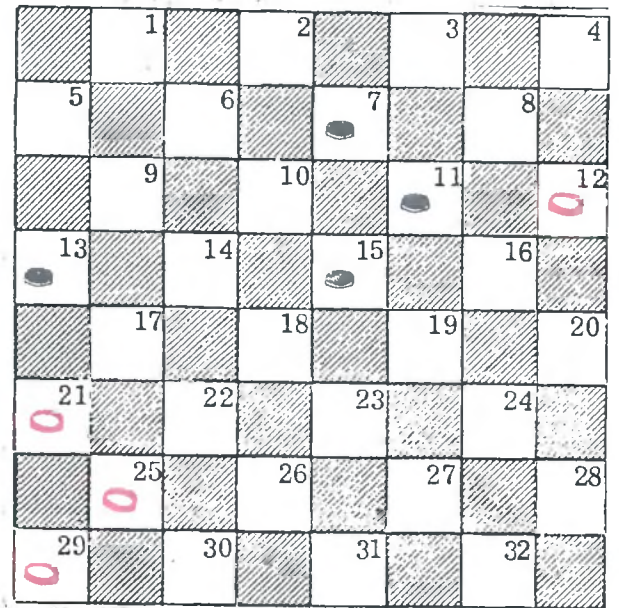


Diagram 2C
(R-M & Win)

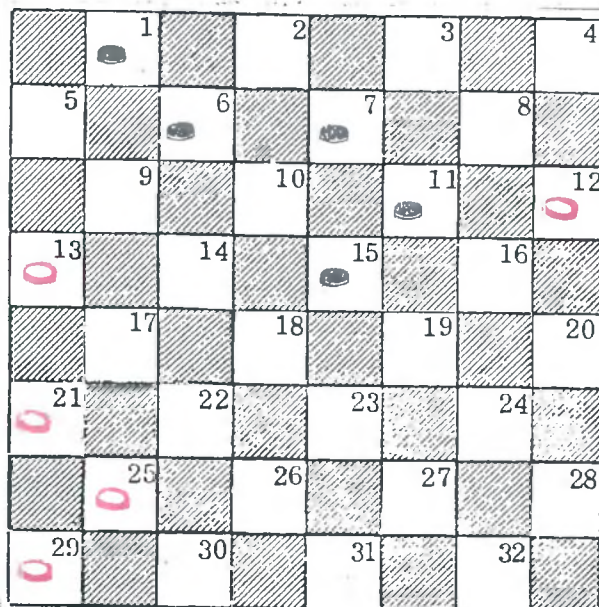
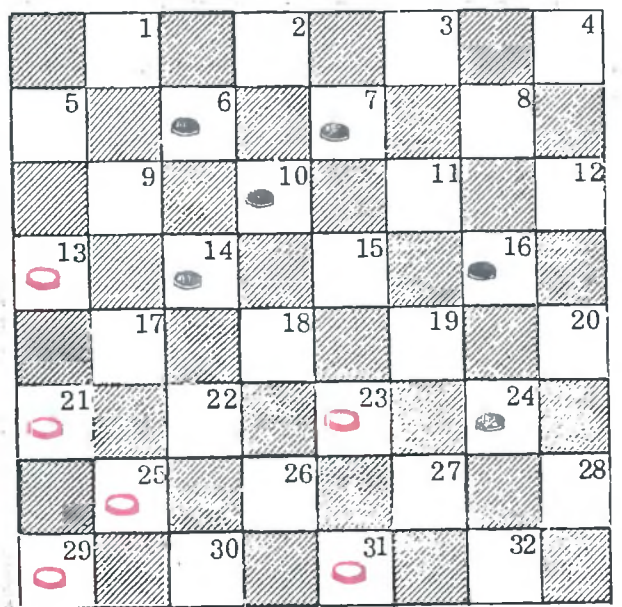


Diagram 2D
(R-M & Win)



Diag. 1D (contd.)

22-17!/14x21; 19-15/11x18; 28-24 RW

(Note: As you will notice, the numerical explanation of our problem is now expressed "horizontally". The number "22-17" immediately before the diagonal line (or oblique line), above, merely indicates that Red is now moving. When a number (such as "14x21"--as shown above) immediately follows this diagonal line, it indicates that Black is moving.)

Diagram 2A: Here we go again with a shot that is completely "undressed". This is another win by Red, as follows:

21-17!/13x22; 25x2 RW

Diagram 2B: We know you will immediately recognize the basic principles in this one.

12-8!/11x4; 21-17/13x22; 25x2 RW

Diagram 2C: We tried a little harder to deceive you with this problem! Did we succeed, or can you see through our little disguise? This is the same type of shot--the "same hash" warmed over again! Red has to set up for this shot in the following manner:

13-9!/6x13; 12-8/11x4; 21-17/13x22; 25x2 RW

Diagram 2D: This one is in the same "family", although we will readily admit that, on the surface, it appears to be entirely unrelated. Now you can see how the real beauty of this game unfolds!

23-18!/14x23; 13-9/6x13; 21-17/13x22; 25x2 RW

You will notice that Red lands in the same king row square, although he takes a slightly different path this time. However, this does not affect the basic principles of the shot as indicated in the previous three diagrams. Now you can see how a very simple shot results when you have "unmasked" the one shown in this diagram.

Diagram 3A: This type of shot occurs frequently in one form or another. Can you solve this one? If not, then here goes: (See Page 8)

19-15!/10x19; 18-14/9x18; 26-23/19x26 (or 18x27)/31x8 RW

Diagram 3B: The similarity between this one and the previous one is readily apparent. However, watch yourself here because you must take a slightly different path!

18-15!/11x18; 19-16/12x19; 26-23 A/19x26 (or 18 x 27); 31x13 RW

Diagram 3A
(R-M & Win)

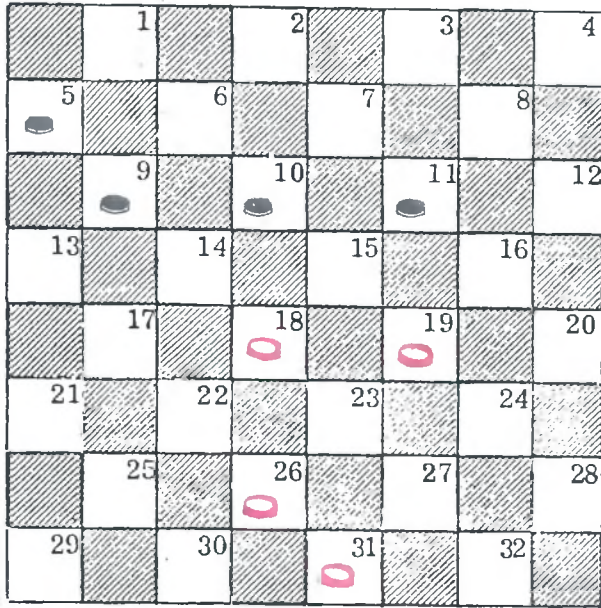


Diagram 3B
(R-M & Win)

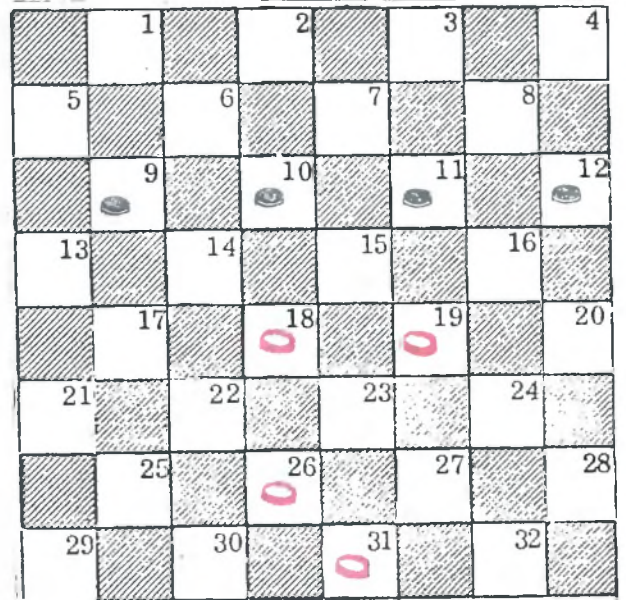


Diagram 3C
(R-M & Win)

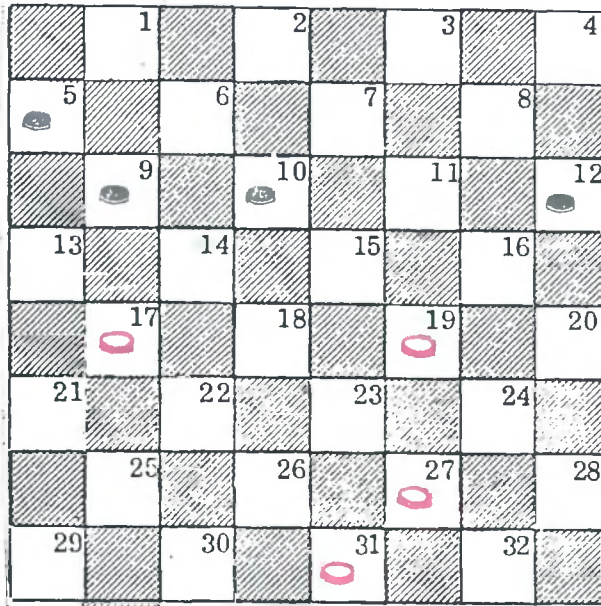
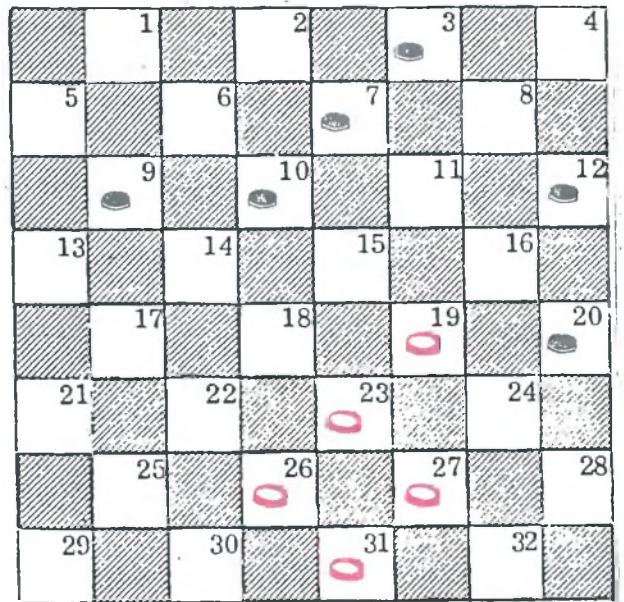


Diagram 3D
(R-M & Draw)



Diag. 3B (contd.):

Remarks:

A. As you can see at this point, Red has the identical, basic position as he had in Diagram 3A. He takes a different route in making jumps but the foundation is the same! Pay particular attention to this aspect in all of the problems in this section.

Diagram 3C: This is a tricky "little devil" that can sneak up on you during the course of play in so many different ways. If you can learn how to identify the basic position involved here (that is, the basic arrangement of the checkers for the shot), this one can be a great weapon in your arsenal! Red wins by:

19-16/12x19; 17-14!/9x18 (or 10x17--no difference, same results); 27-23/
19x26 (or 18x27); 31x6 RW

Diagram 3D: We seem to be making some kind of "hero" out of Red but now it seems Red somewhere along the line (during an earlier stage of the game leading up to this problem) made an unwise move and, as a result, lost one of his men to Black. Red now can no longer think of winning. Our "hero" now has to figure out a way to salvage a draw out of an apparently poor situation. Suddenly he realizes that he will not have to fight very hard after all for his draw because he has just recognized certain basic principles (See Diagrams 3A and B.) for a shot to guarantee his draw!

27-24!!/20x18; 19-16/12x19; 26-23 Draw

Diagram 4A: Another completely "naked" one.

22-17!/13x22; 26x3 RW

Diagram 4A
(R-M & Win)

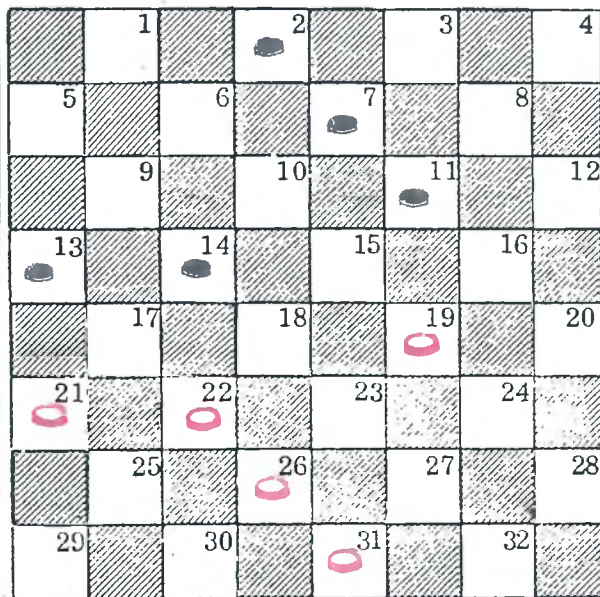


Diagram 4B
(R-M & Win)

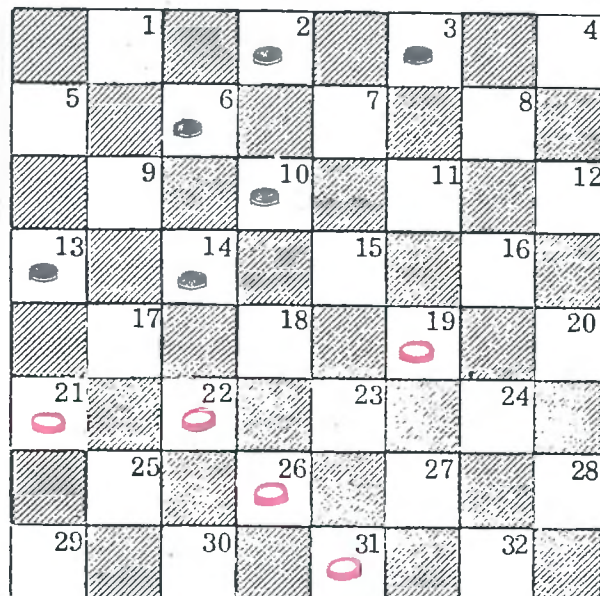


Diagram 4B: Do you think this one has been disguised enough? Probably not because you may have recognized instantly the basic principle as illustrated in the previous diagram. Red may follow a slightly different path to the king row but the basic principle is still the same.

19-15!
10x19
22-17
13x22
26x1 RW

Diagram 4C: Nothing has basically been changed here! As in the past, we are just making Red work a little harder to accomplish his objective. This one has the same fundamental characteristics as the one in Diagram 4A.

13-9!/6x13; 12-8/3x12; 22-17/13x22
26x3 RW

All of these problems can be set up in a lot of different ways to make Red (or Black) work still harder. All it takes is a willingness to study conscientiously the principles illustrated in this book or other books on this game. With a persistent effort and, of course, some imagination, you can gradually increase the complexity of these problems by stages. The results you are bound to obtain will astound you!

Try re-arranging the positions while retaining the basic characteristics of the particular problem and see how many clever shots you can develop. After all, this is what we consider to be the paramount aim of the entire book: To stimulate you to think for yourself.

Diagram 5A: Another shot completely undisguised for clarity. (See Page 10.)

22-18!/14x16; 20x2 RW

Diagram 5B: We may have really confused you here with our "sneaky" disguise. At first glance, it probably appears that we are dealing with something which is unrelated to the previous diagram. However, this is not the case, we are dealing with the same fundamentals. All we are doing in this one is taking the long way around to accomplish the same results.

22-17!/14x21; 30-25/21x30; 23-19/30x16; 20x2 RW

Diagram 4C
(R-M & Win)

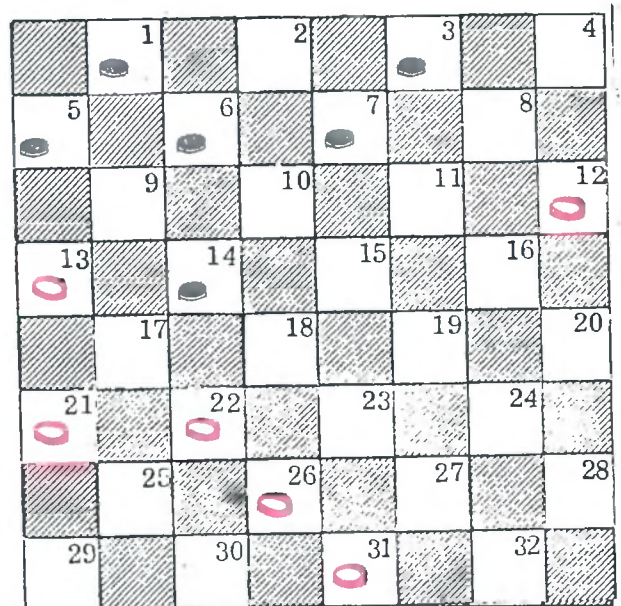


Diagram 5A
(R-M & Win)

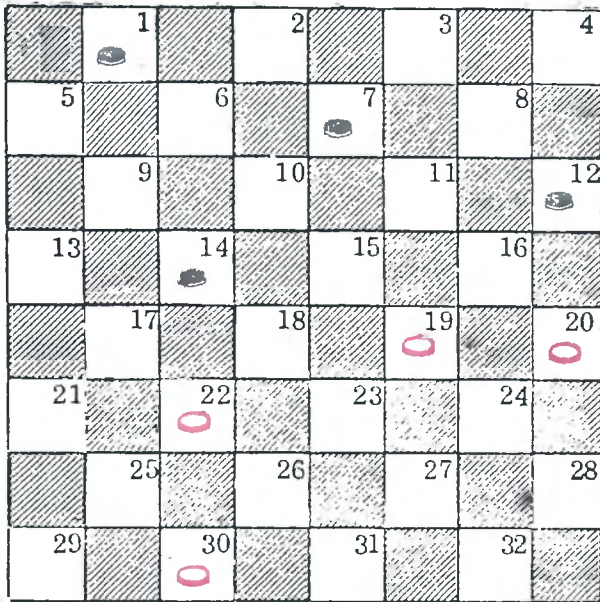


Diagram 5B
(R-M & Win)

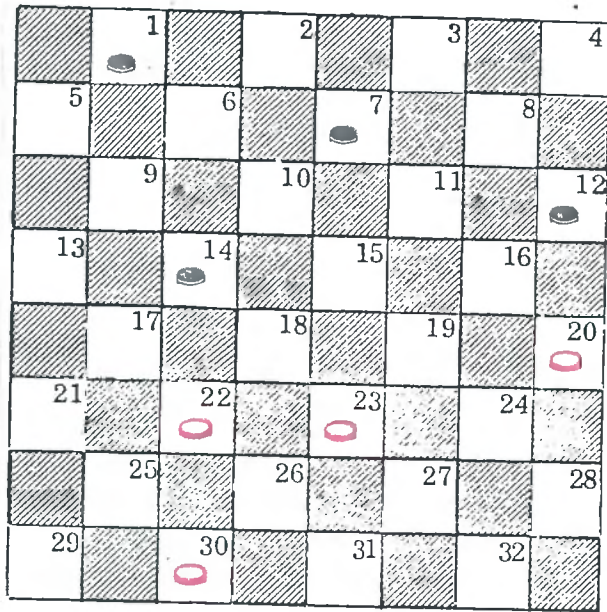


Diagram 5C
(R-M & Win)

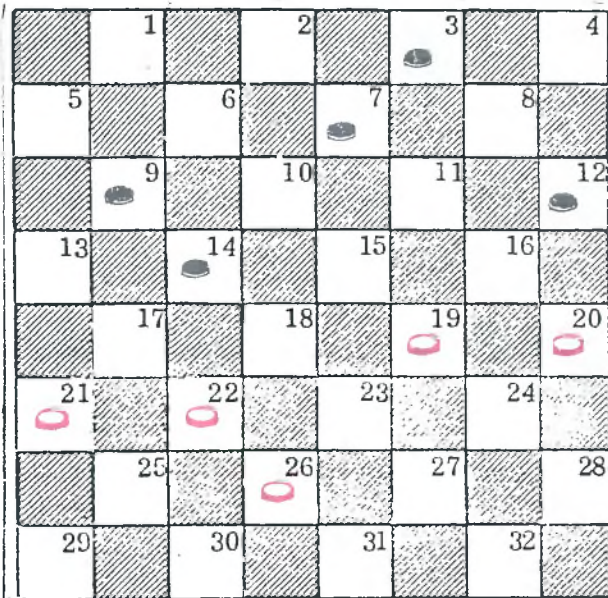


Diagram 5D
(R-M & Win)

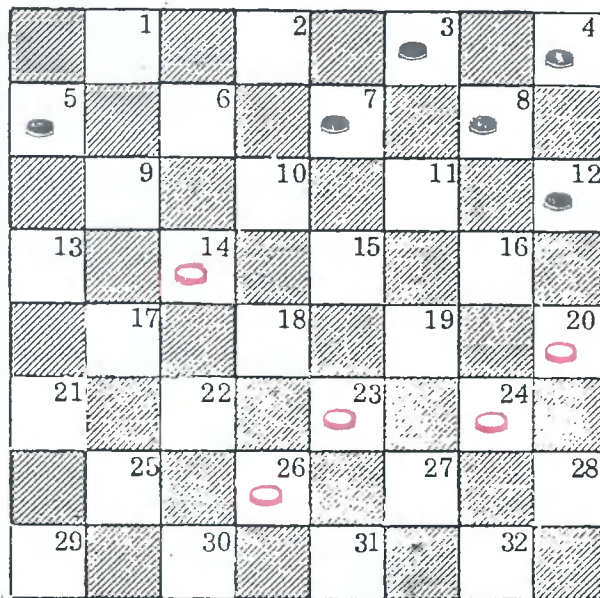


Diagram 5C: Of course, the fundamentals in this shot are obvious. Black can jump anyway he wants to, it won't make any difference to Red. Our "hero" has very cleverly set the position for this shot in such a manner that he can triumph in a spectacular style!

22-18/14x30; 21-17/30x16; 20x2 RW

Diagram 5D: As a result of masterful association and identification of a basic principle, Red can avert a disaster due to the fact that he has lost one of his checkers to Black. Suddenly, our "hero" (Red) realizes he can turn defeat into a very stunning victory.

14-9!!/5x14; 23-18!/14x30; 24-19/30x16; 20x2 RW

Diagram 6A: We are "naked" again; nothing is hidden.

30-25!/21x23; 27x2 RW

Diagram 6B: The same "soup" served again (only in a different bowl).

20-16!/11x20; 21-17/14x21; 30-25/21x23; 27x2 RW

Diagram 6C: Red has a definite advantage here because, this time, as a result of superior play during the course of the game, he has gained a man (checker) on his opponent (Black). Our hero realizes that, ordinarily, he should win with this advantage in situations of this type. Red has just discovered that there is a fundamental shot slightly disguised here, and that he doesn't have to wait around for his win and take a chance on letting Black slip through for a draw.

13-9!/5x14; 21-17/14x21; 30-26/21x23; 27x4 RW

Diagram 6A (R-M & Win)

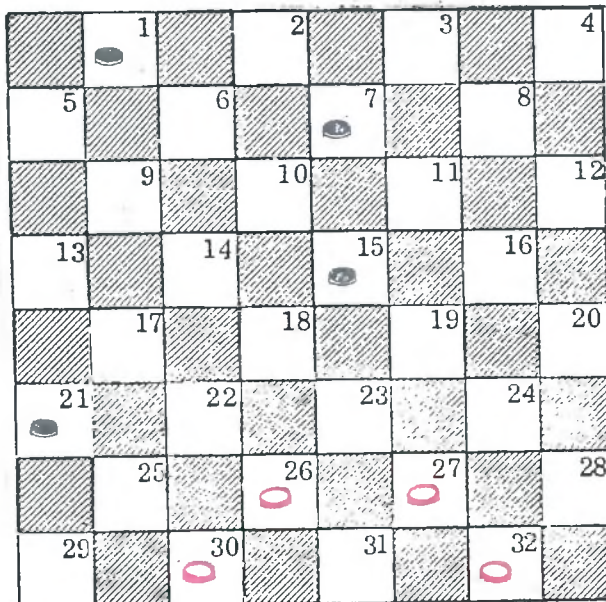


Diagram 6B (R-M & Win)

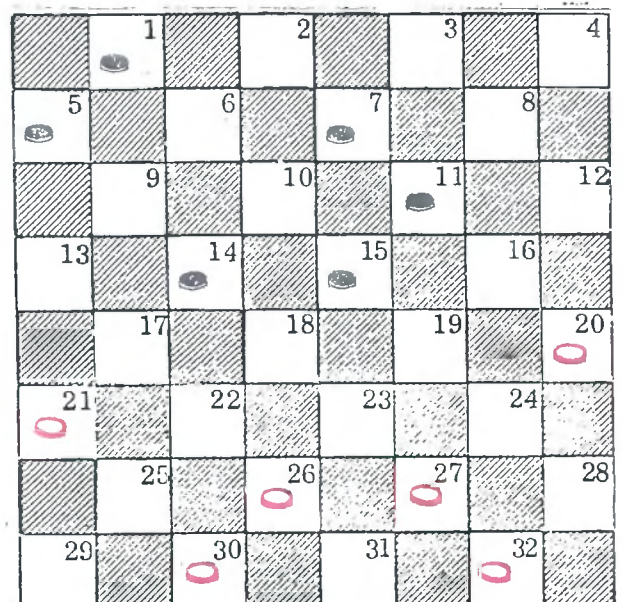


Diagram 7A: Of course, it is clear what Red should do at this point.

30-26!/22x24; 28x1 RW

Diagram 7B: We feel that our hero (Red) should work a little harder to win, and, of course, he does come through for us.

22-17!/13x22; 31-26/22x24; 28x3

Diagram 7C: We admit that we are being pretty "tricky" with this one, and maybe we should apologize because what we are presenting here is a moderately advanced shot. Certainly, this is not a shot that the novice or amateur player is expected to see. In fact, it might sneak by some of the good players of American Pool Checkers. We are introducing this one now only to stress dramatically the importance once again of the association and identification of basic principles that appear in complex situations. To prove our point, let's undress this "wolf" and then we can see it as the "lamb" it really is! (Contd. on Page 13.)

Diagram 6C
(R-M & Win)

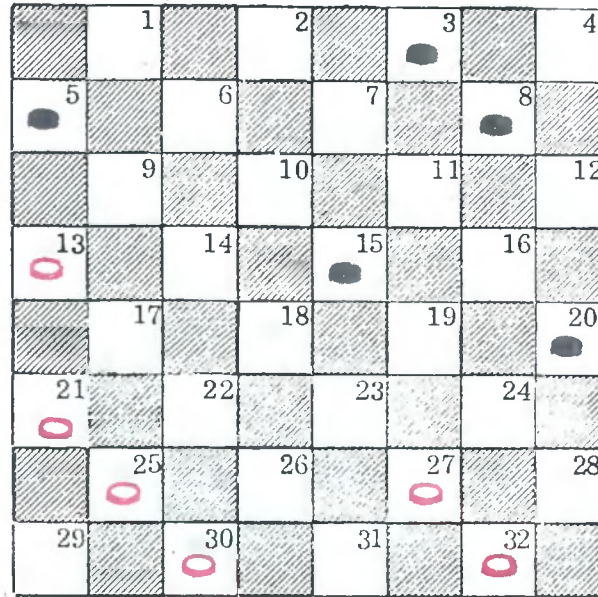


Diagram 7A
(R-M & Win)

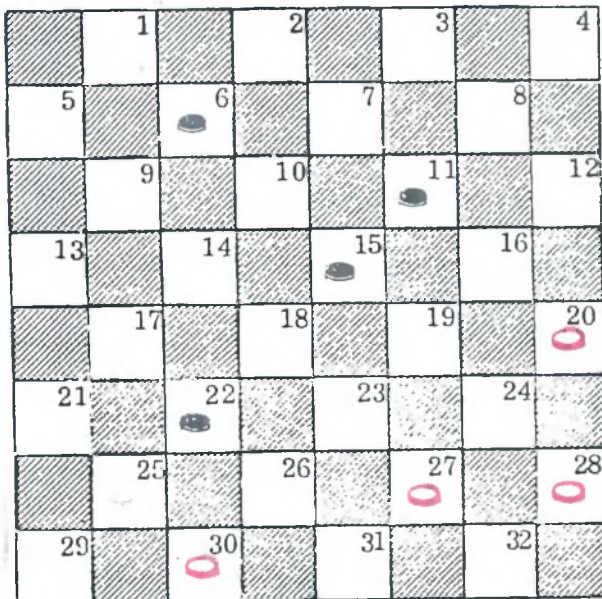
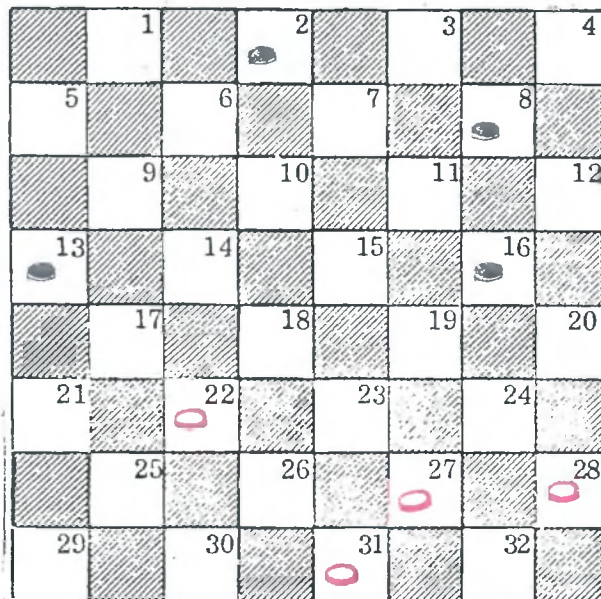


Diagram 7B
(R-M & Win)



Diag. 7C (contd.):

You will be "missing the boat" completely if you permit yourself to be overly concerned with the complexity of this shot. The actual basic simplicity of a shot or problem, not its complexity, is what you should have foremost in your mind at all times. If we can get this message across to you, then we will have accomplished the main purpose of this whole chapter!

We will now unmask this "wolf" and then we can see it as the "lamb" it really is!

- 23-18!!! 31x24
- 15x22 20x11!
- 31-26 8x15
- 22x31 28x1 RW
- 24-20

Diagram 8A: Now let's look at another type of shot which we will gradually make more complex as we go along:

27-23!/19x17; 21x7 RW

Diagram 8A (R-M & Win)

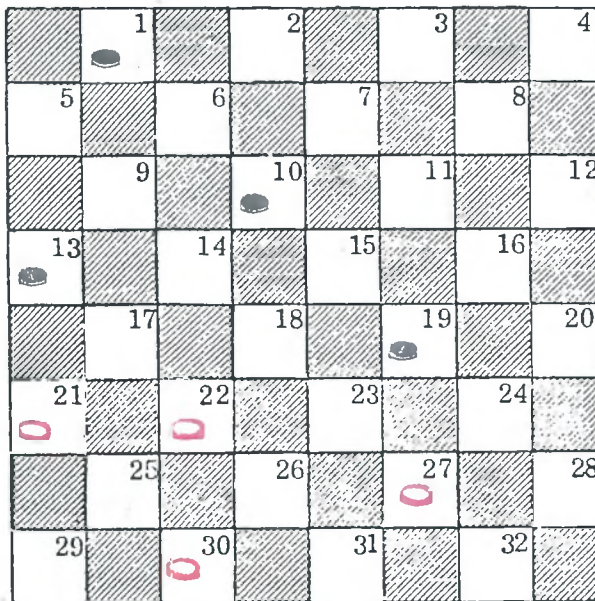


Diagram 7C
(R-M & Win)

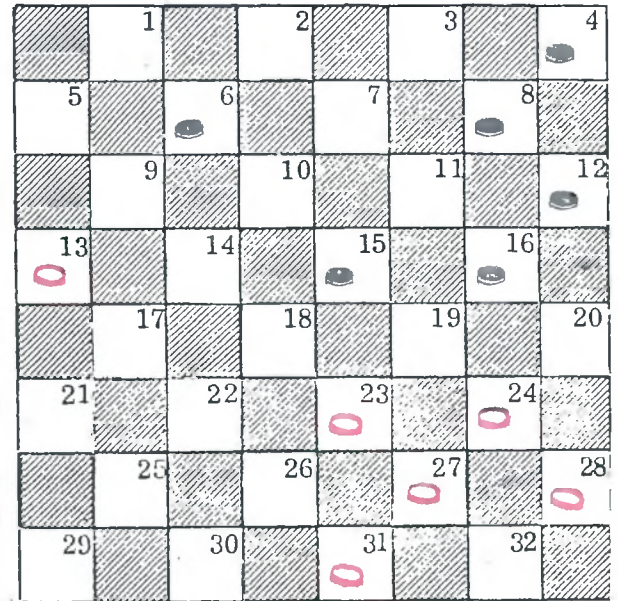


Diagram 8B (R-M & Win)

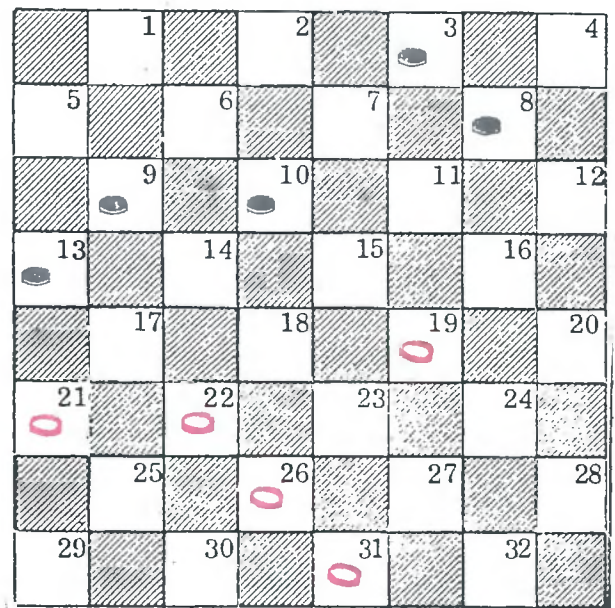


Diagram 8B: Basically, the solution to this problem is the same as in the previous one, although our "hero" (Red) follows a different route:

19-15!/10x19; 26-23/19x17; 21x5 RW

Diagram 8C: This is another one in the same family, of course, although it can more easily be identified with Diagram 8A. All Red is going to do here is take the long way around. It is important to be able to play these shots the long way as well as the short way. This will be easy for you to do after you have acquired a comprehensive knowledge of the basic principles involved.

Let's follow our "hero" and find out just what he really has on his mind:

24-19!/15x24; 31-27/24x31; 25-22/31x17; 21x7 RW

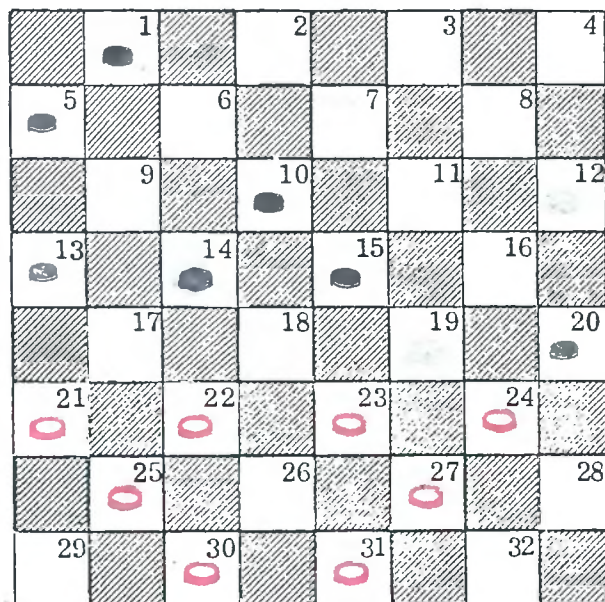
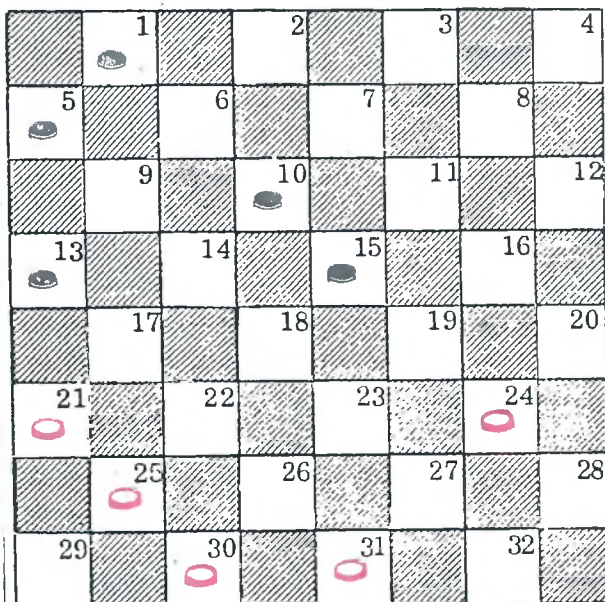
Diagram 8D: This is the last one we will demonstrate in this chapter, and it is a real "gem". It is very definitely not a play or a shot that a novice or amateur player is expected to use. In fact, not all good players are cognizant of the beauty of this shot. This one is still in the same family as the previous three. There are many more, of course, and with a little time and effort you can figure a number of ways to set them up.

As you will see, our hero is up to his old sneaky tricks again. He has taken a simple shot and disguised it very very well. In fact, Red has developed a masterpiece of deception here. Let's remove the great disguise and see what Red is up to!

24-19!!!/15x24; 31-26!/24x31; 23-18/14x23; 26x19/31x17; 21x7/13-17; 7-2 RW

Diagram 8C
(R-M & Win)

Diagram 8D
(R-M & Win)



As we have said before, there are innumerable variations to each of these problems and they can be discovered by you but it will take a persistent and imaginative effort on your part.

We have many, many more treats in store for you. So consider yourself our honored guest as you travel along with us through this wonderful and amazing world of American Pool Checkers. We can assure you that you will be astounded by the almost breathtaking beauty that unfolds before your eyes!

*

Section 2: Elementary Principles of Position Play

The previous section on elementary shots is highly important and should prove helpful to all those who are aspiring to become skilled players. However, this section is of even greater importance inasmuch as it deals with position play which is (along with timing) the actual foundation of the whole game of American Pool Checkers. The more you progress in your understanding of this game, the more you will appreciate the need for a comprehensive knowledge of position play. As a matter of fact, you must be an almost flawless position player to be considered an expert or a master; hence, we cannot emphasize too strongly the imperative necessity of learning the basic position plays. This applies not only to those relatively few which are illustrated in this section but to innumerable others which you will develop during the course of your progress.

Diagram 9A: Here is a simple example of position.

Diagram 9A
(B - M)

It is Black's move and, as you can see, Black has four pieces (checkers) while Red has only two. Nevertheless, no matter where Black moves Red gets a draw!

Diagram 9B: As indicated, this is related to the previous diagram. Red does not have to worry here because he can get a draw, regardless of what is on Black's mind. (And we can see that, logically, Black will try to capture the Red checker on square 9. Red knows the basic position play involved here.

1-5; 9-6!/2x9; 22-17! Draw

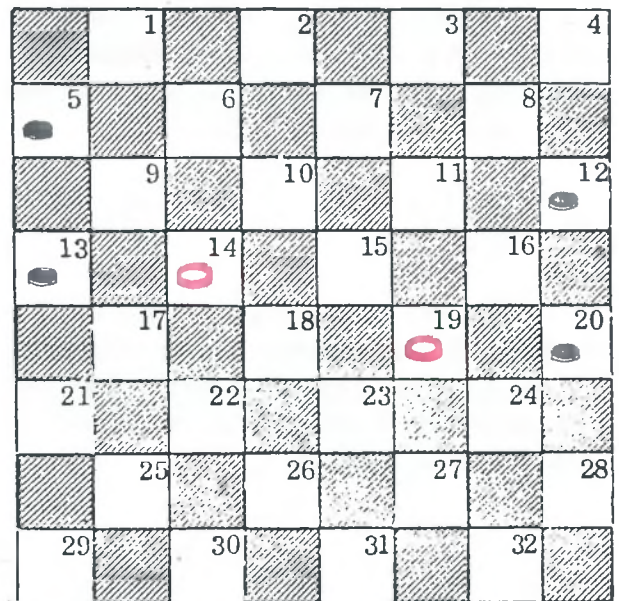


Diagram 9B
(B-M)

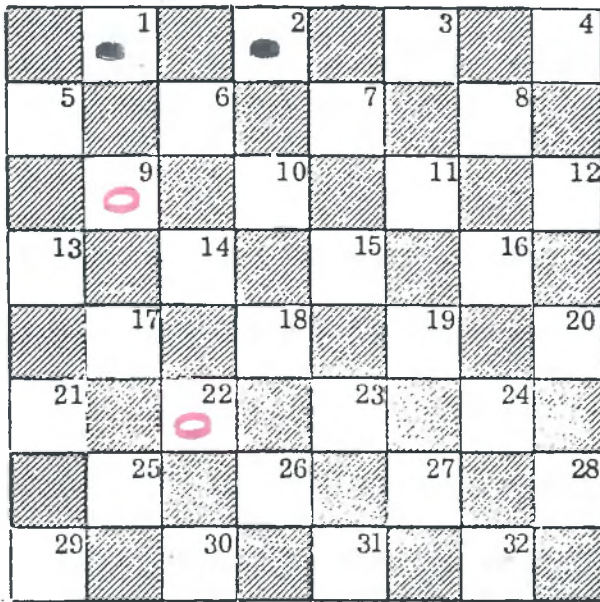


Diagram 10A
(R-M & Win)

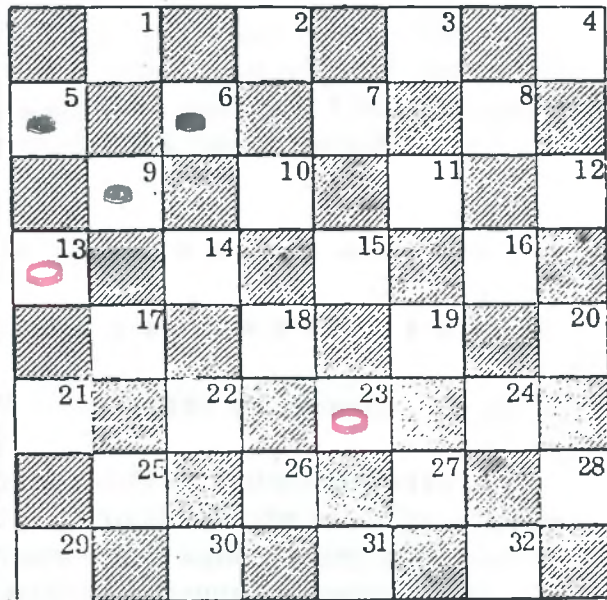


Diagram 10A: Another basic principle of position play. Red has only two men but he can win this one!

23-18!/6-10; 13x15 RW

Diagram 10B: As you can see, we are up to our old tricks. Basically, this one is the same as the previous one. Red wins this one as follows:

17-14!!!/18x9; 21-17/12-16;
26-23 RW

Now you can realize that the ability to identify basic principles in moderately complex or complex situations is just as important in this section as it was in the previous section.

Diagram 10B
(R-M & Win)

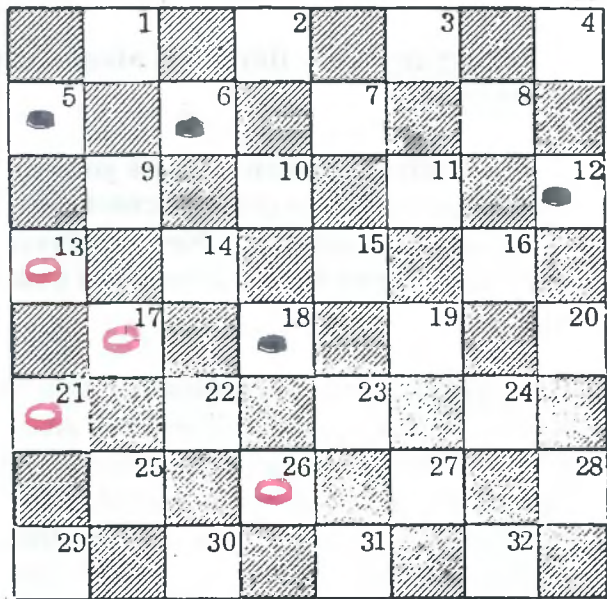


Diagram 10C
(B-M & RW)

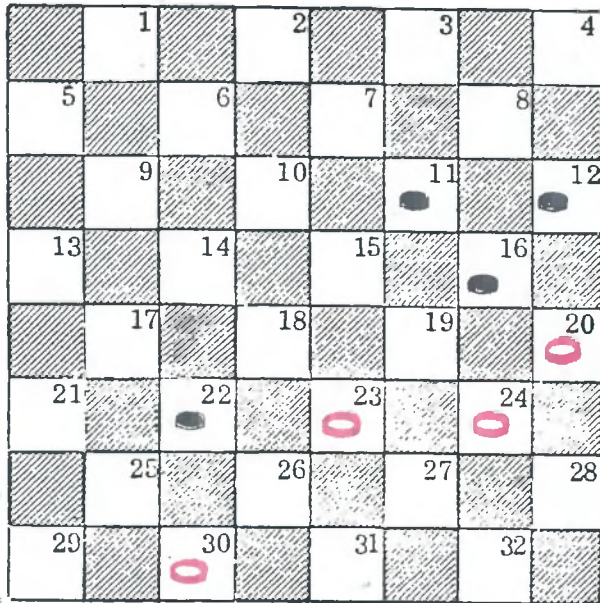


Diagram 11A
(R-M & Draw)

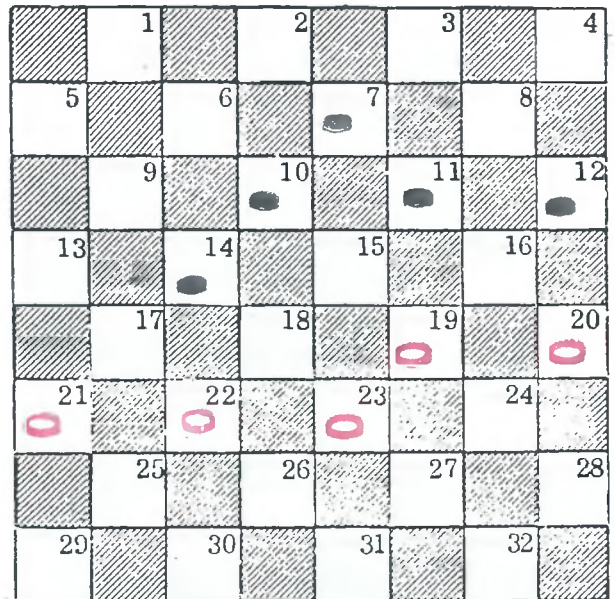


Diagram 10C: It is Black's move. Believe it or not, we have not changed anything fundamentally. We have just moved our play to the other side of the board to try to confuse you. Did we succeed? We did this to point out to you that problems of position, unlike shots, can appear in different areas of the board and still be in the same family. The same principles that appear in a position play on one side of the board can be duplicated almost exactly on the other side! Red wins this one.

Let's follow Red and see just what he has on his mind.

22-26; 23-19!!/16x23; 24-19!/23x16; 30x23 RW

Diagram 11A: It is really a rough-looking situation for Red, because Black seems to be developing a commanding positional advantage. It is Red's move and he will not "panic" and move (22-17) for a draw the hard way. As usual, our "hero" is just as relaxed as ever because he knows that there is a principle present here that involves sacrificing (giving away a checker) and, by the use of this principle, he can obtain a slight positional advantage and actually get a stronger draw than Black.

22-18!!/14-17; 21x14/10x17; 18-14!!/17x10; 23-18 Draw

Diagram 11B: Here is another identical principle of sacrificing. Only now, a win is possible for Red! If Red was ignorant of this basic principle, he would move 24-19 and get a very strong draw. But why take a strong draw when a win is possible? As indicated, it is Red's move and he is prepared to take full charge!

23-19!/15-18; 19-15/18x11; 24-19 RW

Diagram 11B
(R-M & Win)

Diagram 12A
(R-M & Win)

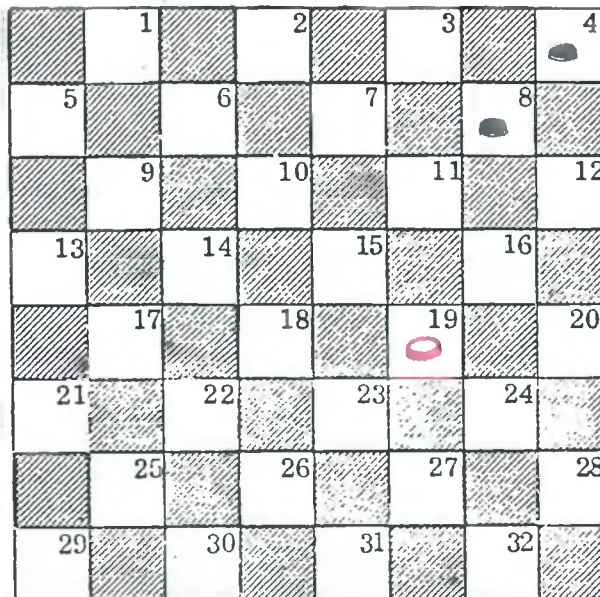
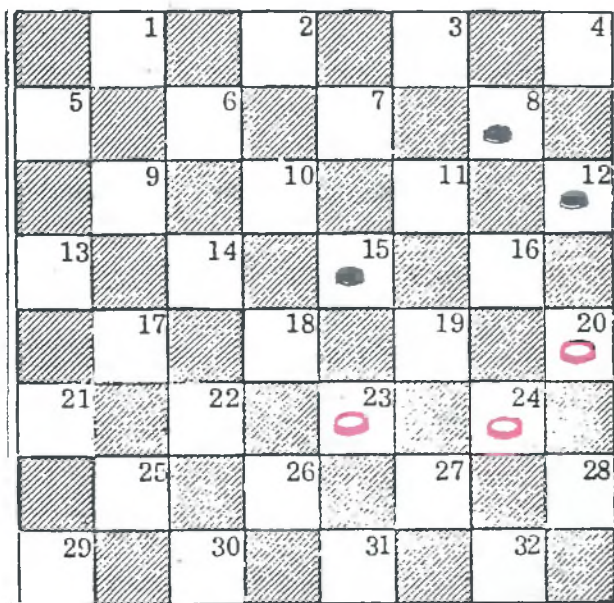


Diagram 12A: Red has only one man but he still wins by moving 19-16! This basic principle is very closely related to the principle illustrated in Diagrams 9A and 9B. It could probably be considered as a "first cousin".

Diagram 12B: Our "hero" (Red) is almost overcome with joy now. He is really thrilled because, although he lost a man to Black somewhere along the way, he can win this one! Of course, he realizes he must employ the same principle contained in Diagram 12A (and also the principle learned in the preceding section) in order to get a very beautiful win.

18-14!!/10x26; 30x16 RW

Diagram 12C: This is a real "monster" that Red has ready for Black. Although it is highly advanced and usually played only by the experts, it is introduced here in order to dramatically demonstrate our main theme. That theme, of course, is the absolute significance (as illustrated so well in the preceding section) of the ability to identify basic principles however complex the problem may be. Let's unmask this "monster" and then we can return to the same principle demonstrated in Diagrams 12A and 12C. Red can win this one in the following manner:

24-20!!! (27-23?, See Variation that follows.)/ 16-19 (if 8-11, then 27-23!);
27-24!!/19x28; 20-16/6-10; 14x7/8-11; 7-2!!/11x20; 2-11!! RW
Variation: 27-23?(32-28!!)/8-12!!!; 23-18 (or 32-27)/4-8!; 32-27/8-11!!!;
27-23/16-20; 24-19/12-16 (Also, 20-24! for draw shot); 19x12/20-24; 12-8!!!
 Draw

Diagram 12B
(R-M & Win)

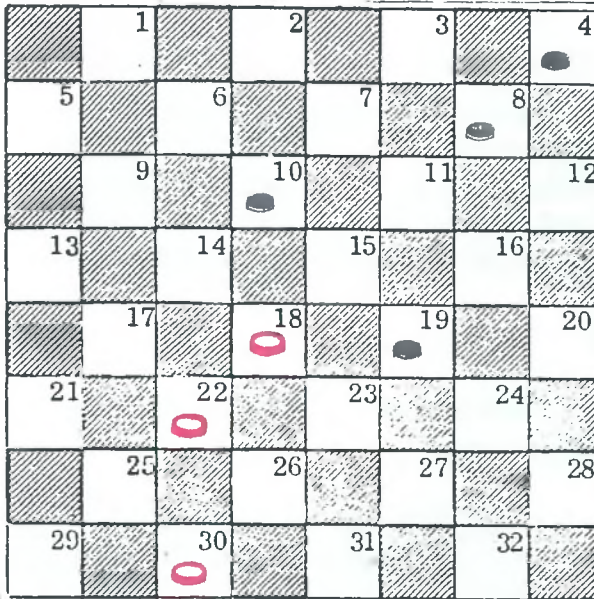


Diagram 12C
(R-M & Win)

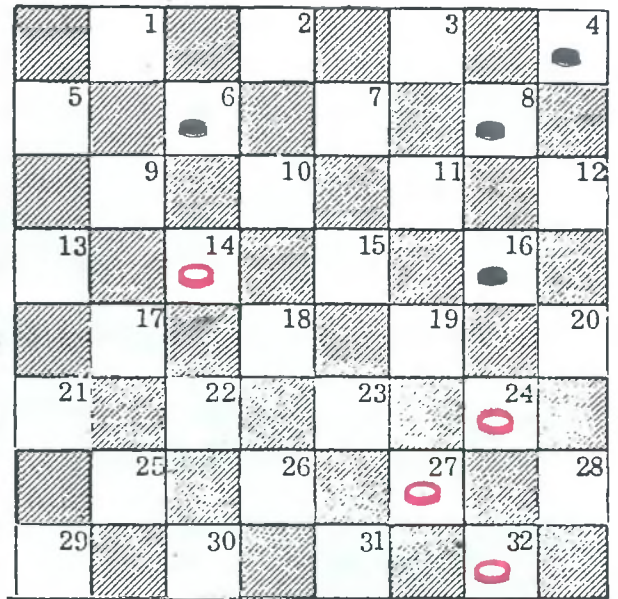


Diagram 13A
(R-M & Draw)

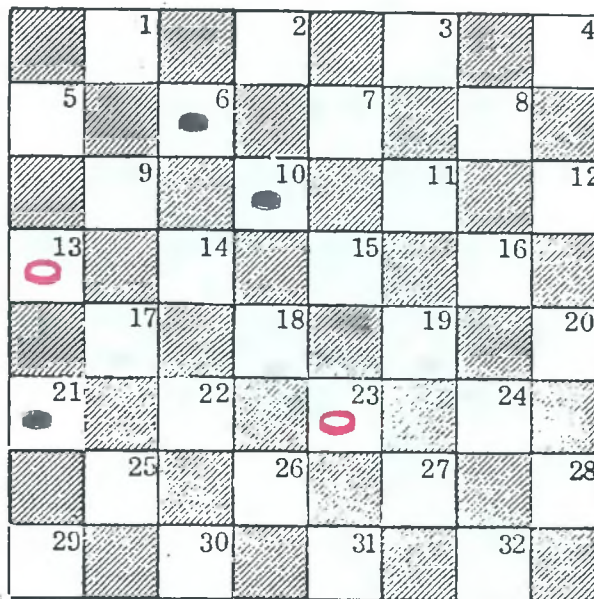


Diagram 13B
(R-M & Draw)

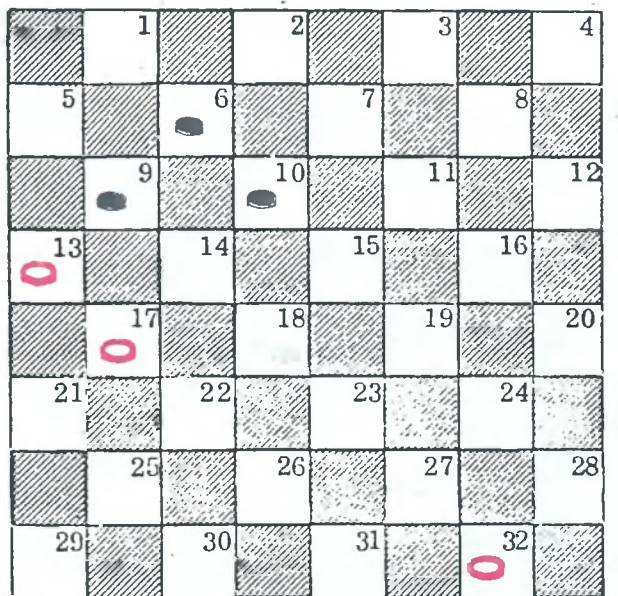


Diagram 13A: Another great basic principle. Learn it well! Red moves and draws, even though he has only two men!

23-18!!/21-25; 18-14/10x17; 13x29/6-10! (6-9??); 29-25/10-15; 25-22 Draw.

Diagram 13B: It is Red's move again. Did we really deceive you with our cute disguise? Well, let's remove the disguise, and then we can see that the principle involved here is the same as the principle in Diagram 13A! Our "hero", of course, has recognized this; therefore, he does not "panic" because Black enjoys a commanding position (or, at least, one that looks commanding) and is threatening Red's man on square 17. Let's watch how masterfully our "hero" (Red) handles this situation.

32-27!/9-14; 27-23!/14x21; 23-18 Draw

Diagram 14A: No matter who moves first, this is a draw. If Black goes 16-20, then Red goes 23-19. If Red moves first, 24-20, then Black, 15-19.

Diagram 14B: This is in the same family (as we have indicated), and it will result in a draw no matter who moves first. However, if Black moves first, Red has to be very cautious and apply the basic principle properly at this point or he will lose!

16-20; 21-17!! (23-19??)/ 14x21 (if 20x18, then 17x19 Draw); 23-19 Draw

Diagram 14A
(R-M & Draw)
(B-M & Draw)

Diagram 14B
(R-M & Draw)
(B-M & Draw)

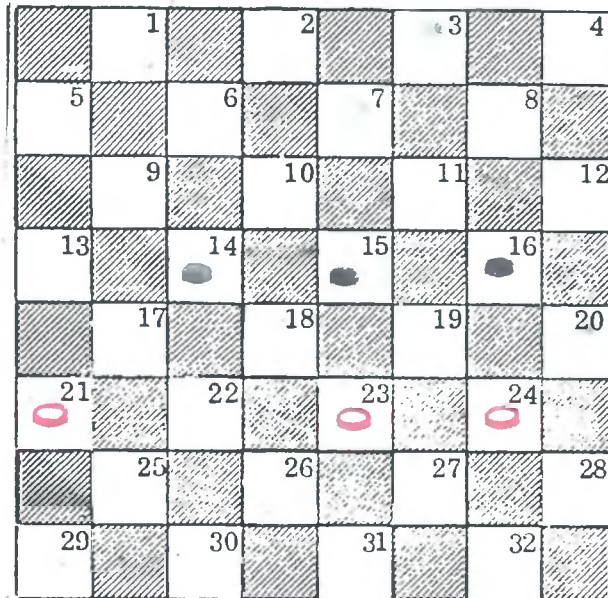
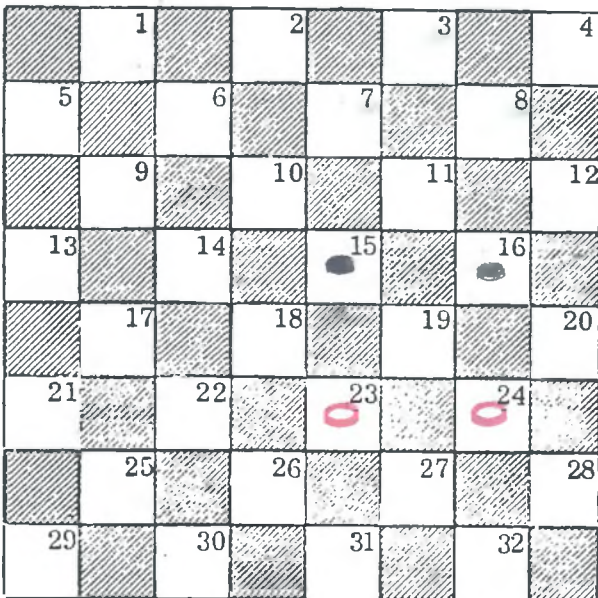


Diagram 15A
(R-M & Win)

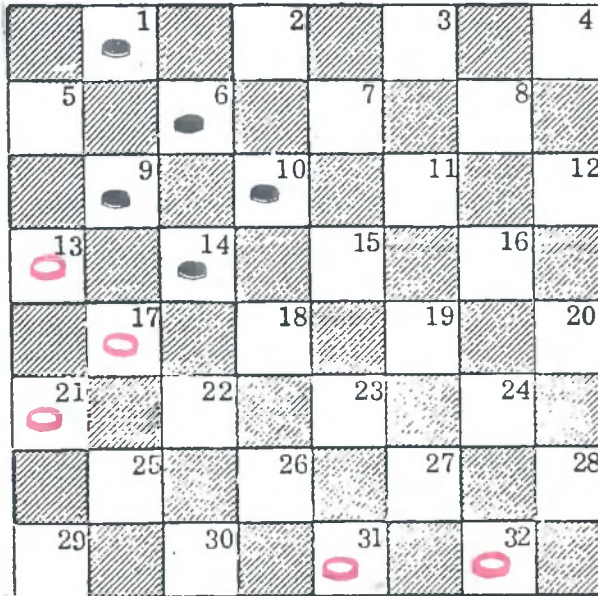


Diagram 15B
(R-M & Win)

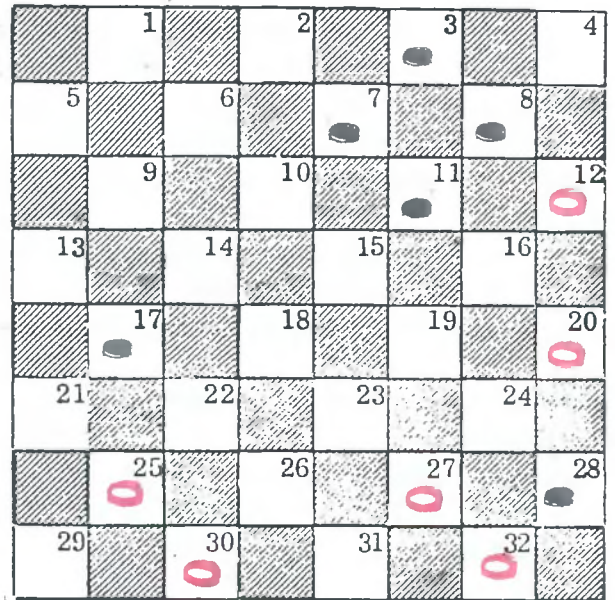


Diagram 15A: Here is another principle. Red wins this one no matter who has to move first. Pay very special attention that Red has used only three of his checkers to tie up all five of Black's checkers. Black must sooner or later move 14-18. Then Red will move 17-14/10-17; 13x15 and win.

Diagram 15B: A cursory inspection here would seem to indicate that there is no relationship between this and the preceding diagram. However, these diagrams are very much related. Naturally, at this stage of your development you would not be expected to immediately detect the fundamental similarity because we have "dressed up" the problem in Diagram 15A and simply moved it to another location.

An elementary shot is necessary here to set this up for Red and, after this, the similarity will become apparent to you. This is the last diagram in this series, and it illustrates brilliantly once again the importance of being able to recognize very basic principles in plays no matter where these plays appear on the board and no matter how they are disguised. Notice also how Red combines two basic principles in order to accomplish his objective. Again, Red ("our hero") triumphs in a very grand style.

27-24!/28x19; 25-22/17x26; 30x16 RW

*

Section 3: Elementary Principles of Timing

Timing ability is the ability to use your men (checkers) in such a manner that they can support each other in various ways to obtain either a win or a draw when the possibilities of doing so appear to be non-existent. This may involve making exchanges in order to give you the advantage of the move (which you normally would not have under those particular circumstances), or by sacrificing sometimes one, two and (in rare cases) three checkers to accomplish the desired results.

Often, a player may use timing principles with only one king (with or without the support of other checkers) because of its great maneuverability, and force a draw or a win when it appears almost impossible to do so.

It may or may not be entirely accurate to say that a knowledge of timing is more important than any other knowledge you can acquire in the game of American Pool Checkers. However, we can say, with a considerable degree of authority, that certainly nothing else is more important! Without timing ability, you can never really become proficient in this great game, even though you may have mastered hundreds of shots or position plays. Whenever there is a discussion of the real beauty of the game of American Pool Checkers, the subject of timing ability must be mentioned. It seems that the more we learn about this game and the longer we play, the more we realize that timing is really what the game is all about!

In this section, we will illustrate a few of the many elementary principles of timing. Study these well, and as soon as you feel you are reasonably familiar with them, then try to improvise other problems or plays where these principles can be effectively applied.

If you fail to make any significant progress with this section, do not be discouraged. Just keep trying! We expect that you will have some difficulty because timing is such an extremely precise and subtle science.

Diagram 16A: Red moves and wins. Red secures the necessary timing as follows:

13-9!! (This guarantees timing for Black's man on square 12.)/12-16; 32-27/
16-19; 9-5 RW

Diagram 16B: A beautiful example of the same basic principle of timing is now used again. Red could panic here and run for a draw. However, our "hero" is very calm because he has recognized that there is a fundamental principle present here. Yes, Red can win this one!

21-17!!!/9-14; 17x10/6x15; 13-9!!/15-19; 31-27 RW

As you can see, if Red did not have a knowledge of the elementary principle of timing involved here, he would be quite satisfied to settle for a draw!

Diagram 16A
(R-M & Win)

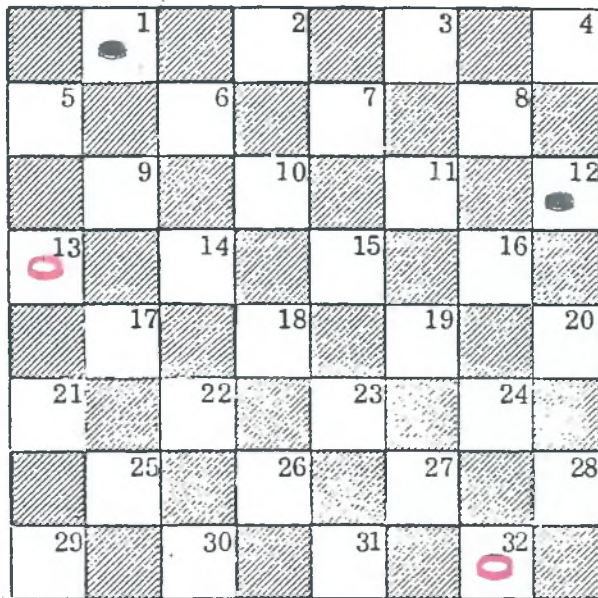


Diagram 16B
(R-M & Win)

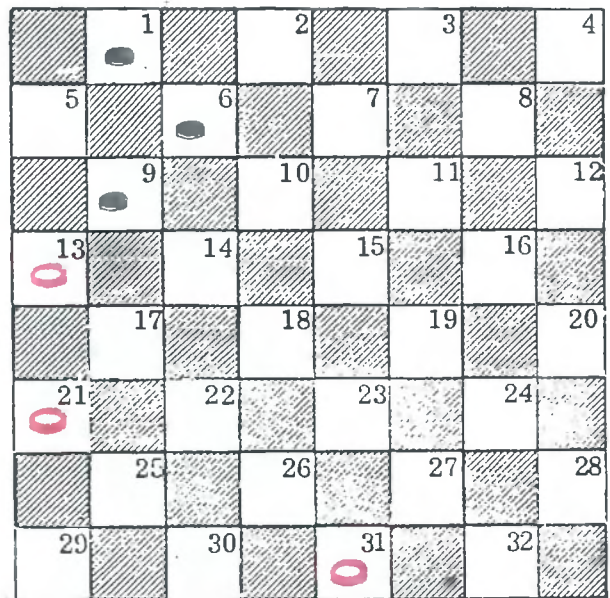


Diagram 17: The simple beauty in this one should be apparent at first glance. Red has maneuvered Black in such a manner that he (Red) can win whether it is his move or not! If Black moves first (4-8), Red makes an exchange by moving 28-24 and wins. If Red moves first, then:

32-27!/4-8; 28-24!!/8-11; 24-19 RW

Diagram 18: Red has an elementary shot here (as you have learned from Section 1) but he cannot win this one unless he applies an elementary principle of timing. If you think this is a simple win for Red (and it does appear to be) without the use of this timing principle, try it. You will be disappointed!

26-23!/19x17; 21x7/13-17; 7-3 (7-2, Draw)/17-22; 27-23!!/22-25; 3-8!! RW

Did you notice how we combined 2 principles to win this one for Red? First, we used an elementary shot and then an elementary principle of timing. You are on the road to becoming a skilled player when you can combine principles such as these to accomplish your objective. As we have indicated before, if you desire to become proficient in the game of American Pool Checkers, you must develop the ability to combine (not just two) all three principles effectively. These principles, of course, are: shots, position and timing.

This is comparable, in a way, to other sports where several combinations of skills are needed. In baseball, for example, a player cannot be considered to have reached the top in his profession unless he can hit, run, field and throw. The ability to combine these skills, when necessary, will determine his greatness.

Diagram 17
(RW)

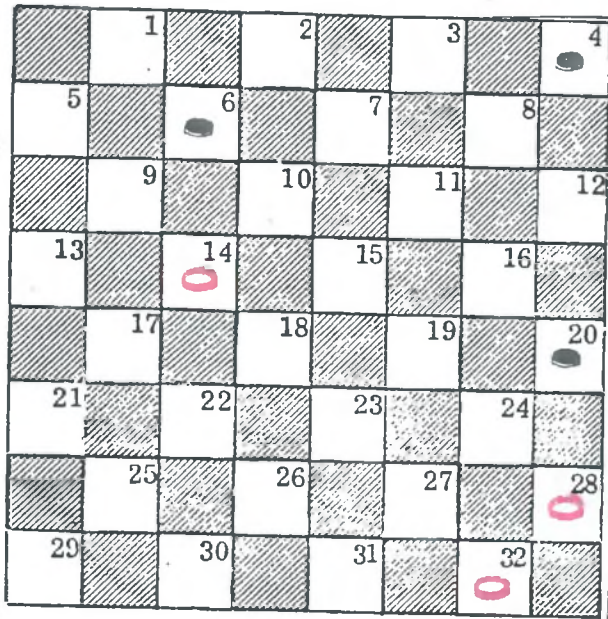


Diagram 18
(RW)

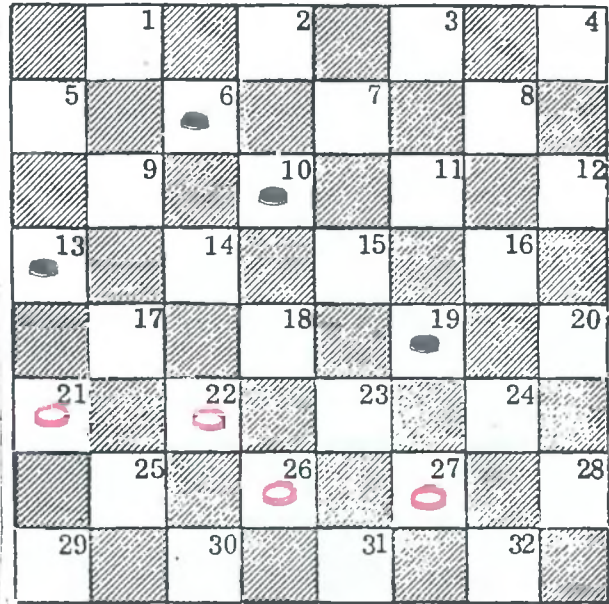


Diagram 19
(R-M & Win)

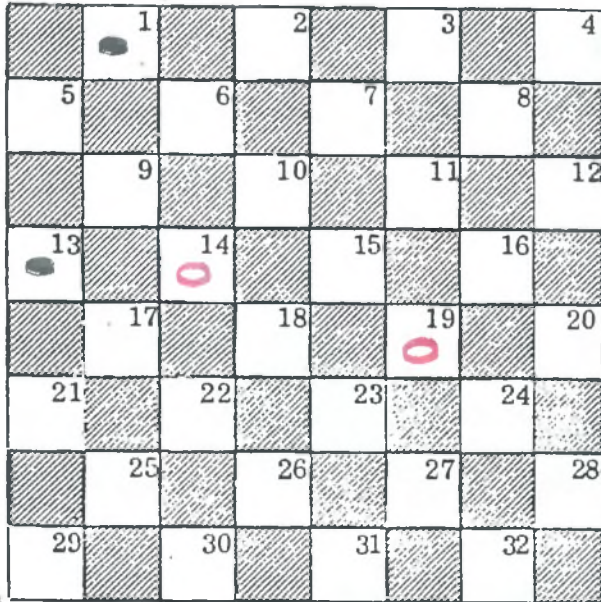


Diagram 20
(R-M & Win)

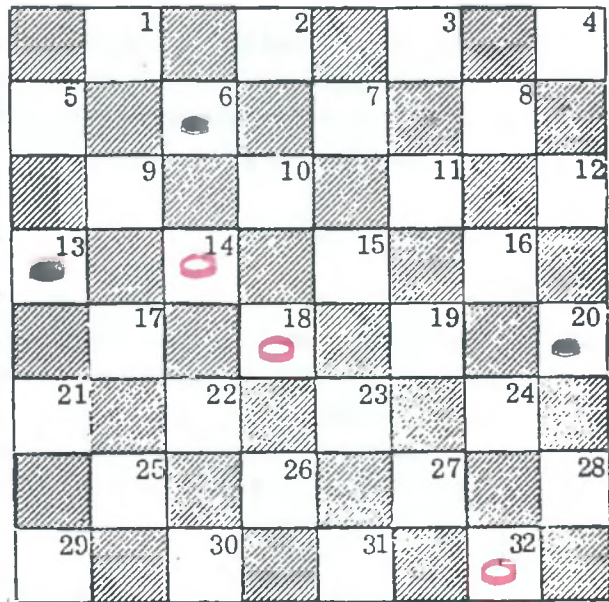


Diagram 19: Red has the move and has an almost complete control of the board. This looks like a simple win for Red but it is much more complex than it appears. If you don't think so, try it (before looking at the answer, of course), and you will be shocked! However, by using an elementary principle of timing, Red can defeat his opponent.

19-16!!!/1-6; 16-12!/6-9 (6-10? -- See variation below.); 14x5/13-17; 5-1/17-22; 1-19!!/22-25; 19-15 RW

Variation 6-10:

6-10?; 14x7/13-17;7-3!!/17-21 (17-22?, then 3-17 RW); 3-10!!/21-25; 10-15 RW

Diagram 20: This is another simple-looking win for Red, but "position", alone, can't get the job done. Red must have timing also. This one is certainly more complex than the problem in Diagram 19. You can be sure that this one is not as easy as it appears!

Red has the move here, and he also has an almost complete command of the board and, although this is a great advantage, Red will not win unless he can put ^{men} to work and make them support each other. This is another highly significant principle to remember. Unless Red can rally his "troops" properly, his opponent (Black) will get a sure draw.

32-28!!!/6-10; 14x7/13-17; 7-3/17-21; 3-12!!/21-25; 12-30!!!/25-29; 30-19! RW

Isn't this a really fascinating game? Now you can understand why we consider the title of this book, "The Amazing World of American Pool Checkers" (a title which was chosen after considering more than a dozen others) to be so singularly appropriate!

Diagram 21: This is another interesting principle of timing that should be studied well. This one has been illustrated in different forms by other authors.

20-16!!/13-17; 30-26 (30-25, Draw)/17-21; 26-22/8-11; 16x7/3x10; 22-17!! 21x14; 12-8/14-18; 8-3/10-15; 3-8 RW

Diagram 21
(R-M & Win)

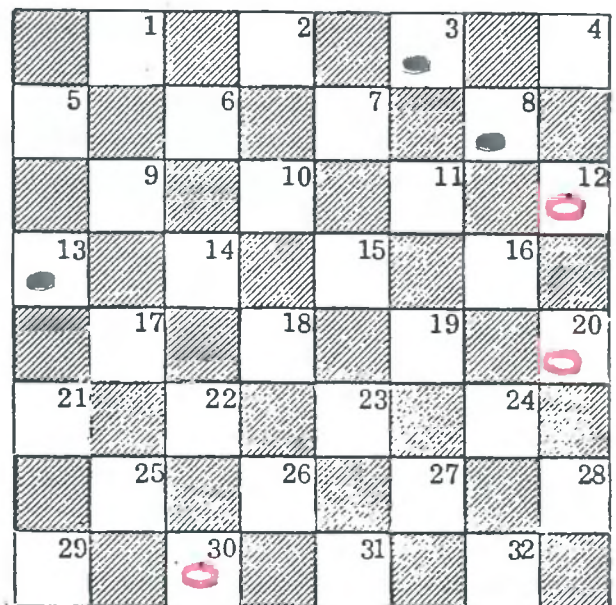


Diagram 22
(R-M & Win)

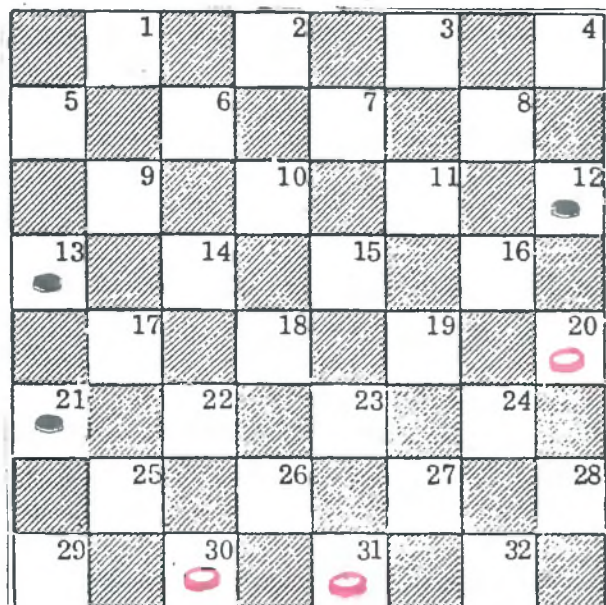


Diagram 23
(R-M & Win)

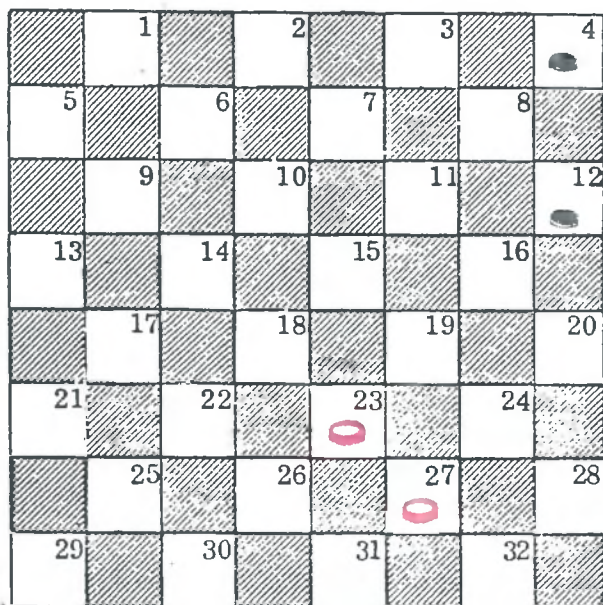


Diagram 22: As you have probably deduced, timing in the game of American Pool Checkers often involves making some very strange and seemingly absurd moves to get the job done. Our "hero" (Red) seems to be starting out very foolishly but do not worry about him because he has the situation under complete control. Just watch how he wins this one!

30-26!!!/12-16 (21-25? - See variation below.); 20x11/21-25; 26-22/25x18;
11-8/13-17; 8-4/17-22; 4-11 RW

Variation 21-25: 21-25?; then 20-16/12x19; 26-23/19x26; 31x29 RW

Diagram 23: This is the last one in this series of diagrams on timing. There are many more--and some are considerably more intricate, but we feel we have presented enough to stimulate your mind or arouse your imagination. As we have said before, if we can do this, then we will have accomplished the main purpose of this book!

Our "hero" (Red), as you can see, has positional command of the board and it is his move. Can he win? Yes, he can! However, in order to do so he must use absolutely perfect timing. Don't be dismayed if you can't solve this one because some of the masters will not solve it either. This problem is being introduced at this time to demonstrate dramatically an important point. Do not take it for granted that you can either win or draw (as the case may be) simply because you appear to have command of the board. As strange as it may seem, Red has only one way to win this one, and he is smart enough to realize what he must do here.

CHAPTER II: Basic Plays Involving Kings (Including "The Special")

This is another chapter which we are presenting especially for the novice or amateur player. However, the more seasoned player might do well to take a "refresher course" at this time to ascertain whether or not he really has a comprehensive knowledge of all the principles illustrated in this chapter.

Diagram 1: Three Kings Against One King, with This Lone King on the "Mason". (The "Mason" or "Mason-Dixon Line", as it is sometimes called, is the long diagonal line extending from square 29 to square 4.)

Black cannot force a win here unless Red foolishly moves to square 11 or square 4, giving Black the opportunity to win by moving from 10 to 15. This is an easy one for Red to draw. All Red has to do is stay alert and move back and forth on this long diagonal, occupying only squares 29, 25, 8 or 4!

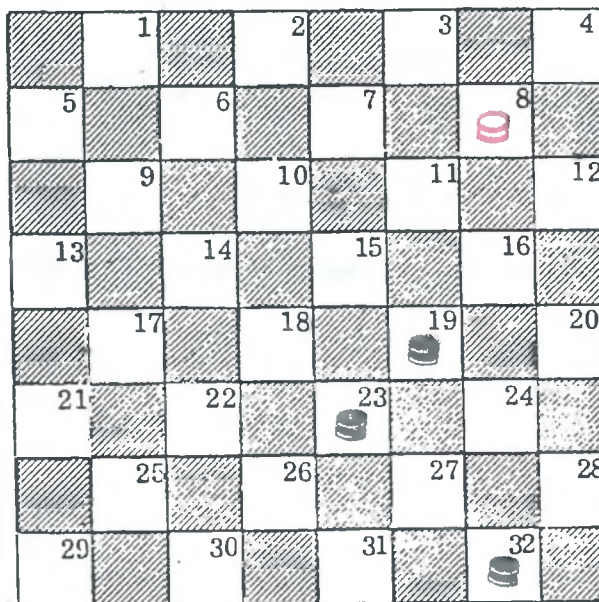
* * * * *

Diagram 2: "The Special" is one of the real "classics" in the game of American Pool Checkers. Learning this well is, of course, an absolute necessity!

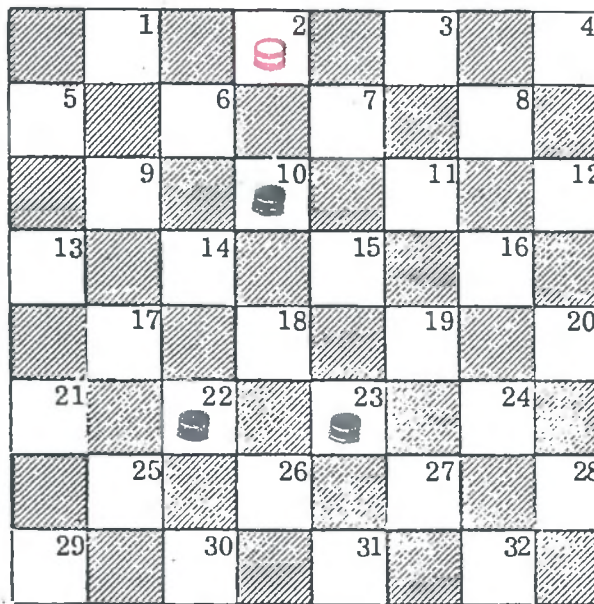
When the lone king is not on the long diagonal line ("Mason Line"), the three kings that are trying to capture this lone king can do so by using "The Special" and forcing a win. However, such a win must be accomplished by the three kings in not more than 12 moves or the game is considered to be a draw. If the lone king can make 13 moves, counting any jumping he may do (and each jump by the lone king is considered an actual move!), the game is a draw.

One form of the winning position the three kings must develop is shown in Diagram 2. If it is Red's move, Black wins in the following manner:

Diagram 1

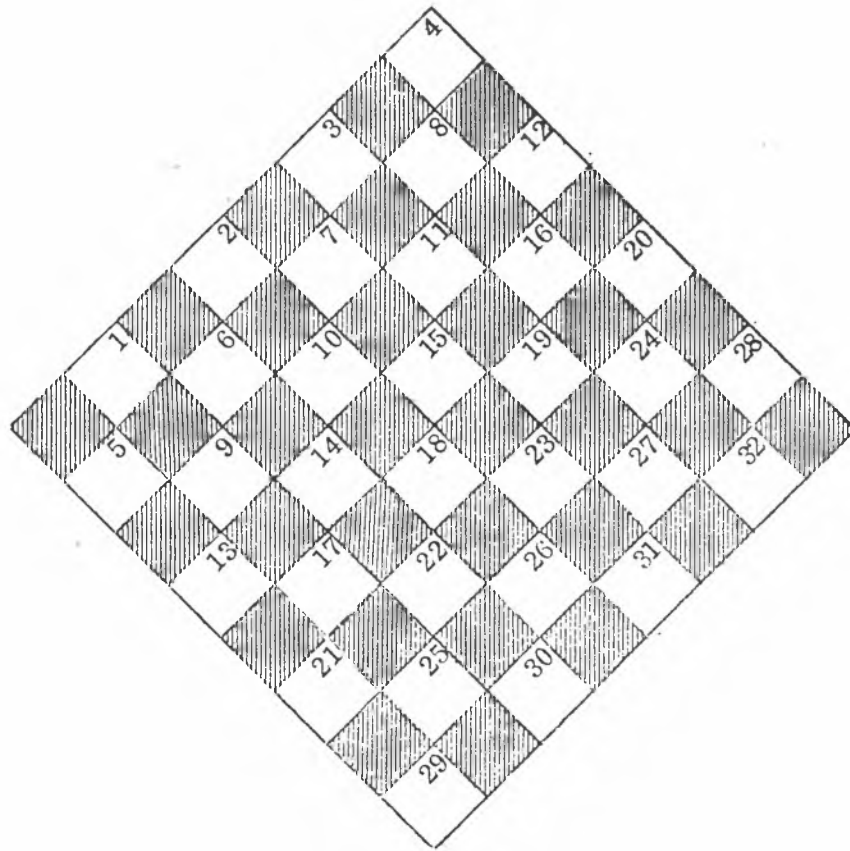


"The Special"
Diagram 2



THE AMAZING WORLD
OF
AMERICAN POOL CHECKERS

- - CHAPTER II - -



BASIC PLAYS INVOLVING KINGS
(INCLUDING "THE SPECIAL")

Diag. 2, "The Special" (contd.):

- (a) ...2-20/10-17; 20-24 (if 20-2, then 23-9 BW)/23-7 BW
- (b) ...2-13/10-17; 13-6/23-9 BW

If it is Black's move, he still moves 10-17 and then follows the same procedure.

The other three winning positions Black can use are as follows:

- (a) Black on squares 19, 14 and 22; Red on square 20.
- (b) Black on squares 23, 10 and 11; Red on square 31.
- (c) Black on squares 19, 14 and 11; Red on square 13.

In all cases, Black should occupy all the major diagonal lines: 29-4, 32-5, 28-1, 21-3 and 30-12.

Red can use delaying tactics by occupying one of the double lines, either the diagonal line 32-5 or the diagonal line 28-1.

For example: Black is occupying squares 25, 11 and 8; Red is on square 5. The play now goes as follows:

1. 11-15; 5-32 (if 5-1, then 15-6! BW)
2. 15-1; 32-5
3. 8-15! (double protection of diagonal line, 1-28); 5-14. Note, if Red moves 5-32, then Black moves 1-5 and wins.
4. 1-5; 14-21
5. 25-29; 21-17
6. 15-19; 17-7
7. 5-23; 7-17 (7-3? or 7-21?, then Black moves 29-8 or 29-25 and wins);
8. 29-11; 17-13
9. 23-14 BW

There is another different and "flashy" form of this play which is called "The New Special". However, the actual need for "The New Special" (in order to save a move) has been proven to be extraordinarily rare. Therefore, in view of this, we are giving neither a verbal nor a diagrammatic explanation of this play.

Diagram 3: Two Kings vs. Four Kings

If you have two kings and your opponent has four kings (or is in a position to get four kings), follow Red's idea demonstrated in this diagram. Red has occupied each of the twin diagonal lines (5-32 and 1-28), making it impossible for Black to force a win. When moving, Red should occupy only squares 28-1 and 32-5, forcing a draw!

Diagram 3

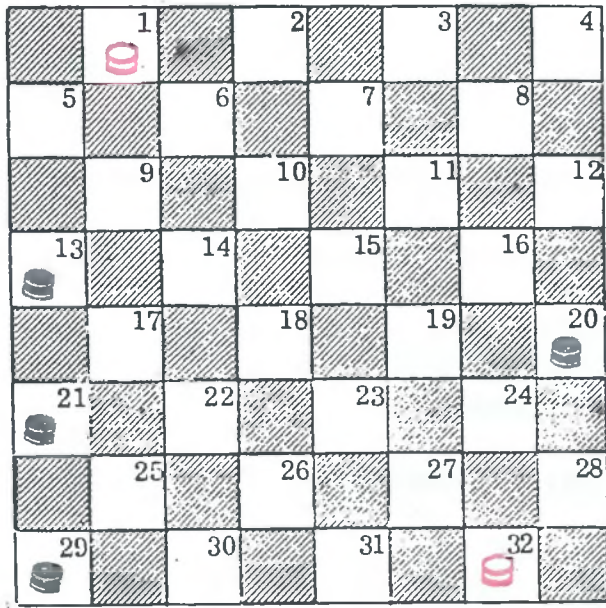


Diagram 4

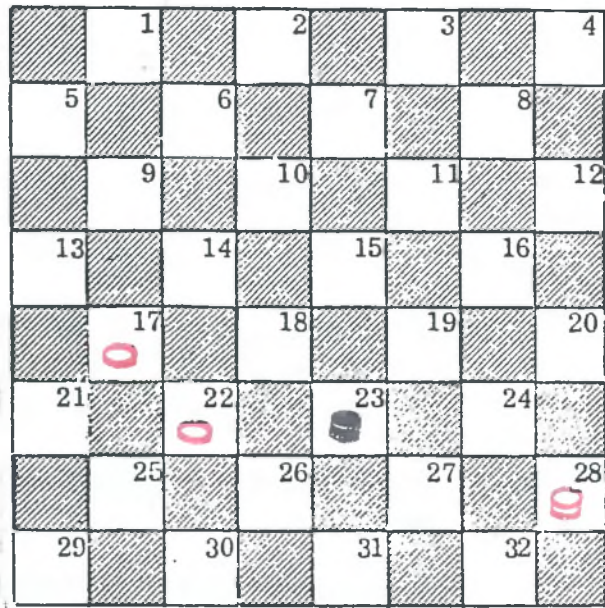


Diagram 4: This is a very scientific draw, and one that is very often played improperly by skilled players.

Although Black can force a draw (by moving first 23-9!!), he has to be cautious because Red has several ways of setting traps, a few of which are described below:

- (a) If 23-32; 17-13!/32-14; 28-32/14-7; 32-18!!/7-10 (if 7-2; 18-15! RW); 13-9/10-14?; 18-32 RW
- (b) If 23-27; 28-32!/27-20; 32-27 RW
- (c) If 23-5; 28-32/5-1; 22-18 RW

We will now demonstrate the correct way for Black to draw:

23-9!!!; 28-32/9-13; 32-27/13-2; 27-23 (if 17-13 or 17-14 -- See variations below.) / 2-7!; 17-13/7-11!; 23-18/11-7! (if 18-15?, then 7-14! Draw); 13-9?/7-2!!!; 9-5/2-13 Draw

1. Variation 17-13: If 17-13/2-11!; 27-18/11-7; 13-9/7-2; 9-5/2-13 Draw
2. Variation 17-14: If 17-14/2-20!! (2-7??) (If Black moves 2-11??, then 27-18!/11-2; 22-17!/2-13; 18-22 RW)

...27-23?/20-7!!!; 14-9/7-11!; 23-18/11-2; 9-5/2-13 Draw

Diagram 5

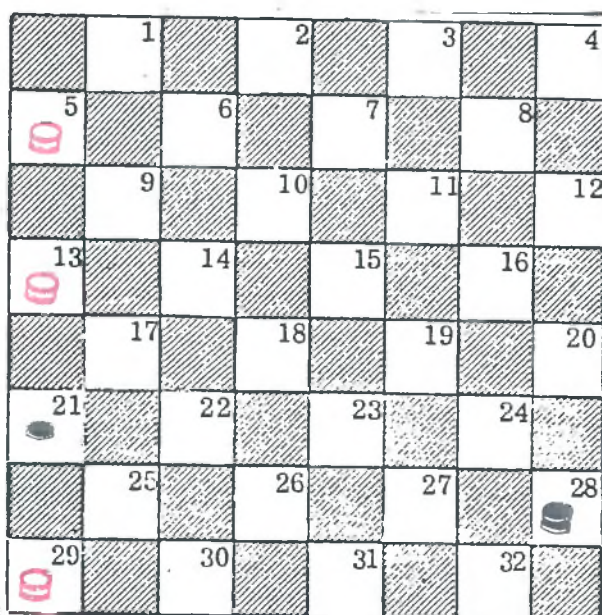
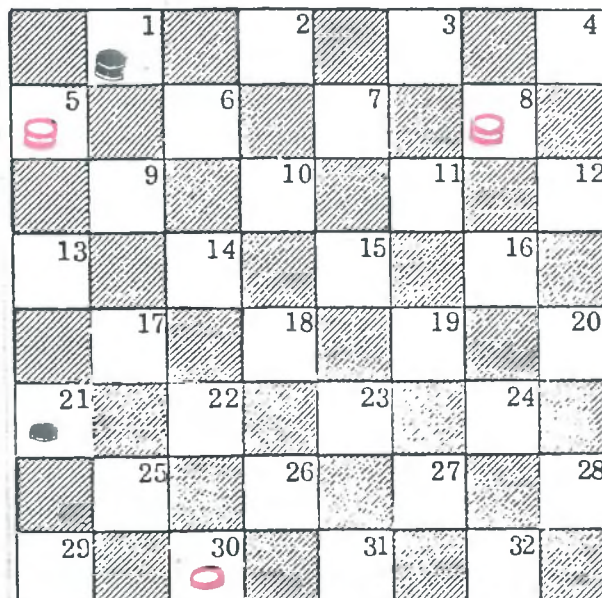


Diagram 6

Diagram 5: Three Kings Against One King and One Single Man

Whenever you have three kings and your opponent has one king and one single man, you must "wrap" your three kings around the single man in such a manner that you can force your opponent to sacrifice. Then, of course, you can use "The Special" to win. (All of this presupposes that at least one of your three kings is in control of the "Mason Line".)

If your opponent's single man is not imprisoned on the other side of the "Mason Line", then you must guard against this single man advancing to square 28 and forcing a draw or making a win extremely more difficult.

Diagram 5 shows one of several ways to set a trap to either win instantly by making your opponent's single man work against him, permitting you to capture his king. When the play reaches such a stage, your opponent (as we have said before) must sacrifice his single man and then, of course, he will succumb to "The Special". It is Black's move, so let's see some of the tricks Red can employ:

28-1 (if 28-24 or 28-19; 13-17! RW); 5-14!/1-5 (1-19? then 29-15 RW);
13-22! RW

Diagram 6: One Single Man on Square 21 (Imprisoned on the Other Side of the Mason Line) and One King -- Against Two Kings and One Single Man on Square 30.

This game can be won by Red but he will have to proceed with great care or Black will force a draw.

Diag. 6 (contd.):

There are several ways to force a win in this type of a situation. However, we will deal with one of the simpler but highly effective methods (as indicated in our diagram).

1-10!; 30-26!/10-7 (if 10-19? or 10-3? -- See variations below.); 26-23!/7-10; 8-29!/10-24; 23-18 RW

1. Variation 10-19: 10-19?; 8-12/19x30; 5-23 RW
2. Variation 10-3: 10-3?; 8-22!!!/3-12; 5-23!/12-3; 23-14/3x17; 22x13/21-25; 26-22 RW

Diagram 7: Here is another play you may be confronted with on infrequent occasions. If it is Black's move, he can force a draw immediately by sacrificing the single man on square 12. However, if it is Red's move, Black loses--even though Red has only one king and Black has control of the long diagonal ("Mason Line")!

Let's see how Red handles this situation.

20-16!!!/29-4 (if 29-22, 29-18 or 29-8 -- then 19-28! RW); 21-17/4-29; 17-13/29-4; 13-9/4-29; 9-5/29-4; 5-1/4-29; 1-5/29-4; 5-32/4-29; 32-28!!!/29-4; 16-11 RW

Whenever you find yourself in the situation that Black is in, always sacrifice your single man immediately! Then the game is generally conceded to be a draw.

Diagram 7

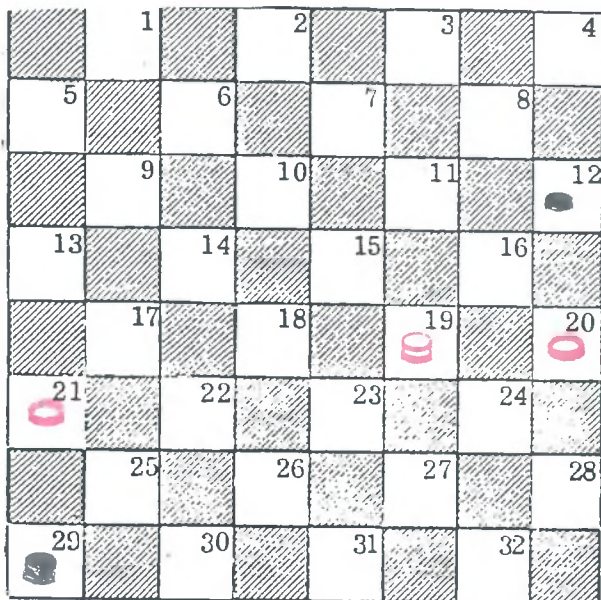


Diagram 8

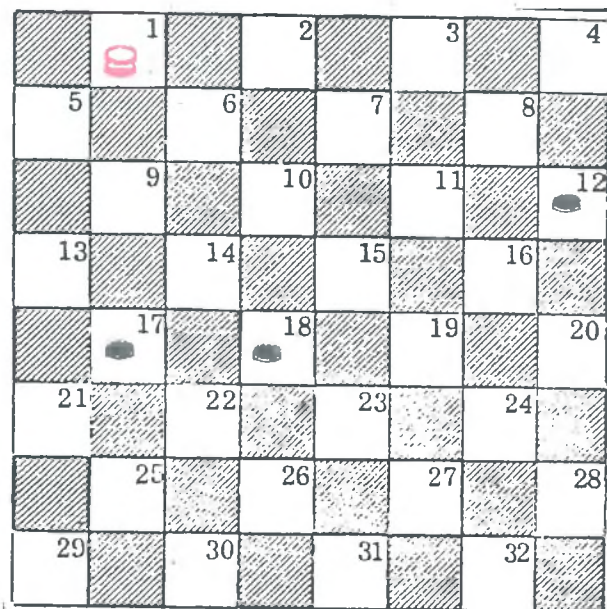


Diagram 8: Since the king has such great maneuverability, he can occasionally draw games that, on the surface, appear hopeless. This type of situation appears in Diagram 8, and is just one of many of this kind. There appears to be absolutely no way of avoiding defeat by "The Special".

This appears to be a sure loss for Red because there does not seem to be a way to get the "Mason Line" or to steal one of Black's men. Red knows that he must do either one or the other (get the "Mason" or steal) in order to have a chance for a draw.

Does Red really have a chance to draw? He certainly does provided he has some knowledge of the beautiful principle of timing that is required. Incidentally, it is not Red's move but he still can draw! We know this seems highly improbable or even incredible, more so than it seemed earlier since you now know that Red doesn't even have the advantage of the first move!

Let's proceed with our spectacular draw, while fully considering all the moves that Black has.

- 1) 17-22; 1-5! DRAW
- 2) 18-22; 1-15! DRAW
- 3) 12-16; 1-24!!/16-20 (17-21?, See Note Below); 24-27!!/18-22; 27-31 DRAW

Note: 17-21?; 24-20!/16-19; 20-11 DRAW

- 4) 17-21!; 1-24!! (or 1-6!!)/18-22 (12-16? or 21-25?, See Notes Below); 24-15!/21-25; 15-19!!/25-30 (25-29?; 19-30! DRAW); 19-15!/30-25; 15-19!/25-21; 19-15! DRAW

Notes:

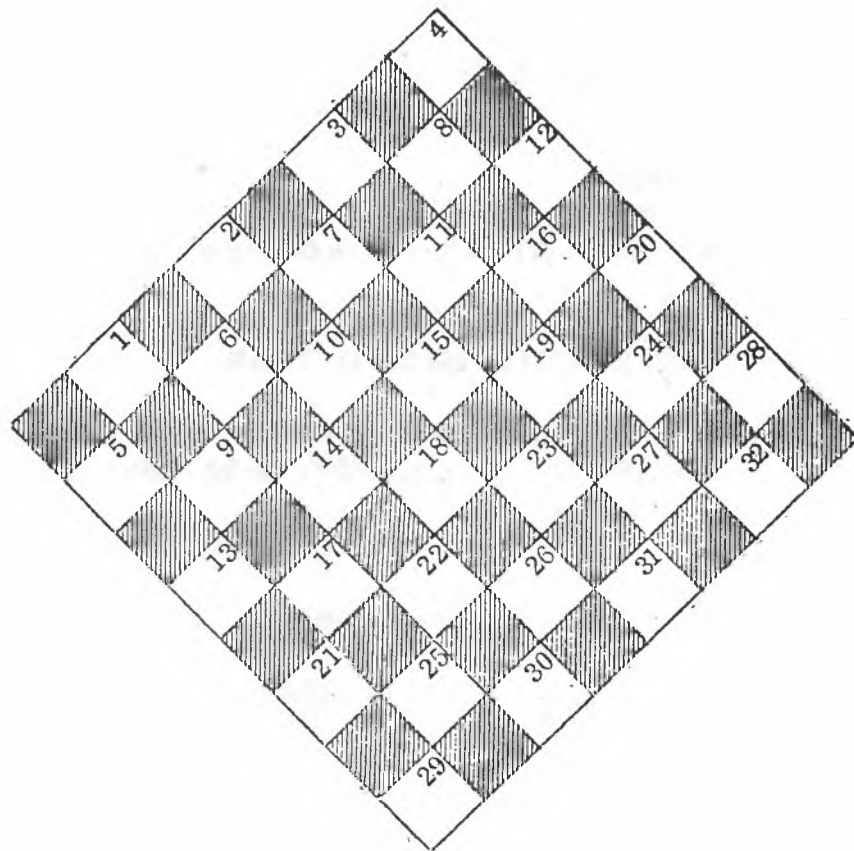
a) 12-16?; 24-20!/16-19; 20-11 DRAW

b) 21-25?; 24-27!/18-22; 27-31! DRAW

THE AMAZING WORLD
OF
AMERICAN POOL CHECKERS

-- CHAPTER III --

(THE GAMES CHAPTER)



SECTION 1: A THOROUGH TREATMENT
OF "11-16" OPENINGS

SECTION 2: A THOROUGH TREATMENT
OF "11-15" OPENINGS

SECTION 3: A STUDY OF AMAZING
ENDGAMES

CHAPTER III: The Games Chapter

Section 1: A Thorough Treatment of "11-16" Openings

Section 2: A Thorough Treatment of "11-15" Openings

Section 3: A Study of Amazing Endgames

Chapter III is a very advanced chapter which will, no doubt, have a great appeal to the Class "A" or skilled player. We feel, however, that we must "carry" the amateur player along with us, and it is our earnest desire that he understand our "message" also, at least in some appreciable degree. Therefore, clarity throughout this chapter has been foremost in our minds. As a matter of fact, clarity might well be considered the "hallmark" of the entire book!

Sections 1 and 2 deal only with "11-16" and "11-15" openings because of their great effectiveness and extraordinary popularity. It would not be feasible to include all possible openings and all possible variations to these openings because this information would be too voluminous to be put between the covers of one book! Instead, we preferred to present, with exhaustive treatment, the "11-16" and "11-15" openings only, rather than present "token" information on all of the openings.

With regard to the foregoing, we should like to emphasize that we do not intend to suggest, inferentially, that our knowledge of the game of American Pool Checkers is complete or nearly complete. We have acquired a considerable amount of knowledge as a result of years of experience and research; however, we also feel that, conceivably, there is much that we do not know.

The European experts, particularly the Russian Grandmasters, have made exceptional progress in a form of checkers which is comparable to ours, except for the important principle of the "Flying King". These Grandmasters have published a number of outstanding books which have been for years and still are available in this Country. Contrary to what some of our players believe, even the knowledge of these Russian experts is by no means complete!! However, it must be conceded that these experts have attained a degree of excellence which seems to be almost phenomenal, and they are to be commended for the great inspirational effect this has had on the players in America.

Incidentally, it might be interesting to add that this "Flying King" principle is a very significant dissimilarity. In fact, it is so significant that a good portion of the methods of these foreign experts is entirely inapplicable to the style of play here in our Country.

Section 3 contains selections of some of the most magnificent endgame problems to be found anywhere. These problems contain many important and dynamic principles which you will find to be very practical and highly educational. We recommend that you study this section thoroughly.

CHAPTER III: The Games Chapter (contd.)

In connection with Chapter III, we must emphasize strongly that it is important to develop "transposition ability". This is simply the ability to transpose moves so that you can bring up identical variations or endgames from games with openings that are different. In other words, if you are not very familiar with the line of play your opponent is pursuing, you may very often be able to "transpose" moves or maneuver your opponent around to the line of play or variations that you feel you can handle more effectively! This is what "transposition ability" is all about. Needless, to say, this ability is a very powerful "weapon" to have in your "arsenal"!

In Chapter III, you will find that a number of variations or endgames that you usually associate with an "11-16" opening may appear in "11-15" games, and vice versa. Hence, you should remember that if the variation or endgame you are interested in is not in one section, it is quite possible that it can be found in the other section.

— IMPORTANT —

* * * * *

HAVE YOU THOROUGHLY MEMORIZED THE SYMBOLS SHOWN ON PAGE 1?

* * * * *

IF NOT, PLEASE DO SO BEFORE STUDYING THIS CHAPTER!!

* * * * *

CHAPTER III: The Games Chapter (contd.)

Section 1: "11-16" Openings

Series (A): 11-16; 22-17/9-14; 25-22/8-11

GAME 1 (Contains Index to Games 2 through 7)

11-16	16-20?? (14-18!) B
22-17	26-22!!
9-14	11-16 (6-9 - See Var. 1)
25-22	24-19
8-11 (16-19?) A	7-11 (8-11??/27-24!) RW
22-18! (24-20 - See Game 2)	28-24!!
(24-19! - " " 3)	6-9
(29-25! - " " 4)	17-13
(17-13! - " " 5)	
4-8	11-15
18x9	13x6
	2x9
5x14	23-18 RED WINS
29-25? (23-19! - See Game 6)	
(24-19! - " " 7)	

Remarks: A. -- 16-19?; 24x15/10x19; 23x16/12x19; 17x10/6x15? (or 7x14?; 22-18!/14x23; 27x18); 30-25!!/1-6; 22-18!/15x22; 25 x 18!

As you can see, Black's whole game is slightly cramped (no matter how he jumps) and he has a tricky job to do in trying to protect his man on square 19! This game is, of course, excellent for Red but it is not recommended for Black.

B. -- 14-18!; 23x14/16-19! (Black's position is ~~better~~ now. In fact, it is preferred!)

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Variation 1: 6-9?

6-9? (1-5??; 24-19!!)	2-6	20x18
17-13!	23-18!	21-17! (30-26??) B
10-15	14x23	15x24
13x6	26x19!	22x13 RED WINS
1x10 (2x9??) A	6-9	
31-26!!	27-23!	

CHAPTER III: Sec. 1: "11-16" Openings; Game 1 (contd.)

Variation 1: (contd.)

Remarks: A. -- 2x9??; 22-17!!/7-10; 17-13/3-7; (1-5?? or 1-6??); 13x6/
14-18; 23x14/10x17; 21x14/1x17; 24-19!!/15x24; 28x19/
17-21 (7-10?, See note below.); 19-15!/11x18; 27-24! RW

Note: 7-10?; 19-16!!/12x19; 25-22! RW

B. -- 30-26??/15x24; 22x13/11-16!; 28x19/16x30; 13-9/30-19 BW

GAME 2

11-16	8-12!	6x31
22-17	26-22! (31-27??) B	25-22!
9-14	19x26	31x17
25-22	30x23	13x22! (21x14??)
8-11	16-20!! (16-19) C	3-8!
24-20 (Enter Game 2)	31-27!	22-18
16-19	2-7	8-11
23x16	28-24! (23-19??) D	21-17
12x19	7-11!	11-16
17-13? (29-25!)	22-18!	17-14
11-16! (14-17, Var. 1)	12-16!!	16-19
20x11	32-28!! (25-22??, Var. 4), (24-19??/10-15!!)	14-9
7x16	11-15!	7-11
22-17	18x11	9-6!
5-9!!	16x7	1x10
29-25	24-19!! (23-19?? or 25-22??)	28-24!! DRAW
4-8	14-18	
27-23! (27-24!, Var. 2)	23x5	
(26-23, Var. 3)	10-14!	
(25-22?) A	17x10	

Remarks: A. -- 25-22?/2-7!; 27-23?/8-12!!!; 31-27 (22-18?? or 32-27??,
See note below.)/7-11!! BLACK WINS

Note: 22-18??/16-20!; 23x16/14x23!; 26x19/20x11. Red now
must defend man on square 19, giving Black a very
great advantage! (If 32-27?!, then 3-8!!)

CHAPTER III: Sec. 1: "11-16" Openings; Game 2 (contd.)

Remarks: (contd.)

- B. -- 31-27??/10-15!!!; 17x10/19-24!! BLACK WINS
- C. -- 16-19; 23x16/12x19; 31-26/10-15!; 17x10/19-23!; 26x19/15x24; 28x19/6x24; 13x6/1x10! DRAW
- D. -- 23-19?? (See note below.)/12-16!!!; 16x12/10-15; 17x19/3-8 BLACK WINS

Note: It is interesting to note that if the "flying king" principle were used, Red would win with 23-19!

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Variation 1: 14-17

14-17	8-12	6-9
21x14	27-24 (25-22?)	14-10
10x17	16-20	9-14
27-23	24x15	10x17
11-16	6-9	21x14
20x11	13x6	30-25
7x16	1x19	20-24
22-18	23x16	25-21
17-21	12x19	At this point, Black's position is strongly preferred!
29-25	18-14	
4-8	2-6	
32-27	25-22! (31-27?)	

- - - - -

Variation 2: 27-24!

27-24	2x9!	16x23
8-12!	25-22	17-13!
24x15	3-7	7-11!
	22-18 (31-27?) A (32-27?)	13x6
10x19	15x22	1x10!
17x10	26x17	21-17
6x15	19-24!!	11-15!
13x6	28x19	31-27

CHAPTER III: Sec. 1: "11-16" Openings; Game 2, Variation 2 (contd.)

Variation 2: 27-24! (contd.)

15-18	16-20!
27-24	19x26
12-16!	18-22 DRAW
24-19	

Remarks: A. -- 31-27?/1-5!; 22-17/7-10!; 17-14/10x17; 21x14/9x18; 26-23
19x26; 30x14/16-19 BLACK WINS

- - - - -

Variation 3: 26-23

26-23	11-15	8-11!!
19x26	23-19	15x8
30x23	3-8!! (14-18?)	14-18!!
	26-23	23x7
8-12!	15-18!!!	30x10 BLACK
31-26	22x15	WINS
2-7	1-5!!	
25-22 (26-22!) A	19-16	
7-11!	12x26!	
28-24	24-19	
16-20	26-30	
32-28!	27-23	

Remarks: A. -- 26-22!/7-11!; 28-24/16-20; 22-18/12-16!!!; 32-28! Note:
This is the identical position as it is in Game 2 at this stage.
Please refer to Game 2 for completion.

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Variation 4: 25-22??

25-22??	7-11	11-16!
11-15!	24-19	18-15
18x11	3-8! (10-15?)	1-5
	32-28 (19-16??/8-12!)	15-11
16x7	8-12	16x7
22-18 (24-19??) A	28-24	19-15

CHAPTER III: Sec. 1: "11-16" Openings; Game 2, Variation 4 (contd.)

Variation 4: 25-22 ?? (contd.)

10x26!!	31-26!	16-30!
17x3 (17x1) B	3-7	3-7
26-31!	26-16!!	30-21 BLACK
21-17 (3-7??/9-14!)	7-3 (7-2??/16-11!)	WINS
(3-17??/12-16!!)		

Remarks: A. -- 24-19??/7-11; 19-16/11-15!; 16-12/20-24!; 27x20; 15-18
BLACK WINS

B. -- 17x1/26-31; 13x6/7-11!; 6-2/31-13; 2x16/12x28 BLACK WINS

GAME 3

11-16	15x22	14-18!!
22-17	17x26	22x15
9-14	4-8	10x28
25-22	29-25	27x18
8-11	8-11	9-13
24-19 (Enter Game 3)	25-22	2x9
16-20! (11-15?) A	11-15 (14-17, Var. 1)	5x23
17-13! (22-18?/10-15!)	22-17!! (22-18, See Game 13)	31-27
11-16	6-9! (15-18??) C	13x22
22-17!! (22-18?)	(5-9??) D	27x25
7-11! (4-8?) B	13x6	20-24
28-24!!	2x9	25-22!
	26-22!! (17-13??)	
11-15	1-6!! (14-18??) E	24-27!
26-22!	23-18!!	32x23
3-7	16x23	28-32!
22-18	18x2	22-18! DRAW

Remarks: A. -- 11-15?; 23-18!!/15x24 (16x23, See note below.); 18x9/5x14; 28x19/16x23; 27x9/6x13; 17-14!/10x17; 21x14 Red's position is preferred.

Note: 16x23; 18x9/5x14; 27x9/6x13; 17-14/10x17; 21x14 Red's position is preferred.

CHAPTER III: Sec. 1: "11-16" Openings; Game 3 (contd.)

Remarks: (contd.)

B. -- 4-8?; 26-22!!/8-11 (7-11??, See Note 1 below.); 22-18/10-15!;
19x10 (17x10, See Note 2 below.)/6x22; 17x26!/11-15; 13-9/

14-18; 23x14/7-10; 14x7/5x14; 27-23!/3x10; 23-19!! Red's
position is strongly preferred!

Note 1: 7-11??; 28-24!!/5-9; 31-26! RED WINS

Note 2: 17x10??/15x24; 28x19/6x24; 32-28/7-10!; 28x19/
10-14; 18x9/5x14 BLACK WINS

C. -- 15-18??; 32-28!!/5-9; 30-25/1-5; 26-22! RED WINS

D. -- 5-9??; 26-22!/1-5; 22-18!/15x22; 17x26/14-18 (7-11, See
note below.); 23x14/9x18; 26-23!/10-14; 21-17!/14x21; 23x14/
16x23; 27x18/20x27; 32x23 Red is in command.

Note: 7-11?; 26-22!!/11-15; 30-25! RED WINS

E. -- 14-18??; 23x14/9x25; 17-14!/16x23; 27x2/20x27; 31x24/10x17;
21x14/25-9; 30-25 RED WINS

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Variation 1: 14-17

14-17	20x11	9-14!
21x14	18-14!!	2-9!
10x17	2-6	14-17
22-18!! (19-15!) A	26-22	9-13!
17-21	11-15	17-21
19-15	31-26!	13-22!
16-19	6-9	5-9
15x8	22-17!!	32-27
12x3	9x18	9-13?? (9-14!!)
24x15	17-14!	22-18!
6-9!	18x9	13-17
13x6	30-25!	27-23!
1x19	21x23	3-7
23x16	27x2	23-19!

CHAPTER III: Sec. 1: "11-16" Openings; Game 3, Var. 1 (contd.)

Variation 1: 14-17 (contd.)

7-10 10-14
18-4! 19-15!! RED WINS

Remarks: A. -- 19-15!/11x25; 13x29/7-10!; 23-18!/2-7; 29-25/7-11? (5-9!,
See note below.); 18-14!!!/10x17; 25-21!/17-22; 26x17/11-15;
24-19!!!/15x24; 17-14!! RED WINS

Note: 5-9!; 25-21/7-11!; 21-17! Red's position is slightly preferred.

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GAME 4

11-16 7-11! (8-11, Var. 2) 15-19 (8-11!, Var. 3)
22-17 19-16 (25-22??/6-9!!) 23x16
9-14 12x19 12x19
25-22 23x7 25-22

8-11 2x11 19-24
29-25! (Enter Game 4) 27-24! (26-23?) A 27-23
16-20! 20x27 24-28
17-13 31x24 22-18!

11-15 11-15 5-9 (28-32??)
24-19 24-20 23-19 DRAW
15x24 8-12
28x19 32-27

4-8 (7-11??/21-17!!) 3-8
22-17 (32-28!, See next Series) 26-23
(22-18!, Var. 1)

Remarks: A. -- (23-19?/8-12!)
26-23?/5-9!!!; 25-22/11-16; 31-26/8-12; 22-18 (23-19? See
note below.)/16-19!; 23x16/20x11; 26-23/3-8; 27-24/(32-28
or 30-25?? See note below.)/11-16 (24-19??); 23-19/
14x23; 19x26/16-20! Black has a commanding position.

Note: 23-19?/16x23; 26x19/3-8!; 27-23/8-11; (22-18??/
10-15!); 30-26/11-16!; 32-27 (22-18??)/10-15; 19x10/14x7;
22-18/19-16; 23x16/12x19; 27-23/19-24!; 17-14/24-28!!;
14x5/32-28; 18-14/32x9; 5x14/20-24; 14-9/6-10 BLACK WINS

CHAPTER III: Sec. 1: "11-16" Openings; Game 4 (contd.)

Remarks: A (contd.)

Note:

- a) 30-25 ??/11-16!; 23-19/14x23; 19x26/16-19 Black has a commanding position.
- b) 32-28; 11-16 BLACK WINS

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Variation 1: 22-18!

22-18!	12-16!	15x24
8-11	26-22!	16-11
18x9	6-9!!	7x16
	18x6	31-27!
5x14	2x9	24x31
25-22	27-24!!	17-13
11-15	20x27	31x17
22-17	32x23!	13x6
15x24	3-8!	1x10
23-18	28-24! (23-18?)	21x7 DRAW
14x23	16-19! (8-12?)	
26x28	23x16	
10-15	8-12	
30-26	24-19!!	

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Variation 2: 8-11

8-11!	7x14	6x13
26-22!	30-26	26-22
11-15! (11-16??) A	3-8! (3-7?) C	2-6
32-28	13-9!	22-18 (31-26?) D
15x24	6x13	6-9
28x19	25-22!	27-24 (31-26?; 8-11!)
14-18!!	13-17!!	20x27
22x15! (23x14?) B	22x13	31x24
10-14!	1-6	8-11!
17x10	13-9!!	15x8

CHAPTER III: Sec. 1: "11-16" Openings; Game 4, Var. 2 (contd.)

Variation 2: 8-11 (contd.)

12x3	7-10	5x14
19-15	14x7	19-16
13-17!	3x10	10-15! DRAW
15-10	24-19	
14x7	9-14	
21x14	18x9	

- Remarks: A. -- 11-16??; 31-26!!/5-9!; 22-18/7-11; 18-15!!/11x18; 26-22!/3-8; 22x15/2-7; 23-18!!/14x23; 27x18/16x14; 30-26/10x19; 17x3 RED WINS
- B. -- 23x14?/5-9!; 14x5/10-14; 17x10/6x24 Black has a commanding position.
- C. -- 3-7?; 13-9!/6x13; 25-22!!/14-17? (7-11 or 7-10); 21x14/7-10!; 14x7/2x25; 26-22!/25x18; 23x14/1-6; 31-26/20-24!!; 19x28/6-9; 26-23/9x18; 23x14/5-9; 14x5/13-17; 5-1/17-22 DRAW
- D. -- 31-26?/5-9!; 22-18/13-17!!

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Variation 3: 8-11!

8-11!	19x28	11-15
25-22!	17-13	26-22
12-16	15-19	19-23
27-24	30-26!	20-16
6-9!! (5-9??)	11-15	28-32!
13x6	22-17	16-12
14-18	3-7!	32-28
23x7	26-22	12-8
1x3	7-11	28-24
17-14	22-18	8-3! (8-4??) A
16-19	15x22	15-18 DRAW
21-17	17x26	

- Remarks: A. -- 8-4??/24-27; 4x18/27-32; 18x27/32x25; 14-10/25-11!!!; 10-6/11-15!! BLACK WINS

CHAPTER III: Sec. 1: "11-16" Openings

GAME 5

11-16	15x24	15x24
22-17	28x19	22-18!
9-14	8-11	6-9!!
25-22	25-22	13x15
8-11	11-15	14-17!
17-13 (Enter Game 5)	22-18	21x14
16-20	15x22!	16-19!
24-19 (22-18, Var. 1)	17x26	23x16
3-8!	4-8	12x17
29-25! (30-25, Var. 2)	26-22	32-28!! (18-14??) B
(22-18) A	8-11	17-21
11-16	22-18	28x19
<u>22-18!</u>		
7-11	1-5	21-25
18x9	18x9	18-14!
5x14	5x14	2-6
26-22 (25-22??)	30-25	27-24!
11-15!	11-15	20x27
22-17	25-22!	31x24 DRAW

Remarks: A. -- 22-18/11-16; 18x9/5x14; 26-22/20-24; 27x11/8x24; 28x19/12-16!; 19x12/14-17; 21x14/10x19; 31-27/7-10; 30-26/10-15
Black's position is slightly preferred.

B. -- 18-14??/17x10; 32-28/10-14!!; 28x19/14-18; 31-26/2-7!;
26-23/18-22; 19-15/22-25; 23-18/25-29! BLACK WINS

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Variation 1: 22-18

22-18	11-15	11x18
4-8	23-19!	31-26!
18x9	7-11 (8-11?) A	2-7 (3-7, Var. 3)
	26-22! (25-22??) B	19-16!!!
5x14	15-18!! (1-5) C	20x11
29-25	22x15	24-19

CHAPTER III: Sec. 1: "11-16" Openings; Game 5, Var. 1 (contd.)

Variation 1: 22-18 (contd.)

11-15 (1-5?; 28-24!!)	7-10	31x17
28-24	25-22	13x22
8-11 (7-11??; 26-23!!)	6-9!	9-13
26-23!	21-17	2x9
14-17!!! (11-16??; 21-17!!!)	1-6!	13x6
13x22	17-13!	23-18 DRAW
11-16	3-7! (3-8??; 24-20!)	
23x14	20-24	
10x26	15x31	
30x23	20x2	

Remarks: A. -- 8-11?; 25-22/6-9? (1-5 or 3-8, See notes below.); 13x6/2x9; 19-16!!!/12x19; 21-17!/14x21; 30-25!/21x23; 27x18/20x27; 32x16/11x20; 18x2 RED WINS

Note:

- a) 1-5; 22-17/11-16; 26-23/7-11; 31-26!/3-8; 26-22/6-9; 13x6/10x1; 19x10/14x7; 24-19/7-10 (5-9??; 23-18!!!); 22-18! Red's position is strongly preferred.
- b) 3-8; 19-16!!!/12x19; 21-17!/14x21; 30-25!/21x23; 27x18/20x27; 32x16/11x20; 18x4 RED WINS

B. -- 25-22??/12-16!; 19x12/15-19; 24x15 BLACK WINS

C. -- 1-5; 22-17/(19-16??)/6-9!; 13x6/10x1; 19x10/14x7; 25-22 Red's position is preferred.

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Variation 2: 30-25!

30-25!	6x22	8-11
11-15 (11-16??) A	25x9	27-24? (26-23!) B
22-17	5x14	20x27
	21-17!	31x24
15x24	14x21	11-15!
28x19	19-16!	32-28
7-11	12x19	4-8
13-9!	23x14	24-19

CHAPTER III: Sec. 1: "11-16" Openings; Game 5, Var. 2 (contd.)

Variation 2: 30-25! (contd.)

15x24	2-7!	3-7!
28x19	18-15	15-10 (14-10??) C
1-6!	7-11	6x15
26-23	15x8	14-9
8-12!	12x3	7-10
23-18	19-15	9-5
		15-18!! BLACK WINS

- Remarks: A. -- 11-16??; 19-15!/10x19; 13-9!/6x13; 22-17 RED WINS
- B. -- 26-23!/11-15!; 23-19!/15x24; 32-28/4-8; 28x19/1-6; 27-23!/2-7!; 23-18/8-12; 18-15/7-11; 15x8/12x3; 31-27/6-10; 14x7/3x10 DRAW
- C. -- 14-10??/7x14; 15-11/6-10; 11-8/14-18!! BLACK WINS

Variation 3: 3-7 (Note: This variation is actually a variation of Var. 1--See Pg.44)

3-7	11-15	15x22
26-22!	27-23!!	8x15
7-11	15x24	6-10!
22x15	28x19	13x6
11x18	8-11	10x26
30-26	25-22	6-2!!
2-7	1-5	26-30
26-22	22-18	2-11
7-11	5-9	22-26
22x15	32-27	11-15!! DRAW
11x18	12-16	
19-15!!!	19x12	
18x11	10-15	
24-19!	12-8	

GAME 6 (See Pg. 47.)

CHAPTER III: Sec. 1: "11-16" Openings

GAME 6

11-16	16x23	8-11!
22-17	27x9	25-22
9-14	1-5	11-15
25-22	24-19	32-28
8-11	5x14	15x24
22-18	31-27 (29-25?, Var. 1)	28x19
4-8	8-11	14-17
18x9	30-26	21x14
5x14	11-15	10x17
23-19! (Enter Game 6)	27-23	19-16
16x23	15x24	12x19
26x19	28x19	23x16 DRAW
11-16 (11-15?)	3-8! (7-11??; 26-22!!)	
17-13!	29-25!	

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Variation 1: 29-25?

	3-8	14x21
29-25?	27-23	31-26!
7-11!	16-19!! (8-12?) B	16-20
28-24? (30-26!)	23x16	27-23
11-15	8-12!	6-10!!
30-26	16-11!	23x16
8-11	7x16!	20x11
24-20	22-18! (31-26??/6-9!!)	26-23 (13-9??/10-14!)
15x24	15x22!	10-14!
20x27	17x26	22-17 (23-18??)
11-15	16-19!	14-18!!
25-22	26-22	23x14
2-7	12-16	11-16 BLACK WINS
22-17	32-27	
12-16	10-15	
26-22 (26-23??) A	21-17!	

Remarks: A. -- 26-23??/15-18!!!; 32-28/7-11; 28-24/16-20! BLACK WINS

CHAPTER III: Sec. 1: "11-16" Openings, Game 6, Var. 1 (contd.)

Remarks: (contd.)

B. -- 8-12?; 23-18!!/14x23; 31-27! Black has lost positional advantage.

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GAME 7

11-16	11-15	12-16!
22-17	22-18! (32-28?) D	18-15
9-14	15x24	16-20
25-22	18x9	14-10
8-11	8-11	20-24
22-18	25-22	15-11
4-8	24-28	13-17
18x9	9-5	21x14!
5x14	11-16! (11-15) E	24-27
24-19! (Enter Game 7)	23-18!	32x23
16-20	16-19?? (10-15!) F	28-32
26-22!	13-9!	22-18
11-15	6x13	32-28
30-25! (30-26?) A	27-24!	11-7!!
(29-25) B		28x6
15x24	20x27	7-2 RED WINS
<u>28x19</u>	31x6	
7-11!	2x9	
17-13! (22-18??) C	5x14	

Remarks: A. -- 30-26?/15x24; 28x19/8-11;22-18/11-16! (10-15?); 18x9/6x22; 26x17/2-6!! Black's position is strongly preferred.

B. -- 29-25?/15x24; 28x19/7-11!; 17-13 (30-26?/11-16!!)/11-15; 30-26/15x24; 22-18/12-16!; 18x9/16-19; 23x16/20x11; 27x20/1-5 Black's position is strongly preferred.

C. -- 22-18??/10-15!!!; 18x9 (17x10??)/6x22!; 19x10/2-6!; 25x18/6x22 BLACK WINS

D. -- 32-28?/15x24; 28x19/3-7; 31-26!/8-11; 22-18/11-15!; 18x11/7x16; 26-22/6-9!!!; 13x15/14-18!; 23x14/16x32 BLACK WINS

CHAPTER III: Sec. 1: "11-16" Openings, Game 7 (contd.)

Remarks: (contd.)

E. -- 11-15; 23-18/12-16!; 18x11/16x7; 22-18/7-11; 29-25/10-15;
25-22/11-16!; 18x11/16x7 This can be considered an even
game.

F. -- 10-15!; 18x11/16x7; 22-18/12-16!; 21-17!/16-19!; 27-24!/
20x27; 32x16/28-32; 18-14/32x9; 5x14/7-10; 14x7/2x20; 31-27
DRAW

GAME 8

11-16	2-7!	16-20
22-17	24x15	30-26!
9-14	10x19	15-18!
25-22	17x10	14x16
8-11	7x14!	20x11
22-18	22-17	27-23
4-8	6-10	11-15!
18x9	32-27!	23-19!
5x14	1-6!!!	15x24
24-20 (Enter Game 8)	26-22! (27-24?) A	28x19
16-19!	3-8!	5-9!
23x16	17-13 (27-24?) B	26-23!
12x19	10-15!	9-14
29-25	22-17	19-15
8-12	6-10!	12-16 DRAW
25-22 (27-24, Var. 1)	13-9!!	
11-16!	14x5	
20x11	17-14!	
7x16	10x17	
27-24! (17-13?, Var. 2)	21x14	

Remarks: A. -- 27-24?/19-23; 26x19/16x23; 31-26/6-9!; 26x19/12-16!!!;
19x12/9-13! BLACK WINS

B. -- 27-24?/19-23; 22-18/6-9!; 18x27/10-15! BLACK WINS

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CHAPTER III: Sec. 1: "11-16" Openings, Game 8, Var. 1

Variation 1: 27-24

	12-16!! (18-22?) B	31x22
27-24	31-27! (32-27?) C	30-26
10-15! (11-16?)	(26-22?) D	22x31
17x10	18-22!!	4x29 DRAW
	27-23!! (26-23?) E	
7x14		
25-22	22x31	
14-18! (6-10 or 2-7??/ 21-17!!)	23-18!	
	15x22	
22-17!	24x15!!	
3-8!	11x18	
17-13! (20-16!) A	20x4	
1-5!	6-10	
21-17! (32-27?/6-9!)	- 17x26	

Remarks: A. -- 20-16!/11x27; 32x14/8-11; 26-22/11-16 (19-23?); 31-27!/16-20!; 30-26!/1-5!; 14-10!/6-9? (19-23!!); 10-6/9-13; 6-1/

2-6 (15-18??); 1x10/15x6; 17-14!/6-9; 14-10/9-14; 10x17/5-9; 17-14!!/9x25; 21x30/13-17; 30-25/17-21; 25-22/12-16; 22-17!!/21x14; 26-22 RED WINS

B. -- 18-22?; 17-14! (26-23?, See note)/6-9!; 13x6!/2x18; 26x17/12-16; 31-26!!(30-25?, See note)/18-22?? (5-9??, See note); 26-23!/19x26; 30x23/22x13; 24-19 RED WINS

Notes:

a) 26-23?/19x26; 30x23/22-25; 23-19!/6-9; 13x6/2x9; 19x10

b) 30-25?/5-9; 17-14/9-13!; 14x23/19x26; 31x22/16-19!; 25-21/19-23!; 24-18/23x16; 32-27/19-16; 21-17/15-18!!; 22x24/13x22; 24-19/22-26!!; 27-23 (19-16??/26-30!!)/26-30 BLACK WINS

c) 5-9??; 17-13!/9-14; 32-27 RED WINS

C. -- 32-27?/8-12!; 26-22/18x25; 30x21/5-9; 31-26/2-7; 26-22/19-23!!; 27x18/7-10; 18-14!/9x25; 21x30/15-18!; 30-26!/

11-15!!; 20x11/15x8; 24-19!!/18-23; 26-22/23x16; 22-18/16-19!!; 18-14/19-23; 14x7/8-11; 7x16/12x19; 17-14/23-27; 14-10/ (14-9?? or 13-19??, See notes)/ 6x15; 13-9/15-18!; 9-6/18-22!; 6-2/22-25! BLACK WINS

CHAPTER III: Sec. 1: "11-16" Openings, Game 8, Var. 1 (contd.)

Remarks: (contd.)

C. (contd.)

Notes:

a) 14-9??/6-10; 9-5/27-31!; 13-9 (5-1; 31-20!!)/31-24!!
BLACK WINS

b) 13-9??/6x13; 14-10/27-32; 10-7/32-18!!; 7-3/19-23
BLACK WINS

D. -- 26-22?/18x25; 30x21/5-9!; 31-26/2-7!; 26-22/7-10; 22-18/
15x22; 17x26/9-14!; 24x15/10x19; 32-27/8-12; 27-23/
19-24!; 20x27/11-15!!; 27-24/16-19! (15-18; 21-17!!);

23x16/12x19; 26-22!/14-18! (19-23?; 24-20!); 24-20/18x25;
21x30/15-18; 28-24!!/19x28; 20-16/18-22; 16-12/28-32;
30-26!/22x31; 12-8 DRAW

E. -- 26-23??/19x26; 30x23/2-7! (22-25?; 24-19!!); 17x26/7-10;
26-22/15-19; 24x15/10x17; 13x22/16-19 BLACK WINS

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Variation 2: 17-13?

	8-11!(18-22??/26-23!!)	5-9
17-13?	28-24	26-22!
2-7!	11-15	18-23
22-17	24-20	22-18
3-8!!	1-5!!!	23-26
27-24	20x11	25-22
7-11!	15x8	14x23
24x15	27-24	22x31 BLACK WINS
11x18!	8-11!!(18-22?; 24-19!!)	
31-27! (30-25 or 32-27??/ 10-15!!)	30-25	

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CHAPTER III: Sec. 1: "11-16" Openings; Start of New Series

Series (B) - 11-16; 22-17 / 8-11

GAME 9: (Contains Index to Games 10 through 15)

11-16	5x14
22-17	28-24!
8-11	20x27
25-22 (24-20, See Game 10)	32x23!
(24-19, " " 11)	
(17-14, " " 12)	6-9
(17-13, " " 13)	13x6
	2x9
9-14 (16-20, " " 14)	31-27
(9-13, " " 15)	
17-13 (22-18, 24-19, 24-20 or 29-25, See Series A)	9-13! (11-15??) B (7-10) C
14-17	27-24!
21x14	7-10
	24-20
10x17	
24-19	14-17!
16-20 (4-8?) A	23-19!
(17-21, Var. 1)	10-14! (11-15?) D
<u>19-16</u>	<u>19-16</u>
12x19	3-7!
23x16	12-8!
17-21	11x4
22-18!	16-11!
6-10 (4-8, Var. 2)	7x16
29-25!	20x11
4-8	14-18
25-22	22x15
8-12	17-22
27-23!	26x17
12x19	13x22
23x16	15-10
1-6	21-25
16-12	30x21
10-14! (10-15??/22-17!!)	22-26
18x9	10-7

CHAPTER III: Sec. 1: "11-16" Openings

GAME 9 (contd.)

26-31	24-31
7-3!	17-13
31-24 (31-20??; 3-14!!)	31-27
3-17	13-6 DRAW

Remarks: A. -- 4-8?; 27-24!/17-21 (16-20??/22-18!!); 24-20!/7-10; 19-15/10x19; 22-18 RED WINS

B. -- 11-15??; 27-24!/7-10 (9-13??; 12-8!!); 24-20/9-13; 23-18/14x23; 26x19/15x24; 20x27/ RED WINS

C. -- 7-10??; 22-17!/9-13; 26-22/11-15; 27-24 RED WINS

D. -- 11-15??; 16-19!/10-14; 16-11!/15x8; 20-16 RED WINS

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Variation 1: 17-21

17-21	8-11! (6-10?) B	7x16
22-18!	15x8	12x28
4-8 (16-20!)	12x3	3-8
27-24	25-22!	28-24!
7-10! (16-20?) A	7-11	8-11
18-14!	32-27!	23-18!!
10x17	6-10	14x23
13x22	27-23!	26x19
16-20!	2-7	10-14
23-18!	19-16!	24-20
20x27	1-5	14-17
31x24	16-12!! (28-24?) C	22-18
5-9	5-9	17-22
29-25!!	28-24!	18x25
9-13	9-14	13-17
18-15!!	24-19!!	19-16
11x18	11-15?? (14-17!!) D	11-15
22x15	20-16!!	16-11!!
3-7!	15x24	15x8
24-20!	16-11	20-16 RED WINS

CHAPTER III: Sec. 1: "11-16" Openings, Game 9 (contd.) Var. 1

Remarks: A. -- 16-20?; 29-25/20x27; 31x24/11-16; 24-20!/8-11; 19-15!/3-8!! (7-10, See Note); 32-27/7-10 (6-9??, See Note); 27-24/10x19; 24x15/6-9; 13x6/1x19; 18-14/2-6; 14-10!/6x15; 25-22/5-9; 23-18/19-24!!!; 28x10/16-19; 10-6!/9x2; 18-14/2-6; 22-18!/12-16; 26-22/8-12; 30-26/6-10!; 14x7/11x2; 20x11/19-24; 26-23!/24-28; 22-17!/21x14; 18x9/28-32; 9-5!!!/32x4; 5-1 DRAW (See Chapter II, Page 30.)

Notes:

a) 7-10; 15x8/3-7!; 20x11/12x3; 28-24/7x16 EVEN GAME

b) 6-9??; 13x6/1x19; 18-14!!!/2-6; 25-22/6-9; 22-18/9-13; 27-24!/13-17; 24x15/17x19; 18-14 RED WINS

B. -- 6-10?; 15x6/1x10?? (2x9?); 19-15!!!/10x19; 26-23!!!/19x26; 30x23/21x30; 23-19 RED WINS

C. -- 28-24?/13-17!; 22x13/5-9; 13x8/3x28 DRAW

D. -- 14-17!!!; 19-16!/21-25!!!; 30x14/10x17; 23-18!/17-21; 26-23 (18-14, See Note)/13-17; 22x13/21-25; 18-14! (13-9, See Note)/25-29; 23-19?/ (13-9 or 14-9/29-15! DRAW)/ 29-25!; BLACK'S position is preferred.

Notes:

a) 18-14/11-15!; 14-9/13x6; 26-23/15-18!!!; 23x14! (22-15?)/7-11!; 16x7/3x26; 12-8/21-25; 8-4!! DRAW

b) 13-9/3-8!!!; 12x10/25-29; 16x7/29x13 DRAW

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Variation 2: 4-8

4-8	7-10	1-5!
29-25 (16-12?)	25-22 (18-14) A	27-24
20-24!!	2-7! (3-7) B	20x27
28x19! (27x20?/8-12!)	22-17!	31x24
11x20	21x14	3-8
27-23	30-25!	26-22!
5-9	8-12	14-17!
32-27	25-21!	21x14

CHAPTER III: Sec. 1: "11-16" Openings, Game 9, Var. 2 (contd.)

Variation 2:(contd.)

10x26	14-17	24x15
23x30	13x22	23-18
7-10	6-10	15-19
30-26	20-16!	18-14
8-11	11x20	19-23 DRAW
24-20	18-15	
10-14	24-20!	
26-23!	15x13	

Remarks: A. -- 18-14/9x18; 23x7/3x10; 27-24/20x27; 31x24/ Black's position is slightly preferred.

B. -- 3-7; 27-24/20x27; 23x32/7-11; 26-23/8-12 Black's position is preferred.

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GAME 10:

11-16	6-9!	9-14
22-17	13x6	26-23
8-11	2x9	10-15
24-20 (Enter Game 10)	17-13	25-22
16-19!	1-6	18x25
23x16	26-23!	21x30
12x19	19x26	7-11
25-22 (17-13, Var. 1)	30x23	27-24
9-14	14-18!	8-12
29-25 (17-13, Var. 2)	23x14	32-27 (24-20?) C
11-15 (5-9!, See Series A)	9x18	15-18!
17-13	28-24!	30-25
4-8! (14-17?)	3-8! (5-9) A	6-10!!
27-23!	31-26? (21-17!)	24-20 (25-21) D
8-12	5-9!	10-15
23x16	24-19! (32-28) B	19-9
12x19	15x24	14x5
22-17	20x27	23x14

CHAPTER III: Sec. 1: "11-16" Openings, Game 10 (contd.)

GAME 10: (contd.)

15-19!	31-27!	9-13
14-10	1-28!	20-16!! DRAW
19-24!	27-32	
10-6!	25-22!	
24x31	5-9	
6-1!	22-17!	

Remarks: A. -- 5-9; 20-16/9-14 (18-23??; 31-27!); 31-26/3-8; 16-12/7-11!!; 12x3/6-9!; 13x6/10x1; 3x17/18-22!; 25x18/15x31 DRAW

B. -- 32-28/7-11!; 24-19/15x24; 28x19 (20x27, See Note)/11-15; 25-22/18x25; 21x30/15x24; 20x27/10-15; 26-23/9-14; 27-24/8-11! DRAW

Note: 20x27/10-15!; 25-22/18x25; 21x30/9-14 Black's position is preferred.

C. -- 24-20?/12-16!!; 32-28/15-19! 30-26/6-10 BLACK WINS

D. -- 25-21/18-22!; 24-20/10-15; 27-24/15-18; 21-17/18x27!; 17x10/11-15!; 10x19/27-32 BLACK WINS

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Variation 1: 17-13

17-13	3-7	12-16!
9-14	22-17	32-27?? (13-9!) D
26-22	14-18!	(18-14?) E
	31-27 (30-26??)	(17-14) F
4-8	6-10!	15-19!!
27-24! (22-17?) A	30-25 (27-23?)	24x8
10-15!	1-6!	7-11!
22-17 (31-27??) B	25-22	8x15
(32-27?) C		
8-12! (6-10!)	18x25	10x19
17x10	29x22 (21x30??)	20x11
7x14	19-23!!	2-7 BLACK WINS
25-22	27x18	

CHAPTER III: Sec. 1: "11-16" Openings, Game 10, Var. 1 (contd.)

Remarks: A. -- 22-17?/14-18!!!; 27-23? (For 25-22, 30-26, 27-24 or 31-26??, See Notes)/ 18x27!; 32x16/8-12; 31-27/12x19; 17-14/10x17; 13x22/ Black's position is superior.

Notes:

- a) 25-22??/18x25; 29x22/19-24!; 28x19/6-9! BLACK WINS
- b) 30-26??/19-24!; 28x19/18-22; 25x18/10-15! BLACK WINS
- c) 27-24??/19-23!!; 31-27/8-12!!; 25-22/18x25; 29x22/5-9!; 27x18/10-14 BLACK WINS
- d) 31-26??/19-24!!; 28x19/10-14!; 17x10/6x22; 21-17/8-12!!; 17x26/18-23; 26x19/11-16! BLACK WINS
- B. -- 31-27??/14-17!!!; 21x14/6-9!; 13x6/1x26; 30x16/8-12!; 25-22/12x19 BLACK WINS
- C. -- 32-27?/14-18!; 30-26/6-10!; 26-23 (22-17??, 1-6 11) // 19x17; 21x23/8-12!; 25-22 (23-19??/11-16!)/ 10-14 Black's position is preferred.
- D. -- 13-9!/6x13!; 32-27!/16-19; 27-23/19x26; 22x31/15x22; 17x26/13-17; 21x14/10x17; Black's position is preferred.
- E. -- 18-14/6-9?; 13x6/2x25; 21x30/16-19!; 30-26!/5-9; 32-27/9-14; 26-22/14x21; 22-18/15x22; 24x6 Black's position is preferred.
- F. -- 17-14/10x26; 32-27/15x22; 27-23/26x19; 24x8/22-26; 20x11/7x16 Black's position is strongly preferred.

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Variation 2: 17-13

	17-21	8-12
17-13	29-25	23x16
14-17	4-8	12x19
21x14	25-22	31-27
10x17	6-10	3-8
22-18? (27-23!, See Game 2, Var. 1)	27-23	27-23

CHAPTER III: Sec. 1: "11-16" Openings, Game 10, Var. 2 (contd.)

Variation 2: (contd.)

8-12	10x17	5-9
23x16	22-18	32-27
12x19	7-10	2-7
18-14 (32-27??/19-24!!)	13x22	27-23
		21-25!!! BLACK WINS

GAME 11:

11-16	11-15!	6x15
22-17	32-28!	13x6
8-11	15x24	1x10 (2x9?) B
24-19 (Enter Game 11)	28x19! (27x11?)	23-18!!
11-15!	18-14!!	19-16
25-22	22x15	18x11
15x24	8-11!	19x28
28x19! (27x11!, See Sec. 2)	15x8	27-24!!!
7-11! (4-8!) A	4x11	28x19! (20x27??) C
17-13	27-24!	17-14
9-14	16-20!	10x26
22-17! (22-18!, Var. 1)	31-27! (30-25!)	30x16
3-8! (3-7?; 27-24!)	11-16!	12x19 DRAW
29-25	26-22!	
5-9!	10-15	
25-22! (19-15!, Var. 2)	19x10	

Remarks: A. -- 4-8!; 29-25!/9-14! (9-13 or 8-11, See Notes); 17-13/8-11! (7-11!, See Note); 22-18/16-20; 18x9/5x14; 25-22/11-15; 22-17/15x24; 23-18! (See Series A, for Finish.)

Notes:

- a) 9-13??; 22-18/13x29; 32-28 RED WINS
- b) 8-11??; 17-14 RED WINS
- c) 7-11!; 22-18 (22-17??/2-7!)/3-7; 18x9/5x14 (See Sec. 2)

CHAPTER III: Sec. 1: "11-16" Openings, Game 11 (contd.)

Remarks: (contd.)

- B. -- 2x9; 24-19/15x31; 23-19!!/16x23; 17-13/31x17; 13x6/1x10;
21x7 DRAW
- C. -- 20x27??; 17-14!!/10x26; 30x32 RED WINS

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Variation 1: 22-18!

	2x9	23-27
22-18!	25-21 (24-20?)	32x23
3-7!	16-20	28-32
18x9	29-25!	22-18
5x14	20x18	32-28
26-22!	21-17	7-3
14-17	15x24	28-6
21x14	22x13	3-21
10x26	12-16! (4-8?)	4-8
31x22	17-14	18-14
7-10	16-19	6-15
30-25!!	14-10	13-9
11-15! (16-20!) A	19-23	1-5!
27-24	10-7	21-30
6-9! (1-5?)	24-28!	15-1! (15-24??/9-6!!)
(16-20?) B	25-22	DRAW
13x6		

Remarks: A. -- 16-20; 23-18! (22-18?, See Note)/10-15; 19x10/6x15; 22-17!/15x22; 25x18/12-16!; 27-23!/2-6; 32-27/11-15!; 18x11/16x7; 23-18! (23-19?/7-11!)/4-8; 29-25/8-11!; 18-14!/11-16; 14-9/6-10!; 9-6/10-15!; 13-9/1x10; 9-5/16-19; 5-1!/19-24; 25-22!/24x31; 17-13/31x17; 13x22/20-24 DRAW

Note: 22-18?/10-15!; 19x10/6x22; 25x18/11-16 Black's position is preferred.

- B. -- 16-20?; 32-27!! RED WINS

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CHAPTER III: Sec. 1: "11-16" Openings, Game 11, Var. 2

Variation 2: 19-15!

	1x10	16-20
19-15!	27-23!	14-9
11x18 (10x19?)	19x26!	19-24
23-19!	30x16	9-5
16x23	12x19	24-28
26x19	32-27!	22-17! DRAW
8-11	4-8	
19-15!	21-17	
10x19	8-11!	
17x10	25-22	
6x15	11-16	
13x6	17-14!	

GAME 12:

11-16	7-10	6-9
22-17	14x7	31-26
8-11	2x11	9-14!
17-14 (Enter Game 12)	30-26! (24-19?/6-10!) (18-14?, Var. 4)	18x9
9x18	6-10!	5x14
23x14	26-23!	29-25
10x17	11-15!	11-15
21x14	18x11	19-16
	8x15	
3-8! (16-20!, See Next Series)	32-28!	12x19
24-19! (24-20?, Var. 1)		23x16
16x23	4-8	14-18 DRAW
26x19! (27x18?/11-15!!)	25-22	
	1-6	
11-16!	<u>24-19</u>	
28-24! (27-23, Var. 2)	15x24	
(31-26?, Var. 3)	28x19	
16x23	8-11	
27x18	22-18	

Variation 1: 24-20? (Next Page)

CHAPTER III: Sec. 1: "11-16" Openings, Game 12, Var. 1

Variation 1: 24-20?

	1-6!	9x18
24-20?	29-25	26-23
6-9!	11-16!	19x26
26-23	20x11	30x14
9x18	8x15	2-6!
23x14	22-17? (27-24?) B	17-13
16-19	6-9! (4-8??/14-10!!)	12-16!
25-22 (27-23?) A	31-26	25-22
		16-19 BLACK WINS

Remarks: A. -- 27-23?/19x26; 30x23/(31x22?, See Note)/1-6; 25-21/6-9; 32-27/9x18; 23x14/11-16!; 20x11/8x15 Black has a commanding position.

Note: 31x22?/12-16!; 22-18/19-16 Black has a commanding position.

B. -- 27-24?/6-9!; 24-20/9x18; 20-16/18-23!!; 31-27/5-9!!; 27x11/19-23 BLACK WINS

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Variation 2: 27-23

	2-6!	10-15
27-23	25-22!	29-25
6-9!	6-9	7-10!
31-27	32-27	14x7
9x18	16-20	3x10
23x14	22-17!	25-21
16x23	9-13! (12-16??) A	15-19
27x18	19-15!	23x16
8-11	13x22	20x11
30-26	15x8	17-14
4-8	12x3	10x17
28-24	18x25	21x14
12-16	1-6	11-15!
26-23	25-22	27-24
8-12	6-10	5-9!
24-19 (25-22??/7-10!)	22-17	14x5
		15-18 DRAW

CHAPTER III: Sec. 1: "11-16" Openings, Game 12, Var. 2 (contd.)

Remarks: A. -- 12-16??; 19x12/9-13; 18-15!! RED WINS

Variation 3: 31-26?

	12x3	11-16!
31-26?	14-10	25-21 (23-18??)
16x23	2-7	17-22
27x18!	25-21 (18-14??)	21-17
8-11!	7x14	22x13
26-23	22-17	23-18
11-16	9-13!!	16-19!! (13-17?)
28-24	17x10	18-14
4-8	5-9!	13-17!
24-19	10-7	14x21
8-11	3x10	19-23
32-27 (19-15?/6-9!)	18-14	21-17
16-20	10x17!	23-27!
25-22	21x5	17-14
11-16	16-19!! (13-17?)	27-32!!
29-25	23x16	14-10
6-9	20x11	1-6!
19-15? (27-24!)	30-25	10x1
(30-26?) A	13-17!	32-28! BLACK WINS
7-11!	27-23	
15x8		

Remarks: A. -- 30-26?/7-11!; 19-15 (25-21 or 22-17?/11-15!)/1-6!15x8/12x3; 25-21 (27-24?)/3-7 (2-7??/14-10!!); 27-24/20x27; 23x32/16-19!! Black's position is strongly preferred.

Variation 4: 18-14?

	6-9	18x27
18-14?	30-26! (14-10) A	32x23
12-16!	9x18	1-6
24-20	26-23!	25-22

CHAPTER III: Sec. 1: "11-16" Openings, Game 12, Var. 4 (contd.)

Variation 4: (contd.)

6-10	11x2	8-11
29-25!	20x11	9-5!
5-9!	8x15	11-15!
25-21!	17-14!	21-17
9-14!!	15-19!	15-18
22-17! (22-18??/14-17!!)	31-27	5-1
14-18!	4-8!!! (2-6?) B	19-23 DRAW
23x7	14-9	

Remarks: A. -- 14-10/16-19!; 20-16!/19x12; 25-22/12-16; 22-18/16-19!
(16-20?); 18-15!/11x18; 10-7/8-11!; 7x14/9x18; 29-25/4-8;
31-26/8-11 DRAW

B. -- 2-6? ; 21-17/4-8; 17-13/8-11; 14-9/6-10?? (11-15!!); 9-5/19-23;
(10-15??, See Note); 27x18/10-15; 18-14/15-19; 5-1!/19-23;
13-9!!!/23-26 or 23-27 (11-16??; 1-19!!); 1-15!! RED WINS

Note: 10-15??; 5-1/15-18; 1x24/18-22; 27-23!!/22-25;
23-18!/11-16; 28-15!! RED WINS

GAME 13:

11-16	9-14	11-16 (3-8, Var. 5)
22-17	25-22	(5-9!, Var. 6)
8-11	14-17	18-15
17-13 (Enter Game 13)	21x14	16-20 (7-10?, Var. 7)
		<u>22-18</u>
16-20	10x17	20x27
24-19	23-18	23x32
11-16	17-21	12-16!!! (3-8) A
25-22	27-23	19x12
7-11 (9-14, Var. 1)	4-8	7-10!
22-18! (28-24!, Var. 2)	32-27	32-27 (15-11??/10-15!)
11-15	8-11	10x19
18x11	27-24 (19-16?, Var. 3)	27-24 (27-23??) B
16x7	20x27	2-7
29-25	31x24 (23x32, Var. 4)	24x15

CHAPTER III: Sec. 1: "11-16" Openings, Game 13 (contd.)

GAME 13 (contd.)

6-9! (7-10!) C	23-27!	5-9!!!
13x6	28-24!	1-5??
1x19	27x20	28-32
18-14	10-6	5x14
7-11	20-24!	3-7!!
26-22!	6-1? (6-2!) D	14x3
19-23!	24-28!!	32x14
14-10!	22-18	3x17
		21x14 BLACK WINS

- Remarks: A. -- 3-8; 28-24/7-11; 24-20/5-9; 18-14/9x18; 15x22/11-15; 19x10/6x15; 13-9/8-11!; 9-5!(26-23?) Even Game
- B. -- 27-23??/2-7; 23x16/3-8; 12x10/6x31; 13-9/5x14; 16-11/31-22!!; 11-7/22-13!; 7-2/21-25!!; 30x21/14-17!; 21x14/1-6!; 2x9/13x6!! BLACK WINS
- C. -- 7-10!; 18-14! (15-11??; 10-15!)/10x19; 13-9/6x13; 14-10/5-9; 10-7!/3x10; 12-8/19-24; 28x19/10-15; 19x10/9-14; 10x17/13x31 DRAW
- D. -- 6-2!/11-15; 22-17!/21x14; 2-9/14-17; 9-13/17-21; 13-22/15-19; 22-26/24-28; 26x16/28-32; 16-11 DRAW

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Variation 1: 9-14

9-14	10-15!	7-11!!
22-17! (22-18) A	19x10	24-19
7-11!	14x7	3-8 (Note: At this point, BLACK has overpowering position)
26-22? (28-24!)	27-24	
11-15	20x27	
22-18? (28-24!)	31x24	
15x24! (15x22?)	16-20!!	
28x19 (18x9!)	32-27 (24-19) B	

Remarks: A. (See next page.)

CHAPTER III: Sec. 1: "11-16" Openings, Game 13, Var. 1 (contd.)

Remarks: A. -- 22-18/7-11; 18x9/5x14; 29-25/11-15; 26-22/15x24; 28x19/4-8; 22-17!/(22-18!, See Note)/8-11; 25-22/11-15; 22-18!/15x22!; 17x26/3-7; 26-22/7-11; 22-18/1-5; 18x9/5x14; 30-25/11-15; 25-22/15x24; 22-18/6-9; 13x15/14-17; 21x14/16-19 DRAW (See Game 5 for Completion.)

Note: 22-18/8-11; 18x9/11-15; 25-22/15x24; 9-5/24-28; 23-18/10-15! (See Game 7 for Completion.)

B. -- 24-19/12-16!; 19x12/20-24 Black's position is strongly preferred.)

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Variation 2: 28-24!

28-24! (22-17?) A	2x9	9-13! (9-14?) E
11-15	22-17!!	7-3
22-17	9-13	1-6
	<u>30-26!!!</u>	<u>3-14</u>
9-14	13x29	13-17
26-22	26-22	14-18
3-7	29x18	6-9
22-18	21-17	18x5
15x22	14x21	21-25
17x26	23x7	5-9
7-11! (4-8!, See Game 3)	16x23	17-22 (25-29 or 25-30??)
26-22	27x11	9-2! DRAW
11-15	20x27	
29-25! (22-17??) B	32x23!!	
6-9! (5-9??) C	5-9!! (21-25??) D	
13x6	23-19	

Remarks: A. -- 22-17?/10-14; 17x10/6x24; 28x19/4-8; 13x6/1x10 (Black's position is strongly preferred.)

B. -- 22-17??/15-18!; 30-25/4-8; 25-22/18x25; 29x22/8-11; 22-18/5-9!; 32-28 (31-26??; 10-15!)/10-15!!; 19x10/ (17x10, See Note)/6x22; 17x26 (17x10??; 11-15!!)/11-15!!; 13x6/2x9; 26-22/9-13; 24-19/15x24; 28x19/17-13!; 22x13/14-18; 23x14/16x32; 14-10/20-24!! BLACK WINS

CHAPTER III: Sec. 1: "11-16" Openings, Game 13, Var. 2 (contd.)

Remarks: (contd.)

Note: 17x10/15x22; 10-7/11-15!!; 19x10/6x15; 13x6/1x3;
23-18/2-6! BLACK WINS

C. -- 5-9??; 22-17/4-8; 25-22/8-11; 22-18/15x22; 17x26/11-15;
26-22/1-5; 30-25 RED WINS

D. -- 21-25??; 23-19!!/5-9; 7-3!!/9-13; 3-21!!/25-29; 21-3
RED WINS

E. -- 9-14?; 7-2/21-25??; 19-16/12x19; 11-8 RED WINS

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Variation 3: 19-16?

	10-15	15-19
19-16?	19x10	30-26!
12x19	7x14	19-24
23x16	18x9	26-23
6-9	13x6	24-27
13x6	22-18	23-19
2x9	6-10	27-31
28-24	31-26? (23-19!!) A	19-15
1-6	10-15	31x17
26-23	26-22 (18-14??/15-18!)	15x8
6-10	5-9	21-25 BLACK WINS
24-19	27-24	
9-13	20x27	
16-12	23x32	

Remarks: A. -- 23-19!!/10-14 (5-9) of 11-16, See Note); 18x9/5x14; 31-26!/14-17! (14-18?; 19-16!!); 26-23/17-22; 19-15!/11x18; 23x14/22-25; 14-10/25-29; 10-6/29-18; 6-1/18x32; 1-28 DRAW

Note: 11-16?; 19-15!!/10x19; 18-14!!

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Variation 4: 23x32

23x32		
7-10 (11-16?)A	3-7!	11-16
28-24	26-23	24-20

CHAPTER III: Sec. 1: "11-16" Openings, Game 13, Var. 4 (contd.)

Variation 4: (contd.)

7-11	15x24	20-24!	
32-28! (31-26??) B	20x27	10x28	
5-9!	1-6	17-22	
28-24!	27-24	28-24	
			15-29
10-15	9-14!	22-25	31-27
19x10	18x2	24-19	29-15
6x15	16-20	25-29	<u>27-23</u>
13x6	2x16	19-16!	15-29
			23-19!
2x9	12x17!! (20x25??/30-26!!)	29-15	29-4
24-19	24-19!	16-12!	30-26!
			DRAW

Remarks: A. -- 11-16?; 18-15/16x23; 26x19/3-8; 28-24/8-11 (7-11??; 30-25!!);
 15x8/12x3; 19-16/7-11; 16x7/2x11; 22-18/6-9; 13x6/1x10; 24-19/
 5-9; 31-26/3-8; 32-28! (32-27??/11-16!!)/ 8-12; 28-24!
 (26-23?)/21-25!!!; 30x21/11-16!; 26-23/16-20!; 21-17/20x27;
 23x32/9-13 DRAW

B. -- 31-26??/5-9!; 32-28 (22-17??, See Note)/ 10-15; 19x10/6x15;
 13x6/2x9; 28-24/1-6!; 24-19/15x24; 20x27/6-10!; 27-24/10-15!;
 24-20/15-19 BLACK WINS

Note: 22-17??/21x14; 18-15/11x27; 32x23/14-18!!; 23x5/
 16x23; 26x19/2-7; 30-25!/7-11; 25-21/10-14 BLACK WINS

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Variation 5: 3-8?

3-8?	5-9	6-9 (7-10!) B
19-15	26-23	28-24!
6-10! (5-9??; 22-17!!/ 21x14; 23-19)	9-13	7-10?? (21-25!)
	24-20	30-25
<u>15x6</u>		
2x9	10-14	21x30
13x6	18x9	18-15
1x10	13x6	11x27
23-19! (24-19?) A	22-18	24x31

CHAPTER III: Sec. 1: "11-16" Openings, Game 13, Var. 5 (contd.)

Variation 5: (contd.)

30x16	12-16	16-20 (16-19??/
20x4	31-26!	4-15!)
		26-23 RED WINS

Remarks: A. -- 24-19?/5-9; 28-24/11-16 Black's position is strongly preferred.

B. -- 7-10!; 28-24/21-25; 30x21/6-9; 21-17/9-13; 18-14/13x22;
14x16/22-25 DRAW

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Variation 6: 5-9!

5-9!	6-10!!!	21x14
19-15 (24-20?/3-8!!)	13x15	.18x9
12-16 (3-8??) A	16-20!!	5x14
15x8	19-16!!!	23-18 DRAW

3x12!	12x28!
24-19! (24-20??/16-19!)	15-11!
1-5!!	7x16
28-24? (19-15!) B	22-17!

Remarks: A. -- 3-8??; 22-17!!/21x14; 23-19!/14x16; 24-20 RED WINS

B. -- 19-15!/16-20!!!; 28-24/20x27; 23x32/9-14!!!; 18x9/5x14; 22-18!
(22-17 or 26-23, See Notes)/ 14x23; 26x19/6-9; 13x6/2x9;
32-27/7-11; 15x8/12x3; 19-15/9-14; 27-23/14-17!; 15-10!
(23-18??/3-7!!)/ 17-22 DRAW

Notes:

a) 22-17!/14-18!; 15x22/21x14; 26-23!/7-11!!!; 22-18!/6-9!;
13x6/2x9; 32-27/9-13!; 18x9/13x6 DRAW

b) 26-23??/14-18!!!; 23x14/7-10 BLACK WINS

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Variation 7: 7-10?

7-10?	3-7	7x16
24-20	20x11	28-24!!

CHAPTER III: Sec. 1: "11-16" Openings, Game 13, Var. 7 (contd.)

Variation 7: (contd.)

10-14	7x16	21x14
13-9!! (24-20??/14-18!)	8-4	30x21
6x13	16-20	5-9
24-20	23-19	15-11
5-9	2-7	14-18
20x11	4-15!	11-8
1-5	7-10	18-23 (20-24??) A
11-8	15x6!	19x26
12x3	14-18	20-24
15-11	22x15	8-4
14-17	17-22	24-28
19-16	26x17	4-18 RED WINS
9-14	13x22	
16-12	6-13!!!	
3-7	22-25	
12-8	13-17!!	

Remarks: A. -- 20-24??; 19x28/18-23; 8-4! RED WINS

GAME 14:

11-16	4-8	20x11
22-17	30-25! (29-25?, Var. 2)	32-27? (28-24!)
8-11	7-11! (6-9?, Var. 3)	15-19!!
25-22	(15-19??) A	27-23
	<u>17-13</u>	
16-20 (Enter Game 14)	2-7	11-16
24-19	22-17	31-27
9-14	15-19!! (15-18?) B	14-18!!!
19-16? (22-18?/10-15!)	27-23? (13-9!) C	23x14
(17-13!)	(26-22?) D	
	(28-24?) E	
12x19	(25-22) F	19-23
23x16		27x18
11-15! (6-9!, Var. 1)	11-15! (11-16?) G	8-11
16-12	23x16	12x19

CHAPTER III: Sec. 1: "11-16" Openings, Game 14 (contd.)

GAME 14 (contd.)

10-15	7x14	3-7
19x10	25-22	29-25 (22-17?) H
6x31	31x17	7-11!!
14-9	13x22	24-20 (22-17?/16-20)
5x14	11-16!! (11-15?, Var. 4)	19-16! BLACK WINS
17x10	28-24	

- Remarks: A. -- 15-19??; 17-13/14-17; 21x14/10x17; 25-21!!/6-10; 21x14/10x17; 13-9!!/5x14; 22x13 RED has a commanding position.
- B. -- 15-18?; 28-24?/(26-23!, See Note)/5-9!! (11-15??, See Note); 26-23/11-15; 23-19?/8-11! BLACK WINS
(32-28?)

Notes:

- a) 26-23!/11-15; 13-9!!/6x22; 27-24/20x27; 31x24/18x20; 25x4/10-15 DRAW
- b) 11-15??; 25-22!!/18x25; 21x30/14x21; 30-25 RED WINS
- C. -- 13-9!/6x22; 25x9/5x14; 27-24/20x27; 31x6/1x10; 29-25 Even Game
- D. -- 26-22?/5-9!!!; 31-26/19-24; 28x19/11-15 BLACK WINS
- E. -- 28-24?/19x28; 26-23/20-24!; 27x20/6-9; 13x15/11x27; 17x10/7x14; 31x24/28x19 Black's position is strongly preferred.
- F. -- 25-22/11-15! Black's position is preferred.
- G. -- 11-16?; 31-27!!/19-24?? (5-9!); 12x19/24x15; 23-19! RED WINS
- H. -- 22-17?/14-18; 29-25/18-23! BLACK WINS

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Variation 1: 6-9!

6-9!	9-14 (1-6!!) C	11-15
22-18! (16-12?) A	18x9	32-27
14x23	5x14	4-8? (1-6!; 29-25/
27x18 (26x19?) B	16-12	29-25! 6-9!)

CHAPTER III: Sec. 1: "11-16" Openings, Game 14, Var. 1 (contd.)

Variation 1: (contd.)

8-11? (1-6!)	18x25	11x4
26-23	21x30	19x12
15-18	3-7	10-15
17-13!	30-25	31-26
2-6 (11-15?; 23-19!) (10-15?) D	15-18 (1-5?) F 23-19!	1-5 23-19
30-26	11-16	6-10 (18-23??)
10-15 (11-15?; 23-19!) <u>28-24!</u>	26-23	26-23 RED WINS
7-10 (6-10?; 13-9!)	7-11	
25-22! (26-22?) E	12-8	

Remarks: A. -- 16-12?/9-13; 26-23/5-9 Black's position is preferred.

B. -- 26x19/9-13; 30-26!/(17-14, See Note)/13x22; 26x17/5-9; 28-24?
(29-25/2-6!)/9-14!; 31-26/11-15; 16-12/4-8!; 29-25/8-11;
17-13/1-6; 26-22/6-9!; 13x6/2x9; 27-23/20x18; 32-28/15x24;
22x8/9-13!; 28x19; 10-15 BLACK WINS

Note: 17-14 (30-25??/13x22; 25x18/2-6!!)/10x17; 21x14/
11-15!; 19x10/20x11; 28-24/4-8!; 27-23/8-12! Black's
position is preferred.

C. -- 1-6!!; 17-13/9-14; 18x9/5x14; 16-12/11-15; 29-25/4-8; 32-27/
15-19!; 25-22/10-15; 22-17/7-10; 26-23/19x26; 30x23/2-7; 31-26/
7-11!; 26-22/11-16; 12x19/15x31; 22-18/6-9!!; 13x15/31x13
BLACK WINS

D. -- 10-15?; 21-17!/14x21; 23x14/2-6; 13-9!!/6x13; 25-22/1-5; 28-24
RED WINS

E. -- 26-22?/11-16; 12x19/3-8; 13-9!/6x13; 19-16/20x11; 24-19/15x24;
22x6/1x10; 27x20 Red has lost all the advantage he had earlier.

F. -- 1-5?; 25-21/15-18 (6-9, See Note); 23-19!/11-16; 26-23/7-11;
12-8/11x4; 19x12 RED WINS

Note: 6-9; 13x6/10x1; 23-19!!/7-10; 26-23/5-9; 31-26/9-13;
26-22/1-6; 19-16/6-9; 16x7/10x3; 23-19 RED WINS

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CHAPTER III: Sec. 1: "11-16" Openings, Game 14, Var. 2 (Starts)

Variation 2: 29-25?

29-25?	11-15!!	10-15
7-11	32-28	27-24
17-13	15x24	15-18!!
	<u>28x19</u>	<u>22x15</u>
6-9	8-11	3-8
13x6	27-24	12x3
2x9	20x27	1-6!
26-23	31x24	3x17
9-13	11-15	13x29 BLACK WINS
23-19	24-20	
15x24	15x24	
28x19	20x27	

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Variation 3: 6-9?

6-9?	1-6	13-17
17-13	25-22	22x13
8-11	6-9	21-25
13x6	26-23	26-22
2x9	9-13! (11-16??) A	25x9
22-17	31-26	13x6
9-13	14-17! (11-16?) B	15-18!
28-24!	21x14	27-23!!
13x22	10x17	20x27
25x9	23-18	23x14
5x14	17-21	27-31
29-25	18-14	6-1 DRAW

Remarks: A. -- 11-16??; 12x19/3-8; 22-17!/9-13; 19-16!!!/~~26x24~~ (13x22??; 16-11!); 24-20/13x22; 20-16/11x20; 23-18 RED WINS

B. -- 11-16?; 12x19/3-8; 21-17/14x21; 23-18/7-11 (8-11??; 18-14!); 27-23!!!/20x27; 19-16!/11x20; 18x4/27x25; 4x29/20-24; 29-4 RED WINS

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CHAPTER III: Sec. 1: "11-16" Openings, Game 14, Var. 4 (Starts)

Variation 4: (11-15?)

11-15?	14-18	9-14
28-24	24-20	26-22
3-7	18x25	10-15
29-25!	21x30	22-17
7-10 (14-18) A	15-19	14x21
22-17	30-26	13-9 DRAW
1-6	6-9	
25-22	17-13	

Remarks: A. -- 14-18; 21-17/18-23; 17-14/7-11; 25-21/1-5 (11-16, See Note);
21-17/11-16; 17-13!/16-20; 13-9/20x27; 9-6/27-31; 14-9!!/
5x14; 6-1 DRAW

Note: 11-16; 22-18/15x22; 24-19 DRAW

GAME 15:

11-16	2-6!	2-6! (8-11?, Var. 5)
22-17	22-17!! (30-25??) A	17-13! (22-18!) E
8-11	13x22	9-14
25-22	26x17	22-17! (23-18?)
9-13 (Enter Game 15)	7-11!! (4-8??) B	14-18!!
17-14	(6-10?) C	23x14
10x17	30-25!	16x23
21x14	3-7	27x18
	<u>25-21</u>	
16-20	4-8	20x27
24-19! (29-25!, Var. 1)	28-24!! (17-13?, Var. 3)	32x23
11-16	7-10	6-9!!
29-25	14x7	13x6
6-10! (4-8?, Var. 2)	11x2	1x10
25-21	31-26!! (17-14??) D	14x7
10x17	6-9! (5-9?, Var. 4)	8-11
21x14	26-22!	7x16
		12x26 DRAW

Remarks: (See Next Page)

CHAPTER III: Sec. 1: "11-16" Openings, Game 15 (contd.)

GAME 15: (contd.)

Remarks: A. -- 30-25??/6-16!; 25-21/10x17; 21x14/1-6; 22-17 (28-24??, See Note)/ 13x22; 26x17/4-8; 17-13/7-10; 14x7/3x10; 31-26/8-11; 26-22/11-15; 28-24/5-9 BLACK WINS

Note: 28-24??/7-10; 14x7/3x10; 22-18/6-9!; 19-15!!/10x28; 18-14/9x18; 23x14/4-8!; 14-10/16-19!!!; 27-24/20x27; 31x15/5-9 BLACK WINS

B. -- 4-8??; 23-18!!!/16x23; 14-9!!/5x21; 31-26/23x14; 30-25 RED WINS

C. -- 6-10?; 31-26/4-8; 26-22 Red's position is preferred.

D. -- 17-14??/2-7; 21-17/8-11; 17-13/7-10; 14x7/11x2; 31-26/6-9; 13x6/1x10 BLACK WINS

E. -- 22-18!/9-13; 18-15/13x22; 15-11!!!/8x15!; 19x10/6x15; 23-19!/16x23; 27x11/20x27; 32x23 DRAW

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Variation 1: 29-25!

	3-7	16-19
29-25!	31-27 (28-24??/6-9!)	27-23
11-16	12-16	19x26
14-9	28-24	30x23
5x14	10-15! (16-20?) A	11-16
23-19	26-22! (18-14!) B	17-14
16x23	13-17!!	6-9
27x9	22x13 (21x14??) C	13x6
20x27	15x22	2x9
32x23!	21-17	14-10
4-8	22-26	7x14
9-5	23-18	23-19
8-11	26-31	16x23
25-21	24-20	18x27
7-10	31x24	9-13
22-18	20x27	27-23 DRAW

CHAPTER III: Sec. 1: "11-16" Openings, Game 15, Var. 1 (contd.)

Variation 1: (contd.)

Remarks: A. -- 16-20?; 24-19?/(18-14!, See Note)/10-15!; 19x3/13-17; 21x14/2-7; 3x10/6x24; 14-9/24-28 DRAW

Note: 18-14!/10x17; 21x14/11-15; 26-22 Red's position is preferred.

B. -- 18-14!/16-19! (6-10?, See Note); 23x16/11x20; 26-23/7-11; 14-9!/11-16; 30-26/6-10; 9-6/2x9; 5x7/16-19; 23x16/20x2 Red's position is preferred.

Note: 6-10?; 30-25/10x17; 21x14/16-19; 23x16/11x20; 26-23/7-11; 25-22/11-16; 14-10!/15x6; 24-19 Red's position is preferred.

C. -- 21x14??/6-10!!; 14-9/10-14! BLACK WINS

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Variation 2: 4-8?

4-8?	10x26	7-11
22-18? (25-21) A	20x4	32-27?? (30-26??) B
6-9	7-11!!	10-15!
26-22	4x15	19x10
1-6!	12-16	11-16!!
27-24	19x12	12x19
20x27	26x10	9-14 BLACK WINS
31x24	28-24	
6-10!!!	2-7	
24-20	24-19	

Remarks: A. -- 25-21!/8-11; 28-24/7-10; 14x7/3x10; 22-17/13x22; 26x17 Red's position is preferred.

B. -- 30-26??/9-14; 18x9/5x14; 25-22/11-16! 26-23/14-17; 22-18/17-21; 18-15/10-14; 23-18/16x23; 18x9/13x6 BLACK WINS

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Variation 3: 17-13? (See Next Page)

CHAPTER III: Sec. 1: "11-16" Openings, Game 15, Var. 3 (Starts)

Variation 3: 17-13?

	10-14	7-11
17-13?	18x9	20-16
7-10	5x14	11x20
14x7	19-15	19-15
11x2	7-11	12-16
31-26	15x8	21-17
8-11	12x3	14x21
26-22	27-24? (28-24?) B	15-10
6-9!	20x27	21-25
13x6	32x23	10-6
1x10	2-7	20-24 BLACK WINS
22-18 (22-17?) A	28-24	
11-15	3-8	
18x11	24-20	
16x7	8-12	
23-18	23-19	

Remarks: A. -- 22-17?/10-14; 17x10/11-15 Black's position is strongly preferred.

B. -- 28-24?/2-7; 24-19/7-10!!!; 27-24/20x27; 32x23/3-7 BLACK WINS

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Variation 4: 5-9?

5-9?	16x23	2x9
26-22	18x9	13x6
8-11 (9-13??) A	23-26	11-15
17-13	9-5	6-2
9-14	6-9! (26-30)B	16-11
22-18	5x14	2x16
1-5	26-30! (26-31!)	12x28
18x9	14-10	21-17
5x14	30-16	15-19 DRAW
23-18	10-6	

Remarks: A. -- 9-13??; 22-18!!!/13x15; 19x10/6x15; 23-19 RED WINS

CHAPTER III: Sec. 1: "11-16" Openings, Game 15, Var. 4 (contd.)

Remarks: (contd.)

B. -- 26-30; 5-1/6-9; 13x6/2x9; 1-5/9-13; 5-18/11-16; 18-22 Red's position is strongly preferred.

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Variation 5: 8-11?

8-11?	6x13	3x10
17-13	19-15	19x12
9-14 (1-6? or 2-6?; 22-17)	2-7	13-17
(2-7?) A	15x8	<u>12-8!</u>
13-9		17-21
		<u>18-15</u>
14-17	12x3	10x26
21x14	24-19	27-24
1-6	7-10	20x27
22-18	14x7	32x30 RED WINS

Remarks: A. -- 2-7?; 13x6/1x10; 21-17/11-15; 17-14/10x26; 23x30! RED WINS

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CHAPTER III: Sec. 1: "11-16" Openings; Start of New Series

Series (C) - 11-16; 22-17/16-20 (or 10-15)

GAME 16: (Contains Index to Games 17 through 19)

11-16	2x9
22-17	26-22 (28-24, Var. 4)
16-20 (10-15, See Game 17)	9-13
24-19 (23-18?, See Game 18)	18x9
(17-14, See Game 19)	
8-11	13x6
17-13	23-18!
9-14	12-16!! (6-10?)
25-22	28-24! (18-14?/6-9!)
11-15!! (14-17?)	20x27
29-25 (22-18/15x24!)	31x24
15x24	6-10
28x19	24-20
4-8	16-19
32-28 (22-18, See Series A)	30-26 (18-14, Draw)
5-9!!	1-6!!
22-18 (22-17/7-11!)	5-1
8-11!	10-15!!
21-17! (25-22, Var. 1)	1x10
14x21	15x6
18-15!	18-14
11x18	11-15
23x5	14-10
10-15!! (7-11?, Var. 2)	15-18!!
19x10	22x24
7x14!!	6x15
27-23!! (25-22?) A	26-22!
3-7	15-18!
25-22 (31-27) B	22x15
7-11	21-25
22-18 (22-17, Var. 3)	20-16
6-9	25-30!
13x6	24-19

CHAPTER III: Sec. 1: "11-16" Openings, Game 16 (contd.)

GAME 16: (contd.)

30-25!
16-11
25-30! DRAW

- Remarks: A. -- 25-22?/12-16!!!; 27-23? (26-23!; 3-8!)/18-14!!!; 22x15/
16-19; 23x16/20x18 Black's position is preferred.
- B. -- 31-27/7-11!; 25-22/11-15; 22-17/14-18; 23x14/6-9; 13x6/
2x18; 17-14 (17-13?, See Note)/ 18x9; 5x14/1-5; 26-22/
12-16; 22-17!/15-18!; 14x23/21x14; 28-24/14-17; 30-26
(24-19; 17-22)/5-9; 24-19/9-13; 19x12/17-22; 26x17/13x22;
12-8/22-25; 23-18/25-30; 18-14/30-26; 8-4/26-31 DRAW

Note: 17-13?/18-22!!!; 26x17/21x14; 30-26!/15-19; 13-9/
14-18; 9-6!/1x10; 5-1!/18-23 DRAW

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Variation 1: 25-22

25-22 (26-22?) A	6-10!!	28-32!!!
(27-24?) B	13x15	17-13
11-16	16-19!	32x23
22-17	23x16	13x6
7-11		
26-22		
10-15! (11-15?) C	12x28	23-26!!!
19x10 (17x10??)	22-18!	6-1
14x7	7x16	26x28
30-26! (30-25!) D	17-14!!	18-15
1-5!	2-6!!	28x10
28-24	21-17!!	1x12
11-15!!!	6-9!!	20-24 DRAW
18x11	26-22!!!	

- Remarks: A. -- 26-22?/11-16; 31-26 (22-17?/7-11!)—20-24!! (7-11??,
See Note); 27x11/7x16; 22-17 (18-15?/3-8)/16-20!!!; 25-22/
2-7! (3-8??; 19-15!!!); 18-15/ (30-25??, See Note)/3-8;
- 22-18/7-11; 19-16 (30-25??; 20-24!)/10x19; 16x7/12-16!!
BLACK WINS

CHAPTER III: Sec. 1: "11-16" Openings, Game 16, Var. 1 (contd.)

Remarks: A. (contd.)

Notes:

a) 7-11??; 19-15!!/10x19; 21-17/14x21; 18-14/9x18; 22x8
RED WINS

b) 30-25??/12-16!!; 19x12/7-11 BLACK WINS

B. -- 27-24?/20x27; 31x24/11-15!!; 18x11/7x16; 19-15/10x19;
24x15/16-20!; 25-22/3-8! Black's position is strongly preferred.

C. -- 11-15?; 18x11/16x7; 30-25! Red's position is strongly preferred.

D. -- 30-25!/7-10!; 17-14/10x19; 27-24/20x27; 31x8/16-20; 8-4/
12-16; 18-14/9x18; 4x22/16-19; 22-18 (22-31?, See Note)/
3-8; 18x4/19-23 DRAW

Note: 22-31?/19-23; 28-24/20x27; 31x20/3-7; 20-31 Black's
position is preferred.

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Variation 2: 7-11?

7-11?	3-8	12-16
13-9!!	28-24! (26-23?) B	10-6
6x13	8-12	16-19
19-16	24-20 (26-23?)	6-1
12x19	1-5	13-17!!
27-24	26-23	22x13
20x27	15-19	19-23
31x6	23x16	1-24
2x9	12x19	21-25
5x14	20-16 (22-18) C	30x21
11-15!	19x12	23-26 DRAW
25-22!! (28-24?) A	14-10	

Remarks: A. -- 28-24?/13-17; 14-10 (14-9?; 15-18!)/ 15x6; 25-22/3-7; 22x13/
7-11; 26-23!/6-9; 13x6/1x10; 24-20!/10-14! DRAW

B. -- 26-23?/13-17; 22x13/15-18; 23-19 DRAW

CHAPTER III: Sec. 1: "11-16" Openings, Game 16, Var. 2 (contd.)

Remarks: (contd.)

C. -- 22-18/13-17; 14-10/(18-15!, See Note)/19-23; 18x27/17-22;
20-16!/22-25; 16-11/25-29!!; 11-7/5-9; 7-3/9-14 DRAW

Note: 18-15!/17x10; 15x24!/10-15; 20-16/15-18; 16-11/
18-22; 11-8/21-25!!; 30x21/22-26; 8-4/26-31; 24-19/
5-9; 19-16/9-14; 16-12/31-27!; 4-22!/14-17!! DRAW

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Variation 3: 22-17

	11-15!	14-17
22-17	26-22!	24-19
14-18!	1-5!	17-22
23x14	31-27!	19x12
6-9	12-16	22-26
13x6	22-17 (30-26?/16-19!)	23-18
2x18	15-18!!	26-31
17-14! (17-13?) A	14x23	27-23
18x9	21x14	20-24 DRAW
5x14	28-24	

Remarks: A. -- 17-13?/11-16; 28-24/(31-27?, See Note)/20x27; 31x24/18-23;
26x19/16x23; 13-9/23-26; 30x23/21-25 DRAW

Note: 31-27?/18-23; 27x18/21-25; 30x21/20-24 DRAW

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Variation 4: 28-24

	12-16	20-24
28-24 (31-27?) A	26-23	11-8
20x27	6-10	24-28
31x24 (23x32?) B	24-19!	8-4!
9-13?(11-16!; 24-19/14-17!)	16-20	10-14
18x9	19-16!	4-18!!
13x6	11-15	14-17
23-18!!	18x11	18-9! RED WINS

Remarks: (See next page.)

CHAPTER III: Sec. 1: "11-16" Openings, Game 16, Var. 4 (contd.)

Remarks: A. -- 31-27?/11-16; 28-24/16-19!!; 24x15/14-17!; 5x14/17x19;
23x16/12x19 BLACK WINS

B. -- 23x32?/14x23; 26x19 (5x14, 21-25!)/ 9-14; 31-26/14-17;
32-27/11-15; 19x10/17-22; 26x17/21x7 DRAW

GAME 17:

11-16	15x22	15x22!
22-17	26x17	17x26
10-15 (Enter Game 17)	1-6 (7-10; 17-14!)	4-8
17-13! (23-19!, Var. 1)	27-23!!	20-16
16-19!	19x26	13-17
23x16	31x22	30-25
12x19	7-10	17-21
24-20! (21-17?, Var. 2)	32-27!!	25-22
(25-22?, Var. 3)		
(26-22!, Var. 4)	8-11	
9-14	27-23	6-9
25-22	9-13! (11-15?) A	26-23
14-17!	(9-14?) B	9-13
21x14	28-24! (23-19?/11-15!)	23-18
6-9	11-15	10-14
13x6	23-18	18x9
2x25	3-8	13x6
29x22	18x11	24-19
5-9	8x15	6-10
22-18!!	22-18!	16-12
		8-11 DRAW

Remarks: A. -- 11-15?; 17-13/9-14; 23-19/15x24; 28x19/3-8; 22-17!!/14x21;
20-16/10-14; 19-15/8-12; 16-11/6-10; 15x6/14-18; 6-1/18-23;
1-24 RED WINS

B. -- 9-14?; 17-13/10-15; 28-24/4-8; 23-19!/15-18; 22x15/11x18;
20-16/6-10; 30-25/3-7; 16-12/8-11; 24-20/11-15; 12-8!!!/
15x24; 20x27/10-15; 8-4!/(8-3?/7-11!! --18-23!)/7-11;
27-24/18-23; 25-22/14-18; 22-17!!/23-26; 24-19!! RED WINS

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CHAPTER III: Sec. 1: "11-16" Openings, Game 17, Start of Var. 1

Variation 1: 23-19!

	8-11	16-19
23-19!	29-25	18x11
16x23	9-13	19x28
26x10	17-14	7-3!! (27-23? or 22-18?)
6x15	2-7	28-32
30-26! (25-22?) A	24-19	11-7!
8-11	12-16!! (1-6?) D	32x14
26-23	19x12	7-2
11-16! (15-18!) B	11-15	14-32!!
24-19!	32-28!	2x9
15x24	1-6	5x14
27x11! (28x19?) C	12-8!!	3x17
7x16	3x12	32-18
28-24	28-24	22x15
4-8	12-16	13x29 DRAW
31-27	23-18	
16-20	7-10!!	
25-22	14x7	

- Remarks: A. -- 25-22?/2-6; 27-23/8-11; 17-13/4-8!!!; 23-19?/(23-18!)/
6-10!!!!; 13x6/12-16!; 19x12/15-19!; 24x15/11x25; 29x22/
7-11; 6x15/11x25; 30-26/25-29! BLACK WINS
- B. -- 15-18!; 23x14/9x18; 25-22/18x25; 29x22/12-16; 17-14! (22-18?,
See Note)/4-8; 22-18/7-10; 14x7/3x10; 24-20!!/16-19; 18-15/
11x18; 27-23/19x26; 31x6/1x10 DRAW
- Note: 22-18?/5-9; 17-13/1-5; 13x6/2x9; 27-23/16-20; 31-27?
(23-19!)/7-10 Black's position is preferred.
- C. -- 28x19?/2-6; 25-22 (17-13, See Note)/16-20; 17-13/9-14;
31-26/4-8; 29-25/5-9!!!; 22-18/8-11; 26-22/7-10; 18-15/11x18;
22x15/12-16; 19x12/10x26; 27-24/20x27; 32x30/14-18; 30-26/
9-14; 26-22/3-7 DRAW
- Note: 17-3/9-14; 23-18/14x23; 19x26/16-19; 25-22/7-10
Black's position is preferred.
- D. -- 1-6?; 22-18/6-9; 25-22/11-16; 32-28/7-10; 14x7/3x10; 18-15/

CHAPTER III: Sec. 1: "11-16" Openings, Game 17; Var. 1 (contd.)

Remarks: D. (contd.)

10-14; 22-18/13-17; 15-10/14x7; 21x14 Red's position is strongly preferred.

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Variation 2: 21-17?

	14-18	15x24
21-17?	26-22! (32-27?) B	28x19!
9-14	(29-25?) C	17-22
17x10	18x25	19-16
	<u>21x30</u>	
7x14	9-14! (19-23!) D	6-10
25-21	31-26	16-12
3-7	6-9	10-15
24-20	13x6	23-18
6-9	10x1	22-26
13x6	32-27	18-14
1x10	1-6	15-19
26-22	27-23	14-9
8-11	8-12	26-31
27-24	23x16	9-5
4-8	12x19	19-23
30-26	26-23	5-1
2-6 (5-9??) A	19x26	23-27
22-17	30x23	20-16
5-9!!	14-17	11x20
17-13	24-19	12-8 DRAW

- Remarks: A. -- 5-9??; 21-17/14x21; 22-18 **RED WINS**
- B. -- 32-27?/10-14!; 26-22/18x25; 21x30/14-18; 30-26/7-10
Black's position strongly preferred.
- C. -- 29-25?/18-23; 26-22/10-14; 22-17/7-10; 25-22/23-26
BLACK WINS
- D. -- 19-23!; 29-25? (31-26!; 15-19!)/ 15-18; 31-26/ (25-21, See Note)/ 10-14; 26x19/18-22; 25x18/14x16; 32-27/9-14; 27-23/14-18; 23x14/16-19; 24x15/11x9; 30-26/9-14; 28-24/7-11; 24-19/8-12; 26-22/6-10 **BLACK WINS**

CHAPTER III: Sec. 1: "11-16" Openings, Game 17; Var. 2 (contd.)

Remarks: D. (contd.)Note: 25-21/9-14; 31-26/11-15; 26x19/18-22 BLACK WINS

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Variation 3: 25-22?

25-22?	11-15	14-18
15-18	30-26	16-12
22x15	15x24	7-11
	<u>20x27</u>	<u>27-24</u>
19x10	10-15	18-23
29-25	27-24	17-14
8-11	12-16	10x17
24-19	26-22	13x22
4-8	8-12	5-9
25-22	32-28	24-19
11-15! (8-12!) A	15-18	23x16
27-24	22x15	12x19
7-11	19-16	11-15
22-17	23x16	19x10
8-12	12x10	6x15
24-20	24-20	21-17
15x24	2-7	15-19
28x19	20-16	22-18
3-8	9-14	1-5
26-23	31-27	17-14 DRAW

Remarks: A. -- 8-12!; 22-17/9-14; 27-24!/11-16; 24-20/16x23; 26x19/7-11; 30-26/10-15; 17x10!/15x24; 20x27!/6x15; 26-23/3-7; 28-24/1-6; 32-28/15-18; 23x14/6-9; 13x6/2x18; 31-26 (21-17?)/

5-9; 26-22/18x25; 21x30/9-14; 30-26/14-17; 27-23/11-16; 23-18/7-11; 26-23/16-20; 24-19/17-21 (11-16, See Note); 28-24/20x27; 23x32 DRAW

Note: 11-16; 18-15/20-24; 23-18 DRAW

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CHAPTER III: Sec. 1: "11-16" Openings, Game 17; Start of Var. 4

Variation 4: 26-22!

	11-15	12x19
26-22!	32-28	30-26
15-18	15x24	19-24
22x15	28x19	22-18!!
19x10	8-11	24-27
24-19!	22-18!! (22-17??) A	18-14
8-11	11-16	2-7
28-24!	18x9	14-9
4-8	5x14	27-31
27-23	20x11	9x11
8-12	7x16	31x4
31-26	26-22!!	13-9
9-14	10-15!!!	1-5
24-20	19x17	9-6!! (29-25??)
3-8!!	16-19	5-9
25-22	23x16	<u>6x13</u>
		4-18
		29-25 DRAW

Remarks: A. -- 22-17??/14-18!!!; 23x14/5-9!!; 14x5/11-16!!; 20x11/7x23;
26x19/10-14; 17x10/6x24 BLACK WINS

GAME 18:

11-16	2-7	14-18
22-17	17x10	17-13
16-20	7x14	10-14
23-18? (Enter Game 18)	29-25	31-26
10-14!!	3-7	6-10
17x10	25-22	26-22
7x23	9-13	18x25
26x19	30-26	21x30
9-14!!	7-10	1-6!
25-22	22-17	30-26 (19-15?)
5-9	13x22	8-11 (14-18) A
22-17	26x17	19-16

CHAPTER III: Sec. 1: "11-16" Openings, Game 18 (contd.)

GAME 18: (contd.)

12x19	20x27	15x24
24x8	32x23	28x19 DRAW
4x11	10-15	
27-24	23-19	

Remarks: A. -- 14-18; 27-23/18x27; 24x31/20-24; 19-15!/10x19; 32-27/12-16; 27x11/8x15; 26-23!/19x26; 31x22/4-8; 28-24/8-12; 24-20/15-19 DRAW

GAME 19:

11-16	1-6!!	20x27
22-17	31-26! (14-9??, Var. 5)	32x23
16-20	6-9	9-13
17-14 (Enter Game 19)	28-24	23-19
9x18	13-17 (2-6?, Var. 6)	5-9
23x14	14-10! (32-28?) A	19-16
10x17	17x14	6-10
21x14	19-15	15x6
8-11! (6-9!, Var. 1)	3-8	9x2
25-22	15-10	16-12
4-8 (11-16!, Var. 2)	14x7	8-11
29-25	21x14	18-15
11-16	2-6	11x18
22-18 (24-19!, Var. 3)	26-22!!	12-8
6-9	16-19! (7-10!) B	17-21
25-21	24x15	8-3
8-11	7-10	2-6
26-23 (18-15?, Var. 4)	14x16	3-8
9-13	12x17	18-23
24-19	27-24	8-15
		6-9
		15-22 DRAW

Remarks: A. -- 32-28?/17x10; 19-15/10x19; 24x8/16-19; 23x16/20x4 BLACK WINS

CHAPTER III: Sec. 1: "11-16" Openings, Game 19 (contd.)

Remarks: (contd.)

B. -- 7-10!; 14x7/11x2; 22-17/6-10!; 18-14/9x18; 23x7/ 2x11; 24-19/
16x23; 27x18/12-16!; 30-26/8-12; 26-23/11-15; 18x11/16x7;
23-19!/5-9; 32-27/7-11; 17-13/9-14; 27-23 DRAW

Variation 1: 6-9!

6-9!	11x2	10x19
26-23	23-19 (21-17?) D	23x7
9x18	16x23	2x11
23x14	27x18	26-23
12-16!	20x27	12-16!!
30-26	32x23	17-13
8-12	5-9	9-14
25-22	28-24 (22-17??/9-14!)	18x9
4-8	3-7	5x14
29-25	24-19	22-18
2-6 (8-11?) A	7-11!	16-19 DRAW
26-23	21-17!	
8-11!	6-10!	
25-21!	31-26!	
7-10! (6-10?) B	1-5	
(6-9) C	19-15!	
14x7		

Remarks: A. -- 8-11?; 14-9/5x14; 27-23/20x18; 22x8/7-11 Black's position
is preferred.

B. -- 6-10?; 22-17/1-6?; 23-18!!/3-8! (10-15??, See Note); 17-13/
10x17; 13x22/7-10; 31-26/6-9; 26-23/9-13; 21-17!/5-9; 24-19/
10-15; 19x10/9-14; 18x9/13x15; 23-18/15-19; 18-14 RED WINS

Note: 10-15??; 17-13/15x22; 14-9/5x14; 24-19/16x23; 27x2
RED WINS

C. -- 6-9; 22-18/1-6; 24-19/6-10; 28-24!!/10x17; 21x14/3-8!; 31-26/
7-10; 14x7/11x2; 26-22/2-6; 22-17/6-10; 18-15/9-13; 15x6/
13x22; 6-1/22-25; 1-15/25-30 DRAW

CHAPTER III: Sec. 1: "11-16" Openings, Game 19, Var. 1 (contd.)

Remarks: (contd.)

D. -- 21-17?/5-9!; 17-13??/6-10!!; 13x15/16-19 BLACK WINS

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Variation 2: 11-16!

11-16!	2-7	12-16
29-25	10-6	28-24
4-8	1x10	10-15
22-17	27-24	30-26
16-19!	20x27	5-9
24x15	32x14	23-18
6-9	10x17	15x22
15-10!!	21x14	26x17
9x18	7-10	8-11
25-21	14x7	31-26
7x14	3x10	11-15
17x10	26-23	26-23 DRAW

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Variation 3: 24-19!

	6-10	5-9
24-19! (26-23!) A	22-17	25-21
16x23	1-6! (10-15!) B	9-14 (11-15?; 19-16!)
26x19	17-13	22-18!!
8-11!	10x17	14-17
19-16!	13x22	21x14
12x19	6-10	10x17
27-24	30-26	18-14!
20x27	7-11	17x10
31x8	24-19	23-18 DRAW
3x12	2-7	
28-24	26-23	

Remarks: A. -- 26-23!/16-19; 23x16!/20x11; 24-20/6-10 (11-15??, See Note);
22-17/1-6; 17-13/10x17; 13x22/11-15; 27-24 (Even Game)

Note: 11-15??; 14-10!!/7x14; 22-17/14x21; 30-26/21x23;
27x4 RED WINS

CHAPTER III: Sec. 1: "11-16" Openings, Game 19, Var. 3 (contd.)

Remarks: (contd.)

B. -- 10-15!; 25-21!!/15-19!; 24x15/7-10; 14x7/2x18; 30-25!/12-16 (18-23??); 25-22!; 32-27/16-19; 25-22/18x25; 21x30/5-9; 27-23/19x26; 30x23 DRAW

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Variation 4: 18-15?

	1-5	29-15
18-15?	22-18 (22-17?? or 23-18??)	26-31
11x18	15x22	9-14
14x23	19-15	31-13
7-10	10x26	14-23!
21-17? (26-22!)	24-19	13-31
9-13!	16x23	12-16
24-19? (26-22!) A	27x2	21-17
13x22	26-30	16-19
26x17	2-6	17-13
2-6	23-25	19-24
17-13 (30-25) B	6-10	32-28
3-8!	25-29	15-19
31-26 (30-25) C	10-28	31-22
8-11	30-16	24-27
26-22	28-10	22-8
11-15	16-2	27-31
28-24	10-19	8-29
5-9	5-9	20-24
30-25	13x6	<u>29-4</u>
		24-27
9-14	2x9	4-29
25-21	19-26	27-32 BLACK WINS

Remarks: A. -- 26-22!/5-9; 23-18/10-15; 18x11/16x7; 24-19/2-6; 30-25 Red's position is preferred.

B. -- 30-25/20-24!!!; 27x11/3-7; 11x9/5x30 BLACK WINS

C. -- 30-25/8-11; 25-22/5-9; 22-18/20-24; 27x20/10-15 BLACK WINS

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CHAPTER III: Sec. 1: "11-16" Openings, Game 19, Start of Var. 5

Variation 5: 14-9??

	7-10	6-9
14-9??	14x7	25-21
5x14	3x10	9-14
18x9	26-22	23-18
13-17	11-15	14x23
21x14	28-24	27x11 (19x26??/ 10-14!)
6x13	2-6	
31-26	30-25	16x23 BLACK WINS

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Variation 6: 2-6?

2-6?	9x18	14-18
18-15!!!	32x14	20-31!
11x18	6-10	18-23
26-22!!!	14x7	13-9
18x25	3x10	10-15
23-18!	2-11!	9-6
16x23	5-9	15-18
21-17	21-17!	6-1 RED WINS
13x15	9-14	
27x2	17-13	
20x27	12-16	
30x21	11x20	

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CHAPTER III: Sec. 1: "11-16" Openings; Start of New Series

Series (D) - 11-16; 22-17/16-19; 24x15

GAME 20: (Contains Index to Games 21 through 23)

11-16	1-6? (9-13?) A
22-17	24-19
16-19	9-13
24x15	32-27
10x19	6-10? (4-8?) B
23x16	26-22!
12x19	11-15
17-14! (17-13!, See Game 22)	27-24!
_____ (25-22!, " " 23)	
9x18	7-11
27-24!	16x7
19-23	2x11
26x19	19-16
5-9	3-8
19-16	16x7
9-14	10x3
30-26!	24-19
6-9? (6-10?, See Game 21)	15x24
24-20	20x27 RED WINS
8-11	
28-24	

Remarks: A. -- 9-13?; 32-27/11-15; 16-12/4-8?; 20-16/8-11; 25-22!!!/
11x20; 12-8!!!/3x12; 22-17/13x22; 26x3 RED WINS

B. -- 4-8?; 26-22/6-9 (7-10, See Note); 22x15/11x18; 31-26!/2-6!!!;
16-12 (26-22?; 13-17!!!) Red's position is strongly preferred.

Note: 7-10; 22x15/11x18; 31-26 Red's position is strongly preferred.

GAME 21:

11-16	16-19	10x19
22-17	24x15	23x16

CHAPTER III: Sec. 1: "11-16" Openings, Game 21 (contd.)

GAME 21: (contd.)

12x19	11-15! (4-8?) A	7x16
17-14!	27-23	12x17
9x18	4-8	6-9
27-24!	28-24	17-13!
19-23	8-11 (9-13??) B	9-14
26x19	22-17	24-19!
5-9	9-13	3-7
19-16	26-22	31-26
9-14	2-6	7-11
30-26!	24-19	26-22
6-10! (Enter Game 21)	15x24	11-15
(8-11!, Var. 1)	20x27	19-16
<u>16-12</u>		
1-6	11-15	14-18
24-20	27-24	13-9 RED WINS
8-11	15-18	
32-27	22x15	
6-9 (4-8!, Var. 2)	13x22 (10x28??) C	
25-22	23-18!!!	
18x25	14x23 (10x28??) D	
29x22!!	15-11	

Remarks: A. -- 4-8?; 27-23/10-15; 22-17/7-10? (15-18?, See Note); 26-22/9-13 (2-6?, 23-19!) 28-24!/2-6; 24-19/15x24; 20x27/11-15; 27-24/15-18 (6-9?; 24-20) 22x15/10x28 (13x22??; 24-19!!) 17x1/8-11 RED WINS

Note: 15-18?; 17x10/18x27 (7x14!; 21-17!); 31x24/7x14; 24-19/14-18 (9-13; 26-23!); 26-22/18x25; 21x30
Red's position is preferred.

B. -- 9-13??; 23-18!!!/14x30; 22-18/15x22; 24-19 RED WINS

C. -- 10x28??; 17x1/7-10; 1x24! RED WINS

D. -- 10x28??; 18x11/28-32; 11-8 RED WINS

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CHAPTER III: Sec. 1: "11-16" Openings, Game 21 , Start of Var. 1

Variation 1: 8-11!

8-11!	9-13	14-18
24-20	27-23	19-16!
6-10! (7-10!)	11-15	2-7
32-27	23-19! (28-24??) A	31-27
1-6	15x24	4-8
16-12	28x19	27-24
6-9	7-11 (14-17?) B	18-23
25-22	22-17	17-14
18x25	13x22	10x17
29x22!!	26x17	21x14
		23-26 DRAW

Remarks: A. -- 28-24??/14-18; 23x14/10x17; 21x14/15-19; 24x15/7-10
BLACK WINS

B. -- 14-17?; 21x14/10x17; 26-23/17x26; 31x22 Red's position is preferred.

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Variation 2: 4-8!

4-8!	8-11!	7-11
28-24	25-21	25-22 (27-23?)
11-15 (6-9) A	18-22!!!	18x25
25-22	26x17	21x30
18x25	15-18!!	14-18! (15-18!)
21x30	12-8!! (30-25??,	20-16!!
14-18! (15-18?)	30-26?? or 24-19??)	11x20
29-25	3x12!	30-26 (30-25??/ 18-23!!)
10-14	<u>30-25</u>	18-23
26-23!!	11-15 (11-16?)	27x11
6-10	17-13	20x27
31-26!!	2-6	19-15
	23-19	10x19
		11-7 DRAW

Remarks: A. (See Next Page)

CHAPTER III: Sec. 1: "11-16" Openings, Game 21, Var. 2 (contd.)

Remarks: A. -- 6-9; 25-22/18x25; 21x30/14-18; 29-25/11-15; 20-16/9-13;
 24-20/8-11; 26-22/10-14; 27-24!!/18-23!!; 31-26/14-17;
 26x10/7x14; 16x7/2x11; 25-21! (24-19??)/17x26; 30x23/
 13-17; 24-19/17-22; 19-16/11-15; 23-19/15x24; 20x27/14-18
 DRAW

GAME 22:

11-16	7-11 (9-14? ..; 21-17!!)	3-7
22-17	30-26	25-22
16-19	11-16	7-11!
24x15	26-23	21-17
10x19	19x26	2-6
23x16	22x31	31-27
12x19	16-19	11-16
17-13 (Enter Game 22)	25-22	27-24
8-11 (9-14, Var. 1)	15-18! (6-10?, Var. 4)	20x27
25-22	24x15	32x23
4-8	18x11	6-9
22-17	28-24	13x6
11-16	11-16	1x10
29-25! (26-22?, Var. 2)	22-18	22-18
8-11	9-14	16-20
27-24 (26-22, Var. 3)	17x10!	23-19
11-15	6x22	20-24
31-27! (25-22?/15-18!) (24-20??) A	24-19 16x23	19x28 5-9 DRAW
16-20	27x25	
26-22!		

Remarks: A. -- 24-20??/7-10!!; 20x18/10-14 BLACK WINS

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Variation 1: 9-14

9-14	8-11	4-8! (7-10!) A
25-22	22-17	17x10

CHAPTER III: Sec. 1: "11-16" Openings, Game 22, Var. 1 (contd.)

Variation 1: 9-14 (contd.)

7x14 (6x15, See Sec. 2)	7x16	6-10
29-25! (27-24?) B	28-24	27-24
5-9	2-7	10-15
26-23! (27-24) C	31-26! (24-20??/7-10!)	24-20
19x26	7-10	15-18
30x23	26-23!! (27-23?)	23-19
1-5	10-15	18-22
23-19	24-20	20-16
3-7	14-18	22-25
28-24	23x14	16-12
8-12	9x18	8-11
32-28 (31-26?) D	20x11	19-15
11-16	15x8	11x18
19-15	25-22	12-8 DRAW
7-11	18x25	
15x8	21x30	
12x3	5-9	
24-20	30-26!	
3-7	9-14	
20x11	26-23	

- Remarks: A. -- 7-10!; 27-24/4-8; 24x15/11x18; 28-24/2-7; 24-20/7-11; 26-23!/18x27; 30x23!/11-15; 20-16/6-9!!; 13x6/15-19; 6x24/8-12; 17x10/12x28; 30-26/28-32; 10-7!!/3x10; 26-22/ 32x25 DRAW
- B. -- 27-24?/11-15; 31-27/8-12!; 24-20/6-9; 13x6/1x10; 27-24/14-18; 32-27? (26-22!)/19-23!; 26x19/18-22 Black's position is preferred.
- C. -- 27-24/11-15; 26-23/19x26; 30x23/6-10!; 13x6/2x9; 25-22/9-13; 31-27/13-17!!!; 22x13/1-6; 24-20 (23-19?)/8-12; 27-24/15-19; 23x16/12x19; 24x15/10x19; 32-27/3-7; 13-9!!/14x5; 27-24/7-10; 24x15/10x19; 28-24/19x28 DRAW
- D. -- 31-26?/11-16!; 19-15/16-19??(14-17!); 15-10!!/6x15; 13x6/2x9; 21-17!! RED WINS

Variation 2: (26-22?) - (See Next Page)

CHAPTER III: Sec. 1: "11-16" Openings, Game 22, Start of Var. 2

Variation 2: 26-22?

	7-10!!	16-11
26-22?	26-23? (17-13??	27-23
7-10	19-24!!)	12-16
27-24	19x26	31-26
	<u>17-13</u>	
8-12	26x17	11-4
24x15	21x5 (21x7??/16-19!)	20x11
10x19	15-18!	4x27!!
29-25	13-9	26-22
9-14	18-22	27-20
17x10	9-6	22-17
6x15	22-25	20-7
21-17	6x15	17-13
3-7!	16-19	7-2
25-21	15x24	28-24
5-9!	25-30	2-6
13x6	32-27	24-20
2x9!	30-16	6-2 BLACK WINS
30-26	24-20	

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Variation 3: 26-22!

	14-17!!	18x9
26-22!	21x14	25-21
11-15	6-9	9-14
31-26	13x6	21-17!
9-14!	2x18	14x21
17x10	27-24!	22-18
7x14	5-9	15x22
27-24 (22-17??) A	22-17!	24x8
3-7	9-13	16-19
24-20 (22-17??) B	26-22!!! (17-14??) C	8-4 DRAW
7-11	1-6	
32-27	17-14	

Remarks: A. -- 22-17??/16-20!!!; 17x10/19-24 BLACK WINS

CHAPTER III: Sec. 1: "11-16" Openings, Game 22, Var. 3 (contd.)

Remarks: (contd.)

- B. -- 22-17??/14-18!; 24-20/7-11; 26-23/18x27; 32x23/19x26; 30x23/15-19; 23-18 (25-22??)/11-15 BLACK WINS
- C. -- 17-14??/18x9; 26-23/19x26; 30x23/15-18!!!; 23x5/13-17 BLACK WINS

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Variation 4: 6-10?

6-10?	10x19	9-14
13x6	21-17!!	32-27!
2x9	22-25	3-7
17-13!	17-14!	24-19!
1-6! (9-14?; 13-9!!/ ...14-18!)	9x18	6-10
(10-14?; 13x6!/ ...22-18!)	27-24	29-25!
22-18! (21-17?)	20x27	7-11
	31x29	27-24!
	5-9	14-18
15x22	28-24!	13-9 RED WINS
24x15		

GAME 23:

11-16	4-8!	3-7! (6-10?) B
22-17	17x10	22-17! (27-24?/19-23!)
16-19	6x15! (7x14) A	6-10
24x15	29-25!	30-26
10x19	2-6!	1-6 (14-18??; 17-14!)
23x16	25-22! (26-23!)	27-24!
12x19	5-9!	14-18! (11-16??) C
25-22! (Enter Game 23)	22-17! (26-23?)	32-27
	_____ (27-24?)	
8-11!	9-14!	6-9!
17-13!	17x10	13x6
9-14	7x14	10x1
22-17 (22-18!, Var. 1)	26-22! (27-23?/11-16!)	26-23

CHAPTER III: Sec. 1: "11-16" Openings, Game 23 (contd.)

GAME 23:(contd.)

19x26	6-9!	10x1
31x22	26-23 (24-20??) E	24-20
18x25	7-10	8-11
21x30	17-13	27-24
1-6!!!	11-16!!!	15-18!!!
30-26?? (17-13, Var. 2)	13x6	23x14
(24-20!!) D		1-6! BLACK WINS

Remarks: A. -- 7x14; 27-24!/11-15 (3-7!); 31-27!/8-12! (6-9??); 24-20
Red's position is preferred.

B. -- This is a weak move for Black because he gives Red an easier
chance to draw. However, Red still has to be cautious!

6-10?; 13-9!!/14x5; 27-23!/19x17; 21x16/8-12; 31-26!!
(30-26??, See Note)/12x19; 32-27!/15-18! (3-8, See Note);
26-23!/19x26; 30x14/1-6!; 28-24!/3-7!; 27-23!/6-10!; 23-18!/
10x17; 18-15!!/17-22; 24-20!/22-25; 15-11/7x16; 20x11 DRAW

Notes:

a) 30-26??/12x19; 32-27 (or 31-27)/5-9!!!; 27-23/9-13!!;
23x16/15-18! BLACK WINS

b) 3-8?; 27-23!/8-12; 23x16/12x19; 26-23!/19x26; 30x23/
5-9; 23-19!/15x24; 28x19 DRAW

C. -- 11-16??; 24-20!!/7-11; 32-27!!/8-12 (14-18, See Note); 27-23!
15-18 (6-9??, See Note); 13-9!!! RED WINS

Notes:

a) 14-18??; 26-22!/18x25; 21x30/6-9 (15-18??; 13-9!!);
13x6/10x1; 27-24!/1-6; 17-14!/8-12; 31-26 RED WINS

b) 6-9??; 13x6/10x1; 17x10/15x6; 31-27!/6-10; 27-24!
(26-22!)/10-15; 21-17/1-6; 17-14 RED WINS

D. -- 24-20!!/6-9; 27-23!!/9-13 (7-10, See Note); 17-14/15-18;
14-9!/18x27; 9-5!/27-32; 5-1 DRAW

Note: 7-10; 23-19!/15x24; 28x19/8-12; 17-13!/9-14; 30-26!/
11-15; 26-23/15x24; 20x27/10-15; 27-24/15-18; 13-9!!!/
18x20; 9x18 DRAW

CHAPTER III: Sec. 1: "11-16" Openings, Game 23 (contd.)

Remarks: (contd.)

E. -- 24-20??/15-19!!; 26-22/11-15 BLACK WINS

Variation 1: 22-18!

	7-10!	3-7! (21-25?; 15-10!)
22-18!	29-25! (18-14??/9x18!!)	24-19!
14x23	9-14!	7-11!
27x18	18x9	15x8
4-8! (6-10! or 11-16!)	5x14	12x3
26-23 (21-17) A	25-22	19-15!
(32-27) B	11-15	3-7! (21-25??; 9-6!!)
19x26	21-17!	27-23
30x23		
8-12	14x21	21-25
28-24	23-18!	9-6!
6-9!	10-14!!	1x26
13x6	18x9! (18x11?) C	31x29 DRAW
2x9!	15-18!	
32-27	22x15	

Remarks: A. -- 21-17/8-12!; 26-23! (29-25?? or 32-27??, See Notes)/19x26; 30x23 Black's position is slightly preferred.

Notes:

a) 29-25??/19-24!!; 28x19/12-16!; 19x12/3-8!; 12x10/6x29! BLACK WINS

b) 32-27??/19-23!; 26x19/11-15!; 18x11/7x32 BLACK WINS

B. -- 32-27/8-12!; 26-23 (27-24?, See Note)/19x26; 30x23 Black's position is slightly preferred.

Note: 27-24/11-16!; 24x15/6-9! (7-10; 15-11); 13x6/1x19; 26-23!/19x26; 30x23/16-19; 23x16/12x19 Black's position is preferred.

C. -- 18x11?/14-17!; 22x13/21-25!; 24-19/25-29! (1-6??; 19-16!); 19-15/12-16!; 11x20/29x8! (29x11??/20-16!!); 27-23 (13-9??/8-18!!)/ 1-6 BLACK WINS

CHAPTER III: Sec. 1: "11-16" Openings, Game 23, Start of Var. 2

Variation 2: 17-13

	22-25	26-30!!
17-13	23-18 (24-19??) B	16-12 (16-11??) C
15-19!	25-29!! (25-30?)	30-21!!!
24x15	18-15 (18-14??/11-15!)	14-9
11x18	11x18	21-10!!
30-26?? (28-24!!!) A	20x11	9-5
8-11!	18-23!	10-1!
28-24	11-7	13-9
11-16!!	6-10!!!	15-4!
26-23	7x14	9-6
18-22	29-15	1x28!!
24-20	24-20 (13-9 or 14-9??)	<u>5-1</u>
		4-15!
7-11	23-26!!!	1x19
27-24	20-16	28x15 BLACK WINS

Remarks: A. -- 28-24!!!/8-11!; 24-19!!!/18-22! (7-10?; 30-26!); 27-24!/7-10; 24-20!/11-15! (10-14!, See Note); 20-16!! (19-16??/15-19!!!)/15x24; 16-12!/24-27; 12-8/27-32; 8-4/32-18; 30-26! DRAW

Note: 10-14!; 13-9!!!/14x5 (6x13; 19-16!); 19-16!/11-15; 16-12/15-18; 12-8!/18-23; 8-4/22-26; 4-15/26-31 (6-9?; 15-19!); 15x1/31-22!; 1-28!!!/22-18!; 28-24! DRAW

B. -- 24-19??/25-29!; 19x12/29-25; 23-19/11-16!; 20x11/25x4 BLACK WINS

C. -- 16-11??/15x8; 14-10/8-15!!!; 10x19/30x16; 13-9/16-19 BLACK WINS

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CHAPTER III: Sec. 1: "11-16" Openings; Start of New Series

Series (E) - 11-16; 22-18

GAME 24: (Contains Index to Games 25 through 28)

11-16	5x14
22-18	22-18!!!
8-11 (10-14, See Game 25)	14x23
(9-13, " " 26)	21-17!!
(26-22, " " 27)	
25-22	
4-8! (10-14, See Game 28)	6-9!
22-17	13x6
16-19	2x9
23x16	17-13!
12x19	9-14
24x15	31-27!!
10x19	14-17!! (14-18?)
17-13	13x22
9-14!	11-16!
18x9	27x18
5x14	19-24!
29-25	28x19
7-10!	16x14
25-22 (19-24?) A	32-27!
8-12	12-16
22-18	27-23
14x23	3-8
27x18	22-18
10-14!!	8-12
18x9	<u>18x9</u>
	16-19
1-5	23x16
26-22!! (32-27?, Var. 1)	12x19 DRAW

Remarks: A. -- 19-24?; 28x19/6-9; 13x15/11x25; 26-22!/25x18; 31-26!/1-6;
30-25/2-7! Red's position is slightly preferred.

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CHAPTER III: Sec. 1: "11-16" Openings, Game 24, Start of Var. 1

Variation 1: 32-27?

32-27?	19x26	11x20
5x14	20-16!!	12-8!
27-24	12x19	9-14
	<u>13-9!!</u>	<u>8-3!!!</u>
3-8!	14x5	14-18
24x15	25-22!	3-12!!
11x18	18x25	18-22! (20-24?; 12-19!)
30-25 (28-24) A	21x16	12-8!
8-11!	2-7!	15-18
31-27	27-24!	8-11!!
6-10!	10-15!	20-24
28-24	24-20	11-20!!
11-16? (10-15!)	5-9	24-28
24-20!	16-12	20-27 DRAW
16-19	7-11!	
26-23!!! (20-16!!)	20-16!	

Remarks: A. -- 28-24/6-10; 31-27!/2-6; 24-20!/10-15? (8-11!); 27-24/8-11;
 24x19/15x24; 20x27/11-15; 27-24!!/12-16; 24-20!!/16-19;
 30-25!!!/18-23 (6-10?; 25-22!!!); 21-17!!!/14x30 (23x21;
 17x1!!!); 20-16!!/19x12; 26x1 DRAW

GAME 25:

11-16	1-6	14-17
22-18	28-24	21x14
10-14 (Enter Game 25)	4-8!	10x26
24-20 (25-22!, Var. 1)	30-26! (24-20!, Var. 4)	23x30 (31x22?, Var. 5)
(26-22!, Var. 2)		
6-10 (16-19?, Var. 3)	16-20	9-14
20x11	24-19	30-26!
8x22	8-12! (8-11?) B	7-11!
26x17! (25x18?) A	32-28 (25-22?/14-17! ... 10x17!)	25-22 (26-23?) C
12-16!	3-8!	11-16
17-13	26-22!	26-23

CHAPTER III: Sec. 1: "11-16" Openings, Game 25 (contd.)

GAME 25:(contd.)

6-10	2x9	8-3
29-25	13x6	1-10
14-17 (5-9?) D	8-11 (29-18??)	5-9
22-18! (25-21) Var. 6	19-15!	14x5
17-22	11x18	3x32
18-15	23x14	28-24!
22x29	29-8	20x27
15x6	6-1	31x24
		32-18
		24-20!! DRAW

- Remarks: A. -- 25x18?/12-16; 28-24/16-20; 29-25/4-8; 25-22/8-12 Black's position is slightly preferred.
- B. -- 8-11?; 25-22/14-17; 21x14/10x17? (9x25); 22-18!!!/17-21; 19-16!!!/9-14; 18x9/5x14; 29-25!!/21x30; 23-19!/30x23; 27x9 RED WINS
- C. -- 26-23?/14-18!!!; 23x14/11-16; 19-15 (27-23/6-9!!)/6-9 BLACK WINS
- D. -- 5-9?; 13x15/14-18; 23x14/16x32; 22-18!/20-24; 28x19/32-28; 25-22!/8-11!; 15x8/28x4!; 14-9/12-16; 9-5/16-19!; 31-26/2-6!; 5-1/6-9; 1x24/9-14! DRAW

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Variation 1: 25-22!

	Covered in	
	6-10! (9-13?,/Var. 2)	10x19
25-22!	18-15! (22-17?) B	17x1
16-20	1-6	9-14!!
22-17! (24-19!/8-11!)	23-18! (22-17?) C	1x24
8-11	14x23	20x27
17x10	27x18	32x23!
7x14!	16x14	5-9!!
26-22	22-17	25-22
4-8		3-7
24-19		22-17
11-16!		7-10
30-25! (29-25!) A		17-13

CHAPTER III: Sec. 1: "11-16" Openings, Game 25, Var. 1 (contd.)

Variation 1: 25-22! (contd.)

10-15	14-18	9-14
13x6	29-25	30-26!
2x9	8-11!! (9-14??; 31-27!)	14-18!
23-19	25-22	19-15 DRAW
15x24	18x25	
28x19	21x30	

Remarks: A. -- 29-25!/3-7!!!; 27-24 (19-15?, See Note)/ 20x27; 31x24/8-11!!!; 18-15! (24-20?, See Note)/ 11x20; 22-17/16x23; 17x3/6-10! (9-13?, See Note); 3x27/9-14 Even Game

Notes:

- a) 19-15?/7-10!; 21-17!!!/14x21!; 23-19!!!/16x14; 22-17!!!/10x19; 17x10/6x15; 30-25/21x23; 27x4 Black's position is preferred.
 - b) 24-20?/6-10!!!; 32-27 (28-24/1-6!)/ 9-13; 18x9/5x14; 22-18/11-15!! BLACK WINS
 - c) 9-13?; 25-22/5-9; 3-17/12-16!; 17-3/16-19; 3-12!/6-10; 22-17 (22-18!)/ 13x22; 32-27/23x32; 12x15 DRAW
- B. -- 22-17?/9-13; 18x9/13x6; 17-13!/5-9!; 21-17!/9-14; 25-21/8-11; 29-25/3-8!; 25-22/11-15; 23-18/15x24; 18x9/1-5; 28x19/16x23!; 27x18/5x23; 31-27/20-24; 27x18/8-11; 18-14/11-15; 14x7/2x11; 17-14!/24-27; 32x23/6-10 DRAW
- C. -- 22-17?/9-13; 25-22/3-7!!!!; 23-18 (22-18!)/16x23; 18x9/10x19; 27x18/5x23 BLACK WINS

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Variation 2: 26-22!

	4-8	13x22
26-22!	24-19	25x9
16-20	11-16	6x13
22-17	<u>30-25</u>	31-26!
	9-13? (8-11!) A	
8-11	(6-10!) B	3-7
17x10	18x9	26-22
7x14	5x14	7-10
25-22	22-17	22-18

CHAPTER III: Sec. 1: "11-16" Openings, Game 25, Var. 2 (contd.)

Variation 2: 26-22! (contd.)

10-14	2-7	13x15
18x9	19-15!! (17-14?/8-11!)	32-27
13x6	1-6?? (7-10!!)	31x24
29-25	15-11!!!	28x1 RED WINS

6-9	8x15
21-17!	23-19!!!
9-13	15x31
25-22! (17-14?)	22-18

Remarks: A. -- 8-11!; 28-24!! (22-17?; 11-15!!)/ 9-13; 18x9/5x14; 22-17/
13x22; 25x9/6x13; 19-15/11x18; 23x14/2-7; 31-26/7-10!; 14x7/

3x10; 26-23/1-6; 23-19!/16x23; 27x18/20x27; 32x23/12-16!;
18-14/10x17; 21x14/13-17!!; 14x21/6-10!; 21-17/10-15; 29-25!/
16-20!; 25-22/15-19 DRAW

B. -- 6-10!; 28-24!!/1-6!!; 22-17! (31-26?/8-11!) 9-13; 18x9/13x22!!
(5x14?; 23-18!); 25x18/5x14!!; 18x9/6x13; 29-25? (31-26!)/
8-11; 31-26/11-15!!; 26-22 (25-22?/2-6!) /2-7!!; 32-28/

(21-17?/10-14)/ 13-17!; 22x13/15-18; 23x14/16x32; 13-9/20x27;
9-5/10x17; 21x14/27-31; 14-9/31-13 BLACK WINS

Variation 3: 16-19?

16-19?	5-9	4-8
23x16	16-12	29-25
12x19	8-11 (6-10) B	10-15 (9-13) C
27-24	30-26	25-22

14x23	6-10	8-11
24x15	25-22	26-23
7-11 (7-10) A	18x25	2-7
26x19	21x30	27-24

11x18	11-15	9-13 (1-5?) D
28-24	24-19	31-26
9-14	15x24	14-17
19-16	20x27	32-28

CHAPTER III: Sec. 1: "11-16" Openings, Game 25, Var. 3 (contd.)

Variation 3: 16-19? (contd.)

7-10	14-17	17-22
24-20	23-19	26x17
1-5	10-14!	13x22
23-19 (23-18/10-14!)	19-16	15-10
15x24	3-7!	21-25
20x27	12-8	30x21
5-9	11x4	22-26
27-23	16-11	10-7
9-14	7x16	26-31
28-24	20x11	7-3
17-21	14-18	31-24
24-20	22x15	3-17 DRAW

- Remarks: A. -- 7-10; 28x19/10-14; 25-22/14-18; 15-10/18x25; 29x22/6x24; 28x19 Even Game
- B. -- 6-10; 31-26!/1-6; 24-19/8-11; 26-22?/ (19-16!)/4-8; 22x15/11x18; 30-26/8-11; 19-16/3-7! Black's position is preferred.
- C. -- 9-13; 25-22/14-17; 27-23/8-11; 32-28/1-5; 31-27/10-14 Red's position is slightly preferred.
- D. -- 1-5?; 30-25!/7-10; 31-26/3-7; 32-28/9-13; 25-21 Red's position is strongly preferred.
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Variation 4: 24-20

	3-7	10-15
24-20	31-26	23x14
8-11	14-18!	6-9
30-26 (27-24/14-18!)	23x14	13x6
10-15!	9x18	2x18
25-22 (27-24/14-18!)	29-25!	17-13
7-10! (14-17) A	11-15	8-11!
22-18! (22-17?) B	20x11	25-22? (27-23!) C
15x22	15x8	18x25
26x17	26-23	21x30

CHAPTER III: Sec. 1: "11-16" Openings, Game 25, Var. 4 (contd.)

Variation 4: 24-20 (contd.)

7-10!	10-14!!	11-15
30-26? (30-25!)	32-27 (or 32-28)	13-9
11-16!	15-19!	14-17
27-23	23x16	22x13
16-20!!	20x11	5x14 BLACK WINS
26-22	27-23	

- Remarks: A. -- 14-17; 21x14/9x25; 29x22/16-19!!!; 23x16/7-10!; 16x14/6-9; 13x6/2x25; 26-22/25x18; 31-26/5-9; 27-23!/18x27; 32x23/9-14; 26-22/3-8; 20-16!/8-12; 23-19!/15x24; 16-11 DRAW
- B. -- 22-17?/15-19!!!; 27-24!/(32-28??/11-15!!!)/19x28; 31-27/(26-22?/3-8!!!)/2-7!; 26-22/(29-25/3-8!)/16-19!!!; 23x16/14-18; 22x8/3x19; 29-25/7-11; 25-22/19-24!; 27-23/24-27;
- 23-19/27-31!; 19-16/31-27!!!; 16x14/9x25; 21x30/27-23; 30-25/23-30!!!; 25-21 (25-22??/30-21!!!)/5-9!! BLACK WINS
- C. -- 27-23!/18x27; 32x23/~~15-19~~; 23x16!/11x20; 25-22/20-24; 22-17/~~7-11~~; ~~13-19~~ DRAW

Variation 5: 31x22?

	11-15	7-10!!
31x22?	18x9 (18x11??) C	1x19
9-14	15x31	24x15
22-18 (25-21?) A	9-5	13-9
6-10!	31-22!!	12-16
18x9	5-1	9-5
5x14	22-4!!	15-19! BLACK WINS
25-22	1x19	
8-11	20-24	
22-18 (22-17?) B	19-1	

- Remarks: A. -- 25-21?/20-24!!!; 27x20/14-17; 21x14/6-9; 13x6/2x27 BLACK WINS
- B. -- 22-17?/14x21; 13-9/2-6!!!; 9x2/11-16; 2x11/16x7; 23-18/7-11; 19-15 (28-24??/11-16!)/10x19; 18-14/11-16!; 14-9/19-23! 27x18/20-24! BLACK WINS

CHAPTER III: Sec. 1: "11-16" Openings, Game 25, Var. 5 (contd.)

Remarks: (contd.)

C. -- 18x11??/7x16; 29-25/2-7!; 25-22/7-11; 22-18/11-15!; 18x9/
15x31 BLACK WINS

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Variation 6: (25-21)

	14x5	19-23
25-21	21-17	28-24
17x26	2-6	23-26
31x22	19-15	24-19
8-11	11x18	26-31!
22-18!	23x14	19-15
10-14	16-19 (6-9?) B	31-22
18x9	17-13	14-10 DRAW
5x14	20-24 (12-16) C	
13-9!! (21-17?) A	27x20	

Remarks: A. -- 21-17?/14x21; 13-9/21-25; 19-15/11x18; 23x14/25-30; 9-5/
30-21!; 14-9/21-10!; 5-1/10-24; 28x19/16x32; 1-5/32-28; 5-1/
12-16 BLACK WINS

B. -- 6-9?; 14-10/9-14; 10-7/14x21; 7-2/21-25; 27-24/20x27; 2x31
DRAW

C. -- 12-16; 13-9!/6x13; 14-10/13-17; 10-6!/17-21!!!; 6-2!!/5-9!!
(21-25??, See Note); 2x13/ 21-25 DRAW

Note: 21-25??; 27-23!!/19x26; 28-24!/20x27; 2x29 RED WINS

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GAME 26:

11-16	16-20 (8-11, Var. 1)	6-10! (6-9!, Var. 2)
22-18	25-22	25-21
9-13 (Enter Game 26)	8-11	10x17
18-14	29-25 (22-17?) A	21x14
10x17	11-16	4-8
21x14	24-19! (25-21?; 16-19!)	22-17

CHAPTER III: Sec. 1: "11-16" Openings, Game 26 (contd.)

GAME 26: (contd.)

13x22	5-9	26-30!
26x17	30-25	2-6 (2-11?)
8-11! (2-6??) B	1-5!	22-25
31-26 (30-25??/5-9!!) C	25-21	<u>6-28</u>
		25-29
2-6	9-14	28-6
26-22? (23-18!, Var. 3)	22-18! (23-18??)	29-18
7-10!	15x22	<u>6-28</u>
14x7	19-15	18-14
		28-1 (28-6??) D
3x10!	10x26	14-23
17-13	24-19	<u>1-28</u>
11-15!	16x23	20-24
28-24	27x2	28x26
		30x19 BLACK WINS

Remarks: A. -- 22-17?/13x22; 26x17/11-15!; 24-19/15x24; 28x19/4-8; 29-25/8-11; 25-22/6-10!; 23-18/2-6; 27-23/10-15!; 19x10/6x15; 32-28/15-19; 23x16/12x19; 31-26/1-6!; 26-23/19x26; 30x23/

6-10; 23-19/3-8; 19-15/10x19; 17-13/20-24; 13-9/24-27; 9-6/27-32 Black has developed a very good positional advantage.

B. -- 2-6??; 23-18!!!/16x23!; 14-9!!!/5x21; 31-26!!/23x14; 30-25/21x23; 27x4 RED WINS. (This shot, in its entirety, was shown earlier in this Section.)

C. -- 30-25??/5-9!!; 14x5/11-15; 19x10/7x30 BLACK WINS

D. -- 28-6??/14-27!; 32x23/30x1 BLACK WINS

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Variation 1: 8-11

8-11	11-15	1-6
24-19!	16-12	31-26!
16-20! (4-8?) A	6-9? (4-8!)	6-9? (15-19!)
19-16 (25-22!)	26-23	26-23
12x19	9x18	9x18
23x16	23x14	23x14

CHAPTER III: Sec. 1: "11-16" Openings, Game 26, Var. 1 (contd.)

Variation 1: 8-11 (contd.)

2-6? (15-19?)	13-17	14-17
25-22!!	28-24!	8-3
15-19 (6-9??) B	5-9	10-14
(6-10??) C	24-19	11-7!
(4-8??) D		
<u>27-24</u>		
20x27	9-14	17-22
32x16	19-15	7-2
7-11!	17-21! (17-22??) E	14-18
16x7	15-11!	23x14
3x26	6-10!	21-25 (22-26??/3-8!)
30x23	12-8!	2-11 !!! RED WINS

Remarks: A. -- 4-8?; 28-24!!/16-20 (6-10?? or 6-9??, See Notes); 23-18!!/6-10! (6-9?, See Note); 25-21/10x17; 21x14/1-6 (11-16??, See Note); 30-25/6-10 (6-9??; 26-22!!); 25-21/10x17; 21x14/2-6; 29-25/11-16; 26-22!!/16x23; 14-9 RED WINS

NOTE:

- a) 6-10??; 24-20!!/10x17; 19-15 RED WINS
- b) 6-9??; 23-18!!/16x23; 26x19/11-16 (2-6?? or 1-6??; 24-20!); 25-22!!/16x23; 22-17!!/13x15; 27x4 RED WINS
- c) 6-9??; 27-23/20x27; 31x24/11-16!; 24-20!/8-11; 25-22/7-10; 14x7/3x10; 18-15!!/11x27; 32x23 RED WINS
- d) 11-16??; 26-22!!/16x23; 22-17!!/13x15; 27x4 RED WINS
- B. -- 6-9??; 30-25!!/9x18; 22-17!/13x22; 27-23!/18x27; 25x2 RED WINS
- C. -- 6-10??; 22-17!!/13x22; 30-25/10x17; 25x2 RED WINS
- D. -- 4-8??; 22-17!!/13x22; 30-26/22x24; 28x1 RED WINS
- E. -- 17-22??; 29-25!!!/22x29; 15-11/29x8; 12x3 RED WINS

Variation 2: 6-9!

(See Next Page)

CHAPTER III: Sec. 1: "11-16" Openings, Game 26, Start of Var. 2

Variation 2: 6-9!

6-9! (4-8?) A	8-11	11-15
23-18!	27-24!	20-16
16x23	20x27	14-17!
26x19	31x24	21x14
4-8	2-7	10x17
25-21	24-20	19x3
7-10	13-17!!	12x26
14x7	22x6	3x21
3x10	1x10	26-31! DRAW
30-26! (19-15) B	18x9	
10-14	5x14	
26-23	28-24	

- Remarks: A. -- 4-8?; 25-21!/8-11?; 28-24!!/7-10; 14x7/3x10; 22-17/13x22; 26x17/2-7; 31-26!!/5-9; 17-14!/9x18; 23x14/16x23; 26x19!!/10x17; 21x14/1-5 (11-16??; 14-10!!); 30-25/6-9 (11-16??/14-10!!); 32-28/9x18; 19-16/12x19; 24x8 RED WINS
- B. -- 19-15/10x19; 21-17/2-7 (19-23!, See Note); 30-25!/1-6; 25-21!/12-16?? (7-10!); 27-23!!!/19x26; 18-14!!!/9x25; 21x23/13x22; 31-26!/22x31; 32-27/31x24; 28x1 RED WINS

Note: 19-23!; 18-15! (17-14?)/2-7!; 27x18/7-10; 15x6/1x10; 18-15/10x19; 31-27!/20-24 (12-16?; 27-23!!...22x31!); 27x20 DRAW

Variation 3: 23-18!

	12-16	17-21
23-18!	13-9!	25-22
16x23	16x7	3-7
26x19	<u>9x18</u>	27-23
	7-10	
11-16	28-24	1-5
17-13	10-14!	23-18
16x23	<u>18x9</u>	20-24
14-9	<u>5x14</u>	19x28
	24-19	
23x14	14-17	7-10
9x11	30-25	28-24

CHAPTER III: Sec. 1: "11-16" Openings, Game 26, Var. 3 (contd.)

Variation 3: 23-18! (contd.)

10-14	14-17	25-29 DRAW
18x9	22x13	
5x14	21-25	
24-19	19-15	

GAME 27:

11-16	16-20	7-11 (9-13?) D
22-18	25-22	14x7
8-11	11-16	11x2
26-22 (Enter Game 27)	29-25	18-15!!
10-14! (9-13; 24-20!)	4-8 (7-10?, Var. 2)	9-13
22-17	25-21! (22-18?, Var. 3)	25-21!
6-10	6-9	13x22
24-19! (17-13!, Var. 1)	22-18	15-11!
9-13!	2-6! (9-13?, Var. 4)	16x7
18x9	21-17!	23-18
13x6	6-10? (9-13??) A	22x15
17-14!	(8-11!, Var. 5)	19x1 RED WINS
	<u>28-24!!</u>	
10x17	1-6? (8-11!) B, or	
21x14	30-25!! (9-13?) C	

- Remarks:
- A. -- 9-13??; 28-24!!/13x15; 19x10/6x15; 23-19 RED WINS
 - B. -- 8-11! (9-13??, See below); 18-15!!/11x18; 17-13/10x17; 13x15/9-13; 15-11/1-6; 11x9/13x6 Red has the better position at this point.
 - C. -- 9-13??; 30-26!!!/13x15; 26-22/10x26; 23x30/16x23; 27x4 RED WINS
 - D. -- 9-13? (8-11?; 25-21!); 25-21/13x15; 31-26! RED WINS

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Variation 1: 17-13!

17-13!	24-19	28-24!! (27-24!) A
1-6	16-20	

CHAPTER III: Sec. 1: "11-16" Openings, Game 27, Var. 1 (contd.)

Variation 1: 17-13! (contd.)

11-16! (3-8?) B	9-14	11-15
(4-8?) C	18x9	21-17
25-22 (32-28?) D	5x14	15x31
14-17	19-15!!! (23-18?) E	10-7
<u>21x14</u>		
10x26	11x18	2x11
31x22	30-25!	17-13
7-10	3-8!	31x17
29-25	24-19!	<u>13x22</u>
		11-15
4-8	6-9!!!	23-18
25-21	13x22	15-19
8-11	8-11	22-17
22-17!	17x10	20-24 DRAW

Remarks: A. -- 27-24!/20x27; 31x24/3-8; 30-26/ (24-20?, See Note)/11-16; 24-20/8-11; 25-22!/14-17; 21x14/10x17; 32-27/17-21; 22-17/21x14; 29-25/14-17; 13x22/9-14!; 18x9/5x14!; 22-18/7-10; 18x9/6x13; 26-22/2-6 Black's position is stronger than Red's at this point.

Note: 24-20?/11-15!; 18x11/8x24; 28x19 (20x27/14-18!)/14-18; 23x14/9x18 Black's position is preferred.

- B. -- 3-8?; 25-22/11-15 (14-17?); 18x11/8x15; 22-17/4-8; 29-25/8-11; 25-22/11-16; 22-18/15x22; 17x26/14-18; 23x14/9x18; 26-23!/10-14; 21-17/14x21; 23x14/16x23; 27x18/20x27; 32x23! Red's position is preferred.
- C. -- 4-8?; 18-15!!/11x18; 32-28!/18-22; 25x18/8-11; 18-15!!/11x18; 29-25/3-8; 30-26! Red's position is preferred.
- D. -- 32-28?/3-8! (4-8?; 31-26!); 31-26/8-11; 19-15 (25-22?)/10x19; 24x8/4x11; 28-24/11-15; 18x11/16-19; 24x15/7x16 Black now has the better position.
- E. -- 23-18/16x23!; 18x9/23-26!; 30x23/2-7!!!; 9x2./10-14; 17x10/7x14; 2x16/12x26 Black has a probable win.

Variation 2: 7-10?

(See Next Page)

CHAPTER III: Sec. 1: "11-16" Openings, Game 27, Start of Var. 2

Variation 2: 7-10?

7-10?	1-5	2x11
14x7	26-22	9-6
3x10	6-10	5-9 (19-23) E
22-17 (22-18??) A	22-17	14x5
5-9	15-19 (7-11??)	19-23
25-21	13-9	6-2
9-14!	7-11	11-15
17-13!	14x7	5-1
4-8	11x2 (5x14??)	15-19
30-25	17-14	1x24
8-11? (2-7??; 23-18!)	19-24	28x19
25-22	21-17	2-6
11-15	24-28	23-26
22-17!!	17-13	6x28
15x24	19-16	26-30
28x19	27-24	28-15
2-7 (1-5?) B	20x27	30-23
(10-15?) C	31x15	13-9!!
23-18!! (19-15?)	12-16	23x5
14x23	15-10	15-19 RED WINS
19x26		
10-15 (7-11) D	16-19	
17-14	10-7!!	

- Remarks: A. -- 22-18??/20-24!!; 27x11/10-15!; 19x10/6x29 BLACK WINS
- B. -- 1-5?; 19-15!/10x26; 17x1/26-30; 27-23/30x19; 1x28 RED WINS
- C. -- 10-15?; 17x10!/15x24; 21-17!/6x15; 23-19/16x23; 27x11/24-28; 31-27!/12-16 (1-6?, See Note); 11-8/16-19; 8-4/20-24; 27x20/19-23; 4-22/23-27; 32x23/28-32; 22-18/2-7; 20-16/32-28; 16-12/28-10; 12-8/10x21; 18-22 RED WINS

Note: 1-6; 17-14/12-16; 14-9/16x7; 9-5/6-9; 13x6!!/2x9; 5x14/7-11; 14-10/11-16; 10-6/16-19; 6-1/20-24; 27x20/19-23; 32-27!!/23x32; 1-5 RED WINS

- D. -- (See Next Page)

CHAPTER III: Sec. 1: "11-16" Openings, Game 27, Var. 2 (contd.)

Remarks: (contd.)

- D. -- 7-11; 17-14/10x17; 21x14/6-10; 14x7/11x2; 13-9!!/2-7 (1-5??;
26-23); 26-22/7-11; 9-5/11-15; 32-28/16-19; 31-26/12-16;
22-17/15-18; 17-14/18x9; 5x14/1-6; 26-22/19-23; 27x18/16-10;
22-17/20-24; 18-15/19x10; 28x19 RED WINS
- E. -- 19-23; 6-2/11-16 (11-15??; 14-10!); 2x20/23-26; 20-31/26-30;
31-26/30x9; 13x6 RED WINS

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Variation 3: 22-18?

	10x19!! (10x17?) B	15x22
22-18? (25-21!)	14-9	23-18
6-10!	5x14	22x15
25-21	18x9	<u>21-17</u>
		16-19
10x17	8-11	17-13
21x14	9-5	3-8 BLACK WINS
1-6!	11-15	
31-26 (30-25) A	30-25	
6-10!	2-6!	
19-15! (14-9??)	<u>25-21</u> (25-22?) C	
	7-10	
o o o o o o	5-1	
o	19-24	
o o o o o o	28x19	

Remarks: A. -- 30-25/6-10!; 25-21/10x17; 21x14/2-6!; 18-15/(27-24, See
Note)/ 7-10; 14x7/3x10; 31-26/5-9; 26-22/10-14; 28-24/9-13;
23-18/14x23; 19x26/16-19; 22-18/19x10; 24-19/6-9 Black has
positional advantage at this point.

Note: 27-24/20x27; 31x24/7-10!; 14x7/3x10; 24-20 (18-15?/
16-20!)/ 8-11; 18-15/11x27; 32x23/5-9; 20x11/9-14;
28-24/14-17! Black now has strong positional
advantage.

- B. -- 10x17?; 15-10/7x14; 18x9/5x14; 23-19/16x23; 27x9/2-6!; 9x2/
8-11; 2x16/20x11 Red has a very slight advantage at this point.
- C. -- 25-22?/6-9!; 5x14/7-10; 14x7/3x10; 28-24 (23-18??/19-24!!)/
---(continued on next page)

CHAPTER III: Sec. 1: "11-16" Openings, Game 27, Var. 3 (contd.)

Remarks: (contd.)

C. -- (contd.) 19x28; 23-18/16-19!; 18x11/19-24; 27-23/12-16
BLACK WINS

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Variation 4: 9-13?

9-13?	16x23	12x10
28-24!! (31-26!) A	18-15	31-26
7-10 (13-17?) B	1-6 (8-11?) C	6-9
(8-11?; 19-15!)	(12-16?) D	18-15!
<u>14x7</u>	<u>27x18</u>	
3x10	20x27	10x19
18-14	32x23	23x16
10x17	7-10	9-14
21x14	14x7	16-11
2-7 (8-11?; 14-10!)	8-11	14-18
23-18!!	15x8	11-8 RED WINS

Remarks: A. -- 31-26!/13-17; 14-9/5x14; 18x9/1-6; 21x14/6x13; 23-18/16x23; 26x19 Red's position is slightly preferred.

B. -- 13-17?; 14-10/7x14; 18x9/5x14; 23-18/16x23 (14x23?); 18x9/1-6; 21x14/6x13; 27x18/20x27; 32x23 Red's position is better than Black's at this point.

C. -- 8-11?; 27x18!/20x27; 32x23!/1-6; 15x8/12x3; 14-9 RED WINS

D. -- 12-16?; 27x18/20x27; 32x23!/16-20; 31-27 RED WINS

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Variation 5: 8-11!

8-11!	6-10	2-7
19-15! (17-13?/7-10!)	31-26! (18-14!!) A	22-18
3-8	10x19	8-11
30-25	17-14	28-24 (14-9??) B
9-13!!	6-10	19x28
25-22	14x7	26-22
5-9!!	11x2	16-19!
14x5	18-14	23x16

CHAPTER III: Sec. 1: "11-16" Openings, Game 27, Var. 5 (contd.)

Variation 5: 8-11? (contd.)

12x19	20x27	11x20
27-24	32x16	18-15
		20-24! BLACK WINS

Remarks: A. -- 18-14!!/11x25; 14x7/13x22; 7-2/6-10; 2-13/25-30; 13x26/
16-19; 23x16/20x11!; 26-13/10-14 Red's position is preferred.

B. -- 14-9??/13x6; 18-14/7-10; 14x7/11x2 BLACK WINS

GAME 28:

11-16	6x22	4-8
22-18	30-25? (30-26?) B	17-13
8-11	3-7	11-15
<u>25-22</u>	25x18	28-24
10-14 (Enter Game 28)		
24-19? (22-17!, Var. 1)	10-14	1-6
7-10	18x9	31-26
22-17? (28-24!) A	5x14	6-9
(29-25?, Var. 2)	29-25 (23-18?/16x23!)	<u>13x6</u>
(30-25?, Var. 3)		2x9
<u>9-13!</u>	16-20	32-28
18x9	25-22	9-13
13x22	7-10	26-22
26x17	22-17	8-11 BLACK WINS

Remarks: A. -- 28-24!/16-20; 32-28/3-7! (11-16?, See Note); 19-16/12x19;
24x8/4x11; 27-24/20x27; 23x32/14x23; 26x19 Black has a
slight advantage at this point.

Note: 11-16?; 19-15/10x19; 24x15/3-8!! (3-7??; 21-17!/
14x21; 22-17/21x14; 15-10 Red Wins); 22-17/9-13;
17x10!/8-11; 15x8/6x22; 26x17/4x11!; 30-25/13x22;
25x18 Red's position is stronger than Black's.

B. -- 30-26?/5-9; 26x17/9-14; 29-25/16-20; 25-22/4-8!; 17-13/
11-15 Black's positional advantage is very good at this point.

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Variation 1: 22-17!
(See Next Page)

CHAPTER III: Sec. 1: "11-16" Openings, Game 28, Start of Var. 1

Variation 1: 22-17!

	5-9!	17x10
22-17!	26-22	24-19
16-20	4-8!	10-15!
17x10	30-25	19x12
7x14	1-6	7-10!
29-25	25-21	26-22!
3-7! (12-16!)	9-13!!	15-19!
25-22	22-18	23x16
7-10	2-7	20x11
24-19 (22-17!; 9-13!)	31-26	27-23
11-16	13-17	10-14
22-17	21x14	32-28
9-13	10x17	9-13
18x9	28-24 !! (18-15 ??/7-11!)	28-24
13x22	8-11!!	11-15
26x17	19-15	24-20 DRAW
6x22	6-9!! (17-21) A	
30-26	15x8	
22-25	12x3	
21x30	18-14!! (32-28 ?/9-13!!)	
	(24-19?) B	

Remarks: A. -- 17-21; 15x8/12x3; 26-22 Red has a very good positional advantage.

B. -- 24-19?/17-21; 19x12/21-25; 18-14/9x18; 23x14/25-30; 26-22/30-19; 22-17! (32-28?/19-1!) The Authors prefer Black's position.

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Variation 2: 29-25?

	11-15!!	5x14
29-25?	18x11	25-22 (19-15?) A
3-7!!	7x16	14-18
28-24?? (27-24??/16-20!!)	22-18	23x7 (22x15??/13-17!)
16-20!	9-13	16x32
32-28	18x9	7-3

CHAPTER III: Sec. 1: "11-16" Openings, Game 28, Var. 2 (contd.)

Variation 2: 29-25? (contd.)

20x27	32-18	31-22
31x24	22x15	15-10
6-10	13x31	4-8 BLACK WINS
3x17	24-20	

Remarks: A. -- 19-15?/10x19; 24x15/13-17!!!; 25-22/6-9; 22x6/1x19 BLACK WINS

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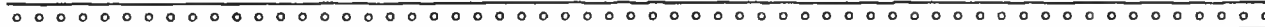
Variation 3: 30-25?

	7-10	17x26
30-25?	17-13	31x22
16-20	9-14	21-25
22-17	18x9	18-14
10-15	5x14	25x9
17x10!	25-22	5x14
15x24	14-17	2-6
28x19	13-9	19-15
6x24	17-21	4-8
32-28	22-18	23-18
11-16	10-14	8-11
28x19	9-5	15x8
3-7!	14-17	12x3 BLACK WINS
21-17	26-22	

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*       THE END OF SECTION 1                                       *
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CHAPTER III: The Games Chapter (contd.)

Section 2: "11-15" Openings

Series (A): 11-15; 23-19/7-11!

GAME 1: (Contains Index to Games 2 through 7)

11-15	12-16
23-19	21-17!!
7-11!	14x30
22-17! (27-23!, See Game 2)	27-24!
(24-20?)	
(26-23?)	30x19
11-16 (9-13) A	24x13
17-13! (24-20?)	11-15!
16x23	13-9!
26x19 (27x11!, See Game 3)	
8-11!	16-19!
25-22	29-25!
3-8 (11-16!, See Game 4)	19-23
(9-14! " " 5)	28-24
<u>27-23</u>	
11-16 (9-14?; 32-27!!)	4-8
30-25! (30-26!, See Game 6)	25-21
(22-17, " " 7)	8-11
16-20! (9-14??/13-9!)	21-17
(8-11?) B	
<u>23-18!</u>	11-16
20x27	17-14!
31x24!	16-20
8-11!! (9-14??) C	22-17!
<u>32-27!</u>	
9-14! (4-8?, Var. 1)	20x27
18x9	9-6!
5x14	1x10
27-23	14x7
6-9!	27-31
13x6	7-3!
2x9	31x13
24-20 (22-18, Var. 2)	3-8! DRAW
15x24	
20x27! (28x19?, Var. 3)	

Remarks: A. -- (See Next Page)

CHAPTER III: Sec. 2: "11-15" Openings, Game 1 (contd.)

- Remarks: A. -- 9-13; 17-14!/10x17; 21x14/6-9!; 19x10/9x18; 24-19!/11-15!
(5-9??/10-6!! ... or if 2-7?/19-15!); 19-16/12x19; 26-22/
15x6; 22x24 Even Game
- B. -- 8-11?; 24-20!/15x24; 28x19!/10-15; 19x10/6x15; 13x6/1x10;
21-17!/5-9; 17-13! (23-18?/10-14!)/2-7 (4-8?, See Note);
13x6/10x1; 23-18!! Red is in command because Black is in a
cramped position.
- Note: 4-8?; 13x6/2x9?? (10x1??/22-18!!); 31-27!!/9-13
(15-19; 25-21!); 27-24 RED WINS
- C. -- 9-14??; 18x11!!/8x15; 13-9!/6x13; 22-17!/13x22; 25x11/
1-8; 29-25!/6-9.; 25-22 RED WINS

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Variation 1: 4-8?

4-8?	14x21	28-32
27-23 (19-16!) A	23-18!	9-6
9-14	2-7!	8-11!
18x9	28-24	6-1 (6-2/32-28!)
5x14	10-14!!	11-16!!
22-18!	18x2	20x11
15x22	7-10	32-18
25x9	2x16	11-7
1-5	10-15!	18-4
24-20!	19x10	7-2
5x14	12x28	21-25
21-17!! (29-25?/6-9??) B	13-9	<u>29x22</u> 4x29 DRAW

- Remarks: A. -- 19-16!/12x19; 27-23!/19x17; 21x16/15x22; 25x18/9-14!; 18x9/
5x14; 16-12!/8-11; 29-25!/2-7; 24-19!/14-18!; 13-9!! (19-15,
See Note)/6x13; 19-15!/18-22!!!; 25x18/11-16!; 12x19/
13-17!; 19-16!/7-10!!; 15x6/1x10; 16-12/ (18-14, See Note)/
17-21; 12-8/21-25; 8-4/25-29!; 28-24 DRAW

Notes:

- a) 19-15/18-23; 15x8/7-11!; 8x15/6-9; 13x6/1x19 DRAW
- b) 18-14/17-22; 14x7/22-25; 7-3/25-29 DRAW

CHAPTER III: Sec. 2: "11-15" Openings, Game 1, Var. 1 (contd.)

Remarks: (contd.)

B. -- 29-25?/6-9?? (2-7!!); 13x15/11x27; 21-17!!/14x30; 28-24!/30x16; 20x4/27x20; 4-15! RED WINS

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Variation 2: 22-18

	15x22	1-5
22-18	8x15	21-17!!
15x22	4-8! (1-5?) A	14x21
25x18	15-11!	<u>19-16!</u>
		9-14
12-16	8x15	16-11!
19x12	24-19	21-25
10-15	15x24	<u>11-7!</u>
12-8!	28x19	<u>25-30</u>
		7-3 DRAW

Remarks: A. -- 1-5?; 21-17!!/14x21; 15-10! (15-11?/4-8!)/21-25; 10-7/25-30; 7-2!/30x12; 2x31 As you can see, Red has a much stronger position than Black has. Black, originally, was threatening Red in this variation. Now Red is threatening Black!

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Variation 3: 28x19?

	8-11	16-20
28x19?	22-17 (27-24??/10-15!)	19-16?? (9-6??) D
11-15!	12-16!	10-15!! (11-15?)
22-18 (22-17?) A	27-24 (17-13??) C	16x7
15x24 (15x22?)	9-13	15-19!
20x27	18x9	23x16
4-8!	13x22	20x2 BLACK WINS
25-22? (27-24!) B	24-19	

Remarks: A. -- 22-17?/15x24; 20x27/4-8!; 17-13/10-15!; 13x6/1x10; 25-22 (27-24??, See Note)/8-11!; 22-17/12-16; 29-25/16-20; 25-22/11-16; 17-13 BLACK WINS

Note: 27-24??/14-18!!; 23x7/8-11!; 7x16/12x28 BLACK WINS

B. -- 27-24/8-11!; 24-19! (25-22 or 24-20??/10-15!)/10-5!; 25-22/19-13; 18x9/13x6; 22-18!/6-9; 21-17!!/9-14; 18x9/5x21; 23-18! DRAW

CHAPTER III: Sec. 2: "11-15" Openings, Game 1, Var. 3 (contd.)

Remarks: (contd.)

C. -- 17-13??/10-15!!!; 13x6/15x22; 6-2/16-20; 2x16/20x11 BLACK WINS

D. -- 9-6??/10-14!; 6-2/1-5!; 2x16/20x11 BLACK WINS

GAME 2:

11-15	10-15!	10x17
23-19	17-13	21x16
7-11!	9-14!	11x27 (5x14??;
27-23! (Enter Game 2)	25-22	16-12!!)
		<u>32x23</u>
11-16!	6-10!!	5x14
24-20!	22-17	23x18
15x24	3-7	14x23
20x27	27-24 (26-23?) A	26x3 RED WINS

16-19!	8-11!
23x16	13-9!!
12x19	14-18?? (4-8!) B
22-17! (22-18!, Var. 1)	17-14!!!

Remarks: A. -- 26-23?/19x26; 30x23/5-9!!!; 13x6/2x9; 17-13/8-11; 13x6/14-18!; 23x14/10x17; 21x14/1x17 Black's position is considerably better than Red's.

B. -- 4-8!; 9x18/15x13; 24x6/1x10 Even Game

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Variation 1: 22-18

	4-8!	10x19
22-18	29-25!	17x10
9-14	11-16	7x14
18x9	25-22	22-17
5x14	8-12!	6-10
25-22	27-24! (17-13?,	32-27
8-11!	See Sec. 1)	1-6!! (See Sec. 1
22-17 (22-18!) A	2-7	for Finish)
	24x15	

CHAPTER III: Sec. 2: "11-15" Openings, Game 2, Var. 1 (contd.)

Remarks: A. -- 22-18!/14x23; 27x18/2-7!!; 18-14! (21-17, 29-25, or 32-27??)/
10x17; 21x14/10-6!; 29-25!/10x17; 25-21/17-22; 26x17/11-15
Black enjoys a positional advantage at this point.

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GAME 3:

11-15	14-18!	2x18
23-19	23x14	31-26
7-11!	9x18	1-6!
22-17!	30-26	21-17!
11-16	8-11!	12-16
17-13	24-19! (26-22??) A	25-21!
16x23	15x24	18-22?? (7-11!) B
27x11! (Enter Game 3)	20x27	32-28!!
8x15	11-15!	22x13
24-20!	26-23! (25-22!)	21-17!
10-14! (9-14?, Var. 1)	3-7	13x24
28-24	23x14	28x1 RED WINS
4-8!	6-9	
26-23	13x6	

Remarks: A. -- 26-22??/11-16!!; 20x11/15x8; 22x15/6-9!; 13x6/1x28 Black has gained a man on Red and should win with this advantage.

B. -- 7-11!; 17-13!/15-19 (6-10?; 29-25!); 29-25!/11-15; 21-17!/16-20! (6-10!, See Note); 27-23!!/18x27; 32x16/20x11; 26-23!/11-16; 17-14!/15-19! (15-18; 14-10!); 23-18/16-20; 25-22 DRAW

Note: 6-10!; 25-22/18x25; 17-14!/10x17; 13x29/5-9; 29-25!/9-14; 32-28!/16-20; 26-22!/14-18; 25-21!/18x25; 21x30/15-18; 30-26 DRAW

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Variation 1: 9-14?

9-14?	4-8	8-11
25-22!	22-17!	26-23

CHAPTER III: Sec. 2: "11-15" Openings, Game 3, Var. 1 (contd.)

Variation 1: 9-14? (contd.)

15-18!	15x24	19-23!! (11-15??/ 26-23!!)
31-27! (32-27??) A (23-19/10-15!)	20x27	26x19
11-15	11-15	14-18!!
<u>28-24!</u>	26-23!!	<u>22x8</u>
3-8	15-19	10-14!
23-19 (32-28?) B	23x16	17x10
8-11	12x19	6x31
30-26!	31-26!	<u>13x6</u>
5-9 (6-9??) C	2-7	1x10 DRAW
27-23!	29-25	
18x27	7-11	
24x31	25-22! (32-28?)	

- Remarks: A. -- 32-27??/10-15!!; 17x19/3-7!; 23x14/11-16!; 20x11/7x32
BLACK WINS
- B. -- 32-28?/8-11!; 23-19/5-9!; 27-23 (29-25??/12-16!!)/18x27;
24x31/15x24; 20x27/12-16! Black has positional advantage.
- C. -- 6-9??; 13x6/2x9; 20-16!!/11x20; 17-13!/1-6; 29-25 RED WINS

GAME 4:

11-15	9-14!	12-16!!!
23-19	29-25? (27-23!)	28x12
7-11!	2-7!	10-15!!
22-17!	30-26	22-17
11-16	7-11!	15-18!
17-13	27-23	17x10
16x23	11-16!	18x27
26x19	24-20	10-7
8-11	15x24	6-9
25-22	28x19?? (20x27)	13x6
11-16 (Enter Game 4)	3-8!	1x3 BLACK WINS
<u>31-26</u>	<u>20x11</u>	
16x23	8x24	
26x19 (27x11, Var. 1)	32-28	

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CHAPTER III: Sec. 2: "11-15" Openings, Game 4, Start of Var. 1

Variation 1: 27x11

	6x15	2-6
27x11	24-20! (32-28 or 29-25??)	25-22
3-8	C	6-9!
26-23!	16-19!!	22-17! (23-19?/9-14!)
	<u>23x16</u>	
8x15	15-18	12-16! (11-15??/23-19!)
21-17!! (23-19!) A	22x15	23-18
15-19! (9-14?; 22-18!)	5-9!	16-19
24x15!	13x6	17-13! (17-14?/11-15!)
10x26	1x12	9-14!
30x23!	32-27	18x9
12-16! (9-14? or 4-8?)	4-8	19-23
28-24!	27-23	9-6
9-14!! (16-20?) B	8-11	23-26
17x10	29-25	6-1
		26-30 DRAW

Remarks: A. -- 23-19!/9-14!; 24-20!/15x24; 28x19!/2-7! (4-8??/22-18!); 30-26/14-17! (4-8??; 22-18!!); 21x14/10x17; 22-18!/17-21; 32-27?? (26-23!!)/12-16!!!; 19x12/4-8!; 12x10/6x24; 20x27/5-9!!; 13x6/1x10!; 27-23/10-15 BLACK WINS

B. -- 16-20?; 23-18!!/20x27; 32x23/4-8; 17-14!/ Red enjoys a very great positional advantage.

C. -- 32-28?? (or 29-25??)/15-19!!; 24x15/5-9; 13x6/1x17 BLACK WINS

GAME 5:

11-15	8-11	9-13! (4-8!) C
23-19	25-22	25-22
7-11!	9-14! (Enter Game 5)	5-9!!
22-17!	29-25! (27-23, Var. 1)	27-23?? (24-20!)
	(22-17?) A	
11-16	6-9! (3-8!, Var. 2)	15-18!!!
17-13	13x6	22x6 (or 22x8)
16x23	2x9	1x10!
26x19	22-17! (27-23!) B	30-26

CHAPTER III: Sec. 2: "11-15" Openings, Game 5 (contd.)

GAME 5: (contd.)

13x22	9-13!	13x22 BLACK WINS
26x17	24-20	

Remarks: A. -- 22-17?/14-18!!; 30-26?? (29-25?? or 24-20??, See Notes)/11-16; 26-22 (26-23??/18-22!! ... 15-18!)/16x23!; 24-20/18x25; 21x30/5-9!!; 27x11/9-14 Black now has an overwhelming positional advantage!

Notes:

a) 29-25??/12-16!!; 19x12/18-23!; 27x18/15x29 BLACK WINS

b) 24-20??/15x24; 28x19/10-14!; 17x10/6x24; 32-28/3-7!; 3-7!; 28x19/11-16; 20x11/7x32 BLACK WINS

B. -- 27-23!/9-13? (11-16!); 31-26!/11-16??; 24-20!!/15x24; 28x19/3-8; 20x11/8x24; 32-27!!/24x31; 23-18!!/14x23; 26x19/31x17; 21x7 RED WINS

C. -- 4-8!; 27-23?? (24-20!) (17-13??, See Note)/14-18!!!; 23x16/9-13!!!; 19x10/12x19; 24x15/13x29 BLACK WINS

Note: 17-13??/14-18!!!; 13x6/12-16; 19x12/18-23!; 27x18/15x29; 6x15/11x18 BLACK WINS

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Variation 1: 27-23

27-23	10-15 (4-8??) C	12-16
3-8? (11-16!) A	22-18!!	19x12
32-27!!	15x22	10-15
	30-25!	<u>20-16!</u>
		11x20
11-16?? (6-9?) B	4-8	18x11
24-20	25x18	20-24
15x24	8-11	<u>23-19!</u>
28x19	31-27	24x8
		12x3
5-9	2-7 (12-16??/27-24!)	14-18
20x11	27-24!	<u>3-12</u>
8x24	7-10	18-22 (9-14??/29-25!)
27x20	24-19	21-17 RED WINS

CHAPTER III: Sec. 2: "11-15" Openings, Game 5, Var. 1 (contd.)

- Remarks: A. -- 11-16!; 24-20!/15x24; 28x19?? (20x27!!)/3-8; 20x11/8x24; 32-28/2-7!!; 28x19/12-16!; 19x12/14-17; 21x14/10x19; 31-27/5-9! BLACK WINS
- B. -- 6-9?; 13x6/2x9; 30-26!!/9-13 (1-6??, ..11-16b?? or 11-16b!!, See Note); 24-20!/15x24; 28x19/11-15; 20-16!/15x24; 27x20/12x19; 23x16/5-9!; 16-12!/8-11; 26-23/11-15; 22-18!!/15x22; 20-16 RED WINS
- Notes:
- a) 1-6??; 19-16!/11x20 (12x19??); 24-19!/15x24; 28x19/8-11; 22-18 RED WINS
- b) 11-16??; 24-20/15x24; 20x11/8x15; 28x19/15x24; 27x20/4-8; 23-19!!/8-11; 29-25/11-15! (9-13!!); 26-23!!/15x24; 20x27/10-15; 23-19/15x24; 27x20/1-6; 31-27!/9-13; (6-10??; 22-17!!); 27-23/6-9; 22-18!/13-17; 18-15/9-13; 23-19! (15-10!) RED WINS
- c) 11-16!!!; 24-20!/15x24; 20x11/8x15; 28x19/15x24; 27x20/4-8; 23-19!/8-11; 26-23!!/9-13!! (14-15??; 29-25!!); 31-26!!/11-16!!!; ~~20~~x11/5-9!!; 29-25 (19-16? or 21-17?)/1-5!! DRAW
- C. -- 4-8??; 21-17/14x21; 30-25!/21x30; 23-19/30x16; 20x4 RED WINS

Variation 2: 3-8!

3-8!	4-8! (10-15??) C	6x10
22-17	30-26!	13x6
11-16! (6-9!) A	8-11	2x9! (1x10?)
(14-18?) B	26-23!	21-17!
25-22		
16x23	5-9! (11-15??) D	12-16!
27x11	32-27!!	23-18!
8x15	10-15!! (11-15?) E	16-19
24-19!!	17x10! (19x10?)	31-26!
15x24	15x24	1-5!
28x19	27x20	17-14!

CHAPTER III: Sec. 2: "11-15" Openings, Game 5, Var. 2 (contd.)

Variation 2: 3-8! (contd.)

9-13!	9-14	18-23
14-10!!	18x9	13-9
15x6	5x14	23-27
18-14!!	26-22!	9-6
6-9	11-15	27-32
22-18! (14-10??/9-14!)	22-17	6-1
13-17	14-18	32-28
14x21	17-13	1-5 DRAW

- Remarks: A. -- 6-9!; 13x6/2x9; 25-22!! (27-23??/14-18!!!)/ 14-18!; 30-26!/18x25; 21x30/9-13; 26-22!/(17-14? ...17-22!)/5-9!; 22-18!!!/13x22; 18x25/11-16!; 25-22/16x23; 27x11/8x15 Red's position is preferred.
- B. -- 14-18?; 25-22!/18x25; 17-14!/10x17; 19x10/6x15; 13x29 Red's definite positional advantage here should be quite apparent. Black could get into serious trouble regardless of where he moves!
- C. -- 10-15??; 17x10!!!/15x24; 22-17!!!/6x15; 13-9!/5x14; 17x28 Of course, Red is in almost complete control here. His position is good and he has gained a man on Black. Red should win this one!
- D. -- 11-15??; 32-27!!!/15x24; 27x20/2-7; 22-18!!!/5-9; 23-19!/14x16; 20x2 RED WINS
- E. -- 11-15?; 22-18/15x22; 17x26/2-7; 26-22!/7-11; 27-24!/11-15; 22-17!!!/15-18; 31-27/1-5; 24-20 RED WINS

GAME 6:

11-15	16x23	11-16! (9-14?; 32-27!!)
23-19	26x19	30-26 (Enter Game 6)
7-11!	8-11	9-14! (16-20?, Var. 1)
22-17!	25-22	24-20
11-16	3-8	15x24
17-13	27-23	28x19! (20x27, Var. 2)

CHAPTER III: Sec. 2: "11-15" Openings, Game 6 (contd.)

GAME 6: (contd.)

5-9	10x12	2-6!!!
20x11	26-23	25-22
8x24	4-8!	8-11!
32-28	23-18? (21-17!) B	28-24
24-27!! (4-8?? or 2-7??)	8-11!! (9-14?) C	12-16!
31x24! (23x32)	21-17?? (28-24? or	22-18
12-16! (10-15?)	29-25?/9-14!!)	6-9!!
24-20! (24-19??) A	11-15!!	13x6
	<u>18x11</u>	
16-19!	9-14!	1x10 BLACK
23x16	17x10	WINS
14-18!	6x8	
22x15	29-25?? (28-24??)	

Remarks: A. -- 24-19??/16-20; 22-18/4-8!; 29-25/8-12!!; 25-22/20-24!; 18-15/
2-7!; 22-17 (22-18??/24-27!)/7-11!!; 15x8/12x3; 19-16/3-7!;
28x19/7-11!; 16x7/10x3; 17x10/6x24; 13x6/1x10 BLACK WINS

B. -- 21-17!/8-11!; 29-25/2-7! (11-15!); 28-24!/7-10!; 25-21!/9-14!;
24-19/11-15 (1-5, See Note); 23-18!!/15x22; 17x26/14-18!;
26-22!/18x25; 21x30/10-15! (10-14? or 1-5; 20-16!); 19x10/
6x15; 13-9!/15-19!; 30-26!/12-16!; 20x11/19-24 DRAW

Note: 105; 20-16/11x20; 19-15/10x26; 17x1/26-31; 13-9/5x14;
1-5! DRAW

C. -- 9-14?; 18x9/1-5; 28-24!!/5x14; 21-17!/14x21; 29-25/21x30;
24-19/30x16; 20x4/12-16!! (2-7??, 6-9?? or 6-10??); 4-15/
6-9! DRAW

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Variation 1: 16-20?

16-20?	8x15	14-17!
23-18!	24-20!	21x14
20x27	15x24	10x17
31x24!	28x19! (20x27?)	25-21 (22-18?) A
9-14!	2-7!! (4-8??; 22-18!!)	6-10!
18x11!	29-25!	21x14

CHAPTER III: Sec. 2: "11-15" Openings, Game 6, Var. 1 (contd.)

Variation 1: 16-20? (contd.)

10x17	17-21	7-10! (4-8??; 22-17!!)
22-18! (26-23!)	26-22	32-27! (20-16!) Red's position is preferred.

Remarks: A. -- 22-18?/17-22!; 26x17/12-16!!!; 19x12? (20x9, See Note)/4-8!;
12x10/6x29; 17-14!/29-11!!; 14-10/11-29; 20-16/29-25; 32-27/
25-29 BLACK WINS

Note: 20x9/5x30; 19-15/30-25 Black's position is preferred.

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Variation 2: 20x27

20x27	18x25	10x1! (2x9??; 22-18!)
16-19? (8-11!)	29x22	24-20!
23x16	6-9? (15-18!!)	2-6
	<u>13x6</u>	<u>20-16!</u>
12x19	1x10	19-24
27-24!	32-27	28x10
10-15! (2-7??) A	8-12! (2-6??) C	6x15
22-17!	17-13!	22-18!!
14-18! (6-10!) B	5-9! (4-8?? or	15x22
26-22	2-7??; 22-18!)	16-11 RED WINS
	(10-14??) D	
	13x6	

Remarks: A. -- 2-7??; 24x15/10x19; 13-9!!/6x13; 22-17!/13x22; 26x12 RED WINS

B. -- 6-10!; 13-9!/8-11!!; 9x18/15x13; 24x8/4x11 Even Game

C. -- 2-6??; 27-23/19x26; 17-13!/26x17; 21x7 RED WINS

D. -- 10-14??; 22-17!!/4-8 (14-18??; 13-9!); 17x10/15x6; 24x15/
2-7; 27-23! (31-26?)/12-16!; 23-18!!/7-10; 31-27/10x19;
27-24 RED WINS

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GAME 7: (See Next Page)

CHAPTER III: Sec. 2: "11-15" Openings, Game 7 Starts

GAME 7:

11-15	2-7!	11-16!
23-19	26-23	15-11
7-11!	7-11	16x7
22-17!	29-25!	30-26
11-16	10-14!!	7-11!!
17-13!	24-20 (30-26??/6-10!)	26-23
16x23	14-18	11-16!
26x19	23x14	25-21!
8-11!	9x18	16-19!
25-22!	21-17	23x16
3-8!	11-16	12x19
27-23	20x11	18-14!
11-16	8x24	6-10!(19-24??/14-10!)
22-17!	28x19	14x7
16-20? (9-14!, Var. 1)	4-8!	5-9!
23-18	32-27	13x6
20x27	8-11!!	1x3 DRAW
31x24!	19-15!	
15x22	18-23!!	
17x26!	27x18	

Variation 1: 9-14!

9-14!	11x18	9x27
24-20	17x10	32x23
15x24	8-11!	5-9!
20x27! (28x19?)	23x14	25-22
8-11!! (16-19?)	11-15	9-14
29-25! (28-24?)	10x19	28-24
4-8!	16x30	2-7
30-26! (25-22??/6-9!) (23-18?) A	31-26!	24-19
6-9! (11-15!; 27-24!) B	30x9	7-10
13x15	27-23	22-17

CHAPTER III: Sec. 2: "11-15" Openings, Game 7, Var. 1 (contd.)

Variation 1: 9-14! (contd.)

10-15!	11-16	6-10
19x10	19-15	14x7
14x7	16-20	27-32
23-19	15-11	7-3
7-11	20-24	32-18 DRAW
17-14	11-7	
1-6	24-27	
21-17	7-2	

Remarks: A. -- 23-18?/14x23; 27x18/10-15!; 25-22/15-19!!; 31-27/19-23!!; 18-14/16-19!!!; 27x18/19-23!; 18x27/6-9; 13x6/2x25 BLACK WINS

B. -- 11-15!; 27-24!/16-19; 23x16/12x19; 31-27!/14-18; 25-22/18x25; 21x30/5-9; 26-22!!/9-14; 22-18/15x22; 17x26/2-7!!; 24x15/10x19; 27-23!/8-11!; 23x16/11x20; 28-24/20x27; 32x23/

7-11; 23-19!/6-10; 26-23!/1-6; 30-25!/11-15; 19-16/15-19! 16-11/19x26; 25-22/26x17; 13x22 DRAW

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CHAPTER III: Sec. 2: "11-15" Openings, Start of New Series

Series (B) — 11-15; 23-19/8-11; 22-17/11-16; 17-13 (or 25-22)/16x23; 26x19/4-8

GAME 8: (Contains Index to Games 9 through 12)

11-15	16x23
23-19	27x11
8-11	7x16
22-17	32-27!!! (22-18?/16-19!!)
11-16 (9-13?) A	3-7!! (16-19??) D
17-13! (25-22!, See Game 9)	24-20! (22-18??/16-19!)
16x23	16-19!
26x19 (27x11?)	20-16!!
4-8 (9-14!, See Next Series)	19-23
25-22! (30-26!, See Game 10)	27x18
(21-17!) B	12x19
8-11	18-14!
<u>30-25</u> (29-25, See Game 11)	
9-14! (27-23, See Game 12)	19-23!
(11-16??) C	28-24!
22-17!!	6-9!!
5-9! (14-18, See Var. 1)	13x15
(11-16??; 13-9!!)	
<u>27-23!</u>	
1-5! (11-16, See Var. 2)	7-10!
(15-18!, See Var. 3)	14x7 (or 15x6)
25-22! (24-20?)	2x25
14-18 (11-16??; 24-20!)	21x30
23x14	
9x25	5-9
29x22! (21x30??/6-9!)	17-13
11-16! (5-9?)	9-14
31-27	<u>30-25</u>
	14-18! DRAW

Remarks: A. -- 9-13?; 17-14!/10x17; 21x14/6-9! (6-10?, See Note); 19x10/9x18; 26-22!/7x14; 22x8/4x11 Red's position is preferred.

Note: 6-10?; 25-21!/10x17; 21x14/2-6; 19x10/6x15 Red is in control at this point.

B. -- (See Next Page)

CHAPTER III: Sec. 2: "11-15" Openings, Game 8 (contd.)

GAME 8: (contd.)

Remarks: (contd.)

B. -- 21-17!/9-14?? (8-11!!, See Note); 19-16!!!/14x21 (12x19, See Note); 16-11/7x16; 24-19/15x24; 27x4 RED WINS

Notes:

a) 8-11!! This is the best answer to Red's 21-17! Black can get positional advantage and can keep Red on the defensive throughout the rest of the game.

b) 12x19; 24-20!!/14x21; 30-26!/21x23; 27x4 Red should be able to win this one. He is only one man down and his King is not immediately threatened.

C. -- 11-16??; 24-20!/15x24; 20x11!/7x16; 27x11/3-7; 28-24!/7x16; 24-20!/16-19; 20-16!/19-24 (19-23??, See Note); 16-11!/24-28 (9-14; 32-28!); 31-27/10-14; 22-17!/14-18; 17-14 RED WINS

Note: 19-23??; 16-11/9-14; 13-9! (22-18?/10-15!)/6x13; 22-17/13x22; 25x27/14-18; 27-23/18x27; 32x23 RED WINS

D. -- 16-19??; 24x15/10x19; 27-24!/19-23; 22-18 RED WINS

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Variation 1: 14-18

14-18	6x24	2-6
25-22	13x6!	27-23!
18x25	1x10	19x26
29x22!	20x27	31x22
5-9? (11-16!) A	16-19	6-9!!
27-23!	23x16	22-18
11-16?	12x19	16-19!
24-20	22-18!	17-13 (17-14) C
15x24	10-15!	9-14
28x19!	18x11	18x9
10-14! (7-11?)	7x16	19-23
17x10!	21-17 (32-28?) B	9-6

CHAPTER III: Sec. 2: "11-15" Openings, Game 8, Var. 1 (contd.)

Variation 1: 14-18 (contd.)

23-26	26-30	30-23 DRAW
6-1!	1-15!	

Remarks: A. -- 11-16!; 24-20!/15x24; 20x11/7x16; 27x11/10-14; 17x10/6x8;
22-18 Even Game

B. -- 32-28?/2-6; 21-17 (27-24??/19-23!)/3-7!; 17-14?/6-10!;
14-9/10-14; 9x18/19-23!; 28-24!!!/23x82; 24-20! DRAW

C. -- 17-14/9-13; 14-10/13-17; 10-6/19-23!; 18x27/17-21; 6-1/
21-25; 1-15/25-29! DRAW

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Variation 2: 11-16

11-16	31x17	19-23
24-20	21x7	25-22
15x24	9-14!	12-16
28x19	7-3! (13-9??)	9-5!

7-11	14-18!	15-19!
31-27!	23x14	14-10
10-15	2-7	23-27
17x10? (19x10!) A	3x10	32x23

15x31	6x15	19x17
10-7!	13-9	10-6! (or 10-7!)
3x10	16-19	DRAW
25-22	29-25!	

Remarks: A. -- 19x10!/14x7; 27-24!!/9-14; 17x10/6x15; 23-18!/15x22;
25x18 It is quite apparent that Red has a much stronger
game with this variation. He should try to keep Black's
men cramped on squares 11, 16 and 12 as long as possible.

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Variation 3: 15-18!

15-18!	11-15! (11-16??)	18x25
32-27!	25-22!! (24-20?) A	29x22

CHAPTER III: Sec. 2: "11-15" Openings, Game 8, Var. 3 (contd.)

Variation 3: 15-18!

7-11!	2-7!!	3-8!!
22-18!	19-16!!	21-17
15x22	12x19!	8-12
17x26	15-11!	17-14
11-16!! (3-7!) B	7x16	16-20
26-22	24x15	14x5
14-18!!!	10x19	12-16
22x15	27-24	18-14
16-20	20x27	16-19
23-18	31x15	15x24
		20x27 DRAW

Remarks: A. -- 24-20?/15x24; 28x19/7-11!; 19-15/10x26; 31x8/12-16!;
20x11/3x12; 17x10/6x8; 13x6/1x10 Black is in excellent shape
at this stage of the game and is in good control.

B. -- 3-7!; 26-22/11-15; 24-20/15x24; 28x19/7-11; 27-24!/2-7;
31-26/1-5; 22-18/12-16!; 19x12/10-15; 26-22 (21-17?)/
14-17!!!; 21x14; 6-10; 13x6/10x28; 6-2/15x22; 20-16! DRAW

GAME 9:

11-15	3-8! (6-9!, Var. 1)	6-9
23-19	27-24	13x6
8-11	11-15	2x9
22-17	17-13	27-23! (29-25??/11-16!)
11-16	8-11	15-18
25-22! (Enter Game 9)	32-28	29-25!!
16x23	14-18!	18x27
26x19! (27x11?)	31-27!	24x31
9-14 (9-13!; 22-18!)	18x25	9-13
24-20!	21x30	25-22
15x24	5-9	1-6!!
<u>28x19</u>	<u>30-25!</u>	<u>26-23!</u> (20-16?) A
7-11! (4-8?? or 3-8??)	9-14	4-8! (11-15) B
30-26!	25-21!	31-26 (28-24??) C

CHAPTER III: Sec. 2: "11-15" Openings, Game 9 (contd.)

GAME 9: (contd.)

11-15 (6-9??) D	30x16	10x28
23-18!!	20x4	21-17!
14x30	15-18!	13x22
28-24! (21-17?) E	22x15	4x29 DRAW

Remarks: A. -- 20-16?/11x20; 19-15/10x19; 22-17/13x22; 26x1/12-6!!!; 1x24/20x27; 31x24/16-20; 24-19/20-24 DRAW

B. -- 11-15; 20-16!!/15x24; 28x19/4-8; 22-18!/6-9; 18-15!/8-11; 15x8!/12x3; 16-11!!/13-17; 11-8!/3x12; 19-16!/12x26; 31x15 RED WINS

C. -- 28-24??/13-17!; 22x13/6-9!; 13x15/11x27; 31-26/27-31; 26-23/31-22 BLACK WINS

D. -- 6-9??; 21-17!!/14x21; 19-16!/12x19; 23x5 RED WINS

E. -- 21-17?/30x16/ 20x4/15-18!; 22x15/13x22; 4-11! DRAW

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Variation 1: 6-9!

6-9!	6-10!!	20-24
20-16!! (17-13??) A	13x6	22-17!
11x20	5-9!! (14-17??) D	1-5! (24-27??; 9-6!!!)
17-13!!	6x13	9-6!!!
2-6!! (1-6?; 22-17!)	14-17!	10x1
26-23!	21x14	11-7!
4-8! (3-8??) B	10x19	24-27
29-25	25-22!	7-2!!!
3-7! (8-11??; 27-24!)	7-10! (19-24?? or	27x18
22-18!	19-23??; 12-8!!!)	17-14!!
8-11!	12-8!	18x9
31-26! (27-24?) C	11x4	2x13
	<u>18x11</u>	
12-16!	19-24!	4-8
19x12	27-23	13-22!!
10-15!	24-28! (24-27?; 23-19!)	8-12
26-22 (25-22??/15-19!)	13-9!	22-13!

CHAPTER III: Sec. 2: "11-15" Openings, Game 9, Var. 1 (contd.)

Variation 1: 6-9! (contd.)

12-16	1-6 (5-9) E
13-26!	(20-24; 13-31!!)
16-20	13x2
26-13!!	20-24
	2-20 RED WINS

Remarks: A. -- 17-13??/11-16!; 20x11/3-7!!; 13x15/7x30 BLACK WINS

B. -- 3-8??; 22-18!!/8-11; 18-15!/11x18; 21-17!/14x21; 23x7 RED WINS

C. -- 27-24?/20x27; 31x24/12-16!!!; 19x12/10-15!; 25-22/6-10!!! (14-17??, See Note); 13x6/5-9!; 6x13/14-17!; 21x14/10x28 BLACK WINS

Note: 14-17??; 21x14/6-10; 13x6/10x28; 6-2!!/15x22; 12-8!/11x4; 2x25 RED WINS

D. -- 14-17??; 21x14!!/10x19; 25-22!!/1x10; 12-8!/11x4; 18x2 RED WINS

E. -- 5-9; 13x2/1-5; 2-13/20-24; 13-31!! RED WINS

GAME 10:

11-15	8-11!	15x24
23-19	32-27!!	28x19
8-11	5-9? (11-16!!) A	11-15
22-17	(6-9, Var. 1)	27-24!
	<u>25-22!</u>	
11-16 (9-13?)	1-5 (11-16??) B	8-11
17-13!	29-25! (22-18?)	26-23!!
16x23	3-8	18x27
26x19 (27x11?)	22-17	17-14!
4-8	14-18	10x17
30-26! (Enter Game 10)	23x14	19x1 RED WINS
9-14!	9x18	
27-23!	24-20!	

CHAPTER III: Sec. 2: "11-15" Openings, Game 10 (contd.)

- Remarks: A. -- 11-16!!!; 24-20!/15x24; 20x11/7x16; 27x11!/3-7; 11-8!/12x3; 23-19!/14-18!; 19-16!/10-15; 28-24 Black's position is slightly preferred.
- B. -- 11-16??; 24-20!/15x24; 20x11!/7x16; 27x11/3-7; 22-17!/7x16; 31-27!!!/2-7; 28-24!!!/16-20; 26-22!/7-11; 22-18!/12-16; 29-25!/11-15; 18x11/16x7; 25-22/7-11; 22-18! RED WINS

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Variation 1: 6-9

6-9	5-9 (11-16?)	11-16?
13x6	26-23!!	24-20
2x9	9-14? (9-13!)	15x22
25-22!!	22-17	20x25 RED WINS
14-18? (1-6!)	1-6?	
(9-13?; 22-17)	17-13	
23x14	3-8 (15-18??; 19-15!)	
9x25	31-26!!!	
29x22		

GAME 11:

11-15	11-16! (14-18?; 25-22!)	6x8
23-19	24-20	30-26!
8-11	15x24	8-11
22-17	20x11	32-27!
11-16	7x16	11-15
17-13	27x11	26-23!
16x23	3-7	1-6!
26x19 (27x11?)	28-24	23x14
4-8	7x16	6-9
25-22	24-20	13x6
8-11	14-18! (16-19?)	2x18
<u>29-25 (Enter Game 11)</u>	<u>20x11</u>	<u>31-26!</u>
9-14! (11-16??) A	10-14!	15-19?? (5-9!!)
22-17!	17x10	26-23!! (25-22?)

CHAPTER III: Sec. 2: "11-15" Openings, Game 11 (contd.)

GAME 11: (contd.)

19x26	5-9	9-13
25-22!	23-18!	18-14
18x25 (or 26x17)	12-16	16-20
21x23	27-23	23-19 RED WINS

Remarks: A. -- 11-16??; 24-20/15x24; 20x11/7x16; 27x11!/3-7; 28-24!!!/
7x16; 24-20!/16-19; 20-16!/19-24; 18-11!/24-28 (9-14??;
32-28) RED WINS

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GAME 12:

11-15	7x16	2-6!!
23-19	31-26	29-25
8-11	3-7 (2-7?)	6-9!
22-17	22-18	25-22
11-16	7-11	9-14!
17-13	18x9	32-27!
16x23	5x14	1-5
26x19!	26-22!	27-23
4-8!	11-15	5-9
25-22!	30-25!!! (32-28?) A	23-19
8-11	15x24	9-13
27-23 (30-25!)	23-18!!	19-16!
<u> </u> (Enter Game 12)		
11-16? (9-14!)	14x23	12x19
24-20!	13-9!	11-8
15x24	6x13	19-24!(19-23/22-18!)
28x19! (20x27?)	22-17	8-3!
9-14	13x22	24-27
20x11	25x11	21-17 DRAW

Remarks: A. -- 32-28?/15x24; 28x19/6-9! (or 10-15, See Note); 13x15/14-18;
23x14/16x23; 14-9!/23-27; 15-10/27-31!?!; 10-6?? (21-17!?!)/
31x13!; 29-25/1x10; 9-5/10-14!! BLACK WINS

Note: 10-15?; 19x17/16-19!!!; 23x16/12x19; 30-26!!!/19-24;
22-18!/24-27; 18-14!!!/6-10!; 14x7/2x11; 26-23/27x18;
13-9!/18-23; 9-6!/1x10; 17-14/10x17; 21x14 DRAW

END OF SERIES (B) - - - - -

CHAPTER III: Sec. 2: "11-15" Openings, Start of New Series

Series (C-1): 11-15; 23-19/8-11; 22-17/11-16; 17-13/16x23; 26x19/9-14!

GAME 13: (Contains Index to Games 14 through 17)

11-15	2-6! (11-16) Var. 2
23-19	22-18! (29-25!)
8-11	17-21
22-17	26-22!
11-16	6-9!
17-13!	13x6
16x23	1x10
26x19	32-27!
9-14!	5-9!
27-23! (24-20, See Game 14)	27-24! (29-25?) Var. 3
4-8! (6-9, " " 15)	9-13 (11-16?; 18-15!)
(7-11! " " 16)	24-20!
(15-18??) A	
<u>31-26!</u>	
8-11!	10-14
25-22	18x9
14-17 (11-16, See Game 17)	13x6
21x14	30-25! (29-25?) B
10x17	21x30
19x10	23-18
6x15 (7x14?)	30x16
24-19!! (13-9?) Var. 1	18-15
(29-25?)	
<u>15x24</u>	11x25
28x19	20x9 DRAW

- Remarks: A. -- 15-18??; 32-27!/4-8 (7-11??; 21-17!); 30-26!/7-11; 19-15
RED WINS
- B. -- 29-25?/7-10!; 23-18? (22-18!, See Note)/12-16!!; 19x12/6-9!;
18-15/10x19; 22-18 Black's positional advantage should be
clearly apparent at this stage of the game. By comparison,
Red's position is poor.

Note: 22-18/3-7 (6-9?; 30-26 ... 19-16!); 25-22/6-9; 20-16/
11x20; 18-15/20-24; 15x13/24x15; 13-9 DRAW

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CHAPTER III: Sec. 2: "11-15" Openings, Game 13, Start of Var. 1

Variation 1: 13-9?

	2-6!!	31-13!
13-9?	19x12	9-5
5x14	11-16!!	13-31!
22x13	12x19	23-18
15-18	18-22	7-10 BLACK WINS
32-27	26x10	
12-16!	6x31	
24-19??	13-9	

Variation 2: 11-16

11-16	1-6	15x24
29-25!	15x8	28x19
17-21	12x3	7-11!
22-18	18-15	22-18
2-6	16-20!	9-13
18-14!!	23-18!	19-15!
3-8	20-24! (3-8??) A	11-16
25-22!	15-10!	15-10
8-11	7x23	16-19
14-9!!	26x28	10-6
5x14	6-10	19-24
22-18!	28-24	6-1
14-17	10-15	24-27
13x22	32-28	1-5!
6-9	3-7!	27-31!
19-15!	24-19!	5-1
		13-17 DRAW

Remarks: A. -- 3-8??; 15-11!!/7x16; 22-17/21x23; 26x3 RED WINS

Variation 3: 29-25

	9-14!!	14-18!
29-25	15x6	23x14
11-16!	7-10!	16x32
18-15	6x15	22-18

CHAPTER III: Sec. 2: "11-15" Openings, Game 13, Var. 3 (contd.)

Variation 3: 29-25 (contd.)

12-16 (32-28?) A	32-28	16-20
25-22!	10-7!	30-26
32-27! (32-28?; 30-26!)	3x10	23x30
22-17!	14x7	2-11! DRAW
27-32 (27-24?; 17-13!)	21x23	
15-10!	7-2!	

Remarks: A. -- 32-28?; 15-11!!/28-15; 11-7!!/15x29; 7-2/29-15; 14-9 DRAW

GAME 14:

11-15	4-8? (3-7!)	12-16
23-19	22x15	10-17
8-11	6-9	3-8
22-17	13x6	17-22!
11-16	1x19	8-12
17-13!	21-17!!!	22-13
16x23	14x21	9-14
26x19	27-23!!	13-9!
9-14!	19x26	14-17 (16-19??)
24-20 (Enter Game 14)	30x23	9-13
15x24	21x30	17-21
28x19	23-19	13-6
14-18 (7-11!)	30x16	16-20
(4-8!, Var. 1)	20x4	32-27 RED WINS
31-26! (27-24!)	2-6	
10-15	4-15!	
19x10		
7x14?	6-9	
26-22!	15-10!	

Variation 1: 4-8!

4-8!	8-11	11-15
30-26!	26-23	27-24!

CHAPTER III: Sec. 2: "11-15" Openings, Game 14, Var. 1 (contd.)

Variation 1: 4-8! (contd.)

15-18!	2x9	12x19
31-27!! (31-26?) A	25-22!	24x6
7-11 (3-8??) B	9-13	1x10
25-22	20-16!!	27-24!!
18x25	14-17	26x19
21x30	32-28!!!	24x6 RED WINS
11-15	17x26	
29-25	16-11!	
6-9? (3-7!)	15x8	
13x6	19-16!!!	

Remarks: A. -- 31-26?/18x27; 32x23? (24x31?)/3-8!!; 23-18??/14x30!;
 25-22/30x16; 20x4/7-11!!; 4x18/10-14!; 18x9/5x14; 24-19/
 2-7!; 29-25 (22-17??/7-11!)/7-11!; 19-15/11x18; 22x15/
 12-16!! (6-9?); 25-22/16-19!!; 15x24/14-18!; 22x15/6-9!;
 13x6/1x28 BLACK WINS

B. -- 3-8??; 21-17!!/14x30; 23x14/10x17; 13x22/30x16; 20x4/6-10!;
 22-17!! RED WINS

GAME 15:

11-15	4-8! (14-18?)	13-17 (10-15??
23-19	24-20!	(14-17)
8-11	15x24	26-22!!! (25-22?) C
22-17	28x19	17x26
		<u>21-17!!</u>
11-16	8-11 (9-13??; 23-18!)	14x21
17-13!	31-26!	18-15!!!
16x23	9-13! (11-15?, Var. 1)	11x27
26x19	29-25!	30x32!!
9-14!	5-9! (1-6?; 22-18!)	21x30
27-23	32-28!	32-27
6-9 (Enter Game 15)	1-5!	30x16
<u>13x6</u>	<u>28-24!</u>	<u>20x4</u>
2x9	3-8 (14-17!) B	9-14
25-22 (24-20?) A	22-18	24-19

CHAPTER III: Sec. 2: "11-15" Openings, Game 15 (contd.)

GAME 15: (contd.)

12-16!	5x14	14-17 DRAW
19x12	12-8	
10-15!	7-11!	
4x9	8x15	

- Remarks: A. -- 24-20?/15x24; 28x19? (20x27?)/14-17!; 21x14/9x27 Black has the stronger game.
- B. -- 14-17!; 21x14/9x27! (10x17?; 23-18!); 24x31 The Authors prefer Black's position. Black seems to have a slight edge at this stage of the game.
- C. -- 25-22?/9-13!; 18x9/5x14; 30-25 (22-18?/17-22!)/11-15; 20-16 (23-18?)/8-11; 24-20/15x24; 20x27/12x19; 23x16/11x20; 27-23/20-24! BLACK WINS

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Variation 1: 11-15?

11-15?	6-10	7-10! (3-8??) G
32-28!!	21x14	15x6
15x24	10x17	14-18!
28x19	18-15!!	23x14!!
9-13!	5-9! (17-22?? ...	17x1
29-25!! (23-18?) A	23-18!	19-15!!!
1-6! (5-9??; 23-18!)	(17-21??; 15-11!)	3-8 (1-6??; 15-11!)
22-18!!	(3-8??) C	<u>15-10!</u>
	<u>30-25!!</u>	8-11
14-17 (6-9?) B	9-14?? (3-8??) D	26-23
21x14	(17-21??) E	12-16
10x17	(7-10!!)	10-7!
25-21!!	25-21!!! (15-11?) F	11x2
		20x11 RED WINS

- Remarks: A. -- 23-18?/14x16; 20x2/1-6!; 2x9/5x14!!!; 22-18? (26-23??/10-15!)/14x23; 26x19/3-7! (3-8!; 30-25!); 29-25!!/7-11!; 30-26!!/11-15!; 19-16!! DRAW
- B. -- 6-9?; 18-15!!/3-8 (14-17??; 15x6!); 15x6/9x2; 23-18/14x16; 20x4 RED WINS

CHAPTER III: Sec. 2: "11-15" Openings, Game 15, Var. 1 (contd.)

Remarks: (contd.)

- C. -- 3-8??; 15-10!!/7x14; 23-18!/14x16; 20x4 RED WINS
- D. -- 3-8??; 15-10!!/7x14; 25-21!/17-22; 26x10/9-14; 10x17/13x22; 20-16! RED WINS
- E. -- 17-21??; 26-22!!/21x30; 23-18!/30x16; 20x2 RED WINS
- F. -- 15-11?/7x16; 20x11/17-21!; 25-22/13-17; 22x13/21-25; 11-8/25-29!; 8-4/14-17; 13x22/29x32; 19-15/3-7 DRAW
- G. -- 3-8??; 23-18!!/14x30; 21x14/30x16; 20x2 RED WINS

GAME 16:

11-15	15x24	7-10!
23-19	28x19! (20x27?)	29-25
8-11	8-11	9-14!
22-17	31-26! (22-18?) A	25-21
11-16	11-15! (4-8?) B	14-18!
17-13	20-16!!	16-12!
16x23	15x24	1-5!
26x19	22-18!!	26-22
9-14!	12x19	18x25
27-23	23x16!	21x30
7-11! (Enter Game 16)	14x23	5-9! (15-19) D
24-20!	26x28	30-25 (30-26??/15-19!!)
15x24	10-15!	15-19!
28x19! (20x27?)	28-24	24x15
3-8!	2-7!	10x19
32-28!	30-26! (16-12??) C	25-22
11-15! (11-16!, Var. 1)	5-9	19-23 BLACK WINS
25-22! (31-26?, Var. 2)	21-17 (24-20!)	

Remarks: A. -- 22-18?/4-8!; 18x9/5x14; 30-26 (29-25, See Note)/11-15!; 29-25/15x24; 20x27; 10-15! Black has a definite superiority at this point.

Note: 29-25/1-5?; 25-22!!/6-9?? (11-15!); 13x15/11x25; 23-18!/14x16; 20x4/25-29; 30-25!/29x18; 4x22 RED WINS

CHAPTER III: Sec. 2: "11-15" Openings, Game 16 (contd.)

Remarks: (contd.)

- B. -- 4-8?; 21-17!!/14x21; 19-16/12x19; 23x14/6-9!; 13x6/2x25;
29x22/1-6; 26-23 Red has a very good positional advantage.
- C. -- 16-12??/15-19!; 24x15/6-9; 13x6/1x19 BLACK WINS
- D. -- 15-19; 24x15/10x19; 17-14 (30-26??/5-9!!)/19-23; 13-9/6x13;
14-10/23-27; 10-7!/27-31; 7-3! (7-2?/31-20!)/31-20; 30-26!/
20-11; 26-23/11-2; 23-19/2-6; 3-21!/6x24; 21-25/24-20; 12-8!/
4x11; 25x4 DRAW

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Variation 1: 11-16!

11-16!	15x24	31x17
20x11	18x2	21x7
8x24	1-6	23-27
28x19	2x9	13-9!
2-7! (4-8) A	5x14	12-16!
30-26! (25-22??/12-16! ...14-17!)	31-27!!	9-6 (7-2?/27-32!)
7-11!	24x31	16-19
26-22!	23-18!	6-1
11-15!		19-23!
22-18!!	14x23	7-3
	25-22!	23-26! DRAW

Remarks: A. -- 4-8; 25-22! (30-26?, 31-27? or 31-26?)/8-11; 22-18! (31-26?,
See Note)/11-16!; 18x9/5x14; 29-25!/14-18! (2-7?; 25-22!);
23x7/2x11; 31-26/16x23; 26x19/6-10!; 13-9!/11-16; 9-6!/
16x23; 6x15/1-6!; 21-17/23-27; 17-14!/27-32; 14-10/32-18!!;
15x22/6x15 DRAW

Note: 31-26?/11-15; 29-25 (19-16??/12x19 ... 15-18!)/15x24;
23-18/14x23; 26x28 Black has an overpowering positional
advantage.

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Variation 2: 31-26?

31-26? (25-22! ... 28-19!)	14-18!!	11x18
15x24	23x7	25-22!
28x19	2x11	18x25
	19-15!! (20-16?) A	29x22

CHAPTER III: Sec. 2: "11-15" Openings, Game 16, Var. 2 (contd.)

Variation 2: 31-26? (contd.)

12-16!	15-19	27-31 (27-32) B
20x11	17-14	10-6!
8x15	5-9	1x10
26-23!	14x5	5-1
4-8!	19-24	10-14
21-17!	18-15!	26-23!!
8-11!	24-27	31x17
30-26!	13-9!	1-5! DRAW
11-16	6x13	
23-18!	15-10	

Remarks: A. -- 20-16?/11x20; 25-22/8-11; 26-23/11-15!; 19x10/6x15 Black is very definitely favored in this situation.

B. -- 27-32; 10-6!/1x10; 22-18!!/32x14; 5-1/16-20; 1x15 DRAW

GAME 17:

11-15	14-18!!	6-9!!
23-19	22x15! (20x11? or	13x6
8-11	23x14?)	2x9
22-17	10-14!	26-22! (27-24??)
	<u>20x11</u>	
11-16	7x16	9-13
17-13!	29-25	18x9
16x23	3-8!	13x6
26x19	32-27!! (21-17, Var. 2)	27-24! (22-18 or 30-26/ 16-20!!)
9-14!	5-9!! (16-20?)	16-20!! (6-10??) C
27-23!	(2-7??) A	22-18
4-8!	21-17! (27-24??/16-20!)	20x27
31-26!	(25-22?/14-18!)	23x32
8-11!	14x21	6-10
25-22	25-22!	15x6
11-16 (Enter Game 17)	9-14!! (1-5?) B	1x10 DRAW
<u>24-20</u>	22-18! (22-17?/16-20!	
15x24	...8-11!)	
28x19 (20x11!, Var. 1)	(27-24??)	

CHAPTER III: Sec. 2: "11-15" Openings, Game 17 (contd.)

GAME 17:

- Remarks: A. -- 2-7??; 27-24!!/7-11 (16-20??, See Note); 24-20!/11x27;
20x4/27-32?? (14-18?); 26-23!!/32x29; 19-15!!/29x11; 4x2/
1-6; 2x9/5x14; 13-9!!/14x5; 30-26!!/12-16; 26-23!/5-9;
21-17! RED WINS
- Note: 16-20??; 15-10!!/20x18 (6x15??); 10x3/18-23; 3x17/
23x16; 17-22!/16-20; 22x4/20-24; 4-18/ RED WINS
- B. -- 1-5?; 22-18!!/9-14; 18x9/5x14; 27-24!!!/16-20; 15-11!!/
20x18 (8x15, See Note); 11x4/18-23; 4-18/23x16; 18x5!/6-10;
5-1/10-14; 1-15 (1-5?/16-19!!) also (26-23?/2-6!!)/16-20;
26-23!/12-16; 15-28 RED WINS
- Note: 8x15??; 19x1/20x18; 1-5!!/12-16; 26-23!/18x27; 5x32
RED WINS
- C. -- 6-10??; 15x6/1x10; 24-20/8-11; 22-18 (30-26?/10-14!)/11-15;
18x11!!/16x7; 30-25!!/21x30; 23-18/30x16; 20x2 RED WINS

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Variation 1: 20x11!

	15x24	9-13 (9-14?) B
20x11	23-18!!	32-27
7x16	14x23	1-6
28x19	13-9!	27-23
3-7	6x13	6-9
22-18!	22-17!	23-18!
7-11 (5-9? or 16-20?)	13x22	9-14!
18x9	25x11	18x9
5x14	2-6!!	13x6
26-22!!	29-25!	22-18!
11-15? (1-5? or 16-20?)	6-9!	6-9! (10-15??) C
30-25!!! (32-28?) A	25-22	<u>21-17</u>
		9-13 DRAW

- Remarks: A. -- 32-28?/15x24; 28x19/10-15!!!; 19x17/16-19!; 23x16/12x19;
30-26!/19-24; 22-18!/24-27!; 18-14!!!/27-32; 26-22/32x9;
17-14/9x25; 29x22 DRAW
- B. -- (See Next Page)

CHAPTER III: Sec. 2: "11-15" Openings, Game 17, Var. 1 (contd.)

Remarks: (contd.)

- B. -- 9-14?; 32-27/1-6; 27-23!/6-9; 11-7!!/10x3; 22-17!/3-8!
(or 12-16!); 17x10/8-11; 23-18!/12-16; 21-17/16-19; 17-13!/19-24; 13x6/24-27; 6-1 (or 6-2)/27-32 DRAW
- C. -- 10-15??; 11-7!!/15x22; 7-2!!/6-10; 2-13!! RED WINS

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Variation 2: 21-17

	5-9	6-10
21-17	32-27? (30-26?) A	23-18! (32-27? or
14x21	9-13!	32-28?/11-16!)
25-22	27-24	11-16
		<u>18-15</u>
6-10!!	16-20 (10-14?)	16x23
15x6	30-26	15x6
2x9	20x27	23-26!
13x6	23x32	22x31
1x10	10-14!	21-25 DRAW
22-18	18x9	
8-11	13x6	
26-22	26-23	

Remarks: A. -- 30-26?/9-13!; 32-27 (19-15?)/10-14!; 18x9/13x6; 27-24/16-20!; 22-18/20x27; 23x32/21-25! BLACK WINS

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CHAPTER III: Sec. 2: "11-15" Openings, Game 19 (contd.)

GAME 19:

15x24	5x14	6-10! (2-7!) C
28x19 (20x27?)	20x11	14x7
8-11!	7x16	2x11
31-26! (30-26??/14-18!) _____ (25-22??/12-16!)	26-22! (29-25)	26-23!
3-8! (Enter Game 19) (11-15?) A	10-15!!! (6-9!!; Var. 1)	27x18
25-22! (32-28??/6-9!)	19x17	13-9
11-15!	16-19!	18-23
32-28	23x16	9-6!
15x24	12x19	1x10
28x19!	30-26!	17-14
8-11!	19-24	10x17
22-18! (19-16?) (22-17?)	22-18! (26-23?) B	21x14 DRAW
11-16!	24-27!	
18x9	18-14!!	

- Remarks: A. -- 11-15?; 32-28!!/15x24; 28x19/7-11 (3-8??; 23-18!); 21-17!/14x21; 19-16!/12x19; 23x14/6-9!; 13x6/2x18; 25-22/18x25; 29x22 Red has developed considerable strength along the way and now has an excellent positional advantage.
- B. -- 26-23?/24-28!; 23-18 (23-19??/28-32!)/6-10!! (28-32?, See Note); 18-14/2-6!!!; 14x7/6-9!; 13x6/1x3; 17-13?? (22-18!, See Note)/28-32; 21-17/32-27!!!; 13-9/27x5; 17-14/5x25; 29x22/3-7!; 22-17/7-10! BLACK WINS

Notes:

- a) 28-32?; 18-14!!!/32x5; 17-14!/5x25; 29x22!/2-7!; 22-18/7-11; 21-17! (18-14??/1-5!)/ 11-16; 17-14 DRAW
- b) 22-18!/28-32; 18-15!! (17-14??/3-7!)/32-5! (32-28??; 17-14!); 15-10!/5-1; 10-7!/3x10; 17-14/10x17; 21x14 DRAW
- C. --- 2-7!; 14-9!/27-31!; 9x11/31x8; 13-9!/1-5!!!; 29-25?? (17-14! or 9-6!)/ 8x29!!!; 9-6 (17-14??/29-15!)/5-9!; 6x13/29-18
BLACK WINS

Variation 1: (See Next Page)

CHAPTER III: Sec. 2: "11-15" Openings, Game 19, Start of Var. 1

Variation 1: 6-9!!

6-9!!	27-31!	12-16
13x15	21-17! (10-6?) A	3-12!
14-18!	31-27	16-20
23x14	9-6! (17-14?) (9-5?/27-14!)	12-19!
16x23	2x9	27-32
14-9!	10-7	19-28! DRAW
23-27!	9-13!	
15-10!	7-3!	

Remarks: A. -- 10-6? (9-5?)/31x13!!!; 30-25/1x10; 9-5/2-6!!!; 21-17 (5-1??/
10-14!!!)/13x26!!!; 5-1/26-19!; 1-5/10-14!; 5x16/12x19; 25-22/
19-23; 29-25/23-27; 22-18/6-10! BLACK WINS

GAME 20:

11-15	11-16! (1-5?)	10-15?? (11-15!)
23-19	20x11	19x17
8-11	7x16	11-16
22-17	22-18! (22-17?/2-7 ...7-11!) (22-17?/10-15?; 17x10!!)	12x19
11-16	16-20!!	9-14
17-13!	25-22	17x10
16x23	2-7!	6x31
26x19	32-27! (30-26?, Var. 1)	26-23!
9-14!	7-11!	31x17
27-23 (25-22?)	18-15!!! (30-25??, Var. 2) (30-26?)	21x14!
4-8 (15-18??; 32-27!)	11x25	20-24
24-20	<u>29x22</u>	13-9!
15x24	3-7!	24-28
28x19 (20x27?)	30-26!! (22-18!) A	9-5 (23-19?) D
8-11!	12-16!	1-6!
31-26! (30-26??/14-18!) (25-22??/12-16!)	19x12	23-18!!
5-9! (3-8!)	7-11 (10-15??) B	6-9
26-22!! (Enter Game 20	23-19!! (22-17) C	14-10!!

CHAPTER III: Sec. 2: "11-15" Openings, Game 20 (contd.)

GAME 20: (contd.)

9-13 (28-32??)	17-21	28x19
10-7	5-1!!	18-15!
13-17	21-25 (28-32??; 1-5!)	19x10
7-3!!!	1-24!!!	3x30 RED WINS

Remarks: A. -- 22-18!/12-16!! (7-11??; 21-17!); 19x12/7-11!; 30-26/10-15!; 26-22/15-19!; 23x7/14x32; 7-3!/9-14!!!; 3x17/20-24 DRAW

B. -- 10-15??; 22-17!!/7-10; 12-8!/15-19; 23x16/20x4; 27-24/4-8; 26-23/8-11; 24-20!/1-6! (11-15; 23-19!); 20-16!!/11x20; 23-19!/20-24 (14-18??, See Note); 19x28/14-18; 17-14!/
 10x17; 21x23!!/9-14; 28-24/6-10; 24-19!/14-17; 13x22/5-9; 19-16!/10-14; 16-11/9-13; 11-8/14-17; 22-18/17-21; 8-4!/21-25; 4-8!!/13-17; 18-14/17x10; 8x29 RED WINS

Note: 14-18??; 19-16!!/20x11; 17-14/10x17; 13x8 RED WINS

C. -- When Red moves 22-17, Black has a sure (and sensational!) draw, as follows:

22-17/11-16!!!!; 12x19/14-18!!!!; 23x7/9-14; 17x10/6x22 DRAW

D. -- 23-19?/1-6!!!!; 9x2/28-32; 2-9/32-28; 19-16/28-15 DRAW

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Variation 1: 30-26?

30-26?	11-16!	28-32
20-24!	28-24? (29-25!) B	19-15!
19x28	6-10!!	32-27
	13x15	15-11 (22-17??/ 14-18!)
12-16!	16-19!	27-31
18-15? (28-24??) A	23x16	21-17! (22-18?)
10x19	7-11!	14x21
	15x8	29-25
<u>32-27</u>		
16-20!	3x28	21x30
23x16	27-23!	11-8
20x11	1-6!	31x17
26-23	23-19! (22-17??/14-18!!)	8-4 DRAW

CHAPTER III: Sec. 2: "11-15" Openings, Game 20, Var. 1 (contd.)

Variation 1: 30-26? (contd.)

Remarks: A. -- 28-24??/16-19!; 23x16!/14x30; 16-12/10-15!; 32-28/15-19!;
24x15/9-14 BLACK WINS

B. -- 29-25!/1-5!; 22-17!/14-18; 23x14/9x18; 25-22!/18x25; 21x30/
7-11! For all practical purposes, this appears to be an even
game.

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Variation 2: 30-25??

30-25??	1-5!	12-16!
11-16!!	27-24	29-25
22-17 (18-15??/14-18!)	20x27	16-20!!
	<u>23x32</u>	<u>25-21</u>
10-15!!	16-19!!	7-10
19x10 (18x11??)	25-22	14x7
14x7	19-24!	3x10
17-14 (18-14??) A	21-17	<u>18-15</u>
		10x19
		22-18
		19-23 BLACK WINS

Remarks: A. -- 18-14??/9x18; 23x14/16-19!; 14-9/7-11!!!; 9x2/19-24!; 2x16/
12x19; 13-9/24x31; 17-13/31-24; 9-5/ BLACK WINS

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CHAPTER III: Sec. 2: "11-15" Openings, Start of New Series

Series (D): 11-15; 23-19/8-11; 27-23

GAME 21: (Contains Games 22 through 24)

11-15	5-9!
23-19	25-22
8-11	7-10!
27-23	28-24!
11-16! (4-8!, See Game 22)	9-14
24-20	24-20
15x24	3-8!
20x27!	31-27
4-8!	1-6
22-17! (22-18!, See Game 23)	27-24
(21-17!) A	15-18
16-19!	22x15
23x16	
12x19	11x27
17-13! (25-22?/9-13!)	24x31
9-14	8-11! (14-18?) B
25-22	31-26
8-11 (14-17, See Game 24)	14-18!
29-25	26-22
10-15!	18x25
22-17	21x30
14-18	6-9
26-23	30-26
19x26	9-14
30x14	17-13
6-9	10-15
13x6	26-23
2x18	15-18
27-23!	23-19
18x27	18-22
32x23	19-16

CHAPTER III: Sec. 2: "11-15" Openings, Game 21 (contd.)

GAME 21: (contd.)

11-15	25-29
16-12	8-3
22-25	14-18
12-8	3-14 DRAW

Remarks: A. -- 21-17!/9-13??; 22-18/13x15; 23-19!/16x23; 27x4 RED WINS

B. -- 14-18?; 20-16!!/8-12 (18-23??; 17-14!); 16-11/10-15; 11-7/
15-19; 7-2!/6-10; 2-13!/10-15; 13-9!/19-23; 9-5/15-19;
17-14!/18x9; 5x27 RED WINS

GAME 22:

11-15	10-15	11-15!!
23-19	19x10	20x18
8-11	7x5	1-5!
27-23	23-18!	23x16
4-8! (Enter Game 22)	3-7! (2-7/24-20??;	5x30
23-18	11-16!! ...3-8!!)	16-11
9-13	29-25	30-19! (30-23!!)
26-23	5-9!	22-18
	<u>24-20</u>	
6-9	7-10!	19-15
32-27	27-23! (28-24?/10-15)	18-14
9-14	12-16!	15x4!!
18x9	25-22 (31-27!)	14-9 (28-24??) B (21-17!!)
13x6	10-15!	2-7!
21-17	30-25? (22-17!)	9x11
5-9	8-12	4x18!
17-13	25-21	28-24
9-14	15-19!	12-16 BLACK WINS
22-18! (30-26??, Var. 1)	31-26?? (31-27!) A	
15x22	9-14!!!	
25x9	18x9	

Remarks: A. -- 31-27!/19x17; 21x5/11-15!; 18x11/16x7; 27-23!/7-11!; 28-24!/
2-7; 24-19!! (23-18??, See Note)/ 7-10; 20-16!/11x20; 23-18!/
20-24!; 19x28/12-16; 28-24!! (18-14??, See Note)/16-19!;
24x15/10x19; 18-14/19-24 DRAW

CHAPTER III: Sec. 2: "11-15" Openings, Game 22 (contd.)

GAME 22: (contd.)

Remarks: (contd.)

Notes:

- a) 23-18??/7-10!; 18-14/10x17; 13x22/12-16!!; 22-17
(22-18??/6-10!)/6-10; 17-13/10-15; 13-9/16-19!; 9-6/
1x10!; 5-1/19x28; 1-5/28-32 BLACK WINS
 - b) 18-14??/10x17; 13x22/16-20!!; 22-17/6-10; 17-13/
10-15!; 13-9/15-19!; 9-6/1x10; 28-24/20x27!!; 5-1/
10-15!; 1-5/19-23!; 5-1/15-18 BLACK WINS
- B. -- 28-24??/12-16!!; 24-20/4-11!!; 14-9/11-4 BLACK WINS

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Variation 1: 30-26??

	10x17	8-11!
30-26??	22-18 (25-21??) A	12x10
12-16!!!	15x22	11-15!
19x12	25x18	18x11
14-18!!	11-16!!!	7x30 BLACK WINS
23x14	13x22	

Remarks: A. -- 25-21??/1-5!!; 21x14/6-9!; 13x6/2x25; 29x22/15-19!; 24x15/
11x25 BLACK WINS

GAME 23:

11-15	10-14!	10x26
23-19	28-24!	30x23
8-11	16-20	8-12! (8-11?) B
27-23	26-22	27-24!! (32-28?? Var. 1)
11-16	12-16! (8-11??) A	(18-15??) C
24-20	22-17!	(25-22??) D
15x24	16-19!!	20x27
20x27!	24x15! (23x16?)	31x24
4-8!	7-10!!	12-16!
22-18! (Enter Game 23)	17-13!!	18-15!! (24-19??, Var. 2) (32-27!/6-10 19-16!)

CHAPTER III: Sec. 2: "11-15" Openings, Game 23 (contd.)

GAME 23: (contd.)

16-20	14-18	1x10
23-19! (24-19??/3-8!!)	23x14	21-17
20x27	9x18	5-9
32x23	25-22	22-18
2-7! (3-8??)	18x25	9-13
15-11!	29x22	18-14
7x16	6-9! (6-10??/22-17!)	13x22
19x14	13x6	14x7 DRAW

- Remarks: A. -- 8-11??; 21-17!!/14x21; 18-14!/9x18; 22x8 "Chalk" this one up for Red. Black will have to sacrifice a man to keep Red from getting a king, which will be a futile effort to avoid a loss.
- B. -- 8-11?; 18-15/11x18; 32-28 Red has sacrificed a man to gain great positional advantage and a possible win!
- C. -- 18-15??/12-16!; 23-18 (32-28??/3-8!)/14x23; 27x18/9-14; 18x9/5x14; 31-27/6-9!; 13x6/1x19 BLACK WINS
- D. -- 25-22??/12-16!!!; 27-24 (22-17?? or 32-28??/16-19!)/20x27; 31x24/6-10!!!; 13x15/16-20!; 18x9/20x11!; 22-17/5x14; 17x10/2-6! BLACK WINS

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Variation 1:

	****	3-7
32-28?	****	22-17
12-16!!	28-32!	7-11
28-24 (27-24??) A	27-23	19-16
6-10!!	32x8	11-15
13x15	28-22	16-12
16-19!!	8x25	15-19
18x9 (23x19/14x32!)	29x22	23x16
19x28	2-7	20x11 BLACK WINS
15-11	31-27	
5x14	7-10	
23-19	27-23	

CHAPTER III: Sec. 2: "11-15" Openings, Game 23, Var. 1 (contd.)

Remarks: A. -- 27-24??/20x27; 31x24/6-10; 13x15/16-20! BLACK WINS

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Variation 2: 24-19??

	14-17!	19-23!
24-19??	21x14	18-14
16-20	6-10!	23x32
32-27	15x6 (13x6??) B	13-9
2-7!	1x19!	32-28
25-22	13x6	9-5
3-8!	5-9!!	28-1 BLACK WINS
19-15 (29-25??) A	6x13	

Remarks: A. -- 29-25??/8-12!!; 19-15/7-11!!; 15x8/12x3; 18-15/14-18!;
23x14/9x11 BLACK WINS

B. -- 13x6??/10x10; 6x15/7-10; 15x6/1x10; 29-25/20-24; 27x20/
8-11; 25-22/10-14; 18x9/5x14 BLACK WINS

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GAME 24:

11-15	14-17 (Enter Game 24)	19x26! (17x26??)
23-19	21x14	22x31
8-11	10x17	17-21
27-23	27-23!	29-25!
11-16	8-12	5-9
24-20	23x16	25-22
15x24	12x19	9-14
20x27!	31-27	27-23
4-8! (16-19)	3-8 (7-11?/26-23!)	11-15!
22-17	27-23!	31-26
16-19!	8-12 (8-11)	6-10!
23x16	23x16	23-18
12x19	12x19	14x23
17-13!	32-27!	26x19
9-14	7-11	15x24
25-22	26-23! (22-18!)	28x19

CHAPTER III: Sec. 2: "11-15" Openings, Game 24 (contd.)

GAME 24:(contd.)

10-14!
19-16
2-7
22-17!

14-18!
16-12
21x14
12-8!

18-23
8-3!
23-27
3x21
27-32 DRAW

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CHAPTER III: Sec. 2: "11-15" Openings, Start of New Series

Series (E): 11-15; 22-18?

GAME 25:

11-15	9-13	7-11
22-18?	17-14	15x8
15x22 (26x17) A	1-5	4x11
25x18	23-18	24-20
12-16!! (8-11) B	2-6	9-14
29-25 (24-20, Var. 1)	27-23	27-24
(26-22?)	20x27	3-8!!
10-14!	31x24	23-19
25-22		
16-20! (8-12?) C	6-9	22-26
22-17? (24-19!) Var. 2	23-19 (24-19?, Var. 3)	19-15
9-13!	8-11!! (13-17?) D	11x18
18x9	32-27 (24-20?) E	20-16
	(18-15??/11x18!!)	
13x22	13-17	26-30!
26x17	18-15 (19-15??)	16-12
6x22	11x18	30-26!
30-26	14x23	<u>12x3</u>
		26-13!
5-9	17-22	3x17
26x17	19-15	13x20 BLACK WINS

- Remarks: A. -- 26x17/10-15!; 17-13/7-10; 23-19 Even Game
- B. -- 8-11?; 29-25 (18-14??)/10-14; 24-20/11-16; 20x11/7x16; 28-24/16-20; 25-22/4-8; 24-19/2-7? (3-7!); 19-15/7-10; 15-11/8x15; 18x11/12-16; 11-8!/3x12; 23-19/16x23; 26x19 Red has a much stronger game at this point than Black.
- C. -- 8-12?; 24-19/4-8; 28-24/16-20; 19-15/7-11? (7-10??, See Note); 22-17/11-16 (2-7, See Note); 17x10/19-16; 23x16/12x28; 26-22!!!/2-7? (8-12? or 9-13?; 27-24!!); 15-11!!!
RED WINS

Notes:

- a) 7-10??; 32-28/10x19; 24x15/9-13; 18x9/5x14; 15-11/8x15; 22-17/13x22; 26x19 RED WINS
- b) 2-7?; 17x10/7x14; 24-19!/3-7; 30-25 RED WINS

CHAPTER III: Sec. 2: "11-15" Openings, Game 25 (contd.)

GAME 25: (contd.)

Remarks: (contd.)

- D. -- 13-17?; 18-15!!/9x11; 21x14 Red's position is preferred.
- E. -- 24-20?/13-17; 18-15/11x18!; 14x23/17-22 BLACK WINS

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Variation 1: 24-20?

	4-8	19-23
24-20? (18-14?) A	29-25	24-20!
9-13!	2-6	15-19 (6-10?; 22-18!!!)
20x11	31-26	22-18!!
8x22	3-7	23-26
26x17	21-17	18-15!!
13x22	6-9	19x17
30-25 (30-26?) B	26-23	13x31
7-11? (5-9!!) C	9x18	5-9
25x18	23x14	28-24
10-15	1-6	8-11
18-14	17-13	24-19
15-18	15-19	9-14
14-10	25-22	31-26 DRAW
6x15	11-15	
23x14	27-24!!	

- Remarks:
- A. -- 18-14?/10x17; 21x14/9x18; 23x14/6-10; 29-25/10x17; 25-21/16-19!!!; 21x14/7-11; 24x15/11x9 BLACK WINS
 - B. -- 30-26?/5-9; 26x17/9-13! Black's superiority here is certainly unquestionable. Black should win without any great difficulty.
 - C. -- 5-9!!!; 25x18/9-13!; 29-25/13-17; 21x14/10x17 Black's position is strongly preferred.

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Variation 2: 24-19!

	6-10!! (18-12?) A	20x27
24-19!	27-24	31x24

CHAPTER III: Sec. 2: "11-15" Openings, Game 25, Var. 2 (contd.)

Variation 2: (24-19!) (Contd.)

8-11	11-16	7x16
24-20? (19-15!)	20x11	18-15 (30-25??) C
4-8!	7x16	14-18!!
32-27	24-20 (19-15??) B	15x13
8-12	3-7	18x25 BLACK WINS
27-24	20x11	

- Remarks: A. -- 8-12?; 28-24!! (27-24!)/4-8? (6-10!; 32-28!); 19-15!/7-11; 22-17!!/11-16; 17x10/16-19; 23x16/12x28; 26-22!!/2-7; 15-11!! RED WINS
- B. -- 19-15??/10x19; 24x15/3-8!!; 22-17/2-6; 17x10/19-16 BLACK WINS
- C. -- 30-25??/1-6!!; 19-15/10x19; 22-17/6-10; 17-13/2-6!! BLACK WINS

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Variation 3: 24-19?

	7-11	11-15!!
24-19?	15x8	28-24
13-17!	4x11	20x27
32-27	14-10	6-1
17x10	5-9	27-32
18-14	27-23	1x19
9x18	12-16	18-22
23x14	23-18	19-15
10x17	16-20	32-18
21x14	18-14	15-19
8-12!	9x18	22-25
19-15	10-6	<u>19-1</u>
		25-30 BLACK WINS

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CHAPTER III: Sec. 2: "11-15" Openings, Start of New Series

Series (F): 11-15; 21-17

GAME 26: (Contains Index to Games 27 through 29)

11-15	14x23
21-17	26x19
9-13! (9-14a!, See Game 27)	8-12 (2-7!)
(9-14b!, " " 28)	(9-14??) A
24-20! (23-18!, " " 29)	16-11!
(23-19?)	
<hr/> 15-19	9-14 (3-7?)
23x16	19-15!
12x19	1-6
27-24!	32-27!!
19-23!	3-8?? (14-17!) Var. 1
26x19	22-17!!!
10-15!	13x22
19x10	15-10!!!
7x21	14x16 (8x15) B
22-18!	30-26!
6-10	22x31
20-16!	24-20!
5-9	31x24
25-22	20x11
10-14 (2-7!)	8x15
31-26	28x1 RED WINS

- Remarks: A. -- 9-14??; 22-17!!/13x22; 16-11!/8x15; 19x26 "Chalk" this one up for Red. Red has gained a man on Black and he also has positional advantage.
- B. -- 8x15; 10x1!/15-18; 24-20!! (1-5??/22-26!!; 30x23/18-22!!)/21-25; 30x21/22-26; 1-19!!!/26-30; 29-25!!/30x16; 20x11
RED WINS

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Variation 1: 14-17!

14-17!	3-8!	6-9!
22-18	27-23	23-19

CHAPTER III: Sec. 2: "11-15" Openings, Game 26, Var. 1 (contd.)

Variation 1: 14-17! (contd.)

9-14	2-6 (8-11??; 18-15!)	22x29
18x9	29-25!! (24-20?) A	15-11
13x6	(19-16!)	8x15
15-10!	17-22!! (6-9??) B	19x1 DRAW
6x15!	18-15!!	
11x18		

Remarks: A. -- 24-20?/8-11!; 28-24/4-8!; 19-15/12-16!!; 30-26/16-19!
(17-22?) BLACK WINS

B. -- 6-9??; 18-14!!/17x10 (or 9x18); 19-16/12x19; 24x13 RED WINS

GAME 27:

11-15	15x31	2x11
21-17	23-18!	27-23!
9-14a (Enter Game 27)	14x23	6-10
25-21	26x19	25-22
8-11 (5-9!)	31x17	11-15!
29-25!	21x16	23-18
3-8!!	9-14!	15x24
24-19 (24-20?/19-16!)	30-26	18x9
15x24	14-18! (6-10?; 32-27!)	24-27
28x19	32-27	9-5
11-15!	5-9!!	27-32
27-24	26-22	22-18!
7-11 (8-11, Var. 1)	9-14!	32x14
31-27! (24-20?)	22x15	5-1
5-9! (11-16??; 23-18!)	8-11!	10-15
17-13!	15x8	<u>1x28</u>
		14-32!
1-5!	4x11	28-1
24-20!!	16x7	32-5! DRAW

Variation 1: 8-11!

8-11!	11-16!	7-11 (16-20??) A
17-13!	22-17!	24-20!

CHAPTER III: Sec. 2: "11-15" Openings, Game 27, Var. 1 (contd.)

Variation 1: 8-11! (contd.)

		11x27
15x24	16-20 (6-9?)	31x24
20x27	24-19?? (23-19)	20x27
4-8!	6-9!!!	<u>32x23</u>
27-24? (26-22!) B	13x15	2-6!
		17x10
		6x24 BLACK WINS

Remarks: A. -- 16-20??; 26-22!!/20x18; 32-28!/15x24; 22x15/10x19; 17x3
RED WINS

B. -- 26-22!/5-9!; 27-24!/11-15; 24-20/8-11! (16-19?); 31-27!/1-5!; 27-24/2-7; 24-19/15x24; 20x27/16-20; 22-18/ Black's position is preferred.

GAME 28:

11-15	11-15!	12x19
21-17	26-23	24x15
9-14b(Enter Game 28)	19x26	10x19
25-21	30x23	32-27
5-9!	6-10!	3-7!
17-13 (29-25!)	13x6	27-24?? (13-9!!) C
15-19!	2x9	7-10!
24x15	25-22	24x15
10x19	9-13!!	10x19
23x16	31-27? (24-20!)	28-24
12x19	13-17!!!	19x28
29-25 (27-24/14-18!)	22x13	20-16
(27-23/8-12!)		
(22-17!)		
8-11!	1-6!!	28-32
22-17!	24-20 (23-19?)	13-9 (16-11??) D
4-8!	8-12!!	6x13!
17x10	27-24	16-11
7x14	15-19!	32-18
27-24! (26-22?) A	23x16	11-7
(25-22??) B		
(27-23!)		

CHAPTER III: Sec. 2: "11-15" Openings, Game 28 (contd.)

GAME 28: (contd.)

18-15!	14-17	15-6!
7-2	21x14	2x9
		13x6 BLACK WINS

Remarks: A. -- 26-22?/2-7!; 30-26? (22-17!, See Note)/8-12!; 22-17??/
19-23!!; 26x19/11-16!!; 17x10/16x23!; 27x18/6x29 BLACK
WINS

Note: 22-17!/19-23! (11-15??; 17x10 ... 21-17!); 27x18!/
14x23; 31-26 (31-27?? or 25-22??)/8-12!; 26x19/
11-16!; 19-15/7-10 Black's position is preferred.

B. -- 25-22??/19-23!!; 26x19/6-10!; 13x15/11x25 BLACK WINS

C. -- 13-9!!/14x5!; 27-24!/7-10; 24x15/10x19; 28-24/19x28; 20-16/
28-32; 16-11!/32-18; 11-7/18-14!; 7-3! (7-2??/5-9!)/14-18;
21-17 DRAW

D. -- 16-11??/6-9!!; 13x6/14-17!; 21x14/32x16 BLACK WINS

GAME 29:

11-15	1-6!	15-18!!
21-17	29-25	23x14
9-13!	7-10!	19-24!
23-18 (Enter Game 29)	14x7	28x19
8-11! (5-9?, Var. 1)	3x10	16x32
25-21!	25-21	25-28 (14-10??)
12-16	15-19!!!	(14-9??) B
24-20	30-25? (27-24?) A	32x5...
4-8	9-14!!	<u>20-16</u>
27-23!	18x9	12x19
6-9!	5x14	22-17 (2-6??/5-1!)
17-14	22-18	13x22
10x17	10-15!!	<u>26x17</u>
21x14	18x9	11-16!!
8-12	2-7!!!	2x20
32-27? (29-25!)	9x2	19-24!
		20x27
		5x32 BLACK WINS

CHAPTER III: Sec. 2: "11-15" Openings, Game 29 (contd.)

GAME 29: (contd.)

- Remarks: A. -- 27-24?/10-15!; 22-17 (21-17 or 30-25/6-10!!)/15x22!!; 24x8/
12x3; 20x11/22-25! BLACK WINS
- B. -- 14-9??/32x5!; 2-6/5-1!; 6-2/7-10; 2x16/12x19 BLACK WINS

- - - - -

Variation 1: 5-9?

5-9?	1-5	16-19
18x11	31-27!!	21-10!!
8x15? (7x16!) A	2-6	11-15
24-20! (25-21?/12-16!)	19-15	10-21! (10-1!)
4-8	10x28	19-24
25-21!	17x3! (17x1??/16-19!)	25-22
9-14	9-14	24x31
27-24!	3x17	29-25
7-11? (8-11)	28-32	31x17
30-25!	17-3	21x28!!
12-16 (15-18??) B	32-28	12-16 (13-17??)
32-27!	3-14!	20x11
3-7 (2-7?) C	6-9 (28-19??; 14-18!)	13-17
26-23!	14-3!	25-21!!
8-12	28-1 (28-32??; 27-24!)	17-22 (9-14??; 28-15!)
24-19	21-17!	21-17! RED WINS
15x24	1-19	
28x19	17-14!!	
6-9	19x10	
27-24	3x21	

- Remarks: A. -- 7x16!; 25-21!/16-20; 24-19!/9-14!; 30-25!/8-11! (2-7??;
19-15!!); 19-15!/(19-16?)/11x18! (10x19?); 22x15/10x19!;
17x10/6x15; 21-17!; 13x22; 25x1! Red is slightly favored.
- B. -- 15-18??; 22x15/10x19 (11x18??; 20-16!); 17x10!!/6x15; 20-16!!/
11x27; 32x16!!/12x19; 21-17/13x22; 25x4 RED WINS
- C. -- 2-7?; 27-23/15-19 (8-12??; 22-18!); 24x15/10x19; 17x10/6x15;
22-18!/15x22; 25x18/1-6; 29-25!/8-12 (6-9??; 26-22!); 31-27!/
3-8; 25-22/6-9; 27-24 RED WINS

(END OF
SERIES (F))

CHAPTER III: Sec. 2: "11-15" Openings, Start of New Series

Series (G): 11-15; 22-17/8-11; 25-22/11-16

GAME 30: (Contains Index to Games 31 through 33)

11-15	8-11!
22-17	24-20!
8-11	15x24
25-22	20x27
11-16	16-20!
24-19! (29-25!, See Game 31)	22-18
(24-20/15-19!)	11-16
15x24	25-21
28x19! (27x11!, See Game 32)	
7-11	16-19!
29-25!	23x16
	20x11
9-14!	26-23
17-13	
4-8! (3-7?, See Game 33)	12-16!
22-18! (22-17??) A	21-17?? (18-14!)
3-7!	10-14!!!
18x9	18x9 (17x10??) C
5x14	1-5!!
26-22 (25-22??)	17-14
14-17!	11-15
21x14	27-24 (32-28??)
10x26	16-19!!
31x22	<u>23x16</u>
	6-10!
7-10!	14x7
30-26	2x27
11-15! (10-14!) B	32x23
27-24	5x14 BLACK WINS

Remarks: A. -- 22-17??/2-7!!!; 26-22 (25-22??/6-9!)/5-9!!!; 30-26/16-20!!
BLACK WINS

B. -- 10-14!; 22-18 (25-21??/14-18!)/6-10!; 18x9/2-6!; 9x2/11-15!;
2x20/15x29 Black has gained a man on Red and enjoys some
positional advantage. Red can draw but he must be cautious.

CHAPTER III: Sec. 2: "11-15" Openings, Game 30 (contd.)

GAME 30: (contd.)

Remarks: (contd.)

C. -- 17x10??/6x22; 23-19/16x23; 27x25/2-6; 32-27 (25-22??, See Note)/11-15; 27-23/6-9!!; 13x6/1x10; 25-22/10-14 BLACK WINS

Note: 25-22??/11-15!; 22-17/6-9!! BLACK WINS

GAME 31:

11-15	8-11!! (9-14!, Var. 2)	15x24
22-17	25-22? (26-23?) A	6x15
8-11	(24-20??) B	11x25
25-22	9-14!	26-22
	<u>24-20?</u> (26-23) C	
11-16	6-9!!	25x18
29-25 (Enter Game 31)	13x6	32-28
16-19!	2x9	18-22
23x16	17-13?? (26-23!) (27-24?)	28x19
12x19	3-8!!!	22-25 BLACK WINS
17-13	13x6	
4-8	19-24!!	
22-17? (24-20!, Var. 1)	28x19	

Remarks: A. -- 26-23?/19x26; 30x23/15-18!; 23x14/9x18; 24-19 Black's position is preferred.

B. -- 24-20??/11-16!!!; 20x18/10-14!; 17x10/6x29 BLACK WINS

C. -- 26-23/19x26; 30x23/14-18; 23x14/6-9; 13x6/2x25; 21x30/5-9 Even Game

Variation 1: 24-20!

	12x19	14-18!
24-20	22-17	23x14
9-14	3-8! (6-9!) A	6-9!
27-23!	26-23	13x6
8-12	19x26	2x18
23x16	30x23	28-24

CHAPTER III: Sec. 2: "11-15" Openings, Game 31, Var. 1 (contd.)

Variation 1: 24-20! (contd.)

8-11	10x17	16-20
20-16! (25-22!)	21x14	10-7
11x27	7-11	19-24
32x14	25-22	<u>7-3!</u>
		24x31
15-19!	11-16	3-21
31-27	13-9	31x17
1-6!	6x13	<u>21x10</u>
17-13!	14-10	5-9
		10-15 DRAW

Remarks: A. -- 6-9!; 13x6/2x9; 17-13/1-6!; 26-23!/19x26; 30x23/14-18;
23x14/9x18 Black's position is favored at this stage.

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Variation 2: 9-14!

9-14!	11-15!	5-9!!
24-20! (26-23?) A	30-26? (25-22!)	23-19?? (32-28!!) C
(27-23?)	8-11	18-22!!!
19-24!	27-24	17x26 (25x18??) D
28x19		
15x24	28x19	10-15!!!
20-16 (25-22?/6-9!)	23x7	19x17
24-28!	2x11	11-16
16-12	26-23	<u>12x19</u>
		9-14
7-11!	15-18!!	17x10
26-23 (25-22??/6-9!)	31-27! (32-27??) B	6x29 BLACK WINS

Remarks: A. -- 26-23?/19x26; 30x23/6-9!!!; 13x6/2x9; 17-13? (25-22!)/8-11!!!;
13x6/14-18!; 23x14/10x17; 21x14/1x17 Black's position is
strongly favored.

B. -- 32-27??/10-15!!!; 17x19/11-16!!!; 23x14/16x32 BLACK WINS

C. -- 32-28!!!/10-15! (11-15??); 17x19/11-16!; 23x5/16x32; 21-17!/
32-18!!!; 25-21/18-11!; 17-14 (28-24?)/6-9!!!; 13x6/1x17;
21x14/11-7!; 14-9/7-2! DRAW

CHAPTER III: Sec. 2: "11-15" Openings, Game 31, Var. 2 (contd.)

Remarks: (contd.)

D. -- 25x18??/14x16; 12x19/10-14! BLACK WINS

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GAME 32:

11-15	6-9	16-19!! (7-11??) E
22-17	17-13!	26-23
8-11	1-6!	19x26
25-22	25-22	20-16
11-16	8-11!! (12-16, Var. 1)	12x19
24-19!	22-17!	13-9
15x24	11-16!	14x5
27x11 (Enter Game 32)	18-15!	25-22
7x16	10x19	18x25
29-25	17x1	21x16
16-20! (9-14?) A	9-14!	5-9!! (15-18?)
23-18!	1x24	16-12
9-14	20x18	7-11
18x9	32-27! (30-25!)	27-24
5x14	7-10	9-14
31-27!	30-25 (28-24??) B	24-20
4-8	3-7! (10-15?) C	14-18!
27-23!	28-24!! (26-22?) D	20-16
2-7!! (8-11??; 28-24!)	10-15! (7-11?)	11x20
(3-7??; 28-24!)	(16-20?)	12-8
(1-5??; 28-24!)	24-20!	
(12-16??; 23-18)		20-24 BLACK WINS
22-18!		

Remarks: A. -- 9-14?; 23-19/16x23; 26x19/10-15?; 17x10/15x24; 28x19/6x24; 32-28/24-27; 31x24/12-16; 30-26/16-20; 24-19/4-8; 26-23/2-7; 22-18 Red is favored.

B. -- 28-24??/18-22!!; 26x17/10-15; 17x19/16x32 BLACK WINS

C. -- 10-15?; 13-9!!/14x5; 26-23!/16-20!; 23x14/12-16; 21-17!! (25-22?)/3-8!; 17-13!/8-12!; 13-9!/15-19; 9-6/19-24; 28x19/16x32; 6-2/32x9; 2x13/20-24 DRAW

CHAPTER III: Sec. 2: "11-15" Openings, Game 32 (contd.)

GAME 32: (contd.)

Remarks: (contd.)

- D. -- 26-22?/10-15!; 22-17/7-11! BLACK WINS
- E. -- 7-11??; 26-23!!/15-19; 25-22/18x25; 21x30/19x26; 30x23/
14-18; 23x14/16-19; 13-9!!/19-24; 27-23/24-28; 23-19 RED
WINS

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Variation 1: 12-16

12-16	10x26	7-11
23-19 (22-17?/8-12)	30x23	16x7
14x23!	20-24	3x17
19x12	19-16!	12x3
9-14!	24-27	17-22 DRAW
26x19	23-18	
14-17	27-31	
21x14	18-14	

GAME 33:

11-15	11-15? (5-9)	12x19
22-17	(16-20??) A	17-14!!
8-11	25-22!!	10x26
25-22	15x24	30x16
	<u>27x11</u>	
11-16	7x16	8-12 (2-7??)
24-19	31-27!!	16-11
15x24	4-8? (16-20?; 22-18!)	9-14
28x19	(16-19??) B	18x9
	<u>22-18!!</u>	
7-11	5-9 (16-20?) C	1-5
29-25	(8-11??)	11-7!
9-14	26-22!!	5x14
17-13!	16-19 (16-20??) D	7-3
	<u>23x16</u>	
3-7? (Enter Game 33	14x23 (12x19??) E	14-18
22-17!!	27x18	32-27! RED WINS

CHAPTER III: Sec. 2: "11-15" Openings, Game 33 (contd.)

GAME 33: (contd.)

Remarks: A. -- 16-20??; 27-24!/20x18; 19-15! RED WINS

B. -- 16-19??; 23x16/12x19; 26-23!!/19x26; 30x23/4-8; 27-24/
8-11 (8-12??, See Note); 22-18!!/5-9 (11-16??); 24-20 RED
WINS

Note: 8-12??; 24-20!!/2-7 (5-9??; 22-18!); 32-28!! (22-18?/
7-11!!; 18x2/10-15; 2x16/12x26)/7-11; 22-18!!/5-9;
28-24/12-16; 24-19 RED WINS

C. -- 16-20?; 18x9/5x14; 26-22!/8-11; 22-18!/1-5; 18x9/5x14; 23-18/
14x23; 27x18/20-24!; 17-14! (18-14?/24-28!!)/10x17; 21x14
Red's position is strongly preferred.

D. -- 16-20??; 32-28/12-16; 28-24/16-19?? (8-12??); 24x15/10x26;
17x10!/26x17; 13x22!!/6x15; 18x4 RED WINS

E. -- 12x19??; 27-23!/19x26; 30x23/8-11; 32-27/11-16; 27-24/
16-19 (16-20??); 24x15!!/10x26; 17x10!!/26x17; 13x22!!/6x15;
18x11 RED WINS

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* THE END OF SECTION 2 *
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CHAPTER III: The Games Chapter (contd.)

Section 3: A Study of Amazing Endgames

- Series (A): Amazing Wins
- Series (B): Amazing Draws
- Series (C): Endgames With Kings

The endgames demonstrated in this Section are, with very few exceptions, highly advanced and involve the use of practical principles that produce spectacular results.

These endgames are real "beauties", and some of them (as indicated) are actually a part of the games in Sections 1 and 2! We urge you to study these endgames diligently and, in so doing, you must be constantly cognizant of the fact that it is highly important for you to fully understand the principles involved. As a matter of fact, it is much more important for you to understand the principles than it is for you to remember, move for move, the particular endgame itself.

Series (A): Amazing Wins

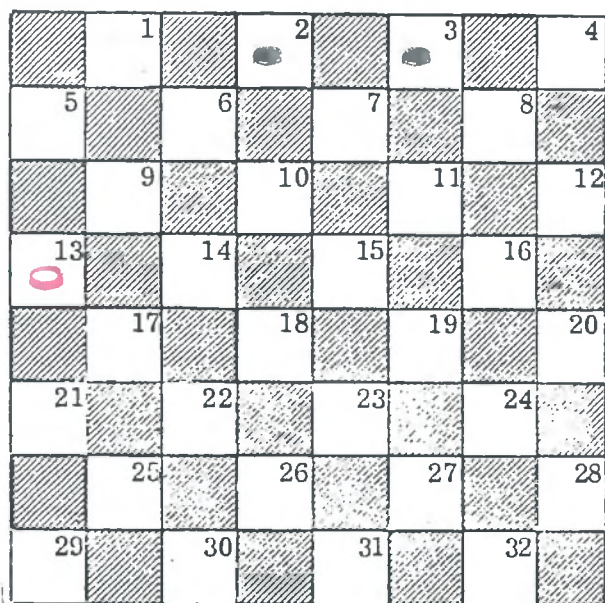
We felt it would be very fitting to introduce this Section with a problem which involves the use of a basic principle explained clearly in Chapter I.

Diagram 1: If you have studied carefully our elementary section on "Timing" in Chapter I (the Beginner's Chapter), you may recognize the basic principle involved here. On the surface, this appears to be a very simple problem. However, we can assure you that it is harder than it looks!

Red to Move and Win!

Diagram 1

- 13-9 15-18 (or 10-14)
- 12-3!!
- 3-7 (3-8??) A 10-15 (10-14??;
- 9-5 3x17!)
- 3-8!
- 7-10 15-19
- 5-1 8x22!
- 2-6! (10-14?) 19-24
- 1-5 22-18!
- 10-15 24-28
- 5-23!! 18-32 RW
- 6-10
- 23-12!!!



Remarks: A - (See Page 179)

CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (A) (contd.)

Diagram 1: (contd.)

Remarks: A. -- 3-8??; 9-5/2-6; 5-1/6-9; 1-15!! (or 1-5!!)/8-12; 15-18!/9-13;
18-22!/12-16; 22-26!/16-20; 26-31 RW

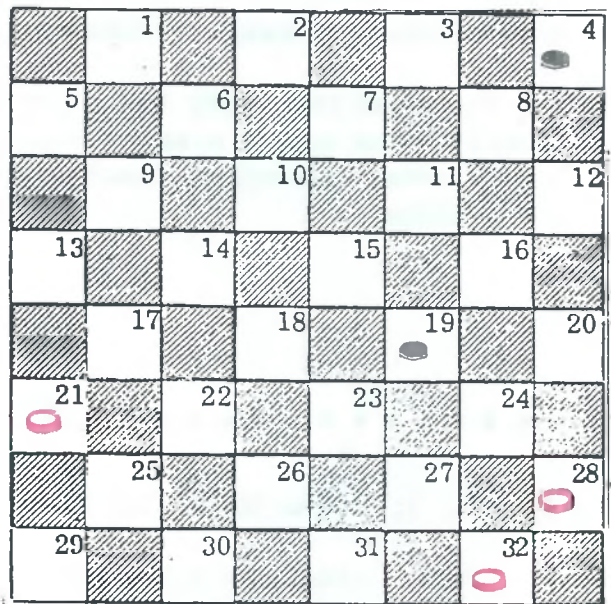
Diagram 2: Red to Move and Win

Diagram 2

A new principle is presented here.
Can you recognize it?

11-16
28-24!! (32-27?) A 10-6!
19x28 16-19
21-17 6-1!

4-8 19-23
17-14! 32-27!!
8-11 23x32
14-10! 1-5 RW



Remarks: A. -- 32-27?/4-8;
21-17/8-11; 17-14/
11-15; 14-9/15-18;
9-6/19-23 DRAW

Diagram 3: Red to Move and Win (See Diagram on Next Page.)

We will attempt to surprise you with this one by cleverly concealing a basic principle. This is another problem that is much more difficult than it appears to be, and it is unlikely that you will solve this one if you do not have a knowledge of the elementary principle involved!

7-3!!	23-26 (23-27??)	19-23
18-23 (18-22??; 3-17!!)	14-23!!!	32-27!!
3-14!! (3-17? or 3-12?/ 23-27 DRAW)	26x19	23x32
	6-1	1-5 RW

CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (A) (contd.)

Diagram 3: R-M & Win (contd.)

In order to surprise you, we intentionally avoided identifying the elementary principle we mentioned on the preceding page.

You will find that we will be more deceptive or "tricky" as we move through this Section. So, watch us closely!

You must remember that the right move often can appear to be the most illogical move. Therefore, consider all possibilities!

Diagram 3

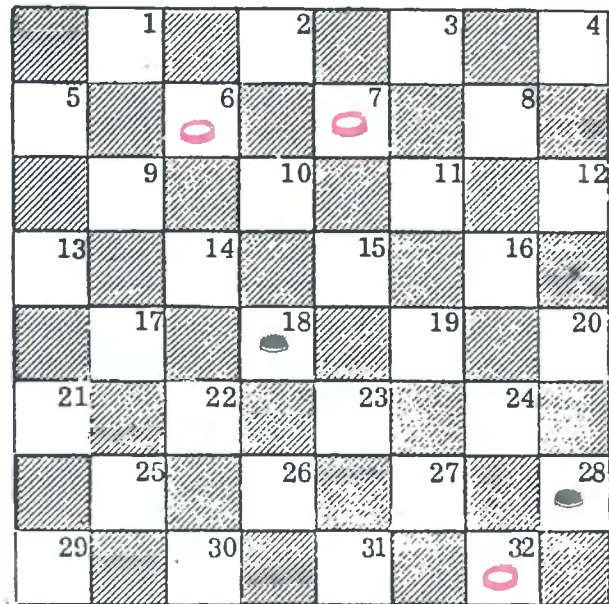
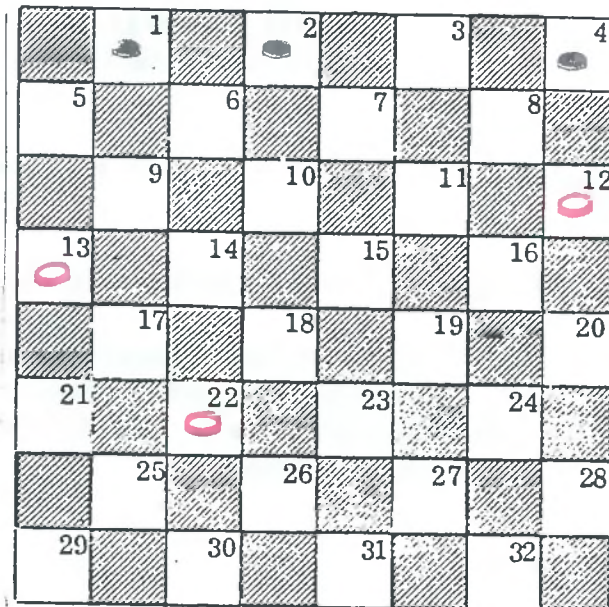


Diagram 4: Red to Move and Win

The two basic principles needed to solve this one are also contained in the first chapter. Both principles will have to be used to win this one for Red!

Diagram 4



- | | |
|-----------------------|-----------|
| 13-9!!! (22-18?/2-6!) | 13-17 |
| 1-5 | 5-1 |
| 9-6!! | 17-22 |
| | 1-19!! |
| 2x9 | |
| 22-17 | 22-25 |
| 9-13 | (4-8??) A |
| <u>17-14</u> | 19-15 |
| 5-9 | 25-30 |
| 14x5 | 15-19 RW |

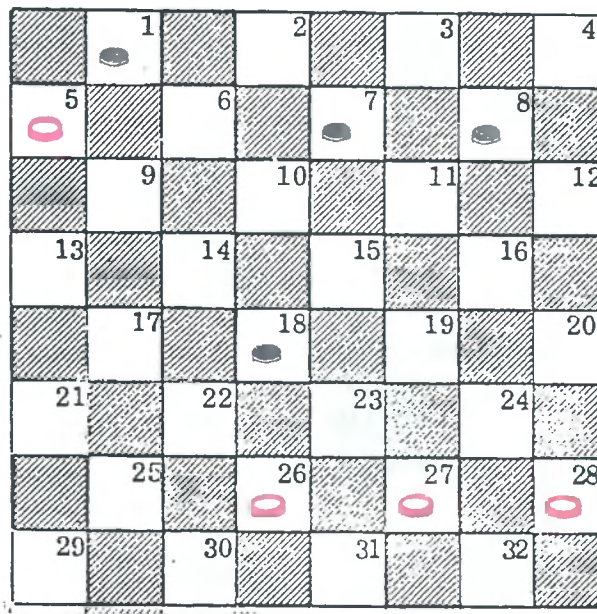
Remarks: A. -- 4-8??; 12x3/22-25;
3-8! RW

CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (A) (contd.)

Diagram 5: Black to Move and Win

Diagram 5

The ending for this one will surely surprise you. It contains an interesting and dynamic principle that we have not used before. Black will win this one in grand style!



- 8-11!
- 28-24
- 11-16!!
- 26-23
- 18-22
- 24-20
- 7-11
- 27-24
- 22-25
- 23-18 (24-19??) A
- 25-30!!
- 18-15 (18-14??) B
- 11x18
- 20x11
- 1-6!!!
- 11-8 (5-1??) C
- 6-9!!
- 5x23
- 30x3 BW

Remarks: A. -- 24-19??/25-29!; 19x12/29-25; 23-19/11-16! BW

- B. -- 18-14??/30-26!!; 14-10/26-13!!!; 10-7/11x2; 20x11/13-22! BW
- or 18-14??/30-21!!; 14-9/21-10!!; 9-6/10x28; 6-2/28-24!! BW
- C. -- 5-1??/18-23!!!; 1x26/30x7 BW

Diagram 6: Black to Move and Win (See Diagram on Next Page.)

We are presenting a problem now that slightly resembles the preceding one. We are demonstrating again the power of precise timing. There is only one way to force a win here. Notice how beautifully Black's kings are maneuvered so that they are always in just the right place at the right time! To those of you who aspire to become champions in this great game of American Pool Checkers, this is an outstanding example of the kind of timing ability ^{you} must possess!

We suggest that you turn to Page 101, Variation 2, to learn how this magnificent endgame is brought up in a regular game.

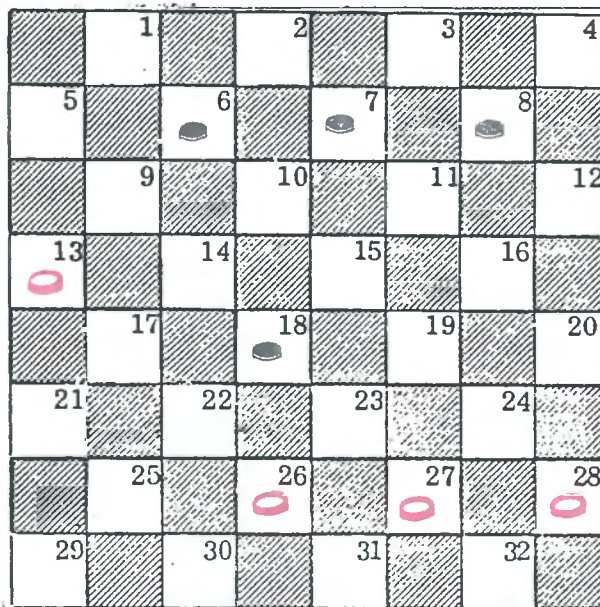
Let's follow Black now and watch how masterfully and ingeniously he "brings Red to his knees"!

CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (A) (contd.)

Diagram 6: B-M & Win (contd.)

8-11!	6-10!!!
28-24	7x14
11-16!!	29-15!!
26-23 (24-20??/ 16-19!)	24-20 (13-9??) C
18-22	23-26!!
24-20	20-16! (13-9 or 14-9??)
7-11	26-30!
27-24	16-12 (16-11??) D
22-25!	30-21!!!
23-18 (24-19??) A	14-9
25-29!!! (25-30, DRAW)	21-10!
18-15! (18-14??) B	9-5
11x18	10-1!
20x11	13-9
18-23!!	15-4
11-7	9-6

Diagram 6



At this point, the real "beauty" of this endgame unfolds!

1x28
5-1
4-15 BW

- Remarks:
- A. -- 24-19??/25-29!!!; 19x12/29-25; 23-19/11-16 BW
 - B. -- 18-14??/11-15!; 20x18/29x28; 14-9/6-10; 9-5/28-24 BW
 - C. -- 13-9??/15x28; 9-5/28-1!; 14-9/23-27!; 9-6/1x28; 5-1/27-32 BW
 - D. -- 16-11??/15x8; 14-10/8-15!!!; 10x19/30x16; 13-9/16-19; 9-5/19-1 BW

Diagram 7: Black to Move and Win (See Diagram on Next Page.)

Turn to Page 98, Game 23, and study the entire game that goes with this brilliant problem.

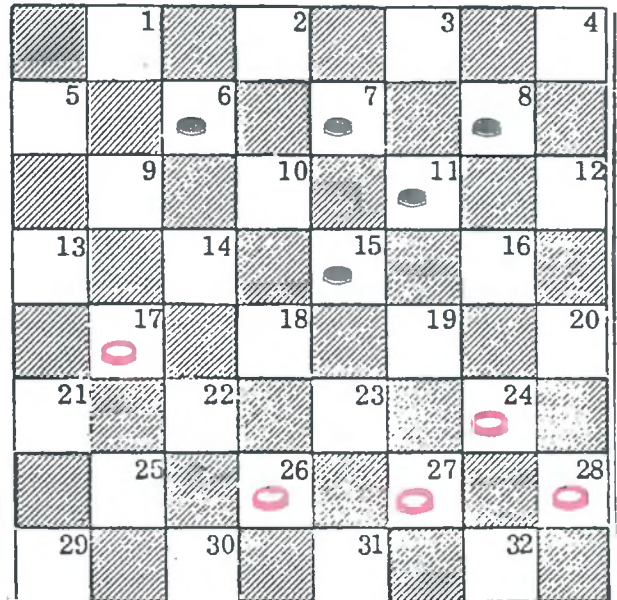
We know that it does not appear that Red is in any serious difficulty at this point, and it must be quite shocking to you when we say there is no hope for Red! There is no way he can avoid defeat!

CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (A) (contd.)

Diagram 7: B-M & Win (contd.)

Diagram 7

6-9!!	8-11
26-23 (24-20??) A	27-24
(17-13??) B	15-18!!!
7-10	23x14
17-13 (24-20??) C	1-6!
(23-19??/	24-19
9-14!!)	16x23
11-16!!!	28-24
13x6	23-26
10x1	24-19
24-20	26-30! BW



As you can now see, Black has engineered a "masterpiece" of ingenuity!

Remarks: A. -- 24-20??/15-19!!; 26-22 (17-13??, See Note)/11-15!; 17-13/7-10!; 13x6/10x1 BW

Note: 17-13??/9-14; 26-22/7-10!; 27-24/10-15! (11-15?); 22-17/14x21; 13-9/21-25; 9-6/25-30!! BW

B. -- 17-13??/9-14!; 26-23 (26-22??/15-19!)/8-12; 23-19/7-10!; 27-23/15-18!; 13-9/18x20; 9x18/20-24!; 19-15/10x19; 18-14/24-27! BW

C. -- 24-20??/9-13!!; 23-18/13x22!; 18x25/15-19!!; 25-22/11-15 BW

Diagram 8: Red to Move and Win (See Diagram on Next Page.)

This problem appears in a popular book by a famous Pool Checker author, who says it is a draw! We disagree and we wish to set the record straight!

We can fully understand why this win was overlooked, however, and you will also after we have revealed the almost incredible ending!

CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (A) (contd.)

Diagram 8: R-M & Win (contd.)

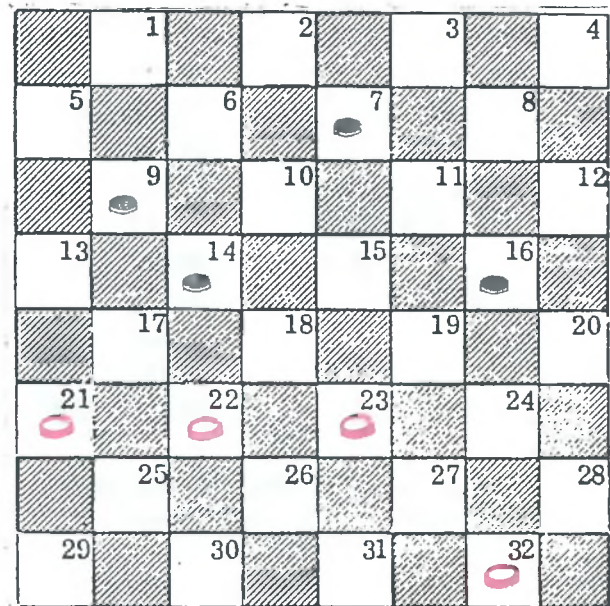
Diagram 8

22-17!
 7-10
 17-13

 10-15
 13x6
 15-19! (15-18??; 6-2!)
 23-18!!

 14x23
 6-1!
 23-26
 1x24!!

 26-30! (26-31??; 24-20!!)
 (16-20??; 21-17!)



At this point, we must emphasize the imperative necessity of making all of your "troops" support each other, especially in situations of this nature. As a matter of fact, you will find it necessary time and time again to force some of your opponent's men to work for you!

We have now reached the really crucial stage of this game, and we will demonstrate some very astounding examples of timing.

	30-26! (30-23??; 20-24!)	19-23
24-20!!!	20-31!!	24-31!! RW
16-19	26-30 (26-23??; 31-24!)	
32-28!!!	(26-13??; 21-17!)	
	31-24!!	

Diagram 9: Red to Move and Win

This is a very "tricky" one which has a surprising ending. The Co-Author, "Little George", enroute to winning the Mid-West District American Pool Checker Tournament, held in Detroit, Michigan, several years ago, defeated a top-ranking

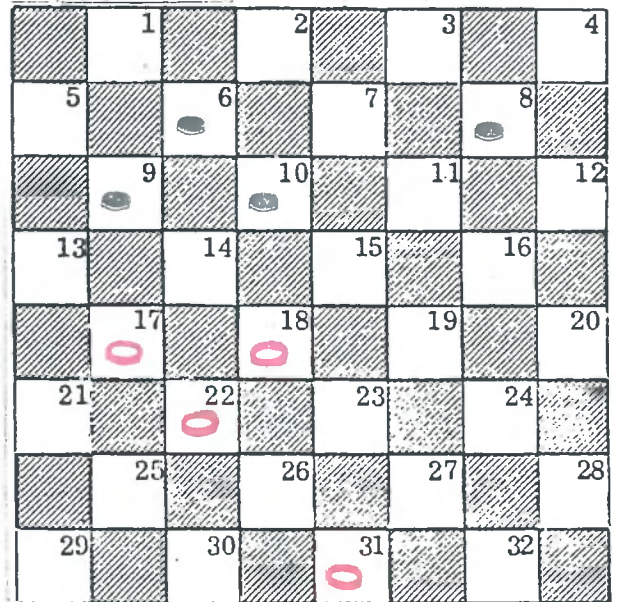
CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (A) (contd.)

Diagram 9: R-M & Win (contd.)

Diagram 9

player from the State of Ohio with this endgame!

31-26!!
 9-13! (8-11??) A
 18-14!!
 10-15
 14-10!!!
 15-18! (8-11??) B
 10x1!!!
 18x25
 17-14!!! (26-22?) C
 25-29 (25-30??; 1-5!!)
 (8-12??; 14-9!!)
 14-9!!
 13x6
 1x4 RW



- Remarks: A. -- 8-11??; 17-14!!!/10x17; 22x13/11-16; 26-23 RW
 B. -- 8-11??; 10x19!! (10x1/15-18!!)/6-10; 17-14!!!/10x17; 26-23!/17x26; 23x30/13-17; 30-26 RW
 C. -- 26-22?/25x18; 17-14/18x9; 1-5/8-12! DRAW

Diagram 10: Red to Move and Win

There are basic principles involved in this problem which were explained in detail in Chapter I. At this stage, these principles may be disguised to well for you to recognize them.

Black has made a serious mistake by moving to square 22. Very often, a move of this type is considered strategic, but not in this case. Black has not gained any positional strength. His position is now weaker as a result of the unfortunate move mentioned above. As we have said a number of times before, many of the principles of this game of American Pool Checkers are similar to those of modern warfare. Black has fallen into a trap set by Red and he is now faced with a serious "supply line" or "troop reinforcement" problem.

CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (A) (contd.)

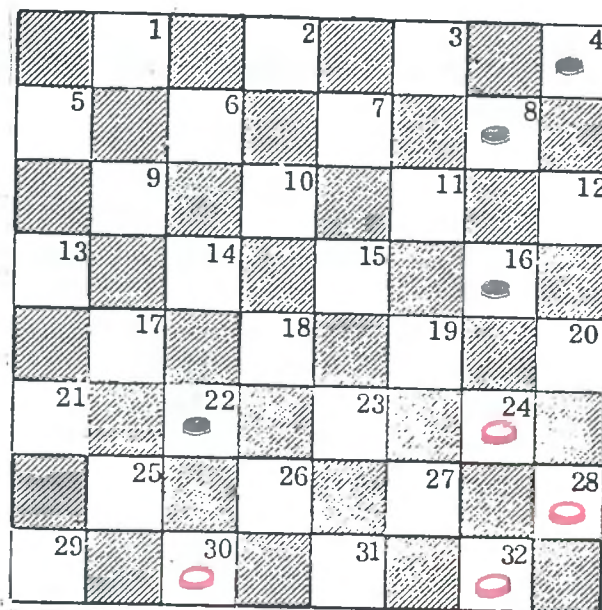
Diagram 10: R-M & Win (contd.)

4-8
 24-20!! (32-27?) A 32-27!!
 8-11 (16-19??) B 8-12! (16-19??)
 28-24! 27-23!

Now, do you recognize this one? At this stage, it is identical to one of the problems in Chapter I, the elementary chapter. (See Page 17, Diagram 10 C.)

22-26 23x16
 23-19!!! 30x23 RW
 16x23
 24-19!

Diagram 10



Remarks: A. -- 32-27?/8-11!; 30-26!/22x31; 24-20/31x24; 28x12/11-15; 20-16/15-18 DRAW
 B. -- 16-19??; 28-24!!!/19x28; 20-16 RW

Diagram 11: Red to Move and Win (See Diagram on Next Page.)

We are presenting another brand new principle in this problem and, we must say, it is extraordinarily spectacular!

21-25 30x16
 22-18!! 22-17!! 27-23!!! A
 17-21 25-30 16x14
 26-22! (23-19?/7-11!) 29-25!!! 18x4 RW

Remarks: A. -- This is the new principle to which we referred. Rule No. 10 makes this type of shot possible. This Rule states as follows: "...a jump cannot be made over the same checker twice!" (Note: See APC Rules in the back of this book.)

CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (A) (contd.)

Diagram 11

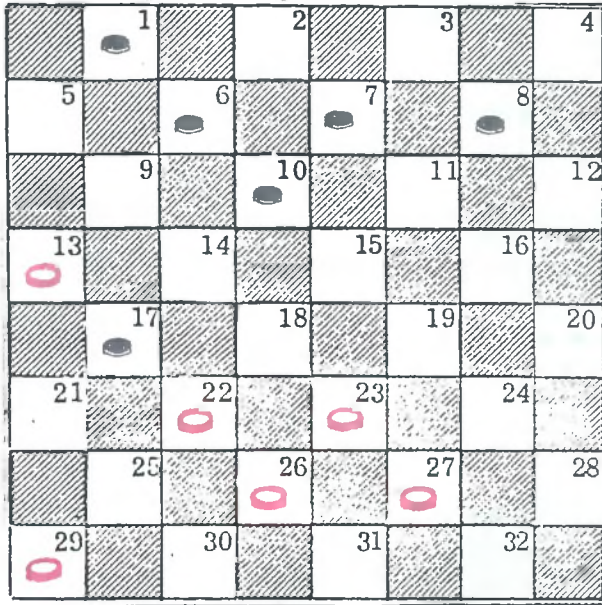


Diagram 12

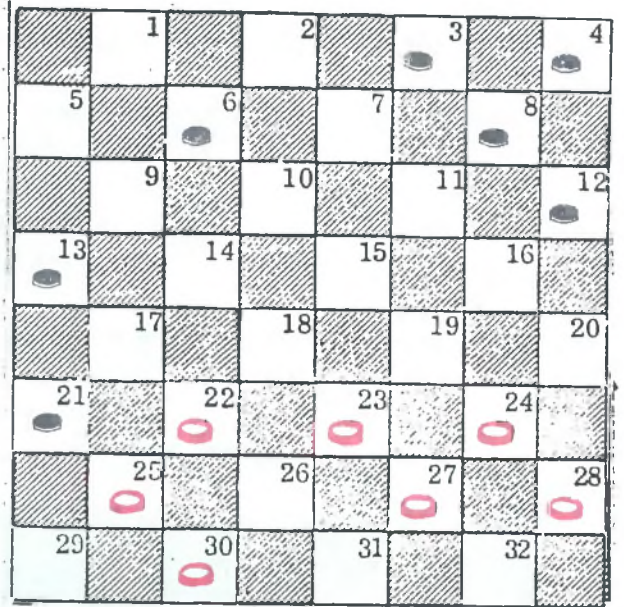


Diagram 12: Red to Move and Win

This problem contains another elementary principle which was also covered in Chapter I.

	13x31	31x24
30-26!!!	23-19!!	20x11
21x30	30x16	8x15
22-17!!!	24-20!	28x1 RW

Diagram 13: Red to Move and Win

The shot that Red is going to play here is really fantastic! We suggest that you refer to Page 167 to see how this "gem" is brought up in regular play.

	14x16 (8x15??)A	31x24
22-17!!!	30-26!	20x11
13x22	23x31	8x15
15-10!!!	24-20!	28x1 RW

CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (A) (contd.)

Diagram 13: R-M & Win (contd.)

As you can see, this problem is related to the previous one. The basic principle is (or should be), of course, apparent now!

Remarks: A. -- 8x15??; 10x1!/15-18; 24-20!! (1-5?, See Note)/21-25; 30x21/22-26!; 1-19!! (27-23!)/26-30; 29-25/30x16; 20x11 RW

Note: 1-5?/22-26!!; 30x23/18-22; 5x25/21x30; 24-20!!/30x19; 27-24!/19-1; 24-19/1x24; 28x19 DRAW

Diagram 13

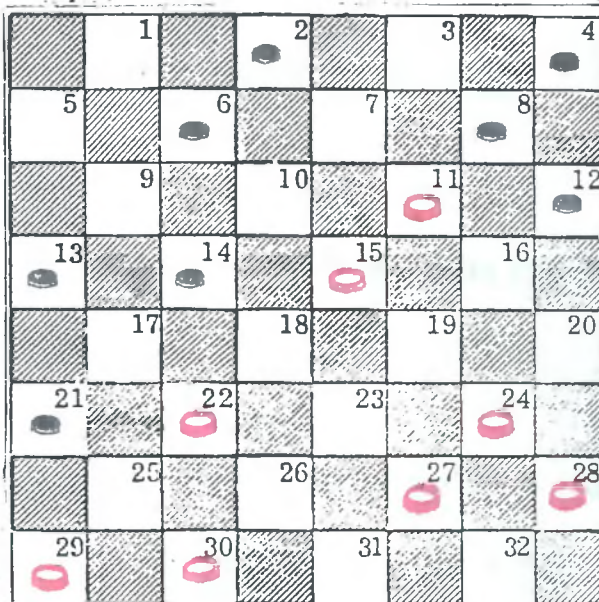


Diagram 14

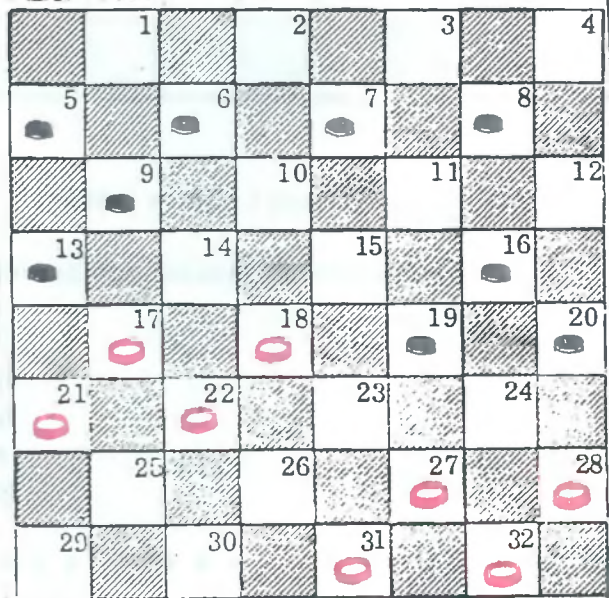


Diagram 14: Red to Move and Win

A spectacular "shot" principle is introduced in this problem, one that we have introduced before. (See Page 112, Var. 2, Remarks "B".)

	9x25	22x31
27-23!!	21x23	32-27
19x26	13x22	31x24
18-14!!!	31-26	28x1 RW

CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (A) (contd.)

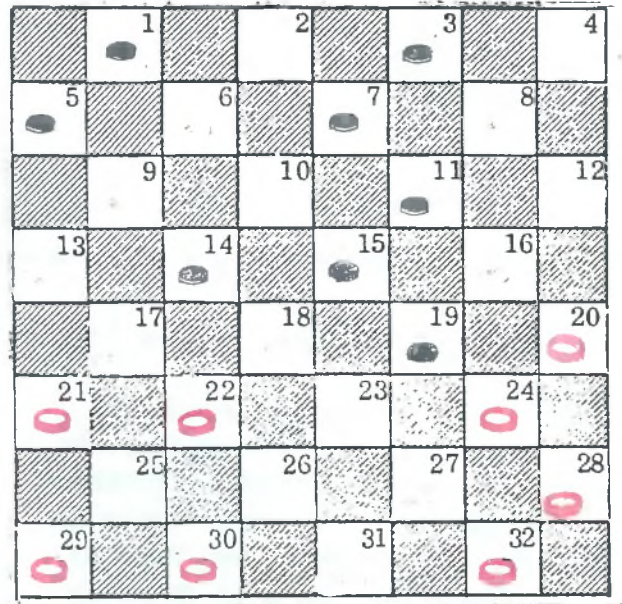
Diagram 15: Red to Move and Win

At this stage of the game, you would think that Red would be trying to figure out a safe way to draw. How can Red even think about winning? What timing, position or shot principle does Red have on his mind? After all, this is a fairly ordinary type of game and, in situations of this type, Black is usually conceded to have the "upper hand".

Strange as it may seem, Black is in grave trouble as you will soon see! Red will use a great "shot" principle here and will win the game in grand style. Incidentally, if this shot does not convince you that this game of American Pool Checkers is a truly amazing and beautiful game, then nothing will!!

Diagram 15

	31x24
21-17!!!	28x19
14x21	30x16
22-18!!	20x2
15x22	1-6?? (5-9??) A
24x8	2x13
3x12	12-16
30-26!!	13-26!!
22x31	16-20
29-25!!	26-31!
21x30	5-9
32-27!	31-27!
	9-13
	27-31! RW



Remarks: A. -- 5-9??; 2x13/12-16 (1-5??; 13-2!); 13-26!/16-20; 26-19!!/
1-5; 19-6!! RW

Diagram 16: Red to Move and Win

This is still another new and unusual "shot" principle we are presenting. Actually, the whole game that this play appears in is quite different and fascinating. (See Page 146, Game 14, Variation 1.)

CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (A) (contd.)

Diagram 16: R-M & Win

32-28!!
 17x26
 16-11!!!

 15x8
 19-16!!!
 12x19 (or 26x19)
 24x6

 1x10
 27-24!
 26x19
 24x6 RW

Diagram 16

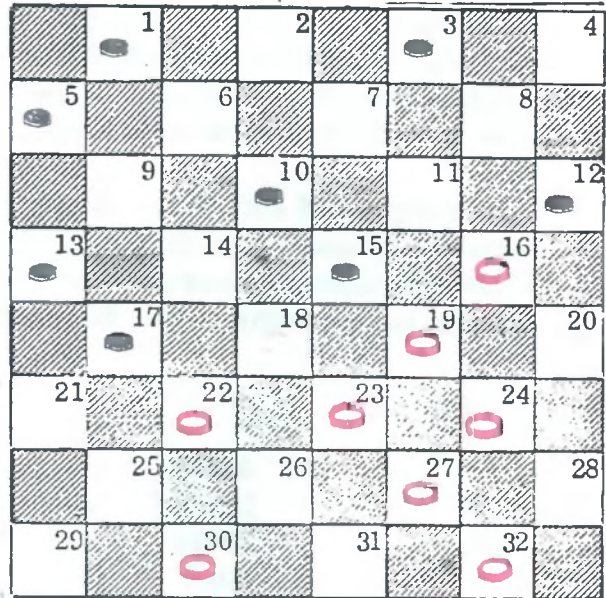


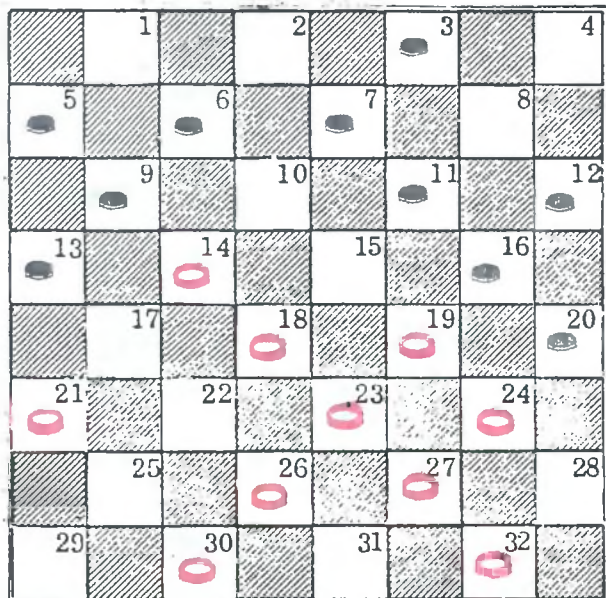
Diagram 17: Red to Move and Win

Most talented American Pool Checker players are familiar with the elementary principle contained in this one. The whole game is covered thoroughly on Page 91, Variation 6, and it is definitely another "beauty". We have a very clever "disguise" concealing this principle and, after some of the disguise is removed, you will recognize it.

18x25
 18-15!!!
 11x18
 26-22!!!

23-18!
 16x23
 21-17!!
 (Continued on Next Page)

Diagram 17



CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (A) (contd.)

Diagram 17: R-M & Win (contd.)

13x15
27x2

20x27
30x21

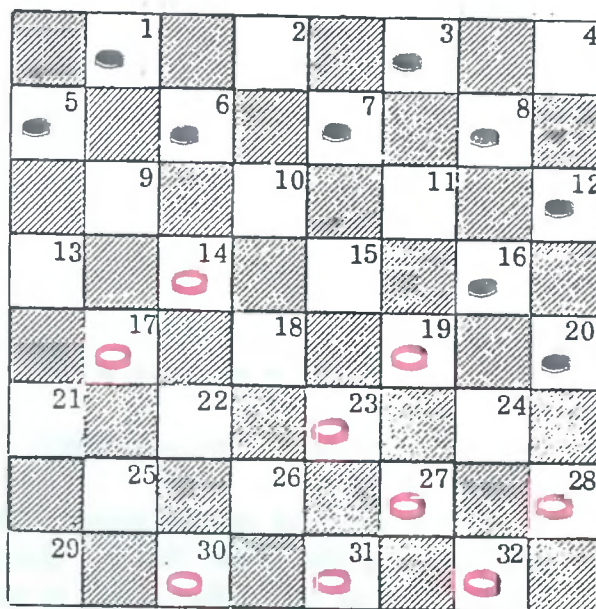
9x18
32x14 RW

Diagram 18: Red to Move and Win

Diagram 18

The problem shown here is part of a popular type of game that we have presented in detail on Page 74 (Game 15, Remarks "B"). This is certainly a unique shot. It was originally introduced by one of our experts several years ago.

This is a new "shot" principle which is actually a little related in character to the shot shown in the previous problem. It is a very spectacular and dynamic shot, and it is certainly a great credit to the game of American Pool Checkers!



23-18!!
16x23
14-9!!!

5x21 (6x15??; 27x4)
(23x21??; 9x4)
31-26!!

23x14
30-25!
21x23
27x4 RW

Diagram 19: Red to Move and Win

Shown here is a very curious or unusual type of a shot, one that was used to defeat one of our American Pool Checker experts in a match held in Detroit, Michigan a number of years ago. We suggest that you turn to Page 106, Game 25, Variation 2, to see how this exciting shot is brought up in regular play.

CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (A) (contd.)

Diagram 19: R-M & Win (contd.)

15-11!!!
 8x15
 23-19!!!

 15x31
 22-18!!
 13x15
 32-27

 31x24
 28x1
 7-11
 1-6 RW

Diagram 19

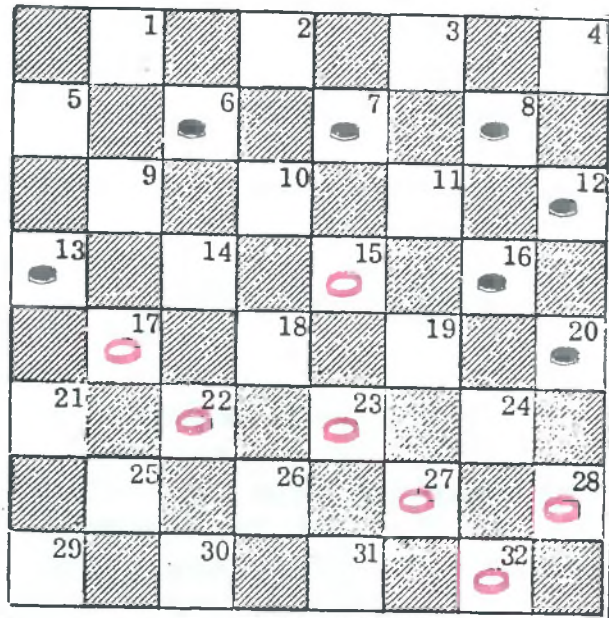


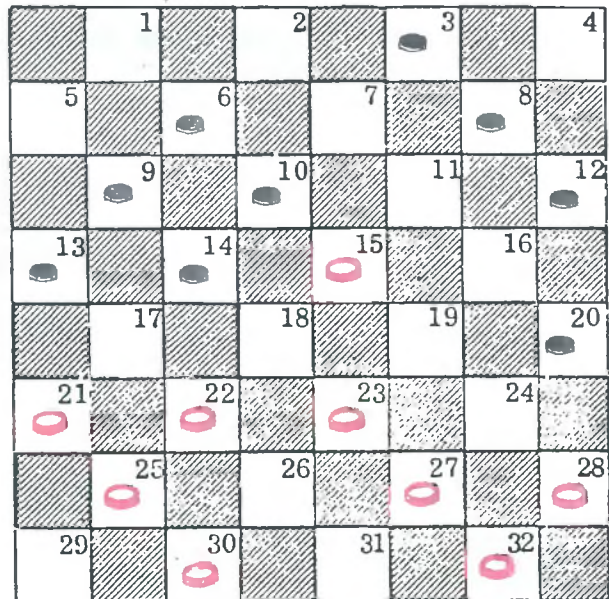
Diagram 20: Red to Move and Win

Black has just moved from 7-10, and this is going to be "fatal". Black is going to be the victim of one of the most sensational shots you have ever seen!

22-17!!! 20x27
 13x29 32x5
 23-19!!! 6-9
 5x14
 29x11 3-7
 19-16!! 28-24
 12x19 8-12 (7-11??;
 21-17!! 14-10!)

24-20!
 14x21 7-11
 27-24! 14-10 RW

Diagram 20



 ()

CHAPTER III: Sec. 3: A Study of Amazing Endgames - Start of Series (B)

Series (B): Amazing Draws

It is of paramount importance that you develop strong defensive ability. This is a "must" if you desire to become proficient in the game of American Pool Checkers. This means you must have a good understanding of "draw" principles, many of which are demonstrated thoroughly in this series. Numerous others, of course, already have been demonstrated in Sections 1 and 2 of this chapter.

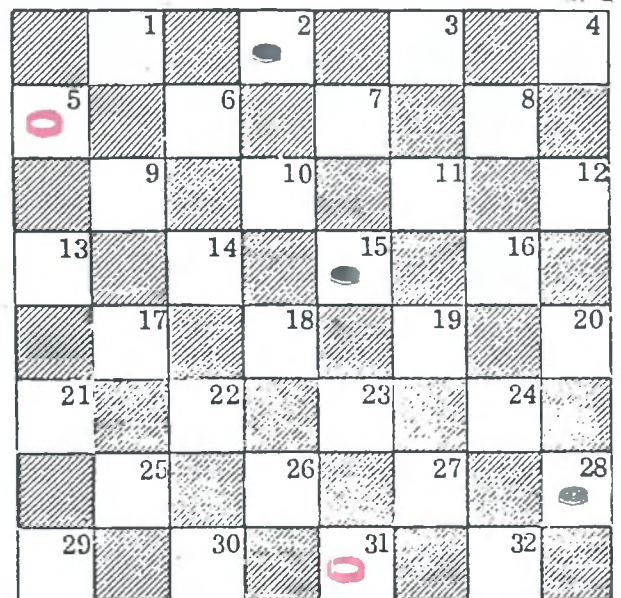
Certainly everyone will agree that it is very satisfying and sometimes thrilling to win. What you should realize is that it can be just as satisfying or thrilling to draw, especially when faced with seemingly overwhelming odds. It can be very unnerving to your opponent when you can execute sensational draws in situations that he considers to be hopeless for you, or when he thinks that he has you "on the ropes". At certain times, this can be so unnerving that the quality of your opponent's play is adversely affected afterwards. So you see, good "draw" ability, in addition to its other obvious advantages, can also be a formidable psychological weapon to have in your "arsenal".

Diagram 21: Red to Move and Draw

Speaking of crucial or hopeless situations, just look how precarious Red's situation is! He cannot move into Black's king row because Black has a "kill" awaiting. Also, Red is already a man "down", which simply means that he has lost one checker to Black. So, what does Red do?

- | | |
|-----------------|------------|
| | 23-26 |
| 31-27!! | 24-27!! |
| 15-18! (2-6?) A | 18-22 |
| 27-24!!! | 27-31! |
| 28x19 | 2-6 |
| 5-1 | 31-24!! |
| 19-23 | 6-9 |
| 1-24!!! | 24-15 DRAW |

Diagram 21



Remarks: A. -- 2-6?; 27-24! (27-23!)/28x19; 5-1/6-10 (6-9?; 1-5 ... 5-27!!); 1-5/19-24; 5-23/24-28; 23-32!!/15-19; 32-18 DRAW

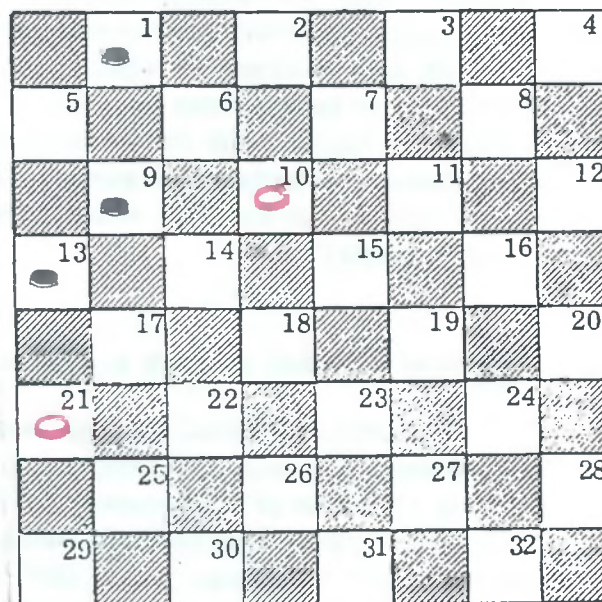
CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (B) (contd.)

Diagram 22: Red to Move and Draw

This appears to be an easy draw for Red but, as you realize by now, appearances can be quite deceiving! Red must use a new and dynamic principle to draw this one because Black will have a "kill" awaiting if Red moves into Black's king row. Now you can understand Red's predicament at this point.

Diagram 22

- | | |
|-------------------|------------------|
| | 9-13 |
| 10-7 | 8-11! |
| 9-14! | 13-17 |
| 21-17! (7-2???) | 11-16 |
| 14-17! | |
| 13x22! (14x21?) A | 17-21 (22-25?) C |
| 7-3!! | 16-30!! |
| 14-18 | 22-25 |
| 3-8! | 30-12! |
| 1-6 | 25-29 (25-30?; |
| 8-11!! | 12-8!) |
| 6-9! (6-10?) B | 12-26!! |
| 11-8!! | 29-25 |
| | 26-22!!! DRAW |



- Remarks: A. -- 14x21?; 7-3/21-25 (21-17; 3-8!); 3-14/25-29; 14-21 DRAW
- B. -- 6-10?; 11-16!!!/22-25!; 16-19!!!/10-14; 19-30!!!/25-29; 30-21! DRAW
- C. -- 22-25?; 16-30!!!/25-29; 30-21!/17-22; 21-30! DRAW

Diagram 23: Red to Move and Draw

What trouble is Red in now? Another hopeless situation? Not really!

There are two very important principles here, one of which was demonstrated in Chapter 2. These two principles can work beautifully together in such a manner that Red can force a draw no matter where Black moves!

CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (B) (contd.)

Diagram 23: R-M & Draw (contd.)

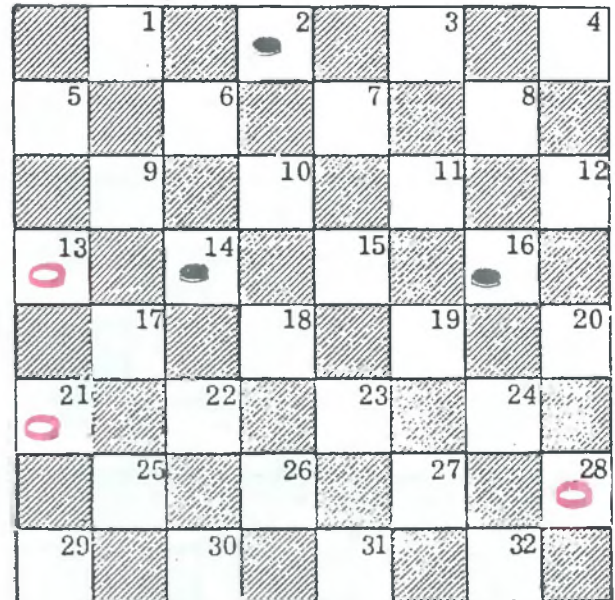
Diagram 23

21-17 (28-24??/2-6!)
 14x21
 13-9

 16-19!
 9-5
 21-25
 5-1

 19-23
 28-24!!
 23-26! (25-29?) A
 1-19!!!

 26-30 (26-31; 19-15!!)
 19-12!
 25-29
 24-19! DRAW



Remarks: A. -- 25-29?; 24-19!!!/23x16; 1-28 DRAW (Note: This is the "draw" principle shown in Chapter 2. As you can now see, it requires a knowledge of the two principles to draw.)

Diagram 24: Red to Move and Draw (See Diagram on Next Page.)

Please refer to Page 103, Game 24, Variation 1, for the entire game that contains this terrific draw. You will now see the great "timing" principle involved here which Red must use to get a draw.

27-24	11x20	15-18
10-15!	12-8	8-11!!!
16-12	9-14!	20-24
	8-3!!	11-20!
7-11	14-18	
24-20	3-12!!!	
5-9!	18-22 (20-24?; 12-19!)	24-28
20-16	12-8!!	20-27 DRAW

CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (B) (contd.)

Diagram 24

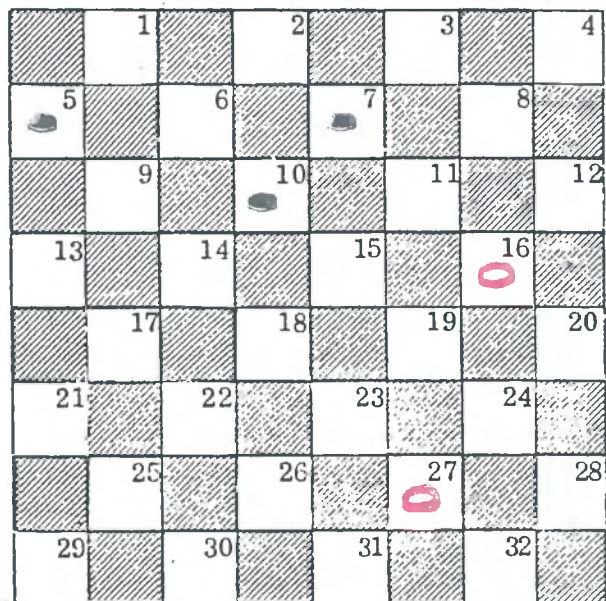


Diagram 25

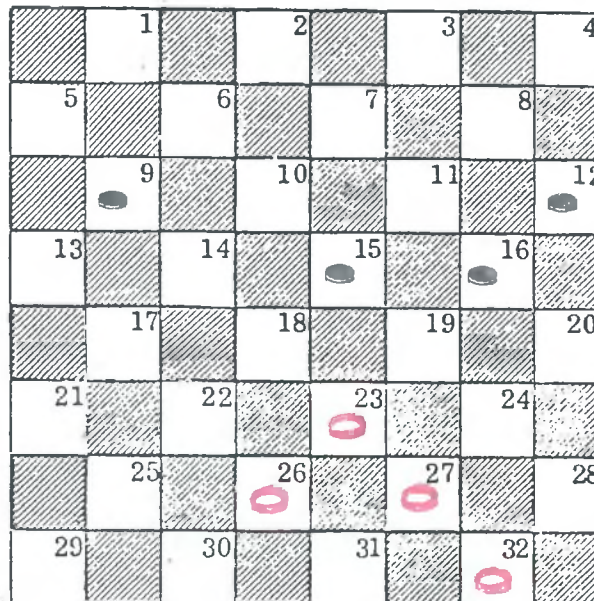


Diagram 25: Red to Move and Draw

Most of these are truly amazing but some are almost unbelievably fantastic. This is one that belongs in the latter category!!

26-22! (32-28??) A	19x28	28-32
16-19!	22-17!	20-16! DRAW
23x16	15-19	
	32-27!!!	
12x19	19-24 (9-13?; 27-24!)	
27-24!!! (32-28??) B	(28-32?; 17-13!)	
	27x20	

Remarks: A. -- 32-28??/16-20! (9-14!); 26-22/9-14; 28-24/12-16!; 22-18/15x22; 24-19/22-25; 19x12/25-29 BW

B. -- 32-28??/9-14!; 27-24/19-23; 24-20/23-27!; 20-16/27-32! 16-12/32-18!!!; 12-8/18x25!; 8-4/14-18 BW

Diagram 26: (See Next Page)

CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (B) (contd.)

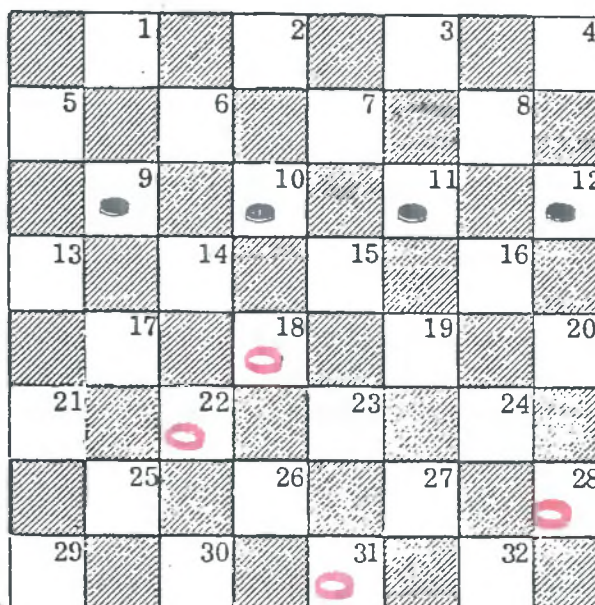
Diagram 26: Red to Move and Draw

Diagram 26

We have here what we consider to be possibly one of the most spectacular and incredible draws that we think you will ever see in the entire game of American Pool Checkers.

If you think you can get a draw any other way than the way we show, you are in for a big surprise!

The word "AMAZING" is used frequently throughout this book because we feel that no other adjective is truly more fitting in describing this great game!



- | | | |
|----------------------|--------------------|-----------------------|
| 22-17!!! (31-26??) A | 17-21 | 18-23 (17-21; 24-20!) |
| 9-13 | 26-22 | (16-20??; 25-21!) |
| 17-14! | 21-25!! | 25-21! |
| | 22x29 | 17-22 |
| | | <u>24-19</u> |
| 10x17 | 13-17! | 22-25 |
| 31-26! | 18-15!!! (29-25??) | 21x30! |
| 12-16! | 11x18 | 16-20 |
| 28-24 | 29-25!!! | 19x26 DRAW |

Remarks: A. -- 31-26??/10-15; 26-23/12-16; 28-24/16-20!; 23-19/20x27; 19x10/27-32 BW

Diagram 27: Red to Move and Draw

As we have stated before, we are presenting these various endgames in order to demonstrate some of the outstanding principles for position play, shots and timing. The problem in this diagram is especially ideal because it affords the opportunity to demonstrate a number of these highly important elementary principles.

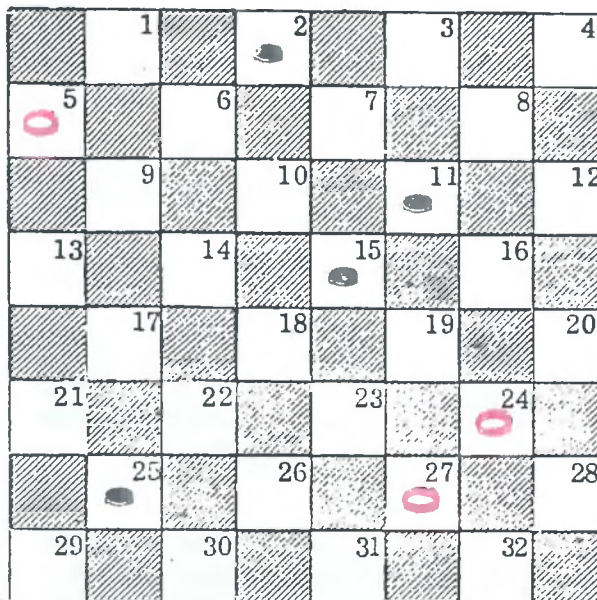
CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (B) (contd.)

Diagram 27: R-M & Draw (contd.)

Diagram 27

Incidentally, we are of the opinion that this problem is one of the most interesting and intricate that we could offer.

As a matter of fact, as far as intricacy is concerned, this problem has very few parallels in the entire game!



24-20! (5-1??/25-30!)
 (27-23??/25-30!)
 15-18! (25-30?) A
 5-1

25-29! (18-22?) B
 1-5 (1-19??) C
 18-22
 27-23! (5-1??) D

11-15! (29-25?; 20-16!!....5-1!)
 (22-25?; 5-1!)
 20-16 (5-1??/15-18!!....2-6!)

22-25 (15-19?) E
 5-9!!! (5-1??) F
 15-19 (25-30?) G
 16-11

19x26
 11-8
 26-31 (25-30?) H
 8-4!!

31-22! (25-30?; 9-18!)
 9-13!!!
 22-18
 4x22

25x18
 13-9!!!
 18-22
 9-23!!
 29-25 (2-6?) I
 (2-7?) J
 23-16!!
 2-6 (25-30; 16-11!!)
16-2!!
 6-10
 2-13 DRAW

Remarks: A. -- 25-30?; 5-1!/30-19; 27-23!/19x30; 1x28 DRAW

B. -- 18-22?; 20-16!! (27-23??/2-6!!)/11x20; 27-23!/25-30; 23-18! DRAW

C. -- 1-19??/11-15!!!; 19x10 (19x1; 2-6!!)/18-23; 27x18/29x1 BW

(Remarks continued on Page 199)

CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (B) (contd.)

Diagram 27: R-M & Draw (contd.)

Remarks: (contd.)

- D. -- 5-1??/11-16!!; 20x11/2-6 BW

- E. -- 15-19?; 16-11!/19x26; 11-8/26-31!; 8-3!/31-24!! (Note: The move, 31-24, by Black is made to prevent Red from occupying both "double lines", or twin diagonals, and forcing a draw. This draw principle--occupying both double lines--was clearly explained in Chapter II.)

 Let's continue with Red's reply to Black who moved 31-24!!

5-23!/29-25; 23-30!/25-21; 3-8! DRAW

- F. -- 5-1??/25-30!; 1x19/30-21; 19-28/21-7!; 16-12/7-3; 28-32/3-21; 32-28/29-25; 28-32 (28-24??/25-18!)/2-6! (Note: All Black has to do here is "crown" his single man and then capture Red's single man on square 23. He can then proceed to force a win.)

- G. -- 25-30?; 16-12!/30x19; 12-8/19-28!; 9-13!/(8-3?? or 8-4??)/15-18; 8-3/18-23; 13-31 DRAW

- H. -- 25-30?; 8-4!!/26-31; 9-18! DRAW

- I. -- 2-6?; 23-19!!/6-9; 19-23!/9-13; 23-30 DRAW

- J. -- 2-7?; 23-16!!/7-10; 16-19/10-14; 19-23/14-17; 23-30 DRAW

Diagram 28: Red to Move and Draw (See Diagram on Next Page.)

Red could easily "panic" at this point but he does not because he has some great plans in mind for his draw--and we do mean "great plans"! Let's see how Red handles this one. How can he possibly extricate himself from such a precarious situation?

	8-12	14x21
25-22	16-11!	13-9
11-15! (8-12?) A	15x8	8-11
19-16	22-17! (22-18??)	9-5

(Continued on Page 200)

CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (B) (contd.)

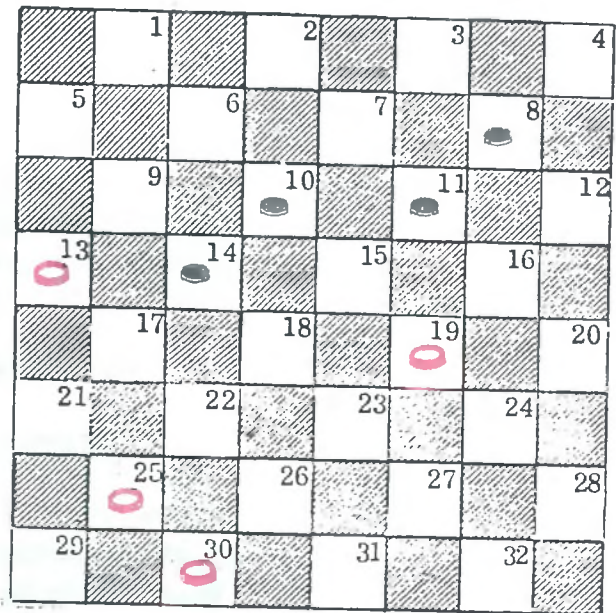
Diagram 28: R-M & Draw (contd.)

Diagram 28

10-14! (11-15?) B 11-15
 5-1 16-2!!!
 14-17! 20-24
 1-24!! 2-6!!

 17-22 15-19
 24-27!!! (24-20??) 6-13!
 12-16! (22-25!) C 22-25
 27-23 13-26! DRAW

 16-20
 23-16!!



Remarks: A. -- 8-12?; 22-17!/14x21; 13-9/11-16 (11-15?; 9-5 ... 5-1!); 9-5/16x23; 5-1/10-14; 1-5/14-18; 5-9 DRAW
 B. -- 11-15?; 5-1/12-16; 1-5!/15-19; 30-26! (5-1??, See Note)/19-24; 26-22!!/16-20; 22-17! DRAW
Note: 5-1??/10-14!!!; 1x24/16-19!; 24x17 BW
 C. -- 22-25!; 27-18!!!/25-29; 18x4/12-16; 30-26/21-25; 26-23!/16-20; 4-8!/20-24; 23-19! DRAW

Diagram 29: Red to Move and Draw (See Diagram on Next Page.)

As you have probably observed by now, our "Hero" (Red) lives with danger. However, don't worry about him because he seems to have a knack for dealing with crucial situations such as this one! Suppose we follow our "Hero" now so that we can learn just what "miracle" he is going to come up with this time!

(Continued on Next Page)

CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (B) (contd.)

Diagram 29: R-M & Draw (contd.)

Diagram 29 (RD)

26-23
10-15!
21-17!!

17x26
11-7!!!
3x10
12-8

14x21
23-18
13-17
18x11!!

21-25
8-3!
10-15
3-8!!!
DRAW

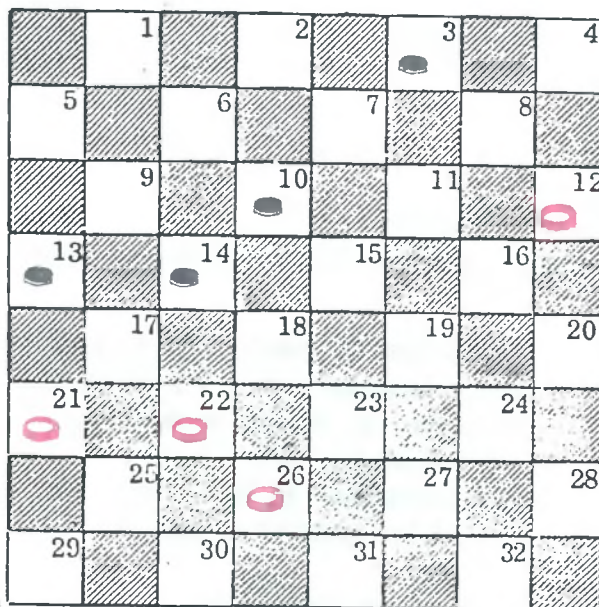


Diagram 30: Red to Move and Black to Draw!

Diagram 30

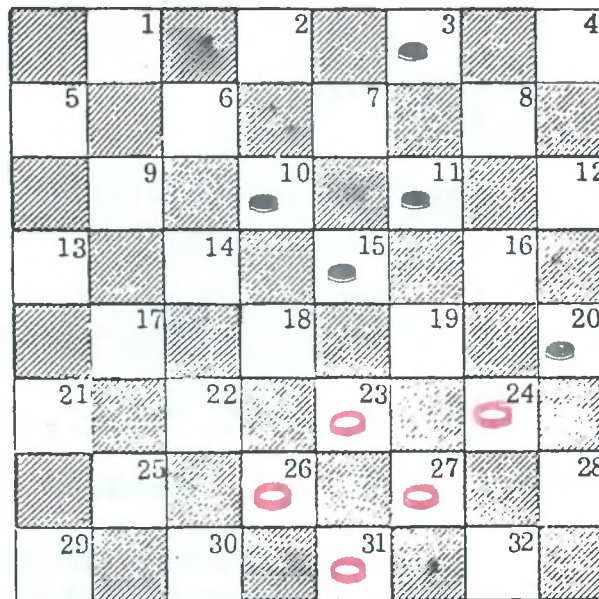
This problem is unique and very "cute". Black has to be cautious here because he faces great danger!

23-19!!
15-18?? (11-16!!) A
27-23!!!

18x27 (20x27??) B
26-23!!
27x18
19-16!!!

20x27
16x32! RW

Remarks: A. 11-16!!!; 19x12/15-18!!;
24-19/10-14! DRAW



CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (B) (contd.)

Diagram 30: R-M & Black to Draw! (contd.)

Remarks: (contd.)

B. -- 20x27??; 23x16!!/27-32; 31-27!!!/32x30; 16-12 RW

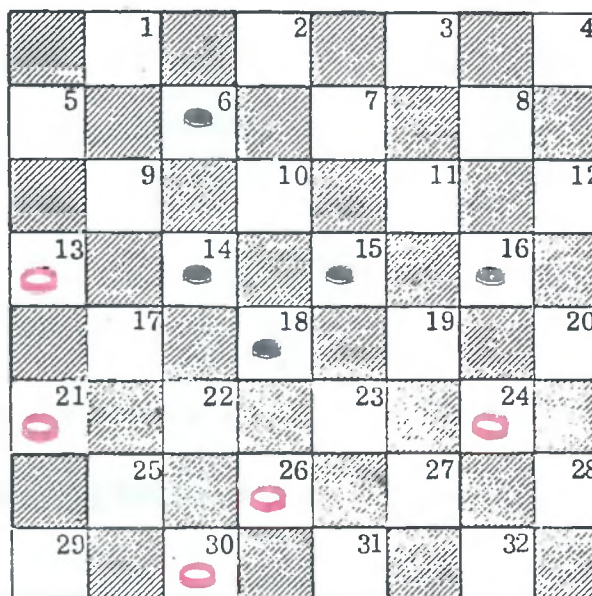
Diagram 31: Red to Move and Draw

We know it seems that we have made a mistake here. From all appearances, it really looks like a sure defeat for Red. You must always remember to be careful what you take for granted in this game!

Turn to Page 103, Game 24, Variation 1 (under Remarks "A"), and see how this "gem" is brought up in regular play.

14x30 (23x21;
24-20!! 17x1!)
16-19 (6-10?)A 20-16!!
30-25!! 19x12
26x1 DRAW
18-23! (6-10?) B
21-17 !!!

Diagram 31



Remarks: A. -- 6-10?; 20x11/15x8; 30-25!/8-11; 25-22!/18x25; 21x30/11-16; 26-22!/16-19; 22-17 DRAW

B. -- 6-10?; 25-22/18x25; 21x30/15-18; 26-22!/18x25; 30x21/10-15; 21-17 DRAW

Diagram 32: Red to Move and Draw

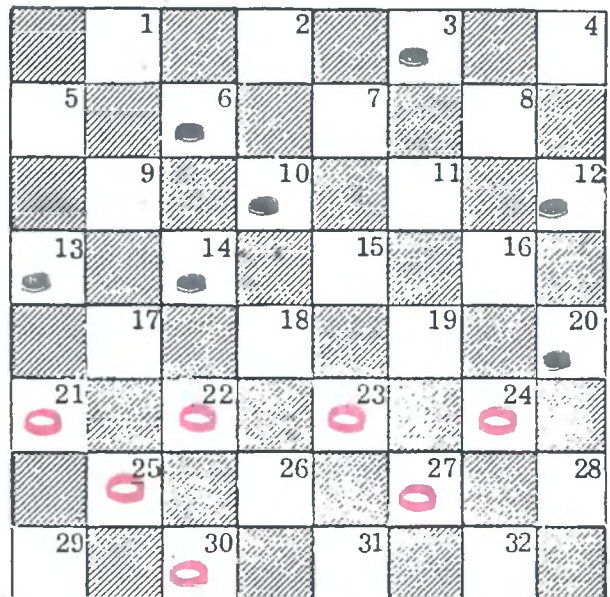
This problem has some very interesting principles which can be applied in other situations. Red's draw is much more difficult than it appears, especially since he must not move from square 22 to square 18 (22-18) and get "shot" by Black, as will be shown.

CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (B) (contd.)

Diagram 32: R-M & Draw (contd.)

Diagram 32 (RD)

Most of these problems have a great or sensational ending, and this one is certainly no different. We believe that the beautiful ending in this one may not only surprise you, it may shock you as well!



- 24-19!! (22-18??) A 21x30
- 12-16!! B 22-17!!!
- 19x12 13x24
- 23-19!!
- 10-15!
- 21-17!!! 30x16
- 14x21 12x1
- 30-26!! DRAW

Remarks: A. -- 22-18?? -- We will now use one of the basic principles that we demonstrated in our elementary chapter (Chapter I).

22-18??/3-8!!; 18x2/8-11!; 2x16/12x28 BW

B. -- 12-16!! -- This is a good and often winning "sacrifice" principle. No doubt, most American Pool Checker players are cognizant of this fact. In this case, however, all we can do is give Black an "A" for effort because Red knows that he has a really fantastic draw (a masterpiece of ingenuity) in the making!

Diagram 33: Black to Move and Red to Draw

Diagram 33 (Next Page)

Here is a very exciting ending to a game played between William Richardson, the Co-Author, and the National Champion, Carl "Buster" Smith. Richardson was trying to force a win with the Black men and made a brilliant attempt. The "Champ" had to really "dig down deep" for a reply that would enable him to get a draw.

Please turn to Page 68, Variation 6, for the complete story on this great game!

CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (B) (contd.)

Diagram 33: B-M & Red to Draw

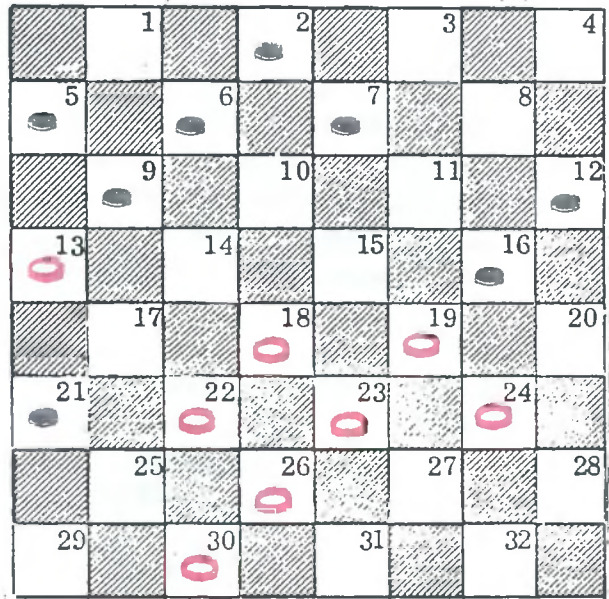
Diagram 33 (RD)

6-10!!!
 13x15
 16-20!!
 19-16!!!

 12x28!
 15-11!
 7x16
 22-17!!

 21x14
 18x9
 5x14
 23-18

 14x23
 26x12 DRAW



 (

CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Start of Series (C)

Series (C): Endgames With Kings

This Series contains problems that (initially) involve kings. As you will see, "timing" ability is of inestimable significance when kings are involved. This, of course, is principally due to a king's great "maneuverability" or "flexibility".

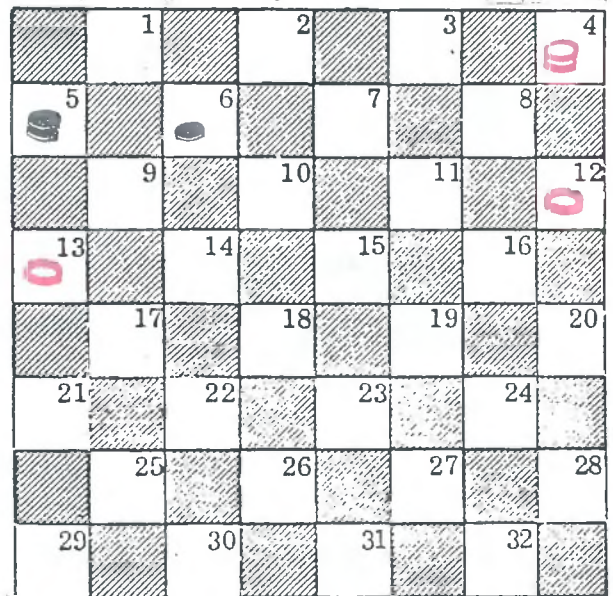
There are many practical principles to learn (some of which are basic while others are very advanced), and some of these principles are contained in the problems we are now presenting. A number of others have already been demonstrated in Chapter II and in Sections 1 and 2 of this Chapter.

Diagram 34: Red to Move and Win

Diagram 34

4-25!!!
 5-1!
 12-8!!

 6-9?? (1-5??) A
 13x6
 1x29
 8-4 RW



Remarks: A. -- 1-5?? If Black makes this move, Red can "crown" his piece (get another king) on square 12 and then proceed to capture Black's single man on square 6. As you can see, Red "opened the door" to his win by making an excellent move from square 4 to square 25 (4-25!!!).

Diagram 35: Red to Move and Win

As you can see, Red has two kings but Black is dangerously close to getting one or even two kings himself and forcing a draw. This is a very "tricky" one and Red

CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (C) (contd.)

Diagram 35: R-M & Win (contd.)

will win in a very interesting and unique manner. This is another problem that is much more difficult than it appears. This fact may not be apparent now but it will be after you have made a few attempts. Incidentally, Red really makes a sensational move to win!

Diagram 35

3-8!!
22-26 (Now get ready for a real "beauty"!)

1-19!!!
26-31 (26-30; 8-12!)
19-23!!
27x18
8x22 RW

Can you win this one any other way? We don't believe you can!

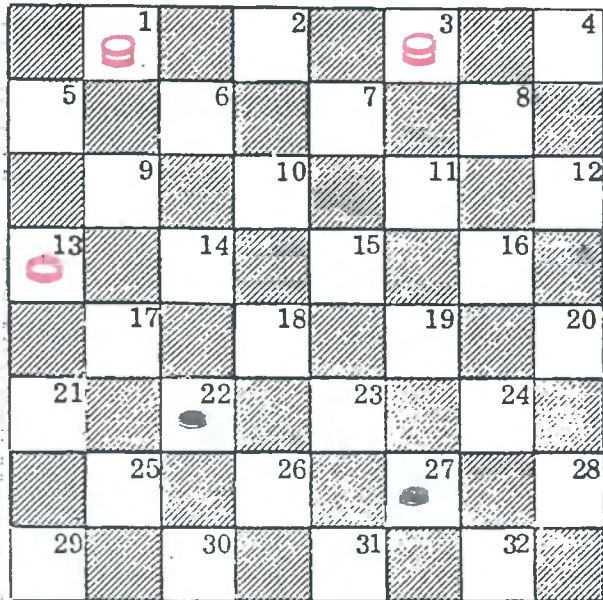


Diagram 36: Red to Move and Win

This is a problem that has been "kicked" around for many years. Most of the experts or advanced players will recognize this one. We are only presenting it because it dramatically demonstrates as well or better than some of the others one very important principle. We feel that we cannot over-emphasize the importance of this principle!

In this case, Black has an almost sure draw (or perhaps it would be more accurate to say a sure draw) if Red tries to force a win using only his king. As a matter of fact, even if Red uses his own single men to support his king, he still cannot accomplish his goal.

(See Diagram 36 on Page 207.)

CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (C) (contd.)

Diagram 36: R-M & Win

Red is aware of all of this, and he realizes that there are three things he must do to win:

1. He must use his king as skillfully as possible.
2. He must use his single men to assist his king.
3. He must figure out a way to force one of his opponent's single men to actually work for him!

You must remember this: If, at first, you do not see a way to win or draw (as the case may be) in a given situation, then determine whether you have received the full support of all of your "troops". If this is still not enough to accomplish the desired results, then do as Red is doing in his problem! Determine how many of your opponent's men you can force to work for you!

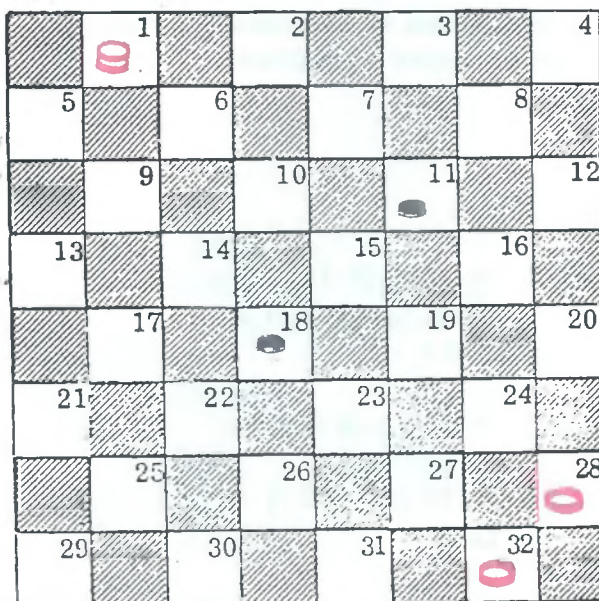
To those of you who may not be familiar with this problem, we will now demonstrate how this game is won using the three principles listed above.

Diagram 36

1-10!!
 18-22 (18-23??; 10-17!)
 10-21

 22-26 (11-16??) A
 21-30 !!!
 26-31
 30-16 !!

 11x20
 32-27
 31x24
 28x19 RW



Remarks: A.-- 11-16??; 32-27!!/
 22-26; 27-23!/
 26x19; 21-14 RW

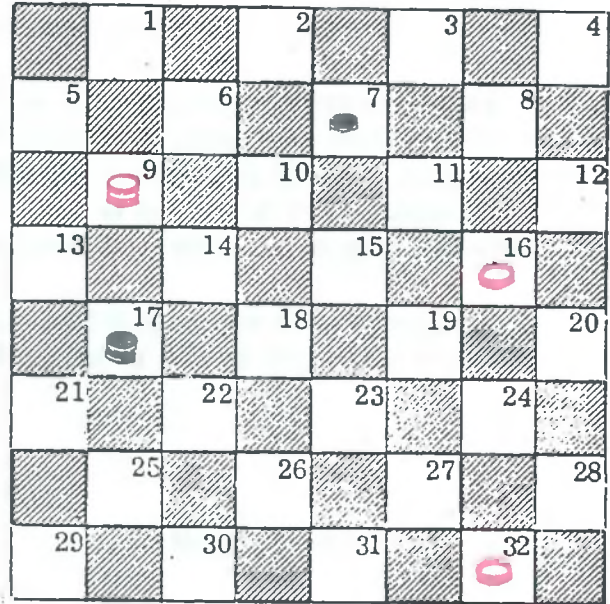
Diagram 37: Red to Move and Win (See Page 208.)

CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (C) (contd.)

Diagram 37: Red to Move and Win

There is a very great "draw" principle shown in this problem, and there is another principle that we have used a number of times already. Not many of the really skilled American Pool Checker players are familiar with these principles.

Diagram 37



Black cannot actually force a draw but that is only because Red has figured out a highly ingenious method of winning!

You must bear in mind always that any problem, no matter how unusual, may have some very helpful and practical principles which may be applied to excellent advantage in many other situations.

See
 9-13!! (9-18?) Var. 1
 17-31 (17-21??) A
 16-12
 7-11 (7-10??) B
 32-28!!
 11-15 (11-16??) C
 12-8!

15-19
 8-4!
 31-27
 4-8! (13-26?) D
 27-14
 13-26!!
 19-24!
 28x19

14-23
 8-3!!!
 23x12 (23x30;
 3-12!)
 26-30 RW

(See Var. 1 on
 Page 209.)

- Remarks: A. -- 17-21??; 13-22/21-10!; 16-12/10-6; 32-28/6-1; 22-26/7-11; 26-22! RW
- B. -- 7-10??; 12-8!/10-14; 13-2/14-18; 8-4!/18-23; 2-16!/31-26; 4-18 RW
- C. -- 11-16??; 12x19/31-24; 13-26!! RW
- D. -- 13-26?/19-24!!; 28x19/27-23! DRAW

CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (C) (contd.)

Diagram 37: Red to Move and Win (contd.)

Variation 1: 9-18?

9-18?	20-31!!	10-15!
7-10!!	32-28 (12-8?/31-17!)	12-8
18-25! (16-12?/10-14!)	31-27!	15-19
	4-25	8-4 (2-9/20-31!)
17-13!	27-20!!	20-27
16-12 (16-11?) A	25-22!	2-13
13-2!!	20-31 (20-2??) B	27-14
25-22	22-11!	13-26
2-20!!	31-20!!	19-24!!
22-4	11-2!	28x19
		14-23 DRAW

Remarks: A. -- 16-11?/13-2!!!; 11-8/10-15! DRAW

B. -- 20-2??; 28-24/2-6; 24-20! RW

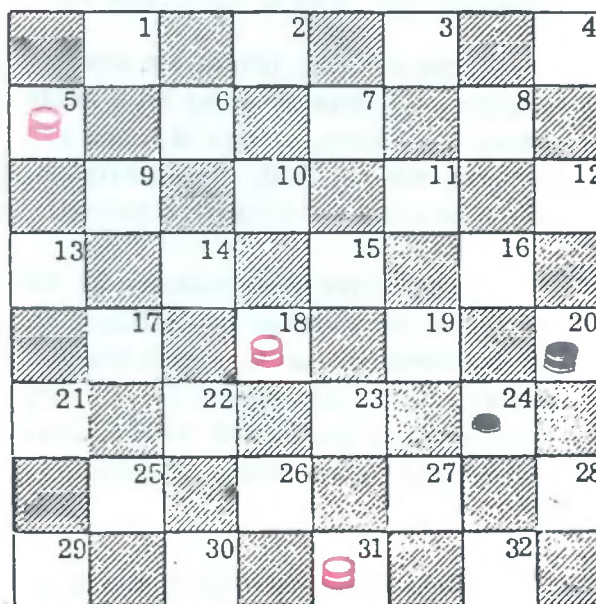
Diagram 38: Red to Move and Win

Diagram 38

There are almost a countless number of these interesting problems, and they all introduce fascinating principles and strategies.

This is a very intricate and unusual problem, and Red will have to figure out an ingenious way to win!

This demonstrates one of the few situations where three kings can force a win over one king and one single man, even though that single man cannot be prevented from occupying square 28 (which, *as you know*, would ordinarily be the "key" square in this situation).



CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (C) (contd.)

Diagram 38: R-M & Win (contd.)

18-15!!	20-2 (20-11??) B	20-2
24-28 (24-27??)	(28-32??) C	31-20!!!
15-19!!! (5-32?) A	5-32!!	2-13
	2-20 (or 2-13)	26-31
	19-26	13-2 (13-6??; 20-24!!)
		31-13 RW

Remarks: A. -- 5-32?/20-16!!

Note:

The game, at this stage, is considered to be a draw unless Black falls for a "trick" (and there are one or two "cute" ones--See Diagram 40). Black must stay on either of the two "car tracks" (the diagonals running from 21 to 3 or from 31 to 20) and be very cautious in order to draw. Actually, that was the original purpose in moving the Red king to square 19. In this case, however, Red has erred by allowing this "key" diagonal to be seized by Black!

B. -- 20-11??; 19-24!!/28x19; 5-23/19x26; 31x8 RW

C. -- 28-32??; 19-24!/20x27; 31x24 RW

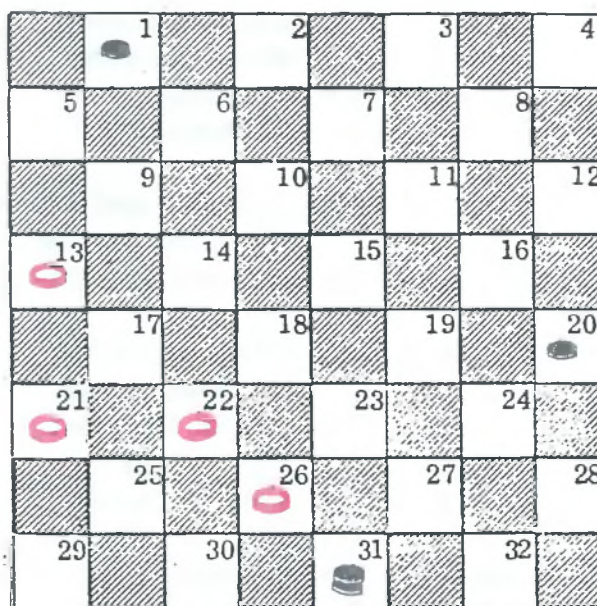
Diagram 39: Red to Move and Win

Diagram 39 (RW)

Most of these problems are deceptive, but this one may be a little more so. Here, again, it looks like an easy win for Red, especially so after he makes a couple of moves.

Each move Red makes, he appears to be closing in on Black but Black turns out to be a very elusive quarry! In fact, Black is so very elusive that Red must "reach down deep" and make some outstanding moves.

We suggest that you find out how this "monster" is brought up in regular play by turning to Page 155, Game 20.



CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (C) (contd.)

Diagram 39: R-M and Win (contd.)

	1-6	17-21
26-23!	23-18	5-1!!
31x17	6-9	21-25 (28-32??; 1-5!)
21x14	14-10!	1-24!!!
20-24	9-13 (28-32??) B	28x19
13-9	10-7!!! (18-14?) C	18-15!
24-28	13-17	19x10
9-5 (23-19?) A	7-3!!	3x30 RW

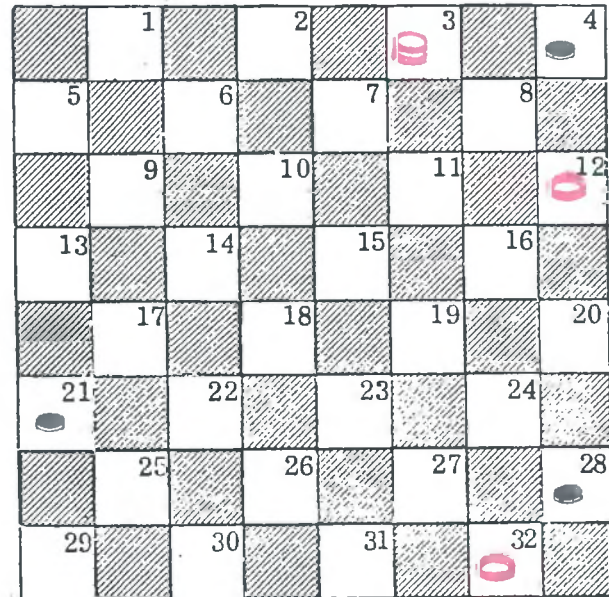
- Remarks: A. -- 23-19?/1-6!; 9x2/28-32; 2-9/32-28; 19-16/28-15 DRAW
- B. -- 28-32??; 5x14/32-28; 10-7!/28-19 (28-10??; 7-3!); 7-2 (Red can win now by using "The Special" -- See Chapter II.)
- C. -- 18-14?/13-17!; 14x21/28-32; 21-17/32-14!! DRAW

Diagram 40: Red to Move and Win

Yes, Red can win this one, as incredible as it may appear. Red uses a combination of principles to win, one of the principles is very common and elementary while the other is unusual and advanced. (We think the experts will be "stumped" by this one!)

- | | |
|-----------------------------|----------------|
| 3-10!! | 25-30 |
| 4-8 (21-25??) A | 8-12!!! |
| <u>12x3</u> | 30-25 |
| 21-25 | <u>10-24!!</u> |
| 3-8!! (Advanced Principle!) | 28x19 |
| | 12x21 RW |

Diagram 40 (RW)



- Remarks: A. -- 21-25??; 10-15! (basic principle)/25-30; 15-19/30x16; 12x19/4-8; 19-16 RW

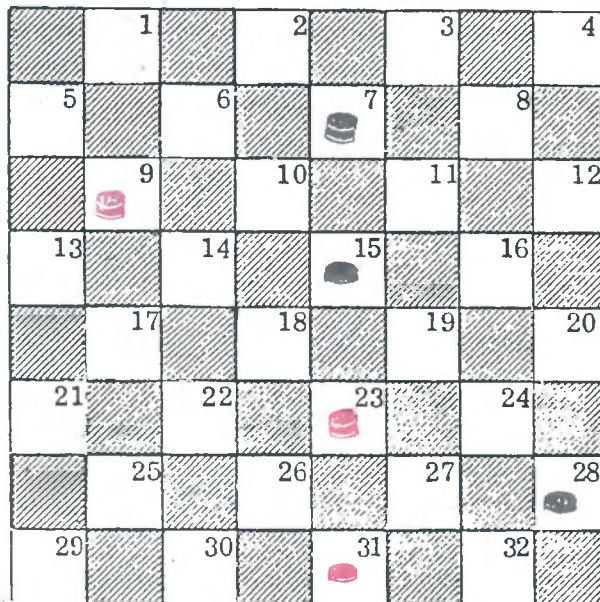
CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (C) (contd.)

Diagram 41: Red to Move and Win

There are several highly advanced principles that Red must use in order to win this one.

Diagram 41 (RW)

- 23-26!!!
- 7-11 (7-2??) A
- (7-3??) B
- (7-20??) C
- (7-21??) D
- 9-2!!
- 11-8 (11-4??) E
- 26-12!!
- 8-3 (8-4??; 12-8!)
- 2-16!!
- 3-21 (3-14??; 16-11!)
- (15-18??; 16-11!)
- 16-30!!
- 21-14 (15-18??; 12-8!)
- (15-19??; 12x23!)
- 30-25!! RW



- Remarks:
- A. -- 7-2??; 9-27!!!/15-18 (2-11??; 26-19!); 27x9/2x13; 26-22 RW
 - B. -- 7-3??; 26-22!!/15-19; 9-6!/19-23; 22-29!/3-14!; 6-1!!/14-5; 29-4!/5-14; 1-5! RW
 - C. -- 7-20??; 9-2/20-24; 26-19! RW
 - D. -- 7-21??; 26-22!!/15-19; 9-6!/19-23; 22-29!/21-14; 6-1 RW
 - E. -- 11-4??; 2-11!!!/15x8; 26-12!!/8-11; 12-8!!!/11-16; 8-29!!/16-19; 31-27 RW

Diagram 42: Black to Move and Red to Draw!

There are many many principles to learn in this wonderful game and some are absolutely astounding!

CHAPTER III: Sec. 3: A Study of Amazing Endgames -- Series (C) (contd.)

Diagram 42: Black to Move and Red to Draw! (contd.)

No word could be more fitting than "astounding" when describing this problem!

Black knows he cannot occupy the "Mason Line" (the long diagonal) immediately because that would give Red a sure draw. Therefore, he displays some cleverness or ingenuity by sacrificing in order to force a win. Black's move is so ingenious that it forces Red to make a counter-move which can be described as "miraculous"!

We are now concluding this Section and, in so doing, we could not present a more amazing problem.

Diagram 42 (RD)

12-16!!!
 19x12
 31-22!!
 8-4!! (21-17??)

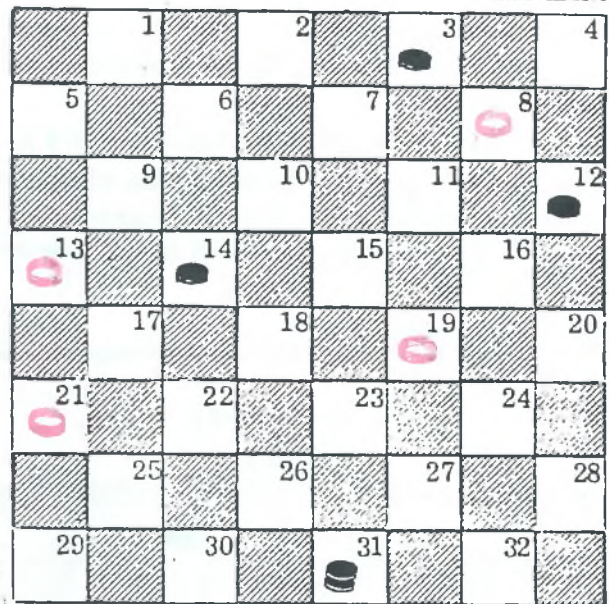
 14-18!! (22-29?; 21-17!!)

 Now comes Red's "miracle".

 12-8!!!
 3x12

 ((Our Hero (Red) never looked better!))

 4-8!!!
 12x3
 21-17!!!! DRAW



 ()

NOTE: See "Mystery" Problems on the Next Page!

Three "Mystery" Problems -- Can You Solve One?
 (For the Skilled Player)

Diagram 43: Red to Move and Draw!!

This is probably the easiest one of the three. However, it is unlikely that any unskilled player will solve it!

* * * *

Diagram 44: Red to Move and Draw!!!

Red appears to be in very serious trouble, and it seems that he has absolutely no chance to escape! However, there is an ingenious way for Red to draw!

* * * *

Diagram 45: Red to Move and Draw!!!

Black has sacrificed a man, not to draw, but to win! Contrary to what appearances indicate, Red is in great danger but he can draw! This is definitely the hardest of the three!

Diagram 43
 (R-M & Draw)

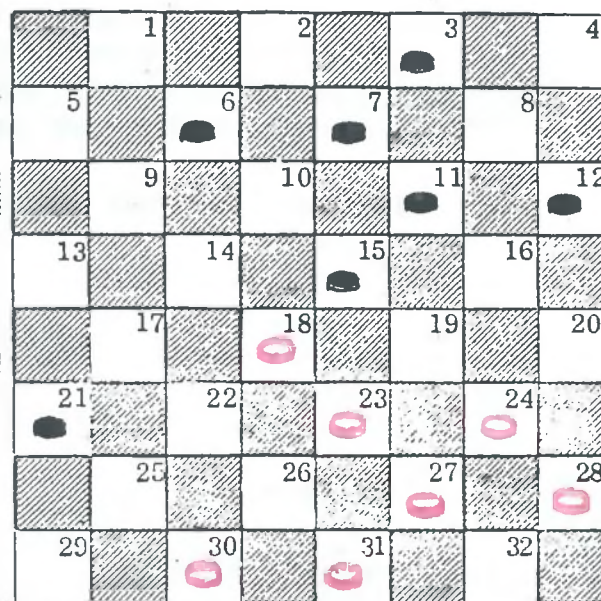


Diagram 44
 (R-M & Draw)

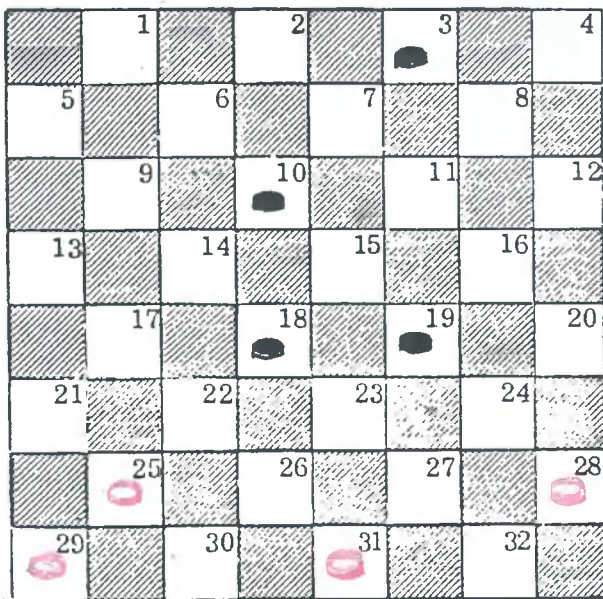
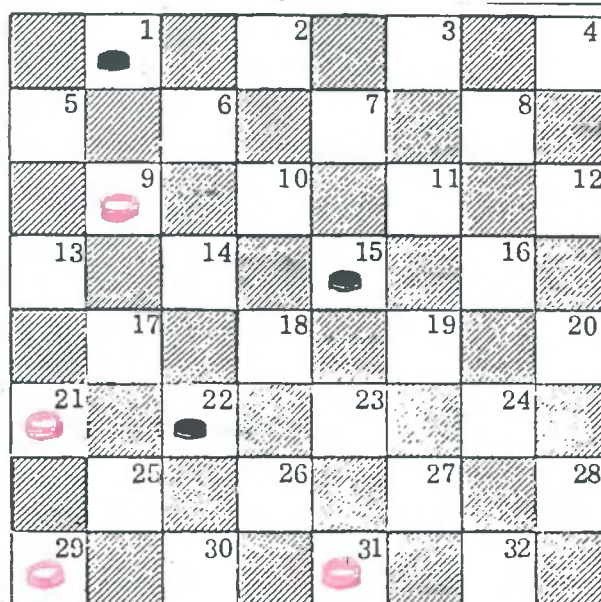


Diagram 45
 (R-M & Draw)



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MODERNIZED RULES FOR PLAYING THE GAME
OF
AMERICAN POOL CHECKERS

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1) The Checkerboard: The standard board must have a total of 64 squares, 32 light and 32 dark, and must be placed so that each player has a dark single corner at his left hand.

2) Checkers: Checkers must be light and dark in color (e.g., white and red, white and black, etc.). The checkers must be round and twelve (12) in number for each side (twelve light and twelve dark).

The checkers must be placed on the dark squares and played only on the dark squares, with the dark checkers on the first twelve squares and the light checkers on the last twelve squares.

3) Order of Playing: Each player shall play alternate games with dark and light checkers (or "men"). The first move must be made by the player having the dark men.

4) The Six-Minute Rule: "Time" shall be called at the end of five minutes if a move is not completed, and if the move is still not completed at the end of another minute, then the non-mover shall forfeit the game through improper delay.

5) Arrangement of Checkers: Prior to the first move, either player may, on giving satisfactory notice to his opponent, arrange his own or his opponent's men properly on the squares. However, after the first move has been made, if any player touches or arranges any man (checker) without giving satisfactory notice, he shall be cautioned for the first offense and shall forfeit the game for any subsequent act of this kind.

6) Touch and Move: After the men have been arranged, if a player whose turn it is to play touches a man, he must either move that man or forfeit the game. When a man touched is not playable, the player is cautioned for the first offense and forfeits the game for any repetition.

7) Movement (General): If any part of a playable man is moved over the angle of the square on which it is placed onto another square, the play must be completed in that direction. If a player's man touches the board while moving, whatever square the man touches shall be the square on which the man shall remain, unless his opponent permits him to do otherwise.

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MODERNIZED APC RULES: (contd.)

8) Movement of Single Men (Uncrowned Checkers): A single man moves forward only and may capture either forward or backward.

When a single man reaches any of the squares on the extreme opposite side of the board, known as the "king row" or "King's Row", it becomes a king (double piece or crowned checker). If, however, the king row is reached by way of a jump, any man or men (or king) exposed to capture immediately outside the king row, and on the other rows or diagonals ordinarily subject to capture by a single man, must be captured or jumped. Thus, when a jump carries a single man inside the king row and out again, that single man does not become a king but remains a single man. The "Flying King" principle is not recognized in American Pool Checkers!

9) Movement of Kings (Double Pieces or Crowned Checkers): A king may move forward or backward any number of squares in a diagonal direction and may capture or jump any checkers in his path having a vacant square immediately behind the man to be captured, and then land on that vacant square or any other square in that same diagonal path. The king may continue his jump on a diagonal path at right angles to his original path, provided, of course, that there is another checker to be captured.

10) Capturing (General): A capturing play, as well as an ordinary play, is completed when the hand is withdrawn from the played checker even though two or more checkers should have been taken. Your opponent, however, may require you to complete all captures or jumps.

A king or single man, while capturing, must leave all captured checkers on the board until he has completed his jumps. Thus, a jump cannot be made over the same checker twice!

11) Capturing (with Single Men): A single man captures by jumping over the captured checker to the vacant square (which must be) immediately behind it (the captured checker). In the case of a single man, to execute a capture, the capturing checker must be in the square next to the checker to be captured. The captured checker is removed from the board until the game is ended.

12) Capturing (with Kings): A king may capture by moving or jumping over and landing as far past the captured man or men as he desires, if there are no checkers in his path. He must jump at right angles ("turn a corner") to jump over more checkers, if it is possible. However, behind each of the opponent's checkers, there must be a vacant square in order for those checkers to be captured. The capturing move starts with the king on the same diagonal line as the checker or checkers to be captured.

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MODERNIZED APC RULES: (contd.)

13) Capturing (Jumping to Your Advantage): A player may jump or capture to his advantage. That is, he may take his choice of checkers to be captured. He is not compelled to jump or take the most pieces if he has a choice between two or more capturing moves. In other words, the "Most Pieces" rule is not recognized in the game of American Pool Checkers.

14) Capturing ("Huff" or "Blow" Rule): The "Huff" or "Blow" rule is considered obsolete in American Pool Checkers.

If a player fails, through oversight or for any other reason, to capture or jump any checker he is normally required to capture or jump, his opponent may (at his discretion) force him to do so, or forfeit the game.

15) How a Single Man (Uncrowned Checker) Becomes a King: If a single man lands in the king row during its capturing play but must continue capturing because an opponent's checker is on the square immediately next to the king row (with a vacant square behind the checker to be captured), as stated before, the capturing checker is not considered to be a king. In other words, this single man's last move or jump must land in the king row!

When a single man, for the first time, reaches any of the squares on the opposite extreme line of the board, known as the king row, that single man becomes a king and must be crowned by placing another checker on top of it. This, of course, applies only when a single man does not jump in and out of the king row immediately.

16) Determining When a Game is a Draw: A game is considered a draw when neither player can force a win and play becomes repetitious. Such a game is counted as one game played.

When one of the players, whose side appears stronger than the other, insists on trying to win, he can be required to complete such a win by his opponent (or a referee) within 40 moves or the game is considered a draw.

17) The "13 Count" Rule: When one player has three kings and the other player has one king (and no other pieces), the player with the superior force must win before the player with the lone king can count to 13. In connection with this, it must be realized that each jump counts as a move!

The "13 count" mentioned above cannot begin until (1) the player's lone checker has become a king and (2) until all three of the other player's checkers have been crowned. The first count starts with the first move of the lone king.

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MODERNIZED APC RULES: (contd.)

18) Conduct of Players or Spectators: Any discourteous act which may tend to annoy or distract the attention of the players is strictly forbidden; for example, making signs or sounds, pointing or hovering over the board, etc.

19) Games in Tournament Matches: An even number of games shall be played in tournament matches between equals, wins and draws to count, so that each player shall have the first move an equal number of times.



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C O N C L U S I O N

(A Metaphorical Expression of the Authors' Sentiments)

Our endearment to this wonderful game runs deep and is matched only by our sincere desire to help others become skilled players.

You have just completed an educational journey with us through this amazing and entrancing world of American Pool Checkers. Many years of preparation were required in order to make this journey possible for you; and we certainly hope that it has been a memorable one, somewhat unlike any you have ever taken.

While travelling with us, you visited many strange and enchanting lands and you saw many thrilling, fascinating and beautiful sights.

Our only regret is that there were so many other interesting and equally fascinating places that we were unable to include in our itinerary. Hopefully, in the not too distant future, you will have the opportunity of visiting these other places when there is another world tour.

"Little George" and "Bill" Richardson

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