

The "NOW" Checkers

by Momodou Faal



Preface

This book is a companion to the hand-written “The ‘NOW’ Checkers” book by Momodou Faal. The book is re-assembled using the modern tools, with clear diagrams and computer validated moves.

The original book had the games split into the Openings, Middle-game and End-game sections. This turned out hard to follow, jumping from one section to another, and to help the reader we joined the games back together, while identifying where the splits were in the original book.

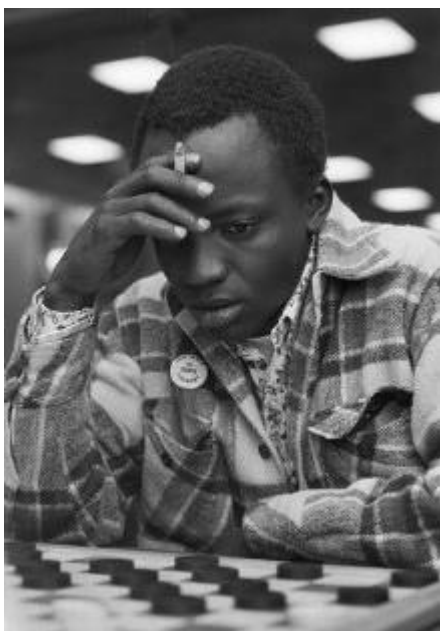
These games are also available in animation on the Pool checkers site.

Also added are some rare pictures, articles and book index.

Jake Kacher

May 4, 2024

Momodou Faal, 18 years old



Baba Sy, Senegal vs Momodou Faal, Gambia



Charles "Pecan" Thompson**"The 20 Greatest"**

September 15, 2004

He came to America in the early or mid seventies as an exchange student from Africa. It seems he got bit by the 'Pool Checkers bug,' and as a result, his studies took the hit. Although he was from Gambia, Africa, he lived in several cities in America-New York, Atlanta, New Orleans, among others, after coming to this country.

My most impressionable remembrance of Mr. Faal was in Flint, Michigan in the mid eighties. He defeated Elton Williams by the score of 3-0 in a 14 games match. In that match, we saw as good a venue for showcasing the game of American Pool Checkers as I can recall seeing anywhere. Using a large demo board and with the contestants on stage (away from the onlookers) Mr. William "Bill" Langley and myself alternated in showing the games move-for-move to the viewers who was sitting in a theater-like setting and eating popcorn in the audience. I have not seen that scenario duplicated since. And Mr. Wardell "Champ" Moore, the Flint Club's president, can be thanked for the setup.

The thing with Momodou was, he was equally as good on the 100 square board (Big Board) as he was on the 64 square board (Little Board). This was a rare combination. The 1991 Big Board Tournament in Jackson, Mississippi was another sitting in which I had a chance to watch Mr. Faal, first hand, playing the 100 square board. The tournament, I think, might have produced the greatest conglomeration of Big Board-Little Board players to have ever set foot on America soil.

Among them were many mainstays of my 20 Greatest series. There were Iser Kuperman, Vladimir Kaplan, Carl Smith, and Momodou Faal. And also, there were two players from Haiti (both names were Pierre) who were at the time living in New York. I was told, they too, played a 'mean' game on the 64 square board. While Mr. Kuperman won the tournament, Momodou finished in a tie with Vladimir Kaplan for 2nd, and Carl "Buster" Smith finished 4th-a mere two points off the pace. The two Haitians players finished 5th and 6th and I finished 7th out of a field of thirteen.

Momodou had me to thank for his 2nd place tie with Mr. Kaplan. In the very last game of the tournament, (all others had finished), I was pated with the Grandmaster Vladimir Kaplan, who needed a win to finish in an undisputed 2nd place behind Mr. Kuperman. My Friend, Mr. J. C. Wills, a top 100 square board player in his own right, who was an onlooker at the time, reminded me just recently. He said "Pecan," did Momodou ever buy you that steak dinner he promised you if you would just draw Kaplan?" My answer was, "No Mr. Wills, he never did; that is one steak dinner that I guess I will never get." You see, I did draw the Grandmaster even though I didn't even consider myself a Big Board player. I just happened to enter the tournament because it was hosted in my home city of Jackson, Mississippi and I had just won the Major's Division the previous year.

Momodou, of whom I indicated earlier had lived in several cities while in this country, was reported to have been traveling somewhere in Texas when he met his untimely death. One report was that he was heading to Houston, Texas when there was some incident with a bus (perhaps a Greyhound) that caused his fatality. The report was never made completely clear. Whatever the case, the game lost one of its greatest player ever.

For the record Mr. Faal won or tied for the APCA championship in at least 3 years. And he had multiple 2nd and 3rd place finishes in his approximate 15 years of tournament play.

July 17, 1976 The Sanford News Herald 3-Move Nat. Article

Mr. Momodou Faal came to America at the age of 18 in 1974 as an exchange student from Gambia, Africa. He learned to play Pool Checkers and became an excellent player of both the 100 square board - (Big Board) and the (Little Board) - 64 square board.

He lived in a number of cities while here as a US student, New York, Atlanta, New Orleans, and Washington, DC while attended several universities. He tried his skills in the Minor Division here in Sanford at the 1976 3-Move Nationals which he didn't do that well, but played brilliantly in the 1991 Big Board Checker Tournament in Jackson, Mississippi finishing in a tie with Vladimir Kaplan for 2nd place.

Mr. Faal was killed shortly afterwards at age 36 in a bad traffic accident while hitch-hiking to Houston that involved a couple of cars and a Greyhound bus.

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By Momodou Faal

Mr. Faal is a 4-Time U.S. National Champion, three times on the small board - 1979/80/81, and once on the big-board, 1983.

He is the only player that has consistently beaten Mr. Iser Kuperman, the great Russian grand-master who captured the U.S. national championship in 1984/85.

This pamphlet is a result of popular demand from checker players and enthusiasts from the U.S. and abroad.

Mr. Faal is a prodigy of Mr. Baba Sy, the late African Grand-Master and former World Champion. It is fitting and proper that this documentation is dedicated to his memory. It was Mr. Baba Sy that recommended Mr. Faal to the World Checkers Federation in 1970, and since then he’s been a force to reckon with on any board.

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The "NOW" Checkers

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Contents

Chapter One.	Openings (Games continue in chapter 2)
Chapter Two.	Middle-Games (Games continue in chapter 3)
Chapter Three.	End-Games.
Chapter Four.	A selection of Top Master games I played in the 1979/80 A.P.C.A. National Tournaments.

Format (White pieces on top with high numbers and black pieces on the bottom with low numbers.)

Meanings - ! Star move ? Questionable move
 !! Winning move ?? Losing move

NB. All "Openings" are discussed in so far as they cover the opening moves only, and commentary is given as to the nature and strength of each particular opening.

The "Middle-Games" begin from the end of the "openings", in other words, the first move in the middle-games section progresses from the last move in the opening section, and commentary is given as to the idea played for in each of the "middle-games".

Finally, the "End-Games" likewise progress from the middle-games section in the same manner as the latter progressed from the "Openings", so as to give it all a complete comprehensive whole. Game 1 in the "Openings" correspond to Game 1 in the "Middle-Games", and also Game 1 in the "End-Games". To study Game 1 in total, you must consult chapters 1, 2, and 3. The rest of the games, needless to say, must all be studied in the same way.

Let me add here that there is no set number of moves that constitute an “opening” or signal the beginning of the “middle-game”. This is just an arbitrary determination to facilitate the distinction between these two important stages of the game. The same is true for the “middle” and “end-games”.

Style

The approach of this book is highly unorthodox, and is quite often a radical departure from the classical (book) style of play. All the games herein are thoroughly analyzed and diagrammed so as to help facilitate the flow of information. The nature of the material presented is sometimes very advanced though certain aspects of the book can certainly help any player.

Point of interest

This book is not a substitute, but a supplement, to existing checker books, and it is in that capacity that it is written. Prior books have a lot of fine points, but some of the material in this book is, I believe, more up-to-date, and definitely more relevant to the hard-nose checker playing in the U.S. today.

NB.

Before we begin chapter one, I must emphasize not only importance of “Openings”, “Middle-Games” and “End-Games”, but how to get the most out of each of them.

Openings “Openings”, of course, are an important part of a checker players game. You cannot play a good game period unless and until your opening is sound. The quickest way to study “Openings” is through books, but the most effective way is constant practice.

There are seven possible “openings” namely

1. 9-13 2.9-14 3.10-14 4.10-15 5.11-15 6.11-16 and 7.12-16.

All of them, with the exception of 9-13 which is considered weak, should result in a draw, if played right from beginning to end. This past statement in itself highlights and emphasizes the need to “book-up” since very few players in the world can play a variant of this game from beginning to end without committing a single mistake.

Middle-Games Most players lose a lot of games during this stage of the game, mainly for two reasons: -

1. By not knowing what to do with their “middle-games”
2. By merely moving into empty squares, so to speak.

The “Middle-Game” is a fascinating part of any game, and a player who knows something about it has a tremendous edge over an opponent who does not. There are a finite numbers of “middle-games” and interestingly enough, different “openings” can develop into the same “middle-game”. Therefore, it is advisable to always try to maneuver an “opening” into a set of familiar “middle-games”.

Most players fail to realize they should be playing for “something”; and that “something” will henceforth be referred to in this section as the “IDEA”. A list of “IDEAS” is furnished at the end of this discussion to provide you with a variety of options to bare in mind, on a game-by-game basis. It is my belief that all great checker players, past and present, always play for an “IDEA” or a combination of “IDEAS”.

It is important to identify the particular problem you're faced with, and then decide which “IDEA” or “IDEAS” to use to effectively combat or frustrate that given situation. Of course, you wouldn't be able to deal with any situation until you know certain basics of the game – the knowledge of which is paramount to effective checker playing.

List of “IDEAS”

1. Whenever and wherever possible occupy square 14 and/or square 19. It usually is the difference between winning, drawing or losing the game.
2. While adequately defending your weak side, attack your opponent's weak side – by weak side I mean where there are fewer checkers.
3. Always be prepared to sacrifice a checker to gain control of the board. You can sacrifice two for the king, but never sacrifice three or more checkers unless you absolutely have to.
4. Try to maintain a hitting-power at all times, it can win you games or get you out of trouble.
5. Never allow fewer checkers to tie-up or lock-up more of your checkers, but always strive to accomplish just that.
6. If you must lose a checker don't wait until its too late., give it up early and try to gain position. Remember, position in some instances is far better than a checker.
7. Attack but never over-play or over-extend your position and/or your pieces. Aggressive playing is fine, but playing too aggressively can be disastrous.
8. Never wait for a swing.
9. Where you move or countermove ought to always reflect what your opponent is trying to do or can do.
10. Never lose the same game the same way, a different move usually changes the game into another variation.
11. Always jockey for position.

End-Games “End-Games” are the artistic touch and finesse of the greatest game on earth – checkers. They are by far the most important part of any game. It is to no surprise, therefore, that most games are won or lost during this stage of the game.

A player who possesses end-game skill can make his own miracles happen. Every player should approach this part of the game with these important ideas in mind:-

1. **Caution** – Be extremely cautious of each move, whether or not you have the advantage.
2. **Analysis** – Simply stated ... there is no substitute for thorough accurate analysis. Read moves ahead.
3. **Preparedness** – Be ready to split if you realize you cannot win. Some players lose games by waiting until its too late.

Games

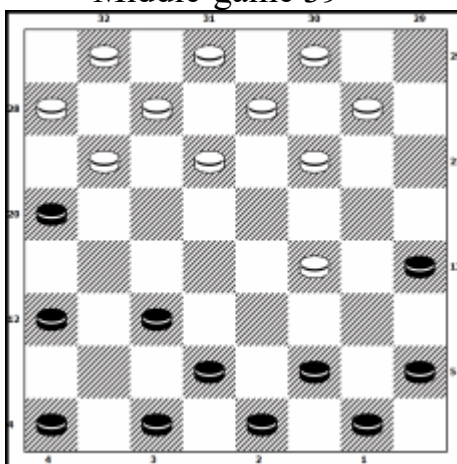
9-13 Openings

Game 1.

1.9-13 22-18!	2.11-16 18-14
3.10x17 21x14	4.16-20 25-22
5.8-11 29-25	

The 9-13 opening or the **Edinburgh group** is the weakest first move on the board since it immediately allows white to take initiative in the center. We sometimes refer to this position as the "**Pole**", but whatever name is attached its not recommended for black.

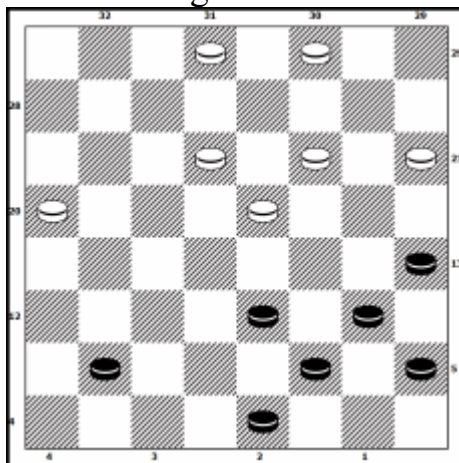
Diagram 1
Middle-game 39



6.11-16 23-19	7.16x23 27x18
8.20x27 32x23	9.4-8 28-24
10.8-11 24-20!	11.6-9 23-19
12.1-6 19-15!	13.3-8 25-21!
14.7-10 14x16	15.12x10 26-23!

("IDEAS" utilized -> Nos. 1 and 4)

Diagram 40
End-game 113



16.8-11 31-27 17.9-14!

[17.10-14? 27-24! 18.6-10 24-19! 19.2-7 30-26! 20.14-17 21x14 21.10x17 19-15!
White wins.]

17...18x9

18.5x14 22-18

19.6-9 30-25

20.13-17! 20-16!

21.11x20 27-24

22.20x27 23x32

23.14x23 21x5

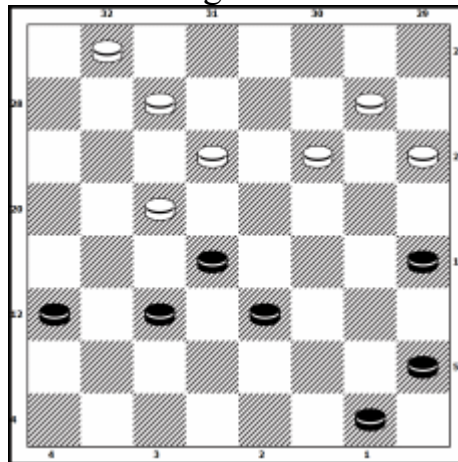
24.23-26 Draw. 1-1

Game 2.

**1.9-13 22-18! 2.10-15 26-22!
3.6-10**

[3.7-10 21-17! 4.2-7! 25-21 5.15-19! 24x15! 6.10x26 30x23 7.7-10 29-25! 8.11-15 18x11 9.8x15 31-26! 10.5-9! (10.6-9 17-14 11.9x18 23x7 12.3x10 26-23 13.4-8 28-24! 14.8-11 24-19!!

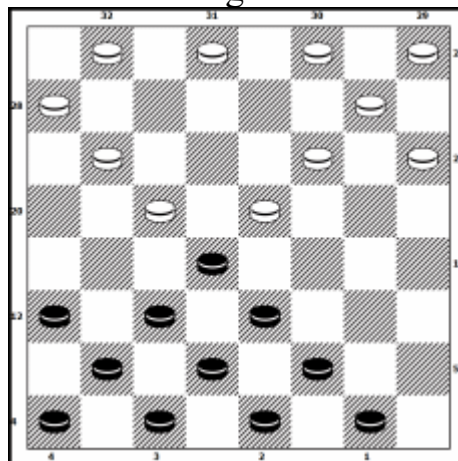
Diagram 2



15.15x31 23-19!! 16.31x17 21x16 17.1-6 25-22! 18.6-10 16-11 19.5-9 19-16 20.12x19 11-8 21.19-23 8-3! 22.10-15 3-12 23.15-19 12-3 24.19-24 22-18 25.23x14 White wins.) 10...17-14 11.9x18 23x7 12.3x10 27-23 13.10-14 23-19 14.15x24 28x19 15.6-10 26-23 16.4-8 22-18 17.8-11 18x9 18.13x6 Draw position.]

**3...23-19 4.5-9 27-23
5.9-14 18x9 6.13x6 23-18**

Diagram 3
Middle-game 41



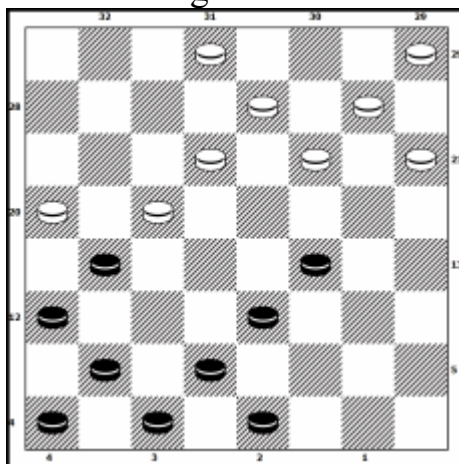
**7.6-9 32-27 8.1-5 27-23!
9.9-14?**

[9.9-13? 21-17! 10.5-9 (10.10-14?? 17x10! 11.15x6 22-17!! White wins))
 10...25-21 11.9-14 18x9 12.13x6 17-14 13.10x26 White wins.]

9...18x9 10.5x14 30-26!
11.11-16 24-20! 12.15x24 28x19

("IDEAS" used -> Nos. 2 and 13)

Diagram 42
 End-game 114

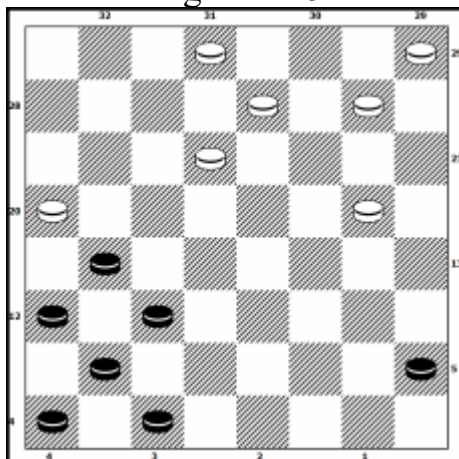


13.7-11

[13.14-17? 22x13! 14.10-14 20x11 15.8x24 31-27!! 16.24x22 25x9 White wins.]

13...22-18! 14.2-7 18x9
15.10-15 19x10 16.7x5 21-17

Diagram 115



17.3-7 23-18! 18.7-10 18-14!
19.10-15 25-21! 20.15-19 26-22!
21.19-23 22-18 22.16-19 18x27
23.19-24

[23.19-23 27x18 24.11-16 20x11 25.8x13 14-10 26.5-9 10-7 White wins.]

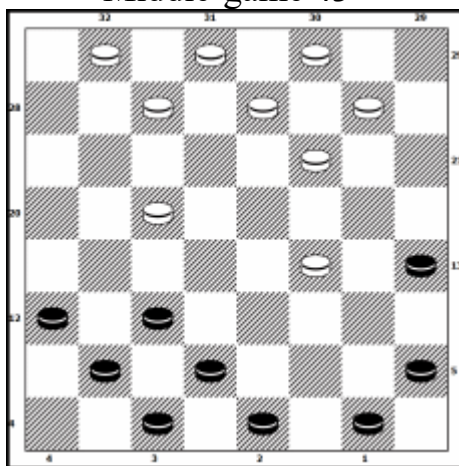
23...14-9! 24.5x14 17x10
25.24-28 27-24! 26.28x19 10-6
27.11-16 20x11 28.8x15 6-1!
29.12-16 31-27 White wins. 0-2

Game 3.

1.9-13 22-18!	2.6-9 18-14!
3.9x18 23x14	4.10x17 21x14
5.11-15 25-22	6.8-11 29-25
7.4-8 24-19	8.15x24 28x19

(Delayed "Reversed Pole" opening much better for white)

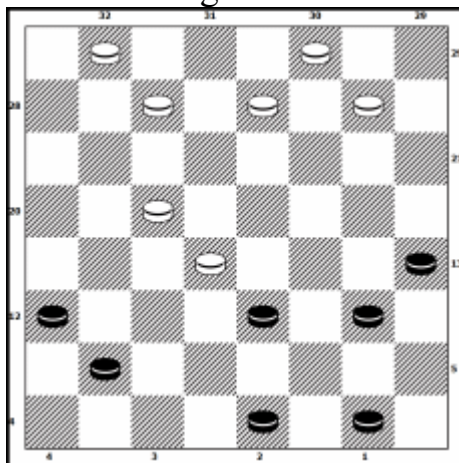
Diagram 4
Middle-game 43



9.11-16 22-18	10.16x23 26x19
11.7-10 14x7	12.3x10 31-26
13.5-9 18-15	

("IDEAS" played for -> Nos. 1 and 15)

Diagram 44
End-game 116



14.10-14 27-24 15.2-7 24-20

16.1-6 32-27!

[16...26-23? 17.14-17! 25-21? 18.17-22 23-18 19.22-25 21-17 20.13x22 30x21 21.22-26 21-17 22.8-11 15x8 23.12x3 17-14 24.9-13 18-15 25.13-17! 14x21 26.26-30 Black wins.]

17.14-17 25-22 18.9-14 27-23

19.7-11 23-18! 20.14x16 30-25

21.11x18 20x4 22.17-21 22x15

23.21x23 15-10 Draw. 1-1

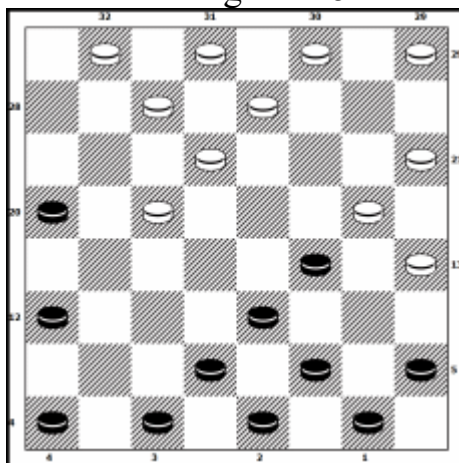
9-14 Openings

Game 4.

1.9-14	22-17	2.11-16	24-19
3.8-11	25-22	4.16-20	17-13
5.11-15	22-17	6.15x24	28x19

("Alley" game - pretty even opening so far)

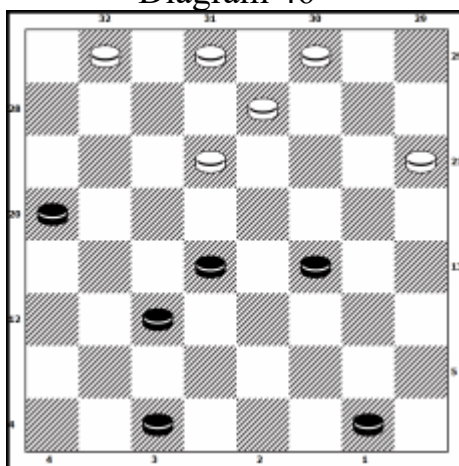
Diagram 5
Middle-game 45



7.4-8

[7.7-11 19-16 8.12x19 23x7 9.2x11 26-23 10.11-15 23-18 11.15x22 17x26 12.10-15 29-25 13.6-9 13x6 14.1x10 25-22 15.5-9 22-17 16.4-8 17-13 17.8-12! (17.8-11? 13x6 18.10x1 27-23!

Diagram 46



19.15-18 23-19!! Black loses a checker and white should consequently win) 17...13x6 18.10x1 26-22 19.3-7 30-26 20.12-16 27-24 21.20x27 31x24 22.1-6 26-23 23.6-10! 24-20! 24.7-11 32-27! 25.15-19 22-18 26.19x26 18x9 Draw position.]

7...26-22 8.8-11

[8.7-11 22-18! 9.11-16 18x9 10.5x14 23-18 11.14x23 19x26 12.8-11 29-25 13.11-15 17-14 14.10x17 13x22 Even game.]

8...29-25

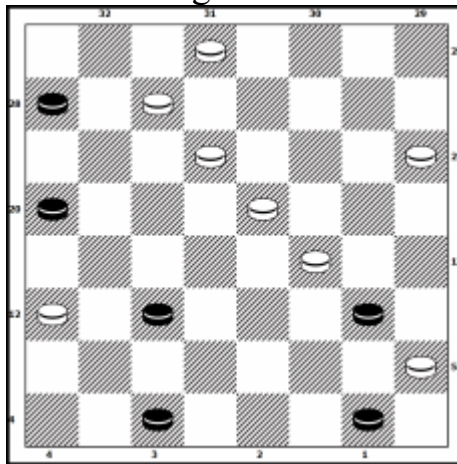
9.11-15 32-28

10.15x24 28x19

11.14-18!

[11.5-9? 30-26 12.14-18 22x15! 13.9-14 25-22 14.14-18 23x14 15.12-16 19x12 16.10x19 22-18! 17.19-24 14-9! 18.24-28 9-5! 19.7-11 17-14! 20.6-9 13x6 21.2x9 26-23!]

Diagram 47



22.9-13 (22.3-7 23-19! 23.11-16 27-23 24.28-32 31-27 25.7-11 19-15! 26.9-13 12x19! 27.32-28? 15x8 28.28x22 8-4! 29.22-31? 4-29!! 30.31x24 21-17! White wins.

This careful analysis and run down brings an end to an era - an era when move 5-9 on the 11th move was considered safe and advisable. But with the advent of THE NEW CHECKER MENTALITY (The "NOW" Checkers) its not advisable anymore.)

22...14-10! 23.28-32 27-24! 24.20x27 31x24 25.32-28? 23-19?? 26.11-16?? 19-15 White wins.]

11...22x15

12.10-14! 17x10

13.7x14 30-26

14.3-7! 13-9!

15.6x13 25-22

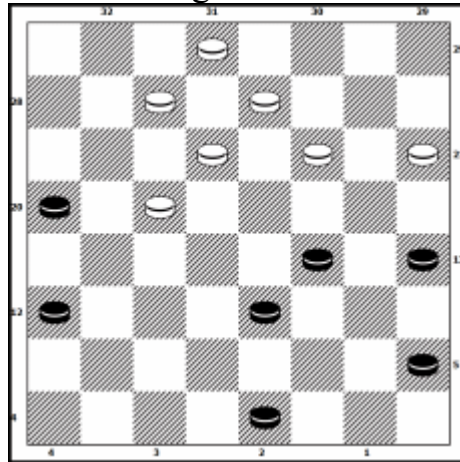
16.7-10!

[16.14-17? 21x14 17.7-10 14x7 18.2x25 26-22 19.25x18 23x14 20.1-6 27-23!! White wins. (20...31-26 21.20-24! 19x28 22.6-9 26-23 23.9x18 23x14 24.5-9 14x5 25.13-17 5-1 26.17-22 Draw position.)]

16...15x6 17.1x10

(IDEAS" utilized -> Nos. 7 and 11)

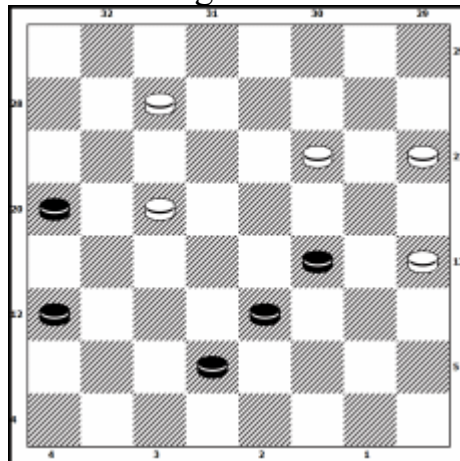
Diagram 48
End-game 117



17... 22-17	18.13x22 26x17
19.10-15! 19x10	20.14x7 23-19
21.5-9! 17-13	22.9-14 31-26
23.7-10 26-22	24.2-6!

[24.2-7??

Diagram 118



24... 22-17!! 25.7-11 13-9! 26.14x5 17-14! 27.10x17 21x14 28.11-16 19-15! 29.16-19 15x24 30.12-16 14-10 31.5-9 10-7 32.9-14 7-3!! 33.14-18 3-12 White wins.]

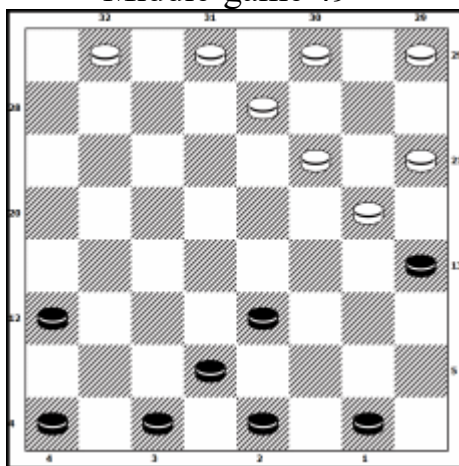
24...27-23	25.12-16! 19x12
26.10-15! 22-18	27.15x22 12-8
28.14-17! 21x14	29.22-25 Draw. 1-1

Game 5.

1.9-14 22-17	2.11-16 24-19
3.8-11 25-22	4.11-15 23-18
5.15x24 18x9	6.5x14 28x19
7.16x23 27x9	8.6x13

("Alley" Game still, but different variation from the preceding game)

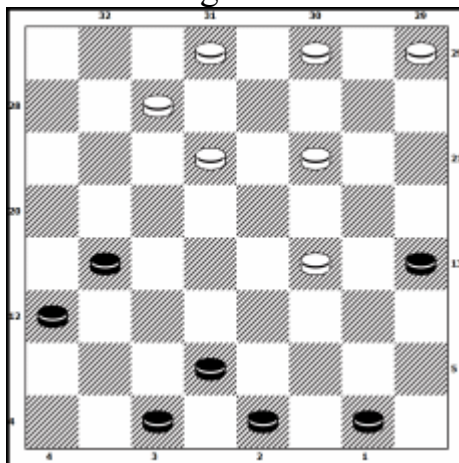
Diagram 6
Middle-game 49



8... 17-14	9.10x17 21x14
10.4-8 26-23	11.12-16 32-27
12.8-12	

("IDEAS" played for -> Nos. 13 and 15)

Diagram 50
End-game 119



12... 22-18 13.7-10 14x7
 14.3x10 27-24 15.2-7 29-25!
 16.7-11 25-22 17.16-20!

[17.10-15? 18-14!! 18.1-6 24-20! 19.15-19 14-9 20.19x17 9x2! 21.17-22 31-27! 22.13-17 27-24! White wins.]

17...31-27! 18.10-14 18x9
 19.13x6 22-18 20.6-10! 24-19
 21.11-16! 30-25 22.1-5 25-22
 23.5-9! 22-17!

[23...18-15? 24.10-14! 22-18? 25.9-13! 18x9 26.13x6 15-11 27.16x7 23-18 28.7-11!!
 Winning position for black.]

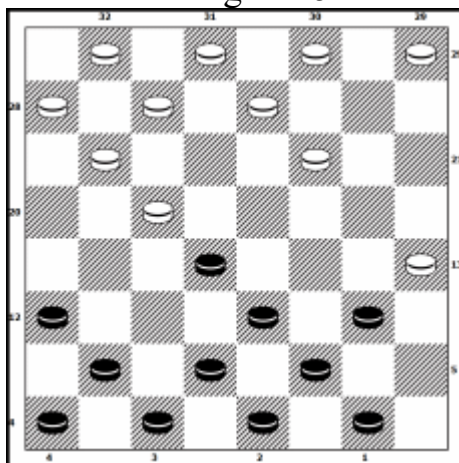
24.9-13 18-15 25.13x22 15x6
 26.22-26 23x30 27.16x32 6-1
 28.32-28 30-26 29.12-16 1-5 Draw. 1-1

Game 6.

- | | |
|---------------------|----------------------|
| 1.9-14 22-18 | 2.6-9 25-22 |
| 3.9-13 18x9 | 4.13x6 21-17 |
| 5.5-9 17-13 | 6.11-15 23-19 |

("Swing Back" opening, even so far, but middle-game should yield a lot of excitement.)

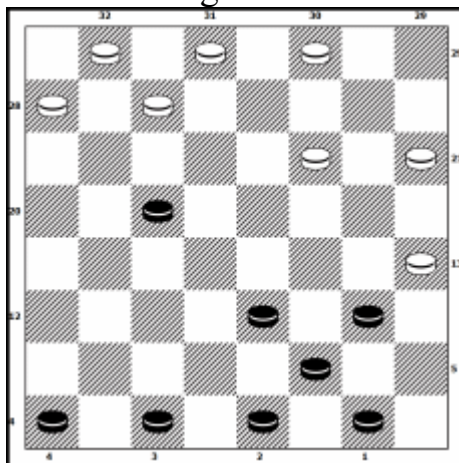
Diagram 7
Middle-game 51



- | | |
|-----------------------|-----------------------|
| 7.7-11 29-25 | 8.11-16 25-21 |
| 9.16x23 26x19 | 10.8-11 27-23 |
| 11.11-16 24-20 | 12.15x24 20x27 |
| 13.16-19 23x16 | 14.12x19 |

("IDEAS" implemented -> Nos. 9 and 13)

Diagram 52
End-game 120



- | | |
|-------------------------------------------------|------------------------|
| 14... 22-18 | 15.19-23! 18-15 |
| 16.10x19 27x18 | 17.9-14! 18x9 |
| 18.1-5 32-27 | 19.5x14 27-24 |
| 20.4-8 24x15 | 21.3-7 15-10? |
| 22.6x15 21-17 | 23.14x21 13-9 |
| 24.15-18! 9-5 | 25.18-22 5-1 |
| 26.22-25 Slight advantage for black. 1-1 | |

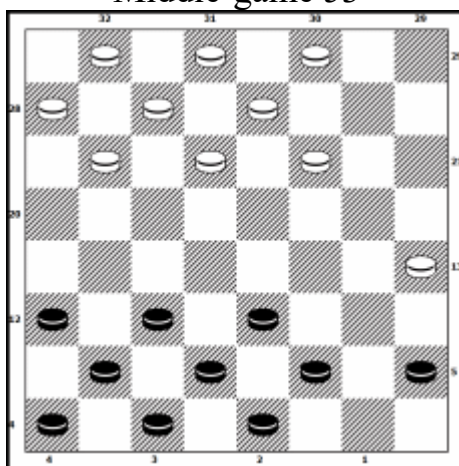
10-14 Openings

Game 7.

1.10-14 22-17! **2.6-10 17-13**
3.1-6 25-22 **4.14-17 21x14**
5.9x25 29x22

(This opening exploits black's "**Double Corner**" which under normal situations shouldn't be dismantled so early in the game.)

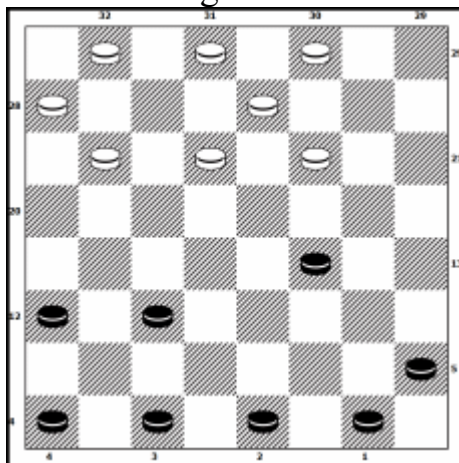
Diagram 8
Middle-game 53



6.11-15 23-19 **7.8-11 27-23**
8.6-9 13x6 **9.10x1 19x10**
10.7x14

("IDEAS" utilized -> Nos. 9 and 15)

Diagram 54
End-game 121



10...32-27 11.1-6 24-20
12.6-10 27-24 13.3-7

[13.3-8? 23-19! 14.11-16 20x11 15.8x15 24-20! 16.15x24 28x19 17.5-9 26-23! 18.9-13 31-26 19.14-17 23-18! 20.17-21 20-16!! Super move, black in trouble.]

13...24-19 14.11-16 20x11
15.7x16 28-24 16.16-20 22-18
17.20x27 31x24 18.4-8 18x9
19.5x14 26-22! 20.8-11! 22-18
21.14-17! 24-20!

[21...18-14?? 22.11-16!! 14x7 23.2x11 30-25 24.17-21!! 25-22 25.21-25! 22x29 26.16-20 23-18 27.20x27 18-14 28.27-32! 14-10 (28...19-16 29.12x19! 14-10 30.32-9! 29-25 31.19-23! 25-21 32.11-15 Black still wins.) 29.12-16! 19x12 30.11-15! 10x19 31.32-18! Black wins.]

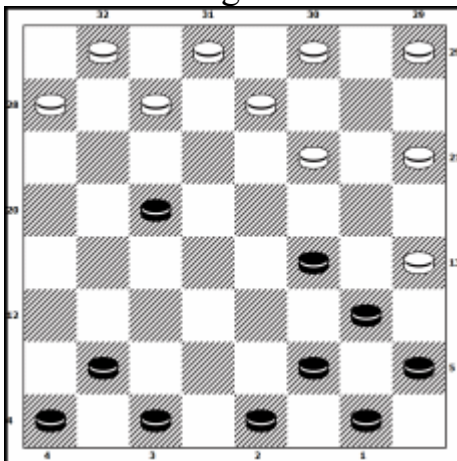
22.17-21 30-26 23.11-15 18x11
24.21-25 19-15 25.10x19 23x16
26.12x19 Draw. 1-1

Game 8.

- | | |
|----------------------|-----------------------|
| 1.10-14 22-17 | 2.7-10 17-13 |
| 3.11-16 25-22 | 4.16-19! 23x16 |
| 5.12x19 24x15 | 6.10x19 |

(Good positional play for black, but still an even game)

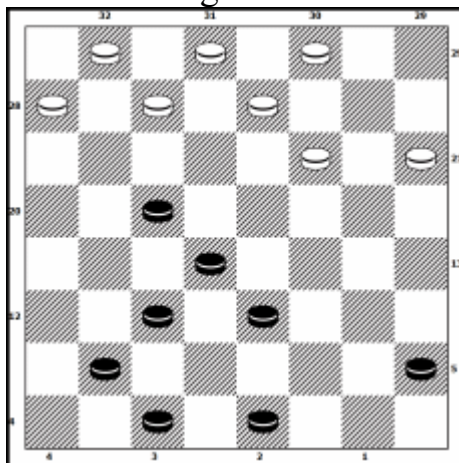
Diagram 9
Middle-game 55



- | | |
|----------------------|---------------------|
| 6...29-25 | 7.8-11 22-17 |
| 8.4-8 17x10 | 9.6x15 13x6 |
| 10.1x10 25-22 | |

("IDEAS" formulated -> Nos. 4 and 9)

Diagram 56
End-game 122



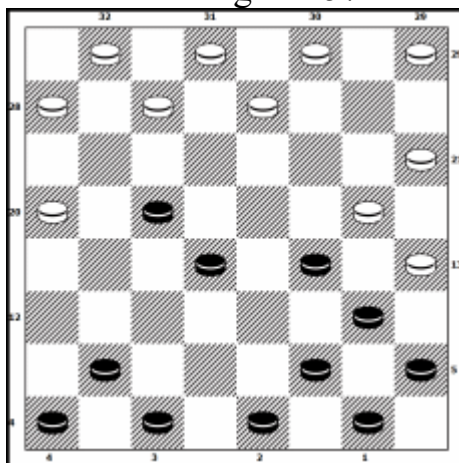
- | | |
|-------------------------------|------------------------|
| 11.2-7! 27-24 | 12.10-14 22-17 |
| 13.5-9 17x10 | 14.7x14 31-27 |
| 15.3-7 24-20 | 16.9-13 27-24! |
| 17.14-18! 26-23 | 18.19x26 30x14 |
| 19.15-19 24x15 | 20.11x9 32-27 |
| 21.9-14 27-23 | 22.8-11 28-24 |
| 23.7-10 24-19 | 24.11-15 20-16! |
| 25.15x24 16-12 | 26.24-28 12-8 |
| 27.10-15 8-4 Draw. 1-1 | |

Game 9.

1.10-14 22-17! 2.7-10 17-13
 3.11-16 24-20 4.16-19 23x16
 5.12x19 25-22! 6.10-15? 22-17!

("Pole" is too premature - better for white.)

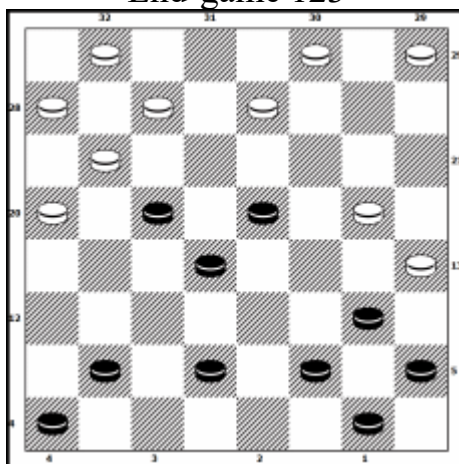
Diagram 10
 Middle-game 57



7.2-7 17x10 8.7x14 27-24!
 9.3-7 31-27 10.14-18 21-17!

("IDEAS" used -> Nos. 2 and 8)

Diagram 58
 End-game 123



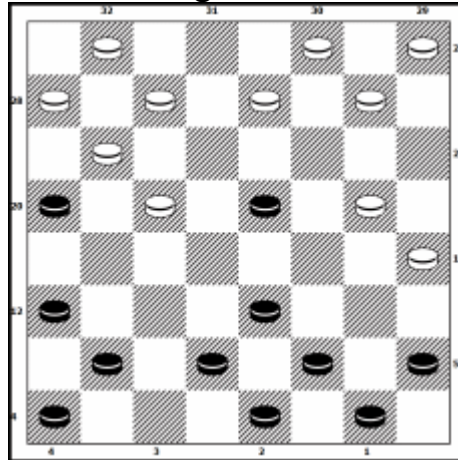
11.18-22? 30-25! 12.22x31 20-16!
 13.19x12 24-20 14.31x24 28x3
 15.8-11 25-22 White wins. 0-2

Game 10.

1.10-14 22-17 2.7-10 17-13
3.3-7! 24-20

[3...23-19 4.11-16! 26-23! (4...27-23? 5.8-11!! 24-20 6.14-18! 23x14 7.16x23! 26x19
 8.9x18 20-16 9.11x20 28-24 10.20x27 32x14 11.10x17 13x22 Slight positional advantage
 for black) 5.16-20 31-26! 6.14-18! 23x14 7.9x18 21-17!

Diagram 11

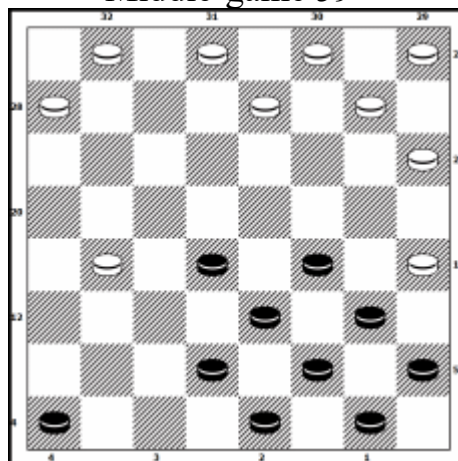


8.5-9! 17-14 9.10x17 13x15 10.7-10! 25-21 11.9-14! 29-25 12.2-7 26-23 13.7-11! 30-26
 14.11x18 25-22! 15.18x25 21x30 Back to even game.]

4.11-15 20-16 5.12x19 23x16
6.8-12! 27-23 7.12x19 23x16

(Black appears to be in-balance, but in reality he is not, provided he takes the right moves.)

Diagram 12
 Middle-game 59



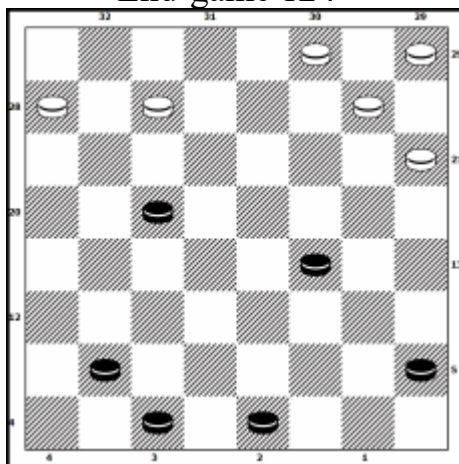
8.7-11! 16x7 **9.10x3! 28-24**
10.4-8 24-20 **11.8-11 31-27**
12.14-18! 26-22 **13.9-14 32-28!**
14.11-16

[14.3-7? 13-9! 15.6x13 22-17 16.13x22 30-26 17.22x24 28x3 18.18-23 3x17 19.23-27 17-22 Advantage for white.]

14...20x11 **15.15x8 22x15**
16.6-9 13x6 **17.1x19**

("IDEAS" utilized -> Nos. 1 and 5)

Diagram 60
 End-game 124



17...27-23 **18.19x26 30x23**
19.8-11 25-22 **20.11-15 23-19**
21.15x24 28x19 **22.5-9 22-17**
23.2-7 17x10 **24.7x14 19-15**
25.9-13 29-25 **26.3-7! 25-22**
27.14-18 Draw. 1-1

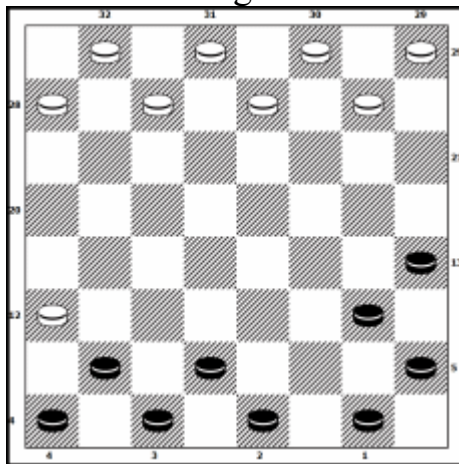
10-15 Openings

Game 11.

- | | |
|----------------------|-----------------------------|
| 1.10-15 23-19 | 2.6-10 22-17 |
| 3.9-13 17-14 | 4.10x17 21x14 |
| 5.12-16 19x12 | 6.15-19 24x15 7.11x9 |

(Good opening moves, for both side - potential for excitement.)

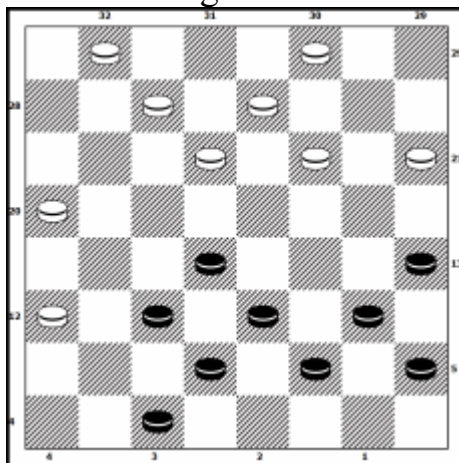
Diagram 13
Middle-game 61



- | | |
|-----------------------|----------------------|
| 7...25-22 | 8.8-11 28-24 |
| 9.1-6 29-25 | 10.4-8 24-20 |
| 11.11-15 27-23 | 12.8-11 31-27 |
| 13.6-10 25-21 | 14.2-6 |

("IDEAS" used -> Nos. 4 and 5)

Diagram 62
End-game 125



14...27-24

15.9-14 24-19!

[15...30-25? 16.3-8 12x3 17.15-18! 22x8 18.7-11! 8x15 19.10x28 3x17 20.13x29 Slight advantage for black but not enough to win.]

16.15x24 20x27

17.6-9 23-18

18.14x23 27x18

19.9-14 18x9

20.13x6 26-23

21.10-14 30-26

22.11-15 22-17

23.7-10!

[23.6-10? 26-22! 24.5-9 32-28! 25.7-11 28-24! 26.9-13 24-20 27.3-7 23-19 28.15x24 20x27 29.11-16 12x19 30.7-11 27-24 31.10-15 17x10 32.15x6 22-18 33.6-9 19-15 34.9-14 15x8 35.14x23 24-19! 36.23x16 8-4 37.16-19 4-18 White wins.]

23...17-13!

24.15-18!

[24.6-9? 13x6 25.10x1 26-22 26.1-6 22-17 27.6-10 32-27 28.15-18 17-13! 29.18-22 13-9! 30.22-25 21x30 31.14-17 9-6! 32.10x1 23-19 33.5-9 19-15 34.9-14 15-11 35.17-22 11-8 36.14-18 8-4 37.1-6 27-24 38.6-10 24-19 39.3-7 12-8 40.10-14 8-3 41.7-10 19-15 White wins.]

24...23-19

25.18-23 26-22

26.23x16 12x19

27.3-7 22-17

28.7-11 32-27

29.14-18 27-24

30.11-15 19-16

31.6-9! 13x6

32.10x1 16-12

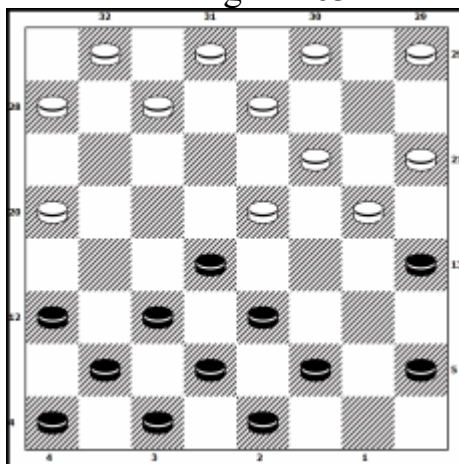
33.18-23 Draw. 1-1

Game 12.

1.10-15 21-17 2.9-13 23-18
3.6-10 25-21 4.1-6 24-20

(Interesting variant - should create a lot of intriguing situations.)

Diagram 14
 Middle-game 63



5.15-19 27-24 6.10-15 32-27
7.6-9 17-14 8.12-16! 21-17!
9.8-12!

[9.7-10? 14x7 10.3x10 17-14! 11.10x17 18-14! 12.9x25 30x14 Better for white.]

9...29-25!

[9...30-25? 10.7-10!! 14x7 11.3x10 Double barrel shot gun, white in trouble and black should win.]

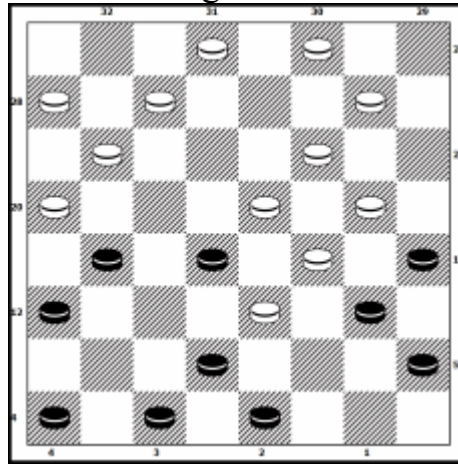
10.19-23!

[10.7-10? 14x7 11.3x10 17-14! 12.10x17 25-21 13.9-14 18x9 14.5x14 27-23! 15.2-7 23-18! 16.14x23 21x14 17.23-27 22-18! 18.15x22 26x17 19.13x22 24x8 20.4x11 31x24 21.16-19 24x8 22.12x3 14-9 White wins.]

10...26x10 11.11-15!!

("IDEAS" formulated -> Nos. 3 and 15)

Diagram 64
End-game 126



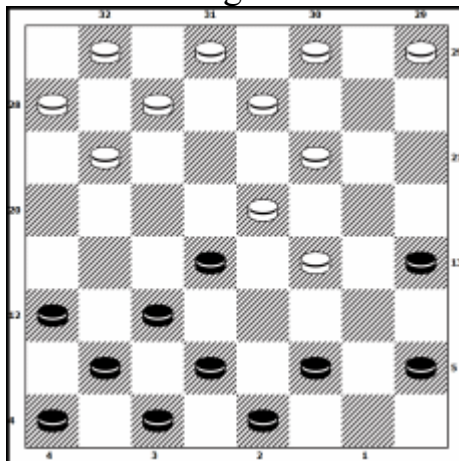
- | | |
|-----------------------------------|-----------------------|
| 11... 18x11! | 12.9x18 22x15 |
| 13.13x29 10-6! | 14.2x9 11x2 |
| 15.29x8 2x13 | 16.16-19 24x15 |
| 17.8x32 Draw position. 1-1 | |

Game 13.

- 1.10-15 21-17 2.9-13 23-18**
- 3.6-10 25-21 4.1-6 17-14**
- 5.10x17 21x14**

(Another interesting opening variation - even so far, but promises to be very interesting.)

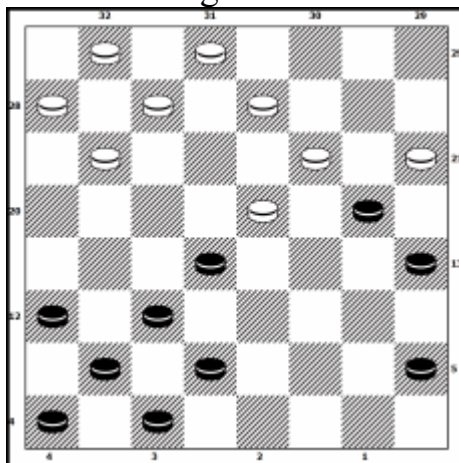
Diagram 15
Middle-game 65



- 6.6-10 29-25 7.10x17 25-21**
- 8.2-6 21x14 9.6-10 30-25**
- 10.10x17 25-21**

("IDEAS" implemented -> Nos. 2 and 6)

Diagram 66
End-game 127



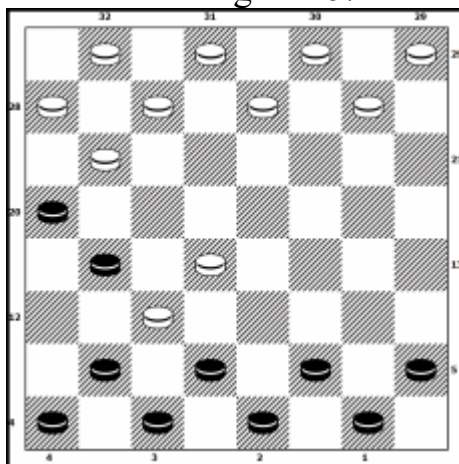
- | | |
|---------------------------|-----------------------|
| 11.12-16 21x14 | 12.7-10 14x7 |
| 13.3x10 27-23 | 14.8-12 24-19 |
| 15.15x24 28x19 | 16.5-9! 19-15! |
| 17.10x19 32-28! | 18.9-14 18x9 |
| 19.13x6 22-18! | 20.6-9 31-27! |
| 21.4-8 27-24 | 22.16-20 23x7 |
| 23.20x27 28-24 | 24.27x20 7-2 |
| 25.9-14 18x9 | 26.8-11 2x16 |
| 27.12x19 Draw. 1-1 | |

Game 14.

1.10-15 23-18 2.12-16 21-17
3.16-20 17-14 4.11-16 18x11
5.9x18! 22x15

(Now, this opening is by far the most complicated of the ones played so far. Interestingly enough, I played this same opening with Vladimir Kaplan, former champion of the U.S., in the 1977 A.P.C.A. tournament in Atlanta, GA. Kaplan playing black and I, white.)

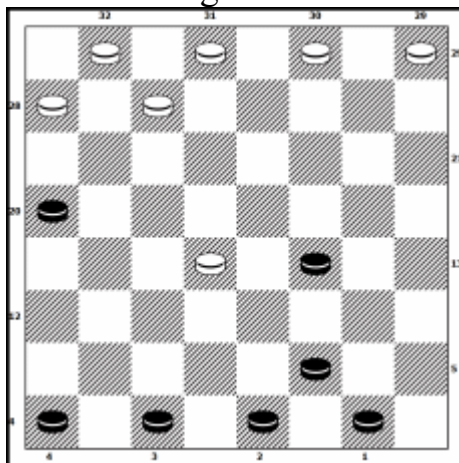
Diagram 16
 Middle-game 67



6.16-19! 15-10! 7.8x15! 26-22!
8.7x14 22-18! 9.15x22 25x9
10.5x14 24x15

("IDEAS" formulated -> Nos. 9 and 11)

Diagram 68
End-game 128



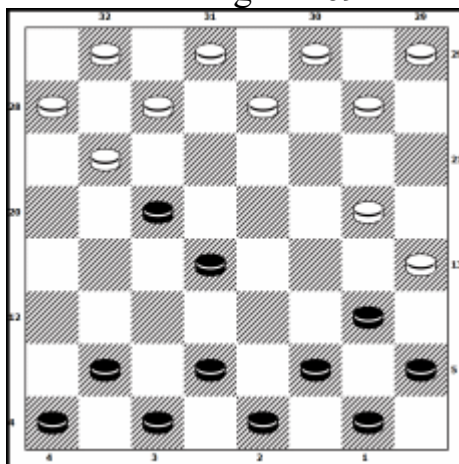
- | | |
|--------------------------------|-----------------------|
| 11.4-8 29-25 | 12.2-7 28-24! |
| 13.7-11 31-26 | 14.11x18 26-22 |
| 15.6-9 22x15 | 16.1-6 24-19 |
| 17.3-7 27-23! | 18.9-13 30-26 |
| 19.6-9 32-27 | 20.8-12 25-21 |
| 21.7-10 15x6 | 22.9x2 26-22 |
| 23.13-17! 22x13 | 24.2-6! 19-15 |
| 25.12-16 21-17 | 26.14x21 15-10 |
| 27.6x15 13-9 | 28.15-19 9-6! |
| 29.19x26 6-1! Draw. 1-1 | |

Game 15.

1.10-15 22-17 2.11-16 17-13
3.16-19 23x16 4.12x19 21-17!

(Another fascinating but even opening, as of now)

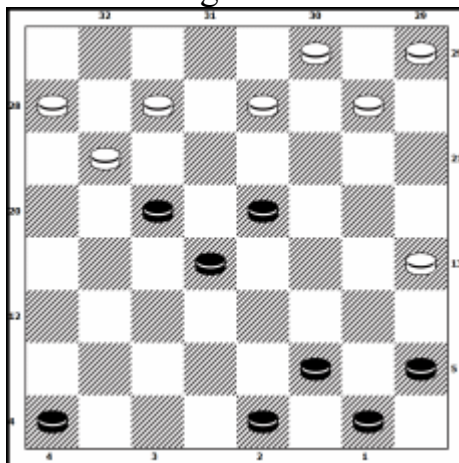
Diagram 17
 Middle-game 69



5.9-14 17x10 6.7x14 27-23
7.8-12 23x16 8.12x19 31-27
9.3-8! 27-23 10.8-12 23x16
11.12x19 32-27 12.14-18

("IDEAS" utilized -> Nos. 5 and 11)

Diagram 70
End-game 129



- 12...25-21
- 13.4-8 29-25
- 14.8-11 26-23
- 15.19x26 30x14
- 16.6-9 13x6
- 17.2x18 25-22
- 18.18x25 21x30
- 19.1-6!

[19.15-18? 24-19! 20.18-22 28-24 21.5-9 24-20 22.9-14 19-16 23.11-15 16-12 24.15-19? 20-16! 25.22-26 30x23! 26.19x26 27-23! 27.26x19 16x23 28.14-17 12-8 White wins.]

- 19...27-23
- 20.6-10 24-20
- 21.5-9 23-19
- 22.15x24 28x19
- 23.11-15 19-16
- 24.15-18 Draw. 1-1

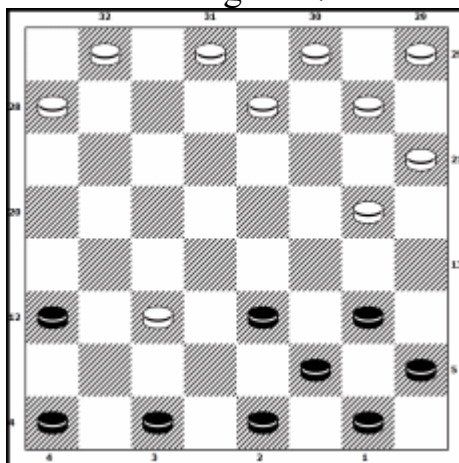
11-15 Openings

Game 16.

1.11-15 23-19 2.8-11 22-17
3.11-16 24-20 4.16x23 27x11
5.7x16 20x11

(An old variant but, nevertheless very interesting)

Diagram 18
Middle-game 71



6.3-8 28-24 7.8x15 24-20
8.4-8 17-13 9.9-14

[9.10-14 31-27 10.8-11 27-24 11.12-16 25-22! 12.14-17 21x14 13.9x25 29x22 14.16-19 32-28 15.2-7! (15.5-9? 22-18! 16.15x31 24x8 Advantage for white.) 15...22-17 16.6-9 13x6 17.1x10 26-23 18.19x26 30x23 19.5-9 17-13 20.9-14 24-19 21.15x24 28x19 22.11-15 19-16 23.15-18 16-11 Draw.]

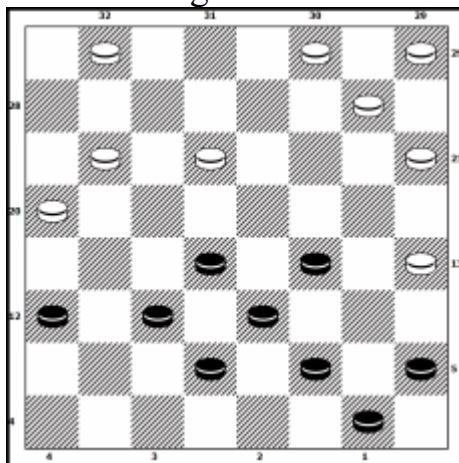
9...31-27 10.8-11

[10.15-19? 21-17! 11.14x21 26-23! 12.19x26 30x23 13.21x30 23-19 14.30x16 20x4 White wins.]

10...26-23 11.2-7! 27-24!

("IDEAS" implemented -> Nos. 13 and 15)

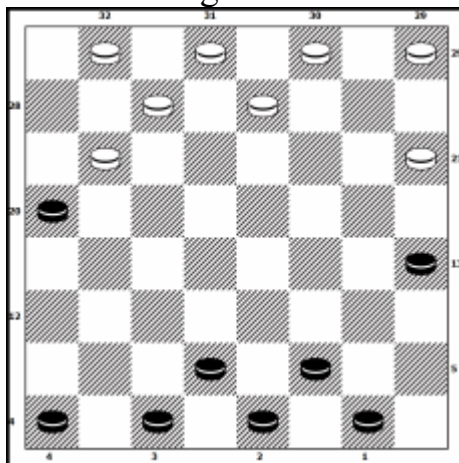
Diagram 72
End-game 130



- | | |
|-----------------------|---------------------------|
| 12.6-9 13x6 | 13.14-18 23x14 |
| 14.10x17 21x14 | 15.1x17 25-22! |
| 16.17x26 30x23 | 17.7-10 23-19 |
| 18.5-9 29-25 | 19.9-13! 25-22 |
| 20.12-16 19x12 | 21.10-14 32-27 |
| 22.14-17 22-18 | 23.15x22 24-19 |
| 24.22-25 19-16 | 25.11-15 Draw. 1-1 |

("IDEAS" used -> Nos. 13 and 15)

Diagram 74
End-game 131



12.4-8 29-25 13.8-11 25-22
 14.6-10 24-19 15.11-15 27-24
 16.20x27 31x24 17.1-5!

[17.2-6? 26-23! 18.6-9 23-18! 19.7-11 19-16! 20.11x27 18x11 21.10-14? 32x23 22.1-5
 22-18! 23.13-17 30-26! 24.9-13 18x9 25.5x14 23-19 White wins.]

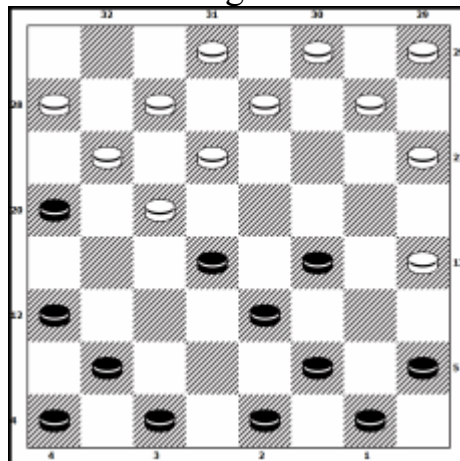
17...32-27 18.3-8! 27-23
 19.5-9! 24-20 20.15x24 20x27
 21.7-11 27-24 22.8-12 23-19
 23.9-14 26-23 24.11-15 24-20
 25.15x24 20x27 26.2-7 22-18
 27.7-11 18x9 28.13x6 23-19
 29.6-9 30-26 30.11-15 27-24
 31.15-18 24-20 32.18-23 26-22 Draw. 1-1

Game 18.

1.11-15 23-19	2.7-11 22-17
3.11-16 27-23	4.16-20 32-27
5.9-14 17-13	

("Lock-Up" variation - very risky game for both sides, a variant like this one hardly draws.)

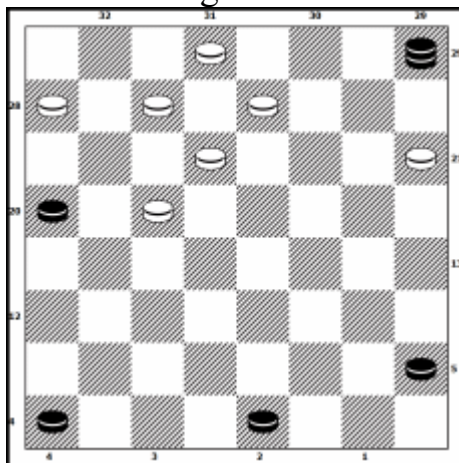
Diagram 20
Middle-game 75



6.6-9 13x6	7.2x9 25-22
8.9-13 30-25	9.5-9 22-18
10.15x22 25x18	11.1-5 18-15!
12.3-7 15x6	13.9x2 29-25!
14.12-16? 19x17	15.13x29 24-19

("IDEAS" established -> Nos. 10 and 11)

Diagram 76
End-game 132



16.29-8 26-22 17.8x29 23-18

18.29x24 28x19 19.5-9 21-17

20.2-7 31-26 21.4-8

[21.7-10? 17-13! 22.9-14 27-23! 23.4-8 26-22 24.14-17? 23-18 25.17x26 18-14! 26.10x17 13x31 27.8-11 31-27 White wins.]

21...17-13 22.9-14 27-23

23.7-11 26-22 24.20-24!

[24.14-17? 13-9! 25.17x26 23x30 26.8-12 9-6! 27.11-15 19x10 28.20-24 6-2 29.24-27 2-13 30.27-32 13-22 31.12-16 10-6 32.16-19! 6-2 33.19-24 Draw.]

24...19x28 25.14-17 22-18

26.17-21 13-9 27.21-25 23-19

28.25-30 19-15 29.30-25 Draw.

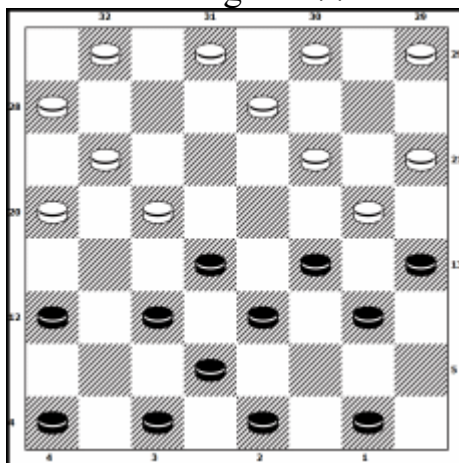
(This was a much better draw than the 14-17 variant.) **1-1**

Game 19.

1.11-15 21-17	2.9-13 25-21
3.6-9 24-20	4.8-11 27-24
5.9-14 23-19	6.5-9!

(Strange opening moves, but so far so good for both sides.)

Diagram 21
Middle-game 77



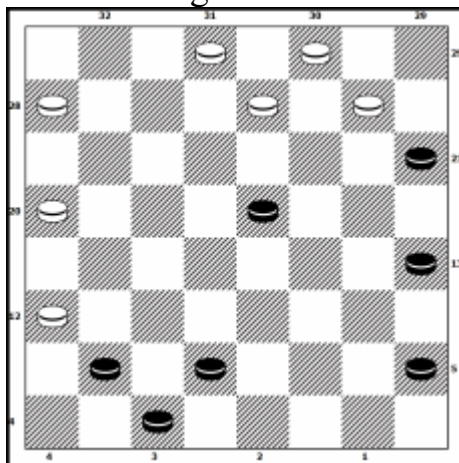
6...26-23	7.1-5 22-18
8.13x22 18x25	9.9-13 31-26
10.2-6!	

[10.4-8? 32-27 11.2-6? 20-16! 12.11x20 19-16! 13.20x11 24-19! 14.15x22 25x2 White wins.]

10...32-27	11.6-9! 19-16
12.12x19 23x16	13.4-8 16-12
14.14-17 21x14	15.10x17 27-23
16.9-14 25-22	17.15-18 22x15
18.11x27 24x31	19.17-21 29-25
20.14-18!	

("IDEAS" played for -> Nos. 8 and 15)

Diagram 78
End-game 133



20...28-24

21.8-11!

[21.5-9? 24-19 22.9-14 31-27! 23.13-17?? 26-22!! 24.17x26 30x23 25.21x30 27-24 26.18x27 24x31 27.30x16 20x2 White wins.]

21...26-22

22.18-23 31-26

23.5-9 26x19

24.9-14! 19-15

25.11x18 22x15

26.3-8 12x17

27.13x29 15-10

28.29-4

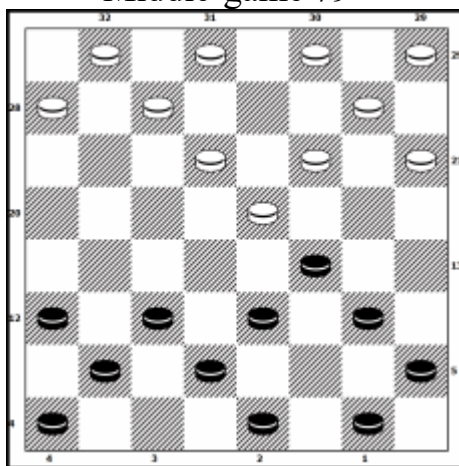
Slight advantage for white but not enough to win. **1-1**

Game 20.

- | | |
|----------------------|----------------------|
| 1.11-15 23-18 | 2.8-11 26-23 |
| 3.10-14 24-20 | 4.6-10 27-24 |
| 5.3-8 24-19 | 6.15x24 20x27 |

(Interesting opening in so far as the potential exists for a wide range of optional approaches.)

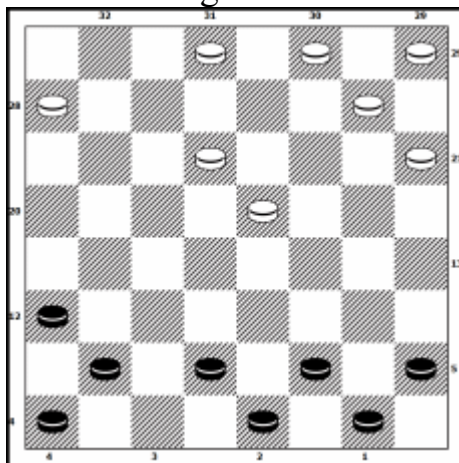
Diagram 22
Middle-game 79



- | | |
|----------------------|-----------------------|
| 7.10-15 27-24 | 8.15-19 24x15 |
| 9.9-13 18x9 | 10.11x27 32x23 |
| 11.13x6 22-18 | |

("IDEAS" maintained -> Nos. 13 and 15)

Diagram 80
End-game 134



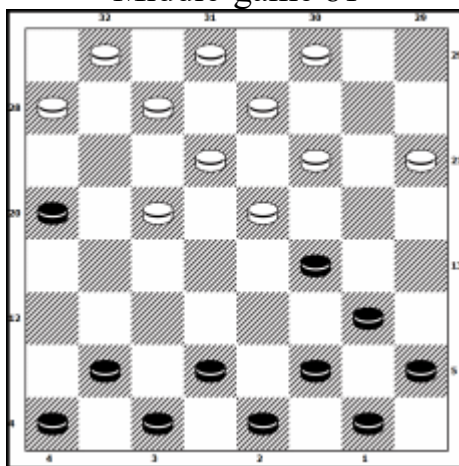
- 12.6-9 31-27 13.9-14 18x9
- 14.5x14 25-22 15.8-11 28-24
- 16.7-10 24-19 17.4-8! 27-24
- 18.11-15 30-25! 19.1-5 22-18
- 20.15x22 25x9 21.5x14 29-25
- 22.8-11 25-22 23.11-15 24-20
- 24.15x24 20x27 25.2-7 27-24 Draw position. 1-1

Game 21.

1.11-15 22-18	2.15x22 25x18
3.12-16 29-25	4.10-14 25-22
5.16-20 24-19	

("Single Corner" swap opening variant - a lot of interesting situations can develop on both sides.)

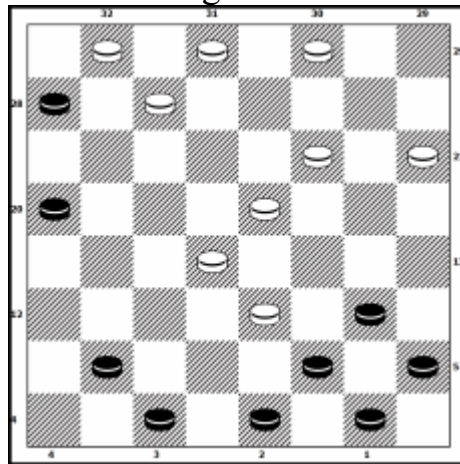
Diagram 23
Middle-game 81



6.8-12 28-24	7.7-11? 19-15!
8.4-8? 22-17!	9.11-16 17x10
10.16-19 23x16	11.12x28 26-22!!

("IDEAS" utilized -> Nos. 8 and 10)

Diagram 82
End-game 135



12.8-12

[12.2-7? 27-23! 13.7x14 21-17! 14.14x21 15-10 15.6x15 18x4 White wins.]

12...27-24

14.28x19 15x24

16.3-7? 24-20

18.1-6 32-27

20.6-10 23-19!

22.6-9 18-15

24.13-17 11-7 White wins. 0-2

13.20x27 31x24

15.6x15 18x11

17.7x16 20x11

19.9-13 27-23

21.2-6 22-18

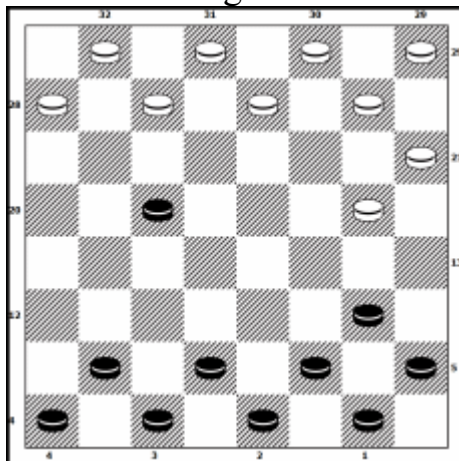
23.10-14 30-26

Game 22.

1.11-15 22-17 2.15-19 23x16
3.12x19 24x15 4.10x19

(Effective positional opening, but black ought to be alert or he might lose his deserted piece on square 19)

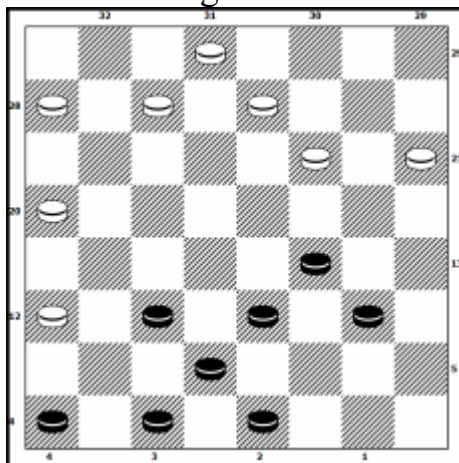
Diagram 24
 Middle-game 83



4...17-14 5.9x18 27-24
6.19-23 26x19 7.5-9 19-16
8.9-14 16-12 9.6-10 30-26
10.1-6 24-20 11.8-11 32-27
12.6-9 25-22 13.18x25 29x22

("IDEAS" formulated -> Nos. 13 and 15)

Diagram 84
End-game 136



- | | |
|-------------------------|-----------------------|
| 14.10-15 27-23 | 15.4-8 31-27 |
| 16.9-13 22-17 | 17.13x24 28x17 |
| 18.11-15! 23-19 | 19.15x24 20x27 |
| 20.7-10 27-23 | 21.8-11 17-14 |
| 22.10x17 21x14 | 23.2-6 23-19 |
| 24.3-7 Draw. 1-1 | |

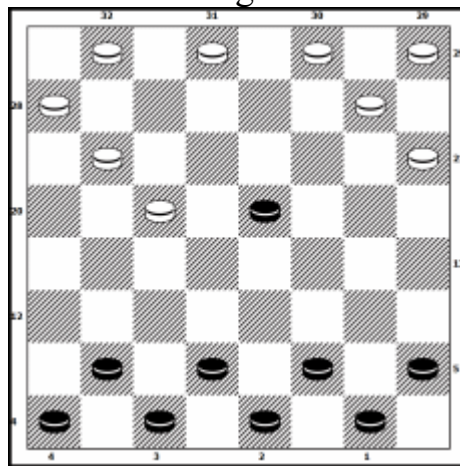
11-16 Openings

Game 23.

1.11-16	22-17	2.16-19	24x15
3.10x19	23x16	4.12x19	17-14
5.9x18	27-24	6.19-23	26x19

(This is the famous or infamous "**Pitch and Squeeze**" opening variant - can be complicated but, otherwise, very interesting.)

Diagram 25
Middle-game 85



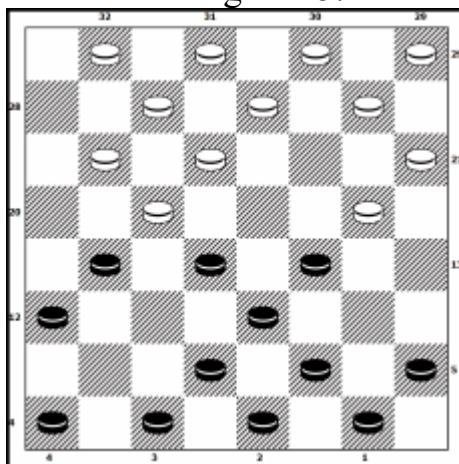
7.5-9	19-16	8.9-14	16-12
9.6-10	31-26	10.1-6!	24-20
11.8-11	32-27	12.6-9	26-23
13.9-13	30-26		

Game 24.

1.11-16 24-19 2.8-11 22-17
3.11-15 28-24 4.9-14

(Exciting opening moves - and good position for both sides.)

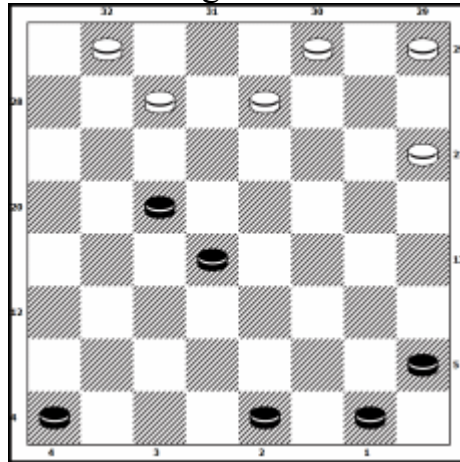
Diagram 26
 Middle-game 87



4...24-20 5.15x24 20x11
6.7x16 27x11 7.3-8 25-22
8.8x15 31-27 9.15-18! 22x15
10.10x19 23x16 11.12x19 17x10
12.6x15

("IDEAS" played for -> Nos. 2 and 8)

Diagram 88
End-game 138



12...29-25

[12...27-23? 13.19-24 23-19? 14.24-27! Black wins.]

13.4-8 26-23

14.19x26 30x23

15.1-6 25-22

16.6-10 21-17!

17.5-9! 23-18!

18.15-19! 18-15!

19.2-6! 15x24

20.9-14! 17-13

21.14-18 22x15

22.10x28 27-23

23.8-11 23-19

24.6-10 13-9

25.11-15 19-16

26.15-18 9-5

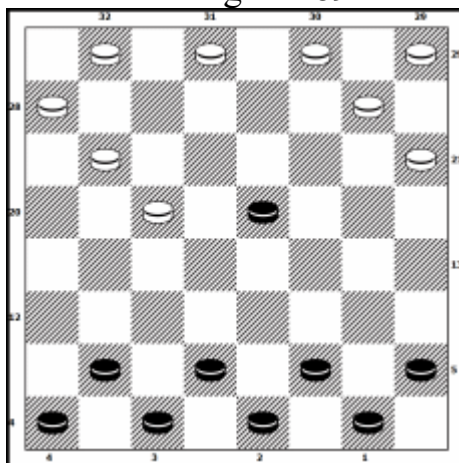
27.18-22 Draw. 1-1

Game 25.

1.11-16 22-17 2.16-19 24x15
3.10x19 23x16 4.12x19 17-14
5.9x18 27-24 6.19-23 26x19

("Pitch and Squeeze" opening again.)

Diagram 27
 Middle-game 89



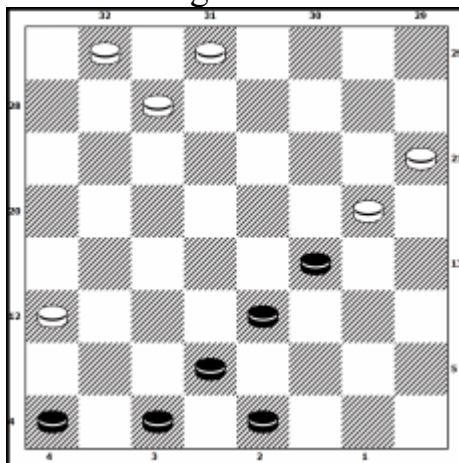
7.5-9 24-20 8.9-14 28-24
9.6-10 19-16 10.1-6 16-12
11.8-11 25-22 12.18x25 29x22
13.6-9!

[13.4-8? 22-17! 14.11-15 24-19 15.15x24 20x27 16.8-11 30-26 17.6-9 26-22! 18.11-15 27-23! 19.7-11 32-28! 20.9-13 28-24 21.2-7 31-27 22.11-16 12x19 23.7-11 22-18! 24.15x22 17x26 25.11-15 19-16 26.13-17 23-19! 27.15-18 16-11 28.18-22 26-23 29.22-26 23x30 30.17-22 11-7 31.22-25 7-2 32.25-29 Definite advantage for white]

13...22-17 14.9-13! 30-26
15.13x22 26x17 16.11-15 24-19
17.15x24 20x27

("IDEAS" used -> Nos. 13 and 15)

Diagram 90
End-game 139



18.14-18!

[18.4-8? 27-23! 19.8-11 31-26! 20.11-15 26-22! 21.2-6 32-28 22.15-18 22x15 23.10x26 17x1 24.26-31 1-15 Advantage for white]

18...27-23

19.18x27 32x23

20.10-14! 17x10

21.7x14 31-26

22.2-6 26-22

23.3-7! 22-18

24.6-9 18-15

25.7-11 15x8

26.4x11 23-19 Draw. 1-1

Game 26.

1.11-16 24-19

2.8-11 22-17

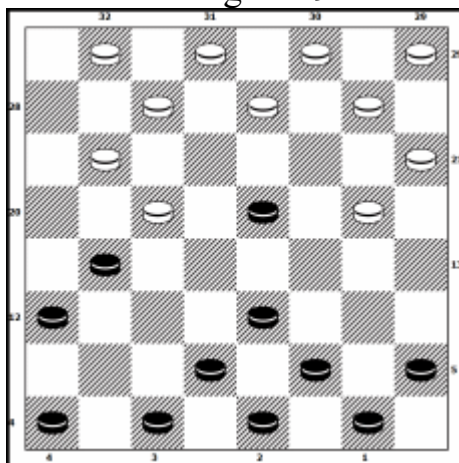
3.11-15 28-24

4.15-18 23x14

5.9x18

(Complicated opening - a game with a lot of demand.)

Diagram 28
Middle-game 91



5...26-23

6.6-9 23x14

7.9x18 31-26!

8.16x23 26x19

9.2-6! 30-26!

10.4-8 32-28!

11.10-15 19x10

12.6x15 25-22!

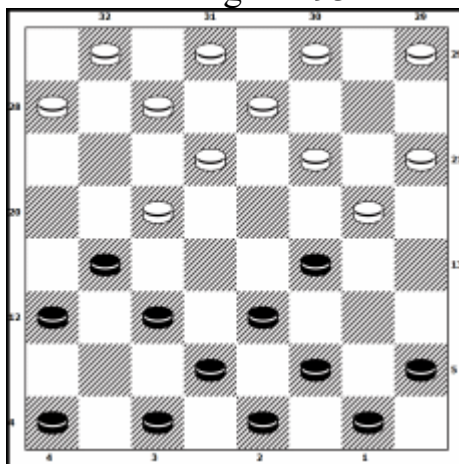
13.18x25 29x22

Game 27.

1.11-16 24-19 2.8-11 22-17
3.9-14 25-22

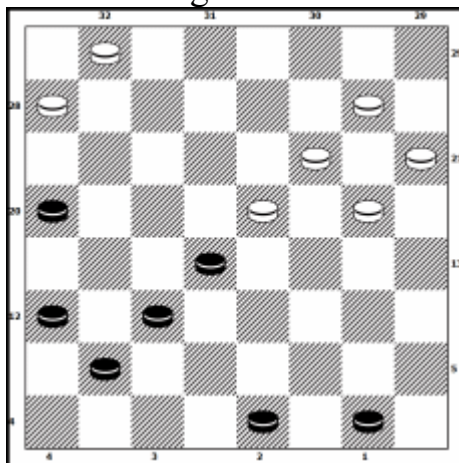
("Alley" game - symmetrical position and even so far.)

Diagram 29
 Middle-game 93



("IDEAS" formulated -> Nos. 11 and 15)

Diagram 94
End-game 141



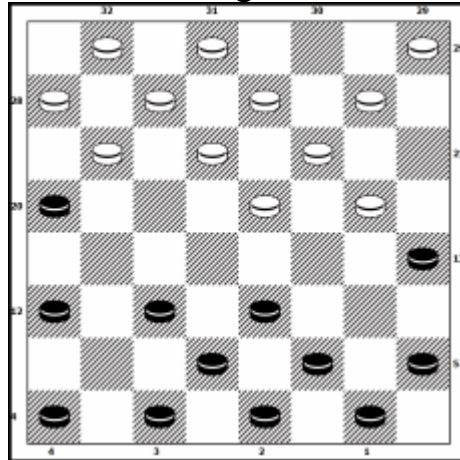
- | | |
|---------------------------|-------------------------|
| 17...18-14 | 18.11-16 14-9 |
| 19.15-19 9-5 | 20.20-24 17-13! |
| 21.24-27 32x23 | 22.19x17 21x14 |
| 23.16-20! 14-9 | 24.12-16! 25-22! |
| 25.16-19 22-18 | 26.8-11! 9-6! |
| 27.1x10 5-1 | 28.10-15 18-14 |
| 29.2-6 1x10 | 30.15x6 14-9 |
| 31.6-10 9-5 | 32.11-16 13-9 |
| 33.19-23 Draw. 1-1 | |

Game 28.

1.11-16 21-17 2.9-13 23-18
3.16-20 26-23 4.8-11 30-26

(Kind of unorthodox responses for white, but nevertheless, very sound.)

Diagram 30
 Middle-game 95



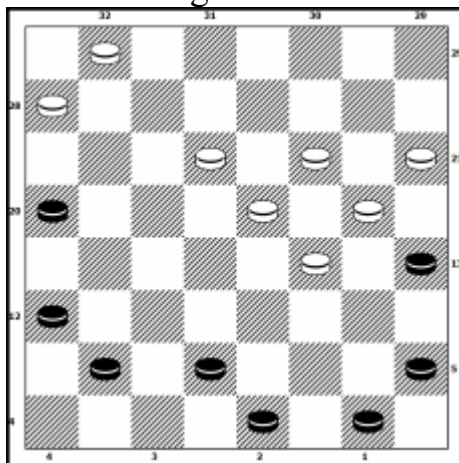
5.11-16 24-19 6.4-8 25-21
7.6-9 19-15! 8.10x19 17-14
9.2-6 29-25! 10.7-11!

[10.6-10 21-17! 11.1-6? 25-21! 12.7-11 14x7 13.3x10? (13.11x2 Jump is also questionable: 27-24 14.20x27 31x15 King shot inevitable unless black goes down a checker.) 13...27-24! 14.20x27 31x15 15.10x19 32-27!! 16.6-10 17-14 17.10x17 21x14 White wins.]

10...27-24 11.20x27 31x15
12.3-7! 21-17! 13.6-10 15x6
14.9x2! 25-21! 15.16-19! 23x16
16.11x20! 26-23!

("IDEAS" played for -> Nos. 3 and 7)

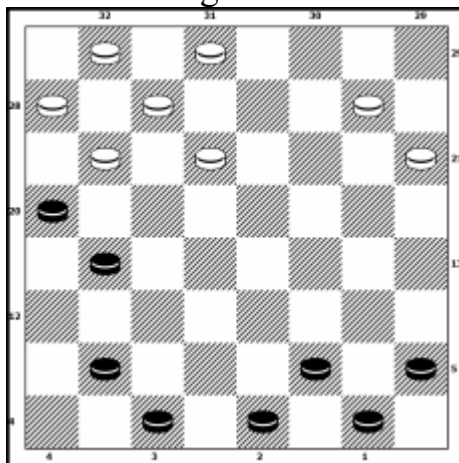
Diagram 96
End-game 142



- | | |
|---------------------------------|------------------------|
| 17.8-11! 14-10! | 18.7x14 17x10 |
| 19.2-6 23-19! | 20.6x24 28x19 |
| 21.1-6 21-17! | 22.12-16! 19x12 |
| 23.6-10 18-14! | 24.10-15 22-18 |
| 25.13x22 18x25 | 26.20-24 25-22! |
| 27.24-28 22-17 | 28.15-19 14-10 |
| 29.19-24 10-6! Draw. 1-1 | |

("IDEAS" utilized -> Nos. 13 and 15)

Diagram 98
End-game 143



- | | |
|-----------------------------------|-----------------------|
| 14... 25-22 | 15.3-7 23-19 |
| 16.16x23 27x18 | 17.20x27 32x23 |
| 18.7-10 31-27 | 19.10-14 18x9 |
| 20.5x14 Draw position. 1-1 | |

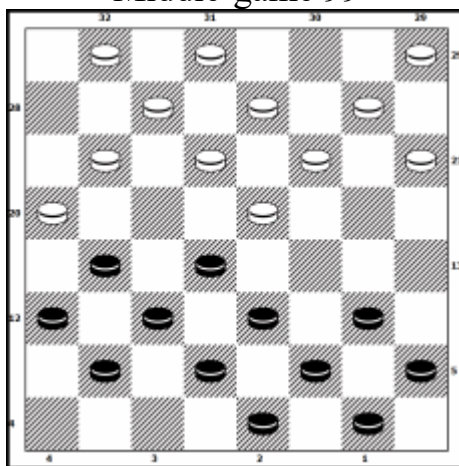
12-16 Openings

Game 30.

1.12-16 24-20	2.8-12 28-24
3.4-8 23-18	4.10-15 26-23
5.7-10 30-26	6.3-7

("Belly" move - exciting opening, requires more knowledge than talent.)

Diagram 32
Middle-game 99



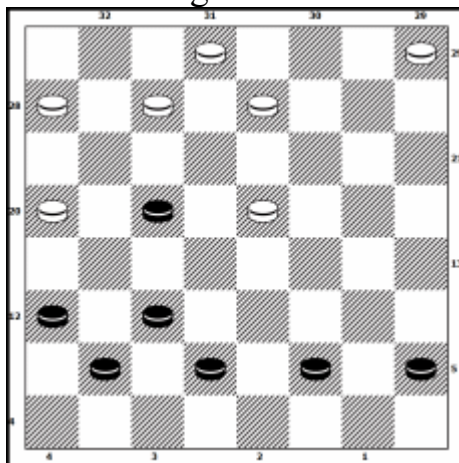
6... 18-14	7.10x17 21x14
8.9x18 23x14	9.6-10 22-17!

[9...25-21? 10.10x17 21x14 11.1-6! 32-28? 12.6-9 29-25 13.9x18 26-23 14.2-6! 23x14 15.16-19!! 31-26 16.6-9 14-10 17.7x14! 27-23 18.12-16 25-21 19.9-13! Black wins.]

10.1-6 17-13	11.10x17 13x22
12.16-19 32-28	13.7-10 22-18
14.15x22 25x18	15.2-7! 24x15
16.10x19	

("IDEAS" battled for -> Nos. 11 and 13)

Diagram 100
End-game 144



16... 29-25!

[16...27-24 17.12-16!! 24x15 18.8-12! 15x8 19.12x3 20x9 20.5x30 Black wins.]

17.7-10! 25-21

18.5-9! 21-17

19.19-23! 26x19

20.9-13! 17-14!

21.10x17 31-26

22.6-9! 28-24!

23.17-22!

[23.17-21? 26-22! 24.9-14? 18x9 25.13x6 27-23! 26.6-9 23-18 27.9-13 18-14
Tremendous advantage for white.]

23...26x17

24.13x15 19x10

25.11-15! 10x19

26.9-14!

[26.8-11?? 27-23!! 27.9-14 19-15! 28.11x27 24x31 White wins.]

26...27-23

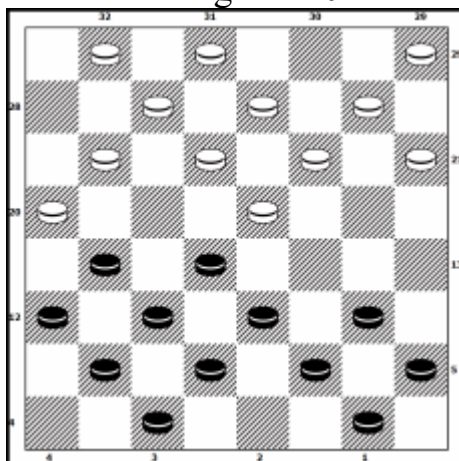
27.14-17! Draw. 1-1

Game 31.

1.12-16 24-20 2.8-12 28-24
3.4-8 23-18 4.10-15 26-23
5.7-10 30-26 6.2-7

(Another variant of the "Belly" move.)

Diagram 33
 Middle-game 101



18-14!

[6...21-17? 7.16-19! 23x16 8.12x28 20-16? 9.11x20 18x4 10.3-8!! 4x2 11.9-13 2x9
 12.5x23 27x18 13.1-5!! 31-27 14.10-14! 18x9 15.5x14 22-18 16.14x23 27x18 17.20-24!
 18-15 18.24-27! 32x23 19.28-32 23-19 20.32-28! 19-16 21.28x10! Black wins.]

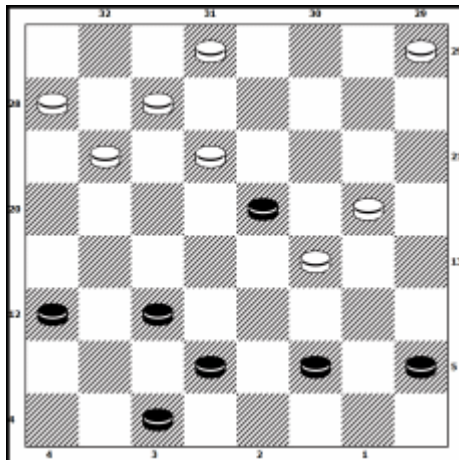
7.10x17 21x14 8.9x18 23x14
9.6-10 25-21!

[9...22-17? 10.16-19! 32-28? 11.19-23! 26x19 12.15-18! 14x23 13.10-15 19x10 14.7x30
 23-18 15.30-23 18-15 16.23x32 29-25 17.11x18 31-27 18.32x23 24-19 19.23x16 20x4
 20.18-23 28-24 21.23-26 25-22 22.26x17 24-19 Black should win from here on.]

10.10x17 21x14! 11.1-6 32-28!
12.16-19! 22-18! 13.15x22 26x17
14.11-15 20-16 15.8-11! 16x23
16.15-18!

("IDEAS" implemented -> Nos. 5 and 13)

Diagram 102
End-game 145



16... 17-13 17.18x9 23-18
18.7-10 29-25!

[18...24-19? 19.12-16! 19x12 20.10-15! 18-14 21.9x18 31-26 22.6-10! 28-24 23.18-23!!
26x19 24.11-16! 27-23 25.16-20 Black wins.]

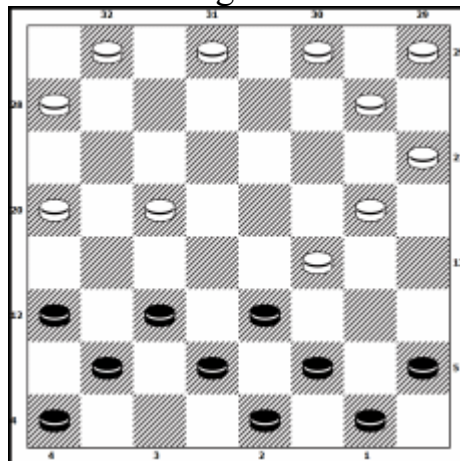
19.12-16 27-23 20.10-15 25-22
21.9-14! 18x2 22.16-20! 2x16
23.20x25 Draw. 1-1

Game 32.

1.12-16 24-20	2.8-12 27-24
3.3-8 24-19	4.9-14! 22-17
5.14-18! 23x14	6.16x23 26x19

(Interesting opening plays for both sides, should be more fun in the later moves.)

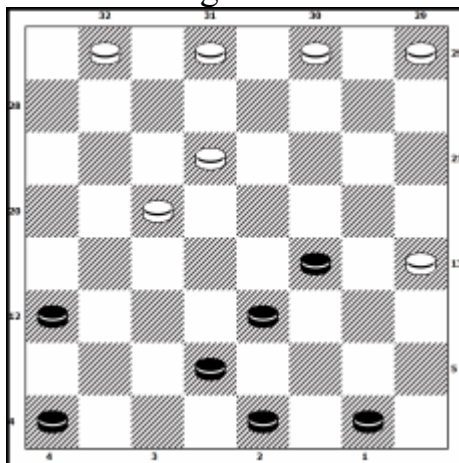
Diagram 34
Middle-game 103



7.6-9! 30-26!	8.9x18 25-22
9.18x25 21x30	10.5-9! 17-13
11.9-14 26-23	12.11-16 20x11
13.8x24 28x19	

("IDEAS" formulated -> Nos. 2 and 3)

Diagram 104
End-game 146



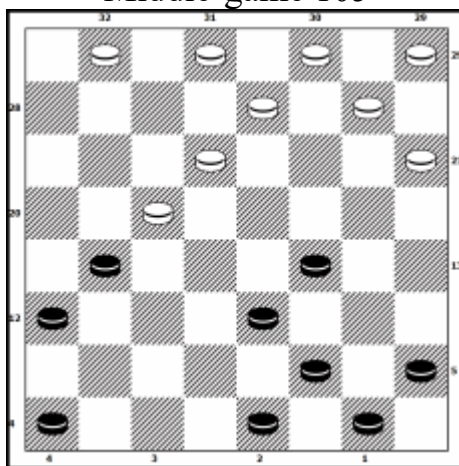
- | | |
|----------------------------|------------------------|
| 14.7-11 29-25 | 15.4-8! 25-22 |
| 16.11-15 31-26! | 17.15x24 23-18 |
| 18.14x23 26x28 | 19.10-14 32-27! |
| 20.8-11 27-23 | 21.11-15 23-19 |
| 22.15x24 28x19 | 23.2-6 30-26 |
| 24.6-10 26-23 | 25.14-17 23-18! |
| 26.17x26 18-14 | 27.10x17 13x31 |
| 28.1-6 19-15 | 29.12-16 31-27 |
| 30.16-19! Draw. 1-1 | |

Game 33.

1.12-16 24-20	2.8-12 27-24
3.3-8 24-19	4.9-14! 22-18!
5.11-15! 18x11	6.8x24 20x11
7.7x16 28x19	

(Unorthodox opening, and semblance of better position for white.)

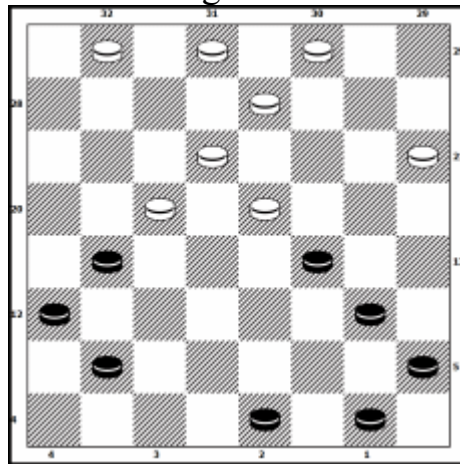
Diagram 35
Middle-game 105



8.4-8 25-22	9.6-9! 22-17
10.10-15 17x10	11.15x6 29-25
12.9-14 25-22	13.6-9 22-18

("IDEAS" pushed for -> Nos. 1 and 11)

Diagram 106
End-game 147



**14.2-7 26-22 15.9-13 18x9
16.5x14 19-15 17.7-10!**

[17.7-11 22-17 18.13x22 30-26 19.11x27 26x10 20.8-11 32x23 21.16-20! 31-27 22.11-16
23-18 23.16-19 18-14 24.19-24 27-23 25.24-28 10-7 26.28-32 23-18 Draw.]

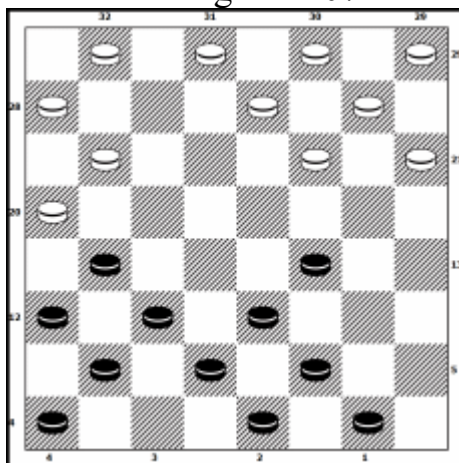
17...15x6	18.1x10 30-26
19.16-19 23x16	20.12x19 32-27
21.8-11 22-17	22.13x22 26x17
23.11-16 27-23	24.19x26 31x22 Draw. 1-1

Game 34.

1.12-16 24-20 **2.8-12 27-24**
3.3-8 23-18 **4.9-14 18x9**
5.5x14

(Strong opening for black - but, there is a long way to go to maintain that strength.)

Diagram 36
Middle-game 107



5... 22-17 **6.14-18!**

[6.16-19?? 24x15 7.11x18 20-16!! 8.12x19 26-23! 9.18x27 31x15 10.10x19 17x12 White wins.]

6...32-27

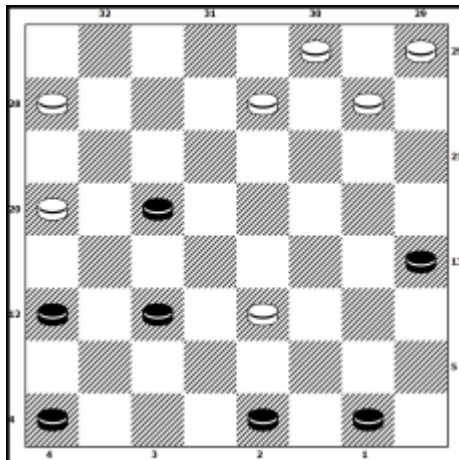
[6...17-13 7.10-14! 31-27 8.11-15! 20x11 9.7x16 24-20?? 10.6-9!! 20x11 11.18-22!! 13x6 12.2x9! 11x18 13.22x24 28x19 14.14x16 Black wins - very innovative shot.]

[6...31-27 7.18-22! 25x18 8.16-19 24x15 9.10x19 20-16! 10.11x20 27-24 11.20x27 32x16 12.12x19 Even]

7.11-15 20x11 **8.7x16 24-20!**
9.8-11! 27-23! **10.18x27 31x24**
11.6-9! 26-23! **12.9-13! 17-14!**
13.10x17 21x14 **14.15-18! 14-10!**
15.18x27 24x31 **16.16-19! 31-26!**

("IDEAS" used -> Nos. 13 and 15)

Diagram 108
End-game 148



17.11-15! 20-16 18.15x6 16x23
19.6-10 23-19 20.4-8 25-22
21.8-11 29-25 22.2-6 26-23
23.11-16 22-18!

[23...28-24? 24.13-17! 22x13 25.16-20 30-26 26.20x18 26-22 27.10-15 19x10 28.6x15
 Black wins.]

24.6-9 30-26!

[24...25-22? 25.10-14 19-15?
 [25...28-24 26.14-17 (26.16-20 19-15 27.20x27 23x32 28.14x23 15-11 Better for white)
 26...24-20 Draws.]
 26.14-17! 30-26? 27.9-14 18x9 28.13x6 22x13 29.6-9 13x6 30.1x19 Black wins.]

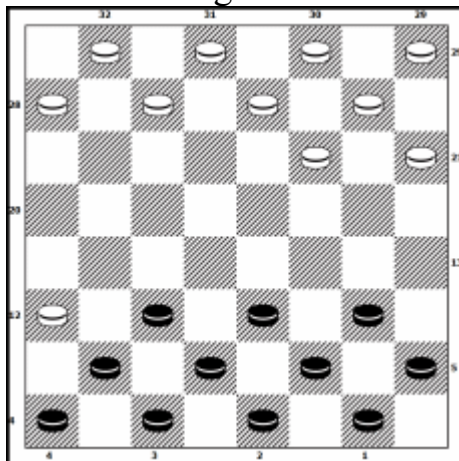
25.9-14 18x9 26.13x6 26-22!
27.10-15 19x10 28.6x15 23-18
29.15-19 18-14 Draw. 1-1

Game 35.

1.12-16 24-19 2.16-20 19-16
3.11-15 16-12 4.15-19 23x16
5.20x11

(Better opening for white - more mobility.)

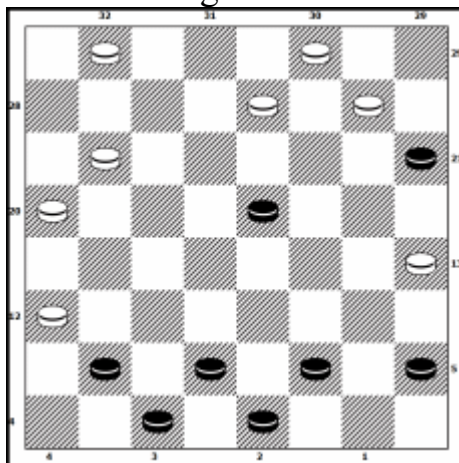
Diagram 37
 Middle-game 109



5... 22-17 6.11-15 28-24
7.8-11 17-13 8.9-14 25-22
9.14-17 21x14 10.10x17 27-23
11.5-9 29-25 12.4-8 31-27
13.17-21 24-20 14.1-5 27-24
15.15-18! 23x14 16.9x18 22x15
17.11x18

("IDEAS" in mind -> Nos. 8 and 13)

Diagram 110
End-game 149



17... 24-19 18.5-9! 25-22

[18...26-23? 19.18x27 32x23 20.8-11 25-22 21.11-16! 20x11 22.7x16 19-15! 23.9-14!
12x19 24.14-18 23x14 25.6-10 Draw.]

19.18x25 26-22 20.25x18 30-25
21.21x30 32-27 22.30x16 20x4
23.9-14 4x25 24.6-9 13x6
25.2x9 25-22 26.9-13 27-23
27.14-17 22-29 28.17-21? 23-18!
29.7-11

[29.7-10? 18-14 30.10x17 29-18! 31.3-7 12-8 32.7-10 8-4 White wins.]

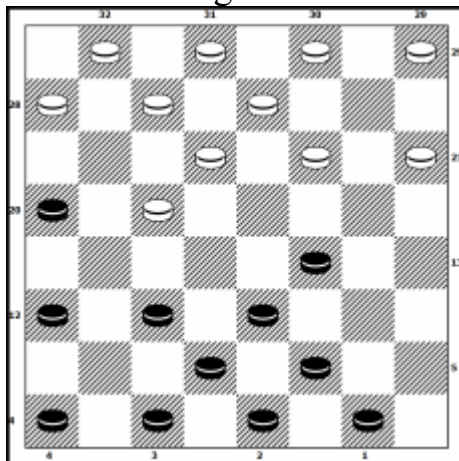
29...18-15 30.11x18 29x4
31.3-7! 4-29 32.13-17! 29-18
33.7-10! 18-29 34.10-14! Draw. 1-1

Game 36.

1.12-16 24-19 2.8-12 22-18
 3.9-14 18x9 4.5x14 25-22
 5.16-20

(This opening turns out to be somewhat like the "Alley" opening.)

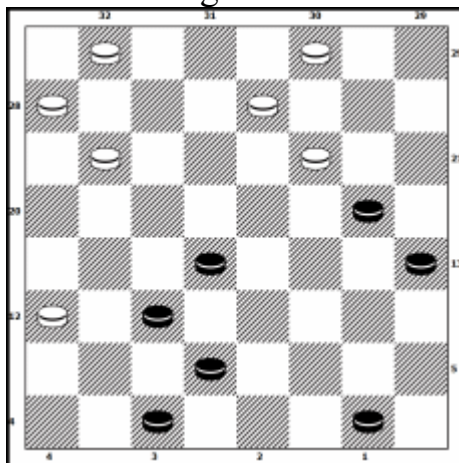
Diagram 38
 Middle-game 111



5... 19-16 6.12x19 23x16
 7.11-15 16-12 8.6-9 22-17
 9.4-8 17-13 10.8-11 13x6
 11.2x9 29-25 12.9-13 25-22
 13.14-17 21x14 14.10x17 27-24
 15.20x27 31x24

("IDEAS" scrambled for -> Nos. 1 and 13)

Diagram 112
End-game 150



16.1-5 32-27 17.5-9 27-23

18.9-14 24-20 19.15-19

[19.7-10? 28-24! 20.17-21 24-19 21.15x24 20x27 22.3-7 27-24 23.14-17 23-18 24.10-14 18x9 25.13x6 22x13 26.7-10 26-23 27.10-14 24-20 28.6-10 23-19 29.14-18 19-16 30.11-15 12-8 31.18-23 8-4 White should win from here on.]

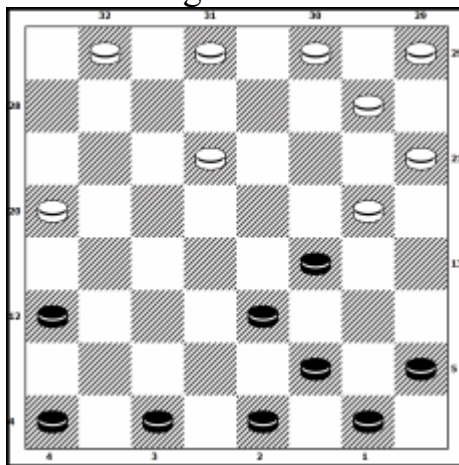
19...23x16 20.11-15 28-24
21.7-10 16-11! 22.15x8 20-16!
23.17-21 24-19! 24.13-17 22x13
25.14-18 26-23 26.18x27 19-15
27.10x19 16x32 White wins. 0-2

A Selection of Top Master games I played in the 1979/80 A.P.C.A. National Tournaments.

Game 37. Vladimir Kaplan - Momodou Faal *APCA Tournament, Winston-Salem, North Carolina, 1979*

1.11-15 23-19	2.7-11 22-17
3.11-16 26-23	4.9-14 24-20
5.15x24 20x11	6.8x15 28x19
7.15x24 27x20	

Diagram 151

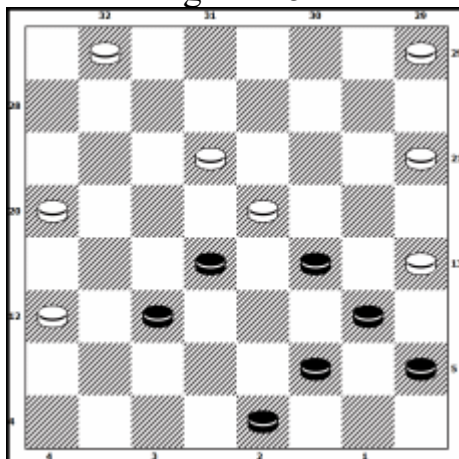


8.4-8 31-27	9.8-11 27-24
10.3-7 25-22	11.5-9 17-13!

[11...24-19? 12.9-13! 20-16? 13.11x20 19-15 14.10x26 17x3 15.26x17 21x14 16.2-7! 3x10 17.6x15 Definite advantage for black.]

12.1-5 22-18!	13.10-15 30-25
14.15x22 25x18	15.7-10 24-19
16.12-16 19x12	17.10-15

Diagram 152



17... 32-27! 18.15x22 23-19!
19.2-7!

[19.22-26? 29-25! Advantage for white.]

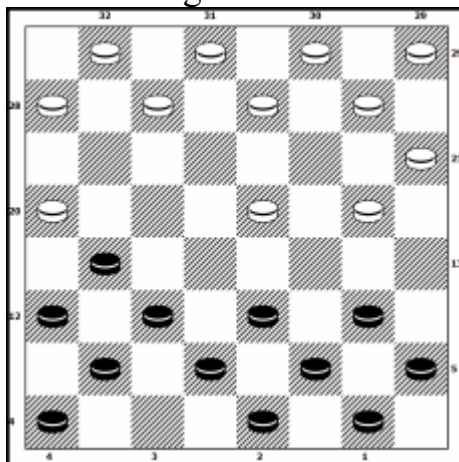
19...27-24! 20.7-10 19-16
21.22-26 16x7 22.10x3 29-25!
23.26-31 25-22 24.31x17 13x22
25.9-13 22-18 26.14x23 24-19
27.23x16 20x11 28.6-9! Draw. 1-1

Game 38. Momodou Faal - Vladimir Kaplan

APCA Tournament, Winston-Salem, North Carolina, 1979

1.12-16 23-18 2.8-12 24-20
3.3-8 22-17

Diagram 153

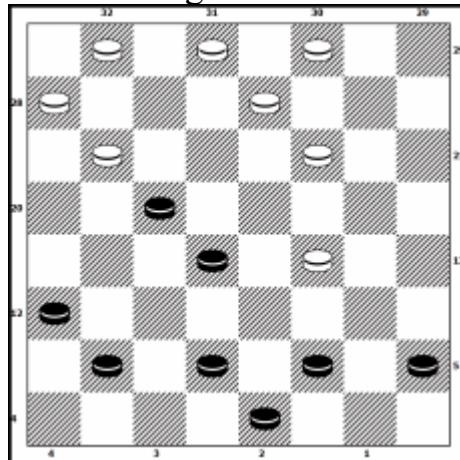


4.9-14!

[4.16-19? 18-15! 5.11x18 17-14! 6.10x17 21x16 7.12x19 27-23 8.8-12 23x16 9.12x19 32-27! Black loses a checker which may fatal.]

4...18x9	5.6x22 25x18
6.16-19 18-14	7.10x17 21x14
8.1-6 29-25	9.11-16 20x11
10.8x15 27-24	11.4-8 25-22

Diagram 154



12.8-11! 22-18

[12...32-27? 13.6-10! 22-17? 14.19-23!! 26x19 15.11-16! 27-23 16.15-18! 24-20
 17.18x27 31x24 18.16x23 30-25 19.12-16! 20x11 20.7x16 14x7 21.2x11 24-19 22.23-26
 19x12 23.26-30 25-22 24.30-19! 17-14 25.19-1 22-17 26.1-19 Black wins.]

13.15x22 24x8

14.12x3 26x17

15.6-9 32-27

16.9x18 28-24

17.7-10 24-19

18.5-9 17-13

19.10-14 13x6

20.2x9 27-23

21.18x27 31x24

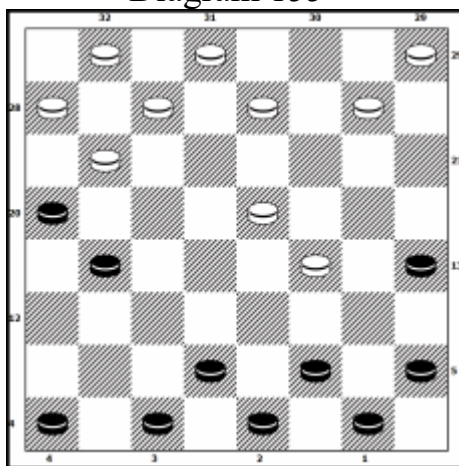
22.14-18 24-20 Draw. 1-1

Game 39. Elton Williams - Momodou Faal

APCA Tournament, Winston-Salem, North Carolina, 1979

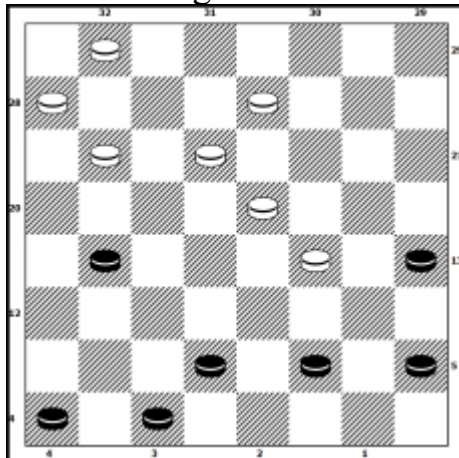
- | | |
|----------------------|---------------------|
| 1.11-16 21-17 | 2.9-13 23-18 |
| 3.16-20 26-23 | 4.8-11 30-26 |
| 5.11-15 18x11 | 6.7x16 23-18 |
| 7.10-15 18x11 | 8.16x7 17-14 |
| 9.12-16 22-18 | |

Diagram 155



- | | |
|-----------------------|-----------------------|
| 10.6-10 25-21 | 11.10x17 21x14 |
| 12.1-6 29-25 | 13.6-10 25-21 |
| 14.10x17 21x14 | 15.2-6? 27-23! |
| 16.20x27 31x24 | |

Diagram 156



17.16-20?

[17.7-10? 14x7 18.3x10 24-19! 19.16-20? 32-27!! 20.6-9 19-16! 21.20x11 18-15!
 22.11x18 23x7 23.13-17 7-2! 24.17-21 2x13 25.21-25 26-22 26.25x18 13-31 White wins.
]

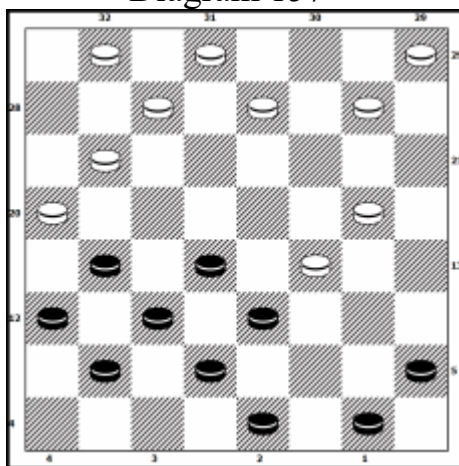
17...26-22! 18.20x27 28-24!!
19.27x20 14-9! 20.5x14 18x11
21.20-24 23-18! White wins. 0-2

Game 40. Momodou Faal - Elton Williams

APCA Tournament, Washington, DC, 1980

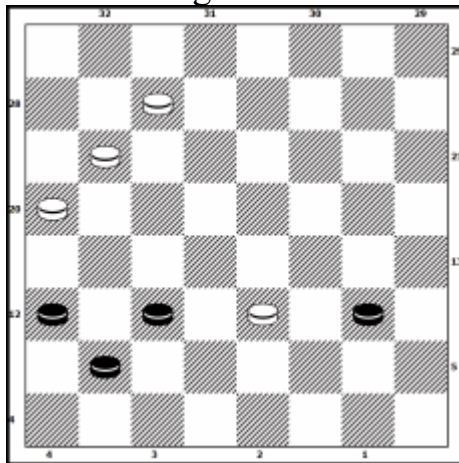
1.12-16 24-20	2.8-12 28-24
3.4-8 23-18	4.10-15 26-23
5.7-10 30-26	6.3-7 18-14
7.10x17 21x14	8.9x18 23x14
9.6-10 22-17	

Diagram 157



10.1-6 17-13	11.10x17 13x22
12.16-19 32-28	13.7-10 22-18
14.15x22 25x18	15.2-7 24x15
16.10x19 29-25!	17.7-10! 25-21!
18.5-9! 21-17!	19.19-23! 26x19
20.9-13! 17-14!	21.10x17 31-26!
22.6-9! 28-24!	23.17-22! 26x17!
24.13x15 19x10	

Diagram 158



**25.11-15! 10x19 26.9-14 27-23!
27.14-17!**

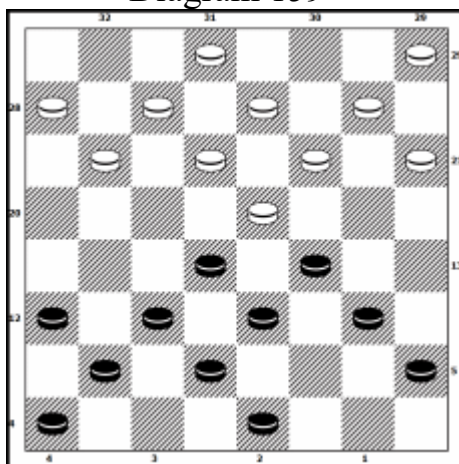
[27.8-11? 19-15!! 28.11x27 24x31 White wins.]

27...20-16 Draw. 1-1

Game 41. Victor Kraft - Momodou Faal*APCA Tournament, Washington, DC, 1980*

1.11-15 23-18	2.8-11 26-23
3.10-14 24-20	4.3-8 27-24
5.6-10 24-19	6.15x24 20x27
7.10-15 28-24	8.1-6 32-28
9.6-10 30-26	

Diagram 159



10.9-13 18x9	11.13x6 23-18
12.6-9 18-14?	13.9x18 24-19
14.15x24 22x6	15.2x9 28x19
16.7-10 21-17?	17.11-16! 26-23
18.8-11! 25-21?	

[18...25-22! 19.9-13! 17-14!! 20.10x26 31x22 Effective sacrifice - black must now play it right or lose the game even with a piece advantage.]

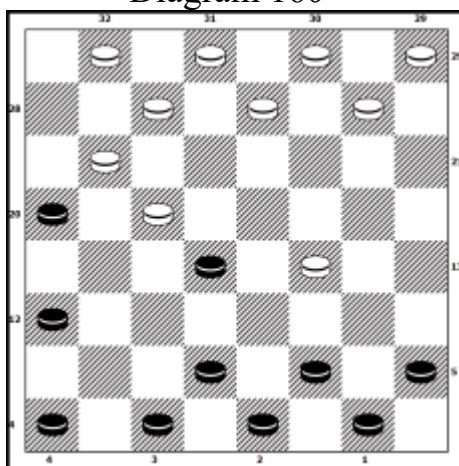
19.9-14!! Black wins. 2-0

Game 42. "Little" George Ramsey - Momodou Faal

APCA Tournament, Georgia Pool Checker Club, Atlanta , Ga., 1980

1.11-16 24-19 2.8-11 22-17
 3.11-15 28-24 4.16-20 17-14
 5.10x17 21x14 6.9x18 23x14

Diagram 160

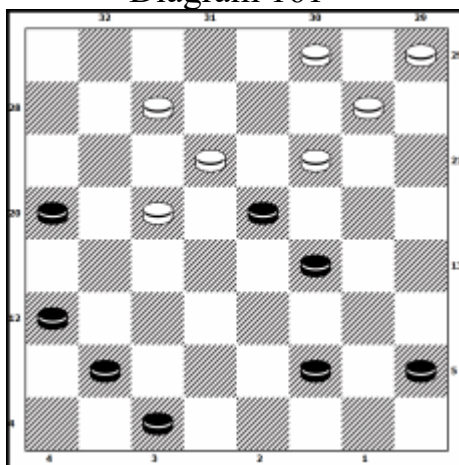


7.6-9 19x10 8.9x18 24-19
 9.7x14 26-22 10.2-7 22x15
 11.4-8! 27-23 12.1-6 32-27
 13.7-11 31-26?

[13...30-26! Much better]

14.11x18 26-22

Diagram 161



15.12-16!! 22x15

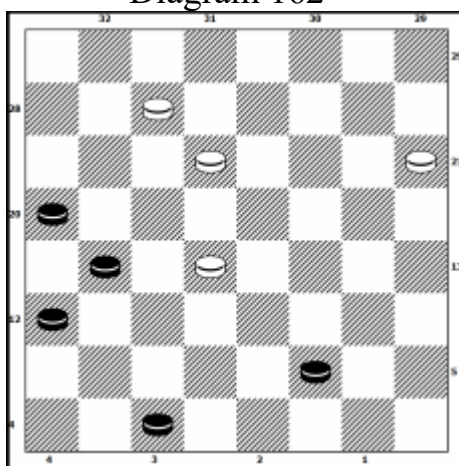
[15...19x12? 16.20-24! 27x20 17.18x27 Effective sacrifice, white wins.]

16.8-12! 25-21 **17.5-9! 29-25**
18.9-13 15-11 **19.16x7 25-22**
20.7-11 22-18 **21.6-10 18x9**
22.13x6 23-18 **23.6-9 30-26**
24.11-16 26-23 **25.10-14 19-15**
26.9-13?

[26.3-8! 15-10 27.14x7 18-14 28.9x18 23x14 29.16-19 14-9 30.19-24 27-23 31.24-28 9-5 32.28-32 23-19 33.8-11! 5-1 34.11-16! 19-15 35.32-28! Black wins.]

26...18x9 27.13x6

Diagram 162



27... 21-17! **28.3-7 17-13!!**
29.7-11

[29.7-10? 13-9! 30.10x26 9x2 31.26-31 27-24! 32.20x27 2x20 DRAW]

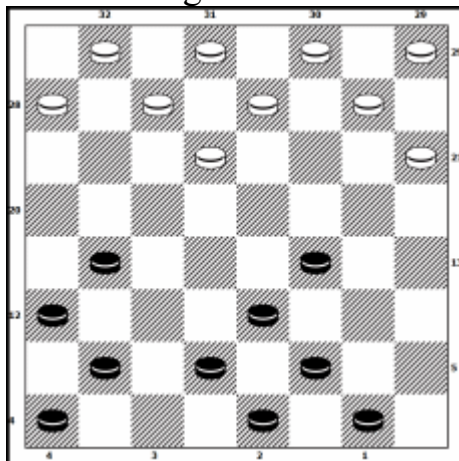
29...15x8 **30.12x3 23-18**
31.6-10 27-23!! **32.20-24 13-9**
33.24-28 9-5 **34.28-32 5-1 Draw. 1-1**

Game 43. Momodou Faal - Carl "Buster" Smith

APCA Tournament, Winston-Salem, North Carolina, 1979

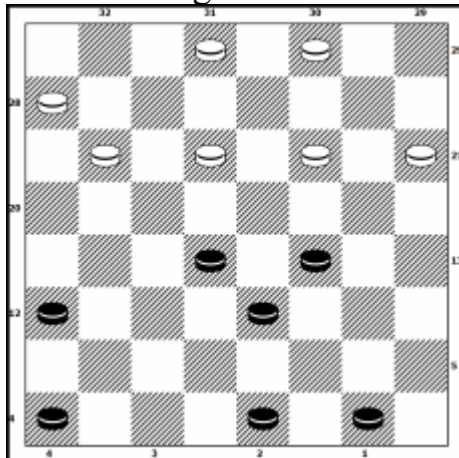
1.12-16 24-20	2.8-12 27-24
3.3-8 24-19	4.9-14 22-18
5.11-15! 18x9	6.15x24 20x27
7.5x14	

Diagram 163



7... 23-19	8.16x23 27x9
9.6x13 25-22	10.8-11 22-18
11.10-14 18x9	12.13x6 29-25
13.11-15 25-22	14.7-10 32-27
15.10-14 27-24	16.6-10 26-23

Diagram 164

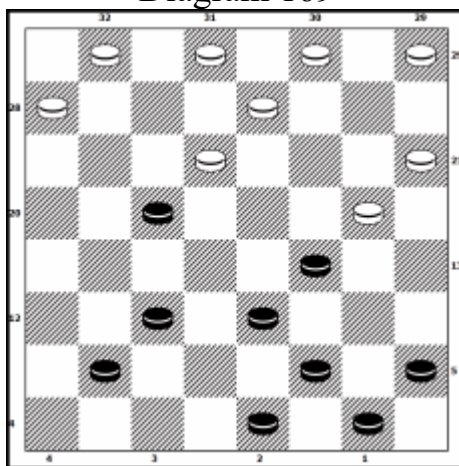


17.4-8 30-26 18.1-6 23-19
19.8-11 26-23 20.6-9 31-26
21.9-13 24-20 22.15x24 28x19
23.2-7 22-18! 24.14-17 21x14
25.10x17 26-22 26.17x26 23x30
27.7-10 30-25 28.10-14 18x9
29.13x6 Draw position. 1-1

Game 44. Momodou Faal - Ollie "Shot-gun" Howard*APCA Tournament, Winston-Salem, North Carolina, 1979*

1.12-16 24-20	2.8-12 27-24
3.3-8 24-19	4.9-14 22-18
5.11-15 18x11	6.8x24 20x27
7.4-8 25-22	8.16-19 23x16
9.12x19 22-17	10.7-11 27-23

Diagram 169



11.2-7 23x16	12.11x20 26-23
13.6-9?	

[13.7-11 is a much better variant.]

13...23-19!	14.9-13 30-26!
15.13x22 26x17	16.8-11 29-25!
17.20-24 19-16	18.11x20 28x19
19.14-18 32-27!	20.1-6 17-13!
21.5-9 21-17!	22.9-14 25-21
23.7-11 19-16!	

[23...19-15 24.10x19 17x1 25.19-23 1-15 26.23x32 15x22]

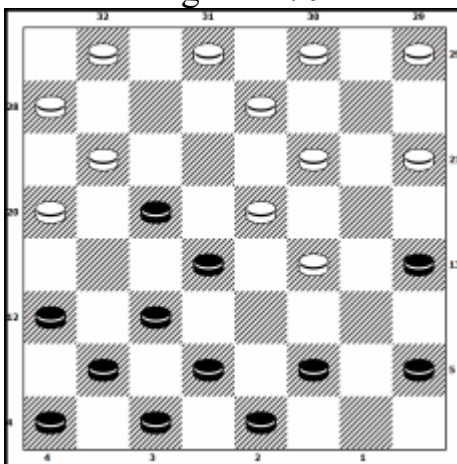
24.11-15 16-12	25.18-22 17x26
26.15-19 12-8!	27.19-24 8-4
28.24-28 4-29	29.14-18 29x4
30.28-32 26-23!	31.20-24 27x20
32.32x5 20-16	33.10-14 16-12
34.5-1 12-8 White wins. 0-2	

Game 45. Momodou Faal - Irvin "Holly Polly" Davis

APCA Tournament, Washington, DC, 1980

1.10-15	21-17	2.9-13	23-18
3.6-10	25-21	4.1-6	24-20
5.15-19	27-24	6.10-15	17-14

Diagram 170



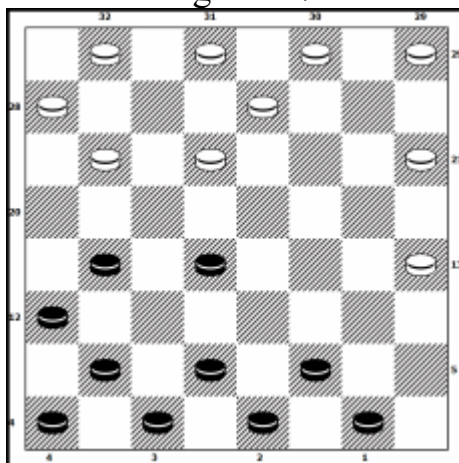
7.12-16	30-25?	8.8-12!	32-27
9.6-9!	21-17?	10.7-10!	14x7
11.3x10	17-14	12.10x17	25-21
13.9-14	18x9	14.5x14	27-23
15.2-7	31-27	16.4-8	29-25
17.7-10	Black wins. 2-0		

Game 46. Momodou Faal - William "Bill" Langley

APCA Tournament, Washington, DC, 1980

1.10-15 21-17	2.9-13 23-18
3.6-10 27-23	4.5-9! 25-21
5.9-14 18x9	6.13x6 17-14
7.10x17 22x13	8.11-16

Diagram 171



8... 23-19?	9.16x23 26x10
10.7x14! 24-19	11.8-11 31-26
12.6-10 26-23	13.1-6 29-25
14.3-7 28-24	15.4-8 24-20
16.11-15 32-28	17.15x24 28x19?
18.6-9! 13x15	19.14-17! 21x14
20.7-10 14x7	21.2x27 30-26
22.27-32! Black wins. 2-0	