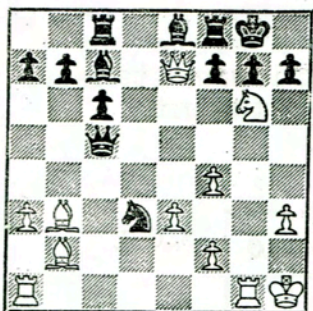


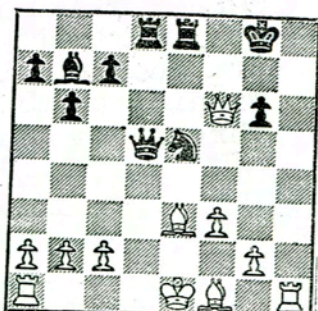
BURLINGAME - SAN MATEO CHESS CLUB NEWSLETTER NO. 3 March 1978
 PUBLISHED MONTHLY BY THE BURLINGAME - SAN MATEO CHESS CLUB FOR IT'S
 MEMBERS. CHESS CLUB MEETINGS THURSDAY EVENING 7:30 P.M. AT THE
 BURLINGAME RECREATION CENTER - 850 BURLINGAME AVE. BURLINGAME, CALIF.

CHESS

Brings Out The Beast In Me...



No. 5 White to move



No. 6 Black to move

Chess is as much a mystery as women --Purdy

Chess Master Walter Pafnutieff played 17 boards in a simultaneous exhibition March 9, 1978 at the Burlingame Chess Club. (When one has held a masters rating for a number of years, regardless of his present rating He will always be a master; in your editors opinion) Mr. Pafnutieff donated his time and skill to help defray the expense occurred in holding the San Mateo County School Tournaments.

Chess Master Walter Pafnutieff in three hours of play won 10, lost 2, with 5 draws. Winners were Dale Saunders and Bill Rooz. Drawing were D. Culbertson, Jim Mongini, Dan Mandracken, M. Hansen, and F. Schoene.

Mr. Pafnutieff, like Alekhine was introduced to chess by his mother at the age of 7. Master Pafnutieff, with his family, fled Russia via Siberia after the 1917 revolution, winding up in the Orient. He won his first tournament at the age of 17 in Harbin, China. (1929-48 participants) Walter was second in the Calif. State in 1950 & 1951. The San Mateo - Burlingame Chess Club is fortunate to have Walter Pafnutieff for a member.

Class # 1

no.	name	rating	1	2	3	4	5	6	7	8	9	10	score
1.	F. Flynn	1989	1	1/2	1	1	1	1	1	1	1	1	8 1/2
2	G. Phillips	1905	1/2	1	1	1	1/2	1	1	1	1	1/2	7 1/2
3	H. Rosenbaum	1861	0	0	1/2	0	0	1	1	0	?		?
4.	P. Boyer	1786	0	0	1/2	1	1	1	1	1	1/2		6
5.	G. Payne	1784	F	F	1	0	F	1	F	1	1/2		3 1/2
6.	H. Edelstein	1739	0	1/2	1	0	1	0	1	1	1/2		5
7.	Dryer	1712	0	0	0	0	0	1	1	1	1		4
8.	Al Hansen	1697	0	0	0	0	1	0	0	0	1		2
9.	Stirender	1669	0	0	1	0	0	0	0	1	0		2
10.	Munson	1568	0	1/2	?	1/2	1/2	1/2	0	0	1		?



SAN MATEO COUNTY HIGH SCHOOL TOURNAMENT - HELD MARCH 4, 1978

The San Mateo County High School Tournament was well run and quite successful. The reason the tournament worked out so well, was good planning and a lot of hard work by our club officers and members. Our thanks to Will Goodwin, Doris Coloma, and Al Hansen for planning and supervision to make a smooth running tournament. Special thanks to Herb Rosenbaum who most ably directed and kept a sense of humor through out. Herb was assisted by Jim Mongini. Chess Master Walter Pafnutieff played a ten board simultaneous winning on all boards. Mr. Edelstein played simultaneous with students throughout the day.

CLASS 3

	PLAYER	RATING	1	2	3	4	5	6	7	8	9	10	SCORE
1	L. Nikolic	1448	1	1	1	0	1	1	1	1	1	1	- 8
2	D. Saunders	1408	0	1	1	1	1	0	1	1	1	1	- 7
3.	J. Bashford	1374	0	0	0	0	1	0	1	1	1	1	- 4
4.	D. Lennon	1339	0	0	1	1	1	0	$\frac{1}{2}$	$\frac{1}{2}$	1	1	- 5
5.	H. Hustedt	1320	1	0	1	1	0	0	1	1	1	1	- 6
6.	A. Willmont	1285	0	0	0	0	1	1	1	1	1	1	- 5
7.	S. Fernandez	UNR.	0	1	1	1	1	0	0	1	1	1	- 6
8.	R. Booth	unrated	0	0	0	$\frac{1}{2}$	0	0	0	0	1	1	- 3 $\frac{1}{2}$
9.	P. Novak	unrated	0	0	0	$\frac{1}{2}$	0	0	0	0	1	1	- 1 $\frac{1}{2}$
10.	A. Narnmezik	unrated	0	0	0	0	F	0	F	0	F	1	- 0

CLASS 2

	PLAYER	RATING	1	2	3	4	5	6	7	8	9	10	SCORE
1	M. HANSEN	1665	1	0	0	F	F	F	F	F	F	1	1
2.	P. Vazquez	1641	1	1	1	1	$\frac{1}{2}$	1	1	1	1	1	8 $\frac{1}{2}$
3.	R. Cornwell	1627	1	0	1	1	$\frac{1}{2}$	1	1	$\frac{1}{2}$	1	1	7
4.	S. Miller	1619	1	0	0	1	1	1	0	1	1	1	6
5.	E. Palmieri	1617	1	0	0	0	0	1	1	0	F	1	3
6.	C. Mc Bride	1558	1	$\frac{1}{2}$	$\frac{1}{2}$	0	1	0	0	0	0	0	3
7.	C. Beale	1557	1	0	0	0	0	1	1	0	1	1	4
8.	Batkovic	1502	1	0	0	1	0	1	0	0	0	0	3
9.	R. Booth	UNR.	1	0	$\frac{1}{2}$	0	1	1	1	1	1	1	6 $\frac{1}{2}$
10.	Rothbusch	UNR.	0	0	0	0	1	1	0	1	0	1	3

THE REAL lives of dazzlingly brilliant chess geniuses are sometimes hopelessly dull.

Fine
2.

No. 5 White mates after 1 Q-B6.
No. 6 Black mates after 1 . . . Q-Q7† 2
BxQ, N-Q6† 3 K-Q1, N-B7†.

CHESS TRAPS

No. 5
RUY LOPEZ

- 1. P-K4 P-K4
- 2. N-KB3 N-QB3
- 3. B-N5 P-QR3
- 4. B-R4 N-B3
- 5. N-B3



No. 6
KING'S GAMBIT

- 1. P-K4 P-K4
- 2. P-KB4 Pxp
- 3. B-B4 Q-R5 ch.
- 4. P-KN3 Pxp
- 5. N-B3?!

I prefer 5. O-O here.

- 5. . . . P-Q3
- 6. P-Q4 P-QN4
- 7. B-N3 Pxp
- 8. NxQP? NxB
- 9. QxN P-QB4
- 10. Q any P-B5

Counting on the black queen to move. 6. O-O, Pxpch. 7. K-R1 with a fine attack.

- 5. . . . P-N7 ch.
- 6. NxQ PxB = Q ch.

And black has won a rook.

And black traps the Spanish bishop.

THE GAME possesses a literature which in contents probably exceeds that of all other games combined.

H. J. R. Murray

"Some of Marshall's most sparkling moves look at first like typographical errors!"

- Napier -



A HISTORY OF CHESS (Con't.)
By A. E. Montgomery

Edward Lasker tells us that in the form of the game which the Moslems brought to Europe, a Pawn was always promoted into a Ferz when it reached the eighth rank. But after the name of the Ferz became Queen the question arose as to whether it was proper to permit a player to have more than one Queen on the board, thus making the King a polygamist. So at first this led to the prohibition of queening a Pawn until the player's original Queen had been captured. Then the rule was modified to allow a player to promote a Pawn into any other piece than a Queen--except a King, or course--if he still had his Queen. Finally, these moral scruples were pacified by giving the Queen obtained through Pawn promotion a name different from the original Queen, although there was no difference in the moves of the two pieces.

The move of the Rook has been unchanged since the earliest times. Its name in English also has remained almost unchanged from its ancient Persian name Rukh, which originally meant Chariot. The original meaning became lost, and when the Parsi Indians started to produce carved chess sets for European consumption they showed the Rukh in the shape of a tower carried by an elephant. So the name became Tour in French, Torre in Italian and Spanish, Turm in German, all meaning Tower. The Russian word is Ladj.

CLASS C CORNER
 Information on openings,
 end games, and mating nets
 for class C players.

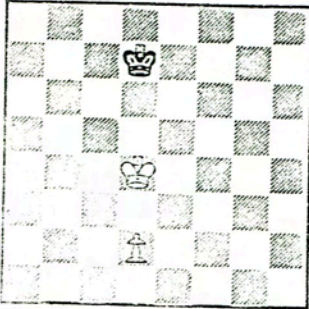


Solution

No. 4 Black mates after 1... QxP+ 2 KxQ, B-R5+ and 3 K-N1, R-N1+ or twice over after 3 K-B1, P-R6+.

The General Rule

The main idea is: the King in front of its Pawn promotes its advance.



White to Move and Win

White's goal here is to advance his Pawn to the eighth rank and promote it to a Queen. The method employed is straightforward and simple. The King clears the path and drives the opposing King from the queening square.

1 K-Q5

White takes the opposition. Black must give ground.

1... K-K2

1... K-B2 is no better. Then White progresses with 2 K-Q6, pursuing the mirror image of the following text.

2 K-B6

There is a major point within the main principle. When the King reaches the sixth rank, ahead of its Pawn, the Pawn is seen by force. It is important to

TO FREE your game, take off some of your adversary's men, if possible for nothing.

KINGS AND PAWNS



Why Study the End-game?

It is an axiom that one bad move nullifies forty good ones. As this applies only to the end-game—after forty moves have been made—

remember this point to be able to foretell such winning positions from innumerable examples in earlier end-game and even middle game set-ups.

2... K-Q1

Whatever Black does, he is lost: e.g. 2... K-K3 3 P-Q4, K-K2 4 P-Q5, K-Q1 5 K-Q6, and White wins presently as in the text.

3 K-Q6

Here is the key square for the King. For the King can move later to either the King file or the Bishop file.

3... K-B1

After 3... K-K1, White continues as in the text.

4 P-Q4

White need make no calculations. With his King on the sixth rank, in the key square in front of his Pawn, all White need do is push. Push the Pawn as far as it will go.

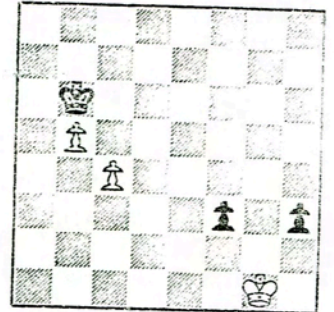
4... K-Q1

5 P-Q5 K-B1

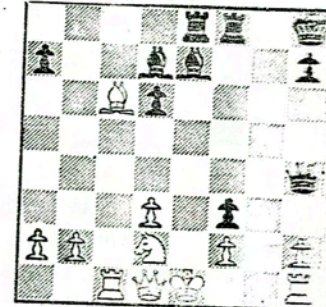
6 K-K7

White queens by marching 7 P-Q6, 8 P-Q7 and 9 P-Q8(Q).

In most cases, with two passed Pawns on one side, counterbalanced by two on the other side, with each King within the square of the adverse Pawns, the game is drawn. This is so regardless of whether the Pawns are connected or separated by a file. The one marked exception is the position below. The point is: how far advanced can the Pawns be



White loses as he cannot check the advance of the Black Pawns. As soon as it is his move, he must give ground. The King cannot hold separated Pawns which have already advanced so far as the sixth rank.



No. 4 Black to move



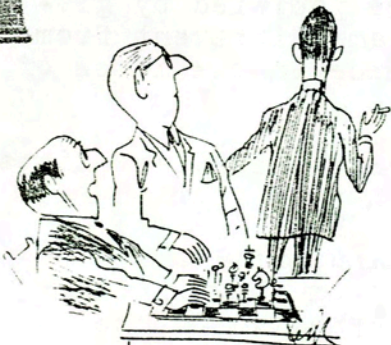
Captain Bertin

The Noble Game of Chess (1735)

From

SAN MATEO-BURLINGAME
 CHESS CLUB

Will Goodwin
 413 Cornish Way
 Belmont, CA 94002



"It honestly doesn't bother me that he announced mate in twelve. It's just that I thought I was winning."

R Blaine
 P.O. Box 532
 Indianapolis, IN
 46206