

California Chess Journal

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Dmitry Zilberstein Wins Northern California State Championship



The Old Legends Issue, Featuring
Bobby Fischer, George Koltanowski,
the Cherryland Cafe, Nicolas Yap



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The *California Chess Journal* gladly accepts submissions pertaining to chess, especially chess in Northern California. Articles should be submitted in electronic form, preferably in text format. Digital photographs are preferred also. We work on a Macintosh, but articles and photographs created in lesser operating environments will be accepted at 126 Fifteenth Ave., San Mateo CA 94402-2414, or frisco@appleisp.net. All submissions subject to editing, but we follow the unwritten rule of chess journalism that editors shouldn't mess with technical annotations by stronger players.

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CalChess Patron Program

Recent financial problems at the USCF have impacted a variety of programs, including those which formerly provided some funding to state organizations. Traditionally, the USCF returned \$1 of each adult membership and 50 cents of each youth membership to the state organization under its State Affiliate Support Program, but SASP was eliminated in 2001. This resulted in a \$2,000 shortfall to the CalChess budget — its primary expense is production and mailing of the *California Chess Journal*. Members of CalChess or interested parties who wish to support the quality and growth of chess in Northern California are encouraged to participate. Please send contributions to CalChess, POB 7453, Menlo Park CA 94026.

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Dmitry Zilberstein Wins 2003 CalChess State Championship

By Michael Aigner

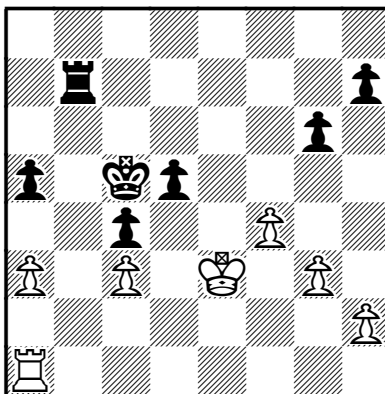
The 2003 edition of the CalChess State Championship was held on Labor Day weekend at the Golden Gateway Holiday Inn in San Francisco, where 188 players braved the City's summer fog to compete for the title of Northern California state champion. Richard Koepcke organized the event, with the assistance of tournament directors John McCumiskey and Robert Chan.

The 24-player master section was headed by two of the area's 2500-lb. gorillas: defending champion IM Ricardo DeGuzman and SM Vladimir Mezentsev, but neither top seed finished in the three-way tie for first at 4.5 points out of 6 rounds. In the last round, southern California IM Timothy Taylor defeated DeGuzman and NM Tigran Ishkhanov defeated Mezentsev. That left FM Dmitry Zilberstein with a chance to finish in clear first, but he was held to a draw by NM Victor Baja.

When the dust settled, Zilberstein, Ishkhanov, and Taylor finished tied for first, although Zilberstein had the best tiebreaks and is the new CalChess state

champion! FM Zilberstein has long been a force in northern California chess dating back to his days as one of the best juniors in the country.

White: Walter Shipman (2279)
Black: Dmitry Zilberstein (2422)
Notes by FM Dmitry Zilberstein



This position has arisen after the first time control. Black is in control due to far more superior position of its rook which like a shark is coming in for a kill on the b-file.

1. g4!

The only chance. Passive defense is hopeless: 1. Ra2 Rb3 2. Kd2 d4 3. cd4 Kd4, and so on.

1...Rb3 2. f5 Rc3 3. Kf4 g5!?!

One could bet no computer program in the world would come up with this (that's why the extra exclamation mark), but—amazingly—it might be the most elegant and simplest way to win. Perhaps 3...Kd6 is also enough. But after 4. Rf1! White gets the

2003 CalChess Labor Day Chess Championship August 30–September 1, 2003

Master

1-2	Dmitry Zilberstein	4.5	\$543
	Tim Taylor		
3-7	Ricardo DeGuzman	4	\$59
	Michael Aigner		
	Victor Baja		
	Nicolas Yap		
U2400	Tigran Ishkhanov	4.5	\$543

Expert

1	Jahangir Ahmed	5	\$480
2-3	Juan Luaces	4.5	\$175
	James Al-Shamma		

A

1	Osmundo Reyes	5.5	\$420
2	Yefim Bukh	4.5	\$205
3-6	Michael DaCruz	4	\$29
	Daichi Siegrist		
	Dante Argishti		
	Jamie Brett		

B

1	Kayven Riese	5	\$420
2-3	John Chan	4.5	\$160
	Simon Rubinstein-Salzedo		

C

1-2	Vincent Rubianes	5	\$313
	Owen Lin		
3-4	Robert Connick	4.5	\$58
	Arnav Shah		

D/E/Unrated

1	Arthur Connick	5	\$420
2-6	Ryan Ko	4.5	\$64
	Michael Gosk		
	Freddy Ferrer		
	Arun Gomatam		
	Tejas Mulye		
U1200	Nitin Gomatam	4.5	\$265
U1000	Jeff Young	3.5	\$125
Unr	Ted Castro	6	Trophy

CalChess Elects New Board of Directors

CalChess members elected seven new directors at its annual meeting Sept. 1 in San Francisco. Michael Aigner, Josh Bowman, Riley Hughes, Angela Hughes, and Eric Hicks received two-year terms. Lanette Chan-Gordon and Steve Stacy each won a one year term. The board of directors named Elizabeth Shaughnessy president, Josh Bowman vice-president, Lanette Chan-Gordon secretary, and Richard Peterson treasurer.

Northern California State Champion Zilberstein Annotates

counterplay. For example, 4...gf5 5. gf5 Ra3 6. f6 Ke6 7. f7 Kf7 8. Ke5, with ensuing 9. Kd5. This still should be winning for Black, but if it is, it is too mundane.

4. Kg5

If 4. Ke5 then 4...Re3 5. Kf6 Rf3 6. Kg7 c3 7. f6 d4 8. f7 d3, and it's curtains.

4...Rf3!

This is the reason behind 3...g5. The rook is perfectly placed.

5. Re1

A last gasp attempt to activate the rook, but it's too late. The best chance was 5. Kh6 c3 6. Kh7 (6. Kg7 d4 7. f6 c2 8. f7 d3 -+) d4 7. g5 Rf5 8. g6 Rg5 9. g7 d3 10. h4 Rg2 11. g8(Q) Rg8 12. Kg8 c2 -+.

5...c3 6. f6 Kd4 7. Re7 c2 8. Rc7 Rc3 9. Rc3 Kc3 10. f7 c1(Q) 11. Kf6 Qf4 12. Resigns

White: Tim Taylor (2417)
Black: Dmitry Zilberstein (2422)
Queen's Gambit Declined
Notes by FM Dmitry Zilberstein

1. d4 d5

Against a player like Tim Taylor, who likes to go for crazy, unbalanced positions, the best way to play with Black is playing something super solid. Thus, if something crazy does occur, your position will be solid enough to defend and wrestle the initiative away from White.

2. c4 e6 3. Nc3 Be7 4. Nf3 Nf6 5. Bg5 Nbd7 6. e3 c6 7. Bd3 0-0 8. 0-0

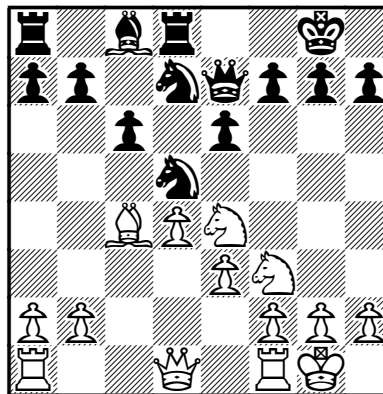
Usually, White takes on d5 and the game flows into Carlsbad variation. Since White does not want to clarify position in the center, then Black has to do it.

8...dc4 9. Bc4 Nd5 10. Be7 Qe7

11. Ne4!?

If this rings any bells, it's because similar positions have occurred in countless QGD encounters between Capablanca and Alekhine during their world championship match way back in 1927. White refuses to go along with Black's intent of exchanging knights. After 11.Rc1 Nc3 12. Rc3 b6, the game could transpose into the recently-rejuvenated Lasker variation, where it appears Black is able to solve his opening problems after several more careful moves. Also, 12...c5 and 12..e5 are solid alternatives.

11...Rd8



12. Qb3

Perhaps 12. Qc2 poses more problems, but Black's position remains tough to break through in any case: 12...b6 13.Neg5 Nf8 14.Rac1 (14.e4 Nf4 15.e5 Bb7 16.Ne4 c5) 14...Bb7 with the idea ...Rac8 plus ...c5 to reach equality.

12...b6 13. Ng3 Nc7

The most flexible. Of course 13...Bb7 is good too, but now 14. e4 is met by 14...c5 15. d5 b5!

14. Rac1 c5 15. Qa3?!

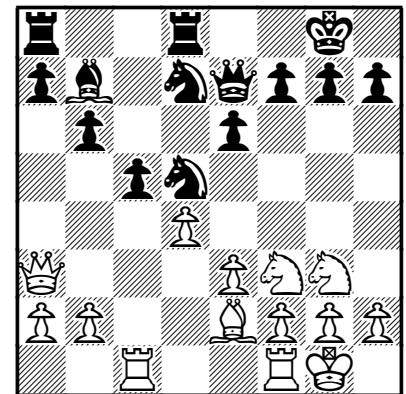
White tries to put some pressure on Black's setup, but it doesn't seem there could be

something. Not only that, as the black pieces begin to unwind, the queen on a3 finds itself in a suspicious position. Better was 15.Rfd1.

15...Bb7 16. Be2

If White wants to change to the flow of the game, allowing Black to take on f3 certainly deserves attention: 16.Rfd1 Bf3 17.gf3. Of course, Black doesn't have to go for anything that "dangerous" and can play 16...Qf6=.

16...Nd5



17. Rfd1

17. Ba6 would in some sense justify White's 15th move. Still, after: 17.Ba6 Ba6 18.Qa6 Nb4 19.Qc4 cd4 20.ed4 (20.Nd4 Ne5 21.Qc7 Qc7 22.Rc7 Nd5=) 20...Nd5 21.Nf5 Qf8 22.Ne3 N7f6, Black's position remains strong as a rock.

17...a5 18. Qb3?!

18.e4?! Nb4 19.Bb5 Nf6 20.e5 Nd7! with advantage; 18.b3! =.

18...Nb4

One can begin to notice that queen on b3 and a3 is not in a comfortable neighborhood at all.

19. e4?

White is unable to handle the pressure. Indeed, it's getting less

and less comfortable for White. Since 19. a3 is met by 19...a4, the best way to play might have been admitting being wrong on the previous move and retreating back to a3.

19...cd4 20. Rc7?

White is still intent on getting some initiative, but this move meets a quick and elegant refutation. Accepting being a pawn down is better, by 20.Nd4 Nc5 21.Qe3 Na2.

20...Qd6!

That's the point!

21. Rb7 Nc5 22. Rd4 Qc6 23. Rb6

23.Qe3 Qb7 24.Qg5 Rd4 25.Nh5 f5-+; 23.Rd8 Rd8 24.Qe3 Qb7 25.Qg5 f6 26.Qg4 Nbd3-+.

23...Qb6

The rest is a matter of technique.

24. Qc4 Nc6 25. Rd8 Rd8 26. e5 Qb4 27. Qc1 Nd4 28. h3 Nf3 29. Bf3 Qd4 30. Qg5 h6 31. Qe7 Nd3 32. Ne2 Qf2 33. Kh2 Qb6 34. Be4 Ne5 35. Ng3 Qd6 36. Qa7 h5 37. h4 Ng4 38. Resigns

White: Patrick Kitano (1552)

Black: Rohan Sathe (1418)

Petroff Defense

1. e4 e5 2. Nf3 Nf6 3. Ne5 d6

Black can offer the first gambit by 3...Nc6, after which White should avoid the Cochrane idea—4. Nf7 Kf7 5. d4 d5 6. e5 Ne4—but 4. Nc6 dc6 is only speculative for Black.

4. Nf7 Kf7 5. d4 Be7

5...Ne4 6. Qh5 regains the knight with advantage, and 6...Kg8 7. Qd5 oughtn't surprise anyone.

6. Nc3 Nbd7

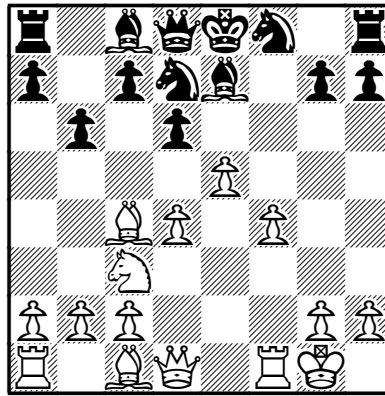
6...Re8 is Black's safest path to connecting his rooks.

7. Bc4 Ke8 8. O-O b6

A wasted move, though Black is about out of time: 8...Nf8 9. f4 Be6 10. Be6 Ne6 11. f5 Nf8 12. Qf3

threatens the consistent and powerful 13. e5.

9. f4 Nf8 10. e5 N6d7



11. e6

Here 11. Qf3 with 12. Qd5 to follow is a crusher.

11...Nf6 12. f5 c5 13. d5

White is determined to squeeze Black off the board, but again a more threatening move—13. Bb5—does the trick.

13...a6 14. a4 Qc7 15. g4 Kd8

16. g5 Ne8 17. Ne4 Rg8 18. Kh1 Qb7 19. Qf3

What fun for White.

19...h6 20. f6 gf6 21. Nf6

An inconsistent move. 21. gf6 even makes a threat of Bh6.

21...Rg6 22. Ne8 Ke8 23. h4 hg5

Black probably wanted to try 23...Ne6 24. de6 Qf3 25. Rf3 Bb7, but at move 24, White would've played 24. Qh5 Nf8 25. Rf8.

24. Bg5

Making a huge threat of 25. Qf7 Kd8 26. Qf8.

24...Be6 25. Be7

Now Black must play 25...Qe7 to develop his queen with the threat of 26...Qh4.

25...Ke7 26. Rae1 Rb8 27. Re6 Ne6 28. Qf7 Kd8 29. Qg6 Qe7 30. Qg8 Kd7 31. Qe6 Qe6 32. de6 Ke7 33. Rf7 Ke8 34. Ba6

Some would prefer 34. h5 b5 35. h6 bc4 36. h7.

34...Rd8 35. Bb5 Resigns

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Lev Pisarsky Wins Kolty Chess Club Championship

Kolty Chess Club Championship June 12–August 14, 2003

Overall

1	Lev Pisarsky	7
2	Frisco Del Rosario	6.5

A

1–2	Ray Ferguson William Johns	6
-----	-------------------------------	---

3–4	Bruce Matzner Richard Roubal	5.5
-----	---------------------------------	-----

B

1	John Bulash	6
---	-------------	---

2	Prashant Periwal	5.5
---	------------------	-----

3–9	Igor Roussinov	5
-----	----------------	---

Norman Wild
Antonio Rabadan
Fred Leffingwell
Louie Arquie
Michael O'Brien

C

1	Vishtasb Golshan	5
---	------------------	---

2	Chris Waroff	5
---	--------------	---

3–7	Durai Chinnaiah	4.5
-----	-----------------	-----

Marvin Shu
Matthew Haws
Hendrawan Soeleman
Yu Tai Wu

D

1	Alexei Karets	6
---	---------------	---

2–3	James Rossi	4.5
-----	-------------	-----

Rohan Sathe

E

1	Christopher Tsai	4
---	------------------	---

2–3	Mark Shakhman	3.5
-----	---------------	-----

Christopher Wu

F

1	Charles Sun	3
---	-------------	---

2	Tim Tieu	3
---	----------	---

3	Narayan Subramanian	2.5
---	---------------------	-----

Herbert Kanner

Steven Davies

Lenny Khodel

Under 800

1	Hugo Nino	2.5
---	-----------	-----

Unrated

1	Steve Pait	5.5
---	------------	-----

2	Geva Yashfe	5
---	-------------	---

3	Nadav Caspi	3.5
---	-------------	-----

Lev Pisarsky won the Kolty Chess Club championship held June 12–August 14 in Campbell with a 7–1 score. Fred Leffingwell directed 89 players in one section.

Expert Frisco Del Rosario conducts a free chess class before each club meeting at 6:45 p.m. on Thursdays at 1 West Campbell Ave.

White: Lev Pisarsky (1983)

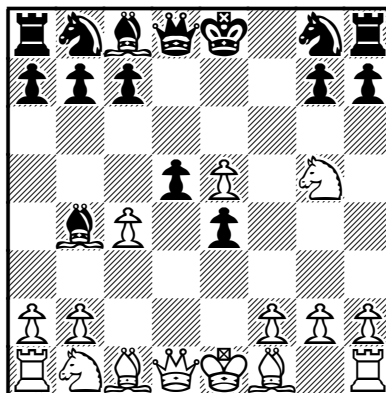
Black: Frisco Del Rosario (2065)

Philidor Countergambit

1. e4 e5 2. Nf3 d6 3. d4 f5 4. de5 fe4 5. Ng5 d5 6. c4

A novel move, taking aim at Black's better center pawns, but Black is enabled to rush in on the black squares.

6...Bb4



7. Bd2

7. Nc3 can lead to spirited play: Majzlan–Novak, Bratislava open 1995, went 7...d4 8. a3 Bc3 9. bc3 e3 10. f4 (Schacher–CherrylandCafe, ICC 2003, continued 10. Be3 de3 11. Qd8 Kd8 12. Nf7 Ke8 13. Nh8, and White never got his knight back into play) Nc6 11. Bd3 Ne5 12. cd4 Bg4, 0–1, 22.

7...e3

Black saw a fast way to prevent White from castling, but 7...Qg5 8. Bb4 Nc6 9. Bc3 d4 10. Bd4 Nd4 11. Qd4 Qc1 12. Ke2 also did the trick in Costa–Santos, Cova de Piedade 2001.

8. Bb4 ef2 9. Kf2 Qg5 10. Qd2 Qe5

Black's queen fights alone and the black king has no shelter, but 10...Qe5 leaves Black with the only center pawn and the ability to develop with ...Nf6.

11. Bc3 Qf5 12. Kg1 Nf6 13. Bf6

13. cd5 0–0 14. Bc4 Ne4 is equal, said Fritz, who can be cooler than others in such a double-edged position. Instead, Black, with an extra pawn and a safer king—White has to watch for checkmates on the g1–a7 diagonal—has an advantage.

13...Qf6 14. Qe2 Be6 15. cd5 Qd4 16. Qf2 Qf2 17. Kf2 0–0 18. Kg3 Bd5

The rest of the game should see Black developing his pieces and working toward queening his c-pawn.

19. Nc3 Bf7 20. Bb5 c6 21. Ba4 Nd7 22. Rhe1 Nc5 23. Bc2 Rae8 24. a3 Bb3

Freeing the f8-rook and making a threat.

25. Bb3 Nb3 26. Rad1 Re1 27. Re1 g6

A flight square, in light of 28. Re7 Rf7 29. Re8 Rf8 30. Re7.

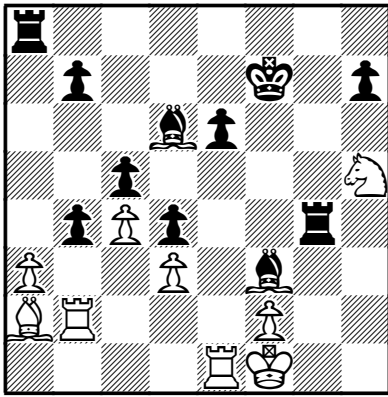
28. Re7 Rf7 29. Re8 Kg7 30. Ne4 h6 31. h3 Rd7 32. Kf4 b6 33. g4 c5 34. g5

In the endgame, when ahead by one pawn, trade pieces, not pawns. When behind by one pawn, trade pawns, not pieces.

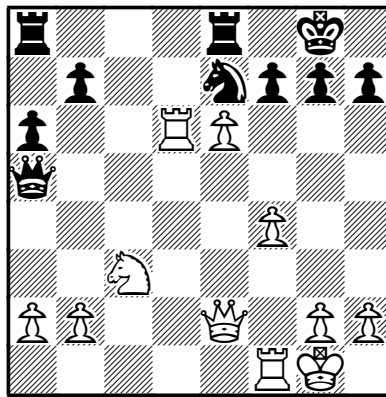
Continued on page 26

Kolty Club Championship Tactics

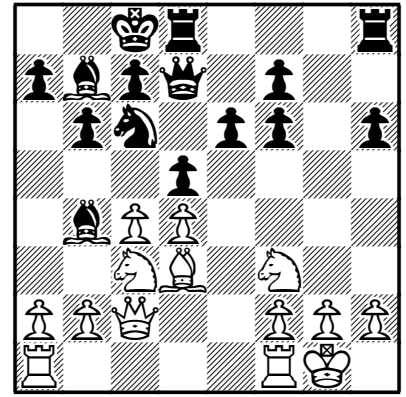
These positions are from games played at the Kolty Chess Club championship held last summer. Solutions on page 12.



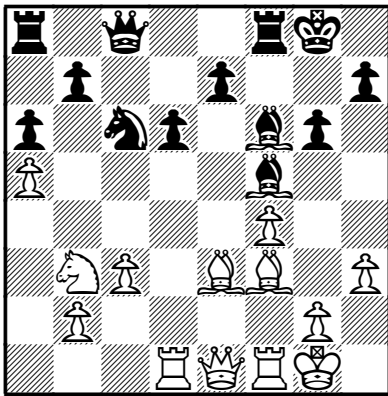
1. Alexei Karets-Lev Pisarsky, Black to play.



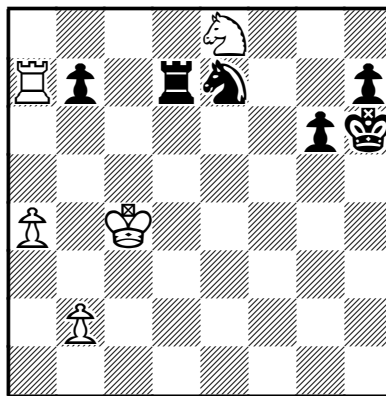
4. Leon Kompelmaker-Matt Haws, Black to play.



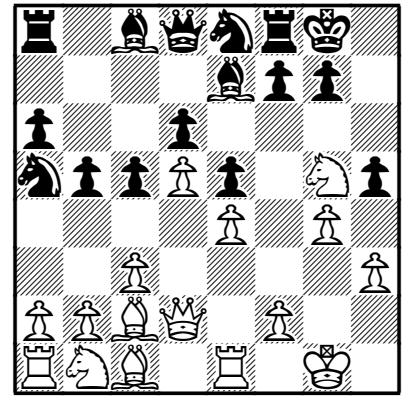
7. Mark Kokish-Matthew Joseph, White to play.



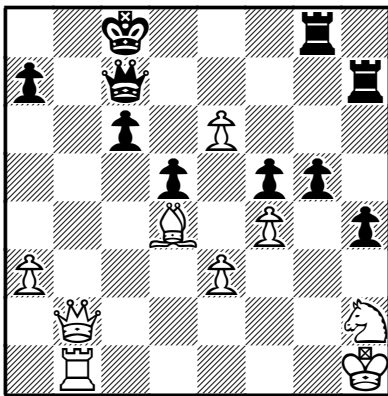
2. Steve Pait-Vernon Young, Black to play.



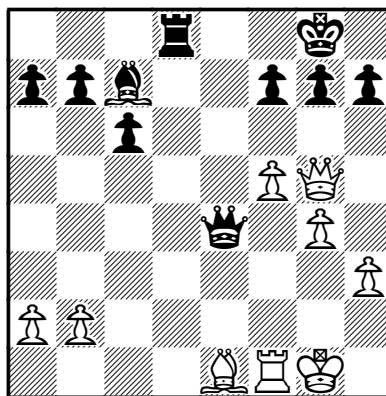
5. Jan DeJong-Steve Pait, Black to play.



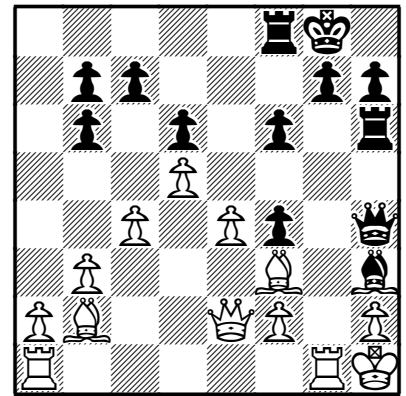
8. Steve Pait-Fred Leffingwell, Black to play.



3. Geva Yashfe- Gil Epis, White to play.



6. Kenneth Field-Antonio Rabadan, Black to play.



9. Mantej Rajpal-Iris Kokish, Black to play.

Aigner, Peckham Take Grandmaster Scalps at Los Angeles U.S. Open

U.S. champion Alex Shabalov completed a rare sweep by winning the U.S. Open championship in the same year, scoring 10-2 at the 104th U.S. Open held August 3-15 in Los Angeles.

Tying for second at 9.5-2.5 were grandmasters Leonid Yudasin, Sarunas Sulkis, Alex Wojtkiewicz, Gregory Kaidanov and IM Ricardo DeGuzman. Kaidanov was the leader throughout the event, but fell behind in the last round when he elected to take a half-point bye. This option, which had to be taken before the start of the event, was available to all players who were participating in the Continental Championship in Buenos Aires, which started immediately after the U.S. Open.

Local hero Ricardo DeGuzman was near the top from the start. His score, which was just one-half point short of a grandmaster norm, included draws with GMs Alex Stripunsky and Leonid Yudasin, as well as a last round victory over former candidate Jaan Ehlevest.

The Bay Area sent approximately 10 percent of the participants to the 458-player Open. Other top scores after DeGuzman were: 8.5 points — IM John Donaldson, NM Etan Ilfeld, SM Vladimir Mezentsev, FM Philip Wang and FM Dmitry Zilberstein; 8 points — GM Walter Browne, experts Ben Haun and Monty Peckham; 7.5 points FM David Pruess, NM Shiv Shivaji and experts Alex Setzefandt and Nicolas Yap; 7 points — NM Michael Aigner, expert Matthew Ho, and Edward Perepelitsky.

Donaldson recovered from a bad start and was tied for second

with two rounds to go, but lost the money game to GM Sulskis of Lithuania. FM David Pruess of Berkeley started very well beating GM Handoko and IM Ganbold but lost a heartbreaker when he pushed too hard in a drawn ending with GM Ibragimov. NM Michael Aigner and Expert Monty Peckham both collected GM scalps, Blatny and Handoko respectively. Peckham, Dmitry Zilberstein, and Philip Wang all took home prize money.

Reproduced from Mechanics' Institute Chess Room e-newsletter

Los Angeles 2003

White: Michael Aigner (2277)

Black: Pavel Blatny (2539)

Gurgenidze System

Notes by NM Michael Aigner

The 104th US Open was the occasion for my first grandmaster scalp. GM Blatny is well known for playing unusual openings, including the Bird-Larsen system with 1.b3. Hence, playing 1.f4 was out of question for me.

1. e4 g6 2. d4 c6 3. Nc3 d5

This is the Gurgenidze system, which is a hybrid of the Caro-Kann and Modern defenses. It is characterized by pawns on c6-d5 and f7-g6-h5, often resulting in a knight outpost on f5.}

4. Nf3 Bg7 5. Be2

Theory holds that White should play h3 on either move 4 or 5 to prevent Black from trading his bad bishop for the knight.

5...Bg4 6. ed5 cd5 7. Ne5 Be2 8. Qe2 a6 9. O-O Nd7 10. Nd7?!

Much more accurate is 10. Bf4, simply developing another piece.

10...Qd7 11. Rd1 Rc8 12. Bf4 e6?!

Instead of weakening his dark squares, Black could have developed with ...Nf6.

13. Be5 f6!?

This move is an unfortunate necessity if Black intends to play for a win. As I've experienced many times, in order to defeat a much lower rated opponent who is content to draw, Black must take risks to avoid trading into a simplified endgame. The more direct ...Nf6 allows White to force trades with 14. Qf3.

14. Bg3 Kf7 15. Re1 Ne7 16. Na4!

In addition to the fork threats on b6 and c5, White now can support his d4 pawn with c2-c3.

16...Rc6?!

Black is dreaming of doubling on the c-file and, after White plays the logical c2-c3, advancing his b-pawn in a classic minority attack. However, saving a tempo with 16...Qc6 17. Nc5 Nf5 18. c3 maintains equality.

17. Nc5 Qc8 18. c3 h5

Based on my preparation for the game, I knew to expect a kingside pawn storm. However, White is quite solid here, and the attack is more smoke than fire. During the game, I was more concerned with 18...e5, but that fails to 19.Nd3! e4 20.f3 and Black can't respond with ...f5 because of Ne5.

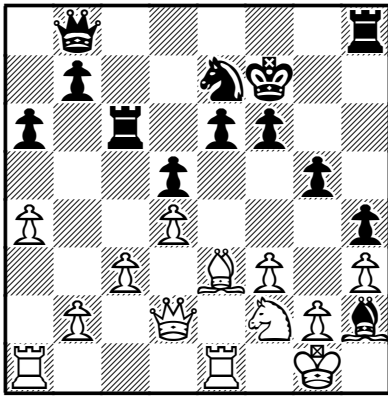
19. f3 g5 20. a4 h4 21. Bf2 Ng6 22. Nd3 Bf8

Both sides are fighting for the dark squares on the kingside.

23. Qd2 Bd6 24. Be3 Qb8 25. h3 Ne7!

Relocating the knight to an outpost on f5 where it cannot be assailed by White's forces. White finds a similar outpost for his knight on g4.

26. Nf2 Bh2



27. Kf1

If White isn't careful, he can lose his queen after 27.Kh1 Nf5 28.Ng4?? Ng3 29.Kh2 Ne4.

27...Nf5 28. Ng4 Bg3 29. Re2 Qc7 30. Kg1

Black's pawn structure is overextended. White's knight has found a strong niche on g4 where it controls h2 and e5 and cannot be easily harassed. This last king move prepares for Rf1, after which it is White who is threatening to attack on the kingside!

30...Rc8?

Black must recognize the eventual threat of f3-f4 and play 30... Bf4 31.Qd3 Kg7 32.a5 Re8 with equality.

31. Qd3 Kg7

Black was concerned about 31...Bd6 32.Nh6 Nh6 33.Qh7 Kf8 34. Qh6 Qg7 35.Qh5 with a small pull to White, but offering little winning chances to Black.

32. Bd2 Qb6?

This was Black's last chance to play ...Bf4 and prevent White's attack.

33. Rf1! Qc7

The b-pawn is poisoned: 33... Qb2 34.Nf6 with Bg5 in mind if the king captures the knight. Only slightly better is 33... Qb3 34.f4! Bf4 35. Bf4 gf4 36.Re6. White gets the same attack as in the game, but with Black's queen helpless on b3.

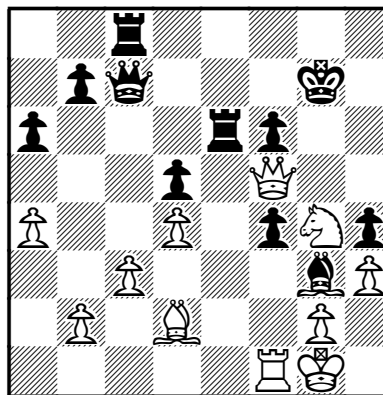
34. f4!

Sacrificing the f-pawn!

34...gf4 35. Re6!

The point of the combination. White's powerful knight and queen combine to do the damage.

35...Re6 36. Qf5



36...Rce8?

This is the critical position of the game. Black has reasonable chances after 36... Qf7! 37.Bf4 Bf4 38.Rf4?! Re1 39.Kf2 Qe6! 40.Qf6 (sadly, White has no way to continue his initiative) Qf6 41.Nf6 Rb1 42.Nd5 Rb2 43.Kf3 Rf8 44.Rf8 Kf8. It is in fact very difficult for White to save this endgame. For example: 45.Ne3 Ra2 46.Kg4 Ra4 47.Kh4 b5 48.Kg4 a5 49.Kf5 b4 50.cb4 ab4 51.Ke4 b3 52.Kd3 Rb4 0-1. However, White can improve with 38.Qf4! Qg6 39.Ne3. Black's weak pawn structure and open king are sufficient compensation for the exchange.

37. Bf4 Bf4 38. Rf4 Qd6

There's nothing better. After Qe7, White plays Nf2. After Qd7, he does Ne3. In each case, Rg4 is a significant threat.

39. Ne5! Re5



Matthew Ho won the U.S. Cadet Chess Championship, held July 27-31 in Miami, among the top players in the country under 16. Ho received a full scholarship to the University of Maryland at Baltimore County. He also won some prize money as one of the Bay Area's representatives to the Los Angeles U.S. Open in August.

Photo by Shorman

White wins a rook after 39...fe5 40.Qf7 Kh8 (40...Kh6 41.Rh4 Kg5 42. Rh5 mate) 41. Rh4 Rh6 42.Qe8.} 40. de5 Re5 41. Rg4 Kf7 42. Qh7 Ke6 43. Qh4! Although there was no mate at the end of the fireworks, White still has a significant advantage which he can convert into a full point. More precisely, the black monarch has nowhere to hide. The text does many things, but perhaps most importantly, it covers the dark squares around White's king.

39...Qb6 44. Kh2 Qxb2?

This loses instantly. Much more stubborn would be 44... Qd6 45.Qg3 with some swindle chances in a rook endgame after 45...Re3 46. Qd6 Kd6 47.Rf4 Re6 48.a5. Nonetheless, Black's weak pawn structure and White's outside passed pawn on h3 should prove decisive.

Selected Games from U.S. Open

45. Rb4 Qc3 46. Rb6 Kd7 47. Qh7 Kd8 48. Rb7 Resigns

Black resigned because he must lose his queen. A more elegant finish is the mate in 4: 48.Rd6 Ke8 (48...Kc8 49.Qg8 Re8 50.Qe8 Kc7 Qd8 mate) 49.Qg6 Ke7 50.Qf6 Ke8 51. Rd8 mate.

Los Angeles 2003

White: Vanessa West (2041)

Black: Michael Aigner (2277)

Ruy Lopez Anti-Marshall

Notes by NM Michael Aigner

Round 8 was the big merge when the various schedules of the U.S. Open came together. I was playing my eighth game in four days, while my opponent had her first eight rounds spread out at a game per day. West is a talented junior, ranked among the top girls in the country. She had a successful tournament, scoring 50 percent against eight masters.

1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. O-O Be7 6. Re1 b5 7. Bb3 O-O 8. a4

This move avoids the Marshall gambit of the Ruy Lopez, which Black can choose to play after 8.c3 d5.

8...Bb7 9. d3

Against GM Odondoo Ganbold in round 2, West played 9.Nc3?! Nd4 10.Ba2 b4 11. Nd5 Nd5 12.ed5 Nf3 13.Qf3 Bd6 14.d3 f5 with advantage to Black.

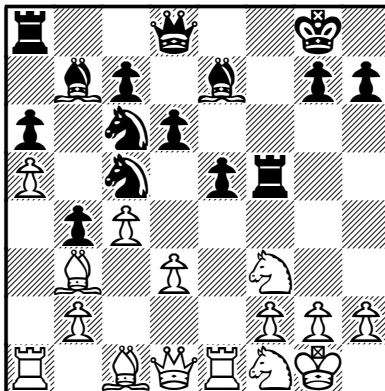
9...d6 10. Nbd2 Nd7 11. c4?!

This move cannot be recommended strictly on positional grounds. White's light-squared bishop never returns to the game.

11...b4 12. a5 Nc5 13. Nf1 f5!

Since White lags in development, Black immediately opens lines to the enemy king.

14. ef5 Rf5



15. Bc2 Rf3!

Building up the attack with 15...Qf8 allows counterplay after 16.d4 Rf3 17.dc5 Rf2 18.Be4 dc5 19.Qh5. The exchange sacrifice is justified strictly by the activity of Black's pieces relative to their white counterparts.

16. Qf3 Nd4 17. Qd1 b3 18. Bb1

All of White's pieces sit idle on the back rank! Black must act swiftly, lest White capture the b3-pawn and succeed in developing.

18...Nce6 19. Be3 Bg5 20. Nd2 Qe8!

While it threatens a battery on the long diagonal after Qc6, the real point of Black's move is to hasten the queen to the kingside.

21. Nb3?

Strictly speaking, this move loses by force. But White's task is no easier even after she closes the long diagonal with 21.Ne4 Bf4.

21...Qg6 22. Nd4 Be3 23. Nf3 Nf4!?

Winning instantly is 23... Bd4! 24.Nh4 Qg5 25.Nf3 Bf3 26.Qf3 Rf8. On the other hand, I wouldn't have been able to leave three pieces *en prise* at once if I had seen this win.

24. Nh4

Alternatively, 24.g3 Nh3 25.Kg2 Nf2 26.Qb3 Bf3 27.Kf3 Bd4

leaves the white king on life support.

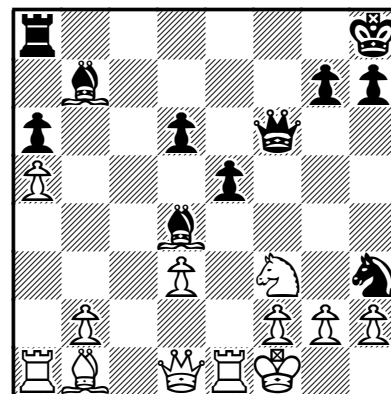
24...Nh3 25. Kf1 Qf6 26. Nf3 Bd4

Fritz screams for ...Nf2, but I'm only human and worried about losing a piece somewhere. The text wins easily enough.

27. c5

Desperately seeking counterplay based on the fork Qb3.

27...Kh8 28. cd6 cd6



29. Qe2

White can return the exchange with either 29.Re3 Rf8 30.Qd2 Be3 31.Qe3 Qe6 32.Ba2 Qg4 33.gh3 Qh3 34.Ke1 Bf3 or 29.Ra4 Nf2 30.Qe2 Ng4 31.Rd4 Nh2 32.Kf2 Nf3 33.gf3 ed4. Black simply has too much pressure against f2 and f3.

29...Rf8 30. Rc1

Amusing is 30.Nd4 Qf2 31.Qf2 Rf2 mate.

30...Nf4 31. Qd2 Bf3 32. gf3 Qg5

White loses her queen to prevent an immediate checkmate.

33. Resigns

Los Angeles 2003

White: David Pruess (2331)

Black: Odondoo Ganbold (2417)

English Opening

1.c4 e5 2.Nc3 Nc6 3.g3 g6 4.Bg2 Bg7 5.d3 d6 6.e3 Be6 7.Nge2 Qd7 8.Nd5 Rb8 9.0-0 Nce7 10.d4 c6 11.Ne7 Ne7 12.d5 cd5 13.cd5 Bh3 14.Bh3 Qh3 15.Qa4 Qd7 16.Qa7 0-0 17.e4 f5 18.Bg5 fe4 19.Be7 Qe7 20.Qe3 Qf7 21.Nc3 Rbc8 22.Ne4 Qd5 23.Rfd1 Qe6 24.Rd6 Qc4 25.b3 Qc2 26.Rd2 Qc7 27.Rad1 Rcd8 28.Rd8 Rd8 29.Rd8 Qd8 30.Qc5 h6 31.Qd6 Qe8 32.Qd5 Kh8 33.Qb7 Qd8 34.h4 1-0

Los Angeles 2003
 White: Dmitry Zilberstein (2357)
 Black: Robert Rowley (2291)
 Nimzo-Indian Defense

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4 4.e3 0-0 5.Bd3 d5 6.Nf3 c5 7.0-0 Nc6 8.a3 Bc3 9.bc3 dc4 10.Bc4 Qc7 11.Bb2 b6 12.Bd3 e5 13.Qc2 h6 14.e4 Bg4 15.Ne5 Ne5 16.de5 Qe5 17.c4 Qe7 18.e5 Ne8 19.f4 Bd7 20.Rae1 Bc6 21.Qf2 Rd8 22.Re3 Qd7

23.Qg3 f5 24.Qg6 Ba8 25.e6 Qe7 26.Rh3 Rf6 27.Bf6 Qf6 28.Qf6 Nf6 29.Bf5 Rd2 30.Rg3 Nh5 31.e7 Kf7 32.Bg6 1-0

Los Angeles 2003
 White: Walter Browne (2480)
 Black: Haryutan Akopyan (2266)
 Queen's Indian Defense

1.d4 e6 2.c4 Nf6 3.Nf3 b6 4.g3 Bb7 5.Bg2 Be7 6.Nc3 Ne4 7.Bd2 Na6 8.d5 Nd6 9.b3 f5 10.0-0 Bf6 11.Rc1 0-0 12.Bf4 Nf7 13.e4 Bc3 14.Rc3 fe4 15.de6 de6 16.Nd2 Qf6 17.Qa1 Qg6 18.Qb1 e5 19.Be3 Nd6 20.c5 Nb5 21.Rcc1 Nd4 22.Bd4 ed4 23.c6 Bc8 24.Be4 Qh5 25.b4 Be6 26.Bd3 Nb8 27.a4 Kh8 28.b5 a6 29.Qb4 Qf7 30.Ne4 h6 31.f4 ab5 32.ab5 Ra2 33.Ra1 Rd8 34.Ra2 Ba2 35.Re1 Qd5 36.Qe7 Qg8 37.Nf6 Qf8 38.Qf8 Rf8 39.Re8 Re8 40.Ne8 Bd5 41.Nc7 Bc6 42.bc6 Nc6 43.Nd5 g6 44.Kf2 Kg7 45.Kf3 1-0

Los Angeles 2003
 White: Monty Peckham (2170)
 Black: E. Handoko (2429)
 Ruy Lopez Schliemann

1.e4 e5 2.Nf3 Nc6 3.Bb5 f5 4.d3 Nf6 5.Qe2 d6 6.Nc3 Be7 7.d4 fe4 8.Ne4 0-0 9.de5 Ne4 10.Qe4 d5 11.Qa4 Rf3 12.gf3 Ne5 13.Be2 Bf6 14.Be3 b5 15.Qb5 c6 16.Qa4 Rb8 17.Rb1 a5 18.Bd2 Qe8 19.Kd1 Bd7 20.Rg1 Qh5 21.Qf4 Rf8 22.Qg3 Qf7 23.Ba5 d4 24.f4 d3 25.Bd3 Nd3 26.Qd3 Be6 27.Kc1 Bc4 28.Qg3 Re8 29.b3 Bd5 30.Bc3 Re7 31.Kb2 g6 32.Rbc1 Rd7 33.Qe3 Bc3 34.Kc3 1-0



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Zildzic, Lazetich Split First Place at 11th Sacramento CC Weekender

Sacramento Chess Club Weekend			
Swiss #11			
August 23-24, 2003			
Master/Expert			
1-2	Kenan Zildzic	3	
	Zoran Lazetich		
U2200	Ben Tejes	2.5	\$73
	Larry Synder		
Reserve			
1	Russell Shitabata	3.5	\$140
2-3	Ronald Clothier	3	\$90
	Edward Wu		
U1800	John Eid	2.5	\$16
	Calixto Magaoy		
	Rutraj Pathak		
	Matt Zavortink		
Booster			
1-5	Ryan Ko	3	\$88
	Alan Howe		
	Paul Linger		
	Freddy Ferrer		
	Tyrone Plata		

Master Kenan Zildzic won the 11th Sacramento Chess Club Weekend Swiss held August 23 and 24 in Sacramento. John McCumiskey directed 49 players in three sections.

White: Ryan Ko (1373)
Black: Arcadio Rubi (1591)
Danish Gambit
Notes by Ryan Ko

1.e4 e5 2.d4

I play the Danish for the first time in about two years in tournament play. I was usually a Scotch Gambiteer, but I was playing the first seed of the tournament, 200 points higher than I, so I decided just to go for a knockout.

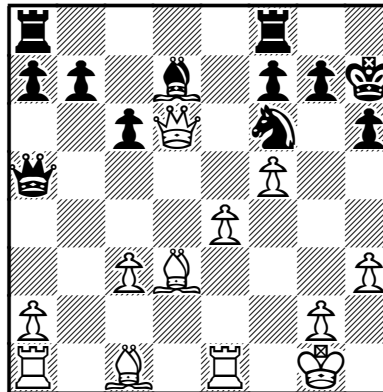
2...ed4 3.c3 dc3 4.Bc4 Nf6 5.Nc3 Bd6

Definitely not the best move, wasting at least one tempo.

6.Nf3 Nc6 7.0-0 0-0 8.Re1 Ne5 9.Ne5 Be5 10.f4 Bc3 11.bc3 d6 12.h3 Be6 13.Bd3

I need to keep this Danish bishop!

13...h6 14.Qf3 c6 15.f5 Bd7 16.Qg3 Kh7 17.Qd6 Qa5



18.Bh6

At the time, I didn't find a forced win after ...Kh6, and this was a completely intuitive sacrifice. On further examination by Fritz, 18. e5 was better. And yet...

18...Qc3 19.Rac1 Qa5 20.e5 Ng8 21.f6 Kh6 22.fg7 Kg7 23.Qd7 Nh6 24.Qb7 Rad8 25.Bb1 Qd2 26.Qc6 Qd4 27.Kh1 Rfe8 28.Qf6

Oopsies. Time to resign now.



Ryan Ko had the best tiebreaks among five players who tied for first place in the booster section at the 11th Sacramento Chess Club Weekend Swiss in August.

Photo by Shorman

28...Kg8 29.Qh6 Re6 30.Bh7 Kh8 31.Bg6 Kg8 32.Qh7 Kf8 33.Qf7 mate

Kolty Championship Tactics

1. Black played 1...Rh4 to hit the knight and threaten 2...Rh1 mate, and after 2. Ng3 Bg3 3. fg3 Rh1 4. Kf2, Black skewered with 4...Rh2.

2. 1...Bc2 wins material.

3. 1. Be5 Qb7 2. Qc2 (or another queen move that guards the rook while uncovering it) won for White.

4. 1...Qc5 snared a rook.

5. 1...b5 checked and discovered a winning attack to the rook.

6. 1...Qe5 threatened mate in one, and Black got a winning attack after 2. Kf2 (not 2. Rf2 because the rook is tied to the defense of the bishop) Qh2.

7. White won a pawn or more with 1. cd5, because 1...ed5 runs into 2. Bf5.

8. Black drove off one defender of the g5-knight by 1...Nc4.

9. The right discovered checkmating threat is 1...Bf1.

Two Tie for First at San Luis Obispo County Championship

San Luis Obispo County Championship August 16-17, 2003

Open

1-2 Alan Bishop 3.5
Matthew Robertson

1 Exp Robert Faust 3

1 A Rick Shepard 2.5

Reserve

1 Michael Edes 3.5

2 Rob Vandenouden 3

3-4 Ingmar Monson 2.5

Barbara McCaleb

1 C Robert Marguiles 2.5

1 D Hugo Kitano 2

Novice

1 Kevin Maxwell 4

2 Richard Weilacker 3

3 Dennis Steele 2.5

Alan Bishop and Matthew Robertson tied for first place at the San Luis Obispo County Championship held August 16-17 in San Luis Obispo.

Allan Fifield directed 36 players in three sections.

White: Brad Langer (1580)

Black: Michael Edes (1498)

French Defense

Notes by Allan Fifield

1. e4 e6

The best!

2. d4 d5 3. Nc3 Nf6 4. e5 Nfd7

5. f4 c5 6. Nf3 Nc6 7. dc5 Bc5 8. Bb5?!

An early Bb5 is almost always doubtful for White in any variation of the French. The "good" white bishop is often exchanged for the c6-knight, while the "bad" black bishop can become effective on the f1-a6 diagonal. 8. Bd3 f5 9. ef6 Nf6 10. Qe2 0-0 is equal, according to Nunn.

8...d4

Enticing White to fill up his center space with 9. Ne4, but then 9...Qa5.

9. Bc6 dc3 10. Be4 Bb4 11. 0-0 Qb6 12. Kh1 Nc5 13. Qe2 Bd7 14. a3 cb2 15. Bb2 Ne4 16. Qe4 Be7

Black has a good bishop pair but lags in development, and no obviously safe place to put his king. There is already an open b-file on which White can attack the king, and White's space advantage in the center and kingside unfolds with f5-f6 in case Black castles kingside.

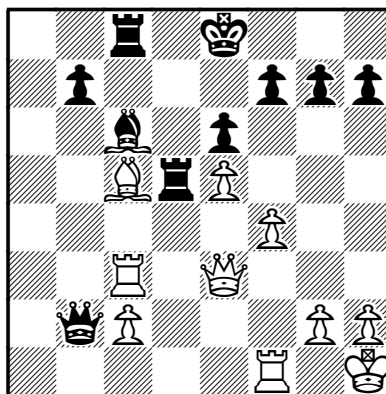
17. Rab1 Bc6 18. Qe1 0-0-0

Risky.

19. Bd4 Qa6 20. Qe3 Qa3 21. Rb3 Qa6 22. Ra1 Qc4 23. Rc3

23. Ra7 Qf1 24. Ng1 was a reasonable option for White here or on the next move.

23...Qb5 24. Ba7 Rd5 25. Bb6 Kd7 26. Nd2 Bd8 27. Nc4 Ke7 28. Ba7 Bc7 29. Nb6 Bb6 30. Bb6 Qb2 31. Rf1 Rc8 32. Bc5 Ke8



33. Qg3 Bb5! 34. Qg7 Qc3 35. Qf8 Kd7 36. Qf7 Kc6 37. Qe6

Kc5 38. Qc8 Bc6 39. Qf8 Kc4 40. e6 Qc2 41. e7 Rd1!

Setting up the "double queen sac" on move 43 that leads to mate.

42. Qg8 Bd5 43. Qc8 Kb4

After the careless but natural 43...Kb3, White wins after 44. Qc2 Kc2 45. Rd1. With ...Kb4, Black sacrifices his queen or allows White to queen. In either case, White is checkmated.

44. Resigns

San Luis Obispo 2003

White: Armin Rapaport (1763)

Black: Stephen Ho (1928)

Advance French

Notes by Stephen Ho

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3 Qb6 6.Bd3 Bd7 7.Bc2

White can risk a pawn here by 7. 0-0 cd4 8. cd4 Nd4 9. Nd4 Qd4.

7...cd4 8.cd4 Nge7 9.0-0 Nb4

10.Ba4 Ba4 11.Qa4 Nbc6

12.Nc3 Nf5 13.Ne2 Be7 14.g4

15.Nh4 Bh4 16.b3 Be7

17.a3 0-0 18.Be3 a5 19.Nc3

Rac8 20.Qb5 Qa7?!

Better is 20...Qc7.

21.Ne2 Rc7 22.Rfc1 Rfc8 23.b4

b6 24.Qd3 ab4 25.ab4 Qb7

26.b5 Na5 27.Rc7?

27. Qc7 would have been an improvement.

27...Rc7 28.Rc1 Nc4 29.Bf4 Rc8

30.Ra1 Bb4 31.Qb3 Qe7 32.h3

Ba5 33.Rc1 Ra8 34.Ra1 f6

35.Qg3 fe5 36.Be5 Rc8 37.Rc1?

Bd2 38.Rc2 Qb4 39.Qd3 Ra8

40.Ng3 Ra3 41.Rc4 dc4 42.Qe4

Ra1 43.Kg2 Qb1! 44.Qb7 Qg1

45.Kf3 Ra3 46. Resigns

Results from Recent BlackKnights Prize Quads

BlackKnight Prize Quads June 21, 2003

- 1 Eric Morrow
 - 2 Bisman Walia
 - 3 Steven Davies
 - 4 Clayton Paull
- Stephen Jones
Ran Cheng
Sandip Srinivas

July 12

- 1 Oren Gazit
 - 2 Eric Morrow
 - 3 Alexei Karets
 - 4 Eugene Vityugov
- Justin Wang
Vinh Nguyen

August 2

- 1 Eric Morrow
 - 2 Durai Chinniah
 - 3 Bisman Walia
 - 4 Mathew Joseph
- Ted Belanoff
Steven Davies

August 24

- 1 Alexander Levitan
 - 2 Marvin Shu
 - 3 Bernard Liang
 - 4 Sreekar Jasthi
- Steven Davies

September 6

- 1 Eric Montany
 - 2 Arnav Shah
 - 3 Steven Davies
 - 4 Mathew Joseph
- Ted Belanoff

September 12

Friday Night Kids' Fight

- 1 Casey Fischer
- 2 Wesley Bartlett
- 3 Willie Schuk
- 4 David Tedone

September 20

Scholastic Quads

- 1 Jonathan Friedland
- 2 Daniel Zheng
- 3 David Tedone

September 21 Prize Quads

- 1 William Davis
- 2 Sreekar Jasthi
- 3 Bernard Liang

The Academic Chess BlackKnights Chess Club has been conducting at least one open quadrangular tournament per month at its site at the old Blackford High School in San Jose.

San Jose 2003

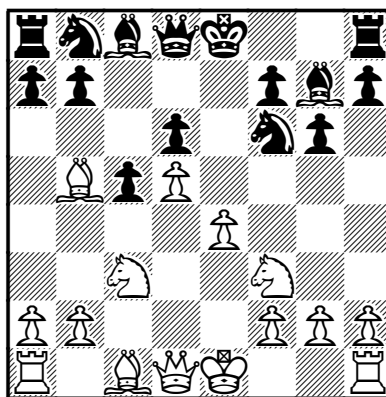
White: Eric Morrow (1612)

Black: John Glass (2019)

Modern Benoni

Notes by Albert Rich

1. d4 Nf6 2. Nf3 c5 3. d5 e6 4. c4 ed5 5. cd5 d6 6. Nc3 g6 7. e4 Bg7 8. Bb5



8...Nbd7

8...Bd7 is equal, according to Psakhis, and then 9. Bd3 (9. Be2! leaves Black's bishop misplaced—Norwood) b5!? leads to sharp play: 10. Nb5 (10. Bb5 Bb5 11. Nb5 Qa5 12. Nc3 Ne4 gives Black good play) Ne4 11. Qe2 0-0 12. Be4 Qa5 13. Nc3 Bc3, and Black is better.

9. Rb1!?

Interesting plan, but shouldn't White castle first? 9. Bf4 is the usual try, where White plays for e5 right away. 9... Qe7 10. 0-0 0-0 11. Re1 Ng4! 12. Bg5!? Bf6 13. Bf6 Ndf6 gave chances to both sides in Gligoric-Fedorowicz, New York 1988.

9...0-0 10. b4 cb4

10...Re8 seems a little better, developing a piece against White's uncastled king. 11. Qc2 Qe7 12. Nd2 Ne4 13. Nce4 f5 14. 0-0 fe4 15. Re1 a6 16. Bd7 Bd7 17. Re4 Qf7, and Black should be happy with his two bishops.

11. Rb4

The rook turns out to be very useful on this square.

11...Qa5 12. a3

The c3-knight is vulnerable, but how does Black exploit it?

12...Nc5 13. Bd3 Nh5

On 13...Bg4 14. 0-0 Nfd7 15. Bb2 Bf3, the pawn has to recapture (if 16. Qf3, then 16...Ne5), and on 13...Ng4, White could lose a piece after 14. Bb2? Bc3 15. Bc3 Qa3 16. Qc2 Nd3 17. Qd3 Qc1.

14. Qc2 Bg4

Better would have been 14...f5! to open some lines while White trails in development.

15. Nd2 Nd3

If 15...Nf4, White crawls back with 16. Bf1, and then how should Black open the position?

16. Qd3 Nf4 17. Qg3 Bc3

White is out of trouble after 17...Rac8 18. Qf4 Rc3 19. 0-0.

18. Qc3 Rac8

Developing with gain of tempo, but losing the game! 18...Nd5! finally cracks White's position: 19. ed5 Rfe8 20. Kf1 Rac8 21. Qb2 Qa6 22. Kg1 Re1 splat!.

19. Nc4

The move all Benoni players fear turns the tables in White's favor!

19...Ng2?

White is still better after 19...Nd3 20. Qd3 Rc4 21. Qc4 Rc8

Continued on page 26

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Blindfold Chess for Fun and Profit

By David Alzofon

Some readers will wonder what might qualify a mere B player to write an article about the exotic skill of blindfold chess. The author will be the first to admit his shortcomings. The fact is that I can't play blindfold chess. But I once took lessons from someone who could, and this article is about some insights he passed along to me, insights that might help you boost your rating.

In the 1970s, the Stanford Coffeehouse was a hotbed of chess activity in the San Francisco Bay Area. Fischermania was in full flower when the author wandered into that den of iniquity. There were a good 30 tables in the smoke-filled room, and almost every one had a couple of games going. The furious smacking of chess clocks and the hissing of espresso machines suffused the gloomy atmosphere with a frothy excitement.

As Fischer fervor declined in the latter half of the decade, the coffehouse continued to draw a zealous crowd of hardcore five-minute players who vied unendingly for King of the Mountain honors. When the doors closed around midnight, the slapping of chess clocks continued well into the wee hours of the morning out on the patio. With an international crew of experts and masters manning the tables, it was a glorious time and place to learn the game, not to mention the art of witty, if obnoxious table banter.

The coffehouse regulars included a cast of characters right out of Dostoevsky and Dave Barry, but there was one star, however, who stood head and shoulders above the rest: John Dedinsky, better known nowadays as the inventor of the Chronos Game Clock. John, a Ph.D. candidate in mathematics at the time, arrived at the coffeehouse with two



Alan Benson, one of the most active Northern California chess organizers during the '70s and '80s, conducted this two-board blindfold simultaneous exhibition against Dave Brooks (fuzzy) and Pete Hyatt (glasses) at the Cherryland Cafe.

Photo by Shorman

unique honors: he had won the Wisconsin state championship while still a teenager, and he had beaten Fischer in a simultaneous game in only 17 moves, Fischer's fastest defeat during his 1964 simultaneous tour around the country. While studying at Stanford, John took second place in the prestigious Paul Masson tournament. At five-minute chess, he regularly made puppy dogs out of the coffehouse pit bulls. But his unique talent for blindfold chess cemented his legendary status. John could play up to 10 blindfold games at once, announcing moves over his shoulder quickly and casually.

Through mutual friends, I managed to persuade John to grant me a few chess lessons. Naturally I was curious about how he could play blindfold chess and read *Chess Informant* like a novel. "How do you visualize the board?"

I asked. His answer surprised me: "I don't really visualize much at all. I make mental lists of possible moves and captures, and go from there." Ah, so easy.

Since this article is about a method of chessboard visualization, I felt I should begin with the expert perspective in mind. To John, visualization wasn't the key. It was the lists that counted. Most of us, however, need to crawl before we can fly. How can you compose "lists" without first imposing some kind of mental order on the 64 squares and 32 pieces?

For John, the order was self-evident. If a pawn was on e4, he knew that it blocked a pawn on e5 and attacked d5 and f5. A bishop on h2 "saw through" to b8. He knew that h2-b8 was a dark diagonal and that there were seven squares on it. He had some

Continued on page 18

Showdown at the Cherryland Cafe

By Kerry Lawless

Richard Shorman was driving international master James Tarjan home from a simultaneous exhibition at the Berkeley Universal Life Church in 1975 when Jim evinced an interest in a late dinner.

After hearing of the good food and good company the Cherryland Café would afford, Jim agreed to travel a little out of his way. By the time Richard dropped Jim off in front of the café, they had agreed on the scenario...Jim was to be the man with no name!

Class B player and Cherryland Café regular Chris Mavraedis was sitting at the counter eating dinner and playing chess with the proprietor and cook, Harold James, when a short hairy man pushed through the glass doors. After diffidently watching the end of the five-minute game, he asked Chris for the next game. The bearded stranger won handily.

Smarting for revenge, Chris quickly set the pieces up for another game. At that point, his hairy opponent suggested that they play for stakes. Harold, knowing that Chris was a destitute student, agreed to back Chris for whatever they played for. Chris was blasted off the board for a cup of coffee. Sensing he was playing a very strong player, Chris insisted on time odds. He quickly lost a 5-3 game for a milkshake and another 5-1 game for a dinner.

Richard nonchalantly walked in the door, looked at the remains of the last game, and asked, "Say, Chris, you having a little trouble?" Jim and Richard both laughed heartily at Chris' pained expression.

After everyone was introduced, Harold made Jim one of his celebrated "super dinners," and another legendary episode from the Cherryland Café was born.



Harold and Ilene, who always treated one 10-year-old boy like an important customer.
Photo by Shorman

Consultation game

Hayward 1968

White: Lupe Lopez and Bob Martinez

Black: Fred Crosby and Byron Delaney

Vienna Gambit

1.e4 Nf6 2.Nc3 e5 3.f4 d5 4.d4 c6 5.fe5 Ne4 6.Nf3 Be7 7.Bd3 Bb4 8.Be4 de4 9.Ng5 0-0 10.0-0 Nd7 11.Qh5 h6 12.Nce4 f5 13.Qg6 Nf6 14.Nf6 Rf6 15.Qh7 Kf8 16.Qh8 Ke7 17.ef6 Kd7 18.Qg7 Resigns

Hayward 1968

White: Lupe Lopez

Black: Harold James

Four Knights Game

1.e4 Nf6 2.Nc3 e5 3.Nf3 Nc6 4.Bc4 d5 5.ed5 Na5 6.Bb5 c6 7.dc6 bc6 8.Ba4 Qc7 9.0-0 Bc5 10.Ne5 0-0 11.Nf3 Bg4 12.d4 Rad8 13.Be3 Bd6 14.h3 Bh5 15.Re1 Nc4 16.Bc1 Rfe8 17.Bb3 Bf3 18.gf3 Bh2 19.Kg2 Ne5 20.f4 Neg4 21.Re8 Re8 22.hg4 Bf4 23.Bf4 Qf4 24.Qf3 Qg5 25.Rg1 Ng4 26.Qf7 Kh8 27.Qe8 mate

Hayward 1970

White: Kerry Lawless (1720)

Black: Gary Wilson (1950)

Blackmar-Diemer Gambit

1.d4 d5 2.e4 de4 3.Nc3 Nf6 4.f3 ef3 5.Qf3 e6 6.Be3 Be7 7.Bd3 Nc6 8.0-0-0 Nd5 9.Nd5 ed5 10.Qh5 h6 11.Rf1 Be6 12.c3 Bg5 13.Bg5 Qg5 14.Qg5 hg5 15.Nf3 f6 16.Re1 Kd7 17.Bg6 Ne7 18.Bc2 c6 19.b3 Rae8 20.Nd2 a6 21.h3 b5 22.g4 Kd6 23.b4 Bf7 24.Nb3 Ra8 25.Nc5 Ra7 26.Re3 Re8 27.Rhe1 Raa8 28.Nb7 Kd7 29.Re7 Re7 30.Bf5 Be6 31.Nc5 Kd6 32.Re6 Re6 33.Be6 Re8 34.Bf5 Re1 35.Kd2 Ra1 36.Bd3 Ra2 37.Bc2 Ke7 38.Kc1 Ra1 39.Bb1 a5 40.Kb2 Rb1 41.Kb1 a4 42.Na6 Kd6 43.Kc2 g6 44.Nc5 f5 45.gf5 gf5 46.Nd3 f4 47.h4 gh4 48.Nf4 Kd7 49.Kd2 Ke8 50.Kd3 Kf7 51.Kc2 Kf6 52.c4 dc4 53.d5 cd5 54.Nd5 Kg5 55.Ne3 Kf4 56.Nc4 h3 57.Nd6 h2 58.Nb5 h1Q 59.Kb2 Qc6 60.Nc3 Qc4 61.Na2 Qb3 62.Ka1 a3 63. Resigns

A Kit for Improving Visualization

Continued from page 16

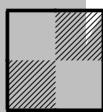
automatic sense of the connections of those squares with other pieces and the rest of the board. The rest of us, though, need a kind of starter kit through which to develop that kind of inner sight.

That's what this article contains: the starter kit for the aspiring blindfold player. The following method of visualizing the board is based in part on the advice of George Koltanowski, world record holder in blindfold chess. The approach was refined over many years to the simple formula that follows, which trains you to "see" the board every time you read the algebraic name of a square. Though we begin with chessboard visualization, we will work toward composing the lists John was talking about.

Visualizing the Board

We'll take the board first, the pieces later. Try this mental exercise:

1. Visualize a square. We'll call this square a cell.
2. There are four squares in a cell, so in your mind's eye divide up the cell like a window pane into four chessboard squares, as shown here.



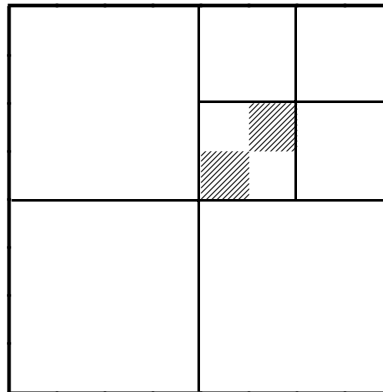
A cell.

Notice that two squares are dark and two are light. In any given cell — such as the cell a1, a2, b1, b2 — the dark squares lean diagonally to the right, the light squares lean diagonally to the left.

The chessboard can be divided into four identical quadrants. Each quadrant contains four cells.

All cells are identical and all quarters of the board are identical, whether you view the board from the white side or the black. This is an important point. If you learn one quadrant, you've learned them all — that's the gist of the whole visualization method.

Each quadrant contains 16 squares, which is a little too difficult for most people to track mentally. Cells are an overlay on the quadrant that reduce 16 squares to just four, making it easy to track individual squares. Every algebraic square is embedded within a cell that is itself embedded in a quadrant. With this mental model of the board, you can locate a square much the way you'd dial a phone number.



The square f6 sits inside of a cell inside of a quadrant.

Before we go on to some exercises, let's be sure you really know your cells. Think of a generic cell (four squares such as shown above) and answer "dark" or "light" to the following:

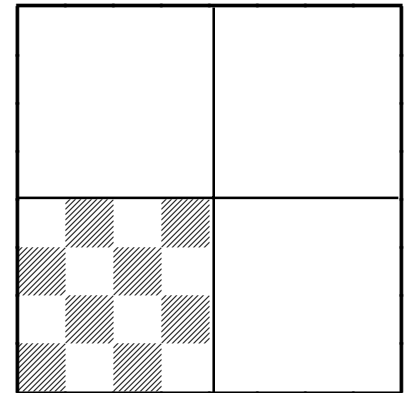
What color is the upper right square?

- Lower left?
- Upper left?
- Lower right?
- Upper right?
- Upper left?
- Lower right?

Repetitious? Yes, but that

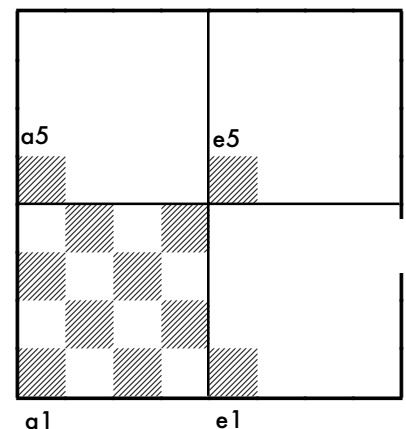
helps develop your speed, and speed counts. Go through the list again and again until you can answer quickly and easily while visualizing the cell. Here's your final exam: Upper left? If you said "light!" in .333 seconds (human reaction time), you pass.

OK, on to the big board. Divide your mental chessboard into four quadrants, as shown below.



A quadrant.

All four quadrants are absolutely identical. Visualize chessboard square a1. It is the dark square in the lower left corner of the lower left quadrant. Because all four quadrants are identical, the analogous squares a5, e1 and e5 — which are in the lower left corners of the other three quadrants — must also be dark squares:



All squares sit inside of a cell inside of a quadrant. If you get the hang of seeing this in your mind's eye, then you will immediately know the color of the square and its spatial relationship to the board.

Exercise 1: The purpose of this exercise is to learn to visualize a square nestled in a cell inside a quadrant.

1) Visualize the square c3 or find it on a chess board or in a diagram in a book. In which quadrant is it? Which cell? (Answer: lower left quadrant, upper right cell.)

2) What square is it inside of its cell? (Answer: lower left.) What color is it? (Dark, like any lower left square in a cell.)

3) What squares are in the same position as c3 in the other three quadrants? (Answer: c7, g7, g3.)

4) Repeat steps 1-3 for the following squares from the lower left quadrant: d2, a4, b3, c1. (Answers: d2: lower right cell, dark, similar squares in the other three quadrants are d6, h2, h6; a4: upper left cell, light, a8, e4, e8; b3: upper left cell, light, b7, f3; c1: lower right cell, dark, c5, g1, g5.)

Applying Your Knowledge

To streamline the quadrant/cell visualization steps, use the following verbal formula: *One, Two, Three, Color!* You need to learn to do this every time you read an algebraic square until it is automatic. When you say "One," visualize the quadrant. When you say "Two," visualize the cell. You decide "Color," according to the position of the square inside the cell and say "Dark" or "Light."

This sounds tougher than it is, so let's jump to an example: First, open a chess book and pick a random algebraic square. Suppose that square happens to be "g6." Now apply the formula, saying "One, Two, Three, Light!" Here's what's going on, blow by blow:



George Koltanowski was to blindfold chess as Wayne Gretzky was to hockey.

Photo by Shorman

Call out "One!" as you visualize the quadrant: This gives you a broad, fuzzy picture of where the target square lies on the mental chessboard. With practice, this becomes effortless, but I will take it step by step here, visualizing from the White side of the board. File "g" (from g6) tells me whether I will find the g6 square on the left or right side of the 64-square board. Clearly, the g-file is on the right side of the board. The number "6" tells me whether I will find the g6-square near the top or the bottom of the board. Clearly, the 6th rank is toward the top, so I now know that I will find the g6-square in the upper right quadrant.

	The g6-square is somewhere in this quadrant.

Call out "Two!" as you visualize the cell within the quadrant: The process of seeing the cell is identical to seeing the quadrant. File g (from g6) tells me whether the square is on the right or left side of the quadrant. Clearly the g-file is on the right side of the quadrant. The 6th rank is in the lower half of the quadrant, so now I know that I will find the g6-square in the lower right cell. You are now seeing something like this:

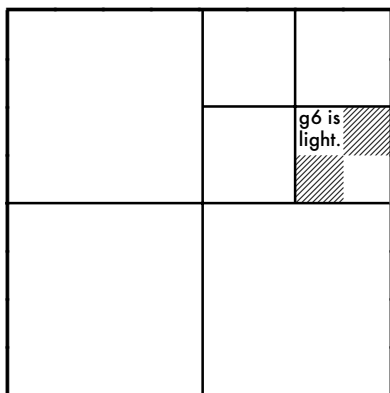
		g6 is in this cell.

The image is coming into focus, the mental radar is locking on to g6. It's wonderful that chess geniuses have no trouble doing

Next Stop, the Melody Amber Blindfold Tournament

this without benefit of a method, but for the rest of us, One-Two-Three-Color ensures speed and accuracy. Much testing has shown that it's the easiest method to use. Eventually you'll outgrow it. Think of it only as a bridge toward a new chessboard consciousness.

Call out "Three!" as you visualize the target square inside the cell. You will see the color instantly. The mental process is the same as in steps one and two: file g tells us that the g6 square is on the left side of the cell, and rank 6 tells us that g6 is in the upper half of the cell. So we need only visualize the upper left square in a generic cell. What color is an upper left square in a generic cell? Light! So we know that g6 is a light square. More than that, we can "see" the g6 square nestled inside of a cell inside of a quadrant:



That's all there is to it. You can perform *One-Two-Three-Color* on any square and you will inevitably know its color and position. What value is it? If you work at it for a while, you will be able to read a chess book like a novel, and you will begin to see deeper into the future in your tournament games. Why? Because your inner board will become more

stable, freeing your mind to move pieces around on it and retain the relationships between the pieces. Here are some exercises that will help you achieve this:

Exercise 2: In this exercise, you will practice the *One-Two-Three-Color* method on randomly selected algebraic squares. Open any chess book on your shelf to a random page and select any algebraic square. Don't worry about pieces. Do the *One-Two-Three-Color* drill to calculate the color of the square. Be sure to say the words out loud. Check your visualization against a real board afterward. Continue with other randomly selected squares from the book.

If you devote only 10 minutes a day to this exercise, you will find that within a week or so you will be able to effortlessly zoom in on the color of any square. When it ceases to be work, go on to Exercise 3.

Exercise 3: The purpose of this exercise is to get comfortable moving pieces inside of a quadrant. Pick a quadrant and tour it

with a mental knight, king, or a queen. For example, let's say you pick the upper left quadrant. You put a mental knight on square a5 (a dark square) and begin hopping around the quadrant. For example, b7 to c5 to d7 to b8 might be one route. As you hop to each square, say its color: light, dark, light, dark. This will reward you with a clear sense of the geometric position and color of every square within a quadrant. Remember, if you learn one quadrant, you've learned them all. Be sure to check your work: Look at a chessboard and repeat the tour, making sure you "saw" everything correctly. This reinforces the visualization method.

Do Exercise 3 10 minutes a day for about a week. When you feel you've got a good inner sight of all four quadrants, you're ready for Exercise 4. Remember, it takes time to master the skill. Perhaps you can do it on the first day, but after a week, you'll find it easier and more natural. That's the feeling you want to cultivate.

The Story of a Blindfold Game

The Show Must Go On

Feldercarp knew he would be missing two people terribly at that concert in June 2002 by The Who: the band's bass player John Entwistle, who passed away a week before the tour began, and his estranged fiancée. Before she left him, the couple punished each other for weeks—he ignored her for not adapting instantly to life away from home, and she started looking for reasons to go home because he was ignoring her.

Her ticket ended up with Jones, Feldercarp's old chess crony, who first introduced Feldercarp to The Who 25 years ago, when Feldercarp was just a kid. "I told [your wife] that you were first to insist that I be familiar with 'Live at Leeds,'" Feldercarp said as they began their drive to the theater.

"And 'Who's Next,'" Jones added. The men had a long friendship—one that even survived the

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Exercise 4: The purpose of this exercise is to learn to cross from quadrant to quadrant along straight paths, diagonals and knight moves. Simply extend the mental tour of a given piece across all four quadrants, and include some enemy pawns for captures. For example, place a bishop on a1 and enemy pawns on g7, e7, e5, c5, b6. The trick is to name and visualize every square that the bishop must cross to reach its targets. The following day, do the same thing with a knight. Limit the drill to 10 minutes. This will add some time pressure and put a comfortable endpoint on your work for any given day.

After about a week of Exercises 2, 3 and 4 (three weeks in all), you will probably have established a permanent inner sight of the board. You will no longer be able to read “e5” in a chess book without almost immediately seeing the e5 square on your inner chessboard (and knowing that it is dark).

Exercise 5: The purpose of this exercise is to cash in on your knowledge. Take one of your books on chess tactics off the shelf. Usually these books present a chessboard diagram and give the winning combination nearby. If the winning move is a simple one-two punch, these are usually not too hard to follow. But now you’re ready to go deeper into the variations that use to vex you. Break the task down as follows: First, read only the algebraic squares of a combo and do the *One-Two-Three-Color* drill on them. Forget about visualizing the pieces and what they are doing! Concentrate on seeing the squares. Next, take a couple of deep breaths, relax, and re-read the variation, this time adding the pieces and trying to follow the action in your mind’s eye. If you studied the squares apart from the pieces, you’ll probably find that it’s very easy.

The practical application of



Grandmaster Maurice Ashley conducted a three-board simultaneous blindfold exhibition against three East Bay scholastic teams who played in consultation at last year’s Windsor Academy Chess Fest. Photo by Kirshner

this skill should be apparent: Eventually you’ll be able to follow the openings and variations in your chess books without setting up a board. If you work on this, you’ll probably find it much easier to visualize future positions when you’re playing tournament games, which should give you a competitive edge.

Exercise 6: Most of this article has explained how to create a stable image of the board in your mind’s eye. The following exercise should enhance your ability to visualize pieces and create lists of moves, like John Dedinsky does.

Open your chess book once again and select a random diagram. Concentrate on only one quadrant and memorize the positions of the pawns. Look away from the book and name the positions of the pawns, the squares they occupy and the squares they attack. If any pawn blocks an enemy pawn, note that, too. List all moves possible by any pawn. Try to work fast. When you get good at this drill, practice with rooks, then rooks and pawns.

Always note captures, especially the absurd captures. John said an awareness of absurd captures helped him memorize a position. Eventually add bishops, or rooks and bishops, or knights and kings to the picture.

Finally, learn to memorize all the pieces in a quadrant and list of all possible moves, captures, pins, skewers, and so forth. Never spend more than ten minutes a day on this drill. Simply try to do as much as you can within the ten minutes allotted for blindfold study.

Conclusion

We have presented a relatively simple method for total chessboard visualization. In fact, I’ve taught it to children, who seem to have fun with it. Chances are that you’ll have fun with it, too. But the point of cultivating this skill is not to amaze your friends — it is to enhance your ability to study chess books and to add depth to your imagining of future positions, which should improve your results.

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Blindfolded on the Hayward Bridge

Continued from page 20

month when Feldercarp was sleeping on Jones's living room floor and could only get into the apartment by climbing in through the kitchen window. "I've seen them as four, then as three, and now as two," Jones said, meaning that he saw The Who in its original lineup of Pete Townshend, Roger Daltrey, Entwistle, and Keith Moon, again after Moon died, and this evening he'd see them again without Entwistle.

The surviving members of the band were going on with the tour, Feldercarp's friend was happy to see them, and 2,335 miles away, his fiancée was moving on, too.

Earlier in the day, she wrote to him: "I guess now all I can do is get on with life. I hope you enjoy the concert tonight." Feldercarp thought that maybe he shouldn't be angry at Entwistle for dying, or at his girlfriend for leaving—he had to get on with his life, too. Then his mind changed tracks, and he mused about having to cross the bridge across the bay six times that day. "What a long day of driving. Want to play chess?" he offered.

"Now?!" Jones laughed, and then said, "I would lose track after seven or eight moves."

"OK, let's play seven or eight moves then."

With no further discussion, Jones took the white pieces and opened:

1. Nf3 d5 2. e3

An error in transmission caused Feldercarp to hear Jones's move as 2. b3, and he reasoned that a pawn on b3 would inhibit White from a future Qb3 to attack b7 and d5, so perhaps the queen bishop could go out aggressively.

2...Bg4 3. Be2

Of course Black heard this as Bb2, which, along with b3, is more consistent with White's first move. e3 and Be2, on the other hand, is a very mild development.

3...Nc6

Continued on page 23

This Issue's Obligatory Wing Gambit

Blindfold Gems by Koltanowski

Eight-board blindfold simultaneous exhibition

Orange 1948

White: George Koltanowski

Black: W.P. Caverly

Sicilian Wing Gambit

1. e4 c5 2. b4 cb4 3. d4 d5 4. e5 Nc6 5. Bb2 Bf5 6. Ne2

A similar idea is 6. g4 Bg6 7. Ne2 plus Nf4.

6...e6 7. Ng3 Bg6 8. h4 h6 9. Bd3

White could've played this with an extra move in hand by 9. h5 Bh7 10. Bd3.

9...Bd3 10. Qd3 Nge7 11. h5 Nc8 12. f4 Be7 13. Nd2 Bh4 14. 0-0-0 Bg3 15. Qg3 0-0 16. f5 Kh8

Koltanowski said 16...ef5 was better, preventing further encroachment by the f-pawn.

17. f6 Rg8 18. Qf4

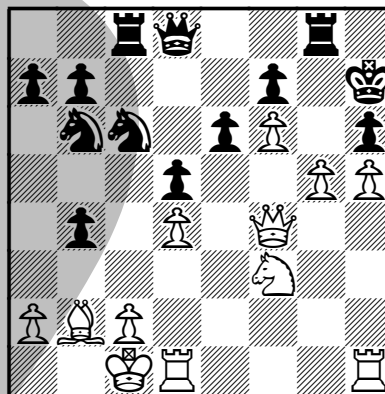
Threatening 19. fg7, after which Black would have to recapture with his king if he wanted to

guard the h6-pawn, and if 18...gf6, 19. Qh6 mate.

18...Kh7 19. Nf3 gf6 20. ef6 Nb6

Not 20...Rg2, said Koltanowski, because 21. Rdg1 Qg8 22. Rg2 Qg2 23. Rg1 wins.

21. g4 Rc8 22. g5



22...Qc7

Threatening the white queen and preparing to discover a

checkmating threat on c2.

23. g6 fg6 24. Ng5 Kh8

24...hg5 25. Qg5 leads to mate soon.

25. Nf7 Qf7 26. Qh6 Qh7 27. hg6 Resigns

Thirty-board blindfold simultaneous exhibition

Antwerp 1931

White: George Koltanowski

Black: Dunkelblum

1. e4 c6 2. d4 d5 3. Nc3 de4 4. Ne4 Nf6 5. Bd3 Qd4 6. Nf3 Qd8

Threatening to trade two attackers by 7...Ne4 8. Be4 Qd1.

7. Qe2 Bf5 8. Nf6 gf6 9. Bf5 Qa5 10. Bd2 Qf5 11. 0-0-0 Qe6

Again trying to trade the queens or even checkmate in two after ...Qa2.

12. Qd3 Qa2 13. Qd8 Kd8 14. Ba5 Kc8 15. Rd8 mate

Whether White played b3/Bb2 or e3/Be2, Black's move threatens to grab the center by ...Bf3 and ...e5. The fight for e5 continues.

4. d4 f6 5. c4 e6

Black gave up on making ...e5 in one step because he sees the bishop on b2 to control the square, and 5...Bf3 6. Bf3 results in too much pressure against d5.

6. 0-0

"Huh? You can't castle," said Black, who was playing with b3/Bb2. To discover e3/Be2 dismayed him a little, since his ...Bg4 development is a little less well-founded. The players got the position straight while joining the crawling concert traffic on the freeway.

6...Qd7

Black decided to encourage attacking play on opposite wings because a short knockout for either side would be easier to keep in his head. Kingside castling is not as easy to achieve in the practical sense because the best development for Black's kingside minors is not known.

7. Nbd2 0-0-0 8. b3

So White plays b3 and Bb2 after all.

8...Nge7 9. Bb2 Ng6 10. Rc1 e5

Black thought the additional preparatory move 10...Bd6 would invite 11. c5.

11. cd5 Qd5 12. e4 Qf7

Black saw attacking moves to meet each of his other queen moves: 12...Qd7 13. Bb5, 12...Qd6 13. Nc4, 12...Qe6 13. d5, and 12...Qa5 13. Bc3.

13. d5

Black's slow crawl to e5 has turned out poorly. White leads in development and center control, and his queenside initiative is much further ahead than Black's kingside play.

13...Bf3

Black has made a mistake because he couldn't see the board.

He intended to answer 14. dc6 with ...Bc6, but the e4-pawn is in the way. Both players saw Black's "blindfold cheapo" — 14. Nf3 self-pins the d-pawn — but White only needs to move his queen to refresh his threat, and his bishop will keep two clear diagonals.

14. Bf3

Black's position is a mess after 14. dc6 Be2 15. cb7 Kb7 16. Qe2.

14...Nd4 15. Bd4 ed4 16. Nc4 Ne5

16...Bc5 is lifeless.

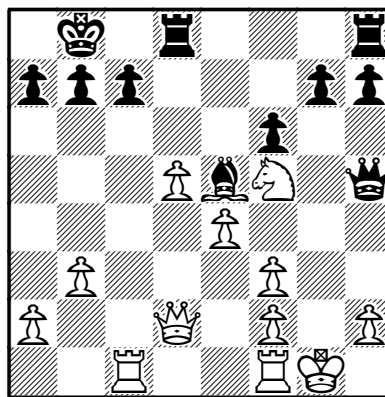
17. Qd4

White's turn for a blindfold misstep. He was intending to meet 17...Nf3 with 18. Qf3.

17...Nf3 18. gf3 Kb8 19. Ne3

More than a loss of two moves, 19. Ne3 takes the knight to the wrong side of the board while moving the piece that contains Black's bishop.

19...Bd6 20. Nf5 Be5 21. Qd2 Qh5



If 21. f4, then 21...Qg4 is good for Black, as is 21. Ng3 Qf3, but during the game Black planned for 21...Qh3 plus ...h5-h4, and so on. ...Qh3 does not watch over f4, though, and White's f4 push might be enough for White to resume thinking about his own attack. Then the house lights dimmed, and Jones said, "I can't see anything anymore, so I resign." Maybe Black would've been able to checkmate on his next move.

The first thing bandleader Townshend said to the crowd was "Tonight we are minus one," and then he borrowed from one of his songs, "nothing more needs to be said." Townshend led his mates into a number, and Feldercarp thought Townshend looked very happy on stage, getting on with his life without Keith Moon and John Entwistle. Feldercarp was also minus one, but the show must go on.

The Blind Spot

By Neil Brennen

Nineteenth-century American chess outside of New York City has not been well represented in chess history literature. This is changing in recent years, which historians taking a closer look at the chess communities of such places as Philadelphia and San Francisco, among others.

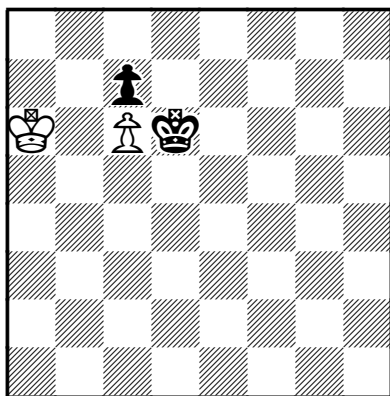
In the case of Philadelphia, John Hilbert has written a number of articles exploring the chess history of that city, while John Donaldson as been publishing accounts of the early days of San Francisco's Mechanics' Institute.

One handicap to such research has been that most of the 19th-century American chess magazines were located on the east coast. While the Daniel Fiske/Paul Morphy-edited *Chess Monthly*, *American Chess Monthly*, and *American Chess Magazine* were all worth consulting as part of research, all of them had an east coast focus. It was far easier for a magazine published in New York to use a game played locally, or to report on a local event, than to solicit material from the west coast. This, of course, left most of the chess life of the United States

Continued on page 27

Introducing the Trebuchet Pawn Ending

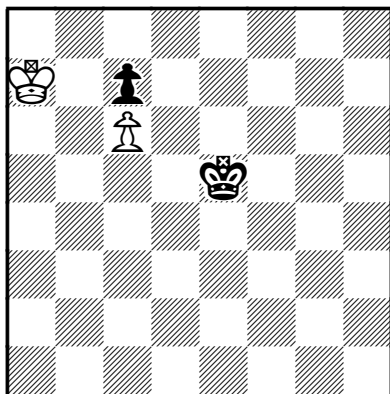
In medieval times, a trebuchet was a kind of catapult, a weapon for flinging missiles. On the chessboard, a trebuchet is type of fixed pawn position where one king flings the other away before winning a pawn. The trebuchet is a mutual zugzwang—whichever player is on the move will lose.



1. Kb7!

Trebuchet, and since it is Black to play, Black loses. 1. Kb5? leads to a draw: 1... Kd5 2. Kb4 Kc6 3. Kc4=.

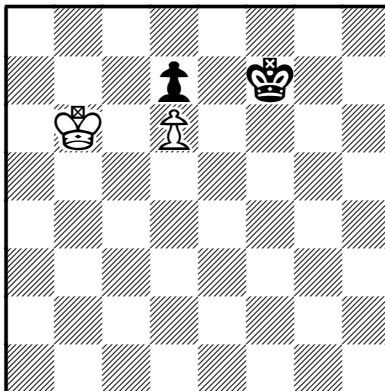
1...Ke7 2. Kc7 Ke8 3. Kb7 Resigns



1. Kb8!

Not 1. Kb7?, because 1...Kd6! makes a trebuchet with White on the move, and Black wins.

1...Kd6 2. Kb7! Resigns



1. Kb7!

1. Kc7? Ke6! +.

1...Kf6

1...Ke6 2. Kc7! +.

2. Kc8! Ke6 3. Kc7 Resigns

Concord U.S. Open 1995
White: Adrian Keatinge-Clay (2280)

Black: Neil Falconer (2000)
Nimzo-Indian Capablanca Variation

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4

The two primary goals of any opening are to control the center and get the pieces out, and the Nimzo-Indian excels on both counts. Black's kingside development is one move away from completion. Black surrounds the center: his pawn controls one center square head-on, his knight controls two from the right, and his bishop carves two diagonals around the center from the left while pinning the white knight, giving Black command of e4.

Black even has the first threat, to capture on c3 and double White's pawns, confirming Black's control of e4 and leaving the c4-without any hope of pawn protection (the c4-pawn often comes under fire by ...Na5 and ...Ba6).

4.Qc2

Capablanca's move goes through periods as the most

popular fourth move for White. 4. Qc2 address e4 directly and prepares to recapture on c3 with a piece to preserve White's pawn structure. The move's drawbacks are that the d4-pawn is undefended, and that the queen will have to move for a third time in the sequence ...Bc3 Qc3 Ne4, when White risks falling further behind in development.

4...d5

4...d5 does not quite fit with the hypermodern method of controlling the center from a distance, but it classically controls e4 directly, and threatens to make a discovered attack against the d4-pawn.

5.cd5 Qd5

The choice between 5...Qd5 and 5...ed5 is a matter of taste. The latter is fashionable.

6.Nf3 c5 7.Bd2 Bc3 8.Bc3 cd4 9.Bd4

9. Nd4 centralizes the shorter-range piece, but Black has a free game after 9...0-0 and ...e5 to follow. Keene suggests 9. Rd1!? as a try.

9...Nc6 10.Bc3

10. Bf6 gf6 11. e4 Qa5 12. Qd2 Qd2 13. Nd2 simplifies the position too much for White to have winning chances.

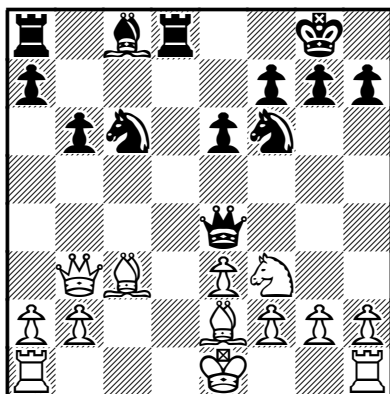
10...0-0 11.e3 Rd8

Emms gives a slight nod to White after 11...e5 12. Rd1 Qc5 13. Be2 for White's better development and pair of bishops. Black will have to catch up in mobility before his extra space can count.

12.Be2 Qe4

13. Rd1 would've been awkward for Black, and 12...Qe4 is the most aggressive move the queen can make while taking herself off the dangerous file.

13.Qb3 b6



14.0-0

White took another look at (14. Bf6 gf6, but Black has more space and better pieces after 15. 0-0 e5 16. Rac1 Be6).

14...Bb7 15.Rfd1 Qg6

It surely cannot be a bad idea to prevent the fracture of the kingside pawns with a move that foreshadows ...Qg2 mate in coordination with the b7-bishop.

16.Qa3

White has decided to take Black's possible threats seriously, and swap the light-squared bishops before Black's becomes dangerous.

16...Ne8

If Black is planning to move his queen, then it makes sense to move the knight so there can be no worries of a capture on f6. If Black could make another move, then ...Nc7 would stop White's threat of Ba6, but since he cannot, 16...Nd5 centralizes, when 17. Ba6 can be met by 17...Ba6 18. Qa6 Nc3. Black's idea is not to interfere with his rook's line so that he can win control of the d-file at move 18.

17.Ba6 Ba6 18.Qa6 Qc2

19.Rdc1 Qe4 20.Qb7

Suddenly Black is faced with a couple of threats. The pin on the c6-knight means that 21. Ne5 will come with a double threat, and maybe Black overlooked the other menace.

20...Rab8

20...Nd6 also shoos the white queen while watching over f7 and getting the slow-footed knight off the back rank.

21.Qf7 Kf7 22.Ng5 Ke7 23.Ne4 Rbc8 24.Rd1 Nf6 25.Ng5

Perhaps White judged that 25. Nf6 gf6 followed by ...e5 would be a greater hindrance to his bishop. He is not really threatening to win a second pawn by 26. Bf6 Kf6 27. Nh7 because of 27...Kg6.

25...e5 26.Kf1 h6 27.Nf3 Ke6 28.Rd8

White is willing to concede the d-file now that his king is close enough to prepare Rd1.

28...Rd8 29.Ke2 Ne4 30.Be1 g5 31.Rc1

White abruptly changes his mind about Rd1 after noticing that Rc1 threatens to capture on c6 and drop in on c7 in case the knight moves.

31...Rc8 32.h3 h5 33.g4

A good move. White would rather not trade pawns (when ahead by one pawn in the endgame, exchange pieces but not pawns), but ...g4 by Black would effect a pawn trade anyway with a further gain of space and time. Also, Black's g-pawn is now fixed under the stare of the f3-knight.

33...hg4 34.hg4 Kf6 35.Nd2 Nd4

A clever idea. The player behind in material engineers a swap of a rook plus a knight, but blocks the kingside pawn formation on the same color squares as the white bishop, perhaps resulting in a position where the knight might be a bit better.

36.Kd1 Rc1 37.Kc1 Nd2 38.Kd2

38. ed4 Nf3 39. de5 Ke5 invites Black's king into f4.

38...Nf3 39.Ke2 e4

Certainly not 39...Ne1 40. Ke1 with an easy win in sight. After ...e4, the g4-pawn looks like a goner.

40.Bc3 Ke6 41.Bg7

Alternatively, White could play on the other wing with 41. a4 Nh2 42. a5 ba5 43. Ba5 Ng4 44. Bc3 Kd5 45. b4, but Black's king is well placed to prevent White from playing b5 and fixing the a-pawn on a black square.

41...Nh2 42.Bh6 Kf6 43.Bf8 Ke6 44.Bb4 Ng4 45.f3 ef3 46.Kf3

Black did marvelously to recover his material deficit, but he still has the lesser minor piece in an ending with pawns on both sides (usually a big advantage for the bishop).

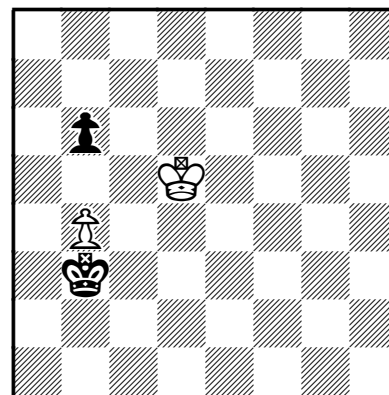
46...Ne5 47.Ke4 Nc4 48.b3 Nd6 49.Bd6

A most unusual decision.

49...Kd6 50.Kf5 Kd5 51.e4

51. Kg5 Ke4 52. Kf6 Ke3 53. Ke6 Kd3 54. Kd6 Kc3 55. Kc6 Kb2 56. Kb7 (56. a4 Kb3 57. Kb5 a5 58. Kb6 Ka4 59. Kc5-) Ka2 57. Ka7 Kb3 58. Kb6=.

51...Kd4 52.e5 g4 53.e6 g3 54.e7 g2 55.e8Q g1Q 56.Qa4 Kd5 57.Qd7 Kc5 58.Qa7 Qf1 59.Kg6 Qd3 60.Kg7 Qd4 61.Kg8 Qd5 62.Qf7 Qf7 63.Kf7 Kb4 64.Ke6 Ka3 65.Kd5 Ka2 66.b4 Kb3



67.b5

67. Kc6=

67...Kb4 68.Kc6 Ka5

Trebuchet.

69.Kd5 Kb5 70.Kd4 Kb4 71.Kd3 Kb3 72.Kd2 Kb2 73. Resigns

Kolty CC Championship

Continued from page 6

34...hg5

Otherwise f6 becomes a support point for the white knight.

35. Kg5 Nd4 36. Kg4 Nf5

A smaller piece defends e7 from a check, so the rook can attack.

37. Kf4 Rd4

Threatening 38...Nd6.

38. Kg5 Kf7 39. Re5 Ng7

Since the defense of e7 now rests with the king, the knight can play more aggressively also.

40. Kf4 Ne6 41. Ke3 Rd1

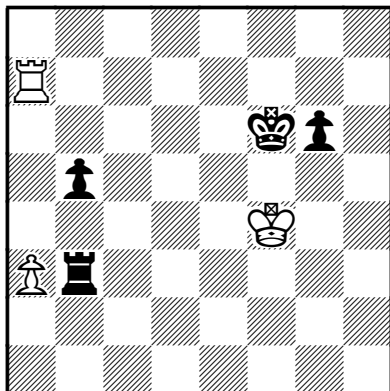
White's pieces have been pushed back, and now White has to trade knights to save the h-pawn.

42. Ng5 Ng5 43. Rg5 Rh1 44. Rg3 Rh2 45. b3 b5

The most important job for a rook in a rook endgame is to attack things. 45...Ra2 is better.

46. Ke4 Rd2 47. Rg5 Rd4 48. Ke3 Rh4 49. Rc5 Rh3 50. Kf4 Rb3 51. Rc7 Kf6 52. Ra7

After midnight, White was adamant about adjourning, to which the director agreed, so it'll never be known how this game might've ended without a week's sleep..



52...g5 53. Kg4 Re3 54. Rb7 Re5

54...Re4 55. Kg3 Re5 saves a useful tempo in many continuations.

55. Rb6 Ke7 56. Ra6 Kd7 57. Ra5 Kc6

Around here Black should play ...Rd5 to unpin his b5-pawn.

58. Kh5 Kb6 59. Ra8 Kc5 60. Ra5 Kc4

60...Kd4 also unpins.

61. a4

Equal now.

61...g4 62. Kg4 Rd5 63. Rb5 Rb5 64. ab5 Kc5 65. b6 Kc6 66. b7 Kc7 Drawn

BlackKnight Quads

Continued from page 14

22. Qc8 Bc8 23. 0-0, when Black's dark squares are weak, and his c8-bishop is near useless.

20. Kf1 Bh3

Doesn't help much, but neither does 20...Rc4 21. Rc4 Qc3 22. Rc3 Nh4 23. Rg1 f5.

21. Qh3 Qa6 22. Kg2 Rc4 23. Bh6 Re8 24. Re1 Rb4 25. ab4 Qc4 26. Qf3 Qd4 27. Bg5 b6 28. Bf6 Qc4 29. Bc3 f5 30. ef5 Re1 31. Be1 Qc1 32. fg6 Qg5 1-0 time forfeit

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Chess Historians Now Looking More Closely at West Coast

Continued from page 23

in a gigantic blind spot. Fortunately, local chess columns can fill the gap in many instances.

Occasionally a game or a report on an event from the rest of the country would break into the east coast magazines. One such is the following game published in *Brentano's Chess Monthly* in August 1881. The introduction to the game states it was one of four games played "simultaneously and without sight of the boards by Professor Fritz Peipers, against four amateurs of that city." Peipers won all four games.

Very little is known about Peipers, a fate he shares with many strong amateurs of the time. His name is listed among the participants of a Mechanics' Institute tournament in 1885. According to Donaldson, the tournament was "won by J. Waldstein, with N.J. Manson 2nd and Fritz Peipers 3rd."

Obviously Professor Fritz Peipers was a player of some ability to not only finish in a high position in an MI tournament, but to also play blindfold simulms. Perhaps one day the good Professor Peipers will be rescued from the blind spot of chess history that he now occupies, just as San Francisco has been.

Blindfold simultaneous exhibition, San Francisco 1881

White: Fritz Peipers

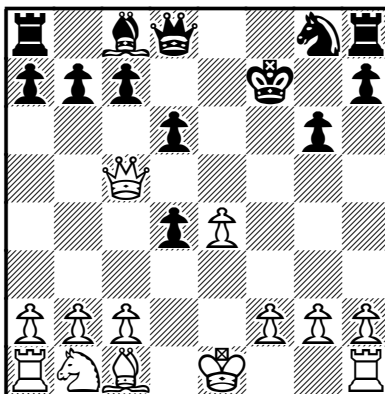
Black: Amateur

Scotch Gambit

1. e4 e5 2. Nf3 Nc6 3. d4 ed4 4. Bc4 Bc5 5. Ng5 Ne5

Well known to be inferior to 5...Nh6.

6. Nf7 Nf7 7. Bf7 Kf7 8. Qh5 g6 9. Qc5 d6



If Black's remaining knight stood at c6 instead of g8, he could have played 9...d5 with great effect.

10. Qd4 Nf6 11. 0-0 Re8 12. Nc3

Qe7 13. Bd2 Qe5 14. Qd3 Re7 15. f4 Qc5

With these queen moves, Black has consumed valuable time which he might have devoted to bringing out the queenside pieces.

16. Kh1 b6 17. e5

A decisive blow.

17...de5

If 17...Bf5, White wins by 18. Qf3.

18. fe5 Re5 19. Ne4

White plays the terminating moves in good style.

19...Bf5 20. Nc5 Bd3 21. Nd3

And White won.

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Marshall CC Juniors Beat Mechanics' Institute Team in Internet Match

A team of juniors from the Marshall Chess Club in New York defeated a similar group from the Mechanics' Institute Chess Club in San Francisco 3-1 on Sept. 28. The games were played through the Internet Chess Club. Matthew Ho, Nicolas Yap, Drake Wang, and Ewelina Krubnik played for Mechanics'. FM Dmitry Schneider, WFM Laura Ross, FM Fabiano Caruana, and Marc Tyler Arnold represented the Marshall club.

ICC 2003

White: Nicolas Yap (2164, MI)
Black: Laura Ross (2186, Marshall)
Sveshnikov Sicilian

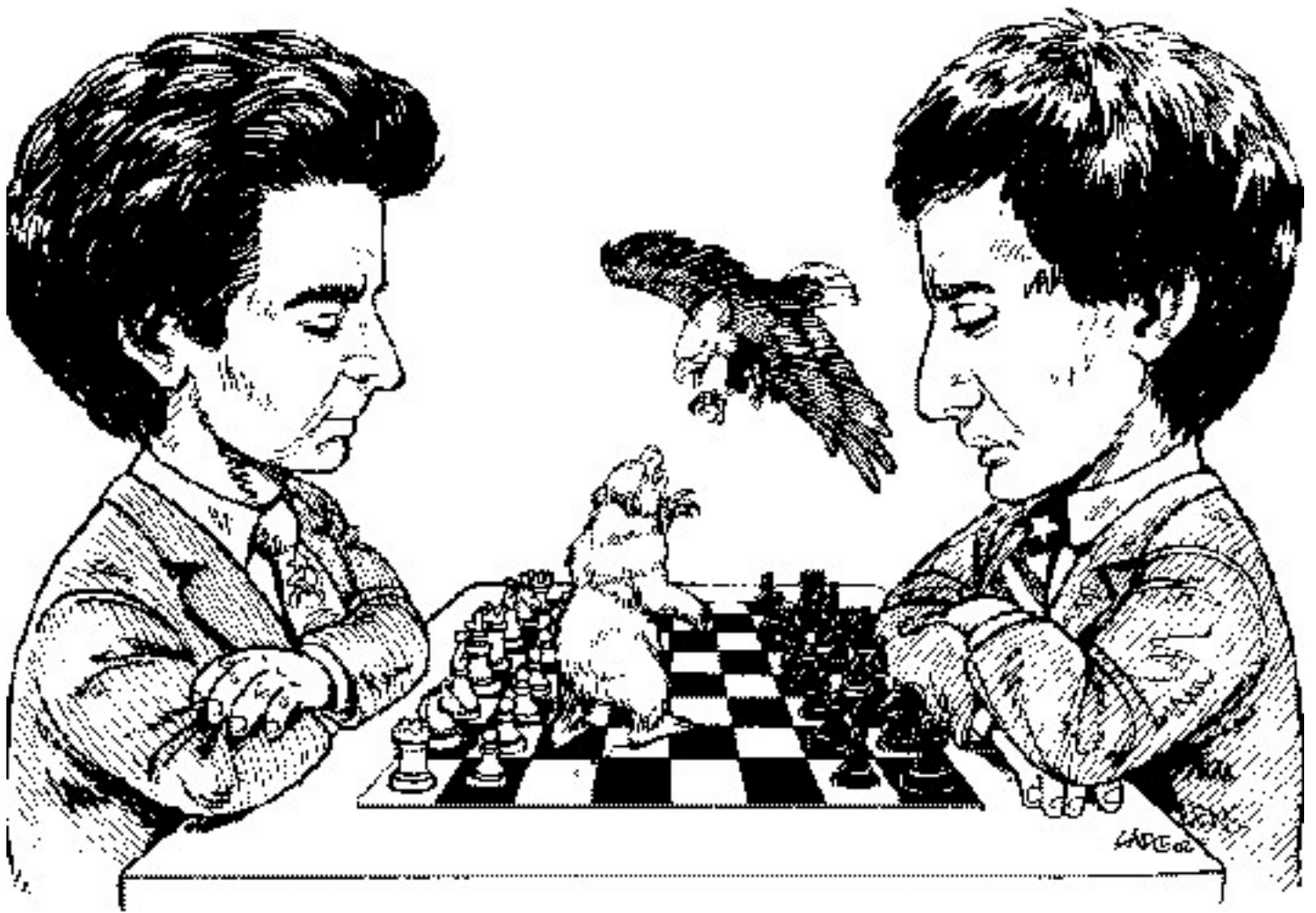
1. e4 c5 2. Nf3 Nc6 3. d4 cd4 4. Nd4 Nf6 5. Nc3 e5 6. Ndb5 d6

7. Bg5 a6 8. Na3 b5 9. Nd5 Be7 10. Bf6 Bf6 11. c3 Bg5 12. Nc2 Rb8 13. Be2 O-O 14. O-O a5 15. b4 Be6 16. a4 ba4 17. Ra4 ab4 18. cb4 Ne7 19. Bc4 Qd7 20. Ra6 Qc8 21. Qe2 Ng6 22. g3 Rd8 23. b5 Bd5 24. ed5 Ne7 25. Nb4 Nf5 26. Nc6 Nd4 27. Qd3 Nc6 28. dc6 e4 29. Qd5 Resigns

ICC 2003

White: F. Caruana (2154, Marshall)
Black: Drake Wang (2057, MI)
Caro-Kann Two Knights

1. e4 c6 2. Nc3 d5 3. Nf3 Bg4 4. h3 Bf3 5. Qf3 e6 6. d3 Bd6 7. Qg4 Qf6 8. Bg5 Qg6 9. ed5 ed5 10. Qc8 mate



Bobby Fischer won the 1957 U.S. junior championship in San Francisco one point ahead of local favorite Gil Ramirez. The two later shared a ride to Cleveland for the U.S. Open, but they weren't crazy about each other. Ramirez, who won the 1956 California Open at the age of 16, was 17 at the time of Fischer's U.S. junior win, and it was his last chance; Fischer won the U.S. Open while sporting a black eye.

That much is pretty well known, and the rest is history: The open winner was seeded into the U.S. closed championship, and the 14-year-old Fischer won that, too. Since it was a zonal year, he earned a berth into the Interzonals at Portoroz, and Fischer stunned the chess world by finishing fifth to become the

youngest world championship candidate ever at 15

Here's the part of the story that is brand new:

Among the group of young players that was traveling with Fischer in 1957 were John Rinaldo, who went on to a career in banking, and Tony Pabon, who, like Fischer, was from Brooklyn. Pabon asked Fischer after his junior win how he thought he'd do in the open, and Fischer said, "I don't have confidence against the masters."

Rinaldo was studying psychology at the time, and Fischer agreed to be hypnotized, during which time Rinaldo gave him one post-hypnotic suggestion: "I will have confidence against masters."

Pabon was old enough to drive then, so he often had to shuttle Fischer around. During their next car ride, Pabon asked Fischer

again about his chances in the open, and according to Pabon, "This time Bobby said in the exact tone of voice that Rinaldo used, 'I will have confidence against masters.' That's when I knew Fischer would win the U.S. Open."

That's how John Rinaldo, banker and Sacramento area chessplayer, set the course of chess history.

Simultaneous exhibition, Davis 1964

White: Bobby Fischer

Black: Celle Evans Gambit

1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4

Fischer's openings repertoire was severely limited in tournaments, but like many top players, he would cut loose in offhand and exhibition play.

Setting the Course of Fischer History

4...Bb4

One reason the Evans Gambit is so effective is that the gambit move makes a threat (compare to the King's Gambit where 1. e4 e5 2. f4 does not really threaten 3. fe5) and cannot well be declined (3...Bb6 and White can keep going with 4. b5).

5. c3 Be7 6. d4 d6

White reacts vigorously to this mistake. According to Nunn, 6...Na5 7. Ne5 Nc4 8. Nc4 d5 9. ed5 Qd5 10. Ne3 Qd7 11. 0-0 Nf6 12. c4 b5! is equal.

7. de5 Ne5

Giving up ground in the center, but 7...de5 8. Qb3 is also good for White.

8. Ne5 de5

Without a black knight on c6, 9. Qb3 looks stronger still because there is no knight fork looming on a5, but also because the c6-knight is gone, White can make a double threat instead.

9. Qh5 g6 10. Qe5 Nf6 11. Ba3 Rf8

Always unpin, advised Purdy. Before Black can break the absolute pin on the e7-bishop by driving off the white queen, he must first unpin the knight.

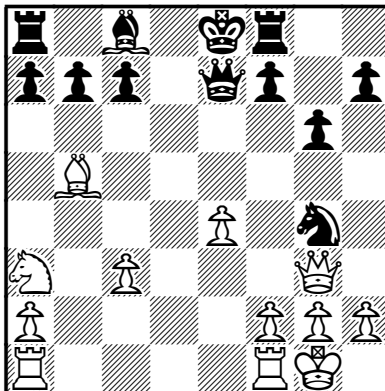
12. 0-0 Ng4 13. Qg3

Retreating to the square on which the queen eyes two potential targets: c7 and g4. 13. Qe7 Qe7 14. Be7 Ke7 15. Nd2 Be6 simplifies to Black's liking.

13...Ba3 14. Na3 Qe7

Developing with a threat of ...Qa3, and maybe on the way to e5 to offer a trade of queens (which might be a hard offer to refuse since ...Qe5 also hits c3 and hopes for checkmate on h2).

15. Bb5



15...c6

15...Bd7 leaves the c7-pawn hanging, but a hole has appeared on d6.

16. Nc4 Qe6

One of the many possibilities Fischer gives after 16...cb5 is 17. Nd6 Kd8 18. Rfd1 Bd7 19. Nb7 Kc8 20. Nd6 Kd8 21. Rd4! Ne5 22. Rad1 g5 23. Nf5 Qe8 24. Qe5! Qe5 25. Rd7 Ke8 (25...Kc8 26. Ne7!) 26. Re7! Qe7 27. Ng7 mate.

17. Rad1 cb5 18. Qc7

With a double threat of checkmate on d8 and 19. Nd6, winning the queen.

18...Bd7 19. Nd6 Ke7 20. Nf5

Black must accept the sacrifice and open the e-file, according to Fischer: 20...Ke8 21. Ng7 or 20...Kf6 21. Rd6 gf5 22. Qd7!.

20...gf5 21. ef5 Rac8 22. Rd7 Qd7 23. f6

A lovely obstruction sacrifice, depriving the black king of the flight square f6, and next forcing Black to throw away his knight in order to get the square back.

23...Nf6 24. Re1 Ne4 25. Re4 Kf6 26. Qd7 Rfd8

How far back did Fischer take this into account?

27. Qg4 Resigns

San Francisco 1957
White: Bobby Fischer

Black: Bill Haines
Ruy Lopez

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6
4.Ba4 Nf6 5.0-0 Be7 6.Re1 b5
7.Bb3 d6 8.c3 0-0 9.h3 Na5
10.Bc2 c5 11.d4 Qc7 12.Nbd2
Bd7 13.Nf1 Rfe8 14.Ne3 cd4
15.cd4 Nc4 16.Nc4 bc4 17.Bd2
Rad8 18.Bc3 Bf8 19.Qd2 g6
20.Ba5 Qb8 21.Bd8 Qd8 22.b3
cb3 23.Bb3 Qb6 24.Rab1 Qd8
25.Bc4 Ne4 26.Re4 Bf5 27.Ree1
Bb1 28.Rb1 e4 29.Nh2 Qh4
30.Rb7 Bh6 31.Qe2 Rf8 32.Ng4
Qg5 33.Qe3 Qg4 34.hg4 Be3
35.fe3 h6 36.Rd7 Kg7 37.Rd6
Rc8 38.Bb3 Resigns

San Francisco 1957
White: Gil Ramirez
Black: Bobby Fischer
King's Indian Attack/Defense
1.Nf3 Nf6 2.g3 g6 3.Bg2 Bg7
4.0-0 0-0 5.c4 d6 6.Nc3 e5 7.d4
Nbd7 8.h3 Re8 9.Qc2 ed4
10.Nd4 Nb6 11.b3 c5 12.Ndb5
a6 13.Na3 Be6 14.Qd2 d5 15.g4
Bg4 16.hg4 Ng4 17.Bh3 Qh4
18.Kg2 d4 19.Qg5 Qg5 20.Bg5
f5 21.Bg4 fg4 22.Nd5 Nd5
23.cd5 d3 24.ed3 Ba1 25.Ra1
Re5 Drawn

San Francisco 1957
White: Andrew Schoene
Black: Bobby Fischer
King's Indian Defense
1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4
0-0 5.e5 Ne8 6.f4 d6 7.Nf3 de5
8.fe5 Bg4 9.Be2 c5 10.Bf4 cd4
11.Qd4 Nc6 12.Qd8 Rd8 13.Rd1
Rd1 14.Nd1 Bf3 15.Bf3 Ne5
16.Be5 Be5 17.Bb7 Nd6 18.Ba6
Rb8 19.c5 Ne4 20.c6 Rb6
21.Bb7 Nd6 22.b3 Nb7 23.cb7
Rb7 24.g3 Bd4 25.Ke2 Rc7
26.Kd3 e5 27.Re1 Rc1 28.a4 f5
29.Kd2 Rb1 30.Kc2 Ra1 31.Re2
Ra2 32.Kd3 e4 33. Resigns

The Value of Doing the Homework

One of my students was beaming. He had to show me his latest game.

Hillsborough 2003
White: A Kid
Black: Another Kid
Reti Opening

1. Nf3 g5

A Wing Gambit of sorts, aiming to deflect the knight from its control of the center.

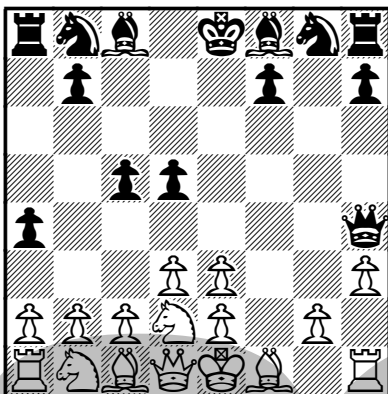
2. h3 d5

Using the bishop to help the pawn reach g4.

3. Ng5

Now 2. h3 is a rather wasted move.

3...e5 4. Nf3 e4 5. Nd4 c5 6. Nb3 a5 7. d3 a4 8. N3d2 e3 9. fe3 Qh4



10. Resigns

"That's very nice," I said to the kid. "You didn't have to think more than a few seconds there, didja?"

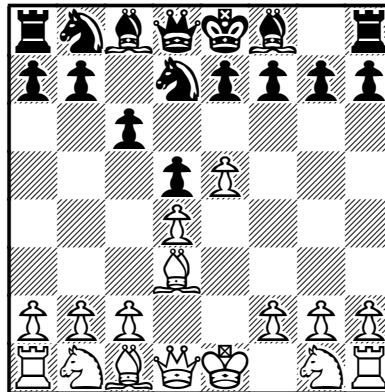
"No way! I spent, like, an hour thinking!" he said.

"Mmhhh," I hummed, and reset the chessboard. Then I pushed out the first four moves of Damant-Amateur, London 1932.

London 1932
White: Damant

Black: Amateur
Caro-Kann Defense

1. e4 c6 2. d4 d5 3. Bd3 Nf6 4. e5 Nfd7



I gestured for him to show the rest, and he did:

5. e6 fe6 6. Qh5 g6 7. Qg6 hg6 8. Bg6 mate

We replaced the pieces again, and this time we reviewed Diemer-Wagner, Germany 1955.

Germany 1955
White: Emil Diemer
Black: Wagner
Diemer Gambit

1. d4 Nf6

Diemer achieved his greatest notoriety with the Blackmar-Diemer Gambit, which can be reached now by 2. f3 d5 3. e4 de4 4. Nc3.

2. g4 Ng4 3. e4 Nf6

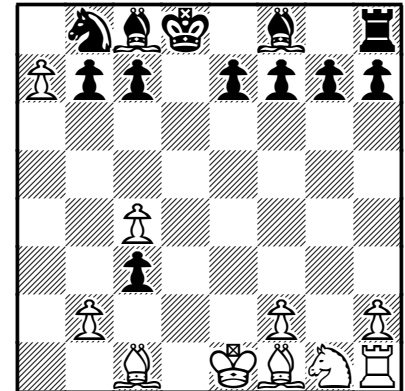
3...d6 is better, gaining a bit of center control.

4. e5 Nd5 5. c4 Nb6 6. a4

Threatening to trap the knight by 7. a5.

6...d6 7. Nc3 de5 8. a5 ed4 9. ab6 dc3 10. Qd8 Kd8 11. Ra7 Ra7 12. ba7

A curious double promotion threat at move 12.



12...Resigns

"You didn't really have to do any thinking at all," I said. "You knew the patterns from a couple of good miniatures, and you combined 'em."

"B-but," he stammered. He looked a little wounded.

"Now, c'mon," I said, "you did exactly the right thing! This is the value of doing the homework, of learning these short games and studying those tactics diagrams! That's what the best players do, right? They know so many different kinds of positions that they never have to re-invent the wheel while they're sitting at the chessboard! They match the position in front of them to the hundreds of thousands of positions inside their heads, and play the moves that they already know to work! That's just what you did!"

"OK," he said, not looking cheered.

From the Editor

You folks deserve a good magazine more frequently than this, and I'm just not up to it anymore.

I have been having fun writing a book of Morphy's games. You should buy it when it comes out.

There are 32 pages here, a pretty good issue in which to say goodbye. Thank you so much for reading. Buenos knowchess.

Places to Play

Send changes and new information to frisco@appleisp.net.

Alameda

Fridays 8–11 p.m., Sun. afternoons

Javarama
1333 Park Street
Alameda
(510) 523-2116

Arcata

Tuesdays 6:30-11 p.m.
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321 Community Park Way
James Bauman
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Larry Whitlow
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Berkeley

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Epworth United Methodist Church
1953 Hopkins
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Burlingame

Thursdays 7 p.m.
Burlingame Lions Club
990 Burlingame Ave.
www.burlingamechessclub.com

Campbell

Thursdays 7–11:30 p.m.
Campbell Community Center
Winchester at Campbell Ave.
Fred Leffingwell
fleffing@cisco.com
(408) 732-5188, (408) 526-7090 work

Carmichael

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4701 Gibbons

Fairfield

Wednesday nights
Fair Fix Cafe

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Hans Poschmann
hspwood2@home.net
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Fresno
(559) 275-0905

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Nation's Hamburgers
Jackson at Santa Clara

Hercules

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Building 415, Yosemite Room
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Merced Mall Food Court

Modesto

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John Barnard
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Monterey

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430 Alvarado St.
Ted Yudacufski
(408) 646-8730

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Oakhurst

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40029 Highway 41
(559) 642-6333

Palo Alto

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(650) 327-2811

Palo Alto

Cafe La Dolce Vita
299 California Ave.
(650) 323-0478

Paradise

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Paradise Senior Center
Barry Nelson
(916) 873-3107

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Trinity Lutheran Church
Henderson at Indiana
Hans Borm
(559) 784-3820

Reno, Nevada

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2850 Wrondel Way, Suite D
(775) 827-3867

Jerry Weikel
(775) 747-1405

Richmond

Fridays 6 p.m.
Richmond Library
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Ross Valley

POB 69
Ross CA 94957

Sacramento

Wednesdays 5:30-10 p.m.
Hart Senior Center
915 27th Street
John McCumiskey
(916) 557-7053 (days) (916) 428-5532 (eves)

Sacramento

Fridays 6 p.m.
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915 27th Street
John Barnard
(209) 785-7895

Salinas

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Abe Mina
(831) 758-4429

San Anselmo

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Round Table Pizza
Red Hill Shopping Center
Sir Francis Drake Blvd.
Jim Mickle
(415) 457-2719

San Francisco

Daily
Mechanics Institute
57 Post St., Fourth Floor
John Donaldson
(415) 421-2258

San Francisco

Fridays 6:30 p.m.
Stonestown Chess Club
Stonestown Senior YMCA Annex
3150 20th Ave.
Joan Arbil
(415) 332-9548

San Jose

Tuesdays and Fridays, 12 noon-4 p.m.
Willows Senior Center
2175 Lincoln Ave.
Jerry Marshall
(408) 267-1574

Santa Clara

Second Saturdays 2:15-6:15 p.m.
Mary Gomez Park

Francisco Sierra
(408) 241-1447

Santa Rosa

Afternoons until closing at 6:30 p.m.
Sonoma Coffee Company
521 Fourth St.
Peter Menetti
(707) 869-5786

Santa Rosa

First and last Saturdays
Rincon Valley Library
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Mike Haun
(707) 537-0162

Stanford

Meets weekly during school year
Michael Aigner
maigner@stanford.edu

Stockton

Fridays 6–11 p.m.
St. Andrews Lutheran Church
4910 Claremont Ave
Jacob Green
(209) 942-2812
jacobgreen@msn.com
<http://www.geocities.com/jacobgreen87/STKNCHESS.html>

Stockton Delta Knights

Sundays 1–4 p.m.
First Baptist Church
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Jacob Green
1-209-942-2812

Visalia

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Allan Fifeild
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hometown.aol.com/visaliachess/myhomepage/profile.html

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Yuba City

Mondays and Weds. 7-11 p.m.
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Bridge St. and Highway 99
Tom Giertych
(916) 671-1715

Tournament Calendar

Events marked with an star ☆ offer discounted entry fees for CalChess members, and/or the organizers are making a contribution to CalChess from the entry fees. The *California Chess Journal* encourages participation in those events.

For the most up-to-date schedule, go to <http://www.calchess.org/scholasticschedule.html> and <http://www.calchess.org/tournamentschedule.html>.

Date	Event	Location	CalChess
December 6	Weibel Scholastic Quads Dr. Alan Kirshner, 66 Indian Hill Place, Fremont 94539 (510) 657-1586, info@successchess.com	Fremont	☆
December 6	Mechanics' Institute Childrens' Quads Anthony Corrales, 57 Post St., Mechanics Institute Room 408, San Francisco 94101 (415) 421-2258	San Francisco	
December 13	St. Marks Scholastic Quads Ray Orwig, (510) 223-7073 rorwig@saintmarksschool.org	San Rafael	
December 13	4th Guthrie McClain Memorial G/45 John Donaldson, 57 Post St., Mechanics Institute Room 408, San Francisco 94101 (415) 421-2258 imjwd@aol.com	San Francisco	
December 20-21	Sacramento Chess Club Weekend Swiss #12 John McCumiskey, 6700 50th St., Sacramento 95823-1306 (916) 428-5532, jmclmc@lanset.com	Sacramento	☆
December 27	BlackKnight Open and Scholastic Quads Albert Rich, Academic Chess, 3800 Blackford Ave., San Jose 95117 (408) 246-4416 albertjrich@yahoo.com See advertisement page 15	San Jose	
January 11	BlackKnight Open and Scholastic Quads Albert Rich, Academic Chess, 3800 Blackford Ave., San Jose 95117 (408) 246-4416 albertjrich@yahoo.com	San Jose	
January 17	4th Bob Burger Open G/45 John Donaldson, 57 Post St., Mechanics Institute Room 408, San Francisco 94101 (415) 421-2258 imjwd@aol.com	San Francisco	
January 24	Chess for Kids Allan Fifiield, P.O. Box 27, Visalia 93279, (559) 734-2784, fifiela@aol.com	Farmersville	☆
January 24-25	7th Sojourner Truth Tournament for Girls Region XI Women's Open Richard Peterson, 1608 Saguaro St., Ridgecrest 93555 (760) 377-0061 ascachess@aol.com	Menlo Park Menlo Park	☆ ☆
January 31	BlackKnight Quads Albert Rich, Academic Chess, 3800 Blackford Ave., San Jose 95117 (408) 246-4416 albertjrich@yahoo.com	San Jose	

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