

SACRAMENTO CHESS NEWS

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June 19, 1950

The Northern California Championship Tournament of 1950 is now under way. Two Sacramento players have entered, Austin and Gee. Unfortunately, Austin drew his first round game opponent none other than C. Capps, 1950 Bay Area Champion!! Neil journeyed to SF last Sunday and put up a tough battle, but lost. Inasmuch as the tournament is a knock-out affair, this loss drops Austin from further play. But at least he got in one lick in the Tournament! Gee drew W. Paffnutieff as his first round opponent. Paffnutieff journeyed to Sacramento, and the game was played at the Y. Present to give moral support were Flynn, Marianos, Spaulding, and Trousdale. As usual against a stronger opponent, Gee got into trouble early and began to fight back with a "do or die" spirit. Result was a drawn game in 37 moves, in which Paffnutieff was a pawn up and bishops of same color remained on the board. Afterwards, some of the spectators told Gee they had mentally thrown in the sponge several times, and still didn't see how he managed the draw. If we Sacramento players can clip the Bay Boys a half-point or two here and there more often in the future, they may concede that we really do have a CHESS CLUB up here. How about it? A second game between Paffnutieff-Gee will be played at the Barton Studios in SF next Sunday, with reverse colors, in an attempt to break the tie.

The Treasurer's Report is as follows:

Balance on Hand 5/17/50	\$58.84
Dues collected	10.50
Rent over 5/3 thru 6/7	3.75
Total on hand & collected	73.09
<u>Expenses:</u>	
Cost of 6th Chess News:	4.73
Cost of 7th Chess News:	4.73
BALANCE ON HAND 6/17/50	\$63.63

The 1949-1950 Tournament Book, covering two years, has been started. There is still a chance to get your best game score included if you will include it immediately. This work is done at odd times and cannot be held up further.

President Marianos is planning now for our Annual Dinner. This is a real fun-affair and we urge you all to watch for further plans in this paper.

We are considering including advertisements in our News to cover our small costs. Ye Ed will put the second ad in, but someone else will have to start the ball rolling.

I have heard rumors that a chess tournament is planned. When? Where? How soon?

THE CHESS DIAGRAM

Solution to #5 (in last issue): since black cannot move his King without permitting a white pawn to move and queen, 1. K-N1 wins. Whichever of the three black pawns moves, the white King then moves directly in front of it, and black is helpless.

#6 (in this issue) is a razzle-dazzle all the way. As a hint, four straight checks by black settle the game. It is the great thrill of chess to hit on a combination like this, especially when you are playing a serious game. The combinations and thrills are there waiting for us, all we have to do is find them.

INTERNATIONAL CHESS TOURNAMENT, New York 1948-49, by Hans Knoch, published by Albert S. Pinkus, 1700 Albemarle Road, Brooklyn 26, New York. \$2.50. This was won by Fine, included Mendel Najdorf, Kashdan, Euwe, Horowitz, Steiner and others. The book is excellently annotated by Knoch, who also gives a history and round table discussion of the tournament. This book has the best and latest game scores of our U. S. masters, including Kramer and Bisguier.

COMMENTS

by Flynn

Good news coming up! I understand a tournament is being arranged for the newer players who didn't have a chance to get in the City Championship. Such a contest should uncover several good prospects for our chess team next fall and, more important than ever, give these players a chance for some hard, serious play.

I would suggest that any newer player enter this tournament, even if he feels, in all modesty, that he isn't good enough. What of it? You can't do any more than lose, and that is no disgrace at all in chess.

In the 1946 Championship Tournament I note that J. G. Gilmour played 13 straight losses and I have the greatest respect for Mr. Gilmour. If that isn't character, what is? Since this tournament will be shorter, you can't hope to equal Mr. Gilmour's record but the basic idea is the same--you've got nothing to lose by losing honorably.

As for playing to win (and we all try to do that) I think the biggest thing in tournament play is time control. Use all the time you're entitled to use, but no more. A hasty move along about move 6 or 7 often gives you a bad game, which you have to fight against the rest of the night. And this is the voice of experience speaking!

J. B. Gee didn't mention it, but the player he drew against in San Francisco was W. Paffnutieff, who played Board #1 for the North Team at San Luis Obispo. Not only did Gee draw with Paffnutieff who, a week later, was matched with U. S. Champion Herman Steiner, but, I understand, Gee had an extra pawn in the final position.

Did you know that Milt Meyer was a charter member of the Castle Chess Club--the club with the best spirit in California? Castle, a small club, had ten players at San Luis Obispo, including the team captain. Mechanics Institute, a large club, had two. That's what I mean by spirit. Maybe Milt could write up the history of Castle for us some time and attempt to give us the secret of their success. From the Castle Club members I met at San Luis, I would guess their success is due to the basic fact that they are all first-class players and also first-class fun to be around.

It was good to see Frank Jackson back at the Club. If he plays on the team next year it will be just like a wrestler finding a new set of muscles.

Also good to see R. E. Russell of Auburn and Fred Fredenburg paying us a visit. Whatever happened to Frank Sakaoka? I'd like to see him in the tournament, he'd probably do better than he thinks himself.

Well, as one bookworm said to the other bookworm, "Have you read any good books lately?" So, as one chessplayer asked the other chessplayer, "Have you led any good Rooks lately?"

HOW TO IMPROVE YOUR GAME

by Gee

In a study of your own games, you will note that most of them are lost by "blunders". Likewise, a large percent of the games you win are because your opponent has blundered. Hence it stands to reason that if you cut out, or eliminate, your blunders, your chess game will improve considerably. Here's how: Check the following four points on each move, from both sides of the board, before you move - 1. Is there a check? 2. Is there a capture? 3. Is there a pin? 4. Is there a fork? Of course, if any (or all) of these four conditions exist, from either side of the board, study it thoroughly. If the same condition exists on your following move, study it again! When you have learned to check these four items automatically, then see if the position indicates a threat (on either side) of a check - capture - pin - fork. In a year's time, you won't know your own chess strength.

CHALLENGE BOARD

The number of games in a challenge match shall be not less than two nor more than four. Clocks must be used if either player so desires, with at least 20 moves per hour time limit. Match arrangements (use of clocks and time limit, number of games, etc.) must be agreed upon and given to the Team Captain prior to start of games. Team Captain is in charge of all matches unless he is a participant, in which case the President shall appoint a special Referee for Team Captain's match. No Member with scheduled games in a tournament or challenge match can be challenged until all scheduled games are completed. Any member can challenge a higher board position, or can challenge the future winner of a match in progress. A challenge must be answered within two weeks (provided members are able to attend meetings) with a game each Wednesday night, otherwise forfeited. Results of matches are approved by Team Captain and turned over to the Secretary-Treasurer, who changes positions on the Challenge Board. Each year's Chess Tournament results will determine the new listing of the Board for the following year.

POSITIVELY NO KIBITZING AT ANY TIME.

A challenger shall be allowed to challenge any opponent not more than two places above the challenger to a contest consisting of one game. The person being challenged shall have the choice of colors and shall retain his position in the event of a draw. -----

The Challenge Board now reads:

(as of June 14, 1950)

- | | |
|--------------|--------------|
| 1. Gee | 14. Soligan |
| 2. Flynn | 15. Burns |
| 3. Meyer | 16. Rochelle |
| 4. Johnson | 17. Chapman |
| 5. Marianos | 18. Austin |
| 6. Spaulding | 19. Daily |
| 7. Trousdale | 20. Carey |
| 8. Applegate | 21. Schmidt |
| 9. Iverson | 22. cGilmour |
| 10. Talcott | 23. Yersin |
| 11. Yuke | 24. Russell |
| 12. McDonald | 25. Jackson |
| 13. Simonson | |

This Board does not truly reflect the correct standings. Jackson should be in the first half-dozen places, not #25. Likewise, Chapman and Austin don't belong on 17 and 18. These players didn't participate in recent tournament, so will have to "challenge" their way back up to the top.

Northern Calif. Championship, Round 1, played at Sacramento June 18, 1950.

White: J. B. Gee Black: Walter Paffnutieff FRENCH DEFENSE.

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|-----------|-------|-----------|--------|----------|--------|
| 1. P-K4 | P-K3 | 13. NxN | PxN | 25. R-K7 | B-B3 |
| 2. P-Q4 | P-Q4 | 14. BxB | HPXB | 26. R-B7 | B-K |
| 3. N-Q2 | P-QB4 | 15. B-Q3 | P-B4 | 27. R-B8 | K-B |
| 4. KPxP | KPxP | 16. P-QB3 | Kr-K | 28. K-N | R-R2 |
| 5. B-N5ch | N-B3 | 17. P-B3 | N-R4 | 29. R-Q8 | R-R4 |
| 6. Q-K2ch | Q-K2 | 18. K-B2 | P-B5 | 30. R-N7 | K-K2 |
| 7. PxP | QxQch | 19. B-B2 | RxNch | 31. RxP | R-N4ch |
| 8. NxQ | BxP | 20. KxR | N-N6ch | 32. RxR | BxR |
| 9. N-N3 | B-N3 | 21. K-Q2 | NxR | 33. K-B | P-R4 |
| 10. QN-Q4 | B-Q2 | 22. RxN | RxP | 34. P-R4 | K-B3 |
| 11. B-K3 | N-B3 | 23. R-K | RxP | 35. K-Q2 | B-Q2 |
| 12. P-KR3 | O-O | 24. K-B | R-R7 | 36. K-K3 | B-B4 |
| | | | | 37. B-Q | Drawn |