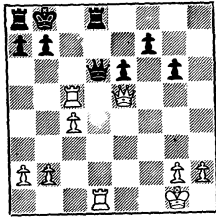


# THE CALIFORNIA CHESS REPORTER

JANUARY - FEBRUARY, 1967

VOLUME XVI, NUMBER 4

Position after 24. R-Q1!



Gary Pickler vs.  
Serge von Oettingen  
Davis - October 17, 1966

FROM: 244 Kearny Street, 4th Floor  
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# THE CALIFORNIA CHESS REPORTER

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## CONTENTS

Southern California Teams . . .	74-75	Elections of Chess Officials . . . . .	82
S. F. Bay Area Teams . . . . .	75-76	Game of the Month . . . . .	83-85
S. F. Industrial League . . . . .	77-78	Book Review . . . . .	86-88
Sacramento Teams . . . . .	78-80	Games . . . . .	89-95
Davis Rated Tournament . . . . .	80	Agenda of C. S. C. F. Meeting . . . . .	95
Mill Valley Open . . . . .	81-82	Tasks . . . . .	96

## TEAM MATCHES TAKE OVER CALIFORNIA CHESS

The team tournament season was in full swing during January and February, and the culmination would come on May 28th at Fresno when the 34th annual North-South Match would be held. By that time team champions would be crowned in the Southern California Chess League, where 31 teams competed in four divisions, in the San Francisco Bay Area Chess League where six teams competed, in the S. F. Bay Area Industrial League where 20 teams competed in two divisions, and various other areas. The annual Yankee-Rebel team match was also to be played in Southern California (May 13th at the Atlas Club).

The blue-ribbon event of the chess year in California, the North-South Match, will be held at the Hacienda Motel in Fresno on May 28th. A rapid-transit tournament will be held on Saturday afternoon, starting at 3, a banquet and membership meeting will be held at 8 P. M., and the big match will start Sunday morning at 10:00 A. M. Besides the customary awards of 5-year and 10-year pins at the match, there will be an additional ceremony — presentation of trophies to former State Champions. For those who stay over Monday and Tuesday, there will be a 45/2 tournament, the Western Memorial Day Open.

SOUTHERN CALIFORNIA TEAM MATCH SEASON

As the team tournament started on February 26, there were more than 200 chessplayers at the Atlas Club, headquarters of the Southern California Chess League. There were 31 teams entered, and 28 teams were there.

In Division A the team from UCLA, 1966 winner, was missing. (We still don't know last year's runner-up; at last report it was a contest between Steiner, Pasadena, and Downey.) Also missing: Downey, Russian Chess Club, and the Woodpushers. Returned are the strong Santa Monica and Long Beach teams. The Atomics team, 1966 winners in Division B, moved up to Division A. The scores:

DIVISION A							
Pillsbury	3½	S. F. Valley	2½	Long Beach	4	Atomics	1
1. Marin	½	Szafir	½	1. Gross	A	Lajcik	A
2. Parker	1	Edberg	0	2. Maillard	½	Kolin	½
3. Wollschlager	½	Goldstein	½	3. Saidi	1	Allen	0
4. Alonso	1	Milner	0	4. Mortz	1	Cysbers	0
5. Rains	½	Rubin, M.	½	5. Wallace	½	Rankel	½
6. Reese	0	Kurruk	1	6. Webber	1	Thomson	0
Steiner	5	City Terracel		Pasadena	3	Santa Monica	3
1. Pilnick	1	Hanken	0	1. Simon	½	Spiller	½
2. Moskowitz	½	Szirmay	½	2. Larsen	1	Bragg	0
3. Geller	1	Rader	0	3. Hultgren	0	Stani	1
4. Tarjan	½	Barrett	½	4. Carr	½	Batchelder	½
5. Almgren	1	Miller	0	5. Carpenter	0	Hohensee	1
6. Antman	1	Cross	0	6. Porth	1	McReynolds	0
DIVISION B							
El Segundo	1	Pasadena	5	Atomics	2½	Long Beach	3½
1. Taylor	0	Cotten	1	1. Bilibin	0	Ellis	1
2. Walpuski	1	Vinock	0	2. Ek	1	Swaine	0
3. Gojich	0	Morford	1	3. Freibergs	0	Hampson	1
4. Cillers	0	Cotter	1	4. Berggren	1	Razign	0
5. Shipin	0	Kotz	1	5. Marshall	½	Laura	½
6. Lopez	0	Killgrove	1	6. McKisson	0	Keller	1
Whittier	4	Student Club	2				
1. Guadarrama	1	Kolkey	0				
2. Gish	½	Davidian	½				
3. Barnard	1	Lither	0				
4. Thornton	0	Engler	1				
5. Kuehn	½	Grad	½				
6. Pye	1	Telingator	0				
				Monterey Park - Bye			

## DIVISION C

Bechtelmites	0	Occidental	6	Whittier	3½	Pasadena	2½
1. Forfeit	0	Murphy	1	1. Hoke	1	Wilson	0
2. Forfeit	0	Rogers	1	2. Frilling	1	Mishler	0
3. Nap	0	Evanns	1	3. Henderson	0	Brown	1
4. Michelson	0	Hall	1	4. Larson	0	Metvin	1
5. Rotkowski	0	Oakshott	1	5. Frilling	Ed ½	Williams	½
6. Campbell	0	Schulz	1	6. O'Hara	1	Crumshaw	0
Atlas	4	Monterey Park	2	Atomics	3	Aeronutronic	3
1. Carroll	0	Jurado	1	1. Korst	1	Kitsianis	0
2. Atchison	0	Portillo	1	2. Pearlman	0	Loewe	1
3. Tumpek	1	Benz	0	3. Romo	1	Nally	0
4. Carlson	1	Glassberg	0	4. Vestuto	1	Shaw	0
5. Smoak	1	Bordier	0	5. Bulgier	0	Carlson	1
6. Meyer	1	Gandara	0	6. Mastous	0	Brisick	1

## DIVISION D

Whittier Poets	½	Whittier Quakers	5½	Bechtelmites	3	City Terrace	3
1. Thomas H	0	Tindall	1	1. Kosaka	0	Cook	1
2. Streeter	½	Bosco	½	2. Pavlich	0	Enriquez	1
3. MacCracken	0	Clifton	1	3. Tinoco	1	Cohan	0
4. Anbro	0	Franzen	1	4. Wolff	1	Patsch	0
5. Lewis	0	Thomas J	1	5. Charbonnier	0	Sturm	1
6. Avila	0	Hoier	1	6. Emerson	1	Baker	0
Monterey Park	3½	Atlas	2½	Aeronutronic	3½	Northridge	2½
1. Hurt	1	Blackmore	0	1. Tyner	½	Nezhni	½
2. Boehm	1	Blowers	0	2. Trautman	1	Boyle	0
3. Wingfield	0	Smith	1	3. Coats	0	Kenny	1
4. Grabhorn	0	Nanassy	1	4. Beheshti	1	Stein	0
5. Rubins	1	Banks	0	5. Finnie	1	Virgili	0
6. Besen	½	Carter	½	6. Cirilo	0	Earle	1

UNIVERSITY OF CALIFORNIA LEADS SAN FRANCISCO BAY AREA TEAMS

The San Francisco Bay Area Chess League team tournament began in January, and the strong University of California team took an early lead by defeating Mechanics' Institute II, Castle, and Blue Unicorn. The teams looked stronger than last year, but the U. C. powerhouse mowed down the opposition. Oddly enough, however, U.C. was "lucky" against last-place Castle, as no less than four games took last-minute turns in U.C.'s favor.

## THE CALIFORNIA CHESS REPORTER

ROUND I				ROUND II			
Golden Gate	4	Blue Unicorn	3	Mechanics' I	2½	Blue Unicorn	4½
1. Currie	1	Pruner	0	1. Addison	0	Pruner	1
2. Gross	1	Thornally	0	2. Wilcox	0	Thornally	1
3. Krestini	1	Blohm	0	3. Osburn	1	Blohm	0
4. Dahl	½	Fritzinger	½	4. Bourke	½	Fritzinger	½
5. Stevens	0	Benson	1	5. Capps	0	Benson	1
6. Palmin	½	Wilkerson	½	6. Wood	0	Wilkerson	1
7. Farly	0	Clark	1	7. Bullwinkel	1	Clark	0
U of California	4½	Mechanics' II	2½	Golden Gate	3	Mechanics' II	4
1. Hoppe	½	Menas	½	1. Ramirez	½	Menas	½
2. Wang	1	Grey	0	2. Currie	½	Schmitt	½
3. Weaver	1	Bendit	0	3. Gross	0	Tullis	1
4. Laver	1	Bopp	0	4. Krestini	1	Grey	0
5. Morris	½	Savery	½	5. Dahl	1	Savery	0
6. Forthoffer	½	Prodinger	½	6. Radaikin	0	Prodinger	1
7. Leong	0	Pollard	1	7. Stevens	0	Pollard	1
Castle	1½	Mechanics' I	5½	U of California	5	Castle	2
1. Zemitis	0	Addison	1	1. Wang	0	Burger	1
2. Ledgerwood	0	Wilcox	1	2. Sutherland	1	Falconer	0
3. McClain	1	Baroudi	0	3. Weaver	1	McClain	0
4. Hendricks	0	Bourke	1	4. Blackstone	1	Hendricks	0
5. Freeman	0	Capps	1	5. Ulrich	0	Wilson	1
6. Wilson	0	Bullwinkel	1	6. Quinlivan	1	Freeman	0
7. Lien	½	Austin	½	7. Morris	1	Lien	0
ROUND III							
Blue Unicorn	3	U of California	4	Mechanics' I	4	Golden Gate	3
1. Blohm	1	Hoppe	0	1. Addison	1	Ramirez	0
2. Thornally	½	Wang	½	2. Wilcox	0	Currie	1
3. Benson	½	Sutherland	½	3. Murray	1	Gross	0
4. Fritzinger	0	Weaver	1	4. Bourke	0	Pafnutieff	1
5. Wilkerson	½	Blackstone	½	5. Capps	1	Krestini	0
6. Henry	0	Laver	1	6. Wood	1	Dahl	0
7. Clark	½	Ulrich	½	7. Standing	0	Radaikin	1
Mechanics' II	4	Castle	3				
1. Menas	1	Ledgerwood	0				
2. Schmitt	½	McClain	½				
3. Tullis	1	Hendricks	0				
4. Grey	0	Belmont	1				
5. Schoene	1	Freeman	0				
6. Prodinger	0	Wilson	1				
7. Pollard	½	Lien	½				

S.F. BAY AREA INDUSTRIAL LEAGUE

The Industrial League began the 1966-67 team tournament in October with 20 teams in two divisions. As usual, the San Quentin teams are the teams to beat. However, in Division A the strong Pacific Gas & Electric team has already handed San Quentin a stunning defeat.

DIVISION A

<u>ROUND I</u>		<u>ROUND II</u>	
Bechtel	1½ P.G. & E	6½ Bechtel	6 Shell 2
Chevron	7½ KRON	½ Chevron	7½ B Of A ½
Shell	5½ Highwaymen	2½ PG&E	6 UCRL 2
San Quentin	7 B of A	1 Kaiser	8 KRON 0
UCRL	2 Kaiser	6 Highwaymen	2½ San Quentin 5½

<u>ROUND III</u>		<u>ROUND IV</u>	
Highwaymen	4 Bechtel 4	B of A	1 Bechtel 7
KRON	5½ San Quentin 2½	UCRL	7 Shell 1
Kaiser	6½ PG&E 1½	Chevron	2½ Kaiser 5½
UCRL	½ Chevron 7½	PG&E	6½ San Quentin 1½
Shell	6 B of A 2	KRON	0 Highwaymen 8

DIVISION B

<u>ROUND I</u>		<u>ROUND II</u>	
PG&E	2½ Bechtel 5½	Shell	1½ Bechtel 6½
Knights Road	4 Shell 4	San Quentin	5½ Knights Road 2½
B of A	0 San Quentin 8	Friden	7½ B of A ½
Friden	6½ Firemans Fund 1½	CSAA	4 PG&E 4
McKee	1½ CSAA 6½	McKee	1 Fireman's Fund 7

<u>ROUND III</u>		<u>ROUND IV</u>	
Bechtel	6 Knights Road 2	Bechtel	7 B of A 1
B of A	½ Shell 7½	PG&E	4 San Quentin 4
San Quentin	8 Firemans Fund 0	CSAA	2 Shell 6
McKee	5½ PG&E 2½	Knights Rd.	6 Fireman's Fund 2
Friden	GSAA	Friden	2 McKee 6

<u>ROUND I, DIVISION A</u>		<u>ROUND I, DIVISION B</u>	
Bechtel A	1½ PG&E Bishops 6½	BofA Systems	0 SQ Chess Nuts 8
1. Partow	0 Bullwinkel 1	1. DuVair	0 Deriso 1
2. Wilms	0 Bedjanian 1	2. Nugent	0 Newman 1
3. Steenhard	0 Solbeau 1	3. Schaur	0 Allen 1
4. Boushkoff	0 Weamer 1	4. Treichel	0 Brand 1
5. Hegyi	1 Zvirbulis 0	5. Seybolt	0 Knight 1
6. Bigelow	½ Salo ½	6. Marks	0 Rohr 1

ROUND 1, DIVISION AROUND 1, DIVISION B

<u>Chevron Resch</u>	<u>7½</u>	<u>KRON Knights</u>	<u>½</u>	<u>Checkmaters</u>	<u>1½</u>	<u>CSAA</u>	<u>6½</u>
1. Chill	½	Cattell	½	1. Saguisag	½	Johnson	½
2. Anderson	1	Finley	C	2. Marich	0	Blackwell	1
3. Brown	1	Edwards	0	3. Cunningham	0	Peterson	1
4. Bacskai	1	Jaeneke	0	4. Wright	0	Burtnett	1
5. Antoniadis	1	Simmerly	0	5. Gayton	1	Peterson	0
6. Gluck	1	Forfeit	0	6. Passage	0	Dotzler	1
<u>Super Shell</u>	<u>5½</u>	<u>Highwaymen</u>	<u>2½</u>	<u>Friden</u>	<u>6½</u>	<u>Fundamentals</u>	<u>1½</u>
1. Nees	0	Hendricks	1	1. Dreblow	1	Adams	0
2. Bright	1	Burton	0	2. Boehme	0	Williams	1
3. Kennedy	1	Forfeit	0	3. Shegadin	1	Holeman	0
4. Chakeris	½	Young	½	4. Friedrich	½	Grimes	½
5. Murphy	1	Nash	0	5. Harvey	1	Pasqua	0
6. Boyd	0	Enos	1	6. Henderson	1	Forfeit	0
<u>SQ Morphys</u>	<u>7</u>	<u>Bofa Cheques</u>	<u>1</u>	<u>PG&amp;E Kings</u>	<u>2½</u>	<u>Bechtel B</u>	<u>5½</u>
1. Hallinan	1	Cornwell	0	1. Yale	1	Iradji	0
2. Chamberlain	0	Puechner	1	2. Castaneda	1	Dostal	0
3. Hartman	1	Gutierrez	0	3. Germano	0	Goiten	1
4. Albrecht	1	Ott	0	4. Romero	½	Wirganowicz	½
5. Hall	1	Vuskovic	0	5. Rocha	0	Cahill	1
6. Otero	1	Mahnken	0	6. Steiner	0	Dwornik	1
<u>UCRL 184</u>	<u>2</u>	<u>Kaiser</u>	<u>6</u>	<u>Road Knights</u>	<u>4</u>	<u>Shell Octanes</u>	<u>4</u>
1. Farly	1	Morison	0	1. Pruett	0	Emery	1
2. Quan	0	McGinley	1	2. Negrette	1	Pearson	0
3. Chew	0	Nordell	1	3. Deasy	0	Campbell	1
4. Kortegaard	1	Olesen	0	4. Chute	1	Irwin	0
5. Bentson	0	Magdison	1	5. Stone	0	Iantz	1
6. Stetz	0	Nelson	1	6. Walters	1	Hulbert	0

U.C. DAVIS WINS 1966 SACRAMENTO CITY TEAM TITLE

by Sergius von Oettingen

The University of California at Davis participated as usual in the Sacramento City Chess League team tournament completed in December, and raised its tie for second place in 1965 to a clear first in 1966.

No.	Team	1	2	3	4	5	6	Matches	Points
1.	U.C. Davis	X	4½	3	4½	4½	4½	4½-½	21 - 10
2.	Public Works	2½	X	5	3	4	4	3½-1½	18½-12½
3.	Aerospace	3	1	X	4	2½	4	2½-2½	14½-15½
4.	CSEA	1½	3	2	X	4	3½	2½-2½	14 - 16
5.	Sac.State College	1½	2	3½	2	X	4	2 - 3	13 - 17
6.	King's Men	1½	2	2	2½	2	X	0 - 5	10 - 20

The Champion team won the title as follows:

Davis	4½	Public Works	2½	Davis	4½	King's Men	1½
1. von Oettingen	1	Bender	0	1. El Sayed	1	Arguijo	0
2. Leitis	½	Mattingly	½	2. Barnett	1	Manhart	0
3. Barnett	1	Norberg	0	3. von Oettingen	½	Mongan	½
4. El Sayed	1	Austin	0	4. Leitis	1	Moxley	0
5. Pickler	½	Baughner	½	5. Hansen	1	Beitzuri	0
6. Hansen	½	Santos	½	6. Fergusson	0	Davis	1
7. Hutchinson	0	Jamieson	1				

Davis	4½	CSEA	1½	Davis	4½	Sacramento	1½
1. El Sayed	0	Litowsky	1	1. El Sayed	0	Fauber	1
2. Barnett	1	Norberg	0	2. von Oettingen	½	Markman	½
3. von Oettingen	1	Forfeit	0	3. Barnett	1	Miller	0
4. Leitis	1	Austin	0	4. Leitis	1	Beitzuri	0
5. Pickler	½	Saunders	½	5. Hansen	1	Schools	0
6. Hansen	1	Shaffer	0	6. Guymon	1	Bryant	0

Davis	3	Aerospace	3
1. von Oettingen	1	Celle	0
2. Leitis	1	Marjay	0
3. Pickler	1	Sanders	0
4. Guymon	0	Parcells	1
5. Hutchinson	0	Cummings	1
6. Hansen	0	Di Milo	1

For the record, the results of the last four years follow.



1962/63	Team	Board	1963/64	Team	Board
1. CSEA	5 - 0	22½- 7½	1. U.C. Davis	4½-1½	23½-12½
2. U.C. Davis	3½-1½	17½-12½	2. Air Force	4½-1½	22 - 14
3. Aerojet	2½-2½	16½-13½	3. CSEA	4½-1½	21 - 15
4. Air Force	2 - 3	14½-15½	4. Bridge	3 - 3	18½-17½
5. Independents	2 - 3	13½-16½	5. Aerojet	2 - 4	16½-19½
6. Bridge	0 - 5	5½-24½	6. Independents	2 - 4	15 - 21
			7. Capitol	½-5½	9½-26½

1964	Team	Board	1965	Team	Board
1. Air Force	5 - 1	26½-15½	1. Capitol	5 - 1	22 - 14
2. Independents	4 - 2	20½-15½	2. U.C. Davis	4 - 2	19½-14½
3. U.C. Davis	3½-2½	24 - 16	3. Knights	4 - 2	18 x 17
4. Capitol	3 - 3	23 - 16	4. Air Force	3 - 3	17 - 18
5. CSEA	2½-3½	17½-21½	5. CSEA	2½-3½	19 - 18
6. Bridge	2½-3½	12 - 24	6. Independents	1½-4½	13 - 21
7. Aerojet	½-5½	11½-26½	7. Aerojet	1 - 5	14½-20½

TRIPLE TIE IN NINTH DAVIS RATED TOURNAMENT

Ross Barnett, Stephen Sosnick, and Serge von Oettingen tied for first place in the ninth Davis Rated Tournament, held October-December, 1966. Eriks Leitis was tournament director.

	1	2	3	4	5	Score
1. R. Barnett	W8	W10	L4	W6	W5	4 - 1
2. S. Sosnick	W14	W15	L5	W8	W11	4 - 1
3. S. von Oettingen	W6	L5	W15	W11	W4	4 - 1
4. E. Leitis	W13	W7	W1	D5	L3	3½-1½
5. G. Pickler	W16	W3	W2	D4	L1	3½-1½
6. R. Hansen	L3	W11	W7	L1	W10	3 - 2
7. G. Manhart	W12	L4	L6	W15	W13	3 - 2
8. S. Markman	L1	W17*	W10	L2	W14	3 - 2
9. D. Sterling	L10	D14	W16	L13	W15*	2½-2½
10. L. Balics	W9	L1	L8	W12	L6	2 - 3
11. M. El Sayed	W17	L6	W13	L3	L2	2 - 3
12. G. Hutchinson	L7	W13	W14	L10	W6	2 - 3
13. J. Morton, Jr.	L4	W12	L11	W9	L7	2 - 3
14. R. Murian	L2	D9	L12	W16	L8	1½-3½
15. J. Arguijo	W18	L2	L3	L7	L9*	1 - 4
16. H. Boro	L5	BYE	L9	L14	L12	1 - 4
17. M. Rasmussen	L11	L8*	Withdrew	-	-	- - - -
18. C. Long	L15	Withdrew	-	-	-	- - - -

OSBUN, WANG DIVIDE FIRST PRIZE IN MILL VALLEY OPEN

Eric Osbun of San Jose State College and Arthur Wang of the University of California Radiation Laboratory tied for first place in January in the third annual Mill Valley Open. They drew with each other and won against four opponents to register  $4\frac{1}{2}$ - $\frac{1}{2}$  scores. Osbun had 18 Solkoff points to  $15\frac{1}{2}$  for Wang but the tie-break was not employed to determine first place and the two divided the money.

There was a five-way tie for third between David Blohm, Richard Laver, Dennis Fritzingler, Frank Thornally and Russell Freeman (the only old-stager in the group). Fritzingler won a chess clock for the best "A" and the others divided the cash for third prize. Carl Huneke won a special upset prize of \$15 for defeating Roy Hoppe in the last round.

The tournament, an event sponsored by the Mill Valley Chess Club, was organized by L.A. Post and directed by Mike Goodall. The scores in order of tie breaking points:

THIRD ANNUAL MILL VALLEY OPEN, JANUARY 7-8, 1967

	1	2	3	4	5	Score
1. Eric Osbun	W25	W12	W6	D2	W3	$4\frac{1}{2}$ - $\frac{1}{2}$
2. Arthur Wang	W13	W15	W31	D1	W8	$4\frac{1}{2}$ - $\frac{1}{2}$
3. David Blohm	W21	W10	W5	W11	L1	4 - 1
4. Richard Laver	W37	W18	D8	D14	W12	4 - 1
5. Dennis Fritzingler	W34	W19	L3	W16	W9	4 - 1
6. Frank Thornally	W32	W27	L1	W23	W10	4 - 1
7. Russell Freeman	W33	L8	W25	W31	W11	4 - 1
8. Rex Wilcox	W14	W7	D4	W20	L2	$3\frac{1}{2}$ - $1\frac{1}{2}$
9. Ziad Baroudi	W16	W17	L11	W15	L5	3 - 2
10. Curt Wilson	W26	L3	W13	W33	L6	3 - 2
11. Norris Weaver	W35	W20	W9	L3	L7	3 - 2
12. Roland Goudswaard	W36	L1	W21	W22	L4	3 - 2
13. Elmo Mugnani	L2	W28	L10	W26	W22	3 - 2
14. Peter Gray	L8	W34	D19	D4	W30	3 - 2
15. Gary Pickler	W28	L2	W27	L9	W21	3 - 2
16. Carl Huneke	L9	W24	W29	L5	W19	3 - 2
17. Michael Morris	D31	L9	D32	W24	W23	3 - 2
18. L. Jacobsen	W29	L4	L22	W32	W20	3 - 2
19. Roy Hoppe	W23	L5	D14	W27	L16	$2\frac{1}{2}$ - $2\frac{1}{2}$
20. Raymund Wheeler	W22	L11	W24	L8	L18	2 - 3
21. Leroy O'Doan	L3	W26	L12	W29	L15	2 - 3
22. Frank Votruba	L20	W35	W18	L12	L13	2 - 3
23. James Mathis	L19	W32	W36	L6	L17	2 - 3
24. Don Hoekman	W30	L16	L20	L17	W35	2 - 3

## Third Annual Mill Valley Open (continued)

	1	2	3	4	5	Score
25. Robert Oyler	L1	W32	L7	W28	-	2 - 3
26. Norman Reider	L10	L21	W37	L13	W31	2 - 3
27. Gil Hayes	BYE	L6	L15	L19	W36	2 - 3
28. Joseph Roberts	L15	L13	BYE	L25	W34	2 - 3
29. John Votruba	L18	W37	L16	L21	BYE	2 - 3
30. David Neider	L24	L31	W34	W37	L14	2 - 3
31. Ralph Fifer	D17	W30	L2	L7	L26	1½-3½
32. Russ Bentson	L6	L23	D17	L18	W33	1½-3½
33. Kenneth Nail	L7	L25	W35	L10	L32	1 - 4
34. Durham Guilian	L5	L14	L30	BYE	L28	1 - 4
35. James T. McCarley	L11	L22	L33	W36	L24	1 - 4
36. David Watts	L12	BYE	L23	L35	L27	1 - 4
37. James W. Bush	L4	L29	L26	L30	-	0 - 5

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GAME OF THE MONTH - by Jerry Hanken

Since my last contribution to The Reporter in 1964, I believe that my game has improved. My style has matured. It is still a counter-punch game but it is more subtle. After a terrible season in 1965 my rating is now up, and if I can avoid another State Championship disaster like 1964 it will stay up.

The following game from the American Open may well be the best game I ever won:

Game No. 973 - Nimzo

White	Black
<u>W. Cunningham</u>	<u>J. Hanken</u>
1. P-QB4	Kt-KB3
2. P-Q4	--

White was pleased to have avoided Black's dreaded "Bad Benoni."

2. --	P-K3
3. Kt-QB3	B-Kt5
4. B-Kt5	--

An old but tricky line, supposedly refuted but Black does not know the analysis.

4. --	P-QB4
5. P-Q5	P-Q3
6. P-K3	P-KR3
7. B-R4	P-K4

Somehow, however, Black has achieved his "Bad Benoni" pawn formation with his bad bishop taken care of. However, as the bishop must be exchanged anyway, BxKtch first, doubling the White pawns, seems better.

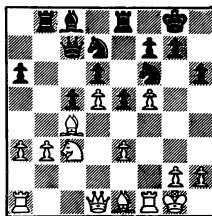
8. Kkt-Q2	QKt-Q2
9. P-QR3	BxKt
10. KtxB	Q-R4
11. P-B3	

To prevent P-K5. But extensive analysis indicates that 11. B-Q3, P-K5; 12. B-B2 leads to advantage for White. Black now has time for Q-side counterplay.

11. ---	P-QR3
12. B-K2	R-Kt1
13. O-O	P-QKt4
14. B-K1	PxP
15. BxP	Q-B2

An important tempo.

16. P-QKt3	O-O
17. P-KB4	R-K1
18. P-B5	--



18. --	P-K5
--------	------

Black must keep K4 open for his pieces or White has an overwhelming base for K-side attack with no real counterplay.

19. B-R4	B-Kt2
20. R-R2	R-K4

A hard decision. Black would like to wait for P-KKt4 and then play Kt-K4 so that if BxKt to double the pawns, White's attack is delayed by

his own KtP, but if Black temp-  
orizes White plays P-KKt4 and  
P-Kt5 instead (i.e. 20...K-B;  
21. P-KKt4, Kt-K4; 22. P-Kt5!  
PxP; 23. BxP and if Kt(3)-Q2,  
24. P-B6! with a powerful attack  
indeed!) So Black decides to  
increase the pressure on the QP.

21. P-KKt4 Q-R4  
22. R-B2 --

The Knight cannot move as the  
Black Knight takes the QP and 23.  
P-B6 is answered by P-KKt4!

22. ... KR-K1  
23. P-Kt5 PxP  
24. BxP QxP  
25. R-KKt2 Q-R4

To be able to protect the QP.  
The entire line had to be pre-  
cisely calculated. This move is  
the key to the defense. The  
tempo gained allows the Queen  
to return.

26. Q-B2 --

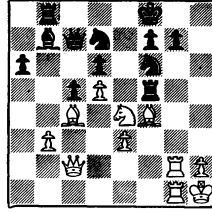
26. Q-K1, K-B1 and Knight and  
Queen are still tied down, i.e.  
27. B-B4, Kt-K4, i.e. Q-Kt3, QxKt  
28. QxPch, K-K2; 29. R-Kt6, Kt(4)  
Q2 and the defense holds (with  
the threat of 30. ...R-Kt1) If  
26. B-R6, QxKt, and if BxP, K-R2  
holds, and if 27. RxRch, K-R1  
holds. The Knights keep the  
Queen out.

26. -- K-B1  
27. K-R1 --

An ill-conceived plan because of  
the extreme vulnerability of the  
long diagonal. On 27. R-B4, R-K4  
is the immediate answer, but this  
seems to offer better chances.

27. -- Q-B2  
28. KR-KKt1 R-K4  
29. B-B4 RxBP  
30. KtxP --

Consistent but suicidal. White  
is so intent on the attack he  
underestimates the counterattack.



30. -- RxB!  
Forced but very strong. The  
Black Bishop gets loose.

31. PxR KtxP  
32. RxP? --

This loses by force but it is  
again consistent. 32. Q-Kt2,  
Kt(4)-B3; KtxKt, KtxKt returns  
the exchange and Black remains  
a pawn ahead, but it leaves  
White with some fighting chances.

32. -- QKt-B3

White must lose material. There  
is no good way to defend the  
Knight. If 33. Q-QKt2, KtxKt;  
34. R-Kt8ch, K-K2 and then if 35.  
RxR, QxR (not 35. ...Kt-B7ch?);  
36. QxKt, Kt-B5ch; 37. RxB!); 36.  
R-K1, KtxP -- and if 35. R-K1,  
RxR; 36. RxKtch, K-Q2 and more  
material goes. Of course, 33.  
KtxKt is answered by Kt-K6ch,  
winning the Queen.

33. Q-KKt2 --

An ingenious attempt at counter-  
play. Black wins the Queen for  
two pieces, but has considerable  
problems of a technical nature.  
KtxKt is answered by a Rook check  
of course, followed by QxKtch.

33. -- KtxP  
34. KcxKc BxQch

34. ...KtxR is not better as after  
35. R(7)xKt the threat of Kt-Q5  
forces BxRch and the game line.

35. R(1)xB KtxR  
36. RxKt --

36. R-Kt8ch, K-K2; 37. Kt-Q5ch, K-Q2; 38. KtxQ, RxR and Black remains an exchange and two Pawns ahead. However, now the threat is to win the Queen and have two pieces against the Rook and two Pawns, unclear at best. Black must tread very carefully for the next few moves.

36. -- Q-B3

A false try, as White quickly shows. The Queen must go to R2, the only square. If it tries to go with tempo, however, 36. ..., Q-Kt2; 37. B-Q5, Q-R2; 38. B-B6! and Black cannot win and may even lose! i.e. 38. ..., K-K2; 39. Kt-Q5ch; 40. K-K3; 41 R-K2ch, K-B4; 42. R-K7! and the Queen is lost.

37. B-Q5 Q-B2  
38. B-B4 --

White must keep Q5 open for his Knight.

38. --- Q-R2

As noted before, the only square that is safe.

39. Kt-R7ch K-K2  
40. R-K2ch K-Q2

Again the only move as Q1 loses the Queen, once the Knight returns to B6.

41. Kt-B6ch K-B3  
42. B-Q5ch K-Kt3

Again forced as if 42. ..., K-Kt4

43. B-B4ch and if 43. ..., K-R4, 44. Kt-Q5 and mate next. If 43. ..., K-Kt5, 44. Kt-Q5ch, K-R6; 45. P-Kt4 and mate next.

43. B-B4 Q-Kt2ch  
44. Kt-Q5ch K-B3

Of course K-R2 loses the Queen and R4 is mate.

45. R-K7 Q-B1  
46. RxP --

White is finally running out of threats!

46. .. R-Kt2

Finally breaks the attack!

If 47. BxP, RxR, and after BxQ, KxKt leaves Black an exchange and Pawn up with a simple win.

47. R-B2 R-Kt2  
48. Kt-B4 Q-Kt5

White lost on time.

A complicated and fighting game in which a fine attack gives way to an excellent counterattack and intricate defense. The game does credit to both sides. Cunningham remarked after the game, "This was the best game I ever lost."

Jerry's wish at the beginning about avoiding a State Championship disaster as in 1964 did not come to pass. He only scored half a point at San Francisco. Incidentally, we said in 1964 that Jerry was from the New York area. Correction! He came to Los Angeles from Cincinnati, Ohio in 1960. - Ed.

BOOK REVIEW by Richard Sasuly

When the late Fred Reinfeld, fabricator of chess books, approached his friendly neighborhood stationer, the clerk must have reached automatically for another paste pot. Surely no one in all the history of publishing produced more books containing less writing.

Reinfeld is said to have produced "more than 100 books of chess." This claim (or charge) appears on the dust jacket of his latest, published posthumously by MacMillan, under the title Great Games by Chess Prodigies. It contains a paste-up of 56 games by Morphy, Capablanca, Reshevsky and Fischer.

Emmanuel Lasker was probably the most impressive intellectual among the great masters. He was also a difficult man. One of his peculiarities was the notion that a master should be paid for his life work. In chess, game scores record the work. Accordingly, Lasker thought the players should have copyrights to their own games. This convention never came to be. Instead, we have the works of Reinfeld.

In his last paste-up, Reinfeld gave us, including introduction, 8½ pages of hastily written text. Within this narrow compass, the reader may range quickly and thoroughly without finding a trace of thought or grace. The kernel of one idea--the appearance of prodigies in chess--sufficed to bring out scissors and glue for the hundredth time. The idea, as it happens, can be fascinating and deserved treatment. The true prodigy is one of the most remarkable rarities of human life. It is seen in pure form, so far as I know, only in music, mathematics and chess.

One might quarrel with Reinfeld's choice of prodigies, but the argument would be trivial, and endless. In truth, most players of genuine grand master class seem to have learned the game as children and played it very strongly when they were scarcely into their teens. To take a few great names, almost at random: Keres taught himself the game and then at 13 entered his first competition, the rapid transit championship of Parnu and won it. Euwe, whom one does not think of as a prodigy because he remained an amateur chess player for years, won a tournament at the age of 10. Spassky at 15 took second, behind Taimanov, in the championship of Leningrad (a tournament stronger than most national championships); in the same year, he came fourth in a major international tournament at Budapest, in the course of which he defeated Smyslov (then on his way to a drawn match for the world title) in one of the most beautiful games on record. But the list could be prolonged indefinitely. In this company, the non-

prodigy is the rarity. In his remarkable description of Rubenstein's style, Reti makes the point that Rubenstein learned the game comparatively late - at 18 - and so never spoke the language of chess quite fluently and was more prone than others in his class to blunder away a good position.

The parallels to math and music are peculiarly attractive, if mysterious. Thus the child Capablanca, learning the game at 4 by watching two patzers play, inevitably brings to mind the child Mozart, at 4 demanding to be allowed to play in the quartet - and being able to do so. Young Pascal, scratching diagrams in the schoolyard dirt and recapitulating Euclid brings to mind a 12-year-old Fischer hanging around the toughest New York chess clubs and beating his elders. There is at least one cross-over between the fields of genius; Emmanuel Lasker played no serious chess in his early teens, but he was a prodigy - in mathematics.

Reinfeld presents only a handful of games by Morphy, Capablanca, and Reshevsky. Of the 56 games, 31 are by Fischer. A cynic might describe the book as a device for presenting a large number of games by Fischer without the necessity of authorization.

But in the end, the games speak for themselves and need no other justification. Fischer was older than Capablanca when he first learned the game, older than Reshevsky when he first won games from masters. If the point at issue is the achievement of the prodigy, it could be said that Fischer went father in his teens than any other (first at Portorez when he was 15, participation in two Candidate's Tournaments before he was 20). But truly the point made by the games is not prodigiousness, but very great strength. If persuasion is needed, these games convince one that Fischer is a potential champion of the world.

The games also, inevitably convey a sense of Fischer's style which can be had in no other way. In the absence of someone else's authoritative judgment, I will risk the statement of an impression: Fischer appears to make precisely what he regards as the best move in every situation. Hence he will use the same openings over and over; he evidently considers them best. He plays as objectively and flawlessly as Capablanca - but seeks the advantage earlier, and more aggressively and persistently. In his games you find no dubious moves which unsettle the position, release dynamics and give scope for greater talent - in the fashion of Lasker and some of the Russians. On the other hand, he does not fiddle or mark



time. He is not cautious but neither does he give away an advantage. He does not reveal the wild imagination of Tal or the creativity in attack of Keres, or Bronstein or Spassky. He does create the impression of having played, over the board, in major competition with the clock running, correspondence games where every move has been chosen to put maximum pressure on the opponent's position. He can thereby play games which are continuously tense and aggressive from the first moves through a long ending, without necessarily resorting to combinative fireworks. He defends as actively as possible. He is always looking for the win. And he may turn out to be the best player in the world.

### GAMES

#### COMPUTERS PLAY CHESS

For the translation of the following article in Soviet Sport (March 12, 1967) we are indebted to Raymund J. Conway.

As has already been communicated, one of the games of the international chess match between the electronic computing machines of the USSR and the USA has already been concluded. In this extraordinary match, initiated on the 20th of November of last year, a discussion is being carried on in the solution of which mathematical principals are being employed. The Soviet program was prepared by scientists of the Institute of Theoretical and Experimental Physics, and the American program, by specialists of Stanford University. The first results were made known on the tenth of March. In the third game (four games are going on simultaneously) the Soviet machine had gained the upper hand announcing mate on the nineteenth move.

The editor of Soviet Sport has requested the editor of the magazine Chess in the USSR, International Grandmaster Yuri Averback, for commentary on the completed game.

Let's see what he has to say.

"For the first time in my life I am being called on to comment on a chess game between machines. That a machine is capable of playing chess is a fact that is now no longer able to astonish anyone. In many countries scientists are setting up programs for such struggles. And the present match, as it seems to me, should first of all help to give a comparative estimate of the programs

worked out in the USSR and USA.

"And now let us look at the game and attempt to determine with what strength machines are capable of playing."

Game No. 974 - Three Knights

<u>White -USSR</u>	<u>Black -USA</u>
1. P-K4	P-K4
2. Kt-KB3	Kt-QB3
3. Kt-B3	B-B4

The machine selected a classical old fashioned opening - the Three Knights Game. The last move permits White to immediately begin activity in the center. 3...Kt-B3 is considered less committal.

4. KtxP! ...

Quite a skillful move which is considered very strong in contemporary theory. White temporarily sacrifices a piece to win it back with positional advantages.

4. ... KtxKt

Inferior is 4...BxPch, 5.KxB, KtxKt 6. P-Q4.

5. P-Q4	B-Q3
6. PxKt	BxP
7. P-B4	...

White consistently follows his plan of capturing the center.

7. ... BxKtch

The best reply. After 7...B-Q3; White has 8. Q-Q4 or 8. P-K5 with advantage.

8. PxB	Kt-B3
9. P-K5	Kt-K5
10. Q-Q3	...

A move undoubtedly worthy of praise. White shrewdly combines attack with defense against the check for the Queen at KR4.

10. ... Kt-B4

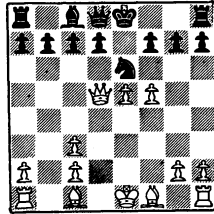
Up to this point the Black machine worked competently and here, with the move 10...P-Q4; could have

maintained an approximate balance.

11. Q-Q5 Kt-K3?

This leads to a difficult position. Correct would have been 11. ...P-Q3

12. P-B5 ...



12. ... Kt-Kt4??

A typical "patzer" move. Black does not see White's simple answer. It is said that it is human for people to err. Obviously the weakness that is innate in man is transferred to machines. With chess players one mistake often entails another. It would seem that machines are not subject to emotions. However, in this encounter the American machine clearly got "out of whack" and found itself in a difficult position. One mistake followed another from the first. Or perhaps, more simply, does it merely play bad chess?

13. P-KR4! ...

Precisely, Now Black loses a piece.

13. ...	P-KB3	White sacrifices the Rook, but
Black's position is already lost		it must not be taken because mate
but after 13...Kt-K3, it still		would follow two moves later, e.g.
would have been possible to have		16. Q-Kt8ch, K-K2; 17. BxP Mate.
put up resistance. The move		15. ... R-B1
which was made permits White to		16. RXP ...
conclude the struggle beautifully.		After the threat 17. BxP there is
14. PxKt PxP		no longer a satisfactory defense.
15. RXP!		16. ... P-B3
Although not a complicated move,		17. Q-Q6 RxP
nevertheless very effective.		18. R-Kt8ch R-B1
		19. QxR MATE

" Our machine carried out the attack in an irreproachable manner."

"What can one possibly say about the strength of the 'rival's' games? Black defended poorly. In all probability, this is the obvious deficiency of the program. Our machine carried on the duel vigorously and logically, manifesting a mature game. Nevertheless, let us not be in a hurry to award it a rating: for in this game it did not meet up with stubborn opposition."

Yuri Averbach  
International Grandmaster

(There are some strange things going on in this game. Bill Addison's comment: "The Soviet computer is a very aggressive computer." Isaac Kashdan: " But the game was not between individuals but presumably the result of chess playing programs that were fed into the computer. ..To this editor White's consistently good moves are less credible than Black's errors." Is it that Botvinnik, et al, designed a better program, or did the Soviets have a reject button so as to have the computer try again every once in a while?

We suppose that it is an accomplishment to program a computer to play chess at all, regardless of how strongly. The Stanford computer plays like a small child, unable to see its opponent's replies again and again. 12...Kt-Kt4 places the Knight on a square from which there is no escape. A program cannot be called satisfactory which makes mistakes like this. But an even worse move is 17. ...RxP, a move which allows a mate in two. Granted that there is no defense in the position; then why not simply resign? Incidentally, the USSR machine played 10. QxR when RxR was also mate. Wouldn't most chess-players mate with the Rook from force of habit? It looks as though the computer is programmed to look at Queen moves first then Rooks and so on in order of power. -ED)

S.F. BAY AREA TEAM MATCHES, 1967

Game No. 975 - Ruy Lopez

White	Black
E. Osbun	D. Blohm
(Mech.Inst.)	(Blue Unicorn)

- |           |        |
|-----------|--------|
| 1. P-K4   | P-K4   |
| 2. Kt-KB3 | Kt-QB3 |
| 3. B-Kt5  | P-QB3  |
| 4. B-R4   | Kt-B3  |
| 5. 0-0    | KtxP   |
| 6. P-Q4   | P-QKt4 |
| 7. B-Kt3  | P-Q4   |
| 8. PxP    | B-K3   |
| 9. Q-K2   | Kt-B4  |

Larsen's word on the variation is 9...,B-K2; 10. R-Q1, 0-0; 11. P-B4, KtPxP; 12. BxP, Q-Q2; with which he held draws against Geller in two of their match games.

- |           |      |
|-----------|------|
| 10. R-Q1  | KtxB |
| 11. RPxKt | ...  |

11. BPxKt is Ivkov's adventure.

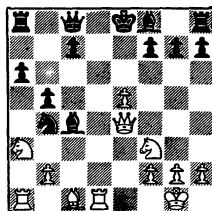
- |          |      |
|----------|------|
| 11. ...  | Q-B1 |
| 12. P-B4 | QPxP |

After his disaster with 12....KtxP? against Osbun in the Mill Valley open three weeks earlier, Blohm now adopts the best continuation.

- |           |        |
|-----------|--------|
| 13. PxP   | BxP    |
| 14. Q-K4  | Kt-Kt5 |
| 15. Kt-R3 | ...    |

Blohm expected 15. B-Kt5, B-B4; 16. R-QBch, QxR; 17. BxQ, RxB with a satisfactory position for Black.

Keres analyzed thus in his book of the 1948 World Championship but did not consider the consequences of the alternate 15. Kt-R3.



- |          |        |
|----------|--------|
| 15. ...  | B-Kt6  |
| 16. KtxP | R-QKt1 |

To my alarm I had forgotten Gipslis' analysis of this move. However, the following forced continuation of the game is not difficult to see, for if 17. B-Kt5, BxR; 18. RxB, PxB; 19. R-Q8ch, QxR; 20. BxQ, RxB; 21. P-R3, B-B4, White will lose.

I had expected 16...,BxR; 17. KtxPch, QxKt; 18. QxRch, K-Q2; 19. B-Kt5, BxKt; 20. QxB, B-B4; 21. R-Q1ch, K-B1; 22. R-QB1, R-K1; 23. Q-R8ch, K-Q2; 24. R-Q1ch, B-Q3; 25. Q-K4, R-K3; 26. Q-B5; P-B3; 27. BxP, Kt-Q4; 28. PxB, Q-R4; 29. B-B3 Resigns. (Gipslis-Haag, Asztalos Memorial 1964).

- |                                  |       |
|----------------------------------|-------|
| 17. Kt-Q6ch                      | PxKt  |
| 18. PxPch                        | Q-K3  |
| 19. P-Q7ch                       | K-Q1  |
| 20. B-Kt5ch                      | P-B3  |
| If 20...,B-K2; 21. Q-KB4, R-Kt2; |       |
| 22. R-Q6 is powerful.            |       |
| 21. Q-KB4                        | R-Kt2 |
| 22. Kt-Q4                        | ...   |

At this point Gipslis' analysis ends (Sahs No. 18, 1964).

- |         |       |
|---------|-------|
| 22. ... | Q-Kt3 |
|---------|-------|

The most problematic defense. If, instead, the Black Queen leaves the third rank, the

possibility of BxPch forces the win.

One might expect Blohm to play the ending with 22...Q-Q3, but after 23. KtxB, QxQ; 24. BxQ, RXP, 25. RxRch, KxR; 26. B-Q2, B-Q3; 27. BxKt, BxB, 28. RxP, R-K1; 29. P-Kt3, R-K7, 30. R-Kt6!, B-K2, 31. K-B1! White keeps his Pawn and wins.

23. KtxB PxB  
24. Q-K4 ...

This strong move emphasizes the strength of the Pawn on the seventh rank and the fact that Black is playing without his King Rook. If now 24... RxP White has an attractive King hunt variation: 25. Q-R8ch, K-B2; 26. RxRch, KxR; 27. R-Q1ch, K-K3; 28. R-K1ch, K-Q3 (if 28...K-B3; 29. Q-B3ch, K-Kt3; 30. R-K5! wins) 29. Q-K8!, K-B2 (what else?); 30. R-B1ch, K-Q3 (if 30...Kt-B3, 31. Kt-Q4 wins); 31. Kt-Q2! and wins.

24. ... B-Q3  
25. RxB QxR  
26. QxR R-B1  
27. R-K1 ...

Blohm had overlooked this mate threat, which wins all the marbles.

27. ... QxQP  
28. QxKt Q-B4  
29. Q-Q6ch K-B1  
30. R-B1ch K-Kt2  
31. R-B7ch K-R1  
32. Q-B6ch K-Kt1  
33. Q-Kt7 Mate

(Notes by Eric Osburn)

Game No. 976 - Queen's Gambit

White Black  
W. Addison E. Pruner  
... 2-Q4 2-Q4

- 2. P-QB4 P-K3
- 3. Kt-QB Kt-KB3
- 4. B-Kt5 B-K2
- 5. P-K3 0-0
- 6. Kt-B3 P-KR3
- 7. BxKt BxB
- 8. Q-Q2 PxB
- 9. BxP Kt-Q2
- 10. 0-0 P-B4
- 11. B-Kt3 PxB
- 12. PxB Q-R4
- 13. QR-B1 Q-R1
- 14. KR-Q1 P-QKt3
- 15. Q-B4 B-Kt2
- 16. Kt-K4 B-Q4
- 17. BxB QxB
- 18. Kt-B3 Q-QR4
- 19. P-KR4 Q-Kt5
- 20. R-B2 QR-B1
- 21. P-Kt4 Kt-B1
- 22. P-Kt5 PxB
- 23. PxB Kt-Kt3
- 24. Q-Kt4 B-K2
- 25. Kt-Q5 Q-Q3
- 26. RxR RxR
- 27. Kt-K3 Q-B5
- 28. QxQ KtxQ
- 29. P-Q5 R-Q1
- 30. Kt-K5 BxB
- 31. Kt-B6 R-Q3
- 32. KtxP PxB
- 33. Kt-QKt5 R-Q1
- 34. K-B1 B-B3
- 35. P-Kt3 P-Kt3
- 36. P-R4 K-Kt2
- 37. Kt-B7 R-KR1
- 38. K-Kt1 Kt-K7ch
- 39. K-Kt2 Kt-B6
- 40. R-Q3 P-Q5
- 41. Kt-B4 B-Q1
- 42. Kt-Kt5 KtxKt
- 43. PxB R-R5
- 44. R-Q1 B-B2
- 45. R-QR1 R-R7ch
- 46. K-B3 R-R6ch
- 47. K-K4 R-R7

48. R-R7	B-R7	34. KtxR	B-B5
49. KtxP	RxP	35. Kt-R7	PxBP
50. Kt-Q5	R-Kt7	36. R-Kt7ch	K-Q1
51. P-B3	B-Kt3	37. RxBP	RXP
52. Kt-B4	P-Q6	38. Kt-B8	R-K2
53. R-R1	R-Kt5ch	39. R-Q7	MATE
54. KtxP	RxKt		
55. RxB	RxPch & WINS.		

Game No. 978 - Sicilian

Game No. 977 - Alekhine's Defense

White	Black
B. Menas	L. Ledgerwood
<u>(Mech. Inst II)</u>	<u>(Castle)</u>
1. P-K4	Kt-KB3
2. P-K5	Kt-Q4
3. P-QB4	Kt-Kt3
4. P-B5	Kt-Q4
5. Kt-QB3	KtxKt
6. QPxKt	P-Q4
7. B-K2	P-K3
8. B-K3	Kt-Q2
9. Q-Q4	P-QB3
10. Kt-B3	BxP
11. Q-KKt4	K-B1
12. O-O	P-QKt3
13. P-QKt4	B-K2
14. P-B4	P-KKt3
15. B-R6ch	K-Kt1
16. PxP	BPxP
17. QR-B1	B-B1
18. B-Kt5	Q-K1
19. R-B7	P-QR3
20. KR-B1	B-KKt2
21. Q-Q4	P-R3
22. B-B6	K-R2
23. B-Q3	BxB
24. PxB	Q-Q1
25. P-KR4	R-B1
26. R(1)-B6	QxP
27. QxQ	KtxQ
28. Kt-K5	K-KKt2
29. RxKtP	Kt-K1
30. R(7)-B6	K-B3
31. P-B4	P-Kt4
32. BxP	BxB
33. Kt-Q7ch	K-K2

White Black

P. Grey P. Eberlein

1. P-K4	P-QR4
2. Kt-KB3	P-QR3
3. P-Q4	PxP
4. KtxP	Kt-KB3
5. Kt-QB3	P-K4
6. Kt-B3	Q-B2
7. Kt-Q5	KtxKt
8. QxKt	P-Q3
9. Q-Q3	Kt-B3
10. P-QB4	P-QKt4
11. Q-B3	P-Kt5

Overlooking the opportunity of 11..., P-Q4, with an awful threat, winning at least White's QB Pawn.

12. Q-Q3	P-KR3
13. B-K2	B-K2
14. P-QKt3	O-O
15. B-Kt2	Kt-Q1

Bill Addison points out this may be premature - Black should play just 15..., B-52 so he could answer White's P-QR3 with P-QR4. But White does not do this, and thereafter, the beautiful relocation of Black's Knight becomes very effective. The final attack has the air of a Juggernaut.

16. O-O	Kt-K3
17. P-Kt3	Kt-B4
18. Q-K3	B-Kt2
19. Kt-Q2	P-B4
20. PxP	B-Kt4
21. P-B4	PxP
22. PxP	QR-K1

23. Q-B2	BxP	8. B-Q3	QKt-Q2
24. QxB	RxB	9. 0-0	Kt-B1
25. R-B2	Kt-Q6	10. QR-K1	Kt-Kt3

## RESIGNS

(Notes by C. M. Capps)

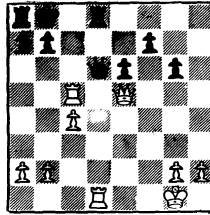
NINTH DAVIS RATED TOURNAMENTGame No. 979 - Bird's

White	Black
<u>S. Sosnick</u>	<u>R. Murian</u>
1. P-KB4	P-Q4
2. P-K3	P-KKt3
3. Kt-KB3	B-Kt2
4. B-K2	Kt-KB3
5. P-QKt3	Kt-K5
6. P-B3	Kt-QB3
7. B-Kt2	0-0
8. P-Q3	Kt-B3
9. 0-0	P-K3
10. P-KR3	Kt-K2
11. QKt-Q2	Kt-B4
12. Q-K1	KtxP
13. Q-R4	KtxR
14. RxKt	Kt-R4
15. Kt-Kt5	P-KR3
16. BxKt	PxKt
17. PxP	PxB
18. R-B6!!	P-B4
19. F-B4	P-Q5
20. Kt-K4	R-K1
21. QxP	R-K2
22. R-R6!	BxR
23. Kt-B6ch	K-Kt2
24. QxB Mate	

Game No. 980 - Blackmar-Diemer

White	Black
<u>G. Pickler</u>	<u>S. von Oettingen</u>
1. P-K4	P-Q4
2. P-Q4	PxP
3. Kt-QB3	Kt-KB3
4. P-B3	PxP
5. KtxP	P-K3
6. B-KKt5	B-K2
7. Q-Q2	P-B3

8. B-Q3	QKt-Q2
9. 0-0	Kt-B1
10. QR-K1	Kt-Kt3
11. Kt-K4	B-Q2
12. P-B4!	P-B4
13. P-Q5	Q-B2
14. BxKt	PxB
15. P-Q6	BxP
16. KtxPch	K-Q1
17. BxKt	RPxB
18. Kt-K5!	BxKt
19. RxB	K-B1
20. KtxB	R-Q1
21. Q-Kt5	QxKt
22. RxPch	K-Kt1
23. Q-K5ch	Q-Q3
24. R-Q1!	Resigns

Game No. 981 - Four Knights

White	Black
<u>E. Leitis</u>	<u>S. von Oettingen</u>
1. P-K4	P-K4
2. Kt-QB3	Kt-KB3
3. Kt-B3	Kt-B3
4. B-B4	B-B4
5. P-Q3	P-Q3
6. P-KR3	B-K3
7. B-Kt3	P-QR3
8. B-K3	B-QKt5
9. 0-0	Q-Q2
10. P-R3	B-R4
11. BxB	PxB
12. F-QKt4	B-Kt3
13. BxB	PxB
14. QKt-R4	Q-QB2

15. P-B4	O-0	30. Kt-B4	RxKt!
16. Kt-B3	KKt-R4	31. PxR	RxP
17. P-B5	PxP	32. KR-B2	Kt-R6ch
18. KtxKtP	Q-B2	33. K-B1	P-KKt4
19. Kt-Kt5	Q-Kt3	34. K-K1	P-Kt5
20. KtxKP	R-B3	35. Q-Kt3	Q-B3
21. P-B4	KtxP	36. QR-Q2	P-R4
22. KtxKt	PxKt	37. Q-R2	Q-R8ch
23. Kt-B7	QR-KB1	38. R-Q1	Q-B6ch
24. Kt-Q5	R(3)-B2	39. QR-Q2	Q-B8ch
25. Q-Q2	Kt-Q5	40. R-Q1	Q-K6ch
26. R-R2	P-B6	41. K-B1	P-R5
27. Q-KB2	Kt-K3	42. R-QKt2	P-Kt6
28. P-Kt3	Kt-Kt4	43. QxKt	P-Kt7ch
29. Q-R2	Q-K3	44. QxPch	PxQdch
		45. KxP and resigns.	

#### AGENDA OF THE ANNUAL MEETING OF THE CALIFORNIA STATE CHESS FEDERATION

The Annual Meeting of the members of the California State Chess Federation will be held on Saturday evening, May 27, 1967, at the Hacienda Motel in Fresno. When President Isaac Kashdan calls the meeting to order, the following agenda will be in order:

1. Minutes of the previous meeting (Spencer Van Gelder, Secretary).
2. Treasurer's Report (Dr. Ralph Hultgren).
3. Report of the Tournament Committee (President Kashdan is ex-officio chairman of the Committee. Gordon S. Barrett is chairman of the southern section and Guthrie McClain is chairman of the northern).
4. New Business.
5. Old Business.
6. Election of Directors. (Each area votes for its director(s).)

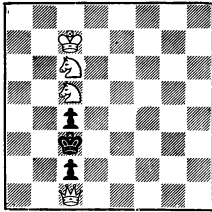
The incumbent directors are:

1. At Large, Southern California: Irving Rivise.
2. At Large, Noarthern California: Vacant
3. Los Angeles: H. D. Rader
4. Los Angeles: Gordon S. Barrett
5. San Diego Area: John Alexander
6. Northern California: Lawrence Zipfel
7. Redwood Empire Area: Mike Goodall
8. Central California: John Blackstone
9. Riverside-San Bernardino Area: Charles Walker
10. San Francisco Area: Guthrie McClain



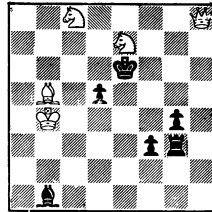
TASKS:

No. 257  
 Anthony Taffs  
 U. S. Problem Bulletin



Mate in 3

No. 258  
 Ladislav Knotek  
 Svelozor, 1917



Mate in 3

## SOLUTIONS:

- No. 251 (Tuzar) 1. Qh3 (waiting). Various strategies, including self-block (1...PxS; 2. Bb3ch, Ke4; 3. Pd3).
- No. 252 (Taffs) 1. Pc4 threatening RxRch or Rb5ch. If 1...PxP e.p.; 2. Sc5.
- No. 253 (Pawecki) 1. Qa6. White must choose carefully between Pc3ch and Pc4ch after Black's two choices.
- No. 254 (Paros) 1...Bf4; 2. Rc2, Bh2; 3. Sf2. If White could move first, 1. Re4, Bh4; 2. Sf4 would do it. The problem is that after 1...Bh4; 2. Re4 all of Black's moves stop mate!
- No. 255 (Marble) Only 1. Kf6 is correct. As Holmes realized, after 1. Pe3 Elack plays 1...Pf1 (White S) and the pawn blocks 2. Se3.
- No. 256 (Lasker's Magazine) 1. Pc8 (Black B). Once you get the hang of it, it's easy.