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1954 STATE CHAMPIONSHIP

by Valdemars Zemitis

Herman Steiner's win in the 1954 California Championship was fully deserved; he played by far the best chess, as compared with other participants. To his tournament victories in the last two years (1953 California Championship, 1954 California Open) he added another brilliant one, thus proving his supremacy in California.

In all games Steiner chose a daring style, seeking fierce complications, in which he is at his best. His wins over Levin, Addison and Meyer, where his strategical and tactical power was magnificently displayed, deserve special mention.

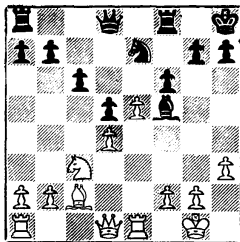
Steiner's winning streak began with a win against the talented youngster from Los Angeles — Cross. In the Nimzo-Indian Defense, after the moves 1. P-Q4, Kt-KB3; 2. P-QB4, P-K3; 3. Kt-QB3, B-Kt5; Steiner deviated from the usual lines with 4. B-Kt5, but could not obtain any opening advantage after 4... P-KR3; 5. B-R4, P-B4; 6. P-Q5, P-Q3; (see game Steiner-Schmitt, page 79) 7. R-B1, P-K4; 8. P-B3, QKt-Q2; 9. P-K3, O-O; 10. P-QR3, BxKtch; 11. RxB, R-K1; 12. P-K4, Kt-B1; etc. The change came only later in the game when Cross prematurely advanced his KB-pawn, lost a piece and, of course, the game.

In the next round his opponent Almgren (playing black) lost a pawn early in the opening and soon afterwards conceded the game: 1. P-Q4, Kt-KB3; 2. P-QB4, P-KKt3; 3. Kt-QB3, P-Q4; 4. P-K3, B-Kt2; 5. Kt-B3, O-O; 6. Q-Kt3, P-B3; 7. B-K2, QKt-Q2??; 8. PxB, etc.

Also in the following round Steiner's task — to win — was greatly helped by his adversary Irving Rivise. See diagram No. 1.

Diagram No. 1

Position after 17... B-B4.
Herman Steiner



Irving Rivise

The only idea worth considering was 18. BxB, KtXB; 19. Q-Q3, followed by P-B4 with at least equality; however, Rivise decided for an "energetic" move — 18. P-K6(?), but soon had to surrender the far advanced pawn: 18... Q-Q3; 19. BxB, KtXB; 20. Q-Kt4, P-KKt3; 21. R-K2, QR-K1; 22. QR-K1, R-K2; 23. P-R3, KR-K1; 24. P-KKt4, RxB; and after a general exchange Black had no difficulty winning the ensuing end-game.

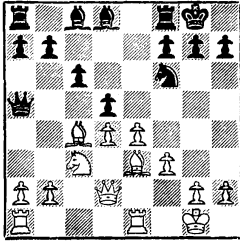
Round four. White: Addison — Black: Steiner. Ruy Lopez (Bird's Defense). 1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-Kt5, Kt-Q5. All chess masters have their quirks, Steiner's being Bird's Defense in the Ruy Lopez. 4. KtxKt, PxB; 5. O-O, P-QB3; 6. B-B4, Kt-B3; 7. R-K1, P-Q3. The same sequence of moves occurred also in the game Rivise-Steiner in the previous round where Rivise continued 8. P-Q3, B-K2; 9. P-B3, O-O; 10. P-KR3, P-Q4; 11. B-Kt3, and obtained a satisfactory position. However, the line chosen by Addison has more sting. 8. P-QB3, B-K2; 9. PxB, O-O; 10. P-Q3, Q-Kt3; 11. Kt-B3, QxQP; 12. B-K3, Q-K4; 13. P-Q4, Q-QR4; 14. Q-Q2, hoping to outwit

his formidable opponent with Kt-Q5. 14... B-Q1; 15. P-B3, P-Q4.
See diagram No. 2.

Diagram No. 2

Position after 15..., P-Q4.

Herman Steiner



William Addison

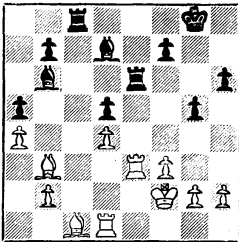
idea, therefore, was 16. B-Kt3. If 16... Pxp; 17. Pxp, Kt-Kt5; 18. B-KB4, or 16... B-K3; 17. P-K5, Kt-K1; 18. P-B4, P-KB4; 19. Kt-R4.

In the same game after lengthy maneuvering the position shown in diagram No. 3 was reached.

Diagram No. 3

Black to play.

Herman Steiner



William Addison

In this position Addison adopted the wrong plan: He exchanged pawns in order to invade Black's domain through the QB-file, but overlooked some "hidden points" in Black's defense which thwarted his plan: 16. Pxp, Pxp; 17. B-Kt3, B-K3; 18. Kt-R4, Kt-Q2; 19. QxQ, BxQ; 20. KR-QB1, B-Q1; 21. Kt-B5, KtxKt; 22. RxB, (on 22. PxB, B-B3 is unpleasant) 22... B-Kt3; etc.

White's advantage in the position shown in diagram No. 2 consists of the following: (1) He is better developed; (2) He has a superior pawn formation in the center. The best

In this seemingly even position Steiner finds a splendid combination. The fruit of this forced sequence of moves is "only" a pawn, but that is all that is necessary for a win:

32... RxB; 33. RxR/1 (if 33. RxR/6, then Bxpch is a beautiful rejoinder -- 34. RxB, PxB), 33... BxQP; 34. R-B3, BxRch; 35. RxB, P-Q5!
Another nice tactical thrust!
36. RxR (there are no good moves for White here: 36. R-Q3, R-Q3 is just as hopeless as the text move),
36... PxB; 37. K-K2, K-Kt2; 38. K-Q3, P-K4; and Black won easily.

When two clever tacticians meet the game becomes anything but dull. Such games do not lack imagination, which is a necessary ingredient of every fine game of chess, but the planning is often

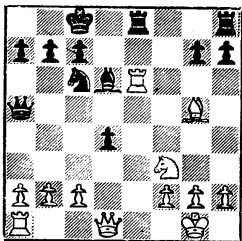
overshadowed by the fury of complications, and as a result the game makes a chaotic impression.

Steiner-Levin. Queen's Pawn Opening. 1. P-Q4, P-Q4;
2. Kt-KB3, Kt-QB3; 3. B-B4, B-Kt5; 4. P-B4, BxKt; 5. KtPxP, P-K4?!
6. BxP, KtxB; 7. PxB, Q-Kt4. Hoping to finish the game after
8. QxP?, in a quick fashion: 8... Q-B8ch; 9. Q-Q1, B-Kt5ch;
10. Kt-Q2?, BxKt mate. 8. Kt-B3, PxB; 9. P-K3, QxP; 10. BxP, P-QB3;
11. P-B4, Q-B2; 12. Q-Kt3, Kt-B3; 13. R-KKt1, R-Q1(?); overlooking
 White's strong reply. Castles-Q gave him some chances for survival.
14. R-Kt5!, R-Q2; 15. R-Q1, B-Q3; what else? 16. RxB, R-K2;
17. RxBP, R-B1; 18. RxQRch, QxB; 19. B-K6! He does not want to
 allow 19... BxP. 19... Kt-R4; 20. Kt-K4, B-Kt5ch; 21. K-K2, RxB.
 The last desperate measure. 22. R-Q7, Q-R5; 23. PxB, KtxPch;
24. K-Q1, Kt-Q4; 25. QxB! Decisive. If 25... KtxQ?; 26. Kt-Q6ch,
K-B1; 27. R-B7 mate. 25... Q-R4ch; 26. K-K1, Q-K4; 27. BxKt,
 resigns.

The talented Jim Schmitt almost produced a major upset in round six: After 1. P-Q4, Kt-KB3; 2. P-QB4, P-K3; 3. Kt-QB3,
B-Kt5; 4. B-Kt5, P-KR3; 5. B-R4, P-B4; 6. P-Q5, Schmitt decided to
 eliminate White's pawn center with an idea similar to that in the
 Blumenfeld gambit -- P-QKt4!; 7. P-B3. Too bold. The modest
7. BxKt, QxB; 8. R-B1 was quite satisfactory for White. Of course
 not 7. PxB, because of 7... P-Kt4; 8. B-Kt3, KtxP. 7... PxBP;
8. P-K4, PxB; 9. PxB, Q-K2ch!; 10. K-B2. A sad necessity, because
10. Q-K2 loses a pawn, but 10. B-K2 or Kt-K2 hinders development
 too much. 10... BxKt; 11. PxB, Kt-K5ch!; 12. PxB, QxBch;
13. K-K3, P-B4. Black has higher aspirations in mind than a draw
 by perpetual check: Q-Kt4ch; 14. K-B2, Q-R5ch, etc. 14. Q-B3, O-O.
 With sneaky intentions: PxB; 15. QxB, Q-B7 mate. 15. P-K5, Q-K2;
16. Q-B4, P-Kt4; 17. QxQBP, QxPch; 18. K-Q2, B-R3(?). So far
 Black's play is superb, but now he goes astray. Instead of the
 weak text move he should play P-Q3 saving the P-QB4. Then complete
 development and renew the attack against the exposed White King.
 Steiner utilizes this slip by forcing the exchange of Queens.
19. QxP, P-Q3; 20. Q-Q4, QxQch; 21. PxB, and a draw was agreed on
 at the 45th move.

In one of the standard variations of the Two Knights Defense, after Black's 13th move in the encounter Ray Martin-Herman Steiner (Round 7), the position shown in diagram No. 4 was reached.

Diagram No. 4
White to play.
Herman Steiner

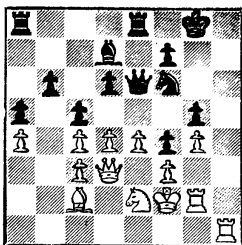


Ray Martin

Here Martin finds the best antidote to Steiner's last move — QR-K1, namely 14. Q-K1! After the routine move in this position 14. Q-K2 White awaits catastrophe: 14... Kt-K4! If 15. RxRch, RxR; 16. KtxKt, RxKt; 17. Q-Kt4ch, K-Kt1 and now R-K1 mate and RxB are threatened. The game continued: 14... QxQch; 15. R6xQ. Apparently Martin did not consider 15. QRxQ, RxR; 16. RxR, P-KR3; 17. B-R4(?), P-KKt4; 18. B-Kt3, BxB; 19. RPxB, P-Kt5; 20. Kt-R4, Kt-Kt5; a satisfactory line for White. However, instead of 17. B-R4?, he could play 17. B-Q2 with equality. 15... B-Kt5; 16. RxRch, RxR; with a slight advantage for Black, which he could not increase, and the game was called a draw after the 36th move.

In the eighth round Steiner played White against Poliakoff. Nimzo Indian Defense. 1. P-Q4, Kt-KB3; 2. P-QB4, P-K3; 3. Kt-QB3, B-Kt5; 4. P-K3, BxKtch; (?) Without any reason Black loses a tempo. Sooner or later White will play P-QR3, and only then can BxKt be played with impunity. 5. PxB, P-QKt3; 6. B-Q3. A strong alternative was 6. B-R3, in order to utilize the weakened black squares. 6... B-Kt2; 7. P-B3, O-O; 8. Kt-K2, P-Q3; 9. O-O, QKt-Q2; 10. P-K4, P-K4; 11. Kt-Kt3, R-K1; 12. Kt-B5, Kt-B1; 13. P-QR4. Not so much to proceed with P-R5, but to free the square QR2 for the transfer of the Q-Rook to King-side. 13... P-QR4; 14. R-R2, B-B1; 15. P-Kt4, Kt-K3; 16. R-KKt2, B-Q2; 17. B-B2, P-Kt3; 18. Kt-Kt3, Kt-B5; 19. BxKt, PxB; 20. Kt-K2, P-KKt4; 21. P-R4, P-KR3; 22. K-B2, P-B4; 23. R-RL, Q-K2; 24. Q-Q3, Q-K3; 25. PxKtP, PxKtP. See diagram No. 5.

Diagram No. 5
White to play.
Dmitri Poliakoff



Herman Steiner

Steiner continued with the seemingly devastating 26. R2-R2, but Poliakoff found a satisfactory defense.

Analysis of the position reveals that there is a forced win for White there! 26. KtxP!, PxKt; 27. P-Kt5! (It is interesting to notice that the tempting 27. P-K5, in order to open more lines for attack, fails on 27... PxP. If 28. P-Kt5, then K-B1; 29. R-R6 [29. PxKt, QxKBP], P-K5!; 30. PxKt, QxKBP!) Now Black is lost in any case. For example:

- I. 27... K-B1; 28. R-R6;
- II. 27... K-Kt2; 28. PxKtch;

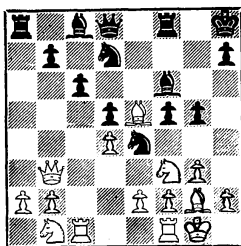
III. 27... Kt-R2; 28. R-R6! (Not P-K5, because of Q-Kt3),
28... Q-K2; 29. P-K5 or RxBt are finishing strokes.

After Steiner's 26. R-R2 the game took the following course:
26... K-Kt2; 27. R-R6, R-R1; 28. KtxP, PxBt; 29. P-Kt5, RxB!
30. RxR, R-R1!; 31. RxR, KxR; 32. P-K5, Q-R6; 33. KtPxKt, Q-R7ch;
34. K-K1, B-B4!!; 35. QxB, Forced. 35... Q-Kt8ch and White can-
not avoid perpetual check, therefore — draw.

After the draw against Poliakoff, Steiner had to make only half a point in the last round to win the title. Against his opponent Meyer he chose his pet defense — the Dutch — and soon reached a promising position. See diagram No. 6.

Diagram No. 6

Position after 13... P-Kkt4!
Herman Steiner



Milton Meyer

Of course Black is aiming at the PQ5, therefore it was necessary to protect it either with R-Q1 or P-K3. Unaware of the oncoming danger, White played 14. Kt-B3? and after 14... P-Kt5! 15. KtxKt. If the King-Knight moves then Kt-Q7 wins. 15... BFP; 16. BxBch, QxB; 17. Kt-K1, QxQP; lost a pawn which Black easily converted into a victory.

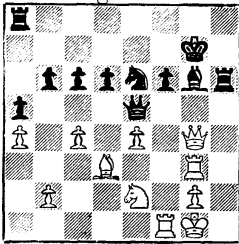
The second and third prizewinners — Dmitri Poliakoff and Eugene Levin (if one wants to be particular and run into trouble to compute S.-B. points, then 24½ for Poliakoff and 22½ for Levin), play very enterprising chess. Their resourcefulness in creating complications and imagination in executing them is difficult to match. The only disadvantage of this style is that one is tempted to take too many chances, and luck is not always on one's own side!

The following game is a typical example of Poliakoff's style. White: Poliakoff — Black: Meyer. French Defense. 1. P-K4, P-K3; 2. P-Q4, P-Q4; 3. Kt-QB3, PxB; 4. KtxP, Kt-Q2; 5. Kt-KB3, Kkt-B3; 6. B-Kkt5, B-K2; 7. KtxKtch. Some players prefer not to exchange the Knight and therefore proceed with 7. BxBt. 7... BxBt. The alternative PxBt is more dynamic and is more promising than the timid text move. 8. BxB, QxB. Slightly preferable was 8... KtxB; 9. B-Q3, P-B4; 10. B-Kt5ch, B-Q2; or if 10. PxB, Q-R4ch followed by QxBP. 9. B-Q3, O-O; 10. Q-K2, P-B4; 11. Q-K4, P-Kkt3; 12. P-B3,

PxP; 13. PxP, Q-B4; 14. Q-K3, Q-R4ch; 15. K-B1. White does not want to simplify the situation which would occur after 15. Q-Q2, QxQ; 16. Kt-B3 — or 15. Kt-Q2, P-K4! 15... K-Kt2!; 16. P-KR4, Kt-B3(?) Completely missing the point of the previous move. After 16... P-KR4! White's attack is stopped: 17. P-KKt4, Kt-B3! or R-R1. After the text move there is no hope for Black. 17. P-R5!, Kt-Q4. Too late Black realizes that he cannot take the R-pawn either with the Knight (17... KtxP?; 18. P-KKt4, Kt-B3; 19. Q-R6ch), or with the Pawn (17... PxP?; 18. Kt-K5, Q-Q1; 19. Q-Kt5ch, K-R1; 20. Q-R6 with the deadly threat RxP). 18. Q-K5ch, P-B3; 19. Q-K4, Kt-K2; 20. PxP, PxP; 21. Q-B4, R-KKt1; 22. R-B1. Check on R6 does not accomplish much. Now R-B7 is threatened. 22... B-Q2; if 22... Kt-B3, then Q-R6ch, followed by BxP wins. 23. Q-Q6 and Black resigned, because after Q-Q1; 24. R-B7 he loses a piece.

If Poliakoff's opponent gives him a chance to attack, he always takes it, and if on top of that there is a slip on the defender's part, he immediately reacts to it. Exactly such a pattern was seen in the game Poliakoff-Rivise. See diagram No. 7.

Diagram No. 7
White to play.
Irving Rivise



Dmitri Poliakoff

White played 30. R-B5! which set the stage for more fireworks to come: 30... QxKtP; 31. P-K5, QPxP; 32. R-R5!, Kt-Kt4; 33. Q-Q7ch, B-B2; 34. R3xKtch, PxR; 35. PxR, P-K5. After 35... KxR, his Majesty would die with fanfare! 36. QxB, P-K5; 37. BxP, Q-Kt2; 38. Q-K6ch, K-R3; 39. Q-R3 mate. 36. BxP, Q-R8ch; 37. K-B2, R-KB1; 38. R-R3? This move almost botches the game. Apparently time trouble, otherwise he would have seen 38. R-Kt6ch followed by 39. Q-R3 mate! 38... K-Kt1; 39. R-KB3, P-Kt5?; 40. QxPch, and soon it was all over.

The motto of the following games could be: "All's well that ends well." (Almgren-Poliakoff), 9th round, Dutch Defense.)

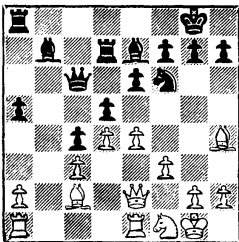
1. P-Q4, P-KB4; 2. Kt-KB3, Kt-KB3; 3. P-K3, P-K3; 4. P-B4, P-QKt3; 5. B-Q3, B-Kt2; 6. QKt-Q2, B-K2; 7. Q-B2, O-O; 8. O-O, P-Q4; 9. PxP, KtxP; 10. P-QR3, Kt-Q2; 11. P-QKt4, B-Q3; 12. Kt-B4, KtxKtP?!? Beginning a speculative sacrificial attack. 13. PxKt, BxKt; 14. PxB, BxPch. This is the "point" of the previous sacrifice. Of course, the Bishop is taboo, but there is no need for White to be

omnivorous; after all he has a Knight already. If 15. KxB?, then Q-R5ch; 16. K-Kt2, Q-Kt4ch; followed by R-B3-R3 mate. 15. K-R1, Q-R5; 16. R-KKt1?? It is an irony of fate that he had to choose the only square for his Rook which loses! 16... R-B3; 17. P-K4. If the Rook stood on K1 or Q1 he could prove the incorrectness of Black's sacrifice by playing K-Kt2 and simply walking away with the King! In the situation now, he is lost. 17... B-B5 dis.ch.; 18. K-Kt2, R-Kt3ch; 19. K-B1, Q-R6ch; 20. K-K2, RxB; 21. B-Kt2, RxB; 22. BxB, Kt-B3; 23. Kt-K5, BxKt; 24. PxB, PxB; 25. PxB, Kt-R4; 26. Q-B1, R-KB1; 27. Q-K1, Kt-B5ch; White resigns.

It is imperative for a chess master to know what he is doing in the opening, because the whole game depends on it. A feeble move is all that is necessary to spoil all chances for a happy ending. Exactly that happened in Poliakoff's only loss, against Martin in an Evans Gambit Declined. (Martin playing the white pieces) 1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-B4, B-B4; 4. P-QKt4, B-Kt3; 5. P-Kt5, Kt-R4? 5... Kt-Q5 is the correct move. If then 6. KtxP, so Q-Kt4, etc. 6. KtxP!, Q-Kt4? He probably thought of the beginner's variation: 1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-B4, Kt-Q5; 4. KtxP, Q-Kt4; 5. KtxBP?, QxKtP; 6. R-B1, QxKtPch; 7. B-K2, Kt-B6 mate. But even here it is not as simple as it seems at first glance. White can play 5. BxPch, K-K2; 6. O-O!, QxKt; 7. BxKt, RxB; 8. P-QB3, Kt-QB3; 9. P-Q4 and this time White wins! But now back to the wayward game! 7. BxPch, K-K2; 8. BxKt, RxB; 9. P-Q4, QxP; 10. Q-B3!, QxQ; 11. KtxQ and, of course, it took time to realize the material advantage, but White did it without too much difficulty.

We say that it is the younger player's "privilege" to lose a game in one move, but on the other hand it is the "duty" of experienced player to see that such carelessness gets duly punished. One

Diagram No. 8
Black to play.
Robert Cross



Dmitri Poliakoff

True, Black's prospects are dim, but not hopeless. With R-Kt1 and eventual pressure on the QKt-file he could offer some resistance. Instead young Cross decided for a pawn hunt: 20... B-R6 and soon afterward had to admit complete defeat. 21. BxKt, PxB; 22. PxB, PxB; 23. P-B4, B-KB1; 24. Q-Kt4ch, B-Kt2; 25. Kt-Kt3, resigns. If 25... Q-B1; 26. Kt-R5, Q-B1; 27. Kt-B6ch, K-R1; 28. Q-B5 with

unavoidable mate on R7.

Strange that Levin always wants to surprise his opponents with peculiar opening systems. After all, with his chessic ability he could go through the regular channels and win most of his games anyway.

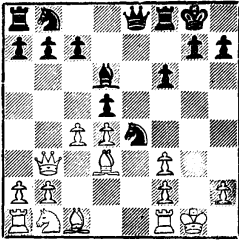
His best performance in this tournament was his win against Addison. This game, probably, was the most beautiful played in this championship.

White: Addison - Black: Levin. Petroff Defense. 1. P-K4, P-K4; 2. Kt-KB3, Kt-KB3; 3. KtxP, P-Q3; 4. Kt-KB3, KtxP; 5. P-Q4, P-Q4; 6. B-Q3, B-Q3; 7. O-O, O-O; 8. P-B4, B-KKt5; 9. Pxp. Voracity never pays dividends. 9. Kt-B3 was natural and good. 9... P-KB4; 10. P-KR3, B-R4; 11. Kt-B3, Q-K2; 12. R-K1(?). This careless move allows Black to disorganize White's King-side pawn formation. 12. Kt-Kt5, therefore, was a better idea. 12... KtxKt!; 13. PxB, BxKt!; 14. PxB. Forced again. 14... Q-R5; 15. B-B1, Kt-Q2; 16. P-QB4, P-QKt3; 17. P-QR4! In order to exchange Black's powerful Bishop; the best idea under the circumstances. 17... P-B5; 18. B-R3, R-B4; 19. Q-Q2? After 19. BxB at least Black's menacing Bishop would have been eliminated. 19... R-Kt4ch; 20. K-R2, Kt-B1; 21. B-KKt2, Kt-Kt3; 22. R-KKt1, Q-R3! To make R5 available for the Knight. 23. P-R5. BxB was still possible. 23... Kt-R5; 24. B-R1. White cannot allow KtxB on account of the following R-R4, but after the text move comes a devastating surprise — 24... R-Kt6!! There is no remedy against KtxPch, followed by mate; or after 25. PxR. 26. Fxp winning the Queen is decisive.

The opening phase from the game Rivise-Levin has some theoretical value. In Petroff Defense Levin chose "according to book" an inferior line: (White: Rivise - Black: Levin).

1. P-K4, P-K4; 2. Kt-KB3, Kt-KB3; 3. P-Q4, KtxP; 4. B-Q3, P-Q4; 5. KtxP, B-Q3; 6. O-O, O-O; 7. P-QB4, P-KB3!? This is the questionable move, which, according to Levin, is quite playable. Maybe so, but it certainly gives White lots of play, besides the fact that he can avoid all complications by playing 8. Pxp, PxB; 9. BxKt, (Not 9. Pxp, because of KtxP!) Q-R5; 10. Pxp, Bxp; 11. P-B4 and still immerge with a better position. 8. Kt-KB3, B-KKt5; 9. Q-Kt3, BxKt; 10. PxB. See diagram No. 9.

Diagram No. 9
Black to play.
Eugene Levin



Irving Rivise

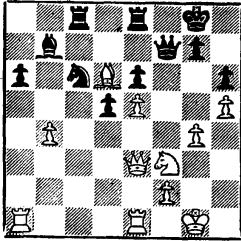
perpetual check. 12..., Q-R5; 13. B-K2, B-B5; 14. BxB, QxB; 15. Q-K3, QxQ; 16. PxQ. White remained with an extra piece.

Levin has a predilection for the variation 1. P-K4, P-K4; 2. B-B4, Kt-KB3; 3. Kt-KB3, Kt-B3; 4. O-O, KtxP; 5. Kt-B3?! in the Two Knight's Defense, which he has studied thoroughly. Certainly it gives White a slight advantage after 5..., KtxKt; 6. QPxP, B-K2; 7. Q-Q5, O-O; 8. KtxP, KtxKt; 9. QxP, B-B3; 10. Q-KR5, but it is difficult to find a way to increase it. Poliakoff, for example, played 10..., P-B3; and after 11. B-K3, P-Q4; 12. B-Q3, P-KKt3; 13. Q-B3, B-Kt2; 14. B-Q4, B-K3 fully equalized the game. Not so fortunate was Martin, who proceeded 10..., P-KKt3; but after 11. Q-R3, B-Kt4(?); 12. R-K1, BxB; 13. QRxB, P-QB3(?); 14. B-Kt3!, P-Q3; already had a difficult position. If 14..., P-Q4, then 15. QR-Q1, Q-B2; 16. P-KR4 or P-B4 with better prospects for White. 15. QR-Q1, B-B4; 16. Q-B4, Q-Kt3; 17. QxP, QR-Q1; 18. Q-B6. Threatening RxBch. 18..., RxB; 19. RxB, B-K3. 19..., Q-B2; is not better on account of 20. R-K1, threatening R-K7. 20. BxB, PxB; 21. QxPch, R-B2; 22. Q-K3, QxP; 23. R-Q8ch, K-Kt2; 24. P-KR4, QxB; 25. P-R5!, PxB. He could not allow P-R6ch. 26. Q-K5ch, R-B3. Not 26..., K-R3?; 27. R-Q6ch. 27. R-Q7ch, K-Kt3; 28. Q-Kt3ch, K-B4. If K-R3?, Q-Kt7 mate. 29. RxB, K-K3; 30. Q-K3ch, K-B4. He gets mated for sure (somehow) after K-Q3 or 4. 31. RxBch, K-Kt3; 32. Q-R6ch, K-B2; 33. Q-R7ch, followed by the exchange of Queens and RxB. Thereafter it is a matter of technique.

Levin collapsed Cross' position in a piquant way in the following situation: See diagram No. 10.

A very exciting position! It seems that there are only two possibilities for Black worth considering: The one actually adapted by Levin, and 10..., Kt-Kt4. I will leave the reader "to fight this position out," because it is worth the effort. There is, for example, a possibility here: 11. QxP, KtxPch; 12. K-Kt2, Kt-R5ch; 13. K-R3?, Q-Q2ch; 14. KxKt, P-Kt4ch; 15. K-R5, Q-R6 mate! Levin's choice was 10..., P-KB4; but after 11. PxB, BxBch. 11..., BxB is not better: 12. BxB, PxB; 13. P-B5ch, followed by PxB. 12. K-Kt2! After 12. KxB, Q-R5ch; followed by Q-Kt5ch. Black has per-

Diagram No. 10
Black to play.
Eugene Levin



Robert Cross

Levin played 26... P-Q5! and left the choice to White's Queen to go to — Q3, Kt3, R3, K2. The pawn is "poisoned": 27. KtxP?, KtxKt; 28. QxKt, Q-B6 and mate on Kt2 is hard to avoid. White chose 27. Q-R3, and soon realized that this was not the right square for the Queen: 27... Kt-R4!; 28. Q-Q3. 28. PxKt, R-B6, followed by QxKt is decisive. 28... R-B6; 29. Q-Kt6, QxQ. He wishes he could play QxKt, but then QxRch-Kt6ch-K8ch forces a draw. 30. PxQ, Kt-Kt6; winning at least the exchange. (If one wants to be truthful then none of the squares offered to the Queen were any good.)

The goddess of chess "Caissa" has her favorites in each tournament. Who knows what one has to do in order to come into her circle of grace? But I am sure that Irving Rivise was outside of it all the way through this tournament. He simply could not collect theoretically won half-points! As usual, he produced some magnificent games, but points are needed to win a tournament on top of all the beauty.

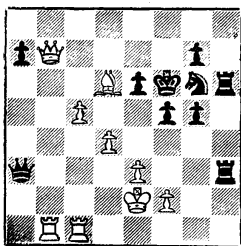
His win against Martin in the Worrall attack in the Ruy Lopez is a real gem. (Rivise had the white pieces.) 1. P-K4, P-K4; 2. Kt-KB3, Kt-QB3; 3. B-Kt5, P-QR3; 4. B-R4, Kt-B3; 5. O-O, B-K2; 6. Q-K2. The idea of this move is to exercise pressure on Black's Queen-side pawns — once Black has played P-QKt4. Besides there is always P-QR4 at White's disposal. 6... P-QKt4; 7. B-Kt3, O-O. The usual continuation now is 7... P-Q3; 8. P-B3, O-O; 9. P-Q4, B-Kt5. 8. P-QR4, R-Kt1; 9. Pxp, Pxp; 10. P-B3, P-Q4. Offering a pawn which White does not dare to accept: 11. Pxp, KtxP; 12. KtxP, Kt-B5. 11. P-Q3, P-Q5; or 11... B-Kt5! 12. Pxp, KtxP; 13. KtxKt, QxKt. He rightly discards the alternative 13... Pxp; 14. P-R3, P-B4; 15. P-B4, B-K3; 16. B-B2 which yields White a strong initiative on the King's side. 14. B-K3, Q-Kt4; 15. Kt-Q2, P-B4; 16. P-B3, P-B5!?? Black is worried about his Queen. Is there something he can do against R-R3, KR-R1, ExPch, R-Kt3 trapping the Queen? It seems, though, that the preparatory R-Q1 was better. 17. Pxp, R-Q1. If 17... Pxp; 18. Bxp, and Black cannot capture the Pkt7, because after KR-Kt1 the Queen is lost. 18. Pxp! Better than 18. B-R2, when Black does not play 18... Pxp; 19. KtxP, B-R3 on account of P-QKt3, but continues 18... QxKtP! If then 19. KR-Kt1, so Q-B6; 20. Pxp, R-Q6! 18... RxKt; 19. QxR, QxQ; 20. P-Kt6. White hopes

to make use of this advanced passed pawn. 20... Kt-Q2; 21. Q-B3, QxQ. On 21..., Q-Kt5 once again the Queen is trapped! 22. PxQ, B-B4. All roads lead to Rome, or in this case to a loss: 22..., KtxP; 23. KR-Kt1, B-Q1; 24. P-B4 with too many threats. 23. BxB, KtxB; 24. KR-Kt1, K-B1; 25. R-Kt5, Kt-Q2; 26. P-QB4, B-Kt2. Pity, again he cannot take the pawn on Kt3. 27. P-B5, B-B3; 28. R5-R5, K-K2; 29. R-R7, K-K3; 30. R-B7, B-Kt4; 31. R-R5, B-B5; 32. P-B7, P-Kt3; 33. R-R8, P-B4; 34. RxKt!, resigns.

In the game Rivise-Addison (Sicilian Defense) the latter lost (or sacrificed?) a pawn in the opening and only the overconfidence of the former saved him from the deserved loss: 1. P-K4, P-QB4; 2. Kt-KB3, P-Q3; 3. P-Q4, PxP; 4. KtxP, Kt-KB3; 5. Kt-QB3, P-KKt3; 6. B-K3, B-Kt2; 7. P-B3, Kt-B3; 8. Q-Q2, O-O; 9. O-O-O, KtxKt; 10. BxKt, B-K3; 11. K-Kt1, Q-R5?; 12. Kt-Q5!, QxQ. 12..., Q-Q8 is worse yet. 13. KtxPch, K-R1; 14. RxQ, KR-K1; 15. BxKt! White has to be careful! If 15. Kt-Q5, then BxKt; 16. PxB?, R-K8ch with mate to follow. 15..., BxB; 16. Kt-Q5, BxKt. 17. RxB, with a theoretically won ending (in praxis, at least Grandmaster Fritz Samisch has won many games in similar situations).

The fifth prize-money went to Ray Martin, former California champion. He played a steady chess, but lacked the spark to ignite dull positions, and as to result he, together with Addison, was the drawing master of the tournament. Only now and then he kindled a situation with ingenious moves or combinations. Such was the case in his game against Cross. See diagram No. 11.

Diagram No. 11
Black to play.
Ray Martin

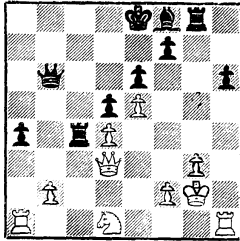


Robert Cross

Finally, after 34 uneventful moves, White blundered. Now Black with problemlike moves turns the tables in his favor: 34..., Kt-B5!; 35. BxKt. Only now White sees how unsafe the King has been in the middle of the board. If now 35. PxB, then Q-Q6ch; K-K1; R-R8ch, etc. 35..., PxB; 36. R-QR1. What now, the Queen is trapped! What would chess be without surprises? Therefore 36..., RxP!ch; and another King has lost his crown: 37. PxB. If 37. K-B1, so Q-Q6ch; 38. K-Kt1, R-Kt3ch; etc. 37..., QxPch; 38. K-Q1. Will he save the game? No! 38..., R-R7!! A memorable finish!

The final phase of the game Martin-Almgren is not as bizarre as the previous example, but, nevertheless is noteworthy. See diagram No. 12.

Diagram No. 12
White to play.
Sven Almgren



Ray Martin

Black had just played 35... Q-Kt3?, with the hope of winning the P-Q4. So far his calculations were correct, because there is no way for White to protect it: 36. R-R4?, B-K2; 37. R-B4, B-Kt4; 38. R-Kt4, P-R4, but surely he did not contemplate 36. Kt-B3!, RxB; 37. KtxRP!, RxB. If 37... Q-R2, then 38. Q-Kt5ch. 38. KtxQ, P-B4; 39. R-R7! Everything has been beautifully timed. There is no escape from White's iron grip. 39... R-Kt5; 40. R-QB1, B-K2; (RxB?, R-B8 mate) 41. R-B8ch, B-Q1; 42. R7-R8 and Black resigns.

Two very nice examples indeed. He should have created more of this kind; but there is always another time!

Jim Schmitt, a very promising representative from the younger generation, certainly played under his usual form. After his good performance in the 1954 California Open (2nd prize) one expected to see him on top again. Like all young, immature players, he sometimes loses the game without any excuse. Here is an example.

White: Schmitt - Black: Levin. Tschigorin Defense.

1. P-Q4, P-Q4; 2. Kt-KB3, Kt-QB3; 3. B-B4, B-Kt5; 4. P-K3, P-K3; 5. P-B4, B-Q3; 6. B-Kt3, BxB; 7. RPxB, P-K4(?); 8. PxB, QxB; 9. Kt-B3, Q-R4; 10. P-Q5, O-O-O; 11. Q-Kt3, BxKt; 12. PxB, Kt3-K2; 13. O-O-O, P-KB4; 14. R-R4! He wishes to zigzag this Rook to Queen's side for attacking purposes. 14... P-K5. Black realizes that the centralization of White's heavy pieces on the Queen's side would be disastrous to him and tries to hinder it with the pawn sacrifice. 15. PxB, P-KB4; 16. R-R5, Kt-KB3. Black's only chance now is to try to confuse his opponent and hope for a lucky turn. 17. RxBP, KtxKP; 18. KtxKt. According to Levin 18. RxB! followed by B-R3 and P-K4 was the strongest line for White. 18... PxB; 19. Q-B4. Threatening P-Q6. 19... Kt-B3(!); 20. R-Kt7, R-Q3; 21. P-R3, R-B1; 22. B-R3ch, K-Kt1; 23. Q-B2, RxB; 24. RxB?? Hard to believe that it actually happened! 24... R-QB4; too bad, I mean for White. Instead of the terrible 24. RxB??, he could play 24. RxB, QxB; 25. B-Kt2 with good chances for a win.

Schmitt and Addison fought an interesting duel in the Tarrasch Defense: 1. Kt-KB3, P-Q4; 2. P-Q4, Kt-KB3; 3. P-B4, P-K4; 4. P-KKt3, B-K2; 5. B-Kt2, O-O; 6. O-O, P-B4; 7. PxpP, KPxpP; 8. Kt-B3, Kt-B3; 9. PxpP, P-Q5; 10. Kt-QR4, B-B4. Thus far the book line, but now they are on their own. 11. B-B5, Kt-K5; 12. Kt-K5, KtxKt; 13. BxKt5, B-B3(?). All that it took was three moves of one's own and already a blunder! 14. BxB, QxB; 15. P-KKt4! This idea nets White a piece and thereafter the win is a matter of routine. 15... BxpP. If 15... B-Kt3, so 16. P-B4. 16. BxKt, KR-K1; 17. Q-Q3, R-K4; 18. P-B4!, R-R4; 19. R-B2, R-K1; 20. R-Q1, R-Q2; 21. Kt-B3, (QxpP, R-Q2) 21... R-Q2; 22. Kt-Kt5, RxBP; 23. KtxQP, R-QR4; 24. Q-QB3, RxpP; 25. Q-B8ch, Q-Q8; 26. QxQch, RxpP; 27. R-Q2, R-Q3; 28. P-K3, B-R6; 29. Kt-Kt3, Black resigns.

Every chess master at the beginning of his chess career has a problem — he has to determine his play's weak points and its strong ones. This is not by any means an easy task. So, for example, William Addison, a very resourceful strategist, to say the least, loses his games by overlooking opponents strong replies. Had he realized that his strong point is strategy and not tactics he, undoubtedly, would have lost fewer games and consequently made more points than he did.

Here is an example of his excellent strategy.

White: Addison - Black: Cross. King's Indian Defense. 1. P-Q4, Kt-KB3; 2. P-QB4, P-KKt3; 3. Kt-QB3, B-Kt2; 4. P-K4, P-Q3; 5. P-B4, P-B4; 6. Kt-B3. On 6. PxpP, Q-R4 is supposed to be strong. 6... O-O; 7. B-K2, PxpP. This exchange changes the face of the opening. Now it looks more like a Sicilian Defense. 8. KtxP, QKt-Q2(?) Black does not adapt himself to the change and continues to handle the position like in the King's Indian Defense. The result, of course, is disastrous. 9. B-K3, Kt-B4; 10. B-B3, P-QR4; 11. Kt-Kt3, Kt4-Q2; 12. Kt-R4, R-R3; 13. O-O, Kt-K1; 14. P-Kt4, P-KKt4(?). This is an outright blunder, but Black's position already is next to hopeless. 15. PxpP, Kt-K4; 16. B-K2, Q-Q2; 17. Kt-Kt6, Q-B3; 18. Kt-Q5, Q-Q2; 19. P-KR3, Kt-B2; 20. Kt-Q4, Kt-Kt3; 21. Kt-B5, BxpP; 22. KtQ5xpP!, KtxKt?; 23. Kt-B6ch. An unpleasant family check. Black resigns.

The Central California Chess League was represented by M.O. Meyer, a very cautious player. His pieces seldom cross the fourth line of demarcation before the 20th move, a good policy to apply against impatient players, who think that such strategy ought to be punished, and try to wallop him right at the beginning.

In this tournament his strategy succeeded once — against Schmitt. Here is the game.

White: Schmitt - Black: Meyer. Nimzo Indian Defense.
1. P-Q4, Kt-KB3; 2. P-QB4, P-K3; 3. Kt-QB3, B-Kt5; 4. P-K3, O-O;
5. B-Q3, P-Q4; 6. P-QR3, BxKtch; 7. PxB, QKt-Q2; 8. P-B4. The good old idea Kt-K2, P-B3 with eventual advance of K-Pawn, is preferable. 8... P-QKt3; 9. Kt-E3, B-Kt2; 10. O-O, P-B4;
11. Kt-K5, Kt-K5!; 12. B-Kt2, P-B3; 13. KtxKt, QxKt; 14. PxpP, KPxpP; 15. P-B4, KR-Q1; 16. P-QR4. Or 16. BxKt, PxB; 17. P-Q5, P-QKt4. 16... Q-K3; 17. P-B5, Q-K1; 18. Q-K2, K-R1; 19. R-B4, QR-B1; 20. P-R5, Kt-Q3; 21. PxBP. With 21. PxpP, BxpP; 22. P-K4, he could retain the initiative. 21... QFxpP1; 22. PxKt. 22. BxpP is not better: 22... KtxP; 23. QxP, Qxpch; or 23. Rxp, B-R3. 22... PxB; 23. QxP, Q-B3; 24. Q-K2. 24. R-B2 was better. 24... Rxp; 25. PxpP, PxpP; 26. R-R7? The weakening of the first row is fatal. 26... R-Q8ch!; 27. R-B1. 27. QxR?, QxpP mate. 27... Rxpch; 28. QxR, Q-K5; 29. Q-B2, P-R3! The final finesse. He could not play R-B7 right away on account of RxB! (RxQ, R-Kt8 mate). 30. P-R3, R-B7; White resigns.

The youngest participant in this tournament was Bobby Cross. No question, he has talent for this wonderful game, but I think that his style is too "dry." He ought to complicate positions and thus give his imagination an unlimited field for action.

White: Cross - Black: Rivise. Queen's Gambit Accepted.
1. P-Q4, P-Q4; 2. P-QB4, PxpP; 3. Kt-KB3, P-QR3; 4. P-K3, B-Kt5;
5. BxpP, P-K3; 6. O-O. Alatorcev's move 6. P-Q5 is successfully met with 6... PxB; 7. Bxp, (not 7. Qxp?, QxQ; 8. BxQ, Kt-KB3) Q-K2. (Not Kt-KB3, because of 9. Bxpch, KxB; 10. QxQ, B-Kt5ch; 11. Q-Q2!) 8. O-O, Kt-KB3; and White cannot take P-Kt7 on account of R-R2. 6... Kt-KB3; 7. QKt-Q2, P-B4; 8. B-K2, Kt-B3; 9. Kt-Kt3, PxpP;
10. KKtxP, BxB; 11. QxB, KtxKt; 12. KtxKt, B-Q3; 13. R-Q1, O-O;
14. P-K4, Q-R4; 15. Kt-B3. If 15. KtxP, then not PxKt; (15... Q-K4 is not better: 16. RxB, QxR; 17. KtxR, etc.) 16. RxB, etc.; but 15... Bxpch!; 16. KxB, Q-K4ch, followed by QxKt with a good game for Black. 15... B-B4; 16. P-KR3, Q-R5; 17. R-K1, B-Kt5;
18. B-Q2, BxB; 19. KtxB, QR-B1; 20. P-QKt3, Q-R4; 21. P-B4, P-QKt4;
22. P-QR4, Kt-R4; 23. Q-Kt4, draw agreed.

As for the master Sven Almgren who took undisputed last place, I hope that the computers in the heart of the world (New York) will have leniency with him this time and will not proceed this way:

Minus one point, minus another, etc.... Stop! 2299... Sorry, you are not a master any more!

We all know that sometimes quite insignificant things can create disastrous effect for one's play. Maybe this time Almgren was dreaming about a delicious, tender turkey, stuffed with right seasoned dressing, who knows? (The tournament was held over the Thanksgiving week end.) At least I know that one Los Angeles player before boarding the plane home had a belated Thanksgiving turkey dinner!

I am glad that I can finish this article, which has threatened to be of marathon length and express the hope that my readers will not find too many "holes" in my analysis. At the same time I offer my humble apologies beforehand to the players considered in this article who might think that some of my remarks are not appropriate.

(Associate editor Valdemars Zemitis is a former lecturer on chess at the University-Extension at Göttingen, Germany, and has also conducted chess classes for the University of California Extension Division. - Ed.)

PALO ALTO CHESS CLUB CHAMPIONSHIP, 1954 - by Victor Ricketts

Juris Petriceks won the Palo Alto Chess Club Championship for 1954, with a score of 11-2 in a 14-man round robin. The tournament was very closely contested among the top four players: Petriceks, Jack Kliger (1953 champion), Walt Shugert (who tied for second with Kliger half a point behind Petriceks), and Gordon Latta (10-3).

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	Score
1. Juris Petriceks	X	$\frac{1}{2}$	0	1	$\frac{1}{2}$	1	1	1	1	1	1	1	1	1	11-2
2-3. Jack Kliger	$\frac{1}{2}$	X	$\frac{1}{2}$	0	1	$\frac{1}{2}$	1	1	1	1	1	1	1	1	10 $\frac{1}{2}$ -2 $\frac{1}{2}$
2-3. Walt Shugert	1	$\frac{1}{2}$	X	0	$\frac{1}{2}$	1	$\frac{1}{2}$	1	1	1	1	1	1	1	10 $\frac{1}{2}$ -2 $\frac{1}{2}$
4. Gordon Latta	0	1	1	X	1	1	0	1	1	1	$\frac{1}{2}$	1	$\frac{1}{2}$	1	10-3
5. Harold Edelstein	$\frac{1}{2}$	0	$\frac{1}{2}$	0	X	0	1	1	$\frac{1}{2}$	1	1	1	1	1	8 $\frac{1}{2}$ -4 $\frac{1}{2}$
6. Edmund T. Dana	0	$\frac{1}{2}$	0	0	1	X	$\frac{1}{2}$	0	1	1	1	1	1	1	8-5
7. Victor Ricketts	0	0	$\frac{1}{2}$	1	0	$\frac{1}{2}$	X	0	1	$\frac{1}{2}$	1	1	1	1	7 $\frac{1}{2}$ -5 $\frac{1}{2}$
8. Lincoln Moses	0	0	0	0	1	1	X	0	1	1	1	1	1	1	7-6
9. Carl Erickson	0	0	0	0	$\frac{1}{2}$	0	0	1	X	1	1	1	1	1	6 $\frac{1}{2}$ -6 $\frac{1}{2}$
10. F. A. Grimes	0	0	0	0	0	0	$\frac{1}{2}$	0	0	X	1	0	1	1	3 $\frac{1}{2}$ -9 $\frac{1}{2}$
11. Kenneth van Woert	0	0	0	$\frac{1}{2}$	0	0	0	0	0	0	X	1	$\frac{1}{2}$	1	3-10
12. Glen McClung	0	0	0	0	0	0	0	0	0	1	0	X	1	0	2-11*
13-14. Mike Bredoff	0	0	0	$\frac{1}{2}$	0	0	0	0	0	0	$\frac{1}{2}$	0	X	$\frac{1}{2}$	1 $\frac{1}{2}$ -11 $\frac{1}{2}$
13-14. G. W. Bolitho	0	0	0	0	0	0	0	0	0	0	1	$\frac{1}{2}$	X	$\frac{1}{2}$	1 $\frac{1}{2}$ -11 $\frac{1}{2}$

* McClung lost five games by forfeit.

INGLEWOOD OPEN, OCTOBER-NOVEMBER 1954 - by Hans Zander

The Inglewood Open came up with a lot of surprises this year. Boris Bylinkin, who finished in ninth place in this year's club tournament, came in first without a loss. George Rubin, a newcomer to the Inglewood Chess Club, finished second, and LeRoy Johnson, president of the California State Chess Federation, came in third.

N. Goldberg, 1954 club champion, could only make tenth place and H. Zander, second in last year's Open, had to be satisfied with ninth. Mark Eucher, after winning his first five games, lost his sixth to K. Reissmann on time. Eucher still had chances for first place, but decided to forfeit his two remaining games. The scores:

	1	2	3	4	5	6	7	8	Score	Won From
1. B. Bylinkin	D7	W10	D9	W15	W19	W4	W8	D5	6½-1½	-
2. G. Rubin	L8	W28	W24	D9	W3	D7	D4	W15	5½-2½	3
3. L. Johnson	W6	L11	W20	W27	L2	W19	W5	D7	5½-2½	5,6
4. R. Kautz	W20	W15	W5	W22	L8	L1	D2	W10	5½-2½	5,10
5. K. Reissmann	W18	W14	L4	W13	W11	W8	L3	D1	5½-2½	8,11
6. N. Thomas	L3	F12	W28	W24	W16	D10	W14	W8	5½-2½	8,14
7. A. Deres	D1	L19	W26	W23	W9	D2	W11	D3	5½-2½	9
8. M. Eucher	W2	W27	W16	W19	W4	L5	F1	F6	5-3	-
9. H. Zander	W28	D22	D1	D2	L7	L13	W25	W11	4½-3½	11
10. N. Goldberg	L19	L1	W25	W17	W23	D6	W13	L4	4½-3½	13
11. W. Pugh	W13	W3	L19	W16	L5	W14	L7	L9	4-4	3
12. J. Metzler	L27	W6	L13	L14	W21	W20	L15	W25	4-4	6
13. R. Tibbetts	L11	W25	W12	L5	W20	W9	L10	F16	4-4	9
14. N. Morrison	W17	L5	L22	W12	W15	L11	L6	W20	4-4	12,15
15. K. Forrest	W26	L4	W21	L1	L14	W24	W12	L2	4-4	12,21
16. H. Lopez	W24	W21	L8	L11	L6	W17	W19	F13	4-4	17
17. D. Dean	L14	L24	W18	L10	W27	L16	W21	W26	4-4	18
18. S. Radinsky	L5	L20	L17	L25	W26	Bye	W24	W19	4-4	19
19. A. Freeman	W10	W7	W11	L8	L1	L3	L16	F18	3-5	7
20. W. Hiekel	L4	W18	L3	W21	L13	L12	W23	F14	3-5	18
21. C. Taber	W25	L16	L15	L20	L12	W23	L17	W24	3-5	23
22. R. Reed	W23	D9	W14	F4	-	-	-	-	2½-1½	14
23. T. Goebel	L22	W24	D27	L7	L10	L21	F20	Bye	2½-5½	24
24. L. Harvey	L16	W17	L2	L6	W25	L15	L18	L21	2-6	17
25. M. McClain	L21	L13	L10	W18	L24	W26	F9	F12	2-6	18
26. K. Hammett	L15	L23	L7	W28	L18	L25	Bye	F17	2-6	28
27. N. Davidson	W12	L8	D23	F3	F17	-	-	-	1½-3½	-
28. L. Marvel	L9	F2	L6	F26	-	-	-	-	0-4	-

The time limit was 30 moves for the first hour and 15 moves per half-hour thereafter. Charles E. Kodil was tournament director. The Inglewood System of tie-breaking was used.

SOUTHERN CALIFORNIA CHESS LEAGUE

The first business meeting of 1955 was held at the Hollywood Chess Club on January 6. The name was changed from Los Angeles County to Southern California, and the following were elected to office: President, Irving Rivise; Vice-President, Charles E. Gray; Secretary, Kyle Forrest; Treasurer, William J. Wheeler; Youth Director, John Keckhut; Official Photographer, Nancy Roos. A tournament director will be appointed later.

In the forthcoming team matches, City Terrace, Hollywood, Inglewood, Long Beach, Los Angeles, Pasadena, Santa Monica and Van Nuys are expected to enter the "A" Division; and Beverly Hills, City Terrace, Cosmopolitan, Hollywood, Inglewood, Lockheed, Los Angeles, North American, Santa Monica and Valley are to enter the "B" Division.

SAN FRANCISCO BAY AREA CHESS LEAGUE

In Division "A" the Mechanics' Institute and Golden Gate teams are off to a flying start, followed by the U.C. team. Castle, last year's second place team, starts out by burning the candle at both ends: A surprising trouncing of Oakland was followed by Castle's worst-ever licking, at the hands of the Golden Gate powerhouse. In Division "B" the always strong Mechanics' Institute team wins its first match, while Golden Gate is upset by Alameda.

"A" DIVISION - Round I, January 15, 1955.

Mechanics' Institute 4, U.C. 3 1) C. Ragby O, V. Zemitis 1; 2) W. Addison O, R. Burger 1; 3) J. Schmitt 1, R. Currie O; 4) D. Poliakoff 1, R. Smook O; 5) E. Pruner 1, J. Fredgren O; 6) A. Fink O, M. Eucher 1; 7) C. Svalberg 1, E. Simanis O.

Palo Alto 2½, Golden Gate 4½ 1) J. Kliger O, I. König 1; 2) W. Shugert O, R. Konkel 1; 3) G. Latta O, H. Gross 1; 4) K. Chambers 1, C. Capps O; 5) H. Edelstein O, Dr. K. Colby 1; 6) F. Morsman ½, D. Peizer ½; 7) T. Dana 1, H. Dasteel, Jr. O.

Castle 6½, Oakland ½ 1) N. Falconer 1, C. Bergman O; 2) G. McClain 1, R. Trenberth O; 3) R. Hultgren 1, C. Stamer O; 4) R. Willson 1, R. Freeman O; 5) W. Hendricks 1, C. Willson O; 6) F. Christensen 1, E. Lien O; 7) P. Traum ½, R. Cuneo ½.

Round II, January 29, 1955.

Golden Gate 6½, Castle ½ 1) I. König ½, G. McClain ½; 2) V. Pafnutieff 1, N. Falconer O; 3) R. Konkel 1, R. Willson O; 4) H. Gross 1, R. Hultgren O; 5) C. Capps 1, F. Christensen O; 6) Dr. K. Colby 1, W. Hendricks O; 7) D. Peizer 1, G. Hultgren O.

- Univ. of Calif. 5, Palo Alto 2 1) V. Zemitis 1, J. Petriceks 0; 2) R. Smook 1, J. Kliger 0; 3) W. Sprague $\frac{1}{2}$, W. Shugert $\frac{1}{2}$; 3) N. Hultgren $\frac{1}{2}$, G. Latta $\frac{1}{2}$; 4) J. Fredgren 0; K. Chambers 1; 5) E. Simanis 1, R. Cuomo 0; 6) M. Eucher 1, T. Dana 0.

"B" DIVISION - Round I, January 22, 1955.

- Kings 2, Mechanics' Institute 5 1) G. Ramirez 0, E.C. Jonas 1; 2) T. Eisenstadt 0, C. Brussel 1; 3) B. Zeiler $\frac{1}{2}$, H. Bullwinkel $\frac{1}{2}$; 4) E. Logwood 1, N. Cappa 0; 5) H. Holden $\frac{1}{2}$, K. Bopp $\frac{1}{2}$; 6) A. Nalivaiko 0, J. Hill 1; 7) A. Chris 0, L. Tomori 1.

- Alameda 4, Golden Gate 3 1) C. Fontan $\frac{1}{2}$, H. Rosenbaum $\frac{1}{2}$; 2) L. Talcott 0, S.H. VanGelder 1; 3) R. Locherby 0, G. Lutz 1; 4) O. Sobol $\frac{1}{2}$, Dr. A. Abrams $\frac{1}{2}$; 5) P. Kelly 1, C. Huneke 0; 6) J. Arriola 1, H. Dasteel, Sr. 0; 7) L. Osternig 1, N.L. Neilsen 0.

PETER PETERSEN

We deeply regret having to record the death last November 17 in Lomita of Peter Petersen. Pete died suddenly of a heart attack.

Pete Petersen was as interested in the game of chess as any man we know. His favorite tournament was the California Open, and one of his prize possessions was his chessboard of fine leather inscribed with the names of his fellow participants, with whom each Open was the occasion of a joyful reunion. In spite of failing eyesight — due to a cataract on one eye — Pete showed the greatest improvement in the 1954 Open (17.7% better than 1953, as reported in Vol. IV, No. 4, p. 70).

The editors of THE REPORTER extend their deepest sympathies to (Mrs.) Josephine Petersen.

BOOKS RECEIVED: NEUHAUSEN & ZURICH 1953, WORLD'S CHAMPIONSHIP, MOSCOW 1954, by Stahlberg and Keres. (In Swedish.) 351 Pages. Price 28 crowns (\$4.50 including postage).

SCHACH-ELITE IM KAMPF (Neuhausen & Zurich 1953), by Euwe, Keres and various others. The official Swiss Tournament Book. (In German.) 379 Pages. Price \$7 (including postage).

Both books are beautifully produced and copiously illustrated. The Swedish book of the 1953 Candidates' Tournament also contains the Botvinnik-Smyslov World Championship Match. The Swiss book is the Official Tournament Book. Both books have a theoretical section by Paul Keres and plenty of background material on the players.

GAME OF THE MONTH - by Bob Burger

Mr. Imre König brings to San Francisco the European custom of Master participation in inter-club matches. As has Herman Steiner in the South, our famous author has put his international reputation on the line against the strongest amateurs of the area. In defense of the top board of the Golden Gate Club he has established a record in keeping with his name, and, besides, has elicited the highest quality of play from his opponents, as witness the following encounter.

Game No. 271 - King's Indian

White	Black
I. König	G. McClain

- | | |
|-----------|--------|
| 1. P-Q4 | Kt-KB3 |
| 2. P-QB4 | P-KKt3 |
| 3. P-KKt3 | B-Kt2 |
| 4. B-Kt2 | O-O |
| 5. P-K3 | |

The formation preferred by Botvinnik in some later games of his match with Smyslov and more recently against Najdorf at the team tournaments. The idea is to maintain Q4, allowing the KB to pressure Black's Queen side. In the above-mentioned games, Najdorf induced P-Q5 by P-B4, but was left in a bind typical of the Sicilian Defense; Smyslov reacted defensively on the Queen side and came out badly except in one case, where he correctly advanced on the King side early in the game.

- | | |
|----------|------|
| 5. ... | P-Q3 |
| 6. Kt-K2 | P-K4 |

Direct and forcing. White now hasn't time for P-Kt3 and B-R3 before Castling.

- | | |
|-----------|-------|
| 7. O-O | Kt-B3 |
| 8. QKt-B3 | |

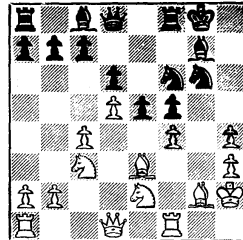
If White's fifth move means anything, Black demands proof and proceeds normally. White is soon dragged away from his original idea and into a bad game.

- | | |
|----------|--------|
| 8. ... | Kt-KR4 |
| 9. P-Q5 | Kt-K2 |
| 10. P-K4 | |

Achieving the standard position at a loss of tempo.

- | | |
|-----------|--------|
| 10. ... | P-B4 |
| 11. Pxp | Pxp |
| 12. P-B4 | Kt-Kt3 |
| 13. B-K3 | Kt-B3 |
| 14. P-KR3 | P-KR4! |
| 15. K-R2 | P-R5 |
| 16. Pxp | |

The crisis is reached, and Black must decide between the positional Kt-R4, B-R3, etc. (when White must give up his KR4), or the electrifying text:



- | | |
|-----------|----------|
| 16. ... | Kt-Kt5ch |
| 17. PxKt | Qxpch |
| 18. K-Kt1 | PxKtP |
| 19. Q-K1! | |

The only defense to P-Kt6, as Kt-K4 is met by P-Kt6 and Pxp, while B-B2 gives back a second Pawn and all the play after Q-R3

(e.g., if PxP, BxP; B-Kt3, Q-K6ch, etc.) The text move also invites 19...P-Kt6; 20. QxP, QxQ; 21. KtxQ, PxP; 22. B-K4!

- 19. ... Q-R3
- 20. Q-Kt3 PxP

Now a critical moment for White: If KtxP, then RxKt wins two pieces for a Rook and a Pawn, because of a possible pin at K4 or check at Q5 by Black's King Bishop. But White must eventually give up a Rook for that Bishop, and he seems to have better chances after 21. KtxP, RxKt; 22. RxR, B-K4; 23. QR-KB1, KtxR; 24. RxR, etc.

- 21. BxP KtxB
- 22. RxKt B-K4
- 23. RxRch KxR
- 24. Q-B2ch K-K2

In retrospect it seems better to place the King at Kt2, so that B-Q2 and R-R1 cannot be met by pinning the Bishop. In that case, the danger of a check at R7 and R-B1 would give Black winning chances.

- 25. Kt-Kt3 B-Q2
- 26. R-K1 R-R1
- 27. Kt-Kt1

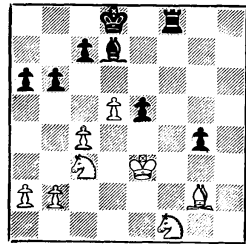
Notice that if the King were at Kt2, B-R7 would be murderous.

- 27. ... P-Kt3
 - 28. Q-Kt3 Q-R4
 - 29. R-K4 K-Q1
- At last!
- 30. RxB QxR
 - 31. QxQ PxQ

Technically White has come out of it all with a small advantage, but he is breathing hard and still has trouble guarding the two open files.

- 32. K-B2 P-R3
 - 33. K-K3 R-B1
 - 34. Kt-Kt3 R-R1
 - 35. Kt-B1 R-B1
- Draw agreed.

Final Position



White's only chance is 36. Kt-Kt3, R-R1; 37. QKt-K2, R-R7; 38. B-K4, K-K2; 39. B-B5, BxB; 40. KtxBch, K-B3; 41. KKt-Kt3, K-Kt4; 42. K-K4, K-R5! when the two Knights become fixed and vulnerable. A draw was a fair outcome!

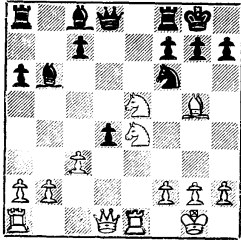
GOLDEN GATE CLUB CHAMPIONSHIP, 1954

Game No. 272 - Ruy
 White Black
 H. Gross J. Myers

(Notes by Henry Gross)

- 1. P-K4 P-K4
- 2. Kt-KB3 Kt-QB3
- 3. B-Kt5 Kt-B3
- 4. O-O B-B4
- 5. P-B3 P-QR3
- 6. BxKt KtPxB
- 7. KtxP O-O

- 8. P-Q4 B-Kt3
- 9. R-K1 P-Q4
- 10. B-Kt5 PxP
- 11. Kt-Q2 P-B4
- 12. KtxKP PxP



- 13. Kt-B6

Black has played the opening badly and it is of interest only as a demonstration of the manner in which White takes advantage of his opponent's errors. The text wins Black's Queen or the Knight.

- 13. ... Q-Q2
- 14. Kt-K7ch QxKt
- 15. KtxKtch QxKt
- 16. BxQ PxP
- 17. Q-B3 B-K3
- 18. QxP KR-Q1
- 19. R-K5 P-Q6
- 20. Q-R6 Resigns.

HOLLYWOOD CHESS CLUB CH'P, 1955

Game No. 273 - Ruy
 White Black
 I. Rivise A. Altshuler
 (Notes by Irving Rivise)

- 1. P-K4 P-K4
- 2. Kt-KB3 Kt-QB3
- 3. B-Kt5 P-QR3
- 4. B-R4 Kt-B3
- 5. O-O B-K2
- 6. Q-K2 P-QKt4

- 7. B-Kt3 P-Q3
- 8. P-QR4 R-QKt1

Other playable alternatives at this stage are 8...B-Kt5 and 8...P-Kt5. The text cedes control of the QR file to White, which proves to be an important factor as the game progresses.

- 9. PxP PxP
- 10. P-B3 B-Kt5
- 11. R-Q1 O-O
- 12. P-Q4 Q-Q2

Both players have been following "book" but here Black deviates and not to his advantage. Better for Black would be 12...PxP; 13. PxP, P-Q4; 14. P-K5, Kt-K5 as, for example, in Rivise-Mazner, Hollywood Chess Club 1954 (THE REPORTER p.134). With the chosen move Black cuts off the possible retreat of his B along the QB1-KR6 diagonal.

- 13. P-Q5 Kt-Q1
- 14. QKt-Q2 P-B4

Now White has the choice of taking Black's QBP e.p. or completing his development. The reason why White does not take the P is that it would permit Black to relieve his position and use his K3 square to bring his Kt into the game. For this reason Black would have left White no alternative had he played the more compelling 14...P-B3.

- 15. Kt-B1 Kt-K1
- 16. Kt-K3 P-B4

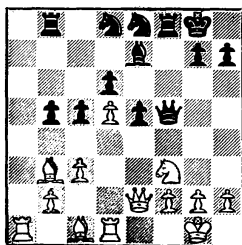
Black's only chance, as White threatened 17. P-KR3, BxKt; 18. QxB, and after 19. P-KKt4, Black would have a difficult time getting his pieces back into play. Note that if Black had played 16...B-R4 to keep his Bishop, there would follow 17. KtxKP, BxQ; 18. KtxQ, BxR; 19. BxB and on the next move White

regains his temporarily sacrificed exchange, remaining a Pawn ahead, and a better position. The temporary sacrifice KtxKP has been in the air for some time, although Black is unaware of the danger.

17. Pxp Bxp

18. KtxB QxKt

18...RxxKt would have been better in view of White's next; but White would still have much the best of it.



19. KtxKP: P-B5

A seemingly logical move to win a piece, but White's next move came as a surprise. Inadequate would be 19...PxxKt; 20. P-Q6ch, P-B5;

21. PxB, PxB; 22. PxxR/Qch wins.

20. Kt-B3 R-Kt2

21. B-B2 Q-R4

22. Kt-Q4 Q-B2

23. Kt-K6

This violation of the general rule not to exchange pieces with a cramped game was played with the idea of winning the exchange — but when the time came I changed my mind.

23. ... KtxKt

24. PxxKt Q-B3

25. R-R8

White can now win the exchange by 25. B-Kt5, QxB; 26. Q-K4 — and indeed the game with it, but for some inexplicable reason I chose the text which allows Black to resist a few moves longer.

25. ... P-Kt3

26. B-K4 R-QB2

27. B-K3 Kt-Kt2

28. B-Q4 Q-R5

If 28...QxKP then 29. B-QKt6 wins.

29. P-KKt3

My opponent now has only 4 minutes for his next 22 moves, and I considered 29. Q-B3, threatening 30. Q-B7ch and mate to follow; while if 29...Kt-B4; 30. BxKt, PxB; 31. QxP with the same threat. If 29...Kt-K1; 30. RxxKt, etc. But it would have been a swindle, because after 29...B-Q1 White would just have to move the Q again. I wanted to win the game on the merits of the position rather than take advantage of Black's time pressure.

29. ... Q-R4

30. B-B3 Q-R3

31. Q-K4 Kt-B4

32. B-Kt6 R/2-B1

33. RxxR RxxR

34. Q-Kt7 R-KB1

35. B-Kt4 Q-Kt4

36. BxKt PxB

37. P-B4 Q-Kt5

38. R-K1 B-B3

39. P-K7 R-K1

40. Q-Q5ch K-R1

41. QxQP Q-Kt2

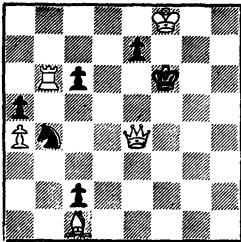
Allows a cute finish but Black's position was quite hopeless.

42. R-K6 BxKP

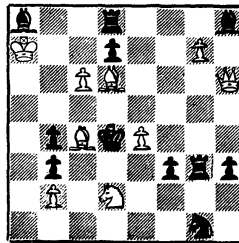
43. B-Q4 Resigns.

REPORTER TASKS We continue our eighth problem-solving contest with three-movers by the Anglo-American composer, J. C. J. Wainwright, No. 65, and by the San Francisco composer, A. J. Fink, No. 66.

TASK No. 65
White Mates in Three



TASK No. 66
White Mates in Three



ANSWERS: TASK NO. 65: The main line is 1. K-B7, P-K6;
2. Q-R8.

TASK NO. 66: The key move is 1. K-Kt2, with
several difficult variations.

Answers to REPORTER TASKS should be sent to:

Dr. H. J. Ralston
184 Edgewood Avenue
San Francisco 17, Calif.