THE CALIFORNIA CHESS

REPORTER

CONTENTS

NEW USCF AFFILIATION RULES

By new conditions of affiliation effective March 1, 1955, the United States Chess Federation has let down the bars which previously had made it impracticable for the California State Chess Federation to join the USCF as a unit. Under the new rules any chess organization may affiliate with the USCF for a yearly fee of $10.

Affiliation carries with it the authority to conduct USCF-rated contests, which are restricted to events conducted by the USCF or its affiliates, and special publicity in the official organ, Chess Life.

We congratulate the Ways and Means Committee of the USCF for this forward step. At one stroke they have not only have made it possible for the California Federation to carry out its often-declared intention to join the USCF, but they have also removed a major cause of dissension by giving us an easy way to have our contests rated.

We venture to predict that Isaac Kashdan, Chairman of the Board of Directors of the California Federation, will lose no time in submitting a proposition for affiliation to the Board, and that the general membership meeting, to be held at San Luis Obispo on May 28, will approve this move by an overwhelming majority.

The new rules are summarized as follows:

1. Franchise Applications: Any chess organization, including a Chess Club, a State Chess Association, a Regional Chess Association, a City or County Chess Association, a League of Chess Clubs, or any other organized chess group, may apply to the USCF for a franchise as an affiliated USCF Chapter.

2. Authority to Conduct USCF-Rated Contests: A USCF Chapter is authorized to conduct contests under the conditions set forth in the USCF National Rating Regulations effective March 1, 1955.

3. Commissions on USCF Membership Dues: A USCF Chapter is authorized to collect individual USCF membership dues from any person, and may deduct a commission on such dues when forwarding payment to the USCF.

4. Special Publicity in Chess Life: The activities of USCF Chapters are featured in Chess Life, the official USCF periodical. The "Tournament Life" department is reserved exclusively for advance announcements of rated contests conducted by Chapters. News and results of contests are published, with cross-tables if space permits.

5. A State Chapter may select and certify the USCF Directors to represent the State.

The applicable rating regulations are as follows:

1. The USCF national chess rating system is restricted to the performances of players in tournaments and matches conducted by the USCF and its affiliates.

2. Contests for which No Rating Fees are Charged: The annual championship of a Club Chapter, the annual championship of a Chapter whose members are all members of the USCF, any any event sponsored by the USCF itself.

3. Rating Fees: Except as provided in (2) above, the report of a contest to be rated by the USCF must be accompanied by a remittance covering the rating fee of 10 cents per game actually played in the contest.

4. All Ratings Published Free of Charge: Average ratings are published semi-annually in Chess Life free of charge. Each ranking list contains the names and ratings of all players who participated in USCF-rated tournaments and matches during the twelve months prior to the closing date of the list.

The rules concerning rating masters still provide that the master's games are counted when rating his opponents, but the performance of the master himself is not recorded unless the following standards are observed: (a) All games must be played with clocks and the time limit must not exceed an average of 20 moves per hour. The total period of play for any session must not exceed five hours. (b) Not more than one round may be played in any one day. (c) All games must be played to a finish.

The effect of these rules upon California tournaments and matches will be that all will be eligible for national rating. The effect upon California chessplayers will be that any player in a nationally-rated event will have his performance rated and his rating published.

The costs of rating will be borne by the players who are being rated: If the event is a Club Chapter championship or a Chapter of 100% USCF members, the USCF dues carry the freight; if the event is one of our regional contests, the cost is 10 cents per game.

The rating fees which would have been paid under the new rules by some of our 1954 events: The State Championship preliminaries — Northern California (18-player Swiss) $8; Central California (12-player Swiss) $2.40; Southern California (50-player Swiss) $28.50. The State finals (10-player round robin) $5. The California Open (81-player Swiss) $27.90. The North-South team match would have cost $7.20 in rating fees. All these events would be covered by the single $10 franchise fee for the CSCF.

The Pan-American Open at Hollywood, which had 74 players in a 14-round Swiss, would have cost $47.10 (if considered as sponsored by the CSCF). The actual fee paid for rating the Pan-American, at a $1 flat rate for each player not a USCF member, was only $30! (and curiously enough this caused some resentment because the non-members did not feel that they ought to pay for the ratings of the members, while the members felt that their USCF dues should cover it).

SAN FRANCISCO BAY AREA CHESS LEAGUE
In Division "A" the Golden Gate and Mechanics' Institute are undefeated. The title will be on the line when these two teams meet on April 9. In Division "B" the Mechanics' Institute leads. As in Division "A" the schedule calls for a crucial finale, Mechanics vs. Russians on April 16.

"A" DIVISION - Round III, February 12, 1955

Oakland 2, Golden Gate 5   1) C. Bergman 0, I. Konig 1;
2) R. Trenberth 0, V. Pafnutieff 1; 3) C. Sedlack ½, R. Konkel ½;
4) L. Ledgerwood ½, H. Gross ½; 5) R. Freeman 0, C. Capps 1;
6) R. Cuneo 1, Dr. K. Colby 0; 7) E. Lien 0, D. Peizer 1.

Castle 3½, Univ. of Calif. 3½   1) G. McClain 1, V. Zemitis 0;
2) R. Willson 0, R. Burger 1; 3) R. Hultgren 0, R. Smook 1;
4) W. Hendricks 1, W. Sprague 0; 5) P. Traum 1, N. Hultgren 0;
6) F. Christensen 0, J. Fredgren 1; 7) G. Hultgren ½, E. Simanis ½.

Round IV, February 26, 1955
Mechanics' Institute 5, Palo Alto 2   1) C. Bagby 1, J. Petriceks 0; 2) E. Pruner ½, J. Kliger ½; 3) J. Schmitt 1, W. Shugert 0;
4) D. Poliakoff 1, G. Latta 0; 5) W. Addison ½, K. Chambers ½;
6) C. Svalberg ½, H. Edelstein ½; 7) A. Stamer ½, V. Ricketts ½.

Univ. of Calif. 3½, Oakland 3½   1) J. Fredgren 1, C. Bergman 0; 2) R. Smook ½, L. Ledgerwood ½; 3) M. Eucher 1, C. Sedlack 0;
4) E. Simanis 1, R. Trenberth 0; 5) (forfeit) 0, C. Wilson 1;
6) (forfeit) 0, R. Freeman 1; 7) (forfeit) 0, R. Cuneo 1.

"B" DIVISION - Round II, February 5, 1955

Mechanics' Institute 4½, Alameda 2½   1) E.C. Jonas 0, L. Talcott 1; 2) C. Makar 0, C. Fontan 1; 3) C. Brussel 1, P. Kelly 0;
4) K. Bendit 1, D. Ogilvie 0; 5) H. Bullwinkel 1, 0. Sobol 0;
6) N. Cappa 1, L. Leonard 0; 7) J. Hill ½, L. Osternig ½.

Oakland 2, Russians 5   1) W. Landfair 1, W. Leeds 0; 2) E. Theodoroff 0, S. Kondrashoff 1; 3) L. Ledgerwood, Sr. 1, P. Andreeff 0; 4) N. Curvers 0, A. Tokmakoff 1; 5) L. Bignami 0, N. Beloff 1;
6) A. Buder 0, H. Ivanoff 1; 7) B. Willis 0, A. Droujinin 1.

Round III, February 19, 1955
Kings 4½, Oakland 2½   1) G. Ramirez 1, E. Yaeger 0; 2) T. Eisenstadt 1, W. Landfair 0; 3) B. Zeiler 0, N. Curvers 1; 4) E. Logwood 1, L. Bignami 0; 5) H. Holden ½, A. Buder ½; 6) S. Gould 1, B. Willis 0; 7) (forfeit) 0, H. Henderson 1.

Golden Gate 3½, Mechanics' Institute 3½   1) P. Dahl ½, E.C. Jonas ½, 2) H. Rosenbaum 0, C. Brussel 1, 3) S.H. Van Gelder 1, H. Bullwinkel 0; 4) H. Dasteel, Jr. 0, K. Bendit 1; 5) C. Schroth 0, N. Cappa 1; 6) Dr. A. Abrams 1, J. Hill 0; 7) C. Huneke 1, L. Tomori 0.

REDWOOD EMPIRE CHESS LEAGUE TROPHY TOURNAMENT

Round I

2/4/55 Santa Rosa 1½, Petaluma 4½   1) B. Woods ½, G. Woll-
man ½; 2) N. Gyving 1, V. Bloomfield 0; 3) S. Walker 0, B. Johnson 1;
4) W. Krause 0, J. Lesh 1; 5) B. Rambow 0, S. Goertzel 1; 6) W.
Evans 0, J. Hyland 1.

2/6/55 Vallejo 5, Sacramento Chess Club 1   1) F. Norling 0,
Wm. Rogers 1; 2) F. Harris 1, H. Pirkner 0; 3) B. Abrams 1, N.
Raphael 0; 4) L. Koziewicz 1, N. Rossini 0; 5) O. Turley 1, N. Mc
Farland 0; 6) E. Holm 1, N. Stapp 0.

CENTRAL CALIFORNIA CHESS LEAGUE

Round III - December 5, 1954

Pittsburg 2, San Jose 6   1) R. Burger 1, W.T. Adams 0; 2) R.
Trenberth 0, E. Mueller 1; 3) F. Weinberg 0, D. Haville 1; 4) R.
Guzman 0, J. Kalnins 1; 5) G. Garcia 0, G. Barber 1; 6) W. Whisler 1;
M. Gazse 0; 7) T. Snavely 0, H. O'Shaughnessy 1; 8) F. Olvera 0,
T. Kimball 1.

Round IV - January 9, 1955

Fresno 4, San Jose 4   1) M. Hailparn 1, W.T. Adams 0; 2) T.
Fries 1, E. Mueller 0; 3) O. Maschke 0, D. Haville 1; 4) E. Achter-
berg 1, J. Kalnins 0; 5) C. Fotias 0, L. Daugherty 1; 6) W. Shirey
0, H. O'Shaughnessy 1; 7) L. Legler 0, T. Kimball 1; 8) R. Clark 1,
P. Foley 0.

Modesto 6½, Stockton 1½   1) L. Davis 1, R. Leigh 0; 2) E.
Jeffers 1, R. Juhre 0; 3) H. Paul 1, M. Sanders 0; 4) L. Krogness 1,
W. Jarvis 0; 5) Dr. C.J. Cook 1, J. Lindsteadt 0; 6) H. Wente 0,
A.C. Saxon 1; 7) E. Hawksworth ½, J. Condeyre ½; 8) C.M. Hobbs 1,
J. Finucane 0.

Pittsburg 5, Oakdale 3   1) W. Whisler 1, S. Slosted 0;
2) F. Weinberg ½, Ed Sai ½;   3) G. Garcia 1, H. Blickenstaff 0;
4) J. Smith 1, H. Mortensen 0; 5) R. Turner 1, R. Corporan 0;
6) L. Lansing ½, Mrs. C.J. Smith ½; 7) F. Olvera 0, C.J. Smith 1;
8) T. Snavely 0, A. Buerer 1.

CENTRAL CALIFORNIA CHESS LEAGUE (continued)

Round V - January 30, 1955

Pittsburg 3, Sacramento 5   1) R. Burger 1, A. Janushowsky 0;
2) R. Trenberth 0, O. Celle 1;   3) R. Guzman $\frac{1}{2}$, J.B. Gee $\frac{1}{2}$;
4) W. Whisler $\frac{1}{2}$, M.O. Meyer $\frac{1}{2}$;   5) J. Smith 1, N.T. Austin 0;
6) F. Weinberg 0, J. Celle 1;   7) F. Olvera 0, J. Scheuerman 1;
8) R. Turner 0, A. Bishop 1.

Fresno 6, Stockton 2   1) M. Hailparn 1, R. Leigh 0;
2) P.D. Smith 1, Dr. J.M. David-Malig 0; 3) T. Fries $\frac{1}{2}$, R. Juhre $\frac{1}{2}$;
4) O. Maschke $\frac{1}{2}$, J. Saxon $\frac{1}{2}$;   5) Dr. H. Kallmann 0, H. Minchaca 1;
6) C. Fotias 1, M. Sanders 0;   7) R. Baker 1, J. Lindsteadt 0;
8) R. Clark 1, W. Jarvis 0.

Modesto 1, San Jose 7   1) L.E. Davis 0, Bill Adams 1;
2) E.L. Jeffers 1, Bert Mueller 0; 3) Herb Paul 0, Dewey Haville 1;
4) L. Krogness 0, H. O'Shaughnessy 1; 5) Dr. C.J. Cook 0, L.H.
Daugherty 1; 6) Herman Wente 0, Tom Kimball 1; 7) Ed Hobbs 0,
Al Lutz 1; 8) Bill Kessler 0, Phil Foley 1.

Round VI - February 20, 1955

Sacramento 6, Oakdale 2   1) O. Celle 1, A. Buerer 0;
2) J.B. Gee 1, C.J. Smith 0;   3) M.O. Meyer $\frac{1}{2}$, H. Blickenstaff $\frac{1}{2}$;
4) J. Scheuerman 1, R. Ewing 0; 5) W.R. Rogers 1, S. Slosted 0;
6) J. Celle $\frac{1}{2}$, Mrs. V. Smith $\frac{1}{2}$; 7) A. Janushkowsky 1, R. Corporan 0;
8) W. Hartley 0, S. Sampson 1.

Modesto 2, Fresno 6   1) L.E. Davis 0, M. Hailparn 1;
2) E.L. Jeffers 0, P.D. Smith 1; 3) L.H. Kerfoot 0, T. Fries 1;
4) H.E. Paul $\frac{1}{2}$, C. Fotias $\frac{1}{2}$;   5) L. Krogness 0, O. Mashke 1;
6) C.J. Cook $\frac{1}{2}$, W. Shirey $\frac{1}{2}$; 7) E.W. Hawksworth 0, M. Phetterplace 1;
8) E. Hobbs 1, R. Clark 0.

San Jose 4$\frac{1}{2}$, Stockton 3$\frac{1}{2}$ 1) E. Mueller 1, R. Leigh 0;
2) D. Havill 0, Dr. David-Malig 1; 3) H. O'Shaughnessy $\frac{1}{2}$, N.
Scholtz $\frac{1}{2}$; 4) L. Daugherty 1, R. Juhre 0; 5) J. Kimball 1, J.
Saxon 0; 6) P. Foley 1, M. Sanders 0; 7) N. Chapman 0, A. Saxon 1;
8) G. Van Hooser 0, N. Isaacs 1.

THE SEVEN C's OF TOURNAMENT SUCCESS   by Phil D. Smith

Success in tournament chess, played with the onerous clock ticking on and on, comes from a number of essential factors besides the obvious requisites of chessic knowledge and experience, ability to visualize, and general all-around playing strength.

These additional requirements for an outstanding accomplishment in serious chess contested under a time limit all start with the same letter that the name of the game itself does — with a "c." And of the seven c's of tournament success, only one is inflexibly or directly associated with one's knowledge of chess; it is competence or knowledge of openings, middle games, and end games, which may come from a combination of experience, study, ability to remember, and aptitude for quantitative and qualitative reasoning and geometric calculations.

As a matter of fact, it is not surprising six of the seven c's are intangibles not concerned with basic "know-how," for it is a truism that nearly all masters know as much about chess as almost every other master and approximately all experienced players of non-master rank are usually as well acquainted with opening theory, end game technique and middle game strategy as any other veteran player. However, the results in tournaments and matches of masters and non-masters of about equal experience and chess knowledge are often vastly different.

The reason for such divergent success is that the prime necessities for victory at clock chess include these intangibles which are usually not learned from books nor necessarily from a lifetime of experience in the school of trial and error. What are they? The other six c's are confidence, courage, carefulness, concentration, composure, and canniness.

It is paradoxical that expert players who have studied the intricacies of the struggle for years and who have played hundreds if not thousands of tournament games should often have uneven results and often poorer scores than those of young players of only a few years experience. But if the reader will ponder over some of the tournament or match games he has lost, he may realize that some of his habits during tourney play were directly responsible for his defeats rather than his knowledge of chess.

Of course, most serious players have realized that temperament and personality have much to do with success in chess, as they do in any endeavor or, for that matter, in life itself, but such intangibles are usually too vague for a player who wants to overcome his shortcomings. The components of chessic triumph need to be explained more distinctly.

The first of the six c's besides competence is confidence,
which might be stated — as a desirable attitude for a player to
have — as "I'm just as good or better at chess as my oppenent is,
whoever he may be!" Lack of confidence in one's own playing
strength will lead players to offer draws when they have the ad-
vantages, to reject bold, aggressive lines in favor of passive,
"safe" but really losing variations, and to avoid strong openings
because they may be double edged. Too many tournament players com-
pete with the basic idea: "I must not lose, so a draw is satisfac-
tory," rather than the more successful theory: "I shall play for
a win from the first move; chess is a struggle in which the victory
goes to the valiant; a draw is to be spurned except when one is
losing!"

Closely related to confidence is courage as an essential for
chessic success. Perhaps, except for its alliterative shortcomings,
the latter should have been defined as aggression. Many of the
world's most famous players have become among the globe's best by
being aggressive in the opening, middle game and end game. Psycho-
logically, such a policy often leads the opponent to make more
errors, even when the aggression is somewhat unsound, than against
a "keep a draw in hand" type of player. Admittedly, the Capablanca—
Flohr sort of contestant is often a hard opponent to beat, but this
type is likely to draw with all the strong players, beating only the
weaker ones, while the aggressive player often defeats players who
are rated stronger than he!

Nevertheless, confidence and courage have to be tempered with
the next c, carefulness. The aggression and the confidence must not
become unsound coffeehouse tactics and cocksure flamboyance. The
aggressive player must be cool, competent, and careful, but he must
avoid fear, overly defensive strategy, and overly cautious tactics.
The best way to be careful is perhaps by practicing the next c, con-
centration.

Concentration may be defined as the ability to watch your own
game, to think not only when your clock is ticking but also when
your opponent's is (instead of romantically roaming around the room
to see the other games), to shut out anything that does not relate
to the position on the board in front of you, and to be so disinter-
ested in the other games that you will leave the playing hall as
soon as your game is over. The last point could well be an eighth c
— condition. In the famous 1946 Groningen tournament it is signi-
ficant that the only three players to leave as soon as their games
were over were the first three prize winners, Botvinnik, Euwe and
Smyslov; the others stayed to analyze and talk.

Very similar to concentration is composure, the next c, a prime requisite for success. When positions get complicated, when the clock shows very little time left, when the opponent threatens to win outright or pulls an unexpected resource, composure can be stated as the ability to think: "This too will pass. I shall succeed. He can't beat me!" And this composure will usually succeed if it is accompanied with confidence, courage, carefulness, concentration, competence and, lastly, canniness, which is used here in its connotation "clever."

Pedagogically, it might be true that all six of the seven c's already described can be acquired, although if competence includes the ability to visualize, perhaps it is not an "acquired characteristic." The seventh, canniness, may be one which one needs to be born with! Success at chess takes brains, or, more correctly, the ability and the atmosphere with which to use them. One must be canny or clever.

For those of us who were less endowed by the Creator with intelligence than other chess players, perhaps we can be comforted by the fact that experience, study, visualization and the other six c's will be excellent compensations for a somewhat lower brain power.

Next time you enter a tournament or match, try the seven c's!

STATE CHAMPIONSHIP BRILLIANCY PRIZE TO HERMAN STEINER
The editors of THE REPORTER have awarded a special prize of $15, donated by Maurice Gedance of Las Vegas, to Herman Steiner for his game last Thanksgiving vs. Eugene Levin.

The prize was awarded on the basis of originality as well as brilliance. After 12 moves (the complete score appeared in last month's issue) this position occurred:
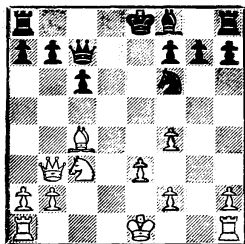
There followed: 13. R-KKt1!, R-Q1 (overlooking White's strong reply. O-O-O was better); 14. R-Kt5!, R-Q2; 15. R-Q1, B-Q3; 16. RxP, R-K2; 17. RxBP, R-B1; 18. RxQRch, QxR; 19. B-K6!, Kt-R4; 20. Kt-K4, B-Kt5ch; 21. K-K2, RxP; 22. R-Q7, Q-R5; 23. PxR, KtxPch; 24. K-Q1, Kt-Q4; 25. QxB! (decisive, KtxQ? loses quickly), Q-R4ch; 26. K-K1, Q-K4; 27. BxKt, Resigns.

THE CASTLE CHESS CLUB, 1929-1954

The 25th anniversary of the Castle Chess Club was the
occasion of a reunion of past and present members, held at
the home of Mr. and Mrs. Wm. P. Barlow in Piedmont. Present
were: Dan and Jo Belmont, Fred and Betty Byron, Fred and
Evelyn Christensen, Mr. and Mrs. Robert A. Cook, Stillman
and Lucille Drake, Carl and Haldis Ekoos, Mark and Anne Eudey,
Neil Falconer, Henry and Ida Gross, Wade and Mary Rose Hen-
dricks, Ralph and Teresa Hultgren, Neilen Hultgren, Tom and
Rita Janes, Mac and Ted McClain, Milt and Mayme Meyer, Bill
and Gertrude Nelson, George Olshausen, Paul and Dorothea
Traum, Curtis and Merle Wilson, and, of course, the hosts
Bill and Muriel Barlow.

The photo at the top of this page was taken at a time
when the merrymaking was at its height. On the opposite page,
the top photo is of the Charter Members. The lower photo is
of the current active members at the party.
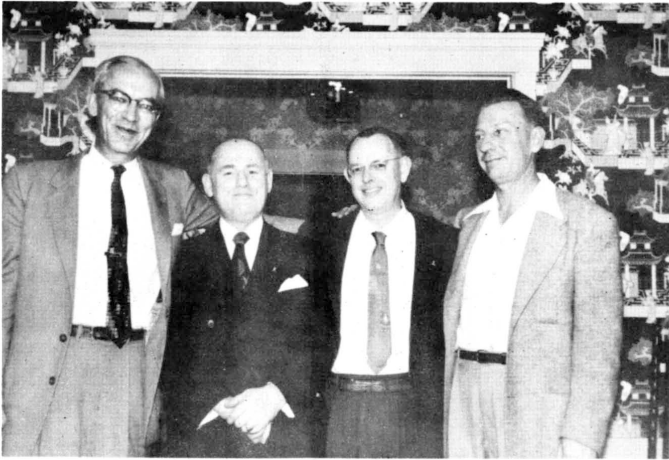
Charter Members: Milt Meyer, Fred Christensen, Curtis Wilson,
                  Robert Cook.

Current Members: Fred Christensen, Paul Traum, Ralph Hultgren,
                  Guthrie McClain, Wade Hendricks (kneeling),
                  Henry Gross (kneeling). (Absent were Bob
                  Burger, Valdemars Zemitis and Glen Hultgren.

ON THE TECHNICAL SIDE: SOME ASPECTS OF TOURNAMENT PAIRING

A seemingly simple matter like setting up the rounds for a
ten-man round robin tournament can sometimes be complicated. The
California Championship is different from most tournaments in that
(a) it is composed of two groups, one from northern and one from
southern California, and (b) there are only three days available,
which is not sufficient for nine rounds. Under the plan originated
by George Croy in 1948, we take advantage of (a) in order to accom-
modate (b). But this system gives rise to additional considerations.

We were wrestling with some of these considerations one day in
the early part of November, 1954, when Lodewijk Prins of Holland
walked into our sanctum. After the usual greetings had been ex-
changed, Mr. Prins asked what we were doing. Now, Mr. Prins had
just come from the Chess Olympics in Amsterdam. He had organized
the international team matches, one of the most difficult of all
chess events to manage, and had also staged the great Amsterdam,
1950, international tournament. If any master should know the ins
and outs of tournament management, Mr. Prins should. But he hadn't
before seen anything like what we were engaged in doing. His
questions gave rise to the thought that an account of our procedure
might be of interest to our readers.

We explained that before the northern and southern groups meet
in the finals it would be necessary to play off as many games as
possible inside each group, so that the three days available over
the Thanksgiving holidays would have no more than six rounds. Then
we added that we were trying to find numbers to assign the players
that would give each group an equal number of whites and blacks.
"Why?" Prins asked. "Aren't the contestants all on an individual
basis?" "Because," we said, "No player will like it if he finds
that his own group has an excess of blacks, while the group from
the other end of the State has an excess of whites." Then we
pointed out that we were also searching for a combination in which
each player would have an equal number of whites and blacks against
the opposite group, and also a more or less equal number in the
finals and in the preliminary rounds with players of his own group.
Again the question was "why?" "Because it would be unfair to run
the risk of making any contestant play mostly blacks (for example)
in the finals, when the pressure is on and there is little or no
time for analysis between rounds. If we eliminate this chance
beforehand, we'll avoid undue hardship upon any player and make
everyone feel that everything possible has been done to give each
contestant an equal chance." This satisfied Lodewijk.

The procedure we were going through was as follows: We laid
out the pairings for the ten players, noticing that numbers 1, 2, 3,
4 and 5 would have five whites and four blacks, and numbers 6, 7, 8,
9 and 10 would have four whites and five blacks. We had four play-
ers from the North and six players from the South. We tried picking
two groups of four and six, in which the colors balanced. The first
didn't work because somebody was getting too many games of one color
in the finals. The second didn't work because somebody was getting
too many games of one color against either his own group or against
the other group. Each of these tries required the setting up of
nearly the complete table. Color coding was used in setting up the
tables in order to spot the North and South numbers. The third try
was successful. We were able to set up the tournament in two parts,
each of which had equality between whites and blacks. The last
step was to give the southern group the same number of rounds in the
preliminary stage, so that all players in the final stage would have
the same number of games to play; thus, instead of playing all the
games between the southern players before coming to San Francisco,
we deliberately held back one round so that the southern players
would not benefit by a free round in the finals. The pairings came
out as follows:

CALIFORNIA STATE CHAMPIONSHIP, 1954

Pairings:

Preliminary Rounds

Round	North		Round	South		
1	8-4	7-3	1	10-6	2-5	9-1
2	7-8	3-4	2	1-10	2-9	5-6
3	3-8	4-7	3	5-10	1-2	6-9

Finals

Round					
4	7-5	9-3	10-8	4-2	1-6
5	3-1	5-8	6-7	4-9	2-10
6	8-6	10-7	1-4	2-3	9-5
7	4-10	7-1	8-9	5-3	6-2
8	3-6	4-5	1-8	2-7	10-9
9	3-10	9-7	8-2	6-4	5-1

Note: North players draw for numbers 3, 4, 7 and 8.
        South players draw for numbers 1, 2, 5, 6, 9 and 10.

(The original table, before modifications, was taken from a standard
pairing table — in this case, from the Year Book of the British
Chess Federation)

Fortunately for the convenience in playing off adjourned games and in avoiding adjudications, it was possible to play off Round 4 on Thanksgiving Day. This gave us three and a half days for the tournament and allowed half of the final day to be devoted to adjournments.

GAME OF THE MONTH - by Bob Burger

Vladimir Pafnutieff is a name to conjure by; but the name befits the man. His games are charged with sweeping combinational sequences. His cavalier indifference to the score is matched only by his addiction to tension, which intensifies during a chess tournament. Here we see him outplay a Master for the privilege of being able to offer the Draw!

PAN AMERICAN OPEN, 1954

Game No. 274 - Queen's Gambit Dec.
	White	Black
	O. Ulvestad	V. Pafnutieff
1.	P-Q4	P-Q4
2.	P-QB4	P-K3
3.	Kt-QB3	Kt-KB3
4.	B-Kt5	QKt-Q2
5.	PxP	PxP
6.	P-K3	B-K2
7.	B-Q3	0-0
8.	Q-B2	P-KR3

Alekhine asks in his notes to a similar game why P-KR4 is not a fitting reply to this.

| 9. | P-KR4 | P-B4 |

and the answer is that White is committed to a line of play slightly early, and the "sacrifice" can of course be easily refused.

| 10. | Kt-KB3 | PxP |
| 11. | KtxP/4 | |

Also PxP, R-K1; 12. Castles Q, Kt-B1 is safe for Black.

11.	...	Kt-K4
12.	B-B5	Q-R4
13.	B-B4	Kt-B5

| 14. | Kt-Kt3 | Q-Kt5 |
| 15. | B-Q3 | B-K3 |

White has not had time to get in P-KKt4, etc., and Black is fully developed & ready to counterattack.

16.	P-QR3	Q-Kt3
17.	BxKt	PxB
18.	Kt-Q4	QR-B1
19.	0-0-0	KR-Q1
20.	KtxB	QxKt
21.	P-K4	
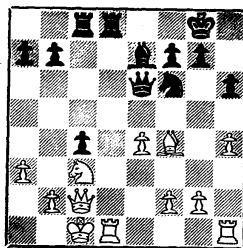
| 21. | ... | R-Q6! |

The point being that the acceptance of the Pawn allows the Black Queen to R7, after which the various threats of RxKt, BxP, KtxP, and Q-R8 ch give Black all the play.

22.	P-B3	Kt-R4
23.	B-Q2	Kt-Kt6
24.	KR-K1	BxKRP

So Black has his Pawn, and must now brace for the usual reaction.

25. Kt-Q5
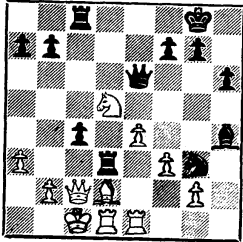
25. ...   Kt-B4!

Having won a Pawn, the careless player usually shuns complications:

Here is a case where complications are necessary to hold the advantage.

| 26. | Kt-B4 | Kt-Q5 |
| 27. | KtxQ | KtxQ |

The Knights have completed this pirouette with grace as well as meaning! The sequences initiated by 21..., R-Q6, practically all forced, was a beautiful example of combinational equilibrium.

28. R-R1   PxKt
         Draw agreed.

After 29. RxB, Kt-Q5, or 29. KxKt, B-B3, Black has a positional as well as material advantage. But all is equal between two friends!

CALIF. OPEN, 1954, RD. 7

Game No. 275 - Nimzo-Indian
    White   Black
 J. Schmitt   J. Slavich

 (Notes by Bob Burger)

1.	P-Q4	Kt-KB3
2.	P-QB4	P-K3
3.	Kt-QB3	B-Kt5
4.	P-K3	P-QKt3
5.	Kt-K2	B-Kt2
6.	P-QR3	B-K2
7.	P-Q5	

This advance is usually effective against variants of the Queen's Indian because of the hampering effect on Black's Queen-side.

| 7. | ... | P-QR4 |
| 8. | Kt-Kt3 | P-Q3 |

A preparation for the following advance, but the whole idea is drastic and Black might best develop and await developments.

9.	B-K2	P-B3
10.	P-K4	BPxP
11.	BPxP	P-K4

The opening of the QB file and the diagonal KB1-Qr6 gives White a clear edge. Notice the similarity between this and positions in the Ruy Lopez, except that both White's Knights are better posted and Black has a serious weakness at his QKt4.

12.	B-Kt5ch	QKt-Q2
13.	Kt-B5	O-O
14.	B-Kt5	Kt-B4
15.	P-KR4	

Suddenly ending Black's petty
swindles and signalling a King-
size catastrophe.

15.	...	B-Bl
16.	KtxBch	QxKt
17.	B-B6	

Very clever: White invites the
following "combination" and
draws the QB away from his KR3.

17.	...	B-R3?
18.	R-R3	

Black might get some counterplay
after 18. BxR, Kt-Q6ch; 19. K-Q2,
KtxKtP; 20. Q-B3, Kt-B5ch, etc.

18.	...	B-Kt2
19.	R-B3	P-R3
20.	BxKt	PxB
21.	P-QKt4	PxP
22.	PxP	RxR
23.	QxR	BxB

R-Rl was not quite good, after
Q-Bl. But there is now ceded
to White, along with the square
Q5, a passed pawn.

24.	PxB	Kt-Kt6
25.	Q-Ql	Kt-Q5
26.	R-Kt3ch	K-Rl
27.	Q-Kt4	Kt-K3
28.	Q-R5	K-R2
29.	Kt-Q5	Q-Ql
30.	P-B7	

An unnecessary flourish...

30.	...	KtxP
31.	Q-B5ch	K-Rl
32.	KtxBP	Resigns.

With this convincing game Jim
vaulted into second place alone,
among the names of Steiner,
Kashdan, and Zemitis.

HOLLYWOOD CHAMPIONSHIP 1955

Game No. 276 - French Def.

White	Black
I. Rivise	R. Cross

(Notes by Bob Burger)

1.	P-K4	P-K3
2.	P-Q4	P-Q4
3.	P-K5	P-QB4
4.	P-QB3	Kt-QB3
5.	Kt-KB3	Q-Kt3
6.	P-QR3	P-QR4

Also interesting is the immediate
P-B5, with the idea of P-QR4-R5,
B-Q2, and O-O-O.

7.	B-Q3	B-Q2
8.	B-B2	P-KB4

To ready the K-side for castling.

9.	O-O	P-Kt3
10.	P-B4	
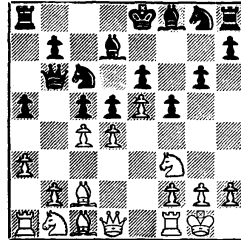
White takes matters into his own
hands while Black is still "pre-
paring" to develop.

10.	...	QPxP

BPxP would allow PxP followed by
P-K6 or Kt-KKt5.

11.	P-Q5	Kt-Q5

A good attempt to keep the center
closed.

12.	PxP	

After P-Q6, B-B3 would give Black
the better of it.

12.	...	KtxP
13.	Kt-B3	Kt-K2
14.	Kt-Q5	KtxKt
15.	QxKt	Q-B3
16.	QxP(4)	P-QKt4
17.	Q-K2	P-R5

An ambitious end game move with
his King-side yet undeveloped.
Black's cool-headedness pays off
inasmuch as White's attacking
moves are played out.

18.	B-Kt5	B-K2
19.	BxB	KxB
20.	KR-Q1	QR-Q1
21.	QR-B1	Q-Kt2
22.	Q-K3	P-B5
23.	Q-K2	B-B3
24.	Kt-R4	RxRch

Restraint is the order of the day:
P-B6 is inviting but not quite
sound.

25.	QxR	R-Q1
26.	Q-Kt4	B-K5

White threatened BxKtP, etc.

27.	BxB	QxB
28.	Kt-B3	P-R4

Here Q-B4 was simpler.

29.	Q-R4ch	K-Q2
30.	Q-B6	Q-B4
31.	QxQ	PxQ
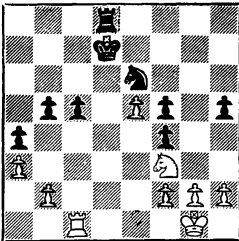
32. R-Q1ch?

Practically resignation, in
view of Black's overwhelming
Queen-side. The Rook ending
after K-B1, K-B3; 33. K-K2,
Kt-Q5ch; 34. KtxKt, RxKt;
35. R-B3 was not hopeless.

32.	...	K-B3
33.	RxR	KtxR
34.	K-B1	K-Q4
35.	Kt-K1	K-B5
36.	K-K2	K-Kt6
37.	K-Q2	KxP
38.	Kt-Q3ch	KxP
39.	KtxQBP	P-Kt5
40.	P-K6	KtxP

Also, Kt-B3 was sufficient.

41.	KtxKt	P-Kt6
42.	Kt-Q4	P-Kt7
43.	Kt-Kt5ch	K-Kt6
44.	Kt-Q4ch	K-R7
45.	Kt-Kt5	P-Kt8/Q
46.	Kt-B3ch	K-Kt7
	Resigns.	

With this game Bob Cross took
over the lead at 5-0.

PAN-AMERICAN OPEN, 1954

Game No. 277 - French

White	Black
H. Borochow	V. Pafnutieff

1.	P-K4	P-K3
2.	P-Q4	P-Q4
3.	Kt-QB3	B-Kt5
4.	P-QR3	BxKtch
5.	PxB	PxP
6.	Q-Kt4	Kt-KB3

Black goes in for a risky line
of play. Since White is an
attacking player who loves to

play against the French Defense,
a safer line would have been
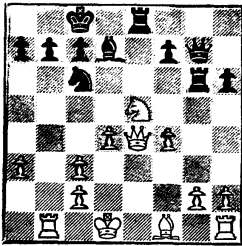preferable. Black, however,
has his own ideas.

```
 7.  QxKtP       R-Kt1
 8.  Q-R6        Kt-B3
```

Black forgoes the thematic
...P-QB4 in order to gain time
for ...P-K4.

```
 9.  B-Kt5       R-Kt3
10.  Q-R4        P-KR3
11.  BxKt        QxB
12.  QxKP        B-Q2
13.  Kt-B3       0-0-0
14.  R-QKt1      P-K4
```

Cavalierly played! Black is
relying on the pin on the King-
file, but the text move turns
out badly.

```
15.  KtxP        R-K1
16.  P-KB4       Q-Kt2
17.  K-Q1
```



```
17.  ...         R-Q3
```

A sad necessity. The pin on
the Kt is no good unless a
pawn can be pushed on it, and
...P-B3 allows QxR.

```
18.  K-B1        P-B3
19.  Q-Kt6
```

White's saving resource.

```
19.  ...         Q-K2
20.  KtxB        RxKt
21.  B-Q3        QxPch
```

```
22.  K-Q2        R/2-K2
23.  QxBP
```

With the material advantage of
two pawns and an open file on the
Black K, White can't miss. But
the finish is instructive.

```
23.  ...         Kt-R4
24.  Q-B5ch!     K-Kt1
25.  R-Kt5
```

The point of the previous move.

```
25.  ...         P-Kt3
```

25...Kt-B3 would not help matters
much.

```
26.  RxKt!       QxR
27.  QxQ         PxQ
28.  R-Kt1ch     K-B1
29.  B-B5ch      Resigns.
```

A well played game by the veteran
master Harry Borochow, but Black,
who earlier in the tournament won
a sensational game against Arthur
Bisguier, evidently let down in
this, the final round.

HOLLYWOOD C.C. (Group A) 1955

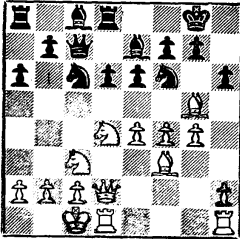   Game No. 278 - Sicilian

```
    White            Black
Mrs. G. Piatigorsky P. Nielsen

 1.  P-K4        P-QB4
 2.  Kt-KB3      Kt-QB3
 3.  P-Q4        PxP
 4.  KtxP        Kt-B3
 5.  Kt-QB3      P-Q3
 6.  B-KKt5      P-K3
 7.  Q-Q2        B-K2
 8.  0-0-0       P-QR3
 9.  P-B4        0-0
10.  B-K2        Q-B2
11.  B-B3        R-Q1
```

12.   P-KKt4   P-R3

13.   P-KR4!

White has built up a classic
example of the pawn-storming of
the opposite castled King. The
B is taboo, for the opening of
the KR file would be fatal.

13.	...	KtxKt
14.	QxKt	P-K4
15.	Q-Kt1	PxP
16.	BxBP	K-R2
17.	P-Kt5	Kt-Kt1
18.	PxP	PxP
19.	Kt-Q5	Q-B4
20.	B-K3	

Avoiding the exchange of Queens,
which would help Black, and
preparing to occupy the long
diagonal.

20.	...	Q-B3
21.	B-Q4	P-B3
22.	P-K5!	

22. KtxB, KtxKt; 23. BxP wins,
but the text is devastating.

22.	...	Q-R5
23.	B-K4ch	P-B4
24.	PxP	Resigns.

MATCH, HOLLYWOOD, 1953

     The following is the sixth
and last game of a match won by
Irving Rivise 4-2.

Game No. 279 - Sicilian

White	Black
I. Rivise	S. Almgren

|		
1.	P-K4	P-QB4
2.	Kt-KB3	P-K3
3.	P-Q4	PxP
4.	KtxP	P-QR3
5.	P-QB4	Q-B2
6.	QKt-B3	Kt-KB3
7.	Kt-B2?	P-QKt3
8.	B-Kt5	B-Kt2
9.	Q-Q3	Kt-B3
10.	P-KB4	Kt-QKt5
11.	KtxKt	BxKt
12.	O-O-O	BxKt
13.	QxB	P-KR3
14.	BxKt	QxPch
15.	Q-Q2	QxQch
16.	RxQ	PxB
17.	B-Q3	QR-B1
18.	KR-B1	P-QKt4
19.	RxP	PxP
20.	B-B2	P-B6
21.	PxP	RxP
22.	K-Kt2	R-K6
23.	R/2-B2	BxP
24.	BxB	RxB
25.	RxKBP	R-K7ch!
26.	K-R3	RxR
27.	RxR	R-KB1
28.	R-QB2	K-K2
29.	R-B4	R-B3
30.	R-KKt4	P-K4
31.	K-Kt4?	R-B5ch
32.	RxR	PxR
33.	K-B5	K-K3
34.	K-Q4	P-Q4
35.	P-Kt4	PxP e.p.
36.	PxP	P-KR4
37.	K-K3	K-K4
	Resigns.	

REPORTER TASKS   We continue our eighth problem-solving contest with two fairly easy three-movers. The first, No. 67, is by J. Moller. The second, No. 68, is by R. Cheney.

TASK No. 67
White Mates in Three
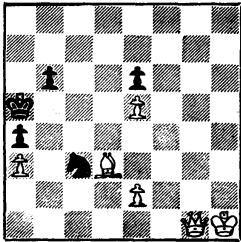
TASK No. 68
White Mates in Three
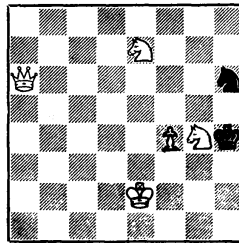
ANSWERS: TASK No. 65:   The key move is Q-K2.

TASK No. 66:   The key move is B-R6, threatening B-B5ch.

Answers to REPORTER TASKS should be sent to:

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