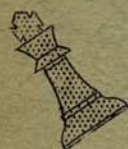
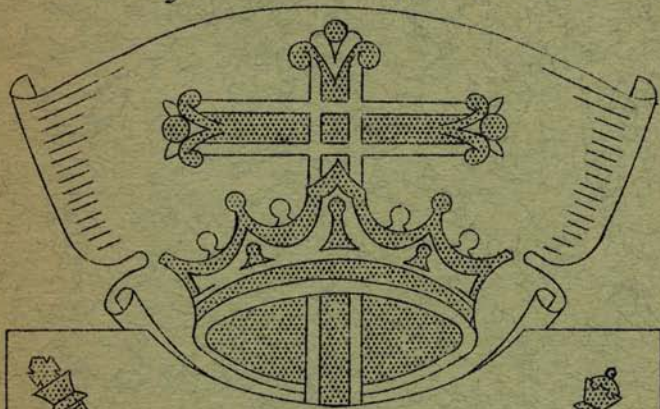


"Chess Nuts"



The



San Quentin

Chess Club



SAN QUENTIN, CALIFORNIA

FEBRUARY — 1957

FEBRUARY 1957
SAN QUENTIN PRISON
CHESS CLUB DIRECTORY

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"CHESS NEWS"



This month The San Quentin Chess Club found itself 'plumb-dab' in the middle of a unique political upheaval; unique because for the first time in the torrid but orderly history of the Club, there was a mass resignation of all its Club officers. "WHA' HAPPENED?!?!" seemed to be the exclamation on everyone's lips.....



WHAT HAPPENED was simply this: in every democratic organization, when the officials feel that their administration is neither adequate nor serves the best ends of all the people in that organization, they may exercise the right to resign. Our officials did just that. They did it with great dignity and with respect for the Chess Club as a whole. They did it in the best tradition of men with the courage of their convictions. John Nolte....Montie Carter.... T. Albritton: this writer salutes you!



This writer must also salute the entire membership of the San Quentin Chess Club. For, after the first few moments of confu-

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sion and surprise, reorganization became swift and certain. The chess players of San Quentin are zealous about one thing: their Chess Club. With this activity they are identified; with this activity they belong; each man in his heart knows this, and he enjoys the accompanying feeling. Because here inside the gray walls, through the medium of chess, his pulse can stir to the drum of challenge. He can thrill to the mental gymnastics necessitated by moving 32 chessmen over 64 squares. Escape? Appeasement to the ego? Call it what you will! The members of the Chess Club responded commendably during their crisis. They proved once again that they respect the privilege of participating in San Quentin's chess activities by governing themselves as gentlemen.



It is with deep sincerity that we wish the newly-elected officials God's Speed and nothing but success in the future!



Mr. George Brarens has resigned from the Chess Club. His resignation causes a great loss to our Club's cause, for George has always been one of our very best "A" players and an ardent, active member who could always be relied upon to respond in any emergency. George was recently honored for winning the San Quentin Open Chess Championship for 1956.

On January 17, 1957, a letter was received from the Vallejo Chess Club regarding a match with the San Quentin Chess Club. A tentative date has been set for February 3, 1957. It is with keen interest that we are anticipating this meeting.



For those members who haven't as yet discovered the news: our Library is simply brimming over with chess volumes!



Here is some good news: in the near future, International Chess Master George Koltanowski will once again return to San Quentin to conduct one of his famous and highly-exciting simultaneous chess exhibitions. The chessmen of San Quentin love and admire this gentleman....but when he's on the other side of the board, it's strictly for blood!!



THOUGHT FOR THE MONTH

"A good general never attacks except when he is led to it, either by the last necessity or by a favorable opportunity."

---Paulus Aemilius

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SAN QUENTIN
SCALPS CROCKETT!



NO! We're not talking about 'Davy'..... nobody could be that good. San Quentin somewhat painfully lifted the scalps of the Crockett Chess Club, 8-4 in the first round and 11-1 in the second, in a match held in the Skyline Gym on Friday evening, January 11, 1957.

Remembering a recent League match in which San Quentin lost their shirts and nearly their skins as well, the old home team was really on the war path for the visitors in this one. 'Old Faithful', Montie Carter, contributed his usual win. Even "OLD" Scotty Flohr turned in an exceptional game to draw his opponent. Of course, all was not peaches and cream..... "Honest?" John Nolte, in one of his typical performances, had a game won but then studied for an hour and found a way to lose. (The prior statement is in no way intended to cast aspersions on the character or integrity of Mr. Nolte.) But all in all, the team play was truly magnificent.

If any Crockett Club member should chance upon this article, please forgive us if we seem to be laying it on rather thick. Your club is tops with the chess players of San Quentin. Nothing would give us more pleasure than to offer you the opportunity for revenge; therefore, please consider our cordial invitation for a rematch at your earliest convenience.

DISHEARTENING PERFORMANCE

O woe, O woe.....black is the day and bitter the hearts of the once-proud "Chess Champions" (?) of San Quentin. For, once again, the bleeding, shattered remnants of San Quentin's Chess Team was forced to retire from the field of battle after being ingloriously compelled to taste the bitter gall of defeat.....



And defeat it was; although history will record that a chess match was conducted between the Morphy Team of San Quentin and the Nimzovitch Team of San Bruno and that it ended in a draw. Now, on paper, it would appear that the local stalwarts had held their own since a draw with six men on each team would seem to indicate that there were three wins and three losses for each team.....



But...ALAS...such was not the case. The sad and shocking fact is: San Quentin was spotted two wins by forfeit; for the visiting Nimzovitch invaders, disdainful of local chess talent, appeared ("Praise Be To Allah!") two members shy of their required complement. Then, with their self-imposed handicap, the visitors proceeded to exhibit poise, determination, and chess generalship that completely stymied the Quentinites, sweeping them blushing back into the minor leagues.

All discredit for this disheartening, almost unbelievable defeat can legitimately be placed at the feet of Mr. T. Albritton, Tournament Director, who must have been dreaming of MM when he composed the line-up, and Mr. J. Nolte, Club President and Team member, who evidently allowed a spirit of complacency to be the cause for losing a game in which he had a decided advantage, thereby giving the Nimzovitch Team an unnecessary victory.



A tear for San Quentin.....and a cheer for the Nimzovitch Team of San Bruno. But don't fret, Quentinites, for in the final accounting it's not whether you won or lost but HOW you played the game. And we love you, one and all, for your truly competitive spirit!

— FINIS —



CALLING
ALL
MEMBERS

IDEAS AND SUGGESTIONS
ARE WANTED!!!

The editors of your Chess Magazine invite you all to contribute any information, articles, news of interest, unique chess games, etc., for future publication. Remember.... this is YOUR magazine and it is our desire that the monthly contents be representative of you ALL!!!

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KIBITZER'S KORNER

Which do you think is the happier: the "Rulers of the Iron Hand" group that just went out of power; or the "New Dealers" group which is now in the driver's seat???

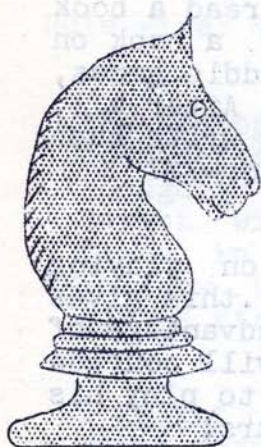
How did you interpret that Mona Lisa smile on Albritton's face when the new Rating Statistician was appointed? Was it a relief? Perhaps it was, but I think that there was a little sorrow there, too; not for himself, but for the man who succeeded him in the thankless job. I think Albritton was thinking of the many hours it took to make the matches for all the men, trying to give each a fair shake.....only to have a persistent few, who never seem to be aware of their overall records, constantly inquiring as to the reasons for their having to play the positions assigned them.

Let's give the new administration all the assistance they're going to need! Taking over the control of an organization is not an easy job under any circumstances. The election ballots indicated that you wanted these men in office, so why not give them your wholehearted cooperation to assure us all a smooth-running Club? I, for one, feel that our new officers are showing a great deal of sincere enthusiasm in assuming their new duties.

JUST WONDERING: How many of you are studying some kind of chess literature?

The Kibitzer

CHESS FOR BEGINNERS



Sooooo.....you aspire to master the Noble Game of Chess?? You actually have the unmitigated audacity to presume you possess the mental facility to grasp the complexities of your fond intention. Ooooh!! You poor, insufferable little worm. You inscrutable insect. May God have mercy on your ego!!!

Well, I suppose, if you must, you must. So read on, my innocent, my babe in arms. Read on, if you dare; but BEWARE.....BEWARE.....this writer has reached the exalted rating of "B", and is simply dying to get his meathooks into a knucklehead like you.

Before I give you the basic elements of the game, let me caution you about accepting information, ideas, or rules from the hams around these parts who continually confuse their identities with those of accomplished chess players. Believe me, they know from nothing. If you want to be a successful chess player.....if you want to win games.....simply follow the words of wisdom I am about to give you. Why, you'll win so many games you'll get dizzy due to your constant victory!!!

CHESS FOR BEGINNERS (Cont'd.)

Rule One: Never, oh never! read a book on beginner's chess, or a book on openings, or a book on middle games, or a book on end games. After all, only masters and experts write such books. And what do they know???



Rule Two: Always insist on playing with the black pieces.....this gives your opponent the disadvantage of the first move.....it will confuse him because he will have to play his style of game and not yours!



Rule Three: For your first two opening moves ---- always move your two Rook Pawns up two squares. Don't bother paying any attention to what your opponent is doing; if he gains control of the center of the board, so what? Who cares anyway? The idea is to get your Rooks into play as early as possible. That's alot of nonsense about their being more valuable in the end game where they have greater move-ability.



Rule Four: In the event you succeed in getting one of your Pawns all the way across the board, insist on another King. This will necessitate your opponent's having to mate you twice in order to win the game from you.

CHESS FOR BEGINNERS (Cont'd.)

Rule Five: Relative value of the pieces:



The Bishop and the Knight have to be considered as of the same value, although it is my opinion that the Knight will prove the more valuable piece in most cases; and it is well to know that two Knights are almost always stronger than two Bishops.



A Knight will be stronger against Pawns than a Bishop will, and in combination with Pawns will also be stronger against the Rook than the Bishop will be.



A Knight and a Rook are also stronger than a Bishop and a Rook, but a Queen and a Bishop may be stronger than a Queen and a Knight.



A Knight will often be worth more than three Pawns, but a Bishop very seldom so; as a matter of fact, a Bishop may not be worth as much.



A Rook will be worth a Bishop and two Pawns, or a Knight and two Pawns, but as said before, the Knight will be a better piece against the Rook.

CHESS FOR BEGINNERS (Cont'd.)

Relative Value of the Pieces, (Cont'd.)

Two Rooks are slightly weaker than a Queen. They are slightly stronger than two Knights and a Bishop, and a little more so than two Bishops and a Knight.



The power of the Knight increases as the pieces are changed off. The power of the Rook, on the contrary, decreases.



The King, a purely offensive piece throughout the middle game, becomes a defensive piece when all the pieces are off the board, but never when there are one or two minor pieces remaining.



The handling of the King is of no importance once the end-game stage is reached.



Now you have most of the important, elementary rules for playing the game of Chess, and you should be thoroughly confused, you lucky novice, you.....Here's wishing you lots and lots of luck in your chess future! What's that? You've given up already???

EMBARRASSING MOMENTS

by Cliff Loney

The average chess player has the idea that chess openings are mostly mechanical, requiring no reasonable amount of thought, and played mostly from memory. He believes this on the false assumption that there are no real complications so early in the game; that the master knows them all by heart, and that it would be impossible for him to go astray. A ghastly blunder for him, he reasons, such as putting a piece "en prise", would be nigh impossible. Yes, they say, it could happen later on when intricate play bewilders the spirit; but certainly not in the openings.

But Alas! Strange as it may seem, many blunders have been made by masters in the openings....openings of even serious tournament games, games which were important for their reputations and even their livelihoods. Below, I have tried to illustrate my point by offering these fine examples.

INTERNATIONAL TEAM TOURNAMENT FOLKESTONE, 1933.

Benoni Counter Gambit

Hasenfuss
WHITE

Combe
BLACK

- | | |
|------------|--------|
| 1) P-Q4 | P-QB4 |
| 2) P-QB4 | PxP |
| 3) N-KB3 | P-K4 |
| 4) NxKP | Q-R4ch |
| 5) Resigns | |

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MORE EMBARRASSING MOMENTS:



BUDAPEST, 1926

QUEEN'S GAMBIT ACCEPTED

Mattison WHITE	Tartakover BLACK	Mattison WHITE	Tartakover BLACK
1) P-Q4	P-Q4	7) O-O	P-QN4
2) P-QB4	PxP	8) B-K2	N-B3
3) N-QB3	P-K3	9) PxP	Q-B2
4) P-K3	P-QB4	10) N-Q4	BxP
5) N-B3	P-QR3	11) NxN	Resigns(A)
6) BxP	N-KB3		

(A) Black doesn't care to see any more....
11).....QxN, 12) B-B3, N-Q4, 13) NxN,
PxN, 14) BxP, and the Rook must fall.

BUDAPEST, 1929

Nimzo-Indian Defense

Capablanca WHITE	Colle BLACK	Capablanca WHITE	Colle BLACK
1) P-Q4	N-KB3	7) N-B3	O-O
2) P-QB4	P-K3	8) P-K3	N-QB3
3) N-QB3	B-N5	9) B-K2	R-K1
4) Q-N3	BxNch	10) O-O	P-K4?
5) QxB	N-K5	11) PxQP	Resigns(A)
6) Q-B2	P-Q4		

(A) After 11).....QxP, 12) B-B4 winning the
Knight and the game.



STILL MORE

EMBARRASSING MOMENTS

MONTE CARLO, 1902

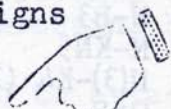
Tchigorin Defense

Marshall
WHITE

Tchigorin
BLACK

- 1) P-Q4
- 2) P-QB4
- 3) N-QB3
- 4) P-Q5
- 5) B-B4
- 6) P-K4
- 7) PxP
- 8) Q-R5ch

- P-Q4
- N-QB3
- PxP
- N-R4
- B-Q2
- P-K3
- PxP?
- Resigns



AXIOMS FOR THOUGHT

Axiom 1: To play well, you must open well ---- do not take openings for granted.

Axiom 2: To reach the middle game, you must pass through the opening.

Axiom 3: To reach the end game, you must play the middle.

INTERESTING GAMES

The following game was played between Mr. Norling and C. Loney, San Quentin's representative, during the Crockett vs. Morphy team match of January 11, 1957. The most interesting aspect of this game is that our honored visitor, Mr. Norling, was 75 wonderful years young. The game is listed by transposition and notes by Cliff Loney, indicated by letters in parentheses throughout the game, follow.

King-Pawn Opening

Norling WHITE	Loney BLACK	Norling WHITE	Loney BLACK
1) P-K4	P-K4	17) P-N4 (H)	P-B5
2) N-KB3	N-QB3	18) N-K4	P-B4
3) P-Q3 (A)	N-B3	19) N-B5	BxN (I)
4) B-K2	P-Q4 (B)	20) PxB	KR-N1
5) PxP	QxP (C)	21) R-N1 (J)	Q-Q4
6) O-O	B-KN5	22) P-B3	QxPch
7) N-B3	Q-K3	23) K-R1	QxP
8) N-KN5	Q-Q2	24) R-N3	Q-B4
9) N(3)-K4 (D)	BxB	25) B-R3	Q-Q4
10) QxB	N-Q5	26) Q-N2	N-Q5
11) Q-Q1	P-KR3	27) R-B3	R-N2 (K)
12) NxNch? (E)	PxN	28) R-B5	Q-B2
13) N-K4	B-K2	29) RxKP	R(1)-N1?(L)
14) N-N3 (F)	P-KB4	30) QxN!!	RxP
15) P-B3 (G)	N-B3	31) R-K7?(M)	RxPch!
16) Q-K2	O-O-O	32) Resigns (N)	

NOTES:

(A) Move too tame. 3) B-N5, B-B4, P-Q4, or P-B3 would have been more forceful.

(Cont'd. next page.)

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- (B) Black seeks his share of the center. P-Q4 for Black in most cases is a liberating move or gains equality.
- (C) If 6) N-B3 (threatening the Q) B-QN5 pinning (etc.).
- (D) Trying to get an attack going.
- (E) Could be trouble, opening a Knight's file for a Rook to bear down on a castled position.
- (F) The significance of this move is to take the sting out of the Rook when it arrives at N1.
- (G) I wondered how long Mr. Norling was going to let the hostile Knight camp deep in his domain.
- (H) A proper reaction (to start a Queen-side roller) after Black castles to Queen's side.
- (I) It's true Black also opens a Knight file for a hostile Rook to bear down on his King; but, too, it prevents the enemy Knight's Pawn from harassing his Knight.
- (J) This youngster is determined to attack!
- (K) To guard against a possible Rook sacrifice and also to make way for the Queen's Rook at N1.
- (L) Black blundered, thinking the Knight was immune.
- (M) The correct move was 31) QxBP!!! This would guard the Rook Pawn against 31) RxPch.....and having the better of it after escaping with the booty.
- (N) For after 32) KxR, forced, Q-R4 mate.

TEEN-AGE BRILLIANCY

Thirteen-year-old Bobby Fischer of New York (Brooklyn), was one of the contestants in the Rosenwald Trophy Tournament held recently at the Manhattan and Marshall Chess Clubs in New York. The high spot in his play during this tournament came in the game with Reshevsky's first-round conqueror, Donald Byrne, who was thrown off balance by Bobby's 11th move. This game is a fine example of originality, as well as brilliance and depth of play.

Grunfeld Defense

Byrne WHITE	Fischer BLACK	Byrne WHITE	Fischer BLACK
1) N-KB3	N-KB3	22) K-B1	N-B6ch
2) P-B4	P-KN3	23) K-N1	PxB
3) N-B3	B-N2	24) Q-N4	R-R5
4) P-Q4	O-O	25) QxP	NxR
5) B-B4	P-Q4	26) P-KR3	RxP
6) Q-N3	PxP	27) K-R2	NxP
7) QxBP	P-B3	28) R-K1	RxR
8) P-K4	QN-Q2	29) Q-Q8ch	B-B1
9) R-Q1	N-N3	30) NxR	B-Q4
10) Q-B5	B-N5	31) N-B3	N-K5
11) B-KN5	N-R5!	32) Q-N8	P-QN4
12) Q-R3	NxN	33) P-R4	P-R4
13) PxN	NxP	34) N-K5	K-N2
14) BxP	Q-N3	35) K-N1	B-B4ch
15) B-B4	NxQBP	36) K-B1	N-N6ch
16) B-B5	KR-K1ch	37) K-K1	B-N5ch
17) K-B1	B-K3	38) K-Q1	B-N6ch
18) BxQ	BxBch	39) K-B1	N-K7ch
19) K-N1	N-K7ch	40) K-N1	N-B6ch
20) K-B1	NxPch	41) K-B1	R-B7 mate
21) K-N1	N-K7ch		

JUVENILE PRODIGY VS. VETERAN

This is a different type of game won by Bobby Fischer. His opponent, Mr. Seidman, is the champion of the Marshall Chess Club of New York. This game was also a part of the Rosenwald Trophy Tournament.

Reti Opening

Fischer WHITE	Seidman BLACK	Fischer WHITE	Seidman BLACK
1) N-KB3	N-KB3	21) N(3)xP	NxN
2) P-KN3	P-B4	22) NxN	BxB
3) B-N2	N-B3	23) RxB	P-B5
4) O-O	P-K4	24) Q-K2	R-Q6
5) P-Q3	P-Q4	25) R-R4	KR-Q1
6) P-K4	B-K2	26) NxP	P-R3
7) QN-Q2	O-O	27) R-K1	B-B4
8) R-K1	PxP	28) K-N2	P-N4
9) PxP	Q-B2	29) N-Q2	Q-Q2
10) P-B3	P-QN3	30) R-R5	B-N3
11) Q-K2	P-QR4	31) R-R6	Q-N2
12) P-QR4	B-R3	32) R-QR1	Q-Q2
13) N-B4	P-QN4	33) N-B4	BxP
14) PxP	BxP	34) QxB	N-R4
15) B-B1	QR-Q1	35) NxP	Q-K3
16) Q-B2	N-KN5	36) NxR	RxN
17) P-KR3	N-B3	37) R-K3	R-Q8
18) KN-Q2	KR-K1	38) Q-B3	Q-N6
19) N-N3	Q-B1	39) QxN	Resigns
20) K-R2	Q-K3		

Bobby Fischer was awarded first prize for especially meritorious games in the Rosenwald Tournament for his win over Donald Byrne.

LEAGUE MATCH GAME
NIMZOVITCH VS MORPHY
BOARD #1

Mr. Hendricks played for the Nimzovitch Team of San Bruno. Montie Carter, of the Morphy Team, represented San Quentin. Annotations by Cliff Loney follow the game.

Sicilian Defense

Carter WHITE	Hendricks BLACK	Carter WHITE	Hendricks BLACK
1) P-K4	P-QB4	19) QxP	QR-N1
2) P-KB4	P-Q4 (A)	20) QR-N1	KR-Q1
3) Pxp	N-KB3 (B)	21) N-N5	Q-N5
4) N-KB3 (C)	NxP	22) QR-KB1 (H)	RxP
5) P-Q3	N-B3	23) QxBP (I)	Q-K5!
6) B-K2	P-K3	24) P-N3 (J)	RQ-Q1(K)
7) O-O	B-Q3 (D)	25) QxRP	B-B3 (L)
8) N-K5 (E)	NxN	26) Q-B5	P-N3
9) PxN	BxP	27) P-QN4	P-R4 (M)
10) P-QB4 (F)	Q-R5	28) P-KR4	RxR
11) P-KN3	Q-Q5ch	29) RxR	R-Q7ch
12) K-N2	N-K6ch	30) Q-B2	RxQch
13) BxN	QxB	31) KxR	B-K5ch
14) N-B3	B-Q2	32) NxB	QxNch
15) B-B3	B-QB3	33) K-K1	Q-K5ch
16) BxBch	PxB	34) K-B2	QxP
17) R-B3	Q-Q5	35) Resigns	
18) Q-R4	O-O (G)		

NOTES:

(A) This kind of game is seldom seen. Half Center-Counter Gambit and half Sicilian.

- (B) Permitting White to save the Pawn.
- (C) Better is 4) P-B4, followed by P-Q4 and N-KB3, holding the Pawn and binding Black's position.
- (D) Black is gaining control of game now.
- (E) This move obviously loses a Pawn.
- (F) Too late, the harm is done.
- (G) Apparently, Black does not feel like defending now.....he has other plans.
- (H) White is attempting to get an attack going, but Black will not be denied.
- (I) If 23) RxR then Q-K7ch, regaining the Rook. Or 23) RxP or P-N3 was White's best alternative.
- (J) Undoubtedly, White does not realize the seriousness of his pinned Rook. To save the Rook ---and the game--- White must play immediately 24) Q-B2. If then, 24).....QxP, 25) RxP threatens mate. Or if 24).....R(1)-Q1, threatening to pin the Queen, White plays 25)Q-K1, holding the Rook and putting the question to the hostile Queen.
- (K) White's Rook must fall now!!!
- (L) Why all this, or is Black merely toying with his victim? Why not simply 25).....RxR, 26) RxR, R-Q7ch, and 27) K-R3, QxR winning immediately?
- (M) The constrictor! What's Black trying to do: choke White to death? Alas! The game needs no further comment ---- the end is here.



INTRA-MURAL TEAM PLAY



Beginning February 2, 1957, Intra-Mural Team Play will have returned to the San Quentin Chess Club. The teams have been as equally balanced as the combined minds of Mr. Switzer, Mr. Bobeda, and Mr. Lund (our new Planning Committee members) could possibly make them.

It is planned for each team to meet every other team, with the play consisting of one "sudden-death" game for each player competing. Since all Intra-Mural tournament games will also be regarded as score games, it will be doubly important for each player to seek a victory; (1) for the benefit of his team's standing, and (2) for his own individual point total.

The first tournament will be over in five (5) weeks. At that time an Intra-Mural Championship Team will be named on the basis of League Matches won, or on the basis of total team points in the event of a tie in standings derived from total wins and losses.

After the Championship Team has been named, the remaining five teams will be reorganized and another tournament will begin immediately. The Championship Team will then defend its title.

Refer to the By-laws of the Chess Club for information regarding tournament rules and playing regulations.

A list of the six Intra-Mural teams, their respective members, and team captains is given below.



SAN QUENTIN CHESS CLUB
INTRA-MURAL LEAGUE TEAMS

Lasker Team

Ward (Captain)
Albritton
Sweeney
Brown
Bobeda

Alekhine Team

Carter (Captain)
Hall
Garcia
Campbell
Kibbey

Smyslov Team

Nolte (Captain)
Flohr
Fluty
Switzer
Garcia

Spielman Team

Devote (Captain)
Campos
McPherson
Bello
Lund

Ruy Lopez Team

Gamler (Captain)
Frazier
Javor
Ross
Lee

Tarrasch Team

Sensell (Captain)
Loney
Votel
Boren
Delemus

NOTICE FROM CHESS CLUB
TOURNAMENT DIRECTOR

Whenever a visiting club plays at San Quentin, the match will be a double-round-robin affair, time permitting.

Players eligible to play against the visitors will be those who have the best standings in the Club. The line-up will be made by listing players from the strongest to the weakest, as accurately as possible, and by basing this on each player's overall play in chess championships and in regular team competition.

Players who evidence little activity and interest in chess and in the chess organization will jeopardize their opportunities of playing against outside competition.

A GOOD MEMBER IS AN ACTIVE MEMBER!

"CHESS NUTS"

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