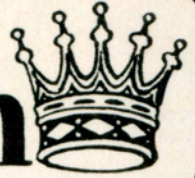


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Chess in Action



OFFICIAL ORGAN OF CHESS FRIENDS OF NORTHERN CALIFORNIA, INC.

ROBERT BURGER - EDITOR

DECEMBER - 1954

ANNOUNCING OPEN TOURNAMENT

1 PM

JANUARY 8 AND 9

MOOSE HALL

SAN FRANCISCO

ELECTION OF OFFICERS

(See pages 3 and 4 for details)

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CFNC LEAGUE RESULTS

SAN FRANCISCO

Evans	6	Keres	0
Reti(1)	2½	Reti(2)	3½
Mieses	½	Fine	5½
Keres	2	Reti(1)	4
Nimzovich	4	Mieses	2
Reti(2)	4½	Keres	1½
Reti(1)	4½	Lasker	1½

EAST BAY

WALNUT LEAGUE

Denker	6	Capablanca	0
Fine	3	Ruy Lopez	3
Capablanca	3½	Ruy Lopez	2½
Denker	4	Fine	2
Denker	3½	Ruy Lopez	2½

REDWOOD LEAGUE

Reshevsky	3½	Staunton	2½
Morphy	4	Marshall	2
Pillsbury	4½	Capablanca	1½
Marshall	3	Capablanca	3
Morphy	4½	Reshevsky	1½
Staunton	4½	Pillsbury	1½
Staunton	2½	Capablanca	3½
Reshevsky	5	Marshall	1

PENINSULA & VALLEY

Morphy	3½	Nimzovich	2½
Fine	4	Nimzovich	2
Morphy	3	Philidor	3
Fine	3	Euwe	3
Lasker	5	Marshall	1

CHESS FRIENDS NEWS

The death of Carroll F. Ogden, November 8, 1954 was a heavy blow to Chess Friends of Northern California and a sad loss to his many friends. His efforts as Secretary of the Reti Chess Club were influential in making it the largest and most enthusiastic CFNC group. The name of the Reti Group has been changed to the Carroll Ogden Chess Club in his honor.

George Koltanowski gave a simultaneous exhibition at Paso Robles on November 22, winning 26 and drawing 1 (with Anna Lund of Shandon). He also won two blindfold games and gave a short lecture. The event was sponsored by the chess clubs of Shandon Atascadero, San Luis Obispo and Paso Robles.

At Walnut Creek, November 29, Kolty played twenty members of the Diablo Chess Club and beat eighteen, Connor Schroth and Hugh Morison securing draws. He also won two blindfold games.

Valdemars Zemitis won twelve in a simultaneous exhibition at the Capablanca Club in Richmond, December 7.

Connor Schroth won the playoff for the championship of the Diablo Chess Club from Hugh Morison after the Round Robin Tournament ended in a tie. Bob Hampton finished third.

Les Talcott won the championship of the Alameda Chess Club in a Round Robin Tournament concluded last month.

Chess Friends of Berkeley, sponsoring the Morphy and Denker teams in the CFNC East Bay Leagues meets at 8PM every Tuesday at the Berkeley YMCA, corner of Allston & Milvia. Visitors are welcome. Dues are 50¢ per month. For further information contact Herbert Launer, Landscape 4-0175.

The Alameda Chess Club, sponsoring the Staunton team in the CFNC Redwood League meets at 8PM every Thursday at McKinley Park, corner of Buena Vista and Walnut, in Alameda. Visitors welcome. Contact Dal Ogilvie, LAKEhurst 3-4218.

For information on other CFNC Groups, call or write Chuck McGinley, 2763 Chelsea Dr., Oakland 11, Calif. (KE 4-8599)

CHESS FRIENDS ANNOUNCEMENTS

The next CFNC big event (after the Open Tournament on Jan. 8 & 9) is the CFNC Bay Area Group Championship Contest. This contest will be conducted separately and in addition to the regular CFNC League Schedules. Each CFNC Group will be asked to nominate three representatives, one A, one B and one C. We suggest that these representatives be chosen by a group tournament or contests within the group, but that will be a matter for the individual group to decide. Groups with more than one team entered in CFNC play, will be permitted to enter two candidates in each class. The nomination of candidates should be complete by March 1, 1955.

After the Group Representatives are nominated, the League Directors will set-up schedules for the East Bay and San Francisco Area Contests. Present plans are to have the Peninsula Representatives play in the San Francisco Area Games. As a result of these contests, probably on a single Round-Robin basis, champions in Classes A, B and C will be determined for each side of the bay. These six champions will then meet in a single game play-off for the CFNC Group Championship. This contest was originated by Valdemars Zemitis, Games Editor of Chess In Action, and was approved by the CFNC Executive Board at their December meeting.

THE CFNC OPEN TOURNAMENT will be played at the Moose Hall, 859 O'Farrell St., San Francisco, starting at 1 PM, Saturday, January 8th and continuing on Sunday, January 9th. There will be five rounds of play, the Swiss System, with the players divided into Classes A, B and C according to the CFNC rating system. Entry fees will be \$1.00 for CFNC members; and \$2.00 for all others. Non-members wishing to join CFNC and play in the tournament may do so on payment of \$3.00. Cash prizes will be awarded to winners in the A division, trophies and book prizes to the winners in the B and C divisions. The amount and the number of prizes will depend on the number of players participating, but there will be at least one prize for each five players, with a twenty dollar first prize in the A division and trophies for first place in the B and C divisions. The rate of play will be forty moves in two hours for the A division, thirty moves per hour in the B and C divisions. In the A division, one or two games may have to be played at the faster rate, but all five games will be played at the slower rate, if possible.

MEMBERSHIP RENEWALS now due will be renewed to Dec. 1, 1955 on payment of two dollars. Please use attached coupon.

To: Charles T. McGinley, 2763 Chelsea Dr., Oakland, Calif.

Please enter me in the CFNC Open Tournament.
I am a Class _____ Player.

NAME _____

ADDRESS _____

CITY _____

Enclosed is \$1.00 entry fee for CFNC Open. yes ___ no ___
Enclosed is \$2.00 for CFNC membership renewal. yes ___ no ___

GENERAL MEETING OF CFNC

An election of officers is scheduled for the General Meeting to be held at the Moose Hall, 859 O'Farrell St., San Francisco at 7 PM, Sunday, January 9, 1955. An hour's time-out will be taken from the tournament for the election, appointment of committees, and a general discussion of CFNC business. Because of the tournament, a representative group of CFNC members is assured, but all members are urged to attend this meeting whether participating in the tournament or not. If it meets with the approval of the members present, a committee on reorganization and finances will be appointed at this meeting. This committee will be asked to examine all phases of CFNC activities and to report any recommendations for improvements back to the next general meeting to be held within the next sixty days.

ADVISORY BALLOT

(for the information of members,
meeting at Moose Hall, San Francisco, January 9, 1955)

I recommend the following CFNC Members for office in Chess
Friends of Northern California, Inc.

President _____
First Vice-President _____
Second Vice-President _____
Secretary _____
Treasurer _____
Organizing Director _____
League Director _____
Auditor _____

I recommend the following CFNC Members for the Committee
for Reorganization and Finance.

1. _____
2. _____
3. _____
4. _____
5. _____

Comments or suggestions:

Whether you can attend meeting or not return ballot to:
Charles T. McGinley, 2763 Chelsea Dr., Oakland 11, Calif.

A NEW YEAR'S EDITORIAL

by

Charles T. McGinley, Jr.
Secretary, CFNC

As 1954 draws to a close, a summing up of CFNC past activities and a discussion of plans for the future would appear to be in order. CFNC has accomplished much since its inception. It has conducted an Open Tournament in San Francisco in 1952, a Tournament Play-Off in 1953, the Reshevsky Exhibition in 1954, an Open Tournament in Oakland in 1954 and is conducting another Open Tournament in San Francisco, January 8th & 9th. It has issued "Chess In Action" every three months since August 1953, this being the sixth issue. It has sponsored regularly scheduled League Matches among the CFNC Groups, kept track of results, awarded prizes, adjudicated adjourned games, adjusted individual ratings, and done the many things necessary to keep the CFNC Leagues functioning. It has, we hope, fulfilled its purpose, which is (to make a brief statement of it): To bring together amateur chess players for the advancement, promotion, and enjoyment of chess; to stimulate and further the pleasures of chess among amateurs of all degrees; to further chess activities by the active support of organizations devoted to, and inspired by, the game of chess.

However in order to keep on fulfilling the purposes of CFNC, it is the opinion of this writer, that certain changes are necessary. To begin with, a re-examination of the duties of the officers should be made in the interest of efficiency and a more even distribution of the load. It has been suggested, for example, that the office of League Director be changed to "General League Director in Charge of Classifications" and that a separate League Director be elected for each league by the group members (or group directors) in that league. It would be the responsibility of the individual League Director to prepare and issue league schedules, keep in touch with the team captains, and forward match results to the General League Director. Another change that should be made is to define more clearly the respective duties of Secretary and Editor. At the present time, the major portion of Chess In Action is composed and typed in finish form by Bob Burger on the basis of games analyses selected and prepared in the rough by Valdemars Zemitis, Roger Smook and Dave Peizer, all of whom serve without compensation. As secretary, I have been responsible for the cover page, news, announcements and some special articles. The printing, assembling, addressing and mailing are, also, part of the duties of the Secretary. It is my recommendation that in the future the Editor should receive some monetary compensation for his services and that he and his staff be in complete charge of all phases of issuing Chess In Action. Finally, a careful analysis of CFNC's income and expenses should be made to determine whether our income is adequate for our present and future program, and if not, whether dues should be increased or whether certain functions of the organization should be reduced or abolished.

CHess CLINIC BY ROGER SMOOK

John S. Smith Thacker

Queen Pawn Opening

P-Q4 1 N-KB3
N-QB3 2 ...

An innocuous move which should give black no problems.

... 2 P-K4

2....P-Q4 is a sure equalizer, for white is then hard-put to attack the center. The usual P-QB4 is unavailable. And P-K4 is not feasible.

P-K4 3 ...

Here white can well afford to take the pawn and indeed gains considerable advantage in this way: e.g., 3.PxP N-N5 4.N-B3 N-QB3 5.B-B4 B-N5 6.P-KR3, etc. The situation bears some analogy to a familiar position in the Budapest Defense, with the important difference that the white knight at QB3 deprives the black bishop of a tempo-gaining check.

... 3 PxP
QxP 4 N-QB3
Q-Q1 5 B-B4
B-K2 6 P-Q3
P-KR3 7 ...

Hyper-cautious.

... 7 P-QN3
B-QN5 8 B-N2
N-KB3 9 Q-K2
B-KN5 10 O-O-O
O-O 11 ...

11.Q-K2, followed by castling seems a safer course.

... 11 P-KR3
B-KR4 12 P-N4
B-N3 13 P-N5

The attack rolls menacingly.

N-KR4 14 PxP
PxP 15 KR-KN1
B-B4 16 ...

White dawdles consistently. Defensive measures were called for.

... 16 NxP
N-B5 17 NxB

Black continues ingeniously. But stronger is 17..Q-K4:e.g., 18.NxN QxN(B4) 19.NxB QPxN, and black wins easily.

NxQch. 18 NxN
Q-Q3

This weak move vindicates the clever play of black. But with 19.B-Q5 or even 19.K-R2 white could have held things. Now black administers a neat mate.

..... 19 N-K7dbl. ch.
K-R2 20 R-N7 ch.
K-R1 21 RxP mate

SONOMA CHESS FESTIVAL, 1954

Knack Getz

King's Indian Defence

P-Q4 1 N-KB3
P-QB4 2 P-KN3
N-QB3 3 B-N2
P-K4 4 P-Q3
B-K2 5 O-O
N-KB3 6 QN-Q2
O-O 7 P-K4
P-Q5 8 ...

This move seems strategically inaccurate to this writer for at least two reasons:

Firstly, it allows the black knight to settle at QB4 where it exerts pressure upon white's position.

Secondly, it relaxes the tension in the center, allowing black to proceed with his king-side plans.

... 8 N-B4
Q-B2 9 P-QR4
P-QR4 10 ...

Normally in the King's Indian white advances on the queen's wing. But with this move he defeats his own purpose since the queen-side pawns are now rendered immobile.

... 10 P-QB3
Inadvisable, since it may lead to a serious weakening of his Q3 square.

B-K3 11 N(B4)-Q2
Too bad. The maneuver N-R3-N5 gives black a splendid game.

N-Q2 12 N-K
P-KB4 13 KPxP
RxP 14 ...

14.BxP is indicated.

... 14 N-K4
QR-Q 15 B-R3

White's venturesome rook is now embarrassed.

N-B3 16 N-N5
B-QB1 17 BxR
BxB 18 P-KB3
P-KR3 19 N-K4
NxN 20 BPxN
B-R6 21 N-N2
Q-Q2 22 Q-R5

An aggressive move. Does he envision 23...BxP?

Q-K3 23 ...

And apparently white is afraid of this possibility. For he

does not go after pawns with
 23.BxN KxB 24.PxP PxP 25.QxP.
 ... 23 R-B2?
 B-N5 24 Resigns
 But appearances often deceive.
 White had set a snare.

In the following encounter we
 see black prepare a monumental
 attack. But the monument turns
 into a tomb!

SONOMA CHESS FESTIVAL, 1954

Jim Reynolds Harry Sacre

Queen Pawn Opening

P-Q4	1	N-KB3
P-K3	2	P-Q4
N-KB3	3	B-N5
B-Q3	4	P-K3
QN-Q2	5	N-B3
P-QR3	6	B-K2
O-O	7	O-O
Q-K2	8	P-QR3
P-B4	9	Q-Q3
P-B5	10	Q-Q2
P-QN4	11	P-QN4
B-N2	12	K-R1
R-B1	13	R-KN1
B-B3	14	QR-K1
KR-K1	15	P-N4
P-K4	16	N-Q1
P-K5	17	N-R4
Q-K3	18	N-B5
P-N3	19	N-R6 ch.
K-B1	20	P-R4
B-K2	21	P-R5
NxRP!	22	PxN?
Q-R6mate		

MATCH, 1955

W. Sprague E. Hamilton

Old Indian

P-Q4	1	N-KB3
P-QB4	2	P-Q3
N-QB3	3	P-K4

The order of moves chosen by
 black avoids the forceful Sam-
 isch and also the Four Pawns'
 Attack. Whether white derives
 advantage from 4.PxP PxP 5.QxQ
 ch, KxQ 6.B-N5! P-B3 7N-B3 NQ2
 8.O-O-O K-B2 is a moot point.

N-B3	4	QN-Q2
P-K4	5	...

Now 5...P-KN3 would lead to
 regular King's Indian lines.

...	5	B-K2
B-K2	6	O-O
O-O	7	R-K1

Black unwisely omits P-QB3.
 This move would allow him to
 block the queen-side with P-B4
 if white played P-Q5.

P-Q5	8	...
------	---	-----

Now this advance is especially
 strong. In addition the black
 rook is misplaced, since it is
 unable to support the push of
 KBP.

...	8	N-B4
Q-B2	9	P-QR4
P-QN3	10	...

Preparing the classic maneuver
 for dislodging the hardy N.

...	10	B-B1
B-K3	11	P-QN3

In order to, in the event of
 ..BxN, recapture with the NP,
 thus precluding a white break-
 thru in the center and giving
 black the use of the N-file.

P-KR3	12	P-N3
P-R3	13	N-R4

Preparing P-KB4 and king-side
 counterplay.

P-N4	14	N-QN2
KR-B	15	...

Thus the knight is forced back
 and the white queen-side play
 proceeds apace. This last,
 however is too slow. 15.P-B5
 immediately was better.

...	15	N-N2
-----	----	------

15..P-KB4 right away probably
 offered better chances.

P-B5!	16	NPxP
PxP	17	PxP

17..NxP was preferable.

N-N5	18	...
------	----	-----

Accomplishes nothing. However
 white can afford to waste time.

...	18	P-B4
N-B3	19	P-B5

White's position is splendid no
 matter how black plays. 19...
 PxP 20.NxP was hardly to be pre-
 ferred.

B-Q2	20	P-N4
B-N5	21	...

The beginning of an attractive
 bishop maneuver which puts the
 screws to black's position.

...	21	R-K2
B-B6	22	Q-Q3?

An error which hastens the in-
 evitable.

QR-N1	23	R-N1
N-N5	24	Q-N3

N-R7	25	BxP
BxN	26	Resigns

The superb way in which white
 exploited his queen-side chances
 makes the game strategically
 instructive.

GAMES SECTION

Conducted by: Valdemars Zemitis, CFNC Champion 1952, and
Robert Burger, CFNC Champion 1954

CFNC League Match

Frank Olvera Les Talcott
Sicilian Defense

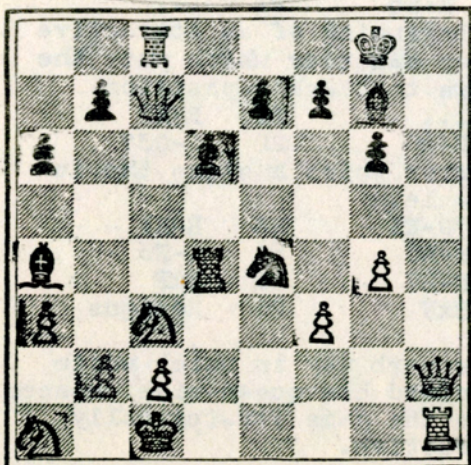
P K4	1	P QB4
N KB3	2	N QB3
P Q4	3 ¹ / ₂	PxP
NxP	4	N B3
N QB3	5	P Q3
P QR3	6	P KN3
P B3	7	B N2
B K3	8
NxP was the threat	8	Castles
B QB4	9	P QR3
B R2	10	B Q2
Q Q2	11	R B1
P KN4	12	N QR4
P KR4	13

So far White has handled the opening very well, but now he stumbles. He should have avoided trading the white-squared bishop by playing 13. Q Q3 (Not 13. Q K2 on account of P K4) (Or 13. Q K2, Q B2; 14. P N5, N K1; 15. N Q5) After 13. Q Q3, Q B2; 14. N(4)K2, B K3; 15. P N5, N K1; 16. N Q5 with interesting complications - slightly in White's favor.

BxN ¹ / ₂	13	N B5
P R5	14 ¹ / ₂	RxB
PxP	15	Q R4
Castles Q	16	RPxP
Castles K	17
Now Black launches counterattack	17	KR B1
N N3	18	Q B2
B Q4	19	B R5
N R1	20	NxKP!
Q R2	21

If 21. NxN, RxB, 22. Q R2, RxR;
23. RxR, Q N3!

RxB	21	RxB
RxR	22



The winning move!	22	NxN!!
PxN	23
23. R Q3 is hopeless for Black	23
plays N N4 followed by N Q5	23	QxP
	24	QxNch
RxB	24
K Q2	25

The purpose of Black's attack - to expose the enemy king - is successfully accomplished. With the White King promenading in the middle of the board, it is not difficult for Black to lay the mating net.

	25	Q B6ch
K Q1	26
If K B1, the same idea wins.	26	QxKBPch
R B4 was also strong.	27	Q B6
K B1	28
R KB4	28

After K Q1, R B4 should have discouraged his majesty from further resistance.

	28	Q N7ch
K Q1	29	Q N8ch
K Q2	30	QxPch
K K3	31	R B6 mate

A very well-played, interesting game.

Hayward vs Richmond

Bob Lockerby Frank Adelman
French Defense

P K4	1	P K3
P Q4	2	P Q4
N QB3	3	B N5
P K5	4

For players who like complications right from the beginning 4. P QR3 is the move! 4. P QR3, BxNch; 5. PxP, PxP; 6. Q N4, N KB3; 7. QxNP, R N1; 8. Q R6, is just one line in this playground of combinations.

	4	P QB4
P QR3	5

An interesting way to complicate matters here is to play 5. B Q2, PxP; 6. N N5, BxBch; 7. QxB, N QB3; 8. NQ6ch, K B1; 9. P KB4. In this variation 5. N QB3, however, is strong; 6. N N5, BxBch; 7. QxB, NxQP!

	5	B R4
Some ten years ago the line	6
6. PxP, N K2 was played frequently.	6
N B3(?)	6

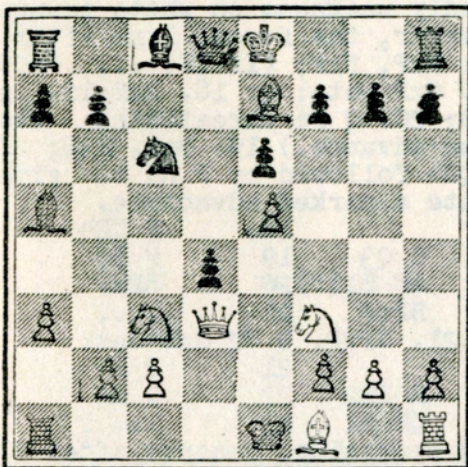
Here P QN4!, a move which an average player would not ordinarily consider, seems to be the best in this position. For example, if PxB; 7. N N5, Pxpch 8. P B3 and for the minus pawn, White has a strong attack. Or, if PxpP; 7. N N5 (Better than 7. PxB, PxB; 8. Q N4), B B2; 8. P KB4, etc.

QxP 6 PxB
7 N K2
N QB3 also gives the second player a slight opening advantage after 8. B QN5, B Q2.

B KN5 8 QN B3
Q Q3 9

If 9. B N5, then B Q2.

9 P Q5!
BxN 10



10 KxB
PxB? would have been a pitfall. 11. BxQ?, Pxpch; 12. BxB, PXR-Q and Black wins! However, after 11. QxQch! White holds his own.

P QN4 11 PxB
PxB 12 QxQ
Not QxP because of 13. Q Q6ch.
PxB 13

After 13. BxQ, NXR White's position is hopeless.

13 R Q1
R B1 14 R Q4
RxB 15

If, 15. P Q4, NxQP; 16. NxN, RxB; 17. RxB, R K5ch. White's position is lost, at least theoretically.

15 NxKP
NxN 16 RxBch
K Q2 17 K Q3

Black could not afford to surrender the seventh rank.

B K2 18

A very instructive end game position. White's position has many weaknesses; doubled pawns on the Rook's file, isolated pawn on the Queen's file, but he is better developed and has a very good chance to take over permanent-

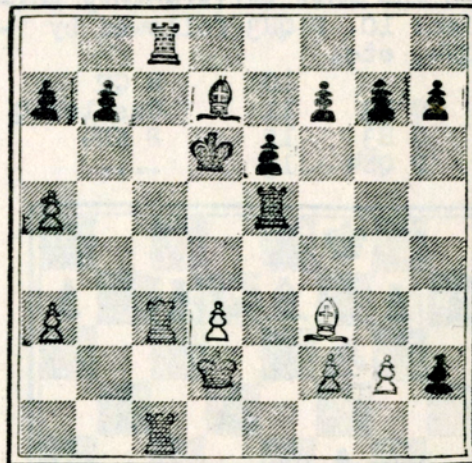
possession of the open Queen's Bishop's file. On the other hand Black's position is solid his only problem is how to develop his Queen's side. He can and should win material right away with RxB, then R N1 to parry B B3 and eventually advance the Queen's side pawns. But it is problematical whether he can convert this advantage to a win if White avoids exchanging a rook.

18 B Q2
If instead RxB; 19. B B3, R N1; 20. KR QB1, B Q2; 21. R B7 and now Black has a Choice between P N3 and RxB. In both cases he has winning chances.

B B3 19
If 19. KR QB1, then B B3; 20. P R6, R KB4; (After 20., BxB; 21. PxB, BxB; 22. R B7 secures counterplay.) 21. PxB, BxB; 22. R B7, B Q5, etc.

19 R QB1?
Here again 19., R QN1 was possible. 20. KR QB1, RxB etc. White seemingly strong looking 19., B B3 leads to a very difficult double rook ending.

KR QB1?? 20
Decisive blunder after white's game becomes hopeless. Instead 20. BxB! would have given him good drawing chances.



20 RxB
RxB 21 B B3!
BxB 22 PxB
R N3 23 K B2
P R6 24 R QN4
K B3 25 K N3
P R4 26 RxBch
KxB 27 KxB
P Q4 28 K N3
K N4 29 P B3
P B4 30 P QR4ch
K B4 31 P R3
P R4 32 P R4
K Q3 33 P QB4

Black wins.

Bill Whisler (Concord) Ronald Thacker (Richmond)
 Budapest Gambit

P Q4	1	N KB3
P QB4	2	P K4
PxP	3	N N5
N KB3	4	N QB3
P KN3	5

5. B B4 is considered as the strongest continuation at this moment: If 5., B N5ch, then 6. QN Q2, Q K2; 7. P QR3, BxNch: 8. QxN, NxKP; 9. NxN, NxN; 10. Q B3 with the advantage of two Bishops, and more terrain - White has marked advantage.

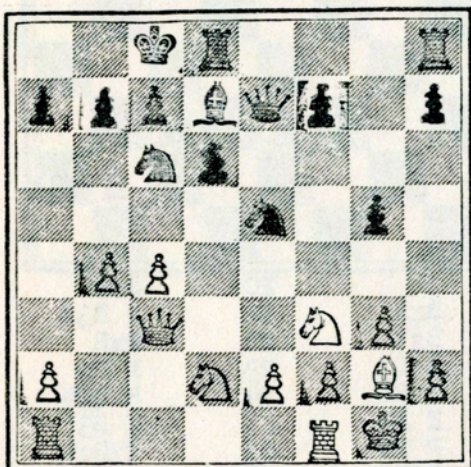
5. B N5ch

Now this check is valueless. Instead 5., B B4! would have been very unpleasant for White. Then the only way to protect - PKB2 is by playing P K3, which leaves White with weaknesses on white squares.

B Q2	6	BxBch
QxNB	7	Q K2
B N2	8	KNxKP
Castles	9	P Q3
Q R4	10

This move and the next two do not improve White's position. It was necessary for White to undertake something definite; a pawn attack on the Q-side would have been the most satisfactory solution: 10. P QR3 followed by - P QN4, etc.

	10	B Q2
Q N3	11	Castles Q
Q B3	12	P KN4
P QN4	13



Positions of this sort with attacks going on on both sides - are very exciting and often the issue is decided only on few tempi.

	13	P KR4
P N5	14	N N1
Q R5	15

White decides to continue the attack forcefully. However, here 15. NxN secures him slight advantage without running into speculative attack: 15., QxN; 16. QxQ, PxQ; 17. N K4, or 15., PxN; 16. P B5! Of course, now NxN is threatened, but there are sufficient moves at Blacks disposal

	15	P QB3
QxP	16	NxN
BxN	17

The alternative 17. NxN followed by N Q4 also was promising.

	17	P N5
B K4	18

One can hardly blame White for not wishing to exchange his Bishop for enemy's Knight, leaving deadly weakness on white squares. However, the forced line after - 18. PxP, NxP; (If 18., PxB?, 19. QxP mate; or 18. BxB; 19. BxB, NxN; 20. Q N6 threatening rook pawn advance.) 19. BxN, BxB; 20. P QR4 followed by P R5 R6 gives White a marked advantage.

	18.	P KB4
B Q3	19	P R5
QR B1(?)	20	RPxP
BPxP	21

On 21. RPxP, Q R2 decides.

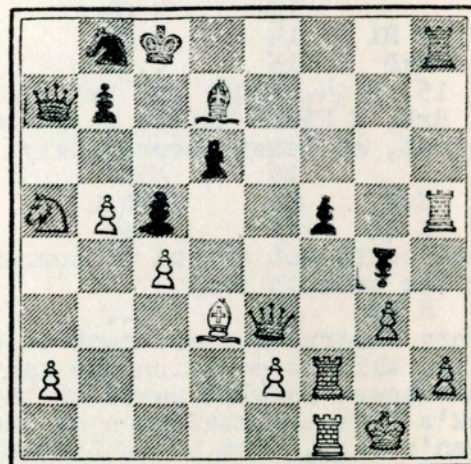
	21	P B4
R KB2	22	Q K6
QR B1	23	...

Sad necessity, because after 23. N N3, RxP! would force the win. (24. KxR, QxRch; 25. K R1, R R1 mate; or 24. QR B1, QxNP with a mate in next move.)

23 R R4?

Black is too ambitious and wishes to mate his adversary, having the beautiful Q-sacrifice in his mind. (See diagram). Of course the unprosaic QxN wins.

N N3	24	QR R1
N R5	25	...



Position after White's 25. N R5.
 25 QxPch!

Neat Queen sacrifice but strangely not the strongest move in this position. Instead 25. ... RXP wins per force: 26. QxNPch, K Q1; 27. QxNch, K K2; 28. Q N7, QxNPch 29. R N2, R R8, mate.

PxQ? 26 R R1ch
K N2 27 R1 R7 mate

It is interesting to notice that after the best 26. R N2 there is nothing better than 26., Q K6ch; 27. R1 B2. (on 27. R2 B2 or K R1, P N6 decides) RXP; 28. QxNPch, K Q1; 29. RXP (29. QxNch?! K K2; 30. Q N7, R R1 mate). RXP; 30. KxR, (30. QxNch, K K2; 31. KxR, QxRch; 32. K R1, P N6! and Black wins), QxRch; 31. Q N2, and neither of the following possibilities lead to a forced win:

1. 31., QxQ 32. KxQ
2. 31., Q R5ch 32. K N1
3. 31. P N6ch; 32. K R1, Q K8ch; 33. Q N1, QxN, 34. QxNP, etc.

E. Canfield R. Rutherford
Two Knight's Defense

P K4	1	P K4
N KB3	2	N QB3
B B4	3	N B3
N N5	4	P Q4
PxP	5	NxP
NxP	6	KxN
Q B3ch	7	K K3
N B3	8	N N5

N K2 followed by P B3 is considered best.

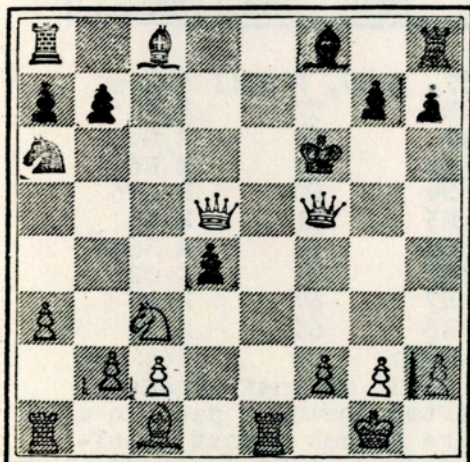
Q K4 9

NxBPch was threatened.

9 P B3
Castles 10 Q B3?

Probably with an eye to trading Queens in near future.

P QR3	11	N R3
P Q4	12	Q B4
BxNch	13	PxB
QxPch	14	K B3
R K1	15	PxP



White to play after 15. ...PxP.

R K5! 16 QxR

Expecting a draw through 17. N K4ch, K B4; 18. N N3ch etc. Nor can he salvage the game by 16., PxN; 17. RxQch, BxR; 18. QxNp, R QN1; (Or 18., R Q1; 19. QxNch, R Q3; 20. Q K2 or 18., R K1; 19. QxNch, R K3; 20. Q B ch) 19. QxNch, R N3; 20 QxRP, etc.

16 QxR
N K4ch 17 K B4
P N4ch 18 Resigns

The Queen is dead and an early mate looms on the horizon. A typical Canfield finish.

Hugh Morison Dal Ogilvie
Hungarian Defense

P K4	1	P K4
N KB3	2	N QB3
B B4	3	P Q3
P B3	4	B K2
Q N3	5	N R3
P Q4	6	N R4
Q R4ch	7	P QB3

If 8. BxN, P QN4; 9. Q B2 (not 9. BxP? PxP; 10. QxPch, B Q2, etc.) PxB(B4) 10. BxP, R KN1, etc

B Q3	8	P QN4
Q B2	9	N N5
P KR3	10	N B3
PxP	11	PxP
NxP	12	N Q2

If 13. NxN, BxN; 14. Castles

N B3	13	N B4
B K2	14	N B5
BxN	15	PxB

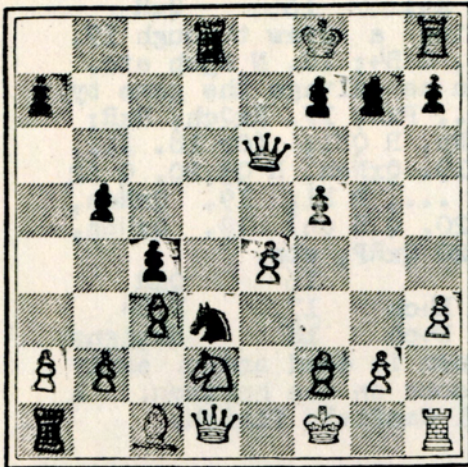
Eliminates the advanced Knight and doubles Blacks pawns on the Bishop's file. However, White is undeveloped on the Queen's side and has permitted a Black strong point on Q6 which will give him trouble, especially in view of his not having castled. 15. QN Q2 would have been better.

QN Q2	16	N Q6ch
K B1	17	B K3
N Q4	18	Q N3
N(2) B3	19	P QB4

If 19. NxB QxBP mate. The text threatens 20. B K3

NxB	20	QxN
Q R4ch	21	K B1
N Q2	22	B N4
Q Q1	23	R Q1

(See diagram next page)



K K2? 24 NxBch
 24. K K2 loses immediately. In view of Black's development and White's cramped position it is doubtful whether any other move could have prevented the loss.

RxN	25	RxNch
QxB	26	QxPch
K Q1	27	BxQ
KxB	28	Q Q6ch
K K1	29	P N3
R Q1	30	Q B7
Resigns		

C. McGinley R. Huddleston
 Queen's Gambit Declined

P Q4	1	P Q4
P QB4	2	P K3
N QB3	3	N KB3
B N5	4	N Q2
P K3	5	B K2
N B3	6	Castles
PxP	7	PxP
B Q3	8	P B4

Black will have an isolated Queen's pawn.

Castles	9	PxP
NxP	10	N K4
B K2	11	B KN5
N B3	12	Q Q3

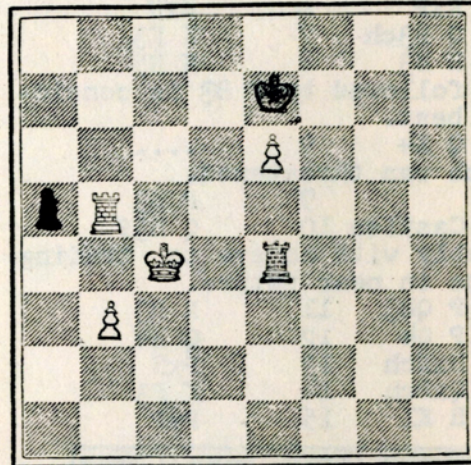
10. NxP cost White two tempi, but he cannot afford to exchange the Bishop on K2.

BxN	13	QxB
NxP	14	Q Q3
NxBch	15	QxN
NxN	16	BxB
QxB	17	QxN

These exchanges have broken Black's attack and left him a pawn down.

P B4	18	Q K5
Q B3	19	KR K
QxQ	20	RxQ
K B2	21	R QB
K B3	22	R(5) B5
R B2	23	K B

R Q	24	K K2
R(2) Q2	25	R(5) B2
P KN4	26	P KR3
P KR4	27	P KN3
R Q5	28	P B3
P K4	29	K B2
R Q7	30	K K
R(7) Q6	31	K K2
P B5	32	RxP
KPxP	33	K B2
P N3	34	R B6ch
White will get a passed pawn.		
K B4	35	R(1) B2
P N5	36	RPxPch
PxP	37	PxPch
KxP	38	R N6ch
K B4	39	R QB6
R KR6	40	K N2
R KN6ch	41	K B2
41. R(1) Q6 was stronger!		
R(1) KN	42	R B7
R N7ch	43	K B
RxR?	44	RxR
P B6	45	R B4
R N5	46	R B7
R N7	47	RxP
RxP	48	R B7ch
K K5	49	P R4
K K6	50	R K7ch
K Q5	51	R KB7
R N6	52	K B2
K B4	53	R B5ch
K N5	54	R B4ch
K B4	55	R KN4
R N5	56	R KN5ch



After 57. K B5, P R5!! draws.

K B5	57	KxP
RxP	58	R N4ch
K N6	59	R N6
P N4	60	R QN6
P N5	61	K Q3
K B6	62	R B6ch
K N7	63	K Q2
R R7	64	R N6
P N6	65	R N8
K R8ch	66	Resigns

A very good defensive game by Black after losing a pawn in a premature attack almost resulted in a draw. (See diagram)

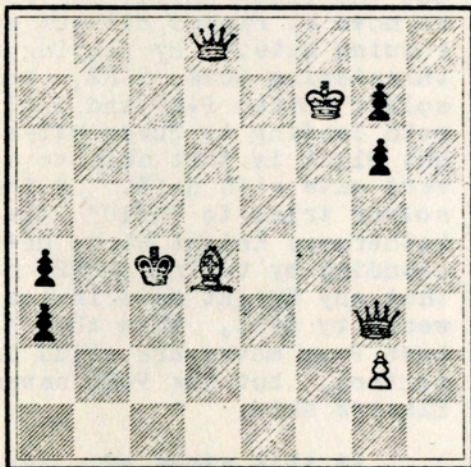
JUNIOR JABBERWOCKY

with Dave Peizer

The Juniors fared well in the past few months. At Sonoma Charles Fontan and Yours Truly walked off with the A trophies and Dan Taggart took home the Class B trophy. The Reuben Fine Team earned four months' custody of the General William Dean Trophy at Sonoma, and won the San Francisco League - for the second time in a row. The team held a victory dinner at which Mr. Whitehead, the donor of the Dean trophy, presented it to the team. George Koltanowski presented the medals to the victorious Juniors.

A glance at the table of the California Open Tournament at Santa Barbara will show how the youngsters came out of the "strongest ever". The coming, full season will feel the impress of this experience.

Below we have a nice ending by Herb Holden. It seems to be reminiscent of Troitsky.



White to play and win

Send your solutions to:
 1510 Lake Street
 San Francisco, Calif.
 Solvers' names will be published.

Here is a bright game from the recent California Open Tournament:

C. Wilson D. Peizer

Budapest Defence

P Q4 1 N KB3
 P QB4 2 P K4

A tricky defence which may involve a Pawn sacrifice for the sake of development.

PxP 3 N K5
 Q B2 4 ...

The simple N-Q2 is more to the point.

... 4 P Q4 !
 PxP ep. 5 B B4
 Q R4 ch 6 ...

Even here N-Q2 or N-QB3 should give White the better game, as N-N6 is met by P-K4.

... 6 N B3
 N KB3 7 BxP
 P QR3 8 Q B3
 QN Q2 9 N B4
 Q Q1 10 ...

If Q-N5, P-QR3 wins the Queen.

... 10 Castles Q
 P KN3 11 N Q6 ch !
 PxN 12 KR K1 ch
 B K2 13 ...

On 13. N-K4, BxN; 14. PxB, B-N5ch Black obtains a Queen for Rook and Bishop.

... 13 BxQP
 N N1 14 N Q5
 K B1 15 NxB
 K N2 16 ...

Relatively best might be NxN.

... 16 N B5 ch !
 K B3 17 ...

If PxN, then Q-N3ch wins soon.

... 17 N R6 ch
 K N2 18 NxBP

Not the quickest. QxP ch even mates after 19. KxN, B-B4ch 20. P-N4, BxPch; 21. KxB, Q-N7 ch, etc.

Q N3 19 B B4
 QN B3 20 NxR
 B N5 21 Q B3
 BxR 22 RxB
 KxN 23 BxN

The unhinging...
 Resigns 24

HOW ORIGINAL IS A CHESS PROBLEM

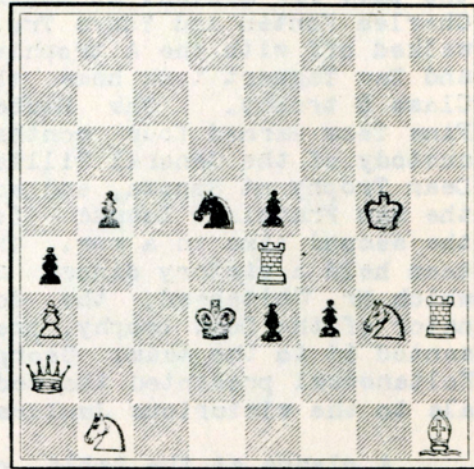
The arch-villain of all forms of composition is surely he who knowingly exhibits someone else's work as his own - the plagiarist. We rightly regard this as a form of hypocrisy of the worst sort. A problem composer was once banned for life from a famous, national chess organization for publishing some old masterpieces as his own compositions.

The problem of originality, however, is much more complicated than the job of putting the plagiarist in his place. Most of our art forms (if not all) deal with living interests: they are expressive of our moods, of our conflicts, of our interests. A few art forms (if we may call it this) seem to be concerned with formal relations, and I am inclined to put chess problems in this class. Let George Santayana ask the question:

"How much of the fascination of Chess comes from the excitement of carrying out a purpose under opposition, a suggestion - or after-image - of difficulties in living? And how much comes from the interest in formal relations, as in mathematics, or stained glass, or arabesques?"

If the Chess problem exists for the former reason, that is, - as a challenge, a puzzle, a task to be solved, - then originality is simply a matter of deciding a question about the similarity of two or more puzzles. Thus it is pertinent to ask such things as: How similar are the key moves? Does each key give a similar escape for the King? Does each key offer the same or a similar sacrifice? Are there similar, difficult and ingenious mating positions? and so forth.

I think originality is far from being so simple a matter as involving the difficulties which solvers have in finding keys. In this opinion tournament judges concur. Originality for them is a matter of new formal relations which are exemplified here:



First Prize, British Chess Federation, Tourney 74 1954
White mates in two

In this position there is by all means some puzzle about how White is to mate. One immediately notices that the three Pawn moves by Black in the "set" position lead to a separate mate by the Queen - but the Black Knight is free to move at random without an ensuing mate. By playing a threatening move, R-R2, the solver forces P-B7 and P-K7, both leading to Queen mates, but Black is just able to avert mate with N-N5. If the solver tries to "hold" that bothersome Knight where he's standing by trying Q-QN2, so that any Knight move is answered by Q-B3, then the above Pawn moves are still in control, but now P-N5 saves Black's skin.

At this stage of perplexity, the solver will be tempted by the Rook at R3 to

unveil the "line of pin" by an auspicious Knight move, such as N-B1. In this case, a move by the Black Knight will allow RxP mate - or is it mate? No of course not. The King still has K-Q5. So we try N-B5, and now both Q4 and K3 are guarded to Black's dissatisfaction!

Indeed, on further examination, it turns out that the key move is N-B5. A startling thing has happened, though. In the original position, it will be remembered that when Black played P-K7, the mate was Q-Q2 while on P-B7 the mate was Q-K2. After the key move, however, the mates following either of these moves are reversed! On P-K7, we have QxK2 in the solution, and on P-B7, we have Q-Q2. Anyone interested in the mechanism of problems - formal relations - will revel in observing just why the mate in each case must be reversed. The "formal relation" I speak, and rhapsodize, about is just the following geometrical and temporal relation:

Before :

(a) _____ /

(b) _____ /

After :

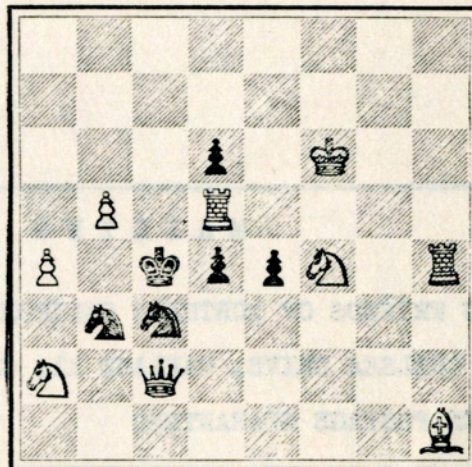
(a) _____ /

(b) _____ /

This is intended neither as a droodle nor as a reducing ad. It is just an attempt at a diagram of what I think is going on in the previous problem. A long horizontal line stands in place of the move Q-K2, and a slanting bar on the left indicates P-K7, etc. It is noteworthy that whether or not the Queen move to K2 is a capture, as in the solution, makes little difference in this related formal structure. Naturally

there are other items of interest, for example, the "flight", or escape, of the Black King to K5, the capture of the Rook, a new mate after the Knight moves instead of Q-B3 as in a try, or attempted solution, and those complex reasons why only one of the Queen moves is correct each time. But a little thought may reveal that all these things in a problem are results of setting up the fundamental matrix, the formal relation, and are hardly ends in themselves.

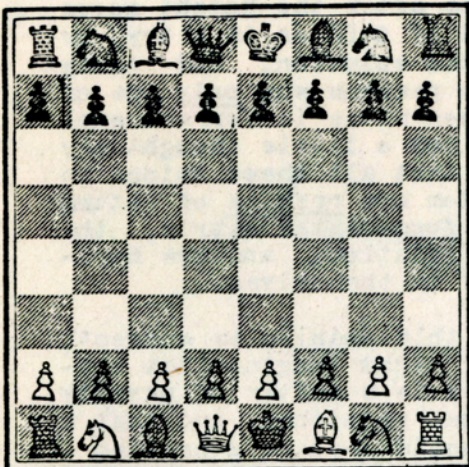
If this opinion is correct, then we might imagine that originality is a matter of novelty in formal relations, and that a judge would declare a problem - entered in his tourney - to be anticipated if its formal relations were not new. This is exactly what happens:



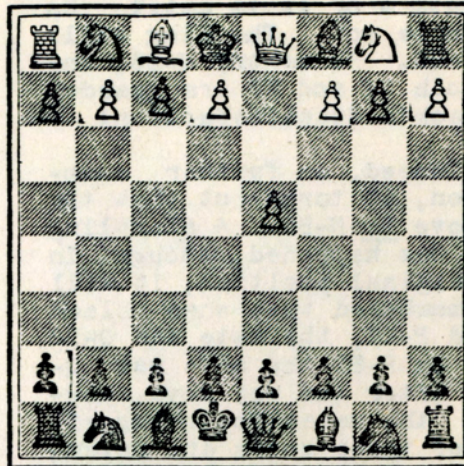
Mate in two R. Candela 1953

Published in Spain apparently a few months before the previous problem, this excellent position exhibits exactly the same, simple formal relation. Notice that the tries, however, which we toyed with in the previously diagrammed position, are lacking here. If originality meant novel puzzling elements, surely there is no anticipation. The author thinks there is.

TWO BASIC CHESS PROBLEMS



White to play and win.



Black to play and draw.

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