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THE CHESS COLLECTION

Cover feature:

The Mission Viejo Outposters have modified a design to create the logo that was used for the high school 1975 OLYMPIAD. This logo will be incorporated in the official 1975 U.S. Junior Open seal.

US JUNIOR OPEN

The 30th UNITED STATES JUNIOR OPEN returns to Southern California!! The United States Chess Federation has announced that the Mission Viejo High Outposters Chess Club will co-host this national tournament with San Diego State University. Held in the SDSU Conference Center, this event will attract many players to San Diego, a popular vacation city.

The dates are August 4-8. Round 1 commences at 6:00 p.m. with a players meeting. Two rounds will be played daily at 1:15 p.m. and 7:15 p.m. on August 5, 6, and 7. The final round is at 1:00 p.m. August 8. This event, with no one eliminated, is open to all under 21 years of age on August 8, 1975. Entry fee is \$10.00.

This national tournament has not been held in California since the 1957 San Francisco Junior Open when Robert Fischer achieved a first place result. This year, \$1,000 in educational expenses are guaranteed in prize awards. \$250 1st, \$200 2nd, \$150 3rd, \$100 4th, and \$75 each to first A, B, C, D. Additionally, trophies will be awarded to top age 15, 14, 13, '12 and below'.

SDSU residence halls will be used for tournament lodging. Room with board rates are \$13.50 per person nightly double occupancy, and \$15.50 nightly single occupancy. Total room board costs covering the tournament duration of 4 nights with 12 meals is \$54 double and \$62.00 single.

Entry fee of \$10 and lodging \$10 deposit reservation can be mailed to

LEO COTTER, TECHNICAL DIRECTOR
U.S JUNIOR OPEN
BOX 2094, MISSION VIEJO 92675

Other chess bonanza events planned include a guest Chess Master lecture, a rapid transit "5 minute" tournament, and a chess store by the "Chess Collection."

In Passing

By Cal Olson

Jacques Mieses, the German master, was a true chess professional. Although he was also a journalist his writings dealt with (you guessed it) CHESS.

Born in Liepzig, Germany on February 27th, 1865 and christened Jacob, he later changed his name to Jacques.

He was educated in natural history at the Universities of Berlin and Liepzig.

In his early years young Jacques spent a great deal of his time studying chess theory and problems. At the age of seventeen he joined a Berlin chess club and won the annual club tournament.

His major tournament career did not begin until he was twenty three years old. In his first Masters Tournament at Nurenberg in 1888 he tied for second place with Hermann von Gottschall just below Siegbert Tarrasch. And in his next tournament at Liepzig in the same year Mieses placed third. The following year at Breslau he was again third, behind Tarrasch and Amos Burn.

Although Mieses was an active tournament player for over sixty years his only great success came at the Vienna Tournament in 1907. In this tournament he captured first place ahead of such chess greats as Oldrich Duras, Geza Maroczy, Savielly Tartakower, Milan Vidmar, Karl Schlechter, and Rudolf Spielmann. A lesser success came his way in the tournament at Liverpool in 1923 when he was first ahead of Maroczy, Sir George A. Thomas, and F. D. Yates.

A part of his relative lack of success was perhaps due to his choice of openings, which tended to be somewhat speculative, and also to the fact that he both reported and played in a tournament.

Edward Lasker, in his book Chess Secrets, tells us, "His attention was always divided between his tournament games and the reports he had to telegraph to the various newspapers for which he edited chess columns. His literary work was more remunerative than his over-the-board labors, and he was wise enough not to rely on the precarious source of income that was tournament prize money. Among all the professional chess masters of that day in Berlin, he was the only one whose earnings were more or less on a secure basis."

His style of play, though sometimes overly daring, contributed to his winning a large number of brilliancy prize games.

Mieses had a ready sense of humor of which there are several instances on record. For example, after winning his game against the eighty-six year old A. E. van Foreest in the tournament at the Hague in 1949 Mieses proclaimed "Die jugend hat gesiegt.", which means "Youth has triumphed." At the time Mieses was eighty-four.

Shortly before the Second World War Mieses fled Nazi Germany and settled in England, where he later became a naturalized citizen.

He wrote a number of books on the game - the best known of which, to English and American readers, are probably Instructive Positions from Master Chess and Manual of the End Game.

Mieses was awarded the title of International Grandmaster by the International Chess Federation (FIDE) when they awarded their first official titles in 1950.

He died in London on February 23rd 1954, a few days before his eighty-ninth birthday.

The following game was played at Ostend in 1905. Mieses is white and the black pieces are played by Mikhail Tchigorin, the great Russian master:

Vienna Game - 1. P-K4, P-K4; 2. N-QB3, N-QB3; 3. B-B4, B-B4; 4. Q-N4, Q-B3; 5. N-Q5, QxRch; 6. K-Q1, K-B1; 7. N-R3, Q-Q5; 8. P-Q3, p-Q3; 9. Q-R4, BxN; 10. QxB, N-R4; 11. R-B1, NxB; 12. Q-Q7, P-B3; 13. NxKBP, Q-B7 (Desperation. If 13 . . . , N(or P) xN; 14. R captures-ch, followed by 15. B-R6ch.) 14. RxQ, BxR; 15. N-R5, Black Resigns.

The next game is, according to Irving Chernev, "the longest epaulet mate ever seen on a chess board".

J. Mieses (White) - Frank J. Marshall (Black), Monte Carlo 1903.

Danish Gambit - 1. P-K4, P-K4; 2. P-Q4, PxP; 3. P-QB3, PxP; 4. B-QB4, PxP; 5. BxP, P-Q3; 6. N-K2, N-QB3; 7. O-O, B-K3; 8. B-Q5, N-B3; 9. Q-N3, Q-B1; 10. N-B4, N-Q1; 11. BxN, PxB; 12. N-R5, P-B3; 13. R-K1, B-K2; 14. Q-KB3, R-KN1; 15. NxPch, BxN; 16. QxB, PxB; 17. PxP, R-N3; 18. Q-R8ch, K-Q2; 19. N-B3, BxP; 20. Q-K8ch, K-B2; 21. NxBch, K-N1; 22. QR-B1, N-B3; 23. RxN, PxR; 24. R-N1 mate.

FISH TANK

by STEPHEN WHITNEY

The number of books on openings is large and they range widely in quality. This month and next I will review a small segment of this output -- that of one volume works that cover many if not most openings. The trend has been away from one volume works written by one or several authors (except for elementary books for the absolute beginner). As opening theory develops and changes course, in-depth coverage of major openings let alone extensive coverage of major openings let new opening lines becomes ever less possible in a one volume work. The hefty (projected) five volume Encyclopedia of Chess Openings reflects this trend.

Nonetheless, one volume opening works still have a definite and useful place. They are an excellent reference tool and may be all many players need even at fairly advanced levels of competition. On a tight budget, a one volume work combined with one or two books on your favorite openings and the latest Informant of Chess Player makes good sense. Finally, from an instructional point of view, a good one volume opening book saves much study time by presenting opening variations in an orderly, rational manner. The myriad possibilities of opening innovations should be left for later to be experimented with as playing strength develops. One volume works, I think, correctly place their major emphasis on traditional openings (such as the Ruy Lopez) and only lightly cover complex and fluid lines such as the Reti and the newer flank openings.

Each of the books to be reviewed has its special strengths and weaknesses and accordingly its advocates and detractors. All are easily available, relatively current, and more or less adequate for their special purposes. They can be conveniently regarded as of two types:

1. Chronology type books (hereafter called C.B.) which list a large number of sub-variations, possible transpositions and even frequent move order inversions. Except to assess whether play is equal or which side has the advantage after the first ten moves or so, little if any explanatory test is given.
2. Idea type books (hereinafter called I.B.) which present the major openings in an extended single line of play with at most a few sub-variations at crucial points. The emphasis is on the tactical and strategic motifs showing how a typical middle game (and even end-game) can evolve from a given opening. Except for alerting one to a few tactical hot spots and some opening traps, the stress is on understanding general ideas behind the openings.

Depending on your own strengths and weaknesses and whether you basically play skittles, tournament, or postal chess, one of these two types of opening books probably will be better for you. For example, if you have a good memory or play postal chess, a C.B. perhaps should be selected especially if you find that most lines of play largely explain themselves. Or, if you find yourself worrying over unusual book openings, a C.B. can help you save valuable time on the clock. Positional type players who like to steer minimal opening advantages as quickly as possible through the white water rapids of the middle game to the better charted waters of end game play also may prefer C.B.

On the other hand, players strong in sharp, crossboard improvisations would perhaps prefer I.B. to enhance their understanding of long-range considerations. C.B. shall be discussed this month.

Chronological Chess Openings, R. Schurz, Chess Digest, 1974, \$3.45, 75 pp., soft-back. This is an unusual and highly specialized C.B. that is not designed to be used as a reference work. Rather, it is meant to give the cross-board tournament player of beginning and intermediate strength a single usually sensible reply to a really wide variety of more or less sound opening moves that white may try. For the White player only the English opening 1P-QB4 is given against almost any defensive strategy Black may care to try (well, at least a great many reasonable looking plans). Thus for example against 1P-K4 only 1... P-kb4 is considered and against 1. P-Q4 only replies following 1... P-Q4 are given.

The author only has a better than average rating and this should be taken into consideration before committing to memory a recommended reply, especially to a non-book move. Also to be considered is the author's stated preference for only sharper lines giving the more open game. Nonetheless, the systematic attempt to give a plausible response to the kinds of odd play one often encounters at club tournaments makes this booklet quite adequate for its purpose and price.

Modern Chess Openings, 11 edition, Walter Korn, Pitman Publishing, 1972, \$12.50, 369 pp. Hard cover, long considered a prime international reference work MCO 11 enjoys less esteem than its predecessor MCO 10. For one thing the eleventh edition is at least 20% smaller at the expense of eliminating some quite playable lines of such popular openings as the Sicilian Defense. MCO 11 also has not kept up well with opening theory. Also the strongest lines are not identified. More difficult still some stronger lines are either absent or if given incorrectly evaluated. Then too, MCO 11 has more than the usual number of typo errors.

I find MCO's listing of openings in tabulated form to be somewhat space wasting and the division in material between main-lines for the columns and side-lines for foot-notes to be occasionally confusing. Would you believe that the Benko Gambit is relegated to a single foot-note to the Benoni Defense, Neo-Czech System? (Incidentally, the index of openings inaccurately lists the Benko Gambit under the Volga Gambit and no differentiation in the text is made between the two).

Looking up a known line of play takes a bit longer using MCO 11 than, for example, The Blue Book of Charts to Winning Chess. Adding to this, MCO 11 does not usually give move transpositions to another sub-variation within the same opening system, but only occasionally to another opening. Unless you are familiar with the line of play, a move inversion could mean an analytical dead-end. Worse still in postal chess you could find yourself playing out an unfavorable line of different opening!

MCO 11 occasionally scatters related opening lines without giving cross-references, making it somewhat unwieldy as a reference tool. For example, material on the reverse Dutch Stonewall system is contained under Queen's Pawn Games (p.261, col.6) and Bird's Opening (p.369, col.12, note d).

All in all, owning MCO 11 does have some advantages. No other single volume opening book in English has more up to date material in such quantity. If you like to write letters to the editor, correspond over-seas, or just want to hasten through the opening moves of a postal game, cite the pertinent MCO section. It is as close to a lingua franca that we've got for now. Also rejoice if you come across a recommended line of play that is weak. You just may be able to pull something off on the unwary.

The Blue Book of Charts to Winning Chess, Arthur Stevens, Barnes & Co., 1969, \$15.00, 449 pp. Hard-cover. This is a "hard-core" C.B. Except for the briefest of one or two paragraph explanatory texts on the major openings, not a word of explanation or even evaluation is given. If you mistrust editorial comments and wince at 1, 1?, ? this is the book for you! Only the actual moves are given and statistical information as to how many games were sampled using such and such variation and what percentage won, drew, lost as White and Black. A large sample number of games (over 56,000) of at least master level play is given in a very easy to follow (once you get the hang of it) chart form. Lines of play for the first ten moves (and some for eighteen moves) are grouped by sub-variation depending on which move they vary; variations with the most frequently played given first are listed under their openings. More lines (but not as up to date) are given than in MCO 11.

Often only tentative inferences can be drawn as to the actual soundness of a line of play as the sample drawn on is too small or the "winning percentage" too slight to be conclusive. Also, no accounting is made of when a game was played. Accordingly, a relatively recent innovation that is strong can make nonsense of any given "winning percentage", if the majority of games sampled were played before the improvement was found. Careless use of this book can result in limited "table vision" -- beware the perils to be faced after some of the sharper lines end on move ten!

Within these limits B.B.C. can be strongly recommended as a good opening book. Within its covers are quite good and rarely played lines that even some books on a specific opening do not have.

B.B.C. is par excellence a first rate reference work. Because thousands of transpositions are listed along with some of the most frequent move order inversions a course can be plotted through even such flexible openings as the Reti. Further, citation of three games for most lines of play is given, and if you have access to a good chess library you can then follow out the full course of the game. But just knowing who played what lines of course is a helpful clue to the merits of an opening system.

Next month I shall discuss I.B.'s.

"HOW TO COMPOSE YOUR OWN KNIGHT TOUR"

By: David Zechiel

The problem of finding a knight tour on a chessboard has always intrigued chess players. The object is, starting from any square to find a sequence of 63 knight moves which results in the knight occupying each square of board once.

There is no simple method but the following rule always works.

1. After any move the knight will have between 1 and 7 moves for its next. (Only on his first move will it have 8 due to the fact it cannot go back to the square it just came from. When you have zero moves available the tour is over or you have made an error.) To decide which of these squares to choose we must get a "Desirability Factor" (D.F.) for each of them.

2. To get the D.F. we count the number of available squares open to each of these moves. Assign the D.F. to the squares and move the knight to the lowest. If two or more of the D.F.'s that are lowest are equal then D.F.'s must be calculated in a similar manner for the squares on the second move (that were equal). If any of these lowest D.F.'s are equal, choose any one. Continue in this method until all 64 squares have been visited.

Here is an example:

Suppose the first square was g6. We now have 6 possible moves:

	1	2	D.F.
h8	f7		1
f8	d7, e6, h7		3
e7	g8, c8, c6, d5, f5		5
e5	f7, d7, c6, c4, d3, f3, g4		7
f4	e6, d5, d3, e2, g2, h3, h5		7
h4	f5, f3, g2		3

We note that square h8 has the lowest D.F. so we choose it immediately.

Now that we are on h8 we look at all possible moves.
f7

The choice is obvious since f7 is our only possible move. Lets look at possible moves for f7

	1	2	D.F.
d8	b7, c6, e6		3
d6	e8, c8, b7, b5, c4, e4, f5		7
e5	d7, c6, c4, d3, f3, g4		6
g5	h7, e6, e4, f3, h3		5
h6	g8, f5, g4		3

We notice that both d8 and h6 have a D.F. of 3 so we must compute D.F.'s for them.

For d8

	2	3	D.F.
b7	a5, c5, d6		3
c6	b8, a7, a5, b4, d4, e5, e7		7
e6	f8, c7, c5, d4, f4, g5, g7		7

For h6

	2	3	D.F.
g8	e7, f6		2
f5	g7, e7, d6, d4, e3, g3, h4		7
g4	f6, e5, e3, f2, h2		5

Square h6 is the choice due to the fact that even though its first D.F., 3, is equal to the D.F. of d8, its second D.F. is 2 (the lowest D.F. of its moves) while the lowest secondary D.F. for d8 is 3 (for b7). Remember that if two or more of the lowest secondary D.F.'s are equal any of them will do for a move.

Continue using this method until all squares have been occupied.



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IMPROVING YOUR CHESS

by USCF MASTER ROBERT M. SNYDER

One of the most common questions asked of a master is the question of how to improve one's game. Below are lists of ways to go about improving your game. It is important to realize that the very best way to improve is to use not just one but a combination of the methods.

1) Play - The actual over the board play is a must if one wants to improve at a rapid rate. This is the best way to put your ideas to a test. It is best to play an opponent better than yourself rather than to shy away in fear of losing. For the beginner skiddles play is excellent. Though for an advanced player skiddles is ok, tournament play is best where the game can be treated in a more serious manner. It is a good idea to analyze your game after it is completed, especially if you lose! It isn't bad for the novice to play in tournaments as this is a good way for him to improve.

2) Study - It is said that more books have been written on chess than all other games combined. It is advisable that you take advantage of this. To purchase a few books on Openings, Endings, and the other important parts of the games is a good idea. Books with game collections are also very valuable to the student. You can obtain books at all levels.

When studying the openings it is best for the weaker player to understand the ideas behind the moves before ever attempting to memorize moves. If you have an understanding of the moves you shouldn't have too many problems and if your opponent makes a move that isn't in the book. Memorizing moves is fine for very strong players who understand the ideas anyway. It is good to study basic end game positions as well as going over complete master games.

3) Instruction - This is a very good way to improve your over all game. This gives you an opportunity to ask all the questions that the books don't answer. A teacher can analyze your games and pick out your mistakes as well as help you set up opening systems and go over games and problems with you. Instruction is good for all levels of players, unless you are an expert.

These are three excellent ways of improving. It does no harm to play 5 minute chess as long as that isn't all you do! It is possible for a class B tournament player to play as well as most masters do in five minute chess! If you go down to McCarthur Park in Los Angeles you can find out for yourself because that is all they do. This can be true of any place where a lot of 5 minute is played. For the amateur player the chess club is the center of activity and it would be a good idea to join a local club if you aren't already a member.

THE GREAT SACRIFICE

by ROBERT HOBBS

For a moment look away from time and space and force
Look across the board.
For a moment know him that you try to conquer,
And look within yourself.
Then return to the game
Play out your fantasies.
Seek the surest and quickest win.
Yet know that victory is in the playing of the game,
And not the result of it.
For winning is too costly and not worth the price
If we spend everything and have nothing left
And losing can still be rewarding
If we invest some good values and a good account of
ourselves.
Remember the difference between fantasy and reality,
Remember the difference between life and the game
that you play.
In chess we can enjoy the capture of our enemies.
In life we can sacrifice ourselves for our friends.

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Gambit. Feel free to offer suggestions or
make requests. Send us your games, stories,
articles, jokes, or cartoons. This is your
magazine, it will only be as good as the
support you give it.

THE MARSHALL ATTACK
by USCF MASTER ROBERT SNYDER

The Marshall attack is a viable weapon against the Ruy Lopez. Though some authorities have analyzed it to a draw it offers good chances to the player who has an understanding of it. From time to time I use it in tournament play with a reasonable amount of success.

American Open 1972

White - Townsend Black - Snyder

1.P-K4 P-K4
2.N-KB3 N-QB3
3.B-N5

Now we have reached a true Ruy Lopez where black has the choice of trying one of the many defences offered on the 3rd. move. 3....N-B3 is the Berlin Defence where white castles and black will develop with B-B4 or play NXP. Good, but not too common is the old Classical Defence 3....B-B4 which can lead to complications.

3.... P-QR3

The most common move driving back the Bishop and giving black the future possibility of P-QN4.

4.B-R4

Or 4.BXN QPXB 5.O-O (not 5.NXP? Q-Q5!, but 5.N-B3 or 5.P-Q4 are playable) and with 5....P-B3 or 5....B-KN5 black will get equality.

4.... N-B3

5.O-O B-K2

Here 5....NXP 6.P-Q4 P-QN4 (6....PXP? 7.R-K1 is strong) 7.B-N3 and after 7....P-Q4 Black has a playable game in the Open Variation.

6.R-K1

The best way to protect the KP as white wants to play moves like P-QB3 and P-Q4 to obtain a pawn center.

6.... P-QN4

7.B-N3 O-O

More common is 7....P-Q3 to free the QB and protect the KP. It might continue 8.P-B3 O-O 9.P-KR3 (if 9.P-Q4 B-N5 is strong) N-QR4 and after 10.B-B2 P-QB4 11.P-Q4 Q-B2 White's game is freer but Black is solid.

8.P-B3 P-Q4

The move characterizing the Marshall Attack. Black immediately counters in the center giving up a pawn for the attack.

9.PXP NXP

10.NXP NXN

11.RXN P-QB3

To protect the knight. Tricky but less sound is 11....N-B3

12.P-Q4 B-Q3 11.R-K1 N-N5 12.P-KR3 (12.P-KN3? NXP

13.KXN Q-R5+) Q-R5 13.Q-B3 and after 13....NXP not

14.QXN B-R7+ (14....B-N6?? 15.QXP+RXQ 16.R-K8 mate!)

15.K-B1 B-N6 but 14.B-Q2 is good for white.

12.P-Q4 B-Q3

13.R-K1 Q-R5

14.P-N3

Not 14.P-KR3? BXP! with strong attack.

14....Q-R6

15.Q-B3?

Here best is 15.B-K3 developing. Then 15....B-KN5 16.Q-Q3
(16.Q-Q2? B-B6) QR-K1 with chances for the pawn.

15....B-N5

16.Q-N2 Q-R4

17.N-Q2?

Better is 17.B-K3 as B-B6? is met by 18.Q-B1 followed by

19.N-Q2.

17.....QR-K1!

18.RXR RXR

19.P-KB3 R-K8+

20.N-B1

If 20.K-B2 B-R6!

20.....B-R6

Or 20....BXP is good.

21.P-KN4 Q-R5

22.B-KN5 QXB

23.RXR BXQ

24.KXB K-B1

25.P-QB4 N-B5+

26.K-R1 Q-R5

Resigns

If 26.N-N3 Q-R6 27.R-KN1 N-K7! etc.

On June 1, 1975 there will be a rate increase for lessons,
\$5.00 an hour for adults and \$4.00 an hour for children
under 16. However if you start taking lessons now the rate
will not increase until next year. Also on June 1 my brief
analysis rate will increase to \$2.00 per game (25% savings
for students taking instructions!) Just send games with self
addressed and stamped envelope to USCF Master Robert M.
Snyder, 14282 Jessica Street, Garden Grove, Ca. 92643.
For information phone: (714) 531-3643

THE UNSEEN OPPONENT
by MONTE CRANE

For the avid chess fan with limited time on his hands, correspondence chess provides an excellent outlet. One can easily fit the games into one's schedule, and it doesn't cost an arm and a leg. In addition, one can make use of opening books during the game, and it provides an excellent means of testing a new opening idea.

The following game was played in an ICCF class III ascension tournament.

M. CRANE (USA) - J. DEIDUN Jr. (Canada) Corr. 1974

1 P-K4 N-KB3 The Alekhine Defense is a versatile and aggressive opening for Black. Most of my postal opponents answered 1...P-K4 2 P-K5 N-Q4 3 P-Q4 P-Q3 4 P-QB4 N-N3

5 PxP This is one of the most solid lines for White.

Far more popular is the sharp 5 P-B4 which leads to very complicated positions. 5...BPxP 6 N-QB3 P-N3 7 B-K2

An interesting plan is 7 P-KR4!? with the idea of a King-side advance. However, Black can reply 7...P-KR4! putting a damper on White's ambitions. 7...B-N2 8 P-KR3 In

order to prevent ...B-N5 8...0-0 9 N-B3 N-B3 10 0-0 B-B4

11 B-K3 Now the game has transposed into a well-known

variation of the Modern System. Black should play 11...

P-Q4 12 P-B5 N-B5 13 BxN

PxB 14 Q-R4 B-Q6 and 15...

Q-R4 with equality. 11...

R-B1 12 R-B1 P-K4?! It was

still not too late for ...

P-Q4 13 P-Q5 N-R4? I had

expected 13...N-K2. Now,

White ought to be able to

exploit the poor position

of the Knight. 14 P-QN3

P-QR3 15 Q-Q2 R-K1 (diagram)

This is the critical position.

White plays a line which he

thinks will win a piece (it

does not). Interesting is

16 P-KN4!? and if 16...B-Q2?

then 17 N-K4! wins the Queen

Pawn. Or 16...P-K5 17 N-KN5

and if 17...P-KR3 18 NxBP!

or 17...P-B3 18 NxRP! and in either case White's pieces

will be knocking on Black's door first. 16 BxN QxB 17

N-R4 Q-Q1 18 P-QN4 NxBP! 19 BxN P-QN4 20 B-K2 PxN 21 BxP

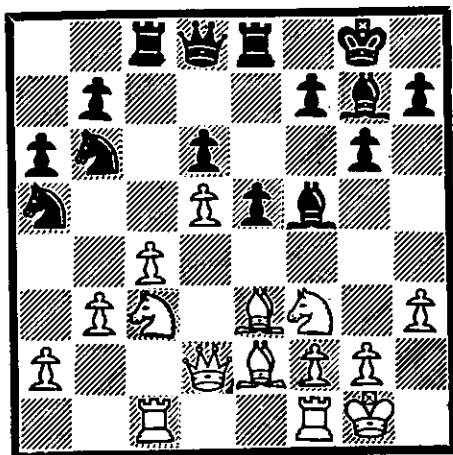
Material is even, but White has a slight advantage on the

Queen-side. 21...R-B2 22 B-N5 B-Q2 23 RxR QxR 24 R-B1

Q-N2? 24...Q-Q1 25 B-B6! BxB 25...Q-R2 26 Q-K3! 26 PxB

R-QB1?? Black later said that he thought he had sent 24...

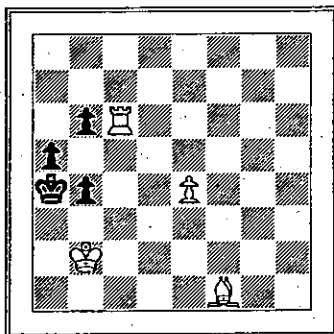
Q-N1, in any case the Pawns win. 27 PxQ Black resigns



CHESS PROBLEMS

Cook

A SIMPLE but pretty old-timer.




White mates in three moves

- 1 R—B4 P—Kt4
- 2 B—R3 P×R
- 3 B—Q7 mate

- If 1 . . . K—Kt4
- 2 R—B1ch K—R5
- 3 R—R1 mate

This is an adult chess joke, no kidding.
Be the first to break the the code and send in
the answer to win a free chess book.

LM3V 1 P9MT ZOdlBh Z P9Mt.
XFG, LMX5 Z PMRTSG RH VMLFTS



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The player who takes his chess seriously and wants to improve rapidly has recourse to books on the game. A well written treatise can greatly reduce the amount of time necessary for understanding and progress.

I offer here a selection of works, available in English, that I would recommend for the student.

For the beginner: Learn Chess: A New Way for All (2 Vols.) by Alexander and Beach (Pergammon Press) or An Invitation to Chess by Harkness and Chernev (Simon and Schuster).

Once past the beginning stage a student needs books dealing with specific aspects of the game and games from master practice to illustrate the theory.

1. On the opening:

How to Open a Chess Game by Evans, et al (RHM Press)
An excellent manual on basic opening theory by seven International Grandmasters.

Ideas Behind the Chess Openings by Ruben Fine (Tartan Books)

A good general survey of the major opening systems and their aims.

Modern Chess Opening Theory by A. Suetin (Pergammon Press)

This book is for the more advanced player.

2. On the middle game:

My System by A. Nimzovich (Tartan Books)
An old classic but still one of the very best books on the game. A must!

The Art of the Middle Game by Kotov and Keres (Penguin Books)

A superb work on selected aspects of the middle game.

The Art of Attack in Chess by V. Vukovic (Pergammon Press)

A detailed exposition of attacking technique.

Modern Chess Strategy (Dover Books), Modern Chess Tactics (McKay Books), and Attack and Defense in Modern Chess Tactics (McKay Books) by Ludek Pachman. These three volumes comprise a complete treatise on the middle game by a noted grandmaster.

3. On the end game:

Chess Endings: Essential Knowledge by Y. Averbakh
(Pergamon Press)

A short book with necessary information on end game technique and examples from practical play.

Basic Chess Endings by Ruben Fine (Tartan Books)
One of the best one volume treatises on end games but more useful as a reference work than for study.

Pawn Endings by Averbakh and Maizelis, Rook Endings by Levenfish and Smyslov, and Practical Chess Endings by Paul Keres (Chess Digest, Inc.)

These are three of the finest volumes available for advanced study.

4) Game collections:

Grandmaster of Chess: The Games of Paul Keres by P. Keres (Arco Books)

My Best Games of Chess 1908-1923 and My Best Games of Chess 1924-1937 by Alexander Alekhine (Tartan Books)

One Hundred Selected Games by M. Botvinnik (Dover Books)

My 60 Memorable Games by Robert Fischer (Simon and Schuster)

Lasker's Greatest Games of Chess by Reinfeld and Fine (Dover)

Reti's Best Games of Chess by H. Golombek (Dover Books)

From My Games 1920-1937 by Dr. M. Euwe (Dover Books)

The New York International Chess Tournament 1924 Ed. by H. Helms (Dover Books)

There are many other useful books of game collections but the ones listed above excel in the annotations to the games.

This concludes my list of books for the practical player but I offer one final word of advice. There is no substitute for practice. You must play to get the most from your study. A good way to do this is to join a chess club and play in tournaments.

GAMES OF THE MONTH

The following game is interesting in that it pits student against teacher. Young Larry Davis takes private lessons from Robert Snyder and when the Master conducted a simul at the Chess Collection Larry decided to test himself and his instructor. Robert was once again undefeated. Everyone had a great time and got thier money's worth.

WHITE-Snyder

BLACK-Davis

1.P-K4 P-K4 2.N-QB3 N-QB3 3.P-KN3 B-N5
4.B-KN2 N-KB3 5.N1-K2 P-Q3 6.0-0 B-KN5
7.P-KR3 B-KR4 8.P-KN4 B-KN3 9.N-KN3 P-KR3
10.N-KB5 0-0 11.P-Q3 K-R2 12.N-K2 KR-N1
13.N2-KN3 P-Q4 14.P-QB3 B-Q3 15.PxP N-K2
16.NxB QxN 17.N-K4 NxN 18.PxN P-QB3
19.PxP QxQ 20.RxQ NxP 21.B-K3 N-R4
22.P-QN3 P-QN3 23.P-B3 N-N2 24.B-KB1 QR-Q1
25.B-QB4 RxR 26.RxR R-Q1 27.RxR NxR 28.B-Q5 P-B3
29.K-B2 B-K1 30.K-K2 B-N4ch 31.P-QB4 B-B3
32.K-Q3 BxB 33.KPxB K-N3 34.P-N4 N-N2
35.P-B5 PxP 36.PxP K-B2 37.P-B6 N-Q3 38.BxP K-K2
39.B-B5 P-KN3 40.P-QR4 RESIGNS

The next game was played in the Garden Grove Spring Open April 21.

WHITE-Angelo Meola

BLACK-Thomas Peck

1.Nf3 Nf6 2.g3 d5 3.Bg2 c5 4.c4 d4 5.b4 e5
6.bc e5 7.Ba3 Qa5 8.0-0 Bc5 9.Bc5 Qc5
10.d3 a6 11.a4 Bd7 12.Qb3 Na5 13.Qb2 b5
14.Ne5 Ra7 15.Nd7 Rd7 16.ab Qb6 17.Qa3 Nb7
18.Bc6 Kd8 19.Bd7 Nd7 20.Qa6 Kc7 21.Qb6 Nb6
22.Nd2 Nc5 23.Ra7+ Nb7 24.Nb3 Nc6 25.Ra7 Rd8
26.Rfal Rd6 27.Rd6 Ncd6 28.Nd4 Nc5 29.Kg2 g6
30.Nc6 Nc8 31.d4 Nb2 33.Ra3 Nd2 34.Rf3 f5
35.g4 Nd2 36.Rf4 Ne4 37.gf g5 38.Re4 h5
39.f6 RESIGNS

ORANGE COUNTY'S CHESS BEST

1. Robert Snyder 2303
2. William Batchelder 2249
3. Robert Gauntt 2208
4. Gerald Schain 2099
5. Richard Glass 2068
6. Mike Carlson 2053
7. Craig Fober 2053
8. William Stewart 2044
9. Larry Snyder 2040
10. Ian Brand 2003
11. Scott Innes 1987
12. Barry Manthe 1958
13. Ben Schaeffer
14. Rudolf Citron 1933
15. Gene Olson 1922
16. Horace Keeseey 1920
17. Robert Moore 1918
18. Mark Hoyt 1914
19. Kenneth Walters 1912
20. Neil Bershad 1909
21. Ray Mendoza 1904
22. David Zechiel 1901
23. Joseph Vance 1896
24. Greg Schweger 1895
25. Michael Runyon 1888
26. Bruce Weiner 1885
27. Joseph Murray 1884
28. Vincent Mc Camberage 1858
29. Joel Friedman 1835
30. George Stearns 1834
31. Gary Cooper 1809
32. Raymond Bagley 1808
33. Herb Faeth 1801
34. Robert Potts 1800
35. Dave Brimble 1794
36. Larry Schlueter 1792
37. Robert Engler 1791
38. Boris Bylinkin 1779
39. Edward Hernandez 1718
40. Dale Price 1715
41. Charles Bell 1711
42. Viqar Ahmed 1691
43. Steve Roelke 1680
44. Paul Mangrove 1663
45. Monte Crane 1650
46. Richard Reid 1640
47. David Glicksmen 1616
48. Calvin Olson 1613
49. Mike Gilbert 1611
50. James Humphrey 1566
51. Robert Messenger 1579
52. Mike Gilbert 1539
53. Don Miele 1530
54. Mel Tooker 1527
55. Brian Edward 1521
56. Gerald Kasinski 1508
57. Richard Hiatt 1502



If your rating is above 1500 send it in. We will publish the top 100 next month

FULLERTON SMASHES LONG BEACH

by Edward Hernandez

Cal State Fullerton is beginning to develop consistent winners in diverse sport on campus. From April 28-May 2 Fullerton was enchanted by things from the past as they presented their annual Medieval Week. Aside from plays paintings and poetry, the week was also enhanced by another cultural activity. The chess club there staged an eight story chess game from the side of their humanities building. A simultaneous Exhibition was also held featuring Dr. Robert Gauntt. Dr. Gauntt a USCF Master and Math Professor played 35 high school players. With a masters touch he won 32 games lost 1 and drew 2.

To complete the festivities the chess club traveled to Long Beach and won 5 and a half-two and a half, and at home the following Friday Fullerton won 4-3. The first match showed strong play by Brian Trygstat, Dave Zechiel, Edward Hernandez, and Jim Humphery who all immediately took control of their opponents. Dale Price also won in a see-saw game. Jim Dean gave up a full point he missed three chances to nullify a blitzkrieg attack. Gary Cooper lost on time while only a few tempo moves from equality. Joe Scherzinger settled for a natural draw in twenty-five moves.

In the second round of play visiting Long Beach drew first blood when Willie Davis resigned. Seven minutes later Jim Dean evened the score. Trouble began during the next hour of play when Edward Hernandez resigned in a difficult endgame, Joe Scherzinger gave in to middlegame pressure. But the home team allowed no more losses as Dave Zechiel, and Brian Trygstat won their games. Jim Humphrey decided the match when he surprised his opponent with a picturesque combination.

The club is planning a trip to the Youth Federal Correctional Institute at Chino and summer league play. For more information contact Student activities: 870-3211

OCCA JR. HIGH CHESS LEAGUE

The Orange County Chess association's Junior High School Chess League will be having it's final tournament of the year on the 17th of May. The double elemination tournament will be held at the Retail Clerks Union Auditorium near Knotts Berry Farm. Regestration begins at 8:30 play begins at 9:00 AM

As of April 10 the standings were as follows-

- 1st Vista Del Rio
- 2nd Davis Middle
- 3rd La Palma
- 4th Ball
- 5th Calder
- 6th Peralta
- 7thCresent
- 8thMcComber
- 9th Oxford
- 10th Currie
- 11th Brookhurst



SUMMER CHESS CLASSES

From June 25-July 16 every Wednesday night at 7PM USCF MASTER Robert Snyder will conduct a class on The Games Of Bobby Fischer. He will also conduct a class on openings. This class will be Monday nights 7-9 PM June 30-July 21. The Ruy Lopez, Two Knights Defence, Sicilian, Queen's Gambit and others will be covered. Robert will discuss good opening books, and help you select your lines and prepare your own charts. Both classes are 8 full hours of instruction and are only \$20. The size of the class is limited so regester now. Classes will be offered by the Chess Collection 415 S. Main St. Orange, CA. ph. 714/997-9140

CLUBS

NEWPORT BEACH CHESS CLUB meets Wednesdays from 7-11 p.m. at Horace Ensign Middle School, 2000 Cliff Dr. (at Irvine) in Newport Beach. For information call Tom Twaiten at 644-2928.

LA HABRA CHESS CLUB meets Wednesdays 7-10 p.m. at La Habra Recreation Center at the Civic Center, Euclid and La Habra.

FOUNTAIN VALLEY CHESS CLUB meets Tuesdays 7-10 p.m. at the Fred Maiola School on Finch Ave. (just S.W. of the corner of Brookhurst and Ellis). For information, phone Alan Worrell at 963-3697.

THE GARDEN GROVE CHESS CLUB meets Mondays and Fridays 7-10 p.m. at the Cook Elementary School, 9802 Woodbury Road, Garden Grove. For information call Cal Olson at 827-7405.

WEEKEND RECREATION PLAY IN ORANGE - The Orange Chess Club has informal open play every Saturday and Sunday 11 a.m. to 4 p.m. - Also Tuesday 7-11 p.m. Hart Park ClubHouse, 701 S. Glassell in Orange.

ORANGE TOURNAMENT CHESS ASSOCIATES meets Tuesdays 7-11 p.m. at Trinity Episcopal Church, 2400 N. Canal (one block west of Orange Mall). For information call Gene Olson at 637-3742.

SAN CLEMENTE CHESS CLUB meets on Mondays 7-11 p.m. at San Clemente Community Center (Teen Center entrance on Cabrillo). For information, call Ed Tierney at 492-0822.

NEW - Chess Collection Chess Club - membership includes access to chess studio, postal chess library, and discounts. \$10 per year. Call 997-9140.

CERRITOS CHESS CLUB-call Robert Mercy Secretary (714)839-4136 for information

There lies within us all a pawn to be promoted.

From the "Fireside Book Of Chess"

Cambridge University once played a game by correspondence with an insane asylum and lost!

The first known historical document connected with chess is an inscription on a tablet in a pyramid at Gizeh, dating back to 3000 years B.C.

Steinitz and Zukertort were once present at a dinner where toast was proposed to the Chess Champion of the World. Both players stood up in response!

In ten years of tournament chess, from 1914-1924, Capablanca lost only one game.

In 1891 a match was played between

On a wager, C.F. Burille solved 62 chess problems in one hour!

One of the prizes donated for the winner of the match between Tarrasch and Mieses played in 1916, was a half pound of butter! The prize was more valuable than you might think, as butter was a rarity in wartime Germany. (Well money is a rarity in peacetime USA and Fischer just turned down \$5,000,000)

In 1850, an old passion for chess awoke in Szechenyi (founder of the MaGyar Academy) and took an insane character. It became necessary to pay a poor student to play with him for ten to twelve hours at a time. Szechenyi slowly regained his sanity, but the unfortunate student went mad.

The famous Bishop Ruy Lopez recommended as good chess tactics, placing the board so that light would shine in the opponents eyes. (A valuable addition to the theory of the Ruy Lopez)



THE CHESS COLLECTION
415 South Main Street
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