CHESS

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RECORD NUMBER SEEN IN NORTH-SOUTH PLAY

If advance registration is a criterion, there should be a record assemblage of close to 100 players on each side ready to do battle this morning in the annual North-South match at the Hotel Californian in Fresno.

The captains of both teams, Charles Henderson of the South and Guthrie McClain of the North, have spared no effort to build up their line-ups for this match, the outstanding event in California chess.

The South, which won by a close margin last year, will be out to repeat the victory. The North, far ahead in the series, will attempt to resume their previous domination. The result will depend in large part on a number of new players, making this match more difficult to predict than ever before.

The main problem for the captains, after all the players are registered, is to arrange their teammates in order of strength. Consideration must be given to the current rating list, recent match and tournament play and opinions of other players in judging those with little or no tournament experience.

The Fresno players will be assigned to the team with the lesser number, to allow for as many games as possible. This helps to equalize the teams, and is one more factor to almost assure a close and exciting match.

EXPERT TOURNEY STARTS

One section of the Expert Candidates Tournament will start play promptly at 7:30 p.m. Wednesday at the City Terrace Chess Club, 3875 City Terrace Drive. Last-minute entries may still be made before playing time.

The second section of the tournament, which is sponsored by the Southern California Chess League, will get under way Monday, June 10, at 7:30 p.m. at the Santa Monica Chess Club, Lincoln Park, 7th and Wilshire. Late entries will also be accommodated in this section.

The tournament is open to all Southern California players who were not listed on a Class A team roster, or were not considered strong enough for such listing. The intention is to limit the playing strength to those below 2000 points on the U.S. Chess Federation rating list.

June 2, 1957
TIMES PROBLEM 2863
By H. Ahues
BLACK 8
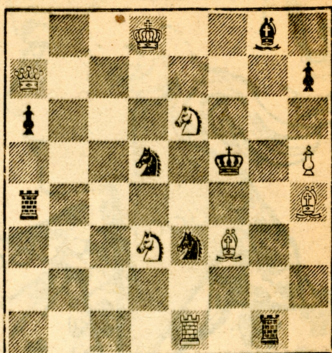
WHITE 8
White mates in two.

TIMES PROBLEM 2864
By H. P. LeGrand
BLACK 5
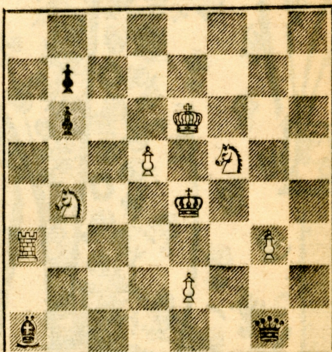
WHITE 7
White mates in three.

Today's problems were the first prize winners in their sections in the 1956 composing tournament of Schach-Echo, the fine chess magazine published in West Germany.

The two-mover has some good tries, and several changed mates after the key. In 2864 the critical square is Q4. The Queen and Bishop interfere with each other, allowing neat pin mates.

SOLUTION TO PROBLEM 2859: N-K2
SOLUTION TO PROBLEM 2860: R-QB5
If NxP, 2 Q-R8; if BxR, 2 Q-R7; if BxP, 2 Q-R6; if R-K6, 2 Q-R5; if QxP, 2 Q-R3; if N-R3, 2 QxN; if RxNP, 2 QxR.

SOLVERS' LIST

Five points—G. Francis, W. H. Griffith, A. C. Hart, W. W. Irwin, W. A. Kiefer, J. Langton Jr., A. Madrigal, W. S. Moore, E. E. Penter, L. Simon, K. J. Taylor, L. A. Victor. Four points—R. G. Carroll. Three points—J. C. Beaver, S. W. Nay. Two points—G. Dinsmoor, L. Harris, Dr. J. A. Healy, K. G. Howell, S. H. Katz, O. H. Ketchum, N. Lesser, H. L. Lewis, T. Q. Loh, C. B. Oustad, D. S. Robbins, L. L. Wilkinson, A. E. Wood, J. P. Walsh. One point—C. R. Earl, T. Sherdeman.

ahead, except in certain particularly vital situations.

Needless to say, the machine did not succeed in playing a

PASADENA LEADS CLASS B

The Pasadena Chess Club, victorious in matches against the Long Beach and Santa Monica 1 teams, is leading in the final round robin of the Class B team championship of the Southern California Chess League.

In the first round Pasadena won 4-2 from Long Beach while the two Santa Monica teams split 3-3. In Round 2 the same score of 4-2 was registered by Pasadena against Santa Monica 1 and by Long Beach against Santa Monica 2.

The final-round schedule is Santa Monica 2 at Pasadena, and Santa Monica 1 at Long Beach.

SHOLOMSON OF FAIRFAX WINS HIGH SCHOOL TITLE

Steven Sholomson, representing Fairfax High School, won four straight games to capture the Los Angeles City High School Championship in the finals completed last Saturday.

Mike Samson, also of Fairfax, took second with a 3-1 score in the four-round Swiss System event. Dennis Ikenberry of Verdugo Hills High and Ken Cantrell of Polytechnic High tied at 2½-1½. Ikenberry was placed third with a superior result in the tie-breaking system.

The other finalists were Benjamin Loveless, North Hollywood High, 1½; Mike Hense, Dorsey High, 1½ and Richard Villanueva, San Fernando High, 1. Bruce Margolin and Dennis Busch, both from Fairfax High, were unable to compete after qualifying for the finals. The tournament director was Tom Heimberg of SC.

BEVERLY HILLS TOURNEY

The Beverly Hills Chess Club, which meets at Robertson Playground, Airdrome St. and Robertson Blvd., will stage a tournament this Thursday evening for players who have never before been in tournament competition.

There will be a prize for the winner and also a door prize. All games will be adjudicated after 45 minutes of play. The entrance fee is 50 cents. Coffee and doughnuts will be served. Players are requested to bring their own sets.

Part One
ELECTRONS PLAY CHESS

For some years scientists have experimented with the possibility of playing chess on electronic computing machines. In the past, these attempts have been to find the solutions to simple problems, or to perform checkmate with King and Rook against King.

With the advent of machines of fantastic operating speeds and enormous "memory" banks there is a growing interest in abstract problems of all sorts, including the exploration of chess.

An article on this subject was published in the January, 1957, issue of Chess Review by Stan Ulam and P. Stein of the Los Alamos Scientific Laboratory, Los Alamos, N.M. Following are some excerpts from this article.

A group of scientists at Los Alamos, including amateur chess players, decided to construct a method (technically known as a code) which would enable an electronic computing machine to play chess, utilizing two main criteria to determine its moves — material advantage and mobility.

Such codes have been constructed in the past. The late Prof. A. Turing in England developed a code which is fully reported in the book "Faster Than Thought" edited by Booden. Turing allowed his electronic player to see only one move very good game under this restriction. It was necessary in Turing's case in order that the time required per move should not be too long. To readers unfamiliar with computers, this statement may seem surprising; hence a few remarks on the general problem of coding chess for machine play may be in order.

Let it be said once and for all that computing machines do not "think" (the term "giant brains" notwithstanding!). They add, subtract, divide and multiply, and they also can make elementary decisions: e.g., whether a given number is larger, smaller or equal to a second given number. All more complicated operations must be compounded from these simple ones.

In a game like chess, the computer must proceed by trying all possibilities which are allowed by the rules, and then picking the best move in accordance with instructions previously coded. If the machine were to analyze a sequence four moves long (two moves by each side) the number of possible sequences, or chains, would be 160,000 if you assume 20 legal moves at each stage, which is quite reasonable.

If we wish to consider three moves by each player, with the number of legal moves remaining 20 at each stage, then some 64,000,000 chains would occur! In human play all but a very few of these chains are rejected almost instantaneously, and the remaining continuations are given careful scrutiny. How the human brain does this is certainly a great mystery, and we cannot yet incorporate such features into a machine code.

That the machine can achieve any worthwhile result by its naive method of trial and error is due to the great speed with which it performs its elementary operations. The computers of two or three years hence will be able to perform nearly a million of these elementary operations a second. Even at that rate it would take well over two hours to make a single move in the above example. The present-day machines are 50 to 100 times slower.

(To be continued)

MAR DEL PLATA, 1957
KING'S INDIAN DEFENSE

Najdorf White	Panno Black	Najdorf White	Panno Black
1-P-Q4	N-KB3	34-B-Q6ch	K-N2
2-P-QB4	P-KN3	35-R-K2	P-B6
3-N-QB3	B-N2	36-BxN	NxB
4-P-K4	P-Q3	37-R-K8	P-B7
5-N-B3	O-O	38-N-N3	B-Q2
6-B-N5	P-B4	39-RxN	B-R5
7-P-Q5	P-K3	40-NxB	P-B8(Q)
8-N-Q2	P-KR3	41-N-K4	Q-B7ch
9-B-R4	P-R3	42-K-R3	B-B3
10-P-QR4	QN-Q2	43-N-N3	Q-B6
11-B-K2	R-K	44-BxB	QxB
12-P-B4	Q-N3	45-N-R5ch	K-R2
13-R-R3	P-K4	46-R-KB8	Q-KB6ch
14-P-B5	PxP	47-K-R4	Q-B7ch
15-PxP	P-K5	48-K-R3	Q-K6ch
16-P-R5	Q-B2	49-K-N2	Q-K6ch
17-Q-B2	P-K6	50-R-K8	Q-Q3
18-KN-K4	NxN	51-P-R4	P-R4
19-NxN	BxP	52-K-R3	Q-Q6ch
20-RxP	QxPch	53-K-N2	Q-B7ch
21-R-N3ch	K-B	54-K-N3	Q-B6ch
22-NxQP	Q-R8ch	55-K-B4	Q-Q5ch
23-B-Q	R-K6	56-K-N3	Q-Q3ch
24-RxR	BxR	57-K-R3	Q-Q6ch
25-RxR	BxR	58-R-K6	R-R5
26-P-N4	Q-K4	59-K-N2	Q-Q6ch
27-N-K4	P-N4	60-K-R	K-N
28-K-N2	PxP	61-R-Q7	Q-B7ch
29-R-K	R-N	62-K-B3	Q-B6ch
30-B-N3	B-B5	63-K-B2	P-R6
31-NxP	QxPch	64-P-N5	RPxP
32-B-B3	Q-Q7ch		Resigns.
33-QxQ	BxQ		

ALEKHINE MEMORIAL, 1956
NIMZOVICH DEFENSE

Bronstein White	Golombek Black	Bronstein White	Golombek Black
1-P-Q4	N-KB3	19-B-R4	N-Q
2-P-QB4	P-K3	20-N-Q5	BxN
3-N-QB3	B-N5	21-BPxB	P-B3
4-N-B3	P-QN3	22-Q-N3	K-R
5-P-K3	B-N2	23-QR-K	P-KR3
6-B-Q3	N-K5	24-Q-R3	P-KN4
7-O-O	BxN	25-B-N3	N-Q2
8-PxB	O-O	26-PxBP	NxP
9-N-K	P-KB4	27-B-R7	RxRch
10-P-B3	N-KB3	28-RxR	N(3)-N
11-P-QR4	N-B3	29-B-QB4	R-KB
12-P-K4	PxP	30-RxRch	QxR
13-PxP	Q-K2	31-P-K5	NxP
14-B-N5	Q-K2	32-PxP	NxKP
15-N-B2	Q-K2	33-P-Q7	N-B4
16-B-R4	QR-K	34-B-K5ch	K-R2
17-B-N3	N-K2	35-B-Q3ch	Resigns
18-N-K3	P-Q3		