

THE ORANGE KNIGHT

60¢

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1982**



ORANGE COUNTY CHESS ASSOCIATION

A Non-Profit Organization

↑ CALENDAR OF EVENTS 1982-83 ↑

NOV.20-SAT: MILEY STASER FALL SCHOLASTIC

Grades 1-9, Registration 9:00-10:00 AM, Play from 10:00-3:00 PM, O.C.C.A. membership is required(\$2.50). Lower grades will finish earlier. For further information call (714) 998-5508.

JAN.22-SAT: PIATIGORSKY ELEMENTARY CHAMPIONSHIP

Grades 1-6, Registration 9:00-10:00 AM, Play from 10:00-3:00 PM, O.C.C.A. membership is required. This is also a team event. Teams are composed of four or more players.

JAN.29-SAT: KASHDAN JUNIOR HIGH SCHOLASTIC

Grades 7-9, Registration 9:00-10:00 AM, Play form 10:00-3:00 PM, O.C.C.A. membership is required. This is also a team event. Teams are composed of four or more players.

FEB.12-SAT: BERNARD MORRISON SPRING SCHOLASTIC

Grades 1-9, 1st & 2nd place qualify to play in the Orange County Scholastic Championship (also known as the Peterson Invitational) Registration 9:00-10:00 AM.

FEB.26-SAT: PETERSON INVITATIONAL-ORANGE COUNTY SCHOLASTIC CHAMPIONSHIP

Grades 1-9, by invitation only. The 1st & 2nd place qualifiers from the Morrison tournament and the previous year champions are eligible to play.

NOTE: Trophies are awarded in the above tournaments.

LOCATION: Barbara Sterling School
7791 Cerritos Ave.
Stanton, Ca. 90680

TOURNAMENT NOTICE:

↑ AMERICAN SCHOLASTIC CHAMPIONSHIPS ↑

This is an 8 round Swiss system type of tournament. It will be in two sections: K-6 and 7-12.

The tournament will be held at the Quality Inn Hotel on Harbor Blvd. in Anaheim from May 21-23, 1982.

USCF membership (\$3.00) and SCCF membership (\$1.00) are required. You may join at site.

Entry fee for K-6 section is \$12.00 if received by 5/19/82 or \$15.00 at site.

Registration will end at 10:00 AM on 5/22/82. Rounds will be SAT at 11:00, 1:30, 4:00, and 6:30 and SUN at 9:00, 11:30, 2:00, and 4:30. Time control will be 40 moves in 60 minutes and 30 moves per half hour thereafter.

Entry fee for 7-12 section is \$18.50 if received by 5/19/82 or \$23.00 at site. Registration ends at 12:00 noon on 5/21/82. Rounds will be FRI at 2:00 and 7:30, SAT at 9:30, 2:30, & 8:00, and SUN at 9:30, 2:30, & 8:00. Time control will be 40 moves in 80 minutes and 30 moves per Hour thereafter.

There will be team and individual prizes. Prizes will consist of trophies and cash.

Sponsors are Ed Tierney and Mike Falkenstein. Directors are Ed Tierney and Staff.

Tie Break Systems: Truncation-Median-Sonneborn Berger.

Mail entry to: Western Pacific Chess
12660 Buaro St., Suite A
Garden Grove, Ca. 92640

† POTPOURRI †

by Monte Crane

As the title suggests this regular feature will contain a little bit of everything. Any topic connected with chess and chessplayers can be expected to find its way into this column.

This issue's topic is the Swiss System for running chess tournaments. Most of you have probably played in chess tournaments run by your school or the Orange County Chess Association. These tournaments are usually run as Round Robin tournaments. In a Round Robin each player will play every other player in the tournament (or group within the tournament). This is fine for small tournaments or for tournaments that can be easily broken up into small groups. However, for large groups of players the use of the Round Robin system is difficult.

The solution to the problem of handling large numbers of players is the Swiss System. This system was first used in a tournament in 1895 in Zurich, Switzerland. It was introduced into the United States in the 1940's and has become the most popular form of tournament system used today.

The popularity of the Swiss System comes from its ability to accomodate large numbers of players and produce a single winner in a small number of rounds. In a single Swiss System tournament as many as seven hundred players may compete over one weekend.

The idea behind the Swiss System is very simple. In any given round of the tournament, players with the same score are paired together. For example, in the first round of a tournament any player may be paired with any other player since they all

have a score of zero. In the second round the players with one point are paired together, the players with one-half point are paired together, and the players with zero points are paired together. In each round after that the number of point groups increases and the number of players in each group grows smaller. Eventually, by the time the tournament is over, a winner or group of winners remains at the top of the tournament.

Of course, with very large numbers of players it is not possible to end up with a single winner. A four round tournament with five hundred players could end up with several players tied with perfect scores. In some tournaments this is avoided by splitting the players up into smaller groups. Each group then plays a Swiss System tournament within that group. The larger the number of participants the greater the number of groups that are created. In many weekend tournaments the players are split up into several groups based upon their United States Chess Federation ratings. There, the players within each rating class compete among themselves for prizes.

When the Swiss System was first developed there were some problems with it. One of the most noticeable was the element of luck that existed in the pairing system. If the pairings are made by pure chance the strongest players could be paired in the early rounds and one of the likely winners would be effectively eliminated. In U.S. tournaments this problem is reduced through the use of the rating system. The players are ranked according to their United States Chess Federation ratings at the beginning of the tournament. In each round of the

tournament the point groups are broken down into the upper half and lower half by strength. Then the top half is paired against the lower half. Adjustments are made to prevent players from being paired with other players they have already played. As a result, at the end of the tournament it is usually the strongest players that end up at the top of the tournament.

This has been a very simplified look at the Swiss System. If you are interested in more information or would like to play in a Swiss System tournament contact your local chess club. Most of them conduct regular tournaments under the Swiss System.

↑ LOCAL CHESS CLUBS ↑

Anaheim Chess Club
 Brookhurst Community Center
 2271 W. Crescent
 Anaheim, CA
 Meets - Fri. 6-11pm; Wed. 6-10pm.
 Information - (714) 530-7710 Doug Newman

La Palma Chess Club
 Center Park
 Walker St. (just So. of La Palma Ave.)
 Fri. after 6pm.
 Info - (213) 630-1740 Tony Hopson

La Habra Chess Club
 Senior Citizens Center
 Euclid and La Habra Blvd.
 La Habra, CA
 Fri. evenings
 Info - (213) 691-2393 Gerald Schain

Hart Park Chess Club
 Hart Park Club House
 One block North of 22 Fry. on Glassell Ave.
 Orange, CA
 Sat. & Sun. 11am to early evening.

Irvine Chess Club
 UCI Campus
 Monday evenings
 Info - (714) 827-1589 Jim Todhunter

Bixby Park Chess Club
 Bixby Park
 Cherry & Broadway
 Long Beach, CA
 Every day during daylight hours.

Labate's Chess Center
 10222 Lakewood Blvd.
 Downey, CA
 Open Every day
 Info - (213) 861-3371

↑ CHESS ACTIVITIES ↑

Group Chess Classes
 Every Wednesday, 7:30-9:30pm at
 Labate's Chess Center, 10222 Lakewood Blvd.,
 Downey, CA Info - (213) 861-3371
 Cost is \$5.00 per session or \$16.00 - 4 sessions.

Chess Seminar - Brilliant Chess Masterpieces
 Sat. - April 17, 1982 at Orange Coast College
 Bus.Ed. Room 103, 10:00am-2:00pm.
 Fee - \$8.00
 Information - (714) 556-5880

↑ NEWS ITEM ↑

CHESS ON TV

The new series, CHESS WITH ROBERT SNYDER, will be shown to HBO viewers by Cablevision of Orange. This is the first regular TV series being produced in this country that deals with Chess. Each program will contain segments on instructive analysis, problems, questions and answers, and local news.

† The Manhattan Chess Club †

By - Robert M. Snyder, National Master

The Manhattan Chess Club is one of the oldest established chess clubs in the United States. It is just one of the many large clubs to be found in New York City, the Nation's chess center.

The club is located on the third floor of a 12 story building at 155 East 55th Street. When you first enter the club you are greeted by the club director who is a paid employee. He will take your name, address and either have you join the club and pay dues or charge you a couple dollars. He will also help you find an opponent close to your ability and provide you with complete details on club activities.

There are several rooms. The club director has his own office with a main playing room and a smaller room for use by the higher rated players.

The walls of the club are lined with photos, drawings and score sheets of famous members such as Steinitz, Morphy, Capablanca and Fischer. A library consisting of thousands of chess books is available for reading by the membership. It isn't uncommon for youngsters to take the subway after school to the club and then study out of the books and magazines for hours. The chess tables always have the pieces on them but in most cases you must set them up yourself.

Masters and Grandmasters are commonplace at the club. Dues are lower for Masters or children. Dues for an older teenager who is a non-master may run \$27.50 for six months. Not bad considering what you are getting.

The club runs rated and blitz tournaments

on a regular basis. Every Friday night they have a 7-minute blitz tournament. Players are divided into round robin sections according to their ability. The top section will consist of players usually rated as expert on up.

Between games players can go to the lounge area and kick back on a couch or get a coke from the coke machine. After the games some of the players (in many cases masters like Benjamin and Wilder) walk around the corner for a slice of delicious New York Style Pizza.

Most of the non-tournament games at the club aren't played for money. However, at The Gameroom and New York Chess and Checker Club gambling is the main reason chess players go there. These places charge about \$1.50 an hour per person to play (a total of \$3.00 an hour for each game)!

PRIVATE LESSONS

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† ENGLUND'S GAMBIT †

by Robert H. Davis

This unusual gambit, characterized by the moves 1.P-Q4, P-K4 ?!, is seldom seen in over the board play and rarely, if ever, mentioned in opening books. It is named after the chess master Fritz Englund (1871-1933) who was active around the turn of the century. The champion of this opening, however, is a Swiss master named Henry Grob who has been using the opening in tournament play for years.

Black's idea in this opening is to give up the pawn for the initiative and attacking chances. After 2.PxP Black plays 2....,N-QB3 developing a piece and threatening to gain back the material he has lost. White can now either try to keep the pawn with 3.P-KB4, P-KB3; 4.PxP, NxP; 5.N-QB3, B-QB4 or 3.N-KB3, Q-K2; 4.B-B4, Q-N5ch; 5.B-Q2, QxNP; 6.N-QB3, B-B4 or White can give up the pawn with 3.P-K4, NxP; 4.N-KB3, Q-B3.

The drawback for Black in this opening is that if White plays correctly Black is struggling to get an equal position and win back his pawn. Because of this the opening is very dubious and most likely unsound.

The player who likes combinations, and likes to force a type of position on the board which is open and confusing where he can rely on his ability to find a win, will certainly enjoy Englund's Gambit.

I once played Grandmaster Larry Evans (then U.S. Champion) in a simultaneous exhibition and used Englund's Gambit. He had been making his moves on all the boards without stopping to pause until he reached my board, he then stared at the position for about a minute and a half before taking the pawn.

The Match for the Chess Championship of the World got underway Oct. 1, 1981 in Merrano, Italy. Current World Champion Anatoly Karpov of the Soviet Union had been challenged by Swiss Grandmaster Viktor Korchnoi. These two contestants had met before; in fact twice for the World Chess Championship.

In 1974, they met in Moscow. At the time it was the Candidate's finals, of which the winner would emerge to play Robert J. Fischer, the American Grandmaster who had wrested the title from Soviet Boris Spassky in 1972. After eighteen games, the score was Karpov 3, Korchnoi 0; with the other fifteen games drawn. Then Korchnoi struck with his first win of the match, a 79 move endgame masterpiece. At that point, some annotators were describing the win a 'flash in the pan'. In essence, a little lucky. Game 20 was a 51 move draw, and then another Korchnoi win, a 19 move debacle for Karpov, a game in which Karpov should have resigned on move 13. But then three more draws and Karpov had won the right to play Bobby Fischer for the World Chess Championship to be held in 1975. As an afterfact, the match never took place and Karpov had become the World Champion by default.

Below are the decisive games of the 1974 Karpov-Korchnoi Match held in Moscow.

GAME 2: White - Karpov / Black - Korchnoi

1 e4 c5 2 Nf3 d6 3 d4 cxd 4 Nxd4 Nf6 5 Nc3 g6 (The Dragon Variation of the Sicilian Defence. This is a very difficult line for the inexperienced player to play; hence we don't recommend it.) 6 Be3 Bg7 7 f3 Nc6 8 Qd2 O-O 9 Bc4 Bd7 10 h4 .. Rc8 11 Bb3 Ne5 12 O-O-O Nc4 13 Bxc4 Rxc4 14 h5 Nxf5 15 g4 Nf6 16 N4e2 Qa5 17 Bh6 Bxh6 18 Qxh6 Rfc8 19 Rd3 R4c5 20 g5! Rxc5 21 Rd5 Rxd5 22 Nxd5 Re8 23 Nef4 Ec6 24 e5 Bxd5 25 exf6 cxf6 26 Qxh7- Kf8 27 Qh8+ and Korchnoi resigned 1:0 After 27 ...Ke7 28 Nxd5+ Qxd5 29 Re1+ and black loses his rook.

GAME 6: White - Karpov / Black - Korchnoi

1 e4 e5 2 Nf3 Nf6 (This is known as the Petroff's Defence) 3 Nxe5 d6 (A well known trap is 3.. Nxe4 4 Qc2 Nf6 5 Nc6+ winning the queen. I wish though I had a dollar for every time I've pulled this one some unsuspecting soul, making me wonder, "Hmmm, maybe it's not so well known.") 4 Nf3 Nxe4 5 d4 d5 6 Bd3 Be7 7 O-O Nc6 8 Re1 Bg4 9 c3 (Standard is 9 c4)

.. f5 10 Qb3 0-0 11 Nc2 (11 Bxc4 fxc 12 Rxc4 supposedly winning a pawn loses a rook to 12.. Na5) 12 h3! Bh7
 13 Qxb7 Rf6 14 Qb3 Rg6 15 Be2 16 Rf1 Bxf3 17 Nxf3
 .. Bxf2+ 18 Rxf2 Nxf2 19 Kxf2 Q d6 20 Ng5! Rf8 21 Qa3 Qd8
 22 Bf4 h6 23 Nf3 Re3 24 Bd3 Re4 25 g3 Rf6 26 Qc5 g5 27 Nxc5
 .. hxg 28 Bxc5 Re6 29 Rael Qg8 30 h4 Rg6 31 Rxe6 and Korchnoi
 Korchnoi lost on time 1:0 (It doesn't matter though as Black is lost in any continuation, the strongest being 31.. Rxe6 32 Bb5 Nd8 33 xc7 and white has material and positional advantages.)

GAME 17: White - Korchnoi / Black - Karpov

1 d4 Nf6 2 c4 e6 3 g3 d5 4 Bg2 dxc 5 Nf3 c5 6 0-0 Nc6 (Here Black can play 6... cxd 7 Qxd4 Qxd4 8 Nxd4; and would have a slightly inferior position due to White being able to play Nd2 and regain the pawn plus pressure on Black's queenside. A case in point is that Black will have trouble developing his Queenside, especially is Bishop due to the attack on b7 from White's Fianchettoed Bishop on g2) 7 Qa4 Bd7 (Here Black can once again choose an inferior plan with 7... cxd 8 Nxd4 .. Qxd4 9 Bxc6+ Bd7 10 Rd1 Bxc6 11 xc6+ bxc 12 Rxd4 leaving himself with an isolated c pawn and thus an uphill struggle just to fight for a draw.) 8 Qxc4 cxd 9 Nxd4 Rc8 10 Nc3 Qa5 11 Rd1 Be7 12 Nb3 c7 13 Nb5 Qb8 14 Nc6 a6 15 Nxd7 Nxd7 16 Nc3 Ne5 17 a4 0-0 18 Bf4 Qa7 19 Bxe5 Nxe5 20 e4 Nc6 21 Rd7 (And here, I must assess the position as very strong for White, perhaps even winning. Korchnoi's plan of giving up the bishop pair, i.e., having only one bishop for the sake of establishing a rook on the seventh rank is a beautiful concept, begun on move 17. The course of the next few moves will show the strength of this plan.) .. Bf6 22 Rad1 Qb6 23 Qc2 Na5 24 Rd3 h6 25 a3 Rx7 26 b4?? (and now all the work to build up this beautiful position seems to be in vain. Several Grandmasters showed why this move was one move too soon. Better was 26 R3d6! c5 27 1! and Black has problems. For example: 27... xc3 28 Rxc7 or 27... Nc4 28 bxa Bxc3 29 Bxb7 also leading to a definite advantage.) 26..Rxd7 27 Rxd7 Rc8 28 Rd3 Nc4 29 Ne4 Qc7 30 Nc5?? (A horrible blunder. Korchnoi had completely overlooked Karpov's reply).. Ne5 31 Rd2 (When it rains, it pours. One blunder leads to another. Better was 31 Rc3 b6 32 Bb7 when Re8; 33 Ne4 Nf3+ 34 exf Bxc3 35 Qxc3 Qxb7 36 Nd6 should draw; but 32 .. Rd8! 33 Nxe6 Nf3+ 34 Bxf3 Qxc3 35 Qxc3 .. Rd1+ 36 Kg2 Bxc3 37 Nc7 a5 38 Nd5 Bxb4 39 axb a4 and Black should still win. Nevertheless, this still offers White better practical chances than the move played. Now the rest is just a matter of technique.)

31...b6 32 f4 bxc 33 fxe Qxe5 34 Bb7 Rc7 35 Qxe4 Qal+ 36 Kg2
 .. Qxa3 37 bxc Rxc5 38 Rd3 Qa5 39 Qf3 Qb6 40 Rd7 Rf5 41 Qg4
 .. Qf2+ 42 Kb3 g6 43 Resigns 0:1 (and the threat of 43...Rh5
 would force a Queen for Rook exchange, clearly making a hor-
 rible position materially deficient.)

GAME 19: White - Korchnoi / Black - Karpov

1 d4 Nf6 2 Bg5 (Truly an irregular move, except at the
 Grandmaster level. This is known as Trompovsky's Attack.
 It is not a very often played move, and so it is very little
 analysed. In top level chess, standard opening principles
 such as 'knights before bishops, one or two pawn moves in
 the openings only, etc., are broken with long range stra-
 tegical motifs. This works for the professional chess
 player because of all the time he has to consider the conse-
 quences of such moves, and also because of all the years he
 has put into the study of chess; in essence, he is far more
 experienced and knows what works and what doesn't. The
 aspiring chess player would do well to stay with established
 principals.) ..e6 3 e4 h6 4 Bxf6 Qxf6 5 Nf3 d6 6 Nc3 g6 7 Qd2
 .. Qe7 8 0-0-0 a6 9 h4 Bg7 10 g3 b5 11 Bh3 b4 (As Reuben
 Fine has stated in his "Ideas Behind the Chess Openings",
 one or two pawn moves in the opening, not more. Perhaps
 Karpov hasn't studied Fine's books.) 12 Nd5! (Nice move,
 but not really qualifying as a sacrifice because of the un-
 protected bishop on c8 ready to be picked off from the
 bishop on h3.) 12.. exd 13 Bxc8 0-0 14 Bb7 Ra7 15 Bxd5 c6
 16 Bb3 Qxe4 (And now we can stop and look at the position
 and see that material is even. Several grandmasters were
 already predicting a draw at this point. White's only
 advantages in the control of -e- file and more active
 bishop. Hardly enough to win, or so we think.) 17 Qd3 Qxd3
 18-Rxd3 Nd7 19 Ke1 Nb6 20 a4 bxa 21 bxa a5 22 Rdc3 Bf6 (to
 prevent the rook from penetrating to the seventh rank.)
 23 a4! c5 24 dxc dxc 25 Nd2 Kg7 26 Rf3 Rc7 27 Nxc4 28 Bxc4
 .. Rd8 29 c3 Rd7 30 Kc2 Rd2+ 31 Kb3 Rd1 32 Rxd1 Rxd1 33 Bb5
 .. Rd5 34 Re3 Re5 35 Rd3 Re2 36 Rf3 Re5 37Kk4 Rf5 38 Rd3
 .. Rxf2 39 Kxc5 Be5 40 Kb5 Rg2 (and here the position was
 adjourned. The game was to be continued the next day. In
 top level chess, this is one of the faults. The Soviets are
 extremely notorious for wiring back and forth to Moscow
 to help their players. A legal way of cheating you might
 say, and definitely unethical.) 41 c4 Rxf3 42 Rd7 (If white
 exchanges rooks, his position would surely be in dire
 straits. With the rooks on the board, Karpov will be hard

pressed to find a draw.) .. g5 43 hxe hxe 44 c5 Rc3 45 c6
 .. g4 h6 c7 g3 h7 Bc6 Bxc7+ 48 Rxc7 Kh6 49 Rc8 (If 49 Rxf7
 .. Rxc6+ 50 Kxc6 g2 and White can not stop the pawn promo-
 tion.) .. f5 50 Rf8 Rxc6+ 51 Kxc6 Kg5 52 Rg8 Kf3 53 Kb5 Kg2
 54 Kxa5 f5 55 Kb4 Kg2 56 a5 f3 57 a6 f2 58 a7 f1 (Q) 59
 59 a8 (?) + Qf3 60 Qa2+ (Obviously not 60 Qxf3+ when White
 would have to give up his rook to stop the pawn promotion to
 queen.) .. Qf2 61 Qd5+ Qf3 62 Qd2+ Qf2 63 Kc3 Kgl 64 Qd1+
 .. Kg2 65 Qd3 Qc5+ 66 Kb3 Qb6+ 67 Kc2 Qc6+ 68 Kd2 Qh6+
 69 Qe3 Qh4 70 Rb8 Qf6 71 Rb6 Qf5 72 Rb2 Kh2 73 Qh6 Kgl 74
 74 Qb1+ Kh2 75 Qb8 Kh3 76 Qh8+ Kg4 77 Rb4+ Kf3 78 Qh1+ Kf2
 79 Rb2 and Black resigns (1:0)

GAME 21: White - Korchnoi / Black - Karpov

1 d4 Nf6 2 Nf3 e6 3 g3 b6 4 Bg2 Bb7 5 c4 Be7 6 Nc3 0-0 (In
 games 5, 11 & 13 of this match, Korchnoi had reached this
 position and played 7 d3. But obviously he didn't like
 the positions he kept getting from that move. So in this
 game he played his favourite...) 7 Qc2 c5 8 d5 exd 9 Ng5
 .. Nc6 10 Nxd5 g6 11 d2 (This move really looks mysterious.
 But when we realize that g6 has weakened the three dark
 squares h6, g7 and f6, we see the idea of switching the
 Queen to a dark square diagonal to advantage.) .. Nxd5
 12 Bxd5 Rb3 13 Nxb7!!! (The move heard around the world??
 No, not quite but still a double exclamation move.) .. Re8
 (Black is hopelessly lost in all variations: i.e., 13..Kxb7
 14 Qh6+ Kg8 15 Qxg6+; note that the f7 pawn is pinned by
 the bishop on d5. .. Kh8 16 Qh6+ Kg8 17 Be4 f5 18 Bd5+ Kf7
 19 g6+ Kh8 20 Bxf7 Bf8 21 Bg5 followed by 22 Bf6 mates
 or wins the queen) 14 Qh6 Ne5 15 Ng5 Bxg5 Bxg6 16 Bxg5
 .. Qxg5 (this is equal to resigning. If 16 .. Qc7, then
 Bf6 and Qh8 mates) 17 Qxg5 Bxd5 18 0-0 Bxc4 19 f4 and
 Karpov finally resigned.

THE ORANGE KNIGHT

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