

A DAY AT SAN QUENTIN----- SFRACL TRIUMPHS 9½-1½!!!

San Quentin, Calif., March 31. With Jim Reynolds having a power-packed team, the San Francisco Bay Area Chess League triumphed over San Quentin Chess Club 9½-3½. The team comprised of players from the various divisions of BACL with the upper divisions predominating. Reynolds apologized to the San Quentin Club saying, "I meant to have more weaker players along but they were so weak they couldn't get up this early!" It was considered a joke as Jim put Henry Gross on board 1 over the California State champion, Gil Ramirez. But, you see, Henry is modest enough always putting Gil on board 1 whenever his Golden Gate Chess Club is in a match. In the old days there were many times when Mr. Gross graced board 1 and Jim merely thought it would be nice for a change to see him there once again. It made little difference as both scored victories. Both Gil Ramirez and Henry Gross later entertained the Quentinites with a random simultaneous exhibition.

The San Quentin Chess Club as always proved to be good hosts. Their president Frazier handled things very efficiently along with tournament director Loney. Ex-president Nolte called the mood of the day after Reynolds apologized for the strong team by quipping, "Now, don't cry when we beat you!" ---But, well, here is how the scoring went:

SFRACL (9½)		SAN QUENTIN (3½)	
H. Gross.....	1	Loney.....	0
G. Ramirez.....	1	Albritton.....	0
H. Bullwinkle....	1	Sensell.....	0
D. Nieder.....	1	Frazier.....	0
J. Cook.....	½	Flohr.....	½
N. Renaud.....	½	Nolte.....	½
L. Allen.....	1	Hall.....	0
J. Reynolds.....	1	Votel.....	0
N. Nielsen.....	0	Ward.....	1
T. Gee.....	0	Bobeda.....	1
I. Vegvary.....	½	Boren.....	½
J. Ramirez.....	1	Sweeney.....	0
L. Tullis.....	1	Kibbey.....	0
Totals	9½		3½

Some 2nd rounds were played but did not count as all players did not complete 2nd rounds.

NOEL RENAUD FINALLY TOPPIED FROM RUNG NO. 1 AFTER HOLDING IT OVER A YEAR!!!

Noel Renaud was finally toppled off the top rung of the club's ladder after successfully defending this position (with the Black pieces!) for 55 weeks which is 3 weeks over a year's time. Leighton Allen did it resuming an adjourned game on April 4th. Evidently Noel Renaud has established a record that will stand up for a long time in the club--, Allen lost it back the very next week to Dave Gibson!

The following are the ladder standings of the club along with the club ratings, which includes all games played up to and including April 13th.
Ladder Standings & Ratings

Ring	Player	Class	Rating
1.	Dave Gibson.....	A	1649
2.	Noel Renaud.....	A	1798
3.	James Cook.....	A	1586
4.	A. R. Castellanos.....	B	1487
5.	Bob Blakemore.....	B	1262
6.	Leighton Allen.....	A	1688
7.	Carl Barton.....	B	1234
8.	John Ramirez.....	B	1252
9.	Don Hufnagel.....	F	1160
10.	Ivan Vegvary.....	B	1395
11.	Richard Moreno.....	C	959
12.	Ed Russell.....	B	1236
13.	Lowell Tullis.....	B	1000
14.	Jim Reynolds.....	B	1433
15.	Steve Cabito.....	C	902
16.	Julio Ercolini.....	C	994
17.	Paul Bogosian.....	B	1081
18.	Henry Brauns.....	C	946
19.	Jack Craig.....	B	1191
20.	R. P. Kovach.....	A	1500
21.	Douglas Jerdet.....	C	745
22.	Eugene Nakamura.....	C	913
23.	Walter Lewis.....	C	907

Basis: Above 1999 - Expert; 1500-1999 - A; 1000-1499 - B; Below 1000 - C.

If a player is inactive for one month he loses 3 rungs. Above ratings are club ratings only based on the Reynolds Point System, so have nothing to do with players rated by USCF and other rating systems. Players are dropped from the ladder when they fail to renew their membership to the club. Any questions regarding the ladder or ratings will be gladly answered at the club.

San Francisco Bay Area Chess League - "B" Division

"B" Division Race Jumbled Mess!!!

MECH. INST. B/1, GOLDEN GATE, OAKLAND, ALAMEDA, MECH. INST. B ALL IN SCRAP

The "B" division of the San Francisco Bay Area Chess League is one big jumbled mess! For one thing complete scores of the latest rounds are not all in, the standings below only up to March 16th. However, this reporter does know that Mech. Inst. B/1, Golden Gate, Oakland, Alameda, and Mech. Inst. B are all in the thick of the scrap for the title.

For instance, we know that since these standings, Golden Gate has upset Mech. Inst. B/1 4-3 so you can see what a mess the race is. Perhaps later results will straighten out the mess, but here it is up to March 16th.

"B" Division Standings

Team	Won	Lost	Games
Mech. Inst. B/1.....	3	1	16½-11½
Alameda.....	3	2	16½-18½
Oakland.....	2½	1½	18 -10
Mech. Inst. B.....	2½	1½	16½-11½
Golden Gate.....	2	2	16½-11½
Univ. of California..	1	3	7 -21
Precita Valley.....	1	4	14 -21

Results

Mar. 16th
 Alameda 5, Golden Gate 2.
 Mech. Inst. B/1 3, Univ. of Calif. 4
 Mech. Inst. B 4, Precita Valley 3.
 Mar. 30th
 Golden Gate 4, Mech. Inst. B/1 3.
 Univ. Calif.-Mech. Inst. B-not reported
 Oakland-Alameda-not reported.
 Apr. 13th
 Univ. of Calif. 3½, Precita Valley 3½.
 Mech. Inst. B/1 7, Oakland 0 (forfeit).
 Mech. Inst. B-Golden Gate-not reported

U.C.-P.V. DRAW IN FINALE

The two teams out of the picture for the league title, Univ. of California and Precita Valley battled to a draw for basement honors. A. Yee and Jim Reynolds seemed to set up the stage for things to come as they came to a dead draw after 23 moves. Dave Gibson and Mr. Luederitz ended the scene closing down the curtain on the match with a draw. It was just a drawish night and both teams went home happy-- no fun being in the cellar alone!

Box Scores

PRECITA VALLEY (3½)		UNIV. OF CALIF. (3½)	
N. Renaud.....	0	Jacobson.....	1
J. Cook.....	1	P. Nielsen.....	0
L. Allen.....	½	N. Roth.....	½
J. Reynolds.....	½	A. Yee.....	½
D. Gibson.....	½	Luederitz.....	½
D. Ryan.....	0	Wiebe.....	1
I. Vegvary.....	1	R. Tinder.....	0
Totals	3½		3½

ALAMEDA (5)		GOLDEN GATE (2)	
L. Talcott.....	½	P. Allinger.....	½
F. Olivera.....	0	Dr. B. Gross....	1
W. Rebold.....	1	G. Iutz.....	0
G. Garcia.....	1	H. King.....	0
P. Kelly.....	½	C. Hueneke.....	½
D. Ogilvie.....	1	N. Nielsen.....	0
R. Holman.....	1	I. Dublin.....	0
Totals	5		2

MECH. INST. B/1 (3)		UNIV. OF CALIF. (4)	
D. Taggart.....	0	A. Yee.....	1
R. Kiel.....	1	Luederitz.....	0
D. McLeod.....	0	P. Nielsen.....	1
N. McLeod.....	0	N. Roth.....	1
R. Barringer....	1	R. Tinder.....	0
J. Williams.....	1	D. Ross.....	0
Forfeit.....	0	P. Lampert.....	1
Totals	3		4

MECH. INST. B (4)		PRECITA VALLEY (3)	
P. Peterson.....	1	J. Reynolds.....	0
W. Ross.....	1	J. Cook.....	0
F. Arvidson.....	0	N. Renaud.....	1
H.S. King.....	1	D. Gibson.....	0
F. Rodnite.....	0	L. Allen.....	1
W. Hudson.....	0	D. Ryan.....	1
Freund.....	1	I. Vegvary.....	0
Totals	4		3

"C" DIVISION STARTED

There are only two known results in the "C" Division of the SFBACL. Precita Valley is the victim in both of them--, dropping 4-3 matches to Oakland and to Mechanics' Institute. Because the league started so late the schedule was somewhat rushed, probably discouraging a couple of teams. This reporter believes this division will be more active next year to give the more average players a chance to grab some limelight. We need it to build future chess aces!!

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GAMES SECTION

Edited by Noel Renaud

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Taming The Two-Headed Hydra

Played at San Quentin, Calif., Mar. 31st in a team match between the SFBACL and San Quentin -- board 3.

Game No. 21

White: Horst Bullwinkle

Black: Sensell (S.Q.)

IRREGULAR OPENING

1. N-KB3 P-KB4

2. P-KN3 P-B4

An experiment (which Black should not wish to repeat) involving a Dutch Defense on one side and a Sicilian on the other. It is anti-positional and is the cause of most of his future difficulties.

3. B-N2 N-QB3

4. P-Q4 PxP

5. NXP P-K3

or N-B3--, the Bishop Pawn being immune.

6. P-QB4

To discourage 6...., P-Q4.

6. . . . NxN

Giving White quite an edge in development. 6... B-N5ch; 7. B-Q2, BxBch;

8. QxB, NxN; 9. QxN, Q-B3 secures

equality.

7. QxN N-B3

8. N-B3 B-K2

9. O-O O-O

10. P-N3 P-QR3

Could try 10..., N-N5 followed by 11..., B-B3 to take advantage of the weakened diagonal.

11. B-N2 Q-B2

12. P-K4 PxP

Neither this move nor 12..., P-K4 is good. But 12..., P-B5 is worth considering.

13. NxP R-N1

14. QR-Q1 P-QN3

Might try N-K1 to keep control of his Q3.

15. N-Q6 R-Q1

This is bad. He cannot concede that commanding post to the Knight. It is imperative to exchange. 15..., BxN; 16.

QxB, QxQ; 17. RxQ, N-K1 leaves Black with a weak pawn structure but the position is not hopeless.

16. KR-K1 N-R4

This was playable on move 10 but with Black's Bishop Pawn exchanged it is no

threat.

17. Q-K5 B-B3

This exchange is to White's favor. Better is N-B3 as the Black King has been weakened by 15..., R-Q1.

18. QxN BxB

19. Q-B7 ch K-R1

20. N-K8 Q-B4

Forced to protect his Bishop square. This square can also be protected from KB5. So White should take measures to deny the Black Queen that resource---, therefore-----

21. R-Q6

is not a good move. True, it again threatens mate but the Black Queen crosses to a much stronger square on the Kingside. White has such a tremendous advantage in time and space that it is difficult to understand how the game was not brought to a speedy conclusion. White simply overlooks that 21. R-KP

leaves Black without adequate defense: 21..., PxR; 22. RxR, B-N2; 23. RxR etc. If Black does not capture the Rook, then 22. R-K7 wins the Queen and mates in a few moves.

21. . . . Q-B4

22. Q-K7 B-N2

23. BxB

Allowing Black some counterplay, but it cannot be avoided. With the Black Queen strongly centralized, 23. KRxP is not good, 23..., BxB; 24. KxB, PxR; 25. RxR, RxR; 26. QxR, Q-B1.

23. . . . RxN

24. QxQ R-KB1

Since the 20th move Black has played as one inspired and continues for the next 25 moves to give a splendid exhibition of imaginative and resourceful chess. A pity he started from a lost position.

25. R-KB1 R-B2 34. B-N7 Q-QN3

26. Q-B6 P-R3 35. B-Q5 Q-R2

27. BxP R-R2 36. P-QN4 QxP

28. Q-N5 Q-B3 37. P-R4 Q-Q7

29. RxNP R-KB1 38. P-N5 P-N4

30. R-N8 R/2-KB2 39. PxP QxP

31. RxRch RxR 40. Q-R3 R-B4

32. Q-B6 B-Q5 41. B-K4 R-B2

33. Q-N2 P-K4 42. B-Q5 R-B4

BULLWINKLE-SENSELL (cont'd)

43. K-N2 P-R4 46. B-Q5 R-B1
 44. B-K4 R-B2 47. Q-Q7ch K-R1
 45. Q-B8ch K-N2 48. B-K4 Q-R3
 49. P-B4 P-R5
 50. R-KR1 RXP ?

This loses quickly. A better try is 50. . . ., R-KN1 forcing either 51. Q-R3 or P-N4. The point is-- by giving White a choice of moves he may play the worse one-- if 51. Q-R3, PxP; 52. QxP, RXPch; 53. K-B1, R-N7ch etc. If 52. P-N4, B-B3 and White will have a difficult win. If 51. P-N4, B-K6 and again the win is not easy.

51. PxR Q-R4
 52. Q-Q8 ch K-N2
 53. Q-K7 ch Resigns

Philidor Defense & The Spring Gambit
 Mood -- Tra-la !!

Played also at S.O., 3-31, on board 12.

Game No. 22

White: Sweeney (S.O.)

Black: John Ramirez

PHILIDOR DEFENSE

1. P-K4 P-K4
 2. N-KB3 P-Q3
 3. B-B4 . . .

The usual move here is P-Q4.

3. . . . P-B3
 4. BxB PxB
 5. N-B3 N-QR3

The Knight is misplaced here. All the more since Black intends to castle Queenside.

6. P-Q4 Q-Q2
 7. PxP O-O-O
 8. PxP BxP
 9. B-K3 K-N1

Black has gained nothing for the sacrificed Pawn.

10. O-O Q-B3

With the threat of BxP ch.

11. Q-K2 N-K2

12. KR-Q1 . . .

Best here is 12. N-KN5 threatening to win the exchange. Then if 12. . . ., R-KB1; 13. P-B4 (not NxB).

12. . . . P-R3

13. N-QN5 . . .

Stronger is 13. P-QR3 to start operations against the King.

13. . . . B-B4

14. RxB ch RxB

15. N-K5 . . .

An oversight allowing Black to regain his Pawn.

15. . . . QxP

16. N-KB3 R-Q4

Not to be outdone Black retaliates with an oversight of his own.

17. N-B3 Q-QN5

18. NxB NxN

19. BxB QxB

20. R-Q1 QN-N5

21. QxP . . .

White misses 21. P-B4 which would clinch matters.

21. . . . P-QR4

22. P-QR3 QxP

Black says, "Now let's be serious" and treats us to some delightful Knight technique.

23. R-K1 . . .

He would do better with 23. R-Q2 and if Queen checks, then 24. Q-K1.

23. . . . N-Q6

24. R-KB1 N/4-B5

25. N-Q4 QxP

26. Q-N8 ch ? . . .

That White can win a Pawn here is a mirage. But how can he save the Knight? and protect himself from the threatened mate? Best is Q-K8ch, K-R2; 27. Q-K3, P-B4 (Not 27. . . ., QxN with the intention of continuing with 28. . . ., N-K7ch regaining the Queen as 28. QxQ ch spoils the combination.); 28. N-B3 and 29. P-N3 seems safe.

26. . . . K-R2

27. QxP N-K7 ch

28. K-R1 NxN

It is always creditable to win a piece but not when there is a mate in three moves-- 28. . . ., NxB ch; 29. RxB, Queen checks and mates next move.

29. QxRP NxP ch

30. K-N1 Q-K7

31. Q-B1 . . .

If 31. RxB, Q-K8ch; 32. R-B1, N-K7ch.

31. . . ., N-Q6 36. QxN Q-K6ch

32. Q-N5 N-N6 37. K-R1 N-B4

33. Q-B6 N-Q7 38. P-R3 QxQRP

34. Q-Q4ch P-N3 39. K-R2 N-R3

35. Q-B6 NxB 40. Q-KB4 Q-B4

41. P-R4 Q-R4

42. Q-N5 Q-K1

Black wins rapidly with 42. . . ., QxQ as

(See SWEENEY-RAMIREZ, page 8)

