

Richard Shorman**Chess****TOURNAMENT RESULTS**

An augmented prize fund of \$515 was awarded to the winners in the 1970 San Francisco City Championship, held at the Mechanics' Institute Chess Club, Dec. 12-13. Complete results:

First, International Grandmaster Walter Browne (Berkeley), 5-0, \$175 (\$125 plus \$50 entry fee in state finals).

Second, James Tarjan, Ted Syrett, Donald Dean, Bill Jones and Larry Hughes, 4-1, \$35 each.

"A" Prize, Max Wilkerson and Anthony DiMilo, 3½-1½, \$27.50 each.

"B" Prize, Charles Pardini, 3½-1½, \$25; Jeremy Ets-Hokin and Curtis Wilson, 2½-2½, \$7.50 each.

"C" Prize, Gary Tuttle, 2½-2½, \$20; Marcos Costa and Frank Flynn, 2-3, \$5 each.

Best Unrated Players, Gency Anima, 3½-1½, \$25, and Theodore Sailor, 3-2, \$15.

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Had there been a brilliancy prize to confer in this event, Walter Browne's combinational victory over USCF expert Takashi Kurosaki in round three would have been the obvious choice.

White: Walter Browne. Black: Takashi Kurosaki.
San Francisco City Championship, Dec. 12, 1970.
Sicilian Defense

| | | | |
|------------|---------|--------------|-------------|
| 1 P-K4 | P-QB4 | 14 RPxN | QR-B1(e) |
| 2 N-KB3 | N-QB3 | 15 K-N1 | B-B3(f) |
| 3 P-Q4 | PxP | 16 N-B5!!(g) | PxN |
| 4 NxB | P-KN3 | 17 P-R6! | P-N5(h) |
| 5 N-QB3 | B-N2 | 18 PxB(i) | KR-Q1 |
| 6 B-K3 | N-B3 | 19 B-Q4! | P-B5(j) |
| 7 B-QB4 | 0-0(a) | 20 BxN | PxB |
| 8 B-N3 | Q-B2(b) | 21 Q-B2! | PxN(k) |
| 9 P-B3 | P-QR3 | 22 Q-R4 | KxP(l) |
| 10 Q-Q2 | P-QN4 | 23 Q-R6ch | K-N1 |
| 11 0-0-0 | B-N2(c) | 24 R-R4! | P-B4 |
| 12 P-KR4 | N-QR4 | 25 KPxB | Resigns (m) |
| 13 P-R5(d) | NxBch | | |

(a) Black stops White from castling long after 7 . . . Q-R4 (!), since 8 P-B3, 8 N-N3 and 8 Q-Q2 are all answered decisively by 8 . . . Q-N5!, e.g., 8 P-B3? Q-N5! B-N3 NxB! 10 NxQN BxNch 11 PxB QxPch 12 KK2 QPxN 13 Q-KN1 (of course not 13 PxN?? B-N5ch or 13 B-Q4? P-K4!) N-B3 14 B-Q4 Q-N5 15 Q-K3 0-0 16 QR-Q1 P-N3!, and Black wins (analysis by Ravinsky in Isaac Boleslavsky's opening treatise, "Caro—Kann bis Sizilianisch," Berlin, 1968, pg. 118).

(b) This time 8 . . . Q-R4 meets 9 P-B3!, followed by aggressive queen-side castling. The "best" line runs 9 . . . P-N3! 10 Q-Q2 B-QR3 11 0-0-0 N-K4 12 K-N1 N-B5 13 BxN BxB 14 N-N3 BxN 15 RPxB KR-B1 16 P-R4 R-B3 17 N-Q5! QxQ 18 RxQ NxN 19 PxB, with Black struggling for the draw (Ibid., pp. 122-23). Better than the text move, however, is 8 . . . P-Q3, transposing into standard "dragon" patterns.

(c) Black's bishop lies relatively dormant here; its proper post (after . . . P-Q3) is on Q2.

(d) Opens the KR file whether or not Black takes the time to accept the pawn.

(e) Massing all possible force against the enemy king with 14 . . . KR-B1 offers more counter-attacking chances.

(f) Mistakenly played to anticipate N-QR4 in reply to Black's intended 16 . . . P-N5.

(g) A totally unexpected combination that carries the attack to Black.

(h) On 17 . . . B-KR1? White wins instantly with 18 B-N6!

(i) Less effective would be 18 B-N6 Q-N6! (or 18 . . . QxB 19 Q-N5 N-K1 20 PxB NxB 21 Q-R6! and even after 21 . . . P-B3 Black soon loses) and White must overcome stiffer resistance than in the game.

(j) Best. If 19 . . . P-K4 (19 . . . PxN? 20 Q-R6 P-K4 21 QxN PxB 22 Q-R6), then White wins according to plan after 20 Q-R6, e.g., 20 . . . Q-Q3 21 B-K3 Q-K2 22 B-N5.

(k) Rushing the queen over to the king side (21 . . . Q-K4) also loses to the game continuation.

(l) Forced to avoid mate on the move, but also in small hopes of escaping via KB1.

(m) Both 25 . . . Q-K4 and 25 . . . P-B3 lead directly to mate after 26 P-B6 and 26 R-N4ch respectively.