

# SACRAMENTO CHESS CLUB

Volume I, Issue 11

5425 8th Ave., Sacramento 17

Aug. 26, 1950

This business of putting out a chess bulletin becomes more and more difficult. It isn't a matter of the work involved - but simply a question of material. We do need more articles, comments, stories, games, suggestions, and everything pertaining to chess. Our main purpose is news of local doings, or articles and games by local players. We have some good ones for this issue, but your editor regrets to say that most of the work falls on a couple of work-horses. If these boys quit, we likely wouldn't have a bulletin. Let's all get some interest and activity into it.

In addition to the dues reported last week, we are glad to announce that W. E. Talcott and A. R. Chapman have paid annual dues to Sept. 1, 1951. Thanks, fellows. Now if we can persuade a few more dues into the club's treasurer, all will be well. There is a heavy year coming up - in chess activities - and it does cost a few bucks now and then even to play chess. How about a few more laying \$5 on the line for a year's dues? Where can you get so much enjoyment for so little?

### TREASURER'S REPORT 8/26/50

Balance on Hand 8/12/50	\$68.78
Dues collected	<u>18.75</u>
Total on Hand & Collected	87.53

#### EXPENSES:

Rent short 8/16	.15	
Receipt books	.21	
Cost of 10th Sacto News	<u>4.79</u>	<u>5.15</u>
BALANCE 8/26/50		\$82.38

Don't want to forget to report that Jim Hardy of Auburn has paid dues up to 9/1/51 also. Incidentally, we missed the Auburn gang at meeting this last week. Were also looking for Arbee Young of Roseville and some Woodland boys to be present, but they failed to show up. Club attendance has been low lately, but the weather has been too warm for comfort. We hope that is the reason.

The final standings in the Northern Calif. Championship are C. Bagby and L. Boyette 5 (cochampions), G. McClain and W. Pafnutieff 4; C. Capps 3; W. Hendricks 3; B. Popoff 2½; Dr. H. J. Ralston 1½. As three players from the North will qualify, it appears that a playoff between Boyette and Pafnutieff will be arranged. The San Francisco boys are to be commended on the method of handling this year's qualifying tournament and giving the players in the valleys a chance to play too. We were sorry to note that only a few of our valley chessplayers availed themselves of this opportunity. Hence next year SF will hold the tournament there, and those of us who wish to play will have to journey there. After all, if you don't support an event you can't expect to be included in its list next time.

Our Newcomers Tournament will be over soon, and I would suggest that we play a gambit tournament this fall. This could be played on a Swiss System, with two games per opponent, one with white and one with black. Time limit could be 25 moves per hour, which is fast for gambit play but would help finish games each evening. What do you think of this idea? Here's a list of openings to be used:

- DANISH: 1 P-K4, P-K4; 2 P-Q4, PXP; 3 P-QB3, PXP- on your own from here on!
- EVANS: 1 P-K4, P-K4; 2 N-KB3, N-QB3; 3 B-B4, B-B4; 4 P-QN4, BxNP
- KING'S BISHOP: 1 P-K4, P-K4; 2 P-KB4, PXP; 3 B-B4
- ALLGAIER: 1 P-K4, P-K4; 2 P-KB4, PXP; 3 N-KB3, P-KN4; 4 P-KR4, P-N5; 5 N-N5
- KIESERITZKY: 1 P-K4, P-K4; 2 P-KB4, PXP; 3 N-KB3, P-KN4; 4 P-KR4, P-N5; 5 N-K5
- HUZIO: 1 P-K4, P-K4; 2 P-KB4, PXP; 3 N-KB3, P-KN4; 4 B-B4, P-N5; 5 O-O, PKN
- SCOTCH: 1 P-K4, P-K4; 2 N-KB3, N-QB3; 3 P-Q4, PXP; 4 B-QB4

WHO WILL BE OUR FIRST "GAMBIT KING"???

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## COMMENTS

by Flynn

Bob Burger sent up a real "toughie" of a problem. We were going to use it as a diagram but decided we wanted our readers to sleep at night. Said problem was a sure path to a nervous breakdown.

Anyhoo, I worked 3 hours and couldn't solve it. J. B. Gee figured it out in 30 minutes--he told me the answer and now I can rest easy again.

Somebody reports that the game Keiffer-Russell was one whale of a battle, but I haven't been able to find out yet who won. Maybe we'll have the game score in the next issue.

I certainly liked the four game scores in the last issue. After all, our games are more important to us than those of the champions. Just to prove I played them over, here's a few suggestions, and I could be very wrong: In Keiffer-Crusinberry why not 9. P-Q5. In Scheuerman-Hardy, my old pal Jim Hardy just got snared in a bad opening-- a gallant fight but after 2...P-KB3 the game was all white's. Why don't you play against Scheuerman like you did against me, Jim? Set some of those decoys out.

In Russell-Zucker, White again had the opening edge. 15...R-Q8 might have helped a little but black still had a lost ending, I think. In Gottfredson-Stagg 17. N-N5 would have given black a lot of trouble.

But the best part of the whole thing was the sending in of the game scores. Keep it up, fellows--we like to play them over.

Our big deal right now is the appointment of a "Chief Kibitzer". Very serious business indeed. One of the most important officers of the club. Have you got any good candidates in mind?

Just to show you what the duties of the Chief Kibitzer are, here is a story by a likely candidate. It seems that when Neil Austin went down to play Capps in San Francisco, he was unduly handicapped. It looked like a nice day so the game began out on the back porch of the Barton Chess Studios. One of those heavy fogs rolled in. The board and men began to be a little hard to see.

Neil, in a tense moment, reached out for his Queen and seized Capps by the nose. Capps, not to be outdone, reached to move his King out of an imaginary check and poked his finger in Neil's eye.

So it went. Finally, the fog lifted. Neil claims the position looked like a double-stalemate to him. But you know those hometown referees.

Anyhow, the moral of this tale is you can't beat a San Franciscan in a fog. Next time, Neil plans to take along a flashlight!

Can you beat that one? If you can, you're gonna be Chief Kibitzer.

Jim Marianos tells about that last hot Wednesday night when he began dreaming about the liquid refreshments over at the Travelers. His tongue began to hang out. The more he dreamed, the longer the tongue. Finally, it happened!

Sam Johnson leaped up, shouting: "You touched the piece, now move it."

Jim said: "Can I help it if I'm dreaming about a brew and I forget where I am and try to lick the foam off the King?"

But nothing would do but Marianos had to move the King. Ah, me. These hot nights!

Coming back to game scores, that Iverson-Johnson game (issue before last) was a good one. Sam played a fine ending to win with a Bishop vs Rook. Iverson, for his part, made a couple of very imaginative moves. I liked that QxP, followed by Q-R8ch and QxN. Quite an idea.

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Prizes for the 1950 Tournament have been announced by Neil Austin, and are J. B. Gee, 1st, \$10.00; Geo. Flynn, 2nd, \$7.50; H. O. Meyer, 3rd, \$5.00; S. G. Johnson, 4th, \$2.50. These amounts should be applied to purchase of material or books, or turned in against dues. They will be paid out pronto.

## PROBLEMS? ENDING, & PRACTICAL PLAY

by Geo. W. Flynn

Bob Burger's recent article on problems and their bearing on practical play has stimulated interest in the club. J. B. Gee commented, maintaining problems have little relationship to practical play. Jim Marianos and I had quite a talk about it. And who knows who thinks what?

On an ordinary club level of play (and, brother, that's me) problems and problem solving would not have too noticeable an effect on practical playing ability, I think. Sound development and control of the center plus elimination of blunders will win the average game of chess. Take, as examples, the games printed in the last issue, which I played over with pleasure. Problem ideas had almost no bearing on those four games.

On the level of master chess, however, I feel sure that problem ability would reap great rewards. In a way, problems teach one exactly the same thing that correspondence chess does--namely, that there is more in a chess position than meets the eye. If it takes me three days to solve a two-move problem, how much do I miss in an off-hand chess position which I appraise in 60 seconds?

But perhaps the greatest argument for problems is not their utilitarian aspect but simply the pleasure there is in them. It is noticeable that when someone once becomes a problemist he almost never concentrates on over-the-board chess. A. J. Fink, of San Francisco, is a first-rate board player but he is more interested in problems and has become world-famous in that field. He composes and solves problems, I feel sure, not because it is useful to his board play but because he enjoys it.

Gee mentions chess endings as having more practical relationship to chess. This is true, since in general endings are set up more like actual games, and the object is to win (not to mate in a certain number of moves). In a way, endings are intermediate between practical play and problems. They have the competitive aspect of the first and the beauty of the second.

In our "Chess Diagrams" we have not used problems very much because the majority of players are not familiar with them. The Australian Chess World held a reader survey and found only 15% interested in problems. It would seem to me that this could be raised to 30% and give added pleasure to a significant number of players.

Personally, I have always avoided problems because I was too impatient. I wanted the answer quick. Two years ago I began a process of self-education, trying to discover for myself what chessplayers find in problems.

First, I tried endings as a bridge. I got across that bridge easily and grew to like endings. Then I began on "lightweight" problems where the material involved is light enough not to be confusing. I grew to like "lightweights". The heavyweights still frighten me, but perhaps I'll get over that, too. So, maybe problems are like olives - you have to learn to like them.

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Here is a dandy original problem by Bob Burger, White to mate in two. See if you can solve it: White has Pawns at QB4, K4, KB4, Q5, KB5, KN7, KR7, N @ K5, K at QN5, R @ QB8, B @ Q8. Black has Pawns @ Q2, K2, KB2, KB3, QB4, QR4, QR5, Ns at QRL & QN3, Bs at KB1 and KN1, K at Q3. The above is checked and correct, and the problem definitely is solvable. Lets see how many can write in the right moves for publication next time. And if you have a problem of your own - or a favorite - send it in for us to use next time.

### THE CHESS DIAGRAM

Solution to #8 (in last issue) ....6. Q-B3 and Black might just as well say "Ay Giff Oop". #9 (in this issue) is by C. M. Bent of Johore, Malaya, and is an ending which has certain problem features, thus having a bearing on the discussion of problems, endings, and practical play. Some hints: 6 moves lead to mate in the main line (altho there is a shorter mate with poor play by black). The first four white moves are checks and white sacrifices both pawns. The fifth move is a waiting move and whatever black does, white has a sixth move which mates.

Managed to get a few game scores together for this issue: Here they are:

Newcomers Tourney

White: Stagg

Black: Zukor

1 P-K4 P-K4  
 2 N-KB3 N-QB3  
 3 B-N5 N-KB3  
 4 P-Q3 B-B4  
 5 O-O O-O  
 6 BxN QPxB  
 7 NxP Q-Q5  
 8 N-KB3 B-KN5  
 9 NxQ BxQ  
 10 RxB BxN  
 11 N-QB3 N-N5  
 12 R-B P-QN4  
 13 P-KR3 P-N5  
 14 N-K2 NxP  
 15 NxB P-QB4  
 16 N-K2 NxRP  
 17 PxN KR-K  
 18 B-K3 R-K4  
 19 R-B5 RxB  
 20 PxR R-K  
 21 K-B2 R-K4  
 23 N-N3 P-KR4  
 24 P-KR4 P-R4  
 25 R-K P-KB3  
 26 B-KB4 R-Q4  
 27 BxP P-QR5  
 28 R-K8ch K-R2  
 29 R-Q8 RxB  
 30 BxR P-N4  
 31 BxP P-N5  
 32 NxP K-R3  
 33 N-B4 K-R2  
 34 K-N3 K-N  
 35 B-K7 K-B2  
 36 BxP K-B3  
 38 KxP Resigns

Note A: Why the gambits are not played often nowadays. Notes are presumably by the winner.

Note A:

White: W.H. Byland

Black: Landis Marks

1 P-K4 P-K4  
 2 P-KB4 P-Q4  
 3 PxQP P-K5  
 4 P-Q3 QxP  
 5 N-QB3 B-QN5  
 6 B-Q2 BxN  
 7 BxB N-KB3  
 8 PxP  
 Q-K2 at once is more exact. QxKPch  
 9 Q-K2 B-B4  
 10 O-O-O  
 White should exchange Queens QN-Q2  
 11 Q-Q2  
 Exchange of Q's is still in order.  
 11. .... O-O-O  
 The position is harmless looking but W's game is already bad.  
 His K-wing is undeveloped, Q is threatened and B can bear down on W's castled K.  
 12 B-Q3 Q-Q4  
 13 P-QN3 N-B4  
 14 BxBch QxB  
 15 Q-K3 RxBch  
 16 KxR N-N5  
 17 Q-B3  
 W's moves were more or less forced. B's final moves are very elegant  
 17 .... R-K!  
 Much stronger than R-Qch. Threat is N-K6ch, which White cannot allow.  
 18 B-Q2 N-K5  
 19 B-K  
 If 19. N-R3, Q-Q2! wins  
 19 .... N-N6!!  
 20 B-Q2 Every move loses: BxN or QxN/3 or PxN, N-K6ch wins.  
 20 .... NxR  
 N-R3 NxRP  
 22 Resigns

Note B: This is possibly the funniest

game on record. Moves must be played exactly as recorded, legal or not! That is how the game is played:  
 1 P-K4, P-K3; 2 P-Q4, N-QN3 (This move is on Page 900 MCO and is good) 3 N-QB3, B-N5 4 B-Q2, N-KB3; 5 P-KB3, P-Q4;  
 6 B-K2, O-O; 7 N-KN3 (Page 61 and some times done) N-QB5; 8 BxN PxN; 9 KN-K5 (Jimmie's special) KNxN (The right answer) 10 NxN (Could be!) QxP; 11 N-K7ch (The attack starts) K-R; 12 Q-KR4 (Along move but possible) P-KB4; 13 N-N6ch, K-N; 14 N-N5 (going good) P-KR3; 15 BxB, PxN; 16 QxP, P-B4; 17 KR-K, B-Q2; 18 R-KN3 (Sparrring for the mate) R-B2; 19 R-R3 (Setting it up) B-K; 20 Q-R8 mate???? (The surprise mate- and is it good???!!)  
 Notes by Chas. M. Hardinge (Ye Gambit Fiend) 32 Spruce Place, Minneapolis 4, Minn.  
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A short short by Ye Gambit Fiend against a State Champion (more reasons why most players refuse gambits) 1 P-K4, P-K4; 2 P-KB4, PxP; 3 N-KB3, P-KN4; 5 P-KR4, P-KB3?? 5 PxP, PxP; 6 N-N5 P-Q3???? 7 Q-R5ch, K-K2; 8 Q-B7 mate!!

Another short short by same person:  
 1 P-K4, N-KB3; 2 P-K5, N-Q4; 3 B-B4, N-N3; 4 B-N3, P-QB3? 5 N-KB3, N-QR3???? 6 BxBch KxB; 7 N-N5ch, K-N???? 8 Q-B3, Q-K; 9 P-K6, P-Q3? 10 Q-B7ch, QxQ; 11 PxQ mate  
 Shades of Morphy! Alekhine must have turned over in his grave - and wished He'd never heard of chess!!

We've run out of game scores for this week. Hope to have more next time. And if you have solved that problem by Bob Burger, please note that the position can not be arrived at in a legal game of chess. But after that goofy game right above here - who knows how to play chess?

Have you paid your dues? If not, why not? We need "de doe" and you surely can afford it. Let's get our Club financially ok.

Let's have your ideas on the proposed Gambit Tournament too. Write us a note or letter. (And send us a game score!)