

Richard Shorman**Chess**

The seventh annual Stamer Memorial drew 101 players to the Mechanics' Institute Chess Club in San Francisco for a six-round Swiss system tournament directed by Mike Goodall, July 3-5. Thirty-one winners shared in the \$1,190 prize fund.

First-overall: Julio Kaplan, Berkeley, Dennis Fritzinger, San Francisco, Gilbert Ramirez, Daly City, and Jairo Gutierrez, San Francisco, 5½-½, \$137.50 each.

Best Expert: Art Wang, Oakland, Aki Kanamori, San Francisco, and Ed Syrett, Stanford, 4½-1½, \$53.33 each.

Best "A": 1, John Farwell, Ft. Ord, 5-1, \$60; 2, Al Raymond, San Francisco, and Antony DiMilo, Rancho Cardova, 4-2, \$27.50 each.

Best "B": 1, Charles Pardini, San Francisco, 4½-1½, \$45; 2, Charles Maddigan, Oakland, 3½-2½, \$30; 3, Kerry Lawless, San Leandro, Elmo Mugnani, San Francisco, Earle Ipsen, San Francisco, Paul McEntire, Palo Alto, and Laroy O'Doan, Vallejo, 3-3, \$3 each.

Best "C": 1, Lee Henderson, Robert Park, 3½-2½, \$30; 2, George Currie, Larry Shapiro, King Low (all San Francisco), and John Narcisi, Oakland, 2-4, \$7.50 each.

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It occasionally happens that an experienced chess expert loses disastrously to a young class "C" player whose inspired attack, once allowed to start, cannot be stopped. An explanation for such upsets may be found in Tarrasch's old dictum: "First-class players lose to second-class players because second-class players sometimes play a first-class game!"

White: Peter Grey.

Black: Lee Henderson.

Stamer Memorial, San Francisco, July 3, 1970.

Petroff's Defense

1. P-K4	P-K4	16 Q-R4	B-KB4
2. N-KB3	N-KB3	17 P-R3(h)	BxB
3. PQ4	PxP	18 NxB	BxN/5!
4. P-K5	N-K5	19 R-B1	P-B4(j)
5. Q-K2(a)	B-N5ch(b)	20 N-K4?(k)	NxN/5!
6. K-Q1(c)	P-Q4	21 QxB(1)	QR-K1
7. PxPe.p.	P-KB4	22 Q-N4	Q-K4
8. N-N5(d)	P-Q6?(e)	23 Q-K4(m)	Q-R4ch
9. PxQP	QxP	24 P-N4	Q-R5
10. P-B3(f)	P-KR3(g)	25 Q-Q5ch	K-R1
11. N-KR3	O-O	26 B-K2(n)	NxB
12. PxN	N-B3	27 R-B4(o)	QxN
13. B-Q2	PxP	28 QxB	QxPch
14. QxP	B-KB4	29 Resigns	
15. Q-B4ch	B-K3		

(Notes by Lee Henderson).

(a) Other variations often played by White are 5 QxP and 5 B-Q3.

(b) With 5 . . . N-B4 Black avoids the upcoming complications but gives White the better game.

(c) Also playable is 5 QN-Q2 NxN 7 BxN BxBch 8 QxB.

(d) On 8 PxP QxP 9 NxP MCO-10 grants White a slight plus.

(e) Recommended best for Black is 8 . . . O-O! 9 Q-B4ch K-R1 10 QxB N-QB3 11 QR3 NxPch 12 K-K1 NxR. Grey said that he would have played 10 NxN first, which puts Black on his own again. 8 . . . QxP should be played here, forcing the game continuation if White takes the knight.

(f) Another possibility is 10 B-Q2, which probably yields a better game than the text, but White wants the piece. On 10 NxN PxN 11 QxPch Black loses a pawn instead of a knight, playing either 11 . . . K-B2 to go into an endgame after 12 Q-B4ch or 11 . . . B-K3 to sacrifice some more material for an attack.

(g) Still good is 11 NxN.

(h) Forcing Black to exchange, but 17 N-B2 looks better.

(i) A strong post for the knight. Black cannot play 18 . . . BxP 19 BxB QxB because of 20 Q-B4ch.

(j) Necessary so that Black can move his queen and to parry 20 R-B4.

(k) This move costs White the game immediately. Better would be 20 R-B4 or 20 N-B2.

(l) 21 PxB fails to 21 . . . N-B6 discovered check.

(m) If 23 Q-R4, then 23 . . . RxBch crushes.

(n) White has no good move, e.g., 26 B-N2 QxPch 27 K-Q2 R-Q7ch 28 K-B3 RxB 29 N-N1 N-Q7ch 30 NxN QxN and White has to surrender still more material to stop mate.

(o) Stops 27 . . . QxP, but nothing can save him now, e.g., 27 Q-N2 NxR 28 KxN R-K8ch 29 RxR QxRch 30 K-B2 R-B8.