

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

Fifty-one players competed in the 1970 Northern California Qualifier Tournament held Nov. 7-8 at the Mechanics' Institute Building in San Francisco. Complete results:

1st, Dennis Fritzing, San Francisco, 5-0, \$125 plus \$50 entry fee to next year's California State Championship; **2nd and 3rd**, (IGM) Walter Browne, Berkeley, and John Grefe, Berkeley, 4½-½, \$52.50 each.

1st and 2nd Expert, William Bills, San Francisco, David Blohm, Berkeley, Peter Gould, Palo Alto, and Bill Jones, Redwood City, 4-1, \$16.25 each.

1st A, Bernard Lanson, Monterey, 4-1, \$35; **2nd A**, Craig Barnes, Berkeley, and Rod Bobo, Fresno, 3½-1½, \$10 each.

1st B, Bradley Mills, Santa Cruz, 3-2, \$18; **2nd B**, Curtis Wilson, Lafayette, and Eugene Lien, Berkeley, 2½-2½, \$8 each.

1st and 2nd C, Marcos Costa, Albany, and Ronald Smith, Mt. View, 3-2, \$18 each.

Best Unrated Player, Gency Anima, San Francisco, 3-2, \$25.

★ ★ ★

Watching tournament winner Fritzing strategically outmaneuver his youthful opponent in this game should serve as a reminder to class "B" players everywhere that good position judgment depends upon thorough tactical groundwork.

White: Dennis Fritzing.

Black: Roger Gribble.

San Francisco, Nov. 7, 1970.

English Opening

1 N-KB3	N-KB3	14 N-K3(h)	N-K4
2 P-KN3	P-KN3	15 QN-Q5	NxN
3 B-N2	B-N2	16 PxN!(i)	B-KR3(j)
4 0-0	0-0	17 P-B4	N-N5
5 P-B4	P-B4	18 B-KR3	P-B4(k)
6 N-B3	N-B3(a)	19 BxN!	PxB
7 P-Q4	PxP	20 Q-Q4	K-B2
8 NxP	R-K1(b)	21 P-B5	R-KB1(l)
9 N-B2(c)	P-N3(d)	22 NxP!	B-N4
10 P-N3(e)	B-N2	23 PxPch(m)	K-K1
11 B-N2	P-Q3(f)	24 RxRch	KxR
12 Q-Q2	Q-Q2	25 Q-R8mate	
13 QR-Q1	QR-Q1(g)		

(a) Following White's lead one step too far. A more forceful response prevents White from dominating the center, 6... P-Q4 7 PxP NxP 8 Q-N3 NxN 9 QPxN N-B3, with a level game (Harry Golombek, *Modern Opening Chess Strategy*, New York, 1959, pg. 237).

(b) This move only makes sense when preparing for P-K4 or warding off a threat to eliminate Black's fianchettoed bishop. Compare with 8... NxN 9 QxN P-Q3 10 Q-R4! (Against Korchnoi in 1963 Geller sacrificed a pawn to good advantage after 10 Q-Q2 B-K3! 11 BxP R-N1 12 B-Q5 NxB 13 NxN Q-Q2.) R-K1 11 B-R6 B-R1 12 P-KR3 Q-N3 13 P-N3 B-Q2 14 QR-B1 B-B3 15 P-K4 (Euwe—Colle, match, 1924), although Black still comes out second best.

(c) Denies Black the resource of NxN and strengthens White's grip on Q5.

(d) Unduly weakens the white squares. Better is 9... P-Q3 in conjunction with P-QR3 and Q-B2.

(e) By way of contrast, the identical move by White reinforces an important pawn and opens a powerful diagonal for his QB.

(f) Attempting to relieve the pressure by 11... N-QR4 succeeds on 12 BxB (12 P-K4? NxKP) NxB. After 12 N-Q5, however, White maintains the bind despite some simplification.

(g) Development complete, Black nonetheless suffers from mobility cramps.

(h) On the other hand, White can afford to proceed smoothly and without risk.

(i) The correct way to recapture, splitting Black's army in two and keeping the lid on his position.

(j) Loses fast. Hitting the QP with 16... P-K3? costs a piece after 17 P-B4. Vacating Q2 for his knight is probably Black's best chance to stay alive.

(k) Ironically, Symmetry contributes directly to Black's downfall.

(l) If 21... BxNch, then 22 QxB PxP 23 Q-R6 R-KN1 24 QxPch K-B1 25 RxPch wins everything.

(m) Fritzing announced mate in seven: 23 PxPch KxP 24 Q-N7ch K-R4 25 QxPch KxN 26 P-R3ch KxP 27 R-Q3ch, etc.