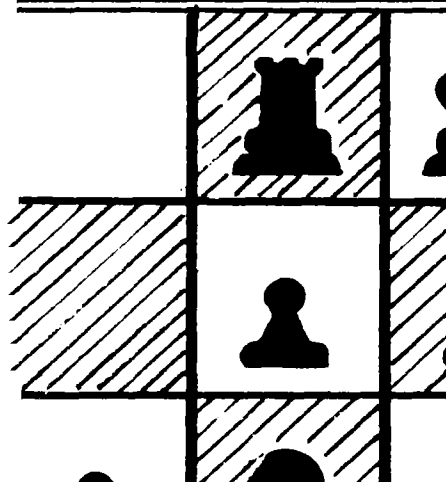


CALIFORNIA CHESS JOURNAL

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Gary Kasparov Retains Title in Thrilling Match Finish

After losing the 23rd game of his title defense against Anatoly Karpov in Seville, Spain, World Champion Gary Kasparov staged a determined comeback to win the final game of the match, level the score, and keep his title. According to FIDE rules, the 24-year-old Kasparov retains the title through the next scheduled match in 1990.

In game 24 Kasparov staged a gritty and determined drive against Karpov's defensive ability. An unexpected tactical flurry towards the end of the first time control produced an adjourned position with Kasparov a pawn ahead. Many masters judged the position to be a draw but Kasparov, who analysed the position all night with his team of coaches used a weakening move by Karpov to end the game with a victory.



Karpov makes his first move in game 18 on the stage of the Teatro De Lope De Vega. The "EXPO '92" poster refers to the planned celebration of Columbus' first trip to America.

Photo: Jerome Bibuld

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Please watch for your renewal dates on the mailing labels.



May the real Marc Leski please show up
Sorry about last month's cover photo.

Top "50" In Northern California

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25	Rajan R. Ayyar	2360	50	James V. Eade	2292

On behalf of the
publisher:

Volume I is complete with this issue.

Looking into the past, the experience was stressful but still rewarding with a sense of accomplishment. Of course I'm still learning, a lot of improvements could be made if I had more free time.

Financially the enterprise is in the red; but I received a value in return, namely the learning experience.

Now a look into the future:

The priority goal is to gain more subscribers. This can be accomplished through various ways. The first way that comes to my mind would involve a lot of help from all organizers of Northern California. The help would benefit chess in the long run and also providing gains to the organizers

themselves. Among possible actions are: advertising tournaments, sending in reports of the events and promoting the publication at the tournament sites. Clubs get free advertising if they report club news and future events. I know this is much work, but is your hobby worth it ?!

Another way of help could come from every reader by recommending the publication to friends.

And last but not least, -- the Northern California Chess Association could make the California Chess Journal its official communication instrument. In return the Magazine would provide space for the USCF Vice President's Column, the Tournament Calendar, a Club Directory, and a News Column.

Will the coming year determine if Northern California can support a local publication ?

In my mind an independent magazine is better than the old in-house publication (Chess Voice).

An alternative is a bi-monthly newsletter to all members of the organization. Of course, the Northern California Chess Association must be supported if regional chess is to prosper.

Another aspect, the attempt of running postal tournaments proved to be a mistake. Perhaps it can be re-introduced in a different format at a later time.

I thank all my supporters and wish all chess friends a prosperous

1988 !!!

My best ever in the 'BIGGEST EVER'

-- New York 1987 --

by **András Adorjan**

I think it has some kind of symbolic meaning that my chess career's (perhaps) best result so far - which can be compared only with my qualification from the Riga Interzonal 1979 - was reached just on the biggest ever open in New York. The strength of the field can be well demonstrated by some data: Among the 92 competitors there were 45(!) GMs, and 35 players with Elo over 2500, and even the player 80th on the starting list had more than 2400 Elo points!

The result of the tournament:

1-2 Adorjan, Seirawan 8/11

3-8 Christiansen, Fedorowitz, Kudrin, Sax, Spassky, Spraggett 7,5

9-14 Benjamin, Barlow, Lein, Miles, Petursson, Rohde 7

15-28 Browne, Csom, Cvitan, Damljanovic, Dlugy, Gheorghiu, Gutman, Hansen, Lobron, Murey, Rodriguez, Portisch, Smyslov, Suba 6,5...

(Players underlined were my opponents in this tournament. Further 'victims' of mine were Shirazi /2460/ and Akhsarumova /2290/. My opponents' average was 2516!)

Something causing a special joy for me was that I succeeded in justifying again my (already well-known) BLACK IS OK ! thesis: Among my five won games, there were three victories gained as the player with the black pieces.

It is another question that the latest FIDE rating list took care of my overwhelming cocksureness: My 20 Elo points gained on this tournament were not accounted...

Though the New York Open has a relatively short past, its star however, has been rising rather quickly. The first competition in 1984 resulted in Dzindzihavili's triumph (7/5), while the places 2-6 were shared by Portisch, Sosonko, Kogan and Adorjan (6/5). Even at that time not less than 25 GMs were lined up for the start, among them super GMs, for example Ljubojevic and Smyslov.

The chief organizer and (up to this point practically the only) sponsor of the tournament is Mr. Jose Cuchi, a spanish businessman. Certainly, you have the right to wonder: Who is this man? A multi-millionaire, a magician or both? One thing is sure: year by year, at his tournaments a whole series of super-grandmasters and a big lot of 'normal' grandmasters have been playing. Well, Mr. Cuchi's offices and firm and that of General Motors do not resemble each other very nearly, and his magic power arises from his passion and humbleness for chess. These tournaments (with several groups, this year about 1200 players) are organized by Mr. Cuchi alone (with some help) including the 'dirty' manual work.

Knowing his passion for chess, and fanaticism and generosity I would not be surprised to see that next year's (5th) New York Open would break all records known up to that point.

And now, a bunch of games from my harvest:

Adorjan - Shirazi (round 1)

1. c4	Nf6
2. Nc3	d6
3. Nf3	Bg4
4. d4	e6?!

Original, but dubious.

5. g3(!)	Bxf3
6. ef3	d5

6. ... Be7 7. f4 d5 (7. ... 0-0 8. Bg2 c6 9. d5 and White is better) 8. f5! ef5 9. Qb3 and White is better.

7. Qb3	Nc6
--------	-----

Better was 7. ... b6 8. Bg5 c6 with passive but solid position.

8. cd5	Nxd5
--------	------

8. ... ed5 9. Qxb7 Nxd4 10. Nb5! a) 10. ... Nc2+ 11. Kd1 Nxa1 12. Nxc7+ Ke7 13. Bb5! +-; b) 10. ... Bb4+ 11. Kd1 Ne6 12. Nxc7+ Nxc7 13. Qxb4 + -; c) 10. ... Ne6 11. Qc6+ Nd7 (Ke7 12. b3 + -) 12. Qxd5 ... with a pawn up.

9. Qxb7	Nxd4
---------	------

9. ... Ndb4 10. Bb5 Rb8 11. Bxc6+ Ke7 12. Qxa7 Nc2+ (12. ... Nxc6 13. Qc5+ Kd7 14. Qc4 Rb4 15. Qd3 Rxd4 16. Qe2 +-) 13. Kf1 Nxa1 14. Bf4 + - (14. ... Rc8 15. Qc5+)

10. Bb5+ Nxb5
 10. ... Ke7 11. Ba4! (11. Nxd5+ gives nothing: 11. ... Qxd5 12. Qxc7+ Kf6 13. Qf4+ Ke7 =)
 11. ... Nxf3+ 12. Kf1 Ne5 13. Nxd5+ Qxd5 14. Bg5+! f6
 15. Qc7 + Nd7 16. Kg1! (with the idea of 17. Rd1) + -.

11. Qc6+! Ke7
 12. Qxb5

By same funny coincidence the position looks very similar to a Caro Kann Panov one with just an extra pawn couple (g3, c7) which makes a big difference!

12. ... Qd7
 12. ... Nxc3 13. Qc5+ and White should win.

13. Qb7! Rd8
 14. 0-0 c6
 15. Qa6 Ke8

Looks awful, but 15. ... f6 is not so promising either - 16. Be3! points out Black's troubles.

16. Rd1 Bc5
 17. Be3

Even stronger was 17. Bg5! f6
 18. Rac1! with decisive advantage:
 18. ... Bxf2+ 19. Kxf2 fg5 20. Nd5 cd5 21. Rc6 Kf7 22. Rdc1 or 18. ... Bb6 19. Be3 ...

17. ... Bxe3
 18. fe3 Qc7
 19. Nxd5?

Inconsequent and silly. Correct was 19. Rac1! with overwhelming play: a) 19. ... Qb6 20. Nxd5! cd5 21. Qxb6 ab6 22. Rc6 Rb8 (b5 23. Rb6) 23. Rc7 etc. - don't forget Black has lost the right of castling! b) 19. ... Nxe3 20. Rxd8+ Kxd8 (Qxd8 21. Qxc6+ Qd7 22. Nb5 + -) 21. Nb5 Qd7 (Qb6! 22. Rxc6 + -) 22. Qxc6 + - .

19. ... Rxd5!
 20. Qa3
 20. Rac1 Rxd1+ 21. Rxd1 Ke7
 20. ... Qb6!
 21. Kg2
 21 Rac1 Kd7 22. Kg2 Rb8!
 21. ... Qc5
 22. Qb3
 22. Qxc5 Rxc5 23. Rac1 Rxc1
 24. Rxc1 Kd7 25. Rc4 Kc7! =
 22. ... Rxd1?

Returning the favour. 22. ... Ke7
 23. Rac1 Qb5 24. Qxb5 Rxb5
 25. b3 Rc8 26. e4 still left an edge to White, but only a very slight one.

23. Rxd1 Ke7
 24. Rd4! Rd8?

Desperation or just a blunder? Threatened 25. Qb7+ and mate, so the only defense was 24. ... Qb5 in which case there follows 25. Qa3+ Kf6 and the silent 26. Kf2! preparing the killing 27. Qc3 was more than dangerous. The text loses right away.

25. Qb7+ Ke8
 26. Rxd8+ Kxd8
 27. Qxf7 Qxe3
 28. Qf8+ Kc7
 29. Qxg7+ Kb6
 30. Qf6 Kb5
 31. h4 e5
 32. Qf7! Ka4(?)
 33. Qc4+ Ka5
 34. Qc3+ Qxc3
 35. bc3 Kb5
 36. f4 ef4
 37. gf4 Kc4
 38. Kf3 Kd5
 39. Kg4 Ke4
 40. Kg5 c5
 41. c4 a5
 42. f5 Ke5
 43. a4 1 : 0

For children

I dedicate this game to my little daughters, Marta (8) and Anna (7), to all children and those grown ups, who still love romantics and believe in miracles.

Adorjan - Kudrin (round 3)

1. d4!
 Surprise!

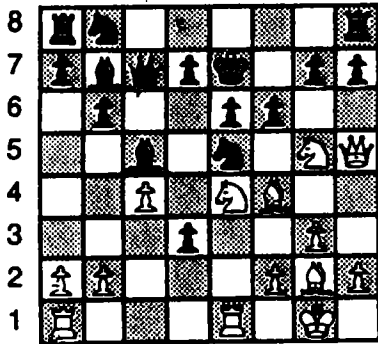
1. ... Nf6
 2. Nf3 e6
 3. c4 b6
 4. g3 Ba6
 5. Nbd2 Bb7
 6. Bg2 c5
 7. e4! cd4

7. Nxe4? 8. Ne5 with a deadly pin: a) 8. ... Nd6 9. Bxb7 Nxb7 10. Qf3 + -; b) 8. ... Nc3 9. Qh5! g6 10. Qh3 + -; c) 8. ... f5 9. Ne4 (followed by Qh5) + -; d) 8. ... d5 9. cd5 ed5 (9. ... Nxd2 10. Nxf7!! + -) 10. Qa4+ Nd7 11. Nxe4 de4 12. Bh3! Bc8 13. Qc6 Rb8 14. Nxf7! Kxf7 15. Qe6 mate.
 8. e5 Ng4
 9. 0-0 Qc7
 10. Re1 Bc5?

A new move, but hardly an improvement on 10. ... h5 played in some earlier games. It's trick is 11. h3? Ne3!

11. Ne4! d3
 No better are a) 11. ... Nc6 12. Bf4 0-0 13. a3! a5 14. Qd2 and 15. h3 + -; b) 11. ... Bxe4 12. Rxe4 f5 13. ef6 e. p. Nxf6 14. Bf4 Qc8 15. Nxd4! Nxe4 16. Bxe4 Nc6 17. Qh5+ Kf8 18. Nxc6 dc6 19. Qf3 + - .
 12. Nfg5! Nxe5
 13. Bf4 d6

13. ... f6 14. Qh5+ Ke7

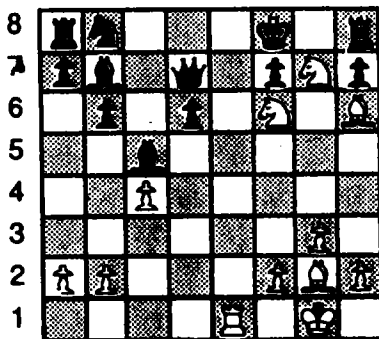


a b c d e f g h

Diagram of analysis 15. Nxf6!!
gf6 16. Rxe5!! fe5 17. Qf7+
Kd6 (Kd8 18. Qf6+ + -) 18.
Bxe5+! Kxe5 19. Qf4 and mate!

14. Qh5 Kf8?

Loses directly. The same belongs
to 14. ... d2 15. Nxe6!! de1
(Q)+ 16. Rxe1 a) 16. ... Qe7
17. Ng7+ Kd7 (Kd8 18. Bg5)
18. Bxe5 de5 19. Nxc5+ bc5
20. Bxb7 Nc6 21. Qf5+ Kc7
22. Bxc6! Kxc6 23. Rxe5 Qd6
24. Ne6!! + - ; b) 16. ... Qd7
17. Ng7+ Kd8 18. Bxe5 de5
19. Nxc5 bc5 20. Rd1 + - ; b1)
17. ... Kf8 18. Qxh6 Ng4 19.
Nf6!! Nxb6 20. Bxb6 ...



a b c d e f g h

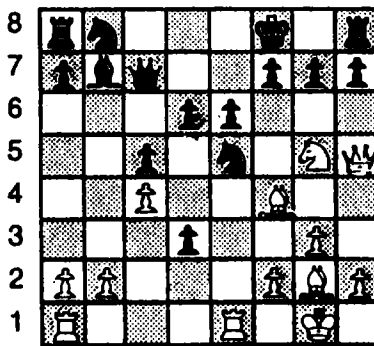
Diagram of analysis

With a picturesque mate!

Best, but still not good enough
was 14. ... g6! 15. Qh6 Nbd7
16. Qg7 0-0-0 17. Nxf7 Nxf7
(Nb8? 18. Nxd6+ + -) 18.
Qxf7 e5 19. Be3 and White
soon regains his pawn with tre-
mendous play. It's worth mention-
ing that 15. ... Nbc6 is nicely re-
futed by 16. Nf6+ Ke7 17.
Nxe6!! Kxe6 (fe6 18. Qg7+
Nf7 19. Nd5+ picking up the
queen) 18. Bh3+ Kxf6 (Ke7 19.
Nd5+) 19. Bg5+ and mate!

15. Nxc5 bc5

There is no time for 15. ... Bxg2
seeing 16. Ne6+



a b c d e f g h

16. Rxe5! de5

16. ... Bxg2 17. Rxc5!! Qd7
(Bc6 18. Bd6+) 18. Rc8+ and
mate.

17. Bxe5 Qd7

18. Bxb7 Qxb7

19. Nxe6+!!

As Kudrin later confessed, this is
what he has missed when he decid-
ed to play 14. ... Kf8.

19. ... Kg8

19. ... fe6 20. Bd6+ Kg8 21.
Qe8 mate again!

20. Nxc7 Nc6

21. Nf5!

It's important to finish a game
like this in a stylish way!

21. ... Nxe5

21. ... f6 allows 22. Nh6+ Kf8
(Kg7 23. Qg5+ ...) 23. Bd6+
Kg7 24. Qg4+! Kxh6 25. Bf4
mate.

22. Qg5+ Ng6

23. Qf6 resigns

Adding "nice game" which I
appreciated.

23. ... Kf8 24. Qg7+ Ke8 25.
Nd6+

Dlugy - Adorjan (round 8)

1. d4 Nf6

2. c4 e6

3. Nf3 b6

4. g3 Ba6

5. Qa4 Bb7

6. Bg2 c5

7. dc5 ...

Dlugy plays this variation almost
religiously and with surprisingly
good result for such an unassum-
ing thing.

7. ... Bxc5

8. 0-0 0-0

9. Nc3 Be7

10. Bf4 Na6!

11. Rad1

In our first encounter (NY'84)
Dlugy played 11. Racl and the
game continued like this: 11. ...
Nc5 12. Qc2 Qc8! 13. Rfd1
Nce4 14. Nxe4 Bxe4 15. Qb3
Qb7 =+ 16. Bd6 Bxd6 17. Rxd6
Rac8 18. Rcd1 h6 19. Qa4?
Rc5! 20. R6d2 Ra5 21. Qb3
Rc8 22. a3 Rac5 23. Qe3 ...
(23. Rd4 d5 24. cd5 Bc2) 23. ...
Rxc4 24. Ne5 Bxg2 25. Nxc4
Rxc4 26. f3 Bh3 27. Qd3 Qc7
28. e4 d5 White resigned.

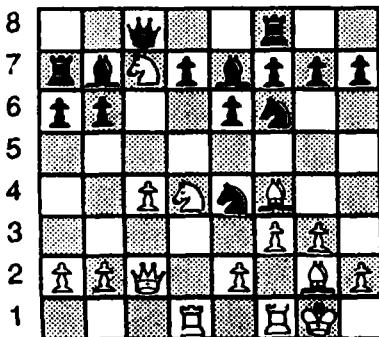
11. ... Nc5
12. Qc2 Qc8

I was a victim of misunderstanding for years assuming that 12. ... Nce4 gives easy equality, and only the 'night before' I realized my mistake. That's after 13. Ne5 Nxc3 14. Bxb7 Nxd1 White may play 15. Rxd1! (instead of 15. Ba8) and Black is in serious trouble: 15. ... d5 (15. ... Rb8 16. Nc6 + -; 15. ... Bxc8 16. Bxc8 Qxc8 17. Qa4 + -) 16. cd5 ed5 17. Nc6 Qd7 18. Bxa8 Rxa8 19. e4! (Also good is the simple 19. Nxe7+ Qxe7 20. Bg5 Rd8 21. Rd4! h6 22. Bxf6 Qxf6 23. Qd2 - threatening 24. e4 - picking up a healthy pawn.) 19. ... Bc5 20. ed5 Nxd5 21. Nb8! Qe6 22. Qc4 Nxf4 23. Rd8+ Bf8 24. Qxf4 Qe7 25. Qd4 a5 (otherwise Qd5 and Rxf8+) 26. Qd5 Ra7 27. Nc6 Qe1+ 28. Kg2 Rb7 (28. ... Rc7 29. Rxd8+ Kxf8 30. Qd8+) 29. Ne5 Re7 30. Qa8 and White wins.

13. Nb5 Nce4

Here I offered a draw, which could be forced anyway by 14. Nc7(!) Rb8 15. Nb5 ...

14. Nfd4?! a6
15. Nc7 Ra7
16. f3



a b c d e f g h

This is the key position, which favours Black but not necessarily in the way chosen by me. How then? If Mr. Dlugy wants to find out he's very welcome for another (the third ...) game!

16. ... g5!?
17. fe4!

This is much better than 17. Bc1 Ng3 18. Ncx6 de6 19. hg3 Nh5 and Black is slightly better (Dlugy - Browne USA 1984).

17. ... gf4
18. Nd5 ed5!
19. ed5!

The point, White has a dangerous initiative in the kingfile for the piece.

19. ... Nh5!!
20. Nf5 Kh8!

It took me almost an hour to find the right plan in order not only meet the direct threats but also reconstruct my position.

21. Kh1

21. Nxe7 Qc5+ and Black is better; 21. Qc3+ f6

21. ... Qe8!
22. gf4

On 22. Rd4 there follows d6 23. Re4 Bc8 24. Nxd6 Qd8 (24. ... Bxd6!?) 25. Nxc8 Qxc8 with an unclear position in which however, Black has no worries.

22. ... d6
e4 f6

A normal reaction, I've also considered 23. ... Bc8 24. e5 Bxf5 25. Qxf5 Ng7 26. Qh3 f5! but I wasn't sure about that position.

24. Qc3 Bc8
25. Nd4 Bd8!

Making room for Re7 and preventing Bh3. By now the roles completely reversed, (on the clock

as well!) White couldn't convert his initiative to anything concrete.

26. Rde1

If 26. Nc6 Rg7 27. Nxd8 Qxd8 28. e5 fe5 29. fe5 de5 30. Rxf8+ (30. Qxe5 Nf6 and Black has the advantage) Qxf8 31. Qxe5 Bh3! 32. Be4 Bg4 Black wins.

26. ... Rg7
27. Nf5(?)

This time 27. ... Ng3+! refutes 28. Bh3, but the text is equivalent with resignation. Remarkably enough it was connected with a draw offer.

27. ... Bxf5
28. ef5 Qf7
29. Rf2 Rfg8
30. Qe3 b5
31. c5 Ba5
32. Rc1 Bb4!
33. c6 Bc5
34. Rxc5 dc5
35. Qe6 Qa7
36. d6 c4
37. Qe2 Qd4
38. Qd2 Qe4!
39. d7

39. h3 or Re2 Rxx2 - +

39. ... Qb1+
0 : 1

This is my style

People often ask me about my style, and I must confess, it's not so easy to give a proper answer by words. Fortunately I've played a number of games which are rather characteristic - so is the following one!

Murey - Adorjan

(10. - penultimate round)

1. e4 c5

2. Nf3 e6
 3. d4 cd4
 4. Nxd4 Nf6
 5. Nc3 d6
 6. Bg5

A rare move which is not as bad as the later developments may suggest.

6. ... Be7
 7. Ndb5?! 0-0
 8. Bxf6 Bxf6
 9. Qxd6

So White has 'won' a pawn but at a price too high - time! Also on 9. Nxd6 Black can get a very strong counterplay by Nc6 10. Nc4 b6 etc. For those who like crazy things I recommend 9. ... Qb6 10. Nc4 Qxb2!?? for study. Some of you may think it's only a bad joke, but let me recall another game of mine: Kuligowski - AA NY'81 - 1. d4 Nf6 2. c4 g6 3. Nc3 d5 4. Nf3 Bg7 5. cd5 Nxd5 6. e4 Nxc3 7. bc3 c5 8. Be3 Qa5 9. Nd2?! cd4! - here he automatically took back 10. cd4 Nc6 11. d5 Nd4! and stood just worse. The test, naturally could only be 10. Nc4 de3! (Qxc3?? 11. Bd2) 11. Nxa5 Bxc3+ 12. Ke2 Bxa5 13. Ke3 Bb6+ 14. Kf3 Nc6.

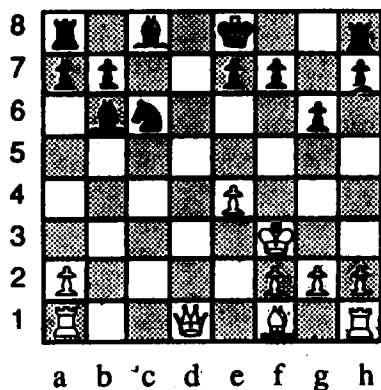


Diagram of analysis

I was sure (and still I am) that Black can play for wins without risking anything.

9. ... a6!
 10. Qxd8 Rxd8
 11. Na3 b5
 12. Nd1

Forced, since 12. Nab1 almost loses to b4 13. Na4 (13. Nd1? Rxd1+) Bd7 14. Nb6 Bxb2 15. Nxa8 Bxa1 16. Nb6 Bb5! etc.

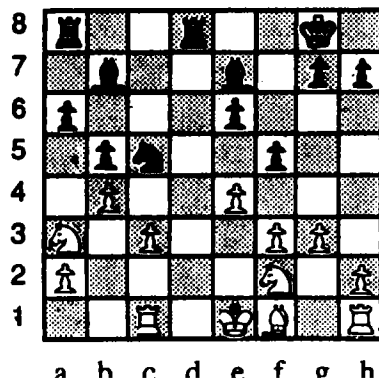
12. ... Bb7
 13. f3 Nd7!
 14. c3 Nc5
 15. Rc1
 15. Be2 Bg5!
 15. ... Bh4+!
 16. Nf2

If 16. g3 then Bg5 17. Rc2 f5 is more than unpleasant. Now Black could regain the pawn, but much stronger and consequent is...

16. ... f5!
 17. g3 Be7!?

Aiming for more than 17. ... Bg5 18. Rc2 fe4 19. fe4 Nxe4 20. Bg2 Nxf2 21. Rxf2 Ra7! which looks fine as well.

18. b4
 18. Bg2 fe4 19. fe4 Na4 with advantage for Black.



18. ... fe4!!
 This is my style!
 19. bc5
 19. fe4 Nxe4 20. Bg2 Nxf2
 21. Bxb7 Nd3+ - +

19. ... ef3!
 Logical and best. On 19. ... Bc5 White could return the piece by 20. Ne4! Ba3 21. Rc2 with reasonable drawing chances.

20. Nc2
 20. Nd3 f2+ 21. Nxf2 Bxc5 - +; 20. c6 Bxc6 21. Nc2 e5
 22. Bd3 Bc5 or 22. Bh3 Bg5 and Black is better in both cases.

20. ... Bxc5
 21. Bh3

If 21. Nd4 then Ba3! followed by e6-e5 etc. killing. Murey's 'post mortem' suggestion 21. h4 doesn't change a thing: Rac8 22. Rh2 Bd6 23. Nh1 f2+! 24. Nxf2 Bxg3 25. Rh3 Rxc3 - +.

21. ... Bxf2+!
 Tempting was 21. ... e5 but after 22. Rf1 the situation is far from being clear.

22. Kxf2 Rd2+
 23. Kf1

There was no 'escape forward':
 23. Ke3 Re2+ 24. Kf4 (24. Kd4 Rc8 - +) Re4+! 25. Kg5 h6+ 26. Kh5 Rc8 27. g4 (only move) Rxc3 28. Rhd1 Re5+ 29. Kh4 Rec5 and Black wins. On 23. Ke1 there comes Re2+ 24. Kf1 e5 - White is a piece up, but a rook (h1) down!

23. ... e5
 24. Ne3 Rad8
 25. c4

continued on page 23

OUT OF THE PAST IN CALIFORNIA CHESS

by Guthrie McClain (Editor, The California Chess Reporter, 1951 - 1976)

The Night I met Alekhine (see also October issue)

Alexander Alekhine, chess champion of the world, gave a simultaneous exhibition on Saturday night, May 11, 1929. Alekhine is considered one of the very best - perhaps THE BEST - chessplayers of all time, and in 1929 he was at the peak of his career. But that night at the Chess Room of the Mechanics' Institute in San Francisco he took a thumping at the hands of the cream of the crop of S.F. Bay Area Chess.

The champion began the 43 boards at 8:00 P.M. and by the time he finished the last grueling game it was 2:30 the next morning. He lost 8 games and drew 8, and he pulled out many a lost game in order to do that well. At one time I counted Alekhine's "lost" games: There were no less than twenty games where he had a poor position or was behind in material.

Dr. W.R. Lovegrove
Prof. G.E.K. Branch (Berkeley)
Henry Gross
Joseph Drouillard (Oakland)
Leo Christianson (16)
Fred Byron
Paul Traum
Lawrence Rosenblatt

Charles Bagby had the distinction of playing the best game against the champion, according to Alekhine. The shortest game and the first to be finished was that against young Arthur Dake of Portland (Dake, who is now the West Coast's senior Grandmaster, rashly played move-on-move with Alekhine)- the last was Dr. Henry Abelson's game.

According to E.J. Clarke's column in the Sunday Chronicle on May 19, 1929, the S.F. Bay area did much better than other areas in the Champion's 1929 tour.

tion, Dr. Alekhine was asked what city in the United States gave him the stiffest opposition. He is reported to have answered "San Francisco, at a place called the Mechanics' Institute."

According to Clarke, Alekhine had visited the Mechanics' Institute before, playing thirty-two boards in 1924. The May 19, 1929 column does not give results.

On the day before the May 11, 1929 exhibition, Alekhine played three games simultaneously at the rate of sixty moves an hour, while his opponents were allowed twenty. On Board One, Alekhine defeated the team of D. Vedensky, W.H. Smith and W. Van Antwerp; on Board two, he defeated A.J. Fink and Dr. G.E.K. Branch; and Board Three, he drew with Henry Gross, Charles Bagby and E.J. Clarke.

WON GAMES:

Some time after this exhibi-

Dmitri Vedensky
(Berkeley)
A.J. Fink (State Champion)
E.W. Gruer (Oakland ex-champ)
Charles Bagby
Arthur B. Stamer
Sed Silvius
L. Goldstone
Dr. A. Epstein

DRAWN GAMES:

Alexander Alekhine's 1929 Tour				
City	Played	Won	Lost	Drawn
Brooklyn Institute	52	42	4	6
St. Louis	38	35	1	2
Milwaukee	40	36	3	1
Chicago (2 exhibitions)	46	42	2	2
Cincinnati	47	37	5	5
Denver	40	40	0	0
Los Angeles	50	39	5	6
San Francisco	43	27	8	8

A game from the simul:
White:
A. Alekhine
Black:
D. Vedensky
1. d4 Nf6
2. Nf3 e6
3. c4 b6
4. Bg5 Bb7
5. Nbd2 Be7
6. Qc2 d6
cont. next page

Book-Review

Unorthodox Openings

by Paul Lowry

Co-United States Chess Champion, Grandmaster Joel Benjamin and his co-author Fide Master Eric Schiller have created a book, Unorthodox Openings, that should be perused by any serious chessplayer if for no other reason than to avoid getting lost in a bizarre opening. The 154 page tome is a production of the McMillan Publishing Company. It is divided into three parts: The Good, The Bad, and The Ugly. Part III: The Ugly has a section entitled the Twilight Zone which contains "those openings which do not fit into the Good-Bad-Ugly scheme." This portion of the book is worth a special look.

The book is profusely illustrated with 178 diagrams and the type is excellent. There is a three page Index of Variations. I have counted 178 different openings with the section on The Ugly containing 74 of them. If you like bizarre, exotic, or slightly mad openings partake of The Bugayev Attack (1. b4 with a3), The Hammerschlag (12. f3, e5; 2. Kf2) or The Campomanes Attack (1. e4, c6; 2. d4, d5; 3. Nc3, Nf6?) to name three of them. The romantic and care-

free chessplayer will have a field day in this book. The orthodox chessplayer will cringe. It is that kind of book! 52 complete gamers whet the enthusiast's appetite.

I recommend this book with a solitary reservation. Be prepared for the unexpected when you use one of these openings. Don't cry when the roof caves in on you and don't shout when it happens to your unprepared opponent. To quote authors Benjamin and Schiller, "We hope that through our efforts chessplayers at all levels of play will be encouraged responsibly to explore the possibilities which lie at present on the fringes of opening theory." A responsible attitude is the key element! Here is a sample game from the book:

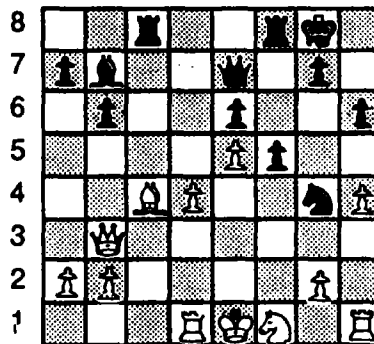
Colorado Counter

(Hudson - D. Root, LA, 1986)

1. e4 Nc6 2. Nf3 f5 3. ef d5 4. Bb5 Bxf5 5. Nd4 Qd7 6. Qe2 Nxd4! 7. Bxd7+ Kxd7 8. Qe5 Nxc2+ 9. Kd1 e6 10. b3 Nf6 11. Bb2 Nxa1 12. Bxa1 Bxb1 13. Qe2 Bg6 14. Qb5+ Kc8 15. Re1 Ne4 16. f3 Nf2+ 0-1 (page 120)

continued from page 9

7. e3 Nbd7
8. Bd3 0-0
9. h4 c5
10. Rd1 d4
11. Ne5 h6
12. f4 Nxe5
13. fe Ng4
14. Bxe7 Qxe7
15. Nf1 f5
16. Be2 dc
17. Bxc4 cd
18. ed Rc8
19. Qb3



a b c d e f g h

19. Rxc4
20. Qxc4 Bxg2
21. Rg1 Qxh4+
22. Kd2 Qf2+
23. Kc1 Bd5
24. Resigns

New Chess Data Base

from Hungary

G.Honfi of Zalaegerszeg,

Hungary is promoting a new system to help the chess enthusiast to make use of the home computer (COMMODORE 64).

Aim of the system:

It gives efficient help to chess players during theoretical preparations. It gives information on the occurrence of chess games, published in different source materials, according to the international codes of chess openings. Thus it saves the hard work of gathering material for learning new chess openings.

Content of the system:

The system arranges all the games of *Informants* and of the most important chess papers published in Hungary according to the code system of *Encyclopedia* [A00 - E99]. During one inquiry you can learn from the system the occurrence of all adapted games belonging to the sought for code. (Source, volume, number, page.) On the basis of these references you can easily and quickly find the games in the chess papers.

Adapted games:

Source	Volume	games
Informant	1 - 41	28868
Hungarian C.Life	80-86	5306
Sahmati Bulletin	80-86	17837
Sahmati b CCCP	80-86	1838
Sahmati b Riga	80-86	4026

Total games: 57875

Hardware requirements:

Commodore 64
Floppy disk Commo. VC-1541
TV or monitor
(Printer Commo. MPS 802)

Disk demands of system:

One program disk
Five data disks (doublesided)
of 5.25 diskettes.

Capacity of system:

The system is capable to store approximately 250,000 references without change. The number of source materials (now five) is theoretically limited to 255. The average time of data supply is 5-10 seconds.

Prices:

The inquiry program, the 5 data disks containing the 57875 references, and a users manual in English or German cost 400 DM (Germany).

There is also a program for statistics, showing how many games you can find according to codes and source materials.

For foreign countries there is the possibility of buying the processing program too. With it you can build your own data base; giving you the opportunity to start your own business. Cost: 800 DM

For the sole ownership in your country the price is open for negotiation.

Of, course the existing database can be extended without buying

the processing program by ordering new data releases as they become available.

For information on how to order the system write to:

Val Zemitis
Amber Publishing Co.
436 Citadel Dr.
Davis CA 95616

Editors note:

The Hungarian chess friends certainly accomplished a needed task. Yet, my knowledge of what is available in this country (hardware and software) dictates the following advise:

The main value of the system is the labor involved in data input.

There is a great variety of home computers available in this country (IBM, Apple, McIntosh, etc.) which creates a different demand here.

Third, not too many chess players buy, with the exception of the *Informants*, the Hungarian and Russian Chess Publications.

Fourth, if you want to spend the time to do the data input, a good data base program for any of the above computers will serve the purpose.

Besides there might be already something similar or even better on the market. Harry Radke demonstrated a program at the last LERA Tournament for the IBM PC or Compatibles that seems to be superior.

The future will revolutionize the whole record keeping system!!

N 4 C Syntex Championship

\$ 4,100.00

Guaranteed

February 6 - 7

Site: Syntex - 3401 Hillview Avenue, Palo Alto (in cafeteria).

Format: 4 - SS -- One half point bye (any of the first three rounds)

Rounds: Saturday Feb. 6 11:00 am, 5:00 pm - Sunday Feb. 7 10:00 am, 4:00 pm

Registration: Saturday Feb. 6 9:00 - 11:00 am (1/2 point bye for missed round).

Prize Fund: \$ 4,100.00 (2 sections).

Open			Reserve			
\$ 300	U2200	U2000	U1800	U1600	U1400	U1200
\$ 200	\$ 200	\$ 200	\$ 200	\$ 200	\$ 100	\$ 50
U2400	\$ 100	\$ 100	\$ 100	\$ 100	\$ 50	Unrated
\$ 200	U2100	U1900	U1700	U1500	U1300	\$ 200
\$ 100	\$ 200	\$ 200	\$ 200	\$ 200	\$ 50	\$ 100
U2300	\$ 100	\$ 100	\$ 100	\$ 100		\$ 50
\$ 200						
\$ 100						

Unrated players may only win top Open money or unrated money. Tournament Director reserves the right to use estimated rating and to expel improperly rated player from section in progress or to disqualify player from a prize group due to improper rating. Byes may only count for prize money if player has an equal number of competitive points.

Time Control: 40 moves in 2 hours then 20 moves per hour for each subsequent time period.

Entry Fee all sections: Must be received by Feb. 3 or pay at site
rec'd by Jan. 6 \$ 30, rec'd by Feb. 3 \$ 40, rec'd by Feb. 6 \$ 50

Contact: Liza Toth (at Syntex) (415) 855-5986 **Checks:** N4C

Mail to: Liza Toth, 802, A-200, Syntex, 3401 Hillview Avenue, Palo Alto CA 94304

Include with entry: Name (as it appears on USCF ID card), Bye (round), Phone No. (with area code),
Address (Str., City, St., Zip), Rating, USCF ID No. & Exp. Date, Section (Open, Reserve)

* see next page

Notice in regards to the Syntex Championship as advertised on the previous page:

**SUBJECT: CHANGE IN TERMS OF TOURNAMENT: PRIZE MONEY IS NO LONGER
GUARANTEED**

This Notice is to alert you that although there will be a tournament at Syntex on Feb. 6 and 7, 1988, it will not be the same as the one advertised in Chess Life and the California Chess Journal. If you do not wish to play in the tournament (as changed), please call Michael Adkins at (415) 852-1995.

An unfortunate series of events has caused a change in conditions of the tournament to be held at Syntex. The tournament prize money is no longer guaranteed, but all entry fees, minus expenses, will be paid out.

This is what happened: The original tournament director approached the SERA (Syntex) Chess Club to offer to guarantee the prize money and run the tournament, if we could provide the facilities. Now, he cannot be located and apparently has withdrawn. Despite numerous attempts to reach him, we have been unable to contact him and confirm his continued sponsoring of the tournament. Rather than cancel the tournament altogether, the SERA Chess Club has found a substitute director and has arranged to maintain the availability of the facilities.

Please accept our expression of regret for any inconvenience this may have caused you. However, the original tournament director advertised the tournament independently and on his own behalf, and accordingly the advertisement should not be read as an advertisement for a tournament in which prizes are guaranteed by Syntex, SERA, or by Liza Toth.

Again, if you do not wish to play with prize money based on entry fees minus expenses, please call Michael Adkins at (415) 852-1995. Your money will be promptly refunded.

If you have not entered and you wish to play in the new tournament, send your entry fee to Michael Adkins, Maildrop P1-196, c/o Syntex, 3401 Hillview Ave., Palo Alto, CA 94304. Entry fees are \$ 40 in advance and \$ 50 at the door. For registration information see ad on previous page.

Editors note: If the rules for Grand Prix Tournaments require a guaranteed prize fund the GRAND PRIX POINTS AVAILABLE could also be affected by this changes.

These events delayed the mailing date of the California Chess Journal by one week.

Around The Bay

by NM Gabriel Sanchez

**LERA Thanksgiving
Tournament, Nov. 28 - 87
Class B Brilliancy**

**White: Hampton (1782)
Black: Johnson (1789)
SCOTCH GAME**

- 1. e4 e5
- 2. Nf3 Nc6
- 3. d4 ed
- 4. Nd4 Nd4?

Not good. This accelerates White's development, allowing quick castling.

- 5. Qd4 d6
- 6. Be3?

Better to develop the Knight to 'c3' first as you know it belongs there. The Bishop may be better on 'f4' or 'g5'. Knights before Bishops.

- 6. ... Nf6
- 7. f3

Preparing a Samisch pawn storm. OK - but White is not using the free time handed him.

- 7. ... Be7
- 8. Nc3 0-0
- 9. 0-0-0 c5

Black sends out the foot soldiers at the price of a weak 'd6' pawn.

- 10. Qd2 a6
- 11. g4

The race is on. White could try 11.Bf4 Be6! 12. Bd6 Bd6 13. Qd6 Qa5 - allowing a reasonable pawn sac by Black.

- 11. ... b5
- 12. h4 b4

Black gets in the first poke, so clearly White has slipped up.

- 13. Ne2?

Clogs the White position, safer is 13 Nd5.

- 13. ... Qa5
- 14. Kb1 Be6
- 15. a3?

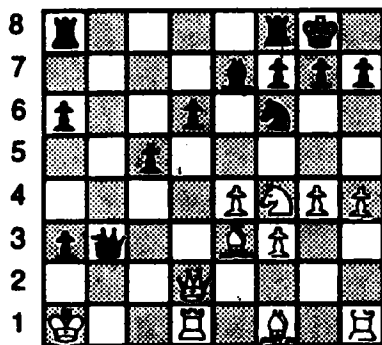
Terrible, giving Black a pawn lever to open the 'b' file.

- 15. ... Qa4!
- 16. Nf4 ba
- 17. b3

If instead 17 Ne6 then ab! wins quickly.

- 17. ... Bb3!
- 18. cb Qb3+
- 19. Ka1

Now Black has a shot to slay the White King in his 'a1' rat hole.



a b c d e f g h

- 19. ... Rfb8?

Black misses 19...Ne4! 20 fe Bf6+ +-.

- 20. Bd3??

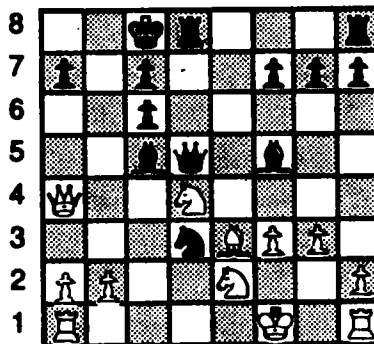
And so does White! After 20. g5 (preventing Bf6+) White should break the attack, remaining a piece up.

- 20. ... Ne4!

Still works - as they say in Russia, 'What's laughs for the cat is tears for the mouse.' 0:1.

**LERA Thanksgiving
Tournament Nov. 27, 1987
Expert's Brilliancy Prize**

**White: Wall (2105)
Black: Howard (2128)**



a b c d e f g h

Black to play

Rocked hard in the first round, White has gamely held on, convinced things can't be that bad if he's still standing. Black winds up, takes aim and ...

15. ... Qf3+!!
0 : 1 (16. Nf3 Bh3+ 17. Kg1 Be3 KO)

**San Jose
City College Open
Nov. 21, 1987**

**White: Cartwright (2075)
Black: Gorman (2435)**

SICILIAN DEFENSE

- 1. e4 c5
- 2. Nc3 Nc6
- 3. f4 e6
- 4. Nf3 Nf6

Normal is 4...Nge7 to play pawn to d5, or simply...d7-d5 at once.

- 5. e5 Nd5
- 6. Nd5 ed
- 7. d4 d6
- 8. c3

White believes he has an impressive pawn center, Black thinks otherwise.

- 8. ... Bg4
- 9. Be2 cd
- 10. cd Qb6

Clearly Black has played exactly for this - to win a pawn in the opening.

- 11. Be3 Bf3
- 12. Bf3 de
- 13. fe 0-0-0

Black threatens the pawns on b2 and e5

- 14. Qd3

White offers the Queen's Knight pawn.

- 14. ... Qb2

The triumph of Black's strategy?

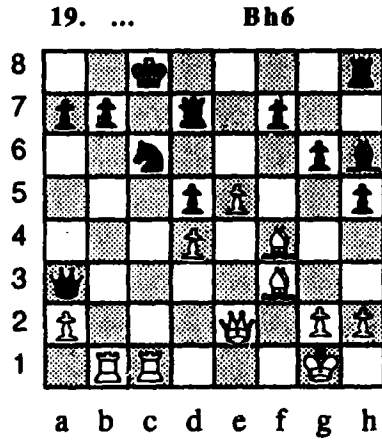
- 15. 0-0

I think that only now did it dawn on Black that he had traded far too much - open files in front of his King, and two enemy bishops - for one measly pawn.

- 15. ... Qa3
- 16. Qe2 h5
- 17. Rab1 g6
- 18. Rfc1

White's elementary plan, to aim everything at the enemy King, already looks indefensible.

- 18. ... Rd7
 - 19. Bf4!
- Threatening mate at once with
20. e6 fe 21. Rc6+ bc 22. Rb8 mate.



- 20. e6!
- Breakthrough
- 20. ... Rc7
 - 21. Bh6 Rh6
 - 22. ef

Simple and pretty - the threat Qe8+ is decisive.

- 22. ... Rd7
- 23. Qe8+ Rd8

And now, once again, the crime - grabbing the Queen's Knight pawn - is met by the stern punishment of mate.

- 24. Rc6+! 1:0.

Campbell Chess Club
Nov. 12, 1987

White: Mayntz (2225)
Black: Corbin (2191)

ENGLISH OPENING

- 1. c4 c5
- 2. g3 g6
- 3. Bg2 Bg7

- 4. Nc3 Nc6
 - 5. e3 e5
- To stop White from creating mobile pawns on c4 and d4, at the cost of a "hole" at d5.
- 6. Nge2 d6
 - 7. 0-0 Nge7
 - 8. d4!

A must move - otherwise White concedes Black a spatial edge.

8. ... ed?
Not strictly necessary. White based d2-d4 on favorable tactics allowing Nb5 getting at the 'd6' pawn. If Black simply castles, avoiding a premature fight, his chances are fine.

- 9. ed 0-0
- 10. Bf4

With the 'e5' pawn gone, White gets good development and a target.

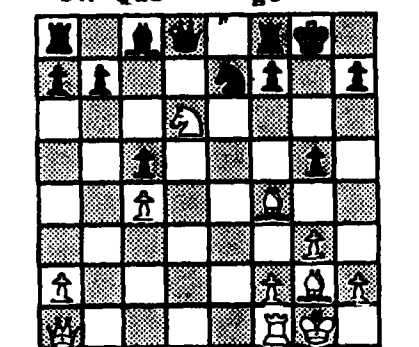
- 10. ... Nd4?
- Better to develop with ...Bg4.
- 11. Nd4 Bd4
 - 12. Nb5

White has based his game on getting in this move.

- 12. ... Bb2
- 13. Nd6 Ba1

Weakening the black squares, particularly 'g7', but Black has placed his hopes on his next move, no doubt figuring White overlooked it.

- 14. Qa1 g5



continued on page 20

Endgame Lab

With FM Craig Mar

R + N + B A Complicated Ending

These types of endgames often occur after queens are exchanged in the middlegame. It's questionable whether some of them should be considered endgames, since middle-game elements exist:

1. The king can be attacked and mated with RN and B;
2. The king should stay well protected.
3. A passed pawn is easier to blockade and not as much of a threat as in more simplified positions.

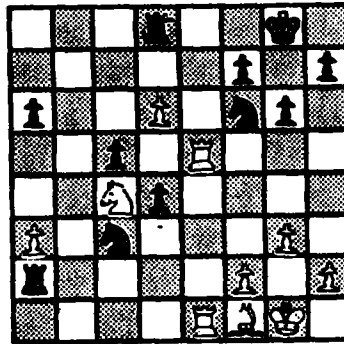
They are critical because questions of a complicated nature must be asked.

1. Should my rook go in front or behind a passed pawn?
2. Do I have chances for a k-side attack which may lead to a perpetual check?
3. Do more winning chances lie with rooks on or off? Often the positions don't crystallize into anything clear until one side is better.
4. Am I capturing an important pawn or one that is unimportant?

This type of ending requires alertness, as the positions tend to be sharp and critical where one mistake can be fatal.

The following games are typical:

GM Seirawan



GM Christiansen

London, 1982

White to play

This unclear position arose out of an A3 Q's Indian where Black obtained full equality. What isn't clear is what plan White should adopt.

A) Rip the pawn on c5 with Rc7 and Re7 coming or -

B) Play 25. g4 - g5 with a mating attack.

The answer becomes clear only after the game.

25. g4?!

This ambitious push either leads to a crushing attack or an overextension of White's k-side pawns. Seirawan must not grab the poisoned pawn because of 26. Re8+ Re8 27. Re8+ Kg7 28. d7 winning. So he hangs on for dear life.

25. ... h6

26. h4 Kf8!

Only move.

27. g5 hg

28. hg Ng4!

A tough choice for Black.

If 28. ... Ne8 29. Rc5 Nd6?

30. Nd6 Rd6 31. Rc8+ Kg7

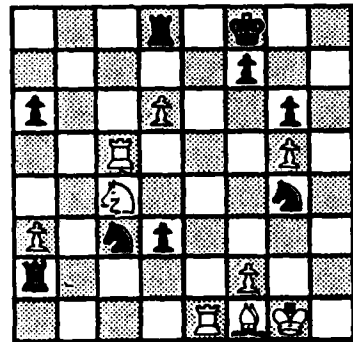
32. Re8! winning.

29. Rxc5

Now it appears that Black is busted because of the threats d7, Rc7 and doubling on the 7th. How is Black to answer these threats?

29. ... d3!

Blow for blow! It's not clear now how White can equalize.



White is in big trouble as most variations show. When you are not sure how you stand, look ahead to some sample lines.

On 30. Bxd3 Nf2 31. Bf1 (31. d7? Nd3 32 Rc8 Ne1 is difficult, or 31. Bb1? Nh3! 32. Kh1 Rf2 and Black is better) 31. ... Nfe4 32. Rc6 Ng5 33. Bg2 and Black has a clear edge.

Another try is 30. Ne3 but after Ne2+ 31. Be2 Re2 32. Rc1

Ne3 it's hopeless. The saving resource is 30. Nd2!!, a problematic move when all looks lost. This is White's only move, 30. ... Nb5!

31. d7! Nd6 32. Rd5 Rxd7
33. Rxd3 = . Every one of White's moves is forced, remarkable!

But Christiansen played the losing

30. d7 Ne2+

31. Be2 Re2

32. Rb1 Rd7

The advanced pawn is gone and it's all over.

33. Rc8+ Ke7

34. R1b8 Ke6

This winning position cost Seirawan time.

35. Re8 Kf5

36. Red8 Rd8

37. Rd8 Nf2

38. Kf1 Kg5

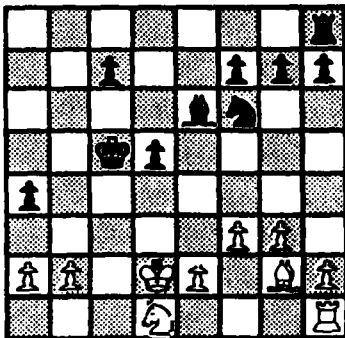
The rest is silence

39. a4 f5

40. a5 Ra2

and three pawns down, White resigned. Tough fight!

The first game was double-edged and tactical. The next shows former world champion Smyslov putting the positional squeeze on Walter Browne. Played in Las Palmas '83 Interzonal.



White: Browne
Black: Smyslov
White to move:

This position is calmer and more sedate than the previous one. But why?

1. One pair of rooks has already been traded lessening the chance for complications.

2. Neither side has a passed pawn.

3. The position hasn't opened up that much with penetration by a rook to the 7th rank.

Another important question to ask is "Who's better?" Black, because - 1. White's pieces don't cooperate, the bishop on g2 is blocked by its own pawn;

2. Black's pawns are more aggressive, that is, they are farther advanced, cramping White and posing a threat; 3. Black has the superior king.

21. Nc3 Kb4

This is essentially a very sharp waiting move, guarding the a-pawn and getting out of the way of the c-pawn.

22. Rc1 c5!

Black's initiative is threatening and other factors begin to enter:

a) Browne is already under mild time pressure! b) Smyslov has a "knack" for playing such positions, a good feel.

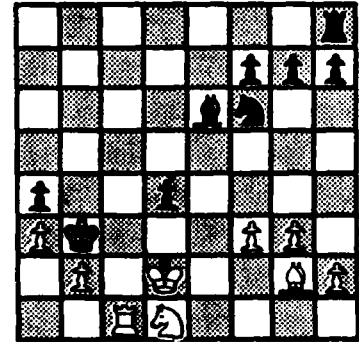
23. e3 d4!

To throw White off balance as time gets short, the position suddenly opens up.

24. ed cd

25. a3+ Kb3!

26. Nd1



Is the black king attacking or just a sitting duck?

Smyslov throws caution to the winds and plays aggressively. The only certainty is that Black's king will be mated or it will become a strong attacking piece.

26. ... Bc4

27. Nf2 Nf5!

Black prepares the devastating Ne3, followed by king eats pawns.

28. Ne4 Ne3

29. Nc5+

Best, but Browne had but one minute to decide here.

29. ... Ka2!

30. Bh3

At last Browne has counter play, but it's too late!

30. ... Bb3

31. Bd7 Nc4+

32. Kd3

Here Browne's flag fell, but after 32. ... Ne5+! 33. Kd2 Nxd7 34. Nxd7 Kxb2 it's hopeless anyway. A nice technical win.

"Government of Laws, Not of Men"

(december 1987 column for GENS UNA SUMUS)

by International Arbiter Jerome Bibuld

Copy right: Leisure Linc

In the seventh grade, I had a history teacher at P.S. 106, Queens, named Mrs. Wilson, who impressed very deeply on me that ours was a government of laws, not of men. It wasn't easy for her because, at first, I could not understand what she meant by "a government of laws." I could not picture printed pieces of paper ruling the country. People did that and, mostly, those people wore blue uniforms and carried guns.

But Mrs. Wilson was persistent and, eventually, got her point across to me. "Government of laws" meant that things were written down and you could rely on them. It meant that everyone could see the laws and know them. It meant that the laws were not made up on the spur of the moment to fit the needs of those in power and that they could not be changed arbitrarily. It meant that administration of government was guided by "due process".

I rather like that and have noticed that we in the United States make a big thing about "government of laws" because it is essential to another concept about which we make a big thing: "democracy". It's too bad the USCF does not apply those concepts to the Laws of Chess.

The first international chess code was promulgated by FIDE in 1929. A completely revised code was prepared a generation later, under the direction of President Folke Rogard. FIDE adopted this second edition of the Laws of Chess at its 23rd Congress in Stockholm, 1952. These laws were the most complete ever published. Perhaps, FIDE was too comprehensive, because Article 20 provided for formal interpretation of the laws that opened

up the possibility of their continual growth; "In case of doubt as to the application or interpretation of these laws, the FIDE will examine the evidence and render official decisions. Rulings published in the 'FIDE Review' are binding on all affiliated Federations."

Over the course of the next 30 years, as more and more questions were answered by the Rules Commission, on finer and finer points, the "FIDE Interpretations" took up more and more room in the Laws of Chess. By 1980, when FIDE codified all the Laws and Interpretations in one publication, the Interpretations took up considerably more room than the Laws. I exaggerate ludicrously, but it was somewhat as if every Supreme Court decision became part of the Constitution.

Of course, this made the Laws unwieldy and FIDE decided to produce a completely revised code. The decision was neither lightly made nor lightly implemented. Input was solicited from the whole world, including the United States. Tim Redman, then President of the USCF, an International Arbiter and a member of the Rules Commission, represented the USCF. After years of labor, the final working draft was submitted to the federations in early 1984.

In the United States, we sent the draft to all International Arbiters and all National Directors. Many of us responded with our comments, which were sent to the Rules Commission. All suggestions sent to the Rules Commission were considered in open meetings at the FIDE Congress of 1984. I was there and saw it with

mine own eyes. I stress this, as well as pointing out the participation of our Rules Commission representative, Tim Redman, so that there will be no question that the USCF participated in the preparation of the Laws of Chess that were adopted at the Thessaloniki Congress of 1984.

So how did the USCF react to the promulgation of the new Laws? For a long time, we didn't react at all. We did not circulate them among our tournament directors, much less publish them for our members. But why should we have observed the Laws? After all, they required that our players learn some discipline and that our "tournament directors" become "arbiters"! We did not win every point, so we would not play the game. Sad, but true.

More than two years after the rest of the world started using the Laws of Chess, the USCF published its "Official Rules of Chess". These "Official Rules:" are an insult not only to the Laws, but also to the intelligence of the membership. In major areas (such as touch move and time control), the "Official Rules" contradict the Laws. Throughout the "Official Rules", they ignore the wording and spirit of the Laws. To boot, the "Official Rules", treat the USCF member as a nincompoop who cannot possibly understand clear and concise English, but must have the most elementary ideas explained, as to a kindergarten child.

Please take the time to compare the "Official Rules" (pages 1-39) with the Laws of Chess (correctly reproduced on pages 75-99) of the USCF's

own publication, published by McKay this year. A critical list of all the contradictions and insults to our intelligence would take more room than the publishers of GENS UNA SUMUS would allow, but I shall use the next few paragraphs to comment on those I consider most odious or laughable (odious, when one is in a serious mood; laughable when one recognizes that we tend to act as if we are the only humans on the planet, which considerably less than five percent of the earth's population ought to ponder).

Before I give you my favorite criticisms, however, I must say that I have no objection to the modifications required to establish USCF authority over tournament chess in the United States. For example, I consider Article I.2.C on page 2 of the "Official Rules" an essential statement, even though it has no direct relationship to the Laws of Chess. This is covered by the Preface to the Laws of Chess (on page 76 of "Official Rules"), which says that "...Any chess federation that already operates by or wants to introduce more detailed rules, is perfectly free to do so, provided:

"a. they do not in any way conflict with the official laws..."

My first severe criticism is in the "Introduction" of the "Official Rules" (page 1). Aside from the unnecessary and childish rewording of the first three sentences (which is the extent of the USCF "Introduction"), the dropping of the last sentence of the first paragraph and the rest of the "Preface" leaves out the justification for the first three sentences. Not printing the last paragraph (or a minor modification to explain the need for slight USCF changes in the Laws, reasons for which are stated immediately above) deprives the membership of knowledge of FIDE's intent that the Laws of

Chess be applied uniformly throughout the world. Among other things, the USCF "Official Rules" leave out the statement (and trample on the spirit) that "...the laws should be as short...as possible and that minor details should be left to the discretion of the arbiter." (See pages 75-76 of "Official Rules".)

The USCF "Official Rules" contradict the FIDE Laws in connection with castling and, therefore, the "Touched Piece" Law. Article I.7.A.6 (page 6) says that "If a player touches the rook first when about to castle, there is no penalty except that, if castling is illegal, then the player must move the rook if it may legally be moved.; while Article 5.1.c of the Laws (page 79), clearly states that "If a player touches a rook and then his king, he may not castle with that rook and the situation will be governed by Articles 7.2 and 7.3" (in the Touched Piece Laws). The USCF, of course, does not seem to note that its Article I.7.A.6 not only contradicts the Laws of Chess, but also its own Article I.7.A.2 (page 5) and FIDE Law 5.1.b (page 75), which explain that castling is "executed as follows: the king is transferred from its original square two squares toward either rook on the same rank; then that rook is transferred over the king to the square adjacent to the king and on the same rank."

I can understand the need in Swiss system tournaments of more than one round a day (when FIDE ratings and titles are NOT at stake), to modify the Illegal Positions Laws in order to keep to the posted schedules. Those schedules are not arbitrary, but are governed by the need to get the competitors in and out so that they can fit into travel schedules and --more importantly--work schedules. This is allowed by the FIDE Laws Preface (page 76) ...when ..."they are limited

to the territory of the federation in question; and...they are not valid for any FIDE (competitions)". But the USCF does not use this perfectly reasonable exception. Instead, it has decreed an arbitrary "ten-move rule" that makes illegal moves and positions legal if the crime (or innocent error) survives ten moves. Our ten-move "statute of limitations" makes no sense other than the Swiss system scheduling problems, unlike the politically important statutes of limitations against criminal liability. The latter were developed to prevent prosecution when the defense would have a difficult, if not impossible, time proving innocence, because of the loss of evidence natural to the passage of time. But the score sheets are absolute evidence in the case of chess. The "ten-move rule" makes a farce of the idea of rules of play, but is enshrined by the USCF. Please compare the Illegal Positions Article I.10 of the "Official Rules" (pages 10-11) with Article 8 of the FIDE Laws (pages 84-85).

Of course, the tyrants of the rest of the world are too harsh on their players in many areas, unlike the humane leniency that we in the USCF display towards our errants. For example, with an understanding that knows no bounds, we declare in Article I.12.G, concerning claims for draws by repetition of position (pages 13-14), that "If a player completes a move without having claimed a draw, but has not yet stopped his clock, he retains the right to claim a draw", even though the FIDE Laws clearly state in Article 10.6 (on page 86) that "If a player executes a move without having claimed a draw...(by repetition)...he loses the right to claim a draw."

My own truly favorite example of the idiocy of the "Official Rules" and

their utter contempt for the Laws of Chess is the treatment of the time control loss. This is handled most simply by the Laws, in one sentence and one prepositional phrase. Article 10.13 of the Laws (page 89) tells us that "The game is lost by a player who has not completed the prescribed number of moves in the allotted time."

Article 16 of the Laws (page 98) lists among the duties of the arbiter "...to establish that the prescribed time limit has not been exceeded by the players..." That is, the players play and the arbiters arbitrate.

Not so in the USCF! We need three and a half pages (16-19) for Article I.12.L, the sum and substance of which is that the player must also be policeman, prosecutor and counsel to the judge when his/her opponent's flag falls. I will not endear myself to many of my colleagues or to our poor sports who get out of time-control losses because their "inferiors" do not have complete score sheets when I say pointblank that the reasons are two; our "tournament directors" too often are too lazy and too afraid to be arbiters and our players too often are too rude and too boorish to congratulate the legitimate winner. Need I point out again that we contradict ourselves?

The USCF "Official Rules" Article I.18.C (page 33) seems to agree with FIDE. I quote it; "The responsibility of determining whether a player has made the prescribed number of moves in the specified time is that of the tournament director."

Once again, we ignore our self contradictions. Thus, the USCF "Official Rules" Article I.13.B (page 21) is similar to the FIDE Laws Article 11.2 (pages 90-91) in allowing a player with less than five minutes on her/his clock to cease keeping score until the end of the time control. Frankly, I dislike this provision, but

grab the opportunity to display my wings and halo by understanding that I must live with it, because it is the law. (Please don't point out that I could never get away with forcing players in such time trouble, who did not want to or felt they could not keep score, to make legible marks on their score sheets).

Since 1981, the only legal notation in FIDE has been algebraic. I played tournament chess for almost twenty years, using the English descriptive notation, but seeing the writing on the wall, in my late forties, switched to algebraic. I do not wish to get involved in a discussion about the merits of either system. I merely wish to note that more than seven years after algebraic notation became the world's choice, the USCF "Official Rules" Article I.13.A (page 21) requires each player to record the game in "algebraic, descriptive, or computer (so help me like a boy scout!) notation..." The FIDE Laws, displaying some respect for the intelligence and adaptability of the human mind (we chess players ARE, after all, human), in Article 11.1 (page 90) gives us no such choice. Algebraic is it!

The last direct criticism I shall make of the "Official Rules" concerns Article I.18, which takes up five and a half pages (32-37) to tell us what a "tournament director" is and how he/she should act under every possible circumstance except the most important: what should be done when the waiter spills coffee into your lap? The FIDE Laws Article 16 (page 98), on the other hand, takes two thirds of a page to define the responsibilities of the "arbiter". Perhaps that's the difference between a FIDE arbiter and a USCF tournament director. The former may know the game of chess and how to accept responsibility, while the latter may require a grade school

primer to guide her/him every step of the way.

I have not written the book of criticism that is required to analyze fully the USCF contempt for the Laws of Chess and its own members, but I wonder how much space the publisher will allow for what I have submitted above. Before closing, though, I wish to urge you once again to compare the USCF "Official Rules" to the FIDE Laws. You will find both in the McKay book available from the USCF. (Don't tell them I sent you.)

Around the Bay continued

15. Ne4!

To parachute in at f6.

15. ... gf

Black overcalculates - ... Qd4 opposing the long diagonal, relieves the mating attack.

16. Nf6+ Kh8

17. Rd1!

Prevents Black from interposing his Queen on d4.

17. ... Qd1+

If the Queen saves herself by running to 'a5' there is no hope for the King after 18. Nh5+ f6 19. Nf6 +.

18. Qd1 Nf5

19. Qh5

and wins quickly 1:0.

Tips and Tricks for the Tournament Player

by Phillip D. Smith

Sicilian Najdorf Poisoned Pawn Variation

Keeping up to date on important openings is difficult for the professional player as well as the amateur. Standard opening works like New in Chess, ECO, MCO, BCO and specialized books often become out of date, and it is very expensive to try to remain current by purchasing all the new Chess Informants, New in Chess supplements, recent tournament books and other sources. One method is to buy new opening monographs that cover recent years to provide improvements to the above-mentioned materials and periodicals like Players Chess News and Analysis and Players Chess News.

British Monographs:

The British under the editorship of Bob Wade are producing some of the best of these monographs in the English language. A good example of those on "Developments in the Sicilian" is one on the "Najdorf: 1985-87" by Tony Hosking and Wade. It can be purchased from USCF by members for \$ 5.85 (\$ 7.95 to non-members) plus postage and handling charges.

The 64-page booklet features 120 "theoretically most important games" selected by the authors. Although most of these games

were played between 1985 and 1987, some are from 1983 and 1984. All Najdorf variations are covered with excellent annotations giving pertinent Najdorf theory.

Poisoned Pawn Variation:

This column will summarize the monograph's analysis of the very popular variation, as its authors try to update Larry Christiansen's several articles on this complicated debut in Players Chess News Theory and Analysis in 1984.

This line starts with 1. e4 c5 2. Nf3 d6 3. d4 cd4 4. Nxd4 Nf6 5. Nc3 a6 6. Bg5 e6 7. f4 Qb6. Here the authors comment: "Black aims to exploit a weakness on the black squares within White's position caused by 7. f4 isolating the bishop at g5. Whether he can justify the early excursion of his queen at the cost of falling behind in development is not clear - - positions of great complexity can be reached. Thus as Bent Larsen has said: *This variation is so risky for Black that it is madness to play it without a lot of homework.*"

White usually continues with - 8. Qd2 (intending 0-0-0), but the monograph says 8. Nb3 is playable, as 8. ... Qe3?! (8. ... Be7! is best) 9. Qe2 Qxe2+ 10. Bxe2 leaves White clearly ahead in development. Games 6 - 8 of this book cover another playable

move: 8. Qd3, while other games feature 8. Bxf6 and 8. a3!? (which is trappy, for if 8. ... Qxb2?? 9. Na4 wins the black queen).

After 8. Qd2 Qxb2 currently the popular move is 9. Rb1. But I remember that the famous 11th match game of the 1972 World Championship Match of Boris Spassky and Bobby Fischer saw Spassky win with 9. Nb3. The monograph, however, dismisses this move (game 9) with this criticism: "If White tries to trap the queen by 9. Nb3 (intending a3 and Ra2) after 9. ... Qa3 Black can develop relatively unhindered."

Soviet Analyst Salov's Line:

So after 9. Rb1 Qa3 Wade and Hosking cover the move popular in the early 1980's: 10. f5, where "White aims to capitalize on his lead in development by opening up Black's king position." But they immediately state: "By playing Salov's fashionable 10. Be2 White instead improves his development," as they show in six annotated games.

Since Christiansen's articles focused on 10. Be2 and since it is currently considered better than 10 f5, I will focus on that Russian variation. On 10. f5 Christiansen wrote: "10. f5 has been extensively analyzed and practiced, sparked mainly by Vitolin's ingenious idea - - 10. ... Nc6 11. fe6 fe6 12. Nxc6 bc6 13. e5 de5 14.

Be2 h5 15. Ne4 Be7 16. Rb3 Qa4 17. Nxf6+ Bxf6 18. c4.... An entire book could be written on this..... Recent results indicate that Black can hold the fort."

Christiansen also pointed out that Salov's 10. Be2 will show that White's plan is to fully mobilize and then rip open the position with e5. But this often involves the sacrifice of at least another pawn to attack Black's king. But on to analysis:

What can Black do?

Christiansen wrote that 10. ... Be7 is the most natural reply to 10. Be2; Games 11 - 14 in the monograph analyze this Black move. The other choices, he says, are 10. ... Nc6?! (not in the monograph; I had an exciting draw in a tournament game in Council Bluffs, Iowa, in 1986) and 10. ... Nbd7 (Games 15 - 17 in the monograph). After 10. ... Nc6?! 11. Nxc6 bc6 12. 0-0 d5 13. Kh1! Bb4 14. Bxf6 gf6 15. Rb3 Qa5 16. Qd4 Be7 17. ed5 cd5 18. Na4!, Christiansen points out that White has a tremendous initiative.

The other choice, 10. ... Nbd7 11. 0-0 can transpose into lines I will discuss later after 10. ... Be7 (see Main Line), but interesting is the alternative 11. ... Qc5!? (games 15 - 17 in the monograph). All three of these games continued 12. Kh1 Be7 (and White won all of them). Black's piece arrangement is designed to

stop the typical e5 advance by White. In the most interesting game of the three, game 17, Hansson - Sigurjonsson, 1984, White played 13. f5!? e5 (If 13. ... Ne5? 14. fe fe 15. Rxb7!! Bxb7 16. Nxe6 with a big advantage) 14. Ne6 fe 15. fe 0-0 (Safer than 15. ... Nb6 16. Bxf6! or 15. ... Nf8, which is also refuted by 16. Bxf6! Readers can work out what White does then!) 16. ed Bxd7 17. Rxb7 Ng4!? 18. Qd5+! White won in 56 moves. In the two other games White tried 13. Rf3 and Nb3! (The notes mention that in other international games White also tried 13. Bf3).

The main line:

After White plays 10. Be2 Be7 11. 0-0 Black's best move, as seen in the monograph and Christiansen's articles, is 11. ... h6!. Christiansen says its idea is to safeguard the h6 square in anticipation of White's thematic plan of e5. But instead of this good move Black has two other choices: (I) 11. ... Nc6?! 12. Nxc6 bc6 13. e5! de5 14. fe5 Qc5+ (If 14. ... Nd5? 15. Ne4 will lead to a win) 15. Kh1 Qxe5 16. Bf4! Qa5 (Ftacnik lost to Van der Wiel, 1983, with 16. ... Ne4? 17. Nxe4 Qxe4 18. Bf3 Qc4 19. Bd6!) 17. Bf3 Bd7 18. Rb7 Qd8 19. Ne4! (best) Nd5 20. Nd6+ Bxd6 21. Bxd6 Bc8 22. Rxf7! Qxd6 23. Rxf7 and "Black is busted," Christiansen says. Or Black can try (II) 11. ... Nbd7 12. e5 de5 13. fe5 Nxe5 14. Bxf6. Now Black has two moves: A.

14. ... Bxf6? and the better but insufficient 14. ... gf6.

Black plays 14. ... Bxf6?!

game 13, Timman - - Ljubojevic, 1985, shows White winning rapidly after 15. Rxf6! gf6 16. Ne4 Nd7? (Tal won from Ftacnik, 1982, after 16. ... Qe7 17. Qf4 Kd8 18. Nxf6, but the monograph wrongly gives an exclamation mark to a suggested 17th move for White (by Salov) Rb6 - - Christiansen pointed out that Salov overlooked the reply of 17. ... h4! "when White is the exchange and two pawns down for nothing".) 17. Rb3 Qxa2 (If 17. ... Qe7 18. Nc6! bc 19. Nd6+ Kd8 20. Qa5+ wins) 18. Nd6+ Kf8 19. Qc3 Kg7 20. N6f5+! ef5 21. Nxf5+ Kg6 23. Qh3 - - Black resigns.

Black plays 14. ... gf6. Game 14, Lobron - - Ribli, 1985, continued 15. Ne4 f5 (Baljon suggests 15. ... Ng6! 16. Rb3 Qa4 17. Nxf6+ Bxf6 18. Rxf6 0-0 - - unclear) 16. Rb3 (Nunn says that wrong is 16. Nxf5? ef5 17. Rb3 Qa4 18. Nd6+ Bxd6 19. Qxd6 Qe4 - although White gets some advantage, he does better with 16. Rb3) 16. ... Qa4 17. Nxf5! (An improvement over Christiansen's analysis and illustrative games - - The old move was 17. Qc3, which was met successfully by 17. ... Rg8! --- but not 17. ... fe 18. Nb5!) 17. ... Qxe4 (Van der Wiel won from Ligternik after 17. ... ef 18. Nd6+ Bxd6 19. Qxd6 Qe4 20. Re1) 18. Nxe7 Kxe7 19. Re3! Qd5 20. Qb4+ Qd6 21. Qh4+ Ke8 22. Qf6 Rf8 23.

Rxe5 Bd7 24. Bh5 Qe7 25. Adorjan continued:
Qg7 and won in 47 moves.

Black plays 11. ... h6.

In Lobron - - Portisch, 1983, game 12, Black won in 53 moves, although White could probably have held the draw by playing better on several moves. The game continued 12. Bh4 Nbd7

13. Kh1 ... (Christiansen and the monograph show that 13. e5? at once is premature, but the monograph gives two other White choices: 13. Rb3 and 13. Bg3!?)

13. ... Qa5 14. f5 Ne5 (Black in Incelli - - Svendsen, correspondence, 1984, lost with 14.

... e5 15. Ne6! fe 16. fe Nf8 - - giving back the piece with 16.

... 0-0 is safer - - 17. Bxf6 gf 18. Rxf6+! Bxf6 19. Qxf6 Bxe6

20. Bh5+ Bf7 21. Nd5!) 15. fe fe 16. Bh5+ Nf7! 17.

Bxf7+ Kxf7 18. e5 (Christiansen suggests the better move of 18. Qd3!?) 18. ... de

19. Nf3 e4! 20. Nxe4 Qxd2 21. Ne5+ Kg8 22.

Nxd2 Kh7 23. Ndc4 ... (Christiansen and the monograph both point out that White could have done better with 23. a4!) 23.

... b5 24. Na5 Rf8 25. Rbd1 Bd8 26. Nac6 Bb7, with a small Black plus.

The monograph has no final conclusion on 10. Be2, but Christiansen thought its heyday was over, but he preferred 11. ... Nbd7 to Portisch's 11. ... h6. ##

25. Bf5 f2 26. Ng2 Bd5! (even better than Rd1+ which is good enough too) and Black wins again.

25. ... Be4!

26. Bf5 Bxf5

27. Nxf5 bc4

The fight is over, the rest is pure formality.

28. Ne7+ Kf8

29. Nc6 R8d5

30. h4 e4

31. Nb4 Rd6

32. Rh3 e3

33. Re1 Rd1

34. Nc2 f2

35. g4 fe1(Q)+

36. Nxe1 Rf6+

37. Ke2 Rd2+

38. Kxe3 Rxa2

39. Kd4 Re2

40. Rh1 Rf4+

0 : 1

Club News:

The Campbell (Kolty) CC changed its meeting place and time. See Club Directory.

Now available in Walnut Creek: Once a month Sunday Quads 30/30 12 noon to 5:30

2071 Tice Valley Blvd. Walnut Creek.

Next dates: March 6, April 10, and May 8, 1988.

Grand Prix And the winner is: Jay Whitehead

Source: US-Chess

International Master Jay Whitehead of San Francisco, racked up over 150 points to capture the 1987 U.S. Chess Grand Prix.

The runner-up, with 108.27 points, was GM Sergey Kudrin of Stamford, Connecticut.

The year-long, \$25,000 Grand Prix competition is an incentive offered to chess masters competing on the major tournament circuit.

The 1987 event was sponsored by U.S. Chess. Novag Industries, one of the world's leading makers of chess computers, will sponsor the NOVAG GRAND PRIX OF CHESS starting in 1988.

Whitehead was rewarded with \$ 5,000 and a berth in the 1988 U.S. Championship for his efforts. Kudrin received \$ 2,500. IM Boris Kogan of Stone Mountain, Georgia, received the \$ 2,000 third-place prize. In fourth place was five-time Grand Prix winner Igor Ivanov of Montreal, Canada, who finished the year strongly after a slow start.

First woman in top 20: Anna Achsharumova of Cambridge, Massachusetts, 18th place.

Youngest player in top 20: Ben Finegold of Columbus, Ohio. The 19-year-old finished in 16th place.

Oldest player in top 20: GM Leonid Shamkovich of Brooklyn, New York, 20th place.

Seirawan Triumphs in \$ 100,000 Software Toolworks American Open

Grandmaster Yasser Seirawan of Seattle, Washington, won his first six games and then drew his final two games to emerge victorious in the \$100,000 Software Toolworks American Open, held November 26 through 29 at the Los Angeles International Airport Marriott Hotel. A total of 709 players from 34 states and 10 countries competed in the eight-game event, making it the largest tournament ever held west of the Mississippi River.

After winning his first three games with relative ease, Seirawan then defeated such top rivals as six-time U.S. Champion and Grandmaster (GM) Walter Browne, Canadian Champion and International Master (IM) Igor Ivanov, and IM Michael Rohde.

Leading by one-half point over GM Nick deFirmian going into round 7, Seirawan was paired with White against the 1987 U.S. Co-Champion. After testing deFirmian's defenses for 7 hours, Seirawan agreed to a draw. He then drew quickly with GM Max Dlugy in the last round to finish with 7 points. When deFirmian and Ivanov drew in the last round to finish with 6.5 points, the first prize of \$10,000 was assured for Seirawan.

DeFirmian, of San Francisco, California and Ivanov, of Toronto, Canada, each earned \$4,000 for their efforts. In a tie for 4th

through 12th places with 6 points were GMs Browne, of Berkeley, California; Stefan Djuric of Yugoslavia; Maxim Dlugy of Brooklyn, New York; Julio Grandzuniga of Peru; Boris Gulko of Cambridge, Massachusetts; Anatoly Lein of Hoboken, New Jersey; IMs Vince McCambridge of New Windsor, New York; and Michael Rohde of New York City; and Senior Master Alex Sherzer of Fallston, Maryland. Each earned \$722 for their efforts.

Chief organizer John Varis and chief sponsor Les Crane, President of Software Toolworks, provided numerous attractions for the players and hundreds of spectators that attended the event. Former World Champion Boris Spassky of France explained the top games to spectators, and he delighted the audience with his insightful anecdotes and ebullient wit. Before the tournament, Boris Spassky amazed players, spectators, and a TV audience by playing 14 different chess games simultaneously while wearing a blindfold.

Demonstrations of Software Toolworks' award-winning chess software, the Chess Master 2000, were available, and Labate's Chess International was on hand with one of the world's largest inventories of chess books and equipment.

Another attraction in the tournament was the Computer Rating

Agency, in which prototype commercial chess computers from Fidelity, Mephisto, and Novag competed against tournament players to achieve U.S. Chess sanctioned ratings. Frank Camaratta of the Computer Rating Agency (CRA) supervised this event. \$2,400 in prizes were awarded by the CRA for the most interesting game of each round against each companies' computer, with an additional \$1,000 going to the overall best game, as judged by Vince McCambridge of U.S. Chess.

The tournament was directed by Randy Hough, with assistance from John Hillery, Sophia Rohde, Alan Glasgoe, Art Drucker, Parker Montgomery, Paul Shannon, and Michael Nagaran.

Other Northern Calif. prize winners were: Under 2000 - \$ 3,333 Anthony Hanak, South Lake Tahoe; Under 1800 - \$ 5,000 Carlito Johnson, Menlo Park
Source: US-Chess

Games From the 1987 American Open

Rohde- Seirawan

Caro-Kann Defense (B 10)

1. e4 c6 2. d3 d5 3. Nd2 e5
4. Ngf3 Bd6 5. g3 Nf6 6.
Bg2 0-0 7. 0-0 Re8 8. h3
Nbd7 9. Re1 Nf8 10. d4
Nxe4 11. Nxe5 Nxd2 12.

Bxd2 f6 13. Ng4 Rxe1+ 14. Bxe1 Be6 15. c4 dxc4 16. d5 cxd5 17. Bxd5 Be5 18. Bxb7 Qxd1 19. Rxd1 Rb8 20. Nxe5 Rxb7 21. Nc6 Rxb2 22. a3 Bxb3 23. Bb4 Ne6 24. Rc1 Ng5 25. Nd4 Bc8 26. Be1 Bb7 27. Kh2 Bd5 28.. g4 g6 29. Rc2 Rb1 30. Re2 c3 31. f4 Nf3+ 32. Nxf3 Bxf3 33. Re3 c2 34. Bd2 Rd1 and White resigned (0-1).

Igor Ivanov- Jay Whitehead English Opening (A34)

1. Nf3 c5 2. c4 b6 3. Nc3 Bb7 4. e4 Nf6 5. Bd3 Nc6 6. 0-0 g6 7. e5 Ng4 8. Be4 Bg7 9. Re1 Qb8 10. d4 cxd4 11. Bxc6 dxc6 12. Qxd4 h5 13. c5 Qd8 14. Qc4 b5 15. Qe4 Qd7 16. h3 Nh6 17. Bxh6 Rxh6 18. Rad1 Qc7 19. Ng5 Qxe5 20.; Qd3 Qc7 21. Qf3 e5 22. Nce4 f5 23. Ne6 and Black resigned (1-0).

Fidelity B- Robert Harrington Center Counter Defense (B01)

1. e4 d5 2. exd5 Nf6 3. d4 Nxd5 4. Nf3 g6 5. Be2 Bg7 6. 0-0 0-0 7. Re1 c6 8. c4 Nc7 9. Nc3 Bg4 10. Be3 Nd7 11. Qb3 Bxf3 12. Bxf3 e5 13. d5 cxd5 14. Nxd5 Ne6 15. Rad1 Nd4 16. Bxd4 exd4 17. Ne7+ Kh8 18. Qxb7 Rb8 19. Qxa7 Ne5 20. Nc6 Nxf3+ 21. gxf3 Qg5+ 22. Kf1 Rxb2 23. Qa3 d3 24. Re5 Qf6! 25. Qxb2 Qxf3 26. Ke1 Qxc6 27. Rxd3 Qh1+ 28. Ke2 Qxh2

29. Rg3 Qh4 30. Qb4 Ra8 31. Ra5 Re8+ 32. Re3 Qg4+ 33. Kf1 Qd1+ 34. Kg2 Qg4+ 35. Rg3 Qe4+ 36. Kg1 h5 37. Rb5 h4 38. Rb3 Qg4+ 39. Kf1 h3 40. Re3 Qd1+ 41. Qe1 Qxe1+ 42. Kxe1 Rxe3+ 43. Kd2 Re4 44. Rb8+ Kh7 45. c5 h2 46. Rb1 Rg4 47. Rh1 Be5 48. a4 Rg1 49. Rxh2 Bxh2 (0-1).

Alex Vancura Memorial Chess Tournament December 1987

Results:

Masters:

1-2 Igor Ivanov (2637),
San Pedro,
and Gustavo Darcy (2426),
San Francisco; \$325 each.
3-6 Cris Ramayrat (2522),
San Francisco;
Eleuterio Alsasua (2369),
San Jose;
Douglas Sailer (2320),
San Francisco;
and Filipp Frenkel (2309),
Seaside; \$25 each.

Experts:

1-5 Rodolfo Hernandez (2188),
San Francisco;
Peter Thiel (2161), Foster City;
Anthony Schroeder (2144),
NorrIDGE;
Cesar Caturla (2129), Sunnyvale;
and Romulo Fuentes (2106),
South San Francisco; \$115 each.

'A':

1-2 Donald Lieberman (1931),
Santa Clara
and Virgilio Fuentes (1923),
South San Francisco; \$162.50
each;
3-5 Michael Watt (1920),
Fremont;
Vincent Stevens (1909), Chico;
and Alan Chappell (1807),
San Jose; \$26.67 each.

'B':

1- Robert Solovay (1673),
Oakland; \$175;
2-4 Jimmy Reyes (1788),
San Jose;
Stephen Homan (1749),
San Jose;
and Richard Chadwick (1688),
Yuba City; \$53.33 each.

'C':

1- Teron Uy (1587), Morgan Hill;
\$120;

2-3 Michael Cerezo (1568),
Santa Clara
and Brent Bixby (1453), Ceres;
\$65 each.

'D'-'E'-Unrated:

1st William Kirkpatrick (1234),
San Francisco; \$100;

2nd H.G.Thomas (1391),
San Jose; \$75;
3-4 David Standish (1096),
San Jose
and Daniel McGill (unrated),
Cupertino; \$25 each.

The tournament was held at the
San Jose State University,
Francisco and Amada Sierra ,
Directors

CLUB DIRECTORY

Berkeley Chess Club
meets Fridays 7:30 PM
Berkeley YMCA
Allston Way and Milvia,
2nd floor
Alan Glasscoe 652-5324

Burlingame Chess C.
meets Thursdays 7:30 PM
Burlingame Rec.Center
850 Burlingame Ave.
Harold Edelstein 349-5554

Chico Chess Club
meets Fridays 7 - 11 PM
The Esplanade Bldg. #110
1528 The Esplanade
Mark Drury 916) 342-4708
Fresno Chess Club
meets Mondays 7- 11 PM
Round Table Pizza Parlor
Cedar & Dakota Aves.,
D. Quarve 209) 225-8022
Hayward Chess Club
meets Mondays 6 - 9 PM
Hayward Main Library
Corner of Mission & C St.
K. Lawless 415) 785-9352

Kolty C. C.
(Campbell)
meets Wednesdays 7-11:39
Campbell Community Ctr.
-Activity Hall-
Corner Winchester Blvd.
& 1 W.Campbell Ave.
Pat Mayntz 408) 371-2290

LERA Chess Club
meets Tuesdays 8:00 PM
Lockheed Rec. Center
Sunnyvale (Instr. Shorman)

Livermore Chess Club
meets Thursdays 7 PM
Homestead Savings & Loan
999 E.Stanley Blvd.
Dan McDaniel 443-2881

Mechanics Inst. C.C.
meets Monday thru Friday
11:00 AM - 11:00 PM,
Saturdays 10 AM - midnight
Sundays noon - 10:00 PM
57 Post St., 4th floor SF
Max Wilkerson-Director
Note: This is a private club
and newcomers should arrive
before 5pm

Monterey Chess Center
Open daily
Weekdays 4:30 - 10:00 PM
Sat.& Sun. 2:00 PM
Closed Monday
T.Yudacufski 408) 372-9790

Napa Valley Chess C.
meets Thursdays
3:30 - 8:00 PM Yountville
Veteran's Home
(Lee-Lounge)
Burl Bailey 707) 253-0648

Novato Chess Club
Novato Community House
Machin Ave. at DeLong
415) 456-1540

Richmond Chess Club
meets Saturdays noon to
5:30 - Eastshore Communi-
ty Center
960 47th St., Richmond
Trendall Ball 234-5336

Rohnert Park Chess Club
meets Saturdays 6 PM - mid-
night - Mondays 6:30-11:00
Rohnert Park Recreation
Bldg. 8517 Lyman Way
W. Randle 707) 795-2220

Sacramento Chess Club
meets Wednesdays 7 - 11 pm
Senior Citizens' Center
915 27th Street, Sacramento
S. Gordon, 916) 929-2952

San Jose Chess Club
meets Fridays 7 - 12 pm
At the Blind Center
101 N. Bascom Ave. near
San Carlos
(behind Lions Club)
Barry W. Curto 463-0198

San Jose Senior C. C.
meets Thursdays 10am-2pm
Kirk Senior Program
1601 Foxworthy Ave., S.J.
C. Felker, 408) 723-1808

Santa Clara University Chess Club
meets Fridays 5:00 - 9:00
Cafe St.Clair / University
Campus. write:SCU Chess
Club,
Santa Clara University, San-
ta Clara CA 95053

Santa Clara County Chess Club
meets every 2nd Saturday of
each month 2:15 - 6:15 pm
Machado Park Bldg.
3360 Cabrillo Ave. between

Nobili & Calabazos Blvd.
F. Sierra 408) 241-1447

Santa Cruz Chess Club
meets Thursdays 6 - 11 PM
Monterey Savings
530 Front St. Santa Cruz
K. Norris 408) 426-8269

Vallejo Chess Club
meets Fridays 7:30 PM
Senior Citizens Center
333 Amador St.
Gunnar Rasmussen
707) 642-7270

Greater Vallejo Chess Association
N. Vallejo Rec. Center
1121 Whitney Ave. &
Fairgrounds Dr.
meets Saturdays
5:30 through midnight
Ernie 707) 557-0707

Walnut Creek J.C.C.
meets Thursdays 2-5:30PM
starting March 3
2071 Tice Valley Blvd.
Walnut Creek
Dr. Pascal Baudry
415) 284-3989

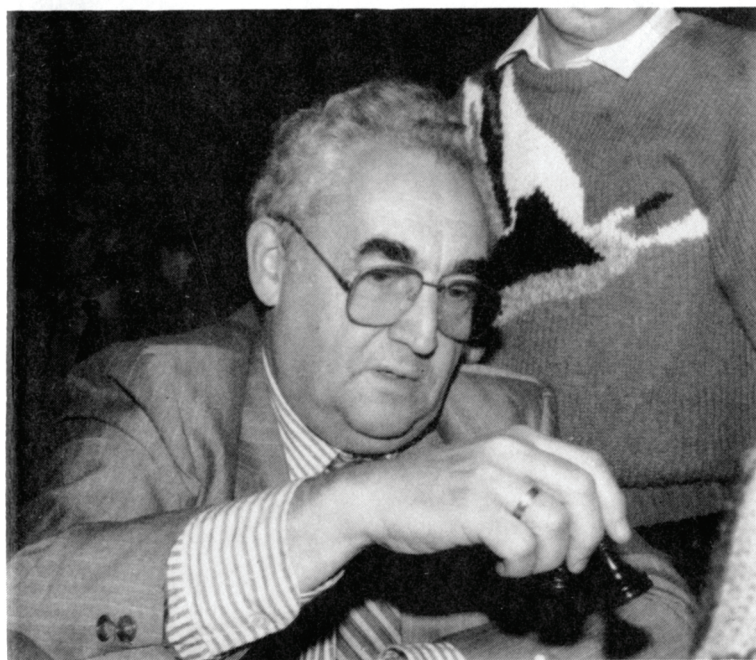
Yuba Sutter Chess Club
meets Tuesdays 6:30 Pm -
midnight,
Buttes Christian Manor,
223 F - St. Marysville
T. Gietych 916) 742-7071
Meeting Info.: Ellis Mar-
tin at address above.

Pictures from Seville, Spain by Jerome Bibuld



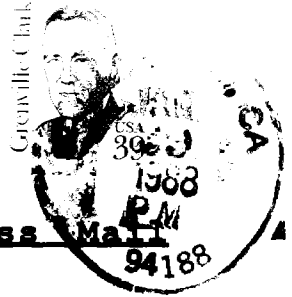
M Lev Plugaeovsky and Astra Klowane watch the position on one of the any CRT monitors in the Press Room. Mrs. Klowane, an editor of CHACHMATY and SAHS was Women's Champion of Latvia seven mes from 1963 to 1978.

Florenco Compomanes, FIDE President, during the FIDE Congress 1987.



GM Mark Taimanov was not only a constant attraction as an analyst in the Press Room. He also played in the "City of Seville Open" scoring 6 1/2 out of 9.

California Chess Journal
4621 Seneca Park Ave
Fremont CA 94538



First Class Mail

CALENDAR

January

31 Novato Quads
Art Marthinsen 415) 456-1540

February

6 San Jose Empire CC Quads
Don Urquhart 408) 294-5724

6 - 7 Palo Alto - Syntex
see add page 12

13-15 Berkeley/Peoples
Andrew Lazarus
415) 658-4454

20 San Jose Empire CC Quads
(planned for every other
Saturday)

20-21 Sunnyvale LERA
Jim Hurt 916) 525-7912

February continued

27 San Jose - Game 30
Matthew Haws 408) 224-5781

28 Novato Quads
Art Marthinsen

March

6 Walnut Creek Quads
Dr. Pascal Baudry
415) 284-3989

19-20 San Rafael - Scholastic
Ray Orwig 415) 237-7956

27 Novato Quads
Art Marthinsen

**Note: The Bagby Memorial
was cancelled.**

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