

*Hansen*

# CHESS NUTS

JANUARY 1956



GEORGE KOLTANOWSKI

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## NEWS AND ANNOUNCEMENTS

MARIN CHESS CLUB of San Rafael visited San Quentin on Monday evening, November 28, 1955 and played a match on eight boards. They put up a good battle and many of the games were close, but in the end the local team proved too strong and finally won by a score of  $14\frac{1}{2}$ - $2\frac{1}{2}$ . The visitors proved strongest on board six where they got  $1\frac{1}{2}$  points. Game score of this match is included inside.

HIGHLIGHT OF THE MONTH of December was the visit of International Chess Master George Koltanowski who engaged 22 players in a simultaneous match. He was quite unexpectedly defeated by Bill Sensell and drew his game against Duane Hall. Gibbs could have had a draw by perpetual check but elected to play for a win after he had sacrificed a Bishop to expose Mr. Koltanowski's King. Inevitably though, the Master pulled the only move out of the hat and saved his game by queening a center pawn.

Mr. Koltanowski and three officials of the CFNC rated all players into the A-B-C classes used by that organization.

While Mr. Koltanowski was playing against the club's strongest players, three of the CFNC officials each engaged a half dozen players simultaneously. Each man won some games, but they also lost several games.

Mr. Koltanowski plans another visit here in February at which time he will play against 100 boards!!! He has also offered to annotate some of the better games played by members of our chess club.

As soon as information is received it will be printed or members notified.



## NEWS AND ANNOUNCEMENTS

MEMBERS dropped for various reasons during the past month included Zabrenski, Moore, Tafoya and Jayne. Their places were taken by Flohr ( who had temporarily dropped) Morris, Corrigan, Frazier, Devote and Ward.

INTRAMURAL TEAM COMPETITION was approved by a large majority of the members after it had previously been voted down in October. It was decided to form six clubs of six players each. These would play a double round robin schedule for the team championship. Play starts January 7 and ends by March 10, 1956 unless any date is filled by a match against a visiting club.

CLASS CHAMPIONSHIPS get under way on January 7, 1956 and must be completed by March 31, 1956. All players of A class play a single game against all other players of that class. The same with the B and C class players. The C class champion then plays the B class champion a three game match, with this winner playing a three game match against the A class champion. The winner of this last match then earns the right to play a six game match against the institution champion.

CFNC officials visited here December 17, 1955 together with Mr. Koltanowski, who suggested that we form three teams along CFNC lines and enter these teams into play in one of the leagues of CFNC. Mr. Jim Reynolds of this organization has been contacted for further information regarding rules of entry, etc. It is hoped that this can be done with a minimum of delay as most members are anxious to take part in this league competition.

## RESULTS OF MARIN MATCH

The score sheet of the match with the Marin Chess Club of San Rafael shows the following:

	<u>SAN JUENTIN</u>		<u>MARIN</u>	
1-	Hansen	1	Sutherland	0
	Hall	0	Sutherland	1
2-	Brown	2	Hanson	0
3-	Green	2	Spaulding	0
	McQuerry	2	Spaulding	0
4-	Flohr	1	Brylka	0
5-	Goldsmith	2	Steiner	0
6-	Nolte	$\frac{1}{2}$	Giuliani	$1\frac{1}{2}$
7-	Gibbs	1	K.C. Cable	0
	Moore	1	K.C. Cable	0
8-	Kressen	2	Anderson	0
		<u>14<math>\frac{1}{2}</math></u>		<u>2<math>\frac{1}{2}</math></u>
	Totals			

Hall alternated on board one while Gibbs alternated with Moore on board seven. In the meantime, board three proved a rapid player, thus played 4 games. Yet, Flohr only had time to finish his first game on board four. Considering everything, this match proved the San Juentin team to be quite strong, how strong is not yet known.



## KNOCKOUT TOURNAMENT NEWS

The first double knockout tournament was completed the latter part of December. A total of 27 players took part and all opponents were drawn by lot. As soon as a player suffered two defeats he was eliminated from further play.

The strongest half of the players competed in one group with the remainder playing in the "B" group.

The results were not unexpected as both the Number 1 & 2 players, Hansen and Brown, emerged the winners and engaged in a 12 game championship match.

Game one was won by Brown, with games 2, 3, and 4 going to Hansen. Needing only a draw to win the championship, Hansen succeeded in losing both games, thus the match was tied. Because of the tight score, it was decided to play six more games. Hansen succeeded in getting a good start by winning the first five games and then drawing the sixth, therefore winning the first Chess club championship tournament. Having won the first four games, the 5th and 6th were unnecessary, but the total for 12 games was desired, thus the completion of the match.

In the "B" group, Campos defeated Easley and Mistril defeated Boren in the semi-finals. These two winners, Campos and Mistril, played a match scheduled for six games, but Mistril won 4 straight games and decided the championship of the second division which represented only the last 20 players in the chess club.

## KNOCKOUT TOURNAMENT RESULTS

December 3, 1955 - 3rd round

Easley.....1	Mistriell.....0
Boren.....1	Garcia.....0
Campos.....1	Hill.....0
Nolte.....1	Hansen.....0
Hall.....1	Goldsmith.....0
Brown.....1	Moore.....0

December 10, 1955

Brown.....1	Goldsmith.....0
Hall.....1	Henderson.....0
Nolte.....1	Moore.....0

### SEMI-FINAL RESULTS

Brown.....1	Hall.....0
Hansen.....1	Nolte.....0
Mistriell.....1	Boren.....0
Campos.....1	Easley.....0

### FINALS

Hansen.....8½	Brown.....3½
Mistriell	4 Campos.....0

	<u>Won</u>	<u>lost</u>	<u>Drew</u>
Hansen	8	3	1
Brown	3	8	1
Mistriell	4	0	0
Campos	0	4	0

LAST LADDER STANDINGS

1- Hansen	21- Albritton
2- Sensell	22- Rose
3- Brown	23- Fluty
4- Carter	24- Till
5- Green	25- Petry
6- Gibbs	26- Easely
7- Nolte	27- Hill
8- Goldsmith	28- Glover
9- Hall	29- Mistril
10- Kressen	30- Perrin
11- Williamson	31- Barrios
12- Henderson	32- E. Moore
13- Rexinger	
14- McQuerry	<hr/> New members with no position.
15- Magidow	Corrigan
16- Carstens	Flohr
17- Duncan	Frazier
18- Campos	Devote
19- Garcia	Morris
20- Boren	Ward



## RESULTS OF RECENT MATCHES

December 10, 1955

Sensell	2	Brown	0
Goldsmith	1½	Nolte	½
Kressen	2	Williamson	1
McQuerry	2	Magidow	0
Rexinger	2	Carstens	0
Duncan	2	Garcia	1
Gibbs	2	Hall	0
Barrios	2	E. Moore	0
Campos	2	Rose	0
Petry	2	Morris	1
Rexinger	2	Magidow	0
Rexinger	2	McQuerry	1

December 24, 1955

Kressen	2	Williamson	1
Albritton	2	Rose	0
Till	2	Easely	0
Magidow	2	Duncan	0
Barrios	1½	Perrin	1½
Hansen	2	Sensell	0
Rexinger	1½	Henderson	1½
Campos	2½	Garcia	½
Williamson	2	Henderson	0

### MATCH NEWS

Hansen again won back the right to play board one. Sensell jumps from board 5 to board 2 in one month. Gibbs makes a jump of 4 boards during December while Rexinger does the same. McQuerry keeps on dropping and is now on board 14. It seems that Henderson has twice barred Rexinger's path to the higher brackets, but probably not for long. Most players won and lost matches during the month.

## AN INTERESTING GAME

While George Koltanowski was playing 22 simultaneously, Mr. Bill Pattullo of CFNC engaged a half dozen players at one time. Mr. Pattullo is an (A) class player.

White: Bill Pattullo

Black: Flohr

### Q. Gambit Declined

1-	P-Q4	P-Q4
2-	P-QB4	P-K3
3-	N-QB3	N-KB3
4-	P-K3	P-KN3
5-	N-B3	B-N2
6-	Q-N3	O-O
7-	QB-Q2	QN-Q2
8-	PxP	N-N3
9-	PxP	BxP
10-	Q-Q1	N-B5
11-	P-QN3	NxB
12-	QxN	B-B4
13-	B-B4	N-K5
14-	NxN	BxN
15-	O-O	BxN
16-	PxB	Q-N4ch
17-	K-R1	Q-R4
18-	B-K2	KR-Q1
19-	P-B4	Q-Q4ch
20-	K-N1	P-QB4
21-	Q-Q1	PxP
22-	B-B3	Q-QN4
23-	R-B1	PxP
24-	B-K2	PxPxh
25-	K-N2	Q-KB4
26-	Q-B2	QxP
27-	RxP	Q-N4ch
28-	K-B1	B-Q5
29-	R-B3	Q-N8mate

## GAMES OF INTEREST

An interesting game played in the December 17 simultaneous exhibition given by George Koltanowski was the following:

White: Koltanowski

Black: Nolte

### MAX LANGE

1- P-K4	P-K4	(Continuation of
2- N-KB3	N-QB3	a game given
3- B-B4	B-K2	on opposite
4- O-O	N-KB3	page.)
5- P-Q4	PxP	
6- P-K5	P-Q4	
7- PxN	BxP	27. PxR R-Q1
8- B-N5	O-O	28- Q-K4 QXQ
9- BxN	PxB	29- RxQ P-QB3
10- NxP	Q-Q3	30- P-Q6 P-QN3
11- P-QB3	B-K4	31- B-KB6 R-R1
12- P-KB4	BxNch	32- P-Q7 Resigns
13- QxB	P-KB3	
14- B-K3	B-KB4	
15- N-Q2	KR-K1	
16- QR-K1	P-QR3	
17- Q-B5	B-Q6	
18- QXQ	PxQ	
19- R-KB3	B-K5	
20- NxB	PxN	
21- R-KB1	P-KB4	
22- R-Q1	R-K3	
23- P-QB4	P-QR4	
24- R-Q2	P-QB4	
25- R-QB1	P-QR5	
26- R-B3	R-N1	
27- R-R3	R-N5	
28- R-B2	P-KR3	
29- K-B2	K-B2	
30- B-Q2	Resigns	



## GAMES OF INTEREST

The recent simultaneous exhibition by Mr. George Koltanowski provided some highly interesting games. The near misses were several in number, but in the end the Master proved too much and the chess boards were put away until another day.

Here are a few of these games which give an insight into the play of a Master such as Mr. Koltanowski. He plays the White pieces on all occasions.

Black: Brown

Black: Gibbs

### COLLE SYSTEM

### COLLE SYSTEM

1- P-Q4	P-Q4	1- P-Q4	N-KB3
2- N-KB3	N-KB3	2- N-KB3	P-Q4
3- P-K3	P-QB4	3- P-K3	P-KN3
4- P-QB3	N-Q2	4- P-QB4	P-K3
5- B-Q3	P-K3	5- N-QB3	B-N2
6- O-O	B-Q3	6- B-Q3	N-Q2
7- N-Q2	O-O	7- O-O	O-O
8- P-K4	BPxP	8- P-K4	NxKP
9- BPxP	QPxP	9- NxN	PxN
10- NxP	NxN	10- BxP	P-K4
11- BxN	P-KR3	11- PxP	NxP
12- R-K1	N-KB3	12- NxN	BxN
13- B-Q3	R-K1	13- Q-K2	R-K1
14- N-K5	Q-B2	14- R-K1	B-KB4
15- B-KB4	N-Q4	15- P-KB3	Q-R5
16- R-QB1	Q-K2	16- P-KN3	BxP
17- B-N3	BxN	17- PxB	QxPch
18- BxB	B-Q2	18- K-R1	BxB
19- P-QR3	QR-QB1	19- PxB	R-K4
20- RxR	RxR	20- B-Q2	K-B1
21- Q-N4	P-B3	21- Q-N2	R-R4ch
22- B-N3	P-R3	22- K-N1	Q-Q6
23- P-KR4	P-QN4	23- B-N4ch	K-N1
24- Q-K4	Q-B2	24- QR-Q1	QxBp
25- Q-R7ch	K-B1	25- B-B3	P-KR3
26- B-Q6ch	Resigns	26- R-Q5	RxR

## INTRAIURAL TEAMS

Name of team is given in Capitals and letter before each player's name indicates playing strength. Asterisk (\*) after a player's name indicates Team Captain.

### RETI

A - Hansen  
B - Devote  
B - Rexinger \*  
B - Campos  
B - Corrigan  
C - Mistril

### BIRD

A - Brown \*  
A - Garcia  
B - Williamson  
B - Carstens  
B - Fluty  
C - Perrin

### KOLTANOWSKI

A - Sensell \*  
A - Frazier  
B - Henderson  
B - Albritton  
B - Till  
C - Glover

### FINE

A - Green  
A - Duncan  
B - Goldsmith \*  
B - Rose  
C - Hill  
C - Morris

### EVANS

A - Gibbs \*  
B - Carter  
B - Kressen  
B - Boren  
B - Petry  
C - Moore, E.

### MARSHALL

A - Hall  
A - Flohr \*  
B - Nolte  
B - McQuerry  
B - Easley  
C - Barrios

Magidow and Ward will be reserves and will be assigned to a team if a player drops. A player of proper class will be assigned whenever possible. All teams forfeit a point for each board for which no player is available. No teams will be allowed reserves.

## INTRAFURAL LEAGUE SCHEDULE

January 7 and February 11

Reti vs. Fine  
Koltanowski vs. Evans  
Bird vs. Marshall

January 14 and February 18

Fine vs. Marshall  
Evans vs. Bird  
Reti vs. Koltanowski

January 21 and February 25

Koltanowski vs. Fine  
Bird vs. Reti  
Marshall vs. Evans

January 28 and March 3

Fine vs. Evans  
Reti vs. Marshall  
Koltanowski vs. Bird

February 4 and March 10

Bird vs. Fine  
Marshall vs. Koltanowski  
Evans vs. Reti

NOTE: First teams listed in above columns play the white pieces on odd numbered boards and for first date listed. Teams listed in second column play white pieces on odd numbered boards and for second date listed.

This is a double round robin schedule, but single games.



## CLASS CHAMPIONSHIPS

The following members of the Chess Club are eligible to compete for the A, B, and C Class championships. All participants must play one game against all other players in their respective groups. Ratings were made by Mr. George Koltanowski and CFNC officials.

### "A" group

Sensell  
Brown  
Hansen  
Green  
Gibbs  
Hall  
Duncan  
Garcia  
Flohr  
Magidow  
Frazier

### "B" group

Carter  
Nolte  
Goldsmith  
Kressen  
Williamson  
Henderson  
Rexinger  
McQuerry  
Carstens  
Campos  
Boren  
Albritton  
Rose

### "C" group

Hill  
Glover  
Mistrial  
Perrin  
Barrios  
E. Moore  
Morris

Fluty  
Petry  
Till  
Easley  
Corrigan  
Devote

NOTE: First teams listed in each column play the white pieces on board #1 and for first listed teams listed in each column play the black pieces on board #2. Play starts on January 7, 1956 and must be completed by March 31, 1956. Any games not finished by this date will be declared forfeit and scores awarded to the players in question.

## RULES FOR CLASS CHAMPIONSHIPS

1. Every player must play every other player one game, but only in his own group.
2. Games can be played at any rate that a player finds it convenient as long as they are all finished by the deadline of March 31, 1956.
3. Rules for conduct of play must be observed at all times. ( All players should have a copy of the Chess rules of the U. S. Chess Federation.)
4. Players must make a recording of their game in case a dispute arises, this will be necessary to prove the point under discussion.
5. The highest scoring player of each class will be declared champion for a period of 3 months or until the next class championships are held. A class champion forfeits his title if he advances to the higher class or drops from A to B class.
6. The C class champion will play a three game match against the B class champion and this winner will engage in a three game match against the A class champion. This winner in turn will be the challenger for the institution champion and will play a six game match as stated in the by-laws.
7. All disputes arising from Class play will be arbitrated by the Chess Committee.

## A BLINDFOLD GAME

Movie Actor Humphrey Bogart is quite a chess player in his own right as this game will testify. It was played in San Francisco in 1952 and Bogart's opponent was International Chessmaster George Koltanowski. Bogart is playing the Black pieces.

### FRENCH DEFENSE

1- P-K4	P-K3	32- Q-K7	Q-B1
2- P-Q4	P-Q4	33- P-KR3	Q-B3
3- PxP	PxP	34- P-QN4	QxP/6
4- B-Q3	N-KB3	35- Q-K8ch	K-R2
5- N-K2	B-KN5	36- QxPch	K-R3
6- O-O	B-Q3	37- Q-K7	Q-B8ch
7- P-KB3	B-K3	38- K-B2	Q-B5ch
8- B-KB4	O-O	39- K-K2	Q-B5ch
9- QN-Q2	N-B3	40- K-B3	K-N4
10- P-B3	N-K2	41- P-B7ch	Resigns
11- BxB	QxB		
12- P-KB4	P-B4		
13- N-B3	N-B4		
14- Q-Q2	N-K5		
15- Q-B1	QR-B1		
16- PxB	QxPch		
17- N(2)-Q4	NxN		
18- NxN	R-B2		
19- P-B5	B-Q2		
20- BxN	PxB		
21- Q-B4	R-K1		
22- QR-K1	R-K4		
23- RxP	RxR		
24- QxR(4)	B-B3		
25- Q-K3	R-K2		
26- Q-N3	R-K1		
27- P-B6	P-KN3		
28- Q-R4	P-KR4		
29- R-K1	RxRch		
30- QxR	Q-Q3		
31- NxB	QxN		

Bogart made a mistake on his 40th move by simply overlooking the discovered check. The game was hard-fought and well played throughout.



UNITED STATES CHESS CHAMPIONS

- 1852-62 PAUL MORPHY, New Orleans, La.  
1871-87 GEORGE H. MACKENZIE  
New York City  
1887-92 MAX JUDD, St. Louis, Missouri  
1892-94 SIMON LIPSCHUETZ, New York City  
1894 JACKSON W. SHOWALTER  
Georgetown, Kentucky  
1894 ALBERT B. HODGES  
Staten Island, N. York  
1894-97 JACKSON W. SHOWALTER  
Georgetown, Kentucky  
1897-1906 HARRY NELSON PILLSBURY  
Boston, Massachusetts  
1906-09 JACKSON W. SHOWALTER  
Georgetown, Kentucky  
1909-36 FRANK J. MARSHALL, New York City  
1936-44 SAMUEL RESHEVSKY, New York City  
1944-46 ARNOLD S. DENKER, New York City  
1946 SAMUEL RESHEVSKY, Boston, Mass.  
1948 HERMAN STEINER, Los Angeles  
California  
1951 LARRY EVANS, New York City  
1954 ARTHUR BISGUIER, New York City  
1955 ARTHUR BISGUIER, New York City

NOTE: The above list does not include  
the United States "Open" Champions  
which is an entirely different  
tournament.

## OPENING PRINCIPLES

1. Knights show at their best in fixed pawn positions - that is, when opponent's pawns cannot be moved in some positions.
2. Being able to get a Rook on the 7th rank is decisive in many cases.
3. The King's Bishop is very important in a King Side attack.
4. When guarding a man, always ask yourself the question whether it cannot still be captured inspite of the protection.
5. At KB4 the King's Bishop Pawn has but little effectiveness; but if the King's pawn stands beside it, the two pawns are very strong.
6. The opening of the King's Bishops file for the Rooks is not nearly as dangerous as that of the King's Knights or even the King's Rooks file.
7. When there is a Rook vs. Rook and two pawns on one side, the weaker side should post his Rook so that he can keep checking on the vertical and horizontal.
8. In the fork, one unit simultaneously attacks two or more hostile units.
9. In the pin, a piece is pinned when it screens a more valuable piece from attack; such as a Bishop pinning a Queen in front of a King. The pin often calls for the process of "piling up" on the pinned piece; that is, bringing other pieces to bear on the "weak" or "pinned" piece.



10. Evaluate threats very carefully by tracing their likely consequences. (1) Study the position carefully; try to see what your opponent has in mind; if you can see no valid reason behind his move, go right ahead with your plans.

11. Do not restrict your adversary too much when you have an otherwise indifferent choice of procedure. Thus, in a manner if you are defending; you suggest his strongest line of defense. A good opposing move which cannot be prevented should not be needlessly compelled.

12. DO NOT make a good move too soon, if when doing it you give away your whole plan of attack.

13. TIME is the very life of the game of chess. Aside from appreciable inequality of play, time can be gained only at expense of numerical force. Generally, time is with the position admitting of the greater variation; and you surely have it when you need not hurry.

14. It is hazardous always for the second player to postpone development at any stage in order to give a strange turn to the game, as by moving the same force twice, by tentative disposal of any force, i.e., not posting it at its strongest point of occupation and irrelevant pawn play especially.



## STROBECK - AND CHESS

"Strobeck the chess town", which is in the HARZ Mountains of Germany reminds one of a fairy tale - what with it's quaint old customs which are in themselves a legend - but then let me tell you of this tiny village.

The people of Strobeck are of German descent and on the whole are farmers and peasants. They don't have the great cultural benefits of other places but they do very well without modernization. Yet, they are not backward nor ignorant. Quite the contrary is true! This tiny village has turned out some of the truly great chess players of the world and you might wonder why this is the case. The answer is quite simple. Strobeck is the only place in Germany - if not all of Europe - where the Royal Game is taught in the schools year after year.

Upon entering the school room in this tiny village your eyes will stray to the tables where chess boards are laid out with their precious sets of hand carved ivory, one chessboard in particular being engraved, "To Strobeck by the Elector of Brandenburg, May 13, 1661." Then you would see the school children of all ages and all of them playing chess. To watch these children in action would make one envious of their chessic talents. Surely they can't all be World Champions, but many of them will turn out to be great chess players.

Chess started in Strobeck in the year 1011; in this year Henry II of Germany

decreed that the Wendish Count of Gungelin be delivered to the Bishop of Strobeck, to be kept in solitary confinement. The captive soon learned how to while away the lonely hours by playing chess. He chalked out a chessboard on his dungeon floor and carved two sets of chessmen out of wood; then being doomed to play alone this ingenious opponent made his right hand his opponent of his left hand, and the game went on. This introduction of chess by Royalty stuck, and through the years has become the village pastime.

There is however, another version which is equally interesting. One of the dignitaries of the Cathedral of Halberstadt was exiled to Strobeck toward the end of the 15th century. The simple people received him with such hospitality that he was overcome with gratitude. After considerable thought he decided that he could best express his gratitude by teaching the villagers how to play chess. He founded a school and provided that the masters should instruct the children in his favorite game.

Regardless of how it started this tiny village has shown to the world how to improve competition. If we ever want to overcome Europe's mastery in chess, it must be done in this way.

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The only woman ever to achieve the rank of an International Master was Mrs. Vera Menchik Stevenson, a Russian who married an English engineer. She was killed in the bombing of London in World War II.



## IN CHESS

STRATEGY is the setting of an aim and the forming of schemes. Strategy is abstract.

TACTICS is the execution of the schemes. Tactics are concrete.

COMBINATION, the culmination of tactics. A short part of the game, within which a certain purpose is attained by force. Every combination, carefully examined, consists of three parts:

- (a) Tracing the idea of the combination;
- (b) Calculation of the moves of the combination;
- (c) Valuation of the results of the combination.

We can call the three (3) subdivisions of a combination conception, execution and valuation. The three (3) chief corresponding qualities which determine the players combinative skill are: ingenuity or imagination, mental power or concentration, and practice or routine.

## IN PAWN POSITIONS

MANEUVRING FOR A TEMPO - In a symmetrical pawn position whoever has to move first is at a disadvantage because the other player always retains an extra tempo simply by copying his opponent's moves. AN EXCHANGE LOSES THE TEMPO.

OPPOSITION - This is very important. The distant opposition occurs when two Kings are on the same file and an odd number of squares apart, then whoever is not on the move has the distant opposition. This is usually a potent weapon when the pawn



position is badly blocked or involved, and depends for it's effectiveness not only on the occupation of certain specific squares but also on forcing the enemy King to go to or keep off certain files.

### STRATEGY WITH TWO BISHOPS

The strategic principles which must be observed when one has two Bishops, are:

- (1) To play an open game - to expand the chessboard as it were (which is to the Bishop's advantage.)
- (2) If possible, to operate on two wings simultaneously ( if the battlefield is moved, then the Bishop is transferred more quickly than the Knight.)
- (3) To push the pawns far forward in order to deprive the hostile Knight of squares. That this weakens the pawns is of minor importance, as the Bishops still have a protective influence even from a distance. An important point, however, is that the hostile pawns may become weak, and thus provide suitable objects of attack for the Bishops at long range.

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Paul Morphy had won the American championship in 1857, in the first U.S. tournament, held in New York. In one match, Louis Paulsen devoted 14 hours 28 minutes to thinking before making one move. Morphy defeated him anyway.

## END GAME HINTS

1. When a pawn reaches the 8th rank it can be promoted to a Queen, Roo, etc. according to the player's choice.
2. In games with first class opponents the loss of a pawn in the Opening stage almost invariably leads to the loss of the game.
3. Preserve your pawns carefully; the longer the game lasts, the more important the pawns become.
4. The possibility of capturing en passant ( in passing ) occurs rather infrequently. This is done ( the capturing pawn must be on it's fifth rank ) when a hostile pawn tries to advance past his opponent's pawn that is in a position of "take". The capturing pawn moves to the square where the hostile pawn would have been had he made a move of only one square.

Two special cases of capturing in passing remain to be noticed here: (1) where capturing in passing is illegal, (2) where capturing in passing is compulsory. In (1) causing the King to be left in check. In (2) to get the King out of check.

## KING AND PAWN ENDINGS

1. Doubled pawns on the 4th and 5th ranks always win, but with Kt pawns a little finesse is required.
2. Doubled pawns on the 5th and 6th ranks - No win can be forced because the rear pawn cannot provide a tempo without stalemating the hostile King.



3. Connected passed pawns should be kept one rank apart until the King approaches. Only one special case comes into consideration here. When the Rook Pawn must be sacrificed to permit the King to occupy Rook 6 or Bishop 6.
4. Doubled passed pawns should not both be advanced. The extra pawn is decisive only because it furnishes a vital tempo at a critical moment.
5. Disconnected passed pawns must, unless they are very far apart, be supported by the King at the earliest convenient moment. Further, unless one can queen by force they should be kept on the same rank.
6. Pawns that are one file apart can mutually defend one another but they must be kept on the same rank.
7. Pawns 2 files apart win unaided if they are on the 5th (White to move), 6th or 7th ranks (either side to move), can mutually defend one another if they are both on the 2nd, but win only with the support of the King if they are on the 3rd or 4th or 5th (black to play and attacking one of the pawns.)
8. When pawns are on the 2nd rank neither can be captured, for then the other could advance 2 squares and be beyond reach of enemy King. However, it would be fatal to move either pawn before the White King has come to assist.
9. Again - if 2 pawns are one file apart, they can defend one another, if 2 files apart they are usually lost unless they are on the 5th or 6th ranks, while if



3 files apart one cannot be prevented from queening.

10. Two connected passed pawns, unsupported by their King, can make no headway against the opposing King. Therefore, White cannot win if his pawns are not beyond the 4th rank, but that he can win if his King is well placed, if his pawns are on the 5th rank and if Black cannot queen in less than 4 moves.

In addition, two simple rules will be found useful in this and similar endings: (1) Always advance your pawns as far as possible (2) always try to block your opponent's pawns.

### TWO PAWNS AGAINST ONE

Disregarding the many special cases, we may say that "the side who is a pawn ahead always wins unless the pawn position is blocked, or almost blocked, and he does not have the opposition." Exceptions to this rule occur most often when there are Rook pawns, occasionally with Knight pawns and almost never with Bishop or center pawns.

### KING & 3 PAWNS vs. KING & 2 PAWNS

With any normal and most abnormal pawn positions it is easier to win with 3 pawns vs. 2 than with 2 pawns vs. 1 pawn.

### KING & 2 PAWNS vs. KING & 2 PAWNS

Where White has one passed pawn. If black also has a passed pawn the outcome will depend on which pawn is farthest from the other set of pawns. In

other words, whoever has the outside passed pawn wins. However, the outside passed pawn is an advantage only when the other pawns may be captured.

Where Black does not have a passed pawn, he loses if his two pawns are blocked by White's one but draws if they are not.

We can draw 2 important conclusions from the above:

- (1) An outside passed pawn wins when the opponent's pawns are capturable;
- (2) A protected passed pawn almost always wins.

In general, subject to inevitable problem exceptions, these rules hold for all King and pawn endings.

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Ernest Grunfeld, probably the greatest living authority on the openings, played 1-P-K4 only once in his whole tournament career (against Capablanca, Carlsbad, 1929). When asked why he avoided 1-PK4, he replied, "I never make a mistake in the opening!"

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In contrast to this, Paul Morphy, admittedly one of the greatest masters in the history of the game, never began a game with 1\*PQ4 - although this move is nowadays considered the strongest opening move.

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## EDITORIAL

With the beginning of the New Year, the Chess Club has been in operation for three months. In this time, a great deal of progress has been made towards making it an interesting as well as a strong club.

A match has been played against the Marin Chess Club which was defeated by a convincing score; a simultaneous exhibition by Mr. George Koltanowski and other CFNC officials was played in December; Mr. Koltanowski has rated all players and has offered to annotate some of the clubs better games; further, it was suggested that San Quentin form several teams and compete against CFNC teams; a championship tournament has been played and the club's champion determined; intramural teams have been formed and a playing schedule adopted. In addition to this, the Club has printed it's third chess bulletin with this issue. This at least indicates that progress has been made and it is certain that with all the interests of various players the club can only get stronger.

The Chess Club owes a vote of Thanks to Mr. Russell, the Supervisor of Education, who has provided it with a fine room for it's meetings each week. Another department to which our Thanks go is the Captain's office and Sergeant Campbell in particular who has so faithfully and generously given of his time to help with the printing of this magazine. And last, but not least, no end of credit goes to the Recreation Department, which is directed by Mr. C. L. Swagerty, whose department has made the Chess Club an active, going concern and which provides an interesting pastime for 40 members of the club, not counting all those other chess players who are interested in joining.

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