

CHESS NUTS

NOVEMBER 1956



WELCOME ALAMEDA - BERKELEY CHESS CLUBS!

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CHESS NEWS

The San Quentin Open Championship has been under way since October 22, the results of the first two rounds will be found on page 8.

Montie Carter successfully defended his No. one laurels against L. Mahan. Letters are in the mail to the Mechanic's Institute Chess Club, the Crockett Chess Club and other clubs in the vicinity, inviting them to take their chances against the locals. We will have our work cut out for us in the future league play against the CFNC, but this writer feels that San Quentin will finish somewhere near the top.....

We have signed up one of the top illustrators to do some cartoons for the magazine. With the December issue look for Dick Fisher's animations.

In looking through G. Koltanowski's column we see where Jim Leibermann has dropped to 1794 points. Must be some strong competition in the Bay Area. Another man, well-known to San Quentin chessplayers, N. Renaud, is rated at 1984. With all these figures to go by, it is not without optimism that we look to the beginning of CFNC winter league play...

The Athletic Department informs us that it is planned for us to have much outside competition during the winter months, both in the league play as well as other outside teams. We will field two teams, and everyone will have an opportunity to test their skill against the visitors. It will be wise to hit the books for a while in preparation in order that we shall make things interesting for all competition.

On Saturday, November 10, Les Talcott is bringing a combined group of players from the Alameda and Berkeley Chess Clubs. Later we will probably meet some of these same players in the league.....nuff said.

SAN QUENTIN JOINS C.F.N.C.

The San Quentin Chess Club, at last, is privileged to announce that we are officially recognized as a full-fledged participant in Winter League competition with the Chess Friends of Northern California.

To enlighten those who do not grasp the significance of this unique honor; know that the members of the Chess Team are the first group in San Quentin Chess Club history to engage in "combat" with prominent San Francisco Bay Area Teams and be accepted as "legitimate" opponents.

The Winter League Championship Trophy will be awarded the winning team....and it is this writer's sincere belief that San Quentin will walk away with all honors. Unfortunately at this time San Quentin will only be eligible to enter one team in play, due to the crowded schedule....at a later date two or three teams from San Quentin may be entered.

Our deep gratitude to Chess Master George Koltanowski, Director of Recreation C.L. Swagerty and Club President John Nolte for their untiring efforts to establish the San Quentin Chess Club as a competitive organization.

San Quentin's C.F.N.C. team will consist of six members and three alternates. The team line-up will be as follows: one Expert, two 'A' players and one 'A' alternate, two 'B' players and one 'B' alternate, one 'C' player and one 'C' alternate. The players were selected by the Tournament Director on the basis of their ability, previous competition records, etc.

On the Expert Board, San Quentin will field E. Scott Flohr... a tactician of exceptional ability, highly proficient in the velvet glove technique of combinational play. Here indeed, is a fine performer.

Bolstering the 'A' Boards will be three of San Quentin's finest...Montie Carter, Leonard Mahan and John Nolte. In Leonard Mahan C.F.N.C. opponents will encounter a cunning and methodical adversary, a strategist well-schooled in the art of diversified attack. Montie Carter presently our number one player in the Ladder Standings, possesses a keen analytical mind, his every move a carefully calculated risk. Students of the game will find a completely opposite Chess personality in John Nolte..... Unpredictable and at times brilliant, this "diamond in the rough" should be considered extremely dangerous by C.F.N.C. opponents.

We are fortunate in having such a fine array of talent on the 'B' Boards as we find in George Brarens, Ed Devote and George Frazier. Brarens is coolly and relentlessly efficient in his game... a seasoned veteran of the boards. Ed Devote, "El Tigre de La Casa Norte" is noted for his rock 'em, sock 'em style of play... truly a dealer in explosive action. Ed will prove to be a thorn in the side of C.F.N.C. opponents. Another stylist of merit is George Frazier, respected in local circles for his wicked wide open combinational games. George is certainly a welcome addition to the 'B' Boards.

Playing the 'C' Boards are John Rexinger and Pete Votel, who are fine players and show great promise. Rex is hard to pin down, he will never allow his adversary to 'get set', and he will pull surprising combinations to thwart sound play. Pete Votel is calm and meticulous. He studies the game constantly and will, in the near future, give the top boards plenty to worry about.

....well, there they are Gentlemen, let's get behind them and back 'em up one hundred per cent.

T. H. ALBRITTON
Tournament Director
San Quentin Chess Club

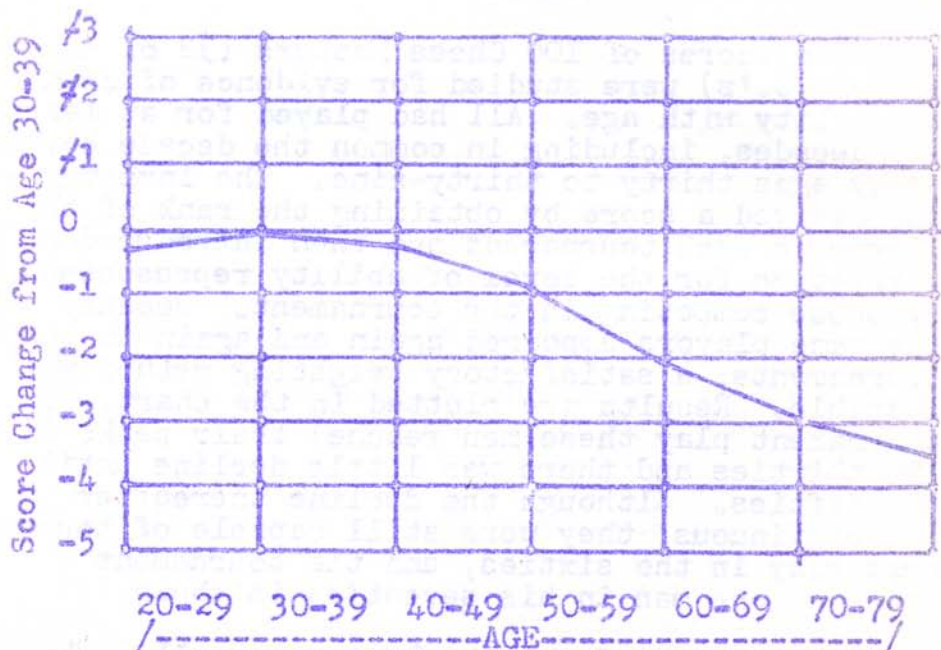
The following articles were submitted by George Brarens, and will give us much food for thought.

SKILL AT CHESS IN THE LATER YEARS OF LIFE.

The scores of 100 Chess Masters (32 of whom were Ph.D.'s) were studied for evidence of change of ability with age. All had played for at least two decades, including in common the decade covered by ages thirty to thirty-nine. The investigator derived a score by obtaining the rank of the player in each tournament and then introduced a correction for the level of ability represented by those competing in the tournament. Because the same players appeared again and again in the tournaments, a satisfactory weighting method was possible. Results are plotted in the chart. In tournament play these men reached their peaks in the thirties and there was little decline until the fifties. Although the decline thereafter was continuous, they were still capable of tournament play in the sixties, and the tournament score of one man in his seventies is shown.

The amount of ability lost was small. These elderly men when travelling around for demonstrations were still able to win from most of the local amateur "Champions". The one player (shown in chart) in his seventies was the British Chess Master Blackbourne. At seventy-two, after playing in his last tournament, he continued to give exhibitions of simultaneous play into his seventy-ninth year. In simultaneous play, the Chess Master plays a number of games at once against opponents who sit in a circle each at his own board. The Master must make his move quickly and go on to the next, while each opponent has ample time to study his next move. In nine exhibitions between the ages of seventy-six and seventy-nine, playing an average of 21 games at a time, Mr. Blackbourne won 86 percent of the games played. Although Mr. Blackbourne had de-

clined in ability, the amount of residual ability was certainly of a high order.



**A GAME INFINITELY MORE DIFFICULT AND
COMPLICATED THAN CHESS?**
by Thomas Henry Huxley

Suppose it were perfectly certain that the life and fortune of everyone of us would, one day or other, depend upon his winning or losing a game of chess. Don't you think that we should all consider it to be a primary duty to learn at least the names and moves of the pieces; to have a notion of a gambit, and a keon eye for all the means of giving and getting out of check? Do you not think that we should look with a disapprobation amounting to scorn, upon the father who had allowed his sons, or the state which had

allowed its members to grow up without knowing a pawn from a knight?

Yet it is a very plain and elementary truth, that the life, the fortune, and the happiness of everyone of us, and, more or less, of those who are connected with us, do depend upon our knowing something of the rules of a game much more difficult and complicated than chess. It is a game which has been played for untold ages, every man and woman of us being one of the two players in a game of his or her own. The chessboard is the world, the pieces are the phenomena of the universe, the rules of the game are what we call the laws of nature. The player on the other side is hidden from us. We know that his play is always fair, just, and patient. But also we know, to our cost, that he never overlooks a mistake, or makes the smallest allowance for ignorance. To the man who plays well, the highest stakes are paid, with that sort of overflowing generosity with which the strong shows delight in strength. One who plays ill, however, is checkmated --- without haste, but without remorse.

My metaphor will remind some of you of the famous picture in which Retzsch had depicted Satan playing at chess with man for his soul. Substitute for the mocking fiend in that picture, a calm, strong angel who is playing for love, as we say, and would rather lose than win --- and I should accept it as an image of human life.

-///-

SAN QUENTIN OPEN CHAMPIONSHIP

Standings after two rounds

1	Carter	2-0	24	Kibbey	0-2
2	Flohr	1 $\frac{1}{2}$ - $\frac{1}{2}$	25	Sweeney	1-1
3	Mahan	2-0	26	Godina	1-1
4	Green	1-1	27	Birdwell	1-1
5	Nolte	2-0	28	Hoover	0-2
6	Albritton	2-0	29	Harvey	0-2
7	Sensell	2-0	30	Shaffer	0-2
9	Brarens	2-0	31	Easley	1-1
10	Devote	1-1	32	Gamler	0-2
11	Frazier	2-0	33	Rodgers	1-1
12	Williamson	2-0	34	Votel	1-1
13	Hall	2-0	35	Bobeda	0-2
14	Boren	1-0	36	Brown	1-1
15	Campos	1 $\frac{1}{2}$ -1 $\frac{1}{2}$	37	Juarez	0-2
16	Campbell	1-1	38	Ross	2-0
17	Ward	1-1	40	Lund	1-1
18	Rexinger	1-1	41	Hanson	1-1
19	Fluty	1-1	42	Pierce	1-1
20	Mistriell	0-2	43	Decker	1-1
21	Barrios	1-1	44	Belle	1-1
22	Switzer	1-1	45	Lee	1-1
23	Javor	2-0	46	Wicks	1-1
8	Hansen	0-1*	39	Rail	0-1*

*Dropped.

The number before each player's name is the tournament indication number, not a ladder standing. The score following each player's name shows his record after two rounds of play. At the end of the third round it will evolve into three classes, and then the fun begins, for at that time there will be lots of chess played to determine who is one-two in each group.

"WINNING TOURNAMENT MATCHES"

By E. Scott Flohr

After we have managed to stomach the title, we can proceed to the business at hand. The first point which quite naturally arises is, 'who is this character to tell us how to win a game?' Superb! Well taken. (D. ah, what was the question?)

There are, however, certain items which should be considered by any player prior to undertaking a tournament match. These are: ... (I can't seem to recall exactly what they were, but rest assured they were important and if I come across them I'll add them in later.)

In watching any number of matches between high-ranking players as well as participating, I have noticed that a chess board and pieces are usually in evidence. (This is not quite as obvious as it may seem at first glance because there are any number of players who apparently play a much better game without the pieces and board.)

A major problem in any chess match is, does he play better than I do?

There are as many solutions to this one as there are people. However, since the answer would seem to be yes in most cases, the trick is to employ other skills to equalize. Should your opponent be another inmate, this is quite easy to handle. A well-placed note, suggesting this chap is currently brewing some Xmas cheer might do the thing. Perhaps a piece of pipe somewhere along the alley (if one prefers the direct approach), and/or a trip to the canteen with said opponent while you explain how vital this particular game is to you. Once in a while just several husky friends to stand behind your chair and glower each time he makes a good move will achieve your objective.

If, though, your opponent should be a visitor to our humble abode, the matter is greatly simplified. At the point where your Rook is about to be swiped, you merely cough and murmur in a low voice, "I understand you

have a nice home and automobile." In the event said player should happen to be a trifle dense, you may have to follow this up with, "You know, it's a strange thing, but they never caught my crime partner."

Should your unfortunate opponent turn out to actually be such a poor player that he is even worse than yourself, the problem then becomes, "how much can I get down?" You achieve this objective...designed to help you through those long, hungry evenings...by patting him on the shoulder in a patronizing manner, telling him how much you admire his game and inquiring...in the next breath...how much he drew this month. Should your pigeon...oops, sorry...opponent respond you then growl in a friendly, but convincing manner, "Well, we don't want to let this chance pass, do we, huh?" You give him the eagle eye and see what sort of an offer he'll make. After doubling this, you then want to make sure he hasn't been reading any books written by Russians before you shake on the deal.

Having attended to the preliminary details, we now come to the playing of the match itself.

First of all, there is the matter of the opening to be used. If you are playing black, of course, this is delayed somewhat, but...unfortunately...not long enough. It is always good policy about here to listen carefully. There may be a fire drill or, perhaps, the count bell will be rung early.

Let us assume the worst. You have the white pieces. Your opponent is in his chair, looking...for some odd reason...much more formidable than he did yesterday at breakfast, and eager eyes await your first move.

At this point, I hope I may be permitted the brashness of a suggestion. For heaven's sake, whatever you do, don't ever make a move or go into an opening with which you are familiar. The best procedure is to push a Rook's

pawn and sneer. This prevents the possibility he has studied your games and is prepared to lower the boom on you. By lifting the lip at the same time, you will give him the impression that his side of the sheet should have been marked Anas Bochas (genus, Duck).

It might be of interest to note that the old fable of getting your knights out and then your bishops so the King can castle is an out-moded legend that has been found to have no basis in fact. A much more modern approach is to advance by moving both Rook pawns and getting your Castles into play!

(This deserves an exclamation point merely because the author has, at great expense, just revealed for you one of the major points in his powerful attack.)

Some character named Rueben Fine has tried to convince people that the objective of the game is to control the center of the board. I say, don't worry about it!! If you are over five feet tall, your fingers will reach as far as Queen six and you will have no trouble in controlling the center of the board. On the other hand, you must be extremely careful of the sides. It is here the spectators are wont to gather and one of them could readily be a hidden agent of yon opponent. How embarrassing to reach for a Rook you just thought you had!

In making your moves, always remember to move a bishop where you will have to bring it back on the following move. This may slow down your attack somewhat, but since the Middle Ages it has been a well-known fact that Bishops need lots of exercise.

The next item on the agenda is 'tempo'. (I don't understand how that one got on the list, but we'll use it anyway.) Tempo means 'rate of movement' and since most chess is played in a seated position, it isn't too important.

Let us assume that we have now reached the middle game. This is the part that comes after you have fingered all the pieces on your side of the board and done something or other with them.

You must now be careful to move the Knights...providing you still have them...so they are occupying the Rook's file on either side. Pay no attention to those stories about how powerful they are if you keep them inside the Bishop's file, put them on the Rook five on each side. They are most impressive as they try to find someplace to go.

I believe we can safely state at this point that the King is an important piece. Since the man of the family should wear the slacks, let's try to put an end to relying on the Queen...a cowardly process at best...and let the feminine member of the team rest until things are urgent. In other words, get the King out there and let him help in the attack! This is a cinch to stir up some violent action.

Having somehow struggled through the middle game without getting put there, we reach the most important part of the match, the End Game. Here values change. Should your wily opponent have managed to entrap one of your pawns without your having been able to get even, or...worse... a player, it is best to remember that you had a wager on the fights and see if you can't put this off till some other time. Should...by some miracle...you be ahead, though, it is time to lean a little, either to sweeten the wager or to hurry things up so you can engage with someone worthy of your noted ability. In any event, I can do one thing for you.....

I WISH YOU GOOD LUCK!!

DR. ALEXANDER ALEKHINE

by Montie Carter

Paul Morphy was described as "The Pride and the Sorrow of Chess". Alekhine may in the same way be called its pride and shame; its pride for his splendid performances, its shame because of the weakening of moral fibre which led him into collaboration with the Nazi forces during World War II, and finally to a miserable death, under obscure circumstances, in the most remote corner of Europe.

Alekhine was born in Russia in the year 1892, and as so happens with so many World Champions, he began his chess supremacy very early in life. In the year 1912 he won a tournament at Stockholm and two years later tied with Nimzowitch for the All Russian Championship at the age of only 18. In these early days his forte was always combination, not until much later in life did he enter into the field of Lasker and Capablanca as a great strategist.

Once when he was addressed as Grandmaster, he replied, "You call me a Master, but my good friend, Chess will always be a Master of me and of all of us."

And so there you have a true insight to a great man's mind, as far as his ability over the board, I feel safe in saying the World lost a true champion when he died in Lisbon in 1946. As for his activities during the War, there is nothing to say. His association with the Nazis is unfortunately too well-known.

THE ALEKHINE VS CAPABLANCA MATCH

This match, played at Buenos Aires in 1927, was by far the most sternly contested struggle in the history of the World Championship. The conditions were the first to win 6 games to be the Victor, but to everyone's sur-

prise, 34 games had to be played before this result was reached. Alekhine being the victor. On the following pages you will see two of these splendid games.

FIRST MATCH GAME

Notes by W. Winter,
British Chess Champion,
1935-36.

WHITE BLACK
CAPABLANCA ALEKHINE

1 P-K4 P-K3
2 P-Q4 P-Q4
3 N-QB3 B-N5

Winower's variation which has now achieved great popularity owing to its consistent use by the present World Champion, M. Botvinnik.

4 PxP PxP 8 BxB NxN
5 B-Q3 N-QB3 9 Q-Q3 Q-Q2
6 N-K2 KN-K2 10 N-Q1 O-O
7 O-O B-KB4 11 N-K3 NxN

12 BxN KR-K1
13 N-B4 B-Q3
14 KR-K1

Capablanca clearly underestimates the strength of Black's next move. 14 P-QB3 was necessary here.

14 N-N5
15 Q-N3 Q-B4
16 QR-B1

Choice combinational play wins a pawn for Black

16 NxBP 19 QR-K2 P-QN3
17 RxN QxN 20 Q-N5 P-KR4
18 P-N3 Q-B4 21 P-KR4

It is necessary to stop the advance of the KRP.

21 R-K5
22 B-Q2

An attempt to obtain counter play by the

temporary sacrifice of a second pawn.

22	RxQP	27	RxRP	QxR
23	B-B3	R-Q6	28	R-K8ch	K-R2
24	B-K5	R-Q1	29	QxRch	Q-N3
25	BxB	RxB	30	Q-Q1	R-K3
26	R-K5	Q-B6	31	R-QR8	R-K4

So as to bring the Queen behind the Rook and force an entry to the seventh and eighth ranks when required.

32	RxP	P-QB4	35	R-Q8	P-Q5
33	R-Q7	Q-K3	36	P-R4	R-K8ch
34	Q-Q3ch	P-N3			

Alekhine points out that he could have won a Rook here by 36, Q-K2; 37 R-QN8, Q-B2; 38 Q-N3, R-K3; 39 R-QR8, Q-N2 threatening mate by R-K8ch.

37	K-N2	Q-B3ch	40	P-KN4	R-K7ch
38	P-B3	R-K6	41	K-R3	Q-K6
39	Q-Q1	Q-K3	42	Q-KR1	Q-B5

A neat finish. White had no reply to the threat of R-KB7

43	P-KR5	R-KB7	44	Resigns.	
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SEVENTH MATCH GAME

WHITE
CAPABLANCA

BLACK
ALEKHINE

1	P-Q4	P-Q4	4	N-B3	KN-B3
2	P-QB4	P-K3	5	B-N5	P-B3
3	N-KB3	QN-Q2	6	P-K3	Q-R4

Alekhine had prepared the Cambridge Springs defense for this match with view to surprise Capablanca.

7	N-Q2	B-N5	9	B-R4	P-B4
8	Q-B2	O-O	10	N-N3	Q-R5

This results in the loss of a pawn.

11	BxN	NxB	16	RxP	NxN
12	QPxP	N-N5	17	PxN	Q-B3
13	PxP	BxNch	18	R-Q4	KR-K1
14	PxB	NxP	19	B-Q3	
15	R-Q1	PxP			

Very well played. Although White's King is confined to the center of the board he is quite safe there.

19	QxNP	21	B-K4	Q-R6
20	BxPch	K-B1	22	Q-Q2	B-K3

Black must develop this piece

23	P-QB4	P-R4			
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Black's best chance is a break-through by P-R5

24	R-N1	QxRP			
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It is dangerous to allow White the open KR file.

25	R-R1	Q-B2	26	Q-N2	
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Threatening destruction by R-R8ch and Q-R3ch.

26	Q-B4	30	QxP	K-Q1
27	B-Q5	R-R3	31	BxB	PxB
28	R-K4	R-Q3	32	QxP	
29	R-R7	K-K2			

Threatening mate by Q-R8ch and QxPch

32	Q-N5ch	35	R-NP	RxP
33	QxQ	PxQ	36	R-QR7	Resigns
34	P-B5	R-B3			

In closing I might say let us not judge a man by his mistakes in life, but by what he has contributed to this world of ours, be it ever so humble.

SAVELY TARTAKOWER

Truly a Master of Masters died shortly after this game was played in 1922. This great theoretician was one of the superb players of his day, there is no doubt that his games will be played for generations to come. Following is one of his best games:

"BRILLIANCY PRIZE"

DUTCH DEFENSE

WHITE
MAROCZY

BLACK
TARTAKOWER

1	P-Q4	P-K3	5	P-K3	O-O
2	P-QB4	P-KB4	6	B-Q3	P-Q4
3	N-QB3	N-KB3	7	N-B3	P-B3
4	P-QR3	B-K2			

The Stonewall System.

8	O-O	N-K5	10	P-QN3	N-Q2
9	Q-B2	B-Q3	11	B-N2	R-B3

Q-B3 was better, hoping White would not make the best reply.

12 KR-K1
There again you have it, correct was N-K5

12	R-R3	13	P-N3	
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Black threatens, BxPch and Q-R5

13	Q-B3	15	P-N5
14	B-KB1	P-KN4	16	NxN	
15	QR-Q1			Forced	

Useless

16	BPxN			
17	N-Q2				

If N-R4, RxN etc...

17 RxP
No error in print! One of the most beautiful Rook Sacrifices in Chess History.

18	KxR	QxPch	26	QxB	P-N6
19	K-R1	N-B3	27	Q-KN2	R-KB1
20	R-K2	QxNP	28	B-K1	RxBch
21	N-N1	N-R4	29	KxR	P-K4
22	Q-Q2	B-Q2	30	K-N1	B-N5
23	R-B2	Q-R5ch	31	BxP	NxB
24	K-N1	B-N6	32	R-K1	N-B4
25	B-B3	BxRch	33	Q-KB2	Q-N4

The finish shows great imagination.

34 QPxP B-B6ch
 35 K-B1 N-N6ch
 36 Resigns.
 If K-N1, N-R8ch, 37, NxQ

BIRD'S OPENING

This very interesting game was played between N. Renaud, C.F.N.C. and L. Mahan, SQ.
 (Notes by L. Mahan)

WHITE
 RENAUD

BLACK
 MAHAN

1	P-KB4	P-Q4	6	B-Q3	N-K5
2	N-KB3	N-KB3	7	Q-K2	QN-B3
3	P-K3	B-B4	8	O-O	B-Q3
4	P-QN3	QN-Q2	9	P-B4	P-B3
5	B-N2	P-K3	10	N-B3	O-O

11	QR-B1	R-B1	14	B-N2	Q-K2
12	B-N1	NxN	15	P-Q3	N-B4
13	BxN	N-K5	16	P-KR3	B-N3

17 P-KN4? This is, to say the least, a bit premature.

17 P-B4 18 N-K5 BxN

19 PxB? BxB is preferable.

19	BPxP	23	Q-B3	B-B4
20	RPxP	Q-N4	24	P-Q4	QxNPch
21	B-R3	RxPch	25	QxQ	BxQ
22	RxR	N-Q2	26	R-B4	P-KR4?

B-K7 is correct for Black

27	B-N6	N-B1	29	K-N2??	
28	BxN	RxB		B-R7ch wins immediately.	
29	RxR	39	NPxP	K-R3
30	PxR	P-R5	40	B-K8	K-N4
31	P-QB5	K-B1	41	P-R4ch	K-B5
32	P-N4	K-K2	42	BxP	KxP
33	P-R3	K-Q2	43	B-N5	KxP
34	K-R2	K-B2	44	B-B1	K-N5
35	K-N2	P-N3	45	B-R3	P-N3
36	K-R2	K-N2	46	BxB	NPxB
37	B-K8	B-B4	47	K-R3	KxP
38	B-R5	PxP	48	KxP	K-N4

Nothing really helps White now.

49 K-N5 K-B3 50 Resigns

QUEENS PAWN OPENING

This game was played at San Quentin on October 13, 1956, between our 8th and 9th place ladder holders.

(Notes by M. Carter)

WHITE	BLACK
BRARENS #8	DEVOTE #9

1	P-Q4	P-Q4	3	P-K3	PxP
2	KN-B3	P-QB4			

Prefer here 3....., P-K3 and transpose into the French Defense, very favorable for Black in this case since he already has control of his K-5.

4	PxP	P-K3	5	QB-N5	
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A waste of time since he helps his opponent to develop.

5	B-K2	8	B-Q3	N-Q2
6	QB-B4	QN-B3	9	P-QB4	PxP
7	P-QR3	N-B3	10	BxP	O-O

Black's position is very cramped, whereas White is nicely developed.

11	O-O	B-B3	16	NxN	PxN
12	B-K3	N-N3	17	B-Q4	P-K6??
13	B-R4	P-K3	18	PxP	BxB
14	P-Q5	P-K5	19	QxB	R-K1
15	N-Q4	NxP	20	P-K4	Q-N3?

Black doesn't seem to want to win this game.

21	QxQ	NxQ	22	BxPch	Resigns.
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RETI OPENING

This game was played at the weekly meeting of the San Quentin Chess Club, the game had no significance except to the players involved, both claiming a right to the top position held by M. Carter. (Notes by M. Carter)

WHITE
CARTER

BLACK
MAHAN

1 N-KB3 N-KB3

I chose to use the hypermodern opening because of a previous success against this opponent, but to my surprise he also chose to develop in the hypermodern fashion. This was truly a compliment to me since Mr. Mahan is well-schooled in conventional opening theory.

2	P-B4	P-B4	5	B-N2	N-QB3
3	P-QN3	P-Q4	6	P-N3	P-B3
4	PxP	NxP			

Black's 6th move came as a surprise, but proved quite strong.

7	B-N2	P-K4	13	QR-B1	P-QN3
8	O-O	B-K2	14	P-QR3	N-B2
9	P-Q3	B-K3	15	Q-Q1	N-N4
10	N-Q2	Q-Q2	16	N(4)-Q2	N(4)-Q5
11	N-K4	O-O	17	NxN	NxN
12	Q-Q2	QR-Q1	18	N-B4	B-N5

19 BxN BPxP? A
A grave mistake, nullifying Black's 10th and 12th moves. By giving me control of the open file plus the long diagonal, Black is now on the defensive.

20 P-N4 R-B1 21 Q-Q2 B-R6
Black tries to rid himself of White's very strong Bishop.

22 Q-R2!
A move by which I maintain my Bishop, if now 22, BxB; 23 NxBch, B-Q4; 24 QxBch, etc. and I remain a pawn ahead.

22 B-K3 24 P-B3 Q-K3
23 Q-N2 B-Q4 25 N-Q2 P-B4?
Black tries for a thrust on the King's wing. Although Black's pieces are well-placed for such an attack, this move creates a weakness.

26 B-R3
White meets the attack with a pin.

26 Q-R3?
And here Black loses a pawn.

27 RxB RxB 28 BxP Q-K6ch
Nothing here. Black puts his Queen in the uncomfortable position of being surrounded by hostile pieces and remains so for the rest of the game.

29 R-B2 R-KB1 31 NxB P-KN4
30 B-K4 BxB
Black persists in attacking in a position where he should try and draw. This weakening of his King's side gives me a fine counter-attack.

32 Q-N3ch K-N2 33 Q-K6 B-B3

34 K-N2
A plan to bring my King to safety.

34 P-KR4 35 N-Q6
The thrust being
N-B5ch.

35 K-N3
36 Q-Q7 P-R5
Since Black cannot protect his Queen's
side pawns, he decides for one last desperate
try.

37 Pxp Pxp
38 Q-B5ch K-R3
39 N-K4
Indirectly attacking and defending at the
same time.

39 R-KN1ch
40 K-R3!
I decided this was the place for my King
on Black's 36th move, it is quite safe from
any checks and Black has no answer to the
many threats by White.

40 Q-B5
41 QxBch QxQ
42 NxQ Resigns
A well-played game which looked very
drawish about the 20th move.

We see according to the charts submitted
by George Brarens that players begin to lose
their proficiency along about sixty years of
age. This will come as a blow to Scotty
Flohr, but we can always look back and think
what he must have been in his youth.

WHITE: _____ BLACK: _____

OPENING: _____

White	Black	White	Black	White	Black	White	Black
1		26		51		76	
2		27		52		77	
3		28		53		78	
4		29		54		79	
5		30		55		80	
6		31		56		81	
7		32		57		82	
8		33		58		83	
9		34		59		84	
10		35		60		85	
11		36		61		86	
12		37		62		87	
13		38		63		88	
14		39		64		89	
15		40		65		90	
16		41		66		91	
17		42		67		92	
18		43		68		93	
19		44		69		94	
20		45		70		95	
21		46		71		96	
22		47		72		97	
23		48		73		98	
24		49		74		99	
25		50		75		100	

Played: _____

Watch this space in future issues for the
illustrations by Dick Fisher.....!!

/-----SQCC-----/

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/-----SQCC-----/