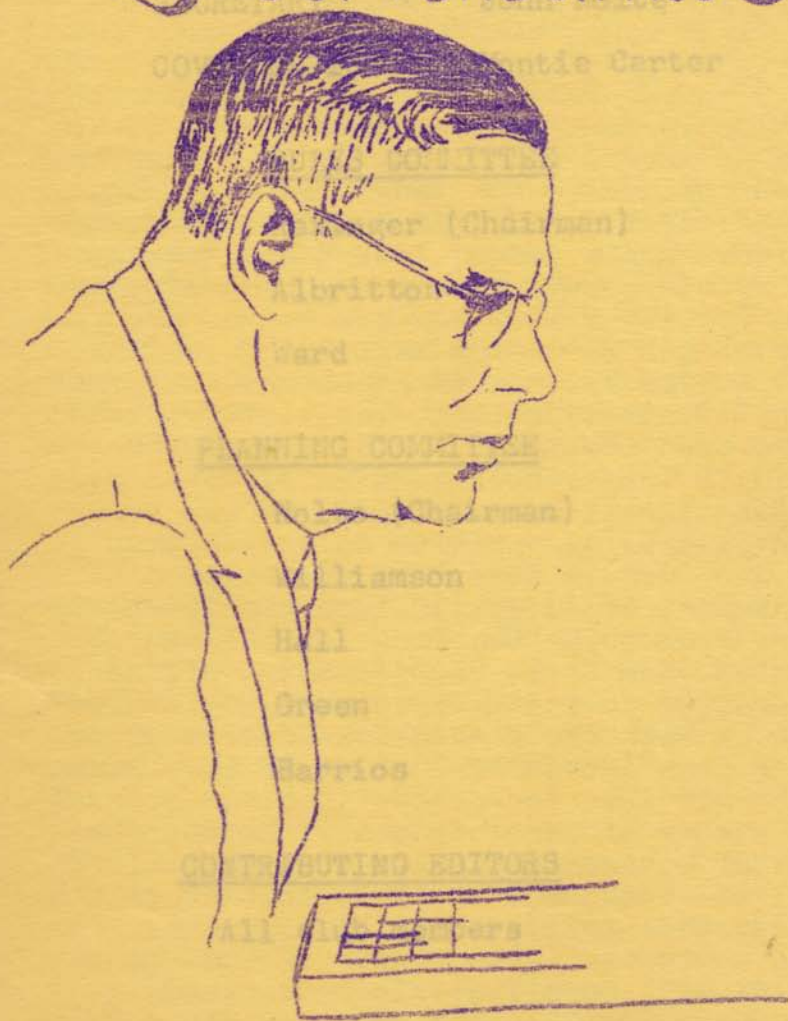


CHESS NUTS

SEPTEMBER-1956



DR. MAX EUWE

SAN QUENTIN PRISON CHESS CLUB DIRECTORY

| | |
|--------------|---------------|
| PRESIDENT | David Hansen |
| SECRETARY | John Nolte |
| COVER DESIGN | Montie Carter |

RULES COMMITTEE

Rexinger (Chairman)
Albritton
Ward

PLANNING COMMITTEE

Nolte (Chairman)
Williamson
Hall
Green
Barrios

CONTRIBUTING EDITORS

All club members

CHESS NEWS

.....The San Juentin Chess Club defeated the Precita Valley Chess Club of San Francisco by the close score of 8-7 in a double round affair, with San Juentin using different players for nearly all boards. The first round went to SQ $5\frac{1}{2}$ - $2\frac{1}{2}$ with the locals winning 4 games, losing 1 and drawing 3 games. Using players of lesser strength the locals lost the second round by $4\frac{1}{2}$ - $2\frac{1}{2}$ with no second round game being played on board one due to the length of time required by the first round game on that board. The visitors won 4 games, lost 2 and drew 1 for the second round. This same group of players from Precita Valley won the summer championship of the El Camino Real League of the CFNC (Chess Friends of Northern California), with 7 teams competing. The visitors board one proved too tough for SQ with Carter losing a long-4 hour-game in 81 moves by getting impatient and trying to win a game with Bishops of opposite colors.....

The San Juentin News, the institution's newspaper, of August 30, 1956 carried a story announcing the First Annual San Juentin Open Chess Championship. All men interested in taking part were advised to sign up with the Recreation Department no later than September 10, 1956 if they wished to be eligible for competition. As soon as the number of participants is known, the type of tournament, rules of play, etc. will be announced. It is hoped that prizes (chess type prizes) will be available for this tournament. The winner of this tournament will be officially recognized as the 1956 OPEN Chess Champion of San Juentin. The regular club championship will be held once every six months with only club members being eligible for this event.....

CHESS NEWS

.....Nine new players were admitted to membership at the regular club meeting on September 1, 1956. These were: Rodgers, Lee, Ross, Sweeney, Devote, Campbell, Brarens, Sensell and Mahan....Vice President, E.S. Flohr resigned from the club at the September 1, 1956 regular meeting due to the fact that all his time is occupied with the writing of novels. His loss will be felt as he was one of the club's best players and acquitted himself very well against all visiting teams....A special committee of 3 members, Albritton, Carter and Switzer was appointed at the September 1st meeting to report back at the October 6th meeting regarding requirements necessary for each player to become a club member and remain club members.....A new rule was adopted by the club making it necessary for all new members to receive TWO-THIRDS of the vote of the ENTIRE membership of the club before being admitted to membership.....The August 1956 issue of CHESS REVIEW carried an article under Local Events relating to the San Quentin Chess Club and the results of two of it's recent matches.....By a majority vote of the members it was decided to try the point rating system of the USCF. This will be tried on an "unofficial" basis until the end of 1956 to see whether or not players stand the same (approximately the same) under points as they would under play for ladder positions through challenge matches for positions-by taking the place of players they beat, etc.....Rules for play for ladder positions were approved and copies mimeographed for all members. Every member must play at least one opponent each week and cannot play the same opponent more than once in any one month. Players change places with each other when they win.....

SON vs. PRECITA VALLEY

ROUND ONE

| <u>San Quentin</u> | <u>Precita Valley</u> |
|---------------------|-----------------------|
| 1- Carter.....0 | Noel Renaud.....1 |
| 2- Albritton.....1 | Jim Reynolds.....0 |
| 3- Green.....1 | Denny Ryan.....0 |
| 4- Williamson.....1 | Ed Russell.....0 |
| 5- Switzer.....½ | Ivan Vegvary.....½ |
| 6- Rexinger.....1 | John Ramirez.....0 |
| 7- Boren.....½ | Leighton Allen.....½ |
| 8- Ward.....½ | Richard Moreno.....½ |
| <u>Totals</u> 5½ | 2½ |

(2½)

ROUND TWO

(4½)

| | |
|--------------------|----------------------|
| 1- No game | |
| 2- Brarens.....1 | Jim Reynolds.....0 |
| 3- Devote.....0 | Denny Ryan.....1 |
| 4- Albritton.....1 | Ed Russell.....0 |
| 5- Campos.....½ | Ivan Vegvary.....½ |
| 6- Campbell.....0 | John Ramirez.....1 |
| 7- Votel.....0 | Leighton Allen.....1 |
| 8- Easely.....0 | Richard Moreno.....1 |

MATCH NEWS

.....In addition to the games given on the preceding page, 6 other games were played but were not counted in the total points because their were only 4 games played in the third round and 2 games in the 4th round, time not permitting the completion of a game on each board. However, of these 6 'unofficial' games, San Quentin won 5 and lost one while using a different player for each board (all games board five and below). For round one, the three draw games never seemed to reach the stage where any of them were lost to the San Quentin players, in fact, two of them could easily have been won. Albritton's game on board two was the most tense for quite a while as he had only one rook and five pawns (4 passed) against two rooks and 3 pawns (none passed). The passed pawns proved far too strong because they were placed in such a way that the one rook and King prevented any captures while at the same time aided the advance to the 8th rank. The hardest (and longest) game was played on board one with Carter losing to Renaud after a hard struggle.... Round two games found Brarens having no trouble in defeating Mr. Reynolds on board two, in fact, several possibilities were played after completion of the game and Brarens found no trouble winning by using any of the variations tried. The locals had all they could handle on the last 3 boards, if it can be said that losses handled the boards. No matter what the individual results a lot of fun was had by all the players and San Quentin could feel good in defeating a group of players who won the CFNC summer league as well as having defeated the EVANS team, who had won the 1955-56 regular league competition, with nineteen (19) teams competing.....

LATEST LADDER STANDINGS

The following listing is the ladder positions of the 25 voting members of the club as of September 9, 1956. Too much significance should not be attached to the standings as new members especially have not established their true positions as well as other members of the club. The play for ladder positions having been in effect for only one week makes the standings quite inaccurate, however, with slight changes these were the starting positions for all regular members. The 'unofficially' adopted USCF point ratings are not listed because points would mean little or nothing at this time, since players were all given an initial rating and points were graduated downward in order of ladder standings, regardless of the actual playing strength of the players themselves. This was done since it is an experiment to see how points adjust to actual ladder positions under the club's ladder play rules.

- | | |
|---------------|--------------|
| 1- Hansen | 18- Campbell |
| 2- Carter | 19- Godina |
| 3- Green | 20- Barrios |
| 4- Nolte | 21- Devote |
| 5- Albritton | 22- Sweeney |
| 6- Williamson | 23- Ross |
| 7- Campos | 24- Lee |
| 8- Holl | 25- Rodgers |
| 9- Switzer | |
| 10- Ward | |
| 11- Boren | |
| 12- Rexinger | |
| 13- Mahan | |
| 14- Brarrens | |
| 15- Sensell | |
| 16- Easely | |
| 17- Javor | |

CHESS PROBLEM

Koltanowski's chess column in the San Francisco Chronicle recently published a problem whereby foreign chess magazines would be awarded to the first 20 to solve the problem correctly. This was not in the form of a regular problem but a sort of puzzle whereby white (or black) places four Queens and a Bishop of any color on the board in such a way that the enemy King does not have a square on the board to call his own. When solving the problem, it was noted that once a 'key' position was discovered, any number of possibilities could be worked from this position and all of them correct. Here, for example, are listed four possibilities. Note the pattern that appears:

| | | | | |
|-------|-------|-------|-------|------|
| B-KN4 | Q-QR1 | Q-KR2 | Q-QN5 | Q-K8 |
| B-QN4 | Q-QR2 | Q-KR1 | Q-KN5 | Q-Q8 |
| B-QN5 | Q-QR7 | Q-KR8 | Q-KN4 | Q-Q1 |
| B-KN5 | Q-QR8 | Q-KR7 | Q-QN4 | Q-K1 |

The answers given above were mailed to Koltanowski for the San Quentin Chess Club and the published solution should appear shortly in the Chronicle. Members should try to work out problems such as this as it helps to teach them to 'see' more in their actual games by making them conscious of the fact "that they should look a little deeper" when playing their games. Actual problem solving may help some of the players to improve while others can improve better through the study of Master games. The later course is recommended to all players wishing to improve.

GAMES OF INTEREST

The following game was played on board one between San Juentin and Precita Valley. The game is a Bird's Opening and with the exception of Black's P-Q4 move the opening moves are arrived at by transposition and are as given in PCO, column 7.

WHITE: Noel Renaud, Precita Valley
BLACK: M. Carter, San Juentin

- 1- P-KB4 KN-B3
2- P-K3 P-KN3
3- P-QN3

This move could wait; White does better to get N-KB3

- 3- B-N2
4- B-N2 P-Q4

Black's 4th is not as good as P-Q3 because it gives White a little stronger position when he need not worry about his outpost square, K-5, being so readily assailed later on in the game.

- 5- KN-B3 QN-Q2

Black's last is not the best since his pawn is already on Q-4. Would prefer P-B4 here, then N-B3, thus getting the best square for the Q-Knight and also allowing use of the Q-Bishop.

- 6- N-B3 P-K3
7- B-Q3

Don't care for these kind of moves, but in Bird's it is quite common.

- 7- P-N3

Much better to castle, last accomplishes nothing at this time.

- 8- B-N5 P-QR3

Better is B-N ?; however White

has wasted too much time with his King Bishop.

9. B-B6 R-N1
10. O-O O-O
11. QN-K2 B-N2
12. N-K5 NxN

May as well get rid of the well posted White Knight; also helps block the good diagonal of White's.

13. PxN N-Q2
14. BxN

Prefer BxB, RxB, 15, P-Q4

14. QxB
15. N-KN3 P-QB4
16. Q-K2 P-QN4
17. P-Q4 QR-QB1

Must have simply overlooked White's last move. Would have been far better to have moved P-QB5 or KR-QB1 and then KB-B1 to get full use of the Bishop again as the Bishop is of no use on it's present diagonal.

18. Pxp P-R4
19. B-Q4

White gets a strong center position which can be broken, however. Such as ...P-QN5, Q-B3, threatening B-R3, QR-B2, Kr-B1 and KB-B1 and the pawn can be regained with sharp play. Black has nothing to fear on the King side.

19. B-QB3
Complete waste of time

- 20- Q-KN4 P-N5
21. Q-R3

Why make this move! Too many moves with little being accomplished.

21. Q-K2
22. R-B6 KR-Q1
23. R-B4 B-N4

Waste of time, no action here.

24. R-K1 B-QR3
 Black must certainly have a
 fondness for this Bishop.
25. N-R1
 White heads for N-4 with
 good possibilities, if allowed.
25. Q-B2
26. R-E5
 White threatens RxKP, PxrR; QxPch,
 K-moves, QxB with a subsequent
 tearing up of Black's position.
26. Q-K2
27. R-B3 R-KB1
 Breathe a little! Don't block
 the position again, the Bishop
 is needed temporarily, but should
 be free to quickly transfer to
 another diagonal when the situa-
 tion arises. White is playing to
 passively for Black to make such
 over-cautious moves.
28. N-B2 P-KB3
 Not wise to break the position
 open quite yet. Black should try
 hard for Q-side action.
29. PxP BxP
30. RxB RxR
31. N-N4 R-B4
32. N-R6ch K-B1
33. NxR QPxN
34. Q-R6ch K-N1
 I would certainly go to K-1
 with the King to get away from
 any future threat on the long
 diagonal, to be able to use the
 Queen with more ease and the Q-
 side is going to need watching.
35. Q-KB4 Q-K3
36. P-KR4 B-N4
37. K-R2 R-K1
38. Q-B7 Q-K2
39. Q-KB4
 White should trade Queens here

and then play for Queen side action and an easy win. His pawns and Bishop are so placed that Black has no room to maneuver the Rook.

- | | |
|-------------|---------|
| 39. | Q-KB2 |
| 40. P-N3 | B-B3 |
| 41. R-KB1 | R-K5 |
| 42. Q-QN8ch | Q-K1 |
| 43. Q-N6 | Q-R1 |
| 44. Q-B7 | Q-QN2 |
| 45. QxQRP | Q-QN1 |
| 46. P-B3 | RxKRPch |
| 47. K-KN2 | R-KN5 |
| 48. R-B4 | PxP |
| 49. QxP | Q-QN4 |
| 50. Q-Q2 | R-KN4 |
| 51. R-KR4 | Q-QN1 |
| 52. Q-KB2 | B-QN4 |
| 53. B-KB6 | R-KN5 |
| 54. RxR | PxR |
| 55. B-Q4 | Q-KB1 |
| 56. P-R4 | B-Q6 |
| 57. QxQch | KxQ |

The game doesn't need too much comment from here on out as it could be drawn easy enough by getting the King to hold the Q-side pawns and the Bishop holds the center and keeps the White King from getting any mobility. Hard work but it can be done. The position now shows how much wiser it would have been had Black gone to K-1 on his 34th move.

- | | |
|----------|-------|
| 58. P-N4 | B-B7 |
| 59. P-R5 | B-Q6 |
| 60. K-B2 | K-K2 |
| 61. K-K1 | K-Q2 |
| 62. K-Q2 | B-QB5 |

Putting the Bishop on QN4 would be better with the Black King

holding forth in the center.
This game can be drawn easily.

| | | |
|-----|--------|---------|
| 63. | P-K4 | PxP |
| 64. | K-K3 | B-Q6 |
| 65. | K-B4 | P-R4 |
| 66. | B-K3 | B-N4 |
| 67. | K-N5 | K-B2 |
| 68. | KxP | B-K1ch |
| 69. | K-N5 | K-QB3 |
| 70. | P-R6 | K-B2 |
| 71. | B-B4ch | K-B1 |
| 72. | K-B6 | P-K6 |
| 73. | BxP | K-N1 |
| 74. | K-K7 | B-B3 |
| 75. | K-Q6 | B-N4 |
| 76. | P-R7ch | KxP |
| 77. | K-B7 | K-R1 |
| 78. | P-B6 | B-R5 |
| 79. | K-N6 | K-N1 |
| 80. | B-B4ch | K-B1 |
| 81. | P-N5 | B-N6 |
| 82. | K-B5 | Resigns |

It is easy to see for many moves that this ending is lost the way Black has played. Many moves previously, he should have looked the whole board over, figured his best line(s) for the Bishop and also where best to use his King. The action of both these pieces could have been flexible enough to allow them several possibilities at all times. One thing for certain, Bishops of opposite colors are easy games to draw. Black's most serious mistake throughout the game was in making countless useless moves with the Queen Bishop, consequently wasting much time.

The following game was played on the 3rd board in Round One of the Precita Valley vs. San Quentin match.

WHITE: Denny Ryan, Precita Valley
 BLACK: Green, San Quentin

QUEEN'S GAMBIT ACCEPTED

| | | | |
|-----------|--------|-------------|-------|
| 1. P-Q4 | P-Q4 | 20. P-QR3 | RxR |
| 2. P-QB4 | PxP | 21. RxR | K-Q2 |
| 3. P-K4 | P-K3 | 22. B-QR5 | R-QB1 |
| 4. P-K5 | P-QB4 | 23. RxR | KxR |
| 5. N-KB3 | PxP | 24. P-KN3 | K-N2 |
| 6. Q-R4ch | N-QB3 | 25. K-N2 | K-B3 |
| 7. BxP | Q-R4ch | 26. P-KB4 | B-K7 |
| 8. QxQ | NxQ | 27. K-B2 | P-Q6 |
| 9. P-QN3 | NxB | 28. K-K3 | K-Q4 |
| 10. PxN | B-B4 | 29. B-N4 | K-B5 |
| 11. O-O | N-K2 | 30. K-Q2 | K-Q5 |
| 12. QN-Q2 | P-QN3 | 31. B-Q6 | K-K5 |
| 13. N-QN3 | N-QB3 | 32. B-B8 | P-N3 |
| 14. NxB | PxN | 33. B-R6 | K-B6 |
| 15. B-QR3 | N-N5 | 34. P-QR4 | K-N7 |
| 16. NxP | PxN | 35. P-N4 | KxP |
| 17. BxN | B-R3 | 36. P-N5 | K-N7 |
| 18. QR-B1 | QR-B1 | 37. P-QR5 | P-QR3 |
| 19. KR-Q1 | RxP | 38. Resigns | |

This is another fine example of a game that could be easily drawn and also easily won at many stages with better play. Too much unnecessary trading of pieces with nothing being accomplished to make such early trading advisable. Trading like this suggests playing for a draw through getting to the end game early and thus winning there, but the end game is played to poorly on both sides to make the game worth annotating. The trouble with all of us amateurs is that we waste too much time in our games.

ABOUT OPENINGS

Koltanowski writes about openings quite often, but a few statements are better than too many at the same time. The following is quoted from his book entitled "Chess Chats". They are reprinted now to give the beginner (and others) an idea about this phase of the game.

"To reduce the opening to one formula would be ideal not only for students but for all chess players. Just imagine if that were done how much one could avoid studying! How many nasty traps and surprises we could avert! How always to know the correct path in the most intricate game. Luckily for chess, however, this has not been done and never will be done. Chess is safe from extinction only because it cannot be reduced to a single formulæ. Just imagine the result if any third class chess player were the equal of - let's say Alekhine - or of chess not giving any further cause for the occasional missing of a heart beat. In such circumstances who could take any further interest in our game?

Although a formula will in all probability never be found there are principles, fundamentals, which we cannot ignore. We have the games of the great masters for study. From these games we study, we hope, not to reach the same positions - a mathematical impossibility - but to employ the ideas, the strategic plans of these games in similar positions of our own."

GENERAL PRINCIPLES OF CHESS

The beginner, as well as advanced students, oftentimes seems to forget that there are general rules that govern the playing for all games of chess. Watching their play at times leads one to believe that moves in a game are 'automatic' without any basis of fact. Such is not the case! General principles must be applied to every game if one wishes to have an equal chance in the contest. Some of these principles are given here and the student should make every effort to understand the ideas set forth if he desires to improve.

To develop into a good player one must learn to think for himself and to apply his ideas to his games, even when those ideas are contrary to recognized authorities. Much practice is necessary to make ideas pay off, but it must be good practice - not just any kind!

One form of practice carried to excess is that of problems. Occasionally something worthwhile can be gained from studying them and improvement of one's games may be the result. However, the vast majority of them have no relation to actual playing positions and would not be seen in an over the board game.

It is of little use to try to memorize details or to study exactly how something was done previously. To overburden the memory with details or to weaken it by misapplied energy directed at a vast field of openings and details is extremely unwise.

It is far better to have a good understanding of a few openings than to have

memorized many openings. Whatever form of opening is best suited to the individual player is the one best to use regardless of what anybody else says about it. He should concentrate his effort in that direction as much as possible for improvement and ability to win. Mere pastime chess is another matter. The time for improvement passes quickly and is oftentimes wasted in wrong method of study.

The time element in chess is one of the most important and all players should learn to use it correctly if they desire to learn to play well. About 100 years ago, games were played without time limits and it was not uncommon to find short games lasting 10 to 20 hours, with some opponents taking hours on single moves. Shortly afterwards, all public contests were run on time limits and so many moves had to be made in a certain period of time, otherwise the game was forfeit. Time should be budgeted in such a way that there is always sufficient time left to make the necessary moves when something occurs in the game that was not foreseen. It is always wise to get used to playing under different conditions and to not concentrate all efforts at the game in trying to make more out of a position than is called for - relax the mind whenever possible.

When playing, the player should always have a plan of some kind. He should endeavor to have a design in his play at every stage of the game. A plan may be one of attack, of defense, or to preserve the position for future happenings - whatever the case may be - until the objective is obtained. The player should be always awake to the unforeseen in order to make the most of it when it first appears. Coolness and concentration go far.

Preconception should be tested move to move, and should be under constant revision because with every move the position changes, and what was true may presently be false.

When winning is possible it is best to win in the simplest possible way. Exhaust your opponent so that he cannot win. To lose where one should win is stupidity. When you have the superior force use it to destroy all resistance. When you cannot win, and know you cannot, then draw as soon as possible. Place no confidence in your opponent's blunders to come.

Always make your move deliberately and with decision; without hurry or vacillation. Let the thought fully precede the act. Carry out your combination, bad though it be; unless a clearly better course presents itself. Without stability in thought, and certainty in expression, you can never do your best. NEVER WAVER.

The attack is easier than the defense - while available force holds out. Therefore beware of attack, ^{as} a successful attack requires superior force, if you have no advantage in position. Then how can you hope to attack successfully when force and position are equal - if you have no advantage in one or the other? It can be only if you are the stronger player. This makes your position, or force, or both, stronger than your adversary's - and attack is easy and successful. But if your adversary be in every way your equal - then what? Your attack must fail. If attack is rightly timed it has everything in its favor. In every game there is a moment which invites bold and decisive movement to turn it to advantage. The experienced player sees this better than the inexperienced player.

At first there is perfect equality in force and position. If the strategy in development is equally skillful this equality persists. Force opposes force, points surrendered are equal to points gained. But resistance, especially from restraint and the limitation of the board, increases, it becomes a question between the move and the inertia of the position. Attack is justified in this state of affairs. Concentration of superior force upon a decisive point is the obvious principle in successful attack. What a decisive point may be depends upon the balance of forces and the skill of the players. When you press home an attack make sure there is none against your own King which will cause you to retreat, otherwise you may be lost. Reaction is a constant consequence of attack which does not end in mate. You may succeed in gaining a pawn or more, or some point in the game while your opponent is playing elsewhere in gaining other points which may cause a reaction to set in causing you to have to readjust your forces and if you lack the time necessary you may never recovered enough to hold off the mate.

Attack may fail as even the best laid schemes can fall prey to accidents. The hopeful, promising attack should not occasion disaster, even when effectually discouraged. This it will surely do, however, unless soundly based, as to admit of easy retrograde concentration for purposes of defense. Possible failure should be taken into account so that if it does happen you do fail, you may be able to rally your forces in good time and order, either to withstand attack or to organize another attack. The mutual convertibility of attacking and defensive formations is the measure of their soundness.

But though a successful defense implies no obligation to attack, an unsuccessful attack must be reformed on defensive lines, immediately, as if to oppose attack certain to be offered.

What has been said of attack will apply also to defense. A sound defensive formation will always furnish a sound base of attack. Where attack need not be directly opposed, then the defense is counter attack. This is of course the most effective because, if adequate, it is a good defense and something more. A merely passive defense is to be avoided. When attack presses hard - exchange. A sacrifice is often justifiable, as it may reverse the attack; and enable you to take the enemy in the rear, to his utter discomfiture. But then an attack liable to reversal to this extent would be unsound.

There is generally a vital force in every attack - some piece or pawn upon which it most depends for its intensity or persistence. Try and get rid of it. Exchange it, shut it out, drive it off, and the attack will lessen.

Most attacks are laid or made when the defending forces are divided. In view of coming attack prepare for the necessary concentration of force to meet it. All you require at the point of attack is equal force; get it together quickly and freely - with no obstruction. The delay of a move may be fatal; and your opponent may gain a move by a sacrifice and your game is then lost.

TO BE CONTINUED

1956 OPEN CHAMPIONSHIP

The First Annual "Open" Chess Championship to be held in San Quentin in many years will commence soon. No such event has been held here within the last ten or more years. All entries have been received and the type of tournament will be discussed by the Planning Committee to fit the time available.

The original announcement was made in the San Quentin NEWS of August 31, 1956 and entries had to be received no later than September 10, 1956 if players wished to be considered eligible for this event. A fair size group of 22 players sent in their entries. Apparently out of the many chess players in this institution, a great number feel that they are not good enough players. This has often been the excuse of players - an erroneous excuse to be sure. Players can never learn how much they are progressing unless they compete in such strong competition. Of course, only one player can win but that is not the only important thing to be gained from this competition.

Announcement will be forthcoming on the type of tournament, rounds of play, etc. and all entered players will be contacted when the contest is to start. The following is the list of those who signed up:

D. Hansen, D. Hall, J. Hill, Barrios,
Hoover, Campos, Williamson, Del Llano,
Boren, Switzer, Bobeda, Birdwell, Campbell,
Albritton, Javor, Sensell, Nolte, Brarens,
Devote, Carter, Ward, and Mahan.

MAX EUWE

One of the great Grandmasters of Chess of the present era is none other than Dr. Max Euwe, a former World Chess Champion from 1935 to 1937. He won the title in a match with Alekhine played at Amsterdam in 1935 with Euwe winning 9 games, losing 8, and drawing 13. He immediately agreed to a rematch with Alekhine and this was played at Rotterdam in 1937 with Alekhine winning the title back by defeating Euwe 11 games to 6 with 13 draws.

In addition to being a great chess master, Dr. Euwe is also a well known Philosopher, winning his Dr's Degree in this field.

His chess career is studded with many victories against all the famous masters of the past 30 or more years. He has been the champion of his home country of Holland for more than 30 years, a continuous string of years which was broken only once by another great player of his country, Donner.

Dr. Euwe still competes in a great many of the International Tournaments all over the World, and in spite of the fact that he is 55 years old (born in 1901) he is still going strong although not with the same results as in his earlier years of chess competition. A great part of his time is and has been devoted to writing on the subject of chess and his many fine books and articles are second to none. His books **PLANNING AND JUDGING** and **STRATEGY AND TACTICS IN CHESS** are regarded as excellent examples of his fine writing style - a style which makes for easy study as well as entertainment for any class of player.

This is the 8th game of a match played in 1927 between Dr. Max Euwe and Dr. Alekhine. The play throughout is a masterpiece.

WHITE: Euwe

BLACK: Alekhine

RLTI OPENING

| | | | |
|-----------|-------|------------|---------|
| 1. N-KB3 | P-Q4 | 22. P-B6 | PxP |
| 2. P-B4 | P-Q5 | 23. QxP | N-K4 |
| 3. P-QN4 | P-KN3 | 24. Q-Q2 | Q-R3 |
| 4. P-K3 | P-QR4 | 25. P-R5 | NxP |
| 5. P-N5 | P-QB4 | 26. N-B5 | NxN |
| 6. PxQP | B-N2 | 27. BxN | Q-N4 |
| 7. P-Q3 | PxP | 28. BxKP | QR-B1 |
| 8. P-N3 | N-Q2 | 29. B-B1 | Q-N6 |
| 9. QN-Q2 | N-B4 | 30. R-R3 | Q-Q4 |
| 10. N-N3 | Q-N3 | 31. P-N7 | R-N1 |
| 11. NxN | QxN | 32. P-R6 | QB-B1 |
| 12. B-KN2 | N-R3 | 33. PxB(Q) | QRxQ |
| 13. O-O | O-O | 34. B-N2 | Q-Q2 |
| 14. P-QR4 | R-K1 | 35. B-B5 | RxRch |
| 15. R-K1 | B-B4 | 36. QxR | P-R4 |
| 16. B-QR3 | Q-B2 | 37. P-R7 | R-R1 |
| 17. P-B5 | QR-Q1 | 38. Q-K4 | P-Q6 |
| 18. N-N5 | B-B3 | 39. RxP | Q-N2 |
| 19. N-K4 | B-N2 | 40. QxBP | Q-N8ch |
| 20. Q-Q2 | N-N5 | 41. B-B1 | RxP |
| 21. P-N6 | Q-B1 | 42. BxR | Resigns |

The following beautiful game was played in the World Championship Match of 1935 and is known as "The Pearl of Zandvoort".

WHITE: Dr. Euwe

BLACK: Alekhine

DUTCH DEFENSE

| | |
|----------|-------|
| 1. P-Q4 | P-K3 |
| 2. P-QB4 | P-KB4 |

| | | | | | |
|-----|-------|--------|-----|--------|--------|
| 3. | P-KN3 | B-N5ch | 25. | P-K4 | PxP |
| 4. | B-Q2 | B-K2 | 26. | PxP | B-Q5 |
| 5. | B-N2 | N-KB3 | 27. | P-K5 | Q-K1 |
| 6. | N-QB3 | O-O | 28. | P-K6 | KR-N1 |
| 7. | N-B3 | N-K5 | 29. | N-B3 | Q-N3 |
| 8. | O-O | P-QN3 | 30. | R-KN1 | BxR |
| 9. | Q-B2 | B-N2 | 31. | RxB | Q-B3 |
| 10. | N-K5 | NxN | 32. | N-N5 | R-N2 |
| 11. | BxN | BxB | 33. | PxN | RxP |
| 12. | KxB | Q-B1 | 34. | Q-K3 | R-K2 |
| 13. | P-Q5 | P-Q3 | 35. | N-K6 | R-KB1 |
| 14. | N-Q3 | P-K4 | 36. | Q-K5 | QxQ |
| 15. | K-R1 | P-B3 | 37. | PxQ | R-B4 |
| 16. | Q-N3 | K-R1 | 38. | R-K1 | P-KR3 |
| 17. | P-B4 | P-K5 | 39. | N-Q8 | R-B7 |
| 18. | N-K4 | P-B4 | 40. | P-K6 | R-Q7 |
| 19. | N-B2 | N-Q2 | 41. | N-B6 | R-K1 |
| 20. | N-K3 | B-B3 | 42. | P-K7 | P-N4 |
| 21. | NxP | BxB | 43. | N-Q8 | K-N2 |
| 22. | NxQP | Q-N1 | 44. | N-N7 | K-B3 |
| 23. | NxP | B-B3 | 45. | R-K6ch | K-K4 |
| 24. | N-Q2 | P-KN4 | 46. | N-Q6 | RxKP |
| | | | 47. | N-K4ch | Resign |

This game won the Brilliancy prize at Zandvoort in 1936.

WHITE: Dr. Euwe BLACK: G. Maroczy

QUEEN'S GAMBIT DECLINED

| | | | | | |
|-----|-------|-------|-----|-------|-------|
| 1. | P-Q4 | P-Q4 | 11. | BxBP | P-QN4 |
| 2. | P-QB4 | P-K3 | 12. | B-QR2 | B-N2 |
| 3. | N-QB3 | N-KB3 | 13. | O-O | P-B4 |
| 4. | B-N5 | B-K2 | 14. | N-K5 | P-B5 |
| 5. | P-K3 | O-O | 15. | B-N1 | R-K1 |
| 6. | N-B3 | QN-Q2 | 16. | Q-K2 | NxN |
| 7. | R-B1 | P-B3 | 17. | PxN | N-R2 |
| 8. | P-QR3 | P-KR3 | 18. | Q-R5 | N-B1 |
| 9. | B-B4 | P-R3 | 19. | QR-Q1 | Q-B2 |
| 10. | P-R3 | PxP | 20. | BxB | PxB |

| | | | |
|--------------|-------|------------|---------|
| 21. R-Q4 | P-B4 | 29. Q-R5 | Q-B2 |
| 22. PXP e.p. | BxBP | 30. P-KR4 | B-KB1 |
| 23. R-N4ch | B-N2 | 31. N-R6ch | BxN |
| 24. QxRP | QR-Q1 | 32. QxB | Q-R2 |
| 25. N-K2 | P-K4 | 33. Q-N5 | K-B2 |
| 26. N-N3 | R-K3 | 34. BxR | PxB |
| 27. Q-R4 | R-Q6 | 35. Q-B5ch | Resigns |
| 28. N-B5 | N-N3 | | |

The following game was played at the Hastings Christmas Tournament, 1934-35.

WHITE: Dr. Euwe BLACK: Sir. G. Thomas

QUEEN'S GAMBIT DECLINED

| | | | |
|----------|-------|-------------|---------|
| 1. P-QB4 | P-K3 | 15. P-B4 | Q-K2 |
| 2. N-QB3 | P-Q4 | 16. P-B5 | P-QN4 |
| 3. P-Q4 | N-KB3 | 17. B-N3 | P-N5 |
| 4. B-N5 | B-K2 | 18. P-B6 | PXP |
| 5. P-K3 | O-O | 19. QRxP | QxPch |
| 6. N-B3 | QN-Q2 | 20. K-R1 | B-N2 |
| 7. R-B1 | P-B3 | 21. QRxP | Q-K5 |
| 8. B-Q3 | PXP | 22. Q-Q2 | K-R1 |
| 9. BXP | N-Q4 | 23. BXP | QR-B1 |
| 10. BxB | QxB | 24. R(B6)B2 | QR-Q1 |
| 11. O-O | NxN | 25. Q-N5 | R-Q3 |
| 12. RxN | P-K4 | 26. B-Q5 | Resigns |
| 13. NxP | NxN | | |
| 14. PxN | QxP | | |

The few games given above are only a few of the many brilliant games played by Euwe during his career. This writer would advise players to study this Master's games if they wish to improve and play their games on more solid lines.