

THE ORANGE KNIGHT

**VOL. 9
NO. 2**

1983



**orange co. chess association:
a non-profit organization**

† CALENDAR OF EVENTS 1983-84 †

NOV.19-SAT: MILEY STASER FALL SCHOLASTIC

Grades 1-9. Registration 9:00-10:00 AM. Play from 10-3 PM. OCCA membership is required. Lower grades will finish earlier.

JAN.28-SAT: KASHDAN WINTER SCHOLASTIC

Grades 1-9. Registration 9:00-10:00 AM. Play from 10-3 PM. OCCA membership is required. This is both a TEAM and an INDIVIDUAL event. Teams will consist of four or more players.

FEB.11-SAT: BERNARD MORRISON SPRING SCHOLASTIC

Grades 1-9. Registration 9:00-10:00 AM. Play from 10-3 PM. 1st and 2nd place winners will qualify to play in the Orange County Scholastic Championship.

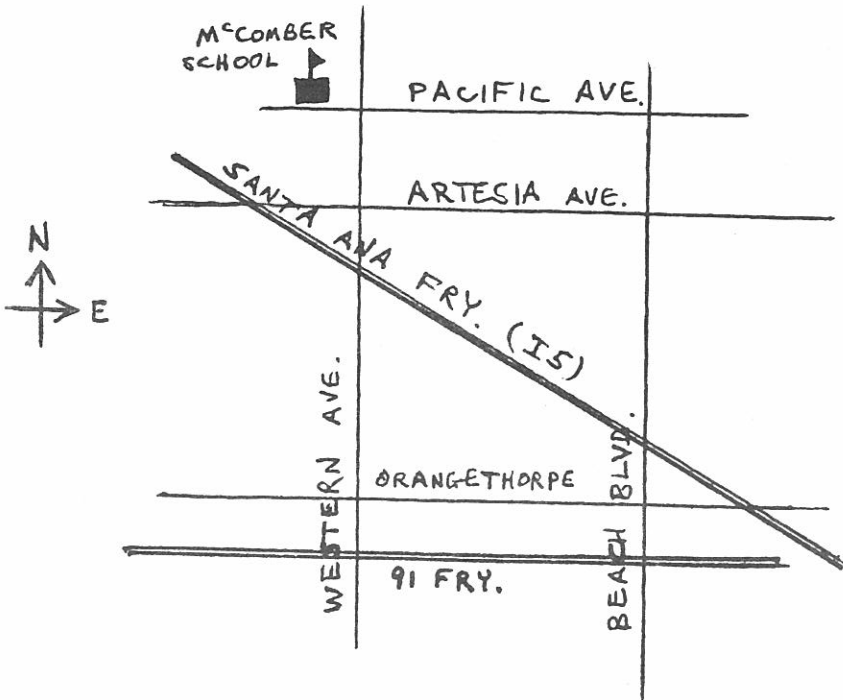
FEB.25-SAT: PETERSON INVITATIONAL (ORANGE COUNTY SCHOLASTIC CHAMPIONSHIP)

Grades 1-9. By invitation only! Those eligible to play are the 1st and 2nd place winners of the Morrison tournament and the champions from the previous year.

NOTE: OCCA membership is \$3.00/year. For further information call Dewain Barber at (714) 998-5508.

Tournaments will be held at:

McComber Intermediate School
7461 Pacific Ave.
Buena Park, Ca. 90621



BRING SETS AND BOARDS!

For those needing sets, boards, or clocks
they will be for sale through:

★★ AMERICAN CHESS EQUIPMENT CO.★★

Dewain Barber

(714) 998-5508

PLAYERS SCHOLASTIC OPEN

The PLAYERS chess shop in Los Angeles will be hosting a scholastic tournament on January 21st and 22nd of next year. It will be for grades K-12.

This will be a 4 round, swiss-system, USCF rated event. The entry fee is \$12.00 (if it is mailed before Jan. 17th) or \$15.00 at the tournament site. Registration at the tournament will be from 9-10 AM on Jan. 21st.

Rounds will start at 10 AM and 3 PM each day. The time limit is 40 moves in 2 hours and 20 moves per hour thereafter.

The tournament will be at:
 Players Showroom
 1710 Silverlake Blvd.
 Los Angeles, Ca. 90026

For information contact Rainer Rickford (213) 665-5728.

NOTE: USCF (United States Chess Federation) membership is required. The fee is \$10.00 for regular Jr. membership, or \$3.00 for participating Jr. Both are 1 yr. but participating Jr. membership does not receive Chess Life magazine.

Prizes will be in gift certificates to be used at Players Showroom toward the purchase of chess books or equipment.

Prize fund is: \$60.00 1st, \$30.00 2nd,
 \$20.00 3rd
 \$20.00 1st (9th grade & under)
 \$20.00 1st (6th grade & under)

♘ 2nd ANNUAL GOLDEN WEST SCHOLASTICS ♙

This USCF rated tournament will be held on Nov. 5th & 6th at the Holiday Inn on the Strip in Las Vegas, Nevada.

It will be a 6 round, swiss-system event. Rounds will start at 9:00am, 1:00pm, and 5:00pm each day. The time limit is 40 moves in 90 minutes.

Registration is at the tournament site from 7:30- 8:30am.

The entry fee is \$8.00. This includes USCF (United States Chess Federation) participating membership for Junior players.

The tournament will have 3 sections: High School, Junior High, and Elementary.

There will be trophies for the top 10 teams and the top 10 individuals in each section.

For information call Mike Falkenstein at (213) 645-8398.

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↑ NOTICE ↑

For those interested in playing in USCF rated tournaments there are such tournaments held locally. The Anaheim Chess Club, the La Habra Chess Club, and the La Palma Chess Club hold rated events on Friday nights. And Tournament Chess Associates holds tournaments on Tuesday nights. Refer to page 13 for a listing of the location of these and other local clubs. Contact the clubs for their schedule of events.



BERNARD MORRISON
1905 - 1983



Orange County Scholastic Chess lost one of its leading supporters with the death on August 9th of Bernard Morrison. He was 78 years old.

Born in Poland on March 1, 1905 he emigrated to the United States on Oct. 28, 1923 at the age of 18. Making his home first in Brooklyn, N.Y. he eventually moved to New Jersey in 1945 and finally in later life came to California.

He was a musician and an ardent lover of the royal game. Where we most benefited was from his work as a chess activist and organizer. In 1969 he was active in the Bolsa Chica Chess Club where he came in contact with Kim Commons (now as International Master) and with Robert Snyder (Currently a USCF National Master). He instructed youngsters in the game at Leo Carillo Elementary School, Murdy Elementary School, and at Boy's Clubs. And he was one of the founders, and a primary guiding spirit, of the Orange County Chess Association.

In recognition of his work one of the main tournaments on the Calendar of the Orange County Chess Association is the BERNARD MORRISON SPRING SCHOLASTIC.

We will miss him.

♔ POTPOURRI ♔

by

M. E. Crane

(Second in a series of article on chess notation)

PART 2 - The Algebraic System

Perhaps the most popular notation system in the world today is the algebraic system. Compared with the descriptive system it is far easier to learn and use.

In the algebraic system the files are identified, from White's side of the board, by the letters "a" through "h". The ranks, from the White side, are numbered 1 through 8. Each square, then, is identified by its rank letter and its file number. For example, the square occupied by the White King is called e1 in the algebraic system. The Black King occupies e8, the White Queen is on d1, the Black Queen on d8, and so on.

As you may remember, in the descriptive system each square had two names, one for White and one for Black. For example, White's K1 square was Black's K8 square. This is not the case with the algebraic system - each square has one, and only one, name. White's e1 square is Black's e1 square. Diagram one shows the chessboard and the algebraic system's names for all the squares.

In the algebraic system there are two basic ways to describe the moves of a game.

The first method is known as the "long algebraic notation". In this case a move is described by giving the symbol of the piece being moved followed by the name of the square from which it is moved. Then there is a hyphen (-) followed by the square to which the piece is moved, for example, Ng1-f3. Pawn moves are indicated by simply giving

the square from which it is moved, a hyphen, and the square to which it is moved (e2-e4). Captures are shown by using an "x" (Ng1xf3) or an ":" (Ng1:f3) in place of the hyphen.

The second method is known as "abridged" or "short algebraic notation". In this method a move is written by using the symbol of the piece being moved followed by the square to which it is moved (Nf3). Pawn moves are written by giving the square to which the pawn has moved (e4). Captures may be shown by using an "x" (Nxf3) or a ":" (N:f3) however some writers omit the extra symbol. Captures by pawns are given by using the file of the capturing pawn and the square (with or without a captures symbol) on which the pawn captures (ef5, exf5, e:f5 all indicating the same capture).

The symbols for the pieces are the same as in the Descriptive System with the exception that there is no symbol for the pawn. These symbols are:

K for the King
 Q for the Queen
 R for the Rook
 B for the Bishop
 N for the Knight

Other common symbols are "0-0" for castling Kingside, "0-0-0" for castling Queenside, "+" or "ch" for check, and "e.p." for capturing en passant.

Now, for practice, set up your board and pieces and play over the following game:

STEIN-KERES, Parnu 1971

1 c4 Nf6 2 Nf3 g6 3 Nc3 d5 4 cd5 Nd5 5 Qa4+
 c6 6 Qd4 Nf6 7 Qd8 Kd8 8 e4 Bg7 9 d4 Rf8 10
 h3 b6 11 g4 h5 12 g5 Ne8 13 Bf4 Nd7 14 0-0-0
 Bb7 15 h4 Nc7 16 Bh3 Ne6 17 Be3 Ke8 18 Rhe1
 Rd8 19 d5 cd5 20 ed5 Nc7 21 Bf4 Rc8 22 Re7+
 Ke7 23 d6+ Ke8 24 dc7 f5 25 gf6 Nf6 26 Bc8

Bc8 27 Rd8+ Kf7 28 Ng5+ Kg8 29 Bd6 Re8 30
Nd5 Resigns

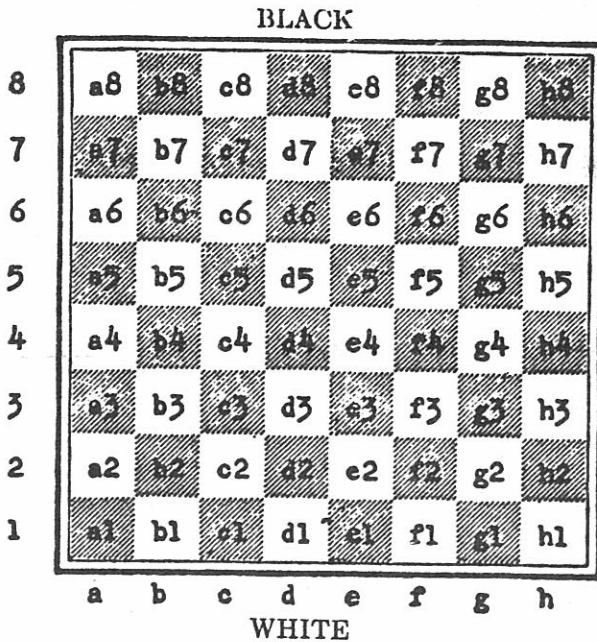


Diagram 1.

❏ IMPROVING YOUR CHESS ❏

BY

Robert M. Snyder, National Master

One of the most common questions asked of a professional chess instructor is how a player should go about improving his game. There are three basic ingredients that go into improving your game in the most effective manner.

The first ingredient is study. It is said that more books have been written on chess than all other games combined. It is advisable to take advantage of this. You can begin by selecting several good books and purchasing them.

The lower rated player should select a few openings and learn them well. Don't try to learn more openings than you are capable of handling effectively. Know the main lines of your opening system and understand the ideas behind the moves. For the lower rated player or beginner there are two excellent books published; 1) IDEAS BEHIND THE CHESS OPENINGS, by Ruben Fine, published by Tartan Books, and 2) THE PENGUIN BOOK OF CHESS OPENINGS, by W.R. Hartston, published by Penguin Books.

For middlegame tactics an excellent book to use is 1001 WINNING CHESS SACRIFICES AND COMBINATIONS, by Fred Reinfeld, published by Wilshire Book Company. This book is useful to all levels of players. You should study from this book by spending no more than about five minutes trying to solve any one problem. If after about five minutes you haven't found the best move then go to the back of the book and go over the solution. Don't spend all day trying to solve one problem. The key to improving your tactical ability is to learn from a variety of different positions containing important tactical themes.

There are several good endgame books available to the lower rated player; 1) A GUIDE TO CHESS ENDINGS, by Max Euwe and David Hooper, published by Dover Books, 2) CAPABLANCA'S BEST CHESS ENDINGS, by Irving Chernev, published by Dover Books, and 3) PRACTICAL CHESS ENDINGS, by Paul Keres, published by RHM Press. The beginner should start off by learning the most simplified basic chess endings (such as mate with K & Q vs. K, K & R vs. K, then K & P vs. K, etc...). After learning the basic endgame positions then it is time to move into the more complicated endgames such as those found in CAPABLANCA'S BEST CHESS ENDINGS.

There are a large number of books available containing analyzed master games. Study the games played by the masters. They contain elements found in all parts of the game and help tie your studies together. When studying master games don't try and rush through them. Take the time to gain an understanding of what is going on in the game. A couple of examples of excellent game collection books are; 1) 500 MASTER GAMES OF CHESS, by Tartakower and DuMont, published by Dover Books, and for the lower rated player 2) LOGICAL CHESS, MOVE BY MOVE, by Irving Chernev, published by Simon and Schuster.

The second ingredient is to receive instruction from a strong and experienced chess instructor. Your instructor can analyze your games and point out improvements in your play, give you problems to solve in middlegame and endgame positions, and help you set up a sound opening system.

The third ingredient is play. For the developing chess player practical experience is a must. By playing you can put your ideas and knowledge to a test that has been gained from your study and instr-

uction. Learning by trial and error may seem like a slow way to learn, but it is a necessary part of developing your game.

You should seek out players who are better than yourself. When your game is completed it is a good idea to go back over it and find your errors. For the lower rated player playing off-hand games for fun is good. However, after learning the basics of the game it becomes important to get involved with rated tournament competition.

Five minute (or speed) chess, played with a clock, is a good way to sharpen up your tactical skills. Correspondence chess (chess by mail) allows for in-depth analysis without the pressures of a fast time limit. Many of the world's greatest players gained much of their skill by playing correspondence chess.

One of the best places to start is to join your local chess club. That can lead to tournament play and many years of pleasure at the chessboard. You should also consider joining any chess classes if they are offered in your community.

↑ FREE LECTURE ↑

On Sat.-Jan. 7th from 11:00 am - 1:30pm the Orange Public Library will present a lecture on chess. USCF Chess Master Robert M. Snyder will analyze selected master games and give information on local and national chess. Admission is FREE.

The lecture is at: Orange Public Library
Community Room
101 N. Center St.
Orange, Ca.

♁ LOCAL CHESS CLUBS ♁

ANAHEIM CHESS CLUB

Brookhurst Community Center

2271 W. Crescent Ave.

Anaheim, CA

Wed. 6-10pm. & Fri. 6-11pm.

Information - (714) 530-7710 Doug Newman

BIXBY PARK CHESS CLUB

Cherry & Broadway

Long Beach, CA

Every day during daylight hours.

HART PARK CHESS CLUB

Hart Park Club House

One block North of 22 Frwy. on Glassell .
Orange, CA

Sat. & Sun. 11am to early evening.

LA HABRA CHESS CLUB

Senior Citizens Center

Euclid and La Habra Blvd.

La Habra, CA

Fri. 7-11pm.

Information - (213) 691-2393 Gerald Schain

LA PALMA CHESS CLUB

La Palma Recreation Center

Central Park

7821 Walker St. (Just South of La Palma Ave.)

La Palma, CA 90623

Fri. 6-11pm.

Information - (714) 527-3805 Richard Oberlin
or (213) 421-9831 Mike Henebry

TOURNAMENT CHESS ASSOCIATES (TCA)

Phoenix Club

On Douglass Rd. just North of Katella Ave.

Anaheim, CA

Tues. 7-11pm.

PHOENIX CHESS CLUB

Same place as Tournamnet Chess Associates

Thur. 7:30-11pm.

❖ BOOK REVIEWS ❖

Computer Chess Digest Annual 1983, by Computer Chess Digest, Inc., 103 pages.

This book has summaries of Computer Chess tournaments with annotated games played by the computers. There are reviews of the various chess computers for sale, 130 unannotated games, and a list of used chess computers for sale. Also included is a summary (with games) of the 1982 U.S. Open.

Articles range from reports to semi-technical articles (such as "The Updated Bratko-Kopec Test").

It has a stapled booklet type of format (like the Orange Knight). The subscription rate is \$30.00 per year with a projected 2 issues per year to be published.

This is strictly a publication for those interested in computer chess (and reasonable considering the cost of computer publications). It is not recommended for persons desiring instruction in the game.

Those interested in subscribing can write to: Computer Chess Digest, Inc.
34 Copperdale Ln.
Huntington, N.Y. 11743

The Logical Approach to Chess, by Max Euwe, M. Blaine, and J.F.S. Rumble, Dover Publications, 1982, 217 pages, paperback, \$4.50.

This is an excellent introduction to the basic ideas of strategy in all phases of the game. It discusses openings only in a very general way. In the middle game it has information about pawn weaknesses and outposts. And it has sections on basic endgame theory and illustrative games. Recommended for beginning to intermediate (Category V thru III) players.

THE ORANGE KNIGHT

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