

# SACRAMENTO CHESS NEWS

Volume I, Issue 14

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Greetings chessplayers! We didn't get lost, merely delayed. One weekend was occupied by a match vs Pittsburgh (details in this issue) and another weekend was passed with Ye Ed being out of town. But we are back on the presses again today.

## TREASURER'S REPORT 10/22/50

Balance on Hand 9/24/50	\$54.65
Dues collected	<u>11.25</u>
	65.90

### EXPENSES:

Cost of 15th Chess News	5.00	
Rent 9/20-27, 10/4	.65	
Rent Sunday 10/8	1.00	
Chess Review, 3 yrs.	<u>12.00</u>	<u>18.65</u>
BALANCE 10/22/50 . . . . .		\$47.25

Star dues-paying members to date are Milt Meyer, Neil Austin, Vern Gilman, Bill Yersin, Bill McDonald, R. E. Russell, H. G. Neeley, Jim Hastings, Arbee Young, Dick Chapman, George Flynn, Doc Yuke and C. Iverson. If your name is omitted, see that darned Treasurer immediately. And let's all get our dues paid before Xmas!

### THE CHESS DIAGRAM

Solution to #11 (in last issue) ... Black plays 6....Nc3 7. BxQ, B-N5ch!!!  
8. Q-Q2 BxQch 9. KxB, KxB and white is down a piece.

#12 (in this issue) is a real smasher. White is down a piece, however, he has an obvious positional advantage. How does he cash in before black consolidates? This one is not easy to see. One hint...it's violent all the way.

Some weeks ago Glynn (short for Geo. Flynn) passed out some diagrams of a problem by Burger, which caused some sleepless nights. It has been called to our attention that we have not given the answer to it. Answer, PXP ep. That "ep" was the difficult part. Of course, your Ed was lucky in solving it, he always looks for something screwy or unusual in all problems.

Now for a short editorial on the USCF: Enclosed is a pamphlet describing the purpose of the United States Chess Federation, the work it does, and reasons why every chessplayer should be a member. If you appreciate receiving our little "Sacto News", please read the pamphlet fully, and if possible join the USCF now. Cost is \$3 per year, which is a buck for membership, and two for the "Chess Life", a bi-weekly newspaper about chess. Contains latest news, game scores, & articles. You can't get a better chess value for \$3 anywhere. Mail application form direct to Secretary of USCF.

The best chess magazine buy is Chess Review, 250 W 57th St., New York 19. NY. Cost is \$4.75 per year. A really superb magazine, you have to see and read it to appreciate it. And there is no personal advantage in our telling you about it, it's just a favor to let you know about it. Lots of fellows play for years and never learn about the USCF or Chess Review, but not our readers. Rush right out and subscribe, now, n-o-w, N O W!! Yowsuh!

## COMMENTS

by Flynn

Five to Two! And the big Forty-Niner team rolled over Pittsburg.

The match was closer than the score, however, and Pittsburg was dangerous on every board. Neil Austin tells me that he was never in trouble in his game, but nevertheless had to keep up a steady prolonged vigilance to win in the end game.

Gee had Loera pretty well on the hook, it seemed to me, but Loera, a very fine player, managed to wiggle off. Meyer played steady, positional chess which finally cracked his opponent's position with a pawn push forking two pieces.

Our team gained unexpected strength through the presence of R. E. Russell, who picked up one of the golden points. Peculiarly enough, I understand that a pawn push, forking two pieces, also won his game.

Sam Johnson racked up his point, but I don't have any details. How about the game score, Sam?

Jim Marianos ran into trouble through an over-ambitious combination, he tells me. Or were you just being the polite host, Jim?

Anyway, we didn't want to send them away with a blank score.

I dropped half a point myself when, after winning a pawn in the opening, I got out-played in the end game. Frank Olvera deserves a lot of credit for his stubborn, courageous defense in what looked like a hopeless position. In fact, in the ending he got such a good game I thought for a time I was going to miss the draw.

But all in all, the team did itself proud. And we even had reserve strength to throw at them in case they brought more players along! William Trousdale, Jim Hardy, and Norman Talcott were in the cheering section. Norm even came direct from a fishing trip. He was all tired out and said he would rather not play, but if we wanted him, there he was.

That's the real club spirit.

With fellows like the seven we had playing, and the three in reserve, we can give most clubs a real chess battle. And then we have many more who, for one reason or another, couldn't come but still were pulling for us.

Our next match will be with last year's champions... Modesto, and it should be a close one. Modesto will be fighting mad on its home grounds after a terrific beating they took from San Jose --  $7\frac{1}{2} - \frac{1}{2}$ .

Playing at San Jose, Modesto undoubtedly was short a player or two on its top boards. With everyone playing a board or two higher than they normally would, the one-sided score is understandable.

But when we tackle them in their own lair ... look out!

Russell tells me that he finally won his game from Keiffer in the Newcomers' Tournament, after a sharp struggle. His game with Ralph Stagg has been adjourned.

Both Russell and Jim Hardy had high words of praise for Scheuerman. They say that he threw a lot of chess at them in the Newcomers' Tournament and is one of the brightest prospects hereabouts.

Oh yes, coming back to Pittsburg. Was my face red when they introduced the Pittsburg team? I had said they were predominantly of Spanish racial origin and what do they do but introduce a fellow (undoubtedly straight from Madrid) by the name of O'Neill. And another pure Castilian by the name of Smith!

Woe is me!

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Wonder why Steve Kozen, Dick Chapman, Ralph Stagg, Hilt Meyer, and a few of the other strong players don't appear at club meetings? Always glad to see them. Incidentally, on page 93 of the Sept-Oct 1950 issue of "The Chess Correspondent" is a fine game by Hilt Meyer vs L. E. Beck. If you think P-Q4 leads to a dull game, just play that one over! Wow. We hope to include it in our next issue, as we will probably be out of game scores.

### III. Alekhine, His Favorite Strategy

by Bob Burger

In the notes to one of his games, Alekhine says that his favorite strategy was playing on both sides of the board at once. A critic of the late World Champion would be inclined to call this "...a typical understatement for the sake of novelty." We have to admit it is less profound than our ideas of the combinational and tactical wonder of Alekhine would lead us to believe. But Alekhine has not strayed from the truth to provide his readers with a sententious phrase.

In the first place, is his favorite strategy necessarily his most successful? Definitely, you will say: the great realist Alekhine would not play for any other objective but victory, and that in the shortest way. It is an academic question, but we cannot leave this notion unchallenged. As a matter of fact, his favorite strategy must be his most successful one, for who will play a game he does not like as successfully as a game he enjoys? But the human element enters into the case, and the human weakness of any man is sufficient to let prejudices blind his vision for a time at least.

But whether or not that strategy was his favorite - and what reason have we to doubt that Alekhine either knows himself or speaks the truth? - it certainly was successful and in theory is the best. It is based on the dictum of Tarrasch that to be successful the attacking force has to be superior in only one place, while the defensive force must be superior in every place. If at any time the defensive force weakens at any one point, it is valueless. For a defense is as strong as its weakest point, and an attack is as strong as its strongest point. The theory of the idea is clear, but putting it into use is another matter. There are too many elements to take into account: the chance of losing the initiative, of mistiming the advances, or being exchanged off into a lost endgame, etc., all the risks of a general attack. But in all cases there is one advantage that will accrue to the player who can attack on both sides of the board, or actually in two different places, at the same time. We are back to psychology: the attacking player can almost always direct the game into the channels he favors, the right type of endgame for him, the wild middle-game, etc., but the defensive players must follow his opponent's lead and to a certain extent lose any imaginative play he might have hopes of producing were he not forced to defensive measures. You will say, all that is fine, but getting the attack is the problem. This isn't the case. In most club games, you will find that the known "attacking players" will either win brilliantly, after a fashion, or lose pitifully in the endgame after their attack has petered out; the "positional" players will succumb oftener because they do not know how to take the initiative after their opponents' attacks are broken. But of course, no player can be branded strictly into one class or the other. Yet Alekhine has a lesson for both of these extreme types. At the beginning of a King side attack, for instance, Alekhine will see first of all whether or not he can forestall any compensating Queen-side attack, if he is weaker there. When the average player would be pursuing the King attack diligently, Alekhine would first be pushing on the Queen side, knowing his opponent could not very well out-fight him there lest he fail to protect his King sufficiently: perhaps he could outfight Alekhine with exact maneuvering, but the psychological threat of the King side attack would keep him in hand. Then, after he had either corrected his positional weakness or secured an advantage on the Queen side, Alekhine would proceed with his attack, now and then returning to the Queen side whenever it was to his advantage. There are too many players who have the idea that to conduct an attack correctly one must press it and it alone from the first move to the last.

Playing over the games of Alekhine is the only way of learning the real force of playing on both sides of the board at once. For the real force of that strategy is not in the two different places, but in the "golden mean" between positional and combinational play. It is only when a player emerges from a "type" and plays an all-around game that he can call himself a Chessplayer.

SACRAMENTO		
1.	J. B. Gee	$\frac{1}{2}$
2.	M. O. Meyer	1
3.	Geo. Flynn	$\frac{1}{2}$
4.	N. T. Austin	1
5.	R. E. Russell	1
6.	S. G. Johnson	1
7.	J. T. Marinaos	$\frac{0}{5}$

PITTSBURG		
A. Loera	$\frac{1}{2}$	
P. White	0	
F. Olvera	$\frac{1}{2}$	
H. Lansing	0	
R. Tuson	0	
E. O'Neil	0	
S. Behrend	$\frac{1}{2}$	

(Newcomers' Tourney)

White: Gee		Black: Loera	
1	P-Q4	P-Q4	
2	N KB3	N-KB3	
3	P B4	P-B3	
4	N B3	B B4	
5	Q-N3	Q N3	
6	PxP	QxQ	
7	PxQ	PxP	
8	B B4	N R3	
9	P K3	N QN5	
10	B N5ch	B Q2	
11	O-O	B B3	
12	N K5	P K3	
13	KR B	B K2	
14	BxBch	PxB	
15	N R4	O-O	
16	NxHP	NxN	
17	RxN	B-N5	
18	QR QB	N K5	
19	R1 B2	KR Q	
20	P B3	N Q3	
21	N B5	N B4	
22	P N4	N K2	
23	R B7	N N3	
24	B N3	P QR34	
25	N N7	R KB	
26	R Q7	KR B	
27	RxRch	RxR	
28	R-Q8ch	RxR	
29	NxR	N-K2	
30	K B	K B	
31	B-K	K K	
32	N N2	N B3	
33	K K2	K Q2	
34	BxB?	PxB	
35	N B5ch	K Q3	
36	N Q3	P B3	
37	P B4	P R3	
38	P R4	K K2	
39	Drawn		

White: Lansing		Black: Austin	
1	P-Q4	N KB3	
2	P QB4	P KN3	
3	N QB3	P Q4	
4	PxP	NxP	
5	N KB3	B N2	
6	P K3	O O	
7	B B4	NxN	
8	PxN	P QB4	
9	O O	N B3	
10	P QR4	PxP	
11	RPxP	P K4	
12	B N2	PxP	
13	NxP	NxN	
14	BxN	BxB	
15	QxB	QxQ	
16	PxQ	B B4	
17	P Q5	QR B	
18	QR B	KR Q	
19	B-N3	K B	
20	R B4	RxR	
21	BxR#	K K2	
22	P B3	K Q3	
23	R Q7	B B7	
24	R R	R QB	
25	B R2	BxP	
26	R K	R B7	
27	B N	R Q7	
28	B K4	R QB	
29	K B	RxRch	
30	KxR	B N6	
31	K Q2	BxP	
32	B Q3	P QR3	
33	K B3	K B4	
34	P R4	P QN4	
35	P R5	P N5ch	
36	K N2	P R4	
37	PxP	RPxP	
38	P N3	BxP	
39	K N3	B Q8ch	
40	resigns		

White: Russell		Black: Tuson	
1	P K4	P K4	
2	N KB3	Q B3	
3	P QB3	P QR3	
4	P Q4	PxP	
5	PxP	B N5ch	
6	N B3	P Q3	
7	B Q2	P QB3	
8	B K2	B N5	
9	B K3	P KR3	
10	O O	N Q2	
11	R B	N K2	
12	Q N3	BxN	
13	RxB	R QN	
14	R Q	O O	
15	Q B2	N KN3	
16	P KR3	BxN	
17	BxB	N R5	
18	B KN4	Q KN3	
19	P KB4	B Q4	
20	Q KB2	P KB4	
21	B K2	Q B3	
22	P K5	Q K2	
23	Q N3	R B2	
24	B KB2	P KN4	
25	PxP	PxP	
26	R K	P B5	
27	Q Q3	N B4	
28	B N4	QR KB	
29	P K6	R B3	
30	PxN	QxP	
31	R K5	Q B	
32	R B	K N2	
33	R/B K	K N3	
34	BxNch	RxB	
35	R K6ch	K N2	
36	R K7ch	K N	
37	R1 K6	R4 B2	
38	Q N6ch	K R	
39	RxR	Resigns	

White: Scheuerman		Black: Keifer	
1	P K4	P K4	
2	P Q4	PxP	
3	N KB3	N QB3	
4	B B4	N B3	
5	O O	P Q3	
6	B KN5	B K2	
7	NxP	NxP	
8	NxN	PxN	
9	BxB	KxB	
10	P B3	N B4	
11	R Kch	B K3	
12	Q Q4	K Q2	
13	P QN4	BxB	
14	PxN	R K7	
15	RxR	QxR	
16	QxB	Q-K8ch	
17	Q B	Q K6ch	
18	K R	Q K4	
19	N Q2	R K	
20	PxP	PxP	
21	N K4	P KB4	
22	N Q2	Q B6	
23	Q Q	R K7	
24	QxR	QxRch	
25	Q B	QxRP	
26	Q Q	P QR4	
27	P KR3	P R5	
28	Q N	QxQ	
29	NxQ	P Q4	
30	K N	K Q3	
31	K B	K B4	
32	K K	K N5	
33	K Q	P R6	
34	N Q2	K B6	
35	K B	P R7	
36	N N3	P B4	
37	N R	P B5	
38	P N3	P N3	
39	P B4	P R4	
40	Resigns		

We hope these game scores prove interesting. If so, how about turning in some of your own? We would like the match games that Meyer and Johnson won, so we could print them in the next issue. How about it?