

SACRAMENTO CHESS NEWS

Volume II Issue 2

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March 22, 1951

Perhaps apologies are in order first, for the lengthy delay in getting out our second issue of 1951. Truth serves best, your editor was simply too busy with the March 15th Income Tax deadline to manage getting out a Chess News, but we are now back on the job - with taxes all paid - we hope.

Much has happened in the last two months. The Central Calif. Chess League has finished its schedule of match play, with San Jose winning all top honors. The City Championship in Sacramento is nearing its completion, with two more rounds to go. R. E. Russell of Auburn is leading at present with 4-0, but the next two rounds may prove very dangerous. More of these matters in reports by others.

The suggestion has been made that we increase the scope of this magazine, especially since Koltanowski's magazine has dropped out of circulation. We always welcome news from any of the clubs, would especially like to receive game scores. Let's have your stuff, you other members of the League, and we'll circulate it. On the debit side of increasing our circulation is the fact that to date we have received only five (FIVE!) one-dollar subscriptions in two months. Ye Ed would surmise our mag isn't very well liked, if it isn't worth a buck a year. This obstacle must be overcome, substantially, before any increase can be expected. This is the last edition going to our former mailing list of 110, the next issue with many interesting news items and ideas will go to only paid club members and paid subscribers. Here is the list: R. E. Russell, H. G. Neeley, J. H. Hastings, Arbee Young, A. R. Chapman, Geo. Flynn, Doc Yuke, C. Iverson, S. G. Johnson, C. J. Carey, Steve Spaulding, Earl Waters, Ralph Stagg, Neil Austin, Milt Meyer, Wm. H. Allen, Bill McDonald, Frank Sprague, J. Hardy & M. E. Talcott. Those who have sent in \$1 are: Wm. Trousdale, James E. Hardy, Al Ericsson, Reta Campbell. Also R. Schmidt is a paid-up member. If you should be on the list and aren't, let us know immediately so we can make the proper correction - otherwise you'll miss a issue of this "walubul mugazzin".

Funds on hand for the "Sacramento Chess News" are: (before this issue's cost)

Five subscribers	5.00
Collected at Meetings	2.50
Contributed by Gee	<u>10.00</u>
TOTAL	\$16.50

After this issue we will have only about ten dollars left, and that will cover two more issues only. So your support is urgently needed if this news bulletin is to continue.

TREASURER'S REPORT

Previous Balance	\$42.25	
Dues collected	36.25	
14 entry fees	<u>14.00</u>	92.50
16th News issue	7.73	
17th News issue	7.73	
1949 Tourney Book cost	6.20	
1951 1st Issue News	6.67	
Banks Exhibition	3.00	
Miscellaneous	1.17	<u>32.50</u>
Funds on Hand 3/22/51		\$60.00

COMMENTS

by Flynn

Six to three...and the Oakdale Acorns went down to a fighting defeat. Oakdale, the smallest city in our League, has in many ways the best spirit of all.

Neil Austin came through with a brilliancy to start off his tenure as Team Captain. And the rest of the team followed through pretty well. Sanford Applegate got a nice win on Board 3. Doc Yuke won with a pretty mate. Russell kept up his remarkable League record with a bit of solid end game play.

"De Champ" J. B. Gee, had all the centralized power in the world in his game, and mopped up the board handily. The Smiths of Oakdale played very well. Mr. & Mrs. Smith drew, and purty little Miss Smith won. So the Smiths garnered two out of Oakdale's three points in the match.

Orville Kline also lost, which surprised me, but then Kline has been out of play for more than a year, while studying for the bar examination. A fellow just can't play these tough tournament games unless he's in practice.

Take it all together, and it was a good match. We wouldn't want to win them all (no danger of that, either) and we gave every Oakdale player a game. We even had several players in reserve.

Now, just for the fun of it, let's see if we can't knock over San Jose on March 18th (we didn't!) San Jose is plenty tough but we can beat them, I believe, if we get our full team out. Let's make that San Jose match a must ... top priority and all that.

The city tournament is indeed a strong one. Stronger than last year. To prove that statement, one need only consider that the first five from last year (Gee, Meyer, Johnson, Marianos, and Keed Flynn) are all entered, plus, just for three examples, Kozen, Russell, and Stagg.

In the first two rounds, the favorites, generally speaking, have been winning. When is the gib upset coming along? Every year, there is at least one major upset in the city tournament and this time will probably be no exception.

So far, I've had two of the toughest games I've ever had. Ca. A. Iverson in round one had me outplayed most of the game, but weakened slightly in the ending, probably from fatigue. Confidentially, I was exhausted myself. Then Milt Meyer, who made a slight error towards the end of the opening. I won a pawn, but Milt then settled down to his usual smooth chess, and I couldn't do nawthing. Nawthing at all.

After five hours of punishment, we agreed to a draw.

Earl Waters went out to play William Trousdale, as suggested in the last issue. In fact, I think they've had two sessions. How about some of the rest of you paying Mr. Trousdale a visit. He's in the phone book and would welcome day-time chess. You see, Mr. Trousdale is past 45 now and feels that the late hours at chess club meetings are not too good for him. And can he play chess?

The answer is, yes! He doesn't care particularly whether a player is strong or weak. He can give anybody a good game. Get in touch with him, and have some chess fun.

The new meeting place has been getting favorable comment. I noticed Norm Talcott and Steve Kozen getting a bite to eat before meeting. Also, Jim Hardy and R. E. Russell. It really is quite a convenience.

Clarence Wong, proprietor & Mayor of Chinatown, has been watching the chess club characters closely, trying to figure out the strange fascination which keeps two men staring at a checkered board. Finally, he came to the conclusion that chess is a cinch! How come? Well, Clarence says, "All you have to do to be safe is to put your King in your pocket."

Some of Flynn's comments are dated now, due to lateness of our publishing, but they are mighty interesting just the same. Also, the Chess Club is now meeting again at the Y, due to a recent fire at the Chinese Republic. However, with repairs now under way the Republic will soon be re-opened and we'll be back there pushing pawns and throwing beer bottles -- wups, how did that slip in????

The Brave Little Pawn

Recently I came across a game in The Firestone Chess and Checker Club Bulletin which I feel I must pass on to you because of the unusual manner in which it was annotated. It was played between Dr. Alekhine, then World Champion (white) and Sultan Khan of India, British Empire Champion (black).

Once upon a time there was a brave little pawn. He started out on a long journey, to win fame and honor for his Queen whose page he was.

1. P-Q4 But he was stopped by an ugly little enemy. 1...P-Q4

The Queen's bishop came up to look at the battle...

2. B-B4 ...while a second foe attacked the little pawn. 2...P-QB4

One of his friends at court rushed to his help

3. P-K4 ...but was run through 3...PxKP

The brave little pawn went deeper into enemy territory...

4. P-Q5 ...but again faced a threat. 4...P-K3?

The king's chaplain distracted the attention of the enemy.

5. B-N5ch ...and came under their fire. 5...B-Q2

The brave little pawn hewed his way into the enemy castle.

6. PxP!! ...while the valiant chaplain died in action. 6...BxB

The little pawn cuts down another guard, and his swinging sword threatens the

7. BxPch ...who dodges wildly but dares not fight. Black monarch...

7...K-K2 (If KxP, QxQ)

The little pawn now slays the mighty Black King's Knight, and Fate offers him a crown. But being a modest fellow he accepts a mere knighthood and his lack of ambition saves his life.

8. PxdN equals Nch!!! (If PxdN equals Q, then 8...QxQch, 9. KxQ,

RxQ; and Black is out of trouble.)

The harried Black King sneaks back onto his uneasy throne striving to protect his

8...K-K (If RxN, B-N5ch) Queen.

With the brave little pawn, now a Knight, locked in the enemy's dungeon and facing execution, his gallant allies organize a rescue mission. His Queen, a one-woman armored division, arrives on the scene.

9. Q-R5ch ...and again the sweating Black King has to run.

9...K-Q2 (P-N3? 10. Q-K5ch etc.)

At last the White Queen's Knight, hearing that there is a battle on, rushes out of the officer's club, sword in one hand and martini in the other, taking off after the nearest enemy. (Sounds like a Team Captain-Ed)

10. N-QB3 ...the king sends his spouse off to guard his bishop 10...Q-R4
so that only he faces the artillery barrage of

11. O-O-O ch what now, little King? If ...K-K3, Q mates at Q5. If K-B3, the Queen dies; 12. Q-K8ch, K-N3; 13. B-B7ch! KxB (if K-R3, 14. Q-K6ch and the Black Q goes) 14. Q-Q8ch and the Queen goes anyway. So the only move is --

11...K-B

The Queen threatens both bishop and king...

12. Q-B5ch ...and only the Queen's Knight can defend both. 12...N-Q2

The Knight vanishes in a loud explosion...

13. RxdN ...and the Queen's bishop steps into the breach, 13...BxR

The queen mows down the King's Bishop, frees her valiant little pawn, now grown to a big strong Knight, and threatens the King.

14. QxKBch ...and Black Queen rushes back home to defend her husband from that other woman.

14...Q-Q

And so she does; but the brave little pawn, using for the first time the sword given him when he was knighted, slays the tyrant!

15. N-K7 mate ...and the white pieces lived happily ever after, for the brave little knighted pawn was given a book called "White to play and win" by Weaver Adams, and he and the other white pieces have never lost a game since.

CHESS DIAGRAM: Solution to #16 (in last issue) 1...Q-N4 2. K any, K-K8 wins. The point is, Black's queen move cuts off any good white queen move, giving Black a chance to unpin his pawns. #17 (in this issue) is not so easy as it looks, altho either of two white moves lead to a win. In the actual game, such a fine player as Maroczy missed the winning lines. So look sharp, and see if you can find it.

City Championship Tournament 1951

Director R. E. Russell

The City Tourney is one third complete - the first two rounds having been finished. Form has held up for the most part among the nineteen entrants with J. B. Gee, N. T. Austin, S. G. Johnson and R. E. Russell unscored upon; Geo. Flynn and Milt Meyer close up with $1\frac{1}{2}$ (they collided in a long, tough second round battle, a variation of the immovable object-irresistible force theme with George having a Pawn advantage and Milt permitting no business.)

Following this half-dozen are such old guards as S. Kozen, Doc Yuke, C. Iverson, R. McDonald, R. Stagg, Jim Marianos and newcomer Wm. Allen, with an even score from the two rounds.

The games have been hard fought battles generally, with the exception of a twelve move brilliancy Neil Austin got off through a pawn sacrifice (now he says he had overlooked the pawn being in take - imagine a man talking so much). For my part, while included in those having two points, I can attest to the fierce chess being played, having been a pawn down in each of my games (with J. Hardy and Wm. Allen) and facing only drawing prospects well into the end games. Must admit to being lucky.

A graphic illustration of assuredness was presented during the second round by City Champion J. B. Gee, seen leisurely drinking beer during his game with Steve Kozen. And winning! As an example of self-confidence this performance must rank high but I would hesitate long before recommending beer as an aid in playing Mr. Kozen, himself a past City Champion.

A cheer goes to H. E. Talcott for a fine gesture during the second round. Talcott had drawn a bye but graciously consented to forego this good fortune rather than have an unavoidably absent entrant saddled with a forfeiture. Talcott played Hastings and the game was drawn so the good sportsmanship cost him a half point. Could have been worse, too, because Mr. Hastings is much tougher than Mr. Bye.

With some conniving and such cheerful cooperation as noted above we have managed to complete the first two rounds within the allotted time of two weeks per round. However, in fairness to all concerned, it must be noted that no exceptions can be made and distasteful forfeits must result from failure to complete each round as scheduled. I suggest that all entrants make every effort to begin their games during the first week thus guarding against unforeseen causes of delay.

Good luck to all.

"CHESS AS IT APPEARS TO ME" by Wm. Trousdale

The Chess Master, like a poet or inventor, is not turned out in a schoolroom nor graduated from a university. Samuel Reshevsky in his teens was defeating men that had studied the game from the masters long before Sammy was born.

Yet I do not wish to infer there is nothing to be learned from books on chess, for there certainly is, such as: keep the diagonal open for the bishops, castle early so the rooks will protect each other; grab an open file for the rooks, but keep them on the base line during the early part of the game. If moved out on the board they may be trapped by inferior pieces. But when the pieces are thinned out, place the rooks on the seventh rank if possible, where they will be a power to reckon with. A knight should be the first piece out on the board and if he can reach a protected square on the fourth or fifth rank he then takes on added strength. But if he can be attacked by pawns, be sure there is a square on which to retreat. Don't bring the Queen out on the board during the forepart of the game for fear of capture by an inferior piece. Chess is much like the problems and experiences of everyday life, when the "Get Rich Quick" schemes are offered to catch the unwary and unsophisticated. Do we not find an exact parallel in chess? Where we could gain a piece, but in so doing throw an important piece out of commission. A piece that might have saved the king from mate. Another example is the "Scholar's Mate". Quite a scheme with a mate on the fourth move but against an experienced player it does not work, and your game is wrecked or at least out of adjustment.

Don't decide definitely on your move before your opponent has moved. Then look the board over before making a decision. Allowing pawns to be doubled is a mistake except when you wish an open file for a rook. In conclusion I will state there are exceptions to all rules, and the world's champion, M. Botvinnik, breaks them quite often and gets away with it.

White: Paul Austin, Black: D. J. Yuke. An unexpected brilliancy!

1. P-Q4 N-KB3, 2. P-QB4 P-Q4, 3. PXP QXP, 4. N-QB3 Q-QR4, 5. B-Q2 Q-N3, 6. N-B3 P-K3, 7. P-K4 QxNP? 8. R-QN Q-R6, 9. N-QN5 Q-K2, 10. B-KB4 N-R3, 11. Q-B2 P-B3 12. N-Q6ch Resigns Time: 0:35 & 0:30

White: S. Kozen Black: J. B. Gee 1. P-Q4 N-KB3, 2. P-QB4 P-K3, 3. P-QR3 P-QN3, 4. N-QB3 B-N2, 5. Q-Q3 P-Q4, 6. PXP PXP, 7. P-QN4 B-K2, 8. N-B3 O-O, 9. P-K3 QN-Q2 10. B-K2 P-B4, 11. NXP PXP, 12. O-O N-K5, 13. B-N2 R-B, 14. Q-B2 PXP, 15. PXP Q-R4, 16. KR-B N(2)-E3, 17. P-Kr3 B-Q3, 18. Q-Q3, B-B5, 19. R-B2 P-QR3, 20. N-K5 KR-K, 21. N-B3 R-B2, 22. N-Q RxB, 23. QxR R-QB, 24. Q-Q3 Q-R5, 25. N-K3 BxN, 26. QxB, Q-B7, 27. B-B R-B6! 28. Q-B4 QxB(K7) 29. B-K3 R-B, 30. R-N B-R, 31. R-N8 Q-B7, 32. R-N6 P-R3, 33. N-K5 Q-B2, 34. RXP B-N2, 35. R-R4 R-R, 36. R-N4 RXP, 37. R-N B-B, 38. P-N4 P-N4, 39. Q-R2 Q-B6, 40. R-B R-R8, 41. RxB QxRch, 42. K-N2 B-R3, 43. Q-N QxQch, 44. KxQ B-N4, 45. P-B3 N-Q3, 46. P-B4 N(B3)-K5, 47. PXP PXP 48. N-B3 P-B3 49. P-R4 PXP, 50. NXP B-K7, 51. N-N2 BXP, 52. N-B4 N-B6, 53. B-Q2 N-K7ch, 54. NxB BxN, 55. K-B2 B-B5, 56. K-B3 K-B2, 57. K-B4 K-N3, 58. B-K N-N4, 59. K-K3 K-B4, 60. B-N4 K-N5, 61. B-B5 P-B4, 62. K-B2 P-B5, 63. B-N6 N-B6, 64. B-B7 N-K5ch, 65. K-N P-B6 66. Resigns Time 2:00 and 2:22

White: Sprague Black: Allen 1. P-Q4 P-Q4, 2. P-QB4 P-K3, 3. N-QB3 N-KB3, 4. B-N5 B-K2, 5. P-B3 QN-Q2, 6. PXP PXP, 7. BxN NxB, 8. P-K3 P-B4, 9. B-N5ch B-Q2, 10. KN-K2 P-QR3, 11. BxBch QxB, 12. O-O P-QN4, 13. P-K4 QXP, 14. BPXP O-O, 15. P-Q5 N-N5, 16. N-B4 N-K6, 17. Q-KB3 NxB, 18. RxB P-N5, 19. N(B3)-K2 B-N4, 20. P-K5 BxN, 21. NxB P-QR4, 22. P-Q6 QR-K, 23. Q-Q5 P-N4, 24. N-R5 Q-K3, 25. N-B6ch K-R, 26. NxB QxQ, 27. N-B6 QxKP, 28. N-Q7 QxQP, 29. NxB QxN, 30. Resigns

White: D. J. Yuke Black: Gene Gray 1. P-Q4 P-Q4, 2. P-QB4 N-KB3, 3. N-QB3 N-B3 4. N-B3 B-B4, 5. Q-N3 Q-B, 6. PXP N-QR4, 7. Q-R4ch B-Q2, 8. QxN P-K3, 9. PXP BXP, 10. P-K4, N-Q2 11. B-KB4 B-Q3 12. BxB PxB 13. N-QN5 O-O 14. NXP Q-N 15. P-K5 N-N3 16. R-B N-Q4, 17. B-B4 P-QN3, 18. Q-Q2 N-B2 19. O-O B-Q2 20. KR-K P-QR3 21. N-KN5 K-R 22. N/4xPch K-N 23. Q-Q3 P-QN4 24. N-N5ch R-B2 25. BxRch K-B 26. QXP K-K2 27. QXP P-R4 28. Q-B6ch K-B 29. N-R7 mate

White: J. Hardy Black: R. Russell 1. P-K4 P-K4 2. N-KB3 N-QB3 3. B-N5 P-QR3 4. B-R4 N-B3 5. O-O B-K2 6. Q-K2 P-QN4 7. B-N3 P-Q3 8. R-Q N-Q5 9. NxB PxN 10. P-QB3 B-N2 11. P-Q3 P-QB4 12. B-KN5 N-Q2 13. BxB QxB 14. N-Q2 O-O 15. N-KB3 P-Q4 16. PXP Q4 PXP 17. R-K PXP Q5 18. NXP Q-B3 19. PXP N-QB4 20. QR-Q NXP 21. N-KB3 N-N4 22. N-K5 QR-K 23. P-B4 QxBP 24. Q-N4 QxQ 25. NxB B-B 26. N-K5 B-K3 27. P-KR4 BxB 28. PxB P-B3 29. N-Q7 RxBch 30. RxB R-Q 31. PxB RxB 32. R-K8ch K-B2 33. R-QR8 R-Q3 34. R-R7ch K-N3 35. PXP RXP 36. R-K7 P-KR4 37. P-KN3 K-R3 38. R-K4 P-KN4 39. K-N2 K-N3 40. P-QN4 K-B4 41. R-K3 R-K3 42. R-B3ch K-N5 43. K-B2 R-K4 44. P-QN3 R-KB4 45. RxB KxB 46. K-B3 P-R5 47. PXP PXP 48. K-N2 K-K5 49. K-R3 K-Q6 50. KXP K-B6 Resigns

White: Gray Black: McDonald - 1. P-K4 P-K4 2. N-KB3 N-QB3 3. B-B4 B-B4 4. P-QB3 P-Q3 5. P-Q4 PXP 6. PXP B-N3 7. P-QR3 N-B3 8. N-B3 B-N5 9. O-O O-O 10. Q-Q3 N-K2 11. B-B4 P-QB3 12. P-K5 PXP 13. NXP BxQP 14. NxB BxN 15. N-K4 NxB 16. QxN BxBPch 17. RxB N-Q4 18. B-KN3 RxB 19. BxB B-R4 20. P-QN4 B-N3 21. Q-KB3 K-R 22. R-Q Q-N4 23. P-N5 N-B3 24. PXP PXP 25. R-Q6 B-K5 26. Q-KR3 N-N5 27. B-Q4 R-K B 28. B-K6 Q-B8 mate.

White: Newell Banks Black: J. B. Gee Simultaneous 1/26/51 1. P-K4 P-K4 2. N-KB3 N-QB3 3. P-Q4 PXP 4. NXP B-B4 5. B-K3 Q-B3 6. P-QB3 KN-K2 7. B-K2 P-Q3 8. O-O P-QR3 9. P-KB4 B-Q2 10. B-B3 O-O 11. K-R B-N3 12. N-R3 QR-Q 13. N-B4 B-R2 14. NxB NxB 15. BxB NxB 16. P-KN3 B-N4 17. B-K2 Q-K3 18. N-Q2 BxB 19. QxB P-B4 20. Q-B2 N-B3 21. PXP QXP 22. N-B3 QR-K 23. QR-K P-R3 Drawn

Beginners' Tourney, Hardy vs Keifer 1. P-K4 P-K4 2. N-KB3 N-QB3 3. B-B4 B-B4 4. P-B3 N-B3 5. O-O P-Q4 6. PXP NXP 7. NXP NxB 8. R-K BxBch 9. KxB Q-R5ch 10. K-N QxB 11. P-Q4 O-O 12. RxB B-Q2 13. N-Q2 Q-B3 14. P-B4 N-B5 15. N-K4 P-KB3 16. R-K7 N-N3 17. P-Q5 QXP 18. RxB QxN 19. Q-K QxQ mate