

Chess in Action

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EAST IS EAST AND WEST IS WEST - - - - - AND THE TWAIN DO MEET!

The Second Annual East-West Chess Match will be held in Berkeley on Sunday afternoon September 30, 1956 at the Live Oaks Community Center, Shattuck and Berryman Sts. The clashing of PAWNS will begin at 1:00 p.m. BRING BOARDS, MEN and CLOCKS if possible.

The West was the winner, by a small margin, of last year's inaugural match, but for this second meeting the East has been installed as a slight favorite. Interest in the outcome this year has been further heightened by the donation of a perpetual trophy for the winner by the San Francisco Chronicle.

The event is open, without charge, to all MEMBERS of CHESS FRIENDS of NORTHERN CALIFORNIA in good standing. William S. Stevens, Tournament Director of C.F.N.C. has announced that pairings will be made between players of equal strength where possible.

To reach the Live Oaks Community Center by auto from the East-shore Freeway, drive out University Avenue to Shattuck Avenue and north on Shattuck to Berryman St.

Expectations are that last year's lively event will be surpassed this year, so make plans now to take part.

SHOWALTER SURPRISES!!

The newly-organized Showalter Chess Club of San Francisco upset all pre-season expectations by winning the Summer Schedule of the El Camino Real League. Results in the Peninsula and East Bay Leagues have not as yet been determined. There is a trophy awaiting the WINNER of each League.

CHESS in ACTION
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CHess FRIENDS' FIELD DIRECTOR
APPOINTED TOURNAMENT ADMINISTRATOR
OF UNITED STATES CHess FEDERATION

George Koltanowski, Internation Chess Master and Field Director of Chess Friends of Northern California, was appointed Tournament Administrator of the U. S. Chess Federation at their recent Oklahoma City Meeting.

Recognizing his dedication to CHess and his promotional ability, the Officers of the U. S. Chess Federation created the new post for the express purpose of taking advantage of Mr. Koltanowski's unique talents. As Tournament Administrator, he will be responsible for the supervision and approval of all tournaments sponsored by the U. S. Chess Federation.

Characteristically losing no time, Mr. Koltanowski has already announced plans for a series of nation-wide sectional tournaments for amateur chess players. The winners of the local tournaments will subsequently compete against each other in order to determine the NATIONAL AMATEUR CHAMPION.

CALIFORNIA AMATEUR TOURNAMENT
SLATED for SAN FRANCISCO

CHess FRIENDS TO SPONSOR
U. S. JUNIOR CHAMPIONSHIP

San Francisco will be the site of a California Open Amateur Chess Championship Tournament, George Koltanowski, Tournament Administrator for the U. S. Chess Federation, announced recently. To take place in November, the Tournament will be jointly sponsored by the U. S. Chess Federation, the San Francisco Chronicle and Chess Friends of Northern California. It will be open to all chess players rated below master strength.

Word was received recently that CFNC's bid for the 1957 Junior Championship of the United States was successful and that the event will take place in San Francisco in July 1957 under the joint sponsorship of Chess Friends of Northern California and the U. S. Chess Federation.

This tournament will be the first national tournament ever to be held in San Francisco and hopes are that it will pave the way for a U.S. Open to be held here in the near future.

Since the tournament will be staged in divisions, enabling weaker players to compete at their own level, and will be of national importance in chess circles, Officers of CFNC decided to forego their scheduled fall OPEN and participate in the sponsorship of this event.

CLASSIFIED SECTION-----WANT ADS
Wanted, editor to direct activities of people publishing "Chess in Action". Playing strength unimportant. Remuneration--intangible, fun and satisfaction, no money. Apply: T. P. Tripodes, 3600 Santiago Street, San Francisco 16. Telephone: SE.1-1970.

Carroll Ogden Club-Marina Jr. Hi. Championship Tournament for A, B, and C Players starts 1st Thursday in October. Sign up by 9/27/56.

Homer H. Hyde, long active as a promotor for the noble game in Texas is quite a player in his own rights. Lives in Waco, and plays a lot of correspondence chess.

The following game seems to be unusually full of position play, combinations (actual or potential, attack and counter-attack, traps, middle game play, and end game play. Numerous moves are problem-like. For sustained interest, a game that is "chock full" of chess from beginning to end, this game is hard to beat.

Slav Defense

Homer H. Hyde, WHITE
Hans Zander, Inglewood, Calif.,
BLACK

- 1. P-QB4 P-QB3
- 2. P-Q4 P-Q4
- 3. N-KB3 N-B3
- 4. N-B3 PxP
- 5. P-QR4 B-B4
- 6. P-K3 P-K3
- 7. BxP B-QN5
- 8. O-O O-O
- (A very quiet, conventional Slav so far)
- 9. B-Q3!
- (Out of the book, this is a prelude to a K-side attack)
- ... BxB
- 10. QxB Q-R4
- 11. P-K4 P-KR3
- (Better might have been 11.. Bx1 to stop impending attack)
- 12. P-K5 N-Q4
- 13. N-K4 (White's QN now enters the K-side assault)
- ... B-K2
- (Apparently necessary to stop the threat 14. BxRP! followed by N/K4-N5. Black must guard his KN4 square.)
- 14. P-KN4! (With Black's Queen away from the K-side, White attacks by moving a pawn that ordinarily weakens a King's position.)

- ... P-KB4 (Counter-attacking, permitting the KN file to be opened for better or for worse for each player.)
- 15. Pxp Pxp (Hoping to build up the counter-attack)
- 16. N-N3 Q-R3
- 17. Q-QN1! (White maintains the pressure on the blockading KBP, which now cannot be supported and must therefore be advanced, reopening the diagonal. Of course, best not 17. Q-B2? N-N5, etc. On QN1, the Queen is unassailable, maintaining the tension.)
- 17. ... P-QB5
- 18. N-R5 (Beginning an assault on the advanced KBP which finally falls by a neat combination beginning with the 29th move.)
- ... P-B4
- 19. Q-K4 Q-K3 (Better than ...Q-QB3, as here the Black Queen threatens more.)
- 20. K-R1 N-QB3
- 21. R-KN (Here 21. NxKBP? would be met by the nice counter... NxN, 22. BxN, Q-B2! and White loses a piece! The KBP, though over-powered, maintains a charmed life for some time, requiring deep strategic planning by White to win it 8 moves later.)
- ... P-KN4 (It's possible that ... R-B2 would have been better, but Black also has counter-attacking ideas!)
- 22. Pxp! (Now White's QBP bears a charmed life---Black's Bishop must guard his KN4!)
- ... R-B4 (Here, Q-B2 to attack the dangling Knight would be met by the nice combination 23. NxKBP, NxN. 24. BxN, QxB. 25. Q-N6ch, K-R1. 26. QxRPch, K-N. 27. NxP, BxN. 28. RxBch, K-B2. 29. R-N7 ch, and mate follows. Note also the White QBP cannot be taken: 22...BxP, 23. NxKNP! FxN. 24. FxPch, and Black has two sad alternatives:

(a) 24. ... K-B2
25. Q-R7 ch K-K
26. N-N7 ch and Queen

falls, or:

(b) 24. ... K-R1
25. R-N6 (threatening R-R6 ch in all variations)

... Q-B2
26. R-R6 ch K-N
27. B-K3!! if any
28. R-N ch, etc.

23. R-N4 (Blocking maneuver, to hold back the KNF and to intensify the attack in several obvious ways.)

... QR-KB (Not 23. ... BxP? 24. N-Q4 forking Q and R. And still not 23. ... BxP? 24. BxP, NxB (on 24. ... BxP. 25. BxP the complications are out-of-this-world! Almost beyond analysis, at least for me; (e.g. 25. ... PxB. 26. NxF; or 25. ... K-R1, 26. BxF, QxB. 27. QxR, etc.) 25. NxN, RxN. 26. QxR, losing the exchange.)

24. B-Q2 (the doubled Rooks prevent White's playing 24. BxP now).

... BxF (Note that for many moves White's Kf, though overpowered, cannot be captured--before now on account of, on ... NxF, N-Q4, forking Queen and Rook and winning the exchange.)

25. QR-KN B-K2 (Necessary again to defend KN4). The Kf bears a charmed life! The complications are fantastic here, also. If 25. ... NxF, 26. NxF and Black is overwhelmed by the power stacked up on the KN file; e.g., ... FxN. 27. RxF ch; RxR. 28. Rxxch, K-B2. 29. Q-R7 ch, K-K. 30. N-N7 ch, winning the Queen.

26. QR-KN2 (Preparing for 27. P-KR4, which would be premature now due to exposing King to possible check by ... Q-R6 in some vars.)

27. ... K-R1
P-KR4 R-KN1
28. FxP BxF (Here 28. ... FxP would open KR file--too risky for Black.)
29. NxKBP (White finally unloads the long-delayed, long prepared combination to win the KBP. (What a battle over one Pawn!))

... NxN
30. BxN RxB
31. RxR BxR
32. RxR ch (Not QxB? Q-R6 ch)

... KxR
33. QxB Q-N3
White is now faced with the very difficult problem of uniting his two passed pawns. The strategic and tactical moves to achieve this almost give Black a draw by perpetual check, until the surprise Knight sacrifice by White on move 54. N-B6!

34. K-R2 K-N2
35. Q-N3? K-B2
36. Q-B4 ch (White hoped to force the exchange of Queens, but now sees that 36. QxQ ch would lose the Kf, since the White King is too far away.

... K-K3
37. Q-B4 ch K-Q2
38. P-QN4 P-QR3? (Here Black overlooks the cute line 38. ... Q-R ch. 39. N-R4, NxKf, and White loses his hard-won Kf. Here not 39. K-N3? QxN ch!! and Black wins a piece!)

Of course, not 38. ... Q-R4 ch. 39. K-N3, NxKP. 40. Q-Q5 ch and White wins the piece. Both players overlooked Black's best line here, 38. ... Q-R4 ch.

39. F-N5 FxF
40. FxP N-Q1 (White's last moves were designed to dislodge the Black Knight as necessary to uniting the pawns.)

41. Q-Q5 ch K-K2
42. N-Q4 Q-R4 ch

- 43. K-N3 Q-N4 ch
- 44. K-B3 F-R4 (Black now tries for a perpetual check, which he almost gets, plus a potent counter-threat with the KRP! White must avoid a number of pitfalls which could lose for him very easily.)
- 45. Q-K4 (threatening N-B5 ch) ... K-K1 (Not ... F-R5, 46. N-B5 ch, winning a pawn. On other Black moves, N-B5 ch is a strong threat.)
- 46. Q-KB5 Q-KR5
- 47. K-K3 Q-R8 (To harass the White King)
- 48. F-B4 Q-N8 ch
- 49. K-Q3 Q-Q8 ch (No haven for the King!)
- 50. K-QB4 Q-R5 ch
- 51. K-Q5 Q-R7 ch
- 52. K-Q6! (How does White expect to stop the checks without losing his dangling Knight??)
 - ... Q-R6 ch (possibly
 - ... N-B2 ch is better here. There might follow some very startling vars., such as:
 - 53. K-B7! Q-B5 ch; 54. N-B6!!; 1xN. 55. F-N6!!
 - Q-QR3. 56. Q-C7 ch, K-B.
 - 57. F-K6, Q-h2 ch. 58. KxI, Q-R5 ch, 59. K-N2, Q-K5 ch. 60. Q-B6 and Black is out of checks and one of the pawns Queens or Black gets mated. However, Black probably has the better of it here by 55. ... Q-Q4.
 - 56. Q-B8 ch; followed by N or Q to Q1!)
- 53. K-B7! Q-B6 ch
- 54. N-B6!! NxN
- 55. Q-Q7 ch K-B
- 56. FxN FxI
- 57. Q-Q6 ch (Not 57. QxI? QxQ ch and Black's Rf Queens)
- 58. K-B8 (to avoid the check by ... Q-R4 ch, etc.)
 - ... Q-QB5

- 59. Q-KN6 ch K-KB
- 60. Q-KB6 ch (not 60. QxRP?? QxP and White's advantage evaporates or is very difficult from a tactical standpoint to pursue).
 - ... Q-Q2? (Loses outright, but the threat now on e.g., 60. ... K-N. 61. K-B2 (to avoid checks) followed by the advance of the KP could scarcely be countered anyway).
- 61. QxQ ch KxQ
- 62. K-Q7 F-R5
- 63. F-K6 ch K-B3
- 64. F-K7 K-B4
- 65. F-K8 (?) KxI
- 66. Q-K1 Resigns

A most remarkable game, in which White maintained a slight advantage throughout, winning by the narrowest of margins. For a while it seemed Black would draw by a perpetual check or the threat of winning the White Knight or by advancing the KRP, or Black even might win! There were many chances for White to lose in the end game, for example by greedily snatching the Black QB. Its presence served to provide a hiding place for the White King in some variations. Throughout the end game, the Black KRP had to be watched.

DO WE HAVE YOUR PRESENT ADDRESS?

HAVE YOU MOVED SINCE YOU LAST RENEWED YOUR MEMBERSHIP?

IF THE ANSWER IS YES TO THESE QUESTIONS PLEASE LET US HEAR FROM YOU SO THAT WE MAY BRING OUR MEMBERSHIP FILES UP TO DATE. NOTIFY BILL PATTULLO.

HAVE YOU CHECKED YOUR C.F.N.C. CARD LATELY. PAID UP?????????

PROBLEM SOLVING CONTEST!!

Yes, CFNC is sponsoring a problem solving contest. The contest will feature several valuable book prizes which have yet to be decided on and they will be announced next issue. The contest will start with this issue and the first 2 problems are printed in the diagrams below. If you wish to enter the contest just send your solutions to the problems to: HERBERT HOLDEN, 420 LAKE STREET, SAN FRANCISCO 18, CALIFORNIA (before Sept. 30, 1956). All that will be necessary for the solutions of the problems will be the key move in each position. Each problem will be assigned a point value and at the end of the contest the solver with the most points will be declared the winner. The contest will last for approximately 1 year so that there will be a total of about 20 or 25 problems in the contest. The only requisite to enter the contest is that you be a member of CFNC.

If you have any problems of your own that you would like to see published in this column send them to me (see address above). All problems will be heartily welcomed.

Coming attractions: In the future issues I hope to discuss problems, problem solving, and problem themes.

And now for you problemists who are not kept busy with the contest problems, here is a cute miniature:

8/85B1N/3B4/3plk2/7K/3P4/8

Mate in 3

1. Mate in 2 - 3 points

2. Mate in 3 - 4 points

