

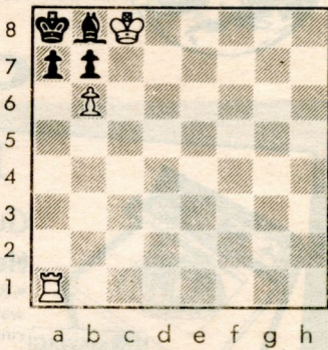
# Chess



By Frisco Del Rosario

## MORPHY COMPOSITION

White to mate in two.



## MORPHY'S BIRTHDAY

June 22 is the birthday of Paul Morphy (1837-1884), one of the two most naturally gifted players ever (Jose Capablanca the other).

Morphy learned to play by watching the games of his family. At nine, Morphy revealed his knowledge by remarking on a mistake by his uncle and reconstructing the game to demonstrate. (Morphy composed the problem above before he was ten.)

Morphy produced some of the most memorable games in history as a boy. Here is a gem played against his father. Happy birthday, Paul, and Happy Father's Day, Judge.

### New Orleans 1849

White: Paul Morphy  
Black: Alonzo Morphy  
Evans Gambit

- |     |                     |     |                                  |
|-----|---------------------|-----|----------------------------------|
| 1.  | e4 e5               | 12. | Nc3 Qd7                          |
| 2.  | Nf3 Nf6             | 13. | d5 <sup>3</sup> Bd5 <sup>4</sup> |
| 3.  | Bc4 Bc5             | 14. | Nd5 Qd5                          |
| 4.  | b4 <sup>1</sup> Bb4 | 15. | Bb5 Qb5                          |
| 5.  | c3 Bc5              | 16. | Re1 Ne7                          |
| 6.  | d4 ed               | 17. | Rb1 <sup>5</sup> Qa6             |
| 7.  | cd Bb6              | 18. | Re7 Kf8                          |
| 8.  | O-O Na5             | 19. | Qd5 Qc4                          |
| 9.  | Bd3 d5 <sup>2</sup> | 20. | Rf7 Kg8                          |
| 10. | ed Qd5              | 21. | Rf8#                             |
| 11. | Ba3 Be6             |     |                                  |

### NOTES:

1. A lovely old gambit. After acceptance, White can build a great pawn center and develop very quickly.
2. Black should not open the game while he is behind in development.
3. Sacrificing the pawn to open the d-file towards the king.
4. 13...Bg4 would leave the d-file closed and offer a bit more resistance.
5. Paul develops his last piece before making the final combination.

### BURLINGAME CHESS CLUB NEWS

Expert Paul Gallegos won the Burlingame CC May/June Swiss with a score of 4½-½.

A new USCF-rated five round (one game every Thursday night at 7:30) event begins on June 22 at 990 Burlingame Ave in Burlingame.

### Burlingame 1989

White: Frisco Del Rosario  
Black: Paul Gallegos  
Pirc Defense

- |     |                                   |     |                                 |
|-----|-----------------------------------|-----|---------------------------------|
| 1.  | e4 d6                             | 14. | Nd4 e5                          |
| 2.  | d4 Nf6                            | 15. | Ne6 Qc8                         |
| 3.  | Nc3 g6                            | 16. | Ng7? <sup>5</sup> Kf7           |
| 4.  | Bc4 Bg7                           | 17. | f4 Rg7                          |
| 5.  | Qe2 <sup>1</sup> Nc6 <sup>2</sup> | 18. | fe <sup>6</sup> d5 <sup>7</sup> |
| 6.  | e5 <sup>3</sup> Nd4               | 19. | e6 Kg8 <sup>8</sup>             |
| 7.  | ef Ne2                            | 20. | Rd3 Qc7                         |
| 8.  | fg Rg8                            | 21. | Rf1 Rf8                         |
| 9.  | Nge2 Rg7                          | 22. | Rf8 Kf8                         |
| 10. | Bh6 Rg8                           | 23. | Rf3 Kg8                         |
| 11. | O-O-O c6                          | 24. | Ne2 <sup>9</sup> Qe5            |
| 12. | Rhe1 <sup>4</sup> Be6             | 25. | Nf4? Qe1#                       |
| 13. | Be6 fe                            |     |                                 |

### NOTES:

1. White develops rapidly and already threatens 6. e5 with advantage.
2. Best. Black develops while guarding the e5 square and threatening d4.
3. This sacrifices the queen and two pawns for three minor pieces and a huge lead in development.
4. White's game looks mighty impressive, but there are no weaknesses yet in Black's camp.
5. Allowing the exchange of two minors for the rook. White's attacking chances are greater after 16. Ng5.
6. A very good try. If Black tries to escape with his loot with 18...Rg8 19. Rf1 Ke8 20. ed and White has the kind of game he played for in the opening.
7. Keeping the lines closed and denying White's knight access to the kingside.
8. Black's rook is trapped, but White is lost when Black completes his development. White would like to play 20. Rdf1!!, but it isn't legal and Black gets the time to bring in his pieces.

**SOLUTION:** 1. Ra6!