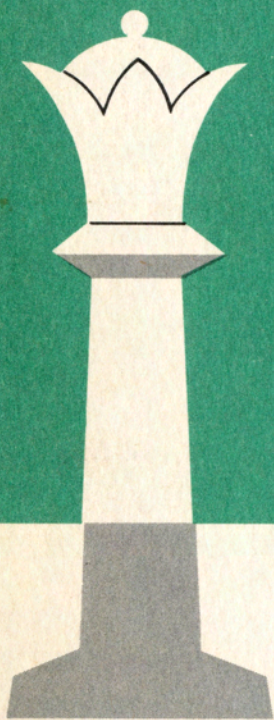


1955

KOLTANOWSKI'S CHESS ANNUAL



by

George Koltanowski
blindfold champion

KOLTANOWSKI'S CHESS ANNUAL 1955

by **GEORGE KOLTANOWSKI**
International Chess Master
and Blindfold Champion



Edited by
RICHARD G. NEWHALL



REA ASSOCIATES, Publishers



San Francisco

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Manufactured in United States of America

P R E F A C E

George Koltanowski, chess master and blindfold wizard, was born in Antwerp, Belgium, in 1903. Since learning chess at the age of fourteen he has traveled widely, teaching the game, playing in international tournaments and giving evidence of his amazing skill in simultaneous blindfold exhibitions. Now an American citizen, he makes his home in San Francisco in the intervals between his exhibition tours and his teaching assignments. He is extremely active in promoting the royal game and in addition to having written three books on the subject is currently engaged in editing daily chess columns for several newspapers.

The present book, the first of an annual series, represents the fulfillment of the author's long-standing ambition to provide a comprehensive annual chess review for the English-speaking player.

We are indebted to the *San Francisco Chronicle*, the *Vallejo Times-Herald* and the *Santa Rosa Press-Democrat* for permission to reprint certain items that first appeared in these newspapers.

—Editor



The author playing an exhibition at the United Nations in 1955.

Manufactured in United States of America

CHAPTER I

CHESS AROUND THE WORLD

Among the countless thousands of chess games played all over the world in 1954 some few are of particular interest because they reveal a new line or variation, a novel strategic concept, an unusually beautiful combination or merely because of the personalities involved. The following games have been chosen with this thought in mind.

Of Theoretical Interest

Game played in the Russian Championship, 1954.

SICILIAN DEFENSE

White: Kortchnoi		Black: Geller	
1. P-K4	P-QB4	14. R-N1 (d)	NxKBP
2. N-KB3	N-QB3	15. Q-B2	Q-N3
3. P-Q4	PxP	16. B-K3	N-Q5
4. NxP	N-B3	17. RxN	PxR
5. N-QB3	P-Q3	18. BxP	Q-Q1
6. B-KN5	P-K3 (a)	19. N-Q5	N-K1
7. Q-Q2 (b)	B-K2	20. Q-N3	P-B3
8. O-O-O	O-O	21. B-B4	R-B2 (e)
9. P-B4	P-K4	22. N-B4	B-Q3 (f)
10. N-B3	B-N5	23. BxRch	KxB
11. P-KR3	BxN	24. Q-N3ch	K-K2
12. PxB	N-Q5	25. BxPch	Resigns (g)
13. PxP	PxP (c)		

(a) Inviting the Richter line of attack: 7. NxN, PxN; 8. P-K5, PxP; 9. Q-B3. (b) This is the latest way of handling this line of play of Black. White will castle on the Queen's side, Black on the King's side and then the question will be who gets his blow in first. White's play from now on should be of great interest to the student of the game. (c) Forced! If 13. . . . NxKBP?; 14. PxN!, NxQ; 15. PxB, Q-R4; 16. PxRQch, RxQ; 17. BxN and White wins easy. (d) A deeply conceived combination with some surprising twists! White's 17th move surprises Black completely. (e) Things look black for Black! If 21. . . . K-R1; 22. N-B4, QxB?; 23. N-N6ch, PxN; 24. Q-R4 mate. (f) Cannot play 22. . . . QxB; as then 23. BxPRch, KxB (K-R1?, N-N6ch etc.); 24. Q-N3ch, K-B1; 25. N-K6ch etc. (g) That final bolt out of the blue did it! If 25. . . . PxB; 26. Q-K6ch, K-B1; 27. R-N8 mate or 25. . . . NxB; 26. RxPch, K-K1; 27. Q-KB7 mate or 25. . . . KxB; 26. Q-K6 mate. If 25. . . . K-Q2; 26. Q-K6ch, K-B3 (best); 27. BxQ and wins. To beat a Grandmaster like Geller one has to be good but to beat him in this manner shows that Kortchnoi has great talent!

Draw Through Perpetual Check

In the following game played in the 1954 Russian championship, Black avoids in original manner "hanging" pawns at his seventh move and a surprise sacrifice on his 23rd turn.

White: Ragozin		Black: Sokolsky	
1. P-Q4	N-KB3	6. PxB	P-B4
2. P-QB4	P-K3	7. BPxP	NxP
3. N-QB3	B-N5	8. PxP	P-B4 (a)
4. P-B3	P-Q4	9. P-QB4	Q-B3 (b)
5. P-QR3	BxNch	10. B-Q2	N-K2

11. N-R3	QN-B3	20. PxP	Q-K2
12. N-B4	O-O	21. KR-Q1	QxPch
13. P-K3	N-N3	22. K-B1	RxP
14. NxN	QxN	23. R-N5	RxPch!
15. B-B3	P-K4	24. PxR	B-R6ch
16. Q-B2	B-K3	25. K-K1	Q-N8ch
17. K-B2	Q-B2	26. K-Q2	Q-N4ch
18. R-QN1	QR-N1	Drawn (d)	
19. B-K2	P-B5 (c)		

(a) Stops P-K4! (b) Better than 9. Q-R5ch; 10. P-N3, QxBP; 11. P-K4, Q-B6ch; 12. B-Q2, Q-K4. (c) Stops White from castling "artificially." (d) There's no way of avoiding the checks of the Black Queen.

West European Zonal Tournament

The first four qualified for the Interzonal Tournament. Unzicker (Germany) 15; Donner (Holland) and Rabar (Jugoslavia) 14½ each. 4. Fuderer (Jugoslavia) 14. (20 players participated). Here is an interesting game from this tournament:

NIMZO-INDIAN

White: Fuderer		Black: Unzicker	
1. P-Q4	N-KB3	14. N-B3	PxP
2. P-QB4	P-K3	15. NxN	PxN
3. N-QB3	B-N5	16. N-K5	PxP
4. P-K3 (a)	P-QB4	17. NxB	PxB
5. N-KB3	O-O	18. NxBch	QxN
6. B-K2 (b)	P-QN3	19. PxP	Q-N2
7. O-O	B-N2	20. Q-Q6 (e)	QxP
8. N-QR4	PxP	21. R-B7	N-Q2!
9. PxP	B-K2	22. B-N4	N-B3
10. P-QR3	N-K5 (c)	23. BxP	PxB
11. B-K3	P-Q4	24. QxPch	K-R1
12. P-B5 (d)	B-QB3	25. Q-K7	R-KN1
13. R-B1	Q-K1	White resigns (f)	

(a) Played today. 4. P-KN3 leads to trouble. (b) B-Q3 is to be recommended. (c) This move shows that White's plan to play P-QN4 is a waste of time. If P-QN4, then B-QB3. (d) Too sharp, loses a Pawn and with it the game. Correct was 12. R-B1. (e) This leads to nothing. 20. Q-Q4 still gave some hopes for a draw. Black proceeds to take another Pawn, having 21. . . . N-Q2 as a fine reserve that bursts the bubbles to any plan White might have. (f) A real Unzicker game. Fine openings-tactics and precise and sharp middle-game play.

Henry Grob, Switzerland. Hard to believe, but it's true anyhow: Henry Grob has just turned 50! Friend "Harry" is still a young and daring player and most pleasant company. A painter of great renown, a book of his paintings is appearing this fall. Somehow, like myself, he prefers chess and has done wonders for the stimulation and promotion of chess in Switzerland. He has written a number of fine chess books, and has always been a dangerous opponent in any tournament and for any player. He is at home in Spain, where he is always a welcome guest, France, Germany or Italy. Here is his most recent win against a young and coming Swiss opponent, Zurich City Championship, June, 1954.

White: Grob**Black: Nievergelt**

NIMZO-INDIAN

1. P-QB4	P-K3	10. NxNch	PxN
2. N-QB3	B-N5	11. B-R6	P-KB4 (b)
3. N-B3	N-KB3	12. P-KN4 (c)	Q-B3
4. Q-B2	O-O	13. B-N5	Q-N3
5. P-Q4	P-Q4	14. PxBP	QxP
6. B-N5	P-B4	15. QxQ	PxQ
7. QPxP	P-Q5 (a)	16. B-B6	R-K1
8. O-O-O	N-B3	17. R-N1ch	K-B1
9. N-K4	P-QN3	18. N-N5	Resigns (d)

(a) Looking for trouble and gets it. (b) Prefers to give the exchange, which Grob ignores for (c) quick attack! (d) White threatens NxRP mate. If 18. . . . K-N1?; 19. N-K6ch mate.

Game from the recent Russian championship.

White: Averbach**Black: Ragozin**

DUTCH DEFENSE

1. P-Q4	P-KB4	15. B-Q2	P-N3 (e)
2. P-KN3	N-KB3	16. B-N5	BxB
3. B-N2	P-K3 (a)	17. NxB	B-N2 (f)
4. N-KB3	B-K2	18. P-K4	PxP
5. O-O	O-O	19. NxKP4	N-K2 (g)
6. P-QB4	P-Q3	20. NxP	BxB
7. N-B3	Q-K1	21. QxPch	QxQ
8. R-K1	N-K5 (b)	22. RxQ	B-R6
9. Q-B2	Q-N3	23. RxN	QR-Q1
10. B-K3 (c)	NxN	24. N-K4	RxQP
11. QxN	N-Q2	25. R-K1	P-KR3
12. P-B5 (d)	N-B3	26. RxRP	R-QB1
13. PxP	PxP	27. P-B3	R-B7
14. Q-N3	N-Q4	28. N-B6ch	Resigns (h)

(a) 3. . . . P-K4, which has been played already, nothing special can be said. (b) Bronstein played 8. . . . Q-N3, against Euwe in Zurich, 1953. There followed: 9. P-K4, PxP; 10. NxP, NxN; 11. RxN!, P-K4; (11. . . . QxR?; 12. N-R4); 12. Q-K2. (Better is 12. R-K1.) (c) Well played. Threatens 11. NxN, PxN; 12. N-Q2 and Black cannot play P-K6. (d) Goes well with B-K3, and typical advance for White's counterplay. (e) This weakening of the long diagonal is ably exploited by White. (f) If 17. . . . QxN; 18. BxN, R-R1; 19. BxPch wins a Pawn for White. (g) If 19. . . . QR-Q1; 20. N-B3, NxN; 21. RxKP, Q-B2; 22. BxB, QxPch; 23. K-R1 and wins. (h) 28. . . . PxN; 29. R-K8 mate. A very good game.

The following fine game was played recently at Oslo in an international students' team tournament in which ten nations took part. The Russian team contained two International Masters. Boris Spassky was not eligible because he was too young!

White: R. Persitz (Oxford)**Black: O. Moisejev (USSR)**

SICILIAN DEFENSE

1. P-K4	P-QB4	4. NxP	N-KB3
2. N-KB3	P-Q3	5. N-QB3	P-QR3
3. P-Q4	PxP	6. B-KN5	P-K3

7. Q-B3 (a)	QN-Q2	20. Q-B4	R-R4
8. O-O-O	Q-R4 (b)	21. N-K4	K-K2 (d)
9. P-KR4	P-R3	22. KR-B1	NxP
10. B-Q2	Q-B2	23. Q-B6ch	K-K1
11. P-KN4 (c)	N-K4	24. Q-N7	RxP
12. Q-N3	QNxP	25. N-QN5	PxN
13. P-B4	P-KR4	26. N-Q6ch	QxN (e)
14. P-K5	N-Q2	27. RxQ	K-K2
15. B-R3	PxP	28. QxN	R-KR4
16. PxP	P-KN3	29. Q-Q4	RxP
17. B-B4	B-R3	30. K-N1	R-QR5
18. BxB	RxB	31. Q-N6	Resigns
19. BxN	PxB		

(a) A new idea. If now 7. . . . N-B3; 8. NxN, PxN; 9. P-K5, PxP; 10. QxPch and White has a positional advantage. (b) 8. . . . B-K2 is better. (c) A subtle sacrifice of a pawn. (d) He cannot take the KP, e.g.: 21. . . . NxP; 22. N-B6ch, or 21. . . . QxP; 22. N-Q6ch, K-Q1; 22. NxPch. (e) Black could resign here.

Short game from the Saarbrucken Tournament, 1954.

White: Popel (Paris)		Black: Benker (Saar)	
1. N-KB3	P-KB4	10. P-B3	B-B4
2. P-K4 (a)	PxP	11. O-O	Q-Q2
3. N-N5	N-KB3	12. B-B2	P-KR3
4. P-Q3	P-K6 (b)	13. BxB	NxB
5. BxP	P-K4	14. N-K6	P-B3
6. P-Q4	N-B3 (c)	15. P-B4	PxBP
7. P-Q5	N-K2	16. Q-Q3	N-K2
8. N-QB3	P-Q3	17. QR-K1	P-KN4
9. B-Q3	B-N5	18. B-Q4	Resigns

(a) A gambit that could lead to interesting lines of play. (b) 4. . . . PxP meant that Black would have been a Pawn up at the expense of development. He prefers to stay on the safe side. (c) Might have considered 6. . . . PxP; 7. BxP, N-B3.

Game from the Hungarian championship, 1954.

White: Dely		Black: Sandor	
KING'S INDIAN			
1. N-KB3	N-KB3	12. PxP	P-KB3 (f)
2. P-KN3	P-KN3	13. B-R3	N-R3
3. B-N2	B-N2	14. PxP (g)	QxP
4. O-O	O-O	15. Q-K2	N-B4 (h)
5. P-Q3 (a)	P-Q4	16. BxN	QxB
6. QN-Q2	P-B4 (b)	17. K-N2 (i)	BxP (j)
7. P-K4	P-K3 (c)	18. N-N3	B-N2
8. P-B3	N-B3	19. B-B4 (k)	P-K4
9. R-K1	P-QR4	20. NxP	NxN
10. P-K5 (d)	N-KN5 (e)	21. BxN	BxB
11. P-Q4	PxQP	22. QxB	Q-B6ch (l)

(a) I prefer 5. P-Q4 here. (b) In the game Botvinnik-O'Kelly, Budapest, 1952, Black played here 6. . . . N-B3. The backward Pawn was missed later in the battle for the center that followed. (c) This is a new move. In Helsinki the following continuations were noted: Book-Czerniak: 7. . . . PxP; 8. PxP, N-B3; 9. P-B3, P-KR3; 10. Q-K2, B-K3; 11. N-K1, Q-Q2 with equality. Carvalho-Rojahn. 7. . . . N-B3; 8. PxP,

NxP; 9. N-K4, P-N3; 10. N-B3, NxN; 11. PxN, Q-B2; 12. B-B4, P-K4; 13. NxP with advantage for White. (d) Too early. Needed was 10. P-KR3. (e) This move must have surprised White, who counted only on N-Q2. The Black Knight is going to get into battle via R3-B4. The White center Pawn can be undermined with P-KB3. (f) Well played. (g) If 14. Q-K2, PxP; 16. PxP, N-B2, etc. (h) Forces the exchange of the White Bishop (Pawn on Q5 is attacked). That leaves the White squares in the hands of Black. (i) If 17. Q-K3, N-N5. (j) All due to White's mistake on his 10th move he now loses a Pawn. He cannot even take the Bishop, because of the threat of N-B7. (k) Hopes to hold back the center Pawn . . . but! (l) 23. K-N1, B-R6 and mate follows.

Game played in the Bucharest tournament, 1954.

White: V. Kortchnoi		Black: St. Szabo (Roumania)	
1. P-QB4	P-K4	16. P-N5	N-R3 (c)
2. N-QB3	N-KB3	17. PxP	Q-R5 (d)
3. P-KN3	B-B4 (a)	18. PxNP	N-B3
4. B-N2	O-O	19. P-KB5	B-K6
5. P-K3	R-K1	20. QN-K4	NxN
6. KN-K2	N-B3	21. NxN	BxN
7. O-O	P-Q3	22. RxB	N-B4 (e)
8. P-Q4	B-N3	23. Q-N4	RxN (f)
9. P-KR3	B-KB4 (b)	24. BxR	QxQ
10. P-Q5	N-N1	25. PxQ	NxB
11. P-KN4	B-Q2	26. QR-K1	N-B4
12. N-N3	P-KR3	27. P-B6	R-K1
13. K-R2	P-QR4	28. RxRch	BxR
14. P-KB4	PxBP	29. R-K1	B-R5
15. KPxP	N-R2	30. R-K3	Resigns (g)

(a) More natural is 3. . . . P-Q4. (b) 9. . . . KN-Q2 would have been better. (c) Cannot accept the Pawn sacrifice. The attack would be killing. (d) Looking for counter-chances. (e) If 22. . . . RxN; 23. BxR, QxB; 24. Q-R5, etc. (f) Not 23. . . . QxQ; 24. N-B6ch, etc. (g) Nothing can be done against R-R3 and R-R8.

Game played in the final of the Yugoslav championship, 1954.

White: Rabar		Black: Fuderer	
1. P-Q4	P-Q4	20. Q-K3	K-R1
2. P-QB4	P-K3	21. R-KN1	P-B4 (d)
3. N-QB3	P-QB3	22. R-N1	P-B5
4. N-B3	N-B3	23. Q-Q2	Q-B3
5. P-K3	QN-Q2	24. Q-Q1	N-K5
6. B-Q3	PxP	25. PxN	QxPch
7. BxBP	P-QN4	26. P-B3	QxB
8. B-Q3	P-QR3	27. P-N3	Q-Q4
9. P-K4	P-QB4	28. R-KN2	P-K4
10. P-K5	PxP	29. R-KB2	P-K5
11. NxNP	PxN (a)	30. PxP (e)	QxPch
12. PxN	Q-N3	31. Q-B3	P-Q7 (f)
13. PxP	BxP	32. QxQ	P-Q8-Qch
14. O-O	O-O	33. K-N2	Q-N5ch
15. Q-K2	B-N2	34. K-R1	QR-K1
16. BxNP	BxN (b)	35. Q-Q3	R-K8ch
17. PxB	N-B4	36. R-B1	P-B6 (g)
18. B-QB4	Q-Q3	37. R-N2	RxB
19. K-R1	P-Q6 (c)		

(a) The newest line in the Meran variation. It gives Black an equal game. (b) Does not fear the open KN file. Feels that he can get the

attack faster than White. (c) White should have played 19. R-Q1 instead of K-R1. (d) If White sacrifices the Rook, the King will escape via KB2. (e) Forced. (f) The White Rook is attacked, thus forcing White's next move. (g) Der todesstoss! (h) Loses a piece after 38. RxR, BxR.

Amsterdam, 1954.

White: Unzicker (Germany)

Black: Czerniak (Israel)

FRENCH DEFENSE

1. P-K4	P-K3	15. B-K2	Q-B2 (d)
2. P-Q4	P-Q4	16. PxP	N-B6ch
3. N-QB3	N-KB3	17. BxN	QxN
4. B-N5	B-K2	18. P-B6!	R-KN1
5. P-K5	KN-Q2	19. R-R3	B-Q2
6. P-KR4	P-KR3 (a)	20. NxP (e)	Q-K4ch
7. Q-N4	P-KB4	21. N-K3	QxQNP
8. Q-R5ch	P-N3	22. R-Q1	R-Q1
9. Q-R6	BxB	23. P-B6 (f)	PxP
10. PxB	K-B2	24. K-B1	P-B4
11. KN-K2	P-B4	25. N-B4	B-N4 (g)
12. N-B4	N-B1 (b)	26. QxRPch!	NxQ
13. PxP	N-B3	27. RxNch	K-B1
14. P-KN4 (c)	NxP	28. RxRch	Resigns

(a) Against the sharp line 6. . . . P-QB4; Teschner recommends in the "Deutsche Schachzeitung": 7. Q-N4, N-QB3; 8. BxB, KxB; 9. Q-N5ch, K-B1; 10. QxQch, NxQ; 11. P-B4. (b) Needed to stop NxNP. This position is common. Only White to do anything must take chances. (c) And there you have it! If correct is another matter, remarked Lothar Schmid. (d) Unzicker considers this a mistake. Better was PxNP. (e) Well calculated. If 20. . . . PxN; 31. BxPch, B-K3; 22. BxBch, NxB; (best) 23. QxRPch, N-N2; 24. R-K3 etc. (f) This to stop Black playing B-N4. (g) Should have played Q-N4, although the game was lost no matter what Black played.

Women's Chess

Game played in the California Women's Championship.

White: Mrs. M. Harmat

Black: Sonja Graf

1. P-K4	P-K4	16. Q-B3	R-R3
2. N-KB3	N-QB3	17. N-Q5	BxN
3. B-B4	N-B3	18. PxB	O-O-O
4. P-Q3	B-B4	19. P-K4	K-N1
5. N-B3	P-Q3	20. P-QN4	P-N5 (d)
6. P-KR3	P-KR3	21. PxP	PxP
7. B-K3 (a)	B-N3	22. NxP	NxN
8. N-QR4	BxB	23. QxN	QR-R1
9. PxB	N-QR4	24. R2-B1	R-N3
10. B-N3	NxB	25. Q-B5	Q-R5
11. RPxN	B-K3	26. QxBP (e)	Q-R7ch
12. N-B3	P-R3	27. K-B2	RxPch
13. O-O	Q-K2	28. K-K1	R-K7ch
14. R-B2 (b)	P-KN4 (c)	29. K-Q1	R-Q7ch
15. N-KR2	P-KR4	30. K-B1	RxPch (f)

(a) Immediately 7. N-QR4 is best. (b) Loss of time. Better is 14. P-Q4. (c) Starts a strong King's side attack. (d) Decisive Pawn sacrifice. (e) If 26. Q-B3, R-N6 wins immediately. (f) Mate in two follows.

A pawn on the fifth rank of the chessboard is a factor to be seriously studied by the student of development. It can be the spearhead of a telling attack if carefully planned and timed. Recent games of the masters disclose frequent advances of the QP by white, with intent to press on further, often with success. On the other hand, a pawn blocked on the fifth, and more so if isolated, is a distinct disadvantage.

No better specimen of this type can be offered than the tenth game of the Capablanca-Lasker match in Havana. The positional strategy of the Cuban, then at the top of his form, was of a high order on that occasion and won for him.

Another example of thus undermining the pawn structure occurred in the deciding game of the recent women's championship tournament, which ended in the triumph of Miss Mona May Karff. The score follows:

White: Mrs. Gresser		Black: Miss Karff
PHILIDOR'S DEFENSE		
1. P-K4	P-Q3 (a)	29. QR-K1 RxB
2. P-Q4	N-KB3	30. RxR P-N3 (g)
3. N-QB3	QN-Q2	31. NxNP R-B8ch
4. N-B3	P-K4	32. K-R2 K-B2
5. B-QB4	B-K2	33. N-R4 K-B3
6. O-O	P-B3	34. N-B3 (h) R-Q8
7. B-N3	P-QN4	35. R-B2 RxP
8. P-QR3	P-KR3	36. P-KN3 R-B4
9. P-R3 (b)	B-N2	37. RxR NxR
10. R-K1	P-QR4	38. N-Q2 P-Q4
11. B-Q2 (c)	O-O	39. K-N2 P-Q5
12. Q-K2	R-K1	40. K-B3 P-R5
13. P-Q5	PxP	41. K-K2 P-K5
14. QNxQP	NxN	42. P-B4 K-K3
15. BxN	BxB	43. K-B1 K-Q4
16. PxB (d)	Q-N1	44. K-K2 P-K6
17. QR-Q1	P-B4 (e)	45. N-B3 N-K5
18. N-R2	R-KB1	46. P-KN4 PxP
19. Q-R5	Q-B1	47. PxP N-B7
20. BxRP	R-B2 (f)	48. P-N5 K-K5
21. B-N5	BxB	49. NxP KxN
22. QxB	QxP	50. P-B5 N-K5
23. Q-Q2	QxQ	51. P-N6 N-N6ch
24. RxQ	R-QB1	52. K-B3 NxP
25. N-B3	N-B3	53. K-B4 N-K2
26. KR-K2	KR-B2	54. K-N5 P-K7
27. N-R4	N-K5	55. K-B6 N-N1ch
28. R-Q1	R-B7	White resigns

(a) Formerly classed among the irregular openings, but now tagged as the Pirc or Yugoslav defense. It leads naturally into the good old Philidor. (b) If the QP is to advance at all, now is the time for it. (c) Somewhat restrictive. 11. PxP helps to simplify. (d) White is left with a weak center, which must pay its toll in due course. (e) Premature and gives White a chance to play 18. N-Q4! (f) 20. . . . PxB; White has a perpetual check. (g) Well played. (h) Misses another good bet. 34. P-KN4! Now the game is lost.

CHAPTER II

CHESS CHAMPIONS AND MASTERS

WORLD CHAMPIONSHIP MATCH

The match for the world title was very close, but there cannot be any doubt but that the more experienced player won. Botvinnik took an early lead and advanced at one stage to 3½ to 1½. It must have looked sad for the winner of the Candidates Tournament in Zurich. Smyslov surprised everyone by making it 5-5. The battle then became a keen one. The scores went: 6-6, 7-7, 8-8. How close could it get? Then the world champion pulled ahead, 10-8. From then on all hope of winning the match for Smyslov seemed hopeless. The 19th game was drawn. (Botvinnik needed only 12 to retain his title.)

Smyslov won the 20th game! The 21st game was drawn. Smyslov won the 22nd game. The score then was 11-11. The 23rd game was drawn as well as the 24th and final game. Botvinnik retained his title for the second time in a row with the score: 12-12! Smyslov fought a good fight. Incidentally, it was he who gained the most brilliant triumph in winning the following game from the champion. Game 14:

White: Botvinnik

Black: Smyslov

KING'S INDIAN DEFENSE

1. P-Q4	N-KB3	18. R-B1	Q-N5
2. P-QB4	P-KN3	19. P-R3	QxQNP
3. P-KN3	B-N2	20. QxRP	N-B6ch
4. B-N2	O-O	21. R-N1	N-B6ch
5. N-QB3	P-Q3	22. K-R1	BxB (f)
6. N-B3	QN-Q2	23. RxQ	NxBch
7. O-O	P-K4	24. K-R2	N-B6ch
8. P-K4	P-B3	25. K-R3	BxR
9. B-K3	N-N5 (a)	26. QxP	B-K5
10. B-N5	Q-N3	27. P-R4	K-N2
11. P-KR3	PxP (b)	28. R-Q1	B-K4
12. N-QR4	Q-R3	29. Q-K7	R-B1
13. PxN	P-N4	30. P-R5	R-B7 (g)
14. NxP	PxN	31. K-N2	N-Q5ch
15. NxP (c)	QxN	32. K-B1	B-B6 (h)
16. P-K5	QxP	33. R-N1	N-B3
17. BxR	NxP (d)	White resigns	

(a) A probing venture, but R-K1 is sounder. (b) Risky in appearance only, for Black has a comeback, two moves later. (c) Complications set in. (d) Intuitively, the leader of the black forces feels he has ample return for the exchange. (e) A curious fight begins for possession of the diagonal and this approach is daring. Smyslov is not lacking in courage. (f) The key to a winning combination which will delight admiring devotees in many lands. (g) Everything is set for the kill and the blows become fast and furious. (h) Black's setup is perfect and the White Queen is not only isolated but hopelessly frustrated. As pleasing a finish for the victor as it is discouraging, if not humiliating, to the loser.

The History of the World Title

	Place	Players	W	L	D
1843	London, Staunton-St. Amant		13	9	5
1858	Paris, Morphy-Andersen		7	2	2
1866	London, Steinitz-Andersen		8	6	0
1870	London, Steinitz-Blackburne		5	0	1
1872	London, Steinitz-Zuckertort		7	1	4
1876	London, Steinitz-Blackburne		7	0	0
1888	New York, Steinitz-Zuckertort		10	5	5
1889	Havana, Steinitz-Tchigorine		10	6	1
1890	New York, Steinitz-Gunsberg		6	4	9
1892	Havana, Steinitz-Tchigorine		10	8	5
1894	New York, Lasker-Steinitz		10	5	4
1896	Moscow, Lasker-Steinitz		10	2	5
1907	New York, Lasker-Marshall		8	0	7
1908	Berlin, Lasker-Tarrasch		8	3	5
1909	Paris, Lasker-Janowski		7	1	2
1910	Vienna, Lasker-Schlechter		1	1	8
1910	Berlin, Lasker-Janowski		8	0	3
1921	Havana, Capablanca-Lasker		4	0	10
1927	Buenos Aires, Alekhine-Capablanca		6	3	25
1929	Munchen, Alekhine-Bogoljubow		8	3	15
1934	Berlin, Alekhine-Bogoljubow		11	5	9
1935	Amsterdam, Euwe-Alekhine		9	8	13
1937	Rotterdam, Alekhine-Euwe		11	6	13
1949	Amsterdam and Moscow: Special tournament won by Botvinnik.				
1951	Moscow, Botvinnik-Bronstein		5	5	14
1954	Moscow, Botvinnik-Smyslov		8	8	8

CURRENT MASTERS AND GRANDMASTERS*International Grandmasters*

Auerbach, J., USSR	Grunfeld, E., Austria
Barcza, G., Hungary	Kashdan, I., USA
Bernstein, Dr. O. S., France	Keres, P., USSR
Boleslawsky, I., USSR	Kostic, B., Yugoslavia
Bondarevsky, I., USSR	Kotov, A., USSR
Botvinnik, M., USSR	Lilienthal, A., USSR
Bronstein, D., USSR	Lowenfish, H., USSR
Duras, O., Czechoslovakia	Najdorf, M., Argentina
Eliskases, E., Argentina	Pachmann, L., Czechoslovakia
Euwe, Dr. M., Netherlands	Petrosjan, T., USSR
Fine, Dr. R., USA	Pilnik, H., Argentina
Flohr, S., USSR	Ragozin, V., USSR
Geller, E., USSR	Reshevsky, S., USA
Gligoric, S., Yugoslavia	Rubenstein, A., Belgium

Samisch, F., West Germany	Tartakower, Dr. S., France
Smyslov, V., USSR	Taimanov, M., USSR
Stahlberg, G., Sweden	Unzicker, W., West Germany
Stoltz, G., Sweden	Vidmar, D. M., Yugoslavia
Szabo, L., Hungary	

International Masters

Ahues, C., West Germany	Golombek, H., Great Britain
Alatortzew, USSR	Grob, H., Switzerland
Alexander, C. O. D., Great Britain	Guimard, Argentina
Aronin, USSR	Horowitz, I. A., USA
Asztalos, Dr. L., Hungary	Ivkov, B., Yugoslavia
Atkins, Great Britain	Johner, H., Switzerland
Balanel, I., Rumania	Judowitsch, USSR
Barda, O., Norway	Kaila, O., Finland
Beni, A., Austria	Kan, USSR
Benko, P., Hungary	Kasparjan, USSR
Bisguier, A., USA	Katetov, Dr. M., Czechoslovakia
Bolbochan, J., Argentina	Keller, R., East Germany
Bohartirchuck, Dr. F., Canada	Kholmov, R., USSR
Bouwmeester, H., Netherlands	Kieninger, G., West Germany
Byrne, R., USA	Kluger, G., Hungary
Book, E., Finland	Kmoch, H., USA
Canal, E., Peru	Koch, B., East Germany
Carls, C., West Germany	Koltanowski, G., USA
Castaldi, V., Italy	Konig, I., Great Britain
Christoffel, Dr. M., Switzerland	Konstantinopolsky, USSR
Cortlever, N., Netherlands	Kortchnoi, V., USSR
Cwetkow, Bulgaria	Kottnauer, C., Czechslovakia
Czerniak, M., Israel	Kramer, H., Netherlands
Dake, A. W., USA	Lisitsin, USSR
Denker, A., USA	Lokvenc, J., Austria
Donner, J. H., Netherlands	Lundin, E., Sweden
Dubin, USSR	Makagonow, USSR
Ekstrom, F., Finland	Makarczyk, Poland
Enevoldsen, J., Denmark	Matanovic, A., Yugoslavia
Erdelyi, Rumania	Medina, G., Spain
Evans, L., USA	Mejmetdinov, N., USSR
Fairhurst, W. A., Scotland	Mikenas, USSR
Florian, Dr. T., Hungary	Milev, Z., Bulgaria
Fuderer, A., Yugoslavia	Milic, B., Yugoslavia
Furman, S., USSR	Monticelli, M., Italy
Gereben, E., Hungary	Muffang, A., France
German, E., Brazil	Muhring, W. J., Netherlands
Goglidze, USSR	Muller, H., Austria

Nagy, Dr., Hungary	Sacconi, A., Italy
Nedeljkovic, S., Yugoslavia	Sajtar, V., Czechoslovakia
Nenarokow, USSR	Scheltinga, T. D. van, Netherlands
Novoltelnow, N., USSR	Schmid, L., West Germany
Ojanen, K., Finland	Schmidt, P., West Germany
O'Kelly de Galway, Belgium	Simagin, USSR
Opocensky, K., Czechoslovakia	Steiner, H., USA
Panno, O., Argentina	Steiner, L., Australia
Panow, USSR	Szabados, E., Italy
Paoli, Dr. E., Italy	Szily, Dr. J., Hungary
Pirc, Dr. V., Yugoslavia	Tschechower, USSR
Plater, Poland	Thomas, Sir G., Great Britain
Pomar, A., Spain	Tolusch, USSR
Porath, H. J., Israel	Toran-Albero, R., Spain
Prins, L., Netherlands	Trifunovic, Dr. P., Yugoslavia
Puc, S., Yugoslavia	Troianescu, Dr. O., Rumania
Purdy, C. J. S., Australia	Vajda, Dr. A., Hungary
Rabar, B., Yugoslavia	Vidmar, M., Jr., Yugoslavia
Rellstab, L., West Germany	Vukovic, V., Yugoslavia
Richter, E., Czechoslovakia	Wade, R., New Zealand
Richter, K., East Germany	Weresov, USSR
Romanovsky, USSR	Winter, W., Great Britain
Rossetto, H., Argentina	Yanofsky, A., Canada
Rossolimo, N., France	Zita, Czechoslovakia
Rudenko, Mme. L., USSR	

International Women Masters

Bain, M., USA	Karff, M., USA
Belova, V., USSR	Keller-Herrmann, E., East Germany
Benini, C., Italy	Langos, J., Hungary
Bruce, R., Great Britain	Larsen, I., Denmark
Bykova, E., USSR	Mora, M., Cuba
Chaude de Silans, Ch., France	Reischer, S., Austria
Gresser, G., USA	Roubzova, O., USSR
Heemskerck, F., Netherlands	Sunnucks, P. A., Great Britain
Hermanova, R., Poland	Tranmer, E., Great Britain
Hruskova-Belska, Czechoslovakia	Zvorykima, USSR
Ignatieva, USSR	
Jovanovic-Nedelkovic, V., Yugoslavia	

CHAPTER III TALES OF THE CHESS BOARD

Tennis to the Fore!

Reshevsky is not only a first-class chess master, but also a good lawn tennis player, and whilst in Semmering, Austria, he played at a local club. This club had a match and they asked him if he would play for them as first string. Reshevsky accepted. The Liesing Club found his name rather difficult, and they entered him as "Mr. X." Now the other club, when they received the list and saw the first name, they were very curious to know who Mr. X really was, and by small deductions the mystery was solved. Mr. X was no one else but the Duke of Windsor, who wanted to play incognito! This news soon spread, and one of the crack Austrian tennis players was asked to play against the Duke. The crack player naturally accepted. It was such a great honor.

The day of the match arrived. Thousands of people turned up. Reshevsky was very much surprised that when his opponent was introduced to him, that gentleman kept on bowing very low and talking about "His Highness." The match began, and the Austrian player, under the moral influence, went on losing one game after the other. But all at once something dawned on him. The Duke of Windsor was not so small, and had lighter hair . . . and then he was certain. He had been fooled. This was a false Duke. So that was it! Well, he'd show how tennis was played. After that poor Sammy was simply slaughtered. In 10 minutes the match was over. When he heard after the match who his opponent really was, the Austrian said, "It's lucky I did not know. I should have been afraid to play against a cool and calculating chessmaster!"

It Happened in Zurich

Dr. Max Euwe met Kotov and handed him a letter that a Dutchman had written a year earlier and sent to "Chess Master Kotov, Moscow, U.S.S.R.," and which had recently been returned "Not Delivered. Person unknown." Kotov glanced seriously at the envelope for a moment and then broke out in a broad smile. "No wonder this came back," he said. "This letter is addressed to Chess Master Kotov; no one knows him but every child knows Grandmaster Kotov!"

That Explains It

When Vidmar played Nimzowitch at San Sebastian, "for three hours." Vidmar told me, "Nimzowitch has been making a succession of the most incomprehensible and apparently purposeless moves I have ever had made against me. I could not make head or tail of his intentions. Finally he threatened mate on the move; naturally I guarded against the threat and then the game became a dead draw." Imagine Vidmar's surprise when Nimzowitch walked up to us and said, "What were you playing at this morning? You didn't seem to have a plan of any sort."

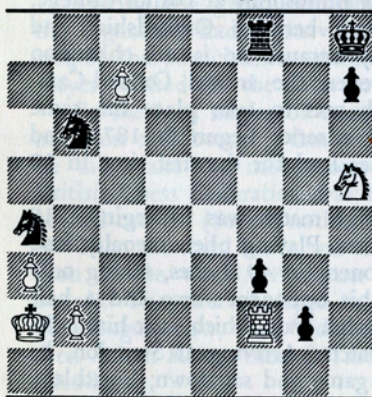
The Story of David

In Paris we ran across "Grandmaster" David! Never heard of him? That proves you haven't been to Paris. He is a retired painter and comes to the Chess Club daily and hardly ever loses a game. Not because he does not play, but simply because no one is out to beat him. He doesn't see too well and his presence for years at the club has made him part of the set-up. At times he gives exhibitions at smaller clubs and usually ends up drawing all his games, even if he is a Queen up or down in the games. They make impossible moves on him—he doesn't see it and certainly cannot remember the position when he returns the next time around. The stories and positions that have occurred with David are numerous. Let me show you what I mean. There was a rapid transit tournament. David had the black pieces in the following position:

motion of a Queen, he asked for a Queen. Baratz gave him a White Queen! David put the White Queen on KN8. When the bell sounded for the next move, Baratz took hold of the White Queen and played 2. Q-KN7 check mate! David shook his head and said, "Parbleu, I'm sure I had you beat!"

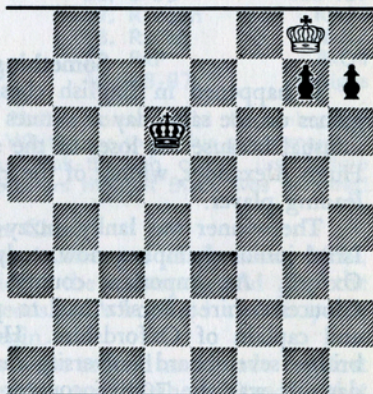
It's usual to see the real masters seated in a corner playing a game with "Grandmaster" David. They are always surrounded by a great throng, who know something special is sure to come up somewhere along the line. Baratz (White) had the following position against David:

Black: David.



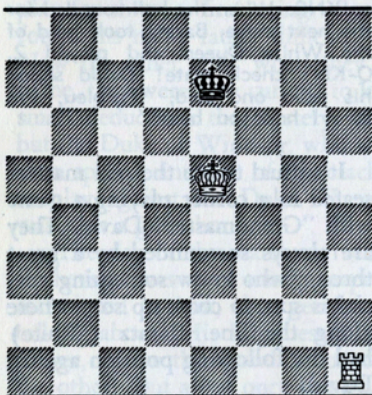
White: Baratz.

Black to move. (Baratz is a well-known French chess master.) Black played 1 . . . P-N8 (Q). In his pro-



White to move. He should resign . . . but no. He played: 1. KxRP, P-N4; 2. K-N6, P-N5; 3. K-R5, P-N6; 4. K-R4, P-N7; 5. K-R3 P-N8 (Q). Here David looked for a Queen to take the place of the Pawn. Baratz offered him a White Queen . . . and he would have used it, but unfortunately a newcomer, not knowing the set-up, chimed in and told David that it was a White Queen. So David groped around until he found a Black Queen and looked triumphant at Baratz. Baratz resigned but said, "Didn't quite make it, did I!"

One afternoon Rossolimo put up the following position and asked "Grandmaster" David to look at the position.



"Easy win," said David, after looking at the position for five minutes. "True," was the quick rejoinder, "but White is to play and mate in two moves." (Naturally that is impossible!) That, David had to study and after 15 minutes he had to see how it could be done. "Quite simple." Rossolimo played 1. R-R8 and announced very loudly CHECK! David looked for a while, then played K-K1; whereupon Rossolimo played 2. K-K6 mate! "Wait a moment," said David, "Supposing I play 1 . . . K-B1; what then?" "2. K-B6 mate," said Rossolimo. So David tried 1 . . . K-Q1 and Rossolimo mated him with 2. K-Q6!

"A good problem," was David's final comment.

Something Unusual

It happened in English chess. A player won two important games on the same day at venues 100 miles apart. It was especially unusual because the loser of the second game was none other than Hugh Alexander, winner of the Hastings tournament and England's leading player.

The winner was lanky, fuzzy-haired 19-year-old Raaphi Persitz, Israel junior champion, now studying philosophy at Balliol College, Oxford. An important county match between Oxfordshire and Gloucestershire: Persitz had to play because he is the champion and captain of Oxfordshire. However, the annual Oxford-Cambridge seven-board university match was to take place the same day. It was the 70th encounter of a series begun in 1873, and Oxford was hoping to take the series lead for the first time in 50 years.

Fortunately, the Oxford-Cambridge match was to begin at 10 a.m. and the other match at 3:30 p.m. Playing phenomenally fast, Persitz downed his Cambridge opponent in 49 moves, taking only half an hour on his clock against his opponent's two and a half hours. He finished just in time to catch a train which took him half-way across England to the other match. Arriving at Swindon, he ran all the way to the scene of his game and sat down, breathless, against Mr. Alexander. Four hours later the great Alexander, conqueror of Botvinnik and Bronstein, turned over his King, and Oxfordshire had won the match.

Four days before, Persitz had beaten Jonathan Penrose, England's

No. 2. At Balliol, his brilliant achievements have earned him the nickname of "The Maestro." A grandmaster in the making? Readers, judge for yourselves from this game.

White: Persitz

Black: Alexander

SCOTCH GAME

1. P-K4	P-K4	21. P-N4	P-QN4
2. N-QB3	N-QB3	22. B-Q3	B-Q2
3. N-B3	N-B3	23. P-N5	P-B4
4. P-Q4	B-N5	24. KR-KB1	P-R5
5. P-Q5	N-K2	25. B-K4	B-B3
6. NxP	O-O(a)	26. P-N6	P-R6ch
7. Q-Q4	BxNch	27. K-R1	PxQP
8. PxB	R-K1	28. PxBPch	KxP
9. B-KN5	N-B4	29. P-K6ch	K-N1
10. PxN	P-Q3	30. PxP	R-R5
11. P-KB4	PxN	31. R-KN1	RxQP
12. PxP	QxP	32. P-B6(c)	RxB
13. O-O-O	QxQ	33. P-B7ch	K-B1
14. PxQ	N-K5	34. PxR-Qch	KxQ
15. B-R4	N-B6	35. B-B2	P-N5
16. R-Q3	NxPch(b)	36. B-B5	RxP(d)
17. K-N2	N-N5	37. R-B8ch	K-Q2
18. R-KB3	P-QR4	38. RxPch	N-K2
19. P-B3	N-Q4	39. BxP	B-Q4
20. B-B4	P-QB3	40. R8-B7	Resigns

(a) A dubious gambit; 6. . . . NxP is correct. (b) Regaining the pawn but at the cost of time which White uses to set his pawn majority in action. (c) And now White's break-through comes just before Black's. (d) Even here, several spectators thought Black was winning!

Tandem Chess

During the great international tournament of London, 1922, the organizers had a marvelous idea: the masters would play the rest of the participants—simultaneously. A hundred and sixty-five players waited for the show to begin.

So the lord mayor of London went around and made his first move on each board. (Can't remember exactly who kibitzed so that he did make the moves correctly.) Then the president of the British Chess Federation was honored and permitted to make the second move. (Surely nothing could be wrong after two moves.)

Then the third move was made by J. R. Capablanca, then champion of the world. Alekhine made the fourth move on all the boards. They were finished in no time flat. Then came Rubinstein, then Bogoljubow, then Vidmar, then Euwe; then Znosko-Borowski, then Sultan Khan, then D'Tartakower. The last ones had it tough already.

One of them came to a board only to find his opponent take off his queen with a pawn. He looked for 10 minutes, hoping to see why his predecessor had sacrificed the queen, but no soap . . . just a plain blunder . . . unless the opponent had made two moves at once.

The master just moved a pawn and walked on.

By the time Yates, Sir George Thomas and J. Mitchell came up for their moves, the position on most boards had deteriorated so that most of the masters present silently but surely started to fade away from the scene of battle.

I too was called on to make a move. . . . I was the 28th man in line . . . and mine was a sad task. No master wanted to be the one to resign his game. So quite a number of times you arrived at a board to hear a "check-mate" announced against you. And on the boards that you saw no hope, you made any old move and walked on, but quick!

On and on it went and round and round walked the small-masters now, 'til some organizer decided to call a halt to the proceedings. And so ended the greatest chess tandem the world has ever known, and we hope will never be repeated again!

Why have you never heard of this event before? That is easy to explain. The score against the masters was such that everyone who played preferred to forget the event. And with all my wonderful memory I really cannot remember how many games were won, drawn or lost.

Playful Parliamentarians

Chess and billiards are the only games allowed within the precincts of the British Parliament buildings in London. Matches have been arranged from time to time with various universities and there is record of a team headed by Andrew Bonar Law and Sir George Newnes defeating a combined Oxford-Cambridge group. The latter club was founded by Lord Randolph Churchill in the 70's.

Sir George Newnes donated the superb trophy for the 1896-1912 series of cable matches with the U. S. A. which Britain retired in that year after winning three successive times. The competition was not resumed after World War I as the efforts of the British Chess Federation were directed towards the formation of an international body whose first claim to authority would be based on control and development of team competition. The FIDE was founded at Paris in 1924 and the first team tourney was organized in London in 1927 with 16 nations represented and won by Hungary. There is a competitive parallel in the Davis Cup tennis series which started in 1900 between the same two countries and has since grown to world-wide dimensions.

Andrew Bonar Law, the only Canadian-born British Prime Minister, was a strong and enthusiastic chess player. He led the trio which played against Capablanca in the following game of a simultaneous exhibition held in one of the Commons rooms on December 29, 1919.

White: J. R. Capablanca.

Black: Three M. P.'s.

1. P-K4	P-K4	24. P-Kt3	R-Kt4
2. Kt-KB3	Kt-QB3	25. Kt-K6	R-R4
3. P-QB3	P-Q4	26. P-B4	R-R5
4. Q-R4	PxP	27. P-QB5 (b)	R-Kt5ch
5. KtxP	Q-Q4	28. K-B1	B-Kt4ch
6. KtxKt	PxKt	29. R-K2	BxRch
7. B-B4	Q-Q2	30. KxB	B-K2
8. P-Q3	PxP	31. KtxBP	R-QB1
9. Castles	B-Q3	32. Kt-Q5	B-Q1 (c)
10. B-KKt5	Kt-K2	33. R-QB1	R-R5
11. Kt-Q2	Castles	34. P-B6	R-R4
12. BxQP	P-B3	35. R-B5	B-B2
13. Q-QB4ch	K-R1	36. P-QR4	RxP
14. B-K3	P-QR4 (a)	37. KtxB	RxKt
15. B-B2	Kt-B4	38. RxP	P-R4
16. BxKt	QxB	39. R-QB5	P-Kt3
17. QxP	B-R3	40. P-Kt4	R-R8
18. KR-K1	KR-QKt1	41. P-Kt5	R-QKt8
19. Kt-K4	B-K4	42. P-R5	P-R5
20. Kt-B5	B-Kt4	43. P-Kt6	RxBP
21. Q-B3	QxQ	44. RxR	P-R6
22. PxQ	B-B3	45. P-R6	P-R7
23. P-KB4	B-Q3	46. P-R7	Resigns

(a) Giving up a P for the attack, which looks promising. If 15. . . . B-R3, White plays 16. Q-KR4 with advantage.

(b) An excellent move, giving up the exchange, but getting a full equivalent in his P position on the Q's side.

(c) BxP would, of course, be refuted by R-QB1.

Automaton Chess

Recent discussions in the press about the "electric brain" and three-dimensional chess revive memories of automaton chess. The facts, as far as can be ascertained, are as follows:

In 1769 Wolfgang von Kempelen, at that time in Vienna, was invited by Empress Marie Theresa to attend certain magnetic experiments shown at the court by a certain Frenchman, M. Pelletier. He went but said he could invent a machine far more surprising. In 1770, he returned with the automaton, a machine which could play chess and beat really good players. He exhibited it in Vienna in 1770, in Russia in 1776, and in Paris in 1783 where Benjamin Franklin, the American statesman-scientist, studied it. In 1805, von Kempelen's son sold it to Johan N. Maelzel, himself a mechanical genius, said by some to have invented Beethoven's metronome. Maelzel took it on tour and in 1809 Napoleon is said to have played a game against it during the Wagram campaign.

Prince Eugene de Beauharnois bought the machine for 30,000 francs and Maelzel gave part of the money to Beethoven. In 1817 Beauharnois sold it back again to Maelzel for the same sum. No cash was handed over but Maelzel was to pay from any profits he

might make. About 1825 the heirs of Prince Beauharnois sued Maelzel for the balance so he went to the United States.

John Dickinson Carr, the detective story writer, described the machine in one of his stories. In appearance it consisted of a human figure sitting down at a board which stood on a wooden chest. The chest had three doors in front. The owner always opened these doors one at a time to "prove" that the chest was empty of anything save a little mechanism and, anyway, could contain nothing larger than a child. The secret was that the machine did actually contain a man, at first a Polish expert called Worowski, said to have lost his legs in the wars. No one realized that his legs were artificial and so his presence inside the machine without legs was never suspected. In Paris in the 1820's M. Mouret, a hunchback, was said to be in the machine. He gave pawn and move to all comers and is supposed to have won 99 per cent of his games.

Different players worked the machine in Paris but when Maelzel went to the U. S. he had no expert to help him. At the first exhibition he gave in the U. S., on Thursday, April 13, 1826, at the National Hotel, 112 Broadway, in New York, a young French woman was inside and played only set end games. Maelzel then wrote to France for an expert and a certain Schlumberger accepted the contract.

In 1834, Maelzel showed the automaton in Philadelphia with a mechanical orchestra. Then he took it on tour to Boston, New York, Baltimore, Pittsburgh, Washington and Richmond. Edgar Allen Poe saw it at Richmond and described how it worked in the Southern Literary Messenger in April, 1836. His logical mind dissected the "spoo" very quickly.

In November, 1837, Maelzel and Schlumberger sailed to Cuba but Schlumberger died of yellow fever on the way there and Maelzel on the way back. To pay his debts, Maelzel's effects were sold and the automaton was bought for \$400 by a Mr. Ohl who soon disposed of it. It was kept in various museums, finally to be destroyed in the great fire which devastated Philadelphia on July 5, 1854.

Similar chess-playing machines have been invented since Maelzel's day. An American named Halker copied the idea from Maelzel and exhibited it in 1827 in New York, Saratoga and other places but the machine was often beaten and attracted little attention.

A more famous machine called "Mephisto" was built by C. G. Gumpel and shown in London in 1879. It was worked by remote electrical control by chessmaster Gunsberg. The figure was clothed in red and black and worked in a room framed with mirrors. It was shown for a year only and then broken up. When playing with ladies it would obtain a winning position and then lose the game, offering to shake hands afterwards.

A similar machine was "Aheeb," built by Charles Arthur Hopper and exhibited in London in 1868. Then it was taken to

Berlin where over 100,000 saw it in three months. Zuckertort is said to have played against it. In Paris, Rosenthal played it twice, winning one and losing one. In 1885 Aheeb visited New York and Minneapolis, Chicago and Kansas City. Charles F. Moehle and Charles Francis Barker, U. S. checker champion, worked the machine in turn. It remained in New York from 1895 'til 1916. Then it was set up in Coney Island and was destroyed by fire on March 15, 1929. Between 1898 and 1904 Pillsbury is said to have worked it.

Aheeb's eyes were fixed so as to meet one directly if one looked up from the board and it continued to stare while moving the pieces. The concealed player looked out through a screen in the figure's breast and moved his head when the supporting chest was opened, lowering some dummy wheels and wires to take his place. The figure could not be inspected during a game. The player's legs went down into the stand on which the board rested.

After apparently showing the machine and closing the doors, there would be a clanking of cogwheels which was a signal to the player to get ready.

According to the Scientific American Supplement of November 6, 1915, a Spanish engineer named Senor Luis Torres y Quevedo made an even more remarkable machine. It automatically played the end game of King and Rook against King from any position without any human agency at all and if an illegal move were made it would signal it. In Hazelton, Pa., at the home of inventor A. W. Fey, I saw in 1945 a machine that electrically wrote down the moves. With the great development in electronics, engineering and in scientific fields it would not be impossible to create the machine that actually did play a game of chess well.

Man vs. Machine!

Actually nothing new.

Short Story

Quite a number of players did not realize that E. Bogoljubow had been one of the outstanding players in his day. His best days, as a matter of fact were in the twenties, culminating in his remarkable victory in the Moscow tournament of 1925, where he finished ahead of Em. Lasker, Capablanca and other front-rank masters. (He became a German citizen soon after and never returned to Russia any more.)

In his later years his powers gradually fell off. This is the fate of most masters who do not follow Morphy's example and retire at the height of their fame.

In the following brevity of the twenties, Bogoljubow shows fine humor.

White: Bogoljubow.

Black: Wendel.

Played in Stockholm, 1920.

DUTCH DEFENSE

1. P-Q4

P-KB4

2. N-QB3

N-KB3 (a)

3. P-KN4 (b)	NxP	10. PxB	QxBP
4. P-K4	P-K4	11. B-R3	P-KR4
5. PxBP (c)	Q-R5	12. P-KB3	Q-B2
6. Q-K2	N-QB3	13. NxPch	K-Q1
7. N-B3	Q-R4	14. NxR	N-Q5
8. N-Q5	B-Q3	15. PxN	Resigns (e)
9. NxKP (d)	BxN		

(a) Trying to prevent the gambit continuation. 3. P-K4, Bogoljubov had thought out the following line, relying more on his own ingenuity than on the soundness of the conception: 3. P-K4, PxP. 4. B-N5 (or B-QB4) followed by N-R3 or P-KB3, with good prospects. (b) The idea is 3. . . . PxP; 4. P-K4, P-Q3; 5. P-KR3 and White acquires great mobility. (c) Forcing Black to attack. (d) The cat among the pigeons. There is no adequate reply. (e) An amusing ending: 15. . . . NxQ; 16. B-N5ch, K-K1; 17. N-B7ch, K-B1; 18. R-KB1 wins. A delightful miniature.

A Fighting Draw

Chess games ending in draws are generally not highly regarded. Quite often they are "drawing-room draws" between two tired masters or where the half-a-point means so much for the classification which brings forth the "grand-master draws." The games in both these forms lose much of their aesthetic value.

But there are also fighting draws. Games in which both players jump on each other like panthers. Exciting battles leading to bloodshed. Sometimes these games continue until the players are exhausted, but not beaten, until they let go of each other's throat and return to their own corner.

White: Szabo

Black: Ciocaltea

SICILIAN DEFENSE

1. P-K4	P-QB4	6. B-KN5	P-K3
2. N-KB3	P-Q3	7. B-K2	B-K2
3. P-Q4	PxP	8. O-O	Q-B2
4. NxP	N-KB3	9. Q-Q3	
5. N-QB3	P-QR3		

White chooses a sharp continuation, used quite often by Paul Keres.

9. . . .	QN-Q2	11. QR-Q1	O-O
10. Q-N3	N-K4		

Castling at this moment looks like looking for trouble.

12. P-B4	N-N3	14. B-KR6	N-N3
13. P-B5	N-K4		

Black must have realized a bit too late that 14. . . . N-K1 is not good. There would follow: 15. P-B6, BxP; 16. RxB, N-N3; 17. RxN, etc.

15. PxN	PxB	16. P-N7	
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Vive l'attaque!

16. . . .	R-K1	19. B-B3	N-Q2
17. K-R1	P-N4	20. N-Q5	
18. P-QR3	B-N2		

A sacrifice to avoid Black getting back to par.

- | | | | |
|-----------|------|-----------|-----|
| 20. . . . | PxN | 22. P-KR4 | PxP |
| 21. N-B5 | B-N4 | 23. B-R5 | |

And now everything is threatened! Black's answer is the only way of saving face.

- | | | | |
|-----------|------|-----------|------|
| 23. . . . | N-B3 | 25. NxPch | KxP |
| 24. PxB | NxB | 26. Q-R4 | K-N3 |

Like putting your head into the lion's mouth! Will the King overcome the attack?

27. P-KN4 N-N6ch

Finds a way out of his trouble. The time gained is of utmost importance.

- | | | | |
|----------|--------|------------|------|
| 28. QxN | P-K6ch | 30. RxQPch | K-N2 |
| 29. K-N1 | P-K7 | 31. R-N6ch | |

Who wants to play it safe? R-K1 could have been tried. Black's open files would then have been dangerous for White.

- | | | | |
|-----------|---------|---------|--|
| 31. . . . | RPxR | 33. KxQ | |
| 32. QxQ | PxR-Qch | | |

The storm is over. There followed:

- | | | | |
|------------|-------|-------------|-------|
| 33. . . . | B-Q4 | 38. Q-B3ch | K-R2 |
| 34. Q-B3ch | K-R2 | 39. Q-KB6 | R-QB1 |
| 35. P-N3 | QR-B1 | 40. N-B5 | PxN |
| 36. Q-R3 | K-N2 | 41. QxBP5ch | K-N2 |
| 37. Q-Q3 | QR-Q1 | | |

And here the game was declared a draw. If 42. QxB, R-K3; and neither side can get through.

Another Kind of Draw

San Sabastian, 1911—The leaders, with one round to go, are Capablanca 9, Rubinstein 9 (no further game), Dr. Vidmar 8½, Marshall 8. . . . The main interest in the game of Dr. Vidmar-Capablanca. All that Capa needs is a draw to attain first prize all alone. . . . Sounds easy, but from experience I know that nothing is more difficult than to play for a "draw." Here is this important game:

White: Dr. Vidmar

Black: Capablanca

QUEEN'S GAMBIT

- | | | | |
|-----------|-------|-----------|-----------|
| 1. P-Q4 | P-Q4 | 12. P-QN4 | B-K2 |
| 2. P-QB4 | P-K3 | 13. P-K4 | R-Q1 |
| 3. N-QB3 | P-QB4 | 14. B-B4 | B-N2 |
| 4. P-K3 | N-KB3 | 15. P-K5 | N-K1 |
| 5. N-B3 | N-B3 | 16. B-Q3 | QR-B1 |
| 6. B-Q3 | QPxP | 17. N-QN5 | R-Q4 |
| 7. BxBP | B-K2 | 18. N-Q6 | NxN |
| 8. O-O | O-O | 19. PxN | BxP (a) |
| 9. PxP | QxQ | 20. BxB | QR-Q1 (b) |
| 10. RxQ | BxP | | Drawn. |
| 11. P-QR3 | P-QN3 | | |

(a) To draw he has to make a combination! (b) Naturally not 20. . . ., RxP?; 21. BxRPch, etc. Now Black must regain his piece and draws easily . . . and that was all he needed.

Moral: If you want to draw, play simple but strong!

CHAPTER IV FIFTY-GAME BLINDFOLD EXHIBITION

At an exhibition at the Marines Memorial Club, San Francisco, I played fifty games blindfolded, one at a time, under a time limit of ten seconds a move. The show lasted for eight and a half hours and I scored 42 wins, 5 draws and 2 losses. In the following games played on that occasion White in all cases is George Koltanowski.

No. 1. Black: William J. Quinn, Fetters Springs.

MAX LANGE

1. P-K4	P-K4	17. Q-B2	P-Q4
2. N-KB3	N-QB3	18. B-R2	BxB
3. B-B4	N-B3	19. QxB	P-B5
4. O-O	B-B4	20. N-K5	P-B6
5. P-Q4	PxP	21. PxP	PxP
6. P-K5	NxP? (a)	22. N-B1	P-QN4
7. NxN	O-O	23. R-K2	PxP
8. B-KN5	P-KR3	24. QR-K1	P-Q5
9. B-R4	P-KN4	25. Q-KR3	P-Q6
10. B-KN3	P-Q3	26. NxQP	RxR
11. N-Q3	B-N3	27. RxR	B-N3
12. N-Q2	B-N5	28. QxP	BxN
13. P-KB3	B-KR4	29. PxB	P-B7 (b)
14. R-K1	P-B4	30. RxP	N-R2
15. P-QR4	B-B2	31. Q-N6ch	Resigns (c)
16. Q-K2	R-K1		

(a) Giving a piece is a bit too much. (b) If 29. . . . QxP; 30. QxN, QxR; 31. BxPch leads to mate. (c) Resignation is just a bit too soon. After 31. . . . K-R1; 32. BxP, Q-N3ch; still gave some faint hopes. It being the first game, White was under a nervous strain.

No. 2. Black: Bradford Clark, San Francisco.

DANISH GAMBIT

1. P-K4	P-Q4	13. B-R6	R-K1
2. PxP	N-KB3	14. R-K1	B-KN5
3. N-QB3	P-K4 (a)	15. RxRch	QxR
4. PxPe.p.	BxP	16. Q-Q3	P-KB4
5. P-Q4	B-QN5	17. R-K1	Q-Q1
6. N-B3	N-B3	18. P-KR3	B-R4
7. B-QN5	O-O	19. QxP	B-QN5
8. O-O	P-QR3	20. P-B3 (c)	B-K2
9. BxN	PxB	21. QxB	R-R3
10. B-N5	B-Q3	22. N-K5	Q-Q4
11. N-K4	P-QR4 (b)	23. Q-N4ch	K-R1
12. NxNch	PxN	24. Q-N7 mate	

(a) Better is NxP. (b) Prefer B-K2 here. (c) QxB is better.

No. 3. Black: Stanley G. Behrends, Oakland.

CARO-KANN DEFENSE

1. P-K4	P-QB3	9. QxPch	K-Q1
2. P-Q4	P-Q4	10. B-N5ch	K-B1
3. P-KB3 (a)	PxP	11. N-B3	B-N5
4. PxP	P-K4 (b)	12. B-K6ch	N-Q2
5. N-KB3	B-KN5	13. QxNch (e)	QxQ
6. B-QB4	BxN	14. BxQch	KxB
7. QxB	N-KR3 (c)	15. O-O-Och	K-B2
8. BxN	QxP (d)	16. KR-KB1	BxN

- | | | | |
|----------|---------|------------|---------|
| 17. PxB | KR-KB1 | 24. K-B3 | K-K3 |
| 18. RxR | RxR | 25. K-N4 | K-B3 |
| 19. B-K7 | R-B7 | 26. B-N6 | P-R4ch |
| 20. R-Q2 | RxR (f) | 27. KxP | P-N3ch |
| 21. KxR | P-QN4 | 28. K-N4 | P-KN4 |
| 22. B-B5 | P-QR3 | 29. B-Q8ch | K-N3 |
| 23. K-K3 | K-Q2 | 30. BxP | Resigns |

(a) Tartakower recommends this move. Black's best answer is 3. . . . P-K3. (b) Hoping for 5. PxP, Q-R5ch, etc. (c) N-KB3 was best. If then 8. PxP, Q-R4ch equalizes things. (d) Why not 8. Q-R5ch? (e) Getting rid of as many pieces as possible. (f) Should never have exchanged the Rook. Now it is only matter of time, before Black runs out of Pawns and moves.

No. 4. Black: Edwin Lobozin, San Carlos.

ITALIAN OPENING

- | | | | |
|-----------|-----------|--------------|-----------|
| 1. P-K4 | P-K4 | 20. R1-Q3 | P-R3 |
| 2. N-KB3 | N-QB3 | 21. B-R4 | Q-B2 (b) |
| 3. B-B4 | P-Q3 | 22. BxN | BxB |
| 4. O-O | B-K2 | 23. N-Q5 | Q-B1 |
| 5. P-Q4 | PxP | 24. N-N6 | Q-B2 |
| 6. NxP | N-B3 | 25. NxRch | RxN |
| 7. N-QB3 | NxN | 26. R-Q5 | B-K4 |
| 8. QxN | O-O | 27. R3-Q3 | R-K2 |
| 9. P-KR3 | B-K3 | 28. P-N3 | P-KB3 (c) |
| 10. R-Q1 | P-QB3 | 29. P-B4 | B-Q5ch |
| 11. B-B4 | P-B4 | 30. R3xB | PxR |
| 12. Q-Q3 | BxB | 31. RxPQ4 | Q-N3 |
| 13. QxB | Q-N3 | 32. K-N2 (d) | Q-Q1 (e) |
| 14. P-QN3 | KR-Q1 (a) | 33. P-K5 (f) | BPxP |
| 15. P-QR4 | Q-B3 | 34. PxP | P-QN4 (g) |
| 16. B-N5 | K-B1 | 35. Q-Q5 | RxP (h) |
| 17. R-Q3 | R-Q2 | 36. QxR | Q-R1ch |
| 18. QR-Q1 | QR-Q1 | 37. Q-Q5 | Resigns |
| 19. R-KB3 | P-QR3 | | |

(a) 14. . . . Q-N5 would have been strong here. (b) White has a terrific pressure on Black's game. White wins the exchange right here. (c) P-KN4 was better here for Black. (d) Gets out of the pin, thank you! But, K-B1 was better! (e) Misses his opportunity. With 32. . . . R-QB2; 33. Q-Q3, RxPch!; 34. QxR, QxR; would have ensured Black a draw. (f) Well played! Attack is White's only chance of winning this game. (g) If 34. . . . RxP; 35. R-B4ch, K-K2; 36. Q-B7 mate. (Not bad for a ten second a move combination.) (h) Good advice is hard to give here. The text-move loses the Rook though.

No. 5. Black: Alen Chappell, Gilroy.

TWO KNIGHT'S DEFENSE

- | | | | |
|-----------|-------------|-------------------|----------|
| 1. P-K4 | P-K4 | 12. P-Q3 (e) | NxR |
| 2. N-KB3 | N-QB3 | 13. B-N5ch | K-Q3 |
| 3. B-B4 | N-B3 | 14. BxQ | B-Q2 |
| 4. O-O | P-Q3 (a) | 15. B-N5 | B-K2 |
| 5. N-N5 | P-Q4 (b) | 16. BxBch | KxB |
| 6. PxP | NxP | 17. Q-B7ch | Q-Q1 (f) |
| 7. NxBP | KxN | 18. RxN | R-K1 |
| 8. Q-B3ch | K-K3 (c) | 19. QxP | R-K2 |
| 9. N-B3 | N(3)-N5 (d) | 20. Q-B6 | K-K1 |
| 10. P-QR3 | NxBP | 21. Q-R8 mate (g) | |
| 11. BxNch | K-K2 | | |

(a) Either 4. . . . B-K2; 4. . . . NxP; or 4. . . . B-B4 are better than

the text-move. (b) 5. . . . B-K3 loses a Pawn, but avoids complications. (c) 8. . . . Q-B3 might have helped him more here. (d) If he does want to defend his Knight he should have retreated this Knight to K2. Now he is lost. (e) Threat is obvious . . . or was it? (f) Forced, if 17. . . . K-Q3; 18. N-K4 mates. (g) Tableau!

No. 6. Black: Ben Wong, San Francisco.

PETROFF'S DEFENSE

1. P-K4	P-K4	11. B-K3	N-B3
2. N-KB3	N-KB3	12. P-QR4	R-B1
3. B-B4	B-K2 (a)	13. N-QB3	Q-Q2
4. NxP	O-O	14. P-B4	N-QN5
5. P-Q3	P-Q3	15. R-B2	P-QB4
6. N-KB3	B-N5	16. Q-B3	KR-K1
7. O-O	N-B3	17. P-K5 (c)	PxP
8. P-KR3	BxN	18. PxP	NxBP
9. QxB	N-Q5 (b)	19. RxN	Resigns (d)
10. Q-Q1	P-QR3		

(a) Misses his chance. 3. . . . NxP; 4. NxP, P-Q4, etc. (b) N-K4 is better, so that after Q-K2, Black can get rid of White's strong Bishop. (c) Profits immediately of Black's weak 16th move. (d) Must lose some more material.

No. 7. Black: Andrew Buschine, San Jose.

ITALIAN OPENING

1. P-K4	P-K4	19. K-R1	QR-Q1
2. N-KB3	N-QB3	20. P-B3	N-K2
3. B-B4	P-KR3	21. QR-Q1	K-R1
4. O-O	N-B3	22. P-QN4	NxN
5. P-Q4	P-Q3	23. BxN	B-K2
6. N-B3	B-K2	24. BxNP	RxR
7. P-KR3	O-O	25. RxR	P-QR4
8. B-K3	B-Q2	26. R-Q7	B-Q1
9. Q-Q2	P-R3	27. B-Q5	PxP
10. P-QR4	N-QR2 (a)	28. PxP	B-R5
11. PxP	PxP	29. P-R5	PxP
12. NxP	B-QN5	30. PxP	B-B7 (b)
13. NxB	QxN	31. P-R6	B-N3
14. QxQ	NxQ	32. P-R7	BxP
15. P-B4	N-N3	33. RxB	P-N4
16. B-R2	N-B3	34. P-B5	K-N2
17. BxN	PxB	35. P-K5	Resigns (c)
18. N-Q5	B-B4ch		

(a) Loses a Pawn. PxP first was better. (b) He might have tried 30. . . . B-N6; 31. P-R6, R-QB1; 32. P-R7, R-B8 mate but . . . if 30. . . . B-N6; then 31. K-N1, R-QB1; 32. K-B1 or 31. B-N7 and White wins. (c) P-K6 cannot be stopped.

No. 8. Black: William Parker, Oakland.

MAX LANGE

1. P-K4	P-K4	6. P-K5	N-KR4?
2. N-KB3	N-QB3	7. N-N5	O-O
3. B-B4	N-B3	8. QxN	P-KR3
4. O-O	B-B4	9. NxP	Q-B3
5. P-Q4	PxP	10. NxRP dbl ch	Resigns

No. 9. Black: Robert Streibigh, San Francisco.

FRENCH DEFENSE

1. P-K4	P-K3	3. P-Q5	QN-K2
2. P-Q4	N-QB3	4. P-QB4	N-N3

5. N-QB3	P-K4	15. N-KR2	N-B5
6. B-K3	N-B3	16. BxN (c)	PxB
7. P-KR3	P-Q3	17. QxP	P-N3 (d)
8. N-B3	B-Q2	18. P-K5	PxKP
9. B-Q3	P-QB4	19. QxP	N-R2 (e)
10. Q-Q2	P-QR3	20. QxRch	N-B1
11. P-QR3	B-K2	21. Q-K5	B-KB4
12. P-QN4	P-N3 (a)	22. BxB	PxB
13. O-O	P-KR4 (b)	23. KR-K1	Resigns
14. QR-N1	QR-N1		

(a) Black is putting up a strong defense. (b) No attack in this at all. P-QR4 was better, so as to close the Queen's side if possible. (c) White accepts the Pawn gladly. (d) Misses a good chance to get some attack with 17. . . . P-KN4!; 18. QxNP, R-N1; etc. (e) Black is lost, no matter what he plays. If 19. . . . O-O; 20. P-Q6; 19. . . . B-B4; 20. BxB, PxB; would save the piece at the cost of another Pawn.

No. 10. Black: M. Lurie, San Francisco.
IRREGULAR DEFENSE

1. P-K4	P-K4	9. P-K5	Q-B3
2. N-KB3	B-B4	10. R-K1	B-R3
3. NxP	Q-B3 (a)	11. B-K4 (b)	Q-N4
4. P-Q4	B-N5ch	12. BxR	N-QB3
5. P-B3	B-Q3	13. P-QR4	Q-B5
6. N-KB3	B-K2	14. N-QR3	Q-K3
7. B-Q3	P-KR3	15. P-Q5	Q-N3
8. O-O	P-QN3	16. PxB	Resigns (c)

(a) Maybe the blindfold player will not see the intended mate threat (QxBP). . . . (b) That about winds it up. (c) Lack of development is the cause of this quick downfall.

No. 11. Black: Richard F. Michalski, San Francisco.
MAX LANGE

1. P-K4	P-K4	13. QxB	P-Q4
2. N-KB3	N-QB3	14. B-N3	P-Q5
3. B-B4	N-B3	15. N-N1	P-QN3
4. O-O	B-B4	16. N-Q2	Q-K2
5. P-Q4	NxQP (a)	17. Q-B4	N-K3
6. NxP	O-O	18. BxN	PxB
7. B-K3 (b)	NxKP	19. QxP	QR-Q1
8. BxN	BxB	20. Q-K4	P-K4
9. QxB	N-N4	21. QR-K1	R-Q4
10. N-QB3	P-Q3	22. N-KB3	RxNB6
11. N-Q3	B-B4	23. QxRB3	P-K5
12. Q-B4	P-QB3 (c)	24. RxB	Resigns (d)

(a) Not good. Better is either 5. . . . BxP or 5. . . . PxP. (b) This is the winning move. If 7. . . . N-K3; 8. BxN or if 7. . . . P-Q3; 8. NxBP etc. (c) Loses another piece. B-K3 is best. (d) Black realizes that the "blindfold" player "sees" too much, and with two pieces down, he makes the best move.

No. 12. Black: Dianna Caissa. (8 years old!) San Francisco.
MAX LANGE

1. P-K4	P-K4	6. P-K5	N-KR4 (a)
2. N-KB3	N-QB3	7. N-N5	O-O
3. B-B4	N-B3	8. QxN	P-KN3 (b)
4. O-O	B-B4	9. QxRP mate	
5. P-Q4	PxP		

(a) The correct move here is 6. . . . P-Q4. (b) P-KR3 must be played.

No. 13. Black: Andrew Turner, San Francisco.

PHILIDOR DEFENSE

1. P-K4	P-K4	17. BxBP	B-K3
2. N-KB3	P-Q3	18. P-B5	BxN
3. P-Q4	PxP	19. BxB	R-B1
4. NxP	N-KB3	20. Q-N4	B-B3
5. QN-B3	B-K2	21. P-QB3	N-K2
6. B-K2	P-QB4	22. QR-Q1	P-QN4
7. N-B3	N-B3	23. PxP	PxP
8. O-O	O-O	24. BxQP(c)	NxB
9. P-KR3	P-QR3	25. RxN	R-K1
10. P-QR4	N-K4	26. KR-Q1	Q-N3ch
11. B-KB4	KN-Q2	27. K-R1	R-B3
12. N-Q5	NxNch	28. P-K5	B-Q1
13. BxN	N-K4	29. P-B6	BxP(d)
14. B-K2	P-QN3(a)	30. PxB	P-N3
15. B-R2	P-B5(b)	31. Q-KR4	P-R4
16. P-B4	N-B3	32. Q-N5	Resigns(e)

(a) So far well played. Here I would recommend 14. . . . B-K3.
 (b) Beginning to lose the game. P-KB4 is best. (c) Well seen! If QxB; 25. BxBPch, winning the Queen. (d) P-KN3 first. (e) Could have tried here 32. . . . K-R2; after which white continues with 33. B-B5; Q-R3; 34. R-Q8, RxR; 35. RxR, RxP; 36. B-Q4, R-B8ch; 37. K-R2, P-B3; 38. R-Q7ch wins.

No. 14. Black: Sam Lassell, Durham.

PETROFF'S DEFENSE

1. P-K4	P-K4	10. R-K1ch	B-K3
2. N-KB3	N-KB3	11. RxBch(b)	B-K2
3. NxP	P-Q3	12. B-KR6	QN-Q2
4. N-KB3	P-Q4(a)	13. Q-K2	N-N3
5. P-K5	N-N1	14. QN-Q2	Q-B2
6. P-Q4	P-QB3	15. R-K1	O-O-O
7. B-Q3	P-B3	16. RxB	N-N5
8. O-O	P-KN3	17. RxQch	Resigns
9. PxP	NxP		

(a) 4. . . . NxP is the correct continuation. (b) Why not? The rest is easy.

No. 15. Black: Torsten Arnfast, Stockholm.

MAX LANGE

1. P-K4	P-K4	19. P-QN3	P-QN4
2. N-KB3	N-QB3	20. R-K1(c)	R-KB1
3. B-B4	N-B3	21. BxNP	B-N1
4. O-O	B-B4	22. R-K7	B-Q3
5. P-Q4	PxP	23. RxRP	B-N1
6. P-K5	NxP(a)	24. R-Q7	R-K1
7. NxN	P-Q4	25. RxQP	P-B5
8. B-Q3	O-O	26. BxR	B-B2
9. R-K1	R-K1	27. BxPch	KxB
10. N-Q2	B-KN5	28. R-Q7ch	K-K1
11. NxB	RxRch	29. RxB	K-B1
12. QxR	NxN	30. NxP	K-N1
13. N-B3	Q-B3	31. N-B5	K-B1
14. P-KR3	N-K4(b)	32. B-N4ch	K-N1
15. QxN	QxQ	33. RxPch	K-R1
16. NxQ	R-K1	34. B-B3	P-R3
17. N-B3	B-Q3	35. NxP	Resigns(d)
18. B-Q2	P-QB4		

(a) Blunder. P-Q4 should be played. (b) This second loss clinches it. (c) Why not BxP here. I don't know! (d) There's no stopping 36. N-B7 mate.

No. 16. Black: Godfrey Lutz, San Francisco.

ITALIAN OPENING

- | | | | |
|----------|----------|-----------|-----------|
| 1. P-K4 | P-K4 | 8. B-QN5 | O-O |
| 2. N-KB3 | N-QB3 | 9. BxN | PxB |
| 3. B-B4 | N-B3 | 10. NxP | P-KB3 (b) |
| 4. O-O | B-K2 | 11. NxBP | Q-K1 |
| 5. P-Q4 | PxP | 12. QxPch | K-R1 |
| 6. P-K5 | N-K5 | 13. NxB | QxN |
| 7. R-K1 | P-Q4 (a) | 14. QxN | Resigns |

(a) 7. . . . N-B4 is also good. (b) Misses a good bet here, namely: 10. . . . B-QB4; 11. NxP, BxPch! etc. Now the game goes downhill fast.

No. 17. Black: Dr. Maurice Korshet, San Francisco.

ITALIAN OPENING

- | | | | |
|--------------|-----------|--------------|---------|
| 1. P-K4 | P-K4 | 20. Q-K2 | P-Q4 |
| 2. N-KB3 | N-QB3 | 21. Q-N4 | QxQ (f) |
| 3. B-B4 | B-K2 | 22. NxQ | N-KB3 |
| 4. O-O | P-Q3 | 23. N-K5 | R-KB1 |
| 5. P-Q4 | N-B3 | 24. NxN | PxN |
| 6. N-B3 | O-O | 25. R-B1 | R-B1 |
| 7. P-KR3 | B-Q2 | 26. R-B2 | B-N5 |
| 8. B-K3 (a) | P-KR3 | 27. P-R5 (g) | BxP |
| 9. Q-Q2 | K-R2 | 28. R-R1 | B-Q1 |
| 10. QR-Q1 | Q-K1 | 29. RxRP | N-K1 |
| 11. P-QR4 | P-QR3 | 30. R6xP | RxR |
| 12. K-R1 | KN-N1 | 31. RxR | B-B2 |
| 13. N-Q5 | P-KB4 (b) | 32. P-QN4 | B-Q3 |
| 14. NxBP (c) | Q-N3 | 33. P-N5 | B-N5 |
| 15. KPxP | BxP | 34. P-N6 | N-Q3 |
| 16. NxR | RxN | 35. B-B4 | N-B5 |
| 17. N-R2 | BxBP | 36. P-N7 | B-Q3 |
| 18. B-Q3 (d) | BxB | 37. RxB | NxR |
| 19. QxB | P-K5 (e) | 38. BxN | Resigns |

(a) P-Q5 is also good. (b) Does not "see" the threat. (c) White does! (d) Better is 18. QxB, QxQ; 19. B-Q3ch, as it simplifies matters. (e) Well played! Black should not exchange pieces. (f) After that it is only a matter of time. Q-B2 was better. (g) This assures exchange of the QR's pawns, and the ending is easily won by White. The method of execution is interesting.

No. 18. Black: Earl Yaggie, San Francisco.

FRENCH DEFENSE

- | | | | |
|---------------|-------|--------------|---------|
| 1. P-K4 | P-K3 | 14. R-K1 (c) | P-N5 |
| 2. P-Q4 | P-Q4 | 15. PxP (d) | PxP |
| 3. PxP (a) | PxP | 16. N-K5 (e) | NxN |
| 4. B-Q3 | N-QB3 | 17. PxN | QxP |
| 5. P-QB3 | B-Q3 | 18. N-Q4 | Q-B5 |
| 6. N-K2 | B-K3 | 19. Q-B2 (f) | B-B4 |
| 7. B-KB4 | KN-K2 | 20. BxB (g) | NxB |
| 8. O-O | O-O | 21. N-K6 (h) | Q-Q3 |
| 9. N-Q2 | P-KR3 | 22. NxR | RxN |
| 10. P-KR3 | K-R1 | 23. QR-Q1 | N-R5 |
| 11. N-KB3 (b) | P-KN4 | 24. R-K2 | NxP (i) |
| 12. B-N3 | P-B4 | 25. KxN | R-B6 |
| 13. BxB | QxB | 26. Q-Q2 | K-N2 |

27. R-KR1	Q-KB3	31. P-KB4	PxPe.p.
28. Q-Q4	K-N3	32. R-KB2	K-N4
29. QxQch	RxQ	33. RxBP	Resigns
30. K-N3	P-KR4		

(a) The drawing variation. (b) Black takes the initiative in fine style. (c) Continues the attack. (d) Best, this to keep the KN file closed. (e) A well calculated Pawn sacrifice, which at the 10 second limit, shows the strength of the blindfold play of White. (f) Defends and the attack on K6 and K7 still exists. (g) Again well played! If 20. RxN, BxB; 21. QxB, QxPch; leads to perpetual check. (h) Wins the exchange and stops all attacking plans of Black. (i) No reason or rhyme. The fight has gone out of Black, who played a splendid game for the first twenty moves. This is definitely one of the best games played during this exhibition.

No. 19. Black: Eugene Lien, Crockett.
MAX LANGE

1. P-K4	P-K4	11. Q-B3	B-N2
2. N-KB3	N-QB3	12. N-Q2	N-QR4
3. B-B4	N-B3	13. B-Q3	P-QB3 (c)
4. O-O	B-B4	14. P-QN4	P-Q4
5. P-Q4	BxP (a)	15. PxN	P-QB4
6. NxN	NxN	16. QR-Q1	QPxP
7. P-B4	P-Q3	17. NxP	Q-B2
8. P-B3	N-B3	18. BxN	PxB
9. P-B5	O-O (b)	19. NxPch	K-R1
10. B-KN5	P-QN3	20. Q-R5	Resigns (d)

(a) One of the best answers. (b) P-KR3 first was in order. (c) Serious mistake. Loses a piece and the game. (d) Mate in 3 is all that's left for Black. 20. . . . K-N2; 21. Q-N5ch, K-R1; 22. Q-R6 followed by QxRP mate.

No. 20. Black: Ralph Wertheimer, San Francisco.
SICILIAN DEFENSE

1. P-K4	P-QB4	11. P-B4	P-KB4
2. P-QN4	P-Q3 (a)	12. BPxP	BxP (b)
3. N-KB3	N-QB3	13. BxB	O-O
4. P-N5	N-K4	14. PxP	NxP
5. NxN	PxN	15. N-N3	NxN
6. B-N2	P-B3	16. PxN	RxRch
7. B-B4	P-KN3	17. QxR	Q-KN4
8. O-O	B-N2	18. B-B3	QxNP
9. N-B3	P-K3	19. Q-B6	B-Q2
10. N-K2	N-K2	20. Q-N7	mate

(a) 2. . . . PxP is best. (b) Blunder. Loses a piece.

No. 21. Black: Pierre Salinger, San Francisco.
DANISH GAMBIT

1. P-K4	P-Q4	4. B-QN5	QxB
2. PxP	QxP	5. NxQ	N-QB3
3. N-QB3	Q-QB3 (a)	6. NxBPch	Resigns (b)

(a) 3. Q-QR4 is correct. The text move loses the Queen. Or did he expect the blindfold player to "overlook" the next move? (b) Too much is too much, even for a reporter chess fan!

No. 22. Black: Raul Llata, Oakland.
FRENCH DEFENSE

1. P-K4	P-K3	4. NxP	B-Q3
2. P-Q4	P-Q4	5. N-KB3	N-K2
3. N-QB3	PxP (a)	6. B-Q3	B-Q2

7. O-O	P-QB3 (b)	17. Q-B3	QR-R1
8. NxBch	K-B1	18. PxN	NPxP
9. N-K5	B-K1	19. B-B4	R-R6
10. NxB	KxN	20. B-N3	N-N5
11. R-K1	QxP	21. QR-Q1	N-Q4
12. NxKBP (c)	KxN	22. RxN	BPxR
13. B-N6ch	PxB	23. P-QB4	R-Q1
14. QxQ	N-R3	24. PxP	RxQP
15. Q-B4ch	N-B4	25. Q-K3	K-N3
16. P-KN4	R-R5	26. QxPch	Resigns

(a) Better is 3. . . . N-KB3. (b) Loses a piece and with that the game. (c) An interesting combination for the ten second time limit!

No. 23. Black: Ernest O. Anders, San Francisco.

CENTER COUNTER GAMBIT

1. P-K4	P-Q4	37. R-B2	QxP
2. PxP	QxP	38. R-B4	Q-Q8
3. N-QB3	Q-K4ch (a)	39. K-N2	Q-Q7ch
4. B-K2	B-B4	40. K-B3	Q-Q8ch
5. N-B3	Q-R4	41. K-N2	Q-Q7ch
6. O-O	P-QB3	42. K-B3	Q-Q6ch
7. P-QN4	Q-B2 (b)	43. K-N2	Q-K7ch
8. P-Q4	P-K3	44. B-B2	R-N4ch
9. P-QR3	B-Q3	45. K-R2	Q-B8
10. P-R3	P-KR3	46. B-N3	Q-K7ch
11. R-K1	N-B3	47. R-B2	Q-Q6
12. B-B1	O-O	48. B-K5	Q-K5
13. N-K5	QN-Q2	49. R-Q2	Q-Q4
14. P-B4	QR-Q1	50. R-QB2	K-R2 (g)
15. P-KN4 (c)	BxN (d)	51. R-KB2	Q-K3
16. BPxB	NxKP	52. R-B3	Q-Q4
17. PxB	QN-Q2	53. R-B2	RxB
18. Q-B3	PxP	54. PxR	QxPch
19. B-KB4 (e)	Q-B1	55. K-N2	P-B4
20. QR-Q1	N-N3	56. R-Q2	K-R3
21. K-R1	NN3-Q4	57. R-KB2	Q-K5ch
22. NxN	PxN	58. K-N3	P-KN4
23. B-Q3	Q-Q2	59. R-B3	Q-K8ch
24. R-KN1	N-K5	60. K-N2	P-B5
25. BxRP	P-N3	61. R-B2	Q-K6
26. QR-KB1	KR-K1	62. R-B3	Q-K5
27. QxBP	Q-K2	63. P-QR4	QxP
28. QxQP (f)	RxQ	64. P-R5	QxP
29. K-R2	Q-R5	65. P-R4	Q-Q7ch
30. B-KB4	R-KR4	66. K-R3	Q-Q2ch
31. R-B3	N-B7	67. K-N2	P-N5
32. R1-N3	NxB	68. RxP	Q-Q7ch
33. PxN	R-K7ch	69. K-N3	QxRch
34. R-N2	Q-K8	70. KxQ	P-R4
35. B-N3	Q-Q7	71. KxP	P-R5
36. RxR	QxRch		White resigns (h)

(a) Q-QR4 is best here. (b) If QxNP; then 8. R-N1. (c) Going after his man! (d) This loses a piece. (e) Why not QxKBP? (f) First BxN, PxN, and then RxNPch would have settled matters at once. . . . The game is lost now. White could have saved himself a lot of headaches and 880 precious seconds. (g) Too bad! White was hoping for R-B8ch and K-R8 mate. (h) Congratulations, Ernst!

No. 24. Black: J. D. Gallagher, Stockton.
CARO-KANN DEFENSE

1. P-K4	P-QB3	10. B-Q3	N-N3
2. P-Q4	P-Q4	11. BxRP	R-R1
3. P-KB3 (a)	N-Q2 (b)	12. B-N6	N-B5
4. P-K5	N-KR3 (c)	13. N-B3	Q-N3
5. BxN	PxB	14. P-QN3	N-Q3
6. P-KB4	B-N2	15. N-K5	Q-N4
7. P-K6 (d)	PxP	16. B-Q3	Q-N3
8. Q-R5ch	K-B1	17. N-N6ch	K-N1
9. P-QB3	R-KN1	18. NxKPch	Resigns

(a) Meant to lead astray! Better is PxP or P-K5. (b) 3. . . PxP;
4. PxP, P-K4 is the line. (c) P-K3 was necessary here. (d) White threatened 7. P-K6, PxP?; 8. Q-R5 mate!

No. 25. Black: Bo Ewendahl, San Francisco.
ITALIAN OPENING

1. P-K4	P-K4	11. P-N5	N-K2
2. N-KB3	N-QB3	12. P-Q4	P-Q4
3. B-B4	B-B4	13. NxP	Q-Q3 (c)
4. O-O	P-Q3	14. B-QR3	NxQB3
5. P-QB3	N-B3	15. NxN	Q-B2
6. P-QN4	B-N3	16. R-B1	Q-N1
7. P-QR4	B-K3 (a)	17. Q-R5ch	N-N3
8. BxB	PxB	18. NxN	R-N1
9. P-R5	NxKP	19. N-K5ch	Resigns
10. PxB	BPxP (b)		

(a) A serious mistake, which loses a piece. P-QR3 or R4 was best.
(b) RPxP is always best. (c) Now it's getting worse all the time. But a piece down and ten seconds a move is just too much handicap to give . . . to the blindfold player!

No. 26. Black: Hugo Arnfast, Stockholm.
MAX LANGE

1. P-K4	P-K4	9. NxN	NxN
2. N-KB3	N-QB3	10. BxN	P-Q4
3. B-B4	B-B4	11. B-Q3	P-KB4
4. O-O	N-B3	12. N-Q2	Q-N4
5. P-Q4	PxP	13. N-B3	Q-Q1
6. P-K5	N-KN5	14. BxQP	BxB
7. B-B4	O-O(a)	15. NxB	P-B5
8. P-KR3	N5xP (b)	16. Q-R5	Resigns (c)

(a) P-Q3 is better. (b) Loses a piece for no reason at all. 8. N-KR3 is best. (c) Could have continued with P-KN3, although the game is lost in the long run.

No. 27. Black: Carl Huneke, San Francisco.
ITALIAN OPENING

1. P-K4	P-K4	13. Q-K2	B-Q3
2. N-KB3	N-QB3	14. N-B4	B-K2
3. B-B4	B-K2	15. QR-Q1	Q-K1
4. O-O	N-KB3	16. P-K5	KN-Q2
5. P-Q4	P-Q3	17. P-B4	N-B4
6. N-B3	O-O	18. P-QN3 (b)	P-QN3
7. P-KR3	B-Q2	19. Q-B3	N-B3
8. B-K3	P-QR3	20. N-K4	NxN
9. P-QR4	N-N1 (a)	21. QxN	N-Q1 (c)
10. PxP	PxP	22. QxR	N-B2
11. NxP	B-K3	23. QxQ	Resigns
12. BxP	PxB		

(a) Loses a Pawn. PxP first was better. (b) Holds on to everything. (c) After saving his Rook with 19. . . . N-B3, he forgets about this important piece and loses the game right away.

No. 28. Black: H. J. Ernst, Hayward.
FRENCH DEFENSE

1. P-K4	P-K3	18. N-N4	P-KB4
2. P-Q4	P-Q4	19. N-K5	NxN
3. PxP	PxP	20. RxN	P-B5 (c)
4. B-Q3	N-QB3	21. QR-K1	K-Q2
5. P-QB3	B-Q3	22. PxP	PxP
6. N-K2	Q-R5 (a)	23. N-N3	P-N3
7. P-KN3	Q-R4	24. N-B1	P-B3 (d)
8. B-KB4	BxB	25. K-Q2	N-N3
9. NxB	QxQch	26. RxR	RxR
10. KxQ	KN-K2	27. N-Q3	RxR
11. N-Q2	B-N5ch	28. KxR	K-Q3
12. P-B3	B-Q2	29. K-B2	P-QR4
13. R-K1	O-O-O	30. K-N2	K-K3
14. K-B2	P-KN4 (b)	31. K-R3	K-B4
15. N-N2	B-B4	32. P-QR4	P-KR3
16. N-K3	BxBch		
17. KxB	KR-K1		Drawn (e)

(a) Recommended by Alekhine. (b) Black's attitude in this game is the right one. Attack your opponent all the time! (c) Well played! It kind of puts the White Knight out of action. (d) Saves everything. (e) Black deserves the draw. (So does White by the way. . . .) This was the first draw.

No. 29. Black: Frank Olvera, Pittsburgh.
FRENCH DEFENSE

1. P-K4	P-K3	13. PxP	N-B3
2. P-Q4	P-Q4	14. B-Q3	NxP
3. N-QB3	N-KB3	15. Q-K2	N-B3
4. B-KN5	B-K2	16. N-B3	P-KN3
5. P-K5	KN-Q2	17. N-K5	N-Q5
6. P-KR4	(a) P-QB4	18. Q-Q2	P-B3
7. BxB	(b) QxB	19. Q-R6ch	(e) K-K1
8. N-N5	N-N3	20. NxP	Q-N5ch
9. N-Q6ch	(c) K-B1	21. P-B3	QxNP
10. PxP	(d) N-QB3	22. O-O	R-KN1
11. PxN	NxKP	23. QxP	Resigns
12. NxB	RxN		

(a) Better is 6. . . . BxB; 7. PxB, QxP. (b) 7. . . . KxB is the theoretical continuation. (c) K-Q1 was needed. (d) If the Knight moves from N3, Black loses his Bishop. (e) K-N1 was better. Now the end is in sight.

No. 30. Black: Bill Clement, San Francisco.
FRENCH DEFENSE

1. P-K4	P-K3	8. BxB	P-KB3
2. P-Q4	P-Q4	9. O-O	P-KN3
3. PxP	PxP	10. N-B4	P-KN4 (c)
4. B-Q3	B-K3 (a)	11. NxB	N-K2
5. N-K2	B-Q3	12. NxQ	KxN
6. B-KB4	P-QB3	13. BxNch	KxB
7. P-QB3	N-Q2 (b)	14. R-K1ch	Resigns

(a) Too tame. N-QB3 is better. (b) A blunder . . . and the blindfold player just gobbles the Bishop! (c) Black just crumples . . . the tempo was just a bit too much for him.

No. 31. Black: Miss Alta Lu Townes, Santa Rosa.
MAX LANGE

1. P-K4	P-K4	8. PxP	QxP
2. N-KB3	N-QB3	9. B-B4	Q-QB4
3. B-B4	B-B4	10. BxPch	KxB
4. O-O	N-B3	11. B-K3	QxBP
5. P-Q4	BxP (a)	12. BxN (c)	QxQ
6. NxB	NxN	13. RxQ	NxP
7. P-B4	Q-K2 (b)		Drawn (d)

(a) One of the strongest lines for Black. (b) Should lose! Correct is P-Q3. (c) The correct continuation is 12. QxN with an easy win. But even the exhibitioner can make mistakes! (d) White offered a draw, which Black accepted. The offer was made to get out of the grip of the good play of the youthful opponent. The score now was one loss and two draws and 28 wins.

No. 32. Black: Herbert Rosenbaum, San Francisco.
SICILIAN DEFENSE

1. P-K4	P-QB4	10. BPxN	N-K2
2. P-QN4 (a)	PxP	11. O-O	P-KN3
3. P-Q4	P-K3 (b)	12. Q-K2	N-B4
4. B-Q3	P-Q4	13. BxN	NPxB
5. P-K5	P-KB3	14. Q-N5ch	K-K2 (d)
6. P-KB4 (c)	N-QB3	15. B-N5ch	K-B2
7. Q-R5ch	K-Q2	16. BxQ	B-KR3
8. N-KB3	PxP	17. B-B6	R-KN1
9. NxPch	NxN	18. QxPN4	Resigns

(a) A bad habit of mine that I somehow cannot get rid of. (b) P-Q4; 4. P-K5, B-B4 is much better. (c) Immediately Q-R5ch is more to the point. (d) Time pressure mistake. K-B2 gives Black the better game! Now he loses the Queen.

No. 33. Black: Jack Vaughn, Palo Alto.
FRENCH DEFENSE

1. P-K4	P-K3	12. NxB	QxN
2. P-Q4	P-Q4	13. B-K3	Q-Q3
3. PxP	PxP	14. N-Q4	QR-B1
4. B-Q3	N-KB3	15. R-K1	KR-K1
5. N-K2	P-QB4	16. B-B2	NxN (b)
6. P-QB3	B-Q3	17. BxN	P-QN3 (c)
7. PxP	BxP	18. BxN	PxB
8. O-O	O-O	19. Q-R5	K-B1
9. P-KR3	N-B3	20. BxRP	P-KB4 (d)
10. N-Q2	Q-N3	21. BxP	BxB
11. N-QN3	B-K3 (a)	22. Q-R8	Mate

(a) Should not have permitted the exchange of his Bishop for the Knight. (b) Would prefer 16. . . . N-K4. (c) Anxious to save a Pawn . . . only to get his King's side ripped open for an onslaught. (d) With K-K2 he still would have had good chances.

No. 34. Black: Dr. D. J. Tepper, Oakland.
SICILIAN DEFENSE

1. P-K4	P-QB4	10. B-Q2	Q-Q1
2. P-QN4	N-QB3	11. BxN	B-K3
3. P-N5 (a)	N-Q5	12. BxB	PxB
4. B-N2	P-K4	13. B-B1	Q-Q2
5. N-KB3	NxNch	14. B-N2	P-KR3
6. QxN	P-Q3	15. N-Q2	P-KR4
7. B-B4	N-R3	16. P-B3	PxP
8. P-Q4 (b)	KPxP	17. BxP	Q-K2
9. B-QB1	Q-R4ch (c)	18. O-O	O-O-O

- | | | | |
|-----------|-------|--------------|---------|
| 19. N-B4 | P-Q4 | 24. BxR | KxB |
| 20. N-K5 | P-Q5 | 25. N-B4 | Q-QB2 |
| 21. B-Q2 | Q-B3 | 26. Q-N5ch | Q-K2 |
| 22. Q-KN3 | P-KN3 | 27. P-N6 (d) | PxP |
| 23. B-N5 | Q-N2 | 28. QR-N1 | QxQ (e) |

(a) The correct move is simply 3. PxP. (b) Too fancy, P-KR3 is best. (c) Loses a piece for no reason at all. B-K3 gave Black the best of it. (d) Flight of fancy. With QxQch, White remains a whole Rook up and should win easy. Now he even forgets his Queen! (e) Black offered a draw here, which White quickly accepted . . . wouldn't you?

No. 35. Black: John Vegailla, Marysville.

SICILIAN DEFENSE

- | | | | |
|---------------|----------|---------------|---------|
| 1. P-K4 | P-QB4 | 16. BxN | PxB |
| 2. P-QN4 | PxP | 17. P-K6 (e) | PxP |
| 3. P-Q4 | P-K3 | 18. R-K1 | B-N5 |
| 4. B-Q3 | N-QB3 | 19. P-B3 (f) | BxN |
| 5. N-K2 | P-Q4 | 20. RxB | RxP (g) |
| 6. P-K5 | Q-N3 | 21. RxPch | QxR |
| 7. O-O (a) | B-Q2 | 22. NxQ | K-B2 |
| 8. B-N2 | N-KR3 | 23. N-N5ch | K-B3 |
| 9. N1-Q2 | N-R4 | 24. Q-R5 | R-B2 |
| 10. K-R1 | R-B1 | 25. Q-R4 | K-N3 |
| 11. P-KB4 (b) | B-N4 | 26. R-KB1 | B-K2 |
| 12. N-KB3 | N-B5 | 27. Q-N3 | K-B3 |
| 13. B-B1 | N-B4 (c) | 28. R-K1 | KR-QB1 |
| 14. BxN (B5) | PxB | 29. R-K6 mate | |
| 15. N-N5 | N-R6 (d) | | |

(a) Laying a little trap . . . if 7. . . . NxQP?; 8. NxN, QxN; 9. B-N5ch wins the Queen. Black isn't having any! (b) If Black is playing on the Queen's side then White must attack the King's side. (c) Threatens to win the exchange through N-K6. (d) Things do not look healthy for White. . . . Can he get out of the mess? (e) Hoping for the best! (f) Getting back into the groove! (g) B-K2 was necessary. Now it goes downhill fast.

No. 36. Black: John Nichols, Richmond.

ITALIAN OPENING

- | | | | |
|--------------|---------|--------------|----------|
| 1. P-K4 | P-K4 | 13. Q-KN5 | R-K1 |
| 2. N-KB3 | N-QB3 | 14. R-K1 | Q-Q2 |
| 3. B-B4 | N-B3 | 15. P-K5 (c) | P-KR3 |
| 4. O-O | B-K2 | 16. Q-N3 | QR-Q1 |
| 5. P-Q4 | P-Q3 | 17. BxRP | N-R4 |
| 6. N-B3 | B-N5 | 18. Q-N5 | BxP |
| 7. PxP | NxPK4 | 19. QxN | BxN (d) |
| 8. B-K2 | O-O (a) | 20. PxB | P-N3 (e) |
| 9. NxN | BxB | 21. Q-KN5 | RxRch |
| 10. QxB | PxN | 22. RxR | Q-K3 (f) |
| 11. Q-N5 (b) | P-QN3 | 23. QxRch | Resigns |
| 12. QxKP | B-Q3 | | |

(a) First BxN is better. (b) Wins a Pawn nicely! (c) Too early. (d) Best. (e) And this loses the game. PxB gave him good drawing chances. (f) Hoping for 23. RxQ, RxQB mate! But the "blindfold" player "sees."

No. 37. Black: Gregory Harrison Jr., San Francisco.

MAX LANGE

- | | | | |
|----------|-------|---------|------|
| 1. P-K4 | P-K4 | 3. B-B4 | N-B3 |
| 2. N-KB3 | N-QB3 | 4. O-O | B-B4 |

5. P-Q4	NxPQ5	12. QxN	BxB
6. NxP	Q-K2 (a)	13. QxB	B-Q2
7. NxBP	R-B1	14. N-B3	P-Q3
8. P-K5	N-K5	15. QR-Q1	O-O-O
9. B-K3 (b)	N-K3	16. Q-K4	Q-B4 (d)
10. BxN	PxB	17. Q-R8 mate	
11. Q-N4 (c)	QxN		

(a) If 6. . . . O-O; then 7. B-K3 and Black is lost. (b) White is playing a strong game now. (c) The best defense is . . . attack!
(d) Intend on saving his Pawn.

No. 38. Black: Lieutenant Ralph Feagin, San Francisco.

PHILIDOR DEFENSE

1. P-K4	P-K4	5. N-B3	KN-K2
2. N-KB3	P-Q3	6. PxP	P-Q4
3. P-Q4	N-QB3	7. NxP	P-KN3
4. B-QB4	B-N5	8. N-B6 mate	

No. 39. Black: Dr. David Malig, San Jose.

FRENCH DEFENSE

1. P-K4	P-K3	16. K-N2	P-B4
2. P-Q4	P-Q4	17. P-B4 (d)	QR-K1
3. N-QB3	B-N5	18. B-N2	P-KN4
4. PxP	PxP	19. P-B5	P-KR4
5. B-Q3	N-KB3	20. QxPch	K-R2
6. N-B3	O-O	21. QxN	R-Q1
7. O-O	B-N5	22. QR-Q1	K-N1
8. P-KR3	B-KR4	23. P-K6	RPxP
9. P-N4	B-N3	24. QxKNP	QxQch
10. BxB	BPxB (a)	25. PxQ	KR-K1
11. N-K5	QN-Q2	26. RxR	RxR
12. P-B4	BxN	27. P-B6	PxP
13. PxB	N-K5 (b)	28. BxP	R-Q7ch
14. Q-Q3	NxN	29. R-B2	Resigns
15. QPxN (c)	Q-R5		

(a) Always a tough problem to solve. Theoretically it is best to take back with the Rook's Pawn. (b) Threatens Q-R5. (c) Forced. If BPxN, then 15. . . . RxRch; 16. KxR, Q-Bich etc. (d) Both players overlook QxPch . . . almost at least. Four moves later White does see the possibility, wins the piece and the game.

No. 40. Black: Shearon Bonner, San Francisco.

FRENCH DEFENSE

1. P-K4	P-K3	11. N-Q2	P-QB4 (b)
2. P-Q4	P-Q4	12. QR-Q1	N-QB3
3. PxP	PxP	13. N-B3	P-B5
4. B-Q3	B-Q3	14. Q-Q2	QR-K1
5. N-K2	N-K2	15. KR-K1	R-K2
6. B-KB4	B-KB4	16. N-N3	Q-B5
7. O-O	O-O	17. QxQ	NxQ
8. P-QB3	BxQB6	18. RxR	NxR
9. QxB	N-KN3 (a)	19. R-K1	Drawn (c)
10. BxB	QxB		

(a) At long last the game is getting an individual character. The White Bishop is attacked. (b) Attack is the best defense! (c) A justified one, too!

No. 41. Black: Walter Moellerich, San Francisco.
PETROFF DEFENSE

1. P-K4	P-K4	6. P-Q4	N-B3
2. N-KB3	N-KB3	7. P-KB4	B-B4 (b)
3. NxP	NxP (a)	8. QxB	NxN
4. Q-K2	Q-K2	9. BPxN	Resigns (c)
5. QxN	P-Q3		

(a) Correct is 3. . . . P-Q3; 4. N-KB3, NxP. Now he loses a Pawn.
(b) Hoping that White will not see the threat BxQ. . . . (c) Two pieces down is just a bit too much.

No. 42. Black: Ray Finnie, Oakland.
ITALIAN OPENING

1. P-K4	P-K4	25. RxQ	R-K2
2. N-KB3	N-QB3	26. K-B2	N-B3
3. B-B4	N-B3	27. K-B3	P-KN4
4. O-O	B-K2	28. P-KN4	K-N2
5. P-Q4	P-Q3	29. R-Q2	P-KR4
6. N-B3	O-O	30. PxP	NxP
7. P-KR3	PxP	31. K-N4	N-B3ch
8. NxP	NxN	32. KxP	NxPch
9. QxN	P-KR3	33. NxN	RxN
10. B-B4	B-Q2	34. P-B6ch	K-R2
11. QR-Q1	Q-B1	35. R-Q7	R-K4ch
12. B-R2	B-K3	36. K-B4	R-Q4 (c)
13. P-B4	BxB	37. RxR	PxR
14. QxB	R-K1	38. K-B5	K-R3
15. P-B5	P-B3 (a)	39. P-B3	P-N3
16. BxP	BxB	40. P-N4	K-R4
17. RxB	R-K4	41. P-QR4	P-R4
18. R1-Q1	Q-K1 (b)	42. PxP	PxP
19. R1-Q4	N-R4	43. K-K5	K-N3
20. R-Q7	R-K2	44. KxP	KxP
21. RxR	QxR	45. P-B4	K-K2
22. Q-Q3	R-K1	46. P-R4	P-B4
23. R-Q7	Q-B4ch	47. K-K5	Resigns
24. Q-Q4	QxQch		

(a) First mistake which loses a Pawn. (b) Stops R-Q8ch and threatens the K Pawn. (c) This makes it easy for White. The handling of the Pawn moves of White should be watched carefully by the student.

No. 43. Black: J. F. Arriola, Alameda.
FRENCH DEFENSE

1. P-K4	P-K3	8. N-K2	BxNch
2. P-Q4	P-Q4	9. NxB	B-K3
3. N-QB3	P-KB3 (a)	10. O-O	N-B3
4. B-Q3	B-N5	11. R-K1	Q-Q3 (c)
5. PxP	PxP (b)	12. B-B5	K-Q2
6. Q-R5ch	P-KN3	13. RxB	Resigns (d)
7. BxPch	K-K2		

(a) A mistake. Correct is B-N5 or N-KB3. (b) 5. . . . QxP was forced. (c) K-Q2 immediately was better. (d) If now 13. . . . QxR; 14. Q-B7ch etc.

No. 44. Black: Danny Van Arsdale, Concord.
MAX LANGE

1. P-K4	P-K4	4. O-O	N-KB3
2. N-KB3	N-QB3	5. P-Q4	BxP
3. B-B4	B-B4	6. NxB	NxB

- | | | | |
|-----------|----------|----------|----------|
| 7. P-B4 | Q-K2 (a) | 11. B-K3 | QxBP |
| 8. PxP | QxP | 12. QxN | P-Q3 |
| 9. B-B4 | Q-QB4 | 13. N-B3 | QxKP (b) |
| 10. BxPch | KxB | 14. NxQ | Resigns |

(a) Better is P-Q3. (b) A horrible mistake . . . but Black has a lost game anyway.

No. 45. Mrs. Elizabeth Thompson, Millbrae.

ITALIAN OPENING

- | | | | |
|----------|-----------|------------|-------------|
| 1. P-K4 | P-K4 | 8. N-B3 | P-Q4 (b) |
| 2. N-KB3 | N-QB3 | 9. NxN | B-Q3 |
| 3. B-B4 | P-Q3 | 10. N-N4 | O-O |
| 4. O-O | B-K3 | 11. P-K5 | NxN |
| 5. BxB | PxB | 12. QxN | BxP |
| 6. P-Q4 | N-B3 | 13. QxKPch | Resigns (c) |
| 7. PxP | NxPK4 (a) | | |

(a) Better is 7. . . . PxP. (b) NxNch first was correct. This move loses a piece which usually spells the game. (c) Two pieces behind is just a bit too much.

No. 46. Black: R. B. Catham, San Francisco.

SICILIAN DEFENSE

- | | | | |
|--------------|------------|--------------|----------|
| 1. P-K4 | P-QB4 | 13. K-R1 | Q-N4 |
| 2. P-QN4 | P-Q3 | 14. Q-B3 | N-B3 (c) |
| 3. B-N2 | P-K4 | 15. KxB | BxP |
| 4. PxP | PxP | 16. PxB | N-R4 |
| 5. N-KB3 (a) | N-QB3 | 17. R-N1 | Q-R3 |
| 6. B-N5 | N-B3 | 18. QxN (d) | QxQ |
| 7. BxNch | PxB | 19. RxPch | K-R1 |
| 8. NxP | B-Q3 | 20. RxBPch | K-N1 |
| 9. P-Q3 | O-O | 21. R-N7ch | K-R1 |
| 10. O-O | Q-K2 | 22. R-N5ch | R-B3 |
| 11. N-B4 | N-N5 | 23. BxR mate | |
| 12. P-KR3 | B-R7ch (b) | | |

(a) Better than BxP. (b) Complications may help save the game for Black. (c) Loses a piece. 14. . . . N-K4 should be tried. (d) Cute finish!

No. 47. Black: Dr. Harold Tower, Yuba City.

SICILIAN DEFENSE

- | | | | |
|-------------|----------|---------------|---------|
| 1. P-K4 | P-QB4 | 20. RxB | N-N3 |
| 2. P-QN4 | P-K3 (a) | 21. R1-KB1 | Q-N5 |
| 3. PxP | BxP | 22. R-N3 | Q-R4 |
| 4. P-Q4 | B-N3 | 23. R-B5 | Q-R3 |
| 5. P-QB3 | N-QB3 | 24. Q-Q1 | R-K1 |
| 6. B-Q3 (b) | N-B3 | 25. Q-QB1 | N-B5 |
| 7. N-K2 | O-O | 26. NxN | PxN |
| 8. O-O | P-Q3 | 27. R-B3 | P-KN4 |
| 9. K-R1 | Q-K2 | 28. Q-K1 | N-R4 |
| 10. P-KB4 | P-K4 (c) | 29. P-K5 | N-N2 |
| 11. BPxP | PxP | 30. R-R3 | RxP (d) |
| 12. B-QR3 | Q-B2 | 31. RxR | Q-KB3 |
| 13. BxR | KxB | 32. BxP (e) | BxR |
| 14. N-Q2 | B-N5 | 33. B-B2 | Q-Q3 |
| 15. P-Q5 | N-K2 | 34. R-R8ch | K-K2 |
| 16. R-QB1 | Q-Q2 | 35. B-N3 | N-B4 |
| 17. N-B3 | B-B2 | 36. R-R7 | N-K6 |
| 18. Q-N3 | P-QN3 | 37. RxPch (f) | KxR |
| 19. P-B4 | BxN | 38. P-N3 | K-B3 |

39. PxP	BxP	51. Q-KB1	Q-B5
40. P-KR3	K-N3	52. QxQ	KxQ
41. Q-B2	K-B3	53. K-N2	B-B4
42. Q-B3	Q-K4	54. P-QR4	P-N5
43. B-Q1	NxB (f)	55. PxP	KxP
44. QxN	Q-K5ch	56. K-B1	K-B6
45. K-N1	B-K6ch	57. K-K1	K-K6
46. K-R2	Q-B5ch	58. K-Q1	K-Q6
47. K-N2	Q-B7ch	59. K-B1	KxP
48. K-R1	Q-N6	60. K-N2	K-N5
49. Q-B1ch	K-K4	Resigns (g)	
50. Q-R1ch	B-Q5		

(a) Prefer PxP here. (b) Should have lost a Pawn. Black could play 6. . . . NxQP. (c) This leads to a loss of an exchange. (d) And now Black is a whole Rook and exchange down. (e) Loses complete track of the position. (f) 43. . . . Q-R8 won another piece. (g) About time too! This game was the second and last loss of the show.

No. 48. Black: Robert F. Cox, San Francisco.
COLLE OPENING

1. P-Q4 (a)	P-Q4	11. R-K1	Q-Q3
2. N-KB3	N-KB3	12. N-K5	R-Q1
3. P-K3	P-K3	13. P-QB3	P-QN3
4. B-Q3	QN-Q2	14. Q-B3	P-B4 (c)
5. QN-Q2	P-B3 (b)	15. QxR	B-R3
6. O-O	B-K2	16. Q-B3	PxP
7. P-K4	PxP	17. BxB	PxP
8. NxP	NxN	18. PxP	R-QB1
9. BxN	N-B3	19. BxR	Resigns
10. B-Q3	O-O		

(a) First P-Q4 in the 50 games played! (b) Too tame. P-QB4 is better. (c) Fatal. B-Q2 or N2 was best. Black now falls to pieces.

No. 49. Black: Bruce Donegan, San Francisco.
IRREGULAR DEFENSE

1. P-Q4	P-Q4	8. N4-K5 (a)	N-B3
2. N-KB3	N-QB3	9. NxN	Q-Q2
3. P-B4	PxP	10. N3-K5	QxQP (b)
4. N-R3	P-K3	11. NxQch	K-Q1
5. NxP	P-QN3	12. NxBPch	K-B1
6. P-K4	B-N2	13. NxR	Resigns
7. Q-R4	B-K2		

(a) Better was 8. N3-K5. Now Black could have played 8. . . . Q-Q3. (b) Realizing the game is lost, Black is just trying something desperate. It fails, and with it the game is gone, too.

No. 50. Black: H. Pothier, San Francisco.
PHILIDOR DEFENSE

1. P-Q4	P-Q3	10. B-Q3	N-B3
2. P-K4	P-K4 (a)	11. O-O	N-Q5
3. N-KB3	N-KB3	12. P-KB4	R-Q1
4. PxP	PxP (b)	13. B-K3	B-QB4
5. QxQch	KxQ	14. K-R1	NxBP (e)
6. NxP	R-N1 (c)	15. BxB	NxR (f)
7. NxPch	K-K1	16. R-Q1	P-QN3 (g)
8. N-N5	P-KR3	17. B-K3	NxKP
9. N-K6 (d)	BxN	18. K-N1	N-B3

19. N-B3	N-B7	36. BxRP	R-Q6
20. BxN	RxRch	37. K-B4 (j)	RxBP
21. BxR	N-N5	38. P-B6	R-B5ch
22. B-B1	R-B1	39. K-K5	R-B4ch
23. P-KR3	N-B3	40. K-Q4	B-R7
24. P-KN4 (h)	N-Q4	41. P-N5	P-R4
25. P-B5	NxN	42. P-N6	K-K1
26. PxN	BxRP	43. P-B7ch	BxP
27. B-R4ch	K-Q1	44. PxBch	KxP
28. B-B6	R-B3	45. B-Q2	K-N3
29. B-K4	R-Q3	46. P-R4	P-B3
30. B-B4	R-Q8ch	47. P-R5ch	K-R2 (k)
31. K-B2	B-N8	48. B-K4ch	K-R1
32. B-B3	R-Q2	49. P-R6	R-R4
33. B-K5	R-Q6 (i)	50. B-N6	R-R5ch
34. BxNP	R-Q7ch	51. K-B3	R-R6ch
35. K-N3	R-Q2	Drawn (l)	

(a) And this turns it into a Philidor Defense. (b) NxP is the move here. Now he loses a Pawn. (c) K-K1 would be better or even B-K3. (d) A horrible blunder. N-KB3 was the move. White decides to continue the fight, it was the last game of the exhibition. In the two exceptional blunders made in earlier games, I was not able to save my hide, so in a way I was curious to see if I could save it this time. (e) Well played. It should have won the game with ease. (f) Why not first 15. . . . RxB and then NxR. White would surely have resigned here. A small spark—but it gives hope! (g) With simple BxRP; 17. N-B3, B-N6 White loses something again.. (h) White realizes that attack is the best defense! (i) Black is beginning to slip. P-QR4 was needed. (j) Wishes to avoid a possible pin on the KB.B-N7 first was better here. (k) With 47. . . . RxP; 48. BxRch, KxB; Black draws easily. (l) Black offered a draw, which he can obtain easily by sacrificing his Rook for the Bishop on Black. The White Pawn cannot Queen then at any time. At least one lost game was saved!

CHAPTER V

OPENINGS, RARE AND OTHERWISE

A good chess player must practice all openings and play most of the defenses. That is what the "authorities" advocate. One line of play and one defense can hardly be recommended to the beginner. (Although I have always suggested one opening and one defense to start with.) It is strange, however, that almost all of the masters have certain openings and defenses on which they lean heavily. In most cases it is all they will play if given a chance. If you are interested in a certain opening or defense, look for the games of the masters that play these lines and you will improve your own play. These games of the masters will show you the ideas behind their moves, the way to handle new lines and the tactics to adopt in different phases of the game. The following table lists the favorite openings of some of the masters and also gives (in parentheses) the names of those players who have found a satisfactory refutation for the particular variation.

King's Pawn Openings

<i>Italian:</i>	Rossolimo
<i>Ruy Lopez:</i>	Smyslov
<i>King's Gambit:</i>	Keres, Bronstein
<i>Vienna:</i>	Marshall, Pillsbury, Kashdan
<i>Caro-Kann:</i>	Golembek
<i>Alekhine:</i>	Fine, Reti
<i>Sicilian:</i>	Kotov (Smyslov, Keres, Boleslavsky)
<i>French:</i>	Botvinnik, Stahlberg, Alartorzew

Queen's Pawn Openings

<i>Orthodox:</i>	Capablanca, Alekhine, Euwe, Flohr
<i>Slav:</i>	Smyslov, Kotov (Geller)
<i>Queen's Gambit Accepted:</i>	Alartorzew
<i>Catalan:</i>	Toran-Albero, Barcza
<i>Dutch:</i>	Botvinnik
<i>Grunfeld:</i>	Lilienthal, Flohr (Bronstein)
<i>Colle:</i>	Colle, Koltanowski

Indian Openings

<i>East-Indian:</i>	Boleslavsky, Bronstein, Geller (Taimanov)
<i>Nimzowitch:</i>	Reshevsky, Smyslov
<i>King's Indian:</i>	Alekhine, Botvinnik

Other Openings

<i>Reti:</i>	Reti
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Some of the less used openings, of particular interest to the student who wishes to get away from the more familiar lines of play, are discussed below.

Englund-Behting Defense (Balbin Gambit)

For a long time White's opening move 1. P-Q4 called for the reply 1. . . . P-Q4 as a matter of course—any other reply was considered "irregular" and of doubtful value. 1. . . . N-KB3 was occasionally tried and this was analyzed and finally "regularized" about 1920. Among the rare replies to 1. P-Q4, P-K4!? is probably the rarest as far as published games are concerned. It has always been frowned upon as theoretically "unsound"—like its richer relations the Albin Counter Gambit and the Budapest Defense—but unlike them it has never been popular.

Still, it has had its sponsors. In the 1920's the Swedish master F. Englund promoted it and played it frequently with considerable success. The Baltic master, C. Behting, analyzed it in 1930 in a German chess magazine. In 1932-33 a special tournament was devoted to the opening as analyzed by Behting. Spielmann, Stoltz and Lundin were among the six participating masters. The results were not very encouraging for Black—out of 30 games played Black lost 18, drew 5 and won 7. However, it was shown that the Englund-Behting Defense calls for very careful play by White, as the following example will prove:

Lundin—Stolz, Stockholm, 1932-33

- | | | | |
|---------|-------|----------|------|
| 1. P-Q4 | P-K4 | 3. N-KB3 | Q-K2 |
| 2. PxP | N-QB3 | 4. Q-Q5 | |

(These moves were required in this tournament.)

- | | | | |
|----------|----------------------------|-----------|--------|
| 4. . . . | P-B3 | | |
| | (4. . . . P-Q3?; 5. B-N5.) | | |
| 5. PxP | NxP | 9. B-B4 | O-O-O |
| 6. Q-N3 | P-Q4 | 10. O-O-O | N-K5 |
| 7. N-B3 | P-Q5 | 11. B-N3 | P-KN3! |
| 8. N-QN5 | B-N5 | | |

(Threatens B-R3ch with BxN and N-Q7ch.)

- | | | |
|----------|--------|---------|
| 12. KNxP | B-R3ch | 14. RxN |
| 13. P-B4 | NxN | |

(If NxN, Q-B3!)

- | | | |
|-----------|------|----------|
| 14. . . . | RxR | 16. P-K3 |
| 15. NxR | R-Q1 | |

(If N-B3, Q-Q3! and if 16. Q-K3, P-B4!)

- | | | |
|-----------|------|----------|
| 16. . . . | RxN! | 18. B-R6 |
| 17. PxR | NxB | |

(Not QxN as then BxPch wins at least the Queen.)

- | | | | |
|-----------|------|------------|------|
| 18. . . . | NxR | 20. B-N5ch | K-K3 |
| 19. QxPch | K-Q2 | 21. P-KN3 | N-B7 |

22. Q-B6ch	K-B2	26. B-N2	B-N2
23. Q-Q5ch	Q-K3	27. P-Q5	B-B4
24. B-B4	QxQ	28. P-B4	N-Q6cn
25. BxQch	B-K3		

More recently the Spanish player, Julio Balbin, has sponsored this opening played as a true gambit: 1. P-Q4, P-K4; 2. PxP, P-Q3 with such possibilities as:

Marcote—Balbin, Madrid, 1944

3. PxP	BxP	10. N-Q2	Q-N3
4. N-KB3	N-QB3	11. P-KN3	KR-K1
5. P-K3	B-N5	12. P-QR4	P-QR3
6. B-K2	Q-B3	13. NxN	NxN
7. P-B3	O-O-O	14. B-K2	B-KR6
8. N-Q4	B-Q2	15. P-QN4	RxP
9. B-N5	KN-K2	16. P-QN5	

(If PxR, QxPch and mate follows.)

16. . . .	N-N1	23. PxB	Q-K5
17. Q-N3	R-K3	24. BxN	QxPch
18. PxP	NxP	25. K-B2	QxBch
19. N-B4	N-B4	26. K-N3	R-N3ch
20. Q-N1	N-Q6ch	27. K-R2	B-K3ch
21. K-Q2	B-B5ch	28. K-R3	QxPch
22. N-K3	BxNch	Resigns	

Somewhat better is:

Cassin—Balbin, Madrid, 1946

1. P-Q4	P-K4	3. N-KB3	N-QB3
2. PxP	P-Q3	4. B-N5	
(Better than B-B4.)			
4. . . .	P-B3	11. P-KN4	B-B2
5. PxBP	NxP	12. N-Q4	NxN
6. P-K3	B-N5	13. BPxN	P-R3
7. B-K2	B-K2	14. B-KB4	P-KN4
8. P-B3	Q-Q2	15. B-N3	KR-B1
9. QN-Q2	P-QR3		with good chances
10. P-KR3	B-R4		

(Black won the game in 40 moves.)

These few examples must suffice, except for a few pointers in case the gambit is declined: 2. P-Q5, B-B4; 4. N-KB3, P-Q3 or 2. P-K4, PxP or 2. N-KB3, P-K5; 4. N-K5 (if KN-Q2 then P-K6!), P-Q3, etc. In closing, the following charming gamelet is the oldest example of this line on file. It was played at Vienna in 1899 between Krejčík (the famous chess humorist) and Thirring:

1. P-Q4	P-K4	7. P-B3	Q-Q3
2. PxP	P-Q3	8. B-QB4	R-Q1
3. PxP	BxP	9. B-N3	B-N5
4. P-K4	N-KB3	10. Q-K3	Q-Q8ch
5. B-KN5	O-O	11. BxQ	RxB mate
6. Q-B3	B-K4		

Is the Englund-Behting-Balbin Gambit unsound? Probably, but

also startling and lots of fun, which is more than can be said of many queenside games.

Alapin's Opening

The plan consists of the support of K4 by the Knights. However, according to modern ideas, the unpositional Knight move should not be made because it hinders the development of both the Queen and the Bishop.

- | | | | |
|----------|----------------------------------|-----------|-----------|
| 1. P-K4 | P-K4 | 3. P-KB4? | |
| 2. N-K2 | B-B4 | | |
| | (Better is P-QB3, P-Q4 or N-N3.) | | |
| 3. . . . | Q-B3 | 5. P-KN3 | N-R3 |
| 4. P-B3 | N-B3 | 6. B-N2 | |
| | (Better is B-R3!) | | |
| 6. . . . | N-KN5 | 7. R-B1 | NxRP etc. |

Balogh's Counter Gambit

This line of play has been investigated but little and still awaits refutation. It compels White to form a solid center only to find he cannot retain control of K4 permanently. On this other hand, the disadvantage for Black may lie in the open diagonals QN3 to KB2 and KR5 to KB2.

Example 1

- | | | | |
|----------|-------|---------|------------|
| 1. P-K4 | P-Q3 | 6. B-K2 | P-K3 |
| 2. P-Q4 | P-KB4 | 7. O-O | B-K2 |
| 3. PxP | BxP | 8. N-B3 | O-O |
| 4. N-KB3 | N-KB3 | 9. R-K1 | N-QB3 etc. |
| 5. P-B4 | Q-Q2 | | |

Example 2

- | | | | |
|-----------|-------|-----------|------------|
| 1. P-K4 | P-Q3 | 7. N-KB3 | Q-K2ch |
| 2. P-Q4 | P-KB4 | 8. B-K2 | O-O-O |
| 3. PxP | BxP | 9. QN-Q2 | P-KN4 |
| 4. P-QB4? | P-K4! | 10. P-KR3 | N-B3 |
| 5. PxP | N-QB3 | 11. Q-N3 | KR-K1 |
| 6. PxP | BxP | 12. Q-K3 | Q-N2! etc. |

Example 3

Dr. Olland—Dr. Balogh, 1932

- | | | | |
|----------|-------|---------|------|
| 1. P-K4 | P-Q3 | 4. B-Q3 | N-B3 |
| 2. P-Q4 | P-KB4 | 5. PxP | |
| 3. N-QB3 | N-KB3 | | |

(This move leads to a difficult development; N-B3 is good.)

- | | | | |
|----------|-----|----------|-------|
| 5. . . . | NxP | 6. P-KN4 | N-Q2! |
|----------|-----|----------|-------|

(In case 6. . . . P-KR4!? one may not answer with 7. P-B3 for after

7. . . . PxP; 8. PxP, Q-Q2; 9. P-KR3, Q-B3; 10. R-R2, Q-B4; 11. B-KB4, P-K4; 12. N-KN5, N-K3! wins.)

- | | | | |
|----------|-------|-------------|-----------|
| 7. QN-K2 | NxN | 9. PxP e.p. | N-K4 etc. |
| 8. NxN | P-K4! | | |

Amar Opening

The plan of this opening is to station the Knight at B4. Later the squares K4 and KN4 will also be under White's control. The structure as developed here by White takes on a defensive character and for this reason is seldom encountered.

Example 1

1. N-KR3	P-Q4	2. P-KN3	
(Any other move and Black can double White's Pawns on the Rook file by playing BxN.)			
2. . . .	P-K4	11. P-KN4	P-KN3
3. B-N2	P-QB3	12. P-N4	B-K2
4. P-Q3	P-KR3	13. B-N2	B-B3
5. P-KB4	P-K5!?	14. BxB	NxB
6. PxKP	PxKP	15. N-Q2	B-K3
7. QxQch	KxQ	16. O-O-O	K-K2
8. P-K3	N-R3	17. K-N2	P-QN4
9. P-QR3	B-QB4	18. N-N3	BxN
10. N-B2	P-B4	19. KxB	N-Q4

Black has succeeded in obtaining equality.

Example 2

1. N-KR3	P-K4	6. P-Q4	B-N3
2. P-KN3	B-B4	7. O-O	P-KR3
3. B-N2	P-Q3	(or O-O) with a more comfortable development.	
4. P-QB3	N-QB3		
5. P-K3	N-B3		

Center Gambit

By means of the sacrifice of a solid central structure White seeks to accelerate his development. Black's best reply is PxP whereupon White either takes the Pawn with his Queen, allowing an early equality, or introduces the Danish Gambit by playing P-QB3. The consensus of opinion today is that the Center Gambit has gone out of fashion.

Example 1

1. P-K4	P-K4	4. Q-K3	N-B3
2. P-Q4	PxP	5. N-QB3	B-K2
3. QxP	N-QB3!	6. B-Q2	P-Q4 etc.

Example 2

1. P-K4	P-K4	5. N-QB3	B-N5
2. P-Q4	PxP	6. B-Q2	O-O
3. QxP	N-QB3	7. O-O-O	R-K1
4. Q-K3	N-B3	8. B-B4	

(Preventing P-Q4.)

8. . . . P-Q3!

(The idea of Black winning a Pawn is not advisable. 8. . . . BxN?; 9. BxB, NxP; 10. Q-B4, N-B3; 11. N-B3, P-Q3; 12. N-N5, B-K3; 13. B-Q3, P-KR3; 14. P-KR4!, N-Q4; 15. B-R7ch, K-R1; 16. RxN, BxR; 17. B-K4!!, N-K4; 18. BxB etc.)

9. P-B3 N-K4 10. B-N3 B-K3
with an equal game

Example 3

Danish Gambit

- | | | | |
|---|--------|----------|-----------|
| 1. P-K4 | P-K4 | 3. P-QB3 | PxP |
| 2. P-Q4 | PxP | 4. B-QB4 | PxP? |
| (Better is 4. . . . N-KN3 and in case of P-K5 then P-Q4!) | | | |
| 5. QBxP | B-N5ch | 7. N-B3 | |
| 6. N-QB3 | P-Q3 | | |
| (Q-N3! is also strong.) | | | |
| 7. . . . | N-KB3 | 10. P-K5 | N-K5 |
| 8. O-O | BxN | 11. B-N2 | B-K3 etc. |
| 9. BxB | O-O | | |

CHAPTER VI

TOURNAMENT PLAY

Preparation for Chess Tournaments

In this time of tournament turmoil the question naturally arises, how can I best prepare myself for a coming tournament? There are many ideas in this respect. There are those who claim no preparation is necessary, but they are usually disappointed and often do not reach their true strength until after three or four rounds have been played. Most players belong to this group. One does not know where or how to start and is often afraid of becoming so fatigued during his studies that he may well prefer to appear unprepared but fresh at the tournament. All this sounds very plausible and indeed a few weeks of rest will do no one harm although it is a very passive method and usually not possible. In examining the methods of a few grand masters we shall start with Dr. Lasker, who was surely a top tournament player and whose results have as yet not been overshadowed and probably never shall. Many claim that Dr. Lasker having a sound financial background could prepare for tournaments at his leisure. This is not quite true. During his training he would not be able to do anything else, so it had to be short. His system was more psychological than theoretical, he seldom turned up with a novelty in the opening.

Tournament conditions are an important factor. One great error of such masters as Reti or Bogoljubof is that at the strategic moment they suddenly lack the power to continue their games in the best way. Their competitive spirit is greater one day than the next and they only employ their greatest efforts when inspired by their opponents. This invariably leads to a very fluctuating score. Dr. Lasker stood in direct contrast to them. He always played with the same steadfastness and because of his strong will power always reached a satisfactory position irrespective of his opponent. It is also possible that his name alone caused havoc to his opponents.

I have heard that Dr. Alekhine tabulated his results in a given tournament ahead of time and proceeded to figure out just how he could best arrive at this score. Every opponent was carefully studied and Alekhine determined how best to undermine his opponents' type of play. This method of preparation is very systematic. Only a few masters are able to cope with it successfully. It needs not only extreme tenacity, but also complete knowledge of other masters' styles, nor must the psychological aspect be overlooked here.

A method which is less strenuous and is actually the minimum with a professional player, consists of realizing with which openings he is most familiar and just how he will meet either P-K4 or P-Q4. It is usually best to have more than one reply ready in case a choice has to be made at the last moment depending on whether one wishes to pursue a relatively passive or active course. This in turn will

depend on the general run of the tournament and the player's individual score at the time. Almost every master follows this method to a certain extent, though many, for lack of time, merely familiarize themselves with a series of useful variations.

There is a small category of masters who specialize their preparations by a keen knowledge of traps. They arrive with a trunk full of all sorts of new variations in the hope of disposing quickly of an unwary and tired adversary.

This system only seldom leads to desired results. Chess is too complicated a science and it is usually the most complicated positions which hide the most fantastic possibilities.

How to Conduct a Swiss System Tournament

In a large field, where a Round Robin is impossible and seeding players in different groups is inadvisable, all players may be placed in one large group.

For Round 1, players and colors may be determined by a drawing or they may be selected by the director at his discretion. Each method has its pros and cons. If the drawing is adopted, keen rivals or players from the same club, who meet each other frequently at home, may be paired in the first round, and that to me is inadvisable. If the director selects his opponents, he can avoid such early pairings. Some players may complain that their first-round opponent is too strong or too weak. However, all players should have complete confidence in the absolute fairness and impartiality of the director, who disregards personalities completely. (A tournament with an unfair or partial director probably does more harm than good to the game.) I favor the latter method for first-round pairings. Of course this should be discussed at a meeting before first-round pairings are made, and a vote taken to determine what the majority prefers.

In the second and succeeding rounds equal-score players are paired with each other, colors are alternated wherever possible, and players from the same club or city are not paired with each other. These players may have to meet eventually, but it is best not to pair them in early rounds.

In such a tournament all players may be regarded as theoretically tied with each other at the beginning of play, and as they are screened round by round, the stronger players naturally forge toward the top, the average are clustered in the center, and the weaker drift toward the bottom. The maximum possible screening can be achieved in any round by having the director, wherever possible, pair winners against losers within a given group. This can be illustrated at any stage but nowhere more clearly than in the following: Suppose after four rounds of play a number of strong players have 3-1, and a number of others who are distinctly weaker have 2-2. In the next round the 3-1 players are paired against each other, and the 2-2 players are also paired against each other, but the 3-1 players all have the stronger opposition, theoretically at least. A number of 3-1

players lose and a number of 2-2 players win. These are now all tied at 3-2. For Round 6 the director accomplishes more by pairing winners against losers than by an indiscriminate pairing, observing color only. A mathematician who does not know the difference between a K and a P can see that advantage. If this procedure is adopted, a weaker player may actually be tied with a stronger player for two or three rounds, but the weaker player cannot possibly pass the stronger player. With indiscriminate pairing he can, and that in part accounts for the inequities of the Swiss System. The Swiss is not perfect, and nothing can take the place of a Round Robin, but with a keen director, much of these inequities can be eliminated.

Round Robin Tournament

The pairings to be used in a Round Robin tournament having from three to twenty-four players are given in the following tables:

3 and 4 Players

Round 1	1	(4)	2,3
"	2	(4)	3 1,2
"	3	2 (4)	3,1

5 and 6 Players

Round 1	1	(6)	2,5	3,4
"	2	(6)	4 5,3	1,2
"	3	2 (6)	3,1	4,5
"	4	(6)	5 1,4	2,3
"	5	3 (6)	4,2	5,1

7 and 8 Players

Round 1	1	(8)	2,7	3,6	4,5
"	2	(8)	5 6,4	7,3	1,2
"	3	2 (8)	3,1	4,7	5,6
"	4	(8)	6 7,5	1,4	2,3
"	5	3 (8)	4,2	5,1	6,7
"	6	(8)	7 1,6	2,5	3,4
"	7	4 (8)	5,3	6,2	7,1

9 and 10 Players

Round 1	1	(10)	2,9	3,8	4,7	5,6
"	2	(10)	6 7,5	8,4	9,3	1,2
"	3	2 (10)	3,1	4,9	5,8	6,7
"	4	(10)	7 8,6	9,5	1,4	2,3
"	5	3 (10)	4,2	5,1	6,9	7,8
"	6	(10)	8 9,7	1,6	2,5	3,4
"	7	4 (10)	5,3	6,2	7,1	8,9
"	8	(10)	9 1,8	2,7	3,6	4,5
"	9	5 (10)	6,4	7,3	8,2	9,1

11 and 12 Players

Round 1	1	(12)	2,11	3,10	4,9	5,8	6,7
"	2	(12)	7 8,6	9,5	10,4	11,3	1,2
"	3	2 (12)	3,1	4,11	5,10	6,9	7,8
"	4	(12)	8 9,7	10,6	11,5	1,4	2,3
"	5	3 (12)	4,2	5,1	6,11	7,10	8,9
"	6	(12)	9 10,8	11,7	1,6	2,5	3,4
"	7	4 (12)	5,3	6,2	7,1	8,11	9,10
"	8	(12)	10 11,9	1,8	2,7	3,6	4,5
"	9	5 (12)	6,4	7,3	8,2	9,1	10,11
"	10	(12)	11 1,10	2,9	3,8	4,7	5,6
"	11	6 (12)	7,5	8,4	9,3	10,2	11,1

13 and 14 Players

Round 1	1	(14)	2,13	3,12	4,11	5,10	6,9	7,8
"	2	(14)	8 9,7	10,6	11,5	12,4	13,3	1,2
"	3	2 (14)	3,1	4,13	5,12	6,11	7,10	8,9
"	4	(14)	9 10,8	11,7	12,6	13,5	1,4	2,3
"	5	3 (14)	4,2	5,1	6,13	7,12	8,11	9,10
"	6	(14)	10 11,9	12,8	13,7	1,6	2,5	3,4
"	7	4 (14)	5,3	6,2	7,1	8,13	9,12	10,11
"	8	(14)	11 12,10	13,9	1,8	2,7	3,6	4,5
"	9	5 (14)	6,4	7,3	8,2	9,1	10,13	11,12
"	10	(14)	12 13,11	1,10	2,9	3,8	4,7	5,6
"	11	6 (14)	7,5	8,4	9,3	10,2	11,1	12,13
"	12	(14)	13 1,12	2,11	3,10	4,9	5,8	6,7
"	13	7 (14)	8,6	9,5	10,4	11,3	12,2	13,1

15 and 16 Players

Round 1	1 (16)	2,15	3,14	4,13	5,12	6,11	7,10	8,9
" 2	(16) 9	10,8	11,7	12,6	13,5	14,4	15,3	1,2
" 3	2 (16)	3,1	4,15	5,14	6,13	7,12	8,11	9,10
" 4	(16) 10	11,9	12,8	13,7	14,6	15,5	1,4	2,3
" 5	3 (16)	4,2	5,1	6,15	7,14	8,13	9,12	10,11
" 6	(16) 11	12,10	13,9	14,8	15,7	1,6	2,5	3,4
" 7	4 (16)	5,3	6,2	7,1	8,15	9,14	10,13	11,12
" 8	(16) 12	13,11	14,10	15,9	1,8	2,7	3,6	4,5
" 9	5 (16)	6,4	7,3	8,2	9,1	10,15	11,14	12,13
" 10	(16) 13	14,12	15,11	1,10	2,9	3,8	4,7	5,6
" 11	6 (16)	7,5	8,4	9,3	10,2	11,1	12,15	13,14
" 12	(16) 14	15,13	1,12	2,11	3,10	4,9	5,8	6,7
" 13	7 (16)	8,6	9,5	10,4	11,3	12,2	13,1	14,15
" 14	(16) 15	1,14	2,13	3,12	4,11	5,10	6,9	7,8
" 15	8 (16)	9,7	10,6	11,5	12,4	13,3	14,2	15,1

17 and 18 Players

Round 1	1 (18)	2,17	3,16	4,15	5,14	6,13	7,12	8,11	9,10
" 2	(18) 10	11,9	12,8	13,7	14,6	15,5	16,4	17,3	1,2
" 3	2 (18)	3,1	4,17	5,16	6,15	7,14	8,13	9,12	10,11
" 4	(18) 11	12,10	13,9	14,8	15,7	16,6	17,5	1,4	2,3
" 5	3 (18)	4,2	5,1	6,17	7,16	8,15	9,14	10,13	11,12
" 6	(18) 12	13,11	14,10	15,9	16,8	17,7	1,6	2,5	3,4
" 7	4 (18)	5,3	6,2	7,1	8,17	9,16	10,15	11,14	12,13
" 8	(18) 13	14,12	15,11	16,10	17,9	1,8	2,7	3,6	4,5
" 9	5 (18)	6,4	7,3	8,2	9,1	10,17	11,16	12,15	13,14
" 10	(18) 14	15,13	16,12	17,11	1,10	2,9	3,8	4,7	5,6
" 11	6 (18)	7,5	8,4	9,3	10,2	11,1	12,17	13,16	14,15
" 12	(18) 15	16,14	17,13	1,12	2,11	3,10	4,9	5,8	6,7
" 13	7 (18)	8,6	9,5	10,4	11,3	12,2	13,1	14,17	15,16
" 14	(18) 16	17,15	1,14	2,13	3,12	4,11	5,10	6,9	7,8
" 15	8 (18)	9,7	10,6	11,5	12,4	13,3	14,2	15,1	16,17
" 16	(18) 17	1,16	2,15	3,14	4,13	5,12	6,11	7,10	8,9
" 17	9 (18)	10,8	11,7	12,6	13,5	14,4	15,3	16,2	17,1

19 and 20 Players

Round 1	1 (20)	2,19	3,18	4,17	5,16	6,15	7,14	8,13	9,12	10,11
" 2	(20) 11	12,10	13,9	14,8	15,7	16,6	17,5	18,4	19,3	1,2
" 3	2 (20)	3,1	4,19	5,18	6,17	7,16	8,15	9,14	10,13	11,12
" 4	(20) 12	13,11	14,10	15,9	16,8	17,7	18,6	19,5	1,4	2,3
" 5	3 (20)	4,2	5,1	6,19	7,18	8,17	9,16	10,15	11,14	12,13
" 6	(20) 13	14,12	15,11	16,10	17,9	18,8	19,7	1,6	2,5	3,4
" 7	4 (20)	5,3	6,2	7,1	8,19	9,18	10,17	11,16	12,15	13,14
" 8	(20) 14	15,13	16,12	17,11	18,10	19,9	1,8	2,7	3,6	4,5
" 9	5 (20)	6,4	7,3	8,2	9,1	10,19	11,18	12,17	13,16	14,15
" 10	(20) 15	16,14	17,13	18,12	19,11	1,10	2,9	3,8	4,7	5,6
" 11	6 (20)	7,5	8,4	9,3	10,2	11,1	12,19	13,18	14,17	15,16
" 12	(20) 16	17,15	18,14	19,13	1,12	2,11	3,10	4,9	5,8	6,7
" 13	7 (20)	8,6	9,5	10,4	11,3	12,2	13,1	14,19	15,18	16,17

TOURNAMENT PLAY

49

Round 14	(20)	17	18,16	19,15	1,14	2,13	3,12	4,11	5,10	6,9	7,8	
"	15	8	(20)	9,7	10,6	11,5	12,4	13,3	14,2	15,1	16,19	17,18
"	16	(20)	18	19,17	1,16	2,15	3,14	4,13	5,12	6,11	7,10	8,9
"	17	9	(20)	10,8	11,7	12,6	13,5	14,4	15,3	16,2	17,1	18,19
"	18	(20)	19	1,18	2,17	3,16	4,15	5,14	6,13	7,12	8,11	9,10
"	19	10	(20)	11,9	12,8	13,7	14,6	15,5	16,4	17,3	18,2	19,1

21 and 22 Players

Round 1	1	(22)	2,21	3,20	4,19	5,18	6,17	7,16	8,15	9,14	10,13	11,12	
"	2	22	(12)	13,11	14,10	15,9	16,8	17,7	18,6	19,5	20,4	21,3	1,2
"	3	2	(22)	3,1	4,21	5,20	6,19	7,18	8,17	9,16	10,15	11,14	12,13
"	4	22	(13)	14,12	15,11	16,10	17,9	18,8	19,7	20,6	21,5	1,4	2,3
"	5	3	(22)	4,2	5,1	6,21	7,20	8,19	9,18	10,17	11,16	12,15	13,14
"	6	(22)	14	15,13	16,12	17,11	18,10	19,9	20,8	21,7	1,6	2,5	3,4
"	7	4	(22)	5,3	6,2	7,1	8,21	9,20	10,19	11,18	12,17	13,16	14,15
"	8	(22)	15	16,14	17,13	18,12	19,11	20,10	21,9	1,8	2,7	3,6	4,5
"	9	5	(22)	6,4	7,3	8,2	9,1	10,21	11,20	12,19	13,18	14,17	15,16
"	10	22	(16)	17,15	18,14	19,13	20,12	21,11	1,10	2,9	3,8	4,7	5,6
"	11	6	(22)	7,5	8,4	9,3	10,2	11,1	12,21	13,20	14,19	15,18	16,17
"	12	(22)	17	18,16	19,15	20,14	21,13	1,12	2,11	3,10	4,9	5,8	6,7
"	13	7	(22)	8,6	9,5	10,4	11,3	12,2	13,1	14,21	15,20	16,19	17,18
"	14	(22)	18	19,17	20,16	21,15	1,14	2,13	3,12	4,11	5,10	6,9	7,8
"	15	8	(22)	9,7	10,6	11,5	12,4	13,3	14,2	15,1	16,21	17,20	18,19
"	16	(22)	19	20,18	21,17	1,16	2,15	3,14	4,13	5,12	6,11	7,10	8,9
"	17	9	(22)	10,8	11,7	12,6	13,5	14,4	15,3	16,2	17,1	18,21	19,20
"	18	(22)	20	21,19	1,18	2,17	3,16	4,15	5,14	6,13	7,12	8,11	9,10
"	19	10	(22)	11,9	12,8	13,7	14,6	15,5	16,4	17,3	18,2	19,1	20,21
"	20	(22)	21	1,20	2,19	3,18	4,17	5,16	6,15	7,14	8,13	9,12	10,11
"	21	11	(22)	12,10	13,9	14,8	15,7	16,6	17,5	18,4	19,3	20,2	21,1

23 and 24 Players

Round 1	1	(24)	2,23	3,22	4,21	5,20	6,19	7,18	8,17	9,16	10,15	11,14	12,13	
"	2	(24)	13	14,12	15,11	16,10	17,9	18,8	19,7	20,6	21,5	22,4	23,3	1,2
"	3	2	(24)	3,1	4,23	5,22	6,21	7,20	8,19	9,18	10,17	11,16	12,15	13,14
"	4	(24)	14	15,13	16,12	17,11	18,10	19,9	20,8	21,7	22,6	23,5	1,4	2,3
"	5	3	(24)	4,2	5,1	6,23	7,22	8,21	9,20	10,19	11,18	12,17	13,16	14,15
"	6	(24)	15	16,14	17,13	18,12	19,11	20,10	21,9	22,8	23,7	1,6	2,5	3,4
"	7	4	(24)	5,3	6,2	7,1	8,23	9,22	10,21	11,20	12,19	13,18	14,17	15,16
"	8	(24)	16	17,15	18,14	19,13	20,12	21,11	22,10	23,9	1,8	2,7	3,6	4,5
"	9	5	(24)	6,4	7,3	8,2	9,1	10,23	11,22	12,21	13,20	14,19	15,18	16,17
"	10	(24)	17	18,16	19,15	20,14	21,13	22,12	23,11	1,10	2,9	3,8	4,7	5,6
"	11	6	(24)	7,5	8,4	9,3	10,2	11,1	12,23	13,22	14,21	15,20	16,19	17,18
"	12	(24)	18	19,17	20,16	21,15	22,14	23,13	1,12	2,11	3,10	4,9	5,8	6,7
"	13	7	(24)	8,6	9,5	10,4	11,3	12,2	13,1	14,23	15,22	16,21	17,20	18,19
"	14	(24)	19	20,18	21,17	22,16	23,15	1,14	2,13	3,12	4,11	5,10	6,9	7,8
"	15	8	(24)	9,7	10,6	11,5	12,4	13,3	14,2	15,1	16,23	17,22	18,21	19,20
"	16	(24)	20	21,19	22,18	23,17	1,16	2,15	3,14	4,13	5,12	6,11	7,10	8,9
"	17	9	(24)	10,8	11,7	12,6	13,5	14,4	15,3	16,2	17,1	18,23	19,22	20,21
"	18	(24)	21	22,20	23,19	1,18	2,17	3,16	4,15	5,14	6,13	7,12	8,11	9,10
"	19	10	(24)	11,9	12,8	13,7	14,6	15,5	16,4	17,3	18,2	19,1	20,23	21,22
"	20	(24)	22	23,21	1,20	2,19	3,18	4,17	5,16	6,15	7,14	8,13	9,12	10,11
"	21	11	(24)	12,10	13,9	14,8	15,7	16,6	17,5	18,4	19,3	20,2	21,1	22,23
"	22	(24)	23	1,22	2,21	3,20	4,19	5,18	6,17	7,16	8,15	9,14	10,13	11,12
"	23	12	(24)	13,11	14,10	15,9	16,8	17,7	18,6	19,5	20,4	21,3	22,2	23,1

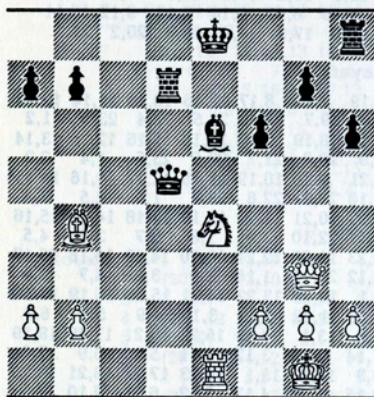
CHAPTER VII

TRAPS AND STRATAGEMS

Trapping the Trapper

I wonder if we chess players can be quite happy with the Oxford Dictionary's definition of a trap as a contrivance to catch noxious animals. More appropriate, perhaps, would be the term "bait," which refers to the alluring of poor fish. But surely there is not much fun in outwitting the opponent merely by dint of his lack of wits. The very word applies a double-edged affair, and what we really yearn for is to walk into a trap with our eyes so wide open as to see yet another hidden trap-door to walk out of, head erect, before banging it on the opponent. Here is a case in point.

Black: Muhring.



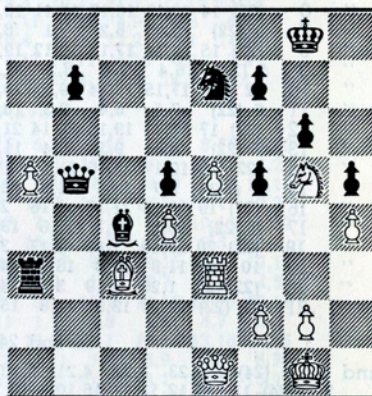
White: Szabo (Holland, 1946).

White could have won comfortably by N-B5, but he delighted his opponent by playing Q-N8ch. Muhring should have interposed his Rook, with the idea on countering N-Q6ch by QxN; but what he did play was K-B2; still determined to trap his

redoubtable opponent's Queen. Szabo promptly obliged by QxR, and after R-Q1, meekly played the Q to KR7, where she was properly trapped by B-B4. Muhring must have got quite a shock when Szabo calmly proceeded to reveal that other trap-door by N-N5ch, followed by R-K7ch, etc.

Here follows another battle of wits. Hastings, 1945.

Black: Christoffel.



White: Aitken.

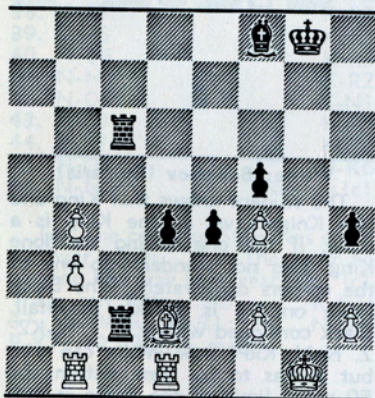
Black has just played his Q to N4 and was now threatening R-N6-N8. Aitken countered 1. N-B3, which was precisely what the wily Swiss master had wished to provoke, so as still further to restrict the White Rook's elbow-room. He promptly exploited the situation by 1. . . . P-B5, thereby practically forcing, 2. B-N4. Had the Swiss looked as deeply into the position as the Scot he would have chosen discretion by playing RxR, followed by N-B3; but he considered it more valorous to bag the exchange, the win of which he had so shrewdly coveted. Yet, by playing 2. . . . R-R5 he in turn did precisely what Aitken had wished to provoke, who now re-

vealed that other trap-door by 3. BxN, PxR; 4. QxP, Q-N7; 5. Q-R6! In the post-mortem Aitken proved that 4. . . . Q-K1 could not have saved the Black game either, on account of 5. B-B6, Q-KB1; 6. N-N5, B-N4; 7. P-K6, B-K1; 8. P-K7, Q-R3; 9. Q-B4, etc.

End Game Surprises

The following position occurred in the game Stahlberg-Taimanov, Zurich, 1954.

Black: Taimanov.



White: Stahlberg.

White to move. He is a Pawn up but all his Pawns are isolated. Black possesses two powerful center-pawns. The game continued as follows:

36. P-R3

If 36. R-R1, R-N3ch; 37. K-R1, P-R6; 38. R-KN1, R-N7; 39. B-K1, RxRch; 40. KxR, B-N2 etc.

36. . . . R-QR3

37. QR-B1 RxR

38. RxR R-R7

39. B-K1 R-N7

40. K-N2 RxNP

41. R-B8 R-N8

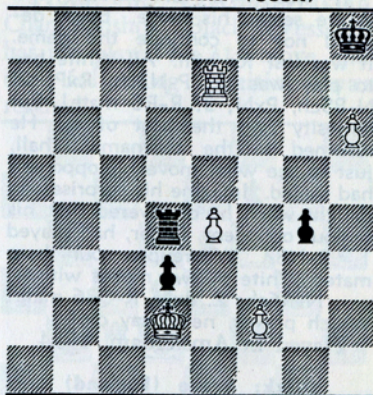
42. B-Q2 P-K6

White resigns

After 43. PxP, R-N7 and White loses his Bishop.

The following position occurred in Amsterdam, 1954.

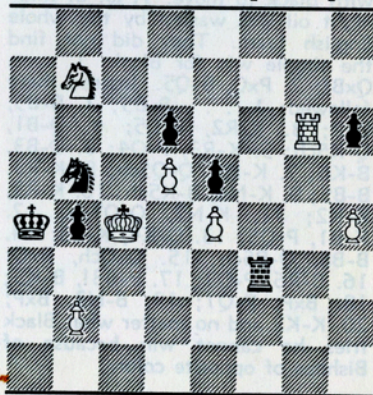
Black: Botvinnik (USSR)



White: Usser (Germany)

The position is won for White if he plays: 61. P-K5!, R-KB5; 62. KxP, RxP; 63. R-KN7, R-KR7; 64. RxP, RxP; 65. K-Q4, etc. But he continued with 61. R-K8ch?, K-R2; 62. R-K6, R-QR5! (Through the sacrifice of a second Pawn the world champion saves his game.) 63. KxP, R-R6ch; 64. K-K2, R-KB6! (The game is now a draw in spite of the fact that White is two pawns up. The student would do well to look into this position.) 65. P-K5, R-B4!; 66. K-K1, R-B5; 67. R-KB6, R-K5ch; 68. K-B1, RxP; 69. K-N2, R-QR4; 70. K-N3, R-KN4; 71. K-R4, R-N1; 72. K-R5, P-N6; drawn.

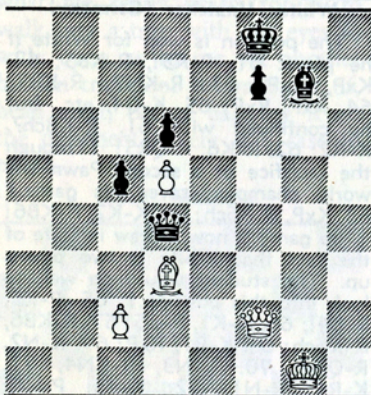
The following position occurred in the Yugoslav championship:



It was time for adjournment. White sealed his move. Black decided not to continue the game. It was lost for him. All White had to play was: 1. P-N3ch, RxP; 2. N-B5ch, PxN; 3. R-R6 mate! But curiosity had the best of it. He returned to the tournament hall, just to see what move his opponent had sealed. Imagine his surprise and delight when he discovered that his famous opponent, Rabar, had played 1. R-N8? Whereupon our hero mated White in two moves with 1. . . N-R6ch; 2. PxN, R-QB6 mate! Which proves, never say die!

Played in Amsterdam, 1954.

Black: Wade (England)

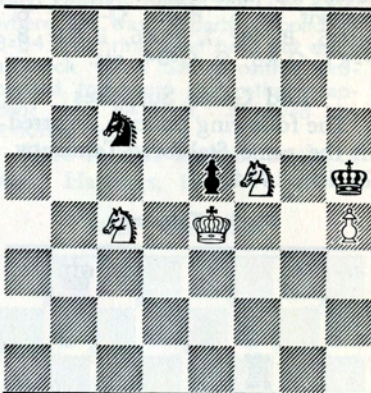


White: Joppen (Germany)

The above position was adjourned with Black to move. A lot of midnight oil was wasted by the whole English team. They did not find the simple win for Black: 1. . . QxB!; 2. PxQ, B-Q5. Instead there followed: 1. . . P-B5; 2. B-B5, QxP; 3. K-R2, B-Q5; 4. Q-B1, Q-K5ch; 5. K-R3, P-Q4; 6. Q-B3, B-K6; 7. K-N4, Q-Q5ch; 8. K-R3, B-B5; 9. K-N4, B-K5ch; 10. K-R3, K-K2; 11. K-N2, Q-Q7ch; 12. K-B1, P-Q5; 13. Q-K4, K-B3; 14. B-B8, Q-B5ch; 15. QxQch, BxQ; 16. B-R6, P-Q3; 17. P-B3!, B-K5; 18. BxP, P-Q7; 19. B-N3, BxP; 20. K-K2 and no matter what Black tries he cannot win because of Bishops of opposite color.

During the Olympic Chess Tournament, 1954, at Amsterdam, the following position occurred:

Black: Dr. F. Bogatyrychuck (Canada)



White: Bobotsov (Bulgaria)

The student knows that King and two Knights vs. a lone King is a draw, if the one having the lone King does not wander into one of the corners deliberately. The Black Pawn on K4 is Black's downfall. Black continued with 1. . . N-K2; 2. NxN, KxP; now White can win, but it has to be done within the 50-move limit or the game is still a draw! The Black Pawn may not be allowed to go any further than K5. If it reaches the sixth rank a win is not possible.

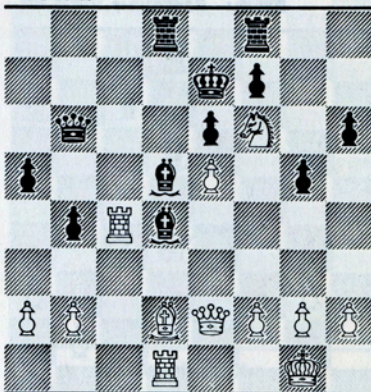
There followed:

- | | | |
|-----|--------|------------|
| 3. | N-K3 | K-N4 |
| 4. | N3-Q5 | K-N5 |
| 5. | N-B6ch | K-N4 |
| 6. | N6-N8 | K-N5 |
| 7. | N-N6 | K-N4 |
| 8. | N-B8 | K-N5 |
| 9. | N-K6 | K-N6 |
| 10. | N-B6 | K-B7 |
| 11. | N-Q5 | K-K7 |
| 12. | N-K3 | K-Q7 |
| 13. | K-B3 | P-K5ch (a) |
| 14. | K-B2 | K-Q6 |
| 15. | N-B7 | K-Q7 |
| 16. | N7-Q5 | K-Q6 |
| 17. | K-K1 | K-Q5 |
| 18. | K-Q2 | K-B4 |
| 19. | K-B3 | K-N4 |
| 20. | K-Q4 | K-B3 |
| 21. | N-KB4 | K-Q3 |

- | | |
|--------------|------|
| 22. N-K2 (b) | K-B3 |
| 23. K-K5 | K-B4 |
| 24. K-K6 | K-B3 |
| 25. K-K7 | K-N3 |
| 26. K-Q7 | K-B4 |
| 27. K-B7 | K-N4 |
| 28. K-Q6 | K-N3 |
| 29. N-Q4 | K-N2 |
| 30. N-K6 | K-N3 |
| 31. N-B7 | K-N2 |
| 32. N7-Q5 | K-B1 |
| 33. K-K7 | K-N1 |
| 34. K-Q8 | K-N2 |
| 35. K-Q7 | K-N1 |
| 36. N-N6 | K-N2 |
| 37. N-6-B4 | K-R2 |
| 38. K-B7 | K-R3 |
| 39. K-B6 | K-R2 |
| 40. N-Q6 | K-R3 |
| 41. N-N7 | K-R2 |
| 42. N-QB5 | K-N1 |
| 43. K-Q7 | K-R2 |
| 44. K-B7 | K-R1 |
| 45. N-Q5 | P-K6 |
| 46. N-N6ch | |

Resigns (c)

From the Czechoslovakian Championship. Black (Vessely) has just played his 31st move, and the following position was reached.



White (Pachman) found the following winning line:

- | | |
|------------|---------|
| 32. RxB! | QxR |
| 33. BxKNP | QxRch |
| 34. QxQ | PxB |
| 35. Q-Q4!! | Resigns |
- Mate or material loss cannot be avoided.

(a) The count of 50 moves starts all over again. (b) The winning position has now been reached. (c) There can follow: 46. . . . K-R2; 47. N-B8ch, K-R1; 48. N-Q7, P-K7; 49. N7-N6 mate.

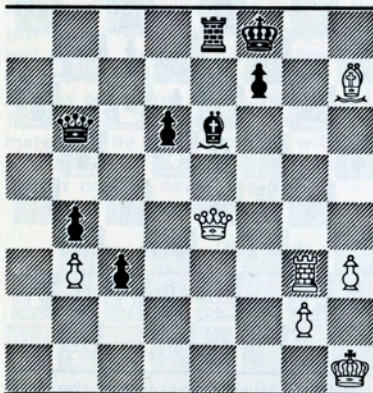
CHAPTER VIII

GAME POSITIONS AND PROBLEMS

(Solutions will be found on page 74)

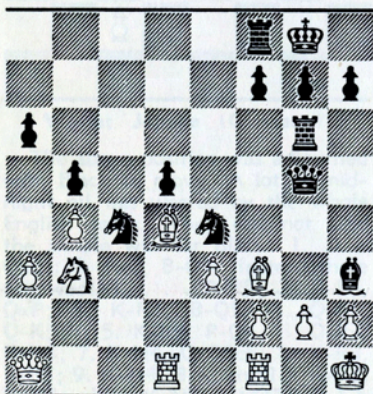
Game Positions

No. 1
MARIENBAD
Black: Basyounis.



White: Pytlakowski.
Black to move. (A bolt from the blue and White resigns!)

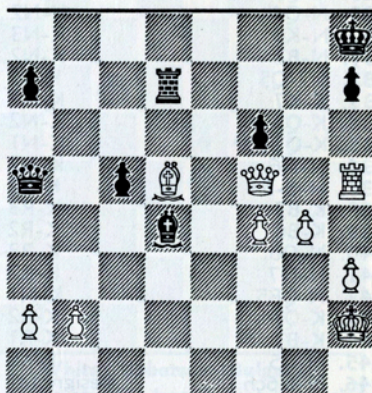
No. 3
MARIENBAD
Black: Pytlakowski.



White: Balanel.

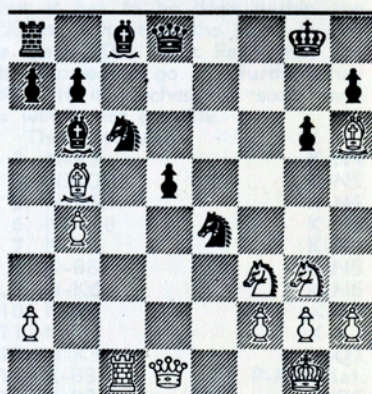
White played PxB here, something Black was waiting for. How did he continue?

No. 2
MARIENBAD
Black: Foltys.



White: Barda.
White to move. (Black thought P-KB3 would save him. Does it?)

No. 4
MARIENBAD
Black: Balanel.

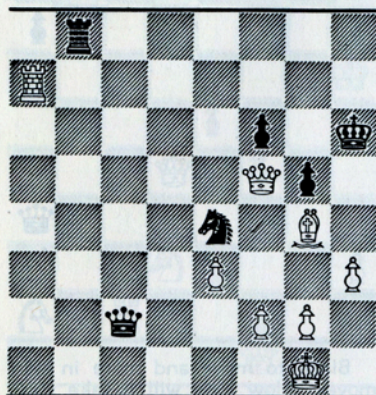


White: Szabo.

White to move. (Wins fast.)

No. 5
MARIENBAD

Black: Batockzy.

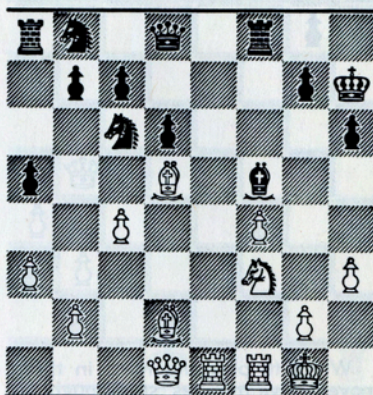


White: Ormos.

Black to move. How would you continue?

No. 6
MOSCOW 1927

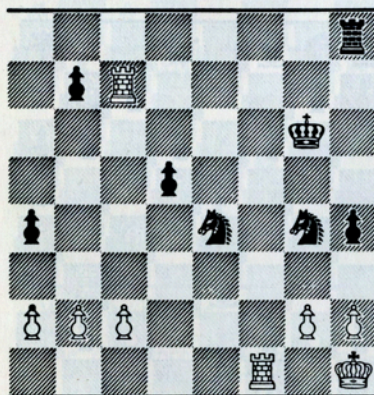
Black: Leyzerman.



White: Rossolimo.

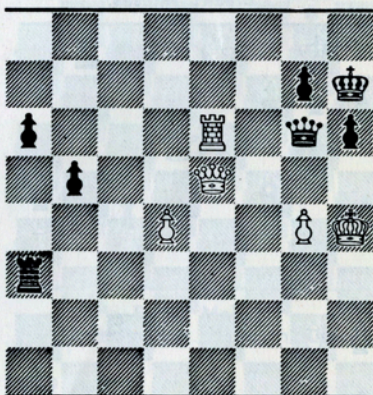
White to play. Can you find the win for White?

No. 7



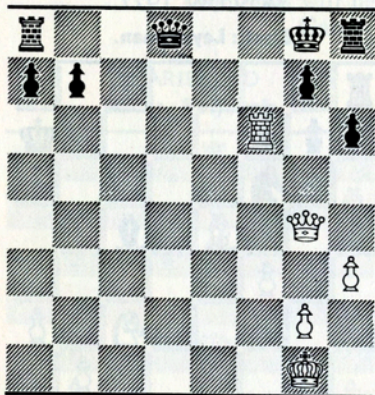
Game from the Swiss Championship 1930. Hans Johner, Black, has the move. He found a lovely forced win. Can you find the continuation?

No. 8



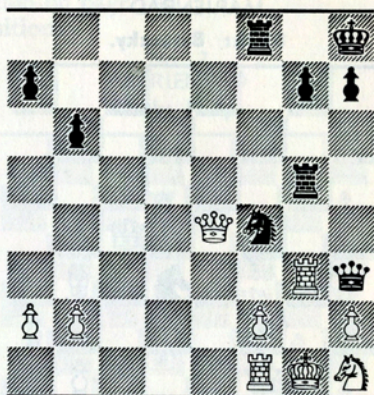
Black to move.

No. 9



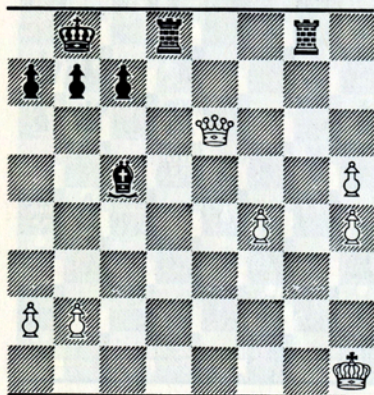
White to play and mate in three moves. Five minutes' study ought to do it? (Position from a game won by Helling. Berlin, 1934.)

No. 10



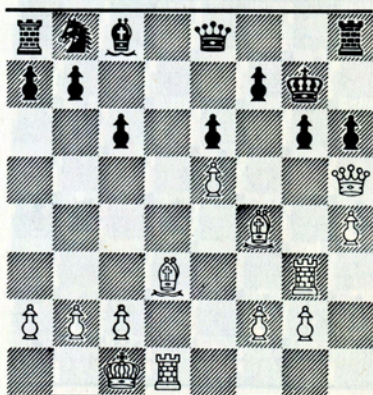
Black to move and mate in two moves. How long will it take you? (From a game played in Berlin, 1940.)

No. 11
Black: Mieses.



White: Dr. Olland.
Black to play announced mate in five moves. Should not take more than 10 minutes to solve.

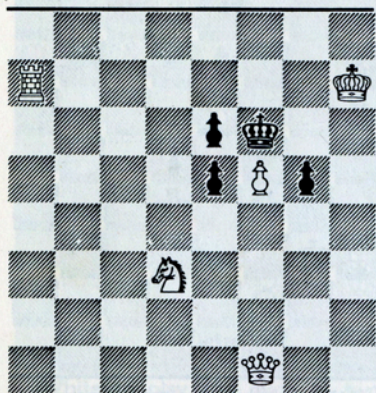
No. 12



White to move. This position occurred recently in a tournament in Belgium. White won quickly and brilliantly. Think you can find the win?

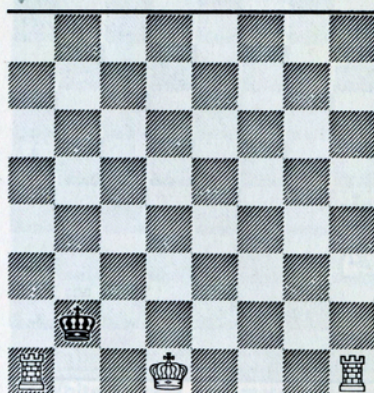
Problems

No. 1



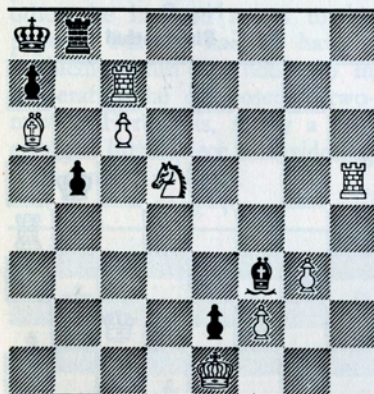
White to play and mate in two moves. Should not take you more than five minutes to solve.

No. 2



White to play and mate in three moves. Should only take you five minutes. EASY!

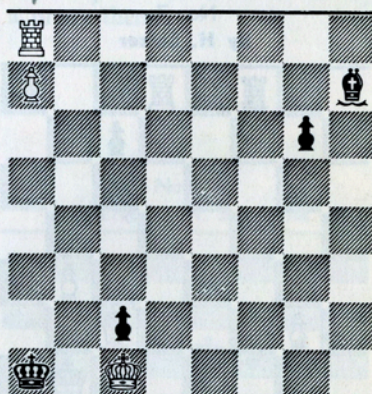
No. 3



White to play and mate in three moves.

The difference between an old-time problem and a modern one is the difference between the first Stanley car and any make of car today. Here's one which is of historic interest, being No. 1 "Illustrated London News," June 25, 1842. It's a simple idea compared to any problems composed today.

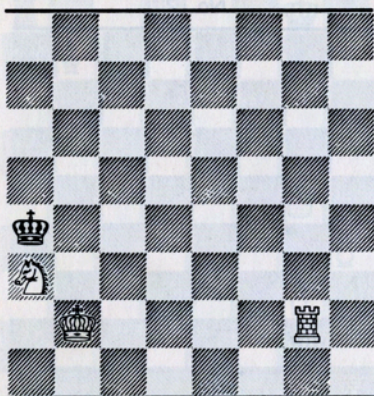
No. 4



By J. Moller

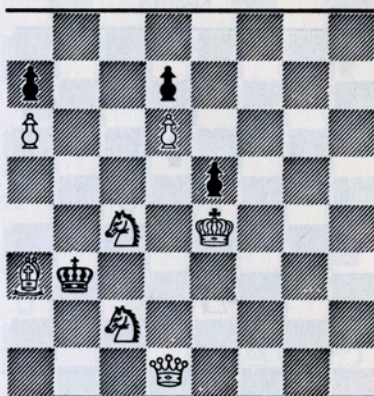
A three-mover. Five minutes to solve!

No. 5
By O. Wurzburg



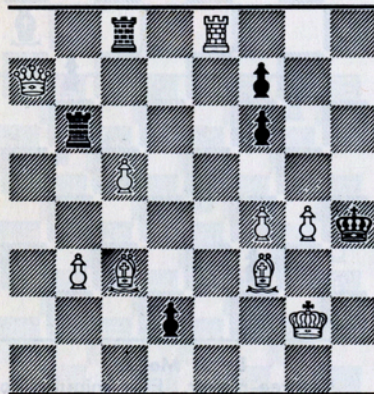
This three-mover should not take you more than five minutes to solve.

No. 6
By Paul Keres



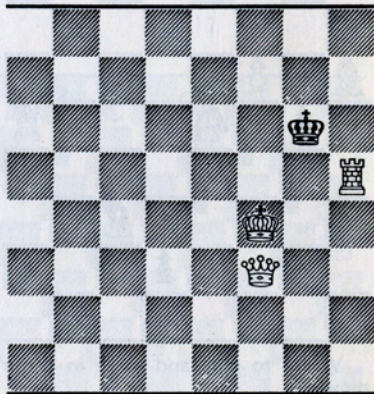
White to play and mate in two moves. Ten minutes time-limit.

No. 7
By H. Sulzer



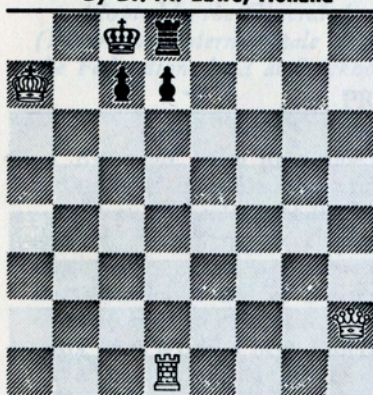
White to play and mate in two moves.

No. 8
By C. Blumenthal



White to play and mate in two moves.

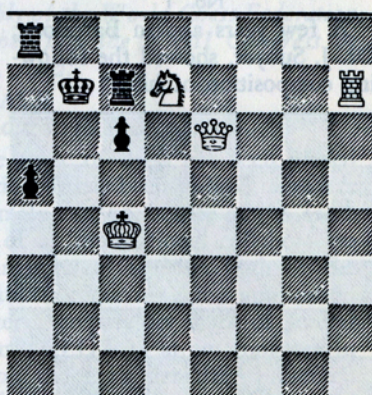
✓ No. 9
By Dr. M. Euwe, Holland



White to play and mate in two moves.

Here is Dr. Euwe in his (all too rare) capacity of a composer. Many years ago—so he tells—one of his chess columns was going to press, when, for some reason or other, he had no access to his papers. But he had to have a problem within the hour; so in desperation he composed a two-mover. Here it is, surely a neat enough little piece, considering the agony of its birth.

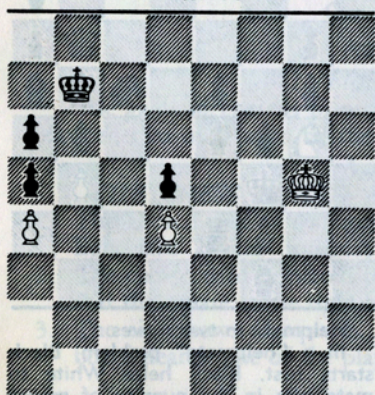
✓ No. 10



White to play and mate in three moves.

All the great composers broke the "unwritten rules" of problem composing whenever the need arose, i.e., whenever it became necessary to illustrate effectively a pretty theme.

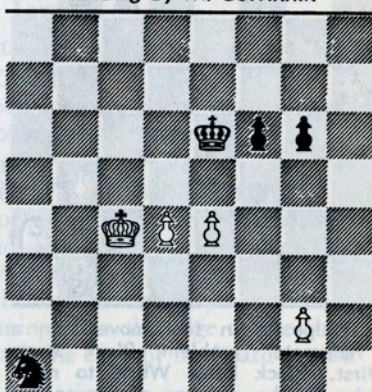
No. 11



White to play and win.

No. 12

Ending by M. Botvinnik

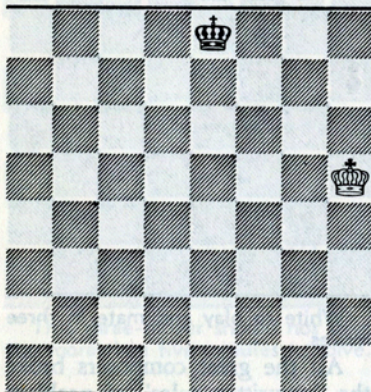


White to play and draw.

Flights of Fancy

No. 1

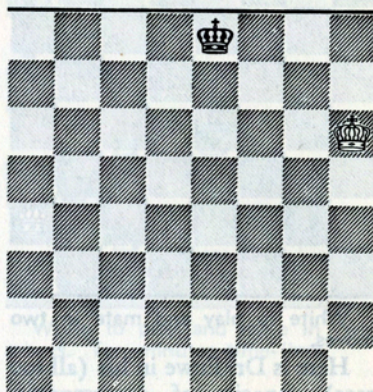
A few years ago in Barcelona, Dr. J. Sunyer, showed the following composition of his:



White to move!

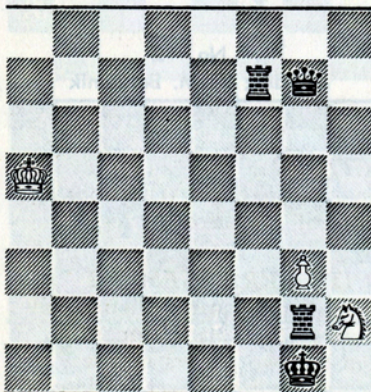
Before commenting, I waited for instructions! White takes back his last move. Black takes back his last move. Black then makes another move that permits White to mate him in one.

No. 2



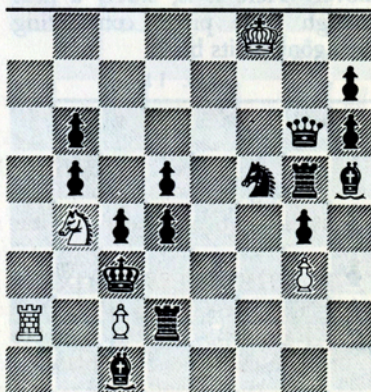
Knud Hanneman of Denmark composed a sequel to the previous problem. White takes back his last move. Black takes back his last move. Black then makes another move that permits White to mate him in one.

No. 3



Helpmate in five moves. In a "helpmate" problem, Black starts first. Black helps White to mate him in the number of moves required.

No. 4



Helpmate in two moves.

In a "helpmate" problem, Black starts first. Black helps White to mate him in the number of moves required. Simple, what?

CHAPTER IX
THE LAWS OF CHESS
(Regle du Jeu des Echecs)

*Adopted by the General Assembly of the World Chess Federation
(Federation Internationale des Echecs) at the XXIII Congress of
the Federation, held at Stockholm, 1952.*

PREFACE
(To the Original Edition in French)

Although, for a long time, the game of chess has been played according to rules essentially unvaried, it has been judged necessary—in view particularly of the extremely vast popularity of the game and the encouraging development of an international collaboration in chess—to create a clear and unequivocal revision both of the laws themselves and of the regulations concerning the application of these laws to competitions. After a preparatory work of several years, the World Chess Federation (F.I.D.E.), at its congress in 1952, has completed this task, and the laws hereafter presented will be, from now on, strictly applied throughout the whole world of chess.

To my cordial thanks to all the experts—chess masters, chess organizers and linguists—who have aided me with their collaboration, I would like to add the hope that the task we have just accomplished will be of lasting importance for the high endeavor committed to the World Chess Federation: the promotion not only of the game of Chess itself but also of the friendship and understanding between chess players of all countries contributing thus to the fraternity of mankind.

Stockholm, February 1953

FOLKE ROGARD
President
World Chess Federation

PART ONE
General Laws

ARTICLE 1

INTRODUCTION

The game of chess is played upon a square board (chess board) between two opponents by the moving of the pieces.

ARTICLE 2

THE CHESS BOARD AND ITS ARRANGEMENT

1. The chess board is composed of 64 equal squares alternatively light (the "white" squares) and dark (the "black" squares).
2. The chess board is placed between the two players in a way so that the square at the right-hand corner to each player is white.
3. The eight rows of squares, running from the edge of the chess board nearest one of the players to the edge of the board nearest


- the other player, are called "files." (*These are vertical columns.*)
4. The eight rows of squares, running from one edge of the chess board to the other at a right-angle from the files, are called "ranks." (*These are the horizontal columns.*)
 5. The straight rows of squares of one color, touching each other at the corners, are called "diagonals."


ARTICLE 3


THE PIECES (MEN) AND THEIR ARRANGEMENT


At the start of play, one player uses the 16 light-colored pieces ("White" pieces), the other player the 16 dark-colored pieces ("Black" pieces).


These pieces (men) are as follows:


One White King
with the usual symbol in print of 


One White Queen
with the usual symbol in print of 


Two White Rooks
with the usual symbol in print of 


Two White Bishops
with the usual symbol in print of 


Two White Knights
with the usual symbol in print of 


Eight White Pawns
with the usual symbol in print of 


One Black King
with the usual symbol in print of 

One Black Queen
with the usual symbol in print of 

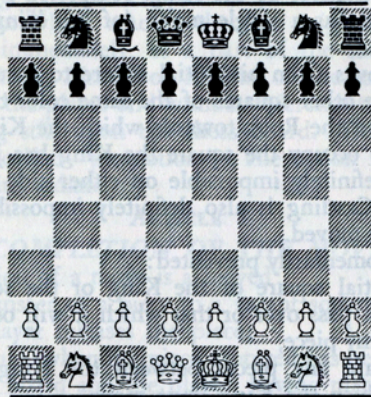
Two Black Rooks
with the usual symbol in print of 

Two Black Bishops
with the usual symbol in print of 

Two Black Knights
with the usual symbol in print of 

Eight Black Pawns
with the usual symbol in print of 

The initial position of the pieces (*men*) upon the chess board are as shown in the following diagram:



(Note: In these Laws the term "piece" is used to define collectively all the men used in the game of chess. In practice, the collective term is "men" and the term "piece" is restricted to cover all the men except the pawns.)

ARTICLE 4

THE CONDUCT OF THE GAME

1. The two players must alternate in making one move at a time. The player with the White pieces commences the game.
2. It is said that a player "has the move" when it is his turn to play.

ARTICLE 5

THE GENERAL DEFINITION OF THE MOVE

1. Except for castling (Article 6), a move is the transferring of a piece from one square to another square, vacant or occupied only by an enemy piece. (An "enemy" piece is a piece of the opposite color.)
2. No piece, except the Rook in castling and the Knight (Article 6) can move over a square occupied by another piece.
3. A piece moved to a square occupied by an enemy piece, at the same time captures this piece, which must be immediately removed from the chess board by the player who makes the capture. For the capture "en passant," see Article 6.

ARTICLE 6

THE INDIVIDUAL MOVES OF THE PIECES

THE KING

Except for castling, the King moves from his square to one of the contiguous squares not under attack by an enemy piece.

A square is "under attack by an enemy piece" when that piece can move to the square on its next move.

Castling is a transfer of the King, completed by the transfer of the Rook, counting as a single move (of the King) and executed strictly as follows:

The King moves from his initial square to occupy on the same rank either of the other squares of the same color the nearest to his initial square, then the Rook towards which the King moves passes over the King to occupy the square the King has just passed over.

Castling is definitely impossible on either side if the King has already moved. Castling is also definitely impossible with a Rook which has already moved.

Castling is momentarily prevented:

- a) if the initial square of the King or the square which the King must pass over or that which it will occupy is attacked by an enemy piece,
- b) if there are any pieces between the King and the Rook toward which the King must move.

THE QUEEN

The Queen moves along the length of the ranks or files or diagonals upon which it stands.

THE ROOK

The Rook moves along the length of the ranks or files upon which it stands.

THE BISHOP

The Bishop moves along the length of the diagonals upon which it stands.

THE KNIGHT

The movement of the Knight is composed of two different steps. It moves to a contiguous square upon the rank or file and then, still in moving away from its square of departure, moves to a contiguous square on the diagonal.

THE PAWN

The Pawn moves forward only.

- a) Except in the case of a capture, it advances from its initial square one or two vacant squares forward on its file, and thereafter only one vacant square on its file at a time. In the case of a capture, it advances to a square contiguous to its own upon the diagonal.
- b) A Pawn attacking a square passed over by an enemy Pawn, which has been advanced two squares in one move from its initial square, can capture, but only in the move immediately

following, this enemy Pawn, as if that Pawn had only been moved forward one square. This capture is called "taking in passing" ("prise en passant").

c) Any Pawn which reaches the last (eighth) rank must be changed immediately, as a part of the same move, into a Queen, Rook, Bishop or Knight of the same color, at the choice of the player and without reference to the other pieces remaining still upon the chess board. This changing of a Pawn is called "promotion." The action of the promoted piece is immediate.

ARTICLE 7

COMPLETION OF THE MOVE

The completion of a move is achieved:

- a) in the transfer of a piece to a vacant square, when the hand of the player releases the piece;
- b) in a capture, when the piece captured has been removed from the chess board and the player, having placed his own piece on its new square, has released it from his hand;
- c) in castling, when the hand of the player has released the Rook upon the square passed over by the King; when the player has released the King from his hand, the move is not yet completed, but the player no longer has the right to make any other move than castling;
- d) in the promotion of a Pawn, when the Pawn has been removed from the chess board and the hand of the player has released the new piece, placed upon the square of promotion; if the player has released from his hand the Pawn upon its arrival at the square of promotion, the move is not yet completed, but the player no longer has the right of playing a pawn to another square.

ARTICLE 8

THE TOUCHED PIECE

Upon the condition of forewarning his opponent, the player having the move can adjust upon their squares one or several pieces.

Except for this case above, if a player having the move touches one or several pieces, he must make his move by moving or capturing the first piece touched which can be moved or captured.

If the opponent has not claimed the fault before touching a piece himself or if none of the moves indicated above can be made legally, there is no penalty.

ARTICLE 9

ILLEGAL POSITIONS

1. If a move is made illegally and if one of the players claims this fact before touching a piece himself, the illegality will be corrected in applying the rules of Article 8. If the illegality is not claimed, the game continues without correction.

2. If, in the course of a game, one or several pieces have been accidentally deranged and incorrectly replaced, or if, after an adjournment, the position is incorrectly step-up and if one of the players claims this fact before touching a piece, the irregularity will be corrected. If the irregularity is not then claimed, the game continues without correction.
3. If during the game it is claimed that the initial position of the pieces was incorrect, the game will be annulled.
4. If during the game it is claimed that the initial position of the chess board was incorrect, the position attained will be transferred to a chess board correctly placed and the game continued. *(In the above sections of Article 9 the term "claimed" must be interpreted to include proof of the claim's correctness.)*

ARTICLE 10

CHECK

1. The King is in check when his square is attacked by an enemy piece; it is said then that this piece gives check to the King.
2. Check must be parried by the move immediately following. If check cannot be parried, it is said to be "mate." (See Article 11, 1.)
3. A piece interposing to prevent check to the King of its own color can itself give check to the enemy King.

ARTICLE 11

THE WON GAME

1. The game is won by the player who gives mate to the enemy King.
2. The game will be considered as won by the player whose opponent resigns the game.

ARTICLE 12

THE DRAWN GAME

The game is drawn:

1. When the King of the player who has the move is not in check but the player cannot make any move. It is said the King is "stalemated";
2. By agreement between the two players;
3. Upon demand by one of the players when the same position appears three times with the same player having the move each of the three times. The position is considered the same if the pieces of the same denomination and of the same color occupy the same squares. The right of claiming the draw belongs exclusively to the player:
 - a) who is in the position of having the move, leading to the repetition of the position, if he declares in advance that he has the intention of making the move;
 - b) who must reply to a move by which the repeated position is produced. If a player, not having claimed the draw in the

- order provided in a) and b), makes his move, he loses the right to claim the draw; however, this right is restored, if the same position appears again, the same player having the move.
4. When a player who has the move demonstrates that fifty moves at least have been played by himself and opponent without the capture of any piece or the moving of any Pawn.

This number of fifty moves may be augmented for those positions determined on the condition that the number and these positions have been clearly established before the start of the game.

PART TWO

Supplementary Regulations for Tournaments and Matches

ARTICLE 13

NOTATION OF THE GAMES

In the course of play, each player is required to record the moves of his game in a clear and readable manner upon a prescribed score-sheet. (See Supplement No. 1.)

ARTICLE 14

USE OF THE CHESS CLOCK

1. In a stated period of time, each player must make a certain number of moves, these two factors being determined in advance.
2. The control of the time used by each player shall be accomplished by the use of a clock designed for this purpose.
3. At the hour set for the start of the game, the clock of the player who has the White pieces is set in motion. In the continuation of the game, each of the players, having made his move, stops his own clock and starts the clock of his opponent.
4. During the execution of a prescribed number of moves, the last move is not considered as accomplished until after the player has stopped his clock.
5. All indications given by a clock or its special attachments (*the flag present in some chess clocks*) are considered as definite in the absence of evident faults. The player who wishes to claim such a fault must offer proof himself since he will gain advantage from the claim.
6. If the play must be interrupted because of some situation not the fault of one of the players, the clocks will be stopped until the situation is adjusted. This must be done, for example, in the case of an illegal position to be corrected, in the case of a faulty clock to be exchanged, or if the piece that a player has announced he wishes in place of one of his Pawns arriving at the final rank is not immediately obtainable.

ARTICLE 15

THE ADJOURNMENT OF A GAME

1. In the case where, after the elapsing of the time prescribed for playing, a game is not finished, the player having the right to

move must write his next move in complete notation upon his score-sheet, place this score-sheet and that of his opponent in an envelop, seal the envelop and then stop the clocks.

(This is called a "sealed" move.)

If the player has made the said move upon the chess board, he must write the same move on his score-sheet.

2. Upon the envelop will be indicated:
 - a) the names of the players
 - b) the position at the time of adjournment of the game
 - c) the time consumed by each of the players
 - d) the name of the player who has written (*sealed*) his move and the number of that move.
3. The custody of the envelop must be assured.

ARTICLE 16

THE RESUMPTION OF A GAME

1. At the time of resumption of the game, the position upon the chess board will be restored and the time consumed by each player at the time of adjournment will be indicated on the clocks.
2. The envelop will be opened only if the player having the move (the player replying to the move in the envelop) is present. The clock of that player will be set in motion after the written (*sealed*) move has been made on the chess board.
3. If the player having the move is absent, his clock will be placed in motion, but the envelop will only be opened at the time of his arrival.
4. If the player who has written (*sealed*) his move is absent, the player having the move is not obliged to reply upon the chess board to the sealed move. He has the right to write his move in reply upon his score-sheet, and place that in an envelop, stopping his clock and placing in motion the clock of his opponent. The envelop must be placed in security to be opened at the arrival of the opponent.
5. If the envelop enclosing the written (*sealed*) move at the time of adjournment has disappeared, without it being possible to re-establish, by the agreement of the two players, the position and the time consumed for the adjourned game, or if for any other reason whatsoever the said position and the said times cannot be established, the game is annulled, and a new game must be played in place of the adjourned game.
6. If during a resumption of a game, the time consumed has been incorrectly indicated and if one of the players claims this fact before his first move, the error must be corrected. If the error is not then claimed, the game continues without correction.

ARTICLE 17

THE LOSS OF THE GAME

A game is lost by a player:

1. who has not made the prescribed number of moves in the time specified;

2. who arrives at the chess board more than one hour late;
3. who has placed in the envelop (*in sealing a move*) an illegal move or one so vaguely defined that it is impossible to establish the real intention of the move;
4. who, during the game, refuses to comply with the present laws of chess.

If both players arrive at the chess board more than one hour late or refuse to comply with the present laws of chess, the game will be declared lost by both players.

ARTICLE 18

THE CONDUCT OF THE PLAYERS

1. a) During the play it is forbidden to the players to consult manuscript or printed notes or to analyze the game upon another chess board; it is equally forbidden for them to receive the counsel or advice of a third party, solicited or not.
 - b) During the play, as well as during an adjournment, no analysis is permitted in the playing rooms.
 - c) It is forbidden to distract or annoy the opponent, in any manner whatsoever.
2. The infraction of these indicated rules in section one can incur penalties even to the extent of the loss of the game.

ARTICLE 19

THE TOURNAMENT DIRECTOR (OR MATCH REFEREE)

To regulate the competition (*tournament or match*) a tournament director (or referee) must be designated.

He has the duty:

- a) to oversee the strict observance of the present laws of chess
- b) to oversee the progress of the competition, to determine if the prescribed time-limit has not been exceeded by the players, to arrange the order of the resumption of play in adjourned games, to oversee the observation of the arrangements contained in Article 15, to oversee above all that the information carried upon the envelop is correct, to take custody of the said envelop until the time of resumption of the adjourned game, etc. . . .
- c) to enforce the decisions that he has reached in the disputes which are presented to him in the course of the competition
- d) to impose the penalties on the players for all faults or infractions of the present laws.

ARTICLE 20

THE INTERPRETATION OF THE PRESENT LAWS OF CHESS

In case of doubt as to the application or interpretation of the

present laws, the F.I.D.E. will examine the written declarations submitted and make official decisions.

The decisions published in the "Revue de la F.I.D.E." are necessarily valid for all the affiliated federations.

(In the United States disputes as to the intention or interpretation of these laws should be forwarded in writing to the USCF Secretary. The U. S. Chess Federation will render an interpretation of the law in clear cases, and in cases of doubt or ambiguity will forward the question to the F.I.D.E. Bureau for a final decision.)

THE CONDUCT OF THE MATCH

- 1. a) During the play it is forbidden for the player to consult a newspaper or periodical or to receive the news upon another chess board. It is equally forbidden for him to leave the board or to receive a third party, touched or not.
- b) During the play as well as during an adjournment, no party is permitted to discuss the position.
- 2. It is forbidden to demand of your opponent, in any manner whatsoever, the position of his pieces.
- 3. The violation of these indicated rules in serious cases can result in the loss of the game.

THE TOURNAMENT DIRECTOR (OR MATCH REFEREE)

To ensure the competition, the tournament director (or match referee) must be designated before the start of the play. He has the duty to see that the laws of chess are observed, to protect the best interests of the players and to ensure the progress of the competition. He must also ensure that the prescribed time limit has not been exceeded by the players. He must arrange the order of the resumption of play in the case of adjournment, to oversee the observation of the laws and to ensure that the competition is carried out in accordance with the regulations. He must also ensure that the competition is carried out in accordance with the regulations. He must also ensure that the competition is carried out in accordance with the regulations.

THE INTERPRETATION OF THE PRESENT LAWS OF CHESS

In case of doubt as to the application or interpretation of the laws of chess, the player should refer to the laws of chess.

CHAPTER X

SYSTEMS OF CHESS NOTATION

The Laws of F.I.D.E. actually only recognize the two most widespread systems of notation: the algebraic system and the descriptive system.

Each affiliated unit is free to use either of these two notations which it prefers.

(The U. S. Chess Federation accepts both the algebraic and descriptive systems as valid, and recognizes as legitimate the use of Forsyth notation as a shorthand to indicate a specific position.)

THE ALGEBRAIC SYSTEM

GENERAL NOTATION

The pieces, except the Pawns, are designated by the initials. The Pawns are not specifically indicated.

(In American usage Knight is indicated by Kt or N, as K indicates the King.)

The eight files (from the first rank of the White pieces) are designated by the letters a to h.

The eight ranks are numbered from 1 to 8, in counting from the first rank of the White pieces.

(In the original position, the White pieces are found upon the first and second rank, and the Black pieces on the seventh and eighth ranks.)

Each square is thus defined invariably by the combination of a letter and a numeral.

To the initial of each piece (except a Pawn) one adds the square of departure and the square of arrival. In abbreviated notation, the square of departure is omitted.

Thus Bc1-f4 means the Bishop upon the square c1 is moved to the square f4. In abridged notation: Bf4.

Or also e7-e5 means the Pawn upon the square e7 is moved to the square e5. In abridged: e5.

When two pieces of the same denomination can be moved to the same square the abridged notation is expanded in the following manner: If, for example, two Knights are at g1 and d2, the move Ktg1-f3 is written in abridged as Ktg-f3. If the Knights were at g1 and g5, the move Ktg1-f3 would be abridged as Kt1-f3.

ABBREVIATIONS:

O-O	Castling with the Rook on h1 or h8 (short castling)		
O-O-O	Castling with the Rook on a1 or a8 (long castling)		
: or x	Capturing	!	Well played
+	Giving check	?	Poorly played
+ +	Giving checkmate		

THE DESCRIPTIVE SYSTEM

GENERAL NOTATION

The pieces, except the Pawns, are designated by their initials. The Pawns are not specially indicated.

(In American usage and notation the Pawns are also indicated by their initial; and the Knight is indicated by Kt or N, since K is reserved to designate the King.)

One distinguishes the Rook, Knight and Bishop of the King and those of the Queen by the addition of the letters K and Q. (KR or QR, etc.).

The eight files (from left to right for the White pieces and inversely for the Black pieces) are distinguished thus:

- File of the Queen's Rook (QR)
- File of the Queen's Knight (QKt or QN)
- File of the Queen's Bishop (QB)
- File of the Queen (Q)
- File of the King (K)
- File of the King's Bishop (KB)
- File of the King's Knight (KKt or KN)
- File of the King's Rook (KR)

The eight ranks are numbered from 1 to 8, in counting from the first rank, for the White pieces and also for the Black pieces.

The initial of the piece moved and the square to which it moves are indicated.

Example: Q-KB4 means the Queen is moved to the fourth square in the file of the King's Bishop.

When two pieces of the same denomination can move to the same square, the square of departure and the square of arrival are both indicated. Thus R(KKt4)-KKt2 means the one of the two Rooks which is on the fourth square of the King's Knight's file is moved to the second square of the same file.

(In practice, the indication in abridged form of R(Kt) or R(4) is usually sufficient, if the two Rooks are not both on the Kt file or both on the fourth rank.)

ABBREVIATIONS:

O-O	Castling with the King's Rook (short castling)		
O-O-O	Castling with the Queen's Rook (long castling)		
: or x	Capturing	!	Well played
ch. or +	Giving check	?	Poorly played

GLOSSARY OF CHESS TERMS

- Backward Pawn**—An unsupported Pawn which cannot be moved immediately into the protection of another Pawn.
- Bad Bishop**—A Bishop blocked or hemmed in by its own men.
- Blindfold chess**—Chess without sight of the board or men and without written notes.
- Caissa**—The guardian deity of chess. An invention of the chess players rather than a legitimate mythological character. The dryad Caissa originally was the heroine of a poem written in 1783 by Sir William Jones, English orientalist and translator.
- Castling, long**—Castling with the Queen's Rook.
- Castling, short**—Castling with the King's Rook.
- Center**—Generally refers to the King's and Queen's files and to a lesser degree to the Bishops' files.
- Correspondence chess**—Chess played by mail in which the players are permitted the use of textbooks and notes, but may not consult with other players.
- Discovered check**—Check by a piece of which the action has been unmasked by the moving of another piece.
- Double check**—Check simultaneously obtained by the moving of a piece which itself gives check and which at the same time uncovers the action of another piece which also gives check.
- Doubled Pawns**—Two Pawns of the same color on one file.
- En passant**—(Fr., in passing.) The capture of a Pawn which has moved from its second to its fourth rank by an opposing Pawn which stands on its own sixth rank.
- En prise**—(Fr., in take.) Said of a piece which is exposed to capture.
- Exchange, losing the**—The exchange of a Rook for a Knight or Bishop.
- Exchange, winning the**—To exchange a Knight or Bishop for a Rook.
- Fianchetto**—(It., diminutive of flank or side.) The development of a Bishop at N2.
- Forced move**—A move which a player is compelled to make in order to avoid mate or loss of material.
- Fork**—Simultaneous attack by one piece on two of the enemy's pieces. For example, a Knight may fork the King and Queen, thus forcing the King to move and winning the Queen.
- Gambit**—(From Old French *gambit*, a tripping.) An opening in which a Pawn or a piece or more is sacrificed in exchange for positional advantage.
- Hanging Pawns**—Two or more connected Pawns unsupported by others.
- Interpose, to**—To place a piece between the enemy piece which gives check and your own King. A check given by a Knight cannot be stopped by interposing.
- Isolated Pawn**—A Pawn which is not supported by other Pawns of the same color on adjacent files.
- J'adoube**—(Fr., I adjust.) Notice given by a player who desires to touch one of his pieces for the purpose of adjusting it without making a move.
- Lightning chess**—Chess played at the rate of ten seconds a move. Also called speed or rapid transit chess.
- Open file**—A file from which the Pawns have been cleared away.
- Pinned piece**—A piece which interposes to prevent check has its liberty of movement curtailed by this interposition and is said to be "pinned."
- Round robin**—A type of tournament in which each player meets every other player.
- Smothered mate**—A checkmate delivered by the Knight in which the King, surrounded by his own pieces, has nowhere to go.

Strong square—One adequately controlled or guarded by one's own pieces.

Unsupported Pawn—One not protected by another Pawn. At the beginning of a game all Pawns are unsupported.

Weak square—One which a player cannot guard or can guard only with great difficulty.

Zugzwang—(Ger., forced move.) A position in which one is forced to move but any move will lead to defeat. Particularly a position in which the opponent, if he had the first move, would derive no advantage.

SOLUTIONS GAME POSITIONS

- No. 1:** 1. . . . B-N5! and White resigns
No. 2: 1. RxPch, RxR; 2. Q-B8ch, K-N2; 3. Q-N8ch, K-R3; 4. P-N5ch, K-R4; 5. QxR mate
No. 3: 1. PxBP, Q-N8ch; 2. RxQ, NxBP mate
No. 4: 1. NxN, PxN; 2. Q-N3ch, K-R1; 3. Q-B7, Resigns
No. 5: 1. . . . R-N8ch; 2. K-R2, R-R8ch; 3. KxR, N-N6ch; 4. PxN, QxPch; 5. KxQ stalemate!
No. 6: 1. N-N5ch, K-N3; 2. R-K6ch, R-B3; 3. RxRch, PxR; 4. Q-R5ch!, KxQ; 5. B-B7ch, B-N3; 6. P-N4ch, K-R5; 7. B-K1 mate
No. 7: 1. . . . N-N6ch; 2. PxN, PxP d.ch; 3. K-N1, N-B7; 4. RxN, R-R8ch; 5. KxR, PxR wins
No. 8: 1. . . . QxR; 2. QxQ, P-N4ch; 3. K-R5, R-R6 mate
No. 9: 1. Q-K6ch, K-R2; 2. RxPch, PxR; 3. Q-B7 mate
No. 10: 1. . . . Q-N7ch; 2. RxQ, N-R6 mate
No. 11: 1. . . . R-Q8ch; 2. K-R2, B-N8ch; 3. K-R1, B-K6 d.ch; 4. K-R2, BxPch; K-R3, R-R8 mate
No. 12: 1. BxNP, PxB; 2. R-Q8 wins

PROBLEMS

- No. 1:** 1. N-B2
No. 2: 1. R-KR4, K-B3; 2. R-N1 or 1. . . . KxR; 2. K-B2 etc.
No. 3: 1. B-N7ch, RxB; 2. R-B8ch etc.
No. 4: 1. R-KN8, BxR; 2. P-Q8 (Q) ch, B-R7; Q-R8 mate
No. 5: 1. K-B3, KxN; 2. K-B4 etc. or 1. . . . K-R4; 2. R-N6 etc.
No. 6: 1. Q-Q5
No. 7: 1. P-B6
No. 8: 1. Q-N7
No. 9: 1. Q-Q6
No. 10: 1. N-B5ch, K-N3; 2. QxPch etc. or 1. . . . K-N1; 2. Q-B8ch etc.
No. 11: 1. K-B5, K-N3; 2. K-B6, K-N2; 3. K-B7, K-N3; 4. K-K8 and wins
No. 12: 1. P-Q5ch, K-K4; 2. K-B3, P-B4; 3. P-Q6, KxQP; 4. PxP, PxP; 5. P-N4, PxP; 6. K-Q4 draws

FLIGHTS OF FANCY

- No. 1:** White had played KN6xR on R5 and Black had played RR1xQ on R4. Black now plays 1. . . . O-O; 2. Q-R7 mate
No. 2: White had played KN7xR on R6 and Black had played RQ3xQ on R3. Black now plays 1. . . . R-Q1; 2. Q-K3 mate
No. 3: 1. . . . R-R2ch; 2. K-N4, Q-N2ch; 3. K-B3, RxPch; 4. K-Q2, Q-R8; 5. K-Q1, R-N7; 6. N-B3 mate
No. 4: 1. . . . RxP; 2. N-Q3, B-Q7; 3. R-R3 mate