

Russian Wins World Chess Tournament in Sweden

10/1/55

By Dr. H. J. Ralston

David Bronstein of the Soviet Union won the great interzonal tournament in Gothenburg, Sweden, with a score of 15-5.

Nine players qualified to compete in the challengers' tournament in Moscow next year, the winner of which will be the opponent of world champion Mikhail Botvinnik in a match for the world chess title.

The successful nine are David Bronstein, Soviet Union; Paul Keres, Soviet Union; Oscar Panno, Argentina; Laszlo Szabo, Hungary; Ewfin Geller, Soviet Union; Tigran Petrosian, Soviet Union; H. Filip, Czechoslovakia; Herman Pilnik, Argentina; Boris Spassky, Soviet Union.

A tenth player, Vassily Smyslov of the Soviet Union, is seeded into the coming challengers' tournament. Smyslov won this right by virtue of his having won the challengers' tournament in 1953

champion, finished in a tie for

16th place in the Gothenburg tournament. Before returning to his home in New York, Bisguier will play in a tournament in Zagreb, Yugoslavia, beginning Nov. 1.

Here is a pretty, although rather an easy three-mover by the great composer, Godfrey Heathcote:

White (five men): King on KB7; Queen on QR7; Rook on KK4; Bishop on Q3; Pawn on QR5.

Black (five men): King on Q4; Bishop on QR1; Knight on QKT7; Pawns on K4 and Q3. White to play and mate in three moves. That gives you two Heathcote problems to work on this week, both of them prize-winners.

The endgame published in this column two weeks ago is solved by: 1 B-K5, BxB; 2 RxB ch, K-B8; 3 R-K8ch, KxR; 4 P-Kt7; R-Kt1; 5 P-B6 and wins.

Harry Hokensen of Santa Rosa was the only solver to send in a



Task No. 116—By G. Heathcote
White Mates in Two Moves

(Value four points)

Answer to Task No. 115: R-QB4

complete analysis of this ending.

The following game was played in the recent U. S. Open in Long Beach, Cal. The game is notable for its pretty, abrupt finish.

QUEEN'S PAWN

White—H. Berlin

Black—G. Hunn

1 P-Q4	P-Q4	12 KtxKP	KtxKt
2 P-QB4	P-K3	13 BxKt	O-O
3 Kt-QB3	P-QB4	14 R-Kt1	B-R6
4 BxP	KPxP	15 R-K1	P-B4
5 Kt-B3	Kt-QB3	16 B-R1	QR-K1
6 P-KKt3	P-B5	17 RxP	OxRP
7 B-Kt2	B-QKt5	18 B-Q2	QxQP
8 O-O	BxKt	19 BxKt	P-B6
9 PxB	Q-R4	20 BxR	Q-Q4
10 P-K4	PxP	21 RxPch!	Resigns
11 Kt-Kt5	Kt-B3		