

Northern California's Top First-Graders Go 1-2-3 at CalChess Grade Level Championship



International Master Trio De Guzman, Sevillano, Cusi Split the Pot at Central California Chess Congress

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Carolyn Withgitt

Jacob Green

The California Chess Journal gladly accepts submissions pertaining to chess, especially chess in Northern California. Articles should be submitted in electronic form, preferably in text format. Digital photographs are preferred also. We work on a Macintosh, but articles and photographs created in lesser operating environments will be accepted at 126 Fifteenth Ave., San Mateo CA 94402-2414, or frisco@appleisp.net. All submissions subject to editing, but we follow the unwritten rule of chess journalism that editors shouldn't mess with technical annotations by stronger players.

Table of Contents

First Central California Chess Congress
Jacob Green takes step two on the player/organizer/journalist/burnout path 3
39th Arthur Stamer Memorial
Adrian Keatinge-Clay ahead of Seabiscuit and Ricky De Guzman
Donaldson Wins Second Best Game Prize at U.S. Championship
IM annotates win over GM Kudrin7
Success Chess School Grand Prix
When tuition is awarded instead of trophies, more 3-0 scores result
CalChess Grade Level Championship
200 kids can't give their parents a break two weeks after state championship9
Sam Collins Interview
People call chess kids nerds, believe it or not
Playing for the Big Bucks
Alan Glasscoe had an expert rating, believe it or not
The Instructive Capablanca
Old fork tricks
This Issue's Obligatory Wing Gambit
Hobbs' and Dorsch's immortality
Foolishness
It'll never happen towhoops
Places to Play
One club to remove, but I lost the e-mail, so don't go there, OK?
Tournament Calendar
Our state championship conflicts with Alabama state championship again

CalChess Patron Program

Recent financial problems at the USCF have impacted a variety of programs, including those which formerly provided some funding to state organizations. Traditionally, the USCF returned \$1 of each adult membership and 50 cents of each youth membership to the state organization under its State Affiliate Support Porgram, but SASP was eliminated in 2001. This resulted in a \$2,000 shortfall to the CalChess budget — its primary expense is production and mailing of the *California Chess Journal*. Members of CalChess or interested parties who wish to support the quality and growth of chess in Northern California are encouraged to participate. Please send contributions to CalChess, POB 7453, Menlo Park CA 94026.

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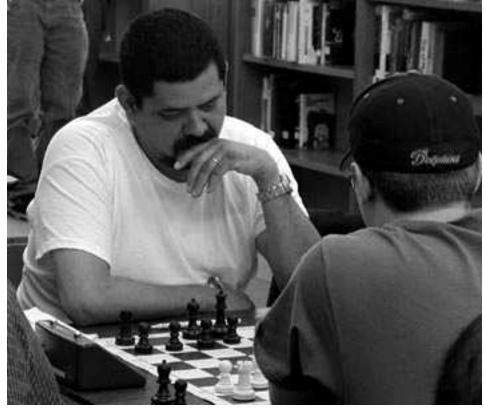
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International Masters Chop the Pot at Central California Chess Congress

2003 Central California Chess				
Congress				
	March 29–30, 2	2003		
	Open			
1-3	Ricardo De Guzman	3.5	\$200	
	Enrico Sevillano			
	Ronald Cusi			
	Expert			
1	Jimmy Plumb	2.5	\$200	
	Α			
1-2	Francisco Anchondo	2.5	\$100	
	Kris MacLennan			
	В			
1	Anthony Nguyen	2.5	\$200	
	С			
1-4	Jossy Chalissery	3	\$50	
	Jeff Breckan			
	Matthew Hayes			
	Edwin Sasaki			
	D			
1-2	Amador Melena	2.5	\$100	
	Vincent Rubianes			
	E			
1	Alexis Oliva	3	\$200	
	Unrated			
1	David Begg	4	\$200	
Scholastic				
	K-3			
1	Hermang Jangle			
2	Mia Rio			
	4-6 Grade			
1	Samuel Shankland			
2 3	Kevin Chen			
	Peter Lee			
4	Sergio Sandoval			
	7-8 Grade			
1	Floyd Ferrer			
2	Arnav Shah			
	9-12 Grade			
1	David Ivasjevych			
2 3	Henry Tran			
3	Peter Tvrzik			

- 3 Peter Tvrzik
- 4 Jeremy Carr

nternational masters Ricardo De Guzman, Enrico Sevillano, and Ron Cusi shared the top prize at the first Central California Chess Congress held March 29–30 at the Stockton library. Each earned \$200, and De



Like many other mad attacking players, Francisco Anchondo tries to emulate Mikhail Tal in his games. Anchondo won the A prize at the first Central California Chess Congress in a playoff with Kris MacLennan. Photo by Kathy MacLennan

Guzman won the first place trophy in a playoff.

The event attracted about 100 players and was sponsored by Edison High School, the Stockton Chess Club, and John Barnard. Jacob Green directed.

In the 34-player K-8 Beginner Scholastic Championships, the following won free USCF memberships: Matt Nokaes, Mark Rea, Morgan Crowl, Henry Casil, Boiuny Khaew, Maximo Alvarado,Navarro Simon, Paulo Passanos, Sean Woolfolk, and Jeremy Capuyoh.

Benjamin Tejes and Michael DaCruz won the Central California Bughouse Championships ahead of 10 other teams. Joey Green and Tyler Barnard were second, and Franklin Ferrer and Anthony Nguyen won the playoff for third place. Kristen Rodriguez directed a 10-team scholastic bughouse tournament. Oliver Alvarado and Joey Green, Rolly Alvarado and Ken-Ken Devera, Henry Tran and Jimmy Vo, Peter Lee and Kevin Chen, Phillip Devera and Morgan Crowl, and Hang Bien and Sokan Khaew won trophies.

Da Cruz, Francisco Anchondo, Juan Cedjas and Tejes tied for first place in the 17-player Central California Quick Chess Championships on Sunday morning. Ferrer, T. Barnard, and Freddy Ferrer won the trophies in the scholastic section.

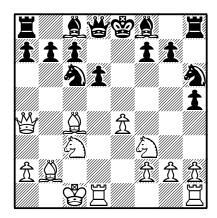
White: Francisco Anchondo (1900) Black: Gerl Jenkins (UNR) Danish Gambit Notes by Francisco Anchondo

Attacking Anchondo Accepts "A" Award at Central California Congress

1. e4 e5 2. d4 ed4 3. c3 dc3 4. Bc4 cb2 5. Bb2 h5?

More to the point is 5...d5 6. Bd5 Nf6 7. Nc3 Nd5 8. Nd5, but on 8... c6? 9. Nf6! gf6 10. Qd8 Kd8 11. Bf6 wins the exchange.

6. Nf3 d6 7. Nc3 Nc6 8. Qb3 Nh6 9. 0-0-0 Na5 10. Qa4 Nc6



11. e5

Opening the e-file for the king rook.

11...Bd7 12. ed6 Bd6

If 12...Nd4, then 13. Rhe1! creates serious problems for Black, including 13... Ne6 14. Be6 fe6 (14...Ba4 15. d7 Ke7 16. Bg4 Kf6 17. Bh5!! cuts off g6 and makes the threat of 18. Nd5 Kf5 19. Re5 unstoppable) 15. Re6 Kf7 and now 16. dc7 is winning, but to interpolate 16. Qf4 Kg8 17. dc7 gives Black a chance with 17... Qc8 18. Re2 Nf7!.

13. Rhe1 Ne5

A correct move, leading to interesting play.

14. Ne5 Qg5 15. Kb1 Ba4!

Better than 15...Qf5 16. Qc2 Qc2 17. Kc2 Bf5 18. Nd3, and White is ahead.

16. Nf7 Qe7

White's better development shows again on 16...Kd7 17. Rd6 cd6 18. Ng5.

17. Nd6 cd6 18. Na4

Killing the problem bishop. Black's best reply is probably 18...Nf5 or 18...Rc8. The move played loses time.

18...Qe1 19. Re1 Kf8 20. Ba3 Nf5 21. Nc5!

Threatening 22. Nd7 mate, and forcing Black to return the exchange while retaining the initiative.

21...g6 22. Ne6 Ke7 23. Nc7 Kd7

On 23...Kf6, White keeps hounding Black with 24. Re6, but it is an improvement.

24. Na8 Ra8 25. Be6 Kc7 26. Rc1 Kb6 27. Bf5 gf5 28. Bd6 Re8 29. Bc5 Ka6 30. Be3 Re4 31. g3 h4 32. Kc2 hg3 33. hg3 Rc4 34. Kd3 Rc1 35. Bc1 Ka5 36. Kd4 Ka4 37. Ke5 Resigns

White: Francisco Anchondo (1925) Black: Joselito Igarta (1782) Two Knights Defense

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6

The reason 3...Bc5 is considered a safer development is that the black queen still looks over g5, and prevents White from his next aggressive move.

4. Ng5 d5 5. ed5 Nd5

Reopening the bishop's diagonal has been known to be bad for a long time. 5...Na5, 5...b5, 5...Nd4 and 5...Bc5 are all better moves.

6. d4 Be7 7. Nf7 Kf7 8. Qf3 Ke6 9. Nc3 Bb4

Hlousek-Kott, Deizisau 2002, ended with 9...Nb4 10. Qe4 c6 11.



The busiest young man in Northern California chess, Jacob Green presides over the Stockton Chess Club, organized the Central California Chess Congress, and served on the directing staff at the state scholastic championship. He was just appointed scholastic representative to the CalChess board of directors, replacing Robert Chen, who is moving on to Northwestern University.

Photo by Kathy MacLennan

a3 Na6 12. Qe5 Kd7 13. Nd5 cd5 14. Bb5 mate.

10. Bd5 Kd6 11. de5 Ne5 12. Bf4 Rf8 13. 0-0-0 Qf6 14. Be5 Ke5 15. Rhe1 Kd6 16. Bb3 Kc5 17. Qd5 Resigns

Revisions Proposed to CalChess By-Laws

See the CalChess website www.calchess.org—for proposed revisions to the organization's bylaws. These will be discussed and voted upon at the next annual meeting.

For a copy of the proposed revisions, write Richard Koepcke, POB 1432, Mountain View, CA 94042.

CalChess Labor Day Tournament Official State Championship

August 30 - September 1 2003, San Francisco, California A Six Round Swiss System Tournament in Seven Sections

Master	\$700-\$350-\$200	В	\$350-\$175-\$100
	U2400: \$300	С	\$350-\$175-\$100
Expert	\$400-\$200-\$100	D/E	\$350-\$175-\$100
А	\$350-\$175-\$100		U1200: \$225
			Unr: Trophy First

TROPHY to top player in Each Section

Prize fund based on 130 fully paid adult entries, and 20 junior entries.

Registration:	Sat 8-9:30 am, Sun 8-9		
8	Sets and boards provided. Please bring clocks. USCF membership required		
Rounds:	2-Day Schedule: Sun 9:30, 11:45, 2:00, 4:30; Mon 10:00, 3:30		
	3-Day Schedule: Sat 10:00, 4:00; Sun 11:00, 4:30; Mon 10:00, 3:30		
	1/2 pt byes available for any round upon request,	rds 5 or 6 must be requested before rd 1.	
Time Control	: 2-Day Schedule: Rounds 1-3, G/60; Rounds 4-6	30/90, G/60.	
	3-Day Schedule: 30/90, G/60 all rounds.		
Entry Fee	Postmarked by 8/25: \$65 (jrs \$55) 3-day schedule, \$64 (jrs \$54) 2-day schedule.		
	On site: \$75 (jrs \$65). USCF required, \$5 CalChe		
	Players may play up one section for \$10 (jrs \$5).		
	Unrates \$40 in unrated section or may play in Ma	0	
Re-entry fee:	•		
Location:	Golden Gateway Holiday Inn, Van Ness at Pine S		
Hotels:	Golden Gateway Holiday Inn (415-441-4000) ma	-	
	If so, try nearby hotels: Cathedral Hill (415-776-		
	Majestic (415-441-1100), Vagabond Inn (415-776-7500).		
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California Chess Journal

Keatinge-Clay Wins Stamer Memorial

30th Arthur Stamer Memorial							
June 6–8, 2003 Overall							
1	Adrian Keatinge-Clay	4.5	\$336				
2-3	Ricardo De Guzman		\$126				
	Roger Poehlmann						
	Under 2200	1					
1-2	Anthony Rozenvasser	4	\$126				
	Dana MacKenzie						
	Under 2000						
1-4	0.00	3	\$32				
	Tyler Hughes						
	Daichi Siegrist						
	Adrian Henriquez						
	Under 1800						
1-2	Glenn Leotaud	3	\$53				
	Harold Parker						
Under 1600							
1-2	Phil Jouriles	2.5	\$48				
	Eric Shen						
	Under 1400						
1	Bei He	2.5	\$92				
	Under 1200						
1	Allyson Ely	2	\$50				

FIDE master Adrian Keatinge-Clay won the 39th annual Arthur Stamer Memorial held June 6-8 at the Mechanics' Institute chess room in San Francisco. Anthony Corrales and Alex Yermolinsky directed 47 players.

White: Ankit Gupta (2005) Black: Nicolas Yap (2074) Nimzovich Defense Notes by Ankit Gupta

1. e4 Nc6 2. Nf3

Instead of playing the most aggressive lines against the Nimzovich system and risk falling into a trap, I played logical moves hoping to transpose into another opening.

2...d6 3. Nc3 g6 4. d4 Bg4 5. Be3 Bg7

Transposes to a Modern Defense where the knight on c6 is misplaced.

6. h3 Bf3 7. gf3 e5

Fighting for control of the center.

8. d5 Nce7 9. Qd2 Nf6

I felt as if Black had more chances if he played ...f5 and ...Nf6 while castling queenside or left his king in the center.

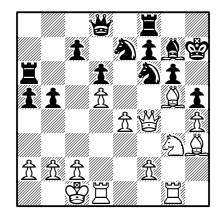
10. 0-0-0

Making it very hard to open the c-file due to the double attack on the d6-pawn after the d5-pawn is traded for the c-pawn.

10...0-0!?

Castling directly into the attack.

11. h4 h5 12. Bh3 a6 13. Rhg1 b5 14. Ne2 Kh7 15. Bg5 a5 16. Ng3 Ra6 17. f4 ef4 18. Qf4



18...Neg8

Hoping he would play 18...Nd7?, I had prepared 19. Nh5! gh5?? 20. Bf5 Kh8 21. Be7 Qe7 22. Rg7! Kg7 23. Rg1 Kh8 24. Qh6 mate.

19. Rg2 Qa8 20. Bf6 20...Nf6 21. Nf5!

Removing Black's defenders.

21...Qe8 22. Ng7 Kg7 23. f3 b4 24. Rdg1 Qe5 25. Qd2 a4 26. Rg5 Qe8 27. Qd4

Giving Black some tactical chances. 27. Qb4 Rb6 is better for White.

27...b3 28. a3

The only move that keeps the advantage.

28...bc2 29. Rh5! Rh8 30. Rf5

The counterthreat saves the hpawn. White has a big advantage now.

30...Qe7 31. h5 Raa8 32. Rfg5 Kf8 33. Bg4 Rh6 34. hg6 fg6 35. Be6 c5 36. Qc3 Kg7 37. Bf5 Rah8 38. Rg6 Rg6 39. Rg6

All is hopeless now.

39...Kf7 40. Rg2 Qf8 41. Be6 Ke7 42. Qa5 Ne8 43. Qa4 Qf4 44. Kc2 Rf8 45. Qd7 Kf6 46. Qd8 Ke5 47. Qg5 Qg5 48. Rg5 Kf4 49. Rf5 Resigns

Mezentsev Scores Twice at Mechanics'

IM Ricardo DeGuzman and Vladimir Mezentsev, who won the Lina Grumette Memorial Day Classic in southern California, tied for first at the 3rd Charles Bagby Memorial held July 19 at the Mechanics' Institute. The two winners scored 4.5 from 5, DeGuzman drawing with NM Roger Poelhmann in round 4 and Mezentsev taking a first round bye.

Tying for third in the 56player event were NMs Haim Waisman and Michael Aigner, Experts Nicolas Yap, Dale Hammer, and Robert Chan, plus A Players Jahangir Ahmed, Jacob Lopez, and Daniel Schwartz.

Mezentsev won the 3rd annual William Addison G/45 held June 28 at the Mechanics' Institute. Mezentsev scored 4.5 from 5, drawing with expert Nicolas Yap in round 3 and defeating NM Emmanuel Perez in the money game. Tying for second at 4-1 in the 47-player field were NMs Perez, Ron Cusi, Michael Pendergast, plus expert John Glass and A-player George Sanguinetti.

Donaldson Wins Second Best Game Prize at U.S. Championship

Four northern Californians — Alex Yermolinsky, John Donaldson, Camille Baginskaite, and David Pruess — played in the United States Chess Championship held January 9-18 in Seattle. Donaldson put together a good second half to finish tied for 19th place, but Yermolinsky, one point behind winner Shabalov, said it was a "tournament [he and Baginskaite] would rather forget."

Donaldson reports: The 2003 U.S. Championship was three events in one for me. I began the tournament with a marathon miraculous draw as Black against Yasser Seirawan. This game really drained me, and I proceeded to lose two terrible games to GM Stripunsky (where I was very close to winning, if not winning) and David Pruess (not the best game for either of us!).

With a half-a-point from three games, things didn't look too good, but in the second phase of the tournament, I managed to score four points from my next five rounds, including wins over Irina Krush and Sergey Kudrin (the latter won the Second Best Game prize). I concluded the event by violating the cardinal rule of Swiss System events: don't lose in the last round.

This was the second year in a row that I've played in the U.S. Championship and I continue to be impressed by the dedication of Americas Foundation for Chess. The Championship has always been an important event on the US chess calendar, but now it seems to have more influence than ever. Witness the large number of players changing their federations to have a chance to qualify for the Seattle extravaganza. Qualifying has become serious business. In 2002, one IM played in all six qualifiers (at \$75 bucks a pop,

plus entry fee, airfare, hotel and food) in an attempt to return to the Northwest and didn't make it.

Seattle 2003

White: John Donaldson (2509) Black: Sergey Kudrin (2603) Queen's Indian Defense Notes by IM John Donaldson

1.Nf3 c5 2.c4 b6 3.Nc3 Bb7 4.e3

Kudrin is a specialist in the Double Fianchetto line after 4.g3 Nf6 5.Bg2 g6 so I decide to steer the play into a Queen's Indian.

4...Nf6 5.d4 cd4 6.ed4 e6 7.Bd3 Be7 8.0-0 d5 9.cd5 Nd5 10.Ne5 0-0 11.Qg4 Nc3 12.bc3 Bf6?!

Better is 12...Nd7, though Karpov has played the text.

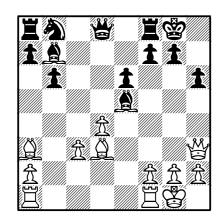
13.Ba3!

This is a clear improvement over the previously played 13.Re1.

13...Be5

Forced, as 13...Re8 loses immediately to 14.Bh7 and 13...Be7 succumbs to 14.Qh5 h6 15.Bc1 Nd7 16.Bh6 Ne5 17.Bg7 Kg7 18.Qh7 Kf6 19.de5 Ke5 20.Rad1 and the black king soon perishes.

14.Qh3 h6



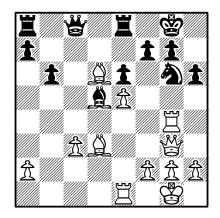
15.de5!

Winning material by 15.Bf8 Bd4 16.cd4 Kf8 would be a mistake. Black would have a pawn and a better pawn structure for the exchange.

15...Re8 16.Rfe1 Nd7 17.Rad1 Rc8 18.Bb5

Here the more direct 18.Re3!? might have been better, preparing a direct kingside attack. During the game, I was concerned about giving Black the chance to play ...f5, taking on a weak e-pawn for breathing space in the kingside.

18...Bc6 19.Ba6 Rb8 20.Bd6 Ra8 21.Bc4 Qc8 22.Rd4 Nf8 23.Rg4 Ng6 24.Qg3 Bd5 25.Bd3



25...Rd8?!

Black was very short of time at this point and loses immediately with this move. More challenging was 25...Qc3. White can then finish things up with the exact sequence 26.Rf1 (White wants more than 26.Bb4 Qb2 27.Rb1 Qe5 28.Rg6 Qg3 29.Rg3 Ba2) 26...Qd2 27.f4 (27.Rg6? fg6 28.Qg6 Qg5) 27...Rac8 (27...Be4 28.Be4 Qd4 29.Kh1 Qe4 30.f5) 28.Rg6 fg6 29.Qg6 Qg2 30.Qg2 Bg2 31.Kg2 winning.

26.c4 Bc6 27.Rg6 fg6 28.Qg6 Rd6 29.ed6 Qe8 30.Qh7 Kf8 31.Bg6 Resigns

Success Scholastic Grand Prix Kicks **Off with 220 Players at Weibel**

Half of the 54 sections at the Weibel Scholastic Ouads held June 28 in Fremont ended with one of the players making a perfect 3-0 score. "It was the first time we went home with lots of trophies [after an event]," said director Dr. Alan Kirshner. "We usually buy loads of trophies, about 80 for 50 quads, but still wind up short."

In case of a tie for first place among the four players in a quadrangular, each player in the tie wins a trophy, but even though Kirshner usually finds himself with too few trophes, he estimated the number of prearranged results to be about five in 100. Then Kirshner launched a grand prix—in which the highest-scoring players in three summer quads win a free year's tuition—and half the guads resulted in a 3-0 sweep.

Even with the grand prix scoring encouraging players to play all-out for wins, Kirshner said that so many of the quads end in ties not because of prearrangement, but because "the kids are so evenly matched, by grade and by rating."

White: Ryan Ko (1373) Black: Saveen Sahni (1367) Scotch Gambit Notes by Ryan Ko

1. e4 e5 2. Nf3 Nc6 3. d4 ed4 4. Bc4 h6 5. c3 dc3 6. Nc3 d6 7. 0-0 Nf6 8. Qb3 Qd7 9. Re1 Na5 10. Bb5

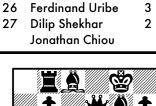
White shouldn't be trading queens in the hopes of a cheapo.

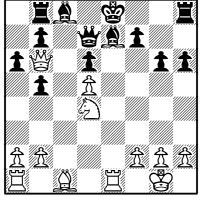
10....c6

Not the best move. Black should pick off the queen.

11. Qa4 cb5 12. Qa5 a6 13. Nd4 Rb8 14. Qb6 q6 15. Nd5 Nd5 16. ed5 Be7

Success Chess School Scholastic			28	Alvin Lee	2
Grand Prix #1				Ananth Subramania	m
June 28, 2003			29	Leslie Chan	3
Quo	ıd		30	Chris Sorenson	3
1	Varun Behl	3	31	Kyle Fukui	3
2	Owen Lin	2.5	32	Harish Shanker	2.5
	William Connick		33	Sruthi Mantri	3
3	Ryan Ko	3	34	Nikhil Kaimal	3
4	Arnav Shah	3	35	David Hollenbeck	2.5
5	John Boyle	2.5	36	Gabriel Lee	2
6	Arkajit Dey	3	37	Trisha Lian	3
7	Nick Somer	3	38	Jackie Connor	2.5
8	Daryl Neubieser	3		Sohil Sathe	
9	Brian Chung	3	39	Jessica Connor	3
10	Clayton Chan	3	40	David Tedone	2
11	Ayush Kumar	3	41	Kevin Sheu	2
12	Steven Wan	2.5		Preston Kelbe	
	Aaditya Sekar		42	Raji Srikant	3
13	Rahul Desirazu	2.5	43	Jojo Zhao	3
17	Raymond Zhong	2.5	44	Yash Khandwala	2
18	Bryan Tsang	2		Lichen Han	
	Alexander Lun			Alexander Lobman	
19	Sumit Roy	3	45	Darwin Guan	3
20	Gregory Young	2	46	John Wang	2
	Varun Cidambi			Victor Shen	
21	Maxim Elisman	2	47	Jack Yu	3
	Arnav Dugar		48	Daniel Bronstein	2.5
22	Alexander Liu	3	49	Vishak Menon	2.5
23	Sapphire Ratner	2		Bryan Wong	
	Rohan Mahajan		50	Andrew Hsu	3
24	Alex Golding	3	51	Ryan McSwain	3
25	Andrew Shie	2.5	52	Andrew Yeh	3





17. Nc6

Winning rook for knight, but even better was 17. Bf4 threatening 18. Rac1.

2.5

3

17...bc6 18. Qb8 cd5 19. Qb6

White won.

Vivek Ganesan

54 Joshua Chan

53

White: Ryan Ko (1373) Black: Justin Wang (1343) Winawer French

1. e4 e6 2. d4 d5 3. Nc3 Bb4 4. ed5 ed5 5. Nf3 Nf6 6. Bd3 c5 7. Bd2 Bg4 8. dc5 Bc5 9. 0-0 0-0 10. Ba5 d4 11. Ne4 Be7 12. Re1 Ne4 13. Be7 Bf3 14. Qf3 Qe7

White: Anthony Kang (800) Black: Alex Golding (800) Four Knights Game

1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Nc3

4. Ng5 and 4. d4 offer White hopes for an advantage, but 4. Nc3 enables Black to make fast equality.

4....Ne4 5. Ne4 d5 6. Ne5

Dropping a piece.

6...Ne5 7. Bd3 de4

Black could blast a hole in White's position by 7...Nd3 8. cd3 de4 9. de4 and then fill it up with 9... Qd3.

8. Be4 Bg4 9. f3 Bh5 10. g4 Bg6

Better to interpolate 10...Qh4.

11. Bg6 Ng6

Again 11...Qh4, and even 11...hg6 improves the rook while leaving the knight centralized.

12. Qe2 Be7

A piece ahead, Black can trade White's queen, his biggest potential source of counterplay, with 12...Qe7.

13. 0-0 0-0 14. b3

A bad mistake. Black is alert.

14...Qd4 15. Rf2 Qa1 16. Rf1 Bc5 17. Kh1 Rfe8 18. Qc4 Qe5 19. f4 Nf4

Losing a piece (Black was hoping for 20. Qf4 Qf4 21. Rf4 Re1). 19...Qe4 is a good start to ending it.

20. Rf4 Rf8

The best way to handle an opponent's threat is to find a way to ignore it, like 20...Qe1 21. Rf1 Qe4. 20...Re7 keeps the rook in play.

21. d3

The last mistake. If 21. d4, White is right back in it.

21....Qe1 22. Kg2 Qg1 23. Kf3 Qf2 24. Ke4 Rfe8 25. Kf5

Black won.



It's a very small world, and chess somehow makes it smaller still. Twenty years ago, Nigel Golding (playing black against Elijah Barsky-Ex, and Allan Ko looks on) and the editor worked together in the same Waldenbooks store at the Fremont Hub shopping center. The editor was not even playing chess at the time—he had lost his mind, and was playing and teaching bridge—so chess never came up in their conversations. Twenty years pass, and people lose each other after they find new jobs and move here and there, but my old friend Nigel and I were reunited after his son Alex (back to camera) discovered chess, and I lectured at one of his classes. Photo by Mark Shelton

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CalChess Grade Level Championship Attracts 272 to San Joaquin Delta

CalChess Grade Level Championship				
May 3-4, 2003				
	Kindergarten			
1	Hemang Jangle	4		
2	lan Hurst	3		
3	Raymond Li	3		
	First Grade			
1	Steven Hao	4		
2 3	Kevin Zhu	3		
3	Vignesh Palaniappan	3		
	Second Grade			
1	Hugo Kitano	3.5		
2 3	Michael Cosley	3.5		
3	Andrew Li	3.5		
	Third Grade			
1	Kevin Leong	4		
2	Matthias Wilken	3.5		
3	Aditya Aiyer	3.5		
	Fourth Grade			
1	Saveen Sahni	5.5		
	Yuki Siegrist	5		
2 3	Tatsuro Yamamura	4.5		
	Fifth Grade			
1	Trevor Showalter	5.5		
	Vinzent Davies	5.5		
2 3	Brian Yeh	5		
-	Sixth Grade	-		
1	Bei He	5.5		
	Corey Chang	5		
2 3	Daniel Law	5		
Ŭ	Seventh Grade	Ū		
1	Tyler Wilken	5.5		
	Matt Zavortink	5		
2 3	Edward Wu	5		
Ŭ	Eighth Grade	0		
1	Ramon Qiu	5.5		
	Michael Liu	4.5		
2 3	Zach Williams	4.5		
Ŭ	Ninth Grade	-		
1	Wesley Chen	6		
2	Aaron Wilkowski	5		
3	Timothy Ma	4.5		
5	Tenth Grade	4.5		
1	Christopher Wihlidal	5		
		4		
2 3	Dmitry Nikitin	4 3.5		
5	Levon Mkhitaryan Eleventh Grade	5.5		
1		4		
1	Benjamin Tejes Malania Dalaeruz	6 3		
2 3	Melanie Delacruz	3 2.5		
3	Franklin Ferrer	2.3		
Twelfth Grade				
1	Sath Gnanasekaran	3.5		
2	Brian Yip	2		

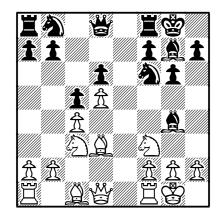
Just two weeks after the record-setting state scholastic championship, 272 players made their way to the San Joaquin Delta College May 3 and 4 for the CalChess Grade Level Championship.

In previous years, the tournament alternated between sites in northern and southern California, but the dissolution of that arrangement resulted in an annual CalChess event.

The North Stockton Rotary organized the event. John McCumiskey led the staff of computer room TDs Steve Bickford and Kris MacLennan, and floor TDs Michael Aigner, Bob Baker, Chuck Coleman, and Debbie and Cain Garrett.

White: Kevin Leong (1090) Black: Mukund Chillakanti (1182) King's Indian Defense

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. Nf3 0-0 6. Bd3 c5 7. d5 e6 8. 0-0 ed5 9. ed5 Bg4



10. h3 Bh5

Black considered 11. g4 Ng4 12. hg4 Bg4 a venture worth taking, and White preferred to keep a lid on things.

11. Re1 Qd7 12. Be2 Re8 13.



Kevin Leong was first among 3rd-graders at the CalChess Grade Level Championship, fifth in the K-3 championship section at the CEA Grand Nationals in May, and 18th in the K-3 championship at the state championship in April.

Photo by Kirshner

Ng5 Qe7

Black won't lose any time with 13...Be2 14. Re2 Re2 15. Qe2, and hopes to gain some by 15...Na6 and 16...Re8)

14. Bf4 Be2 15. Re2 Qd7 16. Re8 Ne8 17. Qg4

White aims to simplify, banking on Black's backward pawn tipping the scale in his favor.

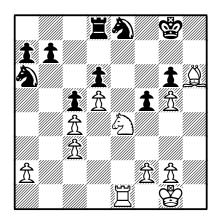
17...Qg4 18. hg4 Bc3 19. bc3 Na6

Black was similarly planning to create counterplay against the immobile c-pawns, but he cannot develop 19...Nd7 and ...Ne5 as planned because 20. Ne4 will win the d6-pawn and create a big passed pawn for White.

20. Re1

Black's lag in development is really showing now. 21. Re7 is coming, and 20...f6 21. Ne6 might make things worse.

20...h6 21. Ne4 Rd8 22. Bh6 f6 23. g5 f5



24. Nf6 Nf6

If 24...Kf7, White could regret swapping all the pieces with 25. Re8 Re8 26. Ne8 Ke8, leaving a bishop vs. knight ending where the bishop is less mobile than the knight. 27. Bg7 gives the bishop a bit of room, and then 27...Kf7 28. Bf6 Nb8 plus ...Nd7 and ...Nb6 or ...Ne5 is what Black wanted when he played 18...Bc3.

25. gf6

Now Black is in real danger, since White has added a passed pawn to his more active pieces.

25...Rf8

Perhaps played in a panic. 25...Kf7, and then White should probably prefer to get an active rook by 26. Re7 than to save his blocked f6-pawn by 26. Bg5 or 26. Re6 (26...Re8 would be the answer to either).

26. Bf8 Kf8 27. Re7 b6 28. Kh2 Nb8 29. Kg3 a6 30. Kf4 b5 31. cb5 ab5 32. Kg5 Nc6 33. dc6 b4 34. c7 b3 35. c8(R) mate

On the Cover

First-graders (from left) Vignesh Palaniappan, Kevin Zhu, and Steven Hao took the first three places in the first grade division at the CalChess Grade Level Championships in May. The trio also finished 1-2-3 among first graders at the CEA National Single Grade Championships in Hayward in February, and Hao and Palaniappan represented Northern California first-graders at the CEA Grand National Championships in Anaheim in May, where they finished tied again in fourth place. At the CalChess State Scholastic Championships in April, the 6year-olds had to play in the Primary (K-3) Championship against older kids—Hao finished 4th, Zhu placed 8th, Palaniappan 35th.

On the USCF's list of top players under the age of 7, Hao is 29th with a rating of 1084, Palaniappan is 34th at 1061. Zhu's rating was 835 in the June supplement, but the unofficial July web update put him at 1073, so he will join the other two among the top players in the nation for their age. Photo by Kirshner



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A Talk with 2002 Olympiad Gold Medalist Sam Collins

By Lanette C. Chan-Gordon

Q: What do you get when you combine chess with high energy, enthusiasm and great ability to articulate, captivate and teach?

A: Sam Collins, FIDE Master and 2002 Chess Olympiad Gold Medalist from Ireland.

Collins, 20, recently spent three weeks teaching at the Berkeley Chess School summer camps in Berkeley and San Francisco. His master class at the Berkeley camp was comprised of many of the best juniors in Northern California. "I've had a really great time here. These are very bright, capable kids.

They'll do really well in whatever they do in life," said Collins.

Collins met Elizabeth Shaughnessy, founder and president of the Berkeley Chess School, when

they were both representing Ireland at the 2002 Chess Olympiad in Bled, Slovenia.

"Everybody on the Irish men's and women's teams participated in the analysis sessions after the games," said Shaughnessy. "The evening before we played against Italy, Sam Collins spent three hours with me going over how I should play against the particular line of the Sicilian that my opponent always plays against e4. I credit that session with the draw that I got the next day."

Collins, who won 7.5 out of 8 games on board 6, had a choice of whether to go after the gold medal or an IM norm. To win a gold medal, one must win a greater percentage of the games played on that board than anybody else in the entire Olympiad. "He is only 20 years old and has plenty of time to get his IM norms, so he went for the gold," said Shaughnessy.

When he was 10, Collins started playing chess with his dad, who offered his son money if he could beat him. This lasted a few months until his dad was paying out more than he had expected! Collins continued to play casually until high school, where he met Jerry Murphy, a coach and mentor who was dedicated to supporting chess activities for his students in including my best friend. We would often get taunted in class. Because chess is not the most aggressive physical activity, people would call him a nerd and me a nerd. His response was to give up. He stopped playing chess for years and started doing something else. I kept on doing it, it's what I wanted to do, it's what I liked doing. It was strange because he became a nerd who couldn't even do what he was passionate about. He couldn't stand up for what he wanted to do. People regarded him as someone they could make cave in. They

"If you drop a football, you've got a lot of people yelling at you. If you push a pawn to a wrong square, no one even knows you've done it or even cares..." behavior by saying stuff to him whereas they may not have agreed with what I was doing but at least I was doing what I wanted to do. It was

could affect his

Ireland. Collins started playing a lot more chess, and from the ages of 12-14, he gained approximately 1,000 rating points. He began playing in international tournaments as a junior representing Ireland.

"I believe that kids improve the most when they play a lot. The drive and motivation to improve [one's chess] comes from tournaments rather than books. When you play, you find holes in your games. You are motivated to fix these holes when you play. If you fix enough holes, you find you are a much better player."

Collins has not always found it easy to pursue chess, however.

"A lot of kids gave up playing chess when they were 13 or 14, important in establishing selfconfidence because when you're doing something that you like doing, you get better at it. It is also doing something that is a little bit different, it's very individual and that's important. If I had given up chess after my first year, I would be a vastly different person."

Collins has observations on a number of chess-related topics, including the benefits of chess.

"There are lots of chess studies showing the academic benefits. There's less truancy in school. Kids are better able to analyze problems, think more clearly, break things down more quickly. It also gives you a certain way to develop more confidence and selfesteem. A lot of kids can't swim in the social circle, they can't get on to a soccer pitch or dance floor and shine. A lot of kids need to develop at a slightly slower pace and the great thing about doing it in chess is there's no real pressure on a kid. If you drop a football, you've got a lot of people yelling at you. If you push a pawn to a wrong square, no one even knows you've done it or even cares. It's a great way for kids to develop. It's a quiet kid's game. For non-brash, non-arrogant kids, it's a great thing."

Regarding his teaching, Collins espouses the core elements of the Berkeley Chess School's philosophy on kids, chess and instruction.

"The best teachers for me in high school and college were the ones who were passionate, the ones who love what they do. There are lots of people who can play good chess, just like there are lots of good mathematicians, lots of good writers. But that doesn't make all of those people good chess teachers, or math teachers or English teachers. If I'm not enjoying it, they're not enjoying it. There is a synergy in the classroom. If the teacher isn't interested, the kids won't be either.

There was a time in the second week when I was teaching some pretty basic material that was quite boring. The kids didn't like it at all and I decided right, forget this, we're not going to deal with this. Here's a nice Kasparov game that's much better for them.

Teaching at the camp has been great. Everyone in my class wants to be there and everyone's interested. The kids are quick and you can talk about ideas with them. If I say something wrong, the kids are going to let me know about it. They keep me on my toes."

Collins is currently a student at University College in Dublin, entering his final year of law but hopes one day to move to the United States. **Continued on page 22**



FIDE master Sam Collins and the Berkeley Chess School master class. Photo courtesy Berkeley Chess School

The following piece was given to the students attending Sam Collins' master class at the Berkeley Chess School summer camp.

A Path to Chess Enlightenment

By Sam Collins

Improving at chess is simply a matter of dedication. Everyone reading this document has the talent to go further in this game than they can imagine – the only question is who actually wants to put in the work to get there. There's nothing wrong in not wanting to get any better at chess—you're freeing up a lot of valuable time to watch major league football or find solutions for world poverty. But if you do want to spend some of your time playing this game, and would like to play it well, I have some suggestions.

#1: Playing

Without this, nothing can be accomplished. Playing competitive chess does more for your game than all other improvement routes put together—plus, it's fun. Competitive chess (that is, tournaments at reasonable time controls) is the only chess worth playing to improve—blitz and bughouse and so on are good fun but little more. Try to play as often as possible.

Before you sit down to play a game, decide that you're going to play the best game of your life over the next two hours. You have to play it sometime, it might as well be now. Stay seated for as long as you can—when it's your opponent's move, try to consider the position in general terms (which pieces you would like to relocate, which endgames are favorable to you), so that you can spend more time on specific analysis when it's your turn. Chess players who switch off when their opponent's clock is running are like tennis players who walk off court as soon as they've hit the ball.

Continued on page 14

One Coach's Guide to Improvement

Continued from page 13

Analyze with your opponent after the game. During this period, time spent speaking can't be spent learning, so only open your mouth to ask your opponent what he thought of various ideas.

#2: Analyzing your own games

You are currently making some recurring mistakes. These could include: overestimating the importance of attacks on the king, not paying sufficient attention to pawn structure, placing your knights poorly, not opening the position when you have two bishops, being too aggressive, not being aggressive enough, not contesting open files with your rooks, and so forth.

If you eliminate these mistakes (or just pay more attention to them and try to improve in your problem areas), you will gain 200 rating points. At this higher level you will be making *different* recurring mistakes, all of which can again be remedied with work.

The only way you can know which mistakes *you* are making is be looking at your games—wins, draws and losses. For this, you will need:

 \cdot One complete scoresheet, containing all the moves played in the game.

• One pad of A4 paper.

Two pens of different colors.
One folder for storage of said A4 pages.

Write down the moves played in the game in one color, and look for improvements, comments, anything at all which you can write and which you can learn from the game. Write these next to the main moves, in a different color. Once this task is completed, take the A4 page and put it in the folder. If you look at that sheet again in a month, congratulations, you just became one of the 100 most promising junior players in the United States.

#3: Books

Everything you need to know to beat everyone on earth at chess has been written down on pages and can be purchased for a small fee. On the other hand, these pages exist on the same shelves as pages containing some of the least instructive trash ever to have been published. The trick is knowing which books are worth reading.

1. The Top 3 Chess Books in the Universe:

Buy these, study them, cherish them, tuck them under your pillow and absorb their wisdom through the side of your head.

 The Life and Games of Mikhail Tal by Mikhail Tal
 My System by Aron

Nimzowitsch

• *My 60 Memorable Games* by Bobby Fischer

2. Opening books:

Opening theory is a vast quagmire from which a few emerge unscathed. For you, the most important thing is to get a good general knowledge of most openings so you can decide which ones you want to play. My main recommendation is *Nunn's Chess Openings* by John Nunn, which will tell you all you need to know.

When Fischer was asked what training methods he would use were he a coach, he said, "For the first lesson, I'd get them to read over every line of *Modern Chess Openings*, including footnotes [*MCO* has been through several editions since Fischer's day, and personally I think that *NCO* should be preferred. They're the same format, so it's up to you.]. For the second lesson, I'd make them do it again."

3. Endgame books:

Most American juniors know less about the endgame than I do about the finer points of outer-Mongolian fiscal deficits. This



Irish Olympiad team member Sam Collins.

means that even a little knowledge goes a very long way in winning tournaments. Also endgame study is, I think, easier and more enjoyable than a lot of other chess work. There are lots of good endgame books: anything by Mednis is worth looking at, for instance. My two favorites are *Practical Chess Endings* by Paul Keres and *Essential Chess Endings* by James Howell. Get one and read it.

#4: Coaching

A lot of great players have never had any coaching in their lives: World number three Vishy Anand, for instance. So this isn't entirely necessary—if you work hard with books you don't need a coach. That said, coaches can teach you a lot of stuff and give you some good advice.

Bottom line: if you want to get better at chess, it takes work, nothing more, nothing less. Most people don't want to do the work, and that's completely OK. But if you put in the work, improvement is guaranteed.

Playing for the Big Bucks

By Alan Glasscoe



It was a lovely spring weekend in 1983. Then again it might have been a drizzly fall weekend—it was a long time ago, more than a lifetime in dog years. I was

playing a lot of chess at the time and briefly achieved an expert's rating, but mostly I pushed wood in the A section, and only once did I win any prize money (I was dead lost in three of my four games at a Berkeley tournament, but every time I made a stupid move, my opponent responded with an even stupider move—my only decent game was a 16-move draw).

So I set forth once again to win the big bucks, this time in San Francisco at a tournament sponsored by the San Francisco *Chronicle* newspaper, held in a downtown hotel on Market Street. I arrived armed with boundless optimism, a suspect repertoire of dubious openings, and almost one hour of sleep the previous night. I have never been able to sleep much the night before or during a weekend tournament, but I could usually make it through a two-day event. Three-day tournaments invariably ruined me for the most of the next week.

I played typically on Saturday, winning with white and losing with black. That night I managed two more hours of sleep, and arrived at the tournament Sunday morning to play my second black in a row. I played the Anglo-Dutch Defense and won, but I had to move my king diagonally across the board and back to win the ending, and after 82 moves my tail was dragging. We were all served a free chicken lunch between the Sunday rounds. The chicken may have been more appetizing when most of my fellow combatants were dining two or three hours earlier, but I gnawed at it anyhow. Ironically, I had playing next to Frank Church (of Church's Fried Chicken), who had flown his private plane from Texas to play in the tournament.

By the time I sat down for the last round, I was more fried than the chicken, but I had white; perhaps I could rapidly dispatch my opponent and share in the big bucks. I had consulted the wallchart to estimate what portion of the big bucks might still come my way, and discovered that I could still tie for third, which would be worth the princely sum of \$25 divided three ways. At least it would pay for my train fare on BART both days.

White: Alan Glasscoe Black: Unnamed Co-conspirator Alapin French

1. e4 e6 2. d4 d5 3. Be3 de4 4. f3 ef3 5. Nf3

Rolling the dice with the sleazy Alapin-Diemer Gambit. The game started to my liking.

5...Nf6 6. Nbd2 Bd7 7. Bd3 c5 8. 0-0 Nc6 9. c3

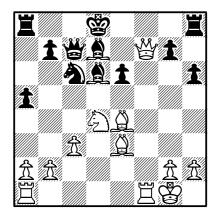
I had tilled this soil before, and whipped these moves off rapidly.

9...Qc7 10. Ne4 Ne4 11. Be4 h6 12. dc5 a5 13. Nd4 Bc5 14. Qh5 Bd6?

Black blinks first. 14...Nd8 was necessary.

15. Qf7 Kd8

calchess.org



16. Ne6

16. Nb5! was even better—a cornucopia of riches.

16...Be6 17. Qe6 Re8 18. Qd5 Kc8

I could get a bank loan on this position.

19. Rf7 Qd8 20. Rb7??

I thought I saw the finish line, but overlooked the train at the crossing. Just one little check and it's all over but the mating: 20. Bf5 Kb8 21. Rb7 wins.

20...Bh2!

What's the *Informant* symbol for "oops"?

21. Kh2 Qd5 22. Bd5 Kb7

From the penthouse to the outhouse in three moves.

In a just world, winning the won game would be as easy as losing the lost game. Now I was down the exchange for a pawn, and my opponent was playing for what was left of the big bucks, but a few bulbs in his chandelier had dimmed as well, and the game descended even lower into slapstick: the Marx Brothers took over the white pieces, while the Keystone Kops appropriated the blacks.

Nonsensical moves were made, pieces were left hanging, pawns were lopped off indiscriminately.

Continued on page 22

The Instructive Capablanca Fork Tricks and Desperadoes

By Frisco Del Rosario

To gain control of the center in the opening, said U.S. champion Fine, get rid of the opponent's center pawns whenever and wherever possible. The "old fork trick" aims for just that:

1. e4 e5 2. Nf3 Nc6 3. Nc3

Far too many scholastic games continue with 3. Bc4 Nf6 4. Nc3, after which Black makes at least equal with 4...Ne4, but 4...Bc5 5. 0-0 0-0 6. d3 h6 7. h3 d6, and so on, puts everyone to sleep.

3...Bc5 4. Ne5 Ne5

4...Bf2 5. Kf2 is weaker still.

5. d4

White is certain of some advantage in center space, and maybe even some lead in time if Black is slow in recovering the pawn (5...Bd6 6. de5 Be5 is a likely and hasty way to even the material score).

New York 1913 White: J.R. Capablanca Black: Liebenstein Three Knights Game

1. e4 e5 2. Nf3 Nc6 3. Nc3 Bc5 4. Ne5 Bf2

Only a minor annoyance, because White can "castle by hand". Black will keep an equal number of bishops and center pawns after 4...Ne5 5. d4 Bd6 6. de5 Be5.

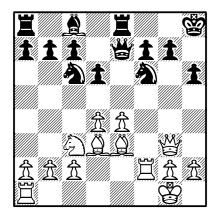
5. Kf2 Ne5 6. d4 Nc6 7. Be3 d6 8. Be2 Nf6 9. Rf1 0-0 10. Kg1

White's king is secure, and his rook is grateful for Black's capture at move 4.

10...h6 11. Qe1

Taking the handiest route to a kingside attack.

11...Re8 12. Qg3 Kh8 13. Rf2 Qe7 14. Bd3



When White finishes his development with 15. Raf1, it will be with the threat of 16. Bh6 and a winning attack.

14...Ng4

A mistake, exposing the pawn on f7, and lessening his influence in the center. It seems that White is gathering enough momentum for a winning attack, anyway: 14...Bd7 15. Raf1 Rg8 (to answer 16. Bh6 with 16...gh6, discovering an attack) 16. Qh4, menacing 17. Rf6.

15. Nd5 Qd7 16. Rf4 Nd8

Black can improve by 16...Ne3 17. Qe3 Nd8, but White maintains a significant advantage.

17. Rg4 Qg4 18. Nc7 Qd7

Black will be a piece behind if he doesn't gather up the white knight. It's sad that while Black's bishop had a few choices a moment ago, they are suddenly taken away.

19. Na8 b6

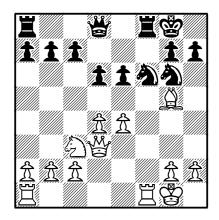
Reasonably intending to develop the bishop while restoring the material balance. Meanwhile, White redirects his central energy toward Black's king.

20. d5 Bb7 21. Bd4 f6 22. Qg6 Ba8 23. e5 Kg8 24. ef6 Resigns New York 1912 White: J.R. Capablanca Black: Randolph Three Knights Game

1. e4 e5 2. Nf3 Nc6 3. Nc3 Bc5 4. Ne5 Bf2 5. Kf2 Ne5 6. d4 Ng6 7. Bc4 d6 8. Rf1 Be6 9. Be6 fe6 10. Kg1

A typical position after the fork trick at move 4. White has three clear advantages in his strong center, castled king, and unopposed bishop.

10...Nf6 11. Bg5 0-0 12. Qd3



12...Qd7

Black's kingside shelter will be ruined now, but 12...h6 13. e5 de5 14. Qg6 Qd4 15. Kh1 hg5 16. Qg5 and 12...c6 13. Rf2 e5 14. Raf1 are little improvement.

13. Bf6 Rf6 14. Rf6 gf6 15. Rf1 Rf8 16. Qb5

Making threats where he can. 15. Rf1 threatened a pawn. 16. Qb5 threatens queen and pawn.

16....c6 17. Qb3 d5 18. ed5 cd5 19. Ne2

Black's pawns on e6 and f6 are vulnerable, so 19. Ne2 prepares Ng3-h5, drawing a bead on the fpawn, or Nf4, hitting the e-pawn.

19...Kg7 20. c3 e5

Making the most of the bad pawns, by erecting a pawn center. However, the f-pawn is now backward, and Black's king position is draftier around the white squares.

21. Ng3 Ne7 22. Nh5 Kg6

22...Kh8 is a little safer for the black king, though 23. Nf6 wins one pawn with the e-pawn soon to follow.

23. Qc2 e4

If 23...Kh5, then 24. Qh7 Kg5 25. Qg7.

24. Qe2

Black's first order of business is to find some safety for his king. 24...Kf7 or 24...h6 and 25...Kh7 both leave the f-pawn hanging.

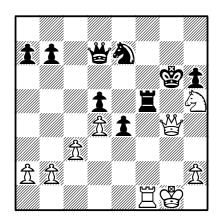
24...f5

Preparing flight by ...Kf7 and ...Ke8, so White cracks open the f-file.

25. g4 h6

With the idea of supporting a shield on g5.

26. gf5 Rf5 27. Qg4



27...Rg5

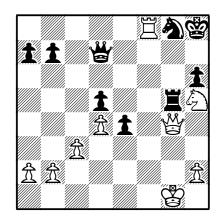
Or 27...Kf7 28. Qg7 Ke6 (28...Ke8 29. Nf6) 29. Nf4 Kd6 30. Qh6 Kc7 31. Ne6 Kb8 32. Rf5 Nf5 33. Qf8.

28. Rf6 Kh7 29. Rf7 Kh8

29...Kg8 30. Rg7 wins the rook.

30. Rf8 Ng8

Also, 30...Kh7 31. Nf6 Kg7 32. Qg5 hg5 33. Nd7.



31. Qg5 hg5 32. Rg8 Resigns

Concord 1995 White: Jim Burden (2156) Black: Nathan Cypert (2021) Ruy Lopez

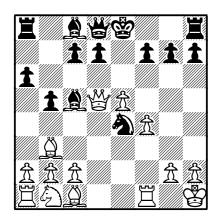
1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. 0-0 b5 6. Bb3 Bc5

6...Be7 and 6...d6 give Black a playable game.

7. Ne5 Ne5 8. d4 Bd6

White still has much the better of it after (Bb6 9. de5 and 10. Qd5 threatens Qa8 and Qf7.

9. de5 Be5 10. f4 Bd6 11. e5 Bc5 12. Kh1 Ne4 13. Qd5



13...Qh4

Threatening 14...Ng3 mate.

14. Qe4 Rb8 15. Bf7 Kd8 16. Nc3 Rf8 17. Bd5 d6 18. e6 Resigns

When a piece knows it's about to die, it ought to take out as many enemies as it can before it goes. A well-known desperado is a knight in the French Defense:

1. e4 e6 2. d4 d5 3. Nc3 Nf6 4. Bg5 Be7 5. Bd3

5. e5.

5...de4 6. Ne4 Ne4 7. Be7

White is expecting 7...Qe7 8. Be4 with a good game, but instead the desperado knight goes down firing.

7...Nf2

And Black takes the lead. in a fork trick position, the forked knight may help the queen bishop make an attacking move on g4 or g5, where the extra tempo can turn the game completely around.

Blindfold simultaneous exhibition, Birmingham 1858 White: Paul Morphy Black: Freeman Bishop's Opening

1. e4 e5 2. Bc4

A departure from Morphy's usual 2. Nf3 or 2. f4, but there's a reason for that. The blindfold simultaneous exhibitor seeks to create positions that are different at each board to help separate them inside his head, and there's an apocryphal story about that:

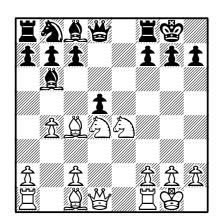
A blindfold exhibitor played 1. e4, 1. d4, 1. Nf3, 1. Nc3, and so forth, something different at all boards. Everyone with Black played 1...b6. The exhibitor didn't strain too much at move 2, but after each opponent played 2...Bb7, he began lashing out with wild moves in the hopes that his opponents would start to mix up the positions. When they replied 3...Bc8 all around, the master gave up, unable to keep the games apart in his mind.

2...Bc5 3.b4

On 3. Qg4, Bronstein suggests that Black sacrifice a rook by 3...d5 4. Qg7 Qh4. If 3. Qh5, however, it is the more valuable center pawn that is threatened, so Black might just play 3...Nc6.

Last Moments of a Desperate Knight

3...Bb6 4. Nf3 d6 5. d4 ed4 6. Nd4 Nf6 7. Nc3 0-0 8. 0-0 Ne4 9. Ne4 d5



10. Bg5 Qe8

10...Qd7, keeping in touch with the d5-pawn, was better.

11. Bd5 c6 12. Re1 Qd7 13. Nf6 gf6 14. Bf6 Qd6

Not 14...Qd5, because of 15. Re5. White makes another sacrifice to preserve his bishop on f6.

15. Ne6 Be6

15...fe6 16. Qg4 Kf7 17. Qg7 Ke8 18. Be6 Be6 19. Rad1 would have typically Morphy.

16. Qh5

Better was 16. Qd2, preventing the defensive move 16...Qf4.

16...Bf2

A mistake, said Morphy biographer Sergeant, because Black wants his queen to go to f2 after 16...Qf4 17. Re6 Nd7 18. Bb2 cd5 19. Rh6 Rfe8, threatening 20...Qf2 and mate in two.

17. Kh1 Qf4 18. Re6 Nd7 19. Bb2

Threatening 20. Rg6.

19....Bd4 20. g3 Nf6 21. gf4 Nh5 22. Bd4 Nf4 23. Rg1 Ng6 24. Reg6 hg6 25. Rg6 Kh7 26. Rg7 Kh6 27. Be4 f5 28. Bd3 b6 29. Rg3 Rf7 30. Be5 Re8 31. Bf4 Kh7 32. Rg5 Re1 33. Kg2 Rg7 34. Bf5 Kh8 35. h4 Rg5 36. Bg5 Re8 37.

Kf3 Resigns

Berkeley 1999 White: Weiss (2100) Black: Schwarz (2000) Petroff Defense

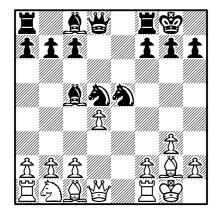
1. e4 e5 2. Nf3 Nf6 3. d3 Nc6 4. g3 d5 5. ed5

5. Nbd2, developing a piece and saving White's center pawn, is in tune with his scheme.

5...Nd5 6. Bg2 Bc5 7. 0-0 0-0 8. Ne5

A greater risk than usual. The d-pawn reaches the forking square in two moves instead of one, so White has one fewer developing move than he could have.

8....Ne5 9. d4



9...Bg4

A threatening development that coaxes White to weaken the g1-c5 diagonal. 10. Qd2 Nf3 exposes the white squares around White's king, as does 10. Qe1 Bd4 11. c3 Nf3.

10. f3 Nf6

A backward attacking move. Black threatens 11...Qd4, while 11. dc5 (11. fg4 Qd4 12. Qd4 Bd4 13. Kh1 Neg4 14. Bb7 doesn't seem too bad) Qd1 12. Rd1 Nf3 looks ahead to an endgame in which Black's kingside pawn majority is healthy and White's queenside majority is not.

11. c3

11. Be3 looks shaky, but 11...Nf3 12. Bf3 Bf3 13. Rf3 Ng4 14. c3 Ne3 15. Re3 might be OK for White.

11....Bh5 12. Kh1

Again White chooses against the endgame that could result from 12. dc5.

12...Bb6

Better is 12...Re8, after which the play might go the same way, but Black has a rook in play.

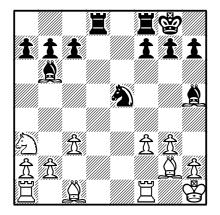
13. de5 Qd1 14. Rd1 Ne4 15. Rf1

Other moves lose at least rook for minor piece.

15...Nf2 16. Kg1 Rad8

Indirectly guarding the knight by 17. Rf2 Rd1 18. Bf1 Rc1, and also hampering White's development in view of 17. Nd2 Ne4.

17. Na3 Nd3 18. Kh1 Ne5



19. f4 Nd3

Black has emerged with a better development, and threats to further his game by 20...Nc1 21. Rac1 Rd2 or to win some material after 20...Be2.

20. Bb7 Be2 21. Bg2 Nf2

Offering White the lesser option of 22. Rf2 Bf2 when 23...Rd1 is in the offing.

22. Kg1 Ng4 23. Kh1 Bf1 24. Bf1 Rd1 25. Kg2 Ne3 26. Resigns This Issue's Obligatory Wing Gambit

The Hobbs and Dorsch Gambits

Making a lasting mark at chess is a tough thing to do. Maybe you play as well as Kasparov, or compose as splendidly as Grigoriev, or teach as memorably as Purdy, but not many of us attain the levels of skill required to do those things.

Some players achieve some immortality by attaching their names to an opening. Sometimes the moves are not so good— Robert Durkin claimed 1. Na3 and sometimes they are based in real positional grounds. Two different wing gambits, where one side aims for center control by deflecting an enemy bishop pawn, have been named for Bay Area players.

In one of his books on the French Defense, international master John Watson named 1. e4 e6 2. Nf3 d5 3. e5 c5 4. b4!? the Dorsch Gambit for life master Tom Dorsch of Menlo Park after Dorsch enjoyed a burst of success with the idea in the early '90s, but Dorsch himself preferred the more descriptive name French Wing Gambit.

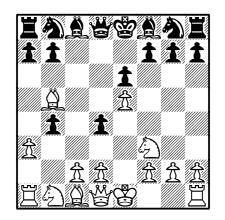
Ten years earlier, Richard Parker Hobbs of the Berkeley, Oakland, and Monday Knights chess clubs, hit upon the weird idea 1. f4 g5?! to battle Bird's Opening. Grandmaster Benjamin and FIDE master Schiller give Hobbs equal billing with Steinlach in their *Unorthodox Openings*, and said that "Black's life [in the Steinlach-Hobbs Gambit] is likely to be nasty, brutish, and short."

LERA Thanksgiving 1994 White: Tom Dorsch (2200) Black: Bill Haines (2000) French Wing Gambit

1. e4 e6 2. Nf3 d5 3. e5 c5 4. b4 cb4 5. a3 d4

Black is playing to prevent d4, but the pawn is separated from its mates and the tactics favor the better-developed side.

6. Bb5



6...Bd7

Either minor-piece interposition on d7 unguards the d4-pawn, while 6...Nc6 7. Bb2 Bd7 8. ab4 Bb4 9. Bd4 Nd4 10. Nd4 gives White advantages in mobility and center space.

7. Nd4 a6 8. ab4

The pin on the a6-pawn might've caught Black by surprise. He probably rejected the reply 8...Bb4 because of 9. Qg4 (threatening 10. Qg7 and a discovered attack), and then 9...Bf8 puts Black in a backward state.

8...Qb6 9. Bd7 Nd7 10. Nf3 Ne5

Black is still trying to keep White from his goal of dominating the center, which is still in sight after 10...Bb4 11. c3 Be7 12. d4.

11. Ne5 Qd4 12. Nf7

White makes a heavier material edge by 12. Qh5 g6 13. c3 gh5 14. cd4 Bb4, but his structure is not as sound.

12...Qa1 13. Nh8 Qb1 14. 0-0 Nf6 15. Qe2 Qb4 16. Qe6 Qe7 17. Qf5

White certainly does not want to trade queens and help develop Black's bishop, and especially not while Black's king is stuck in the middle of the board. Any queen move that prevents Black from castling is good, but White also looks toward capturing on h7 in order to free his knight.

17...Rd8 18. Bb2 Rd7

18...Rd2 19. Bc3 threatens 20. Bd2 and 20. Re1, so Black has to scramble to White's liking with 19...Rd5 20. Qf3 (now 21. Bf6 is in the air) Qa3 21. Re1).

19. Be5

Setting a screen for the rook to enter on e1.

19...Kd8 20. Re1 Kc8

21. Bc7 was threatened, but now the bishop is pinned.

21. Re3 Nd5

Black was concerned about 22. Rc3, but he has uncovered another problem on the f-file. 21...Qb4 threatens mate and makes room for a bishop development.

22. Rf3

This almost certainly surprised Black, who must pull his knight back to f6, and White wins a tempo for securing his back rank.

22...Nf6 23. h3

White's advantage is consolidated with the luft move (he can also blunt the d-file by 23. Rc3 Kd8 24. d4). Black's king is unsafe and his pieces are mostly immobile.

23...Kd8

The only reasonable move that unpins the rook. His knight is also pinned, so White moves to pile up.

24. g4

Black's fortunate reply makes ...Nd7 possible to guard his f8bishop, so 24. d4 might've been preferable to keep the rook under wraps.

Frying the Bird with Hobbs' Gambit

24...Rd2 25. Kg2 Rd7

Taking d7 away from the knight, and so putting g5 right back in place as the winning move. 25...Ke8 was reasonable, taking the threat out of 26. Qg5 (idea 27. Rf6).

26. g5 Ne8 27. Nf7 Kc8 28. Rc3 Resigns

28...Nc7 29. Rc7 wins all the black pieces.

Berkeley 1996 White: Jim Stewart (1900) Black: Tom Tedrick (2100) Hobbs Gambit

1. f4

In order to join the Monday Knights club, or to be an assistant director of the Berkeley club, it seems one has to be infected with the Bird's Opening virus. Hobbs prepared his 1...g5 antidote for John Spargo, an assistant TD at Berkeley, and Spargo met the gambit head-on with 2. fg5. That legendary encounter continued 2...e5 3. d3 h6 4. Nf3 Nc6 5. e4 hg5 6. Bg5 f6 7. Be3 Nh6 8. Nc3 Ng4 9. Bd2 Bc5 10. Qe2 Bf2, and Black had to be pleased (0-1, 44).

1...g5

Much later, another Bay Area player tried to refine the Hobbs Gambit with 1...h6 and then 2...g5, but the less said about that, the better.

2. d4

Heading for a stonewall formation but Black has already chiseled at the f4-pawn. 2. e4 does less harm to the white squares, and White achieve a good lead after 2...gf4 3. d4 e5 4. Nf3.

2...d5 3. fg5

White blinks first in the fight for the center. 3. c4 is an odd Queen's Gambit, but it seems... consistent?

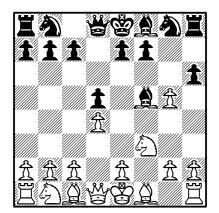
3...Bf5

Black aims to control e4 but ...Nf6 is unavailable. Black might also have considered 3...c5. This Internet game provides some example: 1. d4 f5 2. Bg5 g6 3. g4 d5 4. gf5 Bf5 5. c4 Bg7 6. Nc3 dc4 7. e4 Bc8 8. Bc4 Qd4 9. Qb3 Nf6 10. Rd1 Resigns

4. Nf3

Lacking energy. White ought to get into the spirit of things and pry Black out of the center with 4. c4. Then if Black replies tamely with 4...e6, he gets a Baltic Defense minus his g-pawn, so he should continue in Albin Countergambit fashion with 4...e5 5. de5 d4 6. Nf3 Nc6 and a mudpuddle of a position.

4....h6



5. g3

5. c4 makes even more sense after Black has weakened the white squares around his king with ...h6. For instance, 5. c4 e6 6. Qb3 b6 7. Nc3, and there might come a time when cd5 ed5 followed by g6 makes a serious attack on the light squares.

5...hg5 6. Bg5 f6

If Black is able to play ...e5 without pain, then 1...g5 was somewhat successful!

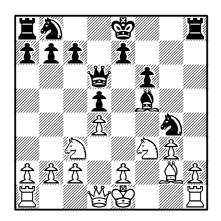
7. Bf4 Bh6 8. Bh6

The player with the extra material leaps to exchange pieces, but at a loss of time (Black's knight couldn't even move until White played Bh6). 8. Bg2 leaves Black behind in development and material.

8....Nh6 9. Bg2 Qd6

The queen move often foreshadows combinations that begin with ...Rh2 and continue with ...Qg3 forking king and rook.

10. Nc3 Ng4



11. Nh4

Alternatively, 11. Qd2 Rh2 12. Rh2 Qg3 13. Kd1 Nh2 14. Nd5 (White can settle for a pawn minus but a quieter position by 14. Nh2 Qg2 15. Nf3) Qg2 15. Nc7 Kd7 16. Ne1 Qe4 17. Na8 Nc6 should give Black good prospects.

11...Rh4 12. gh4 Ne3 13. Qd2 Qf4 14. Nd5

The material scale favors White after 14. Qe3 Qe3 15. Nd5 Qd4 16. Nc7 Kd8 17. Na8 Qh4 18. Kf1 Nc6, but his pieces are widely scattered and undeveloped.

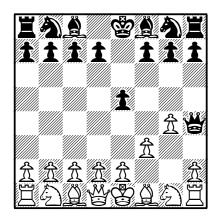
14...Qh4 mate Get the CCJ Sooner

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A Page of Foolishness

There is one thing Black can do on the chessboard that White cannot, and it is to checkmate in two moves. The shortest game that can end is checkmate is the classic Fool's Mate:

1. g4 e5 2. f3 Qh4 mate



Fool's Mate happens over and over, again and again, but no matter how many times a chess student wails that it'll never happen to him or her, so why bother showing this stupid old chestnut?, the answer remains that recognizing the Fool's Mate pattern enables one to win *lots* of different chess games.

White: A.N. Other Black: DuMont Bird's Opening

1. f4 e5 2. fe5 d6 3. ed6 Bd6

The first point of From's Gambit is that Black immediately threatens mate in three starting with 4...Qh4.

4. g3 Qg5 5. Nf3 Qg3 6. hg3 Bg3 mate

London 1932 White: Damant Black: Amateur Caro-Kann Defense

1. e4 c6 2. d4 d5 3. Bd3

Many of these Foolish games depend on an early bishop devel-

opment to d3 or d6 before checkmating on g6 or g3. Now Black does best to play 3...de4 4. Be4 Nf6.

3....Nf6 4. e5 Nfd7 5. e6

At the least, Black's king position will suffer from 6. ef7.

5...fe6 6. Qh5 g6 7. Qg6 hg6 8. Bg6 mate

Berkeley 1992 White: Ganesan (2095) Black: Paul Liebhaber (2022) Owen's Defense

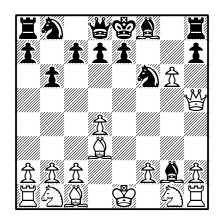
1. e4 b6 2. d4 Bb7 3. Bd3 f5

The e4-pawn is relatively pinned due to the threat to snag the rook on h1.

4. ef5 Bg2

Ha!

5. Qh5 g6 6. fg6 Nf6



7. gh7 Nh5 8. Bg6 mate

This game was also played by the Italian chess theorist Greco in 1619.

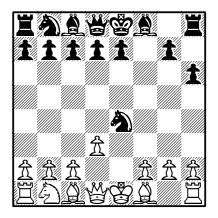
Most of the Foolish games just look like accidents, but it pays to be alert when your opponent suffers a mental mishap.

Hayward 2003 White: Burgerman Black: Mike Rose Pirc-Lisitsin Gambit

1. Nf3 f5 2. e4

The Hayward Chess Club meets at a Nation's Hambugers joint these days, and you never know what these hamburgereating strangers are going to play.

2...fe4 3. Ng5 Nf6 4. d3 h6 5. Ne4 Ne4



6. Qh5 Resigns

CalChess State Scholastics 1996 White: Jennifer Chen (961) Black: Michael Lawler (759) Alekhine's Defense

1. e4 Nf6 2. Nc3 Nc6 3. d4 g6 4. e5

Punishing Black immediately for not playing to put a pawn in the center.

4...Ng8 5. Bg5 h6 6. Bh4 g5 7. Bg3 f6 8. Qh5 mate

The Foolish theme occurred in the shortest game ever recorded between two masters, and even in one game between two grandmasters.

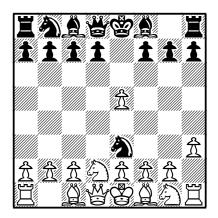
Paris 1924 White: Gibaud Black: Lazard

1. d4 Nf6 2. Nd2 e5 3. de5 Ng4 4. h3 Ne3

Continued on page 22

Foolishness

Continued from page 21



5. Resigns

Legend goes that Gibaud first tried to keep this game out of the French chess press, then tried to deny that he played it, and finally attempted to claim the winning side!

Linares 1988 White: John Nunn Black: Kiril Georgiev Caro-Kann Defense

1. e4 c6 2. d4 d5 3. Nd2 de4 4. Ne4 Nd7 5. Ng5

Sixty-five years later, Gibaud's ghost inhabited grandmaster Georgiev's body during one of the most important tournaments of the year.

5...h6 6. Ne6 Qa5 7. Bd2 Qb6 8. Bd3 fe6 9. Qh5 Kd8 10. Ba5 Resigns

TactiTals Win Sacramento CC Team Championship

By John McCumiskey

Sharks and Plumbers were found in the same room and even facing each other at one time. No, this didn't occur at a theme park like Six Flags Marine World, but at the Sacramento Chess Club between February 5 and April 2. Ten teams were in heated battle for the 2003 Sacramento Chess Club Team Championship.

The teams The TactiTals and No Name sprinted out of the gate, leaving behind the field by scoring 6.5 and 6 match points respectively in the first seven rounds. Each team won six matches with The TactiTals drawing their first round match while No Name was defeated by The TactiTals in round two. In the last two rounds, No Name was unable to keep the pace, going 1-1 to finish with 7.0 match point while The TactiTals scored 1.5-0.5 to finish with 8 match points. Congratulations to The TactiTals: Michael Aigner, Daniel Schwarz, Kevin

Begley, Keith Schwarz, and James Schiller, each receiving a trophy for their victory.

Several individual performances were equally or more impressive. On Board 4, No Name's Dave Begg scored 8.5 points, giving up a round 4 draw to Not Extremely Good Players' Jossy Chalissery who finished with 7 points. Michael Aigner locked up the Board 1 prize with 7 points in the 8 games that he played while teammate Kevin Begley won on Board 3 with 7 points. Board 2 was a tight affair throughout the event with 5 players having a possibility at winning the prize going into the last round. The Sharks' Brendan Birt drew his last round game to ensure the prize with six points. Keith Schwarz took home the award for most improved player with a rating increase of 102 points. Each of these players received a plaque for their achievement.

Playing for the Big Bucks

Continued from page 15

Other players finished their games and wandered over to enjoy the fun. At one point I looked behind me and saw a former member of my chess club doubled over with silent, helpless laughter.

After 60 moves, all the pawns were gone, and I had a rook against my opponent's knight. I played a few more moves hoping something wonderful would happen, but nothing did. Frank Church finished second and flew back to Texas. Thanks to me, third prize was now split between just two players and soared to more than \$12 each. The *Chronicle* didn't have to pay for my BART fare.

Several months later my car was broken into and my backpack was stolen. It contained my chess set, board, chess clock, and a notebook with my games from the previous two years, including this one. I hope the thief enjoyed playing it over.

Alan Glasscoe occasionally plays chess and directs tournaments, and is Bobby Fischer's astrological twin. Many people who have played him refuse to believe he was ever an expert.

Collins

Continued from page 13

"I am thoroughly charmed by California and America. I do love it here. It really seems to be the land of opportunity. If you're smart and work hard you can accomplish so much. When you are the best at anything, you relax and you don't try as hard. In a large country like America, there are more ladders to climb."

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Fridays 6–11 p.m. St. Andrews Lutheran Church 4910 Claremont Ave Jacob Green (209) 942-2812 jacobgreen@msn.com http://www.geocities.com/ jacobgreen87/STKNCHESS.html

Stockton Delta Knights

Sundays 1–4 p.m. First Baptist Church 3535 N. El Dorado Jacob Green 1-209-942-2812

Visalia Tuesdays 7 p.m. Borders Books and Music Mooney at Caldwell Allan Fifield (559) 734-2784 hometown.aol.com/visaliachess/ myhomepage/profile.html

Walnut Creek Tuesdays 6:30–10:30 p.m. Clvic Park Broadway and Civic Clarence Lehman (925) 228-3257

Yuba City

Mondays and Weds. 7-11 p.m. Carl's Jr. Bridge St. and Highway 99 Tom Giertych (916) 671-1715

Tournament Calendar

Events marked with an star 🕏 offer discounted entry fees for CalChess members, and/or the organizers are making a contribution to CalChess from the entry fees. The California Chess Journal encourages participation in those events.

For the most up-to-date schedule, go to http://www.calchess.org/scholasticschedule.html and http://www.calchess.org/tournamentschedule.html.

Date August 16 Dr. Alan Kirshner,	Event Las Lomitas Scholastic Swiss Sectional 66 Indian Hill Place, Fremont 94539 (510) 657-1586, ir	Location Menlo Park nfo@successchess.co	CalChess ☆ om
August 16	West Coast Scholastic Championship nissteele@studentchess.org	San Luis Obispo	
August 16-17 Barbara McCaleb,	San Luis Obispo County Championship 234 Via La Paz, San Luis Obispo 93401 (805) 544-07	San Luis Obispo 17 bmccaleb@calpo	☆ oly.edu
August 23 John Donaldson, 5 imjwd@aol.com	3rd Vladimir Pafnutieff Memorial G/45 7 Post St., Mechanics Institute Room 408, San Francisco	San Francisco 94101 (415) 421	-2258
August 23–24 John McCumiskey,	Sacramento Chess Club Weekend Swiss #11 6700 50th St., Sacramento 95823-1306 (916) 428-55	Sacramento 32, jmclmc@lanset.	☆ com
August 24 Academic Chess, 3	BlacKnight Quads 8800 Blackford Ave., San Jose 95117 (408) 246-4416	San Jose	
		San Francisco 964-2640	\$
September 6	BlacKnight Quads Blackford Ave., San Jose 95117 (408) 246-4416	San Jose	
September 13 John Donaldson, 5 imjwd@aol.com	4th Howard Donnelly Memorial G/45 7 Post St., Mechanics Institute Room 408, San Francisco	San Francisco 94101 (415) 421	-2258
•	2nd Frank Harris Memorial Chess Tournament o, 127 Missouri Street, Vallejo 94590 (650) 255-8587	Vallejo	\checkmark
October 12	CalChess Fall Scholastic Quads 66 Indian Hill Place, Fremont 94539 (510) 657-1586, ir	San Leandro nfo@successchess.co	公 cm
October 25 John McCumiskey,	Sacramento Scholastic Team Championship 6700 50th St., Sacramento 95823-1306 (916) 428-55	Sacramento 32, jmclmc@lanset.	ぶ com
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