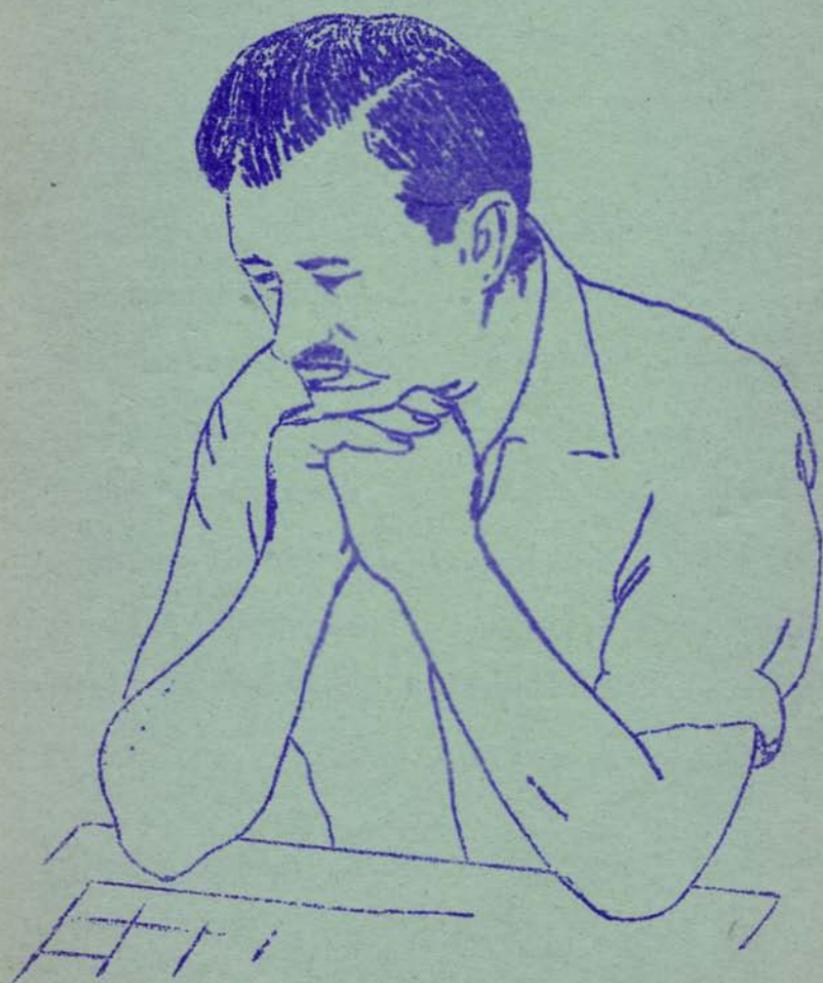


Herman

CHESS NUTS

FEBRUARY

1956



HERMAN STEINER

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NEWS AND ANNOUNCEMENTS

ABOUT THE COVER: Most of us have read much about Herman Steiner, a former U.S. Champion and International Chess Master. It was with regret that we learned of his passing in November 1955 while taking part in the California Championship. His unselfish effort in behalf of chess is only befitting of the man himself. Future issues of this bulletin will contain many of his fine games played during his chess career.

NEWS was received from Mrs. George Koltanowski informing us that her husband was again on a tour of the states and would not return until mid-February, but that he would contact us upon his return in regards to the proposed exhibition on 100 boards!!!

MR. JIM REYNOLDS of the CFNC wrote and sent information on their newly established rating system which is based on the Kenneth Harkness system. You will find an explanation of this system given inside. Since it is proposed to have San Quentin compete against CFNC six man teams starting in March, it was thought advisable to institute the same rating system for all local players who are members of the club. The first unofficial rating for all players is given inside. This system will be in use until further notice. All games played in team competition and in the A, B, and C class championships will count towards each players rating.

THE MECHANICS INSTITUTE chess team from San Francisco was scheduled to play at San Quentin the latter part of January but such short notice was given that it was not possible to arrange this match. However, a match against this powerful team will be scheduled for the

immediate future, perhaps during February. This team has always had one of the most powerful chess teams in California and they defeated San Quentin by 7½-2½ in August 1952. Their team has a number of Master Candidates and their Mr. Charles Bagby is a proficient player of Blindfold chess, that is, simultaneous blindfold play. An effort will be made to make this a match on at least 20 boards.

HORACE S. KING, the former Captain of the Mechanics Institute Chess team writes and suggests that we contact Mr. Imre Konig, A World Chess master, who is a refugee from Hungary, and who is at present a resident of San Francisco. Mr. Konig writes a weekly column for the San Francisco News which appears each Saturday and is also a guest annotator for the California Chess Reporter, the official organ of the California State Chess Federation. Mr. King informs us that Mr. Konig may be interested in visiting San Quentin to lecture on chess and possibly play a simultaneous exhibition. Every effort will be made to get this Master to visit San Quentin in the near future.

NEW MEMBERS of the chess club include Williams, Haprov, Arrellanes and Rodriquez. One of the original members of the club is no longer with us - having left for happier surroundings. Of course we all know him - Magidow. His playing ability will be missed when matches are played against some of the larger clubs.

ADDITIONAL members are always welcomed in the club - especially if they are good strong players. Of course, they should understand that club membership is limited and it may be necessary for them to wait several weeks before being admitted.

RESULTS OF TEAM MATCHES-January 7

FINE (2)

Green.....	0
Goldsmith.....	1
Duncan.....	0
Hill.....	0
Forfeit.....	0
Morris.....	1

RETI (4)

Hansen.....	1
Corrigan.....	0
Devote.....	1
Rexinger.....	1
Campos.....	1
Mistriell.....	0

BIRD (3½)

Brown.....	1
Garcia.....	½
Forfeit.....	0
Carstens.....	0
Fluty.....	1
Ferrin.....	1

MARSHALL (2½)

Hall.....	0
McQuerry.....	½
Flohr.....	1
Nolte.....	1
Forfeit.....	0
Barrios.....	0

KOLTANOWSKI (4½)

Sensell.....	1
Frazier.....	1
Henderson.....	1
Albritton.....	½
Till.....	0
Glover.....	1

EVANS (1½)

Boren.....	0
Carter.....	0
Gibbs.....	0
Kressen.....	½
Petry.....	1
E. Moore.....	0

The first week of team competition proved highly exciting. All teams looked quite even on paper but proved otherwise after the matches were over. The KOLTANOWSKI group got off to a good start by swamping the EVANS group. Other team matches were close and interesting. A point was forfeited by three different teams because they did not have all their players available to play by the deadline starting time. The EVANS and FINE teams got off to a bad start but future matches should prove that these teams are equally capable of turning in surprises.

RESULTS OF TEAM MATCHES-January 14

FINE (2)

MARSHALL (4)

Green.....0	Flohr.....1
Goldsmith.....1	Nolte.....0
Duncan.....0	Hall.....1
Rose.....0	McQuerry.....1
Morris.....0	Easely.....1
Hill.....1	Barrios.....0

RETI (4½)

KOLTANOWSKI (1½)

Rexinger.....½	Sensell.....½
Hansen.....0	Frazier.....1
Devote.....1	Henderson.....0
Campos.....1	Albritton.....0
Corrigan.....1	Till.....0
Mistriell.....1	Glover.....0

EVANS (4)

BIRD (2)

Gibbs.....0	Brown.....1
Carter.....1	Garcia.....0
Forfeit.....0	Williams.....1
Boren.....1	Carstens.....0
Petry.....1	Fluty.....0
E. Moore.....1	Perrin.....0

With the end of the second week of play the teams begin to shape up and weaknesses begin to show, but basically all teams look sound as witness the improvement of the EVANS group after a disastrous first week. The FINE group starts off by getting a firm grip on last place and unless they 'come alive' they are a cinch for all honors befitting any last place finisher. However, there are dormant qualities latent in this group and all opponents should beware lest they awaken the (sleeping giant)sputtering potential 'aggressiveness' showing therein.

RESULTS OF TEAM MATCHES-January 21

KOLTANOWSKI (1½)

FINE (4½)

Sensell.....½
Frazier.....1
Till.....0
Albritton.....0
Henderson.....0
Glover.....0

Green.....½
Duncan.....0
Goldsmith.....1
Morris.....1
Hill.....1
Rose.....1

BIRD (2½)

RETI (3½)

Garcia.....0
Williamson.....1
Brown.....1
Carstens.....0
Fluty.....½
Perrin.....0

Hansen.....1
Devote.....0
Campos.....0
Rexinger.....1
Corrigan.....½
Mistriell.....1

MARSHALL (6)

EVANS (0)

Nolte.....1
Flohr.....1
Hall.....1
McQuerry.....1
Easely.....1
Barrios.....1

Boron.....0
Gibbs.....0
Carter.....0
Kressen.....0
Petry.....0
E. Moore.....0

The FINE group shook themselves and looked around and lo and behold! They actually won. Alas, but it was not to be. Having violated the rules by playing a stronger player on a lower board than the rules allowed, they had to forfeit the match by the score of 4-2. Witness that MARSHALL team score!! They must have been aroused early and prepared for this match. Such an overwhelming victory put them ½ point ahead of the RETI team in game points, but the RETI team still leads with a perfect match score of 3-0, having just managed to beat the BIRD group.

RESULTS OF TEAM MATCHES-January 28

RETI (3) MARSHALL (3)

Corrigan.....0	Nolte.....1
Rexinger.....0	Hall.....1
Hansen.....1	Flohr.....0
Devote.....0	McQuerry.....1
Campos.....1	Easley.....0
Mistriell.....1	Barrios.....0

FINE (1) EVANS (5)

Goldsmith.....0	Gibbs.....1
Green.....0	Carter.....1
Duncan.....0	Kressen.....1
Rose.....0	Boren.....1
Morris.....0	Petry.....1
Hill.....1	Ward.....0

KOLTANOWSKI (4) BIRD (2)

Sensell.....1	Brown.....0
Frazier.....0	Williamson.....1
Till.....0	Garcia.....1
Albritton.....1	Carstens.....0
Henderson.....1	Fluty.....0
Glover.....1	Perrin.....0

TEAM STANDINGS AFTER FOUR MATCHES

<u>TEAM</u>	<u>MATCHES</u>		<u>GAME TOTALS</u>	
RETI	3½	1½	15	9
KOLTANOWSKI	3	1	14	10
MARSHALL	2½	1½	15½	8½
EVANS	2	2	10½	13½
BIRD	1	3	9½	14½
FINE	0	4	7	17

OBITUARY

BORN: Jan.7,1956 - DIED: Jan. 21,1956

On January twenty-first,
The Evans team was laid to rest:
Defeated corpses of a mighty team
Who thought that they were best.
We bowed our heads to heaven and
We prayed their losing souls be blest.

Oh here six brave and hardy men
Are lying side by side in piece.
The Marshall team has struck them down -
Their noble pulsing blood to cease.
We buried them, and in each hand
We placed an ivory playing piece.

Let's overlook that awe-inspiring score
Of six to nothing now,
Lest they return from Purgatory
With revenge their promised vow!
Ah, spare a prayer for them
Whenever you should wipe your sweaty brow.

EPITAPH

They didn't ask for much, oh God -
Prestige was all they craved.
And please don't disapprove of Carter's
Moans and rants and raves.
Have mercy on them Father,
For to chess they were enslaved.

This sextette lived for three short weeks
Of intramural play.
They died while they were infants yet,
And didn't know the way.
Crime never pays, and they shall wait
For Flohr upon the Quay.

J.A.R.

CLASS CHAMPIONSHIP RESULTS

The current standings after one month of play for the A, B, and C class championships are as follows:

<u>"A"</u>		<u>"B"</u>	
Sensell	2-0	Carter	6-1
Gibbs	1-1	Nolte	3-2
Duncan	1-1	Rexinger	2-2
Flohr	1-1	Carstens	1-0
Frazier	0-2	Albritton	1-1
		Henderson	0-1
<u>"C"</u>		McQuerry	0-1
Mistriell	4-0	Boren	0-2
Barrios	4-4	Easely	0-1
Ward	2-2	Devote	0-1
Morris	1-0	Campos	1-2
Rodriguez	1-0	Petry	0-1
E. Moore	1-1	Till	2-1
Perrin	1-2		
Glover	0-2		
Hill	0-3		

All players taking part in the class championship play are reminded that there is a deadline for completion of all games. Any games not completed by March 31, 1956 are forfeited. Obviously too many players are counting on making up these games in a short time and they are not fully aware that one whole month has passed and some have played very few games, if any.

You should remember to turn in results to Hall, who is in charge of keeping all records for class championships. He will in turn see to it that your editor gets these results in order that point totals can be kept according to the Harkness system.

RATING POINTS SYSTEM

Information was received from CFNC regarding the rating system they have established for all players of their organization. It is based on the Harkness Rating System. Its' rules are quite simple to follow. After much study of this system and trying several different starting points for all players (some players were started at 1250, the B starting point, and also at 1750, the A starting point) it was discovered that by applying the rules given a player would come down from 1750 to his true strength, yet by starting him at 1250 his rating went up; in other words, regardless of his starting point his true rating could be found within about 50 points, that is, the drop from A class and the raise from B class put him within 50 points of his true strength.

Obviously it would have been foolish to start all players at the same exact level because an uneven number of games were played (some players hardly played a single game), too many players would have the same level for too long a period of time, the real purpose was to find the difference in all A, B, or C class strength, and further it would have meant discarding all results of three months of play, namely, the ladder standings. Being that it was quite obvious that a true standing of all players had already been determined (minor changes are of no importance) it was only logical to start the system by using the last ladder standings as the basis and starting at the top at 1800 points to slightly graduate the points downward from 1800 so that the last possible A player stood at 1525, which was 25 points above the minimum for A players. The same thing was done for all players

of B class, starting the highest B at 1475 and graduating the scale down 25 points for each additional B player, so that the lowest standing B player stood at 1025 points. The same was done for all C players so that the lowest rated C stood at 750 points.

After the above was decided, then the following rules were applied to all games played by players in team matches and class championships.

RATING POINTS SYSTEM

- Rule 1. Above 2000 - Experts
1500-2000 - A players, advanced or superior.
1000-1500 - B players, above average or intermediate.
Below 1000 - C players, average and beginners.

This scale of points will determine the players ratings.

- Rule 2. To start ratings begin all A players at 1750, all B players at 1250 and all C players at 750 and then apply the following rules to their past performances to arrive at starting points.

Rate new players as they come in. If by self-admittance a player says he is a beginner, start him off at 750. If he doesn't know have him play a known C player and if he draws or loses start him at 750. If he wins have him play a B player and if he draws start him at 1250, if he loses start him at 900 and if he wins have him play an A player. If he draws with the A start him at 1750, if he loses start him at 1300 (he beat

the B), and if he wins start him at 1800.

Rule 3. When players of equal strength play the winner gets 4 points and the loser drops 2 points. If it is a draw between the two equal players then their ratings remain the same. Players will be considered equal if they are within 15 points of each other.

Rule 4. When players of unequal strengths play the following sub-rules will apply:

- (a) The stronger player wins: Add 2 points to his rating and subtract 1 point from the weaker player.
- (b) The two players draw: Subtract the weaker player's rating from the stronger player's rating to find the difference. Divide the difference by 4 and add this answer to the weaker player's rating. Then divide the difference by 8 and subtract this answer from the stronger player's rating.
- (c) The weaker player wins: Subtract the weaker player's rating from the stronger player's rating to find the difference. Divide the difference by 2 and add this answer to the weaker player's rating. Then divide the difference by 4 and subtract this answer from the stronger player's rating.

Rule 5. To protect the stronger player from a fluke win by the weaker player no more than 100 points can be added at one time to any player's rating and no more than 50 points can be lost at one time to any player's rating.

PLAYERS STANDINGS AND POINTS

1. Hansen	1778	21. Campos	1282
2. Brown	1746	22. Garcia	1275
3. Sensell	1741	23. Boren	1228
4. Flohr	1689	24. Rose	1174
5. Green	1666	25. Corrigan-1146	
6. Frazier	1646	26. Fluty	1125
7. Gibbs	1642	27. Williams-1125	
8. Carter	1620	28. Petry	1094
9. Hall	1613	29. Till	1084
10. Williamson-1553		30. Easely	1078
11. Goldsmith	1552	31. Morris	1062
12. Nolte	1545	32. Hill	971
13. Rexinger	1472	33. Mistriel	964
14. Devote	1437	34. Glover	920
15. Henderson	1433	35. Ward	894
16. McQuerry	1413	36. Perrin	875
17. Duncan	1391	37. Barrios	873
18. Kressen	1386	38. E. Moore	866
19. Carstens	1378	39. Rodriguez-831	
20. Albritton	1357	40. Arellanes-750	

CHESETTIQUETTE

by J.A.R.

We masters study endless nights
And burn the midnight oil,
We toy with Bishops, Pawns, and Knights
To build a defense none can spoil.

Accomplished, we deploy our force
In concentration to attack,
The van is led by mobile horse
In hopes the ebon camp be sacked.

Our Bishops form the nuclei
Of hyper-modern strategy,
We threaten mate - ah yes, we're sly,
Displaying great sagacity.

If all this fails, at least we can
Resort to forcing compromise,
Reverting to defensive plans
Impregnability succeeds.

In theory - this is very good,
But some opponents don't play chess!
Unethical - with brains of wood;
No savoir faire, and no finesse.

On such as they, how can we win?
They will not make accepted moves,
So stupid that they break our "pins"
And make us sing the "Checkmate Blues."

If you're defeated we advise,
A snide uncouth remark or two.
Still better ('fore your temper flies)
Attach them to their chairs with glue.

Detach yourselves - the bourgeoisie
Is quite beneath our artful mien.
Our genius aristocracy
Restricts itself to higher plane.

To snub your conqueror is just,
Don't heed your conscience with its' probes
As any learned scholar must,
Just walk about and swish your robes.

When your opponent mates you, friend
(If he be of humble origin)
The current philosophic trend
Is "I was robbed - let's play again."

Alas! What are we coming to?
What painful blows our ego takes!
Know how to change? I'll give a clue:
Grab your opponent's hand and shake.

Permit me here to interject
A note designed to make you think.
Portrayal of your character
Is painted when you raise a stink.....

THE MASTER

From Europe comes a clever fiendish man
His name(Sensell)preceeds his matchless
skill,
His cortege is great, he leads the van!
You see - he leads the Koltanowski clan.

The U.S.A. produced a local champ
Whose name(because he looked it)
was "The Vamp."

The Evans group of Gibbs' prepared to fight
Result: Sensell's team razed the
western camp.

EPITAPH

The body of Capitan Gibbs here lies;
Celestial strategy he now tries,
No more in earthly contesting to vie!
All those opponents of Sensell must die..

EDITORIAL

Word was received from Mr. Jim Reynolds, who is the Secretary of the CHESS FRIENDS of NORTHERN CALIFORNIA, that their organization - which is some several hundred players strong - is interested in starting competition against some six man teams of San Quentin. Preparations are under way to form three or possibly four six man teams along lines of those in CFNC. These teams would compete against the same number of teams from CFNC. A round robin schedule would be played whereby all teams play each other once. It is hoped that this can start sometime in March.

CFNC is an organization which was formed several years ago by International Master George Koltanowski. Its' purpose was to provide an opportunity for the average chess player of Northern California to compete against other players of his own class. Many of the average players have little time to devote to chess, but they are nevertheless interested in the game. Some of them did not feel that they were good enough to play with the stronger, more established clubs. Of course, one of the most important reasons for establishment of CFNC was to promote chess and make many more players aware of the many enjoyable hours that were theirs for the asking. The success of this organization has long since been proved and a similar organization was established in Southern California. This is simply called CFSC.

Much can be said about the driving force behind CFNC; however, this would be too little. Most of us have heard of George Koltanowski and many of us have had the privilege of playing against him. We all know that he is the unofficial Blindfold Champion of the World as well as the holder of many records for simul-

taneous play. He has done much for chess, but it takes the efforts of unselfish men like himself to make others aware of the entertainment value of chess.

We can be sure that with the beginning of play against teams from CFNC, that the San Quentin teams will provide strong competition for this organization. As in all sports, winning is most important - but not at the cost of good relationships between the competitors. Most of us know that there is no game known to mankind in which a man hates more to get beat. Chess stands alone at the top of the list. Any contest between two minds always provides the beautiful opportunity for a conflict of ideas. This need not be - the hostility which sometimes occurs between two opponents - when one remembers that someone has to emerge victorious. Remember! Your opponent also has brains. When you are defeated just compliment him on the good game he has played and shake his hand. After all - he may have to return the compliment later.

In addition to play against CFNC teams, matches with other clubs will be arranged, as well as lectures and visits by Masters whenever possible. All club members should continue to study hard - but thoroughly - and they will be rewarded when they win a game against strong competition. A win against a strong competitor is always more satisfying than 100 wins against weak players. Games should always be played with care as much can be learned from one carefully thought-out game.

GAMES OF INTEREST

In December 1955 International Master George Koltanowski visited San Quentin and played a simultaneous exhibition on 22 boards. One of the 20 games the master won is the following played against a good (B) class player. It shows good opening play - to a point - but a collapse in the middle and end game.

White: KOLTANOWSKI
Black: Williamson

QUEENS GAMBIT

1. P-Q4	P-Q4	28. NxN	RxN
2. N-KB3	N-KB3	29. Pxp	Resign.
3. P-K3	B-KB4		
4. P-QB4	P-K3		
5. Q-N3	Q-B1		
6. N-B3	P-B3		
7. B-Q2	B-Q3		
8. R-B1	O-O		
9. Pxp	KPxP		
10. B-K2	Q-Q2		
11. O-O	P-QR3		
12. N-QR4	R-R2		
13. B-N4	BxB		
14. QxB	P-QN4		
15. N-B5	Q-Q3		
16. NxP	QxQ		
17. NxQ	R-QB1		
18. P-QR3	R(2)N2		
19. N-Q2	N-K5		
20. NxN	PxN		
21. R-B5	B-K3		
22. R(1)B1	B-Q2		
23. BxP	R-N2		
24. B-K2	P-N3		
25. P-KB3	Pxp		
26. BxP	R-N3		
27. P-Q5	N-R3		

An entertaining
and interesting
game- up to a
point.

BLINDFOLD CHESS

One of the World's greatest blindfold chess players is Mr. George Koltanowski. The following game was played in 1929 in Antwerp, Belgium. It was one of ten blindfold games.

WHITE: G. Koltanowski
BLACK: P. Dunkelblum

MAX LANGE ATTACK

- | | |
|------------|---------|
| 1. P-K4 | P-K4 |
| 2. N-KB3 | N-QB3 |
| 3. B-B4 | B-B4 |
| 4. O-O | N-B3 |
| 5. P-Q4 | PxP |
| 6. P-K5 | P-Q4 |
| 7. PxB | PxB |
| 8. R-K1ch | B-K3 |
| 9. N-N5 | Q-Q4 |
| 10. N-QB3 | Q-B4 |
| 11. QN-K4 | B-N5 ? |
| 12. P-QB3 | PxP |
| 13. PxP | B-R4 |
| 14. P-N4 | Q-N3 |
| 15. NxB | PxN |
| 16. P-B7ch | KxP |
| 17. N-N5ch | K-N1 |
| 18. RxP | Q-Q6 |
| 19. Q-K1 | R-KB1 |
| 20. R-K8 | Q-Q2 |
| 21. RxRch | KxR |
| 22. B-R3ch | N-K2 |
| 23. R-Q1 | QxPch |
| 24. K-B1 | QxN |
| 25. R-Q5 | Q-R5 |
| 26. R-K5 | Q-B3 |
| 27. R-KB5 | Resigns |

This game needs no comment! It is indeed a remarkable exhibition of the art of blindfold chess play!!

A BEAUTIFUL GAME

The following game was played by Mr. George Koltanowski in the Belgian National Tournament of 1936. It won the First Brilliancy Prize for him.

WHITE: G. Koltanowski
BLACK: M. Defosse

QUEEN'S PAWN OPENING

- | | |
|------------|---------|
| 1. P-Q4 | N-KB3 |
| 2. N-KB3 | P-K3 |
| 3. P-K3 | P-Q4 |
| 4. B-Q3 | P-B4 |
| 5. P-B3 | N-B3 |
| 6. QN-Q2 | B-K2 |
| 7. O-O | O-O |
| 8. PXP | BXP |
| 9. P-K4 | Q-B2 |
| 10. Q-K2 | B-Q3 |
| 11. R-K1 | N-KN5 |
| 12. P-KR3 | KN-K4 |
| 13. NxN | NxN |
| 14. PXP | PXP |
| 15. N-B3 | NxNch |
| 16. QxN | B-K3 |
| 17. B-K3 | QR-Q1 |
| 18. B-B2 | P-QN4 |
| 19. B-Q4 | B-QB4 |
| 20. QR-Q1 | P-N5 |
| 21. B-K5 | B-Q3 |
| 22. BXPch | KxB |
| 23. Q-R5ch | K-N1 |
| 24. BXP | KxB |
| 25. Q-N5ch | K-R2 |
| 26. R-Q4 | B-R7ch |
| 27. K-R1 | Q-KB5 |
| 28. RxQ | BxR |
| 29. QxB | R-KN1 |
| 30. R-K5 | Resigns |

Another fine game which needs no comment.

White started a series of brilliant moves beginning with his 22nd.

A BLINDFOLD MASTERPIECE

One of eight blindfold games played at Keswick, England in 1937 with a fine mate in 25 moves.

WHITE: G. Koltanowski
BLACK: Sir Hugh Walpole

QUEEN'S PAWN OPENING

- | | |
|-----------|---------|
| 1. P-Q4 | N-KB3 |
| 2. N-KB3 | P-K3 |
| 3. P-K3 | P-Q4 |
| 4. B-Q3 | QN-Q2 |
| 5. QN-Q2 | B-Q3 |
| 6. P-K4 | PxP |
| 7. NxP | NxN |
| 8. BxN | N-B3 |
| 9. B-Q3 | O-O |
| 10. O-O | P-KR3 |
| 11. Q-K2 | B-Q2 |
| 12. N-K5 | P-B4 |
| 13. PxP | BxP |
| 14. R-Q1 | Q-K2 |
| 15. B-KB4 | QR-Q1 |
| 16. Q-B3 | B-B1 |
| 17. P-B3 | P-KN4 ? |
| 18. B-N3 | K-N2 |
| 19. P-KR4 | R-KR1 |
| 20. B-B2 | P-N3 |
| 21. N-B6 | B-N2 |
| 22. P-N4 | RxRch |
| 23. RxR | Q-K1 |
| 24. QxNch | KxQ |
| 25. B-K5 | mate |

A game like this - played blindfold - might tend to make some of us lesser mortals think seriously of giving up the game as beyond our comprehension.

OPENING THEORY

Chess is made up of three basic factors- Force, Space, and Time. Force is represented by the pieces each player has at his disposal. Space is represented by the board upon which the men are arranged in accordance with a definite purpose. Time, since the players move alternately, is represented by the enjoyment of the right - or the fulfilment of the obligation - to move. Any one of these three factors can be transformed into any other.

FORCES

A minor piece is usually considered as worth about three pawns. A pawn can be valued at three tempi. A gambit in which for the sacrifice of a pawn one obtains an advantage in development of three tempi is well worth playing.

In the end game the very considerable power of the King, greater than that of a minor piece, is developed to the full. He must then be moved, as far as is compatible with his safety, right into the enemy camp, where he can capture pawns, hold up the enemy pawns and lead his own pawns on to queen.

In the Queen's Gambit, the best move for the Queen is to K2.

Generally, throughout the whole game, a bishop is stronger than 3 pawns, but again this depends on the position. The Knight is chiefly useful for attack, and must be advanced as far as possible into, or at least against, the enemy camp, but not in the opening.

OPENING THEORY (cont.)

In the center (at K5) and guarded by a pawn, the Knight forms a very strong advance post. A Knight at QKt3 is usually badly placed. As a guard for one particular point the Knight is far less suited than a Bishop, but this is not the case when a whole section of territory has to be guarded.

In the end game a Knight has a difficult task against pawns, and then three pawns are usually better than a Knight.

In the opening you should move only a few pawns, just as many as are necessary for the development of the pieces, for, remember, every pawn move loosens the position.

It is often a doubtful advantage to capture the Queen's Knight pawn with a Queen. If however, the Queen takes the King's Knight pawn, the result is usually a very strong attack.

VALUES OF THE MEN

A Rook, a minor piece, and a passed pawn on the sixth rank are stronger than a Queen.

The difference between a Rook and a minor piece is, according to all analysis, equal to $1\frac{1}{2}$ pawns.

The difference between two minor pieces and a Rook is exactly the same, $1\frac{1}{2}$ pawns.

A Rook and two pawns are stronger than two minor pieces to the extent of $\frac{1}{2}$ a pawn. The validity of the above holds more for

OPENING THEORY (cont.)

the end game, not for the opening and the first part of the middle game, where, as a rule, the pawns have not their full effectiveness, whereas the minor pieces are predominant.

Two minor pieces are $\frac{1}{2}$ a pawn stronger than a Rook and a pawn.

If a pawn at KB2 is attacked by a Knight and a Bishop, then castling on the King's side completely protects it.

Bishops and Knights are by no means of equal value. The Bishop is generally the stronger piece throughout the whole game. Only when a Knight stands in the center, on the King's, Queen's, or either Bishop's file, and on the fourth to the sixth rank, guarded, if possible, by a pawn and not assailable by a pawn, is it superior to a Bishop. Then it controls half the board and is nearly as strong as a rook.

In the disposition of pawns, we must take care as the game progresses, that no pawn becomes backward, especially if it is in a file open to the opponent, for a backward pawn in an open file constitutes a grave positional weakness. The enemy can then settle pieces in the gaps because a pawn cannot drive him away. Of less importance is the isolation of a pawn.

TIME

Always make the best possible use of the right to move. You must not lose a single move. In the opening every tempo must, whenever possible, be utilized for development, so that the essential pawns

OPENING THEORY (cont.)

are moved with all speed, and the minor pieces developed. At the same time every care must be taken not to develop one's opponent, for by so doing one presents him with one or more tempi. Just as in respect of force, and space, so also in respect of time, we must attempt to maintain a balance, and whenever possible, to gain a superiority. To gain tempi or to force one's opponent to lose them is the ideal to be aimed at.

When it is your turn to move, the first question must always be "What is threatened?"

If a center pawn is attacked by a pawn it must be defended by one. It must not be surrendered without a struggle. Sometimes it is good to relinquish control of the center with pawns in order to better control it through or with the Knights posted at Q4 and, or, K5.

As first player, never give up the birthright of attack for a pawn! (Queen's gambit accepted). Always keep the initiative for yourself and, whenever possible, decline gambits. As second player, it is permissible to offer a gambit in order to wrest the attack from your opponent. Sometimes it is absolutely essential to sacrifice a pawn in order not to neglect the strongest continuation. It is better to have a good position than superiority in material!

End

SICILIAN DEFENSE

by Nolte

We have learned from opening principles that we must control the center of the board to maintain an even, or winning, game. There have been many games devised to wrest the center control away from White. A defense which brings about a fighting game, through counter-attack, as well as a game filled with combinations is the Sicilian Defense.

We have only to look at the tops in Chess wizardry - the Russians - to see proof of the above. True enough, the Russians brought about a refutation of the Argentinian Variation of the Sicilian, but Geller, Smyslov, and Botvinnik have used the Sicilian to overcome the foremost of their opponents. We can look to Smyslov's refutation of the Colle System, Geller and Botvinnik's counterattacks, and match play of all the Russian Masters to see the Sicilian used extensively.

The Sicilian Defense is not an opening aimed at gaining control of the center, but to institute a counter-attack on the Queen's side. White has the more terrain, but Black, even though cramped, has time on his side. Due to the tempo the Sicilian Defense is dynamite against a 'pussy-footer'. If Black is ever allowed to play, ..., P-KN3; ..., B-N2; ..., N-KB3; ..., O-O; thereby setting up a veritable fort combining the better parts of the Sicilian Dragon Variation and the King's Indian Defense, and White must sacrifice a piece to penetrate; then White will lose valuable tempi; then the positional advantage; and finally the game. Of the modern masters who we see using this very defense we see the names of Flohr, Smyslov, Botvinnik, Geller, Panov, and others too countless to mention here.

In order that we might familiarize ourselves with the various Sicilian positions, I have set forth the following patterns of each:

I- CLASSICAL DRAGON
VARIATION (2...., N-QB3)

- | | | | |
|----------|-------|----------|-------|
| 1. P-K4 | P-QB4 | 6. B-K2 | P-KN3 |
| 2. N-KB3 | N-QB3 | 7. B-K3 | B-N2 |
| 3. P-Q4 | PxP | 8. O-O | O-O |
| 4. NXP | N-KB3 | 9. N-N3 | B-K3 |
| 5. N-QB3 | P-Q3 | 10. P-B4 | Q-B1 |

II. MODERN DRAGON VARIATION
(2....., P-Q3)

- | | | | |
|----------|-------|-----------|-------|
| 1. P-K4 | P-QB4 | 7. Q-Q2 | N-B3 |
| 2. N-KB3 | P-Q3 | 8. N-N3 | P-Kr3 |
| 3. P-Q4 | PxP | 9. B-R4 | B-K3 |
| 4. NXP | N-KB3 | 10. O-O-O | R-QB1 |
| 5. N-QB3 | P-KN3 | 11. P-B4 | O-O |
| 6. B-KN5 | B-N2 | | |

III. GELLER'S VARIATION
(10....., P-K4)

- | | | | |
|----------|-------|----------|-------|
| 1. P-K4 | P-QB4 | 6. B-KN5 | P-K3 |
| 2. N-KB3 | N-QB3 | 7. Q-Q2 | B-K2 |
| 3. P-Q4 | PxP | 8. O-O-O | O-O |
| 4. NXP | N-B3 | 9. P-B4 | P-KR3 |
| 5. N-QB3 | P-Q3 | 10. B-R4 | P-K4 |

IV. SCHEVENINGEN VARIATION

- | | |
|----------|-------|
| 1. P-K4 | P-QB4 |
| 2. N-KB3 | P-K3 |
| 3. P-Q4 | PxP |
| 4. NXP | N-KB3 |
| 5. N-QB3 | (a) |

(a) Here Black's objectives are to finish his development and get his N-QB5 effectively. He pro-

ceeds according to the following scheme. (The order is not essential).....,P-Q3;.....,B-K2;.....,O-O;.....,P-QR3;.....,P-QN4 (if possible);.....,B-QN2;.....,Q-B2;.....,QR-B1;.....,N-QR4;.....,N-QB5; we assume that.....,P-Q4 is not feasible, which is the case if White does not make a mistake. If White should go astray, the thrust in the center at least equalizes for the defender.

Now, let's proceed to a brace of well-played games to see just how the above information is put to the actual test.

WHITE: V. Rauzer
BLACK: E. Botvinnik

1. P-K4	P-QB4	16. P-QN3?	P-Q4!!
2. N-KB3	N-QB3	17. KpxP	P-K5!
3. P-Q4	PxP	18. PxB	PxB
4. Nxp	N-B3	19. P-QB5	Q-R4!
5. N-QB3	P-Q3	20. KR-Q1	N-N5!
6. B-K2	P-KN3	21. B-Q4	P-B7ch!
7. B-K3	B-N2	22. K-B1	Q-R3ch!
8. N-N3	B-K3	23. Q-K2	BxB
9. P-B4	O-O	24. RxB	Q-KB3!
10. O-O	N-QR4	25. QR-Q1	Q-R5!
11. NxN	QxN	26. Q-Q3	R-K1!
12. B-B3	B-B5!	27. R-K4	P-B4!
13. R-K1	KR-Q1	28. R-K6	NxFch
14. Q-Q2	Q-B2	29. K-K2	QxF
15. QR-B1?! P-K4!		30. Resigns	(a)

(a) Here we see Botvinnik start on the 12th move and continually pile up pressure, take control of the center, and finally force White to cry "uncle". True, Rauzer appears to have made two weak moves, but under constant pressure couldn't this have been planned?

Again, in another game, we see two Russians who are not well-known in this country, but they surely are adept at the art of chess!

WHITE: V. Gergenreder
BLACK: Moskaliev

1.	P-K4	P-QB4	16.	P-N5	P-N5
2.	N-KB3	N-QB3	17.	N-N1	P-K4!
3.	P-Q4	PxP	18.	N-N3	B-R5
4.	NxP	N-B3	19.	N-B5	PxN
5.	N-QB3	P-Q3	20.	PxN	B(K2)xP
6.	B-KN5	P-K3	21.	B-KN5	R-Q1!
7.	Q-Q2	B-K2	22.	B-Q3	RxB!
8.	O-O-O	O-O	23.	FxR	P-B5!
9.	N-N3	Q-N3 (a)	24.	N-B3	PxN
10.	P-B3	P-QR3	25.	NpxP	BxB
11.	P-N4	N-QR4	26.	QxB	P-B3
12.	N-Q4(b)	B-Q2	27.	Q-N4	BxR
13.	P-KR4	KR-B1 (c)	28.	RxB	Q-B1
14.	B-K3	Q-B2	29.	Resigns	
15.	P-R5	F-QN4			

(a) Sets a subtle trap. If White wins a pawn by 10.N-R4, Q-B2; 11.BxN, BxB; 12.QxP, then Black wins by 12...., B-N4ch; 13.K-N1 (if 13.P-B4?, BxPch; or if 13. R-Q2?, QxQ), R-Q1; 14. QxQ, RxBch and mate next move.

(b) 12. NxN is correct here, but White wants complications - and gets them.

(c) Black plans to meet his opponents' attack, not by defensive moves, but by a vigorous counter-attack using the open Bishop's File as a base of operations. As in nearly all games featuring heterogeneous castling, the audience gets its money's worth.

(d) White's last hope was for 25...., BxR; 26.BxB, PxB; 27. Q-R6, K-R1; 28. R-N1 and mate in three more moves.

THE MATE IN SKUNK HOLLOW

Whenever two masters publically engage in mortal combat over the chess board, the event is usually synonymous with wagering and kibitzing. It is to the latter I appeal for statistics prove beyond doubt that accompanying our country's rise of prosperity is an alarming increase of kibitzers. Therefore, I feel it my duty as a citizen to publish the saga of Skunk Hollow in the hope of reducing the number of these annoying parasites.

In the summer of 1928 this tiny California mountain town boasted a cosmopolitan population of fifty-six - which was sharply divided in it's opinion of who was "master" of Skunk Hollow's chess activities. Through competitive elimination, two candidates for this highly coveted honor emerged. A match was arranged and the date set for one month away. As preacher of Skunk Hollow's only church, Celeb Hawkins was favored in the sporting section by odds of three to one over Snuff-Box Pete. This was only natural for the preacher was a man of letters. Pete's supporters eagerly placed their jugs beside their cash and contended "book larnin" was no equal for experience.

After much discussion, the appointed date finally arrived. The weather was clear and warm as expected and the entire town turned out to watch this historic battle. Snuff-Box Pete was informed by a hypocritical old woman that the preacher had 'prayed fer wisdom'. Pete's wife - a garroulous thing determined not to be outdone - promptly replied that "old Scratch is on Pete's side". Each opponent publically denounced these theories as old wives tales and further claimed they would not engage in politics, but the

crowd was unbelieving. Each opponent was secretly elated however at becoming the champion for their cause. With the sun beaming fondly upon the little community, the crowd drew a line in the dirt and retired to their respective sections. A coin was flipped and the preacher began his attack with a White pawn to K4. Thunderous applause from his supporters filled him with confidence. Snuff-Box Pete returned the move and modestly received a series of complimentary alcoholic epitaphs from his cheering section. The game was underway!!!

Gradually the super-duper, hyper-modern Ruy Lopez offense of the preacher was proving itself superior to Snuff-Box Pete's defense. Little by little black was forced to retreat. Pete had the preacher in trouble once, but lost his Queen. Anti-climaxing this point, white's attack consumed Pete's black square Bishop, a castle, both Knights and four pawns. Advancing his king side pawns, white at this point threatened "mate"...(see diagram)

The kibitzers had moaned and sighed when their particular champion made a move which they considered inferior, but none deserted. Preacher Hawkins, scenting victorious blood demanded that Snuff-Box Pete resign. Pete called for his jug and admitted it "war kinder rough", but he refused to give up. There was absolutely no escape from white's threatened mate! The preacher rose in righteous indignation at this insult to his superior skill. "Finish it then" he cried. "I'll put up fifty jugs to one of yours!"

Snuff-Box Pete spat a stream of liquid tobacco at a yellow dog lying under the table and squinted carefully at his precarious position. He took another pull at

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his almost empty jug, wiped his lips, and said "You're on." He then pushed his pawn to King Knight eight. "Haw-Haw" roared the preacher. "Here's your queen." He placed the queen on the board and then slid his own queen diagonally down the board to capture black's King Knight pawn. "Mate," he guffawed - and all his followers crowded around to jeer at poor old Fete.

"Hold on-hold on", said Pete. "What makes you think I want a queen?" "Well, maybe you want two queens" the preacher sarcastically replied. "Nope - a knight will do. Before you move your queen you'd better move out of check." The kibitzers crowded in close. The preacher's fans had to slink away with heads hanging low!

When I began this tale, I had a moral in mind which would degrade any kibitzer who might read this story. However, several morals have appeared somehow so I'll leave it right here and write....Finis!!

Position of the game:

8							
N	p	R	5				
K	P	3	Q	2			Black moves:
B	R	4	P	1			
2	B	2	P	2			P-N8(N) Mate
P	3	P	b	2			
1	p	p	1	N	1	P	1
1	k	2	r	3			

White pieces in Capitals
Black pieces in small letters