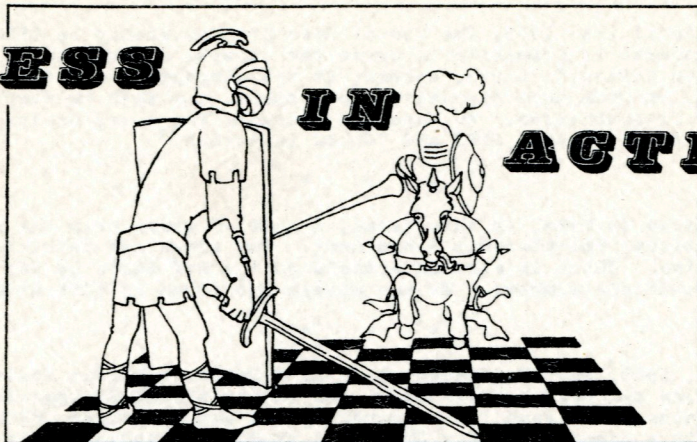


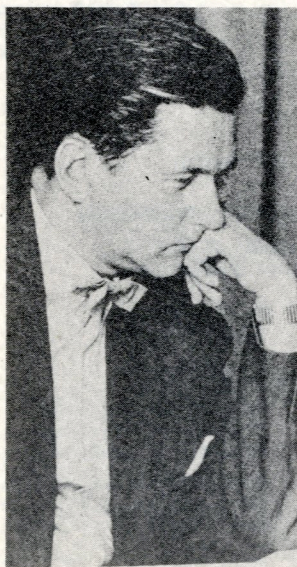
CHESS

IN

ACTION



SPRING, 1963



PAUL KERES

GEORGE KOLTANOWSKI

(photos courtesy San Francisco CHRONICLE)

Effective April 1st, 1963, the annual dues for membership in CFNC went up to \$3.00. This increase is primarily to cover the expense of publishing the new version of "Chess in Action." Where, before, it was mimeographed, it is now printed by photo-offset, on much more expensive paper stock, and with photographs, diagrams and other illustrations. We hope you consider the extra dollar well spent, and will continue to support CFNC and "Chess in Action."

* * *

We are pleased to have, in this issue, a pair of games from the recent CFNC Experts' Invitational Championship Tournament. The games are annotated by their respective winners. There is also an article on the End-Game, by Dan McLeod, one of our busier Peninsula members. We can always use items of this nature.

* * *

March 19th, 1963, saw the inauguration of a Match Game (via Western Union cable) between our own George Koltanowski and International Grandmaster Paul Keres, of the Soviet Union. The game is sponsored by the San Francisco CHRONICLE, and a side feature is a competition for Chronicle readers to suggest Koltanowski's move after every move by Keres. The moves submitted are rated at 4, 3, 2, 1 or 0 by Koltanowski, and highest scorer when the game ends wins \$100. There are also a number of other cash prizes. Here is the game-score as we went to press:

Koltanowski -- Keres

NEO-GRUNFELD DEFENSE

- | | | | |
|----------|-------|----------|--------|
| 1. P-Q4 | N-KB3 | 7. P-Q5 | P-QB3 |
| 2. P-QB4 | P-KN3 | 8. N-K2 | PxP |
| 3. P-KN3 | B-N2 | 9. P-QR3 | Q-R4 |
| 4. B-N2 | P-Q4 | 10. 0-0 | P-Q5 |
| 5. PxP | NxP | 11. NxP | N/5-B3 |
| 6. P-K4 | N-N5 | | |

* * *

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The CFNC "Round-Up" Tournament (February 9 and 10) attracted 110 players in its various sections. In the money prizes section, young John Blackstone, of Saratoga, California, and Ken Grover, of Taholah, Washington, shared 1st and 2nd places (\$85. each) with $4\frac{1}{2}$ - $\frac{1}{2}$ scores. Roy Hoppe, John Mortz, Peter Cleghorn and Edgar Bogas, all scoring 4-1, tied for 3rd through 6th places, each of these players receiving \$32.50. Max Wilkerson and William Haines, with $3\frac{1}{2}$ - $1\frac{1}{2}$ scores, shared 7th and 8th places, receiving \$17.50 apiece. The final cash prize was shared by twelve players with 3-2 scores. Art Gamlin of Las Vegas, Nevada, received the special prize for the entrant traveling the greatest distance to compete in this event.

Two players, Dan McLeod of Millbrae, and Charles Savery of Hamilton A.F.B., tied for 1st place in the Class-A section, with 4-1 scores. Tie-breaking points gave the trophy to McLeod, with Savery receiving the book prize. In Class-B, Don Buchanon won the trophy with $4\frac{1}{2}$ - $\frac{1}{2}$. Class-C was won by Wm. Wehrmeister, Sr. And, finally, the three 4-man "Sunday Special" sections were won by Don Crawford, E. Meyers and M. Jenkins. Below are some of the games from the Round-Up Tournament:

Peter Cleghorn -- Rex Wilcox

GORING GAMBIT DECLINED

1. P-K4	P-K4	8. B-B4	B-K3	15. NxB	Q-B2
2. N-KB3	N-QB3	9. BxB	PxB	16. NxBP	NxB+
3. P-Q4	PxP	10. Q-N3	Q-Q2	17. K-R1	N/3-K4
4. P-B3	P-Q6	11. QxNP	0-0	18. NxBP	K-B1
5. BxB	B-B4	12. Q-N5	N-N3	19. Q-Q5	RESIGNS.
6. 0-0	P-Q3	13. N-N3	RxN		
7. QN-Q2	KN-K2	14. PxR	N-R5		

Wm. Chapman -- Don Dean

ALBIN COUNTER-GAMBIT

1. P-Q4	P-Q4	8. 0-0	BxN	15. N-R4	QxKP
2. P-QB4	P-K4	9. BxB	BxB	16. BxN	PxB
3. PxKP	P-Q5	10. Q-B2	B-Q4	17. QxRP	B-Q4
4. N-KB3	N-QB3	11. P-K4	B-K3	18. B-B4	Q-K2
5. P-KN3	B-N5+	12. PxP	QxP	19. N-B5	Q-B2
6. QN-Q2	B-K3	13. P-K5	Q-B4	20. KR-K1	RESIGNS.
7. B-N2	P-B3	14. Q-R4	0-0-0		

John Mortz -- John Blackstone

QP-IRREGULAR

1. P-Q4	P-K3	15. 0-0	P-QR3	29. Q-Q4	P-N7
2. P-QB4	N-KB3	16. P-K4 (c)	N-N5	30. RxP	NxR
3. P-KN3	P-B4	17. P-R3	N/5-K4	31. QxN	R-B1
4. N-B3	PxP	18. P-B4	N-B5	32. P-K6	PxB
5. NxB	P-Q4	19. Q-Q4	P-QN4	33. Q-K5+	K-R2
6. B-N2	B-B4	20. QxP	R-B1	34. QxKP	KR-K1
7. N-N3	B-N5+	21. Q-Q4	B-N2	35. Q-Q7	R-K7
8. B-Q2	Q-N3	22. KR-Q1	0-0-0	36. QxNP	R/1-B7
9. P-QR3	PxB (a)	23. P-K5	N/2-N3	37. Q-Q3	R/B-Q7
10. BxB	PxN	24. Q-B5+ (d)	K-N1	38. Q-QB3	R-N7+
11. N-Q2	Q-R3	25. Q-K7	N-Q4	39. K-B1	R-KR7
12. N-B4	QxN (b)	26. BxN	PxB	40. Q-B5+	K-N1
13. Q-Q6	QxB+	27. Q-B5	NxB	41. Q-Q6+	DRAW (e)
14. PxQ	QN-Q2	28. KR-N1	N-R5		

(a) This leads to trouble. (b) Black can't allow 13.N-Q6+. (c) White has many ways of winning. Very strong, for instance, would be 16.KR-B1, followed by R-B7. (d) He could have played 24.BxB+, and then Q-N3. (e) Black cannot avoid the perpetual check. Anyway, he should count himself lucky -- but then, (as Dr. Tarrasch used to say) "The strong player is always lucky." (notes by Koltanowski).

* * *

The final standings in the 1962 U.S. Championship (Rosenwald Tournament) are as follows: 1st: Robert Fischer (N.Y.), 8-3; 2nd: Arthur Bisguier (N.Y.), 7-4; tied for 3rd, 4th and 5th: Wm. Addison (Los Angeles), Larry Evans (N.Y.) and Samuel Reshevsky (N.Y.), $6\frac{1}{2}$ - $4\frac{1}{2}$; 6th: Robert Byrne (Indianapolis), 6-5; tied for 7th and 8th: Hans Berliner (Md.) and Edmar Mednis (N.Y.), $5\frac{1}{2}$ - $5\frac{1}{2}$; tied for 9th and 10th: Pal Benko (N.Y.) and N. Rossolimo (N.Y.), $4\frac{1}{2}$ - $6\frac{1}{2}$; tied for 11th and 12th: R. Steinmeyer (N.Y.) and J. Sherwin (N.Y.), $2\frac{1}{2}$ - $8\frac{1}{2}$. Since the top three players in this event qualify for the important Inter-Zonal Tournament (which will probably be played in Paris), Evans, Addison and Reshevsky met in Los Angeles recently to decide 3rd place by playing a double Round Robin. (Which was won by Reshevsky).

* * *

DON'T FORGET --- The 1963 Sonoma Open-Air Chess Festival will be held August 4th! (It is anticipated that International Grandmaster Paul Keres, of the U.S.S.R., will be present at this event. Details next issue).

The 1962 CFNC Open Championship Tournament (Class Expert/A) was won by Michael Leidner (Fort Ord) with a $4\frac{1}{2}$ - $\frac{1}{2}$ score. Fred Schoene (San Bruno) and Hank Moritz (San Mateo) were next, with 4-1. Dr. Wm. Chapman (Tiburon) and John Barlow (San Jose) followed at $3\frac{1}{2}$ - $1\frac{1}{2}$, to round out the 5 qualifiers for the next CFNC Experts' Invitational Tourney. Dennis Saccuzzo (SF) won the Class B title, and John Decker (Hayward) took Class C honors. Roy McCollough (SF) and Randall Hough (Napa) were the winners of the "Sunday Special" sections. Here are some games from the Open:

Michael Leidner -- Fred Schoene

VIENNA GAME

1. P-K4	P-K4	9. NxB	RPxN	17. Q-N4	N-B5
2. N-QB3	N-KB3	10. P-QR3	0-0	18. QxQ	RxQ
3. B-B4	B-B4	11. PxP	NxP	19. N-N4	R-KB1
4. P-B4	P-Q3	12. 0-0	N-N3	20. K-R2	R-K2
5. N-B3	N-B3	13. P-R3	P-K4	21. P-KN3	N-N3
6. P-Q3	B-K3	14. N-R2	Q-Q2	22. K-N2	R/2-B2
7. BxB	PxB	15. B-N5	Q-K3	23. N-K3	N-K2
8. N-QR4	B-N3	16. BxN	RxB	24. RxR	RxR

DRAW

George Teslawski -- Hank Moritz

MORRA GAMBIT

1. P-K4	P-QB4	16. B-N5+	K-B1	31. B-B1	RxNP
2. N-KB3	P-Q3	17. Q-Q2	B-K3	32. BxB	BxN
3. P-Q4	PxP	18. N-B3	R-Q1	33. B-K3	N-K5
4. P-B3	N-KB3	19. Q-KB2	P-N4	34. K-N1	K-N2
5. P-K5	PxKP	20. B-K2	R-KN1	35. BxP	RxQRP
6. NxKP	P-K3	21. KR-Q1	P-N5	36. B-K3	P-N4
7. B-Q3	Q-Q4	22. RxR	BxR	37. B-KB5	N-Q7
8. N-B3	Q-Q4	23. B-B5+	K-N2	38. B-N4	P-N5
9. Q-K2	N-B3	24. PxP	BxP	39. P-R3	P-N6
10. B-QB4	Q-Q3	25. R-KB1	K-R1	40. B-KB5	N-B5
11. PxP	NxP	26. B-B4	B-R6	41. B-N5	P-N7
12. NxN	QxN	27. B-K2	Q-N4	42. R-KB1	R-R8
13. 0-0	B-K2	28. R-Q1	QxP+	43. B-N1	N-R6
14. B-K3	Q-N5	29. QxQ	RxQ+		WHITE RESIGNS
15. P-B3	Q-R4	30. K-R1	B-R4		

J. Barlow -- Wm. Chapman

ENGLISH OPENING

1. N-KB3	N-KB3	14. P-QB4	N-B3	27. P-K5	P-B3
2. P-QB4	P-KN3	15. B-K5	B-R6	28. PxP	PxP
3. P-KN3	B-N2	16. Q-N2	BxB	29. N-K4	BxB
4. B-N2	0-0	17. KxB	Q-B4	30. PxB	N-B1
5. 0-0	P-Q4	18. N-B3	P-N3	31. N-B3	N-K3
6. P-Q3	P-B4	19. P-QR4	P-KN4	32. N-Q5	K-B2
7. Q-N3	N-B3	20. P-R3	P-KR4	33. K-N3	N-Q5
8. PxP	NxP	21. R-R1	KR-QB1	34. Q-N1	R-K1
9. N-B3	NxN	22. QR-Q1	R-B3	35. P-R5	Q-B4
10. PxN	B-K3	23. P-K4	Q-N3	36. KR-K1	R/3-K3
11. Q-R3	N-N5	24. P-R4	P-N5	37. R-K3	N-K7+
12. N-K1	Q-B1	25. N-N5	B-R3	38. K-R2	P-N6+
13. B-N2	N-Q4	26. B-B4	N-Q2	39. K-R1	Q-R6 mate.

Paul Vayssie -- Dennis Saccuzzo

MORRA GAMBIT

1. P-K4	P-QB4	13. BxB	KxB	25. K-B1	N-Q4
2. N-KB3	N-QB3	14. R-QB1	P-QR3	26. K-K2	N-B5+
3. P-Q4	PxP	15. 0-0	N-B3	27. K-B1	R-QR1
4. P-QB3	P-Q4	16. N-K2	QR-QB1	28. K-N1	R-QN1
5. NxP	PxP	17. P-KR3	R-B3	29. K-R2	P-N5
6. B-N5	B-Q2	18. RxR	KxR	30. N-R2	N-Q6
7. Q-R4	NxN	19. R-B1+	K-Q2	31. K-N1	K-Q4
8. BxB+	QxB	20. R-B3	R-QB1	32. NxP+	RxN
9. QxQ+	KxQ	21. R-QN3	P-N4	33. R-R3	RxNP
10. PxN	P-K3	22. N-B3	K-B3	34. R-R7	R-N8+
11. N-B3	P-B4	23. P-QR4	R-QN1	35. K-R2	NxP & wins.
12. B-B4	B-Q3	24. PxP+	PxP		

1. P-K4

Usual for Thacker is 1.N-QB3. Here he varies, hoping to play a Muzio Gambit against me.

1. P-QB4

Rather disappointing for Thacker, but also a concession on my part. Thacker has won the argument over the Muzio.

2. N-KB3 P-K3
3. P-Q4 PxP
4. NxP P-QR3

The Old Paulsen Defense, which has become popular again of late.

5. N-QB3

Striving for quick development, rather than applying the "Maroczy Bind," e.g. 5.P-QB4,N-KB3; 6.N-QB3,B-N5; 7.B-Q3, BxN+; 8.PxB,Q-B2; and White's Pawns are weak. In the above line, if 7.B-Q2, Q-N3 (not 7....,BxN; 8.BxB,NxP; 9.Q-N4, with advantage to White); 8.N-B2,BxN; 9.BxB,NxP; with a complicated game.

5. Q-B2
6. P-QR3

Restraining the Black K-Bishop, and preventing an eventual,P-QN5.

6. P-QN4
7. P-KN3

White's K-Bishop is better placed on K2, to keep a watchful eye on his QB4.

7. B-N2
8. B-N2 N-KB3
9. 0-0 N-B3

This Knight is headed for QB5. Alternatives for White were 9.NxN,BxN; 10.B-K3, B-K2; 11.Q-K2,P-Q3; with an even game -- or -- 9.P-B4?,NxN; 10.QxN,B-B4; etc.

10. B-K3 N-R4
11. R-K1

Aiming for an early P-K5. Insufficient is 11.Q-K2,N-B5; 12.N/4xNP,PxN; 13.NxP, Q-B3; 14.N-Q4,Q-B1. (Benson-Kane, First Match Game, 1962).

11. P-Q3
12. Q-Q3 R-QB1

If 12....,N-B5; 13.B-QB1,R-QB1; 14.P-QN3, N-N3 (or 14....,NxRP); 15.B-N2.

13. QR-Q1 N-B5
14. B-QB1 B-K3

The Pawn is taboo. If 14....,NxRP, then 15.N-Q5!, with a winning attack.

15. N-N1

... ,NxRP was threatened, but this move seems artificial. Better is 15.P-B4!, and if 15....,NxRP? then 16.P-K5! and White is on top.

15. 0-0
16. P-QB3 KR-Q1
17. N-Q2 P-Q4
18. NxN?

This loses a Pawn. Better is 18.PxP, although Black still has a good game.

18. NPxN
19. Q-K2 NxP
20. BxN PxB
21. Q-N4 B-B3

White could exchange this Bishop on his 23rd move, so 21.B-Q4 deserves consideration here.

22. B-N5 Q-K2
23. B-K3 P-N3

To be able to eventually drive away the Knight with,P-K4.

24. P-KR4 P-KR4
25. Q-R3 R-Q6
26. N-N4 RxR
27. RxR R-Q1
28. RxR+ QxR
29. Q-B1 P-K4
30. N-B2 Q-Q6
31. N-K1 Q-Q8

More accurate is 31....,QxQ+; particularly since White is now feeling time pressure.

32. N-N2 Q-Q6
33. N-K1 QxQ+
34. KxQ B-Q1
35. B-B5 B-B2
36. N-B2 P-B4
37. N-K3 P-B5

A bone-crusher.

38. NxP B-R3
39. P-N3 P-R5
40. K-K1 PxP
41. N-N2 K-B2
42. K-Q2 P-K6+
43. P-K4 B-Q1
44. P-K4 B-Q1
45. P-B4 BxRP
46. K-B3 B-K2
47. B-N1 BxP
48. N-Q3 P-N7
49. K-B2 K-B3
WHITE RESIGNS.

(notes by George Kane).

2nd ANNUAL MONTEREY COUNTY OPEN CHESS TOURNAMENT

co-sponsored by
the Salinas Chess Club
&
Chess Friends of Northern California

The tournament will be a 5-round Swiss System, and is open to all players who are, or will become, members of CFNC. The tournament will be rated by CFNC, providing an opportunity for all players to acquire a rating, or to improve their current rating. International Master George Koltanowski will direct, and his decision in all matters will be final.

A trophy or plaque will be awarded to the First-Place winner, and a number of book prizes will be awarded to other players, depending upon the number of entries. Players are requested to bring boards, pieces and clocks.

Fees will be accepted at the start of the tournament. However, for the sake of better pairings, it is recommended that entrants register well in advance. To do this, or to acquire additional information, write to:

Sam Lowe
312 Noice Drive
Salinas, Calif.

The tournament will be held Saturday and Sunday, June 8th and 9th. Registration will begin at 9:00 a.m. Saturday, with the Players' Meeting scheduled at 11:30 a.m. The 1st round will commence at 12:00 noon. Time control for the first two rounds is 40 moves in 1½ hours, and 45 moves in 2 hours for the final three rounds.

SCHEDULE:	Round 1:	12:00 noon	Saturday, June 8
	2:	3:30 p.m.	
	3:	7:00 p.m.	
	4:	9:00 a.m.	Sunday, June 9
	5:	2:00 p.m.	
Prize Distribution:		6:30 p.m.	

(detach and mail with entry fee to: Sam Lowe --- 312 Noice Drive
Salinas, Calif.)

PLEASE ENTER ME IN THE MONTEREY COUNTY OPEN

I am a Class _____ player. My rating is _____ (write "none" if unrated).

Name: _____ City & State _____

Street Address: _____ Phone: _____

Enclosed is (check one) \$4.00 for CFNC Member _____ \$7.00 for Non-Member _____

* * *

1962 C.F.N.C. EXPERTS' INVITATIONAL ROUND-ROBIN TOURNAMENT --- Oakland, Calif.

		1	2	3	4	5	6	7	8	9	score
1.	Peter Cleghorn (2042)	D-4	W-8	W-10	D-2	W-6	W-3	D-9	W-7	W-6	7½-1½
2.	Edgar Bogas (1980)	D-3	D-9	W-7	D-1	D-4	W-8	W-10	W-6	D-5	6½-2½
3.	John Blackstone (2082)	D-2	L-5	W-6	W-9	W-7	L-1	D-4	W-8	W-10	6 -3
4.	George Kane (1972)	D-1	L-6	L-8	D-10	D-2	W-5	D-3	W-9	W-7	5 -4
5.	Robert L. Henry (2030)	L-6	W-3	D-9	L-7	L-1	L-4	W-8	W-10	D-2	4 -5
6.	M. Bedford (1920)	W-5	W-4	L-3	L-8	W-9	W-10	L-7	L-2	L-1	
7.	Dr. Burt Zabin (2118)	D-8	L-10	L-2	W-5	L-3	W-9	W-6	L-1	L-4	3½-5½
8.	Karl Zangerle (1978)	D-7	L-1	W-4	W-6	W-10	L-2	L-5	L-3	L-9	
9.	Ron Thacker (2008)	W-10	D-2	D-5	L-3	L-6	L-7	D-1	L-4	W-8	
10.	Sid Rubin (1912)	L-9	W-7	L-1	D-4	L-8	L-6	L-2	L-5	L-3	1½-7½

On the following two pages are a pair of games from this event, annotated by the winners of the games, John Blackstone and George Kane.

1.	P-K4	P-QB4
2.	N-KB3	P-Q3
3.	P-Q4	PxP
4.	NxP	N-KB3
5.	N-QB3	P-QR3
6.	B-KN5	QN-Q2
7.	B-QB4	Q-B2
8.	B-N3	P-KN3
9.	Q-Q2	B-N2
10.	P-B3	P-QN4
11.	B-R6	0-0
12.	P-KR4

Threatening 13.P-R5, with a very strong attack. In post-game analysis, 12...., N-B4 was suggested, but this also fails to 13.P-R5. White considered 12.N-B5 too, but this does not quite work because of 12....,BxB.

12.	N-N3
13.	P-R5	N-B5
14.	Q-N5!	Q-B4

If 14....,NxNP; 15.PxP,QxN+; 16.K-K2,BxB; 17.PxBP+,K-R1; 18.RxB,B-Q2; 19.QR-Q1, and there is no practical defense against 20.QxN+, followed by 21.RxRP mate.

15.	N-Q5!	QxN/5
-----	-------	-------

If 15....,NxN; 16.BxB,KxB; 17.PxP,BPxP (17....,QxN; 18.Q-R6+,K-B3; 19.P-N7+, and wins); 18.Q-R6+,K-B2; 19.QxRP+,K-K1; 20.QxNP+,K-Q1 (20....,K-Q2; 21.Q-K6+,K-any; 22.QxN+, and wins -- or, if 20....,R-B2; 21.0-0-0, winning); 21.Q-N7,R-B3 (best, as it stops 22.PxN, because of the simple reply 22....,QxN); 22.Q-N8+, followed by 23.QxN, winning.

16.	NxP+	K-R1
17.	PxP?

With victory almost within his grasp, White jeopardizes his game with a bad move. Although he studied the position for 25 minutes, he inexplicably chooses this move, rather than the obviously superior 17.BxN, e.g. 17....,QxQNP; 18.PxP,QxR+; 19.K-K2,QxR; 20.BxB+,KxB; 21.BxBP+, followed by 22.QxN mate -- Or, 17....,QxQNP; 18.PxP,PxB; 19.BxB+,KxB; 20.PxRP,K-R1; 21.Q-N8+!, and now, if 21....,RxQ; either 22.PxR or 22.PxN, promoting to Rook or Queen, with mate.

17.	BxB!
18.	QxB	Q-K6+
19.	QxQ	NxQ
20.	P-N4!!	K-N2

If 20....,BPxP; 21.NxP+,K-N2; 22.NxR,KxN; 23.P-N5, followed by 23.RxP, and White should win. Or, 20....,BxP; 21.PxB,N/6xNP; 22.PxBP, and White should win here also. Again, if 20....,R-K1; 21.P-N5,RxN; 22.PxN,R-B2; 23.RxP+,K-N1; 24.PxP+,RxKBP; 25.RxR,NxP+; 26.K-Q1,NxR; 27.R-KN7+,K-R1; 28.R-N8+,K-R2; 29.P-B7, and

wins. And last, if 20....,R-R2; 21.P-N5,RxN; 22.PxN,R-any; 23.RxP+,K-N1; 24.P-N7, winning.

21.	P-N5	BPxP?
-----	------	-------

21....,RPxP was much better.

22.	PxN+	RxP
23.	N-Q5	NxN

Not 23....,RxP; 24.K-K2,B-N5; because of 25.NxN, winning.

24.	BxN	R-R2
25.	K-K2	R-QB2

Or 25....,B-N2; 26.P-QB4 anyway.

26.	QR-QB1	B-N2
27.	P-QB4	BxB?

27....,PxP is the best of a bad lot.

28.	BPxB	R/3-B2
-----	------	--------

Better, perhaps, is 28....,R/2-B2; tying down one of White's Rooks, e.g. 29.KR-B1,P-N4; and the threat of,P-N5 at a key moment could possibly prove embarrassing to White.

29.	K-K3
-----	------	------

White's plan now is to exchange a pair of Rooks, gain control of the QB-file, and then play P-B4 and P-K5, in order to obtain connected passed Pawns in the center. Black, it is true, would also acquire connected passed Pawns, but White's would win, being more advanced. Or -- White could play R-B6 (after gaining control of the QB-file), eventually gaining a passed Pawn on the Queen-side.

29.	K-B3?
-----	------	-------

Black should at least try 29....,P-N4; which places more problems in White's path. Even 29....,K-B1 is preferable to the text move, for two reasons: (1) it prevents an immediate K-Q4 by White, and (2) it prepares,K-Q1; to help fight for control of the QB-file.

30.	P-B4	R-B5
31.	P-N3	R/5-B2
32.	K-Q4	RxR
33.	RxR	R-QN2
34.	R-B6	K-K2
35.	P-K5	PxP+
36.	PxP	P-QR4
37.	P-K6	K-B3
38.	R-B1	K-K2
39.	K-K5	R-N3
40.	P-Q6+	RESIGNS.

(notes by John Blackstone).

Ron Thacker -- J. Martin

1. P-K4 P-QB4
 2. P-Q4 Pxp
 3. P-QB3 Pxp

4. NxP N-QB3
 5. N-B3 P-Q3
 6. P-QR3 P-KN3

MORRA GAMBIT

7. B-QB4 N-K4
 8. NxN Pxn
 9. Bxp+ RESIGNS

Fred Schoene -- Hank Moritz

1. P-Q4 N-KB3
 2. P-QB4 P-KN3
 3. N-QB3 B-N2
 4. P-K4 P-Q3
 5. N-B3 0-0
 6. B-K2 P-K4
 7. Pxp Pxp
 8. QxQ RxQ
 9. B-N5 QN-Q2
 10. N-Q5 P-B3
 11. N-K7+ K-B1
 12. NxB QRxN
 13. 0-0-0 P-KR3
 14. BxN NxB
 15. N-Q2 P-QR4
 16. P-B3 N-K1
 17. N-N3 P-N3
 18. RxR RxR
 19. R-Q1 RxR+

20. BxR P-R5
 21. N-Q2 P-QN4
 22. Pxp Pxp
 23. N-N1 N-B2
 24. N-B3 B-B3
 25. B-K2 B-K2
 26. NxNP NxN
 27. BxN P-R6
 28. P-QN3 B-B4
 29. K-B2 K-K2
 30. K-B3 K-Q3
 31. K-B4 P-N4
 32. B-K8 P-B3
 33. P-QN4 B-Q5
 34. P-R3 B-K6
 35. K-N3 B-B8
 36. K-R4 K-B2
 37. K-N5 B-K6
 38. B-B7 B-Q5

KING'S INDIAN DEFENSE

39. K-B4 K-Q3
 40. B-K8 B-K6
 41. K-Q3 B-Q5
 42. P-N3 B-B7
 43. K-B4 B-K6
 44. B-R4 B-Q5
 45. P-B4 B-K6
 46. PxpNP BPxpP
 47. B-K8 B-Q5
 48. P-N4 B-K6
 49. B-R4 B-Q5
 50. K-N3 B-N7
 51. P-N5 K-B4
 52. P-N6 Kxp
 53. K-B4 B-B8
 54. K-Q5 B-B5
 55. K-K6 DRAW

Roy McCollough -- Sam Bettencourt

1. P-K4 P-QB4
 2. N-QB3 P-Q3
 3. P-B4 N-KB3
 4. N-B3 P-KN3
 5. B-B4 B-N2
 6. 0-0 0-0
 7. P-Q3 N-B3
 8. P-KR3 N-QR4
 9. B-K3 NxB
 10. Pxn N-R4
 11. Q-K1 BxN
 12. QxB N-N6
 13. R-K1 NxP
 14. Q-Q3 B-B4
 15. P-KN4 N-B7
 16. Q-B1 NxNP

17. Pxn Bxp
 18. Q-N2 Q-Q2
 19. QR-Q1 B-R6
 20. Q-N3 Q-N5
 21. K-R2 QxQ+
 22. KxQ B-B4
 23. R-Q2 P-B3
 24. N-R4 B-B1
 25. B-B2 K-B2
 26. N-N2 R-KN1
 27. N-K3 P-B4
 28. N-Q5 B-K3
 29. R/2-K2 BxN
 30. RxP+ K-B1
 31. PxB R-N2
 32. R/7-K6 R-Q1

SICILIAN DEFENSE

33. RxQP RxR
 34. Bxp R/2-Q2
 35. R-K6 K-B2
 36. RxR R-B2
 37. P-QN4 P-N3
 38. R-QB6 RxR
 39. Pxr K-K1
 40. B-Q6 K-Q1
 41. K-R4 P-KR4
 42. P-N5 K-B1
 43. P-B4 K-Q1
 44. B-N8 K-B1
 45. Bxp K-B2
 46. P-R4 RESIGNS

Barry Bowman -- Bruce Forman

1. P-K4 P-K4
 2. N-KB3 P-Q4
 3. Pxp P-K5
 4. Q-K2 N-KB3
 5. N-QB3 B-KB4
 6. Q-N5+ N-Q2
 7. N-Q4 B-N3
 8. B-B4 B-QB4

9. N-N3 B-N3
 10. 0-0 0-0
 11. P-Q3 Pxp
 12. Bxp N-K4
 13. BxB BPxB
 14. B-B4 N/4-N5
 15. B-N3 N-R4
 16. N-K4 NxB

QP COUNTER-GAMBIT

17. RPxN Q-K2
 18. Q-B4 Q-K4
 19. KR-K1 Q-R4
 20. P-Q6+ K-R1
 21. P-Q7 Bxp+
 22. K-B1 N-R7
 mate

Paul Vayssie -- A. Gullmes

1. P-K4 P-K4
 2. N-KB3 N-QB3
 3. B-B4 N-Q5

4. NxP Q-N4
 5. NxKBP QxNP
 6. R-B1 QxKP+

KP-HUNGARIAN DEFENSE

7. B-K2 N-B6
 mate

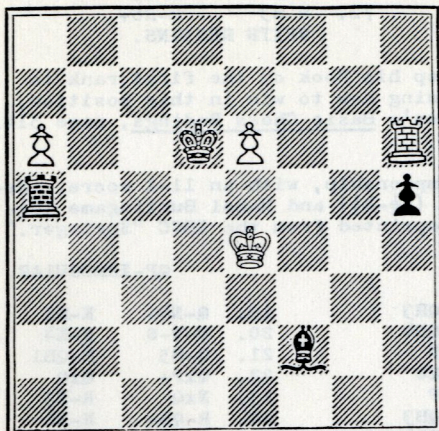
H. Johnson -- Paul Vayssie

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

4. NxP Bxp+
 5. KxB NxN
 6. P-Q4 Q-B3+

THREE KNIGHTS GAME

7. K-N1 N-N5
 8. P-K5 Q-B7
 mate



The above position was reached at adjournment time during the 1962 San Bruno Chess Club Championship. Black sealed the move 54...K-Q3; as this would not disturb the position as much as would a Rook move or a Pawn-push. (A point to remember when adjourning a game).

White believes he has a draw here, and he is correct. What makes this position drawn? -- There are two main reasons. The most prominent one is that if the two Rooks and both of White's Pawns were removed from the board, the position that remains (King, Bishop and R-Pawn vs. the lone King) is a "dead draw," because Black's Bishop controls only the black squares, and the R-Pawn must Queen on a white square. Once White moves his King to KR1, the game is drawn, since Black can never force his opponent out of this corner. If, however, the Bishop were on the white squares, Black would win, because he would then control the Queening square. Set this position up (minus the Rooks and White's two Pawns), and play it over a few times; first with the Bishop on black squares, then with it on white squares. Remember -- one wins, the other draws.

The second important point here is that, due to White's advanced passed Pawns, he has winning chances if Black should get careless. A final point is that Black should not give up his Pawn for White's two Pawns, because Bishop and Rook vs. Rook (with correct play) is almost always a draw. We will now go into the main drawing line, starting from the diagrammed position:

- | | |
|---------|------|
| 1. K-B3 | B-K8 |
| 2. K-K2 | B-N6 |

The Bishop cannot leave his KR5-K8 diagonal, as White would push his R-Pawn, and exchange it for Black's Pawn.

- | | |
|---------|------|
| 3. K-B3 | P-R5 |
| 4. K-N4 | K-K2 |

Black is threatening ...RXP. He cannot play ...RXP right now, because of the reply R-R7+, winning Black's Rook.

- | | |
|----------|-------|
| 5. P-R7! | K-Q3! |
|----------|-------|

Black must watch out for 6.R-R8!, which threatens to Queen the Pawn, and Black would lose his Rook, e.g. 6...RXP, 7. R-R7+, etc.

- | | |
|---------|------|
| 6. K-B3 | R-R5 |
|---------|------|

Again, Black must not take the Pawn. (6...RXP; 7.P-K7+,K-Q2; 8.P-K8(Q)+, KxQ; 9.R-R8+,K-any; 10.R-R7+, winning Black's Rook -- and the game. Oh, the power of the passed Pawn!

- | | |
|----------|-------|
| 7. K-K2 | R-R6 |
| 8. K-B1 | R-R7 |
| 9. K-N1 | B-B7+ |
| 10. K-B1 | B-N6 |

If 10...BxP; then 11.RxP, etc.

- | |
|----------------------|
| 11. K-B1, and draws. |
|----------------------|

(For, if the Black Rook retreats, the White King comes back to B3, N4 or K4).

We will go now to the game as it was actually continued -- starting again from the diagrammed position:

- | | |
|----------|------|
| 55. K-B3 | B-N8 |
|----------|------|

Black sets a positional trap.

- | | |
|------------|------|
| 56. K-N2?? | |
|------------|------|

The losing move. White must return to K4 with his King, leaving Black no choice but to return to B7 with his Bishop, or White will push his R-Pawn, forcing Black to give up his Pawn. The text move brings out one glaring point -- it is one thing to have a drawn position, but another thing to know how to draw it!

- | | |
|----------|------|
| 56. | B-B3 |
| 57. K-R3 | K-K2 |
| 58. K-N2 | |

If 58.K-R4,B-B3+; or 58.P-R7,BxP.

- | | |
|-----------|-------|
| 58. | B-B3 |
| 59. P-R7 | P-R5 |
| 60. R-R7+ | KxP |
| 61. K-R3 | K-B4 |
| 62. R-Q7 | R-R6+ |
| 63. K-N2 | K-N5 |
| 64. R-Q3 | RxP |

White must give up the Pawn sooner or later, or his King will be caught up in a mating net.

- | | |
|----------|-------|
| 65. R-Q1 | R-R7+ |
|----------|-------|

(continued next page)

66. K-R1 B-K4
 67. R-N1+ B-N6
 68. R-N2 R-R6
 69. R-N1 P-R6

70. R-QB1 R-R7
 71. R-B4+ B-B5
 72. R-B3 R-R8+
 WHITE RESIGNS.

White's 71st move was a mistake. He must keep his Rook on the first rank to prolong the game. For those interested in learning how to win in this position, with best play on both sides, consult Reuben Fine's Basic Chess Endings, page 514.

* * *

Jim Gough won the 1962 San Bruno Chess Club Championship, with an 11-1 score. Second and third places went to Marshall McLennan (7½-4½) and Mabel Burlingame (6½-5½). The following games from this event are reprinted from the SBCC "Springer."

Jim Gough -- Marshall McLennan

QP-IRREGULAR

1. P-Q4	P-Q4	10. P-QR3	P-QR3	19. Q-N4+	K-R1
2. P-K3	N-KB3	11. P-B3	P-QN4	20. 0-0-0	N-K4
3. P-KN3	P-QN3	12. P-K4	PxP	21. Q-B5	B-QB1
4. B-N2	B-N2	13. PxP	P-K4	22. QxP+	QxQ
5. P-QB4	P-K3	14. N/4-Q5	QxP	23. NxQ	R-K3
6. N-QB3	B-K2	15. QxP	N-QB3	24. R-Q8+	K-N2
7. KN-K2	0-0	16. Q-Q1	B-QB4	25. R-N8+	KxN
8. N-B4	P-B3	17. B-KN5	R-K1	26. N-Q5 mate.	
9. PxP	BPxP	18. BxN	PxB		

Saul Udman -- Avery MacNeill

SICILIAN DEFENSE

1. P-K4	P-QB4	10. P-Q3	NxB	19. BxR	BxB
2. P-KB4	P-Q4	11. QxN	B-B1	20. PxNP	BPxP
3. PxP	QxP	12. B-K3	B-K2	21. R-KB1	PxP
4. N-QB3	Q-Q1	13. QR-Q1	0-0	22. RxN	P=N
5. N-B3	N-QB3	14. P-Q4	Q-R4	23. RxB	KxR
6. B-N5	P-K3	15. R-B3	P-QR3	24. Q-B3+	K-K2
7. 0-0	B-Q2	16. R-N3	Q-N5	25. Q-B7+	K-Q3
8. B-K2	N-B3	17. P-B5	QxNP	26. N-B4+ and BLACK	
9. N-K5	N-Q5	18. B-R6	P-KN3	RESIGNED a few	
				moves later.	

* * *

Gifts are the latest added feature of the Las Vegas Open Tournament (see next page for details). Everybody is a winner at Las Vegas. Everyone who signs up for the tournament will receive completely free (and one for the wife too, if she goes along) a special coupon book, valued at over \$10.00, which entitles the holder to cocktails, meals and gifts from the downtown casinos during their stay in Las Vegas. Every participant (and his wife) will receive a free raffle ticket for a 3-day, 2-night holiday (for two persons) at the Fremont Hotel, including meals, plus \$50 towards travel expenses, plus a surprise gift for both. And this is not all. There is an extra bonus for players who send their entry fee before May 31st. -- These people will receive the exciting "Vegas Fun" Chess Game, consisting of two chess dice, shaker, and rules of the game by George Koltanowski. The organizers of the tournament, incidentally, state quite frankly that if you do not have hotel reservations well in advance of the tournament date, DO NOT expect to obtain any when you get there.

* * *

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* * *

LAS VEGAS OPEN CHESS TOURNAMENT --- 1963

This is your invitation to play in the 1963 Las Vegas Open Chess Tournament, designed for you to enjoy a pleasant stay in Las Vegas. The game schedules have been planned so that you may have your evenings free to take in the many shows and other attractions in downtown Las Vegas, and on the famous "Strip." The tournament will be a 7-round Swiss System, USCF-rated, and open to all players who are, or will become, members of the United States Chess Federation. The entry fee is \$12.50 to USCF members. Non-members may take out membership at time of registration. The annual fee is \$5.00, which includes a National Rating and a twelve-month subscription to "Chess Life," the official USCF publication. International Master George Koltanowski will be the Official-in-Charge.

SCHEDULE:

Registration:	9:00 a.m. - 12:00 noon	Thursday, July 4
Players' Meeting:	1:00 p.m.	
Round 1:	2:00 p.m.	
2:	9:00 a.m.	Friday, July 5
3:	2:00 p.m.	
4:	9:00 a.m.	Saturday, July 6
5:	2:00 p.m.	
6:	9:00 a.m.	Sunday, July 7
7:	2:00 p.m.	

Prize Distribution will be made immediately following completion of Round Seven. Time Control will be 45 moves in 2 hours; 20 moves per hour thereafter. All entrants are requested to bring chess clocks, large boards and Staunton-pattern sets 4 inches high. Participants should also be able to prove membership in USCF.

GUARANTEED PRIZES:

1st:	\$150.00 and Trophy	Trophy and Cash Awards for 4th through
2nd:	75.00 and Trophy	8th places; Classes A, B, C, Unrated
3rd:	50.00 and Trophy	and Women's Division. (Amounts of cash
		awards depend on total entries).

SPECIAL PRIZE AWARDS:

- If you buy an (optional) Special Prize Ticket, you are eligible for any of the eight additional cash prizes, besides the regular tournament prizes.
- A player may purchase only one Special Prize ticket. (Price: \$20.00).
- The eight additional cash prizes are based on the following table of percentages of the monies in the Special Prize Fund:

1st	40%	3rd and 4th, each	10%
2nd	20%	5th thru 8th, each	5%
- 10% of the Special Prize Awards is contributed to the Las Vegas Chess Club, before distribution of the above prizes.

Example: If the Special Prize Fund receives \$5,000 the distribution of Special Prizes would be as follows:

1st	\$1,800.00
2nd	900.00
3rd	450.00
4th	450.00
5th	225.00
6th	225.00
7th	225.00
8th	225.00

Only the players who are registered -- and play -- in the tournament are entitled to purchase Special Prize tickets. (It is possible for a runner-up in the 16th position to win more than the First Prize winner of the Guaranteed Prizes).

Because hotel accommodations are not easy to obtain during the July 4th weekend, we urge you to make reservations and have them confirmed no later than May 31st. For advance registration and room reservations, write:

Art Gamlin
Nevada Layout Company
611 North Main Street
Las Vegas, Nevada

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