



Chess in Action



OFFICIAL ORGAN OF CHESS FRIENDS OF NORTHERN CALIFORNIA, INC.

FRANK J. MARSHALL COMMEMORATIVE ISSUE

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OFFICIAL RESULTS - Winter and Spring Leagues of Chess Friends

Laurel League

1. Pillsbury 6 - 0
2. Euwe 4 - 2
3. Steinitz 3½-2½

Clover League

1. Staunton 3 - 1
2. Reshevsky 3 - 1
3. Marshall 2 - 2

Ivy League

1. Paul Morphy 4 - 0
2. Ruy Lopez 2½-1½
3. Steiner 2 - 2

Heather League

1. Reuben Fine 5 - 0
2. Yates 3 - 2
3. DuMont 2½-2½

(Only the first three teams are mentioned in each league)

Playoffs: Ivy League vs. Clover League

Paul Morphy 4½ - Staunton 1½ Steiner 1½-Marshall 4½
Ruy Lopez 2 - Reshevsky 4 Capablanca(R) 3 -Capa(W) 3

VALLEY OF THE MOON CHESS FESTIVAL

Again this year, and with even greater prospects, Sonoma will play host to the horde of chess enthusiasts from all over Northern California, in about two weeks. On Sunday, August 16, 1953, to be exact, the celebration of the late, great United States' Champion Frank Marshall will begin. A short Tournament of three games will high light a day full of picnicking, sight-seeing, and just plain chess.

There will be sections for Juniors, Women, and A, B, and C players. Each section will be divided into groups of four players each, with prizes and points for each group. Entry fee of \$2.00 may be sent to Mrs Lois McVeigh of the Sonoma Valley Chamber of Commerce. Or you may come and join the Chess Festival and pay your fee then. We are looking forward to seeing a great number of members of Chess Friends there.

Everything will be available in the Plaza for an enjoyable day for you and the whole family. Lunch and coffee will be served at booths, and restaurants face the picnic grounds. Skittles games, analyses, problem solving, and other chessical pastimes are being prepared for you on tables under shady, scenic trees.

George Koltanowsky will be waiting for you, and ready to start the tournament at 11:00 A.M. He will conduct a simultaneous exhibition at 3:00 P.M. This is truly one of the great events of the year in our area and will long be remembered by those attending.

Lloyd Lund, League Director of Chess Friends from its beginning, has accepted the position of principal of the high school at Shandon, Calif. We don't know when he had time to arrange this, since he has given so much time to Chess Friends but our best wishes go with him. As vice-president, Lloyd will continue with C.F.N.C. We also say thank you to Anna Lund, who has also spent many hours to help make our chess activities a success.

C H E S S I N A C T I O N - A N E D I T O R I A L

Chess Friends of Northern California, Inc., is less than a year old, yet nearly six hundred members organized in some 30 local groups make it the fastest growing chess organization in America. Why? The leadership of International Master George Koltanowski, the time and effort of Jens L. Lund, the week-by-week activities of the many group leaders: all this has surely contributed to the rapid growth of Chess Friends. But no organization can thrive without the active support of the individual member. Whether wood-pusher or expert, the man behind the chess board, the fellow who "just likes to play chess", is the man who keeps Chess Friends going, and growing! All of us have friends who like to play the game, but have trouble finding opponents of their own calibre and interests. Off by themselves, these people have little effect on the advancement of the Royal pastime in this country. But when they are playing together in groups, it's a different story.

Chess is no exact science. Among the weaker players, as well as among the masters, is this especially true! But where are our weaker players, and when do they play? Does this game cease to be enjoyable, does it cease to be a game, when exactitudes of science fall out? No, our weaker players have an important part in this game: they must play it!

Even in a small group, a player will find those who could give him an interesting game. As his interest grows, he brings other members into the group - and the group grows. Gradually, players come into public competition.

When a group is formed, then the weak player is not forgotten for inter-club competition. This is another factor in the growth of Chess Friends. It is the usual practice in most organizations to select the top players only for inter-club events. The same few members represent the club in match after match to the exclusion of the other members. This is somewhat understandable, since the purpose of a match is to uphold the honor of the club as well as to play serious chess. But other players are a part of the club, as well as the strong ones. A club or group should rest its honor on all its players.

In Chess Friends, with six-man matches, the stronger players are restricted to the top two boards, and intermediates to the top four boards, leaving at least two boards for beginners to fill. As a result, the weaker player is as important to a successful team as a stronger player; he is an integral part of the team, and has many opportunities to play in inter-club matches. Nor can the intermediate player be neglected.

This system of placing players into three groups for the public events of a team has contributed to the success of the Sonoma Chess Festival and the San Francisco Open Championship. It has given Junior players a chance for rapid growth: at the start, they have only an elementary knowledge of the game, but gradually, in the heat of inter- and intra-club competition, a great many of them have passed through the "C"'s to the "B"'s, and through the "B"'s to the "A"'s. This has been the most agreeable and gratifying experience of the last ten months for us: the future of American chess lies in our Juniors.

K O L T Y O N A K I N G H U N T

One story going the rounds has it that the Russians, upon hearing that a certain George Koltanowski was coming to greet them at New York, promptly got stage fright and turned back to Moscow! We won't swear to this, but the well-known Koltanowsky barrage of questions, tape recorders, and those little recorders upstairs are enough to frighten even the Muscovites. A trip to Helsinki, a tour of Europe, and a post in New York are the big events in Kolty's King-hunt during the past year, and, as Bruce Hayden pointed out in Chess Review, his journey has a great resemblance to a Knight's tour!

George has been hunting Kings literally, over the board, all throughout his career, and some of the best ones have transpired in the blindfold seance. One such game is the following from Board One at Brussels:

P K4	1	P K4	Q B7ch	9	KxN
N KB3	2	P Q3	B B4ch	10	K Q5
P Q4	3	N Q2	N R3	11
B QB4	4	P KR3			

Black says to himself, "Now I am safe; Kolty can't get me, behind my wall of Pawns, and look, this little sentry Pawn will keep all his pieces away from my King."

PxP 5 PxP
 "What's more, he's released a tension in the center, which Alekhine always used to hate. Now to settle back for a nice long positional game...."

BxPch 6 KxB
 Now Black has stopped talking to himself, and is just wondering what's coming next.

NxPch 7 K B3
 The "positional" Knight is of course pinned, and the empty holes at N3 and R4 would lose the game even quicker if the King retired to K1.

Q Q5 8 N K2 ?
 The temptation to chase the Q is too strong. Q-K1 held out some hope of salvation: it is worth thinking about what can follow in that case. But Q-Q4 was also possible for White.

Up to this point the game is identical with Hahlbohn vs. Moorman, Chicago, 1917. Now White played Q-K6, instead of the textmove. But apparently George's move is a better continuation of the chase, as, in the game mentioned, Black was mated much too soon simply because he didn't try to escape to the Queenside. The artistry with which George's hunt proceeds, the "quiet as a mouse" moves, and the lack of theory (if the game mentioned above may be considered unknown to Kolty) back of the game, all stamp this as the pearl of his tour.

.... 11 P QN4
 Q K6 ! 12
 With a myriad checks at his disposal, the "blind" player selects a stalking move that draws the net closed.

.... 12 K B4
 Now White announces mate in three: B-K3ch, K-N5; Q-N3ch K-R4; QxP mate. A notable performance!

It was indeed a sour note on which the "red flannel" curtain was rung down on chess action in New York this last month because, surely, George would have brought back a fine catch. An expedition by the King-hunter is usually an adventurous affair for all concerned! One hopes that the "prime mover of chessevents" (as British Chess Magazine hails him) will be out on a hunt for chess action and Kings once again.

GAMES SECTION



Conducted by V. ZEMITIS, former Latvian Junior Champion
and R. BURGER, Champion, Central Calif. League

S. F. OPEN 1953
Dr. Kupka H. Edelstein
Sicilian Defense

P K4	1	P QB4
N KB3	2	N QB3
P Q4	3	PxP
NxP	4	N B3
N QB3	5	P Q3
B K2	6

This prevents N-KN5 and thus prepares B-K3. What happens otherwise is illustrated in the following game: 6. B-K3, N-KN5; 7. B-QN5, NxB; 8. NxN, NxQ; 9. N-K5ch!?, B-Q2; 10. NxB, Q-R4? (Q-B2 wins!); 11. N-B5ch, K-Q1; 12. NxPch, K-B2; 13. NxQ, NxN; 14. PxN, K-N3; 15. B-B4, KxN; 16. R-QN1 and White won in the endgame.

(Endzelins-Tautvaisas, Meerbeck, 1947.) In this line, White escaped his just due at move ten. But instead of the text move, the Richter Attack of B-KN5, once popularized by Alekhine, is again in style. The idea is to force P-K3, a necessity to avoid doubling the King-side Pawns, and to Castle Queen-side, with pressure against the Queen Pawn and a King-side attack, with some risks, to be sure.

....	6	P KN3
Castles	7	B N2
B K3	8	Castles
P KB4	9

Somewhat safer is N-N3 first since Black could now direct the game into either of two distinct lines. Q-N3! would complicate matters, and N-KN5 would simplify. Q-N3 has undergone much analysis to the effect that Black equalizes. For example, 10. P-K5, PxP; 11. PxP, NxP; 12. N-B5, QxP.

The attempt to prevent P-B5 is out of harmony with every idea of the Dragon variation

because of the weakening of the black squares.

N(4) N5 10

A more logical exploitation, if that was intended, of the weakness on Q6 consists in a doubling of major pieces on the Queen file. For instance White may play Q-Q2 allowing three possible answers:

I. P-QR3; 11. QR-Q1 (threatening NxN and QxP), N-K1; 12. NxN, PxN; 13. P-K5, P-Q4; 14. B-B5, etc. Or

II. NxN; 11. BxN, P-Q4; 12. PxP, NxP; 13. BxB, KxB; 14. NxN and after the exchange, White has an easy endgame.

III. N-K1; 11. NxN, followed by P-K5.

....	10	N K1
Q Q2	11	P QR3
N Q4	12	NxN

To avoid NxN and P-K5, etc.

BxN	13	B Q2
QR Q1	14

P-K5 would have been met by Q-B2 here.

....	14	B QB3
B KB3	15	Q B2
Q K3	16	BxB

B-N6 was threatened.

QxB	17	P K4
-----	----	------

Q-K3 was an alternative, on White's reply, which Black had to take into account.

PxP	18	PxP
Q B5	19	B N4

Hoping for endgame chances.

QxQ	20	NxQ
NxB	21	NxN
P B3	22	KR Q1
P QR4	23	N Q3
R Q5	24	N B5
R B2	25	RxR

Or 25. ... N-N3; 26. RxP, NxP; 27. R-K7 would be even more in White's favor.

PxR	26	R Q1
P QN3	27	N Q3
P B4	28	P B4
P KN4	29	P K5



B K2	30	P K6
R B4	31	P N4
R Q4	32	P B5
P B5	33	N B2
P Q6	34	R B1
R K4	35	N Q1
B B4ch	36	K N2
R K7ch	37	K R3
B Q3	38

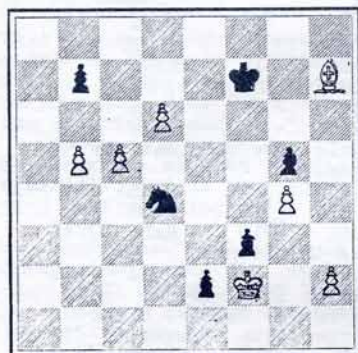
Apparently time trouble, for P-Q7 is an obvious win.

....	38	R B2
B B5	39	K N2
P B4	40	N B3
RxRch	41	KxR
P N5	42	P K7
K B2	43	N Q5
B Q3	44

And here P-B6 would have decided at once, since PxBP is answered by PxRP.

....	44	PxP
PxP	45	P B6
BxP ?	46

Again P-B6 was possible, for if PxP; 47. P-N6, P-B4; 48. B-K4 and wins.



....	46	K K3 ?
------	----	--------

And Black lost by adjudication a few moves later. It is ironical that Black misses the one chance in the whole game. For N-K3 draws after B-K4, NxP. If White tries P-B6 he will even lose! For example: PxP; 48. PxB N-B5! 49. P-B7, N-N7! 50. KxP - (P-B8-Q, P-K8-Qch; 51. KxP is met by N-R5 mate!) - P-K8-Q; 51. KxN, Q-QZch; 52. K-R3 (other King moves lose the PN4), Q-KB7, 53. B-K4, Q-K6ch and wins!

R. Burger F. Adelman
French Defense

P K4	1	P K3
P Q4	2	P Q4
N QB3	3	B N5
P K5	4	P QB4
B Q2	5

More in style of late has been P-QR3 immediately. Russian analysis is still undecided, but Botvinnik has usually been successful with it, as against it.

....	5	N K2
------	---	------

Capablanca played PxP here in his game against Fine at AVRO in 1938. After 6. N-N5, BxBch; 7. QxB, N-QB3; 8. N-KB3 (Here Castles is stronger), P-B3; 9. Q-B4, N-R3; 10. N-Q6ch, K-B1 the chances were equal. Black can forfeit his right to bring his King to safety, as in many lines of the French Defense.

P QR3	6	PxP
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This intermediary move is seldom effective unless the center is thereby liquidated. Now it increases White's hold upon K5, besides opening the Rook's file. BxN was simpler.

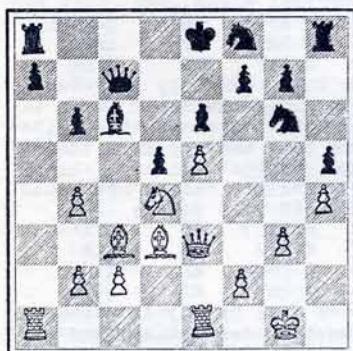
PxB	7	PxN
BxP	8	N N3
N KB3	9	N Q2
P KN3	10

The plan of bringing pressure to bear on the Queen side with a fianchettoed King's Bishop, though not carried out, nevertheless invites the following weakening move by Black, while at the same time preparing for a Pawn advance on the Kingside if that should be necessary.

....	10	P QN3
Q Q4	11	Q B2
P KR4	12	P KR4
B Q3	13	N K2

The last sequence of moves has seen a fortification of White's center and a withdrawal of any Black pressure against K5. In the ensuing skirmishes, White re-inforces the center and begins to probe both wings for a weakness, while Black has little constructive work to do in re-organizing his forces. Finally a Pawn falls, but with a release of the tension.

Castles	14	B N2
KR K1	15	N KB1
Q.K3	16	N(2) N3
N Q4	17	B B3



B N5 ! 18

Forcing an entry by the Knight in case of BxB, and winning a Pawn otherwise. P-B4 was also a strong move, but might allow Black counterchances.

.... 18 N K2
Q N5 19 N(1) N3

After P-N3, 20. BxB, NxB; 21. N-N5 Black could resign. This Knight move frees B1 for a refuge, but loses by another way.

BxBch 20 NxB
NxP ! 21 PxN
QxNch 22 Q B2
QxQ 23 KxQ
P N5 24 P Q5

By an intermediary move somewhat similar to his opening's mistake, Black capitulates in quick fashion, rather than to prolong the fight with N-K2.

PxN 25 PxB
P QN4 ! 26 P QN4
R K3 27 KR Q1
KRxP 28 R Q5
P B7 29 R QB1
Rxp 30

And Black resigned some moves later, after an easy and uneventful Rook ending.

This and the following game brought the winners into a third round fight, while Zemitis and Currie, also second round winners, were to meet in a crucial game in the semi-finals. In the meantime, Henry Gross had fared ill against Frank Weinberg.

W. Hendricks Dr. F. Ruys
Ruy Lopez

P K4	1	P K4
N KB3	2	N QB3
B N5	3	P QR3
B R4	4	N B3
Q K2	5

This old move can be answered by B-B4, since it doesn't fit well into the Classical line. But Black prefers to enter on the Worrall Attack anyway.

....	5	P QN4
B N3	6	P Q3
P QR4	7	B N5
P B3	8	N QR4

This is standard procedure in most lines of the Spanish opening, but it is questionable here because the pressure exerted on his QN4 by the White Queen rules out P-B4. As the game shows, this Knight finds a suitable square only after time-consuming maneuvers.

B B2	9	P B3
P Q4	10	B K2
QN Q2	11	Castles
P R3	12	BxN

The Bishop must go, and with it goes any Black designs on the center.

NxN	13	Q B2
Castles	14	KR K1
P QN3	15	N N2
B K3	16	N Q1
KR Q1	17	N K3
P N3	18

N-B5 is prevented, and a push on the KB file is planned.

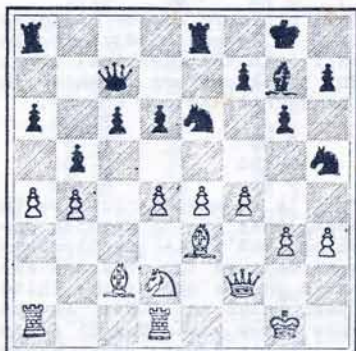
....	18	B B1
P QN4	19	P N3

This regrouping maneuver succeeds in altering the natural course of the game, but only because White prefers to wait for further pressure on K5 by preparing for P-KB4. He could strike immediately with 20. P-R5, threatening PxKP with the gain of the Queen file. Black can stop this only with P-B4, when comes P-Q5 followed with P-B4! in favor of White.

N Q2	20	B N2
P KB4	21	PxQP
PxQP	22	N R4

The beginning of an ingenious sacrifice which disrupts any further positional maneuvers, and brings tactics to the top.

Q B2	23
------	----	------



....	23	NxNP
QxN	24	NxQP
B Q3	25	P QB4

The looseness of the position and the possibility of double passed Pawns on the Queenside fully justify Black's combination. But there is a subtle threat behind this move which lures Black into further fireworks that soon lose sparkle.

PxNP	26	N B4 !?
PxN	27	RxB
QxR	28

Q-N2 is no better, for Black in that case plays QR-K1 followed by B-Q5 with ample play for the piece. The Queen is lost, but at a heavy price.

....	28	B Q5
QxB	29	PxQ

In fact, White now has a variety of winning methods, even though the following maneuver is not the easiest.

N K4	30	Q Q1
P B6	31	P Q4
N N5	32	QxP
R KB1	33	P R3
RxP !	34	RxR

PxR	35	Q K2
-----	----	------

The Knight is immune, for the QR Pawn would march through; but with a perversity born of time trouble, White now tries to save him, and loses a more important piece.

N B3 ?	36	Q K6ch
K N2	37	QxB
R R1	38	Q N6 !

Now White can only draw with K-N3, when the Black Queen is only able to chase the White Rook back and forth on the QR file. White's winning chance is certainly faded, but could he lose? Not unless

R K1 ?	39	Q R7ch
K N3	40	QxP
R K8ch	41	K N2
R Q8	42	Q N4

Black wins by adjudication. A game both contestants can be proud of, considering the rate of play and the importance of the outcome. Dr. Ruys advanced to the final round later, in a tie for first place.

J. Myers	R. Currie
King's Indian Defence	

P QB4	1	N KB3
N KB3	2	P KN3
N QB3	3	B N2
P KN3	4	Castles
B N2	5	P Q3
Castles	6	P K4
P Q3	7

An interesting conception, by which the center is fortified to give White a free hand on the Queenside. But this plan works too slowly against vigorous play in the King's Indian, so that P-Q4, transposing into normal lines, was best.

....	7	QN Q2
------	---	-------

But this is mechanical. This move has three purposes in a normal King's Indian: to back up P-K4, to gain QB4 if White plays P-Q5, and to allow P-B3 when needed. But since White has not played P-Q4, none of these possibilities exists. A straightforward move was N-B3.

R N1 8 P QR4
P QR4 9

More logical was to play for a mobile Queenside advance : P-QR3 to be followed by P-N4 and P-B5, etc.

.... 9 P B3
N K1 10 N R4
P QN4 11 P x P
R x P 12 Q K2
R N1 13

And here B-QR3 might improve matters temporarily.

.... 13 P KB4
P K3 14 P B5
N K2 15 P x N P
B P x P 16 R x R ch
B x R 17 N B4
N QB3 18 B Q2
B R3 19 B R3
B x N ? 20

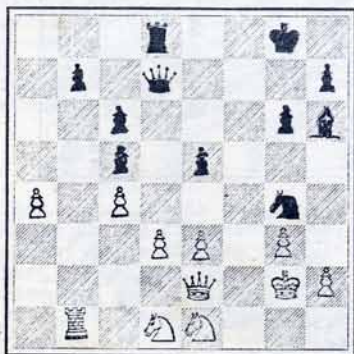
The weakness on black squares now becomes serious.

.... 20 P x B
Q K2 21

As passive as the rest of his game. R x P was in fighting spirit, if not sound.

.... 21 B K3
B N2 22 N B3
B B3 23 Q Q2
N B2 24 R Q1
R Q1 25 Q KB2
R KB1 26 B R6
B N2 27 B x B
K x B 28 Q K3
R QN1 29 Q Q2
N K1 30 N N5
N Q1 31

After carefully building a demarcation line, Black allows a subtle breakthrough.



.... 31 P K5 !
R N3 32 N K4
N KB2 33 P x P
N(1) x P 34 N x P
N B4 35

If N x P, then Q-Q4ch; 36. Q-B3, R-KB1 and Black wins.

.... 35 P QN4
P x P 36 P x P
N K4 37 Q B3
Q B3 38 B x N
K P x B 39 N Q7

Forcing an exchange of pieces, after which the win is routine.

N x N 40 R x N ch
K B1 41 Q x Q ch
R x Q 42 R x P
R K3 43 K B2
R K5 44 R R4
R K4 45 R Q4
Resigns 46

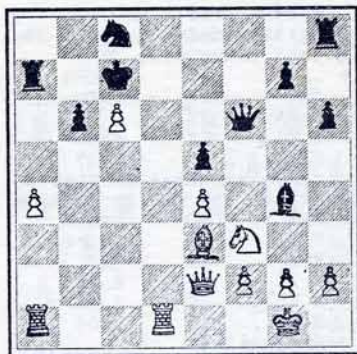
R. Currie H. Gross
Queen's Gambit A.

P Q4 1 P Q4
P QB4 2 P x P
N KB3 3 P QR3
P K3 4 B N5
P KR3 5 B R4
P KN4 6 B N3
N K5 7 P K3
B N2 8 R R2
N Q2 9 N KB3
QN x P 10 QN Q2
Q N3 11 B K5
B x B 12 N x B
Q Q3 13 B N5 ch
N Q2 14 N x N(7)
Resigns 15

A song without words.... Bob Currie had just lost a tough game to Zemitis, and was not in the mood for another battle. Apparently White had a fine game against Gross' favorite line, and the win of a piece came as a surprise. Of course the Knight at K5 will fall next move: a pity, when a battle was just shaping up on the King side.

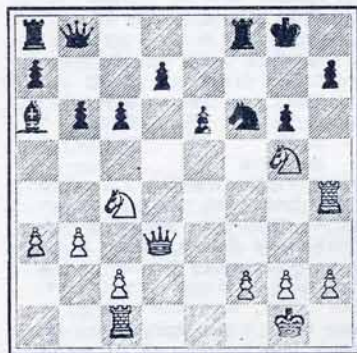
In the meantime, Dr. F. Ruys was losing a short game to Zemitis, which decided in quick fashion the placing of the "A" section. As the results of this and the other sections are history by now,

we will give a few diagrams of some of the more interesting positions:



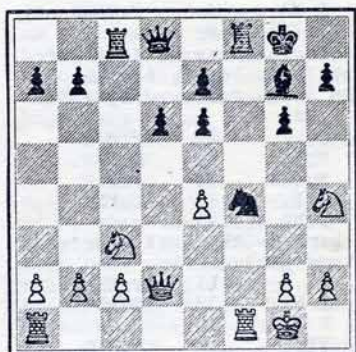
F. Weinberg		H. Gross
P R5 !	24.	RxP
RxR	25	PxR
Q R6	26	N Q3
B N6ch	27	Resigns

A forceful breakthrough hits at the weakened King position to finish going away.



R. Duering vs. R. Cohen- "C"
 NxRP ! 19 R B2
 QxPch and mate shortly
 An excellent climax from one of the lower sections.

"A" players could learn much from the "C"'s. Look: (What would you have done?)

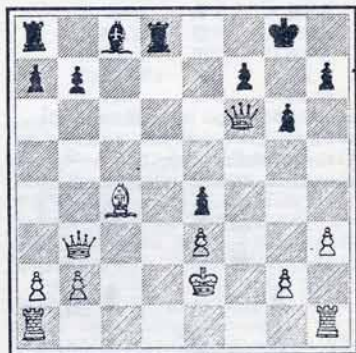


Mrs. McLeod vs. C. Daggs "C"
 Black is a Pawn up, and wins at least another by the following combination:

....	18	RxN !
PxR	19	BxP !
Q K3 ?	20	B Q5 !
Resigns	21	

The Knight fork wins again.

Now an example of "B" play, this time from an inter-club match, won by one of the top finishers in his section:



L. Thackwell		C. Schroth
....	25	P QN4 !
QxP	26	B R3 !

White must lose material because of the threat of QxPch or BxCh after the Queen retires.

C. McGinley D. O'Rourke
 (Correspondence)
 Bogo-Indian Defense

P Q4	1	N KB3
P QB4	2	P K3
N KB3	3	B N5ch
B Q2	4	BxBch
QNXB	5

QxB is also good, reserving a placement of the Knight at B3 for pressure on the center.

....	6	P Q3
P K4	7	P Q4

This looks like a waste of a tempo, but read on.

BPxP	8	PxP
P K5	9	N K5

Now it becomes clear that the sixth and seventh moves were intended to open up the game, whereas ordinarily the Black plan is to secure a post with P-K4 in the center, when P-K3 has been played by White. But White cautiously keeps to his plan, and soon emerges with a distinct advantage in terrain and development.

B Q3	10	NxN
QxN	11	Castles
Castles	12	Q K2
N N5	13

Creating weaknesses which are valuable later.

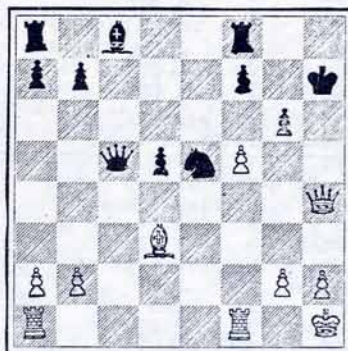
....	12	P KN3
P KB4	13	P KR3
N E3	14	P QB4

It is hard to say whether any counterattack on the other area of the board can avert at all impending disaster on the King's wing; or whether some development of the Queen side would help. But this demonstration partly succeeds, and indeed brings the game to the crossroads.

PxP	15	QxPch
K R1	16	N E3
P B5	17	K R2
N N5ch	18

This sacrifice is not vindicated in the following play, except for a mistake that is hard to believe in a correspondence game. It is attractive and somewhat forcing, a speculative rather than perfectly calculated offer.

....	18	PxN
QxP	19	NxP
Q R4ch	20



Here of course only K-N1 can be played. In that case the attack P-B6 is met in the agreeable counterattack which begins with R-Q1, to free B1 for the Queen. If White attempts to shut the Queen off from that square, there will follow: 20. ... K-N1; 21. P-B6, R-Q1; 22. QR-K1, NxB; 23. R-K7, N-B7ch with at least a draw. But Black unwittingly played 20. ... K-N2, and after P-B6ch and Q-R6 it's all over.

Anna Lund		Dr. D. Tepper
P K4	1	P QB4
B QB4	2	N QB3
N QB3	3	P Q3
N KB3	4	P K3
Castles	5	P QR3
P Q4	6	P QN4
NxNP !?	7	PxN
BxP	8	B-N2 ?
P Q5	9	Q R4
P QB4	10	Castles?
B Q2	11	Q B2
Q R4	12	PxP
BPxP	13	N K4
B R5	14	NxNch
PxN	15	Q N1
QR B1	16	B K2
R B4	17	R B1
P N4	18	B Q1
B Q7	matel9	

A wild sort of Sicilian, with suicide and homicide mixed in.

The pre-requisite for a scholar and his chess magazine is a familiarity with a notation. If he is wrapped-up in problems, the European or algebraic system is best. But for playing over games, or studying openings in English publications, the descriptive notation must be on your fingertips.

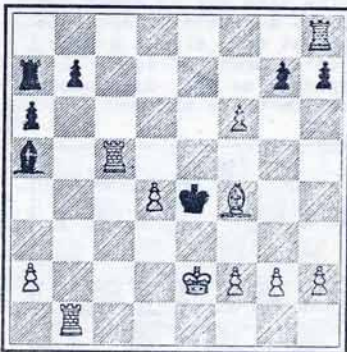
No doubt you are aware of the abbreviations and the methods that are used, as an example, in this magazine. A common fault that makes chess editors die young, though, is the inaccurate descriptions a player records on his score sheets. When five Pawns are "in take", the player writes PXP. When there are only a few Pawns on the board, and only one "in take", he puts down QBPxQNP. The following short game will show how you can avoid unnecessary or incomplete descriptions.

1. P-Q4 N-KE3 (not KN-KE3, or
 2. N-Q2 P-K3 N-B3, etc.)
 3. P-QR3 N-N5 (not P-R3, nor
 4. P-R3 N-K6 N-KN5, etc.)
 5. Resigns (On move 4, P-KK3 was an over-description, for the QRP had already moved.)
 By the way, this game might, we hope, show you how not to avoid disaster with the ever popular Rook Pawn moves!

I don't know why these elementary lessons are given to the Juniors, since they've been doing quite all right against Chess Friends' groups in the Bay Area. The Reuben Fine Group, composed only of Juniors, walked away with a crown in the Heather League, with a score of 5-0! We will publish the deciding game of the crucial match next time.

San Francisco has been the scene of High School rivalries as well. The following position is from a Washington vs. Mission match, at

first board. Your editor, the eventual winner, had the move against Don Miller of Mission with the Black pieces, and he missed a mate in two, playing RxB instead of P-B3ch.



The mate by the Bishop, after KxP, is familiar to an enthusiast of three-move problems. Indeed, we have from the Juniors some problems to publish, but these must wait for another day. In the intervening time, you Juniors, with plenty of time to spare in these months, might look into the wonderland of problems. Of course we will be happy to publish your own efforts at composition, or at least answer your questions, and help with a little composing through this column.

Our Juniors' games will take the spotlight from now on. So if you want to see a game of yours here, just put it in the mailbox to our address. We would like to use your own notes, too!

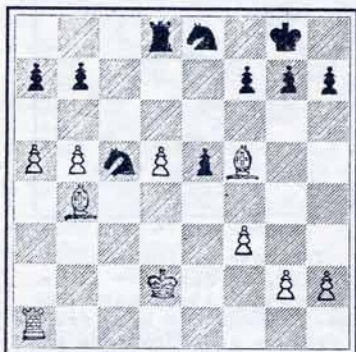
The games you will play in the Sonoma Festival later this month would make ideal material for the column. So play some good ones there, a few days from now, and let's hear from you then!

COMPOSITION

*** Communications to R. Burger
3498 Springhill Rd., Lafayette.

DOUBLE ATTACK BY THE KING

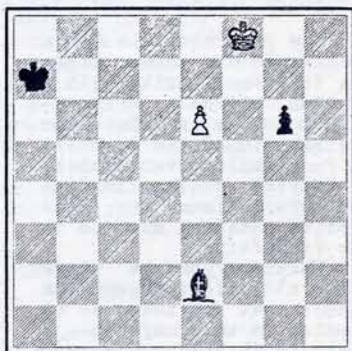
That the King is an attacking piece in the ending, we all know. What we might not realize, though, is that the King makes combinations in the same way as other men do, via a double attack. The simplest way, direct attack, is by no means of common occurrence, as the diagrammed position below shows:



Alekhine-Fine, Kemer, 1937.

Black to move would win the exchange with N-N6ch, or a Pawn with RxPch. But White plays K-B3! and defeats both threats, since RxP is met by K-B4, with a direct, double attack on the two pieces. In such open positions a direct attack by the King is rather unusual, except when carried out with other pieces.

A stratagem that occurs more often is a double-edged advance by the King. Moving along a diagonal, the mobile King can threaten to go left or right without loss of any time. A composition showing this maneuver can be quite a surprising position:



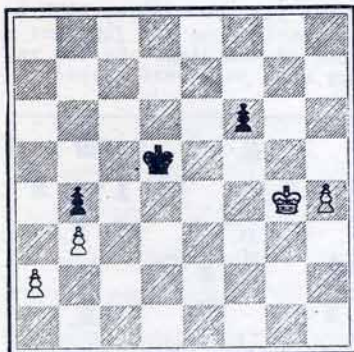
Study by Reti

The Black Pawn is always one move ahead of the King, so a direct chase will fail. But if White can threaten Black at the same time as he moves toward K-N1, he will gain the needed tempo. Notice Black's Bishop must come to QN4 when White advances his Pawn. So:

1. K-K7 P-N4
2. K-Q6 P-N5 The Pawn must
3. P-K7 B-N4 be played to
4. K-B5 B-K1 K7 exactly as
5. K-Q4 DRAW. the Bishop is cut off from KR4. The forced sequence of moves is primary for a good composition.

The fact that the White King can travel from any one square to any other by means of several different, equal routes is the basis for this and the following types of endings. By selecting proper routes, the King is able to carry out a double attack.

In the following study, the double attack is really, from the player's standpoint, a double defeat of an enemy attack; but this amounts to the same thing. Though quite common, it was mishandled by a standard endgame book, and solved in simultaneous play!

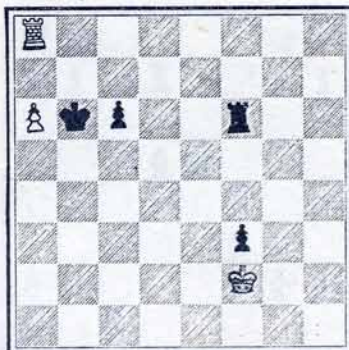


Analysis from Knoch - van Scheltinga, Amsterdam 1936

In Basic Chess Endings, Reuben Fine reported this as a draw, with Black to move! He gave 1... K-K5; 2. P-R5, P-B4ch; 3. K-N3, when Black queens simultaneously. White should, of course, not allow the Black Pawn to advance to B5 with a check, which will happen after Black plays his King to K6. Botvinnik was a little more than mildly surprised when he consulted the "theory" about this ending: for he had won a simultaneous game in a similar ending and did not consider it a remarkable achievement. The move a Reuben Fine overlooked and a Botvinnik found was 3. K-R3! This simple stratagem, which parries at the same time two Black threats (a tempo gaining check, and a free Pawn), was later incorporated in an ending published by the present World Champion.

Compositions are indeed born from practical play, at least as far as endings are concerned; two and three-move problems are more abstracted from reality. You may notice in the Games Section several positions which could be regarded as compositions. The games of strong players very

often contain ideas worthy of compositions. One such ending is the following, which shows another method of double attack by the King.

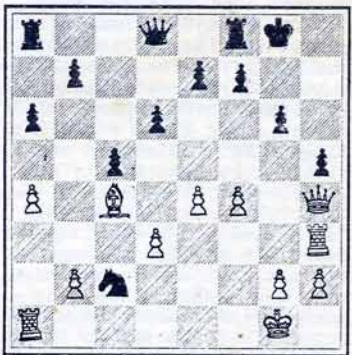
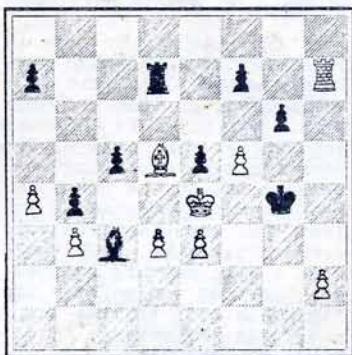
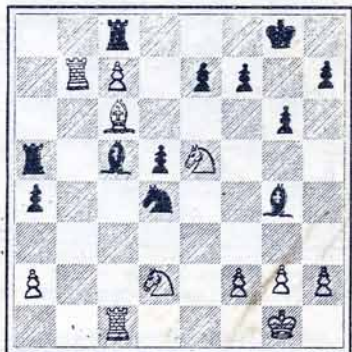
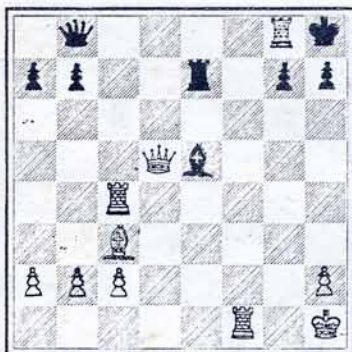


Apshenicks-Alekhine, Tourney of Nations, Buenos Aires 1939

If White had to move in this position, he would have to allow the Black Pawn free passageway, or lose his Rook Pawn. But Black is to move, and neither his Pawns nor his Rook can make a waiting move because one of the Pawns can be attacked by the enemy and lost. For example, P-B4 only draws after P-R7, K-N2; R-QB8 when a book draw is reached. But the King can perform the "triangle act" to lose tempo and force the move on White: K-R4, N4, and back to N3. At the same time the White Rook can only go back and forward at R7 and R8, losing a move.

Some of the four methods shown above have appeared in our readers' games. Perhaps the idea for a composition, however simple, may have hit you in reading this over. In any case, we invite you here and now to send your ideas a la Botvinnik to this column. In fact, we are offering, for any well-presented position, substantial prizes! We hope you are among the composers!

Here are four positions from actual play that present certain difficulties with a clock ticking away. In all of them, the White pieces are to play. What would you do? Prizes will be given depending on the merit of the variations and judgment a player shows in deciding the outcome of the game. By the way can you tell us where, when, and by whom they were played?



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