



Chess in Action



OFFICIAL ORGAN OF CHESS FRIENDS OF NORTHERN CALIFORNIA, INC.

ROBERT BURGER - EDITOR

NOVEMBER 1953



HENRY GROSS

WINNER - CHESS FRIENDS' PLAYOFF - 1953

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CHESS IN SLOW MOTION

SONOMA - AUG. 16 Perfect weather and a record breaking crowd combined to make this year's Valley of the Moon Chess Festival even better than last. The high spot of the festival was George Koltanowski's exhibition of ten-second blindfold chess, followed by his thirty game simultaneous match in which W. Shugert scored a win and D. Peizer, H. Minchaca and G. Farley draws. In the 212 man group competition, Noel Renaud won the cup for the best played game and the Hayward Chess Club the one for the best team score.

SAN FRANCISCO JUNIOR TOURNAMENT - AUG. 28 Some 140 juniors, ages 5 to 18, competed in the playoffs at Golden Gate Park. Many were members of Chess Friends, as was the Tournament Director. Those who listened to Jim Grady' "This is San Francisco"(KCBS, 7:15 A.M) heard an excellent report of the tournament the following Wed.

LEAGUE MATCHES. Les Talcott reports the championships of the Walnut and Sequoia Leagues were won by the Reshevsky and Pillsbury Groups of Walnut Creek and Concord, while the Paul Morphy Group of Redwood City finished first in the Magnolia League. Our congratulations to the Magnolia League for finishing and reporting every match.

POSTAL CHESS. Fred Leddy reports Noel Renaud, Lloyd Lund, Dr. Tepper and A. J. Schmalting among the winners in the preliminaries. Final round to be played in 1954 will bring 1953 winners, runners up, third placers, etc. together in new seven man groups.

INTERNATIONAL CORRESPONDENCE CHESS. Those interested in playing airmail chess with foreign correspondents may write Erik Larsson, Malmovagen 58, Johannesov, Sweden, Secretary of the International Chess Correspondence Federation. Entry fee is one dollar.

NEWS OF MEMBERS. Lloyd Lund writes that chess has hit Shandon, Calif. He is conducting a weekly chess class for beginners. Congratulations to Lloyd and Anna from their Chess Friends. Many thanks to Carroll Ogden, who visits the Letterman Hospital several times each week to play and teach chess. Due to his efforts many of the patients are finding chess a source of great pleasure. Guy Landsberg, former Secretary-Treasurer and charter member of Chess Friends, is recovering from a serious illness at the California Sanatorium, Belmont, Calif. He is able to receive visitors, and would appreciate hearing from members. We were saddened to hear of the death of Nick Russ. He was an ardent chess enthusiast and will be missed greatly by all of us.

COMING EVENTS. A general meeting of Chess Friends will be held at 7 P.M., Sunday, Dec. 6th, at the Hotel Cecil, 545 Post St., S. F. Following the business meeting, there will be a report by George Koltanowski on the Masters Tournament at Zurich and a rapid transit tournament for members attending.

MEMBERSHIP RENEWALS now due will be renewed to Dec. 1, 1954 on payment of two dollars. Please return attached coupon to renew.

I will attend the meeting at Hotel Cecil, Dec. 6. yes___ no___

I am enclosing \$2.00 for membership renewal. yes___ no___

Name

Address

Group

Mail to: Charles T. McGinley, Jr., 2763 Chelsea Dr., Oakland 11

HENRY GROSS, "A" CHAMPION, 1953

As George Koltanowski commented in opening the Playoffs for the Championship of Chess Friends, "a player may have an excuse in the Swiss System Championship for not finishing first, but in the double-round, round-robin playoffs he has no excuse." And nothing was truer as Henry Gross swept to an easy triumph in the "A's" by allowing only two draws in six hard rounds. The twenty dollar first prize went with the Championship, with Zemitis taking the fifteen dollar second prize. The rounds were played at various clubrooms throughout the Bay Area, simultaneously with the "B" and "C" playoffs, and attracted the attention of the smaller clubs, which ordinarily do not have the chance to watch a tournament for the whole area. The players themselves had the opportunity of meeting many a chess aficionado, and likewise of introducing themselves!

The play went off as planned with Les Talcott directing: there were no disputes, and only a few adjournments! Two adjournments in the first round saw the most difficult struggles, with Currie and Burger striving to hold their own against the two favorites. Gross, a-gambitting, soon had matters in hand in the "fingerslip" line of the French Defence, with White. A fixed position resulted in which Gross controlled the files. What he could do was not clear, however, and Burger soon had counterplay by sacrificing a Pawn. In a scramble for time, Burger blundered at the fortieth move; still, Gross would have to play exactly to win, which he did without hesitation. Currie was locking horns in a King's Indian against the "Saemisch" system. With White he was pressing a breakthrough on the Queen's side, when Zemitis entered the opposite wing and infiltrated for a better ending. With subtle play Zemitis gained the point.

The second round games were drawn, but not for lack of excitement! Currie, with a French, was attacking Gross's King on the long side, and Gross was going after a Black Monarch on the King side! A whirlwind of sacrifices drew the White King into the open, and Bob forced Henry to accept a perpetual check! Zemitis played a King's Indian with White (!), but Burger was content to sit it out. In the end, a few slips had dissipated a slight White advantage, and drawn was the verdict.

Tied at $1\frac{1}{2}$ each, Zemitis and Gross met in the third round crucial! With Henry accepting the

Queen's Gambit, Zemitis went in for a new line on the spur of the moment, and soon was presented with a "Gross" offer of a Pawn. Not only did he decline the offer, but he made one of his own; unfortunately, this one was a real gift, which Gross liked so much that he went after some more, and clinched the win! Currie-Burger was postponed, and agreed drawn after first and second place were fixed.

Gross out-combined both Currie and Burger in the next two rounds, and drew a dour endgame with Zemitis to wind up a successful campaign. To even things up, Burger found Zemitis sleeping and scored a win in the fifth round, and Currie posted a final victory over Burger to end the scoring. Unlike the "B" section the issue was decided in the first few rounds, after which there was a distinct letdown in the play.

Gross, of course, stood out ahead of the field on every count: imagination, precision, soundness. His endgames against Burger and Zemitis in the first and third rounds were no less forceful than his combinations. Zemitis continued his jinx over Currie, and, except for those fanciful opening choices at critical moments, he should have run Gross down to the wire. Currie and Burger had little hope of winning, and seemed to believe it! Gross could be expected, from past performances, to shade both of them, and Zemitis had already outplayed them in the "Open". But if there was any luck at all, it did not smile on them. "There's always a next year!"

Games From the "A" Playoff:

H. Gross R. Currie
 French Defense

P K4 1 P K3
 P Q4 2 P Q4
 N QB3 3 N KB3
 B N5 4 B K2
 P K5 5 KN Q2
 P KR4 6 P QR3
 Of the many choices here for Black, the text is safest.
 Q N4 7 K B1
 P B4 8 P QB4
 N B3 9 QN B3
 Castles 10 P KR4
 BxB ch 11 NxB
 Q R3 12 P QN4
 P KN4 13 Q R4
 Whoever gets in the first threat has an advantage in positions of this sort, and the decision on whether to advance the Pawns first, or bring up the pieces is a difficult one.
 K N1 14 P N5
 N K2 15 P xNP
 QxP 16 N B4
 R N1 17 P N3
 Black doubleprotection of the Knight file and KR4 makes his King position a seemingly safe one!
 Q R3 18 P B5
 P B3 19
 White is forced to meet the attack on his opponent's own field: P-B6 was not to be tolerated.
 19 R QN1
 R B1 20 P xP
 N xP 21 N N3
 Q R2 22 K N2
 But now a move with some spirit should have been looked to in order to hang on to the initiative - even at the expense of the defense. The textmove really has little defensive value, at that. From now on White seizes and maintains an attack that misses only by a whisker!
 B R3 23 N xRP
 This seems suicidal

in view of the lines that are opened. But was the possibility, for example, of P-R5 more serious? Notice that the natural defensive move N-N2 is not possible because of his previous move with the King.
 N xN 24 R xN
 Q N3 25 R R4
 As it turns out, the immediate retreat to R1 would have gained a full tempo.
 B N4 26 R KR1
 R R1 27 B Q2
 B R5 28 N R5
 Black finally pushes his own attack again and just in time!
 N xN 29 B xN
 B xP I 30
 A sparkling offer at a timely moment...
 30 P xB
 QR KN1 31 B B7ch
 What's this? Gross would have relished, on the contrary, the expected B-K1; R xR, K xR; R-R1ch followed by Q-R4, etc.
 K xB 32 R xPch
 K xR 33 Q Q7ch
 DRAWN
 The White King must take a perpetual at R3 and N2, for after K-R1, QxQPch, Black has winning chances! A stirring finish by Bob Currie to a hard game!
 In their second encounter, the play was of a different - though not less in - interesting character. Currie went through all the motions of a "minority attack" in the Exchange line of the Queen's Gambit, only to fall victim to a "Gross" blunder on the Back rank.

R. Currie H. Gross
 Q.G.D.

P Q4 1 P Q4
 P QB4 2 P QB3

N KB3 3 N KB3
 N B3 4 P K3
 B N5 5 QN Q2
 P xP 6 K P xP
 P K3 7 B K2
 B Q3 8 N B1
 A familiar and pleasing maneuver, that makes use of KB1 at a time when the King is safe in the center. Black is able to exchange rapidly and alleviate his cramped position.
 Q B2 9 N K3
 B R4 10 P KN3
 Necessary in order to Castle, but also preparing N-N2. The Knight zig-zags out to KB4!
 Castles 11 Castles
 QR N1 12 N N2
 P QN4 13 P QR3
 P R4 14 B KB4
 N K5 15
 Pointless...
 15 B xB
 Q xB 16 N B4
 B N3 17 N xB
 R P xN 18 B Q3
 N B3 19 Q K2
 P N5 20 R P xP
 P xP 21 R R6
 Q B2 22 KR R1
 The combination B xP can be ignored, say by N-N1.
 P xP 23 P xP
 R N6 24 Q B2
 KR QN1 25 R R8
 Q N2 26 N N5
 A real swindle, and Black needs one, if he wants to win!
 P K4 27
 White bites...
 27 P xP
 N xP 28 R xRch
 Resigns! 29
 For after Q xR, Q xR1 Apparently White is counting on N-B6ch, but Black can simply move his King to R1 and the combination still holds.
 Again a little surprise carries to a victory. Compare the sudden collapse of White with their game in the "Open".

CONNOR SCHROTH WINS CHAMPIONSHIP PLAYOFF IN "B" SECTION !!

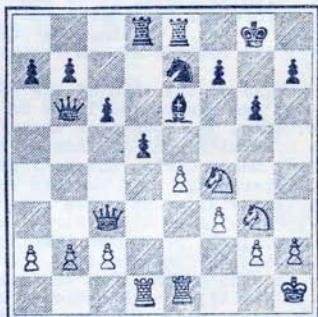
When the Getz-Poulsen game, delayed until after the completion of the other rounds, resulted in a draw, Connor Schroth of the Reshevsky group of Lafayette became the undisputed winner of the trophy for the "B" section. It was a see-saw battle! Jumping into the lead with two initial wins, Connor saw his lead dwindle in the middle rounds until Poulsen and Getz came into the limelight. Finally, out of two bad positions he managed to score 1½ in the last rounds, assuring himself of a tie. In the meantime, all Poulsen needed in his last two rounds was a win and a draw to secure the tie, but his opponents would not be so accommodating! As it turned out, he had to accept two draws. It is noteworthy that Getz would have been first, instead of third, if, in a winning position in his last game with Schroth, he hadn't lost his way in an endgame combination!

The opening round was eventful and portentous. Schroth aimed his favorite King's Indian at the dilatory opening chosen by Poulsen, and announced a mate early in the game! (This game was printed in the S.F. Chronicle.) Peizer as usual played forcefully but erratically against Getz in a Bird's, won a piece, and almost as quickly blundered the game away! It was clear that Peizer would win many games on paper, but Getz and Connor Schroth would score the point over the board!

After his initial setback, a new spirit came over Poulsen. He gave evidence of energy in smashing Getz in the second round, and for his third round encounter see the Games Section. By winning his fourth round game with Peizer, he went into a three-way tie for top spot with Getz, and Schroth. For things had not gone well with the first-round winners. Schroth was enticed into premature Pawn pushing, and Peizer held his life in his hands all through the middle game. But again he let his catch escape, and, threatened with mate at adjournment, he resigned upon seeing the sealed move. A narrow escape that should have predicted what was to come....

After his loss to Poulsen in the second round, Getz went on to draw Peizer in their second meeting. He then came face to face in a crucial meeting with Schroth. A beautiful combinative game resulted, that brought about the three way tie with Poulsen. Getz, with the White pieces, played soundly against Connor's King's Indian. A level position came about; a draw appeared likely. But Schroth went

after a nebulous advantage on the Queen's wing, and injudiciously exchanged his Bishop at KN2, leaving severe weaknesses along the diagonal. In the following position, Getz made the most of this:



Getz-Schroth. White to move

N3 R5 !	21	P Q5
N B6 ch	22	K R1
Q R3 !	23

and White wins the exchange - and later, the game. It was a pity that Black shied away from the real point of N3-R5, by playing P-Q5. For if PxN, then comes Q-B6!, with a line something like the following:

N3 R5	21	PxN
Q B6 !	22	PxP
RxR	23	QxR
NxR5	24	N B4
PxP !!	25

Again the exchange is lost!

Thus, with a three-way - at 2½ out of 4 - tie going in to the last two rounds, only Peizer could be counted out: the scene was set for a climax as described above.

Congratulations to a worthy Champion, and may he find equal success in the "A's"!!

FRANK J. MARSHALL - GENIUS OF ATTACK I

The Sonoma Chess Festival, which commemorated the birthday of America's beloved Frank Marshall, is now history. But the fame of the genius of attack, in the words of his biographer Thomas Emery, "will live to eternity". It was indeed propitious that the first issue of CHESS IN ACTION was dedicated to his memory, and it is as fitting now that we record some of the highlights of his interesting career, some of his brilliant chess-board fantasies, and some of his "words of wisdom" to chessplayers, young or old.

Though born in New York, Frank Marshall made his start at the Montreal Chess Club. As he notes himself in his autobiography, no quicker way of improving one's game is possible than by joining a chess club. And in his case this was especially true, for in 1893 at the age of sixteen he performed well enough in an exhibition to merit the praise of the simultaneous player William Steinitz, then World Champion. Shortly after, Frank defeated, also in an exhibition, H. N. Pillsbury, himself only twenty-one at the time. When the Marshall family moved back to New York and the chess mecca, it was a foregone conclusion that Frank would vault into prominence - and so it was. Winning the Championship of the Brooklyn Club, Marshall was invited abroad for his first international test.

Thus at the turn of the century the greatest attacking player of our age was turned loose on the European scene. The names that proclaimed the scenes of chess combat hearken back to the romance age of Paul Morphy and Adolph Andersen: there was London, Vienna, Paris, Monte Carlo, Scheveningen, Barmen, Carlsbad, Lodz, Breslau, St. Petersburg. And no less romantic was the play that the genial American visited upon his opponents. Emanuel Lasker and Pillsbury were defeated on their first outing. The lesser lights were given an assortment of Scotch Gambits, Muzios, and Petroffs to digest along with the Grandmasters. In his willingness to take risks and try to win, rather than to draw with dull play, Marshall often had to be satisfied with mediocre scores. But he consistently tallied brilliancy prizes and was among the top four or five. In matches, this adventurous spirit put him at a disadvantage, for he disliked the "wearing down" of an opponent with cruel, scientific play. His idea was to experiment, and to experiment some more.

The culmination of his Old World successes came in 1914, when along with Lasker, Capablanca, Alekhine, and Janowski he was given the title of "Grandmaster" by the Tsar of Russia, at the finish of the St. Petersburg Tournament. Throughout the 'twenties he continued to score high in the prize lists, and in the early 'thirties a team led by him captured four victories for the United States from the teams of all other nations in the international team tournaments, similar to the Chess Olympics of last year. During this period of fifty years of competition in international events, Marshall held the American title for nearly three decades and was practically alone in representing the United States abroad. In 1936, he called things to a halt as far as his professional career was concerned.

This is something of the man whom Life magazine described, in 1941, as a "preoccupied old gentleman who looks like a Shakespearean actor, smokes strong cigars incessantly, and takes a chess set to bed with him so he can record any plays he may think up." Frank Marshall's reaction to this description was characteristic: "After all, I am only 64 and my friends tell me I have never really grown up." And a year before his death in 1944 he was able to say that chess had fully repaid him in the real things of life.

Let us glance at a few of the real things of chess he has bestowed upon us....

One of his earliest brilliancies: notes by himself, in typical humorous mood, (re-edited.)

Paris, 1900

Marshall Amos Burn

P Q4	1	P Q4
P QB4	2	P K3
N QB3	3	N KB3
B N5	4	B K2

Burn had his pipe, a passion of his, and was looking for his pipe cleaner.

P K3	5	Castles
N B3	6	P QN3
B Q3	7	B N2
PxP	8	PxP

He began filling up his pipe. I speeded up my moves.

BxN	9	BxB
P KR4	10	...

Made him think that one out, - he still didn't have his pipe going. The threat: BxPch followed by a Knight check at N5, the Pillsbury move.

...	10	P N3
P R5	11	R K1
PxP	12	RPxP

Now he was looking for matches.

Q B2	13	B N2
BxP!	14	PxB

He struck a match - it burned his fingers and went out.

QxP	15	N Q2
-----	----	------

Another match...

N N5	16	Q B3
------	----	------

He was finally set to light up... R R8ch 17 Resigns Poor Burn! It might have been different if he could get his pipe going. He took it good-naturedly - and shook hands.

Then his pipe went out.

Chess blindness is common among the great names as well as the duffers. The Russian, Dus-Chotimirsky, pursued the attack in true Marshall style, except for one thing...

Marshall Dus-C.

Carlsbad, 1911

P Q4	1	P Q4
P QB4	2	P K3
N KB3	3	PxP
P K3	4	P QR3
N K5	5	N Q2
NxN	6	BxN
BxP	7	B B3
Castles	8	B Q3
N B3	9	Q R5

Black has developed rapidly, - but soon overplays his hand.

P B4	10	N B3
B Q2	11	N N5

Nervous and wishful but he is attacking Marshall, he thinks!

P KR3	12	Q N6?
-------	----	-------

Here the Russian up from his chair and into the next room bounded, to report to the others, in a broken English:

"Poor Marshall dead!" The players ran in and scanned the board. Mate was threatened two ways but Marshall found a simple solution:

QxN	13
-----	----	------

Came a loud voice: - "Ch, OH... Marshall not dead, I dead!" Work out The final position, and compare it with finale from the next game:

The famous position now follows, where Marshall was literally showered with gold pieces. Spectators were something in those days!

Lewitsky Marshall

Breslau, 1912

P Q4	1	P K3
P K4	2	P Q4
N QB3	3	P QB4
N E5	4	N QB3
KPxP	5	KPxP
B K2	6	N B3
Castles	7	B K2
B KN5	8	Castles

Black has a freedom unusual for French.

PxP	9	B K3
N Q4	10	BxP
NxB	11	PxN
B N4	12	Q Q3
B R3	13	QR K1
Q Q2	14	B N5!

Threatening P-Q6.

BxN	15	RxB
QR Q1	16	Q B4
Q K2	17	BxN
PxB	18	QxP
RxP	19	N Q5

Tricky play, as the following shows...

Q R5	20	QR KB1
R K5	21	R R3
Q N5	22	RxB
R QB5	23	Q KN6!!

Resigns! 24
How different from the preceding game!

As can be seen from a sampling of his games Marshall loved to play exciting chess, lose or win. In his own words, "Coffee-house or casual players get more fun out of chess".

Some people have an ear for music, some an eye for chess. Only a few can develop a mastery of the game, but that is not important. It is a hobby and recreation.

Take a lesson from the genius of attack and play the game in a give and take spirit worthy of a Marshall. As he said in his biography, "I got the thrill of my life when I walked through the Cambridge Springs tournament without losing a game, but I still get a kick out of seeing a combination work out in a friendly game." To this spirit was the first issue of CHESS IN ACTION dedicated; in this spirit was the Sonoma Chess festival a success. Let's hope it continues to be the spirit of chess in the Bay area.

And may the name of Frank. J. Marshall, genius of attack, live to eternity.

GAMES SECTION

Conducted by V. Zemitis,
former Latvian Junior Champion,
and R. Burger,
Central Calif. League Champion.

Aug 1953

CHESS FRIENDS' PLAYOFF TY. "B".
C. Schroth Poulsen.
King's Indian

P Q4	1	N KB3
P QB4	2	P Q3
N QB3	3	P KN3
P K4	4	B N2
P KB3	5

The so-called "Anti-Saemisch", - P-K4 at this early point, - might have been played, also.

....	5	Castles
B N5	6

This is the modern refinement a casual player would neglect. It has two advantages over the old line B-K3: in the first place a retreat to K3 after P-KR3 would be no disgrace, for Black's key pawns would be weakened, and even better targets for attack; - and in the second place, 6.P-K4 is prevented, e.g., 7.PxP. PxP; 8.QxQ, RxQ; 9.N-Q5! wins.

....	6	QN Q2
Q Q2	7	R K1

Safeguards his Bishop from exchange, and prepares center action with P-K3...

B R6	8	B R1
Castles	9	P QB4

Well done! The long diagonal is put to use immediately.

P Q5	10
------	----	------

The center must not remain open if White has any intentions for an attack. It soon becomes apparent that Black receives good counterplay on the Queen's wing and one suspects that White has Castled prematurely. Notice in the following variations that a tempo more would be all that is needed for a successful attack, and the White King is probably safer at K1 than Q1. This extra tempo, in the form of P-KN4, on the ninth move, would have a decisive effect in the complications that follow.

Games for this department will be selected from readers' games only, to be divided on a basis of Openings and A,B,C classifications as much as possible. Annotated games are invited, and will receive first attention.

....	10	Q R4
P KN4	11	N N3
P KR4	12

Even here, P-N5 would have been safer, but it is understandable that the adventurous reply that this move invites is harder to foresee, than to meet.

....	12	BxP?!
------	----	-------

A speculative offer of an otherwise useless piece, which calls attention to the power of combination inherent in the Bishop at KR1. White's pawn-roller is unrolled, and, ruffled by such drastic measures, he fails to, - or prefers not to, - take the ecclesiastical bull by the horns.

P K5	13	KN Q2
P K6	14	PxP

The result of White's re-action is that the KB file must open.

PxB	15	N K4
Q K3	16

The Knight is pinned by threats of mate at K6, and the diagonal is temporarily closed. Black, and his combination, appear refuted, but how to force matters is another problem...

....	16	PxP
PxP	17	Q N5
N B3	18	N3 B5

And not 18. ... QxP?; 19. B-R3, Q-QN5; 20. B-K6ch, N-B2; 21. BxN followed by Q-K6 mate.

BxN	19	QxB
NxN	20	BxN
Q B3	21	P QN4
K N1	22	P N5
Q K4	23	Q R3
Q K2	24	QxQ
NxQ	25	P B5
KR B1	26	KR Q1
R B3	27	QR N1
N Q4	28

At this point, with twelve more moves to make before time control, and little time on either clock left, White's offer of a draw was accepted. White certainly has survived to a favorable ending, but Black's Queen-side pawns still present difficulties. Besides, with this $\frac{1}{2}$ point, White took a commanding lead in the tourney.

(Notes by C. Schroth.)

CHESS FRIENDS PLAYOFF TY., "A".
 V. Zemitis R. Currie
 French Defense

P K4 1

It has been some time since the player of the White pieces handled the King's Pawn in serious chess. When Henry Gross, the K P addict, saw this game begin a French Defense, he commented on how he would convert all of us yet!

.... 1 P K3
 P Q4 2 P Q4
 N Q2 3 N KB3
 P K5 4 KN Q2
 B Q3 5 P QB4
 P QB3 6 N QB3
 N K2 7 Q N3
 N B3 8 PXP
 PXP 9 B N5 ch

The latest "fashion" in the spirit of this variation is 9.P-B3 first, and then if PXP, and only then, to play B-N5ch. It leaves matters of development more in doubt for both sides.

K B1 10

Interposing the Bishop at Q2 is safer, and usually leads to an ending in which key posts along the QB file decide the issue. A riskier game results from K-B1, in which both sides will forego the luxuries of positional maneuvering for complications.

.... 10 B K2

But this lacks the sharpness of quick development, and actually slows down Black's game. P-QR4 would serve to restrain any action by White on the Queen-side (P-QR3 and P-QN4), when without loss of time Black could disengage his cramped forces. Better also than the text seems an immediate P-B3.

P KR4 11

With two purposes in mind: the development of the Rook via KR3 and the delaying, if not preventing, of Castling Kingside. For 10. ... Castles would be met by BxPch and N-N5.

.... 11 P B3
 N B4 12 N N5

Certainly more promising is PXP followed by P-K5 if White plays NxP(6). The Knight is temporarily out of the crucial action.

B N1 13 P B4
 P N4 14

Also R-R3 and R-N3 continue the attack well, but the opening up of the Kingside to the Knights is a more attractive idea, and is justified by the following:

.... 14 PXP
 N N5 15 N B1
 N R5 16 P N3
 N N7 ch 17 K Q2
 P R5 18 PXP

After R-KN1, 19. P-R6, etc., it would be next to impossible for Black to work out a plan of development. But now, in spite of the overwhelming appearance the White pieces give, Black still has a fighting game left.

N7xRP 19 N B3
 N B7 20 R KN1
 N B6ch 21

Also the quieter B-K3 was good.

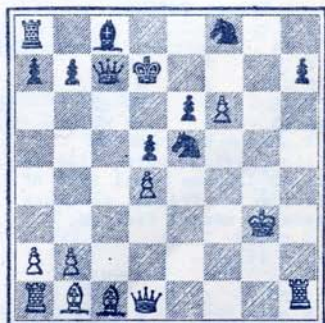
.... 21 BxN
 PxB 22 P N6

A valiant and almost successful attempt to turn the tide. Black rightly avoids the tempting QxP because of QxQ, NxQ; 24. N-K5ch followed by P-B7 and B-R6, with murderous effect.

PXP 23 RXP
 K B2 ! 24 Q B2

An unfortunate oversight in an exciting and difficult position finally wrests a concrete, material advantage for White from this wide-open setting:

N K5ch ! 25 NxN
 KxR 26



Ironical enough: the Knights in the Black camp have died laying bare the Kingside, and now His Majesty Himself steps forth to make the decisive capture, amid the discovered checks of a middle game combination!

.... 26 N Q6 ch
 K B3 27 NxB
 QxN 28 QxQ
 RxO 29 K Q3
 K B4 30 B Q2
 R R1 31 R K1
 R R5 32

To prevent P-K4.
 32 R B1

BxP 33 B K1
 If Black exchanges off White's Bishop so as to gain the seventh rank, the passed pawn becomes too strong. For example, NxB; RxN, R-B7; R-KB1! and the threat of K-K3 followed by RxB and P-B7 is very strong.

R R6 34 R B5
 K K3 35 B B2
 B Q3 36 R B1
 R KNL 37 K Q2

This only shortens the winning process to a sharp finish.

R N7 38 K K1
 R R8 39 R B8
 B N6 ! 40

Simple and decisive play.

.... 40 BxB
 R K7 ch 41 Resigns

After K-Q1, White mates in two moves. This and Currie's game in the second round with Gross were the most exciting and adventurous of the tourney. The co-operation of the pieces in the above game was a beautiful spectacle.

SONOMA CHESS FESTIVAL, 1953- B.
 R. Schwab, Col. M. Schofield,
 Richmond Travis AFB

French Defense

P K4 1 P K3
 P Q4 2 P Q4
 N QB3 3 N KB3
 P K5 4 KN Q2
 N B3 5 B K2
 P QR3 6 P QB4

With his previous move White is committed to some novel idea of countering the French, as Black proceeds in normal fashion.

P QN4! ? 7

And here it is -

.... 7 PxNP
 PxP 8 BxP
 B Q2 9 N QB3

What has White to show for that gambit Pawn? He has prevented a collapse of his advanced center by deflecting Black's QBP, and he has open lines on both sides of the board. As in most gambit continuations that are unusual, the "receiver" may imagine that he has really "won" something - which is a psychological advantage for the "giver". But here Black could safely consider the game his, for he has no weaknesses as yet and easy developing. Yet the game soon takes on that "free-for-all" quality of ping-pong play. But it must be re-

membered what the timelimit is.

B Q3 10 Castles

A serious and common mistake is made by Black and overlooked by White. For now 11. BxPch, followed by N-N5 would embarrass a Black Monarch!

N QN5 ? 11 B K2
 P KR4 12 P B3
 Pxp 13

Again the Bishop sacrifice will work, but with more complicated features, involving the offer of the Knight at N5 to open the KR file, all familiar in a French.

.... 13 NxBP
 P R5 14 B Q2
 P R6 15 R B2
 Pxp 16 RXP

Black has weathered the worst - but only because of White's insistence on a simple line. N-N5 instead of Pxp would put Black to the test.

N N5 17 P K4
 Pxp 18 NxP
 Q K2 19 NxB
 QxN 20 Q QB1
 QN B3 21 B B4
 Q B3 22 Q Q2
 QR R5 23 N N5
 RxQP 24 N Q4 !
 RxN 25

White avoids Q-B4, BxN; 26.QxN, R-Q1!, etc.

.... 25 BxN
 BxB 26 RxB
 P N4 27 Q N2

Here Black overlooks the natural move R-K1, when he would remain on an equal footing.

RxB 28 R K1 ch
 K B1 29 RxB
 Q Q5 ch 30 K R1
 R B7 31 R K8 ch
 KxR 32 QxN
 Q Q2 33

K-B1 would allow the King to avoid checks after one more, and would leave Black "moveless".

.... 33 Q R8 ch
 K K2 34 Q K4 ch

Now it's Black's turn to miss a win with R-K5ch and QxRch!

Q K3 35 R K5
 RxP ch 36 K N1
 RxP 37 RxQ ch
 PXR 38 Q K5
 RxP 39 Q N7 ch

and drawn by perpetual check. A game typical of the energy and enthusiasm that is put into the play of this event. Only a poor sport - or a good player - can hang onto a gambit Pawn! (Notes compiled from Richmond players.) From the same event:

Here, P-QR4 came into consideration, with complications!

....	21	QxP ch
K Q3	22	P B4 !
R QB1	23	R Q2 ?

For here BxP! was the move, as it carries with it the terrific threat of B-B5ch.

Q B5	24	B B1
K K3	25	RxN
Q B1	26	B Q4

Both players are in time pressure in the following rapid exchange of chances. Black goes from a won to a lost position - but.... (1)

K B2	27	Q R4
R Q1	28	R QB3
Q Q2	29	B B4 ch
K N3	30	R Q3
R QR1	31	Q B2
RxP	32	P N4
K R2 ?	33

It is White who stumbles: now, or earlier, he could have won - in this case by RxR, QxR, followed by K-R2.

....	34	B B3
Q N2	35	RxR
BxR	35	QxP ch
P N3	36	Q K6
Resigns	37	

(Notes by J. Schmitt; Bay Area readers may remember Jim as the former Mechanics Institute Champion.)

CALIF. STATE CHAMPIONSHIP, 1953.
R. Burger H. Steiner

Ruy Lopez

P K4	1	P K4
N KB3	2	N QB3
B N5	3	P QR3
B R4	4	B N5

The so-called Alapin's Defense, rarely played, might be better called the "Steiner Defense", a name that would certainly be to the point in these parts! Herman has played it against everyone, Grandmaster or amateur. It has the object of avoiding book lines, and the bizarre B*N5 is more logical than it looks. The "refutation" has not been shown at any rate.

Castles	5	KN K2
P Q4	6	PxP
NxP	7	Castles
B KN5	8	P KB3

"I like to experiment," Herman says. He played Q-K1 in these positions at the recent Mar Del Plata Tournament. P-E3 creates

a weakness at K3, but it has the advantage of being more aggressive: another Steiner trait!

B K3	9	N K4
P KB4	10	N B2

The Knight finds a comfortable - if not adventurous - home here; a risky spot was QB5, but it seems secure enough after P-Q4 in answer to B-N3.

P B4	11	P B3
------	----	------

He will not be bullied into giving up the possibility of P-Q4!

P QR3	12	B R4
P QN4	13	B B2
N QB3	14	P Q4

And so the center will be traded off the board, leaving White the advantage of a freer game.

BPxP	15	PxP
PxP	16	NxP
NxN	17	QxN
R B1	18	B Q3

Not the best, as it turns out. A simple and effective move was to N3 instead.

R K1 !	19
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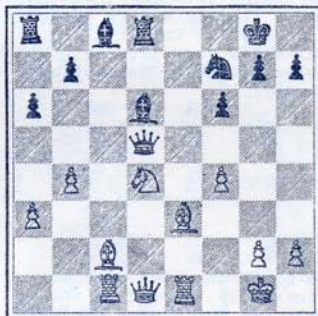
The best move of the game, which posed quite a problem. The Rook protects K3 and seizes a critical file, onto which the enemy Q will be driven.

....	19	R Q1
------	----	------

This move should lose by force - but both players overlooked the crucial line: KB2 is too weak.

B N3	20	Q K5
B B2	21	Q Q4

Final position:



Here a draw was agreed. But the win for White was possible after B-N3, Q-K5; 23. BxNch, KxB; 24. RxB1, KRxR; 25. Q-N3ch, K-B1 (if K-N3 he is soon mated, and loses the Queen after K-K1); 26. N-K6ch K-K1; 27. B-B2, Q-N3; 28. P-B5, Q-R3; 29. N-B5ch, K-Q1; 30. Q-N8 ch, 31. Q-B7ch, and 32. QxP mate.

We are happy to have on hand some games by our less-famous Juniors, who can well become the "Curries" of tomorrow. (Need we mention our own Bob Currie finished with an even score in the State Championship this year?) The games below are not for the anthologies, but seem to be typical of Junior blunders, "brainstorms", and brilliancies:

C. Fontan Dr. Kupka

P Q4 1 P Q4
 P QB4 2 P QB3
 N KB3 3 N KB3
 N QB3 4 P K3
 PXP 5 KPXP
 B KN5 6 B K2
 Q B2 7 P KR3
 B KB4 8 B K3

An unusual place for the Bishop, since to counterattack Black must use the K-file. P K3 9 QN Q2 B Q3 10 R QB1 P QR3 11 P QB4
 The point: Black has ideas of his own: to open the game up before White makes the "minority attack". A more cautious plan - and with his following move Black shows no concern for caution, - was Castles, and then P-QB4.

PXP 12 NxP
 B N5 ch 13 K B1
 Here we go!
 N Q4 14 N4 K5
 Q Q3 15 NxN
 Pxn 16 N K5
 Was Q-R4 better? In that case White will play NxB and B-K5. Nx B ch 17 Pxn
 P B4 18 Q R4ch
 Here PXP was better: for example, (1)QxN, then Q-R4ch and QxB, with a good chance - if not the best. Or: (2)BxP, Q-R4ch; K-K2, Rx B?; QxR, Q-Q7ch!; K-B3, QxPch; KxN and QxNPch follows. The White King would be sent on a "world visit", anyway!
 K K2 19 P QR3

This apparently 'shot-in-the-arm', difficult counterplay is right up White's alley. If Black could fore-see the consequences, he might still go after

the preceding note.

B Q7 20 RxP
 BxKP 21 R B6
 QxP 22
 Dangerous as it may look, White's King is quite safe now. 22 R B7ch
 K B3 23 N Q7ch
 After RxPch, KxN1 A refuge in the midst of the fighting.
 K N3 24 QxQ
 Q-B6 held more hope for Black. White is able to finish him off more quickly in the endgame than in the middle game!
 BxQ 25 P QN4
 KR QB1 ! 26 R B4?
 RxR 27 BxR
 R Q1 28
 Winning a piece. B1 was also a good, if not better, winning square for the Rook move. Black waited a few more moves to resign.

G. McClung P. Mac-
Donald

P K4 1 P K4
 N KB3 2 N QB3
 B B4 3 B B4
 P QN4 4 BxP
 P QB3 5 B B4
 What is the best to play against the Evans Gambit? Probably B-R4....
 P Q4 6 B Q3
 Certainly not this!
 Castles 7 P KR3
 B Q5 8 KN K2
 PXP 9 NxP
 NxN 10 BxN
 B R3 11

One way to refute a clumsy move like #6 is to develop rapidly and hold back your opponent. This White does with the simplest means. The threat of P-KB4 was

the point of White's previous play; Black cannot Castle...

.... 11 Nx B
 QxN 12 P Q3
 P KB4 13 P QB3
 Q Q3 14 B B3
 P K5 ! 15 PXP
 QxQch ? 16
 Here White loses his nerve. Q-K3 was the killer! Even so, he manages to secure an even endgame with a temporary initiative instead.

.... 16 BxQ
 PXP 17 B K2
 BxB 18 KxB
 N Q2 19 R K1
 An ill-fated plan in an obvious situation which calls for R-Q1 or B-K3. White makes the most of his opportunity.

N B4 20 P QN4
 N Q6 21 R Q1?
 Continuing his idea of allowing Black to settle on Q6, and to undermine him. What he doesn't see is a check by the Knight: RxP ch 22 K K3
 RxNP 23 R B1
 Where he should have gone in the beginning. Of course KxP is met by N-B7ch.

R N6ch 24 KxP
 R K1ch 25 K Q4
 RxP 26 B N5
 P B4 ch! 27
 A neat exchanging idea finishes up.

.... 27 PXP
 NxP 28 KxN
 R K4 ch 29 K B4
 Rx B 30
 With two united-Pawn threats, the rest is easy, though long. A pleasing game, with all its blunders! On the fifty-sixth move Black resigned. This game was played in a Chess Friends' match.

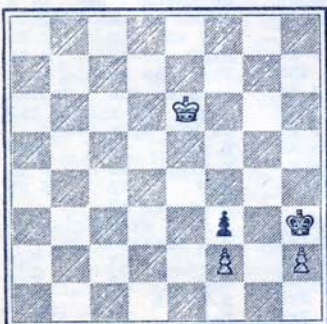
COMPOSITION

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

HOW ENDINGS ARE BORN

In our previous article we noticed how the King has the usual attacking power of the men under His command, that is, the option of doing two things with his move. The King can menace two enemy men, or he can attack two points with a threat only, or he can frustrate an attack, or he can "out-tempo" his opponent while maintaining his dominating position. These stratagems are the ingredients of an ending where the Kings play the leading roles.

The word "ending", however, can mean several things. And in many so-called endings the King is only a spectator. These are better called "tasks", as their occurrence in practical play is rather unlikely. Endings, pure and simple, are best defined as positions in which the King can take an active part. Accordingly, to find out how endings are born we may simply observe what attacking chances, or defensive chances, the King may have in a given position. By balancing a chance against a chance, a level position, such as follows, may be reached:



-Quoted from Grigorief

White's material preponderance looks to be cancelled completely by Black's King position and advanced Pawn. In fact, with Black to move, both Pawns would

fall to the Black Monarch. But let's suppose it is White's option to move, and see if such a turn will balance the position.

Thus: 1. K-B5 KXP
2. K-B4 K-N7
3. K=K3 and, lo and behold, it is White who captures the lead Pawn and wins!

Yet there is a sneaking idea that Black hasn't played it courageously enough. Instead of grabbing the Pawn at R7, he may go after the one at B7:

1. K-B5 K-N7 !
2. P-R4 KXP
3. P-R5 K-K6
4. P-R6 P-B7
5. P-R7 P-B8 (Q) ch!

And now Black wins! If White is worth his salt he will see that his trouble came from playing a bit too fast on his first move, when he moved on the file where he would be checked as the Pawn Queened. So he tries:

1. K-K5 K-N7
2. P-R4 KXP
3. P-R5 K-K6
4. P-R6 P-B7
5. P-R7 P-B8 (Q)
6. P-R8(Q) Q-QR8 ch! and

White loses his Queen! Alas! A move too late each time! White must keep his King off the long diagonal as well as the Bishop file. One more chance...

1. K-Q5 ! K-N7 !
2. P-R4 KXP
3. P-R5 and White draws

as he too gets a Queen.

Such is the story of a typical little ending. The win hovers from one side to the other, when at last with accurate play the proper balance is achieved.

Notice that the theme here is the King avoiding attacks as he moves one square closer to a point of attack of his own, the Pawn at his K63. Not only must he make this double attack with great exactness, but also well in advance of the final result.

This is the way endings of the simple type are born. When pieces become involved, a King must sometimes step aside, even though he cannot really be ignored.

ACQUIRING A TASTE FOR THE TWO-MOVER

There is surely a chessplayer of your acquaintance who is fond of chess problems; but he is easily outnumbered by those who ignore problems except for brief solving competitions. The average player complains that problems are too technical, abstract, or whimsical - not practical enough. They have scarcely anything to do with over-the-board competition, and besides, there are enough problems in a game of chess to keep them busy!

All of us revere Paul Morphy, but few of us remember Sam Loyd, an equally legendary figure in problem-composing. We follow avidly the progress of Sammy Reshevsky, Larry Evans, the Byrne brothers... but we have scarcely heard of Vincent Eaton, Eric Hassberg, Julius Buchwald. Problemists simply do not interest the public, and as a result they receive little publicity. Perhaps this is to be expected as a general rule: but the sad part of it is that in this country the scarcity of problemists is notorious, as compared with other countries. At one time in our history we were the world-beaters in problem composing. As late as the New York tournament of 1924 a problem-solving competition was held in conjunction with the Master Tourney, in which two amateurs came ahead of Reti and Alekhine! The young prodigy Reshevsky was one of the competitors! Nowadays such competitions would be laughed at.

Perhaps we have forgotten how the masters of old turned to the chess problem for a diversion from the strains of practical play. A list of all the great players from Morphy to Botvinnik would hold a host of composers, of whom Reti, Lasker, Duras, Mieses, and Spielman are most famous. Just recently, at the beginning of the match between Reshevsky and Najdorf, a problem was dedicated to the American by Arnaldo Ellerman, probably the world's greatest living composer, and was graciously accepted. But the rising generation will have no part of this sentimentality, so it appears! Evans remarked about the frivolity of chess problems lately, and the only counter came from Charles Jacobs. After naming Capablanca, Pillsbury, Maroczy, Marshall, Janowski, and Lasker as some examples of solvers, he said that Evans is "eating a good steak dinner in his game and end-game play, but he has been missing the most delicious of all desserts - the chess problem."

What is this most delicious of all desserts, and how can players acquire a taste for it?

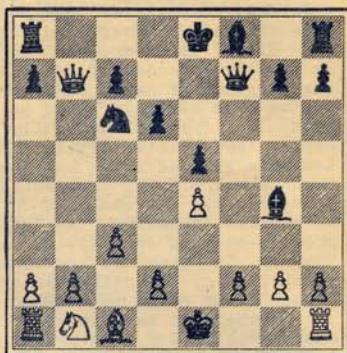
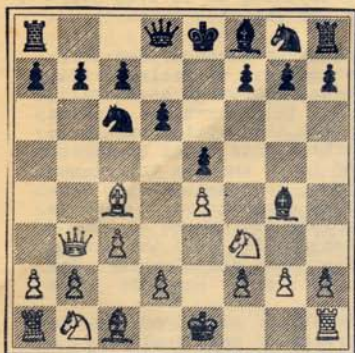
It all goes back to the fact that the number of possible positions on the chessboard are limited. Remember when Capablanca was in favor of devising new rules for the game, to "free it from those restrictions which someday will doom chess"? We are not too afraid of exhausting all the possibilities of chess nowadays, but it is a fact that such possibilities are not infinite. It is on this reasoning that mathematicians have claimed that a machine theoretically can play perfect chess: which it can, could it be but fed all the variations possible in a game. And every time you play a game, you are exhausting one more possibility. Of course, your game might be an exact replica of some earlier, forgotten game; but you like to imagine that some well-played game of yours is entirely new, that it is a fresh contribution to the collection of successful games. This is exactly the spirit that prompts a composer to inspect the possibilities of a certain position. He wants to find the same thing a player looks for in his games, except that he starts from positions that might never come up in a game, so he has a larger field.

It is indeed a small player who rejoices only in the final result of a game, whether he won it from memory of another game, or a "fluke" tossed it to him. It is an ideal player who enjoys putting something of his very own invention into his games, and adds a new possibility, or tries to, every time he plays. Give this player an idle moment from practical play and he will be a problemist.

How this spirit of inventiveness can lead to a taste for the 2 move chess problem will be hinted at in the next article.

CHESSE IN SLOW MOTION: Follow the pattern of the game between Rodzinski and Alekhine, Paris, 1913...

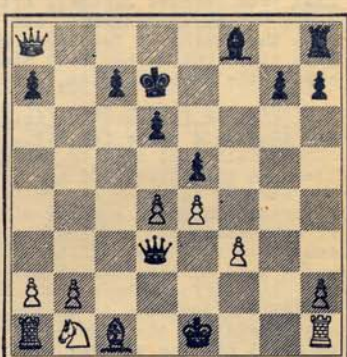
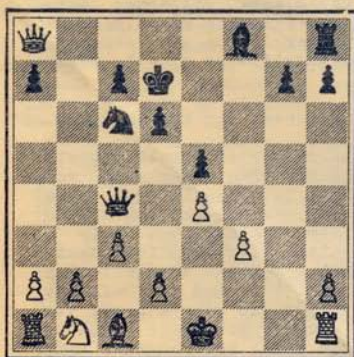
- | | | | | |
|----------|-------|--|----------|------|
| 1. P-K4 | P-K4 | | | |
| 2. N-KB3 | N-QB3 | White goes after a Pawn,
and snares the exchange: | 5. | |
| 3. B-B4 | P-Q3 | | 6. N-N5 | Q-Q2 |
| 4. P-B3 | B-N5 | | 7. BxPch | NxB |
| 5. Q-N3 | | | 8. NxN | QxN |
| | | | 9. QxP | |



For Black's reply, upper right:

For Black's reply, lower left:

- | | | | | |
|----------|--------|--|----------|--------|
| 9. | K-Q2 ! | | 12. | N-Q5 ! |
| 10. QxR | Q-QB5 | White has given away a
Bishop. What's next? : | 13. P-Q3 | QxQP |
| 11. P-B3 | BxP ! | | 14. PxN | |
| 12. PxB | | | | |
| | | | | |



For Black's reply, to the right:

- | | |
|----------|-----------|
| 14. | B-K2 ! |
| 15. QxR | B-R5 mate |

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