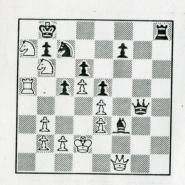


11 PM. AT FREMONT COMMUNITY CHURCH (LEFT SIDE ENTRANCE), 39700 MISSION BLVD. NEAR STEVENSON.

MAILING ADDRESS: HANS POSCHMANN, 4621 SENECA PARK AVE. FREMONT, CALIFORNIA 94538 EDITOR: DAN MCDANIEL

DECEMBER 1982

# LERA GOES GAGA OVER US



Loyd - Rosenthal Paris 1867

White to move and mate in four, and a very pretty finish too!

## FEARSOME FOES

Demonstrating a subtle grasp of positional niceities, five members of the Fremont Chess Club withstood all challenges to finish in the middle of the pack.

Entered in the recent LERA tournament, Jan Olsson and Ed Sheffield collected three points apiece out of six possible in the A section, while the bumbling B's boasted Dan McDaniel 31/2, Hans Poschmann 3, and Paul Friedrich 21/2.

#### HANS TURNS "PRO"

Poschmann became the second club member to turn "professional" in as many newsletter issues by finishing in a four way tie for first as the top B player at Mechanics Institute.

In an open tournament, Hans had three wins and two losses to grab \$50.00. This amount of cash is much more impressive than \$30.00, which the club's other "pro" got.

#### PAY UP, TURKEYS

Dues for club membership are payable the first Friday in January. \$6.00 will keep everyone of the powers-that-be happy until July.

Since this averages out to less than 25¢ per meeting, it shouldn't be too hard to get financing at your local bank.

# games to laugh by

Here are some games from the LERA matches.

Hans Poschmann (1724) D. Harris (1607)

1)	Nf3	Nf6
2)	e3	c5
1) 2) 3)	c4	Nc6
4)	d4	cd
5)	ed	d5
6)	Nc3	e6
7)	Bg5	Be7
8)	a3	0-0
9)	Be2	Ne4
10)	Be7	Nc3
11)	Bd8	Ndl
12)	Rdl	Rd8
77)	- [	

White has come out of the simplifications with one advantage, a queen side pawn majority. His king is also closer to the center.

14) b4 bc

Correct. Keeping the majority and not opening a file for black's rook.

a6 16) Nd5 Nd4 17) Rd4 Bd7?

Black should get in e5!, mobilizing his pawns and freeing his bishop.

18) f4! Bb5 19) Kd2 Be2 20) Ke2 Rdc8 21) Rel a5 22) Kf3 ab 23) ab Ra3+ 24) Re3 Ra4

After previously trading everything in sight to get to the end game, black decides he doesn't like his chances after all, and keeps his rook.

25) Rh3 Kf8

Rb3 Kf8 26) Ke3 Ke7 27) Rd2 Rca8 28) Rdb2 Ra3 29) b5! Rb3+ 30) Rb3 Kd7 31) Rb4 Kc7 f6 g4

Both players are seeing to the saftey of their king side pawns. The issue, however will be decided on the queen side.

33) Kd4 Ral 34) b6+ Kb7 35) c6+! Kb8

The c pawn can be taken only if black wants the b pawn to queen.

36) b7?

White almost gives it away. Kc5!! wins. Of course I could be wrong.

Rcl 37) f5 Rc6 38) fe Re6 39) Kd5 Re7 40) h4 Rb7? 41) Rb7 Kb7

White's king position is stronger than black's potential passed pawn.

42) 43) Ke6 Kc6 Kf7 h5 44) f5 gh 45) Kg7 46) **f**3 h6 47) f2 h7 h8(Q) f1(Q) 48) 49) Qe8+ Kd6

50) Qf8+

And black resigns as the h pawn wins.

### SOLUTION TO THE PUZZLE

33) Qc3!! Qc3, 34) Nd7+ Ka8, 35) Nc6++ Na6, 36) Nb6 smothered mate!

More LERA.

Bob Wheat (1695)
Dan McDaniel (1696)

1) d4 Nf6 2) c4 e6 3) Nc3 Bb4 4) Bg5 d5

The underlying theme of the Nimzo-Indian. Black wants to prevent e4.

5) e3 0-0 6) Rcl c6 7) Bd3 Nbd7 8) Nf3 Qa5 9) a3??

White should castle. This move loses at least the exchange. Can you find it before you read on?

The editor will publish your game too, if you remember to give him a copy that is legible and not too boring.

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Wheat/McDaniel (Continued)
                                                        h3
                                                                     Nd7
     9)
                       Bc3+
                                                   10)
                                                        b3
                                                                     Rf6
    10)
                       dc!
         Rc3
                                                   11)
                                                        Ne2
                                                                     Rh6
    11)
         Bc4
                       Ne4!
                                                   12)
                                                        Be4
                                                                     fe
    12)
                       Ng5
         Qc2
                                                   13)
                                                        Nh2
                                                                     Nf6
Winning a piece in broad daylight.
                                                   14)
                                                        £3
                                                                     Bh2+?
    13)
                       Nf3+
                                                   15)
                                                        Kh2
                                                                     ef?
    14)
                       Qg5
         gf
                                            Two positional mistakes in a row give
    15)
                       Nf6
         Ke2
                                            black a permanately cramped game. He
    16)
         h4
                       Qh5
                                            first trades his good bishop for a
                       e5!
    17)
         Qbl
                                            badley placed knight, then opens a
    18)
                       Qe5
         de
                                            diagonal for white's queen.
16) Rf3 Ne4
    19)
        Rccl
                       Bf5
All of black's moves are simple and
                                                   17)
                                                        Ba3
                                                                     Rf6
strong, with an eye towards either
                                                   18)
                                                        Rafl
                                                                     Bd7
trading down, or if white refuses
                                                   19)
                                                        Rf6
                                                                     Nf6
to trade, then to gain space.
20) Qa2 Rad8
                                                   20)
                                                        Bd6
                                                                     Qa5
                                            Pawn hunting when no pawns are there.
    21)
                       Be6
         Rhgl
                                                   21)
                                                                     Be8
                                                        Ng3
    22)
                       Bc4+
                                                   22)
         Rg5
                                                        Rf4
                                                                     Bg6
    23)
         Rc4
                       Qd6
                                                   23)
                                                        Qf2
                                                                     860
                       Rfe8
    24)
         Qc2
                                                   24)
                                                        c5!
    25)
        Rd4
                       Qe6
                                            The bishop is all powerful here.
At this point, white had used 78
                                                                     Qe8
minutes, and black just 27.
                                                   25)
                                                                     Rd8
                                                        Qf3
    26)
         Rf4
                                                   26)
                                                        Be 5
                                                                     Nd7
    27)
         Rgl
                       Red8
                                                   27)
                                                        Bc7
                                                                     Rc8
    28)
         e4
                                                   28)
                                                        Bd6
                                                                     Nf6
The remaining eight moves of the
                                                   29)
                                                        h4
                                                                     h6
game are forced, as black will
                                                   30)
                                                        Ne2
                                                                     Be4
mate or win one of the rooks.
                                                   31)
                                                        Qh3
                                                                     Bf5
                       Rd2+
                                                        g4
                                                   32)
                                                                     Bg4?
                       Rd2+
         Qd2
                                                   33)
                                                                     Ng4
                                                        Rg4
    30)
         Kd2
                       Qa2+
                                                   34)
                                                       Qg4
                                                                     Qf7
    31)
         Kd3
                       Qa3+
                                                   35)
                                                        Nf4
                                                                     Re8
    32)
         Kc4
                       b5+
                                            Black has no counterplay. White's
         Kc5
                       Qc3+
                                            minor pieces are too much.
         Kd6
                       Qb4+
                                                   36)
                                                        Kg3
                       Qc4+
         Kc6
                                                   37)
                                                        Nh5
                                                                     Qg4
                                                   38)
39)
        Kd6
                       Ne8+
                                                        Kg4
                                                                     Kf7
And white has had enough. If Ke5,
                                                        Nf4
                                                                     b5
Qc5 mates and if Ke7 or Kd7 then
Qe6+ 38) Kd8 Qd6+ winning the rook.
            * * * * *
                                                                 會 1
Jan and Ed paired up at LERA.
                                                          t Q t
                                                                      1
Jan Olsson (1962)
                                                         1 验 1
Ed Sheffield (1848)
                                                                 习由资
         d4
                       d5
     1234567
         Nf3
                       е6
                                                       五
         c4
                       c6
         e3
                       Bd6
```

Nc3

Bd3

0-0

Qc2

f5

Nf6

0-0

Ne4

White to make his 40th move. Black's rook is next to useless.

Olsson/Sheffield (Continued)  40) h5 a5  41) Ng6 Rc8  Black's only hope is to sacrifice a pawn or two so his rook can get into white's backfield. Otherwise he is doomed to passivity.  42) a4?  Giving black a chance to open the b file, but	By doing this, black releases the tension and lets white go on the offensive.  16) Ng5 Qc6 17) Bh7+ Kh8 18) Be4!! Ne4 19) Qh5+ Black resigns. A cheapo, but slick.  * * * * * * * * * *
Ke8  43) Ne5 ba  44) ba Kd8  45) Kf4 Ke8  46) e4! de  47) Ke4 Kd8  Black can only wait for the blow  to fall.  48) Nc4 Ke8  49) Nb6 Rd8  50) Bc7 Rd5  51) Nd5 ed+  52) Ke5 Kf7  53) Ba5 g6  54) hg+ Kg6  55) Bd8 Kf7  56) a5 Ke8  57) a6  And black gives up the ghost.  * * * * * * * *  Dan McDaniel (1696)  Hans Poschmann (1724)	Your Embarrassed Editor (1696)  Ed Sheffield (1846)  1) d4 d5  2) c4 e6  3) Nc3 c6  4) Nf3 Bd6  5) e3 Nd7  6) Bd3 f5  7) Qc2 Ngf6  8) O-O?  As this shows later, a clear case of castling into it. Ne4  9) cd ed  10) a3?  Common sense demands that Be4 eliminating the strong knight, but white is loath to part with the two bishops and doesn't like the idea of no pieces near his king.  All his instincts say in neon lights twelve feet high "ATTACK IS COMING".
1) d4 Nf6 2) Nf3 e6 3) e3 b6 4) Bd3 c5 5) Nbd2 d5 6) c3 Bb7 An interesting idea here is Ba6, and white is forced to give up his good bishop or forego castling. 7) Qe2 Preventing that for good.  Be7 8) 0-0 Nbd7 9) e4 de 10) Ne4 0-0 The king feels slightly insecure. 11) dc Nc4 12) Nf6+ Setting up the position for his	Gaining useless space.  Rf6  12) Bb2 Rh6  13) Ne2 Bh2+!!  All of white's instincts now say "ATTACK IS HERE".  14) Kh1 Terrible. But what can he do? If Nh2, then Qh4 with mate to follow.  Bd6+  15) Kg1 Ndf6  16) g3 Ng4  Black has an embarrasement of riches. Anything he wants to try works.  17) Kg2 Nef2!  18) Rf2 Ne3+ White resigns. A true oogie.
17th move.  Bf6  13) Bc2 Ba6  14) c4 Qc7  15) Rb1 Bb7?	Lecturer and teacher Richard Shorman visited the club and spent three hours with us. His advice was: "DON'T MAKE MISTAKES". White obviously didn't pay attention.