



KOLTY'S

NOTES

No. 1

MARCH 1957

MEMORIES

The other day, I found a suitcase in my mother-in-law's cellar, which contained pictures, newspaper clippings, tournament programs and hundreds of games in print and longhand, all of the days of yesteryear when I was a beginner, strong amateur, and then professional in Europe, Central and South America. Each game, each newspaper clipping, each picture brought forth a memory of my younger days (and who doesn't dream once in a while?) with its bitter and sweet moments.

On April 5, 1922, the following game was played in Antwerp.

White: Sapiro and Cats.

Black: Berenblum and Koltanowski.

IRREGULAR OPENING

1.P-K4	P-K4	10.P-KB3	Q-N1 (f)
2.N-KB3	N-QB3	11.PxP	BxN
3.B-K2(a)	P-KB4(b)	12.PxB	NxP
4.P-Q4	BPxP(c)	13.Q-R5ch	P-N3
5.NxP	N-B3	14.Q-R6(g)	B-B4
6.B-KN5	P-Q4(d)	15.Q-N7	Q-N3ch(h)
7.B-N5(e)	B-Q2	16.K-R1	NxB(i)
8.BxQN	PxB	17.QxRch	K-Q2
9.0-0	B-Q3	18.QxR(j)	N-R6

White resigns (k)

(a) A real Saperian move! Sapy, as he was fondly called, had a knack of surprising his opponents with novelties in the opening, and was one of the most dangerous opponents in my youth. The many games we played together at the Antwerp Chess Club kind of helped me in later important tournaments. You see, Sapy had a great weakness . . . he would never, if at all possible, exchange Queens, even if it cost him a pawn. This knowledge certainly helped! (b) Seeks counter chances right away. Safer would have been N-B3. (c) And it is turning into a slugfest already! Which pawn is now best to take? (d) P-Q3 here was much better. (e) And White now has the advantage. (f) Getting out of the pin at the expense of a lot of material, which should have cost the game. 10.0-0 was best for Black. (g) Doesn't look as if Black can do much against the threat Q-N7. . . (h) Important check as events will prove. The combination that follows, shows that the Black's outsmarted their willy opponents. (i) Not 16. . . N-B7ch; 17.RxN,QxR; 18.Q-K7 mate. (j) Too greedy. 18.Q-N7ch,K-B1; 19.N-Q2 should win for White. Now he gets a million volt shock! (k) Q-N8ch, RxQ,N-B7 mate is threatened, and after PxN,B-K5ch leads to mate. Cute finish, even if I say so myself!

NEVER RESIGN TOO SOON!

Nestler and Staldi tied for the Italian championship and they will now play a match of four games, the winner getting the title of Campione.

White (Romi) King on KR1; Queen on KR7; Rook on Q7; Pawns on QR2, QB5, K6, KB7, KN2 and KR3. (9).

Black; (Staldi) King on KN2; Queen on KN4; Rooks on QB1 and KB3; Pawns on QR2 and K4.(6).

Position after 51. Q-R7ch.

Staldi was stunned with White's last move. It was brilliant and even diabolic... losing this game meant tying for first place. All kinds of evil thoughts went through his mind. . . what should have happened to Romi. . . why hadn't Romi stayed in Geneva. . . then, very reluctantly Staldi stretched out his hand. . . a sign of resignation. He congratulated his opponent on his surprising 51st move. He had the moral support in his resignation from all the master kibitzers present. The next morning though, Napolitana, one of the participants, showed to the consternation of Staldi, that: 51.Q-R7ch,KxQ; 52.P-B8-Qch,K-N3; 53.R-N7ch, K-R3! Black wins in all variations: (Try your hand at this!) Straight faced Romi thereupon remarked, it should read "51.Q-R7ch and White resigns". And the moral of this story? Never resign too soon. By checking the position very carefully you may surprise your opponents by finding a saving clause.

IGNORANCE OF THE LAW. . .!

During a simultaneous exhibition recently one of the games reached the following position:

White: G.K.: King on KB1; Queen on Q1; Rook on QR1; Knights on K4 and KB3; Bishop on QB1; Pawns on QR2, QN3; QB2; K5; KB2, KN2 and KR2.

Black: N.N.: King on QB1; Queen on K3; Rooks on Q1 and KN1; Bishop on KB1; Pawns on QR2, QN3; QB2; Q2; KN2 and KR2.

Black played in this position 1...P-Q4.

In my usual rush--but unusual error, I answered with 2.PxP e.p.

Now all Black had to do was to play 2...QxN and White would be lucky to get a draw.

BUT NO. . .Black insisted that my move was. . .of all things; ILLEGAL!

I stared at my opponent and then when I saw he meant it, I explained the "En-Passant" rule to him. If you have a pawn on the fifth rank, and an opponent's pawn jumps two squares from its original square, you have the right to take the pawn, as if the pawn had gone one square. (This has to be done immediately or you cannot do so any more.) He protested he hadn't known it--and when a kibitzer chipped in about giving the man a chance...I acquiesced...and didn't take "en passant". Thus I saved my Knight...and the game! BUT...WAS IT LEGAL?

EVER HEARD OF HAMPE AND MEITNER?

Well? Hampe was known as a sort of theoretician. You have a variation named after him in the Vienna Game: 1.P-K4,P-K4; 2.N-QB3,N-QB3; 3.P-B4,PxP; 4.N-B3,P-KN4; 5.P-KR4,P-N5; 6.N-KN5. More than that one cannot write about these chess masters. . .and yet--Hampe and Meitner played a fantastic game against each other in 1872. It is worth while bringing such brilliant efforts out in the open to our Twentieth Century chess fans.

WHITE: Hampe

- 1.P-K4 P-K4
- 2.N-QB3 B-B4
- 3.N-R4(a) BxPch
- 4.KxB Q-R5ch
- 5.K-K3 Q-B5ch
- 6.K-Q3 P-Q4
- 7.K-B3(b) QxKP
- 8.K-N3(c) N-QR3
- 9.P-QR3(d) QxNch(e)
- 10.KxQ N-B4ch

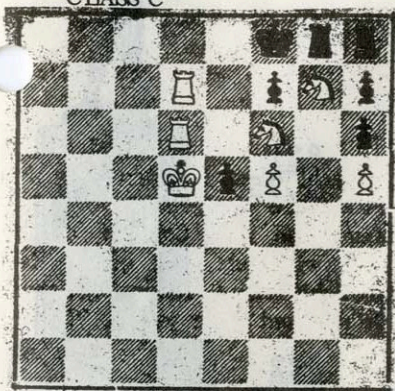
- BLACK: Meitner
- VIENNA OPENING
- 11.K-N4 P-R4ch
 - 12.KxN N-K2
 - 13.B-N5ch K-Q1
 - 14.B-B6(f) P-N3ch
 - 15.K-N5 NxB
 - 16.KxN(g) B-N2ch
 - 17.K-N5(h) B-R3ch
 - 18.K-B6(i) B-N2ch
- Drawn (j)

(a) This strange move gives us this extraordinary game. (b) if 7.N-QB3,PxPch; 8.NxP,B-B4 with strong pressure. (c) Only way to defend the knight. If 8.P-QN3, Q-Q5 mate. (d) What else? If 9.P-B3,B-Q2 or if 9.BxN,PxB with a dangerous open knight file. (e) Queen's sacrifice on the ninth move and no mate in sight! Incredible. (f) This to stop the mating threat of P-N3ch and B-Q2 mate. (g) Black threatened 16. . .N-Q5ch and B-Q2 mate. (h) Not KxB; K-Q2 and KR-QN8 mate. (i) Not 18.K-R4, B-B5 and 19. . .P-QN4 mate. (j) Black must check continually. A jewel from the Literature of Games!

SPECIAL SOLVING COMPETITION

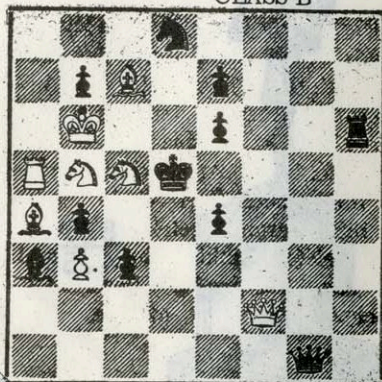
There are 5 Gold Medals riding on each of the following problems. You can enter any of the four competitions. (You can only win one medal, though!)

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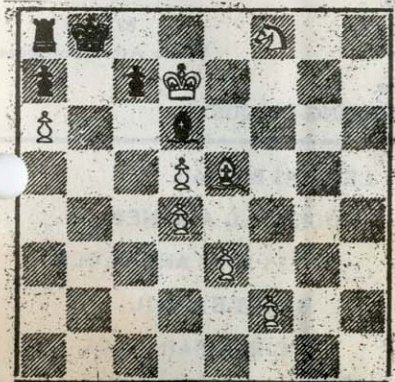


Mate
in
Two
Moves

CLASS B

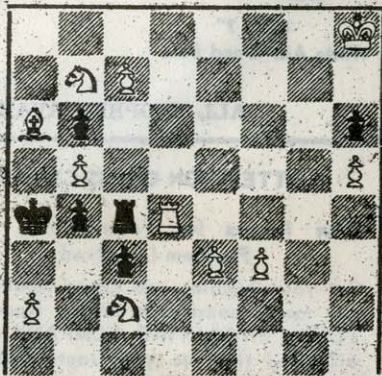


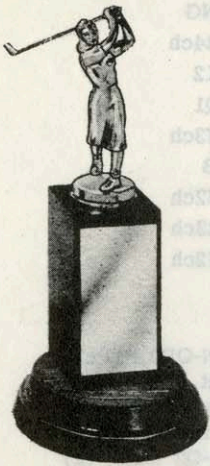
CLASS A



Mate
in
Three
Moves

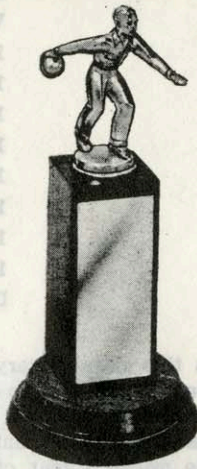
EXPERT





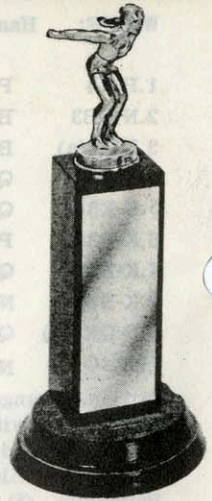
833A
5.00

833A - 8 1/2"
Frosted Charcoal
Wood Base



833B
5.25

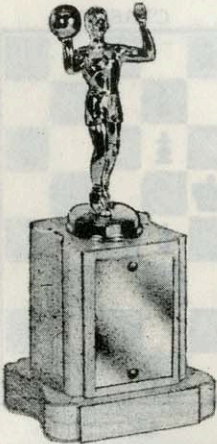
833B - 9 1/4"
Frosted Charcoal
Wood Base



833C
5.50

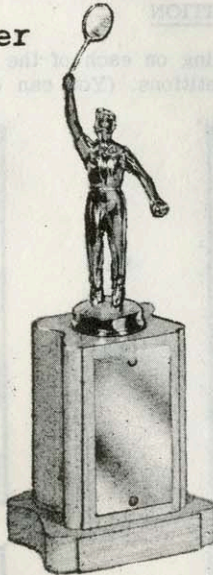
5 50 833C - 10"
Frosted Charcoal
Wood Base

Engraving 5¢ per Letter



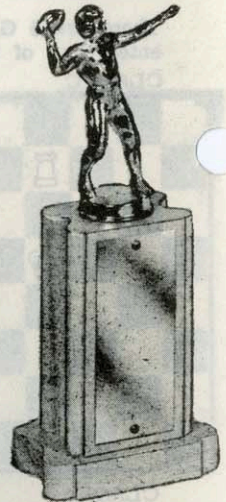
820
4.50

820 - 7"
White Ash Wood Base



821
4.75

821 - 8"
White Ash Wood Base



822
5.00

822 - 9"
White Ash Wood Base

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