## SACRAMENTO CHESS NEWS

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4th ROUND: FRESNO VS SACRAMENTO

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AT MODESTO ON DEC. 10th!!

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## WHAT IS THE QUICKEST POSSIBLE MATE? by Neil Austin

The recent controversy between Messrs. Burger and Gee has been followed with great interest by chess problemists both here and afar. Being strictly a neutral observer, one who never works problems, has not brains enough to compose them, but who recognizes their place in the Art of Chess, I will speak a very short piece. I cannot see the value of problems as a means to improving one's game, except, perhaps, to help one appreciate the power of the pieces. However, there are others of us not so gifted, who have long ago reached our capacities as players. If those can be means of problems develop another art using the same board and pieces, no other excuse for problems is needed. There are a few rare who are export in both branches, i.e. A. J. Fink.

All of which reminds me of a recent experience (apologies to Sam Loyd and Dr. Ralston). Not very long ago, I was watching a match between two very strong players (who shall go unnamed) in the Barton Chess Studies on Post St. The night was warm, and both players were looking longingly at the nearby refreshment stand (bar to you). Not being able to resist, I wandered in for a milk shake, thereby missing the conclusion of the game. Soon the erstwhile opponents joined me, and I was informed that White had won. Being sufficiently refreshed, I returned to the board and examined the final position.

The material is nearly even, but White has a positional advantage. Being a little rusty, I could see no reason for an immediate resignation unless Black was very thirsty. Then the obvious occurred to me but the win seemed a long way off with a lot of checks in the offing. Then I discovered a much faster ending. Now I knew why Black had resigned. Feeling very proud of myself, I glanced at the score. The end was even sooner than I had thought, and I decided that Black must have been very, very thirsty indeed. What was the move on the score sheet?

4 q 1 b 1 5 k p P R 7 8 4 p 3 B 7

6 K R

(Ed's Note: The position is correct! For the uninitiated, score is read as 4 spaces, black queen, 1 space, black bishop, 1 space. Letters represent pieces, CAPS for White, small case for black. Figures are empty squares. Hope you can solve this one!)

## THE CHESS DIAGRAM

Solution to #13 (in last issue) 8. Q-R4ch N-E3; 9. NxP QxN 10. BxNch N-Q2 and the Black quoon pays has vanished.

#14 in this issue illustrates one of the most important themes in winning chess. White has a won game but he still has to prove it, and sloppy play could lose the initiative. What is the easiest way to win?

Note: R. E. Russoll has a good idea in suggesting members contribute their favorite combination. Almost every one of us has a pet winning set up which we remember for years. Any such positions will be welcome candidates for the "Chess Diagram".

## COMMENTS by Flynn

Seven to Two! And the Sacramento Forty-Niners struck paydirt again. The Modesto Packers, a good solid team, were the victims this time, and they got took on their home grounds.

A few cloudbursts didn't slow us up at all. Even without such stalwart team players as Trousdale, Marianos, Talcott, Johnson, etc., we had an unusually strong group of chess fanatics making the trip.

We lost only two games and showed the spirit which wins team matches in several determined end-gume fights. Team Captain Milt Meyer seems to be rounding back into his old championship form again. It looked to me like our Team Colonels game. which involved a nice sacrifice of the exchange, was the most brilliant played at Modesto. All hail. Team Admiral Meyer!

Austin and Russell joined Heyer in the exclusive "Two to Nothing" Club. meaning they scored wins against both Pittsburg and Modesto. The addition of Dick Chapman strengthened the team, and Dick came through with his point. Ralph Stagg got into trouble early against Herb Betker, a strong player. But Ralph came out of it with a big bang, and was the winner of the first game to finish.

J. B. Gee and Dick McDonald were our only losers, and "de champ" took a lot of good-natured kidding on his first loss in three years of league play. But both our losers will probably be winners next time, so we couldn't bear down on them too hard. After all, who knows the is going to need sympathy later on?

Steve Spaulding was gunning for a win, even studied and reviewed openings just before the match. And, by gum, he got his win. Nice work, Steve !

I played my old friend, Lee Kerfoot (He's a rough man, Mcgee.) and got into trouble early. I sacrificed a pawn for a combination, but Lee took the pawn and broke up the combination too, and then I was in the soup. But I figured, Let's settle down, boy, and try that old Sacramento do-or-die. And wonders never cease, I came out of the hole.

Jim Hardy and Earl Waters made the trip and were loaded for Modesto Bear, but unfortunately we outnumbered them even on their own home grounds. Either Hardy or Waters were strong enough to play on the first nine, but they have not yet had the opportunity to demonstrate their ability in clock play, so the strategy was to go along with the regulars. And, even with the regulars, it was a difficult job to estimate who should play what board. Almost any man could have moved up a board or two without damage to the team.

Anyway, it was a successful match and indicates chess is on the upswing in SAcramento. Perhaps we can even surpass the previous high mark when Sacramento beat the Russians of San Francisco.

SHORT SMORTS: Jim Hastings beat me the odd game the other night, Well, they were all odd games, weren't they, Jim? But he won the odd "odd" game.

Many thanks to Bob Burger for his fine series of articles. Bob gets everybody to arguing about this point and that point, but there is no disagreement over the strength of his thought and his excellent powers of expression. Any magazine would have been proud of his Alekhine articles, and we can only hope that Bob will give us more.

Ralph Stagg gained a win over R. E. Russell in their adjourned game in the Newcomers' Tourney and now if Keiffer beats Stagg (and he's a piece ahead) it looks like a three-way tie for first place. How can the club lose? If we don't get one champ, we get three! \*\*\*\*\*\*\*\*\*

George Flynn did some advertising for us recently. The following article appeared in the Junior College paper: CITY CHESS CLUB EXTENDS INVITE: The Capitol City Chess Club has extended an invitation for interested members of the Sacramento Junior College student body to attend their meetings on Wednesdays at & p.m. in Room 202. Sacramento Y.M.C. A. Prospects Wanted Mr. George W. Flynn, of the Chess Club, has announced that the club would like to develop several outstanding young players in this area and they will cooperate fully with such prospects. But whether or not you are a future champion (like Jim Cross of UCLA), you will be most velcome at the Capitol City Chess Club.

			15-29-50	
	Second round con	tinued:	10.	
	San Jose		Stockton	
1.	Jerry Slavich	1.	Henry Strob	0
	Bill Adams	1.	Paul Hubbard	0.
	Bert Hueller	ī.	H. E. Mattingly	
4.	Francis Crofut	ā	Gensen Wong	À.
	H. O'Shaughnessy	0 1	Ben Louie	วั.
	Lyman Daugherty	1	John Jarvis	0. 1. 0.
7.	George Kirby	1	Ed Louie	0-
8.	J. M. D. Malig	ī	Marion Sanders	ŏ.
	Geo. Van Hooser	ī	Roy Kingery	o-
		<u> 기</u>	nog mangery	12
		- 45		-8
	Results of third	round	play on Nov. 19 (Oak	dale bye)
	Sacramento		Liodesto	,
. 1.		0 .	M. Jackson	1.
. 2.		1.	L. Davis	0 -
. 3.		1 -	H. E. Paul	0.
4.		1.	L. Kerfoot	0.
	A. R. Chepman	1.	J. Berry	0 -
	R. Stagg	1.	H. P. Betker	0.
	R. E. Russell	ı.	L. Krogness	0 -
	R. McDonald	ō-	Dr. C. J. Cook	1
	S. Spaulding	1.	L. Bennett	0.
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	San Jose		Fresno	
1.	W. T. Adams	1	K. Lamkin	1.
2,		ĭ	H. Kollman	- - - - - - - - - - - - - - - - - - -
	F. Crofut	ō	F. Pelouze	ĭ.
	G. Kirby	i	E. S. Cook	ī.
	L. Daugherty	1	K. Forrest	Š.
6.	L. Tolcott	ō	P. Lang	1.
7.		ĭ	I. Beck	ō-
	G. Van Hooser	1	R. Baker	0.
9.		ī	L. Legler	0.
		が10点1011 <u>1</u> 6	ar august	3
	Stockton		Pittsburg	
1.	H. Strob4	1.	A. Loera	0 -
2.	H. E. Mattingly	1 '	F. Olivera	0.
	TOTAL STREET,	- 127		

Games from the Sacto-Hodesto Hatch: Jackson vs Gee: 1. P-K4 P-K4 2. H-KB3 N-QB3 3. B-N5 P-QR3 4. B-R4 N-B3 5. O-O B-K2 6. R-K P-QN4 7. B-N3 P-Q3 8. P-B3 N-QR4 9. B-B2 P-B4 10. P-Q4 Q-B2 11. P-QR4 B-N2 12. QN-Q2 O-O 13. RPxP RPxP 14. N-B N-B5 15. RxR RxR 16. N-N3 R-R8 17. Q-K2 BPxQP 18. PxP B-R3 19. P-N3 N-N3 20. B-N2 RxRch 21. NxR N(3)-Q2 22. B-Q3 Q-N2 23. N-B2 N-K 24. N-N4 N-B2 25. N-B5 B-B 26. N-R6ch PxN 27. Q-N4ch B-N2 28. QxN N-K3 29. Qxqp N-B2 30. P-Q5 Q-B 31. N-B6 K-R 32. BxKP N-K 33. Q-B8 mate:

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F. W. Wienberg

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F. J. Escobar

H. Lansing

A. Pilhiard

S. Acquaviva

R. Tuson

P. Hubbard

Ben Louie

Ed Labrie

W. LeDoox

G. Wong

L. C. Woolfe

Board #Z, Paul vs Austin: 1. P-Q4 N-KB3 2. B-N5 N-K5 3. N-KB3 NxB 4. NxN P-K3 5. N-KB3 P-Q4 6. P-Q4 B-N5ch 7. N-B3 0-0 8. P-QR3 BxNch 9. PxB N-Q2 10. PxP PxP 11. P-K3 P-QB4 12. Q-B2 Q-K2 13. P-B4 BPxP 14. NxP PxP 15. BxP N-B3 16. 0-0 B-Q2 17. Q-N3 P-QN3 18 KR-Q QR-B 19. B-R6 R-B4 20. Q-Q3 Q-K5 21. QxQ NxQ 22. N-N3 R-B2 23. P-B3 B-R5 24. R-Q4 BxN 25. RxN R-Q 26. R-Q4 R(2)-Q2 27. RxR RxR 28. R-QB R-Q8ch 29. RxR BxR 30. B-B4 K-B 31. K-B2 K-K2 32. P-K4 B-R5 33. K-K3 P-B3 34. K-Q4 K-Q3 35. P-R4 B-Q2 36. P-B4 B-B3 37. P-N3 B-Q2 38. P-K5ch PxPch 39. PxPch K-K2 40. B-Q2 P-N3 41. P-R5 PxP 42. BxP B-N5 43. B-N8 B-B6 44. P-R4 B-Q3 45. K-B4 BxP 46. K-N4 B-Q2 47. B-Q5 P-R4ch 48. K-R3 P-N4 49. B-B3 P-N5ch 50. K-N3 B-Q 51. P-N4 B-B2ch 52. K-N2 P-KR5 53. P-N5 K-K3 54. K-N3 KxPch 55. K-R4 P-N6 56. K-R3 K-B4 57. P-n6 KxP 58. B-K4 K-N4 59. K-R4 P-N7 60. Resigns

Board #5, Berry vs. Chapann: 1. P-Q4 P-Q4 2. P-QB4 P-K3 3. N-QB3 N-KB3 4. B-N5 QN-Q2 5. P-K3 B-K2 6. N-B3 0-0 7. B-H2 P-QB3 8. 0-0 R-K 9. Q-B2 N-B 10. PxP KPxP 11. B-Q3 B-N5 12. N-K5 B-R4 13. P-KB4 N(B3)-N5 14. BxB QxB 15. NxN BxN 161 QR-K Q-R5 17.Q-B2 Q-R4 18. N-K2 BxN 19. RxB R-K3 20. P-B5 R-R3 21. Q-N3 R-K 22. R-B3 N-Q2 23. Q-B4 Q-R5 24. P-K4 PxP 25. RxP RxR 26. BxR Q-Q 27. R-N3 R-R5 28. Q-K3 N-B3 29. RxPch KxR 30. Q-N5ch K-B 31 QxR QxPch 32. K-B NxB 33. Q-R6ch K-K 34. K-K2 Q-B7ch 35. K-Q3 N-B4ch 36. K-B3 Q-K8ch 37. K-Q4 Q-N5ch 38. K-K3 Q-K5ch 39. K-Q2 QxNPch 40. K-Q Q-B8ch 41. K-B2 QxBPch 42. K-B Q-B8ch 43. K-B2 Q-K7ch 44. Q-Q2 Q-K5ch 45. K-Q Q-N8ch 46. K-K2 Q-K5ch 47. Q-K3 QxQch 48. KxQ and Black won

Board #6, Stagg vs Bether: 1. P-K4 P-K3 2. P-Q4 P-Q4 3. P-K5 P-QB4 4. P-QB3 N-QB3 5. B-QN5 B-Q2 6. N-K2? NxKP 7. Q-R4 N-QB3 8. P-KP4 PxP 9. NxP NxN 10. BxBch QxB 11. QxQch KxQ 12. PxN N-B3 13. O-O R-B 14. N-QB3 B-N5 15. B-Q2 BxN 16. PxB N-K5 17. QR-Q NxB 18. RxN RxP 19. P-B5 KR-QB 20. PxPch KxP 21. R-K2ch K-Q3 22. RxP R-B8ch 23. K-B2 R(1)-B2 24. R-B8 R(8)-B7??? 25. R-Q8ch! Resigns

Board #7, Krogness vs Russell: 1. P-K4 P-K4 2. N-KB3 N-QB3 3. B-N5 P-QR3 4. B-R4 N-B3 5. O-O P-QN4 8. B-N3 B-K2 7. R-K P-Q3 8. P-B3 N-QR4 9. B-B2 P-B4 10. P-Q4 Q-B2 11. P-Q5 O-O 12. P-QN3 B-N5 13. N-Q3 N-K 14. P-KR3 B-R4 15. P-KN4 B-N3 16. N-B Q-Q2 17. N-N3 P-KR4 18. N-KN5 PxP Rx 19. PxP N-B2 20. N-B5 P-B3 21. NxBch QxN 22. N-B3 K-B2 23. K-N2 R-R 24. R-R Q-Q2 25. N-R4 B-R2 26. Q-B37 NxQP! 27. P-KN5 N-K2 28. PxP PxP 29. B-N5 Q-K3 30. R-R3 QR-KN 31. R-N3 B-KN3 32. NxB NxN 33. R-R7 K-K2 34. RxR RxR 35. Q-B5 PxB 36. QxPch K-B2 37. P-QN4 N-B5 38. B-N3 R-KN 39. K-N Q-B3 40. Q-N4 K-K2 41. P-R4 PxNP 42. BPxP K-Q 43. PxP PxP 44. B-R2 N-K2 45. Q-K2 RxRch 46. PxR Q-N4 47. Q-Q3 Q-K6ch 48. QxQ NxQ - Adjudicated a win for Black.

From Pittsburg Hatch 10/8/50, O'Neill vs Johnson: 1. P-K4 P-K3 2. P-Q4 P-Q4 3. N-QB3 N-KB3 4. B-KN5 B-K2 5. P-K5 KN Q2 6. B-Q2 P-QB4 7. N-N5 PxP 8. NxP NxP 9. KN-KB3 NxN 10. QxN 0-0 11. B-Q3 P-K4 12. Q-KN3 PxN 13. B-KR6 P-KN3 14. BxN BxR 15. Q-KB4 N-QB3 16. 0-0 B-KN2 17. P-QB4 PxP ep 18. PxP BxP 19. QR-Q B-K3 20. B-QB4 P-Q5 21. R-Q3 BxB 22. R-KB3 Q-Q2 23. R-QB BxRP 24. R-Q R-K 25. P-KR3 R-K8ch 26. RxR BxR 27. R-QR3 B-K3 28. P-KN4 P-Q6 29. R-R P-Q7 30. R-Q Q-Q6 31. Q-QB7 QxRP 32. QxNP B-Q4 33. Resigns

And a game from Oakdale 9/17/50, W. W. Maxey vs Neil Austin: 1. N-QB3 P-Q4 2. P-Q4 N-KB3 3. B-N5 P-B4 4. P-K3 N-B3 5. PxP P-K4 6. NxP Q-R4ch 7. P-B3 NxN 8. QxN B-K3 9. Q-Q2 KBxP 10. P-QR3 B-N6 11. B-K2 P-K5 12. B-N4 0-0 13. Q-Q7 N-K4 14. QxNP N-Q6ch 15. K-K2 B-N3 16. QxKP QxB 17. KxN QR-Qch 18. K-K2 KR-K 19. N-R3 Q-N4ch 20. P-QB4 BxPch 21. QxB QxQch 22. Q-B3 Q-K5ch 23. K-N3 B-B2ch 24. P-KB4 R-Q7 25. KR-K NxNPch 26. K-R4 B-Qch 27. N-N5 QxPch 28. B-R3 Q-B7ch 29. K-N4 P-N3 30. N-K4 P-R4 mate.