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## GOLDEN GATE WINS S.F. BAY AREA TITLE

### MECHANICS INSTITUTE TAKES B DIVISION

The powerful Golden Gate Chess Club team, with international master Imre König on first board, repeated as team champions of the San Francisco Bay Area Chess League for the 1955 season. The Golden Gaters swept aside the other five teams in the competition to win by the score of 5-0. Mechanics' Institute, which lost its only match to Golden Gate in the last round  $4\frac{1}{2}$ - $2\frac{1}{2}$ , finished in second place.

In the "B" Division the Mechanics' Institute won in a driving finish over the second-place Kings team. In the final match against the Russians, the Mechanics were saved from a  $3\frac{1}{2}$ - $3\frac{1}{2}$  tie and a play-off with the Kings only by the Russians' use of an ineligible player. Mechanics' Institute's only draw match was with Golden Gate. In the match between the two leaders, Mechanics beat Kings by the decisive score of 5-2. Final scores: Mechanics' Institute  $4\frac{1}{2}$ - $\frac{1}{2}$ , Kings 4-1.

SAN FRANCISCO BAY AREA CHESS LEAGUE"A" DIVISION - Round VII, April 9, 1955

Golden Gate  $4\frac{1}{2}$ , Mechanics' Institute  $2\frac{1}{2}$  1) I. König 1, C. Bagby 0; 2) V. Pafnutieff  $\frac{1}{2}$ , W. Addison  $\frac{1}{2}$ ; 3) C. Capps 1, E. Pruner 0; 4) H. Gross  $\frac{1}{2}$ , D. Poliakoff  $\frac{1}{2}$ ; 5) R. Konkell 0, J. Schmitt 1; 6) Dr. K. Colby  $\frac{1}{2}$ , C. Svalberg  $\frac{1}{2}$ ; 7) D. Peizer 1, A.B. Stamer 0.

Oakland  $4\frac{1}{2}$ , Palo Alto  $2\frac{1}{2}$  1) C. Bergman 1, J. Petriceks 0; 2) L. Ledgerwood 1, J. Kliger 0; 3) C. Stamer 1, W. Shugert 0; 4) R. Trenberth 1, G. Latta 0; 5) R. Freeman 0, K. Chambers 1; 6) E. Lien 0, E.T. Dana 1; 7) R. Cuneo  $\frac{1}{2}$ , H. Edelstein  $\frac{1}{2}$ .

## FINAL STANDINGS

	<u>Matches</u>	<u>Games</u>
Golden Gate	5-0	24 $\frac{1}{2}$ -10 $\frac{1}{2}$
Mechanics' Institute	4-1	22-13
Castle	2 $\frac{1}{2}$ -2 $\frac{1}{2}$	20-15
University of California	2-3	18-17
Oakland	1 $\frac{1}{2}$ -3 $\frac{1}{2}$	11-24
Palo Alto	0-5	9 $\frac{1}{2}$ -25 $\frac{1}{2}$

The University of California had perhaps the strongest team on paper, but lost two close matches and drew two. Cal drew one match because of losing three points by forfeit; against Oakland, U.C. tried the difficult feat of winning a seven-man match with only four players. The four did nobly, scoring 3 $\frac{1}{2}$ - $\frac{1}{2}$ , while a fifth player, C. Fontan, also scored but was ruled ineligible, having previously played on the Alameda "B" team.

Last year's champions of the "B" Division, Palo Alto, made the jump from "B" to "A" for the first time. In spite of a 0-5 season, Palo Alto enjoyed the competition and made things difficult for most of the teams it met. Against Golden Gate, for example, the score was a creditable 4 $\frac{1}{2}$ -2 $\frac{1}{2}$ . The Palo Alto players intend to enter "A" again, and all say "wait till next year."

The Castle team was a rather poor third. Castle was handicapped by the fact that such members as H. Gross, R. Burger and V. Zemitis were playing on opposing teams. It was hard, sometimes, to find the necessary seven men; but the club maintained its record of never having to forfeit a game. This is poor consolation, however, and Castle players, like the Palo Altans, say "wait till next year."

Oakland had its usual good team. With Carl Bergman returning to regular competition and Larry Ledgerwood returning from the Army, Oakland was as strong, and perhaps stronger than Oakland teams of previous years. Evidently the caliber of play in the league is improving year by year.

"B" DIVISION - Round VI, April 2, 1955

Oakland 1½, Mechanics' Institute 5½ 1) W. Landfair 1, C. Brussel 0; 2) T. Theodoroff ½, C. Makar ½; 3) L. Ledgerwood Sr. 0, K. Bendit 1; 4) N. Worth 0, H. Bullwinkel 1; 5) O. Wallis 0, K. Bopp 1; 6) N. Buder 0, J. Hill 1; 7) L. Bignami 0, L. Tomori 1.

Russians 3½, Golden Gate 3½ 1) A. Palmin 1, P. Dahl 0; 2) W. Leeds ½, H. Rosenbaum ½; 3) P. Andreef 0, S. VanGelder 1; 4) H. Ivanoff 0, G. Lutz 1; 5) A. Tokmakoff 1, C. Schroth 0; 6) N. Beloff 0, H. Dasteel Jr. 1; 7) D. Shishkin 1, H. King 0.

Kings 6½, Alameda ½ 1) T. Eisenstadt 1, L. Talcott 0; 2) G. Ramirez 1, C. Fontan 0; 3) E. Logwood 1, J. Peterson 0; 4) B. Zeiler 1, O. Sobol 0; 5) H. Holden 1, L. Leonardo 0; 6) S. Gould ½, D. Ogilvie ½; 7) U. Kapostins 1, L. Osternig 0.

Round VII, April 16, 1955

Golden Gate 2, Kings 5 1) P. Dahl ½, T. Eisenstadt ½; 2) H. Rosenbaum ½, G. Ramirez ½; 3) S. Van Gelder 1, E. Logwood 0; 4) H. King 0, B. Zeiler 1; 5) C. Schroth 0, H. Holden 1; 6) C. Huneke 0, B. Gould 1; 7) E. Rupp 0, U. Kapostins 1.

Mechanics' Institute 4, Russians 3 1) K. Bendit 1, A. Palmin 0; 2) C. Jonas ½, W. Leeds ½; 3) C. Brussel 1, Forfeit 0; 4) N. Cappa 0, H. Ivanoff 1; 5) C. Makar 0, A. Tokmakoff 1; 6) H. Bullwinkel ½, N. Beloff ½; 7) K. Bopp 1, P. Andreef 0.

FINAL STANDINGS

	<u>Matches</u>	<u>Games</u>
Mechanics' Institute	4½-½	22½-12½
Kings	4-1	22-13
Russians	2½-2½	20-15
Golden Gate	2-3	17½-17½
Alameda	2-3	14-21
Oakland	0-5	9-26

The Mechanics' Institute, always one of the pre-season favorites, led Division "B" all the way. However, a strong finish by the Kings threw the issue into doubt until after the final round.

The Kings, a team of juniors, failed to attain a playoff with the Mechanics by only half a point. The Russians, thrown into confusion by the death last November of Peter Prokoodin, guiding light of the Russian Club for many years, were unable to field an "A" team. They were allowed one player from last year's "A" team; but when they used both A. Palmin and B. Popoff against the Mechanics' Institute, the latter's game was ruled out. The match as played resulted in a  $3\frac{1}{2}$ - $3\frac{1}{2}$  tie, and the forfeit gave Mechanics a 4-3 victory.

The Golden Gate team played well in spots, drawing with the champion Mechanics' Institute but losing to Kings and Alameda. Oakland, another team of juniors, and Alameda, a mixture of veterans and youngsters, proved to be well-rounded teams and were always a threat.

#### INDIVIDUAL RESULTS

DIVISION "A" The only perfect score was turned in by Mark Eucher of the University of California. Although playing only four of the five matches, Eucher was awarded the individual prize. Of the four players who were tied with the best scores for all five games, Dave Peizer of Golden Gate was voted a special prize, "rookie of the year." Peizer made the jump from Division "B" to Division "A" look easy by scoring a fine  $4\frac{1}{2}$ - $\frac{1}{2}$  on seventh board. Eucher's and Peizer's prizes will be books of up to \$4 in value, suitably inscribed by league officials.

<u>Name</u>	<u>Team</u>	<u>Average</u> <u>Position</u>	<u>Score</u>	<u>%</u>
M. Eucher	U.C.	4.0	4-0	100
I. König	G. Gate	1.0	$4\frac{1}{2}$ - $\frac{1}{2}$	90
D. Poliakoff	Mech. Inst.	3.8	$4\frac{1}{2}$ - $\frac{1}{2}$	90
J. Schmitt	Mech. Inst.	4.0	$4\frac{1}{2}$ - $\frac{1}{2}$	90
D. Peizer	G. Gate	6.8	$4\frac{1}{2}$ - $\frac{1}{2}$	90
V. Pafnutieff	G. Gate	2.0	$3\frac{1}{2}$ - $\frac{1}{2}$	87.5
P. Traum	Castle	6.0	$2\frac{1}{2}$ - $\frac{1}{2}$	83.3
G. McClain	Castle	1.4	4-1	80
C. Capps	G. Gate	4.2	4-1	80
N. Falconer	Castle	1.5	3-1	75

Other plus scores: K. Chambers (Palo Alto), E. Pruner (Mech. Inst.), and R. Smook (U.C.),  $3\frac{1}{2}$ - $1\frac{1}{2}$ ; R. Burger (U.C.) 2-1; E. T. Dana (Palo Alto)  $2\frac{1}{2}$ - $1\frac{1}{2}$ ; R. Cuneo (Oakland), J. Fredgren (U.C.), H. Gross (G. Gate), and C. Svalberg (Mech. Inst.), 3-2.

DIVISION "B" The only perfect 5-0 score was turned in by Andrew Tokmakoff of the Russian club. Tokmakoff's prize was XVIII U.S.S.R. Championship (in Russian) by Boleslavsky and Konstantinopolsky.

Outstanding scores were also recorded by: Kurt Bendit (Mech. Inst.) 4-0; Godfrey Lutz (G. Gate) 3-0; U. Kapostins (Kings) 3-0; and S. H. Van Gelder (G. Gate) 4-1.

<u>Name</u>	<u>Team</u>	<u>Average Position</u>	<u>Score</u>	<u>%</u>
A. Tokmakoff	Russians	4.8	5-0	100
K. Bendit	Mech. Inst.	3.0	4-0	100
G. Lutz	G. Gate	3.3	3-0	100
U. Kapostins	Kings	7.0	3-0	100
Dr. A. Abrams	G. Gate	5.3	2 $\frac{1}{2}$ -1 $\frac{1}{2}$	83.3
K. Bopp	Mech. Inst.	5.7	2 $\frac{1}{2}$ -1 $\frac{1}{2}$	83.3
S. Gould	Kings	6.0	2 $\frac{1}{2}$ -1 $\frac{1}{2}$	83.3
S.H. VanGelder	G. Gate	2.4	4-1	80
T. Eisenstadt	Kings	1.4	3 $\frac{1}{2}$ -1 $\frac{1}{2}$	70
G. Ramirez	Kings	1.6	3 $\frac{1}{2}$ -1 $\frac{1}{2}$	70
B. Zeiler	Kings	3.6	3 $\frac{1}{2}$ -1 $\frac{1}{2}$	70

Other plus scores (three or more games only): C. Brussel (Mech. Inst.) 3-1; Helen Ivanoff (Russians), N. Droujinin (Russians), L. Tomori (Mech. Inst.), 2-1; N. Beloff (Russians), J. Hill (Mech. Inst.), P. Kelly (Alameda), T. Theodoroff (Oakland), 2 $\frac{1}{2}$ -1 $\frac{1}{2}$ ; H. Bullwinkel (Mech. Inst.), H. Holden (Kings), W. Landfair (Oakland), W. Leeds (Russians), E. Logwood (Kings), 3-2.

TEAM MATCH

HARTNELL COLLEGE (SALINAS) vs. MONTEREY PEN. COLLEGE (MONTEREY)

Place played: M.P.C. Student Union      Date played: 4/15/55

<u>Hartnell C.</u>		<u>M.P.C.</u>		<u>Hartnell C.</u>		<u>M.P.C.</u>			
1.	Chappell	1	Requiereo	0	6.	Yoshida	1	Frey	0
2.	Huston	1	Sauers	0	7.	Walters	1	Stagg	0
3.	Rodriguez	1	Chalmers	0	8.	Magee	1	Buenz	0
4.	Martinez	0	Reid	1	9.	Lopez	1	Pokriots	0
5.	Hiura	1	Gardner	0	10.	Loucks	1	Price	0
							<u>9</u>	<u>1</u>	

A return match at Salinas is planned for June.

THE PIRC DEFENSE - by Valdemars Zemitis

The opening which best characterizes contemporary style is the King's Indian Defense. This defense has come into the limelight of international tournaments during the last decade. Judging from the results achieved with Black pieces in the King's Indian Defense one must conclude that this opening has some very good points. Naturally the question arises, why not use a similar defense against 1. P-K4?.

There were some chess masters who turned the pages of chess history and, indeed, they found something! Around the turn of the century, L. Poulsen and S. Winawer had adopted (though without success) a defense similar to that of the King's Indian against 1. P-K4. The rediscovery was made and all chess masters had to do was to spice it with hypermodern ideas and test it on the international scene.

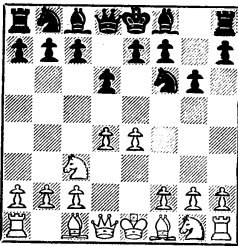
The man who did most to revive this opening was the Yugoslav master Vasja Pirc. To honor his work and achievement in this field this opening now bears his name — Pirc Defense.

(Here is a good way to avoid the unpleasant necessity of remembering the myriads of opening variations! King's Indian Defense against P-Q4; Pirc against P-K4.)

The opening moves of the Pirc Defense are: 1. P-K4, P-Q3; 2. P-Q4, Kt-KB3; 3. Kt-QB3, P-KKt3; (see diagram No. 1).

Diagram No. 1

White to play



In the position shown the following moves are worth consideration:

- I. 4. B-QB4
- II. 4. P-B4
- III. 4. Kt-B3
- IV. 4. KKt-K2
- V. 4. B-KKt5
- VI. 4. B-K3

There is a superficial resemblance between the basic positions of both the Pirc Defense and the King's Indian Defense. In fact, Black's constellation of pieces — P-Q3, P-KKt3, Kt-KB3, B-Kt2 — is exactly the same as in the King's Indian Defense. But — there

is a marked difference in the arrangement of White pieces. For example, White's QB-pawn has not been moved and that means White could occupy with his Bishop the diagonal QR2-KKt8. Then, White's King Knight is still on the original square. This fact gives White an opportunity of enlarging the pressure on the center by playing P-KB4, and a King-side attack against the Black Monarch.

In the Pirc Defense the counterthrust P-QB4 (after White had played 4. P-KB4) is not as effective as in the Four Pawn Variation of the King's Indian Defense, because in the Pirc Defense White can utilize a check with his King's Bishop at the right moment with advantage. For example: 4. P-KB4, P-QB4; 5. P-Q5, P-K3; 6. B-Kt5ch, followed by PxP, etc.

The reason the Pirc Defense seldom appears in the tournament opening repertoire is because chess masters cannot very well afford the extravagance of playing entirely new and unexplored openings. Still, some players are willing to test unprecedented variations in serious tournaments.

As far as I know Dr. Peter Lapiken and I are the only players in California who have adopted this opening frequently on important occasions. Unfortunately, I do not have the games played by Dr. Lapiken and therefore I will have to use my own games as examples.

In a few games I have tried to disregard the above mentioned differences between the two openings and proceeded with the standard idea of the King's Indian — the advance of the K- and KB-pawns; in others I have tried to activate the Queen-side pawns. As to the results, the reader will have to see the following games:

#### I. 4. B-QB4 Variation.

With this move White exercises pressure on the diagonal QR2-KKt8. It is an open question whether this pressure is of significance. In any case, White enjoys a superiority in this variation because of a stronger pawn center and freer cooperation of pieces. However, White has to keep in mind the threat KtxP followed by the fork P-Q4.

The first time I played P-Q3 against P-K4, my opponent A. J. Fink, the former California Champion and the noted problem composer, chose variation I.

Here is the game.

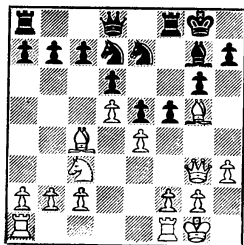
White: A. J. Fink      Black: V. Zemitis

1. P-K4, P-Q3; 2. P-Q4, Kt-KB3; 3. Kt-QB3. (This is the only move with which White can hope to obtain an opening advantage. After other moves 3. P-KB3 or 3. B-Q3, Black equalizes with 3... P-K4; 3...Kt-B3; 4. P-QB3, P-K4; respectively.) 3...P-KKt3; 4. B-QB4, B-KKt2; (4...KtxP is premature on account of 5. BxPch) 5. Kt-B3, (5. P-B4 would have been a more aggressive move) 5...O-O; 6. O-O, B-Kt5. (The variation 6...KtxP; 7. BxPch, RxB; 8. KtxKt, B-Kt5; 9. QKt-Kt5, R-KB1; 10. P-KR3, is not inviting to Black, because it leaves him with an awkward, backward K-pawn.) 7. P-KR3, BxKt; 8. QxB, Kt-B3; 9. B-K3, P-K4; 10. P-Q5. (Here 10. PxP, KtxP; 11. Q-K2, KtxB; 12. QxB secures White a clear positional advantage.) 10...Kt-K2; (10...Kt-Q5 was possible also) 11. B-KKt5, Kt-Q2; 12. Q-Kt3, P-KB3; 13. B-Q2, P-KB4; 14. B-KKt5, (see diagram No. 2).

Diagram No. 2

Position after 14. B-KKt5.

V. Zemitis



A. J. Fink

14... Kt-KB3(?). (The logical continuation 14...P-B5; would have been excellent: 15. Q-R4, B-B3! etc. The reason Black decided on the text move was that he wanted to play "fancy" — see Black's 15th through 19th moves.) 15. P-B4, P-KR3; 16. BxKt, BxB; 17. PxBP, PxBP; 18. QxBP, KtxBP; 19. Q-Kt4, B-Kt4. (19...B-Q5ch; 20. K-R1, Q-Kt4 nets White, after 21. RxKt, two pieces for the rook.) 20. QR-K1, P-KR4; 21. Q-K4, R-K1; 22. QxRch, and after a few moves, the game ended in a draw.

II. 4. P-B4 Variation.

White hastens to take the advantage of Black's slow strategy in the center and establishes a strong pawn phalanx. In order to avoid disappointment similar to that shown in the first example, it is advisable for White to postpone the attack until the development is completed. Here White disregards the elementary rule of early development. He snatches a pawn and allows Black, in a convincing manner, to prove the incorrectness of such strategy. In the second example, White merely develops his pieces and obtains a promising position.



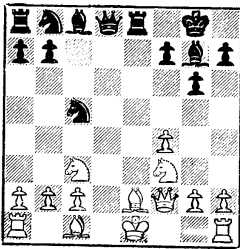
White: M. Gedance Black: V. Zemitis

1. P-K4, P-Q3; 2. P-Q4, Kt-KB3; 3. Kt-QB3, P-KKt4; 4. P-B4, B-Kt2; 5. P-K5. (Of course this move is playable, but it is always better to retain the tension in the center and dissolve it only when one can obtain an advantage thereby.) 5...KKt-Q2; 6. Kt-B3, P-QB4; 7. PxQP. (The alternative 7. P-K6 is unclear: 7...PxP; 8. Kt-KKt5, Kt-KB3; 9. PxP, P-Q4; etc.) 7...O-O. (A neat pawn sacrifice to open lines for the attack. 7...PxP; after 8. Q-K2ch is not very appealing to Black.) 8. PxKP. (It seems to me that this already is the losing move. Instead 8. P-Q5, PxP; 9. B-K2 followed by castles gives White a satisfactory game.) 8...QxPch; 9. Q-K2, (after 9. B-K2, PxP; 10. KtxP, Q-B4 White is in trouble) 9...Q-Q1; 10. Q-B2, R-K1ch; 11. B-K2, (11. B-K3 loses at least a piece) 11...PxP; 12. KtxP, Kt-B4; 13. Kt-B3. (If 13. B-K3, then RxB followed by BxKt.) (See diagram No. 3.)

Diagram No. 3

Position after 13. Kt-B3.

V. Zemitis



M. Gedance

13...BxKt! (A wise decision. Black obtains a strong initiative as compensation for the weaknesses this exchange creates in his own position.) 14. PxB, Kt-K5; 15. Q-Q4. (Other Q-moves are no better. For example: I. 15. Q-R4, QxQ; 16. KtxQ, KtxP, etc. II. 15. Q-K3, Kt-Kt6.) 15...QxQ; 16. PxQ (also after 16. KtxQ, Black with 16...KtxP keeps up the pressure), 16...Kt-B6; 17. K-Q2, RxBch. (Not 17...KtxB because of 18. R-K1.) 18. KxKt, B-B4; 19. B-Q2, Kt-Q2; 20. K-Kt2, R-QB1; 21. P-B3, B-K5 (threatening to win a piece);

22. QR-Q1, RxKtP; 23. KR-B1 (if 23. Kt-R4, then RxBch wins), 23...Kt-Kt3; 24. K-Kt3, Kt-B5; 25. B-K1, and at the same time White resigned, because mate in two is not to be avoided — R-Kt2ch, etc. (Also the relatively best 25. B-B1 loses: 25...B-B7ch or B-Q4, etc.)

On another occasion, my opponent Lodewijk Prins transposed the opening into the variation 4. P-B4 in the following way:

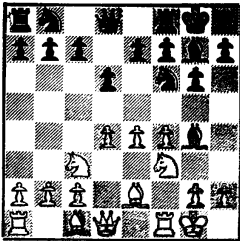
White: L. Prins Black: V. Zemitis

1. P-K4, P-Q3; 2. P-KB4, Kt-KB3; 3. Kt-QB3 (if 3. P-K5, then Kkt-Q2), 3...P-Kkt3; 4. Kt-B3, B-Kt2; 5. B-K2, O-O; 6. P-Q4, B-Kt5; 7. O-O. (See diagram No. 4.)

Diagram No. 4

Black to play.

V. Zemitis



L. Prins

white squares. The game ended in a peaceful draw after both players, in time trouble, blundered wins away.

7...Kkt-Q2. (I did not like 7... Qkt-Q2; because of 8. P-K5, Kt-K1; 9. P-KR3.) 8. B-K3, P-K4 (the only way to avoid the loss of terrain); 9. BPxP, PxP; 10. P-Q5, BxKt (in order to be able to play P-KB4, which was impossible because of 11. Kt-Kkt5); 11. BxB, P-KB4; 12. Q-Q2 (with 12. PxP, PxP; 13. P-Q6, White does not achieve anything), 12...P-B5; 13. B-B2, Kt-KB3; 14. QR-Q1, Qkt-Q2; 15. Kt-R4, P-Kkt4. (Maybe 15...P-Kt3 first would have been better.) 16. Kt-B5, KtxKt; 17. BxKt, R-B2; 18. Q-K2, B-B1; 19. BxB, QxB; 20. B-Kt4, with strong pressure on

### III. 4. Kt-B3 Variation.

It seems to me, that if the incorrectness of an opening can be proved at all, it is done by better development and posting of pieces for the coming battle, not by a direct and early attack.

Here is an example.

White: N. N. Black: V. Zemitis

1. P-K4, P-Q3; 2. P-Q4, Kt-KB3; 3. Kt-QB3, P-Kkt3; 4. Kt-B3, B-Kt2; 5. P-K5. (The advance of the K-pawn in this position is harmless.) 5...PxP; 6. PxP (maybe 6. KtxP is better), 6...QxQch; 7. KtxQ, Kt-Kt5; 8. B-KB4, Kt-QB3; 9. B-Qkt5 (if 9. Kt-B3, then B-K3), 9...B-Q2; 10. BxKt. (Also 10. P-K6, BxP/6 is good for Black.) 10...BxB; 11. P-KR3, BxKt; 12. PxKt, BxKtP. Black did not have any difficulty in converting the plus-pawn advantage into a victory.

IV. 4. Kkt-K2 Variation.

White can play this opening with the same ideas as in the King's Indian Defense, if he so wishes. The fact that White's QB-pawn has not been moved is of no advantage to him; on the contrary, as the pawn on B2 only restricts White's space. Nevertheless, it is perfectly safe for White to handle the opening this way.

An example follows:

White: N. Hultgren      Black: V. Zemitis

1. P-K4, P-Q3; 2. P-Q4, Kt-KB3; 3. Kt-QB3, P-KKt3; 4. Kkt-K2, B-Kt2; 5. P-KKt3, O-O; 6. B-Kt2, Qkt-Q2; 7. O-O, P-K4; 8. P-Q5. (The alternative was 8. P-B4. Then the best line for Black would be 8...PxQP; 9. KtxP, Kt-B4 etc.) 8...Kt-R4(?). (The idea, to advance the KBP, is right, but the execution is wrong. 8...Kt-K1 was the correct move.) 9. B-B3(?) (here 9. P-KKt4 would have been strong), 9...KKt-B3(?). (He should have proceeded with the mentioned idea.) 10. B-K3, Kt-Kt3; 11. P-Kt3, Kt-Kt5; 12. B-Q2, P-KB4; 13. BxKt(?). (Strategic suicide, because this exchange leaves White with incurable weaknesses on white squares.) 13...PxB; 14. Kt-B1, R-B2; 15. Kt-Q3, P-B3; 16. R-B1. (With each move, a chess player should try to improve his own position and choose such "status quo" moves with great care. Therefore 16. B-K3 would have been more to the point. It threatens, after 16...PxP; 17. BxKt, PxB; 18. KtxP to obtain a fairly satisfactory position.) 16...PxP; 17. KtxP, KtxKt; 18. BxKt, P-KKt4; 19. P-QB4, B-B4; 20. B-B3, Q-B3; (defying the threat P-B4) 21. P-B3 (if 21. P-B4, then Q-Kt3), 21...Q-Kt3. (Of course the unprosaic 21...BxKt followed by PxP wins also.) 22. Kt-K1, PxP; 23. KtxP, B-Kt5; White resigns, because he loses a piece. (24. KtxKP does not save him!)

V. 4. B-KKt5 Variation.

Probably the strongest move at White's disposal, not because I have lost two games against this move, but because it has the following advantages as compared with other moves: (1) It solves the otherwise unpleasant problem of where to develop the Queen's Bishop; (2) it forces Black to weaken the pawn formation on the King-side; (3) it hinders, in some variations, the advance of Black's K-pawn.

I suffered the first loss in this variation from H. Borocho. (Maybe I had an excuse for losing the game -- the game was played in the traditional North-South match, and I think that the friendly pre-match atmosphere had a damaging effect on my concentration??!.)

Here is my debacle:

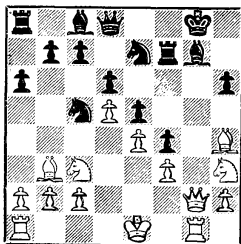
White: H. Borocho Black: V. Zemitis

1. P-K4, P-Q3; 2. P-Q4, Kt-KB3; 3. Kt-QB3, P-KKt3; 4. B-KKt5, B-Kt2; 5. Q-Q2, P-KR3; (Black cannot afford to allow 6. B-KR6)  
6. B-R4, Kt-B3; 7. P-B3 (If White advances this pawn a step further, then 7...P-K4 is a good countermove.), 7...P-K4; 8. P-Q5, Kt-K2;  
9. B-Kt5ch, Kt-Q2(?) (As one can readily see, the simple and straight-forward 9...P-B3 would have been better: 10. PxP, PxP; 11. B-R4, O-O; 12. O-O-O [he does not win a pawn after 12. BxKt, BxKt; 13. O-O-O, because of the pin B-Kt4] 12...P-KKt4; 13. B-B2, P-Q4, etc., or 13...Kt-Kl with wild complications.); 10. Kt-R3!, P-R3;  
11. B-R4, O-O; 12. P-KKt4, Kt-QB4; 13. B-Kt3, P-B4(??). (I should have exchanged White's King's Bishop first. By the way, 13...P-KKt4 was a good alternative.) 14. KtPxP, PxP; 15. R-KKt1, P-B5. (15...K-R2 would have been better.) 16. Q-Kt2, R-B2. (See diagram No. 5.)

Diagram No. 5

White to play.

V. Zemitis



H. Borocho

fair chance to save the game.) 20. O-O-O, KtXB. (Too late.)  
21. RPxKt, K-R1; 22. Q-Kt4, Kt-Kt1; 23. R-Kt2 (23. P-K7 wins also), and after a few more moves, Black resigns.

17. KtxP!, PxKt; (forced) 18. P-K5!, (This is the point of the Knight sacrifice. If 18...PxP, then 19. P-Q6 [threatening mate], KtxB; 20. PxKt, etc. Or 18...KtxB; 19. P-K6!, KtxR; 20. PxRch, KxP; 21. QxBch, K-Kl; 22. QxP and Black is lost in both cases.) 18...Q-B1; 19. P-K6, R-B4(?). (Miscalculation, in time trouble. Unfortunately, all that I saw was 20. O-O-O, R-Kt3?; 21. BxKt, RxQ; 22. BxQ, RxR; 23. RxR, KxB; 24. P-K7ch and White wins. What I overlooked was, instead of 20... R-Kt3?? I could have played 20... KtxB followed by 21...P-B3 with a

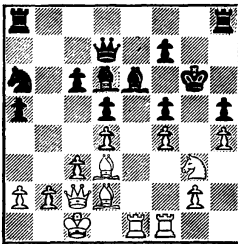
In the following game, Black tries a new idea: He gives up the center in order to make a pawn onslaught on the Queen side. Imre König, in a convincing manner, refutes this idea. In the opening, he obtains an advantage on the King side, and, with subtle moves and a sacrifice of the exchange, turns the table in his favor. It is pleasure to follow the way he enlarges his advantage and conducts the final phase of the attack.

White: Imre König Black: V. Zemitis

1. P-K4, P-Q3; 2. P-Q4, Kt-QB3; 3. Kt-QB3, P-KKt3; 4. B-KKt5, B-Kt2; 5. Q-Q2 (a departure from the usual P-B4), P-KR3; 6. B-R4, P-B3!?; 7. P-B4, P-QKt4(?). (A novel idea. As it turns out, it is not good.) 8. P-K5, P-Kt5; 9. PxKt, (On 9. Kt-Q1 I had this interesting line in mind: 9...Kt-K5; 10. QxP(?), P-QR4; 11. Q-R4, PxP; 12. BPxP, BxP! and Black regains the pawn.) 9...PxKt; 10. QxP, (And I had overlooked this simple reply when I played 6...P-B3. I had contemplated 10. Q-K3. I had a good line for this: 10...PxP; 11. R-Kt1, B-B1; followed by B-K3. Now I was confronted with an ugly problem: Either after 10...BxP; 11. BxB, PxP to play much the worse end game [which would have been the most sensible thing to do], or to proceed as I did.) 10...PxP(?); 11. B-Q3, P-KKt4. (Because of the threat 12. P-B5, Black's 11th move was forced, while the 12th was the follow-through.) 12. B-Kt3, P-KB4; 13. Kt-K2, B-K3; 14. Q-R3! (White wants to be sure of the pawn formation before castling. If instead 14. O-O, then P-Kt5 followed by P-KR4 gave Black fair chances for counterplay.) 14...P-Kt5. (The only way to avoid the loss of the pawn.) 15. B-B2. (A fine move. Now he threatens Kt-Kt3-R5.) 15...P-KR4; 16. Kt-Kt3, Q-Q2; 17. P-KR4!, B-B3. (The alternative 17...PxP is just as hopeless as the text move: 18. RxP, P-R5; 19. Kt-K2, B-B3; 20. O-O-O, etc.) 18. O-O-O, P-Q4. (Black could not play 18... K-B1 because of 19. P-B4, K-Kt2; 20. P-Q5!) 19. QR-K1, B-K2; 20. Q-R4, K-B1; 21. P-B3, B-Q3; 22. B-K3, K-Kt2; 23. Q-B2, K-Kt3; 24. B-Q2, P-R4; 25. KR-B1, Kt-R3. (See diagram No. 6.)

Diagram No. 6 White to move.

V. Zemitis



I. König

26. R-K5!!, BxR; 27. BPxB, K-Kt2;

(Poor Knight. He dreamed of the nice square — K5 — but had to witness the massacre of his own troops, and finally, to watch the death of his brave King.)

28. B-KKt5, K-B1; 29. KtxBP, Kt-P2; 30. Q-Q2 (threatening 31. Kt-Q6 with B-R6ch and mate in a few moves), 30...BxKt; 31. BxB, Kt-K3; 32. B-B6, R-KKt1; 33. B-R7! (stronger than 33. Q-R6ch), 33...R-Kt3; 34. BxR, PxB; 35. Q-R6ch, K-B2; 36. Q-R7ch, K-K1; 37. Q-Kt8ch, Kt-B1; 38. B-Kt7 and Black resigns.

VI. 4. B-K3 Variation.

The purpose of 4. B-K3 is, to try to utilize the diagonal QB1-KR6. If 4...B-KKt2, then 5. Q-Q2 threatens B-R6. Black can avoid the threat by playing either 5...P-KR3 or Kt-Kt5. In the first case, White could proceed with 6. P-B3, leaving Black with a difficult problem — how to castle. In the second, 6. B-KKt5 seems to be strong.

For each of the preceding five variations, I was able to supply the examples from my own experience. Unfortunately, I have not played against 4. B-K3 nor do I possess a game played by someone else in this variation to fill the gap.

We would like to keep this account up-to-date by adding examples to the above, from time to time. But first, who among our readers will supply the missing link, an example of 4. B-K3?

\*\*\*\*\*

GAME OF THE MONTH - by Bob Burger (Golden Gate vs. Mech. Inst.)

Game No. 283 - Ruy Lopez

White Black  
I. König C. Bagby

- 1. P-K4 P-K4
- 2. Kt-KB3 Kt-QB3
- 3. B-Kt5 P-QR3
- 4. B-R4 P-Q3
- 5. P-B3

The force of P-B4 is still doubtful. Black can play on the Black squares, a la King's Indian, or go-a-gambitting (cf. Falconer-Bagby, Castle vs. Mech. 1954).

- 5. ... B-Q2
- 6. P-Q4 P-KKt3

A favorite of Alekhine's. If one examines the games that result from this seemingly solid line, one will find that it is an ex-

tremely adventurous defense.

- 7. PxB KtxP
- 8. KtxKt PxB
- 9. O-O B-Kt2
- 10. P-KB4 B-Kt4

It is hard to understand how such an artificial move can be good, or even adequate. But the threat of exchanging at Q7 and opening the KB file with PxB is difficult to meet.

(This move is given as best in Keres' book, the analysis being attributed to Romanovsky-König.)

- 11. BxBch PxB
- 12. Q-Kt3 Q-Q2
- 13. PxB BxB
- 14. Kt-R3

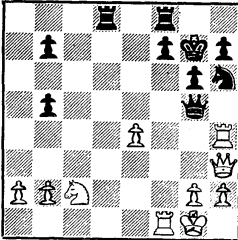
Simpler yet seems to be Kt-Q2. How will Black develop his Kt in

the face of the threat of Kt-B3? (I took half an hour for this move. Kt-Q2 is good. I could win a Pawn with 14. R-Q1, Q-B3; 15. R-Q5, but then the White pieces would be scattered. The text move is given by Keres and Romanovsky—I.König.)

- 14. ... P-QB3
- 15. B-B4 BxB
- 16. RxB Kt-R3
- 17. R-R4 Q-Q7

The holding together of Black's game is necessarily clever.

- 18. P-B4 O-O
- 19. R-Q1 Q-Kt4
- 20. Q-R3 QR-Q1
- 21. R-KB1 K-Kt2
- 22. PxP PxP
- 23. Kt-B2



White relies on the pinned position of the Black Kt, but Black's position is held together, again by tactics.

- 23. ... R-Q7

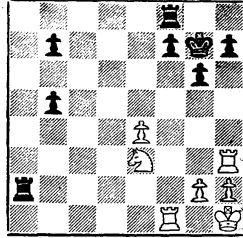
Less desperate was, however, R-Q6, forcing the exchange of Rooks, after which White would have to work on the Queen-side.

- 24. Kt-K3 RxB

24...R-KR1 was ineffective because of RxBKt and RxBch.

- 25. Kt-Kt4 Q-B4ch
- 26. K-R1 Q-B5
- 27. Kt-K3 Q-K3

- 28. RxBKt QxQ
- 29. RxB RxBP



Black has avoided the worst, and could still give a good performance if his Pawns were connected. White's winning technique is deft.

- 30. Kt-Q5 P-B4
- 31. R/3-KB3 R-Q7
- 32. Kt-B4 R-B3
- 33. PxB RxBP
- 34. P-Kt4 R-K4
- 35. R-B3 R-Q2
- 36. K-Kt2 P-Kt5
- 37. R-QKt3 R-Q5
- 38. K-Kt3 R/4-K5
- 39. R/1-B3 R-B5
- 40. P-R3 P-QKt4

Black has eliminated his weakness at KB2 & maintained his passed pawn, but now White's pieces are ready for the assault on the King.

- 41. R/Kt-Q3 P-R4

Counterattacking to the last!

- 42. PxB P-Kt4
- 43. R-Q7ch K-R3
- 44. R-Q6ch K-R2
- 45. Kt-Q5 P-Kt5
- 46. Kt-B6ch K-Kt2
- 47. R-Q7ch Resigns.

Mate follows K-R1 or K-R3, and K-B1 allows KtxPch, K-K1; 49. Kt-B6ch, K-B1; KtxRch. A game worthy of both opponents and befitting the importance of the

CORRESPONDENCE Chris Fotias of Visalia writes: "Ever since the last State Open tournament I've held off making this request. But as the next tournament draws nearer, I wonder if, maybe, there aren't others who feel the same way.

"Do you suppose you could ask our members through THE REPORTER if the Sunday morning break in the middle of the State tournament could be used to play one round instead of being left open, so as to shorten the duration of the Tournament and enable players to return home earlier for various reasons? I remember, one fellow last year had to catch a plane home before the end of the Tournament. Then, for reasons of safety on the highway, it would be wiser to leave earlier, possibly, to avoid the temptation of speeding.

"In my own case, my superintendent will no longer excuse me from a special meeting held every year early in the evening of Labor Day because my colleagues are not allowed the same privilege. So, as the date draws nearer, I look with misgivings at the calendar for I won't be able to stay for the finish of the Tournament this September.

"P.S. I certainly enjoyed reading p. 70 of the Dec. 1954 REPORTER on relative standings of players in the last two State Opens. It was an eye-opener."

From Paul Reps of Los Angeles: "Dear Reporter: My subscription ran out in July 1954. I have gone on a one year strike against your magazine for refusal to run more splendid stories like the rat. If you will capitulate and reverse your absurd decision I will renew my subscription. Thank you."

(The Zeno short story drew emphatic reactions from our readers, who were either violently pro or violently con. But in the "fearless editor" tradition we shall publish any stories of fantasy which we consider to be of the same high caliber as "The Chessplayers." The reason we haven't yet is that Mr. Charles Harness hasn't produced another chess story, and others we have seen just don't seem to fill the bill — Ed.)

<p>SUPPLEMENT NO. 3 of THE CALIFORNIA CHESS REPORTER  FRANK MARSHALL-J. R. CAPABLANCA 1909  ANNOTATED BY IMRE KONIG (now being published)  Price: \$1      Order your copy now!</p>
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CALIF. OPEN, SANTA BARBARA 1954 Games between these arch-rivals are familiar to our readers from the match previously reported here. The score of that match is apparently 4-3 with one game unplayed (not 4-2, which was the first report). In the present encounter, from last year's California Open, the friendly feud continues:

Game No. 284 - King's Indian Def.

White Black  
S. Almgren I. Rivise

(Notes by Irving Rivise)

- |           |        |
|-----------|--------|
| 1. P-Q4   | Kt-KB3 |
| 2. P-QB4  | P-KKt3 |
| 3. Kt-QB3 | B-Kt2  |
| 4. P-K4   | P-Q3   |
| 5. B-Q3   |        |

The wrong square for the KB in this opening. Correct is either P-KKt3 and B-Kt2, or Kt-KB3 and B-K2.

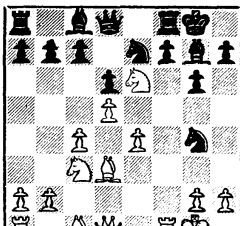
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| 5. ...    | P-K4  |
| 6. Kkt-K2 | Kt-B3 |
| 7. P-Q5   | Kt-K2 |
| 8. O-O    | O-O   |
| 9. P-B4   |       |

This appears premature as it enables Black to seize the initiative. P-B3 followed by B-K3 or B-Kt5 would have been a sounder course.

- |          |        |
|----------|--------|
| 9. ...   | PxP    |
| 10. KtxP | Kt-Kt5 |

Threatening to win the exchange by B-Q5ch, thus further employing White's error on the 5th move.

11. Kt-K6



A flashy but unrewarding move.

- |  |       |
|--|-------|
| 11. ...  | PxKt  |
| BxKt; 12. PxB, B-Q5ch; 13. K-R1, Kt-B7ch; 14. RxKt, BxR; 15. B-R6 allows White to obtain a strong attack for the exchange. |       |
| 12. QxKt   | RxRch |
| 13. KxR  |       |

White could make things more difficult for Black by capturing with the Bishop. White would then be threatening B-Kt5 and Black could not gain an important move by Q-B1ch. A likely continuation would then be 13. BxR, PxP; 14. Q-R4, P-QB3; and Black would escape the pin by Q-Kt3ch.

- |           |        |
|-----------|--------|
| 13. ...   | PxP    |
| 14. Q-R4  | PxKP   |
| 15. B-Kt5 | Q-B1ch |
| 16. K-Kt1 | PxB    |
| 17. BxKt  | Q-B4   |
| 18. Kt-Q5 | B-K3   |

Black hereabouts has to exercise a good deal of care, as White has a number of tactical threats, e.g., BxP or B-B6 and Kt-K7 to follow. The text is to squelch these possibilities.

- |           |      |
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| 19. R-KB1 | P-Q7 |
|-----------|------|

A surprise, for if now RxQ, then P-Q8/Qch; 21. R-B1, B-Q5ch.

- |           |      |
|-----------|------|
| 20. Kt-K3 | Q-B4 |
| 21. B-Kt5 | B-Q5 |
| 22. Q-B2? |      |

An outright blunder, but White's position was untenable in any case.

- |         |     |
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| 22. ... | QxB |
|---------|-----|

CASTLE VS. MECHANICS, S.F. 1955

Game No. 285 - Dutch Defense

White Black  
R. Hultgren D. Poliakoff

(Notes by Bob Burger)

- |           |        |
|-----------|--------|
| 1. Kt-KB3 | P-KB4  |
| 2. P-B4   | Kt-KB3 |
| 3. P-KKt3 | P-K3   |
| 4. B-Kt2  | B-K2   |
| 5. O-O    | O-O    |
| 6. Kt-B3  | P-Q3   |
| 7. P-Q4   | Q-K1   |
| 8. Q-B2   | QKt-QR |
| 9. P-K4   |        |

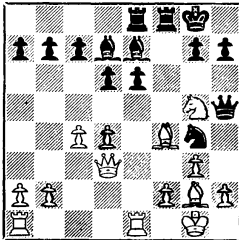
White might get more out of the position with Kt-KKt5. For example, 9...Kt-Kt3; 10. P-K4, KtxBf; 11. Pxp, Pxp?; 12. Kt-Q5!

- |          |       |
|----------|-------|
| 9. ...   | PxP   |
| 10. KtxP | KtxKt |
| 11. QxKt | Kt-B3 |
| 12. Q-Q3 | Q-R4  |
| 13. R-K1 | B-Q2  |
| 14. B-B4 |       |

A drastic way of removing the pressure on the KB file. The Black formation is more mobile.

- |            |        |
|------------|--------|
| 14. ...    | QR-K1  |
| 15. Kt-Kt5 | Kt-Kt5 |

Forcing matters.



- |           |      |
|-----------|------|
| 16. KtxKP | BxKt |
|-----------|------|

- |         |        |
|---------|--------|
| 17. RxB | P-KKt4 |
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|-----------|--|
| 18. P-KR3 |  |
|-----------|--|

If B-K3, then QxPch and QxP.

- |         |      |
|---------|------|
| 18. ... | KtxP |
|---------|------|

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|----------|-----|
| 19. KxKt | PxB |
|----------|-----|

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|----------|--|
| 20. Q-K4 |  |
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If P-KKt4, then Q-R5ch and P-B6.

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|---------|-------|
| 20. ... | PxPch |
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| 21. K-Kt1 | B-B3 |
|-----------|------|

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|----------|-----|
| 22. R-K1 | RxR |
|----------|-----|

- |           |      |
|-----------|------|
| 23. QxRch | K-R1 |
|-----------|------|

- |          |  |
|----------|--|
| 24. Q-K4 |  |
|----------|--|

White has a strong hold on the center and has fair chances of holding out, even with his King precariously placed. In the long run, the weaknesses along his first and second ranks and at Q4 will tell against him.

- |         |       |
|---------|-------|
| 24. ... | Q-Kt4 |
|---------|-------|

- |         |      |
|---------|------|
| 25. QxP | Q-Q7 |
|---------|------|

- |          |       |
|----------|-------|
| 26. Q-K4 | BxPch |
|----------|-------|

- |          |      |
|----------|------|
| 27. K-R1 | B-K4 |
|----------|------|

- |          |     |
|----------|-----|
| 28. P-B5 | QxP |
|----------|-----|

- |         |     |
|---------|-----|
| 29. Pxp | BxP |
|---------|-----|

- |          |      |
|----------|------|
| 30. R-K2 | Q-B3 |
|----------|------|

Of course Q-R8ch; 31. R-K1, QxP would not do because of Q-Q4ch, etc.

- |          |       |
|----------|-------|
| 31. Q-K3 | P-QR4 |
|----------|-------|

- |          |       |
|----------|-------|
| 32. R-K1 | Q-Kt7 |
|----------|-------|

- |          |      |
|----------|------|
| 33. Q-K6 | P-R5 |
|----------|------|

- |          |      |
|----------|------|
| 34. R-K2 | Q-B3 |
|----------|------|

- |          |      |
|----------|------|
| 35. Q-K4 | P-R6 |
|----------|------|

- |          |        |
|----------|--------|
| 36. Q-K3 | R-QKt1 |
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| 37. R-K1 | R-Kt7 |
|----------|-------|

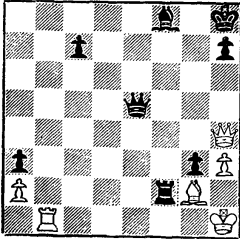
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| 38. R-KB1 | Q-K4 |
|-----------|------|

- |          |       |
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| 39. Q-R6 | R-KB7 |
|----------|-------|

- |            |      |
|------------|------|
| 40. R-QKt1 | B-B1 |
|------------|------|

- |          |  |
|----------|--|
| 41. Q-R4 |  |
|----------|--|

The encirclement has been thorough and the knife descends...



- 41. ... RxB
  - 42. KxR Q-K7ch
  - 43. KxP B-Q3ch
- Resigns.

A typical Poliakoff game, where stiff resistance merely sharpens the final blow.

\*\*\*\*\*

AMERICAN CHESS FOUNDATION The American Chess Foundation, Inc., has been formed in order to promote and develop American chess, according to word just received from Jose M. Calderon of New York. The foundation derives its funds from income-tax-exempt contributions, and already has sufficient funds on hand to send the U.S. team to Moscow.

Officers of the Foundation are: Alexander Bisno, President; Rosser Reeves, Vice-President; Morris J. Kasper, Treasurer; Walter Fried, Secretary. The Board of Directors includes the officers named above and Lessing J. Rosenwald, Jacques Coe and Mrs. Cecile Wertheim.

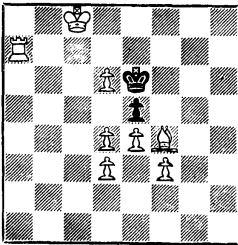
The existence of substantial sums of money for the promotion of chess is good news for those of us who like to see the United States represented at Chess Olympics (we couldn't afford to send a team to Amsterdam in 1954 and Buenos Aires in 1939) and who like to see all our best players (particularly Sammy Reshevsky) participate in national tournaments.

<u>CALIFORNIA CALENDAR</u>	
NORTH-SOUTH TEAM MATCH	San Luis Obispo, May 29
SAN FRANCISCO CITY CHAMPIONSHIP	May, June, July
U. S. OPEN CHAMPIONSHIP	Long Beach, August 8-20
CALIFORNIA OPEN CHAMPIONSHIP	Fresno, Sept. 3-5

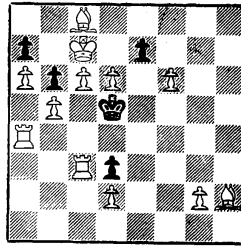
REPORTER TASKS This month we present for your attention two three-movers which are neat but not gaudy. Task No. 71 is by the late American composer Otto Wurzburg, and Task No. 72 is by the British composer B. N. Lewis.

Winner of the eighth problem-solving contest, completed in the last issue of THE REPORTER, will be announced soon. The next task contest will be announced. In the meantime we present these tasks to enable you to fritter away a few idle minutes, or hours.

TASK No. 71  
White Mates in Three



TASK No. 72  
White Mates in Three



ANSWERS: TASK No. 69: The key-move is Q-R2.

TASK No. 70: The key-move is Q-K1.

Communications regarding REPORTER TASKS should be sent to:

Dr. H. J. Ralston  
184 Edgewood Ave.  
San Francisco 17, Calif.