

CHESS NUTS

FIRST
ANNIVERSARY



DEDICATED TO
GEORGE
KOLTANOWSKI

SAN JUENTIN PRISON CHESS CLUB DIRECTORY

PRESIDENT	John Nolte
VICE PRESIDENT	Montie Carter
SECRETARY	John Rexinger
COVER DESIGN	Montie Carter

RULES COMMITTEE

Devote
Brarans
Ward

PLANNING COMMITTEE

Williamson
Green
Barrios
Hall
Godina

CLASS REPRESENTATIVES

"A" GROUP	Sensell
"B" GROUP	Boren
"C" GROUP	Ross

RATING STATITICIAN & TOURNAMENT DIRECTOR

T. Albritton

CONTRIBUTING EDITORS

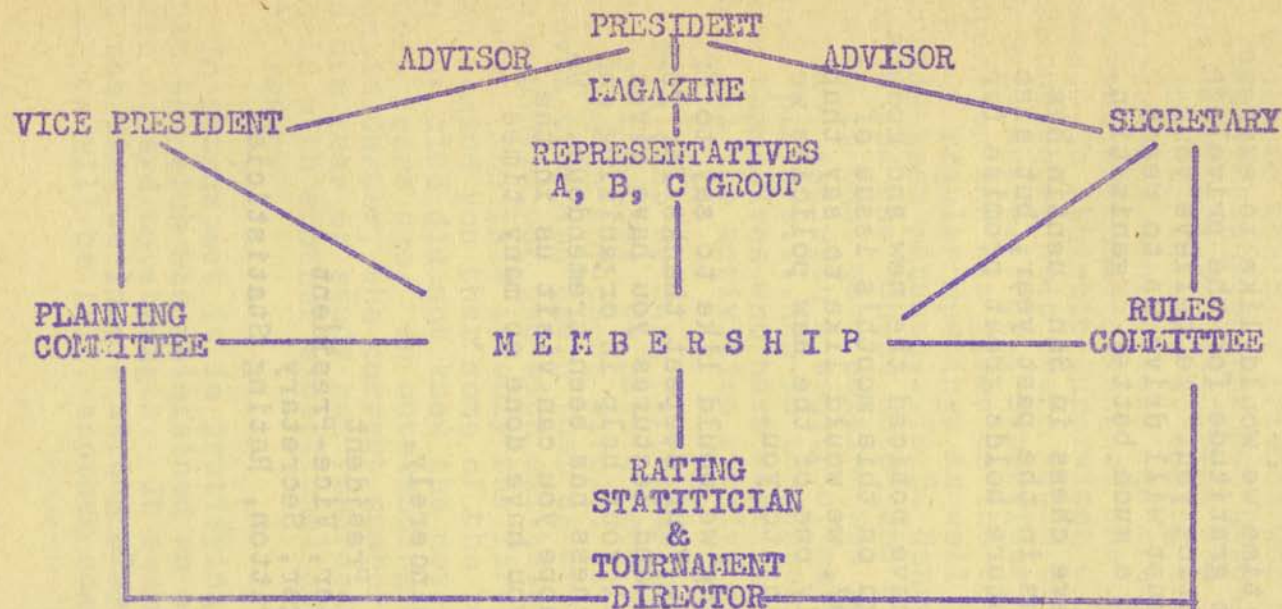
All Club Members

* Points are unofficial until such time
as Mr. Kotanovskii officially rates
the club members.

LADDER STANDINGS*

1. Carter	1850	12. Ward	1700
2. Green	1825	13. Rexinger	1700
3. Flohr	1825	14. Campbell	1650
4. Nolte	1820	15. Javor	1600
5. Albritton	1820	16. Switzer	1600
6. Williamson	1815	17. Easley	1575
7. Mahan	1800	18. Sweeney	1500
8. Brarens	1800	19. Lee	1475
9. Sensell	1800	20. Barrios	1475
10. Devote	1750	21. Godina	1450
11. Boren	1750	22. Ross	1450
		23. Vacant	
		24. Vacant	
		25. Vacant	

* Points are unofficial until such time
As Mr. Koltanowski officially rates
the club members.



ELECTIVE:
 PRESIDENT
 VICE PRESIDENT
 SECRETARY

ALL ARE DIRECTLY RESPONSIBLE TO THE MEMBERSHIP.

APPOINTIVE
 RATING STATITICIAN
 ADVISORS
 COMMITTEES

TO ALL CLUB MEMBERS

At this time we would like to express our deepest gratitude for the privilege of representing you. We believe your help and trust will drive us to reach our goal of a much better organization.

We believe chess in San Quentin has made strides in the past year, but also that the future holds great promise for us.

If you have noticed the new and modern cover design on this month's issue of "Chess Nuts", we would like to say that this is only one of the new policies we plan to bring to you.

In closing we would like to say to Mr. Koltanowski, "Our deepest thanks for your many visits and lectures you have given us. We feel your help in organizing and promoting chess has been tremendous. We sincerely hope you can visit us in the future as you have done so many times in the past."

We remain sincerely,

John Nolte, President
Montie Carter, Vice-President
John Rexinger, Secretary
Thomas Albritton, Rating Statistician

END OF A YEAR Editorial

At the end of this first year it is the writer's opinion that congratulations are in order to the many friends who have helped to firmly establish the San Quentin Chess Club...To George Koltanowski who has given his time and talents by coming here to play simultaneous exhibitions and create further interest with the advent of the C.F.N.C. Teams...To Athletic Supervisor C.L. Swagerty without whose help there would be no club... To B.L. Russell, Jr., Supervisor of Prison Education who has given us the room to use for our regular meetings as well as for the outside team matches...To D. Hansen who initiated the "Chess Nuts" and diligently saw to it that each edition was published on time, and with a wealth of material for chess players....AND to the Chess Club Members themselves who have made up the nucleus that all the activities revolve around.

As a club we have certainly proven ourselves capable. We have a record which is enviable in any chess circle. It has been proven time and again that as chess players we can hold our own with all talent-laden clubs. And this is only the first year. I can remind you that some of the top players in our club did not know the moves just two short years ago. An outstanding example is Montie Carter, the current number one player. So his year of study has rewarded the chess world with another exceptional addition to its ranks.

In retrospect it is gratifying to note that the club has maintained an even keel with regard to strength. It seems that just at the time we lose a strong player whose absence will be felt, another comes along to

capably fill his vacant shoes. By way of explanation, I feel that the only way we could improve the club would be that all chess players go home and forever play their games with outside competition.

Facts and figures which follow will give us an idea just what the club has done in all matches during the past year. Read it carefully and it will show you what you must do to keep your record for the year to come.

SAN QUENTIN SCORE	VISITOR'S SCORE	W	L	D
14½	2½	14	2	1
21½	26½	18	23	7
12½	2½	11	1	3
7½	4½	6	3	3
11	6	11	6	0
24½	23½	23	22	3
8	7	6	5	4
99½	72½	69	62	21

NOTE: The Second and Second Last Match Scores given are against CFNC in special league competition and are therefore not complete until the schedule is completed.

CHESS NEWS

During the past month the International Chess Federation has elevated Spassky of the USSR, Dr. Filip of Czechoslovakia and Panno of Argentina to Grandmasters.

On September 29, the regular monthly meeting of the San Quentin Chess Club was held (It was advanced one week due to the pending visit of Mr. Koltanowski on October 6). The semi-annual elections were held and new officials were elected, the results were as follows: President, John Nolte; Vice-President, Montie Carter; Secretary, John Rexinger. Mr. Albritton was re-appointed Rating Statistician and Tournament Director. On page three you will see the outline of the Club's structure to more clearly define the duties of officials and their obligation to the membership body.

A letter has been received by Athletic Supervisor C. L. Swagerty, from the Oakland Chess & Checker Club, offering to visit San Quentin at an early date. It was noted that they have a Spanish Pool Checker Expert who would enjoy playing some of the local wizards of that field.

We are looking forward to the return of the C. F. N. C. teams to resume their matches with the locals. It is hoped that we will be admitted to one of the regular winter leagues where we can really enjoy the avid competition.

By the way Devote is studying constantly from R. Fine's Chess Endings. In another six months he will be contesting anyone in the first five.

LATE NOTE: As we go to press it was learned that George Koltanowski will be over on Thursday evening, October 11, to discuss plans for the San Quentin Open...

Dear Member:

This month the San Quentin Chess Club celebrates its first birthday. It is exactly one year since a small group of inmates gathered on the Big Yard and decided to organize a club where they could get together and form a common pool of experience which would benefit one another and stimulate an interest in chess.

We did get together, and we did form a club. We did benefit from each other's experience or inexperience, and we did stimulate a widespread interest in chess. We formed the first successful chess club in the history of San Quentin. We held it together, to grow from an unorganized group of men in one short year to one of the best, if not the best chess club to be found in any penal system in the United States.

This is quite an accomplishment, but it is your accomplishment.

It refutes the old maxim that felons can do nothing constructive together.

We have removed many of the obstacles which confront a group of men striving to establish a club of some sort, and in so doing, displayed an unheralded ingenuity that no-one suspected of us. With the aid of Coach Swagerty and the Institution Staff, we have made a pretty darn good club.

Largely responsible for the success of the San Quentin Chess Club is International Master George Koltanowski, who has devoted a lot of time and a lot of energy to the club, and who has put us in the "big-time". He not only recognized the potential of our club; he developed it with special instruction to the group as a whole, and to its individual members. We do not believe that he is disappointed with our progress.

The San Quentin Chess Club "experiment" has developed into a full time project during this year and we hope it will continue to expand in the future. So happy anniversary from the editors, and HAPPY BIRTHDAY, on this, your first.

The Editors

CHESSE PSYCHOLOGY

by John Rexinger

On interesting theory concerning chess is that of chess psychology, in which an opponent moves his pieces according to a set pattern which coincides with his personal philosophy.

In no other game of skill is a player's personality so clearly revealed as his character develops and unfolds to the eyes of a careful observer as in the game of chess.

Oftimes, an individual who hesitates when making a decision in life will also hesitate to make a move in chess, being unsure, and sometimes, afraid.

Very often when a player makes a definite move and then quickly snatches the piece back with the explanation, "I didn't think..", will usually exhibit this same trait, and perhaps even the same explanation for his actions, in his personal life. There are many such little habits exhibited in almost every player, some much more complex than others, and it may be helpful for a man striving to improve his game and his character to investigate them. Certainly, if one could become acquainted with an opponent's theories concerning chess, it would be a definite asset to him.

An accurate interpretation of a man's character would provide the key to his way of playing chess: theories and certain principles of his that constitute his game.

Take Tom for example; he is an overly aggressive personality and a staunch advocate of Napoleon's maxim that "A good attack is the best defense". Tom's standard game is to deploy his pieces in an attacking position concentrating his forces against his opponent's defense in the hope of smashing it with a hard-hitting, and lightning attack. This is all very well. However he will ignore his own defense after a mere cursory examination. He may be an extremely formidable opponent, but then again,

his defense might be vulnerable to a good counter-attack!

Interesting too is the manner in which a coward will play chess. This type of person will emanate extreme confidence in himself when he plays a weaker opponent, taking a gamble here and making a sacrifice there-- constantly bearing the fact in mind that his opponent is weaker. However, let this weaker opponent make a surprise move, perhaps stealing a Queen, and the confidence of the former collapses into nothingness.

This "surprise move" of an opponent has a terrific psychological value when dealing with the type of individual sketched above. Even though he may be the better player, and have both adequate material and position at his disposal to defeat his weaker opponent, he will nevertheless give up mentally in many cases when he finds that he has underestimated his opponent, or when he thinks that he has underestimated his opponent.

There is the careful type of player who will never take a chance with his pieces, and there is the reckless type, who hopes that by giving up a piece something will "open up", and there are many others, including the man who always has to "prove" that he has the better mind.

There are a complex of character traits laid out upon a chess board for the investigation of an acute observer, and if you are able to detect them, you stand an excellent chance of winning the game, for as a "rule of thumb", a man will always play the game of chess in the same manner in which he plays the game of life.

If you are able to force your opponent to "give up" within the framework of his own mind you have already won the game. The vulnerable point in any player's game is....**HIMSELF**.

INTRALURAL LEAGUE TEAMS

BOTVINNIK

A Carter*
A Williamson
B Switzer
B Lee
C Easley

MARSHALL

A Green*
A Mahan
B Rexinger
B Ward
C Godina

CAPABLANCA

A Nolte*
A Sensell
B Devote
B Javor
C Barrios

MORPHY

A Brarens*
A Albritton
B Boren
B Campbell
C Sweeney

* denotes Team Captains

With the advent of new members it is planned to increase the number of teams until six teams are able to compete, at that time reserves will be used from the player pool.

RULES

1. A player of proper class will be assigned whenever possible. All teams forfeit a point for each board for which no player is available. No teams will be assigned reserve players at the present.
2. No A player will be allowed to play below board 3. C and B players may be assigned to play any one of the five boards by the team captain.

3. Team captains will be responsible for their line-up. All line-ups must be turned in to the Tournament Director on Saturday morning before play is commenced.
4. All games must be completed within six days from the time they are begun. All unfinished games will be adjudicated by the Tournament Director, with the help of the Club's number one player.
5. Any arguments or disputes will be settled by the Tournament Director.
6. Kibitzing by bystanders will not be tolerated during tournament games.

INTRAMURAL LEAGUE SCHEDULE

Double round robin matches,
single games.

OCTOBER 13

NOVEMBER 3

BOTVINNIK vs

MARSHALL

CAPABLANCA vs

MORPHY

OCTOBER 20

NOVEMBER 10

BOTVINNIK vs

CAPABLANCA

MARSHALL vs

MORPHY

OCTOBER 27

NOVEMBER 17

MORPHY vs

BOTVINNIK

CAPABLANCA vs

MARSHALL

GEORGE KOLTANOWSKI

World's Blindfold Chess Champion

by E. Scott Flohr

There are many high-sounding titles in chess. All are well deserved, but none-the-less confusing. Among them are: Expert, Master, Grand Master and International Grand Master. All of these have at one time, or do belong to genial George Koltanowski.

No one will question that these are select classifications since they are attained by only the 'names' of the Chess Society. There is another title, however, which has accrued to GK about which there can be no confusion, a rating which purveys its own information. This is the cloak of World's Blindfold Chess Champion.

Championship chess ability is finally and most difficult to attain for several reasons. Chief problem is the vast powers of retention necessary. Combine these, if you will with an inability on the part of the blindfolded player to see the position of any piece on the board and you gain an inkling as to why a blindfold champion is admired in any league, let alone at the rarefied level on which GK operates.

You will hear the unknowing say, "Oh, heck, photographic memory." The proper approach to this suave remark is to square your jaw and reply wittily, "Oh, yeah?"

The truth of the matter is that photographic memory is a tiny part of the whole. Attempt such a feat with plain memory and you will run out of developer fluid at the precise moment you need a visual picture of your opponent's plans.

Yet...for over twenty years... the

Belgian-born GK has been recognized as blindfold champion of the world.

One of his first, great feats of prodigious, mental chess occurred at Antwerp in February, 1934. Here, young George and Dr. Alekhine, then World Chess Champion, played a tandem, blindfolded, simultaneous exhibition against twenty-four, top-flight players. These twenty-four players consulted at the 'open' side of six boards while the good Doctor and youthful George played the blind side without consultation, alternating the move. Nevertheless, the 'blind' players won three, drew two and lost only one, a truly remarkable achievement!

Significant is a statement by George with reference to that titanic struggle. He stated, "That exhibition was more trying than playing thirty simultaneous, blindfolded games in the 'ordinary manner!'"

In December, 1951, at the Marines' Memorial Club in San Francisco, he established a World record for blindfold play engaging in fifty, consecutive, blindfold games in a period of eight hours and forty-five minutes. He won forty-three matches, drew five and lost only two. Previous to that time, no player...living or dead... had ever played fifty such games in anything approaching that time. To fully grasp why such a thing is nearly impossible, one has only to remember that these were played one after the other, allowing only ten seconds to the move! So great is George's personal popularity that nearly fifteen hundred spectators watched this exhibition of phenomenal chess skill.

Long noted for his abilities at

multiple play, he established still another record on December 5th, 1949, when he played 271 simultaneous games in a period of twelve hours. Of these he won 251, drew 17 and lost only three!

On yet another, notable occasion, this one in August, 1955, he played a simultaneous exhibition on 110 boards, winning eighty-nine, drawing seventeen and losing four. This took place at the Biltmore Hotel in downtown Los Angeles and drew a huge audience.

There is, though, much more to being a true champion than merely winning. The Merriam-Webster defines a champion as: 'one who is victor in open, competitive trial, especially sports.' Just behind this and of equal import it states: 'Also one who fights in behalf of another or who earnestly defends any person, principle, cause, party or institution.'

On both counts, George Koltanowski is a true champion. Never has anyone worked as hard for any cause as has GK for the development and progress of chess in the United States.

The 'do nots' in any country greatly outnumber the 'do' variety and are the very first to deride the achievements of another. From this class comes a comment which deserves airing. These few, envious persons say, "Oh, well, he's darned good, but, after all, he makes his living at it."

Nothing could be more of a partial truth or more unfair. Perhaps no person in the history of American chess has given more freely of his all to aid others.

This writer would like to add a personal observation. After devoting a life-

time to the advancement of a sport which is financially unrewarding in the U.S., giving freely of limited privacy and spending money in behalf of those less fortunate than himself, is GK not entitled to pay his rent and put a few groceries in his icebox? Nah! Jack Kramer and Mickey Mantle would ship them to the nearest psychiatrist.

As in many outside clubs, George has been a guiding light in the advancement of chess at San Quentin. He has made numerous trips, bringing guests to lecture and stimulate chess thinking. He has illustrated many of the finer points of the game, indulged in exhibitions against the best San Quentin has to offer and graciously arranged outside matches for San Quentin with teams of the Chess Friends of Northern California.

In December, 1955, he played a twenty-two board, simultaneous match at SQ, winning sixteen, drawing five and losing one. On Saturday, March 24th, 1956, he played a simultaneous match against sixty boards. The Master started play at 10:20 A.M. and stopped at 2:20 P.M., taking time for only two cups of coffee 'on the fly'. He won forty-six games outright, adjudicated one game to be lost and judged thirteen games as draws. Ruefully commenting on the improvement noted, he observed he would have to be more careful in the future, his proteges were learning more quickly than those outside.

This being an anniversary issue with dedication to genial George, let me close with a loud, boisterous roar in which I'm sure I will be joined by many, "For he's a jolly good fellow....!!!"

NOTES ON THE MIDDLE GAME, from
"THE GAME OF CHESS"
by Dr. Tarrasch

A game of chess is symbolic of war. The opening corresponds to the mobilization and strategic advance of the armies, followed by the preliminary skirmishes. The Middle Game, however, resembles the battle proper, the decisive battle. A good game of chess is decided in the Middle Game. For the conduct of the Middle Game, as regard both tactics and strategy, we have in our study of the typical combinations and attacks made ourselves familiar with the raw material. The player who carefully studies this colossal material until he makes it his own should be able to cope with any situation. Tactics are the most important element in the Middle Game. We must exploit opportunities for combinations whenever they are offered. Here there is only an illusory guard, there our opponent has a man quite unguarded, or a double attack, etc. is possible. Over and over again there occur the tactical maneuvers which we have learned, and these opportunities must frequently be created by a sacrifice. Mistakes by our opponent must be recognized as such, and also those that we ourselves are about to make.

The strategic conduct of the Middle Game generally arrises out of the Opening. Frequently one of the players has secured a slight advantage in the Opening and this must be further developed in the Middle Game. Often the pawn formation shows the

direction the attack is to take. Let us suppose that in the Opening a player has obtained a pawn superiority on the King Side. Then these pawns advance to the attack. If White has pawns at his K5 and KB5, the result is either a passed pawn at his K6 or a wedge driven into Black's position at KB6, or the breaking up of Black's castled position. If the pawn superiority is on the Queen's Side, then the pawns advance and a passed pawn results. The attack on the King's Side is certainly of greater penetrative force and, in most definite opposition to Mr. Stienitz, I cannot but maintain this: An attack on the King Side may result in mate, whereas a Queen Side attack, even in the most favorable circumstances, results only in a passed pawn, and thus possibly in a new Queen. We must not imagine however that we can attack wherever we wish. In chess, to play correctly, we can never do what we wish, we must do only what we are forced to do, what position demands. Positional play, that is to say playing according to the position, is the only correct method, and from it combinations result of themselves. We must attack where we are strong and our opponents are weak. We should always attempt to occupy the strong points in our own and the weak points in our opponent's game, at the same time striving to prevent the occupations of such points by our opponent. Each position must be regarded as a problem where it is a question of finding the

correct move, almost always only one, demanded by the position. In a game of chess secondary solutions are almost non-existent, except in the first moves of the Opening where there is freedom of choice. Frequently, particularly when one player already has a very definite advantage, it seems as though there were several equally good moves at his disposal. On closer examination, however, it usually becomes obvious that one move is the strongest, the very strongest, and therefore the only correct move. If a player has not a very decided advantage, then, when several moves come under consideration, not only is one the strongest but others actually prove disadvantageous, and in chess there is nothing more difficult than to choose the best, the only correct move, from several of apparently equal worth.

If in the Middle Game we have obtained an advantage in material, then we shall strive to utilize it to bring about a winning conclusion. We shall attempt to simplify the game by exchanges and enter into an End-Game where the advantage in material becomes even more effective. But often an advantage in material obtained in the Middle Game gives new impetus to our attack. At such times, however, we must carefully avoid every risk. For with an advantage in material -- *ceteris paribus* -- the game is already decided, and it would be foolish to place victory in jeopardy by some doubtful combination.

If we have emerged from the Opening with a somewhat inferior position, then we must endeavor to repair the damage. If, for

example, Black has had to give up the center, and has a pawn at Q3 as against White's pawn at his K4, or at K3 as against White's pawn at his Q4, then he will strive to neutralize the opposing center pawn, and above all, to catch up our opponent in development if we have lagged. In addition we shall attempt as soon as our opponent allows us sufficient time, to play to a better position an ill-placed piece, for example a Knight on the edge of the board.

If, as does not occur very often, the game is even after the Opening, then we must clearly realize that from such a position it is very difficult to win, but very easy to lose. In such cases we must be doubly careful, and avoid creating any weaknesses. Pawn moves especially are calculated to produce them. Nevertheless in a direct contrast to the Opening, it is generally necessary in the Middle Game, particularly when the End-Game is approaching, to create a way out for the castled King. Then we shall play P-KR3 if our opponent has a Bishop on the White squares e.g. at his Q3 (naturally taking into account all other considerations.)

But if a position is even, it is very far from drawn. Just play on quietly, and often from an even position the better player gains the advantage. Obviously this is only possible with the help of one's opponent, but it is so easy to make mistakes, even if they are not grave mistakes, yet against a master a very few inferior moves are sufficient to turn the scale in his favor.

Montie Carter has given us three good games to use for study. Along with the study of the Middle Game, these games will provide interesting positional play for your consideration.

A Queen Sacrifice climaxes the first game, in the second we see that even the Grandmasters are human and the third game offers us the mastery of Keres' as he plays Smyslov, one of the strongest players of our time.

KING'S GAMBIT
Gothenburg, 1920

WHITE	BLACK	WHITE	BLACK
R. Spielman	J. Koller		
		4. P-B3	N-B3
1. P-K4	P-K4	5. P-Q4	P-Q4
2. P-KB4	PxP	6. P-K5	N-K5
3. Q-B3	N-QB3	7. B-N5

An attempt to avoid theoretically known paths, as the usual line: 7. BxP, B-K2; followed by 8., O-O and 9, P-B3 favors Black.

7.	Q-R5 ch
8. K-B1	P-N4

The second player now threatens to win with 9, B-KN5.

9 N-Q2	B-KN5 (winds the Queen)		
10 NxN	BxQ	14 NxNP	Q-N3
11 NxB	Q-R3	15 NxQP	BxN
12 N-B6 ch	K-Q1	16 PxB	Q-B7?
13 P-Kr4	B-K2		

The Queen is badly placed here and is in danger of being trapped.

17 B-K2	N-K2	19 R-R3!!	PxP ?
18 NxKBP	P-QB4	20 R-Q3
20	K-Q2	21 B-Q1	QxR ch

And so the Queen is trapped.....

22 NxQ PxP 23 PxP }...
 With the advantage of two Bishops and
 a Pawn against a Rook, White now has an
 easily won game.

23 QR-Q1 26 R-N1 P-N3
 24 B-K2 N-B4 27 P-K6ch K-B1
 25 B-B4 K-B2 28 N-K5 Resigns
 This game certainly needs no comment.

A GRANDMASTER SLEEPS
 Ninth USSR Championship
 Leningrad, 1934

BIRD'S OPENING

(Notes by G. Levenfish, comments by M.
 Carter, S.Q.)

WHITE BLACK
 KAN RABINOVISH

1 P-KB4 N-KB3
 2 N-KB3 P-Kn3

An excellent defensive system. White's
 chief strategical aims are to fortify his
 K5 by means of the fianchetto of his QB.

3 P-Q3 P-Q3 6 O-O N-B3
 4 P-K4 B-N2 7 Q-K1 B-N5
 5 B-K2 P-B4 8 QN-Q2 Q-B2
 9 Q-R4

White has failed to realize that Black
 intends to Castle Queen Side.

9 P-KR4 10. P-B3, 0-0; 11 P-KR3 K-N1
 Underlining the pointlessness of White's
 ninth move.

12 Q-B2 B-QB1 16 N(4)-K5 PxP
 13 N-B4 B-R3 17 NxNch QxN
 14 P-QR4 B-K3 18 N-K5 Q-B2
 15 P-QN3 P-Q4 19 P-B4 PxP

- | | | | |
|------------|-------|----------------------------------|---------|
| 20. BxQP | KR-N1 | 23. B-K3 | B-K3 |
| 21. R-K1 | N-Q2 | 24. QR-Q1 | K-R1 |
| 22. NxN ch | BxN | (Indirectly defending the pawn.) | |
| 25. R-KB1 | R-QB1 | 27. R-Q3 | KR-Q1 ! |
| 26. B-K4 | B-N2 | 28. KR-Q1 | R-Q3 |
| | | (Locking the open file.) | |
| 29. RxR | PxR | 34. B-Q5 | BxB |
| 30. Q-Q2 | B-B1 | 35. PxB | B-N2 |
| 31. P-R5 | P-R3 | 36. PxP | PxP |
| 32. R-N1 | B-Q2 | 37. P-Q6 | Q-Q2 |
| 33. P-QN4 | B-B3 | 38. R-N6 | B-B3 |

The threat is ..., B-Q1 and ..., R-B3 completely disposing of White's attack. Kan therefore makes a last desperate attempt to save himself.

- | | | | |
|------------|------|-------------|------|
| 39. Q-Q5 | B-Q1 | 42. PxB | Q-K3 |
| 40. RxP ch | K-N1 | 43. Q-Q2 | R-K1 |
| 41. R-N6 | BxR | 44. B-B2 ?? | |

And here Kan played B-B2 and went on to lose the game in NINE moves, but this writer shows that if Kan had played P-Q7 the game could have been drawn in the following manner:

- | | | | |
|----------|------|--|--|
| 44. P-Q7 | R-Q1 | | |
| 45. Q-R5 | | | |
- Queen takes Bishop loses; 45 ..., QxB;
46 QxQ, RxQ; 47 P-Q8 (queen) mate.

And Black dare not take the pawn as 46 Q-R7 ch, K-B1; 47 Q-R8 mate, so Black must play:

- | | |
|----------|----------|
| 48. | QxB ch |
| 46. K-R1 | Q-QB8 ch |
| 47. K-R2 | QxP ch |

And follows a draw by perpetual check. So even the Grandmasters fail to find an answer at times.

QUEEN'S GAMBIT DECLINED
Leningrad-Moscow, 1939

Keres is undoubtedly the most brilliant and player in the world today. The game against Smyslov which follows is a dazzling exhibition of his attacking skill.

WHITE BLACK
P. Keres V. Smyslov

1	P-Q4	N-KB3	4	B-N5	B-K2
2	P-QB4	P-K3	5	P-K3	O-O
3	N-QB3	P-Q4	6	N-B3	P-QN3

Black's system of defense was at one time considered the best way to meet the Queen's Gambit. But that was a long time ago!

7	PxP	PxP	10	O-O	P-KR3
8	B-Q3	B-N2	11	B-KB4	P-R3
9	Q-B2	QN-Q2	12	KR-Q1

Brings pressure on the Queen File, discouraging 12....., P-B4

12	N-K1	14	N-K2	Q-K2
13	QR-B1	B-Q3	15	BxB	QxB

Black could have captured by 15....., NxB; as 16 QxP is impossible on account of 16...., QR-B1 winning the Queen. The Knight would have been centralized, and the Rooks mobile.

16 N-N3

The purpose of the Knight's tour is now clear. He threatens to dominate the board by occupying B5

16 P-N3

To meet the threat, Black is forced to make this weakening move.

17 P-KR4

White intends to push on with the pawn, and hit out at the vulnerable Knight's pawn.

17 P-KR4

This threat is met, but a new weakness is created.

18 N-N5!

The Knight plants himself firmly on enemy territory.

18 P-QB4

19 B-B5!

Brilliant and unexpected! The intention is 20 BxN, QxB; 21 NxRP, and if

21 PxN? 22 Q-R7 mate.

19 PxP

20 B-K6! P-Q6!

The point of the previous move. The Knight not only guards the Knight's pawn but gains time by attacking the Queen.

21 QxP N-K4

22 Q-N1 PxB

23 P-B4 K-N2

24 PxN QxP

25 R-B1!

Kere's fund of ideas is inexhaustable.

His immediate threat is 25 NxRPch. If

Black plays 25 ... QxN (N6); 26 NxPch

wins, or if 25 ... N-B3; 26 R-B7ch!,

K-R3; 27 RxN! with two threats of mate.

25 RxRch
26 RxR N-Q3
27 NxRpch !

Black must not take the Knight, as the reply would be 28 Q-R7 mate.

27 K-R3
28 N-B6 QxPch
29 K-R1 Q-Q5
Black had to stop 30 N-N4 ch

30 NxKP
Looks risky as White's King seems to be exposed, but Keres has everything under control.

30 QxPch
31 K-N1
Now he has various winning ideas. If 31, R-QB1 (to stop 32 Q-B1ch) then 32 R-B4, Q-N6; 33 R-B3, followed by 34 R-R3 ch is decisive.

31 P-Q5
At last the Bishop has some scope, and prevents White's Rook from occupying B3 --but it is too late!

32 Q-B1ch P-N4
33 Q-B7 Resigns.
Mate by the Queen at N7 or R7 cannot be stopped.

A scintillating display of the magical art of Keres. He dazzles his opponent (one of the strongest players in the world) with a bewildering assortment of surprise moves, sacrifices and Knight forks both threatened and actual.

CHESS LAFFS

Annotations by the 'Chess Nut'.

WHITE

BLACK

1. P-KB4

The Opening Move characterized by Bird's Opening, but here used in the Bluh Counter-Counter Game.

1. --- P-K4

A rather weak attempt to wrest control of KN4 by Black.

2. P-KN4!!!

The Bluh Counter-Counter Game. Notice how White now controls KR5, KN5, KB5 and K5.

2. --- Q-KR5 ch??

Too early in the game to cavort the Queen, also a premature check. After three and one-half hours deliberation White moved QB-KB2 only to lose the game by an illegal move.

Final comment on the Bluh Counter-Counter Game: NO COMMENT.

END

25
26
27

Annotations by the Chess Nuts
BLACK WHITE
I. P-KR4! No 28-N of game of had kaled

The Opening Move characterized by Bird's
Opening, but here used in the Blind Counter-
Counter Game, and here used, because of its
I. --- P-K4

A rather weak attempt to wrest control of
the game by Black, but it is not a
I. P-K4! No 28-N of game of had kaled
The Blind Counter-Counter Game. Notice how
White now controls KRS, KNS, and K5-
I. --- P-K4

/-----SQCC-----/

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