

Heran

CHESS NUTS

MARCH 1956



IMRE KONIG

CONTENTS

	<u>Pages</u>
News and announcements.....	2 - 3
Team Match Results.....	4 - 7
Class championships.....	8
Interesting games.....	9 - 17
Ladder standings under points.....	18
The City In The Sky(poem).....	19 - 20
Samples of Openings.....	21 - 23
Middle game hints.....	24 - 25
Rook and Pawn endings.....	26 - 27
Chess oddities.....	28
Chess club directory.....	29

NEWS AND ANNOUNCEMENTS

INTERNATIONAL CHESS MASTER Imre Konig paid a visit to San Quentin on Saturday, February 25, 1956. He engaged the local club's top 20 players in a simultaneous exhibition and lost one game and drew six while winning the rest. His only loss came in 24 moves to club President and Institution Champion David Hansen. Many of the games played were very interesting and the game scores can be found elsewhere in this issue of CHESS-NUTS.

Mr. Konig is a refugee from Hungary and came to the United States three years ago from England where he had resided for 12 years. He has written many books on chess and is regarded as an authority on Openings as well as a top chess theorist.

Visiting with Mr. Konig were Mr. Guthrie McClain, Mr. Spencer van Gelder and Mr. Michael Lawrence. Mr. McClain is an official of the California State Chess Federation and is the editor of the official State chess magazine, the CHESS REPORTER. He is rated as an expert. He engaged 10 players simultaneously and won 8, lost one and drew one. Mr. van Gelder and Mr. Lawrence each played 3 players and won their games. Mr. McClain stated that San Quentin had perhaps the second largest chess club in California and he rated the club highly in performance.

INTERNATIONAL CHESS MASTER George Koltanowski has just contacted the San Quentin club and states that he will be able to visit and play a mammoth chess exhibition on 60 to 100 boards on either March 24 or April 7. He last visited on December 17, 1955 at which time he played 22 boards, winning 20, losing one and drawing one game. 100 local players will be contacted in preparation for this gigantic exhibition. Mr. Koltanowski will see how many he can dispose of in the time available for this exhibition.

NEWS AND ANNOUNCEMENTS

MR. JIM REYNOLDS, Secretary of Chess Friends of Northern California, Inc. plans to bring a team of 25 players to San Quentin on Saturday, March 17, 1956. This organization has twice previously brought groups of 25 players to This institution. In 1954 San Quentin won a double round match by a score of 28-20 and in 1955 the match ended in a 25-25 tie score. This will be a fine opportunity for the local team to test itself. Plans have also been completed for San Quentin to compete in a round robin schedule against four teams of six players each from CFNC. The first match between all four teams is scheduled to start March 31, 1956 and to continue every third week until the schedule is completed. After the fine showing against International Master Imre Konig, San Quentin can rest assured it will show to good advantage against any club. Whatever the final standing, all parties should enjoy this series.

ADDITIONAL MATCHES will be arranged with other clubs in this area. The powerful Mechanics Institute team was scheduled for January but such short notice made it impossible to play this match. A new date should be set shortly. The Golden Gate and Castle clubs of San Francisco have been asked to visit and play a match.

During FEBRUARY Duncan was appointed team Captain of the FINE group while Garcia was appointed team Captain of the BIAD group. Both men replace team Captains no longer with the club

NEW MEMBERS admitted in February were Gardner, Sorentino, Brarens and Arellanes. Old members dropping were Goldsmith, Brown, Fluty and Henderson

RESULTS OF TEAM MATCHES-Feb 4, 1956

EVANS (3)

Petry.....	0
Boren.....	0
Gibbs.....	1
Carter.....	1
Kressen.....	1
Ward.....	0

RETI (3)

Devote.....	1
Hansen.....	1
Rexinger.....	0
Campos.....	0
Corrigan.....	0
Histriel.....	1

FINE (4)

Green.....	1
Duncan.....	1
Williams.....	0
Rose.....	1
Hill.....	1
Forfeit.....	0

BIRD (2)

Brown.....	0
Williamson.....	0
Garcia.....	1
Carstens.....	0
Fluty.....	0
Arellanes.....	1

KOLTANOWSKI (1½)

Sensell.....	½
Frazier.....	0
Till.....	0
Albritton.....	1
Rodriguez.....	0
Glover.....	0

MARSHALL (4½)

Flohr.....	½
Hall.....	1
Nolte.....	1
McQuerry.....	0
Easley.....	1
Barrios.....	1

The EVANS group succeeded in holding the RETI team to a 3-3 tie, proving that their bad start for the first four matches was merely plain unluckiness. A fine example of team improvement was indicated by the score of the FINE-BIRD match, or was it because one tail-ender played another tail-ender? The big powerhouse again proved to be the Marshall team, which at the start of the season was picked as the probable winner of the league intramural schedule. However, the RETI team still leads the league with a 4-1 match record as against 3½-1½ for the MARSHALL group. Tied for the cellar with identical 1-4 match records are the BIRD and FINE teams.

RESULTS OF TEAM MATCHES -Feb 11, 1956

RETI (3)

Rexinger.....	1
Hansen.....	1
Mistriell.....	0
Devote.....	1
Campos.....	0
Forfeit.....	0

FINE (3)

Hill.....	0
Green.....	0
Duncan.....	1
Williams.....	0
Rose.....	1
Morris.....	1

MARSHALL (3½)

Flohr.....	1
Hall.....	0
McQuerry.....	0
Nolte.....	1
Easely.....	1
Barrios.....	½

BIRD (2½)

Fluty.....	0
Garcia.....	1
Williamson.....	1
Carstens.....	0
Forfeit.....	0
Perrin.....	½

EVANS (3½)

Boren.....	0
Petry.....	0
Gibbs.....	1
Carter.....	½
Kressen.....	1
Ward.....	1

KOLTANOWSKI (2½)

Sensell.....	1
Till.....	0
Frazier.....	0
Albritton.....	½
Forfeit.....	0
Glover.....	0

The RETI team played its third consecutive draw match after first starting off the season with three straight wins. This is another indication of the even distribution of playing strength among all six teams. The trick seems to be in the forming of the lineups for each match. Look at the EVANS score again! What an improvement over the first three weeks. But the MARSHALL team seems to be difficult to stop in their flight towards first place - if they are to be stopped at all! One thing for certain - it would be impossible to get the scores any closer together and still leave room for one team to emerge victorious.

RESULTS OF TEAM MATCHES-Feb 18, 1956

MARSHALL (3½)

Nolte.....	½
Flohr.....	0
Hall.....	0
McQuerry.....	1
Easely.....	1
Barrios.....	1

FINE (2½)

Duncan.....	½
Gardner.....	1
Green.....	1
Williams.....	0
Rose.....	0
Morris.....	0

BIRD (2)

Garcia.....	0
Carstens.....	0
Brarens.....	1
Sorrentino.....	1
Williamson.....	1
Perrin.....	0

EVANS (4)

Gibbs.....	1
Carter.....	1
Kressen.....	0
Boren.....	0
Petry.....	0
Moore.....	1

KOLTANOWSKI (3)

Frazier.....	0
Till.....	1
Sensell.....	1
Albritton.....	0
Valentine.....	1
Glover.....	0

RETI (3)

Hansen.....	1
Devote.....	0
Rexinger.....	0
Campos.....	1
Corrigan.....	0
Kistriel.....	1

The EVANS GROUP won by a forfeit score of 4-2 due to the fact that they had to play against an improper lineup in that the BIRD team played a stronger player on board 4 than the rules permitted. But that RETI team! It seems as if the only thing that they can do is draw their matches. This makes four consecutive draw matches!! This string must be broken somewhere. With the addition of Gardner to the FINE group all teams are more evenly matched, although it seems that the FINE group is still weak on their last boards. The KOLTANOWSKI group was permitted to play Valentine thus giving them additional strength for that week.

RESULTS OF TEAM MATCHES - Feb. 22, 1950

MARSHALL (4)

Flohr.....	0
Nolte.....	1
Hall.....	0
McQuerry.....	1
Easely.....	1
Barrios.....	1

EVANS (2)

Gibbs.....	1
Boren.....	0
Carter.....	1
Kressen.....	0
Moore.....	0
Ward.....	0

RETI (3)

Hansen.....	1
Rexinger.....	0
Devote.....	0
Campos.....	0
Corrigan.....	1
Mistriell.....	1

BIRD (3)

Garcia.....	0
Barens.....	1
Williamson.....	1
Sorrentino.....	1
Carstens.....	0
Perrin.....	0

FINE (2½)

Green.....	0
Duncan.....	0
Gardner.....	1
Rose.....	1
Williams.....	½
Hill.....(forfeit).....	0

KOLTANOWSKI (3½)

Frazier.....	1
Albritton.....	1
Sensell.....	0
Forfeit.....	0
Till.....	½
Glover.....	1

STANDINGS of TEAMS

	<u>Matches</u>		<u>Games</u>	
MARSHALL	6	1	31	17
RETI	5	2	27	21
EVANS	4	3	23	25
KOLTANOWSKI	3	4	23	25
FINE	2	5	20½	27½
BIRD	1½	6	19	29

According to word received from C.F.C., a corrected score gives the FINE team a win over the KOLTANOWSKI team on Jan. 21, as FINE forfeits only one point for the misplayed board and not the whole match as had been formerly thought to be correct.

CLASS CHAMPIONSHIPS

Play for the A, B, and C class titles has been progressing rapidly and winners of these titles are close to being decided. As can be expected in any tournament whereby players are allowed to set their own pace, there are a number of players who have played very few games. Since the important thing is to decide the winner of a particular section, the rapid players keep these tournaments moving. Standings to date in each division are as follows: (Placing is decided by wins-not losses)

<u>"A"</u>			<u>"B"</u>		
	<u>W</u>	<u>L</u>		<u>W</u>	<u>L</u>
Sensell	4	0	Nolte	13	4
Gibbs	3	2	Albritton	9	2
Hall	2	0	Carter	9	3
Duncan	2	2	Devote	7 $\frac{1}{2}$	3 $\frac{1}{2}$
Flohr	1	2	Rexinger	7 $\frac{1}{2}$	5 $\frac{1}{2}$
Green	1	2	McQuerry	7	5
Garcia	1	4	Carstens	6	3
Frazier	0	4	Till	6	7
			Campos	5	9
			Boren	3	6
			Kressen	2	3
			Easley	1	3
			Corrigan	1	4
			Petry	1	4
			Rose	1 $\frac{1}{2}$	4 $\frac{1}{2}$
			Williams	0	1
			Williamson	0	2
<u>"C"</u>					
Mistriell	7	1			
Ward	6	3			
Barrios	5	4			
Glover	3	3			
Rodriguez	2	1			
Morris	2	3			
Arellanes	1	2			
Perrin	1	3			
Moore	1	5			
Hill	0	3			

All participants in class play are reminded that the deadline is March 31 and all games not played by that date are counted as a loss. Play your games and see where you finish.

INTERESTING GAMES

This game starts off poorly in the Opening on Black's part, but he equalizes, then falls behind again and equalizes again. As the game goes into the end game phase, even though Black is the exchange behind it looks as if the worst he could get would be a draw. Indeed, much end game analysis proves that Black has the best of it in all variations. However, the game was adjudicated a win for white.

White: Master Imre Konig
Black: Carter

RUY LOPEZ (Steinitz Defense)

1. P-K4	P-K4	27. R(Q2)-Q2	B-Q5
2. N-KB3	N-QB3	28. P-N3	F-N4
3. B-N5	P-Q3	29. PxP	PxP
4. P-Q4	B-Q2	30. K-N2	K-B2
5. O-O	PxP	31. K-R3	K-B3
6. NxP	P-KN3	32. K-N4	B-K6
7. BxN	PxB	33. R(1)-QN1	R-N1ch
8. Q-B3	P-QB4	34. K-R3	R-N2
9. N-K2	B-N2	35. R-N8	R-QB2
10. N-B3	N-K2	36. R-B4	K-K4
11. B-N5	B-K3	37. P-R4	K-Q4
12. N-KB4	O-O		
13. QR-Q1	Q-B1		
14. Q-N3	N-QB3		
15. N(B3)-Q5	P-B3		
16. NxB	QxN		
17. NxP	QxP		
18. NxR	N-Q5		
19. QxP	PxB		
20. N-B7	N-K7ch		
21. K-R1	N-B5		
22. P-B3	QxP		
23. Q-Q2	QxP		
24. N-Q5	QxQ		
25. RxQ	R-K1		
26. NxN	PxN		

At this point the game was adjudicated a win for White.

INTERESTING GAMES

Here is a game which starts off to be a Philidor's Defense but winds up as a Scotch game. Black loses a pawn on his 9th move but fights a good game throughout. The game was adjudicated a draw when time ran out on both players. However, all analysis shows that White will win. He has tied up Black's King and one Rook permanently as long as White maintains his Rooks where they are placed. Black's other Rook is tied down to guard the King Bishop pawn. White can work to obtain a passed pawn on the Queen side or he can maneuver his King to the King side, and at a critical moment trade one or both Rooks. His Queen side pawns will then hold Black's attention while White gathers in the King side pawn and advances his own KR pawn.

White: Master Imre Konig

Black: Hall

- | | | | |
|-----------|-------|-------------|----------|
| 1. P-K4 | P-K4 | 18. Q-KB3 | KR-N |
| 2. N-KB3 | P-Q3 | 19. QxQ | RxQ |
| 3. P-Q4 | N-QB3 | 20. P-KB4 | P-QB3 |
| 4. KB-N5 | B-Q2 | 21. PxB | PxN |
| 5. N-B3 | N-B3 | 22. KPxQP | RxP.. |
| 6. BxN | BxB | 23. PxP | R-Q 3 |
| 7. C-Q3 | B-Q2 | 24. KR-K | RxP (B3) |
| 8. PxB | PxB | 25. KR-K8ch | K-B2 |
| 9. NxB | B-K2 | 26. R-K7ch | K-B |
| 10. B-N5 | B-Q3 | 27. P-N3 | R-N |
| 11. Nx3 | QxN | 28. P-Q6 | R-Q |
| 12. PxB | PxB | 29. P-Q7ch | K-B2 |
| 13. N-Q5 | O-O-O | 30. R-Q3 | R-B7 |
| 14. C-O-O | Q-k3 | 31. P-R3 | R-B4 |
| 15. C-KB3 | B-K4 | 32. K-N2 | P-KR4 |
| 16. K-N | K-N | 33. P-QR4 | P-R4 |
| 17. C-QN3 | Q-N5 | 34. R-Q4 | P-N3 |

At this point the game was adjudicated a draw because time ran out on both players.

INTERESTING GAMES

The following game was played against Mr. Guthrie McClain, who played an exhibition on ten boards. He lost one and drew one and won the rest. Mr. McClain is a Director of the California State Chess Federation and is rated as an Expert.

White: Guthrie McClain

Black: Rose

1. P-K4	P-K4	20. PxB	KxN
2. N-KB3	P-Q3	21. P-R4	N-N5
3. P-Q4	N-Q3	22. PxP	PxP
4. PxP	PxP	23. P-B3	R-B1
5. QxQ	KxQ	24. K-N1	N(5)-B3
6. KB-N5	KN-K2	25. B-Q5	K-N2
7. N-QB3	B-Q2	26. K-B2	K-B2
8. B-K3	P-Qr3	27. P-KB4	n-Q1
9. B-R4	P-B3	28. Pxp	PxP
10. O-O	P-QN4	29. P-KB4	R-Q2
11. B-N3	QN-N1	30. Pxp	Nxp
12. R-Q3	KN-QB3	31. B-KB4	R-K2
13. KR-Q1	B-Q3	32. R-R1	K-Q3
14. RxB	PxR	33. R-R8	R-K1
15. RxP	K-QB2	34. R-R7	N-Q2
16. R-Q1	R-K1	35. R-R6ch	K-B2
17. N-Q5ch	K-N2	36. R-B6ch	K-Q1
18. N-QN6	B-KN5	37. R-K3	RxR
19. NxR	BxN	38. BxR	N-N3

(a) Black made a few more moves and then resigned. It is easy to see that White has a decisive edge on the Queen side and it is only a matter of time and technique before the win is demonstrated. This game shows good play on White's part considering that he is playing 10 boards at the same time. Mr. McClain lost only one game and that was to Williams, after he had an edge. He simply made an oversight and lost.

INTERESTING GAMES

The recent simultaneous exhibition given by International Chess Master Imre Konig had its' interesting points. Mr. Konig lost only one game while giving up six draws by adjudication. Here follows his losing effort against club President David Hansen who is also the current institution champion.

White: Master Imre Konig
Black: Hansen

RUY LOPEZ

- | | | | |
|----------|-------|-------------|----------|
| 1. P-K4 | P-K4 | 13. N-B4 | Q-K2 |
| 2. N-KB3 | N-QB3 | 14. P-QN4 | P-KN4 |
| 3. B-N5 | P-QR3 | 15. N-Q3 | N-Q4 |
| 4. B-R4 | N-KB3 | 16. P-QR4 | NxQBP !! |
| 5. O-O | P-QN4 | 17. NxN | QxQp |
| 6. B-N3 | B-K2 | 18. N-QB5 | BxN |
| 7. P-QB3 | NxKP | 19. PxB | QxN |
| 8. B-Q5 | N-KB3 | 20. Q-N4ch | K-N1 |
| 9. BxN | PxB | 21. BxP | KR-N1 |
| 10. NxP | B-N2 | 22. Q-R4 | Q-N2 |
| 11. P-Q4 | Q-Q4 | 23. QR-Q1 | RxR |
| 12. N-Q3 | O-O-O | 24. RxR | QxB |
| | | 25. Resigns | |

- (a) As soon as I saw B-N5 by White on the third move, I knew I could expect the Ruy Lopez. This opening gives all the advantage to the first player according to all "book" analysis. I immediately decided to get the game away from the beaten path as soon as possible. This I did on my 7th move when I made what the books call an inferior move. It turns out differently in this case as the open Queen file proves. Black's 16th move came as a total surprise to White and he took a long time before replying. In any case he would be material down and have a lost game.

INTERESTING GAMES

Another interesting game played against International Master Konig proves touch and go at many points. It winds up an easy draw and is adjudicated such when time runs out; however, it undoubtedly would have drawn in any case. This was one of six draws i.r. Konig gave up!

White: Master Imre Konig
Black: Nolte

FOUR KNIGHTS

1. P-K4	P-K4	19. P-R5	B-Q2
2. N-KB3	N-KB3	20. Q-B4	C-B4
3. N-QB3	N-QB3	21. Q-R4	B-B4
4. B-N5	P-Q3	22. QR-KB1	QR-B1
5. P-Q4	B-Q2	23. Q-B2	P-KB3
6. BxN	BxB	24. RpxP	BxP
7. C-Q3	PxP	25. PxpP	R-KB2
8. NxP	B-Q2	26. Q-Q2	Q-K4
9. B-N5	B-K2	27. Q-B4	QR-B5
10. O-C-O	O-O	28. QxQ	PxQ
11. P-KB3	N-Q4	29. N-KB5	KRxP
12. NxN	BxBch	30. N-K7ch	K-B2
13. P-B4	P-QB3	31. NxB	RxRch
14. PxB	PxN	32. RxRch	KxN
15. P-KR4	PxKp	33. K-B1	R-Q5
16. QxP	Q-B2	34. P-B3	R-Q2
17. K-N1	B-B3	35. K-B2	P-KR4
18. Q-KN4	P-KN3	36. P-B4	R-Q5

(a) The game was adjudicated a draw after 36 moves with its probable outcome being a draw, although any edge must be conceded to black because he has a potential queen in the passed pawn at K4; however, it is unlikely it could ever be promoted. Black could by keeping the Rook in the Queen file and moving his King to attack the white KNP probably Queen his pawn. A Rook trade is fatal for White.

INTERESTING GAMES

Here is a nice draw with the King's Indian Defense. There are many nice tactical maneuvers even though most of them are drawish in looks. The ending turns out to be a rather simple draw position, but it is possible the superior player can do something with this type of ending.

White: Master Imre Konig
Black: Gardner

KING'S INDIAN

1. P-Q4	P-KN3	18. QxR	N-K4
2. P-K4	B-N2	19. K -K4	NxB
3. N-KB3	P-Q3	20. PxN	N-Q5
4. KB-B4	P-K3	21. P-B3	N-N4
5. N-B3	N-K2	22. Q-K2	N-B2
6. O-O	N-Q2	23. P-QB4	P-KB4
7. B-KN5	O-O	24. PxP	QxP
8. Q-Q2	P-QB4	25. R-K1	B-Q5
9. P-Q5	N-N3	26. B-R4	R-K1
10. B-K2	PxP	27. P-KN4	Q-B5
11. PxP	B-N5	28. B-N3	Q-B1
12. P-KR3	BxKN	29. Q-Q1	B-K4
13. BxB	Q-Q2	30. BxB	RxB
14. KR-K1	N-B5	31. N-N3	Q-B5
15. Q-B1	N-B4	32. RxR	QxR
16. B-N4	QR-K1	33. Q-K2	QxQ
17. R-N1	RxR	34. NxQ	Drawn

- (a) The King's Indian is a solid line of defense, but it must be played with extreme care because the second player can be crowded into difficult positions if he does not watch himself. White has all the best of it as far as mobility and control of a larger section of the board, but this can be overcome and a solid game is the result. One should be familiar with all lines in the King's Indian to get good results.

INTERESTING GAMES

The following game is interesting as a line of play seldom used in the RUY LOPEZ opening; however, it turns out well in this game.

White: Master Imre Konig
Black: Green

RUY LOPEZ

1. P-K4	P-K4	22. P-QB4	P-KN3
2. N-KB3	N-Q3	23. R-K3	P-Q4
3. B-N5	KN-K2	24. RxF	PxF
4. P-QB3	F-Q3	25. PxF	N-Q3
5. P-Q4	B-Q2	26. B-QN3	N(2)B4
6. B-QB4	N-N3	27. NxN	NxN
7. N-N5	Q-K2	28. R-Q1	P-B4
8. NxBp	PxP	29. B-B3	B-K2
9. NxR	QxPch	30. B-K5	B-QB3
10. Q-K2	QxQch	31. K-B2	A-KB1
11. KxQ	NxN	32. K-N1	N-Q5
12. R-K1	N-K4	33. BxN	PxB
13. K-B1	C-C-O	34. P-KN3	B-QB4
14. B-K2	P-Q6	35. R-K1	B-Q2
15. B-Q1	N(1)-B2	36. R-K5	P-N3
16. P-KB4	N-B5	37. B-B2	B-B4
17. P-QN3	N-N3	38. R-Q2	Bx3
18. N-Q2	N-Q4	39. RxB(7)	P-Q6D.Ch.
19. N-K4	B-B4	40. RxBch	PxR
20. B-Q2	N-K2	41. R-Q2	R-Q1
21. N-N3	B-Q2	42. K-B2	R-Q5

Drawn

(a) After black gets behind in the early part of the game, he fights back and wins back a Rook for a Bishop, thus getting back even in material for his early loss of the exchange. The game has many interesting points and black's tactical play gets better in the latter part of the game. Black does too much aimless moving in the early part of the game but this doesn't hurt him.

INTERESTING GAMES

A game ripe with combinational possibilities is the following. Black plays a standard line of play in the Sicilian Defense and holds his own all the way and eventually gains the upper hand towards the end of the game, in spite of the fact there are many pieces still on the board. This game is a fine study in combinations and the reader should look over the many ways the game can turn.

White: Master Imre Konig
Black: Albritton

SICILIAN DEFENSE

- | | | | |
|-----------|--------|--------------|------------------------|
| 1. P-K4 | P-QB4 | 18. K-R1 | QxNp |
| 2. N-KB3 | N-QB3 | 19. B-Q3 | N-KB3 |
| 3. P-Q4 | PxP | 20. QR-B2 | Q-N3 |
| 4. NxP | P-Q3 | 21. QR-Q2 | Kr-Q1 |
| 5. P-QB4 | N-KB3 | 22. N-K2 | N-R4 |
| 6. N-QB3 | P-KN3 | 23. P-KN4 | N-N2 |
| 7. B-K2 | B-N2 | 24. N-KN3 | Q-B2 |
| 8. B-K3 | O-O | 25. KR-KN1 | Q-K2 |
| 9. O-O | P-QR3 | 26. R(2)-KB2 | R-KB1 |
| 10. P-KB3 | B-Q2 | 27. P-KR4 | P-KB3 |
| 11. QR-B1 | NxN | 28. R-KR2 | N-K3 |
| 12. BxN | P-K4 ? | 29. P-KR5 | P-KN4 |
| 13. B-K3 | B-QB3 | 30. N-B5 | Q-QB2 |
| 14. Q-Q2 | QR-B1 | 31. R(2)-Q2 | QR-Q1 |
| 15. KR-Q1 | N-K1 | 32. R(1)-QB1 | Q-KB2 |
| 16. B-R6 | BxB | 33. P-QB5 | PxP |
| 17. QxB | Q-N3ch | 34. B-B4 | R-Q2 |
| | | 35. | Drawn because of time. |

- (a) Black's 12th move is bad because it gives him a backward pawn, but he eventually gets out from under this oversight. Look how White has boxed in his Queen. It will take some fine play to get out of this 'jam', but the open Q. file should help here.

INTERESTING GAMES

This game was adjudicated a win for White, but it will take much play to earn the win. Black fights back hard after poor opening play (no development), but loses the Queen Knight pawn through an oversight, otherwise he should get an easy draw.

White: Master Imre Konig
 Black: Gibos

QUEEN'S GAMBIT ACCEPTED

1. P-C4	N-KB3	19. B-B6	a-32
2. P-QB4	P-C4	20. P-KR4	P-R4
3. PXP	QXP	21. 3xB	KxB
4. N-QB3	Q-Q1	22. Q-B4	N-C4
5. N-KB3	P-KN3	23. BxN	QxB
6. P-K4	B-N2	24. R-Q3	KR-QB1
7. P-K5	N-Q4	25. R-KB3	Q-Q2
8. B-QB4	NxN	26. R-Q1	R-B7
9. PxN	O-O	27. P-R3	R(7)-B6
10. O-O	B-N5	28. P-C5	RxR
11. P-KR3	BxN	29. QxR	PxP
12. QxB	P-K3	30. RxP	Q-K2
13. QxNP	N-Q2	31. P-N3	Q-K3
14. Q-B3	P-QB4	32. Q-C3	Q-R6
15. R-Q1	PxP	33. Q-B1	Q-B4
16. PXP	N-N3	34. Adjudicated a win	
17. B-N3	Q-Q2	for White.	
18. B-N5	QR-B1		

(a) This game shows lack of development in the opening, but in spite of this Black manages to get a good game. It is by no means clear how White will win this game except that he has the extra center pawn and this should be decisive with correct play. The game transposes into a sort of King's Indian Defense on the Queen's Gambit Accepted.

POSITIONS UNDER POINT SYSTEM

1. Hansen	1760	21. Till	1379
2. Sensell	1736	22. Boren	1360
3. Flohr	1734	23. Carstens	1356
4. Gardner	1727	24. Corrigan	1320
5. Green	1664	25. Campos	1294
6. Gibbs	1664	26. Rose	1235
7. Frazier	1651	27. Petry	1234
8. Hall	1624	28. Ward	1188
9. Brarens	1624	29. Williams	1166
10. Carter	1556	30. Easely	1159
11. Williamson	1510	31. Hill	1047
12. Nolte.	1507	32. Barrios	1039
13. Duncan	1488	33. Mistriel	961
14. Albritton	1483	34. Morris	950
15. Sorentino	1474	35. Glover	939
16. Garcia	1471	36. Arellanes	893
17. Rexinger	1439	37. Perrin	877
18. Devote	1404	38. Moore	865
19. McQuerry	1387	39. Rodriquez	864
20. Kressen	1384	40. Jayne	unrated

The above system is unofficial. It is being given a trial to test its' accuracy.

CITY IN THE SKY

By J.A.R.

The bleak Sierra Madres were
Beneath the city in the sky:
Copan! The city in the sky.
Its' empire spread from sea to sea
And it was well, for minds were free,
But Phoenix sent a tempting lure.

An ancient ruler - long ago
Decreed the Phoenix did command
The Maya peoples to the sands
Of Lyx to learn the game of chess.
And Cox-Cox wept in happiness
To see his children far below.

The ruler knew his people's ways
Of life, and said that they were good.
They played this game the way they should:
Obeyed the rules, and found delight
In playing chess on stormy nights.
This day was ruled a holiday.

The rules were simple - and polite.
This game was, -after all - a game.
And if one lost - there was no shame!
So through the years these people bore
No malice to the sandy shore
Of Lyx, and Maya rule was right.

The masons, toiling with their stone
To build those ancient pyramids,
Were tempted not by Aztec bids
To raze their capital - Copan;
To place the Aztec over man,
And on Copan the sun god shone.

The pagan Maya gods were pleased.
They blessed this civilising force,
And let them prosper in their course!
But pride and greed began to show
In Mayan eyes - the Aztec foe
Again threatened, and they were appeased.

The prophet Itsex saw the harm
and warned his people to discard
Their ways or else the Phoenix guard
Them not. These learned people laughed
and lashed the prophet to a raft
And cast him in the river Llarne.

It soon became the people's will
To play the game of chess on days
Not set aside for holidays.
Whene'er a strong opponent's piece
Was threatened, all good rules were ceased.
No more was this game one of skill.

Somehow, it turned to something foul,
Each ego soon became involved.
The world around each one revolved
And turned the wheels for Mayan wit.
Soon, chess was played in granite pits
So none would hear the prophet's howl.

A mind was slain from that point on;
Each loser cursed and gnashed his teeth:
Upon each victor's head a wreath
Of praise was crowned, and it was wrong!!!
"Forget the weak and love the strong"
Became their motto. They were gone.....

One day a sentinel on high
Saw Aztec warriors come to sack
Copan. The Mayan armies lacked
The will to fight, and they were killed;
Aristocratic blood was spilled
Upon the city in the sky!
Copan is where the spoilers lie.
Copan! The city in the sky.

SAMPLES OF OPENINGS

Continuing a series started in the December 1955 issue of CHESS NUTS we find a few more of the most important openings and defenses in use in chess circles today. Most lines of play listed are the best variations in that particular Opening or Defense.

FOUR KNIGHTS' GAME

This is one of the soundest openings; in fact, its only weakness is that it is too sound. The player of the white pieces may draw against an opponent of equal strength more easily with this than with any other opening. But, the player of the Black pieces has various simplifying lines against which it is impossible for White to obtain an advantage.

Variation I

- | | |
|------------|-------|
| 1. P-K4 | P-K4 |
| 2. N-KB3 | N-Q33 |
| 3. N-B3 | N-B3 |
| 4. B-N5 | B-N5 |
| 5. O-O | O-O |
| 6. P-Q3 | BxN |
| 7. PxB | P-Q3 |
| 8. B-N5 | N-K2 |
| 9. N-R4 | N-N3 |
| 10. NxN | BPxN |
| 11. B-B4ch | K-R1 |
| 12. P-B4 | P-KR3 |
| 13. PxP | PxP |
| 14. B-R4 | P-KN4 |
| 15. B-KN3 | Q-K2 |
| 16. P-Q4 | ± |

(a) Black has a distinct superiority but no forced win.

Variation II

- | | |
|------------|-------|
| 1. P-K4 | P-K4 |
| 2. N-KB3 | N-QB3 |
| 3. N-B3 | N-B3 |
| 4. B-N5 | B-N5 |
| 5. O-O | O-O |
| 6. P-Q3 | P-Q3 |
| 7. B-N5 | N-K2 |
| 8. N-KR4 | P-B3 |
| 9. B-QB4 | P-Q4 |
| 10. B-N3 | Q-Q3 |
| 11. P-KR3 | P-KR3 |
| 12. BxN | BxB |
| 13. Q-R5 | P-Q5 |
| 14. N-K2 | K-R2 |
| 15. P-KB4 | B-Q3 |
| 16. P-B5 ± | |

(a) ± indicates that white stands slightly better.

SAMPLES OF OPENINGS

The MAX LANCE opening is still and has been for many years one of the deadliest openings for White. At the expense of a pawn he can get limitless possibilities of splendid combinations. However, in recent years new lines have been found against this opening, thus giving the second player good chances to hold his own with this opening.

Variation I

- | | |
|-----------|-------|
| 1. P-K4 | P-K4 |
| 2. N-KB3 | N-QB3 |
| 3. B-B4 | B-B4 |
| 4. O-O | N-B3 |
| 5. P-Q4 | PxP |
| 6. P-K5 | P-Q4 |
| 7. PxN | PxB |
| 8. R-K1ch | B-K3 |
| 9. N-N5 | Q-Q4 |
| 10. N-QB3 | Q-B4 |
| 11. QN-K4 | O-O-O |
| 12. KNxB | PxN |
| 13. P-KN4 | Q-K4 |
| 14. PxF | KR-N1 |
| 15. B-R6 | P-Q6 |

Variation II

- Moves 1-8 are the same as in variation I.
- | | |
|------------|--------|
| 9. N-N5 | P-KN3 |
| 10. N-Q2 | Q-Q4 |
| 11. QN-K4 | C-O-O |
| 12. NxQB | PxN |
| 13. Nx3 | CxN |
| 14. B-R6 | Q-B4 |
| 15. Q-B3 | P-K4 |
| 16. P-B7 | CxQ |
| 17. PxC | K-Q2 |
| 18. P-B4 | PxP |
| 19. R-K4 | P-KN4 |
| 20. R-Q1 | QR-QB1 |
| 21. B-N7 + | |

The line of play given in variation I was considered to give Black the better game until the strength of White's 15th move (B-R6) was realized. This was first played by Marshall. Black has a difficult game.

Variation II was suggested by Loman, but proves untenable against either 10 N-Q2 or 10 C-B3.

However, both lines of play given are used frequently and are still sound but they require very accurate counter-play.

SAMPLES OF OPENINGS

Another line in the MAX LANGE is the following. It was Schlechter's simplifying variation, based on 9 PXP.

Variation III

- | | |
|------------|--------|
| 1. P-K4 | P-K4 |
| 2. N-KB3 | N-QB3 |
| 3. B-B4 | B-B4 |
| 4. O-O | N-B3 |
| 5. P-Q4 | PxP |
| 6. P-K5 | P-Q4 |
| 7. PxN | PxB |
| 8. R-K1ch | K-B1 |
| 9. B-N5 | PxP |
| 10. B-R6ch | K-N1 |
| 11. N-B3 | B-B1 |
| 12. NxQp | BxB |
| 13. NxN | QxQ |
| 14. N-K7ch | K-N2 ‡ |

(a) ‡ Indicates that
Black stands
slightly better.

Variation IV

- | | |
|-------------|-------|
| 1. P-K4 | P-K4 |
| 2. N-KB3 | N-QB3 |
| 3. B-B4 | B-B4 |
| 4. O-O | N-B3 |
| 5. P-Q4 | PxP |
| 6. P-K5 | N-KN5 |
| 7. P-B3 | P-Q4 |
| 8. PxP e.p. | QxP |
| 9. R-K1ch | B-K3 |
| 10. BxB | PxB |
| 11. P-KR3 | NxBP |
| 12. KxN | PxPch |
| 13. B-K3 | BxBch |
| 14. KxB | QxQ ‡ |

(a) ‡ Indicates that
Black stands slight-
ly better.

The four variations given on the Max Lange are the most common lines of play in use today in this particular opening. There are other lines of play in this opening, but none of them offer better possibilities than those lines quoted here. Another line in the Max Lange attack is where Black plays BxB on his 5th move, but this line is thought to yield White an indifferent game and he gets little compensation for the loss of his pawn.

You should always remember that a particular line of play is only as good as the player who is using it.

MIDDLE GAME HINTS

The middle game in chess is one of the most difficult parts to play, perhaps even more so than the openings. Unless one makes a serious mistake in the opening, there is always some chance to salvage something from the game (although it is an uphill fight) by careful play. However, in the middle game the beginning of the end is always in sight with combinations arising all over the board. It is essential to know how to get into the middle game so that combinational possibilities can be exploited to good advantage. One must be concerned with the ideas used to understand what takes place.

Force (material), mobility, and King safety are the three basic principles of chess. Mobility can be divided into pawn structure (or pawn mobility) and general freedom of the pieces. To this, add the tactical situation at any moment (combinations), and you have a complete picture for the analysis of any position.

The safety of the King is more important than any other element in the middle game.

Since every game of chess is always decided tactically, the factor of crucial importance is the combination. The old saying that tactics are 99% of the game is still true. Combinations are made for the purpose of winning material; therefore, with other things equal, any material advantage is enough to win.

A combination is a series of moves frequently involving a sacrifice to effect some change in a position. It will either result in material gain or a King attack - both fundamental tangible advantages.

MIDDLE GAME HINTS

Combinations are based on two simple principles. If the King is not involved, all combinations are based on a double attack. If the King is involved, the combination has a mating threat as the pivot.

There are five basic types of double attack: 1) Fork of two undefended units, or two units of higher value - all pieces possess this power; 2) Check and capture an undefended piece or one of higher value - all pieces but the King; 3) Pin an undefended piece or one of higher value - Bishop, Rook, and Queen; 4) Capture and threaten mate - Rook and Queen usually, though in rare cases this is possible with any piece; 5) Capture or advance - the pawn.

In combinations which involve two pieces there are four possibilities; the pin, discovered check, discoveries in general, and isolated attacks.

Pins are a basic combinative form for every piece except the Pawn and King.

In the absolute pin the piece screens the King and any move with it is illegal.

Another type of pin is the relative pin; the pinned piece may move, but by so doing exposes the player to a greater loss.

Discovered check is the most destructive device available on the chess board. In double check the King must always move since interposition or captures are not possible.

Discoveries in general come about when a pawn is moved and attacks a piece and at the same time a more valuable piece is attacked by another piece newly freed.

ROOK AND PAWN ENDINGS

Most games of chess wind up with Rook and pawn endings. This is a phase of the game where many players have difficulty simply because they do not know the basic factors involved in playing an ending of this type. A number of rules will help to make this clear to the player.

Because the Rook is a sufficient mating force, if it manages to capture all the pawns it will win. If the stronger King is near the pawns, one or two pawns lose, three or four pawns draw; if the stronger King is not near the pawns, but the weaker King is, one pawn draws, two or more pawns win.

ROOK vs. ONE PAWN

To have any chance at all, the weaker side's King must be near the Pawn and be able to stay near it. For this reason both King and Pawn must be at least on the fourth rank. The basic rule in this ending is: 1) The stronger side can win with Rook vs. Pawn if and only if both King and Rook can cover some square which the Pawn must still cross. (2) If the stronger King is in front of the Pawn, but to one side, the game is won if it is two files from the square of the Pawn (White to play, that is, the stronger side to play). (3) If both the stronger Rook and the stronger King are behind the Pawn (Rf or KtP) The stronger side wins if his King is two ranks from the square of the pawn. (4) If the weaker side's King is on the same rank as the Pawn, and the White Rook is on the first rank, the stronger side to play always wins when the pawn is on the second, third or fourth ranks, wins if and only if his King is three ranks behind the Pawn on the fifth rank, two ranks behind the pawn on the sixth, and on the same rank as

ROOK AND PAWN ENDINGS

the Pawn on the seventh. In addition, if the Kings are on the same side of the Pawn, White must never have to move into a position in which the Black King (weaker side) has the opposition.

ROOK vs. TWO PAWNS

1) Two connected passed pawns, in the absence of the Kings, win if they are both on the sixth, but otherwise lose. 2) Two disconnected passed pawns, in the absence of the Kings, have a chance against a Rook only if both are at least on the sixth. In that case they hold the Rook if it is on the eighth rank, but win against the Rook if one is on the seventh and the Rook is stopping it on the file. If the King of the pawns is near enough, and the enemy King is not, two pawns on the sixth, or on the fifth and sixth may win against a Rook.

However, if the Pawns are far apart, if the Rook reaches the first rank the pawns cannot win (less good King support).

Where the pawns are not yet on the sixth rank, it is always better to attack the pawn which is further advanced.

Doubled pawns cannot defend themselves in the absence of Kings. With their King nearby and the enemy King not directly in front of them they normally draw. But even if the enemy King is far away they can rarely win.

It is always best to have the Rook on the first rank in this type of ending.

CHESS ODDITIES

The shortest tournament game ever played lasted only four moves. It occurred between Gibaud and F. Lazard in a Paris Championship Tourney. The moves were:

- | | | | |
|---------|-------|----------|------|
| 1. P-Q4 | N-KB3 | 3. PxP | N-N5 |
| 2. N-Q2 | P-K4 | 4. P-KR3 | N-K6 |

and White resigned, as Black forces mate or wins the Queen.

Many wonderful records have been compiled in tournaments. But the poorest was undoubtedly achieved by Moreay, who played in the Monte Carlo Tournament of 1903. His final score was 26 zeros, without even a draw to his credit!!

U. S. Champion Sammy Reshevsky was asked whether he expected to win the Western Tournament of 1933. His reply was, "Who is there to beat me?" Remarkably enough, he was right. Nobody did beat him - but he didn't win the tournament!!

Capablanca played 103 games simultaneously in Cleveland in 1922. While the total number of games played has been exceeded, the percentage achieved by the Cuban Grandmaster has never been approached; he lost none, allowed one draw, won all the rest!

A chess critic was asked his opinion over the radio in 1935, regarding Alekhine's style. He said it was not convincing. At the time Alekhine had 28 first prizes to his credit, 16 of them without a single loss - undoubtedly the greatest record achieved by any chess master!

SAN JUAN CHESS CLUB DIRECTORY

PRESIDENT	David Hansen
VICE PRESIDENT	Duane Hall
SECRETARY	Montie Carter
COVER DESIGN	Richard E. Gibbs
EDITORIAL STAFF	David Hansen Montie Carter John Nolte J. A. R.

*CHESS NUTS, the chess bulletin of the San Juan Chess Club, printed once each *
*month by the members of the club through *
*the courtesy of the Recreation Department *
*Mr. C. L. Swagerty, Supervisor and Mr. J. *
*N. Apostol, Assistant Supervisor. *
