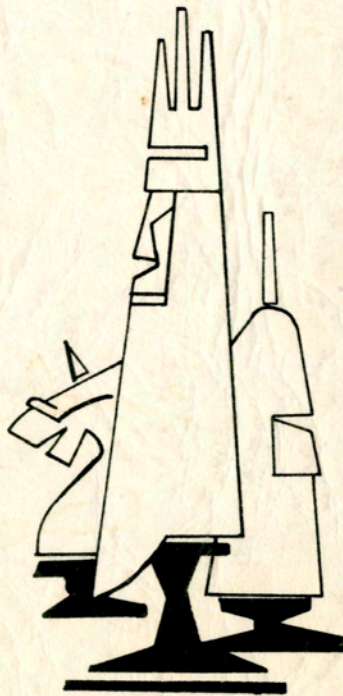


# CITY TERRACE



## EXPERTS INVITATIONAL CHESS TOURNAMENT

1962

C I T Y T E R R A C E

E X P E R T S I N V I T A T I O N A L

T O U R N A M E N T

M A Y - J U L Y  
1 9 6 2

COMPILED AND EDITED BY GORDON BARRETT  
TOURNAMENT DIRECTOR

PUBLISHED BY THE CITY TERRACE CHESS CLUB

\$1.50

## I N T R O D U C T I O N

This Tournament Book is something of a novelty. It does not cover a great international event, with grandmasters and masters galore, nor even a national one. In fact, it doesn't even cover a tournament of the best players in California.

What it DOES is to tell you about some players who are actually members of your own local club, the games annotated by experts and masters you know and talk to every week. In a way, it's a book about YOU -- you have played against many of these men, followed their styles, know their personalities. Neither player, nor annotator is just a NAME to you living in a far-off land; these men are real, and you may talk to them tomorrow about a particular game published in the following pages.

Maybe this book will be unsuccessful in its premise. Maybe you'll be disappointed in the games, and miss seeing the names of grandmasters you're used to and finding out how ALEKHINE won against EUWE 25 years ago, using the same opening your clubmember got clobbered with.

But maybe you'll get a great bang out of it. Maybe you'll walk up to one of the players and say, "What a patzer-move that was you made against so-and-so....I could've done much better." And you BOTH get a kick out of it.

This tournament-book may not enhance your knowledge of the game. But if it's given you some moments of satisfaction and mirth, and a few helpful pointers, it'll have done its job. And after all, that's what most of us want when we go down to our local club to play chess.

GORDON BARRETT

P R E F A C E

by

ALLAN TROY

President of the So. Calif. Chess League

When asked to write the preface for the City Terrace Experts Invitational Tournament Book, I was pleased with my good fortune. Imagine, if you will, the thousands of volumes written on chess all over the world through the centuries, in many languages. Most of the chess literature is written on international or national tournaments played by the leading masters of their times. These works provide the chess student and the historian with invaluable information on chess skills and technology, but they lack the personal human warmth we find in reading about tournaments played in our local clubs by people we know. Here, at last, is our book containing all the games played during this tournament by some of our most promising experts and potential masters in Southern California.

The annotations in this book are the fruit of more than forty local experts and masters. This direct and unassuming book provides the chess world with a new page of history.

We all owe a special note of appreciation and acknowledgment to Gordon BARRETT, editor of TERRACHESS and this publication, for his conscientious dedication in organizing the tournament and giving those of us who could not participate, the opportunity of contributing our annotations to this record.

I hope this is only the first of many publications of its kind in So. Calif., and that other clubs and organizations will join us in making available to the chess player a permanent and continuous record of all Southern California chess events and achievements.

OUR SINCERE THANKS

To every one of C O N T E N T S who kindly consented to offer their services in annotating the games appearing in this book. Their contribution of time and effort is most commendable, and their comments are an invaluable guide to better chess.

Page No.

We say thank you to:

Isaac KASHDAN  
Harry BOROSOFF

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NOTE: There are no pages 9 and 10. Don't look for them. Our tournament book cover.

NOTE: Due to circumstances beyond our control, a number of annotator-invitees declined or were unable to complete their annotations in time for publication. Your editor had to stand in for these games.

OUR SINCERE THANKS

To every one of the masters and experts who kindly consented to offer their services in annotating the games appearing in this book. Their contribution of time and effort is most commendable, and their comments are an invaluable guide to better chess.

We say thank you to:

	Isaac KASHDAN	
	Harry BOROGHOV	
	William ADDISON	Retiree
	Daniel AMNEUS	2056
	Gordon BARRETT	2005
	James BARRY	2026
	Emil BERSBACH	2084
	Walter CUNNINGHAM	2120
	Robert CROSS	1988
	John EARNEST	1948
	Tom FRIES	2021
	Jerry HANKEN	2060
	Frank HUFNAGEL	2112
	Neilen HULTGREN	
	Robert JACOBS	
	Ben KAKIMI	
	Mike KERLENEVICH	
	Leo KUPERSMITH	
	Al LARSEN	
	Dr. R. LEWIS	
	Norman LESSING	
	Steve MATZNER	
	John PENQUITE	
	Paul QUILLEN	
	Mike REINA	
1.	Irving RIVISE	1 1 1 1 1 7 - 2
2.	Gene RUBIN	1 1 1 1 1 6 - 2 1/2
3.	John SCHEUERMAN	1 1 0 1 1 5 - 3
4.	Ralph SYVERTSEN	1 1 1 1 1 6 - 3
5.	Steve SZIRMAY	1 1 1 1 1 5 - 4 1/2
6.	Allan TROY	1 1 1 1 1 5 - 4 1/2
7.	Joe TITONE	1 1 1 1 1 5 - 4 1/2
8.	Dr.S. WEINBAUM	1 1 1 1 1 5 - 4 1/2
9.	Saul YARMAK	1 1 1 1 1 5 - 4 1/2
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Our thanks also to Mr. Herb FUHRMANN, the artist who designed our tournament book cover.

6-6

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C I T Y      T E R R A C E  
E X P E R T S    I N V I T A T I O N A L  
T O U R N A M E N T

1 9 6 2

The above tournament was played during May-July 1962 at the City Terrace Chess Club. It was a round robin of nine rounds among ten experts. U.S.C.F. rated; time-limit, 50 moves in two hours.

The participants were:	<u>Ratings</u>
Daniel AMNEUS	2056
Gordon BARRETT	2005
John EARNEST	2026
Jerry HANKEN	2084
Neilen HULTGREN	2120
Ben KAKIMI	1988 *
Mike REINA	1948 *
Ralph SYVERTSEN	2021
Steve SZIRMAY	2060
Dr. Sidney WEINBAUM	2112

\* Established experts in the past, who "dipped" due to a couple of bad tournaments.

As evident from the final standings, the rating order was well and truly jumbled.

		<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>	<u>Total</u>	
1.	KAKIMI    B.	X	0	½	½	1	1	1	1	1	1	7 - 2	
2.	WEINBAUM S.	1	X	0	1	0	1	½	1	1	1	6½-2½	
{	3.	EARNEST    J.	½	1	X	1	½	1	½	1	0	½	6 - 3
	4.	HANKEN    J.	½	0	0	X	1	1	1	½	1	1	6 - 3
{	5.	BARRETT    G.	0	1	½	0	X	½	0	1	½	1	4½-4½
	6.	REINA    M.	0	0	0	0	½	X	1	1	1	1	4½-4½
7.	SYVERTSEN R.	0	½	½	0	1	0	X	0	1	0	3 - 6	
{	8.	AMNEUS    D.	0	0	0	½	0	0	1	X	0	1	2½-6½
	9.	HULTGREN    N.	0	0	1	0	½	0	0	1	X	0	2½-6½
	10.	SZIRMAY    S.	0	0	½	0	0	0	1	0	1	X	2½-6½

Tied players listed alphabetically.

## T H E P L A Y E R S

### Daniel AMNEUS

Resident of Monterey Park, long-time expert who's finished among the top fifteen in the So. Calif. Championship many times. Won the Morphy Day Rapid Transit once, finished third in the first San Bernardino Open. Has played in several weekend tournaments, invariably ending up with a plus score.

Married, has two children. Hails from Massachusetts, but lived in California a long time. Has been playing chess since childhood. Possesses a fine attacking style, but his thrusts are sometimes premature.

### Gordon BARRETT

A very active chessplayer and organizer, originally from England and Canada. Ex-President, now Chairman of the Board of the City Terrace Chess Club. Tournament Director of the So. Calif. Chess League; also directed this tournament. Editor of TERRACHESS, a weekly chess magazine written in an unconventional style.

Gained his expert rating by winning the Experts Candidates Tournament in 1959. Has also won the Eastside Open twice, and came out first on tie-breaking in the San Gabriel Valley Open in 1960 and the Summer Open in 1961.

Married, has two children. Came to California seven years ago from Canada, or Montreal to be exact. His playing style is one of gradually pressuring his opponent, but he's prone to blunders.

### John EARNEST

A top member of the J.P.L. Chess Club, a resident of Pasadena. Won the Oklahoma Championship in 1952, and placed second in the Kansas State Championship once. Has played chess since the age of 12.

A bachelor, has a good knowledge of the openings and has an exacting positional style that is hard to beat.

### Jerry HANKEN

Ex-Cincinnati Champion, holder of the Bernard OAK Memorial Trophy, Jerry is a very active player, entering tournaments at every opportunity. Tops at rapid play. Many second and third placements in weekend tournaments, like the Westchester Fiesta and So. Calif. Open.

Good attacking style, ready to pounce upon any unwary opponent who makes an inexact move in the opening.



Neilen HULTGREN

An active member and organizer of the Pasadena Chess Club, also Secretary of the So. Calif. Chess League. Comes from a family of real chess-enthusiasts, his father Dr. Ralph HULTGREN being an official of the Calif. State Chess Federation, and brother Glen doing the tournament circuit down here.

Also member of the City Terrace Chess Club, where he won the Eastside Open in 1960. Won the strong Bi-club Tournament in 1961 (Monterey Park - San Gabriel), and scored several top placements in other events.

Single, still studying. An aggressive chessplayer, likes open files, grabbing Pawns, but often gets into time-trouble.

Ben KAKIMI

One of the stalwarts of the City Terrace Club -- in fact, one of the founders. Held the office of Vice-President and Tournament Director for several years.

Won the Experts Candidates Tourney in 1957 at City Terrace, also earned several top placements in the B--Club and other tourneys. Tied for first in the Bernard OAK Memorial Open.

Married, three children. Tenacious playing style, with unexpected strikes at weak spots.

Mike REINA

Co-winner of the Summer Open in 1961, Mike scored well in other tournaments as well, invariably coming up with plus scores. Club Secretary for City Terrace in 1962.

His playing style is full of "surprise" moves; likes setting traps. Plays a colorful game, but apt to become complacent. Married, one little girl.

Ralph SYVERTSEN

An expert of long-standing, Ralph has been a member of the Monterey Park Chess Club for many years. He has played on top board for the Monterey Park A team, and has participated in numerous tournaments in the area; had won the Monterey Park Championship many times.

A good positional style that is a hard nut to crack. Married, a daughter in college.

Steve SZIRMAY

Hails from New York, where he has won the New York Univ. Championship and was tops in the Sperry Tourney. Has not been active here lately, except for the team matches, when he plays first board for J.P.L.

Married, three children. Plays exciting chess, sometimes wild, but time-trouble bothers him.

Dr. Sidney WEINBAUM

A long-established expert for many years in California. Has many top placements to his credit, including the strong Santa Monica Invitational. Top defender; top combinative player.

TWO KNIGHTS DEFENCE

1. P-K4	P-K4	19. K-Q	O-O-O
2. N-B3	N-G3	20. P-Q2	N-Ksch. (e)
3. B-B4	B-B4	21. BxRP	RxR
4. K-M3	K-M3	22. P-N3	P-K3
5. P-K3	P-K3	23. P-B3	P-B3 (f)
6. B-N3 ch.	P-B3	24. N-N4	Q-N6
7. RxP	RxP	25. P-B3	B-B3
8. B-K2	P-K3	26. RxR	RxR
9. B-K3	P-K3	27. QxR	Q-N3 ch.
10. P-K4	P-K3	28. RxR	RxR

R O U N D O N E

SZIRMAY	1	HULTGREN	0	Two Knights Def.	35
KAKIMI	1	AMNEUS	0	Ruy Lopez	38
WEINBAUM	½	SYVERTSEN	½	French Def.	32
EARNEST	½	BARRETT	½	Q.G.A.	40
REINA	0	HANKEN	1	Benoni	60

Annotated by Isaac KASHDAN, world-renowned International Grandmaster and one of the world's leading players. Editor of So. California's main chess organ, the chess column in the "Los Angeles Times". President of the California State Chess Federation.

Early fireworks burst on the scene in the SZIRMAY - HULTGREN game, when HULTGREN sacrificed a piece for two Pawns and a dangerous attack. He missed the best continuations, however, and SZIRMAY extricated himself. KAKIMI won a piece early on and never looked back. WEINBAUM caused a bit of commotion, opening SYVERTSEN's KN file, but it never amounted to much. EARNEST had considerable Q-side pressure, but not enough for a win. HANKEN gained a Pawn in the middle-game and made it count.

(f) This loses spot or piece, but there is nothing good. Certainly 23... P-N2; 24. RxQR is not appetizing.

## TWO KNIGHTS DEFENCE

1. P-K4	P-K4	19. K-Q	O-O-O
2. N-KB3	N-QB3	20. B-Q2	N-K6ch. (e)
3. B-B4	N-B3	21. K-B	NxR
4. N-N5	P-Q4	22. QxN	B-K3
5. PxP	N-QR4	23. P-N4	P-B3 (f)
6. B-N5 ch.	P-B3	24. N-N4	Q-N6
7. PxP	PxP	25. P-B5	B-B5
8. B-K2	P-KR3	26. PxN	BxB
9. N-KB3	P-K5	27. QxB	Q-N8 ch.
10. N-K5	Q-Q5 (a)	28. K-N2	QxP
11. P-KB4	← B-B4	29. Q-R6 ch.	K-B2
12. R-B	Q-Q	30. B-K3	Q-N4 ch.
13. P-B3	N-Q4	31. QxQ	PxQ
14. P-Q4 (b)	Q-R5 ch.	32. N-R3	P-R3
15. P-N3	QxRP	33. B-N6 ch.	K-B3
16. PxB	QxP ch.	34. BxR	RxB
17. K-Q2	B-B4 (c)	35. N-QB2	Resigns.
18. Q-K (d)	Q-R7		

-----  
 Annotated by Isaac KASHDAN, world-renowned International Grandmaster and one of the world's leading players. Editor of So. California's main chess organ, the chess column in the "Los Angeles Times". President of the California State Chess Federation.  
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- (a) The "book" prefers 10...B-Q3; 11 P-Q4, PxB e.p.; 12 NxQP, O-O; 13 O-O, Q-B2; 14 P-KR3, B-R3, and Black has considerable pressure to compensate for the Pawn minus.
- (b) White is evidently ready to enter the following complications. But more prudent would have been 14 P-KN3. The threat of P-QN4 would have forced Black to a quick retreat.
- (c) Simpler and more forceful is 17...P-K6 ch.; 18 K-B2, B-B4ch.; 19 N-Q3 (if 19 B-Q3, Q-R7 ch; 20 N-Q2 or B-Q2, P-K7 wins), NxKBP. If then 20 R-B3, NxN; 21 BxN (not 21 RxB, N-K8 mate), BxB ch; 22 KxB, O-O-O wins.
- (d) If 18 K-B2, P-K6 ch. leads to the same variation as above.
- (e) This is the crucial position. With the move played Black gains the exchange, but remains behind in material, with his attack gone. Correct is 20...P-K6. An interesting variation is 21 NxKBP, PxB; 22 B-R6 ch., K-N; 23 Q-K5 ch., K-R; 24 NxQR, B-N5 ch; 25 B-K2, N-B5! wins. Or 24 NxQP, KR-K wins.
- (f) This loses another piece, but there is nothing good. Certainly 23...N-N2; 24 NxQBP is not appetizing.

## BENONI COUNTER GAMBIT

1. P-Q4	P-QB4	31. P-QR4 (k)	R-N1 (l)
2. P-Q5 (a)	P-K4 (b)	32. K-B1	R-N8 ch.
3. P-K4	P-Q3	33. R-K1	R-N5
4. P-QB4 (c)	N-K2	34. R-R6 (m)	RxBP
5. B-Q3 (d)	N-N3 (e)	35. RxBP	P-K5
6. N-K2	B-K2	36. R-Q8 ch.	K-N2
7. O=O	B-N4	37. R-Q7 ch.	K-B3 (n)
8. QN-Q2	O=O	38. RxBP	R/7xRP
9. N-B3	BxB (f)	39. P-Q6	R-Q5
10. RxB	B-N5	40. P-Q7	R-R1
11. N-N3	N-Q2 (g)	41. R-N1 (o)	R-Q3 (p)
12. P-KR3	BxN	42. R-K1	R-R5
13. QxB	N-B3	43. R-N1 (q)	R/5-Q5
14. N-B5	N-B5	44. R-N7	R-Q7
15. K-R2	P-N3	45. P-R4	P-K6
16. N-R6 ch(h)	K-N2	46. R-B7 ch.(r)	K-K4
17. N-N4	NxN ch.	47. R-K7 ch.	K-B5
18. PxB	Q-R5 ch.	48. R-B7 ch.	K-N6
19. K-N1	NxB	49. R-N7	R-B3 ch.
20. QxN	QxP	50. K-K1	R-QR3
21. P-QR3	P-KB4	51. R-N1	KxP
22. KR-K1	R-B3	52. R-Q1	R/3-Q3
23. P-N4 (i)	P-N3	53. P-Q8(Q)ch?	RxQ
24. PxB	NPxB	54. RxR	PxR
25. R-N1	R/1-KB1	55. K-Q1	P-N4
26. R-N7 ch.	K-N1	56. R-R7 ch.	K-N6
27. Q-R3 (j)	QxQ	57. R-KN7	R-Q4
28. PxB	PxB	58. R-QN7	P-N5
29. RxBP	RxB	59. R-N3 ch.	K-B7
30. RxBP	R-QR7	60. Resigns.	

-----

Annotated by Frank HUFNAGEL, regular So. Calif. Championship contestant and rated expert of long standing. High placements in many Steiner Club Tourneys.

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- (a) Reshevsky says that this is the only move that maintains White's advantage.
- (b) The variations where Black plays P-Q3 and follows up with P-K3 give more counterplay for the Black side.
- (c) White has a great choice of moves here but the text is as good as any and probably better than most.
- (d) This move is too passive. White should play B-N5 or start activity on the Queenside by P-QR3. If Black responds P-QR4, he creates a hole at his QN4.
- (e) Two moves with the same piece before any other piece develops should give Black a poor game but here he soon gets equality because of White's quiet moves.

- (f) Black is delighted to exchange his bad Bishop for White's good one and White has obstructed the advance of his King Bishop Pawn.
- (g) Black has full equality now.
- (h) A bad move which enables Black to win a Pawn although not necessarily the game.
- (i) In the face of Black's King's Bishop file attack White coolly and correctly opens up the Queen-side.
- (j) A good move which should hold the draw.
- (k) The losing move; R-R6 should hold the position.
- (l) A good move which forces White to defend against mate, giving Black time to reach N5.
- (m) Now it is apparent that White's wasted 31st move will be fatal.
- (n) Much better than K-R3 -- the Pawn is not important.
- (o) K-K2 might have caused Black more trouble.
- (p) A strong defensive move preventing White from getting a troublesome Rook check at N6.
- (q) K-K2 or P-R4 and then R5 exchanging off the Pawn and opening up the position for the R at N7 might prove more troublesome.
- (r) A cute move giving a Rook but getting a Queen via discovered check if Black was co-operative.

---

FROM OUR GLOSSARY

- Loser: The better player on his off night.
- Master: A chess player who has achieved a modicum of success by the age of 60.
- Grandmaster: A chess player at the top of the heap by 25.
- Mate: A stroke that is inflicted upon you only when you are feeling poorly or when the lighting is bad.
- Pawn: What chessists' property usually goes into, owing to their neglect of more profitable activities.
- O-O-O ch.: An irresistible temptation.
- Patzer: What you are if you don't know what it means.

## FRENCH DEFENCE

1. P-K4	P-K3	17. R-B3	N-B5
2. P-Q4	P-Q4	18. BxN	PxB
3. N-QB3	B-N5 (a)	19. R-N3 ch.	R-N2
4. P-K5	P-QB4 (b)	20. RxB ch.	KxR
5. P-QR3	BxN ch.	21. Q-R5	Q-Q3
6. PxB	N-K2	22. P-B5	NxP (g)
7. N-B3	QN-B3	23. NxB ch.	PxN
8. B-K2	Q-B2 (c)	24. Q-R6 ch.	K-N1
9. O-O	O-O	25. R-KB1	R-KB1
10. B-Q3! (d)	P-B3 (e)	26. R-B3	R-B2 (h)
11. PxBP	NPxP! (f)	27. R-N3 ch.	K-R1
12. N-R4	R-B2	28. B-B1	B-B3
13. P-KB4	PxP	29. Q-R5	Q-K2
14. PxB	B-Q2	30. QxP	Q-K8 ch.
15. P-B3	R-QB1	31. Q-B1	QxQ ch.
16. B-Q2	N-R4	32. KxQ	R-N2

DRAW.

-----

Annotated by Al LARSEN, regular Board 1 player for the Pasadena A team. Rated expert, winner of the San Gabriel Valley Open in 1961, co-winner in 1960.

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SYVERTSEN plays a resourceful defense against the wily Dr. WEINBAUM, using one of Dr. WEINBAUM's own favorites, the French.

- (a) The aggressive Botvinnik line.
- (b) This is essential to put pressure on White's center. Note also Black's 10th...P-KB3.
- (c) More aggressive is 8....Q-R4 and Q-R5.
- (d) Doesn't WEINBAUM know you're not supposed to move the same piece twice until all have been developed? But see how cleverly he gets control of this key diagonal. If now 10....P-B5, 11. BxPch., KxB 12. N-N5ch wins.
- (e) Accurate play. Stops the threatened B sacrifice and furthers Black's objective of smashing White's center.
- (f) Looks perilous for Black's King, doesn't it? But SYVERTSEN has an enterprising defense in mind.
- (g) White offers the Pawn temporarily to build up his attack. Each step it looks as if he must surely have a win, but Black threads his way through all the threats very nicely.
- (h) This maneuver may become known as the SYVERTSEN parry.

## QUEEN'S GAMBIT ACCEPTED

1. P-Q4	P-Q4	21. N-B4	N-Q4
2. P-QB4	PxP	22. Q-N3	QR-N1
3. N-KB3	N-KB3	23. N-B5	P-B3
4. N-B3	P-B3	24. N-Q2	Q-B2
5. P-QR4	P-KR3 (A)	25. P-K4	N-B5
6. P-K3	B-K3 (B)	26. Q-K3	N/1-N3 (H)
7. N-K5	B-Q4	27. P-KN3	N-R4
8. BxP (C)	BxB (D)	28. N-Q3	Q-Q2
9. NxB	P-K3	29. N-N3	P-KB4
10. O-O	B-K2	30. P-B4	N-B3
11. Q-N3	Q-B2	31. N/Q3-B5	Q-K2
12. B-Q2	O-O	32. PxP	PxP
13. P-R5	QN-Q2	33. KR-K1	QxQ ch.
14. N-R4 (E)	N-K5 (F)	34. RxQ	N-Q4
15. B-N4	KR-K1	35. R-K6	K-B2
16. BxB	RxB	36. R/1-K1	N-B1
17. P-B3 (G)	N/5-B3	37. R/6-K5	P-KN3
18. Q-R3	R/2-K1	38. N-Q2	P-N3
19. N-Q6	KR-Q1	39. PxP	PxP
20. KR-QB1	N-B1	40. N-Q3	R-N2

DRAW.

-----  
 Annotated by Michael REINA, co-winner of City Terrace Summer Open, 1961.  
 -----

In this game it appears that although time trouble was encountered by both players, White's main inability was to find correct play for his Knights during the early stages, thus permitting Black to regain earlier lost tempos and ultimately achieve a draw.

- (A) Black loses a tempo here. A better continuation is 5....B-N5, 6. P-K3, P-K3 7. BxP, B-N5 or QN-Q2 with better play for Black.
- (B) Black is tenacious about giving back the Pawn, even at the expense of a cramped position. Best appears 6....B-N5, 7. BxP QN-Q2 8. O-O P-K3.
- (C) Alas! even after the bishop journey the Pawn must fall.
- (D) Not much choice. A careless Pawn snatch would prove disastrous.
- (E) Much stronger at this point appears 14. KR-B1, with chances for a stronger Queen-side attack.
- (F) Here, 14....P-QN4 leads to 15. PxP e.p., PxP 16. N/B4xP, NxN 17. QxN, QxQ 18. NxQ and Black is left minus a Pawn without compensation. However, playable for Black is 14....QR-N1, and if 15. B-N4, BxB 16. QxB, P-QN4 17. PxP e.p., PxP and Black's game is much safer.
- (G) All the more proving the waste of Black's 14th move, N-K5.
- (H) The text does not render the Knight much prospect at R4. Better, 26....N/B5-N3, and the Knight has somewhat better scope.

White -- B. KAKIMI

Black -- D. AMNEUS

RUY LOPEZ

1. P-K4	P-K4	20. B-N2	P-N5
2. N-KB3	N-QB3	21. QR-B	B-B4
3. B-N5	P-QR3	22. Q-N3	R-N
4. B-R4	N-B3	23. RxB! (c)	QxR
5. P-Q4	P-QN4	24. PxP	Q-Q3
6. B-N5	NxQP ? (a)	25. Q-B3	Q-R3
7. NxN	PxN	26. N-B3	QR-B
8. P-K5!	B-N5 ch. (b)	27. N-K5 (d)	KR-Q
9. P-B3	PxP	28. NxBP	P-Q5
10. PxP	B-R4	29. Q-B5 (e)	Q-Q7 (e)
11. PxN	QxP	30. N-K7 ch.	K-R
12. O-O	O-O	31. NxR	QxB
13. B-N2	B-N2	32. Q-B7	R-Q2
14. B-Q5	P-B3	33. Q-B5 (f)	P-R3
15. B-B3	P-Q4	34. R-K	P-N3
16. Q-B2	QR-Q	35. Q-B8 ch.	K-R2
17. QN-Q2	B-B2	36. N-K7	P-KR4
18. KR-K	B-B	37. QxP ch.	K-R3
19. P-KN3	B-K4	38. NxB ch.	Resigns.

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Annotated by Emil BERSBACH, Santa Monica stalwart and winner of the San Bernardino Open, 1962. Tied for second in the San Fernando Valley Open, 1961. Finished among the top winners in the Metropolitan Open the same year. One of the best-known rapid players in the area.

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- (a) The losing move! M.C.O. gives 6...PxP; 7 P-K5, N-K5; 8 B-Q5, B-N5 ch.; 9 P-B3, PxP; 10 O-O with a slight plus for White.
- (b) This loses a piece for two Pawns, however if the Knight moves Black loses at least a piece viz.: 8...N-K5; 9 B-Q5. Or 8...N-N; 9 Q-B3 wins a Rook. Also 8...P-B4 loses to 9 PxN, P-B5; 10 Q-K2 ch. and Black loses another piece.
- (c) Excellent! - White exchanges one advantage for another which gives him the initiative -- in fact, this is probably the winning move.
- (d) This wins another Pawn and threatens to win another piece by the obvious 28 N-K7 ch.
- (e) Black could resign now -- there is no answer to all of White's threats.
- (f) White concludes in grand style - a nice game by KAKIMI.



R O U N D        T W O

SYVERTSEN	(½)	0	KAKIMI	(1)	1	King's Indian	35
AMNEUS	(0)	0	REINA	(0)	1	Sicilian	55
HANKEN	(1)	1	SZIRMAY	(1)	0	Reti	45
HULTGREN	(0)	1	EARNEST	(½)	0	Q.P.	21
BARRETT	(½)	1	WEINBAUM	(½)	0	English	36

Scores in brackets indicate player's point total before start of round.

REINA lit the fuse early against AMNEUS, winning a Pawn, later the exchange, building up the pressure. HANKEN and SZIRMAY pulled and scrapped and fought like gladiators until SZIRMAY's flag dropped. SYVERTSEN gained a couple of passed Pawns but overlooked a combination that lost him a Rook. EARNEST just blundered away a Rook to HULTGREN. BARRETT came out better in an English Opening, won a Pawn and built up steady pressure that overcame WEINBAUM.

## SICILIAN DEFENCE

1. P-K4	P-QB4	29. R-KN3	P-N3
2. P-QB3	N-QB3	30. R-KR3	P-R4
3. P-Q4	PxP	31. P-N4	P-QR5 (h)
4. PxP	P-Q4	32. PxRP	PxRP
5. P-K5	Q-N3 (a)	33. PxP	PxP
6. N-KB3	B-N5	34. R-QR3	R-N5
7. B-K3	QxNP	35. K-K3	K-K2
8. QN-Q2	B-B4	36. P-R4	R-KN1
9. N-N3	P-K3	37. K-B3	RxP
10. B-QN5	B-N5 ch.	38. N-Q3 (i)	RxP
11. K-B1	KN-K2 (b)	39. N-B4	RxN ch. (j)
12. N-R4	Q-B7 (c)	40. KxR	K-K3
13. NxB	QxQ ch.	41. R-QB3	R-N5 ch.
14. RxQ	NxN	42. K-B3	KxP
15. P-QR3 (d)	BxP	43. R-B8	P-B4
16. N-R5	K-Q2 (e)	44. R-KR8	P-R5
17. NxP	QR-QN1	45. R-K8 ch.	K-Q5
18. BxN ch.	KxB	46. R-QR8	R-N6 ch.
19. N-R5 ch.	K-Q2	47. K-B4	P-QR6
20. R-R1	NxB ch. (f)	48. R-R4 ch.	K-B4
21. PxN	R-N4! (g)	49. R-R5 ch.	K-N5
22. RxB	R-N8 ch.	50. R-R8	P-Q5
23. K-B2	RxR	51. R-N8 ch.	K-B6
24. N-N3	R-R1	52. R-B8 ch.	K-Q7
25. R-R6	R-N8 QN8	53. R-KR8	K-Q8
26. N-B5 ch.	K-K1	54. RxP	R-N5 ch.
27. P-K4	R-N3	55. Resigns.	
28. R-R3	P-QR4		

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 Annotated by Gordon BARRETT, your editor. Winner of the East-side Open 1958-59, tie for first in the San Gabriel Valley Open 1960.  
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- (a) Black here begins a series of "attacking" moves, each one forcing defense. It is one of the delights of chess to observe new opportunities crop up all of a sudden, when such attacking moves are kept up long enough.
- (b) The first let-up for the sake of development.
- (c) ...B-B7; 13 Q-K2 and Black suffers from claustrophobia.
- (d) A sly one, White. The QRP is as weak as an exhausted channel-swimmer anyway and White hopes for some play on the open Q-side files.
- (e) ...N(4)-K2 would tie down all of Black's pieces, also covering a return square for the B.
- (f) Removing the B to allow the next clever move.
- (g) The N has no flight square.
- (h) ...PxP; 32 R-R8 ch. kills.
- (i) The N finally becomes active -- for what it's worth.
- (j) Simplest.

## ENGLISH OPENING

1. P-QB4	P-K4	19. NxP(Q4)	B-Q2
2. N-QB3	N-KB3	20. R-QB2 (1)	R-K1
3. P-KN3	B-K2 (a)	21. R-K2	P-KR4 (m)
4. B-N2	O-O	22. PXP	QxRP
5. P-K4 (b)	P-Q3	23. R-B4	Q-R3
6. P-Q3	N-B3	24. R-R4	Q-B3
7. KN-K2	N-K1	25. R-Q2	P-R3
8. O-O	P-B4 (c)	26. N-B3	P-KN3 (n)
9. P-B4 (d)	PxKP (e)	27. R-R6	R-N2
10. BxP	N-B3 ? (f)	28. N-N5	R/1-K2
11. P-B5 ! (g)	NxB (h)	29. Q-R4	QxN ch.
12. PxN	B-B3 (i)	30. QxQ	PxP
13. P-KN4	B-N4	31. R-N6	RxR
14. Q-Q3	BxB	32. QxR ch.	R-N2
15. QRxB	Q-N4	33. QxR ch.	KxQ
16. Q-N3	N-Q5 (j)	34. P-K5	B-K3
17. NxN (k)	PxN	35. PXP	PxP
18. N-N5	R-B2	36. P-N3	Resigns.

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Annotated by Walter CUNNINGHAM, California Junior Champion, State Intercollegiate Champion, second runner-up in the Calif. Championship 1961. One of the youngest masters in the state. Tied for first in the Metropolitan Open 1961, and several top placements in other tournaments.

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- (a) An extremely passive move -- leading to a lifeless game. Preferable is (1) the ancient 3...P-Q4, (2) the normal King's Indian set-up with ...P-KN3 and ...P-Q3 or (3) Keres' ...B-B4.
- (b) White, by taking absolute control of Q5, secures an opening advantage. However, he leaves a hole at Q4. Since it is possible to gain the same spatial advantage without leaving the hole at Q4, preferable is 5 N-KB3, P-Q3; 6 P-Q4. Now, if (A) 6...PxP; 7 NxP followed by P-K4 or (B) 6...N-QB3; 7 P-Q5 (Now the Black N has three retreats -- each with a disadvantage: (1) 7...N-N1; 8 P-K4 with an advantage in both time and space, (2) 7...N-QN5; 8 P-QR3, N-R3; 9 Q-B2 followed by P-K4 and a quick breakthrough at QB5 or (3) 7...N-QR4; 8 Q-Q3! threatening P-QN4, P-QB4; 9 PXP e.p., NxP(6); 10 P-K4 with a favorable transposition into the Maroczy Bind in the Sicilian Defence) or (C) 6...QN-Q2; 7 P-K4 with advantage or (D) 6...KN-Q2; 7 O-O, P-QB3; 8 P-K4, Q-B2; 9 P-KR3, P-QR4; 10 B-K3, N-R3; 11 R-B1, R-K1; 12 Q-K2, B-B1; 13 KR-Q1 with great advantage to White (Smyslov-Fuderer, Hastings, 1954.)  
The text move aims at a direct K-side attack, which is not particularly dangerous if met carefully.
- (c) This aggressive move shows that Black has not properly assessed the position. More in the spirit of the previous

- quiet moves is 8...R-N1 (removing the QR from its nervous position on the long diagonal and protecting the potentially weak QNP) and if 9 P-B4, then 9...PxP; 10 PxP (10 NxP is met by 10...B-B3 with play on the central squares) 10...P-B4! as a defensive precaution -- and then if 11 N-N3, comes the thematic 11...N-Q5.
- (d) White continues with his strategic plan: opening lines -- which will lead to a direct K-side attack because of White's more aggressive deployment.
- (e) It is vital to Black's position that he hold ~~B~~KB4. The text is therefore another error as it severely weakens this point. Relatively better was 9...PxBP with possibilities of counterplay on the central black squares, but after 10 NxP, White has much the better of it.
- (f) After Black's third error, he is definitely lost. It was absolutely necessary to prevent P-B5 by ...PxP. After the text, White has an easy time of it, as the breakthrough of P-KN5 and P-B6 already looms on the horizon.
- (g) Now White has a solid grip of the center and a decisive spatial advantage on the K-side. From the strategic point of view, the game is over.
- (h) Black hopes to ease the defence by exchanges. It is difficult to suggest anything better.
- (i) The immediate 12...B-N4 is preferable, but the extra tempo could hardly have altered the result.
- (j) In a hopeless position, Black valiantly tries to divert White's attention from the K-side.
- (k) The next few moves amount to a relatively harmless diversion. White wins a Pawn without severely endangering his winning prospects on the K-side. However, sharper and better is 17 P-KR4. Passive tactics by Black will now fail before the simple P-KN5 and P-KB6, while the Pawn-picking expedition of 17...NxN ch; 18 NxN, Q-Q7 could hardly be successful: 19 R-B2, QxP; 20 P-N5, QxP; 21 P-B6 with an obviously winning attack.
- (l) The winning of the stray Pawn has loosened White's position considerably -- the KP is weak and this primarily defensive move is probably necessary. Black now develops counter-play which would of course be impossible had White declined the Pawn.
- (m) Black unnecessarily weakens his position, making the win easier for White. Preferable was 21...Q-B3 and White would still have technical difficulties.
- (n) Again weakening his position. After 26...R/2-K2, Black would hold out longer. The rest is silence.

## QUEEN'S PAWN OPENING.

1. P-Q4	N-KB3	12. N-KR4!!(d)	Q-K1 (e)
2. N-KB3 (a)	P-QN3	13. NxNP	QxN
3. P-KN3	B-N2	14. PxP	QxBP (#)
4. B-N2	P-N3 (b)	15. BxB	BxQP (f)
5. P-B4	B-N2	16. B-K3	BxB
6. N-B3	O-O	17. BxR (g)	BxP ch.
7. O-O	P-Q3	18. K-N2	RxB
8. B-N5	P-KR3	19. RxB	Q-KN4
9. B-B4	N-R4	20. N-K4	Q-N3?? (h)
10. B-Q2	N-Q2	21. Q-Q5 ch.	Resigns.
11. P-K4	P-KB4? (c)		

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Annotated by Ben KAKIMI, winner of this great tournament and long-time Tournament Director of the City Terrace Chess Club. Tied for first in the Bernard Oak Memorial Open in 1961; led the City Terrace Challengers Team to section victory in the same year.

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- (a) More aggressive is 2 P-QB4.
- (b) More accurate is 4...P-B4; 5 PxP, PxP; 6 P-B4, P-N3. (M. Monticelli vs. J. R. Capablanca).
- (c) A careless move which leaves Black without a defense for N-KR4. Better is 11....P-K4; 12 K-Q5, P-QB3 etc.
- (d) Black is of course helpless against the coming NxNP.
- (e) A desperate move.
- (f) If 15...QR-N1; 16 B-K4, Q-R6; 17 B-N2, Q-B4; 18 P-KN4 etc.
- (g) White has an easy win now.
- (h) A fatal move. Forced is 20...Q-K4; 21 Q-N4 ch., N-N2; 22 QR-K1 etc.

A fine game played by White.

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CHESSE originated in India, spread thence to Persia and Arabia, and it was introduced into western Europe after the seventh century. The term checkmate derives from the Arabic shah mat, meaning "the king is dead."

Long live the king.

## RETI OPENING

1. N-KB3	N-KB3		23. N-K2	N/B4-Q6 (r)
2. P-KN3	P-QN3 (a)		24. QR-Q1	N-B4
3. P-Q3	B-N2		25. N-B4	N-K5
4. B-N2? (b)	P-Q3? (c)		26. N-R5!	Q-K2 (s)
5. P-K4	P-K4 (d)		27. Q-Q4 (t)	K-N1 (u)
6. O-O	B-K2 (e)		28. Q-K3	R-B2
7. P-KR3	QN-Q2 (f)		29. Q-R6	N-N3
8. P-B4	P-QR4 (g)		30. QR-K1	Q-K4
9. N-B3	O-O		31. R-K2	Q-B6
10. B-K3	N-B4		32. Q-K3	Q-K4
11. N-KR4	KN-Q2 (h)		33. N-B4	N-K2
12. N-B5	P-N3 (i)		34. P-KN4	R-N2
13. NxB ch.	QxN		35. N-R5	R-N4
14. P-B4 (j)	P-B4 (k)		36. Q-B4	Q-B6
15. PxBP	NxP/4 (l)		37. RxN? (v)	Q-B7 ch.
16. B-R6 (m)	KNxQP (n)		38. R-B2	QxR ch.
17. BxR	RxB		39. QxQ	PxQ
18. PxB	BxB		40. N-B6 ch.	K-N2 (w)
19. KxB	PxB		41. NxKP	R-K4
20. Q-B3 (o)	N-K4 (p)		42. N-B3	N-N6?
21. Q-Q5 ch.	K-R1		43. N-Q5	P-R5
22. P-N3	Q-N2 (q)		44. NxBP	Lost on time.

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 Annotated by Joe TITONE, top expert of the Riverside area. Won a strong tournament at Monterey Park in 1961, as well as several speed tourneys. Played for San Gabriel team on top boards.  
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- (a) This move should not be made unless White has already played P-Q4. The difference is that White can now control K4 by means of B-Q3.
- (b) An inexact move which Black does not take advantage of. Correct is 4. P-K4.
- (c) Missing 4...P-K4 and if 5 O-O, then 5...Q-K2 and the subsequent fianchetto of the King's Bishop with a satisfactory game. A similar maneuver is found in the game Kevitz and Finkus - Alekhine, New York 1929.
- (d) Black soon reaches a position in which he lacks sufficient counterplay and in which White has all the chances. One reason is that the black Bishops play a passive role.
- (e) It is better to fianchetto this piece in order to prevent the White Knight's trip to KB5.
- (f) Perhaps it would have been better to try 7...O-O and 8...N-B3.
- (g) This secures the square ...QB4 for the Knight. In any case White soon assumes the initiative.
- (h) Necessary is 11...P-N3 even though the kingside Black squares are horribly weakened.
- (i) A serious weakening but the strong position of the Knight could not be tolerated.

- (j) White can do much better with 14 B-R6 first.
- (k) Else White plays P-B5 with a strong attack.
- (l) This involves Black in difficulties. It is better to play 15....QPxP when White will have a backward Queen Pawn.
- (m) Naturally not 16 P-Q4 immediately since after 16....NxBP White's Queen Bishop hangs.
- (n) Or 16....R-Q1; 17 P-Q4, N-B2; 18 PxN, NxB; 19 PxNP, PxNP; 20 N-Q5.
- (o) White wisely seeks active play rather than passive defense. Indeed on 20 P-N3 Black answers with the strong 20...Q-N2 with the following main variations:
  - 1) 21 N-Q5, Q-N7 ch;
  - 2) 21 Q-Q2 or Q-B2, P-B5; 22 P-KN4, P-R4 or 22 N-K2, P-B6ch!
  - 3) 21 N-K2, P-B5 with the threat of 22...P-B6 ch.
- (p) Cunningham suggests here the more active 20...P-B5 threatening ...N-K4. In any case Black does not have time for 20....NxP because of 21 QR-K1 when White's pieces become very active, e.g. 21 QR-K1, Q-N2; 22 Q-Q5 ch, K-R1; 23 RxB and wins.
- (q) Threatening 23....P-B5.
- (r) Black wastes two moves. He should play 23....N-K5 immediately.
- (s) Not 26...Q-N4; 27 QxN/4!
- (t) To parry 27...N-QB6.
- (u) Threatening ....Q-N4.
- (v) This one move throws away all of White's advantage. Correct is 37 R-QB1.
- (w) The game should now be drawn. Black's subsequent errors are due to the fact that he was in acute time trouble.

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## KING'S INDIAN DEF.

1. P-Q4	N-KB3	19. PXP	N-K5
2. P-QB4	P-KN3	20. Q-K3	NxN
3. N-QB3	B-N2	21. BxB	QxB
4. P-K4	P-Q3	22. RxB	Q-K3
5. P-KR3 (a)	O-O	23. R-B7	KR-Q
6. N-B3	P-QB4 (b) ?	24. R-K (f)	R-Q4
7. B-K3	PXP	25. P-QN3 (g)	QR-Q
8. NxP	N-B3	26. B-B3	R-Q6
9. B-K2	B-Q2	27. Q-B5	B-B
10. Q-Q2	P-QR3	28. QxNP (h)	B-R3
11. O-O	R-N	29. Q-B5	B-N4
12. QR-Q	Q-B (c)	30. Q-B2 (i)	B-Q7
13. P-B4	NxN	31. BxB	RxB
14. BxN	B-B3 - K-R, nec.	32. R-K2??(j)	RxR
15. B-B3	P-QN4	33. QxR	Q-N3 ch.
16. PXP? (d)	PXP	34. K-R (k)	QxR
17. R-B (e)	Q-N2	35. Resigns.	
18. P-K5	PXP		

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Annotated by Paul QUILLEN, Santa Monica expert who's recently making a come-back. Won the L.A. County Championship in 1949, the L.A. City Rapid Transit in 1950, and a 52-man knock-out Rapid event which included H. STEINER, in 1941. In 1962, won an 8-man Invitational Tourney at Van Nuys.

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- (a) 5 P-KB3 seems more natural and stronger.
- (b) Black, starting with a playable King's Indian chooses to transpose to an unfavorable line of the Sicilian.
- (c) Not a favorable square for the Queen, this could and should have turned to Black's disadvantage, also BxKRP is no real threat.
- (d) Why? In this annotator's opinion White can now secure a probable winning advantage with 16 N-Q5, double threat NxKP ch. and BxN followed by NxR and B-KN4. If Black captures the Knight, either P recaptures with a promising attack against the Black King.
- (e) This move in conjunction with his next threatens for one move only, is easily countered, and frees Black's game. 17 P-QR3 seems better.
- (f) Black is threatening 24...RxB; and BxKP.
- (g) Why? This seems an absolute waste of time, has no bearing on the position. Now was the time for K-R removing the King from the black diagonal especially as the black Bishop is still on the board.
- (h) White has won a vital P and his connected passed Ps should win.
- (i) This diagonal certainly exerts a strange attraction for White's Queen.
- (j) A blunder, overlooking a capture followed by a check.
- (k) Where he belonged twenty moves ago in this variation.



R O U N D T H R E E

WEINBAUM	(½)	1	KAKIMI	(2)	0	Ruy Lopez	38
HULTGREN	(1)	½	BARRETT	(1½)	½	Q.P.	28
EARNEST	(½)	½	SYVERTSEN	(½)	½	Nimzo-Indien	37
AMNEUS	(0)	½	HANKEN	(2)	½	Sicilian	29
REINA	(1)	1	SZIRMAY	(1)	0	Q.G.A.	34

REINA pulled out beautiful moves from a hat, like a magician, against SZIRMAY. AMNEUS exerted some pressure on HANKEN, but it was only good enough for ½ point. EARNEST-SYVERTSEN was even all the way to an amicable draw. WEINBAUM sacrificed a Kt for two Pawns, doubled Rooks and opened up a Pawn-barrage that spelt disaster for KAKIMI. BARRETT had a fine attacking game after opening up the KR file, but HULTGREN held firm and his "desperation" Q-side breakthrough forced exchanges and a draw.

At the end of this round, HANKEN led with 2½-½, followed by BARRETT, KAKIMI and REINA, 2- 1.

## RUY LOPEZ

1. P-K4	P-K4	20. NxNP1	PxN (m)
2. N-KB3	N-QB3	21. BxP	K-N2 (n)
3. B-N5	P-QR3	22. P-KB4	Q-B
4. B-R4	P-Q3 (a)	23. Pxp	N-R2
5. O-O	B-N5 (b)	24. Q-Q2	NxB (o) ?
6. P-B3 (c)	N-B3	25. QxN ch.	K-R
7. P-Q3	B-K2	26. R-B6	Q-N2
8. N-R3	O-O (d)	27. Q-R4 ch.	K-N
9. N-B2 (e)	P-QN4 (f)	28. Pxp	KR-Q (p)
10. B-N3	N-R4	29. P-K5	Bxp (q) ?
11. N-K3	NxB	30. P-N5	Q-R2 (r)
12. PxN (g)	B-R4	31. Q-N3 (s)	B-Q5 ch.
13. N-B5	P-B4 (h)	32. K-R2	R-Q2
14. K-R	R-K (i)	33. R-KB	P-B5
15. B-N5	P-R3	34. P-N6	PxNP
16. B-R4	B-N5	35. P-K6	R-KN2
17. NxB ch.	QxN (j)	36. P-K7	R-B2
18. P-R3	B-K3 (k) ?	37. RxR	BxR
19. P-KN4 (l)	P-N4	38. P-Q7	Resigns. (t)

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 Annotated by Allan TROY, President of the So. Calif. Chess League. Holds the California Rapid title, has won every rapid tourney he'd played in this year. Inglewood Champion many times, second in the Rocky Mountain Open at Phoenix in 1961.

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- (a) The Steinitz Def. deferred. It is an old line of play but has been cleverly refurbished by modern masters.
- (b) The normal line here is 5P-Q4, P-QN4! however, White is playing a closed Steinitz attack against a Steinitz Defence.
- (c) This move has the double object of preparing a broad Pawn center with P-Q4 and also preserving the KB against 6...P-QN4; 7. B-N3, N-QR4 which would force the exchange of the useful KB.
- (d) Both sides continue rapid development with solid positions.
- (e) A bit too hasty, White wants to move the N to K3 to release a nasty pin and prevent Black from an eventual ...P-KB4.
- (f) A bold stroke that will allow Black to exchange off the valuable B and creates ample maneuvering space for Black's Qside pieces.
- (g) Here White could have removed the troublesome QB by 12 NxB (If NxR, 13 NxN+ and 14 B-Q2 winning a piece).
- (h) White's surrender of the center on his fifth move has greatly increased the scope of Black's pieces.
- (i) To sum up, we may say that White's winning chances generally reside in attack in the middle game, while Black's best opportunity lies in effective utilization of Q-side Ps in the ending.
- (j) Black has nothing to fear for his game lies in the endgame. Exchanges will hasten this end.
- (k) Black is going astray, releasing a troublesome pin to go Pawn hunting. Better is ~~PE~~ B-R4, 19 P-KN4, B-N3 with either of two plans in mind, eventually P-KB4 or since the K-side is solid the endgame attack of the Q-side.
- (l) What else -- White has to attack the K-side or be reduced to a losing passibly Q-side loss on defence.
- (m) A very hopeful sacrifice, but not sound! (Though pretty healthy.)

Cont'd on page 25 A.

- (n) Black would like to release the nasty pin on the Queen.
- (o) Black's exchange has worsened his position.
- (p) White is sealing in the King prior to playing QR to KB1 for the final assault.
- (q) A quick step to doom. Black should attempt to exchange Queens by Q-R1, then if 30 R-R6, QxP obtaining a free Pawn or 30 Q-N5+, K-B1 and escaping by a Queen exchange or K to the King's square.
- (r) Too late - the winning net is closed!
- (s) Preparing final assault by QR to KN1 and P-N6.
- (t) Black played very skilfully until he succumbed to Pawn grabbing. Instead of defensive play White made most out of a positionally lost game.

BARRETT-REINA, cont'd from page 72.

- (i) Way off key. P-K5! secures a winning game. E.g....PxP; 22 RxP, Q-KB2 (...Q-N5; 23 O-O-O only helps White's cause)) 23 O-O-O followed by R-B1 and N-K4 is overwhelming. If 21...N-K1, 22 N-B4 threatening N-N6. 21...N-Q2; 22 PxP.
- (j) Intending to make trouble on B7 -- but it's too simply answered. N-K4 aiming for Q6 was a better method.
- (k) R(3)-B3, P-B4; 30 RxR, NxR; 31 R-B7 ch., K-N1; 32 N/4-K2 would keep Black tangled up.
- (l) They say there must be a reason for every move. This type of exception makes the rule, no doubt.
- (m) Time-trouble on both sides now. R-KR7 was essential. The good-looking R-K5 becomes hideous after ...N-Q6 ch.
- (n) If 35 K-B2, N-K8 ch. picks up the B.
- (o) A strenuous way of defending the N. Better 44 N-B3, R-QB1; 45 P-B5.
- (p) The flag about to drop, Black errs losing a Pawn, after which he has to fight against the draw.
- (q) The R must move; RxN ch. was threatened.
- (r) Assuring a drawing variation by going after the KRP the right way. 53...R-R6; 54 R-N2 creates White some winning chances.
- (s) Simplest.

## SICILIAN DEFENCE

1. P-K4	P-QB4	16. B-N5	R(B)-Q1
2. P-QB3 (a)	P-Q4 (b)	17. N-K4	N-K4
3. PxP	QxP	18. NxN+ (g)	PxN
4. N-KB3 (c)	N-QB3	19. B-K3	RxR +
5. N-R3 (d)	B-KN5	20. RxR	P-QN3
6. B-K2	N-KB3	21. Q-Q2 (h)	N-B5
7. O-O	P-K3	22. Q-Q4	NxB
8. P-Q4 (e)	PxP	23. PxN (i)	P-B4
9. N-QN5	Q-Q2	24. P-QN4 (j)	R-QB1
10. KNxP	BxB	25. P-QR4 (k)	Q-B2
11. QxB	B-K2	26. R-Q3	P-K4
12. KR-Q1 (f)	Q-B1	27. Q-KR4	P-K5
13. N-B5	O-O	28. Q-N5 ch.	K-B
14. N(N5)-Q6	Q-B2	29. R-Q4	
15. NxB ch.	QxN		

DRAWN (1)

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Annotated by Irving RIVISE, one of the truly great masters of California. Co-champion of our great state; has won so many tournaments in the past that space does not permit us to list them. An active organizer, refereed the ill-fated FISCHER-RESHEVSKY match in 1961.

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- (a) An innocuous move that poses no real problems for Black. Alkhhine adopted it occasionally but probably to change the routine rather than for any merit in the move itself.
- (b) Black could also play 2...P-K3 and after 3 P-Q4, P-Q4 the game would be a French Defense.
- (c) Here 4 P-Q4 is necessary.
- (d) The N is misplaced here. Better would have been 5 P-Q4 or as in the game, B-K2 and O-O.
- (e) Now White discovers that after 8...PxP Black threatens ...BxN so he must move the N again.
- (f) Threatening 13 N-KB5.
- (g) Giving up the initiative. With 18 N-N3 White would still maintain good attacking chances.
- (h) The purpose of this move must have been to control the open Q file but unfortunately permits Black to get rid of the dangerous business-combination of the White Q & B. With 21 P-KR4 White could conjure up possible mating positions, e.g. 21...R-Q; 22 RxR +, QxR; 23 B-KR6 threatening P-KB4. The ending after an exchange of pieces favorable for White.
- (i) Preferable was 23 QxN. The K & P ending would result in a White victory.
- (j) 24 P-QR4 seems better. The text forces White to a defensive role, one not calculated to win.
- (k) Had White played 24 P-QR4 first then 25 Q-Q7 would have given White a decided endgame advantage.
- (l) For if now 29...QxBP; 30 R-Q8+, RxR; 31 QxR+ forces perpet. +.

White -- N. HULTGREN

Black -- G. BARRETT

Q.P., COLLE-SLAV

1. P-Q4	P-Q4	16. B-B3	P-KB4	(f)
2. N-KB3	N-KB3	17. Q-Q3	(g) K-B2	
3. P-K3	B-B4	18. P-QN4	P-R3	(h)
4. P-QB4	(a) P-B3	19. P-QR4	N-B3	(i)
5. N-B3	P-K3	20. P-N5	RPxP	
6. B-K2	B-K2	21. RPxP	R-R7	(j)
7. N-KR4	(b) B-N3	22. Pxp	Pxp	
8. NxB	RPxN	23. P-KR4	R-K1	
9. B-Q2	QN-Q2	24. KR-K1	(k) Q-Q2	
10. R-QB1	N-K5	25. R-R1	RxR	
11. Pxp	(d) NxN	26. RxR	Q-K2	
12. BxN	KPxP	27. K-B2	(l) N-Q5	ch.
13. O-O	(e) B-Q3	28. BxN	QxB	
14. P-KN3	Q-N4		DRAWN.	(m)
15. P-B4	Q-K2			

-----  
Annotated by Tom FRIES, regular So. Calif. Championship entrant,  
co-winner of the So. Calif. Amateur Open 1961.

- 
- (a) Not 4 N-R4, B-N5; 5 P-KB3, B-Q2; 6 B-Q3, P-K3.
- (b) This gives Black a good open file. 7 O-O is better.
- (c) 7...B-K5 is also good: if 8 NxB, NxN and White must again move his Knight. Not good is 7...B-KN5; 8 BxB, NxB; 9 QxN, BxN; 10 Pxp threatening 11 QxNP.
- (d) Much better is 11 NxN, Pxp; 12 Q-B2, N-B3 (not 12...P-KB4; 13 P-B5! and Black has weak Pawns) 13 P-B3! Pxp; 14 Bxp and White has an open game for his two Bishops.
- (e) This gives Black the initiative. Better is 13 Q-B2 followed by B-Q3 or 13 Q-N3 threatening P-K4.
- (f) Of course, not 16...Qxp ch; 17 K-N2 and the Queen is lost.
- (g) 17 Q-N3 also offers good attacking chances. E.g., 17...N-B3; 18 B-Q2, N-K5; 19 R-QB2.
- (h) This move gives the initiative back to White. More promising is 18...N-N3 playing for the outpost at B5. Worse is 18...BxNP; 19 BxB, QxB; 20 R-N1, Q-Q3; 21 Rxp, KR-QN1; 22 KR-N1 (threatening 23 Q-R6), P-R4; 23 R/l-N2 threatening 24 Q-N1.
- (i) 19...N-N3 is still good.
- (j) With this move, Black grabs a good chance for counter-play.
- (k) Not 24 B-Q2, N-K5.
- (l) If 27 B-Q2, N-K5; 28 BxN, QxB, White must guard against 29...Q-B6. If he exchanges Queens, Black holds the position by defending his QB Pawn with his Rook.
- (m) A fighting game!

## QUEEN'S GAMBIT ACCEPTED

1. P-Q4	P-Q4	19. PxB	PxP (f)
2. N-KB3	N-KB3	20. NxP	Q-K2
3. P-B4	PxP	21. R-B4 (g)	P-N4
4. N-B3	P-QR3 (a)	22. K-B1 (h)	P-K4? (i)
5. P-QR4 (b)	N-B3 (c)	23. N-B6 ch.	K-R1
6. P-K4	B-N5	24. R-R4	Q-B4
7. P-Q5	N-K4	25. RxP ch.	QxR
8. B-B4	BxN	26. NxQ	KxN
9. PxB	N-Q6 ch.	27. Q-Q3 ch.	K-N1
10. BxN	PxB	28. P-N6	P-KB4
11. QxP	P-K3	29. Q-Q5 ch.	K-R1
12. R-QB	B-Q3	30. R-N3	QR-Q1
13. B-N5 (d)	O-O (e)	31. R-R3 ch.	N-R4
14. P-B4	B-K2	32. RxN ch.	K-N2
15. R-KN1	PxP	33. Q-K6	R-Q8 ch.
16. B-R6	N-K1	34. K-K2	Resigns.
17. BxP	NxB		
18. Q-N3	B-N4		

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Annotated by John PENQUITE, three times Iowa Champion and newcomer to Los Angeles. Top expert rating. Played for the City Terrace Challengers team, Board 1, in 1962.

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- (a) 4...P-B4 is suspect because of 5. P-Q5, P-K3; 6. P-K4, PxP; 7. P-K5, or 6...P-QR3; 7. P-Q6. 4...P-B3, transposing into a Slav Accepted is safest.
- (b) The sharpest move is 5. P-K4. For example 5...P-QN4; 6 P-K5, N-Q4; 7 N-N5, B-KB4; 8 NxBP, KxN; 9 Q-B3, P-K3; 10 P-KN4, B-N5; 11 PxB, R-B1; 12 R-KN1 with a winning attack for White, Kottes-Bialas, West Germany, 1961.
- (c) 5...P-K3 is necessary. After 5...N-B3 White can obtain a bind by 6 P-Q5.
- (d) Not 13 P-K5, N-R4.
- (e) 13...P-K4 or 13...P-R3 prevents 14 P-B4. However, Black is not in serious trouble yet.
- (f) Black should keep the Knight out by 19...P-B3. If then 20 R-Q1, Q-K2; 21 K-B1, KR-K1; 22 R-K1, P-Q5.
- (g) The simple 21 P-B3 would leave White with an overwhelming game.
- (h) QxP still wins for White.
- (i) This is hopeless. The critical variation is 22...PxR; 23 N-B6 ch., K-R1; 24 Q-R4, P-R4; 25 NxP (not 25 PxP e.p., N-K1) NxN; 26 QxN ch., K-N1; 27 P-N6, P-KB3; 28. P-N7, KR-K1 and Black's position seems to hold.

## NIMZO-INDIAN DEFENCE

1. P-Q4	N-KB3	20. KR-B1	P-KR4
2. P-QB4	P-K3	21. QR-N1	P-R5
3. N-QB3	B-N5	22. P-QB4	RPxP
4. P-QR3	BxN ch.	23. RPxP	PxP
5. PxB	O-O	24. QxP	QxQ
6. N-B3	P-QN3	25. RxB	BxB
7. P-N3	B-R3 (a)	26. KxB:	R-Q2
8. Q-R4	P-Q4 (b)	27. R(1)-QB1	R(1)-K2
9. PxP	PxP	28. R-B6	P-B3 (h)
10. B-N5	P-R3 (c)	29. K-B1	K-B2
11. BxN	QxB	30. R(1)-B4(i)	K-K1
12. N-K5	B-N2	31. K-K2	K-B2
13. B-N2	R-Q1	32. K-Q3	K-K1
14. Q-N3 (d)	N-B3 (e)	33. R-B2 (j)	K-Q1
15. NxN (f)	BxN	34. P-K4	R-K1
16. O-O	R-Q3	35. K-K3	R-R1
17. P-K3 (g)	R-K1	36. P-Q5 (k)	R-R8
18. P-QR4	P-QR4	37. K-B4	R-Q8
19. Q-R2	Q-K3		DRAWN. (1)

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 Annotated by Dan AMNEUS, long-time expert and frequent entrant to the So. Calif. Championship. Won the Morphy Day Rapid Transit three years ago, placed third in the first San Bernardino Open.  
 -----

- (a) A good move but a bad idea. White's reply is practically forced.
- (b) But now B-N2 is the move, after which White's Q is badly placed and Black has a good grip on K5 and Q4. There would then be good chances of attacking the White center by P-QB4, N-R4, B-R3 and one or both R's to the QB file. White cannot afford to ruin his Pawns by PxBP, and the thrust P-Q5 is made more difficult by the displacement of the White Queen -- which is why B-R3 was a good move. Now after 8...P-Q4 White gets rid of his doubled P and still keeps the Black Q-side tied up as long as the B stays on R3.
- (c) Probably best. The position is complicated. One interesting possibility is 10...B-N2; 11 B-R3, QN-Q2; 12 N-K5, P-KR3; 13 B-R4! P-KN4; 14 NxN, NxN; 15 BxN, PxB; 16 O-O-O with, I think, a winning game. Or if 12...NxN; 13 PxN, P-R3; 14 B-R4, P-KN4; 15 BxP, PxB; 16 PxN, QxP; 17 O-O followed by P-KB4 which ought to win.
- (d) Takes off all the pressure. Instead of this, 14 P-QB4 is very strong. If then ...N-B3 or P-B4; 15 BxP. Or is P-B3; 15 P-KB4! and Black still cannot develop his N because of PxP.
- (e) Now White cannot play BxP because of ...RxB and N-R4.
- (f) Why not P-KB4? The open KB file would be compensation for the exchange of the beautiful N, which now goes for nothing.
- (g) A better plan for White seems to be an advance in the center. This could almost be achieved right off by P-KB3 and P-K4 --

not quite though because P-KB3 can be answered by Q-K3. White can advance in the center more systematically, however, by putting the R's on the center files, the Q on B2 and then pushing either P-QB4 or P-KB3 and P-K4. Once the "stopper" in Black's position, the P on Q4, is out, White will become very strong in the center.

- (h) If the K begins his walk without this preliminary move, White plays R-KR and penetrates the 8th rank.
- (i) Obviously the QP must be protected before White can move his K across.
- (j) The purpose of this move isn't clear unless White wants to make a dash for R6 with his K. He is one move too late, however, as when the White K moves to B4, Black can reply K-B and because the R on B2 is masked, RxNP is impossible. Once the Black K gets past the B file the White K can't do anything from R6.
- (k) Threatening P-Q6.
- (l) Unless White was in time trouble (as many players were in this tournament) he is too generous. One procedure which ought to win is R(6)-B4, withdrawing the K, pushing P-B4, then placing a R on Q4 followed by either P-K5 or by moving the second R to the KN file and advancing the KNP. Black, with only one active piece, couldn't do much to stop this. And there are probably other winning lines too.

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#### ONE LITTLE WORD

"The peculiar fascination of chess lies in the fact that luck plays no part -- the smarter thinker is always supposed to win."

(Joseph Phillips)

Very true. The one important word though that makes all the difference is "supposed". How well we know.....

#### WE'RE NOT SURPRISED

Cambridge University once engaged Bedlam, the asylum for the deranged, in a game of correspondence chess.

Bedlam won.



White - D. KAKIMI

Black - M. HULTGREN

R O U N D F O U R

AMNEUS	(½)	0	WEINBAUM	(1½)	1	French Def.	53
SZIRMAY	(1)	0	BARRETT	(2)	1	Sicilian	45
KAKIMI	(2)	1	HULTGREN	(1½)	0	Ruy Lopez	14
SYVERTSEN	(1)	0	REINA	(2)	1	Grunfeld	73
HANKEN	(2½)	0	EARNEST	(1)	1	Reti	44

AMNEUS and WEINBAUM played a game in the weird twilight zone --- until it got too dark for AMNEUS. "Mate!" announced SZIRMAY in a tense time-scramble against BARRETT, only to find his Queen whisked off the board by a forgotten Bishop. Had he been less impulsive, he'd have won. KAKIMI made mincemeat of HULTGREN, chasing his King into the middle of the board by move 14. SYVERTSEN presented a Rook on a silver platter to REINA on his 15th move, but fought on for sixty more moves before throwing in the towel. HANKEN gave up the exchange in an effort to win a drawish game, but the scheme backfired.

By the way, this was not the shortest game of the tournament (21.)

White - B. KAKIMI

Black - N. HULTGREN

RUY LOPEZ

- |              |     |          |
|--------------|-----|----------|
| 1. P-K4      | (a) | P-K4     |
| 2. N-KB3     |     | N-QB3    |
| 3. B-N5      |     | P-QR3    |
| 4. B-R4      |     | N-B3     |
| 5. P-Q4      | (a) | NxKP?    |
| 6. Q-K2      |     | P-B4     |
| 7. P-Q5      |     | N-K2     |
| 8. NxP       |     | NxQP (b) |
| 9. Q-R5 ch.  |     | KxK2 ch. |
| 10. Q-B7 ch. |     | K-Q3     |
| 11. QxBP     |     | Q-K2     |
| 12. N-B7 ch. |     | K-B4     |
| 13. B-K3 ch. |     | K-N5     |
| 14. QxN      |     | Resigns. |

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Annotated by Gene RUBIN, long-time Steiner Club expert and club official. A regular qualifier into the California Championship.

- 
- (a) Premature but murderous if Black lets the King's file be opened.
  - (b) Things were bad but this is suicide. N-B4 or even P-QN4 (followed by P-Q3) might hold.

-----  
By the way, this was not the shortest game of the tournament (Ed.)

GRUENFELD DEF.

*Exch. Var.*

1. P-Q4	N-KB3	37. R-N4	(p) RxB
2. P-QB4	P-KN3	38. BxR	R-B7 ch.
3. N-QB3	P-Q4	39. B-Q2	R-N7
4. PxP	NxP	40. B-K4	B-R3
5. P-K4	NxN	41. K-Q3	(q) N-R5
6. PxN	P-QB4	42. P-Q6	PxP
7. B-K3 (a)	B-N2	43. PxB	RxB ch. (r) !
8. P-N3 (b)	O-O	44. KxR	BxP ch.
9. B-N2	N-B3	45. K-B3	BxQP
10. N-K2	<u>PxP</u>	46. BxNP	BxP
11. PxB	Q-R4 ch.	47. BxP	B-B2
12. K-B1 (c)	R-Q1	48. K-N4	P-B4
13. P-B4 (d)	B-N5	49. B-B4 ch.	K-N2
14. P-K5 (e)	Q-N4	50. K-N5	P-B5 <del>(NxBxRP)</del>
15. QR-N1? (f)	BxN ch.	51. K-B6	B-N1
16. QxB	QxR ch.	52. K-N6	P-B6
17. K-B2	Q-N5 (g)	53. P-R6	B-B5 (s) ✓
18. P-Q5	N-Q5	54. K-N7	B-K6
19. Q-Q3	Q-N7 ch.	55. K-B6	P-B7
20. B-Q2	QR-B1	56. K-Q5	B-R2
21. R-QN1	Q-B7	57. K-K4	N-N7
22. K-K3	N-B4 ch.	58. K-B3	N-K6
23. K-K2	QxQ ch. (h)	59. KxB	NxB ch.
24. KxQ	R-B2 (i)	60. K-N2	P-R4
25. P-QR4	R/1-QB1 (j) ✓ ?	61. K-R3	K-N3
26. P-R5	R-B5	62. K-R2	K-N4
27. R-N2	P-QR3 (k) ?	63. K-R1	P-R5
28. B-N4 (l)	R-Q5 ch.	64. K-R2	N-K6
29. K-K2	R/1-B5	65. K-N1	P-R6 (t)
30. B-K1	R-B2	66. K-R2	K-R5
31. B-Q2	R/5-B5 (m)	67. K-R1	N-B4
32. K-Q3	P-KN4 (n) !	68. K-R2	N-B8 ch.
33. B-R3	R-Q5 ch.	69. K-R1	P-R7
34. K-K2	N-R3	70. K-R2	N-B8 ch.
35. B-N2 (o)	PxB	71. K-R1	P-R7
36. PxB	N-B4	72. K-N2	K-R5
		73. Resigns. (u)	

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 Annotated by M. KERILENEVICH, Steiner Club Champion in 1960, regular So. Calif. Championship entrant. Rated expert and Steiner A team member.  
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(a) The exposed White Pawn center and the excellent play of Black's pieces resulting from White's set-up turn advisable the preparation for O-O with N-KB3 (or N-K2) and B-B4. Eventually B-K3 could follow.

(b) A dangerous delay in development.

- (c) The alternatives are not much better:  
 1) 12. B-Q2, Q-R6; and now, if 12. P-K5 or B-QB3, R-Q1 winning a Pawn.  
 2) 12. Q-Q2, QxQ ch. 13. KxQ, R-Q1; 14. K-B3, B-K3!; and if 15 P-K5 or KR-Q1, QR-B1; 16. K-N2, N-N5! with a strong attack. (15. QR-Q1?, BxRP).
- (d) 13. P-B3 would have averted the text sequence, but then 13....NxP; 14. B or NxP, P-K4!
- (e) Forced.
- (f) An obvious blunder, after which White fights for a lost cause. Some possibilities are:  
 1) 15. P-Q5, and the weakness of a too far-stretched Pawn structure would be manifest with .....P-B3.  
 2) 15. BxN, also insufficient:....., QxB; 16. R-KN1, QR-B1; 17 Q-Q2 (If 17 R-B1, Q-B6 ch; 18 B-B2, RxB; etc.); P-B3; 18. R-B1, Q-B6 ch.; 19 K-K1, RxB; 20 NxR, PxB; etc.  
 3) 15 K-B2, which seems to equalize:  
 3a) 15...., P-B3; 16 Q-N3 ch., QxQ; 17 PxQ, BxN; 18 BxN, PxB (If 18...., B-QR3; 19 RxB!); 19 KxB =  
 3b) 15...., BxN; 16 BxN! And also 16 QxB, QxQ ch.; 17 RxQ, NxP ch.; 18 BxN, RxB; 19 BxP, etc. =
- (g) Forcing ....P-Q5.
- (h) 23... , QxP; 24 RxP, R-B7; is an alternative worth consideration.
- (i) 24... , P-N3 is also good.
- (j) Despite the material advantage, Black's task will not be easy as long as the Bishop is out of play. For this reason 25... , P-B3 seems better. For example: 25... , P-B3; 26 R-K1, PxB; 27 PxB, P-K3; 28 P-Q6, NxRP!; 29 PxB, RxB ch.; 30 K-K2, R-B7 followed by B-R3. If 26 P-K6, N-Q3 followed by P-B4 and liberating the Bishop. And if 26 B-QB3, R/1-QB1; 27 B-QR1, R-B7; 28 R-N1, R-R7; etc.
- (k) The purpose of this move is not clear: it rather weakens the QN3 square.
- (l) White is running out of moves. 28 RxP loses a Bishop after ...R-Q5 ch. and R-B7.
- (m) No progress has been attained in the last few moves.
- (n) The first attempt at weakening White's phalanx.
- (o) If 35 PxB, N-N5; 36 BxN, RxB; 37 B-B4, BxB!; 38 BxB, R-K5ch.!
- (p) Desperation!
- (q) If 41 BxN, BxB wins a Pawn.
- (r) Starting a liquidation which leaves White hopeless. Resignation could have occurred at this point.
- (s) Otherwise, 54 K-N7!
- (t) A more straightforward method would consist of placing the knight at KB7 and the King at KB6. For example: 65...N-N5ch; 66 K-R1, N-B7 ch; 67 K-N2, K-B5; 68 K-R2, K-B6; 69 K-N1, K-R6; 70 K-R2, B-N1 ch; 71 K-N1, P-R7 ch; 72 K-B1, P-R8=Qmate.
- (u) Black took advantage of the drawbacks of White's opening in a direct and simple way. White, in turn, did about as well as the circumstances permitted.

(Editor's note: What was wrong with 51... , BxB ?)

## FRENCH DEFENCE

1. P-K4	P-K3	27. RxR	RxP
2. P-Q4	P-Q4	28. R-N6	PxP
3. N-QB3	B-N5	29. Pxp d. chh.	K-R3
4. K-K5	P-QB4	30. B-N5	Q-Q2
5. P-QR3	BxN ch.	31. Q-B5? (h)	P-Q5!
6. PxB	N-QB3	32. Q-Q6	PxP
7. N-B3	KN-K2	33. QxQ? (i)	BxQ ✓
8. B-Q3	K-B5 (a) ?	34. N-K4	B-B4
9. B-K2	P-QN4	35. RxN ch.	K-N2
10. P-KR4 (b)	P-QR4	36. R-B6? (j)	BxN
11. K-R5	K-R3	37. K-B4? (k)	BxP
12. P-KN4	B-Q2	38. P-K6	B-Q6 ch.
13. P-N5	N-B4	39. K-B3	P-B7
14. Pxp? (c)	PxP	40. K-N4	RxB ch.
15. N-R2? (d)	Q-R5	41. KxR	P-B8(Q)
16. B-N4	O-O=O	42. P-K7	Q-N8 ch.
17. Q-B3	K-B2 (e) ?	43. K-R5	Q-R7 ch.
18. N-B	Q-K2	44. K-N5	Q-N6 ch.
19. BxN	PxB	45. K-R6	Q-R5 ch.
20. B-B4? (f)	B-K3	46. K-N7	Q-R2 ch.
21. Q-K3	K-N3	47. K-B8	Q-R ch.
22. BxP	R(Q)-KN	48. k-B7	Q-R2 ch.
23. N-Q2	R-N5	49. K-B8	Q-R ch.
24. K-K2	P-B3! (g)	50. K-B7	P-B6
25. QR-KN	P-B5	51. P-K8(Q)	QxQ
26. BxP	RxR	52. KxQ	P-B7
		53. Resigns.	

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Annotated by John SCHEUERMAN, top expert of the Claremont-Pomona area. Won the Covina Knockout Tournament in 1960, finished third (tie) in the last two San Bernardino Open Tourneys, defeating RIVISE each time.

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- (a) This prematurely freezes the center.
- (b) With the center fixed, Black has chosen to demonstrate on the Q-side; White has corresponding freedom to attack on the K-side.
- (c) The better strategy is to maintain tension and to develop pressure on the KN file by R-KN and possibly N-R2-N4 and/or P-N6.
- (d) Good intention appears to be N-N4-B6 but it allows Black Q penetration of K-side.
- (e) This allows 18 N-B, Q-K2; 19 BxN, PxB 20 QxQP. Black should take advantage of his initiative and position by the speculative sacrifice QNxQP. If 18 PxB, NxP; 19 Q-B3(orQ-Q), N-B3; 20 B-K3, P-Q5! 21 BxP, NxB 22 QxN, B-B3 23 Q-B5, K-N2; 24 K-K2 with complications from either R-Q4 or BxR.
- (f) Better is QxQP. (g) This is a good tactic to expose the K on the K file. Another interesting tactic would be P-N5 to subject the QP to Knight attack.
- (h) As it turned out, N-B3 would have been better.
- (i) N-B3 was still not too late. N-K4 is most complex but appears to lead to a forced win for White with best play.
- (j) A draw is still possible with R-KR6. (k) P-K6 was only chance left. However, this should also lose against best play.

## SICILIAN DEFENCE

1. P-K4	F-QB4	24. Q-N3 (f)	N-Q5
2. P-Q4	PxP	25. KR-K1	P-K5
3. P-QB3	PxP	26. B-K3	N-B7
4. NxP	P-K3	27. R-K2	B-N5
5. N-B3	N-QB3	28. RxN	BxR
6. B-KB4	B-N5	29. R-Q2	B-N5
7. B-Q3	P-Q4 (a)	30. P-B5	BxP
8. PxP	QxP (b)	31. N-B4	K-B2
9. O-O	BxN	32. N-R5	Q-K3? (g)
10. PxB	P-KR3 (c)	33. NxNP (h)	Q-B1
11. P-B4	Q-Q1	34. BxRP	B-N3
12. P-B5	KN-K2	35. Q-N3 ch.	K-K2
13. Q-Q2	Q-R4	36. Q-Q5	Q-B3
14. Q-N2	P-B3	37. Q-B4	QR-Q1 (i)
15. Q-B1	P-K4	38. R-Q6	RxR (j)
16. B-Q2	Q-Q1	39. PxR ch.	QxP
17. Q-B4	R-QN1 (d)	40. QxR	Q-Q8+ (k)
18. QR-Q1	B-Q2	41. K-B2	Q-B7+
19. N-R4	Q-B1	42. K-N3	Q-Q6+
20. B-N6 ch.	NxB	43. K-R4	Q-Q3
21. NxN	B-K3	44. Q-K8+??(k)	BxQ
22. Q-KR4	R-N1	45. Resigns.	
23. P-B4 (e)	B-B4		

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Annotated by Dr. Sidney WEINBAUM, runner-up in this tournament. Won the very strong Santa Monica Invitational in 1960, placed high many times in events like the Calif. Open.

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- (a) After a rather unusual opening White has developed all his pieces at a cost of a Pawn, while Black has a problem in finding suitable squares for his pieces.
- (b) The Queen does not look happy here.
- (c) Black is at a loss for a good move but the text move not only wastes time but also creates another weakness.
- (d) The somewhat aimless wanderings of the White Queen present Black with an opportunity to improve his position by either 17...N-Q5 or 17...B-Q2, or even better by 17...B-K3 (if 18 QxB, then 18...QxB followed by Q-N3 if necessary). Instead the text move wastes time again and creates new difficulties as the game proceeds.
- (e) A good move as it opens new lines of attack for White.
- (f) But now White should lose! The proper continuation is 24 PxP. If 24...BxN, 25 PxP with a very strong attack; if 24...PxP; 25 NxP, NxN; 26 QR-K, QxP+; 27 K-R and Black has problems.
- (g) Black is exchange and 2 Ps to the good. 32...P-KN3, an easy win.
- (h) This move is possible only because of Black's 17th move!
- (i) After 37...B-B2; 38 N-B5+, K-K 39 N-Q6+, QxN!; 40 QxB+, KxB Black should win the ensuing endgame.
- (j) Now B-B2 fails because of 39 Q-Q4.
- (k) After 40...Q-QB4+; 41 K-B, B-B2; 42 Q-B8+!, KxB 43 N-K6+ White should win the endgame. If 40...Q-N3 ch; 41 K-B, P-K6 (B-B2; 42 N-B5 ch., K-K3; 43 Q-B8 ch. with good winning chances) 42 Q-B4 should win.



## RETI OPENING

1. N-KB3	N-KB3	23. P-B5	BxR
2. P-KN3	P-KN3	24. RxB	B-Q4
3. B-N2	B-N2	25. N-R5	BxB
4. O-O	O-O	26. NxB	R-K3
5. P-QB4	P-QB3	27. N-Q6 (e)	K-N2
6. N-B3	P-Q4	28. R-R1	R-QR1
7. Q-N3	P-K3	29. R-R6	K-B1
8. P-Q3	QN-Q2	30. K-N2	K-K2
9. P-K4	N-B4	31. P-B4	R-K7 ch.
10. Q-B2	PxKP	32. K-B3	R-QB7
11. QPxP	Q-Q6 (a)	33. N-N7	K-Q2
12. QxQ	NxQ	34. R-KB6	P-QR4 (f)
13. R-Q1	NxB	35. RxP ch.	K-K3
14. QRxN	P-K4	36. R-QB7	P-R5
15. P-KR3 (b)	B-K3	37. N-Q6	K-Q4
16. NxP	MxP	38. N-K4	P-R6
17. NxQBP	NxN	39. R-Q7 ch.	K-B3
18. N-K7 ch.	K-R1	40. R-Q6 ch.	K-B2
19. PxN	BxP(B4)(c)	41. R-Q1	P-R7
20. BxP	QR-K1	42. R-QR1	R-R6 ch.!
21. N-B6	BxRP	43. K-N4	R-QN7
22. P-QB4 (d)	B-N7	44. Resigns.	

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Annotated by Gordon BARRETT

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- (a) White has played the opening as if he were suffering from sunstroke, while Black has been taking extra vitamins.
- (b) 15 NxP, NxP gives better scope for Black.
- (c) Just as we said above.
- (d) The scope is getting better and better.
- (e) 27 P-B6, R-B1; 28 N-R5 (P-B7, R-K2), R-K4; 29 N-N3, P-QR4 will eventually clear off both Pawns, after which the game should be a draw. White, however, has visions of winning with his advanced Pawn.
- (f) All of a sudden the Black QRP becomes a giant. The movement of White's pieces is tremendously restricted.

SYVERTSEN-SZIRMAY  
(H. BOROCHOW) cont'd.)

- 37 -

19 R-R, QxR; 20 BxQ, BxB; 21 BxN, BxNP and we need a Tal or Fischer to fathom as to exact outcome. Also, first 16 NxB, PxN; 17 P-N3, QxR; 18 BxP+, K moves and I prefer Black after 19 B-N2, though frankly I'd rather Korchnoi (or the reader) analyze it out.

(g) With the clock ticking, 16 NxB, PxN; 17 P-N3 might have been the best gamble. For if Black goes astray, White has chances.



R O U N D F I V E

SZIRMAY	(1)	0	AMNEUS	(½)	1	Giucco Piano	39
REINA	(3)	1	HULTGREN	(1½)	0	Q.G.	25
HANKEN	(2½)	½	KAKIMI	(3)	½	Two Knights D.	50
EARNEST	(2)	1	WEINBAUM	(2½)	0	French Def.	32
BARRETT	(3)	0	SYVERTSEN	(1)	1	English	40

A memorable round in which the players with lower scores came into their own. EARNEST, fresh after his Round 4 success, mauled WEINBAUM like a tiger. SYVERTSEN made a knight do things Lancelot would have been envious of, to gain his first full point. It was BARRETT's first loss. AMNEUS also got his first win, after he and SZIRMAY offered each other so many pieces and exchanges it was like a boy-scout jamboree. KAKIMI won the exchange from HANKEN, but could not force a win in a Queens-on-board endgame.

Everyone in the tournament now had at least one win and one loss, REINA and KAKIMI took over the lead with 4 - 1 and 3½-1½ respectively, followed by EARNEST, BARRETT and HANKEN at the 3-2 mark. Excitement was mounting, especially as KAKIMI and REINA were scheduled to meet in Round 6!

White - M. REINA

Black - N. HULTGREN

Q.P.G., CAMBRIDGE SPRINGS

1. P-Q4	P-Q4	14. P-Q5 !	O-O
2. N-KB3	N-KB3	15. P-Q6 (h)	P-B4 !
3. P-QB4	P-K3	16. P-QN4 (i)	PxP
4. N-B3	P-B3	17. QxP	P-QN3
5. B-N5	QN-Q2	18. O-O	Q-R3
6. P-K3	Q-R4 (a)	19. N-N3	B-Q2
7. BxN (b)	NxB	20. KR-Q1	QR-N1
8. B-Q3	B-N5 !	21. Q-B3	KR-B1
9. Q-B2 (c)	N-K5 ?! (d)	22. Q-K5 ? (j)	RxP
10. R-QB1?!(e)	QxRP !? (f)	23. N-Q4	R(1)-QB1?? (k)
11. BxN	PxB	24. NxKP	K-B2 (l)
12. N-Q2 (g)	BxN	25. QxNP ch.	Resigns. (m)
13. QxB	P-KB4		

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Annotated by James BARRY, Board 1 player for the Van Nuys A team.  
Rated expert, winner of the San Fernando Valley Open, 1961.

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- (a) The Cambridge Springs Variation which is very dangerous if White is careless.
  - (b) Although "book", this move is illogical. White simultaneously concedes the two Bishops to Black and rids Black of his passive Knight on Q2.
  - (c) On 9. Q-N3 Black equalizes with 9....PxP, 10. BxP, O-O 11. O-O, BxN 12. PxB, P-QN3 13. N-K5, B-N2 14. B-K2, P-QB4. Capablanca- Ed. Lasker 1924. Or 9....PxP, 10. BxP, N-K5 11. R-QB1, O-O 12. O-O, NxN 13. PxN, B-R6! 14. R-N1, P-QN3 15. N-K5, B-N2 16. B-K2, P-QB4.
  - (d) Better is 9....PxP 10. BxP, N-K5! 11. QR-B1, NxN 12. PxN, B-R6 etc. Not 11. QxN?, BxN ch! and wins.
  - (e) Better is 10. BxN with variations similar to the game but without being a Pawn down.
  - (f) This move is correct, but dangerous. Safer is 10....NxN, 11. PxN, B-R6 etc.
  - (g) Not 12. QxP?, QxBP.
  - (h) More active is 15. N-N3, Q-R3 (forced) 16. PxKP. E.g., 16....R-K1? 17. N-B5!, Q-N3 18. Q-K5!, Q-N5 ch., 19. K-B1, P-QN3 20. QxBP! Or 16....P-QN3! 17. N-Q4, Q-N2 etc.
  - (i) Better than 16. N-N3, Q-R3 17. NxP, QxQP.
  - (j) Correct is 22. P-B5!
  - (k) Best is 23....RxR! 24. RxR, R-QB1! 25. RxR, QxR and Black wins.
  - (l) Nothing helps. If 24....BxN 25. QxN ch., K-R1 26. P-Q7, RxR 27. Q-K8 ch!!
  - (m) Mate is next!

White - J. EARNEST

Black - Dr. S. WEINBAUM

QUEEN'S GAMBIT, EXCH.

1. P-Q4	P-K3	(a)	17. Q-Q2!	(f)	P-B3
2. P-QB4	P-Q4		18. Q-R6	(g)	B-B4
3. N-QB3	P-QB3		19. B-B4 ch.		B-K3
4. PxP	KPxP		20. QxP ch.		K-B2
5. N-KB3	N-KB3		21. BxB ch.		QxB
6. B-N5	B-K2		22. R-K1		Q-Q2
7. Q-B2	QN-Q2	(b)	23. R-R6!	(h)	QR-K1
8. P-K3	N-R4	(c)	24. QxP ch.		K-N1
9. BxB	QxB		25. RxB		QxR (i)
10. B-Q3	P-KN3!	(d)	26. Q-R7 ch.		K-B2
11. O-O	O-O ?	(e)	27. Q-Q3		Q-Q2
12. P-K4	PxP		28. K-B1		Q-B4
13. NxP	QN-B3		29. Q-N3 ch.		Q-K3?
14. KR-K1	NxN		30. N-N5 ch!	(j)	FxN
15. RxN	Q-Q3		31. RxQ		NxR
16. R-R4	N-N2		32. QxP ch.		Resigns. (k)

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Annotated by established master Steve SHOLOMSON, California Open Champion in 1961. Winner of the Metropolitan Open on tie-breaking, 1961, also several top placements in other tournaments.  
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- (a) Black hopes for a transposition into the French Defense if White replies 2. P-K4. However, White has other plans...
- (b) The game has turned into a standard Exchange variation of the Queen's Gambit. In this variation, White has a slight positional advantage due to the greater mobility of his pieces.
- (c) Black wants to alleviate the pressure on his position by exchanging Bishops. A somewhat better plan seems to be O-O, followed by R-K1 and N-K5.
- (d) A good move, for White cannot immediately play 11. P-K4; and Black can get P-KB4, KN-B3 and N-K5 in, which gives him full equality.
- (e) Black should play P-KB4, to equalize the game. His position now begins to deteriorate.
- (f) With the nasty threat of Q-R6. If Black replies P-KR4, White shall move Q-R6 followed by N-N5.
- (g) Black is lost. If 18...N-R4, White plays 19. BxN! and wins. So he tries 18...B-B4.
- (h) It is now only a matter of time -- Black should resign soon. If 23...Q-B4, White replies 24. N-R4!
- (i) White doesn't want to exchange Queens, and go into an end-game only two Pawns up! He finds a fancier and quicker win.
- (j) The Coup de Grace!
- (k) Black resigns for his Rook and Kt are no match against White's powerful Queen and extra Pawns.

## ENGLISH OPENING

1. P-QB4	N-KB3	21. NxB:	P-K3
2. N-QB3	P-KN3 (a)	22. KR-Q1	N-K2
3. P-KN3 (b)	B-N2	23. R-R7 (f)	P-K4
4. B-N2	O-O	24. Q-R4	PxP
5. P-K4	F-Q3	25. Q-K4 (g)	R-K1
6. P-Q3	P-QR4	26. N-B4?	N-B4?? (N-BL1)
7. KN-K2	N-B3	27. Q-B6	N-K6
8. O-O	B-Q2	28. R-Q3	R-K2
9. P-B4	R-QN1	29. B-R3	P-N4
10. P-QR3 (c)	N-R2	30. N-R5	P-N5
11. Q-K1	P-QN4	31. B-N2	N-B7
12. P-K5 (d)	PxKP	32. R-N3	P-Q6
13. B-K3	N-B1	33. B-K4	RxB: (h)
14. P-QB5	N-N5	34. QxR	P-Q7
15. Q-Q2	NxB:	35. N-B6 ch.	QxN
16. QxN	PxP	36. QxN	Q-Q5 ch.
17. QxBP	B-K3 (d)	37. K-N2	P-Q8=Q
18. P-Q4	B-B5	38. QxQ	QxQ
19. P-QN4	PxP	39. RxB	QxR
20. PxP	BxN (e)	40. Resigns.	

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Annotated by Dr. R. D. LEWIS, rated expert of Pasadena and top board player for the Pasadena team. Winner of the San Gabriel Valley Open in 1958 and 1959.

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- (a) This move initiates a relatively uncommon pattern of development against the English. An early P-K4 or P-QB4 is more usual.
- (b) With P-Q4 now or on subsequent moves, White could transpose into King's Indian lines. The text move is less committing than the somewhat more aggressive P-K4.
- (c) White has been preparing for a K-side drive while Black has a good start on the other wing. Barrett believes that 10. P-QR4 would have been better. Also to be considered was P-Q4 or P-KB5. It would be better to complete development first with B-K3 except for the response of N-KN5.
- (d) Again, P-KB5 would be more aggressive. The continuation followed does restrict movement of Black's pieces to some extent at the cost of a Pawn.
- (e) Black has the better game with a Pawn to the good, the two Bishops, and pressure on the Q-side and on the backward QP.
- (f) This exchange is unnecessary, and might offer drawing possibilities by reason of having Bishops of opposite color.
- (g) An attractive move, but this Rook is better left home, perhaps with a view to doubling Rooks on the Q-file.
- (h) Recapturing the Pawn is not feasible because of the unprotected Rook at Q1. Thus, a second P has fallen, and with it, the game. Fastest!

White --- S. SZIRMAY

Black --- D. AMNEUS

EVANS GAMBIT DECLINED

1. P-K4	P-K4	21. BxP ch.	K-R
2. N-KB3	N-QB3	22. B-Q5	BxP
3. B-B4	B-B4	23. R-N4	Q-R6
4. P-QN4	B-N3 (a)	24. B-N2	R-K
5. O-O	P-Q3	25. BxNP	N-K7
6. P-QR4	P-QR4	26. Q-Q3	N-N6 ch.
7. P-N5	QN-K2	27. RxN	BxR
8. P-Q4	N-KB3	28. Q-K2	QR-QN
9. N-N5	O-O	29. B-Q5	B-B5
10. PxP	B-KN5	30. R-KN	R-N3
11. Q-Q3	PxP	31. B-B6	R-Q
12. Q-QN3	B-R4	32. B-B3	QR-QN
13. N-QB3	P-KR3	33. BxP	R-Q5
14. N-B3	BxN	34. BxP	R-Q7 (e)
15. PxB (b)	N-R4	35. QxR	BxQ
16. N-K2	N-N3	36. BxR	QxP ch.
17. B-R3	N(4)-B5	37. R-N2	B-K6
18. NxN	NxN	38. P-R3	QxP ch.
19. K-R (c)	Q-R5	39. R-R2	Q-B8 mate.
20. R-KN (d)	KR-Q		

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Annotated by Neilen HULTGREN, winner of the Monterey Park- San Gabriel Bi-Club Invitational Tournament 1961, co-winner of the Bernard Oak Open, 1961.

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- (a) White gets adequate compensation for his Pawn after 4...BxP; 5 P-B3, B-R4; 6 P-Q4.
  - (b) White has been slow to develop his pieces, though if his attack had carried he would have been all right. Now his pieces are badly placed.
  - (c) Not 19 BxR, Q-N4 ch.
  - (d) Why not 20 BxR, BxP; 21 BxP ch., KxB; 22 B-N8. This would seem to give White more counterplay.
  - (e) White has been fiddling while Rome burns, though there is a lack of good moves.

White -- J. HANKEN

Black -- B. KAKIMI

TWO KNIGHTS DEFENCE

1. P-K4	P-K4	26. B-N3	R-K1
2. N-KB3	N-QB3	27. R-B2	Q-K4
3. B-B4	N-KB3	28. P-N3	P-KN3
4. O-O	B-K2	29. R-B7	R-K2
5. P-Q4	PxP	30. RxR	QxR
6. P-K5	N-K5	31. Q-B4	R-K1
7. B-Q5	N-B4	32. P-KR4	P-KR4
8. P-QB3	PxP	33. Q-R6	Q-B3
9. NxP	O-O	34. Q-Q2	R-K4
10. B-B4	P-Q3	35. K-N2	Q-B3 ch.
11. PxP	BxP	36. K-R2	Q-KB6
12. BxB	PxB	37. B-Q1	Q-KB3
13. N-QN5	N-K4	38. K-N2	Q-K3
14. P-QN4	N/B4-Q6	39. B-N3	Q-K2
15. NxN	NxN	40. Q-B2	K-R2
16. R-B1	P-QR3	41. Q-B4	R-KB4
17. N-B7	R-N1	42. B-B2	R-QB4
18. P-N5	PxP	43. Q-Q3	Q-B2
19. NxP	B-N5	44. B-N3	Q-B3 ch.
20. Q-Q4	B-K7	45. K-R2	R-B8
21. NxP	QxN	46. B-Q5	Q-B3
22. R-K1	Q-B3	47. Q-K3	R-B2
23. Q-R1	N-Q6	48. K-N2	R-B6
24. RxB	NxR	49. Q-K8	K-N2
25. QxN	KR-Q1	50. BxNP	R-B7

DRAWN.

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Annotated by no one.

We'll let you try your own hand at it right here:

R O U N D S I X

HULTGREN	(1½)	0	WEINBAUM	(2½)	1	French Def.	35
SYVERTSEN	(2)	0	AMNEUS	(1½)	1	Queen's Ind.	34
KAKIMI	(3½)	1	REINA	(4)	0	Sicilian	45
BARRETT	(3)	0	HANKEN	(3)	1	English	12
SZIRMAY	(1)	½	EARNEST	(3)	½	Bird's	41

The BIG game between KAKIMI and REINA turned out to be a choppy affair, certainly not the best played on either side. REINA obtained the exchange with a strong game, but waited around meekly until KAKIMI got control of the center and executed a lethal Q-R attack. This put KAKIMI in the lead by ½ point.

HULTGREN opened up the KR file, and - pardon the expression - sacrificed Queen and Knight for two Rooks in a shaky position. It didn't work. A Pawn plus and a strong center was all AMNEUS needed to chalk up his second win. BARRETT played the opening so atrociously it's a wonder he lasted 12 moves. SZIRMAY and EARNEST fought stubbornly but neither got anywhere.

## FRENCH DEFENCE

1. P-Q4	P-K3	19. PxP	PxP	(c)
2. P-K4	P-Q4	20. Q-N2 (d)	QR-N	
3. N-QB3	B-N5	21. Q-R3	B-K	
4. P-QR3	BxN ch.	22. N-N5 ?(e)	NxN	
5. PxB	N-K2	23. QxR (f)	RxR	
6. B-Q3	N-Q2	24. RxR	N-B2	
7. P-K5	P-QB4	25. R-R7	Q-N4	
8. Q-N4	P-B5	26. R-QR	Q-N7	
9. B-K2	N-KB4	27. R-B	QxRP	
10. P-B4	P-KN3 (a)	28. K-B2	Q-B	
11. N-B3	Q-R4	29. R/7-R	N-Q	
12. B-Q2	Q-R5	30. R-QN	P-KN4	
13. R-R2	N-B1	31. K-B3	PxP	
14. P-R4	P-KR4	32. BxP	B-N3	
15. Q-R3	N-R2 (b)	33. R/N-N	Q-B2	
16. P-N4	PxP	34. R-N5	NxP ch. (g)	
17. QxP	B-Q2	35. Resigns.		
18. P-R5	O-O-O			

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Annotated by Gordon BARRETT

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- (a) The Pawn-formations on both sides are beginning to look like Cubist art. Black now takes the initiative.
- (b) This N is going into hibernation for a while -- but it'll wake up, once the rest of the pieces are mobilized on the K-side.
- (c) Not ....N-B3; 20 Q-N2.
- (d) 20 QxP is taboo, as after ...QR-N1; 21 Q-B7, N-N4; 22 RxR, NxQ; 23 RxR ch., K-B2 Black has all the play against two very disconnected Rooks. The text prevents ...N-B3, and the ensuing strong N-K5.
- (e) White probably overlooked the fact that the Black B is protected -- figuring ...NxN; 23 QxR, RxQ; 24 RxR, N-K5; 25 RxB ch. As is, he loses a piece with no compensation in play.
- (f) 23 Q-N2, RxR ch.; 24 QxR, N-K5 isn't much better.
- (g) T.N.T., followed by B-K5 ch.



## QUEEN'S INDIAN DEF.

1. P-Q4	N-KB3	18. NxN	QxN
2. P-QB4	P-K3	19. B-K3	Q-K5 ch.
3. N-KB3	P-QN3 (a)	20. P-B3	Q-K4
4. P-KN3	B-N2	21. QR-B1	P-QB4
5. B-N2	B-N5 ch.	22. R-B4	P-QR4
6. B-Q2	B-K2 (b)	23. R-K4	Q-B3
7. N-B3	N-K5	24. B-B4	P-R5
8. NxN	BxN	25. Q-B2	KR-Q1
9. B-B3	O-O	26. R-B1	R-Q4
10. O-O	P-Q4 (c)	27. R-B4	QR-Q1
11. N-Q2 (d)	BxB	28. P-K4	R-Q6
12. KxB	PxP	29. P-K5	Q-B4
13. Q-R4	P-QR3	30. P-KR4	P-N4
14. QxBP	P-QN4	31. P-N4	QxB
15. Q-N3	N-B3	32. QxR	RxQ
16. N-B3	P-N5	33. RxQ	R-Q7 ch.
17. B-Q2 (e)	NxP	34. Resigns. (f)	

Annotated by Robert JACOBS, established top expert with several top placements to his credit in tournaments like Westchester, San Bernardino, So. Calif. Championship.

- (a) The Queen's Indian, aiming at control and/or occupation of White's K4.
- (b) Black's Bishop excursion is based on the premise that White's Queen's Bishop is not truly developed at Q2 but rather is simply in the way.
- (c) With at least comfortable equality. White's failure effectively to contest the Square K4 has left his game lifeless.
- (d) An error which leads to loss of a Pawn. 11 N-K5 is no better, e.g. 11 N-K5, BxB; 12 KxB, PxP; 13 Q-R4, Q-K4 ch; 14 P-B3, P-QN4.... And if 11 PxP, QxP and Black's grip on the long diagonal assures him an edge. Best is probably 11 P-QN3, but White's center Pawns may become a liability.
- (e) After this White loses rather routinely. 17 Q-R4 had to be ventured and may be sufficient, e.g. 17 Q-R4, PxB; 18 QxN, PxP; 19 QR-N, B-R6; 20 Q-B3, Q-K2; 21 N-K5 and thence to B4. Or 17 Q-R4, Q-K4; 18 B-K1, NxP; 19 QR-Q followed by BxP.
- (f) A logical and efficient performance by Mr. AMNEUS.

## SICILIAN DEFENCE

1. P-K4	P-QB4	24. B-B2	P-B4
2. N-KB3	P-Q3	25. P-R3	P-K5 (h)
3. P-Q4	PxP	26. Q-K2	QR-Q1
4. NxP	N-KB3	27. R-Q1	P-K6 (i)
5. N-QB3	P-QR3	28. N-Q4	P-B5 (j)
6. P-KR3 (a)	P-K4	29. P-QN4	P-N3? (k)
7. N-N3	P-QN4 (b)	30. P-N5!	R-B1 (l)
8. B-N5	N-N2	31. Q-Q3	R-QB2
9. N-Q5	QN-Q2	32. B-N3	KR-B1 (m)
10. P-KB3 (c)	BxN	33. N-B6!	NxN
11. PxB	N-N3	34. BxP ch.	K-N2
12. B-K2? (d)	QNxP	35. BxN	R-K2 (n)
13. P-QB4	PxP	36. Q-B3 ch.	K-R3
14. BxP	N-N3	37. Q-B6!	R/1-B2?(o)
15. B-Q3	B-K2	38. QxP ch.	K-N2
16. O-O	O-O	39. R-Q8	R-B2
17. Q-K2	QN-Q4 (e)	40. Q-K5 ch.	K-R3 (p)
18. K-R1? (f)	N-R4	41. R-Q4! (q)	R-B4
19. BxB	N-N6 ch.	42. QxP ch. (R-R4)	R-B5 (r)
20. K-R2	NxR ch.	43. QxR ch.	K-N2
21. QxN	NxB	44. Q-K5 ch.	K-B2
22. BxP	Q-N3 (g)	45. R-B4 ch.	Resigns. (s)
23. B-Q3	P-Q4		

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Annotated by Jerry HANKEN, co-winner of the Bernard Oak Memorial Open 1961, Cincinnati Champion in 1959. Won the Ohio Valley Open in 1957. Tied for third at the first Westchester Fiesta with Z. KOVACS and L. EVANS. Qualified for the Calif. State Championship in 1961.

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- (a) KAKIMI likes this system which indicates an early desire to attack the Kingside by P-KN4.
- (b) The most vigorous move -- immediate Queenside counter action.
- (c) White's last two moves are inconsistent within themselves and with what has gone before. 9 N-Q5 allows the artificial isolation of the, soon to be, QP. By 9...QN-Q2 Black allows an exchange of knights which avoids the above. By his 10th move, White ignores this possibility. Black has equality by move 7 and threatens to get in P-Q4. White should have tried 9 P-QR3 and 10 P-QB4.
- (d) An unmotivated P sacrifice. White should play 12 BxN, but fears a subsequent N-B5. However, 13 Q-Q2 would be sufficient on 12...PxB, and 13 N-R5 on 12...QxB. The idea being to capture the Black Knight on White's QB4 when it arrives and post the White Kt on B6 via R4. This cannot be accomplished by 12 BxN, PxB; 13 N-R5 because 13...NxQP (14 N-B6, N-K6!). From this point White's game goes downhill rapidly.
- (e) An indirect defense of the QRP through the check on QN3.
- (f) A mistake which loses the exchange. However, 18 K-R2, Q-N3 leaves Black an excellent game. (The threat being 19...N-N5 ch. and a subsequent fatal invasion of the Black squares.

- (g) White has two connected passed Ps on the Qside but they are tied down -- and are far from being compensation for Black's exchange and strong center. A number of possible winning plans present themselves at this time. Maneuvering the Kt (Black) to K6 via Q4 (or forcing its exchange for the B) in conjunction with the occupation of the QB file is a good plan. Black chooses to push his centerpawns which is acceptable also but must be handled carefully. Black becomes complacent, as often happens in winning positions, and does not reckon with White's alertness and fighting spirit.
- (h) And before this move the aforementioned plan of 25...KR-B1 with tempo & 26...P-Q5 (or R-B2) seems even more in order. Now the outside possibility of a blockade exists. Black cannot force open lines on the K-side and, moreover, does not need them as they exist on the Q-side.
- (i) Now a P sits on the Kt's most effective square! Black must now force the White squares which is most awkward due to the White Bishop. He still should win but not as easily. Best was 27...N-B3 & 28...KR-K1. This keeps the center flexible and prepares the killing threat of P-Q5 when the KP cannot be taken (a preparatory move such as ...R-Q3 to defend the Kt may be necessary but in the long run White has no defense against this plan.)
- (j) 28...QxP; 29 QxP is quite awkward for Black now. He had best start playing chess.
- (k) But he does not! 29...N-B3 in an attempt to destroy the blockade on Q4 runs afoul of 30 N-K6. 29...R-K1 seems best. Instead he greatly weakens his black squares and gives White just the counterplay he has been longing for. This is the real turning point of the game.
- (l) Too late!
- (m) How ironic that this idea, good for so long, is now ineffective.
- (n) Black is hard pressed to find a good move! This should hold if followed up correctly but Black is stunned by White's sudden and violent counterplay.
- (o) A blunder in time-pressure. After 37...Q-B2 Black can hold the position and perhaps even still win. (38 P-N6, Q-K4!) Now White demonstrates his tactical virtuosity.
- (p) 40...R-B3, 41 R-K8 is good enough to win as the KP falls.
- (q) A beautiful move to which there is no defense. It is mate or the loss of the Queen.
- (r) Any K move allows a Rook check winning the Queen.
- (s) 45...K-N1; 46 B-Q5 ch. is murder.

Although far from a perfect game, this exciting contest demonstrates the often fluctuating nature of the struggle in chess and the dangers of complacency in a "won" position.

---

I C H A N G is a small, walled city on the eastern bank of the Yangtze River in the western part of Hupeh Province. It was known as I L I N G in the Han Dynasty, L I N G K I A N G in the period of Western Wei.

What has that to do with chess? Nothing. Just thought we break the monotony.

White --- G. BARRETT

Black --- J. HANKEN

ENGLISH OPENING

- |              |          |
|--------------|----------|
| 1. P-QB4     | N-KB3    |
| 2. N-QB3     | P-Q4     |
| 3. PxP       | NxP      |
| 4. P-KN3     | P-K4     |
| 5. B-N2      | B-K3     |
| 6. P-K4? (a) | N-N5     |
| 7. B-B1      | QN-B3    |
| 8. P-QR3     | N-K6 ch. |
| 9. BxN       | QxB      |
| 10. Q-K2     | Q-Q2     |
| 11. Q-N5 (b) | P-QR3    |
| 12. QxNP     | R-R2     |
| 13. Resigns. |          |

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Annotated by Steve SZIRMAY, who has won most of his laurels in New York; held the N.Y. University title, tops in the Sperry Tourney.

- 
- (a) 6 P-K4, a blunder-type-- the move is not in keeping with the opening. \*
- (b) Too risky! Normal development would have still made a fight of it.

\* That's for sure! White meant P-Q4. --- Ed.

This was the shortest game of the tournament, and of course there is little to comment on it.

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FROM OUR GLOSSARY

Draw: What you offer in lost positions.

Euwe: An exclamation of dismay in Yiddish (Oy Vay!)

Exchange: A lop-sided swap offered exclusively by duffers and grandmasters.

White -- S. SZIRMAY

Black -- J. EARNEST

BIRD'S OPENING

1. P-KB4	N-KB3	21. RxB	Q-K3
2. N-KB3	P-Q4	22. QxNP	QxRP
3. P-K3	P-KN3	23. BxN	Q-N6
4. P-B4	B-N2	24. QxP	PxB
5. N-B3	O=O	25. P-K4	Q-Q6 ch.
6. PxP	NxP	26. K-R1	QxQP **
7. B-B4	NxN	27. PxB ch.	RxF
8. NPxN	B-B4	28. Q-K8 ch.	K-N2
9. P-Q4	P-B4	29. RxR ch.	QxR
10. O=O	PxP	30. Q-N5	P-N6
11. BPxP,	N-B3	31. P-R4	Q-B3
12. B-N2	Q-N3	32. Q-N7 ch.	Q-B2
13. B-R3	QR-Q1	33. Q-N5	Q-B5
14. Q-K2	N-N5	34. QxP	QxP ch.
15. QR-B1	R-QB1	35. K-N1	QxKP
16. N-K5	BxN	36. Q-B3 ch.	K-B2
17. BPxB	P-QR4	37. Q-B7 ch.	Q-K2
18. Q-B3	RxB	38. Q-QB4 ch.	K-N2
19. RxR	B-Q6	39. Q-B3 ch.	Q-B3
20. R/4-B1	BxR	40. Q-B7 ch.	K-R3

DRAWN.

\* \*

Sorry - we omitted after QxQP --  
27 P-K6 Q-B5.

-----

We sincerely regret that our annotator to whom this game was allocated became sick in the last minute, and couldn't complete his comments.

Therefore, we leave it up to you. A good game -- can you find a win for either side?

R O U N D        S E V E N

WEINBAUM	(3½)	1	REINA	(4)	0	Sicilian	40
BARRETT	(3)	1	AMNEUS	(2½)	0	Queen's Indian	28
SYVERTSEN	(2)	0	SZIRMAY	(1½)	1	Q.G.A.	27
EARNEST	(3½)	½	KAKIMI	(4½)	½	King's Indian	52
HULTGREN	(1½)	0	HANKEN	(4)	1	Q.P.	30

WEINBAUM dreamed up some pretty combinations to win a piece, then later the exchange, from REINA. AMNEUS won a Pawn, but spent too many tempos doing it and left the backdoor open for the wolf to come in. SZIRMAY threw everything but the kitchen-sink into a K-side attack and SYVERTSEN went down under the weight. EARNEST and KAKIMI danced a wild fandango on top of their boards and clocks to end up with an irrefutable draw. HULTGREN built up three united passed Pawns on the Q-side yet lost. Sherlock Holmes is still on the case.

HANKEN and KAKIMI now held the lead at 5 - 2, followed by WEINBAUM at 4½ - 2½. BARRETT, EARNEST and REINA at 4 - 3 were anxiously waiting to see who will knock out whom.

White -- Dr. S. WEINBAUM

Black --- M. REINA

SICILIAN DEFENCE

1. P-K4	P-QB4	21. P-B4	R-N3
2. P-KB4 (a)	N-QB3	(h) 22. P-K8(Q)ch.	RxQ
3. N-KB3	P-Q3	23. QxR ch.	BxQ
4. B-K2	N-KB3	24. N-K7 ch.	K-Q2
5. P-Q3 (b)	Q-B2	25. NxQ (i)	KxN
6. QN-Q2	P-K3	26. N-R4	R-N5
7. N-B	B-K2	27. N-B5	P-KR4
8. N-N3	P-KR3	28. QR-K	K-Q2
9. O-O	B-Q2	29. NxQP	KxN
10. P-QR3	N-Q5	30. RxB	K-Q2
11. P-B3 (c)	NxB ch.	31. R-KB8	R-N6
12. QxN	P-K4	32. R(8)xP ch.	K-K3
13. P-R3 (d)	PxP	33. RxP	RxP
14. BxP	P-KN4 (e)	34. RxP	R-QN6
15. P-K5! (f)	O-O-O	35. R-B2	K-K4
16. PxN	PxB	36. R-Q7	R-N6
17. PxB	QR-N	37. R-Q5 ch.	K-K5
18. N-R5	BxP	38. RxRP	R-N5
19. NxP (g)	B-Q2	39. RxP	K-Q6
20. N-Q5	Q-B3	40. P-N4	Resigns.

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Annotated by Norman LESSING, one of the strongest players on the Pacific Coast. Tied for first in the Santa Monica Masters Tourney in 1959; scored his greatest triumphs way back in the 30s. In 1931, tied for first with A. SANTASIERE in the New York State Championship. Drew with KASHDAN twice in their individual encounters.

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- (a) This move was much favored by Nimzowitch. It has a good deal of merit, and, in my opinion, its possibilities have never been fully explored.
- (b) White delays his P-Q4 advance, so as not to give Black counter chances on the Queen's Bishop file. An interesting idea.
- (c) An excellent forcing move! Black's advantage of two Bishops is not important in this position, and is more than compensated for by White's control of the center, and open lines for attack.
- (d) Preparing the delayed break-through P-Q4 without the embarrassment of the Bishop pin at KN5.
- (e) A desperate move, but Black's position is such that he must try to work up some kind of compensation in the form of a King's side attack.
- (f) The complete refutation! White responds by attacking in turn, and his threat is the stronger. If Black plays 15...PxB; 16. PxN (threatening mate!), B-K3; 17. N-R5, B-Q1; (If 17..B-KB1, 18. NxP, O-O-O; 19. NxP etc. The Rock pin of the Knight does not work because of NxQ, gaining a piece); 18. NxP, BxP;

- 19 NxB, PxN; 20 QxP +, Q-K2; 21 QR-K, QxQ; 22 RkQ+, K-B2;  
 23 N-N5+ !, RPxN; 24 R(1)xB+, and White must gain at least  
 two more Pawns to the Pawn advantage he already has.
- (g) White's position is impregnable; he has a clear piece ahead  
 and a Pawn at K7. Black should resign.
- (h) The quickest way. Now, White forcibly wins the exchange,  
 which will leave him a whole Rook ahead.
- (i) It's difficult to see why Black doesn't seize this additional  
 opportunity to resign gracefully, but some people enjoy  
 suffering. I've done the same thing myself. The rest of the  
 game is a routine massacre due to White's preponderance of  
 force.
- 

CHESS GEMS

There are times when the complexities of modern chess are  
 too much with us. We yearn for sweet simplicity and find Gilbert's  
 lines from PATIENCE much to the point:

If this young man expresses himself  
 In terms too deep for me,  
 Then what a remarkably deep young man  
 This deep young man must be.

In all of the voluminous works of William James, there is  
 no better-known passage than the famous remark made to him by  
 an illiterate carpenter: "There is very little difference between  
 one man and another, but what little there is, is very important."

The disparity in strength between a very great master and a  
 pretty good player is much smaller than is generally thought. Yet  
 that difference is sufficient to account for victory after victory  
 by the better player. It is the rare and sensational reversals  
 that prove the rule.

"The player who makes the next to the last mistake wins  
 the game." -- TARTAKOVER.



## QUEEN'S PAWN OPENING

1. P-QB4	N-KB3	15. BxN (c)	BxB
2. N-QB3	P-K3	16. N-N5	B-N2
3. P-Q4	P-QN3	17. Q-R5	P-KR3
4. B-N5	B-N2	18. N-B3	B-R3
5. P-K3	B-N5	19. N-Q2	P-Q4 (d) ?
6. N-B3	O-O	20. R-B3	PxP
7. B-Q3	N-B3	21. R-N3	K-R1
8. O-O	N-K2	22. N-B3	B-N2
9. N-K5 (a)	BxN	23. N-K5	P-QN4 (e)
10. PxB	N-K5	24. R-KB1 (f)	B-K5
11. BxN (7) (b)	QxB	25. N-N4	B-B4 (g)
12. P-B3	N-B3	26. NxRP	PxN
13. P-B4	P-Q3	27. QxRP ch.	B-R2
14. N-B3	N-K5	28. Q-N7 mate.	

-----  
 Annotated by Saul YARMAK and Allan TROY in consultation.

- 
- (a) BxN weakens the K and removes the important Black N that helps control the vital K5 square.
- (b) B-R4 is stronger -- why give up a good B for a bad N.
- (c) The White B is well placed but P-KB4 by Black with the N on K5 would equalize. Thus BxN at once can be played.
- (d) Black wins a Pawn but allows R-B3 which puts the K in mortal danger. The Black B must keep control of the QRL-KR8 diagonal.
- (e) Black worries about Pawns but who will worry about the King. 23...B-K5 or 23...Q-B3 should be considered.
- (f) N-N4 at once! If 24...K-R2, 25 R-R3 with the threat of NxP.
- (g) B-N3 must be played and if White wants the QNP, forget about it. If 26 Q-R3, B-B4; if 26 P-K4, BxN holds the game but BxP winning the Pawn loses to NxP.

## QUEEN'S GAMBIT ACCEPTED

1. P-Q4	P-Q4	15. N-R4	Q-K4 (f)
2. P-QB4	PxP (a)	16. N-B3 (g)	QR-K1
3. N-KB3 (b)	P-QR3	17. N-R4	Q-B2
4. P-QR4 (c) ?	N-KB3	18. B-Q2	QR-K1
5. P-K3	B-N5 (d) ?	19. PxP	PxP
6. BxP (e)	P-K3	20. B-K1	B-KR2
7. O-O (f)	P-B4	21. P-B3	N-K4
8. Q-K2	N-B3	22. N-N2	P-KN4
9. PxP	BxP	23. K-B2	Q-B3
10. R-Q1	Q-B2	24. PxN	N/B3xP ch.
11. QN-Q2	O-O	25. N-Q2	B-K5
12. P-KR3	B-R4	26. KR-B1	BxN
13. P-KN4 (e)	B-KN3	27. K-N1	QB-R6
14. N-B1	P-KR4 (h)	28. Resigns.	NxP

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Annotated by Harry BOROCHOW, Master Emeritus and probably the most honored gentleman in our chess circles. A tremendous organizer, contributor and one of the best players in the state.

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- (a) Often played by Herman STEINER. The Accepted offers Black more freedom than do most variations of Q.G. Declined.
- (b) Preventing the freeing P-K4, should lead to a slight plus.
- (c) Preventing an eventual P-QN4, but creates Q-side weaknesses, in exchange for which his QB4 square is permanently established for occupancy by a piece. Generally, White permits P-QN4, then challenges same with P-QR4 enticing the NP to advance, after which the QB4 square is likewise established, but with Black's Pawns likewise weakened by their advance.
- (d) The B is generally deployed via QN2, the pin being of less significance with White not yet castled, but played in the Ultra-Modern style, and as it led to a win, who am I to criticize? (Modest! - Ed.)
- (e) Undoubtedly enjoying the infinitesimal possibility of 7 BxP+, KxB; 8 N-K5+. More to the position would be 6 QN-Q2, leading to QNxP and leaving B for K2 deployment, and release of the pin. White would then have little to fear.
- (f) Castling into the pin, which of itself is not bad but coupled with his later weakening of K-side Ps, the B back to K2 might be better. White is getting ready to mix it despite lesser development, and weakening of both wings, not theoretically, in any event, sound. (See move 13).
- (g) And why not? Being better developed, he attacks at the most vulnerable spot, the exposed K position.
- (i) Had Black at once played 15...QR-K he would have saved me a lot of time spent analyzing 16 P-KB4, QxBP; 17 BxP (NxN is immediately suicidal, despite win of KP) to hope for 17..N-Q5; 18 RxN! Of course Black doesn't have to play 17..N-Q5. Also, analysis on first 16 NxN, PxN; 17 P-N3, EITHER QxR or QR-K also would not have been necessary, as well as first 16 P-N3, QxR; 17 B-N2, B-Q6; 18 RxB, Q-N8 or Q-R7 would have been likewise unnecessary. The other lines, after 17...B-Q6, 18 Q-Q2, Q-R7;

(Continued on Page 37)

## KING'S INDIAN DEF.

1. P-Q4	N-KB3	27. K-N2	RxR
2. N-KB3	P-KN3	28. QxR	Q-B3 ch.
3. P-KN3	B-N2	29. K-R3	N-B3
4. B-N2	O-O	30. R-KB1 (n)	R-Q4
5. O-O	P-Q3	31. Q-N8 ch.	N-K1
6. N-B3 (a) ?	QN-Q2	32. P-KN4	R-Q6 ch. (o) ?
7. P-K4	F-B4 (b) !	33. K-R4	P-N4 ch.
8. Pxp (c) ?	Nxp	34. Bxp	P-R3
9. B-K5	Pxp	35. B-B6	R-Q3
10. Nxp	QN-Q2 (d)	36. B-B3	P-KR4
11. N-Q3	P-K4	37. R-K1	R-K3
12. P-B4 (e)	Pxp (f) ?	38. RxR	QxR
13. Bxp	N-R4 (g) ?	39. Q-B4	Pxp
14. B-K3	P-QR3	40. Qxp ch.	Q-N3
15. Q-B1 (h) ?	N-K4	41. QxQ	PxQ
16. Nxn (i) ?	Bxn	42. B-K5	N-N2
17. B-R6 (j)	R-K1	43. Bxn	KxB
18. Q-Q2 (k) ?	Q-N3 ch. (l)	44. K-N4	K-B3
19. K-R1	B-K3	45. P-KR4	K-N2
20. N-K4	QR-Q1	46. K-N5	K-R2
21. Q-N5	B-Q4	47. P-R5	Pxp
22. R-B5	Bxn	48. Kxp	K-N2
23. RxB	BxB ch.	49. K-N5	K-B2
24. KxB	Q-B3 ch.	50. K-B5	K-K2
25. K-R3	QxBP	51. K-K5	K-Q2
26. QR-K1 (m) ?	Q-B1 ch.	52. K-Q5	

DRAWN.

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 Annotated by Leo KUPERSMITH, established expert and So. Calif.  
 Championship contestant.

- 
- (a) Blocking the BP and thus preventing maintenance of the center.
  - (b) Capitalizing on White's inability to support center.
  - (c) Why help Black develop his pieces?
  - (d) Q-B2 is more aggressive and less constricting. 11 B-B4 may be met with 11...P-KN4 and if 12 N-N5, then Q-N3.
  - (e) R-K1 may be better first.
  - (f) Opens up too many lines for White. R-K1 is indicated and if 13 Pxp, then ...Q-N3 ch.
  - (g) ...R-K1, followed by N-B1, B-K3 may be a good continuation.
  - (h) Why not N-Q5, further constricting Black. With this move the initiative changes hands.
  - (i) Exchanges only help Black -- why not N-B5.
  - (j) Sending Black where he wants to go.
  - (k) Seems like a lot of sound and fury just to exchange Queens.
  - (l) He should have exchanged and keep the open lines.
  - (m) R-QB1 seems very strong. 18 Qxp, QR-K1 or 18 Q-R5, R-B7.
  - (n) Q-K7 offers interesting possibilities, i.e. 31 R-K, QxN.
  - (o) ...P-KN4 seems hard to meet; after this is missed the draw is in sight.

## QUEEN'S PAWN OPENING

1. P-Q4	P-QB4	(a)	16. P-N5	B-B1		
2. P-QB3	(b)	N-QB3	(c)	17. QN-Q2 (m)	N-Q4	
3. P-K4	P-Q4	(d)	18. KR-QB1 (n)	N-N5	(o)	
4. B-QN5	(e)	P-QR3	(f)	19. N-K1 (p)	P-N3	
5. BxN	PxB		20. R-B4	N-Q4		
6. PxBP	P-K4	(g)	21. P-R5	B-K3	(r)	
7. PxP	(h)	QxP	(i)	22. P-N6 (s)	R-R3	(t)
8. QxQ	PxQ		23. N-Q3 (u)	B-R3	(v)	
9. P-QN4	P-QR4		24. R-B2? (w)	B-B4		
10. N-B3	P-B3	(j)	25. P-B6 (x)	BxN/3		
11. O-O	N-K2		26. R-B5	NxP	(y)	
12. P-QR4	(k)	PxP	27. PxN	RxR ch.	(z)	
13. Pxp	B-R3		28. BxR	BxN		
14. R-K1	P-Q5	(l)	29. R-Q5 ch.	K-B1	(aa)	
15. B-N2	K-Q1		30. R-Q7 (bb)			

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 Annotated by John EARNEST, regular top team member for the formidable J.P.L. team. Oklahoma State Champion in 1952.

- 
- (a) The modern Benoni 1...N-KB3; 2 P-QB4, P-B4 is more popular as White's QB4 is not free for a Knight (Alekhine's suggestion).
- (b) More aggressive is 2 P-Q5. However, if White fears a prepared variation, the above move can transpose to the Colle System. Also, 2 P-K4, Pxp; 3 P-QB3 is the Morra Gambit.
- (c) Inviting 3 P-Q5, N-K4; 4 B-B4, N-N3; which seems good for White. 2...P-Q4 equalizes.
- (d) The fact that Black can make this move indicates that 3 P-K4 is very likely premature. 3 N-QB3 transposing to the Colle is permissible. 3 Pxp, P-K4; 4 P-QN4, P-QR4; 5 P-N5, N-R2; 6 P-QR4, Bxp was also worth considering.
- (e) Indirect defense of the King's Pawn, as 4 P-K5, B-B4 permits Black a most favorable defense. 4 PxBP followed by 5 P-QN4 seems good (if 4...PxKP; 5 QxQ ch).
- (f) 4...PxKP; 5 P-Q5, P-R3; 6 PxN, QxQ ch. (or 6 BxN ch., PxB) seems good for Black. The text move loses a Pawn.
- (g) Unnecessarily aggressive. P-K3 prevents White's passed P.
- (h) P-QN4 seems better, as the text move allows Bxp (e.g., 7...Bxp; 8 Pxp?, Bxp ch! 9 K-K2, QxQ ch; 10 KxQ, B-N5 ch; 11 N-B3, P-K5)
- (i) 7...Pxp seems better, as Black's center Pawns will not compensate for White's passed Pawns in the ensuing endgame.
- (j) The position is fraught with danger for Black. 10...B-R3 gives up another Pawn, and it is likely White's King is safe in the center of the board. 10...P-K5 drives White's Knight to Q4 where it is excellently placed.

- (k) 12 P-QR3 to preserve the Pawn at QB3 preventing P-Q5 is possible, but "passed Pawns should be pushed."
- (l) There seems no better move. The passed Queenside Pawns will eventually take a piece of one sort or another.
- (m) Uniting the Rooks developing the Knight and watching K4.
- (n) Too slow. 18 N-K4, P-B4; 19 NxKP seems faster.
- (o) A "worry" move.
- (p) 19 R-B4 seems to depose the Knight as 19...N-Q6 fails to 20 BxP! The text move is too cramping for White.
- (q) 20 P-B4, B-R3; 21 P-N3 leaves Black in a quandry with his center about to evaporate.
- (r) 21...B-R3; 22 N/1-B3, P-K5 fails against 23 RxP!
- (s) Premature. 22 P-B6 is the way to start. If ...B-QN5; 23 RxB is possible.
- (t) It is doubtful whether NxP followed by BxR can hold the two united passed Pawns. Certainly P-R6 has to be prevented.
- (u) Again, P-B6 is called for.
- (v) Desperation. The Knight sacrifice for the Pawn must be timed just right.
- (w) 24 N-K4 or even N-B3 seems preferable. With such strong Queen-side Pawns a little material can be given up to further the cause. Considering the extreme time pressure developing, the text move is understandable.
- (x) At last! And at the wring time. 25 R-R3, N-B5; 26 N-N4 should hold the piece, and retain a won game.
- (y) The right time! Now Black has a fighting chance.
- (z) Clearly RxP; 28 R-R8 ch. is bad for Black.
- (aa) Or else R-Q7 and P-N7.
- (bb) And White's flag falls! Black the winner.

In the text position a draw should result. White will check with the Rook until the King moves to K1 (or Q1, if Black's Bishop is at Black's KB4) and then the Rook returns to R7 (or N7 or B7 if one of Black's Bishops attacks a Pawn.)

30...B-R4 or B-QN4 permit the above. Black must permit the draw or lose to a Pawn advance after the trade of Rooks.

Note that White had a won game as late as move 25.

Both players complicated the game at a very early stage even at the expense of utilizing slightly inferior variations. No drawing masters, these!

White built up a win, then (in time trouble) allowed it to degenerate to a draw whereupon his time ran out. These games (played at 50 moves per two hours, instead of the more normal 40/2 hours) produced very tense chess full of possibilities overlooked, where the more experienced chessplayers frequently outwaited their opponents' clocks (or so this annotator found it).

R O U N D            E I G H T

WEINBAUM	(4½)	1	SZIRMAY	(2½)	0	Ruy Lopez	78
HANKEN	(5)	1	SYVERTSEN	(2)	0	Benoni	33
KAKIMI	(5)	1	BARRETT	(4)	0	Sicilian	50
AMNEUS	(2½)	0	HULTGREN	(1½)	1	Ruy Lopez	50
REINA	(4)	0	EARNEST	(4)	1	Grunfeld	28

HANKEN came through with his best game of the tournament, one full of good tactics and pretty combinations. WEINBAUM held a slight edge throughout against SZIRMAY, but made things tough on himself around adjournment time. He had enough though in the second session to win. BARRETT went all out to beat KAKIMI, gained a Pawn and faced a difficult but probably won endgame, then blundered away the exchange which turned the tables. The AMNEUS - HULTGREN game floated on to some high plateau out of sight, until AMNEUS came tumbling down along with his flag. REINA played listlessly against EARNEST.

Going into the last round, HANKEN and KAKIMI were tied for the lead at 6 - 2, WEINBAUM following with 5½ - 2½. HANKEN was to meet WEINBAUM in Round 9, so the top positions were really flexible to the very last minute.

## BENONI COUNTER GAMBIT

1. P-Q4	P-QB4	18. P-B5	(m) P-KR3
2. P-Q5	P-Q3 (a)	19. P-Q6	K-Q1
3. P-K4	N-KB3 (b)	20. PxP ch.	BxP
4. B-N5 ch! (c)	QN-Q2 (d)	21. P-B6!	(n) PxP (o)
5. N-QB3	P-QR3	22. Q-Q3	R-B2
6. BxN ch.	BxB	23. Q-B4	K-K1
7. P-KB4	P-QN4 (e)	24. B-B4	(p) R-B3
8. P-K5!	B-N5 (f)	25. Q-Q5	P-B5 d.ch.
9. N-B3	N-Q2	26. K-R1	N-B1
10. O-O1	PxP	27. KR-K1	N-B1
11. P-KR3	BxN	28. N-Q6 ch.	K-B1
12. QxB	P-K5 (g)	29. RxN!	(q) PxR
13. NxKP	Q-B2 (h)	30. QxKP	RxN (r)
14. B-K3	R-B1 (i)	31. BxR	Q-Q1
15. P-QR4 (j)	P-N5	32. QxP ch.	K-N1
16. Q-K2 (k)	P-QR4	33. Q-N6 ch.	Resigns. (s)
17. QR-Q1 (l)	Q-N3		

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Annotated by Robert CROSS, rated master and regular Santa Monica team member. Won the Hollywood Masters Invitational some years ago, and tied for the Calif. Open once. Many second place finishes in top tournaments.

- 
- (a) Weak, much better is 2...P-K4! which leads to a much more playable game for Black.
- (b) If Black tries 3...P-K3; White replies 4 PxP leaving Black with the distasteful choice of BxP leading to a white square weakness or PxP, 5 P-K5! leading to a better game for White.
- (c) This simple, apparently harmless move is a positional move of the highest order. First, the White center Pawns limit the scope of this Bishop. For this reason P-KN3 and fianchetto development of the Bishop is inferior to the text move. Second, the entire game hinges on the control of White's K5 square (see note to move 2). If White can succeed in playing P-KB4 and P-K5, Black's game is positionally lost. Therefore this Bishop which cannot support that advance is exchanged for a piece which may be useful in defending against P-K5, i.e. N on Q2 or B-KN5 trading White's KN. Lastly, a trade on Q2 leads to a slight entanglement of Black's pieces. Also strong for White is 4 N-QB3. See Alekhine-Brinckmann, St. Petersburg, 1912 for a classic example.
- (d) Better seems 4 B-Q2 with a possible continuation of 5 BxB ch., KNxB?! 6 N-QB3, Q-N3 threatening Q-R3 making castling difficult or 6 P-KB4, P-KN4?! sacrificing a Pawn to break White's hold on K5. That Black must resort to such drastic and artificial methods in order to obtain a somewhat playable game is condemnation of his second move.

- (e) Much too slow, but 7...B-N5 is answered by 8 Q-Q3! (not 8 N-KB3 when N-Q2!, P-KN3, and B-N2 enables Black to restrain P-K5) and the Black Queen's Bishop is out on a limb.
- (f) Too late, but 8...P-N5 is simply answered by 9 N-K2.
- (g) A futile effort to close some lines. 12...P-KN3 is strongly met by 13 P-B5.
- (h) Q-N3 is slightly better and again P-KN3 is met by P-B5!, e.g. 14 P-B5, N-K4; 15 Q-KN3, B-N2 16 P-Q6 wins or 14 P-B5, N-K4; 15 Q-KN3, QxP; 16 N-B3!, Q-Q3; 17 B-B4, B-N2; 18 QR-Q1, Q-N1; 19 N-Q5, R-R2; 20 KR-K1, P-B3; 21 Pxp wins.
- (i) The masked threat of White's Queen on this Rook is very uncomfortable.
- (j) Opening fresh lines.
- (k) Getting Q on K-file with tempo.
- (l) Threatening P-Q6, Q moves, Pxp followed by N-Q6 ch.
- (m) Forever locking Black's King in the middle of the board. The mop-up action is now carried out in effective style.
- (n) The final blow.
- (o) 21...Bxp is no better at this point.
- (p) Proceeding to clear the King file.
- (q) A neat finish.
- (r) If 30...R-R2, 31 Bxp ch. forces mate.
- (s) One move ahead of mate. Very forceful play by White.

### CHESS GEMS

Too many chessplayers favor the Fabian strategy of delay, maneuvering and ultimate attrition. They operate in the spirit of the famous Kansas law which provides that "when railroads cross at grade, each train shall wait until the other has passed."

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"Do not be afraid to work on the grand scale," Delacroix advised Stendhal, and it is good counsel if the recipient happens to be a genius.

In conceiving and executing a far-reaching plan, the experienced master has many strings to his bow: poise, technique, analogy and patience. The raw youngster however, must rely on intuitive genius.



## RUY LOPEZ

1. P-K4	P-K4	35. PxB	R-K
2. N-KB3	N-QB3	36. P-KB4 (q)	N-QB1 (r)
3. B-N5	P-QR3	37. B-K5	N-N3
4. B-R4	N-B3	38. P-N3	N-QB (s)
5. O-O	B-K2	39. K-B2	K-N
6. P-Q3	P-QN4	40. K-B3	K-B
7. B-N3	O-O	41. K-N4 (t)	K-K2
8. N-B3 (a)	P-Q3	42. B-N8 (u)	R-R
9. N-Q5	B-N5 (b)	43. P-B5	N-B4
10. NxB ch.	QxN	44. B-N3	P-B3
11. P-B3 (c)	N-QR4 (d)	45. P-N6	N-Q2
12. B-B2	P-R3 (e)	46. B-K4	N-B4 (v)
13. Q-K2 (f)	P-B4	47. B-Q5	R-Q
14. Q-K3	P-Q4 (g)	48. B-QB7	R-Q2
15. PxP	NxP	49. R-K+ (w)	K-B1
16. QxKP	B-K3	50. B-B7	N-K2
17. Q-N3	K-R (h)	51. B-QN6	N-Q6 (x)
18. B-Q2 (i)	N-QB3	52. B-K6	R-Q3
19. KR-K (j)	QR-K	53. R-KR1	NxP(N) (y)
20. N-R4	Q-Q2	54. PxN	RxB(N6)(z)
21. P-KB4	N-B3	55. R-R8 ch.	K-K2
22. P-KR3 (k)	B-Q4	56. B-B5	N-K4 ch.
23. P-R3 (l)	P-B5 (m)	57. K-B4	R-B3 (aa)
24. QR-Q (n)	N-KR4 (o)	58. R-KN8	RxP
25. Q-N4	QxQ	59. RxP ch.	K-B (bb)
26. PxB	PxP	60. R-QR7	R-B6 ch.
27. BxP	N-B3	61. A-K4	R-N6
28. P-N5	PxP	62. RxP	NxP
29. PxB	N-K5	63. RxP ch.	K-K2 (cc)
30. B-KB4	R-K3	64. RxN	RxP
31. B-B2 (p)	N-K2	65. R-QR6	P-N5 (dd)
32. N-B3	N-QB4	66. P-R4	R-N8
33. RxR	NxR	67. K-Q4	R-KB8
34. B-Q6	BxN	68. B-B2	K-Q2
<hr/>			
* 69. K-B4	R-B5 ch.	74. K-B3	R-R5
70. K-N3	K-B2	75. R-N4	R-R4
71. R-R5	K-B3	76. B-K4 ch.	K-B2
72. R-N5 (ee)	R-B6 ch.	77. R-N5	R-R6 ch.
73. KxP	R-B5 ch.	78. K-B4	Resigns.

\* Sorry - by now we thought 34 x 2 = 78. Oh, well! (Ed.)

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Annotated by Steve MATZNER, winner of the Calif. Collegiate Championship in 1960 and 1961. Finished tied for 13th in the 1961 U.S. Open. Achieved a plus score in every tournament he had ever played in in the U.S.

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- (a) White is playing two systems together. With the 6 P-Q3 system he should play P-B3 and N-Q2. 8 N-KB3 is somewhat passive.
- (b) With this move Black gives White a chance for an advantage. N-QR4 is the correct move. Without the moves 6 P-Q3 and 7...O-O this position occurred between Keres and Euwe in '39.

- The continuation after 8...N-QR4 was 9 NxB, QxB; 10 P-Q4, O-O and Keres could have obtained a little edge with 11 B-N5. Black would have the advantage in this game because P-Q4 required two moves.
- (c) The same position was reached in a different way between Thomas and Flohr, Margate 1939. White has a slight advantage because of the two Bishops.
- (d) It is too late now.
- (e) To prevent B-N5 and perhaps to prepare N-R2 and a Kingside attack, but it weakens the K-side and anyway Black should play on the Q-side.
- (f) P-KR3 is better. If 13...BxN, then 14 QxB and White has a good attack on the K-side. If 13...B-R4, then 14 P-N4, B-N6; 15 N-R4 and 16 N-B5 with a definite advantage for White. In this variation 15...NxKP is not good because of 16 NxB -- White is trying to loosen the pin on his N but does it in an awkward way.
- (g) Oversight with the loss of a P as the punishment.
- (h) Necessary because of move 12.
- (i) Threatens to win a piece with P-QB4.
- (j) One of the most difficult things is to decide which Rook to bring on a file. Since White is planning to play P-KB4 eventually, it would have been better to play 19 QR-K.
- (k) Overly protective. N-B3 and N-K5 was a better way to improve the position.
- (l) An interesting way to continue the attack was 23 P-Q4?!, PxP; 24 N-B5! For instance: 24...P-N3? 25 NxP, K-N2; 26 P-B5 and wins. Or 24...RxR; 25 RxR, R-N; 26 Q-R4! and the threat of 27 NxRP is decisive. Black's best defence is 23...B-K5. Instead of continuing the attack, White tries to go into an endgame, where he has a much more difficult task of winning. This decision of his is explained by the different styles of the two players. Mr. SZIRMAY prefers positions with tactical chances and Mr. WEINBAUM likes to play positionally. It is therefore understandable that Mr. WEINBAUM aims towards an endgame, when he is a P up.
- (m) Black is trying to put some spice in the position.
- (n) P-Q4 gives the important K4 to Black.
- (o) Now Black "forces" Queens exchange. Perhaps he should have tried N-Q1, N-K3 with P-N4?! continuation.
- (p) BxNP is not as good although after B-N6 32 BxN, BxR; 33 B-Q5 White should still win. But why exchange a pawn-up position for something unknown.
- (q) This should be a fairly easy win for White, if played correctly. But White does not play carefully and runs into difficulty.
- (r) N-KB loses interestingly after 37 R-K. White wins a piece.
- (s) Otherwise R-Q6.
- (t) White should play on the Q-side. P-B4 is correct.

- (u) This Bishop cannot find its place.
- (v) Time-trouble.
- (w) White is trying to make his opponent instead of working with his Pawn plus and making a passed Pawn.
- (x) Black defended himself well and now his Ns start to work on the weak squares and on White's scattered pieces. The threat is now N-K4 ch. and NxB. White has to give back the P.
- (y) Too simple. Much better is N-K4 ch. because it gives White a chance to go astray. If 54 K-B4? N/2xNP ch.; 55 PxN (otherwise RxB(N6) wins) NxP ch; 56 K-B5, RxB(N6) and White has to fight for the draw. The correct move is 54 K-N3. Now Black cannot afford to be fancy, for instance 54...N N/4xNP? 55 B-B5, R-Q6 ch.; 56 K-B2, RxP; 57 PxN wins. Instead Black has to play 54...NxP ch. after which he can reach the actual game 55 BxN, RxB; 56 R-R8 ch., K-K2; 57 R-N8, RQ-B3; 58 RxP ch., K-B; 59 R-QR7, RxP ch. He can also play 58...K-Q3. See note after the 59th move.
- (z) To take the other Bishop would have made White's job easier.
- (aa) R-B2 does not help. 58 R-N8, K-Q3; 59 R-QR8 etc.
- (bb) This was the last chance for Black. He had to play K-Q3; 60 R-QR7, NxP; 61 BxN, RxP; 62 RxP ch., K-B4 (K-B2 is also an interesting try which works if White carelessly plays 63 K-K4? because K-N2; 64 R-R5, K-N3; 65 R-R8, K-N2 forces a draw, but White should win after 63 B-K4) 63 B-B7, R-KR6! and this a very interesting endgame, with a draw as a likely outcome.
- (cc) K-N2 loses to 64 BxN, RxR; 65 BxR, KxR; 66 K-Q5 etc.
- (dd) The main difference between this position and the position achievable after 59...K-Q3 is the whereabouts of the Black king. In the game it is badly placed and Black cannot stay put, because White can easily capture the Black P with his K and B.
- (ee) White can offer a R exchange with RxP because his Bishop is the "right" Bishop. It has the same color as the QR8 square.

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## RUY LOPEZ

1. P-K4	P-K4	26. R(Q)-KR	R-R	(l)
2. N-KB3	N-QB3	27. R(1)-R5	RxR	
3. B-N5	P-QR3	28. QxR ch.	K-N	
4. B-R4	N-B3	29. R-R	B-N2	
5. P-Q3	P-QN4	30. Q-R7 ch.	K-B	
6. B-N3	B-K2	31. N-Q2	Q-B3	
7. P-B3	P-Q4	32. N(2)-B1	K-K2	
8. Q-K2	PxP (a)	33. Q-R3	R-R	(m) ?
9. PxP	O-O	34. Q-N2	R-R5	
10. P-KR3 (b)	B-N2	35. N-K3	RxR	(n)
11. QN-Q2	N-Q2	36. QxR	Q-B5	
12. P-N4	N-R4	37. Q-Q (o)	NxP	(p)
13. B-B2	P-QB4	38. BxN	BxB	
14. N-B	N-B5	39. N-Q5 ch.	BxN	
15. N-N3	P-N3 (c)	40. QxB	Q-N5 ch.	
16. B-R6	R-K	41. K-K	Q-Q2	
17. B-N3	N-Q3	42. Q-B5 ch.	Q-Q3	
18. P-KR4	N-B3 (d) ?	43. Q-R7 ch.	Q-Q2	
19. P-R5	P-B5 (e)	44. QxP	B-R3	
20. B-B2	NxNP	45. N-K4	K-B	
21. PxP	NxB (f)	46. Q-N6	B-B5	
22. RxN	RPxP (g) ?	47. Q-B6	K-K	
23. R-Q (h)	K-N2 (i) ?	48. N-Q6 ch.	K-B	
24. Q-K3	B-KB3 (j)	49. N-K4	K-N	(q)
25. K-K2	Q-K2 (k)	50. Lost on time.		

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Annotated by William ADDISON, So. Calif. Open Champion and the only Northerner contributing his comments in this book. ADDISON gained fifth place in the U.S. Open in 1961; won the Northern Calif. Championship and the Mechanics Institute Invitational several times. Established master.

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- (a) 8... P-Q5; 9 O-O, B-K3; is equal. If 9 PxP, then ...B-KN5.
- (b) A mistaken plan. 10 QN-Q2 or O-O keeps the initiative.
- (c) After 15... R-K1; 16 N-B5, B-KB1; 17 B-N5, Q-B2 the White Pawn at N4 obstructs the attack with pieces and the Pawns have no target to open a file.
- (d) 18... P-B5 19 B-B2, N-B4 gives Black solid counterplay. Now the game gets wild.
- (e) 19... KNxKP; 20 PxP, RPxP; 21 O-O-O, N-B3; 22 N-B5 is unclear. But 19... QNxP; 20 PxP, RPxP; 21 P-N5, NxN 22 PxN(N3), N-R2 looks adequate.
- (f) 21... BPxP; 22 B-Q2, B-QB1; 23 O-O-O with difficulties for both sides.
- (g) After 22... BPxP Black has an easy win.
- (h) 23 Q-K3, B-KB1; 24 O-O-O gives good chances. An example: 24... Q-B3; 25 N-R5, Q-K3; 26 Q-N5, BxR (26... B-K2; 27 R-R8+) 27 QxB, PxN; 28 R-N1 ch.

- (i) 23...B-KB1 retains advantage. Now 24 NxP with (1) 24... KxR; 25 RxN, BxR (25...Q-B2; 26 Q-R5 ch.) 26 NxP ch. (2) 24...B-N4; 25 NxKBP, KxN; 26 R-R7 ch., K-N1; 27 RxB with equality.
- (j) 24...R-R1; 25 RxR, QxR; 26 NxP would be about equal.
- (k) Black should try 25...R-K3; 26 QR-KR1, Q-KN1; 27 R(6)-KR2, K-B1; 28 N-N5 with a hard game. After the text simply 26 N-R5 ch., K-N1 (best); 27 NxB ch., QxN; 28 Q-N6 wins two pieces for a Rook.
- (l) 26...R-KN1 was good. Now 27 N-R5 ch., PxN; 28 R-N1 ch., K-B1; 29 RxR ch, BxR; 30 Q-R6 ch. advantage to White.
- (m) 33...P-N5 and 34...N-N4 was very strong.
- (n) Better 35...B-R3; (1) 36 N-N4, RxN; 37 RxB, BxP; 38 P-B3, B-Q6 ch. (2) 36 N-Q5 ch., BxN; 37 PxB, Q-N4; 38 RxR, QxR.
- (o) Perhaps enough counterplay was to be had with 37 P-QR4, B-KB3; 38 PxB, PxP; 39 Q-R1, B-R5; 40 Q-R7, K-K3; 41 P-N3.
- (p) After 37...B-KB3; 38 N-Q5 ch., BxN; (1) 39 PxB, B-R5; (2) QxB, Q-B8 Black retains winning chances.
- (q) The advantage changes violently for the last time. White wins on position (50 QxB) but Black has won on time.

Countless the various species of mankind; countless the shades that separate mind from mind; no general object of desire is known; each has his will, and each pursues his own. -- (Gifford.)

A right judgment draws us a profit from all things we see. -- Shakespeare.

#### FROM OUR GLOSSARY

Analysis: Irrefutable proof that you could have won the game you lost.

Check: A piece of paper solicited from players to support various congresses.

White --- B. KAKIMI

Black --- G. BARRETT

SICILIAN DEFENCE

1. P-K4	P-QB4	26. R-N2 ch.	K-B1
2. N-KB3	P-Q3	27. NxP	RxN
3. P-Q4	FxF	28. B-Q4	R(4)-K3
4. NxP	N-KB3	29. PxB	RxKP
5. N-QB3	P-QR3 (a)	30. R-N1	R(3)-K3
6. P-QR4 (b)	P-K4	31. R-KN5	R-K8 ch. (p)
7. N-N3	B-K2	32. RxR	RxR wh. (q)
8. B-K2	N-B3 (c)	33. K-B2	R-K2?? (q)
9. B-K3	B-Q2	34. B-B5	P-R3
10. O-O	O-O	35. BxR ch.	KxB
11. P-B4 (d)	R-B1	36. R-R5	K-B3
12. P-R5	N-QN5 (e)	37. RxP ch.	K-N4
13. PxB? (f)	FxF	38. R-Q6	B-B3
14. Q-Q2	B-B3 (g)	39. R-Q4	B-K5
15. QxQ	KRxQ	40. K-N3	P-B5 ch.
16. B-N6	R-K1 (h)	41. K-B2	B-B3
17. B-Q3	NxB	42. R-Q8	K-N5
18. PxB (i)	B-Q2 (j)	43. R-KR8	K-B4
19. N-Q2	B-QN5	44. P-R4	K-B3
20. N-B4	BxN (k)	45. R-KN8	B-Q4
21. PxB	NxP	46. R-B8 ch.	K-K4
22. KR-K1 (l)	P-B4 (m)	47. P-R5	K-K3
23. P-N4	P-N3 (n)	48. RxP	K-K4
24. PxB	FxF	49. K-K3	B-N1
25. R-R2	R-B3 (o)	50. R-B7	Resigns.

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Annotated by Ralph SYVERTSEN, Monterey Park Club Champion and strong So. Calif. Championship contender.

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- (a) Najdorf's move, used to strengthen Boleslavsky's system commencing with P-K4 and leaving an apparently weak Pawn at Q3, which has proven firm under attack.
  - (b) Another non-developing move, which however is useful under certain circumstances, as will be seen later in this game. Better, however, is 6 P-KB4 played by Najdorf against Reshevsky (Mexico 1952) and considered so strong as to persuade Reshevsky not to play P-K4.
  - (c) Perhaps B-K3 to allow the QN to move to Q2 with an eye on QN5, and to aim towards control at QB5 and the QB file.
  - (d) White achieves P-KB4 without the helpful aid of the KN.
  - (e) Apparently to restrain White's N-Q5.
  - (f) 13 B-N6 followed by P-B5 would leave Black with a cramped, uncomfortable position.
  - (g) Poses White with a difficult problem in view of the weak isolated KP.
  - (h) Black is forced to surrender the Q-file. 16...NxBP; 17 QR-B, N-Q5; 18 BxR, B-B4 threatening a discovered check leads to loss of a piece by Black despite the complications.

- (i) Black achieves the two Bishops, while White attempts to consolidate his position and protect the weak QP. 18...
- (j) Black's pieces block one another. 18...B-Q1 with a view to regaining the Q-file appears better, with steps taken to restrain the central Pawn majority, a la Nimzovitch.
- (k) Played to complicate matters; appears to win a center P.
- (l) Of course, threatening to win the exchange by driving off the Black N.
- (m) 22...RxN appears to give Black more than the line actually chosen. 22...RxN; 23 PxR, NxP; 24 R-K3, N-R4; 25 B moves, e.g. B-B7, P-B3; 26 P-Q6, N-N7 followed by P-K5 and the N is safe. With two Pawns for the exchange and Bishops of opposite colors, Black has little to fear.
- (n) Now RxN is no longer effective, due to the weakening advance of the BP.
- (o) Reinforcing Q3 and relieving the tension in the center.
- (p) Apparently with a view to exchange pieces and to ensure a draw with Bishops of opposite color.
- (q) An error allowing White the exchange. While White has the better position due to the centralization of his pieces, he should do no better than draw due to the weak Pawns on both sides combined with Bishops of opposite color. The remainder is self-evident.

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#### FROM OUR GLOSSARY

- Fianchetto:** A maneuver whose initial move is designed to allow the opponent to take your Rook on R1.
- Fork:** An item of cutlery which impales several morsels at a time.
- Gambit:** A useless Pawn sacrifice in the opening which you spend the rest of the game trying to win back.
- Irregular:** Any unsporting opening to which you don't know the reply.
- J'adoube:** A magic formula used when you try to retract your latest blunder.
- Kibitzer:** A pest of the Phylum Annulata; to be squashed on sight.

## GRUNFELD DEFENCE

1. P-Q4	N-KB3	15. P-Q5	N-K4 (c)
2. P-QB4	P-KN3	16. B-B5	Q-N4 (d)
3. N-QB3	P-Q4	17. BxP	R-K1
4. PxP	NxP	18. N-Q4	Q-N3
5. P-K4	NxN	19. B-B5	Q-Q1
6. PxN	B-N2	20. N-N5	P-QN3
7. KB-B4	O-O	21. B-Q6 (e)	B-QR3
8. N-K2	P-QB4	22. N-B7? (f)	BxR
9. B-K3	N-B3	23. NxKR	BxP
10. O-O	Q-B2 (a)	24. NxB (g)	B-B6
11. R-B1	R-Q1	25. Q-Q2 (h)	Q-R5
12. B-Q3 (b)	Q-R4	26. BxN	Q-N5 ch.(i)
13. B-N1	PxP	27. B-N3	Q-R6
14. PxP	Q-N5	28. Resigns.	

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 Annotated by Saul YARMAK, top expert of the Steiner Chess Club  
 and regular So. Calif. Championship contestant.

- 
- (a) To this point, often played book-lines in the Grunfeld Indian. Q-R4 at once saves tempo and gives the Black Q a safe and active location.
- (b) Moving the KB again is not necessary, it is well located and hits at one of Black's weaker points. Instead consider 12 Q-R4, or the risky 12 P-B4 - 5.
- (c) As the QP is pinned, 15...P-K3 ~~is-pinned~~ breaks the White center and opens lines for Black's pieces.
- (d) The Queen belongs on Q-R4 on move 16 or 18 to prevent the gain of tempo by the White N or B.
- (e) White weakens. 21 B-Q4 was called for.
- (f) 22 B-B7 giving the B protection and gaining a move is vital. Consider ..Q-Q2, 23 N-Q6, BxR; 24 QxB and White's N, B, and passed P and control of squares more than offsets the material loss.
- (g) KxB must be played. The B is too strong on the weak white squares to be left alone.
- (h) Consider 25 BxN, BxQ; 26 RxB, Q-N4 ch.; 27 B-N3, KxN; 28 P-Q6 as best for White. The threat of White's P-Q7 and B-B7 is difficult to meet. One possible line 28...Q-N5; 29 B-B2, R-B1; 30 B-N3, QxP; 31 P-Q7, R-Q1; 32 B-B7.
- (i) A fine move! For 26...Q-R6 at once allows 27 Q-N5 saving the game.



R O U N D N I N E

BARRETT	(4)	½	REINA	(4)	½	English	61
WEINBAUM	(5½)	1	HANKEN	(6)	0	Sicilian	32
KAKIMI	(6)	1	SZIRMAY	(2½)	0	Ruy Lopez	30
EARNEST	(5)	1	AMNEUS	(2½)	0	Queen's Gambit	21
HULTGREN	(2½)	0	SYVERTSEN	(2)	1	Benoni	49

The final encounter! KAKIMI inveigled SZIRMAY into the same piece-losing variation of the Ruy Lopez that he scored against AMNEUS with, and quickly reached his 7-point total which assured him of at least a tie for first. It all depended on HANKEN's scoring against WEINBAUM -- however, Jerry played the opening poorly and had to submit with an exposed King to a forceful attack. This made KAKIMI the undisputed winner of the tournament!

Dr. WEINBAUM came in second ½ point behind, while HANKEN and EARNEST tied for third with 6 - 3 each. EARNEST had a bit of a rocky ground to weather against AMNEUS, but the latter stepped into all sorts of quicksand. SYVERTSEN and HULTGREN brought forth an extra bit of energy in the endgame after an even game, and SYVERTSEN lasted longer. BARRETT had all kinds of pressure on a tied-up REINA, but missed best play and had to give up ½ point.

## SICILIAN DEFENCE

1. P-K4	P-QB4	17. P-Q4	N-N3 (l)
2. P-KB4 (a)	P-K4 (b)	18. BxNP	R-KN
3. N-KB3	P-Q3	19. Q-B3 (m)	K-K
4. P-Q3	N-QB3	20. N-B3	N-R5
5. B-K2 (c)	P-KB4 (d)	21. QxP	Q-R4
6. PxBP	BxP	22. B-B6 ch.	K-B (n)
7. PxP	PxP	23. Q-R6 ch.	QxQ
8. O-O (e)	P-KN3 (f)	24. BxQ ch.	K-B2
9. N-N5 (g)	B-K2	25. PxP	BxP ch.
10. RxB (h)	PxR	26. K-B	K-N3
11. B-R5 ch.	K-Q2	27. B-Q2	N-N5
12. N-B7	Q-KB (i)	28. K-K2	N-B4
13. NxR	N-B3	29. B-K4	R-K
14. N-B7	P-KB5	30. R-KB	B-Q5
15. NxP+ (j)	NxN	31. RxN	BxN
16. B-B3	Q-R3 (k)	32. R-N5 ch.	Resigns.

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 Annotated by California co-champion Irving RIVISE.

- 
- (a) A favorite move of Dr. WEINBAUM in the Sicilian. It's not as sharp as 2 N-KB3 as it allows Black too much leeway in the early part of the game.
- (b) Black chooses to play aggressively with unfortunate consequences. Now White is playing a King's Gambit with Black's QBP at B4 virtually a wasted move. Preferable for Black would have been 2...N-QB3 or 2...P-K3.
- (c) I would have preferred 5 B-B4 here for it is obvious that White will soon have an open KB file and Black will be hard pressed to defend his KB2 square.
- (d) Seriously compromising his position. Black would have better defensive chances by developing his K side pieces and getting his K into safety. The text loosens the defensive P formation necessary to protect the Black King's position.
- (e) With the Black K still in the center White can begin to look for combinations despite the lack of development of his Qside pieces. Black must be constantly on the alert for attacks with the White KN moving away since the Black QB is unprotected.
- (f) 8...B-K2 seems better, for as yet White does not have a good way of taking advantage of Black's exposed QB.
- (g) This would not have the same sting had Black played 8...B-K2. Now the threat 10 RxB appears.
- (h) A logical and sound combination.
- (i) Obviously not 12...Q-K because of 13 NxP ch.
- (j) White could have deferred giving this piece back though it leads to virtually a forced win. Better 15 N-B3 with N-K4 next.
- (k) Black suffers from too much K exposure. White need only develop his Q-side to wrap up the game.
- (l) 17...NxR+ makes life for Black tough as after 18 QxN the threats of BxP and QxNP+ are too much to cope with.
- (m) Threatening mate in two beginning with 20 Q-B6 ch.
- (n) Forced, for 22...B-Q? 23 Q-N8 mate. Or 22...K-B2; 23 B-Q5+. The rest of the game requires no comment.

## SICILIAN DEFENCE

1. P-Q4	P-QB4	26. K-B	R-B
2. P-QB3	P-Q4	27. R-B (d)	R-B4 (e)
3. P-K3	P-K3	28. K-K2	N-Q4 (f)
4. B-Q3	N-KB3	29. K-Q2	N-N5 (g)
5. N-B3 (a)	QN-Q2	30. P-QR3	N-B3
6. QN-Q2	Q-B2	31. R-B3	P-B4
7. O-O	R-QN3	32. P-KR4	P-N3
8. R-K	B-N2	33. K-K3	K-K2
9. P-K4	PxP	34. N-Q2	P-KN4
10. NxP	B-K2	35. PxP	PxP
11. B-KN5	P-KR3	36. P-B4	PxP+
12. B-R4	NxN	37. KxP	N-K4
13. BxN	BxB(R4)	38. R-K3 (h)	K-B3
14. NxB	O-O (b)	39. R-R3	NxP
15. N-B3	QR-Q	40. N-N3	R-Q4
16. Q-B2	PxP	41. R-R6+	K-N2
17. NxP	N-B3	42. R-QB6	N-R4
18. BxB	QxB (c)	43. NxN (i)	RxN
19. QR-Q	R-Q4	44. K-N5	K-B2
20. N-B3	KR-Q	45. R-B6+(j)	K-N2
21. P-B4	Q-B2	46. RxP	RxP
22. RxR	PxR	47. R-Q5	R-R4 (k)
23. R-QN3	PxP	48. RxR	PxR
24. QxP	QxQ	49. Resigns.	
25. PxQ	K-B		

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Annotated by Allan TROY and Saul YARMAK in consultation.  
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- (a) N-Q2 is sharper for it prevents N-K5 at this time.
- (b) Castle Queenside developing the QR is a strong possibility.
- (c) RxN can be considered to get the black Rooks into play fast.
- (d) Protecting the Pawn with N-Q2 or N-K5, leaving the Rook free -- also leaves the option to attack via R-K3 and R-QR3 or later R-KN3.
- (e) Keeps the Pawn immobile and allows the Rook threats along the open 4th rank.
- (f) P-QN4 at once is stronger -- leaving N-K5 threat.
- (g) N-B5 weakening the Pawns by making holes on the Kingside is strong.
- (h) R-R3 at once is best. Now the KBP is not protected and the White Rook is active.
- (i) NxN is weak as Black gets the best of the R & P endgame. R-B7 ch. followed by N-B1 leaves more chances if Black forces the Rook exchange with R-B4. White first forces the exch. of Ps on the Kside, then moves the K to Q-side with drawing chances.
- (j) The strongest line to try and hold the game is R-B3 and wait.
- (k) A fine move which forces the exchange of Rooks and wins at once.

## ENGLISH OPENING

1. P-QB4	N-KB3	31. N-QN3	NxP
2. N-QB3	P-K4	32. NxP	NxN
3. P-KN3	P-KN3	33. RxN ch.	K-B1
4. B-N2	B-N2	34. R-QB7?(m)	N-Q6 ch.
5. P-K4	P-QB3	35. K-Q2 (n)	NxP
6. P-Q3	P-Q3	36. K-B2	NxP
7. KN-K2	B-K3	37. K-N3	N-N3
8. P-B4	QN-Q2	38. BxNP	R-N1
9. P-KR3 (a)	P-KR4	39. BxB	NxB ch.
10. B-K3	P-QR3	40. K-B3	N-Q3
11. R-KB1!(b)	PxP	41. R-B6	N-K5 ch.
12. PxP (c)	B-R3! (d)	42. K-Q4	R-K1
13. Q-Q2	Q-K2 (e)	43. RxP	N-Q7
14. R-B3	N-B1	44. R-B6 ch.	K-N2
15. P-B5	BxB	45. R-B2	R-Q1 ch.
16. QxB	B-B1 (f)	46. K-K3	NxP ch.
17. PxP (g)	PxP	47. K-B3	N-K4 ch.
18. Q-B2	N(1)-R2	48. K-K4	R-K1
19. R-K3	O-O (h)	49. K-Q5	N-B2
20. Q-N3	P-KN4	50. N-N3	R-K4 ch.?(p)
21. O-O-O?(i)	Q-K4	51. K-Q4	R-R4 (q)
22. WxQ	PxQ	52. NxP ch.	K-N3
23. P-Q4	PxP	53. N-N3	R-R5 ch.!(r)
24. NxP	R-K1	54. K-Q5	R-R5
25. R/1-K1	K-N2	55. K-K6	N-Q1 ch.
26. P-K5	N-N1	56. K-Q7	RxP
27. P-K6	N-K2	57. N-K4	R-Q6 ch.
28. R-B (j)	R-B1	58. K-B8	P-N5
29. RxR? (k)	NxR	59. R-KN2	K-B4
30. N/3-K2(1)	P-B4	60. RxP	R-QR6! (s)

DRAWN.

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Annotated by Gordon BARRETT.  
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- (a) White's main idea is a solid development restricting Black's mobility, hoping the attack will take care of itself when the time comes.
- (b) Just to baffle Black a bit. Does White intend to castle Q-side? Or not at all? Should Black concentrate on a Q-side attack, or castle there in view of White's K-side thrust?
- (c) To keep the pressure on the center with Pawns, also opening up new grazing lands on KN3.
- (d) There's more in this than meets the eye. It prevents 13 P-KB5, and prepares ...P-KN4. And oddly enough, the Bishop may actually be of better service on this diagonal than on the long one.
- (e) This is what's called going into the clinch, rather than break to free the Bishop.
- (f) If...B-Q2, 17 Q-N6 causes utter discomfort.
- (g) Too hurried. O-O-O would consolidate and bring the other R into action.
- (h) Courageous, to say the least.

Cont'd on page 25A.

## QUEEN'S GAMBIT

1. P-Q4	N-KB3	12. Q-Q3	P-KN3 (f)
2. P-QB4	P-K3	13. BxP	PxB
3. N-QB3	P-Q4	14. QxP	B-B4
4. PxF	PxF	15. Q-R5+	B-R2
5. B-N5	B-K2	16. K-B	R-K4 (g)
6. Q-B2	O-O	17. Q-Q	N-B4 (i)
7. P-K3	R-K (a)	18. N-B3	RxF
8. B-Q3	N-B3 (b)	19. (P-KN4! (j)	R-Q6? (k)
9. BxN	BxB	20. QxR	N-N6 ch.
10. BxP+ (c)	K-R	21. RPxF	Resigns.
11. P-QR3(d)	NxP (e)		

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Annotated by Gordon BARRETT.

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- (a) An interesting idea, setting a beavertrap for about four moves ahead. Only it's a wily beaver Black has to contend with.
- (b) The trapdoor is open.
- (c) The beaver bites....
- (d) ....it begins to squirm -- afraid of 11...N-N5, forcing White's Q to the awkward N1 square. Trying to forestall 11...N or B xQP by a K move would be even more awkward.
- (e) But now Black leaves the door halfway open. 11...BxP creates all kinds of knotty tricks, e.g. 12 KN-K2, BxP; 13 PxB, Q-R5 ch. and White's B falls. Or 12 N-B3, BxP; 13 PxB, P-Q5! and Black has an overwhelming attack. If 12 O-O-O, Q-N4 (with...P-KN3 or QxNP in the offing).
- (f) Why hurry? The B isn't going anywhere. ...P-QB4 would begin to shut the door again.
- (g) Fine idea, but Black's K-side now is as open as the Texas plains.
- (h) 16...N-N6, followed by P-QB4 is much more aggressive.
- (i) Ah! The pity of it all. This N has just stumbled.
- (j) All of a sudden life looks rosy.
- (k) Obviously overlooking the hidden little KR's influence.

White -- B. KAKIMI

Black -- S. SZIRMAY

RUY LOPEZ

1. P-K4	P-K4	16. N-Q6 (c)	B-B2
2. N-KB3	N-QB3	17. NxBP	Q-B3
3. B-N5	P-QR3	18. N-Q6 ch.	K-R1
4. B-R4	N-KB3	19. N-K4	Q-R5
5. P-Q4	P-QN4	20. N-N3	R-N3
6. B-N3	NxP	21. B-K3 (d)	R-Q1
7. NxN	PxN	22. Q-Q2	R-N3
8. P-K5 (a)	P-B4	23. Q-K2	B-Q3
9. PxN	QxP (b)	24. QR-Q1	R-B1
10. B-Q5	R-N1	25. B-B3	B-K4
11. O-O	B-K2	26. BxP	P-Q3
12. P-QB3	PxP	27. B-K3	B-K3
13. NxP	O=O	28. P-QR3	QB-B5
14. R-K1	B-Q1	29. Q-Q2	B-N6
15. N-K4	Q-KN3	30. R-QB1	Resigns.

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Annotated by Gordon BARRETT  
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- (a) KAKIMI pulled the same winning variation against AMNEUS in an earlier round. The N has just been scratched from the race.
- (b) 9...P-B5; 10 Q-K2 ch. is curtains for Black.
- (c) White hovers over the board like an eagle ready to strike, while Black hides in crevices.
- (d) This move encases Black in Arctic ice. There's no sunshine left to melt it.

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FROM OUR GLOSSARY

- P-K4: A feeble move that stigmatizes you as a tyro who doesn't even know the Orang-Outan.
- Principles: What all texts start by propounding and end by telling you to ignore.
- Ruy Lopez: An opening no longer in use as no one knows whether to pronounce it "Rocey", "Roy", or "Rye."
- Sacrifice: The name given to a loss of material through oversight, when you win all the same.
- Sitzfleisch: A major winning device in unlocked games.
- Zugzwang: You gotta move whether you like it or not -- and you don't.

## A B O U T    O P E N I N G S

Of the 45 games played, White won 20, lost 16 and drew 9.  
Here's the way it stacks up:

<u>Opening</u>	<u>Win</u>	<u>Loss</u>	<u>Draw</u>
Ruy Lopez	5	1	
Giucco Piano		1	
Two Knights Defence	1	1	1
Sicilian	4	2	1
French Defence	1	2	1
Queen's Gambit	2		
Queen's Gambit Accepted	1	1	1
Queen's Pawn Op.	1	1	1
Queen's Indian	1	1	
King's Indian		1	1
Nimzo-Indian			1
Grunfeld		2	
Benoni	1	2	
Reti	1	1	
Bird's			1
English	2	1	1

Total = 45 games.

The Sicilian was the most popular defence, used seven times. Ruy Lopez was played six times; the French and English four times each.

White won 44½ % of the games; lost 35½% ; draws, 20%.

Eighteen games opened with P-Q4; 20 with P-K4. Four opened with P-QB4; one P-KB4; and two irregular.

The Ruy Lopez was the most successful opening, earning wins for its user 5 out of 6 times. Two Grunfelds got wins for Blacks.

The longest game went to 78 moves; the shortest to 13. Average length of games, 39.

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E n d   o f   t h e   l i n e !