### THE CALIFORNIA CHESS REPORTER

# HOLLYWOOD INTERNATIONAL TOURNAMENT 1 9 5 2

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Editor:

DR. H. J. RALSTON 184 Edgewood Avenue San Francisco 17, Calif.

Games Editor:

GUTHRIE McCLAIN

SEPTEMBER 1952 Price \$1.00

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## HOLLYWOOD INTERNATIONAL TOURNAMENT 1952

The Hollywood, 1952, International Tournament was conceived by Herman Steiner during the Capablanca Memorial Tournament at Havana, when it was found that several of the participants intended visiting the United States afterwards. The international flavor of the proposed tournament was assured when Svetozar Gligorić and Arturo Pomar accepted terms.

The tournament was set up on a rather small budget. California has a well organized chess fraternity, but its tournaments are largely financed by the players themselves. Chess patrons are few, and public interest is so lacking that gate receipts cannot be relied upon for any significant part of the budget. It was decided that \$1,500 would provide five small prizes (\$125, \$100, \$75, \$50 and \$25) plus "point money" of \$25 per point and \$12.50 per half point. A certain amount of traveling expenses could also be paid. In this connection, simultaneous exhibitions were arranged so as to defray the expenses of the trips of Gligorić and Pomar from New York and Arthur Dake from Oregon. While in Hollywood the visiting masters were house guests of various local chess enthusiasts, so their personal expenses were reduced to a minimum. (The tournament was actually played in Beverly Hills, at Mama Weiss' Czardas Restaurant.)



Kashdan, Jim Cross, Philip C. McKenna (Tournament Treasurer) and Arthur W. Dake. Pafnutieff, Arturo Pomar, Herman Steiner, Ray Martin, Lionel Joyner, Isaac

It was decided early that in addition to Gligorić, Pomar and Steiner, Isaac Kashdan of Tujunga (a Los Angeles suburb) and Arthur W. Dake of Portland, Oregon, should play if possible. As the roster was restricted to ten for time and financial considerations, there remained five players to choose. One place was set aside for a player from San Francisco; George Koltanowski was invited but when he was unable to participate, Vladimir Pafnutieff was selected. It was felt that two young local players of promise, Jim Cross, 1950 National Junior Champion, and Lionel Joyner, former Canadian Junior Champion and currently a resident of Long Beach (who had just won the Los Angeles County championship), had earned the right to compete. This left two places open. The presence in Los Angeles of Mrs. Sonja Graf Stevenson, runner-up to Vera Menchik for the Women's World Championship in Buenos Aires, 1939, was clearly an opportunity to add some color to the tournament; and it was felt that the chess world was anxious to see some examples of Mrs. Stevenson's play after her long absence from tournament arenas. Selecting the tenth player occasioned some difficulty: Harry Borochow was at the top of the list by virtue of seniority and his many successes in California tournaments; Arthur Spiller was the current State Champion; Ray Martin was the previous State Champion; and there were others. It was decided to hold a small qualifying tournament; Borochow declined to play, and a double-round tournament was held between Spiller, Martin, W. H. Steckel and Irving Rivise. Martin won by a score of  $4\frac{1}{2}-1\frac{1}{2}$ .

Sponsors: The financial success of the tournament was assured through the contributions of the following:

Mr. & Mrs. Gregor Piatigorsky

Mr. & Mrs. Gottfried Reinhardt

Mr. & Mrs. Philip C. McKenna

Mr. & Mrs. Charles Henderson

Mr. & Mrs. Paul Harmat

Alexander Bisno

Don Maron

Theodore St. John

Toscha Seidel

Irving O. Brettaur George Froeschel

R. E. Paradise

Mike Romanoff
Warren Newcombe

Danya Karpilowsky Wolfgang Reinhardt

Guthrie McClain

		1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	Score
1. 8	G. Gligorić	-	1 2	1	1/2	1	1 2	1	1	1	1	7½-1½
2. A	. Pomar	1/2	-	1/2	1/2	1	1	1	1	1/2	1	7-2
3. H	H. Steiner	0	1/2	-	1/2	1	1/2	1	1/2	1	1	6-3
4-5. A	1. Dake	1 N	교	고	-	0	교	1 2	1	1	1/2	5-4
4-5. I	J. Joyner	0	0	0	1	-	I	1	1	교	1	5-4
6. 3	J. Cross	12	0	1 2	1 2	1 2	-	교	교	12	1	$4\frac{1}{2}-4\frac{1}{2}$
7. ]	. Kashdan	0	0	0	크	0	고	-	1	1	1	4-5
8. 7	V. Pafnutieff	0	0	1/2	0	0	12	0	-	1	1	3-6
9. F	R. Martin	0	1/2	0	0	1 2	1/2	0	0	-	1	$2\frac{1}{2} - 6\frac{1}{2}$
10. 5	G. Graf	0	0	0	1/2	0	0	0	0	0	-	$\frac{1}{2} - 8\frac{1}{2}$

#### Round-by-Round Score

	I	II	III	IV	V	VI	VII	VIII	IX
S. Gligorić	1/2	1	2	3	4	41/2	5 <del>1</del> /2	61/2	71/2
A. Pomar	1/2	11/2	2	3	4	41/2	5	6	7
H. Steiner	1/2	11/2	21/2	31/2	4	41/2	5	5	6
A. Dake	1/2	11/2	2	21/2	3	3	31/2	4	5
L. Joyner	1/2	1/2	11/2	11/2	21/2	$3\frac{1}{2}$	4	5	5
J. Cross	1/2	1	11/2	11/2	$2\frac{1}{2}$	3	31/2	4	41/2
I. Kashdan	1	2	2	2	2	3	31/2	3\frac{1}{2}	4
V. Pafnutieff	1/2	1/2	1/2	11/2	11/2	21/2	3	3	3
R. Martin	1/2	1/2	1	1	1	1	11/2	21/2	21/2
S. Graf	0	0	0	1/2	1/2	1/2	1/2	1/2	1/2



Seated: Mrs. Gregor Piatigorsky, Herman Steiner, and Gottfried Reinhardt

Standing: Vladimir Pafnutieff, Toscha Seidel, and Svetozar Gligorić

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ar Dake opposition inor h	JOYNER	Graf	21
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ROUND I	-	April 26, 1952
Graf	0	Kashdan 1
Steiner	1/2	Pomar $\frac{1}{2}$
Joyner	1/2	Martin $\frac{1}{2}$
Dake	1/2	Gligorić ½
Cross	1/2	Pafnutieff $\frac{1}{2}$

The first round began at 7 P.M. April 26 as scheduled. A time limit of 45 moves to be made in  $2\frac{1}{2}$  hours was set by the players just before play began. John Keckhut was appointed Tournament Director, with Jacqueline Piatigorsky as assistant.

Sonja Graf played a Queen's Pawn opening against Kashdan. After 15 moves she tried to keep her attack alive by sacrificing a piece, but in compensation got only two Pawns and a few checks, and Kashdan got the only full point of the evening.

Graf®s feelings at the start of this tournament can only be imagined. After a lengthy layoff from competitive chess, she found herself called upon to face opposition which would be a severe trial at the height of her powers. Five of her nine male opponents were full-fledged masters (one, a grandmaster); three were young stars in the ascendency; and all were playing for \$25 per point. Sonja®s unfailing good nature and vivacity throughout the tournament made a good impression on the players and spectators alike.

Steiner vs. Pomar was a Queen's Gambit Declined, Tarrasch Defense. Pomar's isolated Queen's Pawn was the focus of the opening play. Complicated play of the minor pieces in the middle game got the young Spanish master into time trouble and his trap on the 34th move was unsound. Steiner won a Pawn, but the game was not to be won. After an overnight adjournment the game was drawn.

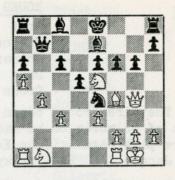
Joyner vs. Martin was an English Opening. Joyner first obtained a slight advantage in space on the Queen-side, then advanced the King-side pawns. Martin drew the teeth of the attack each time and a locked position resulted.

Dake opposed Gligorić's King's Indian Defense with a routine formation, locked the center and the Queen-side, and opened the King's Bishop's file. Gligorić occupied K4 with one piece after another, and the result was a tame draw.

Cross vs. Pafnutieff was another King's Indian. Cross fianchettoed the King's Bishop and obtained some good squares for his men. After some positional maneuvering, the game was drawn -- in nine fewer moves than the previous game.

#### No. 1 Graf-Kashdan O-1 Queen s Pawn

Graf's opening strategy first appears to be a Colle formation with the Queen's Bishop developed. But she drops this plan in favor of attacking first the Queen's wing, then the King's. In the diagrammed position Kashdan's center is decisive. If White retreats the Knight, ... P-K4 wins the Bishop.



#### Position before 16. KtxKtP

			50.0		
1.	P-Q4	Kt-KB3	25.	Q-R5	K-B2
2.	Kt-KB3	P-K3	26.	P-KB4	P-K5
3.	B-B4	P-Q4	27.	Kt-Kt3	R-R1
4.	P-K3	P-B4	28.	Q-K2	Kt-B5
5.	P-B3	Kt-B3	29.	Kt-Q4	Q-Bl
6.	B-QKt5	Q-Kt3	30.	KR-Kl	Q-Q2
7.	Q-K2	B-K2	31.	Q-QB2	B-Q3
8.	P-QR4	P-QR3	32.	Kt-Kt3	QR-KKtl
9.	BxKtch	PxB	33.	Kt-Q2	KtxKt
10.	P-R5	Q-Kt2	34.	QxKt	K-Ql
11.	Kt-K5	Kt-Q2	35.	Q-Q4	K-K2
12.	PxP	KtxP	36.	QR-Q1	B-K3
13.	P-QKt4	Kt-K5	37.	R-Q2	P-KB4
14.	Q-Kt4	P-Kt3	38.	KR-Q1	K-B2
15.	0-0	P-B3	39.	Q-Kt6	R-R1
16.	KtxKtP	R-KKtl	40.	P-B4	KR-QKtl
17.	Q-R5	PxKt	41.	PxP	PxP
18.	Q-R7	R-Bl	42.	Q-Q4	RxP
19.	QxPch	R-B2	43.	Q-B3	R-QB1
20.	P-B3	Kt-Q3	44.	Q-R1	R-R5
21.	Q-Kt8ch	R-Bl	45.	Q-Kt2	R-QKtl
22.	Q-Kt6ch	K-Q1	46.	Q-B3	B-Kt5
23.	Kt-Q2	P-K4		Resigns.	
24.	B-Kt3	B-B4		neo end ber	

#### No. 2 Steiner-Pomar $\frac{1}{2}$ Queen's Gambit Declined

(Note	s by Herman	Steiner)		3.	Kt-QB3	Kt-KB3
				4.	B-Kt5	P-B4
1.	P-Q4	P-Q4	The	Tarra	asch Defense	. The idea is
2.	P-QB4	P-K3	the	poss	ible freeing	of Black's

Queen's Bishop at the expense of an isolated Queen's Pawn.

5. PxQP BPxP 6. QxP B-K2

7. Kt-B3

P-K4 should have been tried here, with complicated lines.

		PxP
8.	P-K3	0-0
9.	B-K2	Kt-B3
10.	Q-QR4	P-KR3
11.	B-R4	Q-Kt3



#### 12. Q-Kt5

White was under the impression that he could keep the Queen's Pawn isolated or win a Pawn but both assumptions were wrong. Better would have been B-QKt5.

... QxQ 13. BxQ R-Q1

14. R-Q1

White is obsessed with the idea of winning a Pawn.

15. BxKKt BxB
16. KtxP BxP

A long time back, White was counting on 17. BxKt, PxB; 18. Kt-K7ch, K-Bl; 19. KtxP. But after 19...RxRch; 20. KxR, R-Bl wins a piece.

17. 0-0 B-QR6 18. P-K4 P-B4 Opening lines for Black's Bishoppair. White now has a hard game.

19. PxP BxP
20. Kt-K3 B-K5
21. Kt-Q2 B-Kt3
22. Kt/2-B4 B-QB4

23. BxKt

Forced. ... Kt-Q5 was threatened. White refrained from BxKt before because of the two strong Black Bishops.

24. Kt-K5 B-K5 25. Kt/3-B4 R-Q5

25...R-Q4 would also be answered by the text move.

26. R-Bl R-Kl 27. P-KR3 B-Q4 28. Kt-K39

This exchanges one of the Bishops and justifies White's 26th move.

29. KtxP BxR
30. KtxR BxKt

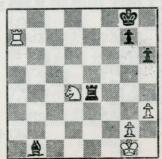
A mistake would have been 30... RxKt?; 31. PxR, BxPch; 32. K-Rl, BxKt; 33. R-Ql winning a piece.

31. PxB RxP

32. R-B5

Assuring the draw; there isn't enough left for either to win.

33. R-QR5 B-Kt8
34. RxP R-K5



D1 - 4	le es	te a tuan the	t might gue-	48.	R-R6	K-K5			
	Black sets a trap that might suc- 48. R-R6 K-K5 ceed because of the time pressure, 49. R-KKt6 R-R4								
	out White refutes it, wins a Pawn, 50. R-KB6 R-KB4 but cannot win the ending. 51. R-K6ch R-K4								
but		Kt-B5	R-K7	52.	R-KKt6	R-QKt4			
	35.		K-Bl	53.	R-QR6	R-QB4			
	36.	RxPch		54.	R-R3	K-B4			
	37. 38.	R-Kt3 R-KB3	BxKt K-Kt2	55.	K-Kt2	K-Kt5			
	39.	RxB	K-Kt3	56.	R-R4ch	K-B4			
	40.	R-B2	R-K6	57.	R-R6	R-B7ch			
	41.	R-B3	R-K7	58.	K-R3	R-B4			
	42.	K-R2	P-R4	59.	R-QKt6	R-R4			
	43.	P-R4	R-K5	60.	R-B6	R-Kt4			
	44.	K-R3	R-Q5	61.	R-B3	R-R4			
	45.	R-R3	K-B4	62.	R-B3ch	K-Kt3			
	46.	R-R6	R-Q6ch	63.	R-B8	R-R7			
	47.	P-Kt3	R-Q4	00.	Drawn.	11-11/			
	410	r-kco	11_64		Diawiis				
No.	3	Jovner-Martin	$n = \frac{1}{2} - \frac{1}{2}$ English						
edoni			2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2						
	1.	P-QB4	Kt-KB3	25.	Q-B3	Q-Kl			
	2.	Kt-KB3	P-B3	26.	R-R5	RxR			
	3.	P-QKt3	P-Q4	27.	PxR	B-R3			
	4.	B-Kt2	QKt-Q2	28.	Q-Kt4	R-Ktl			
	5.	P-K3	P-K3	29.	B-K2	Q-K2			
	6.	Kt-B3	B-Q3	30.	R-R1	K-Kt2			
	7.	B-K2	Q-K2	31.	Kt-Kl	Q-Q1			
	8.	Kt-Q4	B-R6	32.	Kt-Q3	P-R4			
	9.	BxB	QxB	33.	B-B3	R-Kt2			
	10.	P-B4	0-0	34.	Q-Kl	Q-B3			
	11.	0-0	Q-K2	35.	Kt-Kt4	Kt-Ktl			
	12.	Q-Kl	Kt-B4	36.	R-R2	K-Bl			
	13.	Kt-B3	Kt/3-K5	37.	P-Kt3	K-Kl			
	14.	P-Q3	KtxKt	38.	P-R3	K-Q1			
	15.	QxKt	P-QKt3	39.	R-R2	R-KR2			
	16.	QR-B1	B-Kt2	40.	P-Kt4	RPxP			
	17.	P-QKt4	Kt-Q2	41.	PxP	RxR			
	18.	P-Q4	KR-Bl	42.	KxR	K-K2			
	19.	P-QB5	P-B3	43.	K-Kt2	K-Bl			
	20.	B-Q3	P-QR4		Q-KR1	K-Kt2			
	21.	Q-B2	P-Kt3	45.	P-Kt5	Q-B2			
	22.	P-QR3	RPxP	46.	Kt-Q3	Kt-Q2			
	23.	RPxP	P-QKt4	47.	Kt-Kt4				
	24.	R-R1	P-B4		Drawn.				

Drawn.

KtxKt PxP B-K3 Kt-Q2 B-Kt5

#### Dake-Gligorić $\frac{1}{2}$ - $\frac{1}{2}$ King's Indian Defense No. 4

1.	P-Q4	Kt-KB3			夏岛
2.	P-QB4	P-KKt3	1	主角鱼鱼	III
3.	Kt-QB3	B-Kt2		1	登主
4.	P-K4	P-Q3		1 宜量	
5.	Kt-B3	0-0		Î Î	
6.	B-K2	P-K4			
7.	0-0	QKt-Q2			
8.	Q-B2	P-B3	宜	Î L	2. 金金
9.	P-Q5	P-B4		E	ZZ
10.	Kt-Kl	Kt-Kl	hard Tiests		antifile enti
11.	P-B4	PxP		01	10 P-V2
12.	BxP	Kt-K4	Positi	on alter	19 R-K2
13.	Q-Q2	B-Q2	23.	P-QR4	P-QR4
14.	Kt-B3	Q-K2	24.	R/3-B3	P-B3
15.	QR-Kl	Kt-B2	25.	B-Ktl	Kt-Rl
16.	BxKt	BxB	26.	P-QKt3	Kt-Kt3
17.	KtxB	QxKt	27.	B-B2	Kt-Bl
18.	Q-B4	QR-Kl	28.	R/3-B2	R/4-Kl
19.	Q-B6	R-K2	29.	Kt-K2	Kt-K2
20.	QxQ	RxQ	30.	Kt-Kt3	Kt-Ktl
21.	B-Q3	K-Kt2	31.	P-R3	
				The second second	

#### Cross-Pafnutieff 1-1 King's Indian No. 5

P-QR3

R-K3

21.

22.

1.	P-Q4	Kt-KB3	18.	Kt/4-Q5	K
2.	P-QB4	P-KKt3	19.	KtxKt	F
3.	Kt-QB3	B-Kt2	20.	PxP	E
4.	P-KKt3	0-0	21.	P-B4	K
5.	B-Kt2	P-Q3	22.	Q-QB2	E
6.	Kt-B3	QKt-Q2			Man o
7.	0-0	P-K4	abanot sel	<b>品</b> 富	7
8.	P-K4	PxP		114	111
9.	KtxP	Kt-K4	William .		
10.	P-Kt3	B-Kt5			
11.	P-B3	B-Q2		(2)	
12.	B-Kt2	Kt-B3	2751	<b>企</b>	70.
13.	Kt/4-K2	R-Kl		允	
14.	Q-Q2	Kt-K4		份	
15.	QR-Q1	Q-Bl		AE	E
16.	B-Bl	P-QR4	<u> </u>		200
17.	Kt-B4	P-R5		Draw	wn.

ROUND II	-	April 27, 1952
Kashdan	1	Pafnutieff 0
Gligorić	1 2	Cross $\frac{1}{2}$
Martin	0	Dake 1
Pomar	1	Joyner 0
Graf	0	Steiner 1

The second round produced more exciting chess than round I. The games were difficult, the players played to win, and at one time five players were in severe time pressure.

Kashdan vs. Pafnutieff, a French Defense, came down to a drawishlooking ending. Pafnutieff, behind in development, tried to force the issue in the center, and was sent on a King's Tour which ended in Black's resignation.

Gligorić chose the Rubinstein Variation against Cross Nimzoindian Defense. A new line starting with Black's eighth move gave Gligorić trouble, and after 19 moves Cross was a Pawn plus. During the ensuing time-scramble Cross lost his passed Pawn and the game was drawn.

Martin vs. Dake was a Sicilian Defense. The game took an interesting turn when Dake temporarily sacrificed a Pawn in a freeing maneuver. Martin counter-attacked and the complications never let up until Martin was forced to resign. A fighting game?

Pomar played 3. Kt-Q2 in a French Defense; Joyner deliberately chose a rather poor variation and got the worse game out of the opening. Pomar gave up two Knights for a Rook in the ending and won prettily with a Rook vs. two Knights. Joyner lost on time in a hopeless position.

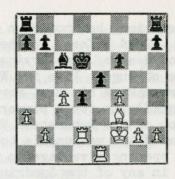
Graf played a Queen's Pawn opening in aggressive style against Steiner, who had to play fine chess in order to score the point.

The standings after two rounds: Kashdan 2; Pomar, Steiner and Dake  $1\frac{1}{2}$ ; Gligorić and Cross 1; Joyner, Pafnutieff and Martin  $\frac{1}{2}$ ; Graf 0.

#### No. 6 Kashdan-Pafnutieff 1-0 French Defense

1.	P-K4	P-K3	6.	B-Q2	PxP
2.	P-Q4	P-Q4	7.	Kt-Kt5	BxBch
3.	Kt-QB3	B-Kt5	8.	QxB	Kt-QB3
4.	P-K5	P-QB4	9.	P-KB4	Kt-R3
5.	P-QR3	B-R4	10.	Kt-Q6ch	K-Bl

11.	Kt-B3	P-B3
12.	KtxQP	KtxKt
13.	QxKt	Kt-B2
14.	KtxKt	KxKt
15.	B-K2	Q-Kt3
16.	R-Q1	QxQ.
17.	RxQ	B-Q2
18.	P-B4	B-B3
19.	K-B2	K-K2
20.	PxPch	PxP
21.	R-Kl	P-K4
22.	B-B3	K-Q3
23.	R-Q2	P-Q5
24.	PxPch	PxP
25.	P-B5ch	KxP
26.	RxPch	K-B5
27.	B-K2ch	K-Kt6



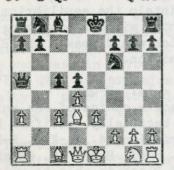
#### Position after 23... P-Q5

28.	B-Qlch	K-B5
29.	K-K2	BxP
30.	P-Kt3ch	Resigns.

#### No. 7 Gligorić-Cross $\frac{1}{2}$ Nimzoindian Defense

#### (Notes by Jim Cross)

1.	P-Q4	Kt-KB3
2.	P-QB4	P-K3
3.	Kt-QB3	B-Kt5
4.	P-K3	P-Q4
5.	P-QR3	BxKtch
6.	PxB	P-B4
7.	BPxP	KPxP
0	P-03	0-R4



The system of play inaugurated by Black's eighth move was developed

by Al Sandrin, who explained it to me last summer when we were both in New York playing in the U.S. Championship. To the player who wishes to investigate this line further I recommend a study of the games Evans-Sandrin, U.S. Open, 1949; Shaffer-Sandrin, Illinois State, 1950; and Gonzales-Sandrin, U.S. Open, 1951.

The opening of this game is of considerable theoretical value because this particular variation of the Nimzoindian Defense, up to Black's eighth move, had been considered favorable to White ever since Botvinnik's famous victory over Capablanca in AVRO, 1938, in which Capablanca castled on his eighth move. Gligorić, who treats the opening

Gligorić, who treats the opening with Euwe-like objectivity and

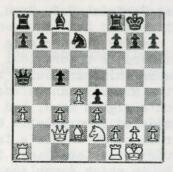
precision, had not seen the move 8... Q-R4 before, and he spent a good deal of time trying to find the strongest line for White before making his next move. It is significant for a proper evaluation of the Rubinstein Variation that White was unable to obtain an opening advantage in this game or in any of the Sandrin games mentioned above. The present game seems to confirm the essential soundness of the Sandrin system.

9. B-Q2 Kt-K5 10. BxKt PxB

ll. Kt-K2

An attempt to take advantage of Black's advanced King-pawn with 11. Q-B2, P-B4; 12. P-B3 would give White serious difficulties on his white-colored squares, which have been weakened by the exchange of his King-Bishop, after 12...PxP; 13. KtxP, Q-R3! (Analysis by Al Sandrin)

0-0 12. 0-0 Kt-Q2 13. Q-B2



Up to White's eleventh move I had been aided by my knowledge of the above-mentioned games and analy-

sis, but Gligorices 11. Kt-K2 was a strong innovation which left me on my own. While listening to Sandrin's explanation of his system I had been impressed by his faith in the soundness of the variation, and now, confronted with an entirely new threatened refutation of the system by a grandmaster known for his scientifically accurate opening play, I felt I had a sacred obligation to play my best, to try to find the very strongest reply to each of White's moves.

The immediate problem confronting Black is whether to defend the KP with 13 ... Kt-B3 or with 13 ... P-B4. In either case Black will sooner or later have to contend with the White move, P-B3, and if Black is then forced to play ... KPxBP, the White KP will be free to advance, and this coupled with the open KB file, will be a serious threat to Black's king side. Therefore Black must keep control of K5 at all costs. I chose the knight move hoping to be able to maintain the equilibrium in the center without advancing the KBP which would weaken the Black king position.

Kt-B3

14. P-QB4

Black's choice of the knight move is tactically justified by the variation 14. Kt-Kt3, R-Kl; 15. P-B3, BPxP; 16. QBPxP, Q-Q4; and Black is able to maintain his strong point on K5.

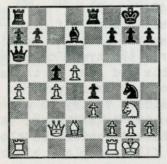
Q-R3?

Preventing the White bishop from occupying the long diagonal with 15. B-B3 because of the pressure on the White QBP and leaving the Black queen free to operate on the third rank. The strength of this move in contrast to the obvious, but weaker, 14... Q-B2 will soon be seen.

15. Kt-Kt3

15. PxP would win a pawn but shatter White's pawn structure, and Black could hardly be prevented from regaining his material or some equivalent advantage in the long run.

R-Kl
16. P-Q5 B-Q2
17. P-QR4 Kt-Kt5?!



This move, which came as a surprise to both my opponent and the spectators, brings to light the hidden weakness in White's position, the QBP, and explains the necessity of placing the Black queen on QR3 on the 14th move.

Black now threatens P-KB4 followed by Kt-K4 and Kt-Q6, which would paralyze White's entire position. To prevent this White must be able to capture the knight before it reaches Q6.
Therefore the move B-B3 will be necessary, in order to play BxKt when the Black knight reaches K4. But the move B-B3 will leave White's QBP unprotected and White is forced to sacrifice a pawn to prevent a complete tie-up of his position.

18. KR-Bl?

The best way to lose the pawn. White decides to give up both his QP and QBP in return for Black's KKtP and counter-chances along the long diagonal. On the 21st move Gligoric changed his mind at the last minute and went after an inferior pawn, the QKtP, and was soon at a serious disadvantage. Alternatives on his 18th move were:

- I. 18. KtxP, B-B4 with advantage to Black.
- II. 18. Q-R2, Q-R3; 19. P-KR3, Kt-K4; 20. KtxP, Kt-B6ch! 21. PxKt, RxKt!; 22. PxR, BxKRP and Black has a winning attack.

	000	P-B4
19.	B-B3	QxBP
20.	Q-Kt2	QxQP
21.	R-Q1	Q-B2
22.	QxP	В-К3

Black is now a clear passed pawn to the good, an advantage that should have won had he not thrown it away on his 38th move in the frantic time pressure scramble that climaxed this most difficult game. From here on both players had little time left to complete their 45 moves and the complications have only started?

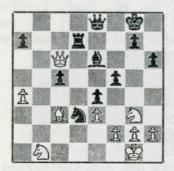
> 23. Q-B6 QR-B1 24. Q-Q6 Q-B2 25. Q-Q2 Kt-K4 26. Kt-R5 B-Kt6!

A finesse which helps Black gain control of the queen file.

27. KR-Kt1 B-B2 28. Kt-Kt3 QR-Q1 29. Q-B2 B-K3 30. R-Kt5 R-Q4

The last few moves were all played at "blitz" speed and there were still 15 more moves to make before the first time control?

31.	R/1-Ktl	B-Bl
32.	Q-R2	Q-B2
33.	Q-R3	Kt-Q6
34.	R-Kt8	P-KR3
35.	Q-Kt3	В-КЗ
36.	RxRch	QxR
37.	Q-Kt7	R-Q2
38。	Q-B6	



KtxP?

A time pressure inspiration. The move is bad positionally because it trades Black's valuable passed QBP for White's useless KBP.

It's bad tactically because White

could now win two pieces for a rook by playing 39. R-Kt8!

Fortunately for me, my opponent only had time enough left on his clock to make an obvious move.

39. QxBP? (Of course the threat was 39...

R-Q8ch winning the White queen.)
... Kt-Q6

When Black's QBP disappeared, nine-tenths of his advantage went along with it.

> 40. Q-R5 Q-B2 41. R-KB1 R-Q4 42. Q-R6 Q-Q2 43. Kt-R5 Kt-K4 44. Kt-B4 R-Q3 45. Q-R5 Kt-B5 46. Q-B5

The sealed move. If Black wanted to play for a win he would have to force the trade of queens and base his end game on the advantage of the extra pawn on the king-side. To try to win with the queens on the board is futile for White threatens to block the queen file and place his bishop in a dominant position with 47. B-Q4.

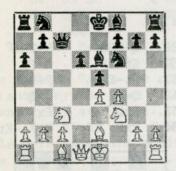
The only way to play for a win was 46... B-B2; 47. P-R5, R-QB3; 48. Q-Q4, QxQ; 49. BxQ, KtxP; 50. BxQRP, and with all the pawns on one side of the board, bishops of opposite colors, and Black's pawns on the same color squares as his bishop, a win is impossible. Therefore:

Draw agreed.

#### No. 8 Martin-Dake O-l Sicilian Defense

#### (Notes by Arthur W. Dake)

1.	P-K4	P-QB4
2.	Kt-KB3	P-Q3
3.	P-Q4	PxP
4.	KtxP	Kt-KB3
5.	Kt-QB3	P-QR3
6.	P-B4	Q-B2
7.	В-К2	P-K4
8.	Kt-B3	В-КЗ



9. P-B5

10. Castles, as in the recent Najdorf vs. Reshevsky match games, is considered better.

... B-B5
10. BxB QxB

11. Q-K2

In this position White should play Q-Q3 instead of the text move.

12. KxQ P-R3
White threatened 13. B-Kt5 followed by BxKt, which would give control of the White squares to the White Knights.

13. B-K3 QKt-Q2 14. P-QR4 R-B1 15. P-R5 White is trying to immobilize Black's men. If he realized that Black threatened the freeing move 15...P-Q4 he should make a developing move with his King's Rook such as KR-Q1.

15. ... P-Q4!
The freeing move, which gives
Black the edge.

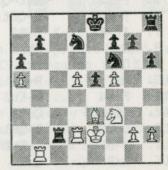
16. PxP B-Kt5
17. KR-Ql BxKt
18. PxB RxP

19. QR-Ktl

Counter-attack, the best defense.

RxPch

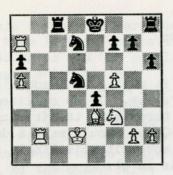
20. R-Q2



A surprise to White and a difficult move to parry. Black needs his Queen's Rook to defend his first rank. The simple 20... RxRch; 21. BxR, KtxP; 22. RxP leaves Black a difficult game.

21. RxP Kt-K5
Black wins a Pawn or the exchange.

22. R/2-Kt2 Kt-B6ch 23. K-Q2 KtxP 24. R-R7 P-K5



25. Kt-Q4 White's best try is 25. R/2-Kt7

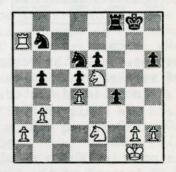
when Black's best seems to be 25... KtxB, 26. KxKt, PxKt; 27. RxKt, O-O; 28. KxP, R-B4; 29. RxRP, RxPch; 30. K-Kt4, P-Kt3 and draws.

		Kt-K4
26.	R-B2	0-0
27.	RxR	RxR
28.	K-K2	R-Ktl
29.	B-Bl	Kt-B5
30.	RxRP	R-Kt8
31.	BxP	R-Kt7ch
	Resigns.	

#### No. 9 Pomar-Joyner 1-0 French Defense

	the state of the s	
1.	P-Q4	P-K3
2.	P-K4	P-Q4
3.	Kt-Q2	Kt-KB3
4.	B-Q3	P-B4
5.	P-K5	KKt-Q2
6.	P-QB3	P-QKt3
7.	Kt-K2	B-R3
8.	BxB	KtxB
9.	0-0	PxP
10.	PxP	B-K2
11.	P-B4	P-Kt3
12.	Kt-KB3	Q-B2
13.	B-Q2	R-QB1
14.	R-Bl	Q-Kt2
15.	RxRch	QxR
16.	Q-R4	Q-Kt2
17.	R-QB1	P-QKt4
18.	Q-R5	0-0
19.	Q-B3	Kt-Kt3
20.	Q-Kt3	Kt-B5
21.	B-Kl	Kt-Ktl
22.	B-R4	BxB
23.	KtxB	Kt-B3
24.	Q-KR3	P-B4
25.	PxP e.p.	RxP
26.	P-QKt3	Kt-Q3
27.	Kt-KB3	Kt-Ql
28.	Kt-Kt5	Q-Kt2

29.	Q-QB3	P-KR3
30.	Kt-B3	R-Bl
31.	Kt-K5	P-Kt4
32.	Q-B7	QxQ
33.	RxQ	PxP
34.	RxP	Kt/1-Kt



35.	Kt-Kt6	P-B6
36.	KtxR	PxKt
37.	K-B2	P-K8/Qch
38.	KxQ	KxKt
39.	P-QR4	PxP
40.	PxP	Kt-Ql
41.	P-Kt4	Kt-B5
42.	R-R8	K-K2
43.	P-R5	Kt-B3
44.	P-R6 an	d Black over-
	stepped	the time limit.

#### No. 10 Graf-Steiner O-l Queen's Pawn

#### (Notes by Herman Steiner)

1. P-Q4 P-Q4

B-B4 2.

The same system as Graf's game vs. Kashdan in Round I.

> P-QB4 3. P-QB3 Kt-QB3

White has a Slav Defense with a move in hand.

> 4. P-K3 Kt-B3

> 5. Kt-B3 Q-Kt3

P-B5 6. Q-Kt3

7. 0x0

If 7. Q-B2, B-B4.

PxQ

The doubled Pawns are counterbalanced by the open file and the counterplay available.

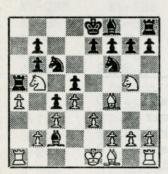
8. Kt-R3

This move makes the position of the Kt/R3 uncomfortable.

> 9. Kt-QKt5 R-R4

Forcing a Pawn weakness. 10. P-QR4 B-B7

11. Kt-Kt5



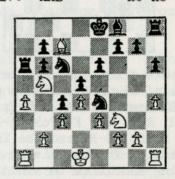
The only way to save the immediate loss of a Pawn. If ll ...

> B-Kt3 12. B-B7 R-R3

13. B-K2 P-K3 14. P-R4

A very unnecessary move, only weakening the position. 0-0 was correct.

> P-R3 15. Kt-B3 B-B7 16. B-Q1 BxB 17. KxB Kt.-K5



#### 18. K-K2

More appropriate would have been KR-KBl, because the King is needed to defend the weak Queen-side.

K-02 This prevents KR-QKtl and P-QKt3 because of ... KtxBPch and if KtxKt. ... KxB.

19. Kt-Q2

Trying to exchange the dominant Knight at K5, but giving up the only piece which can control OKt3.

> KtxKt 20. KxKt B-K2

The QRP is doomed. 21. B-B4

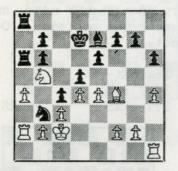
To prevent R/1-R1 (22. Kt-B7).

Kt-R4

BxP?; 12. Kt-B7ch and 13... KtxBP. Refutes White's last move on account of the tempo gained after 22... Kt-Kt6.

22.	K-B2	Kt-Kt6
23.	R-QR2	R/1-R1
01	D VA	

24. P-K4



White's intention, following the idea of 21. B-B4, was to play Kt-B7 now; but 24... RxP; 25. KtxR, RxR; 26. KtxPch, K-B3; 27. Kt-B8, B-Bl and the Knight is lost. The text is an interesting sacrifice to avoid this variation.

Not 24... PxP; 25. Kt-B7, RxP; 26. KtxR, RxR; 27. KtxPch, K-B3; 28. KtxP and White is all right. 25. RxR RxR 26. PxP PxP

27. P-Kt4

A "desperation" attack. The game is won by Black, and the rest is a matter of technique.

	_	
		R-R4
28.	Kt-R3	BxKt
29.	PxB	RxP
30.	K-Kt2	R-R1
31.	P-Kt5	P-R4
32.	P-Kt6	P-B3
33.	R-R3	Kt-R4
34.	R-B3	Kt-B3
35.	B-R6	R-KKtl
36.	BxP	RxB
37.	RxP	Kt-K2
38.	RxP	K-B2
39.	R-B6	RxP
40.	R-B7	K-Q3
41.	R-R7	R-B3
42.	RxP	RxPch
43.	K-R3	R-B7
44.	R-R6ch	K-B2
45.	R-R7	RxPch
46.	K-R4	K-Q3
47.	R-R6ch	K-Q2
48.	R-QKt6	K-B2
	Resigns.	

ROUND III	_	April 29, 19	52
Joyner	1	Graf	0
Dake	1/2	Pomar	1/2
Cross	1/2	Martin	1 2
Steiner	1	Kashdan	0
Pafnutieff	0	Gligorić	1

Joyner vs. Graf was an English Opening in which Graf allowed herself to lag too far behind in development; Joyner pushed his opening advantage, enlarged it in the end game, and won with several Pawns advantage.

Dake vs. Pomar began as an English Opening and transposed into a Sicilian Defense favorable for White. Pomar sacrificed a Bishop for two Pawns and later won a third. The game was adjourned overnight and called a draw the following round.

Cross played a quiet variation against Martin's Slav Defense. After considerable positional maneuvering, a level ending was reached. The game was adjourned and drawn the next night.

The outstanding game of the evening was Steiner's win over Kashdan in a Nimzoindian Defense. Some fine attacking play brought Steiner into the lead by half a point.

Pafnutieff lost to Gligorić in a Nimzoindian Defense. Pafnutieff played fine chess and developed a winning position, but took so long that his flag dropped after only 18 moves! (under the mistaken impression that there was  $\frac{1}{2}$  hour left -- but even so, hardly enough time to complete 27 more moves).

The standings after three rounds: Steiner  $2\frac{1}{2}$ ; Gligorić, Pomar, Dake and Kashdan 2; Joyner and Cross  $1\frac{1}{2}$ ; Martin 1; Pafnutieff  $\frac{1}{2}$ ; and Graf 0.

#### No. 11 Joyner-Graf 1-0 English

1.	P-QB4	P-K4	Company Dist	Con H	
2.	Kt-QB3	Kt-KB3			XX .
3.	Kt-B3	Kt-B3		ITE	
4.	P-Q4	PxP	1		1
5.	KtxP	Kt-K4			<b>1</b>
6.	P-K4	B-Kt5		金金	A T
7.	B-Q3	BxKtch		£	
8.	PxB	KtxBch	유		<b>计</b>
9.	QxKt	P-Q3	A		
10.	B-Kt5	P-KR3			日日原
11.	B-R4	P-KKt4			
12.	B-Kt3	P-R3	18.	KPxP	QxQ
13.	0-0	Kt-Q2	19.	RxQ	BPxP
14.	P-B4	Kt-B4	20.	PxP	B-Kt5
15.	Q-K2	Q-K2	21.	R-K7	B-R4
16.	QR-Kl	B-Q2	22.	Kt-B5	R-Q2
17.	P-K5	0-0-0	23.	KtxPch	K-Q1

24.	RxRch	KxR	34.	R-Qlch	K-Kl
25.	KtxBP	R-R2	35.	R-Q2	B-K3
26.	KtxP	Kt-K5	36.	P-KR3	K-B2
27.	Kt-Kt8	R-KB2	37.	K-Kt2	R-KKtl
28.	Kt-B6ch	KtxKt	38.	K-Kt3	R-Kt4
29.	PxKt	R-Bl	39.	K-B4	R-Ktl
30.	P-B5	K-K3	40.	P-R3	R-QKtl
31.	B-Q6	R-QBl	41.	P-KR4	R-KRl
32.	P-Kt4	B-B2	42.	P-R5	Resigns
33.	B-K7	K-Q2			as Ward Karelly

#### No. 12 Dake-Pomar 1-1 English

#### (Notes by Arthur W. Dake)

#### 1. Kt-KB3

The first move of the Reti Opening; one of its advantages is that White can transpose Black into inferior opening lines of play if Black is not alert.

P-QB4
2. P-QB4 Kt-QB3
2... Kt-KB3 is a better move as
Black must be careful not to
fall into the Maroczy variation
of the Sicilian Defense.

3. P-Q4 PxP 4. KtxP P-KKt3 5. P-K4 B-Kt2 6. B-K3 Kt-B3

Black has now an inferior variation of the Sicilian Defense.

7. Kt-QB3 Q-R4
Black realizes his position is inferior and decides energetic play is the only solution; but that is going from the frying pan into the fire.

8. Kt-Kt3 Q-R4

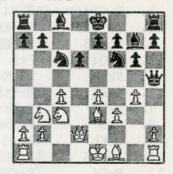
9. P-B3

White's strategy is a Pawn attack on Black's Queen. This

strategy no doubt should win, but it allows Black counter play. The natural and best move is 9. B-K2 and if ... Q-R5; 10. Kt-Q2 with the threat of 11. P-KR3 followed by 12. P-KKt3 threatening to win the Queen or material without compensation, and Black would be lost.

10. Q-Q2 Q-R5ch 11. P-Kt3 Q-R4

12. P-Kt4



This is Black's best chance for counter play.

13. PxB KtxKtP 14. P-KR4 QKt-K4 15. B-K2 R-QB1

L6.	P-B2		PXP
	E	<b>@</b>	置
	1	1 1	查主
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17. Kt-Q5 18. Kt-B4 B-R3

Playing for the two Bishops even though Black has three Pawns for the piece. 18. 0-0-0 is much the stronger move and no doubt would win in the long run.

BxKt

19. BxB

20. Kt-Q4

21. BxKt

22. QxP

BxKt

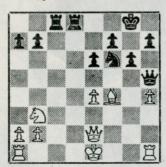
BxKt

PxB

0-0

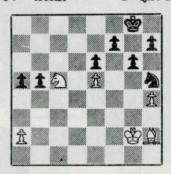
Not 22... P-K4, as White would have a winning attack by 23. Q-Kt5ch, K-Bl; 24. Kt-K6ch, etc.

23. Kt-Kt3 KR-Ql 24. Q-K2 Kt-B3



Very well played and showing deep insight into the position; Black wins his third Pawn again for the piece, making White's opportunities to win doubtful.

25.	QxQ	KtxQ
26.	0-0	R-B7
27.	B-R2	RxP
28.	R-B2	RxR
29.	KxR	Kt-B3
30.	R-Kl	R-QB1
31.	R-K2	R-B5
32.	K-B3	R-B6ch
33.	K-Kt2	R-B5
34.	P-K5	Kt-R4
35.	Kt-R5	R-Kt5
36.	R-QB2	R-Kt4
37.	Kt-Kt3	P-R4
38.	R-B5	RxR
39.	KtxR	P-QKt4



40. P-R3

K-B3, bringing the King into the game, would be White's last chance to win; after the text move the game only ends in a draw.

		Kt-Kt2
41.	Kt-Kt3	Kt-B4
42.	KtxP	KtxPch
43.	K-B2	Kt-B4
44.	Kt-B6	K-Bl
45.	B-B4	K-Kl
46.	Kt-R7	K-Q2
	Dray	wn.

White centralizes the King by K-B3 and K-K4 and then captures the QKtP. A draw ends the game peacefully.



MARTIN

CROSS

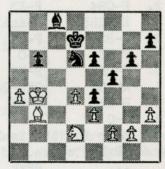
Left: Isaac Kashdan vs. Sonja Graf with three unidentified kibitzers.

Right: A characteristic pose of Ray Martin.

#### No. 13 Cross-Martin $\frac{1}{2}$ Slav Defense

1.	P-Q4	P-Q4	
2.	P-QB4	P-QB3	
3.	P-K3	Kt-KB3	
4.	Kt-QB3	P-KKt3	
5.	Kt-B3	B-Kt2	
6.	B-K2	0-0	
7.	0-0	P-QKt3	
8.	P-QKt4	B-Kt2	
9.	Q-Kt3	QKt-Q2	
10.	B-Kt2	R-Bl	
11.	PxP	PxP	
12.	QR-Bl	Q-B2	
13.	P-Kt5	Q-Ktl	
14.	P-QR4	KR-Kl	
15.	KR-Q1	P-K3	
16.	B-R3	Kt-K5	
17.	KtxKt	PxKt	
18.	Kt-Q2	B-Bl	
19.	BxB	RxB	
20.	B-B4	Kt-B3	
21.	P-R3	Q-Q3	
22.	Q-Ktl	R-B2	
23.	B-Kt3	R/1-B1	
24.	R-B2	RxR	
25.	BxR	Q-R6	
26.	Q-Kt3	QxQ	

29.	R-Rl	R-B2
30.	K-Kl	Kt-Kl
31.	K-Ql	Kt-Q3
32.	R-Bl	RxRch
33.	KxR	P-B4
34.	K-Kt2	P-QR3
35.	PxP	BxP
36.	K-B3	K-Q2
37.	K-Kt4	B-Bl



38.	Kt-B4	KtxKt
39.	BxKt	K-Q3
40.	B-Kt5	P-KR3
41.	B-K8	P-Kt4
42.	K-Kt5	K-B2 .
43.	K-B4	K-Q3
44.	K-Kt4	B-R3
45.	B-Kt5	B-Bl
46.	B-B4	Drawn.

#### No. 14 Pafnutieff-Gligoric O-l Nimzoindian Defense

K-Bl

K-K2

1.	P-Q4	Kt-KB3
2.	P-QB4	P-K3
3.	Kt-QB3	B-Kt5
4.	P-QR3	BxKtch
5.	PxB	P-B4
6.	P-K3	P-QKt3
7.	B-Q3	B-Kt2
8.	P-B3	Kt-B3
9.	Kt-K2	0-0
10.	0-0	B-R3
11.	P-K4	Kt-Kl

27.

28.

BxQ

K-Bl



	P-K5 P-B4	Kt-R4 P-B4	17. B-Kt5 R-Bl 18. Kt-B4 P-Kt3
	PxP e.p. P-B5	KKtxP KPxP	Here White overstepped the time limit.
16.	RxP	PxP	SH-9

#### No. 15 Steiner-Kashdan 1-0 Nimzoindian Defense

### (Notes by Herman Steiner) 1. P-Q4 Kt-KB3

2. P-QB4 P-K3 3. Kt-QB3 B-Kt5

4. Q-B2 P-Q4

5. P-K3 0-0 6. P-OR3 B-K2

6. P-QR3 B-K2 7. Kt-B3 QKt-Q2

8. B-K2 P-B4

9. 0-0

White can play for the isolated Pawn by 9. PxKP, etc.

10. KPxP PxP

11. BxP P-QR3
To develop the Queen's Bishop.

#### 12. B-KKt5

An important move in this typical position marked by the isolated White Pawn at Q4. Volumes could be written about the possibilities in the position.

••• P-Kt4
13. B-R2 B-Kt2

14. Q-K2 Kt-Kt3 15. QR-Q1 QKt-Q4

16. KtxKt BxKt

17. B-Ktl

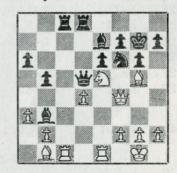
The white Bishop must not be exchanged.

... B-B5? 18. Q-B2 P-Kt3 19. KR-Kl R-Bl

20. Kt-K5 Q-Q4

20...B-Q4 would have been better. Black is now in a disadvantageous position.

21. Q-Q2 B-Kt6 22. R-QB1 KR-Q1 23. Q-B4 K-Kt2



24. R-B3! RxR Forced.

25. PxR Q-Q3 26. R-K3 B-Q4

Not 26...QxRP; 27.R-R3, Q-R8; 28.BxKtch, etc.

27. R-R3

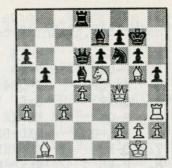
Threatening 28.BxKtch, BxB; 29.Q-R6ch and mate in two.

27. ... P-KR4

(See Diagram)

28. RxP!! R-Q2
Not 28... KtxR; 29. QxPch, K-Rl;
30. KtxP mate; or 28... PxR; 29.
B-R6ch, K-Rl; 30. Q-Kt5 and mate
next move.

29. R-R8! Resigns. There is no defense.



Position before 28. RxP !!

ROUND IV	_	April 30, 195	52
Martin	0	Pafnutieff	1
Pomar	1	Cross	0
Graf	1 2	Dake	1/2
Steiner	ĩ	Joyner	õ
Kashdan	0	Gligoric	1

Martin, playing 3. Kt-Q2 against Pafnutieff's French Defense, castled long, and Black's attack was the better. The game was adjourned and finished the next day.

Pomar won a lucky game from Cross. Playing 3. P-QR3 to prevent B-Kt5 in the Nimzoindian, Pomar got a bad game. Cross played beautifully and had a won game when his flag unexpectedly dropped on his 43rd move.

Sonja Graf changed her system of play and got better results. Dake adopted the Queen's Indian Defense; Graf locked the position and scored her first and only half point of the tournament.

Steiner won a Queen's Gambit Accepted from Joyner which transposed into a position somewhat similar to Steiner-Kashdan in Round III.

Kashdan was outmaneuvered by Gligoric's King's Indian Defense. Some new Yugoslav analysis proved difficult to meet, and Gligoric won the sharpest game of the tournament.

The standings after four rounds: Steiner  $3\frac{1}{2}$ ; Gligorić and Pomar 3; Dake  $2\frac{1}{2}$ ; Kashdan 2; Joyner, Cross and Pafnutieff  $1\frac{1}{2}$ ; Martin 1; and Graf  $\frac{1}{2}$ .

NT -	7.6	Montin Da	fort i aff	0.7	Emanah	D. f.	1-9	
NO.	16	Martin-Pa	Inucleil	OwT	French	Dele	nse	
	1.	P-K4	P-K3			27.	B-K3	P-Q5
	2.	P-Q4	P-Q4			28.	B-B4	R/1-B6
	3.	Kt-Q2	P-QB4			29.	P-QKt3	Q-R3
	4.	QPxP	BxP			30.	QxQ	PxQ
	5.	B-Q3	Kt-K2			31.	Kt-K4	R-B2
	6.	KKt-B3	QKt-B3	1		32.	P-Kt3	K-R2
	7.	Q-K2	Kt-Kt5			33.	R-Q1	Kt-B4
	8.	P-K5	KtxBch			34.	P-B3	Kt-K6
	9.	QxKt	0-0			35.	R-R1	Kt-Q4
	10.	Kt-Kt3	Q-Kt3			36.	RxPch	K-Kt3
	11.	KtxB	QxKt			37.	R-Kt5ch	K-R2
	12.	B-K3	Q-R4ch			38.	Kt-B6ch	KtxKt
	13.	B-Q2	Q-Kt3			39.	PxKt	R/2-B4
	14.	0-0-0	B-Q2			40.	R-Kt7ch	K-Rl
	15.	Kt-Kt5	Kt-Kt3			41.	RxP	P-Q6
	16.	P-KR4	B-Kt4			42.	R-Q7	R-Q4
	17.	Q-KKt3	QR-Bl			43.	P-B7	R-Bl
	18.	P-R5	Kt-K2			44.	RxR	PxR
	19.	Q-B4	Kt-B4			45.	B-R6	P-Q7
	20.	P-R6	R-B5			46.	BxP	K-Kt2
	21.	Q-B3	RxPch			47.	B-K3	KxP
	_					48.	K-Kt2	K-K3
			宣會			49.	BxP	K-K4
	1	İ	111			50.	P-QKt4	R-Bl
		当主	煮			51.	P-B4ch	K-K5
	3////					52.	B-B5	R-KKtl
						53.	P-R4	P-Q5
		y all he want to the work	. 8.8 - William			54.	P-B5	RxP
			<b>哈</b>			55.	P-Kt5	PxP
	宜	<b>金里登</b>	党 党			56.	PxP	P-Q6
		公司	Ï			57.	K-B3	R-Kt4
		First Stateman A -	unun, —			58.	P-Kt6	RxP
	22.	K-Ktl	B-K7			59.	B-Ktl	R-QKt4
	23.	Q-QR3	BxR			60.	B-B2	R-Kt8
	24.	RxB	R/1-QB1	Legar		61.	K-Q2	R-Kt7ch
	25.	PxP	KtxP			62.	K-Kl	R-K7ch
	26.	R-R1	P-KR4			63.	K-Bl	K-B6

No. 17 Pomar-Cross 1-0 Queen's Indian Defense

(Notes by Jim Cross)

1. P-Q4

Resigns.

Kt-KB3

2. P-QB4 P-K3

3. P-QR3

In this tournament both Pomar and Steiner, having in mind my second round game with Gligoric, refused to allow me to play the Nimzo-indian Defense again. It was quite flattering and somewhat amusing to me to have two masters in the same tournament adopt the ultra-cautious 3. P-QR3 to prevent me from playing the Nimzo-indian, an opening in which both players have handled the White pieces very successfully in the past.

	• • •	P-QKt3
4.	Kt-QB3	P-Q4
5.	P-KKt3	PxP
6.	B-Kt2	P-B3
7.	Kt-B3	P-QKt4
1	1 1	

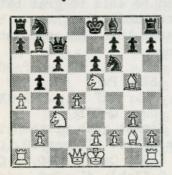
Black has succeeded in transposing into an opening where White's 3rd is a wasted move.

8. B-Kt5

Threatening 9. BxKt and 10. KtxKtP!

9. Kt-K5 Q-B2

10. P-QR4



There was hardly any better continuation. The text proves 3. P-QR3 a waste of time in this

variation. Black has the better, if not winning, position.

ll. Kt-Ktl QKt-Q2!
Black best maintains his advantage by temporarily giving back the extra pawn.

12. KtxP/B4 P-B4
The point to Black's previous two
moves. Black wins the White QP
with an overwhelming position.

13. B-KB4 Q-B1 14. BxB QxB 15. 0-0 Q-Q4

16. Kt-K3 QxQP 17. QKt-Q2 B-K2

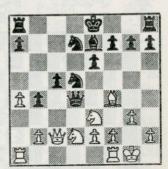
17... QxKtP would allow White too much counter-play in view of Black s backward development.

Black now has the positional threat of 18... Kt-Q4! The main line runs as follows: 18... Kt-Q4!; 19. Kt-B2, QxKtP; 20. Kt-B4, Q-B3; 21. Kt-Q6ch, K-B1!; 22. Kt-K4, Q-Kt3 and wins.

18. Q-B2

As good as any. On 18. R-Bl, the same move would also follow.

.. Kt-Q4?



19. Kt-K4
This leads rapidly to a lost game but his only chance was to try to

complicate the position in hope that Black would lose his way in the time pressure that was fast approaching for both sides. As it turned out White's strategy was justified, for Black did lose this game in time pressure, not, however, over the board, but through a misunderstanding of the nature of the flags on the clock.

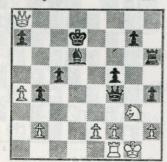
19.	000	KtxB
20.	PxKt	P-B49
21.	Kt-Kt3	QxBP
22.	QR-QL	P-KR49

The most aggressive way of exploiting Black's advantage.
22... R-Ql was simpler, but I refused to avoid complications for I did not want to mar, by making timid moves, what I felt had been my best performance in the tournament.

23. Q-Kt3 R-R3 24. Kt(K3)xP

White offered a draw after making this move; Black declined the offer.

	000	PxKt
25.	RxKt	KxR
26.	Q-Q5ch	B-Q3
27.	QxR	P-R5



The reason I allowed White's sacrifice; White's knight is lost.

28.	QxPch	K-K3
29.	QxKtP	PxKt
30.	RPxP	Q-Q7
37 .	P-R59	

White takes advantage of his passed QRP to set up counter-play in the battle of the clocks which had now begun.

		R-B3
32.	P-R6	R-Bl
33.	R-R1	Q-Q4
34.	P-R7	R-QR1
35	D_DG	D-ODE

With few precious minutes left on their clocks to make their 45th move in, both players were making move on move, trying to make the game as difficult as possible for the opponent. Black's last move is an attempt to divert White from his intended R-Kt6-Kt7 by threatening to set up a passed pawn on the queen-side.

36. P-KB3?

This move, which merely weakens White's king position, is indicative of the speed at which we had to move. The only strategy available was to grab something and push it, hoping that you would be able to grab better pieces and push them to better squares than the opponent was doing.

The finest grab of the time pressure melee. If now 39... RxPch 40. K-B2, QxQ (or 40... Q-B4ch; 41. Q-K3ch); 41. PxQ and Black must give up his rook for the QRP by playing 41... R-Ktl; 42. P-R8(Q). RxQ. etc.

		Q-B4ch
40.	K-Bl	R-KR1
41.	Q-Kt3ch	K-K2
42.	K-Kt2	

At this point I glanced at my clock and saw that the minute hand was almost vertical and that the center of the flag was resting on the minute hand. I thought that the minute hand would have to sweep the length of half the flag before the flag would fall and was therefore under the impression I had a whole minute left. Therefore, I

took my time and rejected the obvious 42... R-R7ch; 43. KxR, Q-B7ch; 44. K-R1, Q-B8ch; 45. K-R2, QxKPch; 46. K any, QxR, which was probably good enough, and looked for a stronger line.

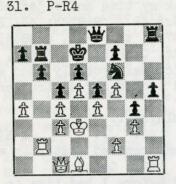
I played...

42. ... Q-K4
Pomar replied instantly with
43. Q-Kt7ch?

and before I had time to play 43... B-B2, to my utmost surprise my flag fell and I lost on time. The explanation: The flag itself did not rest on the minute hand, but rather a tiny ledge, one-half the length of the flag, rests on the point of the hand, and when I thought I had a whole minute left, in reality there was only a split second remaining before my flag would fall? Nevertheless, in spite of the result, I consider this my best game of the tournament.

#### No. 18 Graf-Dake ½ 2 Queen s Indian Defense

P-Q4	Kt-KB3		16.	P-Kt4	B-Bl
P-QB4	P-K3		17.	Q-B3	K-K2
Kt-KB3	P-QKt3		18.	Kt-Kt3	Kt-Q2
B-Kt5	B-Kt2		19.	Kt-B5ch	K-Q1
Kt-B3	B-Kt5		20.	P-K4	Kt-B3
R-Bl	P-KR3		21.	В-К2	BxKt
B-R4	P-KKt4		22.	KtPxB	P-Kt5
B-Kt3	Kt-K5		23.	Q-K3	Q-Kt2
P-Q5	P-QB4		24.	P-Kt3	K-K2
Q-Q3	BxKtch		25.	K-Q2	P-KR4
PxB	KtxB		26.	R-QKtl	Q-Bl
RPxKt	Q-B3		27.		Q-Kl
R-Q1	P-K4		28.		R-QKtl
Kt-Q2	P-Q3		29.		Q-Q2
Kt-K4	Q-Kt3		30.	Q-Bl	R-Kt2
	P-QB4 Kt-KB3 B-Kt5 Kt-B3 R-B1 B-R4 B-Kt3 P-Q5 Q-Q3 PxB RPxKt R-Q1 Kt-Q2	P-QB4 P-K3 Kt-KB3 P-QKt3 B-Kt5 B-Kt2 Kt-B3 B-Kt5 R-B1 P-KR3 B-R4 P-KKt4 B-Kt3 Kt-K5 P-Q5 P-QB4 Q-Q3 BxKtch PxB KtxB RPxKt Q-B3 R-Q1 P-K4 Kt-Q2 P-Q3	P-QB4 P-K3 Kt-KB3 P-QKt3 B-Kt5 B-Kt2 Kt-B3 B-Kt5 R-B1 P-KR3 B-R4 P-KKt4 B-Kt3 Kt-K5 P-Q5 P-QB4 Q-Q3 BxKtch PxB KtxB RPxKt Q-B3 R-Q1 P-K4 Kt-Q2 P-Q3	P-QB4 P-K3 17.  Kt-KB3 P-QKt3 18.  B-Kt5 B-Kt2 19.  Kt-B3 B-Kt5 20.  R-B1 P-KR3 21.  B-R4 P-KKt4 22.  B-Kt3 Kt-K5 23.  P-Q5 P-QB4 24.  Q-Q3 BxKtch 25.  PxB KtxB 26.  RPxKt Q-B3 27.  R-Q1 P-K4 28.  Kt-Q2 P-Q3 29.	P-QB4       P-K3       17. Q-B3         Kt-KB3       P-QKt3       18. Kt-Kt3         B-Kt5       B-Kt2       19. Kt-B5ch         Kt-B3       B-Kt5       20. P-K4         R-B1       P-KR3       21. B-K2         B-R4       P-KKt4       22. KtPxB         B-Kt3       Kt-K5       23. Q-K3         P-Q5       P-QB4       24. P-Kt3         Q-Q3       BxKtch       25. K-Q2         PxB       KtxB       26. R-QKt1         RPxKt       Q-B3       27. K-Q3         R-Q1       P-K4       28. B-Q1         Kt-Q2       P-Q3       29. R-Kt2



P	-	I	2	3

32.	B-B2	R-KKtl
33.	B-Ql	Q-Bl
34.	Q-K3	Q-Ktl
35.	B-B2	Q-B2
36。	K-Q2	Q-Q2
37.	Q-K2	KR-QKtl
38.	KR-QKtl	Q-Bl
39.	B-Q3	Q-R1
40.	R-KR1	Q-Kl
41.	R-R1	Q-R1
42.	R-R1	Q-Kl
43.	R-R1	Q-R1
	Drawn	

No. 19 Steiner-Joyner 1-0 Queen's Gambit Accepted

#### (Notes by Herman Steiner)

1.	P-Q4	P-Q4
2	P_ORA	PvP

3. Kt-QB3 P-QB3

Usual here is 3... P-K4.

4. P-K3 P-K4

5. BxP PxP

6. PxP Kt-B3

7. Kt-B3 B-K2

8. 0-0 0-0

9. P-KR3 QKt-Q2

10. R-Kl Kt-Kt3

ll. B-Kt3 R-Kl

12. Kt-K5 QKt-Q4

13. Q-B3

Threatening KtxKt, PxKt and Black would have an isolated Pawn too.

B-K3

14. B-Kt5

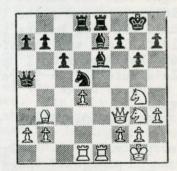
Preparing a series of exchanges which weaken the Black King-side. An important move in this position, as in Game No. 15.

Q-R

15. BxKKt

Following the plan of weakening either the center of the King-side.

		BxB
16.	Kt-K4	B-K2
17.	Kt-Kt3	P-KKt3
18.	QR-Q1	QR-Q1
19.	Kt-Kt4	A Contact



BxKt

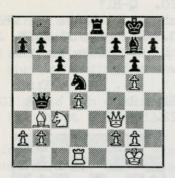
White threatened to take advantage of the hole at KB6. This hole is fatal.

20. PxB B-B1 21. RxR RxR

22. Kt-K4 B-Kt2 23. P-Kt5 Q-Kt5

24. Kt-B3!

Wins a Pawn. The combination has to be accurately calculated by White.



	24.	000	BxP
	25.	KtxKt	PxKt
	26.	QxP	BxPch
Not	26	R-K8ch;	27.K-R29, B-K4
ch;	28 . K-	R3.	
	27.	KxB	Q-R5ch
	28.	P-Kt3	Q-R7ch
	29.	K-Bl	Q-R6ch
	30.	Q-Kt.2	Resigns

#### No. 20 Kashdan-Gligorić O-l King s Indian Defense

(Notes by Svetozar Gligorić)

1. P-Q4 Kt-KB3 2. P-QB4 P-KKt3 3. Kt-KB3 B-Kt2 4. P-KKt3 P-B4 5. B-Kt2 O-O

6. 0-0

If 6. PxP, Q-R4ch.

This new system in the King's Indian has been developed by a few Yugoslav masters.

7. Kt-B3

On 7.P-Q5 Black could eventually sacrifice a Pawn by 7...P-QKt4; 8.PxP, P-QR3 getting an initiative on the open lines on the Queen's side; or, more solid, 7...Kt-R3 preparing ...P-QKt4. The third possibility would be 7...P-K4.

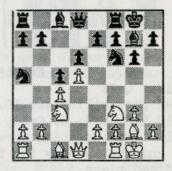
.. Kt-B3

8. P-Q5

If 8.PxP, PxP; 9.B-K3, B-K3 and White cannot get anything out of the symmetrical position.

... Kt-QR4?

Surprising, but a very strong move. Attacking the White Bishop's Pawn, Black prevents normal development of the White pieces.



9. Kt-Q2

In my game against Bertok (Yugo-slav Championship, 1950) I played 9.Q-Q3, P-QR3; 10.Kt-Q2, P-QKt4 (too early); 11.PxP, PxP; 12. KtxP, B-QR3; 13.P-QR4, Q-Kt3; and with 14.R-Ktl?, Kt-Q2; 15. P-QKt4 White got the advantage.

P-QR3
Preparing an eventual P-QKt4.

10. Q-B2 P-K3!

11. P-K4

If 11.PxP, BxP; 12.P-Kt3, P-Q4 with the better game.

12. BPxP P-QKt4

Preventing 13. P-QKt3. White cannot finish his development in the normal way.

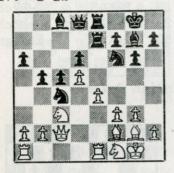
13. R-Kl R-Kl

14. Kt-Bl R-R2 15. P-B3 QR-K2

16. B-K3

If 16.Kt-K3, P-B5; 17.B-Q2, Kt-Kt2 and 18...Kt-B4.

17. B-B2



KtxKtP

Kt.-B5

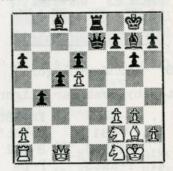
18. QxKt
Another possibility was 18.P-K5,
RxP; 19.RxR, RxR; 20.QxKt, P-Kt5
and 21...KtxP; getting three
Pawns and active play for the
sacrificed piece.

0.0 P-Kt5
19. Kt-Ql KtxKP

20. Q-Bl?

The only good chance for White was 20.PxKt, BxQ; 21.KtxB, having three light pieces for the Queen and two Pawns.

... KtxB 21. RxR QxR 22. KtxKt



... B-Q5!

23. K-Rl
If 23.Kt-Q2, Q-K7; 24.Kt-K4,
RxKt; 25.PxKt, QxKtch; 26.K-Rl,
BxR and wins.

24. R-Ktl B-B4 25. R-Kt3 B-Q5 Resigns.

ROUND V		May 1, 195	52
Dake	12	Steiner	1 2
Cross	ĩ	Graf	Õ
Pafnutieff	0	Pomar	1
Gligorić	1	Martin	0
Joyner	1	Kashdan	0

Dake vs. Steiner produced the first Ruy Lopez of the tournament, Steiner employing the uncommon Alapin's Defense. The result was wholesale trading and an early draw.

Cross won from Graf in a Queen's Gambit Exchange Variation, where White castled Queen-side and Black castled King-side. Graf had a dangerous-looking attack but sacrificed too many Pawns and lost in 43 moves.

Pafnutieff vs. Pomar was the latter's customary Tarrasch Defense. Pafnutieff allowed his Queen's Pawn to become isolated, and after trading off all the pieces except a Knight and Bishop each, Pomar won the ending, with the aid of some defensive lapses.

Gligorić won an interesting Slav Defense from Martin to go into a tie for first place with Steiner and Pomar.

Joyner vs. Kashdan was postponed at the latter's request. For business reasons, Kashdan asked to postpone his games against local players until the week end following the tournament. He agreed to relinquish his interest in the prizes (only retaining his point money) and his proposal was accepted. When the game was played on Saturday, May 10, the result was a fine win for the young transplanted Canadian.

The standings after five rounds: Steiner, Gligorić and Pomar 4; Dake 3; Joyner and Cross  $2\frac{1}{2}$ ; Kashdan 2; Pafnutieff  $1\frac{1}{2}$ ; Martin 1; Graf  $\frac{1}{2}$ .

# No. 21 Dake-Steiner $\frac{1}{2}$ - $\frac{1}{2}$ Ruy Lopez

1.	P-K4	P-K4	10.	B-Kt5	B-KKt5
2.	Kt-KB3	Kt-QB3	11.	P-KR3	В-КЗ
3.	B-Kt5	P-QR3	12.	KtxKtch	KtxKt
4.	B-R4	B-Kt5	13.	KtxP	BxKt
5.	0-0	KKt-K2	14.	QxB	BxB
6.	Kt-B3	0-0	15.	RPxB	P-KB3
7.	Kt-Q5	B-B4	16.	B-R4	Q-Q2
8.	B-Kt3	P-Q3	17.	QR-Q1	QR-Kl
9.	P-Q4	PxP	18.	Q-B4ch	K-Rl
	2015 2012: 1			Dra	wn.

#### No. 22 Cross-Graf 1-0 Queen's Gambit Declined

1.	P-Q4	P-Q4	8.	B-R4	P-B3
2.	P-QB4	P-K3	9.	Q-B2	QKt-Q2
3.	Kt-QB3	Kt-KB3	10.	KKt-K2	Kt-Kt5
4.	B-Kt5	B-Kt5	11.	BxB	QxB
5.	PxP	PxP	12.	P-KR3	KKt-B3
6.	P-K3	B-K2	13.	0-0-0	P-QKt4
7.	B-Q3	P-KR3	14.	P-KKt4	Kt-Kt3

15.	Kt-Kt3	P-Kt5	35.	K-B2	P-B3
16.	Kt-R4	B-Q2	Contract of the		
17.	Kt-QB5	P-QR4			<b>8</b>
18.	QR-Kl	0-0			
19.	P-B4	P-R5	The state of the s	1	<b>主</b> 章
20.	P-Kt5	PxP	385	eā e	
21.	PxP	Kt-K5			
22.	BxKt	PxB		五直盘	
23.	Kt/3xP	P-Kt6		盘	
24.	PxP	PxP		<b>並</b>	8
25.	KtxP	Kt-Q4		20 百	
26.	KR-Ktl	KR-Ktl		, ,,	
	Kt/4-B5	Kt-Kt5	36.	Q-R5	RxKt
28.	Q-R2	В-К3	37.	QxR	QxQ
29.	Q-K5	R-Kt4	38.	PxQ	B-K3
30.	K-Q2	Q-R2	39.	R-Q1	BxP
31.	Kt-Bl	Q-R4	40.	R-Q4	Kt-Q4
32.	P-Kt6	Kt-R7 dis.ch.	41.		K-B1
	K-Q3	Kt-Kt5ch	42.	P-K4	Kt-B2
34.	K-K2	B-B5ch	43.	R-R1	Resigns.
					9

### No. 23 Pafnutieff-Pomar O-1 Queen's Gambit Declined

1. 2. 3. 4. 5.	P-Q4 P-QB4 Kt-QB3 B-Kt5 P-K3	P-Q4 P-K3 Kt-KB3 P-B4 BPxP	22. 23. 24. 25.	Q-B4 KtxQ Kt-Q2 Kt-B3 K-B1	QxQ Kt-K2 Kt-B3 K-B1 K-K2
6.	KPxP	B-K2			
7.	Kt-B3	0-0	111111		
8.	B-Q3	P-KR3		<b>2 2 1</b>	
9.	B-K3	P-QKt3		主角 主鱼	
10.	0-0	PxP			***************************************
11.	BxP	B-R3	anam.	£	
12.	BxB	KtxB	7/202		
13.	R-Bl	Q-Q2	煮		william
14.	Q-K2	Kt-QKt5		Ž H	立近
15.	Kt-K5	Q-Kt2		6	?
16.	P-QR3	Kt/5-Q4	94		
17.	KtxKt	KtxKt	27.	K-K2	K-Q3
18.	R-B2	QR-Bl	28.	K-Q3	K-Q4
19.	R/1-B1	B-B3	29.	P-QKt4	P-QKt4
20.	RxR	RxR	30.	P-KR3	P-QR4
21.	RxRch	QxR	31.	PxP	KtxP



32.	B-Q2	Kt-B3	42.	P-R5	K-B4
33.	B-B3	B-K2	43.	K-B3	K-Kt4
34.	B-Kt2	Kt-R4	44.	P-B4	KxP
35.	Kt-Q2	Kt-B5	45.	KxP	K-Kt3
36.	KtxKt	PxKtch	46.	K-Q4	K-B3
37.	K-B3	B-R5	47.	K-K5	K-Q2
38.	P-Kt3	B-B3	48.	P-Kt4	P-B3ch
39.	K-B2	P-KR4	49.	K-K4	PxP
40.	P-QR4	BxP	50.	PxP	K-Q3
41.	BxB	KxB		Resigns.	

## No. 24 Gligorić-Martin 1-0 Slav Defense

# (Notes by Svetozar Gligoric)

1.	P-Q4	P-Q4
2.	P-QB4	P-QB3
3.	Kt-QB3	PxP
4.	P-K4	P-K4
5.	Kt-B3	PxP

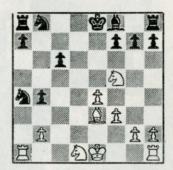
6. QxP

In a match game Alekhine-Euwe White sacrificed a piece with 6.BxP??, P-QKt4?; 7.KtxP? with advantage but it was found later that after 6... PxKt; 7.BxPch, K-K2; 8.Q-Kt3, PxP?; 9.BxP, Q-Kt3?, Black is better.

	000	QXQ	
7.	KtxQ	B-QB4	
8.	B-K3	Kt-B3	
9.	P-B3	P-QKt4	
10.	P-QR4	P-Kt5	
Ll.	Kt-Q1	B-R3	
12.	KtR5		

Another possibility was 12.R-B1, KKt-Q2; 13. P-B4 as in the match game Keres-Euwe, 1940.

		B-KBl
13.	R-Bl	KKt-Q2
14.	BxP	BxB
15.	RxB	Kt-Kt3
16.	R-Bl	KtxP
17.	R-R1	



17. ... P-Kt3
If 17... Kt-B4; KtxPch.
18. RxKt PxKt
19. PxP Kt-Q2
20. 0-0

Not good is 20.RxRP, RxR; 21.BxR, P-B4 and the Bishop would be closed in.

A mistake. Probably the only good move was 20... P-QR4, with ...Kt-B4 to follow, and Black has counter-chances.

21.	Kt-B2	P-QR4
22.	R/1-R1	K-K2
23.	RxP	RxR
24.	RxR	R-QB1
25.	Kt-K4	B-K4
26.	P-OKt.3	R-R2

27. P-Kt4 B-Q3??

28. KtxB

Resigns.

#### No. 25 Joyner-Kashdan 1-0 Nimzoindian Defense

BxKtch

(Notes by Lionel Joyner)

1.	P-Q4	Kt-KB3	
2.	P-QB4	P-K3	
3.	Kt-QB3	B-Kt5	
4.	P-K3	0-0	
5.	B-Q3	P-B4	
6.	Kt-K2	P-Q4	
7.	BPxP	KPxP	

8. P-QR3 9. PxB

By transposition the position is the same as Botvinnik-Capablanca, AVRO 1938, and Reshevsky-Fine, Hamilton 1941. The usual continuation here is 9...P-QKt3 followed by 10...B-R3 but White always gets a slight plus, so perhaps Black might have done better to play BPxP earlier and retreat his King's Bishop to K2.

10. 0-0 Kt-B3
Black gives up all chances of playing B-R3 and exchanging
White's powerful King's Bishop, and so gets a difficult position.

R-K1

11. P-B3 Q-B2

12. Kt-Kt3 B-Q2

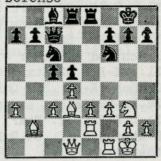
13. R-R2

This Rook maneuver is very strong in this kind of position.

... QR-Q1 14. R-K2 B-B1

15. B-Kt2

This Bishop plays an important role even though it looks as if it were out of play. White must overprotect his Q4 before he can commence the attack with P-K4.



15. ... Kt-QR4
This is a mistake even though
Black gets White's KB for his
QKt. White's center is too
strong and the King side attack
soon becomes overwhelming.

16. Q-Kl Kt-B5
17. BxKt PxB
18. P-K4 Kt-Q2
19. P-B4 P-B3
20. Q-B2 P-QKt4
21. R-K3 Kt-Bl

22. P-B5

Now White's attack is almost irresistible. ... R-K2

23. Kt-R5 QR-Kl 24. Q-R4 R-B2

Black must defend his KB3 against sacrifices after the White Rooks are doubled on the King's Knight's file.

> 25. R-Kt3 Q-K2 26. R-B4 K-R1

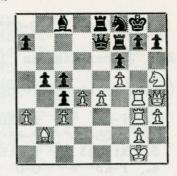
27. P-R3

Not immediately R/4-Kt4 because of ...BxP! White's King needs a hole.

28. R/4-Kt4 Resigns.
Resignation seems premature but actually Black is quite lost as

the following variations show: If 28... P-Kt3; 29. PxP, PxP; 30. RxPch!, KtxR; 31.RxKtch and now if

- (1) 31...K-R1; 32.KtxPdis.ch., R-R2; 33. R-R6!! and wins by force.
- (2) 31...K-Bl; 32. KtxP, RxKt; 33. RxRch and mates or wins the Q.
- (3) 31...K-Bl; 32.KtxP, Q-Kt2; 33. Q-R8ch, K-K2; 34. QxRch, K-Q3; 35.Kt-Q5dis.ch. and mates in two.
- (4) 31...K-Bl; 32. KtxP, Q-K3; 33. R-Kt8ch, K-K2; 34.RxRch and wins the Queen.



Final Position

ROUND VI	-	May 3, 195	2
Pomar	1/2	Gligorić	1/2
Graf	0	Pafnutieff	1
Steiner	1 2	Cross	1/2
Joyner	ĩ	Dake	0
Kashdan	1	Martin	0

The sixth round saw the leaders hold their ground, although Steiner retained a possibility of undisputed first place as he adjourned with Cross with an advantage. The big news of the round was Joyner's upset of Dake, the first intimation that Joyner was going to displace the experienced masters Dake and Kashdan in the prize list (No. 25, Joyner-Kashdan, had not been played yet).

Pomar vs. Gligorić was a King's Indian in which Gligoric took a dubious-looking line in order to avoid repeating two previous games with Pomar. When Gligorić had achieved virtual equality, Pomar offered a draw which was accepted.

Sonja Graf had a good enough game against Pafnutieff--a King's Indian--when she made a simple oversight and lost a valuable Pawn and the game.

Steiner vs. Cross (teacher vs. pupil) was another Queen's Indian Defense where White paid Black the compliment of avoiding the Nimzoindian with 3. P-QR3. Black had a good opening, but when the game was adjourned White had winning chances. When the game was due to be resumed a week later, Cross was involved in examinations at the University of California at Los Angeles and had only one free day; his unplayed game with Kashdan had to be played, and Steiner renounced his chances to win (which were problematical) in order to finish the tournament.

Joyner won prettily from Dake in a Nimzoindian—the upset of the tournament so far. As Dake walked through the spectators quarters soon after resigning, a friend tried to console him with something like: "Too bad, Arthur." Dake grinned back, saying: "Don't look so sad. I've had a lost game for some time and everybody knew it. I've just got around to resigning, that's all. Nothing to cry about!"

Kashdan beat Martin handily in a Slav Defense, building a powerful position and finishing the game with the sacrifice of a Bishop to open the Black King's side.

The standings after six rounds: Steiner, Gligorić and Pomar  $4\frac{1}{2}$ ; Joyner  $3\frac{1}{2}$ ; Dake, Cross and Kashdan 3; Pafnutieff  $2\frac{1}{2}$ ; Martin 1; Graf  $\frac{1}{2}$ .

# No. 26 Pomar-Gligorić $\frac{1}{2}$ King's Indian Defense

No. 27 Graf-Pafnutieff O-1 King's Indian Defense

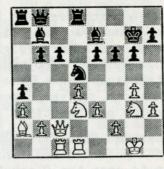
1.	P-Q4	Kt-KB3	12.	Kt-K2	B-Kt2
2.	P-QB4	P-KKt3	13.	B-Q2	Q-K2
3.	Kt-QB3	B-Kt2	14.	B-QB3	BxB
4.	P-K4	P-Q3	15.	KtxB	P-QR4
5.	P-KKt3	0-0	16.	QR-Q1	Kt-B4
6.	B-Kt2	P-K4	17.	P-B4	KR-Kl
7.	KKt-K2	PxP	18.	KR-Kl	Q-Bl
8.	KtxP	Kt-B3	19.	Kt-R4	KtxKt
9.	KtxKt	PxKt	20.	QxKt	P-QB4
10.	0-0	Kt-Q2	21.	Q-Kt5	KR-Ktl
11.	Q-B2	Q-B3	22.	Q-Q7	

# Drawn.

1.	P-Q4	Kt-KB3	11.	P-KR3	R-Kl
2.	Kt-KB3	P-KKt3	12.	P-K3	P-R5
3.	P-B4	B-Kt2	13.	Q-B2	Q-R4
4.	Kt-B3	0-0	14.	P-R3	P-Q4
5.	B-B4	Kt-R4	15.	B-K2	PxP
6.	B-Kt3	P-Q3	16.	BxP	Kt-Kt3
7.	Q-Kt3	P-R4	17.	B-R2	QKt-Q4
8.	R-Q1	Kt-Q2	18.	Kt-K5	P-K3
9.	B-R4	P-QB3	19.	Kt-B4	Q-R3
10.	P-Kt4	KKt-B3	20.	BxKt	BxB

21.	Kt-K4	B-K2
22.	0-0	R-Q1
23.	Kt-K5	P-B3
24.	Kt-Q3	K-Kt2
25.	Kt/4-B5	Q-R2
26.	R-Bl	P-Kt3
27.	Kt-K4	B-Kt2
28.	Kt-Kt3	Q-Ktl
29.	KR-Q1?	KtxP
30.	PxKt	QxKtch
31.	Q-Kt2	QxPch
32.	Kt-B2	QR-Ktl
33.	R-Kl	Q-B5
34.	BxP	RxP
35.	B-B8	B-B4

36. BxB



# Position after 29. KR-Ql

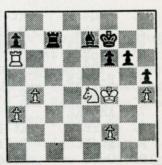
37.	QxP	QR-Q2
38.	R-B4	Q-Kt6ch
39.	K-Bl	R-Q7
	Resigns.	

# No. 28 Steiner-Cross $\frac{1}{2}$ Queen's Indian Defense

RxB

•	DOCTION	01000	2	2	-
1.	P-Q4	Kt	-KB	3	
2.	P-QB4	P-	-K3		
3.	P-QR3	P-	-QKt	3	
4.	Kt-QB3	B-	Kt2		
5.	B-Kt5	P-	-Q4		
6.	PxP	Px	P		
7.	P-K3	. B-	-K2		
8.	B-Q3	0-	-0		
9.	Q-B2	QK	t-Q	2	
10.	KKt-K2	P-	-B4		
11.	Kt-Kt3	R-	-Kl		
12.	Kt-B5	B-	-KBl		
13.	B-Kt5	R-	-K3		
14.	PxP	Px	cP		
15.	0-0	Q-	-Kt3		
16.	QR-Q1	R-	-Q1		
17.	R-Q2	P-	Kt3		
18.	BxKt/7	Rx	cB		
19.	Kt-Kt3	P-	-Q5		
20.	BxKt	Rx	cB		
21.	QKt-K4	R-	-K3		
22.	Kt-Kt5	R-	-K4		
23.	Kt-B3	R-	-Kl		
24.	PxP	Px	P		

25. R/1-Q1 B-Kt2



#### Final Position

	rinar ro	5101011
26.	P-KR4	BxKt
27.	PxB	Q-KB3
28.	Q-R4	R/2-K2
29.	RxP	QxBP
30.	R-Q8	B-Bl
31.	RxR	RxR
32.	R-QB1	R-K2
33.	Q-Q4	P-KR4
34.	R-B8	P-B3
35.	Q-B4ch	K-Kt2
36.	R-B7	Q-Q8ch
37.	K-Kt2	Q-Q3
38.	R-B6	Q-K4

39.	P-Kt4	R-Q2	43.	Kt-K4	B-K2
40.	R-K6	Q-Q5	44.	K-B3	R-B2
41.	QxQ	RxQ	45.	K-B4	K-B2
42.	R-R6	R-Q2		Dra	wn.

#### No. 29 Joyner-Dake 1-0 Nimzoindian Defense

Notes by: Lionel Joyner (J)
Arthur W. Dake (D)

1. P-Q4 Kt-KB3 2. P-QB4 P-K3 3. Kt-QB3 B-Kt5 4. P-K3 P-B4

The variation 4...0-0; 5.Kt-K2, P-Q4; 6. P-QR3, B-K2, as I very well know, is considered equalizing. Being in a drawing slump, I decided to experiment in the opening—which rebounded upon me with an inferior game. Before the game was played, I told my friends I would win or lose, little thinking that the latter would actually happen. (D)

5. Kt-K2 P-QKt3
Fine gives 5...PxP; 6.PxP, P-Q4;
7.P-B5!, 0-0; 8.P-QR3, BxKtch;
etc., with a slight plus for
White. Dake, however, was trying
a new system recently employed by
Keres (see note below). (J)

6. P-QR3 B-R4
6...PxP is supposed to be safer but White should get a little plus. (J)

7. R-QKtl Kt-B3
By transposition the position is the same as Kotov-Keres, USSR
Championship 1951. Keres continued here 7...Kt-R3; 8. Kt-Kt3, B-Kt2; 9.P-B3, P-R4 and Kotov won brilliantly. (J)
Played without due consideration

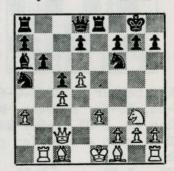
for the position. Better is 7... Q-K2; if 8.P-Q5, PxP; 9.PxP,Kt-K5 with a complicated position. (D)

8. P-Q5!
Alertly played. With this move
White secures two Bishops and a
powerful potential pawn roller.(D)

9. PxP
9. PxP
BxKtch
10. PxB
Kt-QR4
The Knight does not have a

The Knight does not have a very promising future here but on KKt3 it would be exposed to the advance of White's Pawns. (J)

11. Kt-Kt3 O-O 12. P-QB4! B-R3 13. Q-B2 R-K1



14. B-K2
Not 14.B-Q3?, Kt-Kt5!; 15.BxPch,
K moves; 16. B-Q3, Kt-K4, etc.,
and Black has counterplay. (J)

14. ... B-Bl
The position is difficult for
Black and he cannot form a satisfactory plan. (J)

15. 0-0 P-Q3

16. B-Kt2 Q-K2 17. QR-K1 Kt-Kt5

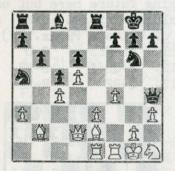
Now Black is faced with the prospect of watching his position crumble as White's King-side Pawns advance, so he tries for some complications to delay the advance. (J)

> 18. P-R3 Kt-K4 19. P-B4 Q-R5

20. Kt.-R1

White did not like 20. K-R2 because of ...Kt-Kt5ch; but 21. BxKt, BxB; 22.P-B5 and the Bishop is in trouble. (D)

21. Q-B3 Q-B3 22. Q-Q2 Q-R5



Slightly better is 22...Q-K2; if 23. P-B5, Kt-K4; however, White can play 23. B-Q3, P-B4; 24. Kt-Kt3, R-Bl with a superior game for White. (D)

23. B-Q3 B-R3 24. Q-B3 Q-B3 25. Q-B1 Q-R5 26. K-R2? B-Bl 27. Kt-Kt3 Q-R3 28. Kt-B5 BxKt 29. BxB Kt-K2 30. B-Q7 KR-Q1 31. B-R4 P-R3

Clearing the second rank for the

Queen's Rook and preparing ... P-QKt4. (J)

32. P-K4 Kt-Kt3

If Black is to sacrifice a Pawn to free himself, this is the proper time. 32...KtxP; 33. QxKt, P-QKt4; 34.BxP, PxB; 35. QxKtP, QR-Ktl; 36. Q-K2, P-B3. It is true that Black has no compensation for the Pawn. (D)

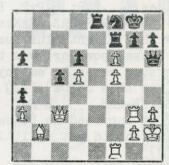
33. Q-B3 Kt-Bl 34. R-K3 R-R2 35. R-Kt3 P-B4

If 35...P-B3 Black's Queen is in great danger after 36. B-Ql. (J)

36. PxP KtxP 37. QxKt P-QKt4 38. Q-B3!

Much stronger than 38. BxQKtP although White would win with that also. (J)

39. P-B6 R-Kl
Better was 39...Kt-Kt3 but Black
was in time trouble. (J)
40. P-B5 R-KB2



Now White wins by force. (J)

41. RxPch RxR 42. PxR Kt-Q2

43. P-B6 Kt-K4
If 43...K-B2; 44. Q-KKt3, Kt-K4;

45.BxKt, PxB; 46.Q-Kt4 wins. (J)
44. QxKt! Resigns.

44. QxKt! Resigns.
A well played game by Lionel. (D)

#### No. 30 Kashdan-Martin 1-0 Slav Defense

1.	P-Q4	P-Q4			
2.	P-QB4	P-QB3	s saw bru		H 660
3.	Kt-QB3	Kt-B3		William Comment	
4.	Kt-B3	PxP	1	1 8	11
5.				A	Î
	P-QR4	B-B4		1	
6.	P-K3	P-K3	竞	<b>全</b>	
7.	BxP	B-QKt5	12		M. A
8.	0-0	0-0			拉
9.	Q-K2	B-Kt5	ill be but far		<b>抢</b> 抢
10.	R-Q1	QKt-Q2		Ï	
11.	P-K4	Q-K2			707-17
12.	P-R3	BxKKt	Position	after 20	。Kt-B3
13.	QxB	P-K4			
14.	P-Q5	QR-Bl	27.	K-R2	Q-R4
15.	B-KKt5	P-KR3	28.	R-KBl	R-K2
16.	B-Q2	PxP	29.	R/2-KB2	Q-B2
17.	KtxP	KtxKt	30.	Q-KKt3	R/1-K1
18.	BxKt	BxB	31.	R-B5	Kt-Ql
19.	RxB	Kt-Ktl	32.	R-QR1	Kt-K3
20.	QR-Q1	Kt-B3	33.	R-R6	Kt-Q5
21.	Q-QKt3	Kt-Q5	34.	R-B2	Q-B8
22.	QxP	R-B2	35.	BxPch	RxB
23.	Q-R6	KR-Bl	36。	RxR	KxR
24.	Q-Q3	Q-Kt5	37.	RxPch	R-K2
25.	P-B4	QxRP	38.	Q-B2ch	K-Kl
26.	PxP	Kt-K3	39.	R-R8ch	Resigns
	Tarana a s	7-0 × 330 Pm/	Water Ball	Sup conservation	
		ROUND VII	- May 4, 1	952	

ROUND VII	-	May 4, 19	52
Cross	10	Joyner	1/2
Pafnutieff	1/2	Steiner	1/2
Gligoric	ĩ	Graf	Õ
Martin	1/2	Pomar	1 2
Dake	1 2	Kashdan	1/2

Round VII was played on Sunday, the day of rest, and four of the five games ended peacefully in draws. An interested spectator this day was Lewis Morphy, great-nephew of the immortal Paul Morphy. Mr. Morphy is a motion-picture stunt man and does not play chess-much to his regret, he says, on occasions like this tournament.

Cross vs. Joyner was a Queen's Gambit Accepted, in which neither player felt inclined to take chances, arriving at a draw after 27 moves. Pafnutieff went all out in an effort to beat Steiner, playing a gambit variation against the Semi-Slav Defense. Steiner traded Queens on the 13th move and was a Pawn ahead; but Pafnutieff retained "pull" enough to force the pace until a drawn end game resulted.

Gligoric punished opening inaccuracies by Graf and won a Ruy Lopez in 24 moves, thereby going into first place.

Martin played a pet variation of the Giuoco Piano against Pomar--an interesting line but familiar to both players so that a level ending was reached in which neither side had much play to win. The game ended in the uncommon stalemate position.

Dake vs. Kashdan, a Ruy Lopez, was a fighting game. Kashdan had a fine position when Dake sacrificed a piece for two Pawns, assumed the initiative and drew by perpetual check.

The standings after seven rounds: Gligoric  $5\frac{1}{2}$ ; Steiner and Pomar 5; Joyner 4; Dake, Cross and Kashdan  $3\frac{1}{2}$ ; Pafnutieff 3; Martin  $1\frac{1}{2}$ ; Graf  $\frac{1}{2}$ .

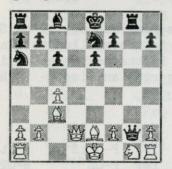
No.	31	Cross-Joyner	$\frac{1}{2} - \frac{1}{2}$	Queen's	Gambit	Accepted
-----	----	--------------	-----------------------------	---------	--------	----------

-	D 04	P. 04	00	D/1 01	D D0
1.	P-Q4	P-Q4	20.	R/1-Q1	R-B2
2.	P-QB4	PxP	21.	Q-KKt4	R/1-B1
3.	Kt-KB3	Kt-KB3	22.	P-KR4	P-KR4
4.	P-K3	P-K3	23.	Q-R3	B-K2
5.	BxP	P-B4	_		/// -B- /////
6.	0-0	P-QR3			8
7.	Q-K2	Kt-B3			
8.	Kt-B3	P-QKt4	主	主響	<b>A</b>
9.	B-Kt3	B-Kt2		1 余	1
10.	PxP	BxP			- A
11.	P-K4	Q-Kt3			N. M.
12.	P-K5	Kt-Q2			
13.	B-KB4	Kt-K2	ŽŽ		宜宜
14.	QR-Q1	Kt-KBl			
15.	Kt-K4	Kt/1-Kt3	To the	tollow a al	TOPATIONS
16.	B-Kt3	BxKt	24.	Kt-Kt5	BxKt
17.	QxB	0-0	25.	PxB	KtxB
18.	R-Q7	R-R2	26.	QxKt	R-B8
19.	R-Q2	Kt-B4	27.	Q-KB3	Drawn.

# No. 32 Pafnutieff-Steiner $\frac{1}{2}$ Slav Defense

1.	P-Q4	P-Q4	
2.	P-QB4	P-K3	
3.	Kt-QB3	P-QB3	
4.	P-K4	PxKP	
5.	KtxP	B-Kt5ch	
6.	B-Q2	QxP	
7.	BxB	QxKtch	
8.	B-K2	Kt-QR3	
9.	B-B3	Kt-K2	
10.	BxP	R-KKtl	
11.	B-B3	QxKtP	
12.	Q-Q2		

Not 12. B-B3 because of QxKtch, winning a piece.



Q-Kt4

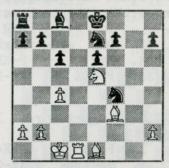
Black refuses to take the Rook, perhaps because of the game Bronstein-Kotov from the Budapest Candidates Tournament, 1950, or perhaps because he knew White was a subscriber to Russian chess magazines and might know some improvements. Bronstein-Kotov continued: 12...QxR; 13.0-0-0, Kt-Q4; 14.Kt-B3, QxRch; 15.BxQ, KtxB; 16.QxKt, K-K2??; 17. Kt-K5, B-Q2; 18.Q-R3ch and White won brilliant- Black feels that he must develop ly. But 16... K-K2 was a mistake. the QB at all costs. Correct was 16...P-K4?; and if 17. QxPch, B-K3; 18. Kt-Kt5, 0-0-0; 19. KtxB, QR-Kl, etc.

13	3. (	QxQ		RxQ		
14	1. I	Kt-B3		R-KKt	1	
15	5. (	0-0-0		Kt-QI	34	
Black :	is se	erious	ly	behind	in	de-
velopme	ent c	on the	Q-	side.		
76	3 1	X+_K5		K+_K	-	

16. Kt-K5 17. B-K1 Kt-Kt3 18. R-Ktl Kt-B3 19. P-B4

Another Pawn sacrifice; White keeps the attack going.

> 20. RxRch KtxR 27 . B-KB3 Kt-K2



22. B-B3

White also considered 22. B-QR5. Mate is threatened; if ...Kt/2-Kt3; 23. R-Q8ch, K-K2; 24. KtxPch. and if 22... P-Kt3; 23. B-QKt4 and 23... B-Kt2 is answered by 24. R-Q7, and 23... R-Ktl by 24. BxKt. But White reckoned that 23 ... Kt/5-Kt3 was an adequate defense.

P-KR4 23. Kt-Q3 KtxKtch 24. RxKt P-K4

25. BxKP B-Kt5 26. B-B6 R-01 At last Black is developed and is

a Pawn al	head. But V	White has a	36.	B-Kt8	Kt-Kt3
threat l	eft and then	reby wins back	37.	K-Q2	K-B2
the Pawn	· the 2325		38.	K-K3	K-K3
27.	R-K3	R-Q2	39.	B-Kt3	P-B4
28.	BxB	PxB	40.	P-KR4	P-B5ch
29。	R-K4	K-Bl	41.	BxP	KtxP
30。	RxP	Kt-B4	42.	K-Q3	K-Q4
31.	R-B4	Kt-K6	43.	P-R4	Kt-B4
32.	R-Q4		44.	K-B3	Kt-Q5
White mi	ght have tr	ied 32. P-Kt3,	45.	B-R6	Kt-K3
for Whit	e s threats	of mate on the	46.	B-Bl	Kt-Q5
back ran	k prevent 3	2 R-Q8ch;	47.	B-R6	Kt-K7ch
		ollowed by	48.	K-Q3	Kt-Kt6
		2 R-Q8ch;	49.	B-Kt5	Kt-B4
		4. RxR, KtxR,	50.	B-Q8	Kt-Q3
White wo	uld have sl:	ightly better		Draw	n.
		xt move affords			
	000	RxR	This game	was costl	y to Steiner
33。	BxR	KtxP	who felt	compelled	to play for
34.	BxP	P-KB4	win in the	e next gam	e against
35.	P-Kt3	Kt-K4		and lost.	
No. 33	Gligorić-G	raf 1-0 Ruy L	opez		
1.		P-K4	13.	P-QKt3	P-Kt4
2.	Kt-KB3	Kt-QB3	14.	P-Q5	B-Q2
3.	B-Kt5	P-QR3	15.	P-K5	P-KKt5
4.	The second secon	Kt-B3			
5.			16.	PxKt	QxP
	0-0	P-QKt4	17.	PxKt B-Kt2	
6.					QxP
6. 7.		P-QKt4	17.	B-Kt2	QxP PxKt
STATE OF THE PARTY	B-Kt3 P-B3	P-QKt4 B-B4	17.	B-Kt2 Kt-R4	QxP PxKt Q-R5
7.	B-Kt3 P-B3 P-Q4	P-QKt4 B-B4 P-Q3	17. 18. 19.	B-Kt2 Kt-R4 QxP	QxP PxKt Q-R5 B-Q5
7.	B-Kt3 P-B3 P-Q4 P-KR3	P-QKt4 B-B4 P-Q3 B-Kt3	17. 18. 19. 20.	B-Kt2 Kt-R4 QxP QR-Klch	QxP PxKt Q-R5 B-Q5 B-K4
7. 8. 9.	B-Kt3 P-B3 P-Q4 P-KR3 PxP	P-QKt4 B-B4 P-Q3 B-Kt3 PxP	17. 18. 19. 20. 21.	B-Kt2 Kt-R4 QxP QR-Klch BxB	QxP PxKt Q-R5 B-Q5 B-K4 PxB
7. 8. 9.	B-Kt3 P-B3 P-Q4 P-KR3 PxP B-B2	P-QKt4 B-B4 P-Q3 B-Kt3 PxP Kt-QR4	17. 18. 19. 20. 21. 22.	B-Kt2 Kt-R4 QxP QR-K1ch BxB RxPch	QxP PxKt Q-R5 B-Q5 B-K4 PxB K-Q1
7. 8. 9. 10.	B-Kt3 P-B3 P-Q4 P-KR3 PxP B-B2	P-QKt4 B-B4 P-Q3 B-Kt3 PxP Kt-QR4 B-K3 P-R3	17. 18. 19. 20. 21. 22. 23. 24.	B-Kt2 Kt-R4 QxP QR-Klch BxB RxPch Kt-B5	QxP PxKt Q-R5 B-Q5 B-K4 PxB K-Q1 R-K1
7. 8. 9. 10. 11.	B-Kt3 P-B3 P-Q4 P-KR3 PxP B-B2 Kt-B3	P-QKt4 B-B4 P-Q3 B-Kt3 PxP Kt-QR4 B-K3 P-R3	17. 18. 19. 20. 21. 22. 23. 24.	B-Kt2 Kt-R4 QxP QR-Klch BxB RxPch Kt-B5	QxP PxKt Q-R5 B-Q5 B-K4 PxB K-Q1 R-K1
7. 8. 9. 10. 11. 12.	B-Kt3 P-B3 P-Q4 P-KR3 PxP B-B2 Kt-B3  Martin-Poma	P-QKt4 B-B4 P-Q3 B-Kt3 PxP Kt-QR4 B-K3 P-R3	17. 18. 19. 20. 21. 22. 23. 24.	B-Kt2 Kt-R4 QxP QR-Klch BxB RxPch Kt-B5 KtxB	QxP PxKt Q-R5 B-Q5 B-K4 PxB K-Q1 R-K1 Resigns.

Kt-B3

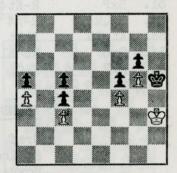
8. 0-0 BxKt

4. P-B3

9.	P-Q5	Kt-K4
E	<b>▼ ▼ ●        </b>	
		III
	£ Q	
会	£	分分分分
	五品	Ë

10.	B-Kt3	0-0
11.	PxB	P-Q3
12.	KtxKt	PxKt
13.	R-Kl	Kt-B4
14.	RxP	Q-B3
15.	R-K3	B-Q2
16.	B-R3	P-Kt3
17.	BxKt	PxB
18.	Q-Q3	KR-Kl
19.	R/1-K1	Q-KKt3
20.	QxQ	RPxQ
21.	P-KB4	K-Bl
22.	K-B2	P-R4
23.	RxRch	BxR
24.	R-QKtl	R-Ktl
25.	B-B2	RxR
26.	BxR	B-Kt4
27.	B-B2	K-K2

28.	K-K3	K-Q3
29.	B-Q3	P-B5
30.	B-K4	K-B4
31.	P-Kt3	B-R5
32.	K-Q2	B-Q2
33.	K-K3	B-B4
34.	BxB	PxB
35.	P-QR4	KxP
36.	P-R3	P-KB3
37.	P-Kt4	PxP
38.	PxP	P-QB4
39.	K-B3	K-Q3
40.	K-K4	K-K3
41.	K-B3	P-B4
42.	P-Kt5	K-B2
43.	K-Kt3	K-Kt3
44.	K-B3	K-R4
45.	K-Kt3	P-Kt3
46.	K-R3	Stalemate.



#### Dake-Kashdan $\frac{1}{2}$ - $\frac{1}{2}$ Ruy Lopez No. 35

1.	P-K4	P-K4	
2.	Kt-KB3	Kt-QB3	
3.	B-Kt5	P-QR3	
4.	B-R4	Kt-B3	
5.	0-0	B-K2	
6.	R-Kl	P-QKt4	
7.	B-Kt3	P-Q3	
8.	P-B3	Kt-QR4	
9.	B-B2	P-B4	
10.	P-Q4	Q-B2	
11.	QKt-Q2	0-0	

12.	P-KR3	BPxP
13.	PxP	Kt-B3
14.	P-Q5	Kt-QKt5
15.	B-Ktl	P-QR4
16.	Kt-Bl	B-Q2
17.	B-Kt5	KR-Bl
18.	Kt-K3	P-R3
19.	B-R4	P-Kt4
20.	B-Kt3	P-R5
21.	P-R3	Kt-R3
22.	Kt-Q2	QR-Ktl

23. 24. 25. 26. 27. 28. 29.	B-B2 R-QB1 Q-B3 PxP Kt/Q2-B4 BxKt R-Kt1	Kt-B4 P-QKt5 PxP Q-R2 Kt-Kt6 PxB Q-R3			36. 37. 38. 39. 40. 41. 42.	R/1-Kt1 QxQch R-Kt7 R-Kt8 P-B3 RxR K-B2 K-K2	Q-KKt3 PxQ K-B1 RxRP RxR R-R3 B-B4ch K-K2
<b>当</b>	五 五 五 五 五 五				Ĕ		<b>主主</b> 主
30.	KtxKP	PxKt			V	n minns min	
31.	BxP	R-Kt4			44.	R-Kt7ch	K-Ql
32.	P-QR4	R-R4			45.	R-Kt8ch	K-Q2
33.	Kt-B5	BxKt			46.	R-Kt7ch	
34.	QxB	Kt-Kl				Draw	m.
35.	RxP	R-Q1					
		ROUND VI	II -	May	6, 1	952	
		Graf Steiner Joyner Dake	0 0 1 ½	Marti Gligo Pafnu Cross	rić tief	$\frac{1}{2}$	
		Kashdan	0	Pomar	372	1	

This round saw Gligorić and Pomar definitely assume first and second places and Steiner drop to a tie for third with his loss to the Yugoslav master.

Graf lost a heartbreaking game to Martin, a Gruenfeld Defense, in which she won two Knights for Rook and Pawn, but was not able to hold the position.

Steiner tried to attack on both wings against Gligoric's King's Indian Defense. After some neat positional maneuvering, Gligoric

obtained an excellent square on QB4 for a Knight and transferred both Rooks to the King's side for a winning attack.

Joyner vs. Pafnutieff was a Queen's Gambit, Exchange Variation. White was about to proceed with the minority attack when Black advanced the Queen-side Pawns himself, getting a permanent weakness which eventually lost, although the game probably could have been held.

Dake vs. Cross, a Sicilian Defense, pitted the two drawingmasters of this tournament against each other; no further comment is necessary.

Kashdan lost a difficult game to Pomar, a Sicilian Defense. Pomar played well to win a Pawn, then won a difficult Rook ending.

The standings after eight rounds: Gligorić  $6\frac{1}{2}$ ; Pomar 6; Steiner and Joyner 5; Dake and Cross 4; Kashdan  $3\frac{1}{2}$ ; Pafnutieff 3; Martin  $2\frac{1}{2}$ ; Graf  $\frac{1}{2}$ .

#### No. 36 Graf-Martin O-1 Gruenfeld Defense

Kt.-KB3

7. P-04

To	r-44	VC-VP2			三 圆
2.	Kt-KB3	P-KKt3		t è	- 4/44/// -
3.	P-B4	B-Kt2			101
4.	Kt-B3	P-Q4	anum M	4	
5.	P-KR3	0-0			
6.	B-B4	P-B4		D	<b></b>
7.	P-K3	Kt-B3			<b></b>
8.	R-Bl	QPxP	<b>企</b>	minn, minn	······································
9.	BxP	Kt-KR4		TI	
10.	PxP	KtxB			
11.	PxKt	Q-R4			
12.	0-0	QxBP	Positi	on after	15 P-K3
13.	Q-K2	B-Q2			
14.	Kt-Q5	K-Rl	23.	R-Q1	P-QR4
15.	KR-Q1	P-K3	24.	Q-K4	P-QKt4
16.	P-QKt4	KtxP	25.	R-R1	Q-B6
17.	KtxKt	B-R5	26.	R-Kl	P-R5
18.	Kt-B2	QR-Bl	27.	PxP	PxP
19.	B-Kt3	BxB	28.	R-R1	R-B5
20.	PxB	B-Kt7	29.	R-R3	Q-R4
21.	Kt/3-Q4	BxR	30.	K-R2	Q-Q4
22.	RxB	KR-Q1	31.	QxQ	RxQ

32.	KtxP	RxKt	36.	K-Kt3	R-Kt5
33.	Kt-Kt5	R-B5	37.	Kt-B3	R-QR4
34.	KtxPch	K-Ktl	38.	Kt-Q2	R-Kt7
35.	Kt-Kt5	RxP		Resigns.	

### No. 37 Steiner-Gligorić O-l King's Indian Defense

## (Notes by Svetozar Gligorić)

1.	P-Q4	Kt-KB3	
2.	P-QB4	P-KKt3	
3.	Kt-QB3	B-Kt2	
4.	P-K4	P-Q3	
5.	P-B3	P-K4	
6.	KKt-K2	P-B3	
177	D TELE		

7. B-Kt5

The idea of this move is to provoke P-KR3 in order to get a tempo for Q-Q2.

8. B-K3 QKt-Q2 9. Q-Q2 P-R3

In order to weaken White's Pawn formation by ...P-QKt4. For this reason White does not castle on the Queen's side.

10. R-Q1 Q-K2
If 10...P-QKt4; 11. P-B5, KPxP;
12. BxQP, PxP; 13. BxP with advantage for White.

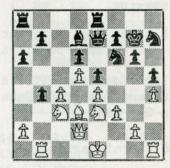
11.	P-Q5	P-B4
12.	R-QKtl	P-KR4
13.	P-KR4	0-0
14.	B-Kt5	Q-KI
15.	Kt-Kt3	Kt-R2
16.	B-R6	Q-K2
17.	B-Q3	R-Kl
18.	BxB	

On some other move Black would play ... B-B3.

	000	KxB
19.	Kt-Bl?	QKt-B3
20.	Kt-K3	B-Q2
21.	P-QKt4	

Another good idea would be B-K2 and P-KKt4, attacking on the King s side.

21. ... PxP



This is the only possibility to get counterplay on the black squares. On 21...P-Kt3; 22. P-Kt5, Black has no chances on the Queen-side and would be limited to defending himself on both sides of the board.

22.	RxP	KR-QKt]
23.	K-K2	Kt-Bl
24.	R/1-QKtl	B-Bl
25.	P-Kt3	Kt/1-Q2

26. K-B2?

By this move White lets all the advantage slip out of his hand. It was necessary to play 26. Kt-R4 to control the weak black squares and White would have a long initiative.

Now, Black stands better.

27. B-K2

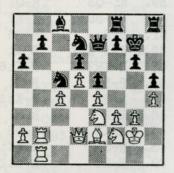
The Queen-side is safe with the

excellent Knight at B4 and the Rooks have to be used for the break on the King s side.

28. R-Kt6 R-Rl 29. K-Kt2 QR-Ql 30. Kt/B3-Ql B-Bl

31. Kt-KB2 Kt/3-Q2

32. R/6-Kt2 QR-KB1



33. Q-B2
In preventing ...P-B4, White puts his Queen at the worst place.

34. R-KRl K-Bl

35. R/2-Ktl Kt-B3

The main threat is ... P-KKt4.

36. K-Bl?

Better was B-Q3.

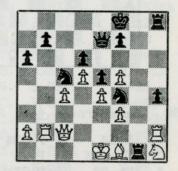
Better was first QR-Ktl and White would have more chances for a successful defense.

36. ... P-KKt4? 37. PxP RxP 38. P-Kt4 R/4-Kt1 39. Kt-B5 BxKt

40。 KtPxB

If 40. KPxB, P-K5! is decisive. Anyway, White is positionally lost.

	000	P-R5
41.	K-Kl	R-Kt7
42.	B-Bl	R-Kt6
43.	R-R3	Kt-R4
44.	Kt-Rl	R/6-Ktl
45.	R-Kt2	Kt-B5
46.	R-R2	R-Kt8



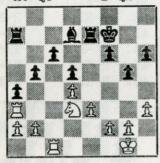
47. Kt-B2 P-R6 48. R-Ktl Q-R5 49. K-Q2 Q-Kt6 Resigns.

If 50. Kt-Kt4, QxP.

#### No. 38 Joyner-Pafnutieff 1-0 Queen's Gambit Declined

1.	P-Q4	P-Q4	11.	0-0	B-Kt2
2.	P-QB4	P-K3	12.	P-KR3	P-QR3
3.	Kt-QB3	Kt-KB3	13.	KR-Q1	R-Kl
4.	B-Kt5	QKt-Q2	14.	QR-Bl	Kt-K5
5.	P-K3	P-B3	15.	BxKt	BxB
6.	PxP	KPxP	16.	KtxB	QxKt
7.	B-Q3	B-K2	17.	B-B3	Kt-B3
8.	Q-B2	0-0	18.	Kt-K2	Kt-K5
9.	Kt-B3	P-KR3	19.	BxKt	QxB
10.	B-R4	P-QKt4?	20.	QxQ	RxQ

21.	Kt-B4	R-K2
22.	R-Q2	P-QR4
23.	R/2-B2	K-Bl
24.	Kt-Q3	P-B3
25.	Kt-B5	B-Bl
26.	R-B3	K-B2
27.	R-R3	R/1-R2
28.	Kt-Kt3	P-R5
29.	Kt-B5	P-Kt4
30.	Kt-Q3	B-Q2

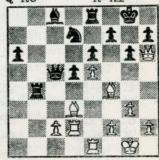


31.	Kt-Kt4	R-K3
32.	R/3-B3	R-Q3
33.	KtxBP	R-R1
34.	Kt-Kt4	P-R4
35.	P-R3	P-R5
36.	R-B7	K-K3
37.	R-Kt7	P-B4
38.	R/1-B7	P-Kt5
39.	Kt-Q3	R-Q1
40.	Kt-B5ch	K-K2
41.	RxP	K-B3
42.	R/5-Kt7	B-Kl
43.	R-KR7	P-Kt6
44.	P-B4	R-Bl
45.	K-Bl	B-Kt3
46.	RxP	R-Kl
47.	K-K2	R-B3
48.	R-R6	R-KKtl
49.	P-R4	R-Kt2
50.	P-R5	RxR
51.	RxBch	Resigns.

# No. 39 Dake-Cross $\frac{1}{2} - \frac{1}{2}$ Sicilian Defense

1.	P-K4	P-QB4
2.	Kt-QB3	P-K3
3.	Kt-B3	P-Q3
4.	P-Q4	PxP
5.	KtxP	Kt-KB3
6.	Kt-Kt3	B-K2
7.	P-Kt3	P-QR3
8.	B-Kt2	Q-B2
9.	0-0	QKt-Q2
10.	P-QR4	R-QKtl
11.	P-R5	P-QKt4
12.	PxP e.p.	QKtxP
13.	Kt-R5	Kt-B5
14.	KtxKt	QxKt
15.	R-R4	Q-B2
16.	R-Kl	0-0
17.	Q-K2	Kt-Q2
18.	R-B4	Q-Kt2
19.	P-K5	P-Q4
20.	Q-R5	Kt-Kt3

		宣會
29.	Q-R6	R-Kl
28.	B-Q3	P-Kt3
27.	KtxB	QxKt
26.	Kt-R4	R-Kt5
25.	R-Q2	RxP
24.	QB-B4	Q-R2
23.	R/4-Q1	B-B4
22.	B-Bl	Kt-Q2
21.	R-Q4	Q-B2



		п	ר מססאודידית	Lask		
30.	R-Rl	B-Kt2		40.	R-Kt6	B-B6
31.	R/Q2-Q1	R-R1		41.	B-B4	P-R4
32.	P-R4	Q-Bl		42.	R-Kt8ch	RxR
33.	Q-Kt5	P-R3		43.	BxR	K-Bl
34.	QxRP	QxQ		44.	B-B7	P-R5
35.	BxQ	KtxP		45.	B-Q6ch	K-Kl
36.	B-K2	Kt-B5		46.	K-Bl	K-Q2
37.	R/Q1-Ktl	RxRch		47.	B-R3	B-K5
38.	RxR	B-B3		48.	P-QB3	
39.	BxKt	PxB			Draw	wn.
40	Kashdan-Pon	nar 0-1	Sicilian	Defens	е	
1.	P-K4	P-QB4		32.	R-R7	R-K8
2.	Kt-KB3	P-Q3		33.	R-Q3	R-QB8
3.	P-Q4	Kt-KB3		34.	P-R3	Kt-K6ch
4.	Kt-B3	PxP		35.	K-B2	KtxP
5.	KtxP	P-QR3		36.	Kt-K6	R-K8
6.	B-K2	P-K4		37.	R-Q2	R/8xKt
7.	Kt-Kt3	B-K3		38.	RxKt	R/1-K2
8.	0-0	QKt-Q2		39.	R-R8ch	K-B2
9.	P-B4	R-Bl		40.	R-Q2	R-QB3
10.	B-K3	B-K2		41.	R-Q3	R/2-B2
11.	Q-Kl	P-QKt4		42.	P-KR4	K-B3
12.	P-QR3	B-B5		43.	R-B8ch	K-Kt2
13.	R-Q1	0-0		44.	R-QR8	K-R3
14.	B-Q3	Kt-Kt5		45.	K-Kt2	K-R4
15.	B-Bl	PxP		46.	R-B3	RxP
16.	BxP	B-R5		47.	RxP	RxR
17.	P-Kt3	B-B3		48.	KxR	
18.	Q-K2	Q-Kt3ch			2000	2000 2000 A
19.	K-Rl	B/3xKt				
20.	PxB	Kt/5-K4			1	I
21.	BxB	RxB		耳		1
22.	R-Q5	P-B4			+	1 2
23.	BxKt	RxKP				竞
24.	Q-Q2	RxB		1123		
25.	RxQP	Q-Kt2ch		贫		含金
26.	Q-Kt2	QxQch		luum	allik mari allik mari	
27.	KxQ	Kt-B3				
28.	Kt-Q4	Kt-Kt5				
29.	R-B3	R-Rl				R-B6ch
30.	R-QB6	P-Kt3		49.	K-B4	R-B5ch
31.	R-B7	R/1-K1		50.	K-B3	R-R5

No.



51.	R-Kt6	RxPch	56.	R-R7	P-Kt5
52.	K-B4	R-R5ch	57.	R-R8	P-Kt6
53.	K-B3	R-Kt5	58.	R-QKt8	P-Kt7
54.	R-Kt8	P-R3	59.	K-Kt2	P-Kt4
55.	R-KR8	R-Kt8	60.	R-Kt4	P-B5
				Resigns.	

ROUND IX	_	May 7, 19	52
Pafnutieff	0	Dake	1
Gligorić	1	Joyner	0
Martin	0	Steiner	1
Pomar	1	Graf	0
Cross	1/2	Kashdan	1 2

The last round was somewhat anti-climactic, the first three places having been more or less decided in the previous round. (Although Joyner's score after eight rounds is equal to Steiner's, Joyner at this time had not yet played Kashdan.)

Pafnutieff converted 1. P-Q4, P-K3 into a French Defense, only the second Dake has played in his match and tournament career! A semi-locked position was forced open and Dake won in 35 moves.

Gligorić vs. Joyner, a Queen's Indian Defense, found Joyner playing below his previous level, and when he walked into a trap "just to see what Gliga would do" the game was soon over.

Martin vs. Steiner was a Ruy Lopez. Martin blundered in a Queen ending and suffered the loss of a vital pawn after the Queens were exchanged.

Pomar won a Queen's Gambit Declined against Graf, who doubtless discouraged by her poor showing, threw caution to the winds and gave up Pawn after Pawn in a vain attack.

Cross vs. Kashdan, a Slav Defense, was played on Sunday, May 11. The game was a positional struggle with Cross holding a faint advantage up to the final Rook ending.

Final standings: Gligorić  $7\frac{1}{2}$ ; Pomar 7; Steiner 6; Dake and Joyner 5; Cross  $4\frac{1}{2}$ ; Kashdan 4; Pafnutieff 3; Martin  $2\frac{1}{2}$ ; and Graf  $\frac{1}{2}$ .

#### No. 41 Pafnutieff-Dake O-1 French Defense

# (Notes by Arthur W. Dake)

1. P-Q4 P-K3

2. P-K4

Walter forces me to play my second French Defense. The first time was 21 years ago against Kashdan and the game resulted in a draw. I thought my opponent would play 2. P-QB4 allowing me to play the Dutch Defense, since he himself is partial to the French Defense with the black pieces.

3. Kt-QB3 Kt-KB3

4. P-K5

I think a better line is 4.B-Kt5 because White does not commit himself so soon in the opening.

5. QKt-K2 P-QB4

6. P-QB3 P-QKt3

To trade off the inactive QB.

7. P-KB4 B-R3

8. Kt-B3 Kt-QB3

9. Kt-Kt3 BxB

10. RxB P-Kt3

Otherwise 11. P-B5.

11. K-B2 P-KR4

12. P-KR4

Gives Black a point to attack. White has not gained anything from the opening.

••• В-К2

13. R-Rl Q-B2
Preparing to castle on the
Queen's side. If Black castled
King-side, White would have good
attacking chances because of the
advanced Pawns.

14. B-K3 0-0-0

15. Kt-K2 K-Kt2 16. P-KKt3 R-QB1 17. PxP BxP 18. BxB KtxB

19. Kt/2-Q4

An error. White should first play Kt-Kt5, keeping the black Knight from K5.

20. K-Kt2 Kt-K2
A finesse to have the black
Knight exchanged at KB4 so that
two Pawns will hold Black\*s K5.

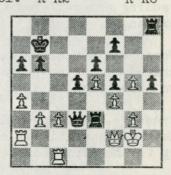
21. R-Kl Kt-KB4
22. KtxKt KtPxKt
23. Kt-Kt5 Q-K2
24. Q-K2 R-B5
25. P-R4 P-R3

26. KR-QBl 27. R-R3

This Rook is momentarily out of play and Black takes advantage of this fact to force an entry into White's loose King-side position.

Q-B2

28. RPxKt R-K5 29. Q-KB2 Q-B5 30. P-Kt3 Q-Q6 31. R-R2 R-K6



First the black Knight, then the black Rook, and now the black



Svetozar Gligorić and Herman Steiner in a crucial game, with Mr. & Mrs. Philip C. McKenna and Gregor Piatigorsky looking on.

Queen find a wonderful home at K5. White has no defense to the inroads of his King position by the black forces.

32. P-R5

Desperation, to pin the black Rook if the KtP advances.

PxP

33. R-01

12.

PxP

Tempting Black to win a Pawn by 33...RxPch; 34. QxR. QxR. However, there is a bigger prize at

hand, either the King or Queen.

33. Q-K5ch 34. K-Ktl P-KR5

35. PxP R-R6

The black King's Rook has not moved in this game, proving the threat is greater than the execution.

Resigns.

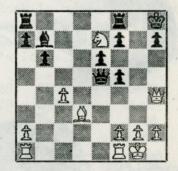
Walter resigns, as he is a gentleman and sees that further resistance is useless.

#### No. 42 Gligorić-Joyner 1-0 Queen's Indian Defense

1.	P-Q4	P-K3
2.	Kt-KB3	Kt-KB3
3.	P-B4	P-QKt3
4.	P-K3	B-Kt2
5.	B-Q3	P-B4
6.	0-0	Kt-B3
7.	Kt-B3	B-K2
8.	P-QKt3	0-0
9.	B-Kt2	PxP
.0.	PxP	P-Q4
1.	Q-K2	PxP

E	4	国岛	?
10		11	1
		ta	
	立章		
	DQ!	2	
江江江	# F	I WE	

12. KtxP? 13. KtxKt QxKt 14. Kt-Q5 Q-B4 15. BxKt PxB Q-Kt4ch 16. K-R1 17. Q-R4 P-B4 18. KtxB Q-K4



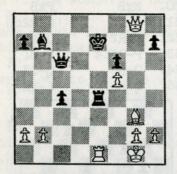
19. P-B59 PxP 20. B-Kt5 Resigns.

No. 43 Martin-Steiner O-1 Ruy Lopez

1.	P-K4	P-K4	4.	B-R4	KtxKtch
2.	Kt-KB3	Kt-QB3	5.	QxKt	Kt-B3
3.	B-Kt5	Kt-Q5	6.	0-0	P-B3

		HOPPIMOOD IS			
7.	Q-KKt3	P-Q3	30.	BxB	PxB
8.	P-Q3	B-K3	31.	Q-Q2	Q-R2ch
9.	P-QB4	P-KR3	32.	THE RESERVE ASSESSMENT	Q-K2
10.	Kt-B3	P-KKt4	33.	P-QKt4	K-Bl
11.		B-Kt5	34.	Q-B3	Q-Q3
12.	Q-Kt3	B-Q2	35.	Q-B5	K-K2
13.	Q-B3	B-K2	00.	a DO	11 11 N
14.	B-K3	B-Kt5			
15.	Q-Kt3	Q-Q2		21	
16.	P-B3	B-K3		1世	
17.	Q-B2	P-R3		i e	
18.	Kt-Q5	B-Q1	Sellin.		
19.	P-Q4	P-Kt4	2000		
20.	PxKP	PxKP		Í	2/////
21.	KtxKtch	BxKt		<b></b>	全全
22.		Q-Kt2			
23.	PxP	RPxP			43.
24.	B-Kt3	BxB	36.	P-Kt4?	QxQ
25.	PxB	0-0	37.	PxQ	P-Kt5
26.	P-R4	RxR	38.	The state of the s	K-Q2
27.	RxR	R-R1	39.	K-B2	K-B2
28.	RxR	QxR	40.	K-K3	K-Kt2
29.	PxP	BxP	10.	Resigns.	I HOL
~~~	121	BA1		mesigns.	
111	Pomar-Craf	1-0 Queents Cambi	+ Dec	lined	
44	Pomar-Graf	1-0 Queen's Gambi	t Dec	lined	
					K-B2
1.	P-Q4	P-Q4	19.	B-B4	K-B2 P-Kt4
1.	P-Q4 P-QB4	P-Q4 P-K3	19.	B-B4 QR-Q1	P-Kt4
1.	P-Q4	P-Q4 P-K3 Kt-KB3	19. 20. 21.	B-B4 QR-Q1 B-Kt3	P-Kt4 QR-Ql
1. 2. 3. 4.	P-Q4 P-QB4 Kt-QB3 B-Kt5	P-Q4 P-K3 Kt-KB3 QKt-Q2	19. 20. 21. 22.	B-B4 QR-Q1 B-Kt3 P-B4	P-Kt4 QR-Ql P-Kt5
1. 2. 3.	P-Q4 P-QB4 Kt-QB3	P-Q4 P-K3 Kt-KB3	19. 20. 21. 22. 23.	B-B4 QR-Q1 B-Kt3 P-B4 P-B5	P-Kt4 QR-Q1 P-Kt5 Kt-Kt3
1. 2. 3. 4. 5.	P-Q4 P-QB4 Kt-QB3 B-Kt5 P-K3	P-Q4 P-K3 Kt-KB3 QKt-Q2 B-Kt5	19. 20. 21. 22. 23. 24.	B-B4 QR-Q1 B-Kt3 P-B4 P-B5 Q-R6	P-Kt4 QR-Q1 P-Kt5 Kt-Kt3 KtxKt
1. 2. 3. 4. 5.	P-Q4 P-QB4 Kt-QB3 B-Kt5 P-K3 PxP B-Q3	P-Q4 P-K3 Kt-KB3 QKt-Q2 B-Kt5 PxP P-B3	19. 20. 21. 22. 23. 24. 25.	B-B4 QR-Q1 B-Kt3 P-B4 P-B5 Q-R6 Q-R5ch	P-Kt4 QR-Q1 P-Kt5 Kt-Kt3 KtxKt K-B1
1. 2. 3. 4. 5. 6. 7. 8.	P-Q4 P-QB4 Kt-QB3 B-Kt5 P-K3 PxP	P-Q4 P-K3 Kt-KB3 QKt-Q2 B-Kt5 PxP P-B3 Q-R5	19. 20. 21. 22. 23. 24. 25. 26.	B-B4 QR-Q1 B-Kt3 P-B4 P-B5 Q-R6 Q-R5ch KR-K1	P-Kt4 QR-Q1 P-Kt5 Kt-Kt3 KtxKt K-B1 Kt-B5
1. 2. 3. 4. 5. 6. 7.	P-Q4 P-QB4 Kt-QB3 B-Kt5 P-K3 PxP B-Q3 Kt-K2	P-Q4 P-K3 Kt-KB3 QKt-Q2 B-Kt5 PxP P-B3 Q-R5 Kt-K5	19. 20. 21. 22. 23. 24. 25. 26.	B-B4 QR-Q1 B-Kt3 P-B4 P-B5 Q-R6 Q-R5ch KR-K1 RxRch	P-Kt4 QR-Q1 P-Kt5 Kt-Kt3 KtxKt K-B1 Kt-B5 K-K2
1. 2. 3. 4. 5. 6. 7. 8. 9.	P-Q4 P-QB4 Kt-QB3 B-Kt5 P-K3 PxP B-Q3 Kt-K2 O-O BxKt	P-Q4 P-K3 Kt-KB3 QKt-Q2 B-Kt5 PxP P-B3 Q-R5 Kt-K5 PxB	19. 20. 21. 22. 23. 24. 25. 26. 27.	B-B4 QR-Q1 B-Kt3 P-B4 P-B5 Q-R6 Q-R5ch KR-K1 RxRch BxKt	P-Kt4 QR-Q1 P-Kt5 Kt-Kt3 KtxKt K-B1 Kt-B5 K-K2 KxR
1. 2. 3. 4. 5. 6. 7. 8. 9.	P-Q4 P-QB4 Kt-QB3 B-Kt5 P-K3 PxP B-Q3 Kt-K2	P-Q4 P-K3 Kt-KB3 QKt-Q2 B-Kt5 PxP P-B3 Q-R5 Kt-K5	19. 20. 21. 22. 23. 24. 25. 26.	B-B4 QR-Q1 B-Kt3 P-B4 P-B5 Q-R6 Q-R5ch KR-K1 RxRch BxKt QxKtP	P-Kt4 QR-Q1 P-Kt5 Kt-Kt3 KtxKt K-B1 Kt-B5 K-K2 KxR R-K1
1. 2. 3. 4. 5. 6. 7. 8. 9. 10.	P-Q4 P-QB4 Kt-QB3 B-Kt5 P-K3 PxP B-Q3 Kt-K2 O-O BxKt KtxP	P-Q4 P-K3 Kt-KB3 QKt-Q2 B-Kt5 PxP P-B3 Q-R5 Kt-K5 PxB Q-Q4	19. 20. 21. 22. 23. 24. 25. 26. 27. 28.	B-B4 QR-Q1 B-Kt3 P-B4 P-B5 Q-R6 Q-R5ch KR-K1 RxRch BxKt	P-Kt4 QR-Q1 P-Kt5 Kt-Kt3 KtxKt K-B1 Kt-B5 K-K2 KxR
1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11.	P-Q4 P-QB4 Kt-QB3 B-Kt5 P-K3 PxP B-Q3 Kt-K2 O-O BxKt KtxP Q-Kt3	P-Q4 P-K3 Kt-KB3 QKt-Q2 B-Kt5 PxP P-B3 Q-R5 Kt-K5 PxB Q-Q4 QxKt	19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29.	B-B4 QR-Q1 B-Kt3 P-B4 P-B5 Q-R6 Q-R5ch KR-K1 RxRch BxKt QxKtP B-Kt3	P-Kt4 QR-Q1 P-Kt5 Kt-Kt3 KtxKt K-B1 Kt-B5 K-K2 KxR R-K1 P-B5
1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13.	P-Q4 P-QB4 Kt-QB3 B-Kt5 P-K3 PxP B-Q3 Kt-K2 O-O BxKt KtxP Q-Kt3 QxB	P-Q4 P-K3 Kt-KB3 QKt-Q2 B-Kt5 PxP P-B3 Q-R5 Kt-K5 PxB Q-Q4 QxKt P-QB4	19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31.	B-B4 QR-Q1 B-Kt3 P-B4 P-B5 Q-R6 Q-R5ch KR-K1 RxRch BxKt QxKtP B-Kt3 Q-B4	P-Kt4 QR-Q1 P-Kt5 Kt-Kt3 KtxKt K-B1 Kt-B5 K-K2 KxR R-K1 P-B5 RxP K-K2
1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13.	P-Q4 P-QB4 Kt-QB3 B-Kt5 P-K3 PxP B-Q3 Kt-K2 O-O BxKt KtxP Q-Kt3 QxB Q-Q2	P-Q4 P-K3 Kt-KB3 QKt-Q2 B-Kt5 PxP P-B3 Q-R5 Kt-K5 PxB Q-Q4 QxKt P-QB4 P-QKt3	19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31.	B-B4 QR-Q1 B-Kt3 P-B4 P-B5 Q-R6 Q-R5ch KR-K1 RxRch BxKt QxKtP B-Kt3 Q-B4 R-Q1ch	P-Kt4 QR-Q1 P-Kt5 Kt-Kt3 KtxKt K-B1 Kt-B5 K-K2 KxR R-K1 P-B5 RxP K-K2 R-K2
1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 14. 15.	P-Q4 P-QB4 Kt-QB3 B-Kt5 P-K3 PxP B-Q3 Kt-K2 O-O BxKt KtxP Q-Kt3 QxB Q-Q2 PxP	P-Q4 P-K3 Kt-KB3 QKt-Q2 B-Kt5 PxP P-B3 Q-R5 Kt-K5 PxB Q-Q4 QxKt P-QB4 P-QKt3 PxP	19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32.	B-B4 QR-Q1 B-Kt3 P-B4 P-B5 Q-R6 Q-R5ch KR-K1 RxRch BxKt QxKtP B-Kt3 Q-B4 R-Q1ch Q-R6	P-Kt4 QR-Q1 P-Kt5 Kt-Kt3 KtxKt K-B1 Kt-B5 K-K2 KxR R-K1 P-B5 RxP K-K2 R-C5 K-K1
1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15.	P-Q4 P-QB4 Kt-QB3 B-Kt5 P-K3 PxP B-Q3 Kt-K2 O-O BxKt KtxP Q-Kt3 QxB Q-Q2 PxP Kt-B3	P-Q4 P-K3 Kt-KB3 QKt-Q2 B-Kt5 PxP P-B3 Q-R5 Kt-K5 PxB Q-Q4 QxKt P-Q84 P-QKt3 PxP Q-B3	19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33.	B-B4 QR-Q1 B-Kt3 P-B4 P-B5 Q-R6 Q-R5ch KR-K1 RxRch BxKt QxKtP B-Kt3 Q-B4 R-Q1ch Q-R6 Q-Kt7ch	P-Kt4 QR-Q1 P-Kt5 Kt-Kt3 KtxKt K-B1 Kt-B5 K-K2 KxR R-K1 P-B5 RxP K-K2 R-K2

No.

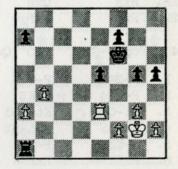


37. QxPch K-Bl 38. Q-R6ch K-B2 39. Q-R5ch K-Bl 40. RxR QxR 41. B-Q6ch Resigns.

No. 45 Cross-Kashdan  $\frac{1}{2} - \frac{1}{2}$  Slav Defense

1.	P-Q4	Kt-KB3
2.	P-QB4	P-QB3
3.	Kt-QB3	P-Q4
4.	P-K3	P-KKt3
5.	Kt-B3	B-Kt2
6.	B-K2	0-0
7.	0-0	QKt-Q2
8.	P-QKt4	PxP
9.	BxP	Kt-Kt3
10.	B-Kt3	KKt-Q4
11.	KtxKt	PxKt
12.	Q-K2	B-B4
13.	B-Q2	Q-Q3
14.	KR-Bl	QR-Bl
15.	R-B5	В-КЗ
16.	R/1-QB1	Kt-B5
17.	BxKt	PxB
18.	Kt-Kt5	P-Kt3
19.	KtxB	PxR
20.	KtxR	PxQP
21.	RxP	RxKt
22.	PxP	BxP
23.	P-KKt3	P-KR4
24.	B-K3	P-K4
25.	Q-Q2	R-Q1
26.	B-Kt5	R-Q2
27.	Q-B2	K-R2
28.	P-QR3	B-Kt3
29.	R-B8	Q-Q8ch

30. QxQ RxQch R-QR8 31. K-Kt2 32. R-B3 B-Q5 33. R-Kt3 K-Kt2 34. B-K3 K-B3 35. R-Q3 BxB 36. RxB P-KKt4



37.	R-QB3	K-B4
38.	R-B7	RxP
39.	RxPch	K-Kt3
40.	R-B7	P-Kt5
41.	P-R4	PxP e.p. ch
42.	KxP	R-R7
43.	K-Kt2	P-R3
44.	R-QR7	R-R5
45.	R-QKt7	K-B4
	Draw	A-Ekos-B.D.

