

CHESS . . .

The following game was played in the Oakland Chess Club's second annual Summer Tournament. Both players finished high in the standings of Division B, R. Hough finally winning the club trophy in the division.

White: T. Stamper, Mountain View; Black: R. Hough, Stockton.

Nimzo-Indian Defense

1-N-KB3	N-KB3	20-R-K3	R-B1+
2-P-B4	P-K3	21-N-B3	QxRP
3-N-B3	B-N5	22-K-N1	Q-B4
4-Q-B2	P-QN3	23-Q-K2	P-KR3
5-P-KN3	B-N2	24-N-Q4	B-B1
6-B-N2	P-Q3	25-B-R3	R-B3
7-O-O	N-B3	26-P-K5	PxP
8-P-QR3	BxN	27-Rx+	Q-R6
9-NPxB	N-QR4	28-N-N5	Q-B8+
10-P-Q3	O-O	29-Q-K1	QxQ+
11-P-K4	N-Q2	30-RxQ	R-B6
12-B-K3	P-KB4	31-B-B1	P-QR3
13-N-Q2	N-K4	32-NxP	K-B2
14-P-B3	PxP	33-K-N2	B-N2
15-BPxP	N-N5	34-K-R3	B-B1
16-BPxP	N-N5	35-K-N4	R-B7
17-B-B2	NxB	36-P-R4	P-K4
17-RxN	RxR	37-K-R5	R-B4+
18-KxR	Q-N4	38-Resigned.	
19-R-K1	Q-QB4+		

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Beginning January 21, the Oakland Chess Club will conduct an unusual tournament which will be open to those who are or become members of the Oakland Chess Club. In the tournament, games will be rated and conducted in general according to standard tournament rules, except that pairings will be at random among the players, as will allocation of colors. Five rounds will be played during 10 weeks. Each player will score the rating of his opponent previous to the tournament when he wins, half of it if he draws, and none of it if he loses. The player who scores the most points will be the winner. Results will be announced April 1. Persons wishing to compete may call 444-9831, 7-11:30 p.m. Friday, Jan. 7 or 14.

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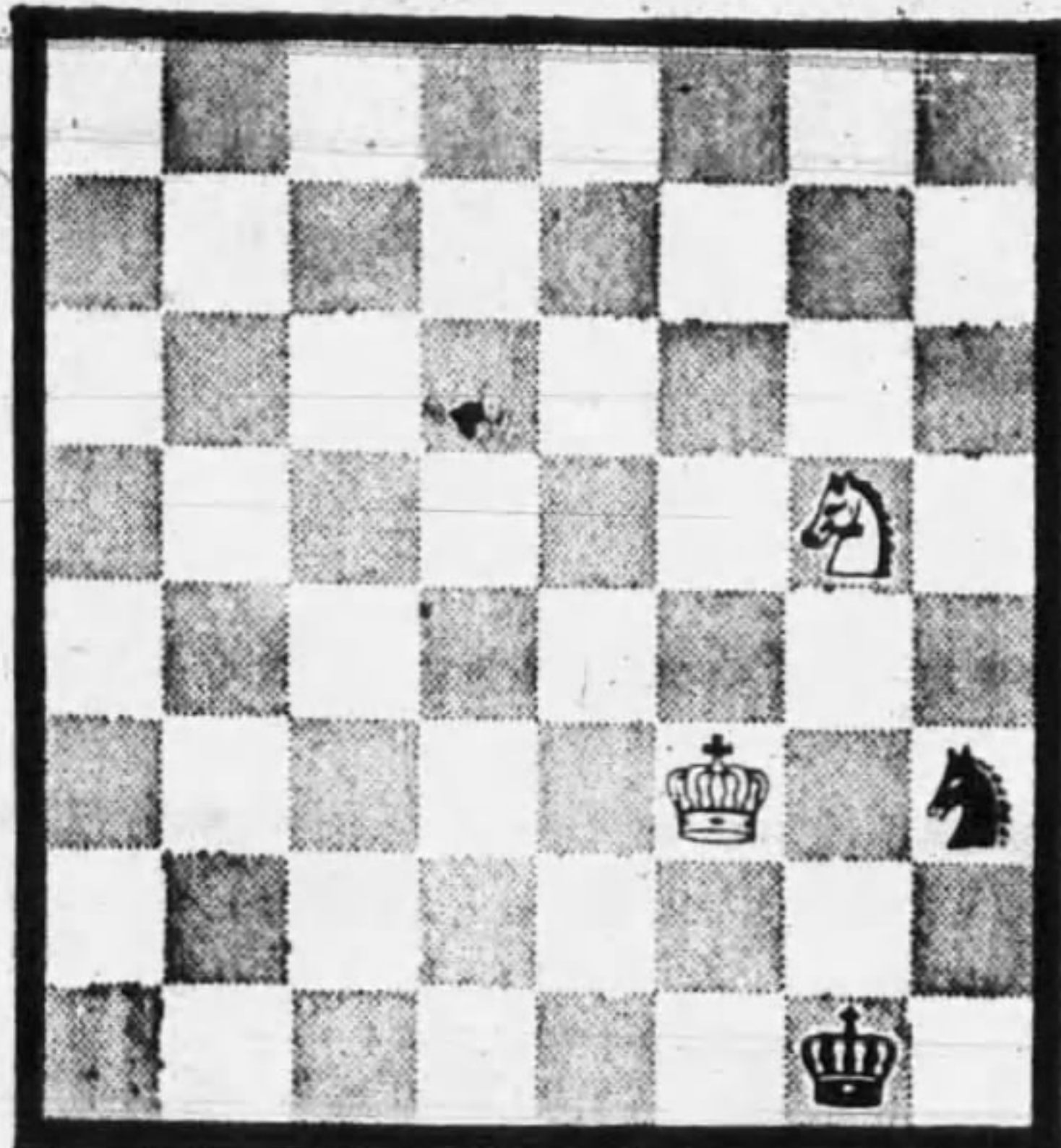
After two rounds in the CFNC East Bay League, the Knight Owls (Oakland Chess Club) lead 2-0, the Hayward Chess Club is second with 2-0 (but fewer match points), and the Concord Chess Club is third with 1½-½. Ten teams are participating in the league.

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Last week we offered a few of Benjamin Franklin's thoughts on chess, taken from his essay "Morals of Chess." Here is a bit more of the essay:

"By playing at Chess, then we may learn,

"1. **Foresight**, which looks a little into futurity and considers the Consequences that may attend an action; for it is continually occurring to the



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PROBLEM NO. 4

Black to play and help white to mate him in three moves. Solution next week.

This problem was composed by Allen Golbert. An interesting sidelight is that another composer produced the same problem.

The solution to Problem No 3:
1 P-K7+, KxP; 2 B-R4, RxB+;
3 B-B2+, RxB+; 4 K-B3, etc.

Player, 'If I move this piece, what will be the advantages or disadvantages of my new situation? What Use can my Adversary make of it to annoy me? What other moves can I make to support it, and to defend myself from his attacks?'

"II. **Circumpection**, which surveys the whole Chess-board, or scene of action; the relations of the several pieces and situations, the Dangers they are respectively exposed to, the several possibilities of their aiding each other, the probabilities that the Adversary may make this or that move, and attack this or the other Piece, and what different Means can be used to avoid his stroke, or turn its consequences against him.

"III. **Caution**, not to make our moves too hastily. This habit is best acquired, by observing strictly the laws of the Game; such as, if you touch a piece, you must move it somewhere, if you set it down, you must let it stand. And it is therefore best that these rules should be observed, as the Game becomes thereby more the image of human life, and particularly of War; in which, if you have incautiously put yourself into a bad and dangerous position, you cannot obtain your enemy's leave to withdraw your Troops, and place them more securely, but you must abide all the consequences of your rashness. . ."