

Chess Life

America's Chess Newspaper

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Vol. VIII, No. 13

Friday, March 5, 1954

15 Cents

Larry Evans On Chess



By
International
Master
LARRY EVANS
U. S. Chess
Champion
U. S. Open
Champion, 1951-52
U. S. Team
Member, 1950, 1952

1. P-R5?

The drawing line is: 1. R-QB2!, R-K1; 2. K-Kt2! (not 2. QxP?, R-K7 ch; or 2. RxP?, Q-B7 ch; 3. K-R3, R-K7), and Black cannot prevent either 4. RxP or R-KB2.

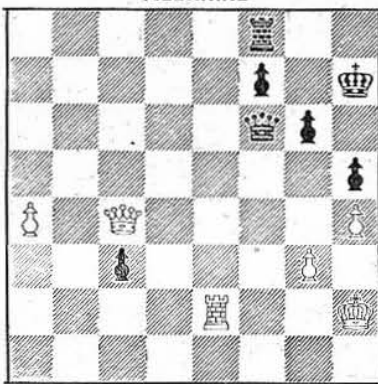
1. R-Q1?

Alekhine, in his turn, misses a win by 1. Q-B8!; 2. Q-K4, R-Q1 followed by R-Q7, etc.

2. P-R6?

Incredible comedy of error! Capablanca misses a draw by 2. K-Kt2! and Black can make no headway, e.g., R-Q7; 3. RxR, PxR; 4. Q-Q5, and though a Pawn down,

WORLD CHAMPIONSHIP, 1927
ALEKHINE



CAPABLANCA

White should draw (twice!)

White can hold the draw.

- | | |
|------------|--------------|
| 2. | Q-B8! |
| 3. Q-K4 | R-Q7 |
| 4. RxR | PxR |
| 5. P-R7 | P-Q8(Q) |
| 6. P-R8(Q) | Q-Kt8 ch |
| 7. K-R3 | Q(Q8)-KB8 ch |
- White resigns.

For if now 8. Q-Kt2, Q-R8 mate!

TEARS TRIUMPHS IN 30-30 EVENT

Fred Tears of Dallas won the Ft. Worth Invitational 30-30 Tournament, with William Janes of LeRoy second. Juris Jurnevics of Dallas was third, while Claude Freeman of Ft. Worth saved the honor of the home town players by placing fourth in the 28 player event.

RACINE ADDS CHESS COLUMN

Newest in chess columns in the daily press will be the "Let's Play Chess" in the Sunday edition of the Racine Journal, beginning with the February 21, 1954 issue. The column will be edited by H. C. Zierke, long active in Racine chess circles.

U.S. OPEN CHAMPIONSHIP

August 2-14, 1954
New Orleans, La.

Place: Roosevelt Hotel, New Orleans, La.

Dates: Monday, August 2 through Saturday, August 14.

Direction: Under the auspices of the Louisiana Chess Association with the New Orleans Chapter as hosts; tournament director Newton Grant;

Tournament: Swiss system, according to regulations established by USCF Tournament Plans Committee.

For Details, write: A. L. McAuley, 4225 So. Liberty St., New Orleans, La.

FIND CHESS AWRY IN SATEVEPOST

Reader Sam E. Ewing of Princeton, Indiana has drawn attention to the Arrow Shirt advertisement in issue of the Saturday Evening Post for February 13, 1954. The illustration shows two men appropriately clad in Arrow sport shirts playing what the artist intended to be a game of chess. The headline of the copy is "Move into the sport shirt that fits". But the artist's intentions were better than his knowledge of chess. To quote Mr. Ewing's letter:

While it advertises arrow shirts, I believe you will agree that it also advertises error chess. Excluding possible errors hidden by the blue shirt, I have found the following:

- The board contains 72 squares—8 x 9.
- White has 2 Bishops on black squares.
- Black Knight on QR4 would have had to gallop through fire and water all over the board to land on that spot.
- White has at least 9 pawns and where that one on QKt5 came from is a \$64 question.
- Note Black Bishop on K1 square. It was here from the beginning, hence (6) the Black King started from the wrong spot.
- Unless the Bishop on White K1 was considerably maneuvered, the White King must have started from the wrong spot also. No. 7 is not therefore certain. There may be others.

(Editor's note: Since No. 6 demonstrated that the Black King started on Q1, Black's present castled position must also be an error No. 8 and apparently for No. 9 there is an unexplainable Black pawn on KR1!)

Toronto Hobby Show Features Chess, Match Bondarevsky-Anderson by Cable

By Staff Writer WILLIAM ROJAM

Officials of the Toronto Hobby and Homecraft Show at Canadian National Exhibition Park in Toronto parlayed chess into an outstanding feature of the Hobby Show by being host to the Ontario Provincial Championship Tournament, by conducting a special Hobby Show Tournament, and finally by luring Canadian Co-Champion Frank R. Anderson from his classes in the University of Toronto to play a single-game cable match with Igor Bondarevsky in Moscow.

The Ontario Provincial Championship event, a six round event directed by D. E. Read, was won by Geza Fuster, a recent arrival from Hungary and a former Hungarian champion, with a score of 6-0. Second was I. Suk with 5-1, while P. G. Haley, D. Kulyk, and Z. Leskowsky were third to fifth on S-B with 4-2 each in the 12-player event. A novelty was the fact that no draws were scored in the tournament.

The Hobby Show Tournament was an 11-player round robin won by Joseph Pochmurskyj with 9-1, while tied for second with 8-2 each were E. Freier, G. McLeod, and G. Coyne, the latter being president of the Ontario Chess Ass'n. In the two Junior events, Peter Bates of North Toronto Collegiate was first in the boys' event with Ernest Freier second and Walter Boychuk third, both from St. Catherine's Collegiate. In the girls' event first went to Shirley Cathcart of Weston Collegiate, while second was Katherine Story and third Irene Bollard, both of Humber Heights School.

But the undoubted highlight of the Hobby Show was the cable match between Frank Anderson and Igor Bondarevsky. Acting as seconds for the match in Toronto were Keith Kerns of Toronto Chess Club, George Berner, tournament director of the Toronto Chess League, and Malcolm Sim, the chess editor of the Toronto Evening Telegram, which gave excellent publicity and coverage to the event. Play was from 9 a.m. to 5 p.m. each day with the time limit of 40 moves in two and one-half hours and 16 moves per hour thereafter. Since only about 10 complete moves could be transmitted per day, the match lasted from Tuesday afternoon through Friday evening. During the progress of the match, with Anderson playing at a special booth in the Hobby Show rooms, surrounded by spectators, Berner lectured on the progress of the game with the aid of a large wall-board in a neighboring booth and had an attentive audience throughout.

Anderson offered a draw on the 36th move, which was rejected, and subsequently failed to fol-

low the most promising drawing line, resigning on the 41st move. After the game, Anderson suggested that if he had played 39. Q-Q8 ch (instead of 39. Q-Q2), there might have followed: 40. K-Kt2, Q-Kt5; 41. P-B3, Q-Q2; 42. BxP ch, K-R2; 43. QxKBP, Q-Q7 ch; 44. K-R3, Q-Q2 ch! and the defence seems adequate. Text of the game follows:

NIMZOINDIAN DEFENSE

Hobby Show Cable Match
Toronto, 1954

White	Black
1. BONDAREVSKY (Moscow)	F. R. ANDERSON (Toronto)
1. P-Q4	Kt-KB3
2. P-QB4	P-K3
3. Kt-KB3	B-Kt5
4. P-K3	P-B4
5. Kt-B3	O-O
6. B-Q3	P-Q4
7. O-O	Kt-B3
8. P-QR3	BxKt
9. PxB	PxBP
10. BxP	Q-B2
11. P-QR4	P-K4
12. Q-B2	P-QKt3
13. B-Q3	R-Q1
14. Kt-Kt5	P-KR3
15. Kt-K4	Kt-Kt5
16. BxKt	B-R3
17. R-Q1	QR-Kt1
18. B-R3	Kt-R4
19. PxBP	PxP
20. RxR ch	RxR
21. R-Q1	R-Q3
	Resigns

LESTER TAKES THE NEWBURYPORT

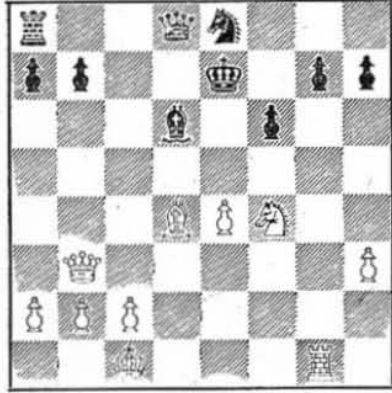
The Newburyport Invitational Tournament, held this year at Portsmouth because of difficulty in obtaining adequate quarters in Newburyport, was won by Orlando Lester, Jr. who scored 4½-½ in the seven player Swiss, drawing with Harlow Daly. Alex Sadowsky was second with 3½-1½, losing to Lester and drawing with Bartlett Gould. Harlow Daly and John Curdo were third and fourth on S-B with 3-2 each. The presence of four ex-state champions in Lester, Daly, Curdo and Sadowsky made the 7-player event unusually strong and exciting.

U. S. JUNIOR CHAMPIONSHIP

June 29—July 9, 1954
Long Beach, California

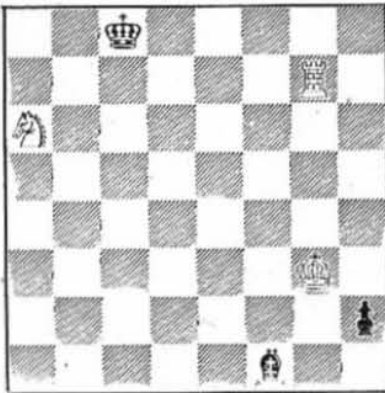
Finish It The Clever Way! by Edmund Nash

Position No. 123
Korchnoi vs. Geller
USSR, 1954



White to play and win

Position No. 124
By Nicholas Rossolimo
(From 1234 Modern Chess End-Game Studies)



White to play and win

ONE Move in Position No. 123 brought Black's resignation. Korchnoi and Taimanov tied for second place in the 21st USSR Championship Tournament, behind the winner Averbakh. The tournament was weakened by the absence of Botvinnik, Smyslov, Keres, Bronstein, and Kotov.

Position No. 124 by International Grandmaster N. Rossolimo, now domiciled in New York City, won 1st prize in an endgame composition contest run by the Russian daily Izvestia (August 1929, says Rossolimo). The trick is to win the pawn without losing the Knight, as then the "game" would be drawn.

For solutions, please turn to Page twelve.
Send all contributions for this column to Edmund Nash, 1530 28th Place, S.E. Washington 20, D. C.

Final results of the 21st USSR Championship at Kiev show the victory going to Yu. Averbakh (Auerbach) with 14½ out of 19. Other scores were: 2-3. V. Korchnoi and M. Taimanov 13; 4-5. G. Lisitsyn and T. Petrosian 12½; 6. R. Holmov 10½; 7-9. S. Furman, R. Nezhmetdinov, and A. Suetin 10; 10-11. V. Byshev and E. Geller 9½; 12-13. G. Borisenko and S. Flohr 8½; 14-16. A. Bannik, G. Iivitsky and A. Lienthal 8; 17-18. V. Ragosin and L. Shamkovich 6½; 19. I. Livshin 6; 20. A. Sokolsky 5. Notable absences were those of Botvinnik, Smyslov, Keres, Bronstein, Kotov, Bondarevsky, and Boleslavsky, considerably weakening the strength of the event.

HAVE YOUR TOURNAMENTS OFFICIALLY RATED!

Club Tournaments of USCF Club Chapters are rated without charge; other events by Club Chapters are rated on collection of \$1.00 USCF rating fee from players not USCF members.

Tournaments held by USCF State Organizations are rated if all the participants are USCF members.

Tournaments conducted by unaffiliated groups are eligible for rating if all participants who are not USCF members pay a \$1.00 USCF rating fee.

Team matches between USCF Club Chapters are rated without charge.

Official rating forms should be secured in advance from:—
Montgomery Major
123 No. Humphrey Avenue
Oak Park, Illinois

Do not write to other USCF officials for these rating forms.

MANHATTAN CHESS CLUB CHAMPIONSHIP PRELIMS

New York 1953-54 100% USCF Rated Events

CLASS A PRELIM, SECTION 1									
1. Wm. J. Bryan	x	1	1	0	1	1	1	4½-1½
2. Edgar T. McCormick	0	x	1	1	1	1	1	4½-1½
3. Mrs. Gisela K. Gresser	1	0	x	1	1	1	1	4-2
4. Ivan Frank	1	0	0	x	1	1	1	3½-2½
5. Amos Kaminski	0	1	1	0	x	1	1	3½-2½
6. Joseph Hidalgo	1-5;	7. Gerald Shapiro	0-6.						

CLASS A PRELIM, SECTION 2									
1. Edward T. Vano	x	1	1	0	1	1	1	4½-1½
2. Allen Kaufman	0	x	1	1	1	1	1	4-2
3. Reuben Klugman	1	0	x	1	1	1	1	4-2
4. Paul S. Pressman	0	1	0	x	1	1	1	3½-2½
5. William Lombardy	1	1	1	0	x	1	0	3-3
6. Martin Harrow	2-4;	7. Daniel A. Meyers.							

CLASS B PRELIM, SECTION 1									
1. Arthur W. Feuerstein	x	1	1	1	1	1	1	5-0
2. Patterson Smith	0	x	1	1	1	1	1	3½-1½
3. Dr. Isaac Spector	0	0	x	1	1	1	1	3-2
4. Carl Gutwirth	2-3;	5. Edward C. Nelson	1-4;	6. George Cunningham	1-4½.				

CLASS B PRELIM, SECTION 2									
1. Victor A. Guala	x	1	1	1	1	1	1	5-0
2. Armand Katz	0	x	1	0	1	1	1	3-2
3. Ludvig Gelobter	0	0	x	1	1	1	1	2½-2½
4. Samuel J. Lawrence	0	1	1	x	0	1	1	2½-2½
5. Dr. Eugene Foldes	2-3;	6. Walter H. Liebman	0-5.						

CLASS B PRELIM, SECTION 3									
1. Nicolas J. Cafarelli	x	1	1	1	1	1	1	4-1
2. Brian E. Owens	1	x	1	1	1	1	1	4-1
3. Feliz Eger	0	1	x	1	1	1	1	3½-1½
4. Maxwell L. Sokoler	1½-3½;	5. William J. Stephens	1½-3½;	6. Kurt Rosenberg	1-4½.				

DOWNTOWN YMCA CHESS CLUB CHAMPIONSHIP

St. Louis, 1953-54

100% USCF Rated Event

1. John V. Ragan	x	0	1	1	1	1	1	8-1
2. J. Donald Define	1	x	1	1	1	1	1	7½-1½
3. Fred S. Anderson	0	1	x	1	1	1	1	7½-1½
4. Edmund Godbold	0	1	0	x	1	1	1	5½-3½
5. Lewis W. Haller	0	0	1	0	x	1	1	5-4
6. David W. Edwards	0	0	0	1	0	x	1	4½-4½
7. Francis R. Stout	4-5;	8. Eugene J. Roesch	2-7;	9. Paul Keklikian	1-8;	10. Mark Bolsterli	0-9.		

Bolsterli lost to Stout and forfeited his remaining games.

NEWBURYPORT INVITATIONAL

Portsmouth, 1954

100% USCF Rated Event

1. Orlando A. Lester (West Newbury)	Bve	W2	W5	W4	D3	4½-1½	10.50
2. Alex Sadowsky (Portsmouth, N.H.)	W6	L1	W3	D5	W7	3½-1½	7.75
3. Harlow Daly (Sanford, Me.)	D5	W4	L2	Bve	D1	3-2	6.50
4. John Curdo (West Lvnn)	W7	L3	W6	L1	Bve	3-2	3.50
5. Bartlett Gould (Newburyport)	D3	W7	L1	D2	D6	2½-2½	5.50
6. Jeremiah Sullivan (Portsmouth, N.H.)	L2	Bve	L4	W7	D5	2½-2½	2.25
7. Ralph Gerth (Portsmouth, N.H.)	L4	L5	Bve	L6	L2	1-4	0.00

CHAUTAUQUA COUNTY CHAMPIONSHIP

Jamestown and Dunkirk, 1953

100% USCF Rated Event

1. Helge Bergquist (Jamestown, N.Y.)	x	1	1	1	1	1	1	6½-1½
2. Axel Anderson (Jamestown)	0	x	1	1	1	1	1	5½-1½
3. Robert Eklum (Dunkirk, N.Y.)	1	0	x	1	1	1	1	5½-1½
4. Walter Mekus (Dunkirk)	0	1	0	x	1	1	1	3½-3½
5. Alfred Benson (Jamestown)	2½-4½;	6. William Wilcock (Jamestown)	2-5;	7. Henry Anderson (Fredonia, N.Y.)	1½-5½;	8. Paul Mortynecuz (Stockton, N.Y.)	1-6.		

PATTERSON TOPS WASH SPEED

The Washington State Speed Championship was won by G. S. G. Patterson with 10-4, losing one game each to O. W. Manney, Jim McCormick, Robert Edberg, and Charles Rosberg in the double round event. O. W. Manney was second with 9-5, while Russell Velias, Jim McCormick and Robert Edberg tied for third with 7½-6½ in the 8 player event — O. W. Manney, 1952, Speed Champ and Idaho Open Champ, led with 7-0 at end of first half of event, but faltered in the final rounds.

BERGQUIST TOPS CHAUTAUQUA CO

Helge Bergquist with 6½-½ took the Chautauqua County title in an event played alternately at Jamestown and Dunkirk, conceding one draw to Robert Eklum. Axel Anderson was tied with Robert Eklum for second with 5½-1½ each in the 8-player event. Anderson lost to Bergquist and drew with Walter Mekus, while Eklum lost to Anderson and drew with Bergquist.

BOOST AMERICAN CHESS! By Joining the U.S.C.F.

Chess Life In New York

By Karl Burger

LARRY Evans, U.S. Champion, returned to New York after a pleasant sojourn in the South. He was jolted back into chess activity by the challenge of Arnold Denker to a match, possibly for the U.S. title. Larry participated in a Marshall Chess Club rapid transit tournament which he won 12-1. He has also been seen in the Manhattan C.C. analyzing some of Denker's recent games in that club's championship tournament. It ought to be quite a match! The two have met twice before in consecutive Marshall-Manhattan Met League finales and have played two thrilling draws. In both of these games Evans was forced to retrieve lost positions, and in both Denker seemed not to be at his best in the transition stage of the middle-game to the end-game.

A match in New York between the USA and the USSR may finally become a reality. The Times announced that the Russian chess secretary has arranged to send over a team led by Botvinnik and Smyslov in June 1954. The U.S. State Department has given permission to the visiting Russians to reside at Glen Cove, Long Island during their stay in this country. It is to be hoped that the American team will study the games of the Russian Grandmasters and avoid the dissension and petty jealousy that ruined our chances in Dubrovnik and the Radio Match with Russia.

Milton Hanauer gave a lecture and a simultaneous display on the night of February 17. His lecture entitled "A New Line of Play Against the King's Indian Defence" was delivered with his customary charm. In the simultaneous, Mr. Hanauer was seen in the role of the thoughtful plodder. Twenty-one men and two women faced him—after four hours of play five games remained. Hanauer had won 17 and drawn 1. IN BRIEF: Martin Harrow won the Class A "Consolation" tournament at the Manhattan C.C. with the fine score of 6½-½. His Bishops of Opposite endgame win against Mrs. Gresser was indeed an original and masterful conception. He drew in the final round with R. Klugman who tied with W. Lombardy for second place Columbia College defeated a visiting University of Pennsylvania team 5½-2½ The West Point Cadets drew a match with the Marshall D team, Marshall 5—Army 5 The Manhattan C.C. Championship is getting hotter with each successive round. Bisguier looks like a good bet to beat Pavey in their adjourned position. Shainswit defeated Turner, and Pinkus defeated E. T. Vano Recent visitors to the local clubs included Reuben Fine at the Manhattan C. C. who kibitzed a Sidney Bernstein-K. Burger analytical session, and Olaf Ulvestad at the Marshall C.C. who kibitzed a LeCornu-K. Burger analytical session. Boy — do I get around!

YOUNG MASTERS' FORUM

America's Leading Young Masters Annotate
Outstanding Games from Recent Chess Events

Contributors to the YOUNG MASTERS' FORUM

Hans Berliner
Arthur Bisguier
Curt Brasket
Karl Burger
Eliot Hearst
George Kramer
Carl Pilnick
James Sherwin
Walter Shipman

The "Younger Russians"

By U. S. Master ELIOT HEARST



UP at the Columbia University Chess Club one may often hear the epithet "You play like a younger Russian" hurled at an opponent in the midst of an exciting tactical struggle. Whether this remark signifies a supreme compliment or a rank insult has not yet been ascertained, but the expression is supposed to conjure up complicated and sharp attacking combinations, very often involving the speculative sacrifice of the exchange or the refusal of material gain to continue the attack!

In the following game two of the young Russian masters (Petrosian is only 23) illustrate the above remark; Petrosian blunders and is forced to give up the exchange, but Taimanov prefers to offer a beautiful queen-sacrifice rather than to capture a rook for his well-placed bishop. Petrosian refuses to snap off his opponent's queen and shortly thereafter goes down in a blaze of glory. Incidentally, the game, too, is important for opening theory, Taimanov's 11. Kt-K5 being a new and powerful idea for White against the Nimzoindian Defense.

NIMZOINDIAN DEFENSE

World Championship Candidates
Zurick, 1953

White	Black
M. TAIMANOV	T. PETROSIAN
1. P-Q4	Kt-KB3
2. P-QB4	P-K3
3. Kt-QB3	B-K15
4. P-K3

Several years ago 4. Q-B2, 4. Q-Kt3, 4. P-QR3 were all fairly popular also, but nowadays the text move is almost automatic!

4.	P-QB4
This move leaves Black more options	
5. B-Q3	O-O
6. Kt-KB3

The deployment of the King's Knight on this square has replaced the older Kt-K2, which is seen less and less often in master tourneys these days.

6.	P-Q4
7. O-O	Kt-QB3
8. P-QR3	BxKt

Black has several alternatives here. He might try 8., QPXP; 9. BxP, PxP; 10. Pxp, B-K2 or retreat the Bishop to R4 either immediately or after 8., QPXP; 9. BxP. It is interesting to note that after 8., QPXP; 9. PxB is answered by 9., PxQP!

9. PxB	P-QK13
--------	--------

Several games of the Reshevsky-Najdorf match continued 9., QPXP; 10. BxP, Q-B2 with which Black achieved good results. Taimanov's improvement in this game (11. Kt-K5) may indicate that the alternative is superior to the text!

10. PxpP
Otherwise Black might play B-R3 on his next turn.	
10.	KPxP
11. Kt-K5

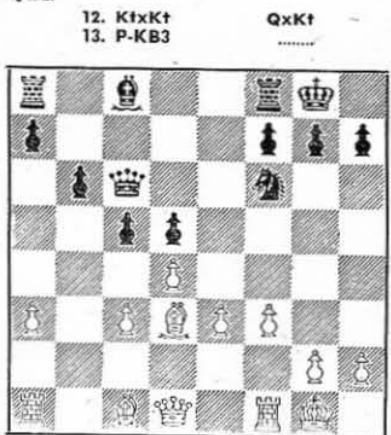
11. Kt-K5



As noted, this is a new move. Previously either 11. Pxp, PxP; 12. P-B4, Najdorf 13th match game) or 11. B-

Kt2, P-B5; 12. B-B2, Kt-K2! (Najdorf-Reshevsky, 8th and 10th match games) had been attempted, Black achieving excellent prospects in each case. With 11. Kt-K5 White intends to set up a pawn-roller by P-B3 and P-K4.

11.	Q-B2
On 11., KtxKt; 12. PxpKt, Kt-K5 White can simply continue 13. Q-B2 with the additional threat of P-QB4, or even attempt 13. P-KB3, KtxP; 14. Q-B2.	
12. KtxKt	QxKt
13. P-KB3



The crucial point of the entire game. Black must decide whether to try to prevent White's P-K4 by KR-K1, B-Kt2, R-Kt2, QR-K1, etc. or to allow the advance and blockade the position. He chooses the second alternative and hindsight tells us he made the wrong choice! From here on Black has little opportunity for adequate counterplay.

13.	B-K3
14 Q-K1	Kt-Q2

Making ready the blockade by P-KB4.

15. P-K4	P-B5
16. B-B2	P-B4
17. P-K5

On other moves White's attack is easily beaten off.

17.	R-B2
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From here to the finish Black vacillates between defense on the K-side and an abortive attack on the Q-side. He should have stuck to the defense initiated by this move, for the forthcoming Q-side attempt only opens lines for White.

18. P-QR4
To permit B-R3 and make possible P-R5	
18.	P-QR4
Black hopes eventually to play P-QKt4 and obtain a passed QRP. He does so in a couple of moves, but never was there a less powerful passed pawn!	
19. P-KB4	P-QK14

only gives White additional mobility. 19., Kt-B1 with a further attempt to set up the Kt on K3 (Kts are best blockaders) offered better hope of holding the game.

20. PxpP	QxP
21. B-R3	Kt-Kt3

This move has little purpose but it is difficult to suggest a superior alternative. Black has a very poor game.

22. Q-R4	Q-K1
23. R-KB3

White intends to continue K-R1.....R-KKt1.....with an eventual P-KKt4 and there is little Black can do to oppose such a continuation. On an immediate 23. P-KKt4 Black can defend with P-Kt3.

23.	Kt-B1?
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Black's first outright blunder. (Or did he expect to surrender the exchange, like the stereotyped "younger Russian" above??)

24. B-R4!
-----------	-------

Leaves Black's Q moveless. (24., QxB; 25. Q-Q8 ch with a quick mate). Have you ever seen two such powerful Bishops?

24.	R-Q2
----------	------

On 24., B-Q2; 25. P-K6! concludes neatly, e.g.: 25., QxP; 26. Q-Q8 ch or 25., BxB; 26. PxpR ch winning easily. Thus the text is compulsory.

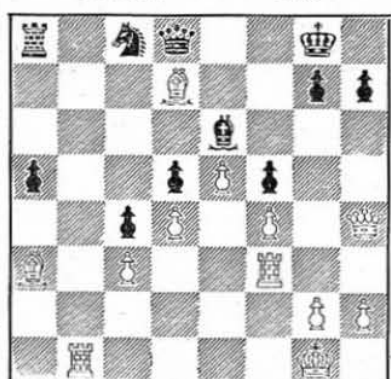
25. R-QKt!
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A fine answer. No doubt White can win with BxR, but then the spectators and annotators could go home!

25.	Q-Q1
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Does Black save the exchange?

26. BxR!
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A neat Queen-sacrifice which however leads to a direct win for White if Black captures Her Majesty, e.g.: 26., QxQ; 27. BxB ch, K-R1; 28. BxQP winning another piece (28., R-R2; 29. R-Kt8, R-QB2; 30. B-Q6, Q-Q1; 31. B-K6, B-R3; 32. P-Q5!).

26.	QxB
27. R-KKt3	Kt-R2

To have KB1 protected by the Rook if White plays Q-B6.

28. B-K7
----------	-------

Now the threat is 29. Q-B6, P-KKt3; 30. Rxp ch, PxpR ch, PxpR; 31. Qxp ch, K-R1; 32. B-B6 ch and mate.

28.	B-B2
29. Q-Kt5	B-Kt3
30. P-R4	Kt-B3
31. B-R3	Kt-Q1
32. P-R5	Kt-K3

On 32., B-K1; 33. R-Kt6 prevents Kt-K3 (i.e. 33., Kt-K3; 34. RxBKt!). There are other ways to win also.

LARRY EVANS ON OPENINGS

A New Feature Covering
Opening Strategy, Novel-
ties, and Ideas
Beginning on
Page 9, this issue

33. Q-R4	B-B2
34. P-R6	P-Kt3
The only chance.	
35. Q-B6	Q-Q1
36. R-Kt6 was White's principal threat.	
36. B-K7	Q-B2



On 36., Q-Q2, White may choose to win simply by 37. R-Kt6 or he might try to give his opponent a lesson in tactics by playing 37. Rxp ch!, BxR (on PxR the actual game continuation wins quickly); 38. R-Kt7!, Q-B1 (if QxR; 39. QxKt ch, B-B2; 40. Q-B6 and mate); 39. R-B7!, Q-R3; 40. B-Q6 and wins. The reader can have a delightful time counting up all the different mates that White is threatening.

37. Rxp ch!	PxR
BxR fails to 30. QxKt ch, B-B2; 39. Q-B6 and Black stands up.	
38. P-R7 ch	KxP
39. QxB ch	Kt-Kt2
40. K-B2!	Resigns

As R-R1 ch and mate cannot be parried. A beautiful finish!

BURGER BECOMES PINCH-HITTER

In the final throes of study for a Master's degree, CHESS LIFE's New York raconteur Eliot Hearst has become an alien in the chess clubs and a stranger to those haunts of chess where formerly he flourished a reporting pen when not flourishing the chess men on the board. His disappearance from the scenes of chess will not be permanent, for some time in June Hearst plans a return to the land of the checkered-board. But in the meantime, lest the chess exploits of the island of Manhattan remain unrecorded, reporter Hearst has persuaded U. S. Master Karl Burger to step up to the plate as pinch-hitter.

With this issue we present the initial column of Chess Life in New York as seen through the eyes of Karl Burger. Mr. Burger, one of the younger of the Young Masters, who attained this rating recently through his outstanding performances, particularly in the U. S. Candidates Tournament at Philadelphia, the U. S. Open Championship at Milwaukee, and the U. S. Intercollegiate Championship in New York, will also contribute to the Young Masters' Forum, with his initial article in an early issue.

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INCOME		
Surplus from 1952 U.S. Intercollege event	\$	6.20
Entry fees (36 players)		180.00
		\$ 186.20
EXPENSES		
Tournament Director's Fee (Elliot Hearst)	\$	50.00
Rent, John Jay Hall Cafeteria		25.00
Pre-tournament Publicity		25.00
Prizes: — Purchases from Leo Gladstone		23.50
Purchases from Dr. A. Buschke		20.00
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Engraving of trophy		6.50
		\$ 164.30
BALANCE	\$	21.90
(Distributed: To Intercollegiate Chess League \$14.05)		
To U.S. Chess Federation \$7.85		

RHYS W. HAYS

Intercollegiate Chess Tournament Committee

The Kibitzer Has His Day

Dear Mr. Major:

I submit the following in all sincerity and earnestness. You may publish it as an article, a letter to the editor or throw it in the waste basket but please give it serious consideration.

There has been a long and spotty history involved in the evolution of a satisfactory "Tie-Breaking System." Many have been tried and many have been discarded. Six various systems are in use today. In order of their popularity they are Sonneborn-Berger, Solkoff, Combination S-B and Solk. Median, Modular, and Rating System.

It is to be noted that all except the Rating System have so many still unsettled ties that they are not entirely satisfactory. Only in a tournament where all players have a previously established rating is the Rating System useable. This restricts it from general use even though ties under it are mathematical freaks.

To elaborate on the reasons why the other systems do not work would be only to repeat the often heard lament. Instead let us look for those elements of a tournament that must be considered in a good tie breaking system. These are Wins, Draws, Losses, performance of all players, forfeits, withdrawals, and Byes. It is a certainty that the system that includes all of these factors will break almost if not all ties and will give each player from first to last his precise performance and position.

Let us now consider each of the above elements and its effect on the weighted score.

WINS—The winner of any game should receive 100% of his opponents score.

DRAWs—All draws should give 50% of the opponents score.

LOSSES—Losses are too often an over looked element but should be considered. 20% of the opponents score.

Performance of all players—To show true strength of opposition in any tournament we must recognize 100% of opponents scores.

Forfeits—Anything might have happened here, the penalty must be invoked. 100% of opponents score for player receiving forfeit. (00%) No percentage of opponents score for player giving forfeit.

Withdrawals—The player who won or drew in the early rounds with a player who later withdrew should not be penalized. The withdrawing player, for the purposes of determining "Performance,"

should be given 50% of his remaining games plus his score at time of withdrawal. This 50% of remaining games does not go to the withdrawing players credit, only to his opponents, who had previously played him.

Byes—No player should be penalized or boosted because of a Bye. The onus of value of a Bye should be on the player receiving it. He will receive the point but the "Performance" figure given will be his own final score.

Using this "Tie Breaking System" on one of our recent important tournaments let us look at the results.

"U. S. INTERCOLLEGIATE INDIVIDUAL CHAMPIONSHIP"

A. Weissman 5½-½					A. Bisguier 5½-½				
Rd	W	D	L	P	Rd	W	D	L	P
1.	4			4	1.	4.5			4.5
2.	4.5			4.5	2.	3.5			3.5
3.	5.5			5.5	3.				1.1 5.5
4.		2.25		4.5	4.	4			4
5.			1.1	5.5	5.	4			4
6.	3.5			3.5	6.		2.75		5.5
7.	4.5			4.5	7.	4.5			4.5
22.	2.25	1.1	32.		20.5	2.75	1.1	31.5	
									31.5
	1.1								1.1
	2.25								2.75
	22.0								20.5
	57.35								55.85
	First								Second
H. Berliner 5½-½					K. Burger 5½-½				
Rd	W	D	L	P	Rd	W	D	L	P
1.	2			2	1.	4			4
2.	4			4	2.				.8 4
3.	4			4	3.	3			3
4.	4			4	4.	4			4
5.	4.5			4.5	5.	5.5			5.5
6.	2.75			5.5	6.	2.25			4.5
7.			1.1	5.5	7.	5.5			5.5
	18.5	2.75	1.1	29.5	22.	2.25	0.8	30.5	
	29.5							30.5	
	1.1							0.8	
	2.75							2.25	
	18.5							22.0	
	51.85							55.55	
	Fourth							Third	

This could be a milestone in U. S. Chess. I would like to see my "COONS" system tried out. I think it will do the job.

EVERETT A. COONS

Major Topics

By
Montgomery Major

THE LAWS OF CHESS

Ignorance of the law excuses no man; not that all men know the law, but because 'tis an excuse every man will plead, and no man can tell how to refute him.

SELDON—Table Talk

THAT no reader of CHESS LIFE need plead ignorance of the laws of chess in this issue we publish the American Translation of the new Chess Code adopted by FIDE, as amended at the meeting in Switzerland this last summer. This American version of the Laws of Chess is the official code of the USCF and supercedes the previous code in usage since 1929.

Readers may note some differences in expression, but not in sense, between this American version and the one published by the British Chess Federation. Such differences are immaterial, but reflect the endeavors of each Federation to fit the original French text to language best suited to the uses of its members.

Unfortunately, the new Chess Code is not a work of perfection, being indeed the work of men. There are ambiguities and omissions, and occasionally moments of vagueness. These are, however, inherent faults in the original text which a faithful translation could not evade. To correct the more apparent of these flaws, the USCF Tournament Rules Committee proposes to compile supplementary regulations to clarify, expand, and define those points left ambiguous in the official text or omitted from its consideration. Any suggestions from our readers upon such omissions or ambiguities which need clarification will be welcomed, and should be addressed to: Montgomery Major, Chairman of USCF Tournament Rules Committee, 123 No. Humphrey Ave., Oak Park, Ill.

The Reader's Road To Chess

By Kester Svendsen

CHESS THE HARD WAY! By D. A. Yanofsky. New York: Pitman Publishing Co. x, 149 pp. \$4.

YANOFSKY'S title is a modest, perhaps rueful glance at Fine's famous primer. Certainly his games are neither labored nor dull, though the score may represent hours of mental toil. In fifteen chapters he traces his career from his early efforts in 1933-1936 through the successes in Canada and Buenos Aires, Europe, England, and Iceland. The high point is of course Yanofsky's defeat of Botvinnik at Groningen in 1946, but tournaments after that have confirmed his place in the chess firmament. As Botvinnik said when a reporter asked him if Yanofsky had earned the rank of master by his victory, "If he could beat me, he deserves to be called a grandmaster!"

Style and content in game collections have changed since Alekhine's monumental days, for the masters are no longer annotating merely for other masters. Now they concede something to the ordinary player's interest in atmosphere, sidelights, and the drama of the occasion; and their books are chatty and informative as well as instructive. They take the reader inside the tournament room as well as inside the discarded variations. Among his opponents are Yanofsky's Canadian challengers Belson, Martin, and Blumin, noted Americans like Fine and Steiner, and such internationals as Christoffel, Tartakower, Ragozin, and Euwe. The price is a little high, but the book is good.

RACINE CITY CHAMPIONSHIP

Racine, 1954

1. James Weidner	W18	W7	W2	D3	D5	W4	W6	6-1
2. John Aroks	W4	W8	L1	W7	W3	D6	W5	5½-1½
3. David Arganian	W13	W11	W16	D1	L2	D5	W8	5-2
4. R. E. Rigg	L2	D10	W19	W16	W12	L1	W9	4½-2½
5. Rudy Kunz	D6	W17	D12	W8	D1	D3	L2	4-3	15.50
6. Joe Zemek	D5	L12	W10	W18	W7	D2	L1	4-3	13.25
7. Art Domsy	W10	L1	W13	L2	L6	W11	W12	4-3	13.00
8. Erwin Poetschke	W15	L2	W14	L5	W13	W12	L3	4-3	12.00
9. John Olsen	W19	L16	W11	L12	W10	W17	L4	4-3	10.50
10. H. C. Zierke	L7	D4	L6	W19	L9	W14	W13	3½-3½	9.25
11. Chris Beck	W14	L3	L9	W15	D16	L7	W19	3½-3½	8.25

12. John Stuempfig 3-4 (11.25); 13. Walt Teubner 3-4 (6.50); 14. Bernard Gill 3-4 (6.50); 15. Vince Kaiser 3-4 (3.50); 16. Frank Buttenhoff 2½-4½ (5.75); 17. Andy Mike 2½-4½ (4.50); 18. Dan Anderson 1-6 (2.50); 19. Russ Kime 1-6.

Anderson withdrew after the fourth round.

THE LAWS OF CHESS

Adopted by the General Assembly of the World Chess Federation (Federation Internationale des Echecs) at the 23rd Congress of the Federation, Stockholm 1952, and amended at the 24th Congress, Schaffhausen, Switzerland 1953.

Official American Translation

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The UNITED STATES CHESS FEDERATION
(American Unit of the F.I.D.E.)

Preface to the American Translation

SINCE the idiom of speech and the ideology of thought vary with race and language, it remains obvious that a literal translation of the wording of any document defeats the primal purpose of translating the basic ideas of that document. For that sufficient reason, in preparing an official American translation to the "Regle du Jeu des Echecs," the translators have given more attention to the expression in clear language of the basic ideas of the text than to an exact literal translation of the French original. This paraphrasing of the original text is not always indicated in the body of the translation, but certain notes, which have been added to lend clarity to the translation, are printed in italic type to indicate their explanatory nature.

It is also to be noted that certain modifications of a minor character have been made in translating the text of Supplement No. 1. These modifications are designed solely to create conformity between the standard practice in the United States and the official regulations in regard to chess notation, since traditional practice in this country has developed several slight deviations from the system of notation as used in Europe.

HAROLD M. PHILLIPS
A. WYATT JONES
FRANK R. GRAVES
WILLIAM M. BYLAND
MONTGOMERY MAJOR
KENNETH HARKNESS

PREFACE

(To the original Edition in French)

ALTHOUGH, for a long time, the game of Chess has been played according to rules essentially unvaried, it has been judged necessary—in view particularly of the vast popularity of the game and the encouraging development of an international collaboration in chess—to create a clear and unequivocal revision both of the laws themselves and of the regulations concerning the application of these laws to competitions. After a preparatory work of several years, the World Chess Federation (F.I.D.E.), at its congress in 1952, has completed this task, and the laws hereafter presented will be, from now on, strictly applied throughout the whole world of chess.

To my cordial thanks to all the experts—chess masters, chess organizers and linguists—who have aided me with their collaboration, I would like to add the hope that the task we have just accomplished will be of lasting importance for the high endeavor committed to the World Chess Federation: the promotion not only of the game of Chess itself but also of the friendship and understanding between chess players of all countries contributing thus to the fraternity of mankind.

Stockholm, February 1953

FOLKE ROGARD
President
World Chess Federation

THE LAWS OF CHESS

PART ONE General Laws

Article 1 Introduction

The game of chess is played between two opponents by moving men on a square board called a "chessboard."

Article 2 The Chessboard and its Arrangement

1. The chessboard is composed of 64 equal squares alternately light (the "white" squares) and dark (the "black" squares).
2. The chessboard is placed between the players in such a way that the corner square to the right of each player is white.
3. The eight rows of squares running from the edge of the chess-

board nearest one of the players to that nearest the other player are called "files."

(In a chess diagram, the files are the vertical rows of squares.)

4. The eight rows of squares running from one edge of the chessboard to the other at right angles to the files are called "ranks."

(In a chess diagram, the ranks are the horizontal rows of squares.)

5. The straight rows of squares of one color, touching corner to corner, are called "diagonals."

Article 3

The Chessmen and their Arrangement

At the beginning of the game, one player commands 16 light-colored men (the "white" men), the

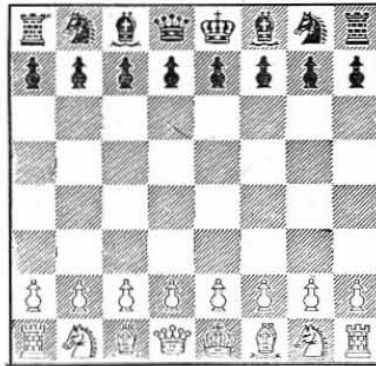
other 16 dark-colored men (the "black" men).

These men are as follows:

One white King with the usual symbol in print of
One white Queen with the usual symbol in print of
Two white Bishops with the usual symbol in print of
Two white Knights with the usual symbol in print of
Two white Rooks with the usual symbol in print of
Eight white Pawns with the usual symbol in print of

On black King with the usual symbol in print of
One black Queen with the usual symbol in print of
Two black Bishops with the usual symbol in print of
Two black Knights with the usual symbol in print of
Two black Rooks with the usual symbol in print of
Eight black Pawns with the usual symbol in print of

The initial position of the men on the chessboard is as follows:



Article 4

Conduct of the Game

1. The two players must alternate in making one move at a time. The player with the white men commences the game.

2. A player is said to "have the move" when it is his turn to play.

Article 5

General Definition of the Move

1. With the exception of castling (Article 6), a move is the transfer of a man from one square to another square which is either vacant or occupied by an enemy man (a man of the opposite color).

2. No man, except the Rook, in castling, or the Knight (Article 6) may cross a square occupied by another man.

3. A man played to a square occupied by an enemy man captures, in the same move, this enemy man, which must be immediately removed from the chessboard by the player making the capture. See Article 6 for capturing "en passant."

Article 6

Moves of the Individual Men

THE KING

Except in castling, the King moves to any adjacent square that is not attacked by an enemy man.

Castling is a move of the King and either Rook, counting as a single move (of the King), executed as follows: The King is transferred from its original square to either of the nearest squares of the same color in the same rank; then that Rook toward which the King has been moved is transferred over the King to the square which the King has just crossed. Castling is permanently impossible (illegal) if the King or castling Rook has previously moved. Castling is momentarily prevented: a) if the King's original square, or the square which the King must cross, or that which it will occupy, is attacked by an enemy man; b) if there are any men between the King and the Rook toward which the King must move.

THE QUEEN

The Queen moves to any square (except as limited by Article 5, No. 2) on the file, rank, or diagonals on which it stands.

THE ROOK

The Rook moves to any square (except as limited by Article 5, No. 2) on the file or rank on which it stands.

THE BISHOP

The Bishop moves to any square (except as limited by Article 5, No. 2) on the diagonals on which it stands.

THE KNIGHT

The Knight's move is composed of two different steps: first, to a contiguous square along the rank or file, and then, still moving away from its square of departure, to a contiguous square on a diagonal.

THE PAWN

The Pawn moves forward only. a) Except when capturing, it advances from its original square one or two vacant squares along the file on which it is placed, and on subsequent moves only one vacant square along the file. When capturing, it advances to either square, contiguous to its own, on the diagonal.

b) A Pawn attacking a square crossed by an enemy Pawn, which has been advanced two squares in one move, from its original square, may capture, but only in the move immediately following, this enemy Pawn, as if the latter had been advanced only one square. This capture is called taking "en passant" (or "in passing").

c) Any Pawn reaching the last (eighth) rank must be exchanged immediately, as part of the same move, for a Queen, Rook, Bishop, or Knight of the same color, at the choice of the player and without reference to the other men still remaining on the chessboard. This exchange of a Pawn is called "promotion", and the action of the promoted man is immediate.

Article 7

Completion of Move

A move is completed: a) in the transfer of a man to a

(Please turn to page 6, col. 1)

vacant square, when the player's hand has released the man;

b) in a capture, when the captured man has been removed from the chessboard and the player, having placed on its new square his own man, has released the latter from his hand;

c) in castling, when the player's hand has released the Rook on the square crossed by the King; when the player has released the King from his hand, the move is not yet completed, but the player no longer has the right to make any other move than castling;

d) in the promotion of a Pawn, when the Pawn has been removed from the chessboard and the player's hand has released the new man after placing it on the promotion square; if the player has released from his hand the Pawn that has reached the promotion square, the move is not yet completed, but the player no longer has the right to play the Pawn to another square.

Article 8

The Touched Man

Provided that he first warns his opponent, the player having the move may adjust one or more men on their squares.

Except for the above case, if the player having the move touches one or more men, he must make his move by moving or capturing the first man touched which can be moved or captured.

No penalty is entailed if the opponent does not claim a violation of this rule before himself touching a man, or if none of the moves indicated above can be made legally.

Article 9

Illegal Positions

1. If, during a game, it is found that an illegal move has been made, the position shall be reinstated to what it was before the illegal move was made.

2. If, during a game, one or more men have been accidentally displaced and incorrectly replaced, the position shall be reinstated to what it was before the displacement took place and the game shall be continued. If the position cannot be reinstated the game shall be annulled and a new game played.

3. If, after an adjournment, the position has been reinstated incorrectly, it shall be re-established to what it was at the adjournment and the game shall be continued.

4. If, during a game, it is found that the initial position of the men was incorrect, the game shall be annulled and a new game played.

5. If, during a game, it is found that the board has been wrongly placed, the position reached shall be transferred to a board correctly placed and the game shall be continued.

Article 10

Check

1. The King is in check when the square on which it stands is attacked by an enemy man; the latter is then said to give check to the King.

2. Check must be parried by the move immediately following. If check cannot be parried, it is said to be "mate". (See Article 11, No. 1).

3. A man intercepting a check to the King of its own color can itself give check to the enemy King.

Article 11

Won Game

1. The game is won by the player who has mated the enemy King. (See Article 10, No. 2).

2. The game is won by the player whose opponent resigns the game.

Article 12

Drawn Game

The game is drawn:

1. When the King of the player who has the move is not in check, but such player cannot make any legal move. The King is then said to be "stalemated."

2. By agreement between the two players.

3. Upon demand by one of the players when the same position appears three times, the same player having the move each time. The position is considered the same if men of the same kind and color occupy the same squares. The right to claim the draw belongs exclusively to the player:

a) who is in a position to play a move leading to such repetition of the position, if he declares his intention of making such move;

b) who is in a position to reply to a move which has produced the repeated position.

If a player makes a move without claiming a draw in the manner prescribed in a) and b), he loses the right to claim a draw; this right is restored to him, however, if the same position appears again, the same player having the move.

4. When a player having the move demonstrates that at least fifty moves have been made by each side without the capture of any man, or the movement of any Pawns. This number of fifty moves may be increased for certain specific positions, provided that this increase in number and these positions have been clearly established prior to commencement of the game.



PART TWO

Supplementary Regulations for Tournaments and Matches

Article 13

Recording of Games

In the course of play, each player is required to record the moves of his game in a clear and legible manner on a prescribed score sheet. (See Supplement No. 1).

Article 14

Use of the Chess Clock

1. Each player must make a certain number of moves in a given period of time, these two factors being specified in advance.

2. Control of each player's time is effected by means of a clock equipped with special apparatus for this purpose.

3. At the time determined for the start of the game, the clock of the player who has the white men is set in motion. In the continuation of the game, each of the players, having made his move, stops his own clock and starts his opponent's clock.

4. Upon the execution of the prescribed number of moves, the last move is not considered as being completed until after the player has stopped his clock.

5. Every indication given by a clock or its apparatus (*the flag attached to some chess clocks*) is considered as conclusive in the absence of evident defects. The player who wishes to claim any such defect, is required to do so as soon as he himself has become aware of it.

6. If the game must be interrupted because of some situation for which neither player is responsible, the clocks shall be stopped until the situation has been adjusted. This should be done, for example, in the case of an illegal position to be corrected, in the case of a defective clock to be exchanged, or when the man which a player has announced he wishes to exchange for one of his Pawns that has reached the last rank, is not immediately available.

7. When, in the case of Article 9, Nos. 1 and 2, it is not possible to establish the time used by each player up to the moment of irregularity, each player shall be allotted up to that moment an amount of time proportional to that indicated by the clocks when the irregularity is observed.

Example: After Black's 30th move it is found that an irregularity took place at the 20th move. If, for these 30 moves, the clocks indicate 90 minutes for White and 60 minutes for Black, it shall be assumed that the times used by the two players for the first 20 moves were in proportion, thus:

$$\text{White} \quad \frac{90 \times 20}{30} = 60 \text{ minutes}$$

$$\text{Black} \quad \frac{60 \times 20}{30} = 40 \text{ minutes}$$

Article 15

Adjournment of the Game

1. If a game is not finished upon conclusion of the time prescribed for play, the player having the move shall write his next move in unambiguous notation on his score sheet, place his and his opponent's score sheets in an envelope, seal the envelope, and then stop the clocks. If the player has made the said move on the chessboard, he must seal this same move on his score sheet.

2. Upon the envelope shall be indicated:

- a) the names of the players;
- b) the position immediately before the sealed move;
- c) the time used by each player;
- d) the name of the player who has sealed the move, and the number of that move.

3. Custody of the envelope must be assured.

Article 16

Resumption of an Adjourned Game

1. When the game is resumed, the position immediately before the sealed move shall be set up on a chessboard, and the time used by each player at the time of adjournment shall be indicated on the clocks.

2. The envelope shall be opened

only when the player having the move (the player who must reply to the sealed move) is present. That player's clock shall be started after the sealed move has been made on the chessboard.

3. If the player having the move is absent, his clock shall be started, but the envelope shall be opened only at the time of his arrival.

4. If the player who has sealed the move is absent, the player having the move is not obliged to reply to the sealed move on the chessboard. He has the right to record his move in reply upon his score sheet, to place the latter in an envelope, to stop his clock, and to start his opponent's clock. The envelope should be placed in security, and opened at the time of his opponent's arrival.

5. If the envelope containing the sealed move at the time of adjournment has disappeared, and it is not possible to re-establish, by agreement of the two players, the position and the times used for the adjourned game, or if, for any other reason, the said position and said times cannot be re-established, the game is annulled, and a new game must be played in place of the adjourned game. If the envelope containing the move recorded in accordance with Section 4 hereof has disappeared, the game must be resumed from the position at the time of adjournment, and with the clock times recorded at the time of adjournment.

6. If, upon resumption of the game, the time used has been incorrectly indicated on either clock, and if such mistake has been established by either player before making his first move, the error must be corrected. If the error is not then established, the game continues without correction.

Article 17

Loss of the Game

A game is lost by a player:

1. Who has not completed the prescribed number of moves in the time specified.
2. Who arrives at the chessboard more than one hour late.
3. Who has sealed an illegal move, or one so inaccurately or vaguely defined as to render impossible the establishment of its true meaning.
4. Who, during the game, refuses to comply with these laws of chess. If both players arrive at the chessboard more than one hour late, or refuse to comply with these laws of chess, the game shall be declared lost by both players.

Article 18

Conduct of the Players

1. a) During play the players are forbidden to make use of notes, manuscripts, or printed matter, or to analyze the game on another chessboard; they are likewise forbidden to receive the advice or opinion of a third party, whether solicited or not.

b) No analysis is permitted in the playing room during play or during adjournment.

c) Players are forbidden to distract or annoy their opponents in any manner whatsoever.

2. Infractions of the rules indicated in Section 1 hereof may incur penalties even to the extent of loss of the game.

Article 19 Tournament Director or Match Referee

To manage the competition, a tournament director or match referee must be designated. His duties are:

a) to see that these laws of chess are strictly observed.

b) to supervise the progress of the competition; to establish that the prescribed time limit has not been exceeded by the players; to arrange the order of resumption of play in adjourned games; to supervise the arrangements set forth in Article 15, above all to see that the information on the envelope is correct; to assume custody of the sealed envelopes until such time as adjourned games are resumed; etc....

c) to enforce the decisions he has reached in disputes that have arisen during the course of the competition.

d) to impose penalties on the players for all infractions of these laws of chess.

Article 20 Interpretation of the Laws of Chess

In case of doubt as to the application or interpretation of these laws, the F.I.D.E. shall examine the evidence submitted, and render official decision.

Decisions published in the "Revue de la F.I.D.E." are binding on all affiliated federations.

In the United States, disputes as to the intention or interpretation of these laws should be forwarded in writing to the Secretary of the United States Chess Federation. The U.S.C.F. will render an interpretation of the law in clear cases, and in cases of doubt or ambiguity will forward the question to the F.I.D.E. Bureau for final decision.)



SUPPLEMENT NO. 1 Chess Notation

F.I.D.E. Laws at present recognize only the two most generally known systems of notation: the algebraic system and the descriptive system.

Each affiliated unit is free to employ whichever of these two notations it prefers. (The U.S.C.F. accepts both the algebraic and descriptive systems as valid.)

THE ALGEBRAIC SYSTEM General Notation

The chessmen, with the exception of the Pawns, are designated by their initials. The Pawns are not specifically indicated. (In American usage, Knight is indicated by "Kt" or "N," as the initial "K" indicates the King.)

The eight files (left to right from White's side of the chessboard) are designated by the letters a to h.

The eight ranks are numbered from 1 to 8, counting from White's first rank. (In the initial position, the White men are on ranks 1 and 2, and the Black men on ranks 7 and 8.)

Each square is thus invariably

defined by the combination of a letter and a number.

To the initial of the man moved (except the Pawn), the square of departure and the square of arrival is added; in abbreviated notation, the square of departure is omitted.

Thus Bcl-f4 means that the Bishop on square cl is moved to square f4. In abbreviated notation: Bf4.

Or: e7-e5 means that the Pawn on square e7 is moved to square e5. In abridged notation: e5.

(Omission of the initial indicates that the move is made by a Pawn.) When two similar men can be moved to the same square, abridged notation is expanded as follows:

For example, two Knights are at g1 and d2; the move Ktg1-f3 is written Ktg-f3 in abridged notation. If the Knights were at g1 and g5, the move Ktg1-f3 would be abridged at Kt1-f3.

Abbreviations

O-O Castles with the Rook h1 or h8 (short castling)

O-O-O Castles with the Rook a1 or a8 (long castling)

: or x Captures

† Check

†† Mate

Common Abbreviations

! Well played

? Poorly played

THE DESCRIPTIVE SYSTEM

The chessmen, with the exception of the Pawns, are designated by their initials. The Pawns are not specifically indicated. (In American usage and notation, the Pawns are also indicated by their initials; Knight is indicated by Kt or N, as the initial K is reserved to indicate the King.)

The King-Rook, King-Knight, and King-Bishop are distinguished from the Queen-Rook, Queen-Knight, and Queen-Bishop, by the addition of the letters "K" and "Q".

(Thus, the King-side men are designated KR, KkT (or KN) and KB; the Queen-side men QR, QkT (or QN) and QB. A Pawn is identified by adding the initial, or initials, of the file on which it stands. For example, KRP identifies a Pawn on the King-Rook file. See below.)

The eight files (from left to right for White, and inversely for Black) are designated as follows:

- Queen-Rook file (QR)
- Queen-Knight file (QkT or QN)
- Queen-Bishop file (QB)
- Queen file (Q)
- King file (K)
- King-Bishop file (KB)
- King-Knight file (KkT or KN)
- King-Rook file (KR)

The eight ranks are numbered from 1 to 8, counting from White's first rank for White, and from Black's first rank for Black.

A move is described by writing the designation of the man played, and the square to which it is played. Example: Q-KB4 means that the Queen is moved to the fourth square of the King-Bishop file (counting from whichever side makes the move.) When two similar men can be moved to the same square, both the square of departure and the square of arrival are indicated. Thus R(KN4)-KN2

means that one of the two Rooks which is on KN4 square is moved to the second square of the same file. (The abridged form of R(N) or R(4) is usually sufficient, i.e., if the two Rooks are not both on the N file or both on the 4th rank.)

Abbreviations

O-O or Castles KR Castling with the King-Rook (K-side or short castling)

O-O-O or Castles QR Castling with the Queen-Rook (Q-side or long castling)

: or x Captures

CH or † Check

Common Abbreviations

! Well played

? Poorly played



SUPPLEMENT NO. 2

Expressions in General Use

1. Piece. A general term comprising all chessmen except the Pawn. (In American usage, a Queen or Rook is a "major piece," a Bishop or Knight is a "minor piece;" the collective term "men" is used to designate both pieces and Pawns.)

2. To Interpose. To place a man between one's own King and the enemy piece giving check. A check by a Knight cannot be parried by interposing.

3. Pinned Man. The man interposed to parry a check, whose freedom of movement is thereby destroyed, is said to be "pinned." (This refers to an "absolute" pin. A man shielding an attack is also said to be pinned, if its movement would involve loss of material when the shielded man is captured.)

4. Discovered Check. Check by a piece whose action has been unmasked by the moving of another man.

5. Double Check. Check simultaneously obtained by moving a man which itself gives check, and which at the same time uncovers the action of a piece which also gives check.

6. Long Castling (or Queen Castling). Castling with the Rook at a1 or a8 (Queen-Rook)

7. Short Castling (or King Castling). Castling with the Rook at h1 or h8 (King-Rook)

8. Winning the Exchange. To exchange a Knight or Bishop for a Rook.

9. Losing the Exchange. To exchange a Rook for a Knight or Bishop.

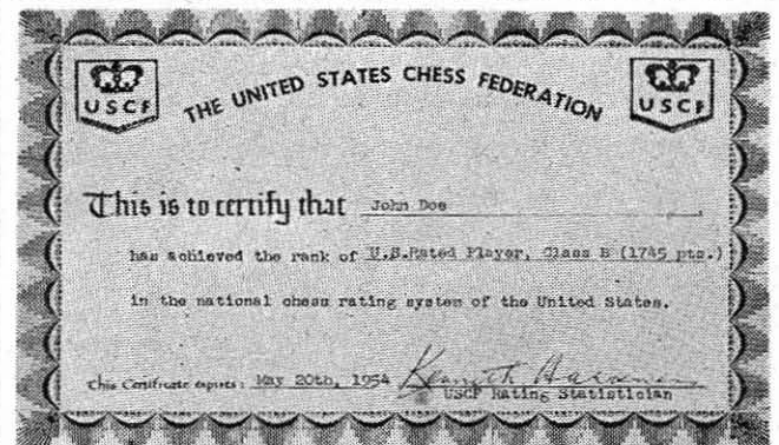
10. I Adjust (or "J'adoube"). Expression used when the player adjusts a man on its square (in order to forewarn his opponent—See Article 8).

Newton YMCA (Mass.) Chess Club: William W. Parshley with 9-1 score won the recent club championship event. The club has two teams in the Metropolitan Greater Boston Chess League.

NEW LAWS OF CHESS

Official American translation of the new laws of Chess, copyright 1954 by the United States Chess Federation, now available in mimeographed form. Contains all the latest changes in the Laws, as amended by the FIDE Congress at Schaffhausen, 1953. Clarifies many ambiguous laws in the old code. Send 50 cents for one copy, or \$1 for three copies, to the United States Chess Federation, 93 Barrow Street, New York 14, N. Y.

USCF RATING CERTIFICATE



This handsome certificate, bearing your name and national rating, gives you official standing in the world of chess, brings you recognition for your achievements, conveys the honor and prestige of an official title—U. S. Rated Player (Class A, B, C or D), U. S. Expert, Master, Senior Master or Grandmaster. The certificate is suitable for framing, the actual size being 8" x 5" (twice the size of the reproduction above)—or it may be folded and carried in your wallet.

This certificate is sent only on request. Write for yours today, enclosing 25 cents to cover the cost of handling and mailing. Additional copies to post in club rooms or carry in your wallet: 10 cents each. Address your request to Rating Statistician, United States Chess Federation, 93 Barrow Street, New York 14, N. Y.



THE ELEMENTS OF CHESS

By International Master **HERMAN STEINER**

Pittsburgh met Washington via short-wave radio with indecisive results in the finished games, but having advantage in two adjourned games (Dietz and Smith) while expecting draws in the other two adjournments. Koltanowski will adjudicate the unfinished games. The line up was:

Pittsburgh	Washington
1. F. Sorenson adj.	H. Berliner adj.
2. D. Hamburger adj.	N. T. Whitaker adj.
3. Paul Roth adj.	D. Mugridge adj.
4. W. M. Byland adj.	L. R. Chauvenet adj.
5. P. L. Dietz adj.	I. Romanenko adj.
6. R. Bornholz adj.	H. Avram adj.
7. R. P. Smith adj.	Robbins adj.
8. D. McClellan adj.	Tilles adj.



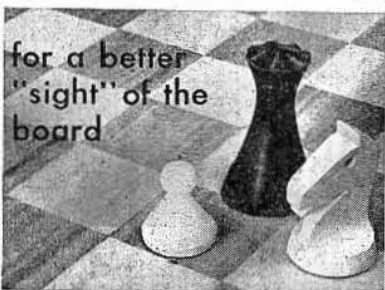
Nicholas Rossolimo, now resident in New York City, would like to give group instruction to clubs in the vicinity of New York, using a new method of instruction. Rossolimo is an International Grand Master and the former Champion of France. Those interested may obtain the details by contacting Mr. Rossolimo at 8 Bethune St., New York City or phoning Chelsea 3-2828.



About April 1 the USCF Club Chapter, Fort Worth Chess Club, will sponsor an all-ladies chess tournament at Ft. Worth. It will be open to all women players, without any membership requirements. Those who are interested in competing may write Frank R. Graves, 202 Farm and Home Bldg., Ft. Worth, Tex.



The East defeated the West 52½-37½ in the Cleveland City-wide Interscholastic League match, when a picked team from the East Side high schools triumphed over a selected group from the West Side schools. Players from 13 high schools in the Cleveland Scholastic League participated in the event which was held in the basement auditorium of the Cleveland Public Library and directed by James L. Harkins, Jr. who is in charge of Scholastic chess activity for the city of Cleveland.



for a better "sight" of the board

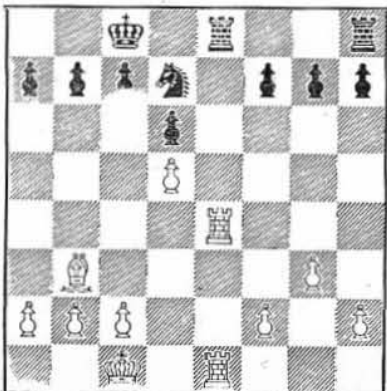
Rosewood and White Holly chess pieces of simplified form and greater contrast. This handsome set is distinctly easier to play with. Beautiful natural finish, weighted and felted. \$34.50 in felt-lined birch box. Descriptive folder sent on request.

ERNEST WRIGHT, Box 141, Belmont 78, Mass.

Hypothetical Game

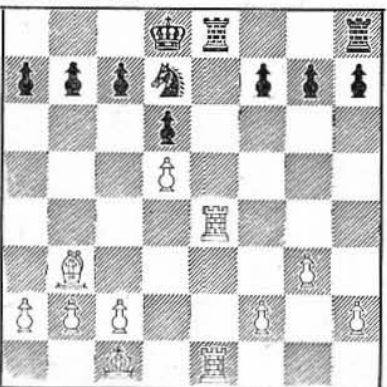
Illustrating Principles, Rules, and Objectives
(Continued from issue of February 5)

White's play 19. R(Q4)-K4 threatens to control the king file as well as to capture the Rook.



After White plays: 19. R(Q4)-K4
Threat of capture.
Second Objective achieved.

The importance of playing QR-K1 is evident, for Black's answer is 19... K-Q1.



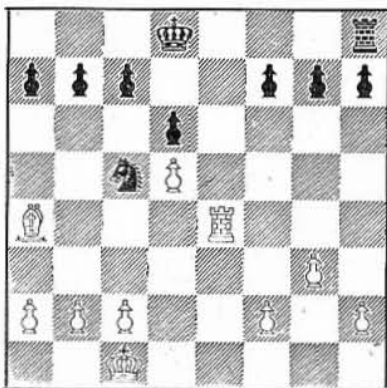
After Black plays: 19... K-Q1
Nullifies threat of capture.
Defends.
Nullifies Second Objective.

This move nullifies both of White's threats with safety and forces the exchange of the Rooks.

White must be careful not to be left with an end-game (a Bishop against a Knight). Remember that in this position the Knight is stronger than the Bishop which is tied down to the white squares, while the Knight can be maneuvered and may pick up a Pawn or two — enough to decide the game in his favor. So the problem for White is a double one: to exchange his Bishop for his opponent's Knight, and to increase his advantage in Space. He should review the principles of blunders. Are there any captures, checks, pins, or forks? The obvious move is B-R4.

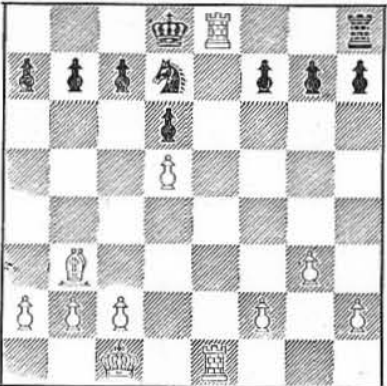
(See diagram next column)

which looks like a pin but actually is not. Why? The answer is simple. Is there a capture for Black and if so, what is the result? The only capture for Black is RxR, which in turn must be recaptured with the Rook. Black follows with Kt-B4 resulting in a slight advantage.



The student knows that a pin is only a pin when it is permanent and can be used to attain a point. Otherwise valuable time is lost. How can this be accomplished with safety?

Beginning with 20... RxRch,



After White plays: 20. RxR ch
Fourth Objective.

Black's answer is a must: 20... RxR;

(See diagram next column)

21. RxR ch again forces a must for Black:

(See diagram next column)

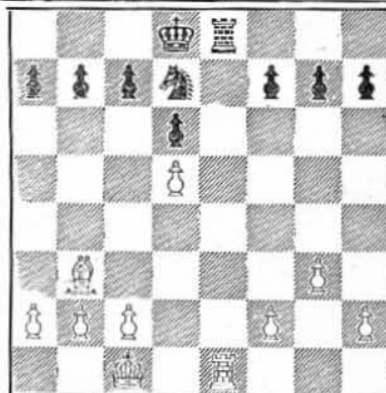
21... KxR.

(See diagram next column)

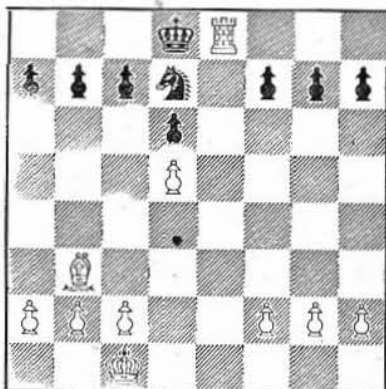
Referring again to the principles of blunders it is clear that on Black's second capture his King is on his King square and White is able to play with safety: 22. B-R4 — this pins the Knight which this time cannot move.

(See diagram next column)

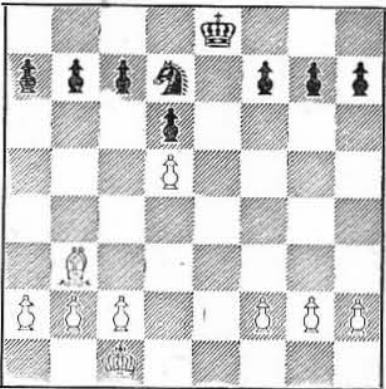
In this way White is able to exchange the Bishop for the danger-



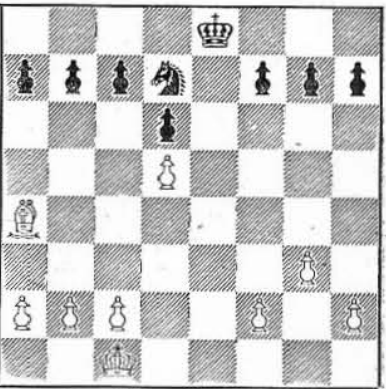
After Black plays: 20... RxR
Fourth Objective achieved
(exchange even)



After White plays: 21. RxR ch
Fourth Objective.



After Black plays: 21... KxR
Fourth Objective.
(exchange even)
Threat of control of space.



After White plays: 22. B-R4
Nullifies threat of control of space.
Pinning Kt.
Threat of Fourth Objective.

ous Knight with safety. This completes his plan, which is illustrated by the next few moves, all of which are forced. The Knight (Please turn to page 12, col. 4)



LARRY EVANS ON THE OPENINGS

By International Master LARRY EVANS

U. S. Chess Champion, 1952

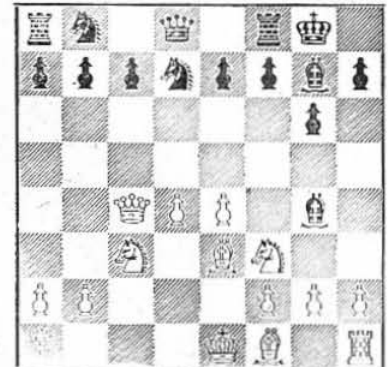
Introductory Remarks

There are two ways of securing an opening advantage: by playing something so new that it has never been seen, or so old that it has been forgotten. In modern master play the opening is all-important, for it determines the character of the middle as well as the endgame. Chess is rapidly becoming a technique instead of an art. This is the era of the technician. The "book" player with limited ability can now vanquish the "natural" player by dint of sheer research. Never before has the "prepared variation" been such a dreaded shibboleth.

This series of articles is intended for players of average and well above average strength who desire to improve their tournament and postal play. I intend to examine the present status of all the principal opening variations, re-evaluating them in terms of modern practice. (For ultimately practice is the criterion of truth.) The analysis will be studded with improvements, "cooks" and wrinkles (whether old or new). Chess theory is changing so rapidly that it takes several years to catch up with the past! And very often the future is little more than a rehabilitation of lines which previous generations have discarded. How is the average player to judge which variations are sound, which ephemeral, which revolutionary? This is essentially the problem of evaluation, which falls to the master and the critic.

A shift has taken place in master chess. The Indian defenses have acquired unprecedented popularity. General principles and the classic formulations have not only been found to be inadequate, but misleading. The key to this change lies not in the maxims of the hypermoderns, but in a very simple statement made by Paul Morphy: "Help your pieces so that they can help you!" In the hands of the dogmatists, like Tarrasch, this meant develop, centralize, castle early, and so on — to all those precepts in primers which inspire the novice to play by rote. What has happened? Are the classic notions of "antipositional moves" no longer valid? Or are we simply going through a period of "fads."

The answer is: neither. The whole school of modern Soviet theory has established the fact that each position has its own inner dynamic demands. Morphy's maxim has become: "Black should fight with his pieces!" In the Gruenfeld Defense, for example, Black not only allows White to occupy the center, but also retreats a developed piece!



Position after 8. . . KN-Q2!

This move was introduced by Smyslov against Euwe, in the World Championship Tournament, Moscow, 1948. (There are records

of its appearance in Russia before that.) Black has complete equality.

Botvinnik writes of this position: "Why was it that in this case the established positional canons proved unrealistic? The whole point was that White had to devote time to occupy his center with Pawns; this circumstance, and also the White's Queen's advanced position, enabled Black to gain the decisive tempo for developing a counter initiative."

The beauty of the Indian defenses (1 P-Q4, N-KB3) is that Black does not immediately commit himself. Moreover, he can force his defense — there is nothing White can do about it! The Queen's Gambit Declined, even though it leads to a solid game, has fallen into disrepute because of Black's "problem child" — his Queen's Bishop.

The first variation I will consider will be the popular Nimzo-Indian (1 P-Q4, N-KB3; 2 P-QB4, P-K3; 3 N-QB3, B-N5)



Position after 3. . . B-N5

The battle will rage around White's K4 square; for if Black can maintain an outpost there, or even control it, then his game is fully equal. (By "equality" is meant that the winning chances are roughly equal, not that the game should result in a draw.)

White has several alternatives at his disposal:

- (A) 4 Q-B2 (No longer popular)
- (B) 4 P-K3 (Rubinstein's Variation)
- (C) 4 Q-N3 (Out of fashion)
- (D) 4 P-QR3 (Saemisch Variation)
- (E) 4 B-N5 (Revived successfully by Taimanov against Bronstein in the 1953 USSR Championship. Since then it has led to failure after failure!)
- (F) 4 N-B3 and miscellaneous continuations.

What is the present status of these moves, and why is the Nimzo-Indian Defense so popular? Obviously the modern master must feel at home with the Black side. The most popular continuation is 4 P-K3, which I shall consider in a later article.

My next article will be devoted to a discussion of (A) 4. Q-B2, N-B3 — the "Zurich Variation."

New USCF Club Chapters

THE Clubs listed below are welcome additions to the growing family of USCF affiliates. All tournaments conducted by these clubs are rated. If your club is not getting the benefits of affiliation, write for details and application blank to Kenneth Harkness, USCF Business Manager, 93 Barrow St., New York 14, N. Y.

ALABAMA
Birmingham Chess Club
Central YMCA, Birmingham, Ala.
Meets Tuesday evenings at 6:30 p.m.
President: E. M. Cockrell; Secretary: F. W. Kemp, 220 So. 59th Place, Birmingham, Ala.; Treasurer: E. L. Fesperman.

MICHIGAN
Edison Chess and Checker Club
2000 Second Ave., Detroit, Mich.
Meets Friday evenings, 7:30 p.m. (Oct. thru April only); mail address: % Edward I. Treend, 460, Service Bldg., 2000 Second Ave., Detroit 26, Mich.

MISSOURI
Kansas City YMCA Chess Club
404 East Tenth St., Kansas City 6, Mo.
Meets Thursday and Saturdays, but is open daily. President: R. A. Menuet; Secretary: Charles W. Graham.

NEW JERSEY
Chess Club, Recreation Center
V. A. Hospital, East Orange, N.J.
Mail address: Wm. Wenger, Chief of EC.

NEW YORK
Rochester Chess and Checker Club
360 Main at East, Rochester, N. Y.
Meets every afternoon and every Wednesday evening. President: Erich W. Marchand; Secretary: Charles Crandall, 19 Delray Rd, Rochester 10, N. Y.; Treasurer: F. Eugene Johnson.

TEXAS
Houston Morphy Chess Club
Houston, Texas
Meets Tuesday, Saturday and Sunday nights, but is open to members at all times as each member has a key. For information contact: Robert S. Brieger, 2112 Smith, Apt. 1, Houston 3.

Chess Players Wanted
United passed pawns are much stronger than a lone passed pawn. Join the USCF and get united in American chess.

Chess Squares

By Maurice A. Druet

	Square No. 4				
	1	2	3	4	5
1					
2					
3					
4	C	H	E	S	S
5					

- | | |
|---------------------------|-----------------------|
| ACROSS | DOWN |
| 1. To wallow | 1. Long loose garment |
| 2. Dark spot in a mineral | 2. Like a lath |
| 3. Perfume (Var.) | 3. A group of singers |
| 4. CHESS | 4. To crack as a whip |
| 5. To make known (Scott) | 5. A battle formation |

All words used in these squares may be found in Webster's International Dictionary (Unabridged). Solution in March 20 issue.

Solution to Square No. 3

L	O	C	A	L
I	R	A	T	E
L	A	C	H	E
A	C	H	O	R
C	H	E	S	S

Cosmo (politan) Chess Club (Los Angeles): Charles Edward Gray was re-elected president and Sotero Rodriguez secretary-treasurer, while Tommy Craig and Bob Graves were chosen co-tournament directors. Keckhut won the club title 10-1, while Domanski was second with 8½-2½, and Zeitlin and McRae tied for third with 7½-3½ each. Keckhut drew with Domanski and Zeitlin.

Rapid City (So. Dak.) Chess Club: Victor in the winter tournament was R. B. Denu with 7½-2½, splitting two-game matches with M. F. Anderson and E. M. Welling while drawing one game and winning one against Donald Emigh. M. F. Anderson was second with 7-3, and E. M. Welling third with 6½-3½ in the 6 player double round robin event. First and second in the Class B event went to S. M. Brownhill and Sgt. Ellis Mills respectively. Denu, Anderson, Welling, Emigh, Brownhill and Ellis will compete in the spring club event for the title.

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GAMES BY USCF MEMBERS

Annotated by Chess Master JOHN W. COLLINS, Marshall Chess Club Champion, 1954

USCF MEMBERS: Submit your best games for this department to JOHN W. COLLINS, 91 Lenox Road, Brooklyn 26, N.Y. Space being limited, Mr. Collins will select the most interesting and instructive for publication. Unless otherwise stated notes to games are by Mr. Collins.

A game from the Heart of America QUEEN'S GAMBIT DECLINED MCO: page 154 Heart of America Open Tournament Kansas City, 1954

White	Black
ANG. SANDRIN	D. SCHEFFER
1. P-Q4	P-K3
2. P-QB4	P-Q4
3. Kt-QB3	Kt-KB3
4. B-K15	B-K2
5. Kt-B3	O-O
6. R-B1	QKt-Q2
7. P-K3	P-B3
8. B-Q3	PxP
9. BxP	Kt-Q4
10. BxB	QxB
11. O-O	R-Q1

All book, with some minor transpositions, up to here. Perferable to the text is the continuance of the Capablanca freeing maneuver with 11., KtxKt; 12. RxBt, P-K4; 12. Kt-K4 P-KR3
Now if 12., P-K4; 13. BxKt, PxP; 14. Kt-B3, favors White. But better than the move played, which loses an important tempo, is the immediate 12., P-Kt3.
13. Q-Kt3! Kt(4)-B3 16. P-K5 Kt-Q4
14. Kt-Kt3 P-QKt3 17. BxKt!
15. P-K4 B-K2
A good positional move.
17. B-PxB

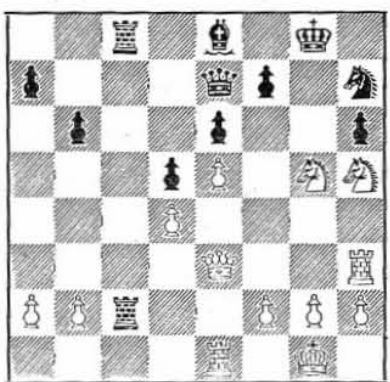
This allows White to penetrate with his QR. But on 17., KPxB; 18. Kt-B5, Q-K3; 19. Kt-Q6, and the QKt has penetrated. Six of one and half a dozen of the other.
18. R-B7 B-R3 20. Q-R4 Kt-B1!
19. KR-B1 KR-QB1
For if 21. QxB? RxR; wins the exchange. And if 21. RxQ?? RxRch; and Black mates in three.
21. R(7)-B3 B-Kt2 23. Q-R3
22. Kt-K2 Q-Q2
White begins to shift his attack to the king-side.
23. B-B3 25. Kt-B4 QR-B1
24. R-K1 R-B2 26. Kt-R4 Kt-R2
If 26., P-KKt4; 27. Kt-R5, and White saves his piece by the threat of 28. Kt-B6ch and 29. KtxQ.
27. Kt-R5 Q-K2!?



There may not be better, as White threatened 28. R-KKt3, with telling effect. But the offer to exchange Queens could result in a distinctly inferior ending for Black.
28. R-R3!?
Like 28. Kt-B3 and 28. P-KKt3, this should only equalize. 28. QxQ, RxQ; 29. R/1-QB1, R/2-B2; 30. Kt-B3, K-B1; 31. Kt-K1, P-Kt3; 32. Kt-Q3, P-R4 (if 32., PxKt; 33. Kt-Kt4 and White regains his piece with positional ad-

vantage) 33. Kt/5-B4, K-K2; 34. P-QKt4! K-Q1! (if 34., PxP? 35. KtxKtP, K-Q2; 36. Kt-R6! R-Kt2! 37. Kt-Q3 wins! and if 34., K-Q2? 35. PxP, PxP; 36. Kt-B5ch, K-Q1; 37. Kt-R6! wins) 35. PxP, PxP; 36. Kt-B5! is the line which secures White the distinctly superior ending.

28. B-K1?
This allows White to build a winning king-side attack. Correct is 28., QxQ; 29. RxQ, B-Kt4; and Black has at least an even game.
29. Q-K3!
Threatening 30. KtxP! KxKt? 31. Kt-B5ch! PxKt; 32. QxPch and mate in two.
29. Q-K4
If 29., Kt-Kt4; 30. R-Kt3, threatening 31. P-B4, wins.
30. Kt-B4 R-B7 31. Kt-B3 Q-K2
Better is 31., Q-B4.
32. Kt-R5
Again threatening 33. KtxP!
32. P-KKt4
Black lacks an adequate defense. If 32., Kt-Kt4; 33. R-Kt3, KtxKtch; 34. PxKt, P-KKt4; White can win with 35. Kt-B6ch or 35. P-KR4.
33. KtxP!



Good!
33. KtxKt
If 33., PxKt; 34. Kt-B6ch! KtxKt; 35. QxPch, K-B1; 36. R-R8ch, Kt-Kt1; 37. QxKt mate; and if 33., QxKt; 34. R-Kt3, wins the Queen and game for Rook and Knight.
34. Kt-B6ch K-B1
If 34., K-Kt2; 35. RxP, KxR; 36. P-KR4, wins; and if 34., QxKt; 35. PxQ, KtxRch; 36. QxKt, wins.
35. RxP Q-K15
The King needs a flight square to avoid mate in three.
36. R-R8ch K-K2 37. KtxPch!
The only move to maintain a winning attack!
37. PxKt 39. P-K6ch! K-B3
38. QxKtch K-Q2
If 39., K-B2; 40. Q-K5ch, K-Kt2 (if 40., Q-Q3; 41. QxQch, KxQ; 42. PxP, BxP; 43. R-R6ch, K-Q2; 44. R-R7, R-B1; 45. P-KR4, and wins) 41. PxP, BxP; 42. RxR, RxR; 43. P-KR4, and wins. If 39., PxP; 40. R-R7ch, K-B3 (if 40., K-Q3; 41. Q-K7ch, wins the Queen) 41. RxPch, K-Kt4; 42. P-KR4 (not 42. QxPch? R/1-B4! and Black wins) and White probably eventually wins with his three connected passed Pawns.
40. Q-K5 P-B3 41. Q-K3
Not 41. QxP?? QxR mate.
41. Q-Q7?
Black should avoid, rather than seek, an exchange of Queens. His best chance is in a complicated, middle-game, set-up. Therefore, he should try something like 41., K-Kt2; 41., QxKtP; 41., Q-K2; or 41., R-B5.
42. P-KR4! QxQ 43. RxQ
Now the extra White Pawns win easily.
43. K-Q3 44. P-R5 R-Q7
A little better is 44., BxP.
45. P-R6 RxQP 46. P-R7 R-Q8ch
If 46., R-KR5; 47. R-KR3, RxR; 48. PxR, wins.

47. K-R2 R(1)-B8 48. R-KR3
More precise than 48. RxB, R-R8ch; 49. K-Kt3, RxP; although both win.
48. P-B4
If 48., B-Kt3; 49. R-Q8ch, KxP; 50. P-R8-Q, wins.
49. K-K13 Resigns
The KRP cannot be stopped. Sandrin came up with some nice moves in this one!

Though he did not make a high score in the Club Tournament, Mr. George Krmpotich played his best games against the top players and created a sensation by defeating Paul Dietz in the following game.

NIMZOINDIAN DEFENSE MCO: page 112, column 58 Downtown "Y" Chess Club Championship Pittsburg, 1953

Notes by U. S. Expert Povilas Tautvaisas

White	Black
G. KRMPOTICH	P. DIETZ
1. P-Q4	Kt-KB3
2. P-QB4	P-K3
3. Kt-QB3	B-K15
4.	B-Q2
5. Kt-B3	P-QKt3
6. R-B1	B-Kt2
7.	BxKt, BxKt, and sometime later KtxB, Black has comfortable play.
8. P-K3	Kt-K5
9. B-Q3	P-KB4
10. O-O	Q-K1
11. Q-B2	KtxKt
12. BxKt	BxKt?
13. PxB	Q-R4
14. Q-K2	P-B5
15. K-R1	Kt-B3
16. P-K4	R-B3
17. KR-Kt1	R-R3
18. R-Kt2	R-KB1
19. QR-KKt1	P-Kt3

From here on Black is stuck with his phantom attack; there is no return for the Black KR, it's on a one-way street now.
20. P-K5 Kt-Q1 22. R-Q1!
21. P-Q5 Kt-B2



An important move. After fulfillment of his mission on Kk1 - to provoke 19., P-KKt3 - the QR returns for the decisive break-through on the Q-file.
22. Kt-Kt4
The Black Kt came a long way
23. B-K4 KtxB
. . . . just in time to be exchanged against the White B!

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24. QxKt R-B4
The last one asset is thrown in for the attack.
25. PxP PxP 27. RxP R(4)-R4
26. R-Q7 Q-R5
At least a real threat is created; a mate in four beginning with QxRP ch. White meets it with ease.
28. K-K11 R-Kt4
Threatening 29., QxRP ch once again.
29. RxR QxR ch 34. R-B6 Q-B2
30. K-B1 RxP 35. Q-B8, P-KK14
31. K-K2 B-B1 36. RxKP K-K12
32. Q-B6 Q-B4 37. R-KB6
33. Q-Q7 P-QR4

With a couple of simple but strong moves White leads the game to a fast conclusion.
37. Q-K2 40. R-K17 ch
38. P-K6 K-K11 Resigns
39. R-B7 Q-B4
A right decision, as the mate follows immediately.

SICILIAN DEFENSE MCO: page 292, column 140 (q:A) Marshall Club Championship New York, 1953

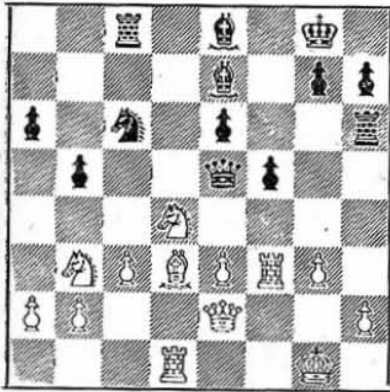
White	Black
E. MEDNIS	J. W. COLLINS
1. P-K4	P-QB4
2. P-QB4	P-QB3
3. PxP	QxP
4. P-Q4	Kt-QB3
5. P-K3	P-K3
6. B-K2	PxP
7. PxP	P-K3
8. O-O	O-O
9. Kt-B3	Q-Q1
10. B-K3	O-O
11. Kt-K5	Kt-Kt5
12. B-B3	Kt/5-Q4
13. Q-Kt3	Q-Q3?
14. QR-B1	P-QR3?
15. Kt-B4	Q-Q1
16. KtxKt	KtxKt
17. BxKt	PxB
18. Kt-K6	R-Kt1
19. KtxB	RxKt
20. RxR	QxR
21. QxQP	with a winning advantage for White.
2.	P-Q4
3.	QxP
4.	P-Q4
5.	Kt-QB3

This is quite dubious because it cedes central control. Best is 5. Kt-B3. Sherwin-Collins, Marshall C. C. Championship, New York, 1954, continued; 5. Kt-B3, B-Kt5; 6. B-K2, PxP (also good is 6., P-K3; 7. B-K3, PxP; 8. PxP, Kt-B3; 9. Kt-B3, B-Kt5) 7. PxP, P-K3; 8. O-O, Kt-B3; 9. B-K3, B-K2; 10. P-KR3, B-R4; 11. Kt-B3, Q-R4; 12. P-R3, O-O; 13. P-QKt4, Q-Q1; 14. R-B1, R-B1; 15. Q-Kt3, Q-Q3; 16. KR-Q1, KR-Q1; with a slight advantage for Black.
5. QxBP
Tempting but unclear is the Pawn sacrifice 5., QxQch; 6. KxQ, B-K5ch; 7. P-B3, O-O-Och
6. B-K3 Q-QR4 8. Q-Kt3
7. Kt-B3 Kt-B3
8. P-QKt4 only weakens the q-side.
8. P-K3
Controlling Q4, the KP is well posted here. And the QB can get into play via Q2 or Kt2. If 8., P-K4? 9. Kt-Kt5! hurts.
9. QKt-Q2 B-K2 11. B-K2 O-O
10. Kt-B4 Q-B2 12. O-O Kt-Q4
Black has the edge.
13. QR-Q1 B-Q2
Threatening to win the minor exchange and weaken White's Pawns with 14., P-QKt4; 15. QKt-Q2 (not 15. QxP?? Kt-Q5! and Black wins) KtxB.
14. Kt-Q4 P-QR3 15. B-B3
This results in an inferior game. 15. B-B1 and 15. KtxKt are preferable. And White can all but level with the surprising, fancy 15. Kt-Kt6! For if 15., QxKt; 16. QxQ, KtxQ; 17. KtxKt, BxKt; 18. BxKt, Or 15., Kt/4xKt; 16. KtxKt, BxKt; 17. BxKt.
15. P-QKt4 16. Kt-Q2
Better is 16. KtxKt. But on 16. BxKt? PxKt! 17. BxBP, Kt-R4; Black wins a piece.
16. KtxB 20. Q-B2 P-B4
17. PxKt QR-B1 21. B-Q3 Kt-B3
18. B-K4 Q-K4 22. Kt(2)-Kt3 R-B3
19. R-B3 Kt-R4
A good alternative is 22., Kt-Kt5; 23. Q-Kt1, KtxB; 24. QxKt, B-QB3.
23. Q-K2
If 23. R-R3, R-R3! 24. RxR, QxKtch; 25. K-R1, QxR; wins for Black.
23. R-R3 24. P-Kt3 B-K1!

PERSONAL SERVICE
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GUEST ANNOTATORS

Povilas Tautvaisas
Dr. Siegfried Werthammer

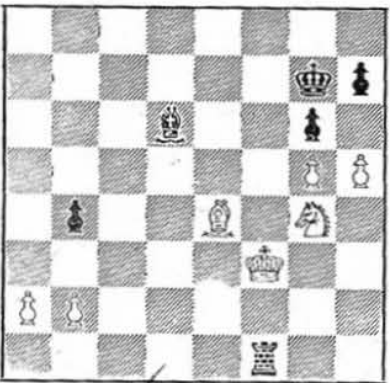


Beckoned by three major White pieces on the same diagonal, Black comes in by the back door.

25. P-K4?!

Bishop and Pawn. If 25. R-B2, B-R4; 26. Kt-B3, Q-B3; and Black is likely to White decides to give a Rook for a win more than the exchange — 27., P-K4; and 27., Kt-K4 being menaced.

25. B-R4 28. KtxKt BxR
26. Pxp QxQ 29. BxB Pxp
27. BxQ KtxKt 30. KtBP B-B4ch
A life saver. If 30., R-K3? 31. B-Q5, wins.
31. K-Kt2 R-KB3 33. Kt-R6ch K-Kt2
32. P-KKt4 P-Kt3 34. P-Kt5 R-Q3
To prevent 35. R-Q7ch.
35. RxR BxR 38. B-B6 R-K4
36. B-Kt7 R-K1 39. P-KR4 R-B4
37. K-B3 P-R4 40. B-K4 P-Kt5
To force the Rook entry.
Black has won ending, but the technical problems are not inconsiderable.
41. Pxp Pxp 42. Kt-Kt4 R-B8
Threatening 43., R-KR8; or 43., R-QR8.
43. P-R5!
Good try!
43. R-B8ch!



Not 43., Pxp? 44. Kt-B6, and White has the triple threat of 45. Kt-K8ch, 45. KtxPch, and 45. KtxP.

44. K-K2
If 44. K-Kt2, R-B5; wins.
44. R-KKt8
Stronger than 44., R-B5; 45. Kt-B6, B-K4; 46. K-K3!
45. Kt-B6

If 45. K-B3? R-Kt6ch; wins a piece; if 45. B-B3, R-Kt8; wins; if 45. P-R6ch, K-R1! wins.

45. B-B1!
The Bishop must go where it cannot be tempoed on by the Knight and where it still guards the QKtP.

46. Pxp
If 46. P-R6ch, K-R1! and White loses his king-side.

46. Pxp 47. K-B3
If 47. Kt-Q5, RxP; 48. Kt-B4 (threatening to draw with 49. KtxP! RxKt; 50. BxR, KxB; 51. P-R3) R-K4! (another life saver!) 52. K-B3, P-Kt4; and Black wins.

47. RxP 51. B-Q3 R-KR4
48. Kt-Kt4 R-QR4 52. Kt-B4 R-R8
49. B-Kt1 B-K2 53. Kt-K5 P-Kt4
50. Kt-K3 R-B4 54. Kt-B6

The Knight wanders off and becomes quag-mired. Relatively best is 54. Kt-B4, followed by the relinquishing of QRP and QKtP for Black's QKtP.

54. K-B3 56. P-Kt3 RxP
55. B-K4 R-R7 57. B-Q5
Better 57. Kt-Q4.

57. R-Q7 60. B-Kt5 R-B5ch
58. B-B4 B-B4 61. K-Kt3 B-Q3
59. Kt-Kt8 R-Q5 62. Kt-Q7ch K-K2
Threatening 63., R-B4ch; and 64., RxB.
63. K-Kt2 R-B4 66. B-R4 R-B5
64. B-B6 B-B2 67. K-Kt3 R-B2
65. K-R3 K-Q3 68. K-Kt4 RxKt
Resigns



QUEEN GAMBIT DECLINED

MCO: page 160, column 35
Midwest Open Championship
Lincoln, 1953

Notes by Siegfried Werthammer, M.D.

White Black
D. ACKERMAN D. SHEFFER
1. P-Q4 P-Q4 4. B-Kt5 B-K2
2. P-QB4 P-K3 5. P-K3 QKt-Q2
3. Kt-QB3 Kt-KB3 6. Pxp KtxP

Probably to get away from the hackneyed exchange variation which results after Pxp which gives White an easier game. But after the text Black has nothing to hope for more than difficult equalization.

7. BxB KtxB 9. Kt-K4
8. B-Q3 P-QB4
Straight development by Kt-B3 and White has all the play. The failure of White to develop the King-Knight here and later essentially produces his downfall.

9. 0-0 12. Q-Q2 QxBP
10. KtxP KtxKt 13. R-B1?
11. PxtKt Q-R4 ch
This win of a tempo should lose a pawn. Kt-B3 should be played first.

13. Q-KKt4?
Q-Q4 wins the pawn.
14. P-B4 Q-Q4 16. P-QR3 Q-R4 ch
15. Q-B2 P-KR3 17. K-B2?

Weakens his second rank and provokes the Black attack. Q-Q2 would keep the game even.

17. B-Q2!
Inviting the fatal excursion of the White Queen.

18. Q-B7?
Instead Kt-B3 followed by Q-Q2 and nobody has very much. From here on Black's play is strong and elegant.

18. Q-Q7 ch 19. Kt-K2 Kt-Q4!



20. QxB Qxp ch 22. Q-Kt5 KtxP
21. K-K1 QR-Q1 23. B-B4 KtxKt
Resigns

For if 24. BxKt, QxR ch wins.



RUY LOPEZ

U. S. Candidates Tournament
Philadelphia, 1953

White Black
K. BURGER DR. A. MNGARINI
1. P-K4 P-K4 22. QR-Kt1 QxRP
2. Kt-KB3 Kt-QB3 23. R-Kt3 Q-R5
3. Kt-B3 Kt-B3 24. R-Kt4 Q-R6
4. B-QKt5 Kt-Q5 25. R-Kt3 Q-Q3?
5. KtxKt P-K4 26. P-R4 B-Kt6
6. P-K5 PxtKt 27. Q-Kt5 B-B7
7. PxtKt QxP 28. B-B5 R-K7
8. QPxP P-QB3 29. P-R5 B-K6
9. B-Q3 P-Q4 30. Q-Kt4 RxBP
10. O-O B-K3 31. BxBch QxB
11. Q-R5 P-KR3 32. QxQch KxQ
12. B-K3 B-Q3 33. RxPch K-Q3
13. P-KB4 O-O 34. RxBP RxBP
14. B-Q4 Q-K2 35. B-B8ch K-K4
15. BxKtP KR-Kt1 36. R-K7ch K-Q5
16. QxRP Q-B2 37. B-Kt7 K-Q6
17. P-B5 B-Q2 38. P-B7 R-B5
18. P-B6 Q-Kt3ch 39. R-B3 RxPch
19. K-R1 QxKtP 40. R-R3 RxRch
20. B-R7 KR-K1 41. Pxr Resigns
21. Q-Q2 B-K4

"Black on his 25th should have repeated the position—just in case his opponent might accept the offer of a draw by repetition. A draw would have qualified Mengarini." (Bill Ruth).

Mate The Subtle Way!

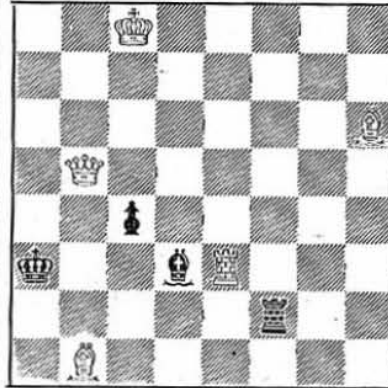
by Vincent L. Eaton

Address all communications to this column to Vincent L. Eaton, 612 McNeill Road, Silver Spring, Maryland.

Problem No. 487

By Geoffrey Mott-Smith

"Chess Review"
1935

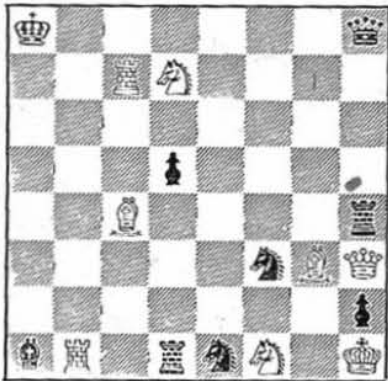


White mates in two moves

Problem No. 489

By L. Bata

"Problem"
May, 1953

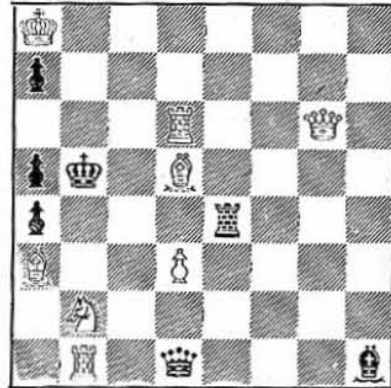


White mates in two moves

Problem No. 488

By G. F. Anderson and R. C. Nascimento

1st Prize, British Chess Federation, 1946



White mates in two moves

Problem No. 490

By Vincent L. Eaton

Silver Spring, Md.
First Publication



White mates in three moves

SOLVERS' LADDER

(Two points for two-movers; four points for three-movers; extra credit for correct claims of "cooks," i.e., solutions not intended by the composers. The following tally covers solutions received up to February 15. Solutions received after that date will be credited on the next Ladder.)

Rev. G. Chidley	416	E. T. Dana	106	W. Czarnecki	30	H. A. Trenchard	16
Kenneth Lay	402	B. M. Marshall	98	M. Herzberger	30	W. Karacson	14
Steve Myzel	400	Paul J. Smith	92	T. Seidel	30	R. L. Beaulieu	12
Ronald O'Neil	396	David Silver	76	R. Bonwell	28	K. Ouchi	12
J. B. Mulligan	370	J. Haliburton, Jr.	70	Sgt. R. A. Karch	28	A. Strazdins	12
E. J. Korpany	354	H. R. Mcifert	70	K. A. Forssmark	26	W. H. Bogle	10
W. I. Lourie	332	Paul H. Smith	70	C. Musgrove	26	Philip George	10
W. J. Couture	308	W. H. James	68	Albert Salmon	26	D. L. Rumberger	10
J. H. France	304	G. W. Payne	68	A. Trucis	26	A. F. Lopez	8
Heino Kurruk	294	E. H. Benjamin	66	Louis T. Ward	26	H-Y. S. Meng	8
Dr. I. Schwartz	294	H. Schramm	64	C. B. Landis	24	R. K. Hubbard	6
C. J. Koch	258	Tom Heerman	64	R. O. Mauldin	24	J. M. Lally	6
Nicholas Yoe	232	Ben Shaeffer, Jr.	64	G. Murtaugh	24	James F. Soreth	6
O. C. Dupre	184	J. M. Boge	58	R. W. Wittmann	24	A. G. Lubow	4
N. Reider	184	J. Kaufman	58	L. Frankenstein	22	B. McClellan	4
K. Blumberg	182	Dr. J. W. Britain	54	E. R. Corson	20	Jim McCormick	4
Robert Grande	178	E. Roethler	52	R. W. Hays	20	Dr. R. Northrup	4
Y. V. Oganosov	178	Paul L. James	50	E. Weatherford	20	B. Burghardt	2
R. M. Collins	166	R. E. Burry	44	Don Wilson	20	Mrs. F. D. Rogers	2
M. A. Michaels	140	E. F. Lawrence	42	A. F. Distefano	16	D. Walsdorf, Jr.	2
R. G. McSorley	136	Louis R. Stein	38	D. Schatanoff	16	Dr. J. S. Weingart	2
W. Greenfield	134	Henry G. Abbott	32				

Our hearty congratulations go to expert Canadian solver Rev. G. M. Chidley, who wins the bimonthly Ladder competition for the second time. And a cordial welcome to the following new solvers: Walter H. Bogle, Houston, Texas; Peter Bokma, Conrad, Mont.; Walter Daum, New York, N.Y.; Dr. C. Hans Evans, Coatesville, Pa.; L. Harvey, Fontana, Cal.; R. W. Hays, New York, N.Y.; John T. Hurley, San Francisco, Cal.; H. W. Gould, DeKalb, Ill.; R. K. Hubbard, Urbana, Ill.; A. F. Lopez, State College, Pa.; Bruce McClellan, Hammond, Ind.; Jim McCormick, Seattle, Wash.; Adolph Marx, Brooklyn, N.Y.; Hsiang-Yuan S. Meng, Northfield, Minn.; Dr. Robert A. Northrup, Tulsa, Okla.; Richard Roberts, Cambridge, Mass.; Albert Salmon, Brooklyn, N.Y.; A. Strazdins, New Britain, Conn.; A. Trucis, Philadelphia, Pa.; Dr. Julius S. Weingart, Des Moines, Iowa; Don Wilson, Chicago, Ill.; and M. M. Woodson, Concord, N.C.

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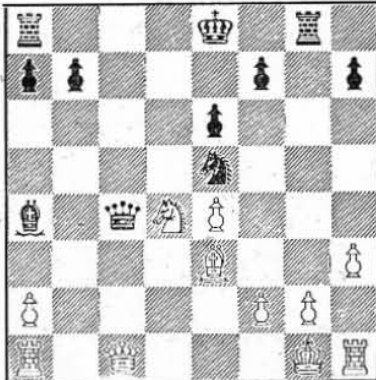
BEST BUY IN CHESS IS CHESS LIFE.

Chess Life
Friday, Page 11
March 5, 1954

What's The Best Move?

By Guilherme Groesser

Position No. 136



Black to play

Send solutions to Position No. 136 to the Editor, CHESS LIFE, 123 No. Humphrey Ave., Oak Park, Ill., by April 5, 1954

Solution to Position No. 133

Three sledgehammer blows in quick succession win this position for White in Engels-Maroczy, Dresden, 1936. White plays: 1. RxB, RxB1, QxR; 2. QxR1, KtxQ; 3. P-Q7 and wins handily for the Black Queen and Knight cannot guard against both PxKt(Q) ch and P-QB(Q) ch. It must have been a great satisfaction to Engels to pull such a combination on Maroczy who was no novice himself at startling finishes.

Most of our solvers found this pretty combination (although we must wonder how many would have found it in actual play), but a few went astray. White has no over-powering position despite his passed pawn, for Black has two pawns for the exchange. There are other possible moves which may eventually lead to a winning position, but all develop into tricky endings, and only Engel's combination gives a quick and definite definition of victory.

Correct solutions are acknowledged received from: James Barry (Ann Arbor), K. Blumberg (San Francisco), M. D. Blumenthal (Bellair), A. R. Bomberault (Pittsburgh), R. Bonwell (Pittsburgh), G. F. Chase (Buffalo), R. Chauvenet (Silver Spring), W. Daum (New York), T. Davis (Rutland), J. D. Define (St. Louis), C. E. Dienes (Tonawanda), E. K. Dille (Norfolk), D. W. Earl (Los Alamos), E. Godbold (St. Louis), R. Grande (Parks AFB), J. Haliburton (Allen), D. A. Hamburger (Pittsburgh), R. W. Hays (New York), F. Knuppel (New York), E. J. Korpanty (Bellevue), H. Kurruk (San Fernando), M. W. Luebert (Kansas City), C. Lyon (Peoria), J. McCormick (Seattle), J. Melnick (Portland), L. A. Mercy (Burbank), M. Milstein (New York), R. A. Monroe (Knoxville), C. Musgrove (Northlake), E. Nash (Washington), W. H. Newberry (Alton), N. Raymond (Hartford), N. Reider (San Francisco), E. Roescher (Cleveland), E. Roman (New Britain), S. Rubin (New York), I. Sigmond (Colwick), P. H. Smith (Charlestown), W. E. Stevens (Laramie), R. Stiening (Pittsburgh), I. Schwartz (Durand), L. Thompson (Washington), F. Trask (Plymouth), A. Trucis (Philadelphia), F. J. Valvo (Guiderland Center), H. L. Weigand (Victoria), J. Weininger (Schenectady), W. B. Wilson (Amherstburg), N. P. Witting (Salem), N. Zemke (Detroit).

Congratulations to Charles Joachim of Seattle for topping the quarterly ladder with 51 points, while several rivals pressed closely on his heels.

Solutions:—

Finish It The Clever Way!

Position No. 123:— 1. BxBP ch! and Black resigned.

Position No. 124:— 1. R-Kt8 ch, K-Kt-2! (if K-Q2; 2. Kt-Kt8 ch, and 3. KxP); 2. Kt-B5 ch, K-Kt3; 3. Kt-R4 ch, K-Kt4; 4. Kt-B3 ch, K-Kt5; 5. Kt-R2 ch, K-Kt6; 6. Kt-B1 ch, K-Kt7; 7. KxP, KxKt; 8. R-Kt1 and wins.

Tournament Life

Send to CHESS LIFE, 123 No. Humphrey Ave., Oak Park, Ill. for application form for announcing tournament in this column.

March 27-28

Class A Invitational Tournament Fort Worth, Tex.

By invitation; entry fee \$10.00; for details and information, write: Claude Freeman, 205 Wimberly, Ft. Worth, Tex.

100% USCF rated event.

April 15-17

Nevada State Championship Carson City, Nev.

Open to all Nevada, Utah and Idaho players; entry fee \$5.00 plus \$1.00 rating fee for non-members of USCF; for details or entry, write: Harold G. Kispert, 428 Long Street, Carson City, Nev.

100% USCF rated event.

May 1-2

Buccaneer Open Tournament Corpus Christi, Tex.

At Nueces Hotel, in conjunction with Corpus Christi's annual "Buccaneer Days" celebration; 5 rd Swiss; open to all players; entry fee \$4.00 plus \$1.00 rating fee to non-members of the USCF; all entry fees distributed in cash prizes, \$50 minimum 1st prize guaranteed, plus revolving Buccaneer Trophy; for details, write: Harley D. Wilbur, 4217 Cambridge Drive, Corpus Christi, Tex.

100% USCF rated event.

May 15-16

Indiana State Championship Logansport, Indiana

At Barnes Hotel; open to Indiana residents; begins at 7:00 p.m. Saturday; 5 rd Swiss; business meeting of Ass'n at 7:00 p.m. will consider USCF State Affiliation; entry fee to be determined at meeting; for details, write E. E. Rhead, 2715 Green St., Gary, Ind.

100% USCF rated event.

May 29-31

Texas State Championship Corpus Christi, Tex.

At Nueces Hotel; 6 rd Swiss; open to residents of Texas and military personnel stationed in Texas; entry fee \$5.00 plus membership in the USCF and the Texas Chess Ass'n (dues \$5.00 additional for non-members); \$100 1st prize guaranteed, additional prizes and trophies; for details, write: Harley D. Wilbur, 4217 Cambridge Drive, Corpus Christi, Tex.

100% USCF rated event.

May 29-30

Great Lakes Open Championship Chicago, Illinois

Held over Memorial Day weekend. First prize to be expense paid trip to the 1954 United States Open Championship or \$175.00. For information write: Austin Chess & Checker Club, Austin Town Hall, 5610 West Lake St., Chicago 44, Ill.

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June 4-6

Trans-Mississippi Open Davenport, Iowa

Details later on this 30-year-old tourney.

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Say You Saw It in CHESS LIFE

Solutions: Mate the Subtle Way!

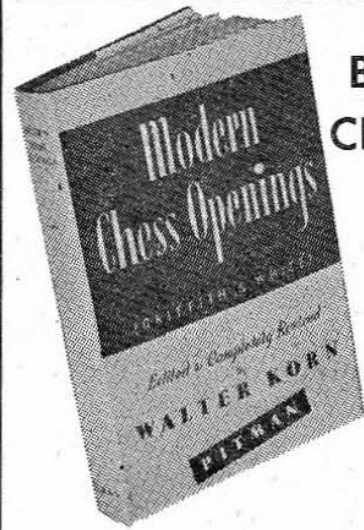
No. 471 (Ravenscroft and Hawes): 1. Q-B3. A clever key, giving three flights.
No. 472 (Burger): 1. Q-K7. polished lightweight by the most brilliant young American composer to emerge in recent years. The try 1. BxKt is defeated by 1., KtxR.

No. 473 (Mari): 1. Kt-Kt3. A classic setting by the great Italian composer, the sad news of whose death has just been received.
No. 474 (Anderson): 1. R-K4, threat; 2. Kt-B4ch. If 1., BxR; 2. Q-Kt4! If 1., PxR; 2. Q-R5. If 1., PxR or QxR; 2. Kt-Kt4ch. If 1., QxR; 2. Kt-B4ch. Solvers generally agreed that this is a masterpiece.

No. 475 (Jacobs): 1. Q-QE2.
No. 476 (Jacobs): 1. Q-R7.
No. 477 (Jacobs): As explained in subsequent issues, this is a three-mover and the Queen at Black's KR1 should be Black. The printer's error created much confusion, for which we apologize. With the diagram corrected, the solution is 1. KtxKP, threat; 2. KtxKP, threat; 2. KtxKtch. If 1., KtxKt; 2. Kt-B8, KtxKtch; 3. PxKt (Kt) mate. If 1., K-B2; 2. P-K3(Q)ch. If 1., KxR; 2. Q-R4ch.

No. 478 (Jacobs): This is a two-cr, solved by the pretty key 1. Q-B3.
No. 479 (Burger): 1. Kt-R4, with three beautiful discovery mates by the White Rook.

No. 480 (Sanz): 1. Kt-Q4.
No. 481 (Ravenscroft and Hawes): 1. K-Kt7. The try 1. K-R7 is defeated by 1., Kt-Kt5.
No. 482 (Nemo): 1. P-R7, K-Kt4; 2. K-Kt3. If 1., P-Kt5; 2. B-K7. If 1., other; 2. R-Kt3.



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