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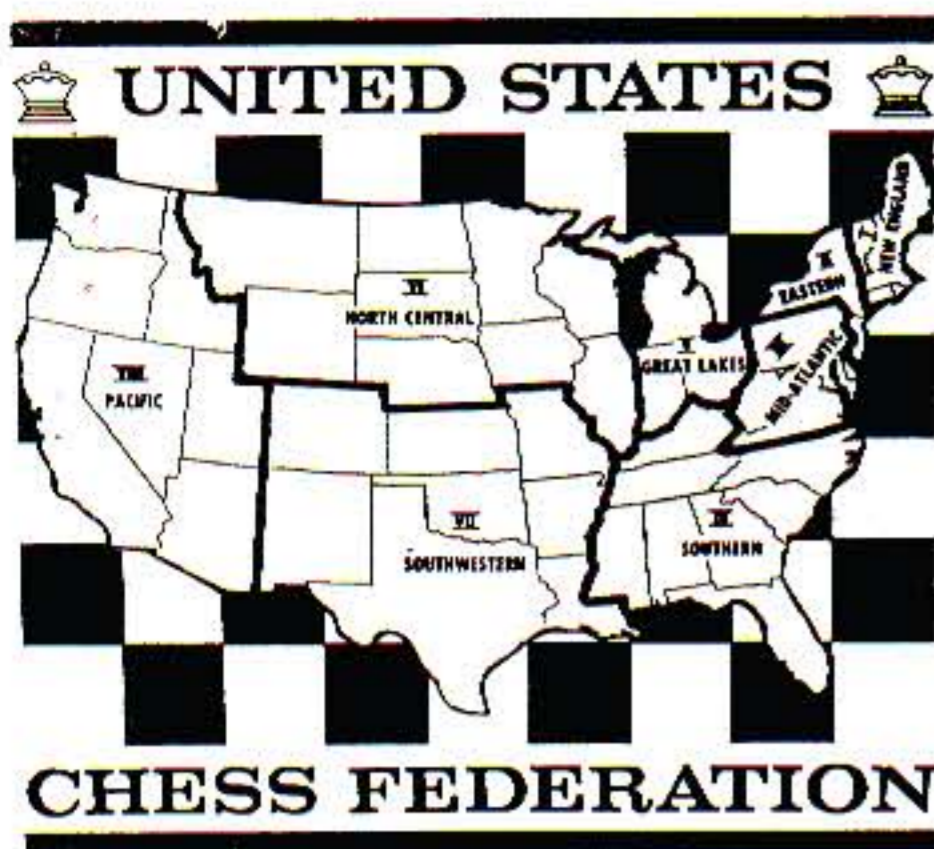
CHESS LIFE

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ARMED FORCES CHESS

(See p. 269)



CHESS LIFE

Volume XVIII

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EDITOR: J. F. Reinhardt

U.S. Championship Schedule

DECEMBER 15 through JANUARY 2

Henry Hudson Hotel, 353 57th St., New York City
(Between 8th & 9th Avenues)

Admission: \$2 per session—All eleven sessions—\$11

Tickets can be purchased at the door or in advance from

USCF
80 E. 11th St.
New York 3, N. Y.

Round 1	Sunday, December 15	2 p.m. Ballroom
Round 2	Monday, December 16	7 p.m. Ballroom
Round 3	Wednesday, December 18	7 p.m. West Room*
Round 4	Thursday, December 19	7 p.m. West Room*
Round 5	Saturday, December 21	7:30 p.m. Terrace Room
Round 6	Sunday, December 22	2 p.m. Terrace Room
Round 7	Thursday, December 26	7 p.m. Terrace Room
Round 8	Saturday, December 28	7:30 p.m. Tudor Room
Round 9	Sunday, December 29	2 p.m. Terrace Room
Round 10	Monday, December 30	7 p.m. Terrace Room
Round 11	Thursday, January 2	7 p.m. Ballroom

*Because of the smaller size of the West Room, spectators on these dates will not be in the same room as the players. However, they will be able to follow the games on large wallboards—move by move—and various experts will analyze and explain the play.

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New Ideas

By Ed Edmondson
President,
U.S. Chess Federation



The record-breaking 1963 Open is history; so, too, are the annual business meetings and elections held concurrently at Chicago. Your new administration has been in office for three months—long enough to achieve a definite sense of direction, to begin **showing** you something. And I can almost feel the response from all sides: "Yeah, show us a miracle."

OKAY—we'll do it! Miracles aren't really so tough, not if you will do your part. Yes, **you** are the most important ingredient in our recipe for success. No administration can hope to succeed without the wholehearted cooperation of every member, and the simple, genuine application of team effort is all that I ask of you. Determine now to join me in a vigorous crusade to improve organized chess in this country. A crusade based upon advancing and accepting new ideas, retaining and improving upon time-tested and worthy methods, and cooperating with your fellow chess enthusiasts.

The foremost theme of your new administration is New Ideas, and elsewhere in this issue are two which I ask you to put to work as quickly as possible—"Chess for Fun" and "International Month."

Christmas Shopping?

See the USCF bargains
in this issue.

Complete catalogue upon request

TORONTO MASTER WINS IN PITTSBURGH

Ivan Theodorovich, USCF Master from Toronto, Canada, won another U. S. tournament by taking first place in the Fourth Gateway Open played in Pittsburgh, Pa. on October 5-6. Theodorovich's 5-0 score was equalled by runner-up William Martz of Madison, Wisconsin, the Median tie-break giving the nod to the Canadian player.

Dr. Erich Marchand of Rochester, N.Y. led the 4-1 group to take third, Martin S. Lubell and Alex Spitzer of Pittsburgh taking fourth and fifth respectively. Marchand, Lubell, and Spitzer all dropped their one point to the tournament winner.

The "A" Prize went to Louis Gardner of Pittsburgh, "B" to Dr. Herbert Barry of Pittsburgh, "C" to William Cunningham of West Virginia, the Unrated Prize to John Kolts of Pittsburgh, and the Junior Prize to Ed Lisac of Sharon, Pa.

The tournament was sponsored by the Pittsburgh Chess Club and was directed by Fred Sorensen.

TIE IN QUAKER CITY

Clarence Kalenian and Larry Snyder scored 4½ out of 5 points to lead the 42-player field in the Quaker City Open, played at La Salle College in Philadelphia on September 21-22. Though Kalenian had a half point edge in median points, the players agreed to share the championship title. Third place went to Richard Abrams of Plymouth Meeting, Pa., who scored 4-1.

The Philadelphia Chess Association and La Salle College sponsored the event, which was directed by Ed D. Strehle.

ROSE WINS FLORIDA OPEN

Frank Rose of Wilton Manors, Florida scored 5½-1½ to take first prize in the top division of the Florida Chess Championships, played at Cocoa Beach over the Labor Day weekend. Samuel Greenlaw of Orlando finished second and Donald Conner of St. Petersburg was third. Both had 5 points.

In the Amateur Class A Division Bob Howard of Gainesville edged out Charles W. Lang of Merritt Island on tie-break points, while in the Amateur Class B Division Mike Moore posted an unmatched 6-1.

A total of 67 players took part in the three divisions under the direction of Dr. R. L. Froemke.

EVANS SCORES IN SANTA MONICA

Larry Evans, United States chess champion in 1951 and 1962, topped a 61-player field that included nine masters and thirteen experts to take first prize in the Pacific South West Open played in Santa Monica, California on October 4-6. Evans' 5½-½ score lifted him a half point above his closest rivals and gave him the top prize of \$350.

Second place went to William Addison of Los Angeles. Addison, like Evans, was undefeated but gave up two draws in posting a score of 5-1. Third place went to Imre Barlai of Culver City, California and fourth place to Robert Currie of Los Angeles, both scoring 5 wins and suffering one defeat.

The Santa Monica and Herman Steiner Chess Clubs sponsored the event and Herbert T. Abel directed.



Larry Evans

BENKO TOPS IN BALTIMORE

Grandmaster Pal Benko ran away with the Baltimore Open on October 18-20 by posting an unbeatable score of 6-0 in the 59-player Swiss.

Second and third prizes were divided between H. W. Steinbach of Falls Church, Va., and Charles Weldon of Milwaukee, Wisconsin. Each had a score of 5-1.

Class prizes went to Bob Raven ("A"), John Gomelin ("B") and Marvin Cooper ("C") all of Baltimore.

Paul Adams won the Top Unrated award, Frank Street the Top Junior, and the women's prize went to Miss Ecclesia Cestone of West Orange, New Jersey.

News from the USSR

The new season in Soviet chess life has begun with many interesting events, among the most important of which is the annual U.S.S.R. Team Championship. This was an extremely strong event which gathered together almost 200 chessplayers from all parts of the Soviet Union: among them 18 grandmasters and over 150 masters. No one of the leading Soviet chess stars was missing.

The tournament ended with a big surprise. Before the start, nobody doubted

A CHESS LIFE Exclusive

by Grandmaster Paul Keres

the sure victory of the Moscow "bomb team", which included the present World Champion Petrosian, the former World Champions Botvinnik and Smyslov, and the experienced grandmasters Bronstein, Averbakh, and Vasiukov. But, in the

Moscow Semifinal of the USSR Championship 1963 GRUENFELD DEFENSE

I. Nei V. Mikenas

- | | |
|----------|-------|
| 1. N-KB3 | P-Q4 |
| 2. P-KN3 | P-KN3 |
| 3. B-N2 | B-N2 |
| 4. P-Q4 | |

This symmetrical variation does not offer White sufficient possibilities to get an advantage from the opening. A more promising line would be 4. P-QB4, or 4 P-Q3, followed by later P-K4.

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| 4. | N-KB3 |
| 5. O-O | O-O |
| 6. P-QB4 | PxP |

If Black does not put any ambitions into the opening, the simplest line would be here 6., P-QB3.

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| 7. N-R3 | N-B3 |
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Worth consideration is the curious continuation 7., P-B6; 8. PxP, P-QB4, etc.

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| 8. NxP | B-K3 |
| 9. P-QN3 | N-K5 |

A new idea by Mikenas, that, in my opinion, cannot be fully approved. Black cannot hold his knight's forepost nor prevent his opponent to later force P-K4, which would lead to serious disadvantage in the centre. The main idea of Black's opening structure is the control of white central squares, and for that purpose 9., B-Q4 was the proper move.

- | | |
|-----------|-------|
| 10. B-N2 | P-B4 |
| 11. R-B1 | Q-K1 |
| 12. P-K3 | R-Q1 |
| 13. Q-K2 | B-Q4 |
| 14. N-K1! | |

Now we see the disadvantages of Black's opening strategy. He cannot hold

hard battle, the friendly team of the Russian Federal Republic—led by Grandmaster Polugaevsky—took the lead, and with only one round to go, they had a 4.5 point advantage over Moscow.

In the final round the rivals met each other. The Moscow team did everything possible to close the gap, and they won the match by the large margin of 7-3. But this was not enough. The team of the Russian Federation remained a half point ahead, ending with a score of 30 points to Moscow's 29.5. In third place, surprisingly, was the team of Byelorussia, led by Grandmaster Boleslavsky, with 25 points. Leningrad (Korchnoi, Taimanov, Spassky, etc.) had 24, the Ukraine (Geller, Stein, etc.) 23, and Georgia 18.5.

The second winners' group was won by the Estonian team (Keres) with 30 points, one point ahead of Latvia (Tal).

From the many interesting games played in the Team Championship, we have selected for comment the following two.

his centre square K5, and after some preparations, White will provide P-K4 with decisive effect. In addition to this, Black also has weaknesses on his QB4 and Q4, which, occupied by an enemy Knight, may become very disturbing.

In a difficult position, Black undertakes a harmless demonstration on king's side, but this only leads to further weakening of his position. Also bad was 14., P-K4; which would lose a pawn after 15. P-B3, N-Q3; 14. PxP, NxP; 15. NxN, BxN; 16. BxB, QxB; 17. P-B4, followed by 18. RxP.

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|----------|-------|
| 14. | P-KN4 |
| 15. P-B3 | N-Q3 |
| 16. N-K5 | N-B1 |

This leads by force to a lost position, but it is difficult to find a better way for Black. Relatively best was probably 16., N-B2; intending to answer 17. P-K4, by 17., BxN; etc.

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| 17. P-K4 | BxN |
|----------|-----|

The exchange 17., PxP; 18. PxP, RxRch; 19. KxR, would only lead to further weakening of black's king position.

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| 18. KPxB | BxPch |
| 19. BxB | NxB |
| 20. Q-K5! | |

As Mikenas himself told after the game, this strong move he had completely overlooked. He considered only 20. Q-B4, which would lead after 20., P-K4!; to a reasonable game for Black. After the text black is forced to retreat to a completely passive position.

- | | |
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| 20. | N-N4 |
| 21. P-QR4 | N-Q3 |
| 22. RxP | |

Thus White regained his pawn with overwhelming position. The rest is a matter of technique.

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| 22. | R-B3 |
| 23. P-B4 | PxP |
| 24. QxP(4) | R-Q2 |
| 25. RxR | |

Very good was also 25. R-B3, leaving Black's rook in the cramped position.

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| 25. | QxR |
| 26. N-Q3 | Q-B2 |
| 27. R-B1 | Q-N3ch |
| 28. N-B5 | P-QR4 |

Black has hardly any more reasonable moves. The collapse of his position is only a question of time.

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| 29. K-R1 | Q-N5 |
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This leads to a lost ending, but against the threats 30. N-Q7, or 30. N-K6, there was no defense any more.

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| 30. QxQ | PxQ |
| 31. NxP | |

The first material gain.

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| 31. | NxN |
| 32. RxNch | K-B2 |
| 33. R-QN8 | |

Now a second pawn falls. Black could resign.

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| 33. | N-B4 |
| 34. RxP | R-QR3 |
| 35. R-N5 | NxRP |

Otherwise 36. P-R5, wins easily.

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| 36. PxN | RxP |
| 37. R-N1 | |

Black resigned. A good presentation of positional chess on White's side.

Notes by Paul Keres

USSR Team Championship 1963 RUY LOPEZ

A. Grushevski P. Keres

- | | |
|----------|-------|
| 1. P-K4 | P-K4 |
| 2. N-KB3 | N-QB3 |
| 3. B-N5 | P-QR3 |
| 4. B-R4 | N-B3 |
| 5. O-O | B-K2 |

The open defense 5., NxP is better than its reputation, but unfortunately it is not often used in modern tournament practice.

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| 6. R-K1 | P-QN4 |
| 7. B-N3 | P-Q3 |
| 8. P-QB3 | O-O |
| 9. P-KR3 | N-QR4 |
| 10. B-B2 | P-QB4 |
| 11. P-Q4 | N-Q2 |



This defense I used first at the candidates' tournament in Curacao 1962, and after that in many serious games, with pretty good success. The main idea of it lies in organizing a strong pressure against White's center by continuing

E-KB3; N-QB3; etc. Giving up the control over Black's Q4 is not essential, as White must lose still a lot of time to bring his knight to this point.

12. N-Q2

Doubtless the most promising line for white.

12. BPxP
13. PxP N-QB3
14. N-B1

In Curacao I had this position twice against Tal, who chose here once 14. N-N3, and the other time 14. P-QR3. Both continuations do not make great trouble for Black. The text is a new interesting line, probably the most natural one.

14. B-B3
15. B-K3 PxP

Also possible was 15., N-N3, but the text leads to sharper fight. It is difficult for white to use his small advantage in the centre.

16. NxP N(2)-K4
17. B-N3

A good move, which eliminates the eventual threat N-B5 and opens the QB-file for further operation. In the game Korelow-Nowopashin, 30th Championship of USSR, 1962, White continued here less energetically 17. R-B1, R-K1; 18. P-QN3, which led after 18., NxN; 19. BxN, B-N2 to a good game for black.

17. B-N2
18. N-N3 P-N3

Now Black has secured his position and intends to take the initiative by playing 19., N-R4; 19., R-B1. White must take some countermeasures.

19. NxN BxN
20. R-B1 R-B1

The threat was 21. P-B4 winning a piece. If White now tries to win a pawn by playing 21. P-B4, I had prepared the following interesting variation: 21., N-B5; 22. BxN, PxP; 23. RxP, P-Q4; 24. PxP, QxP; 25. QxQ, BxQ; 26. RxR, RxR; 27. P-QN3, B-R5!; followed by 28., BxN and 29., R-B7, regaining the pawn with an excellent game.

White therefore decides to increase the pressure on QB file intending to double the rooks.

21. R-K2 B-R5
22. N-B1 Q-Q2

Intending to answer 23. R(2)-B2, by 23., B-N2 etc., but better seems to be 22., Q-K2. The text offers White another possibility to gain a pawn by 23. P-B4, N-B5; 24. BxN, PxP; 25. RxP; 25., Q-K3! White would face a bad dilemma (26. Q-B2?, B-N4!)

Bad would have been, of course, 22., BxKP because of 23. RxR, QxR; 24. B-R6 and Black has no good way to avoid material losses.

23. B-Q4 B-N4
24. R(1)-B2 P-N5

But this is premature and gives White the opportunity to shake off the pressure. Better was 24., P-QR4.

25. N-K3!

Very well played. Now Black cannot take the pawn 25., BxP; 26. BxN, BxR; 27. BxB, would win two pieces for the rook. Otherwise White is threatening to bring his knight to Q5, thus gain-

ing a clear positional advantage. So Black is forced to simplify the position, which leads to an about even ending.

25. B-N4
26. RxR RxR
27. R-B2

No better is 27. R-Q2, Q-N2, threatening 28., N-B3.

27. RxR
28. BxR

On 28. QxR the answer 28., N-B3; would be annoying. Now this move would be answered by 29. B-B5, or even stronger 29. N-Q5!

28. B-QB3
29. B-N3?



This pawn sacrifice must be a miscalculation. The simplest way was, of course, 29. N-Q5 with full equality.

29. BxN!
30. BxB

Bad was also PxP, Q-K2, with a terrible knight on K4.

30. BxP
31. Q-Q4

White probably hoped to win his pawn back with this move, but his intention finds a clear refutation.

31. Q-B3

Good was also 31., B-N2; 32. QxP, Q-B3; 33. P-B3, NxPch; 34. PxN, QxP; with sufficient material and strong attack for the piece. But the text is also very strong.

32. QxP BxP
33. B-R6 BxP!

This simple move refutes White's intention. With two pawns up, the ending is now won for Black, as White cannot strengthen his attack.

34. Q-N8ch

A weak move in time trouble, but also after 34. B-Q5 Black will win, by playing not 34., Q-N4?; 35. QxP, Q-B8ch; 36. K-R2, N-N5ch; 37. K-N3, QxPch; 38. KxB, NxB; 39. Q-N8ch, K-N2; 40. Q-K5ch, Q-B3; 41. QxQch, KxQ; 42. P-N4! with drawing chances, but simply 34., Q-K!; 35. QxP, N-N5; 36. B-Q2, Q-K7; or 35. Q-KR4, N-N5!; 36. QxB, Q-K8ch; 37. Q-B1, Q-K4, etc.

34. Q-B1

White resigns.

Notes by Paul Keres

BOOST AMERICAN CHESS!
TELL YOUR FRIENDS
ABOUT USCF

AIR FORCE REGAINS EMERY TROPHY

Chief Master Sergeant Irwin J. Lyon of Keesler AFB, Mississippi, scored 7½ points in 9 rounds to become the new armed forces chess champion and to return the Thomas Emery Trophy to the Air Force, which last held it in 1961. The Army has had it since the 1962 tournament.

The contest was a close one and was not decided until the final round when Lyon defeated Marine Gunnery Sergeant Walter W. Clark of the USMC Reserve Training Center, Philadelphia. The tournament proved a sweep for the Air Force, second place going to Airman Robert E. Bailey of Tyndall AFB, Florida (6½) and third to 2nd Lieutenant Peter H. Gould of Lackland AFB, Texas (6). Fourth place honors went to the Coast Guard, which was competing in the event for the first time. Stewardman Zacarias S. Chavez of the Cutter NEMESIS out of St. Petersburg, Florida scored 5½ points to edge out Gunnery Sergeant Clark on tie-break points.

The tournament, which brought together sixteen top players from all branches of the armed forces, is sponsored each year by the American Chess Foundation, the U.S.C.F., the United Service Organizations and the Department of Defense. The event, directed by Everett Raffel, was played at the Lafayette Square USO Club in Washington, D.C. from October 12 through October 19.

At the American Chess Foundation awards dinner in the Sheraton-Carlton Hotel, October 19, the Thomas Emery championship trophy was presented to Brigadier General Henry C. Huglin, Air Force member of the honorary committee for the chess program, and silver cups were given to Lyons, Bailey and Gould by Foundation President Walter J. Fried of New York.

Representing their services and participating in the awards presentations—in addition to Brigadier General Huglin and Rear Admiral George A. Knudsen, Chief of Personnel, U. S. Coast Guard, also a member of the Honorary Committee—were Major General Ralph J. Butchers, Provost Marshall General of the Army, Major General William P. Battell, Quartermaster General of the Marine Corps, and Captain John W. Higgins, Assistant Chief of Naval Personnel for Morale Services.

The after-dinner program also featured William E. Walsh, President, New York City USO Council and member of the USO national board of governors, as master of ceremonies, Sidney Wallach, executive director of the Foundation, Randle Grimes, personal representative of Thomas Emery who was unable to be present, Lieutenant Colonel Lewis M. Durden (CH) U.S. Army, Dr. Galo Leoro of the Ecuadorean delegation to the Organization of American States, and Major General Harry H. Vaughan, U.S. Army Retired.

This month's CHESS LIFE cover features Major General Joe C. Lambert, The Adjutant General of the Army and a member of the tournament committee, displaying the Thomas Emery Trophy.

Winning the Hard Way

by International Grandmaster
SAMUEL RESHEVSKY



A surprising stroke. It is conceivable that Keres overlooked this rejoinder.

26. Q-Q2

Best. Other replies get white into serious trouble: (1) 26. NPxP, B-QN5!; 27. P-QB3 (if 27. B-Q2, PxBP; 28. Q-K3, RxR; 29. RxR, BxP and wins) PxBP; 28. Q-N3, BxRP with much the better of it. (2) 26. Q-N3, B-QN5; 27. B-B7, BxP; 28. BxR, etc. (3) 26. Q-QB3, PxNP; 27. PxNP (27. PxQP is met by 27., PxBP) PxP; 28. RxR, RxR; 29. RxP, R-Q8ch; 30. R-K, RxRch; 31. QxR, BxP, and if 32. Q-K8, then 32., Q-K2.

26. PxNP

27. PxNP P-Q5

28. P-QN4 B-N6

Black was aiming at P-Q6, followed by B-N6-B7. But this plan can easily be thwarted by white. For if 28., P-Q6; 29. Q-B3 or R-N.

29. R-N1 Q-KB2

30. B-B7

Otherwise black would have carried out his plan of P-Q6, followed by B-B7.

30. QxB

31. RxR P-KB4

32. Q-Q3

Inferior was 32. PxP? because of 32., Q-B5!; 33. Q-Q, RxRch; 34. QxR, P-Q6 and white is in serious trouble. 32. P-B3 was comparatively best. Black could have continued with 32., P-Q6, so that if 33. RxP, RxR; 34. QxR, BxP, with good winning chances.

32. PxP

33. RxP RxR

34. QxR P-B4

35. PxP QxBP

36. P-N3

The pawn cannot be saved. If 36. Q-K, P-Q6; 37. R-N2, P-Q7!; 38. RxP, QxRP.

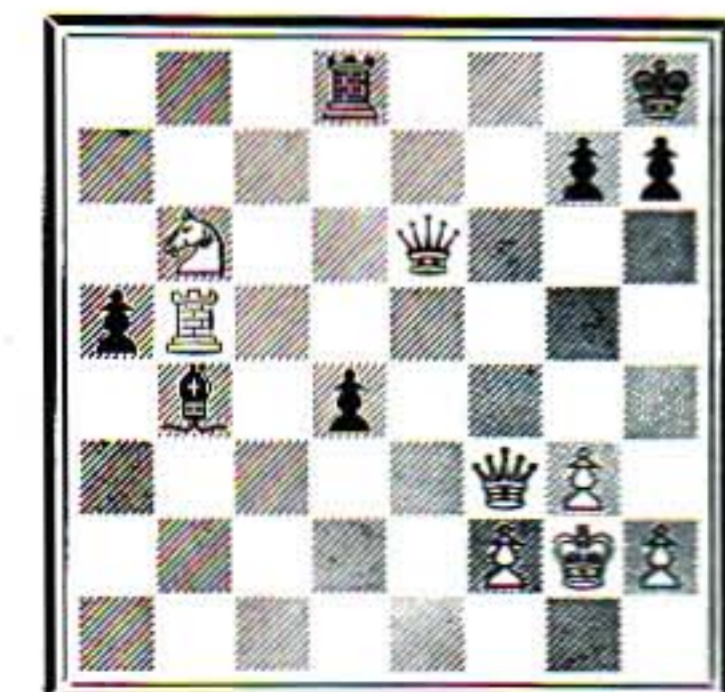
36. QxP

37. Q-Q3 Q-K8ch

38. K-N2 P-QR4

39. Q-KB3 Q-K3

40. R-N5 B-N5



Threatening to win a pawn with 14. PxP, BPxP; 15. BxN, PxB; 16. NxBP, BxN; 17. Q-B4ch.

13. K-R1

14. QR-Q1

Again threatening to win a pawn with 15. PxP, BPxP; 16. BxN, PxB; 17. N-N7,

14. PxP

Forced. If 14., B-K; 15. PxP, BPxP; 16. BxN, PxB; 17. N-N7, Q-B2; 18. NxQP, QR-Q; 19. NxB. Also 14., Q-B or Q-K is of no avail, because of 15. PxP, BPxP; 16. BxN, PxB; 17. N-B4, and black's QP is defenseless.

15. NxQP P-QB4

16. N-B5

16. N(4)-B6 is met by 16., Q-K; 17. NxB, QxN, with a satisfactory position.

16. R-K1

16., BxN would be giving up a lively bishop, and would enable white to post one of his pieces at black's K3. Black is perfectly satisfied to give up his inactive king-bishop for white's knight.

17. P-QN3 B-KB1

18. B-B1

Creating the possibility of placing the bishop at QN2 and also making possible the maneuver N-K3-Q5.

18. B-K3

Intending to play Q-Q2 with Q-N4 or Q-B2 following.

19. N-K3 Q-Q2

20. P-QR4

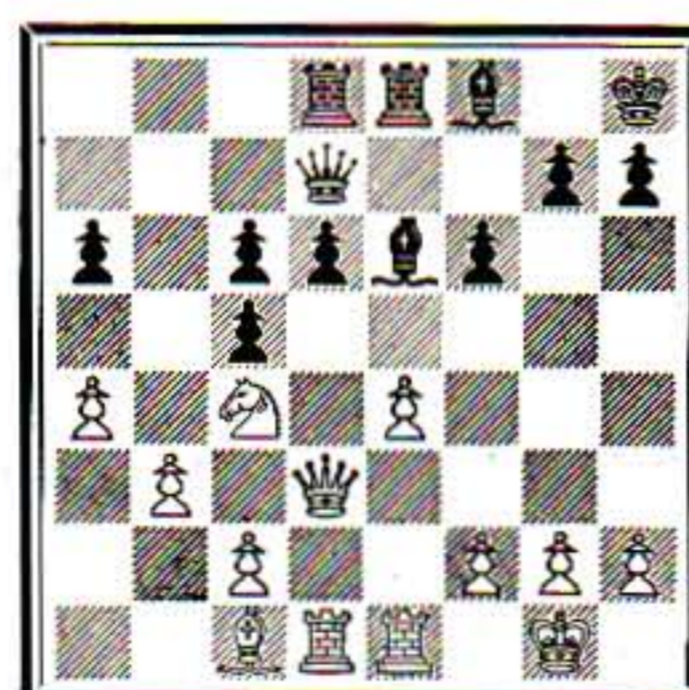
20. P-QB4 was a good alternative.

20. P-B3

Black could have continued passively with 20., Q-B2 and wait for white to take the initiative, but he decides to resort to aggressive play by P-Q4.

21. QN-B4 NxN

22. NxN QR-Q1



Black can now effect P-Q4 by force. For if 23. B-Q2, P-Q4; 24. B-R5, PxN, and wins.

23. N-N6 Q-N2

24. P-R5 P-Q4

25. B-B4

25. B-R3 was better.

25. P-B5!

Usually when one misses a win, he can not have another chance. But in my game against Keres in the 11th round of the Piatigorsky Cup Tournament I could have won the game on my 40th turn with P-Q6. I saw the move, but, being in time trouble, I was unable to see everything clearly. I, therefore, chose a less committing move. Fortunately for me, I still had some winning chances, but it took a great effort on my part to score the point after 73 moves.

The opening was an old form of the Ruy Lopez, in which black has the two bishops but a somewhat cramped position. On his 24th move, however, black was able to free his game by advancing his queen pawn to Q4. After some tactical maneuvering black was able to win a pawn.

After adjournment the end-game was extremely complicated. I spent approximately 6 hours for analysis. I finally was successful in bringing about an end-game of bishop against knight, in which the latter was completely immobilized.

Ruy Lopez

M.C.O. Page 31, Column 32
Piatigorsky Cup Tournament
Los Angeles, July, 1963

Round Eleven

P. Keres		S. Reshevsky
1. P-K4		P-K4
2. N-KB3		N-QB3
3. B-N5		P-QR3
4. B-R4		N-B3
5. O-O		B-K2
6. R-K1		P-Q3

More usual here is 6., P-QN4; 7. B-N3, P-Q3; 8. P-B3, O-O; 9. P-KR3, etc. The text has a set-up in mind, in which black wants to omit P-QN4.

7. BxNch

More frequently seen is 7. P-B3, N-Q2; 8. P-Q4, B-B3; 9. B-K3, O-O; 10. QN-Q2, P-KN3. Keres, however, had a different opening plan in mind.

7. PxB

8. P-Q4 N-Q2

Maintaining the balance in the center. Inferior for black was 8., PxP; 9. NxP, B-Q2; 10. Q-B3.

9. QN-Q2 P-B3

9., O-O; 10. N-B4, B-B3; 11. N-R5, with too much pressure against the QBP.

10. N-B4 N-N3

11. N-R5 B-Q2

Black's queen-side pawn position is somewhat weak; his compensation for that is having the two bishops. Who stands better is difficult to say. It is a matter of personal taste.

12. Q-Q3 O-O

13. B-K3

COLLEGE CHESS

by Owen Harris
and Peter Berlow

With the start of a new school year, the Intercollegiate Chess League of America is showing renewed vitality, with continued expansion into all USCF regions. One of the most active areas is the Northeast, with the following colleges listed on the ICLA rolls for regions II and III: Columbia, Iona, Brooklyn College, Brooklyn Poly., Cornell, LeMoyne, Clarkson, Fairleigh Dickinson, Stevens, Princeton, Ursinus, Penn State, Bloomsburg, Temple and Penn.

This is just the beginning of the chess activity brewing in the colleges. Many students across the country are starting to work for the ICLA. Rosario Fico of the LeMoyne club is doing a tremendous job in forming an Upper New York State league, as Charles D. Gish of the University of Kansas is doing in his state. Joseph McCarty, the newly appointed First Vice-President of the ICLA, is working like mad to insure that the intercollegiate championship held at Notre Dame this December will be the largest ever. Dr. Stuart Noblin of North Carolina State is preparing for a three-way match with U.N.C. and Duke. Robert Pratscher (Wilson Junior College, Chicago) is arranging for a bus to transport players to Notre Dame: 45 players, just from Chicago! Ron Ramsden (Univ. of Illinois) is reorganizing the club at Urbana, and promises to attend the Nationals. B. G. Dudley (Texas A & M) is running a large tournament at his school, which appears to be a great success.

The ICLA is receiving help from everywhere. USCF President Edmundson, in addition to his many other duties, is helping with communication on the West Coast. Yet, we need your help too! Every USCF member in college should make a point of writing to the ICLA regularly, giving details of the chess events on his campus. We will publicize all college events, so long as we hear about them. So, write!

Send all college news and questions to: Owen Harris, ICLA President, 310 West College Ave., Carbondale, Illinois.

Losing the opportunity to clinch the point immediately. Black was in time trouble and did not see that after 40., P-Q6; 41. N-Q5, P-Q7; 42. RXP, he could win with Q-K8!

41. N-Q5 Q-Q2

The sealed move. Another possibility was 41., Q-QB3; 42. R-N6, Q-B4; 43. R-N7 with a difficult position in which white would have had some drawing chances.

42. Q-Q3 Q-B3
43. P-B3 B-Q7

Keeping the knight out of the important square, KB4. If 43., B-K8; 44. N-B4, threatening both QxQP and R-KR5. If 43., B-B4; 44. Q-B4!

44. N-K7 Q-K1

Preventing R-KR5.

45. N-Q5

45. N-B5 would have been met satisfactorily by 45., B-N5; 46. R-N7 (if 46. NxQP, threatening RxN, and if 47. R-N7, Q-K4. 47. R-KB5, Q-Q2; 48. R-B4, winning the knight) B-B, followed by P-R5 etc.

45. P-R5
46. R-B5 B-K6
47. Q-B5

The best try. 47. R-R5, P-R3; 48. N-N6, Q-B3; 49. NxP, R-KB; 50. Q-K2, P-N4 with good attacking chances.

47. P-Q6



The only winning chance. If 47., P-R6; 48. N-B6!, PxN (48., Q-N3; 49. R-B8!); 49. QxBPch, K-N; 50. R-B7, R-Q2; 51. Q-QB6!

48. R-B3

48. N-B6 is amply met by 48., Q-N3; 49. R-B8, B-N3! and wins.

48. B-Q5

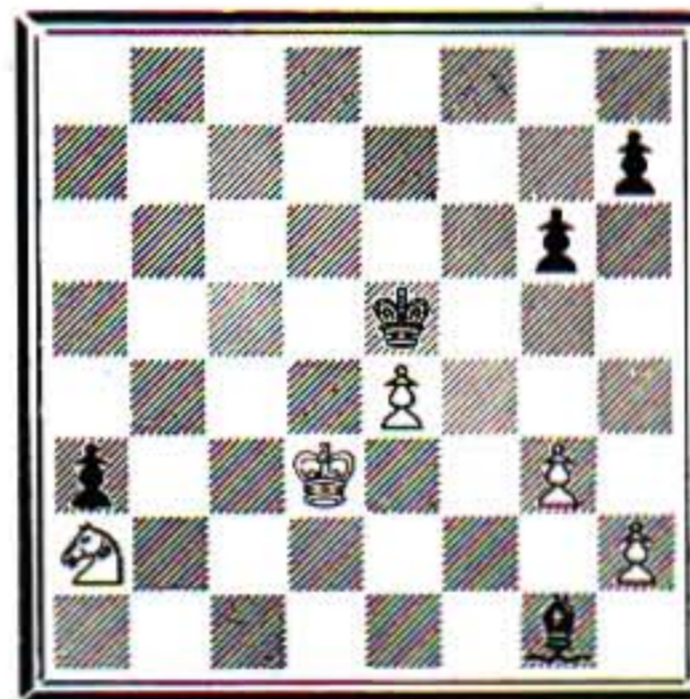
49. RxP Q-K7ch
50. K-R3 P-N3
51. Q-K4 QxQ

After 51., Q-B8ch; 52. K-N4, P-R4ch; 53. K-N5, RxNch; 54. QxR, QxR; 55. Q-Q8ch, K-R2; 56. Q-Q7ch and White has a perpetual check.

52. PxQ B-N7
53. N-N4

53. R-KB3, K-N2; 54. K-N2, P-R6; 55. N-N4, R-Q5; 56. N-R2, RxP, and White could have put up more resistance.

53. RxR
54. NxR K-N2
55. K-N4 K-B3
56. K-B3 P-R6
57. N-N4 K-K4
58. K-K3 B-Q5ch
59. K-Q3 B-B4
60. N-R2 B-N8



His king and knight being tied down to stopping the QRP, White is helpless in trying to protect his king-side pawns. The end is only a matter of time.

61. P-R3 P-R4
62. N-N4 B-B4

Forcing the knight back to imprisonment at QR2. For if 63. N-B2, P-R7; 64. K-B4, B-Q5 wins the knight.

63. N-R2 B-B7
64. P-N4 P-R5
65. N-N4 B-B4
66. N-R2 P-N4
67. N-B3 B-R2
68. N-R2 K-B5
69. N-B3 B-N
70. K-B2 B-K4
71. N-Q5ch K-N6
72. K-N3 KxP
73. N-K3 K-N6
74. Resigns

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Chess For Fun

You have all watched as newcomers to your chess club get that bewildered look when they first see a chess clock, learn that there is such a thing as chess notation, and discover that one serious tournament game takes four hours or longer to complete. You probably have friends who tell you that they play a little chess for pure enjoyment, but "not well enough to come to your tournaments." You know that thousands of potentially steady players are actually scared away from organized chess by the serious trappings of tournament play and by the indifference of the average member to the very existence of the beginner or the weaker player.

These beginners and weaker players outnumber USCF tournament players by the tens of thousands. Encourage them to participate at your club, make them welcome, help them to improve their game and to enjoy chess more, and we can trigger the greatest boom that chess has ever known.

"Chess for Fun" is designed especially to attract these people, to acquaint them with your club and with the Federation, to make 25% of them USCF members, and to give them an evening of chess fun which will bring them back again. You can keep them coming back by offering individual assistance, group lessons, and additional "Chess for Fun" and other events designed to encourage their participation and improvement.

Run one or a series of "Chess for Fun" tournaments at your club. Watch local activity and USCF membership increase together! Here's how it works.

First of all, publicize "Chess for Fun" to the hilt. The main point to stress is that here is something new, something different in the world of chess. Contrary to the commonly-held view that chess tournaments are dull affairs which take forever to complete, **this full event is over in one enjoyable evening!** No one is required to keep a record of his moves, no game takes more than one hour, and each contestant plays only three games. By all means, use your bulletin board and mail an announcement to your members because they will want to join in the fun. But, to reach the newcomers you are really after, deliver a prepared story to your newspapers and request your local radio stations to make public service announcements of this event. Run the first newspaper story several days in advance and try to get a repeat the day before your event is to take place.

Okay, your publicity has been great and the big day is at hand. Line up several helpers, because the turn-out may surprise you! Procedures which I have found to work very well are:

1. Collect one dollar from each entrant; record his name and complete mailing address on a 3 x 5 card. He is now on your mailing list for future announcements.

2. If he has a rating, mark this in the upper right-hand corner of the card. If he has no rating but you know something of his ability, mark an estimated rating. If he is a newcomer, determine how long and how often he has played and mark down the best possible estimate. Remember, hesitant newcomers often turn out to be rank beginners.

3. When registrations are closed, arrange your cards in order of rating or estimated ability, from the highest through the lowest.

4. Group the best four players in Section A, the fifth through eighth best in Section B, and so on. The point is to have the competition as close as possible and to avoid discouraging the newcomer by having him hopelessly out-classed within his Section. Beginners play against beginners and everyone has an equal chance to win.

5. Blank forms (4-man Round Robin Crosstables) should have been prepared in advance. Pairings and colors are shown on these crosstables, and there is space at the bottom for the winner's name and address. For each section, fill in the names of the four players on one of these forms.

6. Before starting play, introduce the referees for the evening. Explain how the crosstables are to be used to determine opponent and color. Emphasize that everyone is present to play "Chess for Fun," but review the basic rules which must be enforced. Keep in mind that many of your competitors may never have played strictly by the rules before.

7. If enough clocks are available, each player gets thirty minutes on his clock. Be sure to explain the clocks to the newcomers. If clocks are in short supply, the referees will circulate and keep an eye on the games. Slow players will be asked to speed up, and clocks may be shuffled from game to game as necessary. You must try to have all games completed within the required time limit; as a last resort, a couple of your top players will adjudicate.

8. After explaining items 6 and 7 to the players, announce your calendar of coming events. Particularly, give the time and date of the next "Chess for Fun" tournament. Instruct the winner in each section to turn in the completed crosstable after all games have been played.

9. Ties may be broken by a play-off if there is enough time. If you think not, announce in advance that ties shall be broken on such-and-such a definite basis. For example, who won the game between the tied players, or who played black most often.

10. Approximately three hours later, everyone has had fun and the results are in. Copy off the winners' names and addresses, send this list with \$4 per name to the USCF. (If your club is not a USCF Affiliate, or if you wish to benefit your local treasury with the \$1 discount, simply charge a \$1.25 entry fee.) Should any winner care to, he may add the necessary difference and have a sustaining membership submitted rather than a one-year regular membership.

11. Retain the registration cards and the crosstables showing results by Section. You will find these invaluable in pairing for future "Chess for Fun" or other events in which you will want to insure equitable competition.

Don't shake your head and say "It'll never work." Sacramento players know that "Chess for Fun" brings them in; the Capital City Chess Club acquired 31 USCF members this way last month (with two such events). Furthermore, these and about thirty of the other newcomers attracted are dropping into our club meetings quite regularly. Fourteen more signed up to play in our most recent USCF-rated tournament, which means that a total of 45 USCF memberships were acquired in five weeks. It will work, so get busy and run one or more at your club!

If you'd like additional details, write to me at 210 Britton Way, Mather AFB, California, 95655. I'd be glad to send you a sample newspaper story, proposed rules and introductory talk, and a sample crosstable which you may easily have reproduced in quantity.

If every club half-way meets the Sacramento challenge and turns in twenty new USCF members, that would be a total jump of almost five thousand members. More than enough to meet our first goal, which is **TEN THOUSAND MEMBERS NOW, AS SOON AS POSSIBLE.**

**—Ed Edmondson,
USCF President**

**PLAN NOW
TO HOLD AN
"INTERNATIONAL"
TOURNAMENT.**

(See p. 276)

One Hassle In Basel!

by Jerry G. Spann,

FIDE V-P Zone 5

A more perfect setting for the WORLD FIDE CONGRESS than the old-new quaintly modern and peaceful but busy city of Basel, Switzerland couldn't be found. Here the Rhine begins and like this famous river Basel combines beauty with "bustle", color with commerce, and so it went with the 1963 FIDE CONGRESS in September which can best be characterized by two words, accord and accomplishment.

And yet there was no dramatic result such as the reorganization of the CANDIDATES Tournament which sprang from the Stockholm Congress last year. Although a determined effort to come to grips with a badly needed reorganization of the INTERZONAL was undertaken, a postponement until the next Congress had to be voted; nor was there any decisive action taken on the premature draw problem that plagues world chess, other than to reassert our determination to rid Caissa's organism of this odorous infection. The Congress proved once again that international chess leaders are men of goodwill, indeed, i.e. on one minor matter only was there an East-West type vote splitting. So much was covered that with the space available I will have to use the shot gun formation and list below the items discussed and the action taken, in no particular order.

- ✓ Date of 1964 Chess OLYMPIAD set for November 2-24 Tel Aviv, Israel.
- ✓ First priority to organize 1966 Chess OLYMPIAD was awarded to Yugoslavia.
- ✓ Organization of 1964 INTERZONAL was awarded to the Dutch Federation as France was unable to accept original award for financial and other reasons. Dates are not yet set but it is hoped that it will be during August so as not to be too close to the playing time of the OLYMPIAD.
- ✓ The request of U. S. was granted that the organizers of the INTERZONAL Tournament insert special regulations in the Tournament schedule which would enable Grand Master Reshevsky to participate under observation of his religious obligations.
- ✓ Priority to organize the 1964 Women's CANDIDATES was awarded to the USSR, who will announce by February final acceptance, dates and site.
- ✓ Organization of the 1964 STUDENTS World Championship was awarded to the Federation of Poland and will be played at Krakow commencing in mid-July.
- ✓ Priority to organize the World JUNIOR Championship for 1965 was awarded to Spain. The 1964 sponsorship is still open.
- ✓ Switzerland asked for priority to organize quarter and semi-final rounds of the 1965 CANDIDATES Tournament. It was decided that no action would be taken on the CANDIDATES until the INTERZONAL results are known so that practical (geographic) factors can be considered.
- ✓ A vote of commendation was given to the Piatigorsky Foundation for establishing the biennial PIATIGORSKY CUP Grand Master Tournament and it was voted official FIDE status.
- ✓ The 1964 Congress was awarded to the French Federation to be held in Paris so that the 40th anniversary of FIDE could be celebrated at its place of birth, Paris 1924.
- ✓ Decision was voted to work in close collaboration with two important albeit disparate international organizations, the ICCF and UNESCO.
- ✓ On the problem of the employing of seconds, it was decided that a circular letter be sent to all federations and to

- all Grand Masters, International Masters and International Arbiters, requesting detailed answers to a questionnaire that will be prepared by the FIDE Bureau.
- ✓ Further on problem of employing seconds, it was decided that trials be undertaken in FIDE Tournaments one of which will be made in the Zone I ZONAL Tournament. Another will be made in the 1964 INTERZONAL with each game played in one day, viz. in two periods: a first period of 5 hours and then, after a pause of 1½ hours, a second period of 2 hours.
- ✓ Commendation was voted to Dr. Walter Echte of the East German Chess Federation for his fine report to the Congress on the results of his scientific testing (at Varna Olympiade) to assess heart stress and other circulatory efforts of intense chess-play. This is available to interested U. S. doctors.
- ✓ Edward Lasker was awarded (belated and deserved) FIDE title, International Master.
- ✓ Translation into English of the Laws of Chess (current 1956 edition) made by the Irish Chess Federation was approved.
- ✓ It was voted that a player who has lived 5 years in a country, of which he is not a citizen, and who proves that he has applied for naturalization or has the intention to do so, may obtain permission from the FIDE Bureau to play on the team of said Country.

I mentioned in my opening statement above that the will of the Congress to "handle" the premature draw problem was reasserted. This re-affirmation of purpose needs full coverage so I am quoting herewith from the Minutes of the Central Committee and the General Assembly, first the Central Committee:

The Question of Premature Draws

The Congress of 1962 unanimously decided:

1. to add to Article 17 a of the Laws of Chess a paragraph 3 with the following wording:

"An agreement to draw may not be made before the 30th move unless on account of quite exceptional circumstances the referee of the competition confirms it. Infringement of this stipulation entails loss of the game for both players.

2. to include this question—in accordance with a proposition by Mr. Dahne—in the agenda of the 1963 Congress, in order to discuss it once more in the light of the experience gained in the meantime.

During the time after the Congress experience had shown that the above mentioned rule did not give the results which were intended. In many cases, the players had convened to draw before the 30th move without being penalized, in other cases they had eliminated the principles of the rule by an agreed repetition of moves already before the 30th move or by corresponding measures after the 30th move, which obviously referred to a previous convention. According to the opinion of the Committee this experience gave cause to an examination from a more profound point of view. It seems to be necessary to stipulate clearly and in writing certain moral principles which should guide the game but are not incorporated in the Laws of Chess, in order to enable the referee to secure as far as possible a fair sport's men-like contest.

It is the opinion of the committee that the basic principle according to which each player should conduct his whole game is a fight for the best possible result. Voluntary measures to evade the fight or to favour the opponent or a third player should be held contemptible for reasons of sport and judged accordingly.

It is easy to state that it is difficult—in certain cases even impossible—to judge correctly the measures taken in situations varying in character and the referee should impose penalties only in such cases which clearly constitute contraventions of the moral principles involved. These difficulties cannot exonerate the leadership of the

(Cont'd on p. 286)



FIDE AT WORK. A scene from the 1963 Congress in Basel, Switzerland.

CHESS

KALEIDOSCOPE

by U. S. Senior Master **ELIOT HEARST**



Caissiacs, Maniacs, and Artificial Grandmasters

Tell a chessplayer that a machine has been built which can automatically solve complex differential equations, control the flight of a rocket to the moon, and compose passionate lyric poetry in Russian, German, and English simultaneously—and the sophisticated woodpusher will accept the new creation without a trace of skepticism. But tell him that a machine has been built which can defeat him in chess and he will most likely smile a superior smile and offer the machine 10-1 odds at 25 cents a game. After all, every chess devotee knows that skill at the game represents a mysterious amalgam of creativity, imagination, intelligence, patience, bravery, and trickery—which no mere machine could ever hope to imitate.

Even the programmers of chessplaying computers have been known to make statements that are almost equally flattering to the chessplayer. For example, Newell, Shaw and Simon (in the *IBM Journal*, October 1958) wrote: "Chess is the intellectual game par excellence. Without a chance device to obscure the contest, it pits two intellects against each other in a situation so complex that neither can hope to understand it completely, but sufficiently amenable to analysis that each can hope to out-think his opponent. The game is sufficiently deep and subtle in its implications to have supported the rise of professional players, and to have allowed a deepening analysis through 200 years of intensive study and play without becoming exhausted or barren. Such characteristics mark chess as a natural arena for attempts at mechanization. If one could devise a successful chess machine, one would seem to have penetrated to the core of human intellectual endeavor."

Since no one really likes to believe that his core can be penetrated, part of the flippancy with which chessplayers often dismiss the idea of a world champion computer may be due to some kind of perverse resistance to the possibility. The scientists and mathematicians who have devoted themselves to the task of constructing chess programs may have strengthened this resistance by their occasionally incautious claims about the ease with which a machine-grandmaster could be constructed. Herbert Simon, for example, was quoted some years ago as saying that "within ten years a digital computer will be the world's chess champion, unless the rules bar it from competition."

In view of these claims and conflicting opinions, the recent reports of Dutch chessmaster Adriaan de Groot concerning his investigations into chessplaying programs are very refreshing and, not too surprisingly, much more pessimistic than the statements of many of his colleagues whose knowledge of chess does not equal their knowledge of computer programming. Dr. de Groot is a former member of the Dutch Olympic team (Buenos Aires, 1939) and an experimental psychologist as well. In his lecture at a recent International Congress of Psychology symposium in Washington and in his forthcoming book "Thought and Choice in Chess" (written with the editorial collaboration of USCF expert George Baylor of Pittsburgh and Carnegie Tech), de Groot discusses the history and future of chessplaying machines. His views and findings should be in-

teresting to the chess public, as they have already been to scientists and mathematicians.

* * *

The length and technical style of de Groot's Washington lecture unfortunately make it impossible for us to republish his entire talk here. Readers who are dissatisfied with our brief and incomplete summary of it will be able to delve into de Groot's arguments in greater detail when his book is published in English by Mouton and Co. (PO Box 1132, The Hague, Netherlands) at the end of this year.

In 1950 Claude Shannon first proposed the idea of an electronic computer that could play chess. He remarked that research toward such a goal, besides being a challenging *tour de force*, might also contribute to our understanding of human thought processes. Shannon actually built a machine—aptly called CAISSIAC—which was a whiz at simple endgames and could force checkmate with king and rook against king at least as efficiently as most human chess experts. Shannon was one of the first to point out that even though it is theoretically possible for an electronic brain to play a perfect game by analyzing every variation to completion, such a task would be far beyond the practical power of any conceivable electronic computer. As John Pfeiffer reiterates in "The Thinking Machine", a computer capable of examining a thousand billion billion variations a second would still take more than 10 to the 91st power years to calculate its first move—which is enormously longer than the age of the universe. And most of this time would be wasted on examining trivial possibilities that any chessplayer would discard immediately.

Therefore, no machine can actually be expected to play perfect chess. The basic goal of most programs has been merely (!) to create a machine that can compete on a level with the average chessplayer. In order to do this, the work of the machine in calculating variations and moves must be cut down through the use of certain criteria, by means of which positions can be evaluated and moves selected.

For example, a computer named MANIAC I was programmed by a group at Los Alamos to play chess on a board of 36 squares with a smaller than usual number of pieces. MANIAC relied mainly on two criteria, mobility and "material advantage." Taking about twelve minutes a move, MANIAC displayed an unexpected weakness in its first game: It had a "mortal fear of checks" and would sacrifice almost anything to avoid being checked. After some of its initial shortcomings were rectified, MANIAC was said to be able to beat very weak players, that is, players who had played no more than twenty games of chess.

* * *

De Groot considers some of the main methods that have been proposed to solve this most crucial problem in chess programming: How to cut down the number of different variations to be explored, not only in depth (number of moves ahead to be seen) but also in breadth (number of possibilities to be examined on a given move). Attempts to solve this problem generally focus on the detailed specification of certain goals for which the chessplayer aims. If a chess expert knows exactly what he is after, the initially frightening array of possibilities shrinks to a few lines of action; a machine that worked on the same principles would be a good model to strive

for. Also, "the more specific the goal, the easier it is to reject moves or plans that do not contribute to its attainment."

It might be simple to overcome these obstacles if we could approach Petrosian or Tal or Fischer and just ask them to list the five criteria they use in choosing the moves they do. Every strong player knows, however, that the reasoning behind the choice of a certain move is often obscure even to the person who makes the move. "It looked good!" or "This had to be the right move!" are comments you often hear from masters who are questioned as to why they selected some unexpected or subtle move. Because steps in the reasoning process are so hard to specify, and often appear intuitive, the procedure of questioning a master about specific goals and ideas very seldom does much to help isolate the really important factors involved in the decision. A master may be completely honest when he says he doesn't really know why he played R-QR1 on his 47th move, which turned out to be useful when the 71st move rolled around! Of course, some masters will annotate the same game as if they "saw it all" 24 moves before and the reader will never be the wiser.

* * *

The various methods that have been used by programmers to specify chess goals are classified into several types by de Groot. One of these involves the specification of a single goal, a thematic plan or tactic (for example, the queenside minority attack or a particular kind of mating combination), and the programming of a corresponding course of action. Former world champion and mathematician, Dr. Max Euwe, in the Euratom group is working on a program of this type.

Researchers at Carnegie Tech and the Rand Corporation usually specify several simultaneous goals in their chess programs. A number of standard subgoals, such as center control, material balance, and king safety are used for generating, selecting, and determining properties of moves and for evaluating outcomes of variations. Another type of program involves the specification of successive goals, in which a series of questions are asked in order of importance by the computer: Can I mate him? Can he mate me? Can I gain material? Can I play for the queenside minority attack?

De Groot notes that two standards can be established for deciding whether a chess program is a satisfactory imitation of the human thought processes. One of these is based on the program's **achievement**; can it play as well as a master? The other is based on the **process** it uses to select its moves; does it think like a master?

By the first criterion de Groot agrees that prior results have been very disappointing: "Programs are still very poor chessplayers and I do not have much hope of substantial improvement in the near future." De Groot thinks that if one uses the second criterion there is perhaps more reason for optimism. He has studied many protocols of grandmasters and amateurs "thinking aloud" while analyzing a position they had never before seen and he feels that many of the criteria and logical steps followed by the chessplayers actually are similar to processes employed by some computer-players. Incidentally, many of these protocols are included in de Groot's forthcoming book, with diagrams of the positions used. These long analytical verbalizations of such masters as Alekhine, Euwe, Keres, Fine, Flohr, and even our own Ray Weinstein, ought to interest chessplayers, even if the lengthy discussion of chessplaying programs, "thinking", and the psychology of chess does not.

De Groot concluded from his study of these protocols that differences in playing strength depend much less on calculating power than on "skill in problem conception". The Class A player, just like the grandmaster, may be able to calculate ten moves ahead or find a forced checkmate, but he is not able to pick out the important strategic or tactical plan in a given position—to decide that a white-squared weakness on the kingside should be the target of all his forces.

In addition, all the human protocols showed what might be called a "progressive development and reevaluation" of ideas and moves in a given position. This process involves, initially, **orientation** in the position, and then **exploration** of

possibilities and **goal-directed** action, followed by an attempt to **convince** oneself that the choice is correct. Such "**progressive deepening**", as de Groot terms it, is something that chessplaying programs have not achieved in the past. When a human chessplayer analyzes in this manner he may very often "reinvestigate the same move anew". A move that was rejected or put aside previously, because it did not fit the specific goals or plans that the player was considering at the moment, is reanalyzed but this time more deeply and with a different goal or idea in mind. Such reinvestigations often occur during chess analysis in human chessplayers, but no chessplaying computer operates on anything like such a process. Usually a machine discards a move, once it fails to meet some predetermined criterion.

De Groot points out that "progressive deepening" is not the result of indecisiveness or forgetfulness, but may in contrast reflect a very efficient approach to solving a problem. A **New Yorker** cartoon—which showed a lady, somewhat unawed by a large electronic computer, as she comments to its builder: "Sure it can think—but can it change its mind?"—actually puts its finger on the weak spot in most current computer programs for chess.

Even though de Groot ends by remarking "I do not believe that the machine's handicaps in the perceptive and abstractive sphere can be easily overcome or compensated for", the deficiencies he has observed and the methods of attack that he has suggested may make the likelihood of an electronic Fischer somewhat greater in the future. How the real Bobby will react to such a prospect is impossible to predict at the present time.

(Please send all material for this column to Eliot Hearst, 401 N. Armistead St., Apt. 412, Alexandria 12, Va.)

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INTERNATIONAL MONTH

As I said in my inaugural address at Chicago, the Federation got two for the price of one when they elected me President. Full credit for this New Idea goes to my understanding wife, Nancy.

We all know that financing U.S. participation in international chess events has been one of our biggest problems. Despite wonderful cooperation by the American Chess Foundation, the Piatigorsky Foundation, the U.S. State Department, and numerous individual donors, the USCF has been hard put to meet its share of the budget required to send our representatives overseas. As a result, last-ditch, last-minute appeals have become all too commonplace. You and I are tired of responding to these appeals; they are, therefore, less and less successful.

But let's look at the other side of the coin. Consider how unjust the necessity for these appeals is to our International Affairs Chairman, Jerry Spann (and how many times he has dug into his own pocket to make up a shortage). Consider, too, how undignified we look before the rest of the chess world, going about at the last minute with hat in hand, asking for hand-outs, not knowing for sure that we can even compete internationally. It's time for us to take united, decisive action to lay this ghost to rest.

The first thing required is a three-year schedule of international events, together with a budget for our anticipated share of the expenses. The International Affairs Committee has provided this, and we know our immediate goal: \$4,000 for the 1964 Interzonal Tournament and the 1964 Men's Olympiad. Now to raise the money, in advance and painlessly.

"International Month" can be the answer—a method of meeting our commitments by offering every USCF member the opportunity to compete in a bonus-rated tournament. What better way to accomplish our share on the international scene than by enjoying ourselves in rated competition?

The details are simple.

Every chess club and organization in the country is hereby asked to stage a

rated tournament during "International Month." To emphasize the nation-wide effort and to provide continuity in our publicity, we suggest that every sponsoring organization adopt a standard name for the event; i.e., "..... International Tournament." (The "International" refers, of course, to the purpose rather than to the expected entries.)

"International Month" runs from March 1 through April 30, 1964. Another new idea—a month which is sixty-one days long! Seriously, that's to provide sponsoring clubs with plenty of leeway on dates and also to provide the option of a week-end event or a one-game-weekly event to run for up to nine weeks.

Entry fees and the prize money or trophies are at the discretion of the respective sponsoring organizations. However, even though (in some instances) a sponsor chooses to award no prizes, the minimum entry fee will be \$2. Yes, even though you may play for ratings and glory alone, \$2 per player should be submitted to USCF. If, for another example, your entry fee is \$7, then \$5 may go to your prize fund and \$2 to USCF. **THERE WILL BE NO FEES CHARGED FOR RATING THESE TOURNAMENTS, AND ALL MONEY RECEIVED BY USCF WILL GO INTO OUR INTERNATIONAL AFFAIRS FUND.**

Make plans now for your club's "International Tournament." Get the announcement in to us as soon as possible and be listed high on the Honor Roll of "International Month" Sponsors! Beginning in our January issue, we will carry a special listing of these scheduled events. When all have been completed and reported, we will publish an Honor Roll of Winners.

Help us to eliminate the handicaps which uncertain or last-minute financing impose upon our nation's representatives on the international chess scene. **TO DO YOUR PART, SPONSOR OR PLAY IN AN "INTERNATIONAL TOURNAMENT."**

—Ed Edmondson,
USCF President

ADVANTAGE IN SPACE

by International Master
ROBERT BYRNE

In the following game, a deceptively quiet, symmetrical opening sets the stage for White to obtain a powerful advantage in space by means of sharp, aggressive tactics. Then a fine combination not only wins a pawn, but increases White's advantage in space to the point where Black's forces are almost completely stymied. In the end phase, desperate efforts by Black to make a fight of it are drastically repulsed and White smashes through with a sudden mating attack.



U.S. OPEN CHICAGO, 1963

Robert Byrne

S. Gligoric

KING'S INDIAN DEFENSE

Yugoslav Variation

- | | |
|----------|-------|
| 1. P-Q4 | N-KB3 |
| 2. P-QB4 | P-KN3 |
| 3. P-KN3 | B-N2 |
| 4. B-N2 | O-O |
| 5. N-QB3 | P-Q3 |
| 6. N-B3 | P-B4 |

Black's last move is the hallmark of the Yugoslav Variation which, in recent years, has become a fairly popular alternative to the more usual 6., QN-Q2 followed by 7., P-K4. The hypermodern idea it embodies is to lure White to advance P-Q5 so that the White center can be undermined by P-QN4 and P-K3. In the present game White relies on straight-forward development, obtaining a pawn on Q5 only after severely hindering Black's chances of counterattacking it successfully.

- | | |
|--------|------|
| 7. O-O | N-B3 |
|--------|------|

If now 8. P-Q5, N-QR4, the Knight, although decentralized, becomes very useful in reinforcing the counterattack on the White pawn chain which will soon

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get under way by P-QN4.

8. PxP Pxp

Creating a symmetrical position where White hopes to benefit from having the move.

9. B-K3 Q-R4

No sooner set up than the symmetry is broken. Black's move is the one generally thought to be best. Defending the QBP by 9., P-N3 would lose the exchange after 10. N-K5. In the last U.S.S.R. Championship, Tal tried 9., B-K3 against Spassky and, although he lost the game, Hans Kmoch did not think that it was because of that move.

10. B-Q2

One of the refinements in this opening—the idea is to take advantage of the Black Queen's awkward position by an opportune N-QR4 or N-Q5. If at once 10., Q-Q, then 11. Q-B followed by B-R6 exchanging Black's strong fianchettoed Bishop. It should be noted here that the problem of this variation for both sides is the correct disposition of the Queen's Bishop. As the reader will see from the following moves, White obtains his advantage in space precisely by creating an excellent post for his own Queen's Bishop while denying equal opportunity to his Black counterpart.

10. B-B4

11. N-Q5 Q-Q1

The only move, for if 11., Q-R3?; 12. N-B7 wins the exchange.

12. N-KR4!



Gligoric admitted after the game that this move was the cause of all his trouble. White not only threatens to obtain the two bishops, but to double Black's pawns doing it. If 12., B-K3 in reply, then 13. P-K4 followed by P-B4 and Black's Queen Bishop is awkwardly placed in front of his King's Pawn.

12. B-N5

In order to gain a tempo later by using White's King's Rook's Pawn as a target.

13. P-KR3 B-Q2

14. B-QB3

It is now obvious that White's Queen's Bishop has hit positional paydirt.

14. Q-B1

Clearing the Queen's square for his Rook with a tempo.

15. K-R2 R-Q1

16. P-B4 B-K1

Hoping to make use of the pin on the Queen's file to eject the Knight from its splendid post.

17. P-K4 NxN

The Knight was so strong it had to be eliminated and 17., P-K3 would have lost the exchange by 18. BxN, etc.

18. BPxN N-Q5

If Black had played 18., P-K3, attacking the White center immediately, then 19. BxB, KxB; 20. P-B5 would have given White a winning attack on the Black King.

19. R-B1

Preparing a breakthrough on the Queen's Bishop's file and undermining Black's Knight.

19. P-K3

An attempt to reduce White's imposing pawn center and obtain some squares for his pieces, but White succeeds quickly in turning it to his own advantage.

20. P-K5! N-N4

The threat was 21. BxN, winning a piece.

21. B-N4!

Now, if 21., Pxp; 22. BxBP and White's pressure on the Queen's Bishop's file plus play against the weak isolated Queen's Pawn would give him a great advantage.

21. P-N3

22. P-Q6!

If, in reply, 22., R-N, then 23. P-R4, N-Q5; 24. B-QB3, N-B3; 25. P-QN4! and Black is helpless.

22. B-QB3



23. BxP!!

The beginning of a sharp combination that makes White's advantage decisive. If 23., PxB, then 24. RxB recovering the piece and winning easily.

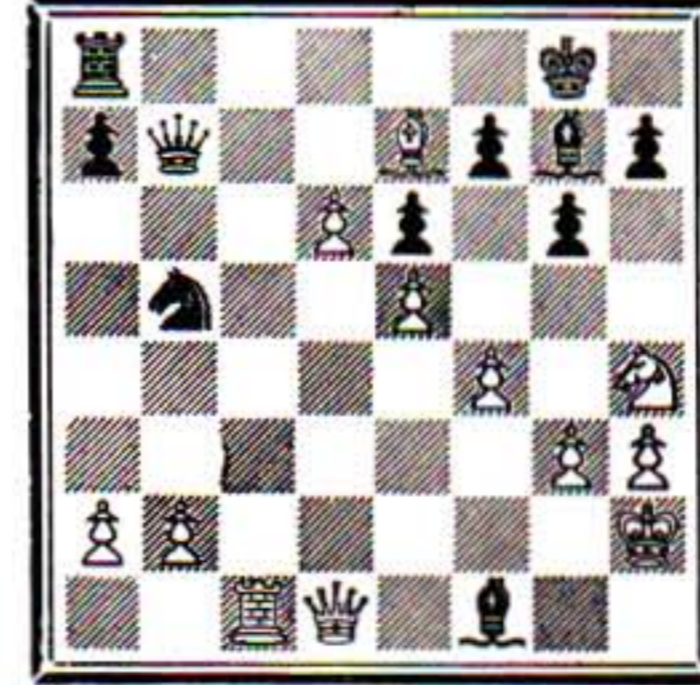
23. BxB

24. BxP! Q-N2

If, instead 24., B-QB3, then 25. BxR and White emerges the exchange and two pawns ahead. Or, if 24., QxR, then 25. QxQ, KR-QB; 26. P-Q7!!; 27. RxR, B-N2; 28. P-Q8—Qch, RxQ; 29. BxR, winning easily with the exchange and a Pawn plus.

25. BxR BxR

26. B-K7!



Revealing the main point of the combination Black's Queen's Bishop is trapped!

26. NxP

The best way to give the piece back.

27. PxN B-N4

Only this move prevents the Pawn from queening immediately.

28. R-B7 Q-N1

28., Q-N3 would have been met by 29. Q-B2 forcing the retreat 29., B-B; the only move to prevent the advance of the Queen's Pawn, but Black's position would have been no worse than it becomes after the game continuation.

29. P-R4 B-K1

30. Q-B2

Once again threatening P-Q7.

30. Q-N5

Planning to sacrifice the exchange for a Pawn by 31. P-Q7, QxB; 32. R-B8, QxP; 33. RxR.

31. P-N3

White is no hurry—the exchange won't run away while he consolidates his position.

31. P-N4

This desperate attempt at counterplay cannot be censured. Black cannot be expected to sit around and twiddle his thumbs while White finishes him off by N-B3-K5 and P-Q7. Black intends to answer 32. Pxp by 32., B-K4 threatening both the Queen's Pawn and the Knight on R4.

32. N-N2 Pxp

33. NxP B-Q5

Hoping to fish in troubled waters by some such follow up as Q-K8. But he never gets the chance, for White now ends the game with a powerful attack.

34. R-B4! Q-N3

The only move to save his Bishop.

35. Q-Q1! B-K4

The only move, for, if 35., B-N2; 36. P-Q7 wins the Queen's Bishop. 36. P-Q7 would now be a blunder because of 36., BxB; 37. QxB, Q-B7ch and draws by perpetual check since 38. N-N2?, BxBch; 39. K-R, Q-B8 is mate.

36. N-Q3! B-N2

Forced, for, if 36., BxQP?, then 37. Q-N4ch and mate next move. And, if 36., Q-K6, then 37. NxB, QxN; 38. Q-N4ch, K-R; 39. Q-Q4, QxQ; 40. RxQ and the simultaneous threats of 41. P-Q7 winning a piece and 41. B-B6ch; 42. R-N4 mate cannot both be parried.

37. N-B5!

Cutting the Black Queen out of the game altogether and renewing the threat of P-Q7.

37. B-QB3

38. P-Q7 B-Q4

39. R-KN4!

Menacing 40. RxBch!, KxR; 41. Q-N4ch and mate next.

39. P-B4

40. B-B6!!



(Cont'd on page 294)

GAMES FROM THE U. S. JUNIOR CHAMPIONSHIP

Best Played Game Prize

Myron Zelitch

William Martz

Myron Zelitch, who missed winning the "Junior" title by ½ median point, played very fine chess throughout the tournament. Zelitch, a Penn State sophomore, appears to be a clever tactician, but perhaps his greatest strength lies in his strategical ability. In the final round, his opponent was William Martz, who also had six and a half points after eight rounds. Up to this time, Martz had played a rough schedule without suffering a defeat, and both Zelitch and he had their sights set on first place.

After nine moves, Martz reached approximately the same position he had in round eight, when he won in a very convincing manner. Zelitch's tenth move, however, was the introduction of a plan which significantly changed the situation. Martz was not able to adjust to the distinctly different problems which confronted him. Once Martz missed his opportunity to counterattack with the unorthodox 15., P-KR4, he found himself squeezed in a vise which Zelitch tightened with each move. In this game, Zelitch's ability to crush an opponent positionally was not obscured or overshadowed by tactical complications, for after 15., P-QN4 Martz was condemned to utterly passive play.

- | | |
|----------|-------|
| 1. P-K4 | P-QB4 |
| 2. N-KB3 | N-QB3 |
| 3. P-Q4 | PxP |
| 4. NxP | N-B3 |
| 5. N-QB3 | P-Q3 |
| 6. B-QB4 | P-K3 |
| 7. B-N3 | P-QR3 |
| 8. P-QR3 | Q-B2 |
| 9. O-O | B-Q2 |

In round eight, Martz reached this position against George Doschek, except that White's bishop was on QR2. White played 10. B-K3, a move which certainly seems inferior to Zelitch's tenth move. Doschek almost at once was forced to assume a defensive position, whereas Zelitch never loses the initiative.

- | | |
|----------|-------|
| 10. K-R1 | R-B1 |
| 11. P-B4 | N-QR4 |
| 12. P-B5 | NxB |
| 13. PxN | P-K4 |

Black could play 13., B-K2, which develops a piece and leaves the Q4 square adequately defended. 13., P-K4 is an aggressive move which must be followed up by forceful play immediately.

- | | |
|-------------|-------|
| 14. N(4)-K2 | B-B3 |
| 15. N-N3 | P-QN4 |

This move at first appears to be aggressive, but in fact it puts Black on the defensive permanently. A lively alternative, consistent with Black's thirteenth move, is 15., P-KR4, threatening both White's center and his king's wing. I offer the following few variations to indicate the possibilities for activity which 15., P-KR4 offers Black. A)

16. B-N5, P-R5; 17. N(N3)-K2, NxP; 18. NxN, BxN; 19. N-B3, B-B3; 20. N-Q5, BxN; 21. QxB, Q-B3; 22. QR-B1, QxQ; 23. BxRch, K-Q2; 24. KR-B1, Q-R4; 25. P-QN4, Q-N3; 26. B-K3, B-K2 and Black wins with his extra pawn. B) 16. Q-B3, B-K2; 17. B-N5 (if 17. B-K3, P-QN4, and now the threat of Q-N2 cannot be met by B-N5 as it was in the game) P-R5; 18. N(N3)-K2, NxKP (This is a risky move, but I do not want Black to sit still.) 19. NxN, BxN; 20. QxB, BxB; and Black has an extra pawn and control of the QB file as compensation for serious square weaknesses.

16. B-N5

This is the beginning of a series of moves which paralyze the Black position.

Presented by

International Master
DONALD BYRNE



16. B-K2
17. R-B1

With this simple developing move, a heavy piece comes into action and Black's Q4 is further weakened.

17. Q-N2

This move leads to additional square weaknesses, but it is difficult to find a satisfactory move for Black. If, for example, Black castles, White could strike at once with 18. N-Q5, NxN (if Q-Q1 then 19. NxBch, QxN; 20. N-R5 and wins) 19. PxN, BxB; 20. RxB and White has a winning position. Perhaps Black should try 17., Q-Q1.

18. BxN PxB
19. Q-R5

Now White is at work all over the board. In this position the bishops seem feeble when compared with the two knights. I refer to such knights as the "Lombardy knights" for reasons that will be obvious to the many players who have been trampled by William Lombardy's powerful steeds.

19. P-R3
20. Q-N4 K-Q2
21. KR-Q1 P-KR4

Black does not help his game by giv-

ing up a pawn. The KRP might be pushed in a meaningful way later on, whereas now the loss of this pawn serves to strengthen White's kingside.

22. NxRP QR-KN1
23. Q-B3 R-N4
24. N-N3 R-R5
25. N-Q5

The time has come for White to occupy the square which he has controlled for the past ten moves.

25. B-Q1
26. N-K2 R-N1
27. R-B2 R(N1)-R1
28. P-R3 P-R4
29. P-QN4 PxP

White is attempting to open lines on the queenside for his rooks, and Black, anxious for some air, hopes to exchange material; however, the tactical opportunities obviously favor white. Black should play 29., P-R5. Many a good player, after missing a reasonable aggressive move (in this game 15., P-KR4), will make aggressive moves which are unnecessary and either meaningless (e.g. 21., P-KR4) or disastrous (e.g. 29., PxP). In a passive position great patience is required, but few players have developed this virtue. In the games of Fine and Reshevsky we find that patience is frequently rewarded by victory.

30. PxP R(5)-R2
31. N(2)-B3 B-K2
32. R-R1 BxN
33. NxB R-QB1
34. RxR KxR
35. R-B1ch K-Q1
36. R-B7 QxN

Black falls apart completely.

"Resigns" is a sound reply to 36. R-B7, but Black, somewhat short of time, overlooks this possibility.

37. PxQ KxR
38. Q-B3ch K-N1
39. Q-B6 R-R1
40. Q-Q7 B-Q1
41. QxPch K-R2
42. Q-Q7ch K-N1
43. QxPch B-B2
44. QxBP R-Q1
45. QxBP P-K5
46. Q-K6 P-K6
47. QxP RxP
48. P-N4 R-Q8ch
49. K-N2 R-QN8
50. Q-K8ch.

Time Forfeit

Brilliance Prize

John C. Meyer

Robert Wachtel

John C. Meyer, the highest-rated expert in this year's U.S. Junior, plays a complicated and forceful attacking game, which frequently distracts and confuses the opposition. In the fourth round of the "Junior" he gave the spectators a fine demonstration of the virtues of his energetic and speculative style when he faced Robert Wachtel, a talented player who scored six points against strong competitors.

Meyer served up an indigestible fare, but Wachtel, in a position where careful rumination was essential, gobbled every gobbet (11., NxQP and 15.

....., BxNP) and called for more with 16., B-B6. Meyer obliged and crammed a huge piece down his opponent's gullet (17. RxPch.). At that point Wachtel got up from the table, for he had finally had more than he could stomach. The moral: A voracious player must beware of just deserts.

- | | |
|----------|-------|
| 1. N-KB3 | P-KB4 |
| 2. P-Q4 | P-K3 |
| 3. B-B4 | P-QN3 |
| 4. QN-Q2 | B-N2 |
| 5. P-K3 | B-K2 |
| 6. P-KR3 | |

Obviously, this move was not played as a defense against P-KN4. It is a standard part of Meyer's system. In his second round game with D. Rogosin, Meyer was able to develop a king's side assault by playing P-KN4.

- | | |
|---------|-------|
| 6. | N-KB3 |
| 7. B-Q3 | P-Q3 |
| 8. Q-K2 | N-B3 |

Since White's Q-K2 threatens the break P-K4, Black should consider 8., N-K5. If Black wished to play N-B3, he should have done so on move seven. Then if White went ahead with 8. Q-K2, Black could play 8., N-QN5.

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| 9. P-K4 | PxP |
|---------|-----|

Black has no good alternative. At this early stage, White's pieces occupy strong central positions.

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| 10. NxP | Q-Q2 |
|---------|------|

Now if White plays 11. N(4)-N5, Black can reply 11., N-Q1.

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| 11. N(3)-N5 | NxP |
|-------------|-----|



Judging by what followed in the game, I think it evident that Black did not carefully study the complications involved in this move; he saw a pawn and devoured it. There are interesting possibilities for black on his eleventh turn. A) 11., N-Q4 removes White's threat to play NxNch, and at the same time threatens NxB. If White plays 12. NxKP, then 12., NxQP and White has serious problems. (12., QxN is dangerous owing to 13. NxQPch and White's queen and extra pawns are worth more than the three pieces.) If White plays 12. B-K3, Black replies 12., NxB; 13. PxN, N-N5 (if 13. QxN, N-N5 anyway, since 14. NxKP no longer works: 14., QxN; 15. NxQPch, K-Q2; 16. B-B5, NxPch.). Or Black can play 13., O-O-O in this line because 14. N-B7 is met by B-R5ch and QxN. B) 11., O-O-O offering the exchange. If 12. N-B7, then NxQP with active play and well-placed pieces as compensation for slight material disadvantage.

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| 12. NxNch | BxN |
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13. Q-R5ch K-B1

13., P-N3 is an obvious blunder; 14. BxPch and if the bishop is captured, Black loses his bishop on B3 and the game. Clearly, 13., K-K2 is superior to K-B1. If, for example, White answers K-K2 with 14. NxRP, we have the position reached in the game with one very significant difference—it is Black's turn to move, not White's. In this case, Black could successfully play 14., BxNP with the following possibilities: A) 15. R-KN1, N-B6ch; 16. K-K2, NxRch; 17. RxN, Q-B3; 18. B-KN5 (if 18. P-KB3, then RxN) QR-KB1 and Black wins. B) 15. R-KN1, Q-B3; 16. O-O-O, B-K5; 17. RxPch, BxR; 18. Q-N5ch, K-K1; 19. QxB (if 19. N-B6ch, BxN; 20. QxB, R-KB1) N-K7ch; 20. K-N1 or Q2, RxN and wins. A reasonable reply to 13., K-K2 is 14. O-O-O, and White has a strong attack for the pawn sacrificed.

- | | |
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| 14. NxPch | K-K2 |
| 15. O-O-O | BxP |

Black's position is difficult, but he continues to play as though he were absolutely convinced that opponents are not beaten, but eaten.

- | | |
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| 16. KR-N1 | |
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This is a crushing response.

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| 16. | B-B6 |
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16., Q-B3 would lengthen the game, but B-B6 is consistent with Black's voracious approach to the problems arising in this contest. If 16., Q-B3, White could win with 17. B-KN5. Now if A) 17., B-K5; 18. BxBch, PxP; 19. R-N7ch, K-Q1; 20. BxB, QxB; 21. RxN, QxR; 22. Q-B7 and wins. B) 17., Q-KB6; 18. Q-N6, RxN; 19. RxB, QR-KR1; 20. B-K4 and White wins a piece. C) 17., NxQBP; 18. BxN is good enough to win a piece: 18., B-K5; 19. BxBch, PxP; 20. R-N7ch, K-Q1; 21. R-Q2, BxB; 22. RxB, Q-R8ch; 23. Q-Q1.

- | | |
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| 17. RxPch | Resigns |
|-----------|---------|

If the rook is taken, B-N5ch ends the game. Meyer's play was both daring and imaginative.

TWO KNIGHTS' DEFENSE

Peter Irwin		Myron Zelitch	
1. P-K4	P-K4	33. BxR	PxP
2. N-KB3	N-QB3	34. PxP	K-K3
3. B-B4	N-B3	35. K-B2	K-K4
4. O-O	NxP	36. K-B3	B-K2
5. R-K1	P-Q4	37. B-B4	B-N5
6. B-N5	B-Q3	38. P-N5	K-B4
7. P-B4	N-B3	39. B-Q3ch	K-K4
8. NxP	O-O	40. K-N4	B-K2
9. P-Q4	PxP	41. P-QR4	K-Q5
10. NxN	PxN	42. B-B4	K-K4
11. BxP(4)	N-N5	43. B-B1	B-N5
12. P-KR3	Q-R5	44. B-K2	B-B4
13. B-K3	NxB	45. B-Q3	K-Q5
14. RxN	Q-B5	46. B-B5	K-K4
15. P-KN3	Q-R3	47. B-N1	B-N5
16. P-KR4	B-Q2	48. B-N6	B-K2
17. N-B3	QR-N1	49. B-B2	B-N5
18. P-QN3	QR-K1	50. B-N1	B-K2
19. RxR	RxR	51. B-B5	B-N5
20. Q-B3	Q-N3	52. N-B6	PxN
21. N-K4	B-K2	53. PxRP	B-B1
22. R-K1	P-KR3	54. P-R7	B-N2
23. P-R5	Q-B4	55. P-R6	B-R1
24. QxQ	BxQ	56. P-QN4	K-Q4
25. P-B3	K-B1	57. K-B4	K-Q5
26. P-KN4	B-R2	58. B-K6	P-QB4
27. P-Q5	B-N5	59. P-N5	P-B5
28. R-K2	PxP	60. K-B5	P-B6
29. BxP	R-K4	61. B-N3	K-B4
30. B-B4	P-KB4	62. K-K6	P-B4
31. N-N5	RxR	63. KxP	K-Q3
32. NxBch	K-K2	64. B-B2	Resigns

CENTER COUNTER GAME

Jeffrey Harris		Peter Irwin	
1. P-K4	P-Q4	17. B-N3	P-B3
2. PxP	N-KB3	18. B-Q3	Q-Q2
3. B-N5ch	B-Q2	19. N-R4	BxKB
4. B-B4	P-QN4	20. QxB	BxB
5. B-K2	NxP	21. RPxB	P-N4
6. P-Q4	P-K3	22. N-B3	N-B4
7. N-KB3	B-Q3	23. N-Q2	N-Q3
8. O-O	O-O	24. N-N3	R-K1
9. N-B3	P-N5	25. R-K2	N-K5
10. NxN	PxN	26. N-B5	NxN
11. R-K1	R-K1	27. PxN	RxR
12. B-KN5	P-KB3	28. QxR	K-B2
13. B-R4	N-B3	29. Q-Q3	Q-K2
14. Q-Q2	B-B4	30. QxPch	K-K3
15. KB-N5	RxRch		Draw
16. RxR	N-K2		

(Black was in time trouble, but White thought that the exchange of queens would win for Black).

RUY LOPEZ

Jeffrey Harris		Myron Zelitch	
1. P-K4	P-K4	27. Q-K3	K-N2
2. N-KB3	N-QB3	28. R-B2	QR-KB1
3. B-N5	P-QR3	29. R(2)-Q2	B-B1
4. B-R4	N-B3	30. P-QN3	Q-R6
5. O-O	B-K2	31. PxBP	PxBP
6. R-K1	P-QN4	32. P-Q5	R-N2
7. B-N3	O-O	33. P-Q6	B-Q2
8. P-Q3	P-Q3	34. R-B2	QxRP
9. P-B3	N-QR4	35. Q-B5	R-QB1
10. B-B2	P-B4	36. Q-Q5	R-N4
11. QN-Q2	Q-B2	37. Q-Q2	Q-R4
12. N-B1	P-B5	38. QR-KB1	R-KB1
13. P-Q4	N-B3	39. B-Q1	R-N8
14. N-K3	N-N1	40. P-N4	Q-N3
15. Q-K2	R-K1	41. P-R4	R-QN1
16. P-KR3	QN-Q2	42. K-R2	R-N7
17. N-B5	N-B1	43. B-B2	B-R5
18. N(B3)-R4	N-N3	44. Q-Q5	RxB
19. NxBch	QxN	45. RxR	BxR
20. NxN	BPxN	46. P-N5	RPxP
21. P-B4	B-Q2	47. PxP	R-R1ch
22. BPxP	PxP	48. K-N2	R-KB1
23. B-N5	R-KB1	49. PxPch	RxP
24. R-KB1	P-KR3	50. P-Q7	RxR
25. BxN	PxB		Black wins
26. QR-Q1	R-B2		

(Both players called for an adjudication at this point. I demonstrated a clear win for Black.)

SICILIAN DEFENSE

Chuck Papazian		George Doschek	
1. P-K4	P-QB4	19. Q-R3	B-Q4
2. N-KB3	P-Q3	20. B-R3	N-B4
3. P-Q4	PxP	21. B-N2	QR-N1
4. NxP	N-KB3	22. Q-N4	P-B4
5. N-QB3	P-QR3	23. Q-R4	N-K5
6. B-KN5	QN-Q2	24. R-Q4	KR-QB1
7. P-B4	Q-R4	25. Q-K1	Q-B2
8. Q-Q2	P-K3	26. Q-K3	Q-R4
9. O-O-O	P-QN4	27. R-N4	QxRP
10. P-K5	PxP	28. P-B4	P-QR4
11. N-B6	Q-B2	29. RxNP	RxR
12. NxKP	B-N5	30. PxR	Q-R5
13. Q-Q4	BxN	31. B-Q3	N-B4
14. PxP	O-O	32. K-Q2	NxB
15. NxN	NxN	33. QxN	B-K5
16. B-K7	R-K1	34. Q-Q4	RxPch
17. B-Q6	Q-N3	35. K-K1	QxQ
18. Q-Q3	B-N2		Resigns

DUTCH DEFENSE

Vernon Robinson		Peter Irwin	
1. P-Q4	P-K3	19. B-KB1	P-B4
2. P-QB4	P-KB4	20. B-B3	RxR
3. P-KN3	N-KB3	21. RxR	B-Q2
4. B-N2	B-K2	22. R-R1	R-Q1
5. N-KB3	P-Q4	23. B-K2	P-N3
6. O-O	P-B3	24. K-B1	B-QB3
7. N-B3	QN-Q2	25. K-K1	K-N2
8. P-QN3	N-K5	26. P-N4	B-R5
9. B-N2	P-KR4	27. R-R2	R-Q2
10. P-KR3	P-KN4	28. R-N2	R-Q1
11. N-K5	NxN(5)	29. PxP	BxP
12. PxN	P-N5	30. B-N4	K-B3
13. NxN	QPxN	31. R-Q2	RxR
14. QxQch	KxQ	32. KxR	P-R4
15. P-KR4	B-Q2	33. BxB	KxB
16. KR-Q1	K-B2	34. K-B3	B-Q2
17. P-K3	QR-Q1	35. B-Q1	P-R5
18. P-QR3	B-QB1		Draw

(Cont'd on p. 281)

Games From Recent Events

Selected and Presented by **LEONARD BARDEN**

The Anti-Dragon Attack

Former world junior champion Bruno Parma is one of the few leading present-day grandmasters who regularly defend 1 P-K4 with the Dragon Sicilian. Before the annual Soviet Union-Yugoslavia match, the Russians got together and worked out a special plan to crush Parma's favorite defense.

U.S.S.R. v. Yugoslavia, 1963 Sicilian Defense

E. VASYUKOV (Soviet Union)		B. PARMA (Yugoslavia)	
1. P-K4	P-QB4	6. B-K3	B-N2
2. N-KB3	P-Q3	7. P-B3	N-B3
3. P-Q4	PxP	8. Q-Q2	O-O
4. NxP	N-KB3	9. B-QB4
5. N-QB3	P-KN3		

Recent analysis shows that 9. O-O-O is also favourable.

9. B-Q2

If 9., NxN; 10. BxN, B-K3; 11. B-N3, Q-R4; 12. O-O-O is strong for White.

10. P-KR4!

This is a fairly new finesse in this controversial variation. After 10. O-O-O, Soviet analysts have shown that 10., Q-N1! intending to counterattack on all three queen's side files, is quite good for Black.



10. R-B1

This and the next move form Parma's plan for the defense. One month later in the world students' olympics at Budva, Parma had this position for White, and his opponent Liptay (Hungary) still replied 10., Q-N1. The sharp continuation was 11. P-R5, NxRP; 12. O-O-O, P-QN4!? 13. B-N3 (in the post-mortem, the players decided that White ought to have chanced 13 N(Q4)xNP) P-R4; 14. P-N4, P-R5! 15. B-Q5, P-N5; 16. N-K2, P-N6! 17. BPxP, PxP; 18. BxP, N-B3; 19. P-N5, N-KR4; 20. K-N1, N-R4; 21. N-B1, B-R5! 22. Q-Q3 (22 BxB, N-QB5) NxB; 23. N(B1)xN, BxN; 24. QxB, QxQ; 25. NxQ, KR-K1; 26. KR-N1, B-K4; 27. B-Q4, B-R7; 28. KR-K1, B-B5; 29. B-K3, B-K4; 30. B-Q4, B-B5 with a draw by repetition.

11. B-N3 N-K4

12. P-R5

The main point of the Parma system is that if 12. B-R6, BxB; 13. QxB, RxN! 14. PxR, Q-R4; 15. Q-Q2, R-B1; 16. O-O, RxP and Black's pawn and position compensate for the exchange.

12. NxRP

13. O-O-O

Only now that the exchange sacrifice is prevented and Black's KN diverted does White castle.

13. N-QB5

14. BxN RxB

15. P-KN4 N-B3

16. QR-N1!

According to Pirc, everything up to here was known to Parma through his previous analyses; but 16. QR-N1 was the secret weapon planned by the Russians in their training camp. Faced with this unexpected novelty, Parma pored over the board.

16. P-K3

To keep White's knights out of the key squares at Q5 and KB5. If 16., P-K4; 17. N-B5! PxN; 18. NPxP with a clearly winning attack. After the game, though, Parma thought his move a mistake. An alternative is 16., Q-R4 at once.

17. K-N1 Q-R4

18. N-N3 Q-B2

19. B-B4

Provoking a further pawn weakness before resuming the attack.

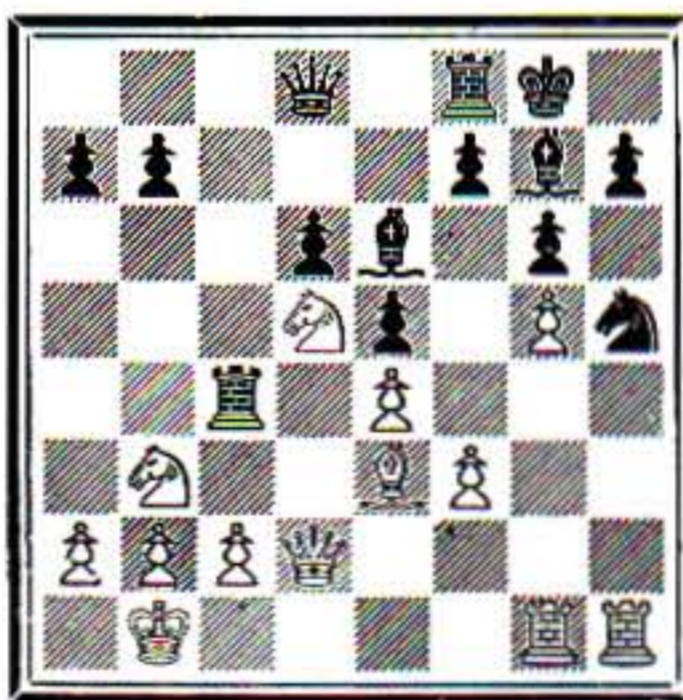
19. P-K4

20. P-N5 N-R4

Vasyukov, in his notes in "Moscow Chess," says that 20., NxP (a post-mortem suggestion by Korchnoi) would save Black. But White plays 21. NxN (not 21. PxN, RxN; 22. QxR, QxQ; 23. PxQ, PxB with two good pawns for the exchange) RxN; 22. PxR, PxB; 23. QxBP, B-K4; 24. Q-KR4 and will be a clear exchange ahead with a mighty passed pawn on KR6.

21. N-Q5 Q-Q1

22. B-K3 B-K3



23. N-B6ch!

This second pawn sacrifice proves a killer.

23. NxN

If 23., BxN; 24. PxP, NxP; 25. B-N5, Q-K2; 26. Q-R2, KR-B1; 27. Q-R4, K-N2; 28. P-B4, RxKP; 29. PxP! wins.

24. PxN QxP

Black is mated after 24., BxP; 25. Q-R2, R-K1; 26. QxPch, K-B1; 27. RxP, PxR; 28. B-R6ch.

25. B-N5!

An elegant, unexpected finish in which the queen rather than the king proves

the victim.

25. QxP

26. Q-R2 Q-R4

Or 26., P-KR4; 27. N-Q2 and the queen is trapped.

27. Q-B2 B-R6

28. Q-K3 P-KR3

29. N-Q2!

Sidestepping the final swindle of 29. RxB, RxP.

29. Resigns

The Najdorf Sicilian— White Upswing?

For a while last year, it looked as if Black was getting right on top in the analytical battle over the Najdorf Sicilian with 6. B-KN5. U.S. champion Robert Fischer's crushing win against Bilek at Stockholm, together with other games, brought the verdict: Black can play, Q-N3 and take off the QNP with impunity. This particular bear market, though, may be ending for White. Important games in the U.S.S.R.-Yugoslavia match and at the world students' olympics showed improvements for White in key lines.

U.S.S.R. v. Yugoslavia, 1963 Sicilian Defense

D. MINIC (Yugoslavia)		V. KORCHNOI (Soviet Union)	
1. P-K4	P-QB4	6. B-KN5	P-K3
2. N-KB3	P-Q3	7. P-B4	Q-N3
3. P-Q4	PxP	8. Q-Q2	QxP
4. NxP	N-KB3	9. R-QN1	Q-R6
5. N-QB3	P-QR3		



10. BxN

This is the long-term approach. White doesn't look for a quick return for his invested pawn, but completes his development rapidly and deprives the black king of any really safe shelter. The direct, short-term speculation, approach is 10. P-K5, whereby White seeks a quick decision in the center. The critical variation runs 10., PxP; 11. PxP, KN-Q2; 12. B-QB4, B-K2; 13. BxKP, O-O (taking the KB is bad).

Bilek against Fischer now played 14. O-O, whereupon 14., BxB; 15. QxB, P-R3! proved a winning counter for Black. The novelty, played by Schmidt (Poland) against Lombardy (U.S.A.) in the Students' Olympics is 14. N-Q5!?

Play continued 14., BxB; 15. QxB, P-R3; 16. Q-Q2, PxP; 17. R-N3, QxP? (this is probably the losing move. 17., Q-R5! is better) 18. N-K7ch, K-B2; 19. Q-N4, P-QR4; 20. Q-Q6, R-R3; 21. R-B1ch, K-K1; 22. RxRch, NxR; 23. QxN,

King's Indian Defense

V. KORCHNOI (Soviet Union) S. GLIGORIC (Yugoslavia)

U.S.S.R. v. Yugoslavia, 1963

In a well-known variation, Korchnoi tries a new plan with the regrouping N-KB3-K1-Q3-KB4-Q5. Failing to keep the knight out of his Q4 (16., N-B2!) Gligoric loses time and has to sacrifice a pawn (22., BxN; 23. RPxB is very good for White) for a weak counter-attack. Regaining the initiative, Korchnoi drives home his advantage by 57. NxP! since if 57., QxN; 58. Q-B8ch, K-K2; 59. QxPch, K-K1; 60. QxQch, KxQ; 61. P-R5 and queens.

At the end, Black resigns because of 59., PxBP; 60. Q-K8ch, K-N2; 61. N-B5ch, K-R2; 62. P-N6 mate.

- | | | | |
|--------------|----------|------------|---------|
| 1. P-Q4 | N-KB3 | 30. P-N3 | QR-K1 |
| 2. P-QB4 | P-KN3 | 31. P-K4 | Q-K2 |
| 3. P-KN3 | B-N2 | 32. K-N2 | P-N4 |
| 4. B-N2 | O-O | 33. P-KN4 | R-R3 |
| 5. N-QB3 | P-Q3 | 34. R-KR1 | RxR |
| 6. N-B3 | P-B4 | 35. RxR | B-K4 |
| 7. P-Q5 | N-R3 | 36. N-B3 | K-N2 |
| 8. O-O | N-B2 | 37. N-Q5 | Q-Q1 |
| 9. P-QR4 | R-N1 | 38. R-R5 | K-N3 |
| 10. N-K1 | P-K3 | 39. P-B4 | PxP |
| 11. PxP | BxP | 40. NxPch | K-N2 |
| 12. B-B4 | N(B3)-K1 | 41. N-Q5 | R-K3 |
| 13. Q-N3 | B-Q2 | 42. N-K3 | Q-N3 |
| 14. N-Q3 | N-K3 | 43. N-B5ch | K-B1 |
| 15. B-Q2 | N-B3 | 44. Q-N5 | Q-R4 |
| 16. N-B4 | N-Q5? | 45. R-R3 | Q-B2 |
| 17. Q-Q1 | B-B3 | 46. R-R6 | Q-Q2 |
| 18. N(B4)-Q5 | | 47. K-B3 | Q-K1 |
| | R-K1 | 48. Q-R5 | RxR |
| 19. P-K3 | N-K3 | 49. QxRch | K-N1 |
| 20. Q-B2 | N-B2 | 50. P-N5 | Q-Q2 |
| 21. NxN(B7) | QxN | 51. K-N4 | Q-K1 |
| 22. N-N5! | Q-Q2 | 52. K-B3 | Q-Q2 |
| 23. NxRP | B-K5 | 53. Q-R3 | Q-B2 |
| 24. BxB | NxB | 54. N-R6ch | K-B1 |
| 25. N-N5 | P-R4 | 55. Q-B5 | K-K1 |
| 26. P-B3 | NxB | 56. K-N4 | B-Q5* |
| 27. QxN | P-R5 | 57. NxP! | P-Q4 |
| 28. QR-K1 | PxP | 58. Q-K6ch | K-B1 |
| 29. PxP | R-K3 | 59. N-Q6 | Resigns |

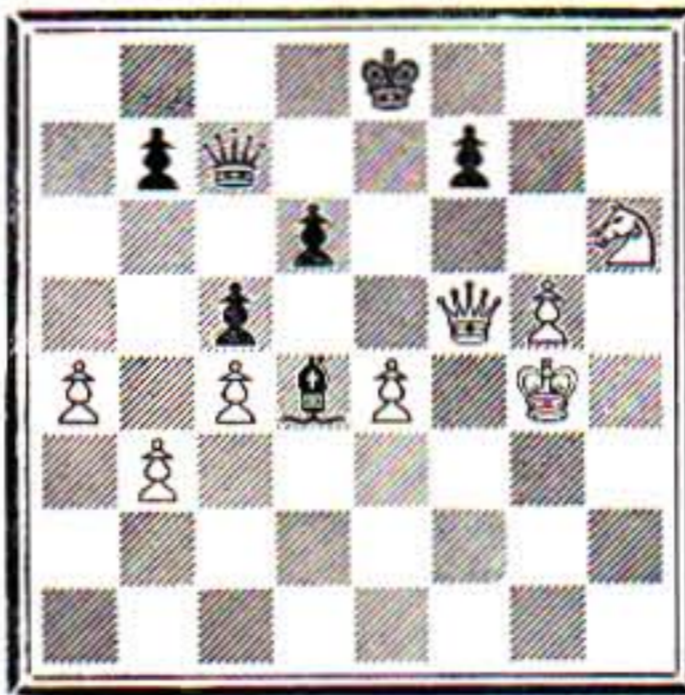


22. RxKP! B-K3?

Upset by overlooking a sucker punch, Korchnoi misses the best defense of 22., R-K1. If 22., PxR; 23. P-B6, R-K1; 24. B-Q3 and Black is quickly mated.

23. PxB! PxR
24. PxPch Resigns

If 24., K-N2; 25. QxKPch, K-R3; 26. R-B6ch wins the queen, while if 24., RxP; 25. B-B4, R-R2; 26. QxKP followed by Q-R5, exchanges on KB7, with a won pawn ending.



*After 56., B-Q5

NEXT MONTH —————
The 1963 USCF Rating List!

FRENCH DEFENSE

Jeffrey Harris		Tom Mueller	
1. P-K4	P-K3	16. BxB	P-N5
2. P-Q4	P-Q4	17. N-N1	N-B5
3. N-QB3	N-KB3	18. KR-N1	N-Q3
4. PxP	PxP	19. B-Q3	R-K3
5. B-Q3	P-B3	20. P-KB4	Q-R4
6. KN-K2	B-Q3	21. P-B5	N(B)-K5
7. B-KN5	QN-Q2	22. Q-R5	R(3)-K1
8. Q-Q2	O-O	23. P-B6	R-K3
9. O-O-O	R-K1	24. PxP	BxP
10. N-N3	P-KR3	25. B-KN5	K-B1
11. N-B5	B-B1	26. BxN	NxB
12. B-R4	P-QN4	27. QR-B1	Q-B2
13. P-KN4	N-N3	28. B-B4	Q-K2
14. P-N5	PxP	29. Q-R7	Q-B3
15. QxP	BxN	30. B-Q6ch	Resigns

SICILIAN DEFENSE

Peter Irwin		William Martz	
1. P-K4	P-QB4	18. QxQ	NxQ
2. P-Q4	PxP	19. RxB	QR-B1
3. P-QB3	P-Q4	20. B-B4	N-N5
4. KPxB	QxP	21. R-B3	R-B4
5. PxP	N-QB3	22. P-B4	R(1)-B1
6. N-KB3	P-K4	23. P-QN3	N-Q4
7. N-B3	B-QN5	24. R-B3	N-N3
8. B-Q2	BxN	25. B-K2	R-B8ch
9. BxB	P-K5	26. B-Q1	R-Q1
10. N-K5	NxN	27. K-K2	N-Q4
11. PxN	N-K2	28. K-Q2	R-R8
12. Q-K2	O-O	29. R-Q3	R-R7ch
13. R-Q1	QxRP	30. K-K1	R-Q2
14. QxP	B-B4	31. R-Q4	N-K6
15. QxP	B-B7	32. RxR	NxPch
16. R-B1	N-Q4		Draw
17. Q-R6	NxB		

NIMZO-INDIAN

Jon Cooper		Jeffrey Harris	
1. P-Q4	N-KB3	20. P-B3	B-R6
2. P-QB4	P-K3	21. P-B4	B-N5
3. N-QB3	B-N5	22. Q-B2	N-B3
4. P-K3	P-B4	23. B-KN2	QR-Q1
5. B-Q3	O-O	24. Q-KB2	N-Q5
6. N-B3	P-Q4	25. P-K4	B-K7
7. O-O	N-B3	26. R-K1	B-Q6
8. P-QR3	BxN	27. R-K3	BxBP
9. PxP	Q-B2	28. B-N2	N-N6
10. Q-B2	PxBP	29. B-KB3	Q-R3
11. BxB	P-K4	30. R-Q1	N-Q5
12. NxP	NxN	31. R(3)-K1	Q-QN3
13. PxN	QxP	32. R-N1	B-Q6
14. B-Q3	R-K1	33. BxN	BxR
15. P-QB4	N-N5	34. BxBP	Q-N6
16. P-KN3	Q-R4	35. BxP	Q-R6
17. P-KR4	N-K4	36. B-K3	R-QB1
18. B-K4	B-R6	37. B-K2
19. Q-Q1	B-N5		And White resigns

QUEEN'S PAWN GAME

John C. Meyer		Don Rogosin	
1. P-Q4	N-KB3	16. PxP	QxRP
2. N-KB3	P-K3	17. P-N4	BxP
3. B-B4	P-QN3	18. PxP	Q-R8
4. QN-Q2	B-N2	19. QR-N1	K-R1
5. P-K3	B-K2	20. PxP	B-B3
6. P-KR3	N-Q4	21. RxP	KxR
7. B-N3	P-KB4	22. R-N1ch	K-R1
8. B-Q3	N-KB3	23. B-R6	B-K1
9. Q-K2	O-O	24. B-N7ch	K-N1
10. O-O-O	P-Q4	25. P-K7	B-N3
11. N-K5	P-B4	26. BxR	P-B6
12. P-QB3	P-B5	27. NxB	QxPch
13. B-B2	P-QN4	28. K-Q1	PxN
14. B-B4	P-N5	29. RxPch	K-B2
15. N-N1	Q-R4	30. RxNch	Resigns

GRUENFELD DEFENSE

Tom Mueller		George Doschek	
1. P-QB4	N-KB3	16. B-B4	P-B4
2. P-Q4	P-KN3	17. P-Q5	N-N3
3. N-QB3	P-Q4	18. N-Q2	NxB
4. N-B3	B-N2	19. QxN	N-Q2
5. Q-N3	PxP	20. K-N1	N-N3
6. QxP	O-O	21. Q-B2	P-B5
7. P-K4	B-N5	22. R(Q1)-QB1	Q-R3
8. B-K3	P-QB3	23. BxN	PxB
9. P-KR3	BxN	24. N-B3	P-QN4
10. PxP	Q-R4	25. KR-Q1	P-N6
11. O-O-O	QN-Q2	26. PxP	R-R1
12. P-B4	P-QN4	27. Q-K2	Q-R7ch
13. Q-Q3	P-N5	28. K-B2
14. N-N1	KR-Q1		QxP(N2) mate
15. Q-B2	QR-B1		

The Scotch Gambit

by LEONARD BARDEN

PART II—The Gambit Declined

In Part I we talked about some theoretical aspects of the Scotch Gambit, its practical uses and analyzed the acceptance of the gambit. This month we are analyzing the play when after 4. P-B3, Black refuses the second pawn in favor of development. We are particularly probing Black's usual method of counterplay and how his castling long or short will determine White's type of attack.

The Scotch Gambit Declined

The conventional method of declining the gambit is 1. P-K4, P-K4; 2. N-KB3, N-QB3; 3. P-Q4, PxP; 4. P-B3, P-Q4; 5. KPxP, QxP; 6. PxP.

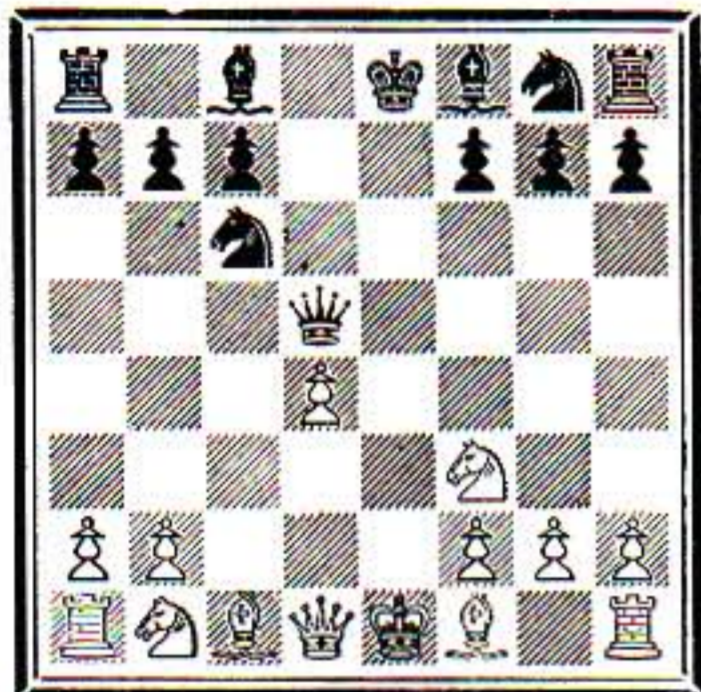


Diagram 10

The gambit declined leads to a positional type of game. White's objective is to drive away the black queen from its centre post and then push on his QP to Q5, or at any rate to exact the concessions of the two bishops as a price for Black's queen remaining where it is. Diagrams 11-13 show ideal formations for White. Black's counterchances lie in the rapid development of his pieces for a quick attack on the king's side, and this is especially effective if White is in too much of a hurry to castle KR. Diagram 14 shows typical Black king's side attack under way. A more conservative plan for Black is simply to bring out his pieces as quickly as possible, restrain White's QP, and try to maintain the two bishops; Diagram 15 is a successful example of this strategy.



Diagram 11

The successful execution of P-Q5 divides Black's forces in two. This (Pentrose-Fairhurst, Glasgow 1955) is reached from diagram 10 by 6., N-B3; 7. N-B3, B-QN5; 8. B-K2, O-O; 9. O-O, Q-QR4?; 10. B-Q2, R-Q1; 11. P-QR3, B-K2; 12. P-Q5!

The game continued 12., N-N1 (12., NxP?; 13. N-QR4 wins a piece) B-QB4, P-B3; 14. N-K5!, Q-B2; 15. NxKBP!, PxP; 16. B-R2, KxN; 17. NxP!, NxN; 18. Q-R5ch, K-N1; 19. KR-K1, N-QB3; 20. BxNch, RxB; 21. QxRch, K-R1; 22. Q-B7, B-KN5; 23. B-B3, R-KN1; 24. P-R3, B-QB1; 25. QR-Q1, P-KR3; 26. R-Q5, B-Q3; 27. Q-N6, B-K4; 28. BxB, NxN; 29. R(Q5)xN, B-Q2; 30. R-K7, Q-Q1; 31. Q-B7, B-B3; 32. R(K1)-K6, Q-Q8ch; 33. K-R2, Q-Q7; 34. R-N6, P-R3; 35. RxKNP, Resigns.

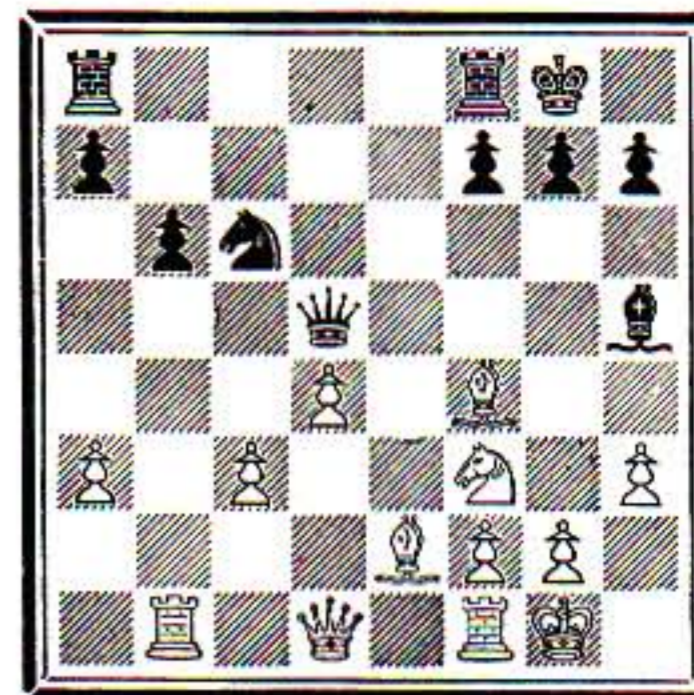


Diagram 12

If Black plays, B-QN5xN, White can bring his two bishops into effective action. Note that when Black exchanges off his KB for White's QN, the correct recapture is usually with the QNP, rather than with a piece thus safeguarding the QP and providing an open file for White's QR. This (Penrose-Regruto, London 1959) is reached from diagram 10 by 6., B-KN5; 7. B-K2, N-B3; 8. P-KR3, B-R4; 9. O-O, B-QN5; 10. P-R3, B-R4; 11. N-B3, BxQN; 12. PxB, O-O; 13. R-N1, P-QN3; 14. B-KB4.

The game continued 14., N-K5; 15. Q-B1, B-N3; 16. P-B4, Q-Q1; 17. P-Q5, N-K2; 18. R-Q1, N-Q3; 19. R-N2, R-N1; 20. N-K5, R-K1; 21. B-B3, B-K5; 22. BxB, NxN; 23. R-K2 (Black has exchanged off a pair of bishops, but meanwhile White has increased his space advantage), N-Q3; 24. QR-K1, P-KB3; 25. N-B3, N-N3; 26. RxRch, NxR; 27. N-Q4, NxN; 28. N-B6!, N-Q6; 29. NxQ, Resigns.

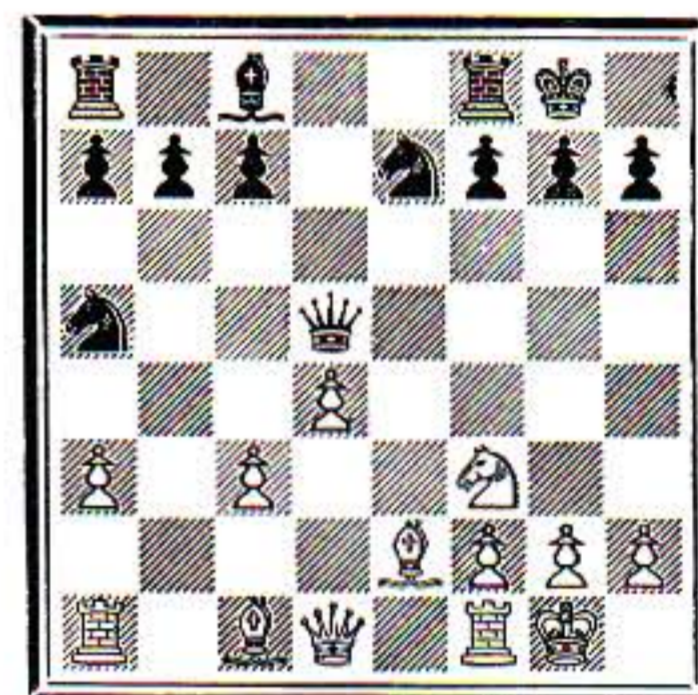


Diagram 13

Strategy here is similar to that of diagram 12; White plays to exploit his bishop pair and to mobilize his pawn centre. This (Penrose-Bolbochan, Moscow 1956) is reached from diagram 10 by 6., B-N5ch; 7. N-B3, KN-K2; 8. B-K2, O-O; 9. P-QR3, BxNch; 10. PxB, N-R4; 11. O-O. Play continued 11., B-B4; 12. Q-R4, B-Q2; 13. Q-N4, KN-B3; 14. Q-N2, KR-K1; 15. B-KB4, QR-B1; 16. KR-K1, P-KR3; 17. N-Q2, B-K3; 18. B-K3, B-B4; 19. P-QB4, with a clear advantage for White.

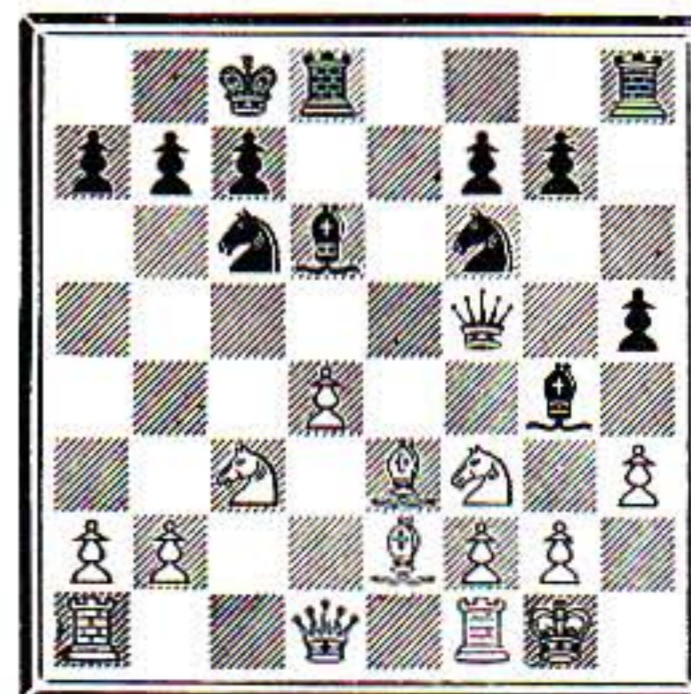


Diagram 14

A case of premature White castling; Black has taken advantage to institute a fierce king's side attack. This (Burehall-Lundin, Stockholm 1960) is reached from diagram 10 by 6., B-KN5; 7. B-K2, O-O-O; 8. B-K3, N-B3; 9. O-O?, B-Q3; 10. P-KR3, P-KR4!; 11. N-B3, Q-KB4. Play continued 12. N-QN5, BxN; 13. NxBch, RxN; 14. BxB, N-Q4 with an active position for Black.



Diagram 15

White has developed in over-routine fashion and Black has freed his game with no complications. This (Horne-Henneberke, England v. Holland 1948) is reached from diagram 10 by 6., B-KN5; 7. B-K2, N-B3; 8. N-B3, B-N5; 9. O-O, Q-QR4; 10. B-K3?, O-O; 11. Q-N3.

Play continued 11., B-K3; 12. B-QB4, BxB; 13. QxB, QR-Q1; 14. P-QR3, BxN; 15. PxB, N-Q4! (in contrast to diagram 12, the active situation of Black's knights is ample compensation for White's bishop); 16. B-Q2, N-N3; 17. Q-N3, Q-KB4 with an early draw.

Scotch Gambit Declined—Black Castles QR

Play in the Scotch Gambit Declined varies mainly according to where Black places his king. If he castles QR, he has greater counter-attacking chances on the king's side (e.g. diagram 14) but his own king's position is loose and White can often sacrifice a queen's side pawn to open up files for attack.

(1. P-K4, P-K4; 2. N-KB3, N-QB3; 3. P-Q4, PxP; 4. P-B3, P-Q4; 5. KPxP, QxP; 6. PxP)

6.
7. B-K2

B-KN5

Not 7. N-B3?, BxN; 8. NxQ, BxQ; 9. NxPch, K-Q2; 10. NxR, B-R4; 11. P-Q5, N-Q5; and White's N will be cornered (Mieses-Janowski, Monte Carlo 1901).

7.

O-O-O

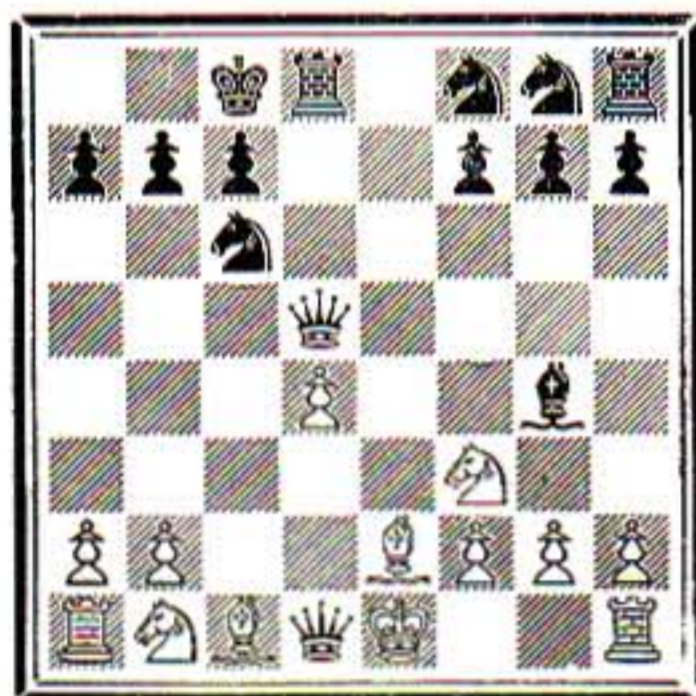


Diagram 16

The interpolation of 7., B-N5ch; 8. N-B3 is a help to White, since it commits Black's KB to an unfavorable square. Play can then continue: 1) 8., O-O-O; 9. O-O, Q-QR4; 10. B-K3! (a promising pawn sacrifice, N-B3; 11. R-B1, Q-KB4; 12. Q-R4, Q-QR4; 13. Q-Q1, P-QR3; 14. P-QR3; BxQN; 15. PxB! QxRP; 16. Q-B2, Q-R4; 17. R-R1, Q-KB4; 18. Q-N2. White's concentration of heavy pieces on the QN and QR files is excellent value for a pawn (Penrose-Gilfer, Helsinki 1952).

2) 8., KN-K2; 9. O-O, Q-Q2; 10. B-K3, O-O-O is suggested by Keres as favorable for Black because of 11. P-QR3?, KBxN; 12. PxB, N-Q4 and Black is well centralized. However, instead of the time-wasting 11. P-QR3 White can do better with 11. Q-R4 or 11. R-B1 (Penrose).

8. B-K3

This is the most accurate plan. White is going to postpone O-O until he is sure that Black's queen will be driven to QR4 where it is exposed, other than KB4 or KR4, where it can counterattack. 8. N-B3, Q-KR4! is weaker. If then 9. P-KR3? (9. B-K3!), N-B3; 10. O-O, B-Q3! is a sound piece sacrifice: 11. PxB?, NxP; 12. R-K1, B-R7ch; 13. K-B1, B-K4!; 14. B-Q3, Q-R8ch; 15. K-K2, QxP; 16. B-B5ch, K-N1; 17. BxN, QxB; 18. R-KN1, Q-R6; 19. B-K3, BxP! 20. NxB, NxNch; 21. BxN, KR-K1ch and Black wins (Stein-Levin, Kiev 1960).

If 8. N-B3, Q-KR4; 9. B-KB4?, N-B3; 10. O-O, B-Q3! forces an exchange of bishops and increases the pressure on the QP.

8.

N-B3

8., KN-K2, intending, N-B4 to strengthen the pressure against White's isolated pawn, is a suggestion of Keres and perhaps a more logical idea: 9. N-B3, Q-QR4; 10. P-KR3! (10. O-O, N-B4 is less convincing, whereas now if 10., BxN; 11. BxB, N-B4; 12. BxN breaks up Black's king's position); 10., B-R4 (so far Padevsky-Filip, Lyons 1955); 11. P-KN4, B-N3; 12. P-R3, N-Q4; 13. B-Q2, NxN; 14. PxB, Q-Q4 with a complicated middle game and about even chances.

9. N-B3

Again, White postpones castling. If 9. O-O, B-Q3; 10. P-KR3, P-KR4! For a fuller discussion, see diagram 14 and commentary.

If 9. P-KR3, B-N5ch! and Black stands well after both 10. N-B3, QBxN; 11. BxB, Q-B5 and 10. QN-Q2, QBxN; 11. BxB, N-K5.

9.

Q-QR4

White's major point is that if here 9., Q-KR4, he does not castle KR at all: 10. Q-R4! followed by O-O-O, K-N1, R-QB1, and an attack along the QB file.

10. O-O

B-Q3

If 10., B-QB4, White gambits his QP by 11. Q-N3, e.g.; 11., NxP; 12. BxN, BxB; 13. NxB, RxN; QxBP, Q-KN4; 15. BxBch, QxB; 16. QR-B1, R-Q2; 17. Q-N3 retaining attacking chances (Mieses-Wolf, Monte Carlo 1903).

The position after 10., B-Q3 is assessed as at least equal for Black by Pachman and Tarrasch, but White still has chances for advantage.



Diagram 17

11. P-KR3

P-KR4

If 11., B-R4, the threats to White's king and QP are removed and he can start taking advantage of the open QB file and of the vulnerable black queen by 12. P-QR3 followed by P-QN4, Q-N3, and QR-B1 with good attacking chances.

11., Q-R4 seems unsound here, as Black is a tempo behind the variation given in the note to White's 8th. Play would continue 12. PxB, NxNP; 13. R-K1 and here if B-R7ch; 14. K-B1, B-K4; 15. B-Q3, Q-R8ch; 16. K-K2, QxP; White can simply play 17. PxB, as his extra move of B-K3 protects the KBP.

The position after 11., P-KR4 in the column is the same as that discussed under Diagram 14 and in the note to White's 9th in the column, except that the black queen is at QR4 instead of the attacking square KB4.

12. N-QN5

BxN

13. NxBch

RxN

14. BxB

KR-Q1

15. Q-N3

.....

Here, White's attacking chances with the two bishops outweigh the disadvantage of the weak QP.

The Scotch Gambit Declined with Black Castling KR

(1. P-K4, P-K4; 2. N-KB3, N-QB3; 3. P-Q4, PxP; 4. P-B3, P-Q4; 5. KPxP, QxP; 6. PxP)

6. **B-N5ch**

In practice this is always played if Black intends castling short. If 6., **B-KN5**; 7. **B-K2, N-B3**; 8. **N-B3, Q-Q3?** (sunder 8., Q-Q1); 9. O-O, B-K2; 10. P-Q5, N-Q1; 11. N-QN5, Q-Q2; 12. N-K5! with great advantage to White.

However, after 6., **B-KN5**; 7. **B-K2, N-B3**; 8. O-O? is premature (compare diagram 14) because of 8., B-Q3; 9. N-B3, Q-KR4!; 10. R-K1, O-O; 11. P-KR3, QR-Q1!; 12. PxP?, NxP; 13. B-N5, B-R7ch; 14. K-B1, B-K4! with a winning attack (Perlis-Blackburne, Ostend 1907).

Another unusual plan is 6., **B-KN5**; 7. **B-K2, BxN**; 8. BxB, Q-B5; 9. BxNch, PxP; 10. N-Q2!, Q-K3ch (if 10., QxQP; 11. O-O with a dangerous attack); 11. Q-K2, QxQch; 12. KxQ, P-QB4; 13. PxP, BxP (Gufeld-Bachmatov, Kiev 1950); 14. N-N3, B-N3; 15. P-QR4, P-QR4; 16. B-Q2 with a clear advantage.

7. **N-B3**

Now Black has a choice: he can go ahead at once with his main plan of developing his KN and castling KR, or he can first bring his QB into play at KN5 or KB4.

a) **Black develops his KN.**

7. **N-B3**

7., **KN-K2** is weaker after 8. B-K2, O-O; 9. P-QR3, BxNch; 10. PxP. For a fuller analysis, see diagram 13 and commentary.

8. **B-K2** **O-O**

8., **N-K5** is a premature simplification: 9. **B-Q2!**, BxN; 10. **PxB, O-O**; 11. O-O and White is on top:

1) 11., **B-N5**; 12. P-B4, Q-Q2; 13. P-Q5 and White's centre is expanding vigorously.

2) 11., **NxB**; 12. QxN, B-N5; 13. Q-B4, Q-Q2; 14. QR-N1 with strong pressure on the queen's side (Ghitescu-Puribab, Varna 1958).

3) 11., **N-R4**; 12. R-K1, P-QN4 (otherwise 13. P-B4); 13. B-Q3, P-B4; 14. P-QR4! with a strong initiative (Nyholm-Alekhine, Stockholm 1912).

9. **O-O**



Diagram 18

Black has three reasonable continuations now; as often happens in the Scotch, his best plan is the one most infrequently seen in practice.

1) 9., **Q-QR4?**; 10. B-Q2, N-Q4 (10., R-Q1; 11. P-QR3, B-K2; 12. P-Q5! is discussed in diagram 11 and commentary); 11. NxN, QxN; 12. BxB, NxB; 13. N-K5, B-K3; 14. P-QR3, N-B3; 15. B-B3! with a clear advantage to White, who can break up Black's queen's side pawn structure (15., QxP?; 16. NxN, QxQ; 17. N-K7ch). Reti-Breyer, Baden 1914.

2) 9., **BxN?**; 10. PxP, Q-QR4 (if 10., R-K1 White should not fall into the trap 11. B-KB4?, Q-K5! but continue quietly with 11. R-K1); 11. B-N2, B-N5; 12. P-B4, Q-R4; 13. P-KR3, BxN; 14. BxB (Marshall-Morrison, New York 1918). With two bishops and a mobile centre, White has a great advantage.

3) 9., **Q-Q1!**; 10. P-QR3, B-Q3; 11. B-KN5, P-KR3; 12. B-R4, R-K1; 13. P-Q5 and White has only a slight space advantage (Bazan-Incutto, Mar del Plata, 1960).

b) **Black develops his QB early on.**

(1. P-K4, P-K4; 2. N-KB3, N-QB3; 3. P-Q4, PxP; 4. P-B3, P-Q4; 5. KPxP, QxP; 6. PxP, B-N5ch; 7. N-B3.)

7.

B-N5

After the milder 7., **B-KB4**, the latent strength of White's centre and bishops should give him the advantage, e.g., 8. B-K2, N-B3; 9. O-O! (9. B-Q2? is a common positional error among those who play the Scotch without being fully aware of its finesses. It is a general rule in the opening, well worth bearing continually in mind, that white should normally relieve the pin on his QN by castling and not by B-Q2; only if Black increases the pressure by, N-K5 or, Q-QR4 may B-Q2 become necessary); 9., BxN; 10. PxP, O-O; 11. B-KB4! and White's bishops are in effective action, while his centre promises to become mobile with P-QB4 and P-Q5.

8. **B-K2**

QBxN

This surprising exchange is based on the idea that if Black can force the exchange of several minor pieces, he can neutralize White's bishops and mobile pawn centre, and reach a satisfactory endgame. The quieter plan 8., **N-B3**; 9. O-O, **KBxN**; 10. PxP, O-O; 11. B-KB4, Q-KB4; 12. B-N3! (simpler than 12. BxP, QR-B1 with counter-play on the QB file), N-Q4; 13. Q-Q2, KR-K1; 14. B-Q3, Q-R4; 15. N-K5, NxN; 16. BxN (Thomas-Beach, Aberystwyth 1955) gives Black no compensation for White's two bishops.

An interesting alternative is 8., **N-B3**; 9. O-O, **Q-QR4**, and if 10. **B-K3, O-O!** (with Black's king on this side of the board, White cannot reasonably sacrifice his QBP for the attack as he could in similar lines where Black's king was on the queen's wing); 11. Q-N3, B-K3! with an even game (see diagram 15 and commentary). After 9., Q-QR4 White can, however, take advantage of the fact that Black's king is momentarily stranded in the centre by 10. **N-KN5!**, BxB (or 10., B-KB4; 11. B-Q3, BxB; 12. QxB, O-O; 13. QN-K4); 11. QxBch, B-K2; 12. R-Q1, O-O; 13. P-Q5, N-QN5; 4. B-KB4! (not 14. QxB??, QR-K1) with a useful space advantage.

9. **BxB**

Q-B5

10. **BxNch**

.....

In a famous game Marshall-Capablanca, Lake Hopatcong, 1926, White played the inferior 10. **B-K3?**; the text is a later improvement.

10.

QxB

10., **PxB**; 11. Q-K2ch, QxQch; 12. KxQ, O-O-O is better, since White has even an inferior ending after 13. P-QR3?, B-R4; 14. B-K3, N-K2; 15. KR-Q1, KR-K1; 16. K-B3, B-N3 (Hindle-MilnerBarry, Hastings 1962-3). Instead, White should play at once 13. B-K3, e.g.; 13., N-K2; 14. KR-Q1, KR-K1; 15. K-B3, N-B4; 16. P-N4, NxB; 17. PxN, P-QB4; 18. P-Q5, keeping the edge.

11. **O-O**

N-K2

Superior to 11., **N-B3?**; 12. R-K1ch.

12. **Q-N3**

BxN

13. **PxB**

O-O

14. **P-QB4**

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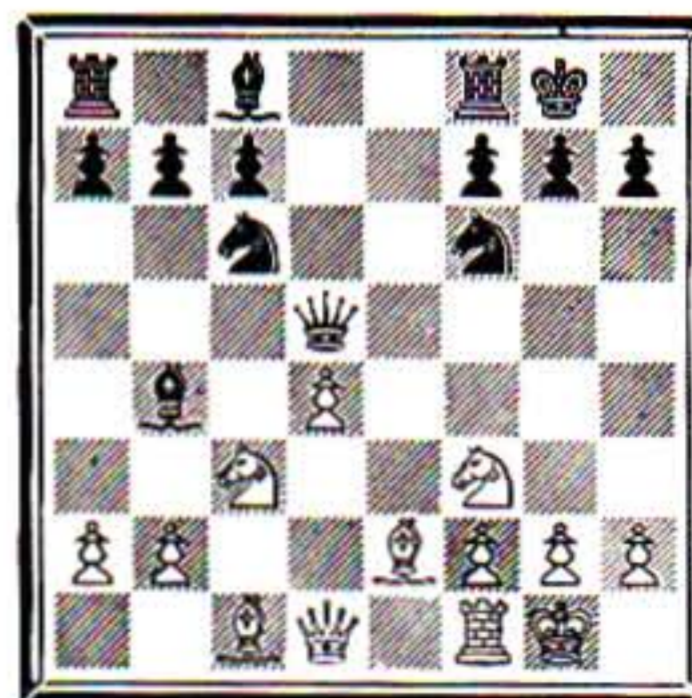


Diagram 19

Material is greatly simplified, but White's basic Scotch Gambit Declined advantages of bishop against knight, an open QN file, and mobile centre pawns remain. Two continuations from diagram 19 are:

1) 14., **N-B4**; 15. P-Q5, Q-KN3; 16. B-B4, N-Q5; 17. Q-Q1, Q-K5; 18. BxP, N-K7ch; 19. K-R1, QxBP; 20. P-Q6! (Penrose-Barden, London 1958) and White's QP proved decisive.

2) 14., P-QN3 (Guefeld-Volchok, Kiev 1960) and now 15. P-Q5, Q-N3; 16. B-B4 is strong, e.g.; 16., QR-B1; 17. Q-R4, P-QR4; 18. Q-Q7.

Scotch Gambit Declined—Other Variations

(1. P-K4, P-K4; 2. N-KB3, N-QB3; 3. P-Q4, PxP; 4. P-B3).

Besides 4., P-Q4, Black can reasonably decline the gambit by 4., P-Q6 or 4., N-B3. In practice club players will come across a good variety of other 'defences' by inexperienced opponents not fully acquainted with the basic principles of the open game. Moves like 4., B-K2?; 4., B-B4?, or 4., P-Q3? do not require analysis here; against any or all of them, you simply recapture the gambit pawn with 5. PxP, after which White's advantage of uncontested centre control with two pawns abreast at Q4 and K4 means that you go into the middle game with the clear initiative.

Whether or not you win such a position, of course, depends on your own skill; but the argument for studying opening analysis and for trying to secure good positions from the opening is that, other things being equal, you are likely to do better with good positions than with equal or inferior ones.

a) Black returns the pawn with 4., P-Q6. This rare continuation is one of the more solid lines at Black's disposal.

4. P-Q6
5. BxP

5. QxP is also playable e.g., 5., P-Q3; 6. B-K2, B-K2; 7. O-O, N-B3; 8. R-Q1, O-O; 9. N-R3, N-Q2; 10. N-B4, N(Q2)-K4; 11. Q-B2, B-B3; 12. N-K3, P-KN3; 13. N-Q4, NxN?; 14. PxN, N-B3; 15. Q-B4, B-N2; 16. P-B3, B-Q2; 17. N-Q5, and White's centralized pieces give him a fine game (Bazan-Pozo, San Paulo 1960).

5. P-Q3

If 5., P-Q4; 6. QN-Q2 keeps an edge.

5., B-B4 looks good, but is very likely over-ambitious, e.g., 6. O-O, P-Q3; 7. P-QN4! (this is more accurate than the developing 7. QN-Q2, when Black can restrain White's queen's side advance by 7., P-QR4!; 8. R-K1, KN-K2; 9. N-B1, O-O; 10. B-K3, BxB with equality as in Penrose-Keres, Moscow 1956); 7., B-N3; 8. P-QR4, P-QR3; 9. N-R3, B-N5; 10. N-B4.

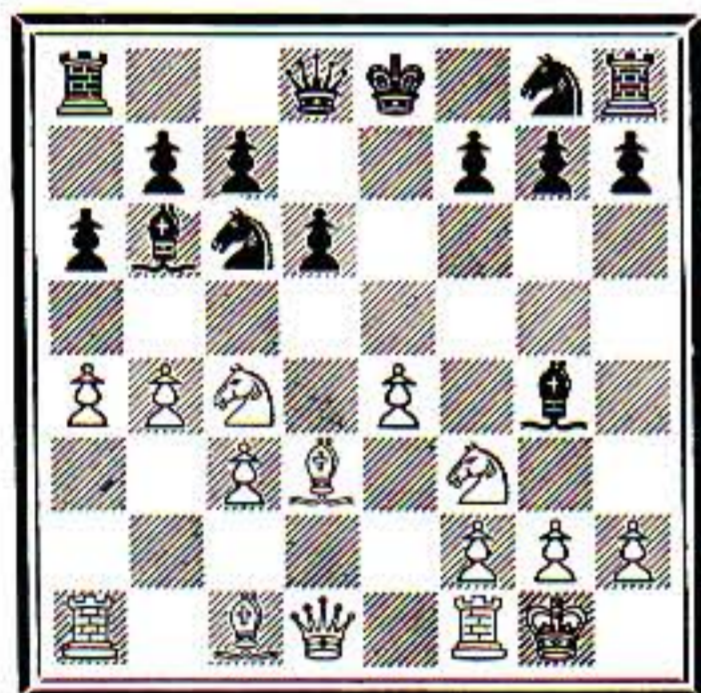


Diagram 20

White stands well here whether or not Black retreats his attacked bishop:

1) 10., B-R2; 11. P-N5, PxP; 12. PxP, N-K4; 13. P-N6!, BxN; 14. PxQB, BxP; 15. RxR (Mieses-Janowski, Barmen 1905) with great advantage to White after 15., QxR; 16. NxB, PxN; 17. B-N5ch, K-K2; 18. P-KB4.

2) 10., KN-K2; 11. NxB, PxN; 12. B-K3, O-O; 13. B-K2, P-Q4; 14. N-Q2!, BxB; 15. QxB, PxP; 16. NxP (Milner-Barry-Hilton, York 1959).

6. O-O N-B3
7. QN-Q2

More natural than 7. N-Q4, B-K2; 8. P-KR3, O-O; 9. N-Q2, NxN; 10. PxN, P-Q4 with a sound game for Black (Stein-Averbakh, Moscow 1959).

7. B-K2

7., P-KN3? is bad after 8. B-N5!, B-N2; 9. P-K5, PxP; 10. NxP (Penrose-Gligoric, Hastings 1957/8) and Black has to sacrifice a pawn to get castled.

8. R-K1

White has a modest but definite advantage here, e.g.

1) 8., B-N5; 9. P-KR3, B-R4; 10. Q-N3.

2) 8., B-K3; 9. N-Q4!, B-Q2 (or 9., NxN; 10. PxN with a good centre); 10. P-KB4.

3) 8., N-KN5; 9. P-KR3, N(N5)-K4; 10. B-B2.

White's advantage in all these variations is reminiscent of the mild positional pull in the centre which he obtain in many variations of the Ruy Lopez. The advantage of getting it through the Scotch is that you run much less danger of being surprised by a new analytical improvement, and that you get your positional advantage in the centre after ten moves instead of twenty.

b) Black declines the gambit by 4., N-B3.

(1. P-K4, P-K4; 2. N-KB3, N-QB3; 3. P-Q4; PxP; 4. P-B3) N-B3. Though this move is probably inferior, it leads to sharp tactical play and, unlike many variations of the Scotch, this is one where you need to know the tactical possibilities thoroughly. Fortunately, there are few of them.

5. P-K5 N-K5
6. Q-K2!

The only way to achieve any advantage for White. If 6. PxP, B-N5ch; 7. QN-Q2, P-Q4 and Black has an easy game.

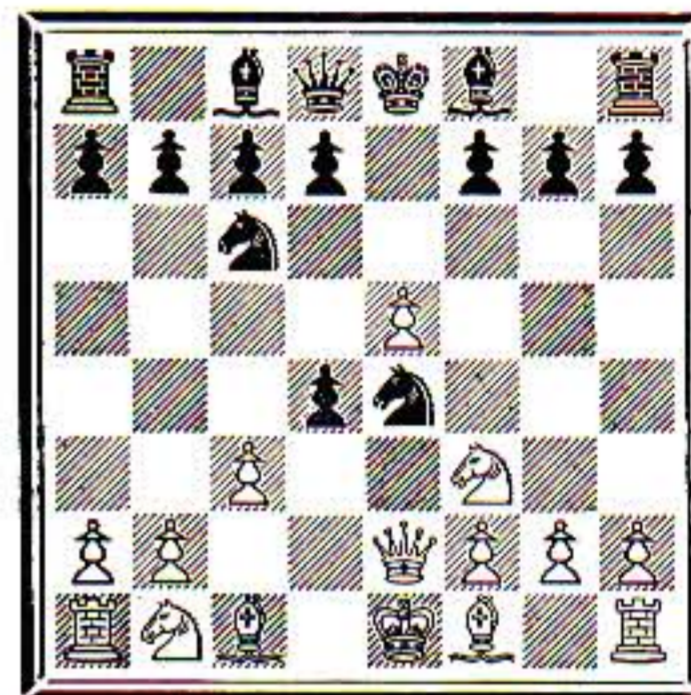


Diagram 21

Black has three methods of saving his attacked knight:

1) 6., N-B4? surrenders the centre and provides White with an overwhelming advantage by 7. PxP, N-K3; 8. P-Q5, KN-Q5; 9. NxN, NxN; 10. Q-K4!, B-N5ch; 11. N-B3, P-QB4; 12. B-Q3, P-B4; 13. PxP, dis. ch., K-B2; 15. O-O, QxP; 16. P-Q6!, QxP; 17. N-Q5 with a decisive attack.

2) 6., P-Q4; 7. PxP e.p., P-B4; 8. NxP, NxN; 9. PxN, BxP loses a piece for inadequate compensation after 10. P-B3!, Q-R5ch (if 10., B-N5ch; 11. K-Q1, QxPch; 12. K-E2 and White's king will be safe at QN1); 11. P-N3, BxPch; 12. PxB, QxR; 13. PxN, QxP; 14. QxQ, PxQ; 15. B-KB4 and the two pieces win against the rook (Sanguinetti-Reinhardt, Mar del Plata 1958).

3). 6., P-B4; 7. NxP! is also good for White, according to Penrose. His analysis runs 7., B-B4; 8. NxP, BxPch; 9. K-Q1, O-O; 10. Q-N4! (much weaker is an immediate 10. QxN?, P-Q4!), RxN (if 10., R-B2; 11. N-R6ch or 10., P-N3; 11. N-R6ch and 12. QxN); 11. QxR, P-Q4; 2. P-K6 and White's material advantage is decisive.

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world chess federation from their duty to see that the contest at the chess board is clean and sporting in this question as in other questions relating to moral principles in chess.

With reference to the remarks made above the Central Committee suggests that the General Assembly elect a commission of three persons (1 Chairman, 1 International Grand Master and 1 International Referee) who are charged to submit a proposal to the Committee for the Laws of Chess 1964 for such additional regulations to the present laws which should give effect to the above principles.

The Central Committee confines itself to recommend for the time up to the congress of 1964 that the General Assembly institute the following regulations in the interim:

1. The International Referees are required to penalize in cases where clear contraventions of the moral principles of the game are evidenced the player or the players so guilty with the loss of the game.
2. The paragraph 3) of article 17a) of the Laws of Chess shall have the following content: A draw by agreement before the 30th move is forbidden. Contravention is to be punished by the loss of the game for both players.

Comment

The referee should take care that the regulation is not circumvented. As an example it may be mentioned that in case of draw by repetition of moves the referee has reason to investigate, whether the circumstances are not to be held equal to a direct draw by agreement.

Now from the Minutes of the General Assembly:

The Question of Premature Draws:

The General Assembly agreed with the basic considerations of the Central Committee. The regulations in the interim up to the congress 1964 were discussed exhaustively. Messrs. Dorazil and Gligoric proposed that the General Assembly should confine itself to the following decisions:

1. Clause 3 of article 17a of the Laws of Chess is cancelled.
2. The International Referees are, however, required to penalize in all cases where clear contraventions of the moral principles of the game are evidenced the player or the players so guilty with the loss of the game."

The proposal of the Central Committee was approved by the General Assembly with 18 votes against 9 votes for the proposal Dorazil-Gligoric.

It was then unanimously decided to nominate Messrs. van Steenis (Chairman), Gligoric and Fohl as members of the commission proposed by the Central Committee.

As stated the proceedings were productive and peaceful; peaceful that is until we got on the subject of Peace, then war broke out . . . cold war; but with a weird arrangement of allegiances! Mr. Golombek of England, Mr. Rodionov of USSR and yours truly decided that the Congress should end with a vigorous statement for peace, but Mr. Muffang of

College Chess in Pennsylvania

by **Mordecai Treblow**

College Chess organizers have often requested information on the successful college program conducted by the Pennsylvania State Chess Foundation. Here is the story on the Pennsylvania Individual College Championship, the Team Championship being the other major college chess event sponsored by the PSCF.

The PSCF has a vice-president for College Chess who is always a student, as is the case with the ICLA president. This year Kenneth Florey, Lafayette College, succeeds Lee Ohringer of the University of Pittsburgh who has just completed two very successful years in the post. The success of the program depends mostly on the energy of the vice-president and partly on the support which he can always obtain from more experienced officers of the PSCF.

The college undergraduates who gather on the campus of Bloomsburg State College on the weekend of December 7 - 8 for the third annual Pennsylvania Individual College Championship will be playing for a beautiful rotating silver trophy,—the "William A. Ruth" trophy. Two years ago the PSCF decided "it is fitting we take pause to honor one who so richly deserves our acknowledgement and appreciation." I think that most of our members know the tremendous contributions of time, energy and money which Bill Ruth has made to chess in the United States, particularly in the areas of college and junior chess. Remarkably, at the age of 77, Chess Master

France, Mr. Fohl of West Germany and Mr. Weltjens of Belgium noticed a little clause we "innocently" inserted in behalf of the Test Ban Agreement and the roof fell in! But that super-diplomat, President Rogard, stepped in and negotiated deletion of the offending clause and the Congress ended with the following declaration signed by Golombek, Rodionov, and Spann:

"All members of the World Chess Federation (F.I.D.E.) ought to be proud of the high principles which govern our common work. We do not recognize any differences as to politics, races, or religion, and on that basis we work together in harmony, confidence and friendship. Our sincere hope is that the principles of our cooperation will serve as a humble example of how an international body can contribute to peace and harmony amongst individuals and peoples. Whenever international misunderstandings occur, we feel that such happenings must not cause us to deviate from the goal we have set, and we feel happy as soon as we are faced by such circumstances that give reason to hope that our children and the generations that will follow will enjoy the benefit of living under a lasting sunshine of peace. This is why we ask our colleagues in the FIDE Assembly to join with us in our hope that strong efforts now being made in the international scene to secure a permanent peace be successful.

Emeritus Bill Ruth still finds more energy to devote to Chess than many organizers half his age. We decided it was more fitting to honor a living friend and colleague than, as so often has been done, to call upon St. Peter to pass on the word of a 'memorial trophy'. Letters were sent to eight individuals asking for a fixed contribution for the purchase of the trophy. Six responded including Jerry Spann, Fred Cramer, Ed Spector, Donato Giangiulio, Lessing Rosenwald and this reporter; nearly every one of these people took the time to write a complementary note on the idea of giving "honor to him who honor deserves."

The first tournament for the "Bill Ruth Trophy" was held in the academic year 1961-62 at LaSalle College in Philadelphia and was directed by Walter Fraser; last year's event was held at the Pennsylvania State University and was directed by William Fuller and Donald Byrne, Manager and Coach, respectively, of the only varsity chess team in a college or university in the United States. Both events were won by Richard Abrams of Penn State. Upon surrender of the trophy the previous year's winner is awarded a permanent trophy. Details of this year's tourney may be found in the "Tournament Life" page of this issue. All undergraduates at college in Pennsylvania or who are bonafide residents of Pennsylvania are eligible to compete. In a future article the story of Pennsylvania's College Team Championship will be related.

U.S. JUNIOR CHAMPIONSHIP

C. R. Hoey		KING'S INDIAN		A. Bernstein	
1. P-Q4	N-KB3	31. Q-B3	Q-Q5ch		
2. P-QB4	P-KN3	32. K-N3	Q-K4ch		
3. N-QB3	B-N2	33. Q-B4	BxNP		
4. P-K4	P-Q3	34. QxQ	PxQ		
5. P-B3	O-O	35. QR-K1	P-K5		
6. B-K3	P-K4	36. R-R4	R-B1		
7. P-Q5	P-B3	37. R-K3	K-R2		
8. Q-Q2	PxP	38. RxNP	R-B2		
9. BPxP	P-QR3	39. R-B3	R-QN2		
10. KN-K2	QN-Q2	40. P-N3	R-K2		
11. P-KN4	P-KR4	41. R-B6	P-K6		
12. PxP	NxRP	42. R-QB1	P-K7		
13. N-N3	N-B5	43. R-K1	R-K6ch		
14. BxN	PxB	44. K-B2	RxNP		
15. QxP	Q-R4	45. RxKP	R-N2		
16. Q-K3	P-QN4	46. R-K3	R-Q2		
17. P-KR4	P-N5	47. P-R4	B-B7		
18. N-Q1	P-B4	48. R-K6	B-Q6		
19. PxP	N-B3	49. K-K3	B-B8		
20. PxP	R-K1	50. R-B4	B-Q6		
21. N-K4	NxN	51. R-Q4	RxR		
22. PxN	P-N6ch	52. KxR	B-B8		
23. N-B3	B-B4	53. K-K5	B-B5		
24. B-N2	Q-N5	54. R-KB6	P-R4		
25. P-QR3	Q-B5	55. R-B4	B-K7		
26. P-R5	BxNch	56. K-Q4	B-Q8		
27. QxB	QxQP	57. K-B5	KxP		
28. P-R6	RxPch	58. K-N6	K-N4		
29. BxR	QxBch	59. R-Q4	B-B6		
30. K-B2	Q-B5ch	60. KxP	Resigns		

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Chess Life

Here and There . . .

The World Junior Championship, with thirty players from almost as many countries, ended in a tie between the highly-favored Florin Georghiu of Rumania and Michael Janata of Czechoslovakia. The tie will be played off in a match in the near future. The U. S. representative in the event, which was played in Yugoslavia, was Walter Cunningham of Arcadia, Calif. Cunningham did poorly in the preliminary rounds, ending up in Group C of the finals—where he finished third, with a score of 6½-2½.

The Southern Championships, played in New Orleans July 3-6, drew a record-breaking turnout of 106 players. In the Championship Section, Ned Hardy of the University of Florida Medical School came out on top, edging out Ken Smith of Dallas, Texas on tie-break points. Both had scores of 6-1. Third place went to Billy Peek of Baton Rouge, La.

The Amateur Section went to Ken Ousley, who posted an unequalled 6½-½. Unfortunately this important tournament could not be included in the last rating supplement since the T.D. did not report it to the USCF business office until October 14—more than three months after it was over.

The Westchester (N.Y.) Championship, sponsored by the Westchester C.C. was won by Ronald Larsen who topped a 20-player field with a score of 5½-½. The event ended on October 18.

Dr. Karl Burger of New York City won the recent Downeast Open tournament in Portland, Maine with 5½ of a possible six points. Dr. J. E. Platz of Hartford, Conn. was second with 4½. Charles Sharp of Scarborough, Maine; Lt. Cmdr. Harley Wilbur of the Brunswick Naval Air Station; and William Jarnigan of Boston all had 4. They finished in that order on tie-breaking points.

Burger, needing only a few rating points to climb from the Master to the Senior Master class, won his first five games but was foiled in his bid when held to a draw by 79-year-old Maine state champion Harlow Daly in the final game. This contest lasted an incredible 168 moves as Burger tried desperately to win with rook and pawn against bishop and pawn, and eventually with only a rook against the bishop and pawn. It was finally halted only after Daly invoked the 50-move rule.

Twenty-six contestants played in the annual Phillips Exeter Academy (N.H.) fall chess open, an eight-round Swiss. Paul Magriel of New York City won first place with a 7-1 score. In second place was Mike Fain of Dayton, Ohio

with a score of 6½-1½. The two drew each other in the fifth round. Tied for third through fifth were Stephen Lembo, Willard Reynolds, and Eric Lerner with scores of 5½-2½.

Roy Benedek piled up a 5-0 score to take first place in the Cornell Fall Open Championship, played in Ithaca, N.Y. on October 19 and 20. Stan Tomchin, 4-1, was second and Anthony Fournier placed third with 3½. The Cornell University Chess Club sponsored the event and Peter Berlow directed.

Albert C. Ruehmann, III of East Point became the 1963 Georgia State Chess Champion with a clear win by his 5-1 score in the annual championship held over the Labor-Day week-end. Maconite Dave Truesdel, the 1961 & 1962 Champion took second on median tie breaking points over D. Farshtchi of Athens, both had 4½-1½. Trophies for 4th through 6th were taken by Jim Roby of Macon, Philip Lamb of Macon and Mike Day of Atlanta, respectively. Mike Day also won the Junior State Champion trophy which is awarded to the player under age 19 who compiles the best score. The first "Man of the Year" award, given to the individual who has done most to promote chess in the state during the previous year, went to Robert Bronar of Macon. Bronar was also elected Georgia State Chess Association President while Sam Henderson of Augusta was elected Vice-President and Howard

E. Smith of Macon was elected Secretary-Treasurer.

Richard Owen of Salt Lake City posted a perfect 6-0 score to win the Northern Utah Open, completed September 14. F. M. Alpiser of Ogden scored 4-2 to take the Area Championship and the Handicap Award went to Gordon Hoxsie of Salt Lake City, with the same score.

Robert S. Moore took first place in the Oklahoma University Fall Open with a clean 4-0. D. Ballard edged out Keith R. Carson to place second in the 11-player competition.

Mark S. Singer downed John N. Otis, 4½-2½, to win the Clinton County (N.Y.) Championship, sponsored by the Plattsburgh Chess Club.

Canada's Ivan Theodorich won still another U. S. tournament by sweeping to a 5-0 victory in the Second Annual Champlain Valley Open held in Plattsburgh, N.Y. on September 28-29. Dr. Erich W. Marchand (4-1) was second in the 24-player Swiss.

The South Central Chess League of Pennsylvania recently opened its second year of competition with Reading as the newest team. Other teams are Harrisburg, York, Lancaster, and Cumberland Valley (Chambersburg).

The Erieview Open, played in Cleveland, Ohio on October 4-6, attracted a turnout of 38 players and was won by Richard Kause of Cleveland with a clean 5-0. Four players tied for second—each losing to Kause and winning all the rest. They were: George Kellner of Lima, Frank Lach of Willowick, Richard Noel

FIVE YEARS AGO . . .

(CHESS LIFE, November 20, 1958)

FRED CRAMER, USCF Membership Chairman, was in charge of "Operation M" — designed to add 1,000 new members to the USCF. Federation stood at 3,286.

REUBEN FINE had a new book on the market — "Lessons from my Games."

BOBBY FISCHER and PAL BENKO were awarded the title of International Grandmaster by F.I.D.E..

TEN YEARS AGO . . .

(CHESS LIFE, November 20, 1953)

JOHN W. COLLINS featured Reshevsky's win over Boleslavsky from the Candidates' Tournament at Zurich.

JIM SCHMITT of Portland won the 1953 Washington Open in Seattle with a resounding 7-0.

JAMES PHILLIPS of Albuquerque won the New Mexico State Championship with 6½-½.

of Chagrin Falls, and Thomas Wozney of Cleveland. Chris Jeans and Gary Lane tied for the Junior Prize (under 21).

* * *

The Santa Monica Bay Chess Club completed their fourth rating tournament of 1963 on September 23. The 23-player event ended in a tie for first between T. Bullockus and P. Quillen.

* * *

Utah continued its domination over Idaho in the annual chess match series with a convincing 8½-4½ score. Idaho scored 3½ out of the top five boards but from there down could only win one game out of eight! Idaho State Champion, Dick Vandenburg, won on board No. 1 from Richard Owen of Salt Lake City, and recent winner of the North Utah Open. Farrell L. Clark of Salt Lake City, current Utah champion, was relegated to 2nd board in spite of his 2078 rating and played a draw with Lloyd Kimpton of Twin Falls, Idaho. Ex-Utah champion, Gaston Chappuis, beat ex-Idaho champion, Glen Buckendorf, on board three.

A rapid transit tournament was held in conjunction with the main match and Utah won this event handily, 11-5. Richard Owen won four games for Utah. No Idaho player was able to score more than two wins out of the four game round robin.

* * *

F. Camaratta scored 8½-½ to win the championship of the Marple-Newton (Pa.) Chess Club.

* * *

Robert Bornholz won the championship of the Pittsburgh Chess Club for the tenth consecutive year! Bornholz (who shared the title with Bill Byland in 1958 and 1959 and with Fred Forman last year) finished with a score of 8½-½—a full point and a half ahead of runner-up Dr. Fred A. Sorensen.

The club's Open Championship saw John Hobbs top a 7-player round robin with a score of 5½-½.

* * *

The Erie (Pa.) Chess Club sponsored the Presque Isle Open, played in Jamestown, N.Y. and Erie. Russell Olin (3½-½) emerged as the winner in a field of eight.

* * *

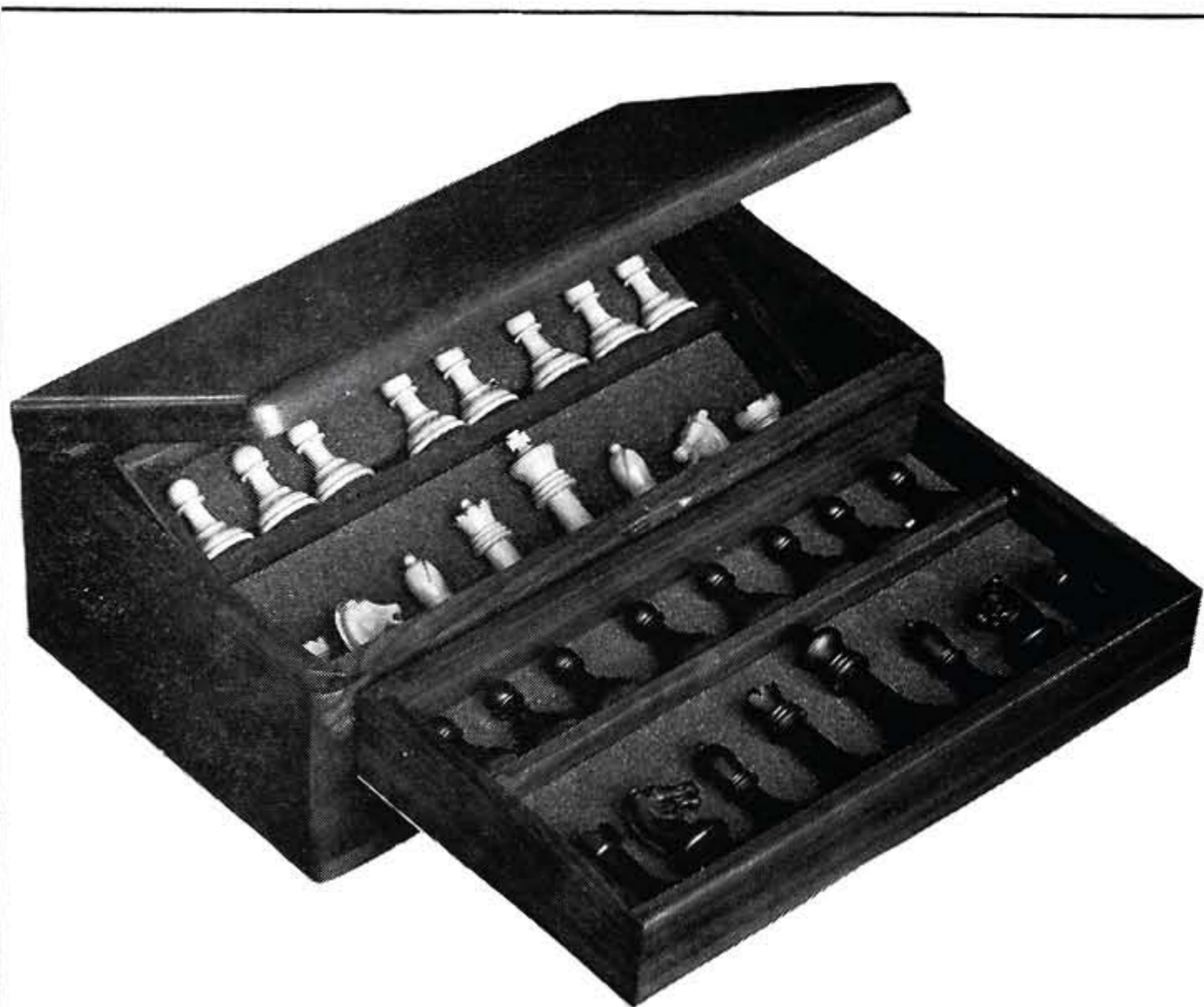
R. Paul Hargett won the Atlanta Amateur with a clean 5-0. Runner-up in the 12-player field was Homer Rhode.

* * *

Capt. B. G. Dudley, associate professor of Air Science at Texas A & M, took first place in the Brazos Open. Dudley gave up only one draw in winning the five-round Swiss, which was played at Texas A & M on September 28-29. The lone draw was registered by runner-up Morris Steen of Bryan, Texas.

* * *

Scoring 5½ points in six rounds, Robert W. Walker took first place in the Midwest Open, played in Lincoln, Nebraska on October 18-20. Second place in the 22-player field went to Richard Vincent (5), and Alexander Liepnieks (4½) was third. Vincent, as the highest scoring Nebraskan, won the state title.



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LAST ROUND SUCCESS

Mitchell Saltzberg of New York and George Mauer of Buffalo each scored 7-2 to share the New York state title for 1963. It was a repeat performance for the former, as he held the title in 1958. His winning style, tactical and daring, is well illustrated in this game with Edward Rosenthal of Rochester, with whom he was tied entering the final round.

New York State Championship Cazenovia, 1963

SICILIAN DEFENSE

MCO 9: p. 155, c. 166 (a)

E. Rosenthal M. Saltzberg
1. P-K4 P-QB4
2. N-QB3 N-QB3
3. P-B4

This is a radical and dubious way of seeking a king-side attack.

3. P-K3

Black prepares the freeing P-Q4. Also good is 3., P-Q3; 4. N-B3, (4. B-N5, B-Q2) B-N5; 5. B-K2, P-K3.

4. B-B4?

The Bishop is misplaced here. Better is 4. N-B3, P-Q4; 5. B-N5, N-K2; 6. Q-K2, (or 6. PxP, NxP; 7. N-K5, B-Q2; 8. BxN, BxB; 9. NxN, PxN) PxP; 7. NxP, P-QR3.

4. N-B3

5. P-Q3

If 5. P-K5, N-KN1 (or 5., P-Q4; 6. PxN, PxB) and the KN reaches KB4 via R3 or K2.

5. P-Q4

6. B-N3 B-K2

With 6., PxP; 7. PxP, QxQch; 8. KxQ, B-K2 Black secures only a minimal advantage.

7. N-B3 P-QR3

8. P-K5 KN-N5

9. N-K2 B-R5ch

A weakness is induced.

10. P-N3

If 10. N-N3? NxRP.

10. B-K2

11. P-B3 P-Q5

This cramps White by preventing 12. P-Q4.

12. Q-B2 Q-Q2

13. P-KR3 N-R3

14. P-N4 P-QN4

White attacks on the K-side, Black on the opposite wing. Due to his potentially dangerous QB and his opponent's open king-field, Black stands better.

15. N-N3 B-N2

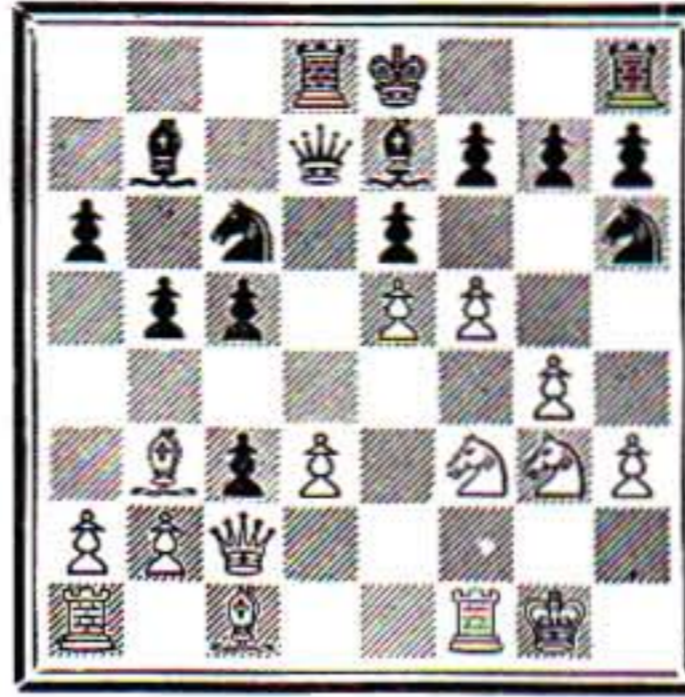
16. O-O R-Q1

Threatening 17., PxP and 18., QxP.

17. P-B5?

This loses material. 17. N-K1 risks less, although Black can maintain the advantage with 17., N-R4.

17. QPxP!



If 17., KPxP? 18. NPxP, PxP (18., NxBP? 19. NxN, QxN; 20. N-N5 wins) 19. BxN, PxP; 20. QxNP, PxB; 21. BxPch, K-B1; 22. P-K6 wins.

18. BPxP PxKP
19. BxN

If 19. QxP, QxP; 20. BxP, QxQ; 21. PxQ, R-Q6. threatening 22., RxP and 22., NxP, wins a Pawn.

19. Pxp!

Zwischenzugs are often surprising and upsetting.

20. QxNP PxB
21. N-R5 O-O

Rather than late and risky, this is timely and safe.

22. Q-B1 N-Q5!
23. QxRP

If 23. NxN, QxNch; 24. K-R2, R-B7ch; 25. K-N3, R-N7 mate.

23. NxNch
24. K-R1

Menacing 25. Q-N7 mate. If 24. RxN, Q-Q5ch; 25. K-R2, QxPch wins.

24. R-B2
25. QR-K1

If 25. BxP, N-N4ch wins.

25. P-B5
26. PxP NxRch

Resigns

MORE RETURNS

Scores from two more states have been received — Delaware and Virginia. But scores from Alabama, Hawaii, Idaho, Kansas, Kentucky, Montana, New Hampshire, North Dakota, Oregon, Rhode Island, South Dakota, Vermont, and Wyoming are still awaited. Don't be the last one in!

OUTCOME DECIDED

Jack Mayer, champion of the Washington Chess Divan, reports that the following game, more than any other single one, can be said to have decided the outcome of the Washington Chess League. It was played on first board, in

the semi-final round, with the contending teams tied for the lead.

Team Match Arlington, 1963

QUEEN'S PAWN GAME

J. Mayer Dr. E. Hearst
1. P-Q4 N-KB3
2. N-QB3

This is sometimes called Richter's Opening (after Kurt Richter, the German master, who was active in the 1930s). The idea is to force P-K4 and gain control of the center.

2. P-Q4
3. B-N5

Threatening 4. BxN and 5. P-K4.

3. QN-Q2

More pointed is 3., B-B4. Then if 4. P-B3, P-B3! 5. P-K3, QN-Q2; 6. P-B4, (Black threatened 6., P-K4) Q-N3 with Black for choice.

4. Q-Q2 P-K3 7. N-B3 P-B3
5. P-K3 P-QN3 8. B-Q3 P-B4
6. B-N5 B-N2

More precise is 8., Q-B2.

9. N-K5 P-QR3

Black avoids the doubling of his KBPs with 9., B-K2. On the other hand, White must cede a Bishop for a Knight to accomplish the doubling.

10. NxN QxN 15. N-B2 K-N1
11. BxN PxB 16. Q-K2 K-R2
12. N-Q1 P-KR4 17. O-O-O R-B1
13. P-QB3 P-R5 18. K-N1 P-B5
14. P-B3 O-O-O

With the two Bishops, one would expect Black to open lines (18., P-N4; 19., P-N5; and 20., Q-R5) rather than close them and interlock the Pawns.

19. B-B2 P-N4
20. N-N4

20. P-K4 and 21. KR-K1 is more forthright.

20. P-B4
21. N-K5 Q-K1

Threatening to win the Knight with 22., P-B3.

22. P-B4 P-R4 24. K-Q2 B-Q3
23. K-B1 P-N5 25. R-R1

This mysterious Rook move is designed to force White to play P-N6.

25. R-B2
26. P-QR3 P-N6
27. B-Q1

The horrible alternative 27. B-N1 would, in effect, put White two pieces behind.

27. P-B3
28. N-B3 P-K4
29. BPxP



Authorized by his captain, White here offered a draw. If accepted, it would give his team the match and the league lead. With the consent of his captain, Black declined, being confronted with the realities of the situation and in harmony with the traditions of team play.

29. P x P
30. Q-B2 P-K5?

Black presses too hard. Logical are 30., Q-K2; and 30., R/2-R2.

31. N x P P-B5!
32. N-B5!

Not 32. P x P?? P-K6ch; 33. Q x P, Q x Qch; 34. K x Q, R x N and Black wins.

32. P x Pch 34. B-N4 B-B1
33. K x P B-KB1 35. Q-N3

Suddenly White has the initiative and an advantage in time, space, and force.

35. B x N??

There was a frantic time scramble during the latter part of the game. There is still a fight after 35., R-B2.

36. Q x Rch K-R1 40. K-K2 R-N1
37. Q x Pch K-N2 41. P-R3 R-N4
38. Q x Pch K-R2 42. Q-B6 P-K6
39. Q x B B-R3ch 43. KR-KB1

Of course 43. Q x B can be played.

43. Q-K5
44. Q-B7ch K-R1
45. Q-B3 Resigns

45. B-B3 was somewhat stronger. An imperfect game, but an exciting one, illustrating the side effects of time pressure, team play, and the necessity of pressing for a win.

SURPRISE AND FINESSE

Black's flair for surprise moves and tactical finesses run the Light Monarch into the ground.

Delaware Championship Wilmington, 1962

SICILIAN DEFENSE

MCO 9: p. 153, c. 156

M. Paris J. Yehl

1. P-K4 P-K3

Starting as a French Defense, the opening changes to a Sicilian on the next move.

John Yehl of Wilmington writes: "Knowing Mr. Paris as a vigorous attacking player, and the defending state champion, I decided to play a quiet game. I subsequently offered a Pawn, Knight, Rook, and Queen!"

2. N-KB3

Regular is 2. P-Q4.

2. P-QB4

With 2., P-Q4 a French maintains.

3. B-B4?

Asking to be biffed.

3. P-Q4

And he is.

4. P x P P x P 6. B-N3 N-KB3

5. Q-K2ch B-K2 7. P-B4?

Poor. 7. P-Q4 looks best.

7. P-Q5 10. P-KN4?

8. B-B2 N-B3 P-KN3

9. P-KR3 P-QR4

Better is 10., O-O; 11. P-N5, N-KR4 (12. N x P?? N x N; 13. Q x N, N x Bch wins).

11. N-K5 N x N 13. P-N5 R-K1!
12. Q x N O-O 14. K-Q1

The flight begins. If 14. P x N?? B x BP; 15. Q x Rch, Q x Qch wins. Or if 14. O-O, N-Q2 wins the KNP.

14. N-N5!

Now the Black forces have a field day at the expense of the exposed White King and Queen.

15. Q-N3

If 15. P x N?? B x Pch; 16. K-K1, KB x P wins the Queen again.

15. B-Q3

16. P-B4

Or 16. Q-N2, Q x P! 17. P x N, Q x NPch!
18. Q x Q, B x Pch; 19. P-B3, B x P mate.

16. Q x P!



A rather startling way of protecting the Knight.

17. R-K1

If 17. P x Q, B x Q; 18. P x N, B x P mate. And if 17. P x N, Q x Pch; 18. Q x Q, B x Q mate.

17. B-Q2

18. B x P

White lacks a reasonable move. On 18. P-Q3, R x Rch; 19. Q x R, (19. K x R, Q-K2ch leaves Black a Pawn up with a winning attack) Q-R4; 20. P x N, B x Pch; 21. K-Q2, Q-R7ch and mates.

18. Q x B

19. R-N1

Here, and for the next five moves, capturing the Knight costs the Queen.

19. P-R4 22. P x P P-N4!

20. P-N3 P-QR5 23. P x P

21. N-R3 P x P

Better in 23. P-Q3. Black menaced 23., P x P; 24. P x P, B-R5ch.

23. B-K3

Threatening mate in two. If now 24. R-N1, R x N.

24. B-N2 B x Pch

25. K-B1 R x N

26. P-Q3

If 26. R x R, Q-B7 mate. White has scant reason for continuing.

26. R x Rch 28. Q-R4 B-K2

27. B x R R-K6 29. P-B5 Q x P

Black chooses easy simplification. Quicker is 29., Q-R3 (threatening 30., R-K8ch; 31. K-N2, Q-Q7ch with mate to follow) 30. R x Nch, K-R2 and White loses everything.

30. P x N B x Q 33. K-N2 B-Q4

31. P x Qch R-N6 34. R x P

32. R-R1 B-N4ch

This allows mate.

34. R-N7ch

35. K-N1 B-R7 mate

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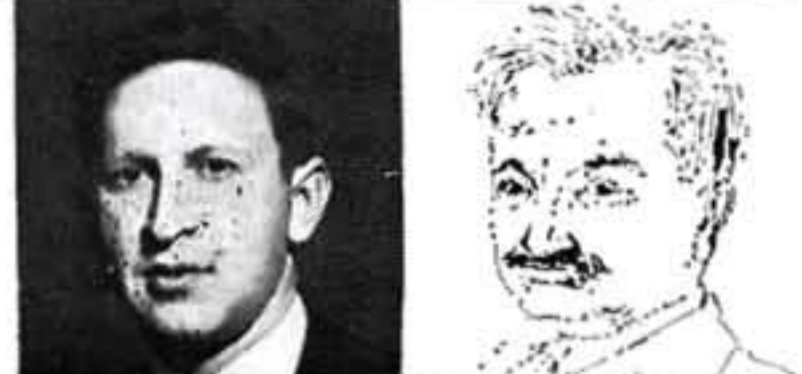
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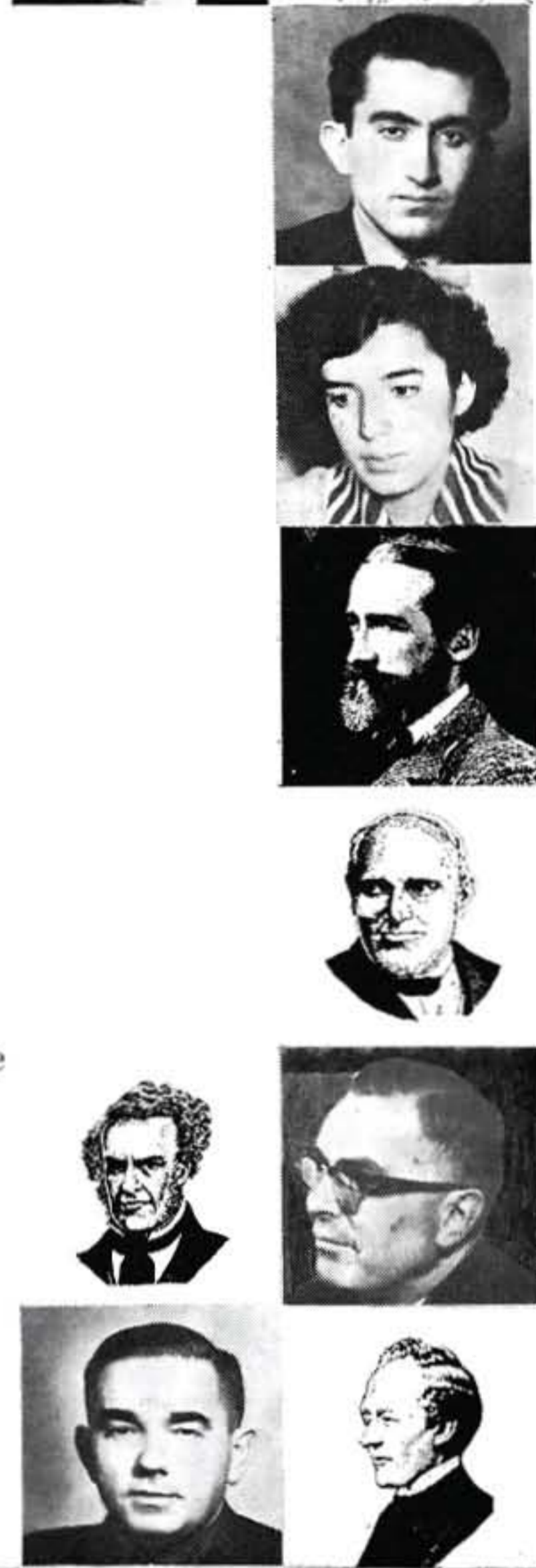
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TOURNAMENT LIFE

November 29 - December 1

CALIFORNIA WOMAN'S OPEN

5-Round Swiss, 40/2, 20 moves/hr. thereafter will be held at the Herman Steiner Chess Club, 8801 Cashio St., Los Angeles 35, Calif. The first round is at 10 A.M. and registration closes Fri., Nov. 29, at 9:15 A.M. Entry fee: \$10.50 seniors; \$5.50, juniors under 18. Advance registration is recommended. Contact the Tournament Committee of the Herman Steiner Club for further information. Prizes: 1st—\$100 and trophy; 2nd—\$50; 3rd—\$25; Junior—a tournament clock. Calif. State Open title to winner; Calif. State title to highest scoring woman. Harry Borochow will be the tournament director.

November 29 - December 1

TEXAS OPEN AND TEXAS CANDIDATES

7-rd. Swiss, Cascade Room, St. Anthony Hotel, San Antonio, Texas. Trophies for Texas Open: First, and Class A, B, & C. Trophies for Texas Candidates: First three places. Cash prizes as entry fees permit. Entry fees: \$5.00 for Open, \$7.50 for candidates (qualified from previous Regional Tournaments), plus membership in TCA, \$3.00 and USCF, \$4.00 if not already a member. Registration 10-12 a.m. Nov. 29. Details: Write Col. R. A. Boyce, 630 Nottingham, San Antonio 9, Texas.

November 28 - December 1

10TH ANNUAL NORTH CENTRAL OPEN

7 rd. Swiss, 50/2½, to be played at Plankinton Hotel, 609 N. Plankinton Ave., Milwaukee, Wisconsin. 1st prize \$300; 2nd \$200; 3rd \$125 with merit prize money of \$12.50 for each half point scored above 4½ pts. In addition, there will be prizes and trophies for top woman player, top juniors, and classes A, B, C, and Unrated. Entry fee \$12.50

(\$10 for Juniors), USCF membership required. Tournament director: Ernest Olfe. Entries & inquiries to: Miss Pearle Mann, 1218 Railway Exchange Bldg., Milwaukee, Wisconsin, 53202.

November 29 - December 1

4TH ANNUAL MID-SOUTH OPEN

6-rd. Swiss, 40/2, to be played at Hotel Claridge, 109 N. Main, Memphis, Tenn. Registration 8 a.m. November 29. Prizes: Open Division—1st, \$100; 2nd, \$50; 3rd, \$25. B Division—1st, 2nd, & 3rd trophies; C Division—1st, 2nd, & 3rd trophies. Entry fee: \$8 in Open Division, \$6 in Reserve and Amateur Divisions. USCF membership required. Reduced hotel rates and free parking for registered guests. Inquiries to: Frank Garner, 5550 Park Ave., Memphis, Tenn.

November 29 - December 1

SOUTH CAROLINA CLOSED CHAMPIONSHIP

5-rd. Swiss, register for tourney at 7 p.m., Friday, Nov. 29. To be played at the Poinsett Hotel, Greenville, S.C. Open to S.C. residents only, or to persons from other states stationed in S.C. or attending school in S.C. Entry fee \$7, of which \$5 is applied toward USCF membership. First round Friday evening, two rounds on Saturday and two on Sunday. Trophies awarded. Bring clocks and sets. Details: Dr. William A. Putnam, 204 Stone Lake Drive, Greenville, S.C.

November 29 - December 1

ARIZONA OPEN

6-rd. Swiss, 45/2, to be played at Phoenix Adult Center, 1101 West Washington St., Phoenix, Ariz. 1st prize: \$25 and trophy, title Arizona Open Champion; 2nd, \$10 & trophy; 3rd, \$5 & trophy; Junior (under 21) title & trophy; Women's title & trophy, class trophies. Highest placing Arizonan will be state champion. Entry fee \$7 (\$2 refunded on completion of all games) plus USCF membership. Entries & inquiries to Col. Paul L. Webb, 1631 West Mulberry, Phoenix, Arizona, 85015.

November 30 - December 1

ERB MEMORIAL OPEN TOURNAMENT

6-rd. Swiss, 45/2, to be played at Erb Memorial Student Union, University of Oregon, Eugene, Oregon. \$100 first prize plus others. Entry fee \$5 plus USCF membership. Entries & inquiries to: Mike Shepherd, Games Committee Chairman, Erb Memorial Student Union, Eugene, Oregon.

November 30 - December 1

2ND RIVERSIDE OPEN

6-rd. Swiss to be played at Mission Inn Hotel, 3649 Seventh St., Riverside, California. First prize \$100 plus trophy; first handicap \$25 plus trophy. Entry fee \$7.50 plus USCF membership. Entries & inquiries to: Forest Smyth, 2008 Patterson St., Riverside, Calif.

December 6-8

SANTA MONICA OPEN

6-rd. Swiss, 50/2, sponsored by the Santa Monica Bay Chess Club, will be held at the Del Mar Club, 1910 Ocean Front (foot of Pico Blvd.), Santa Monica, Calif. Entry fee: \$10.50. Minimum first prize is \$150; 2nd—\$75; highest expert, \$40, A, B, C & unrated prizes; trophy for the highest club member. For further information, contact the tournament director, Herbert T. Abel, 4 Marine Terrace, Apt. D, Santa Monica, Calif.

December 7-8

PENNSYLVANIA INDIVIDUAL COLLEGE CHAMPIONSHIP

5-rd. Swiss, 50/2, restricted to college undergraduates attending school or residing in Pennsylvania, to be played at Bloomsburg State College, Bloomsburg, Pa., 17815. Entry fee \$2 (\$1 if paid by November 30) plus USCF dues. Winner to receive one year custody of the Bill Ruth Trophy; other prizes to be announced. Inquiries: Mordecai Treblow, Box 132, Bloomsburg State College, Bloomsburg, Pa. 17815.

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December 13-15

FLORIDA WEST COAST OPEN

In three divisions—Open, "B," Amateur, to be played at International Inn, Tampa, Florida. \$200 cash plus other prizes. Entry fee in Open Division \$6 plus USCF (\$4) & FCA (\$2). In "B" Division (1850 rated & lower) entry fee \$4 plus USCF & FCA. Special room rates at hotel; free 1-yr. FCA membership for out of town entrants staying at tournament hotel. Mail entries, reservations, requests for further information to: Walter T. Carr, 4013 1/2 Morrison Ave., Tampa 9, Fla. 33609.

December 14-15

OKLAHOMA STATE OPEN

Swiss system, to be played at Tulsa Central YMCA, Tulsa, Okla. \$50 first prize; \$25 second guaranteed. Trophies only to junior championship players. For details write to: John Blair, 7543 E. 26th Place, Tulsa, Oklahoma. Tournament director: Jerry Spann.

December 26-27

MARYLAND JR. CHESS CHAMPIONSHIP

Open to USCF members of Maryland under 21, a Swiss tournament will be held at the Howard Park Recreation Center, 4800 Av. & Liberty Heights Av., Baltimore 15, Md. to determine the titleholder. Entry fee: 13-21, \$1.50; under 13, \$1. Three trophies for winners under

17 and three for winners under 13—other prizes. For further information, contact the tournament director Robert Erkes, 3413 Dennlyn Rd., Baltimore 15, Md.

December 26-30

U.S. INTERCOLLEGIATE CHAMPIONSHIP

(See full page announcement elsewhere in this issue).

December 28-29

AKRON OPEN

5-rd. Swiss, 36/1 1/2, will be held at the YMCA, 80 W. Center St., Akron, Ohio. The entry fee is \$5.50 and the prizes will total 70% of the entries. For further information, contact the tournament director J. Schroeder, Box 5268, Cleveland, Ohio. The event is sponsored by the Ohio Chess Association.

December 28-29

PENNSYLVANIA YMCA STATE CHAMPIONSHIP

6 rds., Townsend pairing method, 45/1 1/2, open to USCF members who are also Pennsylvania YMCA members, at YMCA, Reed & Washington Sts., Reading, Pa. First round at noon. Entry fee \$3 if received by December 21; \$4 thereafter. Inquiries: Frederick S. Townsend, 103 Halsey Ave., West Lawn, Penna.

December 28-29

S. DAKOTA OPEN

Sponsored by the South Dakota State Chess Association, a 5-rd Swiss, 40/2, will be held at the City Hall Community Room, 222 E. Dakota Av., Pierre, S.D. Starting time is 9 A.M. CST. Entry fee is \$5. Please bring sets, boards and clocks if possible. Cash prizes. For further information, write Matthew C. Furze, Box 384, Pierre, S.D. A meeting of the S.D.C.A. will be held before the first round to elect new officers.

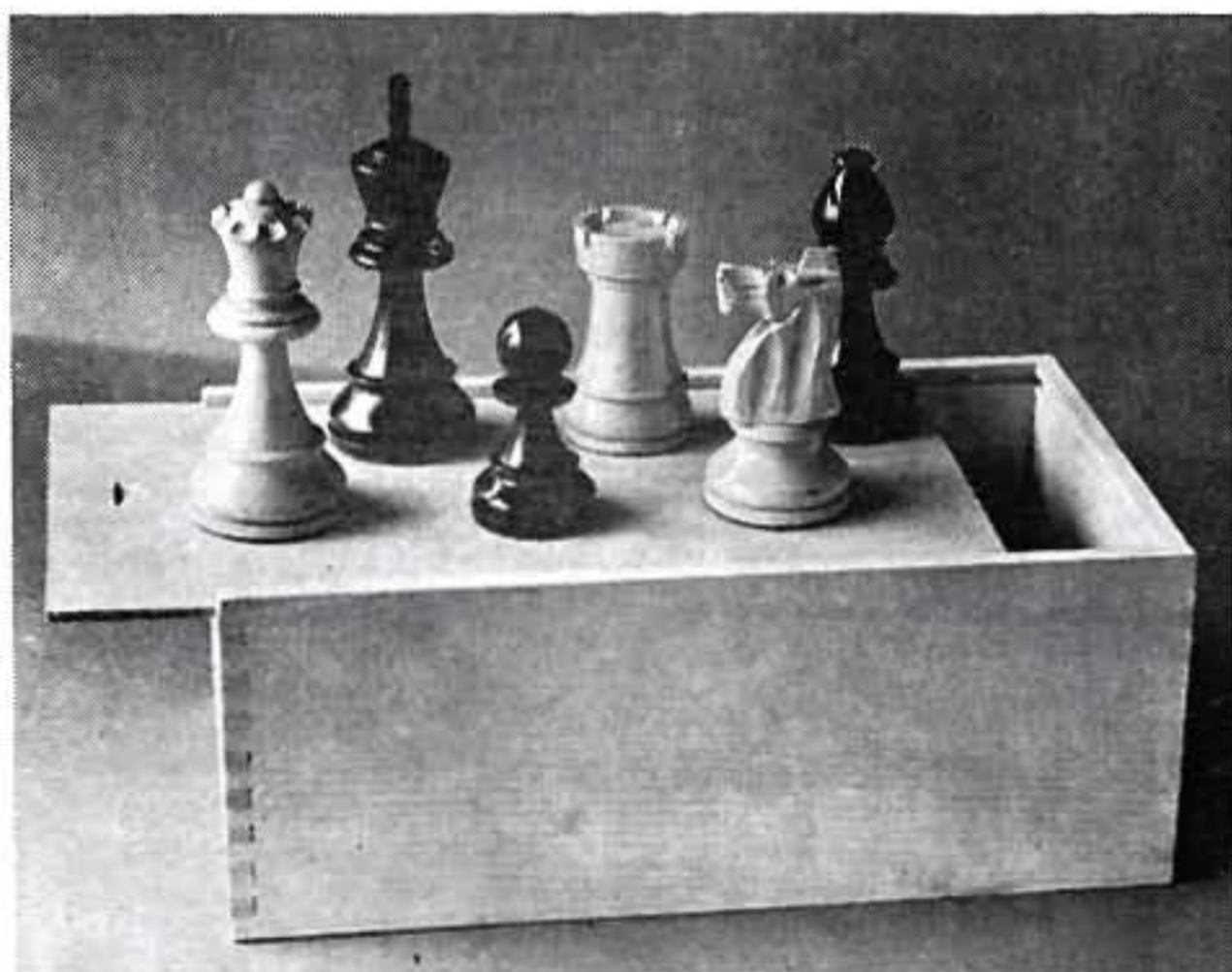
January 4-5

TEXAS JUNIOR CHAMPIONSHIP

5-rd. Swiss, 50/2 will be held at the Memorial Student Center, Texas A & M University, College Station, Texas for USCF and TCA members under 21 yrs. of age. Entry is \$2.00 and trophies will go to the winners. The title is restricted to Texas residents. For further information, contact the tournament director, B. G. Dudley, 1013 E. 23 St., Bryan, Texas.

Tournament organizers wishing announcement of USCF rated events should make application at least six weeks before the publication date of CHESS LIFE. Special forms for requesting such announcements may be obtained only from U.S. Chess Federation, 80 E. 11th St., New York 3, N.Y.

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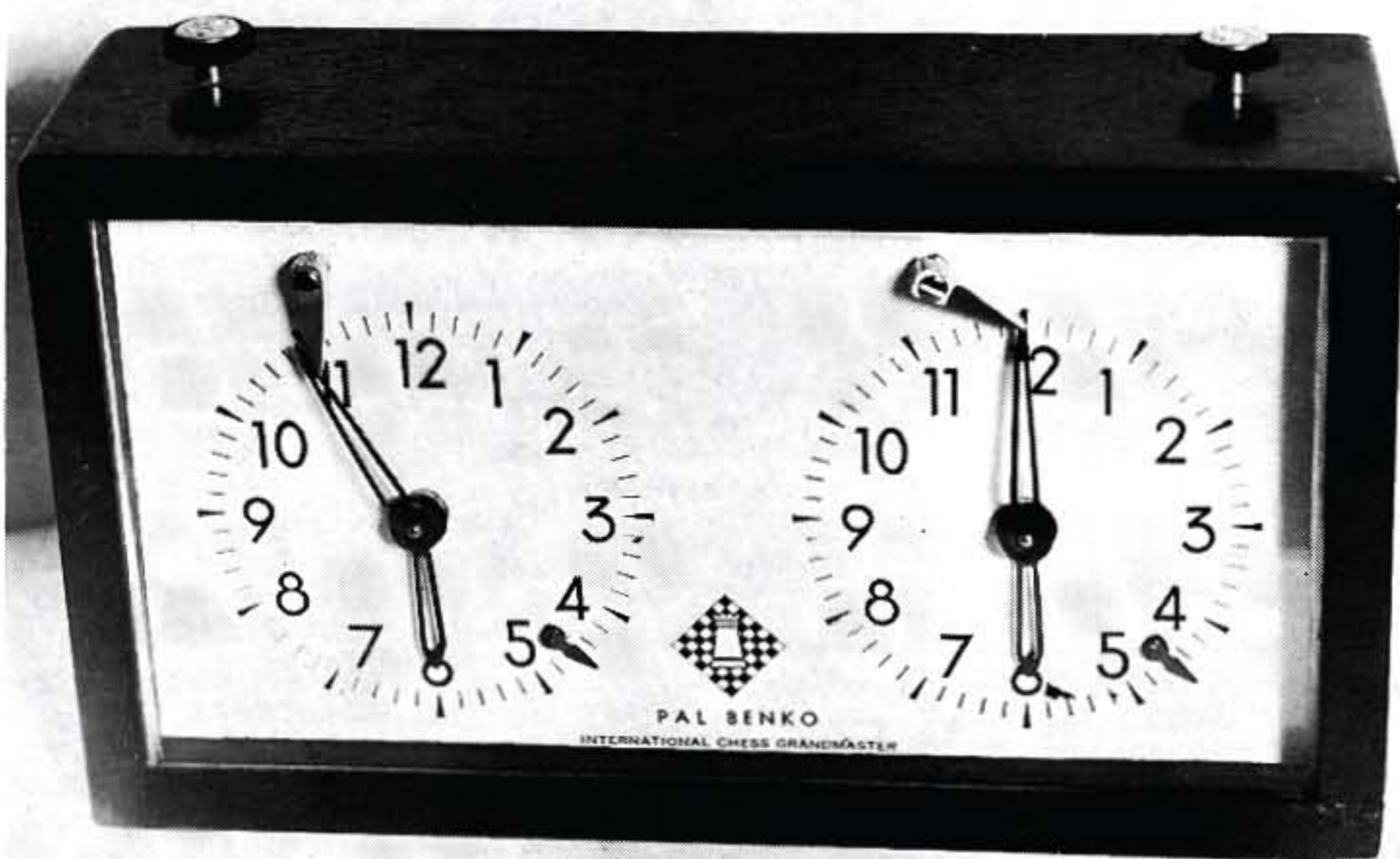
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R. BYRNE.—Cont'd from p. 277

If the rook is captured, it is mate in two. If 40., QxN; 41. RxBch, K-B; White would not have won the queen for Rook and Bishop by 42. B-K7ch, but would have played the crushing 42. B-Q4!! to which there is no reply. For example, if 42., Q-Q3; 43. Q-R5, P-K4; 44. QxRP and mate in two. Or, if 42., Q-B3, then 43. Q-Q2 (threatening both 44. Q-N4 mate and 44. R-N8ch), P-K4; 44. BxP, P-QR4; 45. RxP and White's threat of 46. R-R8ch, K-K2; 47. Q-N5ch and mate in four is absolutely decisive. Or, further, if 42., Q-N5, then 43. RxP, R-Q; 44. Q-QB, QxB; 45. Q-R6ch, K-N; 46. Q-N6ch, K-B; 47. Q-B7 mate. Finally, if 42., Q-R6, then both 43. Q-B2 and 43. Q-Q2 win outright.

40.	K-B2
41. RxBch	KxB
42. Q-Q4ch!	P-K4
43. QxB	KxR
44. QxR	Resigns

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