

# CHESS REVIEW

*the picture chess magazine*

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1965**

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CHESS**

(See in pages of  
The World of Chess)

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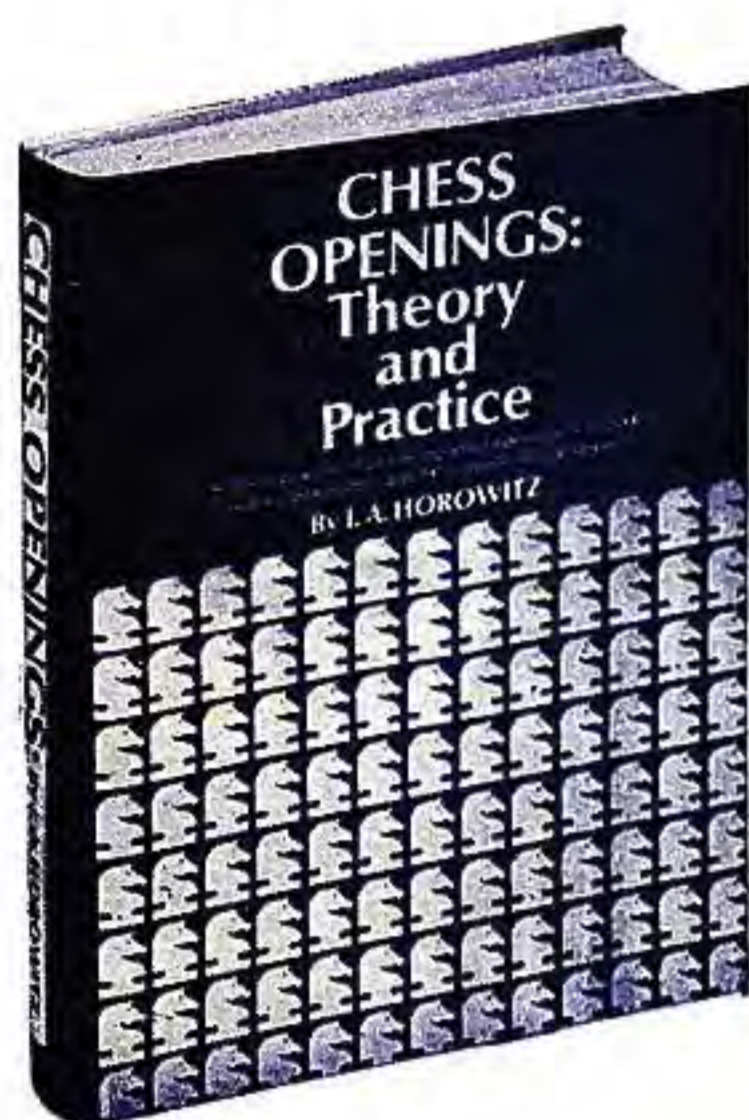
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## CHESS OPENINGS: Theory and Practice

BY

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in collaboration with

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# CHESS REVIEW

THE PICTURE CHESS MAGAZINE

Volume 33 Number 5 May 1965

EDITED & PUBLISHED BY  
I. A. Horowitz

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## COMING EVENTS IN THE U. S. AND CANADA

Abbreviations—SS Tmt: Swiss System Tournament (in 1st round entries paired by lot or selection; in subsequent rounds players with similar scores paired). RR Tmt: Round Robin Tournament (each man plays every other man). KO Tmt: Knock-out Tournament (losers or low scorers eliminated). \$\$: Cash prizes. EF: Entry fee. CC Chess Club. CF: Chess Federation. CA: Chess Association. CL: Chess League. Rd: rounds. USCF dues: \$5 membership per year.

### USCF OPEN

As we go to press, we have no firm press release on the U. S. Chess Federation Open but on latest word received we understand it is to be in university rooms in San Juan, Puerto Rico, July 24 to August 6 with a package cost (including plane fare, rooms, meals) of \$240.

### MASTERS OPEN

Minnesota — June 11 to 13

At the Downtown YMCA, Minneapolis, Minnesota: 5 Rd SS Tmt, 45 moves/2½ hours, 20 per thereafter, *open to rated masters only*: \$\$ 1st \$250, 2d \$100, 3d \$50, more and/or others if EFs swell \$\$ fund: EF \$20 (\$10 if postmarked by May 8) plus USCF dues, checks payable to Minnesota State Chess Association, addressed to R. Ashford, 1908 41 Av. NE, Minneapolis, Minn. 55421; 1st Rd 7 PM, June 11, latest registration 6:30 PM; inquiries to G. V. D. Tiers, 165 South Cleveland, St. Paul 5, Minn.

Montana — May 8 to 9

30th Annual Tournament of MCA in the Florence Hotel, Missoula, Montana: 5 Rd SS Tmt: 50 moves/ 2 hours: open to all: 3 divisions, Championship; Class

Items printed for benefit of our readers if reported by authorized officials at least two months in advance, and kept to brief essentials. Readers: nearly all tourneys ask your aid by bringing own chess sets, boards and clocks. Also, write for further details for which no space here, but mention you heard through Chess Review!

CHESS REVIEW is published monthly by CHESS REVIEW, 134 W. 72d St., New York, New York 10023. Printed in U. S. A. Re-entered as second-class matter August 7, 1947, at the Post Office at New York, N. Y., under the Act of March 3, 1879. General Offices: 134 West 72d Street, New York, N. Y. 10023. Sales Department open daily 9 to 6 p. m. — Saturdays from 2 to 5 p. m. Telephone: LYceum 5-1620.

B; Junior: trophies to 1st 2 in each division: EF \$2 (Juniors under 18 \$1): register by 12 M, May 8: inquiries to A. D. Hitchcock, 628 South 4 West, Missoula, Montana.

Vermont — May 9 and 16

34th Vermont Championship at Edwin W. Lawrence Recreation Ctr., 86 Center St., Rutland, Vermont: 6 Rd, 3 each Sunday; 40 moves/1½ hours, then 15/½: register before 9:30 AM, May 9, play starts 10: open to all: title to highest Vermont player; \$\$ to 1st, highest Junior under 15 & highest Vermont player, others per EF's, & Chess Letters (publ) to new entrants: EF \$4 (juniors \$3—separate tourney if sufficient entrants): EFs and inquiries to Ralph Williams, West Rutland, Vermont.

Indiana — May 15 to 16

Indiana State Championship at Purdue Memorial Center, Purdue University, West Lafayette, Indiana, restricted to Hoosiers: 5 Rd SS Tmt, 60 moves/2 hours: trophies for 1st three, books for highest A, B & C, other prizes: EF \$5 (under 19, \$2.50): advance EFs & inquiries to J. Kalan, 6-4 Ross Ade Dr., W. Lafayette, Indiana.

*The Indianapolis Open is cancelled.*

Illinois — May 28 to 31

The 1965 Illinois Open at North Park Hotel, Chicago: 7 Rd SS Tmt, starts 7 PM, May 28, then 2 Rd/day, 11 AM & 6 PM: \$\$ 1st 3, \$300, \$200 & \$100, also \$\$ in all classes & merit \$\$, total fund over \$1650: spectator fee \$1/Rd: EF \$14 (\$9 under 19) less \$1 if rcvd before May 28: advance EFs & inquiries to F. Skoff, 1400 Warner St., Chicago, Illinois 60613.

Alabama — May 29 to 31

2d Annual Heart of Dixie Open at Russel Erskine Hotel, Huntsville, Alabama: 6 Rd SS Tmt, 45 moves/2 hours: register by 11 AM: EF \$8: \$\$ 1st \$65: Amateur Division (for below 1900 ratings); EF \$6, 1st \$25; & 5 trophies & 5 merchandise prizes: inquiries to C. M. Crull, 3706 Vogel Dr., Huntsville, Alabama.

New Mexico — May 29 to 30

1965 Albuquerque Open in the Community Room, East Central Branch, Albuquerque National Bank, Washington & Central NE, Albuquerque, New Mexico: 5 Rd SS Tmt, 45 moves/ 2 hours (40/1½, 1st Rd): trophies to 1st 3; medals, 1st B, Junior & Upset: EF \$5 (juniors in HS or lower, \$1) plus USCF dues: Albuquerque (Concluded on page 134)

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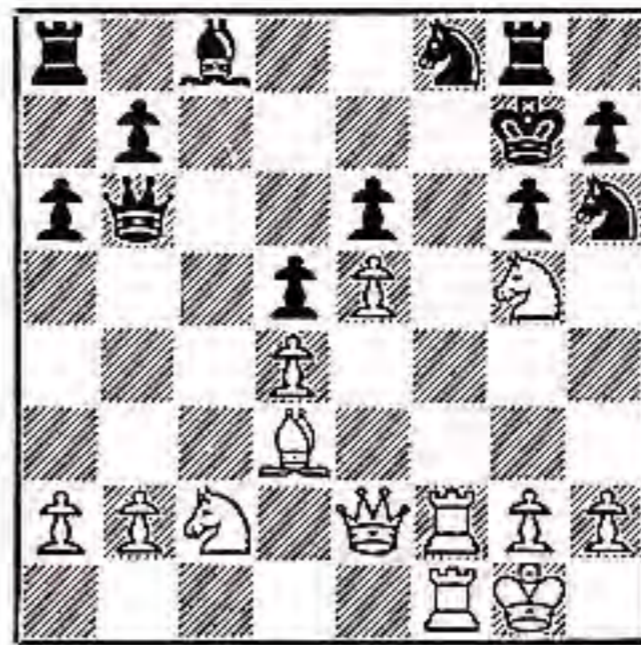
# Announce the Mate!

## PREPARE TO MATE!

With June coming on, don't mistake us, we admonish, scotchingly! Our intentions are spiritually caissic, we add, wryly; and, although you may take a purely Bourbon attitude, in a decanting manner, make a ball for yourself, high or low, of this quiz. But 'ware the gin! For ten correct solutions, score excellent; for eight, good; for six, fair.

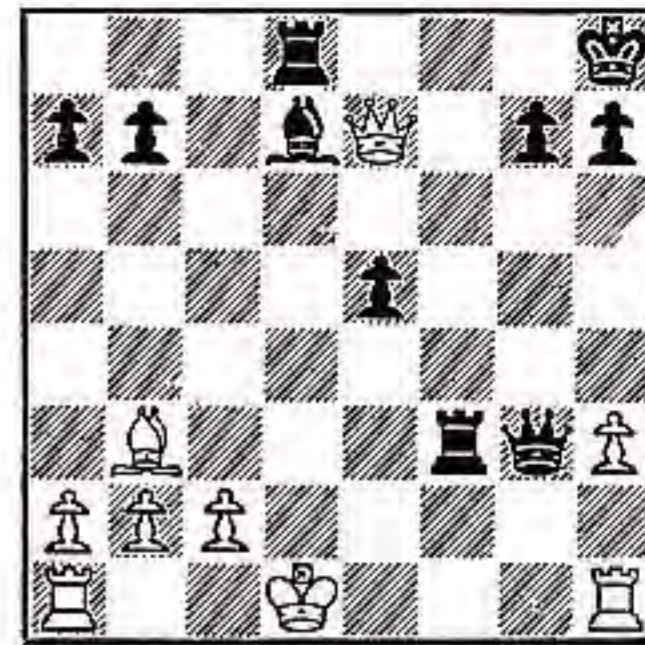
*Solutions on page 137*

1 White to move and mate



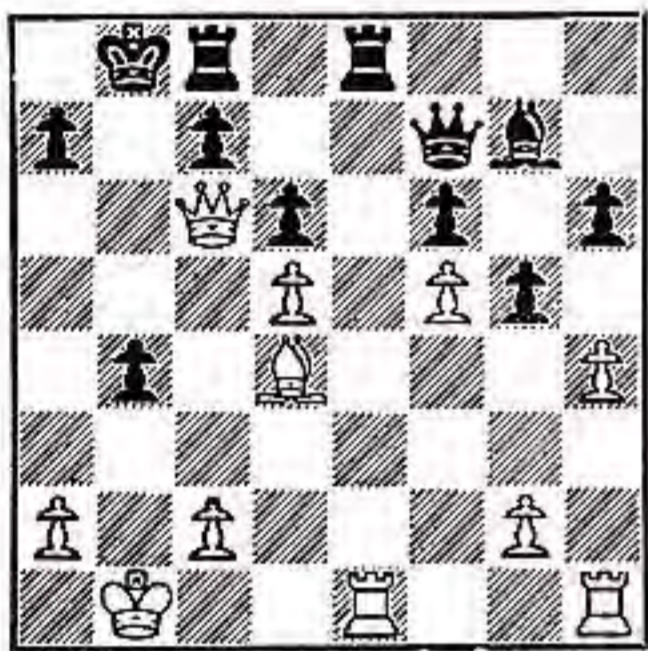
In the merrie month of May you may take down a perfect score. At least the sap has been running for some time now. So if you're there sitting at the board, and not bored, you ought to have the capability to ensnare Black's King here. Can you?

2 Black to move and mate



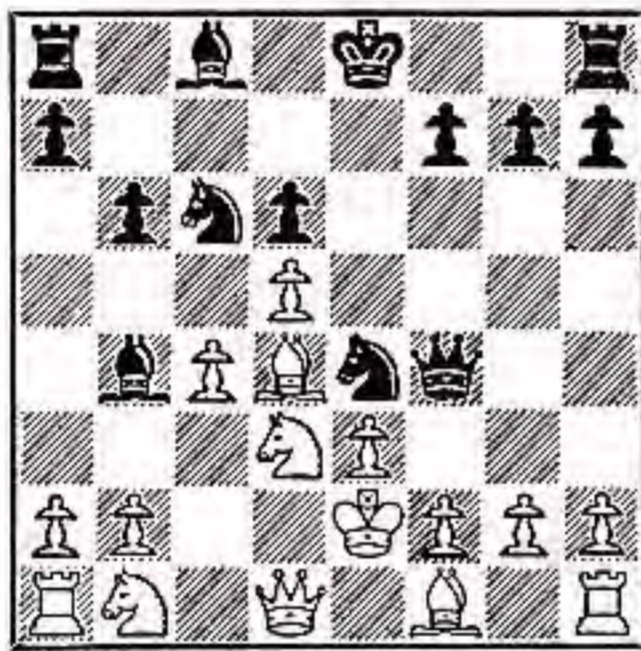
Here you have a wide-open board and White's King well out in—we were going to say "clear," but that term does not seem to apply. At least that term will not, if you demonstrate the appropriate quality: to wit, wit! Ah, go along with cha!

3 White to move and mate



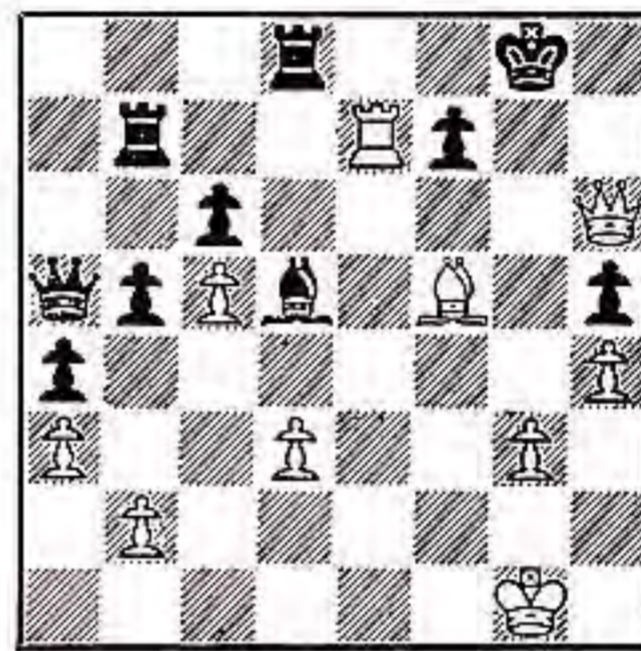
Wit and sagacity may be, as some claim, synonymous. Maybe—but there is a difference. This position, as opposed to the last, definitely demands sagacity rather than wit, we wot. What say you? First unridle this problem, though. Can you?

4 Black to move and mate



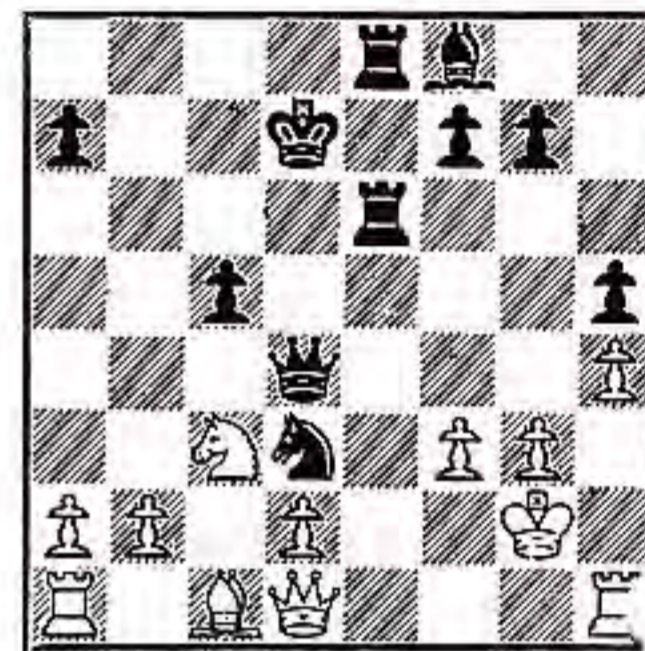
If Black is to mate here, all we can say, logically, is that, if he had any more pieces en prise, White must then already be mated. He's not, however; so the fun is all yours. And it is fun, we (but with unmitigated gall?) trust. So go after it, we say, conjugally!

5 White to move and mate



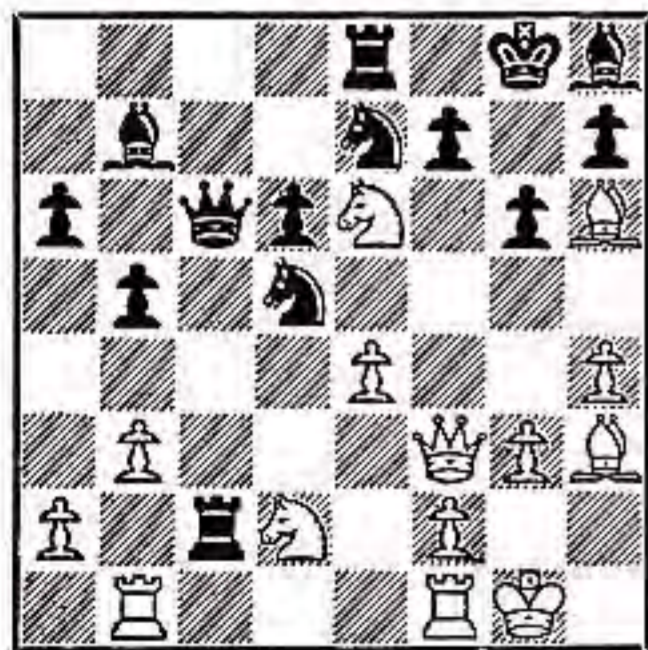
"Conjugation" may be an unfortunate term for those who struggled with French verbs (or others) in the otherwise halcyon days of schooling. Well, shall we say: Conjoin Black's King? It's really only a simple trick. That is, if you see it. Do you?

6 Black to move and mate



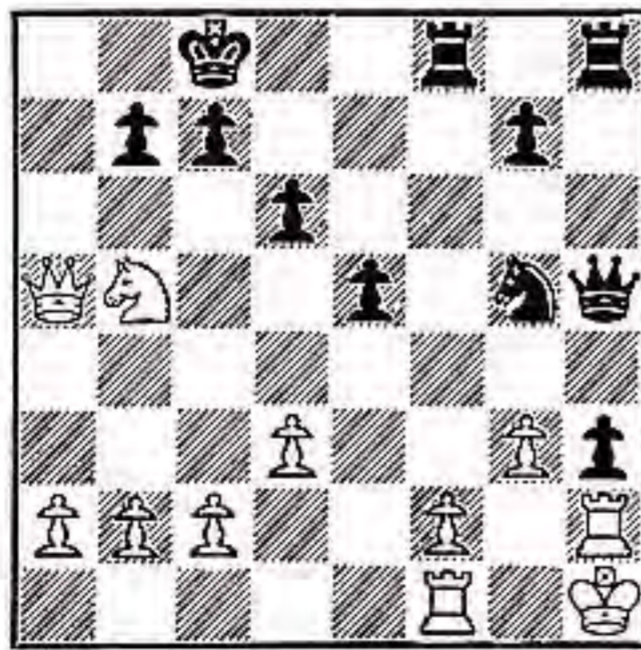
Very well then, we shall stick to chess and strictly chessic terms: the conditions appertaining to the concurrent situation foster our insistent requirement that you so conduct Black's maneuvers as to checkmate the White King. Or just mate, mate!

7 White to move and mate



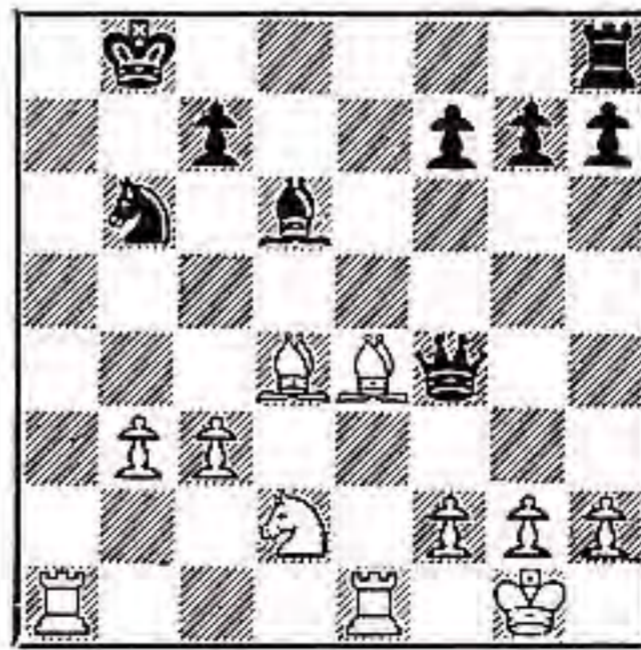
That was fun, was it not? Remember, however, that mate is such suite sorrow for the loser. And note, moreover, that, if you desire to induce Black to a like mood here, you need to move with dispatch, if not outright dash, into the suite. Yes?

8 Black to move and mate



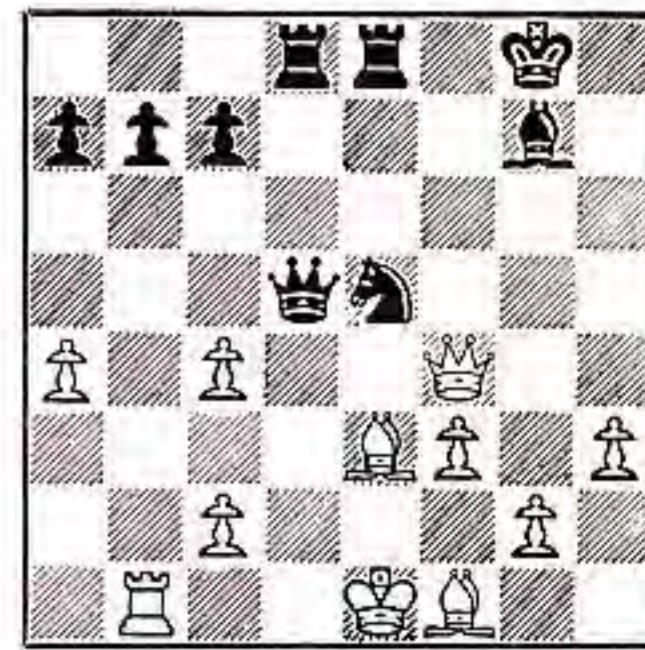
To accomplish your wanted solution in this particular situation, you may need to scour the whole suite with unwonted perspicacity. Or you may be well on the way to making White quite sour with but one coup d'oeil. The point is: mate, mate!

9 White to move and mate



With Rook, Bishop and Pawn for Queen, do you suppose, the Walrus said, White could win in seven years? The odds are stated, but not the time—unless you're a mighty dilatory thinker! Fashion an immediate termination. This is your meat. Isn't it?

10 Black to move and mate



One man's meat is another man's poison. What's a mate to one man is just a person to another. But let's not ascend to personalities at this conjuncture. Make this position your meat, or mate, and skip the poison (or person). In playin' terms, just mate. But how?





# The World of Chess

## INTERNATIONAL

### Grand Old Master

Though far from being the oldest grandmaster extant, Miguel Najdorf of Argentina played that part at Mar del Plata and still surpassed a largely grandmaster field, including two representatives of the Soviet Union.

Najdorf scored  $12\frac{1}{2}$  points out of a possible 15. Leonid Stein and Yuri Averbakh of the Soviet Union followed with 11 and  $10\frac{1}{2}$ . And three tied at  $9\frac{1}{2}$ : Julio Bolbochan and Oscar Panno of Argentina, and Pal Benko of the United States.

Florin Gheorghiu of Roumania placed seventh with 9 points, and plus scores were turned in by Raul Sanguinetti,  $8\frac{1}{2}$ , and Hector Rossetti, 8, both of Argentina. The following trailed: R. C. Cruz and R. Garcia (Argentina) 6; Herman Pilnik (Chile)  $5\frac{1}{2}$ ; and four Argentinians: V. Palermo 5, Carlos Bielicki  $3\frac{1}{2}$ , J. Benrensen and A. Foguelman, each 3.

### Event in Italy

At Reggio Emilia in Italy, a round robin resulted in a fourfold tie for first when the Yugoslavs Bertok and Minich, the Hungarian Bilek and West German Teschner each tallied  $8\frac{1}{2}$ - $2\frac{1}{2}$ . The Czech Kozma finished with 8-3, and a relatively low-scoring contingent of seven players was headed by Palmiotto of Italy,  $5\frac{1}{2}$ - $5\frac{1}{2}$ .

### North African Note

O'Kelly de Galway of Belgium disported himself in Tunisia, where he piled up a 10-1 score, followed by Karaklajich of Yugoslavia, 9-2. The Tunisian Belkadi did well in third place with  $7\frac{1}{2}$ - $3\frac{1}{2}$ .

### Challengers Round

In the round of matches to produce the next Challenger for the World Championship, Yefim Geller is to take the place ceded by former world champion Botvinnik, and the playing schedules have been officially announced, to this extent:

Paul Keres and Boris Spassky of the Soviet Union begin their match in Riga, April 7. Vassily Smyslov and Geller start on April 17. Geller was allowed and took a ten-day postponement, under FIDE rules, on the grounds that he was noti-

fied of his right to participate as late as March eleventh. The winners of these matches are to meet in Leningrad at the end of May or the beginning of June. The first matches are for ten games each.

Mikhail Tahl of the Soviet Union and Lajos Portisch of Hungary, and Bent Larsen of Denmark and Borislav Ivkov of Yugoslavia begin their ten-game matches in Yugoslavia on June 27. The winners of these matches play off in August.

## UNITED STATES

### REGIONAL and INTERSTATE

#### Giant Gathering

Featuring a record turnout of 191 chess enthusiasts, the Greater Chicago Open, otherwise known as the Sam Cohen Memorial Tourney, was won by Ed Formanek. Paul Tautvaisas and Al Sandrin matched Formanek's 7-1 score, but placed behind him in second and third respectively on tiebreaks. Scores of  $6\frac{1}{2}$ - $1\frac{1}{2}$  were notched by grandmaster Robert Byrne, John Tums, Vasa Kostic, Angelo Sandrin, Ed Vano and George Berry.

#### Inside the Golden Triangle

The Golden Triangle Open, held in Pittsburgh, went to Martin S. Lubell, 4-1, on a median basis. The latter tiebreak system gave second and third respectively to Richard Kause and Steve Caruthers, both of whom equaled Lubell's 4-1. There were 49 participants.

#### Trek to Connecticut

In the Connecticut Amateur Open, which attracted 36 entrants from a wide area, the victor was Douglas Grant of New York with a clear first of 5-1. Next were William Newberry, Anthony Miller and Steven Morrison at  $4\frac{1}{2}$ - $1\frac{1}{2}$ , who finished in that two to four order on tiebreaks.

#### The Crimson All the Way

Harvard University dominated the New England Intercollegiate Team championship by sweeping five rounds. American International College surprised as runnerup in front of the strong military

school, Norwich University, while the University of Massachusetts placed fourth.

#### Deeds in Dayton

We learn from the Dayton Chess Club *Review* that the Midwest Open Team Festival was won by the Dayton Chess Club team of four in a "thrilling last-minute 'squeaker.'" Going into the fifth and final round, Dayton was trailing the Indianapolis YMCA group by a half point in match scores. A valiant team effort enabled DCC to triumph with a final 4-1 tally, leaving the Indianapolis YMCA and the Ohio State University "A" team tied for second at  $3\frac{1}{2}$ - $1\frac{1}{2}$ . Dayton team members were E. Lawrence, T. Mantiam, D. V. Burk and J. Phythyon.

## ARIZONA

According to a dispatch from the active Phoenix Chess Club, a national attendance record was probably established for officially sanctioned high school tournaments when no less than 172 youngsters participated in the Fourth Annual Arizona High School Championship. Thirteen of these were girls. Team winners turned out to be representatives of Prescott Senior High, while Mark Litterman of Phoenix Camelback High became new state high school titlist and Kathryn Zetterlund of Phoenix West High made it two years in a row to take the girls' championship.

## GEORGIA

The Georgia State Open, staged in Macon, was won by Vernon Robinson with a clear first of  $4\frac{1}{2}$ - $1\frac{1}{2}$ . Runnerup in the 22 player shindig was William A. Scott, 4-1.

## LOUISIANA

In the Louisiana State Chess League, the New Orleans squad was victorious with a  $2\frac{1}{2}$ - $1\frac{1}{2}$  match record. Slidell, 2-1, came in second.

80 CHESS BOOKS FOR SALE  
ALL TYPES

Write:

Prof. Paul T. Sandridge  
Albany State College  
Albany, Georgia 31705





On the cover, Emma Walker has just thrown a Bishop and an Options symbol; and, strangely enough, everyone looks pleased. Above, Pal Benko appears dissatisfied with his throw. Fun Chess was tried at the Stardust during the National Open. Others on cover (left to right): Herman Estrada, Art Gamlin, Joanne Estrada and Meryl Gamlin.

At Vegas Fun Chess dice and rules are packaged by the Nevada Dice Co. in an attractive plastic case. You need a chess set and board, though. One die shows symbols for King, Rook, Bishop, Knight and two Pawns; the other, Queen, Rook, Bishop, Knight, Pawn and Options. White rolls the two dice; if he can move on either symbol, he must; if not, he loses his turn. Then Black takes his turn.

On the Options die, the player can make any legal move or declare, "I pass." Castling, if legal, can occur when a K turns up. A player in check responds legally without tossing dice. There are other special rules; too many to give here.

Larry Evans says of Fun Chess: "It's fast and fun—combining skill with gamble. The better player will win in the long run. But the handicap of the game itself continually makes things interesting for both opponents. My strategy is to gamble only when things look hopeless."

Representatives of Central High School of Omaha gathered premier honors in both team and individual competition in the Nebraska Scholastic Tournament. Central's "A" team easily outdistanced Scottsbluff's "A," and Don Rogers was declared individual titleholder when his was the only 5-0 sweep among the seventy-two players.

NEW JERSEY

Ninety-five players converged on Atlantic City to vie for the South Jersey Open championship. When the fracas was over, the strong master James Gore, noted for his imaginative and enterprising style, could show 5½ points out of a possible 6 to emerge a clear first. Scores of 5-1 were made by George Krauss, Jr., Larry Gilden, Alan G. Baisley, Arnold Chertkof, Sergei Goregliad and Miro Radoicic.

NEW YORK

Returning to the wars after an absence of some years, the redoubtable Herbert Seidman won his sixth Marshall Chess Club championship with an undefeated 6½-1½. The always notable Marshall title tournament was distinguished this year for two exceptional reasons: it was the club's "Fiftieth Anniversary Championship" and it was the first title tournament to be run on a Swiss basis. In order to clinch his victory, Seidman (incidentally celebrating his personal "Twenty-fifth Anniversary" in chess) had to overcome his long-standing nemesis, Sidney Bernstein, in the last round. This he did in good style, breaking a jinx he had become almost resigned to during the past dozen years. Other leading scores were made by O. Popovych, 5½-2½, and Paul Robey and Asa Hoffmann, each 5-3. There were 16 players.

The Greater New York Open, held at the Henry Hudson Hotel in New York City, was won jointly by Pal Benko and Paul Brandts, each 6-0. Walter Shipman, half a point behind, took third. Noteworthy was the huge attendance—a record-breaking 206.

*Alaska.* We learn from *Chess Life* that the Willard Fiske Chess Club, which was demolished in the terrible earthquake of March, 1964, has been replaced by the Anchorage Chess Rookery. This newly formed unit sponsored the Fur Rendezvous Open, in which Henry Divis predominated with a perfect 6-0. Runnerup with 5-1 was David Jones, whose only loss was to the tournament winner. There were 28 players.

*California.* Top banana in 48 player Santa Monica Open was William Addison, 6-0. Norman Lessing and Ed Kennedy were next with 5-1 each. Another Santa Monica affair saw undefeated Charles Henin breeze in with 7-1, ahead of Ed Kennedy, 6-2. This tourney was a masters' and experts' round robin.

In the first El Segundo Open, attended by 57 contestants including a mysterious "Mr. X," the top scorers were L. Simon and W. Cunningham, each 5½-½. Simon took first on a tiebreak.

The Herman Steiner and the Santa Monica Bay clubs are generally considered the strongest chess organizations in California, so that exceptional importance attached to a clash between the two. Santa Monica won, somewhat surprisingly, by the good margin of 9½-6½. Our news report comes from Herb Abel and Ed Kennedy, who tell us that the interest generated by this event may well develop into an annual West Coast fixture, much like the traditional New York rivalry between the Manhattan and Marshall Chess Clubs. Santa Monica winners were L. Simon, A. Spiller, Ed Kennedy, P. Quillen, I. Levitan and F. McReynolds. For the Steiner Club, the victors were I. Rivise, M. Gordon and N. Robinson. Seven games were drawn.

First spot in a 2 man collegiate team tournament held at UCLA was seized by the Berkeley pair, D. Sutherland and N. Weaver, with 34 game points. Stanford trailed in second place four points behind.

*Colorado.* Denver recently was the scene of two important tournaments. First to be held was the Central Bank Tournament, which drew a flock of 50 players. Rudolf Petters was a clear first with 5½-½, followed by runnerup Dennis Naylin, 5-1. Monty Mir-Hosseini also scored 5-1, but was relegated to third place on a tiebreak. A second Denver event was the 19 player George Washington Birthday Tournament, won by Dennis Naylin with a score of 4½-½. E. Victor Trailbush, 4-1, came in second.

*Illinois.* At the Forest City Open in Rockford, R. Wenzel, R. Tobler Jr. and J. Gibbs topped a 40 player field with 4½-½ apiece. They finished in the one-two-three order indicated above on tiebreaks.

1965 Marshall Chess Club "Anniversary" Championship

Players	1	2	3	4	5	6	7	8	Totals	W	D	L
1 Herbert Seidman	D10	W13	W2	D6	D3	W9	W5	W7	6½-1½	5	3	0
2 Orest Popovych	W14	L6	L1	D11	W16	W10	W9	W3	5½-2½	5	1	2
3 Paul Robey	W15	W9	D6	W12	D1	D5	D7	L2	5-3	3	4	1
4 Asa Hoffmann	L6	W14	D10	D9	D7	W12	W8	D5	5-3	3	4	1
5 William Goichberg	L9	W7	D15	W8	W6	D3	L1	D4	4½-3½	3	3	2
6 Andrew Soltis	W4	W2	D3	D1	L5	L7	D14	W16	4½-3½	3	3	2
7 Sidney Bernstein	D11	L5	W13	W15	D4	W6	D3	L1	4½-3½	3	3	2
8 Edmar Mednis	D13	W10	L12	L5	W11	W14	L4	W15	4½-3½	4	1	3
9 James T. Sherwin	W5	L3	W11	D4	W12	L1	L2	D10	4-4	3	2	3
10 Dr. Adolph Stern	D1	L8	D4	D14	W13	L2	W16	D9	4-4	2	4	2
11 Hyman Schneid	D7	D12	L9	D2	L8	W16	L13	W14	3½-4½	2	3	3
12 Walter S. Browne	W16	D11	W8	L3	L9	L4	L15	W13	3½-4½	3	1	4
13 Allan Kaufman	D8	L1	L7	W16	L10	W15	W11	L12	3½-4½	3	1	4
14 Theodore Lorie	L2	L4	W16	D10	W15	L8	D6	L11	3-5	2	2	4
15 Louis Levy	L3	W16	D5	L7	L14	L13	W12	L8	2½-5½	2	1	5
16 Richard Glickman	L12	L16	L14	L13	L2	L11	L10	L6	0-8	0	0	8

Key: D10 = drew with #10; tiebreak by Median-Solkoff.



**Indiana.** Thirteen-year-old Rony Adelsman won the Indianapolis Junior crown one full point ahead of a trio consisting of Bernard Parham, Fred Newhinney and Steve Cassady. Thirty-three players took part.

**Kansas.** Playing in the Flint Hills Open at Emporia, John Allen, Bob Beitling, Mike Downs, Mike Davidson and James Dukelow, each 4-1, finished in that order on S.-B. totals. Nineteen other entrants completed the field.

**Maine.** The Colby team dominated college chess in Maine this season, defeating Bates by 5-1 and Bowdoin by 4-2. Colby also scored a 4½-1½ victory over the Waterville Chess Club and broke even in a pair of matches against Norwich University of Vermont. Steve Brudno, 5-0, made the best individual showing.

**Michigan.** Main results of the 1965 Motor City Invitational, a round robin held in Detroit: Carl Driscoll, 9-1; Kazys Skema and Mark Pence, 8-2 each; Jack Witeczek, 6-4.

**Missouri.** In the Greater Kansas City Championship, Robert E. Hart registered an unbeatable 5-0, in front of the 4-1 scores turned in by Virgil Harris and Mike Davidson. A tiebreak gave second to Harris in the 22 player meet.

**Nebraska.** The combined Omaha City Championship and Ludwig Memorial Tournament saw Roger Anderson in first place with four wins and two draws. Howard Ohman and John Tomas were next with 4½-1½ each.

**New York.** From a plethora of local events in this state we glean the following.

At the renowned Manhattan Chess Club, Alexander Kevitz was first with 7-1 in the Sunday "Master Prelim." John W. Collins, 5½-2½, placed second ahead of Arthur Feuerstein on a tie-breaking basis. Kevitz and Collins thus qualify for the Manhattan finals together with winners of other "Master Prelim" sections, namely E. S. Jackson, Nat Halper and Adolph Stern.

At the Marshall Chess Club, another celebrated New York chess organization, sixteen-year-old Douglas Pader surprised a strong 26 man field with a thumping 8-1 victory to capture the club's Candidates' Tournament. Pader, two full points ahead of his nearest rival, automatically qualified for next year's championship finals. Evidently the young man bears watching.

Joseph Balint won the championship of the Queens Chess Club in New York City when he nosed out E. S. Jackson on a tiebreak. Both players scored 6-1.

The title tournament of the Kingsmen Chess Club in Brooklyn went to John Evans, 8-1. Alvin Williams, 7-2, was runnerup in the 10 player round robin.

No effective resistance in the Long Island Chess League could be mustered against the Queens Chess Club, which brushed the opposition off the boards with a 7-0 triumph in match points. Members of the winning team were B. Hill, J. Balint, E. S. Jackson, J. Kader, S. Freed, E. Zinberg, A. Wilensky and J. Birnhak.

In upstate doings, the Schenectady Chess Club topped the Hudson Valley Chess League with a match score of 4½-½. Albany came in second with 4-1. A second upstate competition was the Cornell Invitational Team Matches, Section "A" of which was won by Finger Lakes with a 7½-4½ game record. Runnerup was Corning, 6½-5½.

**North Dakota.** The Sioux Chess Club of Grand Forks downed North Dakota State University by a tally of 4-2. On first board V. C. Bragg of Grand Forks defeated a formidable adversary, Stephan Popel.

**Tennessee.** John L. Hutton and David E. Burris both scored 4-1 in the East Tennessee Open, with Hutton obtaining first prize on a tiebreak.

**Texas.** In the Alamo Open, William Bills, Peter Gould and David Lees each scored 4½-½, but Bills won out substantially on a tiebreak.

The San Jacinto Open was pocketed by Eric Bone, 4½-½. George Smith posted the same score but fell back to second place on S.-B. considerations.

**Washington.** In the Spokane City Closed Tournament, Gordon Cornelius held all the trumps and finished with a resplendent 5-0. He eclipsed his nearest rival by 1½ points.

A headline in the *Northwest Chess Letter* says, "Golden Horde Glitters." And so they did in winning the Puget Sound League with a 49½-9½ game score. The defending champions, the Boeing Chess Club, narrowly missed a successful defense of their title when they finished half a point behind. Both teams had 6-0 match records.

**Wisconsin.** The Northeastern Wisconsin Closed Championship, which drew 16 entries, was won by Peter B. Webster on a tiebreak. His 4-1 game score was matched by Andrew C. Berry and James Blakeslee.

## CANADA

### Quebec

Playing at the University of Montreal, the University of Toronto regained the Eastern Canadian Intercollegiate team

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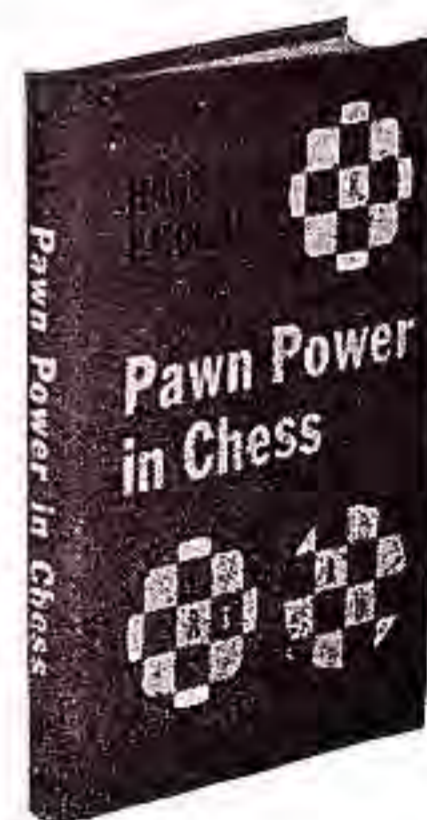
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title with a 36-12 game score. Runnerup was the Sir George Williams group, 31½-16½.

## FOREIGN

### Australia

A tie for the Australian junior title between W. Kerr and Ralph Shaw was resolved in favor of the former when he gained a 3-1 play-off victory.

### Austria

In the contest for the Viennese title, Dueckstein easily outstripped his oppo-

sition by scoring 12½-2½. His nearest rival Beni was two points behind.

### England

David Levy became London junior titleholder, ahead of Parr, Strauss and Vaughan.

### France

The Rating Tournament of the USCF's European Chess District at Chateauroux Air Station was won by Gilbert Ramirez, 6½-1½.

### South Africa

In the Cape Town Championship finals, G. Dean proved unbeatable with a 5-0

slam, far ahead of runnerup A. N. Rubinstein, 3½-1½.

The Claremont title event was won by W. S. Mackie and F. N. Rodrigues, bracketed at 8½-2½.

### Soviet Union

Women's world champion Nona Gaprindashvili acquired the USSR Women's Championship with a 15-4 tally, finishing two full points ahead of a trio of other contestants.

The Russian team championship, played in Moscow, saw the "Trud" group in first place. Botvinnik was a star representative.

## TOURNAMENT CALENDAR

(Concluded from page 129)

que title to resident: inquiries to Don Wilson, 724 Washington NE, Albuquerque, New Mexico.

New York — June 11 to 13

*5th Annual Hudson Valley Open* at Elementary School, Rt. 375, Woodstock, New York: 5 Rd SS Tmt, starts 8 PM, June 11: EF \$10 (juniors 18 and under, \$5) plus USCF dues; \$8 (& \$4) if posted by June 8: \$\$ 1st \$100 guaranteed; trophies, and other \$\$ to be announced before play begins: inquiries to John D. Mager, Box 838, Springtown Rd., Tillson, New York.

Maine — June 18 to 20

*4th Annual Downeast Open* at the YMCA, Portland, Maine: 6 Rd SS Tmt, starts 8 PM: EF \$5 plus USCF dues: \$\$ plus trophy to winner: inquiries to Stuart Laughlin, 68 Prospect St., Portland, Maine.

New York — June 19 to 20

*New York State Amateur Championship* at Sherrill Hall, Hobart College, Geneva, New York: 5 Rd SS Tmt, 50 moves/2 hours: register by 9:30 AM, June 19, play starts 10 AM: open to all below USCF master: EF \$5 plus USCF and NYSCA dues: title and trophy to winner, plaques to next two and to highest in A, B, & C plus Unrated: room at \$3 night: inquiries, advance EFs and room reservations to R. L. La Belle, Ontario St., Phelps, New York.

Illinois—June 26 to 27

*4th Annual Fox Valley Open* at Fox Valley Park District's center, 89 South La Salle St., Aurora, Illinois: 5 Rd SS Tmt, 50 moves/2 hours: register by 10 AM, June 26: \$100 minimum 1st guaranteed, also \$\$ to expert, A, B, C, D & unrated: EF \$7: inquiries to J. M. Fuller, 525 Penn. Av., Aurora, Illinois.

### Western Open Moves

Note the famed, annual Western Open is in St. Louis this year: see Missouri — July 1 to 5, above.

Massachusetts — June 26 to 27

*5th Annual Central New England Open* at Hotel Raymond, Fitchburg, Massachusetts: 6 Rd SS Tmt, 60 moves/2 hours: starts 9:30 AM, June 26: EF prior to June 22, masters & experts \$9, Class A \$8, B \$7, C & unrated \$6 (after June 22, \$1 more) plus USCF dues: \$\$ guaranteed fund is \$422; 1st \$125 & numerous other \$\$: inquiries and advance EFs to G. Mirijanian, 46 Beacon St., Fitchburg, Massachusetts.

Washington — June 26 to 27

*3d Annual Evergreen Empire Open* at Fircrest Community Center, 555 Contra Costa Blvd., Tacoma, Washington: 6 Rd SS Tmt, 50 moves/2 hours: register by 9 AM, June 26: EF \$5 plus USCF & WCF dues or to Reserves (under 1800 rating) \$3 & WCF dues (\$2): \$\$ 1st \$50 plus excess over expenses, 2d \$30 & 3d \$20; Reserves, trophies to top two and top Class C: inquiries and advance EFs to J. R. Ward, 3909 No. 34 St., Tacoma, Washington 98407.

Missouri — July 1 to 5

*9th Western Open* at Sheraton-Jefferson Hotel, St. Louis, Missouri: 9 Rd SS Tmt, 50 moves/2½ hours: register by 7 PM, July 1, play starts 8 PM, 2 Rd 12 M & 7 PM, July 2 through 5: EF \$15 (juniors \$12.50) plus USCF dues: \$\$ 1st \$500, 2d \$300, 3d \$175 & merit prizes of \$12.50 for each half-point over 5½ points & trophies to 1st unrated & to 1st & 2nd Women, Junior & Class A, B, C & D: inquiries to Lackland H. Bloom, 506 Olive Street, St. Louis, Missouri 63101.

Florida—July 2 to 5

*44th Southern Open* at Cape Colony Inn, Cocoa Beach, Cape Kennedy, Florida: 7 Rd SS Tmt, 50 moves/2 hours, then 15/30 min: register by 7 PM, July 2: in 3 divisions: *Open Championship* EF \$15 plus USCF & SCA dues: \$\$ \$300 guaranteed for 1st & rotating trophy; 2nd & 2d \$150 & \$75 & trophies, books to plus scores; *Amateur* (under 1900 rating) EF \$10 & USCF & SCA dues: \$\$ \$100, \$50 & \$25 & trophies, & books as above:

*Reserve* (under 1600 & unrated) EF \$8 & SCA dues: \$20 & trophy to 1st: also *Speed Tournament*: EF \$2, trophy: more \$\$ as EFs permit; special deductions & lodging rates; for details write: R. G. Cole, Lot 8, 837 Forrest Av., Cocoa, Florida.

Ohio — July 17 to 18

*8th Annual Cincinnati Open* at Central Parkway YMCA, 1105 Elm St., Cincinnati: 5 Rd SS Tmt; 45 moves/1½ hours, 17th; 50/2, 18th: EF \$7.50 (juniors under 18 \$6) plus USCF dues (less \$1 if received by July 13, other discounts to OSCA members): \$\$ per at least 70% EFs, 1 for each 10 entries & each 2/3 of preceding higher: advance EFs & inquiries to D. Taylor, 706 Mt. Hope St., Cincinnati 45204.

New York — July 24 to August 1

*New York State Chess Congress* at the Statler Inn, Cornell University, Ithaca, New York: *State Championship* 9 Rd SS Tmt, 50 moves/2½ hours: \$\$ \$200, \$100, \$50, \$25, and trophies to state, upstate, junior and woman champions: register by 5:30 PM, July 24: EF \$15 plus USCF & NYSCA dues: *Reserve Championship* like main event but separate if enough entries, which must be in by June 15: EF \$10 plus NYSCA dues: trophy, \$\$: *Speed Championship*, 7 PM, July 28: 10 seconds 1 move: EF \$1: \$\$: *Team Championship* for teams of four from NYS CCs affiliated to NYSCA (\$5 annual dues): 2 Rd, July 31; 2, Aug. 1st: individual EFs, NYSCA membership: for accommodations (various discounts), David Rickard, 1152 Ellis Hollow Road, Ithaca, New York 14850; general inquiries: P. P. Berlow, 103 McGraw Place, Ithaca, New York 14850.

South Dakota — August 28 to 29

*1965 South Dakota Open*, Community Room, City Hall, Pierre, South Dakota: 5 Rd SS Tmt, 40 moves/2 hours: register by USCF dues, & 8 AM: EF \$5 plus SDSCA dues (\$2): \$\$ 90% of EFs to top 3, trophy to 1st: inquiries to R. Wallace, 1327½ East Dakota, Pierre, South Dakota.



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# Game of the Month

## THE NOTEBOOM MEMORIAL TOURNAMENT

A tournament in which six of the eight participants possess the title of Grandmaster seems somewhat top-heavy. It also induces the opinion that the result of such a small tournament, meaning that within the top-ranked participants, must depend to a high degree upon good luck. Such an opinion, however, is valid only if the competing grandmasters not only have the same title but also the same strength.

Such certainly was not the case in the Noteboom Memorial Tournament held at Noordwijk. It was not possible with Mikhail Botvinnik among the players. In the whole world, there are not six Botvinniks, and the particularly eminent merit of this former world champion was demonstrated again. There are no six Bent Larsens either; but this statement refers to style rather than strength, as is confirmed by the results of the tournament.

Botvinnik played strongly; Larsen experimented strongly. It could be expected that, in such a short tournament, Larsen would have a heavy task. Under such circumstances, bold play may lead to a convincing success but it may lead also to an outright failure.

After the Danish grandmaster had to submit to Botvinnik in the first round, any convincing success was almost certainly out of the question. On the

other hand, one cannot speak of an outright failure. Larsen scored the fewest draws of all the competitors, only one! He played dauntlessly and, apparently, considered the tournament as a welcome preparation for his forthcoming match with Boris Ivkov in the Challengers Round of the World Championship Program.

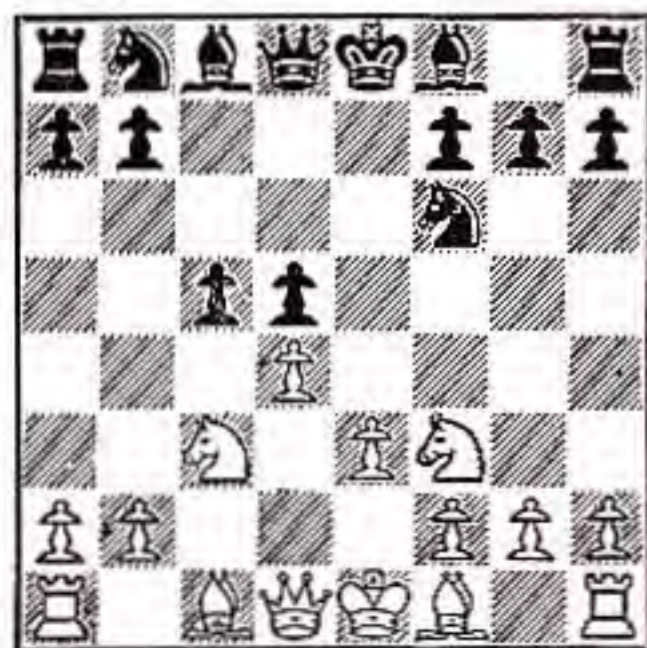
Whether Botvinnik played with the same idea of preparation, too, is dubious. It is whispered, even rather loudly, that he will not claim his right for a place in the Challengers Round, and he will not play against Smyslov, an event scheduled for the middle of April.\*

Still, it is not absolutely impossible that Botvinnik has taken this tournament less seriously than most of his tournaments. His play had a light touch from time to time and, maybe, this flightiness was caused by the fact that it soon appeared he did not need to give of his utmost to come in first.

The phenomenon is manifest in his game with Donner. For a long time, the game floats between draw and win, and the former world champion more than once overlooks his strongest continuation. As Donner drops some stitches also, in the end, it is Botvinnik who adds a new win (his fourth at the time) to his still clean score.

### ENGLISH OPENING

Mikhail Botvinnik		J. H. Donner	
Soviet Union		Holland	
White		Black	
1 P-QB4	N-KB3	4 P-K3	P-B4
2 N-QB3	P-K3	5 P x P	P x P
3 N-B3	P-Q4	6 P-Q4	.....



Now White is playing against the Panov Variation in the Caro-Kann Reversed.

6 . . . .	N-B3
7 B-K2	P x P
8 N x P	.....

Now, however, it is the Semi-classic Variation of the Queen's Gambit in Reverse. As compensation for his isolated Pawn, Black has a free game for his minor pieces.

8 . . . .	B-Q3
9 O-O	O-O
10 P-QN3	P-QR3

Here 10 . . . Q-B2 runs into 11 N/4-N5, B x P; 12 K-R1, Q-N1 13 P-B4, B-N6 14 N x QP with a superior position for White.

11 B-N2	R-K1
12 R-B1	B-Q2
13 B-B3	.....

Botvinnik considers the interpolation of 13 N x N, B x N before 14 B-B3 as preferable.

13 . . . .	N x N
14 Q x N	B-K4
15 Q-Q2	B-N5

(See diagram, top of next page)

16 KR-Q1	.....
----------	-------

This move is surprising: White permits doubling of his Pawns. Apparently, Botvinnik doesn't care to go deeply into the variation: 16 B x B, B x P; 17 K x B, N x B; With a little more effort, the former world champion undoubtedly

### Final Standings

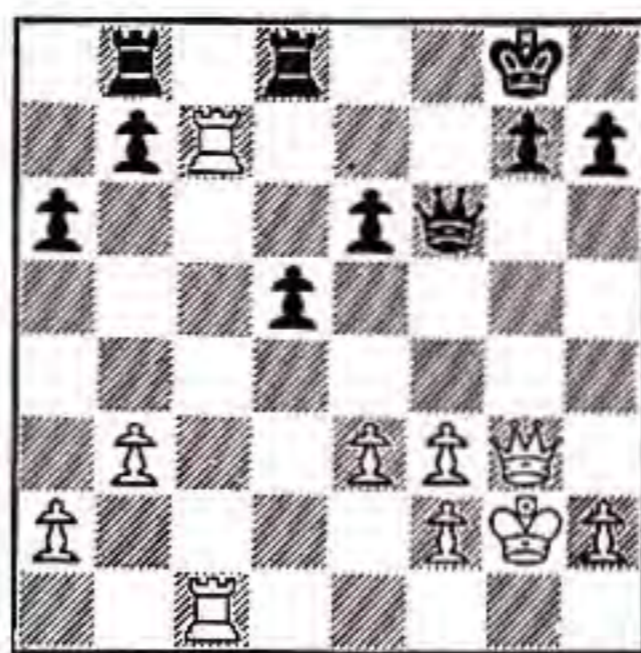
Mikhail Botvinnik	6 -1	Bent Larsen	3 1/2 - 3 1/2
Petar Trifunovich	4 1/2 - 2 1/2	M. Bobotsov	3 -4
Salo Flohr	4 -3	J. H. Donner	3 -4
H. B. van den Berg	3 1/2 - 3 1/2	J. Kort	6 1/2 - 1/2

\* See account, page 98, April issue. Dr. Euwe had not had the news of Botvinnik's "retirement" when writing this story, did soon after.—Ed.





Position after 15 . . . B-N5



Position after 28 KR-Q1

would see that, after 18 K-R3, White has nothing to fear.

16 . . . . . BxB  
17 PxB . . . . .

Such damage to the King position is always a handicap.

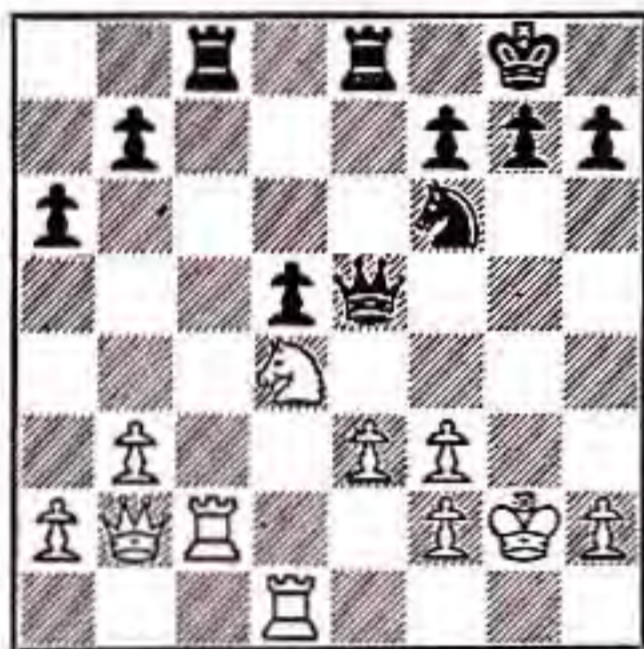
17 . . . . . Q-Q2  
18 K-N2 . . . . . Q-B4

Here perhaps 18 . . . QR-B1 is better.

19 N-K2 . . . . . BxB  
20 QxB . . . . . QR-B1  
21 N-Q4 . . . . . Q-K4

Protection of the base of the open Queen Bishop file (Black's QB1) is of vital importance. So Black ought to have played 21 . . . Q-Q2.

22 R-B2! . . . . .



By simple (but instructive) means, White now secures control of the open Queen Bishop file.

22 . . . . . N-Q2

If Black had played his Queen to Q2, he could now continue comfortably with 22 . . . RxR 23 QxR, R-QB1.

23 R/1-B1 . . . . . R-N1

Actually, exchanging is the lesser evil.

24 Q-B3 . . . . . N-B1  
25 Q-B7 . . . . . Q-B3

Exchanging at this point, however, facilitates White's task.

26 Q-N3 . . . . . N-K3  
27 NxN . . . . . PxN

Now Black's Queen Pawn is "de-isolated." But there are new dangers for Black on the seventh rank.

28 R-B7 . . . . .

Primarily, White's threat is 29 R-Q7 followed by deadly doubling of Rooks on the seventh rank.

28 . . . . . KR-Q1

(See diagram, top of next column)

29 P-KR4 . . . . .

Here, also, Botvinnik offers something of a surprise.

White has a clear win by 29 P-B4! The following example is typical: 29 . . . P-Q5 30 R/1-B5, and 30 . . . P-R3 (to prevent 31 R-KN5) 31 R-K5 with the threat of 32 RxKP! or 30 . . . P-Q6 31 R-KN5, P-KN3 32 Q-R3, and Black must resign.

29 . . . . . P-K4  
30 R/1-B5 . . . . .

30 Q-N5 leads to a favorable ending.

30 . . . . . P-R3  
31 P-R5 . . . . . R-Q3

Now that Black prevents the penetration of White's Queen to N6, the chances are about even.

### Solutions to ANNOUNCE THE MATE!

No. 1 White mates with 1 R-B7†! NxR [or 1 . . . K-R1 2 Q-B2 with much the same kind of mate or 2 . . . N-N5 3 Q-B6†, NxQ 4 PxN, QxP† 5 NxQ, any 6 RxP† or R-R7†, NxR 7 N-B7 mate] 2 RxN†, K-R1 [or 2 . . . K-R3 3 Q-N4 etc.] 3 Q-B2, Q-Q1 4 Q-B6†, QxQ 5 PxQ, any 6 RxP† or R-R7†, NxR 7 N-B7.

No. 2 Black mates after 1 . . . R-B8†! 2 RxR [or 2 K-K2, B-N4† etc. or 2 K-Q2, Q-B5† etc.], B-N5‡ 3 K-B1, Q-B5‡.

No. 3 White mates after 1 K-R1! R-Q4 [as good as any: 1 . . . P-KR4 allows Q-N4† with mate to follow] 2 BxP†! KxB 3 Q-R4†, K-N2 4 QxP†, K-R3 5 Q-R4†, K-N3 6 R-N1†.

No. 4 Black mates by 1 . . . N-N6† [or 1 . . . NxB† first] 2 RPxN [or 2 BPxN, B-N5 mate], NxB† 3 PxN, Q-K5.

No. 5 White mates after 1 B-R7† K-R1 2 B-K4§, K-N1 3 Q-R7†, K-B1 4 BxB!

No. 6 Black mates after 1 . . . Q-B7† 2 K-R3, QxP†! 3 KxQ, R-N3† and 4 K-R3, N-B7† and 5 . . . B-Q3† or 4 K-R2, B-Q3† etc.

No. 7 White mates after 1 QxP†! KxQ 2 N-N5†, K-B3 [else 3 B-K6 mate] 3 P-K5†, KxP [else 4 N/2-K4 mate] 4 N/2-B3†, K-B3 5 N-K4†, K-B2 6 N/3-N5†.

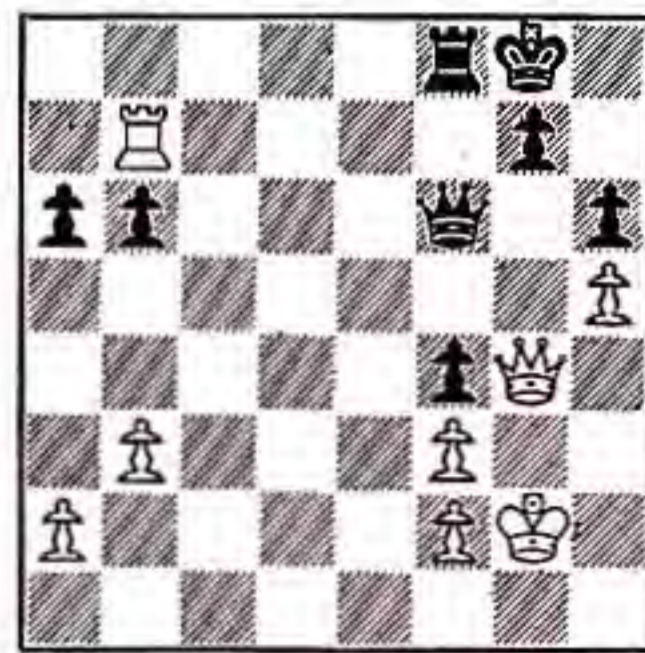
No. 8 Black mates after 1 . . . Q-B6† 2 K-N1, Q-N7†! 3 RxQ, N-B6† 4 K-R1, PxR†.

No. 9 White mates after 1 R-R8†! NxR 2 B-R7†! KxB 3 R-R1†, K-N3 4 N-B4†.

No. 10 Black mates after 1 . . . Q-Q7†! 2 BxQ, N-Q6‡ 3 K-Q1, N-B7† 4 K-B1, R-K8†.

† = check; ‡ = dbl. check; § = dis. ch.

32 Q-N4 . . . . . P-Q5!  
33 PxP . . . . . RxP  
Not 33 . . . PxP because of 34 R-KB5!  
33 Q-N3 . . . . . R-B5  
Now White's activity is virtually paralyzed.  
35 R-B4 . . . . . R-KB1 37 Q-N4 . . . . . P-QN3  
36 RxR . . . . . PxR 38 R-N7 . . . . .



38 . . . . . R-B2?

Now Donner takes his turn. After 38 . . . K-R2, he need no longer lose.

Surprisingly, the Queen ending gives White good chances despite the insecure position of his King.

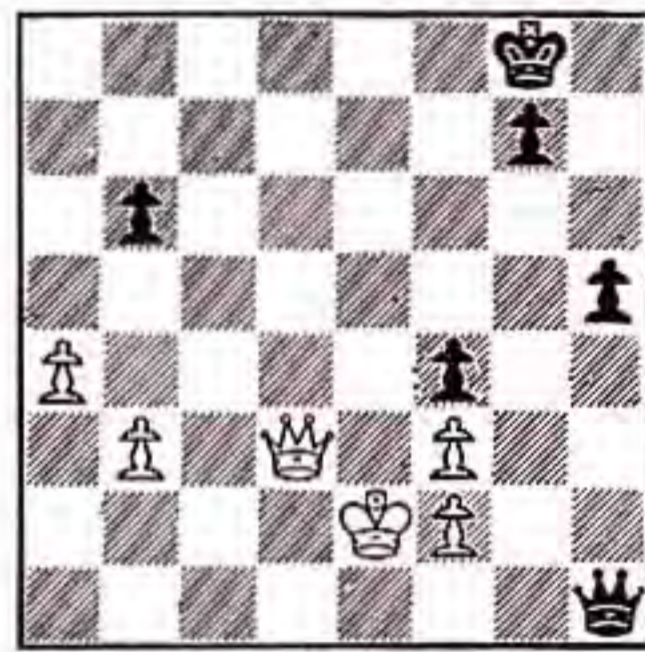
39 RxR . . . . . KxR 41 Q-B8† . . . . . K-R2  
40 Q-Q7† . . . . . K-N1 42 QxP . . . . .

White has cashed in his Pawn. Now Black takes a hand.

42 . . . . . Q-N4† 44 Q-Q3† . . . . . K-N1  
43 K-B1 . . . . . QxP 45 P-R4! . . . . .

In Queen endings, the most outside passed Pawn is always of great importance. White sets out to obtain such a Pawn in the quickest way.

45 . . . . . Q-R8†  
46 K-K2 . . . . . P-R4



When both sides do the same thing, it is yet not the same. Black's King-side passed Pawn is not so strong as his opposite number on the other side of the board, not by far.

47 Q-Q5† . . . . . K-R2  
48 Q-Q1 . . . . . Q-R7

Now, however, quite another, and almost unbelievable, factor is added. 48 . . . Q-R6 leaves some drawing chances at least. But Black is heading to stalemate his Queen!

49 P-N4 . . . . . P-R5  
50 Q-KB1 . . . . .

White completes the stalemate.  
50 . . . . . P-KN4 52 PxP . . . . . P-N5  
51 P-R5 . . . . . PxP 53 P-R6 Resigns

On 52 . . . PxP† 53 K-K1, Black's cause is hopeless.



# A THRICE TOLD TALE

## The Bronstein Brilliancy of the 1964 U. S. S. R. Championship As Annotated by DR. MAX EUWE, HANS KMOCH and World Champion TIGRAN PETROSYAN

With perverse logic, a real brilliancy can become an "editor's headache." For all annotators rush to comment upon it.

So it was with Bronstein's brilliancy. It came for our regular "Game of the Month" by former world champion Dr. Max Euwe. And we had to put it by as Hans Knoch had already annotated it for us (March issue, page 95). When it came also in a piece by World Champion Tigran Petrosyan, that was too much! Comments by both Euwe and Petrosyan

are too valuable to discard. Then it occurred to us that readers have often requested "comparative analyses." So we resuscitated the game and Knoch's notes, to merge with Euwe's and Petrosyan's commentaries.

The results seems somewhat disappointing. For these eminent annotators each worked against a fast deadline and, probably, for different grades of readers. Hence, comparisons may be unfair. Still, if the idea appeals, let us know.—Ed.

Authors are indicated by ME for Euwe, HK for Knoch and TP for Petrosyan

Honor is due to Bronstein for having played the most beautiful game in the tournament. This game, in which Bronstein after deploying dynamically soon masters the initiative, is crowned by a number of splendid sacrifices which tell their own story. ME

In this game, Black chooses a somewhat dubious variation. It requires sharp counterplay, however, whereas White proceeds peacefully. An ill-considered Pawn move then deprives White of any chance to open lines for counterplay and so seals his fate. Obtaining all the attack, Black presses it home with an ultra-attractive finish. HK

The writer believes that the game analyzed below, between Moscow Champion Nikolai Bakulin, a Master and newcomer in the Soviet national title tournament, and Grandmaster David Bronstein, also from Moscow, will be of great interest to chess fans. TP

### CARO-KANN DEFENSE

N. Bakulin		D. Bronstein	
White		Black	
1 P-K4	P-QB3	3 N-QB3	PxP
2 P-Q4	P-Q4	4 NxP	N-B3

This line is sharper than 4 . . . B-B4 but at the same time less safe. ME

5 NxN† . . . .

Black has a choice of capturing his rival's Knight with his King Pawn. But that continuation will please White very much because, depending on the circumstances and even his mood, he can select in the middle game a sharp plan linked with castling in different directions or else try to take advantage of a better position with an extra Pawn on the Queenside. TP

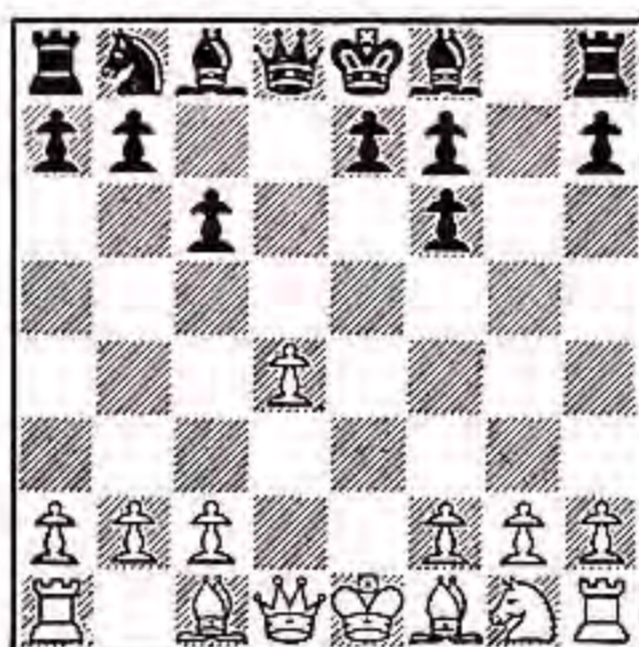
5 . . . . N PxN

With 5 . . . KPxN, Black accepts a clear minority which—as experience has taught—yet appears to give tactical chances. ME

Nimzovich often used to play this variation, and later Flohr, and quite successfully until it "got worn out" (as Flohr put it after running into a losing

position against Bernstein at Groningen 1946). Today, the variation is rarely adopted. HK

Bronstein is one of those few players who for many years have been employing this move, which leads to sharp play from the outset. TP



6 B-K3 . . . .

Preferable perhaps is 6 P-QB3 or 6 N-K2. The Queen Bishop often does better work on its B4. ME

As Black needs to get in . . . B-KB4 before . . . P-K3, White's recommended continuation is 6 N-K2, B-B4 7 N-N3, B-N3 8 P-KR4 (Horowitz-Flohr, USSR-USA Radio Match 1945). At any rate, White ought to operate with the possibilities of P-KR5 or P-KB5. Bakulin's continuation is harmless. HK

6 . . . . B-B4  
7 Q-Q2 . . . .

In Bronstein-Matanovich, Hastings 1953-4, White played 7 N-K2 and N-N3, which comes to about the same thing. ME

7 . . . . P-K3 9 N-N3 B-N3  
8 N-K2 N-Q2 10 B-K2 . . . .

10 P-KR4, P-KR4 11 B-Q3 is worth considering. ME

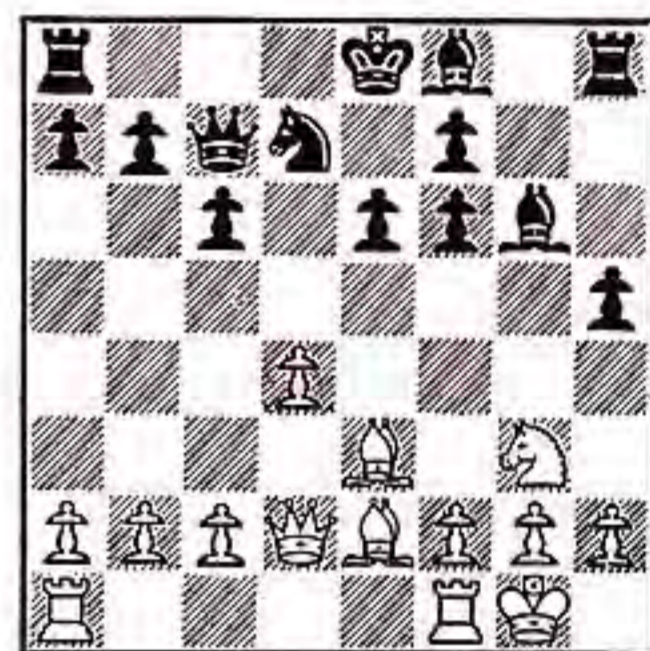
10 . . . . Q-B2  
11 O-O . . . .

This last move does not look very convincing as White cannot stop the advance of Black's King Rook Pawn any more. ME

11 O-O-O is more consistent and safer, too, now. HK

White has been playing inconsistently right from the start. Having first prepared for castling on the Queenside, he changes his mind later and hides his King on the opposite side. The typical plan for Black in this opening is to use the King Knight file to build up an attack on the Kingside. By transferring his Knight to KN3, instead of a more natural development of this piece to KB3, White only helps his opponent carry out his scheme. If this game would have proceeded in a more tranquil manner, White's error would probably pass unnoticed. But, in the mutually sharp position which has shaped up on the board, it proves to be fraught with consequence. TP

11 . . . . P-KR4!



12 KR-Q1 . . . .

White ought to play 12 B-Q3 in order to strengthen his KB4 by N-K2. It is clear 12 P-KR4 doesn't merit recommendation on account of 12 . . . B-Q3; e.g. 13 N-R1?? B-R7 mate!. ME

12 . . . . P-R5  
13 N-B1 P-R6  
14 P-KN3 O-O-O

Both sides play for attack on the enemy King position. But it is Black alone who has made any progress. HK

15 P-QB4 P-QB4

The last is a courageous move. Black allows his opponent a protected, passed Pawn in the center with the idea of closing the center and thus improving the attacking possibilities on the wing. After 15 . . . N-B4 16 P-QN4, N-K5 17 Q-N2, White's position is excellent. ME

When attacking on the flank, one ought not forget the middle. That is why Bronstein preliminarily wants to ascertain relations there. TP

16 P-Q5 . . . .

Here is the ill-considered move. It blocks the center, whereas the possi-

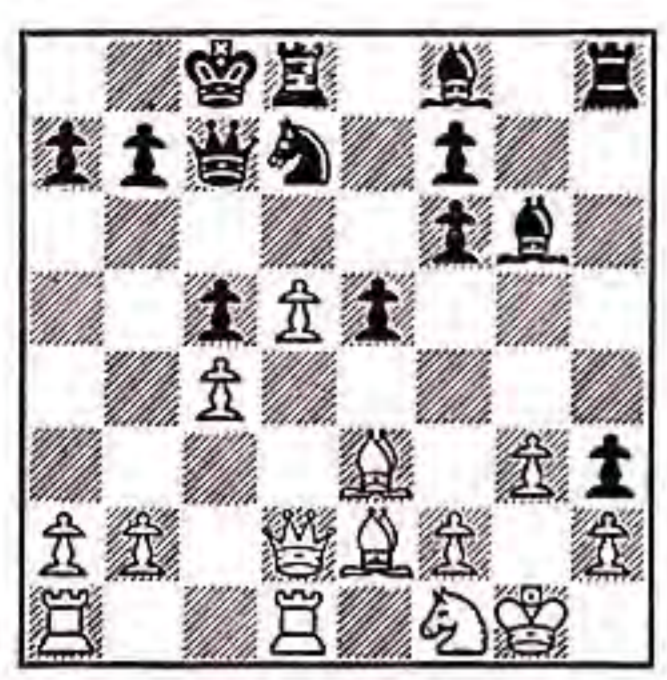
Commentary by Tigran Petrosyan came from same article as on page 104, April issue, 32d USSR Chess Championship, courtesy of the Novosti Press Agency.—Ed.

† = check; ‡ = dbl. check; † = dis. ch.



bility of QPxBP ought to be kept open. Moreover, White ought to remove his Queen from the fire of the opposing Rook. 16 Q-K1 accomplishes both aims and may be followed, in due time, by Q-B1. On 16 . . . PxP 17 BxP, P-K4, he can avoid the speculative 18 BxRP, P-N3 by playing 19 B-QB3. HK

16 . . . P-K4



Black has the superior chances for attack, largely because of the local Pawn majority on the King and King Bishop files. HK

The position in the middle has become stabilized. White's passed Pawn on Q5 is reliably blocked and spells no danger whatsoever for Black. It is not an exaggeration to say that, at this early stage when it seems as though the whole fight lies ahead, the fate of the game has been predetermined strategically. Black will advance his King and King Bishop Pawns to the fifth rank, after which the protection of the White King will be weak. The Black pieces will be more active when the diagonals are opened for operations by the Bishops together with the use of the King and King Knight files. The Black Pawn on KR6 will play an obviously vital role. TP

17 QR-B1 . . .

17 P-QN4 immediately leads, after 17 . . . PxP 18 P-B5, to vivid complications with an uncertain outcome. ME

17 P-Q6, Q-B3 sets up a mating threat which must be parried. 18 P-B3 is countered very strongly by 18 . . . P-B4. And 18 Q-Q5, QxQ 19 RxQ, P-N3 leaves White's artificially isolated Queen Pawn hopelessly weak, as does 18 P-B3. HK

17 . . . P-B4  
18 P-QN4 B-Q3

Now 18 . . . PxP is bad on account of 19 P-B5, NxP? 20 BxN, BxB 21 RxB! ME

Black's last is a highly instructive move. There is no sense in seeking an advantage in such variants as the following type: 18 . . . PxP 19 P-Q6, Q-B3 20 P-KB3, N-B4 21 QxP, RxP 22 R-Q5 in which the White pieces spring to life. The issue of the game will be decided on the Kingside. TP

19 P-B3 . . .

White ought not permit the advance of Black's King Bishop Pawn. 19 P-B4 is correct. ME

19 . . . P-B5  
20 B-B2 QR-K1

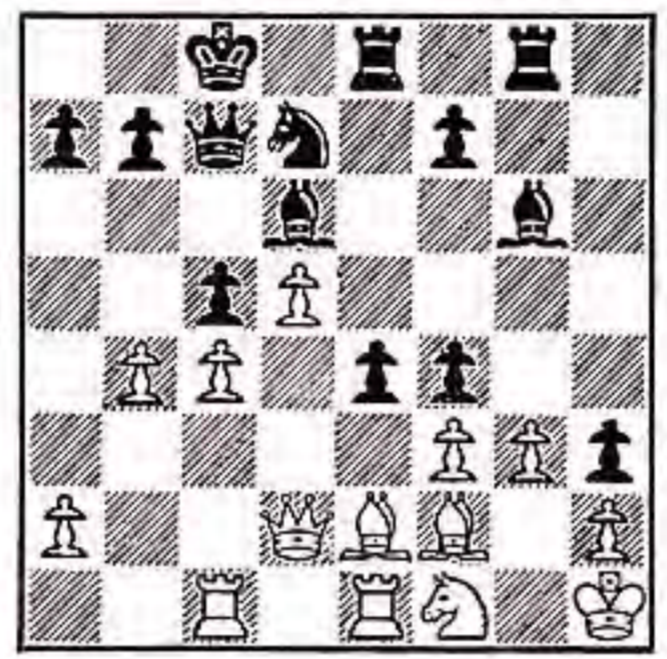


DAVID BRONSTEIN

Black prepares for . . . P-K5. ME  
21 K-R1 . . .

The King does not stand well on KN1, but it is probably worse off in the corner. ME

21 . . . KR-N1  
22 R-K1 P-K5!



Already the decision. The threat of . . . P-K6 forces White to simplify on his QB5 thus conceding an important diagonal to his opponent. ME

Black's attack virtually plays itself. HK

The White King's haven is engulfed in flames. TP

23 BxP NxP  
24 PxN QxP

With the tremendous threat, 25 . . . Q-B7. ME

Now Black threatens 25 . . . Q-B7. HK  
25 B-Q1 B-B2

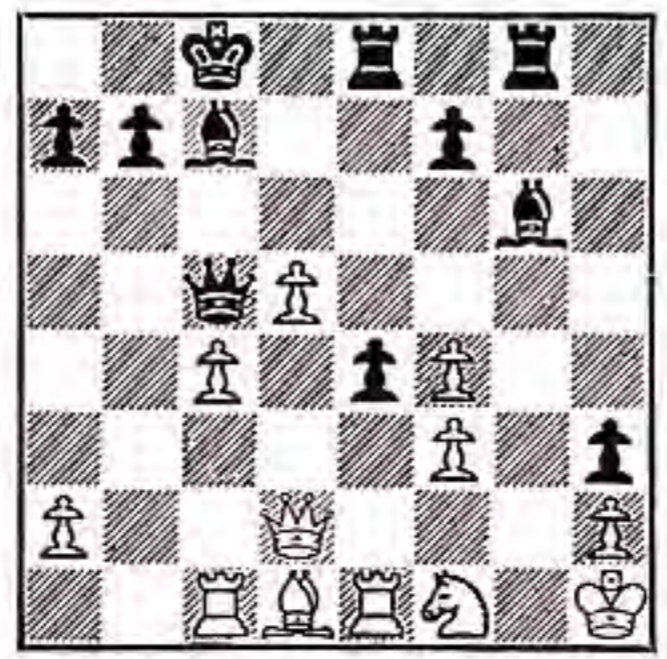
The threat of 26 . . . B-N3 now forces White to a new concession. ME

And now he threatens 26 . . . B-N3. HK

The end is drawing near. There is the threat of 26 . . . B-N3 with a further threat of . . . Q-N8 mate. TP

26 NPxP . . .

White aims to meet 26 . . . B-N3 with 27 N-N3. HK



26 . . . P-K6!

Now Black uses his advantage brilliantly and wins by force. White has against 26 . . . B-QR4 the expedient of 27 Q-K3. HK

27 Q-K2 . . .

Not 27 RxP, RxR 28 QxR, QxQ 29 NxQ, BxP 30 R-B3, R-K1 etc. ME

The alternatives are no better: 1) 27 NxP, B-QR4; 2) 27 Q-QN2, B-QR4 28 R-K2, B-Q6 etc. 3) 27 RxP, RxR and 28 QxR, QxQ 29 NxQ, BxP 30 R-B3, R-K1! etc. or 28 NxR, BxP 29 R-B3, R-K1 etc. HK

A prosaic variant is possible after 27 RxP, 27 . . . RxR 28 QxR, QxQ 29 NxQ, BxP 30 R-B3, R-K1 31 N-B1, RxR or 31 N-B2, BxN, while it suffices to answer 27 NxP by 27 . . . BxP 28 R-B3, R-K4 with irresistible threats. TP

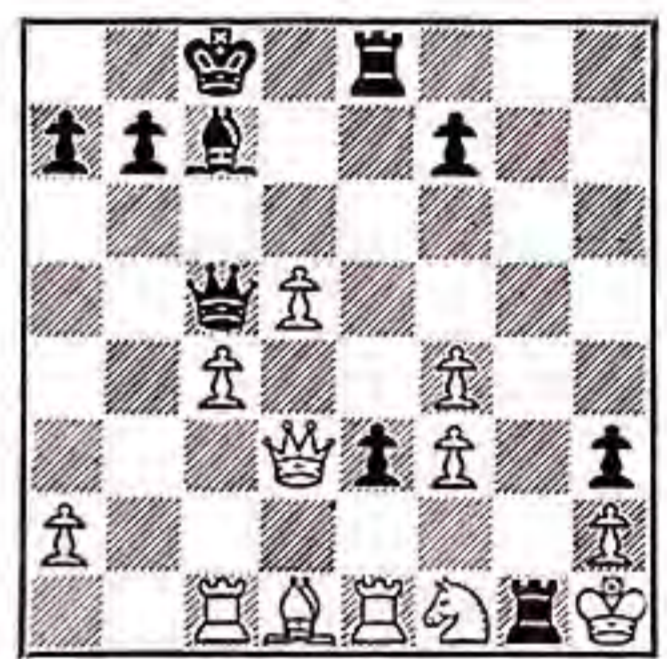
27 . . . B-Q6!

In order to re-open the diagonal, QB4-KN8 for Black. This factor is worth a piece. ME

There are other good moves here: e.g. 27 . . . B-QR4; but Bronstein's continuation is most powerful and beautiful. HK

As in his youthful chess-playing days, Bronstein does not miss a chance to complete a game in elegant style. TP

28 QxB R-N8†!



A charming conclusion. ME

29 KxR P-K7§

For the sake of moving this Pawn, which cleared the way for the Queen—a winning reply to 30 K-R1 is 30 . . . Q-B7—Black sacrificed two pieces. TP

30 N-K3 . . .

If 30 K-R1, Black has 30 . . . Q-B7 31 Q-B5†, K-N1 32 QxRP, R-N1! etc. ME

On 30 K-R1, Q-B7, White cannot prevent mate. HK

30 . . . RxN  
31 Q-B5† R-K3§!

The crowning point. HK

32 K-R1 Q-B7  
Resigns

This brilliant game by Bronstein serves as a model illustrating the need of having a clear plan from the very beginning in mobilizing the pieces, and on this basis planning middle-game play. TP

IT'S YOUR MOVE!

Remember! Give us six weeks notice of change of address. Copies do not get forwarded and also can take weeks en-route. So we must have notice early!





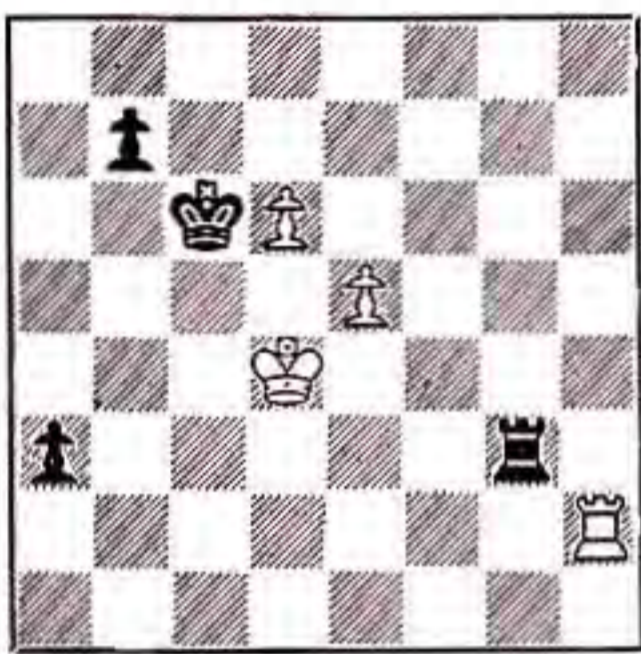
by **DR. MAX EUWE**  
Former World Champion

# How to win in the Ending

## END-GAME STUDY 47

From the Interzonal Tournament at Amsterdam 1964.

B. Berger — Australia



L. Lengyel — Hungary

This interesting position was thoroughly analyzed by Lengyel

and his second, Chessmaster Florian. The game had just been adjourned for the second time, and White's sealed move was 57 K-Q4.

On the basis of White's far advanced and central Pawns, he has considerably the better game. Yet the win is not so simple and, in several variations, possible only by means of problem-type moves.

Master Florian has been so kind as to supply the secrets of this end-game.

First, however, let us look at the finish of the game as actually played upon resumption.\*

Lengyel White Berger Black

57 . . . . .	R-N8
58 K-K4	P-N4
59 R-B2†	K-N2
60 P-Q7	R-K8†
61 K-B3	Resigns

On 58 . . . R-QB8, proposed by Benko, White wins, according to Florian, with 59 K-B5!

### Variation I.

Black tries to support the Rook Pawn with the Knight Pawn.

(Continue from first diagram)

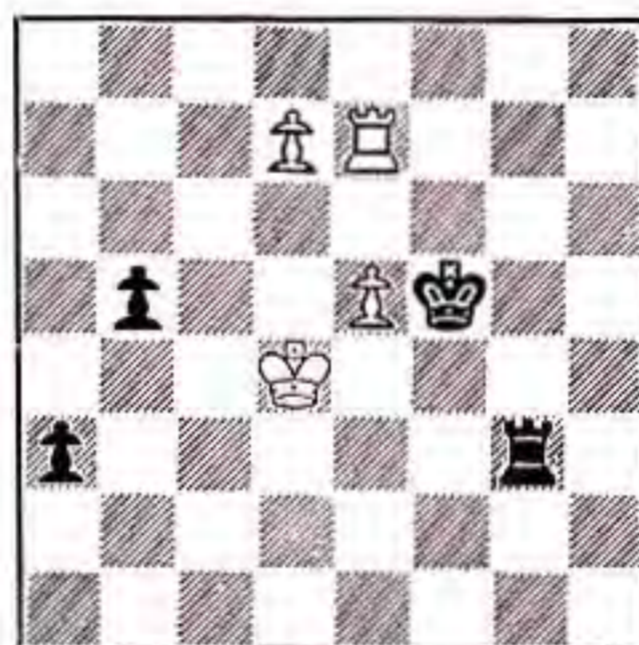
57 . . . . .	P-N4	59 R-B7†	K-K3
58 R-B2†	K-Q2	60 R-K7†	K-B4
		61 P-Q7	. . . . .

(See diagram, top of next column)

61 . . . . . R-N8

On 61 . . . P-R7, White has 62 R-B7†! as 62 . . . K-K3 fails against 63 P-Q8 (N)mate! This mighty minor piece promotion is one of White's important, winning finesses.

Black has to play 62 . . . K-N3, and then White stops the Rook Pawn with 63 R-B1. Thereafter, White's Pawns de-



Position after 61 P-Q7

side easily: e.g. 63 . . . R-N7 64 K-Q3, R-N6† 65 K-B2, R-N7† 66 K-N3, R-Q7 67 P-K6, P-R8(Q) 68 RxQ, K-B3 69 R-R8, K-K7 70 R-K8† etc.

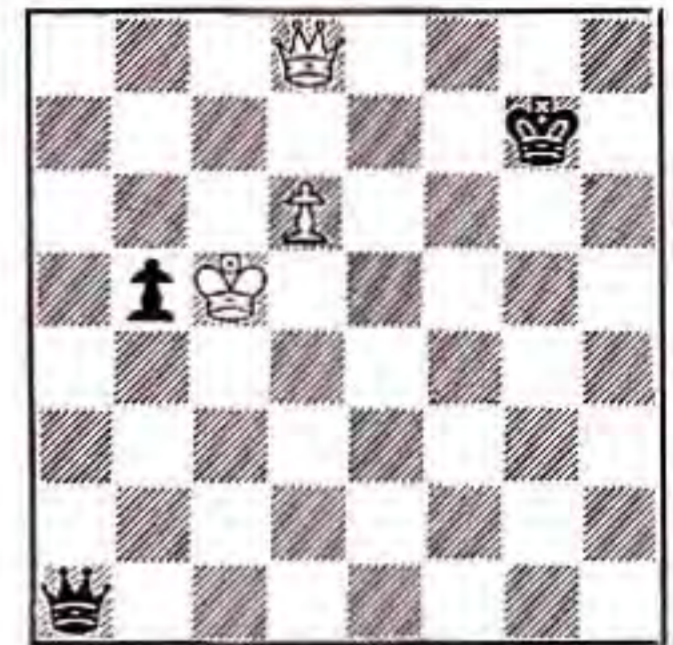
62 R-B7†	K-N3
63 R-B6†	K-N2
64 K-B5!	. . . . .

White's King steps out from the check by the queening Rook Pawn and also avoids 64 P-Q8(Q), R-Q8†.

On 64 K-B3, P-R7 65 R-QR6, R-Q8 66 P-K6, K-B3, Black actually can draw.

64 . . . . .	R-Q8	66 PxR	P-R7
65 R-Q6!	RxR	67 P-Q8(Q)	P-R8(Q)

\*A. Stencklein says: "In the ending, you can't afford to get the wind up!"



This Queen ending is easily won by White because of his far advanced Pawn: e.g. 68 Q-B7†, K-N3 69 P-Q7. Black has only a few, insignificant checks.

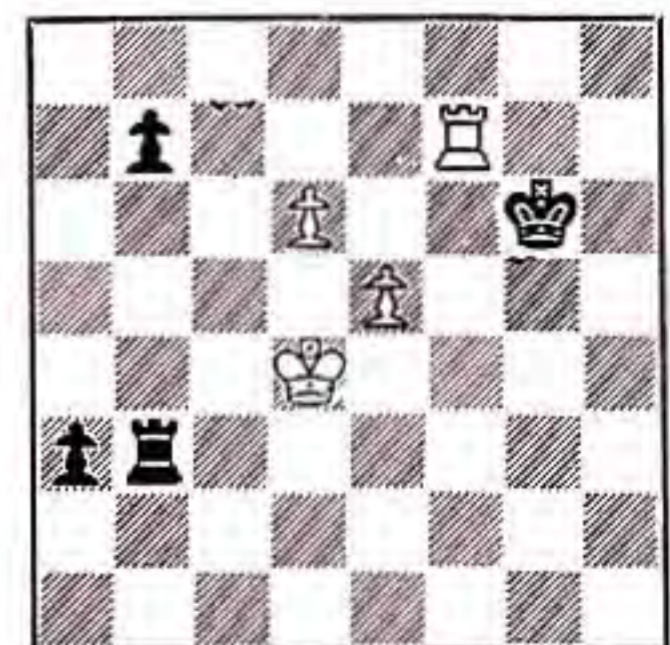
### Variation II.

Black tries to protect the Rook Pawn with the Rook from the flank. In this, as in the previous variation, Black's Rook must also attempt to prevent the advance of White's Pawns from behind.

(Continue from first diagram)

57 . . . . .	R-N6
58 R-B2†	K-Q2
59 R-B7†	K-K3
59 . . . K-K1 or K-Q1	loses directly due to 60 P-K6.
60 R-K7†	K-B4
61 R-B7†	K-N3

Here 61 . . . K-K3 cannot be played because of 62 P-Q7! e.g. 62 . . . KxR 63 P-Q8(Q), P-R7 64 Q-B7†, and 64 . . . K-N3 65 Q-B2† etc. or 64 . . . K-K3 65 Q-B4†, K-K2 66 Q-R4 etc. or 61 . . . K-K1 65 Q-R5, R-N7 66 K-Q5. Or 62 . . . P-R7 63 P-Q8(N) mate!



62 R-B1 . . . . .

This is a typical maneuver. After separating Black's King from White's

† = check; ‡ = dbl. check; § = dis. ch.



Pawns, the Rook retreats to stop the Black Pawns. [After 62 P-Q7, P-R7, Black queens with check or meets 63 R-B1 with 63 ... R-N8.]

62 . . . . . P-R7  
63 R-QR1 R-N7  
64 K-B3 . . . . .

64 P-K6 also is good.

64 . . . . . R-R7  
65 P-K6 K-B3  
66 P-K7 R-R1

If 66 ... K-B2, White has 67 R-B1† etc.

67 RxP K-K3  
68 R-Q2 K-Q2  
69 K-B4 . . . . .

Plainly, White can win: e.g. 69 ... R-R4 70 R-Q5, P-N4† 71 K-B5 etc.

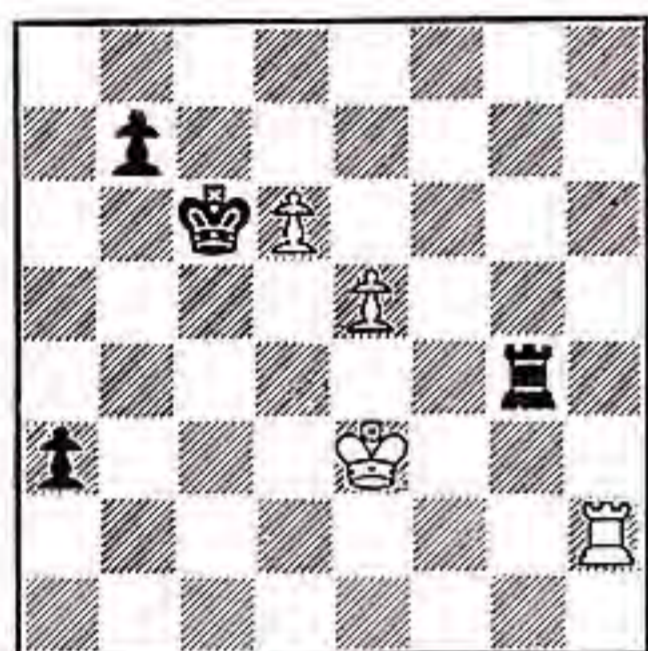
### Variation III.

Black tries to let his Rook Pawn advance with the Rook behind it, after 57 ... R-N5† and ... R-N1 and ... R-QR1.

(Continue from first diagram)

57 . . . . . R-N5†  
58 K-K3! . . . . .

On 58 K-B3, Black draws by 58 ... R-K5! Black had this chance just before adjournment in the actual game but, in mutual time trouble, failed to take advantage of White's inaccuracy.



58 . . . . . R-N1

Other moves pose few problems for the White side:

1) 58 ... K-Q4 59 P-Q7, R-N1 60 P-Q8 (Q)†, RxQ 61 R-Q2†, KxP 62 RxR, P-N4 63 K-Q3, and White wins comfortably;

2) 58 ... R-N2 59 R-B2†, K-N3 60 P-K6!

3) 58 ... R-QR5 59 R-B2†, K-Q2 60 R-B7†, K-K3 61 R-K7!, K-B4 62 P-Q7, and 62 ... R-R1 63 R-K8! and White wins or 62 ... P-R7 63 P-Q8(Q), P-R8(Q) 64 Q-B8† and White soon mates;

4) 58 ... P-N4 59 R-B2†, and

a) 59 ... R-QB5 60 R-Q2! K-Q2 61 P-K6†, KxP 62 P-Q7, P-R7 63 P-Q8(Q), P-R8(Q) 64 Q-K8†, and mate follows;

b) 59 ... K-Q2 60 R-B7†, K-K3 61 R-K7†, K-B4 62 P-Q7, R-N1 63 R-K8, P-R7 64 P-Q8(Q), RxR 65 Q-B6†, K-N5 66 Q-B4†, and 66 ... K-R6 67 K-B3, and mate follows [67 ... R-KB1! 68 QxR, P-R8(Q) 69 Q-R6 mate] or 66 ... K-R4 67 Q-R2† and 68 QxP, and White can win;

5) 58 ... R-N6† 59 K-B4, and

a) 59 ... R-Q6 60 K-K4, R-Q8 [to

prevent 61 R-Q2] 61 R-R2 and Black cannot long prevent RxP;

b) 59 ... R-N6 60 R-B2†, K-N3 61 P-Q7, R-Q6 62 P-K6, and White wins;

c) 59 ... R-N1 60 K-K4! transposing into the text.

59 K-K4! . . . . .

Black must not be permitted ... K-Q4. On 59 R-B2†, K-Q4 60 P-Q7, there follows 60 ... R-Q1! [not 60 ... KxP due to 61 R-B8].

59 . . . . . R-QR1

On 59 ... R-N5†, White wins after 60 K-B5. For 59 ... P-N4, see Var. IV.

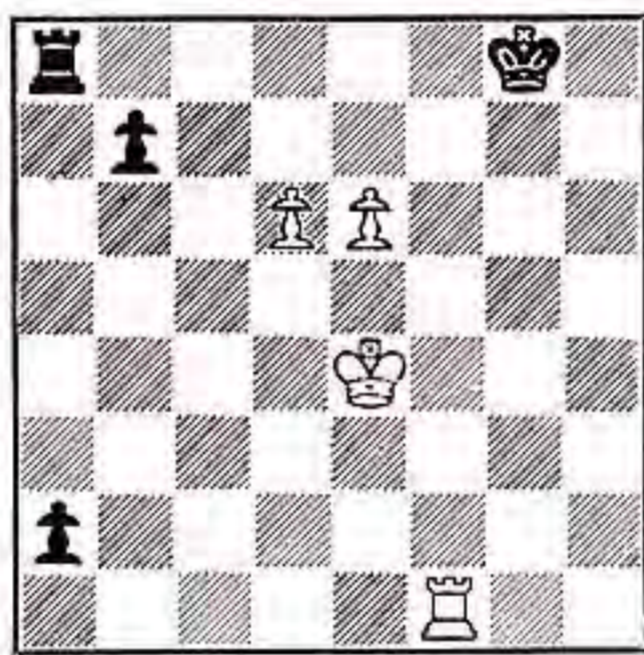
60 R-B2† K-Q2  
61 R-B7† K-K1

On 61 ... K-Q1 62 P-K6, P-R7 63 R-KN7, the threat of mate on the back rank is decisive.

62 P-K6 P-R7  
63 R-KN7 . . . . .

Not 63 R-KR7 as 63 ... P-R8(Q) stops 64 R-R8†. The text line may come about also by 63 R-K7†, K-B1 [63 ... K-Q1 loses to 64 R-KN7] 64 R-B7†, K-N1 [64 ... K-K1 loses to 65 P-Q7†, K-Q1 66 R-B8†] 65 R-B1.

63 . . . . . K-B1  
64 R-B7† K-N1  
65 R-B1 . . . . .



Now Black is powerless against the White Pawns: e.g. 65 ... P-R8(Q) 66 RxQ, RxR 67 P-Q7! R-K8† 68 K-B5! R-B8† 69 K-N4 etc.

### Variation IV.

Black attempts to let his Pawns advance together, after 57 ... R-N5† and ... P-N4.

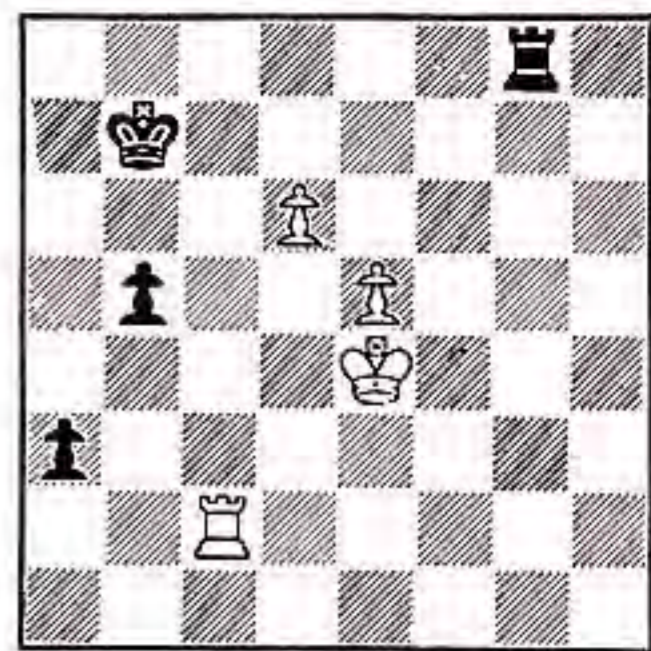
(Continue from first diagram)

57 . . . . . R-N5† 59 K-K4 P-N4  
58 K-K3 R-N1 60 R-B2† K-N2



"I do NOT take the game seriously!"

60 ... K-N3 is weak because of 61 P-K6, P-N5 62 P-K7, P-N6 63 P-Q7, PxR 64 P-Q8(Q)†. The check hurts.



61 R-B7† . . . . .

Now 61 P-K6, P-N5 62 P-K7 fails: e.g., 62 ... P-N6 63 R-B7† [63 R-B3, P-N7], K-R3! [even now not 63 ... K-N3 because of 64 P-Q7, P-N7 65 P-Q8(Q), P-N8(Q)† 66 R-B2§!] 64 R-B6†, K-R2! [64 ... K-N2 or K-N4 loses to 65 R-N6†! as White queens with check subsequent to 65 ... KxR], but now Black draws: 65 R-N6? P-R7 or 65 R-B7†, K-R3.

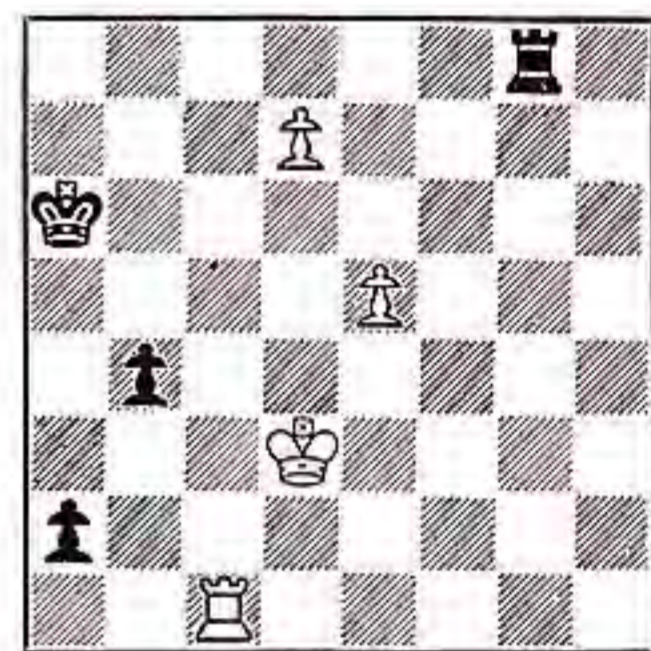
61 . . . . . K-R3

61 ... K-N3 again allows 62 P-K6: e.g. 62 ... P-R7 63 R-B1, P-N5 64 P-K7, P-N6 65 P-Q7, P-N7 66 P-Q8(Q)†.

62 P-Q7 . . . . .

Now White threatens 63 R-B8, and Black can counter only by advancing his Rook Pawn. As a result, however, the Black Pawns are separated and become vulnerable.

62 . . . . . P-R7  
63 R-B1 P-N5  
64 K-Q3! . . . . .



White's King comes up just in time to stop Black's Pawns: e.g.

1) 64 ... P-N6 65 K-B3, and White mops up Black's Pawns while his own stand safe and will secure the win;

2) 64 ... R-N6† 65 K-Q4! [not 65 K-B4, R-QB6†!], R-N1 66 K-B4, and White wins;

3) 64 ... K-N2 65 P-K6, P-N6 66 K-B3, K-B2 67 K-N2§! [here Black's last chance for a draw comes in with 67 KxP§, K-Q3 68 R-K1, P-R8(Q)], K-Q3 68 R-B8, and White wins.

A very thrilling endgame. It shows again the amount of work sometimes necessary to analyze adjourned games. In comparison with the final moves of the actual game, the analysis displays a wealth of possibilities which few might suspect from simply playing over those final moves.



# The Finishing Touch

## THE TAIL END OF THE GAME



**Walter Korn**

*La Fin de Partie* was the title of Andre Cheron's voluminous book on the ending, published at Lille in 1952 and still continuing its triumphant march across the chess world. In 1955, it appeared in three volumes in a very successful German translation, and an English translation is now in the works in London.

Although books on the endgame are treated with skepticism by publishers, they are undoubtedly a most profitable proposition for long-term selling.<sup>1</sup> The latter fact is borne out by the steady sale of Reuben Fine's

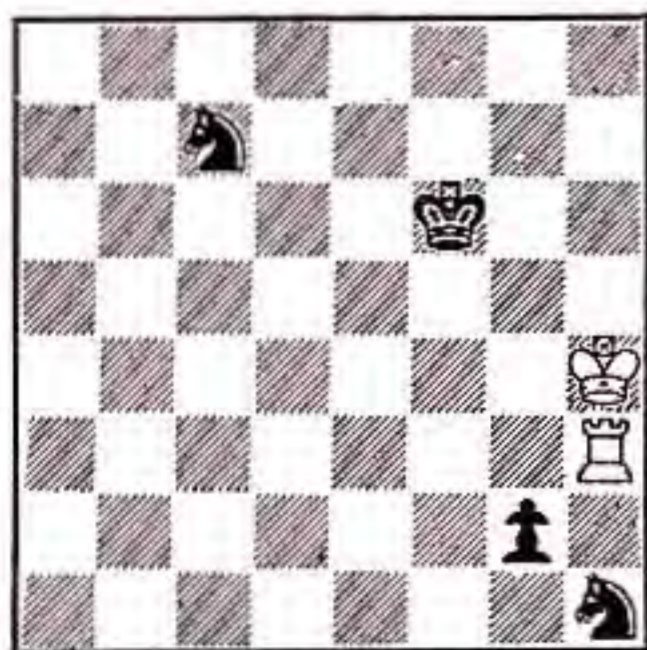
*Basic Chess Endings*, an immense and most utilitarian compilation of most of the practical aspects of end-game technique (now in paper back edition).

The scholarly mathematician Cheron, however, is more than merely practical and basic. He formulates important general rules which help toward definite understanding of typical and difficult stratagems;<sup>2</sup> beyond the "basic," he reaches into the exceptional and intriguing field of end-game artistry; he is himself a fertile and imaginative composer who enriches old tradition with new conceptions of his own; he has exposed, through painstakingly erudite, gallically logical research, flaws in many a famed and long-established ending or study; and he often offers a revised version of the criticized piece. Thus, he is not merely a compiler but also an enjoyable and fascinating creator.

### Striving for Perfection

The writer recently visited Andre Cheron at his home at Leysin, perched high on one of Switzerland's grandiose mountains near Montreux. He showed a study invented by the well-known composer Isenegger.<sup>3</sup>

Samuel Isenegger (Basle)  
Honorable Mention, Chess 1943-4



White to move and draw

The solution—which the reader will enjoy better if he finds or even just tries to find it for himself first—runs to two intended variations.

It is not too difficult to find the drawing stalemate after 1 . . . K-N3 i.e.

### Variation A

1 R-B3† K-N3  
2 R-B4 N-B7

After 2 . . . P-N8(Q) 3 R-N4† etc., Black can no longer mate. Nor after other moves permitting 3 R-N4† and 4 R x P.

3 R x N P-N8(Q)  
4 R-N2† Q x R  
Stalemate

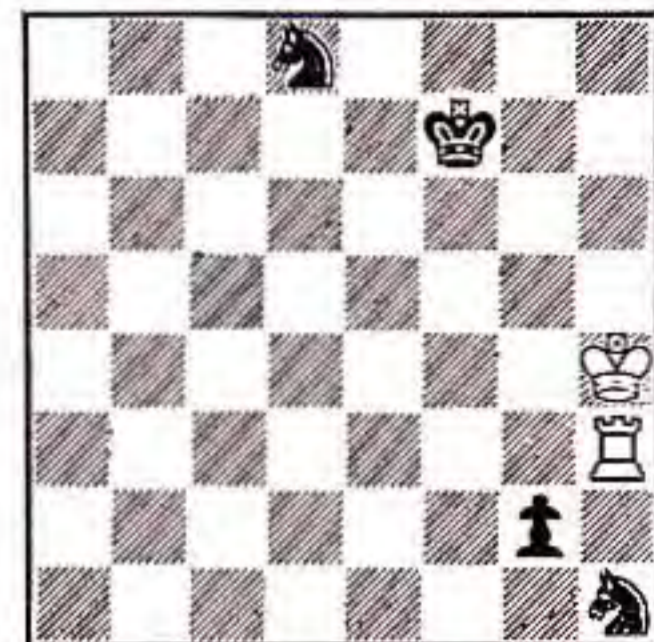
In the second, critical, variation, the draw is arrived at after a prolonged Rook versus Knight duel, and with the stalemate on a rank one higher than in the previous variation.

### Variation B

1 R-B3† K-N2 5 R-B3! N-R4!  
2 R-B4 N-B7 6 K x N P-N8(Q)  
3 R-B3! N-K5! 7 R-N3†! Q x R  
4 R-B4! N-B3! Stalemate

With uncanny instinct, Cheron detected that this study can be subjected to a subtle, yet technically considerable improvement. He demonstrated his paraphrase in the *Courrier de Leysin*, May 8, 1962.

† = check; ‡ = dbl. check; § = dis. ch.



White to move and draw

As will be seen, the switch of the Black King to KB2 adds a significant third variation and serves to make the three clearly identifiable. And the aesthetics of the setting are enhanced by the closing in of the more remote Knight: the solver must feel in his finger tips White's task has become more difficult with Black's force more menacing nearer on Q1 instead of QB2.

Let's view the whole show:

1 R-B3† . . . .

Now three, instead of two, echo variations unfold.

### Variation A

1 . . . . K-N3  
2 R-B4 . . . .

Not 2 R-B8 as 2 . . . K-R2 wins,

2 . . . . N-B7  
3 R x N! P-N8(Q)

And Stalemate follows as in the Isenegger study.

### Variation B

1 . . . . K-N2  
2 R-B4! . . . .

Here 2 R-B5 loses to 2 . . . N-K3; but the text draws as per Isenegger.

### Variation C

1 . . . . K-N1

Here is the added possibility, vaguely existent in an inaccurate sideline of the original Isenegger study, but clear and independent in Cheron's.

1 Thus speaks our end-game expert Walter Korn who "with his other hand" puts out volumes on openings only to find that some whole openings and scads of variations go out of fashion within a few years.—Ed.  
2 It seems only fair to remark that Fine also postulates useful general rules in his *Basic Chess Endings*.—Ed.

3 Cheron did not know that the writer had been Isenegger's guest the day before in Basle. Nor did either know that Isenegger would shortly after be the victim of a fatal heart attack.—W. K.



2 R-B4! . . . .

As before, 2 R-B5 loses to 2 . . . .  
N-K3.

2 . . . . N-B7 4 R-B4! N-KB3  
3 R-B3 N-K5 5 R-B2! . . . .

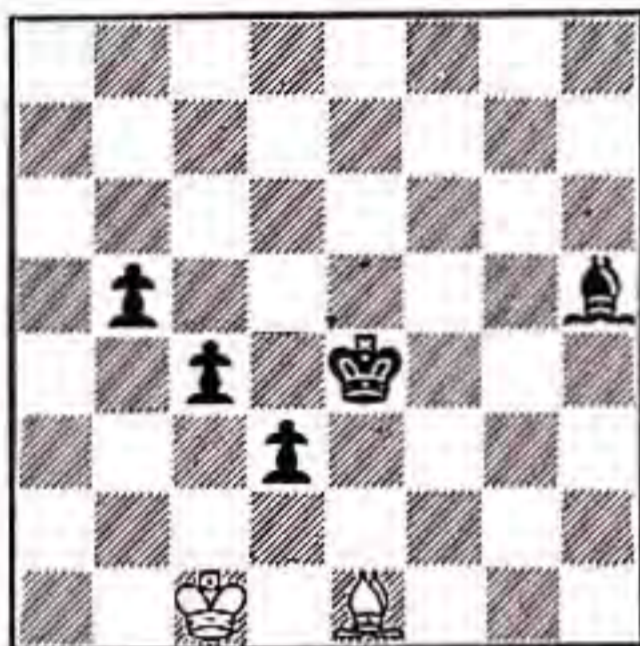
Not 5 R-B3, N-R4! as Black wins: 6  
KxN, P-N8(Q) or 6 R-B5, N-K3.

5 . . . . P-N8(Q)  
6 R-N2† QxR  
Stalemate

### Critical Review

The foregoing piece is not included in Cheron's book as it is an artistic extreme which happens not to fit in with any of the instructive chapters. Here, however, the writer proceeds, but with tongue in cheek, to give a few which are in his book—to serve, perhaps, as a critical review of Cheron's book.

Andre Cheron (1945)



Whoever moves: Black wins

This study is still included in the recent second edition although the precision of the solution was long ago discredited. Just consider the part in which Black moves first.

#### Variation A

1 . . . . K-K6! 3 B-R5 P-Q7†  
2 B-Q2† K-K7 4 BxP K-Q6!

Black secures control over the black squares and wins: e.g. 5 B-R5, P-B6!

Cheron explains that this line A is the only correct one for Black as other moves are wrong.

But consider one other variation.

#### Variation B

1 . . . . K-Q5  
2 K-N2 . . . .

Now Cheron points out that 2 . . . .  
K-B4 and 2 . . . . P-B6† fail; but he misses the following.

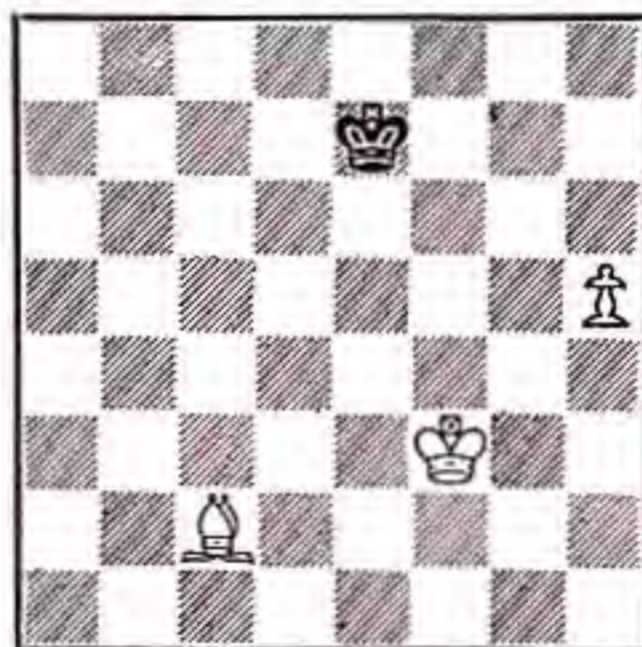
2 . . . . K-K6

For now, if 3 K-B1, P-Q7† 4 BxP†, Black has 4 . . . . K-Q6 with the same result as in Variation A. So the ending is inexact with a second possible solution, not just a transposition either but the gain of a tempo by a different sequence. This inexactitude was pointed out in *Caissa* (1950) by A. Fanderl and repeated in *L'Echiquier de Paris* (1951).

Another study left uncorrected in Cheron's 1964 edition is Havel's miniature mentioned in this column (page 298, October 1962). Havel's original solution as given in *CHESS REVIEW*

contains three echoes of thrilling intensity. But all end-game books, including Cheron's, still give only two variations or quote the third, if at all, incorrectly. Actually, this is a very rare slip of Cheron's who has eliminated quite a few studies as faulty and mentions them in his foreword to the second edition. Unfortunately, he does not specify the faults; but he told the writer he has found, in fact, at least twenty-five per cent of the famed Troitzky's studies defective. And, as he does not give details of his own laborious findings, the Russians seem to have been reluctant also to publish any omnibus edition of Troitzky's work (or, for that matter, of Kubbel's or of the Platovs') lest, perhaps, it will be debunked by Cheron. Neither do they want officially to publish the Frenchman's dethroning of their heroes. But Cheron won't tell without public recognition!

Cheron does not abide formalistically on the priority of appearance of a theme and does not even refer to any forerunners if and when the artistic merits of a later piece suit his purpose of exposition better. A point in case is his description of the draw with Rook Pawn "supported" by a Bishop of the wrong color, and the few rare exceptions to this near axiom. Berger's *Theory and Practice of the Endgame* (2 edition, 1921) selects a "basic" position composed by "A. Z." for the *London Chess Chronicle* (page 224, 1860).



White to move and win

The win is of course obvious (but try it!) after White's second move, but the idea of the protective wall by B/R7 and P/R6 is well devised.



"Sure I'll play you. But don't stick it on my bill at forty bucks an hour!"

1 P-R6!

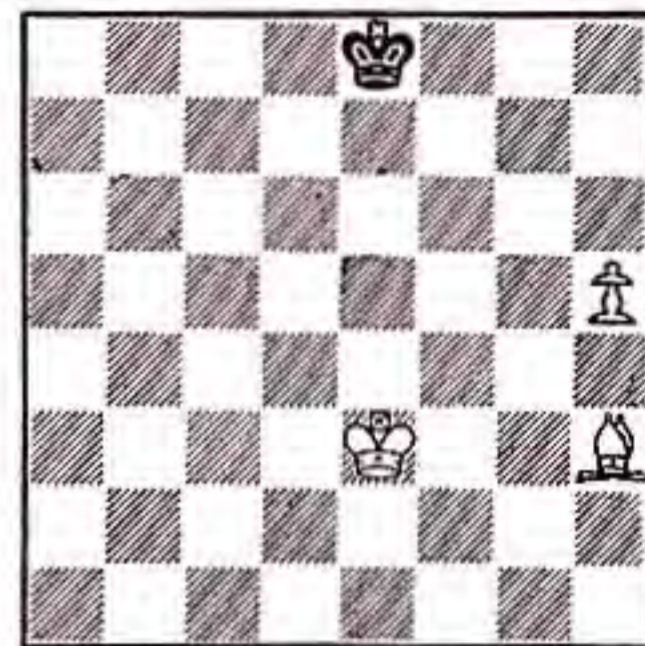
K-B2

If 1 . . . . K-B3, White has 2 K-N4 or even 2 K-B4.

2 B-R7! K-B3 4 K-B5 K-B1  
3 K-B4 K-B2 5 K-B6 K-K1  
6 K-N7

And White wins.

Cheron ignores this first presentation, however, and chooses instead an adaptation by Troitzky, dated 1896, which a dogmatic judge might superficially call an "anticipation." But such a label would ignore Troitzky's transformation of a didactic ending into an artistic model.



Comparison of the two positions discloses, as a first finesse, that Troitzky's positioning of White's Bishop on KR3 helps considerably to conceal the winning technique. In the starting position (in the last diagram), the Bishop does not command the crucial diagonal, QN1-KR7, and is instead completely out of range and seemingly out of any focus while on the diagonal, KR3-QB8. That the Bishop has to be re-aligned becomes the first part of the solution and so the position is somewhat less obvious than that of 1860.

The second important finesse is that White has to interpolate a move by the Bishop to cut off too rapid an advance by Black's King. This need serves further to conceal the final, vital positioning of the Bishop on the QN1-KR7 diagonal and so increases the solver's task which is no longer just to find the crucial second move.

1 B-K6! . . . .

In other words, on 1 B-B4, K-B7! White lacks time to build his protective wall with B-R7 and P-R6.

1 . . . . K-K2  
2 P-R6! K-B3!  
3 B-B5! . . . .

Thus, White's Bishop secures the proper diagonal, and with a sacrificial offer, to boot.

3 . . . . K-B2  
4 B-R7! K-B3  
5 K-B4

Now White finishes as in the previous position. But the Troitzky version has one more artistic virtue as appears here. Troitzky's King, placed on K3, does not have the dual possibility of K-B4 and K-N4. Moreover, as it is further from the scene of action, White's apparent difficulty of winning is increased.

(Concluded on page 154)



# 1964 OLYMPIAD

## SELECTED GAMES Annotated by Hans Kmoch

### Magical Finish

In this game, White treats the opening passively, then starts trying to repair the damage with three successive combinations, each impressive but not forcing enough. Black skilfully repels all onslaughts and wins the almost even finish as if by magic.

#### OLD INDIAN DEFENSE

Yair Kraidman                      Lothar Schmid  
Israel                                      West Germany

White		Black
1 P-Q4		N-KB3
2 P-QB4		P-Q3
3 N-QB3		P-K4

A rarely adopted line — most likely just barely playable.

4 PxP	PxP	6 N-B3	KN-Q2
5 QxQ†	KxQ	7 P-K3	....

This is a very tame treatment. Most dangerous for Black in positions of this sort is an attack starting with P-KB4. So 7 N-KN5, K-K1 8 P-B4 deserves consideration.

A promising continuation is 7 P-KN3 (e.g. Najdorf-Boleslavsky, Groningen 1946).

7 ....	P-KB3	9 O-O	K-B2
8 B-K2	P-B3	10 B-Q2	P-QR4

Black proceeds systematically.

11 KR-B1	....
----------	------

On his part, White, who has played over-cautiously, apparently now contemplates action culminating in P-QN3 and, after due preparation, P-QN4. But it is too late for this plan. 11 KR-Q1 is better under the circumstances.

11 ....	N-B4
12 P-K4	....

As 12 P-QN3, QN-R3 13 QR-N1 fails against 13 ... B-B4, White realizes he must act in the center instead.

12 ....	B-K2	14 N-K1	R-Q1
13 B-K3	QN-R3	15 P-B4	....

The star move—though not played at the star time—still offers chances.

15 ....	PxP
16 BxP†	B-Q3
17 BxB†	RxB



18 N-N5†!	....
-----------	------

With this clever coup, White hopes to justify his strategy.

18 ....	PxN
19 PxP	P-QN3
20 B-B3	....

Threat: to win a Rook by 21 P-K5.

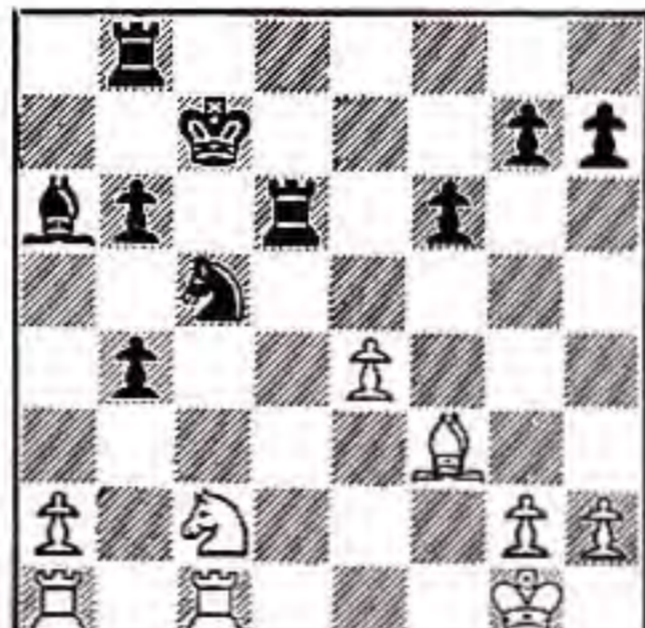
20 ....	R-N1
21 PxN	BxP

White's combination has failed to produce a fully satisfactory result. Black has a slight edge because of his more compact Pawn formation.

22 P-QN4	....
----------	------

A new combinational attempt to rectify matters—very deep, but not forcing enough.

22 ....	PxP
23 N-B2	....



23 ....	R-Q7!
---------	-------

Black does not fall for his opponent's main line: 23 ... N-Q6? 24 NxP§, NxR 25 NxB†! K-N2 26 P-K5§, KxN 27 PxR, and Black's Knight is trapped: 27 ... N-Q6 28 B-K2 or 27 ... R-QB1 28 P-Q7.

24 NxP	B-N2
25 R-B3	K-Q3
26 R-K1	R-K1

Black still has the better of it, in view of the Pawn formation mainly.

27 P-K5†	....
----------	------

For the third time, White tries to save his endangered game tactically; but, for the third time, he fails.

27 ...	RxKP	30 R-B6†	K-Q2
28 RxR	PxR	31 RxP	N-Q3
29 BxB	NxB	32 P-QR4	....

Off-hand, it looks as if White has achieved his aim, but he hasn't. Now Black wins the finish as if by magic. The close co-operation of his four fighting men and the ostracized position of White's King decide.

32 ....	P-K5!
---------	-------

Black is going to operate with mating threats and, for this, his passed Pawn is stronger than White's.

33 P-R5	P-K6
34 K-B1	N-B4!
35 K-K1	....

Or 35 P-R6, N-Q5 and, this time, the mate threat leads to a win.

† = check; ‡ = dbl. check; § = dis. ch.

35 ....	N-Q5
36 R-N7†	K-Q3
37 R-N6†	....

On 37 RxP, R-N7! the fight is over.

37 ....	K-Q2
---------	------

Black will play it the safest way.

38 R-N7†	K-B1
39 R-K7	....

White has nothing better—39 ... R-N7 again threatens mate—so he loses his Knight.

39 ....	R-N7!
40 RxP	RxN

And the fight is over.

41 R-K7	R-N2	43 K-B2	N-B3
42 RxR	KxR	44 K-K3	NxP

Resigns

### Bishop on the Rim

In this game, Black has a Knight on the rim. This notorious factor, however, serves surprisingly well as the Knight immolates itself and the Bishop which captures it becomes out of play in turn for a number of moves. Meanwhile Black, operating with more surprises, obtains a winning attack on the other flank. A fascinating game.

#### GRUENFELD DEFENSE

B. Malich                                      R. Ballinas  
East Germany                                      Philippines

White		Black	
1 P-Q4	N-KB3	4 N-B3	B-N2
2 P-QB4	P-KN3	5 P-K3	O-O
3 N-QB3	P-Q4	6 PxP	....

6 B-K2, P-B3 leads to the Schlechter Variation of the Slav Defense. White hopes for better.

6 ....	NxP	8 B-N3	N-B3
7 B-B4	N-N3	9 O-O	....

White's last is a steady move. 9 P-QR4 is a more enterprising, though not necessarily better, alternative which weakens the effect of 9 ... P-K4: e.g. 9 ... P-K4 10 P-R5, PxP 11 PxP, N-Q2 12 O-O with a good game for White. White also has a good game after 9 ... P-QR4 10 O-O. The catch may lie, however in 9 ... N-R4 10 B-R2 or B-B2, P-QB4 and, if 11 PxP, BxN† the consequences of which are less clear and possibly satisfactory for Black.

9 ....	P-K4	11 B-B2	P-KB4
10 P-Q5	N-R4	12 P-K4	....

The text is dubious. Much safer and promising for White is 12 P-QN4, N/4-B5 13 B-N3 and, if 13 ... P-K5, 14 N-Q4.

12 ....	P-B5
---------	------

The King-side situation offers Black strong attacking chances as is known especially from similar positions in the King's Indian Defense. Black usually



wins. Nonetheless, Malich has a special reason for entering upon this line.

13 P-QN3 . . . .

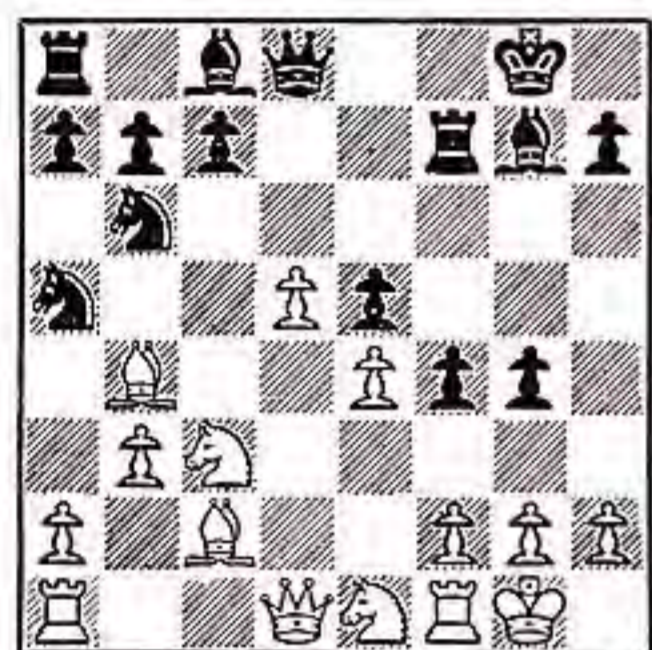
Now White threatens to gain material by 14 B-R3 and possibly B-N4. Black must strive to save his off-side Knight and so be unable to push his King-side attack efficiently. Thus, apparently, White thinks, very plausibly, as open Queen-side lines must serve him very well, he can meet 13 . . . N-Q2 simply by 14 P-Q6! 14 B-R3 in this instance is less convincing: 14 . . . R-B2 15 B-N4, P-B4.

13 . . . . P-N4

Has Black overlooked the threat?

14 B-R3 R-B2  
15 B-N4 P-N5  
16 N-K1 . . . .

Is this the end of the story since White wins a piece?



16 . . . . B-B1!

No, it is rather the beginning of the real story. Black's idea is that his attack must compensate for the piece as he now has excellent activity for his King Bishop which is usually inactive in this type of attack.

17 BxN . . . .

17 BxB, QxB leaves Black with the better Bishop and fine attacking chances at no cost.

17 . . . . Q-R5  
18 Q-Q3 B-QB4  
19 N-K2 R-B3

Now the threat is 20 . . . R-R3. The game is in its most critical stage. It is not yet certain, although likely, that Black must win.

20 P-N3 . . . .

White hopes to break the attack with his next move, but the attempt fails.

The main alternative, which might work, is 20 P-N4, R-R3 21 P-KR3: e.g. 1) 21 . . . PxP 22 P-N3, and White ought to win; 2) 21 . . . P-B6 22 NxP, PxN 23 QxP, and White has the edge; 3) 21 . . . P-N6 22 PxP, BxP 23 N-KB3, and White ought to win; 4) 21 . . . B-Q3! and Black probably wins; at any rate, his attack remains very powerful.

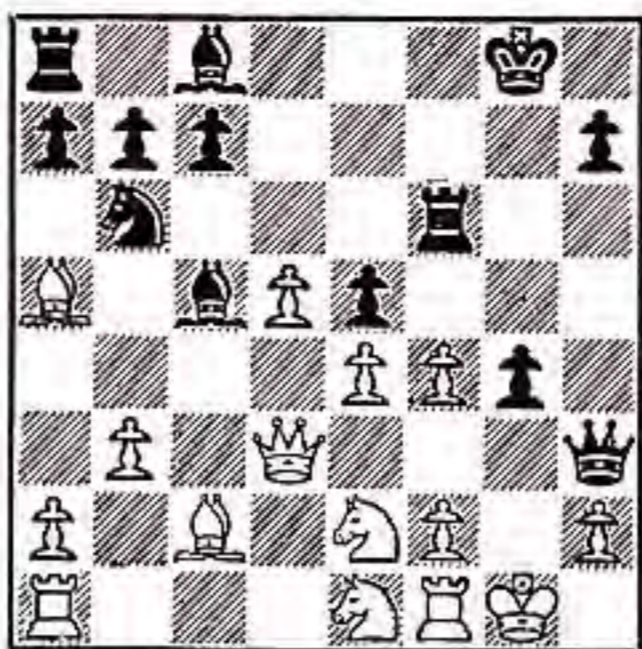
20 . . . . Q-R6  
21 PxP . . . .

White wins a decisive tempo, it appears as Black's Queen must retreat.

(See diagram, top of next column)

21 . . . . P-N6!!

This surprising rejoinder frustrates White's effort.



Position after 21 PxP

22 QxP† . . . .

White decides to give up his Queen—his best try. After 22 RPxP, R-R3, Black wins. And he also wins, in all likelihood at least after 22 NxP, R-R3 23 N-B3, B-KN5 24 KR-K1, PxP.

22 . . . . R-N3  
23 P-B5 RxQ†  
24 RPxR . . . .

So far, White has fine compensation for the Queen, but there are still surprises in the air.

24 . . . . B-Q2 26 B-B3 B-N4  
25 N-Q3 B-Q3 27 N/2-B1 . . . .

Naturally, White wants to sustain the pressure on the King Pawn. After 27 N/3-B1, Black proceeds with 27 . . . N-Q2 followed possibly by . . . N-B3-N5.

27 . . . . NxP!

Another surprise.

28 PxN P-K5

Black recovers his piece as White's attacked Knight obviously cannot move.

29 R-Q1 PxN  
30 NxP R-K1  
31 R-Q2 . . . .

A bit better is 31 R-K1 in spite of the possibility of 31 . . . RxR† 32 RxR, BxP! etc.

31 . . . . P-KR4  
32 R-K1 . . . .

And now a blunder. But the position is untenable, any way. White has no satisfactory defense against the threat of 32 . . . P-R5.

32 . . . . RxR†  
33 NxR Q-B8†

Resigns

### Jewel at the End

The appeal in this game begins when Black launches an exceptionally brilliant combination at the end.

### BENONI DEFENSE

Y. Aloni		M. Botvinnik	
Israel		Soviet Union	
White		Black	
1 P-Q4	N-KB3	8 PxP	BxP!
2 P-QB4	P-B4	9 N-B3	Q-R4
3 P-Q5	P-KN3	10 Q-Q2	N-B3
4 N-QB3	P-Q3	11 B-K2	N-Q2
5 P-K4	B-N2	12 O-O	N/2-K4!
6 P-KR3	O-O	13 NxN!	PxN
7 B-K3	P-K3	14 KR-Q1	N-Q5

The game is fairly in the balance, but now White blunders.

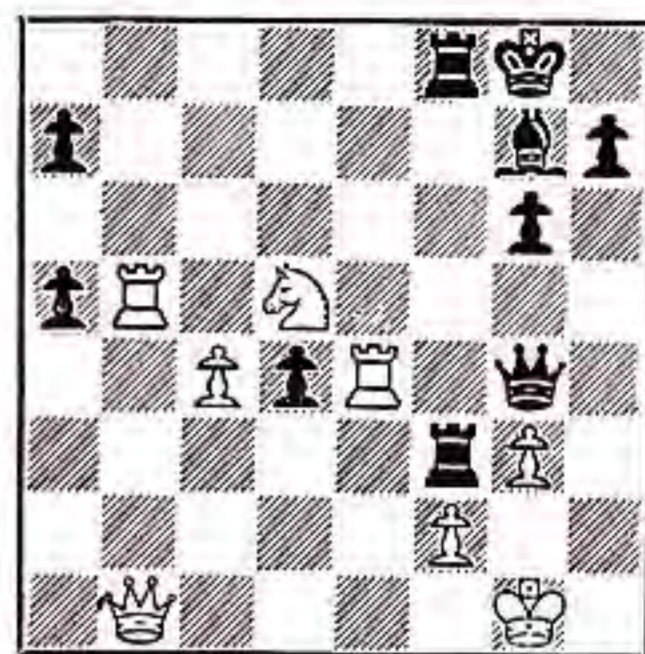
15 B-Q3 BxRP  
16 P-QN4 . . . .

White has lost an important Pawn: 16 PxP?? N-B6† or 16 BxN, KPxP. Now all he can do is to play for complications; so he does.

16 . . . . PxP 21 P-R4 P-B4  
17 N-Q5 B-N5 22 PxP BxP  
18 KR-N1 Q-Q1 23 P-R5 PxP  
19 BxN PxP 24 R-N5 BxB  
20 RxP P-N3 25 QxB Q-R5  
26 P-N3 . . . .

Ultimately, White must lose no matter what he does: 26 Q-KN3, Q-K5 or 26 R-R2, R-B2 etc.

26 . . . . Q-N5 28 Q-N1 R/1-KB1  
27 R-K1 R-B6 29 R-K4 . . . .



29 . . . . RxP†!!

Here is the brilliant combination.

30 PxR QxP†  
31 K-R1 P-Q6!!

This is the ingenious and most exact point. The immediate threat is 32 . . . Q-B6†.

32 N-K7† . . . .

Other possibilities are:

1) 32 R-K1, Q-R6† 33 K-N1, B-Q5† 34 N-K3, P-Q7, and Black wins;

2) 32 Q-Q1, R-B7 and now Black wins quickly as White lacks 33 R-N8†.

32 . . . . K-R1 34 K-N1 P-Q7!  
33 Q-K1 Q-R6† 35 NxP† . . . .

Black wins on 35 Q-Q1, B-Q5†! 36 RxB, Q-N6† and 37 . . . Q-K8†.

The text move looks strong—but not after Black's reply!

35 . . . . PxN  
36 Q-R4† . . . .

36 R-R4† elicits the same reply.

36 . . . . K-N1!!  
Resigns

White is helpless against the mating threats. After 37 QxQ, P-Q8(Q)† 38 K-R2, R-B7†, Black wins the Queen.

### Abstractional Hazard

A player who concentrates on openings as Pachman does always runs some danger of one of his experiments failing. This gamelet illustrates the hazard of abstraction in the openings.

### NIMZO-INDIAN DEFENSE

Lajos Portisch		Ludek Pachman	
Hungary		Czechoslovakia	
White		Black	
1 P-QB4	N-KB3	3 P-Q4	B-N5
2 N-QB3	P-K3	4 P-B3	. . . .



This line is closely related to the Saemisch Variation, but less explored and so more difficult to assess.

4 . . . . P-Q4

The alternative 4 . . . P-B4 5 P-QR3, BxN† leads to the Saemisch proper.

5 P-QR3 BxN†

Tahl-Keres, won by Black, went: 5 . . . B-K2 6 P-K4, PxKP 7 PxP, P-K4 8 P-Q5, B-QB4 9 B-N5, P-QR4 (page 20, Jan. 1960). Apparently, Pachman, the great expert on openings, thinks there is reason to improve on Keres' line.

6 PxB P-B4  
7 PxQP NxP

Black's last move is important. 7 . . . PxP leads to a well-known line in which White obtains a powerful Kingside attack by P-K3 followed after due preparation by P-K4.

8 PxP . . . .

White aims to deprive Black of easy targets in the center and to procure open lines for his Bishops, too.

8 . . . . P-B4

On 8 . . . NxP, White gets little by 9 QxQ†, KxQ 10 B-N2, N-Q4 11 BxP, R-N1 or 11 P-K4, N-KB3. But 9 Q-B2 is strong.

The text serves to isolate White's King Pawn if P-K4 is played.

9 Q-B2 Q-R4 11 PxP QxP†  
10 P-K4 PxP 12 QxQ NxQ  
13 B-Q3 . . . .

13 B-N2 fails against 13 . . . NxP, the point in isolating the King Pawn.

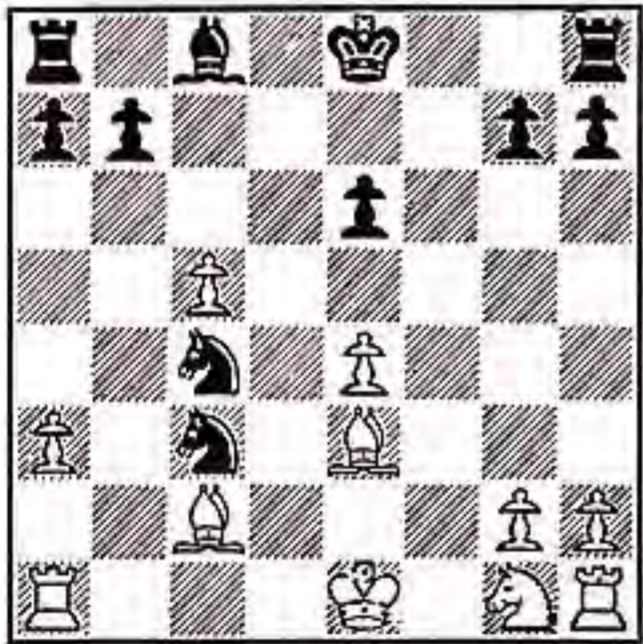
13 . . . . N-Q2

This is an error, probably made in pre-analysis. The general line may or may not be good enough for approximate equality. It turns on the complications after 13 . . . B-Q2 14 B-N2, B-N4.

14 B-K3 N-K4  
15 B-QB2 . . . .

Now 16 B-Q4 is a threat.

15 . . . . N-B5



16 B-Q2! . . . .

Probably, it is this fine move which Black failed to consider in time, expecting only 16 B-Q4, which is met effectively by 16 . . . N-N4 17 BxP, R-KN1.

16 . . . . NxB

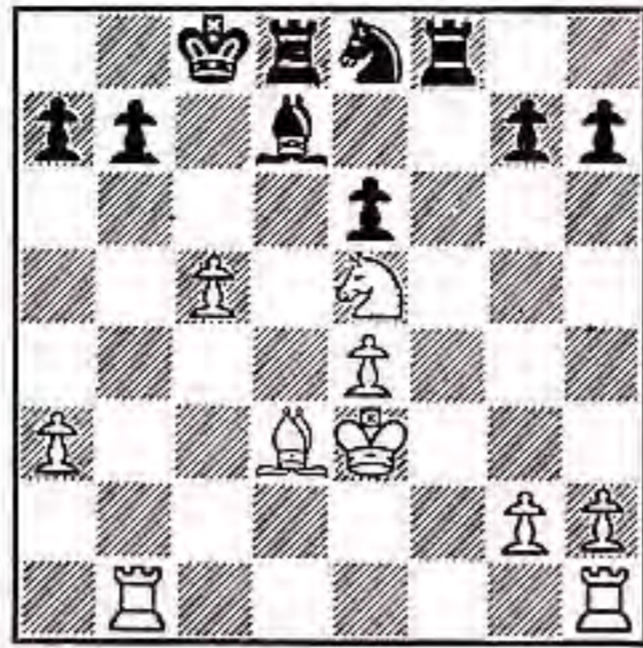
On 16 . . . N-N4 17 B-Q3! White wins two Knights for a Rook: 17 . . . NxP 18 RxN! NxR 19 B-B1 etc.

17 KxN N-N4 20 K-K3 N-B2  
18 N-B3 B-Q2 21 N-K5 KR-B1  
19 B-Q3 O-O-O 22 QR-QN1 . . . .

Now White's superior activity is a decisive factor: e.g. Black has no adequate defense to the threat of 23 N-B4, N-K1 24 N-R5.

22 . . . . N-K1

The text parries that threat but leads to disaster all the same.



23 P-B6!! Resigns

Black can hold on for a while but only if he sacrifices the Exchange:

1) 23 . . . PxP 24 B-R6†, K-B2 25 R-N7†, K-Q3 26 NxP, RxN 27 R-Q1†, and White wins a Rook;

2) 23 . . . BxP 24 NxP, and (a) 24 . . . PxN 25 B-R6†, and White wins at least the Knight: 25 . . . K-Q2 [25 . . . K-B2 26 R-N7†, K-Q3 27 R-Q1† etc.] 26 KR-Q1†, N-Q3 27 P-K5 or 26 . . . K-K2 27 R-N7† etc. or (b) 24 . . . RxB† and Black prolongs the game but to no good point.

**Better But Still Not Good**

Black dares to pursue rather far the line which failed disastrously in the Fischer-Benko game from the U. S. Championship (page 145, May 1964). He launches an improvement which leads to more of a fight but is still insufficient—as White, playing with great accuracy, perfectly demonstrates.

**PIRC DEFENSE**

B. Bednarski		Y. Kraidman	
Poland		Israel	
White		Black	
1 P-K4	P-Q3	7 P-KR3	BxN
2 P-Q4	N-KB3	8 QxB	N-B3
3 N-QB3	P-KN3	9 B-K3	P-K4
4 P-B4	B-N2	10 QPxP	PxP
5 N-B3	O-O	11 P-B5	N-Q5
6 B-Q3	B-N5?!	12 Q-B2	PxP
		13 PxP	. . . .

Except for some insignificant changes in the sequence of moves, the opening is the same as that of the game cited. As Kraidman must have seen that game, it appears he has some essential improvement in mind.

13 . . . . P-QN4

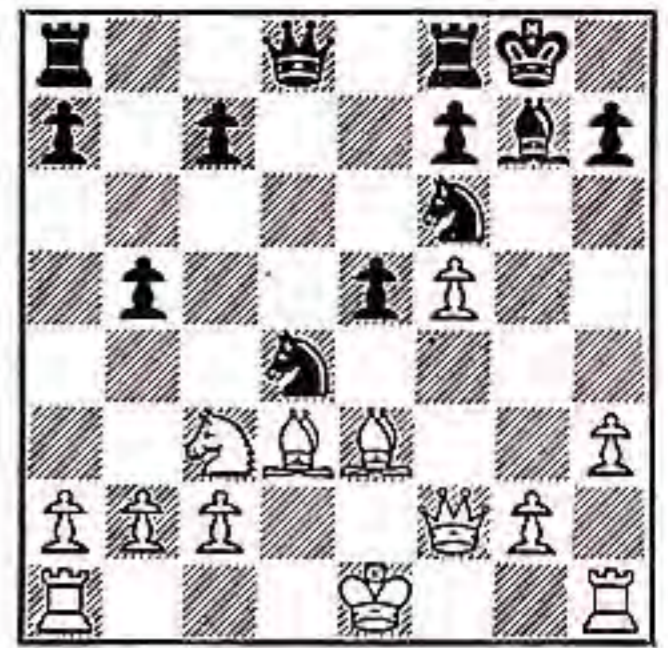
Avoiding Benko's 13 . . . N-K1, Kraidman starts to play his own game, offering a Pawn sacrifice which defies acceptance.

(See diagram, top of next column)

14 O-O . . . .

On 14 BxP or NxP, Black obtains too strong an attack: 14 . . . NxP 15 NxN,

† = check; ‡ = dbl. check; § = dis. ch.



Position after 13 . . . P-QN4

N-K5 16 Q-B3, Q-R5† and, e.g., 17 P-KN3, NxP 18 B-B2, Q-N5†.

Similarly, 14 BxN, PxP 15 NxP, R-K1† favors Black strongly: 16 B-K2, N-K5! etc. or 16 K-Q2, B-R3†! etc. or 16 K-Q1 or K-B1, N-Q4! etc.

14 . . . . P-B4  
15 N-K4 . . . .

Accepting the sacrifice is still out of the question: 15 NxP, R-N1 and, if 16 NxP, Q-Q2! or 15 BxN, BPxB 16 NxP, R-N1 etc. Black can continue otherwise: he has considerable choice but at least recovers the Pawn in a superior position.

White spoils his opponent's design, however, by playing consistently on the backwardness of Black's King Pawn and exerting the power of his Two Bishops.

15 . . . . P-B5 17 B-K4 QR-Q1  
16 NxN† QxN 18 P-B3 . . . .

Almost winning the Knight.

18 . . . . KR-K1

The Knight has no retreat: 18 . . . N-B3? 19 BxN, QxB 20 P-B6! But Black aims to recover the piece now after 19 PxN, PxP.

19 K-R1 K-R1  
20 QR-K1 . . . .

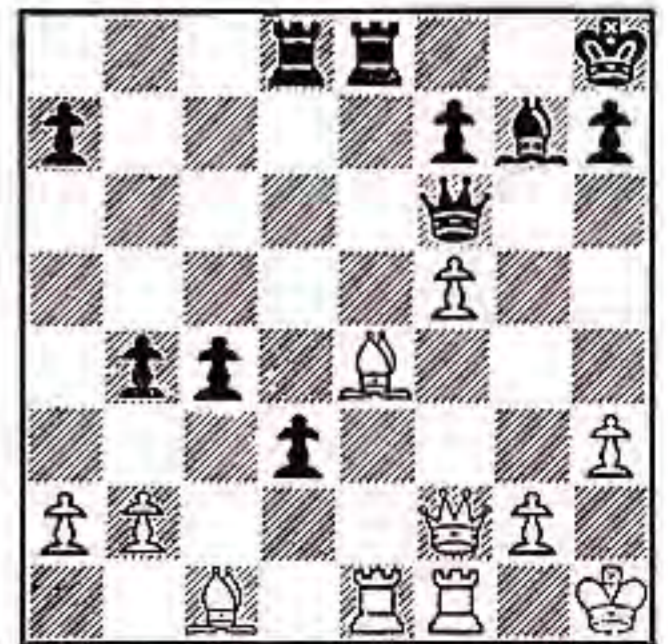
Now the Knight is virtually trapped. For, after 20 . . . N-B3 21 B-N5! QxB 22 BxN, White wins a number of Pawns.

20 . . . . P-N5

Black is not taken by surprise: he turns the trapping of the Knight into a combination of considerable promise.

21 PxN PxP  
22 B-B1 P-Q6

Now Black has only one Pawn for his piece but aims to establish by . . . P-B6 Pawns abreast on the sixth rank. This achievement will be more than sufficient compensation for the piece.



23 P-QN3! . . . .

White meets the danger with perfect tactical alertness. He threatens to elim-



inate the crucial Pawn just when 23 . . . P-B6 is prohibitive because of 24 BxP!

23 . . . . . B-R3

Black is eager to prevent 24 NPxBP. He can get in . . . P-B6 by sacrificing the Exchange: 23 . . . RxB 24 RxR. P-B6. But, after 25 Q-K3, Black can win only the Bishop for his Pawns and remains the Exchange down: e.g. 25 . . . P-Q7 26 R-K8†, B-B1 27 RxR, QxR 28 BxP, QxB [28 . . . PxB 29 R-Q1] 29 QxQ, PxQ 30 R-Q1, B-R3 31 P-N4, K-N2 32 P-KR4! and the Queen Pawn falls, after which Black can resign.

24 BxB QxB  
25 B-B3! . . . . .

Not 25 PxP as, after 25 . . . P-Q7, the Bishop falls.

25 . . . . . RxR

25 . . . P-B6 is met by 26 RxR†, RxR 27 Q-Q4† and 28 QxQP.

26 QxR! P-B6

Black has achieved his original objective, but under less favorable terms.

27 Q-K7! . . . . .

This Queen penetration gives White an attack which moves faster than Black's Pawns.



27 . . . . . Q-Q3

Black has nothing better. On 27 . . . R-KB1, White wins by 28 QxNP with threats of 29 QxP† and 29 Q-Q4†, and 28 . . . Q-N2 fails against 29 P-B6.

28 QxBP P-B7

On 28 . . . P-Q7, 29 B-Q1 blockades the Pawns. But the text is little better.

29 B-K4! . . . . .

The threat is 30 P-B6, Q-Q2 31 QxQ, RxQ 32 BxQP! RxB 33 P-B7.

29 . . . . . Q-KR3

Counter threat: 30 . . . P-B8(Q).

30 Q-K7 R-QB1

Or 30 . . . Q-Q3 31 P-B6 etc.

31 Q-K5† Q-N2

32 P-B6 Q-QB2

On 32 . . . Q-KB2 33 Q-N2, White wins: e.g. 33 . . . R-Q1 34 BxQP, RxB 35 QxP.

32 Q-Q4! . . . . .

After 33 QxQ, RxQ, White cannot stop the Pawns: e.g. 34 P-B7, RxP!

33 . . . . . Q-N3

White's threat of mate by P-B7 leaves Black no choice.

34 QxQ! . . . . .

Now swapping Queens wins as White's passed Pawn can reach the seventh rank safely.

34 . . . . . PxQ

35 P-B7 P-Q7

Nothing works: 35 . . . P-B8(Q) 36 P-B8(Q)†, RxQ 37 RxQ; or 35 . . . K-N2 36 BxQP, P-B8(Q) 37 P-B8(Q)† etc.

36 BxBP K-N2

37 R-B2! Resigns

### Call It an Oversight

Conventionally speaking, White wins this game by a fine sacrifice of the Exchange. Actually, however, he does not sacrifice but makes what can be called a "change combination." He gives a Rook for adequate compensation. "Adequate" in these cases is a minor piece plus one or two Pawns, which is as near as can be arithmetically totaled up. Here White gets only one Pawn, but in an extremely favorable setting, positionally.

The outstanding feature of the game, therefore, is not the "sacrifice" itself, but Black's failure to avoid it. That's a gross oversight on his part.

### CATALAN OPENING

B. Anderson Denmark		W. Unzicker West Germany	
1 P-QB4	N-KB3	8 P-Q4	N-N3
2 P-KN3	P-K3	9 Q-Q3	B-N5
3 B-N2	P-Q4	10 O-O	O-O
4 N-KB3	PxP	11 R-Q1	Q-K2
5 Q-R4†	B-Q2	12 B-N5	P-KR3
6 QxBP	B-B3	13 BxN	QxB
7 N-B3	QN-Q2	14 N-K4	Q-K2
		15 QR-B1	. . . . .

The game is in the balance, but White has a threat.

15 . . . . . KR-Q1

Black not only overlooks the threat but makes it even stronger. He ought to move his Queen Bishop, playing 15 . . . B-Q4 or 15 . . . BxN.



16 RxB! . . . . .

The decisive "change combination."

16 . . . . . PxR

17 N-K5 Q-B1

The Pawn is indefensible: 17 . . . Q-K1 18 NxQBP! QxN 19 N-B6†; but Black must retain the Exchange and so has little choice now: 17 . . . R-K1 is merely a transposition of moves.

18 NxQBP R-K1

19 P-QR3 B-Q3

20 P-B4 . . . . .

The game is materially more or less even; but, obviously, White has a great positional advantage. There can hardly be any doubt as to the issue.

For a player of Unzicker's high category, his oversight must be classified as a blunder of the gravest kind. There is actually little difference between Unzicker's failure here and Anderson's against Uhlmann in the same tournament.\*

20 . . . . . N-Q4 23 BxP Q-B3  
21 N-Q2 P-B4 24 N-B3 N-N3  
22 P-K4 PxP 25 B-N6 KR-QB1

Black has lamentably little scope for his Rooks.

26 N/3-K5 . . . . .

Now 27 B-B7† can mate or win the Queen: 27 . . . K-R1 28 N-N6†, K-R2 29 N-B8† or 27 . . . K-B1 28 Q-R7.

26 . . . . . K-R1

27 R-KB1 R-B1

In a hopeless position, one move is as good as another. This one loses the Queen. Yet one can hardly call it an error. \*\*

28 N-KN4! Resigns

The Queen has no retreat.

\* De gustibus and all that, for our taste, White made a fine sacrifice of the Exchange (fortified by the 17 N-K5, 18 NxQBP! and 19 N-B6† as the stinger. We give the Uhlmann-Anderson game as Mr. Knoch presents it for comparison: 1 P-Q4, N-KB3 2 P-QB4, P-K3 3 N-KB3, P-QN3 4 N-B3, B-N5 5 Q-B2, B-N2 6 B-N5, P-KR3 7 B-R4, P-Q3?? [cf. also Saemisch-Capablanca, Karlsbad 1929] 8 Q-R4†, N-B3 9 P-Q5, Resigns.—Ed.

\*\* Contrariwise! The high category player fights to the last—or it is a blunder.—Ed.

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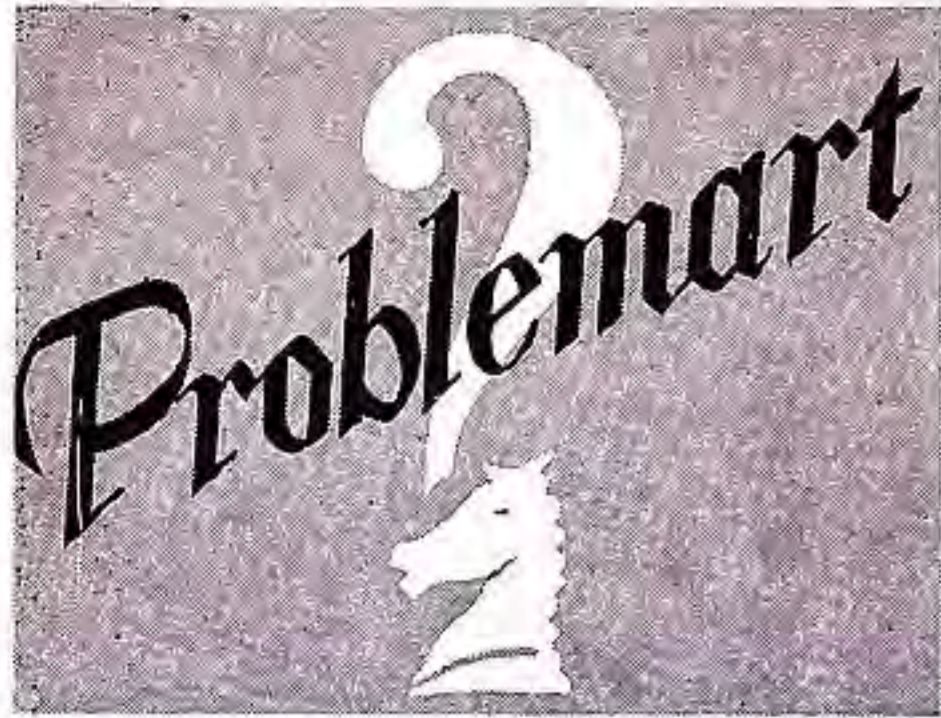
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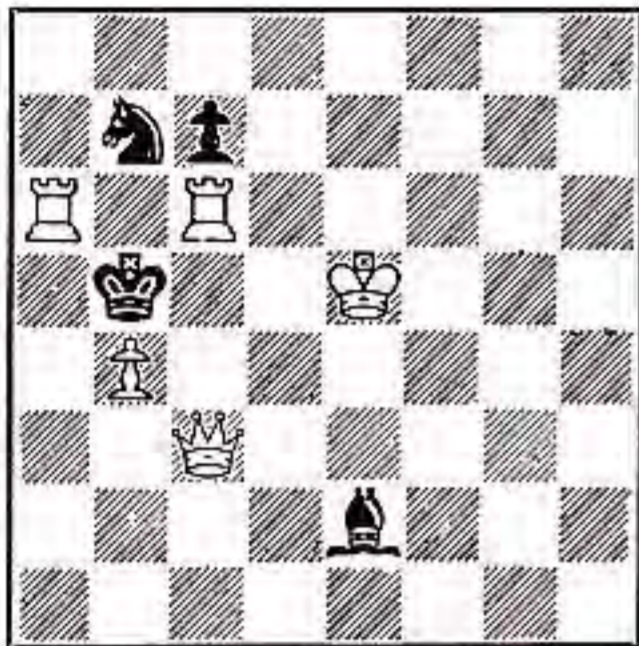
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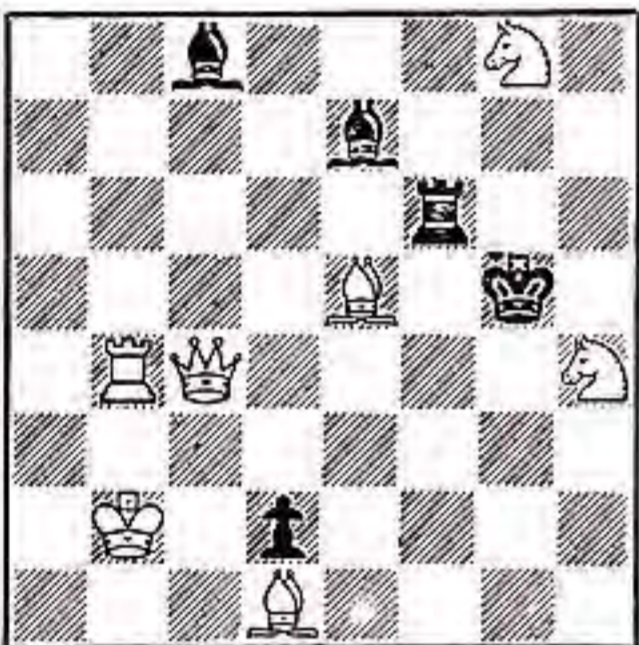


No. 1 Nils G. G. van Dijk



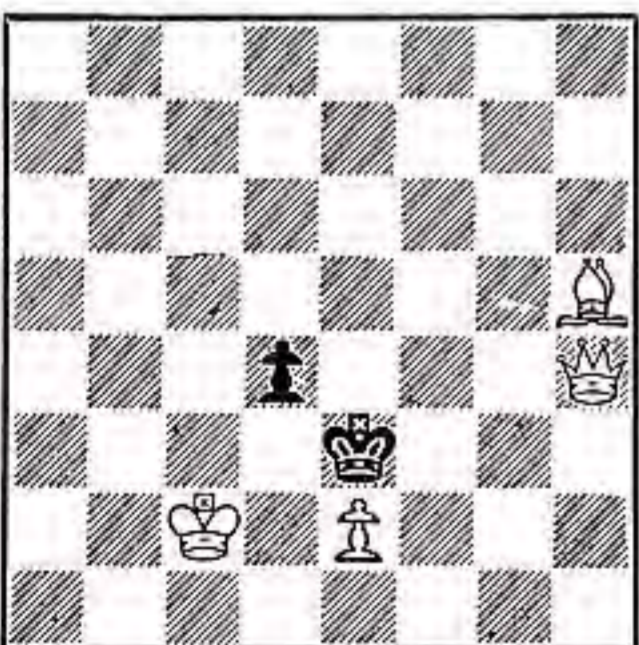
White mates in two

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White mates in two

No. 3 Sam Loyd



White mates in three

Solutions on page 160.

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### Oil on the Fire

The Petrosyan Attack, with 8 B-KN5, bothered Black for some time. Then the Black side developed proper improvements but only seemingly. But the rejuvenation of the attack by P-KR4 has put fresh oil on the fire. And so it stands now. One may wonder if Black will rise again.

#### KING'S INDIAN DEFENSE

Paul Keres		E. Walther	
Soviet Union		Switzerland	
1 P-Q4	N-KB3	5 N-B3	O-O
2 P-QB4	P-KN3	6 B-K2	P-K4
3 N-QB3	B-N2	7 P-Q5	QN-Q2
4 P-K4	P-Q3	8 B-N5	P-KR3
		9 B-R4	....

This is the attack: an example of how it has been met is Najdorf-R. Byrne (page 286, September 1964).

9 ....	P-KN4
10 B-N3	N-R4
11 P-KR4!	....

Here is the rejuvenation. The annotator knows of no games to illustrate a good system of counterplay.

11 ....	P-N5
---------	------

After 11 ... N-B5 in almost the same position [with ... P-QB4 instead of ... QN-Q2], White won quickly in Benko-Najdorf, Piatigorsky Cup Tournament, Los Angeles 1963 (page 288, September 1963).

12 N-R2	....
---------	------

12 N-Q2 has also been played. Apparently, Keres contemplates a possible sacrifice on KN4 at the proper moment.

12 ....	NxB	15 B-Q3	P-QB3
13 PxN	P-KR4	16 K-R1	N-B3
14 O-O	B-R3	17 B-B2	PxP
		18 BPxP	....

Obviously, White has a fine game because of the King-side situation. In the long run, he may lodge a Knight on KB5 and so practically spell finish.

18 ....	N-K1
19 Q-K2	N-N2
20 R-B2	P-B4

Black improves his game positionally by swapping off his backward Pawn but incurs severe tactical troubles as his King almost completely lacks Pawn protection. For the moment, though, Black has a strong threat: 21 ... P-B5!

21 PxP!	NxP
---------	-----

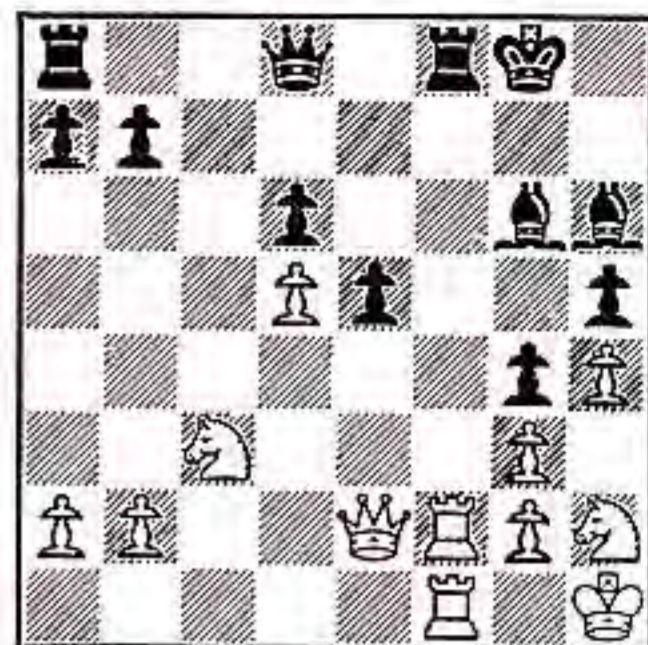
Retaining the Knight may be more desirable; but 21 ... BxP 22 BxB leaves Black with no satisfactory recapture:

1) On 22 ... NxB 23 RxN! RxR 24 NxP, PxN 25 QxP†, White wins. And he gets a winning advantage on 24 ... B-N2 25 N-K3 followed by 26 QxP. Finally, and debatable to some degree, on 24 ... Q-KB1 25 N-R2! with 26 N-B3 or 25 ... R-B7 26 QxRP intended, White has superior compensation for the Exchange;

2) On 22 ... RxB 23 NxP! PxN 24 RxR, NxR 25 QxP†, N-N2 26 Q-N6! White has a winning attack.

22 BxN	BxB
23 R/1-KB1	B-N3

Despite Black's Two Bishops and superior Pawn formation, he is in great trouble as his Kingside is still too weak for the middle game. The text move fails; but the alternatives 23 ... Q-Q2 24 N-K4 and 23 ... B-Q2 24 N-K4 are not much better.



24 NxP! ....

Here is the proper moment mentioned in the note to move 12.

24 ....	PxN
25 QxNP	K-R2
26 P-R5!	B-Q6

Obviously, White's advantage is decisive: he has two mighty Pawns and a powerful attack as more than compensation for his piece.

Curiously, Black has no other move.

27 RxR	BxR/1
28 R-B3	B-B7
29 N-K4	K-R1

White wins on 29 ... BxN 30 QxB†, K-R1 31 R-B7, B-N2 32 P-R6.

30 R-B7	....
---------	------

The threat is 31 Q-N6 and mate next.

30 ....	Q-K1
---------	------

Now Black can meet 31 Q-N6 with 31 ... QxR! 32 QxQ, BxN.

31 NxP!	....
---------	------

The finishing touch.

31 ....	Q-R5
32 Q-N5	....

The threat is 33 Q-B6†, K-N1 34 N-B5, BxN [else 35 R-N7† etc.] 35 QxB, B-N2 36 P-R6 or Q-N6 etc.

32 ....	Q-R3	34 R-B6	Q-Q6
33 QxP†	K-N1	35 K-R2	....

Removing the King from a possible check, White has effective attacking moves to hand.

35 ....	Q-R2
36 Q-K6†	Resigns

After 36 ... K-R1 37 N-B7†, K-N2, there is the murderous 38 P-R6†!

### "Better" than the Best

An unrefuted error by achieving what is normally unachievable works better than the best move sometimes. Black rejects a slow win for a faulty combination, and wins quickly and very beautifully in this game.

#### RUY LOPEZ

R. F. Madan		Dr. T. Gragger	
India		Austria	
1 P-K4	P-K4	6 Q-K2	P-QN4
2 N-KB3	N-QB3	7 B-N3	O-O
3 B-N5	P-QR3	8 P-QR4	P-N5
4 B-R4	N-B3	9 P-R5	P-Q4!
5 O-O	B-K2	10 PxP	....



# Solitaire Chess

## THE BRAZILIAN DIAMOND

The archives dub this Evans Gambit, Caldos Vianna versus A. Silvester, Rio de Janeiro 1900, the Brazilian diamond. While it has some perceptible flaws, it abounds in tactical brilliance. The finale is particularly pleasing. The game begins: 1 P-K4, P-K4 2 N-KB3, N-QB3 3 B-B4, B-B4 4 P-QN4, BxP 5 P-B3, B-R4 6 P-Q4, PxP 7 O-O.

Cover scoring table at line indicated. Set up position, make Black's next move (exposing table *just enough* to read it). Now *guess* White's 8th move, then expose it. Score par, if move agrees; zero, if not. Make move actually given, Black's reply. Then guess White's next, and so on.

COVER WHITE MOVES IN TABLE BELOW. EXPOSE ONE LINE AT A TIME

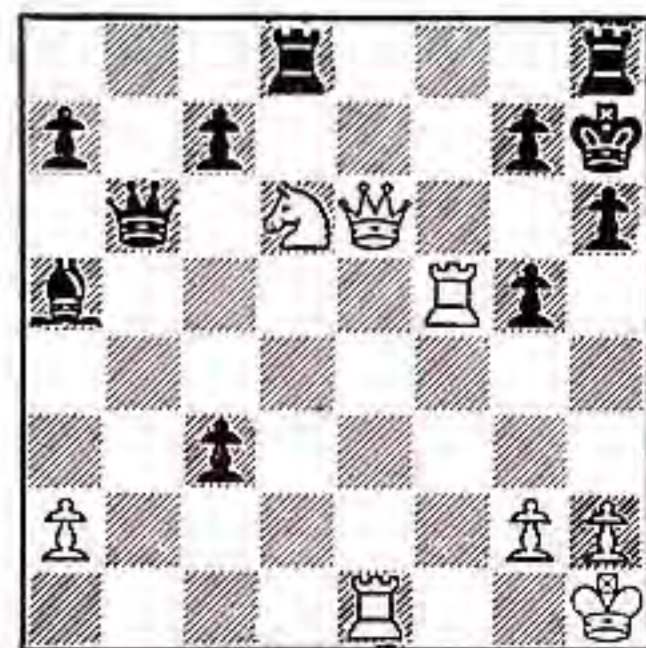
White Played	Par Score	Black Played	Your Selection for White's move	Your Score
		7 . . . . . P-Q3	.....	.....
8 Q-N3	3	8 . . . . . Q-B3	.....	.....
9 P-K5	3	9 . . . . . PxKP	.....	.....
10 R-K1	3	10 . . . . . B-Q2 (a)	.....	.....
11 B-KN5	4	11 . . . . . Q-B4	.....	.....
12 NxKP	5	12 . . . . . NxN	.....	.....
13 P-B4	3	13 . . . . . P-KB3	.....	.....
14 QxP	4	14 . . . . . R-Q1	.....	.....
15 PxN	3	15 . . . . . PxB	.....	.....
16 R-KB1	4	16 . . . . . QxP	.....	.....
17 N-Q2	4	17 . . . . . N-K2	.....	.....
18 QR-K1	3	18 . . . . . Q-QB4	.....	.....
19 B-B7†	3	19 . . . . . K-B1	.....	.....
20 B-N6§	3	20 . . . . . B-B4 (b)	.....	.....
21 BxB	3	21 . . . . . NxB	.....	.....
22 N-K4	4	22 . . . . . Q-N3 (c)	.....	.....
23 RxN†	2	23 . . . . . K-N1	.....	.....
24 N-Q6	5	24 . . . . . PxP§ (d)	.....	.....
25 K-R1	3	25 . . . . . P-KR3	.....	.....
26 Q-Q5†	4	26 . . . . . K-R2	.....	.....
27 Q-K4 (e)	5	27 . . . . . K-N1	.....	.....
28 Q-K6†	4	28 . . . . . K-R2 *	.....	.....
29 R-B6	5	29 . . . . . KR-B1	.....	.....
30 Q-B5†	5	30 . . . . . K-N1	.....	.....
31 RxR†	4	31 . . . . . RxR	.....	.....
32 QxR†	7	32 . . . . . KxQ	.....	.....
33 R-K8 mate	4			
<b>Total Score</b> .....	<b>100</b>	<b>Your Percentage</b> .....		

SCALE: 75-100—Excellent; 55-74—Superior; 40-54—Good; 25-39—Fair

### NOTES TO THE GAME

- a) 10 . . . KN-K2 consolidates; the text leaves Black exposed in the center and the wings.
- b) The only hope for freedom; 20 . . . K-N1 is met by 21 Q-N3† etc.
- c) 22 . . . Q-Q4 is better; on 23 RxN†, QxR 24 R-KB1, Black amasses much material for the Queen.
- d) Inveigled by the discovery; 24 . . . QxQ 25 NxQ, BxP is to be preferred.
- e) Now White threatens a mean discovery in his turn.

\*Position after 28 . . . K-R2



† = check; ‡ = double check; § = dis. check

In this line, the Worrall Attack with 6 Q-K2, Marshall's Pawn sacrifice (here known as the Tartakover Counterattack) is even more promising than in the Marshall line proper against 6 R-K1. Consequently, White proceeds more safely with 10 P-Q3 and, if 10 . . . B-N5, then 11 P-B3.

10 . . . . . P-K5!  
11 PxN B-N5  
12 Q-K3 . . . . .

Here White merely loses time. 12 P-Q4, PxN 13 Q-Q3, PxP 14 R-K1 is preferable, as suggested by Dueckstein in Schach-Echo.

12 . . . . . PxN  
13 P-N3 . . . . .

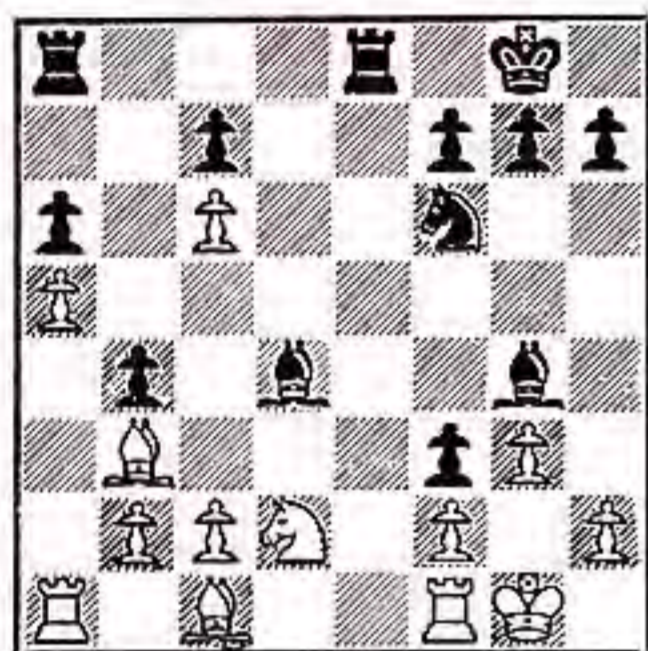
13 P-Q4 is still better. Now the Pawn on KB6 is a most obnoxious intruder.

13 . . . . . R-K1  
14 P-Q4 B-QB4  
15 Q-Q3 . . . . .

15 PxB, RxQ 16 BxR is a reasonable try for White with enough material compensation for the Queen. So far as his King safety is concerned, he has that problem anyhow: a possible continuation is 16 . . . Q-QB1 17 R-K1 [or 17 N-Q2, B-R4!], B-R4 18 B-QB4! to meet 18 . . . Q-R6 by 18 B-KB1.

15 . . . . . QxP  
16 QxQ BxQ  
17 N-Q2 . . . . .

The text is the best White can manage in his bad position.



17 . . . . . R-K7

It is here that Black contemplates his faulty combination. 17 . . . B-R6 is best as it wins the Exchange: 18 R-Q1, N-N5! or 18 NxP, BxR 19 NxB? R-K8.

18 B-B4 RxP?  
19 RxR R-K1  
20 N-N3 . . . . .

And here White fails to refute that combination. Correct, as Dueckstein points out, is 20 N-B1! R-K8 21 B-K3! RxR 22 BxB, N-K5 23 BxRP, RxP 24 B-Q3, NxR 25 BxN with advantage to White.

By way of compensation for those mutual errors, the reader can now follow a very attractive finish.

20 . . . . . R-K8† 22 KxB N-K5†!!  
21 B-B1 BxR†! 23 K-N1 . . . . .

One beautiful point is that, on 22 KxR, Black mates by 23 . . . P-B7. As it is, White can only postpone mate.

23 . . . . . RxB†!  
24 KxR B-R6†  
Resigns



Up-to-date opening analysis  
by an outstanding authority.



by DR. MAX EUWE  
Former World Champion

# Spotlight on Openings

## QUEEN'S GAMBIT DECLINED – the Vienna Variation

The Vienna Variation was first employed against the Queen's Gambit Declined in the thirties; it seemed to be an ideal variation for those players who, with the Black pieces, were aiming for a win, instead of a draw.

In this variation, serious complications arise around the tenth move, and sacrifices—even of the Queen—are in the air all the time.

In the early years of its application, the challenge of the Vienna Variation was regularly accepted, and improvements for White and Black were found alternately. Then came a period of standstill.

No longer was White giving his opponent the opportunity to play the Vienna. On the other hand, on those rare occasions when Black was given the opportunity, he did not take it as a rule.

This last year, however, new life in the Vienna Variation has appeared. So it is important to signalize the games which have employed this opening and to strike a balance so we may arrive at a definite conclusion about the value of the variation.

In the following study, the effect of the most recent games is considered against the parallel ones of hitherto standard usage.

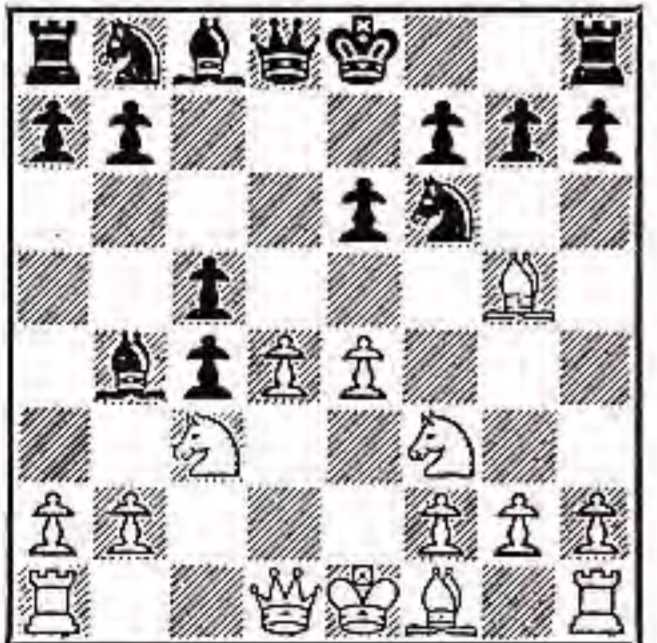
White  
1 P-Q4 Black P-Q4

The Vienna can also arise after a bit of jockeying, of course: e.g. 1 . . . N-KB3 2 P-QB4, P-K3 3 N-KB3, N-KB3 4 B-N5. It is characterized primarily by 3 N-KB3, instead of N-QB3, and 4 B-KN5 and by Black's sharp re-action on the dark squares with (see below) . . . B-QN5, . . . PxBP and . . . P-QB4.

2 P-QB4 P-K3  
3 N-KB3 N-KB3  
4 B-N5 . . .

If White wishes to avoid the Vienna, he can quietly play 4 N-B3; but then his chances of getting an opening advantage are probably minimal.

4 . . . B-N5†  
5 N-B3 PxP  
6 P-K4 P-B4



The Basic Position

It seems as though White can attain a clear superiority by P-K5. Another possibility is 7 BxP.

### Variation I.

7 P-K5 . . .  
After this obvious move, it seems 7 . . . P-KR3 is forced. Then, however,

White gets a considerable advantage by 8 PxN, PxB 9 PxNP, R-N1 10 PxP, 7 . . . PxP!

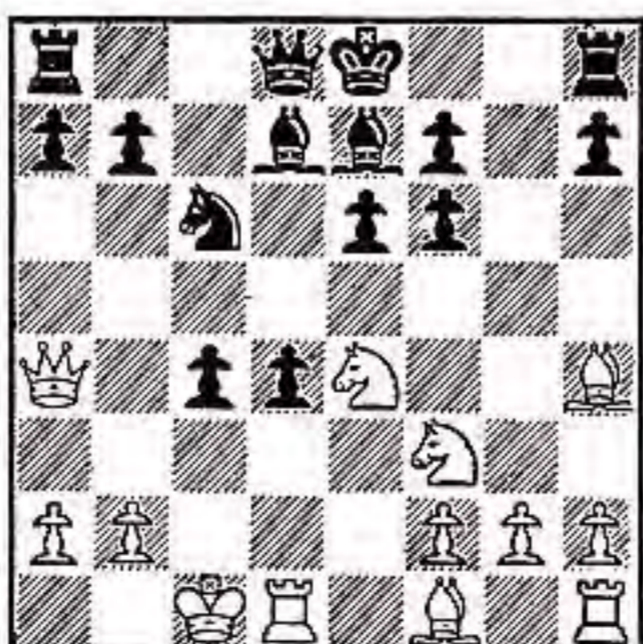
This is one of the points of this tricky variation.

8 Q-R4† N-B3  
9 O-O-O . . .

Here already is a stage of great complications. The position is very difficult and well worth thorough examination by anyone planning to take it on. The line has become old-fashioned, however, and so only the main consequences are given here.

9 . . . B-Q2  
This is a promising sacrifice, the high light of the Vienna. Various books point out the inadequacy of 9 . . . P-KR3 (Vidmar-Bogolyubov, Nottingham 1936).

10 N-K4 B-K2  
11 PxN PxP  
12 B-R4 . . .



The key position for this line.

It ought to be noted here that 12 . . . N-N5 is refuted by 13 QxN! BxQ 14 NxP†, K-B1 15 RxP, Q-R4 16 NxB†, K-K1 17 N-B6†, K-B1 18 BxP (Fine-Gruenfeld, Amsterdam 1936).

† = check; ‡ = dbl. check; § = dis. ch.

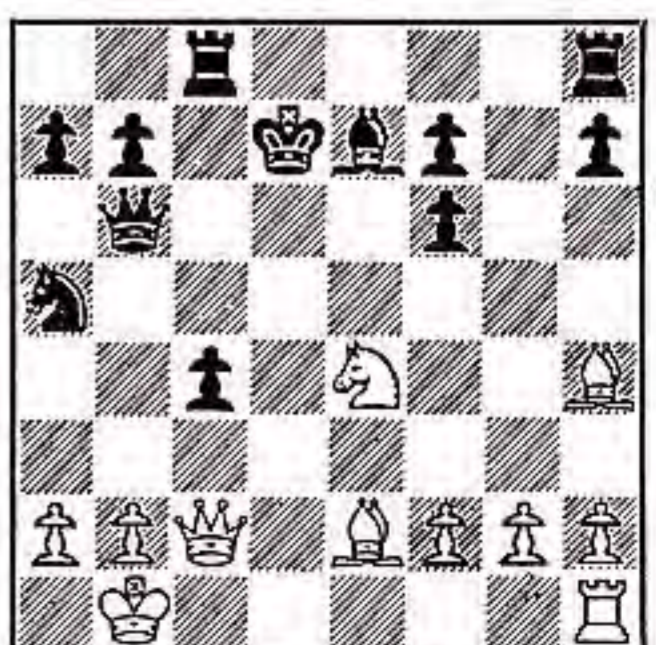
Also, 12 . . . N-R4 13 Q-B2, P-K4 is inadequate: 14 NxQP! PxN 15 RxP, and 15 . . . Q-N3? 16 R-Q6 or 15 . . . N-B3 16 RxB! QxR 17 NxP†, BxN 18 BxB, R-KN1 19 BxP.

12 . . . R-QB1  
13 K-N1 N-R4

For some time, 13 . . . P-N4 was considered very strong here. Nowadays, the following continuation is apt to deprive Black of any pleasure in playing the variation: 14 QxNP, P-B6 15 NxQP, Q-B2 [15 . . . NxN 16 RxN is easy for White], 16 Q-B4! Q-B5 17 N-QN5, N-Q5 18 RxN, RxQ 19 BxR, and White has both material and positional advantage. 14 Q-B2 P-K4 16 RxP Q-N3 15 NxQP PxN 17 RxB . . .

This sacrifice is noted in Fine's *Practical Chess Openings* (1948) with some reservation as to its evaluation. The correctness of it, however, now seems established and, with it, the value of this classic variation.

17 . . . KxR  
18 B-K2 . . .



Pachman considers this position as superior for White. He gives two variations:



1) 18 . . . R-B3 19 B-N4†, K-K1 20 R-Q1, R-K3 21 BxR, QxB 22 BxP! BxB 23 R-Q6;

2) 18 . . . P-B4 19 R-Q1†, K-K1 20 Q-B3! R-N1 21 R-Q6.

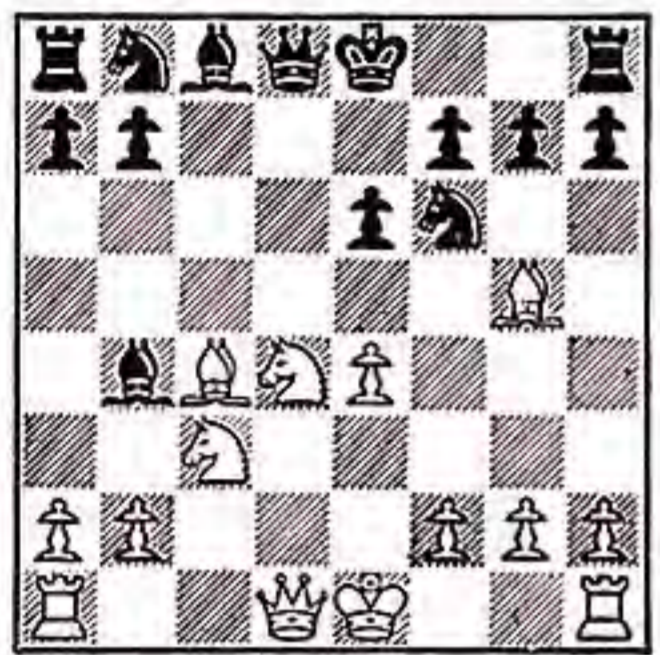
Still and all, the issue is not entirely clear. So it is comprehensible that White may wish for a more solid continuation which yet guarantees a sure advantage. Also, he may want to avoid the great complications of Variation I.

**Variation II.**

As matters now stand, it seems as though White may indeed obtain an advantage by choosing Variation II. On the other hand, however, this continuation is neither more nor less solid than Variation I. The resulting complications, also, are about of the same level.

(Continue from the Basic Position)

7 BxP PXP  
8 NxP . . . .



It is from this position that two recent games have departed.

**Subvariation A**

8 . . . . Q-R4

For years, this was the most popular move; but it doesn't seem satisfactory.

9 BxN . . . .

This capture is practically forced, but also very strong.

9 . . . . BxN†  
10 PxB QxP†  
11 K-B1 QxB†

On 11 . . . PxB 12 R-B1, Q-R4 13 B-N5†, K-K2 14 P-K5! White obtains a tremendous attack: 14 . . . PxB 15 Q-R5.

12 K-N1 . . . .



12 . . . . N-Q2

This, unfortunately for Black, is the only reasonable continuation.

Here are two other possibilities, one more charming than the other:

1) 12 . . . O-O 13 Q-N4, P-N3 14 Q-B4, N-Q2 15 P-K5, NxB 16 PxN,

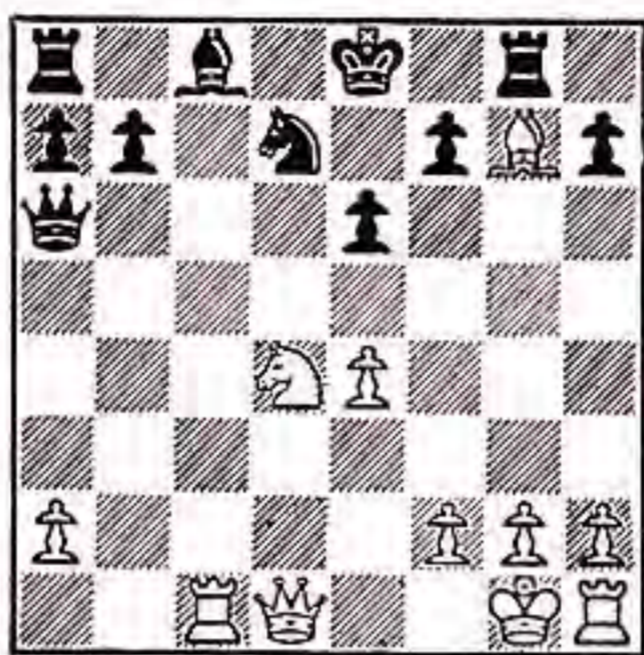
K-R1 17 R-B1, Q-Q4\* 18 Q-R6, R-KN1 19 N-B3! Q-R4 20 N-N5!! (analysis by Kotov);

2) 12 . . . B-Q2 [12 . . . PxB is refuted of course by 13 R-B1, Q away 14 RxB† and 15 RxR] 13 R-B1, Q-R3 14 NxP!! PxN 15 R-B8†! K-B2 16 RxR. PxB 17 Q-R5†, K-K2 18 Q-B5†, K-B2 19 RxP†, K-N1 20 Q-K7, Resigns (Alekhine-Bogolyubov, Warsaw 1941).

13 R-B1 Q-R3

On 13 . . . QxP, White has 14 BxP, R-KN1 15 N-N5 etc. And, on 13 . . . Q-N5, he has 14 BxP, R-KN1 15 NxP etc.

14 BxP R-KN1



15 P-QR4! . . . .

Here is a convincing new move. Note that Black cannot take the Bishop: 15 . . . RxB 16 N-N5, Q-R4 17 N-B7†, and White nets the Exchange.

15 . . . . Q-Q3  
16 B-R6 P-R3

16 . . . P-K4 17 N-N5, QxQ† 18 RxQ sets Black in a hopeless position.

17 B-K3 N-K4

The text is from Smyslov-Wade Havana 1964). 17 . . . P-K4 18 N-B5, QxQ† 19 RxQ is preferable here, though Black then has to cope with a bad end-game.

18 Q-R5 N-N5 20 P-K5! R-N3  
19 QxRP Q-B1 21 B-B4

And White won easily.

**Subvariation B**

(Continue from diagram after 8 NxP)

8 . . . . Q-B2

This move was recommended years ago by Ragozin; but it seems no more satisfactory than the 8 . . . Q-R4 of Subvariation A.\*\*

9 Q-N3! . . . .

(See diagram, top of next column)

This is Averbakh's innovation: he declared he had already discovered the move in 1946.

9 . . . . BxN†

\* Trifunovich-Gligorich, Mar del Plata 1953, seems to indicate a way out here: 17 . . . P-K4! 18 Q-R6, QxR† 19 QxQ, PxN 20 P-KR4, B-B4 Drawn. The main question may be how convincing the draw is.—Ed.

\*\* Black may still have "outs." Fine's PCO suggests 8 . . . QN-Q2 from the Tournament Book of the 1939 USSR Championship as worth a try: 9 O-O, BxN 10 PxB, Q-R4 or 9 B-N5, O-O 10 KBxN, BxB 11 P-K5, Q-R4! And Modern Chess Openings, 9th Ed, cites Horowitz' 8 . . . BxN† 9 PxB, QN-Q2 for equality.—Ed.



Position after 8 . . . Q-B2

Nor do other moves solve the problem. On 9 . . . NxP, White has 10 QxB, NxB 11 O-O as he threatens 12 P-KR4 or P-B4, trapping the Knight, as well as 12 N/3-N5 with a decisive attack. And, on 9 . . . Q-B4 10 BxN, PxB 11 O-O, QxN 12 QxB, N-B3 13 Q-N3, White stands better: 13 . . . N-R4 14 B-N5† or 13 . . . O-O 14 QR-Q1.

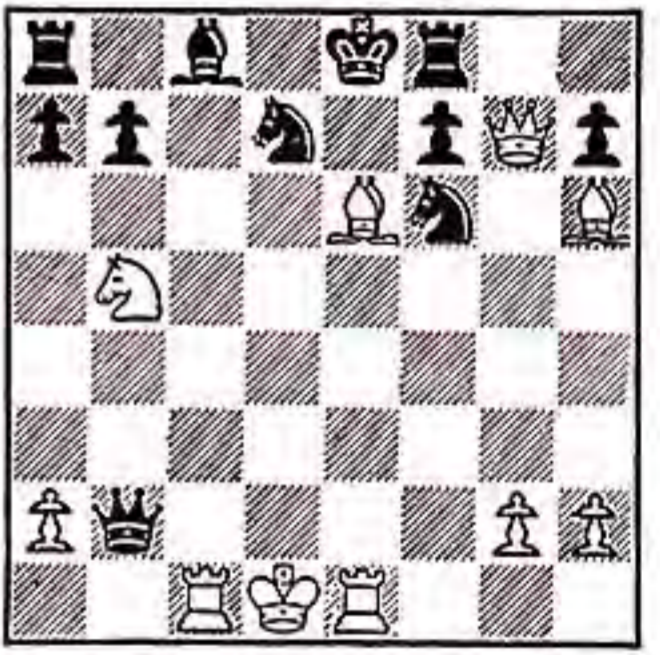
10 QxB NxP



11 N-N5 . . . .

This fatal surprise occurred in Averbakh-Estrin (Moscow 1964).

11 . . . . Q-B4 14 K-Q1 N-Q2  
12 QxP R-B1 15 R-K1 N/5-B3  
13 B-R6 QxP† 16 BxP! QxQNP  
17 R-QB1 . . . .



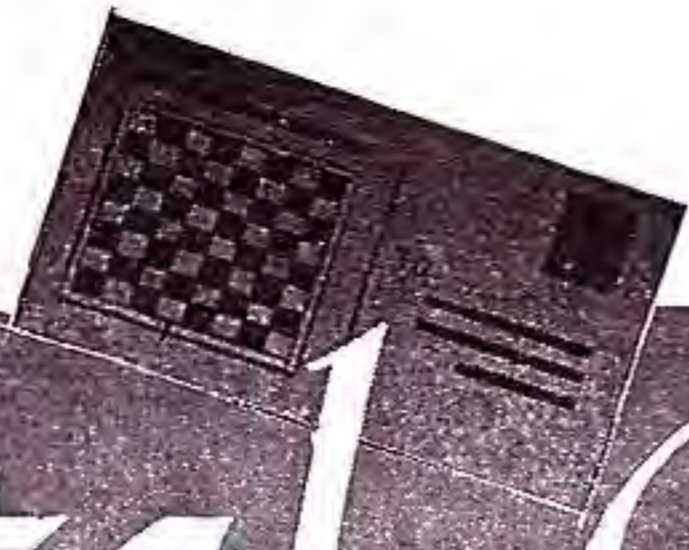
Black (Estrin) resigned—a spectacular finish.



"Queen that Pawn, Crandall, and you're a dead man!"



# Postal Chess



## TOURNAMENT NOTES Progress Reports for Golden Knights Tournaments

### 13th Annual Championship

In the 1959-60 Golden Knights, a hiatus exists this month as to significant results. See April issue for the list of present leaders.

As to completion of this tournament, only single (and over-due) results jam Finals sections 22, 24, 25 and 28. But the last four have a good many results that are a long time from finishing.

### 14th Annual Championship

In the 1960-1 Golden Knights, Finals section, 60-Nf 18, has completed play, and the contestants therein earned these weighted point totals:\*

R R Coveyou 42.4; S Crown 35.05; J F Healy 31.3; T F Leonard 27.4; G L Frank 20.5; J C Thoms 20.05; and P T Luks withdrew.

We ask players to be sure to get in results promptly, also report if opponents are tardy. Many of the near-last of sections assigned have more reports in than mid-early assigned ones.

As last month, the last Finals is yet to be assigned, and we have but one more potential qualifier to be cleared.

### 15th Annual Championship

In the 1961-2 Golden Knights, Finals section, 61-Nf 1, has completed play, and the contestants therein earned these weighted point totals:\*

D A Rosenberger 43.0; G Katz 37.2; J C Meyer and J B Slavich 36.1; A Dornins 22.8; C Barasch 21.0; and V De Martino withdrew.

Most Finals sections have yet to conclude; and many contestants have yet to qualify to the Finals. The following contestants, however, have now qualified for assignment to the Finals: M. Ladacki, E. Lense, L. Wilson, J. Bauer, H. A. Fisher, R. Gonzalez, R. J. Trenkamp, J. F. Shaw and W. Weil, setting up one more Finals and leaving five waiting for more qualifiers.

### 16th Annual Championship

In the 1963 Golden Knights, the following postalites have qualified for assignment to the Finals:

P H Beckham, G Aguilera, A C May and G Goodman.

Also, the following have qualified for the Semi-finals:

E J Werner, H A Fisher, T R Dome, W W Buchanan and A J Stesko.

### 17th Annual Championship

No new Postalites have qualified for assignment to the Finals; but the following contenders have qualified for the Semi-finals:

R A Pease, C J Custer, G C Van de Carr, Mrs C A Butland, P S Leinweber, O Birsten, D A Young, F D Dulicai, E S Itkin, H R Ronan, H F Wright, R R Coveyou, J Cole, T A Willis, W D Howell, L S Ward, J McElroy, D Ballard, W Bland, H B Clay, H Rosenberg, K Domann, M W Herrick, G Prazak, M Siegel, A S Penniston, R A Cayford and C Shipley.

### 18th Annual Championship

In the 1965 Golden Knights, ninety-two sections were in play by the end of March, all of 644 contestants. But we still await the first qualifier to the Semi-finals.

## POSTALMIGHTIES! Prize Tournaments

These Postalites have won prizes in the 1963 and 1964 Prize Tournaments.

Tourney	Players	Place	Score
63-P 23	A C Chick .....	1st	4½-1½
	G M Story .....	2-3	4 -2
	J C Thoms .....	2-3	4 -2
	J F Boshea .....	1-3	4 -2
	H Kolin .....	1-3	4 -2
24	H J Rhode .....	1-3	4 -2
	H J Rhode .....	1-3	4 -2
75	A B Humphrey .....	1st	4½-1½
	W C Tingle .....	2nd	4 -2
84	W Alberts .....	1st	5½-½
	L S Ward .....	2nd	3½-2½
64-P 3	C P Gratto .....	1st	6 - 0
	A C Genz .....	1-2	5½-½
	B Plemel .....	1-2	5½-½
	A Wagner .....	1st	5½-½
	D Rivera .....	1st	5½-½
	R L Melton .....	2nd	5 -1
	H Derring .....	2nd	4½-1½
	F Nixon .....	2-3	4½-1½
	T Twaiten .....	2-3	4½-1½
	G Long .....	1st	5 -1

## Class Tournaments

These Postalites have won or tied for first in 1963 and 1964 Class Tournaments.

Tourney	Players	Place	Score
63-C 76	R N De Cost .....	1st	4 -2
	D S Stevenson .....	1st	4½-1½
	V R Bonijla .....	1st	5 -1
	E O Anders .....	1st	4½-1½
	J B Lewis .....	1st	4 -2
	D L Baker .....	1st	4 -2
	Christa K Braun .....	1-2	4 -2
	K B Horne .....	1-2	4 -2
	D Strong .....	1st	3 -3
	R C Slater .....	1st	3½-2½
95	J J Scheper .....	1st	4 -2
	D M Noble .....	1st	4 -2

100	S Magura .....	1st	4 -2
102	J Maxwell .....	1st	3 -3
103	W A Swartworth .....	1st	4 -2
110	H H Robison .....	1st	5 -1
308	D Dawson .....	1-2	4 -2
	J A Woelfinger .....	1-2	4 -2
333	P De Souza .....	1st	4½-1½
341	J L Harnett .....	1st	6 -0
391	A P Angstenberger .....	1st	4½-1½
64-C 4	P R Dyba .....	1st	4 -2
29	K E F Howes .....	1st	6 -0
31	J Kassian .....	1st	6 -0
54	E H Fuller .....	1st	5 -1
63	P Fattman .....	1st	5 -1
74	A G Bustin .....	1st	6 -0
78	N Pantazi .....	1st	5½-½
79	M Mooney .....	1st	6 -0
99	J Gauson .....	1-2	5 -1
	H W Shader .....	1-2	5 -1
133	F L Seybold .....	1st	5 -1
141	F L Seybold .....	1st	5 -1
145	L J Kessler .....	1st	5 -1
149	E Chosak .....	1st	5 -1
151	D H Mahony .....	1st	6 -0
153	G D'Aoust .....	1st	6 -0
172	T R Gray .....	1st	4 -2
177	C Moore .....	1st	6 -0
186	R Larzelere .....	1st	5 -1
187	R P Sorensen .....	1st	6 -0
189	J Lavender .....	1st	6 -0
200	D Sejarretta .....	1st	5 -1
210	F D Lynch .....	1st	6 -0
232	J Nelson .....	1st	5 -1
251	R J Rader .....	1st	4½-1½
256	M Ogulnick .....	1st	5 -1

## Erasures Illegal

The final statement of Rule 7 in the Postal Chess Rules is "Moves erased or otherwise visibly altered must be dealt with at once as illegal moves."

The point is to reply at once, not after 72 hours, asking for a legal move (explaining move was written over or altered) but not giving your reply. (A reply may "tip your hand.")

Why? A player who erases his move at the last moment is very apt not to correct his records to conform, and more apt to forget he sent the new move. If this move was a poor one—and last minute ideas often are—he will be convinced his opponent is prevaricating. And submission of the card to the judgment of the Postal Chess Editor is useless by then as he cannot tell who did the altering. He can rule only that the move is illegal. But a call for a new and clearly written move dissolves all cause for dispute. Make the call at once—it requires no analysis.

Of course, avoid sending altered moves. Repeated cases come under Rule 8! But, if you have a card all made out and feel you must change the move, strike it out—don't erase it—write in the new move with an apology and okay it with your initials.



# POSTAL MORTEMS

Game Reports Received  
during March 1965

To report results, follow instructions on pages 4 & 5 of your booklet on Postal Chess strictly and exactly. Otherwise the report may be misrecorded, held up or even lost.

Please note: Winners (and those with the White pieces in case of draws) must report as soon as result is confirmed by opponent. The opponent may report also to ensure his record and rating going through but must then state clearly that he was the loser (or played Black in case of a draw).

Game reports sent in time for receipt by dates given above should be printed below. And the players concerned should check to see that they are so published. To spot them, look under your section number, first by the key (e.g., 63-C indicating Class Tourney begun in 1963) and by number (466) given in text below the key.

Symbol f indicates a win by forfeit without rating credit; a shows a rating credit adjudication; df marks a double-forfeit.

## CLASS TOURNAMENTS

Four-man Tournaments Graded by Classes

### Started in 1963 (Key: 63-C)

Notice: Game reports on all tournaments begun in May 1963 become past-due during this month. Get in reports to reach us here before June 1st, to avoid losing on double-forfeit (both players lose!).

Earlier tournaments have been closed. We are not publishing individual double-forfeits but are publishing winners now left by closing process on March 1963 tournaments in Postal-mighties!

Tournaments 1 - 404: 110 Jewett and Robison tie. 134 Adams downs Belisle. 195 Burkhardt, Hough tie. 223 Wartman loses one to Steich, two to Fazzolare. 233 Buurma bests Curtin. 236 Wallach tops Winkler twice. 244 Schulze conks Caster. 256 Chagnot, Sampson tie. 308 Woelfinger whips Gray; correction: Gray won one from Dawson. 314 Smith downs Dubowy. 333 De Souza licks Lohrman. 339 Nash tops Tarjan twice. 341 Hartnett tops Jarvis once and Neff twice. 379 Cassill conks Koken. 383 Eulenstein tops Shearman twice. 389 Birdwell, Noble tie. 391 Hart conks Capritta. 400 O'Donnell downs Litwin.

### Started in 1964 (Key: 64-C)

Tournaments 1 - 99: 4 Steinbach ties Bancroft twice, Dyba once and loses to Dyba; Bancroft, Dyba tie. 7 Arneson ties Lay and tops Van Kulich. 9 Isaacson, Marcotte split two. 29 Howes halts Blumetti. 31 Kassian conks Beatty. 32 Genz licks Livingston. 44 Gray tops Button twice. 47 Smith withdrawn. 54 Fuller fells Scott and splits two with Bielfeldt. 57 Fuda, Volkman split two. 63 April tops Winkler twice but loses to Fattman. 64 Braun tops Butler twice. 74 Bustin beats Viets and Shake. 75 Probst mauls McGavin. 78 Joseph and Pantazi tie. 79 Lyon loses two to Mooney and splits two with Schreiner. 82 Strelecky conks Kennedy. 83 Sage beats Baxter. 88 Archer chops Gray. 90 Champney tops (2f) Leeper; correction: Handler won one from Champney. 98 Spivack spills Viets. 99 Gauson tops Dahill twice.

Tournaments 100 - 149: 105 Bridges tops Bartle twice. 108 Sattinger socks Evans. 112 Heath halts Berndt. 113 D'Aoust withdraws. 114 Moore axes Eldridge. 115 Cunningham licks Lockton. 120 Mersereau mauls Snyder twice. 121 Beal bests Solomon twice. 122 Correction: Coulbourn won one from Schliesing. 124 Kline withdraws. 126 Kinslow axes Ebbs. 127 Schwartz licks Dallas twice but loses to Scheper. 128 Opp tops (2f) Bochichio. 130 Johnson jolts Miller and Stonkus. 133 Hanson splits two with Seybold and loses to Goodspeed; Goodspeed

withdraws. 134 Brant rips Roseman. 137 Lauer licks Angstenberger. 138 La Prade tops and ties Cooley. 141 Skotte bows twice to Seybold and splits two with Bielfeldt. 145 Kessler tops (2f) Kennedy. 148 Simpson bests Kohl twice but bows to Cassara; Cassara tops (2f) Kohl. 149 Chosak tops and ties Mueller and bests Blumetti.

Tournaments 150 - 189: 151 Griffin withdraws. 153 D'Aoust downs Myer twice. 155 Lecker licks Wallach. 195 Angstenberger halts Hodges. 157 Barnard whips Woodle. 159 Broyles whips McWilliams. 160 Biwer and Feeney tie; Biwer and Fugleberg best Weber. 161 D'Aoust withdraws. 163 Kessler conks Pratt. 165 Faus trips Trimmingham twice. 167 Berry and Blumetti each top Brown twice. 168 Booth tops Humphries and Tyner. 169 Jirousek jolts Bell. 170 Aderholdt bows twice to Garber but bests Baines; Chibnik withdraws. 171 Withers whips Sheldon. 172 D'Aoust withdraws. 173 Slocum whips Westbrook; Slocum and Scherrer each top (1a) Parmelee. 174 Hempel halts Schlisser. 177 Moore tops Muir twice. 180 Engel, Kyker split two. 181 Moyer whips Welch. 184 Quintan quells Watson. 186 Larzelere licks Gray and loses to Cuschleg. 187 Sorensen conks Kessler. 189 Lavender tops Miller twice, Shearman once.

Tournaments 190 - 234: 190 Fee fells Yeakel. 191 Rasmussen rips Blumetti. 198 McCrossen beats Beal. 199 Bohnen and Hendricks maul Zechman. 200 Sciarretta tops Eldredge twice; Scruggs withdraws. 203 Pittman halts Hughes. 205 Riegler tops (2f) Hurst. 208 Sidrys socks Goebel. 210 Brain and Scruggs withdraw. 211 Wong whips Brown. 212 Shaffer downs Denniston. 213 Milas tops Miller twice; Mantell tops (2f) Kanig. 214 Becker and Chick chop Sprague. 215 Jimenez bows to Dubin but bests Zucker and Denniston. 216 Ellis axes Frand; Faires fells Zinck. 220 O'Neil nips Gordon. 221 Thurman rips Riegler. 222 Reid routs Brown. 223 Steele stops Kinslow. 224 Shepard mauls Martin. 225 Collins conks Denniston twice. 227 Dittman downs Kinslow; Mulkerin withdraws. 228 Jones jolts Cassill. Germain tops (2f) Polillo. 231 Schreiner loses to McCrossen and Blake and ties Humphreys. 233 Clark and Sharpe clip Zonies.

Tournaments 235 - 269: 235 Angstenberger tops Woodle and Franaszek. 237 Sauriol socks Zonies. 238 Mantell tops Paplaskas. 240 Songy socks Van Cise. 241 Gross loses to Slomowitz but licks Angelis. 246 Aks rips Russell. 247 Williams smites Smith. 249 Pipher tops Dombrowski twice; Hintzen bests Goldberger. 250 Angstenberger beats Coveyou and (a) Polillo but bows to Fattman; Polillo withdrawn. 251 Davis downs Benski. 252 Welling whips Hogan; Pariza outpoints Savary. 253 Klawitter nips Noble. 254 Boyd beats Croyle. Cross tops Anders twice and Westbrook once. 256 Ogulnick tops Holec and Zegar twice each and splits two with Pantazi; Pantazi halts Holec twice. 257 Shaffer bests Bancroft. 260 Angstenberger halts Hempel. 261 Jachens jolts Schleidt. 265 Day downs Brown. 268 Lewis drubs Andrus and (2f) Waltner.

Tournaments 270 - 319: 270 O'Neil tops Germain twice; Fox withdrawn. 271 Arnold rips Roberts. 273 Lifson and Stayart tie. 274 Sussman socks Whitehead. 275 Goodspeed conks Kyser, then withdraws. 276 Shader mauls Miller. 279 Estabrook bests Baker twice. 281 Pampel bests Baldwin. 282 Strout strafs Blumetti. 284 Kent conks Tabbat. 286 Dullea loses two to Gitlin, one to Lach. 288 Taylor tops Weber. 291 Silkowski tops Tomaino and White; Johnson withdraws. 292 Gustafson tops Blanke. 293 Goodspeed loses to Meschter, then withdraws. 294 Bocek and Daniel down Marcus. 295 Bruce conks Constantine. 296 Rosser withdrawn, loses (a) to Mitchell. 297 Correction: Struss won from Mantell. 298 Aro whips Wells. 305 Dalrympel downs Yeakel. 308 Spitz spills Abraham. 313 Pomillo axes Ellers. 317 Gerzadowicz conks Copeland. 319 Michaelson bows to Steffee but bests Dessales twice.

Tournaments 320 - 416: 326 Strong tops Cudrin twice. 329 Holmes halts Keeling. 330 Smith

smites Angstenberger. 331 Stevenson stops Sigler. 346 Himes whips Walleisa. 348 Flee withdrawn. 351 Mahon mauls Pransky. 352 Huckin, Warren tie. 353 Tarjan jolts Lane and Thomas. 355 Scheper beats Bratz twice. 359 Gary withdraws. 360 Spahn withdrawn. Drops (a) to Burroughs. 361 Feunekes whips Welch. 362 Boss, Keith split two. 364 Andrain, Pulk tie. 377 Parcels tops Johnson twice. 381 Youmans and Kontra halt Higgins. 382 Duperrault halts Harper. 390 Brown loses two to Folkman, then withdraws. 394 Wilson licks Lenig. 401 Ebbs axes Glass; Hammond withdraws. 407 Grossman, Piracci tie. 411 Balawag beats Bram. 412 Harper withdraws, loses (a) to Bailey.

### Started in 1965 (Key: 65-C)

Tournaments 1 - 132: 10 MacConnell wins from Angstenberger. 12 Wilcox whips Wells. 25 McCormack withdraws, loses (a) to Conner. 26 Peach outpoints Volk. 45 Bordner bests Worden twice. 47 Shaffer stops Sprout.

## PRIZE TOURNAMENTS

Seven-man Tournaments for Premiums

### Started in 1963 (Key: 63-P)

Notice: Game reports on all tournaments begun in May 1963 become past-due during this month. Get in reports to reach us here before June 1st, to avoid losing on double-forfeit (both players lose!).

Earlier tournaments have been closed. We are not publishing individual double-forfeits but are publishing winners now left by closing process on March 1963 tournaments in Postal-mighties!

Tournaments 1 - 112: 27 Birsten wins from Encinas. 45 Best beats Werner. 62 Epstein tops (f) Walsh. 63 Spohr spills Bailey. 75 Tingle tops Martin. 78 Weil nips Nelson. 79 Ash socks Saam. 82 Harris halts Johnson. 84 Correction: Alberts won from Arnold. 90 Borke and Lynch tie. 93 Robinson and Roche tie. 98 Faires fells Shulman. 100 Zalys rips Robison; Bartle bests Murphy. 105 Encinas axes Shepherd. 106 Parkinson spills Spear. 107 Bishop bests Carr; Millman withdrawn.

### Started in 1964 (Key: 64-P)

Tournaments 1 - 39: 1 Gribushin cracks Kramer. 3 Gratto smites Smith. 4 Genz, Plemel tie. 8 Becker bows to Garner but bests Hoover. 9 Hamilton and Lenz tie; Best and Mack tie. 10 Kramer axes Encinas. 16 Reamer bests Buckendorf; Pease downs McDonough. 17 Lach and Wagner lick Lawton; Riley routs Mayer; Desrochers withdrawn; Lach and Morrow tie. 18 Alberts and Sakarias beat Gieselman; Sakarias bests Alberts. 19 Tomas tops McDonough. 25 Rauch and Rivera tie. 27 Genz loses to Trone but licks Wolf. 28 Hathway and Svoboda tie. 29 Tainer tops Gwynn. 30 Derring downs Ashley. 36 Sorenson clips Broderick and Clarkson; Reynolds clouts Abriage and Clarkson. 39 D'Aoust downs Duignan.

Tournaments 40 - 59: 40 Robison wins (a) from Canter. 41 Itkin ties Becker but loses to De Lieto. 42 Burgstahler withdraws. 43 Von Saleski smites Schmitt. 44 Burgstahler withdraws. 45 Battat and Riegel beat Bartlett; Stephens bows to Riegel but bests Battat. 47 Chenoweth and Itkin tie. 48 Moks rips Roby. 49 Mahrt licks Lawrence and loses to Hayes; Burgstahler withdraws. 50 Jany jolts Ashley; Gorostiaga withdrawn, loses (a) to Lester. 51 Brison licks Larrabee. 52 Anderson tops Martin and ties Doren; D'Aoust withdraws. 54 Lerum and De Long best Orbanowski; De Long tops Gwynn. 55 Kolts conks Gildea; Evans ties Kolts and Nester. 57 Hawkinson, Du Dash and Thomas down Anderson; Du Dash tops Thomas. 58 Twaiten outpoints Pettit.

Tournaments 60 - 79: 60 Vites ties Tener, tops Wilson and (f) Polillo. 61 Cuschleg beats Best; D'Aoust withdraws. 62 Wojtowicz rips Ramthum; Smith withdrawn. 64 Carpenter slays Endsley. 65 Hujber halts Carr. 66 Ashley licks Lundstrom and Buckendorf; Scoles withdrawn, loses (a) to Lundstrom;

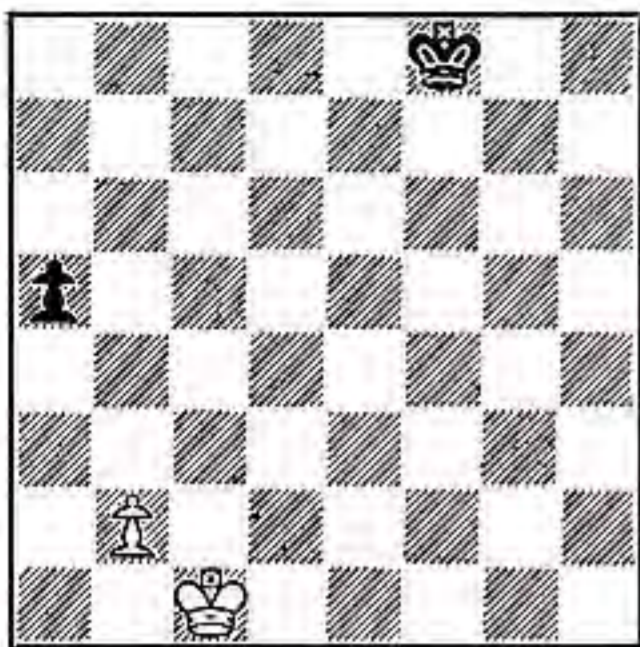


# THE FINISHING TOUCH

(Concluded from page 143)

The next sample involves an innocent mix up, not only with positions reversed but also in source material. It is Cheron's No. 600.

Dedrie (D. Wochenschach 1921)  
Fassung Moravec



White to move and win

The solution dramatizes a King triangulation, but with the King retreating to secure the win. And there is a tale attached to the very first move.

- |          |       |         |      |
|----------|-------|---------|------|
| 1 K-B2!  | P-R5! | 4 K-R2  | K-Q3 |
| 2 K-N1!  | P-R6  | 5 KxP   | K-B3 |
| 3 P-N3!! | K-K2  | 6 K-R4! | K-N3 |
|          |       | 7 K-N4! |      |

And now of course White wins.

Curiously, neither the heading nor the position are historically true in this context. First, the position was never constructed by Dedrie in this or any other form. The original of the theme is given in Tattersall (1910) with White: King on QB2, Pawn on QN2; Black: King on KB3, Pawn on QR4, and cited without source. A Dr. Cassidy discovered the solution: 1 K-N1! in 1884.

Then the position was reproduced by Dedrie in a didactic article in 1910 and again in his book on end-game studies (1925); but he never claimed authorship and, in his context, it appears clearly as a mere quotation without citation of source.

Finally, in 1952, Moravec published a series of instructive adaptations of this same Pawn theme, in various versions in the Czech chess magazine, and his contribution was the intriguing addition of the first Black and White move and also the switch of Black's King to its first rank.

Both these actions are designed as improvements, artistically speaking, on the "Old Masters," a la the Troitzky improvement cited earlier. In addition, he "reversed" the whole position, placing White's King on KB1, Black's on QB1, and so on, apparently by way of training the reader to visualize different or similar positions from all possible angles.

For one final word, Chernev's *Practical Chess Endings*<sup>4</sup> displays the basic Tattersall position (page 27, diagram 16) with the legend "Dedrie 1921." This small inaccuracy is probably the one and only such the writer may find in Chernev's impressive book.

Kaminsky tops (f) Hayen. 67 Hoglund tops Stevens, ties Crosbie but loses to Van Schoor; Cassill stops Stevens. 68 Smith smites Carr. 69 Lacey and Simon tie. 71 Sample socks Marica and Mott. 73 Joseph tops Taylor and (a) Rader. 74 Morrill beats Bishop and Stephens. 75 Stevens tops Ward and Tarter; Stevenson whips Webber. 76 Aks stops Stevens. 77 McGowan, Goldberg and Cohen mob Fuchs. 78 Partlow bows to Carpenter but bests Myers. 79 Klein clips Rugs; Hynes hits Hurd.

**Tourneys 80 - 109:** 80 Goldwasser and Sample best Butler; Schwartz halts Hardin. 81 Erkmanis mauls Meglis; Johnson withdraws. 82 Tomko topples Cassill. 83 Kaplan-Pera smears Smart; Humphrey halts Moody. 84 Wojtowicz loses to Joslin and ties Stayart; Stayart beats Burke. 85 Stayart stops Gellish. 86 Tweten tops Thoms. 90 Bullwinkel bests Parks; Ashley licks Worrell. 91 Baker bests Thomas. 92 Spohr whips Williams. 93 Robinson rips Kirchik; Helper stops Bronston. 95 Crivy cracks Graeff and Nester; Nester nips Graeff. 97 Reid, Kyker, Mangold and Tweten mob Natale; Kyker conks Mangold and Joudrey. 98 Sanborn tops Crum and ties March. 99 Brown downs Ganzel and Holliday. 102 Prazak rips Rockmore. 106 Yanis yerks Tweten and Winslow; Bostwick bests Van de Carr and Yanis.

**Tourneys 110 - 120:** Hunt wins from Ensor; Cunningham withdrawn. 112 Mintz rips Rochel. 113 Dyba downs Itkin. 115 Mullison licks Long. 120 Van Gelder rips Rathvon.

## Started in 1965 (Key: 65-P)

**Tourneys 1 - 32:** 1 Londry downs Dunne. 3 Wellman replaces Daum. 11 Eatman replaces Barnes. 19 Hartenstein replaces McGowan. 32 Dould ties Sayre but loses to Hall.

## GOLDEN KNIGHTS

Progressive Qualification Championships

### 11th Annual Championship—1957

PLAYOFFS (Key: 57-Np)

Sections 1 - 2: 1 Doe downs Smith.

### 13th Annual Championship-1959-60

FINALS (Key: 59-Nf)

Sections 1 - 32: 29 Capillon wins from Kogan. 31 Millette and Boucher defeat Curtiss. 32 Calingaert bows to Turbin but bests Harris; Crenshaw cracks Reed.

### 14th Annual Championship—1960-1

SEMI-FINALS (Key: 60-Ns)

Sections 1 - 80: 79 Gordon downs Seastrum.

FINALS (Key: 60-Nf)

Sections 1 - 31: 14 Morris wins from Yerhoff. 18 Crown and Healy tie. 24 Iderton halts Hardman. 26 Storm stops Tegel. 27 Valvo bests Blau. 30 Brown withdraws.

### 15th Annual Championship—1961-2

SEMI-FINALS (Key: 61-Ns)

Sections 1 - 95: 49 Lense licks Johnson; Ladaeki tops (f) Waring. 69 Thunen cracks Crown. 74 Wilson whips Toller. 78 Bauer beats Westbrook. 82 Fisher halts Houston. 85 Leonard withdrawn. 86 Buchanan bests Bradford. 87 Bellamy beats Roberts but bows to Shaw. 88 Cullum tops (f) Maderer. 89 Rothe rips Pease. 90 House downs Anderson. 91 Akroyd, Schmidt, Maille and Coveyou mob McGuire; Maille bests Bertram but bows to Coveyou. 93 Li Petri fells Fallier. 94 Williams loses to Hildreth and Dome and withdraws.

FINALS (Key: 61-Nf)

Sections 1 - 29: 1 Meyer and Slavich tie. 7 Sunshine mauls Maier and Slater. 10 Strahan tops Taneri. 11 Dean loses to Beckham and ties Klein; Nusser nips Williams. 12 Peretti trips Travis; Bournias beats Shultis; Fontenrose fells Graetz. 13 Ellis loses to Slavich and ties Cook; Bock ties Cook and tops Popel; Cook, Glass tie. 14

Coveyou and Dundas conk Churchill; Coveyou ties Stephens and tops Dundas. 15 Dumont tops (a) Saint. 17 Bancroft bests Harrison and Kogan; Markiewicz beats Hubbard. 18 Warren downs Dayton; Levine. Tuttle tie. 23 Thomas tops McKaig. 24 Buczko tops (f) D'Angelis. 25 Smith smites Piche and Rogers; Freeman withdrawn. 26 Ferber tops (f) Orgusaar.

## 16th Annual Championship—1963

PRELIMINARY ROUND (Key: 63-N)

Sections 1 - 177: 75 Werner wins from Spessard. 109 Criner and Hendricks crown Brown. 115 Williams withdrawn. 129 Bizar bests Lagowski. 131 Werner licks Layton. 138 Johnson wins (a) from Fournier and Stallknecht. 139 Fisher fells Melis. 153 McCormick and Phillips tie. 154 Ashley, Hampton tie. 170 Buchanan ties Stesko and Dome; Dome, Stesko tie. 173 Rudelis rips Endricks.

SEMI-FINALS (Key: 63-Ns)

Sections 1 - 34: 13 Grant takes Johnson. 15 Thomas tops Thompson. 16 Thorsen withdrawn. 17 Bostwick and Harris tie. 18 Beckham tops Bigler and ties Sarar; Pascucci withdrawn. 19 Reynolds withdraws. 23 Jaaska and Kiefling smite Smithers; Browne conks Kiefling; Rich and Jaaska rip Regan; Stevenson ties Browne and Jaaska. 25 Olson axes McInnes; Kiff, Smith, Foster, Olson and Donins mob Mueller. 26 Moorhead mauls Wendling. 29 Lach licks Aks. 30 Pearey bests Harnach but bows to Abrams. 31 Brandt pows Parr; Schwartz biffs Butler. 32 Stys stops McCaffrey; Browne ties Tolins and tops Morrell. 33 Aguilera rips Ross; Miles mauls Brandreth. 34 Bigler licks Ashley; Sonshine socks Shepard.

Sections 35 - 40: 36 Zereth wins from Hannon and Frank; May mauls Hoglund and Frank. 37 Goodman bests Buzan and Holmdahl. 38 Grafa ties Pearlstein and Rosenberg; Eucher, Walloch tie; Pearlstein tops (f) Kawas. 40 Deines bows to Faivus and Soules and ties Hayes. 41 Kohut and Laird tie. 43 Baron beats Buhner. 44 Slavich stops Feldstein. 45 Greenberg bests Marks; Stevens beats Bullockus. 46 Burlingame rips Ross; Walker whips Ashley. 47 Brigmanis breaks Bland. 48 Abram rips Christianson and Marshall. 49 Archbold and Wood crack Criner.

Sections 50 - 64: 52 Rosenberg wins from Heidel. 55 Starinkas downs Delman; Starinkas, Clark, Reilly and Delman mob Goff. 57 Dunkle downs Weinberg.

FINALS (Key: 63-Nf)

Sections 1 - 8: 1 Mueller loses to Collins and ties Markiewicz; Katz mauls Markiewicz. 5 Perea conks Colter.

## 17th Annual Championship—1964

PRELIMINARY ROUND (Key: 64-N)

Sections 1 - 69: 3 Sullivan wins from Hallam. 4 Best tops (a) Gahagan. 9 Bishop licks Van Lith. 17 Taylor tops Hendry. 21 Pease conks Cohan. 22 Reynolds withdraws. 23 Buhner, Helper tie. 26 Donins, Marshall tie. 33 Brown bows to Dragonetti but bests Frank. 37 Custer rips Deines and Ramthun. 40 Van de Carr downs Haralson and Murray. 43 Bauman and Butland rout Ramer. 45 Feldman withdrawn. 51 Lapenna licks Brown. 52 Shreve spills Goodspeed. 54 Wren rips Sinnott. 55 Poliakoff trips Trone; Young yerks Shively. 56 Ozols bests Hubbard and Bauman. 57 Grant rips Rufer. 59 Dulicai downs Burbank and Good; Grant takes Good. 63 Reichard licks Malsby but loses to Greifer and Itkin. 64 Caudill bows to Coulbourn and ties Moody. 65 Ronan licks Lieberman. 66 Moncharsh nips Newitt. 67 Colbow, Wright tie. 69 Coveyou axes Itkin.

Sections 70 - 89: 70 Cole conks Mosig. 71 Westbrook jolts Jackson; Willis whips Benton and Westbrook. 72 Stern tops (a) Spatz. 73 Ward whips McCormick and Knight; Howell nips Knight and Burns. 74 McElroy routs Alonso. Gildea and Larrabee. 76 Birns bests Volkman, Moore and Goldberg; Lliso licks Moore; Stabler tops Alex-

<sup>4</sup> Simon and Schuster, \$5.95, available from CHESS REVIEW.—W.K.



ander and ties Birns, 78 Karli clips Kline, 80 Rivera rips Larzelere; Stevenson stops Shafran, 81 Ballard bests West, 82 Kwartler quells Lafemina, 84 Larzelere and Burton beat Yevuta, 85 McCormick bows to Bland but bests Breider; Luprecht ties Bernero and loses to Bland, 86 Clay clips Scranton, 87 Gordon downs Lauderdale, 88 Rosenberg routs Pangborn and Kersula, 89 Domann downs Johnson.

**Sections 90 - 109:** 90 Henderson halts Hyde; Hamff withdraws, loses (a) to Cannon, 91 Hendricks licks Lee, 92 Cavanaugh ties Itkin and tops Barton, 93 Keiser conks Herbst, 94 KeKaig conks Marshall, 95 Prazak licks Lane and Bendix but loses to Herrick; Lerner bests Bendix but bows to Herrick and Voker; Warren withdraws; Voker beats Bendix, 96 Crutchley loses to Solot and ties Livingston; Tirone bests Williams but bows to Solot, 98 Alberts beats Cassill, 100 Moore mauls Nicoletti; Lacey licks Gettelson, 101 Siegel, Dunkle, Rauch and Bauer jar Johnson, 102 Makaitis mauls Malkin; Mooney halts Hall, 103 Hodak and Hall down Brown; Hall licks Wilcox but loses to Levine, 104 Musgrove and Harnach beat Burk, 105 Horwitz loses to Feuquay, withdraws and drops (a) to Beesley, 106 Taylor bests Genens but bows to Barrick; Westbrook and Taylor top Peterson, 107 Murphy and Gottesman maul Conway; Peniston downs Freedman, Van de Carr, Murphy and Conway, 108 Weir withdraws, 109 Moyer mauls Hall; Dryfoos and Stern stop Crum.

**Sections 110 - 129:** 110 Parrish withdrawn, 111 Lang socks Samuel; Mathews licks Moody but loses to Vaitkus; Jepson, Moody tie, 112 Bischoff smears Smart and Wright, 113 DeVore conks Carpenter, 114 Cunningham withdrawn, 116 Webb whips Schuller, 117 Greenberg tops (f) Schwab, 118 Pickard and C. Smith lick Lyne; Jamison ties C. Smith, tops Lyne and loses to Churchill, 119 Sherr nips Nagle; Zegar withdrawn, 121 Grayson licks Walmisley; Gibbs whips Willis; Baxevanidis withdrawn, 123 Werner downs Diekhaus, 124 Graves bows to Howard but bests Dean; Langenfeld licks Chobot and Dean, 125 Christman loses to Campbell but licks Cuomo, 128 Cayford stops Stephan and Meyer, 129 Zalys tops Terry; Terry and Landey ax Einstein.

**Sections 130 - 151:** 130 Connell wins from Gentry; Boldt jars Jeans, 131 Scherrer licks Ashley, 132 Horne trips Traube; Shipley stops Traube and Stephens, 133 Carson conks Valdes; Hornstein tops (f) Wantland, 134 Wennerstrom whips Petersen, 135 Rudd withdraws; Miller stops Einstein, 137 Greene conks Keiser and Smithers, 138 Ashley licks Waffle, 139 Mounier bests Burt; Pugh withdrawn, 140 Hildreth licks Levin; Joyce jars Thomas, 141 Egle and Stayart whip Greenwood, 142 Mantell and Weinkauff maul Zinck; Dowdell downs Mantell, 143 Gordon downs Egan; Hail halts Zinck, 144 Daniels tops Martin, 145 Koehler tops (f) Salter, 148 Crum tops Rogers and ties Thompson; Dill withdraws, 149 Lowh licks von Saleski, 151 Lane licks Langer; Crowder downs Cullum.

#### SEMI-FINALS (Key: 64-Ns)

**Sections 1 - 24:** 2 May mauls Abrams; Abrams, Neff rip Mott, 4 Sandstrom, Van Brunt and Peck hit Hall, 5 Kramer cracks Brand; Hendricks drubs Hoglund, 7 Smith smites Kramer and Vaitkus; Lenz licks Whipper, 8 Agullera bests Browne and bows to Pipher, 9 Goodman ties Maillard and tops Stern; Dreiberger drubs Stayart, 11 Rader withdraws, 12 Ozols nips Weininger, 17 Kent downs McDonald; D'Aoust withdraws, 23 Levy replaces Goodspeed.

### 18th Annual Championship—1965

#### PRELIMINARY ROUND (Key: 65-N)

**Sections 1 - 59:** 1 Villes jars Jachimowicz, 2 Bender tops Nickel and ties Carpenter, 3 Gross bests Bender and Carpenter; Tileston tops Scranton, 4 Anders bows to Betten-court but bests Holdcroft, 6 Rader withdraws, 7 Frelander licks Thomas, 8 Folkes, Rule tie, 19 Lane licks Tyson, 20 Young-

quist quells Levy, 24 Smidchens smites Schwer; Bowling downs Dudek, 25 Goodspeed loses to Hoglund and withdraws, 26 Dunham downs Oursler, 31 Faivus fells Horne, 38 Gancher and Capper chop Witlin, 39 Scherff licks Van Lith; Barra conks Kelso, 41 Kent beats Gibbons, 42 Susswein halts Helper, 49 Beningoso mauls Merkel, 51 Johnson jars Chase, 53 Carpenter whips Wilson, 56 Chiesa replaces Aguilera, 59 Phythyon whips Wojtowicz.

**Sections 60 - 96:** 60 Duykers replaces Haggert, 62 Casey downs Anderson, 65 Smithers replaces Wakely, 67 Moan mauls Worden, 68 Copeland tops (f) Forrest, 75 Stayart replaces Novick, 81 Butland replaces Dickinson.

### NEW POSTALITES

The following new Postal Chess players began in March with these ratings:

**CLASS A at 1300:** R. Anderson, D. Friend, R. Gidew, B. G. Ingalls, H. James, R. D. Jones and W. E. Jordan;

**CLASS B at 1200:** B. Burgstahler, L. J. Coplin, L. B. Fatheree, R. Feuerstein, Myrl R. Hansen, I. Hirschman, J. J. Kawesko, S. F. Kinney, B. Laney, H. Larrondo, H. Lieberman, A. H. Lumpkin, R. F. McKay, S. Narkinsky, A. R. Plutzik, B. Riley, S. Rothman, J. P. Sorahan, R. Sparrow, R. F. Wurster and M. Zavanelli;

**CLASS C at 900:** N. H. Abrahamson, R. Adams, K. A. Anderson, E. L. Bartolini, G. S. Benner, J. Boggi, K. J. Brockman, F. G. Brown, N. Charney, C. T. Chieffo, R. E. Chiesa, M. Connolly, J. Corthell, B. W. Daniels, W. Bollbaum, M. Ellis, C. Gables, E. Heaney, W. Hogendyk, A. C. Holmberg, B. Leonard, C. H. Lion, J. F. Long, D. Lynn, R. Maeduff, L. G. Margulis, A. Mass, R. McCoubrey, B. McDowell, J. Milden, J. Monroe, A. E. Morgan, B. Nalepa, M. Newman, L. T. Niemi, F. E. Noel, P. D. Orem, D. G. Paulowich, W. Perry, N. R. Presley, C. Reedy, M. P. E. Ribner, G. B. Sanders, R. E. Savage, R. A. Searles, J. M. Sipples, B. A. Skogen, A. Sonneborn, S. D. Staton, R. E. Steck, S. Steckoll, M. H. Steinberg, R. R. Sullivan, Myrtle T. Tertel, M. Ward, Mary Welsh and R. Yanalavage;

**CLASS D at 600:** C. Anderson, R. L. Bender, W. R. Bolin, B. D. Bonner, L. K. Brainard, B. Brown, E. Carter, R. Cavallaro, Joyce A. Chiesa, D. F. Clausing, R. Cook, S. A. Cook, J. C. Cuthbertson, M. Fasiocco, H. H. Gilbert, R. Grabe, L. Grimm, D. R. Hahn, T. A. Haltigan, J. Harrison, M. D. Harrison, E. Huber, N. E. Jacobs, P. M. Jeans, D. G. Kanzaki, F. Kennedy, M. Laskin, L. M. Levy, J. McCoubrey, Miss S. McCoy, M. J. Monaco, J. Nadon, M. Page, S. Ratcliff, H. J. Rucker, H. Ruiz, R. E. Severson, J. J. Siegel, Ruth Spooner, F. C. Storey, D. Sturtevant, B. Sullivan, D. Villeneuve and R. A. Vogel.

### RETURN POSTS

The following old timers returned during March at these former ratings:

J. P. Aptt 538; M. Hyvarinen 1334; T. H. Messengale 1056; J. P. Nielsen 1096; D. Royalty 600; C. L. Ryhlen 760; and W. E. Young 738.

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Annotated by **JOHN W. COLLINS**

## POSTAL CHESS CAVIAR

This department presents a page of short shorts, the pungent relish of chess. The quality cannot be too high in such, though the excitement usually is; so the commentary is condensed. If and when supply permits—for true short shorts are rather rare—perhaps, we'll have another such page.

### FRENCH DEFENSE

Dr. Tarrasch spoke of a game similar to this one as a "BxP†, KxB, N-N5† and wins, hooray!" type of game.

F. W. Høglund		P. Goodspeed	
White		Black	
1 P-K4	P-K3	7 B-Q3	O-O?
2 N-QB3	P-Q4	8 BxRP†!	K-R1
3 P-Q4	N-KB3	9 N-N5	P-KN3
4 P-K5	KN-Q2	10 Q-N4!	NxQP?
5 P-B4	B-N5	11 BxP	K-N2
6 N-B3	N-QB3	12 B-R7	Resigns

### BLACKMAR-DIEMER GAMBIT

Here the climax is an announced mate in five beginning with 13 N-N5: e.g. 13 . . . P-KR3 14 Q-N6, RPxN 15 N-R5, R-B2 16 Q-R7†, K-B1 17 Q-R8 mate.

G. Stayart		R. W. Peacock	
1 P-Q4	N-KB3	7 KN-K2	N-Q4
2 P-KB3	P-Q4	8 N-K4	B-K2
3 P-K4	PxP	9 O-O	O-O
4 N-B3	PxP	10 P-B3	P-B3
5 QxP	P-K3	11 Q-R5	P-K4
6 B-Q3	N-QB3	12 N/2-N3	PxP?
		13 N-N5!	Resigns

### SICILIAN DEFENSE

Because a Pawn down, Black feels he must avoid exchanging Queens—only to promptly lose Her Dark Majesty.

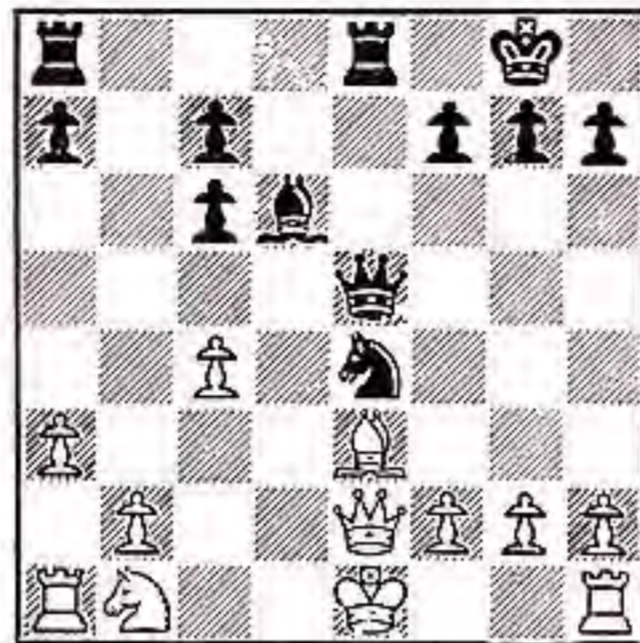
G. B. Dunham		P. Goodspeed	
1 P-K4	P-QB4	9 B-QB4	P-K4?
2 P-Q4	PxP	10 N/4-N5	N-K1
3 N-KB3	N-QB3	11 O-O-O	N-R4?
4 NxP	N-B3	12 B-N3	NxB†
5 N-QB3	P-Q3	13 RPxN	P-QR3
6 B-K3	P-KN3	14 NxP	NxN
7 P-B3	B-N2	15 QxN	Q-R4?
8 Q-Q2	O-O	16 B-N6!	Resigns

For the Queen goes after 16 . . . Q-R8† 17 K-Q2, QxP 18 R-QN1.

### PONZIANI OPENING

This game was adjudicated a win for Black; for he wins after 16 R-K1, Q-B3† 17 Q-B3, QxP†.

C. P. Saint		P. J. Dumont	
1 P-K4	P-K4	8 QxB	N-B3
2 N-KB3	N-QB3	9 Q-K2	B-Q3
3 P-B3	P-Q4	10 P-QB4	Q-K4
4 B-N5?	PxP	11 P-Q3	O-O
5 NxP	Q-Q4	12 PxP	NxP
6 BxN†	PxB	13 P-QR3	KR-K1
7 N-N4?	BxN	14 B-K3	. . . .

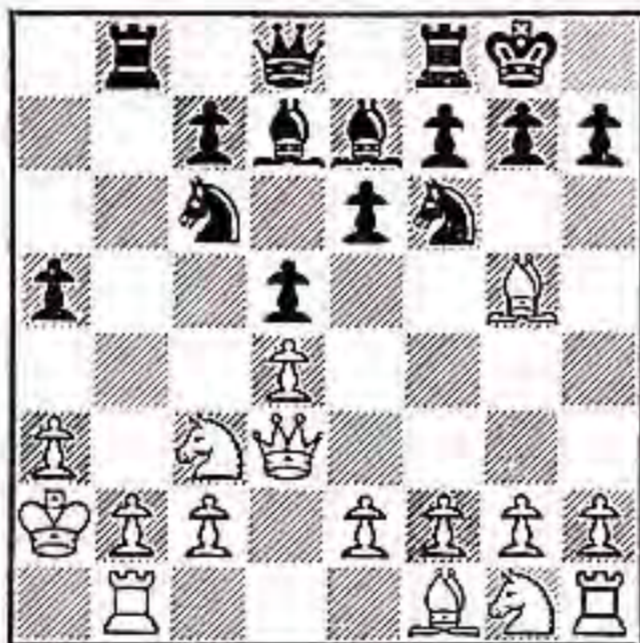


14 . . . . NxP!  
15 KxN B-B4!

### IRREGULAR QUEEN PAWN OPENING

After bizarre play on both sides, White snaps up a Pawn, and his King proves to be in a cul-de-sac neatly set up by Black.

E. L. Walrath		G. Boucher	
1 P-Q4	P-Q4	6 O-O-O	O-O
2 N-QB3	N-KB3	7 K-N1	P-N4
3 Q-Q3	N-B3	8 QxP?	B-Q2
4 B-N5	P-K3	9 Q-Q3	R-N1
5 P-QR3	B-K2	10 K-R2	P-QR4
		11 R-N1	. . . .



11 . . . . N-N5†!  
12 PxN PxP  
13 BxN R-R1†  
14 K-N3 BxB  
15 Q-Q1? P-B4  
16 P-K3 Q-N1  
17 B-B4 PxP  
18 PxP R-B1!  
Resigns

### SICILIAN DEFENSE

An ingenious and unusual sacrifice of the King Pawn leads to a precise winning attack on the Queen file.

J. Cole		D. E. Wilson	
1 P-K4	P-QB4	8 B-K3	B-N5
2 N-KB3	N-QB3	9 N-R4	B-Q3
3 P-Q4	PxP	10 P-KN3!	NxP?
4 NxP	P-K3	11 NxN	QPxN
5 N-QB3	P-QR3	12 N-N6	R-N1
6 B-K2	Q-B2	13 Q-Q4	N-B3
7 O-O	N-B3	14 N-B4	K-K2?

On principle, 14 . . . B-K2 seems safer. Note that, on 16 . . . P-KR3, in-

stead of 16 . . . BxP, White has 17 NxB, RxN 18 B-B5 etc.

15 QR-Q1	R-Q1	18 RxR	P-QN4
16 Q-R4	BxP	19 B-B5†	K-K1
17 BPxB	RxR	20 N-Q6†	Resigns

Because of 20 . . . K any 21 NxNP§.

### VIENNA GAME

While this game is not in Weaver W. Adams' version of the Vienna, it is a Vienna. White gets surprisingly good play till Black cracks under pressure.

G. B. Dunham		C. J. Hendricks	
1 P-K4	P-K4	11 Q-R4†!	N-B3
2 N-QB3	N-KB3	12 BxP	Q-Q3
3 P-KN3	P-Q4	13 B-R3	Q-B3
4 PxP	NxP	14 O-O	B-Q2
5 B-N2	NxN	15 QR-N1	N-K4
6 NPxN	B-QB4	16 Q-N4	N-B6†?
7 N-B3	P-K5?	17 BxN	P-QR4
8 N-Q4!	BxN?	18 QxNP	R-QB1
9 PxP	QxP	19 KR-K1†	
10 P-QB3	Q-Q6		Resigns

### COLLE SYSTEM

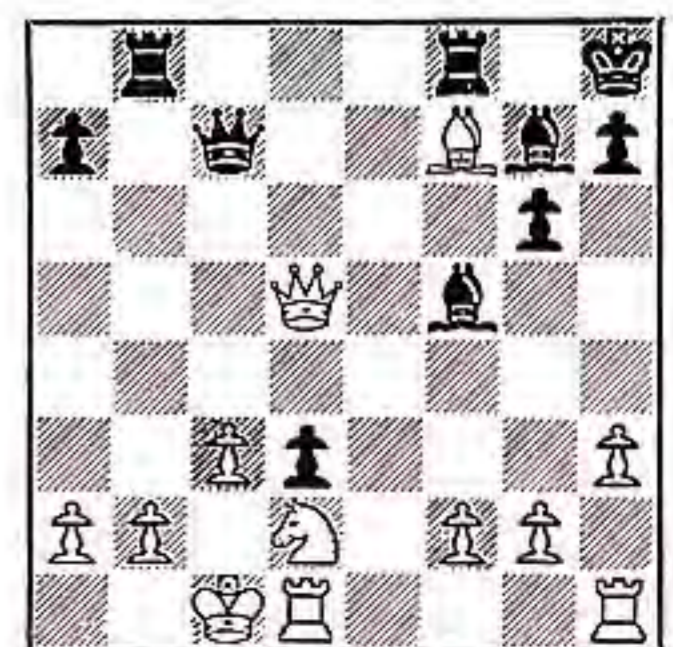
White tops off fine opening play and a temporary piece sacrifice with the final threat of a smothered mate.

A. F. Woods		F. Ashley	
1 P-Q4	N-KB3	10 PxP	NxP
2 N-KB3	P-Q4	11 N-K4	B-K2
3 P-K3	P-B4	12 N-N3	P-B4
4 P-B3	P-K3	13 B-QB4	B-K3
5 B-Q3	B-Q3	14 Q-K2	Q-B2
6 QN-Q2	N-B3	15 R-K1	P-K5?
7 O-O	O-O	16 NxKP	N-R4
8 PxP	BxP	17 N/4-N5	QxB
9 P-K4	P-K4?	18 QxB†	K-R1
		19 N-K5!	Resigns

### IRREGULAR QUEEN PAWN OPENING

White gains nothing by taking the King Bishop Pawn, but Black's mere threat to take the Queen Bishop Pawn, by 21 . . . BxBP, forces resignation.

J. Stonkus		H. Ploss	
1 P-Q4	N-KB3	11 BxN	NxB
2 N-KB3	P-KN3	12 NxN†	BxN
3 N-B3	P-Q4	13 Q-B3	B-N2
4 B-B4	B-N2	14 B-B4	QxBP
5 P-K3	O-O	15 PxP	PxP
6 P-KR3	P-B4	16 O-O-O	B-B4
7 PxP	QN-Q2	17 QxP	P-Q6!
8 N-Q2	P-K4	18 P-QB3	QR-N1
9 B-KN5	P-Q5	19 BxP†	K-R1
10 N/3-K4	Q-R4	20 Q-Q5	Q-B2
			Resigns



† = check; ‡ = dbl. check; § = dis. ch.



# CHESS ON THE COMPUTER

By DR. M. Euwe and W. J. Muhring

## Part I. — CHESS BY MACHINE

The idea of a chess-playing machine is very old. Nearly every one knows the story of Baron von Kempelen who, about 200 years ago, astonished all Europe and particularly royal circles, by exhibiting a chess-playing machine of great skill.<sup>1</sup> The machine nearly always won, and the admiration over this wonder of technical ingenuity was great and general, until the secret of the machine was exposed. It appeared that a person of small stature but with a large share of chess brains was hidden in the machine. The disappointment over this hoax, however, was not such that the idea of a chess machine was abandoned. The technical knowhow was simply too limited.

In later years, new attempts were undertaken, usually without success. Apparently, man was reaching too high.

Then the Spaniard Quevedo in the '20's worked on a more modest basis. He limited himself to a small but sharply restricted part of the game: the endgame of King and Rook versus King. He constructed a machine which executed the mating operation entirely correctly. It forced mate from any chosen position, within fifty moves. Quevedo's machine worked with relays and other electrical gadgets. Still, it did not deserve the name of electronic computer.

The computer entered the field about ten years ago when Prof. Van der Poel of Delft, Holland, compiled a chess program for the PTERA, a small machine developed in the Neher Laboratory in Leiden. Like his Spanish forerunner, Prof. Van der Poel limited himself to the King and Rook versus King endgame. This choice is not arbitrary. Treatment of this ending has its fixed rules both as concerns the driving of the King to the edge of the board and as concerns the mating operation.

This sharply defined method, called *algorhythm*, can be converted without any serious trouble into instructions for the machine. So the programming was relatively easy. It should be realized that the program should be such that it applies to any and all positions of King and Rook versus King. Once the program has been introduced into the computer, further action is excluded — except of course for the making of the counter move. The latter action can be accomplished, for example, by informing the computer via a punchcard of the counter move by its opponent.

This procedure may seem puzzling to the layman; but, for the operator of the computer, it is very simple: all that which

can be sharply defined can be programmed and is then executed by the machine.

Of what does such a program consist? It is a continuity of questions which, depending on the answer to each, is followed by a new question or by some instruction. For example, does the enemy King stand four rows from the edge of the board? If yes, move the Rook onto the fifth row so the King cannot escape. Is the Rook already on the fifth row, then move the King toward the opponent's King, preferably so the Kings are at a Knight's move distance from each other. Is the enemy King not four rows from the edge, is the distance, perhaps, three? etc.

Determination of the instruction (which defines the move) must take all situations into account. When such has been done, the task is completed, for this single position is the arbitrary position which represents all possible positions. It is as in solving a square root equation. As long as the co-efficients are figures, only one specific equation is solved, and no other. But, after working out one example with letter co-efficients, all square root equations are solved, save for some very exceptional cases.

This small deviation is important for the subject of "Chess by Machine." A fundamental difference must be recognized between positions, on the one hand, which can be treated in accordance with fixed rules, that is, by *algorhythm*, and, on the other hand, positions for which such is not true.

Inasmuch as most chess positions belong to the second category, that is, they lack *algorhythm*, the programming of the King and Rook versus King ending has not really brought the problem of chess by machine nearer to its solution.

During the last fifteen years, extensive investigations have been made regarding not just a part of the game of chess but regarding the game in its entirety. The first push in that direction was made

by Claude Shannon, who in a remarkable article published in 1950 posed the problems critically and suggested possibilities of approach. Some of his ideas were and still are the basis for continuing investigations in this field.

It is perhaps well to assume that the point is not chess as such, but the question to what extent a chess programming can imitate human thinking and thereby contribute to the understanding of the process thereof.

The computer is then the powerful means by which the correctness of that thinking process can be tested quickly and efficiently.

Interest in this problem is of primary concern to the psychologist. Hence, a much broader field has been developed in circles which deal daily with human thinking, particularly in reference to the making of decisions.

The manager of a concern, when he has to make a decision, takes all kinds of considerations into account. He acts much like a chessplayer who is choosing his next move. A manufacturer buying materials will consult his statistics, will recall decisions of the past, that is, consult his experience, will also check out the consequences of given choices, step by step, and, ultimately, will make his decision, perhaps entirely by intuition. So, too, the chessplayer consults books, judges the situation as a whole using, consciously or subconsciously, his experience (strategy) and also calculates, move by move, the consequences of a number of obvious possibilities (tactics and combination) and lastly also uses his intuition.

Neither the manufacturer nor the chessplayer follows a fixed pattern. While thinking and combining, they often move helter-skelter in the hope of finding an inspiration for their choice. Thus, the decision cannot be attained by following fixed rules. This is called the *heuristic* approach, a probing left and right, which sometimes leads to results but does not guarantee success.

It does not follow that the determination of a chess move cannot occur in part algorithmically. The thought process of a chessplayer will contain, depending on the position but even more so on his character and temperament, a smaller or larger percentage of algorithmic elements. Former world champion Tahl is the perfect heurist. Euwe, at least in his books, favors *algorhythm*. In doing so, he follows Steinitz and Lasker who preached constantly that the move to be chosen, the plan to be used have to be in accord

<sup>1</sup> See *This Made Chess History* by Harkness and Battell, Feb. to Nov. 1947.—Ed.



with the characteristics of the position. Therefore, these three former world champions tried at all times to make the choice of move a matter of algorithm, a method whereby procedure is derived from the characteristics of the position and ultimately, so, is the choice of the move itself.

To return to the Shannon article, the first, the least important part is devoted to the programming of the basic chess moves and the playing rules. After solving this relatively simple problem, Shannon demonstrated that it is theoretically possible to play a perfect chess game but that this task exceeds by far the capability of even the most modern computer. On each move in a game, the opponent can react generally with a great number of answers. On every counter move, a great number of reply moves are possible. And the consequence is an ever-increasing network of branches, technically in computer parlance called a "tree." Starting with the first branching, say, into ten (which is conservative), each branch may subdivide into ten and again into ten, and so on. Such a tree of all possibilities is practically unlimited in width and depth. And complete analysis of the variations which may flow from one single position is beyond the ability both of the chessplayer and of the machine. The total number of possibilities in a given middle game position was estimated by Shannon to be of the order of 1 followed by 120 zeros!

To come to practical results, it is necessary to limit the width of the tree to just the most important possibilities and to restrict the depth to four or five moves. That is, the tree of all legal moves must be trimmed both in width and in depth.

For this purpose, stated Shannon, it is necessary to develop some kind of an evaluating stick which can indicate the value of a position. Shannon visualized a numerical measuring stick to be applied to the several positions, ranging from "absolutely won" through such gradations as "favorable," "equal" and "unfavorable" to "completely lost." Shannon further introduced the conception of a "stop rule" — to determine at which moment (or level) examination of a branch must be terminated. For instance, it may be possible that the preponderance for one side is over-obvious — the human chessplayer would not go beyond that point either — or that a situation of quiescence has been attained, which enhances the reliability of evaluation by the measuring stick or, finally, the "stop" may be "legislated" for a pre-determined level of depth, for example, no more than five moves ahead.

If a perfect evaluating stick could be devised, it would not be necessary to go deeper than one move in advance. Determination of the best move then would turn simply to that move which leads to

the position with the highest evaluation. But, of course, the perfect evaluation device is impossible. There are many factors which determine the value of a position, and these factors differ in significance in various kinds of positions.

With a depth of only a few moves, however, and with evaluation of the end position only, it is hoped that the inaccuracy of the measuring stick may be somewhat corrected.

Even so, Shannon pointed out, a new problem arises: it is no longer certain then that the move leading to the highest evaluation is sure to be chosen. It is quite possible that maximum evaluation can be reached only with the co-operation of the opponent, something on which no actual chessplayer may rely. Distinction must be made, therefore, between branches under control and branches which depend on decisions made by the opponent. It is important to reach the position with the highest evaluation which can be obtained against the best continuation by the opponent.

The procedure which, with a given measuring stick, thus leads to a definite choice of moves is called *minimax procedure*. It is the procedure which every chessplayer follows, consciously or subconsciously. It can best be clarified with an example.



Here White is considering the moves B-R6, Q-N2 and N-B4. The replies which Black can make and the counter replies thereafter by White are shown in the tree (only a little tree) represented

by the table at the bottom of the page. The resulting end positions there are appraised numerically by the use of a definite measuring stick.

This example is not truly one of the manner in which a computer works or could work. It is offered merely by way of explaining the minimax procedure. (To simplify presentation, the three branches of the tree are shown separately: follow them along with the ensuing discussion).

In order to derive the correct move from this rather simple little tree, we proceed as follows.

Start with the first branch and White's second move. On 1 . . . KxB, White has the choice of three continuations and, of course, picks that with the highest evaluation: i.e. 2 N-B7 (+40). Hence, we can likewise ascribe (+40) to 1 . . . KxB, meaning that the position after 1 . . . KxB is worth that to White. We must always assume that the best move is made, in this instance, 2 N-B7. In the same manner, 1 . . . K-R1 is appraised (+70); 1 . . . K-B3 (0); and 1 . . . K-N1 (-5). Each time, the highest number is taken from the group of White's counter replies corresponding to Black's reply.

Now the question is which is Black's best move after 1 B-R6. He has the choice of four moves, each with the position appraisals just given. And he, of course, picks the move with the smallest appraised value as the most advantageous for him, or the least disadvantageous. So he picks 1 . . . K-N1 appraised as -5. The practical consequence then is that White's 1 B-R6 has that same evaluation of -5 and is a bit disadvantageous for White.

In this manner then, the smallest and largest values are picked out. Hence, we have the procedural name: mini-max.

Similarly, White's other two moves result in 1 Q-N2 (+5) and 1 N-B4 (-5). And the conclusion can be drawn that 1 Q-N2 is the best move, and the high values which might follow 1 B-R6 must be disregarded for the final choice.

**1st Branch**

1 . . . KxB		1 . . . K-R1		1 . . . K-B3		1 . . . K-N1	
2 N-B7†	2 Q-N2	2 P-N5†	2 N-B7†	2 Q-N2	2 Q-N2	2 P-N5†	2 N-B4
+40	-5	-30	+70	-10	-8	0	-10
							2 B-N5†
							2 Q-B4†
							2 N-B4
							2 N-B7†
							-5
							-10

**1 B-R6†**

**2nd Branch**

1 . . . Q-Q4†		1 . . . K-N1		1 . . . N-B3		1 . . . R-R1	
2 N-B3†	2 P-K4	2 QxR	2 N-B4	2 QxR	2 N-B4	2 N-B4†	2 N-B7†
+30	0	+5	-10	+5	-10	+50	-5

**1 Q-N2**

**3rd Branch**

1 . . . Q-Q4†		1 . . . Q-B3†		1 . . . Q-Q6	
2 P-K4	2 P-B3	2 P-K4	2 P-B3	2 K-N1	2 Q-N2†
0	-10	-10	-5	-5	0
					2 QxQ
					-5

**1 N-B4**



The minimax procedure follows fixed rules, provided of course that there is available a reliable measuring stick for evaluating positions. When such is the case, programming for computer use is no longer a problem. The computer would choose 1 Q-N2, and the process described would be repeated after the computer was told of Black's reply.

Although the minimax procedure has apparently brought the problem of chess by machine a bit closer to solution, there still remain difficulties, already pointed out by Shannon. Each system of evaluation has a static character, and it is almost meaningless to evaluate a position in the middle of a combination. Assume, for instance, White has sacrificed his Queen but will regain it in three moves or effect mate. During this combination, evaluation of the intermediate positions may show an advantage for Black because he is a Queen up. Similarly, every static system of evaluation must fail when the evolving position involves capturing moves, checks, mating attacks and so on. Consequently, evaluation should be undertaken only when a definite degree of stabilization has been reached.

Shannon pointed out another objection. If all possible moves and every legal answer and all counter answers etc. must be examined, the machine would waste a great deal of time in registering completely unimportant variations, that is, those which ought to have no proper part in the evaluation. The example offered above was restricted to the most suitable replies and yet contained a good deal of unnecessary work. So Shannon desired to select from all the possible moves a select group for which examination is worthwhile. Decision as to which moves fall within or without that group depends on all kinds of criteria. As a rule, capturing moves, checks and threats will belong in the privileged group; passive and senseless moves would never be included.

Here, however, another weak spot appears. The machine can determine if a move is a checking move or a threat, but how can it determine if a move is passive or purposeless? And what will the machine do with that great group of quiet continuations? Shannon's successors have not been able to answer these questions, and it is believed that they will remain unanswered for a long time to come.

The crucial problem of programming at present is: how to trim the branches in depth and even more particularly in width.

Prof. A. D. de Groot seeks solution in the following direction. First of all, the target position which the player has or should have in mind must be determined. When it is known, the infinite series of possible moves shrinks to a few lines of

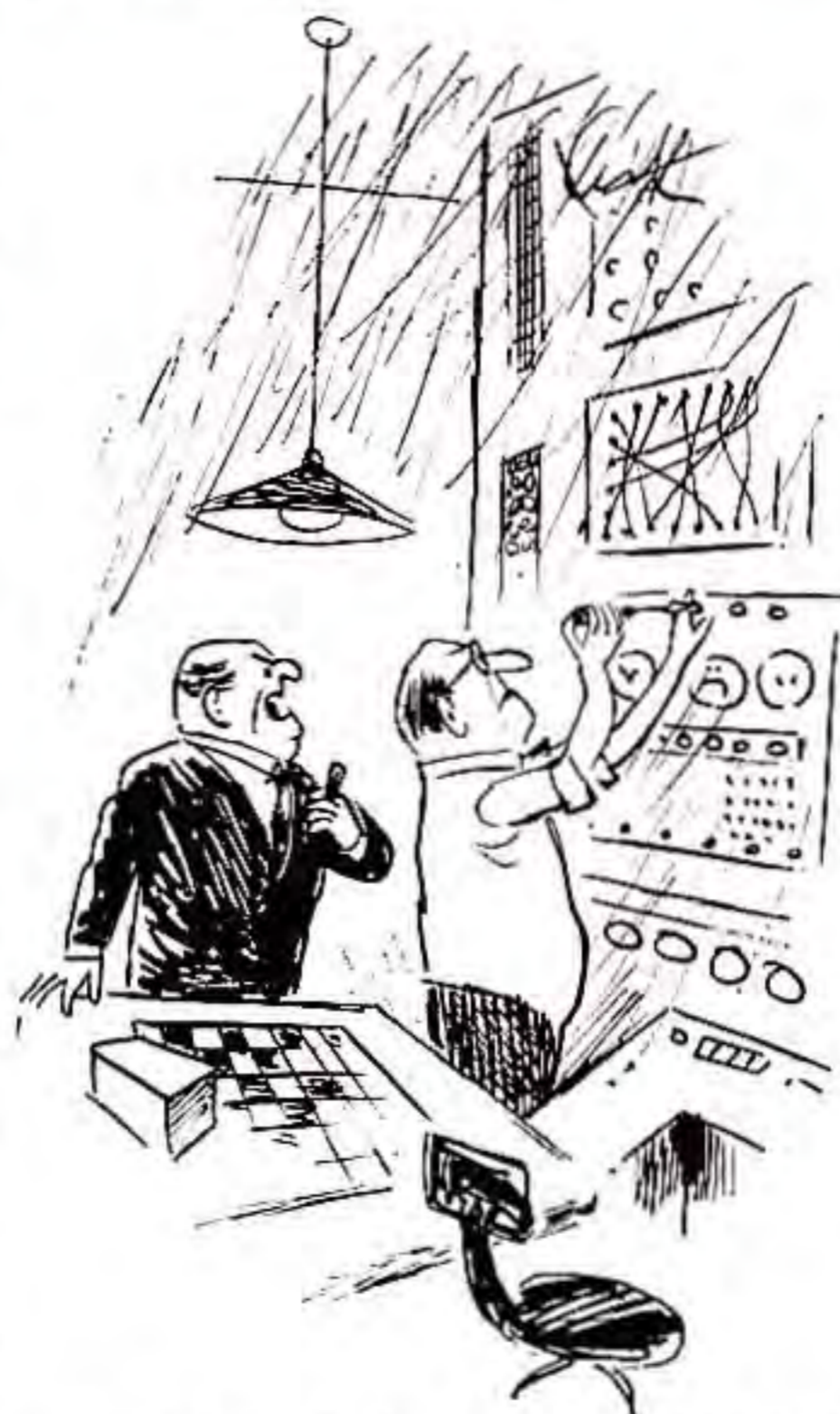
action. Moreover, the more specific the target position the easier it is to reject all which is not helpful in attaining that position.

The Carnegie-Rand group (Newell, Shaw and Simon) mention a number of sub-target positions. These are of particular importance for the opening and for the first phases of the middle game. They run to such features as control of the center, promotion of development, king safety and so on. The program examines only those moves which contribute to the characteristics mentioned. And the result is, at any rate, a substantial trimming of the tree. With such rules, however, such moves as K-K2 in the Steinitz Gambit<sup>2</sup> would never be produced.

Prof. de Groot points out a threefold economy in the target position. First, all moves which do not contribute are summarily eliminated. Second, a move which contributes to attaining the target position may still be rejected when one of the replies makes such attainment impossible. Third, there is the possibility of terminating the examination upon determination that the target position cannot be brought sufficiently nearer by one single move.

To clarify the last point, assume White wants to sacrifice a Rook, and the machine is to examine all possible consequences down to stable conclusions. If, in one of the branches and in an otherwise quiet position, it is determined that White is able to capture only a Bishop,

<sup>2</sup> 1 P-K4, P-K4 2 N-QB3, N-QB3 3 P-B4, PxB 4 P-Q4, Q-R5† 5 K-K2.



"Now don't make it too good. I don't want to pay four million dollars for a chess opponent that wins all the time!"

then the examination of that branch can be terminated. Such positions are technically termed "exhausted." On the other hand, if White in the critical position is able to attack the opponent's Queen or give check, then the examination may not be discontinued until it is quite clear that these attacks give no results. In this respect, the machine must be able to obtain certainty.

Here is a resume of the important points of Part I.

1 Examination of all possible moves is beyond the capability of the machine: the tree has too many branches. Several scientists have proposed worthwhile means of trimming the tree and so brought the problem nearer to a solution.

2 In the investigations, distinction must be made between algorithmic and heuristic procedures. The former goes by fixed rules; the latter involves meaningful, reasoned trial and error.

3 In nearly all investigations, a measuring stick must be employed for evaluating possible comparisons and weighing of alternatives.

4 Use of such a system of evaluating implies the application of the minimax procedure to determine the best move.

After this general introduction, an article is to follow devoted to the "Euratom" investigation. This investigation was made on behalf of the Euratom in Brussels, Belgium, at the Foundation for Administrative Automatisation in Amsterdam, Holland, between April 1, 1961 and April 1, 1963.

### In the Tradition!

All the world champions have dropped quickies—we think—one time or another. Champion Petrosyan joins the conformists in this game.

We find it recorded in the chess column of Fred Chevalier in the *Christian Science Monitor* as from the Championship of the Professional Unions, Moscow, December 1964—won by Petrosyan.

#### FRENCH DEFENSE

Liberson		Petrosyan	
White		Black	
1 P-K4	P-K3	8 P-KR4	P-KR4
2 P-Q4	P-Q4	9 Q-N3	Q-R4
3 N-QB3	B-N5	10 B-Q2	N-B3
4 P-K5	N-K2	11 B-Q3	QN-K2
5 P-QR3	BxN†	12 PxB	QxP/4
6 PxB	P-QB4	13 N-B3	B-Q2
7 Q-N4	N-N3	14 O-O	B-N4

Black's game is uncomfortable, and he wants to rid himself of the effect of White's King Bishop, but his move is a blunder.

15 B-K3 Resigns

On 15 . . . Q-B3 16 N-Q4, Black loses a piece; but resignation seems drastic as some fight remains after 15 . . . P-Q5 despite the Pawn minus and poor position which Black acquires.



# Chess Caviar

Miniature games are the hors d'oeuvres of chess.

## USSR Championship 1960 Semi-finals

Truly, in this game White sacrifices his opponent's pieces.

### SICILIAN DEFENSE

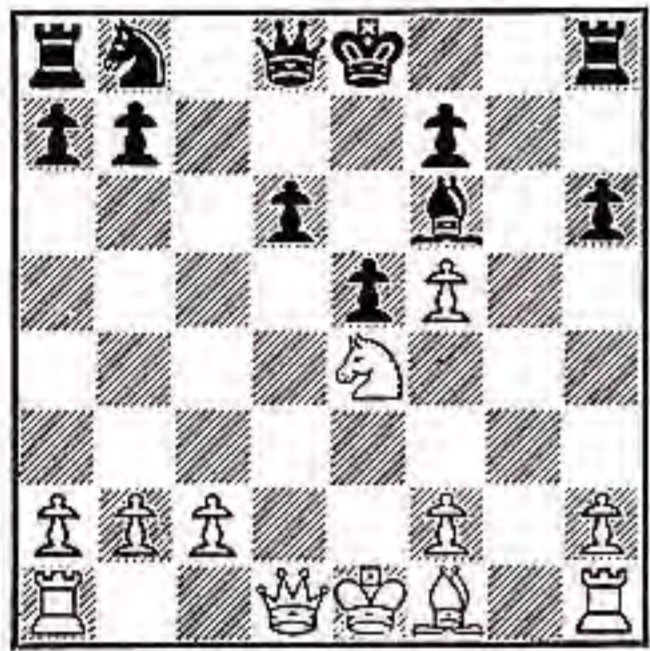
Bagirov			Movshovich
White			Black
1 P-K4	P-QB4	4 NxP	N-KB3
2 N-KB3	P-Q3	5 N-QB3	P-K3
3 P-Q4	PxP	6 P-KN4	P-K4?
		7 N-B5	....

First 7 B-N5†, B-Q2 8 BxB† is slightly more accurate.

7 . . . .	P-KR4	9 PxP	BxN
8 B-KN5	B-K3?	10 PxB	B-K2
		11 P-R6	....

White returns the Pawn to consolidate his positional advantage.

11 . . . .	PxP
12 BxN	BxB
13 N-K4	....



13 . . . . P-Q4

Black's in trouble also on 13 . . . B-K2 14 P-B6, BxP 15 Q-B3, B-K2 16 B-B4 or 13 . . . O-O 14 Q-N4† and 15 O-O-O or 13 . . . K-K2 14 Q-Q5 and 15 O-O-O.

14 QxP O-O

14 . . . QxQ sacrifices Black's Bishop; 14 . . . N-B3 loses most leisurely: 15 B-N5, O-O 16 BxN, PxP 17 QxBP etc.

15 QxNP Resigns

Black's Rook is sacrificed: e.g. 15 . . . N-Q2 16 QxN etc.

## Moscow 1960

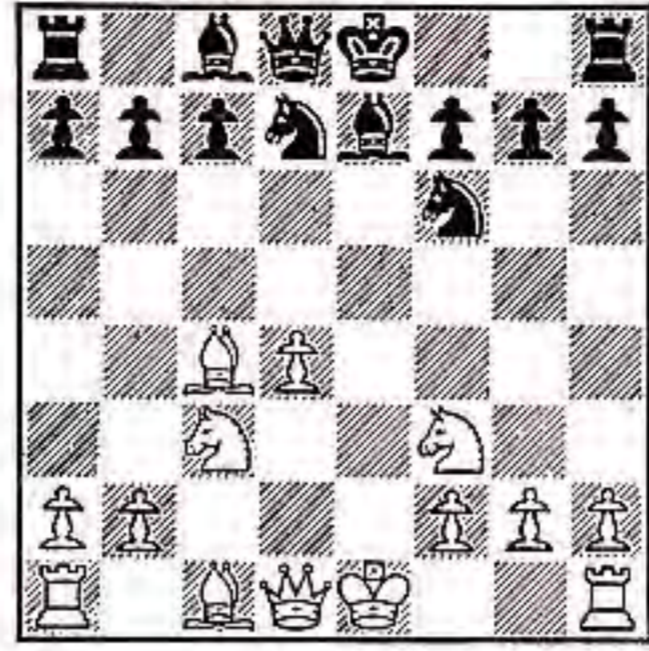
Black demonstrates how to lose in the opening without really trying.

### QUEEN GAMBIT

Shmatkov			Eidlin
White			Black
1 P-Q4	P-Q4	4 BxP	PxP
2 P-QB4	PxP	5 PxP	N-KB3
3 P-K3	P-K4!	6 N-QB3	B-K2
		7 N-B3	QN-Q2

Naturally, 7 . . . O-O is correct. Comparatively strong now is (8) . . . Resigns.

† = check; ‡ = dbl. check; § = dis. ch.



8 BxP†! KxB  
8 . . . K-B1 9 Q-N3! loses for Black.  
9 N-N5† K-N3  
9 . . . K-K1 or K-B1 10 N-K6(†) and  
9 . . . K-N1 10 Q-N3† lose at once.  
10 Q-Q3† K-R4  
11 Q-R3† . . . .  
Patience! Think it out, White!  
11 . . . K-N3  
12 Q-Q3† K-R4  
13 N-K6 Resigns

Black's Queen goes, or 14 Q-B5†, and mate follows; or, finally, 13 . . . Q-N1 14 N-B4†, K-R5 15 P-N3†, K-N5 16 P-R3†, K-N4 17 N-N6§ and mate next.

## Club Match, Perm (USSR) 1961

The proverbial Pawn-grab (7 . . . NxP?) is severely punished.

### SICILIAN DEFENSE

Rekka			Bobrinsky
White			Black
1 P-K4	P-QB4	3 P-Q4	PxP
2 N-KB3	N-QB3	4 NxP	P-K4
		5 N-N3	....

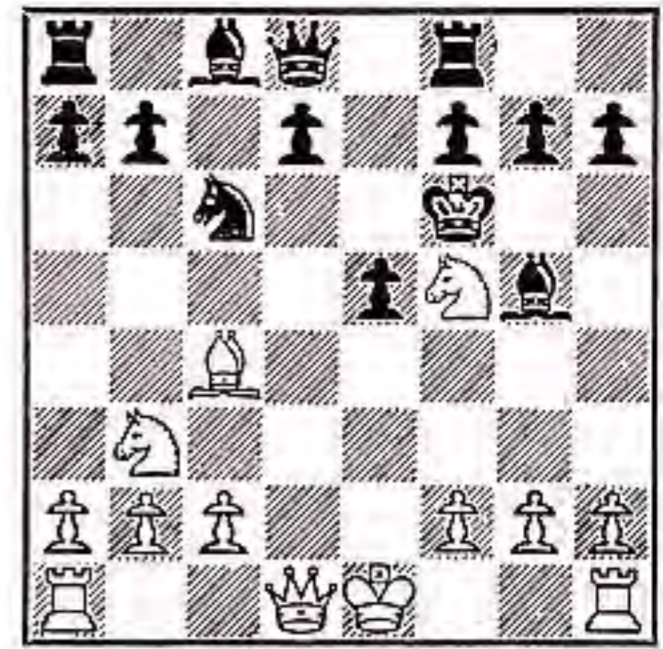
4 . . . N-B3 is correct, and White misses his best here: 5 N-N5, P-Q3 6 QN-B3.  
5 . . . N-B3 7 N-B3 NxP?  
6 B-KN5 B-K2 8 NxN BxB  
9 N-Q6† K-K2

9 . . . K-B1 10 B-B4 is fatal for Black; but he has no adequate defense at best.

10 B-B4	R-B1
11 N-B5†!	K-B3

## Solutions to PROBLEMART

- No. 1 White wins by 1 Q-QN3, threatening 2 Q-R4 mate: on 1 . . . N any, 2 PxN and, on 1 . . . B-Q8, 2 Q-B4 are mate.
- No. 2 White wins by 1 Q-B5, threatening 2 BxR mate: on 1 . . . R-B4, 2 Q-N8 and, on 1 . . . B-B4, Q-K3 are mate.
- No. 3 White wins by retreating: 1 K-N2 and 1 . . . K-Q7 2 Q-B2 etc. or 1 . . . P-Q6 2 K-B3 etc.



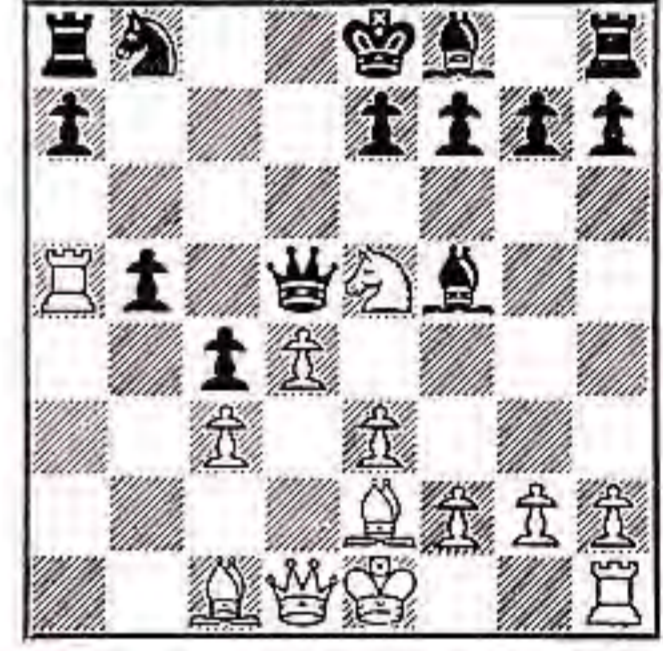
12 Q-Q6†! KxN  
13 B-Q3†! P-K5  
13 . . . K-B5 14 P-N3†, K-B6 15 Q-Q5† or 14 . . . K-N4 15 P-R3† and 13 K-N5 14 P-R3† also lead to mate.  
14 BxP† Resigns  
Mate follows 14 . . . KxB 15 P-B3†.

## Turkmenia Championship 1961

A passed chance and an over-worked Queen blacken Black's game.

### SLAV DEFENSE (by transposition)

Liashkov			Khanov
White			Black
1 P-Q4	P-Q4	6 P-QR4	N-Q4?
2 P-QB4	PxP	7 N-K5!	NxN
3 N-KB3	N-KB3	8 PxN	Q-Q4
4 N-B3	P-B3	9 B-K2	B-B4
5 P-K3	P-QN4	10 PxP	PxP
		11 R-R5	....



11 . . . Q-N2

Black runs in the face of the threatened 12 BxP. Instead, 11 . . . P-QR3 12 BxP, QxNP 13 BxP†, K-Q1 offers a fight.

12 B-B3 B-K5  
13 RxNP! BxB

Black expects 14 QxB. 13 . . . QxR is somewhat better but also loses.

14 Q-R4! Resigns

Or 14 . . . B-B3 15 NxP, Q-Q2 16 NxN etc.





CHESSE REVIEW's (1965) Seventh United States Open  
**POSTAL CHESS CHAMPIONSHIP**  
**The Eighteenth Annual Golden Knights**

THE current edition of the Golden Knights tournament is now under way, and entries are acceptable until *November 30, 1965*. It is conducted under CHESSE REVIEW's *Rules and Regulations for Postal Chess*, as mailed with assignments, and with the special rules given below.

In effect, the Golden Knights is an "open" tournament, without regard to our rating classes so far as the entry goes. The ratings are calculated, however, quite as usual. We "rate" all games in CHESSE REVIEW tournaments. It is an "open" tournament because we cannot pretend to "seed" candidates for a championship and because it gives the weaker players a chance to gain by experience against stronger ones.

To speed play for the first round, we group all the entries received geographically so far as possible. Otherwise, entries are matched off into 7 man groups strictly in the order of our receipt of their applications. Qualifiers to the later rounds are grouped likewise in order of qualification, but without regard to geography.

**Special Rules for the 1965 Golden Knights Tournaments.**

Consult the following rules whenever any question arises as to your chances for qualifying to Semi-finals or Finals or for weighted point score, etc.

1 CHESSE REVIEW's 18th Annual Golden Knights Postal Chess Championship Tournament is open to all persons living in the continental United States of America and in Canada, except CHESSE REVIEW's employees, contributing editors and members of their families.

2 Any contestant who enters this tournament under a pseudonym or in the name of another person will be disqualified. All unfinished games of the disqualified contestant will be scored as wins for his opponents.

3 Two qualifying rounds and one final round will be played. In all three rounds, contestants will compete in sections of seven players. Each contestant in a section will play one game vs. each of six opponents. Forfeit wins count as game points.

4 All contestants who score 4 or more game points in the preliminary round will qualify for the semi-final round. Similarly, all qualified semi-finalists who score 4 or more game points in the semi-final round will qualify for the final round. If additional players (from 1 to 6) are required to complete the last section of the second or third round, these players will be selected from among contestants who scored 3½ points in the previous round and in the order of their CHESSE REVIEW Postal Ratings at the time the last section starts.

5 Except as provided in Rule 4, contestants who score less than 4 points in either of the qualifying rounds will not be eligible for the announced cash and emblem prizes. Each of these eliminated contestants, however, upon completion of all his scheduled games in this tournament, will receive one free entry (worth \$1.50) into a CHESSE REVIEW Postal Chess Class Tournament and can apply, instead, for entry to a Prize Tournament (worth \$2.75) at \$1.50 only.

6 A First Prize of \$250.00 and 74 other cash prizes will be awarded by CHESSE REVIEW in accordance with the published schedule of prizes to those 75 qualified finalists who achieve the highest total scores (see rule 7) in the three rounds of the tournament. Every qualified finalist will be awarded the emblem of the Golden Knight upon completion of all his scheduled games. Also, the first five prizes winners will receive suitably inscribed plaques to indicate their places in the final standings of this national open Postal Chess Championship.

7 For computing the total scores to determine the distribution of prizes, each game won in the first round will be scored as 1 point; each game won in the second round as 2.2 points; each game won in the final round as 4.5 points. A drawn game will be scored as half of these respective amounts.

8 In the case of ties, if two or more finalists tie for first place, achieving the same total score, as computed in Rule 7, then the first 2 or more prizes will be reserved for those finalists and the prizes will be awarded in accordance with the scores achieved by them in a tie-breaking match or round-robin contest in which each contestant will play not less than 2 games with every other tied contestant. Ties for other cash prizes will be broken in the same manner. Any ties which may develop in the tie-breaking contests will be played off in additional matches or tournaments.

9 The entry fee is \$4.00 and entitles the contestant to compete in one section of the preliminary round. No additional fee is charged contestants who qualify for the second or third rounds. A contestant may enter any number of sections of the preliminary round upon payment of the fee of \$4.00 per section entry provided he applies early enough so that we can place him in separate sections. Multiple entries by one person will compete and qualify as though made by separate individuals. No contestant, however, may win more than one prize, and a player who qualifies for more than one section of the final round will be awarded his prize on the basis of the total score achieved by only one of his entries. (The entry making the highest total score will be taken.) Multiple entries will be placed in different sections of each round.

10 Upon entering, each contestant agrees that the decision of CHESSE REVIEW and its Postal Chess Editor in all matters affecting the conduct of the tournament, including the acceptance and classification of entries, the adjudication of games, the award or refusal of forfeit claims, the distribution of prizes and all interpretations of the rules and regulations, shall be final and conclusive.

11 Single entries can be mailed now and until **November 30, 1965** (multiple entries until two months before Nov. 30). Entries mailed after that date may not be accepted.

12 Except as provided in the foregoing rules and in all other respects, this tournament will be conducted under CHESSE REVIEW's **Official Rules and Regulations of Postal Chess**, including any amendments or additions thereto.

*Postal*  
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*This is the 1965 Golden Knights*

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