

CHESS NUTS

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CHESS NEWS

MARIN CHESS CLUB OF SAN RAFAEL visited San Quentin on the evening of May 14, 1956 and played a double round match on six boards. San Quentin used different players for all games, but they won the first round $4\frac{1}{2}$ - $1\frac{1}{2}$ and tied at 3 all in the second round.

BLACK BISHOP CHESS CLUB OF HAYWARD, CALIFORNIA visited San Quentin on Saturday afternoon May 19, 1956 and played a match on 17 boards. The first round score was 11-6 in favor of San Quentin, however, time permitted several rounds to be played on some boards and the total score was 46-14 in favor of Quentin. The locals used different players for every game. The Black Bishop club was established in 1930 and in competition with other high schools throughout the state, it had won two State championships and two Northern California championships. This team is made up of Junior and Senior high school students.

CHESS FRIENDS OF NORTHERN CALIFORNIA, INC. will visit here Saturday, June 9, 1956 and will bring six (6 man) teams. Each team will play their next two matches in league competition. CFNC teams last played here in March and lead the series of matches with 4 match wins, two match losses and 2 match draws, with an overall game total of $26\frac{1}{2}$ to $21\frac{1}{2}$ in their favor.

INTERNATIONAL MASTER GEORGE KOLTANOWSKI writes that he will try to visit San Quentin again sometime soon after June 1st to discuss chess problems and the program with the local club officials. Mr. Koltanowski has previously visited San Quentin during March 1956 and December 1955. Prior to this he has played blindfold and simultaneous exhibitions at San Quentin as early as 1950.

CHESS NEWS

CLUB MEMBERS DROPPED DURING THE MONTH included Cabriales and Kressen and Arelanes, all of whom quit of their own accord as they had other things to do on Saturdays. Ray Hanson, who was a good "B" player left for summer camp and his strength will be missed during the CFNC team matches.

CHESS PLAYERS INTERESTED IN JOINING CLUB can always contact the club President, Dave Hansen, or write a letter to Supervisor of Recreation, Mr. C. L. Swagerty. There is generally always room for new players. Some players who sign up to join the club do not make an appearance when they are called and after being notified three times their names are dropped from the waiting list. This is necessary as many men desire to take part in chess activities but the club room is big enough to hold only the 40 members it now has.

TOURNAMENTS HELD SINCE THE CLUB STARTED last October 8, 1955 were, in this order: A double-knockout tournament for the club championship held during October, November, and December 1955. Players were not eliminated until they had lost two games to different opponents. All opponents were drawn by lot. The remaining two players, Hansen and Brown, played a six game match for the title and Hansen was the winner. The second tournament was held during January, February, and March 1956 and was a single round-robin for players of A, B, and C classes who competed only in their own class. Winners of these groups engaged in a playoff which was won by Carter, who then engaged in a six game match for the title against the current champion, Hansen. The match ended in a 3-3 tie and according to the rules Hansen retained his title. The new Swiss System will determine the next winner.

CHESS MATCH WITH HAYWARD CLUB

On May 19, 1956 the Black Bishop Chess Club of Hayward, California visited San Quentin and played a match on 17 boards. Time permitted many of the club members to play several rounds and the final score for the 60 total games played was 46-14 in favor of San Quentin. However, the most important first round for all members was won by San Quentin by an 11-6 score. The visitors won five of their points on the first seven boards! Some of these first few games were decided by blunders of the worse sort. Here follows the complete first round match result.

SAN QUENTIN

HAYWARD

1. Carter.....	1	Sumares.....	0
2. Hall.....	0	Kilgore.....	1
3. Flohr.....	0	Peterson.....	1
4. Albritton.....	0	Harbaugh.....	1
5. Nolte.....	0	Yoshioka.....	1
6. Green.....	0	Stutler.....	0
7. Rexinger.....	0	Pyle.....	1
8. Campos.....	1	Tudor.....	0
9. McQuerry.....	1	Mazenec.....	0
10. Jayne.....	1	Quiner.....	0
11. Hill.....	1	Vienna.....	0
12. Carstens.....	1	Edman.....	0
13. Bailey.....	1	Whitmore.....	0
14. Switzer.....	1	King.....	0
15. Easely.....	1	Smith.....	0
16. Till.....	0	Hardaway.....	1
17. Boren.....	1	Horwood.....	0

TOTALS 11 - 6

For all other games played the San Quentin team used different players for each board.

SWISS TOURNAMENT STANDINGS

After six rounds of play in the Swiss System Tournament of ten rounds the standings of all remaining players shows the following individual scores:

Campos	5-1	Bailey	3-3
Carter	5-1	Glover	3-3
Williamson	5-1	Till	3-3
		McQuerry	3-3
Hansen	4½-1½	Jayne	2-4
Nolte	4-2	Petry	2-4
Green	4-2	Morris	2-4
Switzer	4-2	Carstens	2-4
Rexinger	4-2	Hopkinson	2-4
Flohr	4-2	Godina	1½-4½
Albritton	3½-2½	Barrios	1-5
		Cabriales	1-5
Boren	3-3		
Hill	3-3		
Ward	3-3		
Easely	3-3		

Of a total of 34 entries, 26 players still remain in competition. Those who dropped had taken part in only 1, 2, or 3 rounds of play, some had very poor scores, and others found it hard to be available for play. Since they would lose by the forfeit score, they decided it was best to drop.

Swiss tournaments always provide for many unusual happenings with much depending on the draw of opponents and the mental attitude of the player from round to round. Upsets occur on many occasions because a strong player tends to take it easy against a player of lesser strength, also weaker players try doubly hard to beat the leaders.

SWISS TOURNAMENT NEWS

Some of the unexpected results of games during the first six rounds were perhaps the following: Nolte losing to Campos, Nolte drawing with Hansen, Green losing to Campos and Williamson, Albritton beating Carter, Petry losing to Glover, Campos beating Hansen, and Flohr losing to Williamson. In addition to these there were other unexpected results which were not really important in themselves but were important to the individual players involved. Perhaps it can be stated that every game is really of utmost importance to all players because so much depends on the opponents that a player draws throughout the Swiss tournament. Another unfortunate feature of the Swiss is that it places too many players in large groups with the same scores. Generally it is not wise to use a Swiss System when time will permit of using the round robin tournament which is, of course, the fairest of all systems- especially so with the double round robin.

The complete results of the Swiss Tournament will be printed in the next issue of CHESSMATS. The score card of the first four players in standings shows that they have played the following opponents with these results:

<u>Campos</u> (5-1)		<u>Carter</u> (5-1)	
Easely	1	Hall	1
Nolte	1	Albritton	0
Hansen, Ray	1	Easely	1
Green	1	Switzer	1
Hansen, Dave	1	Green	1
Carter	0	Campos	1

SWISS TOURNAMENT NEWS

Williamson (5-1)

Hansen, Dave (4½-1½)

Godina 1
Carstens 1
Switzer 1
Hansen, Dave-0
Flohr 1
Hanson, Ray 1

Jayne 1
Bailey 1
Albritton 1
Williamson-1
Campos 0
Nolte ½

There you have the score card of the top four players in the Swiss System tournament now under way. Six rounds have been completed with four rounds remaining. All these four leaders have top opponents to play against and anything can happen yet, therefore, it would be very difficult to predict the eventual winner. All those players having two points against them are still very much in the running.

In order that all participants understand a little of the essential parts of the Swiss System, the following should suffice to make it a little more clear.

As we all know by this time, A Swiss System is used when it is desired to get a fair contest for the title, but at the same time avoid the playing of an excessive number of rounds, such as would be the case in any round robin tournament. The time available for completing the tournament is also a most important condition in using this system.

For round one, players are paired entirely by chance, and chance decides which player takes the white pieces and which the black pieces.

SWISS SYSTEM TOURNAMENT

After the first round has been played there will almost certainly be a bunch of players who have scored 1 point, a few with $\frac{1}{2}$ point and a number with zeroes. For the next round-NO PLAYER CAN EVER PLAY THE SAME OPPONENT AGAIN, THIS IS A MUST-each player is paired against someone with as nearly the same score as possible, with colors alternating for each round, if possible. The first condition takes precedence over the second condition. Whenever it is unavoidable and a player has to play the same color twice in a row, his pairing must be made first for the third round and he must then get the opposite color from what he played in the first two rounds.

As the tournament nears completion it is found best to pair up the leaders first and then start pairing from the bottom of the pile. This tends to make the rounds of play a little more solid.

Therefore, in this order, here are the essential guiding laws in the Swiss:

- (1) The same two players may NEVER meet twice,
- (2) Players shall meet opponents with as nearly their own score as possible,
- (3) A player should have white and black in alternate rounds if possible.

As frequently happens near the end of the tournament, an opponent has met all the players with as near his score as possible, he must then meet someone with a score of one point away from him unless he can be paired against an opponent with only a $\frac{1}{2}$ point difference in score.

It is hoped that the above information will help all participants to better understand the Swiss System Tournament.

CHESS MATCH SCORES WITH VISITORS

The results of play for matches played against visiting teams since November 1955 show the following totals. First round totals are shown first and then the complete totals include all games played against the visiting club as time permitted several rounds of play during these matches.

November 28, 1955 MARIN CLUB (San Rafael)

1st round - 7-1 in favor of San Quentin

Complete

totals - 14½-2½ in favor of San Quentin

March 31, 1956 (CFNC inter-team competition)

Totals after each team has completed two rounds or a match against two different CFNC teams.

21½-26½ against San Quentin

April 29, 1956 (PHI DELTA EPSILON, U. of Calif)

1st round - 5-2 in favor of San Quentin

Complete

totals - 12½-2½ in favor of San Quentin.

May 14, 1956 (MARIN CLUB, San Rafael)

1st round - 4½-1½ in favor of San Quentin

Complete

Totals - 7½-4½ in favor of San Quentin.

May 19, 1956 (BLACK BISHOP CLUB, Hayward)

1st round - 11-6 in favor of San Quentin.

Complete

totals - 46-14 in favor of San Quentin.

END GAME RULES

From day to day one can see many "won" games go by the boards to be added to the loss column. In view of this, it seems essential to publish the following most important rules for conducting play in the end-game. If a player memorizes these rules he is sure to at least understand the end game a little better than he now does.

1. Doubled, isolated and blockaded pawns are weak: Avoid them!
2. Passed pawns should be advanced as rapidly as possible.
3. If you are one or two pawns ahead, exchange pieces but not pawns.
4. If you are one or two pawns behind, exchange pawns but not pieces.
5. If you have an advantage do not leave all the pawns on one side.
6. If you are one pawn ahead, in 99 cases out of one hundred the game is drawn if there are pawns on only one side of the board.
7. The easiest endings to win are pure pawn endings.
8. The easiest endings to draw are those with Bishops of opposite colors.
9. The King is a strong piece: Use it!
10. Do not place your pawns on the color of your Bishop.

END GAME RULES

11. Bishops are better than Knights in all except blocked pawn positions.
12. Two Bishops vs. Bishop and Knight constitute a tangible advantage.
13. Passed pawns should be blockaded by the King; the only piece which is not harmed by watching a pawn is the Knight.
14. A Rook on the seventh rank is sufficient compensation for a pawn.
15. Rooks belong behind passed pawns.

Three points which are so fundamental that they must always be borne in mind:

1. Without pawns one must be at least a Rook ahead in order to be able to mate. The only exceptions to this which hold in all cases are that the double exchange wins and that a Queen cannot defend successfully against four minor pieces.
2. Where one is two or more pawns ahead the win is routine. By this we mean that a straightforward advance of the pawns will net considerable material gain, usually at least a piece. With a piece to the good one can then capture more pawns, then more pieces, and finally mate.
3. The theory of the ending proper is concerned to a large extent with the conversion of an advantage of one pawn into a win. The Basic principle is that one pawn wins only because it can be used to capture more material. Straightforward advance will as a rule not do the trick (as it will with two pawns).

END GAME RULES

The chief devices to be used in the winning process are forcing an entry with the King, keeping the opponent busy on both sides (outside passed pawn) and simplification.

MORE END GAME RULES

1. Preserve your pawns carefully; the longer the game lasts, the more important the pawns become.
2. In games with top opponents the loss of a pawn in the Opening stage almost invariably leads to the loss of the game.
3. When a pawn reaches the 8th rank it can be promoted to a Queen, Rook, etc., according to the player's choice. Thus, if you could Queen four pawns you could have four Queens on the board if you so desired.
4. In pawn positions- when maneuvering for a tempo- remember that in a symmetrical pawn position whoever has to move first is at a disadvantage because the other player always retains an extra tempo simply by copying his opponent's moves.
AN EXCHANGE LOSES THE TEMPO.
5. OPPOSITION is very important. The distant opposition occurs when two Kings are on the same file and an odd number of squares apart, then whoever is not on the move has the distant opposition. This is usually a potent weapon when the pawn position is badly blocked or involved, and depends for it's effectiveness not only on the occupation of certain specific squares but also on forcing the enemy King to go to or keep off certain files.

INTERESTING GAMES

This game was played on board 2 during May 1956 in competition against the Marin Chess Club. It shows some interesting moves.

White: Mr. Sutherland (Marin Club, San Rafael)
Black: Nolte (San Quentin club)

1. P-Q4	P-QB4	14. ♗-B3 (e)	RxN (f)
2. PxP	P-K4	15. ♗-N2 (g)	BxPch
3. P-K4	BxP	16. RxB	QxQch
4. N-KB3	N-QB3	17. KxQ	R-R3
5. B-Q3	P-Q3	18. QR-KB1	N-B3
6. O-O	B-KN5	19. B-B4	K-K2
7. N-Q2	P-KR4	20. B-Q5	QN-Q5
8. P-KR3	P-QR3	21. P-QB3	N-QB3
9. PxB (a)	PxP	22. P-KN4	QR-KR1
10. P-KN3 (b)	PxN	23. K-B3	R-R6ch
11. NxP	Q-Q2 (c)	24. K-K2	QN-Q1
12. B-K3	Q-KR6	25. P-N5	N-N5
13. N-R4	BxB (d)	26. R-KN2	N-K6
		27. Resigns (h)	

- (a) White's game is solid up to here even though a little bit on the conservative side. But PxB on his 9th is a bad mistake as the game shows.
- (b) Not much that white can do now.
- (c) Now comes trouble.
- (d) Everything is so simple.
- (e) Anything he plays is hopeless. He certainly doesn't dare take the Bishop at this stage of the game.
- (f) Of course
- (g) Nothing else he can do- except of course, to resign.
- (h) White simply got off to a bad start and was never able to recover at any stage of the game. One bad move just kept leading to another bad move, but that is the way of lost games.

INTERESTING GAMES

Played on board 4 against the Marin Club of San Rafael.

White: K. C. Cable (Marin Club)
 Black: Hall (San Quentin)

- | | | | |
|-----------|-------|-----------------|---------|
| 1. P-K4 | P-K4 | 14. BxB | PxB |
| 2. B-B4 | P-Q3 | 15. P-QB4 | N-Q6 |
| 3. N-KB3 | P-KR3 | 16. R-K2 | N-R4 |
| 4. P-Q4 | PxP | 17. N-B3 | RxN |
| 5. NxP | N-KB3 | 18. B-K3 | NxP |
| 6. P-KR3 | B-K2 | 19. BxN | R-B2 |
| 7. N-Q2 | O-O | 20. Q-Q2 | N-B5 |
| 8. O-O | P-B4 | 21. R-K3 | QR-KB |
| 9. N-B5 | P-R3 | 22. R-KB | Q-N4 |
| 10. NxBch | QxN | 23. B-N3 | NxPch |
| 11. P-QR4 | N-B3 | 24. PxN | RxRch |
| 12. R-K | B-K3 | 25. K-N2 | QR-B7ch |
| 13. P-QN3 | N-K4 | 26. Resigns (a) | |

(a) The best move on the board!

Played on board 4 against the Phi Delta Epsilon group of the University of California.

White: Aryay Lanski (Phi Delta)
 Black: Flohr (San Quentin)

- | | | | |
|-----------|-------|-------------|----------|
| 1. P-Q4 | N-KB3 | 15. QR-K1 | P-KB4 |
| 2. N-KB3 | P-KN3 | 16. PxP | BxP |
| 3. P-K3 | B-N2 | 17. P-KN3 | K-N2 |
| 4. N-QB3 | O-O | 18. P-K4 | N-N1 |
| 5. B-K2 | P-Q3 | 19. PxP | RxP |
| 6. O-O | QB-B4 | 20. P-KN4 | R-KB2 |
| 7. P-QN3 | N-QB3 | 21. N-K4 | P-KR3 |
| 8. N-KR4 | B-Q2 | 22. P-QB4 | N(K1)KB3 |
| 9. P-KB4 | P-K3 | 23. P-KN5 | NxN |
| 10. B-R3 | N-K1 | 24. PxPch | NxP |
| 11. Q-Q2 | QxN | 25. BxN | RxRch |
| 12. B-B3 | Q-Q1 | 26. RxR | Q-R5 |
| 13. P-Q5 | N-K2 | 27. B-KB3 | QR-KB1 |
| 14. QR-Q1 | P-K4 | 28. Q-KB2 | B-Q5 |
| | | 29. Resigns | |

INTERESTING GAMESINTERESTING GAMES

This game was played on board one against the Phi Delta Epsilon top board.

White: Hansen (San Quentin)

Black: Jim Lieberman (Phi Delta Epsilon)

1.	N-KB3	P-Q4	31.	B-Q1	Q-B3
2.	P-QB4	PxP	32.	QxQ	RxQ
3.	N-QR3	N-KB3	33.	BxKNp	R-N3
4.	NxP	P-QB4	34.	BxR	KxR
5.	P-Q3	N-QB3	35.	B-B2	P-B5
6.	P-KN3	P-K3	36.	P-Q4	P-QR4
7.	B-N2	B-K2	37.	K-N3	P-QN5
8.	O-O	O-O	38.	R-R5	R-B1
9.	P-KR3	P-KR3	39.	P-K5ch	K-N2
10.	B-K3	N-Q4	40.	P-N5	R-B6ch
11.	B-Q2	B-B3	41.	K-N4	R-B7
12.	R-N1	P-QN1	42.	PxPch	K-R1
13.	N-K3	B-K2	43.	B-N6	RxP
14.	P-QR3	R-Q1	44.	O-O	R-N7ch
15.	N-N4	B-K2	45.	K-B4	RxB
16.	Q-B1	K-R2	46.	PxP	P-B6
17.	P-K4	N-KB3	47.	P-Q4	P-B7
18.	KR-Q1	NxN	48.	R-R1	R-N1
19.	PxN	N-Q5	49.	K-K3	R-QB1
20.	K-R2	NxNch	50.	K-Q2	BxP
21.	BxN	P-KB4	51.	R-R1	R-B5
22.	B-K3	B-Q3	52.	P-R6	RxPch
23.	K-N2	P-KN4	53.	K-K2	B-Q6ch
24.	R-R1	P-KB5	54.	Draw agreed to	
25.	PxP	BxKBP		because time ran	
26.	R-R5	KR-B3		out.	
27.	Q-B3	BxB			
28.	PxB	Q-B1			
29.	QR-KR1	Q-K2			
30.	Q-K5	R-KN3			

The above game was a Reti Opening. It was played on a day on which the player of the White pieces had a terrific headache. In it's last stages it is definitely lost, but was an easy game for White a few moves previously.

INTERESTING GAMES

Included here are some of the early round games in the present Swiss tournament now underway.

White: Carter

Black: Campos

FRENCH DEFENSE

1.	P-K4	P-K3	21.	Q-K4	B-KR6
2.	P-Q4	P-Q4	22.	BxP	RxPch
3.	P-K5	P-QB4	23.	K-R1	Q-N2
4.	P-QB3	N-QB3	24.	B-N3	RxBP
5.	N-KB3	Q-N3	25.	Q-K8ch	Q-N1
6.	B-K2	PxP	26.	QxQch	RxQ
7.	PxP	B-N5ch	27.	BxR	B-N7ch
8.	N-QB3	N-K2	28.	K-N1	B-R6ch
9.	O-O	N-B4	29.	B-N3	P-B4
10.	P-QR3	B-K2	30.	K-B2	P-B5
11.	N-QR4	Q-B2	31.	BxP	R-N7ch
12.	R-K1	P-QR3	32.	K-K3	RxNP
13.	N-B5	BxN	33.	R-Q8ch	NxR
14.	PxB	O-O	34.	B-K5ch	K-N1
15.	B-Q3	P-KB3	35.	BxR	N-K3
16.	BxN	PxB	36.	R-N1ch	K-B2
17.	QxPch	K-R1	37.	N-N5ch	NxN
18.	PxP	PxP	38.	RxN	B-Q2
19.	B-R6	R-N1	39.	R-N7ch	K-K3
20.	QR-Q1	P-KB5	40.	RxRP	Resigns

White: Williamson

Black: Hansen

1.	P-Q4	P-Q4	12.	N-K2	KN-B3
2.	P-K3	N-Q2	13.	N-N1	PxP
3.	B-Q3	P-K4	14.	Q-K2	P-QN4
4.	P-QB4	P-K5	15.	O-O-O	P-QN5
5.	B-B2	P-QB3	16.	B-K1	N-N3
6.	N-QB3	B-N5	17.	P-KB3	PxP
7.	B-Q2	BxN	18.	NxP	O-O
8.	BxB	Q-N4	19.	P-KR4	P-N5
9.	P-KN3	P-QR4	20.	N-N5	Q-N-Q4
10.	N-R3	Q-R3	21.	P-K4	P-N6
11.	N-B4	P-KN4	22.	B-N1	N-N5
16			23.	Resigns	

INTERESTING GAMES

This is the first loss suffered by Hansen in the Swiss System tournament.

White: Campos

Black: Hansen

FRENCH DEFENSE

- | | | | |
|-----------|-------|------------------------|--------|
| 1. P-K4 | P-K3 | 21. N-B3 | B-B5 |
| 2. P-Q4 | P-Q4 | 22. B-N5 | PxP |
| 3. P-K5 | P-QB4 | 23. PxpP | R-B3 |
| 4. P-QB3 | N-QB3 | 24. BxN | BxB |
| 5. N-KB3 | Q-N3 | 25. N-K5 | BxN |
| 6. B-K2 | B-Q2 | 26. RxB | QR-B1 |
| 7. O-O | PxP | 27. Q-Q2 | RxPch |
| 8. PxpP | KN-K2 | 28. QxR | RxQch |
| 9. P-QN3 | N-B4 | 29. KxR | Q-B2ch |
| 10. B-N2 | R-B1 | 30. K-N3 | B-N4 |
| 11. P-KN4 | N-R3 | 31. QR-K1 | B-Q6 |
| 12. P-KR3 | B-K2 | 32. R-K3 | B-K5 |
| 13. QN-Q2 | O-O | 33. R-N5ch | K-R1 |
| 14. P-QR3 | P-KB3 | 34. RxB | P-KR3 |
| 15. PxpP | PxpP | 35. R-B5 | Q-B2 |
| 16. R-K1 | N-B2 | 36. R-N6 | Q-B7 |
| 17. N-B1 | N-N4 | 37. RxPch | K-N2 |
| 18. K-N2 | P-B4 | 38. R-KP | QxPch |
| 19. NxN | BxN | 39. And Black resigned | |
| 20. N-R2 | Q-B2 | without going | |
| | | further. | |

White: Hansen

Black: Jayne

- | | | | |
|----------|-------|-------------------|-------|
| 1. P-K4 | P-K3 | 11. P-Q5 | B-Q2 |
| 2. P-Q4 | N-K2 | 12. K-R1 | N-B1 |
| 3. P-QB4 | P-Q4 | 13. P-QR5 | P-QN4 |
| 4. P-KB3 | P-KN3 | 14. PxpPe.p. | NxP |
| 5. N-QB3 | PxBP | 15. B-R2 | R-K1 |
| 6. BxP | B-N2 | 16. Q-N3 | N-B1 |
| 7. KN-K2 | O-O | 17. Q-N7 | PxP |
| 8. O-O | P-QR3 | 18. PxpP | N-Q3 |
| 9. P-QR4 | P-QB3 | 19. QxR | N-N4 |
| 10. B-K3 | P-K4 | 20. Black resigns | |

MARIN CHESS MATCH

The match with the Marin Chess Club of San Rafael, California proved highly interesting in spots, but the outcome was the same as it was for the previous match with Marin, that is, in favor of San Quentin. The Marin Club did improve upon their last score, however, and some of their losses were a bit closer. Two rounds of play were played with San Quentin using different players for each round and game.

ROUND I

San Quentin (4½)

Marin (1½)

1.	Carter	0	Badner, A.	1
2.	Nolte	1	Sutherland, C.	0
3.	Green	½	Post, L.A.	½
4.	Hall	1	Cable, K.C.	0
5.	Albritton	1	Hansen, H.W.	0
6.	Williamson	1	Williams, W.L.	0

(3) ROUND II

(3)

1.	Flohr	½	Badner	½
2.	Garcia	0	Sutherland	1
3.	Hill	1	Post	0
4.	Kressen	½	Cable	½
5.	McQuerry	0	Hansen	1
6.	Till	1	Williams	0

The Marin Club improved upon their first round score, but several of the games had to be adjudicated as time ran short with several of the games having quite a bit of play left in them, however, the outcome of the games were not in doubt with the exception of the game on board one.

This match was the second played against the Marin Club in recent months and it showed an improvement on their part.

OPENING RULES

Many chess players go on and on month after month without any idea of the rules of Openings and what governs the first stages of any chess game. Some of these players read chess books, but still fail to try to understand the simplest of rules. They seem to feel that when it is their turn to move that just about any move in the Opening will be satisfactory. This type of player either doesn't care to improve his play or simply cannot understand what he reads.

In view of this, it was felt advisable to give here a few simple rules for the Opening part of the game.

1. The Opening, in it's entirety comprises at least eight moves on either side.
2. Play out your center pawns (King's pawn and Queen's pawn) at an early stage, so as to develop your pieces quickly.
3. Avoid moving the same piece twice, unless you can see a very good reason for it.
4. Don't waste time over pawn captures which may result in loss of material or valuable time.
5. Avoid moves which obstruct your own pieces.
6. Get your King into safety by castling early.
7. The Queen should not be brought into play too soon.
8. Being obstructed by his own forces at the beginning of a game, the Rook does not come into action for some time.

OPENING RULES

9. It is bad policy to move the pawns in front of the Rooks at an early stage.
10. Bishops are developed fairly early in the game, this is particularly true of the King's Bishop.
11. The Knight needs "centralization"; the nearer it is to the center of the board the more effective it is.
12. In most games you win by acquiring superiority in force- but in chess, you combine the attempt to win material with eternal vigilance for your own King's safety and a never ceasing search for ways of attacking the hostile King.
13. If an opponent cannot remove his King from check, he is checkmated and the game is over.
14. Remember: The more flagrant the neglect of the King's safety, the more rapid his downfall.
15. Good opening play is one of your most valuable assets in chess.
16. Discovered check is made possible by the removal of a piece which has been masking an attack on the hostile King.
17. In double check, the unmasking piece also gives check as it moves.
18. The discovered check is the less dangerous but in double check the King must move.
19. Develop at least one Knight fairly quickly, taking advantage of the fact that the Knight can hop over friendly pawns.

OPENING RULES

20. In chess, we capture by displacement. In capturing an enemy unit, we replace it with our own capturing unit.
21. In the early stages of the game it is better to give up two rooks for a hostile Queen, in the later stages of a game the two rooks are more important.
22. When in doubt about moving pawns, attend to your pieces.
23. When capturing with the pawn, capture towards the center; where it might otherwise seem a matter of indifference. Doubled pawns are mostly compensated by open files, giving play to Rooks for attack. But, then free exchange of pieces should be avoided; such pawns being bad in the ending - in a close finish.
24. Refrain from pushing any rook pawn merely to prevent Bishop attacking Knight- or pinning, as it is called. Let the Bishop come in, if he will; then attack him with pawn - if advisable.
25. Forbear pinning any Knight with a Bishop, unless you are prepared for an immediate exchange, or have an ulterior motive in mind.
26. Develop the piece of lesser range, Knight, when you have the option of developing either one, Bishop or Knight.
27. If your Queen is out on the King side, beware of Knight or Bishop attacking her.
28. Support of every force attacked for the time being should be well assured.

JOSE RAOUL CAPABLANCA

The cover design for this issue has been given over to Capablanca, perhaps the greatest chess player the World has ever known. He earned a reputation as the "Chess Machine", so strong was he at the game.

Capablanca was born in Havana, Cuba on November 19, 1888, and like Morphy, he learned the game from his father at an early age. When he was 12 years old he won the Cuban championship from Juan Corzo in 1900 by the score of 7-5. After this he did not play much chess as he was then preparing for his entrance examinations to Columbia University.

By the time he was 18 years old he was considered the strongest player of the famous Manhattan Chess Club in New York. When he was 21 he engaged Frank J. Marshall, a proven chess master with a brilliant career already established, and won by the convincing score of 8 games to 1 with 14 games being drawn. There was no longer any doubt about his ability over the chess board.

Capablanca's chess career is studded with many highspots, but to sum up his strength can best be understood when one finds him losing only 35 games of chess in a career that lasted some 30 years, that is, during tournaments and matches. Truly, this is an outstanding record.

Although he lost his World Title to Dr. A. Alekhine in 1927 he had always managed to come out ahead of Alekhine in tournaments in which both participated.

Capablanca played 103 games simultaneously in Cleveland in 1922. He lost none, allowed one draw and won all the rest! This percentage has never been approached.

CAPABLANCA'S GAMES

In the famous match of 23 games against Frank Marshall, played in 1909, this was Capablanca's first win over Marshall and it came in the second game. The reader can see for himself the brilliance of many of the moves.

White: Capablanca

Black: Marshall

RUY LOPEZ

1. P-K4	P-K4	17. P-QR4	B-K2
2. N-KB3	N-QB3	18. B-Q2	Q-K7
3. B-N5	P-B4	19. QR-K1	QxB
4. N-B3	N-B3	20. RxB	B-K1
5. Q-K2	N-Q5	21. P-B6	Q-R3
6. NxN	PxN	22. QxQ	PxQ
7. Pxpch	B-K2	23. KR-K1	BxP
8. N-K4	O-O	24. RxNP	QR-K1
9. NxNch	BxN	25. RxR	RxR
10. O-O	P-Q4	26. RxQRP	B-Q8
11. B-Q3	P-B4	27. P-R3	P-R4
12. Q-R5	Q-B2	28. P-N5	P-R5
13. P-QB4	PxBP	29. P-B4	B-R4
14. Bxpch	K-R1	30. P-B5	R-KB1
15. P-Q3	Q-K4	31. R-QB7	R-QN1
16. P-KN4	B-Q2	32. RxP	Resigns

Notice that starting on White's 21st move, Capablanca really brings off a fine combination which was made possible by Black's poor 20th move of B-K1. From this point on the game is quickly brought to a conclusion as Black cannot do anything that will hold the fort for him. This was one of the shortest games played in the Capablanca-Marshall match.

CAPABLANCA'S GAMES

Here is the fifth game of the Marshall vs. Capablanca match. It should be studied carefully because of the beautiful play in the ending. It was Capablanca's second match victory over Marshall.

White: Marshall

Black: Capablanca

Queen's Gambit

1.	P-Q4	P=Q4	27.	Q-N8ch	K-R2
2.	P-QB4	P-K3	28.	P-K5ch	B-K5
3.	N-QB3	N-KB3	29.	RxR	BxB
4.	B-N5	B-K2	30.	QxRP	NxKP
5.	P-K3	N-K5	31.	R-KB4	B-K5
6.	BxB	QxB	32.	P-N3	N-B6ch
7.	B-Q3	NxN	33.	K-N2	P-B4
8.	PxN	N-Q2	34.	QxP	NxPch
9.	N-B3	O-O	35.	K-R2	N-B6ch
10.	Q-B2	P-KR3	36.	RxN	BxR
11.	O-O	P-QB4	37.	QxP	B-K5
12.	KR-K1	QPxP	38.	P-B3	B-Q6
13.	BxP	P-QN3	39.	Q-Q5	Q-N7ch
14.	Q-K4	QR-N1	40.	K-N1	B-N8
15.	B-Q3	N-B3	41.	P-R4	Q-R8
16.	Q-B4	B-N2	42.	Q-N7ch	K-N3
17.	P-K4	KR-Q1	43.	Q-N6ch	K-R4
18.	QR-Q1	QR-B1	44.	K-R2	B-R7
19.	R-K3	PxP	45.	Q-N5	K-N3
20.	PxP	R-B6	46.	P-R5	Q-Q5
21.	B-N1	P-KN4	47.	Q-B6ch	Q-B3
22.	NxP	RxR	48.	Q-K8ch	Q-B2
23.	QxR	N-N5	49.	Q-R4	Q-K3
24.	Q-N3	QxN	50.	P-R6	Q-K7ch
25.	P-KR4	Q-N2	51.	K-R3	B-Q4
26.	Q-B7	RxP	52.	P-R7	BxP

Resigns

This was truly a nice finish to an interesting and hard-fought game.

CAPABLANCA'S GAMES

One of Capablanca's early games. It was played when he was 12 years old and in it he defeats the champion of Cuba.

White: J. Corzo

Black: J.R. Capablanca

ALLGAIER GAMBIT

1.	P-K4	P-K4	14.	QxQ	RPxQ
2.	N-QB3	N-QB3	15.	N-Q4	B-QB4
3.	P-B4	PxP	16.	P-B3	R-R5
4.	N-B3	P-KN4	17.	B-K2	BxNch
5.	P-KR4	P-N5	18.	PxB	RxQP
6.	N-KN5	P-KR3	19.	P-N3	N-B3
7.	NxP	NxN	20.	B-N2	R-Q7
8.	P-Q4	P-Q4	21.	B-R5ch	NxB
9.	PxP	Q-K2ch	22.	BxR	P-B6
10.	K-B2	P-N6ch	23.	PxP	N-B5
11.	K-N1	NxP	24.	B-K5	R-N7ch
12.	QxN	Q-B4	25.	K-B1	R-B7ch
13.	N-K2	Q-N3	26.	K-K1	N-Q6ch

Resigns

One of 20 simultaneous games played in Philadelphia in 1910

White: Capablanca

Black: Mlotkowski

RUY LOPEZ

1.	P-K4	P-K4	14.	NxR	PxB
2.	N-KB3	N-QB3	15.	NxPch	PxN
3.	B-N5	N-Q5	16.	BPxP	N-R3
4.	NxN	PxN	17.	P-B5	R-R1
5.	O-O	P-KN3	18.	B-N5ch	K-K1
6.	P-Q3	B-N2	19.	P-B6	B-KB1
7.	P-KB4	P-QB3	20.	P-K5	B-K3
8.	B-R4	P-Q3	21.	B-B4	N-B4
9.	B-N3	B-Q2	22.	Q-K2	Q-R2
10.	N-R3	P-QR4	23.	P-KR3	B-R3
11.	N-B4	P-R5	24.	Q-B3	P-KN4
12.	NxPch	K-K2	25.	B-R2	N-K6
13.	NxBP	Q-B2	26.	R-B2	P-N5

CAPABLANCA'S GAMES

27. Q-K4	N-B4	32. R-B4	PxP
28. RxN	B-K6ch	33. P-KN4	Q-R5
29. R-B2	B-B4	34. P-K6	BxNP
30. P-B7ch	K-K2	35. R-K4	Q-B7ch
31. QxKB	PxQ	36. Resigns	

For this game Capablanca won the Brilliancy prize. It was played at San Sebastian in 1911.

White: Capablanca Black: Dr. Bernstein

RUY LOPEZ

1. P-K4	P-K4	19. N(2)-Q4	K-R2
2. N-KB3	N-QB3	20. P-KN4	QR-K1
3. B-N5	N-B3	21. P-KB3	N-K3
4. O-O	B-K2	22. N-K2	QxP
5. N-B3	P-Q3	23. N(2)-N3	QxBP
6. BxNch	PxB	24. R-QB1	Q-N7
7. P-Q4	PxP	25. N-R5	R-KR1
8. NxP	B-Q2	26. R-K2	Q-K4
9. B-N5	O-O	27. P-B4	Q-N4
10. R-K1	P-KR3	28. N(B5)cNP	N-B4
11. B-R4	N-R2	29. NxR	BxN
12. BxB	QxB	30. Q-QB3	P-B3
13. Q-Q3	QR-N1	31. NxPch	K-N3
14. P-QN3	N-N4	32. N-R5	R-N1
15. QR-Q1	Q-K4	33. P-B5ch	K-N4
16. Q-K3	N-K3	34. Q-K3ch	K-R5
17. QN-K2	Q-QR4	35. Q-N3ch	K-N4
18. N-B5	N-B4	36. P-R4 mate	

This game will make one wonder if one could ever learn to play real chess. It is such games that may tend to discourage the lesser of us mortals.

CHESS FACTS

In a game played by Gottschall and Tarrasch at Nurnberg in 1888, Tarrasch kept all his pawns until the 96th move! (Gottschall lost the game 4 moves after capturing a pawn!)

In the Bad Kissingen 1928 Tournament, Spielmann won only one game - but that was from Capablanca!

At Monte Carlo 1902 it took Tchigorin 144 moves to beat Mason, but only 8 moves to lose to Marshall!!

The only game F. D. Yates won at the Hamburg Tourney of 1910 was from Dr. Tarrasch. Curiously enough the Doctor had been the only one to object to Yate's entry on the ground that he was not a strong enough player!!!

Dake travelled over 1000 miles by airplane to play Alekhine, and lost to the Champion in thirteen seconds.

Carl Schlechter, considered the greatest drawing master that ever lived, needed only one draw to wrest the World Championship from Dr. Lasker- but he couldn't get it!!

Capablanca lost only one game in ten years of tournament and match play, from 1914 to 1924.

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