

# Richard Shorman

# Chess

4/18/76

## CCCA AMATEUR TOURNAMENT RESULTS

USCF Certified Tournament Director Hans Poschmann of Fremont directed the Central California Chess Association's "Under 1800 Amateur" Tournament at San Felipe Park in Hayward, Apr. 10-11. The five-round, USCF rated, Swiss system event attracted 70 players. Complete results:

**Premier Division:** 1st-4th, Dave Cater (1631), Sunnyvale, Gary Houlahan (1714), San Jose, John Larkins (1619), Oakland, and Kevin Lewis (1929), San Rafael, 4-1, \$20.90 each.

**Reserve Division:** 1st-2nd, Ed Bazo (1440), San Lorenzo, and Richard Cullen (1397), Berkeley, 4<sup>1</sup>/<sub>2</sub>-1<sup>1</sup>/<sub>2</sub>, \$34.15 each; 3rd, Gary Smith (1510), San Leandro, 3<sup>1</sup>/<sub>2</sub>-1<sup>1</sup>/<sub>2</sub>, \$15.30.

**Booster Division:** 1st, Michael Vaughn (1291), San Jose, 4<sup>1</sup>/<sub>2</sub>-1<sup>1</sup>/<sub>2</sub>, \$41; 2nd-5th, Kenny Fong (1236), Hayward, Chris Pontod (1116), Gilroy, Robert Regon (1267), Palo Alto, and Wesley Sonner (1081), Morgan Hill, 4-1, \$10.65 each.

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Here are some of the amateur games played in this under 1800 event, recorded in USCF approved coordinate chess notation (files lettered "a" to "h", ranks numbered "1" to "8", always counting from White's lower left corner regardless of whose turn to move; pawn captures designated by file letters only).

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White: Paul Stainthroe (1589). Black: Ernest Curto (1665). Hayward, Apr. 10, 1976. King's Gambit Accepted 1 e4 e5 2 f4 ef 3 Bc4 Nf6 4 Nc3 d6 5 d3 g5 6 h4 Bg4 7 Nf3 c6 8 hg d5 9 Bb3 Nh5 10 ed Ng3 11 Rh4 h5 12 Ne4 Bd6 13 Nf6 Ke7 14 dc Nc6 15 Bf4 Bf4 16 Nd5 Kd7 17 Nf4 Re8 18 Kd2 Qa5 19 c3 Rad8 20 Kc2 Kc7 21 Qd2 Nf5 22 Rhh1 Ne3 23 Kb1 Qf5 24 Nh5 Rd3 25 Ng3 Rd2 26 Nf5 Bf5 27 Kc1 Rg2 28 Re1 Rf2 29 Nh4 Bg4 30 Resigns.

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White: Kenny Fong (1236). Black: Robert Fulop (1360). Hayward, Apr. 10, 1976. Two Knights' Defense 1 e4 e5 2 Nf3 Nc6 3 Bc4 Nf6 4 Ng5 d5 5 ed Na5 6 Bb5 Bd7 7 Qe2 Bb5 8 Qb5 c6 9 dc Nc6 10 Qb7 Ne7 11 Qb5 Nd7 12 Qc4 Qb6 13 Qf7 Kd8 14 Ne6 Kc8 15 Qe8 Kb7 16 Qd7 Ka6 17 Nc7 Ka5 18 Nc3 Qb7 19 a3 Rc8 20 b4 Resigns.

## THE IMMORTAL AMATEUR GAME

When Anderssen beat Kieseritzky in London, 1851, the chess world dubbed his combinational masterpiece "the immortal game." But few players today realize that his great brilliancy was an offhand "amateur" game completed in about an hour and a half, just prior to winning the world's first "professional" international tournament.

**White: Adolf Anderssen.**

**Black: Lionel Kieseritzky.**

Simpson's Divan, London, 1851.

King's Gambit Accepted

1 P-K4	P-K4	13 P-R5	Q-N4
2 P-KB4	PxP	14 Q-B3	N-N1(i)
3 B-B4 (a)	Q-R5ch	15 BxP	Q-B3
4 K-B1	P-QN4(b)	16 N-B3	B-B4(j)
5 BxNP	N-KB3	17 N-Q5(k)	QxP
6 N-KB3	Q-R3(c)	18 B-Q6!(l)	BxR(m)
7 P-Q3	N-R4(d)	19 P-K5!(n)	QxRch
8 N-R4	Q-N4(e)	20 K-K2(o)	N-QR3(p)
9 N-B5	P-QB3	21 NxPch	K-Q1
10 P-KN4	N-B3(f)	22 Q-B6ch!	NxQ
11 R-N1!(g)	PxB(h)	23 B-K7mate	
12 P-KR4	Q-N3		

(Notes condensed and translated from Peter Romanovsky's "Mittelspiel," Moscow, 1963, pp. 58-62)

(a) The King's Gambit, at that time at least, led to exciting combinational play. Along with the Evan's Gambit it was Anderssen's favorite opening.

(b) This counter-gambit has some justification, as White's bishop is drawn from its strong location to an undefended square and Black gains a tempo for the development of his QB. However, the further course of events works out so disastrously for Black that neither circumstance plays the slightest role during the game.

(c) The queen's prospects are too limited here. More promising appears to be 6 ... Q-R4, and if 7 Q-K2, then 7 ... QxB 8 QxQ B-R3. Any advantage that White might have in this variation is minimal.

(d) Threatening check at White's KN3. Now white must not play 8 K-N1 because of 8 ... Q-N3ch, but 8 R-N1 is no worse than Anderssen's continuation.

(e) A double attack based on 9 N-B5 P-QB3, and on any retreat of the bishop, 10 ... P-Q4, with the initiative. Kieseritzky overlooked something that would not have been easy to see even in a serious game. Better is 8 ... P-N3.

(f) This is the position that Black had counted on. Now what can White do? On 11 B-R4 follows 11 ... P-N3 and then 12 ... NxNP, with a clear advantage for Black.

(g) Chigorin, who was not too lavish with praise, termed this rook maneuver a stroke of genius and gave it two exclamation marks. Anderssen's idea was indeed very deep, and it is hard to blame Kieseritzky for not fathoming it to the end.

(h) Black has nothing else. If 11 ... NxKP, in order to capture the bishop after 12 PxN, then White wins with 13 Q-Q5, threatening both the rook and 14 N-Q6ch, winning the queen. After 11 ... NxKP White can also play simply 12 Q-K2, which costs Black a piece (at least, since White retains a dangerous initiative).

(i) As compensation for his sufferings Black wants to hang on to his extra material, and justifiably so.

(j) Black cannot keep White's knight out of Q5, e.g., 16 ... N-K2 17 N-Q6ch K-Q1 18 P-K5. All the same, Kieseritzky's move is bad, since it deprives his KNP of a defender, the more so in view of the simple retort, 17 P-Q4, which summarily foils the aggressive aim behind the bishop's sortie. In defense of such moves, it can only be noted that they are usually the product of a hopeless position. In fact, Black does not seem to have a wholly satisfactory continuation. On 16 ... B-N2 follows 17 NxQNP, threatening 18 N-B7ch. Relatively best is 16 ... N-QR3, but even here 17 b-Q6! (threat, 18, 18 P-K5) leads to a winning attack. Of course, 17 ... BxB could not be played on account of 18 N-Q5 Q-K4 19 P-Q4. And if 17 ... B-N2, then 18 P-N5 Q-K3 19 NxQNP, with the unanswerable threat of 20 QN-Q4.

(k) Besides 17 P-Q4, White wins with 17 B-Q6, threatening P-N5 and P-K5. Black is helpless, since 17 ... BxB again fails to 18 N-Q5.

(l) Full of combinations and the best line of attack.

(m) Taking the bishop allows mate in four. Many of the annotators of this historic game have asserted that Black has chances for saving the game after 18 ... QxRch 19 K-K2 Q-N7, but simply 20 K-Q2 BxR 21 P-K5 is almost the same as played. After 20 K-Q2 White not only threatens to take the bishop but also to play the deadly move, R-N1.

(n) Cutting the black queen off from her KN2 square.

(o) Threatening mate in two by 21 NxPch and 22 B-B7mate plus mate in three by 21 NxPch K-Q1 22 Q-B6ch! NxQ 23 B-K7mate. Kieseritzky guards against the more obvious one.

(p) Even with best defense Black loses: 20...B-R3 (not 20...B-N2 due to 21 NxPch K-Q1 22 Qxp, etc.) 21 N-B7ch K-Q1 22 NxB! (threatening not only 23 QxR but also 23 B-B7ch K-B1 24 N-Q6mate, or 23...K-K1 24 N-Q6ch K-B1 25 QxPmate) B-N3 23 QxR, Q-B6 24 QxNch Q-B1 25 QxQch KxQ 26 B-B8! K-N2 (or 26...N-R3 27 N-Q6ch K-Q1 28 BxP; or 26...P-R3 27 N-Q6ch K-Q1 28 NxPch K-K1 29 NxR KxB 30 N-N6ch K-B2 31 K-B3, etc.) 27 BxP KxN 28 BxR P-R3 29 P-N5 PxP 30 P-R6, winning