

Precita Valley

CHESS HERALD

COMMUNITY CENTER

A MONTHLY CHESS NEWS BULLETIN

Agency of the COMMUNITY CHEST

Published by the Precita Valley Chess Club
Representing The San Francisco Bay Area Chess League

Vol. 2, No. 10 October 1957 - 534 Precita Avenue, San Francisco, California

P. V. Championship Tourney

JAMES COOK AND NOEL RENAUD TO BATTLE IT OUT -- CHALLENGERS LOSE OUT

The co-champions of Precita Valley, James Cook and Noel Renaud, will battle it out again this year for the club championship. The co-champs knocked out the challengers in short order--; James Cook downing Paul Bogosian in two games, and Noel Renaud taking two from Leighton Allen. While Cook seemed to win with ease over Bogosian, Renaud won both of his from Allen after adjournments. Nevertheless, Renaud played his chess like the Renaud of old, and Allen was a tough opponent, whereas Bogosian acted like the defeated player even before the opening move. This does not take anything away from Cook, his reputation taking care of him in this case.

With the championship matches about to take place, everything else for 1957 is already decided. Leighton Allen is the "A" champion, Paul Bogosian is the "B"

CITY CHAMPIONSHIP INTO FINALS

With the preliminaries in the record books, the San Francisco City Championship tourney is now into the finals. The winners of the preliminaries, of course, have found themselves in a tough battle in the Master Division, those that came in second are battling in the Expert Division, and so on down the line. The Master Division is just loaded with talent with William G. Addison, Charles Bagby, Wade Hendricks, Jack L. Harsch, Jr., Henry Gross, Eugene Krestini, Sief Poulsen and Earl Pinner. Since the winner of this division will be the City Champion and will be qualified to play in the State Championship, all eyes are focused on the outcome.

However, those in the other divisions need not be ashamed, as they were downed by some very good players as noted above. Even the "C" Division is tough, and, of course, there is a trophy awaiting the winner of each.

champion, and Lowell Tullis is the "C" champion. We are hoping for no tie in the championship match--, but, then again, who will win it?!

Of course, when the championship match is over, the club will have its usual "Presentation Night" highlighted by a speed (rapid transit) tourney to which everybody, club members or not, are invited. There will be a 25¢ entry fee for the speed tourney, all monies collected being used as prizes to the winners of same. We hope to be able to announce the date in the very near future.

Also, there is to be a prize for the best game played in this past candidates' tourney and the championship matches. This is a reminder to those who may have played a good game but have failed to turn in same to the tournament director, Jim Reynolds. The best game will be judged by a committee which will be named by the tournament director.

JOIN THE UNITED STATES CHESS FEDERATION - THE BROTHERHOOD OF CHESS PLAYERS !!!!

B A C K R O V I N G R E P O R T E R

MECHANICS' INSTITUTE IS THE BUSIEST CHESS CLUB right now with the City Championship battles going on. It seems more games are played there than anyplace. And why not? After all, it is just about the best equipped club besides being open most of the time. It goes like this, "Hello, Joe Doakes? Well, this is John Doe and I think I have a game to play with you. Well, Mechanic's is open all day, -- what time do you want to meet me?". That's about the story. So, may we salute Mr. Arthur B. Stamer who has had his hands full but manages to keep everybody happy just the same!

We do not wish to take anything away from the other clubs in the Bay Area, but we cannot help but point out the convenience at Mechanics' Institute, or as Charles Bagby always says, "Everybody should belong to the parent club, regardless of what other club he belongs to, since it is open most of the time-- , and one can always get into a game of chess". Indeed, M.I. is the parent club-- , as a matter of fact, the granddaddy of them all! Not only that, but did you know it has the best library in town? Yes, it even has the public library taking a back seat! If you don't believe me, ask my wife. Better still, join M.I. and find out for yourself!

Poor Mr. Richard Plock-- , he spends hours grooming his mustache, only to run into a misunderstanding character now and then. There are some who first meet him that have the doggonedest time trying to hold back a burst of laughter. Then, there are those who outrightly remark, "Say, Mr. Plock, what is that thing on your face?!". That's okay, Mr. Plock, I understand, myself, because I can remember when they had handlebars on other places than bicycles.....

The kibitzers are having their glory these days. The huddles are quite numerous. Anyhow, there are two players at a board staring for all they are worth over some sixty-four squares. One has Black and one has White. The game may be in the opening, or in the middle, or even at the end. One player makes a move, as a few lookers-on gasp. Then one of the spectators beckons his finger at another and within a few seconds there is a huddle. Once in awhile a head pops up from the huddle and glances at the board. So the poor guy with the move is sweating out the time and wonders what those guys in the huddle see. It must be good, but what is it? The huddle breaks and gathers around the board again. The guy with the move is still wondering what they see but doesn't dare ask. His time is running out so he makes a move and immediately after the huddle forms again. Guess I blundered, the player thinks or there must have been something better. I must be a poor player, he decides, for I've been looking fifteen minutes for a good move and they merely glanced at the board and saw something. But, alas, in a couple of moves his opponent resigns so he has played it correctly after all! Oh yeah-- , that's what you think! The huddlers (or kibitzers) go to work on the loser showing him he had you dead to rights. Now why didn't he make this move and that move and this other move. So, you see, you didn't move correctly after all even though you won the game! It was the other guy, see, he just didn't make the right moves. It was him they were talking about all the time, not you. Shucks, mister, go home! You don't know how to play chess-- , it's just the other guy always should have won. Sure, you got a point but, brother, were you lucky!! But, don't let it worry you, friend, the kibitzers need you-- , or what would they do if it wasn't for you who should have lost??!!

Then there was a certain night at the Precita Valley Chess Club when a youngster (and a new member) decided to challenge one of the seasoned veterans. It was a rip-snortin' game and the veteran finally settled matters by saying with a voice of authority, "Mate!". The youngster looked and sure enough he was mated, but upon glancing over the board, snarled, "How come you can mate me when you even haven't got your King on the board?!" Hey, what's this?? "Shucks," adds the youngster, "I won your King with a Pawn way back in the opening!"!!!

GAMES SECTION

Edited by Noel Renaud

THE UPSET! When places changed on the top rung of Precita Valley's ladder, September 12, 1957.

Game No. 31

White: A. R. Castellanos

Black: Leighton Allen

PETROFF DEFENSE

- 1. P-K4 P-K4
2. N-KB3 N-KB3
3. P-Q3 . . .

Better is 3. P-Q4 (Steinitz). The text gives White a cramped position. The usual continuation in the Petroff Defense is 3. NxP, P-Q3; 4. N-KB3, NxP; 5. Q-K2 (Lasker), Q-K2; 6. P-Q3, N-KB3; 7. B-N5, QxQch; 8. BxQ, B-K2; 9. N-B3, P-QB3; 10. O-O-O, P-KR3. Now, whether the Bishop captures the Knight or retreats, the game should be drawn.

- 3. . . . N-B3
4. P-B3 P-Q4
5. Pxp QxP

This unnecessarily exposes the Queen. It is better to recapture with the Knight.

- 6. B-K2 B-QB4
7. O-O O-O
8. QN-Q2 B-B4
9. N-N3 B-QN3
10. N-R4 B-K3
11. B-K3 KR-Q1

More aggressive is 11...., BxB; 12. PxB, P-K5. Now if 13. Pxp, QxP wins a Pawn. If 13. P-Q4, Q-KN4 also wins the Pawn as 14. R-B4, Q-R3 and White loses a piece.

- 12. Q-Q2 . . .

White is searching for a plausible move. Neither this nor Q-B2 is attractive.

- 12. . . . N-K2

This is definitely not a propitious day for either queen. 12...., Q-Q3 is safe and maintains Black's positional advantage.

- 13. P-B4 . . .

Black's fifth move was a tactical error and he waited overly long to correct it.

- 13. . . . BxB

True White threatened 14. P-B5 but that move is not dangerous, i.e. 13...., Q-B3; 14. P-B5, BxN; 15. PxB, N-K5; 16. Q-B2, NxQBP.

- 14. PxB . . .

White misses his chance to get out of difficulties, 14. PxB, BxQ; 15. PxB, B-N5; 16. Pxpch, KxP; 17. N-B3.

- 14. . . . Q-B3

- 15. P-K4 . . .

A Queen move is urgently needed.

- 15. . . . BxP

- 16. K-R1 BxN

- 17. PxB QxP

- 18. R-R4 Q-Q4

- 19. RxN PXR

- 20. Q-R6 QxNP

One of those oversights that is the bane of all chess players. With the exchange and two Pawns Black felt too confident. The winning move was 20...., Q-K3.

- 21. N-B5 . . .

White mates one move sooner with 21. R-N4ch, N-N3; 22. N-B5.

- 21. . . . Resigns

For 21...., NxN; 22. R-N4ch, K-R1; 23. QxBPch, N-N2.

.....

Game No. 32

Played in the Autumn "Open" at the Sheraton-Palace Hotel, Sept. 21, 1957. Entanglement of minor pieces loses a drawn game.

White: W. Gower

Black: L. Tullis

COLLE SYSTEM

- 1. P-Q4 N-KB3

- 2. P-K3 P-K3

- 3. B-Q3 B-N5ch

The immediate 3...., P-QN3 is better.

- 4. P-QB3 B-K2

- 5. N-Q2 P-QN3

- 6. P-KB4 . . .

The stonewall formation is none too effective here. White could make better use of his extra tempo with just plain old-fashioned 6. KN-B3.

- 6. . . . B-N2

- 7. KN-B3 P-QB4

- 8. O-O PXP

- 9. BPxP N-B3

(continued on next page)

GOWER-TULLIS (continued)

- 10. P-QN3 R-QB1
- 11. B-N2 O-O
- 12. R-B1 N-QN5
- 13. RxB QxR
- 14. B-N1 N/5-Q4
- 15. Q-K1 N-KN5

The sequence of moves is not the most effective. First should come 15....., B-R3 and Black wins a Pawn or the exchange.

- 16. N-B4 P-QN4
- 17. P-KR3 PxN
- 18. PxN PxP
- 19. PxP B-R3
- 20. R-B2 B-N5
- 21. Q-QB1 Q-N2
- 22. Q-B2

This threat is too obvious. A better move is 22. B-K4. Then might follow 22....., P-B4; 23. PxP, PxP; 24. BxN, QxB; 25. Q-R1 and White is quite safe. The text move leaves both Bishops and Queen hemmed in.

- 22. P-N3
- 23. Q-K4

Puts his neck in the noose. The Queen can now be trapped. 23. B-B1 is necessary.

- 23. N-B3

If 23....., P-B4; 24. PxP, NPxP; 25. Q-K5, Q-N3 and 26....., B-Q3 wins. If 25. Q-B2, R-B1; 26. Q-Q1, NxKP. Black had a splendid position but with each exchange he loses some of his advantage.

- 24. QxQ BxQ
- 25. P-N5 N-Q4

This gives White time to protect his Queen Pawn. 25. N-N5 is more forceful.

- 26. B-B1 R-B1
- 27. R-QB2 RxB
- 28. BxR N-B6
- 29. B-Q3?

Although Black's Bishops have more mobility White should be able to draw. The text move, however, gets him in difficulties. Correct is 29. B-N2--, not to exchange but simply to preserve the status quo.

- 29. B-Q4
- 30. N-Q2? N-R7
- 31. Resigns

PROBLEM CORNER

Solution to Problem No. 6: 1. P-B8(N) Problem No. 7 by Dave Gibson

BLACK (11)

- r k
- p n p
- . p . K p
- . . . p . P p b
- P p
- P
-
-

WHITE (4)

Black to move and mate in one move. Solution next month.

XX

HOROWITZ PLANS TOUR

I. A. "Al" Horowitz is planning another continental tour this coming year. He is due to be in San Francisco about the end of January or the beginning of February. Last year he held two exhibitions in this city, at Mechanics' Institute and Precita Valley. This year the idea is to get clubs together and hold one big exhibition. In other words whatever clubs get on the bandwagon will all be co-sponsors of the event. It is hoped this will make it easier on the various clubs in the city and at the same time keep the clubs from giving each other unprofitable competition. Which club quarters will be used will be according to the convenience of those clubs co-sponsoring the event, that is, when the exact dates of Al Horowitz's stay in San Francisco are known. Mr. Horowitz has promised us ample time to make our plans. Al also promises on the event should the exhibition turn out to be a marathon (say some 60 or more players) that he will give us two nights, one for exhibition and one for lecture, all for the price of one.

Clubs wishing to get in as co-sponsors please contact Jim Reynolds, phone Mission 8-5759, for details. Three clubs are in at this writing.

XX

SEND GAMES FOR GAMES SECTION TO NOEL RENAUD, 125 BROMPTON AVE., S. F. 12.

P.V. Club Ladder Standings & Ratings

The following standings and ratings include games played up to Oct. 24, 1957.

Rung	Player	Class	Rating
1	A. R. Castellanos.....	A	1549
2	James Cook.....	A	1602
3	John Ramirez.....	B	1329
4	Leighton Allen.....	A	1672
5	Lowell Tullis.....	B	1402
6	Dave Gibson.....	A	1584
7	Noel Renaud.....	A	1728
8	Ronald Meyers.....	B	1239
9	Ivan Vegvary.....	B	1464
10	Jim Reynolds.....	A	1505
11	Bob Blakemore.....	B	1363
12	Paul Bogosian.....	B	1174
13	Julio Ercolini.....	C	991
14	Don Hufnagel.....	B	1135
15	Jack Craig.....	B	1216
16	Carl Barton.....	B	1234
17	Richard Moreno.....	C	959
18	Rex Hiatt.....	C	800
19	George Natali.....	C	800
20.	Ed Russell.....	B	1235
21	Steve Cabito.....	C	902
22	Henry Brauns.....	C	946
23	Douglas Jerdet.....	C	745
24	R. P. Kovach.....	A	1500
25	Eugene Nakamura.....	C	913
26	Walter Lewis.....	C	907

2000 & above - Expert; 1500-1999 - A;
1000-1499 - B; Below 1000 - C.

THE "PUZZLING" LADDER - Explanation

NOW AND THEN WE MUST EXPLAIN the P. V. "puzzling" ladder--, especially to those who are new in looking at the list of our players. It does not go by who has the highest points, but rather by who beat who last. If No. 9 beats No. 6, for instance, they simply swap places regardless of how their ratings are effected by the result. The idea is that of R. P. Kovach, and Jim Reynolds merely put the idea in practice when he organized this club.

The ratings are based on a system devised by Jim Reynolds. It is not the best system perhaps, but it gives the club members an idea of how they are coming along no matter where they are on the ladder. So it seems one idea counter balances the other. Anymore ideas? -- we'll try 'em!!

CHATS AND NOTES (continued)

part of his letter; " I wonder frankly how correct is the present rating system. Has any committee with an understanding of arithmetic examined into the rating? How ludicrous it is that someone with two thousand points, for example, becomes a master when one with nineteen hundred and ninety nine points is only a class one or forsooth an expert player. These questions suggest that the placement of the players into classes doesn't somehow meet with the approval of a really discriminating and right thinking person. You might ask me, 'What do you suggest?'. Perhaps I would answer, 'Mark all players and their ratings without class, except that you might say that the ten highest shall be designated the outstanding ten, or if you prefer, masters'. You might increase the number to fifteen or twenty, I don't know at this moment".

I suppose this rating system has never been looked at very closely. I once tried to find out how Mr. Harkness' system worked, but when he got through explaining to me, I knew just as much as I did before my inquiry. In our club here at Precita Valley I run a little system of my own. Everyone knows that every year I try something new in it. They seem to be satisfied with the results, but I am not, so I keep looking for improvements to it. That is another reason I asked Mr. Harkness about his, but he isn't too talkative about it, i.e. other than using it as an instrument to bring in members to USCF. However, I will give Mr. Harkness credit for making his system known to the extent people do ask a lot about it. But, I do know there is something wrong with it because Noel Renaud, co-champ of our club and a player I have never beaten in a chess tournament, is rated 164 points below me and that is absurd.

In conclusion, I do not believe that any one system for rating chess will ever be completely acceptable to all chess players. Good things are usually invented by many over the years and not just by one person. Chess, for instance!