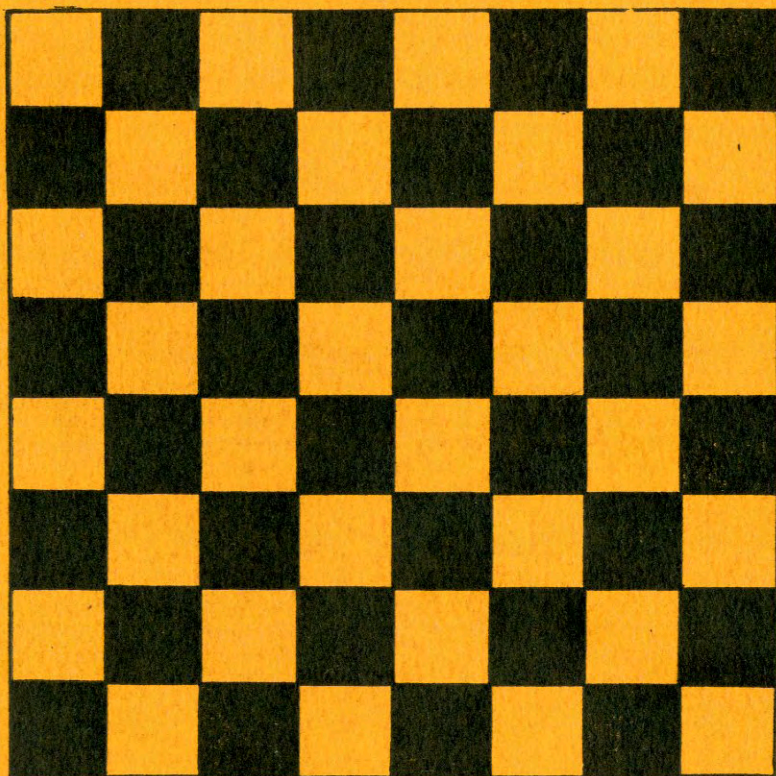


# Chess Chats

By GEORGE KOLTANOWSKI

*Blindfold Champion*



Price \$1.25

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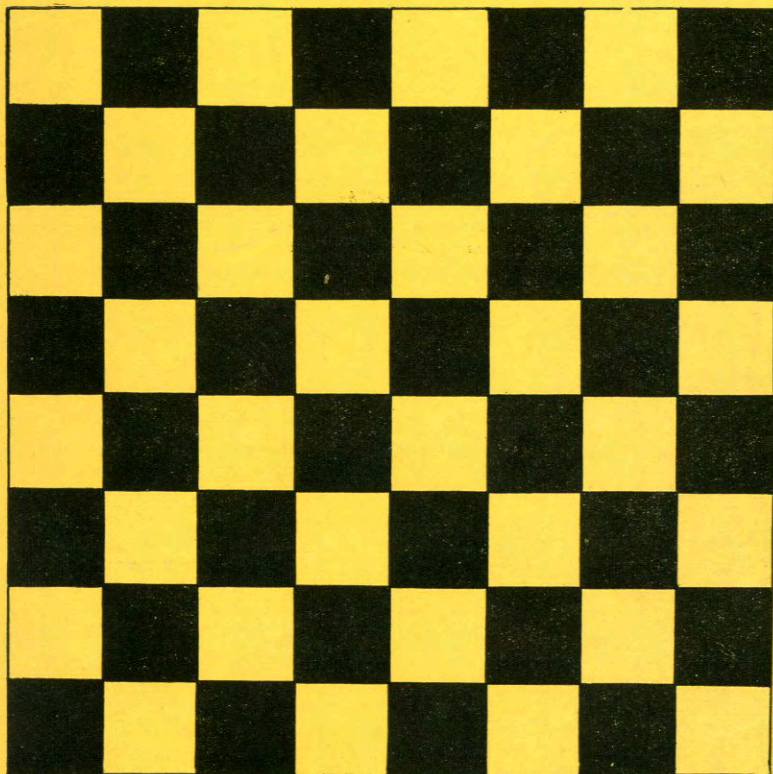
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# Chess Chats

By GEORGE KOLTANOWSKI

*Blindfold Champion*



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# Introduction

Mr. George Koltanowski is a lot more than the world's Blind-fold Champion to the game of Chess.

He is the evangelistic apostle of the game.

He has taught Chess all over Europe, on the playgrounds of Milwaukee and on the plains of Dakota. He spreads information and problems throughout the country through his own magazine, CALIFORNIA CHESS NEWS. Recently he has demonstrated and "sold" the pleasure of skill of playing Chess through the medium of television.

It is, therefore, a privilege for Santa Rosa, California—"The City Designed for Living" and enjoying Chess!—to be the home of Mr. Koltanowski and the base of his crusade for Chess.

It is a privilege for THE PRESS DEMOCRAT to publish Mr. Koltanowski's Sunday "EMPIRE CHESS CHATS" column for our Redwood Empire readers. It has made our readers more Chess-conscious than any other newspaper readers anywhere.

The column's contribution to Chess and Chess players have been many. It is for this reason this volume is being published for the pleasure of Chess players outside as well as inside the scope of our circulation.

We are proud to present Mr. Koltanowski's weekly column and to participate in presenting this collection of CHESS CHATS in permanent reference form.

THE PRESS  DEMOCRAT  
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DEDICATED  
TO  
THE CHESS WIDOW

To Henry B. Chung, Oakland  
Prize Winner. Solving Competition  
S.F. Chronicle June 1953



GEORGE KOLTANOWSKI

*George Koltanowski*

## Mikhail Botvinnik, The New World Champion

A hush suddenly fell over the large hall. The great Cuban, Jose Raoul Capablanca was leaning over one of the boards. Of the 30 games he was playing simultaneously that evening (November 20, 1925) in Moscow, this was the first game where he stopped to think. The machine had stopped . . . it somehow did not seem to make sense as his opponent was a young lad. Nothing he could do would save the game. Capa stood and looked at the board and then at his opponent. Taking the king in his hand, the Cuban smilingly put his king down—a sign that he had resigned. The winner was Mikhail Botvinnik, a 14-year-old boy. He was one of four that beat the simultaneous player that evening. Capablanca later on told me in Madrid about this defeat at the hands of this oncoming threat . . . and reminisced that after he finished the exhibition, he asked about the boy and was told that Botvinnik was a "B" class player. The champion had laughed and said, "He plays with the self-confidence of a master. He will go far."

Mikhail Botvinnik was born August 17, 1911, in what was then St. Petersburg, later Petrograd and eventually Leningrad. He learned to play chess in 1924 at the age of 13 and at once showed remarkable talent for the game. Soon after he learned the game, he acquired some magazines with games annotated by the great Russian master, Tzchigorin. These games and notes have always left a great impression on him. In 1927, at the age of 16, he qualified for the finals of the U.S.S.R. championships, tied for fifth place and became a full-fledged Russian Chess Master. Because of this exceptional feat, he became famous all over Russia.

In the following years, he was deeply engrossed in his technical studies for the career of an electrical engineer. Yet in 1929 he managed to win the Leningrad championship without loss of a

game. In 1931 he won the U.S.S.R. championship, which was the beginning of many a triumph in national tournaments. In December, 1934, he participated for the first time in the Hastings Tournament in England. I remember him well, as I acted as his interpreter at the request of the tournament committee; but I could not speak Russian. But chessmasters somehow understand each other!

Two years later he made the grade. At Nottingham, England, he tied for first place with J. R. Capablanca, ahead of A. Alekhine, the world champion. Since then his successes are too numerous to mention here. In the early part of 1946, Botvinnik challenged Alekhine for the world championship match and was accepted. Botvinnik was very near his goal for few doubted his ability to topple the great but aging titleholder from his throne. However, Alekhine's death intervened, leaving the question of the title in a chaotic state.

In March of 1948, at long last, the world championship was started in The Hague, Holland, with five participants considered the best in the world today. After 10 rounds, the scene shifted to Moscow, Russia, with Botvinnik in the lead with two points ahead of the whole field. On May 10, Botvinnik was playing Dr. M. Euwe of Holland. There was tension in the air. By just drawing this game, Botvinnik would assure himself of the coveted title of "champion of the world." This game or Round 22 will long be remembered, not for its deepness (one could almost call it a farce) but because it brought forth a new champion of the world!

As soon as the draw was announced, the audience cheered. Here was the new champion!

Botvinnik's style of play leads toward simplicity and his complete lack of fear raises the question: "Is Botvinnik really invincible?" Every world champion has had title of invincibility attributed to him, but no one is invincible!



## A Fine Finish

The following game is one of eight played simultaneously blind-folded in the Orange Chess Club exhibition, October 11, 1948.

White: George Koltanowski;  
Black: W. P. Caverly, Santa Ana. Sicilian Defense.

1. P-K4—P-QB4
2. P-QN4

The so-called Wing gambit. Far from correct but very dangerous in exhibition play.

2. . . . —PxP
3. P-Q4—P-Q4
4. P-K5—N-QB3
5. B-N2—B-B4
6. N-K2

Again unusual. B-Q3 is considered better.

6. . . . —P-K3
7. N-N3—B-N3
8. P-KR4—P-KR3

Must make room for his Bishop as P-R5 was threatened.

9. B-Q3—BxB
10. QxB—KN-K2
11. P-R5—N-B1

Must develop his King's side somehow.

12. P-KB4—B-K2
13. N-Q2—B-R5
14. O-O-O!

White is playing sharp chess and wishes to attack even at the cost of putting his King on the Queen's side.

14. . . . —BxN
15. QxB—O-O
16. P-B5—K-R1

Come what may, PxP was better.

17. P-B6!—R-KN1

If PxP now, then Q-B4 gives Black a lot of trouble.

18. Q-B4—K-R2

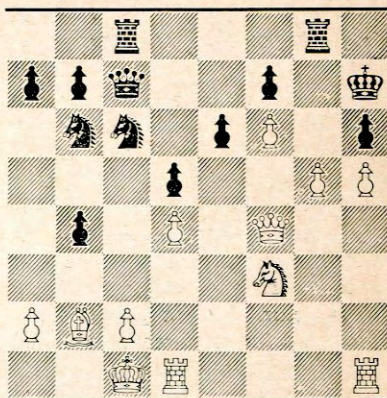
Not PxP; as QxP mates.

19. N-B3—PxP
20. PxP—N-N3

If now RxP, then 21. QR-KN1, Q-N1; 22. RxR, QxR; 23. R-KN1 wins.

21. P-KN4—R-QB1
22. P-N5—Q-B2

Black now threatens the Queen and has a dangerous threat on the White King. But all moves that follow now were announced by the simultaneous player. See diagram:



23. P-N6ch!—PxP

Forced. If K-R1, QxP mate. Or 23. . . . RxP; 24. PxRch mates in short order.

24. N-N5ch!!—K-R1.

Again best. If PxN; 25. QxNP and mate is unavoidable.

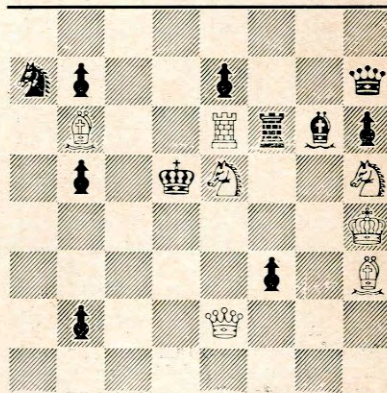
25. N-B7ch!!

The killer!

25. . . . —QxN
26. QxRPch—Q-R2
27. PxP—Black resigned.

### CAN YOU SOLVE THIS?

Rev. N. Bonavia-Hunt, Bedford, England.



White to play and mate in two moves (7+11).

Solution to problem is: 1.N-QB4.

The Mechanics' Institute Chess Club meets daily at 57 Post St., San Francisco.

# Remarkable Chess Personality

A. J. Fink is not only one of the greatest problem composers, internationally reputed, but he carries the rare and unusual distinction of being the only American problemist who has achieved an acknowledged, ranking position as a master of the game. From the beginning of his chess career he has maintained leadership on both fields of chess with an ease and thoroughness that astonishes the chess world. This dual competence is all the more amazing, because he is not a chess professional, but an amateur whose vocation in life does not permit him ample time for the study of chess.

A. J. Fink was born on July 19, 1890, in the city of San Francisco. He turned to chess in 1906 during the memorable time when the earthquake nearly demolished the city of his birth. On the field of board chess it took him only seven years to climb to the position of a champion. In 1913 and again in 1916 and once more in 1919 he was champion of the well known Mechanics Institute of San Francisco. This was a mere start. In 1922 he rose to the dignity of a state champion of California. He won that title again in 1928 and 1929.

He participated in numerous tournaments, always finishing with scores that proved him to be a master of first rank. San Francisco can be proud to possess such an outstanding chess celebrity!

And here is a game with some "problematic" moves:

## Dutch Defense

White—W. Lovegrove; Black—A. J. Fink.

1. P-Q4            P-KB4
2. P-QB4

Many prefer the Staunton gambit here namely: 2. P-K4.

2. . . . .        P-K3
3. N-QB3        N-KB3
4. B-N5         B-K2
5. N-B3         0-0
6. P-K3         P-QN3
7. B-Q3         B-N2
8. R-QB1        K-R1
9. B-KB4        N-R4

10. 0-0            NxB
11. PxN            P-KN4!

Well played, clears the file for operations.

12. PxP            BxP
13. NxB            QxN
14. P-B3          N-B3
15. P-B4

Useless and dangerous in face of the black B.

15. . . .          Q-B3
16. P-Q5          N-K2
17. B-K2          R-KN1
18. K-R1          R-N2
19. B-B3          QR-KN1
20. N-K2

R-QB2 was better.

20. . . .          PxP
21. PxP
21. . . .          NxP!!

That's the problem move that ruins White.

22. BxN            RxP!

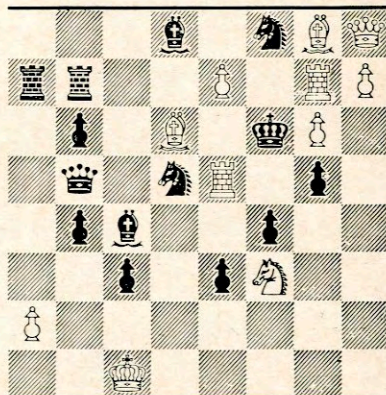
If now 23. BxB, RxPch; 24. KxR, Q-R5 mate.

23. BxRN2        RxB

White resigned, after 24. RxBP, RxNch; 25. RxB, Q-B3ch; 26. K-N1, Q-N7 Mate.

## CAN YOU SOLVE THIS?

By A. J. Fink, San Francisco



White to play and mate in two moves (11+14).

Solution to problem is: 1. RxNP.

# A Trap That Isn't One

The Ruy Lopez or Spanish opening gives White the initiative in the opening and permits White to hold this for a great part of the opening. For that reason it has always been popular in master tournaments. Yet this opening has to be handled with great care, for both White or Black, as it contains any number of subtle moves; more so than any other opening.

The White bishop on KB1, the attacking bishop, is the best light piece of White, exercises pressure on Black's position.

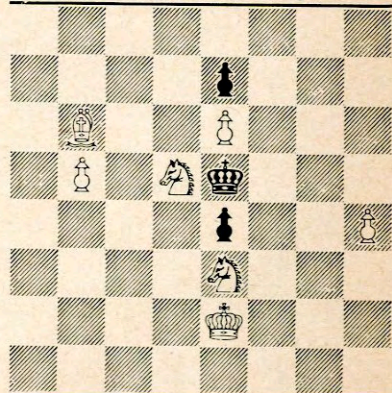
Here are the opening moves that formulate the Ruy Lopez:

1. **P-K4, P-K4;**
2. **Kt-KB3.** (Attacks the king's pawn.)
2. **Kt-QB3.** (Defends the pawn and develops a piece.)
3. **B-Kt5.** (And there you have it. The Spanish opening.)
3. **P-QR3.** (The Morphy defense. Paul Morphy, the greatest American chess genius, always played this move for Black. The pawn on K4 was not directly attacked, as after 4. BxKt, QPxB; 5. KtxP, Q-Q5! Black regains his pawn.)
4. **B-R4.** (Prefers to keep this strong bishop.)
4. **Kt-B3.** (Develops and attacks.)
5. **Castles.**
5. **B-K2.** (Taking the king's pawn could lead to a lot of trouble after 6. R-K1.)
6. **R-K1.** (Defends his pawn and now threatens to win a pawn through BxKt and KtxKP.)
6. **P-QKt4.** (This stops the threat.)
7. **B-Kt3.**
7. **P-Q3.** (Protects his pawn and allows him to move his knight if he wants to.)
8. **P-B3.** (If now 8. . . . Kt-QR4;
9. **B-B2.**)
8. **Castles.** (A more usual line here is 8. Kt-QR4; 8. B-B2, P-QB4.)
9. **P-Q4.** (Concentrates on attacking the center.)
9. **B-Kt5.** (This puts pressure on the White knight and Black now threatens PxP, 11. PxP, BxKt.)

10. **B-K3.** (Laying a trap for Black. The idea is that if Black takes the king's pawn with his Knight then 11. B-Q5 would attack both knights. But the trap is one in which White tumbles into himself!)

10. **KtxKP!**
11. **B-Q5.** (This seems to win a piece.)
11. **Q-Q2.** (Protects one of the knights.)
12. **BxKtK4.**
12. **P-Q4.** (Black now attacks in turn.)
13. **B-B2.** (Wishes to keep his piece advantage.)
13. **P-K5.** (Now Black must regain his piece.)
14. **P-KR3.** (This will make matters worse. 14. QKt-Q2 was better.)
14. **B-R4.** (Has time to take his piece.)
15. **B-KKt4.** (White is insistent on keeping his piece . . .)
15. **PxKt.**
16. **PxB.** (That puts him a piece up but will leave him a queen down!)
16. **QxP.** (Threatens 17. . . . Q-Kt7 mate! The only way to stop that would be to play 17. QxP, which loses the queen after QxQ. Thus: White resigns.

## CAN YOU SOLVE THIS? By R. Svoboda, Prague



White to move and mate in two moves. (7+3).

Solution to problem is: 1. N-KB4

# An Instructive Game

In the following game conducted by Reshevsky, with impeccable logic, the continuation lines appear simple and easy to imitate. That is naturally easier said than done!

Played in the radio match between the United States (Manhattan Chess Club) and the Argentine (Jockey Club) on Board No. 1.

White: S. Reshevsky (U. S. A.).  
Black: G. Stahlberg (Argentina).  
Catalan opening.

- |           |        |
|-----------|--------|
| 1. Kt-KB3 | P-Q4   |
| 2. P-KKt3 | Kt-KB3 |
| 3. B-Kt2  | P-KKt3 |
| 4. P-Q4   | B-Kt2  |

Following similar lines of play for Black is seldom advisable as it is White now gets the attack first.

- |            |         |
|------------|---------|
| 5. Castles | Castles |
| 6. P-B4    | P-B4    |
- Persist in the symmetry. 6. . . . P-B3 is the more usual line.

- |         |     |
|---------|-----|
| 7. QPxP | PxP |
| 8. Q-B2 |     |

Exchanging queens would not give White much. Now he attacks the B pawn.

- |          |      |
|----------|------|
| 8. . . . | Q-Q4 |
|----------|------|

Defends and attacks at the same time.

- |            |       |
|------------|-------|
| 9. Kt-R3   | QxP   |
| 10. QxBP   | QxQ   |
| 11. KtxQ   | Kt-B3 |
| 12. QKt-K5 |       |

Exchanged queens so as to get his pieces developed faster.

- |           |       |
|-----------|-------|
| 12. . . . | KtxKt |
| 13. KtxKt | Kt-K1 |

Attacks the knight and wishes to get to Q3 and thus be able to develop his Q bishop.

- |           |       |
|-----------|-------|
| 14. Kt-Q3 | Kt-Q3 |
| 15. B-Kt5 | R-K1  |

B-Kt5 for Black would lose a pawn after 16. BxKP, BxKP; 17. BxR, BxR; 18. BxKt, BxKt; 19. BxKtP, R-Q1 (best); 20. B-R3, etc.

- |           |       |
|-----------|-------|
| 16. QR-B1 | P-KR3 |
| 17. B-K3  | B-B4  |
| 18. R-B7  | BxKt  |
| 19. PxP   | QR-B1 |

Wishes to get rid of the heavy battery of White's rook, after that he hopes to play on the weakness of the Q and QKt pawns.

- |           |     |
|-----------|-----|
| 20. KR-B1 | RxR |
| 21. RxR   | BxP |

- |           |      |
|-----------|------|
| 22. BxKtP | B-B3 |
|-----------|------|
- Cannot save the two pawns attacked (Q and K rook pawns).

- |           |         |
|-----------|---------|
| 23. B-B6  | R-Kt1   |
| 24. BxQRP | R-Kt8ch |
| 25. K-Kt2 | R-QR8   |
| 26. P-QR4 |         |

White is a pawn up and this same pawn is now moving up for promotion.

- |           |       |
|-----------|-------|
| 26. . . . | Kt-B4 |
| 27. B-Kt6 | B-Q5  |
| 28. P-R5  | B-B6  |
| 29. R-R7  |       |

Defends his pawn.

- |           |        |
|-----------|--------|
| 29. . . . | Kt-Q5  |
| 30. B-K4  | Kt-Kt6 |
| 31. P-R6  |        |

Onward marches the pawn! White threatens R-R8ch and P-R7.

- |           |      |
|-----------|------|
| 31. . . . | B-Q5 |
| 32. BxB   | KtxB |
| 33. R-Q7  |      |

In attacking the knight White gains a move to advance his pawn.

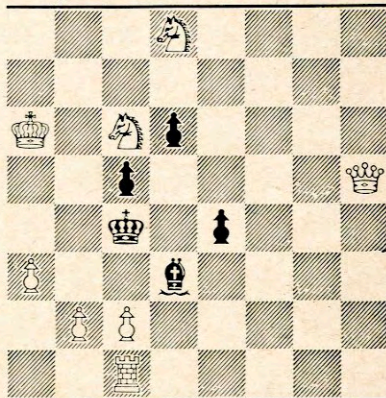
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|-----------|------|
| 33. . . . | P-B4 |
|-----------|------|

If 33. . . . Kt-Kt4; 34. B-B6, Kt-B6; 35. P-R7, etc.

34. B-Q5ch Black resigns  
After 34. . . . P-K3; 35. B-B4, Kt-B3; 36. R-QB7, Kt-Q5; (Kt-Q1, R-B8); 37. P-R7 and Black cannot stop R-B8ch and P-R8 is Q.

## CAN YOU SOLVE THIS?

By P. Leibovici, Bucharest



White to play and mate in two moves (8+5).

Solution to problem is: 1. Q-Q1

# A Good Game

Game played in the Stockholm tournament, 1948. White, E. Pachman; Black, L. Szabo. French defense:

- |          |      |
|----------|------|
| 1. P-K4  | P-K3 |
| 2. P-Q4  | P-Q4 |
| 3. N-QB3 | B-N5 |
| 4. N-K2  |      |

The usual continuation P-K5 is better.

- |          |       |
|----------|-------|
| 4. . . . | PxP   |
| 5. P-QR3 | B-K2! |

Better than BxNch. In a game at Bled, 1931; Alekhine - Nimzowich, there followed 5. . . . BxNch; 6. NxN, P-KB4; 7. P-B3, PxP; 8. QxP, QxP; 9. Q-Kt3, N-KB3; 10. QxNP, Q-K4ch; 11. B-K2,R-KN1; 12. Q-R6, R-N3; 13. Q-R4, B-Q2; 14. B-N5, B-B3; 15. 0-0-0, BxNP; 16. KR-K1, B-K5; 17. B-R5, NxN; 18. R-Q8ch, K-B2; 19. QxN and Black resigned.

- |        |       |
|--------|-------|
| 6. NxP | N-KB3 |
|--------|-------|

N-QB3 has been tried too, see Alekhine - Euwe match, seventh game, 1935.

- |          |      |
|----------|------|
| 7. N2-N3 | 0-0  |
| 8. B-K2  | N-B3 |

In the game Spielman - Capablanca, Moscow, 1925, Black played here 8. . . . QN-Q2; 9. 0-0, NxN; 10. NxN, P-K4; 11. PxP, NxP; 12. QxQ, RxQ and the game ended in a draw at the 27th move.

- |          |      |
|----------|------|
| 9. NxNch | BxN  |
| 10. P-B3 | P-K4 |
| 11. P-Q5 |      |

PxP is better.

- |           |       |
|-----------|-------|
| 11. . . . | N-K2  |
| 12. P-QB4 | N-N3  |
| 13. N-R5  | B-K2  |
| 14. 0-0   | P-KB4 |

Black has a much better developed game.

- |           |        |
|-----------|--------|
| 15. P-B4  | B-B4ch |
| 16. K-R1  | B-Q5   |
| 17. PxP   | BxKP   |
| 18. P-KN3 | Q-K2   |
| 19. Q-B2  | P-B5   |

Breaks White's position.

- |           |      |
|-----------|------|
| 20. NxBP  | NxN  |
| 21. BxN   | B-R6 |
| 22. KR-K1 | Q-B4 |

Looks dangerous, but White finds a good line of defense.

- |           |       |
|-----------|-------|
| 23. BxB   | Q-B7  |
| 24. Q-K4! | QR-K1 |

Threatens RxB.

25. R-KB1!

This move saves White, the Black Queen must leave the good square.

25. . . . RxB

If BxR, 26. RxB, leaves White with two Bishops against a Rook.

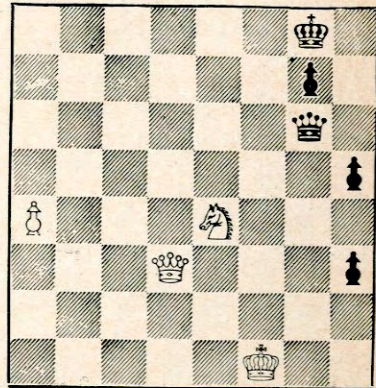
- |            |       |
|------------|-------|
| 26. RxQ    | RxQ   |
| 27. RxRch  | KxR   |
| 28. B-Q3   | R-Q5  |
| 29. R-Q1   | P-QN4 |
| 30. P-N3   | PxP   |
| 31. PxP    | K-K2  |
| 32. R-K1ch | K-Q3  |
| 33. R-K3   | K-B4  |

Through the pinning of the Bishop Black finds time to get his King into action.

- |           |        |
|-----------|--------|
| 34. K-N1. | B-B1   |
| 35. K-B2  | B-R3   |
| 36. BxRP  | R-Q7ch |
| 37. R-K2  | RxRch  |
| 38. KxR   | BxPch  |
| 39. K-Q2  | BxP    |
| 40. K-B3  | B-K3   |

Drawn.

The following position occurred in a blindfold exhibition at the Los Angeles Athletic Club. White: G. Koltanowski.



1. Q-Q8ch, K-R2; (if K-B2?; 2. N-N5ch, etc.) 2. N-N5ch, K-R3; 3. Q-Q6! and Black resigned. After QxQ; 4. N-B7ch wins easily.

# Game For Beginners

**HERE AGAIN** is a sample game, with running commentary. This time it shows how a few mistakes in the opening can be fateful. In today's game the "teacher" takes the white pieces and the "pupil" the black. White, as always, leads off. His moves are printed in **bold face** type:

**1. P-K4.** (A good way of opening the game. It gives quick freedom to the officers.)

1. P-K4. (What's good for white is NOT always good for black. The text - move though, is quite all right.)

**2. P-Q4** (This move constitutes the Center Gambit. The word "Gambit" is applied in chess, wherever a pawn is given in the opening, even if that pawn can be regained later. The term "Gambit" is derived from the Italian "gambetto," sacrifice. The idea of white is to gain freedom of territory and more action for his pieces.)

2. PxP (Accepts the offer, and is best for black.)

**3. B-QB4** (White prefers a quick development than to retake his pawn immediately with 3. QxP. Black's weak point, KB7, is now under possible attack.)

3. Kt-KB3 (Develops a piece. I would have preferred Kt-QB3 first.)

**4. Kt-KB3** (Wishes to castle and continue with sharp play.)

4. B-K2 (Not quite the best. True, it is a piece development, but not on the right square. Better was 4. . . . B-B4 or even 4. . . . Kt-B3. It would have been dangerous to take the pawn on K5, as then would follow: 5. QxP, Kt-KB3; 6. B-KKt5, B-K2; 7. Kt-B3, Kt-B3; 8. Q-KR4, P-Q3; 9. Castles Q with a better game for white.)

**5. P-K5** (A good move as it will gain important time.)

5. Kt-K5 (Black cannot reply 5. P-Q4 that usually happens here, as he would lose a piece after 6. PxKt, PxB; 7. PxB, etc.)

**6. B-Q5** (Chases the knight away.)

6. Kt-Kt4 (This second opening mistake loses the game fast. 6. Kt-B4 was the move.)

**7. KtxKt** (Why not, white will win a piece!)

7. BxKt (Still does not see white's threat.)

**8. Q-R5** (Threatens QxBP mate and attacks the bishop a second time.)

8. Castles. (Best.)

**9. BxB** (This makes white a piece up.)

9. Q-K1 (Forced. Black cannot play 9. P-B3 as this pawn is pinned through the white bishop.)

**10. B-KB6** (The deciding sacrifice. Protects his king pawn at the same time.)

10. PxB (A sad case for black. If 10. P-KKt3, 11. Q-R6 mates next move, or 10. P-KR3, 11. Q-Kt6 also mates next move. If anything else, 11. Q-KT5 kills.)

**11. B-K4** (Threatens QxRP mate.)

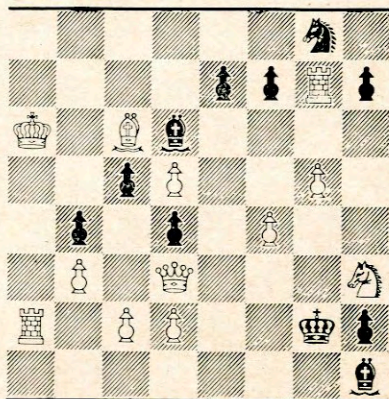
11. P-KB4 (There's no way out.)

**12. QxPB5.**

Black resigned, as no matter what he plays he will be mated in the next move.

## CAN YOU SOLVE THIS?

By Wolfgang Pauly, Bucharest



White to move and mate in two moves. (12+11).

Solution to problem is: 1. P-B4.

# Chess

By BENJAMIN FRANKLIN

Life is a kind of chess, in which we have points to gain, and competitors or adversaries to contend with, and in which there is a great variety of good and ill events, that are, in some degree, the effects of prudence and the want of it. By playing at chess, then, we learn—1st, Foresight, which looks a little into futurity, and considers the consequences that may attend an action; for it is continually occurring to the player. "If I move this piece, what will be the advantage of my new situation? What use can my adversary make of it to annoy me? What other moves can I make to support it, and to defend myself from his attacks?" 2ndly, Circumspection, which surveys the whole chessboard, or scene of action, the relations of the several pieces and situations, the dangers they are respectively exposed to, the several possibilities of their aiding each other, the probabilities that the adversary may take this or that move, and attack this or the other piece, and what different means can be used to avoid the stroke or turn its consequences against him. 3rdly, Caution, not to make our moves too hastily. This habit is best acquired by observing strictly the laws of the game. Lastly, we learn by chess the habit of not being discouraged by present bad appearances in the state of our affairs, the habit of hoping for a favorable change, and that of persevering in the search of resources.

## FROM DOWN SOUTH

Game played in a Baton Rouge-New Orleans match, won by first named 3½ to 2½. The notes are by the winner, especially for The Press Democrat!

White: Buckland (New Orleans).  
Black: N. Grant (Baton Rouge).

Catalan opening:

- |          |        |
|----------|--------|
| 1. P-Q4  | N-KB3  |
| 1. P-QB4 | P-K3   |
| 3. N-KB3 | P-Q4   |
| 4. P-KN3 | B-N5ch |
| 5. B-Q2  | Q-K2   |
| 6. N-K5  | QN-Q2  |

From now on we are out of the "books."

- |          |       |
|----------|-------|
| 7. Q-R4  | BxBch |
| 8. NxB   | O-O   |
| 9. QN-B3 | N-N3  |

A crazy idea was taking shape.

- |          |       |
|----------|-------|
| 10. Q-N3 | P-QR4 |
| 11. P-B5 |       |

Doubtful if this can be good.

P-QR3 was best.

- |             |       |
|-------------|-------|
| 11. . . . . | QN-Q2 |
| 12. P-K3    | N-K5  |
| 13. B-K2    | NxN   |
| 14. NxN     | P-KB3 |
| 15. N-B3    | P-R5  |
| 16. Q-B2    | P-K4  |
| 17. O-O     | B-B4  |
| 18. N-R4    | B-R6  |
| 19. KR-K1   | P-B4  |
| 20. N-B3    | P-B5  |

I don't know if this is sound.

21. KPxP

This seems to play into my hands.

- |                 |       |
|-----------------|-------|
| 21. . . . .     | PxBP  |
| 22. B-B4        | B-K3  |
| Or else I lose! |       |
| 23. RxN         | PxR   |
| 24. QxKP        | QR-K1 |
| 25. R-K1        | BxB   |

A simple way out. Remains with a piece up. The rest is easy.

- |            |      |
|------------|------|
| 26. QxQ    | RxQ  |
| 27. RxR    | PxP  |
| 28. RPxP   | RxN  |
| 29. RxBP   | R-Q6 |
| 30. RxQNP  | B-Q4 |
| 31. R-N8ch | K-B2 |
| 32. K-B1   | B-B6 |

White resigns, the mate cannot be stopped.

White: Mr. Botvinnik; Black: Dr. M. Euwe.

## Queen's Gambit Opening

- |            |        |
|------------|--------|
| 1. P-Q4    | P-Q4   |
| 2. Kt-KB3  | Kt-KB3 |
| 3. P-B4    | P-K3   |
| 4. PxP     | PxP    |
| 5. Kt-B3   | P-B3   |
| 6. Q-B2    | P-KKt3 |
| 7. B-Kt5   | B-Kt2  |
| 8. P-K3    | P-B4   |
| 9. B-Q3    | BxB    |
| 10. QxB    | O-O    |
| 11. O-O    | QKt-Q2 |
| 12. Kt-K5  | Q-K1   |
| 13. KtxKt  | QxKt   |
| 14. P-QKt4 | KB-K1  |

Drawn!

# A Beauty

GAME PLAYED in the Portsmouth, England Championship, 1948.

White: F. Maczynski; Black: W. H. Pratten.

Italian Opening.

- |          |       |
|----------|-------|
| 1. P-K4  | P-K4  |
| 2. N-KB3 | N-QB3 |
| 3. B-B4  | B-B4  |
| 4. P-B3  | Q-K2  |

Alekhine preferred here B-N3.

- |          |      |
|----------|------|
| 5. 0-0   | P-Q3 |
| 6. P-Q4  | B-N3 |
| 7. P-QN4 |      |

A bit wild, P-QR4 first is better.

- |          |       |
|----------|-------|
| 7. . .   | B-N5  |
| 8. P-QR4 | P-QR4 |
| 9. P-N5  | N-Q1  |
| 10. B-R3 | P-KB3 |
| 11. R-R2 | N-K3  |
| 12. PxP  | BPxP  |
| 13. Q-Q5 | BxN   |
| 14. QxNP | Q-N4  |

The finish is very amusing!

- |           |       |
|-----------|-------|
| 15. QxRch | K-K2  |
| 16. P-KN3 | N-B5  |
| 17. R-K1  | Q-R4  |
| 18. N-Q2  | N-KB3 |

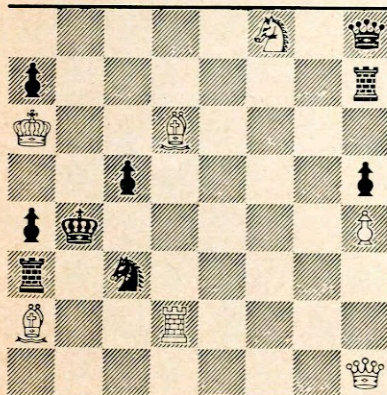
Here it comes!

- |          |            |
|----------|------------|
| 19. QxR  | QxRPch!!   |
| 20. KxQ  | N-N5ch     |
| 21. K-N1 | N-R6ch     |
| 22. K-B1 | N-R7 mate! |

Here is an immortal game in modern style!

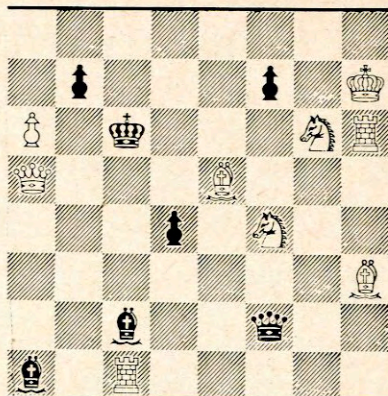
## CAN YOU SOLVE THIS?

By Carlos E. Salazar, Guatemala, dedicated to George Koltanowski.



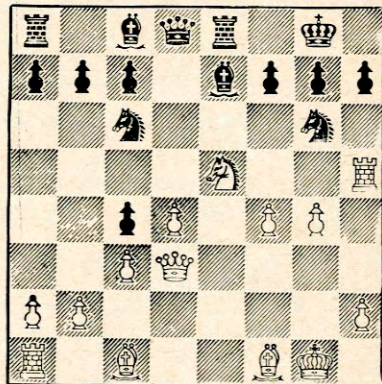
White to play and mate in three moves (7+9).

By C. Mansfield, England



White to play and mate in two moves. (9+7)

The following position occurred in a game played in Antwerp, Belgium, 1901. White: M. A. Fox; Black: N. N.



18. QxN!! and Black resigned. There could follow: 18. RPxQ; 19. NxNP, PxN; 20. BxPch, K-B1; 21. R-R8 mate.

Subscribe to California Chess News! Only \$2.00 a year! Write to George Koltanowski, P.O. Box 124, Santa Rosa, California.

Solution to problems:  
3 moves: 1.Q-B6.  
2 moves: 1.B-Q6!



The New World Champion



3 r 0 Norsk Sjakkblad

MICHAEL BOTVINNIK

MEMORIES:

The international team tournaments met with very great success, especially with the smaller nations. It gave them a chance to play against the more well known opponents and when a Belgian team tied the United States team 2-2 in The Hague, 1928, it caused a sensation. Of these international team tournaments I hope to give my games with Dr. Tarrasch, Reti, and many others.

Here follows the game played on the first board in The Hague, 1928.

White: George Koltanowski (Belgium).

Black: Schoenmann (Germany). Nimzowitch Defense.

- 1. P-Q4 N-KB3
- 2. P-QB4 P-K3
- 3. N-QB3 B-N5
- 4. Q-B2

P-K3 is preferred here today.

- 4. — P-B4
- 5. P-QR3 BxNch

Instead PxP gives Black more freedom of action.

- 6. PxB N-B3
- 7. N-B3 Q-R4
- 8. B-Q2 P-Q3
- 9. P-K4 O-O

Just when he thinks he has a good position, White tears it apart in the following neat manner.

- 10. P-K5 PxKP
- 11. PxKP N-Q2
- 12. N-N5 P-KN3

Best

- 13. P-B4

And the King's pawn is safe.

The Black Queen is now out of play and the King's side weakened.

- 13. — R-Q1
- 14. B-Q3 N-B1
- 15. O-O B-Q2
- 16. N-K4 N-K2
- 17. B-K3 B-R5
- 18. Q-K2 QR-B1

To save the pawn.

- 19. P-KN4 N-Q2
- 20. B-KB2

White has his plan, the execution of which Black cannot stop.

- 20. — N-QB3
- 21. B-R4 R-KB1
- 22. Q-K3 Q-B2
- 23. Q-KR3

White is not interested in the QBP.

- 23. — K-N2
- 24. B-N5 R-KN1

Hopes to escape with his King, but it's all over now.

- 25. Q-R6ch K-R1
- 26. B-B6ch NxB
- 27. PxN Black resigns

Black cannot stop N-N5 and mate.



ROLAND GOUDSWAARD  
Santa Rosa

Beat Dr. M. Euwe in the latter's simultaneous exhibition in Cotati.

## BLINDFOLD CHES

I



"Really . . . See now . . ."

**MEMORIES:**

Game played in the Hague, July, 1948. Board No. 1.

White: S. Strautmanis (Lithuania).  
Black: G. Koltanowski (Belgium).

Philidor defense.

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

Up to 1932 I used to play this variation of defense, but after my sad loss against Kashdan, in London, 1932, I have not played the Philidor defense any more.

- 3. P-Q4 PxP?

This move gives White complete control of the center. QN-Q2 is better.

- 4. NxP N-QB3
- 5. B-QB4 N-B3
- 6. N-QB3 B-K2
- 7. O-O O-O
- 8. P-KR3 R-K1
- 9. P-B4 B-B1

This should the advance of the King's pawn.

- 10. NxN PxN
- 11. P-K5 N-Q2

Best.

- 12. Q-R5 Q-K2

Black starts threatening things!

- 13. PxP PxP
- 14. P-B5 P-Q4

Black now frees himself of all threats White had, and starts taking the initiative.

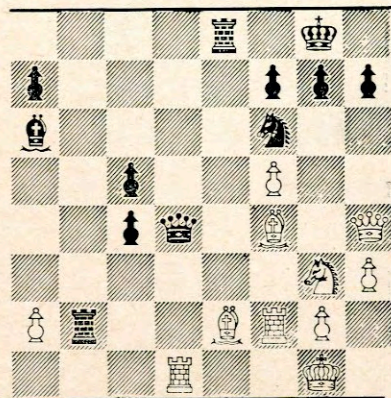
- 15. B-Q3 N-B3
- 16. Q-R4 R-N1
- 17. N-K2 P-B4
- 18. P-B4 B-R3

Pins and develops.

- 19. N-N3 Q-K4
- 20. R-B2 PxP
- 21. B-KB4 Q-Q5

Pins the White Queen now.

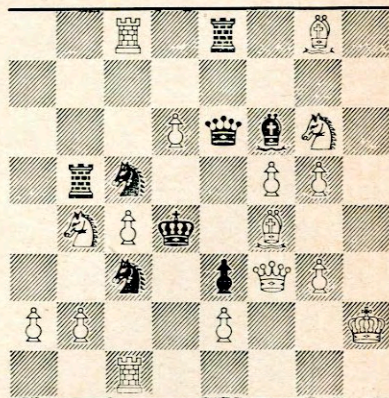
- 22. B-K2 RxNP
- 23. R-Q1



- 23. . . . . KRxB!
- A nasty surprise for White.
- 24. RxQ RxR
- 25. R-Q2
- His only move, as RxPch, R-R7ch, QR-N7ch and P-B6ch were threatened.
- 25. . . . . QRxR
- 26. BxR RxB
- Black's well defended position allowed this combination and now with three pieces for the Queen he has an easy win.
- 27. N-B1 P-B6
- 28. Q-K1 BxN
- 29. KxB N-K5
- 30. QxN P-B7
- 31. Q-QB4 R-Q8ch
- White resigned.
- Best.

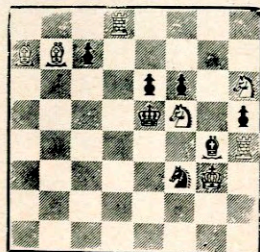
**CAN YOU SOLVE THIS?**

By **FLORIAN KOVACS,**  
Budapest



White to move and mate in two moves. (16 & 8).

By **G. Hume, England**



White to play and mate in two moves (7+7).

Solutions to problems:  
KOVACS: 1-Q-N4! HUME: 1-B-Q5.

# A Glossary of Chess Terms

**Backward pawn**—an unsupported pawn which cannot immediately be moved into the protection of another pawn.

**Bad bishop**—A bishop blocked or hemmed in by pawns or pieces, particularly its own.

**Blindfold chess**—Chess played without sight of the board or men, and without written notes.

**Blitz or blitzkrieg**—(Ger., blitz, lightning; krieg, war)—A sudden, blustering, powerful attack.

**Busted**—Expression used of a player whose game is demonstrably lost, or of the lost game itself.

**Caissa**—The tutelary (guardian) deity of chess; an invention of chess players, not a legitimate production of mythology. The dryad Caissa originally was the heroine of a poem (1763) by Sir William Jones, English orientalist and translator. From the name Caissa are derived such amusing terms as caissamania, chess-madness; caissaphobia, fear of or aversion to chess; caissaphobe, person who fears or hates chess; caissaphile, person who loves chess, etc.

**Center**—Term used to refer to the queen's and king's files and, to a lesser degree, to the bishops' files, also.

**Correspondence chess**—Chess played by mail, usually by post-card, in which players are permitted to use textbooks and notes but not to consult other players.

**Doubled pawns**—two pawns of the same color on one file.

**End game**—(1) the finale of a chess game, when most pieces have been exchanged, or when one player has achieved a sufficient material or positional advantage to force a mating attack; (2) a composed game ending, or possible occurrence in a real game, offered as an instructive puzzle.

**En passant**—(Fr., in passing)—See Chess Laws.

**En prise**—(Fr., in take)—said of a piece exposed to capture.

**Exhibition**—a public chess show in which a strong player agrees to meet all comers, or a stated number of opponents, in simultaneous play.

**Fairy Chess**—chess problems in which are introduced special pieces not found in the real game.

**Fianchetto**—(It., diminutive of flank or side)—development of a Bishop at Kt2.

**F. I. D. E.**—Federation Internationale des Echecs (International Chess Federation), the international governing body of the chess world.

**Forced mate**—a checkmate which cannot be avoided.

**Forced move**—one a player is compelled to make in an effort to avoid mate or loss of material.

**Fork**—simultaneous attack by one piece upon two of adversary's pieces. (Example: a Knight may Fork a Queen and King, forcing the King to move and—except in rare cases—winning the Queen.)

**Gambit**—(Fr., from Portuguese, gambi, an exchange)—an opening in which a Pawn or a piece or more, is sacrificed in exchange for a positional advantage.

**Gremlin chess**—chess problems in which the solution depends on some special trick rather than straight-forward moves.

**Hanging pawns**—two or more connected pawns, unsupported by others.

**Isolani**—an isolated pawn.

**Isolated pawn**—a pawn which is alone, i.e., without the comforting presence of other pawns of the same color on adjacent files.

**J'adoube**—(Fr., I adjust)—notice given by a player who desires to adjust the position of one of his pieces without making a move; accepted as the equivalent of the English phrase, "I adjust."

**Kibitzer**—(Yiddish, from the colloquial German word, kibitz or kiebitz, literally a small bird—the pewit, lapwing or plover—supposed to warn game of the approach of hunters) an onlooker at a game or, as more generally used, one who proffers unwanted advice about a game. (Verb: kibitz.)

**Knockout**—A type of tournament in which players are eliminated by the loss of one or more games.

(Continued on Page 20)

(Continued from Page 19)

**Kriegspiel** — (Ger., krieg, war; spiel, game) actually a war game, in which pieces are used to represent military and naval units; the name also is applied to a form of chess in which neither player sees the other's board or men, and in which the moves are announced by a referee.

**Lightning Chess**—Chess played at the rate of 10 seconds per move; also called speed or rapid transit chess.

**Middle Game**—The portion of a chess game which follows the opening and precedes the end game; usually initiated by an attack and marked by exchanges. There is no hard and fast rule to determine just at what point in a chess game a middle game begins or ends.

**Open File**—A file from which pawns have been cleared away.

**Opening**—The first few moves of a chess game during which the players are jockeying for position.

**Over-the-Board Chess** — Games in which the players actually oppose each other on opposite sides of the board, as opposed to correspondence chess. Chess by radio, telephone and telegraph, played without use of textbooks or notes, other than those of the game in progress, and blindfold chess, in which the blindfold player does not have access even to the notes of the game in progress, are more nearly akin to over-the-board chess than to correspondence chess, in which use of textbooks is permitted.

**Patzer** — (Ger., pusher) a wood pusher, a weak player.

**Postal Chess** — Same as correspondence chess.

**Problem** — A composed chess position, constructed without regard to the likelihood of its occurrence in a real game, the object being to demonstrate mate in definite number of moves; a purely intellectual puzzle, based on the laws of chess.

**Rapid transit**—See lightning chess.

**Round robin**—A type of tournament in which each player meets every other player.

**Simultaneous chess** — One person playing two or more over-the-board or blindfold games at the same time.

**Smothered mate**—A checkmate by the knight in which the king, entirely surrounded by pieces, has nowhere to go.

**Speed chess**—See lightning chess.

**Springer (Ger., knight)** — Used by problemists, to whom the symbol for knight is S.

**Strategic weakness**—A mistake in one's overall plan for the game.

**Strong square**—One adequately controlled or guarded by one's pieces.

**Swimming** — Term popular in New York City, meaning to be rattled, to be at a loss to know what to do even though making moves.

**Swiss system**—A type of tournament play.

**Tandem chess**—Play in which two or more players alternate at the same board.

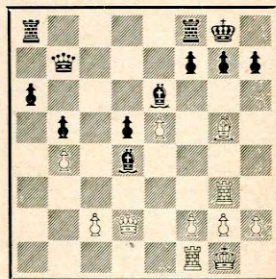
**Tactical weakness** — A flaw in the execution of one's strategic plan.

**Unsupported pawn** — One not protected by another pawn; at the beginning of a game, all pawns are unsupported.

**Weak square** — One which a player cannot guard or can guard only with great difficulty; allowing a focal point for enemy attack.

**Zugzwang (Ger., zug, move zwang; forced)** — A position in which one finds oneself forced to move but in which any move will lead to defeat; particularly a position in which, if opponent had to move first, he would derive no advantage.

J. H. KEYES (Riverside)



BERNARD MADRID (Riverside)  
Position after Black's 20th move. There followed: 21. B-B6, BxKP; 22. RxPch, KR1; 23. R-N8d.ch! KxR; 24. Q-N5 Mate.

## OUR CLUBS . . . LOS FELIZ



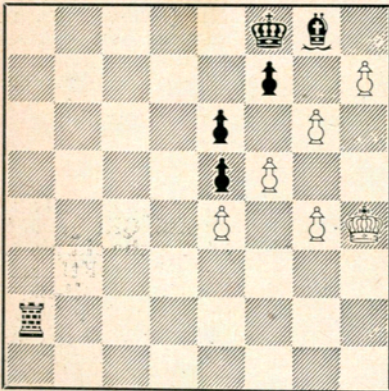
Left to right, seated: Nathan Kramer, G. Koltanowski, Max Cosan, Ivan Frank. Standing: R. L. Bowen, R. B. Tarbrell, William Thayer, Richard A. Hart, K. S. Hurok, Thomas Arkin, Gordon Rayburn, LeRoy Johnson, Adolph Weiss, Milton Kahl (president), Wm. T. Pinney, George Croy.

—Photo by Mrs. Nancy Roos, Los Angeles.

### HUMOR IN END-GAME STUDIES:

Just ran across the two following end-games by G. BOGDASSARJANTSJ, (the name is not the only humorous part!), which we believe will give you a chuckle or two . . .

Position No. 1. Sjachmaty w.S.S.S.R., 1937.

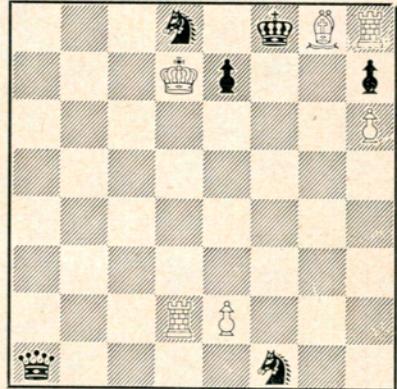


White to move, draws.

1. P-R8=Q, R-R7ch; 2. K-N5, RxQ; 3. P-N7ch!, KxP; 4. P-B6ch. And a peculiar position has arisen! Black with a rook and bishop up, can choose two

lines of play . . . both evil! If 4. . . . K-B1, then White is stalemate and if 4. . . . K-R2; 5. K-R5 and Black is stalemate!

Position No. 2. Sjachmaty w.S.S.S.R., 1936.



White to move, draws.

1. R-Q1, QxRR1; (Naturally not QxRQ8 as then B-Q5 mates.) 2. RxNch, KxB; 3. K-K8, (Threatens something on KB8!) 3. . . . N-K3; (3. . . . Q-B3; 4. RxQ, PxR; 5. KxN gives White no trouble at all.) 4. R-N1ch, N-N2; 5. KxP and Black is stalemated! Curious? You betcha! (G. K.)

# Memories

By GEORGE KOLTANOWSKI

The other day I found a suitcase in my mother-in-law's cellar, which contained pictures, newspaper clippings, tournament programs and hundreds of games in print and longhand, all of the days of yesteryear when I was a beginner, strong amateur, and then professional in Europe. Each game, each newspaper clipping, each picture brought forth a memory of my younger days (and who doesn't dream once in a while?) with its bitter and sweet moments. . . .

Whilst wandering in the past, I came across a notation book of chess games which I received as a present from the Cercle des Echecs de Gand on December 14, 1920. It has room for 100 games plus an extra page for notes to each game. And there I wandered through my battles in the Belgium championship of 1921 (this when I was 17) but mostly games for the championship of the Antwerp Chess Club.

Oh, those were the days! There were a group of youngsters like myself, who, day in and day out, spent most of the time in the Cafe De Witte Leeuw, where the chess club met, analyzing, playing rapid transit games, tournament games, listening to tales of chess masters by those who had met or seen them in action. On top of all that, we burned the oil lamps many a night, trying to find out reasons, why such or such a move could or could not be played. The reason was obvious. Sapy had beaten me that day in rapid transit with a move that I had not seen before. Was it good? Was it bad? Izzy showed me a new line against the Lopez. Where can I find a way of letting them use that line, and then surprise them?

How my dear mother used to scold me for staying up so late when I had to get up early to get to the factory to cut diamonds. But my father was a great supporter of mine. That saved me. Wasn't he the one who had taught me to play chess? He was proud of me whenever I came home and told him of my new victories against the great names of those elderly members of the club. . . .

In the middle of January, 1921, the championship of Antwerp was started, and being among the promising youngsters, I was given a chance to participate. All of the youngsters rooted for

me . . . as naturally, my father did also. We were supposed to play three games a week. By the second of February, 1921 the last round of the first half of the tournament was being played.

I had somehow won all my games. That day I met Emmanuel Safier, who had won all of his games, too. This was going to be a battle royal. Safier was a tall man of about 45, dark skinned, who had come from South Africa, a Dutchman and diamond dealer. A handsome man with a cynical outlook. He didn't think much of us youngsters and his remarks about our play often used to drive us to inner revolt. Since he was considered a great player we dared not answer back, as we often wished to do. All the young element gathered at my home helping me study ways and means, so that I could beat Safier. Easier said than done! At long last the 2nd of February came along, and at eight o'clock the whole chess club was present to witness my first game with Safier.

Only my father was not present. I had asked him not to come. I was too nervous and did not want him to feel bad should I lose the game. They were betting 7 to 1 against me! (I learned that later.) On page 31 of this old notation book is my game with Safier. For the sake of the record I am copying it here so that you can see the battle for yourself. (I have won many a game from famous chess masters since then, but thinking back, this game did give me a lot of pleasure.)

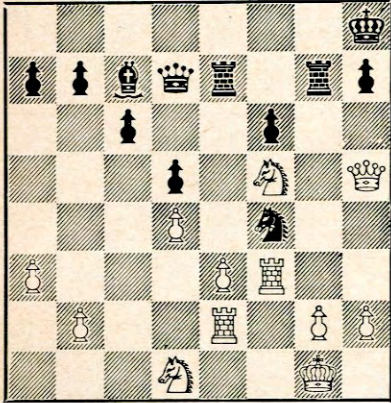
White: George Koltanowski.

Black: E. Safier.

Queen's Gambit declined.

1. P-Q4, P-K3; 2. P-QB4, P-Q4; 3. Kt-QB3, Kt-KB3; 4. B-Kt5, QKt-Q2; 5. R-B1 (Here I almost fell for the simple trap: 5. PxP, PxP; 6. KtxP?, KtxKt!; 7. BxQ, B-Kt5ch; wins!) B-K2; 6. Kt-B3, 0-0; 7. P-K3, P-B3; 8. PxP, (8. P-QR3 and B-Q3 is better) KPxP; 9. B-Q3, R-K1; 10. 0-0, Kt-B1; 11. Kt-K5, B-Q3; 12. P-B4, B-B2; 13. BxKt! (Forces Black's answer. If 13. . . . QxB; 14. KtxQP!) PxB; 14. Kt-Kt4, K-Kt2; 15. Q-B3, Q-Q3; 16. P-QR3, Kt-Kt3; 17. QR-K1, R-K2; 18. R-K2, B-Q2; 19. Kt-B2, R-KKt1; 20. Q-R5, K-R1; 21. Kt-Kt4, Kt-B1; 22. Kt-R6, R-Kt2; 23. B-B5, B-K3; 24. R-B3, (White is trying very hard to build up

a King's side attack.) Kt-Kt3; 25. Kt-Q1, Q-Q2; 26. BxB, (Not so good. A better line would have been KtQ1-B2 followed by KtB2-Kt4.) PxP; 27. P-B5, PxP; (Why? Kt-B1 was the move, but Black thinks he has something up his sleeve.) 28. KtxP, Kt-B5!



(And there you have it. Complications galore!) 29. RxKt, BxR; 30. KtxRK7?, (With KtxRRk7, White remains a whole piece up. Now Black's swindle has succeeded!) B-B2! (The White Knight cannot escape! How I must have gnashed my teeth then!) 31. Kt-B5, R-Kt4; 32. Q-R6, QxKt; (Not RxKt, 33. Q-B8 mate.) 33. R-KB2, Q-Kt3; 34. Q-B8ch, Q-Kt1; 35. QxPch, Q-Kt2; 36. Q-K6, P-KR3? (A blunder under time pressure) 37. Q-K8ch, K-R2; 38. R-B7, RxPch; 39. K-B1, BxP; 40. Kt-B2, B-Kt8; 41. RxQch, RxR; 42. Kt-R3, B-R7; 43. Q-K6, B-Kt6; 44. K-Kt2, BQ3ch; 45. K-B2, B-K2; 46. Kt-B4, B-R5ch; 47. K-K2, B-Kt4; 48. Q-B5ch, K-Kt1; 49. Kt-K6, R-K2; 50. Q-B8ch and Black resigned, as after K-R2 follows 51. Ktx Bch and QxR.

But my story is far from over . . . I went on winning my second half of the tournament, as did Safier. I now turn the pages of my old notebook and come to game No. 40, dated March 3, 1921 . . . and my last game of the tournament; namely against Safier, with myself handling the black pieces. Only by winning the game could Safier tie with me for first place.

Again the club members were there in full force and my father, too, was present. My score sheet was ready. Written on it was March 3, 1921.

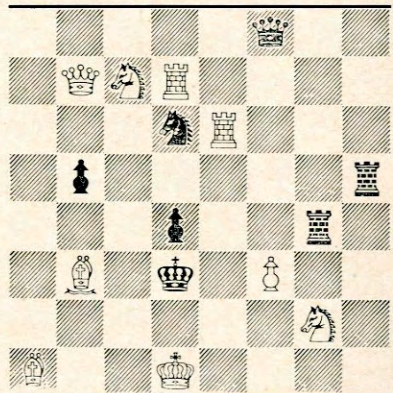
White: Em. Safier.

Black: George Koltanowski.

Eight o'clock came. The tournament director started the clocks of all the games. I sat at my board somewhat cooler than on my first encounter with the great Safier. This gentleman in question was sitting at another table, playing whist with three other men. The tournament director walked up to him and asked him to start his game. Oh, he had the time. He wanted to finish his game of cards first. Well, his clock was running, so all I could do was wait until the great player was ready to sit down and play. Never did the time pass so slowly. At times it seemed as if it even stood still. I felt hot and cold all over many times. I thought it disgusting, especially since my father had come along to see the battle. But there was nothing I could do and the tournament director, Mr. Prills, did still less. Two hours I waited . . . and then I could write down on the score sheet . . . White resigns, as his first move!

I felt miserable . . . I had won the tournament all alone. True, I had won my first tournament. Something to be proud about, yet I felt far from happy. Surely a poor sport, Mr. Safier. I swore all kinds of revenge . . . but until today I have never got it down on paper or retold this event out of my early chess life. It is still a heartache now that I remember it again . . . and this is 27 years later!

**CAN YOU SOLVE THIS?**  
By W. MAY, Germany



White to play and mate in two moves. 9+8.

Solution: 1.N-R6.



CHess QUIZ

Let's see how you make out in this new quiz, in which we do NOT give you Fort Knox as a prize!

1. When did the first International tournament take place? a) 1539; b) 1901; c) 1799; d) 1851; e) 1815.

2. The following hitherto unpublished photo is a youth picture of:



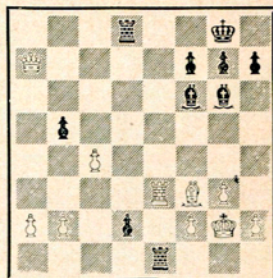
- a) Schlechter
- b) Bogoljubow
- c) Dr. Em. Lasker
- d) Dr. Tarrasch
- e) Edward Lasker.

3. The "Blackmar Gambit" starts with: a) 1. P-Q4, P-K4; b) 1. P-K4, P-Q4; c) P-K4, P-K4; 2. P-Q4; d) 1. P-Q4, P-Q4; 2. P-K4; e) 1. P-QR4, P-QR4; 2. P-R4, P-KN4!

4. In which case can you still castle: a) the King is attacked, b) The Rook has already moved? c) The King passes an attacked square, (d) the Rook passes an attacked square, e) the Rook can be taken after it gets to its square after castling.

5. You speak Spanish? What is an Alfíl? a) Rook, b) King, c) Bishop, d) Knight, e) Queen.

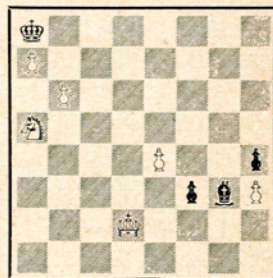
HERB BETKER



WEAVER ADAMS

From exhibition at Modesto. White has just played 30. R-K5. There followed 30. . . . B-K5!; 31. RxB, RxB; 32. PxB, P-Q8-Q?; (R-K8 and Black wins easily) 33. BxQ, RxB; 34. Q-R8ch, Black resigns.

OLVERA (Y.M.C.A.)

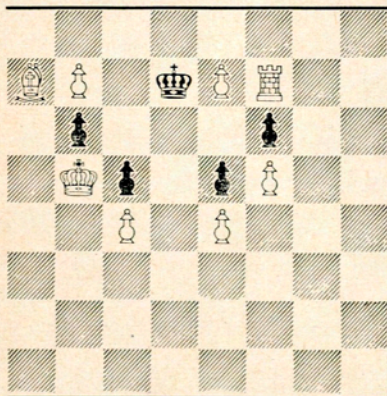


HITCHCOCK (C.L.S.)

The position occurred in the match C.L.S.-Y.M.C.A. Div. B, Dec. 11, 1948. Frank Olvera neatly forced a draw by B-K8ch!

CAN YOU SOLVE THIS?

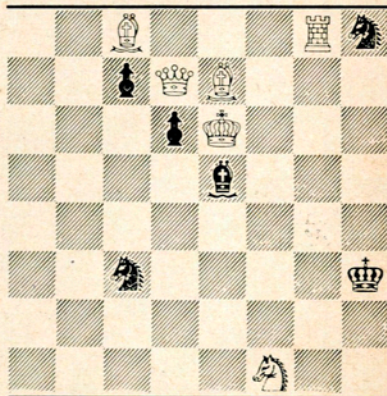
By Sherman Walker, Sonoma.



White to move and mate in two moves. (8+5)

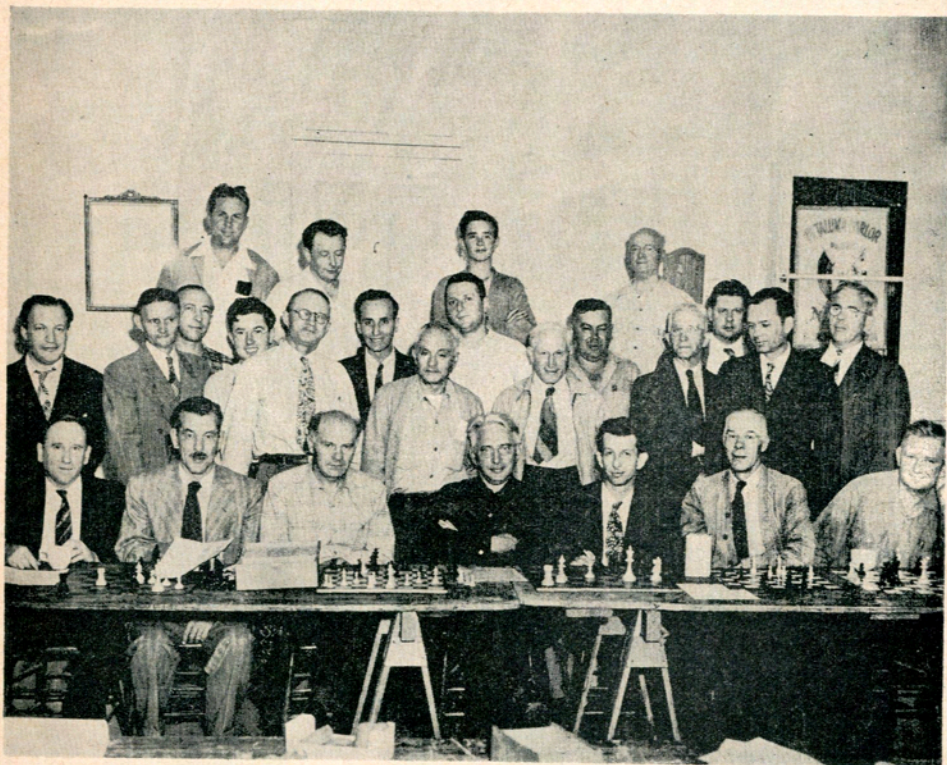
Solutions: Walker: 1. P-N8-R; Kohl-ransch: 1-Q-B6.

By Aug. Kohlrausch, Bremen



White to play and mate in two moves (6+6).

## Our Clubs . . . Petaluma



Seated (left to right) G. Nissen, Brand Johnson, J. Levinson, W. Novak, Alan Kelly, V. Akimoff, H. Jaroske. First row: G. Koltanowski, G. Bengston, E. Sanders, R. Koch, A. Eisenstein, L. Wolfson, S. Goertzel, L. Karsaver, A. Tillin, J. Hyland, G. Nyland, G. Rasmussen, O. Richmond, H. Shantz. Last Row: Unknown, J. Lesh, Dan Rogers, B. Williamson.  
—Photo by Louis Yates, San Rafael.

### The Stranger in the Chess Club

The chess club here, which meets each Friday in the "Stadt Wien," had the visit of a stranger recently.

Chess fiends are people who pay more attention to the chequered board and pay no attention to rank or name. If one be a king or a beggar is of no importance; all they want to know, does he play chess and if so, how.

The stranger, in the Garmischer Schachklub, watched the players for a while and then asked to play a game with the "Meister" (champion) of the club. The champion, himself a king in his own domain, condescended and insisted on the stranger taking the white pieces and thus open the battle.

The stranger started the game with a Queen's Gambit. The great master defended himself with the Slav defense, not because he considered his opponent an American, but because he

considered it best. From then on the game continued without any political influence and was conducted in a correct manner, even though each tried in every way to decide this war of nerves in his own favor. After a few hours of difficult play the stranger found himself in trouble, but saved his hide by sacrificing a snow-white Queen. He sacrificed, won and left.

On leaving, the great master and dethroned King of the chess club asked the stranger for his name and rank.

"My name is Garlock, and I am Military Governor here."

(We found the above in the Garmischer (Germany) morning paper. Lt. Col. Garlock—or friend Bill, is a subscriber to California Chess News!)

For \$5.00 you get The Press Democrat Sunday Edition for One Year. It contains Koltanowski's Empire Chess Chats!

# 19th Century Brilliancy

By MILTON FINKELSTEIN  
New York

G. (George?) Reichhelm, champion of Philadelphia some eighty years ago, was recognized as the second-best American player of his day. The years following Morphy's retirement from active play saw the continuing development of New York and Philadelphia chess. The consequent rivalry resulted in a match between Reichhelm and New York's Captain Mackenzie. Mackenzie, a native of England, won the match and with it the "American Championship."

Two interesting points can be made regarding this match. It was not obligatory for White to make the first move. Thus, some of the games show Black, moving first, playing openings like the Roy Lopez or Evans Gambit.

The match was played under a time control of twelve moves an hour, a rate of forty moves in three hours and twenty minutes.

But, let us return to Mr. Reichhelm. In common with the best players of his day, he had learned the great lesson taught by Morphy—he developed his pieces! One of his favorite openings appears to have been the Muzio Gambit, and the odds-game below involves a finish which would do credit to Sam Loyd at his best.

White: Reichhelm. Black: Amateur.  
(remove White's QN).

- |          |       |
|----------|-------|
| 1. P-K4  | P-K4  |
| 2. P-KB4 | PxP   |
| 3. N-KB3 | P-KN4 |
| 4. B-B4  | P-N5  |
| 5. O-O   | PxN   |
| 6. QxP   | Q-B3  |
| 7. P-K5  | QxP   |
| 8. BxPch |       |

Indicating a "Wild Muzio"—as if Muzio proper were not wild enough!

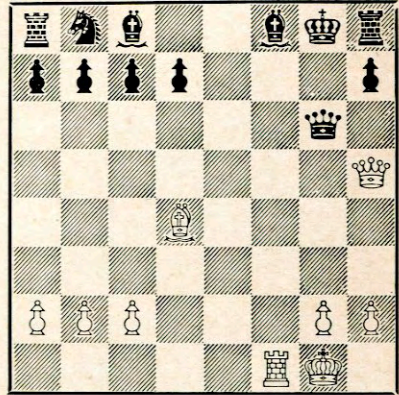
- |          |       |
|----------|-------|
| 8. . . . | KxB   |
| 9. P-Q4  | QxPch |
| 10. B-K3 | Q-B3  |

Of course, if 10. . . . QxBch? 11. QxQ, and the BP is pinned. 10. . . . Q-N2 is best, for White will not then be able to gain time by attacking the Black queen.

- |            |      |
|------------|------|
| 11. Q-R5ch | Q-N3 |
|------------|------|

With the queen at N2, black could play 11. . . . K-K2. if now 11. . . . K-K2, however, then 12. BxBP, P-KR3; 13. QR-K1ch, etc.

- |             |      |
|-------------|------|
| 12. RxPch   | N-B3 |
| 13. RxNch!  | KxR  |
| 14. B-Q4ch! | K-B2 |
- If 14. . . . K-K3, then 15. Q-K5ch, K-B2; 16. R-B1ch, K-N1; 17. QxR mate.  
15. R-B1ch K-N1



White now announced mate in ten!

It might do any player a lot of good if he tried to find the mate before playing through the remaining moves. Try it!

- |                                      |       |
|--------------------------------------|-------|
| 16. Q-K5!                            |       |
| Threat—QxR mate.                     |       |
| 16. . . .                            | BN2   |
| If 16. . . . Q-N2, then Q-Q5ch!      |       |
| 17. Q-Q5ch                           | Q-K3  |
| 18. Q-KN5                            | Q-KR3 |
| If 18. . . . Q-N3, 19. Q-Q8ch, B-B1; |       |
| 20. QxB mate.                        |       |
| 19. Q-Q8ch                           | B-B1  |
| 20. Q-K8!!                           |       |
| This quiet move is a gem indeed.     |       |
| 20. . . .                            | Q-N2  |
| The only way to avoid mate.          |       |
| 21. BxQ                              | KxB   |
| 22. Q-B7ch                           | K-R3  |
| 23. Q-B6ch                           | K-R4  |
| 24. R-B5ch                           | K-N5  |
| 25. Q-N5 mate                        |       |

ANSWER TO QUIZ (From Page 24.)

1. d), 2. c), 3. d), 4. d) 5. c).

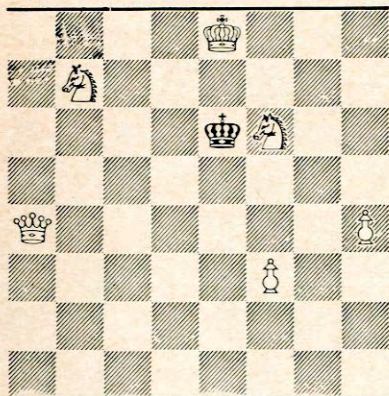
## The Night Before Christmas

To the shutter flew Mrs. Kol'nowski,  
Where was stirring, she thought, a blind mouseki;  
Claimed George: "Without vision  
I gave chess exhibition . . .  
But now got trouble to locate my house-key."

W. H. Donnelly, San Francisco

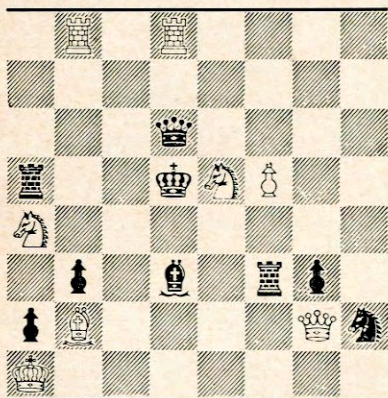
**CAN YOU SOLVE THIS?**

By J. R. Gosser, Holt, Calif.



White to play and mate in two moves (6+1).

By A. G. Stubbs, England



White to play and mate in two moves (9+8).

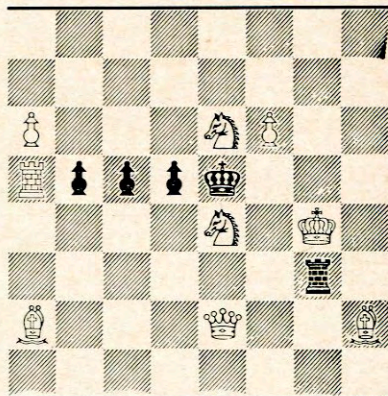
Game played in the Badgastein tournament:

White: Lundin. Black: Benko.

Catalan opening.

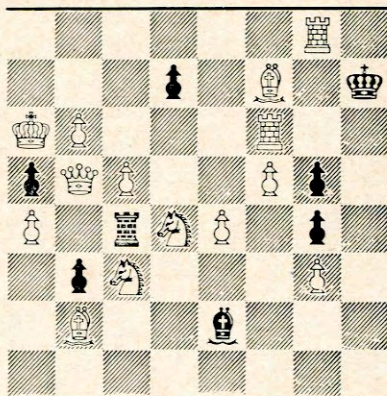
1.P-QB4, N-KB3; 2.P-KN3, P-K3; 3.BN2, P-Q4; 4.P-Q4, PXP; 5.Q-R4ch, B-Q2; 6.QxBP, B-B3; 7.N-KB3, QN-Q2; 8.0-0, B-Q4; 9.Q-Q3, B-K5; 10.Q-K3, P-B4; 11.N-B3, B-B3; (Better was PXP.) 12.R-Q1, Q-N3; (B-K2 was necessary.) 13.P-Q5! B-N4; 14. PXP, PXP; 15.NxB, QxN; 16. QxPch, B-K2; 17.N-N5, Resigns.

By W. E. Frank Fillery, Vancouver.



White to move and mate in two moves. (10+4).

By B. Postma, The Hague



White to play and win in three moves (14+8).

The Vallejo Chess Club meets on Friday evenings at the Recreation Center.

Solution to problems:  
Gosser: 1.N-Q5; also 1.N-Q7; 1.N-N4; 1.N-R5; 1.N-R7 and 1.N-N8.  
Stubbs: 1.Q-Q2.  
Fillery: 1.QXP.  
Postma: 1.RXP.

# The Queen Against Two Rooks

By DR. MAX EUWE

*The principle of cooperation; static and dynamic cooperation. The power of two combined rooks. The resources of the queen. The difference between the queen and two rooks minimal.*

The principle of cooperation, set forth by Dr. Lasker in his "Manual of Chess" is an addition to the theory of Steinitz. According to this theory the addition of many small advantages plays a large role in chess, and as Dr. Lasker notes, and correctly so, this, in turn, is based on a comparison of these advantages with weights, so that the result of any two advantages gained is identical to the achievement of the win of these advantages. This comparison does not entirely hold in chess because the value of any two pieces is based, in great part, on their cooperative ability. This is what Dr. Lasker means when he speaks of the principle of cooperative play. The first principle for cooperation is that two pieces add to each other's value but do not necessarily double their value. As an example, the author gives the power of two bishops because although a single bishop can only strike all the fields of one color, together they can cover all the squares. Another example is the cooperation of a bishop and a pawn, their combined value being greater when the pawn is on a square opposite to the color of the bishop.

From this it may be concluded that Dr. Lasker does not use the word cooperation in the usual sense. He considers the cooperation greatest when the pieces in question control the maximal number of squares; while actually one could also use the word cooperation to mean a combined plan of action against any given weakness in the opponent's game. This is why one makes a difference between so-called static and dynamic cooperations. The latter of these is, as a rule, more active and forms a large part of the basic strategy in a game.

The best example is the combined play of two rooks. The number of fields they control at one time is greatest when they do not protect each other, but their cooperation is then not the greatest. Their greatest cooperation is only attained when they defend each other. This is clearly demonstrated in the struggle between a queen and two rooks.

The two rooks are usually somewhat stronger, for they can mate the opposing king without the cooperation of their own king, while a lone queen finds this quite impossible.

This theme is manifested in two well known compositions by H. Rinck. In the first (see Diagram 1) the rooks win, through a series of subtle maneuvers in which their king plays no role. In fact, he actually hinders the progress since he is constantly exposed to check. In the second (see Diagram 2) the white king is very necessary for the different combinations.

The solutions follow:

1.—1. R-KR7ch, K-N1; 2. R(R7)-K7, K-R1 (Of course, not 2. . . . Q-Q1? because of 3. R-N7ch, K-B1; 4. R(QN7)-B7ch, K-K1; 5. R-N8ch wins); 3. R(N7)-B7, K-N1 (if 3. . . . Q-KN1; 4. K-B1, QB1ch; 5. R-B7, Q-KN1; 6. K-B2, Q-K1; 7. R-R7ch, K-N1; 8. R(B)-N7ch, K-B1; 9. R-R8ch wins); 4. R(B)-Q7, K-R1; 5. R-KB7, Q-K1ch; 6. K-B2, K-N1;

Diagram 1

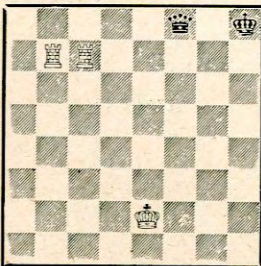


Diagram 2

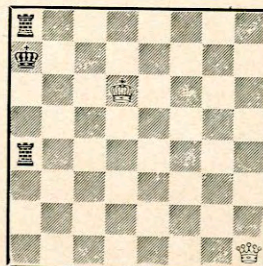
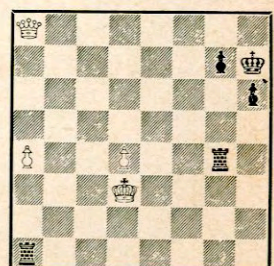


Diagram 3



7. R-N7ch, K-B1; 8. R-KR7, K-N1; 9. R(Q)-N7ch, K-B1; 10. R-R8ch wins.

Remarkable all other variations lead to a draw! For example: 1. R-KB7, Q-Q3! draws or 1. R-K7, Q-KN1! draws by perpetual check since white cannot check on his next move. Finally—1. R-Q7, Q-K1ch; 2. K-B2, (2. R-K7?, Q-R4ch draws) Q-B1ch; 3. K-N2, Q-N2ch! draws since RxQ is stalemate!

II.—1. Q-R7ch, K-R3 (1. . . K-N3; 2. Q-B7ch, K-N4; 3. Q-B5ch, K-R3; 4. Q-B6ch, etc); 2. Q-Q3ch, K-R2 (or 2. . . K-R4; 3. Q-B3ch, R-N5; 4. Q-R3ch, R-R5; 5. Q-B5ch, etc.); 3. Q-N5!, R-KR5 (white also wins after other moves of this rook as you can easily verify for yourself); 4. Q-R5ch, K-N2; 5. Q-Q5ch, K-R2; 6. Q-R2ch, K-N1; 7. Q-N2ch, K-B1; 8. Q-B2ch, K-N2; 9. Q-KN2ch, K-N1; 10. QN3!, R(5)-R3ch; 11. K-B5 dis. ch, etc.

There are, of course, many other variations, but from the above it is clearly evident how powerful the queen is when there is no cooperation between the rooks.

The second example is unusual, however for it does not frequently occur in the course of a game when this stage is reached that the rooks could not have combined their efforts for a more successful defense. In fact, the literature has several examples where the rooks had the advantage. An ex-

KPch, K-B8; 8. Q-N5ch, R(3)-Q6; 9. Q-KR5, P-B7; 10. Q-R1ch, K-K7; 11. Q-R5ch, K-K8; 12. Q-K5ch, R-K7; 13. Q-R5ch, R(6)-Q7; 14. Q-N4, P-B8-Q? 15. Q-R4ch and perpetual check follows on KR1-KR4-K4-QN4! With 14. . . . P-B8-N! black could win!

The balance of power is entirely different when cooperation between the rooks is lacking. For example, after the nineteenth move by black in a game, the following position occurred: (see Diagram 6) Here the queen fights against two rooks, a bishop and a pawn. The position is in her favor because (1) white will be able to win a number of black pawns freeing his own queen-side pawns, and (2) the black bishop is not yet developed and the rooks not yet connected.

White's aim will be mainly to prevent cooperation of the black pieces. There followed: 20. Q-B8ch (and not immediately P-QN4, after which the black knight by going to Q2 would establish contact with the KB and KR). 20. . . . K-B2; 21. P-QN4, N-R3 (the black pieces are widely scattered indeed); 22. NxP, P-KR4 (an attempt to bring out the rook, but white's constant threat makes this plan impossible); 23. N-Q4, R-R3; 24. QxNPch, K-N1; 25. Q-R8, R-R6 (P-N5 was threatened); 26. P-N5, N-B2; 27. Q-B8, P-K4; 28. N-B5, R-KB3; 29. P-N6, N-R3!; 30. P-N7, K-R2; 31. N-K3 (combining of

Diagram 4

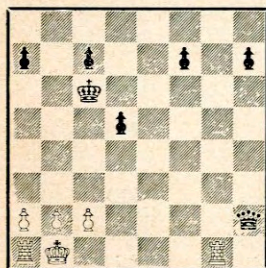


Diagram 5

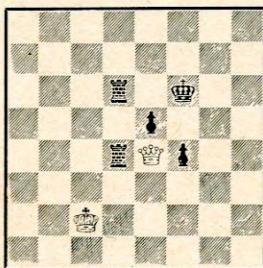
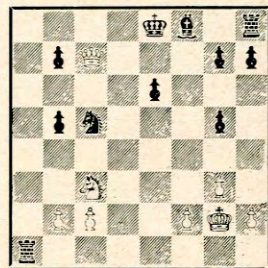


Diagram 6



ample is the following end-game won by Janowski; White was Tschigorin; (see Diagram 3) while in the following end game (see Diagram 4) the game is a draw in spite of black's pawn superiority.

The queen's superiority lies in her ability to give many checks and is demonstrated in the following position by Berger: (see Diagram 5)

1. Q-R7, R-Q7ch; 2. K-B1, P-B6; 3. Q-R6ch, K-B4; 4. Q-R5ch, K-B5; 5. Q-R4ch, K-K6; 6. Q-N5ch, K-K7; 7. Qx

black's rooks is still not possible), B-Q3; 32. Q-K8! (of course, not N-B4 because of R(R)-KB6 and black has achieved his goal), P-R5 (if K-R3, then P-N4!); 33. N-N4, R-N3; 34. Q-QB8, PxP; 35. BPxP, P-K5; 36. Q-KB5, P-K6; 37. K-B1, N-N1; 38. P-R4, PxP; 39. Q-R5ch, R-R3; 40. NxR, PxN; 41. Q-B7ch resigns because black will lose all his pieces.

An interesting example on the com-

(Continued on Page 30)

## The Queen Against Two Rooks

(Continued From Page 29)

bining of the rooks at the critical moment occurred in the game Euwe-Rubenstein (Mährisch-Ostrau, 1923). White. Euwe. 1. N-KB3, P-Q4; 2. P-Q4,



DR. MAX EUWE

N-KB3; 3. P-K3, P-K3; 4. B-Q3, P-QB4; 5. P-QN3, N-QB3; 6. O-O, B-Q3; 7. B-N2, O-O; 8. P-QR3, P-QN3; 9. N-K5, B-N2; 10. N-Q2, Q-K2; 11. P-KB4, KR-Q1; 12. R-B3, N-K5; 13. R-R3, P-B4; 14. BxN, QPxB; 15. Q-R5, BxN; 16. QxPch, K-B2; 17. BPxB, R-R1; 18. QxR, RxQ; 19. RxR, B-R3 (materially white stands well. Now, however, the black pieces spring into action. White QP is weak and his rooks are not combined.); 20. N-B1, Q-Q2; 21. R-Q1 (the saving move. White returns the pawn but combines the rooks), NxKP; 22. P-Q5, N-N5; 23. PxPch, QxP; 24. R(8)-Q8, (white has achieved his goal), B-N4; 25. P-QB4, B-K1; 26. R1-Q5, P-B5; 27. P-R3, PxP; 28. N-N3, P-K7; 29. NxP (K2), N-K6; 30. R-N5, P-N3; 31. N-B4, Q-K2; 32. RxNP!, N-B4 (or QxR; 33. R-N7ch, K-B1; 34. N-K6 mate); 33. R-B6ch, K-N1; 34 Rx Bch, QxR; 35. RxN, P-K6; 36. R-K5, resigns.

Many other examples may be added to those given which would demonstrate the varying balance of power between a queen and two rooks.

From all this one may conclude that the usual strength factor allotted to the various pieces; that is  $Q=9$ ,  $R=4\frac{1}{2}$ ,  $B=3$ ,  $N=3$ ,  $P=1$  is only relative inasmuch as this does not take into consideration the variance of these values in cooperative play.

If we call "f" the function which determines the value of a given piece and if "f" (Q) equals 9 and "f" ( $R=4\frac{1}{2}$ ) then we see that "f" (R) plus "f" (R) is not equal to "f" (2R), and therefore not equal to "f" (Q).

Mathematically stated, the functional values cannot be added.

Exhibition game, San Bernardino, October 16, 1948.  
White: G. Koltanowski. Black: Bernard Madril.

### COLLE OPENING

1. P-Q4	N-KB3	17. QR-Q1	RxR	33. K-B1	P-QR5
2. N-KB3	P-K3	18. RxR	R-Q1	34. B-B6	B-Q5
3. P-K3	B-K2	19. RxRch	BxR	35. BxP	BxP
4. B-Q3	P-Q4	20. K-B1	P-N3	36. B-B6	BxP
5. O-O	O-O	21. B-Q3	N-N5	37. K-N2	K-K2
6. QN-Q2	QN-Q2	22. B-B1	NxPch	38. B-N7	K-Q3
7. P-K4	PxP	23. K-K2	N-N5	39. B-B8	P-B5
8. NxP	NxN	24. B-K4	P-B4	40. PxP	KPxP
9. BxN	P-OB4	25. B-B6	K-B2	41. B-B5	K-B4
10. P-B3	N-B3	26. P-B3	N-B3	42. B-K6	P-N5
11. B-B2	PxP	27. P-QB4	B-K2	43. B-B7	P-N6
12. QxP	QxQ	28. B-KN5	B-B4	44. B-K6	K-Q5
13. NxQ	P-K4	29. BxN	KxB	45. B-B7	P-R5
14. N-B5	BxN	30. P-QR3	P-QR4	46. B-K6	Draw
15. BxB	QR-Q1	31. B-Q5	P-KR4		
16. B-K3	P-QN3	32. P-KN3	P-KN4		

The Burlingame Chess Club meets Wednesday evenings at the Recreation Center, Washington Park, Burlingame, California.

The San Carlos Chess Club meets Wednesday evenings at the Community Church, Arroyo and Walnut Streets, San Carlos, California.

## Game With Annotations

Here is a game with a beautiful "finish". It is kind of a "finished symphony" and recommend it to all the students of the game.

White is the "pupil" and Black is "the teacher". White, as usual, leads off. His moves are printed in boldface type:

1. **P-Q4**. (Considered the more solid opening for White.)

1. **Kt-KB3**. (Holds the center and wishes to wait and see what White will do before committing himself to any special line of defense.)

2. **P-QB4**. (Wishes to control the center with his pawns. A good line of continuation is here, 2. **Kt-KB3** followed by **P-K3** and thus adopt the Colle opening.)

2. **P-K3**. (**P-K4** leads to the Budapest Gambit, that requires very precise play.)

3. **Kt-QB3**. (Develops.)

3. **B-Kt5**. (The Nimzowitch line of defense. With 3. . . . **P-Q4**; Black could have gone into the orthodox line of the queen's opening. The text-move leads to a more complicated line of play . . . for both sides.)

4. **Q-B2**. (White wishes to hold the center and thus stop Black's **Kt-K5**.)

4. **P-Q4**. (Well played, as it controls the center.)

5. **P-QR3**. (Attacks, but is really a loss of time. **P-K3** or **B-N5** is better.)

5. **BxKtch**.

6. **QxB**. (Taking with the pawn is also an idea.)

6. **Kt-K5**. (Further gain of time.)

7. **Q-B2**. (The queen must move.)

7. **P-QB4**. (Attacking White's center without delay.)

8. **QPxP**. (Reckons that after **KtxBP**, he would follow up with **P-QKt4** and **B-Kt2**.)

8. **Kt-QB3**. (Black prefers to develop quickly, even at the cost of a pawn.)

9. **PxP**. (Wishes to hold on to his pawn majority. **P-K3** is better so that he can develop his king's side and think about castling.)

9. **PxP**. (This will give the bishop freedom of movement.)

10. **Kt-B3**. (About time that he gets some piece into play.)

10. **B-B4**. (This is better than **Q-R4ch**.)

11. **P-QKt4**. (Not afraid of Black's threat **Kt-Kt6**.)

11. Castles. (Prefers to castle than to win the exchange that would lead to trouble. If 11. . . . **Kt-Kt6**; 12. **Q-Kt2**, **KtxR**; 13. **QxKtP**, **R-KB1**; 14. **B-R6** does not look healthy for Black.)

12. **B-Kt2**.

12. **P-Q5!** (After **Kt-Kt6**, 13. **Q-B3** would win for Black. The text-move is a new one in this line of play. How Black definitely threatens **Kt-Kt6**.)

13. **Q-B4**. (Gets out of trouble and aims for the **Q** pawn.)

13. **R-K1**. (Vive L'Attaque!)

14. **KtxP**. (Neglects his development for the sake of a second pawn. The penalty is going to be great!)

14. **Q-B3!** (Stops 15. **KtxKt**, through **QxB**; which wins a piece.)

15. **R-R2**. (Now **KtxKt** can be played.)

15. **B-K3**. (Threatens the queen and the **KB** pawn.)

16. **KtxB**. (Has nothing better.)

16. **QxBPch**.

17. **K-Q1**.

17. **RxKt**. (Black pieces are all in play thus the rest will be easy.)

18. **B-B3**. (Trying to get the rook into play.)

18. **R-Q1ch**.

19. **K-B2**.

19. **Q-K6**. (Getting ready for the final assault.)

20. **P-KR4**. (Wishes to get his second rook into play.)

20. **R-Q7ch!**

21. **BxR**. (Forced. If **K-Kt3**; **RxR**, **KxR**; **KtBch** loses a piece.)

21. **QxBch**.

22. **K-Kt3**. (Again best. If **K-Kt1**, **Kt-B6ch** finishes the game.)

22. **Kt-Q5ch**.

23. **K-R4ch**.

23. **Q-Q8ch**.

24. **K-R5ch**.

24. **R-R3ch**.

25. **QxR**. (Only way to stop the mate.)

25. **Q-R5ch!** (Wonderful finish)

26. **KxQ**.

26. **Kt-B6ch**.

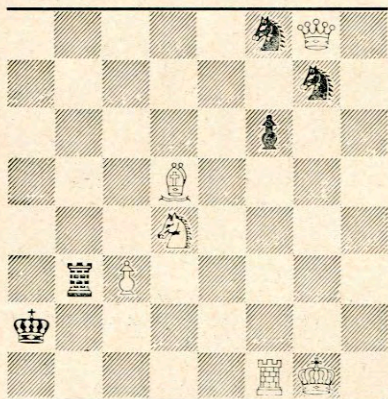
26. **K-R5**.

26. **Kt-Kt6**. (Mates!!)



**CAN YOU SOLVE THIS?**

By Brian Harley, London.



White to play and mate in three moves. (6+5)

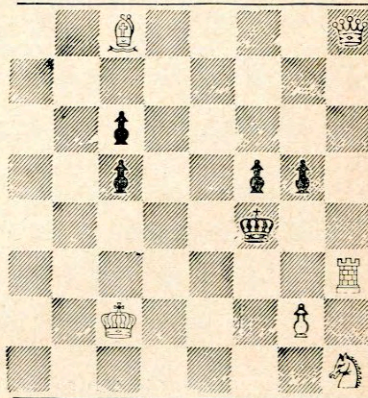
The N. Y. Met. League turns in some fine chess from time to time and the following game is to be entered in the brilliancy contest:

**FRENCH DEFENSE**

Platz White; Goldman Black.

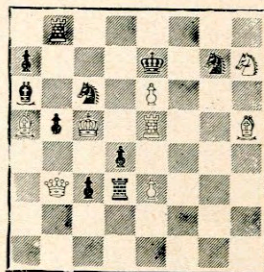
- |            |         |
|------------|---------|
| 1. P-K4    | P-K3    |
| 2. P-Q4    | P-Q4    |
| 3. N-QB3   | N-KB3   |
| 4. P-K5    | KN-Q2   |
| 5. QN-K2   | P-QB4   |
| 6. P-QB3   | N-QB3   |
| 7. P-KB4   | B-K2    |
| 8. N-B3    | O-O     |
| 9. P-KN3   | P-QN4   |
| 10. B-R3   | Q-N3    |
| 11. O-O    | B-R3    |
| 12. R-B2   | P-N5    |
| 13. P-B5   | NPxP    |
| 14. PxKP   | PxNP    |
| 15. BxI'   | QxB     |
| 16. PxFch  | RxP     |
| 17. N-B4   | Q-N2    |
| 18. BxN    | KR-B    |
| 19. B-K6ch | K-R     |
| 20. R-N    | Q-B2    |
| 21. Q-B2   | B-B5    |
| 22. N-N6ch | PxN     |
| 23. QxP    | B-Q6    |
| 24. QxB    | N-Q     |
| 25. BxP    | R-QN    |
| 26. RxR    | QxR     |
| 27. N-N5   | Resigns |

By Mih. Trifunovic, Belgrade



White to play and mate in two moves. (6+5).

By H. J. Tucker, England



**MATE IN TWO**

White to play and mate in two. (9+9)

Here's a game with an amusing finish!

White: D. M. Mitchell. Black: D. Brook.

Q.P. Double Fianchetto defense.

- |          |       |
|----------|-------|
| 1. P-Q4  | P-KN3 |
| 2. P-K4  | B-N2  |
| 3. N-KB3 | P-N3  |
| 4. N-B3  | B-N2  |
| 5. B-QB4 | F-K3  |
| 6. B-B4  | P-Q3  |
| 7. B-KN5 | N-KB3 |
| 8. P-K5  | PxP   |
| 9. PxP   | QxQch |
| 10. RxQ  | N-N5? |
| 11. R-Q8 | Mate. |

Solution to problems:  
Harley: 1.B-R1!  
Trifunovic: 1.R-K3.  
Tucker: 1.Q-N4.

## BLINDFOLD CHESS

II



"Let's see . . ."

# Memories

By GEORGE KOLTANOWSKI

*Readers insist that I continue to write my memoirs . . . so I'm dreaming again! Looking through my famous suitcase I found the following article from B.C.M. that certainly deserves reprint. What do you think?*

## GUATEMALA

My wife and I, a-tingle with excitement, arrived at Puerto Barrios, after a lovely two-day trip by boat from Santiago de Cuba. At last we were going to see Central America in its full glory. Puerto Barrios from afar looked like just a few palm trees centered together, with here and there some red tiled roofs peeping through; and it looked much the same on closer view.

The officials came on board ship . . . most of them were chess players, so there is no need to describe the fine welcome we received.

Although Guatemala City is only 140 miles away, the train takes ten hours to cover the distance; this is due to the mountains it has to climb; Guatemala lies 5,000 feet above sea level. But a delegate from the Guatemalan Chess Federation was in Puerto Barrios to greet us, and we were to make the train trip the next morning at eight.

Once on the train, we were overwhelmed by the variety of novelties—the sight of almost virgin territory; banana plantations with beautiful green foliage; slowly rising mountains with a wonderful view of the blue sea below; the Indians selling fruit for next to nothing (and the variety of this fruit is remarkable); the strange dresses of the Indians; and then the short stop half-way at Zacapa for lunch in a great hurry (which was lucky for we could not eat much of it anyway). The nearer we got to Guatemala the cooler it became, and soon we saw the first real houses, and people dressed in European style, and our train rolled in exactly on time at our destination—Guatemala City.

Everyone and everything was there to greet us . . . except an army band. We were taken to the Palace Hotel which was to be my headquarters. It is a modern hotel, like the best hotels in the U. S. A., only not nearly so high since the possibilities of an earthquake forbid the erection of tall buildings. Never before had I seen such clean streets, void of beggars (almost in-

credible but true!), with well-trained and polite police.

That evening we heard a marimba being played, a Guatemalan instrument which gives forth a kind of music that takes some getting used to, but from which really beautiful music can be produced. That evening, too, hundreds of chess players, I believe, turned up to pay their respects to us. That was really very charming and hospitable, but tired bodies need some rest, too, so that is was early to bed for both of us; though we greatly regretted leaving our newly made friends so soon.

At eleven I remember turning out the light and immediately fell fast asleep.

I awoke with a sudden start, blinked and looked around the room . . . the light was on; standing beside my bed was a tall man in officer's uniform, holding under his left arm a military hat with white feathers which resembled a Napoleonic model.

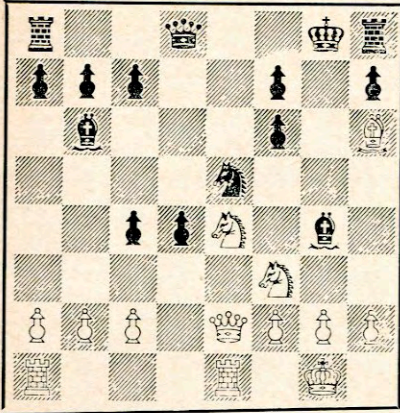
He was staring intently at me and I began to doubt my whereabouts. However, jumping up in bed I noticed at once that Leah was in her bed fast asleep and I let out a sigh of relief at finding I was still mortal.

"What the . . ." I was exclaiming when the tall man lifted his right hand to calm me and said in a soft, pleasing voice in melodious old Spanish, "Please, sir, don't feel nervous and forgive my late intrusion upon you in this way; allow me to introduce myself . . . General Miguel Garcia Granades . . . and I know that you are George Koltanowski. For years I have been longing to meet a chess master and I would esteem it an honor if you would look at the position on the board here."

He stepped aside and to my utter surprise I observed a table with an inlaid chess board, holding ivory pieces, standing in the center of the room. How did they get here I asked myself—and the kindly old gentleman? I was at a complete loss; I didn't know what to do. Surely people did not go around at three o'clock in the morning, waking up tired persons just to judge a position . . . so I studied the man in front of me.

He looked very kind and he had dark hair growing grey around the temples. It seemed an imposition; but

his eyes were so pleasing that I got out of bed without any further discussion, willing to oblige. I offered him a chair which he accepted, taking the black side of the board. I sat down opposite him and commenced to look at the position which I reproduce here.



"Whose move is it?" I asked.  
 "White's," was the quiet answer.

Then I looked again. Yes, I recognized the thing all right; it must have been the Max Lange variation and with white to move it was easy.

"Well," I said, "why not play simply 1. KtxKt, BxQ; 2. Kt—Q7 and black cannot stop mate?"

"You are right, sir," said the gentleman in a very pleased voice. "You know, I played this sixty years ago in Guatemala."

"Excuse me," I quickly interposed, "aren't you making some kind of mistake, the Max Lange has been known for only about fifty years, and besides that, you don't look more than sixty, if I may say so."

He looked at me quite calmly, and a whimsical smile hovered around the corners of his mouth whilst he told me the following.

"... I was born in the small port of Santa Maria, near Cadiz in Spain, in 1809 ... don't look so incredulous—just listen. As a small boy I came over with my parents to Guatemala, where I first went to school, later on finishing my studies in America and Europe. I had one object in life—to become a general and free Guatemala from Spanish domination. I married Cristina Sabario, a member of one of the finest families of this town, and we built our

home here where you are staying now. This very room you occupy was the room I used for the chess club which I had formed in my home; every day it was filled with friends and many a game was played here under the same conditions as exist in any modern club of today. We were all keen chess players. In 1830, when your country was formed, I and many of my friends had to flee to Mexico as our revolution had failed; I had to leave all my belongings here.

"It was those first years of hardship in a foreign country that I started going to a cafe where chess players gathered in Mexico City; they would play for stakes only. I had no pretensions to being a chess master, but needs must when the devil drives, and I started playing for small stakes ... and believe me, fortune favored me from the start. I soon acquired a reputation and I used to win 20 to 30 dollars a day rather regularly; this not only supported me but also many of my friends who were unfortunate enough to have no means of livelihood.

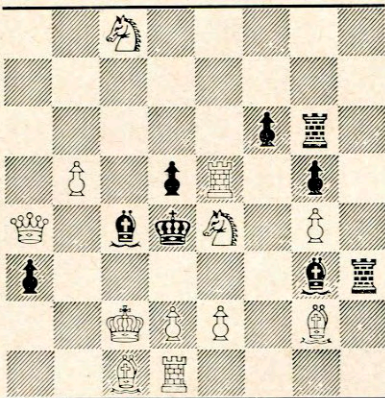
"In 1871 when our efforts at last succeeded in Guatemala, I was elected President of this country ... but I did not feel fitted for the post; my chief recreation was chess, and a year and a half later I resigned the presidency to my good friend Justo Rufino Barrios, one of Guatemala's greatest heroes. I returned to my home here and recommenced my chess evenings, playing many a good game until my death on the eighth of September, 1878. The position I showed you occurred in a game I was unable to finish on the night of my death.

"There was a severe earthquake in Guatemala in 1924 and this house was rebuilt by my descendants into a real palace ... but I still haunt it. How excited I was when your visit here was announced. I had to come and disturb your slumber so that you could learn that Guatemala had one of the first professional chess players on this side of the world. Please accept my humble good wishes for a pleasant stay here; may your visit become one entirely beautiful souvenir!"

When I awoke next morning, I lay day-dreaming for a long time wondering who would believe me if I published this. Yet now that I am writing about chess in Guatemala I cannot refrain from mentioning this strange occurrence, and I hope that I shall have the pleasure of meeting the General again.

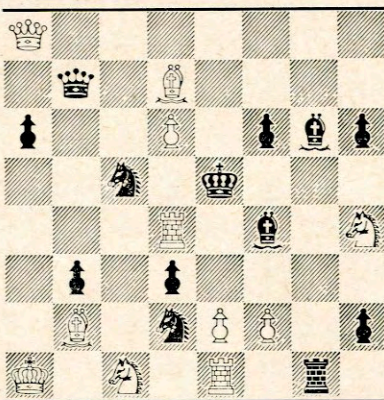
CAN YOU SOLVE THIS?

by D. Hjelle, Norway



White to play and mate in two moves (12+9).

By A. Ellerman, Buenos Aires



White to play and mate in two moves (11+13).

Here follows a game played in the National Jr. tourney at Oak Ridge, Tenn.

White: Hans Berliner, Washington.

Black: Harald Miller, Cleveland.  
Irregular opening.

1. P-Q4 P-Q3
2. P-K4 QN-Q2

This is a highly original opening, and after only two moves! Chess has become too much of a book-learning proposition. It is pleasing to see something new.

3. P-KB4 P-K4
4. N-KB3 KN-B3
5. N-B3 Q-K2
6. B-QB4 N-N3
7. B-N3 PxQP
8. QxP B-K3
9. Q-Q3 O-O-O

Best; much poorer for black is the plan of P-KN3, B-N2, and O-O. 'Tis better to go down with all guns blazing than to die of suffocation.

10. O-O P-Q4
11. P-K5 KN-Q2
12. B-K3

12. P-B5? Would of course be refuted by black's next move, N-B4.

12. — N-B4
  13. Q-K2 P-QB3
- Better was P-KB4.

14. N-Q4 P-N3
15. P-QR4 P-QR4
16. Q-B2 N3-Q2
17. N3-K2 N-K5
18. Q-K1 Q-N5
19. P-B3 Q-N3
20. Q-B1 B-QB4
21. B-QB2 B-KN5
22. B-Q3 BxNK7
23. BxB P-KN4?
24. K-R1 PxP
25. BxP BxN
26. PxB QxP

Black won a pawn and now loses the game in a brilliant manner!

27. P-K6 PxP
28. QxBPch! Black resigns.
- If 28. PxQ; 29. B-QR6 mate.

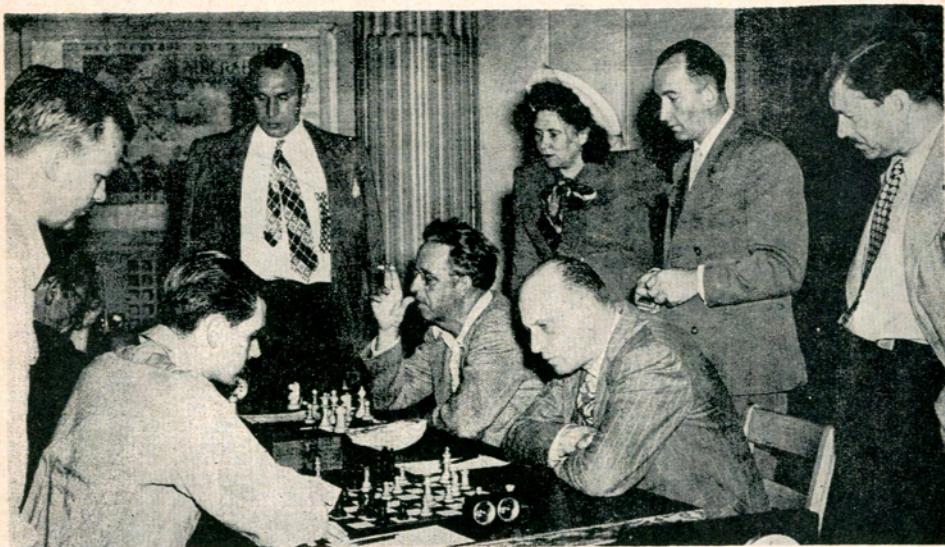
George Miller kidded his brother about the game, I quote; "Harald lost the only game he played well."

**The San Jose Chess Club meets Tuesday evenings at the YMCA. The Salinas Chess Club meets Tuesday evenings at the Salinas YMCA.**

Ellerman: 1.P-K3.  
 Hjelle: 1.N-B5.  
 Solution to problems:

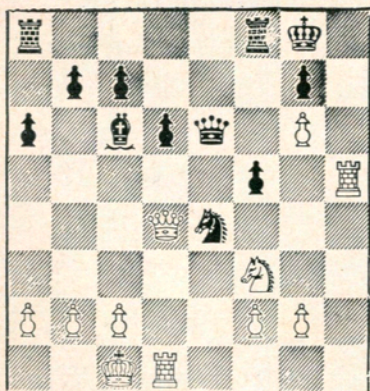
## Deciding Moment!

Last round game for California State Championship at Atascadero, 1948



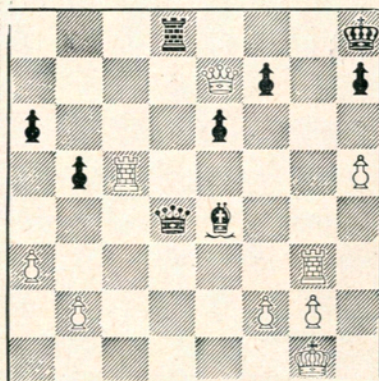
Seated, Front: Jim Cross versus A. J. Fink. Seated, Second board: George Oakes versus Hap Hazard. Onlookers, left to right: Bill Steckel, M. Radaikan, Mrs. Radaikan, M. Schaller and Herman Steiner, U. S. Champion. —Photo by Al Decker, Atascadero.

**THE FOLLOWING** position is taken from a simultaneous exhibition game by Dr. A. A. Alekhine.



White (Alekhine) continued with 17. N-K5! (The best move! White threatens QR-R1 and R-R8 mate. Immediately QR-R1 is stopped by QxNP; 18. N-K5, QxR; 19. RxQ, PxN and Black has three pieces for his queen.) 17. . . . PxN; 18. QR-R1, QxNP; 19. Q-B4ch! (the point to the combination), Q-B2; 20. R-R8 mate.

The following position occurred in game between Eliskses and Hoelze, Bregenz, Austria. The game is naturally won for White, but the fashion in which the then 18-year-old Eliskses finishes the game is remarkable.

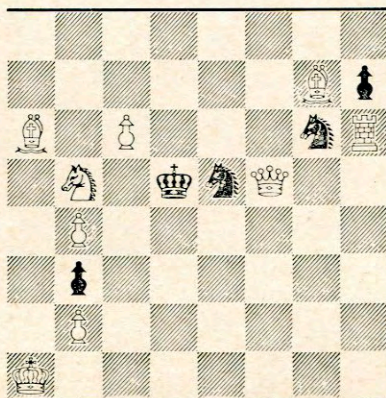


1.R-Q5: Black resigned.

No matter how he takes, Q-B6, QxR or Q-B8 finishes the game.

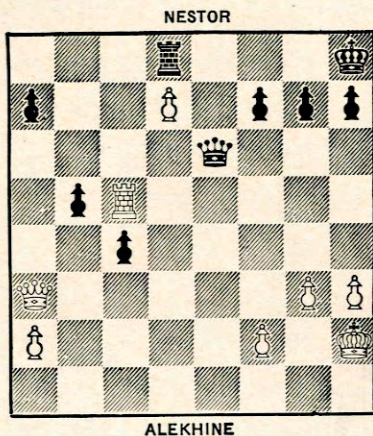
**CAN YOU SOLVE THIS?**

By A. Servais, Ghent.



White to play and mate in two. (9+5)

**DO YOU KNOW THIS ONE BY ALEKHINE?**



Here follows a beautiful finish combination. Combination-motif! weakness of the eighth row.)

**NESTOR-ALEKHINE**

White has won a game, but that the opponent has to resign after two moves is very surprising! There followed: 1.R-B8!, RxR; (1... QxQP; 2.Q-B8ch) 2.Q-K7! Black resigns. To avoid unpleasant surprises of this kind, it is good to remember to have a flight square for the King. (P-KR3 or P-KN3).

White: Rheams; Black: Keller. King's gambit accepted.

- |          |          |              |          |
|----------|----------|--------------|----------|
| White    | Black    | White        | Black    |
| 1 P-K4   | P-K4     | 14 Q-Q5      | N-KR3    |
| 2 P-KB4  | PxP      | 15 QxQPch    | K-N2     |
| 3 N-KB3  | P-Q4     | 16 P-Q5      | (e)N-KN5 |
| 4 PxP    | (a)QxP   | 17 B-B3ch    | P-KB3    |
| 5 N-QB3  | Q-Q      | 18 P-KR3     | Q-B7ch   |
| 6 P-Q4   | B-Q3     | 19 K-R       | N(3)-K4  |
| 7 B-B4   | (b)B-KN5 | 20 PxN       | (f)P-KR4 |
| 8 O-O    | N-QB3    | 21 Q-K7ch    | K-N      |
| 9 R-Kch  | (c)K-B   | 22 P-Q6d.c.  | NxB      |
| 10 N-QN5 | BxN      | 23 Q-K6ch    | K-R2     |
| 11 QxB   | Q-R5     | 24 Q-B7ch(g) |          |
| 12 B-Q2  | (d)P-KN4 |              | Resigns  |
| 13 NxB   | PxN      |              |          |

- (a) Better is N-KB3.  
 (b) More prudent would be N-KB3 preparatory to castling.  
 (c) If N-K2; 10, BxPch is disconcerting.  
 (d) Thus black remains a pawn ahead and a queen down to all practical purposes.  
 (e) A desperate and futile attempt at counter play  
 (f) Has white blundered?  
 (g) Mate in two.

**New York:** Larry Evans, 16½ years old, won the championship of the Marshall Chess Club. Larry is the present champion of New York state! Looks like a future U. S. champion!

Game played in Tacoma, April 3, 1949.

White: Arthur Dake (Portland) who won the tournament.

Black: O. Ulvestad (Seattle) who was second.

English opening.

- 1.P-QB4 P-K4; 2.N-QB3. N-KB3;  
 3.P-K4, B-B4; 4.P-B4, P-Q3;  
 5.B-K2, N-B3; 6.P-Q3, N-KN5;  
 7.BxN, Q-R5ch; 8.P-N3, QxP;  
 9.QxQ, BxQ; 10.P-B5, P-B3;  
 11.P-KR3, B-R4; 12.P-KN4, B-B2;  
 13.N-B3, P-QR3; 14.K-K2, K-Q2;  
 15.B-K3, N-Q5ch; 16.BxN, PxP;  
 17.N-Q5, P-B3; 18.N-B4, P-QN4;  
 19.P-N3, KR-QN1; 20.QR-QN1,  
 R-N2; 21.K-Q2, QR-QN-; 22.K-B2,  
 R-K1; 23.KR-K1, K-B1; 24.N-K2,  
 PxP; 25.NPxP, RxR; 26.KxR,  
 P-Q4; 27.BPxP, BxP; 28.N2xQP,  
 BxN; 29.NxB, K-Q2; 30.R-QB1,  
 R-N1ch; 31.K-R1, B-B2; 32.R-QN1,  
 R-QB1; 33.R-N7ch, R-B2;  
 34.RxRch, KxR; 35.K-N2,  
 P-B4; 36.N-B3, K-Q3; 37.P-R3,  
 B-K1; 38.K-B3, B-B3; 39.P-N5,  
 P-KR4; 40.K-Q2, B-R5; 41.P-N6,  
 B-N6; 42.K-B3, B-N1; 43.P-Q4,  
 PxPch; 44.KxP, B-N6; 45.N-N1,  
 B-B7; 46.N-K2, K-B3; 47.N-B4,  
 K-N4; 48.NxRP, K-R5; 49.NxNP  
 Black resigns. A hard battle!

Solution to problem: 1.N-QR7.

# Paw(n) Moves!



*Looks bad,  
George*

*Doggone it!  
Charles,  
Say it  
isn't  
so . . .*

*Ho-hum  
Another  
win  
for  
little  
me!*

Charles Henderson of Los Angeles playing chess with his dog.  
George Koltanowski (in the middle by the way) watching.

Photo by Mrs. Nancy Roos, Los Angeles

Exhibition game, Santa Monica, October 8, 1948.

White: G. KOLTANOWSKI. Black: Ray Martin.

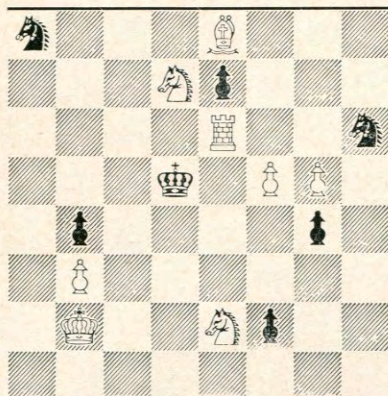
## QP OPENING

- |          |       |          |         |          |         |
|----------|-------|----------|---------|----------|---------|
| 1. P-Q4  | P-Q4  | 8. B-K3  | B-Q3    | 15. B-B5 | Q-R4    |
| 2. N-KB3 | N-QB3 | 9. P-KR3 | B-KB4   | 16. B-Q6 | KR-K1   |
| 3. P-B4  | B-N5  | 10. O-O  | O-O     | 17. QxP  | NxN     |
| 4. N-B3  | P-K4  | 11. P-R3 | N-K2    | 18. PxN  | N-Q4    |
| 5. P-K3  | PxP   | 12. N-K5 | P-B3    | 19. QxBP | NxP     |
| 6. BxP   | PxP   | 13. Q-N3 | BxN     | 20. B-N4 | QxKP    |
| 7. PxP   | N-B3  | 14. PxB  | N(3)-Q4 | 21. BxN  | Resigns |



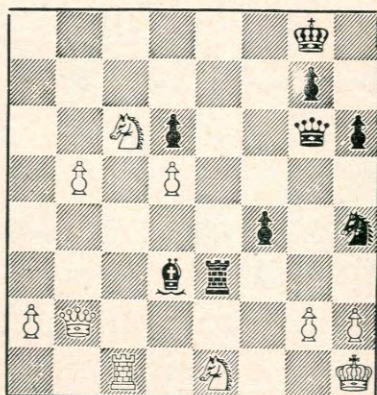
CAN YOU SOLVE THIS?

By "Oldtimer," Vancouver, B. C.



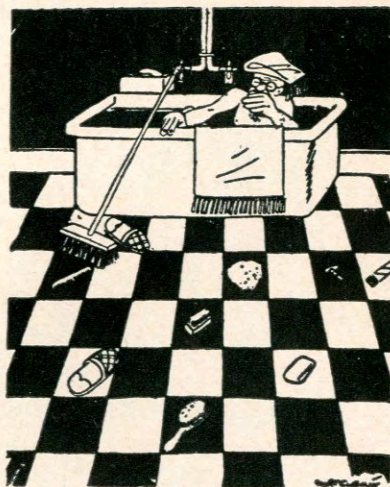
White to play and mate in three moves (8+7).

The following position is from the Iljine-Genesky—A. Kubbel game; played in Leningrad, 1925. Arwid Kubbel, who with his brothers, Leonide and Eugene, was a great composer of end-games (by the way, all the above plus Genesky were all killed during the siege of Leningrad during the second World War) found a problem-like key move:

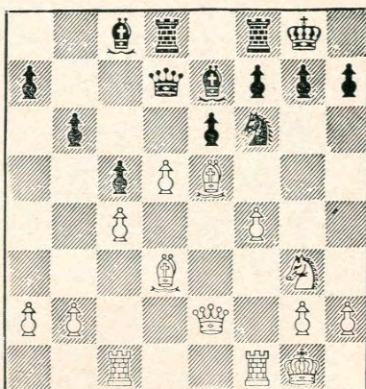


6k1, 6p1, 2Sp2qp, 1P1P4, 5p1a,  
3br3, PQ4PP, 2R1S2K  
Black to move.

35... B-7!! forcing his opponent to resign immediately. After the key move there is no answer. If 36.QxB, RxNch.



A READER OF CHess CHATS!



2br1rk1, p2qbppp, 1p2ps2, 2pPB3,  
2P2p2, 3B2SS, PP2Q1PP, 2R2RK1  
White to move

Position from the game J. Miess-G. Wierna, Bad Schandau, 1928. 19.P-Q6!!, Bxp (forced); 20.BxN, PxB; 21.N-R5, and Black resigned.

The Santa Rosa Chess Club meets Friday evening at the S. R. Junior College faculty cafeteria.

Solution to problem: 1.N-K5.

## Dinner Party, Green Mill, Petaluma

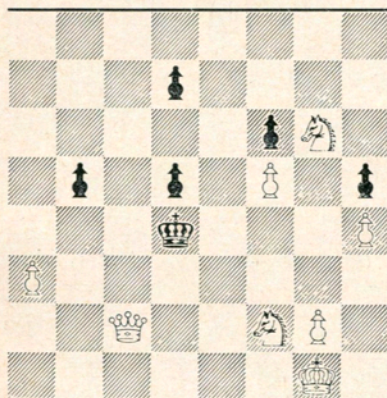


Photo by Louis Yates, San Anselmo.

Seated, left to right: S. Goertzel, Joe Lesh, Mrs. J. Lesh, A. Tillin, Mrs. G. Koltanowski, Alan Atkins, Dr. Max Euwe, F. Schneider, Mrs. T. Shoemaker, Tom Shoemaker, Mrs. J. Vanderkwest, L. Wolfson. Standing, left to right: George Koltanowski, B. Akimoff, A. Eisenstein, F. Loskot, J. Levinson, Mrs. L. Wolfson, W. Novak, Gus Wollman, B. Johnson, Miss P. Martin, John Boschen, J. Vanderkwest, Alan Kelly, L. Campi, W. Howe, Sherman Walker, Alex Sokol, M. Bankhead.

### CAN YOU SOLVE THIS?

By B. G. Laws, England



White to play and mate in three moves (8+6).

Game played in the blindfold exhibition in Vancouver, B. C., Feb. 14, 1948.

White: G. Koltanswski.

Black: N. N.

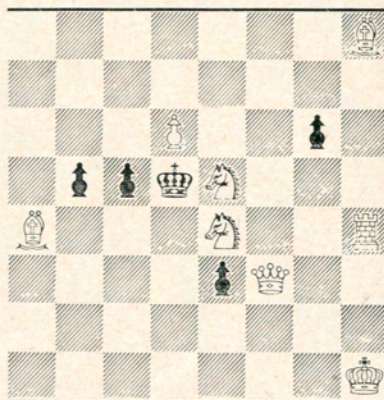
Italian opening.

- |                                  |       |
|----------------------------------|-------|
| 1. P-K4                          | P-K4  |
| 2. N-KB3                         | N-QB3 |
| 3. B-B4                          | N-KB3 |
| 4. O-O                           | B-K2  |
| 5. P-Q4                          | PxP   |
| (5. P-Q3 is the right move here) |       |
| 6. P-K5                          | N-K5  |
| 7. R-K1                          | N-B4  |
| 8. NxP                           | N-K3  |

Better O-O.

- |         |       |
|---------|-------|
| 9. N-B5 | P-QR3 |
| 10. NxB | QxN   |

By R. Gevers, Antwerp



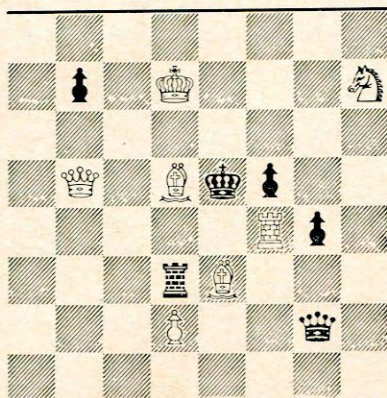
White to play and mate in two moves. (8+5).

- 11 P-QR4  
Stops PQN4 for Black.  
11. . . . PQN3  
12. N-B3 O-O  
At long last!  
13. N-Q5 Q-Q1  
14. Q-R5 K-R1  
Avoids nothing!  
15. N-B6!! Black resigns  
If 15. PxN, 16. B-Q3, P-KB4,  
17. BxKBP, N-N4, 18. BxN wins.  
If 15. P-R3, 16. BxRP kills too!

Gevers: 1.N-B4.  
 Laws: 1.N-K7!  
 Solution to problems:

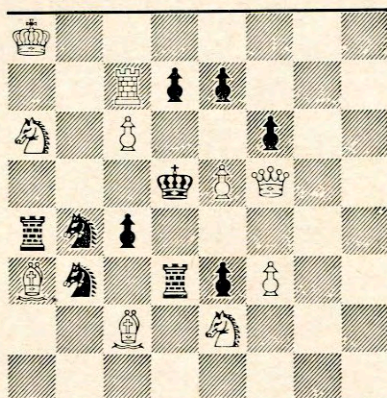
**CAN YOU SOLVE THIS?**

By S. Harwood, Sonoma



White to play and mate in two moves (7+6).

By A. J. Fink and Una Tane



White to play and mate in two moves (11+9).

**SUMMARY OF A CHESS PLAYER**

(By Hermann Rorschach, psychiatrist of Switzerland.)

1. A high degree of intelligence, though not necessarily of culture. A strong chess player may not be able to write, but he will never be stupid.

2. The ability to think objectively.

3. The capacity for abstract thought. Out of this comes the "positional instinct."

4. The ability to distribute at-

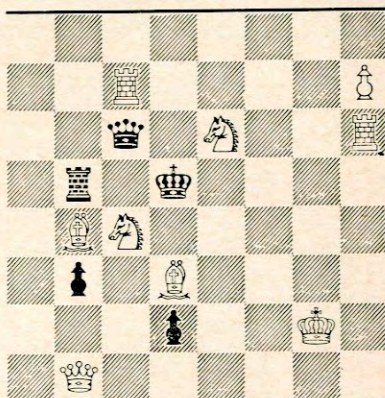
tention simultaneously over various factors.

5. A disciplined will, capable of forcing intellectual powers above the normal level.

6. Good nerves and self-control. Without these a player who blunders is apt to become demoralized.

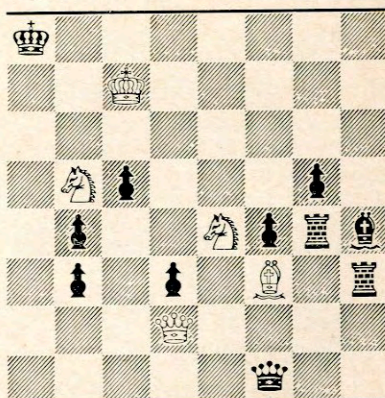
7. Self-confidence. The master must have implicit trust in his judgment.

By Albert Servais, Brussels.



White to play and mate in two moves (9+5).

By C. Stanley, Nottingham, Eng.

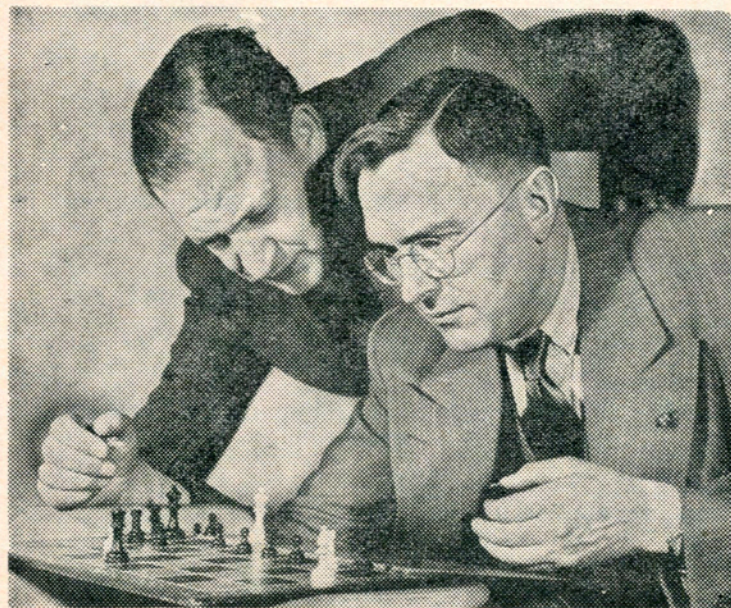


White to play and mate in two moves (5+11).

Solution to problems:  
Harwood: 1.B-B5,  
Fink: R-B81  
Servais: 1.B-N6,  
Stanley: 1.Q-QN2.



Koltanowski in Simultaneous Exhibition at the Central School in Chico, California



Courtesy San Francisco Chronicle

**GEORGE KOLTANOWSKI AND DR. MAX EUWE**  
*Former world chess champion (seated) and his host*

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## A Master Analyzes a Game For the Beginner

Again we undertake the problem of explaining chess tactics for beginners through the medium of a sample game with running commentary.

In today's game the "pupil" takes the white pieces and the "teacher" the black. White as usual, leads off. His moves are printed in bold type:

**1. P-K4** (Opens the game in a regular way and can be considered very good.)

1. P-K4 (Has the same value for Black. With 1. . . . P-K3; we have the French Defense, which is called a semi-closed opening. The world champion, Michael Botvinnik, plays the French Defense with great success.)

**2. P-KB4** (The King's Gambit. A Gambit is a voluntary sacrifice of a pawn, in the opening, either with the idea of getting quick development of his pieces or for getting an attack.)

2. Pxp (Accepts the Gambit. That means that White now can get control of the center, and should be able to castle, then his Rook will have an immediate entry into the battlefield. Black had two other lines of play at his disposal: 1. Refuse the Gambit by playing 2. B-B4 and refuse to play on White's terms, or 2. Answer by a counter-Gambit 2. P-Q4, which leads to sharp play for both sides.)

**3. Kt-KB3** (This better than 3. P-Q4, which would permit Q-R5ch.)

3. P-Q4 (The modern way of refuting the King's Gambit. If White plays 4. P-K5, then the game becomes a closed affair instead of being an open one, which White intended when he played 2. P-KB4. It would also mean that his White Bishop would not be able to get to QB4, the usual place for this Bishop in this kind of an opening. If 4. P-K5, then P-KKt4; which threatens P-Kt5 and Q-R5ch.)

**4. Pxp** (This is best. If 4. B-Q3 he only hinders the development of his other Bishop and after 4. P-Q3, Pxp; 5. Pxp, QxQch; 6. KxQ, White cannot castle any more.)

4. Kt-KB3 (This is better than Qxp, as after 5. Kt-B3 Black loses a tempo (time).)

**5. B-Kt5ch** (Immediately B-B4 is better followed by castling.)

5. P-B3 (Stops the check and attacks the Bishop.)

**6. Pxp** (Now B-B4 would lose a pawn through Pxp.)

6. Pxp (Gains time, the Bishop is still attacked.)

**7. B-B4** (A bit late, but this is the place for the Bishop.)

7. B-KKt5 (Provokes the combination that White is going to make.)

**8. Bxpch** (And here it is!)

8. KxB (Best.)

**9. Kt-K5ch** (Thanks to the check, White can leave his Queen "en-prise," as the Bishop is now twice attacked by both the Knight and Queen.)

9. K-Kt1 (Puts the King on a safe square.)

**10. KtxB** (White seems satisfied: He has regained his sacrificed piece, stopped Black from castling, won the Pawn on B7 and has blocked the Black Rook.)

10. Kt-K5! (Threatens Q-R5ch.)

**11. Castles** (That stops the above threat and seems to put the White King into safety.)

11. Q-Q5ch (White cannot play 12. Kt-B2, through KtxKt; 13. RxKt, B-B4; loses at least the exchange.)

**12. K-R1** (Thus forced.)

12. P-KR4! (Makes room for the Rook and attacking the White Knight that cannot go anywhere without being taken.)

**13. P-QB3** (Not being able to save his Knight, White tries to divert the game by attacking the let his attention wander from the Black Queen.)

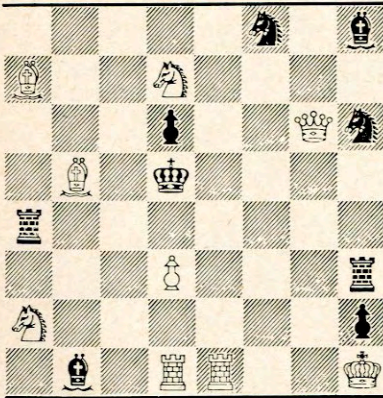
13. Kt-Kt6ch (Black does not attack on the White King. 13. RxKBP would have led to the same finish.)

**14. PxKt** (Forced.)

14. PxKt (Giving mate with the Rook. The closed-in Rook gives the mate!)

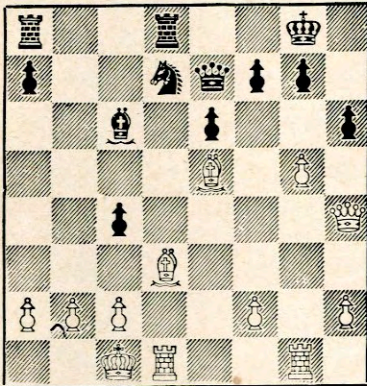
CAN YOU SOLVE THIS?

By E. Rukhlis, Moscow



White to play and mate in two moves (9+9).

Spielman always chose the brilliant way home!



r2r2k1, p2sqqp1, 2b1p2p, 4B1P1, 2p4O, 3B4, PPP2P1P, 2KR2R1  
White to move

Position from the game Spielman-L'Hermite, Madgeburg, 1927. 1.QxRP!!, PxQ; 2.PxPch, K-B1; 3.RN8ch! Black resigns. After KxR; 4.P-R7ch and P-R8 (Q) mates. There may be other ways of winning this game, but Rudolf knew his chess.

Hakoah Chess Club meets Thursday evenings at 404 Clement St., San Francisco.

At Manhattan, Dr. Max Euwe of Holland and former world's champion, taught George Kramer, young American ace, some pointers about the queen's gambit.

QUEEN'S GAMBIT

Euwe	Kramer	Euwe	Kramer
White	Black	White	Black
1 P-Q4	P-Q4	22 R-K	B-B
2 P-QB4	PxP	23 Q-Q3	P-R3
3 N-KB3	N-KB3	24 N-K5	R-Q
4 P-K3	P-QR3	25 R-Q	N-N4
5 BxP	P-K3	26 N-N4	R-Q3
6 O-O	P-B4	27 P-KR3	P-KR4
7 Q-K2	N-B3	28 N-K3	P-N3
8 N-B3	P-QN4	29 Q-B4	R-Q2
9 B-N3	B-N2	30 P-N4	N-Q3
10 R-Q	Q-B2	31 Q-B4	B-N2
11 P-Q5	PxP	32 BxB	KxB
12 NxQP	NxN	33 PxP	Q-B2
13 BxN	B-K2	34 PxP	PxP
14 P-QN3	O-O	35 Q-K5ch	K-N
15 B-N2	KR-Q	36 N-N4	R-K2
16 P-K4	N-N5	37 Q-B6	K-R2
17 BxB	QxB	38 Q-R4ch	K-N
18 B-B3	N-B3	39 Q-N5	R-N2
19 R-Q5	P-N5	40 R-K	N-B4
20 B-N2	RxR	41 R-K8ch	Resigns
21PxR	N-R2		

Argentina: Julio Bolbochan beat out Carlos Guimard for the Argentine championship in a 17-man tournament held recently. Final score for the two top men was: Bolbochan 14, Guimard 13½. Here is a game from this tournament.

White: Bolbochan; Black: Luckis.

Queen's gambit declined.

White	Black	White	Black
1 P-Q4	N-KB3	13 N-QR4	BxP
2 P-QB4	P-K3	14 N-N5	B-Q4
3 N-QB3	P-Q4	15 BxB	NxB
4 N-B3	QN-Q2	16 NxKP	PxN
5 P-K3	B-K2	17 QxKP	KN-B3
6 B-B3	PxP	18 PxP	Q-K4
7 BxQP	P-QR3	19 Q-B4	R-R2
8 O-O	P-B4	20 N-N6	R-R2
9 Q-K2	P-QN4	21 B-K3	R-N2
10 B-N3	B-N2	22 N-Q5	KN-Q2
11 R-Q	Q-B2	23 NxB	QxN
12 P-K4	P-N5	24 BxN	R resigns

The S. F. YMCA Chess Club meets on Thursday evenings.

The S. F. Chinese Chess Club meets on Tuesday evenings at the Chinese YMCA.

Solution to problem: 1.P-K4.

## Great Men as Chess Players

By Dr. FRANK C. RUYSS, Berkeley  
 Sokeiker of Damascus, a famous 16th century Mohammedan priest, once said that "chess is a game which has caused great rulers and kings from the remotest time to employ their profoundest faculties."

The myth of its origin states that an Indian wise man started it a thousand years B. C. for King Balhib to teach him that without the help of his advisers, his armies and his people he would be absolutely powerless. (At that time a "vezier" stood beside the king, but this was changed in the 15th century in Europe to a queen.)

Great military men and those of dominant character have always liked the game and in playing it have reflected the pattern of their minds on the board as a picture of war. During the middle ages it was one of the seven outstanding accomplishments of man. The great Conde, Prince of Bourbon, and famous general about the time of Mazarin, said that he who wants to become a successful general should start with chess. On the other hand, the knowledge of a chess-master is based in great part on a military strategy. A well known master from before the war chose as his guiding words Moltke's metaphor: "Look before you leap."

The fantastic and luxurious rooms of ancient rulers cannot be imagined without the black-white board. Sultans, caliphs and powerful Persian kings favored and cherished the game. In the Tales of the Arabian Nights chess plays an enchanting part. An especially ingenious and inventive chess player was the mighty Tamburlaine of Samarkand, the prominent successor of Genghis Khan, who traveled around on all his conquests with his impressive set in order to counsel with his lieutenants of war over the board. He was victorious over men as well as on the chess board and his realm extended infinitely in all directions. Of all the great men in world history only Charles XII of Sweden, the mounted king, and majestic adventurer of the northern war, attained the same strength and genius in chess as the former Mongolian ruler.

Another great lover of chess was the fabulous Harun al Raschid (786-809), the popular caliph of Bagdad who, according to the Moslems, was the wisest and most pious of all rulers. An old saga relates that among the gifts brought to Charles the Great by the caliph's ambassador was a valuable

chess set which was kept for a thousand years in the monastery of St. Denis until its authenticity became doubtful.

During the middle ages chess was a passionate pastime in the castles and taverns of the minstrels as well as in the tents of the crusaders. It was also welcomed in the monasteries. Sermons were delivered about this ingenious game which represented the morals and wars of the human race. In the 16th and 17th centuries it was especially popular in Italy and Spain. Prize poems and chess theories were written down. Before all others France has always been considered an enthusiastic chess nation. The poets of the epics about knighthood in the middle ages praised the game and knew how to take advantage of its intimate social side and to make the most of it for gallant pursuits. For hundreds of years it remained a royal game. Henry IV played chess with his wife Catherine de Medici but it was only in the 18th century that its amateurish qualities were overcome and considerable progress was made in the theory and practice of the game. At this time the famous chess-master Philidor of Paris caused a sensation with his art especially by playing blindfolded all over Europe and so raising the game to new honors. In 1751 he went to Berlin and played in the presence of Frederick the Great, a famous royal supporter of the game. Philidor made many friends among the great men of France before the revolution, such as Voltaire, Diderot and Rousseau.

The brilliant, critical Voltaire was an extraordinarily passionate chess amateur. Rousseau, through his violent and versatile temperament, was temporarily carried away by the game when, after he had scarcely learned the moves, he spent whole days and nights in his room studying classical matches. Long after his personal passion for the game had died down he remained a regular visitor of the famous chess cafe "de la regence" in Paris where Philidor celebrated many triumphs. Shortly after the revolution had finally expelled Philidor from his country, an even greater strategist sat in the same cafe, a young lieutenant from Corsica who apparently had been born to enjoy the cold passion of higher tactics which the chess figures offered him. Undoubtedly Napoleon of all famous generals was one of the most ardent followers of the game. He carried with him a portable chess set on all his

campaigns and played frequently with his adjutants and generals, notably with his brother-in-law, the brilliant cavalry commander and future king of Naples, Murat, who was an inspired admirer of the game. He also played frequently with his brother Louis, king of Holland, and with Marshal Ney. Even one of the ladies from the court of the Empress Josephine, Madame de Remusat, could pride herself on being an opponent. At St. Helena, shortly before he was check-mated in his game of destiny, he played frequently with his companion, General Bertrand. Napoleon was certainly easier to conquer on the chess board than on the battlefield, and he does not seem to have been an outstanding player. Nevertheless, his three games which have been preserved betray some of his characteristics, notably to open the attack with a cavalry charge, similar to his decision on the mound with his generals.

Strictly speaking, the game did not begin to develop in Germany until the 19th century. Besides Frederick the Great, also the Emperor Wilhelm I and the Duke August of Brunswick-Luneburg could be called royal chess amateurs. The latter of these published a manual about the game in the year 1616 under the name Gustavus Selenus. Also to great names in art, science and religion, chess is considered an object of love and veneration. Luther and Melanchton enjoyed it greatly, and the Latin baroque poet Jacob Balde praised it in his odes.

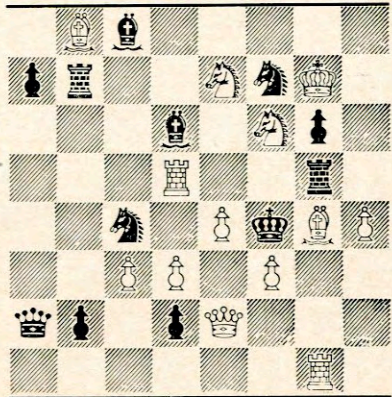
In Germany as in France the age of enlightenment bears an especially intensive relation to chess. It is clear that a spirit of such critical passion and warlike virulence as Lessing would surely be greatly attracted by the magic battlefield of the figures. The delight chess afforded this admirable tactician of the spirit may be called a literary counterpart to the hobby of the great Corsican. Surely his following quotation should be passed on: "Chess is too serious to be a game, and too much of a game to be serious." A painting shows him with his friends gathered around the famous board. In "Nathan" he built an important monument to his passion. Four of the main characters play chess; one of these, the famous sorcerer al Hafi, refers to it as "the highest good."

Goethe himself was not as interested in the game as his mother. His organic thinking and emphatic attachment to the "spirit of mental weaving" did not encourage a close relationship with the clear and abstract realm of the figures. He saw in chess only a "whett-

ing-stone for the brain," as expressed by Adelheid von Waldorf in his "Gotz von Berlichingen."

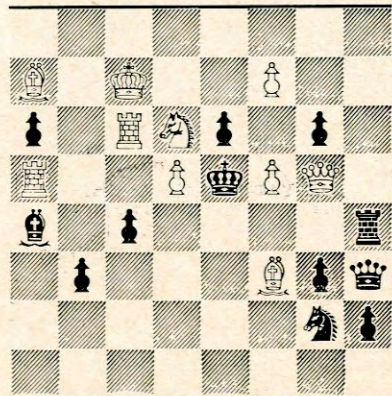
Could one not call the game a whetting-stone of the character as well? Tell me how you play chess, and I will tell you who you are. Goethe did not belong to the pronounced warlike spirits. To those who like war, the generals and soldiers of all walks of life and of all classes, the game is particularly reserved. An old Arabian proverb asserts: "In the hands of destiny we are a game of chess in which the king is often conquered by the pawns."

**CAN YOU SOLVE THIS?**  
By A. Ellerman, Buenos Aires



White to play and mate in two moves (13+12).

By A. Ellerman, Buenos Aires



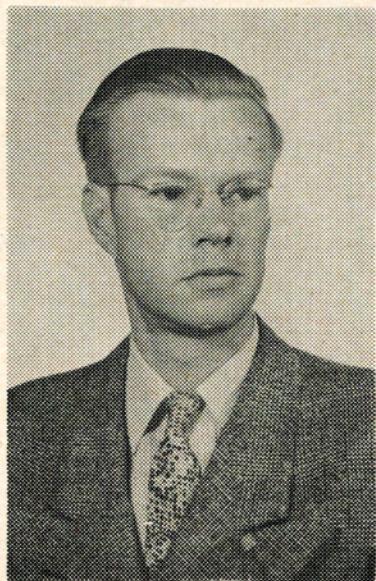
White to play and mate in two moves (10+12).

Solutions to problems: I-1R-04.2-1.N-K8.



## First Redwood Empire Open Championship

The first tournament for the Redwood Open Championship under the auspices of the Redwood Empire Chess League and sponsored by the Press Democrat-Evening Press held at the Santa Rosa Hotel, met with great success. 65 players participated for two full days, and each round was a hard fought battle for each contestant. In case of ties, the percentage basis decided the difference. Earl Pruner of San Francisco, only 17 years old, won the first prize, but the trophy and title of Open Champion went to Louis Yates of San Anselmo. A surprising vic-



—Courtesy Santa Rosa Press Democrat

LOUIS YATES, of San Anselmo, was winner of Redwood Empire open chess championship.

tory, true, but a good one, as it will definitely encourage more players to participate in future tournaments in the Redwood Empire. The champion of Algiers, Jean Mimrane, failed to make much impression and lost three games in the five round tournament. A pleasant sight was the participation of a number of lady players. Miss Alto Lu Townes, 2½ points, was the sensation of the tournament. It certainly disproves that chess is an old man's game!

Complete tournament results follow:

4½ POINTS: 1—Earl Pruner, San Francisco; 2—Louis Yates, San Anselmo; 3—Clark Jonas, San Francisco.

4 POINTS: 4—Brand Johnson, Petaluma; 5—Judge B. C. Jenkines, Santa Rosa; 6—Donnelly, San Francisco; 7—Leslie Boyette, San Francisco; 8—J. Myers, Kentfield; 9—Frank Norling, Vallejo.

3½ POINTS: 10—Bernon Mitchell, Eureka; 11—Walter Knowlton, San Anselmo; 12—Joe Lesh, Cotati; 13—Lionel Wolfson, Sebastopol.

3 POINTS: 14—D. W. Bates, Vallejo; 15—Robert Upham, San Anselmo; 16—Richard F. Michalski, San Francisco; 17—O. A. Turley, Vallejo; 18—Roland Goudswaard, Santa Rosa; 19—Gus Wollman, Petaluma; 20—S. Goertzel, Penn Grove; 21—Lorenzo Campi, Santa Rosa; 22—Gunnar Rasmussen, Vallejo; 23—Alan Atkins, San Rafael; 24—Fred Cook, Santa Rosa; 25—Frank Winslow, Vallejo.

2½ POINTS: 26—Ed Healey, Mill Valley; 27—Alvin Wayne, San Rafael; 28—B. Bell, Santa Rosa; 29—Harry Schantz, Vallejo; 30—J. S. Rae, San Francisco; 31—Alta Lu Townes, Santa Rosa; 32—Frank Schneider, Santa Rosa; 33—Ray Richards, Vallejo; 34—Alan Kelly, Santa Rosa.

2 POINTS: 35—M. O. Johnson, Healdsburg; 36—Glen Watson, Santa Rosa; 37—Ralph Comstock, Marin City; 38—J. Rossim, Fairfax; 39—Frank Harris, Vallejo; 40—G. Bader, Santa Rosa; 41—William McConnell, Santa Rosa; 42—Tom Shoemaker, Santa Rosa; 43—William Quino, San Francisco; 44—Alex Sokol, Santa Rosa; 45—Jean I. Mimrane, San Francisco.

1½ POINTS: 46—R. O'Bryan, Vallejo; 47—Mrs. Agnes Blewitt, Sebastopol; 48—Sherman Walker; 49—George Nissen, Penn Grove.

1 POINT: 50—Joe Jacob Jr., Fairfax; 51—Mrs. Irene Ford, Sausalito; 52—Miss Eva Dresel, Sonoma.

½ POINT: 53—Miss Marilyn Eicher, Santa Rosa; 54—R. J. Cain, Sebastopol.

NO POINTS: Dr. C. A. Stimson, Petaluma; Miss Linda Trombetta, Santa Rosa; William Kuder, Oakland; George Sutherland, San Anselmo; V. M. Painter, Santa Rosa; O. L. Lance, Santa Rosa; John Boscher, Santa Rosa; Miss Florine Trombetta, Santa Rosa; Miss Carol McCune, Santa Rosa; Miss Joanne Jamison, Santa Rosa; M. Pursley, Vallejo.

The new champion of the Redwood Empire sent us the following letter:

Dear Mr. Koltanowski:

The members of the San Rafael Chess Club join me in extending to you, as Director of the recent Redwood Empire Open Tournament, our warmest thanks and congratulations on having presented such an exciting and thoroughly enjoyable contest.

Let us hope that the Second Annual Redwood Empire Open

Tournament may be so extended as to insure the emergence of an undeniably deserving victor. For my part, I shall always be proud to have been the first.

Please convey our thanks also to the Tournament's sponsor, the Santa Rosa Press Democrat, for having made possible this splendid meeting of chess enthusiasts.

Enclosed you will find a check, representing my cash winnings from the tournament which I will ask you to forward to the President of the Redwood Empire Chess League, Mr. Alan Atkins, as a donation to further and extend the good work of the League. Long may it prosper.

Yours very sincerely,

LOUIS H. YATES

Here is a good game from the tournament:

White: Robert Upham. Black: Leslie Boyette.

- |           |                |
|-----------|----------------|
| 1. N-KB3  | P-Q4           |
| 2. P-KN3  | N-KB3          |
| 3. B-N2   | P-B4           |
| 4. P-B3   | N-B3           |
| 5. P-Q4   | P-K3           |
| 6. O-O    | Q-B2           |
| 7. B-B4   | B-Q3           |
| 8. BxB    | QxB            |
| 9. PxP    | QxBP           |
| 10. N-Q4  | P-K4           |
| 11. NxN   | PxN            |
| 12. N-Q2  | O-O            |
| 13. P-K4  | B-K3           |
| 14. Q-K2  | N-Q2           |
| 15. KR-Q1 | P-B3           |
| 16. N-N3  | Q-Q3           |
| 17. PxP   | PxP            |
| 18. P-QB4 | Q-R3           |
| 19. BxP   | BxB            |
| 20. RxB   | N-N3           |
| 21. R-Q6  | QxBP           |
| 22. Q-Q2  | Q-KB2          |
| 23. N-R5  | QR-B1          |
| 24. P-N3  | R-B2           |
| 25. N-B6  | P-KR3          |
| 26. NxRP! | And White won. |

**Petaluma Chess Club meets Friday evenings at the high school cafeteria.**

**San Rafael Chess Club meets on Friday evenings at the Travelers Inn, San Rafael.**

**Some Opening Knowledge:  
Ruy Lopez**

Berlin defense—

1. P-K4; 1. P-K4 2. N-KB3; threatens to capture Black's KP. 2. . . . ; N-QB3 Black protects the KP. 3. B-N5; White attacks the QN that defends the KP.

Now Black can continue 3. . . . ; P-Q3; to protect the KP twice. 4. P-Q4; offering the exchange of P's. 4. B-Q2; so that Black may move the N. White P-B3 N-B3. 6. O-O B-K2 7. R-K1 PxP; is forced. 8. NxP; 0-0; 9. B-B1; White now satisfies himself with giving Black a cramped position, the 9. B-B1; this move takes a position for guarding KNP for White since his KR is at K1 ready for action.

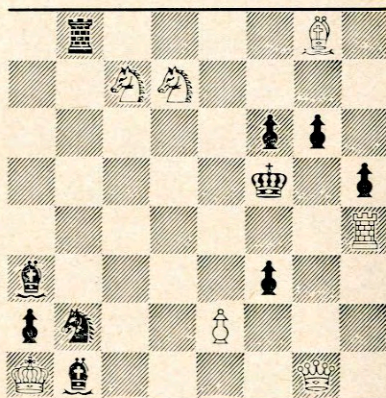
Morphy defense—

This defense for Black has better possibilities than the Berlin defense. 1. P-K4; P-K4; 2. N-KB3; N-QB3; 3. B-N5; note White's procedure is the same up to Black's third move. 3. . . . ; P-QR3; 4. B-R4; P-Q3; 5. P-Q4; P-QN4; 6. B-N3; NxP; 7. NxN; PxN; 8. B-Q5; R-N1;

9. B-B6; check B-Q2. It is now an even game because all the exchanges have weakened White's position and liberated Black's pieces.

**CAN YOU SOLVE THIS?**

By K. A. L. Kubbel, Leningrad.



White to play and mate in two moves. (7+11)

Solution to Problem: 1. Q-QB1.

# MISTAKES AND THEIR CONSEQUENCES

GAME ESPECIALLY SET UP FOR THE OCCASION

White: The Pupil.

Black: The Teacher.

**1. P-Q4**

White could also play P-K4 and for a beginner this is the better move as it gives action freedom for the Bishop (and Queen) and one should strive for quick castling.

1. . . . P-Q4

**2. P-K3**

This is playable; although a bit timid. Kt-KB3 is better as it develops a piece.

2. . . . Kt-KB3

Normal; develops a piece.

**3. Kt-QB3**

Incorrect. This move impedes the eventual development of the QB Pawn. White has the choice between three moves to keep in line with this opening system: Kt-KB3, B-Q3, or QN-Q2.

3. . . . P-B4

Correct. Black attacks the center. White can hardly take the Pawn as he then gives Black complete control of the center (through P-K4) and Black will always regain his Pawn with the better position.

**4. N-B3**

Development of a piece, thus playable.

4. B-KT5

Pins the Knight, develops a piece and stops White from playing Kt-K5.

**5. B-Q 3**

Incorrect; the Bishop should be placed on K2 so as to get rid of the pin, and thus facilitate the movement of the Knight on KB3.

5. . . . Kt-B3

The best place for the Queen's Knight. The Bishop's pawn is developed, thus the Knight will have more action on B3 than on Q2.

**6. Castles**

It would have been better to lose a tempo (time) and play the Bishop back to K2. Never be afraid to move a piece twice if you have to, if you recognize your mistake. The text move permits Black a premature attack.

6. . . . P-K4

Perfect! Black threatens P-K5 and has now completely taken over the initiative.

**7. P-KR3**

At this moment B-K2 is no more possible as there would fol-

low 7. . . . BxKt 8. BxB, BPxP

9. PxB, KtxP with a positional and material advantage. Better than the text move would have been PxKP followed by B-K2.

7. . . . P-KR4

**8. PxB**

PxKP was still best.

8. . . . P-K5

The correct move to regain the sacrificed piece.

**9. BxP**

If B-K2, PxB 10. BxB, PxB

11. BxKtP, KtxB 12. QxKt, R-R5

13. Q-B3, B-Q3 14. QxQP, B-

R7ch 15. K-R1, B-Kt6ch 16. K-

N1, R-R8ch 17. KxR, Q-R5ch 18.

K-Kt1, Q-R7 mate.

9. . . . PxB

Better than KtxB.

**10. Kt-KKt5** KtxKtP

**11. QKtxKP**

White is in trouble.

11. . . . P-KB4

Attacks the Knight that defends the other.

**12. KtxBP**

If 12. P-KB3, PxB 13. PxB, QxKt and Black should win with a piece up.

12. . . . QxKt

**13. P-K4**

At long last White is going to develop his Queen's Bishop.

13. . . . Q-R5

Threatens Mate.

**14. B-B4**

Stops the Mate and develops the Bishop.

14. . . . Castles Q

Threatens BxKt.

**15. Kt-K6**

Getting out of the threat and, in turn, threatens himself.

15. . . . B-Q 3

Trying to exchange Bishops so as to be able to Mate.

**16. P-K5**

A last effort.

16. . . . BxKP

The pin still exists.

**17. KtxR**

Final mistake. Q-B3 would have helped to hold out longer.

17. . . . BxB

The Mate is unavoidable.

**18. R-K1**

A second more of agony.

18. . . . B-R7ch

White resigned, as after 19. K-B1, QxP mates; or if K-R1, KtxP mates.

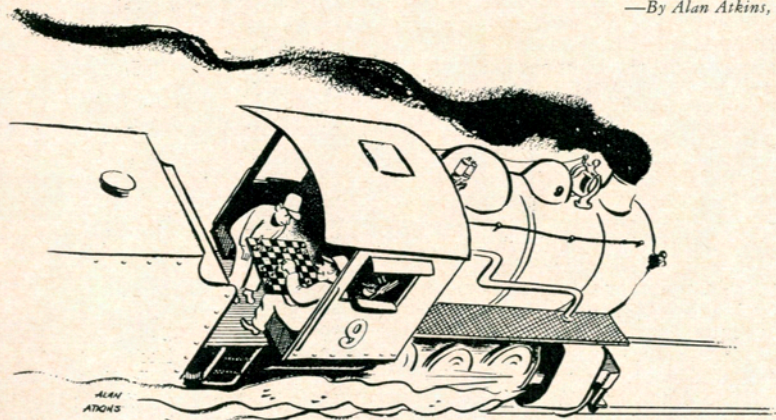
## Castle Chess Club . . . Berkeley



First row (seated) left to right: Thomas Janes, Guthrie McClain, G. E. K. Branch, Curtis R. Wilson.  
Second row (standing) left to right: Paul Lynch, Don Hiatt, Henry Gross, Mark Eudey, Wm. P. Barlow.

## Chess By All Means

—By Alan Atkins, San Rafael



# The Women's World Championship

**THE WOMEN'S World Championship.** Since the death of Vera Menchik, killed by a robot bomb in London 1941, the championship title for women has been open.

Soon now we are going to have a new name as title holder. The International Chess Federation has given Russia permission to hold a tournament which will take place in Moscow. The following ladies are going to participate:

Mlle Chaude de Silans, France; Mej. Heemskerke, Holland; Fr. Edith Keller, Germany; Srta Theresa Mora, Cuba; Frau Ingeborg Helmeritz-Andersen, Sweden, Mrs. Ingrid Larssen, Denmark; Mrs. Jozsa Longos, Hungary; Miss Hruskova Belska, Tchecho-Slovakia; Miss Regina Gerleka, Poland; Mrs. Sonja Graf Stevenson, Mrs. Gysela Gresser and Miss May Karff, all of the U. S. A.; Mrsrs. Belova, Rubcev, Biglov and Rudenko, all of Russia.

Who will win? Hard to tell, but my favorite is Sonja Graf, previously of Germany, now a U. S. citizen and resident of Oakland, Calif.

Unless the Russians surprise us! Mrs. Graf is the only one at present who has played in international master tournaments. I personally have played her in England, Spain, France and Belgium tournaments. She has always shown great initiative and she makes up her lack of theoretical knowledge by her fighting spirit. It is true that she has not played any serious chess in the last two years, but with practice she ought to bring home the bacon!

Had Miss Menchik been alive today, I would not have hesitated a moment to advise you to place your bets on her. She has been the only woman in the world who proved to be a real master. She participated in many master tournaments and made quite a number of good results. She was a pupil of Geza Maroczy, the great Hungarian master, when he was the teacher of the Hastings, England, Chess club.

Whilst alive, the strongest chess club of the world was formed, the famous "Miss Menchik club," in

which most of the outstanding masters of the last decade were members!

Yes, to become a member?

If one lost a game to her in an international tournament you automatically became a member of the dreaded "Menchik club!"

Here are a few sampues of her play: Played in the Hastings tournament 1930-31.

White: Dr. Max Euwe.

Black: Vera Menchik.

Queen's Gambit declined.

- |            |                    |
|------------|--------------------|
| 1. P-Q4    | N-KB3;             |
| 2. P-QB4   | P-K3;              |
| 3. N-QB3   | P-Q4;              |
| 4. B-N5    | QN-Q2;             |
| 5. P-K3    | B-K2;              |
| 6. N-B3    | 0-0;               |
| 7. R-B1    | P-QR3;             |
| 8. PxB     | PxP;               |
| 9. B-Q3    | P-B3;              |
| 10. 0-0    | N-K5;              |
| 11. B-KB4  | NxN;               |
| 12. RxN    | R-K1;              |
| 13. Q-N1   | N-B1;              |
| 14. P-QN4  | N-N3;              |
| 15. B-N3   | B-Q3;              |
| 16. P-QR4  | BxB;               |
| 17. RPxB   | B-Q2;              |
| 18. KR-B1  | Q-B3;              |
| 19. P-N5   | RPxP;              |
| 20. PxB    | KR-QB1;            |
| 21. Q-B2   | Q-Q1;              |
| 22. PxB    | RxP;               |
| 23. R-B5   | RxR;               |
| 24. PxB    | R-R4;              |
| 25. Q-N2   | Q-R1;              |
| 26. Q-N6   | N-B1;              |
| 27. N-K5   | R-B8;              |
| 28. R-N1   | RxRch;             |
| 29. BxB    | B-K3;              |
| 30. K-R2   | N-Q2;              |
| 31. NxN    | BxN;               |
| 32. Q-B7   | Q-QB1;             |
| 33. QxQch  | BxQ;               |
| 34. B-R2   | B-K3;              |
| 35. K-N1   | K-B1;              |
| 36. K-B1   | K-K2;              |
| 37. K-K2   | K-B3;              |
| 38. K-Q3   | K-K4;              |
| 39. P-N4   | P-KN4              |
| 40. P-N3   | BxP;               |
| 41. P-B4ch | PxBch;             |
| 42. NPxBch | K-B3;              |
| 43. BxB    | B-B1;              |
| 44. B-B3?  | (P-K4! was better) |
| 45. K-B4   | K-Q1;              |

- 46. K-Q5           P-N3!;
- 47. P-B6           K-B2;
- 48. K-K5           B-K3;
- 49. P-B5           B-N6;
- 50. K-B6           P-N4;
- 51. K-N7           P-N5;
- 52. KxP? (B-R5 still drew!)  
B-B7;
- 53. K-N7           P-N6;
- 54. B-Q5           P-N7;
- 55. B-R2           KxP;
- 56. P-B6           K-Q3;
- 57. P-K4           BxP;
- 58. KxP            B-Q5ch;
- 59. BxB            P-N8-Q;
- 60. K-N7           Q-N1ch;
- 61. K-B8           KxB; and White resigned.

Played in London, 1940.

White: Vera Menchik.

Black: Sir George Thomas.  
King's Indian defence.

- 1. P-Q4           N-KB3;
- 2. P-QB4          P-KN3;
- 3. N-B3           B-N2;
- 4. P-K4           P-Q3;
- 5. P-B3           0-0;
- 6. B-K3           P-K4;
- 7. KN-K2          R-N3;
- 8. Q-Q2           N-B3;
- 9. P-Q5           N-K2;
- 10. P-KN4          N-Q2
- 11. R-KN1          P-QR4;
- 12. 0-0-0          N-QB4;
- 13. N-N3           B-Q2;
- 14. P-KR4          P-R5;
- 15. P-R5           Q-N1;
- 16. B-R6           Q-R2;
- 17. BxB           KxB;
- 18. N-B5ch!       NxN;
- 19. NPxN          P-R6;
- 20. P-B6ch        K-R1;
- 21. Q-R6          PxPch;
- 22. K-N1          R-KN1;
- 23. PxP           BPxP;

**About Opening Variations**

Someone once went to the trouble of trying to calculate the number of possible moves in a game of chess. He discovered that the number of possible ways of playing the first 10 moves amounted to 169,518,100,544,000,000,000,000,000, different variations!

Does this mean that chess openings are too complex for the average person to learn? Emphatically not! It merely means that chess is a game of infinite possibilities which permits each player to give free rein to his imagination in the choice of moves and determination of playing strategy.

**No Games Are Alike**

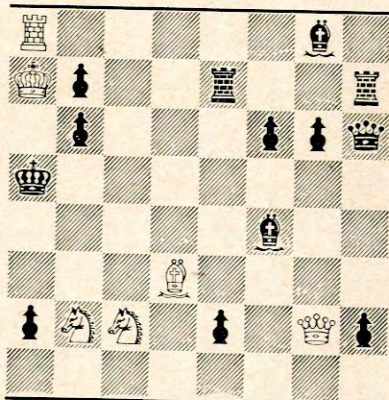
What moves to make are not too difficult to figure out. First say to yourself, "What does he threaten? My next move must counterattack it," or "Can I break his center P's without loss of material?"

Actually, in a given play these assumptions weeded out will give only two or three possible best plays.

Practice as often as is possible helps a lot. Blunders, (called oversights) are seldom seen in master games. But beginners have to fight off this foolish blundering. One of the best ways is to mark down the game you are playing for future study. This and continuous study will enable the player to play better chess and to move more carefully.

**CAN YOU SOLVE THIS?**

By W. MAY, MANNHEIM



White to play and mate in two moves (7+13).

Solution to problem: 1.Q-KB2.

## MATERIAL GAIN MAY BE OF LITTLE CONSEQUENCE

1. Time increases in importance in the endings.

2. Two Bishops are better than two Knights.

3. One Bishop against one Knight, the Bishop is preferred by some, others prefer the Knight.

4. Rook, and Bishop, are better than Rook and Knight.

5. Queen and Knight are better than Queen and Bishop.

6. Pawns are stronger when in line protecting each other. Try not to get backward Pawns or lone Pawns.

7. If your opponent has a Bishop it is better to get your Pawns on the opposite colored squares than those of his Bishop. If you have a Bishop, keep your Pawns on the same colored squares as your Bishop. You are able to protect them.

8. In the endings, the King is the deciding factor. If both players have minor pieces with Pawns, in the ending keep the King as close to the pieces as is permissible, then keep advancing the King with the pieces, toward the center.

9. Remember, positions in endings come first, material gain second.

10. When advancing your King toward your opponent, count the squares, from his King to yours. Be sure that you have the move in your favor. If not decline moving the King until you have an opportunity to gain the move.

11. A Bishop, and Knight with King, against a lone King can be forced into mate, by cornering the lone King where your Bishop controls the corner.

12. Two Knights and King, against a lone King cannot be forced into mate, while two Bishops and King against a lone King can force it into mate.

13. Rook and King against a lone King can force it into mate.

14. The minor pieces that can force a mate with King against a lone King has a given amount of moves. The maximum is 50.

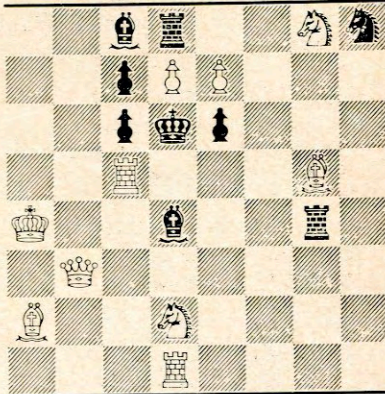
15. King with a Pawn on the Knight file against a lone King can win by Queening the Pawn. Or if the Pawn was on Bishop, King or Queen file it is also possible to Queen the Pawn.

16. King, with a Pawn on the Rook file cannot be Queened against a lone King, providing the King stays in front of the Pawn on the Rook file.

17. Study your end game position even harder than the beginning or middle game, because the end game positional advantage may be a win.

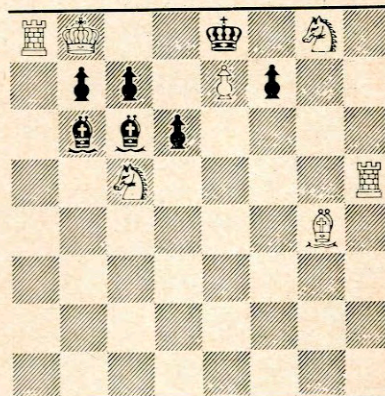
### CAN YOU SOLVE THIS?

By E. M. Hassberg, Brooklyn .



White to play and mate in two moves (10+9).

By I. Obbes, The Hague



White to play and mate in two moves (7+7).

Solution to problems:  
Hassberg: 1.R-K5.  
Obbes: 1.R-Q5.

OUR CLUBS . . . Cosmopolitan Chess Club, Los Angeles



Left to right. Two players sitting at side of table: Louis Orkard, Eugene Charness. Two players sitting at the edge of the table: John Rhetta, William Harbor. Four players behind the table: Elroy Lott, Donald Prosley, Frank La Vigne, Adolphus Byrd. Eleven players standing: Sotero Rodriguez, Hershel Herzog, Vernon Bell, John Hayes, Charles Gray, Copelain Roby, Donald Sundland, Claude Hudgins, William Banning, Aurel Leitner.

**Correspondence Game**

Game played in the Press Democrat Games - by - Mail tournament:

White: William H. McConnell, Santa Rosa, No. 106.

Black: George Koltanowski. King's Indian Defence.

- 1. P-Q4 N-KB3
- 2. P-QB4 P-KN3
- 3. N-QB3 P-Q4

This is the Grunfeld Defence of the King's Indian. The opinion on its value is still divided.

- 4. B-N5 N-K5
- 5. N-B3 B-N2
- 6. R-B1

If 6. NxP, NxB; 7. NxN, P-K3 loses a piece.

- 6. . . . NxB
- 7. NxN PxP

Black misses a good chance here to cause White a lot of trouble.

7. . . . B-R3; 8. P-B4 (forced), P-K3; 9. N-R3 (N-B3, BxBP etc.), BxN; 10. PxB, BxBP; followed by PxP, etc.

- 8. P-K3 P-K4
- No time awasting.

- 9. N-B3 PxP
- 10. NxP BxN

Black should have held on to his two Bishops. O-O and P-QB3 was therefore better.

- 11. QxB QxQ

- 12. PxQ O-O
- 13. BxP R-K1ch

Looks good but only drives the White King to a better square. P-B3 was far better.

- 14. K-Q2 P-QB3
- 15. KR-K1 B-K3

Black is in trouble. He cannot permit the White Rook from entering.

- 16. BxB

That gives Black a chance to free himself. With 16. N-K4, R-Q1; 17. BxB, PxB; 18. N-N5, RxPch; 19. K-B3, R-Q7; 20. RxP, N-R3; 21. QR-K1 and Black will have to fight hard to draw.

- 16. . . . PxB
- 17. R-K3

N-K4 was still best.

- 17. . . . N-QR3
- 18. QR-K1 QR-Q1

This saves Black's game! A pawn for a pawn!

- 19. RxP

If 19. P-Q5, K-B2; 20. RxP, RxR; 21. RxR, RxPch!; 22. NxR, KxR draws!

- 19. . . . RxPch
- 20. K-B1

Here a draw was agreed upon. There would follow: 20. . . . RxR; 21. RxR, K-B2; 22. R-K4, R-Q2; with equal chances.



# The Ugly Queen

By SARAH COPE AMSDEN  
Bellingham, Wash.

Julie wept softly as she carried the breakfast things from the table to the sink. Her high heels clicked and clacked as she took angry little steps each way.

"It just isn't fair of Hank," she muttered to herself as she swished the hot, soapy water over the gay pottery dishes. "Married six months and I'm already playing second fiddle to an ugly Queen." She paused to blow her nose loudly and then walked slowly to the tiny front room.

A card table stood in the middle of the room occupying most of the walk-space. Upon it was neatly set out a chess set. A very fine chess set of ivory. The figures were all quite tall and delicately carved. Julie regarded it with loathing.

"Look, Julie. Isn't that beautiful?" Hank had said when he spied it in a second-hand store in Frisco on their honeymoon. And the wistfulness in his voice had made Julie insist that he buy it even though they had had to cut their trip three days short because of its price.

Upon their arrival home Hank had unwrapped his set as carefully as a mother does her babe. "Ah, Julie girl, did you ever see anything quite so beautiful as this Black Queen?" This question was asked several times a day and at the end of the first week home they had their first quarrel. Brief but bitter it marked the beginning of many more.

The more Julie stormed the deeper Hank retreated into his study of chess. He bought books by the handful. He joined the local Chess Club and soon each night a varied assortment of intense fellow members began to appear. One night a plumber; the next, a banker; the next, a washing machine salesman. Julie thought them all quite mad. None of them ever spoke to her beyond a polite "hello" and "goodby."

The unearthly silence of the evenings began to unnerve her. She doubted if they knew there was a third person present so one evening she dropped her book on the floor. Instantly two accusing faces were lifted in her direction.

Finally she took to ridicule. "Well, who's coming tonight?" she would inquire at the dinner table, "Curley?"

"Curley" was, of course, a bald-headed gentleman for whom Hank felt a special fondness. He was the only member of the club that Hank could beat.

"His name is MR. Brown, and he is coming tonight."

Hank glowered.

Julie sulked.

And that evening after Curley had gone Julie laid down the law. "It's chess or me, Hank. Take your choice and don't be too long about it."

But Hank had gone to bed silently and there had been not a word this morning.

As she stood in the room looking at the set her anger suddenly exploded and she gave an expert kick which neatly caught the end of the table and spewed the pieces in all directions. Then she threw herself down upon the couch and began to weep violently. Suddenly a voice spoke from the corner . . .

"Oh, oh. Now you *have* done it. Oh, my poor aching head."

Julie sat up startled. "Are you talking to me?"

"Don't think I'm talking to myself, do you?" returned the Black Queen crossly, "or maybe you think I'm crazy as well as ugly?"

Julie began to sputter . . . "Well, I that is . . ."

The Black Queen held up her hand in an authoritative way . . . "Uh uh, none of that in this conference. No excuses and no tears. Now. You're in a jam. Check?"

"Check," Julie assented meekly.

"Going to lose your husband unless you change your tick-tacks. Check?"

"Check" . . . weakly.

"Hmmmmm. Well frankly, Julie, I think we girls should get together and beat this racket. You know this has been sorta tough on me, too. I'm just not used to this every night business. Now Hank's a nice kid but he's just hitting the chess board too hard." She shook her head slowly. "And those gambits . . . bro . . . ther!"

Julie nodded sympathetically.

"Let's see now," the Black Queen continued briskly holding up her fingers to count on. "You've tried tears . . . threats . . . pleading . . . nagging . . . fighting . . . ridicule . . . and laying down the law. Check?"

"Check." Sorrowfully.

The Black Queen pursed her lips thoughtfully. "Y'know, I'm a great stu-

## CHESS CHATS

dent of psychology and there's not much I don't know about men. You've no idea of the characters I run into."

"Oh, yes, I do," murmured Julie with conviction.

The Black Queen appeared lost in thought for a moment or two and then she spoke. "Alright, Julie. There's only one thing left to do. Now listen carefully" . . . and she began to whisper.

When she had finished Julie began to giggle. "Do you really think that will work?"

"My dear girl, it's the only thing you haven't done, so its got to. And besides that," she continued a trifle smugly, "if there is anything I know, it's how to work a chess player."

"Say, Queen." Julie spoke suddenly. "You're really not ugly. I guess I'm just jealous." She sighed.

"Never mind, Julie," answered the Black Queen in a kindly fashion, "women always hate me. If they only realized that I have troubles of my own."

"Troubles?"

The Black Queen shook her head slowly and a reminiscent gleam came into her eyes. "Some years back one of our horses decided he wanted to turn pro. Wanted to enter the Santa Anita handicap. Said he was sick of galloping over a chessboard. Thought we never would get him straightened out. Then we had a time with a Castle. He wanted to set up a bingo game." She clicked her teeth distastefully. "And the pawns are *always* revolting. And that winter when my Black King took to spending quantities of time over the way with the White Queen. What I could tell you about that hussy!"

Julie detected with satisfaction a note of venom in her voice.

The Black Queen chuckled to herself, "and say, the time the Bishop mad a fool of himself. . ." the voice trailed off.

Julie woke suddenly. The room was almost dark. Good heavens, the clock said four. She sprang quickly to her feet and began to pick up the scattered chess pieces. She replaced them all carefully and hurried out to start dinner. It must be extra special tonight.

When Hank opened the door at five, Julie hurried to meet him. She put up her arms and gave him a kiss.

"I'm sorry, Hank, dear, I was all wrong."

Hank was turned into jello. "Ah, Julie. You're a darling to give in like this."

Julie continued, "but wait, dear, till you hear the rest. I've decided to let you teach me how to play chess so I can play with you every night."

Hank started nervously. "Oh, NO, not that. Er, what I mean to say is, I'm the one who was inconsiderate." He patted her shoulder for a moment and then asked, "Say, let's go to a movie tonight. I don't think you've been getting enough recreation."

Still in his arms, Julie raised both hands over his head in a clasp and shook them in victory. Hank didn't notice but she was sure somebody else did.

Final results of the international matches between Canada and the United States are: Canada, 86½, U. S. A. 118½.

Following are the scores:

COAST-TO-COAST MATCH		
U. S. A.	Location	Canada
4½	Bangor, Me.	15½
4	Berlin, N. H.	5
4	Vergennes, Vt.	0
29½	Buffalo, N. Y.	23½
7	Elizabethtown, N. Y.	2
2½	Port Huron, Mich.	2½
15½	Detroit Lakes, Mich.	9½
1	Regina, Sask.	1
14	Waterton, L. Alta.	10
36½	Seattle, Wash.	17½
118½		86½

**Here follows** a game played on board No. 1 in the match between Winnipeg and Minneapolis at Detroit Lakes, Minn.

White: D. A. Yanofsky (champion of Canada).

Black: Dr. G. A. Koelsche (champion of Minnesota).

### Sicilian Defense

1. P-K4	P-QB4	21. R-KB1	Q-N3
2. N-KB3	P-Q3	22. N-R4	Q-B3
3. P-Q4	PxP	23. P-QN3	Q-K1
4. NxP	N-KB3	24. R-R3	R-QB2
5. N-QB3	P-KN3	25. Q-R4	QR-QB1
6. B-K2	B-N2	26. B-N5	P-N3
7. 0-0	N-QB3	27. N-N2	R-B7
8. N-N3	0-0	28. N-Q3	R1-B6
9. B-K3	B-K3	29. N-B4	RxR
10. P-B4	N-QR4	30. QxR	RxRP
11. P-B5	B-B5	31. R-B1	P-QR4
12. B-Q3	P-Q4	32. Q-N3	P-R5
13. NxN	QxN	33. B-B6	N-N3
14. P-K5	BxB	34. BxB	NxN
15. PxB	N-Q2	35. B-R6ch	Q-N3
16. P-Q4	PxP	36. BxN	QxQ
17. RxP	P-K3	37. PxQ	PxP
18. R-R5	P-B4	38. R-N1	P-N7
19. R-R4	R-B2	39. K-B2	P-N4
20. Q-R5	N-B1	40. B-Q2	

Black resigns.

### The American Chess Code:

1. If a player wishes to straighten the pieces during play, he must say "I wish to adjust the pieces."

2. If a move is illegal, the player is not forced to move the piece, even though he touched it.

3. If the piece touched is a legal move, then the player must carry out the attempt or move his King as a forfeit to the piece touched.

4. It is not permissible to leave the hands, or hand extended over the board.

5. Don't point at squares as you count your number of moves. It is poor strategy, and gives your opponent a hint to your intentions.

6. When castling, bear in mind, you must lift the King first, in one hand and the Rook in the other, or both together. If the player picks up the Rook first, he can be forced to move the Rook and thereby miss the chance of castling on that side of the board.

### Correspondence Game

And here is the first game of the Games by Mail which was not lost by my opponents:

White: Alan Kelly, Santa Rosa No. 57.

Black: George Koltanowski.  
Irregular defence.

1. P-Q4 P-QB4

This move is rather weak as it gives White complete control of the center.

2. P-Q5

Best, this pawn now acts as a thorn in Black's side.

2. . . . P-KB4

A move one will not find in the books . . . and should be weak.

3. N-KB3

The correct move here though is P-K4 and after PxP; 4. N-QB3, N-KB3; 5. P-KB3, PxP; 6. NxP and White has a strong open game.

3. . . . N-KB3

4. P-B4 P-Q3

5. N-B3 P-K4

Black is trying to upset White's development plan.

6. P-K4

Better than 6. PxPe.p., BxP; 7. P-K3, which hinders the working of the WQB

6. . . . PxP

If 6. . . . P-B5 immediately, there follows 7. P-KN3.

7. N-KN5 B-B4

8. Q-K2 B-K2

9. KNxKP NxN

10. NxN O-O

And Black breathes easier.

11. Q-K3

This to permit his White bishop to move. He might have considered B-Q2 and castling Queen's side.

11. . . . N-R3

12. P-QR3

A waste of time. He could play that after I might have played N-N5. The knight intended to go to

12. . . . N-B2

anyway.

13. B-Q3 Q-K1

14. O-O P-QN4

15. P-QN3 P-QR4

16. B-Q2

Better is 16. P-QR4 and thus close up the Q's side completely. Now Black takes the initiative.

16. . . . P-R5

17. B-B2 PxNP

18. BxP PxP

19. BxP N-N4

20. BxN

If 20. NxBP then 20. . . . N-Q5;

21. Q-QB3, R-QB1 and Black wins.

20. . . . QxB

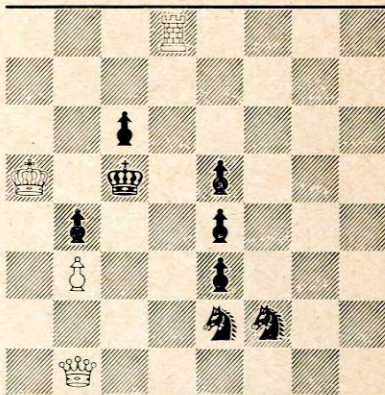
21. N-B3 Q-B5

A draw was agreed on here. White's Queen's pawn has now become a liability, there—against his QR pawn is dangerous.

The opening has a theoretical value!

### CAN YOU SOLVE THIS?

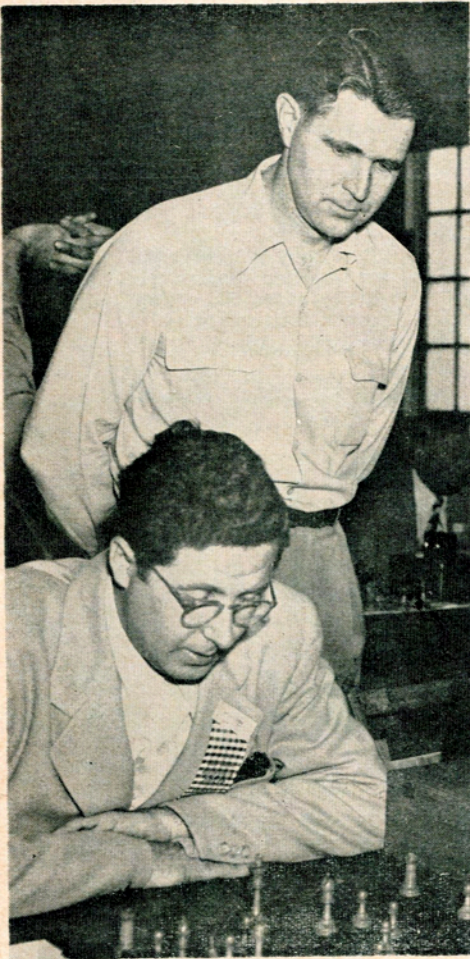
By A GENTLE, England



White to play and mate in two moves (10+8).

Solution to problem: 1. Q-KB1

# Kibitzing?



L—Photo by Mrs. Nancy Roos, Los Angeles  
GUTHRIE McCLAIN looking over the  
shoulders of IRVING RIVISE at  
Atascadero.

Here are some quick ones. Take your choice:

### A Champagne Cocktail

Giband-Lazard, French championship, 1927:

1. P-Q4, N-KB3; 2. N-Q2, P-K4;
3. PXP, N-N5; 4. P-KR3, N-K6; 5. Resigns.

### A Dry Martini

Reti-Tartakower, Vienna, 1913:

1. P-K4, P-QB3; 2. P-Q4, P-Q4;

3. N-QB3, PXP; 4. NXP, N-B3;
5. Q-Q3, P-K4; 6. PXP, Q-R4ch;
7. B-Q2, QXKP; 8. O-O-O, NXN ?;
9. Q-Q8ch!KxQ; 10. B-N5ch, resigns.

### Koltanowski Takes the Same

From a blindfold exhibition in England:

1. P-K4, P-QB3; 2. P-Q4, P-Q4;
3. N-QB3, PXP; 4. NXP, N-B3;
5. B-Q3, QxP; 6. N-KB3, Q-Q; 7. Q-K2, B-B4; 8. NXNch, NPXN;
9. BXB, Q-R4ch; 10. B-Q2, QXB;
11. O-O-O, Q-K3; 12. Q-Q3, QXP;
13. Q-Q8ch, KxQ; 14. B-R5ch, K-B; 15. R-Q8 mate.

### A Short Vodka

Dadian - Dworawa, in Russian tournament about 1902:

1. P-K4, P-Q3; 2. B-B4, N-Q2;
3. N-KB3, P-KN3; 4. N-N5, N-R3;
5. BXPch, NXB; 6. N-K6, resigns.

### Rum and Coca-Cola

Dake-DiPaula, simultaneous exhibition, Baltimore, 1935:

1. P-Q4, P-K3; 2. P-K4, P-Q4;
3. N-QB3, B-N5; 4. N-K2, PXP;
5. P-QR3, BXNch; 6. NXB, N-QB3;
7. Q-N4, NXP, 8. QXNP, NXPch;
9. K-K2, Q-Q6 mate.

### And a Mickey Finn

Hanauer - Polland, ACF open championship, Philadelphia, 1936:

1. P-QB4, P-QB4; 2. N-QB3, N-KB3;
3. P-KN3, N-B3; 4. B-N2, P-K3;
5. N-B3, P-QN3; 6. P-Q4!, PXP;
7. NXP, B-N2; 8. KN-N5, N-QR4;
9. BXB, NXB; 10. B-B4, P-Q3;
11. Q-R4, N-Q2; 12. R-Q, P-K4;
13. N-Q5!, R-B; 14. QXP, resigns.

### "Lunch-time" Chess

The following game took place in a Vancouver office during lunch time and is submitted by Mr. M. W. Brown:

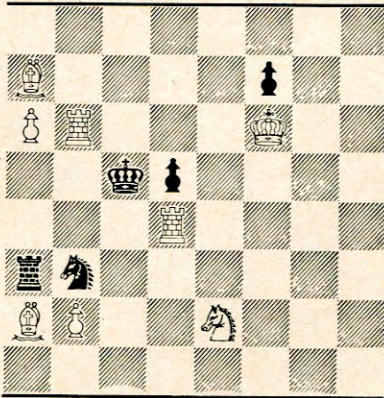
White	Black
K on Q1	K on KN1
Q on QN2	Q on Q4
R on KB1	R on K1
R on QR1	R on QN5
B on Q3	N on QB4
N on K1	Pawns — KR2,
Pawns — KR2,	KN2, KB2, QR2,
KN2, QB2, QN3,	QN2, Q-B2.
QR3.	

Black to play and win—  
White has just played. PQR3, threatening the black rook, now Black wins in a spectacular manner by:

1. . . . NR5!
2. Q-B1, N-B6 ch
3. K-Q2 R-K7 ch
4. KxN Q-Q5 checkmate.

**CAN YOU SOLVE THIS?**

By Hugo Legler, San Francisco.



White to play and mate in two moves. (8+5).

**DO YOU LIKE FIREWORKS?**

Then Wath the Ending!

Played in the Heidelberg tournament, June, 1949. White: Lothar Schmid (21-year-old student); Black: Nicolas Rossolimo (French champion).

**RUY LOPEZ**

1. P-K4—P-K4
2. N-KB3—N-QB3
3. B-N5—P-QR3
4. B-R4—N-B3
5. 0-0—B-K2
6. R-K1—P-QN4
7. B-N3—0-0
8. P-B3—P-Q3
9. P-KR3— . . .

So far following the game Spielmann-Duras, St. Sebastian, 1912.

9. . . . —P-QR4

Going away from the Tchigorine move 9. . . . —N-QR4, which has proven its worth for many years, and from the Botvinnik system 9. . . . —N-Q2, followed by B-B. Here is something new to worry about.

10. P-Q4—PxP
11. NxP—NxN
12. PxN—B-N2
13. B-B2—P-B4
14. P-QR4—P-N5
15. N-Q2—PxP

Black has ideas! He weakens his pawns so that he can continue to be aggressive.

16. N-N3—P-Q4
17. P-K5—N-K5
18. NxQP—P-B3!

Intends to break the center. White's next move is no threat as you will see.

19. N-K6—Q-N3

20. BxN— . . .  
If 20. NxR, QxPch; 21. K-R1, N-N6ch; 22. K-R2, P-Q5; 23. R-KN1, N-K7 and Black wins.

20. . . . —QxN

21. PxP— . . .

Otherwise he loses a pawn.

21. . . . —PxB

22. PxB—QxKP

23. Q-N3ch—K-R1

24. B-K3—R-R3

25. QR-B1—R-KN3

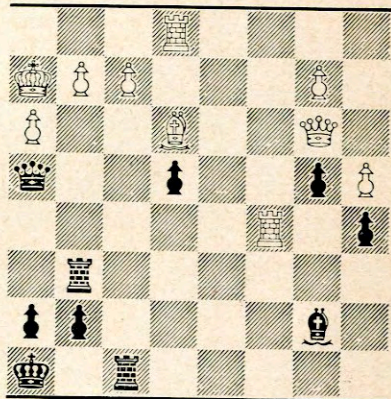
26. R-B5—Q-R5!

27. K-R2— . . .

And here you have it . . . look at the diagram before you see the wonderful finish. You will find the continuation, too!

Position after 27. K-R2:

White



Black

27. . . . —RxPch!!

28. KxR—RxPch!!

29. BxR—P-K6ch

White resigns, the position is a bit too much for him!

Eureka Chess Club meets Monday evenings at the YMCA, Eureka.

Pomona Chess Club meets on Tuesday evenings at the YMCA.

San Bernardino Chess Club meets Monday evenings at the YMCA.

San Diego Chess Club meets daily in the Lounge of the Sanford Hotel, San Diego.

Solution to problem: 1. N-B1.

KNOW THE CHESSMASTERS



J. A. Capablanca in His Twenties

Capablanca 1888-1942

The sudden passing of Jose Raoul Capablanca brought to a close the chess career of the game's most colorful grand master. From the time he burst upon the New York chess world, defeating Marshall decisively in 1909, he was considered a top-notch master, and only the war prevented his meeting Dr. Lasker for the world's championship until 1921.

When he dethroned Dr. Lasker, he was considered invincible, and six years later when he himself was challenged by Alexandre Alekhine, few experts predicted that the Russian would triumph, and soon build up the same reputation for himself.

Much has been written about "Capa's" style. The average player found it a model of efficient and effective simplicity, but somewhat lacking in fire. It was almost as if at last someone had mastered the game completely, being able to win if his opponent made the slightest blunder, otherwise drawing with ease.

In his youthful years, when a boy in Havana or a college stu-

dent at Columbia in New York or in his first tournaments in Europe, it was somewhat different. But once he was firmly established at the top, he seemed to lose his drive to win even at the cost of risking unfathomable complications.

This Alekhine was willing to do, and possessing the technical skill to meet Capa on even terms, he was able to achieve his great ambition, the world's championship.

For some years there was talk of a return match. Financial considerations, made worse by a worldwide depression, intervened, and Capa was never able to try for revenge.

1936 saw his last important tournament successes; first at Moscow and tied for first with Botvinnik at Nottingham.

During most of his adult years, Capa was commercial attache of the Cuban government, in various countries of the world. He was a great traveler, and was truly Cuba's first citizen in worldwide reputation.

Unlike many chess masters, he never felt the pinch of poverty.

Always a perfect gentleman, he was a person of enviable culture and charm.

This game shows his machine-like exploitation of positional weakness in the match with Lasker in 1921.

Eleventh Game

Queen's Gambit Declined

Capablanca	Lasker	Capablanca	Lasker
White	Black	White	Black
1 P-Q4	P-Q4	25 KtxB	QxKt
2 Kt-KB3	P-K3	26 KPxP	KKtPxP
3 P-QB4	Kt-KB3	27 P-Kt5	R(Kt)-B
4 B-Kt5	QKt-Q2	28 KtPxP	RxP
5 P-K3	B-K2	29 RxB	RxB
6 Kt-B3	Castles	30 PxP	PxP
7 R-B	R-K3	31 R-K	Q-QB
8 Q-B2	P-B3	32 Kt-Q2	Kt-B
9 B-Q3	PxP	33 Kt-K4	Q-Q
10 BxBP	Kt-Q4	34 P-R4	R-B2
11 BxB	RxB	35 Q-QKt3	R-KKt2
12 Castles	Kt-B3	36 P-Kt3	R-R2
13 KR-Q	B-Q2	37 B-B4	R-R4
14 P-K4	Kt-QKt3	38 Kt-B3	KtxKt
15 B-B	R-B3	39 QxKt	K-B2
16 P-QKt4	B-K4	40 Q-K3	Q-Q3
17 Q-Kt3	R(K2)-B2	41 Q-K4	R-R5
18 P-QR4	Kt-Kt3	42 Q-Kt7ch	K-Kt3
19 P-R5	Kt-Q2	43 Q-B8	Q-Kt5
20 P-K5	P-Kt3	44 R-QB	Q-K2
21 Kt-K4	R-Kt	45 B-Q3ch	K-R3
22 Q-B3	Kt-B5	46 R-B7	R-R8ch
23 Kt-Q6	Kt-Q4	47 K-Kt2	Q-Q3
24 Q-R3	P-B3	48 QxKtch	Resigns

## Hints on Sacrifices

**Hints on Sacrifices**—Many amateurs have a tendency to judge the strength of a given opening variation by the result of one game.

They do not stop to realize that very often such variations may depend on the individual treatment which is given a speculative sacrifice.

To play a sacrifice implies a willingness to wage a "war of nerves" deliberately creating complications which cannot be calculated to their ultimate conclusion; he is challenging his opponent to a do-or-die struggle, and the defender is subtly being told that if the sacrifice is not quite good enough, he is being depended upon to miss the best continuation or to blunder outright.

The earlier such a sacrifice is made, the sooner the game takes on a tense character, and the more chance there is that the defender will become hesitant, confused or scared, with consequent frittering away of valuable time. These words of warning are essential for a true understanding of such games as do involve sacrifices. A few examples follow for your study:

First classic example of a Queen sacrifice: Set up is as follows—White, K on KN2; R on KR; R on KR4; Q on QB; P's on QR2; QN2; QB2; Q4; KB2; KB3; B on KB6; B on Q3 12 pieces.

Black, K on KR2; R on KN; R on QR; P's on QR2; QN2; QB3; Q4; KB2; KN3; KR4; Q on QB2; B on Q3; N on K3 13 pieces.

- Black plays—1. . . . N-B5 ch  
 2. QxN BxQ  
 3. RxRP PxR  
 4. RxP B-R3  
 5. RxB K-B1  
 6. R-R8 Checkmate

Second example of a Queen sacrifice: K on KR2; R on KN; R on KN3; Q on K4; B on QB; P's on KR3; QR2, QN2; QB3; 9 pieces. Black—K on KR; R on KN2; Q on QB3; R on Q4; B on KB7; P's on KR3; KB2; K4; KB5; QR3; 10 pieces.

Key—1. Q-R7 ch; KxQ, for if RxQ, then R-N8, mate.

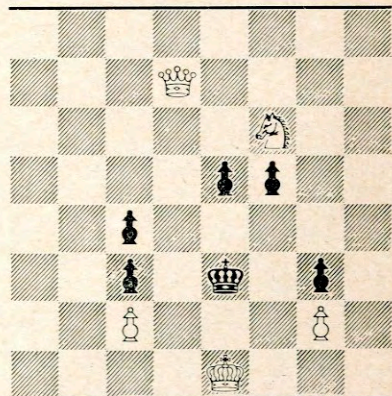
2. RxR ch. K-R1; 3. R-N8 ch; K-R2; 4. R (1)-N7, checkmate.

Third example: White — K on QB; R on Q; B on Q2; Q on Q3; B on KB; N on KN; R on KR; P's on QR2; QN2; QB2; KB2; KN2; KR2; 13 pieces. Black—K on K; B on KB; B on QB; N on QN; R on QR; Q on K4; N on K5; P's on QR2; QN2; QB3; KB2; KN2; KR2; 14 pieces.

Key—1. Q-Q8ch; KxQ; 2. B-KN5ch; K-K1; 3. R-Q8 mate, or K-B2, then 3. B-Q8 mate.

**Hints on Sacrifices**—in conclusion, a word of warning. If the learner is induced by the set up diagrams as illustrated herein, to throw away his pieces recklessly in the belief that he is imitating a sacrifice, whereas every move he makes is hopelessly unsound, then his work will have done him poor service. He must remember that each step is calculated and seen by the Masters, before a sacrifice is given. You must recognize your own limitations until experience brings you insight. Study hard and the goal will be reached.

Problem No. 92 by Hermann Sommer, San Francisco.

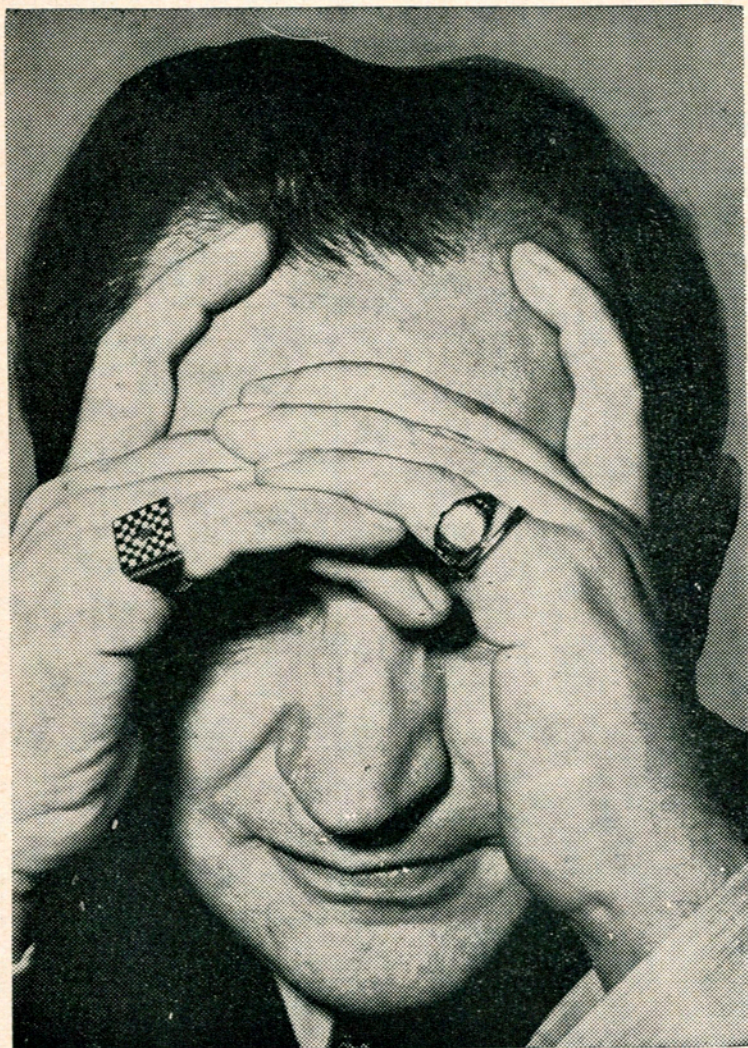


White to play and mate in two moves (5+6).

Solution to problem: 1. Q-KN7

## BLINDFOLD CHESS

III



"Tough—let's see—"



# Practical Chess

## No. 1—ROOK ENDINGS

By GEORGE KOLTANOWSKI

Two principal considerations make me write about the Rooks and Pawns endings first (1) because they are most frequent in games and thus should be of great interest to the student, and (2) because here we can base ourselves on certain principles which are easy to apply, and thus aid immensely in the improvement in the strength of the pupil.

Dr. Alekhine, the World's champion, agrees with the majority of Masters, that the Rook endings belong to the general study of the game, but adds ". . . It is a very essential thing to master, but there are very few who do, and no one can consider himself perfect in this branch of the game . . . including the world's champions."

There are two great difficulties in the Rook endings.

The first presents itself in the endings, in which there are free pawns, and to which the forces needed for its attack or its defense "need an exact and profound calculation." The Rook is a slow moving piece and thus needs the right placement to obtain from it the greatest maximum of effectiveness."

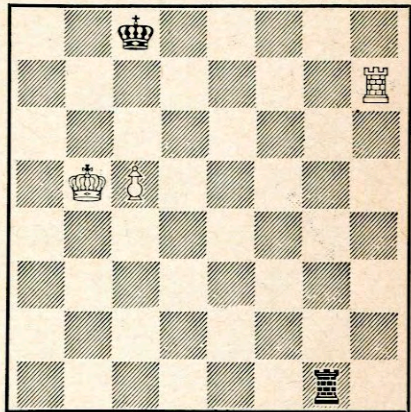
One may not forget, that the Rook is a piece that can give mate, and thus can attack or defend pawns in an indirect manner, while it threatens the king. This is one more reason why these kind of endings need careful handling. The second difficulty comes from the domination of open files, when there is question of forcing or penetration of lines in the adversary's camps, because it is then that usually rooks face each other, and players have heartaches, trying to resolve themselves to the acute question, when one may or may not exchange Rooks. Because once the Rooks off the board, we get the endings of King and pawns and King and pawns, so that we come to the categorical and fundamental affirmation: The precise conduct of the Rook endings means a perfect knowledge of the pawn endings.

I have gathered different positions, that we shall go through with utmost care, and thus get, in my opinion, a great knowledge of how to handle this vital important end-game question.

It must be stated immediately, that the advantage of a pawn in Rook endings does not necessarily mean winning the game, and nothing will require harder effort, than to know how the advantage is converted into a win.

Again it is necessary to attract your attention on a general rule: *Whenever you have a passed pawn, the best place for your rook is behind the pawn, thus helping him to push forward or keeping your opponent's rook pinned by the pawn. Whenever your opponent has a passed pawn, your rook is best placed behind that pawn, and not in front of it.*

In rook endings, the weaker side has possibilities right up to the end of drawing the game.



Let us look at example No. 1 which presents itself rather often in practical play: If it were Black's move now, he could assure himself of the draw by playing R-N3, because he hinders the White king from entering. If White plays P-B6, then the rook returns to N8, to check the White king continually, thus stopping any possibilities of White's getting the Black king into a mating position. I take it for granted that you know that after the exchange of rooks, the White pawn will not queen, because Black will have the opposition. But it is a different problem if White moves first and plays:

1. K-N6

If Black plays 1. . . . R-N3 there follows 2. P-B6 threatening mate, which obliges Black to play R-N1, after which follows 3. R-R7, K-N1 (forced); 4. P-B7ch, K-B1; 5. R-R8ch wins the rook, and if 1. . . . R-N8ch; there follows

2. K-B6, K-Q1; (2. . . . R-Q8; 3. R-R8ch, R-Q1; 4. RxRch, KxR; 5. K-N7 and the White pawn runs through); 3. R-R8ch, K-K2; 4. K-B7 with a won ending.

1. . . . R-QB8

The rook behind the passed pawn.

2. K-B6

If 2. R-R8ch, K-Q2 and White cannot play P-B6ch because he loses the pawn with check.

2. . . . K-N1

The only move. If 2. . . . K-Q1, then 3. R-R8ch, K-K2; 4. R-QB8 protects his pawn, and wishes to play K-N7, and the pawn up. If then say R-N8ch, K-B7 with a won ending.

3. R-R8ch K-R2

4. R-QB8

Protects his pawn but not sufficiently to win the game. If now 4. K-Q6, then K-N2, and after 5. R-R7ch, K-B1 getting back into the anterior position.

4. . . . R-KR8

The reason Black played his king to the rand of the board was to give his rook freedom of action to harrass the White king.

5. R-Q8 R-QB8

The rook behind the passed pawn! It does not permit the king to go to the seventh rank. If 6. K-Q6 then once again K-N2.

6. R-Q5

Once again protecting his pawn, and preparing to advance his king.

6. . . . K-N1

7. K-Q7 K-N2

And the pawn is stopped from advancing. White has done all he could but cannot get any further. The ending is a draw.

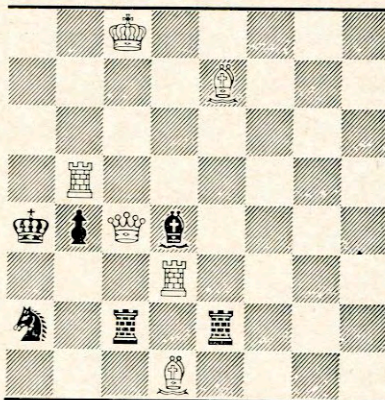
After seeing the above example we can reach the following conclusions  
1. King, rook and pawn cannot win against king and rook, if the king that defends can occupy the square on which the pawn must queen.

2. If the king that defends has to give up the square on which the pawn must queen, he should always choose that part of the board which is the smaller of the two, the dividing line being the pawn. The rook must go to the other part of the board, to be able to give checks at far off distances.

There are positions in which not one pawn, but two pawns, cannot be turned into victory.

CAN YOU SOLVE THIS?

By Dr. J. J. O'Keefe, Newark.



White to play and mate in two moves (6+6).

IDEAS IN CHESS

Ideas in chess are important. How to carry out one's idea is no less so. One could safely state after losing a game "I lost because my opponent's ideas were better."

Concerning ideas, there is a story a chessmaster tells:

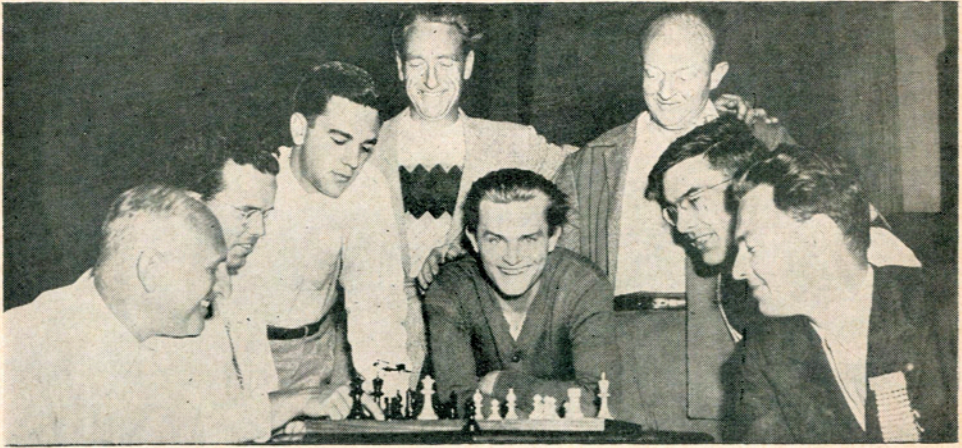
"The chess sharp giving his less gifted opponent the handicap of a Queen found the odds a little too much. So he determined to make up the difference by hook or crook. Whenever he castled his Rook always wound up on the King Square, thus gaining a valuable tempo. His opponent castled legally. About the fourth or fifth game, the dullard noticed the violation and inquired, "Why is it when I castle, my Rook always lands on the Bishop square, and when you castle, your Rook always lands on the King square?" The sharp replied quickwittedly, "You castle your way and I'll castle mine. What could be fairer?"

Sounds reasonable!!!

Solution to problem: 1. R-Q5.

## THE WINNERS!

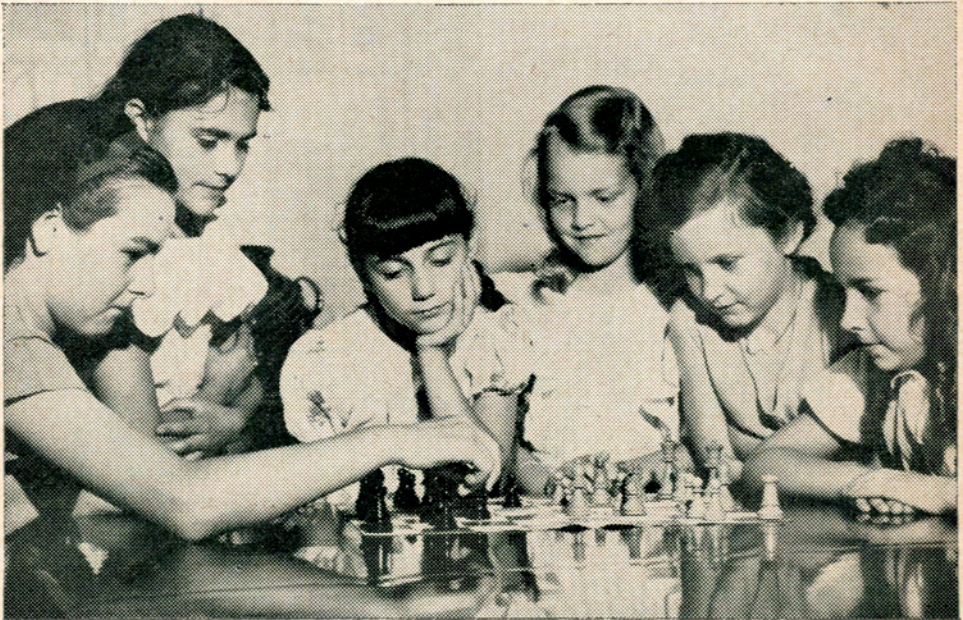
Santa Monica Chess Club Interclub Champions of California



Left to right: Herb Abel, Arthur Spiller, Emil Gilutin, Paul Wrangell, Ray Martin, Carl L. Budd, George A. Steven, Paul Quillen.

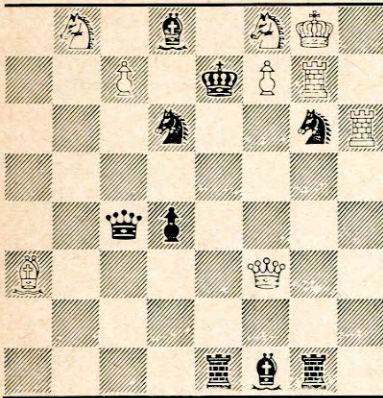
## ANOTHER STEP FORWARD!

Six youthful chess players from Benton Way, Santa Rosa, who all participated in the first Redwood Empire Open Chess Championship Tournament: left to right: Marilyn Eider, Florine Trombetta, Linda Trombetta, Alta Lu Townes, Carol McClune, and Jo Ann Jamison. They form the Queen's Chess Club and their instructor . . . you guessed right, yours truly, the Editor! —*Courtesy Santa Rosa Press Democrat*



**Can You Solve This?**

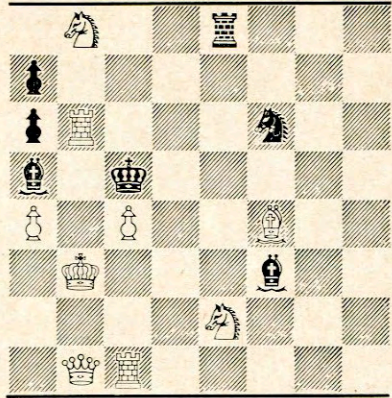
By A. F. Arguelles, Barcelona



White to play and mate in two moves (9+9).

**By G. Koltanowski,**

Santa Rosa



White to play and mate in two moves.

**Seattle, Wash.:** The State of Washington beat British Columbia for the first time in a long time. The final score was: Washington: 36½, B. C.: 17½. Here follows the game played on board one:

White—M. Jurshevskia, British Columbia

Black—R. Joachim, Washington.  
Ruy Lopez opening.

- |           |       |
|-----------|-------|
| 1. P-K4   | P-K4  |
| 2. N-KB3  | N-QB3 |
| 3. B-N5   | P-QR3 |
| 4. B-R4   | B-B4  |
| 5. O-O    | P-Q3  |
| 6. P-QB3  | B-Q2  |
| 7. P-Q4   | PxP   |
| 8. PxP    | B-N3  |
| 9. R-K1   | KN-K2 |
| 10. B-KN5 | O-O   |
| 11. P-KR3 | Q-B1? |
| 12. P-Q5  | N-K4  |
| 13. BxN   |       |

NxN first was better.

- |           |        |
|-----------|--------|
| 13. . . . | BxB    |
| 14. QxB   | NxNch  |
| 15. PxN   | QxP    |
| 16. R-K2  | KR-K1  |
| 17. B-N5  | Q-N6ch |
| 18. K-B1  | QxB    |
| 19. N-Q2  | Q-R4   |
| 20. K-K1  | Q-R8ch |
| 21. N-B1  | QxP    |
| 22. R-B1  | BxPch! |
| 23. K-K2  |        |

RxB loses the Queen.

- |           |        |
|-----------|--------|
| 23. . . . | B-R5   |
| 24. R-B3? | QxN    |
| 25. Q-Q7  | B-N4ch |

White resigns.

**WILL PROBLEMS IMPROVE MY PLAY?**

Yes, problems will improve the play of a beginner, at any rate, because they give him exercises in visualizing moves of the various pieces, and in that extremely important part of chess, the final checkmate. In solving a problem, an inexpert solver, particularly, must examine a great number of moves on both sides, and this helps to give him the seeing eye, which is the foundation of chess skill. Problems are not the best aids to learning chess, but some people who would never get around to playing over games the right way (covering one side's moves with a card) do find pleasure in solving problems, and so for them it is a good way of acquiring moderate skill. But the problem art is highly fascinating for its own sake. It is a delightful hobby, with none of the disappointments that beset the player.

**The Stockton Chess Club meets Friday evenings at the Stockton YMCA.**

Koltanowski: 1.Q-K4.  
 Arguelles: 1.NB8-Q7.  
 Solution to problems:

# The Platow Brothers

By GEORGE KOLTANOWSKI

Not only are the Russians known as good chess players, but they, too, have enriched the game with a number of famous end-game studies worthy of reproduction.

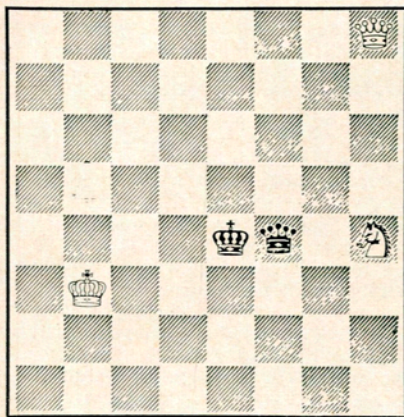
Study the endings, as it has a practical purpose. It will definitely help your over-the-board play. Almost every master will tell you to learn practical end-games even quicker than an opening.

Some years ago a book appeared in Russian giving the complete works of the Platow brothers from Riga, Latvia. I believe that the student will learn a great deal, because each ending is a work of art. So, for whatever reason—work, art, pleasure or study . . . here goes!

## Queen and Knight Against Queen

No. 1

M. Platow, Rigaer Tageblatt, 1903

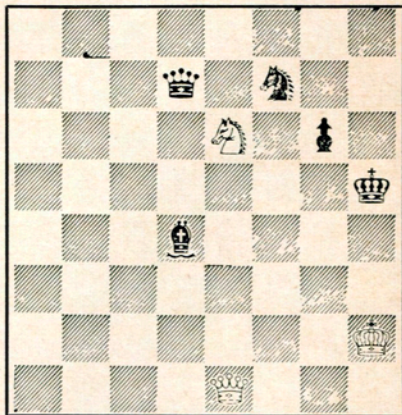


White to Play and Win

1. Q-R8ch K-Q6  
 If 1. . . . K-Q5 then 2. Q-R4ch, K-K4;  
 3. N-N6ch, etc. or 2. . . . K-K6; 3. N-N2ch, etc.  
 2. Q-R6ch K-Q7  
 Not K-K5 as then 3. Q-B4ch, etc.  
 3. Q-R2ch K-Q6  
 4. Q-B2ch K-Q5  
 5. Q-B4ch K-K4  
 6. N-N6ch wins  
 If 5. . . . K-K6; 6. N-N2ch wins. Or  
 3. . . . K-Q8; 4. Q-B2ch, K-K8; 5. N-N2ch wins.

No. 2

M. Platow, D. Schachzeitung, 1906



White to Play and Win

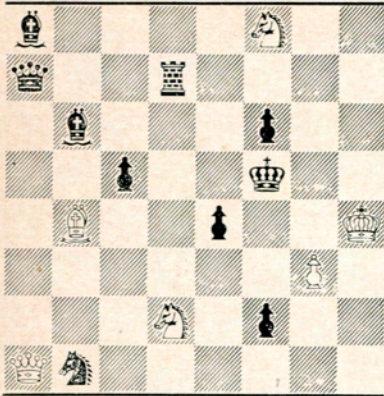
1. Q-KR1 QxN  
 2. K-N3ch K-N4  
 Sacrificing the Queen on KR6 would surely lose the game.  
 3. Q-R4ch K-B4  
 4. Q-B4mate  
 1. . . . Q-Q3ch  
 2. K-N2ch K-N5  
 3. Q-R3mate  
 1. . . . B-B7  
 2. Q-B3ch K-R3  
 3. Q-R3ch mate in the next move.  
 1. . . . K-N5  
 2. Q-K4ch K-R4  
 3. Q-B3ch mate next move.  
 1. . . . P-N4  
 2. K-N3ch K-N3  
 3. N-B8ch wins



R. Banner of Orange and his charming wife

**CAN YOU SOLVE THIS?**

By Percy Bowater, San Marino



White to play and mate in three moves (7+9).

**OPEN AIR CHESS FESTIVAL**

The result of the exhibition in Sonoma on Aug. 7, 1949, was 48 wins, 7 draws. Players came from a radius of 100 miles to take part in this first effort of having chess in the open! Both Judge B. C. Jenkines and Robert Holten of Santa Rosa, had wins against me, but the fast tempo at the exhibition was a bit too much for them, the judge even managed to lose his game. In the following position White: G. K.—K on KR2, Q on Q2, N on KN5, B on Q6, pawns on K5, KN2 and KR4.

Black: Judge Jenkines—K on KR3, Q on Q2; R on K1, N on QB3; pawns on QR3, QN2 and KN3.

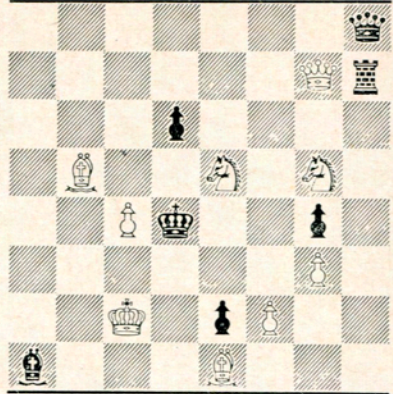
Black played NxKP?, and after N-K4ch, he resigned, as he loses his Queen through a discovered check.

Against Torczyner (San Francisco) the following Queen sacrifice won:

1. P-K4, P-K3; 2. P-Q4, P-Q4;
3. N-QB3, B-N5; 4. P-K5, P-QB4;
5. Q-N4, K-B1; 6. B-Q2, N-QB3;
7. P-QR3, PxP; 8. PxB, PxN; 9. PxP, NxP;
10. Q-N3, N-N3; 11. P-KR4, N-B3;
12. B-Q3, K-K2;
13. P-R5, N-B1; 14. QxP, R-KN1;
15. Q-R6, RxP; 16. N-B3, P-R3;
17. O-O-O, RxBP; 18. QxNch!!; KxQ;
19. B-N5ch, K-N2; 20. BxQ, RxN;
21. QR-N1ch, N-N3; 22. PxN and White won.

**CAN YOU SOLVE THIS?**

By S. Herland, Bucharest



White to play and mate in two moves (9+7).



R. A. Douglas, president British Columbia Chess Federation

**The Chess Club of Fresno meets Monday evenings at Hart's Cafeteria.**

Solutions:  
Bowater: 1. Q-Q4  
Herland: 1. P-B4

# Memories

A CHESS CHAMP'S WIFE  
*Life Is Full of Travel and Fun*  
 By HELEN CIVELLI

*(It's so pleasant to find a well-written story about chess in the public prints that it always makes us want to do something about it. The following article by Helen Civelli, a women's section writer for The San Francisco News appeared February 28, 1947. There is a good reason why I picked it out of my suitcase. The article concerns my wife, Leah, who is recovering from an accident, which resulted in a fractured leg and a sprained right ankle. Both of us wish to extend our sincere thanks through the pages of Chess Chats to all our friends for their kind letters and thoughtful remembrances, while she was a "shut-in.")*

*I feel sure that all our readers will enjoy the article, "A CHESS CHAMP'S WIFE, as much as I did.—THE EDITOR.)*

There was the pat, pat, pat of palm against palm and Mrs. George Koltanowski stood up and smiled graciously at the 20 or so people in the room. We watched her curiously as she sat down, a little distance away from the circle of eight tables, each with its chess board and pieces. Her husband, one of the world's champion chess masters, was about to begin an exhibition in blindfold simultaneous play.

We remembered the story, undoubtedly apochryphal, but true enough in the sense that it depicts the highly-keyed chess temperament.

Two champions were playing off a match. They were seated at a table in the midst of a large room, heavily carpeted and with all outside sounds muffled. Spectators scarcely dared to breathe as the titans figured their moves.

Suddenly, through a door inadvertently left open, came a cat. As he padded over the thick carpet, one of the players snarled, "Whoever this is, stop that stomping!"

## WHAT A JOB IT MUST BE

That's why we were curious about Mrs. Koltanowski. And a little awed. What a master of diplomacy she must be! What a delicate and all-consuming task must be hers, that of ministering to a temperamental genius who was forever straining his brain and his nerves, playing a flock of chess games, all at once, in his head.

Mr. Koltanowski went to a far corner and sat himself down with his back to the eight players he had taken on for this evening's exhibition at the Central Y.M.C.A. on Golden Gate avenue.

Then with the teller calling the plays made by his opponents, he called out his own replies.

Mrs. Koltanowski sat by herself, looking quite unperturbed. We couldn't stand it any longer, and went over to ask her about this business of being married to a chess champion.

"Isn't he exhausted at the end of an evening like this?" we wanted to know.

Mrs. Koltanowski looked surprised. "Why no, of course not. He's tired, of course, but he loves it."

The Koltanowskis, it seems, are touring the country — they're just back from a South American tour — and these exhibitions are nightly affairs. Sometimes he plays eight, sometimes 10 simultaneous games. He won the championship in Scotland in 1937 playing 34 simultaneous games—blindfold of course—and losing none.

## IT'S FUN—EVEN FOR MISSUS

But surely, when he was approaching championship tournaments. Mr. Koltanowski must get a little nervous? Mrs. Koltanowski must have to step easy and not upset him?

"No," she laughed. "He doesn't get nervous. He loves chess, for the game itself. And he has a wonderful sense of humor. He doesn't believe in this long grey beard, solemn stuff about chess."

Mrs. Koltanowski wasn't through.

"Not only that," she said, warming up, "he's a remarkable teacher, and so generous with his time. He'll play and lecture before any group, no matter how small, just to encourage more people to play chess. He wishes more children would learn it, because he says that's the time to begin.

"He's a good showman, too, and so witty."

Mrs. Koltanowski sighed. "He's a wonderful man."

We looked at her suspiciously.

"You haven't been married very long have you?" we asked.

She blushed a little.

"No, not very."

Does she play chess?

DOESN'T PLAY—BUT MAYBE  
SHE'LL LEARN

"No. We've been on tour most of the time since we've been married. Maybe after we settle down I'll learn."

Mrs. Koltanowski seldom accompanies her husband when he's playing for keeps—that is, in a tournament. But she always goes along for the exhibitions.

She likes to watch the wide variety of people who turn up.

"Sometimes I get a little worried," she confessed, "when I hear one of the spectators say, 'he's got a tough game over there at Table No. 6,' or 'the player at Table No. 2 has him in a bad spot.'"

She put on a wifely look.

"And," she said firmly, "I don't like kibitzers. According to the rules, each player should concentrate on his own board and not consult with the others. But in these exhibitions they do anything."

On the whole, Mrs. Koltanowski likes the gypsy life that she and her husband lead. By now she has living in a suitcase down to a system.

"My wardrobe," she smiled, "is what you'd call basic. Very basic. It consists of suits, all of them black or gray. I wear dark blouses when we're traveling and save my light ones for when we have long enough stopovers so I can get things laundered and cleaned. There isn't room enough the way we travel, for a lot of accessories. So my shoes and bags are all black. And I've given up wearing hats."

Mrs. Koltanowski keeps her dark hair short so she can shampoo and set it herself. The fact that it's naturally curly is a little break nature gave her. She does her own nails and uses colorless polish.

HE'S A GOOD COOK, TOO

"So then," we summed it up, "being a chess champion's wife is no great strain after all? No playing nursemaid to delicate nerves? No protecting a genius husband from disturbances, seeing he had the proper diet and plenty of rest?"

"No," said Mrs. Koltanowski happily, "George has a wonderful appetite and eats anything. Especially his own cooking. He loves to cook, and he's lots of fun."

A very impressed, very young soldier came up.

"Excuse me. But I just wanted to know. Does your husband practice much? Does he study a lot?"

Mrs. Koltanowski gasped.

"Of course not. He never opens a chess book—except the one he happens to be writing himself at the time. And he doesn't own a chess set."

See? No problems. Mrs. Koltanowski even knows what to get her husband for Christmas. A chess set.

**Seldom that S. Reshevsky** plays blindfold chess and we believe the reader will enjoy the following game played recently at the Manhattan Chess Club, in which Reshevsky plays the white pieces against an international master, who had just returned from Mexico City, where Pilnik won first prize. White: Reshevsky (blindfold). Black: Pilnik. Grunfeld defence. 1. P-Q4, N-KB3; 2. P-QB4, P-KN3; 3. N-QB3, P-Q4; 4. N-B3, B-N2; 5. Q-N3, PxP; 6. QxBP; O-O; 7. P-K4, N-R3; 8. B-K2, P-B4; 9. P-Q5, P-R3; 10. O-O, P-K3; 11. B-K3, PxP; 12. PxP, P-N3; 13. KR-Q1, N-QN5; 14. Q-N3, B-B4; 15. QR-B1, P-QR4; 16. B-QN5, N-K5; 17. P-QR3, NxN; 18. PxNB3, P-R5; 19. Q-N2, R-R4; 20. B-K2, N-R3; 21. P-Q6, N-N1; 22. N-Q2, B-K3; 23. N-B4, BxN; 24. BxB, N-Q2; 25. Q-K2, N-K4; 26. B-QN5, Q-R5; 27. P-Q7, R-Q1; 28. P-R3, P-B5; 29. R-N1, Q-K5; 30. P-B3, Q-N2; 31. BxKRP, B-B3; 32. R-Q6, B-R1; 33. P-B4, RxB; 34. RxR, NxP; 35. QR-Q5, Q-B1; 36. B-N5, R-K1; 37. Q-Q2, N-B1; 38. R-Q8, RxR; 39. RxR, Q-B4ch; 40. K-R2, QxP; 41. Q-K3, B-N2; 42. B-K7 and Black resigned.



GAME-BY-MAIL

In the Santa Rosa Press Democrat "Games-By-Mail" competition, in which I have won 94 wins and four draws so far—half a dozen still to go—(all on ice!), I played the following game—No. 87 in the competition:

White: GEORGE KOLTANOWSKI.

Black: Walt Sherman and Sherman Walker, Sonoma.

QUEEN'S INDIAN DEFENSE.

- |          |       |          |       |
|----------|-------|----------|-------|
| 1. P-Q4  | N-KB3 | 5. B-Q3  | P-B4  |
| 2. N-KB3 | P-QN3 | 6. P-B3  | B-K2  |
| 3. P-K3  | B-N2  | 7. O-O   | N-B3  |
| 4. QN-Q2 | P-K3  | 8. P-QR3 | P-KR4 |

Up to this moment Black had played the opening along normal lines, now he is going to storm White's game. Crazy moves like this have been known to succeed!

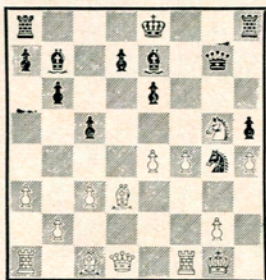
- |         |       |
|---------|-------|
| 9. P-K4 | P-KN4 |
|---------|-------|

Black means business! Attack at any price.

- |           |       |
|-----------|-------|
| 10. NxP   | N-KN5 |
| 11. QN-B3 | Q-B2  |
| 12. P-Q5  | N3-K4 |
| 13. NxN   | QxN   |
| 14. P-KB4 | Q-N2  |
| 15. PxP   | BPxP  |
| 16. P-KR4 |       |

At first sight this move looks good. Defend my Knight solidly and with a pawn to the good it looks like easy sailing. But I should have known my opponents better than that!

Position after 16.P-KR4.



- |           |       |
|-----------|-------|
| 16. . . . | P-B5! |
|-----------|-------|

Here it starts! If ten percent of the games would have been as tough as this one, it would be doubtful if the score would have been that favorable for me. The combination for Black (winning the exchange), looks good . . . only a quite move for White turns the tables fast.

- |           |        |
|-----------|--------|
| 17. BxP   | B-B4ch |
| 18. K-R1  | N-B7ch |
| 19. RxN   | BxR    |
| 20. P-B5! |        |

And there you have it. White threatens PxP. The strength of the move lies in the fact that WQB gets into action. If White cannot get his pieces into action fast he is a dead duck. Now Black has a problem. What must he play? If he can get his Queen to KN6 right away he has an easy win, also if the line was open for his QB. Let us look at his lines of play:

a) 20. . . . O-O-O; 21. PxP, PxP; 22. BxPch, K-N1; 23. Q-B5 stops BxRP 'cause of Q-B4ch, B-B4; 24. N-B7, etc.

b) 20. . . . P-Q4; 21. BN5ch, K-K2; 22. NxP, Q-N6; 23. B-N5ch, K-B2; 24. B-K2 with a killing position.

c) 20. . . . R-Q1; 22. PxP, PxP; 23. QxRch followed by NxPch wins.

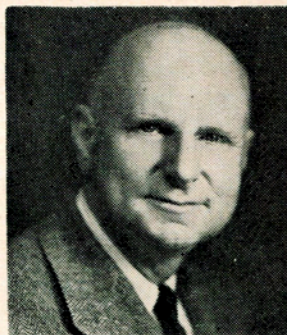
Black continued with:

- |           |      |
|-----------|------|
| 20. . . . | BxRP |
| 21. PxP   | BxN  |
| 22. BxB   | B-B3 |
| 24. PxPch | BxP  |

If QxP than 25. Q-B3 and Black's game is untenable.

- |          |       |
|----------|-------|
| 25. Q-Q5 | R-QB1 |
|----------|-------|

26. B-N5! and Black resigns.  
After 26. . . . BxB (best) 27. Q-K6ch, K-B1; 28. QxRch, K-B2; 29. Q-B5ch, K-N1; 30. QxB, there's nothing left for Black.



HARRY SHAW  
San Jose

POST-TOURNAMENT ANALYSIS

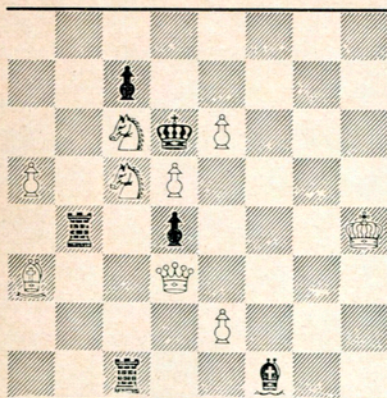


M-Sgt. Russell B. Donnelly of the Fort Ord Chess Club is attempting to justify a move in the game that won the Fort Ord Chess Championship for him June 21, 1949. The runner-up, with a score of 11½-2½, as against Donnelly's 13-1, is Pfc. Wilfred Ingalls, and he sees nothing to get so excited about as is shown in the picture. The kibitzers (left to right), are Sgt. John J. Powers, who placed third; M-Sgt. Robert Kiser and Cpl. Raymond C. Adams, are shown in slight disagreement.

Special Services will award the winners of first and second place with a trophy and a cup. Sgt. Powers and Sgt. George W. Newton were awarded Florentine Chess Sets for winning third and fourth place.

**CAN YOU SOLVE THIS?**

By K. A. L. Kubbel, Moscow



White to play and mate in two moves. (9+6)

**GAME PLAYED in the Redwood**

Empire chess championship, sponsored by The Press Democrat. White: Judge B. C. Jenkins, Santa Rosa; Black: R. Richard, Vallejo.

**Queen's Gambit Declined**

1. P-Q4—P-Q4
2. P-QB4—P-K3
3. N-QB3—N-KB3
4. B-N5—QN-Q2
5. P-K3—P-KR3
6. B-R4—B-N5

This is not as good as B-K2.

7. P-QR3—BxNch
8. PxP—PxP
9. BxP N-N3
10. B-Q3—O-O

Black should have waited with this move until White had castled too. The way he attacks later on in the game, he would have done much better to play P-KN4 immediately.

11. N-B3—K-R1

Black has some fantastic ideas up his sleeve—but Judge Jenkins, a former champion of Indiana, is not bothered by them and continues his game in a cool way.

12. O-O—QN-Q4.
13. Q-B2—N-K2.

P-KN4 was still right here but Black insists on his plot!

14. BxN—PxP
15. QR-N1—KR-N1
16. R-N5—P-K4

So that's it. The open Knight

and Bishop files intrigue him.

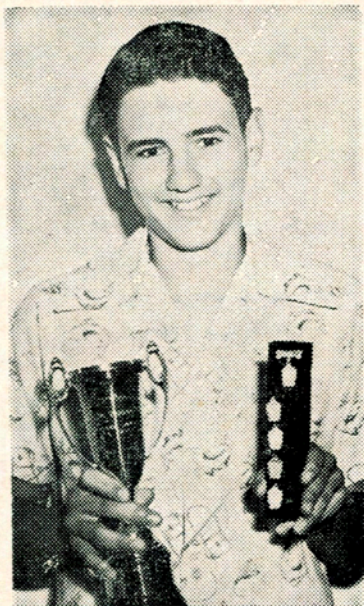
17. PxP—B-R6
18. N-K1—Q-Q2
19. R-N4!

Well played, this move will permit White to win the game.

19. . . . —BxP

Insists in his folly. Good advice is difficult to give here, however.

20. NxB—Q-R6
21. P-B3—RxNch
22. QxR—R-KN1
23. R-KN4! Black resigned.



ARTHUR GONOS

—Courtesy Fresno Bee



Kenneth Lamkin

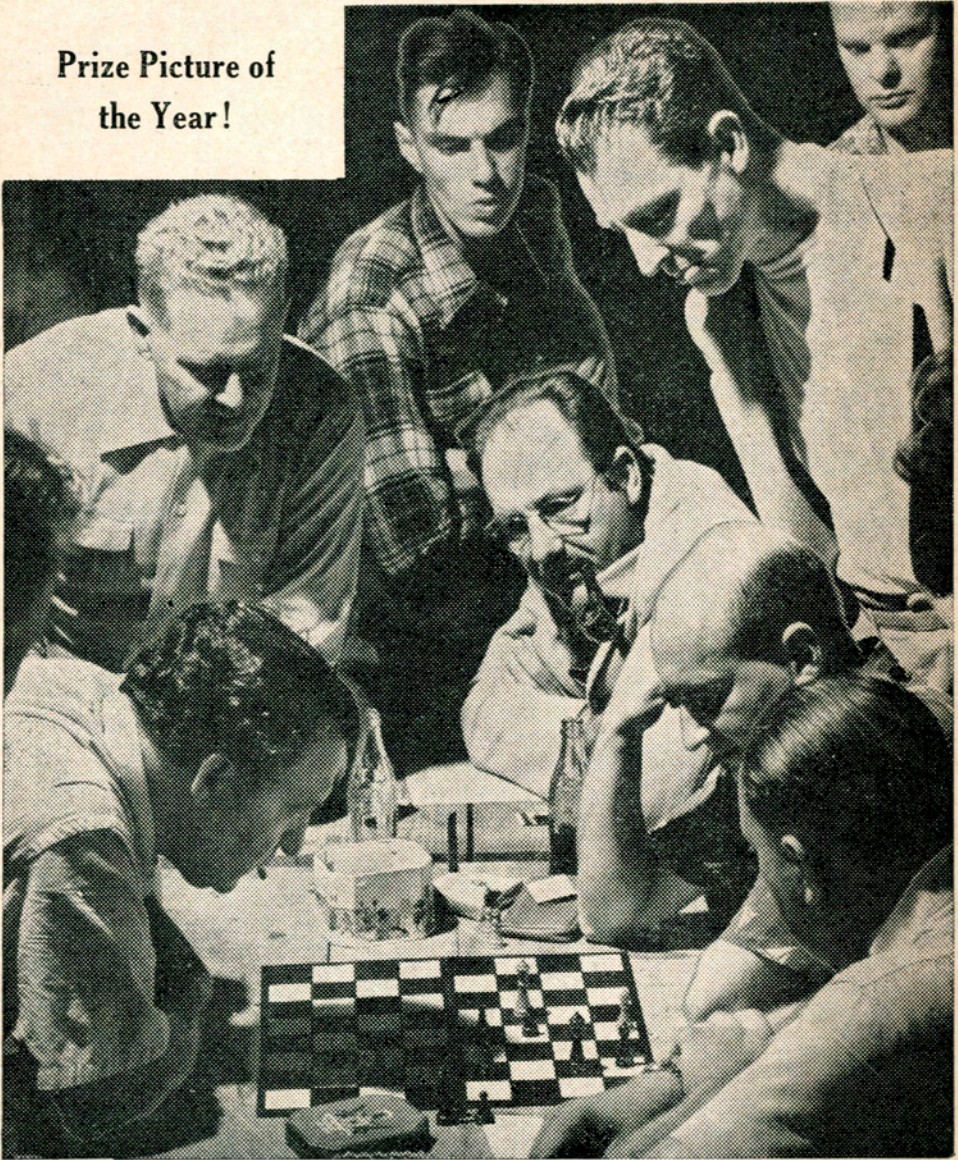
Kenneth Lamkin won the Fresno Junior Championship. A. Gonos was tournament director, aided by Keith Jewell.

—Courtesy Fresno Bee

SOLUTION TO PROBLEM IS: 1.P.K4.

## Study In Concentration

Prize Picture of  
the Year!



Seated, left to right: G. Koltanowski, A. Krauss, E. Anders, F. J. Oberlander.  
Among those standing: W. M. Knowlton and Frank Sutherland.

—Photo by Louis Yates, San Anselmo.

## Paolo Boi et le Diable

Paolo Boi, the greatest chess player of the sixteenth century, famed as a poet, soldier, and navigator, was a man of strange yet winning personality. His romantic, active life has been described by LaBourdonnaise as "one of those romantic existences that belong to a reckless, powerful mind." A bachelor of excellent morals, tall and finely proportioned, with long flowing hair, that had been white since early manhood, he charmed all by his sweetness of character, his magnificent address and his remarkable capabilities. He may fittingly be compared to his great countryman and contemporary Leonardo da Vinci. Once during the course of his wandering life, legend has it that Paolo Boi played chess with the devil. In a tiny village in Calabria, one beautiful morning in the year 1570, Boi, who was deeply religious, had just finished his devotions in the church of Santa Maria. As he passed through the great doors into the courtyard he encountered a young girl of such wonderful beauty; tall and dark, her black curls framing a face of such sweetness that Boi was in love on the spot. After some conversation between them and learning that she did not understand the game of chess, he eagerly besought her to allow him to teach her the moves. To his surprise and sorrow she was able in a short time to effect the most brilliant checkmates, playing quickly and without taking much thought. At last, however, after many crushing defeats, Boi saw his chance to win, and announced checkmate in two moves. (Here is position No. 1 in Forsyth notation: 1B6 - 2N1P3 - 4pQ2 - R3nrp1 - 2Rnk3 - 1P3p2 - 2P2P2-5K2. Boi had White.)

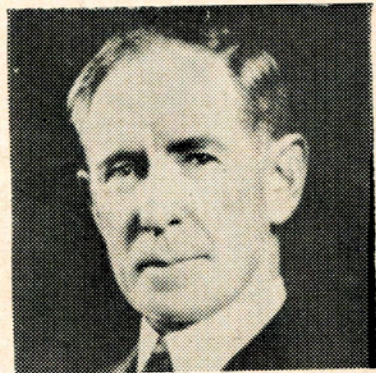
At this moment, to his great stupefaction, his white queen changed into the black of his adversary, who laughingly answered: "My Paolo, you cannot win, for I have a queen, and behold, you are without one." Santa Maria," murmured poor Paolo, deeply affrighted. He bent over the board. Suddenly looking up, he triumphantly declared that notwithstanding the transformation of queens, he would still mate in two moves.

(And here is position No. 2 in Forsyth notation: 1B6-2N1P3-4pQ2 - R3nrp1 - 2Rnk3 - 1P3p2 - 2P2P2-5K2.)

The girl glanced at the board, her merry face changed hideously, and without saying anything, she picked up the black queen and disappeared.

Paolo Boi knew well that he had played chess with the devil.

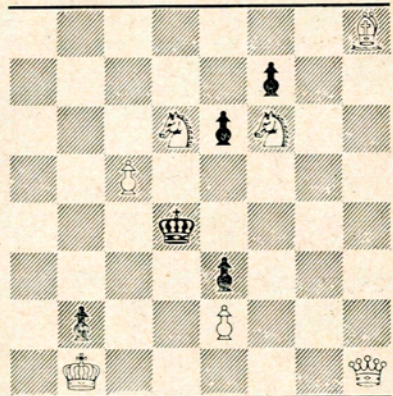
Solution to the above two positions are: No. 1. 1. NxKP. No. 2. N-N5.



Judge B. C. Jenkins, dean of the Santa Rosa Chess Club

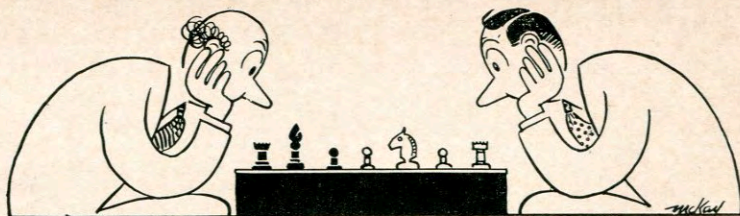
### CAN YOU SOLVE THIS?

By E. Segal, Bucarest.



White to play and mate in two moves. (7+5)

Solution: 1. Q-N7.



**California State Championship**

As reported during the week, the California State Championship was won by George Croy with 5½ out of 6. A tremendous score and well merited too as Croy played the best chess. Here, by the way, is the shortest game played in the tournament: White: G. Croy, Black: C. Jonas. French Defense. 1. P-K4, P-K3; 2. P-Q4, P-Q4; 3. N-QB3, B-N5; 4. P-K5, P-QB4; 5. B-Q2, P-QR3; 6. PxP, N-QB3; 7. Q-N4, NxP?; 8. QxP. Black resigns.

In the Open tournament our two representatives, Judge B. C. Jenkins and Roland Goudswaard did extremely well. For our veteran player the hard schedule was a tremendous handicap, for Roland Goudswaard, who came second, this was a great triumph. He has fine ideas and goes after his objectives. He still lacks good and solid end-game knowledge. Practice will bring Roland to the forefront very soon now, and Santa Rosa may within a short period of time have two chess masters within its city limits! And here is a game by young Roland.

White: Wade Hendricks (Oakland). Black: Royand Goudswaard, King's Indian.

1. P-Q4, N-KB3; 2. P-QB4, P-Q3; 3. N-QB3, P-KN3; 4. P-K4, B-N2; 5. P-KN3, O-O; 6. B-N2, R-K1; 7. KN-K2, P-B3; 8. O-O, B-N5; 9. P-B3, B-Q2; 10. P-K5, PxP; 11. PxP, N-R4; 12. P-KN4, BxKP; 13. PxN, Q-B2; 14. P-B4, B-N2; 15. N-N3, P-KB4; 16. PxP, PxP; 17. Q-B3, P-K4; 18. PxP, BxP; 19. N(B3)-K2, B-K3; 20. P-B5, B-QB5; 21. R-B2, N-Q2; 22. B-B4, N-B3; 23. BxB, QxB; 24. N-B4, QxBP; 25. K-R1, R-K6; 26. Q-Q1, RxN; 27. R-Q2, R-N5; 28. R-Q8ch, RxR; 29. QxRch, K-N2; 30. Q-B7ch, K-R3; 31. R-Q1, Q-K6; 32. Q-Q8, N-K5; 33. N-R3, N-B7ch; 34. NxN, QxN; 35. Q-R8ch, K-N4; 36. Q-Q8ch, Draw.

Game from the Vienna Tournament, July, 1949.

White: Jan Foltys. Black: H. Puc.

**Old Indian**

1. P-Q4	P-Q3 (1)	19. NxB	QxN
2. P-K4	N-KB3	20. P-B3	P-KN4
3. N-QB3	P-B3 (2)	21. N-B5	QR-K1
4. N-B3	B-N5	22. NxNK4	PxN
5. P-KR3	B-R4	23. QxP	Q-KB2 (7)
6. B-K2	P-K3	24. B-Q2	N-N2
7. B-K3	P-Q4 (3)	25. Q-N1	RxR
8. PxP	KPxP (4)	26. RxR	Q-R4
9. O-O	B-K2	27. R-K7	R-KN1
10. N-K5	BxB	28. P-B3	P-KB4
11. NxB	QN-Q2	29. Q-Q1	Q-N3
12. N-N3	N-B1	30. Q-K2	P-N5
13. N-B5 (5)	N-K3	31. BPxP	PxP
14. Q-B3	O-O	32. QxP	Q-N8ch
15. KR-K1	K-R1 (6)	33. K-R2	QxNP
16. R-K2	N-K5	34. B-B4	Q-R6
17. QR-K1	P-B3	35. RxN	Resigns
18. N-Q3	P-KN3		

**Notes**

1) A very old opening move which has little to recommend it, not even the element of surprise, at least against an experienced opponent. It is quite playable, however, if preceded by 1. . . . N-KB3; which secures some hold on the center and prevents 2. P-K4.

2) Good at this point, as it supports his Q4 and allows an outlet for his queen.

3) This is premature as the exchange of pawns provides white with an objective; action on the open K file. He should first complete his development.

4) With his QB away on his K side, recapture with the QBP would be risky.

5) The knight actually threatens mate on the move!

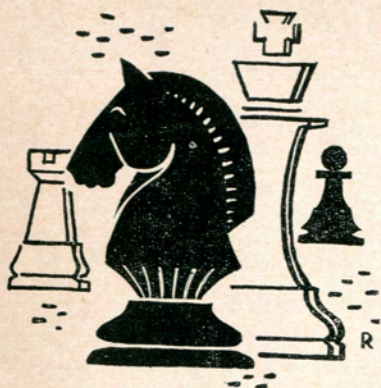
6) Anticipating white's Q-N3.

7) If 23. . . N-B5; 24. BxN.

**Can you win this?**

Composed by M. and W. Platoff. 8-4B2p-8-3p3P-8-3Pk1K1-p7-6N1 White to play and win.

And here is the solution: 1. B-B6, P-Q5; 2. N-K2, P-R8=Q; 3. N-B1 and White wins.



**Thanks to the Santa Rosa Chess Club**

The following letter explains the above:

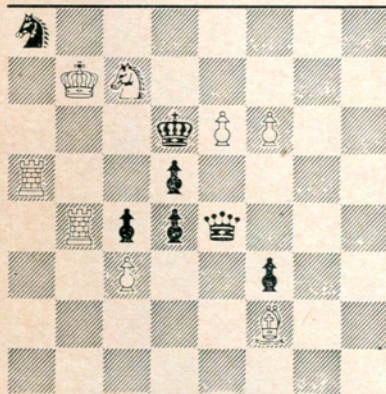
Dear George:

Because we are lucky to be together not just in California but in Santa Rosa, the city designed for living, because of your personal skill and enthusiastic encouragement of all classes of chess players, we would be honored to have you accept the life membership of the Santa Rosa Chess Club. With all our best wishes,

FRANK SCHNEIDER,  
President, Santa Rosa Chess Club.

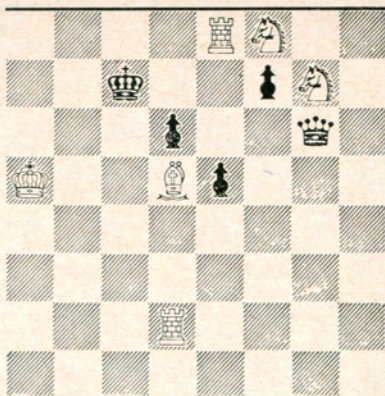
**CAN YOU SOLVE THIS?**

By L. S. Penrose, Hampstead



White to play and mate in two moves (8+8).

By P. Barron, Cliftonville



White to play and mate in two moves (6+5).

Here is a game played last week in Santa Rosa between Robert Holten, Santa Rosa, White; and Clark Jonas, S. F., Black. Two Knights' defense:

1. P - K4, P - K4; 2. N - KB3, N - QB3; 3. B - B4, N - B3; 4. N - N5, P - Q4; 5. P x P, N - QR4; 6. B - N5ch, P - B3; 7. P x P, P x P; 8. Q - B3, Q - B2; 9. B - R4, B - Q3; 10. O - O, O - O; 11. P - Q3, P - K5; 12. N x P, N x N; 13. Q x N, B x Pch; 14. K - R1, B - N2; 15. Q - KR4, B - K4; 16. N - B3, B - B3; 17. Q - KB4, B - K4; 18. Q - KN4, P - KB4; 19. B - N3ch, N x B; 20. Q - B4ch, K - R1; 21. RP x N, KR - Q1; 22. N - K2, Q - K2; 23. P - N3, P - B4ch; 24. K - N1, B - Q5; 25. N x B, RxN; 26. Q - B3, R - KR5!; 27. P - B3, R - R6; 28. B - B4, Q - K7; 29. Q - Q2, RxPch; 30. K - R1, B x Pch; 31. RxB, Q x Rch; 32. K - R2, R - R6ch; 33. K - N1, R - R8 Mate.



E. T. DANA, Palo Alto

Solutions:  
Penrose: 1. R-QN2  
Barron: 1. R-QR8.

# The Hot and Cold of It!

Chess magazines in the last few years have started a new idea in a series of games in which the chess masters give their best game played in tournament play. The game I am going to give you here is far from my best, but it made me sweat and feel hot and cold all over.

I was teaching a chess class of children on the Milwaukee playgrounds, and after four days on one playground, I would give them a blindfold exhibition on the fifth day, and then go to another playground. I felt more than secure that I would win my blindfold games, and in many exhibitions I gave I did win them all. I had to, because I announced that any one who would even draw with me would get a bicycle and it was indirectly because of this offer that I experienced the following exciting game. My opponent was a 13-year-old school girl, one of the four opponents in the blindfold exhibition at the Columbia Playground, Milwaukee, in July, 1940.

White: George Koltanowski; Black: Willeen McHenry. 1 P-K4, P-K4; 2 B-B4, P-Q3; 3 Q-B3 (adopting beginners' tactics so as to get it over as fast as possible. The Scholar's Mate used to succeed very often, too.) 3 ..... Q-B3; (White, to his surprise finds his simple trap refuted in the most effective manner.) 4 P-Q3, QxQ; 5 NxQ, B-N5; 6 B-K3, BxN. (Had I foreseen the eventual outcome of the game, I would have adopted different tactics. White must now rely on his superior end game knowledge.) 7 PxB, N-Q2; 8 N-B3, N-N3; 9 O-O-O (here B-N3 is better); 9 ..... NxB; 10 PxN, N-B3; 11 N-Q5 (forced, or Black obtains a dominating position with N-KR4). 11 ..... NxN; 12 BPxN, P-QB4. (Since I had purposely refrained from teaching the "En-Passant" rule on this playground I could not play the strong move Pxp e. p.) 13 P-QB3, P-QN4. (Here I was beginning to feel worried. This young maiden was playing too well to please me and where was I to get a bicycle?) 14 P-QN4, P-B5; 15 K-N2, P-QR4;

16 P-QR3, P- R5. (The encirclement of White's queen's side is completed. Similar success on the king's side would at least result in a draw.) 17 KR-N1, P-KN3; 18 P-B4, P-B3; 19 P-KR4, K-B2; 20 P-R5. (A momentary pawn sacrifice which Black should have declined.) 20 ..... Pxp; 21 Pxp, BPxp; 22 P-KB4, B-R3! (That girl was playing like a veteran.) 23 QR-KB1, Bxp; 24 BxB, PxB; 25 RxPch, K-K2; 26 R-N7ch, K-K1; 27 R-B6, R-Q1; 28 R-R6; R-Q2; 29 RxR, KxR; 30 RxPR5, P-R3! (If Capablanca had been behind the girl's shoulder I could not have felt worse. With the next move, White is prevented from playing R-R6, which would have had fatal results. Black, with correct play, should now obtain a draw.) 31 K-B2, K-K2; 32 K-Q2, K-Q2; 33 K-K3, K-K2; 34 K-Q4, K-Q2; 35 K-Q4, K-K2; 36 P-K5 (My last hope.) 36 ..... R-R2. (Again well played. After 37 Pxp, Kxp; Black prevents the White king from entering via B5) 37 K-K4, K-K2; 38 P-K6, R-R1; 39 K-B5. (At last . . . but White should have been satisfied with a draw . . . but how could I?) 39 ..... R-B1ch; 40 K-N6, R-B6; 41 Kxp, RxP; 42 R-B5, RxP; 43 R-B7ch, K-K1; 44 R-Q7, P-B6. (Here R-K6 would have been the outcome. For example, 44 ..... R-K6; 45 RxP, P-R6; 46 R-R6, R-K4; 47 RxP, RxQP; and Black's position is to be preferred.) 45 RxP, P-B7; 46 R-B6, R-R6ch; 47 K-N6, R-R7; 48 P-Q6, K-Q1; 49 K-B6, R-R3ch 50 K-K5, R-R7; 51 P-Q7, K-K1; 52 R-B8, R-Q7. (The fatal mistake. With 52 ..... R-K7ch; 53 K-B5, R-B7ch; 54 K-N4, R-Q7 the game remains a draw.) 53 R-K8 mate.



H. DONNELLY  
San Francisco



D. A. YANOFSKY  
Canada

# Memories

During my many tours through the English Isles, Keswick, in the Cumberland mountains, used to be a favorite stopover of mine. The beauty of this small place, surrounded by mountains and lakes, the old historical inn, with its eternal quietness, made it, for a travel weary chess master, the ideal spot to rest up for a few days before continuing the wanderings.

Keswick had a small but select chess club, and they saw to it that I gave a blindfold exhibition each year. The man who really made my visits possible to Keswick, was no one else but the recently deceased Sir Hugh Walpole, the famous British novelist. He was a keen chess player and had he been able to devote more time to the game he would have risen high in the ranks of chess players. In his first game against me, in which I played eight games blindfolded, he tried to play blindfold too, his secretary making the moves for him. He lost very quickly, not being used to the great effort. But he wanted his revenge, and on my next visit gave me real trouble. The game was drawn then.

He used to think very highly of my blindfold abilities, and I have a collection of his works with personal inscriptions. The dedications would fill more space than I am allowed here. Instead of that, I shall bring here one of the best games we played together. In doing so, I wish to honor a great artist, chess player and friend, who has entered the Great Beyond.

Played in blindfold exhibition, with several others, in Keswick, 1937. White: G. Koltanowski. Black: Sir Hugh Walpole.

Colle opening.

- |           |        |
|-----------|--------|
| 1. P-Q4   | Kt-KB3 |
| 2. Kt-KB3 | P-K3   |
| 3. P-K3   | P-Q4   |
| 4. B-Q3   | QKt-Q2 |
| 5. QKt-Q2 | B-Q3   |

I prefer P-B4 here.

- |             |         |
|-------------|---------|
| 6. P-K4     | PxP     |
| 7. KtxP     | KtxKt   |
| 8. BxKt     | Kt-B3   |
| 9. B-Q3     | Castles |
| 10. Castles | P-KR3   |

Probably with the idea of stopping the pin on KKt5, Black

should have tried P-QKt3 and B-Kt2 instead.

- |                                  |      |
|----------------------------------|------|
| 11. Q-K2                         | B-Q2 |
| The above note still holds good. |      |
| 12. Kt-K5                        | P-B4 |
| 13. PxP                          | BxP  |
| 14. R-Qt                         | Q-K2 |

Black does well to get out of possible pin.

- |           |        |
|-----------|--------|
| 15. B-KB4 | QR-Q1  |
| 16. Q-KB3 | B-B1   |
| 17. P-B3  | P-KKt4 |

Black loses patience. He sees that White is going to play on his queen's side majority, so he decides to start a king's side attack . . . which leads to fatal results.

- |           |       |
|-----------|-------|
| 18. B-Kt3 | K-Kt2 |
| 19. P-KR4 | R-KR1 |
| 20. B-B2  | P-Kt3 |

Good advice is difficult to give here.

- |            |       |
|------------|-------|
| 21. Kt-B6  | B-Kt2 |
| 22. P-KT4! |       |

The move Black overlooked.

- |         |       |
|---------|-------|
| 22. . . | RxRch |
| 23. RxR | Q-K1  |

If 23 . . . BxKt then 24. QxB and White wins a piece. Black's only move that would have saved him at the cost of a pawn, would have been 23. . . . P-Kt5; 24. KtxQ, BxQ; 25. PxB, BxKt; 26. B-K5, R-Q1 (best); 27. PxP, etc. He would surely have played this, if he had noticed . . .

- |              |       |
|--------------|-------|
| 24. QxKtch!! | KxQ.  |
| 25. B-K5     | mate. |

## POETRY AND HOWSKI!

From the British Chess Magazine:

"As our readers know Koltanowski has achieved the record for the number of players met in a blindfold display and H. D. O. Bernard has written the following limerick on the Belgian master's chess performances:

Messrs. Rouski, Carouski, and Louski;

Would you trust any of these with the house key?

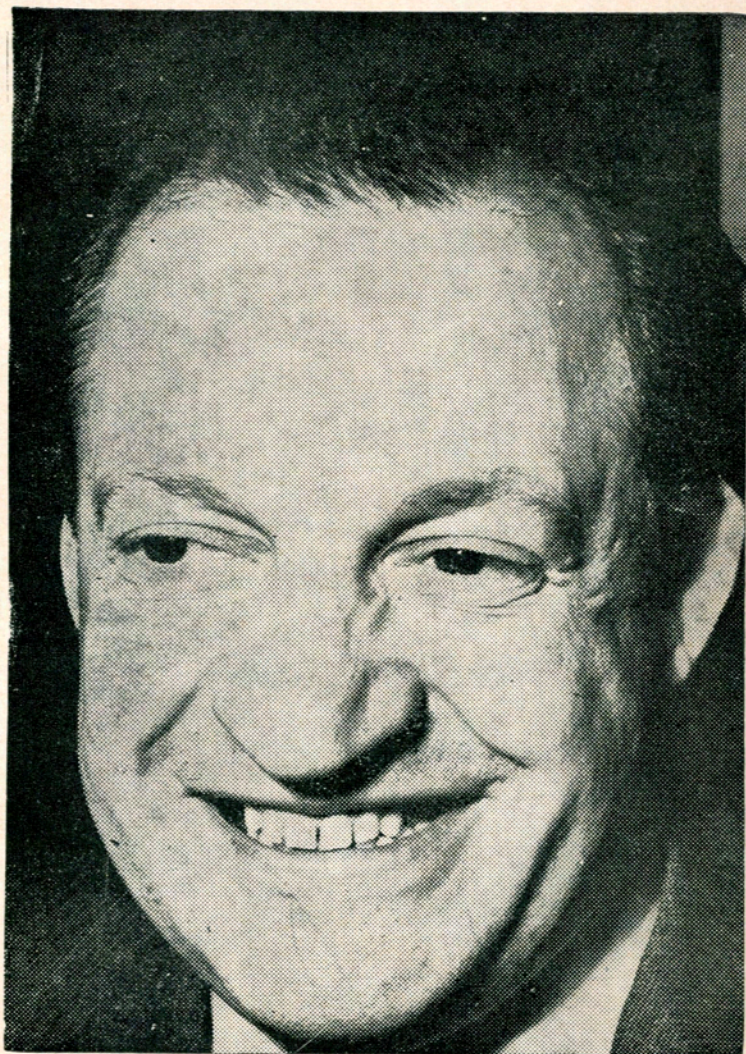
This accounts for our vim  
When we're blindfolding him,  
The chess-playing crack Koltanowski.

**Santa Barbara Chess Club meets daily at the Recreation Building.**



## BLINDFOLD CHESS

IV



"It's over . . . you see!"

# Memories

Played in Antwerp, 1929. 10 board exhibition. White: G. Koltanowski; Black: P. Dunkelblum of Vienna.

Max Lange attack:

- |           |        |
|-----------|--------|
| 1. P-K4   | P-K4   |
| 2. Kt-KB3 | Kt-QB3 |
| 3. B-B4   | B-B4   |
| 4. O-O    | Kt-B3  |
| 5. P-Q4   |        |

And here we have the famous sacrifice. Whenever I get a chance to sacrifice this pawn in a blindfold game, I feel more at my ease in the game. In games over the board, I would probably never feel inclined to make this pawn sacrifice. Can you explain it?

5. . . . PxP

For other lines of play, look for some of the other Max Lange games.

6. P-K5 P-Q4

Considered as Black's best answer here.

- |           |      |
|-----------|------|
| 7. PxKt   | PxB  |
| 8. R-Klch | B-K3 |
| 9. Kt-Kt5 | Q-Q4 |

Again best. If PxP or QxP, then, 10. KtxB, wins a piece through Q-R5.

- |            |        |
|------------|--------|
| 10. Kt-QB3 | Q-B4   |
| 11. QKt-K4 | B-QKt5 |

New and probably bad. The usual lines of continuation are: 11. . . O-O-O or 11. . . B-Kt3 or 11. . . B-KB1. The next move gives White time to break up Black's center pawns.

- |            |       |
|------------|-------|
| 12. P-QB3  | PxP   |
| 13. PxP    | B-R4  |
| 14. P-KKt4 | Q-Kt3 |

Black certainly cannot afford to take the pawn, as after 14. . . QxP, 15. QxQ, BxQ; 16. PxP, White wins easily.

- |            |      |
|------------|------|
| 15. KtxB   | PxKt |
| 16. P-B7ch | KxP  |

Better would have been 16. . . QxP, as after 17. Kt-Kt5, Q-Q2, would have saved him a lot of trouble.

- |              |       |
|--------------|-------|
| 17. Kt-Kt5ch | K-Kt1 |
| 18. RxP      | Q-Q6  |

This seems to be his "point" when he played 11. . . B-Kt5. He now threatens BxP or exchange of Queens. But White now plays very sharply for a mate. . . .

- |           |       |
|-----------|-------|
| 19. Q-K1! | R-KB1 |
| 20. R-K8! | Q-Q2  |

Forced so as to stop Q-K6 mate.

- |            |       |
|------------|-------|
| 21. RxRch  | KxR   |
| 22. B-R3ch | Kt-K2 |
| 23. R-Q1!  |       |

The beginning of the end! The following combination would deserve the exclamation marks, even if it had been played over the board and not blindfolded with so many other games at the same time!

- |            |       |
|------------|-------|
| 23. . . .  | QxPch |
| 24. K-B1!! | QxKt  |
| 25. R-Q5!! |       |

And now it becomes plain why White played his King to B1. If QxR then there follows mate in two.

- |             |      |
|-------------|------|
| 25. . . .   | Q-R5 |
| 26. R-RK5!! | Q-B3 |
| 27. R-KB5   |      |

Black resigns

If QxR, then 28. QxKtch, K-Kt1; 29. Q-K8ch, etc.

The pinning of the Queen and the chasing of the Queen, by a lone Rook, is certainly of great interest to the students, and makes this game one of the best I have ever played.

## DOUBLE RUY LOPEZ

Played in Ghent, May 1923

Koltanowski	Soultan-Koltan-bieffowski	Soultan-bieffowski
White	Black	White
1. P-K4	Kt-KB3	14. B-KKt5
2. Kt-QB3	P-K4	15. BxP
3. Kt-B3	Kt-B3	16. PxKt
4. B-Kt5	B-Kt5	17. BxR
5. P-Q3	Kt-Q5	18. B-K3
6. B-QB4	P-Q4	19. RxPch
7. PxP	B-Kt5	20. R-Kt4
8. B-Q2	Castles	21. B-R6ch
9. P-QR3	BxQKt	22. R-Kt8ch
10. PxQB	BxKt	23. QxRch
11. PxB	Kt-B4	24. Q-K5ch
12. Q-K2	Q-Q3	25. K-K2
13. R-KKt	KR-K	26. Q-Kt3

Black resigned after 40 moves had been recorded.

(From the tournament for the championship of Belgium contested in Ghent during May, 1923, in which Koltanowski first became champion of that country, with the former champion, Colle, in second place.)

Theoretical value—none.

But it shows fight and it was this game which brought the first Championship—this at the age of 19! It therefore has a sentimental value and at the same time it shows—never say die!

I play wiser today—but if more brilliant?

## His Last Game

A few years ago I visited Puerto Rico and should have played in a small tournament (8 players) and give five exhibitions all in nine days. I played my first-round game, but on the second night we found that the program proposed could not be achieved unless the tournament could be played in the morning or afternoon, as the exhibitions had to be given in the evening. Thus a rapid transit tournament was arranged instead and an exhibition added.

Recently I received news that Senor F. Soler Lacroix, president of the Puerto Rican Chess Federation had died. His last tournament game was against me in the shortest tournament I can remember, and I give this game here:

### Played in San Juan Tournament, April 11, 1946

White: G. Koltanowski  
Black: F. Soler Lacroix

#### Queen's Pawn

1. P-Q4 Kt-KB3  
2. Kt-KB3 P-KKt3  
3. P-KKt3 .....

I consider that the best line against the King's Indian.

3. .... B-Kt2  
4. B-Kt2 P-Q4  
5. O-O O-O  
6. P-QB4 P-B3

If 6 . . PxP: 7. Kt-B3, P-QR3; 8. F-QR4, etc., and White plays for the control of the center.

7. Kt-B3 QKt-Q2

Again on PxP White would continue with P-QR4.

8. PxP .....

Simplifies matters. P-QKt3 could be tried.

8. .... PxP.

On KtxP follows 9. P-K4.

9. P-KR3 .....

This move needs a small explanation: My opponent had a nervous tick that I had never come across in any tournament oppon-

ent in all my travels. He would leer at you, squint, shake his head, pull faces and pull any stunt possible to make his face look horrible. After each move he made he would be watching you with his grimaces. I watched him for a while spellbound and made the text move without even looking at the board. Nothing wrong with it, but I decided from then on to make my move, get up and walk around until my opponent had made his move. A wise course . . . or I might not only have lost my game but my sense of humor too.

By the way if you notice me pull faces during my games from now on, you will know where I picked up that disease.

9. .... Kt-Kt3  
10. Q-Kt3 P-QR3  
11. P-QR4 Kt-K5  
12. R-Q1 .....

A quite but good move. The idea is to hold the Queen's pawn after say P-R5, Kt-B5; Kt-xKt; PxKt, QxKt; PxKt; BxP, etc.

12. .... KtxKt  
13. PxKt Kt-B5  
14. Kt-Q2 .....

Again well played. If 14, KtxKt; 15. RxKt! followed by P-QB4 gives White a strong pull.

14. .... Kt-R4  
15. QxQP QxQ  
16. BxQ BxP

So far all equal, but White is counting on his two strong Bishops and majority of pawns in the center.

17. B-R3 KR-Q1  
18. B-B3 R-Q2  
19. B-QKt4 Kt-B3  
20. B-B5 R-QB1

First slip up, R-K1 was better.  
21. Kt-B4

Threatens to win the exchange with Kt-Kt6, looks like trapping the Bishop too.

21. .... R-K1  
22. K-R2 B-B4  
23. P-K4 B-K3

Black thought for a very long time here and seemed convinced he could get out of the mess he is in. The game proves him wrong.

24. P-Q5 P-QKt4!

His only hope is by chasing the White Knight and thus be able to play Kt-K4 attacking my Bishop.

25. PxP PxP  
 26. Kt-Kt6! . . . . .  
 And that wins the exchange.  
 26. . . . . Kt-K4  
 27. Ktx-R! KtxBch  
 28. K-Kt2 B-Kt5  
 29. R-Q3 Kt-Kt4  
 RxKt was threatened.  
 30. R-R7 KtxP  
 31. B-Kt4 R-Q1

Here Black is getting short of good moves and White threatens P-B3.

32. BxP RxKt  
 33. R-R8ch B-B1  
 34. BxB P-KR4  
 35. P-B3 B-R6ch

On B-B4 could follow PxKt, BxPch, R-B3; BxP, R-Kt8; BxRch; KxB and White wins.

36. K-R2 B-B8  
 37. R-K3 Kt-B3  
 38. B-B5ch K-Kt2  
 39. P-Q6 P-Kt4

There isn't much Black can do against R-K7. He cannot even bring his King into the game.

40. R-K7 B-B5  
 41. RxR KtxR  
 42. B-Q4ch K-Kt3  
 43. R-R7 B-K3

Forced otherwise the pawn advances.

44. R-Kt7  
 Black resigns

The Q Knight pawn must fall, after which the Q Bishop pawn advances too. There's nothing better for Black than to lay his King down. R.I.P.

### An Alekhine Game

The following, an early and little-known game by Alekhine which has somehow escaped general attention, is of particular interest. It was played when Alekhine was only sixteen, in a match for the championship of Dusseldorf in 1908, which, one believes, was his first serious encounter with a player of international stature. Here young Alekhine's play already shows the characteristics which were to make his style unique: individual perception, imagination coupled with soundness and accuracy, entire absence of dogmatism, and, above all, a relentless fighting spirit.

Here, too, we find moves of astonishing resource, moves which a lesser player would not even con-

sider, and which seem to run counter to all accepted principles. He moves the QKt three times before moving the KKt even once. We find the type of surprising pawn moves for which he was to become famous. He allows his opponent's QKtP to reach QKt7, where surprisingly it achieves nothing, while the subsequent arrival of his own QKtP on the seventh is absolutely conclusive! By sheer genius he has turned this, for black, essentially defensive opening into a powerful attacking weapon.

### Philidor's Defense

Von Bardeleben (White)  
 Alekhine (Black)

- |              |           |              |          |
|--------------|-----------|--------------|----------|
| White        | Black     | White        | Black    |
| 1. P-K4      | P-K4      | 17. P-QB3(6) | B-Q2     |
| 2. Kt-KB3    | P-Q3      | 18. PxP      | PxP      |
| 3. P-Q4      | QKt-Q2    | 19. Kt-Kt3   | Kt-B4(7) |
| 4. B-B4      | P-QB3     | 20. B-QB4    | QKtxP    |
| 5. PxP(1)    | PxP       | 21. KtxKt    | KtxKt    |
| 6. B-K3      | B-K2      | 22. B-Q5(8)  | B-QB5    |
| 7. Kt-B3     | Q-B2      | 23. BxB      | QxB      |
| 8. P-QR4(2)  | Kt-B4     | 24. Q-R5     | Kt-B6    |
| 9. P-QKt4(3) | 25. R-Kt2 | Q-Kt4(9)     |          |
|              | Kt-K3     | 26. Kt-B3    | K-K7ch   |
| 10. QR-Kt1   | Kt-B3     | 27. RxKt     | QxR      |
| 11. Castles  | 28. QxP   |              | B-B3     |
| 12. Kt-K1    | P-QKt4    | 29. Q-QB5    | P-Kt6    |
|              | (4)       | 30. B-B4     | KR-K1    |
| 13. B-Q3     | P-QR4     | 31. P-Kt7    | QxRch    |
| 14. RPxP(5)  | RPxP      | 32. KxQ      | R-R8ch   |
| 15. P-Kt6    | Q-Kt2     | 33. B-B1     | P-Kt7    |
| 16. Kt-K2    | P-B4      | 34. Resigns  |          |

1. This exchange is anti-positional. Black's basic idea in this defense being to secure the center and to develop an attack on the Q side. White should not exchange pawns, but maintain the center in a fluid state.

2. Until this move was introduced into master practice, black has had many successes with this unpromising defense.

3. But this is premature and spoils the effect of the preceding move. The knight is driven to a fine central position and black is given the opportunity for an ingenious counter-action four moves later.

4. Incisive! White cannot capture the pawn—for example, 13 PxP: PxP; and white must give up his "two bishops" and remain with a hopelessly weak QBP or lose a piece.

5. There is no alternative. If 14 PxRP, P-Kt5; followed by 15 . . . QxP.

6. Sound play which eliminates his weak QBP.

7. Threatening, not 20 KtxP (21 Ktx Kt, Ktx Kt; 22 BxKt, QxB; 23 QxB, QxR; 24 QxB, and white has the best of it), but 20 . . . KtxB; 21 KtxKt. B-Kt4; or 21 QxKt, KR-Q1. White prefers to give up his KP.

3. Alekhine himself thought 22 Q-Q5 the better alternative.

9. Guarding the KP with subtle threats—for example, if 26 B-Q2 threatening 27 BxKt, there follows 26 . . . Kt-K7ch; 27 K-B1, Kt-B5; winning the queen.

10. A fascinating finish.

## Championship Game

This game between Mr. G. Abrahams, the Lancashire champion, and Mr. H. G. Rhodes, an ex-champion of the county, was played in the recent British championship tournament at Felixstowe.

Rhodes (White) v. Abrahams (Black)

### Q. G. D.

White	Black
1. P-Q4	P-Q4
2. P-QB4	P-K3
3. Kt-KB3	Kt-KB3
4. Kt-B3	B-Kt5 (1)
5. P-QR3 (2)	B x Kt ch
6. P x B	QKt-Q2
7. P-K3	Kt-K5
8. Q-Kt3	P-QB3
9. B-Q3	Castles
10. Kt-Q2	P-KB4
11. P x P	Kt x Kt (3)
12. B x Kt	KP x P
13. Castles KR	K-R1
14. P-QB4	P x P
15. Q x BP	Kt-Kt3
16. Q-B5	B-K3
17. B-R5	B-Q4 (4)
18. P-B3	Q-Kt4
19. QR-K1	R-B3
20. Q-K7	Q-R4 (5)
21. B x Kt	P x B
22. Q x P	R-KKt1
23. Q x Ktp	P-Kt4
24. P-K4	P-Kt5
25. P x Ktp (6)	Q x P
26. Q-Kt2	R-R3
27. P-Kt3 (7)	P-B5
28. Q-K2	Q-Kt2
29. P x B	Q x QP ch
30. Q-B2	Q x B (8)
31. Q-Kt2 ch	Resigns

1. A continuation frequently adopted by Ragozin.

2. White's usual reply is 5 Q-R4 ch, Kt-B3; 6 P-K3, castles; 7 B-Q2. The text-move is good and avoids complications. Black must exchange for bishop or lose time. The absence of the KB, however, will severely handicap any attack on which he may embark.

3. Avoiding the trap 11 . . . KP x P; 12 Kt x Kt, P x Kt; 13B x P, & c.

4. He wishes to unpin the knight by 18 . . . Q-Kt4, threatening mate.

5. Black is in an irksome position and it is not clear how he is to avoid material loss. He decides to give up two pawns and to proceed with his attack.

6. A typical and dangerous Abrahams attack. If 25 P x B, Ktp x P; 26 R-B2, R-R3; 27 P-Kt3; R x P ch. and Black wins. White, however, could force a draw by 27 Q-B7, Q-R6; 28 Q-K5 ch, & c.

7. White loses if he takes the bishop: 27 P x B, Q-R6.

8. He overlooks the fatal check. But he is a piece down and his attack has been stemmed. Rhodes is to be commended for his first-class defense.



Sady Loynaz  
Champion of Venezuela

**Memories**

Game played in the Antwerp tournament, March 19, 1932, has a double value, first the stalemating of the Black position and then the right moment for the final attack. To me it has a great value, because a win against S. Flohr, by many considered the challenger for the world's title, is something to remember. It helped me win the tournament.

White: G. Koltanowski; Black: Salo Flohr.

Colle opening.

- 1. P-Q4            Kt-KB3
- 2. Kt-KB3        P-K3
- 3. P-K3            P-B4

This as second move, is considered stronger nowadays.

- 4. P-B3            P-QKt3
- 5. B-Q3            B-Kt2
- 6. QKt-Q2        Kt-B3
- 7. Castles        B-K2
- 8. Q-K2            Castles
- 9. P-QR3

To permit P-K4 without getting the black knight on QKt5 which would force the exchange of the strong white bishop.

- 9. . . .            R-B1

P-Q4 comes strongly in consideration.

- 10. P-K4            PxP
- 11. PxP            P-Q3
- 12. P-QKt4

White has already more breathing space than has Black. The bishop on Kt2 is going to support the center.

- 12. . . .            Kt-KR4
- 13. P-Kt3        P-Kt3
- 14. B-Kt2        P-Q4

A bit late now, because the white pawn does more damage on K5.

- 15. P-K5            Kt-Kt2
- 16. Kt-Kt3        P-QR4

Black is doing his best to create some weakness in White's position, but slowly loses complete control of the position. The white pawns take commanding positions

on the fifth line. They act as thorns in Black's side.

- 17. P-Kt5            Kt-Kt1
- 18. KR-B1           Kt-Q2
- 19. RxR            QxR
- 20. R-B1            Q-Kt1
- 21. Q-B2            Kt-K1

If R-B1, then White would play 22. Q-Q2 taking control of the square KR6.

- 22. Q-Q2

Then the move without gaining time: Black's pieces are stalemated anyhow.

- 22. . . .            K-Kt2
- 23. R-B2            P-KR3

This stops the threat B-B1 as Black can then play R-R1.

- 24. B-QB1           R-R1
- 25. P-KR4           Kt-B1
- 26. Q-B4            Q-Q1
- 27. R-B3

Hoping to get the rook over to KB3.

- 27. . . .            B-B1
- 28. Kt-R1

This time the plan is to get the knight to KKt4. White is developing many plans, which is making the defense for Black difficult.

- 28. . . .            B-Q2
- 29. Kt-B2           P-QR5
- 30. Kt-Kt4

White again changes plans, there is a loophole on QB6.

- 30. . . .            BxKt

There's nothing else that Black can do.

- 31. PxKt            K-Kt1
- 32. Q-Q2

The queen rook's pawn?

- 32. . . .            Kt-B2
- 33. Q-K2            B-K1

Wishes to play Q-Q2 and thus getting counter play.

- 34. Kt-R2           Q-Q2
- 35. Kt-Kt4        Kt-R2

Black must stop Kt-B6ch.

- 36. BxRP            Q-K2

36. . . . KtxP is not good, as there follows 37. BxKt, QxB; 38. QxQ, BxQ; 39. R-B8ch wins.

37. Q-B2 and Black resigns, as after 37. . . . KtxP; 38. BxKt, BxB; 38. R-B8ch, B-K1; 40. Q-B6, etc.

## AN EXCITING GAME IN INTERNATIONAL TOURNEY

Of the many games I played in international chess tournaments, I don't think that many can beat this game against Paul Keres. It was played in the Ostend Tournament, 1937, in which Fine, Grob and Keres all tied for first place. Keres wanted to win this game; it would have insured him first prize alone—Keres should have won—yet fate decided otherwise.

### Dutch Defense

White: G. Koltanowski

Black: Paul Keres

- |           |      |
|-----------|------|
| 1. P-Q4   | P-K3 |
| 2. Kt-KB3 |      |

With PK-4 White can turn it into a French Defense.

- |         |       |
|---------|-------|
| 2. .... | P-KB4 |
|---------|-------|

This move is better as a second move than as a first as after 1. P-Q4, P-KB4, White gets a strong attack with 2. P-K4.

- |           |  |
|-----------|--|
| 3. P-KKt3 |  |
|-----------|--|

Fianchettoing the KB is considered the best line of play for White against this form of the Dutch Defense.

- |          |        |
|----------|--------|
| 3. ....  | Kt-KB3 |
| 4. B-Kt2 | P-QB4  |

Keres has a great liking for playing on the open QB1 file.

- |           |       |
|-----------|-------|
| 5. P-B4   | PxP   |
| 6. KtxP   | B-K2  |
| 7. 0-0    | 0-0   |
| 8. Kt-QB3 | Kt-B3 |
| 9. Kt-B2  |       |

Playing on the backward Q's Pawn.

- |            |        |
|------------|--------|
| 9. ....    | P-QKt3 |
| 10. B-B4   | B-Kt2  |
| 11. Kt-Kt5 | Kt-QR4 |
| 12. P-Kt3  | P-QR3  |
| 13. B-B7   |        |

A very dangerous continuation Kt-Q6 could have been tried.

- |          |      |
|----------|------|
| 13. .... | Q-B1 |
| 14. B-Q6 | QBxB |

The only move that saves Black—and this only because the White King comes under a possible check.

- |           |        |
|-----------|--------|
| 15. KxB   | Kt-B3  |
| 16. Kt-B3 | P-QKt4 |

Nicely played, as it breaks up White's Q-side Pawns.

- |         |     |
|---------|-----|
| 17. PxP | BxB |
| 18. QxB |     |

If 18. PxKt QxPch, 19. P-B3, QxKt wins a piece.

- |            |       |
|------------|-------|
| 18. ....   | PxP   |
| 19. Kt-Kt4 | Q-Kt2 |
| 20. KtxKt  | KR-B1 |

All this because the White King is under a pin.

- |           |        |
|-----------|--------|
| 21. P-B3  | RxKt   |
| 22. Q-Q2  | QR-QB1 |
| 23. KR-B1 | P-Kt5  |
| 24. Kt-Q1 | Q-R3   |
| 25. RxR   | RxR    |
| 26. Kt-K3 |        |

If R-QB1, RxR, QxR, QxPch wins.

- |           |       |
|-----------|-------|
| 26. ....  | R-B6  |
| 27. Kt-B2 | Q-Kt3 |
| 28. P-QR3 |       |

Gets some freedom.

- |           |       |
|-----------|-------|
| 28. ....  | RxKtP |
| 29. KtxP  | Q-R2  |
| 30. Q-B1  | Q-Q5  |
| 31. R-Kt1 | R-B6  |
| 32. Q-Kt2 | Q-K6  |
| 33. Kt-Q3 | R-B1  |
| 34. Q-K5  |       |

White seeks the exchange of Queens.

- |           |       |
|-----------|-------|
| 34. ....  | Q-R2  |
| 35. R-Kt3 | P-R3  |
| 36. R-B3  | R-Kt1 |
| 37. Q-B7  | R-R1  |
| 38. QxQ   |       |

## CHESS CHATS

At last this, but trouble is still looming ahead.

38. ....	RxQ
39. Kt-Kt4	K-B2
40. K-B2	Kt-K1
41. K-K1	Kt-Q3
42. Kt-B2	R-R5
43. R-Kt3	R-R4
44. KtK3	K-K2
45. K-Q2	P-Kt4
46. Kt-B2	P-R4
47. R-Kt4	Kt-Kt4
48. R-Kt3	P-Kt5
49. K-K3	PxP
50. KxP	P-K4
51. P-K3	K-K3
52. P-R3	K-Q4
53. R-Q3ch	

Wishes to drive the Black King back.

53. .... Kt-Q5ch

What a nasty surprise! If PxKt, P-K5ch wins.

54. K-B2	K-K5
55. Kt-Kt4	Kt-B7

Attack and counterattack with each move now!

56. R-Q2	KtxKt
57. PxKt	R-R6
58. R-Kt2	

White decides to give the King's Pawn. He is lost anyway.

58. ....	RxP
59. P-Kt5	R-R6
60. P-Kt6	R-R1
61. R-Kt5	R-QKt1
62. P-Kt7	K-Q5
63. K-B3	P-Q4
64. P-Kt4	P-K5ch
65. K-B4	BPxP
66. PxP	P-R5

Those past Pawns are eyed with sorrow. But the game must go on. There is too much at stake for some of the other players. On then with the battle.

67. P-Kt5	P-R6
68. K-Kt3	P-K6

What is White going to stop first?

69. R-Kt1 K-B6

70. K-B3	P-Q5
71. K-K2	P-R7

Threatens RxP

27. R-B1ch	K-Kt5
73. K-Q3	RxP
74. R-KR1	

Maybe!

74. ....	K-B4
75. RxP	K-Q4
76. P-Kt6	

The position merits a close study. Black could have won before in probably more than one way. Now it is more difficult. White's threat is R-R5ch.

76. ....	R-Kt6ch
77. K-K2!	R-Kt7ch
78. K-B3	

It came off! If RxR, then 79. P-Kt7 and White cannot lose!

78. ....	R-Kt2
79. R-KKt2	R-KKt2
80. R-Kt5ch	K-B5
81. K-K2	K-B6
82. R-B5ch	K-Kt5
83. R-Q5	K-B5
84. R-KKt5	Draw

A game full of thrills and chills. But it gives a constantly pleasant memory of one of my hardest tournament battles!

Russian Chess Club, San Francisco: Meets at 2450 Sutter St.

Palo Alto Chess Club: Meets Monday evenings at the Recreation Center.

Oakland Chess and Checker Club: Meets at 263 12th Street, Oakland.

Berkeley Chess Club: Meets at Live Oak Park, Shattuck Ave., near Berryman, Berkeley

San Francisco Chess Club: Write Nick Russ, 157 Bon View, San Francisco 10.

Castle Chess Club: Write G. McClain, 544 Market Street, San Francisco 4, Calif.

Mates Chess Club: Write Paul Lynch, 519 Simon St., Hayward.



## PAUL KERES AND THE OPENING

To reduce the opening to one formula would be ideal not only for students but for all chess players. Just imagine if that were done how much one could avoid studying! How many nasty traps and surprises we could avert! How always to know the correct path in the most intricate game. Luckily for chess, however, this has not been done and never will be done. Chess is safe from extinction only because it cannot be reduced to a single formula. Just imagine the result if any third class chess player were the equal of—let's say Alekhine—or of chess not giving any further cause for the occasional missing of a heart beat. In such circumstances who could take any further interest in our game?

Although a formula will in all probability never be found there are principles, fundamentals, which we cannot ignore. We have the games of the great masters for study. From these games we study, we hope, not to reach the same positions—a mathematical impossibility—but to employ the ideas, the strategic plans of these games in similar positions of our own.

And now we come to the point.

On looking over the eight games played by Paul Keres in the Buenos Aires Club de Ajedrez, Argentine tournament, 1939, we are immediately struck by the fact that he wins his games to a greater or lesser extent because of his control of the QB file.

That you may judge for yourself, but let's first meet the maestro.

Keres presents an impression of cordiality. He is a tall fellow but looks five years younger than his age of 25 as revealed by his passport. His face is molded, suave, and—timid. You can hardly hear him speak. His smile hardly crosses his lips.

Alekhine plays chess with all his passionate Slavonic temperament; Capablanca with the Spanish blood of Cortez and Pizarro; and Keres like a boy playing with tin soldiers.

And after all isn't Keres right? Wouldn't it be a tremendous error if our serious masters made of our marvelous entertainment a tragedy?

Keres always approaches Alekhine with admiration and respect in his eyes. Keres has won from Alekhine but this has not caused a swelled head. Keres regards Alekhine the way a good but clever child regards his parents. A good boy, who despite the fact he sees errors made by his parents that he could remedy, does not lose faith in them. Alekhine is the chess father of Keres. For that reason I should not like to see a match between Keres and Alekhine just yet. Keres has too much respect for Alekhine and matches are not won that way. (This was written in 1942.)

When I saw Keres for the first time I said to Alekhine, "Is this the great Estonian chess master? It can't be true. If he asks me to play him I feel that I must give him a knight to equalize matters." Alekhine replied with a smile, "That's the secret of his success. No one who sees his innocent look can suspect that he has such a malignitude enclosed in his brain. One must have played him to really know him."

This is not an "official" statement by Alekhine—but it's the truth!

And now for the openings of the games. Note that in each one Keres plays to open and then control the QB file.

First with the white pieces against the orthodox defense.

I. Keres: White. Gerchman: Black.

1, P-Q4, Kt-KB3; 2, P-QB4, P-K3; 3, Kt-QB3, P-Q4; 4, B-Kt5, B-K2; 5, Kt-B3, Castles; 6, P-K3, P-KR3; 7, B-R4, Kt-K5; 8, BxB, QxB; 9, Q-B2. The Estonian champion already begins to place his forces on the QB file. You will see how he strengthens this line. 9, . . . , KtxKt; 10, QxKt, P-QB3; 11, PxP, KPxP; 12, B-Q3, P-QKt3; 13, Castles K, B-Kt2; 14, KR-K1, Kt-Q2; 15, QR-QB1 (new pressure), Kt-B3; 16, Q-

Kt3, QR-QB1; 17, R-B2, P-B4; 18, Q-R3, B-R1; 19, KR-QB1. White's pressure on the QB file has reached its maximum and soon bears fruit.

II In his game against Guimard, Keres again had white. The opening was similar to that of the previous game.

Keres: White. Guimard: Black.

(First eight moves as in the first game) 9, Q-B2, Kt-KB3; 10, PxP, opening of the QB file PxP; 11, B-Q3, Kt-B3; 12, P-QR3, B-Kt5; 13, Castles K, BxKt; 14, PxB, Kt-Q1; 15, P-QKt4, Kt-K3; 16, K-R1, P-B3; 17, Kt-R4, and the game has started. White attacks on the QB file and keeps black occupied there. Then Keres crashes through to victory by way of the open KKt file.

III Against the Slav Defense as against the orthodox Keres makes use of the strategy of playing in the QB file.

Keres: White. P. Frydman: Black.

1, P-Q4, P-Q4; 2, P-QB4, P-QB3; 3, Kt-KB3, Kt-B3; 4, Kt-B3; P-KKt3; 5, PxP, PxP; 6, Q-Kt3, B-Kt2; 7, B-Kt5, P-K3; 8, P-K3, Castles; 9, B-Q3, Kt-B3; 10, Castles K, P-KR3; 11, B-R4, P-KKt4; 12, B-Kt3, Kt-R4; 13, QR-B1, KtxB; 14, RPxKt, P-B4; 15, B-Kt5, P-Kt5; 16, Kt-Q2, Kt-K2; 17, Kt-K2, Kt-Kt3; 18, Q-B3.

IV Against the Caro-Kann Defense.

Keres: White. Czerniak: Black.

1, P-K4, P-QB3; 2, P-Q4, P-Q4; 3, PxP, PxP; 4, P-QB4,

V With this game we start the games in which Keres had black.

Benko: White. Keres: Black.

1, P-K4, P-K4; 2, Kt-KB3, Kt-QB3; 3, B-Kt5, P-QR3; 4, B-R4, Kt-B3; 5, Castles, B-K2; 6, R-K1, P-QKt-4; 7, B-Kt3, P-Q3; 8, P-B3, Castles; 9, P-Q4, B-Kt5; 10, B-K3, PxP; 11, PxP, P-Q4, 12, P-K5, Kt-K5 13, Q-B1, Kt-R4; 14, B-Q1, Kt-B5; 15, B-B4, P-QB4; 16, P-QKt3, Kt-Kt3; 17, QKt-Q2, R-B1; 18, KtxKt, PxKt; 19, RxB, B-B4; 20, R-K1, PxP; 21, Q-Kt2, B-QKt5; 22, B-Q2, B-B6; 23, BxB, PxP; and Keres won through the QB file. See his 15, 17, 22, 23 moves again.

VI Lukas: White. Keres: Black.

1, P-K4, P-K4; 2, Kt-KB3, Kt-QB3; 3, B-B4, Kt-B3; 4, Kt-Kt5, P-Q4; 5, PxP, Kt-QR4; 6, P-Q3, P-KR3; 7, Kt-KB3, P-K5; 8, Q-K2, KtxB; 9, PxKt, B-QB4; 10, KKt-Q2, Castles; 11, Kt-Kt5, B-KKt3 12, Q-B1, B-Kt5ch. 13, Kt-B3, P-QB3 and once again the attack begins on the QB file. If 14, PxP, then Q-Q8 mate.

VII Against the QP as well as the KP openings Keres utilizes the opening QB file as much as possible.

Sonja Graf: White. Keres: Black.

1, P-Q4, Kt-KB3; 2, P-QB4, P-KKt3; 3, Kt-QB3, P-Q4; 4, Kt-B3, B-Kt2; 5, Kt-K5, Castles; 6, P-K3, P-QB4. Once more the QB file!

VIII. **The eloquent game.**

We have left the game which shows our point on the QB file in the most eloquent manner for the end of our illustration.

Palau: White Keres: Black

1, P-Q4, Kt-KB3; 2, Kt-KB3; P-B4 (already the QB file comes into prominence); 3, P-K3, P-Q4; 4, P-QK3- PxP. Opening the all-important file and shutting in P-QKt3, his opponent's QB. 5, KPxP, B-Kt5; 6, B-K2, P-K3; 7, Castles, B-Q3; 8, QKt-Q2, Kt-B3; 9, B-Kt2, R-QB1. We shall see the strength of this move more clearly later. 10, P-B4, PxP; 11, PxP, Castles; 12, R-B1, Q-R4; 13, Q-Kt3, KR-Q1; 14, P-Q5, Palau starts a combination which fails by a hair's breath. The hair's breath is the QB file! 14, . . . PxP; 15, BxKt, PxP; 16, PxP, BxKt; 17, KtxB, Kt-K2; 18, RxR, RxR. Hanging on to his favorite file. 19, QxP, QxRP; 20, Q-Q7, B-B4; 21, P-Q6, QxB! Tranquilly Keres takes the piece. He is not afraid of what seems to be decisive on Palau's part. 22, P-Q6; which would have threatened so much if black could not play; 22, . . . BxB ch, 23, RxB, R-B8ch followed by mate. Neither does 22, QxRch. KtxQ; 23, P-Q7, help because of 23, BxBPch; 24, RxB, Q-Q8ch; 25, R-B1, QxQP and finis to White's adventure. Palau entered a lost ending—and lost.

We have seen how Keres strikes through the B file in each of these games.

**Is this the secret of Paul Keres openings?**

What do you think about it?

## Correspondence Game

Played in 15th Grand National  
(1947) Calif. Sect. I.

Notes by Dr. Ruys, Oakland.

White: **Clark Merritt.**

Black: **Dr. F. C. Ruys.**

**King's Indian Defense.**

1) P-Q4            N-KB3

2) P-QB4          P-KN3

Black's strategic plan in this defense is to exert pressure on white's Q4 with the KB on KN2 and with an eventual P-K4, or P-QB4. White usually builds up a strong center and Black's game is never quite secure until white's game in the center becomes stabilized. After this, black can develop without immediate danger.

3) P-KN3

MC07 states that this fianchetto is white's best line but that it must be preceded by N-QB3 and P-K4 to be effective. Though not the most aggressive line, I think it is very solid and gives white definite initiative.

3) . . .            P-B3

In order to play P-Q4 without giving white the chance to obtain a central pawn majority after exchanges on Q5.

4) B-N2            P-Q4

5) PxP

This immediate exchange facilitates black's game in the center. Better seems 5) N-KB3 B-n2 6) 0-0 0-0 7) N-QB3 (but not 7) P-N3 as black can obtain good counter play with 7)—P-QB4).

5) . . .            PxP

6) N-KB3          B-N2

7) 0-0            0-0

8) N-B3           N-B3

9) N-K5           NxN

10) PxN           N-N5

11) NxP           NxKP

12) Q-N3          N-B3

13) R-Q1

Up to here, the game has followed MC0, pp236, col. 126, note c. Here Samish continued with 13) B-K3 P-K3 14) N-B3 N-Q5.

13) . . .            P-K3

Since both sides have long open diagonals, the game now becomes a struggle to see who can develop his QB. The victor of this phase

will have the better game. Black will try to appear very aggressive to gain this end.

14 N-N4

This move which threatens the black Q as well as 15) NXN PxN 16) BXP, actually does not work out well. Preferable seems 14) N-B3 after which development of the QB does not seem too far off.

14) . . .            N-Q5

With this move, which closes out the threat to the Q and also threatens the white Q as well as the KP, black temporarily takes over the initiative.

15) Q-Q3          Q-N3

16) P-QR3

This is a crucial point, I would have preferred giving up a P with 16) B-K3, after 16—QxN 17) BxN R-Q1 18) B-QB3 RxQ 19) BxQ RxRch 20) RxR BxP as well as after 16)—NxPch 17) QxN QxN 18) R-Q2 white's lead in development gives him a much easier game than black.

16) . .            P-QR4

17) N-B2          N-B3

with the threat R-Q1

18) BxN?

This is bad and leads to an inferior game because not only does black get the two bishops but is now able to develop his QB easily and win a tempo while doing so.

18) . . .          PxB

19) R-N1          B-R3

20) Q-KB3        Q-N4

21) R-K1

Gives up the open file but releases the Q for further duty.

21) . . .          P-QB4!

Thereby taking over control of two very important squares (Black's Q5 and QB5) and also preparing reorientation of the QB on the long diagonal.

22) B-N5          B-N2

23) Q-K3          Q-B5!

Threatens the N and also covers the KP making the next move a threat also,

24) KR-QB1      P-K4

25) B-R6          BxB

26) QxB           QxP

27) N-K1

Certainly Q-K3 immediately is to be preferred as now black wins an important move.

- 27) . . . KR-Q1  
28) Q-K3

And not 28) RXP? Q-K5! 29) P-B3 Q-Q5ch and wins the rook.

- 28) . . . QxQ  
29) PxQ B-K5!

This is the strongest move of the game as in one stroke black is able to centralize his B in front of an isolated pawn as well as gain another tempo to develop his last piece the QR.

- 30) R-R1 QR-N1  
31) R-B4

After 31) Rxp RxP 32) RxP R/1-Q7 the threat of RxKRP and R-R8 mate can only be defeated by heroic measures.

- 31) . . . P-B4  
32) P-QN4

This P is lost in any event.

- 32) . . . BPXP  
33) PxP RXP  
34) R-B7 P-R5  
35) R/R1-B1 R-N2

White must not be given the chance to invade the 7th rank nor can black do so successfully for if 35)—R-N7 36) R-QR7.

- 36) R/7-B4 R-R2

Why this R is used and not the other will soon become clear.

- 37) R-R1 P-R6  
38) N-B2 BxN

The B having served a glorious life now dies but kills the N before he becomes too active.

- 39) RxB R-N1  
40) R/2-R2 R-N6  
41) K-B2 R-N7ch!

If the other R were now on R1 this move would not be possible since after 42) RxR PxR 43) RxR with a check and black cannot Q the P!

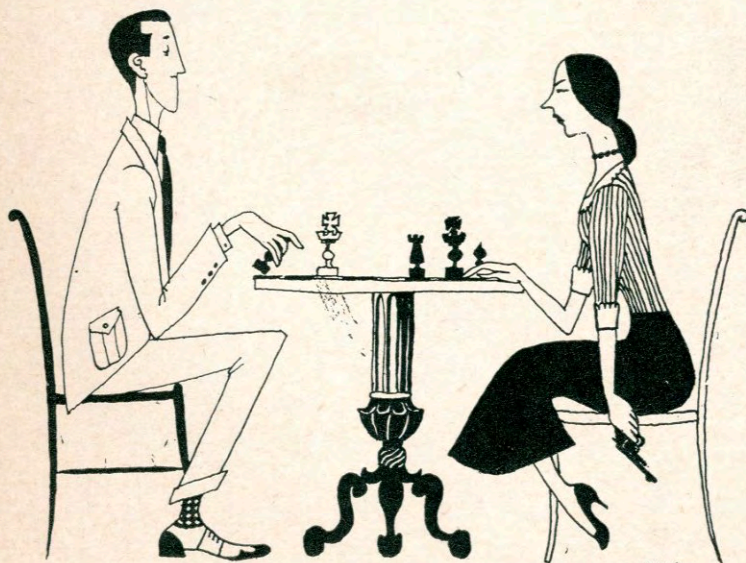
- 42) K-B3

Also 42) RxR PxR 43) R-N1 R-N1 is hopeless for white.

- 42) . . . RxR  
43) RxR R-R5  
44) K-K2 K-B2

RESIGNS

## All's Fair In . . . . .



BY MRS. LEONA WOOD HARLAND, LOS ANGELES

## IN THE HEAT OF BATTLE AT ATASCADERO



*Photo by Decker, Atascadero*

Seated L. to R.: Judge B. C. Jenkins, Santa Rosa; Clark Jonas, S.F.; Chas. Gee, Atascadero; V. Radaiken, S.F.; Fred T. Dong, S.F.; Franklin Yue, S.F.; LeRoy Johnson, L.A.  
 Standing: Jim Cross, Glendale; George E. Croy, L.A.; Roland Goudswaard, Santa Rosa; Earl Pruner, S.F.; Nick Russ, S.F.; I. Rivise, L.A.; Wade Hendricks, Oakland; Dr. B. Gross, S.F.; P. Smith, Pasadena; R. Teel, San Luis Obispo; Leslie Boyette, S.F.; P. D. Smith, Bakersfield; G. Koltanowski, Santa Rosa.

### **The Chess Player, the Financier and Another**

By LORD DUNSANY

"I knew a case," said the financier, "of a man with the most brilliant brains," who had finance at his fingertips.

"He was a man called Smoggs, utterly unknown of course. And I say 'of course' because he never used his brains; or rather I should say he never made any use of them, which can be quite a different thing. He just sidetracked them, ran them down a siding that led no where, and he might have been as big a financier as any of us. "Do you know what he did?" Sit down and I'll tell you. He went and played chess. All the intellect that might have controlled, well, more than I can tell you, he wasted over a chessboard. "It came gradually at first; he used to play chess with a man during the luncheon hour, when he and I worked for the same firm. And after a while he began to beat the fellow, which he never could do at first. "Then he joined a chess club and some kind of fascination came over him;

something like drink, or more like poetry or music; but, as I never was addicted to any of the three, I can't say. Anyway it completely got hold of him and he began to lose interest in things. He became a good player, there was no doubt of that, and he won many prizes. And the value of all the prizes he won in his life would have added up to about a hundred dollars. I've made a thousand times as much in an hour. And more than once. But that is all that he ever got out of chess. Why? That man could have handled millions. He did dabble a bit finance, as I dabbled in chess; in fact we started together in the same firm, as I told you; but we both left our dabbings and went our different ways. "And his led no where. He could have been a financier. They say its no harder than chess, though chess leads to nothing. I never saw such brains wasted."

"Well," said the warden, "I can't sit listening to you all day, but I see your point and I agree with it. There are men like that. It's a pity, but there are men just like that." He locked the financier up for the night, and hurried back to his work.

# Chess On Television

By LARRY WEST  
TV Cameraman, KPIX, San Francisco

When KPIX decided to pioneer in telecasting Chess, unpredictable situations were bound to arise! So we put our heads together with effervescent George Koltanowski, who was brimming over with ideas to make the show interesting . . . even to the "lay-est" of laymen.

As this is written, we have two TV programs under our belts, and of course, hoping for more to put on. The response to each program was indeed much greater than we had anticipated, and the favorable comments on the nature of the program and its manner of presentation were most flattering.

In regard to the technique of the telecast, our main concern was complete coverage of all action, with a good perspective of the three chess-boards, which meant shooting down from an elevated angle. Two cameras, alternately picking up action on lenses of various focal lengths, conveyed the proceedings. One camera, on tripod, of course, had to be hoisted onto a large table (aside to camera fans: a new kind of "table-top" photography!) shooting down at the boards, while the other one was placed to the right, giving head-on views of Mr. K., and allowing panning over to the group of players. We have the additional feature of being able to superimpose shots of both cameras and making lap-dissolves, which furnished us further flexibility and fluidity for a smooth performance.

The second show was set for August 18th, and was to run forty-five minutes, however, its dramatic drive gave it a momentum which carried it past the allotted time to a full hour, and everybody including tireless Kolti was made very happy thereby. Our star was able to include a demonstration of his Knight's Jump memory stunt, where, after looking at the board for two minutes, he would (starting from any arbitrarily selected square) cover the entire board as the knight jumps—without accidentally repeating any square—and quote what ever word or number was written thereon.

Roughly, the setup for the second program was the same, except that we stacked up four platforms to a height of four feet on which we precariously perched the tripod holding the camera. Ten challengers sat at an elongated table, backs to the camera, giving the viewer the idea that he was playing against G.K. One game, carried through to the challenger's resignation was pursued intently by the cameras. At one point our champion even had the board cleared and re-played the game, move-by-move up to the time of interruption, commenting on the moves as he went along.

Though not publicly invited, the studio was filled to its capacity with spellbound observers.

We at KPIX hope that we will soon be able to schedule another chess-battle, and perhaps pioneer another sort of stunt for our audience, or even inaugurate a series of lessons and weekly problems, which our supercharged professor is already prepared to put on.

The KPIX staff is most grateful to Mr. Koltanowski for his co-operation and his generosity with his valuable time.

University of California Chess Club: Write Stephen H. Sosnick, 1712 Euclid Ave., Berkeley 9.

Tower Chess Club: Calif. School of the Blind, 3001 Derby, near Belrose, Berkeley.

Santa Cruz Chess Club: Write "Andy" Anderson, Gen. Delivery, Capitola, Calif.

Santa Monica Chess Club: Meets Friday evenings at the Recreation Center in Lincoln Park, Santa Monica.

Sacramento Chess Club: Meets Thursday evenings at the YMCA.

Modesto Chess Club: Write Herb Betker, P.O. Box 591, Riverbank, Calif.

# Meet Nancy Roos

By G. E. CROY, Los Angeles

Believing the readers of CALIFORNIA CHESS NEWS would like to meet, reporter-wise, our official photographer for Southern California, allow me to introduce Mrs. Nancy Roos, artist, professional photographer and chess player, by this biographic vignette and one of her chess games.

Mrs. Roos, formerly a Dutch citizen, came to this country in 1939. In Europe, she had traveled extensively, studying art and playing chess in most of the old world capitals. She won the women's chess championship of Belgium, and in 1942 participated in the U. S. Women's Chess Championship tournament in New York, finished second. She has resided in Los Angeles the past five years, where she engages in her profession, operating a photo studio, in the Wilshire district. Since coming to California she has competed in many chess tournaments and has more than held her own, even against the strongest male competition. She plays at the Los Feliz Chess Club and has earned the right to play on the club's team.

Mrs. Roos has a lightning-like grasp of chess positions, which makes her a formidable opponent in rapid transit tournaments. In regular tournament play it sometimes causes her downfall

through moving too fast. She has a penchant for the "Polish" Opening (1.PQN4), considered at best a curiosity by most players. However, she had surprising success with it, and the following game, in which she humbled an expert, illustrates the type of position usually resulting. The opening and mid-game play shows a hard-fought battle for space and control of the board, but White finally secured an advantage with doubled rooks on the important King's file. This probably should have won for her anyway but Black (I understand in time trouble) blundered a piece away.

Played in a tournament at the Hollywood Chess Group, October, 1944.

White: MRS. ROOS.  
Black: H. Borochow.

## POLISH OPENING.

1. P-QN4	P-K4	18. N(3)-Q4	PxP
2. B-N2	P-KB3	19. QxP	P-KB4
3. P-QR3	P-QR4	20. NxB	QxN
4. P-N5	P-Q4	21. N-Q4	Q-Q2
5. P-K3	B-K3	22. R-B2	N-B5
6. N-K2	B-Q3	23. P-K4!	BxP
7. P-KN3	N-K2	24. BxP	P-N3
8. P-KB4	N-Q2	25. B-KN2	K-R1
9. B-N2	N-QN3	26. R-K2	B-B4
10. P-QR4	N-B5	27. K-R1	R-B3
11. B-QB1	P-B3	28. R-N1	R-R1
12. P-Q3	N-QN3	29. B-Q2	R(1)-KB1
13. PxBP	PxQBP	30. R(1)-K1	NxB
14. O-O	O-O	31. QxN	BxN?
15. N-Q2	Q-Q2	32. RxN	Q-Q3
16. P-B3	R-R2	33. QxB	and won.
17. N-B3	P-K5		

NANCY ROOS teaches chess each Tuesday from 7-10 p.m. at Virgil Junior High School, Los Angeles.



Photo by Nancy Roos, Los Angeles

Left to Right: Mrs. N. Roos, Mrs. Fl. Keen, Bill Cook, H. Grunberg, G. G. Budvig, Mrs. B. Berkov, Mrs. K. Hetgen. SECOND ROW: P. Jovicin, R. Laurence, Max Hetgen, W. M. Sulzner, Vim Robinson.

## Games Section

Game from the Junior Championship at Fort Worth.

White: EARL PRUNER.

Black: Arthur Bisguier.

ROUND 8—RUY LOPEZ.

Notes by Earl Pruner.

- |          |       |
|----------|-------|
| 1. P-K4  | P-K4  |
| 2. N-KB3 | N-QB3 |
| 3. B-N5  | P-QR3 |
| 4. B-R4  | N-B3  |
| 5. O-O   | B-K2  |
| 6. Q-K2  | P-QN4 |
| 7. B-N3  | O-O   |
| 8. P-B3  | P-Q4  |
| 9. P-Q3  |       |

If 9.PxP there can follow either:

—9. . . . , NxP; 10.NxP, N-B5! 11.Q-K4, NxN; 12.P-Q4!, B-N2!; 13.QxN(B4), N-Q6; 14.Q-K3, NxB; 15.RxN, B-N4 with some attack for the pawn, or

2.—9. . . . , B-KN5!, 10.P-KR3, BxN; 11.QxB, P-K5; 12.Q-K2, N-QR4; 13.B-B2, QxP; Hjorth-Keres, Lidkoeping, 1944.

- |          |       |
|----------|-------|
| 9. . . . | P-Q5  |
| 10. PxP  | B-KN5 |

In the recent Worlds Championship Keres-Euwe game, Black continued 10. . . . NxQP, 11.NxN, QxN; 12.B-K3, Q-Q3; 13.N-B3, B-K3 with an equal game. 10. . . . , PxP? is refuted by 11.P-K5.

Bisguier evidently feels that he must play for a win, hence he adopts an enterprising sacrifice that Cross used against him in the fifth round.

- |         |  |
|---------|--|
| 11. PxP |  |
|---------|--|

If 11.P-Q5?, N-Q5; 12.Q-Q1, N-R4!; 13. B-K3, NxNch; 14.PxN, B-KR6; 15.R-K1, B-N4!; 16.K-R1, B-B5; 17.BxB, NxB; 18. R-N1, Q-R5; 19.Q-Q2, QR-Q1; 20.N-B3, R-Q3; 21.N-Q1. B-Q2!; 22.N-K3, QxPch!! and mates in two groups. J. Donovan-S. N. Bernstein; Ventnor City, 1942.

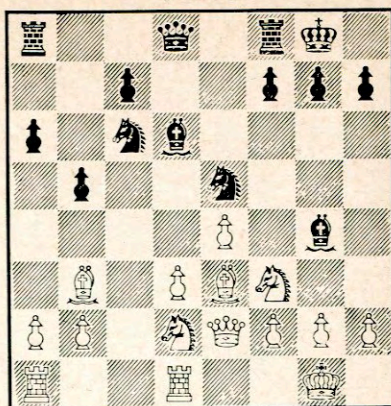
- |           |      |
|-----------|------|
| 11. . . . | N-Q2 |
|-----------|------|

In the Bisguier-Cross game, Cross played 11. . . . , QNxP and regained his pawn after 12.P-Q4! (Bernstein refutes 12.R-Q1 with N-R4; 13.P-Q4, BxN; 14.PxB, N-N3; etc.) 12. . . . , BxN; 13.PxB, QxP. However Black's position cannot be considered satisfactory as his game is exposed to attack.

- |           |      |
|-----------|------|
| 12. B-K3  | N2xP |
| 13. R-Q1  | B-Q3 |
| 14. QN-Q2 |      |

Black was threatening 14. . . . , NxNch; 15. PxN, Q-R5 with decisive effect. If 14.P-Q4, NxNch; 15. PxN, Q-R5; 16.P-K5, NxKP gives Black a strong attack.

Position after 14.QN-Q2.



- |           |     |
|-----------|-----|
| 14. . . . | NxP |
|-----------|-----|

- |                                |       |
|--------------------------------|-------|
| If 14. . . . , Q-R5; 15.P-KR3! |       |
| 15. QxN                        | BxPch |
| 16. NxB                        | QxQ   |
| 17. NxB                        |       |

According to ordinary standards a Queen and pawn is about equal to the three minor pieces. Here however Black's game is not satisfactory as his pieces are either out of play or awkwardly posted. White's pieces, on the other hand, will all be placed in effective positions.

- |           |       |
|-----------|-------|
| 17. . . . | P-KR4 |
| 18. QR-B1 | N-Q5  |
| 19. BxN   |       |

19.N-K5 is even better.

- |           |       |
|-----------|-------|
| 19. . . . | QxB   |
| 20. N-K3  | QxNP  |
| 21. RxP   | QR-Q1 |

- |                                  |      |
|----------------------------------|------|
| If 21. . . . , QR-B1?; 22.BxPch. |      |
| 22. B-Q5                         | P-R4 |
| 23. N-B3                         | RxB  |

White threatened BxPch which was hard to meet.

- |         |  |
|---------|--|
| 24. PxR |  |
|---------|--|

Black's sacrifice has given him two pawns on the Queen side, but White's QP will keep him so busy that he will never have a chance to advance them.

- |           |      |
|-----------|------|
| 24. . . . | QxRP |
| 25. P-Q6  | Q-K3 |
| 26. P-Q7  | R-Q1 |
| 27. R-B8  | Q-K2 |

If 27. . . . , RxR; 28. P-Q8-Qch, RxQ; 29. RxRch, K-R2; 30.N-N5ch wins Black's Queen.

- |            |                |
|------------|----------------|
| 28. N-B5   | Q-B1           |
| 29. RxR    | QxR            |
| 30. N-K7ch | Black resigns. |

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POSTAL CHESSE GAMES

Editor: R. DE FOREST TAYLOR  
129 Rey St., San Francisco 24, Calif.

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Rules for play are given below. It is our desire to make them as few and simple as possible. It is also our wish to have them entirely acceptable to the players. Any comments or suggestions will be welcomed.

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1. Each player, upon receipt of his entry, will be given one of the following classifications, rating themselves.

- Those declaring themselves as follows:
- Strong Players.....1200 Points
- Average players.....1000 points
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These ratings will be published as received. Groups will be made up from players of the same strength as near as possible. Wins and Losses will be adjusted accordingly.

2. There will be seven (7) players in each group or match. Players may compete in as many groups as they wish. Fee - one dollar (\$1.00) per group.

3. Official code of the International Federation of Chess will govern all games, except as modified by these rules or manifestly inapplicable.

4. Time limit for answering moves will be three (3) days from date of receipt of moves, exclusive of Sundays and holidays. In cases of repeated complaints, the offending player may have his game forfeited, if the evidence warrants such action.

5. In the case of forfeited games, neither player's rating will be affected unless the one awarded the forfeit requests adjudication. Forfeited games are scored as wins in the group.

6. Abandoned games or withdrawals will be scored as wins for the opponent.

Credit in rating will be granted only if the remaining player requests adjudication.

7. At the end of the games, the winner will report results to POSTAL EDITOR giving group identification and name and address of opponent. In the case of ties, white will report.

8. Standard descriptive notations will be used in dispatching moves and reporting games.

9. Ambiguous moves, capable of more than one legal interpretation must be clarified by the recipient's returning said move and requesting its resubmission.

10. Players who have mailed moves must abide by such moves.

11. "If" moves are binding only if accepted by the opponent.

12. In the case of illegal or "impossible" moves, the opponent must request a legal move be made with the unit designated.

13. Please refer all misunderstandings to the POSTAL EDITOR and accept his decision as final.

14. Each player must keep a record of his games and be prepared to submit same to the POSTAL EDITOR, if requested.

\*\*\*

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Player No.	Plays WHITE Against
1. ....	2, 4 & 6
2. ....	3, 5 & 7
3. ....	1, 4 & 6
4. ....	2, 5 & 7
5. ....	1, 3 & 6
6. ....	2, 4 & 7
7. ....	1, 3 & 5

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