

CHESS NUTS

AUGUST 1956



DR. E. LASKER

SAN QUENTIN PRISON CHESS CLUB DIRECTORY

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CHESS NEWS

.....International Chess Master George Koltanowski visited San Quentin the evening of July 5, 1956 and gave a lecture on chess. He discussed one of the newest variations in the Max Lange attack whereby the great Paul Keres, formerly an Estonian but now a Russian Grandmaster, finds a new move which seemingly wins for Black. This is Black's 15th move-B-Q4. Koltanowski has suggested that our club work on this and see whether a good refutation can be found for this move. Koltanowski said that he would visit San Quentin again after completion of the 1956 United States Open Championship at Oklahoma City for which he is Tournament Director. Another big simultaneous exhibition will be played sometime this fall. This is the big proposed 80 board exhibition. More on this when details are worked out. Permission was also given by Koltanowski to re-print any chess articles written by him that may be helpful to our club members.....

.....A letter was recently received from former CFNC Secretary, Mr. Jim Reynolds, who is now Club Director of the Precita Valley Chess club, which is now 22 strong. A match has been arranged between our two clubs for Saturday, August 18th. About 18 to 25 players from Precita Valley will take part. An added sidelight is that the Showalter team of Precita Valley is now leading the CFNC El Camino Real Summer League which includes seven teams. This same Showalter team defeated the EVANS team of San Bruno by a 4-2 score. This is all the more interesting since the EVANS team won the team championship of CFNC for the 1955-56 regular schedule. This schedule consisted of 4 leagues having a total of 19 teams. This should be a good test for both teams, especially San Quentin..

CHESS NEWS

.....At the August 4th regular business meeting of the club a new set of club rules were unanimously adopted. The new rules replace the original club bylaws adopted at the first meeting of the club in October 1955. Experience proved that most of the club members were interested in playing chess and did not want an elaborate set of rules. The new rules are 25 in number and are given on 3 pages whereas the former set of rules needed 11 pages. Major changes included the setting up of two regular Committees, a Rules Committee and a Planning Committee. The club limit was set at 25 voting members instead of the original 40. Just as many players can take part, however, they will have to work and study harder for membership. This in itself should strengthen all boards in a short time. Players will now have to compete with each other for membership whereas formerly it was first come, first admitted regardless of playing strength. Also, an Open Tournament for the Institution Championship will be held once each year with any player eligible to compete. The club championship (for members only) will be held once each six months.....

.....Many chess players not now members are competing for membership. They will be admitted September 1, 1956, the next regular club meeting. Nine positions are open.....

.....An effort will be made to get various chess equipment, books, etc. to be used as prizes in all tournaments, contests, etc...

.....The quarterly club championship for July through August and September was won by Campos, a half point ahead of Hansen and Carter. A Swiss system was used.....

NEW LINE IN MAX LANGE

This is reprinted from Koltanowski's chess column in the San Francisco Chronicle. Annotations are by Koltanowski:

"Here's that opening again! This time it is won for Black and those who maintain the Max Lange is a win for Black are celebrating! But the final bolt has NOT been shot in this opening yet!"

WHITE: M. Rinaldi, Switzerland
BLACK: J. Van Diest, Belgium

(Played by correspondence, 1956)

MAX LANGE

- | | | |
|----|----------|-------|
| 1. | P-K4 | P-K4 |
| 2. | N-KB3 | N-QB3 |
| 3. | B-B4 | N-B3 |
| 4. | P-Q4 | PxP |
| 5. | O-O | B-B4 |
| 6. | P-K5 | P-Q4 |
| 7. | PxN | PxB |
| 8. | R-K1ch | B-K3 |
| 9. | N-N5 (a) | |

Threatens to win a piece with NxB and Q-R5ch.

- | | | |
|-----|-------|-----------|
| 9. | | Q-Q4 |
| 10. | QN-B3 | Q-B4 |
| 11. | N3-K4 | B-KB1 (b) |

The Rubinstein line.

- | | | |
|-----|----------|--|
| 12. | NxBP (c) | |
|-----|----------|--|

Samisch move and used quite often by Koltanowski!

12. KxN
13. N-N5ch K-N1 (d)

According to Keres the best continuation.

14. P-KN4 Q-N3 (e)

If 14.... QxNPch; 15. QxQ, BxQ;
16. P-B7mate.

15. PxP B-Q4 (f)

And here it is: The refutation by Keres, gives up the exchange for two Bishops and advantage in development.

16. PxR (Q)ch KxQ
17. N-KR3 (g)

Must try to get rid of one of the Bishops.

17. B-Q3
18. N-B4 Q-B2
19. NxB QxN (h)

The critical position. Black now threatens....N-K4.

20. P-B4 (i)

Sad necessity.

20. R-KB1
21. R-B1 P-Q6
22. Q-B3 QxQ
23. RxQ N-Q5 (j)

Gains another pawn.

24. R-B1 NxP

25. R-N1	B-B4ch
26. K-R1	R-Q1
27. B-Q2	P-N4
28. P-B5	P-N5
29. P-B6	B-Q5
30. P-B7	K-N2
31. B-R6ch	KxB
32. P-B8 (Q)ch	RxQ
33. RxR	P-Q7 (k)

White having made two Queens,
it is now time for Black to
make one also.

34. R8-B1	N-K6
35. R-N1	P-Q8(Q)
36. QRxQ	NxR
37. RxN	BxP
38. R-Q7	P-B4
39. R-QB7	B-Q5

Resigns (1)

The forward march of the Black
pawns cannot be stopped. A game
of high theoretical importance.
We are now burning up a lot of
candles trying to find something
to beat back Black's 15th move:
B-Q4.

It is suggested that the members
of the local chess club work on
this opening and try to find a
refutation of Black's 15th move.
Whether or not you can, the intense
study of the opening should help
your overall play. Try it!

END

ANNOTATED GAMES

The following game was played on June 9, 1956 between the Colle team of CFNC and the San Quentin Keres team (Colle won 3½-2½). This was played on board 3. The game was annotated by George Koltanowski.

WHITE: Fisher (Parks Air Force Base)
BLACK: Switzer, San Quentin

- | | | |
|-----|---|--------|
| 1. | P-K4 | P-K3 |
| 2. | N-KB3 | P-QN3 |
| 3. | P-Q4 | B-N2 |
| 4. | N-QB3 | B-N5 |
| 5. | B-Q2 | |
| | 1st inaccuracy | |
| 5. | | BxN |
| 6. | BxB | BxP |
| 7. | P-Q5 | |
| | Indirect attack on
Black's King's Rook | |
| 7. | | N-KB3 |
| 8. | PxP | BPxP |
| 9. | N-N5 | |
| | Target is now the Queen's Rook | |
| 9. | | B-KN3 |
| 10. | Q-KB3 | N-B3 |
| 11. | O-O-O | |
| | Threatening NxKP | |
| 11. | | Q-K2 |
| 12. | B-K2 | |
| | Anticipating Black's next move. | |
| 12. | | B-R4 |
| 13. | Q-Q3 | BxB |
| 14. | QxB | N-Q4 |
| | Attacking two pieces | |
| 15. | N-K4 | O-O-O |
| | Black <u>looks</u> safe. | |
| 16. | P-KN3 | K-N2 |
| 17. | P-KB4 | P-K4 ? |
| 18. | RxN | PxP |
| 19. | PxP | Q-K3 |

20. KR-Q1 KR-K1

21. B-K5 N-N5

Black is not content to win a minor piece with P-Q3. The question now is: how to prevent...NxrPch, and still save the Rook on Q5? N-N5 is answered by...Q-QB3, in which event, the Bishop on K5 is pinned.

22. R-R5 ? ! Pxr
Black takes the bait.

23. N-B5ch K-B1

24. NXQ
and Black resigned
a few moves later.

This game was played on board one between the San Quentin Keres team and the CFNC Colle team. It is reprinted along with Koltanowski's annotations. (Game was printed in the San Francisco Chronicle on Monday, July 30, 1956)

WHITE: Bill Stevens (Colle)

BLACK: Carter, San Quentin

- | | | |
|-----|----------------------|-----------|
| 1. | P-Q4 | N-KB3 |
| 2. | N-KB3 | P-KN3 |
| 3. | N-QB3 | P-Q4 |
| 4. | B-B4 | B-N2 |
| 5. | P-K3 | QN-Q2 (a) |
| | Prefer 5...P-B4 here | |
| 6. | N-QN5 | P-K4 (b) |
| 7. | PxP | N-R4 |
| 8. | B-N5 | P-B3 |
| 9. | PxP | BxP |
| 10. | QxP (c) | |

(b) What else can he play?

(c) Clears the deck.

- | | | |
|-----|----------|-------------|
| 10. | | BxB |
| 11. | NxB | R-B1 |
| 12. | N-K6 | P-B3 |
| 13. | N6(B7ch) | Resigns (d) |

(d) After K-K2; 14. Q-K6 mate.

Played on board 4 between the San Quentin Capablanca team and the CFNC Max Lange team (3-3 tie match). Annotations by Koltanowski. This game was printed in the San Francisco Chronicle of July 31, 1956.

WHITE: J. Akins, Max Lange
BLACK: Henderson, San Quentin

- | | | |
|----|----------|-------|
| 1. | P-K4 | P-QB4 |
| 2. | N-KB3 | P-Q3 |
| 3. | P-B3 | B-N5 |
| 4. | B-K2 (a) | |

Immediately P-Q4 is also good.

- | | | |
|----|-------|-----------|
| 4. | | P-K4 |
| 5. | P-Q4 | BPxP |
| 6. | PxP | N-KB3 |
| 7. | N-B3 | P-KN3 (b) |

Could have tried here
7...N-B3; 8. P-Q5, BxN
9. BxB, N-Q5 etc.

- | | | |
|-----|-------|-----------|
| 8. | PxP | BxN |
| 9. | BxB | PxP |
| 10. | QxQch | KxQ |
| 11. | O-O | QN-Q2 (c) |

(c) Much better is 11.... N-B3

- | | | |
|-----|-------|-----------|
| 12. | B-N5 | B-K2 |
| 13. | KR-Q1 | P-KR3 (d) |

(d) Does not see White's threat.

14. BxN BxB
 15. B-N4 Resigns (e)

Must lose a piece

Played during the June 9th Special Competition between San Quentin and CFNC. This game was played on board 2 between the Colle team and S. Quentin's Keres team. Annotated by Koltanowski.

WHITE: Nolte, San Quentin

BLACK: Pattullo, Colle

1. P-Q4 N-KB3
 2. P-QB4 P-KN3
 3. N-KB3 P-Q4
 4. B-KN5 B-N2 (a)
 Better is 4...N-K5
 5. P-K3 O-O
 6. N-QB3 P-B3
 7. Q-B2 (b)
 Prefer N-N3 here
 7. B-B4
 8. B-Q3 BxB
 9. QxB QN-Q2
 10. O-O-O Q-B2
 11. B-B4 Q-R4
 12. P-QR3 N-N3
 13. B-B7 QPxP
 14. BxN PxB
 15. QxBP N-N5 (c)
 Could have tried 15...N-Q4,
 followed by P-QN4 and P-N5.
 16. Q-K2 N-B3
 17. N-Q2 N-Q4 (d)
 18. NxN PxB
 19. N-N3 Kr-B1ch
 20. K-N1 Q-R5
 21. Q-Q3 P-K3
 22. R-QB1 B-B1
 23. N-Q2 P-QN4
 24. Q-N3 Q-R3

25.	RxR	RxR
26.	R-QB1	RxRch
27.	KxR	B-K2 (e)

Too tame. 27...P-N5; gives White a lot of trouble. If 28. PxP, Q-K7; 29. Q-B3, QxBP, etc.

28.	P-KB4	K-N2
29.	P-KN3	Drawn

Reprinted from Koltanowski's column in the Chronicle of December 22, 1955. It was felt that this article should be helpful to many players.

PLAYER vs. PROBLEMIST

"The problemist has a far wider knowledge of actual mating positions than the average match player. The problemist has analyzed and classified mates to such an extent, and has invented beautiful mating situations which could never occur in a game, that ideas derived from game situations are not of the slightest service to him. The mates he deals in are too good to be true. So unused is the average player to manipulate forces that are the slightest degree unequal, that nearly always his judgment of these fancies is far inferior to that of a trained problemist. The reason is that the inequality is so unusual a factor for him, that the ordinary tools of the game, to which he is so used under normal conditions, lose their familiar aspect and only confuse him."

- P. H. Williams

USCF Rating System

The teams of CHESS FRIENDS OF NORTHERN CALIFORNIA, INC. (CFNC) have recently adopted the Rating System devised by Kenneth Harkness and which is used by the United States Chess Federation. This is the system of points under which chess players in the US are rated.

This system is quite different from the system formerly used by CFNC but has a number of points of similarity, although the point control for classes is far and away different.

Members of the local club should give it some thought and decide whether or not they want to try it out. A vote will be taken on this at the next regular meeting of the club. Here is the system in briefest form as understood by this writer.

CONTROL

Above 2300	Master
2000 to 2298	Expert
1800 to 1998	A
1600 to 1798	B
1400 to 1598	C
1200 to 1398	D
1000 to 1198	E
Below 1000	Beginners

Rule 1: Determine player's initial rating by having him play a player of known strength. If the new player is thought to be an "A" test him against an "A". If he wins, try him against a higher class player. If he loses try him against a lower class player. If he draws start him in that class. When the player's class has been determined start him 50 points above the minimum for that class.

Rule 2: Players are considered equal strength if they are within 15 points of each other.

Rule 3: When players of equal strength play the winner gets 4 points and the loser drops 2 points. The same rating is kept by both players if the game is drawn. Points keep doubling if a player wins in consecutive order, that is, the first win is 4, then 8, 16, and 32. Points cannot be doubled beyond 32, but as the player keeps winning he gets 32 points for each win against an equal or lower player until he loses.

Rule 4: When players of unequal strength play the following sub-rules will apply:

- a) The stronger player wins: Add 2 points to his rating and subtract 1 point from the weaker player. (Points keep doubling up to 32 as the stronger player wins in consecutive order from the weaker player.)
- b) The two players draw: Subtract the weaker player's rating from the stronger player's rating to find the difference. Divide the difference by 4 and add this answer to the weaker player's rating. (Maximum gain of 50 points in any one game). Then divide the difference by 8 and subtract this answer from the stronger player's rating. (A maximum loss of 25 points in any one game.)
- c) The weaker player wins: Subtract the weaker player's rating from the stronger player's rating to find the difference. Divide the difference by 2 and add this answer to the

weaker player's rating. Then divide the difference by 4 and subtract this answer from the stronger player's rating

Rule 5: No more than 50 points can be added at any one time to any player's rating and no more than 25 points can be lost at any one time by any player. (For any single game).

END

There you have the system recently adopted by CFNC, the organization who brings teams to San Quentin for team matches. Remember that this is somewhat similar to the other point system tried by the club for a period of three months. If such a system is adopted it will require very meticulous, or better yet, painstaking care on the part of the individual keeping the records of all players. It will be necessary to determine the results just as game scores are turned in by the club members. It will be especially difficult because of the fact past performances must be constantly checked to see whether or not a player doubles his past point total because he is winning in consecutive order. This job will be no picnic and is going to take a great deal of time. However, the club members must decide whether or not they want to adopt this system. It is the writer's personal suggestion that the system can be tried, but "unofficially" for several months. That is, let the ladder standings determine the player's standing in the club NOT the point system, at least until such time that it can be given a fair test. Remember how the previous point system checked against the ladder standings, - not so good, was it?

SCORE vs. VISITING CLUBS

Individual records of most past and present club members against all visting clubs since founding of the club in October 1955; totals given in order of least losses:

<u>PLAYER</u>	<u>SCORE</u>	
Boren	1	0
Hill	7	1
Mistriell	4	1
Hansen	3	1
Switzer	3	1
Godina	0	1
Campos	5	1
Bailey	4	1
Williamson	3	1
Carstens	1	1
Flohr	6	2
Ward	6	2
Easely	4	2
Morris	1	2
Javor	0	2
Albritton	4	2
Green	4	2
Petry	2	2
Kressen	2	2
McQuerry	6	3
Glover	4	3
Barrios	2	3
Rexinger	3	3
Carter	2	3
Hall	1	3
Nolte	5	4

The above records are pretty accurate since most players played against opponents of their own classification.

Many of the players listed above are no longer with the club, having left the institution in most cases.

CLUB MATCH STATISTICS

Since the founding of the club in October 1955, six matches have been played against visiting clubs. In addition, International Master George Koltanowski has played two large simultaneous exhibitions as well as having visited two more times to lecture on chess. Another International Master, Imre Konig, played a simultaneous exhibition at San Quentin together with Mr. Guthrie McClain and two others. Mr. McClain just recently won his Master's rating and played in the 1956 U.S. Open Championship. Another chess match has been scheduled for August 18, 1956; total results of all previous matches given below:

<u>San Quentin Score</u>	<u>Visitors score</u>	<u>W</u>	<u>L</u>	<u>D</u>
14½	2½	14	2	1
21½	26½	18	23	7
12½	2½	11	1	3
7½	4½	6	3	3
11	6	11	6	0
24½	23½	23	22	3
<hr/>				
TOTALS: 91½	65½	83	57	17

NOTE: The second and last match scores given are against CFNC in special league competition and are therefore not complete until the schedule is complete.

CHESS HINTS

1. 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 permittable, then keep advancing the King with the pieces, toward the center.
2. Remember, positions in endings come first, material gain second.
3. 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.
4. Pawns are stronger when in line protecting each other. Try not to get backward pawns or lone pawns.
5. 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.
6. 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.
7. Study your end game position even harder than the beginning or middle game, because the end game positional advantage may be a win.

END

HINTS ON SACRIFICES

(By Koltanowski)

Many amateurs have the 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 subsequent frittering away of valuable time. These words of warning are essential for a true understanding of such games as do involve sacrifices.

If the amateur is inclined 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.

END

(Excerpts from the fine book entitled KINGS OF CHESS and written by William Winter, a British International Master and former British Open Chess Champion, 1935-36).

DR. EMMANUEL LASKER

Dr. Lasker was born in the year 1868 and lived to become one of the greatest - if not the greatest - chess champions the world has ever had. This can be attested to by the fact that he held the title World Champion for 27 years - from 1894 to 1921. One would think such a great master would have written many books on the game, but only one can be credited to him, his fine book the CHESS MANUAL.

Dr. Lasker believed that any method to beat his opponent was the thing that counted and his thorough knowledge of all of his opponent's characteristics gained him many a victory and thus helped him to win many important tournaments as well as matches. Unlike many masters he played the opponent instead of the board and his superior skill in the end game proved the undoing of countless opponents.

In World Championship matches his record shows him beating Steinitz by 20 to 7, Marshall by 8-0, Tarrasch by 8-3 and Janovsky by 7-1. Perhaps his closest scrape came in his World title match against the "Drawing Master" Carl Schlechter. Schlechter needed only a draw in his last game with Lasker and the Title was his, but he could not get it!

Lasker died in New York during the second World War .

LASKER vs. SCHLECHTER

This game is the tenth and final game of the World Championship match between these two great Masters. It was played in Berlin and Vienna in 1909 and was no doubt (next to the Capablanca match) the toughest title match Lasker played. Schlechter was known as the "drawing master", but needing only a draw in this game to win the World Championship he could not get it - though it seems he was unlucky to lose the game.

WHITE: Dr. E. Lasker, Champion
BLACK: C. Schlechter, Challenger

- | | | |
|----|-------|-----------|
| 1. | P-Q4 | P-Q4 |
| 2. | P-QB4 | P-QB3 (a) |

Black's last move nowadays is regarded as excellent against the Queen's Gambit, but it caused a sensation during the match.

- | | | |
|----|-------|-----------|
| 3. | N-KB3 | N-B3 |
| 4. | P-K3 | P-KN3 |
| 5. | N-B3 | B-N2 |
| 6. | B-Q3 | Castles |
| 7. | Q-B2 | N-R3 |
| 8. | P-QR3 | PxP |
| 9. | BxP | P-QN4 (b) |

Black's last is rather poor as the backward QBP can't be advanced to the 4th rank.

- | | | |
|-----|-------|------|
| 10. | B-Q3 | P-N5 |
| 11. | N-QR4 | PxP |
| 12. | PxP | B-N2 |
| 13. | R-QN1 | Q-B2 |
| 14. | N-K5 | N-R4 |
| 15. | P-N4 | BxN |

- | | |
|----------|----------|
| 16. PxN | B-N2 |
| 17. PxP | RPxP |
| 18. Q-B4 | B-B1 (c) |

A very good move. White can win a pawn but Black has good compensation in having two Bishops and counterchances.

- | | |
|--------------|--------|
| 19. R-N1 | Q-R4ch |
| 20. B-Q2 | Q-Q4 |
| 21. R-QB1 | B-N2 |
| 22. Q-B2 | Q-KR4 |
| 23. BxP | QxP |
| 24. R-B1 | PxB |
| 25. Q-N3ch | R-B2 |
| 26. QxB | QR-KB1 |
| 27. Q-N3 | K-R1 |
| 28. P-B4 | P-N4 |
| 29. Q-Q3 | PxP |
| 30. PxP | Q-R5ch |
| 31. K-K2 | Q-R7ch |
| 32. R-B2 | Q-R4ch |
| 33. R-B3 (d) | |

Things become very risky for White and Black's advantage becomes increasingly great. After all-Black only need draw to win the title.

- | | |
|-------------|------------|
| 33. | N-B2 |
| 34. RxP | N-N4 |
| 35. R-B4 | RxP |
| 36. BxR | RxB |
| 37. R-B8ch | B-B1 |
| 38. K-B2 | Q-R7ch |
| 39. K-K1 | Q-R8ch (e) |

Q-R5ch would draw easily.

- | | |
|----------|--------|
| 40. R-B1 | Q-R5ch |
| 41. K-Q2 | RxR |

42.	QxR	QxPch
43.	Q-Q3	Q-B7ch
44.	K-Q1	N-Q3
45.	R-B5	B-R3
46.	R-Q5	K-N1
47.	N-B5	Q-N8ch
48.	K-B2	Q-B7ch
49.	K-N3	B-N2
50.	N-K6	Q-N7ch
51.	K-R4	K-B2
52.	NxB	QxN
53.	Q-QN3	K-K1
54.	Q-N8ch	K-B2
55.	QxP	Q-N5ch
56.	Q-Q4	Q-Q2ch
57.	K-N3	Q-N2ch
58.	K-R2	Q-B3
59.	Q-Q3	K-K3
60.	R-KN5	K-Q2
61.	R-K5	Q-N7ch
62.	R-K2	Q-N5
63.	R-Q2	Q-QR5
64.	Q-B5ch	K-B2
65.	Q-B2ch	QxQch
66.	RxQch	K-N2
67.	R-K2	N-B1
68.	K-N3	K-B3
69.	R-B2ch	K-N2
70.	K-N4	N-R2
71.	K-B5	Resigns

The game could have been played further but with the same result. The game throughout contains many errors, nevertheless, it is very interesting. Think of the many stages in the game whereby Schlechter could have drawn and refused.

END

INTERNATIONAL GRANDMASTERS

The highest rating to be attained by chess players is that of International Grandmaster, awarded deserving players by the World Chess Federation. To give an idea of how hard it is to earn this rank, a list of the current Grandmasters is listed here. It includes all those up to and including 1955:

AUERBACH, J., USSR
BARCZA, G., Hungary
BERNSTEIN, Dr. O. S., France
BOLEWSLAWSKY, I., USSR
BONDAREVSKY, I., USSR
BOTVINNIK, M., USSR
BRONSTEIN, D., USSR
DURAS, O., Czechoslovakia
ELISKASES, E., Argentina
EUWE, Dr. M., Netherlands
FINE, Dr. R., USA
FLOHR, S., USSR
GELLER, E., USSR
GLIGORIĆ, Š., Yugoslavia
GRUNFELD, E., Austria
KASHDAN, I., USA
KERES, P., USSR
KOSTIĆ, B., Yugoslavia
KOTOV, A., USSR
LILIENTHAL, A., USSR
LOWENFISCH, H., USSR
NAJDORF, M., Argentina
PACHMANN, L., Czechoslovakia
PETROJAN, T., USSR
PILNICK, H., Argentina
RAGOZIN, V., USSR
RESHEVSKY, Š., USA
RUBENSTEIN, A., Belgium
SAPLISCH, F., West Germany
SMYSLOV, V., USSR
STAHLBERG, G., Sweden
STOLTZ, G., Sweden

SZABO, L., Hungary
TAIHANOV, M., USSR
UNZICKER, W., West Germany
VIDIAR, D. H., Yugoslavia

Total: 36 Grandmasters

In addition, the number of chess players holding the next highest ratings, International Masters, is much larger, but still very small in view of the fact that there are many millions of chess players throughout the World today. The total number of International Masters including the year 1955 is: 125.

The number of women International masters up to and including 1955 totals only 22 throughout the World.

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