

# Richard Shorman

# Chess

## TOURNAMENT RESULTS

Carl Barton directed the 1970 CFNC Open Tournament in Daly City, May 16-17. Forty-two players competed in four classes. Complete results:

### Class "A"

1. Sigmund Malek, Redwood City, 4-1, chess clock with plaque; 2. Herbert Rosenbaum, San Carlos, 3½-1½, trophy; 3. Wade Hendricks, South San Francisco, 3-2, trophy.

### Class "B"

1. Amos Knack, Redwood City, 3½-1½, chess clock with plaque; 2. Myron Johnson, Oakland, 3½-1½, trophy; 3. Francisco Sierra, San Jose, 3-2, trophy.

### Class "C"

1. Roger Bonilla, Palo Alto, 5-0, chess clock with plaque; 2. Bill Myers, Sanger, 4-1, trophy; 3. Howard Hatchett, Daly City, 4-1, trophy.

### Unrated Section

1. Bruce Peterson, Menlo Park, 4½-½, chess clock with plaque; 2. Fred Rhiam, Colma, 4-1, trophy; 3. Lee Freese, Mt. View, 3½-1½, trophy.

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The D.V.I. Chess Interest Group sponsored a one-day, USCF Swiss system tourney at the Deuel Vocational Institution in Tracy, May 16. Harold Chappel, D.V.I., won the Expert-A Division with a perfect 3-0 tally, ahead of USCF master Jude Acers (whom he defeated in their individual game) and Craig Barnes, Berkeley, 2-1 each.

Chappel also won the tournament's brilliancy prize award for his first-round game with Harold Barnett of Livermore.

White: Harold Chappel

Black: Harold Barnett

Tracy, May 16, 1970

Two Knights' Defense

1 P-K4	P-K4	12 NPxB	0-0(j)
2 N-KB3	N-QB3	13 RxKP	N-Q2
3 B-B4	N-B3	14 R-B5	P-N3
4 N-N5(a)	P-Q4	15 Q-N4!(k)	PxR
5 PxP	P-N4(b)	16 Q-R5	N-B3
6 B-N3(c)	N-Q5	17 Q-R6	R-K1
7 O-O(d)	NxB(e)	18 B-R3!(l)	P-B4(m)
8 RPxN	B-N2(f)	19 BxP	Q-R4
9 P-QB4	B-B4(g)	20 R-KB1(n)	Q-Q1
10 R-K1	B-Q5(h)	21 B-Q4	Resigns
11 N-QB3	BxN(i)		

(a) Endorsed for years by grandmaster and amateur alike, this attack still seems premature and a violation of elementary opening principles. A clear-cut refutation has never been found, however, so the move stands as an important practical branch of the Two Knights' Defense.

(b) Black, too, believes that the tactical initiative justifies a positional concession.

(c) Acknowledged best here is **6 B-B1!**, keeping the QNP and QN under fire, while spiring the bishop out of the way. Should Black answer with **6 . . . NxP** (**6 . . . QxP 7 N-QB3** and **8 BxP** or **6 . . . B-KN5? 7 P-KB3 NxP 8 NxEP KxN 9 PxP**), then according to Keres White gains an advantage after **7 BxP B-N2 8 P-Q4 PxP 9 0-0!** (Estrin and Petrosian, "Zweispringerspiel im Nachzuge," Hamburg, 1966, pp. 48-49). The most difficult line for both sides to handle is **6 B-B1! N-Q5 7 P-QB3 NxQP 8 N-K4! Q-R5 9 N-N3 B-N2!?** **10 PxN 0-0-0**, with White for choice if he manages to castle long within the next half-dozen moves (Paul Keres, "Dreispringerspiel bis Konigsgambit," Berlin, 1968, pp. 69-71).

(d) Stronger than **7 N-QB3 NxB!** **8 RPxN P-N5 9 QN-K4 NxN 10 NxN QxP** (Fassing—Kreuger, 1958).

(e) Missing his chance to prove that White's KB does not belong on QN3 after **7 . . . P-KR3!** **8 N-KB3 B-KN5**. Now White takes over.

(f) If **8 . . . NxP**, then White has **9 Q-K2! QxN 10 QxNPch B-Q2 11 QxN R-Q1 12 RxP**.

(g) This time **9 . . . NxP** fails against **10 PxN** (**10 NxBP? KxN 11 PxN QxP**) **QxN 11 P-Q4 Q-Q1 12 R-K1**. Better than the textmove is **9 . . . B-Q3**.

(h) Something has to be done to cover the threats of **11 RxPch** and **11 P-Q4**, but **10 . . . 0-0** probably offers the best counterplay, since **11 RxP** can be met by **11 . . . B-Q3**, e.g., **12 R-K1** (**12 R-B5 B-B1**) **NxP**. If White finds **12 P-Q4!**, however, the jig is up, as **12 . . . BxR 13 PxP N-Q2 14 Q-R5 P-KR3 15 N-K4** wins in a walk (**16 BxP**) and **12 . . . P-KR3 13 N-KB3 BxR 14 PxP N-Q2 15 N-B3** leaves White with attacking chances.

(i) Black could not permit White's QN to reach N5.

(j) Black surrenders another pawn, which he could not hold anyway, in hopes of winning a piece for it.

(k) Before embarking upon this sacrifice of a rook, White had to calculate the game out to the last move.

(l) The key to White's combination is this attractive (and well-concealed) maneuver with the bishop.

(m) Realizing that he is lost, Black plays for one last little trap.

(n) No bite.