



Richard Shorman

SAN JOSE TOURNAMENT RESULTS

The San Jose State University Fall '80 open chess tournament took place in the S.J.S.C. Student Union and Business Classrooms, Oct. 18-19. Tournament directors for the four-round, USCF-rated Swiss system event were Francisco and Amada Sierra, John Sumares and Fred Muollo. Seven masters topped a field of 107 players vying for \$2,086 in prizes.

Complete results:

Open Section

1st-3rd, Larry Christiansen (2591), Modesto, James Tarjan (2550), Berkeley, and John Grefe (2440), San Francisco, 3½-1½, \$225 each; **1st-2nd Under 2200**, Robert Sierra (2150), San Jose, and Mingson Chen (1957), San Francisco, 3-1, \$52.50 each; **3rd-4th Under 2200**, Bill Chesney (2121), San Jose, and Romulo Fuentes (2030), Daly City, 2½-1½, \$15 each; **1st-2nd Under 1800**, Edmund Hermelyn (1777), Playa del Rey, and Richard Roloff (1735), Palo Alto, 2-2, \$14 each; **1st Under 1600**, Abraham Mina (1504), Salinas, 1-3, \$26; **1st Under 1400**, Robert Powell (0808), Mt. View, 1-3, \$24; **1st Unrated**, H. Skovgaard, Menlo Park, 2½-1½, \$23; **2nd Unrated**, Umesh Jodlekar, San Jose, 2-2, \$22.

Class A

1st-2nd, Gene Lee (1941), Mt. View, and Patrick Herbers (1878), Upper Lake, 3½-1½, \$122.50 each; **3rd-4th**, Charles Bradshaw (1955), Sunnyvale, and Darinko Bozich (1898), San Mateo, 3-1, \$30 each; **5th-6th**, Robert Corry (1945), Manhattan Beach, and Fred Sanchez (1820), San Jose, 2½-1½, \$10 each.

Class B

1st, Kevin Binkley (1788), Cupertino, 4-0, \$180; **2nd-4th**, Daniel Batowsky (1785), San Francisco, David Barr (1780), Cupertino, and David Kurzendoerfer (1756), San Jose, 3-1, \$55 each; **5th-7th**, Michael Vaughn (1785), Dorena, Oregon, Richard Northey (1581), Mt. View, and Thomas Boyd (1780), Oakland, 2½-1½, \$15 each.

Class C

1st, Lloyd Linklater (1472), Hayward, 3½-1½, \$105; **2nd-4th**, Donie Johnsen (1564), San Jose, Hills Lee (1534), Macon, Georgia, and Donald Ring (1518), San Jose, 3-1, \$36.67 each; **5th-8th**, William Taylor (1592), La Honda, James Bell (1558), Woodside, Thomas Kyrimis (1529), San Francisco, and Bob Wheat (1370), Sherman Oaks, 2½-1½, \$17 each.

D-E-Unrated Section

1st, Ireneo Cabang (Unr.), San Jose, 4-0, \$30; **1st-3rd D**, Craig Paulaha (1390), Foster City, Frank Remus (1310), Los Altos, and Todd Walker (1181), Milpitas, 3-1, \$18.33 each; **1st E**, Joseph Craven (1178), Tracy, 3-1, \$25; **1st-2nd Unrated**, Ken Lerch, San Francisco, and James Lockhart, San Jose, 3-1, \$22.50 each.

Here is a bright, attacking game from the LERA Thanksgiving Class Championships in Sunnyvale, recorded in USCF advocated coordinate chess notation (files lettered "a" to "h", ranks numbered "1" to "8", always counting from White's lower left corner regardless of whose turn to move; pawn captures designated by file letters only).

White: Jay Whitehead (2481). Black: Borel Menas (2195). LERA, Sunnyvale, Nov. 28, 1980.

Slav Gambit

1	c4	c6	15	Qd2	f6(c)
2	Nc3	d5	16	Ng4(d)	h5(e)
3	d4	e6	17	Rfe1!	Nc7(f)
4	e4	de	18	Bc7(g)	Qc7
5	Ne4	Bb4	19	Re6	Kf8(h)
6	Bd2	Qd4	20	Rae1!(i)	Ne5
7	Bb4	Qe4	21	Rf6	Kg7(j)
8	Be2	Na6	22	Re5	hg(k)
9	Bd6	Nf6(a)	23	Rg6!	Kg6
10	Nf3	c5	24	Qg5	Kf7
11	0-0	Qc6	25	Bd5	Be6(l)
12	Ne5	Qb6	26	Be6	Ke8
13	Bh5!(b)	g6	27	Qg6!	Resigns(m)
14	Bf3	Nd7			

(Notes contributed by Northern California State Champion Jay Whitehead)

(a) Theory considers 9 . . . b6 best here (ECO III-D31:24). The latest grandmaster test of this old gambit line occurred in the 1979 USSR Championship, when Dorfman tried 9 . . . e5 against Tal and lost in 47 moves following 10 Nf3 Bg4 11 0-0 0-0-0 12 Bd3 Qf4 13 Be5 Qe5 14 Ne5 Bd1 15 Bf5 Kc7 16 Nf7! Ne7 17 Bh7 Bg4 18 Nh8 Rh8 19 Rfe1.

(b) Forcing Black to create key dark-square weaknesses. If 13 . . . Nh5??, then 14 Qa4 Kd8 15 Nf7mate.

(c) Awful for Black is 15 . . . Ne5 16 Be5 0-0 17 Bf6 e5 18 Be5.

(d) The continuation 16 Nd7 Bd7 17 Rad1 also looked good, since 17 . . . 0-0-0 can be answered by 18 Be7, winning the exchange, but I thought my position justified playing for more.

(e) After 16 . . . Kf7 17 Rfe1, Black is whipsawed, as the threats of Re6 and Nh6 cannot be met. Note, too, the deplorable state of Black's queen side.

(f) Accepting the piece leads to mate following 17 . . . hg 18 Re6 Kf7 (18 . . . Kd8 19 Be7 and 20 Rb6) 19 Re7 Kg8 20 Qd5. If 17 . . . Kf7 (or 17 . . . Nf8 18 Nf6, etc.), then 18 Re6½ Ke6 19 Qd5mate.

(g) Simplest, although 18 Qf4 also wins convincingly.

(h) Relatively best in view of the alternatives 19 . . . Kf7 20 Qd5 Nb6 21 Rf6 and 19 . . . Rd8 20 Nf6, intending 21 Nd5 and 22 Qg5mate.

(i) Developing the last piece, since Black still cannot play 20 . . . hg, because of a mate in two, while 20 . . . Qd8 allows 21 Qd6.

(j) Of course, 21 . . . Nf7 is hopeless on account of 22 Ne5.

(k) Finally taking the knight in trade, rather than in sacrifice, but now White throws in a rook (which would also be the reply to 22 . . . Bg4).

(l) Returning part of his booty to hold out a little longer (by obstructing the action of White's rook along the "e"-file), since on 25 . . . Kf8, 26 Qf6 decides immediately.

(m) The chase scene reaches its foregone conclusion in the variation 27 . . . Ke7 28 Qf7 Kd6 29 Rd5 Kc6 30 Rc5 Kc5 31 Qc7 Kd4 (or 31 . . . Kb4 32 Qd6, etc.) 32 Qd6 Ke4 33 Qd5 Kf4 34 g3mate. But 27 . . . Kd8 28 Rd5 and 27 . . . Kf8 28 Qf6 Ke8 29 Bf7 Kd7 (if 29 . . . Kf8, then 30 Bd5) 30 Rd5 Kc8 31 Qh8.

FREMONT CHESS CLUB REOPENS

The Fremont Chess Club has reopened at its new location, the Fremont Community Church, 39700 Mission Blvd. (near Stevenson Boulevard). The club meets Friday evening, 7p.m.-12 a.m., directed by Hans Poschmann (656-8505).

MIDDLEGAME ADVICE

With rare exceptions, big advantages are gained only by moves that threaten something, and leave the enemy little or no choice. Operations made up of such forceful moves are called combinations. To overlook a sound combination, either for you or for the enemy, may be disastrous. So no matter what plan you have been following, search for a sound combination at every move, and make no move without a reconnaissance to see if it would allow the enemy a sound combination.

Usually you have no sound combination, so you cannot force the issue. Except in very bad positions, never play a move you know to be unsound, i.e., one which will gain something if the enemy "falls in," but will only waste time if he sets the trap.

Instead, maneuver quietly for position. You need an aim, a plan. Choosing aims is strategy; choosing moves for them is tactics. Your aim should be one the enemy cannot foil, so it should be simple, not too ambitious, and should need very few moves (though you may have a long term plan at the same time, as in war).

What to aim at? At weaknesses! The king? Yes, if weak. But if well protected, as it usually is, an attack that fails usually allows a counterattack that succeeds. So, if the enemy king is safe, look for weak pawns and weak squares.

Above all, never make a move without a simple, clear-cut reason that you could explain to anybody. If your idea is vague, it is bad.

(Excerpted from "Chess Made Easy" by Cecil Purdy and Gregory Koshnitsky, Sydney, 1945, pp. 30-33)