

Richard Shorman**Chess****MONTEREY TOURNAMENT RESULTS**

The 1973 Cal-Open attracted 85 players to the Monterey Chess Center over the Labor Day weekend, Sept. 1-3. Ted and Ruby Yudacufski directed the seven-round USCF and CSCF event, which qualified **Tibor Weinberger** to the forthcoming Calif. State Championship. Complete results:

1st-3d Overall, Tibor Weinberger, Santa Monica, Boris Siff, San Jose, and James McCormick, Berkeley, 6-1, \$200 each.

1st-3d Expert, Ivars Dahlberg, Glendale, Richard Bustamente, Salinas, and Ted Syrett, Menlo Park, 5½-1½, \$30 each.

1st-3d A, Paul Stang, Monterey, Steven Morford, Modesto, and Robert Raingruber, Modesto, 5-2, \$30 each.

1st B, Andrew Gouw, Monterey, 5-2, \$60; **2nd-4th**, Van Vandivier, Indiana, George Oakes Salinas, and Calvin Tanaka, Pacific Grove, 4½-2½, \$10 each.

1st C, Bob Marks, Modesto, 4½-2½, \$60; **2nd-3rd**, Mike Stansbury, Monterey, and Duane Young, Sacramento, 4-3, \$15 each.

1st-2nd D-E, Lou Huntington, Soledad, and Jessi Chenoweth, Santa Cruz, 4-3, \$45 each.

1st-3rd Unrated, Elliot Cohen, Westlake Village, John Fitzgerald, Salinas, and Walter Wagner, Salinas, 3½-3½, \$30 each.

1st-3rd Junior, Kenny John, Modesto, Bob Burke, China Lake, and Paul Cripe, Modesto, 3½-3½, \$5 each.

1st Woman, Dina Gratz, Monterey, 2-5, book prize.

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Co-tournament winner James McCormick reeled off three swift victories the first day of play, only to be confronted with nightmare endurance contests during his final four games, all-day ten-hour affairs twice running that exacted the outer limits of his chess mastery.

Here is one of his brighter moments, recorded in USCF-approved 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: Earl Ipsen. Black: James McCormick. Monterey, Sept. 1, 1973. English Opening 1 c4 e5 2 Nc3 Nf6 3 g3 Bb4 4 Bg2 0-0 5 e4 Nc6 6 Nge2 d6 7 d3 Bg4 8 h3 Bh5 9 0-0 Bc5 10 Kh1 Nd4 11 g4 Ng4 12 hg Qh4 13 Kg1 Bg4 14 Qd2 Nf3 15 Bf3 Bf3 16 Ng3 Qg3 mate.

AN IMMORTAL GRECO COUNTER GAMBIT

Sustained brilliancy permeates this wild fracas culled from the distant past

Dual annotations to the game have been combined from "Ajedrez Hipermoderno I" (Madrid, 1972, pp. 41-42) by Ricardo Aguilera and Francisco Perez, translated by Mary Lasher, and "Deutsche Schachzeitung", No. 2, Feb. 1878, pp. 39-42.

White: F. W. Blehr (Christiana).

Black: S. Hertzprung (Copenhagen).

Correspondence, 1876-77.

Greco Counter Gambit

1 P-K4	P-K4	18 B-K2!(l)	RxB1
2 N-KB3	P-KB4(a)	19 PxN!(m)	BxPchl
3 NxP(b)	N-QB3(c)	20 K-B1	Q-QR3
4 Q-R5ch(d)	P-N3	21 Q-B3	B-N3l
5 NxNP	N-B3	22 BxP(n)	R-K5
6 Q-R4(e)	R-KN1	23 Q-B3	P-B4
7 NxB(f)	R-N5!	24 QxP(o)	Q-Q6
8 Q-R6	RxPch	25 Q-B7ch	K-N1
9 K-Q1!(g)	N-KN5!(h)	26 B-N2	R-KB1
10 Q-R5ch	KxN	27 B-R3(p)	N-K6!!(q)
11 QxPch	K-N2	28 PxN	QxPch
12 P-QN3(i)	P-Q4	29 N-Q2	R-Q5
13 B-N2ch	P-Q5	30 R-Q1	P-N4!(r)
14 Q-B3	Q-R5	31 BxR	R-B5chl
15 P-N3	QN-K4!	32 QxRch	PxQ
16 Q-N2!(j)	Q-B3	33 B-N4(s)	P-B6
17 P-KB4	B-B4!!(k)	34 Resigns(t)	

(a) This violent attempt to usurp White's initiative dates back more than 350 years to Gioacchino Greco (1600-1634), who presented it in his book without analysis. In 1590 Polerio is supposed to have attributed its introduction to Leonardo da Cutri.

(b) An even sharper move is 3 B-B4.

(c) First played by Moeller in 1873. White can lose very quickly by not finding the right response.

(d) A natural move that falls in with Black's aggressive plans. To be preferred are both 4 P-Q4 and 4 NxN.

(e) Considered inferior to 6 Q-R3, but after 6...R-KN1! (Firaser's sacrifice, 6 . . . PxP 7 NxR P-Q4, yields a strong attack, but White's extra material wins in the end.) 7 NxB Q-K2 8 NxRP NxP 9 Q-K3 P-Q4 10 P-Q3 P-B5 11 QxBP Q-N5ch 12 K-Q1 RxP 13 BxR B-N5ch 14 P-B3 N-B7ch Black has a crushing initiative. Best for White is 8 K-Q1! If 6 QxBP instead, then Black picks off the knight under favorable circumstances with 6...P-Q3!

(f) Now Black simply overwhelms White with superior development. Correct is 7 P-K5 NxP! 8 NxN Q-K2 9 K-Q1! QxN 10 P-Q4 Q-K3 11 B-QB4 QxB 12 QxN B-K2 13 R-K1 Q-B2! 14 B-N5 Q-R4ch 15 P-B3 QxB 16 RxBch K-Q1 17 QxQ RxQ.

(g) Stronger than 9 B-K2 Q-K2 10 N-B3 N-Q5! 11 0-0! NxBch 12 NxN RxN 13 NxRP NxN, with a good game for Black

(h) Very fine and perfectly sound.

(i) Best. If 12 P-Q3 P-Q4 13 Q-B3 NxPch, then White lacks a satisfactory reply after 14 QxN B-N5ch 15 B-K2(!) BxBch 16 K-K1(!) BxPch 17 K-Q1 B-K7ch 18 K-K1 N-Q5 19 N-R3 Q-Q3 20 B-K3 P-B4 21 K-Q2 R(1)-K1 22 BxNch RxBch 23 K-B3 Q-K4.

(j) Judiciously shunning 16 PxQ NxQ 17 B-Q3 N-B7ch 18 K-B1 R-K4 19 R-B1 B-R6 20 BxQP N-Q6ch.

(k) Magnificent! White's stubborn resistance crumbles under the relentless influx of fresh Black troops.

(l) Black wins easily after 18 PxN N-B7ch! 19 QxN B-N5ch or 18 B-Q3 NxB 19 PxN Q-B3.

(m) Taking the rook spells instant doom: 19 KxR (19 QxR Q-B3) N-B5 20 PxN P-Q6ch 21 PxP QxB.

(n) Of course not 22 QxN because of 22...Q-B3ch.

(o) A mistake, even though the best move, 24 B-K3, still loses.

(p) An elegant refutation of 27 R-Q1 is 27...N-B7 28 P-K6 QxNch!!, as 29 RxQ stumbles into a mate in five while 29 KxQ loses out of hand to 29...R-QB5ch.

(q) Bursting into the king's inner keep with a bang. Black's offer of the knight cannot be refused due to the threat of 28...R-B5ch.

(r) Now the fatal 31...R-B5ch will settle matters.

(s) On 33 K-N2 P-B6ch 34 K-R3 KxB Black wins the knight, too.

(t) The future looks bleak and brief after 34 P-QR4 Q-Q6 35 R-R2 PxNch 36 K-N2 Q-B7ch.