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Southern California's Bi-weekly Newsbulletin Issued in affiliation with The So. Calif. Chess League

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ALL CLUBS - SPECIAL ATTENTION

SELECTION INTO HALL OF FAME FOR 1967

At the January League meeting, your representatives will be asked to present their secret vote to the Hall of Fame Committee, which will then decide on the next electee to this newly-established arm of the Southern Calif. Chess League. As you know, the first recipient of a plaque denoting entry into the Hall of Fame for 1966 was Master Emeritus Harry BOROCHOW. Here's an important statement from Hall of Fame Committee Chairman Darrell RADER:

"The Hall of Fame award should be considered a great honor and should not be lightly given. Each club should discuss the ten nominees and take a club ballot to guide their representative in the official ballot."

"Any club failing to interest their membership in this matter is doing chess a great disservice. The ten nominees have done or are doing much for Southern California - they deserve your consideration and your support of this award as a small reward for and recognition of their efforts."

"To aid you in your evaluation of the ten nominees and subsequent ballot, the following are short sketches of each nominee, in alphabetical order to avoid any appearance of bias:

Herbert ABEL - A prime mover in the Santa Monica Chess Club; prominent in the League, but primarily a leader in organizing and directing top So. Calif. weekend tournaments. Local initiator of "big money" tournaments. Now retired.

Gordon BARRETT - Founder, editor and publisher of TERRACHESS,
So. California's prime newsbulletin. State Tournament Director and Chairman of the Board of the
Calif. State Chess Federation; ex-Vice Pres. of
U.S.C.F.(Reg.); active in the League as past Tournament Director and Publicity Dir. Tournament
Director of many west-coast events; president of
City Terrace Chess Club for many years. Nominated
by H. BOROCHOW as replacement into list.

- Judge FORMAN (Deceased) In the early 1930's, conceived the idea of "Morphy Day" and secured the backing of Sierra Madre in staging it. This was the first attempt at mass participation in So. Calif. chess activities. This "Morphy Day" and the 1932 International Tournament at Pasadena sparked an interest in chess that was not equalled or surpassed until the recent PIATI-GORSKY CUP tournaments.
- Isaac KASHDAN International Grandmaster, one of the all-time greats of American chess. Participated in numerous international tournaments of the highest-ranking stature in the world. Frequent captain of the U.S. Olympic Team. Locally, chess editor of the L.A. Times column, U.S.C.F. Vice-President, Fresident of the C.S.C.F. Director of the PIATIGORSKY CUP and other top events. His name is "magic" in the chess world of America.
- Bernard OAK (deceased) Founder and spark of the City Terrace Chess Club until his death. The gradual fading of the C.T. Club shows once again the importance to chess and clubs of the worker who may seldom or never play and who is usually a "potzer" if he plays.
- Mrs. Jacqueline PIATIGORSKY With the establishment of the Piatigorsky Foundation, and the incomparable Piatigorsky Cup grand-master tournaments, has placed her name indelibly into every facet of southland chess. Provides aid and encouragement to Juniors and Junior chess, including arranging tuition for them. She is herself a strong contender for the U.S. Women's Title.
- Nancy ROOS (deceased) U.S. Women's Champion at time of her death, and for many years prior.
- Irving RIVISE For the past ten years, one of the southland's strongest players; currently California Open Champion, a title he has won previously as well. Past President of the League and C.S.C.F., active in most of the top state and national tournaments. Refereed the FISCHER-RESHEVSKY match games in Los Angeles.
- Herman STEINER (deceased) International Grandmaster, founder of the Herman Steiner Chess Group; chess editor of L.A. Times. His entry on the So. Cal. chess scene following the 1932 International Tournament did much to sustain the interest generated by that event.

There you are, clubs - please discuss your choice carefully, and submit your vote at the next League meeting on January 6. For this meeting, be sure to

BRING YOUR TEAM MATCH ENTRIES - rosters, entry fee, etc. INFORMATION FOR THE 1967 CALENDAR - club tournaments etc. VOTE FOR HALL OF FAME NOMINEE

Also on the agenda for Jan. 6, League elections are scheduled. Nominations for the various offices have now been established - see next page - Leage meeting, Nov. 20.

SO. CALIF. CHESS LEAGUE MEETING - NOV. 20, 1966

Minutes of meeting, submitted by Henry SHIFIN.

1. The regular monthly meeting of the S.C.C.L. was called to order Sunday Nov. 20, 1966 at 2.25 p.m. by Dr. Allen HENDY. The meeting was attended as follows:

Personnel

Dr. Allen HENDY
Donald COTTEN
Benton JAMES
Darrell RADER
Gordon BARRETT
Larry HOKE
Maxson SMITH
Henry SHIPIN

Representing

San Bernardino
Pasadena
Atlas
Monterey Park
City Terrace
Whittier
Steiner
El Segundo

- 2. Minutes of previous meeting were read and approved.
- 3. Committee Reports Treasurer: Larry HOKE submitted the Treasurer's Report, which was accepted as submitted. Nominations: Larry HOKE submitted the following slate of nominees for 1967 offices:

Allan TROY - President

Larry HOKE - Treasurer

Darell RADER - Vice-President

Gordon BARRETT - Tourn. Director

The committee will submit a

nominee for Secretary at a later date.

Hall of Fame Darell RADER submitted the report of the Committee. A motion by RADER to submit the list of nominees to member clubs so that individuals could vote for them was carried.

Mr. HOKE moved that the individuals would vote by secret ballot; that the result of a vote at any club would not be binding on the representative. Motion carried.

Mr. HOKE moved to delete Mr. BARRETT from the Hall of Fame committee, and to replace him with Mr. BOROCHOW - carried unanimously. The League declined to accept a resignation from Mr. RADER from the

Hall of Fame Committee.

4: Dr. HENDY, by general consent, established Friday, Jan. 6 as the date of the next League meeting. Agenda for that meeting:

Election of officers Hall of Fame Committee action Team Matches entries League Calendar

- 5. A motion by Mr. JAMES to require member clubs to submit membership rosters when paying League dues was not carried, but amended by Mr. BARRETT to ask for membership rosters by letter to each club. Mr. HOKE was appointed to draft the letter for submittal at the next meeting.
- 6. Dr. HENDY, in honor of his alma mater, paid the delinquent account for the 1966 UCLA team matches fee.
- 7. A motion by Mr. HOKE and Mr. SMITH that a copy of the minutes be given to Gordon BARRETT for publication in TERRACHESS was carried.
- 8. A unanimous vote of appreciation for the work done to establish the Hall of Fame was extended to the Hall of Fame Committee.
- 9. Meeting adjourned at 5 p.m.

Submitted by Henry SHIPIN.

THERE ARE GOOD BISHOPS, AND THERE ARE BAD BISHOPS....

Aptly illustrated in the following game, played in the last round of the "A" section of the So. Calif. Championships. Steve HOHENSEE, the winningest competitor of late (he won the So. Calif. Amateur Open, tied for first at Riverside, won the A section at Atlas), through some passive maneuvring manages to retain a couple of next-to-useless bishops - while George HUNNEX moves in for the kill using HIS bishops to great advantage. Until this game, Steve had a perfect score, and it enabled George to also tie for the first spot.

White: S. HOHENSEE Black: G. HUNNEX Sicilian Section A, So. Calif. Championships 1966

_	P-K4	P-QB4		P-QR3	B-N2		Q-N3	N-N1		NxN	RPxN
	N-KB3	N-QB3	160	N-Ql	N-K2	22.	R-QBl	QR-Q1	200	Q-Kl	R-KRl
3.	P-Q4	PxP	13.	B-KR6	K-B2	23.	P-B3	Q-R3	33.	RxB	B-B7!
4.	NxP	P-KN3	14.	B-02	P-Q4	24.	N-K3	B-Q6	34.	P-KN3	BxQ.
5.	NxN	NPxN	15.	B-R2	KR-K1		QR-Q1	B - K5		R4xB	
6.	Q-Q4	P-B3	The Part of the Pa	K-Rl	K-N2		P-KR4	R-QN1	_		Q-B6+
7.	N-B3	Q-N3		P-KB4	P-B4		B-Bl	P-R4	_	-	RxP+!
8.	Q-R4	P-QR4	18.	P-K5	B-R3		N-Bl	Q-N3		PxR	Q-R6 m.
9.	B-QB4	P-K3	19.	R-Kl	B-N4		R-K2	N-R3			
10.	0-0	B-084		Q-N3	P-R5		N-R2	N-N5			

SUDDEN LETHAL ATTACK

Sometimes an attack comes like lightning out of the blue. In this game by the Riverside Open winner, Leo KUPERSMITH, Leo has better control and more terrain to roam around in, but there seems to be nothing conclusive on the horizon - then wham! A couple of quick moves lead to William TEAL's disaster.

White: Leo KUPERSMITH Black: William TEAL Queen's Pawn. Riverside Open, 1966

1. P-Q4 2. N-KB3 3. P-K3 4. B-Q3 5. QN-Q2 6. Q-K2	P-K3 P-QN3 B-N2 P-Q4	8. P-K4	PxP QN-Q2 Q-B2 0-0	13. N-K5 14. PxP 15. B-KN5 16. QR-Q1 17. BxN 18. N-R5	QR-Q1 B-K2 N-N1 B×B	20. N- 21. Q-	-B6+! -R5 xP+ -N6+	BxN R-Kl K-Bl PxN
6. Q-K2	P-B4	12. R-Kl	B-Q3	18. N-R5	В-К2	24. ପ୍ଲୀ 25. ପ୍	_	

ASSORTED CANDY

STOP PRESS from the AMERICAN OPEN: 138 entries! 34 Masters and Experts! After six rounds, Dr. A. SAIDY and John BLACKSTONE lead with 5%-%, playing each other in Rd. 7. Those with 5-1 are, J. HANKEN, R. KIRBY, I. RIVISE and maybe another player. Pal BENKO drew with HANKEN and lost to BLACKSTONE. SAIDY drew with HANKEN.....Incidentally, Jerry HANKEN defeated Greg GEAN in the playoff for the fourth spot of the Calif. State Championship Finals.

MONTEREY PARK CLUB CHAMPIONSHIP was won by Robert GISH for the third time, with a score of 5½-½. Ralph SYVERTSEN took second with 4½-1½, followed by Steve CROSS, Chuck WHITMAN and K. KATO at 4-2. Eighteen players participated.....The DOWNEY CHESS CLUB CHAMPIONSHIP, 26 entries, was won by John POSTMA, followed by Wm.KING and E. HURT.... A NEW CHESS CLUB has been formed at U.S. NOTS, China Lake, meeting at 7.00 p.m. Thursdays. Bring board, set and frineds.....

In our next issue News of a new

 $\underline{E} \ \underline{X} \ \underline{P} \ \underline{E} \ \underline{R} \ \underline{I} \ \underline{M} \ \underline{E} \ \underline{N} \ \underline{T} \ \underline{A} \ \underline{L} \qquad \underline{T} \ \underline{O} \ \underline{U} \ \underline{R} \ \underline{N} \ \underline{E} \ \underline{Y}$

Revolutionary ideas! Solves all weekend problems! Watch!

MORE PIATIGORSKY CUP GAMES

7. 0-0

P-K4

14. PxP

```
GAME NO. 59
                                                       Queen's Gambit
                                    Black:
                                             DONNER
                         NAJDORF
                 White:
A little weakness in Black's queenside, a formidable white passed pawn,
threatening to win a rook - enough.
                                        21. QRXR
                                                   RxQR
                                                         31. P-N5
                                                                     P-N3
1. P-Q4
           P-Q4
                   11. P-R3
                                        22. B-B4
                                                         32. Q-Q4
2. P-QB4
                   12. P-QN4
                                                   P-R3
           PxP
                               B-R2
                                                                     N-N2
3. N-KB3
           N-KB3
                   13. B-N2
                               Q-K2
                                        23. B-K3
                                                   BxB
                                                         33. QXP
                                                                     QxKP
                                        24. QxB
                                                   N-Q3
                                                         34. Q-B6
4. P-K3
           B-N5
                   14. N-K5
                               NxN
                                                                     R-KB
           B-R4
                                        25. N-B5
                                                   P-QR4 35. P-N6
 5. P-KR3
                   15. BxN
                                                                     Q-K7
                               BxB
                                                         36. R-R
                                                                     N-B4
6. BxP
           P-K3
                   16. QxB
                                        26. Q-Q3
                                                   PxP
                               KR-Q
                                        27. PxP
           P-QR3
                                                         37. P-N7
7. 0-0
                   17. QR-B
                               QR-B
                                                   N-K
                                                                     N-K2
           P-B4
                                        28. P-K5
8. B-K2
                   18. N-N3
                               N-Q4
                                                   P-QN3 38. Q-B7
                                                                     Res.
                                        29. N-R6
                   19. P-K4
                               N-B3
                                                   Q-N4
9. QN-Q2
           N-B3
                               N-K
10. PxP
           BxP
                   20. KR-Q
                                        30. Q-Q7
                                                   R-R
GAME NO. 60
                  White:
                           LARSEN
                                    Black:
                                             UNZICKER
                                                         Reti
                          LARSEN tried too hard to win. He opened lines
In an even middlegame,
 on the kingside, but misjudged the position and the lines turned out
 to be a made-to-order highway for UNZICKER.
 1. N-KB3
           N-KB3
                   11. B-Q2
                               B-K3
                                        21. N-Q5
                                                           31. Q-KB4 R-N+
                                                    BxN
 2. P-KN3
           P-KN3
                   12. P-N3
                                        22. BxB
                                                            32. K-B
                                                                      R-N3
                               QR-N
                                                    RxR
                                                            33. P-N4
 3. B-N2
           B-N2
                   13. QR-B
                               KR-B
                                        23. RxR
                                                    Q-R2
                                                                      Q-K3
                                                           34. K-K
4. P-B4
           P-B4
                                        24. P-K3
                                                    K-N2
                   14. R-B2
                                                                      R-N8+
                               Q - Q
                                        25. P-R5
 5. N-B3
           N-B3
                   15. KR-B
                               P-QR3
                                                    PxP
                                                           35. K-B2
                                                                      B-K4
                                        26. B-B3
27. PxP
                                                           36. Q-K4
37. KxR
                   16. B-N5
17. PxP
 6. P-44
           PxP
                               P-N4
                                                    P-R5
                                                                      Q-R6
 7. NxP
           0-0
                                                    Q-Q2
                               PxP
                                                                      B-R7+
 8. 0-0
                                        28. B-N4
                                                            38. K-R
           N\mathbf{x}N
                   18. Q-QN4
                               ର–ରୂ2
                                                    Q-N2
                                                                      B-N6+
                   19. P-KR4
 9. QxN
           P-Q3
                                        29. B-K2
                                                            39. K-N
                               P-R3
                                                    K-R
                                                                      Q-R7+
            Q-R4
                                                           40. K-B
                   20. BxN
                                        30. P-B3
10. Q-R4
                               BxB
                                                    Q-Q4
                                                                      Q-R8 m.
 GA E NO. 61
                White:
                         LARSEN
                                  Blæk: SPASSKY
                                                     Quuen's Gambit
 LARSEN might have had a strong passed pawn, but tried to win a pawn
 instead - an idea which misfired. SPASSKY turned the tables, having
 an advanced passed pawn which couldn't be stopped.
                   12. P-R3
                                                         34. B-K4
 1. P-Q4
            P-04
                                       23. QxQ
                                                  QRXQ.
                                                                    B-N6
                               R-B
 2. P-QB4
                   13. R-K
                                                         35. B-N7
            PxP
                                       24. PxN
                                                  NxP
                                                                    R-B8+
                               B-R4
 3. N-KB3
           N-KB3
                                       25. N-B4
                                                  N-Q4
                                                         36. K-R2
                                                                    R-QR8
                   14. R-QB
                               P-R4
                   15. B-K2
                                                         37. RxP+
            B-N5
 4. P-K3
                                       26. N-K5
                               B-N3
                                                  NxB
                                                                    K-Q3
            B-R4
                                                          38. R-K3
 5. P-KR3
                   16. N-Q2
                               R-R
                                       27. RxN
                                                  RxP
                                                                    RxP
 6. N-B3
            P-K3
                                       28. P-Q5
                                                         39. P-N4
                   17. Q-N3
                               Q-N
                                                  R-B7
                                                                    R-R7
 7. BxP
            QN-Q2
                   18. B-B3
                               P-R3
                                       29. RXR
                                                         40. K-N3
                                                                    R-N7
                                                  BxR
                   19. P-N3
 8.0-0
            B-K2
                                       30. NxQBP K-B
                               R-B
                                                         41. R-K
                                                                    P-R6
 9. P-K4
            0-0
                   20. B-N2
                               P-N4
                                       31. PxP
                                                         42. B-K4
                                                  PxP
                                                                    P-R7
                                                         43. P-B4
10. B-K3
            B-N3
                   21. P-K5
                               P-R5
                                       32. NxB
                                                  KxN
                                                                    R-Q7
11. B-Q3
            P-B3
                   22. NxRP
                                       33. B-Q5
                               PxN
                                                             Res.
                                                  P-K4
 GALE NO. 62
                                          FISCHER
                White:
                         DONNER Black:
                                                     King's Indian
                                       Threats on the K and QB files did it.
 Another smashing game by FISCHER.
 1. P-Q4
                      8. P-K4
                                        15. R-Q
                                                   B-N2
                                                           22. N-K3
            N-KB3
                                 P-B3
                                                                     NxN
                                                   N-B5
 2. P-QB4
            P-kN3
                     9. R-N
                                P-QR3
                                        16. P-B4
                                                           23. RxN
                                                                     NxP
                                                           24. BxN
 3. P-KN3
                                        17. 2-23
            B-N2
                     10. P-QN4
                                PxP
                                                   R-QB
                                                                      BxB
 4. B-N2
            0-0
                                        18. K-R2
                                                           25. QXQP
                     11. NxP
                                R-K
                                                   Q-B2
                                                                     R-Q2
 5. N-QB3
            P-Q3
                    12. P-KR3
                                N-K4
                                        19. R-N3
                                                   R-K2
                                                           26. Q-B5
                                                                     R-B2
                                                           27. NxB
 6. N-B3
            QN-Q2
                    13. Q-K2
                                P-QN4
                                        20. R-K
                                                   QR-K
                                                                     RxQ.
```

21. N-B2

Q-B

BPxP

28. NxR

R-Q5,

- 744 -PIATIGORSKY CUP GAMES - continued GAME NO. 63 White: UNZICKER Black: NAJDORF Sicilian NAJDORF found a clever point after a series of exchanges. His 24... NxB threatened N-B7+, which UNZICKER had to prevent pronto. had a choice of remaining a pawn down, or giving up two pieces for He chose the second, and got a pawn to the seventh for a draw. a rook. 1. P-K4 P-K4 25. Q-B3 37. R-K8 P-QB413. Q-N3 N-02 QxQ14. PxP 26. RxQ 38. R-QR8 B-N 2. N-KB3 N-K4 N-QB3B-KR5 39. RxP 3. P-Q4 PxP15. Q-R3 NxP27. R-QR3 BxBK-K340. R-R3 4. NxP P-K3 P-N3 P-R4 16. N-Q5 BxN28. RxP 5. N-QB3 P-Q3 17. PxB P-KN3 29. R-N7 B-B4 41. R-QB3 P-R5 18. P-B4 42. P-N3 6. B-K2 N-B330. P-QN4 B-K6 PxP B-B3 7. 0-0 B-K2 31. P-QR4 N-B343. PxP 19. K-R B-N2K-Q3 8. B-K3 0-0 20. P-B5 32. P-R5 PxP44. R-B8 B-B2 R-B9. P-B4 33. P-N5 B-Q2 45. P-N4 21. QR-B PxPN-K4 P-N4 34. P-N6 10. Q-K NxN22. QRxP RxR K-N246. R-KN8 P-B3 35. R-K7 47. R-N7 ll. BxN B-B3 23. BxR K-B3 K-B3 QxP 36. P-N7 B-R2 48. R-B7 N-Q224. BxR Drawn. 12. B-Q3 NxBGAME NO. 64 White: IVKOV Black: PETROSIAN Queen's Ind. A simple, sensible game. 1. P-Q4 R-B2 25. R-B2 N-KB3 9. QXN P-93 17. N-K3 QxQ2. P-QB4 B-B4 26. RxQ P-K310. Q-B2 P-KB4 18. N-Q5 B-BP-QN3 11. N-K 19. P-QR3 P-QR4 27. RxP P-B4 3. N-KB3 BxB28. PxP 4. P-KN3 B-N212. NxB Q-Q220. K-N2 R-K BxP5. B-N2 21. P-B3 N-Q5 29. R-Q B-K2 13. P-N3 N-B3R-R2 P-K4 6. 0-0 0-0 22. BxN 30. R-N2 14. B-N2 PxB Drawn. 15. PxP 7. N-B3 23. P-QN4 N-K5 PxPPxP 8. Q-B2 NxN24. PxP 16. QR-Q Q-K3 QXP+ GAME NO. 65 White: PORTISCH RESHEVSKY Black: Nimzo-Ind. PORTISCH got two bishops and better chances, despite a set of doubled pawns, but there wasn't enough in it to push through a win. 1. P-Q4 N-KB3 QN-Q221. N-B5 Q-B231. QXP Q-K7 11. PxB 2. PAQB4 BxN32. Q-K6+ QxQ P-K3 22. Q-Q 12. 0-0 R-K 3. N-QB3 B-N5 23. BxB 33. PxQ N-K413. Q-R4 B-N2R-KP-QN3 34. B-B4 K-B4. P-K3 24. RxR 14. Q-B2 N-K4NxR

```
35. BxN
5. KN-K2
           B-R3
                                      25. Q-K2
                   15. B-B4
                              N-N3
                                                  N-B3
                                                                     PxB
                                                          36. K-B2
6. N-N3
           0-0
                   16. B-Q2
                              B-B
                                      26. P-N4
                                                  N-N3
                                                                     K-K2
7. P-K4
           P-B4
                   17. QR-K
                              B-Q2
                                       27. P-N5
                                                   Q-K2
                                                          37. K-B3
                                                                     KxP
                                                          38. K-K4
                   18. P-B4
                                                                     P-N3
8. P-Q5
           P-Q3
                              P-KR3
                                       28. Q-Q3
                                                   PxP
                                                          39. P-KR3 K-Q3
                                       29. PxP
9. B-K2
           PxP
                   19. B-Q3
                              RxR
                                                   N-Q2
10. KPxP
           BxN+
                   20. RxR
                                       30. BxN(N) PxB
                                                          40. K-B3
                                                                     K-K3
                              N-B
                                                          41. K-K4 Drawn.
```

GAME NO. 66 White: SPASSKY Black: FORTISCH Ruy Lopez

One of those games where SPASSKY was probably playing "to the score" - he was well leading at this point in the tournament, and FISCHER, his closest competitor, was not doing so well on the adjaining board. So, a short one to conserve energy.

```
1. P-K4
          P-K4
                   7. B-N3
                            P-Q3
                                     13. PxP
                                                QNxP
                                                         19. B-B2
                                                                   QR-B
2. N-KB3
          N-QB3
                            0-0
                                     14. NxN
                                                        20. KR-Q
                                                                   N-R2
                   8. P-B3
                                                PxN
3. B-N5
                                                                   Q-K3
          P-QR3
                   9. P-KR3 P-R3
                                     15. Q-B3
                                                P-B4
                                                        21. N-B
4. B-R4
          N-B3
                                     16. P-B4
                  10. P-Q4
                                                Q-K2
                                                        22. P-QN3 B-K2
                            R-K
                                     17. P-QR4 P-N5
5. 0-0
          B-K2
                  11. B-K3
                                                        23. Q-B5
                                                                  N-B
                            B-B
6. R-K
          P-QN4
                                     18. P-R5
                  12. QN-Q2 B-N2
                                                KR-Q
                                                             Drawn.
```