

CHES REVIEW

the picture chess magazine

**MARCH
1951**

**MARSHALL
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*(See the World
of Chess)*

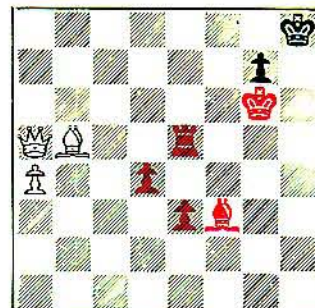
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Chernev's Chess Corner

In the second ending, by Bron, White is to play and draw. It won't spoil the story to tell you that the last move is a stunning surprise.



1 B-B6

Threatening mate on the move.

1 B-Q6†

2 P-K4 Q-Q1

The best defense.

3 R-R5† K-N1

4 B-Q5†

Apparently White has an easy draw, as he wins the Queen after 4 . . . K-B1 5 R-R8†.

4 QxB

Black gives up his Queen! White's Pawn is pinned, and, if 5 RxQ, BxP† 6 R-B5, P-R6, and Black wins.

5 R-R8†!! KxR

And White draws by stalemate! This and thousands of other beautiful last-minute rescues are a powerful argument against abolishing the draw by stalemate.

Another ending by Selman which has a morbid touch specifies that White is to play and draw.



This is how the solution runs:

1 B-K6† P-N5 3 N-N5† PxB
2 BxR PxB 4 P-Q4 P-N7†

Or 4 . . . PxB and White is stalemated.

5 K-N1 P-N6

6 P-B3 P-N5

7 P-B4

And now Black is stalemated. Curious how Black's King is buried alive!

THOUGHT FOR THE MONTH

There is no other game so esteemed, so profound and so venerable as chess: in the realm of play it stands alone in dignity.—Ely Culbertson.

THOSE who saw Pillsbury in action considered him the greatest blindfold player who ever lived. It was not from the number of boards he faced (or more properly, turned his back to) but for the ease and grace with which he mentally manipulated his pieces throughout even the most bewildering complications.

In his day, it was customary for even the best of blindfold artists to give displays of their skill on eight or ten boards. To Pillsbury, an exhibition on sixteen boards was a routine affair. It is from one of these sixteen game performances that we select this beauty which deserves to be rescued from the Department of Neglected Masterpieces.

Vienna, 1902

H. N. Pillsbury

A. Wolf

White Black

1 P-Q4 P-Q4 6 B-Q3 QN-Q2

2 P-QB4 P-QB3 7 P-K4 PxKP

3 N-QB3 N-B3 8 NxP NxN

4 P-K3 P-K3 9 BxN N-B3

5 N-B3 B-Q3 10 B-B2 B-Q2

The position has a distinctly modern look, which is not to be wondered at as Pillsbury played the sort of chess which never gets out of date.

11 O-O N-N5 15 B-N5 N-B3

12 R-K1 P-KR4 16 N-K5 O-O-O

13 P-KR3 Q-K2 17 Q-B3 K-N1

14 P-B5 B-B2 18 P-QN4 B-B1

19 KR-Q1

The proper way to protect the Pawn. White's Queen Rook is to be used to support the advance of his Queen Knight Pawn. Meanwhile Black must not snap at 19 . . . RxP 20 RxR, BxN. 21 B-B4 is the refutation.

19 K-R1

20 QR-N1 B-N1

21 P-QR4 RxP

Black sacrifices the exchange to get some freedom for his pieces. Better than than to be slowly crushed to death.

22 RxR BxN 26 B-R2 N-Q4

23 R-QB4 B-N1 27 B-K4 B-K3

24 P-N5 Q-B2 28 PxP PxP

25 B-B4 P-K4 29 R-Q4!

A pretty move which threatens 30 RxN.

29 Q-Q1

30 R/4-N4! Q-B2

Of course not 30 . . . NxR 31 BxP†.

31 R/4-N2 P-N3

32 BxN PxB

33 Q-B6 R-QB1

34 P-B6! QxP

35 BxP B-B2

There is no relief in 35 . . . BxB 36 QxB/5, Q-K1 37 P-R5, followed by 38 P-R6 and 39 R-N7.

36 BxB QxB 39 RxR KxR

37 Q-Q4 Q-Q3 40 P-R5 K-R1

38 R-N7 R-B8† 41 R-N1

There is a little threat of 42 Q-R8†.

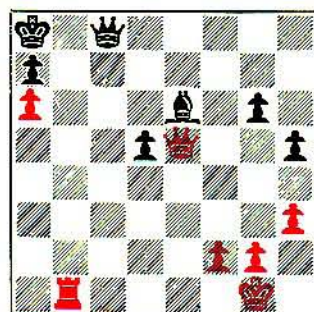
41 Q-B2

42 P-R6

Now White aims at 43 R-N7.

42 Q-B3

43 Q-K5 Q-B1



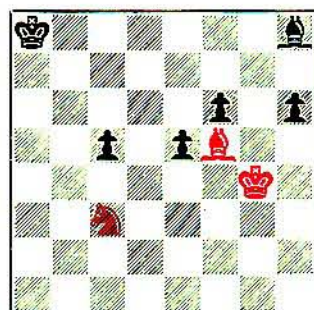
44 Q-Q6!

The quiet move which forces resignation. The threat of 45 R-N8†, QxR 46 Q-B6†, followed by mate can be stopped only by 44 . . . B-Q2, but then 45 R-N8†, QxR 46 QxP† leads to the same finish.

It is worth repeating that this was one of sixteen blindfold games played simultaneously!



THERE is a quality of simple refinement about this ending of Selman's which is extremely attractive. White is to play and win:



1 K-R5

Planning to win the Bishop by the zig-zag route—2 K-N6 and 3 K-R7.

1 B-N2 3 K-B7 B-Q3

2 K-N6 B-B1 4 N-N5 B-N1

5 B-K4 mate!

† = check; ‡ = dbl. check; § = dis. ch.

CHESS REVIEW

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I. A. Horowitz

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Readers' Forum

Readers are invited to use these columns for their
comments on matters of interest to chessplayers.

ENCORIUM

Several times in the past couple of years, the arrival of CHESS REVIEW has prompted me to a letter about what a good level the magazine has achieved. The letter was never written because I always thought I would meet you and could tell it better, etc.

This time shall not pass. The February issue, like many a one before it, cannot be read without a letter of gratitude to the editor. I remember well the small beginnings; so I appreciate doubly the finest chess magazine in English. I do not read Baluchinastic or Afghanistic; so I must qualify about languages.

Your annotators, Horowitz, Kmoch and Reinfeld, are the greatest group writing for any English magazine. In the few others I get, Euwe is the only one comparable to your boys.

Your departments have been imaginatively conceived. I know of several one-opening players who have been jolted out of their ruts by the clear and thorough and practical discussions of opening play in *Spotlights*. One of whom I know in detail is Cook. I now fumble with the Sicilian instead of confining my fumbles exclusively to the French Defense.

Kmoch's summary of the play of masters in the Amsterdam Tournament was a wonderful and revealing story. The only comparable work I know is Euwe's *Meet the Masters*—and Kmoch was infinitely more limited in space. He gave me an illuminating insight into the style of several comparatively new players, and I will enjoy their games more in the future. We near-sighted enthusiasts in chess must be told what to look for.

I am sending him a note suggesting a story on Tartakover. [See page 72 of this issue!—Ed.] Kmoch must have a wide collection of data and anecdotes on the man. A brief anecdotal biography with a summary of his opening play (if such eccentricity can be summarized) would

make the piece I most want to read just now. I think a lot of other players of my caliber (the majority) would share my anticipation. Tartakover and Euwe now are the only very active masters who go back to the start of the era between the two World Wars, which, in view of present political conditions, is likely to be the Golden Era of Chess for a long time to come. Present, former and future champions are not meeting so freely right now.

Getting back to CHESS REVIEW, it gives me insight into the personality of players month after month. I know the chess style of Rubinstein (thanks to the book and all of his games you published). "Only a Draw" in the February issue was full of clues to the personality of the man. That was very gratifying.

How to Win in the Opening and Readers' Games, I have approached with a feeling of superiority. Then I found those pieces simplified odd points for me and I was just beginning to get the fundamentals of details which I thought I had mastered. You are conducting an easy post-graduate course for players who think they already are among the wisest men on earth.

You have a magazine now which gives me all the varieties of what I want: *Chess Movies*, *Solitaire Chess* and diagrammed positions for reading in the can; opening analysis, good games and personality pieces on master players, as I have detailed before. If you had started your magazine a few years earlier, I think I would have achieved my present deplorable position in chess much sooner than I did. I now believe that, in all the vast population of these United States, there are just about 12,341 players below my strength. I intend to hunt all of them down, beat them and fortify my present lowly position. So what if 150,000,000 are full of better players than I am.

ALTON COOK
New York, N. Y.

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CHES REVIEW ANNUAL

Volume 18

ALL twelve issues of CHES REVIEW published during 1950 have been handsomely bound in cloth to make this jumbo-sized, 384-page book. In it are 312 games, selected and annotated by experts, from the most important chess events of the past year.

These include the International Team Tournament at Dubrovnik, the World Championship Challengers' Tournament at Budapest, the U.S.A.—Yugoslavia Radio Match and many other important chess events.

In addition, the volume contains articles on historical and modern chess subjects and thoroughly annotated games by Collins, Horowitz, Kmoch, Reinfeld and other masters.

For up to date knowledge on the theory of chess openings, the series by Fred Reinfeld, *Spotlight on Openings*, is indispensable. For solid instruction on the basic elements of opening play, editor I. A. Horowitz' *How to Win in the Openings* should be treasured permanently. *Chess Caviar* and *Chernev's Chess Corner* display the brighter side of chess. There are tests of your chess skill, and rafts of cartoons, pictures and other articles and stories.

This is by far the biggest, bargain in chess literature.

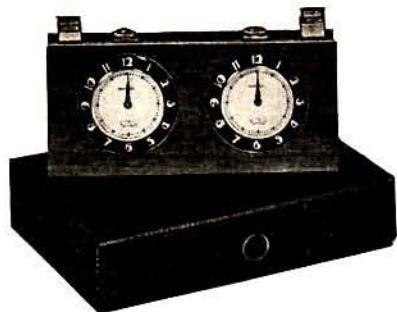
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CHES REVIEW

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Past Masterpieces

SCARBOROUGH, 1927

PCO: page 234, column 5

COLLE SYSTEM

E. Colle Sir G. A. Thomas
White Black

1 P-Q4 N-KB3 3 P-K3 P-Q4
2 N-KB3 P-K3 4 B-Q3 QN-Q2

The idea is to hinder White from subsequently playing PxBP (after ... P-B4) and P-K4.

5 QN-Q2 P-B4
6 P-B3 B-Q3

The Bishop is usually needed at K2.

7 O-O O-O

After 7 ... P-K4 8 P-K4! White opens the game to his advantage.

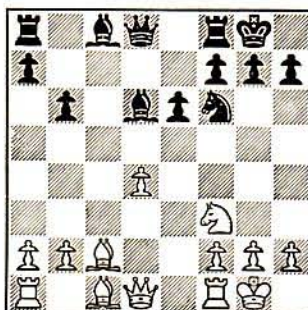
8 P-K4! QPXP

Black cannot continue the policy of imitation:

I 8 ... QPXP 9 NxP, NxN 10 BxN, P-K4 11 PxKP, NxP 12 NxN, BxN 13 BxP† winning a Pawn.

II 8 ... P-K4 9 PxKP! QNxP (9 ... BxP would cost a Pawn) 10 NxN, BxN 11 P-KB4 with advantage.

9 NxP NxN 11 B-B2 PxP
10 BxN N-B3 12 PxP P-QN3



White gave himself an isolated Queen Pawn in order to obtain compensating attacking chances. Black should have answered 12 ... Q-N3 with pressure on the Queen Pawn.

13 B-N5 B-R3

After the more obvious 13 ... B-N2, White could play 14 Q-Q3, P-N3 (14 ... B-K5? 15 QxB winning a piece) 15 KR-K1 with advantage.

14 R-K1 R-B1
15 N-K5 B-K2

Black has had to play the Bishop to this square after all. It is true that White was not yet threatening 16 BxN, QxB 17 N-Q7 because of 17 ... Q-R3; but, sooner or later, Black would have to relieve the pin in view of the threatened R-K3-KB3 or R-K3-KR3 and, if necessary, N-N4.

16 R-K3 P-N3

Turns out badly; 16 ... P-R3 was better.

17 B-R6 R-K1

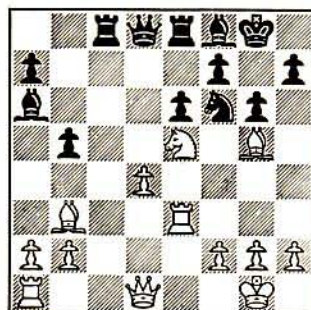
18 B-R4!

Finely played! Black's Queen Bishop "hangs" in variations to 20 ... P-R3.

18 ... P-QN4
19 B-N3 B-B1

Or 19 ... N-Q4 20 R-R3 with advantage (White was threatening 20 NxBP!).

20 B-N5!



20 ... P-R3

This costs a Pawn, but otherwise:

I 20 ... B-K2 21 NxBP! KxN 22 RxP regaining the piece with two Pawns to the good (22 ... N-Q4 23 RxB†, RxR 24 Q-B3†).

II 20 ... B-KN2 21 Q-B3, P-KR4 (to prevent N-N4) 22 QR-K1, R-B2 23 NxNP! PxN 24 RxP and wins; or 22 ... K-B1 23 NxBP! KxN 24 RxP winning.

III 20 ... B-QN2 21 Q-K2! P-QR3 22 NxBP! KxN 23 RxP winning.

21 BxN QxB
22 R-KB3 Q-R5
23 RxP Q-K5

Q-B3 was threatened.

24 Q-K1!! B-QN2

There was no better reply to White's ingenious move:

I 24 ... Q-R5 25 RxB†, RxR 26 NxP winning easily.

II 24 ... Q-R1 25 Q-N1! wins.

III 24 ... QxP 25 R-Q7, Q-KR5 (25 ... QxP 26 R-N1 Q-B6 27 Q-K4 B-KN2 28 RxB†) 26 NxP, Q-B3 27 Q-K4 and wins.

25 QxQ BxQ
26 RxP B-B7

In order to get a Rook on the seventh rank; but Colle's attack comes first (after he has made a loophole for his King!).

27 P-N3 BxB 29 R-QN7! RxP
28 PxB KR-Q1 30 QR-R7 R-B8†
31 K-N2 R-B7

Now follows a piquant finish.

32 NxP R/5-Q7
33 NxB!

Not 33 R-KB7, RxP†! 34 RxR, RxR† 35 KxR, B-B4†, etc.

33 ... RxP†
34 K-R3 P-R4
35 K-R4 Resigns

White forces mate in a few moves.

Notes condensed from Fred Reinfeld's 51 Brilliant Chess Masterpieces.



The World of Chess



MIKHAIL BOTVINNIK
World Champion

Sovfoto



DAVID BRONSTEIN
Challenger

Sovfoto

Botvinnik's Record

The champion's record is essentially as given in CHESS REVIEW—in 1948!

TOURNAMENT RECORD			
Year	Tournament	Rank	Score
'26	Leningrad Ch'ship	2-3	7 -2
'26	N. W. Russian Ch'ship	3	6½-3½
'27	Leningrad Masters	2	7½-2½
'27	5th USSR Ch'ship	5-6	12½-1½
'29	Leningrad	1	11½-2½
'29	6th USSR Championship		
	Preliminary Sec'n	1	7 -1
	Semi-final Sec'n	3-4	2½-2½
'30	Leningrad Master	1	6½-1½
'31	Leningrad Ch'ship	1	14 -3
'31	7th USSR Ch'ship	1	13½-3½
'32	Leningrad Ch'ship	1	10 -1
'32-3	Leningrad Masters	1	7 -3
'33	Leningrad Masters	1-2	10 -3
'33	8th USSR Ch'ship	1	14 -5
'34	Leningrad	1	8½-3½
'34-5	Hastings	5-6	5 -4
'35	Moscow International	1-2	13 -6
'36	Moscow International	2	12 -6
'36	Nottingham	1-2	10 -4
'38	Semi-finals, 11th USSR Champ'ship	1	14 -3
'38	AVRO	3	7½-6½
'39	11th USSR Ch'ship	1	12½-4½
'40	12th USSR Ch'ship	5-6	11½-7½
'41	USSR Absolute Ch'ship	1	13½-6½
'43	Sverdlovsk	1	10½-3½
'43	Moscow Ch'ship	1	13½-2½
'44	13th USSR Ch'ship	1	12½-3½
'45	14th USSR Ch'ship	1	15 -2
'46	Groningen	1	14½-4½
'47	Moscow International	1	11 -4
'48	Hague-Moscow	1	14 -6

Total Score: 328-119
Percentage: 73.38%

MATCH RECORD

Year	Opponent	W	L	D	Score
1933	Flohr	2	2	8	6-6
1937	Levenfish	5	5	3	6½-6½
1940	Ragozin	5	0	7	8½-3½

Totals: 12 7 18 21-16
Percentage: 56.76%

INTERNATIONAL

World Championship!

The chess championship of the world is at stake this month. On March 15, World Champion Mikhail Botvinnik begins a 24 game match with David Bronstein, the FIDE-designated challenger.

The first to score 12½ or 13 points (1 point per won game; ½ point for draw) will be the winner; and Botvinnik will retain his title if the match is drawn. Play is to be in Moscow at the rate of 3 games a week; 40 moves in the first 2½ hours; 16 moves each hour after; with adjournments to the next day after 5 hour sessions.

Karel Opocensky will be referee. According to his *Bulletin International des Informations Echiquiennes* (Prague, Czechoslovakia), each player has seconds; Botvinnik's is V. Ragozin; Bronstein's, A. M. Konstantinopolsky (who may have absorbed a good deal of Botvinnik's chess artistry from the classic trouncing administered to him by Botvinnik at Sverdlovsk, 1943).

Add his two wins vs. Arnold Denker in the 1945 USA-USSR radio match, a win and a draw with Samuel Reshevsky in the USA-USSR match, Moscow, 1946, a win and a loss with C. H. O'D. Alexander, USSR-Great Britain radio match, 1946. Yet his peak performance is the 1948 World Tourney (see table below).

WORLD CHAMPIONSHIP TOURNEY, THE HAGUE-MOSCOW, 1948

	Lap	1	2	3	4	5	W	L	D	Score	Total
1 Mikhail Botvinnik (U.S.S.R.)	1	—	1	1	1	1	3	0	1	3½-1½	14 -6
	2	—	1	1	1	1	1	0	3	2½-1½	
	3	—	1	0	1	1	3	1	0	3-1	
	4	—	1	1	1	1	2	0	2	3-1	
	5	—	1	1	0	1	1	1	2	2-2	
2 Vassily Smyslov (U.S.S.R.)	1	1	—	1	1	1	1	1	2	2-2	11 -9
	2	1	—	1	0	1	1	1	2	2-2	
	3	0	1	1	1	0	1	2	1	1½-2½	
	4	1	—	1	1	1	2	0	2	3-1	
	5	—	1	1	1	1	1	0	3	2½-1½	
3 Samuel Reshevsky (U.S.A.)	1	0	1	—	1	1	2	1	1	2½-1½	10½-9½
	2	1	—	—	1	1	0	0	4	2-2	
	3	1	0	—	0	1	1	2	1	1½-2½	
	4	0	1	—	1	1	2	1	1	2½-1½	
	5	0	1	—	1	1	1	1	2	2-2	
4 Paul Keres (U.S.S.R.)	1	0	1	0	—	1	2	2	0	2-2	10½-9½
	2	0	1	1	—	1	1	1	2	2-2	
	3	0	1	1	—	1	2	1	1	2½-1½	
	4	0	0	0	—	1	1	3	0	1-3	
	5	1	—	—	—	1	2	0	2	3-1	
5 Dr. Max Euwe (Netherlands)	1	0	0	0	0	—	0	4	0	0-4	4 -16
	2	0	0	0	1	—	0	1	3	1½-2½	
	3	0	1	0	0	—	1	2	1	1½-2½	
	4	1	0	0	0	—	0	3	1	1-3	
	5	1	0	0	0	—	0	3	1	1-3	

Bronstein's Record

A point by point count of Bronstein's tournament and match successes would not be as impressive as Botvinnik's—nor a fair comparison—as he is 13 years younger. In the highlights, however, we see a curious parallel to and some portents against the champion. Like Botvinnik, Bronstein won the title of master at 16—when he won the championship of the Ukraine. In USSR championships, Bronstein finished in the lower half on his first try in 1944—but even so he won from Botvinnik (he has 1½ in the two encounters in which they met!)—and he then placed successively as third and sixth and twice after tied for first (with Kotov and with Smyslov). But Botvinnik did not participate in the later events, and the USSR championships appear to be almost rat-races in his absence. So the peak of Bronstein's performance lies in his ascent to challenger: he won first place at Saltsjobaden (Interzonal Tournament) 1948, and with it a clear right to the title of grandmaster (see table below); and he tied Isaac Boleslavsky for first in the Challengers' Tournament at Budapest, 1950 (see CHESS REVIEW, page 163, June, 1950); and then he won the grueling play-off match, 7½-6½ (see CHESS REVIEW, page 291, October, 1950).

Bronstein's record in international team matches does not quite equal Botvinnik's. Whereas the champion played board one in all three, Bronstein defeated A. E. Santasiere twice at board ten in the 1945 USA-USSR radio match, won one and lost one with Olaf Ulvestad at board ten in the USA-USSR match, Moscow, 1946, and split likewise with W. Winter at board seven in the USSR—Great Britain radio match, 1946. In the Moscow—Prague match of 1946 (Botvinnik did not play) Bronstein scored 10½-1½ at board one.

The Outcome?

Botvinnik has been hailed as "superman" and "invincible," and he has impounded on his side in his title and his impressive record. But that record stops at 1948! His ability is truly great—to judge not only by his record but by actual analysis of his play (see *World Chess-*

masters in Battle Royal). Still even his great showing at Groningen, 1946, was marred by a loss to a youthful adversary, D. A. Yanofsky of Canada.

Larry Evans, with an admiration inspired during the production of his *David Bronstein's Best Games*, favors the challenger. So does the Russian grandmaster Kotov who weights heavily Bronstein's 13 year advantage and his greater participation both in contests and in study in chess since 1948.

At 39, Botvinnik is hardly old—as chess players go—but his recent inactivity may hurt. And Bronstein's 1½-½ against him is counter-weight to awe of the titleholder. Will Botvinnik's experience and steadiness under fire prevail? Will Bronstein's youthful ardor and recent sharpening? Or does one excel the other in basic technique and natural aptitude? We cannot guess. But we shall soon see.

OTHER INTERNATIONAL EVENTS
Havana Ho!

Headed by Dr. Reuben Fine and captained by Dr. Edward Lasker, a team of seven representing the Marshall Chess Club of New York traveled to Havana, Cuba, to lock horns with the matadors of the Capablanca Chess Club.

The result was a 3½-3½ tie, with Fine and Edgar T. McCormick turning in wins for New York, and Jose R. Florida and Alejandro accounting for the Havana victories. The other three games were drawn, including the encounter between Alexander Bisno, president of the Manhattan Chess Club (reportedly shanghaied by the Marshallites), and Aureliano Sanchez-Arango, Cuban Minister of Education. This game was said to have been the most exciting (see page 80).

Marshall C. C.	Capablanca C. C.
1 Fine	Planas
2 Lasker	Aleman
3 Knoch	Broderman
4 Mengarini	Florida
5 McCormick	Bucelo
6 Bowman	Meylan
7 Bisno	Sanchez-Arango
3½	3½

Prior to the match, Fine played five clock games simultaneously, defeating Ortega, Cobo, Estenzer and Calero and drawing with Gonzalez.

Students' Holiday

A team of nine students from British Universities toured Holland and gained triumphs against Amsterdam, Beverwijk and Leyden University by scores of 5½-3½, 6½-2½ and 9-0 respectively.

In the main contest, however, when the English encountered the combined strength of the Dutch Universities, they lost a double-round match by 7½-10½. At the top board, L. W. Barden of England broke even with his powerful opponent, J. H. Donner.



NATIONAL EVENTS
United States Championship

The United States Chess Federation reports that the biennial U. S. Championship (postponed from 1950) is scheduled now for the summer of 1951. It will be held in New York, probably a little after the U. S. "Open" Championship. The latter will be at Fort Worth, Texas, July 9-21.

As reported last year (see CHESS REVIEW, page 132, May, 1950), this biennial is the last such. Hereafter a three year program of preliminary (regional) and "candidates" and final championship tournaments will be in effect.

The (1951) biennial tournament amounts to a change-over event and, as such and without preliminaries having been held, it is an invitation tournament. Arrangements are under the U. S. Championship Committee, G. E. Roosevelt, chairman.

WASHINGTON

Another victory was notched by Seattle city titleholder Charles K. Joachim, 5½-1½, when he captured the 1951 Washington State Open Championship, a 37-man, 6-round Swiss event. Attendance at this tournament broke all Washington records.

Charles Ballantine, with a 5-1 game score and a 21½ S-B tally, was runner-up, while Floyd Hebert, 5-1 and 19, placed third. Next came Kenneth Mulford and Robert C. Stork, each with a game score of 4½-1½ but taking fourth and fifth respectively on a S-B basis.

Game scores of 4-2 were made by the following players, who finished in the order named on S-B points: Carl Enz, H. E. Yocom, F. H. Weaver, Glenn Muller and Owen Traynor.

George Rehberg was Publicity Director and C. Bushnell directed the tournament.

LOCAL EVENTS

California. Adding once more to its string of scalps, the Pomona Chess Club took the measure of the San Bernardino Chess Club by a 7-0 sweep.

INTERZONAL TOURNAMENT

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Score
1 D. Bronstein (USSR)...	0	1	2	1	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	13½-5½
2 L. Szabo (Hungary)...	1	0	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	12½-6½
3 I. Boleslavsky (USSR)...	2	1	0	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	12-7
4 A. Kotov (USSR)...	1	2	0	1	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	11½-7½
5 A. Lillienthal (USSR)...	2	1	2	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	11-8
6 I. Bondarevsky (USSR)...	1	2	1	2	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	10½-8½
7 S. Flohr (USSR)...	2	1	2	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	10½-8½
8 M. Najdorf (Argentina)...	1	2	1	1	2	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	10½-8½
9 G. Stahlberg (Sweden)...	2	1	2	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	10½-8½
10 Dr. Trifunovich (Yugo.)...	1	2	1	1	2	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	10-9
11 E. Book (Finland)...	2	1	2	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	9½-9½
12 S. Gilgovich (Yugo.)...	1	2	1	1	2	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	9½-9½
13 V. Pirc (Yugoslavia)...	2	1	2	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	9½-9½
14 V. Ragosin (U.S.S.R.)...	1	2	1	1	2	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	8½-10½
15 D. Yanofsky (Canada)...	2	1	2	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	8½-10½
16 Dr. S. Tartakover (Fr.)...	1	2	1	1	2	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	8-11
17 L. Pachman (Czech.)...	2	1	2	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	7½-11½
18 G. Stoltz (Sweden)...	1	2	1	1	2	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	6½-12½
19 L. Steiner (Australia)...	2	1	2	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	5½-13½
20 E. Lundin (Sweden)...	1	2	1	1	2	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	4½-14½



JACK W. COLLINS

Participant in the World Correspondence Chess Champion Finals, was runner-up in the Marshall Chess Club Championship.

Illinois. Among the stops made by CHES REVIEW editor I. A. Horowitz in his recent country-wide tour was his stay as a guest of the Decatur Chess Club at the Orlando Hotel, where he gave a lecture and a simultaneous exhibition on 16 boards. Gerald Garver, president of the club, drew his game.

Albert Sandrin, former United States Open Champion, was another notable visitor at Decatur. Entertaining the members of the Decatur Chess Club in the home of the secretary, Mrs. Turner Nearing, Sandrin delivered a lecture based on a discussion of positions taken largely from his own games.

Still another event at the active Decatur Club was a 13-board simultaneous display by Paul Adams, director of the Illinois State Chess Association, given in the interest of a membership drive for the ISCA. Hugh Myers, the sole winner, received as his prize a free ISCA membership. Draws were credited to Dr. Max Schlosser, Dr. Arthur Berger, Lyndal Baumgardner and Albert Sandrin. Inclusion of the last-named in the line-up

greatly added to the interest of the performance—and, no doubt, to the difficulties of the single player.

Michigan. In the Midland Championship Tournament, an 8-man round robin, Charles Starnes, 5-2, won the city title, ahead of Bob Broad, 4½-2½, and Bruce Dieter, 4-3.

The Saginaw Valley League trophy—a “little brown jug” appropriately decorated with a chess motif—was captured by the Midland players for the second consecutive year when they trounced the Flint Chess Group in a play-off, 6-2. Midland winners were Dr. W. R. Mullison, Al Brauer, Bob Broad, Charles Starnes, Frank Micklich and Walt Cepela. Victors for Flint were J. J. Reddy and Ed Muller.

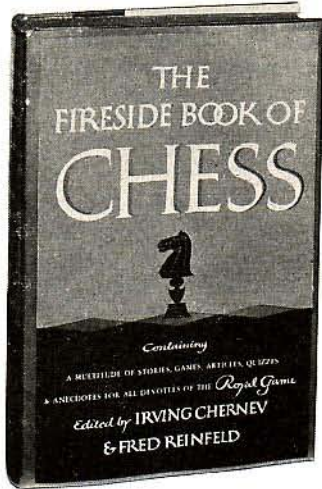
New York. It was Milton Hanauer's year of triumph in the 1950-1951 championship tournament of the Marshall Chess Club of New York City. Playing in his best form throughout the 15 sessions of the round robin, Hanauer won 11 games, drew 3 and lost only once, to Carl Pilnick.

Second place fell to Jack W. Collins, former United States correspondence champion, who, after an indifferent start, applied himself in earnest in the later rounds and finished with a score of 11-4, just ahead of third prize winner Carl Pilnick, 10½-4½. Bernard Hill, one-time titleholder of the New York Academy of Chess and Checkers, was a strong threat from the first and for most of the way followed close on the new champion's heels. Scoring 10-5, he spoiled his chances for a higher place than fourth when he dropped his last two games to J. Richman and Dr. Ariel Mengarini, former national amateur champion. A. E. Santasiere, former United States open champion and frequent holder of the Marshall title, took fifth prize with 9½-5½, and Eliot Hearst, New York State champion and captain of the Columbia University team, recent winners of inter-collegiate top honors, wound up in sixth position with 9-6.

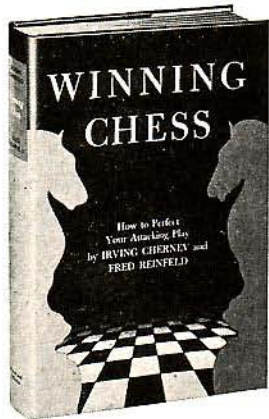
Owing to the pressure of his school studies, Larry Evans, club kingpin for the past three years, was unable to defend his title.

The new Junior Champion of the Marshall Chess Club is Karl Burger of Col-

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MARSHALL CHESS CLUB CHAMPIONSHIP, 1950-51																	Totals
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
1 M. Hanauer	—	½	0	1	1	½	1	1	1	½	1	1	1	1	1	1	12½- 2½
2 J. Collins	½	—	0	0	0	1	1	½	½	0	1	1	1	1	1	1	11- 4
3 C. Pilnick	0	1	—	0	1	½	1	½	0	0	0	1	1	1	½	1	10½- 4½
4 B. Hill	0	0	1	—	0	0	1	1	0	0	0	0	1	1	1	1	10- 5
5 A. E. Santasiere	0	0	0	1	—	0	0	1	1	1	½	½	1	1	1	1	9½- 5½
6 E. Hearst	0	0	0	0	1	—	0	0	1	1	1	1	0	1	1	1	9- 6
7 W. Goldwater	0	0	0	0	0	0	—	1	0	0	1	1	1	1	0	1	8- 7
8 J. Sherwin	0	0	½	0	0	0	0	—	1	1	1	1	1	1	1	1	7½- 7½
9 T. A. Dunst	0	0	0	1	0	0	1	1	—	0	0	0	0	1	1	1	7- 8
10 J. Richman	0	1	0	1	0	0	0	0	1	—	1	1	1	0	0	0	6½- 8½
11 H. Fajans	0	0	0	1	1	0	0	0	0	0	—	0	0	1	0	0	5½- 9½
12 A. Mengarini	0	0	0	0	1	0	0	0	1	0	0	—	0	1	1	1	5½- 9½
13 J. Donovan	0	0	0	0	0	1	0	½	1	0	0	1	—	0	0	1	5- 10
14 J. Foster	0	0	0	0	0	0	0	0	1	1	1	0	1	—	½	1	5- 10
15 Mrs. G. Gresser	0	0	0	0	0	0	1	0	0	1	1	1	1	½	—	½	5- 10
16 R. Cohen	0	0	0	0	0	0	0	0	0	1	1	0	0	½	½	—	2½- 12½

umbia University whose score of 6-2 shaded Philip Schwartz's 5½-2½.

Washington. Back in the United States after an extended visit to Europe, Olaf Ulvestad celebrated his homecoming with a simultaneous exhibition against 28 players at the Seattle Chess Club. The master mowed down all his opposition except R. M. Vellias, who won, and Glenn Muller, who drew.

In Tacoma, a blindfold tournament was won by Schyler Ferris.

John N. Nourse took the Kitsap County title, followed by Jack L. Finnigan.



Tournament Calendar

COMING EVENTS IN THE U. S. AND CANADA

Abbreviations—SS Tmt: Swiss System Tournament (in 1st round entries paired by lot or selection; in subsequent rounds players with similar scores paired). RR Tmt: Round Robin Tournament (each man plays every other man). KO Tmt: Knock-Out Tournament (losers or low scorers eliminated). \$\$: Cash prizes. EF: Entry fee. CC: Chess Club. CF: Chess Federation. CA: Chess Association. CL: Chess League.

April 7-8: North Carolina Open Tournament; at Selwyn Hotel, Charlotte, N. C. in 5 round SS Tmt (1st round, 9:00AM); open to all; EF \$2 plus NCCA membership (\$1); trophy and \$\$; write to A. H. Gaede, Box 1083, Charlotte, N. C.

Till July 31: Entries receivable for the 6th Annual (1951) Golden Knights Postal Chess Championship Tournament. EF \$3. Open to all in continental U. S. and Canada, \$250 first prize and \$1,000 total in 75 cash prizes. Complete details in advt. on page 93.

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PAUL KERES *Sovfoto*
New Russian Champion
by winning 18th title tourney



CANADA

Ontario

Winner of the major section of the Toronto Chess League was the Ukrainian Chess Club, 3-1. Hart House and Gambit tied for second, each 2½-1½, and the Estonians and Lithuanians brought up the rear with 1-3 each.



LATIN AMERICA

Central America

The third Central American Team Tournament, held in San Salvador, was

won by Nicaragua with 22½ points. Costa Rica, 22, was a close second; third was taken by El Salvador, 17½; fourth went to Guatemala, 8½; and fifth and last to Panama, 5.

The showing of the teams' first-board players determined the individual Central American championship, which was annexed by Carlos Manuel Valverde of Costa Rica with the fine score of 7½-1½. Runner-up was Joaquin Hurtado of Nicaragua, 5-3.

Costa Rica also starred at the second board in the person of Rogelio Sotela Montagne, 7-1.



FOREIGN

England

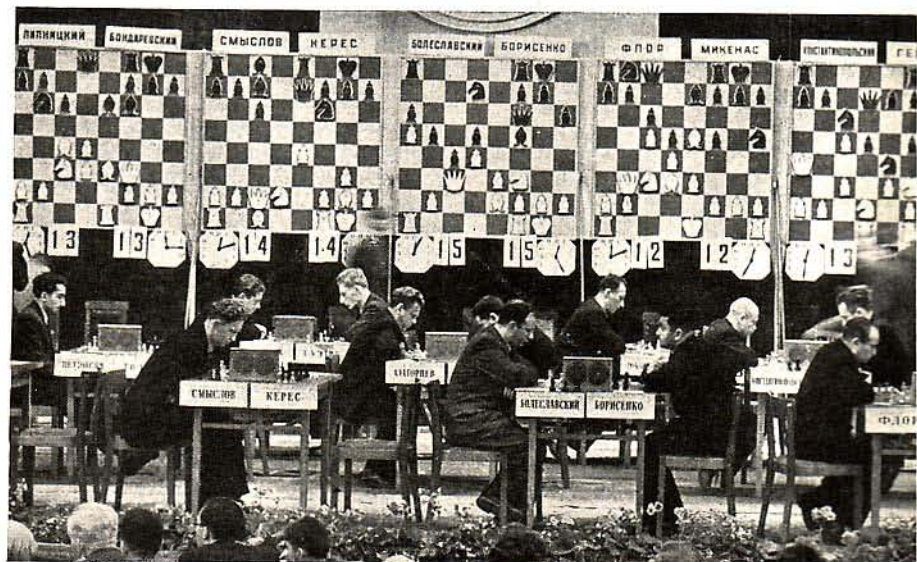
Dr. J. M. Aitken, 6-1, won the London championship from a field of 8 finalists who survived a knock-out tournament of 89 entries.

Outscoring a field of 71 rivals in the London Boys' championship, P. H. Clarke of St. Bonaventure's School won a Swiss tourney with a 9-1 tally.

Only six years old but already entered in a postal tourney, Richard Allen of Normanton is described by his father as being "keen as mustard." It will be interesting to follow this prodigy's development.

Germany

Edith Keller, Germany's representative in last year's tournament in Moscow for the women's world championship, chalked up a real triumph when she took first in an event at Eisleben, East Germany, ahead of nine male contestants. Her winning 7½-point score topped that of her nearest rival by 1½ points—a considerable margin of superiority.



Scene from the USSR Championship (XVIII). See story, page 39, February. *Sovfoto*
Row: Smyslov (vs. Keres), Boleslavsky vs. Borissenko, and Flohr.

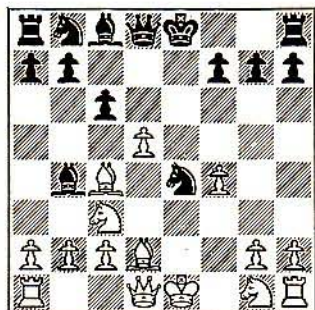
Chess Caviar

New York, 1857

THIS loss by Morphy to a tenth-rate player is an astonishing affair!

FALKBEER COUNTER GAMBIT

J. W. Schulten				P. Morphy			
White				Black			
1 P-K4	P-K4	5 B-B4	P-B3				
2 P-KB4	P-Q4	6 P-Q3	B-QN5				
3 KPxP	P-K5	7 PxKP	NxKP				
4 N-QB3	N-KB3	8 Q-K2				



If now 8... Q-R5+, White has 9 P-N3, NxP 10 PxN, QxR 11 Q-K2+ with advantage.

8... BxN 10 Q-R5 R-K1
9 BxB O-O 11 O-O-O NxB

A curious variation is 11... N-B7 12 N-R3! B-N5? 13 QxBP+!! KxQ 14 PxP\$, K-N3 15 RxQ, RxR 16 PxP!

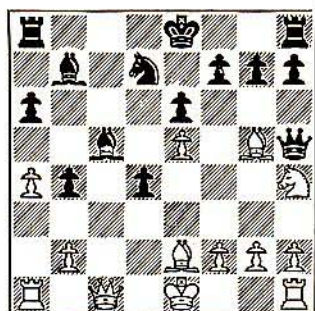
12 PxN Q-R4 15 N-B3 BxN
13 K-N2 P-KN3 16 PxB P-QN4
14 Q-R6 B-N5 17 P-B5 PxB??
18 P-B6 Resigns

New York, 1915

THE isolation and entrapment of Black's Queen are neatly encompassed by White.

QUEEN'S GAMBIT ACCEPTED

J. Bernstein				A. Kupchik			
White				Black			
1 P-Q4	N-KB3	9 N-K4	B-N2				
2 N-KB3	P-Q4	10 NxN†	QxN				
3 P-B4	P-K3	11 P-K4	PxP				
4 N-B3	PxP	12 B-KN5	Q-N3				
5 P-K3	P-QR3	13 P-K5	Q-R4?				
6 BxP	P-QN4	14 B-K2!	B-B4				
7 B-Q3	P-B4	15 Q-B1	N-Q2				
8 P-QR4	P-N5	16 N-R4!	Resigns				



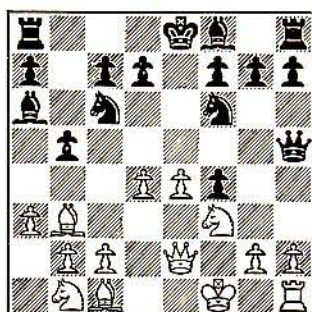
New Orleans, about 1855

WE are accustomed to seeing Morphy conquer brilliantly against great odds; but this time he comes a cropper.

BISHOP'S GAMBIT

(Remove White's Queen Rook)
(Advance White's Queen Rook Pawn to QR3)

P. Morphy				C. Maurian			
White				Black			
1 P-K4	P-K4	5 B-Q5	N-QB3				
2 P-KB4	PxP	6 N-KB3	Q-R4				
3 B-B4	Q-R5†	7 P-Q4	N-B3				
4 K-B1	P-QN4	8 B-N3	B-R3!				
		9 Q-K2				



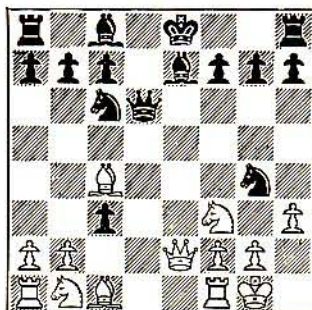
9... NxQP! 11 QxB Q-Q8†
10 NxN P-N5!! 12 K-B2 N-N5 mate

New York, 1915

WE are so accustomed to the wonderful feats of the masters in simultaneous play that we take their achievements for granted. But once in a while they stumble, and we get a game like the following one.

DANISH GAMBIT

F. J. Marshall				J. P. Hopkins			
White				Black			
1 P-K4	P-K4	6 O-O	B-K2				
2 P-Q4	PxP	7 P-K5	N-KN5				
3 P-QB3	PxP	8 Q-K2	P-Q3				
4 B-QB4	N-QB3	9 KPxP	QxP				
5 N-B3	N-B3	10 P-KR3?				



10... N-Q5!
11 NxN Q-R7 mate

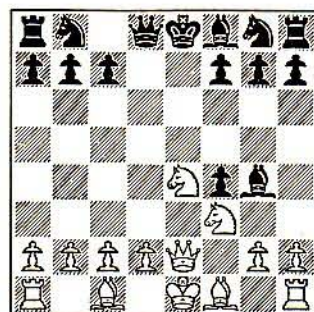
CHess TACTICS

The Power of the Double Check

PART of the potency of the Knight lies in its peculiar attack. On a check to the King, there are usually three defenses: moving the King, interposing one of its men; capturing the attacking man. On a Knight check, the King has one strike against it: no interposition is possible.

On a double check, however, there are two strikes against the King. Its only recourse is to run. For, in the single move at the player's disposal, he can make neither a double capture nor a double interposition. So, if the King cannot move, it is mated—even though, as in the following gamelet, both the pieces administering check may be en prise!

White		Black	
1 P-K4	P-K4	3 N-KB3	P-Q4
2 P-KB4	PxP	4 N-B3	PxP
		5 NxP	B-KN5
		6 Q-K2

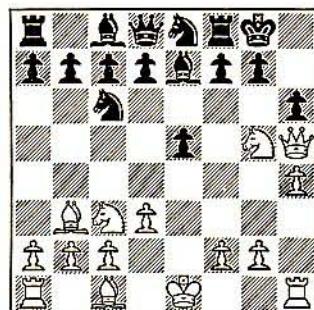


6... BxN??
7 N-B6 mate!

THOUGH the next is also a gamelet, the combination in it is much more profound. The critical point, however, is the potent double check.

White		Black	
1 P-K4	P-K4	5 B-N3	B-K2
2 N-QB3	N-KB3	6 P-Q3	O-O
3 B-B4	NxP	7 N-B3	N-B3
4 Q-R5	N-Q3	8 N-KN5	P-KR3
		9 P-KR4!	N-K1

Of course, both 9... PxN 10 PxP and 9... P-KN3 10 QxP+ are fatal.



White can now win material enough by 10 NxP: e.g., 10... N-B3 11 NxQ\$. But he sees a chance for a prettier finish.

10 N-Q5! N-B3 12 NxB+!! K-R1
11 Q-N6! PxQ 13 NxP mate

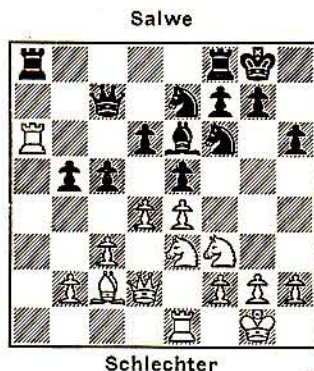
Moral: The double check is so rare a chance that, if you have one, it ought to assure you a winning combination.

The Myth of the Brilliancy Prize

by Dr. S. G. Tartakover

AS every one knows or ought to know, the brilliancy prize in chess tournaments is awarded to everything and anything, except the true brilliancy. Consolation prizes, honorariums and a host of uncanny perquisites go under the guise of brilliancy prizes.

A case in point is the game, Schlechter—Salwe, St. Petersburg, 1909. Although the judges knew that the sacrificial combination initiated on the 22nd move was really a bull, Schlechter was given the prize.



Salwe

Schlechter

In the above position, 22 KR-R1 would have maintained the positional bind. Schlechter wished to force the position, however, and played the double-edged 22 PxKP!?? Despairingly, Salwe accepted the exchange and the game continued 22... RxR? 23 PxN, PxP 24 N-Q5 and White's assault was irresistible.

Now, instead of the predatory grab of the exchange, Salwe could have refuted the entire plan by the simple expedient of 22... NxP. For example:

(a) 23 BxN, RxR and Black is the exchange to the good without any difficulties.

(b) 23 PxP, NxQ 24 PxQ, NxN† 25 PxN, RxR and Black wins.

(c) 23 Q-Q3, RxR 24 QxN, P-N3 25 Q-KR4, PxP! 26 QxP, P-B3 27 N-R4, KR-R1, and White's attack disappears into the thin air while Black's exchange plus tells.

In the above line (c), if 25 PxP, RxP 26 Q-KR4, K-N2 27 N-K5, P-N4 28 Q-R5, N-Q4 with the better game for Black.

Or, later in that line (c), if 27 BxP, NxR 28 QxN†, Q-N2 with the better game for Black.

THUS, it can be seen that under the test of simple, straightforward analysis, Schlechter was a dead cock in the pit. Yet, for this delightful but dubious effort, he was awarded the first brilliancy prize.

The "elegance" of Schlechter's conception and its subsequent finesses is one interpretation of the award. This argument, however, is just about on the same plane as that in the following anecdote:

In a coffee house in Zurich, two strong players are having a set to. A "butinsky" arrives and immediately remarks, "Here you missed an amazingly beautiful Queen sacrifice. If he moves his King, he is mate in two. If he interposes a Knight, he is mate in three. And, if he captures the Queen with the Knight, he is mate in four!"

"What happens, however, when my opponent takes the Queen with the Bishop?" asks the startled player.

"Oh that," replies the intruder, "doesn't concern me."

By the same token, the supreme court of brilliancy of St. Petersburg, 1909 was oblivious of what was involved. Semi-officially, it was admitted that Schlechter was given the first brilliancy prize as a consolation because he did not play well in the event!

♠ In the same vein is the story of the brilliancy prize awards of the Masters Tournament of Teplitz-Schonau, 1922. There the supreme judge of brilliancy was the late lamented Viktor Tietz. And there the mighty Akiba Rubinstein—despite one of his less mighty moments—fell heir to a windfall of no less than four out of seven brilliancy prizes. Mieses, Johner, Wolf and Tarrasch were the victims. Tietz rescued Rubinstein from ignominy by bailing him out with bril-

liancy prizes on the ground that any Rubinstein victory is a classic example of depth and logic.

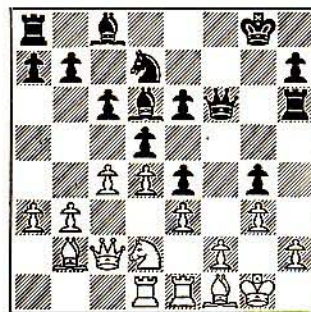
♠ The term "brilliancy" parades under fundamentally diverse conceptions. In the masters' tournament of Nuremberg, 1906, for example, prize judge, Amos Burn, awarded the top honor to the game Duras—H. Wolf. Not only did this partie lack the effulgent luster, but also the winner managed to snag a Pawn and the exchange.

"This game, after all, did not contain a sacrifice", complained a bystander.

"So what?" was Burns' placid reply.

♠ Teplitz—Schonau, 1922, provided another amusing incident. There I received the third brilliancy prize for the Rook sacrifice in my game against Maroczy.

Tartakover



Maroczy

Black played 17... RxP! and, after many vicissitudes, won in 36 moves. Immediately afterwards, I submitted a precise analysis of all the variations to the prize committee, in which I not only demonstrated the soundness of the sacrifice but also its urgency. For, on the preparatory move of 17... N-B1, with the idea of... N-N3, ... B-Q2 and... R-KB1, White consolidates with an equally good series of defensive moves, beginning with 18 B-N2.

The game did not rate a prize, despite this, thought one of the judges. "The sacrifice of the heavy piece could not have been made, foreseeing all the ramifications," said he.

According to this authority, the awarding of the brilliancy prize for hazardous play contradicts the very essence of a brilliant game.

Who knows? Possibly in the future, the American lie detector or some such similar apparatus will determine the true calculations of the chess master.

♠ Amsterdam, 1950, provided an entirely original twist in the brilliancy prize award. In view of its many subtleties, as compared with rival entries, the game, Najdorf—Kramer,* ruled favorite, while Reshevsky—van den Berg and Euwe—Kramer were also in the running.

The Prize Collegium of Prins, van Steenis and Cortlever, however, thought differently, and their vote went to Rosolimo for his effort against van Scheltin-ga. So much did this affect Najdorf, he

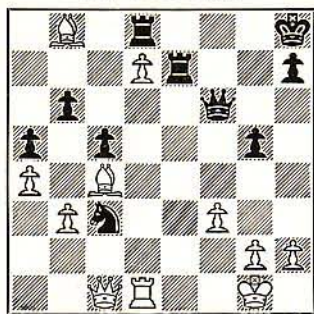
*See page 86.—Ed.

† = check; ‡ = dbl. check; § = dis. ch.

later admitted, that the savor of the fabulous banquet given at the conclusion of the tournament was lost.

The crisis in this brilliancy occurred after adjournment.*

Van Scheltinga



Rossolimo

41 R-Q6

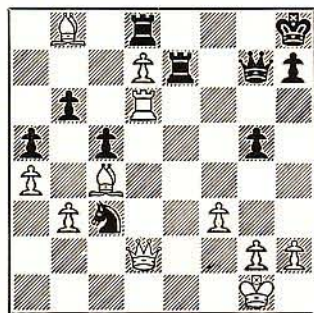
The expected sealed move. It is clear that White's passed Pawn, together with two sweeping Bishops, outweigh the exchange.

41 Q-N2

All at once, the passed Pawn is triply attacked.

42 Q-Q2

Thereby, White indirectly defends the Pawn with the Bishop at N8!



42 P-N5?

One can already anticipate ensuing developments.

If 42 . . . R/1xP 43 RxR, RxR 44 QxR!! QxQ 45 B-K5†, Q-N2 46 BxQ†, KxB 47 K-B2, K-B3 48 K-K3, K-K4 49 P-N3, the duel of the Knight versus the Bishop offers fair chances.

Also worth considering is 42 . . . N-N8 43 Q-Q3, N-R6 44 B-K6, Q-R8† 45 Q-B1, Q-N7 and the fight continues. In this line, if 43 . . . Q-R8, 44 Q-Q1, Q-B6 45 K-B1!

43 K-B1?

Although this King move was praised highly in Amsterdam and apparently was the basis of the award, White actually let his advantage slip. Correct was 43 B-QB7, PxP 44 P-N3, with a difficult win for White.

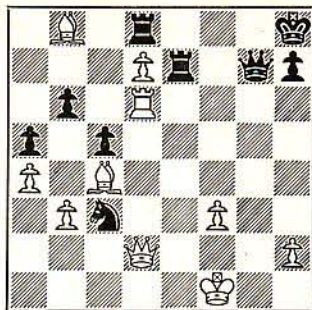
43

PxP

44 PxP

.

* As is well-known, the time control (40 moves in the first five hours) is highly unsatisfactory. Because of the advanced technique of our times, many games are adjourned in uncertain positions. Then extra-curricular analysis and consultations are the determining factor.



44

R/1xP??

Black lost heart. He should have played 44 N-K5. Then, after 45 PxN, R-B1† 46 K-K2, RxP† 47 K-Q1!! Q-R8† 48 K-B2, Q-R7† 49 K-Q3, Q-N8† 50 K-B3, Q-R8† with a perpetual check.

To boot, another acrobatic Knight maneuver also offered good chances. For example, 44 . . . N-K7! 45 B-K6, N-Q5 46 B-N4, R-B2 47 Q-KN2, P-R4 48 B-B7, R/1xP 49 RxR, RxR 50 BxR, QxB 51 B-K5†, K-R2 52 Q-N5, Q-KB2 53 BxN, PxR and Black would have had somewhat better chances.

Note, in the above line, that, after 44 . . . N-K7, the Knight would have been immune. If 45 BxN, R-N1 and the mating threat at N8 would have decided.

45 RxR RxR 47 B-K5† Q-N2
46 QxR QxQ 48 BxQ† KxB
49 K-K1

Thus, after the melee, the position reached was similar to the one which might have obtained had Black played 42 . . . R/1xP. There was, however, this vital difference. White's King was now closer to the center and he had gained an important tempo. Under the circumstances, White's 43rd turned out well.

49 K-B3 52 K-K4 N-B6†
50 K-Q2 N-R7 53 K-Q3 N-Q8?
51 K-K3! P-R3 54 K-Q2 N-N7
55 B-N5 Resigns

The unlucky Knight was trapped.

From the above, the reader can glean only an inkling of what was involved in awarding the brilliancy prize to Rossolimo. (Many substantiating and auxiliary variations have been omitted from Tartakover's original text because of space considerations.—Ed.)

The following episode sheds additional light on the final award.

In the eighth round at Amsterdam, in the game, Rossolimo—Gudmundsson, White was in great time trouble on his 38th move. Two seconds for three moves! So confused was the French master that he continued until his 42nd turn, and then—with the time threat out of the way—resigned. This was odd because he could have claimed a draw under the threefold repetition of move rules. He did not make such a claim. He did, however, charge that he was disturbed at the critical moment by his opponent, and the complaint was given no weight.

The ruling committee, however, realized that an injustice might have been done. When the opportunity arose—a

business firm offered a typewriter as a brilliancy prize—Rossolimo was mollified.

The chairman of the brilliancy prize committee, master Prins, awarded the prize to Rossolimo, as he explained, without any pang of conscience and with a philosophical quip: To us humans, truth consists usually in that which we would most like to be true.

To sum up, one can say that the victor in the game, Rossolimo—van Scheltinga, obtained the brilliancy prize because the loser failed to find the beautiful counterstroke, 44 . . . N-K7.

It is only poetic justice that Rossolimo should get the prize. In the past several years, he has contributed many original combinations to the chess world.

About the Author



Dr. Savielly Grigorjevich Tartakover (French: Xavier), born February 9, 1887, on Rostov-am-Don in Russia of Austrian-Polish parents, studied in Genf and then on the juridical faculty of Vienna where he obtained the degree of Doctor of Jurisprudence in 1909.

He learned chess in 1897 (from his father), played in the international chessmasters' arena since 1905. He captured innumerable first prizes: Luttich 1930, Hastings 1945-6, Venice 1947, etc. He is a chess journalist and the author of many books on chess in different languages. A *Breviary of Chess* by him has been published in English.

In the International Team Tournament at Dubrovnik, 1950, he represented his adopted country, France, where he has resided since 1924. As Lieutenant Cartier, he served on the Free French Force during the last war, and he is now a naturalized French citizen. In earlier days, he represented Poland.

Since his health becomes more delicate with age, he toys with the idea of giving up practical chess and retiring to his villa in the Cote d'Azur. This plan is excellent—only for sundry reasons he has not yet acquired said villa.

KERES' BEST GAMES OF CHESS*

Ninth Match Game, 1940

QUEEN'S INDIAN DEFENSE

Dr. M. Euwe

P. Keres

White

Black

1 P-Q4	N-KB3	5 B-N2	B-K2
2 P-QB4	P-K3	6 O-O	O-O
3 N-KB3	P-QN3	7 N-B3	N-K5
4 P-KN3	B-N2	8 Q-B2	NxN
	9 QxN	P-Q3	

9 ... B-K5 has also been played here, although it seems to lack point because of the indicated reply, 10 N-K1.

10 Q-B2 P-KB4

Guarding against White's tactical threat of N-N5 and his strategical threat of P-K4.

11 N-K1

The logical continuation. He neutralizes the influence of the hostile Queen Bishop so as to be able to advance P-K4, which should bring to light weaknesses in Black's camp.

11 ... Q-B1!

An improvement on the customary 11 ... BxP 12 NxP which gains time for White by assisting his Knight to a useful square and facilitating the communication of his Rooks. After the text, this is not so easy to achieve.

12 P-K4 N-Q2

Relatively best, since, after 12 ... PxP 13 BxP, BxB 14 QxB, N-R3 15 P-B4, Black's Knight is poorly placed, his King Pawn is backward and White's Queen has a commanding position.

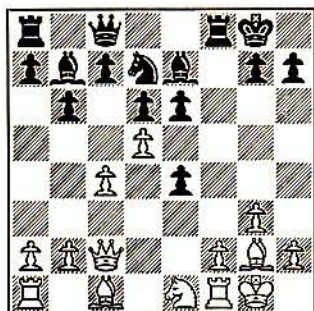
13 P-Q5

Despite the promising appearance of this move and its strategical desirability (if 13 ... P-K4, 14 P-B4! with a fine game), its effect is nullified by the fact that Black has more pieces in play.

Better was 13 PxP, PxP 14 N-Q3, B-KB3 15 P-Q5 and Black will be confronted with serious difficulties in guarding his K3 adequately, especially since it is on an open file.

13 ... BPxP!

But now this move is quite good, as Black's pieces soon become active.



14 QxP

If 14 BxP, N-B3 and White's Queen Pawn is very weak. Or 14 PxP, N-B4 15 P-QN4, NxP 16 BxP (16 B-KR3, B-KB3, followed by ... Q-K1, leaves Black with a Pawn ahead and an excellent game), BxB 17 QxB, B-B3 and Black's position is quite satisfactory.

14 ... N-B4
15 Q-K2

After Q-B2 (which would be answered in the same way), White's Queen would be more secure, but the pressure on the King Pawn would be slighter. The text, on the other hand, has the drawback of exposing the Queen to attack.

15 ... B-KB3!

It is clear that, after 15 ... P-K4 16 P-QN4, White would have the initiative. Yet the text required considerable calculation, because the following pinning maneuver may be very troublesome.

16 B-R3

This has been criticized as being "too" logical; 16 PxP, BxB 17 NxP, NxP 18 B-K3 is safer, but not inviting from the standpoint of striving for the initiative.

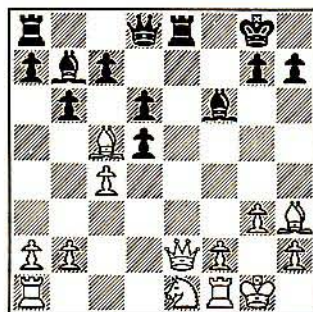
16 ... R-K1

Actually threatening 17 ... PxP!

17 B-K3

Parrying this last threat, and in turn menacing the win of the exchange by BxN, followed by BxP.

17 ... Q-Q1!
18 BxN PxP



19 B-K6?

White's consistency spells his downfall. Kmoch recommends 19 B-K3, P-Q5 20 B-N2, BxB 21 NxP, PxP 22 NxP, B-Q5 23 Q-Q2, BxN 24 PxP and White's Pawn weakness is not fatal. One must admit that such an alternative must appear distasteful in the heat of the battle.

19 ... K-R1
20 R-Q1

If 20 PxP, BxQP or 20 B-QR3, Q-K2 21 PxP, BxQP and Black wins in either event.

20 ... QPxP
21 N-N2

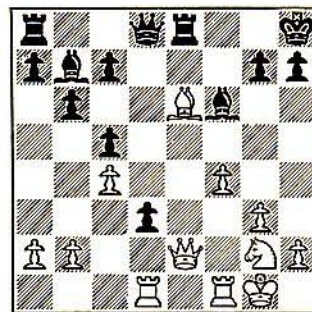
Again, if 21 PxP, BxQP! 22 RxP, Q-K2! wins. There is a mordant irony in the way that the pin has switched from White to Black.

21 ... P-Q5
22 P-B4

Evidently intending to support the Bishop with P-B5, but this proves faulty. If, however, 22 Q-N4, Q-Q3 23 B-B5, P-N3, followed by doubling Rooks on the King file, and Black wins in due course.

22 ... P-Q6!!

Beginning a magnificent combination which is evidently inspired by the wish to stir up complications as long as White's Bishop "hangs."



23 RxP QxR!!
24 QxQ B-Q5†

The foregoing sacrifice is justified, as will be seen, by the superb cooperation of Black's remaining pieces. Thus, if now 25 K-R1, RxP and there is nothing that White can do about Black's contemplated ... QR-K1, followed by ... R-K7. Or, if 25 N-K3, RxP 26 R-K1, QR-K1 and wins.

25 R-B2 RxB
26 K-B1 QR-K1!

Played in the grand manner. Black's pieces are so much more effective than those of his opponent that he avoids exchanges.

27 P-B5

If at once 27 R-Q2, B-K5 28 Q-N3, B-B4, followed by B-R6, with a winning position.

27 ... R-K4
28 P-B6

To prevent Black from later utilizing the King Bishop file. If instead 28 R-B4, R-K7 wins easily.

28 ... PxP
29 R-Q2 B-B1!

Threatening 30 ... B-R6 31 R-Q1 (else ... R-K8 mate), R-B4†, etc.

30 N-B4

Preventing the inroad of the Queen Bishop, but now the catastrophe arrives in another form.

30 ... R-K6!
31 Q-N1

31 Q-B2 is answered in the same way.

31 ... R-B6† 33 PxR R-N1†
32 K-N2 RxN! 34 K-B3 B-N5†

White resigns; for, if the King goes to the Knight file, ... B-B4§ wins. If 35 K-K4, R-K1† and Black mates with the Queen Bishop. What Bishops!

* An excerpt from Fred Reinfeld's book—revised and augmented edition—David McKay Company, 264 pages, 110 diagrams, 90 annotated games, \$3.50.

How to win in the Opening

PHILIDOR'S DEFENSE

by I. A. HOROWITZ

THE simple way is not always the best way. Ready ripost is its quest and goal, while long term considerations are discounted lightly.

So it is with the Philidor. In the delicate thrusts and parries revolving about center control, which engage the opening skirmish, Black employs an easy expedient. After the moves 1 P-K4, P-K4 2 N-KB3, he defends his King Pawn with the simple 2 . . . P-Q3. His plan is to hold the strong point at his K4 not by devious, tortuous maneuvers, but by straightforward defense. This is all well and good—so far as it goes. It does not, however, go far enough. For one thing, it frees White instantly to play P-Q4—whereas the usual course compels the first player to resort to intricate stratagems and nearly exhaust himself before he can successfully enforce this move. In turn, this means that the pressure on Black's center mounts rapidly, and Black is reduced to a doubly defensive, cramped position. Black's second move, moreover, obstructs the development of his King Bishop. This fault is negligible since Black often posts his King Bishop on the second rank. By no stretch of the imagination, however, can it be considered a virtue.

Philidor's Defense was first noticed in the Göttingen Ms. (1490). It gains its name from the celebrated French player, Francois Andre Danican Philidor who remodelled and popularized it.*

The Philidor arises as follows:

1 P-K4	P-K4
2 N-KB3	P-Q3

As a rule, when 1 P-K4 is met by 1 . . . P-K4, White's plan is to put mounting pressure on Black's King Pawn, until it is dislodged. When and if it gives way, White intends to usurp the center.

Black, on the other hand, places as many obstacles—tactical and strategical—in White's way as he can. With perfect defense, the struggle for the center is a standoff, and the players then direct their efforts to other fields.

Perfect defense for Black calls for counter threats sufficient to prevent White from successfully enforcing an

early P-Q4. For, when White's Queen Pawn engages Black's King Pawn, the pressure rises to such an extent that Black is soon compelled to swap. Then White remains with a dominating King Pawn as against a backward Queen Pawn for Black, and White virtually controls the center.

Black's efforts, therefore, are bent upon preventing an adverse P-Q4. In the Philidor, this is not the case and, consequently, Black practically concedes the center. In turn, this means that his development will be retarded and backward.

In order not to confuse the issue, it should be noted that in many openings, such as the Scotch and Center Game, White can and does play an early P-Q4. The situation, however, is not analogous. For, in these openings, Black always gets some compensation for White's impetuosity. The compensation may be no more than a tempo. But it is compensation.

The text move permits, even provokes, the adverse P-Q4 and gains nothing in return. On this account, it is deficient.

It is also deficient, to a lesser extent, in that it limits the mobility of the King Bishop.

3 P-Q4

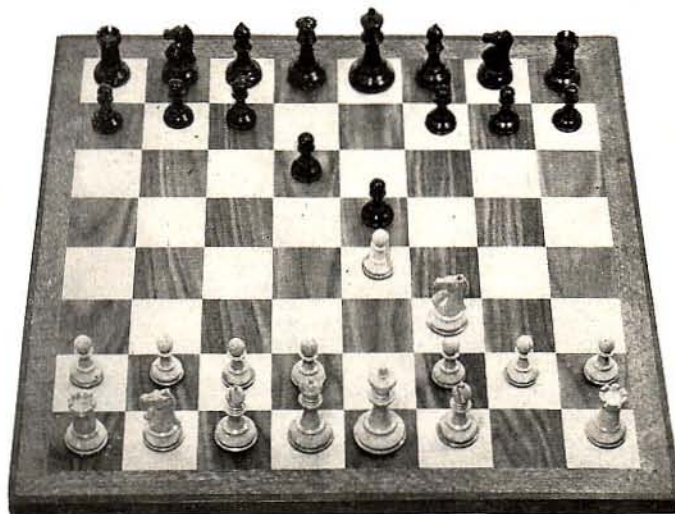
The natural continuation. The idea is to force Black to play . . . PxP. In that case, White's King Pawn dominates a good portion of the center by commanding vital squares on the fifth rank, while its counterpart, Black's Queen Pawn, ineffectually touches only the fourth rank.

3 . . .

N-Q2

Black must maintain his King Pawn at all cost. 3 . . . N-QB3 will not do; for, after 4 PxP, PxP 5 QxQ7, Black either loses a Pawn or forfeits the privilege of castling. The Knight on Q2, more-

† = check; ‡ = dbl. check; § = dis. ch.



The typical position at the outset of Philidor's Defense

Today, it is occasionally adopted to steer the play away from routinized channels. Late world champion, Alekhine, sometimes gave it a fling—using the modernized Hanham Variation. In the main, its prospects may be summarized as expressed in the first line of a poem: "The Philidor is a horrible bore."

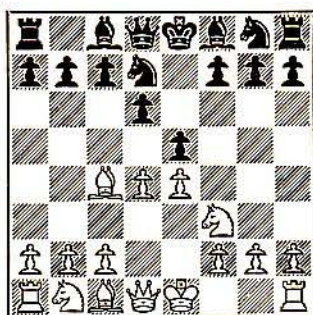
It does, however, win games!

* According to Chernev and Reinfeld in *The Fireside Book of Chess*, Philidor never played the defense named after him. For one thing, he practically always gave odds! But he did present and recommend a line in that defense in his famous book, *Analyse du Jeu des Echecs*.

over, allows for the construction of an interesting Pawn array, which is to serve as a barrier against invasion as well as a prop for a possible counter-attack later on.

4 B-QB4

The Bishop aims at the most vulnerable point in Black's camp—his KB2.

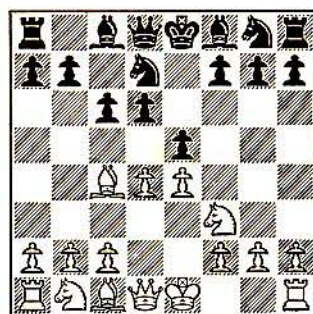


4 P-QB3

The purpose of this move is three-fold: To begin with, it clears the square, QB2, so that it may be occupied by Black's Queen, whence it must protect Black's King Pawn. Then the move indicates a future Queen-side demonstration based on . . . P-QN4-P-QR4 and a general expansion on the Queen's wing. Lastly, the move guards Black's Q4 so that no opposing man can penetrate with facility.

Note that 4 . . . B-K2 loses a Pawn at once: e.g., 5 PxP, NxP 6 NxN, PxN 7 Q-R5, threatening simultaneously the King Pawn and the King Bishop Pawn. After 4 . . . B-K2 5 PxP, PxP, then 6 Q-Q5 wins.

The maneuver . . . P-QB3 and . . . Q-B2 is part and parcel of a system worked out and introduced into tournament practice by Major Hanham. The variation under discussion is therefore referred to as the Hanham Variation.



5 O-O

The text move is a good way to continue development, although alternative moves, such as 5 N-QB3 are also tenable. An interesting idea here is 5 PxP, PxP 6 BxP, KxB 7 NxP. White gets a powerful attack, but it can be rebuffed by proper defense.

Another try is 5 N-N5. Then the line might run as follows: 5 . . . N-R3 6 O-O, N-N3! 7 B-N3, B-K2 8 Q-R5, O-O and Black is able to hold the position with precision defense.

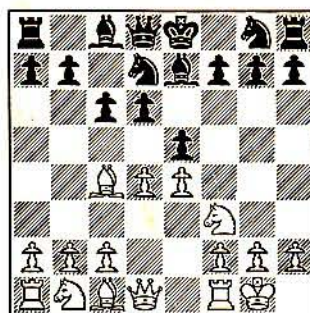
One misstep in the above line can be fatal. For example, if 5 N-N5, N-R3 6 O-O, B-K2? 7 N-K6! PxN 8 BxN, N-N3

9 BxNP and White wins because of the uncomfortable position of the Black Monarch. In this line, 8 . . . PxP 9 Q-R5 and White soon mates.

Finally, Alekhine recommended P-QR4, after . . . P-QB3 (as in his game against Marco) to prevent . . . P-QN4 once and for all.

5 B-K2

Here again, Black can falter: 5 . . . KN-B3? 6 PxP, KNxP 7 PxP, QN-B3 8 R-K1 and Black is in trouble. There are even pitfalls within the pitfalls. For example, if 5 . . . KN-B3 6 PxP, QNxP 7 NxN, PxN 8 BxP and Black is out a Pawn. Or 5 . . . KN-B3 6 PxP, PxP 7 N-N5 and Black cannot hold the King Bishop Pawn.



6 N-B3

It is quite possible that there is even a stronger line at White's command. 6 PxP, PxP 7 N-N5! BxN 8 Q-R5, P-KN3 9 QxB, QxQ 10 BxQ and White has the advantage of the two Bishops.

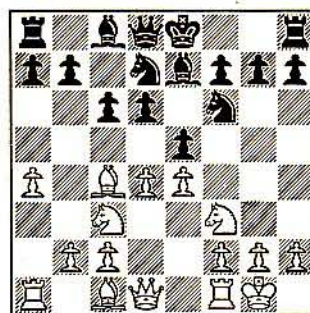
The text move, however, maintains the character of the game, insofar as it does not drive for an immediate endgame, even though a favorable one.

6 KN-B3

At last, after avoiding the traps and stratagems, Black is able to bring out all his King-side men.

7 P-QR4

This move is unusual, but pointed. Eventually, White contemplates action on the other wing. For the moment, he, therefore, stifles any counter play on the Queen-side. This would be possible if Black gets in . . . P-QN4-5. For the Pawn advance would dispossess White's Queen Knight and leave White's King Pawn unguarded.



7 P-KR3

Usual here is 7 . . . O-O. Then White gets the better game by perfectly routine moves. The following is an example from the game, Alekhine—Marco, Stockholm, 1912: 7 . . . O-O 8 Q-K2, P-

KR3 9 B-N3, Q-B2 10 P-R3, K-R2 11 B-K3, P-KN3 12 QR-Q1, K-N2 13 N-KR2, N-KN1 14 P-B4.

Observe the Hanham idea in this line—Black's Queen at QB2 to maintain the center.

The text move conceals its real purpose. It is not to prevent the adverse B-N5, as it appears at first sight. Instead, it is intended as a prelude to a King-side assault, with the Rook Pawn serving as a prop for the later advance . . . P-KN4. This plan, in conjunction with the maneuver . . . N-B1-N3 has the makings of a formidable assault in view.

8 P-QN3!

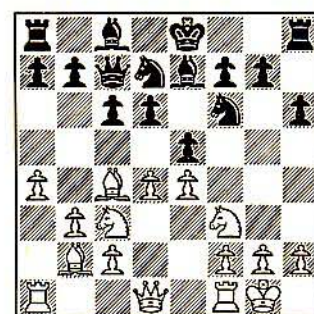
The idea here is to fianchetto the Queen Bishop, which then exerts indirect pressure on Black's King Pawn.

Against normal developing moves, Black is able to obtain equal chances. A game, Alexander—Fine, continued as follows: 8 B-R2, P-KN4 9 PxP, PxP 10 Q-K2, B-Q3 11 R-Q1, Q-K2 12 B-K3, N-B4 14 N-Q2, N-K3. Black's prospects are good.

8 Q-B2

Indirectly protecting the King Pawn, which will be under attack in the immediate future. On general principles, when a Queen is relegated to defend a Pawn, something is chronically wrong!

9 B-N2



Nimzovich—Marco, Gothenberg, 1920, continued as follows: 9 . . . N-B1 10 PxP, PxP 11 NxP, QxN 12 N-Q5, Q-Q3 13 B-R3, PxN (13 . . . P-B4 14 P-K5!) 14 BxQ—in favor of White.

9 . . . N-B1, however, is a blunder. Better is 9 . . . O-O. Even then White's position is superior.

Conclusions and recommendations

The one variation of the Philidor which has enjoyed even slight favor in tournament practice is the Hanham. Practically, it is self-condemned, *per se*, since it relegates a Queen to the menial task of guarding a Pawn, which may be attacked.

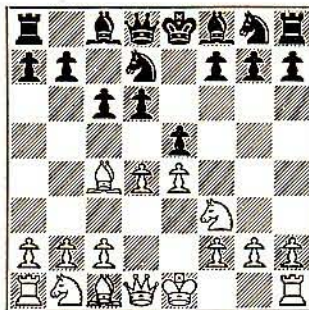
Despite the numerous pitfalls and dour prospects which exist for the defender, the Philidor is worth an occasional fling against a player who is oblivious of its proper course. The execution of Black's plan, unmolested, leaves him, strangely enough, with the upper hand.

In the CHESS MOVIES (next page), the defense gets a break. Black achieves certain objectives and demonstrates how counter-attack is the best defense.

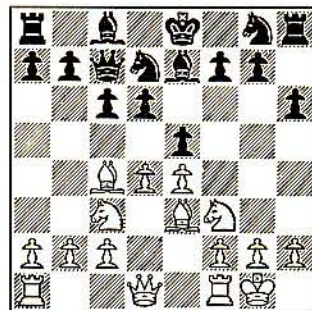
Chess Movies

A FLAILING PHILIDOR

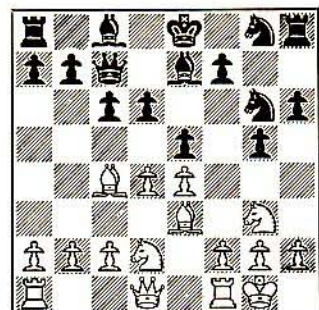
SIMULTANEOUS attack and defense is the order of the following sparkling classic. Both Kings are exposed to flailing blows from all directions. Finally, Hungarian master, Breyer, sets up a series of irresistible checks and the immovable White King of Havasi is moved to resignation. Budapest, 1917, is the scene of play. The game begins with 1 P-K4, P-K4 2 N-KB3, P-Q3 3 P-Q4, N-Q2 4 B-QB4, P-QB3.



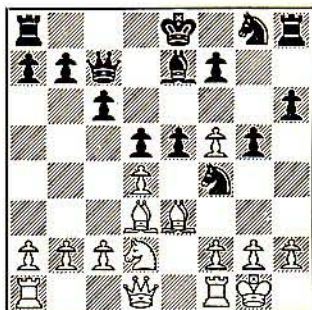
1 There follows 5 O-O, B-K2 6 N-B3, Q-B2 7 B-K3, P-KR3. White is making usual, routine moves, and Black is contemplating an assault against the opposing Monarch. His intentions, however, are well concealed. For who would suspect the puny . . . P-R3 as packing a wallop?



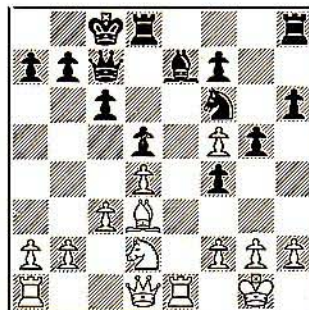
2 White prepares the advance of his King Bishop Pawn by 8 N-Q2, and Black signals the attack with 8 . . . P-KN4. Immediately, White swings his other Knight to the King-side with 9 N-K2, and Black follows suit. 9 . . . N-B1 is his move. Now follows 10 N-KN3, N-N3. All is yet serene.



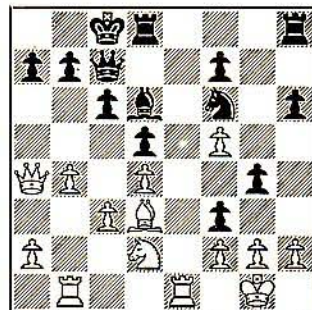
3 White is first to enter with 11 N-B5. Black parries with 11 . . . P-Q4. White retreats 12 B-Q3, and Black swaps 12 . . . BxN. White recaptures 13 PxN, and Black now enters 13 . . . N-B5. The opposing maneuvers are along the same line, except Black knows where the White King lives!



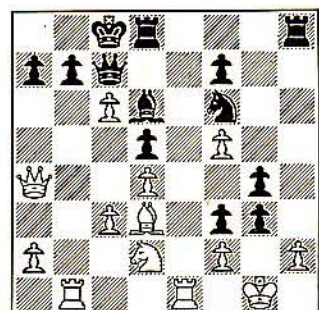
4 There follows 14 BxN, KPxB 15 R-K1, O-O-O. Black's abode is on the other side. White now readies for an onslaught against the Black King and prepares with 16 P-QB3. Black brings out the rest of his forces with 16 . . . N-B3. This is the proverbial calm before the storm.



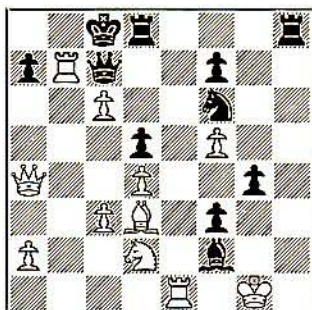
5 17 P-QN4 is White's way of instituting the attack. The race is on. Black plays 17 . . . P-N5. There follows 18 R-N1, B-Q3 19 Q-R4, P-B6. Each side is poised for action against the enemy King. The same old question obtains: "Who will get there first with the most?" Only time will tell.



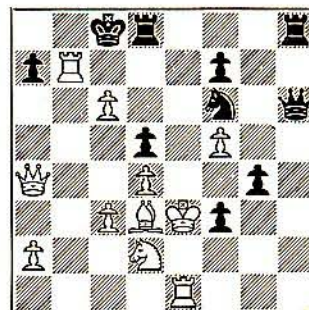
6 White builds a barrier with 20 P-N3, which Black immediately sets out to breach with 20 . . . P-KR4. White counters with 21 P-N5, and it appears that he has arrived. Black plays 21 . . . P-R5. It all seems so slow. Now comes 22 PxBP, PxNP. With one fell move, all fury is loosed!



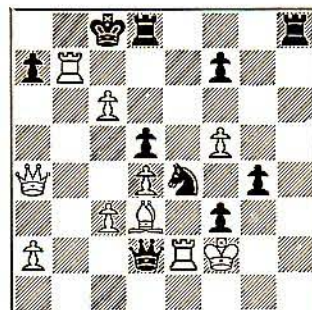
7 White attempts to consolidate with 23 RPxP. His attack can wait for a move. *But it can't.* Black replies 23 . . . BxP, and White's King position is deftly penetrated. 24 RxP is White's move, and 24 . . . BxP is Black's bombastic reply. Checks must be respected and so Black has the lead.



8 White captures 25 KxB, and Black closes in with 25 . . . Q-R7. White attempts to exit with 26 K-K3, and Black keeps the King in place with 26 . . . Q-R3. Black dare not let up. If he fails to give check, he will be on the receiving end. And not for long. For White's checks are deadly.



9 White retreats with 27 K-B2, and Black captures 27 . . . QxN. Always with check. White plays 28 R-K2. Perhaps this will compel a respite. But no. Black pitches everything at his command into the fray. 28 . . . N-K5 is the move. There is no let up for Black can't afford one.



10 29 BxN is forced, and Black answers with 29 . . . QxR. The material gain is only incidental. The King is the target. White plays 30 K-N3, and Black continues with 30 . . . Q-R7. More checks. It is impossible to avoid the checks. In fact, it is impossible to avoid mate. White resigns.

The Brilliant Touch

A PREVIEW AND A QUIZ

For the quiz, cover the text below the diagrams before you read further on this page. Then uncover to WHITE or BLACK (below each diagram) which indicates the side to move and win. Now solve! At 15 minutes per solution, 8 correct solutions rate as master-play; 6 as expert; and 4 as very good, indeed.

IN compiling this collection of 240 scintillating brilliancies, W. Korn, the noted editor of the latest version of *Modern Chess Openings*, has produced a book which will gladden the hearts of all lovers of beautiful chess.

J. du Mont, one of England's leading chess journalists, has written an appreciative foreword which we quote:

"The popularity of books on combinations among chess-players has a deeper reason than mere love of the brilliant, the sensational, the unexpected. No doubt this love is an integral part of their attraction, but deeper down there is the realization that the combination is an essential part of the game.

"When both sides have played tenaciously and well, there comes a time when the players are, as it were, on the verge of a deadlock, with a draw as the inevitable result.

"Then the supreme effort, the combination, comes to the

rescue, not necessarily to win a piece or to bring about a mate but, possibly, merely to effect a breach or to gain the essential tempo which will enable the player to turn the scales in his favor.

"In addition there is the skill needed for this type of play, as well as the courage to embark on an adventure not always subject to mathematically certain calculation.

"It is easy enough to compile a book on combinations. A little random gleaning here and there and a pleasant enough book, big or small, will be the result. But to write a book of real value is a very different matter.

"A work which is to do more than give mere superficial amusement must have a guiding idea underlying its structure. Like Ariadne's thread, it will safely lead the reader through the maze of complicated thought. More—it will develop his powers and create in him the 'feel for combination' which is the birthright only of the very gifted.

"If, as in this book, the author avoids well-trodden paths, positions which have become trite through repetition, and instead delves into the vast field of practically unknown gems for brilliant and astonishing turns, the reader, at the end, may well exclaim: 'Now I have seen everything.'

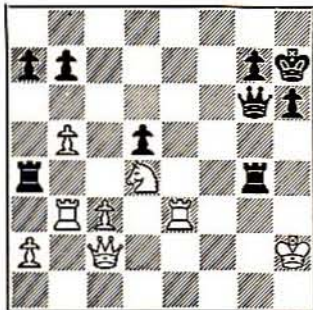
The book is *The Brilliant Touch* by Korn (Pitman Publishing Company—\$2.25). Its 240 examples of its title subject are classified under chapter headings (omitted for the quiz). These selected snatches may whet your appetite.



WHITE

White's first and second moves are freely interchangeable, but Keres sensed that starting with the sacrifice of the heavy piece is more artistic than the reverse.

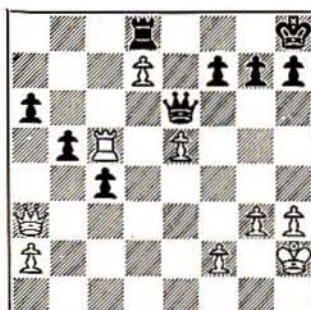
1 QxN[†]!! PxQ
2 NxP[†] RxN
3 R-Q8 mate



BLACK

Black, a piece down, unpins his Queen by pinning White's and wins by:

1 RxP!!
2 QxR Q-R4[†]
3 R-R3 Q-K4[†]
4 K-R1 Q-K8[†]
5 K-R2 Q-N8 mate



WHITE

Exceptionally subtle play:

1 R-B8 RxR
If 1 . . . QxQP, 2 Q-B8[†]!
2 Q-K7!! Resigns
If 2 . . . QxQ, 3 PxR(Q)[†]
and mate next move. Or 2 . . . P-R3 3 QxQ.



WHITE

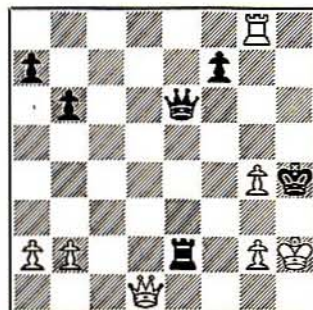
1 N-B6!
Called an "annihilation" key, coupled with line clearance.
1 . . . NxN
2 Q-R7[†]!! NxQ
3 B-K5[‡] . . .
And mate next move.



WHITE

Here we see the "Plachutta," which means interference between Black pieces of the same motion.

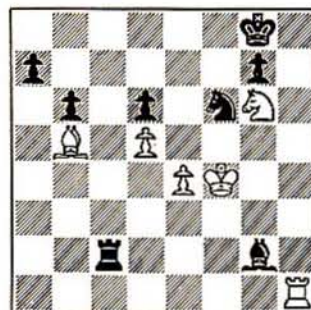
1 R-Q5!! Resigns



WHITE

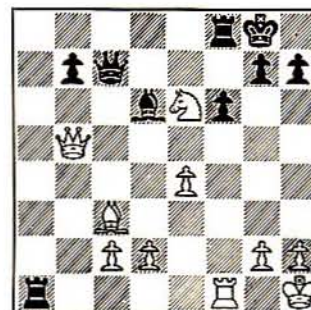
The decoy decides the game:

1 Q-K1[†]!! . . .
For, after 1 . . . RxQ, 2 P-N3 mate.



WHITE

1 R-R8[†] K-B2
2 B-K8[†]! NxB
3 K-N5 any
4 R-B8 mate



BLACK

Black remains a Rook up after
1 . . . Q-Q2!!
Simple and conclusive!

[†] = check; [‡] = double check; § = discovered ch.

Games from Recent Events

INTERNATIONAL

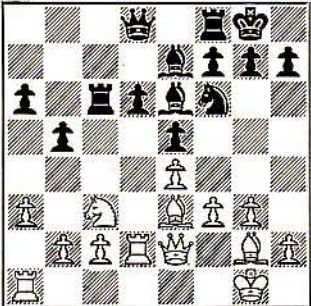
SWITZERLAND Lucerne, 1950

Outflanked

In a good position, White strives for more than he should. His plan is frustrated by two brilliant counters, one landing on the Queen-side, the other on the King-side. Black then has the better ending and wins against demoralized resistance.

SICILIAN DEFENSE

M. Christoffel	H. Pilnik
Switzerland	Argentina
White	Black
1 P-K4	P-QB4
2 N-KB3	P-Q3
3 P-Q4	PxP
4 NxP	N-KB3
5 N-QB3	P-QR3
6 P-KN3	B-N5
7 P-B3	B-Q2
8 B-N2	N-B3
9 B-K3	R-B1
10 O-O	NxN
11 BxN	P-K4
12 B-K3	B-K2
13 R-B2	O-O
14 R-Q2	P-QN4
15 P-QR3	B-K3
16 Q-K2	R-B3



The opening constitutes one of the innumerable, playable deviations from the registered lines. It is featured mainly by Black's advancing his King Pawn to K4 in one move. It belongs, therefore, to the steadily growing group of variations, represented in PCO by page 425, column 46. The name, Tcheppy System, has been suggested for this group in CHESS REVIEW, some time ago, and, in Europe, the most frequent name is the Boleslavsky Variation. The final determination of the nomenclature is yet to come. We definitely maintain, however, that this line of play ought to be called a system, which may be split into variations, and not vice versa.

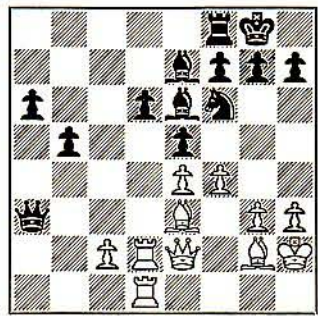
As to this game, White has played well so far, holds a slight advantage. He ought now to continue with 17 N-Q5 as 17 ... NxN loses a piece and 17 ... BxN deprives Black of his better Bishop.

17 P-R3
White wishes, however, to continue with 18 P-B4 and guards first against 18 ... N-N5. The aim is more than the position justifies, and Black now obtains strong counterplay.

18 Q-B1!
18 K-R2 RxN!
Very good. For the exchange, Black seizes the initiative, gets a Pawn and may get another, sooner or later.

19 PxR QxP
20 QR-Q1
Still hypnotized by his idea of gaining an attack with P-KB4, White loses another Pawn immediately. He ought at least move his Rook to KB1, but best of all is 20 Q-K1.

20 QxRP
21 P-KB4
Here again, White errs. He needs a further preparatory move (21 Q-B2).



21 B-N5!
A neat, little combination. White is now forced into an unfavorable end-game.
22 PxB QxB! 24 RxQ N-Q2
23 P-N5 QxQ 25 PxP
Apparently, White is demoralized. How else explain this move which completely spoils his Pawn formation and yields fine new squares to Black's pieces?

25 R/2-Q2, possibly followed by 26 RxP, offers reasonable chances for a draw—the more so as 25 ... R-B1 fails against 26 B-R3!
25 NxP 27 P-B3 P-N3
26 R-QR1 R-R1 28 R/2-R2
28 R-N2 seems better.
28 R-QB1 30 R-QN1 BxP
29 RxP RxP 31 RxNP

Black's Queen Knight Pawn is more dangerous than his Queen Pawn: 31 RxQP, B-K2 32 R-Q5, N-N5† 33 K-R3, N-B7† 34 K-R2, P-N5.

31 P-R4!
With the idea of 32 RxP, N-N5† 33 K-R3, B-B5!

32 K-R1 B-K2! 35 B-R3 N-B7†
33 R-N7 B-B3! 36 K-R2 NxP
34 RxQP N-N5 37 R-R6 P-R5!

The finishing touch! White cannot now save his Pawn, without losing his Bishop, after 38 ... B-K4†.

38 R-R8† K-N2 40 K-N2 R-R6
39 R-QB8 PxP† 41 R/8-B7 R-R7†
42 K-B3

Or 42 K-R1, P-N7†!! 43 BxP, R-R8† 44 K-R2, B-K4† 45 K-R3, N-N4† 46 K-N4, R-R5†!! and mate in four.

42 N-N4† 45 K-N2 BxR
43 K-N4 R-R5† 46 RxB R-R7†
44 KxP B-K4† Resigns

SWITZERLAND Lucerne, 1950

History Never Fully Repeats

Just as they did in the Amsterdam Tournament, three weeks before, Euwe and Pilnik met in the last round and ended tied in score. The echo dies there. It was round 7, not 19; Euwe did not lose; and the prizes shared were first and second, instead of sixth and seventh.

The game they played is reasonably interesting for its brief struggle for the center.

QUEEN'S INDIAN DEFENSE

PCO: page 260, columns 81-2

Dr. M. Euwe	H. Pilnik
Holland	Argentina
White	Black
1 P-Q4	N-KB3
2 P-QB4	P-K3
3 N-KB3	P-QN3
4 P-KN3	B-N2
5 B-N2	B-K2
6 O-O	O-O
7 N-B3	N-K5
8 Q-B2	NxN
9 QxN	B-K5
10 B-B4

PCO gives 10 R-Q1 and 10 N-K1. Euwe, it seems, prefers the text move. He played it against Najdorf at Amsterdam, as follows: 10 ... P-Q3 11 KR-Q1, N-Q2 12 Q-K3, N-B3 13 P-KR3, P-B3 14 P-KN4, B-N3 15 N-R4, NxP 16 PxN, BxN 17 BxBP, R-B1 and, after some more complications, the game ended in a draw.

10 P-QB3
This move appears in some variations of the Queen's Indian. The purpose is to play ... P-Q4 and, if White continues with BPxQP, to recapture with

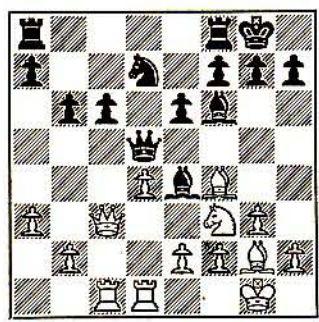
† = check; ‡ = dbl. check; § = dis. ch.

the Bishop Pawn and so maintain a Pawn at Q4 without a potentially weak Pawn on the Queen Bishop file.

Here, however, Black is better off with 10 ... P-Q3 (see previous note).

- | | |
|---|------|
| 11 QR-B1 | P-Q4 |
| 12 PxP | QxP |
| 12 ... BPxP definitely yields White the Queen Bishop file. So Black must switch and strive for ... P-QB4. | |
| 13 P-QR3 | B-B3 |
| 14 KR-Q1 | N-Q2 |

Now Black threatens 15 ... P-B4. 16 PxP fails against 16 ... QxR†.



15 N-K5
The text leads merely to simplification. Instead, 15 Q-K3! offers White a considerable advantage. It not only prevents 15 ... P-B4. It also pins down Black's Queen and Queen Bishop in a highly uncomfortable position. As for 15 ... P-KN4, that is met perfectly by 16 B-K5!

- | | | |
|------------|--------|--------------|
| 15 ... BxB | 17 KxB | P-B4! |
| 16 NxN | QxN | 18 B-K5 |

Not 18 PxP because of 18 ... QxR.

- | | | |
|------------|---------|----------------|
| 18 ... BxB | 20 P-B3 | KR-Q1 |
| 19 PxB | Q-N2† | 21 P-QN4! |

A fine defensive action. White enforces an exchange which provides maximum activity for his pieces and so renders harmless the slight advantage in Black's Pawn formation.

- | |
|--|
| 21 ... KR-QB1 |
| 21 ... RxR 22 RxR, R-QB1 is met by 23 PxP, PxP 24 QxP! |

- | | | | |
|---------|-----|---------|-------|
| 22 Q-Q3 | PxP | 24 PxP | P-QR4 |
| 23 RxR† | QxR | 25 Q-N5 | PxP |
- Drawn

CUBA, 1951 **Club Capablanca—U. S. Visitors** **Veeps in Action**

The following, hard-fought draw saved the day for the U. S. team as it established the ultimate result of 3½-3½. The Cuban Minister of Education misses a win in the middle-game. After that reprieve, the President of the Manhattan Chess Club puts up a tenacious resistance, finally leaving the Caballero with only two Caballos.

The game has its faults but is therefore an easier text to study than is the refined idiom of a perfect game. The study of the latter—thrilling as it may be—is often about as fruitful to the imperfect player as is staring into Tiffany's windows to this annotator's wife.

PHILIDOR'S DEFENSE
PCO: page 135

Dr. A. Sanchez Arango	Al Bisno
Cuba	United States
White	Black
1 P-K4	P-K4
2 N-KB3	P-Q3
3 P-Q3

White treats the opening discretely. The common, more enterprising line is 3 P-Q4.

3 ... P-KB4! 5 B-N5 B-K2
4 N-B3 N-KB3 6 P-KR3 P-B5

Black has a slight edge with 6 ... N-B3, holding his grip on the center.

7 P-Q4!
This excellent move—playable now that White's King Pawn is no longer under pressure—turns the tables.

- | | | |
|-------------|----------|---------------|
| 7 ... QN-Q2 | 10 O-O-O | P-N4 |
| 8 B-B4 | P-B3 | 11 PxP PxP |
| 9 Q-K2 | Q-B2 | 12 B-K6 P-KR3 |

The text move causes serious trouble. Better is 12 ... N-B4! to force the exchange of White's King Bishop and then to castle King-side, with only a bit the worse in the game.

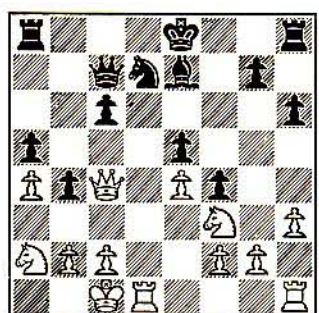
13 QBxN NxB
Or 13 ... BxB 14 N-KR4! BxN 15 Rx N!! BxR 16 Q-R5†, K-Q1 17 R-Q1, with a winning advantage for White.

- | | |
|----------|-------|
| 14 B-N3 | P-QR4 |
| 15 P-QR4 | P-N5 |
| 16 N-QR2 | |

16 N-QN1, with an eye to a later N-Q2, is preferable.

- | | |
|---------|------|
| 16 ... | B-R3 |
| 17 B-B4 | BxB |
| 18 QxB | N-Q2 |

There is no satisfactory defense.



19 R-Q3

His Excellency overlooks the winning line, starting 19 Q-K6! and threatening 20 RxN! QxR 21 Q-N6†, K-B1 22 NxKP, Q-K1 23 Q-K6! followed by 24 N-N6†. The only remedy to the threat is 19 ... N-B4, but that leaves Black with a Pawn down in a miserable endgame: 20 QxKP! QxQ 21 NxQ and, e.g., 21 ... NxKP? 22 KR-K1, NxP 23 R-Q2.

19 ... O-O-O

Now the President can breathe again although his game still remains very difficult.

- | | | | |
|----------|-------|---------|------|
| 20 KR-Q1 | KR-K1 | 24 R-Q6 | N-N3 |
| 21 P-QN3 | B-B3 | 25 Q-Q3 | RxR |
| 22 P-B3 | PxP | 26 QxR | QxQ |
| 23 NxBP | K-N2 | 27 RxQ | |

White has no attack anymore, but his advantage is still considerable owing to the relative inferiority of Black's immobile Bishop in the endgame.

- | | |
|---|------|
| 27 ... | K-B2 |
| 28 R-Q3 | N-Q2 |
| Black threatens to win a Pawn with 29 ... N-B4. | |
| 29 R-Q1 | N-B4 |
| 30 N-Q2 | |

30 K-B2 is stronger. The text move permits satisfactory counterplay.

- | | |
|---------|-------|
| 30 ... | N-Q6† |
| 31 K-B2 | R-Q1 |

Not best as it leads to the exchange of Rooks. Black has much better: 31 ... NxP! 32 R-KB1, B-R5 33 N-B4, P-N4.

32 N-B4
32 P-B3 is less clear because of 32 ... N-N5† and 32 ... B-R5, threatening 33 ... N-K8†.

- | | | |
|------------|---------|--------------|
| 32 ... NxP | 38 K-K3 | B-K2 |
| 33 RxR | KxR | 39 N-R2 P-N4 |
| 34 NxRP | K-B2 | 40 N-B4 N-N3 |
| 35 P-QN4 | P-B6 | 41 K-B2 P-R4 |
| 36 PxP | NxRP | 42 K-N3 N-B1 |
| 37 K-Q3 | N-B5† | 43 P-N5 |

43 NxP loses to 43 ... B-Q3, etc.

- | | | | |
|--------|------|----------|------|
| 43 ... | PxP | 45 N-B3 | B-Q5 |
| 44 PxP | B-B4 | 46 N-Q5† | K-B1 |
| | | 47 N-B6! | |

White forces a passage for his King, after which all Black's Pawns become vulnerable.

- | | | |
|--------------|---------|--------------|
| 47 ... P-R5† | 49 N-R7 | B-B6! |
| 48 K-N4 | N-K3 | 50 N-B6 |

50 NxP fails against 50 ... NxN 51 KxN, P-R6 52 N-Q6†, K-N1 53 N-B5, B-K8! as the Rook Pawn marches through.

- | | | |
|-------------|---------|---------------|
| 50 ... K-N2 | 52 P-N6 | N-R3 |
| 51 N-Q7 | N-B2 | 53 N/7xP N-B4 |
| | | 54 N-B7 |

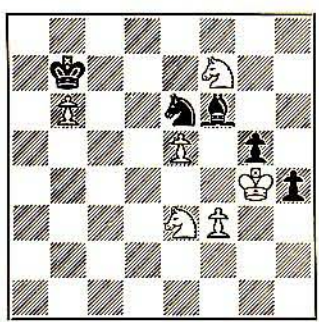
This part of the game constitutes a study for problemists. White has many lines which should lead to laborious wins. We have not space here to run any out, but one such is 54 KxP.

- | | |
|----------|-------|
| 54 ... | B-B3! |
| 55 N-K3! | |

55 NxP leads to a draw after 55 ... BxN 56 KxB, P-R6 57 N-Q6†, KxP 58 N-B5, N-Q6!! 59 N-N3, N-B7. Black wins a Knight, then holds White's Pawns.

- | | |
|---------|------|
| 55 ... | N-K3 |
| 56 P-K5 | |

The patient 56 N-Q5 is correct.



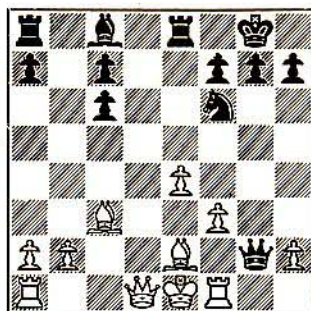
56 ... BxP!
Black seizes the chance to eliminate all the opposing Pawns.

57 NxB
58 N-B7

KxP
....

12 NxN!
13 R-KB1

QxP
PxN



14 Q-Q2!

White threatens to thwart Black's counterplay and obtain a winning, King-side attack, with 15 O-O-O. There is no good way of preventing it.

14 NxP

14 ... N-Q4 has to be met more carefully. After 15 PxN? B-R3! Black has a draw at least. White wins, however, as follows: 15 B-Q4! (threatening 16 R-KN1), QxRP 16 PxN! B-R3 17 B-K3! (Unzicker).

15 PxN B-N5

After 15 ... QxKP 16 O-O-O, Black cannot capture the Bishop because of the threat of mate.

16 O-O-O! BxB

Or 16 ... QxB 17 Q-N5, P-B3 18 BxP, P-N3 19 QR-K1, Q-B5† 20 B-B3, Q-K3 (the only move to parry the double threat of 21 Q-B6 and 21 QxB) 21 R-B6, Q-Q2 22 RxNP† and mate soon after.

17 R-N1 QxKP
18 RxP† K-B1
19 R/1-N1

White threatens (in addition to such killers as 20 Q-N5 or 20 Q-Q7) mate in four, by 20 B-N4†, etc.

19 Q-B4

Against 19 ... K-K2, Unzicker gives this neat line: 20 R-K1, K-B1 21 RxB! QxR 22 R-N8†! KxR 23 Q-N5† and mate in three.

20 R/7-N5 Resigns

For 21 B-N4† follows.

were doing, both faltered. But Reshevsky was lucky. He erred with impunity.

The players seemed to lack the right spirit for a major event—which is a pity, since every meeting between Fine and Reshevsky is a major event in U. S. chess.

NIMZOINDIAN DEFENSE

PCO: page 254, column 65

R. Fine S. Reshevsky

White Black

1 P-Q4 N-KB3 5 KN-K2 P-Q4
2 P-QB4 P-K3 6 P-QR3 BxN†
3 N-QB3 B-N5 7 NxN PxQP
4 P-K3 P-B4 8 QxP

White avoids the isolation of his Queen Pawn (8 PxP, PxP 9 BxP) which, however, offers better prospects than the text move.

8 N-B3 10 BxP N-K4!
9 Q-R4 PxP! 11 O-O

Because of the double threat of 11 ... NxB and 11 ... N-Q6†, White can retain his King Bishop only at considerable loss of time: 11 B-N5†, B-Q2 12 K-K2. So the text move is better.

11 NxB
12 QxN/4 O-O
13 P-K4 Q-R4!

Black needs a safe place for his Queen, preferably a square out of range of White's Bishop. None such is available in the central zone, but his KR4 will serve.

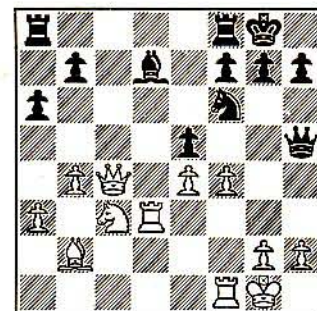
14 P-QN4 Q-R4 16 QR-Q1 P-QR3
15 B-N2 B-Q2 17 R-Q3

It is a little disturbing to see all three of White's heavy pieces on a diagonal which Black's Bishop can possibly occupy. But there is nothing wrong with that for the time being. White threatens 18 R-R3.

17 P-K4!
18 P-B4

Now that ridiculous time-pressure is on: hence this ill-considered move. Instead, there are several perfect moves: e.g., 18 KR-Q1 or 18 Q-B5. (Of course not 18 N-Q5 which loses the exchange.)

Still the game remains definitely drawish even after the text move.



18 QR-B1!
19 Q-N3!

The only alternative is 19 Q-R2, but that loses to 19 ... B-K3 20 N-Q5, BxN 21 PxN, Q-K7! 22 QR-KB3, N-K5! for then Black wins by the threat of 23 ... R-B7.

19 B-K3!
20 N-Q5

GREAT BRITAIN

Hastings, 1950-51

Common Sense

Emanuel Lasker once wrote a book on "Common Sense in the Chess Openings." The following game is an apt illustration of that title. Theoreticians have always disagreed as to whether 3 N-QB3 or 3 N-KB best meets Tchigorin's Defense. White plays neither but simply follows his own sound judgment and obtains an opening advantage with ease. It's a good performance for tournament winner, Unzicker. And it has value with regard to theory, too.

QUEEN'S GAMBIT DECLINED

PCO: page 196, column 108

W. Unzicker L. W. Barden

West Germany Great Britain

White Black

1 P-Q4 P-Q4
2 P-QB4 N-QB3

Tchigorin's Defense. It has always been suspect but never convincingly refuted.

3 PxP

Here White leaves the theoretical lines. To drive Black's Queen so early in the opening is a natural continuation.

3 QxP 5 N-B3 B-QN5
4 N-KB3 P-K4 6 B-Q2 BxN
7 BxB PxP

7 ... P-K5 8 N-Q2! also leads to a good game for White. His Queen Pawn is immune: 8 ... NxP? 9 Q-R4†, N-QB3 10 BxP.

8 NxP N-B3
9 P-B3!

White now threatens to obtain a definite superiority in the middle-game because of his two Bishops and his mobile Pawn majority on the King-side.

9 O-O

Black misses his best chance: 9 ... NxN to switch to the endgame. Then his majority on the Queen-side is about as good as White's on the King-side. Of course, White then either retains the advantage of the two Bishops (10 QxN or 10 BxN, P-B4 11 B-B3) or obtains that of a better Pawn formation (10 BxN, P-B4 11 BxN); but neither advantage is decisive.

10 P-K4 R-K1
11 B-K2 Q-KN4

Black seems to have reasonable counterplay. As Unzicker points out, 12 O-O, R-Q1 gives Black too much: e.g., 13 K-R1, NxN 14 BxN, P-B4 15 BxN, QxN.

UNITED STATES

EXHIBITION GAME

New York, 1951

Without the Right Spirit

The following exhibition game, played at the Manhattan Chess Club, is reminiscent of the man who commanded ten modern and five ancient languages but resorted to utter gibberish when talking to his child. For Fine and Reshevsky, though famous for their capacity of playing masterful chess at incredible speed, broke down when they had to make forty moves in two hours each. They made about half the moves in all the time, reaching a completely even position, and the rest in no time.

In this latter stage, when their minds could hardly realize what their hands

Or else White loses the exchange.

20 NXP
21 R-K1

21 P-B5 loses to 21 . . . BxN 22 QxB (22 RxB is even worse), Q-K7! 23 Qx KP, P-B3 24 Q-Q5†, K-R1 25 R-B4, KR-K1 and 26 . . . QxB or 26 . . . R-B7.

21 P-B4 23 Q-Q1 QR-Q1
22 BxP Q-B2 24 N-B3 B-N6
25 Q-N1

The decisive oversight. Correct is 25 Q-B3. Black then obtains the better game by 25 . . . B-B7 26 RxR, RxR, according to Reshevsky. The nature of that advantage, however, is highly problematic: e.g., 27 NxB, BxN 28 R-Q1! R-QB1 29 Q-B3! or 27 . . . PxB 28 Q-N4. 25 N-Q7!

Winning the exchange.

26 RxR NxB 30 B-B5 Q-Q6!
27 RxR† KxR 31 P-R3 B-B7
28 B-Q6† K-N1 32 R-K8† K-B2
29 NxB Q-Q4! 33 R-K7† K-B3

So terrible was the time pressure that Reshevsky first played 33 . . . BxN—overlooking the check. Such an oversight can have disastrous consequence if the piece touched has a legal move.

34 R-K3 Q-Q8†
35 K-R2 BxN
36 B-K7†

White plays on, apparently hoping his opponent may disregard another check with more fatal consequences.

As for claiming a win on the time-limit, it was out of the question as both sides of course had ceased to keep score.

36 K-B2 40 P-KR4 P-QN4
37 B-B5 B-K5 41 P-R5 Q-QB7
38 R-KN3 Q-K7 42 PxB† PXP
39 B-Q4 P-KN3 Resigns

TEAM CHAMPIONSHIP

U. S. Intercollegiates

New York, 1950

The Better Desperado

Emanuel Lasker used the term, desperado, for a piece which may immolate itself since it is doomed, anyway.

In the following, difficult game, the climax features startling desperadoes for both sides. Elliot Hearst the present New York State Champion, is outdone by his predecessor, Larry Evans. Both youngsters, however, deserve full credit for their display of imagination and skill. It may be added that Hearst humbly insisted on considering this his best game in the event.

One on the Kibitzer

As J. H. Blackburne garnered his winnings after a game for stakes, a spectator—who had not exactly enlivened the game by his numerous and uninvited comments—threw in a parting shot.

"How can you enjoy playing so noble a game for filthy lucre?" he asked.

"It's not the filthy lucre to which I object," replied Blackburne. "It's the filthy looker-on!"

KING'S INDIAN DEFENSE

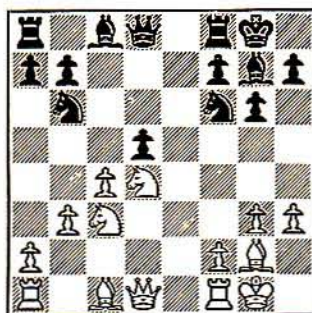
E. Hearst L. Evans
Columbia C.C.N.Y.

White Black
1 P-QB4 N-KB3 5 P-KN3 B-N2
2 N-QB3 P-KN3 6 B-N2 P-K4
3 P-Q4 P-Q3 7 KN-K2 O-O
4 P-K4 QN-Q2 8 O-O
8 P-Q5 leads to PCO: page 271, column 118, listed as favoring White.

8 P-B3
9 P-KR3

While it is generally advisable to maintain the tension in the center, for this position, closing the center with 9 P-Q5 may serve as well, if not better. The text move requires some care to protect the Queen Bishop Pawn. Still there is no actual danger involved for White. The question is as to whether 9 P-KR3 or 9 P-Q5 better retains the initiative.

9 PXP 11 P-N3 P-Q4
10 NxP N-N3 12 KPXP PXP



13 B-R3

The text is one of three good lines. 13 NxP, QNxN 14 PxN, NxP 15 B-N2 is another. Black faces the problem of how to develop his Queen Bishop. Kott-nauer had an interesting answer versus van Scheltinga at Amsterdam, 1950: 15 . . . Q-R4 16 Q-K1, QxQ 17 KRxQ, N-N5! 18 R-K2, B-Q2! 19 R-Q2 (19 BxB? QR-N1 20 B-N2, N-Q6 21 B-QB3, KR-B1!), QR-N1 20 QR-Q1, KR-B1, and Black is out of trouble.

The third good line is 13 P-B5, N-K5 14 N/3-K2!! There may follow:

(1) 14 . . . N-Q2 15 P-B6, and White gets rid of his weak Pawn while Black has an isolated Queen Pawn: e.g., 15 . . . PXP 16 NxP, Q-B3 17 N/6-Q4, QB-R3 18 B-K3;

(2) 14 . . . NxQBP 15 B-R3, N/3-Q2 16 R-B1! Q-R4 17 N-B2! and White has the better game.

13 R-K1
14 P-B5 N-K5
15 Q-Q3

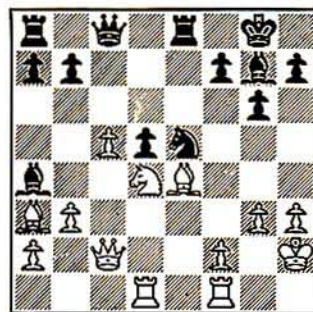
The last move starts White's troubles. The proper continuation, with a good game for White, is: 15 N/3-K2, N-Q2 16 P-B6! (not 16 R-B1 because of 16 . . . B-B1).

15 N-Q2
16 N-R4

A rather clumsy decentralization, but it is practically forced. 16 NxP, N/2xP gives Black the better game.

16 N-K4 18 QR-Q1 Q-B1
17 Q-B2 B-Q2! 19 K-R2 BxN
20 BxN

White strives to save the Queen Bishop Pawn which falls after 20 PxP, N-B5.



20 N-B5!!

A beautiful finesse of the desperado type, by which Black obtains a decisive advantage. The main point is that he can now continue with . . . RxB, attacking the Knight. White can take neither the Knight nor the Bishop, and it seems he must lose a piece as both his Bishops are en prise.

21 N-N5!!

A beautiful desperado-reply. White finds the very best move. He has a good, fighting chance after 21 . . . RxB 22 PxP, P-QR3 23 RxP! PxN 24 QxR, NxB 25 KR-Q1. Unfortunately, however, he is lost even after the text move.

21 BxN!
22 PxN BxP
23 B-Q3 P-QN4!

Black's last clears the situation, and he remains with at least a strong, extra Pawn in a good position.

24 Q-N1

White misses the only slight chance for counter-play: 24 BxB, QPxP 25 R-Q6 (according to Hearst).

24 Q-R3!
25 B-N2 BxP
26 Q-R1

26 BxQNP loses a piece on account of 26 . . . QxB 27 QxB, QxB.

26 BxB
27 QxB B-B5
28 BxB NPxB!

Another fine move. Black avoids the technical difficulty which he would have after 28 . . . QPxP 29 R-Q6.

29 RxP P-B6!
30 Q-B1 Q-B5

The rest is easy.

31 KR-Q1 R-K7 36 R-Q7† K-R3
32 K-N1 P-B7 37 Q-QB1† P-N4
33 R-Q8† RxR 38 R-Q6 QxP
34 RxR† K-N2 39 RxP† K-N2
35 Q-R1† P-B3 40 R-B3 R-K8†
Resigns

MANHATTAN CHESS CLUB

Championship, 1951

A Promising Deviation

The following game may open a new chapter on the King's Indian Defense because of White's new system of attack. Black overlooks a tactical consideration and loses quickly. It is difficult, however, to find a really satisfactory line for Black—even by hindsight.

Jack Soudakoff tried the new system about a year ago vs. Max Pavay, but that game ended in a draw and passed without much notice.

KING'S INDIAN DEFENSE

G. Kramer	R. Willman
White	Black
1 P-Q4 N-KB3	4 P-K4 P-Q3
2 P-QB4 P-KN3	5 KN-K2 O-O
3 N-QB3 B-N2	6 N-N3

This is the new idea. 6 P-KN3 leads to PCO: pages 271-2, columns 116-121.

6 QN-Q2

Black pays no attention to the deviation and soon meets disaster.

Much better possibilities are offered by 6 . . . P-K4 7 P-Q5, N-K1 and perhaps 8 P-KR4, P-KB4 or 8 B-Q3, Q-R5.

At this point however, it was very difficult to see that the usual way of treating this opening is deficient.

7 B-K2 P-K4
8 P-Q5 P-QR4
9 P-KR4! P-KR4

The disadvantages of allowing 10 P-R5 are evident. Still Black ought to try 9 . . . N-K1 10 P-R5, N-B4. The text move has a far more serious drawback.

10 B-N5!

White has an idea, as will be seen, to which there is no satisfactory defense. For one thing, Black cannot break the dreadful pin. 10 . . . Q-K1 fails because of 11 N-N5.

10 N-B4



11 BxP!!

The sacrifice suddenly reveals the main idea of White's system. It leads to a winning attack as the pin on the Black Knight becomes unbearable.

11 PxP
12 NxP K-R2

On 12 . . . QN-Q2, 13 Q-B3 threatens 14 R-R3 and 15 R-N3.

13 Q-B3 K-N3
14 NxP! KxN
15 P-R5! R-R1

Or 15 . . . QN-Q2 16 P-R6†, K-R1 17 P-R7! followed by 18 R-R6.

16 P-R6† K-N3
17 P-R7! B-N5

On 17 . . . KxB, White mates in two.

18 R-R6† K-N2

Or 18 . . . KxB 19 Q-K3 mate:

19 BxN† KxR 21 BxQ QRxP
20 Q-K3† KxP 22 K-Q2 B-R4
23 Q-N5! Resigns

On 23 . . . B-N3 24 Q-B6! and White wins a Rook, by threat of 25 R-R1†.

Solitaire Chess

TITAN UNDER TRIAL!

SEE if you can defeat the all-conquering Alekhine in probably his shortest loss in serious play. The scene is Margate, 1937. The opening the Ruy Lopez, with the modern version of the Duras Variation. You can enjoy the fun by playing White with Paul Keres, the present USSR champion, as your partner. The opening moves are: 1 P-K4, P-K4 2 N-KB3, N-QB3 3 B-N5, P-QR3 4 B-R4, P-Q3 5 P-B4.

Cover the scoring table at the line indicated. Set up the position and make the fifth Black move, as indicated on the scoring table, then guess White's next move. Expose the next line and see what your partner actually played. Score par if you picked this move; if not, score zero. Make the proper move and opponent's reply, then select the next move. Continue this procedure to the end of the game.

COVER WHITE MOVES IN TABLE BELOW. EXPOSE ONE LINE AT A TIME.

White Played	Par Score	Black Played	Your Selection for White's move	Your Score
		5 B-Q2	-----	-----
6 N-B3 -----	5	6 P-KN3	-----	-----
7 P-Q4 -----	5	7 B-N2	-----	-----
8 B-K3 -----	5	8 N-B3 (a)	-----	-----
9 PxP -----	6	9 PxP	-----	-----
10 B-B5 -----	6	10 N-KR4	-----	-----
11 N-Q5 -----	5	11 N-B5	-----	-----
12 NxN -----	5	12 PxN	-----	-----
13 P-K5!?(b) -----	5	13 P-KN4	-----	-----
14 Q-Q5 -----	6	14 B-KB1	-----	-----
15 BxB -----	6	15 RxP	-----	-----
16 O-O-O -----	6	16 Q-K2	-----	-----
17 BxN(c) -----	6	17 BxB	-----	-----
18 Q-Q3 -----	5	18 B-Q2* (d)	-----	-----
19 NxP -----	6	19 O-O-O	-----	-----
20 N-B3 -----	5	20 P-KB3	-----	-----
21 PxP -----	6	21 RxP	-----	-----
22 KR-K1 -----	6	22 Q-N5	-----	-----
23 QxB† -----	6 Resigns	-----	-----
Total Score -----	100	Your percentage -----	-----	-----

SCALE: 75-100—Excellent; 55-74—Superior; 40-54—Good; 25-39—Fair.

NOTES TO THE GAME

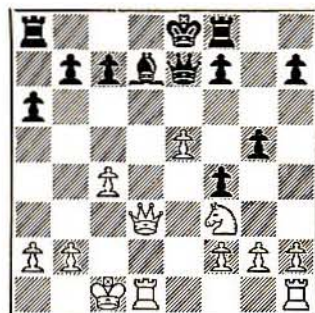
(a) Alekhine errs! Correct is 8 . . . PxP 9 NxP, KN-K2 or 8 . . . KN-K2—to be able to castle.

(b) Take five for this move, as played. Take a bonus 6 for 13 O-O! Protracted analyses have proved 13 O-O gives White the better game, but 13 P-K5, NxP gives Black a tenable position finally.

(c) Precise! On 17 NxP, O-O-O and Black has pulled out. He threatens 18 . . . QxN or 18 . . . NxP or 18 . . . B-N5!

(d) Black must castle to hope to live.

* Position after 18 B-Q2.





Spotlight on Openings

RUY LOPEZ

The Adam Variation, Part 5

TO arrive at this important line of play, we begin with the following moves:

1 P-K4	P-K4	5 O-O	NxP
2 N-KB3	N-QB3	6 P-Q4	P-QN4
3 B-N5	P-QR3	7 B-N3	P-Q4
4 B-R4	N-B3	8 PxP	B-K3
		9 Q-K2	B-K2

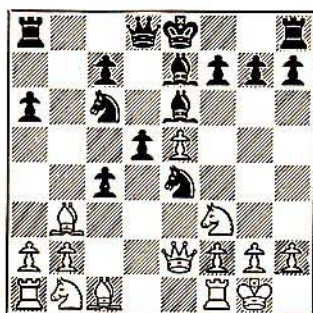
In the October and November articles dealing with this variation, we considered the reply, 9... N-R4.

In the January and February articles, the reply, 9... B-K2, was discussed, and only the continuation, 10 R-Q1, was studied.

In the present article, 9... B-K2 is still Black's move, but this time we try a different line for White:

10 P-B4! N PxP

THE BASIC POSITION



Now White has the choice of two continuations: 11 B-R4! (complicated) and 11 BxP (simple).

Game 12

Played in 1947

(See the Basic Position)

B. Sundberg **E. Book**
White Black

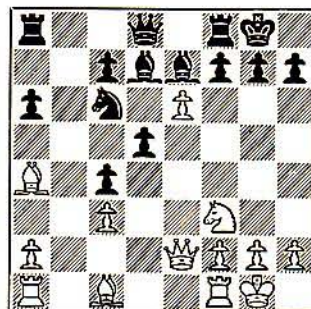
11 B-R4!?	B-Q2
12 N-B3

For 12 P-K6, see Game 14 (Aitken-J. Penrose).

12	NxN
---------	-----

For 12... N-B4, see Game 13 (Adam-Malmgren).

13 PxN	O-O
14 P-K6!



Black has castled into "safety," but his position is difficult. If 14... PxP? then 15 BxN, BxB 16 QxP† wins a piece for White.

14 N-Q5!

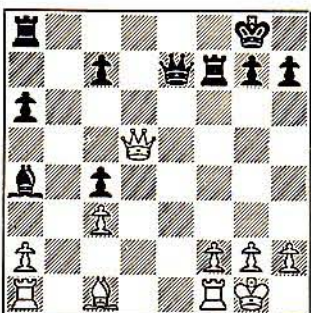
This move relieves his game somewhat.

15 NxN	BxB
16 N-B5	PxP

This line allows White to regain the gambit Pawn, but the position is difficult for Black. Thus, if 16... P-KB3, White wins the exchange by 17 Q-N4, P-N3 18 N-R6† (18... K-N2 and 19 N-B7 attacks the Queen and threatens 20 B-R6† as well).

But 16... R-K1 is a feasible alternative to the text.

17 QxP†	R-B2
18 NxB†	QxN
19 QxQP



19 R-Q1

Black develops with gain of time (if 20 QxP? B-N4).

20 Q-QR5	B-B3
----------	------

If now 21 QxRP, Q-K5 22 P-B3, Q-Q4, Black's material minus is out-

weighed by the superior placement of his pieces and the presence of Bishops of opposite color.

21 B-N5	Q-K5	23 QxQ	RxQ
22 P-B3	Q-Q4	Drawn	

Game 13

Postal Game, 1939

(See the Basic Position)

E. Adam **H. Malmgren**
White Black

11 B-R4!?	B-Q2
12 N-B3	N-B4

This reply is seemingly more solid than 12... NxN (Game 12), but White gets a very promising gambit attack just the same.

13 BxN	BxB
14 N-Q4	B-N2
15 N-B5	B-KB1

An unpleasant retreat; but, if 15... P-N3 16 N-N7†, K-B1 17 B-R6, K-N1, Black's King Rook is nailed down for good.

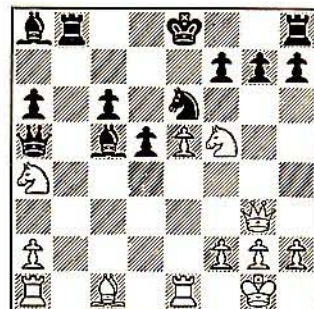
16 R-Q1	Q-B1
17 Q-B3	P-QB3

Black solidifies his Pawn position, even at the cost of burying his Queen Bishop for some time to come. The plausible 17... P-Q5 is answered by 18 N-Q5, P-Q6 19 N/B5-K3, as Black's Pawns have been weakened rather than strengthened.

18 P-QN3!

White offers a second Pawn to open new lines.

18	PxP	21 N-N6	Q-Q1
19 R-K1	N-K3	22 QxNP	B-B4
20 N-QR4	QR-N1	23 N-QR4	B-R1
		24 Q-N3	Q-R4



25 N-B3

If Black tries to win a piece by 25... P-Q5, White has a winning reply in

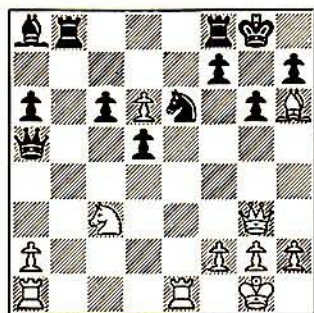
† = check; ‡ = dbl. check; § = dis. ch.

26 NxP! NxN 27 QxN, R-KB1 28 B-N5, PxN 29 P-K6! Or 26... K-Q2 27 NxN, KxN 28 Q-N4†, K-K2 29 B-N5† with a winning game.

25.... P-N3
26 N-Q6† BxN
27 PxB O-O

Black is by no means out of the woods!

28 B-R6



28.... N-N2

If 28... KR-Q1, White wins by 29 Q-K5 with the threats of 30 N-K4! or, if Black relieves the pin of his Queen Pawn, 30 Q-B6, followed by 31 RxN, etc.

If 28... KR-K1, White wins by 29 P-Q7, KR-Q1 30 RxN, PxR 31 Q-K5.

29 BxN KxB
30 R-K7 P-Q5

Black's Bishop is about to come to life.

31 N-K4 Q-Q4 34 R-K7 Q-Q4
32 P-KR3 P-QB4 35 R-K5 Q-B3
33 R-K5 Q-B3 Drawn

Adam later claimed that he could have won with 36 Q-N5.

Game 14

Ilford, 1950

(See the Basic Position)

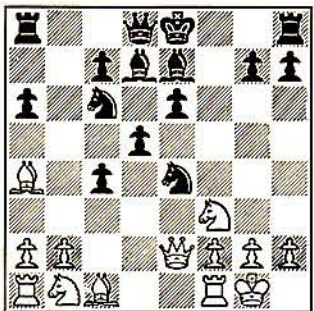
J. M. Aitken J. Penrose

White Black

11 B-R4!? B-Q2
12 P-K6

Interesting and flashy, and perhaps even stronger than 12 N-B3.

12.... PxP



13 BxN

But this is not the best, as 13 N-B3 can give Black plenty of trouble. Thus, if 13... N-B4 14 BxN, BxB, 15 N-K5 attacks the Bishop and threatens 16 Q-R5†. If 13... N-B3, 14 N-KN5 creates troublesome pressure. If 13... NxN,

14 PxN again threatens 15 BxN, followed by N-K5. Nor can Black play 14... O-O (after 13... NxN 14 PxN) because of 15 BxN, winning a piece.

13.... BxB
14 N-K5 Q-Q3

Black's position looks ticklish, but he has ample resources. If, for example, 15 B-B4, Black has 15... Q-B4 16 B-K3? P-Q5, etc.

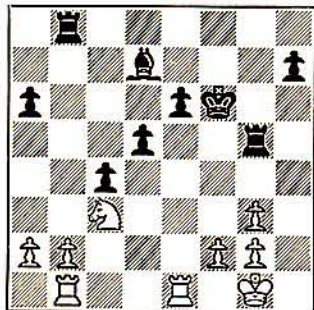
15 Q-R5† P-N3 18 B-B4 Q-B4
16 NxNP N-B3 19 NxR QxN
17 Q-R3 KR-N1 20 BxP R-N3

Of course not 20... QxB 21 QxP†, recovering the piece with a winning attack. But Black merely consolidates, remaining with a won game because of his powerful center Pawns.

21 B-N3 B-Q2
22 Q-R4? N-K5
23 Q-R5 Q-N4!

Black forces the exchange of Queens to good effect. White cannot decline; for, if 24 QxP? R-R3 wins (25 P-KR4, NxB!).

24 QxQ RxQ 26 RPxN QR-N1
25 N-B3 NxB 27 QR-N1 K-K2
28 KR-K1 K-B3



29 P-B3

White gives up a Pawn to get the King into play. Not that this helps much—Black's Pawns are too strong.

29.... RxKNP 44 P-B4 P-R5
30 K-B2 QR-N1 45 R-R7 P-R6
31 R-N1 R/6-N2 46 R-R8 R-R8
32 P-QN3 R-QB1 47 K-N4 P-R7
33 KR-QB1 PxP 48 R-R6 K-K2
34 RxP R-B3 49 K-N5 P-Q5
35 R-N7 B-K1 50 R-R7† K-Q3
36 R-N8 R/2-QB2 51 R-R3 K-B4
37 RxR RxN 52 K-B6 K-N5
38 R-B8† K-N2 53 R-R8 P-Q6
39 RxR RxR 54 R-N8† K-B6
40 R-K8 R-B7† 55 R-B8† K-Q5
41 K-N3 K-B3 56 R-QR8 P-Q7
42 R-KR8 RxRP 57 R-Q8† K-K6
43 RxP P-R4 Resigns

Despite White's defeat in this game, we must credit White with a strong opening position after 11 B-R4!? and 12 P-K6.

Game 15

National Club Championship

Great Britain, 1950

(See the Basic Position)

J. M. Aitken O. Penrose

White Black

11 BxP!

Simplest and best. Why bother with gambit sacrifices when the text leads to a lasting positional advantage?

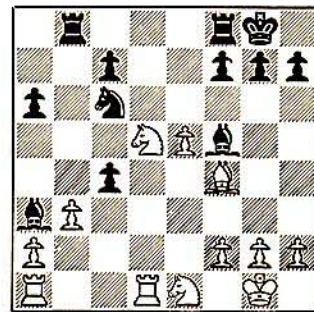
11.... PxB

Seriously weakening his Queen-side Pawn position, but 11... N-B4 is answered by 12 R-Q1 leaving Black with a very uncomfortable position.

12 QxN Q-Q4 15 R-Q1 Q-B7
13 Q-B4 O-O 16 N-K1 Q-B4
14 N-B3 Q-Q6 17 N-Q5! B-B4

Black's two Bishops are inadequate compensation for his permanently weak Pawn position.

18 QxQ BxQ
19 B-B4 QR-N1
20 P-QN3! B-QR6



Black threatens 21... B-N7, winning the exchange. If 20... PxP, instead, 21 PxP offers the terrible threat of bringing a Rook to the Queen Bishop file. No matter how Black plays, the best he can expect is to lose a Pawn as his Queen-side weaknesses are gobbled up.

21 B-B1 BxB 24 RxP KR-Q1
22 QRxB B-K3 25 N-K3 RxR
23 RxP NxB 26 NxR R-R1

Black has lost a Pawn, as anticipated, and the rest is technique.

27 N-K3 P-QR4 33 PxP B-Q4
28 P-B4 N-N5 34 P-QN4 K-B1
29 NxN BxN 35 P-N5 R-R8†
30 P-KR3 B-K3 36 K-B2 R-QN8
31 N-Q3 P-R5 37 P-N6! R-N7†
32 N-B5 PxP 38 K-K3 BxP
39 P-N7 Resigns

Conclusions

The gambit 11 B-R4!? adopted by White in Games 12, 13 and 14 is tricky and creates considerable trouble for Black. The simpler 11 BxP gives White a strong positional plus without risk. To sum up, 10 P-B4! may turn out to be White's best move and is certainly deserving of more extensive investigation and adoption.

One on the Souse

During a simultaneous exhibition, the English master, Blackburne, came upon a glass of whiskey standing by an opponent's board. Blackburne, an inveterate whiskey-drinker, promptly drained the glass, made his move and went on.

Later, he explained how he happened to defeat that opponent so quickly: "He left a glass of whiskey *en prise* and I took it *en passant*. That little mistake ruined his game."

THE AMSTERDAM TOURNAMENT

Game Annotations by HANS KMOCH

Supreme Effort

As Haje Kramer* scored only 5½-13½, it seems natural that Najdorf defeated him. But there is a vast difference, one win from another. Here Najdorf's imagination and tactical mastery reach a supreme high. Seldom has so brilliant an attack been created so quickly—and from almost nothing.

It is a truism that one player cannot win unless the other makes mistakes. Yet here one can hardly perceive Black has made any until Najdorf proves it.

CATALAN SYSTEM

M. Najdorf H. Kramer
Argentina Holland
White Black

1 P-Q4 N-KB3 4 B-N2 PXP
2 P-QB4 P-K3 5 N-KB3 QN-Q2
3 P-KN3 P-Q4 6 QN-Q2

With 6 Q-R4, White can transpose into the usual lines: PCO: page 316, column 23.

6 N-N3 9 Q-R4† B-Q2
7 O-O P-B4 10 QxN Q-N3
8 NxP NxN 11 P-N3

Najdorf took a long time on this move which many players would have rejected since White gets an isolated Pawn on the Queen file.

11 B-N4 13 B-N2 P-Q6
12 Q-B2 PXP 14 PXP

White has hardly any advantage, but he has reached a position which will not easily become drawish. This is in itself a practical success for a fighter like Najdorf.

14 B-K2

Black misses his best move: 14 . . . B-B3! (to render 15 N-K5 harmless). He need not fear 15 BxN.

15 N-K5!

Now White's advantage is real, though small. Black has some difficulty in protecting his Queen Knight Pawn. It is uneconomical to do so with a Queen.

15 O-O
16 QR-B1 KR-Q1

Another second rate move. Black ought instead to protect his Queen Knight Pawn with 16 . . . B-R3 and, subsequently, maintain the possibility of . . . Q-Q1. His Queen stands more safely and has better prospects at its Q1.

17 KR-K1 N-Q4
18 Q-K2 B-KB3

With 18 . . . B-K1! Black avoids the weakening of his King position which now becomes necessary.

* As to the pronunciation of Haje, if Arthur Bisguier greeted his clubmate, George Kramer, with "Hi-ya, Kramer," it would be a case of internationally mistaken identity.



MIGUEL NAJDORF
First Prize Winner
in Amsterdam Tournament

19 Q-R5! B-K1
20 B-K4! P-N3

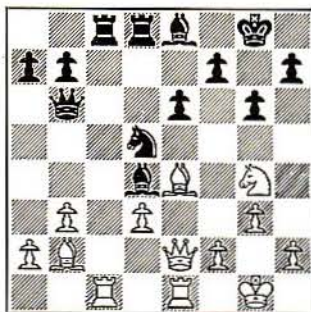
Black chooses the worst. 20 . . . P-KR3 is a less serious weakening.

21 Q-K2

White now threatens to obtain a powerful attack on the King-side with 22 N-N4, B-Q5 23 R-B4. Black has a bad game whatever he plays.

21 QR-B1
22 N-N4 B-Q5

Black's last looks reasonably good, but it loses by force!



23 RxR! RxR
24 BxN! PxB
25 N-R6†! K-B1

If 25 . . . K-N2 26 Q-N4! Black must play 26 . . . BxB, losing the exchange. And 25 . . . K-R1 26 Q-K7! forces 26 . . . K-N2 as in the game.

26 Q-K7† K-N2
27 R-K6!!

The beautiful point to which there is no remedy:

(1) 27 . . . QxR 28 BxB† and mate soon follows;

(2) 27 . . . R-B3 28 N-B5†! PxN 29 Q-N5†, K-B1 30 Q-R6† and mate next;

(3) 27 . . . Q-B4 28 QxQ, RxQ 29 BxB†, KxN 30 RxB, and White wins;

(4) 27 . . . R-B3† 28 K-N2! BxB 29 RxQ, PxR 30 QxB, and White wins more quickly than in the actual game.

27 BxB

The only way of prolonging the struggle. White emerges, however, with Queen against Rook and Bishop.

28 RxQ PXR 33 Q-Q4 P-QN4
29 N-N4 B-QB3 34 P-R5! R-K3
30 N-K5 BxN 35 P-B4 P-R3
31 QxB† K-N1 36 K-B2 K-R2
32 P-QR4 R-K1 37 P-KN4 P-B3
38 Q-N6 Resigns

Actually, Black exceeded the time-limit, but that is irrelevant.

A Classic Attack

The following battle is fought for the most part on little known territory. Hence Najdorf finds and indeed uses splendidly an opportunity to display his natural talent. The impetus of his attack is stunning; the result a classic victory.

His opponent, Tartakover, has been an expert in contesting strange openings himself. But this time he misses that shrewd alertness required. He lets slip a chance to castle and play for safety, in hunting instead to gain an advantage.

SICILIAN DEFENSE

PCO: page 432, column 66 (b)

Dr. S. Tartakover M. Najdorf
France Argentina
White Black

1 P-K4 P-QB4 4 NxP N-KB3
2 N-KB3 P-Q3 5 P-KB3 P-K4
3 P-Q4 PXP 6 B-N5† QN-Q2
7 N-B5 P-Q4

This gambit is the only good continuation—provided that it is good. It has little background to prove it in master play. If it is good, then 7 N-B5 is bad, and White must play 7 N-N3, which retains an advantage according to Fine. If it is not, then 6 . . . QN-Q2 has to be replaced by 6 . . . B-Q2, which is satisfactory, again according to Fine.

8 PXP P-QR3
9 BxN†

Or else Black recovers the Pawn: 9 B-K2, N-N3 or 9 B-R4, P-QN4.

9 QxB!
10 N-K3 P-QN4
11 P-QN3

11 O-O, B-B4 12 K-R1 leads to an even game (or rather a game with even chances). But White wants more.

11 B-B4
12 P-QR4

Not 12 P-QB4, B-Q5!

12 R-QN1
13 PXP PXP
14 Q-Q3

† = check; § = dbl. check; § = dis. ch.

14 P-QB4, PxP favors Black still: 15 PxP, B-Q5 or 15 NxP, B-Q5 16 R-R2, QxP. Also bad is 14 N-B3, B-Q5 15 B-Q2, P-N5.

With the text move, White prepares for either P-QB4 or N-B3, but he incurs considerable risk of losing time.

A safer line which should just suffice for a draw is 14 O-O, NxP 15 Q-K1.

14 QN-K5!!
15 N-B3

More consistent and better, despite all risks involved, is 15 P-QB4.

15 N-R4!

The beginning of an attack which gathers momentum with terrific speed and soon becomes irresistible.

16 P-N3

White misses his last chance to make a firm stand. Correct is 16 O-O, N-B5 17 Q-Q2.

16 P-B4
17 B-Q2

17 O-O loses a piece to 17 . . . P-B5.

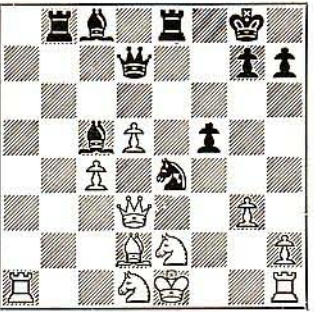
17 N-B3
18 N-K2 R-K1!
19 P-QB4

At long last—but too late!
19 O-O loses because of 19 . . . NxP after which Black threatens to win a piece with either 20 . . . P-B5 or 20 . . . NxN 21 BxN, QxQ.

19 P-K5!
20 PxKP PxBP
21 NPxP NxKP

Black threatens 22 . . . NxB, etc.

22 N-Q1



22 P-B5!!

The conclusive stroke which enables the Queen and the Queen Bishop to join the attack: e.g., 23 PxP, Q-N5 or 23 BxP, Q-R6 24 BxR, B-N5†, etc.

23 R-KB1 PxP 27 NxB QxP†
24 PxP Q-R6 28 K-Q1 NxN†
25 B-K3 B-N5† 29 QxN RxB
26 N/1-B3 BxN† Resigns

Psycho-Analysis?

The following game is notable more for its result than its course. Since Reshevsky defeated Gligorich at Dubrovnik, it was a great performance that he defeated him at Amsterdam, too. The game itself is not so glorious, for White obtains a great, positional advantage along rather well-known lines, slackens, then profits by an error which costs a piece.

Most interesting, however, is the story revealed by the moves of the Yugo-

slavian champion. We can see how wavering and indecision psychologically pave the road to doom. Black tentatively starts upon an Indian defense but hesitates and, probably swayed by recollection of how he failed in such at Dubrovnik, turns the game into a Queen's Gambit. He seems then to repent and strives for a more lively game—but only with the effect of conceding White a clear edge. At last, pressed for time, he overlooks an undeserved chance, falters instead, and his game falls apart.

QUEEN'S GAMBIT DECLINED



S. Reshevsky
U. S. A.



S. Gligorich
Yugoslavia

White	Black
1 P-Q4	N-KB3
2 P-QB4	P-K3
3 N-QB3	P-Q4
4 B-N5	B-K2
5 P-K3	O-O
6 Q-B2	QN-Q2
7 PxP	PxP
8 B-Q3	P-KR3
9 B-R4	P-QN3

The opening does not follow the books but has features of several common lines: e.g., PCO: pages 168, 179 and 185.

Black's usual continuation would now be 9 . . . P-B3, followed by 10 . . . R-K1. The text move is more enterprising but somewhat risky, too. For it requires . . . P-QB4 after which Black's Pawn formation becomes a bit shaky.

10 N-B3	B-N2	12 O-O	N-R4
11 B-N3	P-B4	13 B-K5	PxP

Black's King Knight has no retreat after 13 . . . NxB 14 PxP. Hence the text move which creates the possibilities: . . . N-B4 or (after 14 PxP, NxP) . . . N-B5. The isolation of Black's Queen Pawn, however, becomes very inconvenient for him.

14 BxQP! N/5-B3
15 KR-Q1 B-Q3
16 N-QN5 B-B4

Black lost this tempo advisedly, it seems, his idea being to distract the White Queen Knight from the Queen Pawn.

17 B-B5	Q-K2	19 Q-N3	P-R3
18 QR-B1	KR-Q1	20 N-B3	BxB
		21 RxB	Q-Q3

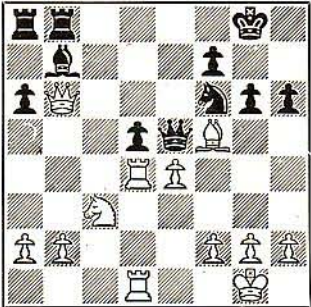
Outplayed, Black strives for a desperate complication. He almost succeeds in getting out of trouble.

22 P-K4

Inaccurate. White has a clear, winning advantage if he first plays 22 BxN!: 22 . . . QxB 23 QxNP or 22 . . . NxP 23 NxP, N-B4 24 QxP or 22 . . . RxB 23 P-K4.

22	N-K4!	24 QxNP	KR-N1
23 NxN	QxN	25 QR-Q1	P-N3

Black's last move is a decisive error. Instead, 25 . . . PxP! leads to an almost even game: e.g., 26 R-Q8†, RxR 27 RxR†, RxR 28 QxR†, N-K1 29 B-Q7, K-B1. White has some winning chances in the end-game after 30 QxN†, etc.



26 P-B4!

The winning move. The end-game after 26 . . . Q-K2 27 P-K5, B-B1 28 QxN, QxQ 29 PxQ, BxB 30 P-QN3 is untenable for Black.

26 QxBP
27 QxN PxP

Of course, Black could recapture the piece, but his position is demolished, anyway.

The rest is of little interest. One usually does not resign a bad game, in severe time pressure. That's why Black continues—until he loses a Rook, too.

28 R-KB1	Q-K6†	34 P-R3	R/1-N5
29 K-R1	Q-N4	35 R/1-Q1	P-R4
30 QxQ	PxQ	36 NxP	R-N8
31 BxKP	BxB	37 R/1xR	RxR/5
32 NxB	RxP	38 R-N7	P-B3
33 P-QR4	QR-N1	39 R-N8†!	Resigns

Bright Refutation

Everyone knows that to start a maneuver before having castled is dangerous. The experienced player knows, however, there are exceptions to that rule. Much depends on the status of the center: a closed center permits, an open one forbids such action.

On this point, Black falters in the following game. His attempt to secure the advantage of the two Bishops meets with disaster. For it is started when the center looks closed but actually is not—the Pawns there are fluid.

Even so, White wins only by virtue of masterly counterplay.

QUEEN'S INDIAN DEFENSE

(Colle System by transposition)

PCO: page 270, column 112

V. Pirc A. O'Kelly
Yugoslavia Belgium

White	Black
1 N-KB3	N-KB3
2 P-Q4	P-QN3
3 P-K3	B-N2
4 B-Q3	P-B4
5 O-O	P-K3
6 QN-Q2	N-B3
7 P-B3	Q-B2

This opening is generally listed as a variation of the Queen's Indian Defense. It deserves independence, however, for its peculiar combination of Colle System features for White and the Queen's Indian for Black. A name such as Colle-Queen's Indian seems to be suitable.



VASYA PIRC

8 P-QR3

A pet continuation of Rubinstein's, it prepares for 9 P-K4, PxP 10 PxP, without permitting 10 ... N-QN5.

8 ... PxP

8 ... P-Q4 is a good alternative, the more so as it renders 8 P-QR3 almost useless.

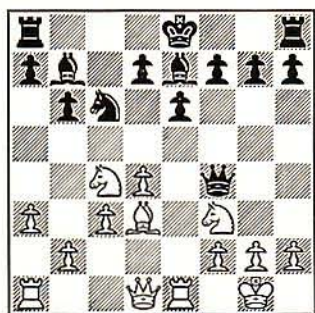
9 KPXP B-K2
10 R-K1 N-Q4

Black has an idea which proves to be too pretentious. 10 ... O-O is better.

11 N-B4! N-B5

Would you expect this move to lose the game? White ingeniously demonstrates that he gets a great advantage at least. Correct is 11 ... O-O.

12 BxN! QxB



13 P-Q5!!

The mobility of White's center is vital. Black is in a dilemma.

13 ... N-Q1

13 ... PxP 14 N-K3 also favors White—though to a lesser extent:

(1) 14 ... O-O 15 NxP and White wins a piece (15 ... Q-Q3 16 NxB†, NxN 17 BxP†, etc.);

(2) 14 ... N-Q1 15 B-N5 with a decisive advantage for White;

(3) 14 ... O-O-O 15 NxP, Q-Q3 and, though Black stands badly, he can put up some sort of fight.

14 QN-K5! ...

Black is in new peril as his Queen is cut off and seriously endangered (by 15 P-KN3 as in the game). But the main point of the text move is that 14 ... BxP fails against 15 B-N5!

(1) 15 ... O-O 16 NxQP, R-K1 17 N-B6† and White wins the exchange;

(2) 15 ... B-QB3 16 BxB, PxP (forced) 17 Q-Q7†, K-B1 18 Q-B7 with a winning attack since White threatens Black's Queen by 19 N-Q7† or 19 N-N6†.

14 ... P-QR3

There is no conceivable defense anymore. 14 ... PxP 15 N-Q4, N-K3 16 N-B5 or 16 Q-R4 also wins for White.

15 P-KN3! Q-R3

After 15 ... Q-B3 16 N-N4, Black's Queen is trapped at once.

16 N-N4 Q-R4

The situation is much the same after 16 ... Q-R6 17 N/3-K5.

17 N/3-K5 ...

White threatens 18 N-B6†.

17 ... P-N3

18 B-K2 ...

Again, the threat is 19 N-B6†.

18 ... Q-B4

This move loses—instantly.

More interesting is 18 ... Q-R6 19 B-B1, Q-R4. White then has a number of enticing continuations which are not conclusive: 20 PxP, QPxP 21 Q-Q7†, K-B1 or 20 NxQP, KxN 21 PxP†, K-B1 or 20 P-Q6, B-N4 21 P-KB4, P-B4. Yet there is a convincing move: 20 B-N2! after which White maintains a winning, positional advantage in addition to the immediate threats of 21 P-Q6 and 21 PxP.

19 P-Q6! Resigns

The threat is 20 B-Q3: e.g., 19 ... B-KB1 20 B-Q3, Q-N4 21 P-KB4, Q-R4 22 N-B6 mate.

The Thermopylae Theme

The idea of holding up Black's entire army by anchoring a Pawn on K6 reminds us of the strategy adopted by Leonidas at Thermopylae.

There are many examples of the theme in chess, but this is particularly striking as it involves the sacrifice of a piece. It is also an apt illustration of O'Kelly's intelligent style.

ALEKHINE'S DEFENSE

PCO: page 5, column 13

A. O'Kelly H. Golombek
Belgium Great Britain
White Black

1 P-K4 N-KB3 3 P-Q4 P-Q3
2 P-K5 N-Q4 4 N-KB3 P-KN3

An unusual set-up but too slow for so aggressive a defense as the Alekhine. The normal line is 4 ... B-N5.

5 N-N5! ...

An interesting, strong move. White threatens 6 Q-B3 (or even 6 NxBP), prepares for 6 P-KB4 and virtually prevents 5 ... PxP—as 6 PxP with the threat of 7 P-QB4 is embarrassing for Black.



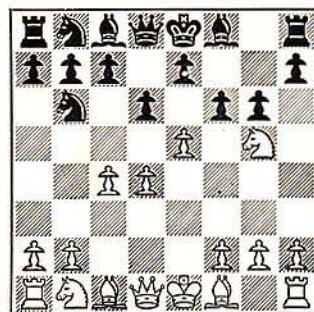
ALBERIC O'KELLY DE GALWAY

5 ... P-KB3

Black hopes for relief by forcing White to exchange his King Pawn.

6 P-QB4! N-N3

Better chances lie in 6 ... PxN 7 PxN, PxP 8 PxP, B-N2—e.g., 9 P-K6, P-B3 10 Q-B3, B-B3! (not 10 ... R-B1? 11 Q-KR3!).



7 P-K6!! ...

A long-term sacrifice—rare indeed so early in a modern opening.

7 ... PxN
8 P-Q5 ...

White threatens 9 Q-B3 and his sacrifice is obviously correct. For it will cost Black at least a piece to get the bulk of his army into action.

8 ... B-N2
9 P-QR4 ...

White wins a tempo for developing his Queen Rook because of the threat to recover his piece by 10 P-R5.

9 ... P-QR4
10 P-R4! PxP
11 RxP BxKP

An understandable decision. Black fails, however, to gain his main objective: the elimination of White's King Pawn. 11 ... QN-Q2 is therefore a comparatively better try.

12 PxB N-B3
13 Q-N4 ...

The threat is 14 RxP!

13 Q-B1

Black parries the threat by his own counter-threat on White's King Pawn. He can follow through, too, with 14 . . . N-Q5 or . . . N-Q1, and White cannot easily meet this threat. Yet O'Kelly finds an interesting way to do so.

14 R-QR3! N-Q5
15 R-K3!

White sacrifices the exchange but keeps his King Pawn and, thereby, a strong attack.

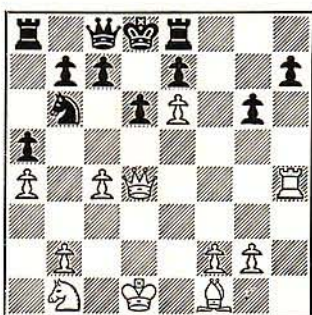
15 N-B7†
16 K-Q1 NxR†
17 BxN

Again, the threat is (18) RxP!

17 K-Q1
18 B-Q4 BxB

Now it is easy for White; correct is 18 . . . B-B3.

19 QxB R-K1



20 P-B5!

The rest is rather simple. Not only the Knight but some Pawns, too, must fall.

20 QxP	31 N-R3	R-K8†
21 PxN Q-N6†	32 K-Q2	R-QR8
22 K-B1 R-QB1	33 NxP	R-B3
23 N-B3 QxP/3	34 B-N5	R-KN8
24 QxQ PxQ	35 N-R3	R-KR8
25 RxP R-B4	36 N-B2	R-R7
26 R-N7 R-KN4	37 K-K3	R-Q3
27 N-K4 R-K4	38 K-Q4	R-R5†
28 B-Q3 R-B1	39 P-KN4	R-R7
29 P-B3 P-Q4	40 N-Q3	R-KB3
30 N-B2 P-KN4	41 P-B4	Resigns

Ressurrection

Round 5 was very satisfactory to the organizers of the tournament because of the large crowd that came to see Euwe play Reshevsky. Dutchmen are not inclined to chauvinism. They came merely to see the better man win—hoping only that it might be Euwe. Their hope did not last for long, however, as everyone realized that Reshevsky was going to win—after Euwe's faulty ninth move permitted Reshevsky to launch an obviously irresistible King-side attack. How terrible! Many of the spectators would have preferred to leave: it was not what they had paid to see.

Euwe deliberated long over his next few moves, but it seemed to make no difference. The last of the experts who pronounced him dead was Najdorf. He happened to come along after White's move 16. "Now it is definitely over," he said, somewhat sourly.



DR. MAX EUWE
Former World Champion

But it was not. Two moves later, Euwe traded two pieces for a Rook and two Pawns, then swapped Queens and held his own in the end-game despite Reshevsky's two Bishops.

Here is the game—exciting and, in all, Euwe's best performance in the tournament. White never had what he seemed to have.

NIMZOINDIAN DEFENSE

PCO: page 244, column 34

S. Reshevsky	Dr. M. Euwe
United States	Holland
White	Black
1 P-Q4 N-KB3	3 N-QB3 B-N5
2 P-QB4 P-K3	4 Q-B2 P-B4
	5 PxP O-O

An additional possibility to those treated in PCO. It has its points.

6 N-B3 N-R3

This is one of those points. While 5 . . . N-R3 6 P-QR3, BxN† 7 QxB, NxP 8 P-B3 favors White, the text offers reasonable chances since White is no longer ready for P-B3.

7 B-Q2 NxP
8 P-QR3 BxN
9 BxB P-QN3

Black's last may not be a decisive error, but it is highly questionable. The safe line is 9 . . . QN-K5.

10 N-N5!

Here we are at the point where it seems Black is busted. What can he do against the threat of 11 BxN, followed by mate? 10 . . . P-N3, which is apparently forced, leads to a lamentable position after 11 P-QN4.

10 R-K1!

A surprising expedient. Black can afford 11 BxN, QxB 12 QxP†, K-B1 as then he threatens both 13 . . . QxN and 13 . . . QxNP.

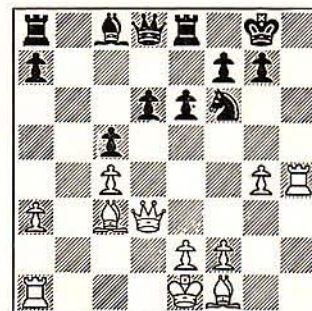
11 P-QN4

But what now? Black stands very badly after 11 . . . N-R3 or 11 . . . N-N2.

11 P-KR3!

Again, Black finds the only playable move. He keeps doing so during the next few moves. But his game seems to be deteriorating nonetheless.

12 P-KR4! PxN! 14 RxP PxP
13 PxN PxRP! 15 Q-Q3! P-Q3!
16 P-N4



This is where Najdorf gave up hope. The threat is, of course, 17 P-N5.

16 B-N2

Now White must watch the possibilities of 17 . . . N-K5 and 17 . . . B-K5 (e.g., 17 P-B3? N-K5!).

17 P-N5 N-K5!

The saving combination (which only looks like a sacrifice). White must take, for 18 Q-R3, K-B1 favors Black: e.g., 19 R-R8†, K-K2 20 BxP? Q-R4† and Black wins.

18 RxN BxR 20 Q-N2 Q-R3
19 QxB QxP 21 Q-R3 QxQ
22 BxQ QR-N1

This ending offers about even chances, though it is far from drawish.

23 KB-N2 K-B1 26 K-B2 R-KR1
24 K-Q2 K-K2 27 B-B3 R-R5
25 P-B4 P-B3 28 R-KN1 K-B2
29 P-B5

White is eager to breach the opposing Pawn front in order to increase the activity of his Bishops.

29 RxP

Not 29 . . . PxP because of 30 B-Q5†, K-B1 31 BxP!

30 PxP† KxP
31 P-K4

31 RxP, P-Q4! rather favors Black.

31 P-N4

Now 31 . . . R-KR1 leads, after 32 K-N3, RxB†, to almost the same position as does the text. Observe that White cannot then try 32 RxP because of 32 . . . RxB† 33 KxR, R-R6.

32 R-KR1! RxB†!

Just when White has again reached a promising position, he is stopped for the second time by a little combination.

33 KxR K-K4

Euwe now proposed a draw. Reshevsky refused but proposed a draw himself a few moves later.

34 R-KB1 R-KB1 37 R-K1† K-B3
35 B-N2 P-B4 38 K-B4 R-B5†
36 PxP RxP 39 K-B3 Drawn

For story of the Amsterdam Tournament, see page 44, February issue. Also, the Reshevsky—Najdorf game is on page 47.

HOROWITZ ON TOUR

NEW YEARS day, January 1, 1951, ushered in CHESS REVIEW's editor, Horowitz' tenth cross country tour. Host to the first engagement was the Germantown YMCA Chess Club of Philadelphia, and then followed sixteen bookings in order at Washington, D. C., Pittsburgh, Pa., Columbus, O., Charleston, W. Va., Cincinnati, O., Louisville, Ken., St. Louis, Mo., Decatur, Ill., Milwaukee, Wisc., Rockford, Ill., Cleveland, O., Buffalo, N. Y., Rochester, N. Y., Syracuse, N. Y. and Charlottesville, Va.

Average attendance at lecture and simultaneous play was thirty, which, considering the cold spell, was a record turnout. Playing strength, particularly among the younger generation, has increased enormously.

An assortment of games follows. An old variation of the Vienna was essayed in the Wentworth and Dietz games, but branched off at Black's 5th move. A few deft strokes shattered Wentworth's routine defense, whereas precision play gave Dietz an overwhelming opening, from which Horowitz never recovered.

Horowitz—Neff followed a line of the French Defense recommended by Rubinstein. Black, however, projected his King Rook Pawn on move 13 and created an easy target. Horowitz—Schwartz was a wild melee and the Boyer—Allison game, though brilliant, was spoiled by a blunder on Black's 25th.

Rockford, Illinois

VIENNA GAME

I. A. Horowitz		Wentworth	
White		Black	
1 P-K4	P-K4	24 P-B4	N-B4
2 N-QB3	N-KB3	25 BxN	PxB
3 P-B4	P-Q4	26 K-B2	K-B2
4 P-Q3	PxBP	27 K-K3	K-B3
5 BxP	PxP	28 K-K4	K-K3
6 PxP	QxQ†	29 P-KR4	P-KN3
7 RxQ	B-QN5	30 P-KN4	K-Q3
8 BxP	BxN†	31 K-B4	K-K3
9 PxP	O-O	32 K-N5	K-B2
10 B-Q3	R-K1	33 P-R5	K-N2
11 N-K2	B-N5	34 PxP	PxP
12 O-O	BxN	35 P-R3	P-R3
13 BxB	NxP	36 P-R4	P-R4
14 B-QB4	N-KB3	37 P-B3	K-B2
15 B-K5	QN-Q2	38 K-R6	K-B3
16 QRxN	NxR	39 K-R7	K-N4
17 BxP†	K-R1	40 K-N7	KxP
18 BxR	RxB	41 KxP	K-B5
19 B-Q4	K-N1	42 K-B6	K-K5
20 R-Q1	N-N3	43 K-K6	K-Q6
21 K-B1	N-R5	44 K-Q5	KxP
22 R-K1	RxR†	45 KxP	K-N6
23 KxR	P-QN3	46 K-N5	Resigns



At Cincinnati, CHESS REVIEW editor, I. A. Horowitz, met 32 players at the Hotel Sheraton-Gibson. He won 30, drew with Condit Brown and 11-year-old Juliette Slutz (facing Horowitz in picture) who had to leave early.

Pittsburgh, Pennsylvania

VIENNA GAME

I. A. Horowitz		Paul Dietz	
White		Black	
1 P-K4	P-K4	18 B-Q1	N-K5
2 N-QB3	N-KB3	19 Q-B1	N/5-N6†
3 P-B4	P-Q4	20 BxN	NxB†
4 P-Q3	PxBP	21 K-N1	Q-B4†
5 BxP	B-QN5	22 K-R2	NxR
6 PxP	NxP	23 RxN	R-K2
7 B-Q2	BxN	24 R-B1	R/1-K1
8 PxP	O-O	25 Q-N2	B-B1
9 N-B3	R-K1†	26 Q-B3	P-QN4
10 B-K2	Q-K2	27 N-Q2	PxP
11 P-B4	N-KB3	28 NxP	B-R3
12 B-N5	QN-Q2	29 R-B4	R-K8
13 Q-Q2	P-KR3	30 B-B3	R/1-K3
14 B-B4	N-B4	31 R-N4	P-N4
15 P-KR3	B-B4	32 R-Q4	BxN
16 K-B1	QR-Q1	33 RxB	Q-Q3†
17 R-K1	N-R4	34 P-N3	R/3-K7†

Resigns

Washington, D. C.

SICILIAN DEFENSE

I. A. Horowitz		S. Schwartz	
White		Black	
1 P-K4	P-QB4	17 P-KB3	B-B4
2 N-KB3	N-QB3	18 Q-R4†	K-N1
3 P-Q4	PxP	19 B-K4	BxB
4 NxP	N-B3	20 PxP	P-B4
5 N-QB3	P-K4	21 R-KR3	P-B5
6 N-B3	B-N5	22 Q-R7†	K-B2
7 B-Q3	P-Q4	23 BxP	K-K1
8 PxP	NxP	24 Q-N6†	K-Q1
9 O-O	NxN	25 Q-N5†	K-B1
10 PxN	BxP	26 BxP	RxR†
11 R-N1	O-O	27 KxR	Q-Q8†
12 R-N3	B-Q5	28 K-B2	QxP†
13 BxP†	K-R1	29 K-N3	Q-Q6†
14 NxB	QxN	30 K-B4	Q-Q7†
15 B-Q3	B-N5	31 K-B5	Q-Q2†
16 Q-K1	Q-Q2	32 K-B4	Q-Q7†

Drawn

Philadelphia, Pennsylvania

FRENCH DEFENSE

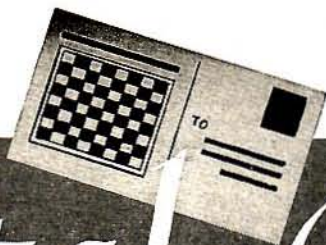
I. A. Horowitz		Neff	
White		Black	
1 P-K4	P-K3	10 R-Q1	BxN
2 P-Q4	P-Q4	11 BxB	NxB
3 N-QB3	PxP	12 QxN	N-B3
4 NxP	N-Q2	13 Q-K2	P-KR3
5 N-B3	KN-B3	14 P-QN3	P-B3
6 B-Q3	B-K2	15 N-K5	Q-B2
7 O-O	P-QN3	16 R-Q3	QR-Q1
8 Q-K2	B-N2	17 R-N3	RxP
9 P-B4	O-O	18 BxRP	R-K5
		19 BxNP	Resigns

† = check; ‡ = dbl. check; § = dis. ch.

Buffalo, New York

RUY LOPEZ

I. A. Horowitz		Boyer and Allison	
White		Black	
1 P-K4	P-K4	14 Q-Q2	PxP
2 N-KB3	N-QB3	15 PxP	Q-N1
3 B-N5	P-QR3	16 QR-K1	Q-N2
4 B-R4	P-Q3	17 B-R6	QR-K1
5 BxN†	PxB	18 BxB	KxB
6 P-Q4	P-B3	19 RxP	Q-N3†
7 N-R4	B-K3	20 K-R1	KxR
8 O-O	P-N3	21 N-K4†	K-N2
9 N-QB3	B-N2	22 Q-B3†	K-R3
10 P-B4	PxBP	23 Q-R3	K-N2
11 P-Q5	B-B2	24 Q-B3†	K-R3
12 BxP	N-K2	25 P-KN4	BxP?
13 B-K3	O-O	26 P-N5†	K-R4
		27 Q-R3	Resigns



Postal Chess

POSTAL SCRIPTS

The New Tourney

It is, perhaps, a bit early to judge the merits of the new system being used in the 1951 Prize Tourney. There are not many sections in play yet—barely twenty counting incomplete ones. And seven were made up all at once with the start of the new system when February ratings took effect. So we may yet turn up “bugs” to be eliminated.

Still, what we regard as the cardinal merit of the system is shaping up well. The assignments do follow promptly on our receipt of orders—with but one exception. We do have to hold up the first order received when a new section is forming. But that is the one, real hitch.

To explain that hitch briefly, when we have filled one far western, Class B section (which seems to be about the slowest group to form), the next Class B order from the far west must stand till a second arrives—possibly as long as two weeks. Thereafter, however, each such order is filled within a day of its receipt here. So, while No. 1 has had to wait, none of the others do. And No. 1 gets a start at play in two weeks, his complete assignment, say, in six weeks, if we assume the same rate of receipt of orders.

Even for No. 1, therefore, there is a distinct gain. He gets his whole assignment within the time it takes for three other orders to come in—instead of six others as in the old-style Prize Tourney. And he gets a start at play much earlier. The others, of course, should have no real cause for complaints.

In fact, if the system holds up as well as it now seems to do, we shall consider running the Class Tourney the same way by next year. As the factor involved is the sort on which we are most likely to get no comments at all—if it does work well—we shall appreciate comments from the players who have tried Prize Tourney sections under the new style—and like them. We hear from the others as a matter of course.

As a matter of fact, we like to know you think of us—so either kind of comment is welcome, particularly when it contains constructive suggestions.

As to “Bugs”

The only “bugs” in the new-style Prize Tourney which we can see now are those which might come from lack of cooperation by the players. We ask you to note and to try to observe these points:

First, when you receive your assignment with instructions to send your first move to others already in a section, please do send your move *promptly*.

Second, introduce yourself properly by stating your section number (51-P 1 or 51-P 61) and by giving your return address *clearly*.

Third, give your rating, which is typed after your name on *your* assignment sheet.

Finally, apply for a section only if you are quite sure you will and can continue play in it to a finish.

The reasons for the first two points should be obvious. As to the ratings, it is true that your assignment sheet bears the ratings for all so far in the section; but those who entered ahead of you do not have your rating and—just as you do—they want to know how your games with them will affect ratings. (If you have not thought to give your rating to such opponents, please do so with the next move that you send them.)

As to the last point—which applies as well to all our tourneys—we really ought not to have to state it all. Yet we do. There are few things so exasperating in postal play as to have an opponent drop out after a game has barely begun. And it seems so pointless for a player to pay an entry fee only to forfeit it. But a surprising number of players—if they can be called players—do apply for entry, then, within a week or two, write hurriedly to cancel their entry or to withdraw from their assignment. There are some genuinely unforeseeable emergencies, of course, and they cannot be helped. But, from the number of such withdrawals, we sometimes wonder if the mental process is not one of “Good! I’m going to Europe next week; so now’s my chance to squander a couple of bucks by entering a postal tourney.” We can and do make replacements for early withdrawals from orders which have come in meanwhile. But why make it necessary?

NEW POSTALITES

Newcomers should state their “class” (or experience) on applying for entry to tournaments. If not, assignment is delayed till we can establish their class.

The following players, starting in Postal Chess during January, commence with these initial ratings:

Class A at 1300: T. A. Baracket, R. F. Jolly, Pfc. G. Krauss, E. S. Maguire, G. C. Miller, D. Nieder, A. B. Olmore, H. Siller, L. P. Vichules, S. Zilius and A. Zimmerman;

Class B at 1200: R. Alferi, J. Bajorek, M. Bender, E. Billman, Jr., E. Billman, Sr., H. H. Brimmer, R. Cutforth, W. W. Fenner, L. E. Graff, R. Greengard, J. Hartigan, L. Heeney, E. T. Leininger, T. H. Mansell, W. R. McVay, E. J. McVoy, H. W. Peterson, B. Y. Rhodes, C. W. Rider, H. Robinson, C. W. Scherr, M. Szold and F. Varga;

Class C at 900: K. Bach, C. Bell, M. C. Bionde, R. E. Bleakley, E. Cadena, H. H. Clark, M. T. Conway, L. T. Cronk, C. N. Davis, E. Dunlevy, Dr. R. M. Fonner, H. E. Gregory, G. A. Harrison, C. S. Heskett, E. Hoeflin, F. Ling, H. H. Long, W. J. Mages, Cpl. H. I. McFadden, G. W. Mitchell, F. Murray, G. E. von Petrokovich, B. Raiz, E. W. Rideout, A. E. Riemann, J. Sirota, Helen M. Smith, S. Smith, Lois Smyers, E. W. Staser, W. Stephan, D. M. Stevens, D. Q. Stone, Mrs. P. O. Suter, H. F. Tepker and F. Wystrach;

Class D at 600: G. H. Adams, Dr. J. D. Anderson, S. Bates, F. Blonde, Mrs. C. Boutwell, A. Breed, T. D. Brock, F. Bucar, R. G. Bull, W. Campbell, D. J. Chase, R. J. Chase, A. W. Eade, R. Henry, W. Holt, W. S. Howard, M. Jacobson, Mary E. Knight, R. Leonard, D. Matzke, J. McNamara, E. Menkes, P. Moore, A. Nickel, J. H. Norton, G. Pelich, R. L. Porter, J. Pritchard, P. D. Rager, E. L. Reeker, J. K. Walrath, Mrs. J. C. Walters, C. K. Waterman, C. Wax, A. L. Whitcomb and J. S. Zalewski.

FORMER POSTALITES

Old-timers who return to Postal Chess may request new rating classifications if they feel their former ones no longer representative of their present abilities. Otherwise—as for the following who restarted play during January—they start over with the ratings at which they left.

G. E. Barber 1094, C. L. Gunthorp 524, J. M. Hes 790, O. Jungwirth 1352, M. Kaplan 1182, W. E. Mellor 916, K. J. Oberman 692, D. Prather 1112, C. L. Rice 1002, S. Rosenberg 1134, R. K. Wilkoff 932 and Cpl. D. I. Zaas 922.

GOLDEN KNIGHTS

Many postalites file multiple orders for entries in the Golden Knights tournament, to play in several sections at once and so to increase chances for a high score.

It is necessary, however, to place multiple orders *now*. We cannot fill them in July when we will have a limited number of sections over which to spread them.

POSTAL MORTEMS

Game reports received during January, 1951.

To report your results all you need give is section number, full names of players and the outcome of the game.

Follow the pattern of these examples:

51-C 466 Paul Morphy 1 A. B. Meek 0.

51-C 466 A. Halprin 1 H. M. Pillsbury 1.

Only the winner reports (or only White if the game is drawn) but report at once! Name winner (or White for draw) first and use a slip of paper free from other correspondence. A postcard is ideal for size, easy to send.

Game reports sent in time for receipt by above dates should be printed below. To spot your game report, look under your section number, first by "key" ("51-C" indicating Class Tourney begun in 1951) and by number (466) in text below the "key."

Symbol f indicates win by forfeit without rating credit; a shows adjudication result; df marks double-forfeits, when both players fail to submit round-closing adj. reports.

CLASS TOURNAMENTS

Each 7-man section a tourney in itself

Started in 1948 (Key: 48-C)

Notice: These reports close out the 1948 Class Tournament. Despite repeated announcements that the tourney was to close, we have had to score numerous double forfeits in default of reports by either player in many games. (See editorial, page 55, February issue.)

Tourneys 1-399: 230 Seymour, Swardson df. 234 Walfen, Kilborn df. Jackson, Kilborn df. Jackson, Makens df. 249 Dowell, Slabey df. 266 Baljay, Krilov df. Frank, Krilov df. Keith tops (f) Krilov. 268 Fredgren, Murray df. Ehrman, Murray df. 269 Imagna, Stark df. 273 Applegate, Wood df. 277 Palitz, Shafer df. Palitz, Southwood df. 283 Henderson, Twigg df. 284 Crattan, Zwerling df. 293 Brenner, Cutlip df. Brenner, Hodges df. 296 Murray, Sheldon df. 310 Hilliard, McLean df. 317 Simpson, Waltz df. 318 Burns, Sommers df. Lockwood, Sommers df. O'Gorman, Sommers df. 331 J. Smith, Masteller df. R. Smith, Masteller df. 336 Bone, Ehrlich df. Ehrlich, Geiger df. 339 Rosenkjar tops (a) Bean. 343 Swanson, Quamme down Murphy; Fish, Quamme df. 353 Bergman bests Hoercher. 364 LiPuma, Miano df. 376 Howarth, Rainwater tie; Rainwater, Stone df. 386 Gallagher, Krauth top Warren; Gallagher, Wilson df. 399 Roberts, Shilson df.

Tourneys 400-459: 404 Hoover, Thomas df. 408 Laemmel, Morris df. 414 Crowder, Oliver df. 421 Canapary, Hanson df. 423 Cahill, Seymour df. 424 Barber, Yell df. 425 Cernosek, Draughton df. 433 Fancher fells Humphrey. 436 Adams, Van Eps df. Dwyer, Van Eps df. 438 Howarth, Keene df. 440 Olin, Tolmie df. Olin, Matulef df. 442 Craig, McQuade df. 444 Jehl, Pearce df. 448 Finkelstein, Reily df. 452 Disler, McAninch df. 459 Marsh, Shannon df.

Started in 1949 (Key: 49-C)

Notice: Games running for more than 2 years are due to be reported for adjudication by both players after 2 years plus one month. Those whose games began in March, 1949, should send reports by April 16, 1951, after checking for mutual agreement on position with opponent. Such reports must carry: (1) full score of game; (2) diagram of position; (3) statement of how submitter proposes to win or draw. If a player cannot hope at least to draw, he should resign and save himself and opponent need to apply for adjudication.

An extension of time for play may be granted if we receive request for such here earlier than the two year date: e.g., for those who began in April, 1949, if request is mailed in March.

Tourneys 1-194: 30 Hacker withdraws. 43 Morrison masters Wisnom. 75 Cobb tops (f) Belcher. 91 McKee halts Hall. 92 Agnew, Wyvell tie. 105 Fisher bests Barnett. 115 Jansky jolts McAninch. 125 Stettbacher halts Hurley. 126 Mouser tops (a) Dickerson. 134 Hussey rips Routledge; Richardson with-

drawn. 135 Lynch tops (f) Barry, ties Suchobek; Smith bests Barry. 136 Garland downs Shanor. 137 Nunnally tops (f) Smith. 138 Lewis, Warner tie. 141 Witzel bests Baker. 143 Daniels downs Coryell. 147 Race rips Dame. 148 DeLeve downs Brewer. 153 Smith smites Roth; Willey clips Clark. 155 Hopper halts Goe; Willas whips Wyller. 160 Rockwell rips Marlin. 164 Ferguson, Long master Marshall. 166 Mouser downs Landa. Miller. 167 Meyer nips McWhiney. 169 Bolton tops (f) Hollinsead. 175 Bullington bests Rockwell. 176 Kohout tops Gilbertson. 180 correction: Hurley beat Koffman. 183 Post tops (f) Hughes. 189 Heunisch licks Ley; Raiguel halts Holmes; Rovira withdrawn. 194 Pilawski downs Underwood.

Started in 1950 (Key: 50-C)

Tourneys 1-29: 1 Pilawski downs Underwood. 6 Wilkin whips Gouled, Gulanic. 10 Potter ties Petonke, fells Fogel; Fogel, Isenberg best Weller. 12 Dishaw downs Lydon. 14 Spear, Ross rip Lydon. 15 Ekstrom tops McCloskey, Holman, ties Clark. 17 Anderson downs Mathews. 18 Ligtoet licks Curtis; Poff tops Theis. 21 Wildman, Ross rip Mool; Mool, Ross whip Ward; Mool tops Mulligan. (a) Brumfield. 22 Marston fells Firth. 23 Ricafrente tops Foge, ties Edmundson. 25 Chamberlain halts Houst; Finkel withdraws. 26 Underhill halts Carl, ties Reed; Reed thumps Servis, Carl, ties Stenson, loses to Dishaw. 27 Howarth downs Davis; Ernaldi, Rothman tie. 28 Jensen jolts King; Becker wins from Jensen, King, Harris, DiMiceli, ties Del Bourgo. 29 Tangeman tops Grieves.

Tourneys 30-59: 31 Drachman nips Muto. 32 Benedetti, Warriner halt Hinaman. 36 Suchobek bests Lewis. Pilawski; Lewis withdraws; Pilawski tops Tonar. 37 Glusman withdraws. 38 Willey tops Tangeman. 40 Winston loses to Swanson, bests Klaasen. 41 Sargent tops Plotz. 42 Farrell fells Reddy. 44 Hicks halts Houtman; Hallett tops Tremear. 45 Willis whips Nichols; Beard bests Baker; Wilson wallops Wyman. 46 Andrews tops Taylor, Clark; Savage, Hoge halt Taylor. 47 Ruby trips Tremear, Smith; Brosheer bows to Porter, defeats Thompson; Friedman smites Smith. 53 Coubrough downs Graybael. Smook; Murphy tops Wendt, Smook. (f) Leroy. 54 Gage bests Ross. 55 Musgrove tops Sinclair. 56 Morrison fells Faber; Cooke bests Boynton. 57 Coupal tops Bolger, (f) Levine; Lapsley bows to Robinson, tops Coupal. 58 Murray loses to Rosenston, withdraws; Peterson bests Friedman, bows to Horne. 59 Hickenlooper masters Mali; Carpenter downs De Leve.

Tourneys 60-89: 61 Gary defeats Yost; Beuscher bests Sayles. 62 Woods withdraws. 64 Stafford, Guttman stop Schmitt; Guttman downs McGinnis. 65 Strader wins from Weinberg, loses to Faircloth, Beach, Rosenblum, Morley. 66 Bernhardt tops Gardinier.

67 Haussman halts Hausslin. 68 Popper loses to Hayes, ties Collins; Gargan defeats Collines. 70 Willey whips Smith, Simers, ties Nelson. 71 Garner fells Foote. 72 Ricafrente rips Roby, Hayes; Hayes halts Roby. 74 Taylor tops Brantferger; Skarsten fells Fox. La Freniere. 75 Pomper, Utter tie. 76 Perkins bests Bancroft. 77 Nelson, Swanson top Pico. 78 Nickel nips Lapsley. 79 Schwerner bests McClung. 80 Heffron rips McRae. 81 Jungerman, Ross rout Newell. 82 Couture tops Case. 83 Sidney, Winchester down Gilbertson. 84 Bowen, Dishaw tie. 86 Christiansen whips Wallick; Taylor tops Watson. 87 Thompson bests Berry. Gleason; Berry beats Hyde, McGavock. Hyde whips Wigren. 89 R. Egelston defeats L. Egelston.

Tourneys 90-109: 90 Race routs France. Shea. 91 Gleeson withdraws. 92 Herndon jolts Jones. 93 Hopper halts Collier. 95 Fowler, McGrath, Young, Neidorf outpost Pasternack; Young bests Ross, bows to Neidorf. 96 Butterworth bests Dehlinger. 97 Albert bests France. 98 Jones jolts Dishaw. 99 Lynch tops (a) Prendergast; Bass beats LeWorthy; Robinson rips Keeney. 101 Burns bests Marston. 102 Schneider beats Berger; Bell wrings Root. 103 Coupal tops (f) Tyker. 104 Frankel tops Tomcufcik. 105 Sharpell withdraws. 106 McCallister tops McGinnis. 107 Daraklis downs McAninch; Beard, Leather lick Lewis; Elfson resigns to Leather, Lewis, Beard, Palladino, McAninch. 108 De Lozier downs De Leve.

Tourneys 110-154: 110 Barunas loses to Willis, bests Gilbert. 111 Stettbacher defeats Millard. 114 Olsen tops Shomay. 115 Connally fells Fitch. 116 Ornstein tops Tomcufcik. (a) Collins. 118 Rogers routs Hamblen. 119 Marchner rips Rosenston. 120 Stafford stops Olsen. 122 Eisen halts Hurley. 124 Reynolds rips Mott. 127 Mead, Rosenston tie. 128 Mascari tops Powell. 129 De Lozier withdraws. 130 Glusman downs Dishaw. 131 Bass bests Hopper. 139 Zaas tops Marsh.

Started in 1951 (Key: 51-C)

Tourneys 1-27: 13 McAninch replaces Coleman. 17 Case replaces Taylor. 22 Winston replaces Ward.

PRIZE TOURNAMENTS

"Class" tourneys for premiums

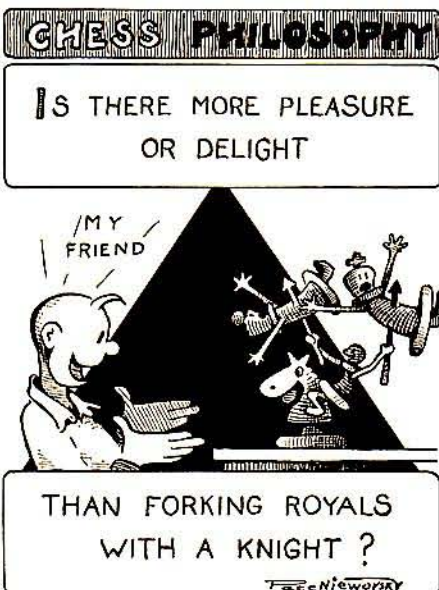
Started in 1949 (Key: 49-P)

Notice: The same adjudication and round-closing rules apply here as for the 49-C tourneys (see under 1949 Class Tournaments above).

Tourneys 1-112: 18 Adams, Klar tie. 28 Hurley, Koffman tie. 30 Belanger withdrawn. 52 Raiguel tops (a) Coleman. 63 Taylor tops Farmer. 65 Porter downs Condon. 73 Froemke, Webster tie. 80 Evans tops Matzke. 85 Davis downs Klaasen. 92 Martin tops Ligtoet. 93 Michell masters Miller. 94 Dulica defeats Pilawski; Norin nips Webster. 97 Henin halts Schuman. 99 Newman tops (a) Dyson. 100 Ladd rips Rose. 101 Weininger licks Laydon; Donn tops Price. 102 Meehan nips Walsdorf; Howarth tops Pilawski. 103 Eash bests Strahan. 106 Gustafson whips Bragwell. 107 Routledge rips Namson, Frazier. 108 Stauffer stops Klaasen. 109 Newman nips Stratze. 111 McLain downs Maher. 112 Lockwood defeats Miller, Immelkeppel, Gates, Wyller; McFarland bows to Miller, bests Lockwood.

Started in 1950 (Key: 50-P)

Tourneys 1-29: 1 Hurt halts Frilling; Buttes, Warren tie. 4 Daniels tops (f) Maicher. 5 Doelling downs Noreen. 6 Howarth tops Reed, ties Doelling; Doelling downs Reed. 7 Blumer tops (a) Johnson, ties Lund. 8 Herndon halts Darling. 9 Pilawski rips Rolo. 11 Stark stops Rains. 12 Urbach bests Micca. 14 Milam bests Routledge, bows to Giasson. 16 Shay (f) tops Taylor; Zuckerman withdraws. 18 Miller downs Sheahan. 21 Castle loses to Zieten, wins from Bricker; Fildow fells Milam. 22 Greenbank downs Driscoll, Oliver. 23 Mayer tops Ostergaard; Corda bests Milam; McGrath downs Daniel. 24 Rubenstein ties



\$1000.00 IN CASH PRIZES



75 CASH PRIZES, amounting to a total of \$1000.00, will be awarded to the 75 contestants who finish with the highest scores in CHESS REVIEW's 6th Annual Golden

Knights Postal Chess Championship, now open to all chessplayers in the continental United States and Canada.

Enter this tournament and you can win up to \$250.00 in cash—the amount of the Grand First Prize. The runner-up will receive \$100.00! Third to tenth place prizes range from \$80.00 down to \$15.00. Then come 65 prizes of \$5.00 each for players who finish from 11th to 75th!

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I enclose \$..... Enter my name in (how many?) sections of the Sixth Annual Golden Knights Postal Chess Championship. The amount enclosed covers the entry fee of \$3 per section. My "class" is		
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df; Bancroft, Wyman df. 33 Bradshaw, Degman df. 39 Wyman tops (f) Quillen; Beard, Quillen df. 45 Sigler, St. Jean df. 59 Fixler, O'Brien df. 72 Charlesworth, Howard df. 81 Kiser, Leroy df. 88 Richard, Wallace df. 98 Eisner, Thomas df. 112 Rudolph withdraws. 118 Barry, Werner df. 125 Lund, Pilawsky df.

SEMI-FINALS (Key: 49-Ns)

Sections 1-34: 3 Jones jolts Collins. 4 Payne bests Cox, bows to Daly. 6 Eisen nips Bagley. 9 Kraemer, Wallgren tie. 10 Ilyin bests McCurdy. 12 Gross rips Rice. 13 Soly halts Hoehn; Worthman whips Scott, Lambert, loses to Soly. 14 Silver tops Kellner. 15 Sweet halts Harshaw. 16 Willis tops (f) Golden; Austin withdraws. 18 Runkel routs Giles. 20 Birsten bests Boys; Herwitz downs Davies; correction: Birsten, Farewell tied. 22 Knox nips Carothers, Corey; Wisegarver chops Chaut. 23 Hanson bests Charlesworth, bows to Frank. 24 Wyvell tops Talla. 26 Fidlow fells Weaver; Weber ties Fidlow, Lateiner. 27 Evans, Prosser tie. 28 Bush, Mondros halt Huffman. 29 Bruce defeats Schmid, Westbrook. 31 Lyle, Wildt tie. 32 Morrison masters Wood. 33 Sokoler jolts Jones, Levi; Henriksen, Herbert tie. 34 Shaw, Schooler tie.

Sections 35-45: 35 Thompson tops Kaman, ties Gotham; Kugelmass whips Wayne. 36 Norin nips McCurdy. 37 Bloomfield blasts McManus. 38 Christman tops (a) Cabot. 39 Heckman halts Piperno; Piperno, Condon top Draughton; Simpson downs Draughton, Burns. 40 Weisman, Wilcox, Heisig, Smith, Carpenter mob Redford; McAuley whips Wilcox. 42 Echeverria bests Soucy. 43 Prosser tops Leonard; Haendiges downs Jaccod. 44 Frazier tops Thomas.

5th Annual Championship—1950

PRELIMINARY ROUND (Key: 50-N)

Notice: Some limit must be set for time for first-round play so the later rounds will run on a decent schedule. A year should be enough, considering opponents are reasonably nearby; but it doesn't seem to work that way for some. Hence we are setting 18 months as the limit. To avoid having to have games adjudicated, you are herewith warned to try to finish them 18 months from that month in which your tournament section started play.

Sections 1-34: 2 Westbrook overcomes Sheppard; Stevens stops Scholtz. 3 Neff nips Pilawski, Hogan; Schuster hits Hogan. 4 Buckendorf bests Pico, Howen. 6 Cromelin smites Smith. 7 Miles tops Turpin. 8 Richter tops (a) Russell; Norris, Pilawski tie. 15 Boyer bests Pfeffer, ties Ricard. 16 Dunn downs Semb; Dunn, Semb best Gulanic. 18 Van Brunt beats Ackley. 19 Buckendorf bests Summers-Gill, De Leve, Smith. 20 Power licks Lewis. 22 Casey tops Williams. 23 Howarth halts Johnson; Watts whips Becker. 27 Power tops Schupp, Shonick; Crittenden halts Harris. 28 Stratzke bows to Chapman, bests Namson. 30 Adams downs Smith. 31 Haines nips Knight; Ludwig jolts Johnston; Hopkirk downs Dennen. 32 Gray tops Stubbs, Shaw, ties Morrison. 33 Randlett bows to Schoen, bests Horner. 34 Silver beats Arnold, Nienalt.

Sections 35-64: 36 Aronson withdrawn, loses (a) to Watson. 37 Harris ties Lunger, bests Bashore; Hacker withdraws. 38 Hatton halts Power. 39 McManus hits Hodge. 40 Grieder, Milich down Fredmore; Milich tops Shortz. 41 Davenport nips Namson. 43 Ilyin downs Adickes. 44 Coryell tops Thornton. 45 Morris tops Suyker; Neal downs Dunlap. 50 Prosser tops Talla. 51 Rickless halts Hoolihan. 52 Heino rips Rowland. 53 Zander fells Ferguson. 55 Flower, Arrowood top (a) Berlemont; Hodge halts Arrowood; Semb, Hodge, Kohne, Arrowood whip Luster. 56 Hoyt bests Beuscher, Godbold, (a) Ross. 57 Capillon conks Cyr. 58 Vegaulla whips Walsh. 59 Worthman nips Nunnally; Knox bests Bryant. 60 Boehm, Kuchinsky fell Forbes; Gilliland trips Tremear. 61 Alden jolts Jenkins, bows to Durham; Adickes downs Clevenger, Wilbur. 62 Klick tops (a) Sheppard. 64 Maclean bests Anderson, Zufelt, Matzke.

Sections 65-75: 65 Eisen defeats Stark, MacDonald; Sciarretta downs MacDonald.

Hunt, 25 W. Chapin downs Uppholt. 26 Silver, Evans defeat McDonald. 27 Sirota downs Danforth. 29 Sielaff bests Little.

Tourneys 30-49: 30 Thompson tops Walker. 31 Zemke, McGavock best Le Stange; Throop tops McGavock. 32 Kagan overcomes Gorder; Schreiber tops Fryer. 33 Beuscher bests Speyer. 34 Fowler halts Henderson, loses to Matz, McHugh; McHugh, Matz rip Reres. 35 Farber bows to Campbell, bests Lapsley; De Lozier withdraws. 37 McManus, Simmons tie. 38 Fouquet bests Scacciaferro. 40 Dykes downs Druet, Cleaveland. 42 Gagne outpoints Penquite, loses to Jonas, Johnson; Johnson jolts Jonas; Gould bows to Johnson, ties Lekowski. 43 Lester licks Frank. 44 Dawkins downs Gillis, Milam; Milam whips Weber. 45 Phillips defeats Tremear; Emke jolts Johnston. 46 Piatigorski withdraws. 47 Serfozo tops Johnson. 48 Anderson stops Stark.

Tourneys 50-74: 50 Parsons, Sill top Mednick; Sill bests Berger. 52 Wilke whips Craig. 53 Metheny bests Austin, Dunsmore, bows to Josiah, Steinberg, (f) Jacobs; Josiah jolts Jacobs; Mishlove withdraws. 55 Marshall, Zalyz halt Hayes; Zalyz fells Fuchs; Calnek withdraws. 57 Nearing bows to Willie, bests Matzke. 59 Liggett, Evans top Ott; Silver downs Anderson. 60 Gillis tops Price; Engelhardt jolts Jordan, Holbrook. 62 Harvey halts Draughton; Trask trips Huffman, Harvey; Hornstein stops Huffman, Draughton. 63 Ross, Tanier top Spencer; Harmon bests Poff, bows to Tanier. 64 Zuckerman withdraws. 72 Bolden bests Weiss, ties Lekowski. 74 Luttrell, Johnson halt Hoercher.

Tourneys 75-109: 75 Knight, Schick tie. 90 Sokoler bests Savage.

GOLDEN KNIGHTS

Progressive qualification championships

2nd Annual Championship—1946

FINALS (Key: 46-Nf)

Sections 1-32: 28 Anderson halts Hohlbein. 29 Plant downs Dhein. 30 Gray stops Stone, Barnhiser.

3rd Annual Championship—1947-8

SEMI-FINALS (Key: 47-Ns)

Sections 1-84: 15 Lauter clouts Clark; Brice-Nash nips Eddington. 21 Harris halts Flora. 31 Buchanan bests Furnall. 43 Nye nips Trull. 45 Clark clips Mullins. 50 Schilpp tops Glatt. 52 McInturff downs Day. 54 Pixley halts Henin. 55 Kline clips Goodale. 56 Hodurski halts Harris. 59 Greenough, Scholtz tie. 61 Weiss, Linder quell Payne; Linder bests Allen, Smith, bows to Pelsach. 63 Clark, Power tie; Tolmie withdrawn. 66 Gordon bests Luprecht, bows to Giles; Lane jolts Luprecht, Jennings. 69 Merrit masters Molloy. 70 Platt tops Lovato, Garner. 75 Peebles, Wyman tie. 76 Monet, Dennen down Freedman. 77 Day tops Alter; Holmes withdraws. 78 Flanning smites Smith. 79 Capillon ties Mali, bows to Zobel; McGrady tops Mali, (f) Zobel. 80 Rudolph withdraws. 81 Carr bests Millard. 82 Rudolph withdraws. 83 Henson halts Luprecht; Evans stops Stevens. 84 Define downs Huffman, ties Clark.

FINALS (Key: 47-Nf)

Sections 1-27: 4 Pohle overcomes Knight. 6 Staffer stops Pomper. 7 Day surpasses Knight. 10 Bruce tops Coss. 11 Ouchi nips McAuley. 12 Woodbury bests McManus, bows to Gureff; Kramer bows to Woodbury, bests Knight. 13 Birsten beats Masters. 14 Fuller, Kogan tops Peebles. 15 Heckman halts Smith, Rozsa. 16 Saret rips Runkel; Sharpell withdraws. 17 Valvo jolts Johnson; Daly, Valvo down Shantz. 18 Benedict, Stockwell tie. 22 Williams whips Bischoff. 25 Antunovich tops Tuggle.

4th Annual Championship—1949

PRELIMINARY ROUND (Key: 49-N)

Sections 1-125 (closing reports): 30 Duignan, Harkins df; Duignan, Snider df; Harkins, Snider df; Harkins, Watson df; 31 Cogdill, Lasker df. 32 Bancroft, McCready

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CITY STATE.....

66 Werth bows to Hook, tops (f) Ragan; Werth, O'Shaughnessy best Penniston. 67 Merritt beats Ayres, bows to Pree, McCurdy. 68 Wurl tops Luprecht, ties Van Sickle; Luprecht trips Trabert; Le Starge beats Luprecht, loses to McManus. 69 McNamee, Olikert best Bellaire; NaNamee stops Stafford; Huss yields to Muir, beats Grieder. 71 Blackshear halts O'Shaughnessy, Poole, loses to Hook; Youker ties Hook, bows to Smith. 27 Murase tops Thordsen, loses to Ruckert, Williams; Levy licks Driver, Murase. 73 Hurley tops Ladd, bows to Froemke; Eastman fells Fake. 74 Henin routs Schlager, Cushman, Johnson; Duchesne downs Cushman. 75 McClure clips Hyde, Holmes, Dunkin, Rodkin; Rodkin yields to Dunkin, tops Holmes; Giles tops McClure. 76 Hofer bows to Robinson, ties Carrick. 77 Reeve, P. Schwartz clip Kleinman. 78 Epstein stops Rabinowitz. 79 Glass tops Draeger, ties Nelson.

Sections 80-99: 80 Namson nips McLain; Weidler withdraws. 81 Jonas jolts Spalding. 83 Schaeffer fells Fouquet, Braun, Westing; Thomas tops Sprague, Westing, ties Schaeffer; Fouquet bests Thomas. 84 Walton tops Watson; Katz conks Franz. 86 Henson tops Christman, ties McInturff; McInturff bows to Hinkley, bests Fort. 87 Faber fells Nearing, Thomas; Wickman nips Nearing, ties Rose. 88 Whitehead halts Otteson; Gotham bows to Godbold, bests Voas. 89 Alden downs Varn; Gleason withdraws. 90 Barnes bests Franz; Petonke ties Draughton, tops Barnes. 91 Lieberman licks Miller, Thomas; Rosenblum, Thomas, Weininger mob Miller. 94 Taylor, Trinks tops Moser; Trinks trips Morris, bows to Dworkin; Harper halts Janko. 95 Christensen bests Green. 96 Woolridge downs Dudley, Schlager; Raymond rips Walch, bows to Rozman. 98 Second tops Johnson, (f) Thomas; Downing halts Hall; Thomas tops Morley. 99 Hannold halts Dotterer; Coss downs Dotterer, Fry, ties Millman.

Sections 100-112: 100 Farber fells Rosenblum; Joseph bows to Gillow, tops (a) Cupingood. 101 Manchester hits Hodge, ties Ayala. 102 Wengraf halts Howarth. 103 Cotter rips Wright. 104 Lucas licks Graybael. 106 Kohout routs Roche, Lowe; Newberry bests Roche. 108 Krugloff cracks Pintarch, Bowker. 109 Potter clips Cleere, Johnson, Shaw. 110 Rudich tops Pelton, ties Kubilius. SEMI-FINALS (Key: 50-Ns)

Sections 1-11: 5 Kahn halts Harrison. 6 Gleason replaces Oravas.

TOURNAMENT NOTES

2nd Annual Championship—1946

The first 20 final sections have all finished play. So we are asking those in the later sections to try to hurry that we may clear off prize awards. The last finals section, 46-Nf 32, started in late January, 1950. To be fair, we have to give the players in that section at least six months more, before calling in unfinished games for adjudication.

3rd Annual Championship—1947-8

Finals section, 47-Nf 7, has now completed play and the contestants therein score the following weighted point totals:*

Dr. S. Lewis 45.7, R. E. Knight 33.5, A. F. Maurer 30.5, H. G. Day 29.4, W. C. Blackburn 27.8, A. G. Clark 25, and M. C. Jackson withdrew.

As a result of current Postal Mortems, the following now qualify for assignment to the Finals: E. Pelton, E. M. Westbrook, Dr. J. F. Lane, G. Monet, F. G. Flanding, J. S. Jankowski, L. B. Carpenter, J. H. Day, W. T. Carr, D. MacGrady, O. K. Kline, D. J. Define and L. Platt.

We must ask all semi-finalists with unfinished games to try to hurry their play. The last semi-finals section, 47-

Ns 84, started April, 1950. So we must in all fairness give it at least six months more after this April, before calling in unfinished games for adjudication. But, with several finals sections already completed, time is fleeting.

4th Annual Championship—1949

As a result of current Postal Mortems, the following now qualify for assignment to the Finals: J. B. Payne, G. C. Gross, L. Hanson, D. Eisen and M. M. Wyvell.

No new qualifiers to the Semi-finals have come up from game results published this month. But the last semi-finals section will be made up from those previously qualified but unassigned and those highest-rated players, who scored 3½ points in the preliminary round, needed to fill out the 7-man section.

5th Annual Championship—1950

As a result of current Postal Mortems, the following now qualify for assignment to the Semi-finals: G. W. Buckendorf (2), J. R. Grieder, W. S. Hoyt, J. McClure, Dr. I. Farber, C. P. Gray, J. E. Harris, D. Eisen, W. F. Hatton, M. G. Davenport, M. A. Kuchinsky, M. Lunger, C. E. Jonas, E. M. Westbrook, A. R. Chapman, K. Crittenden, H. Silver, J. Morris, W. L. Prosser, J. R. Kohne, W. Knox, A. Gilliland, C. Henin, P. Schwartz, Dr. S. Katz, H. T. Reeve, Dr. D. McInturff, Dr. M. Wicksman, R. B. Potter, I. E. Johnson, J. Lieberman and W. Wengraf.

6th Annual Championship—1951

Through January, twenty-four sections started play in the 6th Annual Golden Knights Postal Chess Championship.

POSTALMIGHTIES!

Prize Winners

The following postalites have won prizes in our 1948 Class and 1949 and 1950 Prize Tournaments as a result of games reported in current Postal Mortems.

Tourney	Players	Place	Score
48-C433	Wm J O'Reilly2nd	4 -2
49-P18	L R Klar1st	4½-1½
	E R Sill2nd	4 -2
49-P20	A L McAuley1-2	5 -1
	R B Potter1-2	5 -1
49-P73	R L Froemke2nd	4 -2
49-P92	R Martin1st	6 -0
	C R Flower2-3	4 -2
	B Musulin2-3	4 -2
49-P93	G S Cunningham1st	6 -0
49-P99	J H Newman1st	6 -0
49-P101	J L Weininger1st	4½-1½
	J T Donn2-3	4 -2
	G W Layton2-3	4 -2
49-P106	S Gustafson1st	6 -0
50-P11	S Stark1st	5½- ½
50-P12	Maj R Urbach1st	6 -0
50-P14	R E Giasson2nd	5 -1

Certificate Winners

The following postalites have qualified for Victory Certificates in 1949 and 1950 Class Tournaments as a result of games reported in the current Postal Mortems.

Tourney	Players	Place	Score
49-C141	Rev N Boyton2-3	4 -2
	Wm T. McGinnis2-3	4 -2
49-C143	R E Daniels1-2	5 -1
	E A Dickerson1-2	5 -1
49-C153	G A Smith1st	6 -0
49-C167	G Meyer1st	6 -0
	E McWhiney2nd	5 -1
49-C189	L C Whitcomb1st	6 -0
	G C Heunisch2nd	5 -1
50-C28	A A Becker1st	5½- ½
	J J DelBourgo2nd	5 -1

annotated by
JACK W. COLLINS

Chessically Proverbial

It is almost a mere side-light to the game, but it must actually have its significance in the outcome that Black moves his Queen Knight all of six times—only to put it out of the battle. As winner Beckert states: "Ein Springer an dem Rand, das ist eine Schand."

RUY LOPEZ

PCO: page 339, column 11 (b)

Robert Beckert Marvin Palmer
White Black

1 P-K4	P-K4	3 B-N5	P-QR3
2 N-KB3	N-QB3	4 B-R4	N-B3
		5 O-O	NxP

Tactical players seem to prefer this last move of Black's; positional players usually like 5... B-K2.

6 P-Q4	P-QN4	8 PxP	B-K3
7 B-N3	P-Q4	9 P-B3

Keres and Smyslov employed 9 Q-K2, with the idea of following with 10 R-Q1 and 11 P-B4, in the 1948 World Championship Tournament.

9.... B-K2

The Dilworth Variation, 9... B-QB4, is somewhat less sound.

10 B-K3

Or 10 QN-Q2.

10.... O-O	12 QxN	N-R4
11 QN-Q2	NxN	13 B-B2
	

Equality, at least, can be assured with 13 N-Q4, attacking the Queen Bishop and allowing the King Bishop Pawn to advance.

13....	N-B5
14 Q-Q3	P-N3

Not 14... NxP?? 15 QxP mate.

15 B-R6

White plays for the attack. 15 B-B1, B-KB4 16 Q-K2, BxP 17 QxB, P-KB3! lets Black level too easily.

15....	NxNP
16 Q-K3!

Here the older move is 16 Q-K2, followed by 17 N-Q4. The text aims the Queen for the King-side where it will exert strong pressure.

16.... N-B5

Fine says that 16... R-K1 17 Q-B4, P-KB4 should be investigated.

17 Q-B4	R-K1
18 KR-K1	R-N1

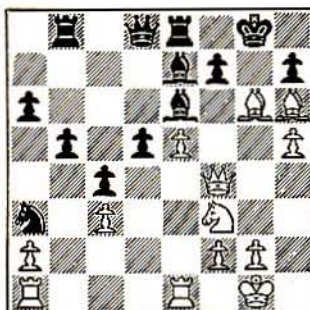
Better is 18... P-QB4.

19 P-KR4

When the Black Knight is away (from its KB3), the White King Rook Pawn will play.

19.... N-R6	21 P-R5	P-B5
20 B-Q3	P-QB4	22 BxNP!
	

† = check; ‡ = dbl. check; § = dis. ch.



A bold sacrifice. White stakes all on a mating attack. A good decision; for, if left in peace, Black rolls victoriously forward with his Queen-side Pawn majority.

22....	BxP
23 PxP	PxP
24 Q-N3	K-R2

On 24... B-B2, 25 P-K6 wins. But, if 24... B-KB4! White has no easy time of it.

25 N-N5! BxN

Not 25... KxB? 26 Q-R4†, K-N2 27 Q-R7†, K-B1 28 NxP mate.

26 BxB	Q-Q2
27 B-B6

White threatens mate in three.

27.... R-KB1

On 27... B-B4, White has 28 P-K6! as, on 28... BxP, the mate in three actually occurs, while, on 28... RxP, 29 QxR wins.

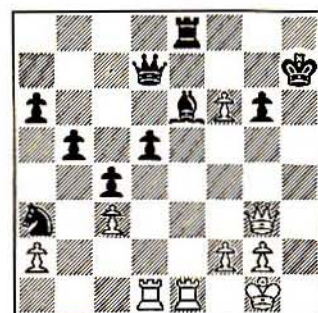
28 QR-Q1! ...

Reinforcements are necessary. Now 29 R-Q4 and 29 R-K4 are possibilities. See move 30.

28.... RxP

Black cedes the exchange in an effort to break the attack. But White's Pawn substitutes quite well for the Bishop at KB6.

29 PxR R-K1



30 R-K4! B-B4

After 30... PxR 31 RxQ†, BxR 32 Q-B7, R-KB1 33 QxB†, White mates or wins the Rook with 34 Q-KN7†. Obviously, too, in this line, White can always win by queening his Pawn.

31 RxQP!

Two White Rooks en prise make quite a spectacle.

31.... Q-KB2

What else? 31... QxR 32 Q-R4†, K-N1 33 RxR† and mate in three. 31... RxR or... BxR and 32 RxQ† wins easily. And 31... Q-B3 or... Q-B1

allows White more than one win: e.g., 32 Q-R4†, K-N1 33 Q-R6.

32 R-R4†

Resigns

White's win was sure in a number of ways: e.g., 32 RxR, QxR 33 Q-R4†, K-N1 34 Q-R6! K-B2 35 Q-N7†, K-K3 36 R-K5†!

After the text, there might follow: 32... K-N1 33 RxR (threatening 34 R-N5 and 34 R-R6 or even 34 Q-R3) with a quick finish.

16 Q-K3 gives this game theoretical value, and the sacrifice of the King Bishop and sparkling attacking play make it notable.

Philidor's Legacy

The stunning smothered mate, by which this game might have ended, must be recognized well ahead, to be avoided.

PETROFF'S DEFENSE

PCO: page 130, column 2

B. R. Milam E. J. Wamsley
White Black

1 P-K4	P-K4	3 NxP	P-Q3
2 N-KB3	N-KB3	4 N-KB3	NxP
		5 P-Q4

Or 5 Q-K2!

5....	P-Q4
6 B-Q3	B-Q3

Good alternatives are 6... B-KB4 and 6... B-K2.

7 O-O	O-O
8 P-B4	P-QB3!
9 R-K1	P-KB4

Now either 9... R-K1 or 9... N-B3 should be played.

10 P-QN3

The proper way to penalize Black's last move is 10 PxP, PxP 11 Q-N3.

10....	N-Q2
11 B-N2	QN-B3



12 N-K5

This move is punished promptly. More development, 12 QN-Q2, is correct.

12....	BxN!
13 PxP	N-N5
14 P-B3

White cannot save himself. If 14 BxN, BPxB 15 B-Q4, Q-R5 provides Black with a winning attack.

14.... Q-N3†!

Resigns

If 15 K-R1 (15 K-B1, Q-B7 mate) N/N5-B7† 16 K-N1, N-R6† 17 K-R1, Q-N8†! 18 RxQ, N/R6-B7 and mate by "Philidor's Legacy."

Book of the Month

Review by Fred Reinfeld

CHESS SECRETS by Edward Lasker.
428 pages. 216 diagrams. 32 illustrations.
New York: DAVID MCKAY COMPANY,
\$5.00.

IF a reviewer spends all of an hour nowadays reading the book he is supposed to be reviewing, he feels that he has done more than his duty. This is particularly unfortunate in the field of chess, in which it often requires years to write a good book.

Chess Secrets must have taken many years to write, and the events which it chronicles took some 40-odd years to live through! I consider myself fortunate to have had the opportunity of reading this book *three* times: in manuscript, in galley proofs and in page proofs. Each reading was an enjoyable experience!

All of Lasker's books have been interesting, mainly, perhaps, because they reveal an interesting personality behind them—a man eternally curious, eager to study, examine, comprehend, appreciate. *Chess Secrets* is the most interesting of them all because it is not only about chess; it is also about the man behind the book—his experiences, his reflections on them, his encounters with the grandmasters both at the board and away from it. The book abounds in delightful glimpses of these notable personalities, and Lasker knows how to hold your attention whether he is discussing Alekhine's sex life or Emanuel Lasker's philosophical theories.

But the autobiographical aspect of the book, fascinating as it is, is by no means all that *Chess Secrets* has to offer. It contains 75 games, all well worthy of study and beautifully annotated. There are two unconventional features here: not all the games are Lasker's; not all the Lasker games are victories!

The idea of including one's losses is not exactly a novelty (Tarrasch did it in his *Three Hundred Games*), but it is done so rarely that the author deserves special commendation. To annotate one's losses is particularly instructive for students, for it gives them needed insight into the process by which loss is achieved (believe it or not, losing is an achievement!). Years ago, when as a youngster of 15 or so I first played over the games of Capablanca's *Chess Fundamentals*, I found Capa's losses much more interesting than his wins.

There is, of course, also great psychological value in seeing a master's lost

games. When ordinary mortals lose a game, they have the abased feeling of a drunkard or dope fiend. They get the melodramatic and hair-tearing conviction that they are the world's lousiest players and should retire permanently from chess, devoting themselves from then on to canasta or television or tatting.

But, when we see the (occasional) losses of a first-rate player, we acquire a more reasonable perspective. We are inspired to try again, to take defeat more equably, to be less terrified by the specter of coming failure, and the more intelligent learn more quickly that the less you fear defeat, the less likely you are to experience it.

What is really unique in this book is Lasker's readiness to give games of other players—notable games which were played in the period which he is describing, roughly 1908 to date. In an autobiographical chess book, the author is usually so eager to tell all (that is, all that's nice) about himself, that he does not dream of chronicling somebody else's achievements. But Lasker gives generously of his space to the deeds of the great Emanuel Lasker, Capablanca, Alekhine and other immortals. (Credit is due here not only to Lasker but to the publishers as well, for not every author is given the opportunity to present his work in such a comprehensive and attractive format.)

What gives *Chess Secrets* a lovable quality is its revelation of Lasker's passion for chess. A man of many other interests and activities, Lasker nevertheless had time for notable chess careers in Berlin, Paris, London, Chicago and New York, and played in some of the most important tournaments of his day. Despite occasional failures, he has always returned to the arena with renewed zest, to see if perhaps this time the "perfect tournament" had become a tangible possibility.

When we recall that three World Champions have died in the saddest conditions of grinding poverty, it makes pleasant reading to learn from Lasker's introduction that chess has been of great help to him in his business and professional career. For Lasker has done much for chess and has deserved well of chess-players. This is a book to enjoy, to cherish, study diligently, to dip into idly, in short, to buy and to own, of course! The book makes a very handsome appearance, and the more than 30 excellent drawings by Kenneth Stubbs considerably enhance the general attractiveness of this appealing volume.

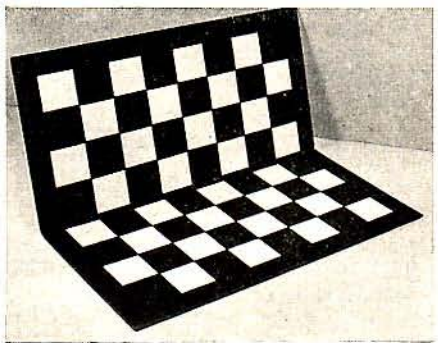
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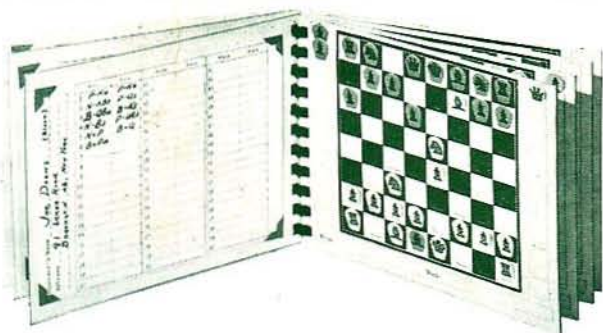
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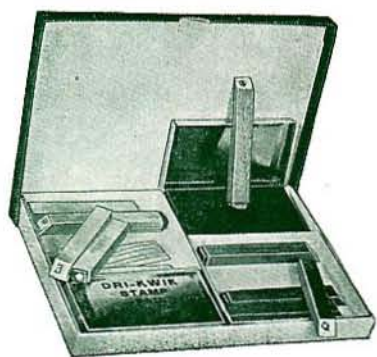


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**Partial List
of masters
whose games
are recorded
in this Book**

Adams
Alapin
Alekhine
Alexander
Albin
Allgaier

Anderssen
Atkins
Bardeleben
Barnes
Barry

Becker
Bernstein
Bilguer
Bird
Blackburne

Bogolyubov
Botvinnik
Breyer
Burn
Canal
Capablanca

Caro
Charousek
Chernev
Cochrane
Colle
Dake

Polerio
Przepiorka
Rabinovich
Ragosin
Reinfeld
Reshevsky

Reti
Rubinstein
Saemisch
St. Amant
Salwe
Schiffers

Schlechter
Seidman
Shipley
Showalter
Spielman

Stahlberg
Staunton
H. Steiner
L. Steiner
Steinitz
Stoltz

Sultan Khan
Tarrasch
Tartakower
Tchigorin
Teichmann
Thomas

Tolstoi
Torre
Ulvestad
Vidmar
Weiss

Winawer
Wolf
Yanofsky
Yates
Znosko-Borovsky
Zukertort

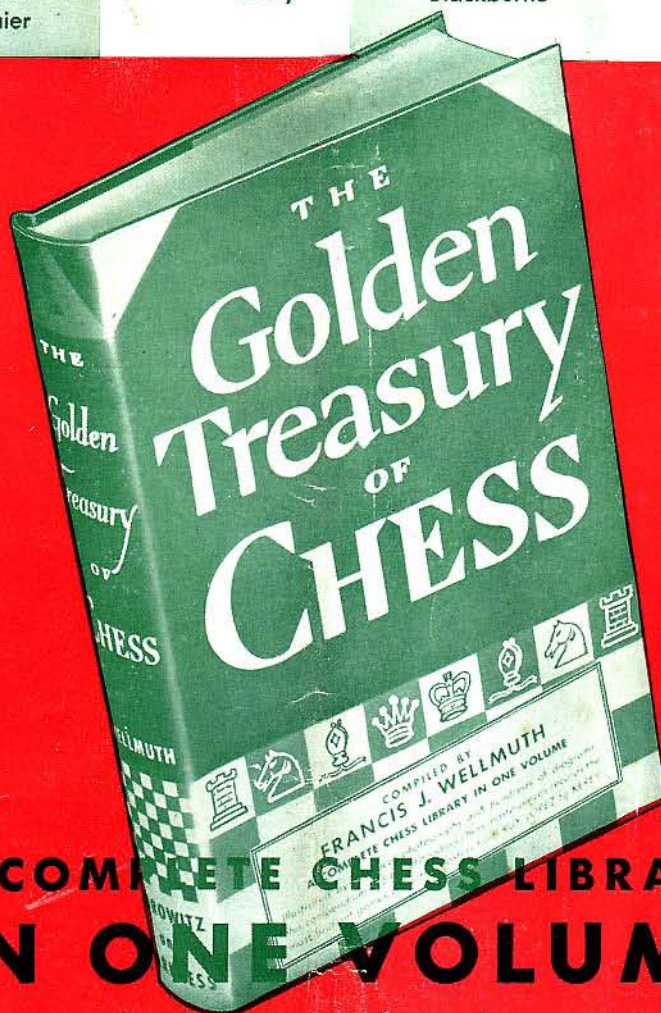
Petroff
Philidor
Pillsbury
Pilnik
Pinkus
Pirc

Mugridge
Najdorf
Napier
Nimzovich
Paulsen

Mason
Mieses
Mikenas
Milner-Barry
Morphy

Loyd
MacDonnell
Mackenzie
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