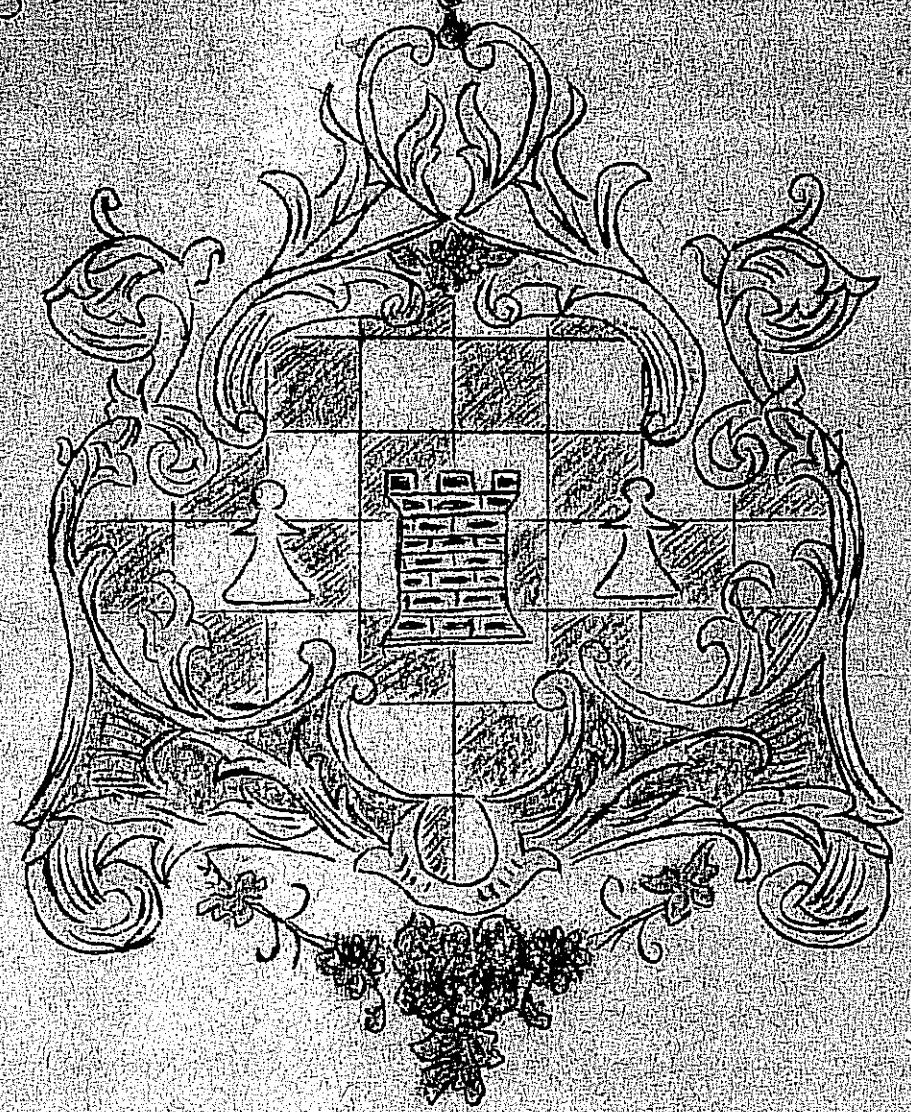


YEAR BOOK

WEST VIRGINIA CHESS ASSOCIATION



1942

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Checkmate

1942

YEARBOOK OF THE WEST VIRGINIA CHESS ASSOCIATION
VOLUME I Gene Collett, Editor 1942

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W E S T V I R G I N I A C H E S S C H A M P I O N S

Charleston Tournament -- 1942

H. LANDIS MARKS

Clarksburg Tournament -- 1941

WALT CREDE

Wheeling Tournament -- 1940

WILLIAM F. HARTLING

Charleston Tournament -- 1939

JOHN F. HURT, JR.

Quotation from a letter written by George Koltanowski,
World Champion Blindfold Chess Player, Milwaukee, Wisc.:

"From the games I have seen, played by Mr. Marks, I am convinced that not only did the best man win this year's West Virginia championship, but that he is a player who would give a good account of himself in any tournament in the United States. He should play in the next United States Chess Championship Tournament!"



H. LANDIS MARKS
W.VA. CHESS CHAMPION 1942

OFFICERS
OF THE ASSOCIATION

PRESIDENT

A. W. Paull

SECRETARY-TREASURER

Gene Collett

DIRECTORS

For Kanawha County

Harold W. Liggett

George Lewis Morrison

For Harrison County

William Challinor

Ray H. Griffin

Directors-at-Large

J. P. Altmeyer

H. Landis Marks

Edward M. Foy

Thomas Sweeney

CONSTITUTION COMMITTEE

William Challinor

Walt Crede

Gene Collett

A. W. Paull

DIRECTORY OF WEST VIRGINIA CHESS CLUBS

Charleston Chess Club, Monday nights, Canton restaurant
on Quarrier street

Clarksburg Chess Club, Wednesday nights, Hotel Gore on
West Pike street

Huntington YMCA Chess Club, Thursday nights, second floor
of the YMCA building

M E M B E R S O F T H E A S S O C I A T I O N

(As of October 10, 1942)

Sam Abrahams, 206 Seventeenth Street, Huntington
M. F. Allison, Route 3, Box 175-A, Clarksburg
J. P. Altmeyer, Fourteenth and Eoff Streets, Wheeling
George Anthon, American Thermos Bottle Company, Huntington
Robert Apgar, 209 Hale Street, Charleston
William Challinor, Box 1082, Clarksburg
C. W. Chrislip, 2505 Cherokee Avenue, Charleston
Jesse S. Church, 1824 Odell Avenue, Charleston
George Clark, 219 Maple Avenue, Clarksburg
Tyson E. Cobb, 509 Jefferson Avenue, Huntington
Gene Collett, 231 Woodland Avenue, Clarksburg
Walt Crede, Route 5, Box 274, Charleston
William E. Davis, 1102 North Fourteenth Street, Clarksburg
First Lieut. B. W. Devericks, Property Engineers Office, Seventh
Avenue and Taylor Street, Fort Knox, Kentucky
Layne H. Ford, Box 534, Grafton
Anthony Foy, 4 Arlington Court, Charleston
Edward M. Foy, SK3C, USNR, Headquarters Eighth Naval District,
New Orleans, Louisiana
Thomas Frye, 6 Cliffs Street, Trenton, N. J.
Rev. William M. Erhard, 201 Webster Street, Clarksburg
A. B. Gilliland, 1233 Park Avenue, Charleston
Ray H. Griffin, Greaney Building, Clarksburg
William F. Hartling, 716 Second Avenue, Charleston
Harold C. Heisey, 364 East Northern Avenue, Springfield, Ohio
H. Reid Holt, 6 Front Street, Richwood
Capt. Robert T. Humphries, M. C., Box 92, Lawson General Hos-
pital, Atlanta, Ga.
John F. Hurt, Jr., 3902 Washington Avenue, S. E., Charleston
Robert Jamison, 1207 Virginia Street, E., Charleston
William Jeffries, 115 Ridenour Street, Clarksburg
Harold W. Liggett, Box 2175, Charleston
Mrs. Frank Ludwig, 1570 Kanawha boulevard, Charleston
Hyman Lurie, 401 Alexander Avenue, Clarksburg
H. Landis Marks, 921 Eighth Street, Huntington
Ray Martin, Box 117, South Charleston
George Lewis Morrison, Carbide and Carbon, South Charleston
Cliff Mosier, in care of The Gazette, Hale Street, Charleston
Rudd Neel, 1505 Sixth Avenue, Huntington
A. W. Paull, Wheeling Stamping Company, Wheeling
H. O. Peterson, General Delivery, Clarksburg
Lee Rogers, 611 Joseph Street, Clarksburg
William Schaeffer, 651 Washington Avenue, Clarksburg
Dr. O. E. Shefreland, Carroll College, Waukesha, Wisconsin
Everett Shinkle, 702 Washington Avenue, Huntington
Thomas Swcency, 708 Hawley Building, Wheeling
A. P. Taylor, Box 483, Richmond, Kentucky
Dr. S. Werthammer, 121 Wilson Court, Huntington
Frank Wisinski, 561 Philippi Pike, Clarksburg

Honorary Member:

George Koltanowski, 1809 East Marion Avenue, Milwaukee, Wisconsin

THE STORY OF THE STATE TOURNAMENTS AND THE ASSOCIATION

Not as much material as might be wished is available on the 1939 and 1940 tournaments. Perhaps by next year more data can be accumulated and the statistical background can be filled in with a little color.

The 1939 tourney held in Charleston saw John F. Hurt, Jr., of that city, capture the first official West Virginia championship. The match was played in two sections and the high men in these met each other for the title. Here are the section scores:

Section A

W. L.

Edward M. Foy,	
Charleston.....	3½ 1½
Thomas Eads, Jr.,	
Parkersburg.....	3 1
Arthur L. Maloy,	
So. Charleston.....	2½ 1½
A. P. Taylor,	
Parkersburg.....	1 3
Guy Napier, address not learned.....	0 4

Section B

W. L.

John F. Hurt, Jr.,	
Charleston.....	4 1
Harold Eads,	
Parkersburg.....	3 2
Harold W. Liggett,	
Charleston.....	3 2
Tom Sweeney,	
Wheeling.....	1 3
A. C. Taylor,	
Parkersburg.....	0 4

Hurt won the playoff with Foy for the championship. Whether more than a single game was played was not reported.

Information on the 1940 tournament at Wheeling is confined to an article in the September-October, 1940, issue of the American Chess Bulletin, as follows:

WEST VIRGINIA CHAMPIONSHIP TOURNAMENT

William Fred Hartling of South Charleston and a member of the Charleston Chess Club won the second annual West Virginia championship tournament at Wheeling June 8 and 9. The tournament was held at the Fort Henry Club and was sponsored by A. W. Paull, Sr., of Wheeling.

Hartling clinched the 1940 West Virginia title by winning from Arthur L. Maloy, also of South Charleston, in the final round of the championship section. With the game even enough, Maloy made a costly blunder which deprived him of his Queen and resulted in his resignation. B. E. Stover of Wheeling finished third in the top flight and H. M. Russell, another Wheeling player, finished fourth.

Edward M. Foy of Charleston won the consolation section, with J. D. Spear of Moundsville winning second prize. A. W. Paull of Wheeling and H. W. Liggett of Charleston tied for third and fourth.

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Walt Crede, Charleston chess champion, captured top honors in the Class "A" division, one point ahead of James P. Altmeyer of Wheeling. Lynn Cavendish, youthful Charlestorian, finished third in the third finals section and E. S. Campbell of Martins Ferry (Ohio) wound up in fourth place.

Hartling was the only player to go through all six rounds of preliminary and final play without a single loss. Hartling, a former Charleston chess champion, succeeded John F. Hurt, Jr., last year's title holder, who did not defend his crown this time. There were 12 entries as against 10 contestants in 1939. The United States of America Chess Federation agreed to recognize the winner of this tournament as official West Virginia chess champion and also donated three memberships in the federation as prizes. It has not yet been determined where the 1941 tournament will be held.

FINALS

Championship Tournament

	<u>W. L.</u>
Wm. F. Hartling, So. Charleston.....	3 0
Arthur L. Maloy, So. Charleston.....	2 1
B. E. Stoyer, Wheeling.....	1 2
H. M. Russell, Wheeling.....	0 3

Consolation Tournament

	<u>W. L.</u>
Edward M. Foy, Charleston.....	2½ ½
J. D. Spear, Moundsville....	1½ 1½
A. W. Paull, Wheeling.....	1 2
H. W. Liggett, Charleston.....	1 2

Class "A" Tournament

	<u>W. L.</u>
Walt Crede, Charleston.....	3 0
J. P. Altmeyer, Wheeling.....	2 1
Lynn Cavendish, Charleston.....	1 2
E. S. Campbell, Martins Ferry..	0 3

PRELIMINARIES

Section I

Russell.....	2½ ½
Foy.....	2 1
Altmeyer.....	1 2
Cavendish.....	½ 2½

Section II

Hartling.....	2½ ½
Paull.....	2 1
Crede.....	1 2
Campbell.....	½ 2½

Section III

Maloy.....	2 1
Stoyer.....	2 1
Liggett.....	1 2
Spear.....	1 2

--0--

Members will guess, of course, that the above is not the final word on the 1939 and 1940 tournaments. Interesting would be complete scoresheets, showing who won from whom. In some of the sections, this can be determined; in others, figure as one may, the wins and losses remain a mystery.

Address of one of the 1939 players (Guy Napier) is missing. There must be extant, also, scores of some of the games played in 1939 and 1940. Always providing, that is, that scores of the individual games were kept.

Then, too, there are undoubtedly any number of anecdotes connected with these meets, stored away in the memories of the players, which should be brought out, dusted off and polished up for a place

TOURNAMENTS AND THE ASSOCIATION

in our archives. Our history of the West Virginia tournaments will not be complete until we have taken care of this chore. Any one having information of this kind, as well as any additional material on the 1941 and 1942 meets, will confer a great favor on the editor by writing it out and sending it along. It will be treasured against the date of our next yearbook publication.

About the 1941 and 1942 meets, your editor can speak with more assurance, as he attended both. Along in the winter of 1940-41, members of the Clarksburg Chess Club got the state tournament bug and began writing letters to other chess players in the state as to the possibility of holding the event in the Harrison county city. The offer was met with open arms and a tournament committee headed by Dr. R. T. Humphries began rather laboriously planning the affair. The thing was all new to the Clarksburgers--as, indeed, it had been to the boys at Charleston and Wheeling in the preceding years. Anyway, it took a lot of head-scratching.

Saturday and Sunday, June 21 and 22, were decided on as the dates and the Hotel Gore, home of the Clarksburg club, as the place. On Friday night, June 20, a carload of Charleston players arrived in town, gathered at Hammont and Harper's restaurant for an impromptu meeting with the Clarksburg crowd, and helped iron out the remaining problems as to schedule and procedure. Gene Collett of the Clarksburg club was chosen as tournament director and acted in that capacity without engaging in the play--though his job consisted mostly of keeping track of the schedule and results. Everything went smoothly and he was called upon for no brain-wracking decisions--much to his everlasting joy.

Twelve persons took part in the meet. Players were seeded by towns insofar as possible, in order to avoid having men from the same town meet each other in the preliminaries. This could not be done in the case of Clarksburg, which had seven entrants, but no more than two were placed in any one of the sections.

The director kept his weather eye peeled all Saturday morning for the expected arrival of three additional Wheeling players. They had been tentatively included in the schedule, but never did arrive.

Tourney's Biggest Moment

Biggest moment of the 1941 tournament, beyond any possibility of doubt, came in the final evening of play with Walt Crede's failure to discover a mate-in-one in his game with John Hurt--an oversight which very nearly cost him the state championship!

All Crede had to do was push a pawn. There was a big crowd gathered around the board and apparently everyone saw the move but Walt. The gang waited in breathless anticipation of the play--and then Walt reached out and pushed--not the right pawn, but the one next to it!

There was a sharp intaking of breath all around the circle. Neither Crede nor Hurt gave any indication of noticing anything wrong but within a minute's time, the whole group of spectators had vanished to

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distant corners of the hall, and such an outburst of gossiping, and "Did you see that?" and "Well, I never!" whispered about the place as has seldom been heard, even over the most active backyard fence.

We couldn't be telling the story in this light-hearted vein if the oversight had cost Walt the tourney. Instead, we would have had to depict it in the somber tones of tragedy. However, Walt came back strong to take the game...but there were moments!...

We Come to Praise Crede, Not to Bury Him

Now that we've run Crede down, we'll tell a story to his credit. This was in the 1941 meet, too. Everybody had been requested to keep a score. Bill Devericks of Clarksburg had not yet been converted to the gospel of score-keeping, however, and flatly refused to be associated with any such nerve-shattering procedure. Crede didn't keep score, either, with the result that when their game ended, there was no score-sheet and Director Collett was wailing to high heaven that they had wrecked his set-up for tourney records.

"All right," said Walt, "just sit down and handle the pencil."

And darned if he didn't rattle off the entire 40 moves from memory! At only one stage did he find it necessary to call for a position to be set up on the board to refresh his recollection! We bowed in admiration then and we does it again today!

The Hotel Gore deserves a word of commendation from the state association. The management furnished its Marine ballroom and an auxiliary dinner room for two whole days, keeping on the lights and the air-conditioning apparatus all the while, without any charge whatever to the association! Darned White, we calls it, and move herewith another standing vote of thanks to Mr. M. H. Kemp, manager!

In the 1941 meet, members were about equally divided on the question of opening with P-K4 or P-Q4. Of the 23 games reported, 12 were opened with the KP. Favorite opening was the Queen's Pawn Game, seen in eight matches, while the French Defense and the Bishop's Opening were each played three times. No other opening was used more than once.

Who Took Part in the 1941 Tournament

Those who participated in the play were Walt Crede, William F. Hartling and Edward M. Foy, all of Charleston; John F. Hurt, Jr., of Huntington; James P. Altmeyer of Wheeling; and B. W. Devericks, Frank Wisinski, Dr. R. T. Humphries, Ernest Johnson, William Chal-linor, Layne H. Ford and Ray H. Griffin, all of Clarksburg. Results of the play are given in the tables on the next page.

At the close of the last evening of play, the contestants met and organized the West Virginia Chess Association. Dues were fixed at 50 cents a year and these officers were elected: President, A. W. Paull, of Wheeling; secretary-treasurer, Gene Collett, of Clarksburg; and directors as follows: James P. Altmeyer and Sen.

RESULTS OF THE 1941 TOURNAMENT

PRELIMINARY PLAY

Section I

	Har	Wis	Cha	Ttls
Hartling	-	1	1	2
Wisinski	0	-	1	1
Challinor	0	0	-	0

Section III

	Cre	Dev	For	Ttls
Crede	-	1	$\frac{1}{2}$	$1\frac{1}{2}$
Devericks	0	-	1	1
Ford	$\frac{1}{2}$	0	-	$\frac{1}{2}$

Section II

	Hur	Hum	Alt	Ttls
Hurt	-	0	1	1
Humphries	1	-	0	1
Altmeyer	0	1	-	1

Section IV

	Foy	Joh	Gri	Ttls
Foy	-	1	1	2
Johnson	0	-	1	1
Griffin	0	0	-	0

Section II Playoff

	Hur	Hum	Alt	Ttls
Hurt	-	1	If	2
Humphries	0	-	If	1
Altmeyer	Of	Of	-	0

(Note on Section II Playoff:
The symbol "f" indicates
games forfeited when
Altmeyer withdrew.)

FINAL ROUNDS

Championship Flight

	Cre	Hur	Har	Foy	Ttls
Crede	-	1	$\frac{1}{2}$	$\frac{1}{2}$	2
Hurt	0	-	1	1	2
Hartling	$\frac{1}{2}$	0	-	1	$1\frac{1}{2}$
Foy	$\frac{1}{2}$	0	0	-	$\frac{1}{2}$

(Note on Championship Flight:
Kirk-Holland count to break
tie gave Crede 11 points
and Hurt 10, making Crede
state champion.)

Consolation Flight

	Dev	Wis	Hum	Ttls
Devericks	-	1	1	2
Wisinski	0	-	1	1
Humphries	0	0	-	0

(Note on Consolation Flight:
Johnson withdrew from play
at the end of the preliminary round.)

Class A Flight

	Cha	For	Gri	Ttls
Challinor	-	1	$\frac{1}{2}$	$1\frac{1}{2}$
Ford	0	-	1	1
Griffin	$\frac{1}{2}$	0	-	$\frac{1}{2}$

(Note on Class A Flight:
Altmeyer withdrew from
play prior to the Sec-
tion II playoff.)

Note: J. P. Altmeyer had suffered an injury to his feet on the morning the tourney began and this caused him so much pain that he did not care to continue play. After he had been knocked out in the first round, Ernest Johnson withdrew to visit his father in another city.

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Thomas Sweeney, both of Wheeling; John F. Hurt, Jr., of Huntington; Walt Crede and William F. Hartling, both of Charleston; and A. P. Taylor of Parkersburg.

In August of the same year, the secretary issued State Bulletin No. 1 to the members, suggesting the publication of a yearbook and the holding of a state correspondence tournament. Neither idea received hearty response, however, and the association remained largely inactive until the following spring.

Huntington had been tentatively selected as the place of the 1942 tournament but after Johnny Hurt moved from that city to Charleston, the plan was abandoned and Charleston became the tourney city. Arrangements were made by a committee headed by Harold W. Liggett and the event was held June 27 and 28 at the Kanawha hotel. As in 1940 and 1941, the tourney had 12 entrants--apparently the ultimate figure in state tournament attendance. The number at Charleston ^{men} likely would have been larger had not World War II intervened and sent many of the players off to service with the U. S. Army and Navy.

There had been some expression of dissatisfaction with the 1941 plan of seeding players by cities--dissatisfaction, indeed, with any kind of seeding whatever--so places in the 1942 meet were decided entirely by lot.

One of the most exciting scenes of the 1942 tournament and one viewed by few of the participants was enacted between Saturday midnight and Sunday morning by Harold Liggett and George Morrison, both of Charleston, and Ray Griffin, of Clarksburg.

How to Whirl a Dervish

The boys had gone into a three-way tie in their preliminary round and decided to play off their three games simultaneously--Liggett against Morrison, Morrison against Griffin, and Griffin against Liggett.

They set up the boards and went to work while all the rest of the boys went home to bed. When the association secretary, after pounding his ear several hours in a room at the Kanawha, emerged from his cocoon about 2 a. m., and wandered sleepily downstairs, he was startled by the sight which greeted him--slender Liggett, plump Morrison and portly Griffin circling the chess tables at lightning speed, for all the world like three whirling dervishes!

Every once in a while the players would get on the wrong side of the board and that seemed to give them pause. After looking at it for a while, one of them would glance up at the other and ask sleepily, "Whose move is it?"

Finally Griffin's games were done and Morrison and Liggett were left to struggle alone. They finished up (let's call it 3:05 a. m.) and as the three players smiled happily at one another, conscious of a difficult duty doughtily done, they were distracted to hear the secretary inquire icily: "Where are the scores of those three games?"

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But he was only spoofing and when he had succeeded in convincing the boys of this, one of them explained to him: "If we had got into another tie, we planned to run the next three games off by rapid transit." "Simultaneously?" asked the bewildered secretary. After that, he went out rather hastily to breakfast.

In a Fog at the Tourney and on the Way Home

There were other little things, too, which might have made history. The Clarksburg delegation, coming into town, had with it Ray Griffin who was familiar with Charleston streets, so they had no trouble finding the Kanawha hotel--although it did take half an hour to discover a parking place for Bill Jeffries' car.

At the close of the tourney, Griffin decided to stay over for a visit with friends, and the other Clarksburgers had to get out of town the best way they could. They tried all the roads leading out of Charleston and a few leading back into it (aided by helpful directions from pedestrians and service station operators) before they hit on the right one. It was one hour exactly before they were sure they were on the correct highway. 'Twas midnight.

Going back, they ran into dense fog all the way from Sutton to Clarksburg. While Bill Challinor slept in the back seat and Jeffries perspired at the wheel, Collett lay on the running-board and wiped the windshield. (Wouldn't you know the wiper would stick just then, and refuse to yield?) Challinor woke up only once to ask what was wrong and then said, "Fog? Oh, yes, they have them in London," and went promptly back to sleep. Result was that the party pulled into Clarksburg about 5:30 a. m. As J. R. Williams says, quote, "Heroes are made, not born, unquote. And we might add that the same applies to nervous wrecks."

Everybody Liked Landis

The players were thrilled when they discovered that Landis Marks, who for many years had been known as "the unofficial chess champion of West Virginia," had come to the tournament. Only about half of them had met him previously, and it was his first appearance at a state meet. They found him a quiet, modest, unassuming fellow, with all the makings of a popular champion.

While we have no official statistics and this may be wrong, a friend of Landis told us he is 30 years old and has been playing top-flight chess since he was a wee one. He brought to the meet with him a lovely set of men which he has owned since he was 10.

Landis plays rapidly, scarcely ever hesitating when it is his turn to move, though his style might change among opponents of his own caliber. Unquestionably, he was the class of the tournament and from the first none of the other players had a chance for anything better than second place. He is an affable soul, willing to engage in skittles games even with the weakest players in the tournament. West Virginians hope he will have a try at the U. S. title at the next national tournament.

RESULTS OF THE 1942 TOURNAMENT

PRELIMINARY PLAY

Section I

	Lig	Gri	Mor	Ttls
Liggett	-	1	0	1
Griffin	0	-	1	1
Morrison	1	0	-	1

Section I Playoff

	Lig	Gri	Mor	Ttls
Liggett	-	1	1	2
Griffin	0	-	1	1
Morrison	0	0	-	0

(Note on Section I Playoff:
These three games were run off simultaneously, no scores being kept.)

FINAL ROUNDS

Championship Flight

	Mks	Lig	Cre	Mtn	Ttls
Marks	-	1	1	1	3
Liggett	0	-	½	1	1½
Crede	0	½	-	1	1½
Martin	0	0	0	-	0

Consolation Flight

	Har	Hur	Col	Gri	Ttls
Hartling	-	0	1	1	2
Hurt	1	-	0	1	2
Collett	0	1	+	1	2
Griffin	0	0	0	-	0

Consolation Flight Playoff

	Har	Hur	Col	Ttls
Hartling	-	1	0	1
Hurt	0	-	1	1
Collett	1	0	-	1

Class A Flight

	Cha	Hei	Jef	Mor	Ttls
Challinor	-	1	0	1	2
Heisey	0	-	1	1	2
Jeffries	1	0	-	0	1
Morrison	0	0	1	-	1

Section II

	Mar	Hur	Jef	Ttls
Martin	-	1	1	2
Hurt	0	-	1	1
Jeffries	0	0	-	0

Section III

	Mar	Col	Cha	Ttls
Marks	-	1	1	2
Collett	0	-	1	1
Challinor	0	0	-	0

Section IV

	Cre	Har	Hei	Ttls
Crede	-	1	1	2
Hartling	0	-	1	1
Heisey	0	0	-	0

(Note on Championship Flight:
Kirk-Holland count gives Liggett and Crede 6½ points each;
Liggett had Black in his draw with Crede and wins second.)

(Note on Consolation Flight:
Play eliminated Griffin, and the other three contestants replayed the round with colors reversed.)

(Note on Consolation Playoff:
Kirk-Holland being no help and midnight being near, the match was declared drawn.)

(Note on Class A Flight:

Kirk-Holland count gives Challinor 11, Heisey 10, Jeffries 6 and Morrison 5, breaking the ties for first and the

TOURNAMENTS AND THE ASSOCIATION

Possibly because Walt Crede stuck to P-K4 openings in winning the 1941 championship or because Weaver W. Adams had popularized the King side openings in the last year, or for some other reason, there was a distinct swing back to the KP in 1942. Of the 33 games reported, 24 were opened P-K4, two others N-KB3 and only seven P-Q4. This was a definite reversal from 1941 when the King side and Queen side honors were about even. The Bishop's Opening (Weaver Adams' favorite) and the French Defense (Johnny Hurt's love) were the most popular; each being used four times. The Ruy Lopez was seen three times and the Petroff and the Giuoco twice each. Of the Queen side openings, there were three King's Indian Defenses, two Queen's Gambits Declined and two straight Queen's Pawn Games.

Players taking part in the 1942 meet were H. Landis Marks of Huntington; Harold W. Liggett, Walt Crede, Ray Martin, William F. Hartling, John F. Hurt, Jr., and George L. Morrison, all of Charleston; Harold C. Heisey, of Springfield, O.; and Ray H. Griffin, William Challinor, William Jeffries and Gene Collett, all of Clarksburg. Results of the game's will be found on the preceding page.

As there never seemed time at Charleston for a business meeting, one was held by mail later. Pres. Paull and Secy. Collett were re-elected. These directors were named: H. Landis Marks of Huntington, Edward M. Toy of Charleston (now with the U. S. Navy), and James P. Altmeyer and Thomas Sweeney, both of Wheeling. To supplement these, the Charleston club chose Harold W. Liggett and George L. Morrison as directors, while Clarksburg named William Challinor and Ray Griffin. The association voted to publish a yearbook, hold a correspondence tournament and draw up a constitution. Members of the constitution committee are Gene Collett, Walt Crede, William Challinor and A. W. Paull.

The book in your hands is definite proof that the yearbook has become a reality. The correspondence tourney is under way and the committee is at work on the constitution.

The association is issuing a bulletin on the 10th of each month, a number having appeared regularly on and after July 10. It will continue to be published as long as the members show sufficient interest to justify its existence and as long as the funds hold out.

The West Virginia Chess Association now has its eyes turned toward its 1943 tournament. There has been expressed some doubt of the wisdom of holding the meet since the war has restricted travel, but from our members in the Army and Navy comes an urgent plea for us to hold the tourney regardless. Short of being barred by a presidential order, therefore, we may say the '43 session will be held.

The place is not decided, though it likely will be Wheeling or Huntington, with a slight possibility that Clarksburg will be chosen as a more central point. The membership is still studying the method of play to be used next year, the consensus being that some form of round robin competition is to be preferred, provided that the details can be worked out.

THE GAME DU ROYALE

IN WEST VIRGINIA'S CAPITOL CITY

— BY WALT CREDE

A certain amount of mystery cloaks the early stages of Charleston chess, and a dubious amount of research on the matter reveals little; but at one time, while chessers of the present generation were probably employing teething-rings, and years before the founding of the present Charleston Chess Club, there was, residing in the capital city, a man who held the distinction of being "West Virginia's greatest chess player." His name was John Fry. We know this man existed by dog-eared records, and the Kanawha County Public Library has chess literature which was donated from that Great Man's private collection. Why it is that John Fry never deigned to influence the Charleston players of the present day will forever remain a puzzle, I suppose; after his Hour in the Sun, extended or rather brief, as the case may be, he vanished, and most of his glory vanished with him.

So Charleston had to begin her chess anew, from scratch!

This effort was begun in '32. At that time Mike Wren was with the sports department of the Charleston Daily Mail. Mike was a smallish fellow, but filled with a God-given energy enabling him to get things done. He was crazy about chess, and he was lonely. And so, one day, there appeared among his various sport writings a small column headed "THE CHESSBOARD"--the forerunner of the script I am still doing for the Daily Mail. The column was an invitation to other chess players of the city to form a club. As I said, Mike was lonely... At that time I was in high school, along with Johnny Hurt, Arthur Maloy, Jim Brower (these players have all worn Charleston's chess crown), Kenny Andrews, Gilbert Corlette and Larry Blustien. We were all interested in Mike's invitation, and we attended his "party." So did Eddy Foy and dear old wise Samuel Swartz, the latter being dead these several years. That was the starter. But for some reason things didn't go so well. There was one dispute after another, and then there were two chess clubs: The Caro-Kann and the Paul Morphy. Rivalry was of such standards as the Hatfield-McCoy feud. Only things lacking were long-barreled rifles to make the picture match. Fact is, these two teams nearly came to blows on several occasions. Oh, those were the good old days!

Mike Wren Wins the First One

It wasn't till '34 that the Charleston Chess Club as it is known today was organized. It wasn't till then that the first City Tournament was run off, and Mike Wren won it. Mike was good, there was no getting around it. (An interesting note, coming a short time later, was when Mike challenged Landis Marks, the '42 mountaineer title-holder, to a match, and then went at the delightful task of pinning Landis' ears back beautifully. Oh, yes, Mike was good!)

The capital city chessers started getting cocky. They had defeated Huntington and Montgomery. Cincinnati loomed as a choice morsel, and they were hungry; so a challenge was sent. Cincinnati gobbled the bait and came galloping to Portsmouth, Ohio, to meet the giddy youngsters, to spank them soundly and send them back home to the tune of a 10-1 defeat. They smarted under that blow, smarted

CHESS IN WEST VIRGINIA'S CAPITAL CITY

and fretted, vowed revenge, and took their spite out on Huntington Wheeling and a spunky group at West Virginia State College. Then, their courage returned, they boldly invaded Portsmouth again, face for the second time the towering Queen City combine, sharpened the spurs and gamely dug in. I attended both of these matches, and if the Charleston team crawled home from the first engagement like a whipped puppy, no god of ancient Greece trod more lightly the air than did that small band of pawn-pushers on their return from the second encounter with Cincinnati. No pedigreed cock ever crowed more loudly. For tucked safely away was their $6\frac{1}{2}$ - $5\frac{1}{2}$ victory. A narrow margin, true, but Cincinnati had bowed!

Charleston Hasn't Lost Since, But--!

That first meeting with Cincinnati was the first and only time, to this day, the Charleston Chess Club has ever gone down to defeat. A long trail of victories stretches back over the past eight and a half years. But the matches-to-come, however great the past may have been (?), are not yet in the bag. Vast is the number, compare with the whole, that has left the Club to join the Country's Services; a large portion has moved to other places, and the teams defeated have grown stronger, are growing stronger hourly...The event to come should provide interesting results.

An amazing fact is that in the ten years of chess-playing, Charleston has had but six City Champions. Micky Wren (I always called him that) was the first; Jim Brower, now residing in Huntington, was second; Arthur Maloy, third. In 1935, Tom Snyder presented to the Club the now-famous Winfield D. Scott trophy, and each year the new champion's name is added to the ever-growing list, to be his until he is defeated. The engravings now read: '35, Johnny Hurt; '36, '37, Eddy Foy; '38, Bill Hartling; '39, Arthur Maloy; '40, '41, Walt Crede; '42, Johnny Hurt.

School Children Are Taught Chess in Charleston

In '34, Mike Wren departed from Charleston (the last news of him told that he was an A. P. correspondent in New York and London), leaving the club he had fathered to shift for itself. It managed to survive, though the going was sometimes difficult. New members came; oftentimes oldsters, the charter signers, dropped out. A few died, among them Richard Keatley, Louis Kohlbecker, Leon Lebow and Dr. George Naum. But the Club still goes on!

As in Milwaukee, Charleston has succeeded in getting the study of chess placed in the public schools, with members of the Club acting as instructors. This has accomplished much. I mention this fact, hopeful that it may encourage others to carry out the plan elsewhere, ever toward the betterment of chess!

Charleston, W. Va.,

August 24, 1942

Note: The Charleston Chess Club meets each Monday night at the Canton restaurant on Quarrier street. Visitors are always welcome.

CHESS IN CLARKSBURG

The present Clarksburg Chess Club is a spiritual child of a chess and checker club which flourished and died in that city some dozen years ago. In Clarksburg in February of 1940 were Reid Holt, former Charleston player languishing for his old avocation, and Bill Challinor and Bill Devericks, former members of the old Clarksburg club. When they happened to get together one night for a chess session, the result might easily have been foreseen. Within a month a chess club had been organized and was going great guns.

The club grew to its maximum membership, 26, in the spring and summer of 1941. Now, what with departures of members to the Army and Navy and to jobs in defense plants, actual cash-on-the-barrel-head-the-first-of-each-month membership is down to nine and likely to go lower. But the remaining members have vowed a great vow that so long as there are two to hold the club together, Mars shall not have the victory. Men in service write back, "Keep the club going -- we want to find it in action when we get back." It will be done.

For the last two years of its life, the club has held meetings each Wednesday night at the Hotel Gore, where the latch-string is always out to all players from whatever city or state. There is also an auxiliary group known as the Knight Club, composed of players who work at night and cannot attend the regular sessions. These enthusiasts meet at the members' home at 10:30 each Wednesday morning and play until 2:30. All join in the city championship play each year, the Clarksburg clubbers generously accomodating themselves to hours when the Knight clubbers can meet them.

A Quartet of City Champions

Prior to the organization of the club, B. W. "Bill" Devericks had been city champion by virtue of having won a tournament in 1933. With the coming of the club, Reid Holt established his mastery and was recognized as city champion though he never actually won the title in tournament play. Just as the 1941 city tourney was drawing to a close, with Holt going down the stretch in good form, his employment called him to another city. Devericks went into a tie with Ernest Johnson for the title and in a three-game playoff, Johnson ^{war} 2-1-0. In 1942, with Devericks in the Army and Johnson working at a new job in Baltimore, the championship went to M. F. "Hap" Allison, who is now playing a strong brand of chess and likely would have been able to have given any of the ex-champs a tough battle.

Clarksburg has had only two inter-city matches. In September, 1940, an eight-man team headed by Holt met a Charleston group at Sutton and went down to defeat in a double-round match, 11-3-2. In January of the next year Holt took a six-man team to Elkins and won a double-round match 9-3-0.

The Clarksburg club members pay dues of \$10 a year (which figures out at \$1 a month with no dues charged in August and September). The one-time large membership built up a nice cash reserve which still stands at a little better than \$100, although effects of the war likely will eat most of this away providing no new source of members is found. The club owns a dozen boards and a dozen sets of men, which have proved adequate for all requirements to date.

CHESS IN CLARKSBURG

Efforts have been made to get chess classes started in local high schools but the plan has not yet met with success, due principally to the lack of a chess player on the school faculties or a teacher among the club members. The club, however, has donated chess books to the local high schools, as well as a somewhat larger collection to the Clarksburg Public Library and hopes that some day these contributions will pay dividends in a chess renaissance in the city.

Club Publishes Bulletin Each Week

For the last two years and a half, the club has issued a weekly bulletin for its members. It is $8\frac{1}{2} \times 11$ inches in size and contains one to six pages. It helps members keep track of tournament play, their ranking in the club, address changes of inactive members, and happenings in the chess world generally. With the exception of a six-month period when Reid Holt capably held the helm, the editorship has been steered by Gene Collett. Originally printed on a typewriter with the aid of carbon sheets, the bulletin graduated to the gelatine duplicator and, for the last few months, has been printed on a mimeograph duplicator. Members in the armed services are mailed the bulletin without charge.

Biggest night of chess in Clarksburg was October 8, 1940, when the club presented George Koltanowski of Milwaukee in a simultaneous and blindfold exhibition. Among 17 players in the simultaneous matches, Reid Holt was the only one able to obtain a draw with the master. In blindfold play, Koltanowski met three consulting groups, defeating two of them easily and losing to the third, which was made up of James S. Rhawn of Cetiwissa, Pa., who happened to be visiting in the city, and Thomas Frye, a member of the Clarksburg club.

Around 50 guests turned out for the evening's chess show which had been promoted with a week-long window display at James and Law Company (books) on Main street, climaxed on Saturday evening with the appearance of two members of the club in the window, giving the public a demonstration of how the game of chess is played. The window display can be recommended to any club planning to entertain a master. It included chess tables, various types of men and boards, all the different chess books that could be dug up, chess magazines, pictures of Koltanowski, and placards advertising the exhibition.

Clarksburgers like their chess and though they have not yet produced anyone of state championship stature, they are willing to plug along until comes the day. For the Clarksburgers persistently cherish a perhaps foolish superstition that somehow, somewhen the state chess crown will one day repose on a cushion of velvet in their meeting home at the Hotel Gore!

Clarksburg, W. Va.,
September 17, 1942

Note: The Clarksburg Chess Club meets at 7:30 each Wednesday night at the Hotel Gore on West Pike street. The latchstring is out!

A GLIMPSE AT

BLINDFOLD CHESS IN WEST VIRGINIA

By H. O. PETERSON

Chess players of West Virginia have been fortunate during the last three years in having several opportunities to witness and participate in simultaneous and blindfold games given as exhibitions by experts at the royal game. While the ordinary wood-pusher is intrigued by a simultaneous performance, nothing connected with chess amazes him quite so much as a blindfold exhibition in which several games are played at the same time. At present, George Koltanowski, formerly the champion of Belgium and now a citizen of the United States, is the outstanding master of the blindfold art.

The history of blindfold chess even before the advent of Koltanowski presents some interesting facts. Records of matches without sight of the board go back to the eleventh century when Arabian and Persian experts attempted one or two blindfold games. The feat of playing multiple games blindfold starts with Philidor's record of three such contests in the eighteenth century. Next, our own Paul Morphy, first American champion, in the middle of the last century amazed chess devotees by playing eight blindfold games simultaneously against strong players and winning them all. Later, Blackburn and Paulsen surpassed this record by contesting as many as ten games without sight of the board or pieces.

Zukertort made a new record of 16, but this was soon broken by Pillsbury who played 22 simultaneous blindfold games in 1904. Chess players of the time thought it an unbeatable record. Pillsbury also astounded his friends by mixed blindfold exhibitions, often playing chess, checkers and whist all together without sight of the pieces or cards. Pillsbury's accomplishments at blindfold checkers have, of course, been surpassed by Newell Banks of Detroit. Banks also plays simultaneous chess with much success but with sight of the boards and pieces. He appeared in Clarksburg several years ago but no record of his play is available. He likely made appearances also in other West Virginia cities.

Pillsbury's blindfold chess laurels passed on to Reti of Czechoslovakia who established a record of 25 games. But he was surpassed by Alexander Alekhine who was destined to become twice World Chess Champion. Alekhine played 26 blindfold games simultaneously in Paris in 1925, winning 20, drawing 3 and losing 3. George Koltanowski, present World Blindfold Champion, then captured the title by playing 30 games, winning 20 and drawing 10. But the redoubtable Alekhine regained the blindfold title by playing 32 games at the Century of Progress Exhibition in Chicago on July 16, 1936. The Americans, it may be noted, made a better record against Alekhine than the French did in the Paris event.

Koltanowski was determined to win back the blindfold title and he succeeded in doing so at Edinburgh, Scotland, when he played 34 games simultaneously without sight of boards or men. Kolti's score is truly astounding, 24 wins, 10 draws, and not a single loss. The date of the exhibition was September 20, 1939, and thus far no player has even approached Koltanowski's record.

BLINDFOLD CHESS IN WEST VIRGINIA

Clarksburg, W. Va., can well be proud of its 1940 stand against the master, who played only three blindfold games there but was defeated in one of them. He played many games at Paris and Edinburgh and never once bowed in defeat. He was unbeaten at blindfold chess against strong players at Milwaukee (score 5 wins, 3 draws). Then he ventured into the hills of West Virginia and was vanquished by James S. Rhawn and Thomas Frye, playing as a team. The two were awarded rare chess books as prizes. Rhawn, of Catiwissa, Pa., was a visitor in Clarksburg. And now with the prospect of Koltanowski again including this state on his next tour, West Virginia players are hoping to show up the big municipal chess centers by administering at least one other defeat to the master. His present address is 1809 East Marion avenue, Milwaukee, Wisc.

In an article published some time ago in the British magazine, *Chess*, Koltanowski explained how he learned to play the game without looking at the pieces and board. He abandoned the idea of drawing a chessboard on the ceiling of his bedroom to study when he first woke in the morning, as one chess master did. Instead, he began to visualize the board by remembering the color of the squares in relation to their names. He says, "Once you know, almost by second nature, which squares are white and which black, half of the battle is over. You can then never be just one square out in your reckoning, for it would be the wrong color; and you are seldom two squares out, so you must be just right."

Koltanowski learned the board by heart through dividing it into four little boards which made the whole thing easier. In West Virginia, Welt Crede, who is quite good at blindfold chess for an amateur, does the trick similarly except that he visualizes the whole board. As great a task as visualizing the board is the feat of remembering the moves made. This can be done only by assiduous practice. To keep games separate, Koltanowski tries to give each a characteristic of its own, opening P-K4 on one board, P-Q4 on another, N-KB3 on the third, and so on, and then varying all similar openings as quickly as possible.

To be a good blindfold player, one must not only have an exceptional knack for it but must also be in top shape mentally and physically for an exhibition. Koltanowski says in regard to preparing for blindfold play, "The first and most important thing is that I must keep fit, so early to bed and early to rise, no strong drinks (until it is over!), and last but not least, no chess...a fit body for a clear logical mind."

During an exhibition, Koltanowski can tell jokes between moves and repeat the moves or position on every board! But blindfold chess is doubtless a great mental strain, and to relieve this stress blindfold exhibitors usually are addicted to endless quantities of either cigarettes or black coffee (sometimes both) during performances. Heavy eating during an exhibition, however, is out, though one may last as long as thirteen and a half hours, as did Koltanowski's record performance.

Some new star may rise to top that mark of 34 games--maybe right here in West Virginia--who knows?

CORRESPONDENCE CHESS RULES OF THE WEST VIRGINIA CHESS ASSOCIATION - 1942

1. Except as regards touching men, all games played shall be governed by the official code of the game of chess (as published in Mitchell's "Guide to the Game of Chess.")
2. During a game, a competitor may consult works on chess, but may not receive advice or aid from another player.
3. After a move is mailed, a player is bound by it and may not alter it in any way.
4. If a move is ambiguous--i. e., capable of more than one interpretation--opponent must require player to make the meaning clear. If a piece can move to either K or Q side on the rank designated, player must designate which side, even tho one of the moves might give check and no check is indicated.
5. If a player receiving an ambiguous move replies without asking for a correction, opponent may choose either interpretation he wishes; if a different interpretation was adopted by player, it shall be annulled together with all subsequent moves.
6. If an illegal move is sent, opponent shall request that a legal move be substituted. A move falsely announcing mate or check is an illegal move and must be corrected.
7. A player sending a move shall give: (a) move and number of move to which he is replying; (b) number of his own move, and (c) his name and address.
8. Hypothetical moves based on assumed moves by opponent are binding only if opponent makes such moves.
9. If a competitor withdraws he shall send a copy of moves made to the Tournament Director for adjudication or forfeit, and shall notify opponent that he is withdrawing.
10. If a player withdraws, his game shall be adjudicated if 15 moves have been made; or shall be declared forfeited if less than 15 moves have been made with the Black men.
11. Qualifying rule 10, in the event a player in the armed services of the United States leaves the country, his games shall be declared in status quo for three months; if he cannot resume at the end of that time his games shall be treated as in rule 10.
12. At the end of each game, the winner (or the player with White men in case of a draw) shall report the result to the Tournament Director and submit a complete and legible record of the game.
13. Time regulations, for violation of which opponent may ask that the game be forfeited, are:
 - (a) Time between receiving and dispatching moves shall not exceed 72 hours.
 - (b) A record is dispatched when it is mailed to adversary's address; is received when it is delivered to that address.
 - (c) The following are not reckoned in either competitor's time: Time between dispatch and receipt of move, Sunday, any general holiday, any vacation taken in conformity with (d) of this rule.
 - (d) Each player is entitled to a vacation of four weeks taken consecutively or a week at a time; notice of intention shall be mailed to opponent in advance.
 - (e) If a record is at fault, the receiver is allowed two days for making the demand for its correction.
14. All disputes or disagreements shall be referred to the Tournament Director whose decision shall be final.

SELECTED GAMES FROM THE FOURTH ANNUAL
 WEST VIRGINIA CHESS TOURNAMENT
 HELD IN CHARLESTON JUNE 27-28, 1942



TWO KNIGHTS
 DEFENSE
 Championship
 1942

LIGGETT MARKS
 1 P-K4 N-QB3(a)
 2 N-KB3 P-K4
 3 B-B4 N-B3
 4 P-Q4(b) NxP
 5 B-Q5 N-B3
 6 BxN QPxP
 7 PxP(c) QxQch
 8 KxQ N-N5
 9 K-K(d) B-QB4

10 R-B P-KR4
 11 P-KR3 N-R3
 12 P-QN3(e) B-B4
 13 P-B4 O-O-O(f)
 14 B-N5(g) R-Q2
 15 QN-Q2 B-R6
 16 K-K2(h) B-Q6ch
 17 K-K3 P-B3!
 18 PxP(i) R-Kch
 19 K-B4 B-Q3ch
 20 N-K5 RxN
 21 BxN R-KB4ch
 22 K-K3 B-E4mate(j)

Notes on Games 1
 and 2 are by George
 Koltanowski.



RETI-ZUKERTORT
 OPENING
 Championship
 1942

MARKS CREDE
 1 N-KB3 N-KB3
 2 P-B4 P-B4(k)
 3 N-B3 N-B3
 4 P-Q4 PxP
 5 NxP P-K4(l)
 6 N-B2(m) B-K2
 7 P-K4 O-O
 8 B-K2 P-Q3
 9 O-O B-K3

(a) Introduced by Nimzovitch, the idea being to play on 2 P-Q4-P-Q4, but if White continues normally as in this game, there is nothing wrong with the first move as it will turn out to be a normal second move. Is that clear? I wonder!

(b) To get to the real Max Lange attack, it is best for White to play 4 O-O B-B4 and then 5 P-Q4.

(c) This is weak. Why not simply 7 NxP P-B4, 8 P-B3 PxP, 9 PxP P-B4, 10 Q-R4ch B-Q2, 11 Q-N3 or even 11 NxP with a good game? The pawn on Q4 for White is not weak.

(d) 9 K-K2 is more to the point as it leaves the line free for the R's, and also because...

(e) White could now have played 12 B-K3 BxB, 13 KxB, which with the K on K is not possible.

(f) Black's position is now by far superior.

(g) 14 B-N5 loses time and gets the B out of play. 14 B-N2 is better; otherwise, why have played P-QN3?

(h) This loses the exchange--but good advice is now very difficult to give as B-N7, R-Q and B-B7 were threatened. There is no cohesion among White's pieces and that is his downfall.

(i) "Finita la comedia." He should have tried 18 BxN PxP, 19 N-K4. Now he loses a piece...the K not counted.

(j) Almost a mirror mate. Ask the problemist about that. He will take off his hat every time he sees one, so let us do the same to Mr. Marks for his fine intravene in this game.

(k) If Black wishes to play the variation P-QB4, then it is better to play it straight on the first move, and follow up with N-QB3, P-KN3, B-N2 and N-KR3! as introduced by Dr. Luwe with success in his match with Landau, Dutch Championship, 1936.

(l) This leaves a weak backward pawn on the Q's line for Black. 5 P-K3 or P-KN3 would be better.

(m) This move recommended by the Russian school is very strong. By N-K3, White will hold the point Q-5.

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MARKS	CREDE
10 P-QN3	N-Q2
11 N-Q5(a)	P-B4(b)
12 PxP	BxP
13 N(B2)-K3	B-K3
14 B-R3(c)	N-B4
15 B-KN4!	BxB
16 QxB(d)	N-Q5
17 QR-Q	B-N4
18 B-N2	N(B4)-K3
19 N-B2(e)	R-B5(f)
20 NxR	NxN(B5)
21 NxN	PxN
22 BxP	N-N3
23 P-B4	B-B3
24 Q-K6ch	K-B
25 BxB	QxB
26 QxQch	PxQ
27 RxP	Resigns

Game 3 notes by
Harold W. Liggett;
Game 4 notes by
George Koltanowski.

QUEEN'S GAMBIT
DECLINED
Championship
1942

MARKS	MARTIN
1 P-Q4	P-Q4
2 P-QB4	P-QB3
3 N-QB3	N-B3
4 N-B3	P-K3(g)
5 B-B4	B-N5
6 Q-N3	P-QR4(h)
7 P-K3	N-K5
8 B-Q3	N-Q2
9 O-O	N-N3?(i)
10 NxN	PxN
11 BxP	P-KB4(j)
12 B-Q3	P-R4?(k)
13 P-K4	O-O
14 B-N5	B-K2??(l)
15 BxB	QxB
16 QxN	and wins(m)

MARKS	CHALLINOR
1 P-Q4	P-Q4
2 P-QB4	P-K3
3 N-QB3	N-KB3
4 B-N5	QN-Q2
5 P-K3	B-K2
6 Q-B2	O-O(n)
7 N-B3(o)	P-QN3(p)
8 PxP	NxP(q)
9 NxN	PxN
10 BxB	QxB
11 QxP(r)	Q-Q(s)
12 R-B	QxQ
13 RxQ	N-B3
14 B-Q3	B-K3
15 O-O	P-QR3
16 KR-B	N-K
17 R-N7	P-QN4

(a) A strongly placed piece.

(b) Must try some kind of counter-play.

(c) Threatens to win the QP by NxBch and BxP.

(d) The pressure of the White pieces becomes more evident with every move -- and Black still has a weak pawn on Q3.

(e) This move puts Black in a quandry.

(f) It is still best for Black to play 19...NxN. The text move loses the exchange and pawn and the game.

(g) At this point, the usual continuation for Black is 4...PxP, 5 P-QR4 B-B4. Black is playing the Slav Defense.

(h) Better here would have been 6...Q-R4 followed by N-K5.

(i) The N has no future here. Better would have N(Q2)-B3 or NxN, either move saving the pawn.

(j) Loosening the K's defense.

(k) No object. Better simply P-R3.

(l) This oversight loses at once; but even Q-B2 would not have saved the piece, for there would have followed 15 P-QR3, then if 15...B-Q3, 16 P-K5 wins either the B or the N.

(m) The game continued 16...PxP, 17 BxP R-B5, 18 KR-K P-KN4, 19 P-Q5 P-N5, 20 N-K5 Q-B3, 21 PxEP R-R3, 22 PxP BxP, 23 QxB R-Q3, 24 Q-R8ch K-N2, 25 Q-R7ch K-B, 26 N-N6ch K-K, 27 NxR Black resigns.

(n) The move that holds White to a draw according to the "books" is here 6...P-B4.

(o) I prefer here 7 R-Q which would now stop the move 7...P-B4.

(p) Still 7...P-B4 was best.

(q) 8...PxP was forced. If then 9 N-N5 P-B4, etc., Black now loses a pawn. It proves that P-QN3 was very weak for Black.

(r) This means the game is decided already. Black has nothing as compensation for his pawn.

(s) If Black wants to exchange Q's, then why not 11. Q-N5ch?

CHARLESTON TOURNAMENT - 1942

MARKS	CHALLINOR
18 N-N5	P-N3
19 P-KR4	N-N2
20 NxN	PxN(a)
21 R(B)-B7	N-K
22 RxRP	R-B
23 BxKNP	R-B8 ch
24 K-R2	RxBP
25 BxN	R(B8)-B7
26 R(R7)-N7ch	K-R
27 P-R5	RxQNP
28 P-R6	RxRP
29 ExP	RxPch
30 RxR	RxRch
31 KxR	PxB
32 RxP	K-R2
33 R-N6	KxP
34 RxPch.	Resigns(b)

Notes on Game 5
are written by H. O.
Peterson; notes on
Game 6 are written
by Walt Crede.


PETROFF'S
DEFENSE
Championship
1942

CREDE	LIGGETT
1 P-K4	P-K4
2 N-KB3	N-KB3
3 NxP	P-Q3(c)
4 N-KB3	NxP
5 P-Q4	P-Q4
6 B-Q3	B-KB4(d)
7 O-O	B-K2
8 B-KB4	O-O
9 QN-Q2(e)	N-Q2
10 R-K	P-KN4
11 B-N3(f)	NxP
12 BPxN	BxP
13 PxN	P-KB3
14 Q-K2	R-B2
15 R-KB(g)	P-B3
16 Q-K6	N-B(h)
17 Q-B5	Q-B
18 QxQ	RxQ(i)
19 N-N3	B-Q3
20 QR-K	R-K2
21 RxR	BxR
22 N-K	N-Q2

23 N-B3	P-N3
24 R-K	K-B2
25 K-B	B-N5
26 R-B	N-N
27 K-B2	R-K
28 P-QR3	B-B
29 R-K	RxR
30 NxP	K-K3
31 P-N4	N-R3
32 N-B2	DRAWN


EVANS
GAMBIT
Championship
1942

LIGGETT	MARTIN
1 P-K4	P-K4
2 N-KB3	N-QB3
3 B-B4	B-B4
4 P-QN4	ExP
5 P-B3	B-B4
6 P-Q4	PxP
7 PxP	B-N3(j)
8 Q-N3(k)	Q-B3(l)
9 P-K5!	Q-N3

(a) 20...NxN was forced. Now he is completely lost and further comments are not necessary.

(b) Moral: If one does play theoretically, learn one more move than you know now! To lose a pawn in the opening is bad as this game well illustrates, especially if it does not bring with it some kind of counter-play. There is, therefore, a great difference between losing a pawn and sacrificing a pawn.

(c) This is correct. Black gets into considerable trouble if he captures the pawn before forcing away the N.

(d) Not the best. B-Q3 is book and gives Black a stronger game.

(e) R-K immediately gives White a strong game.

(f) B-K3 preserves White's pawn structure and gives him more winning chances.

(g) P-QR3 is more to the point. After P-QR3 White can play N-B and N-K3 pointing at KB5 with some hopes of attack. The method followed quite naturally results in nothing and gives a dull game.

(h) Thwarting White's scheme of NxP! White's attack has resulted in exactly nothing and now he is forced to retreat.

(i) This exchange of Q's followed by the subsequent trading of R's leaves a very drawish position. The only point of interest in this dull game is Black's parrying of every White threat.

(j) Black follows the best line here. If 7...B-N5ch, 8 K-B! Q-K2, 9 Q-R4, with a plus game.

(k) 8 O-O P-Q3, transposin' into the normal position.

(l) Q-K2 at this point is by far the better move.

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LIGGETT	MARTIN	31 QxRch	BxQ	6 P-K4! (h)	PxP
10 O-O	N-R4	32 RxQ	K-N	7 NxP	NxN
11 Q-R4	NxB	33 R-R5	P-R4	8 BxN	N-B3
12 QxN	N-K2	34 B-N2	P-B3	9 B-N5	B-K2(i)
13 N-B3	O-O	35 P-Q7	Resigns	10 BxN	BxB
14 B-R3	R-K			11 Q-Q3	P-KR3? (j)
15 QR-Q	P-Q4			12 O-O	P-B3
16 PxP e.p.	B-K3? (a)			13 QR-Q	Q-B2
17 P-Q5	NxP			14 N-K5	B-Q2
18 NxN	P-QB3			15 P-KB4	R-Q
19 N-K7ch	RxN			16 Q-KB3	B-B(k)
20 Q-KR4	R-Q2? (b)			17 P-B3	P-B4
21 N-K5	Q-B4			18 P-Q5	P-QN3
22 NxR	BxN			19 N-B4	PxP
23 KR-K	P-N4			20 BxP	O-O
24 Q-N3	P-KR4			21 N-K3	B-K3
25 P-R4	P-N5			22 P-B5	BxB
26 R-K5	Q-R2	1 P-Q4(c)	N-KB3(d)		
27 R-N5ch	K-B	2 P-K3(e)	P-K3(f)		
28 Q-K5	R-K	3 B-Q3	P-Q4		
29 RxRP	BxPch	4 N-KB3	QN-Q2		
30 K-B	B-N3	5 QN-Q2	B-Q3(g)		

QUEEN'S PAWN
GAME

Preliminary

1942

MORRISON LIGGETT

Notes on Game 7
are written by
Walt Crede.

(a) I don't quite understand why 15...P-Q4 was played. White's center is too strong for such a risk. But to follow it with 16...B-K3? is foolhardy, invitin' certain and expected hardships.

(b) The beginning of the end. Any way you look at it, Black's only hope is 20...KR-K, but the hope is shadowed by doubt, certain doubt. Not a pretty show on Black's part.

(c) With the knowledge I have of Morrison's liking for an open game --almost as much as his liking for chocolate sundaes!--this comes as a surprise. But watch--later on!--it's like a duck taking to water the way he invades his realm!

(d) The King's Indian Defense.

(e) Ah! The grip of the defense, and in White's kingdom. Surprise! Better would have been 2 P-QB4 P-KN3, 3 N-QB3 P-Q4!

(f) Liggett just ain't gonna take no chances, by golly...mind'fi sit by an' chuckle?

(g) Might just as well have used ditto marks up to this point! Coupla copycats!

(h) Boooo, I'm seein' things! The plot's gettin' thicker 'n molasses. Don't know why it didn't start out this way for from now on it'll be like bein' in the Wide Open Spaces--yuh even start lookin' for sagebrush--an' I didn't say Corn, mind yuh!

(i) Dunno, Harold. Mebbe this move is sound. Like for you to think 'bout it, tho.

(j) But this 'n', migawsh, fella, surely you've heard enough of these here Masters holler their heads off about tempo (all right, tempi) to know there's something to it. An' now you go right on ahead an' dood it! Look at the way it adds up. Betcha 5-9 that move costs you the game!

(k) And this'n broke th' camel's back!

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MORRISON LIGGETT

- | | | |
|----|-----------|----------|
| 23 | NxB | Q-Q3 (a) |
| 24 | N-B4! (b) | Q-N |
| 25 | N-R5 | B-N4 |
| 26 | Q-N4 | RxR |
| 27 | RxR | Q-B |
| 28 | P-KR4 | P-N3 |
| 29 | PxB | PxN |
| 30 | QxP | QxP |
| 31 | QxP | Q-QB7 |
| 32 | R-KB | Q-N3 |
| 33 | R-B6 | Q-N8ch |
| 34 | K-R2 | Q-R2 |
| 35 | Q-R3 | K-N2 |
| 36 | QxQch | KxQ |
| 37 | P-N6ch | K-N2 |
| 38 | RxPch | RxR |
| 39 | PxR | KxP |
| 40 | K-N3 | Resigns |

Notes on Game 8
by Harold C. Heisey;
notes on Game 9
by Ray H. Griffin.

8 RUY LOPEZ
MORPHY DEFENSE
Championship
1942

MARTIN CREDE

- | | | |
|----|---------|-------------|
| 1 | P-K4 | P-K4 |
| 2 | N-KB3 | N-QB3 |
| 3 | B-N5 | P-QR3 |
| 4 | B-R4 | N-B3 |
| 5 | P-Q4 | PxP! (c) |
| 6 | NxP | NxN |
| 7 | QxN (d) | P-QN4 |
| 8 | P-K5 | P-B4 |
| 9 | Q-K3 | N-Q4 |
| 10 | Q-K4 | B-N2 (e) |
| 11 | P-QB4 | Q-R4ch? (f) |
| 12 | B-Q2 | Q-B2 |
| 13 | PxN | PxB |
| 14 | O-O | P-B5 |
| 15 | N-B3 | P-R6 |
| 16 | PxP (g) | BxRP |
| 17 | QR-N | O-O |
| 18 | P-B4 | KR-K |

- | | | |
|----|-----------|-------------|
| 19 | R-B3 | P-Q3 |
| 20 | R-B3! (h) | P-N3 (i) |
| 21 | Q-B3 (j) | PxP (k) |
| 22 | N-K4 (l) | B-K2 |
| 23 | B-B3 | BxP |
| 24 | BxP | BxN |
| 25 | RxP? (m) | Q-B4ch? (n) |
| 26 | K-R | QxB! (o) |
| 27 | Q-KR3 | Q-B3 |
| 28 | Q-R6? (p) | BxR |
| 29 | Resigns | |

8 RUY LOPEZ
MORPHY DEFENSE
Preliminary
1942

HARTLING CREDE

- | | | |
|---|-------|-------|
| 1 | P-K4 | P-K4 |
| 2 | N-KB3 | N-QB3 |
| 3 | B-N5 | P-QR3 |
| 4 | B-R4 | N-B3 |

(a) The only suitable place for the Q, but a sad one at that... the attack is beyond stopping. Black's game is falling to ruins. At a quick glance, 23...Q-B3 looks all right but for 24 N-B7ch BxN, 25 QxQ! (Ask 'Gene Collett about the scrap we had over it!'). From this point on, things happen fast, an' when the flyin' feathers get cleared away long enough for a fella to see, there's a White pawn marchin' down the KN file wot cawn't be stopped to do no good!

- (b) The start of that marchin' KNP, by golly!
- (c) Down to here a book variation of the Morphy Defense.
- (d) Allowing the Q's development so early is seldom good.
- (e) N-N3 was better, the text allowing the weakening of Black's Q side pawns and giving White two pawns in the center and an open file against Black's QBP.
- (f) Loses a tempo.
- (g) P-QN3 was better.
- (h) Forces K side weakening.
- (i) P-R3 might be less weakening.
- (j) White's attacking position would justify P-B5 to break up Black's K side pawn position.
- (k) Gives White a possible open file by 22 PxP.
- (l) Threatening 23 N-B6ch.
- (m) Since White's Q is en prise, this does not work out.
- (n) Unnecessary.
- (o) The only defense against an early mate.
- (p) Loses a R, of course, but White was already two pieces down. The complications of the last five moves were most interesting.

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HARTLING	CREDE			PETROFF'S
5 O-O	B-K2(a)	15 B-B2	R-Q2	DEFENSE
6 R-K	P-QN4	16 P-KN4	B-N3	Preliminary
7 B-N3	P-Q3	17 N-R4	NxNP! (f)	1942
8 P-B3(b)	B-N5(c)	18 NxP	NxB	
9 P-Q3	O-O	19 NxBoh	NxN	
10 B-K3	P-Q4	20 RxN	RxN	
11 P-KR3?(d)	PxP	21 R-QB	KR-Q(g)	CREDE HE ISEY
12 PxP	QxQ	22 P-QN4	N-N3	1 P-K4 P-K4
13 BxQ?(e)	B-R4	23 R(K3)-K	N-B5	2 N-KB3 N-KB3
14 QN-Q2	QR-Q		and wins(h)	3 NxP P-Q3
				4 N-KB3 NxP
				5 P-Q4 B-N5(i)
				6 B-K2 B-K2

Notes on Game 10
by Harold W. Liggett.

(a) Alekhine has remarked, regarding the choice between 5...B-K2 and 5...NxP, that the popularity of the former is "simply because it is fashionable" just as NxP formerly was.--"Theory of the Openings" in the N. Y. 1924 tournament book. "Modern Chess Openings" says of 5...NxP that it is "the more aggressive line, by which Black obtains a free, open game, but at the expense of some insecurity of position" and speaks of "the infraction of sound opening principles." As to 5...B-K2 as played here, it calls this move "much more popular now...The bad feature of this defense is that it leaves Black with a cramped game, and recent master-practice consistently prefers White." 5...P-Q3 is especially preferred by Rubinstein.

(b) For seven and a half moves the game follows the most common line, being identical with a great number of games by masters, including Lasker, Capablanca, Tarrasch, Reti, Rubinstein, Reshevsky.

(c) This move is not found in "Modern Chess Openings" but was played by Wisker against De Vere in 1868. The routine move is 8...N-QR4 (16 columns in the "Openings.") Capablanca often played 8...O-O or reached the same position by transposing moves 7 and 8. In some games Black has pinned the N by B-N5 for his 9th move, after 8...O-O, 9 P-Q4 (e. g., Yates-Bogoljuboff, Yates Ed. Laker).

(d) Here 11 QN-Q2 is worth considering. It is a more developing move than the text, and would defend the KN. What is more, by the playing of this move, White would have avoided the necessity of choosing between two unfavorable lines at move 13. This move marks the beginning of Black's advantage.

(e) RxQ would have been more of a developing move, placing White a step nearer uniting his R's and commanding the open file. But it would have been followed by 13...BxN, 14 PxN, weakening White's K side pawns. However, Black proves able to force this K side weakening in any event. This choice between two unpromising moves could have been avoided by 11 QN-Q2. Now the B must be moved later from its present unfavorable position, losing another tempo.

(f) After the wholesale exchanges initiated by this move, Black emerges a pawn ahead, and White with a weak pawn structure.

(g) The inferiority of White's position is now clear, and it seems to be the cumulative result of his 11th move. From that point, Black has pursued his advantage steadily.

(h) Of course, guarding both the KRP and the KBP is impossible, and mate cannot be far distant unless White forces an exchange of R's, which gives him a hopeless pawn ending.

(i) The usual continuation here is 5 P-Q4.

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CREDE	HEISSEY	26 P-QN4	K-Q2	FRENCH DEFENSE
7 O-O	N-Q2	27 P-R5	B-Q	1 P-K4(k) P-K3
8 QN-Q2	N(Q2)-B3	28 K-Q3	K-B	2 N-KB3(1) P-Q4
9 NxN	NxN	29 P-R6!	P-KB4(g)	3 P-Q4 PxP
10 N-Q2(a)	NxN	30 K-B4	P-KN4	4 N-K5 B-Q3
11 BxN	BxB	31 K-N5	P-R4	5 Q-R5(m) P-KN3
12 QxB(b)	O-O	32 K-B6	P-B5	6 Q-N4 P-KR4
13 Q-N4	B-B3	33 BxP!	K-N	7 QxP(K4) N-KB3
14 P-QB3	R-K(c)	34 P-R7ch	K-R	8 Q-R4 P-B3
15 KR-K	R-K2	35 BxP	BxB	9 B-KN5 BxN
16 R-K3	RxR	36 KxP	KxP	10 PxP Q-R4ch
17 BxR	Q-K2	37 KxP	P-N5	11 N-B3 QxPch
18 R-K	R-K	38 K-B7	P-R5	12 B-K2 N-Q4?(n)
19 K-B	Q-K3	39 P-Q6	P-N6	13 NxN KPxN
20 QxQ	RxQ(d)	40 P-Q7(h)	PxBP	
21 P-Q5	R-K4	41 P-Q8=Q	K-R3	
22 BxRP	RxRch	42 Q-QN8	P-B8=Q(i)	
23 KxR	P-QN3(e)	43 Q-N7mate(j)		
24 K-Q2	K-B(f)			
25 P-QR4	K-K			

Notes on Game 11
by Walt Crede.

- (a) White shows justifiable confidence in his end-game ability through his willingness to exchange pieces.
- (b) This must be the Exchange Variation!
- (c) The battle for the open file begins.
- (d) Here PxQ would have saved the pawn.
- (e) Trapping the B, temporarily.
- (f) The K's enter into the fray.
- (g) A race against time to open a second front.
- (h) If White plays RPxP, there follows... P-B6, PxBP P-R6, with a passed pawn--the final outcome being the same.
- (i) Too late.
- (j) This game was well played on both sides, White playing championship chess to win.
- (k) This here is something out of Shakespeare: "The Comedy of Errors." Johnny Hurt, long one o' the big bad boys of mountain-eared chess, stubs his toe delightfully an' goes into a dreadful tailspin, from which there is no comin' out--except in one particular, in the end-game, where I think ole Johnny had a chance to pull a hare outa th' Stetson an' come through with a veeeery close margin of victory (wonder if I couldn't simply write it "V"?), but extremely beautiful. Where? Well, I'm gonna leave it as a puzzle for the Gentle Reader; neva did care for sugar-fed stuff, rather see somebody dig for something than hand it to 'im! If, however, "yuh gotta give up, write me, 'll be glad to deliver the Ellery Queen! Address: Walt Crede, Route 5, Box 274, Charleston, W. Va.
- (l) This move is unorthodox. Hurt is a "master" of the French Defense, and it is apparent Martin doesn't want him to stay on "marked routes." So---! The better line: 2 P-Q4 P-Q4, 3 N-QB3 N-KB3, 4 B-KN5, and here it branches to three moves: 4...PxP, 4...B-K2 and 4...B-N5.
- (m) Q! Q! Q! Pretty, but insane!
- (n) 12...N-Q2 is by far the safer push; the one employed starts the decline of Black's chances.

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MARTIN	HURT
14 B-B6(a)	Q-B4
15 BxR	QxP
16 O-O	B-K3
17 B-KB3	N-Q2
18 KR-K	Q-KB4
19 B-N7	P-B3
20 Q-QN4	K-B2
21 B-R6	R-R
22 B-Q2	T-KN4
23 Q-Q6	N-K4
24 B-B3	NxB
25 PxN	R-K
26 Q-B7ch	R-K2
27 Q-N8	QxP
28 Q-NR	Q-B4
29 R-K3	P-R5
30 Q-B3	Q-N3
31 QR-K	P-N5
32 Q-B4	P-QB4
33 RxR	RxR
34 Q-B7ch	K-B
35 RxR	P-Q5
36 Q-Q8ch	K-N2
37 R-K7ch	K-R3
38 B-Q2ch	Resigns



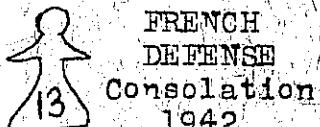
VIENNA
GAME
Consolation
1942

HURT

HARTLING

1 P-K4	P-K4
2 N-QB3	N-KB3
3 B-B4(b)	P-B3
4 Q-B3	P-QN4(c)
5 B-N3	P-QR4
6 P-QR3	B-K2(d)
7 Q-N3	O-O
8 QxP	BxP?(e)
9 RxP(f)	P-N5
10 R-R4	PxN
11 QPxP	R-K
12 Q-KB4	Q-K2
13 N-K2	P-Q4
14 P-B3	QN-Q2

15 O-O	N-B4
16 N-Q4	B-N2(g)
17 N-B5	Q-K4
18 W-N5	P-N3
19 B-KB4	Q-K3
20 B-Q6	NxR
21 N-R6ch	K-R(h)
22 B-K5(i)	K-N2
23 N-B5ch	K-B(j)
And White announces mate in two.	



FRENCH
DEFENSE
Consolation
1942

HARTLING, HURT

Notes on Games
12 and 13 are by H. O. Peterson.

1 P-K4	P-K3
2 P-Q4	P-Q4
3 N-QB3	N-KB3
4 P-K5(k)	KN-Q2
5 B-Q3(l)	P-QB4

(a) The opportunity from the gods! Black's game is gone. For quite some time White has been waitin' patiently! Voila!

(b) P-B4 is more in the spirit of the opening and offers White many attacking chances.

(c) An interesting innovation which, however, has the disadvantage of unbalancing Black's pawn structure, and restricting his pieces.

(d) Now the usually awkward move B-Q3 is actually better here.

(e) This move should lose a piece. R-K was in order.

(f) Playing into Black's hands. It is hard to understand why White did not play simply PxP, gaining a piece, for then if 9...P-K5, 10 PxP, and Black cannot retake.

(g) Here Black fears a threat which does not actually exist, i.e., if 16...NxR, 17 NxP, Black has evidently figured that his Q must move, then White captures the N and protects his own N at B6, at the same time having a veiled threat on the R. Actually, however, if 17 NxP Q-B4ch! and gains a piece, whether the White N goes to Q4 or not. 16...NxR was the correct move, therefore.

(h) K-N2 is safe as then the spot B2 is doubly protected.

(i) With the K at N2 this move would have been unplayable.

(j) White wins in any case: 23...K-R, 24 BxNch, and mate will result after P-K5. The same applies if the K goes to N.

(k) The developing move B-N5 should offer Black less chances of defense, but since Hurt probably was more familiar with this line, Hartling chose the text as played.

(l) This move is very bad and allows Black complete control of the center. QN-K2, followed by P-QB3 in reply to P-QB4 by Black, was the correct procedure.

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HARTLING HURT

6 N-B3	PxP(a)
7 N-QN5	N-QB3
8 B-KB4	B-N5ch
9 K-K2(b)	B-B4
10 R-K	P-QR3(c)
11 N-Q6ch	BxN
12 PxP	P-K4
13 K-B	P-B3(d)
14 B-B5	K-B2
15 B-N3	N-B(e)
16 BxB	RxB
17 P-B3(f)	QxP
18 PxP	N-Q2
19 PxP	PxP
20 Q-Q3	QR-K(g)
21 Q-B5ch	K-N
22 QR-Q(h)	P-KN3
23 Q-Q3	N-B3

24 R-Q2	K-N2
25 R(Q2)-K2	P-K5(i)
26 RxP	QxB(j)
27 RxR	Q-B5
28 P-KN3	N-QN5
29 KR-K7ch	K-R3
30 PxQ	NxQ
31 RxR	NxNP
32 RxNP	Resigns

PHILIDOR'S
DEFENSE
Consolation
14 1942

COLLETT HARTLING

1 P-K4	P-K4
2 N-KB3	P-Q3
3 N-B3(k)	N-KB3
4 B-B4	B-K2
5 O-O(1)	O-O(m)
6 R-K	B-N5(n)
7 P-KR3	B-R4
8 P-Q3	P-B4(o)
9 N-Q5	NxN
10 BxN	Q-B
11 P-KN4	BxP(p)
12 PxP	QxPch
13 K-B	N-B3(q)

Notes on Game
No. 14 are written
by H. O. Peterson

- (a) N-B3 was in order. The break-up is premature as White demonstrates.
- (b) This unusual method of getting out of check actually gives White some advantage.
- (c) If 10...O-O, 11 BxPch KxB, 12 N-N5ch K-N3 (best), 13 Q-Q3ch P-B4, 14 Q-KN3 Q-K2, 15 NxKPch and should win.
- (d) P-K5 offered Black better chances. Then if N-Q2, N5, Black castles with a good game. BxP would offer White a good attack which however, Black should eventually repulse.
- (e) N-N3 allowed more freedom for Black's KR and also threatened N-B5 and protected Black's pawn at Q4.
- (f) The value of N-N3 now becomes strongly apparent.
- (g) P-KN3 would have more effectively protected the KP by preventing the check at B5. Then Black could have properly played KR-K. The move 20...P-KN3 would also have rendered the threatened N-N5ch ineffective, for then K-N2.
- (h) Neatly putting on the pressure.
- (i) Black miscalculates with a serious loss of material.
- (j) This is one of those things. Black has nothing better than Q-Q2. After the text, Black's game is lost.
- (k) P-Q4 immediately opens up White's game and puts the pressure on Black's KP.
- (l) P-Q4 is still to be preferred.
- (m) N-B3 is better.
- (n) After this pin White cannot play P-Q4 very well.
- (o) N-B3 was crying to be played. The text has little object and leaves Black's QP backward.
- (p) Considering the undeveloped condition of Black's pieces and the strong position of White's KB, this sacrifice is extremely unsound. 11...B-N3 and White's weak K side pawns should eventually lead to his downfall.
- (q) The N which could have been formidable must now die on the altar of sacrifice. White does well to exchange as he is now a piece up.

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COLLETT	HARTLING	36 RxRP	RxPch		BISHOP'S OPENING Consolation 1942
14 BxN	PxB	37 RxR	RxRch		
15 N-N	Q-R5	38 K-N3	R-N6		
16 Q-B3	P-B4	39 RxP	RxRP		
17 Q-R3(a)	PxP	40 R-B6	B-B3		
18 QxQ	BxQ	41 P-QB4	K-N3(h)	HURT	COLLETT
19 E-K3	R-B2(b)	42 N-B2	P-R4(i)		
20 PxP	P-B5(c)	43 N-K4	K-B4	1 P-K4	P-K4
21 P-QB3	P-QR4	44 RxBch	K-K4(j)	2 B-B4	N-KB3(k)
22 R-K2	P-R5	45 R-Q6	P-N5	3 N-KB3	P-Q3(l)
23 P-R3	R-Q	46 R-Q5ch	K-K3	4 N-N5	P-Q4
24 R-Q	B-K2	47 RxP	PxP	5 PxP	NxP(m)
25 N-R3	P-R3	48 K-B2	K-Q2	6 NxP	KxN
26 K-N2	P-N4	49 N-Q2	R-B6	7 Q-B3ch	K-K(n)
27 R-KR	K-N2	50 R-QB5	K-Q3	8 BxN	Q-B3
28 P-B3	P-Q4(d)	51 N-K4ch	Resigns	9 BxP	BxB
29 PxP	PxP			10 QxB	B-B4
30 B-N6	R(Q)-KB(e)			11 Q-B8ch	K-K2
31 RxP	B-B3			12 QxPch	N-Q2
32 RxQP(f)	R-QN			13 P-Q4(o)	PxP
33 R-N5	R(B2)-N2			14 O-O	QR-Q
34 R-N4(g)	RxB			15 Q-B4	KR-N
35 R-QN	B-K2			16 R-Kch	K-B2
				17 QxQch(p)	PxQ

Notes on Game
No. 15 are written
by H. O. Peterson.

- (a) The best move.
- (b) Premature. PxP gives Black a strong center and chances for a draw, with three pawns for a piece.
- (c) This move has no purpose. QR-KB was more to the point, tho Black now has a lost game and it is hard to find good moves.
- (d) QR-KB is still the move.
- (e) Too late.
- (f) White should now retreat the R to K2 and be satisfied for the time being with the gain of one pawn.
- (g) B-Q4 saves the piece and forces another exchange.
- (h) With this move Black neatly ties himself up. K-B2 moving toward White's passed pawn is best.
- (i) Overlooking the K4 spot for the N.
- (j) Black's game is now definitely lost and he should resign without further play. The rest of the game needs no comment.
- (k) The Berlin Defense, which is somewhat better than B-B4.
- (l) A mistake, which allows White to attack by N-N5. Correct is either N-QB3, turning the game into a Two Knights Defense, or still better is NxP; then if PxP, P-Q4, and Black has a good game.
- (m) Allowing a variation of the Fegatello attack. B-B4 is much better; then if 6 N-QB3 N-N5, 7 N-R3 NxP, 8 NxN BxNch, 9 Q-R5ch regains pawn and piece.
- (n) After this move, Black's game is virtually lost. K-K3 holding the piece offered good chances of defense, e. g., 7...K-K3, 8 N-QB3 P-B3, 9 P-Q4 B-QN5, and Black's chances are good.
- (o) O-O immediately was better but Black falls for the trap and takes with the pawn instead of the B, leaving his K on an open file.
- (p) Two pawns ahead, White decides to win by the simple process of elimination.

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HURT	COLLETT		KING'S INDIAN DEFENSE	26	N-Q5	B-B
18 N-Q2	N-K4		Preliminary	27	B-B3!	K-N2
19 N-N3	B-N3(a)	16	1942	28	Q-K2	Q-Q2
20 R-Q	K-K(b)			29	P-QN3	P-B4
21 K-B(c)	N-N5			30	P-KR3	Q-KB2
22 B-B4	NxP(d)		GRiffin MORRISON	31	PxP	QxP?(k)
23 KxN	P-Q6disch	1 P-Q4	N-KB3	32	B-N4	Q-N8ch
24 K-B3	PxP	2 N-KB3	P-KN3	33	K-R2	BxB
25 RxRch	KxR	3 P-B4(e)	B-N2	34	PxB(1)	P-K5
26 R-QB	R-K	4 N-B3	O-O	35	N-B3	Q-Q6
27 RxP	R-K8	5 B-N5(f)	P-Q3	36	QxQ	PxQ
28 R-Q2ch	K-B	6 P-K3	QN-Q2	37	K-N3	B-B8
29 P-KR4	R-B8ch	7 B-Q3	R-K	38	K-B3	P-Q7
30 K-N4	P-R4ch	8 O-O	P-K4	39	K-K2	K-B3
31 K-B5	B-B2	9 PxP	PxP	40	N-K4ch	K-K4
32 P-N3	B-N3	10 N-K4	P-N3	41	NxQP	BxN
33 KxP	B-K6	11 R-B	Q-K2	42	KxB	K-Q5
34 R-B2ch	K-N2	12 NxNch	NxN	43	P-B4	K-K5
35 K-N5	Resigns	13 P-K4	B-N2	44	P-N3	P-KR4
		14 Q-B2	P-B4	45	PxP	PxP
		15 KR-K	QR-Q	46	K-K2	F-R5
		16 QR-Q	Q-B2(g)	47	K-B2	K-B4
		17 BxN!(h)	BxB	48	K-B3	PxP
		18 B-B	RxR	49	KxP	K-B3
		19 RxR!	R-Q	50	K-N4	K-N3
		20 N-Q2(i)	Q-Q2(j)	51	P-B5ch	K-B2
		21 B-K2	Q-B3	52	K-N5	K-N2
		22 B-B3	Q-K3	53	P-B6ch	K-B
		23 N-N	RxRch	54	K-B5	K-B2
		24 BxR	Q-Q3	55	K-K5	K-K
		25 N-B3	B-N4	56	K-K6	K-B
				57	P-B7	Resigns

Notes on Game 16
are written by
William Challinor

- (a) N-B6ch winning the exchange is best, i. e., 20 K-B NxR; if 21 NxR NxP! or if 21 KxN B-N3.
- (b) This move has no purpose. P-KR4 should have been tried.
- (c) A developing move, B-B4, is better.
- (d) Collett out-Hurts Hurt. This sacrifice should contribute to Black's downfall. It is unsound. The rest of the game needs no comment. Throughout White takes advantage of Black's mistakes without fail.
- (e) P-QN3 was the correct move, followed by B-N2.
- (f) P-K4 would have been more enterprising.
- (g) A move devoid of anything tangible.
- (h) The best move but as yet the White is all dressed up with no place to go.
- (i) At long last there is a good chance for the White N to display his wares.
- (j) Back to the mines.
- (k) Bad indeed.
- (l) 34 QxFch probably would have won in a few moves, but the result is the same in any case. A very interesting game throughout.

CHARLESTON TOURNAMENT--1942

 BISHOP'S
OPENING
Class A
1942

CHALLINOR JEFFRIES

1 P-K4 P-K4
2 B-B4 N-KB3(a)
3 P-Q3 N-B3
4 N-K2?(b) P-Q3
5 QN-B3 B-N5?(c)
6 P-B3 B-R4
7 O-O(d) N-R4
8 B-N3 NxP(e)
9 RPxN P-Q4(f)
10 PxP NxP

11 NxN QxN
12 K-R?(g) B-Q3?(h)
13 P-QB4 Q-K3
14 Q-K O-O
15 B-Q2 Q-B4
16 N-N3(i) Q-N3
17 NxP(j) QxN
18 P-KN4?(k) Q-N3(l)
19 Q-K2 KR-K?(m)
20 R-KN B-B4
21 R-N2 P-B4?(n)
22 PxP QxP
23 R-KB R-KB
24 R-N5 Q-B3
25 RxKP B-Q5
26 B-N5??(o) QxR
27 QxQ?(p) BxQ and
 wins(q)

 CENTER
COUNTER GAME
Preliminary
1942

MORRISON CHALLINOR

1 P-K4 P-Q4
2 PxP N-KB3(r)
3 P-QB4 P-B3
4 PxP NxP
5 N-KB3 B-N5
6 B-K2 P-K3
7 P-Q3 B-QB4
8 B-K3?(s) BxB

Notes on Games
17 and 18 written
by Harold C. Heisey

- (a) The Berlin Defense.
- (b) The natural square for the N is KB3. B-KN5 is also preferable to the text.
- (c) Waste of time.
- (d) B-KN5 is preferable.
- (e) This N maneuver merely opens a file for the possible use of White's QR.
- (f) Complete development of pieces is preferable to pawn action in the center.
- (g) Waste of time.
- (h) The B has no scope here. B-B4 was better.
- (i) Although risky, P-KN4 would win a B for two pawns.
- (j) This eliminates the B pair but develops Black's Q to an attacking square.
- (k) This is a terrible weakening of the White K's position.
- (l) Retention of attacking possibilities by Q-R6 is to be preferred.
- (m) KR-Q to attack White's backward QP would be better.
- (n) This is bad as it opens an attacking file for the White R's and isolates the Black KP.
- (o) A blunder which loses a R immediately.
- (p) White should resign but if he wants to continue he certainly should not exchange Q's.

(q) The game continued: 28 B-B P-B4, 29 P-B4 B-Q5, 30 K-N2 P-KR3, 31 K-B3 P-KN4, 32 K-N4 K-N2, 33 R-B3 KR-K, 34 P-B5 R-K8, 35 E-Q2 R-N8ch, 36 K-R5 BxP, 37 B-K3 R-N7, 38 P-R3 B-Q5, 39 B-B R-QB7, 40 BxP PxP, 41 KxP R-N7ch, 42 K-B4 K-B3, 43 K-K4 R-Kch, 44 K-Q5 P-N3, 45 K-B6 R-N4, 46 K-N7 R-K2ch, 47 K-R6 RxP, 48 R-N3 R-R4, 49 R-B3ch K-N4, 50 K-N5 B-B6, 51 K-B6 R-R3ch, 52 K-N5 K-R5, 53 R-B R(K2)-R2, 54 R-B3 K-N4, 55 R-N3ch K-B5, 56 R-N4ch K-B4, 57 R-N RxP, 58 R-Bch K-K4, 59 R-Kch K-Q5, 60 R-K4ch KxP, 61 R-K6 K-B7, 62 K-R4 K-N7, 63 R-K2ch K-B8, 64 K-N5 R-R7, 65 R-K3 R-QN7, 66 K-R4 K-N8, 67 RxB R-KN2, 68 R-R3 P-R3, 69 R-Rch K-R7, 70 R-KN P-N4ch, 71 K-R5 PxP, 72 PxP R(N2)-N6, 73 KxP R-R6 mate.

(r) As far as the book is followed on the Center Counter Game.

(s) Allows loosening of K's wing. 8 B-N5 would be better.

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MORRISON	CHALLINOR	28 NxN	RxN	47 RxR	RxRch
9 PxP	O-O	29 QxP(e)	RxBP	48 K-B2	R-QN8
10 O-O	Q-Q3	30 N-Q2	R(B5)-B2?(f)	49 N-B3	R-N7ch
11 QN-Q2	QR-Q	31 N-B3	R-K2	50 K-B(i)	R-N6
12 P-QR3	P-K4?(a)	32 Q-B2	R(B)-K	51 N-Q5	RxRP
13 Q-B2(b)	P-QN3	33 P-Q4	R-K7	52 NxP	RxP
14 QR-Q	Q-K3	34 Q-N3	Q-K2	53 N-Q7	R-N6
15 KR-K	R-Q2	35 N-K5	Q-N4	54 Resigns(j)	
16 N-N5	Q-K2	36 QxQ?(g)	PxQ		
17 BxB	NxB	37 R-Q3	R-QB		
18 N(Q2)-B3	P-KR3	38 P-R3	R(B)-B7		
19 N-K4	P-B4	39 R-KN3	R(B7)-Q7		
20 N-N3	P-N3	40 N-B6	K-R3		
21 P-N4	Q-Q	41 NxP?(h)	RxQP		
22 Q-N3	K-R2	42 R-KB3	P-N5		
23 Q-B2(c)	P-B5	43 PxP	RxP(KN5)		
24 PxP	PxP	44 P-N3	R-QB5		
25 N-K4?(d)	N-K6	45 N-N5	R-B8ch	1 P-K4	P-K4
26 RxN	PxR	46 R-B	R(K7)-K8	2 N-KB3	N-QB3
27 Q-K2	N-Q5	Notes on Game 19 by Ray H. Griffin		3 B-N5	N-B3(k)

RUY
LOPEZ
Class A
1942

HEISEY JEEFIE

- (a) This does little more than block Black's own Q.
- (b) 13 P-K4 was to be preferred.
- (c) Some of the Q moves on both sides recently have been rather aimless. White should consider striking through on one of the B file or working with his Q side pawn majority.
- (d) Loses the exchange. 25 N-B was to be preferred.
- (e) 29 P-B5 would have saved the pawn.
- (f) 30...R-B7 or moving the R to the K side would have been more aggressive.
- (g) 36 Q-KB3 would have saved the Q for counter-play.
- (h) White would do better to preserve his passed center pawn as long as possible.
- (i) 50 K-K3 would be preferable from the standpoint of getting the K nearer the center.
- (j) White might try to steer for the famous position with identical material in which Dr. Emanuel Lasker drew against Edward Lasker, although the exchange down. This occurred in the New York tournament of 1924 after 13 hours of play. The exact position: White, K on QN4, N on QP4; Black, P on QN6, K on KB5, R on KN6--White to move.
- (k) The much-discussed and seldom-used Berlin Defense. Most recent authorities condemn it: "The Berlin Defense...leaves Black with a dangerously backward development...It has fallen out of favor in modern days."--Modern Chess Openings. "3...P-QR3 is stronger."--Tarrasch. "The defense usually results in a cramped game for Black and has fallen into disuse."--Hoffer's Chess. However, Dr. Lasker in "Common Sense in Chess," wrote of the Berlin Defense: "The defense yields, in all respects, a satisfactory game." And in the same discussion he said of the Morphy Defense: "This move is against the principles of our first lecture...Neither does it, I believe, lead to an even game." In the 1924 N. Y. tournament Lasker played the Black of only one Ruy Lopez; he used the Berlin Defense and won the game.

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HEISEY	JEFFRIES	10 P-KR3	P-B3	18 P-QN3	QR-Q
		11 Q-B3	P-Q4	19 N(K2)-N3	R-Q2
4 P-Q3(a)	P-Q3(b)	12 N-K2	PxP	20 RxR	BxR
5 B-N5(c)	B-Q2	13 PxP	P-B4	21 R-Q	R-Q
6 N-B3	B-K2	14 QR-Q	Q-K	22 Q-N4	K-R
7 O-O	O-O	15 P-B4	B-B3	23 R-Q6	Q-K(d)
8 BxQN	BxB	16 BxN	BxB	24 RxB(B6)	PxR(e)
9 KN-R4	B-Q2	17 N-B5	Q-K3	Black Resigns	

(a) "Inferior move."--Tarrasch. This move is seldom used, but it has been tried by world champions Andersen and Steinitz.

(b) "In this case 4...P-Q3 is now permissible."--Tarrasch. The moves to this point follow the games Andersen-Paulsen, Steinitz-Rosenthal and Cohn-Lasker.

(c) Here the game leaves the usual book lines.

(d) Apparently the game has proceeded evenly for many moves, but here it reaches an interesting climax. Black should have won if he had played 23...QxR. Then 24 NxQ (practically forced) BxQ, 25 NxP ch K-N, 26 NxR B-B, retaining the two B's. The White N at Q8 is attacked by the B and has no escape. The least unfavorable move is 27 NxP BxN. Black, with two B's against a lone N, will win although two pawns minus. Black might attempt to regain equality of pawns by 26...BxP, 27 PxP (to deprive Black of the advantage of two B's) BxN. Then Black has B and six pawns against N and six pawns, but apparently White's game is the better and unquestionably Black's 26...B-B is the strongest.

(e) With 24...PxR, of course 25 QxP mate. Black resigns with his move. If 24...BxN, 25 NxP and the same mating threat exists. Even the obvious move 24...P-KN3, pinning the N, is bad for Black, since White can play 25 N-Q6, leaving both Q's attacked, and remaining with the piece ahead which he won at move 24. But Black has a fourth line of play which promises a drawing chance: 24...Q-B. White has then only two choices to save the R. Being a piece ahead, he can play 25 QxP ch, forcing exchange of Q's and giving N for pawn, remaining a pawn ahead. The only other move to avoid loss of the R is 25 R-Q6 allowing Black to pin the N by 25...P-KN3. White must move the R to avoid double attack on the Q and undefended R and there follows 26...BxN, 27 NxP. These last two variations leave Black with drawing chances--a pawn behind but no other disadvantages. But Black's last chance for a win was at move 23.

SELECTION AND ARRANGEMENT OF GAMES

Briefly, here is the method by which games were selected for and arranged in the yearbook:

Selection--First, all games of the championship rounds which seemed worth reporting; second, the best game won or drawn by each player; third, any other game which seemed worth reporting because of its good or exciting play.

Arrangement--Under each year's play, games of that year's champion are given first. First game in each division is that between the champion and the runner-up. (In each instance this game decided who should have the title.) Then is given the champion's game with No. 3 man in the tourney, next No. 4 man and so on for all the champion's games used. Then the runner-up's games are treated similarly, and so on through the entire list of players.

SELECTED GAMES FROM THE THIRD ANNUAL
 WEST VIRGINIA CHESS TOURNAMENT
 HELD IN CLARKSBURG JUNE 21-22, 1941



FOUR KNIGHTS GAME Championship 1941		16 N-K2	Q-Q2	36 P-Q5	P-QB3
HURT	CREDE	17 N-N3(e)	R-K3	37 PxP	KxP
1 P-K4	P-K4	18 K-R2(f)	N-K	38 R-K7	R-Q2
2 N-KB3	N-QB3	19 QR-K	R-B3	39 RxR	KxR
3 N-B3	N-B3	20 Q-K2	P-KN3	40 K-N3	K-K3
4 B-N5	B-B4(a)	21 P-QB3	P-B4	41 K-R4?(j)	K-B4(k)
5 O-O	P-QR3(b)	22 P-K5	R-K3	42 P-KN3	P-B5!
6 BxN	QPXB	23 N-K4(g)	Q-Q4	43 P-N3	P-QN4
7 NxP	O-O(c)	24 N-N5	R-K2	44 P-QN4	P-B3
8 P-Q3	R-K	25 P-KB4	N-N2	45 P-R3	K-K5
9 N-B3	B-KN5	26 N-K4	N-K	46 P-N4	KxP
10 R-K(d)	Q-Q3	27 N-B6ch(h)	NxN	47 PxP	PxP?(l)
11 B-K3	QR-Q	28 PxN	RxR	48 KxP	K-N6
12 P-KR3	BxN	29 QxR	P-KR4	49 P-KR4	P-B4
13 QxB	BxB	30 R-Q	P-N3	50 K-N5	P-B5
14 RxB	Q-N5	31 Q-K5	Q-Q3	51 P-R5	P-B6
15 R-N	Q-Q5	32 P-Q4	K-B	52 P-R6	P-B7
		33 Q-K7ch(i)	QxQ	53 P-R7	P-B8=Q
		34 PxQch	KxP	54 P-R8=Q	Q-B8ch
		35 R-Kch	K-Q3	55 K-B5	K-B7
		Notes on Game 20 by George Koltanowski			
		56 Q-R2ch	K-K8	57 Q-Nch	K-Q7

(a) The usual line is 4...B-N5. Following the leader is not always advisable, especially in chess--as when your opponent mates you first. .you are too late to mate him...but in the Four Knights, it's all right for some moves more!

(b) Why not P-Q3? The loss of a pawn should mean loss of game.

(c) There's no use to regain the pawn with 7...B-Q5, 8 N-B3 BxN, 9 NPxN (or QPxN) NxP?, 10 R-N--and it looks bad for Black.

(d) 10 P-KR3 B-R4, 11 P-KN4 is better as it takes the initiative immediately.

(e) The game is going along on good lines. White is slowly developing his pieces on better places--and Black is just groping around.

(f) N-B5 is more to the point.

(g) I'd prefer 23 P-KB4 followed by P-B5. If 23...N-N2, then N-K4 with much more effect.

(h) I don't like this move at all. R-KB, followed by P-B5 or R(B)-B3 and R-N3 gives more play. The text move gives Black plenty of play...again.

(i) Why that? Now White gives his pawn away for no reason at all. 33 Q-KN5! threatening Q-R6ch; if 33...K-N, then 34 PxP! QxR, 36 Q-R6! and wins! Now it should be a draw!

(j) No good--and loses the game! Now 41 K-B3 followed by P-KN4 is an easy draw.

(k) Black at last takes the initiative.

(l) Can imagine the spectators almost falling over; but then Masters blunder, too!

CLARKSBURG TOURNAMENT--1941

HURT	CREDE
58 Q-Q4ch	K-B7
59 P-R4	Q-B8ch
60 K-N4 (a)	Q-Q8ch
61 K-B5	Q-Q6ch
62 K-N5	QxP
63 Q-B2ch	K-N6
64 PxP	PxP
65 Q-B	KxP
66 Q-Nch	Q-N6
67 Q-K4	Q-Q6
68 Q-K7ch	K-N6
69 Q-K6	P-N5
70 K-B4	K-N7
71 Q-QN6	P-N6
72 Q-B6ch	P-B6
73 Q-K5	Q-Q7ch
74 K-N4	K-N8
75 Q-K4ch	P-B7
76 Q-Rch	P-B8=Q
77 Q-K4ch	K-R
78 Q-R8ch	Q-R7
79 Q-R8ch	P-N7
80 Resigns (b)	

Notes on Game 21
by George Koltanowski

RUY LOPEZ MORPHY DEFENSE Championship 1941	CREDE	HARTLING	22 NxP	N-Q2
			23 N-R5(h)	NxB
			24 PxN	R(B)-K
			25 N-N7	R(K)-Q
			26 QR-K	B-B4
			27 N-B5	R-Q4
			28 R-K2(i)	QR-Q
			29 N-K7ch	BxN
	1 P-K4	P-K4	30 RxB	R(Q4)-Q2
	2 N-KB3	N-QB3	31 R(B)-K	K-B
	3 B-N5	P-QR3	32 K-N(j)	P-QB4
	4 B-R4	N-B3	33 P-QN3	R-Q3
	5 O-O	P-QN4	34 R-KB	R-Q7
	6 B-N3	B-K2	35 R-B2	R-Q8ch
	7 N-B3(c)	O-O	36 R-B	R-Q7
	8 P-Q4	P-Q3	37 R-R7	R(Q7)-Q3
	9 PxP(d)	PxP	38 P-KR4	R-K3
	10 QxQ	RxQ	39 R-KB5	P-KR3
	11 N-Q5	B-Q3(e)	40 RxBP	RxP
	12 B-N5	B-N2	41 R(B5)-B7	R(Q)-Q3
	13 NxNch	PxN	42 K-R2	K-N2
	14 BxP(B6)	R-K	43 P-B4	R-Q7
	15 N-N5	R-KB	44 PxP	RxRP(k)
	16 B-Q5	N-R4	45 R(B7)-B6?(l)	R(B3)-B7
	17 BxB(f)	NxB		
	18 P-KB4(g)	PxP	46 P-N6	RxPch
	19 P-K5	B-B4ch	47 K-R3	R(N7)-N7
	20 K-R	B-K6	48 R-B3	R-R7ch
	21 N-R3	N-B4		DRAWN

(a) And now it is lost much sooner (or later). K-K5 was better.

(b) It's hard to resign a game that was once won, then an easy draw. The moral is: When a pawn up, don't sit back and wait--play if you have no pawn up--and you get somewhere.

(c) Better is R-K.

(d) 9 B-Q5 NxP, 10 PxN NxP, 11 NxN PxN, 12 QxP gives Black a bad backward pawn on QB2. The text move is too tame.

(e) Black could have considered here 11...NxP.

(f) Better is 17 QR-Q BxB, 18 PxP and continue the pressure.

(g) Too soon.

(h) Still a pawn to the good, White does not make the best move. Why not 23 N-Q5? That gives Black lots to think about.

(i) White is going to play N-K7ch a move later--then why not immediately and thus not lose an important tempo?

(j) A positionally strong move would have been here 32 P-QN4 as it still keeps the QBP for Black backward.

(k) Black has defended himself very well so far--but the text move is too dangerous. 44...RPxP was much better.

(l) No good at all. White's best move would be now: 45 P-N6 RxQNP (best, if 45...R(B3)-B7, 46 RxPch RxR, 47 RxRch KxR, 48 P-N7 wins!), 46 RxBPch with a very dangerous position for the lone Black K. Now White can only draw.

CLARKSBURG TOURNAMENT--1941



SICILIAN
DEFENSE
Championship
1941

CREDE FOY

- 1 P-K4 P-QB4
- 2 P-Q4(a) PxP
- 3 QxP N-QB3
- 4 Q-Q(b) N-B3
- 5 N-QB3 P-Q3
- 6 B-KB4(c) P-QR3
- 7 N-B3 P-KN3
- 8 B-B4 B-N2
- 9 O-O O-O
- 10 B-Q2(d) Q-B2
- 11 P-QR3 P-QN4
- 12 B-N3 B-N2
- 13 Q-B1 QR-B
- 14 R-K(e) N-QR4
- 15 B-R2 N-B5
- 16 BxN(f) QxB
- 17 P-K5 BxN
- 18 PxP(g)
- 19 RxP P-K3

- 20 B-R6 Q-Q5
- 21 BxB KxB(h)
- 22 Q-K3 KR-Q
- 23 Q-K2 Q-KB5
- 24 Q-K3 Q-Q5
- 25 Q-K2 Q-Q7
- 26 R-Q Q-B5

DRAWN

Notes on Game 22
by H. O. Peterson;
notes on Game 23 by
Harold C. Heisey



KING'S GAMBIT
DECLINED
Preliminary
1941

DEVERICKS CREDE

- 1 P-K4 P-K4
- 2 P-KB4 P-Q4(j)
- 3 KPxP QxP
- 4 N-QB3 Q-Q
- 5 B-B4 B-QB4
- 6 Q-K2 N-QB3
- 7 N-B3 B-KN5
- 8 BxPch(k) KxP
- 9 N-N5ch QxN
- 10 PxQ BxQ
- 11 KxB R-KB
- 12 K-K(l) K-K2
- 13 R-B RxRch
- 14 KxR P-KR3
- 15 P-N6 N-B3
- 16 N-K2 R-Q
- 17 P-B3 K-B
- 18 P-QN4 B-N3
- 19 P-QR4 P-R3

(a) This ancient form of meeting the Sicilian has little to recommend it, as it gives Black a tempo and helps develop the game for him. The reason for White playing P-Q4 immediately is evidently to avoid a possible early exchange of N's.

(b) There is probably no better move for White.

(c) This and the following B move misplace White's B's. More to the point and usually played in this form of the Sicilian is B-K2, followed by 7 B-K3.

(d) Another misplay with the B. 10 Q-Q2 with B-R6 threatened was considerably stronger. Text has only defensive value.

(e) An important defensive move, as there is a masked attack on the KP by the B.

(f) Almost forced. If, for instance, 16 B-N5 NxNP!

(g) Correct! If 19 PxN Q-KN5, 20 P-N3 Q-R6 wins!

(h) Black misses a strong line of play here, which in several variations leads to a win. If 21...QxR instead of KxB, White's game becomes very difficult. For example, 22 BxR RxR, 23 Q-K3 (best, for if 23...Q-Q2, the N gets to B5 very easily) Q-KB4, 24 R-QB R-QB!, 25 K-R! N-R4, 26 Q-K4 Q-N4, 27 R-KN Q-Q7, 28 R-KB R-B5, 29 Q-Q3 (best) QxQ, 30 PxQ R-Q5, winning the pawn after N-B5, and eventually the game. If 27 Q-K3 Q-R5 (best), 28 R-KN R-B5 with a vastly superior game. Or if, in the first line, 29 Q-R8ch? K-N2, 30 QxRP R-KR5!

(i) Though White's defense is now quite ample, Black should have tried Q-KR4 with winning chances had White played Q-R6 in hope of picking up some pawns.

(j) The Falkbeer Counter-Gambit.

(k) Unsound. Loses a piece without sufficient compensation.

(l) Unnecessary. 12 P-Q3 would have been better.

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DEVERICKS CREDE

20	B-R3	N-K2(a)
21	N-N3	P-B3
22	K-K2	R-Q2
23	R-KB	N(K2)-N?(b)
24	N-K4	K-K
25	NxNch	NxN
26	RxN?(c)	PxR
27	P-QB4	R-Q
28	P-N5	P-QB4
29	P-R5?(d)	BxP
30	BxP	RxPch
31	K-B3	R-Q2(e)
32	P-R4	P-R4
33	K-K4	B-K8
34	B-K3	BxP
35	B-R6	P-R4
36	P-B5	P-R5
37	P-B6	PxP
38	PxP	R-B2
39	K-B5	P-R6
40	P-N7	K-B2
41	Resigns	

Notes on Game 24
by Edward M. Foy;
notes on Game 25 by
H. O. Peterson

FRENCH
DEFENSE
Championship
1941

HARTLING HURT

1	P-K4	P-K3	23	Q-B5	Q-R4
2	P-Q4	P-Q4	24	QxQ(i)	NxQ
3	N-QB3	N-KB3	25	N-B5	P-KN3
4	B-KN5	B-K2	26	N-K7ch	K-N
5	P-K5	KN-Q2	27	R-K6	KR-K
6	BxB	QxB	28	RxRP	RxN
7	P-B4	P-QR3	29	RxN	QR-K(j))
8	N-B3	P-QB4	30	P-KR3	R-K8ch
9	B-Q3(f)	PxP	31	RxR	RxRch
10	KNxP	Q-N5!	32	K-R2	R-Q8
11	KN-K2	QxNP	33	R-R3	R-Q7
12	O-O	Q-N3ch(g)	34	R-QB3	K-R2
13	K-R	Q-N-B3	35	P-R3	P-Q5
14	R-QN	Q-B2	36	R-Q3(k)	RxR
15	N-N3	N(B3)xP!	37	Resigns(l)	
16	NxP	PxN			
17	PxN	NxP			
18	B-B5	B-K3!			
19	Q-Q4	O-O-O(h)	FOY	HURT	
20	KR-K	BxB	1	P-Q4	P-KB4
21	NxB	P-B3	2	P-KN3	N-KB3
22	N-K3	N-B3	3	B-N2	P-K3
			4	P-K3(m)	B-K2

(a) 20...RxP would be safe.

(b) Why not 23...NxP?

(c) Unsound sacrifice.

(d) Loses a pawn and allows invasion.

(e) Unnecessary. 31 R-QB7 would start mopping up the Q side pawns, although White can proceed at leisure since Black has no chance of winning or drawing.

(f) 10 PxP first seems better.

(g) Getting the Q back home without losing a move, and forcing the White K into a corner.

(h) A bit risky, perhaps, but it further protects the isolated QP.

(i) This trade is certainly forced! With his two-pawn advantage Black is all for trading off the pieces.

(j) A pawn advantage is not much in an ending with two R's each. This gains a move for Black as White must meet the threat of 31...R-Kch, 32 RxR RxR mate.

(k) White could have postponed the end for a while by not giving Black the opportunity of trading R's, but his position is a lost one. His K is tied to the protection of his KRP and KNP while Black can bring his K up to attack White's Q-side pawns and to help force the QP through.

(l) A nice game on Black's part.

(m) With this move White shuts in his QB. N-R3 at once is stronger, and follows the book.

QUEEN'S
PAWN GAME
Championship
1941

CLARKSBURG TOURNAMENT - 1941

FOY	HURT	23	Q-Q2(f)	N-K5	QUEEN'S PAWN GAME
5 N-KR3	O-O	24	BxN	BPxB	Preliminary
6 O-O	P-Q4	25	R-B7	N-N3	1941
7 P-QB4	P-B3	26	NxP	NxN	
8 P-N3	QN-Q2	27	PxN(g)	R-N	
9 N-B4	K-B2(a)	28	Q-Q4	K-R3(h)	HUMPHRIES HURT
10 N-B3(b)	KR-N	29	K-N2	R-KN2	
11 PxP	BPxP	30	P-QR4	B-R6	
12 B-N2	N-B	31	R-KRch(i)	K-N3	1 P-Q4 N-KB3
13 R-B	B-Q2	32	RxRch	KxR	2 P-QB4 P-K3
14 N-R4(c)	P-QN3	33	BxB	B-K7(j)	3 N-QB3 B-N5(m)
15 N-B3	P-KN4(d)	34	R-QB	Q-R(k)	4 N-B3(n) P-B4(o)
16 N-Q3	B-K	35	R-KN	P-N5	5 P-K3 N-B3
17 N-K5gh	K-N2	36	P-B4	NPxP e.p.ch	6 Q-B2 O-O
18 Q-K2	P-QR3(e)	37	K-B2	Q-R7ch	7 FXP(p) BxP
19 R-B2	P-KR4	38	Resigns(l)		8 P-QR3 P-QN3
20 KR-QB	P-R5				9 N-K4(q) NxN
21 N-R4	PxP				10 QxN B-N2
22 RPxP	B-N4				11 F-QN4(r) NxP

Notes on Game 26
by H. O. Peterson

(a) Black has the choice of this move or N-QN, for if N-N3, 10 R-B5!, and Black must lose either a piece or the exchange, if the N retreats.

(b) N-Q2 is more exact, with N-KB3 threatened.

(c) How out of place this N is now becomes apparent. Black's move further restricts its power.

(d) Black's attack begins. A well-chosen move.

(e) Prevents N-N5 which would virtually force Black to exchange the valuable B for White's N.

(f) The "bad-looking" move, N-Q3, to be followed by N-B3, P-QR4 is somewhat stronger for White and saves the KB for defensive purposes.

(g) Of course, not NxR, for then N-B6ch!

(h) K-N3 at once would have saved a tempo.

(i) BxB loses the exchange.

(j) This move gets Black out of his temporary difficulty.

(k) Black foresees a mate. Pieces mean little in such a position.

(l) Threatened with the loss of both the R and the Q, as well as an imminent mate, White quite properly resigns, ending one of the most interesting games of the tournament.

(m) This move is the Nimzovitch defense to the Queen's Pawn Opening. It is a strong formation for Black.

(n) Q-B2 is stronger for White because it offers Black less opportunity for complicating the game.

(o) Griffith and White recommends BxNch followed by P-QN3, preparing to fianchetto the Black B.

(p) B-K2 preparing to castle offers Black less opportunity to attack and maintains the center.

(q) White should castle before trying to attack. B-K2 followed by O-O is now the proper procedure.

(r) White misses his last chance to play B-K2. The text move is especially bad.

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HUMPHRIES HURT
 12 Q-QN(a) BxN(b)
 13 PxN B-K5
 14 QxB BxPch
 15 B-Q2 BxBch
 16 KxB Q-B3
 17 B-K2 QxP(c)
 18 QR-KB P-KB4(d)
 19 QxQR QxBch
 20 KxQ and wins (e)

Notes on Game 27
by H. C. Peterson


 ALEKHINE'S
 DEFENSE
 Preliminary
 1941
 HURT
 ALTMEYER
 1 P-K4 N-KB3
 2 P-K5 N-Q4
 3 P-QB4 N-N3
 4 P-Q4 P-Q3
 5 P-B4(f) PxP(g)
 6 BPxP N-B3
 7 N-KB3(h) B-N5
 8 B-K3 P-K3(i)

9 B-K2 P-KR3(j)
 10 O-O B-K2
 11 N-B3 B-KB4(k)
 12 P-QR3 Q-Q2
 13 P-QN4(l) O-O
 14 Q-K Q-Q(m)
 15 Q-N3 K-R2
 16 QR-Q P-QR4(n)
 17 P-Q5 KPxP
 18 PxP N-N
 19 BxN PxP
 20 P-Q6 B-N4(o)
 21 NxBch PxQ
 22 QxQ Resigns
 23 RxP

(a) Else White loses the exchange, besides jeopardizing his K.

(b) Not content with a good pawn advantage White continues his attack and gets into trouble. The simple move N-B3 should have eventually rewarded Black with a won game.

(c) Leaping from the frying pan into the fire. P-Q4 would have opened up a file for the Black R's and given Black some good chances for attacking.

(d) 18...P-Q4, 19 PxP PxP, 20 Q-N4 and the Black Q and game are still lost.

(e) Illustrating how a long game can be won and vice versa. The game continued: 20...RxQ, 21 R-Q R-Q, 22 R-Q2 K-B2, 23 KR-Q K-K2, 24 K-B3 P-KN4, 25 P-KR3 P-KR4, 26 P-KN4 P-Q3, 27 R-KN BPxPch, 28 PxP R-R5, 29 P-K4 R-QB, 30 R-QB P-QN4, 31 R(Q2)-B2 P-QN5, 32 P-QB5 R-KBch, 33 K-N2 PxP, 34 RxP R-KB5, 35 RxP K-B3, 36 R-N8 RxKP, 37 R-KBch K-K4, 38 P-N5 P-QR4, 39 K-R3 P-R5, 40 P-N6 R-QB5, 41 R(N8)-KB8 R-QB2, 42 R(B8)-B7 R-QB, 43 P-QN7 R-KN, 44 R-KN P-N6, 45 R-KN5ch K-Q3, 46 R-KB8 RxP, 47 RxR P-R6, 48 R-QR8 K-B4, 49 RxP K-N5, 50 RxP KxR, 51 R-K7 and Black resigns.

(f) PxP gives White a stronger center but text usually results in an open game with chances for both sides.

(g) This is book but B-KB4 is also playable. It has the advantage of not opening the KB file for White. If 6 P-KN4 B-B, leaving White's pawn formation quite wobbly.

(h) B-K3 is the book move. In Alekhine's Defense, White usually develops the B's before the N's.

(i) Black should have tried BxN. Then White would have had to re-take with the pawn for if 10 QxB NxQP, 11 BxN QxB; White cannot play QxP for then QxNP and wins the R.

(j) Wastes a tempo. B-K2 at once is best. There is nothing to fear from N-N5 at this point in the game.

(k) B-R4 with B-N3 to follow is a little better.

(l) Preparing an attack if Black castles on the Q side.

(m) This maneuver is pointless. B-KN3 is much better.

(n) B-KN3 can still be played, though Black's position is difficult. N-R4 would have saved the pieces, though after P-Q5, Black's game would have been precarious.

(o) There is now no way to save the piece. White's superior pawn play wins.

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COLLE
SYSTEM
Preliminary
1941

FOY JOHNSON

1 P-Q4 P-Q4
2 N-KB3 P-K3
3 P-K3 B-K2
4 B-Q3 N-Q2
5 QN-Q2 P-QN3 (a)
6 O-O P-QB4
7 P-B3 P-KB4 (b)
8 N-K5 NxN (c)
9 PxN N-R3
10 Q-R5ch N-B2
11 P-KB4 O-O
12 P-B4 (d) N-R3
13 B-K2 B-N2
14 P-QN3 K-R (e)
15 B-N2 R-KN (f)
16 QR-Q B-QB3

17 PxP BxP
18 N-B4 Q-KB
19 N-Q6 QR-Q
20 B-QB3 P-KN4
21 B-B3 BxB
22 RxR P-N5
23 R(B3)-B R-N3
24 R-Q2 K-N2
25 R(B)-Q N-N
26 NxPch (g) PxN
27 P-K6disch N-B3
28 RxR BxR
29 QxP K-B3
30 Q-Q3! B-K2
31 P-B5 R-N4
32 P-K4 K-N2 (h)
33 P-K5 N-K
34 P-B6ch NxP
35 PxNch BxP
36 BxBch QxB
37 Q-Q7ch K-R3
38 P-K7 R-B4
39 P-K8=Q Resigns

29

QUEEN'S
PAWN GAME
Preliminary
1941

GRIFFIN FOY

1 P-Q4 N-KB3
2 N-KB3 P-K3
3 P-QB4 P-Q4
4 B-N5 QN-Q2 (i)
5 N-B3 P-B3
6 N-K5? (j) Q-R4
7 Q-R4? (k) QxQ
8 NxQ B-N5ch!
9 N-QB3? (l) N-K5
10 B-Q2 (m) NxN
11 KxN NxN
12 PxN P-Q5 and
wins (n)

Notes on Game 28
by Geo. Koltanowski;
notes on Game 29 by
Harold C. Heisey

- (a) What about the development of the KN and K?
- (b) Sort of a Stonewall Defense, which is much stronger with the Black pawns on QN2 and QB3. Black now has too many holes in his defense.
- (c) Surely KN-B3 was needed now.
- (d) Well played.
- (e) Black is losing lots of time. Here he should have played 14...P-Q5.
- (f) Is Black playing for self-mate? Why strangle your own K?
- (g) White decides on a beautiful sacrifice and as his pieces are very well placed it should meet with success.
- (h) Good advice is difficult. B-Q2 is threatened.
- (i) 4...B-K2 is preferable, making way for castling and not blocking the other B.
- (j) Completion of development is preferable to the N sally.
- (k) Undesirable. 7 NxN or 7 P-QR3 should be better.
- (l) Loses a piece and the game.
- (m) If other B moves, 10...NxN(B6) and if 11 PxN BxPch and the R is lost.
- (n) The game continued: 13 K-B2 PxN, 14 P-QR3 PxP, 15 KxP B-B4, 16 P-K3 P-QN3, 17 B-K2 B-N2, 18 P-QR4 O-O, 19 KR-Q KR-Q, 20 R-Q3 RxR, 21 BxR R-Q, 22 K-B3 B-N5ch, 23 K-B2 P-QB4, 24 R-Q P-N3, 25 P-N B-B3, 26 K-N3 B-B6, 27 B-K2 RxR, 28 BxR BxBch, 29 K-N2 BxRP, 30 P-B B-Q8, 31 P-B4 BxP, 32 K-B2 P-QR4, 33 K-N3 B-Q8ch, 34 K-N2 P-R5, 35 K-R2 N6ch, 36 K-N2 BxP, 37 P-R4 P-R6ch, 38 K-N P-R7ch, 39 K-R B-B6mate.

CLARKSBURG TOURNAMENT--1941



QUEEN'S
PAWN GAME
Preliminary
30
1941

JOHNSON GRIFFIN

1 P-Q4 P-Q4
2 N-KB3 N-KB3
3 B-N5 QN-Q2
4 P-K3 P-K3
5 P-QB4 B-K2
6 N-B3 N-K5(a)
7 BxB QxB
8 R-B N(Q2)-KB3(b)
9 PxP NxN!
10 RxN PxP
11 B-Q3 B-N5!
12 O-O O-O
13 B-K2 BxN(c)
14 BxB P-QB3
15 Q-Q3 N-K5
16 R-B2(d) QR-Q(e)
17 KR-QB P-QR4(f)
18 Q-N3 R-Q3
19 Q-R3 Q-B2
20 Q-Q3 R-R3(g)

21 P-KN3 R-K
22 B-N2 Q-Q3
23 Q-N3 Q-N5(h)
24 QxQ PxQ
25 BxN RxB
26 R-B5 K-B
27 R-R5 P-QN4
28 R-R6 R(K5)-K3
29 R-Q R(K3)-B3
30 R-Q3 K-K2
31 R-N3 K-Q2
32 RxNP K-B2
33 R-N3 R-B6
34 R-Q3 R(R3)-B3
35 R-Q2 K-N2
36 R-R3 P-R4
37 R-N3 K-B2
38 R-QB2 R-N3
39 RxNP P-R5
40 RxQP PxP
41 RPxp K-N3
42 R(Q5)-QB5 R(B6)-B3
43 K-N2 R-R3
44 R(B2)-B3 R-R2
45 R-N3ch K-B2
46 P-Q5 R(B3)-R3
47 RxPch and wins(i)

FRENCH
DEFENSE
Consolation
31
1941

DEVERICKS HUMPHRIES

1 P-K4 P-K3
2 P-Q4 P-Q4(j)
3 N-KB3 N-KB3(k)
4 P-K5 KN-Q2
5 P-QR3(l)
P-QB4
6 B-QN5 P-QR3
7 B-R4(m) P-QN4
8 B-N3 N-QB3(n)
9 P-QB3 Q-N3
10 B-K3 N-QR4
11 B-B2 N-B5
12 R-R2(o) B-N2
13 P-QN4(p) NxB(q)
14 PxN PxQP(r)
15 KPxp R-QB
16 P-QR4 B-K2
17 P-R5 Q-B2

Notes on Game 30
by William Challinor;
notes on Game 31
by Harold C. Heisey

- (a) Very premature. Castling was the better move.
- (b) P-QB3 was the correct move here.
- (c) Again premature. N-K5 would have shown some attacking spirit.
- (d) White should have played 16 BxN, instead of losing a move by retreating the R.

- (e) P-KB3 was in correct order here.
- (f) Veritably a weak and obscure move.
- (g) Again the move should have been P-KB3 to begin a terrific K side attack with bright chances of winning.

(h) Helping White on to victory. The play of Black deteriorates from now on. It is all over but the shouting.

(i) Play continued: 47...RxR, 48 PxR KxP, 49 P-R4 R-R4, 50 R-B3ch K-N3, 51 P-KN4 R-K4, 52 R-B4 P-N4, 53 K-B3 P-B4, 54 P-N4 PxPch, 55 KxP R-Q4, 56 P-B3 R-Q6, 57 P-K4 R-R6, 58 P-R5ch K-N4, 59 R-Q4 R-R5, 60 KxP RxNP, 61 RxRch and Black resigns.

- (j) As far as any book variation of the French Defense is followed.
- (k) Allowing the N to be kicked back immediately is bad.
- (l) Waste of time.

(m) 7 BxN would be better. The text allows this B to be shut out of play.

(n) 8...P-B5 would be better, shutting White's B out of play.

(o) 12 Q-B was preferable.

(p) First White should use P-QN3 to dislodge the N.

(q) The N was well posted; why exchange?

(r) This allows White to straighten out his pawns, and gives him an open file for the KR and a beautiful position.

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DEVERICKS HUMPHRIES

18	B-Q3	P-KB3
19	O-O(a)	O-O
20	Q-B2	P-B4
21	Q-Q2	R-B2
22	P-R4	Q-Q
23	N-N5	BxN
24	PxB	P-KN3
25	Q-KB4	Q-B
26	Q-R4	Q-N2
27	R-B4(b)	B-B3
28	QR-KB2	R(B)-B
29	R(B2)-B3	NxP??(c)
30	PxN	P-Q5
31	R-KR3	QxP
32	PxP	Q-Q3
33	Q-KB2	QxNP
34	P-Q5	

and wins (d)

Notes on Game 32
by Harold W. Liggett
and Gene Collett;
notes on Game 33
by Harold C. Heisey

QUEEN'S GAMBIT
DECLINED
Consolation
1941

HUMPHRIES WISINSKI

1	P-Q4	P-Q4
2	N-KB3	N-QB3(e)
3	P-B4	P-K3(f)
4	N-B3(g)	B-N5
5	P-QR3	BxN
6	PxB	KN-K2
7	P-K3(h)	O-O
8	Q-B2	P-QN3
9	B-Q3	N-N3
10	P-K4	PxP
11	BxP	B-N2
12	O-O	N-QR4
13	B-Q3	R-B
14	P-KR3(i)	P-QB4
15	N-KR2?(j)	PxP
16	B-N2	N-KB5
17	QR-QB?(k)	PxP
18	BxP	NxB

19	QR-Q	BxP
20	P-KB3	B-N3
21	Q-Q2(l)	N-QB5
22	Q-K2	N-B5
23	Q-KB2(m)	Q-N4
24	K-R	N-K6!!(o)
25	QxN?(o)	QxPmate

QUEEN'S
PAWN GAME
Preliminary

ALTMEYER HUMPHRI

1	P-Q4	F-Q4
2	P-KR3?(p)	N-KB3
3	B-B4	P-K3
4	P-K3	P-QB4
5	P-QB3	N-B3
6	N-B3	PxP

- (a) White should have played 19 PxP first.
- (b) 27 R-B3 was to be preferred. A little more precision here would lead to a nice K side attack on the R file.
- (c) This N sacrifice was unsound.
- (d) The game continued: 34...Q-N6, 35 PxP Q-Q8ch, 36 K-R2 R-Q, 37 B-B2 Q-Q3, 38 R-Q3 Q-B2, 39 RxRch QxR, 40 B-QN3 Q-Q3, 41 Q-Q4 QxP, 42 Q-K5 R-K2, 43 N-B3 Q-B2, 44 QxQ RxQ, 45 BxPch K-N2, 46 N-K2 R-K2, 47 N-Q4 R-QB2, 48 ExP and Black resigns.
- (e) Recommended is 2...N-KB3.
- (f) Tchigorin's Defense calls for 3...B-N5 to avoid shutting in the QB. Then if 4 PxP QxP, 5 N-B3 Q-QR4, 6 P-K3 O-O-O, 7 B-Q2 P-K4 and Black has the better game (Landau-Colle match, 1928).
- (g) White should have considered 4 Q-R4.
- (h) 7 Q-R4 might have helped.
- (i) A waste of time.
- (j) Why? Removing the last defense from the QP. White throws away an even game by overlooking the threat of PxP.
- (k) White plays to protect the pawn--and loses the piece. Better would have been R-Q.
- (l) The Black N covers all available squares needed for the White Q.
- (m) The poor old Q is hounded from pillar to post.
- (n) A triple attack.
- (o) The game is lost, but this is another blunder. P-N3 wouldn't have saved the exchange or the B, however....In all probability, White, already a piece and two pawns down, sees the end and surrenders gracefully.
- (p) Waste of time.

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ALTMAYER HUMPHRIES
 7 KPxP? (a) B-Q3
 8 BxB QxB
 9 B-K2(b) O-O
 10 O-O P-QR3
 11 QN-Q2 N-Q2
 12 B-Q3 P-KB4
 13 R-K N-KB3
 14 P-QB4 PxP
 15 NxP Q-B2
 16 R-QB R-K
 17 N(QB4)-K5 B-Q2
 18 Q-N3 Q-Q3?(c)
 19 BxKBP K-R?(d)
 20 N-KB7ch Resigns



QUEEN'S GAMBIT	15 QxB	Q-K3
DECLINED	16 N-Q3	P-B4
Class A	17 Q-Q2(i)	N-R4
1941	18 Q-K2(j)	P-B5
	19 N-K5	PxP
GRIFFIN CHALLINOR	20 PxP	RxRch
	21 RxR	R-KB
1 P-Q4	22 RxRch	KxR(k)
2 N-KB3(e)	23 Q-Bch	K-N
3 P-B4	24 Q-N5	N-B5
4 N-B3	25 NxN	PxN
5 B-N5	26 Q-K5	QxQ(l)
6 P-QR3	27 PxQ	K-B2
7 PxB(f)	28 K-B2	K-K3
8 BxN	29 K-B3	KxP
9 PxP	30 P-KR4	P-QN4
10 P-K3	31 P-N4	P-QR4
11 B-Q3	32 K-K2	K-K5
12 B-K2	33 K-Q2?(m)	P-R5(n)
13 O-O	34 K-K2	DRAWN
14 N-K(h)	BxB	

Notes on Game 34
 are written by
 Harold C. Heisey

- (a) 7 BPxP is to be preferred, keeping two pawns in center and opening QB file.
- (b) 9 B-Q3 or B-N5 would be preferable.
- (c) This loses a pawn.
- (d) A blunder which loses the Q.
- (e) The beginning of the King's Indian Defense but the opening turns out to be the Queen's Gambit Declined in effect.
- (f) This Q side pawn formation of White may look weak but it is playable.
- (g) 13 KR-K would serve as well and leave the QR for the Q side.
- (h) Play on the QN file would be preferable to this N move.
- (i) 17 N-B5 would tie up Black's Q to the defense of the QNP.
- (j) 18 QR-N or 18 N-B5 would be better.
- (k) The exchange of all R's has served little purpose, although White's central pawn formation is weakened since now there are two backward pawns instead of one.
- (l) Playing for a draw.
- (m) Allows 33...K-B6 with dire results.
- (n) Black fails to take advantage of White's lapse. 33...K-B6 would give Black a theoretical win by establishing a passed pawn on each side against White's single passed pawn which could be blocked in the center.

Note on 1941 game selections:

Our plan for the yearbook called for inclusion of the 1941 game between William F. Hartling and Edward M. Foy. Its position would have been between Games 27 and 28. At one time we had a copy of this game but something happened to it--despite the extreme care exercised in guarding the scores. We have since written a number of players about it but no one seemed to have the record. If anyone does have this score, we'd be glad to have him send it along (with annotation). We'll be happy to use it in the West Virginia Chess Bulletin and perhaps include it in the 1943 yearbook, if one is issued.

EDITORIAL SWAN SONG

The Editor offers this first West Virginia Chess Association Yearbook with mingled feelings of pride and sorrow...pride because he feels the members will find the book both useful and entertaining; sorrow because it is far from the ideal book he had planned.

No statistics were kept so there is no record of how many hours of work went into the book but it likely ran well into the hundreds--of which the major portion was done by persons other than your Editor. For the book's shortcomings the Editor takes full blame, for its virtues he hopes you will give credit to the corps of helpers without whose aid the book would not have been possible.

Thanks are due especially to--

Ray H. Griffin, who replayed all the 1942 games to correct notation, read copy on the articles, served as special adviser through the whole process of publication, and even lent his typewriter when the Editor's broke down.

William Challinor, who drew the originals for the cover design and the imitation 18th Century wood-cut on the title page.

The Rev. William M. Erhard, who helped with the stencil-cutting and gave valuable lessons in operation of the mimeograph, without which the Yearbook would have been worse typographically than it is.

Walt Creds, who wrote the article on chess in Charleston and who, together with Tyson E. Cobb, helped push the membership to a place where a book of this size was financially possible.

H. O. Peterson, who did the swell essay on blindfold chess in West Virginia and helped clear up some of the mysteries of the annotations.

Thomas Sweeney, A. P. "Phil" Taylor, Harold W. Liggett, William Challinor and H. O. Peterson, who in addition to paying their regular dues into the association treasury, made additional cash contributions to help meet the growing yearbook costs.

The Editor's relatives, who though not chess players, nevertheless pitched in and helped: His brother, Raymond, of Washington, D. C., who devoted a day of his brief vacation to drawing the Landis Marks portrait and cutting a stencil of it. The Editor's daughter, Peggy, who did most of the color work on the covers, and his wife, Irene, whose kindly interest helped the Editor find time for the job and whose suggestions and advice smoothed over more than one rough spot.

Thanks will be due, too, to those who aid in assembling the pages, stapling and binding them, packing the completed books and addressing them for mailing--helpers whose names are unknown at the time of writing and whose names, therefore, must in these pages remain anonymous.

EDITORIAL SWAN SONG

The fact that they have been left until last does not mean that any less credit is due the obliging corps of annotators who spent hours over their books and chessboards studying the 1941 and 1942 games and writing critiques on the play. Lest I be accused of pointing--a most impolite gesture--I list them alphabetically--

William Challinor, dean of the Clarksburg Chess Club, who gallantly gave up a Saturday afternoon and evening to do the annotations on the last two games--when presstime was getting close and the mail had failed to bring the notes. (Games 16 and 30.)

Walt Crede, 1941 state champion, twice Charleston champion, editor of The Chessboard in The Charleston Daily Mail, a blindfold player of no mean ability. (Games 6, 7 and 11.)

Edward M. Foy, twice Charleston champion, runner-up in the 1939 state meet, now serving in the U. S. Navy. (Game 24.)

Ray H. Griffin, president of the Clarksburg Chess Club, a chess student of note, owner of the best collection of chess books in Clarksburg, possibly in West Virginia. (Games 9 and 19.)

Harold G. Heisey, well-known correspondence player and a strong booster for West Virginia chess despite the fact that he resides in Ohio. (Games 8, 17, 18, 23, 29, 31, 33 and 34.)

George Koltanowski, world blindfold champion, formerly of Belgium, now well on the way to become an American citizen, personally known to most of West Virginia's chess players. (Games 1, 2, 4, 20, 21, 28.)

Harold W. Liggett, runner-up in the 1942 state championship and one of Charleston's keenest enthusiasts. (Games 3, 10 and 32.)

H. C. Peterson, former Ohio Wesleyan College Chess champion, expert simultaneous player and contributor to chess publications. (Games 5, 12, 13, 14, 15, 22, 25, 26 and 27.)

Only bad fortune prevented our having a number of games annotated by our state champion, Landis Marks. He had signed for unlimited service but unluckily became ill and had a long hospital siege which made chess work out of the question. We'll be looking forward to some fine work by you next year, Landis!

To all these and to others who helped go the Editor's personal thanks and, we feel, the gratitude of every member of the association.

How better can I close than by quoting the fine slogan William Challinor has given the Clarksburg club?--

Yours for "Better Chess and More of It"!

Gene Collett
Editor