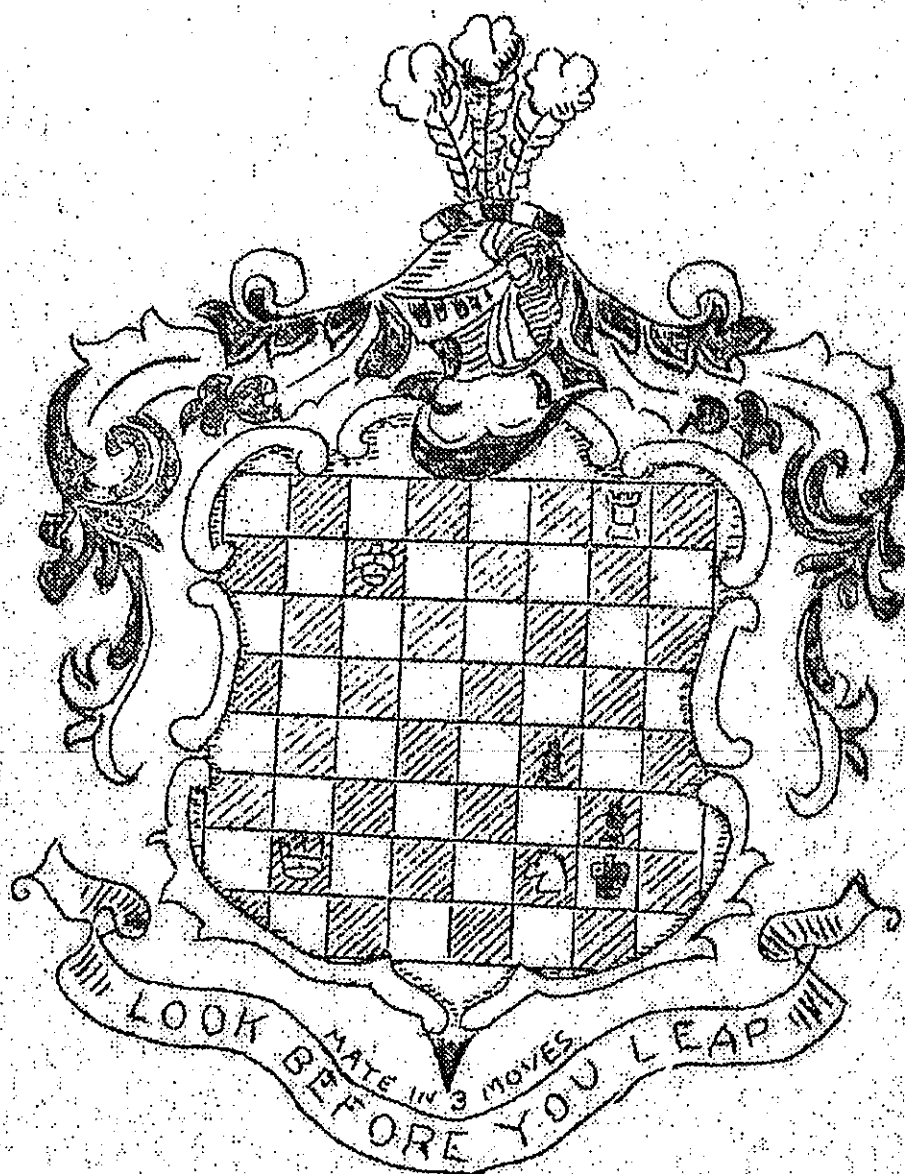


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YEAR BOOK

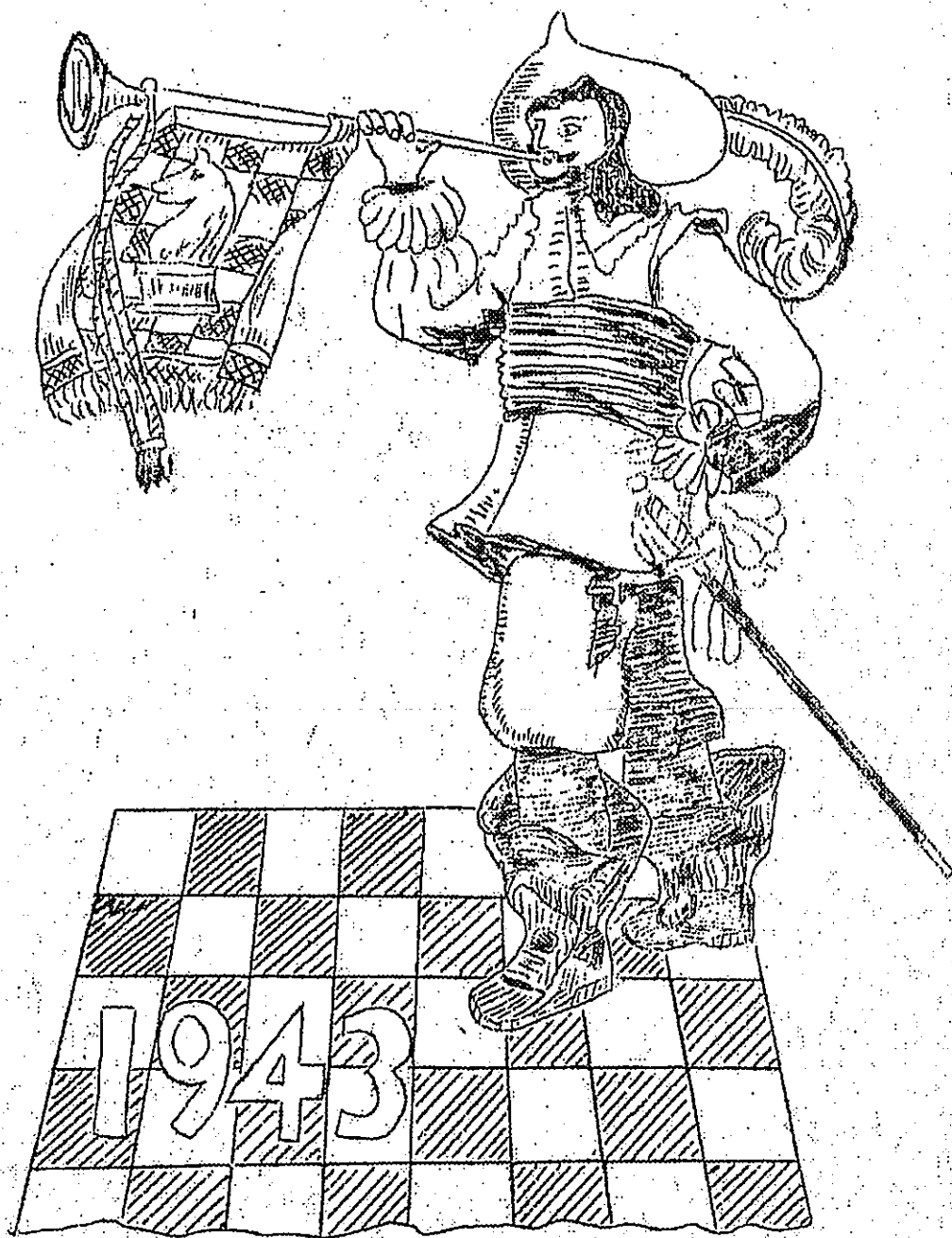
W. VA. CHESS ASSOCIATION



1943

YEAR BOOK

WEST VIRGINIA CHESS ASSOCIATION



The Challenge

YEARBOOK OF THE WEST VIRGINIA CHESS ASSOCIATION

VOLUME II

'Gene Collett, Editor

1943

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WEST VIRGINIA CHESS CHAMPIONS

DR. SIEGFRIED WERTHAMMER

CLARKSBURG-1943

—O—

H. LANDIS MARKS

CHARLESTON-1942

—O—

WALT CREDE

CLARKSBURG-1941

—O—

WILLIAM F. HARTLING

WHEELING-1940

—O—

JOHN F. HURT, JR.

CHARLESTON-1939

OFFICERS OF THE ASSOCIATION

(ELECTION OF JUNE-JULY, 1943)

PRESIDENT: A. W. Paull

SECRETARY-TREASURER: 'Gene Collett

DIRECTORS:

For Cabell County: Rudd T. Neel and Dr. Siegfried Werthammer

For Kanawha County: Walt Crede and Harold W. Liggett

For Harrison County: William Challinor and Ray H. Griffin

At Large: J. P. Altmeyer, Capt. B. W. Devericks and H. Reid Holt

CONSTITUTION COMMITTEE:

William Challinor, 'Gene Collett, Walt Crede and A. W. Paull

CORRESPONDENCE TOURNAMENT DIRECTOR:

Harold W. Liggett

DIRECTORY OF WEST VIRGINIA CHESS CLUBS

CHARLESTON:

Charleston Chess Club, Monday nights, Canton Restaurant at 915 Quarrier
Street (Phone Capitol 23-713)

CLARKSBURG:

Clarksburg Chess Club, Tuesday nights, No. 8 Rookery Building on South
Third Street

HUNTINGTON:

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

(The officers of all three of the organized Chess Clubs in West Virginia have
announced they will be glad at any time to receive visitors from other
cities and states.)

MEMBERS OF THE ASSOCIATION (1943-44)

(Mailing list revised as of May 1, 1944. Numbers appearing before the names of members indicate the number of years they have held membership in the Association. The 13 members who have the figure "3" before their names are Charter Members having joined during the first year of the Association's life--1941-42--and having retained their membership ever since.)

- 2 Sam Abrahams, Box 404, Huntington 8
- 2 M. F. Allison, Route 3, Box 175-A, Clarksburg
- 3 J. P. Altmeyer, Fourteenth and Eoff Streets, Wheeling
- 2 Harry Berry, Jr., 315 Main Street, Oak Hill
- 2 Dr. Albrocht Buschke, 15 West Fifty-sixth Street, New York 19, N. Y.
- 2 John E. Carver, 508 Glover Street, Charleston 2
- 3 William Challinor, Box 1082, Clarksburg
- 1 J. W. Chatfield, 1123 Edgewood Drive, Charleston 2
- 2 C. W. Chrislip, 2505 Cherokee Avenue, Charleston
- 2 Jesse S. Church, 1824 Odell Avenue, Charleston
- 2 Tyson E. Cobb, 509 Jefferson Avenue, Huntington
- 3 Gene Collett, 125 Meritt Avenue, Pittsburgh 10, Pennsylvania
- 3 Walt Grode, Route 5, Box 274, Charleston
- 2 William E. Davis, 1102 North Fourteenth Street, Clarksburg
- 3 Capt. B. W. Devericks, c/o Post Engineers, Fort Knox, Kentucky
- 2 Mrs. B. W. Devericks, 317 Sumner Street, Clarksburg
- 1 Allan H. DuVall, 3902 Washington Avenue, Kanawha City, Charleston
- 2 Rev. William M. Erhard, 201 Webster Street, Clarksburg
- 3 Layne H. Ford, Box 534, Grafton
- 2 Anthony Foy, 4 Arlington Court, Charleston
- 3 Edward M. Foy SK1C, USNR, Disbursing Office, Naval Training School (Radio), Alabama Polytechnic Institute, Auburn, Alabama
- 2 Mrs. Ludwig Frank, 1570 Kanawha Boulevard East, Charleston
- 2 A. B. Gilliland, 1233 Park Avenue, Charleston 2
- 3 Ray H. Griffin, 303 Groaney Building, Clarksburg
- 2 Richard C. Grimm, 1015 First Avenue, Charleston 2
- 1 Mrs. Richard C. Grimm, 1015 First Avenue, Charleston 2
- 1 William F. Hartling, 1979 Benedict Circle, Bolvil Park, St. Albans
- 2 Harold C. Heisey, 354 East Northern Avenue, Springfield, Ohio
- 1 Pvt. Henry R. Holt 35779406, Co. D, 225th I. T. B., 69th Regt., Camp Blanding, Florida
- 1 John F. Hurt, Jr., Box 451, Charleston 22
- 2 Robert Jamison, 1207 Virginia Street East, Charleston 1
- 2 Harold W. Liggett, 110 Central Avenue, South Charleston 3
- 1 Hyman Lurie, 512 Stanley Avenue, Clarksburg
- 1 Arthur L. Maloy, 237 1/2 Fourth Avenue, South Charleston
- 1 H. Landis Marks, 921 Eighth Street, Huntington
- 1 Cliff Mosier, c/o The Gazette, Hale Street, Charleston
- 1 Milford B. Mott, Arthurdale
- 1 Rudd T. Noel, 1505 Sixth Avenue, Huntington 1
- 1 A. W. Paull, Wheeling Stamping Company, Wheeling
- 1 Lee Rogers, 611 Joseph Street, Clarksburg
- 1 William Schaeffer, 651 Washington Avenue, Clarksburg
- 1 Paul S. Shaw, Jr., 311 Tremont Street, South Charleston
- 1 G. Vincent Scofield, 1112 Highland Road, Edgewood, Charleston 2
- 1 William L. Stanley, 909 Overlook Way, Southwest, South Charleston 3
- 1 Thomas Sweeney, 708 Hawley Building, Wheeling
- 1 Lt. S. W. Tarrant, Base Weather Station, Harding Field, Baton Rouge, Louisiana

MEMBERS OF THE ASSOCIATION (1943-44)

2 Dr. Siegfried Werthammer, 121 Wilson Court, Huntington
2 Frank B. Wisinski, 445 West Main Street, Clarksburg
2 Layton O. Whitman, 220 Central Drive, South Charleston
1 Dr. Ernest Wolff, 510 Fifth Avenue, Montgomery

Honorary Member: George Koltanowski, 150 Nassau Street, Room 2207, New York
7, New York

--0--

ADDITIONAL MEMBERS--1942-43 PERIOD:

(The following additions complete the list of 1942-43 members given in the 1942 Yearbook. These are the names of persons who did not renew their memberships for 1943-44.)

Ham Lyon, 711 Main Street, Charleston
Maj. Harry W. Ruppert, D. C., Dental Clinic No. 1, Fort Knox, Kentucky
Mrs. Myrtle Snyder, 1547 Piedmont Road, Charleston

--0--

ADDITIONAL MEMBERS--1941-42 PERIOD:

(Following are the names of 1941-42 members who did not renew their memberships for the Association's 1942-43 year.)

E. E. Campbell, Elm Grove, Wheeling
Ernest Johnson, Box 1024, Baltimore, Maryland
H. M. Russell, Wheeling
E. E. Stover, Oakmont, Wheeling

--0--

ANALYSIS OF MEMBERSHIP--1941 TO 1944:

Of the 19 members who joined the Association in 1941-42, first year of the organization, 15 renewed their membership the next year and 13 of them renewed for 1943-44.

Of the 56 members in 1942-43, second year of the Association, 41 renewed their memberships for 1943-44.

Total membership in 1943-44 (as of May 1, 1944) was 50.

--0--

MEMBERSHIP GOALS AND CAMPAIGNS:

In the first year of its existence, the Association set no membership goal and conducted no campaign for membership.

In the second year, the Secretary asked the members to campaign for 50 members. They came through with 56, or 6 more than asked.

Our goal for the third year, 75 members, was not reached, membership totalling only 50. Your Secretary believes late publication of the Yearbook and failure of the Bulletin to appear as regularly as before accounted for the failure.

FINANCES OF THE ASSOCIATION

Reports of 'Gene Collett, Secretary-Treasurer:

Financial Statement for the Association's 1941-1942 Year--

Receipts: 19 memberships at 50¢ \$ 9.50

Expenditures: Postage and stationery, association business,
51¢; Bulletin No. 1, printing and mailing, 55¢; 1942
tournament announcements, printing and mailing, \$1.44;
score sheets for 1942 tournament, 50¢; total..... 3.00

Balance on hand June 27, 1942..... \$ 6.50

Financial Statement for the Association's 1942-43 Year--

Receipts: Balance on hand, \$6.50; 56 membership fees for
1942-43 at 50¢, \$28.00; 1 membership fee for 1943-44, 50¢;
1 Yearbook sold without membership, 50¢; contributions to
Yearbook, Bulletin and Association, A. W. Paull \$10.00,
C. W. Chrislip \$2.00, B. W. Davericks and Richard C. Grimm
\$1.00 each, Thomas Sweeney 56¢, A. P. Taylor, Harold W.
Liggott and 'Gene Collett 50¢ each, William Challinor and
O. H. Peterson 25¢ each, total, \$16.56; commissions on
chess books, magazines and supplies sold through the Assoc-
iation, \$3.37..... \$55.43

Expenditures: Balance of expenses for 1942 State Tourna-
ment, 69¢; Bulletins Nos. 2 to 12, printing and mailing,
\$25.02; 1942 Yearbook, 74 copies, 50 pages and cover,
mimeographing, binding and mailing, \$15.73; postage and
stationery, association business \$4.49; election, June,
1942, balloting for officers and on other association
business, printing and mailing of ballots, \$2.35; May,
1943, election, postcard poll on attendance at 1943 State
Tournament, 71¢; total..... 48.99

Balance on hand May 28, 1943..... \$ 6.44

THE COVER DESIGN

The cover design and the frontispiece are drawings by William Challinor of Clarksburg. They lose much in the reproduction but your editor has not yet become an expert stencil maker--and no one has yet volunteered for the job.

The problem on the cover is one of Sam Loyd's old three movers. It was published originally in the Saturday Courier on June 9, 1855. If any member has difficulty recognizing our rude interpretation of the position, he may reassure himself from the following Forsythe notation: 6R1/2R5/8/8/5P2/6P1/1Q3Nk1/8. White mates in three moves. The Yearbook Editor has not solved this problem and may never solve it. Those who attempt it do so at their own risk. The answer is, to the Editor, unknown.

HISTORY OF THE ASSOCIATION

1942-
1943
YEAR

Publication of the West Virginia Chess Bulletin was resumed on a regular monthly basis in July, 1942, and continued so through the Association year. Prior to the time of the 1943 State Tournament, the 56 members received 11 issues for a total of 60 pages of chess news, the sizes of the issues ranging from four to eight pages each.

With the July issue of the Bulletin, the secretary mailed out ballots for the annual election. The voting by mail was in the nature of an experiment that had to be undertaken!

Members voted to publish a Yearbook, set up a committee to prepare a constitution--which is still unprepared, by the way--and named officers for the year.

1942 YEARBOOK ISSUED

The secretary immediately began work on the Yearbook and, with lots of help from the members, succeeded in mailing it out to the membership about Oct. 10. It was a paper-bound volume, 8½x11 inches in size, with 50 pages of reading matter, including 34 selected games from the 1941 and 1942 tournaments.

Publication of the Bulletin and the Yearbook enabled workers of the Association to persuade more of their fellow chess players to take membership in the organization. By November it had 49 members and by the end of the Association year, a total of 56.

A correspondence tournament started in September, 1942, with Harold W. Liggett as director. It was still incomplete as of the publication date of this Yearbook. Six members were participating.

Because of his excellent work in annotating a number of games for our Yearbook, George Koltanowski, world-famous blindfold chess master, was made an Honorary Member.

The war brought many changes in the Association during the year. Many of our members were called to the colors--including B. W. Davericks, Layno Ford, the Foy Brothers, Tom Sweeney, S. W. Tarrant and Frank Wisinski. Others found themselves called out of the state on business connected with the war or, if remaining at home, were working long hours at hard jobs. The situation affected both the Association and local clubs. In some cities there was talk of abandoning chess for the duration; we believe encouragement from officials of the WVCA played some part in keeping the game alive in West Virginia.

AT YEAR'S END

In December, 1942, the secretary went to Pittsburgh to work for the Associated Press. Residing outside the state, he doubted the advisability of continuing as Bulletin editor. So many kind letters were received, however, that he continued to stick to the job, although under considerable difficulties, as the task of finding a house in Pittsburgh was a tough one and it was to prove many months before he got reorganized to handle work of the Association properly.

In the 1942-43 year, it was necessary for members to contribute more than \$16, aside from membership fees and dues, to keep the Bulletin going during the year and to meet other expenses of the organization. In May, 1942, members voted to raise dues from 50 cents to \$1 a year, but this was modified the following month by fixing dues at a minimum of 50 cents but asking all members who could afford it to pay \$1. Practically all of the members did pay the higher fee.

TOURNEY AT CLARKSBURG

Although there had been talk of a tourney in Wheeling or Huntington, neither town manifested enthusiasm for it as the time drew near. Directors were called into consultation and chess

HISTORY OF THE ASSOCIATION--1942-1943 YEAR

the site and Saturday
ay 29 and 30, as the

sted to hold a single
there were 8 players or
there were more than 8,
ra into two groups by
winners of the groups
ayoff for the champion-
s voted also to contin-
elections my mail. This
gh expensive, allowed
have a voice in choos-
nd deciding the affairs
ation, where a vote at
ting was limited to the
ending the tournament.

tion directors, William
Ray H. Griffin, both of
ed as a tournament com-
arold W. Liggett, of
tournament director.

to be exactly eight
the single round robin
l. It produced, despite
idance, one of the very
exciting meets ever held
ion.

At the end of the fifth round, John
F. Hurt, Jr., of Charleston, the 1939
champion, was undefeated and looked
like a sure winner. Nearest opponents
were Dr. Siegfried Werthammer, with 4
points, and William F. Hartling, also
of Charleston, with 3. Hurt had only
to do fairly well with these two oppo-
nents, both of whom he had still to
meet, in order to carry off his second
state championship.

Then the jinx, which to date has
kept any West Virginia chess champion
from repeating, got in its dirty work.
Hurt lost both his remaining games and
instead of being a two-time titlist
found himself knocked neatly into 3rd
place, while Dr. Werthammer held the
championship and Hartling captured 2nd
place, though narrowly.

Others who participated in the play
--in the order in which they finished
--were Walt Crode and Harold W. Lig-
gett, both of Charleston; Ray H. Grif-
fin, of Clarksburg; Richard C. Grimm,
of Charleston, and William Challinor,
of Clarksburg.

Here's the box score:

Hammer	Hartling	Hurt	Crode	Liggett	Griffin	Grimm	Challinor	Totals
---	1	1	1	1	0	1	1	5
0	---	1	$\frac{1}{2}$	1	1	$\frac{1}{2}$	1	5
0	0	---	1	1	1	1	1	5
0	$\frac{1}{2}$	0	---	1	$\frac{1}{2}$	1	1	4
0	0	0	0	---	1	1	1	3
1	0	0	$\frac{1}{2}$	0	---	0	1	$2\frac{1}{2}$
0	$\frac{1}{2}$	0	0	0	1	---	0	$1\frac{1}{2}$
0	0	0	0	0	0	1	---	1

lland count (the scores
defeated plus half the
se tied) gives Hartling
follows:

de 2, Liggett 3, Griffin
hallinor 1, total $14\frac{1}{2}$.

k-Holland score comes to
as follows:

Liggett 3, Griffin $2\frac{1}{2}$,
linor 1, total 12.

who may be interested in
ound scoring, the fol-

lowing table shows cumulative scores
at the end of each round. The letters
after the scores show the players who
met in the round. Thus in Round 3,
Werthammer and Liggett have (a)'s aft-
er their scores, showing they were op-
ponents in that round.

It will be noted that after the 6th
round, Dr. Werthammer needed only a
draw to win the championship as the
Kirk-Holland count would have given
him the victory. However, he played
for a win and got it. A loss would
have shoved him down to third place!

HISTORY OF THE ASSOCIATION--1942-1943 YEAR

	Werthammer	Hartling	Hurt	Crede	Liggett	Griffin	Grimm	Challinor	Totals
Round 1	1(a)	0(a)	1(b)	$\frac{1}{2}$ (c)	1(d)	$\frac{1}{2}$ (c)	0(d)	0(b)	4
Round 2	2(a)	$\frac{1}{2}$ (b)	2(c)	1(b)	2(d)	$\frac{1}{2}$ (c)	0(a)	0(d)	8
Round 3	3(a)	1 $\frac{1}{2}$ (b)	3(c)	1(c)	2(a)	$\frac{1}{2}$ (b)	0(d)	1(d)	12
Round 4	4(a)	2(b)	4(c)	1(a)	2(c)	1 $\frac{1}{2}$ (d)	$\frac{1}{2}$ (b)	1(d)	16
Round 5	4(a)	3(b)	5(c)	2(d)	2(d)	2 $\frac{1}{2}$ (a)	$\frac{1}{2}$ (c)	1(b)	20
Round 6	5(a)	4(b)	5(b)	3(c)	3(d)	2 $\frac{1}{2}$ (d)	$\frac{1}{2}$ (c)	1(a)	24
Round 7	6(a)	5(b)	5(a)	4(c)	3(b)	2 $\frac{1}{2}$ (d)	1 $\frac{1}{2}$ (d)	1(c)	28

The 1943 champion, Dr. Werthammer (pronounced VER-tham-er, wa are informed), was born in 1911 in Vienna, Austria. He is married and a physician, at present serving as pathologist for the Memorial and St. Mary's hospitals at Huntington. He came to the United States in 1938, after the annexation of Austria by Hitler. Soon, he says, he hopes to become an American citizen.

Members will be interested to learn that his mother taught him to play chess when he was 5 years old. He believes he played his best between the ages of 16 and 20.

"Later on," he said, "due to medical school and professional life, I have not had much time for chess."

Here's what Dr. Werthammer said about the play at the meet:

"I enjoyed the tournament very much. The players I met are a fine bunch of fellows and we all had a great time together.

"As you will see from the scores, I had much luck. Crede lost his Queen through an oversight against me. Grimm won my Queen very nicely because I ingested a 'poisoned' pawn. Despite this I succeeded in winning the game, though of course with Grimm's help. Grimm is very talented and has the makings of a great chess player.

"I was lucky, too, with the last game against Hurt, which was the crucial point of the tournament. Hurt was tired out by a very difficult preceding game against Hartling. Unfortunately, our game became very complicated. I did not want to play for a draw (which would have been good enough for first place).

"The game giving me the greatest pleasure was the one which I lost against Griffin. I was brilliantly defeated and rightly punished for faulty Ruy Lopez opening strategy."

Members will note that the 1943 Tournament followed the customary pattern for the West Virginia meets, with the final game deciding the outcome.

Anyway, at the 1943 meet, with the game running rather late, the other Round 7 matches were finished well ahead of it. Everybody, therefore, got a ringside seat for the finish--and occupied it. And everybody got his money's worth. Dr. Werthammer sparred for an opening, found it when Johnny Hurt dropped his guard for a moment, and then the doctor dashed in for as thrilling a 10-move finish as anyone could ever hope to see.

As in the 1941 meet, players were about equally divided as to the types of openings they chose. After transpositions had been taken into consideration, it was found that 15 King-side and 13 Queen-side openings had been played.

P-K4 was the most popular opening move, being used 14 times, as compared with 8 times for P-Q4, 5 for N-KB3 (when did that get to be so interesting?) and 1 for P-QB4.

Most used opening was the Queen's Gambit Declined, played 6 times, while the Two Knights Defense was next with 5 games. Others ranked in this order: Queen's Pawn Game 4, Ruy Lopez 3 (all Morphy Defense), Scotch Game 2, and Queen's Gambit Accepted, English Opening, French Defense, Petroff Defense, Bishop Opening, Sicilian, Center Counter Game and Irregular Opening only 1 each.

WEST VIRGINIA CHESS CLUBS

CHARLESTON

The state capital city, with its humming and puffing of vital war production, found little time to devote to the Game du Royale in '43. The late spring and early summer saw infrequent meetings and no serious play. Merely skittling--that was the keynote. A game here and there. That was all. And then came the heat of summer in full bloom--and Charleston chess quietly went to sleep.

September, with its cooler days--and the dormant sport slowly stirred into wakefulness. A challenge was sent in the direction of Alloy, which was duly accepted, and the bout was played at Montgomery, Charleston winning.

This accomplished, the next step was to set into motion the annual tournament for the city's individual championship. I put forth a feeler through the medium of the Daily Mail chess column, and in less than a week the plans were set: there was to be a tourney, 13 chessers were signed to play--Jesse Church, Bill Cunningham, Allen duVall, Alan Gilliland, Dick Grimm, Paul Hofmann, Reid Holt, John Hurt, Irving Lowens, Dick Manahan, Cliff Mosier, Layton Whitman and Walt Crado. Shortly before the tourney started, Defending Champion Johnny Hurt was called to the Navy and a little later Reid Holt, under pressure of business, was forced to withdraw. The remaining 11 carried on.

It was Irving Lowens who surprised the entire field (rather reminded me of Dr. Werthammer's showing in the '43 state event). Lowens, who learned chess among the bigwigs of New York, swept through all opposition, meeting his lone defeat at the hands of Dick Manahan. So the famous Winfield D. Scott trophy, signifying the Charleston chess championship since '35, now bears Lowens' name.

Final standings:

	W.	L.	D.
Lowens.....	9	1	0
Manahan.....	5	2	3
Gilliland....	6	3	1
Church.....	5	3	2
Grimm.....	5	3	2
Crado.....	6	4	0
DuVall.....	4	2	4
Hofmann.....	3	6	1
Whitman.....	2	7	1
Mosier.....	1	7	2
Cunningham.....	0	8	2

And with the termination of this tournament came the end of the year... a dull chess year.

The Charleston Chess Club meets on Monday evenings at the Canton Restaurant, 915 Quarrior Street (Phone: Capitol 23-713). Visitors are always invited to attend these sessions.

--Walt Crado

CLARKSBURG

A few words about the doings of the Clarksburg Chess Club during the year 1943:

Immediately after the end of 1942 our club (what was left of us--say six players at most) decided to freeze the cash in our treasury. Ray Griffin was named president and custodian of the club's property until such time as most of our members return from the wars, when, we happily hope, we can begin again where we left off.

We gave up our club room at the Hotel Gore and began to meet every Tuesday night at Room 8 in the Rookery Building on South Third street. We have continued to meet there each week without a break.

In spite of our limited numbers, we were able to play host to the state championship tournament at the Hotel Gore, and everybody concerned seemed to have a very enjoyable time. Our

WEST VIRGINIA CHESS CLUBS

best thanks are due the management of the hotel which kindly granted us the privilege of playing in a comfortable suite of rooms entirely without cost.

--William Challinor

HUNTINGTON

Fifteen years ago a group of business and professional men launched the first organization in Huntington, West Virginia, devoted to the game of chess. They were W. Page Pitt, president; Landis Marks, secretary; and Dr. Lake Polan, E. S. Allie, T. E. Cobb, Prof. A. R. Halley, J. G. Ramsey, Rudd T. Neel, Sam Abrahams, R. F. Adams, the Rev. T. A. Symington, the Rev. J. C. Crenshaw, Prof. Homer Dubs and P. L. Richards.

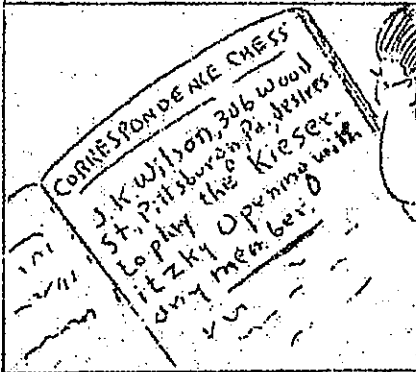
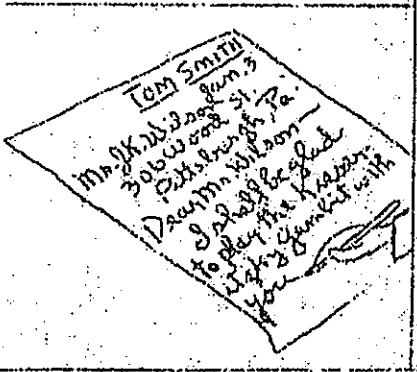
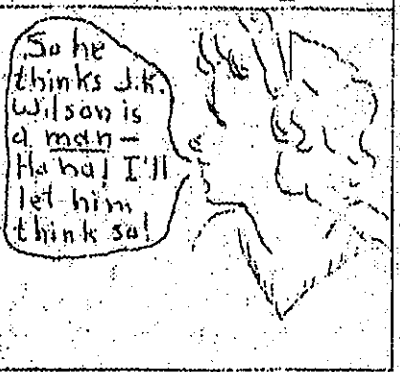
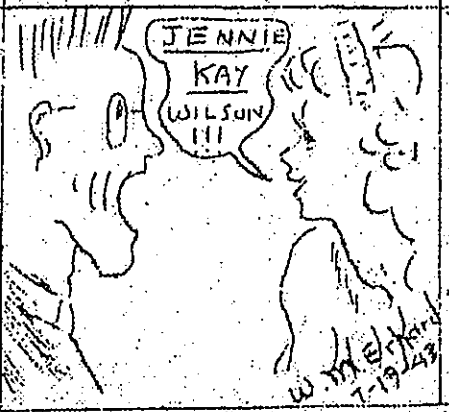
Prior to that time, the group had been meeting twice weekly at the homes of the members of the organization, and with a view to future expansion, playing quarters were provided for at one of the downtown hotels.

Very shortly thereafter the fad of bridge playing arrived and a number of the membership deserted the chess club. I then became secretary.

Although our chess club didn't expand as we had hoped, we nevertheless maintained a very fine coterie of players, and later moved our playing quarters to the YMCA. Due to the war conditions, many of our players are no longer with us, but the chess organization carries on, even with a skeleton of a club.

--Sam Abrahams

MATE IN SIX MOVES

FIRST MOVE	SECOND MOVE	THIRD MOVE
 CORRESPONDENCE CHESS J.K. Wilson, 306 Wood St., Pittsburgh, Pa., desires to play the Kieseritzky Opening with any member.	 Tom Smith Mr. J.K. Wilson, 306 Wood St., Pittsburgh, Pa. Dear Mr. Wilson - I shall be glad to play the Kieseritzky Opening with you.	 So he thinks J.K. Wilson is a man - Haha! I'll let him think so!
FOURTH MOVE TOM SMITH July 20, 1942 Mr. J.K. Wilson 306 Wood St. Pittsburgh, Pa. Dear Mr. J.K. - On my move, I resign, but since I am to be in Pgh. next week, I would be glad to play you in person. Cordially, Tom Smith 3904 Washington Ave., S.E., Charleston, W. Va.	 JENNIE KAY WILSON !!! W.M. Edwards 7-19-43	 SIXTH MOVE MATED BY THE BISHOP SIX MONTHS LATER

THE BEST FROM THE BULLETIN — — —

GAME ENDED

A
SHORT STORY

By Walt Crede — — — — — From the Bulletin, August, 1

The ack-ack puffs were no longer around them. They were over the Channel now, flying in close formation. Seven of them. Seven coming back. And six missing. And then suddenly there was the rocky Britain coast, looming out of the evening mist, a bare outline, becoming ever more distinct with the passing of each moment. Then their base . . . They came in one at a time, landing—gear down, wheels touching the smooth concrete runway; pilots taxiing the huge bombers out of the way, making room for the others, coming in.

The curly-headed navigator of the Brooklyn Bum, lead ship of the flight, dropped to the ground with the others of the plane's crew; he stood there beside the belly of the plane, nervously watching the rest of the flight land. His crew-members moved away, leaving him standing alone. He lighted a cigarette, puffed rapidly, then flicked the long butt away. The last ship was down, and there was no Gaunt Lady. She was missing.

How long he stood there, his eyes watching the eastern sky, staring hard in the coming darkness, ears straining to catch the sound of motors not there—how long he stood there like that he did not know. At his feet were numerous cigarettes, not half-smoked; lighted for an instant, then cast aside. No one came near him. Men watched him stand there beside the Brooklyn Bum, and shook their heads. He was hoping, they knew; hoping against hope . . . The night had settled over the field when at last he turned toward his quarters, his shoulders sagging, his head bowed. He entered the room he shared with Jonesey, a room equipped with two cots, a table, two chairs. He snapped the light-switch, slumped down on his bed, sat there staring vacantly, head-in-hands, at the cot opposite. Minutes passed. He stirred, fumbled in his pockets for a cigarette, found he had none. He got to

his feet wearily, went to the table where he picked a near-spent butt from the ash-tray, lighted it.

With his hands thrust deep into his pockets, the butt dangling between his lips, he stared down through the smoke at the chessboard on the table. Chess men were scattered about the board; it was an end-game position, a game not complete. His hand moved toward the White Queen, lifted her to the King's sixth square. He smiled wryly—it was mate-in-two from that position, forced.

"Oh, Jonesey . . ."

He strode to the cot, snapped off the light, flung himself down. He sobbed bitterly.

Hands were on him, rough hands shaking him awake. He sat up blinking. The light was on. A man in uniform was standing in front of him.

"I say, old fellow, I thought you ought to know. The Gaunt Lady. She's just coming in. Sounds a bit like two of her motors are dead. But she's coming in. She radioed. I thought you ought to know."

He was off the cot and running across the field, running hard. A plane had just landed. When he came close he could see it was the Gaunt Lady. She was a wreck, holes all through her. Her pilot was already on the ground seeing the youth running toward the plane, the pilot went to meet him, put his arms around the youth's shoulders.

"Jonesey?"

The pilot nodded.

"A piece of ack-ack got him. He died soon afterward. His last thought were of you, though. 'Tell Curly,' he said; 'tell Curly—I win. Tell him Queen—to--King's--six.'"

CHESSIC BONES

FROM THE BULLETIN - DEC. 10, 1942

When Honorary Member George Koltanowski was in Clarksburg last month, he showed us an amusing little game played with chess men and board and a pair of dice. He recommends it for an occasional one-night social tournament -- just to give the weaker players a chance to whop the stronger ones. It's a lot of fun and a tournament with 20 to 30 players can be run off in a couple of hours. The rules:

(1) The men are placed on the board as for chess. Choice of color is immaterial. Each player has one die.

(2) At the beginning of the game each player rolls his die. High score gets first play. The players roll alternately thereafter.

(3) Moves on the board are decided by the roll of the die. If 1 comes up, a pawn is moved; 2, a bishop; 3, a knight; 4, a rook; 5, the queen; 6, the king.

(4) A player must move when able to do so. If he is not able to move as indicated by the fall of his die, he loses his turn to play.

(5) Object of the game is to capture the opponent's king rather than to effect checkmate. Thus, a king or both kings may remain in check several moves before a capture is made. A king may be moved on a square adjoining the opposing king if a player wishes to take this risk.

(6) Castling may be done under the ordinary rules of chess on a roll of either 4 or 6 (rook or king) though this is seldom done -- usually the king has been moved before the bishop and knight can be got out of the way.

(7) Capture of opposing king ends the game.

CONTRACTUM BRIDGITIS

BY WM. CHALLINOR - MARCH 10, 1943

During my visit to London in 1933, I joined the Empire Chess Club, which had then a membership of over 5,000. During my eight weeks stay in London, some wicked agent was successful in getting the club management to try "a few tables of contract bridge." Some of the feminine species were behind the suggestion. Just merely to help bridge, not in any way desiring to interfere with the chess part of it, seeing, of course, that the club was a chess club first. It began as a chess club and its original promoters expected it to stay a chess club.

But these dames wanted a little change -- which they could pick up from the lambkins among the chess club members.

Two years later I received the club's final quarterly bulletin, informing the members that the club was now defunct, and offering for sale 50 inlaid boards and 50 boxwood and ebony chess sets.

This club was kicked out by the great Whiteley's department store, which had provided a beautiful big room free of charge. The store would not stand for the gambling game -- the gambling disease known as contractum bridgitis!

Please remember this: In any chess club in which you are interested, you must watch out for this termite -- or it will surely suck its way in!

CHALLINOR'S CHESS MOTTO

Bill Challinor, author of the article above, has given us a motto we should all strive to realize:

"Better chess and more of it!"



CONCERNING ANNOTATIONS

When we asked Honorary Member George Koltanowski to annotate games for the Yearbook, we believed that only through honest criticism could our members obtain real help with their play. Accordingly, we told him, in one of our juiciest mixed metaphors: "Hew to the line and don't spare the horses!" He agreed to do so. In what measure he has kept this promise, members may judge from the ensuing notes.

We had told Kolti to bear down on the members, so we asked the players also not to hesitate to speak up if they found themselves in disagreement with the master. As a result, some of Kolti's suggestions have been spurned, and others have been met with a doubtful silence, though in the main his lines have been accepted for what they usually are--the best play.

The tournament players have seen Kolti's annotations but he has had no opportunity to read theirs or to check replies to his suggestions. Nor has any player had a chance to reply to the criticisms and suggestions of his opponent. Some things, we regret, just weren't possible.

In a couple of doubtful cases, we did refer the questioned point back to Kolti himself and, in at least one instance, he agreed enthusiastically with his critic and sent his congratulations.

From all of which, we have decided that no player, no matter how good he is, can see EVERYTHING about a game--whether he is trying to do so over the board or in the privacy of his own home. The games, therefore, do remain open to further discussion and the columns of the West Virginia Chess Bulletin are gladly made available to those who wish to differ.

SELECTED GAMES FROM THE FIFTH ANNUAL WEST VIRGINIA CHESS TOURNEY HELD IN CLARKSBURG MAY 29 AND 30, 1943



QUEEN'S GAMBIT DECLINED (IN EFFECT)

(The Knight and Passed Pawn Don't Get in On the Final Kill But They Pave the Way for It.)

WERTHAMMER HARTLING

- | | |
|---------|-------|
| 1 P-Q4 | N-KB3 |
| 2 P-QB4 | P-K3 |
| 3 N-QB3 | P-Q4 |
| 4 B-N5 | B-K2 |
| 5 P-K3 | P-B3 |
| 6 N-B3 | QN-Q2 |
| 7 R-B | O-O |
| 8 P-QR3 | P-QR4 |

So far, so good, but a move like P-QR4 is never good so early. 8...P-KR3 followed by R-K is better.

- | | |
|---------|-------|
| 9 PxP | KPxP |
| 10 B-Q3 | P-KR3 |

Here Black could break free with 10...N-K5.

- | | |
|----------|------|
| 11 B-KB4 | N-R4 |
| 12 O-O | NxB |
| 13 PxN | B-Q3 |
| 14 N-K5 | Q-R5 |

Waste of Good time.
14...NxN, 15 BpxN B-B2, followed by P-B3 is to be recommended.

- | | |
|-----------|-------|
| 15 P-KN3 | Q-R6 |
| 16 R-K | BxN |
| 17 BpxB | Q-K3 |
| 18 Q-R5 | P-KB4 |
| 19 N-K2 | Q-B2 |
| 20 QxQ ch | KxQ |

21 N-B4

This wins a pawn. If 21 BxP, then NxP!, etc. Now Black is lost, and White finishes very strongly.

HARTLING

R		B			R		
	P		N		K	P	
		P					P
P			P	P	P		
			P		N		
P			B			P	
	P				P	P	
		R		R		K	

WERTHAMMER

Pos. after White's 21st

- | | |
|------------|---------|
| 21... | N-N3 |
| 22 P-K6ch | K-B3 |
| 23 N-R5ch | K-N3 |
| 24 P-KN4 | N-B5 |
| 25 N-N3 | N-Q3 |
| 26 PxPch | K-B3 |
| 27 R-K5 | N-K |
| 28 N-R5ch | K-K2 |
| 29 N-B4 | K-Q3 |
| 30 QR-K | P-QN3 |
| 31 P-QN4 | PxP |
| 32 PxP | R-R5 |
| 33 R-N | R-B3 |
| 34 N-K2 | B-R3 |
| 35 P-N5 | P-B4 |
| 36 PxB | PxP |
| 37 P-B4 | R-R6 |
| 38 RxQNfch | K-B2 |
| 39 R-N7ch | K-K3 |
| 40 R-Q7ch | Resigns |

Notes in the text are in all instances by Honorary Member George Koltanowski. Footnotes, designated by letters, are by other members.



QUEEN'S PAWN GAME

(White Picks Out a Good Hole and Plunges Through for a Touchdown.)

WERTHAMMER HURT

- | | |
|------------|---------|
| 1 P-Q4 | F-K3(a) |
| 2 P-QB4(b) | N-KB3 |
| 3 N-QB3 | B-N5 |
| 4 Q-B2 | N-B3 |
| 5 N-B3 | O-O |
| 6 B-N5 | P-Q4(c) |
| 7 P-K3 | R-K |

I would suggest P-KR3 here to force the issue about the White B. If 8 B-R4, then P-KN4, 9 B-N3 N-K5 with superior chances.

- | | |
|---------|-----|
| 8 O-O-O | BxN |
|---------|-----|

There seems nothing better.

- | | |
|----------|-------|
| 9 PxB(d) | P-KR3 |
| 10 B-R4 | FxP |

Black should try still 10...P-KN4, 11 B-N3 N-K5, 12 B-Q3 P-KB4 and then hope for the best.

- | | |
|---------|----------|
| 11 BxP | Q-K2 |
| 12 K-N | QN-R4 |
| 13 B-Q3 | P-QN4(e) |

One may question the wisdom of 13...P-QN4. Surely Black is not hoping that White will fall for BxP R-N, etc.?

HURT

R	B	R	K	
P	P	Q	P	P
		P	N	P
N	P			
		P		B
	P	B	P	N
P	Q		P	P
	K	R		R

WERTHAMMER

Pos. after Black's 13th

WERTHAMMER HURT

14 N-K5(f) R-N

Black should play here
14...Q-R6. If 15 BxN
PxN, 16 N-N4 K-N2, 17 P-K4
P-QB4! with a good game.
Now White finishes mat-
ters.

15 K-R	P-N4
16 B-N3	B-R3?
17 P-KR4	N-R4
18 PxP	NxB
19 RxP!	QxP
20 R-R8ch	K-N2
21 R-R7ch	K-B
22 RxPch	K-N
23 B-R7ch	K-R
24 N-N6ch	

Coup du grace.

24... QxN
25 BxQ(g) Resigns

(a) Black is still hop-
ing for his favorite
French Defense--Hurt.

(b) Refusing to play
the French Defense--Hurt.

(c) 6...P-Q4 does not
fit in the system initi-
ated by 4...N-B3. As the
QBP is blocked by its own
N, Black has to play for
P-K4. Therefore, 6...
P-Q3 would have been log-
ical. Black will now have
difficulties in develop-
ing the QB.--Werthammer.

(d) Not 9 QxB, since
9...N-K5, 10 BxQ NxQ, 11
PxN NxB, giving Black at
least equality.--Hurt.

(e) 13...P-QN4. This is
apparently an attempt to
open lines for the QR and
to play for an attack on
the Q-castled White K.
However, Black is too un-
developed, too weak in
the center and his men
not coordinated for such
an attack.--Werthammer.

(f) 14 N-K5. This N
paralyzes the Black Men.
--Werthammer.

(g) 25 QxQ would have
been more exact.--Werth-
ammer.

RUY LOPEZ MORPHY DEFENSE

(Proving That Even the
Best of Us Slip--Worthy
of a Place Among "Blund-
ers of the Masters.")

WERTHAMMER CREDE

1 P-K4	P-K4
2 N-KB3	N-QB3
3 B-N5	P-QR3
4 B-R4	N-B3
5 O-O	P-QN4

More usual here is
5...B-K2, 6 R-K P-QN4, etc.

6 B-N3 B-B4

And this is new. If he
wanted to play B-B4, he
could have done so a move
earlier, but even then
6 NxP NxN, 7 P-Q4 NxP,
8 R-K B-K2, 9 RxN N-N3,
10 P-QB4 O-O, 11 N-B3
P-KB4? (P-QN3 would be
better), 12 R-K2 P-B5,
13 P-B3 P-Q3, 14 B-B2
B-B4, 15 BxB RxB, 16 Q-Q3
Q-Q2, 17 N-Q5 QR-KB, 18

NxB NxN, 19 B-Q2 N-B3,
20 B-B3 (still better
P-QN4!), and White won
(Kashdan-Milner-Barry,
London, 1932.)

7 NxP	NxN
8 P-Q4	BxP
9 QxB	N-B3
10 Q-Q3	O-O
11 N-B3	P-Q3
12 B-N5	B-K3

12...P-KR3, 13 B-R4
(if 13 BxN QxB, 14 N-Q5
Q-Q, followed by N-K2)
P-KN4, 14 B-N3 N-KR4,
followed by B-K3 gives
Black some hopes of
counter-play--leaving
the pin on his N must
lead to disaster.

13 P-B4	BxB
14 BPxB	Q-K2

And here he should try
14...N-QN5, 15 Q-K2 (best)
P-R3, 16 B-R4 P-KN4, 17
PxP N-R2, with hope of
escape. The text and the
ensuing blunder are just
chess-blindness that oc-
curs to the best of us.

15 N-Q5 QxP

CREDE

R				R	K
	P			P	P
P	N	P		N	
	P	N		B	
			Q	P	
	P	Q			
P	P			P	P
R				R	K

WERTHAMMER

Pos. after Black's 15th

16 NxNch Resigns

Absence of notes in-
dicates players did not
comment on the game.

PETROFF'S DEFENSE

(Short and Sharp--Black Forgets to Develop and Is Brilliantly Punished.)

WERTHAMMER LIGGETT

- | | |
|-----------|-------|
| 1 P-K4 | P-K4 |
| 2 N-KB3 | N-KB3 |
| 3 P-Q3(a) | |

Rather timid. 3 NxB P-Q3, 4 N-KB3 NxP, 5 P-Q4 is still best.

- | | |
|--------|------|
| 3 ... | N-B3 |
| 4 N-B3 | B-K2 |

But here Black neglects a good opportunity to get a fine free game, viz.: 4...P-Q4!(b) and White has to decide on something good before his game is completely shut in.

- | | |
|--------|------|
| 5 B-K2 | P-Q3 |
|--------|------|

Why this? Black follows the leader for no good reason. Doesn't he know that once you're mated, it is too late to mate your opponent?

- | | |
|--------|-------|
| 6 B-K3 | O-O |
| 7 O-O | P-QN3 |

Again why? With 7... N-KN5, 8 P-KR3 NxB, 9 PxB P-KB4! and Black still has the better game. Apparently Black is afraid of his formidable opponent--which means a loss before even starting. Although I should not be saying this--when you play a stronger player--go for him!--you can't do more than lose!

- | | |
|----------|--------|
| 8 Q-K | B-N2 |
| 9 R-Q | R-K |
| 10 R-Q2 | N-KN5 |
| 11 B-Q | NxB |
| 12 PxB | Q-B |
| 13 N-KR4 | BxN |
| 14 QxB | N-Q(c) |

14...Q-Q might have held out longer although White definitely has the better game.

- | | |
|---------|--------|
| 15 B-N4 | Q-N(c) |
|---------|--------|

This is really bad. Why not N-K3?

LIGGETT

R	Q		N	R		K	
	B	P				P	P
P	P		P				
				P			
				P		B	Q
		N	P	P			
P	P	P	R			P	P
						R	K

WERTHAMMER

Pos. after Black's 15th

- | | |
|----------|---------|
| 16 QR-B2 | P-QB3 |
| 17 B-B5 | P-N3 |
| 18 Q-R6 | B-B |
| 19 BxP! | RFxB |
| 20 RxB | Resigns |

This was a well-planned and fine finish. Pity that Black did not put up the fight he had a chance to in this game!

(a) Not timid, but White wanted a quiet but full game. His position won't have weaknesses. The suggested variation of Petroff's Defense is too "drawish."--Werthammer.

(b) Commenting on Koltanowski's suggestion: After 4...P-Q4 White would not have a worse game as,

for instance, in the Steinitz Defense to the Ruy Lopez.--Werthammer.

(c) Kolt has covered everything. As he points out in his notes on my 14th and 15th moves, when I allowed my Q to be driven completely out of the game, all was lost.--Liggett.

RUY LOPEZ

(White Fumbles a Bit in the Opening and Black Never Lets Him Get Back On His Game.)

WERTHAMMER GRIFFIN

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

Black hits out immediately to avoid being tied by his greater theoretical adversary.

- | | |
|-----------|---------|
| 6 R-K(b) | N-B3(*) |
| 7 NxP(d) | NxN |
| 8 RxNch | B-K2 |
| 9 Q-K2(e) | P-QN4 |
| 10 B-N3 | P-Q3 |

And now Black gains plenty of time.

- | | |
|------------|------|
| 11 R-K3 | P-Q4 |
| 12 P-Q4(f) | B-K3 |
| 13 N-B3 | |

This move is not good as the N is not so well placed here. 13 P-QB3 was better.

- | | |
|--------|------|
| 13 ... | P-B3 |
|--------|------|

WERTHAMMER GRIFFIN

Not yet necessary.
Castling immediately is
better.

14 B-Q2 O-O
15 P-KR3 R-K
16 R-K P-B4 (5)
17 RxB

Looks very good. White
could also have played
PxP, although Black gets
a strong game after BxBP.

GRIFFIN

R		Q	R	K	
			B	P	P
P			R	N	
	P	P	P		
		P			
	B	N			P
P	P	P	B	Q	P
			R	K	

WERTHAMMER

Pos. after White's 17th

17 ... PxR
18 QxPch K-R
19 BxP

Forced. If 19 NxQP P-B5,
20 NxR QxN, 21 QxQch RxQ,
22 B-N4 N-Q4 wins.

19 ... NxR
20 NxN B-B3
21 QxRch

White has nothing bet-
ter.

21 ... QxQ
22 RxQch RxR
23 NxR PxN
24 PxP(h) R-K7
25 B-B3 P-B4
26 P-B6 (1) K-K
27 P-KN4 PxP
28 PxP K-Q
29 B-R5ch K-B
30 P-B7 RxQBP
31 P-N4 RxRP

32 K-N2 RxB
33 P-B4

So far everything has
been forced. White could
not do anything. Now after
finding that 33 PxR loses
through P-N5 and Black
will queen the P, White
could have resigned.

33 ... R-R7ch (j)
34 K-B3 KxP
35 P-B5 K-Q3
36 K-B4 K-K2
37 P-N5 K-B2
38 K-K5 R-R5
39 Resigns

Congratulations are due
Mr. Griffin for a well-
played and cool-headed
game!

(a) Tarrasch in "The Game
of Chess" calls 5...NxP
"the best reply" and says
it "gives Black a fine and
free game with his pieces."
--Griffin.

(b) 6 P-Q4 is far more
usual. "Modern Chess Open-
ings" out of an even 100
columns of the Morphy De-
fense has only two with
the text move and in each
Black replies 6...N-B4. In
Dr. Lasker's "Manual" and
"Common Sense in Chess,"
6 P-Q4 is the only line
given and Hoffer says,
"White could gain nothing
by 6 R-K." Tarrasch's
"Game of Chess" lists
only 6 P-Q4 and in his
"Dreihundert Schachpart-
ien," he includes many
Ruy Lopez openings, many
of them identical with the
present game for the first
five moves, and in all
these White plays 6 P-Q4.
--Griffin.

(c) 6...N-B3. Here the
play leaves all book lines.
Freeborough & Rankin gives
6...N-B4, as in "Modern
Chess Openings," and so

also does Gossip's Man-
ual."--Griffin.

(d) 7 BxN first, then
NxP, would have been
preferable.--Werthammer.

(e) 9 P-Q4 is prefer-
able.--Werthammer.

(f) This is White's
second pawn move of the
game.--Griffin.

(g) Now there threat-
ens what Tarrasch calls
the intention underlying
the Morphy Defense--"the
eventual imprisonment of
White's King's Bishop."
If White evades this by
17 P-R3, Black plays 17
...PxP, forking R and N
with P. Or if White moves
17 PxP, Black answers
P-Q5, again forking R and
N. Indeed, White in this
last case can play 18
R-Q3, pinning the P in
line with the Q, but Black
replies 18 B-B4, and the
R must leave the Q file
or be captured. I had not
considered the strong
variation which Koltanow-
ski suggests. At this
point, it seems White
must lose something, at
least the exchange.--
Griffin.

(h) White has a defi-
nite superiority in mater-
ial--three P's for the
exchange--but in the ex-
isting position he cannot
retain it.--Griffin.

(i) White should have
been able to draw. He
treats the end-game very
poorly. The advances of
the QBP at the moment is
faulty. This should have
been reserved as a threat.
The right play was here
P-KN4 and bringing out
the K over K-N2. Advanc-
ing later on the K-side
P, Black wins, of course,
the P on Q-B2. Further ac-
tion on the Q-wing should
have led to the exchange
of two pawns and White

would be able to keep the P on QB5.--Werthammer.

(j) 33...R-R7ch. After the game, R-R6 was suggested as a better move by one of those present, R-R5 by another. Any one of the three moves will win, apparently the text move as quickly as any.--Griffin.

QUEEN'S GAMBIT DECLINED

(Black Eats a Poisoned Pawn But His Fighting Heart Plus Opponent's Failure to Capitalize Allows a Hairbreadth Victory.)

GRIMM

- 1 P-Q4
- 2 P-QB4
- 3 N-QB3
- 4 B-N5
- 5 R-B

WERTHAMMER

- P-Q4
- P-K3
- N-KB3
- B-K2

P-K3 first is better because if then 5...P-B3, 6 P-QR3 O-O, 7 Q-B2 R-K, 8 R-Q, with a good game.

- 5 ... P-B3
- 6 P-K3 QN-Q2
- 7 N-B3 O-O(a)
- 8 Q-B2 P-KR3
- 9 B-B4

B-R4 is recommended here.

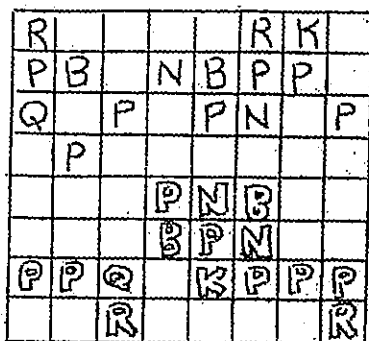
- 9 ... PXP
- 10 KBXP P-QN4
- 11 B-Q3 B-N2
- 12 N-K4(b)

12 O-O is better.

- 12 ... Q-R4ch
- 13 K-K2

Also possible was 13 KN-Q2 QxP, 14 N-N3 Q-R3, 15 R-R, etc.

WERTHAMMER



GRIMM

Pos. after White's 13th

- 13 ... QxP
- 14 R-R Q-Q4
- 15 N-B3 Q-R4
- 16 P-R3 N-Q4
- 17 P-KN4 NxNch
- 18 QxN?

Why not simply 18 PxN Q-Q4, 19 P-K4, winning Q and game?

- 18 ... P-N5
- 19 Q-B2 Q-Q4
- 20 P-K4 P-N6
- 21 Q-B3 B-N5
- 22 Q-B7

This game gets me. Why not simply 22 QxB P-B4, 23 PxQ PxQ, 24 K-R Q-B, with an easy win?

- 22 ... Q-R4
- 23 RxQ BxR
- 24 BxP(c)

Now this! Why? First thing to do when material up is to exchange pieces --not give them away. 24 N-K5 was by far better than the text move which gives Black some chances in the lost position.

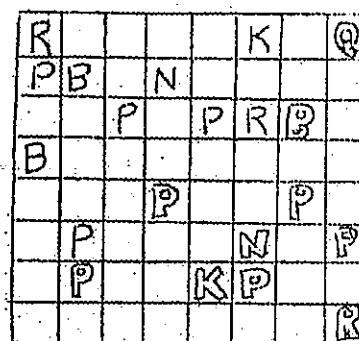
- 24 ... PxB
- 25 QxRP P-B3
- 26 P-K5

The right move here is P-KN5 as this opens the line for the R.

- 26 ... R-B2
- 27 PxP RxP
- 28 B-R7ch(d) K-R
- 29 B-N6ch K-N
- 30 Q-R7ch K-B
- 31 Q-R8ch(e)

I'm going around in circles. Why not simply 31 QxN? Then RxB, 32 QxB and Black would have been put to sleep?

WERTHAMMER



GRIMM

Pos. after White's 31st

- 31 ... K-K2
- 32 Q-N7ch K-Q3
- 33 B-K4 QR-KB
- 34 P-R4 R-B5
- 35 K-K3 RxBoh(f)

After so many breaks, Black now takes the initiative.

- 36 KxR P-B4disch
- 37 K-K3 RxNch
- 38 K-K2 R-B3
- 39 R-Q

The final mistake, although White had a tough game already.

- 39 ... B-B6ch
- 40 K-B BxR
- 41 PxPch K-B3
- 42 P-R5 B-KB6
- 43 P-R6 R-B5

(See diagram of the position after Black's 43rd move on the next page.)

CLARKSBURG TOURNAMENT--1943

WERTHAMMER

P			N			Q	
		K		P			P
B	P						
					R	P	
	P				B		
	P				P		
					K		

GRIMM

Pos. after Black's 43rd

GRIMM

WERTHAMMER

- | | |
|---------|-----------|
| 44 P-R7 | R-R5 |
| 45 K-N | R-R8ch |
| 46 K-R2 | B-B2ch |
| 47 K-R3 | R-R8 mate |

Moral: Don't combine when you can take a piece for nothing--let your opponent worry!

(a) Same as Game No. 1 to here, with Dr. Werthammer on the opposite side of the board.--Collott.

(b) On this move, I just stalled and hoped QxP would be his move since I saw then that the Q would be in hot water and, by golly, he took the pawn, so, quick as a flash, I played my rather forcing moves to trap the Q (14th to 21st, inclusive), missing the 18 PxN! move until later that day. I did see 22 QxB, etc., but I was mainly after his Q and aiming to hold mine.--Grimm.

(c) I really know better but wanted to experiment (what a time for that! Koltli probably thinks I'm nuts!) and make a quick mate. Reuben teaches us better but I just won't learn!--Grimm.

(d) On move 28 and later I saw chances to gain a piece by Q-R7ch followed by QxN, etc., but I was still after that quick mate.--Grimm.

(e) Would have played better, I think, 31 QxN B-R3ch, followed by RxB, of course; we exchange and I'm ahead; but that quick mate still haunted me and, "I seem to have lost my head but not my nerve," is my only excuse.--Grimm.

(f) On 35...RxBeh and the following moves, I realized the great skill of my opponent. Once he lined up for action, he made good in short order. These last few moves proved to me that the best man finally won.--Grimm.



QUEEN'S PAWN GAME

(White Misses a Draw on the 37th and Incontinently Loses.)

CHALLINOR WERTHAMMER

- | | |
|---------|-------|
| 1 P-Q4 | P-Q4 |
| 2 N-KB3 | N-KB3 |
| 3 P-B4 | P-B3 |
| 4 N-B3 | B-B4 |
| 5 B-B4 | |

5 P-K3 followed by 6 Q-N3 has its points.

- | | |
|--------|------|
| 5 ... | P-K3 |
| 6 P-K3 | B-Q3 |
| 7 B-N5 | |

Inconsequently played as he loses a tempo.

- | | |
|-------|-------|
| 7 ... | QN-Q2 |
| 8 PXP | |

This simplifies mat-

tors for Black.

- | | |
|------------|-------|
| 8 ... | KPxP |
| 9 P-KR3(a) | P-KR3 |
| 10 BxN | NxB |
| 11 B-Q3 | BxB |
| 12 QxB | Q-K2 |
| 13 O-O | O-O |
| 14 QR-B | N-K5 |
| 15 KR-K | QR-K |
| 16 N-Q2 | P-KB4 |
| 17 N(B3)xN | BPxN |
| 18 Q-K2 | Q-R5 |

Black is now in his element--attack! And he should break through.

WERTHAMMER

				R	R	K	
P	P					P	
		P	B				P
			P				
			P	P			Q
				P			P
P	P		N	Q	P	P	
		R		R		K	

CHALLINOR

Pos. after Black's 18th

- | | |
|---------|------|
| 19 R-KB | R-K3 |
| 20 Q-N4 | |

White hasn't much else, although Black should have exchanged Q's here.

- | | |
|---------|---------|
| 20 ... | Q-K2(b) |
| 21 P-R3 | K-R2 |
| 22 QR-K | R-N3 |
| 23 Q-K2 | Q-Q2(c) |
| 24 K-R | B-N |
| 25 P-B3 | PxP |
| 26 NxP | K-N |
| 27 N-K5 | |

This saves the situation for the moment at the cost of a pawn. He should have tried P-K4 immediately.

- | | |
|--------|-------|
| 27 ... | RxRch |
| 28 QxR | BxN |

CHALLINOR WERTHAMMER

29 PxB R-K3
 30 P-K4 RxP
 31 PxP QxP
 32 R-Q Q-K5
 33 R-Q8ch(d) R-K
 34 RxRch QxR
 35 Q-B4ch Q-B2
 36 Q-B5 P-R3
 37 P-QR4

A bad mistake. With 37 Q-N5, it is difficult to see how Black can force a win.

37 ... Q-B8ch
 38 K-R2 Q-B5ch
 39 K-N QxP

After Black gets this second pawn, the game is virtually won.

40 Q-B3 Q-N4
 41 Q-Q2 Q-Q4
 42 Q-K2 P-B4
 43 Q-K8ch K-R2
 44 P-R4 Q-Q5ch
 45 K-R2 QxPch
 46 K-N Q-Q5ch
 47 K-R2 P-B5
 48 Q-QB8 Q-Q4
 49 K-R3 P-QR4
 50 Q-QR8 K-N3
 51 Q-K8ch Q-B2
 52 Q-K4ch Q-B4ch
 53 QxQch KxQ
 54 P-KN4ch K-B5
 55 K-R4 P-QN4
 56 Resigns

(a) 9 P-KR3 unnecessary.--Werthammer.

(b) 20...Q-K2. After a Q exchange, Black would have had a won game. He tried, however, for a decision by attack.--Werthammer.

(c) 23...Q-Q2(?). Much better would have been Q-R5. If now 24 K-R R-N6 with strong pressure. The R cannot be taken.--Werthammer.

(d) 33 R-Q8ch. White should have kept the heavy piece.--Werthammer.

8 SICILIAN DEFENSE

(White Walks Into a Sly Sicilian Trap on His 7th and Is Slowly Pawned to Death.)

HURT

1 N-KB3
 2 P-K4

HARTLING

P-QB4

Turning it into a Sicilian Defonso. With 2 P-QB4 White gets into a favorable line of the English Opening.

2 ... N-QB3
 3 P-Q4 PxP
 4 NxP P-K4

I know of only one Master who ever played this --oned. Mir Sultan Kahn against Tartakower. He lost. The move is completely antipositional.

5 N-KB3

N-N3 and N5 are also good.

5 ... N-B3
 6 B-QB4 B-B4
 7 B-KN5

Falls into the trap. (See diagram in next column.)

7 ... BxPch
 8 KxB NxPch
 9 K-K2 NxB

Regains his place and with two P's to the good, has an easy win.

10 Q-K5 O-O

11 QN-Q2 P-Q3
 12 NxN QxN
 13 QR-KB B-K3
 14 Q-Q3 QR-Q
 15 BxB N-Q5ch
 16 K-Q NxB
 17 K-B P-Q4
 18 P-KR4 Q-K2
 19 Q-KN3 Q-B2
 20 N-B3 N-B5
 21 K-N P-B3
 22 R-B2 P-Q5
 23 R-QB R-B2
 24 N-K Q-B3
 25 Q-N3 N-K3
 26 P-N4 N-B4
 27 Q-KR3 P-K5
 28 P-N5 P-B4
 29 P-R5 P-B5
 30 Q-R4 QR-KB
 31 R-R2 R-B4
 32 R-Q N-K3
 33 Q-B2 P-B6
 34 RxP NxR
 35 QxN Q-B4(n)
 36 QxQ RxQ
 37 Resigns

Moral: Black won because he demoralized his opponent with a bad move right in the opening (4...P-K4). Or, it pays to play badly... sometimes!

(a) 35...P-B7!--Hurt.

HARTLING

R		B	Q	K			R
P	P		P		P	P	P
		N			N		
		B		P		B	
		B		P			
					N		
P	P	P			P	P	P
R	N		Q	K			R

HURT

Pos: after White's 7th

SCOTCH GAME

(White Wastes Some Time and Pawns But Cleverly Forces a Perpetual at the End.)

HARTLING CREDE

- | | |
|---------|-------|
| 1 P-K4 | P-K4 |
| 2 N-KB3 | N-QB3 |
| 3 P-Q4 | PxP |
| 4 NxP | NxN |

Better is 4...B-B4, 5 B-K3 (if 5 NxN Q-B3!, etc.) Q-B3, etc.

- | | |
|---------|-------|
| 5 QxN | P-Q3 |
| 6 B-QB4 | B-K3 |
| 7 O-O | BxB |
| 8 QxB | N-B3 |
| 9 N-B3 | B-K2 |
| 10 B-K3 | O-O |
| 11 QR-Q | P-QB3 |
| 12 P-K5 | |

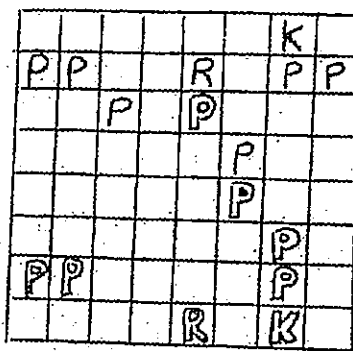
This frees Black's game. Better would be 12 Q-Q3 and now he threatens P-K5.

- | | |
|----------|----------|
| 12 ... | P-Q4 |
| 13 Q-K2 | N-Q2 |
| 14 B-B | Q-B2 |
| 15 KR-K | B-B4 |
| 16 N-R4 | KR-K |
| 17 B-B4 | R-K3 |
| 18 NxR | NxN |
| 19 B-N3 | QR-K |
| 20 P-KB4 | N-K5 |
| 21 P-QB4 | NxB |
| 22 PxN | FxP |
| 23 QxP | Q-N3ch |
| 24 Q-Q4 | QxQ |
| 25 RxQ | P-B3 |
| 26 R-Q7 | R(K3)-K2 |
| 27 RxR | RxR |
| 28 P-K6 | P-KE4 |

Carefully played so far by both sides. The text move of Black is

the right one; it isolates White's KP.

CREDE



HARTLING

Pos. after Black's 28th

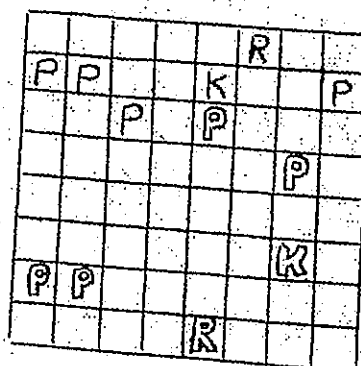
- | | |
|----------|-------|
| 29 P-KN4 | P-KN3 |
| 30 K-B2 | K-N2 |
| 31 P-N5 | R-K |
| 32 K-B3 | K-B |
| 33 P-KN4 | |

This saves the game. If now 33...K-K2, then 34 PxP PxP, 35 R-KR, 36 R-R6, threatening P-N6!, etc.

- | | |
|---------|-------|
| 33 ... | PxPch |
| 34 KxP | K-K2 |
| 35 P-B5 | PxPch |
| 36 KxP | R-Bch |
| 37 K-K5 | R-KN |
| 38 K-B4 | R-Bch |
| 39 K-N3 | |

K-K5 is an easy draw.

CREDE



HARTLING

Pos. after White's 39th

- 39 ...
40 R-KR

R-B4

This is like looking for trouble.

- | | |
|-----------|-------|
| 40 ... | RxPch |
| 41 K-B4 | R-N2 |
| 42 R-R6 | K-Q3 |
| 43 K-B5 | R-K2 |
| 44 R-R2 | RxP |
| 45 RxP | R-K2 |
| 46 R-R6ch | K-B4 |
| 47 R-R2 | P-N4 |
| 48 R-R4 | P-R4 |
| 49 R-R2 | P-R5 |
| 50 P-R3 | R-K6 |
| 51 R-B2ch | K-N3 |
| 52 K-B4 | R-QN6 |

With R-K, Black should still win this game; now he allows the White K to get to the Q side.

- | | |
|-----------|------|
| 53 K-K4 | P-B4 |
| 54 R-R2 | P-B5 |
| 55 R-R6ch | K-R4 |
| 56 K-Q4 | RxP |

Looks good, but allows White a clever draw. With 56...P-B6!, Black wins immediately as after 57 PxP RxRP, White has no answer except 58 P-B4 P-N5; if 59 K-B5 R-KN6 wins.

- | | |
|-----------|------|
| 57 K-B5 | P-B6 |
| 58 R-R8 | K-R3 |
| 59 K-B6 | K-R2 |
| 60 R-R7ch | K-R3 |

DRAWN

Moral: Take a draw before your loss.

Walt Crede says: "I have nothing to add to the notes by Koltanowski. He has done a thorough job on them."

Hal Liggett: "Our friend, Kolti, has done his usual excellent job on these annotations."

Two Knights DEFENSE

(Dodging One Deadly Pitfall, White Plunges Headlong Into Another.)

LIGGETTHARTLING

- 1 P-K4 P-K4
2 N-KB3 N-QB3
3 B-B4 N-B3
4 N-N5 P-Q4
5 PxP N-QR4
6 B-N5ch B-Q2

What's this? Hartling is really startling with the number of innovations--all very original, but hardly good--but as long as they win games, I suspect I may not be too harsh in my comment. Theoretically, 6...P-B3 is the move.

- 7 Q-K2 B-Q3
8 P-Q4 O-O
9 O-O

And now 9 BxB QxB, 10 PxP R-K, 11 O-O would be best.

- 9 ... PxP
10 BxB QxB
11 Q-Q3 P-KR3
12 N-KB3

N-K4 is the move.

- 12 ... NxP
13 QxP N-QB3
14 Q-Q2(a)

Why not Q-KR4? The pieces are in need of development.

(See diagram of the position after White's 14th move in next column.)

HARTLING

R					R	K	
P	P	P	Q		P	P	
		N	B				P
			N				
					N		
P	P	P	Q		P	P	P
R	N	B			R	K	

LIGGETT

Pos. after White's 14th

- 14 ... KR-K
15 P-B4 N-B5
16 N-K(b)

Cannot grasp this move at all.

- 16 ... Q-K2
17 N-QB3(c) QR-Q
18 Q-K3 Q-R5
19 Q-B3

There was hardly anything good to recommend except maybe P-KN3.

- 19 ... N-K7ch
20 Resigns

Moral: Don't play with only one piece; you have eight officers.

(a) Naturally White cannot take the N at Q4 because of BxPch.--Liggett.

(b) Trying to avoid the simple threat of ...NxNP, KxN Q-N5ch, K-R QxNch, with complications.--Liggett.

(c) Development? But too late.--Liggett.

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Write to Dr. Albrecht
A. Buschke, W. 56th St.,
New York, N. Y., for
his latest catalog.



(An
Lands
Ending

GRI

- 1 P-Q
2 P-Q

This
as Whit
with 3
4 N-QB3
N-QB3,

3 N-QB

This
could n
4 Q-N3!
4...PxP
6 Q-B6,

4 N-B3
5 B-B4

Q-N3

5 ...
6 Q-N3(
7 QxQ

7 P-B5
PxQ, fol
and P-QN
very str

7 ...
8 PxP
9 NxN
10 BxN(c

Too tal
satisfio
he can g

10 ...
11 P-K3
12 P-QR3
13 B-N5ch

GRIMM	HARTLING
14 Q-O	KR-QB
15 KR-B	P-B3
16 P-R3	P-N4
17 P-KN4	B-N3
18 N-Q2	R-B2
19 R-Rch	BxR
20 R-QB	R-QB

HARTLING

		R					
	P	B		K			
	P			P	P	B	P
	B		P			P	
			P			P	
P				P			P
	P		N		P		
		R				K	

GRIMM

Pos. after Black's 20th

21 K-N2

Avoids the only trap--
B-R7ch.

21 ...	K-Q3
22 P-B3	P-K4
23 PxPch	PxP
24 K-B2	B-K
25 BxB	RxB
26 R-B2	P-N4
27 P-N4	B-N3
28 K-K2	R-QR
29 N-N	P-K5
30 PxP	PxP
31 R-Q2ch	K-K3
32 R-B2	R-O
33 R-B3	R-Q3
34 N-Q2	K-K4
35 N-B	R-QB3
36 K-Q2	K-Q4
37 K-B2	B-B2(d)
38 N-Q2	B-K4
39 R-B5ch	RxR
40 PxR	R-B2
41 K-B3	B-R4ch
42 K-B2	

This move should lose.

42 ... BxN

43 KxB	KxP
44 K-B3	K-Q4
45 K-N4	K-B3
46 K-N3	K-B4
47 K-B3	

DRAWN

HARTLING

	P						
							P
	P	K				P	
				P		P	
P	K	P				P	

GRIMM

Pos. after White's 47th

A draw? Why not 47...
P-N5ch, 48 PxPch K-N4,
49 K-N3 P-N3, 50 K-B3
K-R5, 51 K-B4 K-R6, 52
K-N5 (if 52 K-B3 P-N4
wins or if 52 P-N5 K-R5,
53 K-Q4 KxP, 54 KxP
K-B5! wins) K-N6, 53
KxP KxP! and Black wins!

(a) There is a somewhat similar situation in Reuben Fine's "Chess the Easy Way," p. 70, where White plays Q-N3! and wins, but I didn't have the nerve to play it since it wasn't exactly the same and I was tired out from playing chess all day (this was No. 4 that day) and wanted to try for a draw and get some rest. I realized I was too tired to win so tried for a draw.--Grimm.

(b) Now I should have played 6 PxP. If 6... PxP, 7 Q-N3 really wins, I think.--Grimm.

(c) I foresaw the doubled isolated pawns far back and trading seemed to make the draw more cer-

tain. Hence my move. I felt BxN RxB cost Black a move (tempo). All later moves were just defenses and trades to break up attacks to get my draw. I'd kid and pester Bill every other move by saying, "Looks like a draw," and he finally agreed, whereupon Walt Crudo showed us the win for Black as Kolti has shown it in his note at the end of the game, except that he played 47 K-N3, R4, R5, etc., without the 47...P-N5ch, 48 PxP moves. All Zugzwang but very effective.--Grimm.

(d) If 37...BxP, doesn't Black win? I believe so! Correct me if I'm wrong!!--Grimm.

TWO KNIGHTS DEFENSE

(Balanced Position for Ten Moves--Then White Crashes Through.)

HARTLING CHALLINOR

1 P-K4	P-K4
2 N-KB3	N-QB3
3 B-B4	N-B3
4 N-B3	B-B4

4...NxP, 5 NxN P-Q4 is quite good for Black:

5 O-O	P-Q3
6 P-KR3	O-O
7 P-Q3	P-KR3
8 B-K3	BxB
9 PxP	B-K3
10 BxB	PxB
11 P-Q4	PxP
12 PxP	K-R
13 Q-K2	Q-K
14 Q-K3	N-QN5

Nothing to say so far--

HARTLING CHALLINOR

just follow the leader stuff. The text move is a waste of time. 14...P-K4 is better.

CHALLINOR

R			QR	K
P	P			P
		P	P	N
	N	P	P	
		N	QN	P
P	P	P		P
R				RK

HARTLING

Pos. after Black's 14th

15 R-B2	P-B3
16 P-QR3	N-R3
17 QR-KB	Q-K2
18 N-KR4	K-R2
19 P-K5	PxP
20 PxP	N-Q4
21 Q-Q3ch	

21 Q-Q3ch kills.

21 ...	K-N
22 N-N6	Q-B4

Might have resigned here.

23 N-QR4	Q-K6
24 QxQ	NxQ
25 RxRch	RxR
26 RxRch	K-R2
27 N-B4	NxBP
28 P-KR4	N-Q5
29 P-R5	P-QN4
30 N-N6	Resigns

Moral: In chess, it does not pay to play at follow the leader.

You can improve your game by reading Chess Review. \$1 a year. Address: 250 W. 57th St., New York 19, N. Y.



FRENCH DEFENSE (EXCHANGE VARIATION)

(White Treads Eggs Too Often--and Slips in the End.)

GREDE

- 1 P-K4
- 2 P-Q4
- 3 PxP

HURT

- P-K3
- P-Q4

They call this the "drawing variation."

- 3 ... PxP
- 4 N-KB3 N-KB3
- 5 B-Q3 B-K2
- 6 O-O O-O
- 7 N-B3

Could also play 7 P-KR3 and 8 B-KB4--or 7 R-K, 8 QN-Q2 and N-B.

- 7 ... P-B3
- 8 R-K B-KN5
- 9 B-KB4 R-K
- 10 R-K3?

P-KR3 and P-KN4 were better.

HURT

R	N		QR	K
P	P		B	P
		P		N
		P		B
		N	B	R
P	P	P		P
R		Q		K

GREDE

Pos. after White's 10th

- 10 ... P-B4

Jumps on the opportunity to start attacking.

- 11 B-QN5 N-B3
- 12 BxN

White must lose as he has lost control of the position and sees a lot of frightful things happening to him. Why not rather N-K2? It holds everything. If 12...Q-N3, 13 BxN PxN, 14 R-N3, etc.

- 12 ... PxP
- 13 RxP BxP
- 14 RxRch QxR
- 15 Q-Q3 N-K5
- 16 N-Q4 R-Q(a)
- 17 R-K B-B4
- 18 P-B3

This leads to a loss. QN-K2 was better.

HURT

			R	Q	K
P				P	P
		P			
		B	P	B	
			N	N	B
		N	Q		P
P	P	P			P
			R		K

GREDE

Pos. after White's 18th

- 18 ... Q-Q2
- 19 PxN PxP
- 20 Q-Q2 BxNch
- 21 K-B BxN

Black should keep his two B's. 21...P-B4, 22 NxP Q-N4ch, 23 Q-K2 QxQch, 24 RxQ BxNP, etc.

- 22 QxB B-N3
- 23 R-K2 R-K
- 24 B-K3 P-KB4
- 25 R-Q2 Q-N2
- 26 P-KN3

With 26 Q-N3ch QxQ, 27 RfxQ, White would have good

CREDE HURT

drawing chances, this because of different colored B's. Don't they read chess columns once in a while?

26 ... Q-R3ch
27 K-B2 QxP
28 QxBP QxP
29 BxP Q-B8
30 Q-B4ch B-B2
31 Q-K2 Q-KR8
32 K-K3 P-N4
33 R-Q

An easy game would be obtained after Q-Q, QxQ, RxQ, etc.--just because of B's of different colors. Black would never be able to force the issue with Q's off the board. After Q-Q Q-B6ch, QxQ PxQ, KxP B-R4ch, K-B2, White even has a slight pull--not enough to win.

33 ... Q-B6ch
34 QxQ PxQdisch
35 KxP(b) B-R4ch
36 Resigns

Moral: When books say a "drawing" line, they usually forgot to mention that you must also play well to obtain that "easy draw."

(a) 16...NxN looks best.--Hurt.

(b) 35 K-B2 still allows me a plus game.--Hurt.

If you play postal chess, you'll appreciate Chess Correspondent, \$2 a year, \$3 with membership in the Correspondence Chess League. Write W.F. James, 4057 Adams st., Sioux City 20, Iowa.

QUEEN'S PAWN GAME TCHIGORIN'S DEFENSE (BY TRANSPOSITION)

(If You Build a Fortress and Wait for the Other Fellow, You May Get a Trimming.)

HURTLIGGETT

1 N-KB3 N-KB3
2 P-QB4 P-Q3
3 P-Q4 P-K3

Too tame. 3...QN-Q2 followed by P-K4 is better.

4 N-QB3 QN-Q2
5 P-K4 P-B3

The role of an annotator is not always a pleasant one, especially when he has to tell friends how they could have played better. The whole system adopted by Black is not recommendable. It's kind of building a fortress and then awaiting events... and when they happen, it is too late, in general. I'm talking about chess, although you may interpret it for world events, too.

6 B-B4 Q-R4
7 B-Q2 Q-B2
8 R-B P-B4

8...P-K4 is better. The pawn on B3 is better there than on B4.

9 P-Q5 N-N3
10 B-Q3 P-K4
11 N-QN5 Q-Q
12 P-KR3 B-Q2
13 N-B3 B-K2

14 O-O O-O
15 N-R2 P-KR3
16 P-B4 N-K
17 Q-K B-KB3
18 N-B3 Q-K2
19 Q-N3 P-QR3

Black somehow "managed" to get out of his really bad position--but now he loses a pawn. K-R was better.

LIGGETT

R				N	R	K	
	P		B	Q	P	P	
P	N		P		B		P
			P	P	P		
			P		P	P	
			N	B		N	Q
P	P		B			P	
			R			R	K

HURT

Pos. after Black's 19th

20 PxP PxP
21 BxP K-R2
22 B-K3 R-R
23 P-N3 K-N
24 KR-Q N-B
25 R-B2 P-QN3
26 R(B2)-Q2 KN-Q3
27 R-KB N-R2
28 R(Q2)-KB2 R-KB
29 N-KN5 R-R4

Helps White to finish the game nicely. N-K was the move.

30 RxB PxR
31 N-K6disch R-N4
32 NxR PxN
33 BxNP Resigns

Mate could not be avoided even at the loss of Q.

Moral: The Flemish say: "He who's afraid--goes hurt, too."

--o--

ENGLISH OPENING

(Black Magic at the
Finish Seals the Doom of
White.)

GRIFFIN HURT

- 1 P-QB4 P-K4
2 N-KB3 P-K5

Considered bad as White
gets a sort of Alekhine's
Defense with a tempo
gained.

- 3 N-Q4 N-QB3
4 N-N(a)

Here, though, White
should play 4 N-B2 fol-
lowed by N-B3.

- 4... NPxN
5 N-B3 P-Q4
6 P-QB3

6 P-Q3! P-KB4, 7 QPXP
BxP wins a P as then
PxP PxP, QxP! After 6
P-Q3! PxQP, 7 QxP gives
White a fine game. The
text move is too tame.

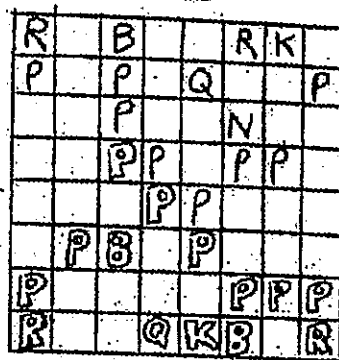
- 6... P-KB4
7 P-K3 N-B3
8 P-Q3 B-N5
9 B-Q2 Q-K2
10 P-Q4 O-O
11 P-B5 BxN
12 BxR P-N4!

(See Diagram at top of
the next column.)

- 13 B-K2 P-B5
14 PxP PxP
15 P-B3

White has a poor game
already. If 15 O-O P-B6,
16 PxP B-R6, 17 R-K Q-N2
ch, etc.

HURT



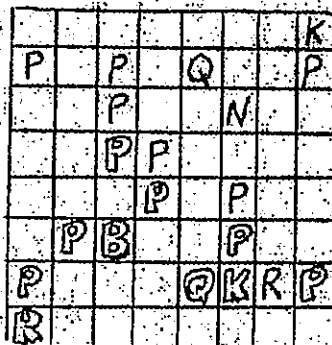
GRIFFIN

Pos. after Black's 12th

- 15... PXP
16 PxP R-K
17 Q-Q2 B-R3
18 R-Nch K-R
19 R-N2 R-KN!
20 RxRch RxR(b)
21 K-B2 BxB!
22 QxB(c) R-N7c h

The finesse that Black
had up his sleeve.

HURT



GRIFFIN

Pos. after Black's 22nd

- 23 KxR QxQch(d)
24 Resigns

Moral: There's noth-
ing to it--when you know
how!

(a) 4 NxN. The game
follows book play to this
move only. In certain
games, Reti and Tarta-
kower played 4 NxN but
their opponents replied

4...QPxN instead of NPxN--
Griffin.

(b) 20...RxR. The open
lines for Black's Q, R and
B make White's position
hopeless. Unable to cas-
tle without loss of a
piece, and with a R and B
out of play, the defense
of the White K's position
is impossible.--Griffin.

(c) 22 QxB. Here 22 R-K
has been suggested as a
better move, which with
correct play would only
delay Black's win a little,
with the following contin-
uation: 22...N-K5ch (Black
seems to have no advantage
after 22...R-K), 23 PxN
P-B6, 24 Q-B4 (if 24 RxR
PxR, 25 QxP Q-R5ch, 26 K-B
Q-R5ch, 27 K-B2 R-N7ch,
winning the Q. And in all
variations after 24 RxR
Black wins the Q or mates.
Also 24 P-K5 shuts out the
Q for the moment but soon
losses) R-N7ch, 25 K-K3
Q-N4, 26 QxQ RxQ and the
Black P soon queens.--
Griffin.

(d) 23...QxQch. An ex-
cellent game on the part
of Black.--Griffin.

RAY GRIFFIN SAYS:

"The Association owes
Mr. Koltanowski a vote of
thanks. His notes are the
one thing that will make
the 1943 Yearbook better
than the one for 1942.

"As I understand it, his
1943 notes cover all the
games used instead of a
small fraction of them as
in 1942.

"Speaking for myself, I
have four of my games an-
notated by a Master, with
all the poorest of my poor
moves pointed out--and if
I don't profit by it, it
is my own fault!"

TWOKNIGHTS DEFENSE (BY TRANSPOSITION)

(An Annotator's Note
on This Game Provoked Two
Prize Contests in the West
Virginia Chess Bulletin.)

HURT	GRIMM
1 P-K4	P-K4
2 B-B4	N-KB3
3 N-KB3(a)	N-B3(b)
4 O-O	NxP
5 P-Q4	

I prefer here 5 B-Q5
N-B3, 6 BxN followed by
NxKP.

5 ...	P-Q4
6 R-K	PxB
7 RxN	B-K3(c)

May have tried P-KB4
and P-K5 although I hold
the text-move as better
and safer.

8 N-B3	PxP
9 NxP	NxN
10 RxN	B-Q3
11 B-B4	O-O
12 BxB	PxB
13 RxP	Q-N4

Q-K2 followed by KR-Q
is much stronger.

14 Q-B3	P-QN3
15 QR-Q	KR-K

KR-Q so as to force the
exchange of R's would
eliminate a lot of danger
and insure a draw.

16 N-K4	Q-K4
17 P-KR4	QxP(d)(e)

Takeshi's Q out of play.
He had a good move here
with 17 ... B-N5!, 18 QxB

(if 18 N-B6ch QxN!, 19 QxB
QxP!) QxN, 19 QxQ RxQ, 20
R-Q8ch R-K, etc.

18 P-B3	QxRP
19 N-N5	QR-B(f)(g)
20 RxB!(h)	

In this position, White
can afford to sacrifice
as his pieces are better
placed.

GRIMM

		R		R		K
P					P	P
	P			R		
						N
		P				P
		P		Q		
Q					P	P
		R			K	

HURT

Pos. after White's 20th

20 ...	PxR
21 Q-B7ch(i)	K-R
22 R-Q7	Q-R8ch(j)
23 K-R2	QxP
24 Q-R5	

GRIMM

		R		R		K
P					P	P
	P			P		
						N
		P				P
		Q				
					P	P
					K	

HURT

Pos. after White's 24th

24 ...	Q-K4ch
--------	--------

24...P-KR3 was neces-
sary. If then 25 Q-N6
PxN, White can draw thru
perpetual check. If 26

PxP Q-K4ch, 27 P-N3 QR-Q,
which forces White to
draw. Now the game is
over.

25 P-N3	P-KR3(k)
26 N-B7ch	K-R2
27 NxQ	Resigns

Moral: He who laughs
last--sees the joke later.

(a) 3 N-KB3 offers the
Boden-Kieseritzky Gambit.
--Hurt.

(b) 3...N-B3. Black
could have accepted the
unsound B.-K. Gambit by
3...NxP.--Hurt.

(c) 7...B-K3. I saw
the P-KB4 and P-K5 moves
but felt I'd better stick
to Reuben Fine as long as
the memory held out.--
Grimm.

(d) Kolti miscalculates
in suggesting 17...B-N5
and the ensuing moves, I
believe. For after his
20...R-K, 21 RxRoh! KxR,
22 R-Q7! R-R (if R-K7?,
23 R-Q8 mate), 23 P-QR4!
wins.--Hurt.

(e) I felt at 17...QxP
I could withstand the
attack, KNOWING the Q
was out of play.--Grimm.

(f) 19...Q-B7 looks
better.--Hurt.

(g) At 19 I didn't feel
so good.--Grimm.

(h) After RxB! White
has a forced mate.--Hurt.

(i) 21 Q-B7ch is wrong.
I see now that 21 Q-K4!
wins.--Hurt.

(j) At 22 I felt I saw
it O.K. and the move
P-KR3 would stop him
cold. I overlooked the
fork of 26 N-B7ch and
also overlooked the fact
that rapid playing loses
games. The lesson did
wonders. Note: The
P-KR3 move was not too
good, as Kolti shows in

his note that it allows White a draw.--Grimm.

(k) 25...P-KR3 was now useless. As soon as the move was made, I realized Q-KB4 was the move. Hartling and I discussed it immediately after I resigned and we would appreciate knowing if we're wrong in assuming Black has a win. For after 25...Q-KB4, 26 N-B7ch K-N, 27 N-R6ch PxN wins, or if 27 N-N5 Q-N3 and Black is safe, I think. If I am wrong here, I'd be glad to know how White draws or wins.--Grimm.

THE STORY OF TWO CONTESTS

Kolli's suggestion of 24...P-KR3 raised the interesting question: If Black could not force a draw, what would be the outcome of the position?

The problem was submitted in a prize contest in The West Virginia Chess Bulletin, Milford B. Mott of Arthurdale winning with his solution: White mates in 9. The main line given by Mott follows:

25 N-B7ch K-R2(a)
26 NxP Q-B3(b)
27 N-B7disch Q-R3
28 NxQ R-K2
29 N-B5disch K-N
30 KxRoh K-B
31 N-N6ch K-K
32 N-K5disch K-B(c)
33 Q-B7 mate

(a) If 25...K-N, 26 NxPoh PxN (if 26...K-R or K-R2, 27 N-B7ch K-N, 28 Q-R8mate), 27 Q-B7ch K-R, 28 Q-R7 mate.--Mott.

(b) Allan Duvall of Charleston suggested: 26...Q-R4, 27 N-B5disch K-N, 28 Q-B7ch K-R or R2, 29 QxP mate. Frank Wisinski of Clarksburg offered: 26...Q-K4ch, 27 QxQ KxN, 28 QxPoh K-R4, 29 Q-N5 mate.

(c) If 32...P-N3, 33 Q-R8 mate.--Mott.

A second contest dealt with Dick Grimm's thought Black still had a win after 24 Q-R5 though not with 24...P-KR3. Prizes in this went to Mott (proving him an exceptionally able analyst) and John Hurt of Charleston who agreed Black can win if he replies 24...Q-K4ch.

The following analysis is by Mott:

24 ... Q-K4ch
25 P-N3 Q-KB4
26 N-B7ch K-N
27 N-N5 QxPoh
28 K-R Q-B8ch
29 K-R2 Q-B7ch
30 K-R Q-B4
31 R-KB7? Q-N3

"After which," comments Mott, "White must retreat and is lost."

Only the strongest line of play available is given for White above.

Mott offers another line which he feels would win for Black but Hurt demolishes this. Mott's line:

24 ... Q-B7
25 N-B7ch K-N
26 N-Q6 Q-N3
27 Q-B3 P-B6
28 N-KR QxN

29 R-Q P-B7
30 R-QB Q-B
31 Q-K4 Q-Q3ch
32 P-N3 Q-Q4
33 Q-K2 Q-B5

And, says Mott, "Black should queen a P or two and win."

Hurt sets this line straight by playing 25 RxNP instead of N-B7ch. The play:

24 ... Q-B7
25 RxNP KxR
26 Q-B7ch K-R3
27 Q-B6ch K-R4
28 N-B7 KR-N
29 Q-R6ch K-N5
30 QxKPch K-B5
31 P-N3ch K-B6
32 Q-K3ch K-N5
33 Q-B4ch K-R4
34 P-N4ch K-N3
35 P-R5ch K-N2

Hurt gives the outcome of this line, which is tricky and likely would never be discovered by White in actual play, as a "draw." We wonder if White can force a draw?

For instance:

36 P-R6ch K-B
37 N-K5disch K-K2
38 Q-B7ch K-Q3
39 Q-B6ch K-B4 or Q4

Of course, Black has had to watch his step in these last few moves --he has been within a move of mate all the time. Now, however, it appears he will get his K to safety--and maybe even win.

There are several alternate lines and likely one of them is the draw.

BISHOP'S OPENING (IRREGULAR)

(White Staves Off a Blistering Attack and Outmaneuvers Black in the End-Game.)

CREDE	LIGGETT
1 P-K4	P-K4
2 B-B4	N-KB3
3 N-QB3	NxP

Quite good.

4 BxPch	KxB
5 NxN	P-Q4
6 N-N3	B-QB4
7 P-Q3	R-B
8 N-B3	K-N

Black has a fine game now, as after 9 NxP BxPch follows.

9 O-O	N-B3
10 P-B3	B-KN5
11 P-KR3	BxN
12 PxB	Q-R5
13 K-N2	QR-K

More forceful and against which White would not be able to do much would have been 13...R-B3 plus QR-KB.

14 R-K	R-K3
--------	------

LIGGETT

					RK		
P	P	P			P	P	
		N		R			
		B	P	P			
							Q
		P	P		P	N	P
P	P				P	K	
R		B	Q	R			

CREDE

Pos. after Black's 14th

This is bad--it loses a pawn. R-K2 followed by R(K2)-KB2 was the best.

15 P-Q4	B-Q3
16 PxP	RxP
17 RxR	NxR
18 QxPch	K-R
19 Q-K4	NxP

And regains the P--but the attack is gone.

20 QxQ	NxQch
21 K-N	R-B6
22 N-K4	B-K2
23 K-R2	N-B4
24 B-Q2	N-Q3!
25 K-N2	R-Q6

And why not simply 25 ...NxN, 26 KxR NxRch with good winning chances--two pieces against the R?

26 NxN	BxN
--------	-----

Better is RxB, NxP RxNP, etc.

27 B-K3	P-QN3
28 R-K	R-Q4?

Throws a drawn game away. P-KR3 and all danger is past. The loss is now obvious.

29 BxP	R-N4ch
30 K-B	K-N
31 B-K3	R-KR4
32 K-N2	R-QR4
33 P-R3	R-QN4
34 R-K2	P-QR3
35 R-Q2	K-B2
36 P-N4	P-QR4
37 P-QB4	R-N2
38 PxP	K-K3
39 P-R6	R-N
40 P-R7	R-QR
41 P-B5	B-K2
42 P-B6	BxP
43 R-Q3	Resigns

Moral: Don't forget to give your K fresh air--in time.

The following note by Hal Liggett is appended somewhere in the neighborhood of Move 28:

"A typical Crede swindle--and a typical Liggett blunder. I enjoy playing chess with Crede because he plays for the fun of it."

Two KNIGHTS DEFENSE

(White Almost Does It --But Not Quite.)

CREDE	GRIFFIN
1 P-K4	P-K4
2 N-KB3	N-QB3
3 B-B4	N-B3
4 O-O	B-K2(a)
5 N-B3	P-Q3
6 P-Q4	

P-Q3 is good here.

6 ...	B-N5
7 PxP	QNxP
8 B-K2	NxNch
9 BxN	BxB
10 QxB	Q-Q2
11 B-K3	Q-N5

Black is playing safe--and the fewer pieces the better.

12 QxQ	NxQ
13 N-Q5	NxB
14 NxN	O-O-O
15 QR-Q	KR-K
16 R-Q3	R-Q2

Why not 16...B-B3? It threatens BxP or RxP.

17 KR-Q	B-N4
---------	------

See foregoing note.

18 N-B4

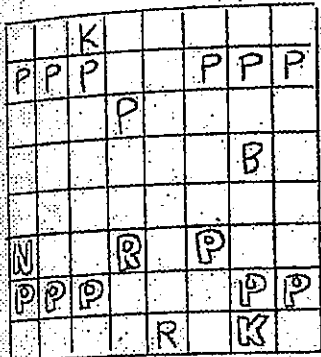
CREDE

GRIFFIN

P-KB3 saves everything.

18 ... RxP
19 N-R3 R(2)-K2
20 P-KB3 R-K8ch
21 R-R R-Rch

GRIFFIN



CREDE

Pos. after Black's 21st

22 K-B2 R-K

R-QR8 wins another P plus the game--which he should still win!

23 N-N5 P-QR3
24 N-Q4 B-R5ch
25 P-KN3 B-B3
26 P-N3 BxNch
27 RxB R-K2
28 P-KB4 P-KB4
29 P-KR3 K-Q2
30 R-Q2 P-B4

P-QB3 is better. Black threatens then P-Q4.

31 P-KN4 PXP

P-KB3 is more solid. If then PXP, PXP R-Q5, K-K3 etc.

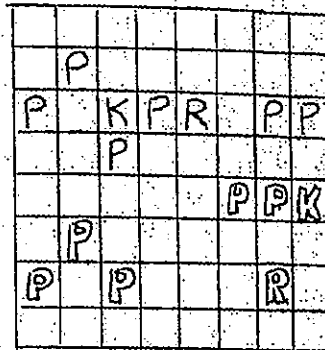
32 PXP R-B2
33 K-B3 P-KN3
34 R-K2 R-K2
35 R-Q2 K-B3
36 K-N3 R-K8ch

Driving White to a better square. P-Q4.

was necessary, followed by K-Q3, P-Q5, etc.

37 K-R4 P-R3
38 R-KB2 R-K3

GRIFFIN



HURT

Pos. after Black's 38th

I would play here 38... K-Q2 and bring the K over to K's side.

39 P-N5 PXPch
40 KxP P-Q4
41 R-R2 P-Q5
42 R-N2 K-Q2

Misses an easy line by not playing P-QN4; if then K-R6 P-B5, etc.

43 K-R6 R-KB3
44 R-N4 K-K3
45 K-N7(b) K-K2
46 P-R4 P-QN4
47 P-R5 P-B5
48 PXP PXP
49 P-B5 RXP
50 RXP RXP
51 KxP R-QB4
52 R-Q(c) P-B6
53 R-Q4 P-R4
54 R-QR4 K-K3
55 R-R3 K-K4
56 R-R4 K-Q3
57 K-B6 K-B3
58 K-K6 K-N4
59 R-R R-B5
60 K-Q5 R-QN5
61 R-R3 R-QB5
62 RXPch KxR
63 KxR K-N3
64 KxP K-B4

65 K-Q3 K-Q4
66 P-B3 K-B4
67 P-B4 K-B3
68 K-Q4 K-Q3

DRAWN

Luckily Black knows the opposition rule or he would still have lost.

Moral: Rook endings are the hardest in the game--and should be studied with care.

(a) 4...B-K2. Leaving the usual lines. "Modern Chess Openings" and Gossip give 4...NxP and Freeborough & Rankin gives 4...NxP and 4...B-B4!--Griffin.

(b) 45 K-N7. This is a critical position in the game. White can gain a P by offering exchange of R's (45 RXP), which he would have been glad to do if he had thought Black would accept the exchange (45...R-Rch, 46 KxR) for now White would have a passed P guarded by his K. By abandoning it at the 7th rank he would force the Black K to lose time capturing it, while the White K would hasten to a winning position on the Q side. But White saw that if he played 45 RXP, Black would reply 45...K-B4. Now White must exchange R's: 46 R-Rch KxR, 47 K-R5 K-B4, 48 K-R4 KxP. Then with 4 P's to 3 and with his K nearer than the White K, Black would have a certain win.--Griffin.

(c) White avoids giving Black a chance to trade R's as, in that case, Black's extra P would win the end-game for him easily.--Griffin.

TWO KNIGHTS DEFENSE

(White Treasures a Pawn Advantage Until it Becomes a Win.)

LIGGETT

GRIFFIN

- | | |
|-----------|---------|
| 1 P-K4 | P-K4 |
| 2 N-KB3 | N-QB3 |
| 3 B-B4 | N-B3 |
| 4 P-Q4(a) | PxP |
| 5 O-O | P-Q3(b) |
| 6 NxP | NxN(c) |
| 7 QxN | B-K3 |
| 8 N-QB3 | BxB |

All these exchanges usually give White a better and freer game.

- | | |
|-------|------|
| 9 QxB | B-K2 |
|-------|------|

This loses a good P. Q-Q2 is the move.

- | | |
|-----------|------|
| 10 Q-N5ch | N-Q2 |
| 11 QxP(d) | Q-B |

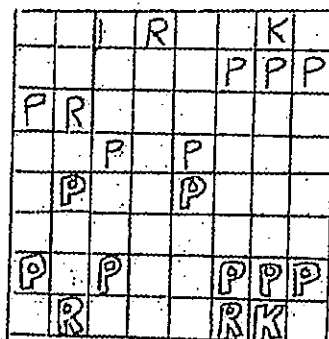
Never advisable when a P down. O-O was much better.

- | | |
|----------|--------|
| 12 QxQch | RxQ(o) |
| 13 N-N5 | P-QR3 |
| 14 N-R7 | R-R |
| 15 N-B6 | B-B3 |
| 16 R-N | O-O |
| 17 P-QN4 | N-K4 |
| 18 N-R5 | KR-N |
| 19 B-K3 | B-Q |
| 20 B-Q4 | P-QB4 |

Loses another P, as after 21 BxN BxN, 22 BxP RxP, 23 BxP, etc.

- | | |
|---------|------|
| 21 BxN | PxB |
| 22 N-B6 | R-N3 |
| 23 NxP | RxN |

GRIFFIN



LIGGETT

Pos. after Black's 23rd

- | | |
|--------|-----|
| 24 PxP | RxR |
|--------|-----|

24...R-QB3, 25 KR-Q QR-QB, 26 R-Q5 P-B3 would give Black more drawing chances.

- | | |
|-----------|---------|
| 25 RxR | P-R3 |
| 26 K-B | K-R2(f) |
| 27 R-N4 | R-QB |
| 28 R-B4 | P-QR4 |
| 29 P-QR4 | R-B3 |
| 30 K-K2 | P-N4(g) |
| 31 K-K3 | K-N3 |
| 32 P-N3 | P-R4 |
| 33 P-KB3 | P-B3 |
| 34 P-B4 | P-N5 |
| 35 P-B5ch | K-N4 |
| 36 R-B3 | K-R3 |
| 37 K-Q3 | K-N4 |
| 38 K-B4 | K-R3 |
| 39 K-N5 | R-B |
| 40 P-B6 | K-N2 |
| 41 P-B7 | K-B2 |
| 42 K-B6 | K-K2 |
| 43 R-Q3 | RxPch |
| 44 KxR | |

It all went by itself!

44 ... Resigns

Moral: Waiting for the inevitable to happen--is just waste of good time in chess.

(a) P-Q4. Tarrasch calls this a poor move and says

4 P-Q3 is better.--Griffin
(b) 5...P-Q3. "Giving a cramped game."--Modern Chess Openings. Dr. Lasker in his "Manual" gives 5...NxP; Tarrasch gives NxP as a good move and P-Q4 as bad. Freshborough & Rankin shows 5...NxP! or B-B4; and Gossip has these same two moves as satisfactory, --Griffin.

(c) 6...NxN. After Black's faulty move of 5...P-Q3 his usual continuation and apparently his best, is 6...B-K2.--Griffin.

(d) 11 QxP. This P capture wins the game as White's careful play gives Black no chance to regain equality.--Griffin.

(e) Starting the exchange of pieces after winning a P--it may not be good chess but it wins a lot of games.--Liggett.

(f) 26...K-R2. Probably K-B here or on the previous move would have been better; but there is no longer much choice as to the moves to be made.--Griffin.

(g) Now, notice that P-QB3 would sew up the White R and cause a draw.--Liggett.

One of the first U.S. chess magazines is "American Chess Bulletin," official organ of the United States of America Chess Federation. Published every other month it sells for \$2 a year, or 35c a single copy. Contains latest results of the big matches, annotated reports of important games. Address: 150 Nassau St., New York 7, N.Y.

CENTER COUNTER GAME

(Black Wins a Rook to His Everlasting Sorrow.)

LIGGETT CHALLINOR

- | | |
|----------|-------|
| 1 P-K4 | P-Q4 |
| 2 PxP | N-KB3 |
| 3 B-N5ch | B-Q2 |
| 4 Q-K2 | |

Here 4 B-B4 is recommended.

- | | |
|---------|-------|
| 4 ... | NxP |
| 5 P-Q4 | P-QB3 |
| 6 B-R4 | B-B4 |
| 7 P-QB3 | P-K3 |
| 8 N-KB3 | B-Q3 |
| 9 B-KN5 | B-K2 |

Q-B2 is better.

- | | |
|---------|----------|
| 10 B-Q2 | Q-O |
| 11 O-O | N-Q2 |
| 12 P-B4 | N(Q4)-N3 |
| 13 B-Q | |

Surely 13 B-K3 is the move here. The text move puts the B on a bad spot.

- | | |
|----------|---------|
| 13 ... | P-B4 |
| 14 B-B3 | B-B3 |
| 15 PxP | NxP(B4) |
| 16 B-B2 | BxB(B6) |
| 17 BxB | BxP |
| 18 BxPch | KxB |
| 19 QxB | NxP |

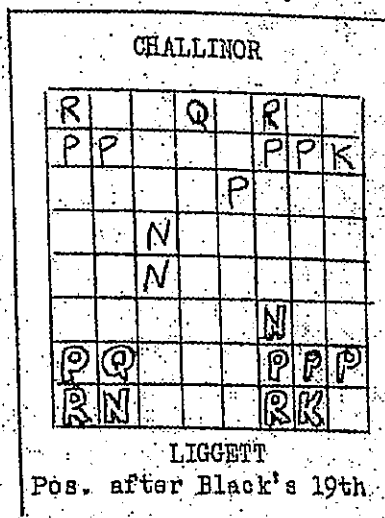
This should lose two N's for a R.

(See Diagram at top of next column.)

- | | |
|------------|------|
| 20 Q-N5 | Q-B3 |
| 21 QxN(B5) | QxR |
| 22 Q-KR5ch | |

Looks good--and is good!

- | | |
|---------|------|
| 22 ... | K-N |
| 23 N-N5 | KR-Q |



24 Q-R7ch?(a)

But here he goes wrong. Why not 24 QxPch K-R, 25 Q-N6 K-N, 26 QxKPch K-R, 27 N-B7ch K-R2, 28 NxR RxN, 29 QxN wins easily.

- | | |
|-----------|------------|
| 24 ... | K-B |
| 25 Q-R8ch | K-K2 |
| 26 Q-R4 | Q-Q5 |
| 27 N-K4ch | P-B3 |
| 28 QN-B3 | P-KN4??(b) |

This loses. 28...R-R, 29 Q-B4 Q-K4 wins.

- | | |
|------------|---------|
| 29 Q-R7ch | K-K |
| 30 Q-N6 ch | K-K2(c) |
| 31 Q-N7ch | K-K |
| 32 NxPch | Resigns |

Moral: When you have a win--think twice before you make one...blunder.

- (a) Asleep at the switch.--Liggett.
(b) This move and White's Move 24 comprise a comedy of errors.--Liggett.
(c) If the K comes out to Q2, then R-Q wins the Q.--Liggett.

--O--

ON THE SELECTION AND ARRANGEMENT OF GAMES

Of the 28 games played at the Clarksburg tournament, 20 are included in this volume. Of the others, some contained no point of interest, one or two had indistinguishable scores, and others were dropped because we already had too many from the players represented.

As to the arrangement, we listed first the games of the champion. The first game is that between the champion and the runner-up, next game that between the champion and third man, and so on.

After the champion's games, the remaining games of the runner-up are given in the same order; and so on through the list.

Each game chosen for use in the Yearbook was submitted to the opponents who played in it, with the request that they annotate the moves. Notes received in response to this request are given approximately as they were written. Occasionally, a note was dropped to avoid duplication by the various annotators.

Combination of the players' notes with the excellent ones by George Koltanowski gives us the best Game Section ever.

THE BEST FROM THE BULLETIN — — —

INTIMATE GLIMPSES

--- LETTERS FROM MEMBERS AND MISCELLANY

EDDIE FOY WRITTEN FROM
HIS NAVY POST AT AUBURN, ALA.
- BULLETIN FOR JULY 24, 1943

"I don't know what I'll be able to do for chess when I get back home. I will always like the game and hope to continue to belong to the state association (long may it live!) and I hope we continue with chess in Charleston."

"Chess used to be one of the highlights of the week. I used to take my 'kid' brother Anthony along while he was still in high school. He played on a team with me, way back when. Now he is a man and a soldier and he was in the war from the start--at Pearl Harbor. * * *

"We had some great times in the earlier years of chess in Charleston, and we used to have quite a club. We were proud of it--and we had a right to be. * * *

"We had some great times--some great games--some great trips. Yes, those trips were pretty nice--you got to know fellows better that way. * * *

"I once worked for chess--perhaps sometime in the dim, distant future, I will again work for chess."

"I met lots of fine people through chess, made lots of friends. I won and I lost--just like life itself. I was fortunate enough to attend various tournaments, local and state; also three national tournaments, at Chicago, at Boston, at New York. I have met Dr. Lasker and Frank Marshall, Roshevsky, Fine, Horowitz, Kashdan, Dake, Santasier o, Herman Steiner, and others. I visited the famous Paul Morphy Chess Club in New Orleans and I visited the house where Morphy was born."

"Yes, I had some great times. * * *

"Now all that is gone. The players are scattered--some dead. It seems almost part of another world. That old free and easy world. All gone. We can only hope for the future."

SAM ABRAHAMS
- BULLETIN FOR APRIL 10, 1943

(We were surprised to hear that Sam Abrahams of Huntington is a much better checkers than chess player. Here is his explanation.)

"I learned to play draughts in Glasgow, Scotland, when I was a school kid. Draughts is the Scottish name for checkers. I won a boys' tournament which entitled me to enter a tournament sponsored by a political club there. The draughts editor of the Glasgow Weekly Herald dubbed me a rising champion."

"That gave me a swelled head and I resolved to be a champion. However, draughts like chess is scientific and requires much study. I gave up the studious perusal of the game when I found that my spare time was required principally to prepare me for making a living and so, when I came to this country in 1901, I didn't even have a draughts book in my possession."

"It wasn't very long after that the lure of the game strongly possessed me again and I continued to play a lot--up until the time Roshovsky came to this country as a kid, and the publicity in the press was responsible for me taking up the game of chess."

"I was making fair progress when I had a heart attack a few years ago and had to give up studying the game. Since then, I do not devote as much time to the game as I desire. Chess, however, is my hobby."

WILLIAM CHALLINOR
- BULLETIN FOR FEB. 10, 1943

"In the old days, Pittsburgh was real chess-playing town, and had a bunch of very fine players."

"In 1908, Pittsburgh had three newspapers which produced, weekly, very fine chess columns. One of these, the Pittsburgh Dispatch column, was edited by Mr. William Napier, well-known int-

AN OPEN LETTER FROM GEORGE KOLTANOWSKI TO ALL LOVERS OF CHESS:

Everyone should join the United States Chess Federation...it costs only a year and you get a membership card, a yearbook worth at least \$3 and, to your vote, a share in the control of the Federation.

Chess master, strong player, ordinary player, amateur, home student, beginner--all belong in the inner sanctum of the Chess Federation.

"L'Union fait la force," say the Belgians, and nowhere would this be truer than here in the United States. I have toured the world and, apart from Russia and England, the United States has the finest group of chess friends have come across.

Estimates of the number of chess players in the United States have all been ridiculous. I know thousands and thousands of players all over this country and I know there are many, many thousands more that I have not yet the pleasure of meeting; yet, as a whole, this country lacks cooperation to some degree among its chess players. Otherwise, how would it be possible at the moment of this writing to have only about 800 members in the Federation--in a country of a dozen times as many?

The yearbook is published through the kindheartedness of a handful of lovers in the Federation who are really great men in the good cause of our game but I think it is a shame, yes, a great shame, that you--and you--and you--do not belong to the Chess Federation--at only \$1 a year.

With 5,000 members the Federation would be able to inject many new angles to publicize the game, such as visits of masters, tournaments, solving contests and so forth, right in your locality, which would mean great benefit to your club, bringing in new members. You could have many more opponents, more fun and the Federation still more members--more possibilities--such as its own local, larger championships of world importance.

Join today, won't you?

Get your club to charge each member \$1 a year more dues and thus make each member at the same time an active member of the United States Chess Federation. This should not be so difficult.

What you can do to help promote chess in the United States:

- (1) Buy The Chess Review.
- (2) Buy The American Chess Bulletin.
- (3) Buy The Chess Correspondent.
- (4) Join your local chess club.
- (5) Join your state chess association.
- (6) And last but not least, join the United States Chess Federation.

Join the United States Chess Federation. Just \$1 and you are doing your share to help develop the finest game in the world. Chess really deserves a place as an American sport or art.

I am making this appeal to you because I know that you all want to help building up a sound foundation for our game. Won't you join?

Sincerely yours,
George Koltanowski

Dr. A. Buschke

206 HART BOULEVARD,
WEST NEW BRIGHTON,
STATEN ISLAND, N. Y.

Booker



THE EDITOR FIGHTS IT OUT WITH IMPY

Impy crawled out of the wastebasket and perched on the rim.

"About done, eh?" he sneered. "And what do you think of--the job?"

"Well," I said, somewhat apologetically, "it's not as good as I had expected to make it but I'm hoping the members will get some good out of it."

"Cut the modesty," snarled the little fellow, whose nickname, Impy, is short for Impolite (he says it means M.P., or Mao Profundis). He grabbed my dummy copy from the table and ran through it. "Hummph!" he hummphed. "Too little and too late, I calls it."

"You know very well I labored under great handicaps in getting the book out," I defended myself, somewhat heatedly. "I was here in Pittsburgh and my typewriter and my mimeograph machine were in Clarksburg. I tried to get it out earlier--but how could I? And it may not be as big as last year's book but last time I had a 10-page history of the association and a 24-page games section. This year those two together make only 23 pages. So really, you see, the members are getting more other stuff than they did last year."

"Sheer laziness, says I, to both those flozzy alibis," chortled Impy, happy to have nettled me. "And don't start giving me that soupy line about getting more on each page with the small type--I've heard that all month and I'm sick of it. It's just plain, simple, simon-pure laziness. Where is that big section on kinds of tournaments you were going to put in? Where the article on prize awards? What became of that biographical section on the members of the association? They all went by themselves, as Kolti says. Why, you could have had 40 more pages if you hadn't been so--so super-sheer lazy!"

"I'm hoping to get some of those things into the 1944 Yearbook--if the gang chooses me to put it out," I explained. "I couldn't really--"

"Hah!" yelped Impy, who had been leafing through the pages of the dummy. "Of all the indolence! Lookit page 9 where you tell who went to war. Where's Johnny Hurt? Where's Reid Holt? Why," he demanded, fixing his glittering eyes on me, "why knock the 'H' out of the list?"

"I don't think they went in the 1942-43 club year," I protested weakly. "I will get them in the Yearbook for next year if--"

"And here," went on my persecutor, "on page 11 it says Dr. Werthammer hopes soon to become an American citizen. Didn't I read in the paper the other day he already had become one?"

"This is a yearbook, not a newspaper," I said, with some asperity. "I can't have every line of it up to the minute."

"No need, though, for you to be a year behind like you are on page 9," cried Impy, who had been angling for just some such wide-open remark. "On page 9, you had the dues vote in May, 1942. You know very well it was May, 1943!"

"That was just a slip of the typewriter," I snapped angrily. "I'll ask the members to correct their copies."

"While you're at it, ask them to put a tail on the 'g' in August over Walt Crede's story on page 14," grinned Impy, in full gloat. "And toll 'em to stick an 's' on the word 'member' in the last line on page 37--it sounds awful silly saying, 'We can have 100 member in 1943-44.' I suppose you meant 1944-45, anyway. Tell 'em to correct that, too. My stars! the typographical errors in this book! Don't you ever read your stencils over after you get 'em cut? Or do you just shut your eyes, bat 'em out, and hope for the best?"

"Everyone makes errors," I cried, hotly. "The man who doesn't make mistakes never does anything. Except maybe to sloop in a wastebasket while other folks are working, Master Impy. I suppose you think M.P. stands for Model of Perfection?"

"Now this games section--" resumed Impy, utterly unperturbed.

"I want you to know that I did proof-read those stencils," I pressed on, forgetting my manners in my indignation. "I read 'em all twice. If you can find errors so quickly, why didn't you pop out of your basket and find 'em before I got the pages printed?"

"What!" he exclaimed, in mock surprise. "Correct 'em in advance! And then what, may I ask, would you have had to write about in the back of the book?"

"Well," I said, "I'd planned to thank Mr. Koltanowski for his kind help in annotating the games and to express my gratitude to the members of the association for their cooperation in getting the book out, and maybe say how my own family helped, too--a few little things like that--"

"Boy, oh boy!" whooped Impy. "What you did to those pictures by Challinor and Erhard was a crime! Those two Bills will hit you simultaneously the first--the first chance they get! Didn't they teach drawing when you went to school? What are those things on the chessboard on the cover? Little Dutch boys?"

"Those," and I was becoming severe, "are black pawns, and you know it. Besides, I've explained it in the Forsythe notation on page 8."

"Oh, yes, I see it now," said Impy, his tone abject, but with a twinkle in his tiny beady eyes. "And what is the second line in your Forsythe--so-called?--the one that looks like '275.'"

"That should be '2K5' but the 'K' didn't show up so well."

"And," said Impy, "I suppose you'll ask the members to correct it. Dear, dear! Those long-suffering members of yours will spend their first day with their new yearbooks just writing in corrections. And, goodness gracious me, if I find that many errors just looking through the book for a few minutes, how many hundreds of them do you suppose there are in the whole thing? Do you reckon anybody will ever make any sense out of it at all?"

"Well, I was hurrying, trying to get it out in time for the tournament--"

"Ahhhh!" sighed Impy, happily. "Late, as usual. The late Mr. Collett. And the accurate Mr. Collett. Mr. Collett, the A. P. man. I thought you Associated Press guys never made errors? Isn't it 'Make accuracy your motto?'"

His unfairness and impudence left me speechless.

"You're right," said Impy. "When you haven't anything to say, say it quietly. And now that you are silent for a moment, suppose we go back to my remark about the games section--the place where you so rudely interrupted me--"

"I put in a lot of time on that," I blurted, so eagerly that Impy was unable to finish his impertinent accusation. "I played the games over three and four times and each time I played them I corrected the scores. Then I played them back from the typescript and corrected them again. And double-checked the stencils with the typescript. I think you'll find them correct."

"Oh, indubitably," admitted Impy. "Most certainly. Without doubt. And yet...here on page 31, I find--"

He stopped hastily and popped back into his wastebasket. He was barely in time. I had seized upon my dictionary--the medium-sized one. In another moment, I fear I should have struck the little rascal.

THE EDITOR FIGHTS IT OUT WITH IMPY

"That's it," he snarled, from his haven of refuge. "You never could take constructive criticism. Always get mad. Just for that I won't tell you. You can find the error for yourself. If you can. And I hope every member writes and tells you what he thinks of you. And your precious old yearbook. I...just...hope...they...do!"

It occurred to me that maybe I shouldn't have offended him. After all, he does give me a good tip once in a while. The little fellow was irritating, but...well, I'd humor him by asking about the error he fancied he'd found on page 31; that would make him feel better.

I leaned a little in his direction and spoke more gently.

"Maybe you'd better tell me--" I began, then stopped.

There was an undeniable snore coming from the wastebasket. Impy, worn out by such a long siege of being pleasantly helpful, was now sleeping like a baby. Softly, so as not to awaken him, I covered him with a sheet of copy paper.

And I trust the members will make the corrections Impy has suggested, and any others they may find (particularly on page 31), and forgive

Their poor erring editor,

Done at 125 Meritt Avenue,
Pittsburgh 10, Pennsylvania
May 27 and 28, 1944

Gene Collett

