

WEST VIRGINIA



CHESS BULLETIN

Number 100

AUGUST, 1952

BULLETIN NUMBER 100 comes to you again in its more presentable form. Although the masthead is donated by Campbell Neel Company, and the Franklin Printing Company's charges are most reasonable, it remains that issuance in this form is slightly more expensive than the mimeographed. The question is thus before us: CAN WE AFFORD THIS EXPENSE? The answer, of course, is with the membership, for if we pay our annual dues, enter the annual Congress, and obtain new members, we will be able to continue our organ.

Our fiscal year, as you all know, begins September 1 and starts with our State Congress and business meeting.

STATE CONGRESS

This meeting will be held August 30, 31 and September 1, 1952 at Beckley sponsored by WVCA and Beckley Chess Club.

The Elks Club, at the behest of Beckley chess lovers, is offering us, without expense, air-conditioned playing room. Refreshments and meals are available in the Elks' dining room.

You will soon receive a personal letter from Mr. Nathan Matz, owner of the President Hotel, Treasurer Holt and Field Representative Hurt of Charleston, as well as Mr. Harlow Warren of Beckley, highly recom-

ment this hotel as Association Headquarters. So does the Bulletin!

Boards, sets, and clocks must be brought by the competitors: score-sheets will be provided.

The usual events, including State Championship and West Virginia Open, are scheduled. Entry fees for the above are respectively five and three dollars. If a separate junior event is held, the fee will be two dollars.

First round will begin promptly, 1 P. M., Saturday, August 30. Last match, 9 A. M., Labor Day. Clocks are required in the Championship and optional in the Open. Mr. Reid Holt or his acceptable designate will direct.

A capable adjudication committee will decide games and avoid adjournments. Time limit: 30 moves within 90 minutes; 20 moves per hour thereafter.

For further information, write to Harlow Warren, 320 North Kanawha Street, Beckley, W. Va.

HUNTINGTON CITY CHAMPIONSHIP — 1952

Charles Morgan won this year's Huntington Championship by completing his schedule with an unbroken string of seven victories. In compiling this score, Morgan numbered among his victims Dr. S. Werthammer, state co-champion. Dr. Werthammer and Donald Burdick, state junior co-champion, tied for second

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with scores of 5-2. Vice-president Neel finished fourth. We are grateful. Burdick and "our" Donald Spence has established himself as one of the stronger players in West Virginia and will be a contender printed state bulletin. Spence's next tournament book, now in progress, will be the Werther Memorial, due in September.

NOTES

The July issue of Chess Review includes the Huntington Hobby Show article. We are grateful. Burdick and "our" Donald Spence has established himself as one of the stronger players in West Virginia and will be a contender printed state bulletin. Spence's next tournament book, now in progress, will be the Werther Memorial, due in September.

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Collett, former editor, wanted so much to have a printed bulletin but he could never quite manage it. (Editor Spence has the only other printed state bulletin. Spence's next tournament book, now in progress, will be the Werther Memorial, due in September.)

Chess Life: "We congratulate the WVCA on the new format of its bulletin and trust it can continue with the new form." We thank our friend, Mr. Major.

GAMES

In this wide-open game from the recent West Virginia co-champions' tournament, Black not only accepts the gambit pawn but wins more material by deep and subtle combinative play. Then he falters for lack of a good transition to the end-game. Finally, White drives his Queen out of play and uses all his pieces to weave a deadly mating net.

The latter game goes into an interesting end-position, where white playing blindfold, sacrifices two pawns, gains tempo, and queens a rook pawn. Annotations are by the winners.

White: A. DuVall
Black: E. Foy

Evans Gambit

1 P-K4 P-K4
2 N-KB3 N-QB3
3 B-B4 B-B4
4 O-O P-Q3
5 P-QN4 BxP
6 P-B3 B-R4
7 P-Q4 B-N3
8 P-QR4

White can recover the pawn with 8 PxP, PxP; 9 QxQch, NxQ; 10 NxP,

and the newsmen publish. I know full well how much went into it. Congratulations!" Mr. R. S. Wertherman: "Thanks immensely for . . . your fine bulletin. Please look forward to them." Mr. H. Gregg, editor of Nebraska's Bulletin writes: "Congratulations on your fine bulletin. It is a good step to make—finances are the difficulty. I remember Gene

but after . . . B-K3 Black has the better end-game prospects.

8 P-QR3
9 PXP
10 Q-N3
11 B-KN5
12 R-Q
13 QN-Q2
14 . . . N-B3?!

Black's game is very difficult. He still cannot play . . . N-R4 because of 14 BxPch, QxB; 15 QxQch, KxQ; 16 NxPch followed by 17 NxP with advantage.

If 13 . . . KN-K2, 14 BxN or if 13 . . . P-B3, 14 BxN.
14 P-R5 BxN
If 14 . . . NxRP, 15 RxN, BxR; 16 NxP, QxB; 17 BxPch, K-K2; 18 Q-R3ch, K-Q; 19 N-B3 dis ch wins.
14 . . . BxP is answered by 15 QxP.

15 NxP BxPch
16 KxP NxPch
17 K-N NxRP?!

Black obtains four pawns for his two bishops, since he cannot play 17 . . . NxP on account of 18 NxN, QxN; 19 QxP.

18 RxN O-O
19 B-K7

The simple 19 RxKP at once is better.
19 P-N4
20 B-Q5?
White obtains a superior end-game with 20 B-Pch.
(A) 20 . . . RxP; 21 NxP, Q-N3ch; 22 R-Q4, QxR; 23 QxRch, K-R; 24 RxN.
(B) 20 . . . QxP; 21 QxQch, RxQ; 22 RxP, RxR?; 23 R-QBch, R-B; 24 RxR mate.

21 N-Q4
The K cannot move. If 21 K-B, Q-B7 mate; and if 21 K-R, Black obtains Philidor's legacy: . . . N-B7ch; 22 K-N, N-R6 dou. ch; 23 K-R, Q-N8ch 24 N or RxQ, N-B7 mate.

If 21 . . . QxR, 22 BxN, PxN, 23 BxQR, RxP; 24 R-KB wins.
22 R-R2
White: Charles Morgan
Donald Burdick
R. S. Wertherman
Ladd T. Neel
H. Gregg
R. S. Hayward
Paul Sayre
William Michael

Black: C. T. Morgan
R. T. Neel
P-K4
PxP
B-K2
B-R5ch
P-Q3
P-Q4
(Continued on next page)

White should try a variation similar to that given above by 22 BxN; the difference would be in . . . PxP dis ch; 23 K-R. PxPch
22 N-Q7ch
PxR
Q-R3
Q-N3
White: C. T. Morgan
Black: R. T. Neel
P-K4
PxP
B-K2
B-R5ch
P-Q3
P-Q4
(Continued on next page)

Black cannot allow the exchange of Queens with Q-K3; 29 QxQ, PxQ; 30 BxR, RxP; 31 BxPch, KxB; 32 RxR, and the Q-side pawns are not far enough advanced.

White threatened a draw by BxPch etc.

31 R-N4! P-N4
If 31 . . . KR-K; 32 RxPch, KxR (K-R; 33 R-R7ch wins); 33 Q-N3ch, Q-N4 (K-R; 34 B-B6 mate); 34 BxQ, RxBch; 35 B-K3 dis ch, with a difficult win for White.

If 31 . . . Q-B5ch; 32 QxQ, PxQ; 33 BxR with a difficult but winning end-game for White.

32 B-R3!
Q-R4
33 B-N2!
34 Q-KR3 Threat: 35 RxPch, PxR; 36 Q-R7 or R8, mate.

34 P-N5
Q-N4ch
Resigns.

There are no more checks, and if 35 QxP
36 K-K

White: C. T. Morgan
Black: R. T. Neel
P-K4
PxP
B-K2
B-R5ch
P-Q3
P-Q4
(Continued on next page)

White: C. T. Morgan
Black: R. T. Neel
P-K4
PxP
B-K2
B-R5ch
P-Q3
P-Q4
(Continued on next page)

Black's attempt to save the gambit pawn not only loses it but also weakens his P-structure.

7 NxN
8 Q-R5

White's "attack" is premature. 8 BxP is better.

8 Q-B3
9 P-K5
10 PxP
11 QxQ

11 QxP/4 is playable but too complicated for blindfold play.

11 RPxQ
12 BxP
13 N-B3

13 N-Q2-B3 is a good alternative.

13 B-K3

Why make weak pawns weaker?
13 . . . B-B4 is strong.

14 BxB
15 R-Q
16 N-K4

16 . . . N-R3-B4 gives Black a good game.

17 N-N5
18 P-B4
18 R-Q4
20 R-K4

This loses a P, but 21 . . . P-R6!
would make it useless to White.

21 N-B3
22 NxP
23 N-B3
24 K-K
25 K-K2

25 . . . R/1-Q would draw.

26 R-Q
27 RxRch
28 B-N3
29 N-Q4

30 RxNch
31 K-K3
32 K-K4
33 R-Q3

This loses time.

34 B-B2ch
35 P-N4
36 R-QR3
37 R-Q3

Up to now, the game has been a draw, but weak move gives White definite winning chances through his two connected passed pawns.

38 BxP
39 K-B3
40 B-K
41 K-B2

Black, now, wins back his P.

42 P-QR3
43 R-Q8
44 K-N3
45 P-KR4
46 R-KR8
47 K-R3
48 B-N3

This wins another P, but loses at least a piece.

49 P-R5
50 P-R6

White now has a forced win.

51 P-R7
52 R-KN8!

Much stronger than the obvious
52 R-N8ch KxR 53 P-R8(Q) ch.

52 N-B4ch
53 K-R2
54 P-R8(Q)
55 QxN

And White won in a few moves.

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