

# WEST VIRGINIA



# CHESS BULLETIN

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## AN EFFORT THAT FAILED

Early last fall our Association filed an application with the National Federation requesting that the Junior National Tournament be held in Huntington in 1953.

Circumstances not clearly understood by your editorial staff prevented an acknowledgment of this request being received until February 21, 1953.

As Huntington feels itself quite properly committed to holding the State tournament here this Labor Day week-end, it is quite obvious that we must forego the pleasure of having the Juniors meet here in midsummer this year and the Federation is being so advised.

Perhaps when a working organization of the higher echelons is established we may be impelled to try again.

## THE ANNUAL STATE TOURNAMENT

Huntington herewith offers to hold the State Tournament next Labor Day week-end, as usual. Notice is published now in hope that our readers will make comments, as well as make preparations to attend.

## RUDD T. NEEL

Mr. Neel has just passed his 73rd birthday, and as many of us know, has been one of the State's most faithful adherents to chess. He has attended all of the meetings, major

and minor, in which West Virginia has been concerned, for many years, always giving his best in time and effort to the game we all love so well.

At the Tri-State, in Pittsburgh last November, he was one of three from West Virginia. Sacrificing himself to the rigor of tournament play that includes clocks and score sheets (neither of which Neel enjoys), he accepted a place in the Senior Tournament and played much finer chess than his score would indicate. Sacrificed, we say, because all who know him feel sure he would much more have enjoyed playing in the "Open"

## NOTES

Cpl. David Marples, U. S. M. C., acknowledged his trophy from Camp Le Jeune, N. C.

Tom Bergquist is still at the Fairchild A. F. B., Washington.

Matches with Portsmouth, Ohio and Charleston are receiving consideration by Huntington players and definite information is expected soon.

The Nebraska Chess Bulletin copied in March, '52, Rev. Mr. Ehrhart's story which we published some while back.

## GAMES SECTION

Bruce Marples' win from Hartling in their State Tournament game demonstrates the refreshing and original style of one of West Virginia's better junior players.

The Morgan-Werthammer game is very good, in fact the best of this event. Several minute inexactitudes White in the opening led to a d which could not be loosened.

rd, in his game against Allison Columbus, played an elegant and p if his opponent, by blunders, diled some of the prettiness of the ne and shortened it. mer on the run. Neel's zero score es not do him justice. Actually he I a winning position in each of games he played. His opponents aped because, unaccustomed to strain of tournament play, Neel sed at decisive moments.

n. Hartling vs. H. B. Marples  
een's Pawn Game

Q4, P-Q4; 2N-KB3, B-N5; 3P-4  
K5 is sharper; after the text,  
ck plays the Tchogorin Defense  
G. D.  
N-QB3; 4P-K3  
instead, Alekhine's Q-R4 is the  
ve.  
P-K3  
K4 could be played at once,  
the text is good also.

QR3  
A developing move like N-B3 is  
ter.  
N-B3; 6N-E3, B-K2; 7B-Q3?  
3-K2 was necessary to relieve the

advantage.  
P-K4!  
his is very strong now. Black  
one out of the opening with the  
iative.

QF, KNxP; 9Q-N3, B-K3; 10B-  
N-R4; 11Q-R4, P-QB3; 12BxN  
Black threatened P-QW4.  
BxB; 18NxB, QxN; 14B-Q2  
On NxP simply QxNP, 15R-E, Q-  
with advantage for Black. But  
s or O-O is preferable.  
N-N6; 15QR-N?  
And this, instead of R-Q, loses  
terial.  
PxF; 16PxF??

NxP loses only a P after QxP.  
16... Q-K5ch; 17 Resignes.  
The White QR is lost. Curiously,  
neither player castled.

C. T. Morgan vs.  
Dr. S. Werthammer  
Greenfield Defense

(In Effect)  
1P-Q4, N-KB3; 2P-QB4, P-Q4; 3N-  
QB3, P-KN3; 4PxF, NxP; 5P-K4,  
NxN; 6PxF, P-QB4, 7B-QB4, B-N2;  
8N-K2, 0-0  
Deviating from the usual N-B3,  
as Black intended a Q-side action  
which he was able to carry out  
later.  
90-0

With B-R3 White could take the  
bull by the horns and present Black  
with difficult problems of defense,  
e.g.: 9... Q-R4; 10Q-N3, PxF;  
11 0-0-0, with a terrific attack.

White plays as if Black had played  
8... N-B3; still good is B-R3.  
10... N-N3; 11B-N3, P-B5; 12B-  
B2, P-B4!

Offering the exchange of the  
white-squared Bs to weaken these  
squares in White's camp. It is easily  
seen how much better the white  
QB would have been at QR3. Then  
White would have had a logical  
plan: 12... P-B4; 13PxF, BxP;  
14BxB, RxB; 15N-N3, followed by  
Q-K2 or R-K with an overwhelming  
advantage.  
13Q-Q2

A good plan is P-Q5, PxF; 14BxP,  
B-B4; 15P-B3! followed by B-Q4.  
13... Q-B2; 14P-B3

And now P-K5 prevents Black  
from opening the game in the cen-  
ter. White should not permit this  
as his pieces are clustered in the  
center and not very mobile.  
14... P-K4; 15QxF  
If 15P-Q5 or B-R6, P-B5 para-  
lyzes White.  
15... BxP; 16 P-B4, B-N2; 17P-  
K5  
Preferable is N-Q4 as the fixed  
Ps hem in his Bs.

17... R-Q; 18B-Q4?  
Again N-Q4 is better.  
18... B-K3; 19KR-N

This is a defensive move, as Black,  
after occupying the Q-file and lock-  
ing the center, is ready to utilize  
his Q-side P majority.

Black had the advantage, as he  
has freedom of action, while White  
has to defend or wait.

19... N-Q4; 20 Q-K, P-N3  
Black has to proceed carefully.  
Other P moves on the Q-side are  
refuted by White's P-QR4.

21Q-B2, QR-N; 22R-N2, B-KB; 23P-  
QR4, Q-Q2!

The tactical threat NxQBP (NxN,  
QxB or BxN, B-B4) is only incidental  
and gains time for the R maneuver.  
The text is necessary to enable the  
QNP to proceed.

24K-R, R-N2

If, after the text, 25P-R5, R/1-N;  
26P-R6, R-B2, which would have  
been impossible if the Q were still  
at QB2.

25QR-QN, KR-QN; 26K-N, Q-QB2  
White cannot do anything but  
make waiting moves. The text sup-  
ports the QNP so that the QRP can  
move.

27K-B, P-QR3; 28Q-K, P-QN4; 29  
PxF, PxF; 30Q-N3, P-N5; 31PxF,  
NxP; 32R-Q, NxB; 33R-N, R-N6;  
34Q-B2, Q-B3; 35B-R7, R-N8; 36  
R/2-B, RxB; 37RxB, R-N7; 38B-Q4

Black has gained control of the  
7th rank and threatens P-B6 (RxF;  
R-N8ch and wins).  
38... R-R7; 39Q-K3, B-Q4; 40P-  
N3, B-R8

A flaw in the otherwise well-  
handled game by Black. B-K5 should  
be played at once.  
41P-K6!

An excellent and dangerous try,  
if Black plays Q-N7ch (which leads  
to nothing).

41... B-K5  
Now not only the best but the  
only move.  
42B-R, B-Q6; 43QxB, Q-R8ch; 44  
Resigns.

Et. V. S. Hayward vs.  
M. H. Allison  
Colle System

1P-Q4, P-Q4; 2P-K3, P-K3; 3B-Q3,  
N-KB3; 4N-Q2, B-Q3; 5P-KB4, 0-0;  
6EN-B3, N-B3

This unnatural looking move  
would not be bad at all if logically  
followed up.

70-0, P-KN3?  
Since White did not play 7P-E3,  
N-QN5 to exchange the white KB  
is in order. After 7P-B3 Black could  
have tried N-K2; 8 0-0, N-B4  
followed by P-KN3 and N-N2.

8N-K5, N-Q2; 9N/2-B3, N/3xN;  
10BfxN, B-K2; 11P-K4

White has now an ideal position  
in the Colle.

11... PxF; 12BxF, P-KB4?  
Any move on his K-wing hurts  
Black. He should play P-QB4 at  
once.

13PxF, e.p., NxP; 14B-Q3, P-B4;  
15P-E3, P-N3; 16N-K5!  
A brilliant and unexpected move.  
16... B-N2

On PxF, Black surprisingly loses  
the exchange, since White does not  
play 17PxF?!, QxPch losing a piece,  
but 17B-KR6!, R-K; 18 Q-B3, R-N;  
19N-B6. If after 18Q-B3, Q-Q4,  
19N-B6, QxQ (forced) 20NxBch,  
R-N, 21RxQ and the black N is lost  
after QR-KB because of the mating  
threat.

17B-KR6, Q-Q4; 18Q-K2, KR-Q;  
19QR-Q, QxNfch?

Black loses his head and sacri-  
fices incorrectly, but his game is  
definitely on the skids. White threat-  
ened B-B4 followed by N-N4 with  
an irresistible attack. If 19... Q-  
Q3, the simple N-N4 wins.

20QxQ, BxQ; 21KxB, PxF; 22PxF,  
QR-B  
After RxF; 23B-B4 wins.  
23P-N3

Unnecessary; B-B4 at once.  
23... RxF; 24B-B4

White finishes now quickly and  
piquantly.  
24... RxR; 25BxPch, K-R; 26N-  
E7ch, K-N; 27RxB, R-B7ch, 28K-R,  
N-N5; 29N-K5ch, Resignes.

Rudd T. Neel vs.

Dr. S. Werthammer

Irregular Opening

1P-K4, P-K3; 2P-Q4, N-KB3; 3P-K5, N-Q4; 4P-QB4, N-K2; 5B-Q3; 6N-QB3

Original.

6 . . . PxP; 7N-N5, N/2-B3; 8P-B4, P-QR3

Better is P-Q4.

9N-Q6ch BxN; 10PxB, P-QN4; 11Q-N4

If PxP, PxP; 12BxNP, Q-R4ch loses the B.

11 . . . K-B; 12N-B3, B-N2

After this White gets a dangerous attack; better is P-B4 or P-KR4.

13N-N5

Also good is P-KB5.

13 . . . P-B4; 14BxP!!

This sacrifice is correct.

14 . . . PxB; 15QxPch, Q-B3; 16NxPch, RxN; 17QxR, QxQP; 180-0; N-K2; 19P-B5, Q-KB3; 20P-KR4

20 . . . N-N; 21B-N5, Q-B2; 22QR-K

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"Gilding the lily." P-B6 wins easily.

22 . . . QN-B3; 23B-B4?

Again P-B6; the text makes it harder.

23 . . . R-K; 24B-Q6ch, N/3-K2; 25Q-R8, Q-B3, 26P-B5?

The last and very hidden chance to win is R-K6!!

If Q-B2; 27P-B6 wins. If PxR; 27KBPxP, QxRch; 28KxQ, B-Q4; 29P-KN4!! to prevent N-B4 after 30B-K5 with mate unavoidable.

26 . . . Q-R3; 27BxNeh, RxB, 28QxQ, NxQ; 29RxR, KxR; 30R-B4, P-Q6

The endgame has to be carefully conducted, but is rather easy for Black.

31P-KN4, P-Q7; 32R-Q4, NxNP; 33RxP, B-B3; 34R-Q4, N-K6; 35R-KB4, K-B3; 36P-N3, NxP; 37K-B2, K-K4; 38R-KN4, B-Q4; 39R-N6, B-K3; 40R-N, K-Q4; 41P-N4, K-B5; 42R-N, K-B6; 43P-R3, K-B7; 44R-K, K-N7; 45P-B6, KxP; 46RxB, Pxr; 47P-B7, N-K7; 48K-B3, KxP; 49K-K4, K-B4; 50K-K5, P-N5; and White wins.

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