

WEST VIRGINIA



CHESS BULLETIN

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May 1956

Annual State Chess Congress

WE ARE ADVISED THAT THE WHEELING CHESS CLUB WILL ACT AS HOST FOR THE ANNUAL STATE CHESS CONGRESS, TO BE HELD NEXT LABOR DAY WEEK-END, SEPT. 1-3. DETAILS IN NEXT ISSUE.

JOTTINGS

Huntington opened its annual city tournament at the home of your editor on April 21, and expects to continue the round robin on subsequent Saturdays. Twelve contestants have entered.

Mr. Crede announces progress in the Charleston City Championship.

Wheeling reports, through Mr. C.

TEAM MATCH CHARLESTON - HUNTINGTON

The long-postponed return match between Huntington and Charleston was played on March 31 in the Charleston YMCA. Huntington won 6-4.

Walt Crede returned to chess activity. In addition to playing he edits "The Royal Game," a chess column in the Charleston Gazette. He was formerly a state champion, and this brought the total of such contestants to six — Burdick, Crede, DuVall, Hurt, Werthammer, and Foy.

The WVCA president, John Crawford, also among those playing, in-

forms us that he is teaching a class of young players at the Charleston YMCA.

Four of Huntington's players are juniors, — Abraham, Burdick, Caldwell, and McComas. All began under similar circumstances.

Of passing interest was the fact that except in one case all games were won by players with the black pieces.

HUNTINGTON

Dr. Burdick	1
Dr. S. Werthammer	0
R T. Neel	1
P. Sayre	1
T. Berquist	1
J. Abraham	0
Bill McComas	1
H. McClung	0
Dick Caldwell	1
Dr. H. E. Burdick	0

CHARLESTON

A. DuVall	0
J. F. Hurt, Jr.	1
E. Foy	0
D. Marples	0
G. Hendricks	0
W. Crede	1
J. Crawford	0
K. Andrews	1
W. Privett	0
J. Fuchs	1

L. Ritter, that their club of 22 is holding a Swiss System city tournament.

Sgt. J. R. Ballard, now at Fort Sil, Oklahoma, advises us of the birth of his son April 12, 1956.

The following parody was sent your editor by a "postal" friend.

EN PRISE

(With apologies to Kipling)

If you can play with novice and with expert

And give to both your very best
CHESS game;

If you can match your wits with
your opponent

And if you lose, know you've your-
self to blame;

If you can keep your pawns from
being scattered

Like silly sheep before a frisking
pup;

If you can see your ROYAL COUPLE
sundered

By KNIGHTLY FORK — and keep
your spirits up;

If you can lose some games and keep
the friendships

Made o'er the Board or perhaps in
Postal play;

If you can smile while setting snares
and pitfalls

And smile again when your
schemes go astray;

If you can slay the BLACK SICI-
LIAN DRAGON

And parry LOPEZ' rapier thrusts,
and win;

If you can bear it when the BLACK
KING, nimbly,

Escapes uninjured from your dead-
ly PIN;

If you can watch a PASSED PAWN
striding forward

To snatch a CROWN and put your
King to rout;

Then set a BLOCKADE squarely in
his pathway

And by that move a CHECKMATE
bring about;

If you know when to take and not
to take, EN PASSANT;

If Alekhine to you is more than
just a name;

I'm not in your class — but, if you
are willing

Let's set them up — I'd like to
try a game!

W.H.D.

ERROR

The Bulletin apologizes for revers-
ing the names in the game McClung
vs. Baker in the last issue. Baker
had the Black pieces and won.

GAMES SECTION CORRESPONDENCE

1955

Double Switch

White has time to maneuver and
uses it to switch from center to
wing then back. Black is off balance.

ALEKHINE'S DEFENSE

C. T. MORGAN vs

E. D. WALLACE, of

Manchester, N. H.

1 P-K4, N-KB3; 2 P-K5, N-Q4; 3
P-QB4, N-N3; 4 P-Q4, P-Q3; 5 P-B4

The Four Pawns Attack, which is
White's most promising line.

5 . . . PxP; 6 BpxP, N-B3; 7 B-K3,
B-B4; 8 N-QB3, P-K3; 9 N-B3, B-
QN5

A move not listed in PCO; it is not
recommended since the KB is needed
to protect the K. Either 9 . . . Q-Q2
or B-K2 is better.

10 B-K2, 0-0; 11 0-0, P-KR3?

Weak, but Black's game is already
difficult. The text was made in order
to have a retreat for the QB after
White's eventual N-KR4;

12 Q-K!

White prepares for a K-side at-
tack.

12 . . . N-K2

The ambitious N-R5 is met by 13
P-QR3! NxN; 14 PxN and the even-
tual P-Q5 cannot be stopped (after
R-Q).

13 N-KR4, B-R2; 14 Q-N3, N-N3?

14 . . . K-R is better but White
would still have fine attacking

The only move to save the Q is
B-Q2.

34 . . . B-N3, 35 Resigns.

If QxP, R-R2, and if 35 Q-N4, of
course . . . P-QR4.

HUNTINGTON - CHARLESTON

TEAM MATCH

MARCH 1956

Fine Finish

After a few lapses by White, Black
unfolds a grandiose attack.

"DUTCH-RETI"

A. DuVALL vs.

D. Burdick

1 N-KB3, P-K3; 2 P-B4, P-KB4; 3
P-KN3, N-KB3; 4 B-N2, B-K2; 5
0-0, 0-0; 6 P-N3, P-Q4; 7 B-N2, P-

B3; 8 P-Q3, QN-Q2; 9 QN-Q2, Q-B2;
10 R-B

By far superior is 10 N-Q4, N-N3
(forced - if N-K4; 11 P-KR3); 11 P-
E4 and if then N-N5, simply 12 N-B2
and White is for choice.

10 . . . P-B5

Also good is P-K4.

11 PxQP, KPxP; 12 N-N5

N-Q4 is still better.

12 . . . N-B4; 13 BxN?

Black has already equalized. This
ill-advised exchange gives him the
advantage. A non-committal move
such as Q-B2 is in order.

13 . . . RxB; 14 P-Q4, PxP!

Well - calculated. If 16 PxN,
PxBPch! 17 K-R, R-R3 wins. Or 17
RxP, RxR regains the piece with a
winning advantage.

15 RPxP, R-N3; 16 N-R3, BxN; 17
BxB, N-K3; 18 BxNch

Somewhat better B-N2.

18 . . . RxB; 19 N-B3, B-Q3; 20 K-
N2, R-KB; 21 R-KR, Q-K2; 22 R-
B2

Q-Q3 at once should be considered.
22 . . . R-3-B3; 23 Q-Q3, Q-K5!

The winning move. White of course
cannot exchange Qs.

24 Q-Q, P-KN4; 25 K-N, P-N5; 26
N-Q2, Q-K3; 27 Q-K, BxP!

A pretty combination for the kill.
28 PxB, Q-K6ch; 29 Resigns

HUNTINGTON - CHARLESTON TEAM MATCH

MARCH 1956

Winning a Won Game

White plays dully and Black with
finesse.

FRENCH DEFENSE

DR. S. WERTHAMMER vs.

J. F. HURT, JR.

1 P-K4, P-K3; 2 P-Q4, P-Q4; 3 QN-
B3, B-N5; 4 N-K2

A harmless variation of the French.
Black has no trouble.

4 . . . PxP; 5 P-QR3, B-K2; 6 NxB,
N-Q2; 7 P-KN3

Here the fianchetto is not effec-
tive. (Black does not need to play
P-QB4.)

7 . . . KN-B3; 8 B-N2, NxN; 9 BxN,
N-B3; 10 B-N2, P-B3; 11 0-0, 0-0;
12 P-QB4

P-KB4 was the last chance to keep
a small opening advantage.

12 . . . Q-B2; 13 B-B4, B-Q3; 14
Q-B2

Slightly preferable was BxB first
but Black cannot be prevented from
playing P-K4 and equalizing.

14 . . . P-K4; 15 PxB, BxKP; 16 KR-
K, R-K; 17 QR-Q, B-N5; 18 P-E3,
B-R4; 19 BxB, QxB; 20 N-B4,
QxRch; 21 RxQ, RxRch; 22 K-B2,
QR-K

The exchange of the Q for 2 rooks
gave Black a strong initiative.

23 Q-Q2, R-8-K2; 24 B-B?

Now the draw is no longer in hand.
NxB and B-R3 and Black cannot
occupy the Q file.

24 . . . R-2-Q2; 25 Q-B3, B-N3; 26
NxB, RPxN; 27 Q-B2, R-Q5; 28 B-
R3, P-KN4; 29 B-B5, P-N5; 30 BxP?

This is the losing move. P-KR4!
would have possibly drawn. It re-
quires some very fine play by Black
to demonstrate a win.

30 . . . NxBoh; 31 PxN, RxNP; 32
P-N3, R-5-K5; 33 K-B3, P-KB4; 34

P-R3, P-KN4; 35 Q-Q3, P-N5ch; 36 PxP, Pxpch

A beautiful end game attack.
lack.

37 K-B2, R-1-K2; 38 P-N4, K-B2;
39 P-B5, K-N3; 40 Q-Q6ch, R-2-K3;
41 Q-Q3, P-R3; 42 P-R4, K-B4; 43 P-N5

Desperation. On Q-Q7 simply RxP.
43 . . . , RPxP; 44 Pxp, Pxp; 45 Qxp,
R-K7ch; 46 QxR, RxQch; 47 KxR,
K-K5; 48 K-B2, K-Q6; 49 K-N2, K-Q5;
50 K-B2, Kxp; 51 K-K3, P-N4;
52 Resigns.

HUNTINGTON - CHARLESTON
TEAM MATCH
MARCH 1956

Shortest Game

Black mixes two systems and comes to grief early.

Q G D

P. SAYRE vs.

D. MARPLES

1 P-Q4, P-K3; 2 P-QB4, P-Q4; 3 N-QB3, N-KB3; 4 P-K3, QN-Q2; 5 B-Q3, P-B3; 6 N-B3, Q-B2; 7 0-0, Pxp; 8 BxBP, B-Q3; 9 Q-B2, P-K4; 10 P-KR3, P-QN4?

Up to this point Black has played a good opening. Instead simply 0-0. This and every following move of Black deserves a question mark. Black's maneuver on the Q-side after he has succeeded in playing P-K4 and before castling is dead wrong. 11 B-Q3, P-N5; 12 N-K4, B-N2; 13 R-Q, QR-B; 14 NxBch, QxN; 15 B-B5, Pxp; 16 RxP, Q-K2??

This move deserves two ?? as it loses the QR, but White has a winning game already.
17 BxNch, Resigns.

HUNTINGTON - CHARLESTON
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Return Engagement: This is the first game between Bergquist and Hendricks since the 1950 "Players" Tournament at Beckley.

RUY LOPEZ

G. HENDRICKS vs.

T. BERGQUIST

1 P-K4, P-K4; 2 N-KB3, N-QB3; 3 B-N5, P-QR3; 4 B-R4, N-B3; 5 0-0, P-Q3; 6 R-K, B-K2; 7 P-B3, P-QN4; 8 B-N3, 0-0; 9 P-Q4, B-N5; 10 Pxp

This gives Black too easy a game. Much better P-Q5.

10 . . . , QNxP; 11 QN-Q2, N-Q6; 12 R-K3, N-B4; 13 B-B2,

Instead of giving himself some fresh air by N-B, White clusters his pieces together.

13 . . . , P-QR4; 14 P-KR3, B-R4; 15 Q-K, R-K; 16 N-Q4, Q-Q2; 17 N-B5, B-B; 18 N-QN3, NxN; 19 Pxn, B-N3; 20 P-B3?

A fatal opening for Black's KB. Black steps in at once.

20 . . . , P-Q4! 21 N-R4?

R-K2, Pxp; 22 N-R4 would have lost a P only.

21 . . . , B-QB4; 22 NxB, BxRch; 23 BxB, BPxN; 24 R-Q, Q-K3; 25 B-Q4, Pxp; 26 BxN, PxB; 27 Bxp, P-B3

Very cunningly Black gets off of the White B's path.

28 Q-B, P-R5; 29 P-QB4, P-KB4; 30 B-B2

Somewhat better is B-Q3.

30 . . . , Q-K6ch; 31 Q-B2, PxNP; 32 QxQ, RxQ; 33 R-Q3?

33 . . . , PxB; 34 RxR, P-B8(Q)ch

(Tom's note—"35 Asked if I would stalemate if he played on; Not a chance, I say; 36 Resigns.")

PRESIDENT W. VA. CHESS ASSOCIATION —

JOHN W. CRAWFORD, 2302½ McCorkle Ave., Charleston, W. Va.

SEND DUES AND SUBSCRIPTIONS TO —

DAVID MARPLES, Sec'y-Treas., 1-43rd Street, Charleston, W. Va.

W. VA. CHESS BULLETIN —

V. S. HAYWARD, M. D., Editor, 1128 Ninth Ave., Huntington, W. Va.

S. WERTHAMMER, M. D., Games Editor, 304 Holswade Drive, Huntington, W. Va.