

WEST VIRGINIA CHESS BULLETIN

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The West Virginia Chess Association
Announces
The 32nd Annual West Virginia Championship

PLACE: Ballroom, Geary Student Union, Morris Harvey College,
Charleston, W. Va.

REGISTRATION: Saturday morning, September 5, 10:00 a.m.

FEES: Entry fee, \$5 for seniors, \$4 for juniors (under 21 years of age). WVCA dues required, \$3 for seniors, and \$2 for juniors. USCF membership required, and may be obtained at registration. A special tournament will also be held for non-USCF members with the entry fee being \$1.00. USCF membership and WVCA membership will be offered as prizes for first and second place in this tournament.

PRIZES: There will be a \$50 and \$25 guaranteed for 1st and 2nd prizes respectively and a \$5 upset prize. Trophy and title of state champion will be given to the highest scoring W. Va. resident. The W. Va. Chess Association will conduct a business meeting and the election of new officers before the beginning of the tournament.

TOURNAMENT SCHEDULE: 1st round, 1:45 p.m. Saturday, 2nd round Saturday evening. 3rd to 5th rounds Sunday. 6th round Monday morning.

FORM: Swiss tournament, 50 moves in 2 hours and 25 per hour thereafter.

For further details contact the tournament director, Dan Lowder at 342-1332 or send inquiries to: Dan Lowder, 1001 Park Avenue, Charleston, W. Va. 25302.

*SPECIAL NOTICE: This bulletin was edited by Charles Szasz as Paul Sayre was unable to work on the bulletin due to health problems.

From Ed. Foy's Columns---

July 12 - "The Match of the Century; USSR vs Rest of the World" is the first booklet available on this outstanding chess event, held in Belgrade last spring. It may be purchased for \$2.50 from the US Chess Federation, 479 Broadway, Newburg, N.Y. 12550. This little paperback is not very attractive in appearance or make-up and at first sight the price seems somewhat steep. But that is not the whole story.

First of all, this foreign import is here and available to the many chess fans who are eagerly waiting these games, and it has all forty games. There are some game notes and an opening survey by D.N.L. Levy. There are photographs and caricatures of the players and some interesting comments on the enterprise as a whole. There is even a reproduction of the closing banquet menu autographed by the contestants.

We found "The Match of the Century" quite interesting and informative. "If the event is to take place again, whoever contracted to run the next match has such a very high standard to keep up to that this will almost certainly remain THE Match of the Century."

July 26 - Dr. Cornelio Nolasco, West Virginia's highest ranking chess player, turned in a fine exhibition of simultaneous play last week during the regular meeting of the Charleston Chess Club at the Knights of Columbus club rooms.

Playing against 23 opponents, the doctor won 13 games, drew four and lost six. And this was against a strong field of local chess talent; nor were the playing conditions of the best. To make the situation even more difficult, the opposition included the present and a former state co-champion.

The champions (Dave Marples and Ron Kennedy) accounted for two of Dr. Nolasco's losses. The other winners were David Lieberman, R. J. Powley, Paul Bricker, and Charles Dunn. Gary Ball, Gary Campbell, Ed Watson, and Carl Kiser gained draws. The local chess organization appreciates the time and effort which Dr. Nolasco spent in providing the group with this entertainment.

Correspondence chess can be quite a lot of fun on its own but it can help one's chess game, too, if coordinated with regular over-the-board competition. Or it can be played as a leisurely form of relaxation apart from any other chess activity. Opponents can become good friends, even though they never actually meet.

A Successful Year of Chess by Daniel G. Lowder, Vice President
West Virginia Chess Association

It is with great pleasure that I share these ideas and thoughts with you.

This past year has seen the beginning of chess renaissance in our state. These favorable results stem from the diligent work of an inestimable number of people; that is to say Roy White, Paul Sayre, Tom Bergquist and Charles Szasz. Charles Szasz has been an untiring and persistent toiler for the promotion of chess in our state this past year. For example, Charles has traveled more than 700 miles in his length of time in office as your president and mine.

Statistically we have seen the WVCA Bulletin increase in distribution from an annual periodical to a quarterly publication, and both the West Virginia Chess Association and the United States Chess Federation have shown a percentage increase in membership in which everyone can be proud.

In closing, I would like to bring out a few points with you. I would like to thank Charles for giving me the opportunity to share the aforementioned ideas, thoughts, concepts and impressions with all of you. It has been a pleasure to serve with all the WVCA officer's this year. May I thank, too, everyone who made it possible for me to serve as your vice president in the association. I have been part of a very good team quarterbacked by Charles! It has been more than a privilege to be associated with formal chess this most successful year.

Organized chess is increasing fast in our state and the '70's hold a very promising decade for the chess players of West Virginia!

In the following article by Al DuVall, Forsyth Notation is used to indicate the position of the chessmen. The capital letters (K, Q, R, P, N) represents White's pieces whereas the small letters (k, q, r, p, n) represents Black's pieces.

Chess Chats by Al DuVall

Rook and Pawn Endings

In the last "chat" I left you with a position, R, 2 Ps vs R, P, from an unfinished game:

Brumley (Black)

```

. . . . . r .
. P k . . p . .
. . . . .
. . . . .
. . . . .
. R . . . P . K
. . . . .
. . . . .
DuVall (White)

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The actual conclusion occurred as follows: 1 K-B4 R-QN1 2 K-N5 K-Q2 3 K-B6 K-K1 4 R-K3 K-Q2 (On 4... K-B1 I intended 5 R-B3 because if 5...RXP 6 R-B8 mate and against any other move 6 R-B8 wins) 5 KxP RXP 6 R-K7ch K-B3 7 RxR KxR 8 P-B4 K-B3 9 P-B5 K-Q2 10 P-B6 K-Q3 11 K-N7 Black resigns.

In the actual play the only other question to be answered is: What happens after 2...RXP? By careful play White wins: 3 RxRch KxR 4 K-B6 K-B3 5 KxP K-Q4 6 K-B6 (Not 6 P-R4 K-K5 Draw) and the K can escort the P to queening square, B8.

Referring back to the diagram I concluded that the removal of Rooks by 1 P-N8=Qch RxQ 2 RxR KxR only draws, because the Black K can either defend his own P or counterattack the White P. That is why I played 1 K-R4 putting the K one tempo closer to the Black P and intending a general advance by R-N5 and P-B4. The winning strategy would be to exchange the QNP for Black's pawn, then finally queen the KBP. Rather than analyze this position further, let me present instead, some basic considerations which will be of more general usefulness.

It is ironic that of all endings, those with Rooks and Pawns occur with the greatest frequency and are also the most difficult to play correctly. In such endings the weaker side usually has some chances of a draw until the very end and many times the result depends upon only one tempo, that is, in a particular position who has the move.

Philidor's Drawn Position --

Since the time of Philidor, it has been known, that in general, if the defender's K can reach the queening square the game is drawn. The critical rank is the defender's third. Black moves his R along this until the P reaches it, then moves the R to his 8th rank. The idea is that the R can attack the opposing K which can no longer hide behind his Pawn. The Rook continues to check until the K is out of reach of his Pawn, then the defender attacks the P with his R and K and wins the Pawn. For example:

```

. . . . . k . .
. R . . . . .
. . . . . r .
. . . . .
. . . . . p . K
. . . . .
. . . . .
White

```

1 P-B5 R-QR3 2 K-N5 R-QB3 3 P-B6 R-B8 4 K-N6 R-N8ch 5 K-B5 R-B8ch 6 K-K6 R-K8ch thus Black draws by perpetual check or if the White K approaches the R. Black wins the Pawn as indicated above.

Of course, the defender must avoid traps which will cause him to lose: 1. in mobilizing his R; 2. unnecessarily allowing his K to be driven away from the queening square and, finally; 3. moving to the wrong side of the board when his K must leave.

One example is sufficient to illustrate the difficulties. Even masters go astray. In 1931 Capablanca won two games with a BP despite the fact that a "book" draw had been reached. Analysis by Kashdan is given in "Basic Chess Endings" by Reuben Fine on page 290. Although I have altered the position the following discussion is based on this reference.

```

. . . . . k . . .
R . . . . . . . .
. . . . . . . . .
. . . . . P K . .
. . . . . . . . .
. . . . . . . . .
. . . . . . . . .
. r . . . . . . .
      White

```

White to play: Draw. After 1 K-N6 there is only one drawing move 1...R-KB8 (I will let you determine that both 1...R-N3ch and 1...R-N8ch are fatal) 2 K-B6 (threatening mate) K-N1!! (this is the critical point where the error is most likely to be made: 2...K-K1 loses to 3 R-R8ch K-Q2 4 R-KB8!) 3 R-R8ch K-R2 4 R-KB8 R-QR8! (The difference is that the Black K does not block checks on the ranks.) 5 R-K8 R-KB8 6 R-K5 K-N1 7 K-K7 K-N2 DRAW. White has made no progress.

Lucena's Winning Position ---

The key to all of these endings was first discovered by Lucena, a Spanish author who wrote toward the end of the 15th century.

```

. . . . . k . K .
. . . . . . P .
. . . . . . . .
. . . . . . . .
. . . . . . . .
. . . . . . . .
. . . . . . . .
. . . . . . . r
. . . . . R . .

```

This is the position the strong side always strives to obtain, therefore always the K in front of the P.

Starting with the diagram position, the basic idea is that by driving away the enemy K, White's secures an outlet at KB7 for his K and escapes from check by interposing his R at KN5 or KN4. It's typical of these complicated endings that the textbooks do not agree on the proper procedure. In my opinion the difference is not vital, since the choice of moves does not effect the result.

Here is how White wins: 1 R-B5 R-R6 (If the R leaves the R-file White plays 2 R-KR1 securing an outlet for the K on the R-file) 2 R-B4 R-R8 3 R-K4ch K-Q2 4 K-B7 R-B8ch 5 K-N6 R-N8ch 6 K-B6 R-B8ch (If 6...R-N7 then 7 R-K5 followed by R-KN5) 7 K-N5 R-N8ch 8 R-N4 wins.

Complicated Endings: R and Pawns vs R and Pawns

In these endings the most important rule is one laid down by Dr. Siegbert Tarrasch: "The Rook's place is behind the passed pawn; behind an enemy to hold it up; behind one's own in order to support its advance." Often the favorable rook position is the decisive factor.

Also bear in mind that generally in endgames the K is the most important piece. It's not so important to advance pawns as it is the K. The K must always be brought to the area of vital pawns, usually this means bringing the K to the center. The following is an example. With even material where the K near vital pawns and the R behind the potential passed P is quickly decisive.

<p>A. DuVall (Black)</p> <p>. r .</p> <p>. P</p> <p>. . p . R . . .</p> <p>p . P . P . . .</p> <p>. . . . p k p .</p> <p>P</p> <p>. P . . . P . .</p> <p>. . K</p> <p>E. Lisac (White)</p>	<p>1...P-K6 2 Pxpch (If 2 R-B6ch KxP</p> <p>3 R-B7 Pxp 4 RxP P-N6 wins 5 R-N2</p> <p>K-B5 6 K-Q2 K-B6 7 R-N1 K-B7 and</p> <p>eventually White must exchange his</p> <p>R for Black's KNP) KxP (Black's K</p> <p>has a haven behind White's P, yet</p> <p>both the K and R support the advance</p> <p>of the KNP) 3 R-Q6 P-N6 4 P-K6</p> <p>(No better is 4 R-Q1 P-N7 5 R-N1 K-B7</p> <p>wins) P-N7 5 P-K7 P-N8=Qch 6 K-B2</p> <p>R-K1 7 R-K6ch K-B5 8 White resigns.</p>
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Some General Rules --

1. R pawns are very difficult to use to advantage, so the weaker side nearly always obtains a draw.

2. A superiority of two isolated pawns generally leads to a win. But, if the pawns a RP and BP on the same side of the board and are opposed by a well placed K, the result is generally a draw. (Note: if memory serves, Mr. Edward Foy, who I would rate as one of W. Va.'s all time best defensive players, once achieved such a draw against Dr. Werthammer (State Champion 12 or 13 times!) in a state tourney. Perhaps a future column can be devoted to this).

3. Two united passed pawns on the 6th rank generally wins against a R, if the opposing K is not nearby.

Conclusion --

I hope your interest in these important endings has been aroused. You would be repaid by further study of additional examples.

Usually these endings are decided by the relative R and K positions. Many times it is necessary to sacrifice a P in order to win a draw by achieving the best R or K position.

In some future column I will try to present some additional examples along with Mr. Foy's game as indicated before.

JUNIOR CHESS by Jorge Ribeiro

Having been smiled upon recently by Caissa, the Chess goddess, with some tournament successes, I have been asked to handle this column for this month.

I would have chosen one of my losses for discussion since one learns more from one's losses than one's wins. Instead I chose to discuss the King's Indian Attack, the Barcza System of the Reti, or whatever you may call the sequence of moves; 1 N-KB3 2 P-KN3 3 B-N2 4 O-O etc.

I have been very successful with this lately, especially in high school or junior tournaments. I have tried to point out in my analysis what moves are safe in the opening for Black, as there are many ways one can go.

I didn't choose a high school game, but one that every young player dreams about, his first "big" win. This is from last year's state championship, the second round.

J. Ribeiro (1342) - P. Sayre (1812)

1 N-KB3 P-Q4 2 P-KN3 P-QB4 This is the position of importance. White tells his opponent that he is going to abandon the center till later. Paul is playing what is a queen's gambit in reverse. This is all right if handled well. Petrosian prefers 1 N-KB3 2 P-Q3 3 P-K4 for Black. Petrosian-M. Euwe Neuhausen 1953 went 1...N-KB3 2 ...P-Q4 3...B-B4. Sokolsky and Hank Chinn play 1...N-KB3 2 P-QN3. I feel that P-QN3 is wrong unless Black can force the exchange of bishops (white square) or keep the QR8-KR1 diagonal closed. Smyslov plays 1...N-KB3 2...P-Q4 3...P-B3. Al Horowitz suggests 3 P-KN3 or 3 B-B4. I think playing symmetrically is good enough for a draw.

3 B-N2 N-QB3 4 O-O N-B3 MCO-10 gives P-K3 as best. 5 P-Q3 P-K4 P.H. Clarke, British writer says this "takes on too much." 6 QN-Q2 B-K2 7 R-K1 B-B4 Thinking that P-K4 was being prevented.

Up to this point I almost always play the same moves with the White pieces no matter what Black plays 8 P-K4!... This move opens the center and gives White good control of the board, especially after the forced exchanges. 8... PXP 9 PXP NXP Forced. 10 NXP QNxN 11 NxN QxQ 12 BxQ O-O 13 B-K3 ... The position looks even but White now seizes the initiative. 13 ... QR-B1 BxN was better. 14 R-Q5 BxN Forced. 15 BxB ... This is weak. 15 RxN! BxB 16 KxB B-Q3 17 R-Q5 KR-Q1 (17...B-K2? 18 R-Q7) 18 QR-Q1 wins a pawn. 15...N-B5 16 R-Q7! ... The invasion of the seventh rank proves fatal. 16 ... B-B3 17 BxQNB NxB? Very weak. Black has better chances after QR-Q1, 18 RxB RxB 19 BxP, BxP. 18 BxR NXP 19 R-QB1 N-Q5 20 RxB White has a won position, The rest is as Carl Kiser puts it, "just for show". 20 ... N-K3 21 R-B4 BxP The pawn can go without damage. 22 RxB N-Q5 23 R-N7 B-B6! Not 24 RxB? N-K7ch 25 K-any NxB 26 R or B move forced, NXP with an even game. 24 K-N2 B-R5 25 RxN RxB 26 R/4-Q7! R-B1 27 R-R7 B-N3 28 R-R6 B-B4 29 P-QR4 P-KN3 30 B-Q5 B-N5 31 R-N6 B-B6 32 R-N3 R-B1 33 P-R5 B-K8 34 P-R6 R-B7 35 P-R7 RxBch 36 K-R3 Black resigns.

JORGE RIBEIRO WINS THE JUNIOR TOURNAMENT

Jorge Ribeiro emerged from a field of 19 players to become the new 1970 West Virginia Junior Chess Champion.

Clifford Thomas, Hank Chinn, Paul Bricker, and Donald Griffith finished second to fifth respectively in the tournament standings to win trophies.

The tournament was directed by Charles Szasz and assisted by Gary Ball.

1970 W. Va. Junior Championship

Player	Rating	1	2	3	4	5	Total Pts.	Tie Break
1 J. Ribeiro	1684	W13	W11	W7	W5	W3	5	---
2 C. Thomas	Unr.	L4	Bye	W9	W13	W10	4	---
3 H. Chinn	1606	W14	W12	D4	W6	L1	3 $\frac{1}{2}$	16
4 P. Bricker	Unr.	W2	W17	D3	W10	L5	3 $\frac{1}{2}$	15
5 D. Griffith	1470	W18	D10	W13	L1	W4	3 $\frac{1}{2}$	14
6 J. Norton	Unr.	D17	W14	W11	L3	W16	3 $\frac{1}{2}$	11
7 M. Smith	868	W19	W15	L1	L8	W11	3	13
8 M. Ribeiro	1380	L11	L9	W14	W7	W12	3	12 7 7
9 W. Braunlin	Unr.	L12	W8	L2	WF18	W15	3	12 7 6
10 R. Skeen	1564	W16	D5	W12	L4	L2	2 $\frac{1}{2}$	---
11 E. Graham	Unr.	W8	L1	L6	W13	L7	2	15 $\frac{1}{2}$
12 D. Shingleton	Unr.	W9	L3	L10	W17	L8	2	13 $\frac{1}{2}$ 8 $\frac{1}{2}$
13 G. Campbell	Unr.	L1	W16	L5	L11	WF18	2	13 $\frac{1}{2}$ 7 $\frac{1}{2}$
14 C. Dunn	Unr.	L3	L6	L8	Bye	W19	2	11 $\frac{1}{2}$ 6 $\frac{1}{2}$
15 J. Young	Unr.	Bye	L7	W18	L2	L9	2	11 6
16 J. Fields	Unr.	L10	L13	W17	W19	L6	2	10 $\frac{1}{2}$
17 W. Alexander	Unr.	D6	L4	L16	L12	Bye	1 $\frac{1}{2}$	---
18 M. Fortner	Unr.	L5	W19	L15	LF9	LF13	1	11 $\frac{1}{2}$
19 W. Hershbarger	Unr.	L7	L18	Bye	L16	L14	1	8

W-Won, WF-Won by Forfeit, D-Draw, L-Loss, LF-Loss by Forfeit.

Here are a few games from this tournament. The notes of these five rounds are by Marvin Barker, 1969 W. Va. Senior Co-Champion and former two time junior champion.

Round 1

White: J. Ribeiro; Black: Gary Campbell

1 N-KB3 N-KB3 2 P-KN3 P-QN3 3 B-N2 B-N2 4 O-O P-Q4 5 P-Q3 (The Reversed King's Indian) P-KR3? (This is a waste of time. The simple P-K3 is better) 6 R-K1 P-K3 7 P-QR3? (Trying to gain space on the queenside but not in keeping with the theory of this opening which is to attack by P-K4, K5) B-K2 8 Qn-Q2 QN-Q2 9 P-QN4 P-QB4 (P-QR4 appears to be better) 10 P-QB3 O-O 11 B-N2 R-B1 12 R-B1 B-Q3 13 P-K4 P-K4 14 KPXP NxP 15 N-B4 B-N1? (Loses a pawn. Better is Q-B2) 16 QNxKP KxN 17 NxN BxN 18 RxB B-R1? (R-B2 is better as it may later be used for doubling on a file) 19 P-QB4 N-KB3 20 BxB RxB 21 P-N5 Q-R1 22 Q-B3 N-Q2 23 R-K7 P-B3?? 24 Q-Q5ch Black resigns.

White: W. Harshberger; Black: M. Smith

1 P-Q4 N-KB3 2 N-QB3 P-KN3 3 N-B3 B-N2 4 P-K4 P-Q3 (The Pirc Defense) 5 B-Q3 QN-Q2 6 B-K3 P-QR4 7 P-QR3 O-O 8 Q-K2 P-QB3 9 O-O P-K4 10 PXP NXP 11 NxN PxN 12 P-KR3 Q-B2 13 QR-Q1 B-K3 14 B-QB4 BxB 15 QxB QR-B1 16 R-Q2 P-QN4 17 Q-B5 KR-Q1 18 RxB RxB 19 Q-N6 QxQ 20 BxQ R-R1 21 P-B3 P-R5 22 R-Q1 N-K1 23 B-B5 N-B2 24 R-Q6 N-K3 25 RXP R-N1 26 R-N6 R-QB1 27 B-N4 N-Q5 28 NxNp NxQBP 29 B-B3 P-B3 30 R-R6 R-Q1 31 RxBP B-R3 32 R-R6 B-B5 33 R-Q6 R-N1 34 P-R4 N-Q5 35 NxN PxN 36 RxBP B-K6ch 37 K-B1 PxB 38 PXP R-R1 39 K-K2 B-N4 40 R-B6 BXP 41 P-N4 R-R7ch 42 K-Q3 R-KB7 43 P-K5 RxBch 44 K-K4 RxBP 45 P-K6 K-B1 46 K-K5 R-K6ch 47 K-Q6 B-B5ch 48 K-Q7 R-Q6ch 49 R-Q6 White resigns.

Round 2

White: M. Smith; Black: J. Young

1 P-QB4 P-KN3 2 P-Q4 B-N2 3 N-QB3 P-Q3 (King's Indian Defense) 4 P-K4 N-KB3 5 P-B3 O-O 6 B-K3 P-QB3 7 Q-Q2 P-QR3 8 B-Q3 P-QN4 9 KN-K2 P-N5 10 N-Q1 Q-N3 11 O-O P-K4 12 PXP PXP 13 BxQ Black resigns.

White: E. Graham; Black: J. Ribeiro

1 P-Q4 P-KB4 (Dutch Defense) 2 P-KB4 N-KB3 3 P-K3 P-K3 4 P-QR3 B-K2 5 N-QB3 O-O 6 P-Q5 P-Q3 7 B-B4 PXP 8 BxBch NxB 9 QxNch N-K5 10 Q-Q2 QN-Q2 11 P-QN4 N-B3 12 B-N2 B-Q2 13 O-O-O B-B3 14 N-B3 N-K5 15 NxN BxN 16 Q-Q4 B-KB3 17 Q-Q2 P-KR3 18 N-Q4 P-QB4 19 N-K6 BxBch 20 K-N1 Q-B3 21 NxB RxBP 22 N-N6ch K-R2 23 Q-Q4? PxQ and Black won.

Round 3

N-KB3

White: J. Ribeiro; Black: M. Smith

1 N-KB3 P-Q4 2 P-KN3 3 B-N2 P-KN3 4 O-O B-N2 5 P-Q3 (Reversed King's Indian) P-QN3 6 QN-Q2 B-N2 7 R-K1 O-O 8 P-K4 PXP 9 N-KN5 N-R3 10 QNXP R-N1 11 P-QB3 P-QB4 12 B-B4 NxN 13 BxB NxB 14 B-B4 BxB 15 BxN Q-Q4 16 BxB B-R8 17 P-B3 BxB 18 Q-Q2 R-K1 19 B-N5 RxBch 20 RxB P-B3 21 B-R6 Q-Q1 22 BxB KxB 23 Q-K3 Q-Q4 24 Q-K7ch Q-B2 25 Q-Q6 K-N1 26 R-K7 Q-Q4 27 R-K8ch Black resigns.

White: P. Bricker; Black: H. Chinn

1 N-KB3 N-KB3 2 P-KN3 P-QN3 3 B-N2 B-N2 4 P-B4 P-K3 5 N-B3 P-B4 6 O-O N-B3 7 P-Q3 (Reversed King's Indian) P-Q4 8 B-B4 N-KR4 9 B-Q2 P-B4 10 P-K4 BPXP 11 QPXP P-Q5 12 N-K2 N-B3 13 P-K5 N-Q2 14 N-B4 Q-K2 15 N-Q3 P-KR3 16 R-K1 P-KN4 17 P-QR3 B-N2 18 P-QN4 N/3-N1 19 R-N1 N-QB3 20 Q-N3 P-N5 21 N-R4 N/2XP 22 NxN NxB 23 BxB QxB 24 B-B4 N-Q2 Drawn.

White: G. Campbell; Black: D. Griffith

1 P-K4 P-K4 2 N-KB3 N-QB3 3 B-N5 (The Ruy Lopez) P-QR3 4 B-R4
N-B3 5 P-Q3 P-QN4 6 B-N3 P-Q3 7 P-KR3 N-QR4 8 P-B3 NxB 9 QxN B-K3
10 Q-B2 P-B4 11 B-K3 Q-B2 12 QN-Q2 P-Q4 13 Pxp Nxp 14 O-O NxB
15 Pxn B-K2 16 KR-K1 O-O 17 P-Q4 BxpP 18 KPxpP PxpP 19 Nxp B-QB4
20 N-B3 QR-Q1 21 N-N5 BxNch 22 K-R1 P-KN3 23 RxB PXR 24 NxKP
Q-B3 25 NxB RxN 26 Q-N3ch R-B5 and Black won.

White: H. Chinn; Black: J. Norton

1 P-K4 P-QB4 2 N-QB3 (The Closed Sicilian) N-QB3 3 P-KN3 P-KN3
4 B-N2 B-N2 5 P-Q3 P-Q3 6 B-Q2 N-B3 7 P-B4 O-O 8 N-B3 B-N5
9 P-KR3 B-Q2? (BxN followed by N-Q5 is better) 10 O-O Q-R1 11 P-K1
P-KR4 12 P-B5 RPxpP 13 N-KR4 NPxBP 14 Nxp BxN 15 RxB K-B2?? (Pxp
is better but White would have compensation for his pawn) 16 Pxp
R-R1 17 P-N5 N-Q2 18 Q-R5ch K-N1 19 QxPch K-R2 20 P-N6 Mate.

White: E. Graham; Black: G. Campbell

1 P-K4 P-QB4 2 N-KB3 P-Q3 3 N-QB3 (The Closed Sicilian) N-QB3
4 P-Q4 PxpP 5 Nxp P-KN3 6 B-QN5 B-Q2 7 BxN PxB 8 KN-K2 B-N2 9 B-K3
P-K3? 10 QxQP N-K2 11 Q-Q2 N-N1? 12 B-Q4 P-K4 13 B-K3 N-B3 14 O-O
O-O 15 QR-Q1 Q-B2 16 B-N5 QR-Q1 17 Q-Q6 QxQ 18 RxQ B-K3 19 KR-Q1
R-Q2 20 BxN RxB 21 RxR Black resigns.

White: D. Griffith; Black: J. Ribeiro

1 P-Q4 P-KB4 (The Dutch Defense) 2 P-QB4 N-KB3 3 P-KN3 P-K3
4 B-N2 P-QB3 5 N-KR3 P-Q4 6 P-QN3 B-N5ch 7 B-Q2 BxBch 8 NxB QN-Q2
9 O-O N-N5 10 N-B3 O-O 11 N-B4 QN-B3 12 P-KR3 N-R3 13 N-K5 P-KN4
14 N/4-Q3 P-N5 15 P-B5 Q-K1 16 P-KR4 N-R4 17 P-K3 K-R1 18 N-B4
Nxn 19 KPxn N-N1 20 R-K1 P-QN3 21 R-QR1 B-N2 22 Pxp Pxp 23 Q-B2
N-B1 24 P-N4 N-B3 25 R-K3 N-Q2 26 Q-R4 R-R1 27 Q-N3 Nxn 28 RxN
Q-Q2 29 P-QR4 KR-QB1 30 Q-R3 P-QB4 31 NPxpP RxRP 32 Q-B3 PxpP 33 Pxi
K-N1 34 B-B1 P-Q5 35 Q-N3 R-R4 36 RxKBP Q-B3 37 R-N5ch K-B2
38 P-B3 PxpP 39 K-B2 R/B-QR1 40 B-R3 R-R7ch 41 R-B2 RxRch 42 QxR
Q-K5 43 Bxpch QxB 44 Qxpch K-B1 45 Q-N7ch? (Q-R7ch should win)
K-K1 46 Q-N8ch QxQ 47 RxQch K-B2 48 RxR BxR 49 K-K1 B-K5 50 K-Q2
B-B4 51 K-K1 K-K3 52 K-B2 B-N5 53 K-K1 P-Q6 White resigns.

Round 5

White: P. Bricker; Black: D. Griffith

1 N-KB3 P-Q4 2 P-KN3 P-QB4 3 B-N2 N-QB3 4 O-O P-K4 5 P-Q3 (The
King's Indian Reversed) N-B3 6 P-K4 P-Q5 7 QN-Q2 B-K2 8 N-B4 Q-B2
9 N-K1 N-Q2 10 P-B4 O-O 11 P-B5 P-QN4 12 N-Q2 P-QR4 13 Q-R5 P-R5
14 P-KN4 N-B3 15 Q-R3 P-R3 16 Q-N3 P-N5 17 N-B4 B-R3 18 N-B3 BxN
19 PxB NxKP 20 Q-K1 N-N4 21 Nxn Pxn 22 B-Q5 KR-N1 23 Q-K4 R-R3
24 R-B3 B-B3 25 R-R3 N-K2 26 R-R5 NxB 27 QxN Q-B3 28 QxQ RxQ
29 R-R3 P-K5 30 B-Q2 R-Q1 31 R-Q1 P-Q6 32 P-QB3 PxpP 33 Bxp BxB
34 PxB P-Q7 35 R-K3 P-QN3 36 RxKP R-N7 37 K-B2 RxP 38 R-K5 R-B7
39 R-Q5 RxR 40 Pxr P-R6 41 P-Q6 K-B1 42 P-Q7 K-K2 43 K-K2 Kxp
44 R-QR1 R-B8 White resigns.

White: J. Fields; Black: J. Norton

1 P-Q4 P-Q4 2 N-QB3 (Queen Pawn Game) N-KB3 3 P-K3 B-B4 4 B-Q3
BxB 5 QxB P-K3 6 P-QR3 P-B4 7 PXP BXP 8 N-B3 QN-Q2 9 P-QN4 B-Q3
10 B-N2 Q-B2 11 N-QN5 Q-B3 12 NxBch QxN 13 Q-N5 Q-B2 14 Q-Q3 QR-B
15 QR-B1 O-O 16 N-Q4 N-K4 17 Q-K2 N-B5 18 P-Qb3 P-QR3 19 P-KR3
P-QN4 20 N-B3 N-K5 21 O-O P-B4 22 N-Q4 Q-Q3 23 KR-Q1 R-KB3 24 P-K
R/B1-B1 25 N-KB3 Q-N3 26 R-Q4 R-R3 27 N-K5 Q-B2 28 NxN NPxN
29 Q-B3 R/B1-B3 30 R-B2 R/R-N3 31 P-N4 PXP 32 PXP RXPch 33 K-B1
R/NxP 34 QxR RxQch 35 PXR QxPch 36 K-K1 Q-K6ch 37 K-B1 Q-B6ch
38 K-N1 P-KR4 39 R-N2 P-R5 40 R-N6 Q-B7ch 41 K-R1 N-N6ch 42 RxN
PXR White resigns.

White: J. Ribeiro; Black: H. Chinn

1 N-KB3 N-KB3 2 P-KN3 P-QN3 3 B-N2 B-N2 4 O-O P-QB4 5 P-Q3 (The
King's Indian Reversed) N-QB3 6 B-B4? (Not a very good square for
the Bishop) P-Q3 7 P-K4 P-K4 8 B-Q2 B-K2 9 P-QB3 Q-B2 (O-O
followed by P-Q4 is bad for Black) 10 P-QN4 B-R3 11 Q-B2 R-Q1
12 R-QB1? (Poor! Black has no intention of opening the QB for
his opponent) P-Q4! 13 KPXP NxQP 14 P-QR3 N-B3 (This is not an
error but P-KB4 seems more dynamic) 15 P-QB4 QB-B1 16 R-K1 O-O
17 P-QN5 N-Q5 18 NxN KPxN 19 B-B4 B-Q3 20 BxB QxB 21 N-Q2 B-B4?
(Now Black allows White the strong outpost at White's K4. Better
is N-KR4 followed by P-KB4.) 22 N-K4 NxN 23 BxN BxB 24 RxB QR-K1
25 Q-K2 RxR 26 QxR Q-Q2 27 R-K1 P-KR3 28 P-KB4 P-KB3 29 P-KE5
K-B2 30 Q-N4 R-K1? (This leads to a bad ending for Black but
White has the better game anyway) 31 Q-R5ch K-B1 32 RxRch QxR
33 QxQch KxQ 34 K-B2 P-KN3 35 PXP K-R1 36 K-B2 K-N5 37 K-K4 KxP
38 K-Q5 K-N4 39 K-B6 K-N5 40 K-N7 K-B6 41 KxP K-K6 42 KxP KxP
43 KxP K-B6 44 P-N6 P-Q6 45 P-N7 P-Q7 46 P-N8=Q P-Q8=Q 47 Q-N4ch
K-Q6 48 K-N6 Q-B7 49 Q-Q6ch K-K5 50 Q-B4ch Black resigns.

HUNTINGTON OPEN

The 1970 Huntington Open was held at the YMCA - May build-
ing on June 20 and 21 with thirty-nine players participating.
This included six players from Kentucky and three players from
Ohio. Paul Bricker and Greg Fulkerson emerged as co-winners
with $4\frac{1}{2}$ - $\frac{1}{2}$ records. They were closely followed by Joe Norton,
Sam Fulkerson, Mike Richardson, and John Richardson with 4-1
records. Joe Norton won the junior prize while Mike Fruth and
Charles Dunn tied for second. Both Fruth and Dunn scored $3\frac{1}{2}$
points. Charles Carico took top honors as the best unrated
player with his 3-2 record. The tournament was directed by
Paul Sayre.

HUNTINGTON OPEN CHESS TOURNAMENT

Player	1	2	3	4	5	Score	Tie-Break Pts.
1 Paul Bricker	W31	D16	W17	W18	W10	4½-1½	8½
2 Greg Fulkerson	W22	W14	D18	W16	W4	4½-1½	8
3 Joe Norton	W5	W13	W11	L4	W17	4-1	10
4 Sam Fulkerson	W29	W25	W10	W3	L2	4-1	9 15½
5 Mike Richardson	L3	W26	W15	W11	W12	4-1	9 15
6 John Richardson	L24	W12	W27	W22	W13f	4-1	7
7 Mike Fruth	W28	L10	D20	W23	W16	3½-1½	7 12
8 Jim Kirkpatrick	W26	D17	L19	W30	W18	3½-1½	7 11½
9 Charles Dunn	L16	D23	W35	W25	W19	3½-1½	6½
10 Charles Berry	W27	W7	L4	W19	L1	3-2	10
11 Roy White	W15	W20	L3	L5	W27	3-2	9½
12 Charles Carico	Bye	L6	W24	W21	L5	3-2	8½
13 Paul Smith	W38	L3	W29	W28	L6f	3-2	8
14 James Carez	W39	L2	L22	W26	W29	3-2	6 10½
15 Jeff Lewis	L11	W39	L5	W34	W22	3-2	6 10
16 Robert Savage	W9	D1	W21	L2	L7	2½-2½	11½
17 George Schweiker	W30	D8	L1	W20	L3	2½-2½	10 16½
18 Robert Osborne	W33	W24	D2	L1	L8	2½-2½	10 16
19 John Goad	W23	D21	W8	L10	L9	2½-2½	9
20 Joe Carico	W34	L11	D7	L17	W28	2½-2½	7½
21 Gary Campbell	W36	D19	L16	L12	W33	2½-2½	6½
22 Granville Morrison	L2	W38	W14	L6	L15	2-3	10
23 Robert Skeen	L19	D9	W39	L7	D30	2-3	8
24 Russell Crump	W6	L18	L12	D33	D25	2-3	7½ 13
25 William Cunningham	W35	L4	D30	L9	D24	2-3	7½ 12½
26 Jeff Miller	L8	L5	W38	L14	W35	2-3	7½ 11½
27 Lance Porter	L10	W35	L6	W36	L11	2-3	7 12
28 Walter Braunlin	L7	W33	W36	L13	L20	2-3	7 11½
29 Peter Hutchins	L4	W34	L13	W38	L14	2-3	7 11
30 Danny Williams	L17	W31	D25	L8	D23	2-3	6½
31 Julius McLeod	L1	L30	L33	W39f	W38	2-3	3½
32 Ken Lucas	F	F	F	W37	W34	2-3	1
33 Ward Harshbarger	L18	L28	W31	D24	L21	1½-3½	
34 Andy Cline	L20	L29	Bye	L15	L32	1-4	6½
35 Tom Turnbull	L25	L27	L9	Bye	L26	1-4	6
36 Don Nott	L21	Bye	L28	L27	L37	1-4	5
37 Bob Kopf	F	F	F	L32	W36	1-4	1
38 Mark Williams	L13	L22	L26	L29	L31	0-5	6
39 David Ramey	L14	L15	L23	L31f	WD	0-4	5

W-Won, L-Loss, F-Forfeit, WD-Withdrew, D-Draw

Here are a few games from the Huntington Open Round 1

White: Russell Crump; Black: J. Richardson

1 P-Q4 P-Q4 2 P-QB4 P-K3 3 N-QB3 N-KB3 4 B-N5 QN-Q2 (This is known as the Cambridge Springs Defense against the Queen's Gambit. Black will defend himself, by pinning White's queen's knight by Q-R4 and strengthening his pressure on White's QB3 by the subsequent...B-N5 and...N-K5 which in turn hinders White's development) 5 N-B3 P-QB3 6 P-K3 Q-R4 7 P-QR3 PxP 8 BxP N-Q4 9 BxN KPxB 10 O-O Q-B2 11 R-B1 P-QR3? 12 NxP Q-N1 13 B-B4 B-Q3 14 BxB QxB 15 N-B3 O-O 16 Q-Q3 P-KB4 17 N-K2 N-B3 18 N-K5 R-K1 (Threatening 19...RxN) 19 Q-N3ch Q-Q4 20 QxQ NxQ 21 KR-K1 R-B1 22 N-Q3 B-K3 23 N(2)-B4 K-B2 24 NxB KxN 25 R-B2 K-Q3 26 P-B3 P-B5 (Here 26...QR-K1 looks better) 27 P-K4 N-K6 28 R-B3 KN-B1? 29 NxP Black resigns.

White: M. Richardson; Black: J. Norton

1 P-K4 P-QB3 2 P-Q4 P-Q4 (The Caro-Kann Defense which is currently in vogue since its revival by former world champions Botvinnik and Petrosian) 3 N-QB3 PxP 4 NxP B-B4 (This is known as the classical variation) 5 N-N3 B-N3 6 N-B3 N-B3 7 N-K5 QN-Q2 8 NxB RPxN 9 B-K3 P-K3 10 B-Q3 Q-B2 11 Q-K2 B-Q3 12 O-O-O O-O-O 13 K-N1 N-Q4 14 B-KN5 QR-K1 15 Q-B3 Q-N3 16 K-R1 B-R6 17 QR-QN1 QxP 18 BxP (Attacking Black's B on R6) N-N5 19 QxB PxB 20 Q-B3 N-B4 21 B-K3 QxQ 22 PxQ NxPch 23 K-N2 NxB 24 PxN N-Q6ch 25 K-B2 N-B7 26 KR-B1 N-N5 27 QR-K1 RxP 28 R-K2 RxP! 29 RxR NxPch 30 K-N3 NxR(2) 31 R-B7 N-K6 32 RxKNP N-B4 (Sacrificing a P to promote the exchange of Knights and thus, Black's two pawns advantage will become more pronounced) 33 RxP NxN 34 RxN K-B2 35 R-K3 K-Q3 36 P-B4 K-B4 37 K-B3 P-K4 38 N-K4 P-R3 39 P-R4 P-N4 40 P-R5 R-K3 41 K-N3 PxPch 42 RxPch K-K4 43 K-B3 R-B3 44 K-N4 Black resigns.

White: J. Kirkpatrick; Black: J. Miller

1 P-K4 P-QB4 2 N-KB3 P-Q3 3 P-Q4 PxP 4 NxP N-KB3 5 N-QB3 P-K3 6 B-QB4 N-QB3 7 B-N3 (This appears to be a waste of time) B-K2 8 B-K3 O-O 9 Q-Q2 NxN 10 BxN P-QN3? (The QB should be developed on Q2) 11 O-O-O P-K4 12 B-K3 B-K3? 13 BxB PxB 14 P-B3 P-QR3 15 P-KN4 P-KN3 16 P-KR4 N-K1 17 Q-B2 Q-B2?! (An oversight or is Black sacrificing a P for a open QN file on White's K?) 18 BxP Q-N2 19 B-K3 B-Q1 20 P-R5 P-N5 21 P-R6 (Isolating Black's KN pawn and thus, making it very weak) B-R4 22 R-R5 BxN 23 RxPch K-R1 24 PxB R-QN1 25 K-Q2 P-Q4 26 Q-N3 Q-B2 27 QxPch N-B3 28 R-N7 Black resigns as 29 P-N5 is fatal.

White: J. Kirkpatrick; Black: J. Miller

1 P-K4 P-QB4 2 N-KB3 P-Q3 3 P-Q4 PxP 4 NxP N-KB3 5 N-QB3 P-K3 6 B-QB4 N-QB3
 7 B-N3 (This appears to be a waste of time) B-K2 8 B-K3 O-O 9 Q-Q2 NxN 10 BxN
 P-QN3? (The QB should be developed on Q2) 11 O-O-O P-K4 12 B-K3 B-E3? 13 BxB
 PxB 14 P=B3 P-QR3 15 P-KN4 P-KN3 16 P-KR4 N-K1 17 Q-B2 Q-B2?! (An oversight
 or is Black sacrificing a P for a open QN file on White's K?) 18 BxP Q-N2
 19 B-K3 B-Q1 20 P-R5 P-N5 21 P-R6 (Isolating Black's KN pawn and thus, making
 it very weak) B-R4 22 R-R5 BxN 23 Rxpch K-R1 24 PxB R-QN1 25 K-Q2 P-Q4 26 Q-N3
 Q-B2 27 Qxpch N-B3 28 R-N7 Black resigns as 29 P-N5 is fatal.

White: L. Porter; Black: C. Berry

1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 N-QB3 P-Q4 (The Grunfeld Defense) 4 PxP NxP 5 P-K4
 N-N3 (NxN is much more prudent) 6 B-K3 B-N2 7 B-K2 P-QB3 8 N-KB3 B-N5 9 P-KR3
 BxN 10 PxP? QN-Q2 11 Q-Q3 Q-B2 12 O-O-O? O-O-O 13 P-KB4 P-K4 14 B-N4 P-QR4
 15 BxN NxB 16 BPxP NxP 17 PxN? RxQ 18 RxR BxP 19 KR-Q1 B-B5 20 BxB QxBch
 21. White resigns.

White: D. Williams; Black: P. Smith

1 P-K4 P-K4 2 N-KB3 P-KB4 (The Latvian Gambit) 3 NxP Q-B3 4 P-Q4 (N-B4 is
 better) PxP 5 N-B4 PxP 6 N-B3 Q-B2 7 NxKP? P-Q4 8 N-N5 Q-K2 9 B-K2 PxN 10 O-O
 P-KN3? 11 P-KB4 N-KB3 12 BxP Q-N5 13 R-K1ch B-K2 14 Q-K2 N-B3 15 P-QB3 Q-R4
 16 P-QN4 Q-KB4 17 N-B7 R-B1 18 N-R6 Q-Q2 19 P-N5! N-R4 20 B-R3 NxN 21 BxB Q-K3
 22 QxQ BxQ 23 RxB K-Q2 24 BxR (If 24...QR-Q1 QR-K1!) KxR 25 R-K1ch K-Q4 26 B-N7
 N-K5 27 N-N4 R-K1 28 N-K3ch NxN 29 RxN R-K3 30 P-KN4 (Here B-K5 would be better
 with the threat of 31 P-B4ch winning the knight) P-B4 31 PxP e.p. RxP 32 P-B5
 PxP 33 PxP RxP 34 RxR NxR 35 P-B6 K-K3 36 K-B2 N-K5ch 37 K-K3 NxP 38 BxN KxB
 39 K-K4 K-K3 40 P-Q5ch K-B3 41 K-Q4 P-QR4 42 K-B5 K-K2 43 P-Q6ch K-K3 44 P-Q7?
 (44 P-QR4 seems to be the only move) KxP 45 K-Q5 K-K2 46 K-K5 K-B2 47 K-B6
 P-QN4 48 K-N7 P-QR4 49 KxP P-N5 50 K-R6? (White wastes time and should had
 played P-R4) P-R5 51 K-R7 P-N6 52 P-R4 PxP 53 P-R5 P-R8=Q 54 P-R6 Q-N8ch
 55 K-R1 Q-N7ch 56 K-R7 Q-B7ch 57 K-R8 Q-B6ch (Black is "walking" his Queen up
 but Q-KR file and QxP would win faster) 58 K-R8 Q-Q5ch 59 K-R8 Q-Q5ch 60 K-R7
 Q-K5ch and Black won.

White: J. McLeod; Black: P. Bricker

1 P-K4 P-Q3 2 N-KB3 P-KN3 3 N-B3 B-N2 4 B-B4 N-KB3 (The Pirc Defense) 5 P-Q3
 (P-Q4 was somewhat better) O-O 6 O-O N-B3 7 N-N5? (This move is a waste of
 time) P-K4 8 N-Q5 N-QR4 9 NxNch? BxN 10 P-QN4 NxN 11 N-B3 N-N3 12 B-R6 B-N2
 13 Q-Q2 P-KB4 14 N-N5?? BxB and Black won 27 moves later.

Round 2 - Seven players emerged with perfect records.

White: J. Carico; Black: R. White

1 P-K4 P-K4 2 N-KB3 B-B4 3 B-B4 (If 3 NxP Q-K2 wins the pawn) P-Q3
4 P-Q4 Pxp 5 NxP (Here White could have played 5 P-QB3 which is known as the Goring Gambit in the Scotch Gambit and recently is looked upon as being very playable and sound) N-KB3 6 B-N5 B-KN5
7 P-KB3 B-R4 8 N-B5 O-O 9 N-Q2? (N-B3 is more natural) P-B3 10 Q-K2
P-Q4 11 P-KN4 B-N3 12 B-N3 P-QR4 13 P-B3 P-R5 14 B-B2 P-R6 15 P-QN3
N-Q2 16 O-O-O Q-R4 17 B-K3 Qxp 18 N-B1 Q-N7ch 19 K-Q2 B-N5ch 20 K-Q3
N-K4 mate.

White: W. Cunningham; Black: S. Fulkerson

1 P-K4 P-K4 2 N-KB3 N-QB3 3 B-B4 B-B4 4 O-O N-B3 5 P-QN4? (White is trying to play an delayed Evans Gambit but the idea is unsound as Black had time to bring his knight on KB3 attacking White's KP) Bxp
6 P-B3 B-K2 7 P-Q4 NxP 8 Pxp N-B4 (And Black has won a pawn) 9 B-K3
N-K3 10 QN-Q2 O-O 11 N-N3 P-Q3 12 Pxp Bxp 13 N(N3)-Q4 N(B3)xN 14 NxN
NxN 15 QxN R-K1 16 P-B4 P-QN3 17 B-Q5 R-N1 18 P-B5? (Here Q-Q2 was in order) RxB 19 QR-Q1 (Of course not QxB as Black is able to pin White's Queen by 19...B-B4) Q-K2 20 P-B6 Pxp 21 White resigns.

White: G. Fulkerson; Black: J. Carez

1 P-K4 P-K4 2 N-KB3 N-QB3 3 B-B4 B-B4 4 P-QN4 (The Evans Gambit) Bxp
5 P-B3 B-R4 6 P-Q4 Pxp 7 O-O KN-K2! (A move suggested by Panox) 8 N-N5
(Here 8 Pxp is correct N-K4!? (Black also goes astray. Better 8..P-Q4
9 Pxp N-K4 10 Qxp P-KB3!) 9 B-N3 P-KR3 (Good moves are seldom found in bad positions!) 10 NxP (10 Pxp seems better and after 10..Pxn
11 Pxn Black K-side is completely disrupted e.g. 11...N-N3 12 Q-Q5
Q-K2 13 P-B4 gives White an attack) NxN 11 Q-R5? O-O? (11...P-Q4
12 Pxp P-KN3 and White is not able to regain his sacrificed piece)
12 QxB P-B3 13 Q-R5 P-Q4 14 KPxp NxP 15 B-R3 N-B3 16 Q-N6 Pxp? 17 NxP
(What is wrong with 17 BxR?) B-N5? 18 BxR QxB 19 N-K4 NxN 20 QxN Q-B1
21 Q-K7 B-R4 22 QR-K1 R-N1 23 Q-B4 P-N3? 24 QxB Black resigns.

White: M. Fruth; Black: C. Berry

1 P-K4 P-K4 2 N-KB3 N-QB3 3 B-B4 N-KB3 4 N-QB3 NxP! (With this move, Black has full equalized. Either 4 P-Q4 or 4 N-N5 was preferred) 5 Q-K2
P-Q4 (The simple 5...NxN seems best) 6 NxQP N-Q3 7 NxP NxN 8 QxNch
B-K3 9 B-N3 Q-Q2 10 O-O O-O-O 11 Q-K3 K-N1 12 N-B3 N-B4 13 Q-K2 N-Q5
14 Q-Q1 NxB 15 RPxN B-Q3 16 Q-K2 B-KN5 17 P-B3 B-B4ch 18 K-R1 KR-K1
19 N-K4 Q-Q4 20 PxB RxN 21 Q-Q1 Q-K3 22 P-R3 R(1)-Q5 23 P-B3 R-Q6
24 P-N4 B-N3 25 P-N3 R-K7 26 R-R2 Q-K5ch 27 White resigns.

White: R. Savage; Black: P. Bricker

1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 N-QB3 B-N2 4 P-K4 O-O 5 P-KB4 (The Four Pawns Attack against the King's Indian Defense which was once considered a refutation of the King's Indian Defense in the early 1920's until the correct methods to tackle the impressive looking pawn front were discovered) P-Q3 6 N-KB3 QN-Q2? (P-B4 was necessary) 7 P-K5
(The book line is as follows: 7 B-Q3 P-K4 8 BPxp Pxp 9 P-Q5 N-B4) Bxp
10 B-B2 P-QR4 11 B-K3 Q-K2 12 O-O QN-R3 13 P-QR3 B-Q2 14 R-K1 P-N3
15 P-Q6 with a clear advantage for White.

White: J. Goad; Black: G. Campbell

1 P-K4 P-QB4 2 N-KB3 N-QB3 3 P-Q4 PxP 4 N-QB3 N-KB3 5 N-QB3 P-Q3 6 B-QN5 B-Q2
7 O-O P-KN3 8 R-K1 P-K4 9 NxN BxN 10 B-QB4 B-N2 11 B-KN5 O-O 12 Q-B3 P-KR3 13B-R4
QR-B1 14 N-Q5 BxN 15 BxB RxP 16 Q-QN3 R-B2 17 BxQNP Q-N1 18 B-Q5 QxQ 19 BxQ KR-B1
20 P-KB3 N-Q2 21 QR-Q1 B-B1 22 R-KB1 N-N3 23 B-K1 N-B5 24 B-N4? N-K6 25 BxP BxB
26 RxB NxR 27 RxPch K-R2 28 R-Q6 N-K6 and now you would believe a Draw? Black was
in time trouble and accepted a draw although he had a definite winning advantage.

White: J. Miller; Black: M. Richardson

1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 N-KB3 P-Q4 4 P-K3 B-N2 5 P-KR3? O-O 6 B-Q3 P-B4
7 O-O Q-N3 8 BPxQP NxP 9 P-K4 N-N5 10 P-Q5 R-Q1 (Black's position is becoming
stronger move by move) 11 N-B3 QN-B3 12 B-QB4 (If 12 PxN NxB) N-K4 13 NxN BxN
14 B-K3 N-B3 15 Q-K2 N-Q5 16 BxN PxN 17 N-R4? Q-N5 18 B-N3 P-QN4 19 N-B5 QxN
20 QR-B1 Q-N5 21 Q-B3 P-QR4 22 R-B6 R-Q3 23 P-R3 Q-Q7 24 P-N3 RxR 25 PxR P-K3
26 Q-N4 QxNP 27 White resigns.

White: R. Osborne; Black: Russell Crump

1 P-K4 P-K4 2 N-KB3 N-QB3 3 B-N5 P-Q3 (This is known as the Old Steinitz Defense
against the Ruy Lopez which usually gives Black a cramped position) 4 P-Q4 B-Q2
5 O-O N-B3 6 R-K1 P-QR3 7 B-R4 B-K2 8 P-QB3 O-O 9 QN-Q2 R-K1 10 P-Q5 N-R4?
11 BxB QxB 12 P-QN4 P-B3 13 PxN PxP 14 R-N1 QR-N1 15 PxP NxP 16 N-K4 Q-B3
17 Q-N3 KR-B1 18 B-R3 NxP 19 QR-B1 Q-N4 20 RxN QxRP 21 RxRch RxR 22 BxP BxB
23 NxB R-Q1 24 QxPch K-R1 25 N-K8! Black resigns as mate is unavoidable.

White: J. Richardson; Black: C. Carico

1 P-K4 P-K4 2 N-KB3 N-QB3 3 B-N5 P-Q3 4 O-O (Here 4 P-Q4 is more dynamic and
precise) B-Q2 5 R-K1 P-QR3 6 B-R4 QN-K2? (Black should complete his development
before attempting to simplify his position by exchanging pieces) 7 B-N3 N-N3
8 P-B3 B-N5? (Here again Black is neglecting his development and is breaking
the rule of moving a piece more than once in the opening) 9 P-KR3 B-R4?? 10 P-N5
N-B5 11 PxN NxPch 12 K-B1 N-B5 13 P-Q4 NxP 14 PxP PxP 15 BxPch! KxB 16 NxPch
K-K3 17 QxN P-KN3 18 NxP! N-B3 19 Q-B5 K-B2 20 NxRch K-N2 21 B-N5 Q-Q6ch 22 K-N1
B-K2 23 N-R3 P-QR4? 24 QR-Q1 Q-R3 25 BxNch BxB 26 R-Q7ch KxN 27 QxP mate.

Round 3 - Sam Fulkerson and Joe Norton share the tournament lead.

White: C. Berry; Black: S. Fulkerson

1 P-K4 P-QB4 2 N-KB3 P-Q3 3 P-Q4 PxP 4 NxP N-KB3 5 N-QB3 P-QR3 (The Najdorf
Variation of the Sicilian Defense) 6 B-QB4 P-K3 7 B-KN5 (7 B-N3 is usual move)
B-K2 8 P-B4 Q-N3 (8...P-QN4 seems better) 9 N-N3 N-B3 10 Q-K2 B-Q2 11 P-B5 R-QB1
12 B-K3 Q-B2 13 N-R4? P-QN4 14 PxP PxP 15 N-N6? PxN 16 NxR QxN (Black now has
2 minor pieces for a rook) 17 QxP N-K4 18 Q-N4 QxP 19 K-QB1 N-Q6ch 20 White
resigns.

White: J. Goad; Black: J. Kirkpatrick

1 P-K4 P-K4 2 N-KB3 N-QB3 3 N-B3 N-B3 (The Four Knights' Game which is considered to be solid and sound but too conservative) 4 P-Q4 B-N5 5 PXP BxNch 6 PxB KNXP 7 Q-Q3 N-QB4 8 Q-B4 N-K3 9 Q-KN4 P-Q3 10 N-N5 NxKP 11 NxN Pxn 12 QxNP R-B1 13 B-KN5 Q-Q2 14 Q-R6 N-N5?! 15 Q-R5ch Q-KB2 16 QxN QxBPch 17 K-Q1 QxBch (Ordinarily, sacrificing a Q for 2 rooks would be good. However, in this situation, Black is asking for trouble since his QB and QR are undeveloped and White has a strong attack on Black's K-side) 18 RxQ RxBch 19 K-Q2 RxB 20 Q-R5ch K-Q2 21 QxRPch K-B3 22 B-Q8! B-Q2 23 Q-K4ch P-Q4 24 Q-R4ch P-N4 25 Q-R6ch K-B4 26 B-Q7ch K-B5 27 Q-R3 R-QN8 and Black resigned.

White: J. Norton; Black: R. White

1 P-Q4 P-Q4 2 N-KB3 P-KN3 3 P-K3 (The Colle System. Better would have been 3 P-KN3 which, according to George Koltanowski, is best when Black fianchettoes his KB) B-N2 4 B-Q3 P-QB4 5 P-B3 P-B5 6B-B2 P-QR3 7 N-Q2 N-KB3 8 O-O N-B3 9 P-K4 PXP 10 NxP O-O 11 R-K1 B-N5 12 P-KR3 B-Q2 13 NxNch Pxn? 14 N-R2 Q-B1 15 Q-B3 P-QN4 16 N-N4 BxN 17 PxB (Apparently White doesn't want to trade Queens and at the same time getting a semi-open KR file on Black's castle position) R-K1 18 RxBch QxR 19 B-Q2 Q-Q2 20 B-K4 R-QB1 21 R-K1 N-K2 22 B-N7 R-N1 23 B-K4 (Here 23 BxP is met R-R1) P-QR4 24 P-R3 R-N3 25 B-B2 P-R5? (This move immobilizes Black Q-side pawns) 26 Q-K2 R-N2 27 B-B4 P-R3 28 B-K4 R-N3 29 Q-Q2 K-R2 30 P-Q5 P-B4 31 PXP NxP 32 BxN QxB 33 P-Q6 R-N1 34 R-K7 R-Q1 35 R-N7 P-N4 36 B-N3 K-N3 37 Q-K3 B-B1 38 Q-N6 Q-B3 39 B-K5! QxB 40 QxR (40 Q-K3 might be better although Black still has a lost game) BxP 41 Q-N8ch Q-N2 42 QxQ KxQ 43 RXP B-B5 44 R-N4 B-B8 45 K-B1 P-B4 46 K-K1 and White won the game 12 moves later.

Round 4 - Sam Fulkerson defeats Joe Norton to become tournament leader.

White: S. Fulkerson; Black: J. Norton

1 P-K4 P-QB3 2 P-Q4 P-Q4 3 N-QB3 PXP 4 NxP B-B4 (The Main Variation of the Caro-Kann Defense) 5 N-N3 B-N3 6 P-KR4 P-KR3 7 N-B3 N-KB3 (7...N-Q2 is standard here) 8 P-R5 B-R2 9 B-QB4 P-K3 10 P-QB3 B-Q3 11 Q-K2 QN-Q2 12 N-K5 Q-K2 13 O-O BxN 14 PxB N-Q4 15 B-N3 N-B4? (Black should castle first instead of wasting time moving a piece more than once in an opening. Such time wasting moves often invite attack) 16 BxN BPxB 17 Q-N5ch K-B1 18 R-Q1 B-K5 19 B-K3 P-QN3 20P-QN4 N-Q2 21 NxB! Pxn 22 RxN Q-K1 23 QR-A1 K-N1 24 Q-B4 R-R2 and Black resigned.

White: R. Savage; Black: G. Fulkerson

1 P-Q4 P-K3 2 P-QB4 P-KB4 (The Dutch Defense) 3 P-KN3 N-KB3 4 B-N2 B-N5ch 5 B-Q2 Q-K2 6 P-QR3 BxBch 7 NxB O-O 8 KN-B3 P-Q3 9 O-O P-K4 10 PXP PXP 11 Q-B2 P-K5 12 N-N5? N-B3? (12...P-K6! looks stronger and if White plays 13 PXP QxBch winning the knight) 13 P-K3 N-KN5 14 N-R3 B-K3 15 N-B4 B-B2 16 P-R3 N(5)-K4 17 P-N3 QR-Q1 18 KR-K1 R-Q2 19 P-KB3 R(1)-Q1 20 N-Q5 BxN 21 PxB RXP 22 N-B4 PXP 23 NxN NxN 24 B-R1 Q-N4 25 White resigns as he will be unable to protect against

White: C. Berry; Black: J. Goad
1 P-K4 P-K4 2 N-KB3 N-QB3 3 B-B4 N-B3 4 N-N5 (The sharp Wilkes Barre Variation of the Two Knight's Defense) P-Q4 5 Pxp Nxp 6 P-Q4 N-QR4 (6...B-K3 is recommended by MCO) 7 NxP! KxN 8 Q-B3ch K-K3 9 Q-KR3ch K-Q3 10 Q-R3ch K-B3 11 Q-R4ch K-Q3 12 QxN K-K3 13 N-B3 Pxp? (13...P-B3 was indicated) 14 NxN Q-K1 15 NxP dbl.ch K-Q2 16 NxQ KxN and White won the game 18 moves later.

White: J. Kirkpatrick; Black: D. Williams
1 P-K4 P-QB4 2 P-Q4 Pxp 3 P-QB3 (The Morra Gambit) Pxp 4 NxP P-K3 5 B-QB4 N-K2? (The Knight should be developed on B3 where it exerts the most pressure) 6 B-B4 P-KN3? 7 N-N5 N-R3 8 N-Q6 mate.

White: J. Richardson; Black: G. Morrison
1 P-Q4 P-Q4 2 N-KB3 (The Colle System which is becoming very popular in W. Va.) N-QB3 3 P-K3 P-QB4 4 P-QB3 N-QB3 (4...N-KB3 is better as Black should develop his K-side first) 5 B-Q3 N-B3 6 QN-Q2 B-K2 7 O-O B-Q2 8 R-K1 P-KR3? 9 Q-K2 O-O 10 P-K4 P-B5 11 B-N1 Q-B2? (11...Pxp is required or otherwise White is able to push the pawn to K5 with great effect) 12 P-K5 N-R2 13 N-B1 Q-Q1 14 Q-B2 (This is a good idea of how to force a weakness on the K-side and on how to exploit that weakness. John's technique is instructive and should be examined carefully by beginners) 15 Bxp R-K1 16 P-KR3 (The purpose of this move is to provide a square (R2) for the N on B1 from which the knight will proceed to N4 and then to the strong outpost B6. White will then have a dominant position) N-N4 17 N(1)-R2 K-R2 18 NxNch BxN 19 BxB QxB 20 N-N4 K-N2 21 N-B6 KR-Q1 22 R-K3 (Now the R joins the assault on Black's K) N-K2 23 P-KR4 Q-R3 (If 23...Qxp 24 R-R3) 24 R-R3 N-B4 25 P-R5 Q-N4 26 Pxp Pxp 27 R-R7ch K-B1 28 NxBch RxN 29 RxR N-R5 30 P-KN3 N-B6ch 31 K-B1 Q-N5 32 Qxp QxQ (Forced Because of the threat of Q-B7mate) 33 BxQ P-N4 34 R-B7ch BBlack resigns.

Round 5 - Greg Fulkerson defeats his brother Sam and Paul Bricker defeats Charles Berry to become 1970 Huntington Open Co-Champion

White: G. Fulkerson; Black: S. Fulkerson
1 P-K4 P-QB4 2 N-KB3 N-QB3 3 P-Q4 Pxp 4 NxP N-B3 5 N-QB3 P-KN3 (The Dragon Variation of the Sicilian Defense) 6 P-B3 (The Yugoslov Attack which is considered by many opening theoreticians as being the most potent attack against the Dragon for White) B-N2 7 B-K3 P-Q3 8 Q-Q2 O-O 9 O-O-O NxN 10 BxN B-K3 11 K-N1 P-QR3 12 P-KN4 P-KR4?? (Here Black is helping White to obtain an open KR file on the castle position) 13 BxN BxB 14 Pxp Pxp 15 Q-R6 Q-N3 16 P-K5 Pxp 17 B-Q3 Bxpch 18 NxB Black resigned as mate is unavoidable.

White: P. Bricker; Black: C. Berry

1 N-KB3 P-QB4 2 P-KN3 N-KB3 3 B-N2 P-Q3 4 O-O N-B3 5 P-Q3 (The Reversed King Indian which Bobby Fisher used to play quite frequently in his years of early chess) P-KN3 6 N-QB3 B-N2 7 P-K4 B-N5 8 Q-K1 P-K3? 9 N-Q2 N-Q5 10 P-B3 B-R4 11 Q-Q1 P-KN4 12 N-B4 P-N4 13 N-Q2 Q-B2 14 P-QR4 O-O 15 PXP KR-N1 16 N-B4 NXP 17 NxN RxB 18 P-KN4 B-N3 19 P-B4 PXP 20 P-K5! N-Q4 21 PXP Q-Q1 22 BXP B-Q5ch 23 K-R1 P-K4?? 24 BxN PxB 25 BxR QxRch 26 Q-B3 Q-N7 27 QR-N1 R-N5 28 P-R4 P-KR3 29 P-R5 B-R2 30 QxP P-B3 31 P-N3 RxB? 32 NPxR Black resigns.

White: J. Norton; Black: G. Schweiker

1 P-Q4 N-KB3 2 N-KB3 P-KN3 3 P-K3 (As stated before, 3 P-KN3 is the better move) B-N2 4 B-Q3 O-O 5 N-Q2 P-Q3 6 P-B3 P-B4 7 Q-B2 P-N3 8 N-K4 (More precise is 8 P-K4) B-N2 9 N-N3 N-B3 10 B-Q2 QR-B1 11 P-KR4 P-KR4 12 N-N5 PXP 13 P-K4 N-K4 14 P-KB4 PXP 15 BXP NxBch 16 QxN P-K4 17 O-O P-Q4 18 BPXP NXP 19 B-Q2 NxB 20 QxN BXP 21 NxRP! PxB 22 Q-Q3 P-B4 23 RxB RxB 24 QxR Q-K2 25 Q-N6ch Q-N2 (If 25...B-N2 26 R-KB1? or If 25...N-B7ch wins Queen) 26 Q-K6ch K-R1 27 N-B7ch K-R2 28 Q-B5ch K-N. K-N1 29 NxB P-Q5 (Threatening mate) 30 Q-K6ch K-R2 31 Q-B5ch K-N1 32 N-B3 R-B4 33 Q-K6ch K-R1 34 Q-K8ch Q-N1 35 QxQch KxQ 36 NXP R-B5 37 R-Q1 P-R3 38 N-B5 R-B7? 39 R-Q8ch! K-R2 40 R-Q7ch K-N3 41 N-K7ch K-B3 42 RxB RxB 43 RxBch! RxB 44 N-Q5ch K-K4 45 NxB K-Q5 46 K-B2 K-B6 47 K-K3 K-N7 48 K-B4 KxB 49 K-N5 Black resigns.

White: R. Osborne; Black: J. Kirkpatrick

1 P-K4 P-QB4 2 N-KB3 P-Q3 3 P-Q4 PXP 4 NXP N-KB3 5 N-QB3 P-QR3 6 B-KN5 (This move is considered to be one of the sharpest variations against the Najdorf Variation of the Sicilian) P-K3 7 P-B4 QN-Q2 8 Q-B3 B-K2 9 B-B4 Q-B2 10 B-N3 P-QN4 11 O-O-O N-B4 12 P-N4 B-N2 13 BxN BxB 14 KR-K1 R-QB1 15 P-B5 P-N5 16 PXP NxBch 17 RPN PxB 18 PXPch QxP 19 N-B5 PXPch 20 K-N1 O-O 21 NxQP Q-B2! 22 White resigns If 22 NxB Q-R4 and mate follows. A fine game by Kirkpatrick.

White: J. McLeod; Black: M. Williams

1 P-K4 P-K4 2 N-KB3 N-QB3 3 B-B4 N-B3 4 N-QB3 P-Q3 5 P-Q3 (The Guioco Piano, one of the oldest recorded openings) B-K2 6 B-K3 N-KN5 7 O-O NxB 8 PxBN Q-Q2? (The QB should come out before the Q goes to Q2) 9 N-Q2 O-O 10 N-Q5 N-R4 11 B-N5 P-QB3 12 NxBch QxN 13 B-R4 Q-N4 14 Q-B3 P-KB4 15 P-QN4 P-N4 16 PxBN PxB 17 N-B4 Q-N3 18 P-QR3 P-Q4 19 PXP P-K5 20 PXP! PXP?? 21 QxR mate.

MIKE RICHARDSON WINS THE TU-ENDIE-WEI OPEN
KING'S MEN TAKES TEAM TITLE

Mike Richardson nosed out Roy White and Gary Ball on tie-break points to win the newly formed Tu-Endie-Wei Open in Point Pleasant. All three players compiled a 4-1 record which necessitated the use of a tie-break system. Roy White edged out Gary Ball on tie-break points, 13½ to 12½, to capture the second place trophy.

In the team division, the King's Men edged out the Chess Blights on tie-break points, 37 to 36½, to take 1st place. The Chess Blights captured second place honors. The King's Men was led by Gary Ball with 4 points followed by Robert Skeen with 3½ points and Charles Szasz with 3 points. The Chess Blights attack was well-balanced with Charles Dunn, Joe Norton, and Paul Bricker each scoring 3½ points.

Glenville State College finished third with 9½ points followed by the Pt. Pleasant Chess Club with 7 points, Misfits 6½, Pt. Pleasant Oldsters 6, and the Dunbar Woodpushers 5½. The tournament was directed by Roy White.

	1	2	3	4	5	Total Pts.	T-B
1 M. Richardson GS	W15	D14	W18	W2	D4	4	14½
2 R. White PPO	W19	W13	W20	L1	W9	4	13½
3 G. Ball KM	W22	D4	D12	W18	W16	4	12½
4 P. Bricker CB	W10	D3	D9	W15	D1	3½	16½
5 J. Richardson GS	L13	W24	W19	W14	D7	3½	12
6 J. Norton CB	L18	D10	W23	W13	W14	3½	11½
7 R. Skeen KM	W23	L18	W27	W12	D5	3½	10½
8 C. Dunn CB	L26	D23	W24	W17	W20	3½	8½
9 C. Szasz KM	D12	W21	W4	W20	L2	3	14
10 C. Carico M	L4	D6	D21	W27	W18	3	11½
11 E. Watson CB	D21	L12	D25	W19	W22	3	10
12 Ru Crump PPCC	D9	W11	D3	L7	D15	2½	16
13 J. Curnes KM	W5	L2	D16	L6	W24	2½	15
14 G. Campbell DW	W27	D1	W17	L5	L6	2½	14½
15 D. Higginbotham KM	L1	W25	W25	L4	D12	2½	12½ 7½
16 C. Kiser CB	D24	D17	D13	W21	L3	2½	12½ 7
17 L. Jackson PPCC	BYE	D16	L14	L8	W25	2½	10
18 D. Carder PPCC	W6	W7	L1	L3	L10	2	18
19 M. Fruth PPCC	L2	W22	L5	L11	W26	2	13½
20 J. Carez GS	W25	W26	L2	L9	L8	2	13
21 J. Miller PPCC	D11	L9	D10	L16	W27	2	12½
22 H. Barnett M	L3	L19	BYE	W25	L11	2	10
23 W. Harshbarger DW	L7	D8	L6	L24	BYE	1½	13½
24 J. Carico M	D16	L5	L8	W23	L13	1½	12½
25 D. Shingleton DW	L20	L15	D11	BYE	L17	1½	10
26 Ra Crump PPO	W8	L20	L7	L10	L19	1	12
27 J. McLeod PPO	L14	BYE	L7	L10	L21	1	11

W-Won D-Draw L-Loss CB-Chess Blight DW Dunbar Woodpusher
GS-Glenville State KM-King's Men M-Misfits PPCC-Pt. Pleasant C. Club

Here are a few games from the Tu-Endie-Wei Open
 Round 1-John Curnes upsets John Richardson while Russel Crump draws
 Charles Szasz and Joe Carico draws Carl Kiserl

White: J. Curnes; Black: J. Richardson

1 P-K4 P-K4 2 P-KB4 (The King's Gambit) PxP 3 N-KB3 B-K2 (This move
 is characteristic of the Cunningham Defense to the King's Gambit)
 4 B-B4 B-R5ch? (Here 4...N-KB3 is in order) 5 K-B1 (Another try is
 5 K-K2 as play in the game Prins-Zuidema, 1965: 5...P-Q4 6 NxP N-KB3
 7 NxNch QxN 8 P-K5 Q-K2 9 P-Q4 O-O 10 P-KN3 B-N4 11 PxP with a
 slight advantage for White) 5...P-Q3 (Keres recommends 5...P-Q4)
 6 P-Q4 N-QB3 7 BxP B-N5 8 P-B3 Q-Q2 9 Q-N3 BxN! 10 PxB Q-R6ch
 11 K-K2 Q-N7ch 12 K-Q3 QxPch 13 B-K3 O-O-O? (13...QxR seems better
 as Black's defenses appears to be adequate after 14 QxP or 14 BxPch
 The text move allows White to complete his development) 14 N-Q2 Q-B3
 15 KR-KB1 Q-K2 16 RxP Q-K1 17 QR-KB1 N-K2 18 RxP N-N3 19 B-B7
 KN-K4ch?! 20 PxN QxP 21 B-K6ch K-N1 22 R(1)-B7 P-Q4 23 PxP QxB
 24 RxBP RxPch 25 Q-B4ch N-Q4 26 N-K4 N-K4ch 27 K-Q2 Q-B5ch 28 K-Q1
 Q-B6ch 29 K-B1 N-Q6ch 30 K-Q2 B-K8ch 31 K-B2 Q-K7ch 32 K-N1 P-N4
 and Black resigned as 33 RxPch K-B1 34 R(B7)-B7ch K-Q1 35 QxRch
 would lead to mate.

White: C. Szasz; Black: Russell Crump

1 P-Q4 P-Q4 2 P-K4 P-K3 3 B-K3! (A move recommended by Master
 Emeriti Norman Whitaker against the French Defense) P-QN3 4 P-K5
 P-QB4 5 P-QB3 N-QB3 6 P-KB4 N-R3 7 N-B3 N-B4 8 B-B2 B-K2 9 P-KR4 O-O
 10 B-Q3 N-R3 11 N-N5 P-N3 12 N-Q2 P-B3 13 N-R3? (Better was 13 N-B3)
 PxP 14 BPxP BxP 15 BxB?? (This move was played with the idea of
 15...QxBch 16 N-B2 attacking the Queen and obtaining an open file.
 However, if White plays 16 N-B2?? QxN mate) QxBch 17 K-K2 PxP
 18 N-B3 Q-N5 19 R-R2 Q-N6 19 Q-KN1 N-KN5 20 R-R1 N(5)xP (20..N(3)xP
 looks much stronger) 21 N(R3)-N5 NxN 22 NxN P-K4 23 B-N5 B-Q2?
 (23...P-K5! would break White's back immediately) 24 BxN BxB 25 R-R3
 Q-N5 26 R-R4 Q-B4 27 R-Q1 B-N4ch 28 K-K1 Q-B7 29 N-Q2 P-K5? (Here
 Black could have played R-B8ch! 30 NxR Q-K7 mate or 30 QxR BxQ wipes
 White out) 29 P-B4 BxP 30 NxB QxN 31 RxQP Q-B8ch 32 R-Q1 (Would you
 believe that White, having a lost position, now is in time trouble
 too? White has 15 minutes to make 17 moves to meet the time control
 of 50 moves in 2 hours) QR-B1! 33 Q-Q4 Q-KN4 34 QxPch QxQ 35 RxQ
 P-K6? (35...R-QB2 with the idea of doubling Rooks would be better)
 36 R-Q7! (Threatening 37 R(4)xP and a mate or a perpetual check)
 R-B2 37 RxR KxP 38 RxPch K-B3 39 RxP R-B7 40 P-QN3 RxNP 41 R-QR6
 K-B4 42 P-R3 R-QR7 43 RxP RxP 44 K-K2 K-B5 45 R-QN4ch K-N6? (Much
 better is K-K4) 46 KxP P-N4 47 K-K4 P-N5 48 K-B5 K-B6 49 R-B4ch
 K-K6 50 RxP K-Q7 (Of course not RxP?? as 51 R-N3ch wins the rook
 and the game) 51 P-N4 K-B6 Both players agreed to draw as Black
 will capture the pawn with R-N6.

White: J. Carico; Black: C. Kiser

1 P-Q4 N-KB3 2 N-QB3 P-Q4 3 B-B4 (MCO gives no name to this opening but lists it under Queen Pawn Games) P-K3 (P-B4 is better while the text move closes the QB diagonal and thus, shutting in the Q Bishop) 4 P-QR3 P-B4 5 P-K4 P-KP 6 P-P QxQch 7 RxQ BxP 8 B-N5ch B-Q2 9 N-R3 P-QR3 10 BxBch QNxK 11 O-O O-O 12 B-Q6 KR-Q1 13 KR-K1 QR-B1 14 R-K2 P-R3 15 N-R4 B-R2 16 B-K7 R-K1 17 B-Q6 KR-Q1 18 B-K7 R-K1 19 B-Q6 KR-Q1 Draw by repetition of moves which Black could have easily avoided.

White: M. Richardson (notes by M. Richardson; Black: D. Higginbotham

1 N-KB3 N-KB3 2 P-KN3 P-QN3 3 B-N2 B-N2 4 O-O P-Q3 5 P-Q3 (The Reversed King's Indian-C.S.) P-K4 6 P-K4 B-K2 7 B-K3 QN-Q2 8 P-KR3 N-R4? (This loses a pawn) 9 NxKP NxNP 10 NxP! KxN 11 PxNch B-B3 12 P-QB3 R-KB1 (R-KB1 keeps the king in the center; R-K1 and K-B1 looks better) 13 Q-N3ch K-K2 14 P-Q4 Q-K1 15 P-K5 BxB 16 PxBch NxP? (K-Q1 keeps the material even) 17 KxB Q-B3ch 18 K-N1 N-Q4 19 RxR RxR 20 B-N5ch K-Q2 21 P-QB4 N-B3 22 BxN RxB 23 Q-N5 QxQ 24 PxQ R-K3 25 N-B3 R-K6 26 K-N2 R-Q6? (This traps the Rook with Black a piece down) 27 R-Q1 RxR 28 NxR P-B3 29 PxBch KxP 30 N-B3 P-QN4 31 P-QN4 P-QR3 32 K-B3 K-Q2 33 P-Q5! (Keeps the Q Pawn backward and the King behind the pawns) K-K2 34 N-K4 K-Q2 35 K-B4 K-K2 36 K-N5 K-Q2 37 N-B6ch! (The quickest way to victory) resigns. If 37...PxN 38 PxP and the pawns assisted by the king marches on to victory. - C.S.

Round 2 - Gary Campbell draws Mike Richardson and Gary Ball draws Paul Bricker. Only three players have a perfect 2-0 record.

White: G. Campbell; Black: M. Richardson (Notes by M. Richardson)

1 P-K4 P-QB4 2 N-KB3 P-Q3 3 P-Q4 PxP 4 NxP N-KB3 5 N-QB3 P-QR3 (The Najdorf Variation of the Sicilian Defense - C.S.) 6 B-QB4 P-K4 (P-K3 is better, now the White's Bishop has a great diagonal) 7 N-KB3 B-K2 8 O-O O-O 9 R-K1 P-KR3? 10 P-KR3 Q-B2 11 B-N3 P-QN4 12 P-QR3 B-N2 13 N-KR2 QN-Q2 14 N-N4 NxN 15 QxN N-B3 16 Q-N6 (This was played to shock Black. It did!) P-Q4 17 Q-B5 B-B1? (17...P-Q5 18 N-Q1 Q-B3 19 P-KB3 B-QB4 gives Black the better game) 18 Q-B3 PxP 19 NxKR B-N2 20 NxNch BxN 21 Q-N3 K-R1 22 B-Q2 QR-B1 23 B-B3 KR-K1 24 R-K2 Both players agreed to a draw.

White: G. Ball; Black: P. Bricker

1 P-Q4 N-KB3 2 N-KB3 P-Q4 3 P-K3 (The Colle System) B-B4 4 P-QB4 P-K3 5 Q-N3 P-QN3 6 QN-Q2 B-N3 7 N-K5 B-Q3 8 Q-N5ch P-B3 9 NxP Q-Q2 10 PxP NxP 11 NxN RxN 12 QxQch KxQ 13 B-N5ch K-K2 14 P-QR3 QR-QB1 15 B-QR6 R-B7 16 O-O N-KB3 17 R-K1 N-Q2 18 P-K4 P-KB3 19 B-Q3 R-QB3 20 P-Q5 R-QB2 21 N-QB4 N-K4 22 NxN BxN 23 P-KB4 B-Q5ch 24 K-B1 PxP 25 PxB dis.ch K-Q3 26 P-B5 B-B2 27 B-B4ch B-K5 28 BxB PxB 29 QR-B1 KR-QB1 30 RxR RxR 31 B-K4 R-B5 32 R-K2 BxP 33 BxB KxB 34 P-R3 R-B5ch 35 R-B2 RxRch 36 KxR K-Q5 37 K-K2 P-QR4 38 P-KN4 P-R5! (One pawn holds down two pawns is always a good move) 39 P-N5 K-Q4 40 K-K3 P-K5 41 K-B4 P-K6 42 KxP K-K4 43 P-B6 PxB 44 PxB KxP 45 K-B4 P-R3 46 P-R4 P-R4 47 K-K3 And both players agreed to a draw.

White: J. Richardson; Black: J. Carico

1 P-Q4 N-KB3 2 P-QB4 P-QN3 3 N-QB3 P-K3 4 B-N5 P-KR3 5 B-R4 B-N2 6 N-B3 P-Q3
7 P-K3 B-K2 8 B-Q3 Q-B1? (Neglecting the center is never a good game) 9 P-K4 QN-Q2
10 P-K5 N-R4 11 BxB KxB 12 O-O N-B5 13 B-K4 P-QB4 (Black should continue his
development) 14 PxB KxP 15 PxB db1.ch K-K2 16 Q-Q6ch Black resigns as he must lose
a piece.

White: R. White; Black: J. Curnes

1 P-K4 P-K4 2 B-B4 N-KB3 3 N-KB3 NxP 4 BxPch? KxB 5 NxPch K-K2 6 O-O P-Q3 7 Q-B3
PxN 8 QxN N-B3 9 P-QB3 K-K1 10 P-Q4 B-Q3 11 B-B4? (Here 11 PxB would win a pawn
as NxP or BxP loses to 12 P-KB4) Q-B3 12 B-N3 K-B2 13 N-Q2 PxB 14 BxB PxB
15 P-QB4 B-B4 16 Q-Q5ch Q-K3 17 Q-N5 Q-Q2 18 N-B3 QR-QB1 19 KR-K1 KR-K1 20 Q-Q5ch
B-K3 21 Q-R5ch K-N1 22 N-N5 P-KR3 23 N-B3 BxB 24 N-R4 N-N5 25 N-B5 N-B7 26 Q-N4
B-K3 27 RxB (White tries for a "swindle") QxR?? (Here RxR was the move) 28 QxP
mate.

White: D. Carder; Black: R. Skeen

1 P-QB4 P-Q3 2 N-QB3 P-KN3 3 N-B3 B-N2 4 P-Q3 (The English Opening) P-K4 5 P-KN3
P-QN3 6 B-N2 B-N2 7 O-O N-K2 8 P-K3 O-O 9 P-Q4 PxB 10 PxB P-Q4 11 PxB NxP 12 R-K1
N-K2 13 B-K3 N-B4 (Black is neglecting his development) 14 Q-Q2 NxB 15 QxN N-B3
16 QR-Q1 Q-Q2 17 N-K5 BxN 18 PxB Q-K1 19 N-Q5 Q-B1 20 Q-R6 K-R1 21 N-B6 Black
resigns as the mate cannot be avoided.

White: J. Miller; Black: C. Szasz

1 P-Q4 N-KB3 2 P-QB4 P-QB4 3 P-Q5 P-QN4! (The Benoni Counter Gambit which is
recommended by Grandmaster Pal Benko) 4 F-B3 (Too passive. PxB would have been
better) PxB 5 P-K4 P-Q3 6 BxB P-N3 7 P-QN3 B-KN2 8 B-N2 O-O Q N-B3 N-R4?
10 KN-K2 P-B4 11 Q-B2 PxB 12 NxP BxB 13 QxB N-Q2 14 N-N5 N-K4 15 N-N3 N-B5
16 O-O-O R-N1 17 Q-B3? NxNP 18 P-KR4 NxB 19 QxN? (Best was PxB) N-K6 20 Q=K4 NxR
21 N-K6 (White is going all out for a desperate K-side attack) BxN 22 QxBch
K-R1 23 P-R5 R-B3 24 Q-R3 N-B7 and White resigned as he must lose another piece.

White: C. Kiser; Black: L. Jackson

1 P-Q4 P-QB4 (The Classical Benoni Defense) 2 P-Q5 P-Q3 3 P-QB4 P-K4 4 N-QB3
N-QR3 5 P-K4 N-B3 6 P-QR3 P-QN3? (Here 6...N-B2 is better) 7 B-Q3 N-KN5? (This
move is better only a waste of time) 8 P-L3 N-B3 9 KN-K2 B-K2 10 B-K3 O-O
11 Q-Q2 B-Q2 Although there is a great deal of play possible here, both players
agreed to a draw.

Round 3 - No upsets in this round.

White: M. Richardson; Black: D. Carder (Notes by M. Richardson)

1 P-Q4 P-Q4 2 P-QB4 N-KB3 (The Marshall Defense against the Queen's Gambit)
3 PxB NxP 4 P-K4 N-KB3 (N-N3 is better) 5 N-QB3 P-K3 6 B-Q3 P-KN3 7 B-KN5 B-N2?
8 P-K5 QxP?? 9 B-N5ch and Black resigned in a few more moves.

White: M. Fruth; Black: J. Richardson

1 P-K4 P-K3 2 P-Q4 P-Q4 (The French Defense) 3 P-K5 P-QB4 4 P-QB3 N-QB3 5 N-KB3
Q-N3 6 B-K2 KN-K2 7 O-O? (Here Pxp followed by 8 B-K3 looks better) N-B4 8 B-K3
QxP 9 QN-Q2 QxBP 10 R-B1 Q-R4 11 Pxp NxB 12 PxB BxP 13 Q-N3 Q-N3 14 QxQ BxQ
15 R-B3 B-Q2 16 K-R1 K-K2 17 N-N5? Nxp 18 R(3)-B1 BxP 19 Nxp NxN 20 White resigns.

White: P. Bricker; Black: C. Szasz

1 N-KB3 N-KB3 2 P-KN3 P-KN3 3 B-N2 P-QB4 4 O-O N-B3 5 P-Q3 (The Reversed King's
Indian) P-Q4 6 P-QB3 B-N2 7 Q-B2 O-O 8 P-K4 P-Q5 9 P-B4 P-K4 10 N-K1 N-Q2 11 P-B4
P-B3 12 P-B5 P-KN4 13 P-KN4 K-B2 14 R-B3 R-R1 15 R-R3 P-R3 16 P-R4 and both
players agreed to a draw.

White: Russell Crump; Black: G. Ball

1 P-Q4 N-KB3 2 N-KB3 P-Q4 3 P-QB4 P-K3 4 N-QB3 (By transposition of moves, the
opening a Queen's Gambit) N-QB3 5 B-KB4 B-Q3 6 BxB QxB 7 P-K3 O-O 8 B-K2 R-K1
9 N-QN5 Q-QN5ch 10 Q-Q2 QxQch 11 NxQ R-K2 12 O-O P-QR3 13 N-QB3 Pxp 14 BxP B-Q2
15 P-QR3 P-K4 16 N-Q5 NxN 17 BxN Pxp 18 BxN BxB 19 Pxp R-K7 (Seizing control of
the 7th rank) 20 QR-Q1 R-Q1 21 KR-K1 RxRch 22 RxR Rxp 23 N-KB3 R-Q1 24 N-K5 R-K1
25 N-B3 RxRch 26 NxR B-K5 (This is a waste of time) (Black should bring his K
out) 27 P-B3 B-N8 28 K-B2 P-QR4 29 K-K3 P-R5 30 N-Q3 P-KB3 31 N-B5 P-QN4 32 K-Q4
P-R7 33 N-Q3 B-B5 34 N-N4 P-R4 (Here again, Black should bring his K out) 35 K-B5
P-R5 36 K-B6 P-B4 37 P-B4 P-KN4 38 P-KN3 PxBP 39 PxBP P-R6 40 KxP K-R2 41 N-B2
K-N3 42 K-Q6 K-B3 and both players agreed to a draw. However, players white may
have a win, e.g., 43 N-Q4 B-K3 (What else?) 44 K-B4 B-B8 45 Nxp BxN 46 KxB K-K3
47 KxP K-Q4 48 P-N4 K-K5 49 P-N5 Kxp 50 P-N6 K-K6 51 P-N7 P-B5 52 P-N8=Q K-B6
53 Q-K7ch K-B7 54 K-N3! K-N7 55 Q-K4! (This prevents Black from capturing the
pawn and oblaing two passed pawns) K-K7 56 K-B3 K-N7 57 K-Q3 and White will win.

Round 4 - Mike Richardson defeats Roy White to take over the tournament lead.

White: R. White; Black: M. Richardson (Notes by M. Richardson)

1 P-Q4 N-KB3 2 N-KB3 P-KN3 3 P-B3 B-N2 4 P-KN3 O-O 5 B-N2 P-Q4 6 O-O QN-Q2 7 QN-Q2
P-B4 8 N-N5 P-KR3 9 KN-B3 Q-B2 10 P-K3 P-K4 11 Nxp NxN 12 PxN Qxp 13 Q-N3 P-QN3
14 N-B3 Q-R4 15 N-R4 P-KN4 16 N-B3 R-K1 17 P-QB4 B-R6 18 Pxp BxB 19 KxB P-N5
20 N-R4 Nxp 21 K-N1 (To be able to play N-N2 after B-B3 as he did in the game)
22 B3 22 N-N2 E-K4 23 R-Q1 R-Q1 24 P-QR4 (This does nothing. 24 N-B4 NxN 25 RxRch
RxR 26 PxpN looks better) Q-R6 25 RxN R(4)xR 26 B-Q2 R-R4 (If RxB?? 27 N-B4
wins the Q) and Black won in a few moves.

White: J. Curnes; Black: J. Norton

1 P-K4 N-KB3 (Alekhine's Defense) 2 P-K5 N-Q4 3 P-QB4 N-N3 4 P-Q4
 P-Q3 5 P-B4 (This is known as the Four Pawns Attack against the
 Alekhine) PXP 6 BPXP N-B3 7 N-KB3 (Here B-K3 is better) B-N5 8 B-K3
 (P-K6 is much sharper) BxN 9 PxB P-K3 10 N-Q2 B-K2 11 N-K4 B-R5ch
 12 N-N3 Q-K2 13 Q-Q2 O-O-O 14 O-O-O NxKP 15 P-B5? N(4)-B5 16 Q-B3 N-Q
 N-Q4! 17 QxN NxB 18 Q-R4 NxB (If 18...NxR 19 QxP K-Q2 20 B-N5ch
 P-B3 21 QxPch K-K1 22 QxQch KxQ 23 RxN and White has three connected
 passed pawns on the Q-side and a winning game) 19 R(R1)xN BxN 20 PxB
 K-N1 21 P-B6 R-Q3 22 FxP R-N3 23 R-Q3 Q-N4ch 24 P-B4 Q-N4 25 Q-B2
 R-B3 26 QxR (If 26 R-KB3 QxRch) QxQch 27 R-QB3 Q-Q4 28 R-N3 QxQP
 29 R-Q1 Q-B3 30 R-Q7 R-Q1 and White resigns.

Round 5 - Mike Richardson draws Paul Bricker to win the tournament
 and Roy White upsets Charles Szasz to capture second place while
 Robert Skeen draws John Richardson and Gary Ball upsets Carl Kiser.

White: P. Bricker; Black: M. Richardson (Notes by M. Richardson)

1 N-KB3 N-KB3 2 P-KN3 P-KN3 3 B-N2 B-N2 4 O-O O-O 5 P-Q3 (The
 Reversed King's Indian) P-Q3 6 P-K4 P-K4 7 N-B3 B-N5 (This is not
 good, N-B3 is better because then White would not have got the play
 on the diagonal that he did) 8 N-K2 N-K1 9 N-Q2 P-KB4 10 P-B3 B-R4
 11 PXP PXP 12 P-KM4 P-B3 13 P-KN3 B-N3 and a draw was agreed.

White: C. Szasz; Black: R. White

1 P-Q4 N-KB3 2 N-QB3 P-B3 3 P-K4 P-Q3 4 P-B4 B-N5 5 N-B3 P-Q4 6 P-K5
 N-K5 7 P-KR3 NxN 8 PxN BxN 9 QxB P-K3 10 B-Q3 P-KN3 11 P-N3? N-Q2
 12 P-KM4 P-KR4 13 O-O P-R3 14 P-R4 Q-R4 15 B-Q2 P-QB4 16 R-B2 P-B5
 17 B-K2 B-R3 18 R(2)-B1 P-QN4 19 PXP QxP 20 R(BL)-N1 Q-B3 21 P-N4??
 (Sheer suicide! White tries to open a file on his king!) PXP 22 QxP
 B-B1 23 B-K1 B-K2 24 R-N2 P-R4 25 R(2)-R2 P-R5 26 Q-R3 P-R6 27 P-R6??
 (White goes from the frying pan into the fire) PXP 28 BxP R-KR2
 29 Q-N4 B-B1 30 Q-K2 B-K2 31 B-Q2 N-N3 32 K-B2 K-Q2 33 B-B1?? (B-B3
 was more prudent) QR-R1 34 B-B3 R-R7ch 35 B-N2 R-KN1 36 K-B1 R(1)xB
 37 Q-K3 B-R5! 38 RxP R-B7ch and White resigns.

White: G. Ball; Black: C. Kiser

1 P-Q4 N-KB3 2 N-KB3 P-KN3 3 P-K3 (The Colle System) B-N2 4 QN-Q2
 O-O 5 P-KN3 P-Q4 6 B-N2 P-B3 7 O-O QN-Q2 8 R-K1 R-K1 9 P-K4 PXP
 10 NXP NxN 11 RxN N-N3 12 R-R4? (This allows P-K4) 13 B-N5? P-B3
 14 B-K3 P-N4 15 R-K4 B-B4 16 N-Q2 BxR 17 NxB P-KR3 18 P-QB3 PXP
 19 BxQP K-R1 20 Q-R5 P-KB4?? (Black took 25 minutes to make this
 super blunder) 21 QxPch Black resigns.

White: R. Skeen; Black: J. Richardson

1 P-Q4 N-KB3 2 P-KN3 P-Q4 3 B-N2 P-B3 4 P-K3 QN-Q2 5 N-K2 P-K4
 6 QN-B3 P-K5 7 N-B4 N-N3 8 O-O B-K2 9 P-QB4 10 P-QN3 B-KN5 11 P-B3
 PXP 12 BxP BxB 13 QxB N-B1 14 N-R5 O-O 15 Nxnch BxN 16 B-R3 B-K2
 17 BxB QxB 18 P-K4 PXP 19 QxP QxQ 20 NxQ Both players agreed to Draw.