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-President	<u>ADDRESS</u>
Charles Szasz. . . . .	1100-B Kanawha Blvd. W. Charleston, W. Va. 25302
-Vice President	
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Thomas Bergquist . . . . .	3915 Auburn Road Huntington, W. Va. 25704
-Editor	
John Richardson. . . . .	123-C Helen Street Paden City, W. Va. 26159
-Contributing Editor	
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-Contributing Editor	
Edward Foy. . . . .	1563 Lewis Street Charleston, W. Va. 25311

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-Typist  
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## TOURNAMENT CALENDAR

July 15-16: The Tu-Endie-Wei Individual and Team Tournament will be held at the Tu-Endie-Wei Manor in Pt. Pleasant, W. Va. This will be a 5-round, USCF-rated, swiss-system tournament with trophies to be given to the top individual, Class A, B, C, and D players. Awards will also be given to the top class E player, top junior and the top woman. Cash awards (if possible) will depend on bonus points over 50% record. Teams shall consist of any number of players from the same club or city with the top 4 scorers to determine team score. Two trophies will be given to the top 2 teams. Entry fee is \$4 for seniors and \$3 for juniors. (\$3.50 and \$2.50 if mailed by July 10). Registration is 9-10 a.m. Saturday, July 15, with round 1 to begin at 10 a.m. Clocks and chess sets will not be supplied and players should bring their own if possible. Lodging is available from the Lowe Motor Hotel at reasonable rates. For further information contact: Roy White, 101 Liberty St., Pt. Pleasant, W. Va. 25550.

August 5-6: The 1972 Kanawha Valley Open will be held in the ballroom of the Geary Student Union on the campus of Morris Harvey College in Charleston. This will be a 5-round, USCF-rated, swiss-system tournament with a time limit of 50 moves in 2 hours. Entry fee is \$5 for seniors and \$4 for juniors. Cash prizes will be awarded according to the number of entrants. For further information contact: Donald Griffith, 865 Carroll Road, Charleston, W. Va. 25314.

September 2-4: The 34th Annual W. Va. Chess Championship will be held in the ballroom of Concord College at Athens, W. Va. This will be a 6-round, USCF-rated, swiss-system tournament with two rounds on Saturday 3 rounds on Sunday and 1 round on Monday morning. Entry fee is \$5 for seniors and \$4 for juniors. A \$50 cash prize will be given to the top player with the highest scoring W. Va. resident being awarded the title of W. Va. Chess Champion. Complete details of this tournament will be given in the August issue of the W. Va. Chess Bulletin.

### MARSHALL CAPTURES COLLEGE CHESS TITLE

Marshall University emerged from a disappointing small field of 13 players and 3 schools to win the 1972 W. Va. Intercollegiate Chess Championship. Led by Jack Molino, who captured the college individual title, Marshall, with 12 points, out-distanced W. Va. Tech (8½) and Wheeling (2½). Molino won the individual title on a coin toss after

previous tie-break systems failed to break the tie between him and his fellow player, Hank Chinn. Chinn and Molino drew in the final round to finish with a  $3\frac{1}{2}-\frac{1}{2}$  score.

GEORGE WASHINGTON WINS STATE HIGH SCHOOL CHAMPIONSHIP.

McKINLEY CAPTURES FIRST STATE JUNIOR HIGH SCHOOL CHAMPIONSHIP.

A record breaking 196 players participated in the 1972 W. Va. High School and Junior High Chess Championship held in Charleston on April 22-23 in the PACE Center Auditorium. Although both George Washington High School and Northfork High School finished with 18 points each, GW won on tie-break points by a commanding margin of 80 to 66. Northfork, making its initial appearance in the tournament (a highly successful one) received the runner-up trophy. Both teams were closely followed by Parkersburg South (17) and Herbert Hoover (17).

Parkersburg South was awarded the 3rd place trophy while Herbert Hoover received the 4th place trophy. George Washington was led by Don Griffith (5), James Sutherland ( $4\frac{1}{2}$ ), Frank Liu ( $4\frac{1}{2}$ ), and Tom Heywood (4). Each member of the GW team received a gold chess medallion for their fine efforts.

Joe Norton of Charleston Catholic defeated Don Griffith of GW in the final round to become the 1972 W. Va. High School Chess Champion. Norton, the highest USCF-rated player in the tournament, finished first out of a field of 122 players with a perfect 6-0 score.

James Blake of Herbert Hoover scored  $5\frac{1}{2}$  points to capture the runner-up trophy. Named to the All-Tournament Team were Norton (Captain), Blake and Kenneth Wines of Herbert Hoover, Thomas Beasley and Tracy Sizemore of Northfork, Donald Griffith of George Washington, David Husk of Parkersburg South, Carl Burdette of South Charleston and James McAlister of Vinson. Gail Hodges of Point Pleasant edged out Janet Miller of Sissonville to capture the Top Girl Trophy.

Here are the final high school team standings:

<u>School</u>	<u>Score</u>	<u>Tie-Break</u>
1. George Washington	18	80
2. Northfork	18	66
3. Parkersburg South	17	76
4. Herbert Hoover	17	74
5. Iaeger	$15\frac{1}{2}$	--
6. Winfield	15	78

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7. Vinson	15	77
8. Charleston Catholic	14½	71½
9. South Charleston	14½	68
10. Greenbrier East	14½	65½
11. Shady Springs	13½	--
12. Huntington	13	--
13. Washington-Irving	12	--
14. Cowens	11½	--
15. Point Pleasant	11	--
16. Paden City	10	80½
17. Sissonville	10	60½
18. John Marshall	10	52
19. Dunbar	10	49
20. Collins	8	--
21. Calhoun County	7	--
22. Chapmanville	6	--
23. St. Albans	4½	--
24. Wahama	3½	--
25. St. Joseph Prep Seminary	3	--
26. DuPont	2	26½
27. Wayne	2	20½
28. Nitro	2	16
29. Walton	1½	--

McKinley Junior High finished first out of a field of 19 schools to win the newly formed 1972 W. Va. Junior High Chess Championship. McKinley, with 16 points, edged out Dunbar Junior High (15) and Clendenin Jr. High (15). Dunbar, Clendenin, and Elkview were awarded 2nd, 3rd, and 4th place trophies respectively. Harry Selby of McKinley nosed out teammate James Harkins on tie-break points to capture top individual honors and to become the first junior high chess champion of W. Va. Harkins was awarded the runner-up trophy. Both players had a perfect 6-0 record. Here are the final junior high team standings:

	<u>Score</u>	<u>Tie-Break</u>
1. McKinley	16	--
2. Dunbar	15	76
3. Clendenin	15	74
4. Elkview	14½	--
5. John Adams	13½	--
6. Thomas Jefferson	13	--
7. Spring Hill	12½	86½

8.	Sissonville	12½	83½
9.	Winfield	12½	53
10.	Barboursville	12	66½
11.	Cowen	12	64
12.	Green Bank	11	--
13.	Roosevelt	10½	--
14.	East Bank	9½	--
15.	Collins	8	--
16.	Andrew Jackson	7	--
17.	South Charleston	6	--
18.	Cedar Grove Community	2½	--
19.	Point Pleasant	2	--

The 1972 W. Va. High School and Junior High Championship was directed by Charles Szasz with considerable assistance from his wife, Alice, Roy White, Joe Barker, Gary Ball, David Marples, James Fields, Robert Skeens, Joe Ancrile, and last but not least, Eddie Payne. The W. Va. Chess Association also acknowledges the Kanawha County School System, The S. Spencer Moore Co. and Major's Book Store for their fine cooperation in promoting this tournament. Here is 1 game from the high school section with annotations by Charles Szasz, W. Va. Chess Champion.

#### The Championship Game

White: J. Norton                      Black: Don Griffith  
           Chas. Catholic                      George Washington

1 P-QN3 (Known by some as Larsen's Opening and also as Nimzovich's Attack) P-Q4 2 B-N2 P-QB4 3 N-KB3 (As pointed out by Nimzovich decades ago and recently in Game 6 of the Fischer-Petrosian Match, White must play 3 P-K3 here so as to be able to answer 3 ... P-KB3 with 4 P-Q4) P-B3 4 P-K3 P-K4 5 P-Q4 P-K5 6 N(3)-Q2 N-KR3? (6 ... N-K2 should be played and followed up with 7 ... KN-B3) 7 Pxp Bxp 8 Nxp Pxn 9 Q-R5ch N-B2 10 QxB B-Q2 11 Q-N4 B-B3 12 N-Q2 P-QR4 13 Q-Q4 Q-K2 14 P-QR4 N-Q2 15 B-B4 R-Q1 16 B-R3 Q-K4 17 QxQch N(Q2)xQ 18 K-K2 (With the Queens off the board, there is little to fear of an attack and hence, White forgoes castling to use the K as a fighting piece later in the endgame) N-Q3 19 B-K6 K-K2 20 B-KB5 K-B2 21 BxN RxB 22 Nxp (White now has a winning 2-pawn advantage) R(3)-Q1 23 P-KB3 P-KN3 24 B-R3 BxN 25 PxB R-Q3 26 QR-Q1 (Fighting for the open file and threatening to exchange Rooks and move closer to the endgame) KR-Q1 27 RxB RxB 28 R-Q1 RxB 29 KxB K-K2 30 B-B8 P-N3 31 P-R3 K-Q3 32 K-Q2 P-R4 33 P-N3 K-B4 34 K-B3 P-KN4 35 K-N2 N-B3 36 P-B3 N-K4 37 K-R3 N-Q6 38 B-R6 N-B7 39 P-N4ch Pxpch 40 Pxpch K-B3 41 B-B1 NxBP 42 B-N2 P-B4 43 P-N4 (Attacking the pawn

protector of the pinned Knight) RPxP 44 PxP K-B2 (Saves the Knight but Black is lost anyway) 45 BxN PxB 46 P-R5 Black resigns, as he will be unable to stop White's Queenside Pawns without losing his Kingside Pawns.

1971 W. VA. CHESS CHAMPIONSHIP

NAME	Rounds						W-L	Tie-Break Pts.		
	1	2	3	4	5	6				
1. C. Szasz	W49	W15	W21	W6	W2	W9	6-0	-----		
2. J. Richardson	W19	W7	W3	W5	L1	WF13	5-1	16½		
3. P. Radcliff	W37	W30	L2	W24	W13	W5	5-1	13		
4. Dr. Phythyon	D39	D22	W25	W11	D7	W14	4½-1½	-----		
5. D. Marples	W28	W11	W12	L2	W20	L3	4-2	16½		
6. H. Barton	W38	D14	W8	L1	W17	D7	4-2	15	17	23
7. S. Gerrard	W35	L2	W33	W8	D4	D6	4-2	15	17	22
8. Dr. Kierman	W17	W10	L6	L7	W23	W21	4-2	14½		
9. J. Molino	W31	L13	W23	W30	W22	L1	4-2	12	18	
10. L. Scites	W44	L8	D32	W26	D16	W24	4-2	12	17	
11. R. Stewart	W43	L5	W38	L4	W35	W15	4-2	11½	18	18
12. J. Norton	W45	W32	L5	L20	W31	W25	4-2	11½	18	16½
13. Dr. Werthammer	W25	W9	D24	W22	L3	LF2	3½-2½	15		
14. J. Yevuta	W34	D6	L22	W27	W18	L4	3½-2½	13½		
15. W. Cunningham	W26	L1	W41	D16	W34	L11	3½-2½	13	16	
16. M. Smith	W29	L21	W28	D15	D10	D20	3½-2½	13	15	
17. M. Cornell	L8	D26	WF46	W39	L6	WF26	3½-2½	12	16	16½
18. D. Griffith	L23	W48	W19	D21	L14	WF30	3½-2½	12	16	15½
19. E. Graham	L2	W35	L18	W41	D30	W37	3½-2½	10	16	17
20. R. Smith	L32	W45	W36	W12	L5	D16	3½-2½	10	16	15
21. J. Sutherland	W36	W16	L1	D18	D24	L8	3-3	14	14	22
22. J. Angel	W41	D4	W14	L13	L9	D25	3-3	14	14	20½
23. J. Hizer	W18	L24	L9	W28	L8	W36	3-3	13½	15	
24. P. Kelly	W42	W23	D13	L3	D21	L10	3-3	13½	14	
25. J. Carez	L13	W31	L4	W40	W36	L12	3-3	12	15	
26. L. McQuaide	L15	D17	W49	L10	W40	D22	3-3	12	14	
27. W. Holdren	D46	D33	W29	L14	W37	LF17	3-3	11		
28. J. Goad	L5	W43	L16	L23	W38	W41	3-3	10½		
29. B. Cavender	L16	W44	L27	L31	W45	W35	3-3	8½		
30. J. Scherer	W40	L3	W39	L9	D19	LF18	2½-3½	13		
31. J. Blake	L9	L25	W44	W29	L12	D33	2½-3½	12½		
32. W. Wilday	W20	L12	D10	L34	W39	WD	2½-2½	10		
33. K. Wines	D47	D27	L7	L37	W44	D30	2½-2½	8½		
34. M. Richardson	L14	W46	D40	W32	L15	WD	2½-2½	8		

35.	D. Kincaid	L7	L19	W45	L11	L29	L23	2-4	12 $\frac{1}{2}$		
36.	A. Prichard	L21	W49	L20	W38	L25	L23	2-4	11 $\frac{1}{2}$		
37.	W. Farmer	L3	L40	W48	W33	L27	L19	2-4	11	12	16
38.	R. Stauffer	L6	W42	L11	L36	L28	W48	2-4	11	12	15
39.	B. Young	D4	W47	L30	L17	L32	D40	2-4	10 $\frac{1}{2}$		
40.	K. Lucas	L30	W37	D34	L25	L26	D39	2-4	10		
41.	R. Hawks	L22	Bye	L15	L19	W42	L28	2-4	9 $\frac{1}{2}$		
42.	W. Adkins	L24	L38	W43	L35	L41	W45	2-4	8		
43.	D. Dietz	L11	L28	L42	L45	W48	WF44	2-4	7		
44.	L. Siders	L10	L29	L31	W48	L33	LF43	1-5	11		
45.	A. Hinkle	L12	L20	L35	W43	L29	L42	1-5	10 $\frac{1}{2}$		
46.	A. Atcher	D27	L34	LF17	WD	---	---	$\frac{1}{2}$ -2 $\frac{1}{2}$	---		
47.	J. Brewster	D33	L39	WD	---	---	---	$\frac{1}{2}$ -1 $\frac{1}{2}$	---		
48.	T. Cunningham	F	L18	L37	L44	L43	L38	0-6	6		
49.	J. Carico	L1	L36	L26	WD	---	---	0-3	3		

W-Won

D-Draw

L-Loss

F-Forfeit

WD-Withdrew

GAME SECTION--

W. Va. Championship, Charleston - 1971

Round 1

J. Richardson - Graham

1 P-Q4 N-KB3 2 N-KB3 P-KN3 3 P-KN3 B-N2 4 B-N2 O-O 5 O-O P-Q4 6 P-QN3  
P-QN4 7 P-QR4 P-B3 8 PXP PXP 9 P-QB4 NPXP 10 PXP B-N2(1) 11 P-B5  
N(3)-Q3(2) 12 B-R3 N-R3(3) 13 R-R2 R-K1 14 N-Q2 N-B2 15 Q-R4 B-R3  
16 R-K1 B-N4 17 Q-R5 B-B3 18 R-N1 N-K3 19 QxQ(4) RxQ 20 P-K3 N-B2  
21 R(2)-N2 KR-N1 22 RxR RxR 23 RxR NXR 24 N-N3 N-N4 25 B-N4 P-B4(5)  
26 N-N5 B-B3 27 N-K6 K-R1 28 N-R5 B-R1 29 B-B1(6) Resigns.

NOTES:

- (1) Not PXP because of N-K5
- (2) NXP was threatened
- (3) N-B3 blockading the pawn was a good alternative.
- (4) White should have avoided this exchange to keep the pressure on.
- (5) Black now has a hole at K3.
- (6) If 29 ... P-R3 30 BxN PxB 31 N-B7

Wilday - R. Smith

1 P-K4 P-K3 2 P-Q4 P-Q4 3 N-QB3 B-N5 4 P-K5 P-QB4 5 P-QR3 BxN 6 PxB  
N-Q2(1) 7 N-KB3 P-B5 8 P-QR4(2) P-B3 9 B-K2 N-K2 10 O-O O-O 11 PXP NXP(3)  
12 N-K5 N-B3 13 B-R3 R-K1(4) 14 P-B4 Q-B2 15 Q-K1 NxN 16 BPxN N-K5  
17 B-R5 P-KN3 18 B-B3 N-N4 19 Q-K3 NxB 20 RxN B-Q2 21 Q-B4 BxP  
22 B-Q6 Q-Q2 23 P-R4 P-QN4 24 P-R5 BxP 25 PXP(5) BxP 26 R(1)-KB1  
P-QR4 27 Q-R6(6) Q-KN2 28 Q-N5 B-B4 29 RxB PXR 30 QxP R-R2 31 Q-N1  
Q-Q2 32 R-B3 K-R1 33 Q-KB1 Q-KN2 34 P-K6 Q-R3 35 B-K5 R-KN2 36 R-B8  
Resigns.

NOTES:

- (1) N-K2 is usually played here.
- (2) This gives the White Queen Bishop the QR3-KB8 diagonal.
- (3) In many variations Black does capture NXP, but here NXP prevents N-K5 and a resulting backward king pawn.
- (4) A splendid outpost for the bishop.
- (5) P-R6 followed by QR-KB1 was better.
- (6) Threatens mate.

Werthammer - Carez

1 P-K4 N-KB3 2 P-K5 N-Q4 3 P-QB4 N-N3 4 P-B5(1) N-Q4 5 B-B4 P-K3(2)  
6 N-QB3? NxN 7 NPxN BxP 8 Q-N4 O-O 9 P-Q4 P-B4 10 Q-N3 B-N3(3) 11 N-B3  
P-Q4(4) 12 PXP.e.p. QxP 13 B-B4 Q-R6 14 O-O Q-K2(5) 15 B-KN5 Q-Q3



16 N-K5 N-Q2(6) 17 B-KR6 Q-K2 18 KBxPch K-R1 19 BxN BxB 20 KR-K1 K-N1  
21 N-N6 Q-B3 22 NxR KxN 23 B-N5 Q-B3 24 R-K7 R-K1 25 QR-K1 B-K3 26 RxBch  
QxR 27 P-Q5 Q-QR5 28 PxB QxRP 29 P-K7 Resigns.

NOTES:

- (1) Black now gets Q4 for his knight, which is the main drawback in the system White is using.
- (2) The move P-K3 is an automatic in this defense. M. Richardson once lost a game in a college match by omitting it by 1 P-K4 N-KB3 2 P-K5 N-Q4 3 P-Q4 P-Q3 4 N-KB3 B-N5 5 B-B4 N-N3? 6 BxPch KxB 7 N-N5ch K-N1 8 QxB Q-K1 9 Q-K6ch Resigns.
- (3) B-K2 for defense is required.
- (4) Giving Black a backward king pawn.
- (5) Refraining from pawn grabbing; (6) N-B3 was better.

Radcliff - Farmer

1 P-K4 P-QB4 2 N-KB3 P-Q3 3 P-Q4 PxP 4 NxP N-KB3 5 N-QB3 P-KN3 6 P-B3  
B-N2 7 B-QB4 O-O 8 B-K3 N-QB3 9 Q-Q2 NxN(1) 10 BxN P-QR3 11 P-KR4 P-KB3  
12 B-N3 B-N2 13 P-R5 NxRP 14 BxB NxB 15 Q-R6 N-R4 16 P-N4 N-B3 17 O-O-O  
P-K3 18 P-K5 N-R4 19 PxN BxP 20 PxP Resigns.

NOTES:

- (1) 9 ... B-Q2! is better. For Black's best moves see Scherer - Radcliff and Cunningham - Szasz.

Stewart - Marples

1 P-Q4 N-KB3 2 P-K3 P-QN3 3 B-Q3 B-N2 4 N-KB3 P-K3 5 O-O B-K2 6 QN-Q2  
P-Q4 7 N-K5 O-O 8 P-KB4 QN-Q2 9 P-QN3 N-K5 10 R-B5 PxP 11 RxB P-KB3 12  
N-N4 Q-K1 13 N(2)-B3(1) P-KN3 14 R-B4 B-Q3 15 N-R6ch K-N2 16 R-R4 Q-K3  
17 N-N4 P-KN4 18 NxNP PxN 19 R-R6 N(2)-B3 20 P-KR3 Q-B4 21 RxB RxB  
22 NxR Q-B7ch 23 K-R1 QxN 24 Q-R5 N-N6ch 25 Resigns.

NOTE:

- (1) White now leaves his rook no place to retreat and Black neatly takes advantage of it.

Szasz - Carico

1 N-KB3 P-QB4 2 P-QB4 N-QB3 3 N-QB3 P-K3 4 P-K4 KN-K2 5 P-Q4(1) NxP (2)  
6 NxN PxN 7 QxP N-B3 8 Q-Q1 B-B4 9 B-K2 O-O 10 O-O Q-N3 11 P-QR3 P-QR3(3)  
12 P-QN4 B-Q5 13 P-B5 Q-Q1 14 Q-B2 P-QN4(4) 15 B-N2(5) B-N2 16 QR-Q1  
Q-B3 17 K-R1 P-K4 18 P-B4 N-K2 19 N-Q5 NxN 20 PxN BxB(6) 21 QxB P-Q3  
22 P-B6 B-B1 23 PxP QxP 24 QxQ PxQ(7) 25 P-Q6 B-K3 26 B-B3 R-R2 27 KR-K1  
P-B3 28 B-Q7 K-B2 29 B-B3 P-B4? 30 RxB K-B3 31 R-B5 P-N4 32 B-R5 P-R3  
33 P-Q7 K-K2 34 B-K8 RxB 35 PxR(Q)ch KxQ 36 R-K1 K-B2 37 RxB KxB 38

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KR4 P-KB3  
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-R4 Q-K3  
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R3 P-QR3(3)  
QR-Q1  
B P-Q3  
2 27 KR-K1  
R5 P-R3  
xR 38

P-B7 RxB 39 RxB Resigns.

NOTES:

- (1) The opening has turned into the Marcosy Bind against the Sicilian.
- (2) PxP was slightly better.
- (3) P-QR4 is better.
- (4) This move allows White complete control of his Q6 square.
- (5) B-B4 preventing P-K4 would have led to a positionally won game as the rooks would soon penetrate on the queen file.
- (6) If BxQP, then 21 PxP QxP 22 BxP
- (7) White's connected passed pawns are overwhelming.

Hinkle - Norton

1 P-K4 P-QB3 2 N-KB3 P-Q4 3 B-Q3(1) B-N5 4 N-B3 P-K4 5 B-K2 BxN  
6 BxB N-B3 7 P-Q3 B-N5 8 P-QR3 B-R4 9 P-QN4 B-N3 10 O-O O-O 11  
B-N5 Q-Q3 12 R-N1 QN-Q2 13 N-K2 QR-B1 14 Q-B1 P-B4 15 N-N3 P-N3  
16 B-R6 R-K1 17 N-B5(2) Q-K3 18 Q-N5(3) B-Q1 19 Q-N3 PxBP 20 PxP  
PxP 21 RxB R-B6 22 N-N7 Q-K2 23 N-R5 NxN 24 Q-N5 QxQ 25 BxQ B-B5(4)

NOTES:

- (1) Bisquier once played this in a Ruy Lopez followed by P-B3 and B-B2 but here White must soon waste a move to free his Queen pawn.
- (2) 17 ... PxN? 18 Q-N5ch K-R1 19 Q-N7 mate
- (3) N-N7 wins the exchange.
- (4) Black won.

Yevuta - M. Richardson

1 P-Q4 P-Q4 2 P-QB4 P-K3 3 N-KB3 N-KB3 4 N-B3 B-K2 5 B-N5 O-O  
6 P-K3 P-KR3 7 B-R4 N-K5 8 BxB QxB 9 PxP NxN 10 PxN PxP 11 B-Q3  
B-K3 12 O-O N-Q2 13 N-Q2 P-QB4 14 P-B3 P-B5 15 B-B2 Q-R6 16 Q-B1  
QxQ 17 QRxQ P-QN4 18 R-N1 QR-N1 19 R-N2 R-N3 20 P-K4 KR-N1 21 KR-N1  
P-QR4 22 P-QR3 R(1)-N2 23 K-B2 K-B1 24 N-B1 N-B3 25 N-N3 N-Q2  
26 P-KR3 N-N1 27 B-R4 B-Q2(1) 28 PxP N-R3 29 N-K4 B-B4 30 RxB RxB  
31 RxB RxB 32 BxB N-B2 33 BxB BxN 34 PxB N-K1 35 P-K5 K-K2 36 K-K3  
K-Q2 37 B-N5ch K-K2 38 BxN KxB 39 K-Q3 Resigns.

NOTE:

- (1) Better was this continuation: 27 ... P-N5 28 RPxB N-R3 and Black wins back his pawn with at least equality.

Wines - Brewster

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-QB4 Q-B2 7 Q-Q3(1) P-K3 8 O-O QN-Q2 9 BxB? N-K4 10 Q-R3 BxB?(2)

NOTES:

- (1) B-N3 is best because it is not sure where the Queen should be

- placed.
- (2) Here Black could have won by PxB. If NxP, then Q-B2 winning a piece.

Cornell - Kierman

1 P-Q4 P-K3 2 P-QB4 N-KB3 3 N-QB3 P-Q4 4 B-N5 B-K2 5 P-K3 O-O 6 N-B3 QN-Q2 7 B-Q3 PxP 8 BxP P-B3 9 P-QR4(1) N-N3 10 B-Q3 QN-Q4 11 P-K4(2) NxN 12 PxN Q-R4 13 N-Q2(3) 14 Q-N1 QxP 15 O-O P-KR3(4)

NOTES:

- (1) O-O is better as nothing is to be feared from P-QN4.  
(2) After an eventual P-K5, Black's position would be open to attack by the bishops.  
(3) Q-B2 should be played.  
(4) White won.

ROUNDS 2 and 3

W. Cunningham - Szasz

1 P-K4 P-QB4 2 N-KB3 P-Q3 3 P-Q4 PxP 4 NxP N-KB3 5 N-QB3 P-KN3  
6 B-QB4 B-N2 7 B-K3 O-O 8 P-B3(1) B-Q2 9 Q-Q2 N-B3 10 O-O-O N-R4  
11 P-KR4 R(B1)-B1(2) 12 B-N3 N-K4 13 Q-K2 R(R1)-N1 14 N-Q5 NxN  
15 BxN P-QN4 16 B-N3 N-B5 17 K-N1 P-K4 18 BxN PxB 19 N-B5(3) RXPch  
20 KxR R-N1ch 21 K-B1(4) P-B6 22 R-Q3 Q-R6ch 23 K-Q1 R-N8ch 24 Resigns.

NOTES:

- (1) The Yugo-Slav attack was played four times in the tournament and lost three times.  
(2) Black's 8th, 10th, and 11th moves are the newest theory against the Yugo-Slav.  
(3) From move 13 to 16 white moves without a plan. Relatively better was the continuation of the attack on the kingside.  
(4) Black can take the knight and undergo the attack but he finds another way to win that must have given Bill heart palputations.  
(5) Forced.  
(6) Black mates with QxB after B-B1.

Stewart - Marples

1 P-Q4 N-KB3 2 P-K3 P-QN3 3 B-Q3 B-N2 4 N-KB3 P-K3 5 O-O B-K2  
6 QN-Q2 P-Q4 7 N-K5 O-O 8 P-KB4 QN-Q2 9 P-QN3 N-K5 10 R-B5 PxP  
11 RxP P-KB3 12 N-N4 Q-K1 13 N(2)-B3(1) P-KN3 14 R-B4 B-Q3 15  
N-R6ch K-N2 16 R-R4 Q-K3 17 N-N4 P-KN4 18 NxNP PxN 19 R-R6 N(2)-B3

20 P-KR3 Q-B4 21 RxN RxR 22 NxR Q-B7ch 23 K-R1 QxN 24 Q-R5 N-N6ch  
25 Resigns

NOTE:

- (1) White now leaves his rook no place to retreat and black neatly takes advantage of it.

Scherer - Radcliff

1 P-K4 P-QB4 2 N-KB3 P-Q3 3 P-Q4 PxP 4 NxP N-KB3 5 N-QB3 P-KN3  
6 B-QB4 B-N2 7 P-B3(1) O-O 8 B-K3 N-QB3 9 B-N3 B-Q2 10 Q-Q2 Q-R4  
11 O-O-O KR-QB1(2) 12 P-KR4 N-K4 13 K-N1 N-B5 14 BxN(3) RxB  
15 N-N3 Q-Q(4) 16 B-Q4 QR-B 17 KR-K1(5) P-QN4 18 P-K5 N-K1 19 PxP  
BxB 20 NxB NxP 21 N-Q5 P-K3 22 N-K3 R-B2 23 N-N4 N-B4 24 NxN KPxN  
25 N-K5 QxP 26 NxB RxP 27 Q-Q4(6) R-B8ch 28 RxR RxRch 29 RxR QxQ  
30 Resigns.

NOTES:

- (1) The Yugo-Slav attack against the sicilian dragon formation.
- (2) Black's last three moves are the newest theory against white's system of attack.
- (3) Q-Q3 and Q-K2 have also been played here.
- (4) Q-R3 is recommended.
- (5) White decides to break through in the center.
- (6) 27 QxR RxQ 28 KxR and white has much the better game.

Yevuta - Angel

1 P-Q4 N-KB3 2 P-QB4 P-K3 3 N-QB3 B-N5 4 P-QR3 BxNch 5 PxP P-B4  
6 Q-B2 N-QB3 7 N-B3 Q-R4 8 B-Q2 O-O 9 P-K4 P-Q3 10 B-Q3 Q-B2  
11 O-O P-K4 12 P-Q5(1) N-R4 13 N-R4 P-QN3 14 P-B4 B-QR3 15 PxP  
PxP 16 Q-R2 N-K1(2) 17 N-B5 N-Q3 18 NxN QxN 19 B-K3 Q-Q2(3) 20  
P-QR4 N-N2 21 R-B3 N-Q3(4) 22 Q-K2 P-B4 23 B-Q2 P-B5 24 N-N3(5)  
P-N4 25 PxP NPxP 26 R-B2 K-R1 27 Q-R5 R-N1 28 R-N2 RxRch 29  
KxR R-N1ch 30 K-B2 Q-N2 31 Q-B3 BxP 32 B-B2 Q-N4 33 Q-R3 R-N3  
34 R-R1 R-R3 35 Q-N2 Q-R5ch 36 K-B3 R-N3 37 B-K1 Q-R4ch 38  
Resigns.

NOTES:

- (1) This locks up the position and black will strive to attack the QBP by N-R4 and B-R3.
- (2) Planning to blockade the pawn while hitting at QB5.
- (3) Threatening Q-R5.
- (4) See note 2.
- (5) The sacrifice BxP seems to win because of the two connected passed pawns. One possible continuation is: 24 BxP RxB 25 RxR PxR 26 N-B1 P-K6 27 Q-Q3 Q-R5 28 P-R3 Q-B7ch 29 Q-N6 K-N1

30 Q-R7ch K-B1 31 Q-R8ch K-K2 32 QxPch K-Q1 33 QxP with three pawn for his piece and a powerful position.

Kelly - Werthammer

1 P-K4 P-K4 2 N-KB3 N-QB3 3 B-N5 P-QR3 4 B-R4 P-KN3 5 O-O B-KN2  
6 P-QB3 N-K2(1) 7 P-Q4 P-QN4 8 B-QB2 P-Q3 9 B-K3 PxP 10 NxP O-O  
11 N-Q2 B-QN2(2) 12 QN-KB3 Q-Q2 13 P-QR4 N-K4 14 NxN BxN 15 N-KB3(3)  
B-N2 16 B-Q4 P-KB3 17 R-K1 KR-Q1 18 B-N3ch K-R1 19 P-KR4 P-QB4 20 B-K3  
BxP 21 B-KB4 B-N2 22 QxP Q-N5 23 QxN BxN(4) 24 B-N3 B-B3 25 Pxp Bxp  
26 QxQBP B-B1 27 Q-K3 R-K1 28 Q-K4 QxQ 29 BxQ K-N2 30 RxB BxB 31  
B-QB4 P-R4 32 P-N4 R-QB1 33 B-B1 Pxp 34 Pxp Bxp 35 R-R1ch B-B2  
36 B-R1 R-B7 37 B-K3 Draw.

NOTES:

- (1) A move practiced by Steinitz.
- (2) Pat stated after the game that "Dr. Werthammer is not the patzer that you think he is."
- (3) P-KB4 is another possibility.
- (4) If 22 ... QxQ 23 BxQ RxB 24 RxN.

Kierman - Barton

1 P-K4 P-K4 2 N-KB3 N-KB3 3 N-QB3 N-B3 4 P-Q3(1) B-B4 5 B-N5 P-KR3  
6 B-R4(2) P-Q3 7 B-K2 N-K2 8 P-Q4(3) Pxp 9 NxP P-KN4 10 B-N3 N-N3  
11 Q-Q2 Q-K2 12 N-B5 BxN 13 PxB N-K4 14 O-O-O Q-Q2 15 N-Q5 NxN  
16 QxN QxP 17 B-N5ch P-B3 18 BxN O-O 19 B-Q3 QxB 20 Q-B3 Q-B5ch  
21 QxQ PxB 22 R-B1(4) QR-K1 23 K-Q2 R-K4 24 P-QB3 P-QR4 25 P-QN4  
Pxp 26 P-B4 R-R1 27 B-N1 R-R6 28 R-B1 B-Q5 29 P-N3 P-B6 30 B-Q3  
Rxpch 31 R-B2 P-N6 32 Resigns(5).

NOTES:

- (1) B-N5 leads to the Rubinstein defense of the four knights with N-Q5; however, B-B4 before P-Q3 is better.
- (2) 6 BxN QxN 7 N-Q5 Q-Q1 looks good.
- (3) BxN was also to be considered.
- (4) White now has a better game because of black's pawn configuration.
- (5) P-KB3 should have been played even with putting up with black having a very good bishop for a while with B-KG1. White could have eventually have played P-N3 undermining it's foundation. Besides, the rook now plays a passive role.

three

Radcliff - J. Richardson

1 N-KB3 N-KB3 2 P-KN3 P-KN3 3 B-N2 B-N2 4 O-O O-O 5 P-Q3 N-QB3  
 6 QN-Q2 P-K4 7 P-K4 P-Q3 8 P-B3 P-KR3 9 N-K1(1) B-K3 10 P-KB4 Q-Q2  
 11 Pxp(2) Pxp 12 Q-B2 B-R6 13 QN-B3 QR-Q1 14 P-QN4 BxB 15 KxB  
 Q-K3 16 P-QR4 N-R2(3) 17 R-QN1 K-R1(4) 18 Q-N3 Q-Q2 19 B-K3 P-KB4  
 20 R-N2(5) P-B5 21 B-B2 P-KN4 22 R-Q2 B-B3 23 Pxp(6) NPxp 24 K-R1  
 R-KN1 25 P-Q4 Q-R6 26 R-KN1 Pxp 27 RxRch RxR 28 Pxp NxQP 29 RxN  
 Q-B8ch 30 N-N1 RxNch(7) 31 BxR BxR 32 N-B3 B-K6 33 Q-N2ch K-N1  
 34 Q-N2ch QxQ 35 KxQ BxB 36 NxN N-N4 37 P-R4 NxP 38 K-B3 N-B6  
 39 P-QR5 N-Q4 40 P-N5 N-B6 41 P-N6 BPxp 42 Pxp P-R4 43 Kxp P-R5  
 44 N-B3 P-R6 45 N-Q2 P-R7 46 N-N3 N-Q4ch 47 K-K4 NxP 48 K-Q3  
 K-N2 49 K-B2 K-N3 50 K-N2 K-R4 51 Kxp Kxp 52 N-B5 K-N5 53 NxP  
 P-R4 54 N-B5 P-R5 55 N-Q3 K-N6 56 Resigns.

NOTES:

- (1) White normally moves R-K1 and switches his QN to N4 by KB1 and KR2. Black is meanwhile playing for control of the queen file.
- (2) White is now left with a backward queen pawn that constantly needs watching.
- (3) Preparing P-KB4.
- (4) If P-KB4 now, Q-N3 forces an exchange of queens.
- (5) If while play Pxp, after black plays Pxp and P-B5 he has an easy win.
- (6) P-Q4 is now white's best chance as black cannot play 23 ... Pxp 24 Pxp NxP 25 NxN BxN 26 Q-B4
- (7) QxB followed by BxR is much faster.

Marples - Norton

1 P-Q4 P-Q4 2 N-KB3 N-KB3 3 P-K3 P-B4 4 P-B3 B-B4 5 B-N5ch(1)  
 QN-Q2 6 O-O BxN 7 RxN P-AR3 8 B-Q3 P-B5 9 B-B2 P-QN4 10 Q-K2  
 R-B1 11 P-K4 Pxp 12 BxP NxN 13 QxN N-B3 14 Q-N7 Q-B2(2) 15 QxRP  
 R-QN1 16 N-K5 Q-N3 17 QxQ RxQ 18 P-QR4 Pxp 19 NxP R-N2 20 R-R1  
 R-R2 21 N-N6 P-R6 22 RxP(3) RxR 23 Pxr P-K3 24 P-QR4 N-Q4 25  
 NxN Pxp 26 R-K1ch K-Q2 27 R-K5 B-Q3 28 RxP K-B3 29 R-KB5 R-R1  
 30 K-B1 RxP 31 K-K2 P-B3 32 P-R4 R-R8 33 B-Q2 B-K2 34 K-Q3 R-Q8  
 35 R-QR5 P-N3 36 R-R2 P-B4 37 K-K2 R-QN8 38 P-N3 B-Q3 39 R-R7  
 B-B2 40 P-Q5ch Resigns.

NOTES:

- (1) Koltanowski recommends Q-N3 operating on the weak QN2 square.
- (2) If R-R1; 15 Q-B6ch N-Q2 16 N-K5
- (3) White's pawns easily win.

Szasz - Sutherland

1 P-Q4 P-Q4 2 P-K4 PxP 3 N-QB3 P-QB3 4 P-B3 P-K4 5 B-K3 B-QN5 6  
B-QB4 BxNch 7 PxB PxQP(1) 8 BxP PxP 9 NxP Q-K2ch 10 K-B2 N-B3  
11 R-K1 N-K5ch 12 RxN QxR 13 BxPch K-K2 14 B-B5ch K-B3 15 Q-Q6ch  
B-K3 16 Q-K7ch K-B4 17 Q-N2 mate.

NOTE:

- (1) If a player can get a two piece lead in development he can look for the attack and possible sacrifice. With his next series of moves black gives his opponent a three piece lead in development and gets multilated.

Phythyon - Carez

1 P-K4 N-KB3 2 P-K5 N-Q4 3 N-QB3 NxN(1) 4 QPxN P-Q3 5 B-KB4  
N-QB3 6 N-B3 P-KN3 7 B-B4 B-N2 8 PxP BPxP 9 Q-K2 O-O 10 O-O-O  
P-QR3 11 P-KR4 B-N5(2) 12 P-R5 PxP (3) 13 Q-K4 Q-B1 14 R-Q5(4)  
BxN 15 PxB N-K4 16 BxN(5) BxB 17 RxP(6) Resigns.

NOTES:

- (1) Black should play P-K3 here.
- (2) Since black started action on the queen side with P-QR3 he should continue with P-QN4.
- (3) Opens up the QN1-KR7 diagonal.
- (4) Threatens R(4)xRP.
- (5) Stops the knight from going to KN3.
- (6) If 18 ... P-KB4 19 RxB dis.ch. K-R1 20 RxKP or 18 ... P-KB4 19 RxBch K-N2 20 RxPch K-B3 21 R-R6ch K-N4 22 Q-R4 mate.

Szasz - Sutherland

1 P-Q4 P-Q4 2 P-K4 PxP 3 N-QB3 P-QB3 4 P-B3 P-K4 5 B-K3 B-QN5  
6 B-QB4 BxNch 7 PxB PxQP?(1) 8 BxP PxP 9 NxP Q-K2ch 10 K-B2!  
N-B3 11 R-K1 N-K5ch 12 RxN QxR 13 BxPch K-K2 14 B-B5ch K-B3  
15 Q-Q6ch B-K3 16 Q-K7ch K-B4 17 Q-N5 mate.

NOTE:

- (1) If a player can get a two piece lead in development he can look for the attack and possible sacrifice. With his next series of moves black gives his opponent a three piece lead in development and gets multilated.

Barton - Yevuta

1 P-K4 P-QB3 2 P-Q4 P-Q4 3 N-QB3 PxP 4 NxP B-B4 5 N-N3 B-N3  
6 N-KB3 N-Q2 7 B-QB4 KN-KB3 8 B-K3 P-K3 9 Q-K2 N-N3 10 B-N3  
P-KR3 11 O-O B-Q3 12 QR-Q1 O-O 13 N-K5 B-R2 14 B-B1 Q-B2  
15 KR-K1 P-B4 16 PxP Bx(4)P 17 B-KB N(N3)-Q4 18 BxN NxB  
19 RxN PxR 20 N-N6 Q-B3 21 NxR KxN 22 P-QB3 R-K1 23 QxRch QxQ  
24 RxQch KxR 25 Draw.

Marples - Norton

1 P-Q4 P-Q4 2 N-KB3 N-KB3 3 P-K3 P-B4 4 P-B3 B-B4 5 B-N5ch(1)  
QN-Q2 6 O-O BxN 7 RxB P-QR3 8 B-Q3 P-B5 9 B-B2 P-QN4 10 Q-K2  
R-B1 11 P-K4 PxP 12 BxP NxB 13 QxN N-B3 14 Q-N7 Q-B2(2) 15  
QxRP R-QN1 16 N-K5 Q-N3 17 QxQ RxQ 18 P-QR4 PxP 19 NxP R-N2  
20 R-R1 R-R2 21 N-N6 P-R6 22 RxP(3) RxR 23 PxR P-K3 24 P-QR4  
N-Q4 25 NxN PxN 26 R-K1ch K-Q2 27 R-K5 B-Q3 28 RxP K-B3  
29 R-KB5 R-R1 30 K-B1 RxP 31 K-K2 P-B3 32 P-R4 R-R8 33 B-Q2  
B-K2 34 K-Q3 R-Q8 35 R-QR5 P-N3 36 R-R2 P-B4 37 K-K2 R-QN8  
38 P-N3 B-Q3 39 R-R7 B-B2 40 P-Q5ch Resigns.

NOTES:

- (1) Koltanowski recommends Q-N3 operating on black's QN2 square.
- (2) If R-R1 15 Q-B6ch N-Q2 16 N-K5
- (3) White's pawns now win easily.

Sutherland - M. Smith

1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 N-QB3 B-N2 4 P-K4 P-Q3 5 B-K2 O-O  
6 N-B3 P-K4 7 P-Q5(1) QN-Q2 8 O-O P-QR4 9 B-K3 N-B4(2) 10 BxN  
PxB 11 NxP NxP 12 NxN BxN 13 NxP NxP 14 N-Q3 BxPch 15 K-R1 B-K4  
16 NxB QxN 17 Q-B2 R-K1 18 B-B3 B-B4 19 Q-N3 P-N3 20 QR-K1 QxR  
21 RxQ RxRch 22 K-R2 R(1)-K2 23 Q-N5 B-Q6 24 P-N3 R-Q1(3) 25  
Q-B6 R-K2 26 P-B5 B-N8 27 P-Q6 BPxP 28 PxNP BxP 29 P-N7 R(2)-K2  
30 Q-B2 BxP 31 QxB K-B1 32 Q-N5 P-R5 33 QxP P-Q4 34 Q-R7 P-Q5 35  
B-B6 P-Q6 36 BxR P-Q7 37 B-R4 Resigns.

NOTES:

- (1) Regarded as weaker than normal because it gives black control of his QB4 square.
- (2) N-N5 should have been played here as P-KB4 could have followed with good results.
- (3) R(1)-K4 offers good attacking possibilities as in the following variation: 25 Q-Q7 R-R4ch 26 K-N3 R(8)-K4 27 Q-Q8ch K-N2 with at least a draw.



Kierman - Scites

1 P-K4 P-QB3 2 P-Q4 P-Q4 3 N-QB3 PxP 4 NxP N-Q2 5 N-KB3(1) KN-B3  
6 N-N3 P-K3 7 B-Q3 P-QN3(2) 8 O-O Q-B2 9 R-K1 B-Q3 10 N-B5 O-O  
11 NxP!? KxN 12 Q-Q2 K-R1 13 Q-R6 R-KN1 14 N-K5(3) R-N2 15 B-KN5  
BxN 16 PxB N-N1 17 Q-R4 NxP 18 BxP!(4) RxB 19 B-B6ch NxB 20 QxNch  
R-N2 21 RxN K-N1 22 R-Q1!(5) B-N2 23 R-Q3 P-B4 24 R-KR3 Q-Q3(6)  
25 R-Q3 Q-B2 26 R-R5 RxPch 27 K-B1 R-N2 28 R-N3(7) QxR 29 RPxQ  
B-K5 30 Q-R4 B-R2 31 P-KN4 P-B4 32 P-N5 R-KB1 33 Q-QB4 R-K1 34  
P-B4 B-N3 35 R-R6 K-B2 36 Q-B3 P-K4 37 Q-B4ch K-N2 38 PxP B-B2  
39 Q-Q3 R-Q1 40 QxP B-B5ch 41 K-K1 R-B2 42 R-KB6 QR-KB1 43 Q-K4 BxP  
44 Resigns.

NOTES:

- (1) White could have tried for the trap 5 Q-K2 KN-B3 6 N-Q6 mate.
- (2) The bishop should go to Q2 but after B-K2 and O-O.
- (3) N-N5 would also have been good.
- (4) Sacrificial orgy!
- (5) Threatens mate.
- (6) If BxP R-N5 swiftly ends the game.
- (7) If Q-B3 white mates in four.

Werthammer - Molino

1 P-K4 P-K4 2 N-KB3 N-QB3 3 B-N5 P-QR3 4 BxN QPxB 5 N-B8 B-KN5  
6 P-KR3 BxN 7 QxB N-B3 8 P-Q3 Q-Q3 9 B-K3 B-K2 10 O-O O-O 11  
P-R3 P-QR4 12 N-K2 P-B4 13 N-N3 P-KN3(1) 14 Q-K2 N-Q2 15 P-KB4  
B-R5 16 Q-N4 BxN 17 QxB P-B4? 18 BPxP Q-K3 19 B-R6 R-B2 20 PxP  
RxP 21 RxR QxR 22 R-K1 Q-K3 23 P-B3 R-K1 24 P-Q4 PxP 25 PxP  
P-B4 26 PxP NxBP 27 Q-QB3 P-N3 28 R-KB1 N-Q2 29 Q-B7 Q-K2 30  
Q-B4ch Q-K3 31 Q-B4 Q-K2 32 B-N5! Q-K3 33 B-B6 NxB 34 PxN R-KB1  
35 P-KN4 Q-Q2 36 P-KR4 P-QN4 37 P-N5 Q-R2ch 38 K-N2 Q-N2ch  
39 Q-B3 Q-KB7 40 R-K1! R-K1 41 RxRch QxR 42 Q-Q5ch K-R1 43 K-B3  
P-R5 44 P-B7 Resigns.

NOTES:

- (1) Stops the knights from going to K-B5.
- (2) 28 ... QxP? 29 QxQ RxQ 30 R-B8ch Mate.
- (3) K-B1 was much better but would still have lost against accurate endgame play. One possible continuation is: 42 ... K-B1 43 K-B3 Q-Q2 44 Q-K7ch QxQ 45 PxQ KxP 46 K-K4 K-K3 47 P-N3 K-Q3 48. K-Q4 K-B3 49 P-R4 PxP 50 PxP K-N3 51 K-Q5 K-B3 52 K-B5 K-N2 53 K-N5 and wins. The same theme applies if on move 49 black plays P-N5 50 K-B4 K-N3 51 K-Q5 K-R3 52 K-B6 K-R7 53 K-N5 and wins.

Gerrard - J. Richardson

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  
6 B-N3 P-Q3 7 R-K1 B-N5(1) 8 P-B3 N-R4 9 B-B2 P-B4 10 P-Q3  
B-K2 11 QN-Q2 O-O 12 N-B1 P-B5(2) 13 P-Q4(3) PXP 14 PXP N-B3  
15 B-K3(4) P-Q4(5) 16 P-K5 N-K5 17 P-KR3 B-R4 18 P-KN4 B-N3  
19 P-R3 P-KB4(6) 20 BxN BPXP(7) 21 N-R2 Q-K1 22 P-B4 PXPp.p.  
23 NXP P-KR4(8) 24 P-N5 B-KB4?(9) 25 P-KR4 N-Q1 26 N(3)-R2  
P-N3 27 N-N3 B-Q6 28 P-R4 N-K3 29 K-R2 P-R4 (10) 30 R-KN1 Q-B3  
31 N-K1 B-KB4 32 NxB RxN 33 N-B3 QR-KB1 34 R-KB1 N-B5 35 BxN RxB  
36 Q-K2 Q-K3 37 R-B2 Q-N5 38 R-KN1(11) RxN! 39 RxQ RxRch 40 R-N2  
RxQ 41 RxR R-B5 42 P-K6 RxPch 43 K-N3 RxP 44 R-B1 R-K5 45.R-B7  
RxP 46. Resigns.

NOTES:

- (1) If black can play B-KN5 after white has castled he gets an excellent game.
- (2) Q-B2 followed by R-K1 to force P-Q4 is probably better.
- (3) PXP seems better as black now has the queenside majority of pawns.
- (4) Not P-Q5 because of N-K4!
- (5) To force P-K5.
- (6) To break up white's kingside.
- (7) QPXP allows white two connected passed pawns which would become too dangerous. Gerrard spent 25 minutes on this move.
- (8) Again too weaken white's kingside.
- (9) Q-K2 should have been played first.
- (10) In closed positions of this type, first stop your opponent's counter-chances and then proceed with your attack.
- (11) If QR-KB1, black switches his attack to the queenside.

Sutherland - Griffith

ROUND 4

1 P-Q4 P-Q4 2 P-QB4 P-KN3 3 N-QB3 B-N2 4 P-K4 P-Q3 5 B-K2 O-O 6 B-N5  
P-KR3 7 BxN(1) BxB 8 N-KB3 N-Q2 9 Q-Q2 B-N2 10 P-KR4 P-KR4 11 KN-N5  
B-R3 12 P-KB4 P-K4 13 P-KN4(2) PxBP 14 PXP BxN 15 PxB QxP 16 O-O-O  
P-QB3 17 PXP PXP 18 QR-N1 Q-B3 19 B-R5(3) P-KN4

NOTES:

- (1) Retreat is better.
- (2) The dreaded Sutherland 6 pawn attack.
- (3) White had time to prepare his pawn push by placing his Queen and Rook behind the pawn. He would have then been left with an overpowering position.

Stewart--- Phythyon

1 P-Q4 N-KB3 2 P-K3 P-KN3 3 B-Q3 B-N2 4 N-Q2(1) P-B4 5 P-B3 P-Q4 6 P-KB4(2) PXP 7 BPXP N-B3 8 KN-B3 O-O 9 O-O B-Q2 10 N-K5 N-QN5 11 B-N1 B-N4 12 R-B3 R-B1 13 N-N3 Q-B2(3) 14 R-B2 N-K5 15 BxN PxB 16 R-Q2 N-B7 17 RxN(4) QxR 18 Q-K1 BxN 19 QPxB(5) KR-Q1 20 N-Q4 Q-Q6 21 B-Q2 RxN(6) 22 PXR R-B7 23 B-B3 P-K6 24 Q-N3 B-B3 25 R-K1 RxPch 26 QxR BxQ 27 KxB Q-B7ch 28 K-K3 Q-B7 29 K-N4 Q-N7ch 30 Resigns.

NOTES:

- (1) White sets up the Colle System. However, when Black fianchettoes his King Bishop, White should do likewise according to Koltanowski.
- (2) White now turns the opening into a type of Stonewall Attack but has the drawback of having too many 'holes' in this position.
- (3) Black's last few moves have been aimed at control of the Queen Bishop file and now takes command of it.
- (4) If R-N1, then NxP with an equally won game.
- (5) BPXP is better. Now Black takes command of the Queen file too.
- (6) Creates a strong past pawn.

Prichard - Stauffer

1 P-K4 P-K4 2 N-KB3 N-KB3 3 B-B4 P-Q4 4 PXP NXP 5 N-B3 NxN 6 NPxN QB-N5? 7 P-KR3(1) BxN? 8 QxB P-KB3 9 O-O?(2) N-B3

NOTES:

- (1) 7 BxPch KxB 8 N-N5ch K-N1 9 QxB is good.
- (2) White misses 9 QxNP N-Q2 10 Q-Q5.

Scherer - Molino

1 P-K4 P-K3 2 P-Q4 P-Q4 3 N-Q2 P-QB4 4 PXP KPXP 5 KN-KB3 N-KB3 6 N-N3(1) P-B5 7 QN-Q2 B-K2 8 B-K2 O-O 9 P-B3 N-B3 10 O-O Q-B2 11 R-K1 B-Q3 12 B-B1 N-KN2(2) 13 P-N3 P-B4 14 P-R3 NxBP 15 KxN BxPch 16 K-N1 BxR 17 QxB P-B5 18 B-N2 B-B4 19 Q-R4 Q-Q3 20 N-B1 B-N3 21 B-Q2 QR-K1 22 R-K1 RxR 23 NxR B-K5 24 N-B3 Q-N3 25 K-R1 N-Q1(3) 26 B-B1 N-K3 27 N(B1)-Q2 R-B2 28 NxB PxN 29 N-K5 Q-B4 30 NxR KxN 31 Q-N4 P-KN3 32 QxQch PxQ 33 P-Q5 N-B4 34 BxBP N-Q6 35 B-Q2 NxNP 36 P-KR4 N-Q6 37 K-N1 K-K2 38 K-B1 K-Q3 39 K-K2 KxP 40 K-K3 P-B5ch 41 K-K2 KxP 42 BxP PxPch 43 KxP P-KR4 44 K-K3 P-N4 45 P-R3 P-R4 46 K-K2 K-K5 47 K-Q1 N-K4 48 K-K2 N-B5 49 Time Forfeit.

NOTES:

- (1) In this variation of the French white usually plays his QN to KB3 and his KN to K2.
- (2) Forces white to weaken his position.
- (3) The knight may have been better employed with N to Q2 and B4.

Richardson - Marples

1 P-K4 P-K3 2 Q-K2 P-QN3 3 N-KB3 B-N2 4 P-KN3 P-Q4 5 P-K5 N-K2  
6 B-N2 P-QB4 7 P-Q4 Q-B2 8 O-O? B-R3 9 Q-K1 QN-B3 (1) 10 P-B3  
PxP 11 NxP NxN 12 PxN N-B3 13 B-K3 R-B1 14 P-QR3 N-R4 15 N-B3  
N-N6 16 R-N1 BxP(2) 17 Q-Q1 BxP 18 RxB(3) BxR 19 BxB QxN 20  
RxN Q-B7 21 QxQ RxQ 22 R-R3 R-B2(4) 23 B-N5ch K-Q1 24 B-R6 P-B3  
25 PxP PxP 26 B-KB4 P-K4 27 PxP PxP 28 BxP R-B8ch 29 K-N2 R-K1  
30 B-B6ch K-B2 31 B-QN5 R-QR1 32 B-K5ch K-N2 33 R-KB3 R(1)-QB1  
34 R-B7ch R(1)-B2 35 BxR RxB 36 B-R6ch K-B3 37 RxBch 38 K-B3  
K-B3 39 K-K3 P-N4 40 K-Q4 K-N3 41 P-B4 KxB 42 P-B5 P-N5 43  
P-B6 Resigns.

NOTES:

- (1) Dave thought at the time that white would get too much pressure on black's queenside white squares if he took the rook.
- (2) Seeing the continuation PxP QxN.
- (3) QxN also wins two pieces for a rook.
- (4) If P-R4, B-N5 blackades the pawns.

Yevuta - Griffith

1 P-Q4 N-KB3 2 P-QB4 P-K3 3 N-QB3 P-Q4 4 B-N5 B-N5 5 P-K3  
QN-Q2 6 N-B3 P-B3 7 B-Q3 Q-R4 8 Q-B2? PxP?(1)

NOTE:

- (1) If Black plays N-K5 he wins a piece with the following threats: 1) 9 BxN PxP 10 N-Q2 QxB; 2) 9 R-QB1 NxP 10 NxN PxP; 3) O-O BxN 10 PxP NxP 11 NxN PxP

Molino - Angel

1 P-Q4 N-KB3 2 P-QB4 P-K3 3 N-QB3 B-N5 4 Q-B2 P-B4 5 P-K3 N-B3  
6 N-B3 O-O 7 P-QR3 PxP 8 PxP B-K2 9 B-Q3 P-Q4 10 P-B5 R-K1  
11 O-O B-B1 12 P-QN4 P-K4 13 PxP NxP 14 NxN RxN 15 B-KB4 R-K1  
16 N-QN5 Resigns.

Marples - R. Smith

1 P-Q4 N-KB3 2 N-Q2 P-KN3 3 P-K4 P-Q3 4 N-KB3 B-N2 5 B-B4 O-O 6  
O-O N-QB3(1) 7 Q-K2 P-QR3 8 P-K5 PXP 9 PXP N-N5 10 P-K6 P-B3 11  
R-Q1 Q-K1 12 N-K4 QN-K4 13 N-B5 NxNch 14 QxN N-K4 15 Q-QN3 NxB  
16 QxN Q-B3 17 Q-Q5 QxQ 18 RxQ P-N3 19 N-Q7 R-Q1 20 B-B4 B-N2  
21 R-Q2 QR-B1 22 QR-Q1 K-R1 23 P-B4 B-B3 24 N-K5 RxR 25 N-K7ch  
K-N1 26 RxR P-KN4 27 B-N3 B-K1 28 R-Q8 RxR 29 NxR P-B3(2) 30  
P-B4 PXP 31 PXP PXP 32 P-QN3 B-Q5ch 33 K-B1 P-N4 34 K-K2 B-QN3  
35 N-N7 P-B4 36 B-K3 PxBP 37 NPXP B-B3 38 NxP BXP 39 NxP BxB 40  
KxB K-N2 41 N-B2 K-B3 42 K-B4 B-K5 43 P-QR4 B-B7 44 P-R5 B-R5 45  
P-R6 B-B3 46 P-R7 P-R3 47 P-R4 P-R4 48 P-B5 B-K5 49 P-R8(Q) BxQ  
50 NxB KXP 51 P-B6 K-K3 52 P-B7 K-K2 53 KXP K-B1 54 K-K6 Resigns.

NOTES:

- (1) Shuts in the Queen Bishop Pawn, usually to be avoided by Black.
- (2) Black's only advantage is his powerful two bishops. Exchanging the bishop mars a good defensive effort.

ROUND 5

Szasz - J. Richardson

1 P-Q4 P-QB4 2 P-Q5 N-KB3 3 P-QB4 P-QN4 4 PXP P-QR3 5 PXP BXP 6  
N-QB3 P-Q3 7 P-K4 BxB 8 KxB P-KN3 9 P-KN3 B-N2 10 P-B4 O-O 11  
N-B3 QN-Q2 12 K-N2 N-R3(1) 13 R-K1 Q-B2 14 Q-K2 KR-N1 15 P-K5 P-KR3  
16 P-K6 N-B3 17 PXPch KXP 18 Q-K6 K-B1 19 N-KR4 R-R2 20 NxPch K-K1  
21 N-K4 R-N3 22 NxN BxN 23 QxB Resigns.

NOTE:

- (1) The position at this point is book but Black soon loses the thread of the opening and making moves without a plan gets ripped apart.

Werthammer - Radcliff

1 P-K4 P-QB4 2 N-KB3 P-Q3 3 P-Q4 PXP 4 NxP N-KB3 5 P-B3 P-KN3 6 N-QB3  
B-N2 7 B-K3 O-O 8 Q-Q2 N-QB3 9 P-KN4 B-Q2 10 P-R4 N-K4 11 P-R5 Q-R4  
12 PXP BPXP 13 B-R6 KR-QB7 14 BXP KxB 15 Q-R6ch K-R1 16 R-Q1 RxN 17  
PXR QXPch(1) 18 R-Q2 NxPch 19 NxN QxN 20 B-Q3(2) BXP 21 P-K5 Q-N6ch  
22 K-B1 N-R4 23 BXP Q-B6ch 24 K-N1 B-R6ch 25 K-B1 B-R6ch 26 RxB QxR 27  
K-N1 Q-N6 28 R-N2 Q-K8ch 29 K-R2 Q-R5ch 30 K-N1 Q-R5ch 31 K-R2 QXPch  
32 K-N1 N-B3 33 B-B7 N-N1 34 Q-R3 R-B1 35 B-B6 N-B3 36 R-B2 K-N2 37 RxN  
Kx 38 BXP Q-N4ch Resigns.

NOTES:

- (1) Black completes what is now something of a standard attack against the Yugo-Slav.

- (2) B-K2 is recommended here and if Black continues with QxP White plays P-N5, RxN and QxP with a vigorous attack. Even so, it seems white is in complete control until the very end.

### ROUND 6

Radcliff - Marples

1 N-KB3 P-QN3 2 P-KN3 B-N2 3 B-N2 P-K3 4 O-O(1) N-KB3 5 P-Q3 P-Q4  
6 N-QB3 QN-Q2 7 R-K1 B-B4 8 P-K4 Q-K2(2) 9 P-K5 N-KN5 10 P-Q4 BxP  
11 NxN N(5)xP 12 N(1)-B3 NxNch 13 QxN O-O-O 14 P-QR4 P-QR3 15 B-Q2  
Q-B3 16 Q-K3 P-K4 17 N-N3 P-Q5 18 BxBch KxB 19 Q-K4 Q-B3 20 Q-Q3  
P-KN3 21 P-QB4 KR-K1 22 P-R5 N-B4 23 NxNch PxN(3) 24 P-QN4 P-K5  
25 P-N5 PxQ 26 PxQch KxP 27 RxR RxR 28 R-K1 R-K3(4) 29 K-B1 K-Q3  
30 B-B4ch K-K2? 31 BxP K-B3 32 RxRch PxR 33 K-K1 P-K4 34 B-N6 K-B4  
35 BxP K-N5 36 K-Q2 Resigns.

#### NOTES:

- (1) White plays the King's Indian Attack and Black normally pushes his Queen Rook and Queen Knight pawns at breakneck speed toward white's position.
- (2) This loses the bishop for two pawns.
- (3) To keep the QR file closed.
- (4) R-QN1 is Black's best chance. If White plays R-K7, Black plays R-N7 with strong pressure. Anything else and Black wins the QB pawn, a strong position.

Kierman - Sutherland

1 P-K4 P-QB3 2 P-Q4 P-Q4 3 N-QB3 PxP 4 NxP B-B4 5 N-N3 B-N3 6  
N-B3 N-Q2 7 P-KR4 P-KR3 8 B-QB4 KN-B3 9 P-R5 B-R2 10 B-B4 P-K3  
11 P-B3 B-K2 12 Q-K2 O-O 13 R-Q1 N-Q4 14 B-B1 B-Q3 15 N-K5 QN-B3  
16 B-Q3 Q-B2 17 O-O BxN 18 PxN BxB 19 RxN N-Q2 20 P-QB4 NxP 21 PxN  
NxR 22 QxN KPxP 23 N-B5 Q-K4 24 B-Q2 P-KN3? 25 NxPch K-R2 26 PxPch  
PxP 27 Q-KR3 K-N2 28 Q-Q7ch Resigns.

Molino - Szasz

1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 N-QB3 P-Q4 4 PxP NxP 5 P-K4 NxN  
6 PxN B-N2 7 B-QB4 P-QB4 8 B-N2(1) O-O 9 N-K2 N-B3 10 O-O Q-B2  
11 K-R1 PxP 12 PxP R-Q1 13 Q-B2 P-K3 14 P-K5 P-N3 15 KR-Q1 B-N2  
16 QR-B1 QR-B1 17 B-N5 P-QR3 18 BxN BxB 19 Q-N3 Q-N2 20 P-B3  
B-R3 21 R-R1 B-Q4 22 Q-R3 R-B7 23 N-N3 R(1)-QB1 24 QR-N1 P-QN4  
25 N-K4 BxN 26 PxN QxP 27 Q-KN3 R-K7 28 Resigns.

#### NOTE:

- (1) White normally develops the QB at K3.

At the last moment these games were added to the collection.

Holdren - Wines

1 P-K4 P-QB4 2 N-KB3 P-Q3 3 P-Q4 PxB 4 NxP N-KB3 5 N-QB3 P-R3  
6 B-K2 P-K4 7 N-N3 B-K2 8 O-O O-O 9 B-K3 N-QB3 10 P-B4 P-QN4 11  
B-KB3 B-QN2 12 N-Q5(1) NxN 13 PxN N-N1 14 B-K4 P-KN3 15 P-B5 P-N4  
16 Q-R5(2)

NOTES:

- (1) In this variation white normally attempts to occupy Q5 with pieces but allows the hole to be filled.
- (2) P-B6 and after BxB and QOR5 white has a crushing game.

Graham - Scherer

1 N-KB3 P-QB4 2 P-QB4 P-KN3 3 P-KN3 B-KN2 4 B-N2 N-QB3 5 P-Q3 P-K3  
6 P-K4 N-K2 7 Q-B2 O-O 8 N-QB3 P-Q3 9 O-O R-N1 10 P-QR4 P-QR3 11  
B-K3 N-N5 12 Q-Q2 P-QN3 13 N-K1 B-N2 14 N-B2 P-R4 15 R-N1 P-Q4  
16 KPxB PxP 17 B-B4 BxN 18 QxB P-Q5 19 Q-Q2 BxB 20 KxB R-N2  
21 NxN RPxN(1) 22 P-N3 N-B4 23 P-N4 N-Q3 24 KR-K1 QR-K2 25 RxR QxR  
26 R-K1 Q-Q2 27 P-R3 P-B3 28 Q-Q1 P-N4(2) 29 B-N3 K-N2 30 Q-B3  
31 RxR NxR 32 Q-K4 K-B1 33 P-B4 Q-K2 34 QxQ(3) KxQ 35 PxP(4)

NOTES:

- (1) After this series of trades Black has holes at his KR3 and KB3.
- (2) Stops B-R6 but weakens his KB pawn.
- (3) K-B3 gives White the upper hand.
- (4) P-B5 is recommended here. Black's king would then have no way of entering White's territory. White could then break through with K-Q5 and B-Q3.

Carez - Prichard

1 P-Q4 N-KB3 2 N-KB3 P-K3 3 P-K3 P-Q4 4 B-Q3 P-QN3 5 O-O B-N2 6  
P-B3 B-K2 7 QN-Q2 O-O 8 R-K1 N-K5 9 N-B1 N-Q2 10 Q-B2 P-KB4 11  
N(3)-Q2 N(2)-B 12 P-B3 NxN 13 NxN Q-Q3 14 P-K4 BPxB 15 PxP P-K4  
16 KPxB PxP 17 P-B4 P-N3 18 N-B3 N-N5 19 R-K6 Q-Q1 20 BxB N-B3  
21 B-R6 B-B1 22 BxPch K-B2 23 Q-N6 mate.