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INTERNATIONAL CHESS MATCH SET DEC. 24-JAN. 2 IN NEW YORK CITY

Hermann Helms, editor of the American Chess Bulletin, sends us announcement of an international meeting of chess masters to be held Dec. 24-Jan. 2 in New York City and calls it "the most important international tournament in this country since the six-cornered contest in 1927 won by the late Jose R. Capablanca preceding his world championship match with the late Dr. Alexander Alekhine." Helms adds:

"The field will consist of 10 invited players, including seven Americans and three foreigners, all of the highest rank. Acceptances have been received from Dr. Max Euwe of Amsterdam, world champion from 1935 to 1937, who is coming here to tour the country, and Mendel Najdorf, Polish master, who has returned to Argentina after playing in the world championship trials at Stockholm. The third foreigner to be invited is Gideon Stahlberg, Swedish master, who also played at Stockholm but has been making his home at Buenos Aires since 1939...No direct communication has been received from Stahlberg who has been visiting in Europe....Both Najdorf and Stahlberg entertain world championship aspirations, although they finished just below the five that qualified at Stockholm for the 1949 tourney of challengers.

"The list of Americans selected includes Reuben Fine, who had been seeded for next year's world tournament...He will be supported by Herman Steiner of Los Angeles, the present U.S. champion; Arnold S. Denker, champion in 1944, and Isaac I. Kashdan, co-champion with Samuel Reshevsky in 1942. The other three places will be taken by Israel A. Horowitz, former national open champion; Arthur Bisguier, champion of the Manhattan Chess club and holder of the national junior title; and George Kramer, New York state champion in 1943."

TRI-STATE AT WHEELING

At the time these lines are typed, the Tri-State is still a week away; by the time you read them, it likely will be over. So that about all we can say is: (1) this is the third holding of the event; (2) it will be (or was) Friday to Sunday, Nov. 12-14, in the McLure hotel at Wheeling; (3) our co-champions, John Hurt and Dr. Siegfried Werthammer, will meet the best from Ohio and Pennsylvania to settle the Tri-State individual championship, now held by H. Landis Marks; (4) a six-man team from each state will play for the tri-state team honors.

Edward M. Foy of Charleston is captain of the West Virginia team.

DR. WERTHAMMER SHADES JOHN HURT IN PRACTICE MATCH

Dr. Siegfried Werthammer of Huntington and John Hurt of Charleston, West Virginia co-champions, met in four-game series of practice games for the Tri-State, the first two being played Oct. 17 at Huntington and resulting in one victory apiece; the other two Oct. 24 at Charleston, with the first a draw and the second a win for Dr. Werthammer. These games, annotated by Dr. Werthammer, will be found on the next three pages of this Bulletin. No title was at stake in the play.

FALL TOURNAMENT AT WHEELING

Bill Cuthbert (as of Oct. 25) was leading in the Wheeling Chess Club Fall meet, with a score of 5-0, although B.E. Stover had a score of 2-0 and a chance to catch up. Other scores: Bottome, 3-1; Erhard, 4-2; Wallace, 1-1; Dobbs, 2-3; Paull, 1-2; Wisniewski, 1-4; Ritter, 0-2; Charnock, 0-4.

MARKS AT CHARLESTON

H. Landis Marks of Huntington, in a simultaneous exhibit at Charleston, scored $7\frac{1}{2}-5\frac{1}{2}$, on Oct. 27. Wins from Former State Champion Marks were scored by V.J. Lemke, Morgantown; Edward Foy, Reid Holt and John Hurt; draws by Hal Liggett, Ed Faust and Lynn Cavendish.

GAMES DEPARTMENT

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The four games from the recent Tri-State training match, Hurt-Werthammer, exhibit good fighting chess. Each game is difficult and sharp and generally well contested.

In the first game, White over-estimated his position and neglected to develop. In a very fine manner, Black turned the tables.

White over-reached himself in the second game, a seldom-played variation of the Danish Gambit. His attack appeared dangerous all the way but Black held on.

The third game ended in a draw. But what a game! It certainly will repay close study. Both players missed forced wins and made other mistakes, but the game cannot be beaten for entertainment value.

In the fourth game, Black succeeded in making White blunder while "fishing in the mud" in a hopeless position.

It is of interest that all the won games went to Black.

Of Hurt's play it can be said that it was spirited and imaginative and pretty. But he could not win in several won positions. The latter is true about Werthammer's play, in at least one instance. In addition, he showed a lack of consideration for sound development. But he proved a tough defender in tough spots.

HURT-WERTHAMMER
TRAINING MATCH--
GAME NO. 1, OCT. 17,
1948, HUNTINGTON
FRENCH DEFENSE
White: Dr. Werthammer
BLACK: JOHN HURT

- 1 P-K4 P-K3
- 2 P-Q4 P-Q4
- 3 P-K5 P-QB4
- 4 PxP

In this variation Black has little difficulty. In order to maintain the P on K5, which exerts pressure, White will lose develop- ing tempi.

- 4 ... N-QB3
- 5 N-KB3 BxP
- 6 B-Q3 KN-K2
- 7 O-O N-N3
- 8 R-K Q-B2
- 9 Q-K2 B-Q2

Here Black could have simplified by 9...N-Q5, 10 NxN B xN, 11 BxN RfxB, 12 P-QB3 B-B4, with

an even game.

- 10 P-B3 P-QR3
- 11 P-KR4 P-B3

Very sharp and logical. On other moves 12 P-R5 gives White the advantage.

- 12 BxN FxB
- 13 B-B4 O-O-O
- 14 P-KN3

With this move, White thought he had a winning game. Actually, this is far from being true, and the text is a mistake from a misappraisal of the situation. White has a strong center position but he is not sufficiently developed to give punch to the threat FxP. On the other hand, Black has hidden possibilities with the KR file half-open. The text also weakens the white squares, espec-

ially those of the White diagonal KR to QR8. Simple and good is 14 QN-Q2.

- 14 ... P-KNR!

This sacrifice not only completely opens the KR-file but ultimately deflects the White KN.

- 15 PxNP Q-N3!

Threatens R-R6! followed by QR-R and wins. If after R-R6 White answers N-R4 Black wins by BxPch! (QxB, R-R8ch loses the Q).

- 16 P-QN4 H-K2
- 17 P-R4 FxNP
- 18 NxP?

Much better is B-K3 Q-B2, 19 P-N5! NxP, 20 NxP!! with a wild position and chances for both.

- 18 ... BxN

- 19 BxB QR-B

With the terrible threat RxB followed by R-R8ch.

- 20 P-R5 Q-R2
- 21 B-K3 P-Q5
- 22 B-B4 P-Q6
- 23 Q-K3

QxB loses because of P-KN4.

- 23 ... QxQ
- 24 RxQ R-B4
- 25 N-Q2?

This blunder loses a piece and the game. There was a possible but difficult draw by RxB N-KP, 26 B xN RxB, 27 N-R3 B-B3, 28 P-B3 R-K7, 29 R/1-Q and White cannot lose.

- 25 ... P-KN4

There followed 26 BxP RxB, 27 QR-K R/4-R4, 28

K-N2 R-R7ch, 29 K-B3
 R-Bch, 30 K-N4 R/7xP,
 31 N-B4 R-Nch, 32 K-
 R3 P-Q7, 33 N-N6ch
 K-B2, 34 R-Q B-K, 35
 R-Q3 NxP, 36 N-R8ch
 K-B3, 37 Resigns.

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HURT-WERTHAMMER
TRAINING MATCH--
GAME NO. 2, OCT. 17,
1948, HUNTINGTON
 White: John Hurt
 BLACK: DR.WERTHAMMER
DANISH GAMBIT

- 1 P-K4 P-K4
- 2 P-Q4 PxP
- 3 N-KB3 N-QB3
- 4 P-B3 PxP
- 5 NxP P-Q3
- 6 D-QB4 D-K3
- 7 BxB FxB
- 8 Q-N3 Q-B
- 9 N-KN5 N-Q
- 10 O-O P-KR3
- 11 N-R3 P-KN4

Unnecessarily
 courting danger by
 provoking a feroci-
 ous attack. N-KB3
 followed by B-K2 is
 quite good and safe.

- 12 P-B4 P-N5
- 13 N-B2 P-KR4
- 14 P-B5 B-N2
- 15 B-N5 N-KB3
- 16 P-K5

After this sacri-
 fice of a second P,
 it seems that Black
 will be overrun, but
 he has defensive re-
 sources, especially
 since his two plus
 Ps are in the center.

- 16 ... PxKP
- 17 B xN BxP
- 18 N-K4 B-N2
- 19 P-B6 B--R3
- 20 Q-N5ch N-B3
- 21 P-B7ch K-B
- 22 Q-B5ch K-N2

- 23 Q-B2 Q-Q
 - 24 QR-Q
- Also K-R at once
 does not make the
 attack stronger.
- 24 ... N-Q5
 - 25 K-R Q-K2
 - 26 N-N3

N-B6 leads to
 nothing because of
 B-N4, 27 N/3-K4
 BxN, 28 NxB QxP!,
 29 NxRfch QxN, 30
 Q-B6ch K-N.

- 26 ... B-N4
- 27 Q-K N-B3
- 28 N/N3-K4 QR-Q
- 29 NxB QxN
- 30 N-K4 Q-K2
- 31 RxB NxB
- 32 R-B6 N xP
- 33 Q-R4 Q-Q
- 34 P-KR3 P-B4
- 35 K-R2 P-N4
- 36 Q-N3

If Q-B2, N-N4!

- 36 ... Q-Q5
- 37 Q-K

After Q-B2, 38
 QxQ the end-game is
 also easily won.

- 37 ... N-N4!
- 38 NxN KxB

There followed:
 39 P-KR4 P-N6ch, 40
 QxP Q-KB5, 41 QxQch
 FxQ, 42 N-K4ch K-K4,
 43 NxP K-Q4, 44
 N-Q3 P-K4, 45 Resigns.

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HURT-WERTHAMMER
TRAINING MATCH,
GAME NO. 3, OCT. 24,
1948, CHARLESTON
 White: Dr. Werthammer
 Black: John Hurt

- QUEEN'S G.A.**
- 1 P-Q4 P-Q4
 - 2 P-QB4 PxP

- 3 P-K3 P-K4
- 4 BxP FxP
- 5 FxP H-Q3
- 6 N-KB3 Q-K2ch?

White deliberately
 selected a seldom
 played and harmless
 variation of the
 QGA, permitting
 Black immediate
 equality. But the
 text brings Black
 into trouble due to
 retardation of his
 development.

- 7 B-K3 N-KB3
- 8 O-O P-B3
- 9 R-K O-O
- 10 B-KN5 Q-Q
- 11 N-B3 B-KN5
- 12 Q-N3

White has the su-
 perior game but he
 gives Black count-
 er-chances with
 this risky move.
 Better is P-KR3; if
 B-R4, then 13 P-KN4!
 B-N 3, 14 N-K4 B-K2,
 15 N-N3 with the
 threat Q-N3 and
 great advantage.

- 12 ... BxN
- 13 FxB Q-B2
- 14 N-K4

Again not the
 best: BxN BxPch, 15
 K-N2 FxB, 16 N-K4
 N--Q2, 17 R-R with
 a strong attack.

- 14 ... BxPch
- 15 K-R

And here, K-
 N2 is better.

- 15 ... QN-Q2
- 16 B-Q2 B-B5
- 17 B-N4 P-B4
- 18 NxP

White had re-
 gained the P but
 FxP was by far su-
 perior.

18 ... P-QR4?
 NxN followed by
 Q-Q2 was necessary.
 The text should
 permit White a win-
 ning advantage.

- 19 B-R3?

He does not see
 it. 19 BxBPch!!
 wins: 19...RxB, 20
 R-K7 QR-KB, 21
 N-K6! If now Q-N,
 22 NxR QxN, 23 B-R3
 and wins. If 21...
 P-R5, 22 QxP N-N3
 (if Q-N, 23 NxR
 RxN, 24 RxN wins),
 23 RxQ NxQ, 24 RxB
 RxR, 25 NxB with a
 winning advantage.

- 19 ... NxN
- 20 BxN Q-Q2
- 21 K-N2

It threatened
 Q-R6ch with mate in
 a few moves.

- 21 ... P-R5
- 22 Q-N5

This meek move,
 trying to turn the
 position into an
 end-game, is the
 result of a mis-
 calculation. Q-Q3
 is more spirited
 and White is still
 dangerous despite
 the P weaknesses.
 After the text,
 Black conjures an
 attack in an a-
 stounding manner.

- 22 ... KR-K
- 23 RxBch QxR!

White considered
 only RxR after
 which he would get
 an advantageous
 end-game by 24 QxQ
 NxQ, 25 B-N5 R-Q,
 26 B-K7 R-K, 27
 R-K B-Q3 (or N4).

28 BxB! RxB, 29 BxN.

24 QxNP

It is very dangerous to accept the P. B-N6 is better.

24 ... R-N
25 Q-R7 RxB
26 P-Q5

White sees now that he cannot play R-K as intended because of 26...RxBP ch!! followed by B-N6ch!! with an easy win...

26 ... B-N
27 Q-R5 Q-K4
28 Q-Q8ch N-K
29 R-R7

This should lose the game. Good was Q-R4 because after RxBPch, 30 BxB QxR, 31 Q-K7 Q-K4, 32 P-Q6!! wins. White realizes he'll lose a R but he thinks the protected 8th rank with the hanging black pieces will be enough compensation.

29 ... Q-N6ch
30 K-B R-N8ch
31 K-K2 Q-K4ch
32 B--K3 RxB
33 P-B4 Q-R4ch?

Misses the win by B-B2! followed by Q-N7ch and Q-N. After the text, the great material advantage of a whole R is not enough to win.

34 P-B3 R-R7ch
35 B-B2 RxBch

Forced, as otherwise Black loses.

36 KxB R-B2ch

37 K-K2 P-N3

The only move!

38 QxNch K-N2
39 Q-K5ch

If White tries to win by P-Q6 Q-KB4, 39 P-Q7 he loses because of Q-H7ch, etc.

39 ... QxQ
40 PxB

DRAWN

An incredibly exciting game.

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ALEKHINE'S DEFENSE

HURT-WERTHAMMER TRAINING MATCH, GAME NO. 4, OCT. 24, 1948, CHARLESTON

White: John Hurt
Black: DR. WERTHAMMER

1 P-K4 N-KB3
2 P-K5 N-Q4
3 P-QB4 N-N3
4 P-B5 N-Q4
5 B-B4 N-B5

An inferior move against the "lasker attack," which gives Black a cramped game.

6 P-Q4 N-K3
7 B-K3 P-Q3
8 N-QB5 P-QB5
9 B-BxB BxB
10 N-B3 P-Q4
11 B-Q3 B-K2
12 O-O P-B3??

It is outright foolhardy to open lines to a better developed opponent. Quiet moves like QN-Q2-B-N3 are in order. White would have undoubtedly the better game but Black would have no weaknesses. After the text,

White gets an overwhelming position.

13 BxB BxB
14 N-K5 P-KN3
15 P-B4 N-N2
16 P-B5 P-KN4

Black cannot take the P because for example: 16...BxB, 17 BxB NxB, 18 RxBN followed by Q-R5ch with a winning attack.

17 Q-B3 N-Q2
18 QR-K K-E
19 B-Q2

Black has a miserable position and it seems White should have no trouble in winning. Best, perhaps, is P-KN4 followed by P-KR4. The text gives Black a small opportunity for counter-play.

19 ... Q-N3
20 K-R QxQPT

Better QxNP, 21 R-B2 Q-R6. The text should lead to a forced loss.

21 B-K3??

This one move transforms a won game into a practically lost one. As Hurt demonstrated right after the game, White has a pretty win instead. 21 NxBch! BxN, 22 B-E3 Q moves, 23 NxB!! and if PxB, 24 QxB followed by B-B5ch easily wins.

21 ... NxB
22 BxB NxB
23 B-B5ch K-B2
24 RxB P-N3

25 B-KB2 B-Q2
26 P-QR4 QR-K
27 RxB RxB
28 P-R5

White's pieces are scattered and disorganized, a good plan is difficult to form.

28 ... BxB!
29 BxB R-K8ch
30 R-B RxBch
31 BxB BxB

The raid on the Black Q-wing Pa ended in further simplification with the loss of a second P. The end-game is won if Black is careful. Black's plan is to bring his N into play and exchange his QNP against the white QRP.

32 K-N P-Q5
33 B-B4ch K-N3
34 N-Q N-K3
35 N-B2 N-B5
36 K-B P-R5
37 P-KN3 N-Q4
38 K-K2 N-N5
39 N-Q3 N-B7
40 N-B5 P-R6
41 BxB NxB

Black has carried out his plan and from here on the win is only a matter of technique.

42 B-Q3 N-N4
43 B-N6 BxBch
44 NxB K-B4
45 N-N4 K-K5
46 NxB P-Q6ch
47 K-Q P-N5

Here White exceeded the time limit and lost. Play was continued as a free game: 48 E-Q8 BxB, 49 NxB K-K6, 50 Resigns.