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MATCH      MORGAN- BURDICK

Dr. Hayward suggested that Charles Morgan and Don Burdick play a match for the unofficial junior championship of West Virginia. Members of the Huntington YMCA CC seemed interested and have attended faithfully. The following rules of the contest obtain;

1. Winner of first five (5) games takes match and award. Draws not to be counted.
2. Chess clocks to be used and scores kept in duplicate.
3. Place: 1128 Ninth Avenue
4. Time: Saturdays at mutual convenience of contestants
5. Referees: Doctors Werthammer and Hayward

Three games have been played: Morgan has won two, Burdick one. Dr. Werthammer will no doubt comment in detail.

Charles Thomas Morgan was born in Huntington, West Virginia March 3, 1932, the youngest of four children. Other than a grand uncle who was a skilled player, he is not from a chess family.

His first chess was as a summer playground activity at Cammack School under the direction of Wylie Dunfee in 1943 and 1944.

In the winter months games with G. E. Shinkle led to attendance at the Huntington Y. M. C. A. Chess Club. This furnished the spark for a keen interest in the noble game both across the board and by correspondence.

The encouragement of Doctors Hayward and Werthammer led to a study of chess literature and the desire to start his own chess library.

II.

In 1950 with a choice of playing in the U. S. Open at Detroit or the Junior Championship at Milwaukee, Charles chose the U. S. Open and in his first venture in national competition scored 5-7. At Beckley in 1950 he waived his junior status and finished third in the West Virginia Championship.

Charles, now a freshman at Marshall in the College of Arts and Sciences, looks forward to inspiring an interest in chess among his fellow students.

Donald Smiley Burdick was born in Newark, N. J. on the eighth of February, 1937. When he was two and a half years of age, the family moved to Huntington, West Virginia. He attended Marshall Laboratory School.

During a siege with measles at the age of ten, and in response to pressure "for something to do" to ameliorate the tedium of convalescence, his father taught him to play chess. He did not feel it wise, however, to burden Donald's young mind with the intricacies of castling, not the subtleties of "en passant" or stalemate. Such errors of judgment on the part of Burdick Senior were soon evidenced by repeated and sound trouncings administered by the pupil to his parent and teacher.

Donald lived in St. Petersburg, Florida during the 1949-1950 school year. He was a student in the eighth grade at Mirror Lake Junior High, and the youngest member of the St. Petersburg Chess Club. The club has its own building in the recreation park and the membership is made up mostly of retired men from all parts of the country. There are usually several games in progress at any time during the day or evening.

The fact that Donald won the West Virginia Junior Championship and made a commendable showing at the recent Tri-State Tournament in Columbus, Ohio is naturally a source of pride and satisfaction to his parents.

III.

SOUTH CHARLESTON TOURNAMENT

The reliable Mr. Foy keeps us well supplied with current news with up to the minute information on the South Charleston Championship Tournament. President Ray Martin of the club gives the standing as follows:

DuVall	9 $\frac{1}{2}$ - $\frac{1}{2}$	Martin	5 $\frac{1}{2}$ -4 $\frac{1}{2}$
Hartling	8 $\frac{1}{2}$ -1 $\frac{1}{2}$	McNamee	5-5
Branner	8-2	Hendricks	4-6
Blagg	7 $\frac{1}{2}$ -2 $\frac{1}{2}$	Williams	2-7
Faust	7-2	McKoy	2-7
Liggett	6-3	Allison	1-9
Marples	5 $\frac{1}{2}$ -3 $\frac{1}{2}$	Pontius	0-9
Bedoit	5 $\frac{1}{2}$ -3 $\frac{1}{2}$	Schulz	0-10

Al DuVall will undoubtedly submit to the Game Department a choice, with his annotations, of interesting games, in this tournament.

CHESS AT MARSHALL COLLEGE

Charles Morgan, besides his college work, correspondence games, collecting members and dues for the W. Va. Chess Association as well as assisting with the Bulletin, reports from Marshall College that he has laid foundations for a chess club there.

President Hurt wrote his former instructor at Marshall, Mr. Otto Gullickson, with this idea in mind. Mr. Paul Fitzgerald, senior from Kermit, W. Va., kindly accepted the post of moderator for this intramural activity. The following students among others have shown interest in a projected tournament by such club: Jack Allison, defending champion, Jim Cappellari, who took part in the '48 and '49 state chess congresses, David Douthat, Carl Wade, and, of course, Morgan.

IV.

GAME SECTION

This month's selection of games is rather on the lighter side. They are full of mistakes and blunders but every one is enjoyable. They show devil-may-care sacrifices, correct an incorrect, pretty traps and surprising punishment of plausible opening moves. The games illustrate that "unscientific" chess also can be beautiful.

In the game Werthammer against Allies each party "sacrifices" the Queen. The game was played during one of the delightful and relaxing Saturday afternoon chess sessions in the home of Dr. Hayward in an atmosphere of inimitable classicism enhanced or diluted by excellent coffee and still better cake. Little Joe Werthammer aged 3½ years carried the moves from room to room. The game was played in skittle tempo which had to be speeded up toward the end as little Joe became impatient. Seemingly he did not work up as much enthusiasm for this game as the players did.

The game Morgan-Burdick from the match in progress at the present time shows how dangerous the Colle attack can be against naive defense.

In the game Warren-Allison two true lover of chess meet. True love produces beauty and joy. The final combination certainly is beautiful and enjoyable. (This sounds like a quotation from Santasiere but it fits this time).

The last game will be a great consolation and inspiration to every "patzer" (tyro to you). If the great John Hurt resigns an important game unnecessarily why worry about minor mistakes?

White:	unusual; Black	On Q-Q3, N-N4
Dr. S. Werthammer	will have a dif-	White regains a
Black:	ficult but play-	P but the attack
Dr. V. S. Hayward	able game	has fizzled
Paul Sayre	5 N-B3 B-N2	13 PxQ
Murray Scott	6 B-QB4 P-Q3	14 PxB Q-Q5ch
Danish Gambit	7 O-O N-QB3	15 K-R QxNP
	8 Q-N3 Q-Q2	16 R-Kch K-Q
	9 N-KN5 N-K4	
1 P-K4 P-K4	better seems	is K-B though
2 P-Q4 PXP	N-R3, followed by	White gets also a
3 P-QB3 PXP	O-O	strong attack af-
4 NXP		ter B-K3
John Hurt's in-	10-P-B4 NxB	
numerable wins	11 QxN N-B3	17 B-K3 R-K
with this varia-	12 P-K5 P-Q4	18 KR-Qch
tion convinced me	13 PxN	
to adopt it in	a pretty Q sacri-	much better than
off-hand games	fice which is pro-	QR-Qch as it pre-
4 P-KN3	bably corrects	vents R exchanges
		18 B-Q2

V.

19 B-Q4 Q-N  
20 N-Q5 P-KR3

preparing the following sacrifice

21 N-B6 PxN

the return sacrifice of the Q is the only good possibility, otherwise White's attack breaks through

22 NxQ RxN  
23 B-B6ch K-K

the situation has cleared and the game is simplified. Black is 2 Ps ahead, still White has good chances. The following attacking and defensive play is very pretty despite the reduced material

24 R-Q2

with the fatal threat QR-Q and mate on Q8

24 B-B4

to answer QR-Q by B-Q6

25 R-Kch K-B  
26 R-K7 PxP  
27 RxQBP P-KN4

Black has to liberate the KR

28 B-K7ch K-K

on K-N2 29 BxP

29 R-K2

B-R3 is seemingly crushing but B-Q6 defends

29 B-K3  
30 RxNP R-N3  
31 R-Q2 B-B4  
32 P-KR3 P-N5

attack is the best defense

33 B-R4

a last try

33 PxP  
34 RxRP PxPch  
35 K-N R-B  
36 R-B7 P-B3  
37 RxRch BxR  
38 RxP Draw

offered by White and accepted.

White: Charles Morgan  
Black: Don Burdick  
Collo System

1 N-KB3 N-KB3  
2 P-Q4 P-K3  
3 P-K3 P-Q4  
4 B-Q3 P-B4  
5 P-B3 N-B3  
6 QN-Q2 B-Q3  
7 O-O P-K4

premature, losing at least a P

8 P-K4 QPxP

O-O loses a P after 9 KPXP, KNXP  
10 PxxP, Bxp 11 NxB, NxN 12 BxR7ch KxB 13 Q-R5ch. But after the text

Black loses because his K and Q are subjected to too many threats

9 QNxP BPxP  
10 N-Nch QxN  
11 B-N5 Q-K3  
12 PxP O-O

there are no good moves left

13 P-Q5 Q-N5  
14 PxN P-B3  
15 B-Q2 P-K5  
16 B-B4ch K-R  
17 N-Q4 Q-N3  
18 B-K6 PxP  
19 BxB QRxB  
20 N-K6 KR-K  
21 N-B4 Q-R3  
22 P-KN3 QR-Q  
23 N-K6 P-K6  
24 NxR Resigns

White: Harlow Warren  
Black: Hugh Allison  
W.Va. Chess Congress  
Beckley 1950

KP Opening

1 P-K4 P-K4  
2 B-N5 N-KB3  
3 N-QB3 N-B3  
4 P-Q3 N-Q5  
5 N-B3 P-QR3  
6 B-R4 P-QN4  
7 B-N3 NxB  
8 BPxN

the opening is a mixture of Vienna Game and Bird's Defense of the Ruy Lopez. The moves are unconventional but playable. Instead

VI.

of the text RXP is more positional

8 P-Q4

but this move is too audacious

9 P-KR3

and this one too cautious

White safely can take a P by NXP or PXP

9 P-Q5  
10 N-K2 B-N5ch  
11 B-Q2 BxBch  
12 QxB O-O  
13 NxKP Q-Q3  
14 N-B3 P-R3

a blunder which should lose a piece

15 KNxP

fortunately for Black White does not see the fork P-K5

15 R-K

despite the loss of two Ps Black's position is hopeful

16 O-O P-B4  
17 N-KB3 P-N5  
18 Q-K3 B-N2  
19 Q-B4 QxQP  
20 N-N3 NXP

Black has regained the Ps and is definitely better now.

White is restricted. Black's Ps on black squares and his B complement each other very nicely

21 QR-Q

setting a clever trap

21 Q-B7

and Black does not see it. Instead Q-N4 still with advantage

22 R-Q7

threatens only the trifle of mate starting with QxPch or the loss of the B

22 P-B3

prefers not to be mated but R-KB instead of the text would prolong the game

23 RXPch

a truly grand combination which quickly forces the game.

It is more creditable as White rejects an easy win in an endgame by RxB and risks a sacrifice the ramifications of which are difficult to calculate over the board

23 KxR.  
24 N-B5ch K-B2  
25 Q-B7ch K-N3

if K-K3 26 N-Q4ch, PxN 27 NXPch winning the black Q with mate to follow soon because of the exposed position of the black K

26 KN-R4ch K-R4

27 Q-B7ch

Black cannot prevent mate in two

27 K-N4  
28 P-B4 mate.

White:

John Hurt

Black:

Frank Ferryman

Ohio-West Va. Match  
Columbus, Nov. 1950

1 P-K4 P-K3  
2 P-Q4 P-Q4  
3 N-QB3 N-KB3  
4 P-K5 N/3-Q2  
5 N/3-K2 P-QB4  
6 P-QB3 N-QB3  
7 P-KB4 PXP  
8 PXP B-N5ch  
9 N-B3 P-B3  
10 N-B3

we would prefer B-Q2, if Black exchanges Bs his black squares are weak. White could very well develop the KB to KN2

10 PXP  
11 BPXP O-O  
12 B-KN5 Q-R4  
13 Q-Q2 RxN

Black has a good game but this sacrifice while pretty should not lead to a win

14 PXR N/2XP  
15 PxN P-Q5  
16 O-O-O PxN  
17 Resigns ??

it is true that if the white Q moves the game is lost, e.g. 17 Q-QB2, QxRP 18 Q-N, PXPch 19 K-B2(QxP, B-R6) Q-R5ch followed by NXPch. But after 17 PXP, BXP 18 Q-KB2 (other Q moves lose after N-Q5) Black does best to take a draw by perpetual check by 18, Q-R6ch 19 K-N, Q-N5ch 20 K-B ect otherwise White has the better chances.