


# WEST VIRGINIA



# CHESS BULLETIN

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*The "BULLETIN" greets you in this new form, and it is the hope of the Editorial Staff that this may be but the first of similar issues.*

### HUNTINGTON'S HOBBY SHOW

On the afternoons and evenings of May 9 and 10, Huntington "put on" at its Memorial Field House its first Hobby Show.

West Virginia Chess Association was invited to exhibit, and was given ample space at small expense to tell them all "about it." Boards, sets, photographs, books, and periodicals were on view. Dr. Hayward, Charles Morgan, Vice-President Neel, and Bill Michael were in almost constant attendance at the booth, and their efforts seemed well rewarded by the sincere interest, as well as curiosity, shown by visitors of all ages.

The sustained interest of many of the youngsters of both sexes was particularly noteworthy and gratifying, and "games" were being played almost all of the time. If such interest can be maintained, future chess among the youth of Huntington is assured, and those of us, including Paul Sayre, who broadcasted succinctly on chess before the show opened, and Don Burdick, with his weekly "clinic" at the local "Y", are not carrying on in vain.

### TOURNAMENTS

#### Past, Present and Future

The annual South Charleston Open Tournament was won by Allen DuVall in his usual competent fashion. Final summary follows: Allen Du-

Vall, 8-1; Harold Liggett, 7½-1½; John F. Hurt, Jr., 7-2; W. F. Hartling, 6-3; Edward Foy, 5½-3½; George Hendricks, 4-5; Frank Branner, 3-6; Bruce Marples, 2-7; David Goris and Robert Schmittberger, 1-8.

Huntington is now conducting a city championship, which has not progressed enough to do more than name the contestants: Burdick, Gregg, Hayward, Michael, Morgan, Neel, Sayre, and Werthammer. They will play a single round-robin tournament.

#### The Annual State Congress

Beckley is being favorably considered for the Labor-Day week-end meeting. It has been suggested that ONE championship event be played. Same to include Senior AND Junior aspirants for the State Title.

The usual West Virginia OPEN, for all comers, will be the other event.

### WEST VIRGINIA CO-CHAMPIONS' TOURNAMENT

A double-round robin was contested by DuVall, Foy, Hurt, and Werthammer at Charleston's "K of C", South Charleston's Carbide Recreation Club, and the Editor's residence in Huntington on the afternoons and evenings of April 20, 27 and May 11, 1952. This unofficial match was directed by Reid Holt and Charles Morgan, and the final score

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play. We all well know that Ed is capable of much better chess than shown by the score.

Round by Round Summary

Round I—Hurt defends with a "Trench", blunders, loses a piece, and the game to DuVall.

Foy obtains a strong attack against Werthammer's Stonewall Defense. In a critical position, the doctor wiggles out with a perpetual check.

Round II—Hurt plays a Wing Gambit against Foy's "Sicilian" and, after missing the win in the middle-game, defeats his opponent in the end-game.

Werthammer, against DuVall's Q Indian, obtains strong pressure because of his opponent's weak opening play, and wins a P by a pretty combination. Al, rising to the occasion, equalizes, and finally wins in "the grand manner" after Werthammer's refusal to draw by repetition of moves.

Round III—Foy and DuVall played a QP's game to a quiet draw. Neither player was, at any time, in danger. Hurt, as Black, defended a QGD "a la Lasker" and brilliantly outfoxed Werthammer. Hurt's best game.

Round IV—Hurt, against DuVall's "Sicilian", succeeded in obtaining a position similar to a variation of the Danish and had but little trouble in winning.

Werthammer won from Foy in a QGD. Ed did not resist too fiercely.

Round V—Foy, as White in a QGD, blundered away a piece in the early middle-game, which settled the issue promptly in Hurt's favor.

DuVall used the famous "surprise" Bird Opening against Werthammer. The doctor, last year, tried the same opening, as White, against the same opponent with equally disastrous results, for White, in both games! Al never really got started properly in this game. After some sharp combative complications, the doctor obtained a good end-game with material.

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TOURNAMENT, Cont'd. Due to severe time pressure, the loser's K succumbed to a mating net. Werthammer's best game.

Round VI—As Hurt had already clinched first place, a "quiet" last round was anticipated. Nothing was farther from the truth!

DuVall played the Evans Gambit against Foy which became very involved and most difficult for both players to conduct. White's attack was finally successful against stubborn resistance. DuVall's best game.

Hurt and Werthammer fought a "battle royal." After a few weaker moves by Hurt, Werthammer obtained a won position and nursed two pawns through a difficult ending to a win. The longest game of the tournament.

WEST VIRGINIA CO-CHAMPIONS' TOURNAMENT

- 1. John Hurt, Jr., Charleston.
2. A. H. DuVall, St. Albans.
3. Dr. S. Werthammer, Huntington.
4. E. M. Foy, Charleston.

Table with 5 columns: Player, 1, 2, 3, 4, Score. Rows for 1, 2, 3, 4.

NOTES AND COMMENTS

Our last number carried a criticism of Chess Life, the USCF organ, which had to do with recognition of our Tri-State tourney and failure to credit the published annotations to one of our members. The Editor of Chess Life correctly called attention to our oversight in the first matter, and explained his error in the second instance. An exchange of spirited letters laid the dust, and all concerned feel that a better rapport has been established between the publications.

ED HOLT

Reid Holt reassures us concerning his son's health. After a minor surgical experience in Bethesda Hos-

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pital, he has returned to his base in the West to continue special studies with the Navy.

TOM BERGQUIST

Tom Bergquist, on furlough, was a welcome visitor to his family and chess friends. He looked and acted particularly fit and has added siding to his hobbies. He returned to his home station, Spokane, Washington, on May 12. Most of his chess, he tells us, is of the postal variety.

THESE GAMES ARE THE BEST

Annotations by Winner In Each Case White: S. Werthammer. Black: A. DuVall.

- Nimzo-Indian Defense.
1 P-Q4 N-KB3
2 P-QB4 P-K3
3 N-QB3 B-N5
4 N-B3 P-QN3
5 B-Q2 B-N2
6 P-KN3 P-B4

This is a strategic error unless P-Q4 can follow. Otherwise the QP remains backward in an open file.

- 7 PxP BxP
8 B-N2 O-O
9 O-O N-K5

If . . . P-Q4 at either of the last two moves, the answer is N-K5.

- 10 Q-B2 NxB

The alternative . . . P-B4 is complicated. For instance 11 N-KN5 I . . . NxkB; 12 NxkP, PxN; (If Q-K2; 13 BxB, PxN; 14 BxR. Or if Q-B; 13 BxB, QxB; 14 NxR) 13 BxB, NxR; 14 BxR, NxRP or NP.

- II . . . NxkN; 12 BxB.
11 QxN P-B4
12 KR-Q B-K2
13 N-QN5 Q-B
14 QR-B B-QB3
15 N-Q6 Q-B2
16 N-K5

This allows an exchange which aids Black in freeing his game; therefore 16 P-QN4 is indicated.

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BEST GAMES, Cont'd.  
 16 BxB  
 17 KxB N-B3  
 18 N-B3

Threatening N-QN5, while the alternatives 18 P-B4, NxN; 19 PxN, and 18 NxN are unsatisfactory.  
 18 P-QR3  
 19 P-QR3  
 Unnecessary.  
 20 Q-B4

A faulty plan; ... KR-Q is better.  
 21 P-QN4 N-N2?  
 22 NxP! QxQ  
 Not R or PxN? because of 23 QxQ, while 36 ... B-Q3 is met by N-K7ch!! which wins the Q or mates.  
 23 NxBeh K-B2  
 24 PxQ KxN  
 25 N-K5 N-Q  
 26 K-N3 P-Q3  
 27 N-B3 P-QR4  
 28 P-B5 NPXP  
 29 PxBP P-Q4

Hoping to blockade and win the isolated pawn. Black's central K position and White's double pawns allow Black some counter chances, in spite of White's extra pawn.  
 30 N-K5 R-N2  
 Tempting 31 P-B6 to gain the square Q3 but ... R-QB2 at once might be better.  
 1 P-B6 R-QB2  
 2 P-B3 N-B2  
 3 R-Q4

White's best winning chances is 33 NxN followed by P-K4 or R-B5.  
 3 K-Q3  
 4 N-B4ch K-B4  
 5 N-N2ch  
 Very clever, since ... KxR? would be a fatal error: 36 K-B2!! followed by P-K3 mate.  
 5 K-Q3

6 P-K3  
 Takes the game out of the book.  
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BEST GAMES, Cont'd.  
 9 NxB  
 10 RPxN N-Q2  
 11 P-KN4! R-K!  
 12 B-Q3 B-B3

Black's last two moves prepare a counter attack in the center.  
 13 B-N PxP  
 14 Q-B2 P-K4!  
 15 Q-R7ch K-B  
 16 PxP NxP  
 17 NxN BxN  
 18 R-R5 BxNch  
 19 RxB? BxNch  
 19 PxB is better.  
 BxP

Threatens mate. There is no defense.  
 20 P-B3 BxR  
 21 Q-R8ch K-K2  
 22 QxP/7 K-Q2  
 23 Q-N3 Q-N4  
 24 Q-R3ch K-B2  
 25 Q-R2ch K-N3  
 26 Q-N QR-Q  
 27 B-B2 Q-N6ch  
 28 K-B

If K-K2, BxPch.  
 28 R-Q7  
 29 P-K4ch K-B2  
 30 RxB BxP!  
 31 Resigns  
 White is mated soon.  
 White: A. DuVall.  
 Black: S. Werthammer.  
 Bird's Opening  
 1 P-KB4 P-Q4  
 2 N-KB3 P-KN3  
 3 P-K3 B-N2  
 4 P-QB4 N-KB3  
 5 N-B3 O-O  
 6 B-K2  
 Better is Q-N3.  
 6 P-B4  
 Keeps the center "fluid".  
 77 Q-N3 P-Q5  
 8 N-Q  
 If N-Q5, N-K1 followed by P-K3 winning the N.  
 8 N-B3  
 9 N-B2

Black has the initiative. White now evolves a plan to counterattack in the center or on the K-wing. But Black's bind is too strong.  
 9 B-B4  
 10 R-KN Q-Q2  
 11 P-KR3 PxP  
 12 PxP  
 P-KR4 to prevent White's 13 P-N4 would be pointless as the black QB cannot be maintained on B4 after White's N-R4.  
 12 KR-Q  
 13 P-N4 B-K3  
 14 B-Q2

Better appears P-K4 but Black's continuation is the same.  
 14 P-QN4  
 15 R-Q Q-B2  
 16 Q-B2 N-QN5  
 17 BxN PxB  
 18 R-QB  
 With the hope of saving the QB.  
 18 QR-B  
 19 P-KB5 BxQBP  
 This combination wins two pieces for a Rook.  
 20 P-N3 BxB  
 21 QxQ RxQ  
 22 RxR BxN  
 23 R-N3 B-QR  
 Despite the reduced material, Black has a dangerous attack.  
 24 RxRP N-Q4  
 25 P-KR4 B-B6ch  
 26 K-K2 B-QB3  
 27 P-K4 N-B5ch  
 28 K-B BxP!  
 29 NxB  
 Loses at once. PxP still would put up a fight. White is in time trouble.  
 29 R-Q8ch  
 30 K-B2 B-Q5ch  
 31 Resigns  
 Disaster follows ... R-B8ch.  
 White: J. Hurt.  
 Black: A. DuVall.  
 Sicilian Defense.  
 1 P-K4 P-QB4  
 2 P-QB3  
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Alekhine used this move. It often leads to a position similar to the Danish Gambit declined.

2	P-Q4
3 PxP	QxP
4 P-Q4	PxP
5 PxP	N-QB3
6 N-KB3	P-K3

The time-saving . . . B-N5 also gives freedom.

7 N-B3	B-N5
8 B-K2	KN-K2

Safer and more natural is . . .

N-B3.	
9 O-O	BxN
Superior is . . .	Q-QR4.
10 PxP	P-QN3
Preferable is . . .	B-Q2.

11 P-B4	Q-Q2
12 B-K3	B-N2
13 Q-N3	O-O
14 QR-Q	KR-K

More to the point is . . . QR-Q.

15 Q-N	Q-B2
16 N-N5	N-N3
17 P-KR4!	P-KR3

Loses. 17 . . . N-B is the move!

18 NxKP!	PxN
19 QxN	Q-B2
20 QxQch	KxQ
21 P-B4	N-N5?
22 P-KB5	NxP
23 PxPch	KxP
24 B-N4ch	K-K2
25 QR-K	R-KB
26 B-Bch	Resigns

White: S. Werthammer.

Black: E. Foy

Queen's Gambit Declined

1 P-Q4	P-Q4
2 P-QB4	P-K3
3 N-QB3	N-KB3
4 B-N5	B-K2
5 P-K3	O-O

6 R-B	P-KR3
7 B-R4	N-K5
8 BxB	QxB
9 PxP	NxN
10 RxN	PxP
11 B-Q3	N-B3?

Much better the usual . . . P-B3.

12 N-K2	R-K
13 O-O	B-N5?

Threatens NxP, but is actually a loss of time which Black could use to straighten out his Q-Wing.

14 P-KR3	BxN
15 BxB	QR-B??

N-Q and P-B3 would have held everything together.

16 B-B3

Simple and good is B-N5, followed by Q-R4 with a winning position.

16	R/B-Q
17 R-B5	N-N5?

N-K4! instead would have forced White to play 18 RxQP, (BxP?? P-QN3 and White loses) NxBch; 19 QxN, RxR; 20 QxR and it is doubtful whether White can win the end game.

18 P-R3	P-QN3
19 R-B3	N-R3
20 Q-R4	N-N
21 QxP	P-QB3
22 QxP	R-Q2
23 Q-B5	Q-N4
24 P-QN4	R-N2
25 P-QR4	Q-Q
26 P-N5	PxP
27 PxP	Q-R4
28 R-N	N-R3
29 QxP	R/1-K2

There is no good move.

30 R-B8ch	K-R2
31 Q-B5ch	P-N3
32 Q-B6	Resigns

Mate cannot be prevented. Curious, this sudden decision on the K-wing.

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