

# MICHIGAN CHESS

Michigan  
Chess  
Association

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IT'S MY FAULT, ABNER.  
I SHOULD HAVE LOOKED IN  
ON YOU LAST SPRING!





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# THE SECRETS OF CHESS

By Richard E. Fauber

Since Ron Fox wanted to know what a master thinks about while at the board, I offer these next games to illustrate what I was thinking when I was playing like a master and, by contrast, what I was thinking when I did not play like a master. These are all games which cost me a great deal of pain. Unlike "Wide-World of Sports", chess illustrates the agony of defeat and the agony of victory; but what these games are most intended to do is to banish the myth of the system player. If I were to rear a school of grandmasters, it would be a school of Dynamic Disorganization - complemented superbly by home study and unrelenting specific analysis at the board. O. J. Simpson is highly organized and coherent on TV, but watch his legs when he runs. That is not a system; it is dynamic disorganization evading the worst intentions of those hateful adversaries who want to knock him down. They say you cannot teach that talent, but in chess we can at least try to teach people to try it.

Ruy Lopez

PETER BIYIASAS - R. FAUBER

1 e4 e5 2 Nf3 Nc6

We are now on unfamiliar ground, just as in other openings. Perhaps you wonder why people play moves like this? Biyiasas plays 1 e4 because he is afraid that if he plays 1 d4 he will have to face a Queen's Gambit - about which he knows nothing. Those positivistic reasons for justifying 1 e4 are out the window in a competitive situation.

I once found myself paired against an opponent whose style I know perfectly. Unfortunately, I also felt a call of nature. In that kind of emergency I know that I cannot think good thoughts and particularly cannot review the various opening systems which my heavily booked opponent favors. In this grim emergency I simply played 1 a3 and rushed off. It was the sensation of the master section of the 1974 American Class Championship. I heard people discussing it from my throne. The point was to cause my opponent, who also knew all my chess habits, to reflect deeply on the best reply. I used up 22 minutes heeding nature's commands, but he spent 12 of them thinking of his first move. I came back to the board head on the clock. I have renamed Anderssen's opening, but interested readers will have to send a self-addressed postcard to learn what the name is - because of the restrictive code of ethics of the US Association of Chess Journalists.

I played 1...e5 simply because I did not want the Sicilian. 1...a6 is a suggestion of David Bronstein, but I was not in the mood for grandmaster moves this early in the game.

3 Bb5 a6 4 Ba4 Nf6!

Very deep. Black sees the trap. Normally I play 4...d6, but Biyiasas also plays that way, and he plays more frequently than I. I assumed that he would be more comfortable in the Steinitz Deferred than I because he had more experience with it.

5 00 Nxe4!

To my knowledge Biyiasas has never faced this in tournament play. Furthermore, he is not well-versed in the theory of the openings and so any deviation from routine costs him time on the clock.

I had spent several months studying this defense 12 years ago and knew more about it than the Closed Defense. It also had the advantage that the next few moves are pretty obvious, and I have a habit of getting into time-pressure when there are a lot of choices to be sorted out. This is a kind of practical fault which must either be eliminated or minimized by opening a file or two in the early part of the game.

After a cursory review of innovations in my standard openings I also scout the theoretical publications for new departures. That makes it harder for my opponents to prepare against me, and it also helps to keep my chess fresh - e.g. es-chewing the Sicilian after 15 years. Many times I do not have the guts to play something immediately after studying it, but I spend years thinking about it occasionally. Then I usually get pretty good positions. I have various bits of private analysis, one of them untried after six years of steering toward it, but my champion analysis is 23 years old.

6 d4 b5 7 Bb3 d5 8 de Be6 9 c3 Bc5 10 Nbd2 00  
11 Bc2 f5

Since I had never played this variation before in my life, I spent some time trying to remember what the books advise. Then I spent some time trying to forget so as to clarify the general aspects of the position.

When I was preparing the Open Variation in 1963, I had studied exclusively 11...Nxf2, which leads to quite a different game. Over the board I rejected it because, although Black has the initiative, White can consolidate and eventually complete his development. Biyiasas is very good at this kind of patient, consolidating play. Against a lower-rated player or an unknown of my own rating I might well have played 11...Nxf2 simply because I have some

old wrinkles in that variation which are not covered by the current theoretical surveys.

12 Nb3 Bb6 13 Nbd4 Nxd4 14 Nxd4 Bxd4 15 cd f4  
16 f3 Ng3 17 hg fg 18 Qd3 Rf5

Both Biyiasas and I spent some time considering the consequences of his refusing me piece sacrifice. We found nothing, but maybe next year. The point is that, although this goes to somewhere around move 30 in the Informant Encyclopedia of Chess Openings, it is fatal just to play by memory. You have to be reviewing the various threats, to keep your mind alive by hunting for over-the-board innovations. It is a little inefficient and so disorganized in some cases, but, by golly, it is dynamic.

19 Qxf5 Bxf5 20 Bxf5 Qh4 21 Be6+?

We were now out of the book, although neither of us knew it. I spent some considerable time meditating on the choice between ...Kf8 and ...Kh8. Little decisions like that can have farther reaching consequences than deciding whether or not to attack on the kingside.

White would have done better to play 21 Bh3 directly. Having some uncashed checks in your locker can often be the margin between victory and defeat. Nobody ever died of check.

21... Kh8 22 Bh3 Qxd4+ 23 Kh1 Qxe5

I am still playing book moves, but who can miss them? You don't have to know the book to play book moves. Biyiasas now begins to think for himself along stingy lines. In this position he has to attack before my pawns become a live threat to promote. That threat would tie his powerful army down and at least ensure the draw. He should have played 24 Bd2 Qxb2 25 Bf4, ridding himself of the cramping effects of the g-pawn.

24 Rb1? d4 25 Bd2 d3

According to Victor's Pupols, Tal had just recently won a game with Black in the same variation; after which he commented, "All I knew was that I had to push my d-pawn like mad."

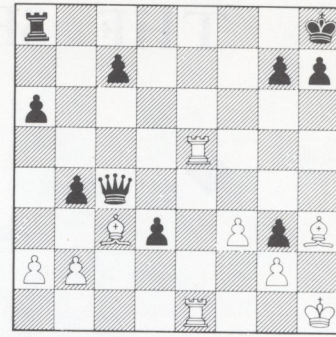
26 Rfel Qc5! 27 Bc3

The point of my queen move was to rule out 27 Re3 Qc2 28 Rbel Rg8. The move combines two outstanding strategic ideas: to advance the extra pawns and threaten promotion, and to prevent mate on the back rank. A combination is usually valid because it embodies a variety of necessities. It is an extended example of doing two things with just one move - like the simple fork. Economy is the watchword of good chess moves. Do as much with as little a move as you can find.

27... b4 28 Re5 Qc4! 29 Rbel bc

(DIAGRAM)

Since I was just a fish, Biyiasas never bothered to consider the pawn power that this move develops. The pawns are strong, but the tactical variations have to be calculated exactly. Kibitzers for days afterward bothered me to say that 30 Re8+ R:e8 31 Rxe8+ Qg8 wins, but 32 Rxc8+ Kxc8 33 bc d2 34 Be6+ Kf8 35 Bb3 refutes that.



BIYIASAS - FAUBER

30 Re8+ Qg8! 31 Rxc8+ Rxc8 32 bc d2 33 Rb1 Rd8?

This does not lose the game, but it does point up the kinds of emotional factors which can insidiously fog up your objective faculties. I was smiling inwardly. "This position is so won that a baby could handle it." It also occurred to me that this would leave me 5-0 in the tournament. The next round I might get to face Maria Ivanka. She is very beautiful in a delicate sort of way. What joy to play someone with such a quiet style and then after winning or drawing I could take her gently by the hand to the kibitzers' room and show her how she could have thrashed me within an inch of my life. Her husband outweighs me, but I did not have time enough on my clock to ponder that.

The problem was that I was getting too pleased with my fine position. It should lead to a winning king and pawn ending, but I became too lazy to play. For that - had to save myself for Ivanka. The natural 33... Re8 34 Be6 g5 35 Kg1 Rxe6 36 Kf1 Kg7 wins easily after the exchange of rooks. Biyiasas was not sure of that after the game. He was on the bad end of the position, and all that he was analyzing was resources - the trickier the better. That is an example of the master's economy of thought.

BUT WINNING IS A PROCESS, not a happening. It goes by steps, and it usually goes slowly. That is what the masters appreciate, while the amateurs still gamble on winning by the chessic equivalents of betting on 10 the hard way in craps.

34 Bd7! h5??

The last chance to win was 34... c6!! when the situation is much the same as in the previous variation. My problem, like most people's problems was emotional. I had been hit with something unexpected (although why seeing 33...Re8 34 Be6 I could not see 33...Rd8 34 Bd7 remains one of those mysterious tricks of the mind), and did not put out the effort to analyze it. I just went to pieces here. Life is not supposed to be easy, and chess is like life in that respect too. True happiness is very complicated. You like to feel happy while winning the game of life. You know that after you have won you will feel better than after losing - still it is not happiness. After you have won there is still the next round to think about. That is just more work. Feeling happy while you are winning, I submit, is a great way to lose. Even

Thomas Jefferson only enjoined us to pursue happiness. He never said we should catch it.

Ba4.

And Biyiasas was fully justified in soundly berating me for my stupidity in our postgame analysis.

The next game is more pleasant because of the outcome. I had come into the final round of the 1960 North Central Open with a 5-1 score, half a point behind the leader. Since he was a name New Yorker who had just distinguished himself at the Leipzig Olympiad, I had no thoughts about winning the tournament. In fact, I had few thoughts at all.

To cut expenses I was staying with a friend in Milwaukee, and he kept having parties over the three day Thanksgiving weekend. After two nights with three and two hours sleep respectively, I amassed a grand total of 45 minutes the night before the final day. Between rounds the late, great tournament director Ernie Olfe came up to me and observed, "You're having a great tournament." "Yeah," I said, "but I only had 45 minutes of sleep last night, and I'm dying." "Too bad you had to blow it," he replied.

Gruenfeld Defense

R. FAUBER - ROBION KIRBY

d4!

There is a lot to be said about 1 g3 and 1 a3, although they do not do much about the center. The reason this move is good is not for any Meiden and Cotter reasons but because I had perceived a persistent tendency for me to lose when I played 1 e4. Watching little things like this about your style when you are in your experimental phases can save you a lot of points in your killer phase.

1...Nf6 2 c4 g6 3 Nc3 d5 4 cd!

At the time this was played, I was an A player and Kirby a mid-rated master. This move is so good because it was the only move I had ever played against the Gruenfeld. When playing masters, play the opening you know the best invariably. Many people urge that you take him out of the book which he knows so well. This is pointless since most masters want to take low-rated players out of the book quickly so that the patzer can make his own mistakes. Besides, the book you may be taking him out of is only MCO 11 while he is still happily playing a Boleslavsky refutation to your line which he happened to glance at in Shakmatny Byul-ten. What we all want first is a position in which we are comfortable. Only after achieving that should we go on to try for advantages.

Another common failing of average players is to feel the obligation to refute some irregular reply in the next five or six moves. I have no intention of counting up the losses such rashness has cost me. What the irregular reply usually does is make your game slightly more comfortable.

4...Nxd5 5 e4 Nxc3 6 bc c5 7 Bc4

Because of a crucial match game I had won three years before, I was tempted to play 7 Be3 and 8 f4. I think that current opening theory holds this to be a practically forced loss, but the main thing is that it is a blatant attempt to try to run over the adversary. This must be a mistake most of the time against a higher rated player. It is far better to see to development and control of the center, to positional themes you know, and to keep a wary eye out for all looming threats.

There is another rule which says that you should develop your pieces to the best square and not move them around. This is very nice, but it neglects the sad fact that many pieces simply do not have a "best" square early in the game. The queen bishop is a particular problem-child for both sides. Often, when the queen rook has no immediately good squares either, the queen bishop is best left sitting home for the call to action. The queen also frequently moves at first only to provide communication between the rooks and to vacate a square for one of them. Here a helpful thought is to develop her where she is least exposed to threats rather than exposing her for a transitory threat. The move 7 Bc4 does not put the bishop on a very good square - e2 would be a better one, but the knight needs e2 so as to securely support the d-pawn, the pivotal pawn in White's broad pawn center.

7...Bg7 8 Be3-Nc6 9 Ne2 cd 10 cd Qa5+

Although this does not get us out of the books, it does venture into an obscure sub-variation. Furthermore, Kirby had devoted a lot of private analysis to this line. He had further improved it after he had lost to Weinstein the previous round. My subsequent play was much fresher because I had ignored that game from fatigue. The Weinstein - Kirby game was sharply tactical, and it never pays to imitate somebody else's tactical continuations unless you have a thorough grasp of all the ramifications.

11 Bd2 Qa3 12 00 00

12...Nxd4 13 Nxd4 Bxd4 14 Bh6 is altogether too dangerous for Black. Undertaking major operations in the center before castling is very hazardous. If 14...Bxa1?? 15 Bb5+.

13 Rb1 Bg4

One must always analyze those little continuations which allow one to develop normally. 13... Nxd4 14 Nxd4 Bxd4 15 Bb4.

14 d5 b5! 15 Bxb5 Nd4 16 Be3

This idea on moves 15 and 16 diverges from Kirby's prepared analysis. White is simply playing to control the center. He does not break the pin by f3 because he wants his queen bishop to get active again on e3. This move also eliminates any switch to a kingside attack, which, in some circumstances, might be had by ...Nf3+.

White is less concerned about material in this position than he is in such dynamic characteristics as better development and initiative. One line might run 16...Qxa2 17 Bxd4 Bxd4 18 Qxd4 Bxe2 19 Bxe2 Qxe2 20 Rb7 when White's pieces are more active, and his center pawn majority may partici-

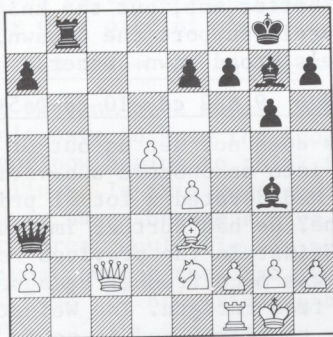
pate in stripping the pawn barrier from the Black king. The outside passed a-pawn is not any real advantage in this position, as the outside passed pawn is least an advantage in rook and pawn endings. Here we have competing advantages, but White's advantages are trumps. 20...Rfe8 21 Qe5 is one instance.

16...Nxb5 17 Rxb5 Rfb8

At this point I noticed that Kirby was breathing heavily. He had a chance at the top prizes, but he had to win. 17...Qxa2 18 f3 Bc8 19 Rf2 is not about to accomplish that. Instead Kirby went all out for the initiative, even though White's center control made that a problematic decision.

Notice that the move 19 Rf2 would be made to clear some of the glut in pieces off the f1-a6 diagonal. It is also possible that 19 Re1 may be better, but this is a prophylactic move either way to prevent Black from developing tactical counterchances before White presses on with his space edge.

18 Rxb8+ Rxb8 19 Qc2



It may have been better to play the simple 19 h3 Bd7 20 Nd4, but the text move is a reaction to the pinning pressure of Black's queen bishop. I first looked at it rather foggily and noted that 19...Rb2 just won a piece. Then I congratulated myself on my stupid instincts; but a bad idea can lead to a good idea. The piece sacrifice leads to an exposure of Black's back rank with various pinning motifs. Once that discovery occurred, specific analysis took over, and the main variation emerged in the game - up to a point.

19...Rb2 20 Qc7 Bxe2?

Actually, there is a drawing combination for Black: 20...Rxe2 21 Qd8+ Bf8 22 Bh6 e6 23 h3 Qd6 24 Qa8 Rb2 seems to hold.

21 Bc5 Qc3 22 Qd8+ Bf8 23 Bxe7 Qg7 24 Bf6 Rb8

It is clear that Kirby is playing for a win. Also possible was 24...Qh6 25 Bxb2 Bxf1 26 Qf6 Bg7 27 Qxg7+ Qxg7 28 Bxg7 Bb5! (28...Bd3 29 d6) and it is likely that the bishops of opposite colors are a draw, despite the two extra pawns. White might try to win by an involved maneuver starting by 29 Bc3, bringing the king to support the queen rook pawn and advancing it to a5. This would continue the theme begun with the fourth move of trying to cramp Black with pawns. I doubt

if I could have stayed awake through it. This line, incidentally, was first suggested to me by Ron Rosen, the noteworthy Michigan expert.

25 Qxb8 Qxf6 26 e5! Qf4

There is a very old and very wise saying: "The hardest thing to do is to win a won game." Once all your exploitation of strategic principles has left you with a won position, it is then time to get down to the hardest work, which is to work out specific variations which win it. Here Kirby thought that 26...Qg5 would have drawn, but 27 f4 Qg4 28 h3 Qg3 29 Rf2 Bc4 30 d6 Be6 31 Qb2 wins.

What you do with this kind of variation is to try to see as far ahead as you possibly can in specific terms and then to check your previous analysis on each successive move. Many times a need to revise your planned continuations will occur, even though you have kept to the thematic goals of building an advantage and exploiting it according to its nature. "You got to be alert." I did not see 31 Qb2 in my game analysis, but I might have, had the continuation come down to that. What you have to do is to see that you do the work every move, then you probably will. Never rush a won game, and never let up on the pressure. Think bulldog.

27 Rb1 Bd3 28 e6! Qe4! 29 ef+ Kxf7 30 Rb7+ Be7 31 h3 Qxd5

Some moves earlier I had thought that 31...Qe1+ 32 Kh2 Qxf2 would draw, but 33 Qe5 Qf6 34 Qg3 threatens both the queen bishop and also 35 d6. Never take your old analysis for granted in critical lines. Of course, time-pressure is a different story, but you are not really in it until you cross the ten-minutes-to-go mark.

32 Qf4+ Bf5 33 Rxa7 g5??

After 33...h5 34 a4 starts the winning process of tying down the two bishops with the threat of an advancing passed pawn.

34 Qxg5 Qd1+ 35 Kh2 Qd6+ 36 g3 Ke6 37 Qe3+ Kf6 38 Qf3 Kg6 39 Ra5 Qe6 40 Qe3 Qd7? 41 Ra7 Resigns.

As I staggered away from the board, dripping with exhaustion and drained of sweat, a little kibitzer rushed up and pumped my hand, "Congratulations, you won!" "Yes, it was a hard game," I replied. "Not the game, the tournament," he yelled. Weinstein had drawn, and I shared first for the first time in my life.



# Games from Bronstein's ZURICH 1953



Translator: Jim Marfia



*This is the fourteenth installment of David Bronstein's great tournament book, Zurich 1953.*

## Game 76

Reti Opening

SMYSLOV - BRONSTEIN

1 c4 Nf6 2 g3 c6 3 Nf3 d5 4 b3 Bf5

If Black is looking for an indisputable equalizer against the Reti, then the setup with ...c6 and bringing the bishop out to f5 looks best to me (according to the example game Reti - Lasker). Of course, there have been cases where the bishop turned out to be misplaced on the b1-h7 diagonal, but only because Black played in stereotyped fashion, without taking circumstances into account.

Bg2 e6 6 00 Nbd7 7 Bb2 Be7 8 Nc3 00

After long thought, Black decided to castle without recourse to ...h6. Some one once said that a loss of time in closed positions is meaningless, and now a lot of people believe him. If this be true, then it is so only for tightly closed positions, not for the one now on the board; I believe 8...h6 would have been an unnecessary waste of time here.

9 Nh4

Smyslov reacts immediately to Black's "inaccuracy", intending to trade off the bishop on g6, then play cd and prepare e4, clearing away the pawn center and assuring White's pieces great activity.

9...Bg4

A bit of battlefield trickery: Black disguises his aggressive intentions as forced moves.

10 h3 Bh5 11 g4

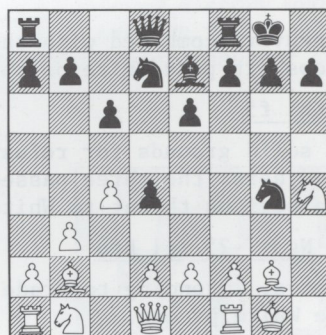
Either White has underestimated his opponent's designs a bit, or he is simply being careless, when Black's protracted musings after 8 Nc3 should have put him on his guard. Smyslov probably thought Black was merely feinting the piece sacrifice, since after 11...Bxg4 12 hg Nxg4 13 Nf3 Black has no threats whatsoever; however, Black has a wischenzug that changes the picture considerably.

I might add that this was precisely the line that occupied the bulk of the time Black spent in considering his 8th move, since 11...Bg6 12 Nxg6 hg 13 d4 leaves White with a definite advantage.

11...d4 12 Nb1

Taking the bishop would not be good in view of 12...dc 13 Bxc3 Nxh5 14 Nf3 Bf6 15 d4 Nf4; while if 12 Na4, Black immediately has the threat of ...b5.

12...Bxg4 13 hg Nxg4



Naturally I could not calculate all the consequences of the sacrifice, but, judging from a few variations, I thought Black would get good chances for an attack or, and this sometimes can turn out to be more valuable, for the steady improvement of his position. For example: 14 Nf3 Bd6, followed by ...f5, ...Qf6, ...Re8 with the continual threat of ...e5-e4.

14 e4 Nxf2

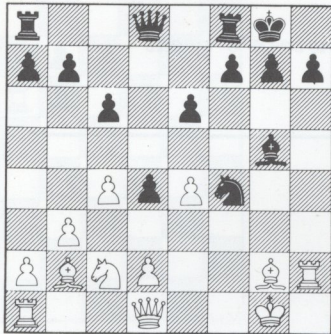
White mistakenly allows a tactical stroke that could have decided the game at once: 14...Ba3, which, after 15 Qxg4, leads to the recovery of the piece with two pawns plus, while after 15 Bxa3, Black gets a third pawn with a strengthened attack: 15...Qxh4 16 Rel Qxf2+ 17 Kh1 Qh4+ 18 Kg1, and now the quiet ...c5 is possible, as is the more energetic ...f5, or ...Ne5.

In this variation, Black would have to spend some stretch of time minus a rook, and that kind of sacrifice seemed excessive to me. Afraid, perhaps, of nothing more than being forced to take a perpetual check, I decided to play it safe by picking up a third pawn for the piece: an egregious misapprehension of the position.

15 Rxf2 Bxh4 16 Rf3 Ne5 17 Rh3 Bg5

By retreating to g5, Black first of all prevents the advance of the d-pawn, which would allow ...Be3+ followed by ...f5 and ...Ng4; second, he prepares ...d3; and third, he neutralizes the possible sortie Qh5, in view of the reply ...h6.

18 Na3 Ng6 19 Nc2 Nf4 20 Rh2



Here White could have given up the rook for knight and pawn; 20 Bxd4 Nxh3+ 21 B:h3 Bf6, but now 22 e5 is impossible because of 22...Bxe5 and 23...Qg5+.

20...d3!

A decisive maneuver: combined with the following exchange of bishops, it puts White on the spot.

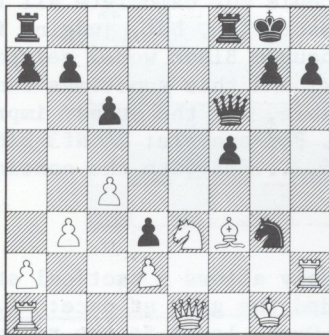
21 Ne3 Ne2+ 22 Kh1 f5

Black now has solid grounds for refusing the draw White offered here: the three passed pawns he gets now are a serious threat to White's pieces.

23 ef ef 24 Bf3 Ng3+ 25 Kgl Bf6

A positional move, intending to trade off one of the few active White pieces.

26 B:f6 Q:f6 27 Qel



27...f4

A serious error. With the winning move, 27...Rae8 already written on the scoresheet, and my hand almost grasping the rook, I changed my mind at the last moment, and spent the rest of the game lamenting the lost chance with ...Rae8.

28 Ng4 Qd4+ 29 Kg2 Rae8 30 Qg1! Qb2 31 Qc1 Qd4 32 Qc3

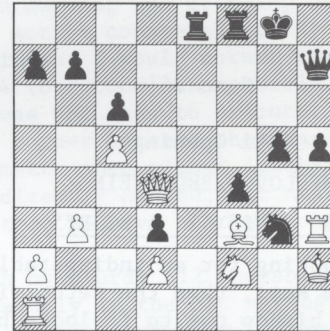
You've got to admire Smyslov's spunk: in an inferior position, he nevertheless disdains the repetition of moves, risking an immediate loss.

Here trading queens would have brought Black a fourth passed pawn and every chance of winning. On the other hand, perhaps Smyslov did not care for the fact that, were the queen to return to g1, Black would not return to b2, but might go to d6.

32...Qd6 33 c5 Qg6 34 Qc4+ Kh8 35 Rh3 h5

En avant! Under the rook's fire, Black advances, "attacking" the knight with a pinned pawn.

36 Kh2 Qh7 37 Nf2 g5 38 Qd4+ Kg8 39 Qc4+ Kh8 40 Qd4+ Kg8



Here the game was adjourned; on the following day, White offered a draw. I saw no way to improve the position of my pieces substantially, and in fact, I had already practically agreed to the draw with my 30th mov. White needed only to give check on c4 to repeat the position for the third time, so I accepted Smyslov's offer. Imagine my surprise, then, when I learned the sealed move had been 41 Rg1: once again, Smyslov had side-stepped the draw! This move, however, seems to me to give Black good winning chances again, with 41...Qg6, meeting the check by moving the king to h7, and then playing ...g4 or ...h4. Now the White pieces are bound by the Black pawns, and if White carries out the threat of 41 Rg1, namely to return the exchange with 42 Rxc3 fg+ 43 Rxc3, then Black can still try for the initiative with 43...h4 44 Rh3 Rf4, with strong pressure on the e- and f-files. However, Smyslov and his second Simagin thought that Black had to play the immediate 41...h4 42 Ng4 etc., and it's hard even to say which of us was right. When a game is adjourned in a complicated position, usually both sides unconsciously assess the position to their own advantage.

What conclusions may be drawn from this tense and interesting encounter? First, that even in the most important games, one may undertake a sacrifice that does not permit an exact calculation of the consequences if the conditions are right; and second, that once having made an error or miscalculation, one need not straightaway decide that "all is lost", and make moan; one ought instead to reorient oneself quickly and find a new plan for the new situation.



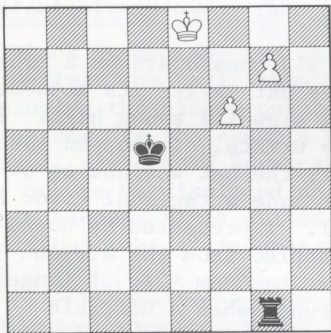
## PAWN PROMOTION

by Arsalan Geula

In the majority of cases, when a Pawn reaches the last rank it is promoted to the most powerful piece, a Queen. However, there are occasions where the promotion of a Pawn to a Queen is not only undesirable, but might even prove to be fatal. The following is a brief review of a few cases in which a Rook, Knight, or even a Bishop is preferable to a Queen.

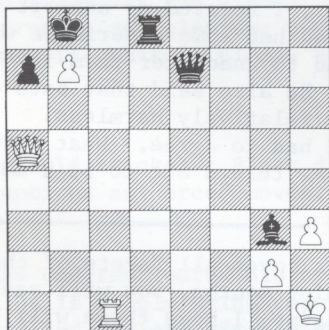
Pawn promotion to a Knight happens often in practice. The motives may be quite different. Some times it is the only reasonable way to avoid mate and gain valuable time. Thus in Position No. 1

(similar to position No. 291 in Fine's Basic Chess Endings) after 1...Ke6 2 f7 Ral White can only win by 3 f8=N+! K any 4 c8=0.



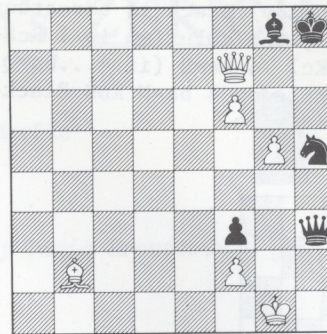
1

Often promotion to a Knight is the best method to gain material superiority as in No. 2 (Emanuel Lasker) where White plays 1 Rc8+! Rxc8 2 Qxa7 Kxa7 3 bc=N+ and wins the Black Queen.



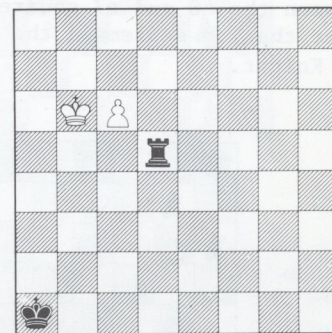
2

inally, Pawn promotion to a Knight might be the last resource to win a game by enforcing a mate. This is shown in No. 3 where Black threatens to mate on his next move. However, White manages to mate first by 1 Qxh5+! Qxh5 2 f7+ Kh7 3 f8=N#.



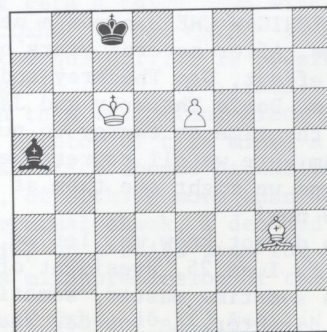
3

Pawn promotion to a Rook also occurs in practice, but not so often as promotion to a Knight. Here the motives are limited: it is usually the only way to avoid a stalemate. In this respect No. 4 (Potter - Fenton, 1895 - solution by Emanuel Lasker) is very instructive. White wins by 1 c7 Rd6+ 2 Kb5 Rd5+ 3 Kb4 Rd4+ 4 Kb3 Rd3+ 5 Kc2 Rd4! 6 c8=R! (if 6 c8=Q Rc4+ 7 Qxc4 stalemate!) 6...Ra4 (the only way to avoid mate) 7 Kb3 and Black cannot avoid mate and save the Rook at the same time. (Ed. note: This position is better known as the "Saavedra Problem". If you are interested in its fascinating history and further underpromotion problems see "On Tattersall #336" by Tim Krabbe in the October issue of Chess Life and Review)



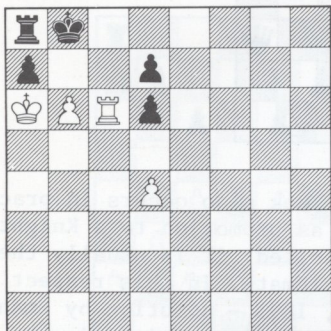
4

Pawn promotion to a Bishop occurs very rarely and it is usually the subject only of endgame studies. In No. 5 (L. Centurini) White can only win by 1 e7 Bd8! 2 e8=B! (if 2 e8=Q or R, stalemate) 2...Bg5 (or 2...Ba5 3 Bd7+ Kd8 4 Bh4#) 3 Bc7 and mates next move.



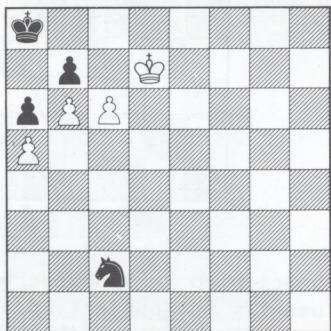
5

In No. 6 (A. S. Selesniew) Black is threatening either 1...ab+ or 1...dc; the solution is 1 Rc8+ Kxc8 2 b7+ Kb8 3 d5! Kc7 4 ba=B (if 4...ba=Q or R it is stalemate, while on 4 ba=N Kb8 Black draws) 4...Kb8 5 Bb7 and wins.



6

No. 7 (Arsalan Geula) is an endgame study specifically designed for MICHIGAN CHESS. White threatens to play 1 c7 and 2 c8=Q or 1 Kc7 and 2 cb#, and if Black plays 1...bc then 2 Kc7 and mates in two more moves. But the situation is not as hopeless as it looks. Black can save the game by 1...Nb4 2 c7 Nc6 (the key square for the Knight) 3 Kd6 (if 3 c8=Q or R Nb8+ leads to stalemate and if 3 c8=B or N Kb8) 3...Ne7 (and not 3...Nb8 because of 4 Ke6 and the Pawn queens with check.) After 3...Ne7 Black draws the game by moving the Knight between the c8 and e7 squares and White can do no better than to stalemate the Black King by taking the Knight.



7

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#### NEW EDITOR

With this issue of MICHIGAN CHESS comes a new editor, David Whitehouse. After several years of patient and unstinting effort, Don Thackrey and his most able assistants, Doris Thackrey and Jack O'Keefe no longer have the time or energy to put out MICHIGAN CHESS. I am sure we all regret their "retirement", but perhaps we might see them at a chess tournament or two now!

For those of you who do not know me, let me briefly introduce myself. I am 25, President of MCA, a USCF delegate, a sometime master, sometime expert, and tournament director. As you can see,

#### THE BAT VARIATION

#### AT BAT AT THE MICHIGAN OPEN

#### BATTING PRACTICE AT THE MICHIGAN OPEN

By Richard E. George

The elevator of the Olds Plaza Hotel stopped at the ninth floor. As we stepped out, Tom La-Forge was expounding about his kingside attack with the white pieces. Before he could make another move, he was confronted with a counter-attack, a surprise variation of the winged gambit—a bat had taken possession of the ninth floor.

After much ducking and cringing by both of us, I decided on active counterplay. My strategy was direct and simple; I would corner the bat as far from Room 934 (our room) as possible.

The plan was not easy to execute. Bats are difficult to corner because they have a radar talent that makes them almost impossible to hit. A bat flies directly at you, but never collides. It flies a steep S-curve over any obstacle in its flight path.

Armed with my sturdy \$12 chessboard as a club, I swung repeatedly as the bat varied its attack. I swung normal. I swung slow. I swung high. I swung low. I snapped my wrists. I chopped like an axe. All to no avail; the bat was not to be checkmated. But then it made a tactical error by flying in at waist level. I presented my board to its nose. The bat toppled from the air and lay in a silent heap next to Room 929. I lunged forward for the final crunch when a horrible thought struck me. I'm going to get blood all over my \$12 chessboard! I was analyzing an alternative line of attack when I took a close, careful look at the bat. He didn't seem ferocious at all. In fact, he looked rather pathetic cowering on the floor with his wings over his head. So instead of announcing "mate in two!" I reluctantly and gingerly stepped on him twice.

I was quickly dubbed the "bat killer" by Morgan Everett, and my notoriety spread immediately to all the chessplayers.

At supper, I related my exploit to Lowell Boileau, who had had some experience with bats. He said he used to encounter them in the caves of Wisconsin. He also said that bats don't attack man and are relatively harmless.

Sadly, I had to agree. What I thought was a ferocious bat turned out to be a mouse with wings.

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my interests cover all facets of chess.

In upcoming months, you will see some changes in the magazine. I hope these will be well received by you, the readers. There will be a change in the format next year, partly because of limitations on my time, and partly financial. MCA now devotes the total of its resources to one basic end, the publishing of MICHIGAN CHESS. This I regard as an unhealthy situation and I hope MCA can undertake other educational projects in the future.

I welcome your comments and suggestions. Remember, this is your magazine! Treat it as such.

David W. Whitehouse

## HOW TO PREPARE FOR TOURNAMENTS

By John Artise

This article is intended as a guide for amateurs who regularly participate in tournaments. One of the overriding problems that amateurs face is the lack of preparation for chess competition, which hinders them in achieving more rapid progress.

There are two kinds of preparation for tournament play: general and specific.

**General Preparation.** The first thing a chess-player should do is take account of his aims and goals for the tournament. If he is bent on winning the tournament or a class prize at all costs, then his preparation will be directed toward achieving victories in each game. If he is likely to settle for draws for the sake of saving rating points for the next and probably more important tournament, then he will prepare himself to be more cautious and methodical in the tournament and to avoid unnecessary risks. Once these aims and goals are well understood, he can then proceed to the task of making himself ready for competition.

A self-examination and honest appraisal of strengths and weaknesses must take precedence over other concerns. The player should ask himself, "In what phase of the game am I weakest?" "What are my particular problems when I come face-to-face with my opponent?" Once he has carefully assessed himself as a player, he should then employ the means with which to handle the problems. If, for example, his main weakness is endgame play, rook and pawn endings in particular, he must set aside about two hours a day for studying and playing out as many rook and pawn endings as he can. He can use a competent book on theory for the acquisition of ideas, or he can compose studies on his own, working them out to full and complete understanding of the ideas involved. This provides a valuable learning experience that can be put into practice in the tournament room. The reinforcement that private study brings is a new self-confidence that permits him to accept rook and pawn endings even against stronger opponents.

The most common question I get from amateurs preparing for tournaments is "How do I prepare for openings?" It seems that during the past five years the primary focus of attention among the young players is the opening. The common belief is that they can readily defeat their opponents if they can gain an immediate advantage of some sort in the opening. They often believe that once this is accomplished, "the game will virtually play itself." To believe this is nonsense, and it certainly isn't chess. It's king of a "third-of-the-way" preparation. While it is true that a good number of amateurs are not prepared in the openings, a study of the opening alone is not sufficient. If you don't believe me, just ask any grandmaster. But the question still remains, "How does one prepare his openings?" Here are some hints:

1. As a general rule, select three openings with White and two defenses with Black. Choose openings which you like and which you understand.

Try also to pick openings in which the lines and variations readily transpose into one another. In this way, if you get into unfamiliar territory at some point in opening A, and opening A can transpose into opening B, which you are familiar with, then this will be to your advantage. As an example, for White, the Reti, the King's Indian Attack, and the English Opening (the Catalan included) all have similar ideas and the variations can readily transpose into one another. For Black, the Pirc and the King's Indian Defense transpose in some variations.

2. Next, study the key lines and variations which illustrate the essential ideas of the opening and guide the play in the middlegame. Memorizing scores of lines of analysis is not good unless you understand the overall game plan. The most valuable variations are those which have an immediate bearing on overall strategy.

3. Always become visually familiar with the opening. Know where the pieces typically go in the opening and how they harmonize with each other.

4. In chess you are playing two games, yours and your opponent's. You must consider his opening strategy as well as your own. Determine whether his moves are in keeping with the opening you know. A major fault of many amateurs is that they do not pay sufficient attention to what their opponent is doing.

5. If your opponent succeeds in getting you off the beaten track in your prepared opening, search for new ideas. The constant discovery of ideas is what separates the creative player from the run-of-the-mill book player. Larsen once said to me emphatically, "I really search for an idea; I look for it." In other words, in home preparation a player must take into account that he might be called upon to find a new wrinkle in his analysis, and that a little experimentation doesn't hurt.

As for middlegame play, it is difficult to enumerate concrete possibilities, since it is in this phase of the game where the individual's judgment and intuition come into play. Here you must rely on what theory you know about the time-tested principles of chess along with a sharp tactical readiness if the occasion arises. If your opening was well-played, and you achieved your opening goals more or less, then the middlegame should appear as a logical outgrowth. Remember, a chess game is an organic whole from opening to middlegame to endgame. At home the player can go over master games, stopping at the middlegame phase to delve into the possibilities and to discern the strategical and tactical ideas.

**Specific Preparation.** Here the player gets involved with the psychology and preparedness of his adversary. In a tournament people are playing against people, after all, and that's what competition is all about. Knowing your opponent facilitates your preparation immensely. We can take a tip from the grandmaster category where a knowledge of the opponent is often the key factor in winning. Most grandmasters have played one

another countless times and know each one's style and characteristics. This eliminates a lot of unnecessary preparation and narrows the variables down a bit. If, for example, you know that your opponent loves to play the Samisch Variation of the King's Indian, then in your home preparation you can work on those lines and variations pertaining to the pet variation of his. This way you'll have less to guess about. Now you can really afford the time to concentrate on finding new ideas and innovations in the opening stage. You can come into the tournament room with that weapon, "the prepared line."

What else do you know about your opponent? At home in a sort of pre-psyching-up stage you can build your confidence and mentally prepare yourself to face your opponent when the time comes. Know how to take advantage of his time-pressure weaknesses, say, or how to capitalize on situations in which he becomes uneasy and nervous. You can even go as far as making a chart or keeping a record of this particular opponent and his chess behavior.

Self-confidence is a tremendously powerful factor in any sport. It makes what appears difficult easy. To my mind, no other grandmaster displays the amount of self-confidence that Bent Larsen does. He's just incredible. I guess much of it stems from his not taking losses as seriously as other grandmasters do. He's not afraid to take a chance and fears no opponent. Another good example of self-confidence at work was told to me by Jeff Kastner, chess master and manager of the Manhattan Chess Club. When he was still an amateur playing in a New York tournament, he had to meet strong U.S. master Walter Shipman in the next round. Jeff gathered up all his strength, felt mentally as well as chessically prepared, and before entering the tournament room said to himself, "Who's Shipman?" Jeff wound up winning the game with a crushing victory. From then on, Jeff's results in tournaments improved tremendously.

What Not To Do. Here are some don'ts the tournament player should be aware of:

1. Don't memorize opening lines without a good grasp of the principles behind them.
2. Don't play speed games the day before or on the day of the tournament. Doing this can disorient your thinking for playing a slow, methodical tournament game.
3. Don't be afraid of higher rated players. They all can be beaten, so why not by you?
4. Don't take lower rated players lightly. They can surprise you. After all, they're trying to gain rating points, too.
5. Don't take mechanical opening moves as always best. At home try, test, examine, and find out why they are played so often.
6. Don't fall into the "best move syndrome." Use your own chess judgment and intuition along with a knowledge of your opponent's position and chess disposition at the board to tell you what the best move is. Many times in tournaments the "best move" is more subjective than objective.

In the final analysis, practice makes perfect. If you belong to a club, playing practice games with stronger opponents a few days before the tournament will get you into the swing of things. This along with your home preparation will tend to mold you into a better all-around player. One final bit of advice. DON'T BE NERVOUS!



*Although she has resigned as MCA Membership Secretary to devote more time to her position as a member of the USCF Policy Board, Doris Thackrey is still in charge of MCA's Prison Project. If you have any donations to make to the Project, continue to address them to Mrs. Thackrey and remember: all cash donations are tax-deductible!*

#### MCA PRISON PROJECT

On November 5 I met with the new Athletic Director, Boku Hendrickson, and the officers of the Jackson Prison Chess Club. We discussed the immediate needs of the club and made some plans for the coming months.

There is a desperate need for more sets and boards for the club's use. The club has more than twice the number of members than available sets and boards, and the lack of equipment is partly responsible for the lack of growth. To help ease the situation, funds from the MCA Prison Project Fund were allocated to purchase one dozen sets and boards.

In recent weeks two simuls were given by MCA members at area prisons. Dave Whitehouse went to the federal prison at Milan, and John Brooks and Ulysses Harris went to Jackson Prison. The prison residents report that they find the activity very exciting and have requested more simuls. We need volunteers! Thirty dollars was allocated from the Prison Fund to help defray the expenses of the three men who have given simuls although we simply do not have the money to properly reimburse them for their time, talent, and travel expense.

In addition to the simuls, the prison clubs are eager to have team matches on a fairly regular basis. The next dates will be in January or February. CLUBS, PLEASE NOTE: Would your club be interested in playing a match at Milan or Jackson prison? The matches are held on Saturday afternoons at Milan, and on Sunday afternoons at Jackson. If each club could sign up for a date, the team matches could be scheduled well in advance, and the prison clubs would be assured of an ongoing activity and support for their internal program. Please contact Doris Thackrey, 1 Dover Ct., Ann Arbor, MI 48103 for details. The MCA Prison Project needs your help!

Also, keep your donations of used books and equipment coming.

## MCA EXECUTIVE BOARD MEETING

The board met November 11 in Ann Arbor at the Hackreys' residence. Attending were Whitehouse, Hickey, Kitts, Doris Thackrey, Don Thackrey, Smith, and Tazelaar. Pete Linn was a guest.

Doris Thackrey resigned as membership secretary and Jan Tazelaar was appointed to fill this position. Doris Thackrey will remain a board member.

Hickey reported on his negotiations with the Brighton school officials concerning chess in the city and on having the junior championship there. The prospects are extremely favorable. Hickey, Kitts, and Doris Thackrey will meet with the officials next week to finalize plans.

Hickey also reported on arrangements at EMU for the speed championship.

MCA membership was reported to be at 885, a decrease of 33 from last month.

Correspondence was read from Ed Molenda, Sr. concerning the advisability of spreading prize money through the lower classes more liberally and from Norman Zemke concerning the inadvisability of relaxing membership requirements.

A discussion of the decline in MCA membership led to the suggestion that MCA make new efforts to seek the cooperation of those Michigan organizers who are not now requiring MCA membership for their tournaments. Kitts suggested that board members be provided with a package of back issues of MICHIGAN CHESS and that they make special efforts to attend tournaments that do not require MCA membership in order to promote the organization and sell memberships.

Whitehouse suggested that the MCA clearinghouse list all Michigan chess events (including the Detroit Metro League), regardless of any requirements for MCA membership. The present policy was discussed and was generally felt not to be having the desired effect. Doris Thackrey moved that the clearinghouse should include all Michigan tournaments, with asterisks designating those which require MCA membership and for which details are therefore given in the "Tournaments" section of the magazine. The motion passed, with Don Thackrey and Les Smith dissenting.

The next meeting has come and gone.

The January meeting will be held on Tuesday January 13 at Gary Kitts residence in Lansing at 8 PM. As usual, all MCA members are invited to attend.

There were rumors late in 1974 that  $\pi$  would soon be calculated to six million decimal places. This may seem impressive to laymen, but it is a mere computer hiccup compared with the achievement of a special-purpose chess-playing computer built in 1973 by the Artificial Intelligence Laboratory at the Massachusetts Institute of Technology. Richard Pinkleaf, who designed the computer with the help of ex-world-chess-champion Mikhail Botvinnik of the U.S.S.R., calls his machine MacHic because it so often plays as if it were intoxicated.

Unlike most chess-playing programs, MacHic is a learning machine that profits from mistakes, keeping a record of all games in its memory and thus steadily improving. Early in 1974 Pinkleaf started MacHic playing against itself, taking both sides and completing a game on an average of every 1.5 seconds. The machine ran steadily for about seven months.

At the end of the run MacHic announced an extraordinary result. It had established, with a high degree of probability, that pawn to king's rook 4 is a win for White. This was quite unexpected because such an opening move has traditionally been regarded as poor. MacHic could not, of course, make an exhaustive analysis of all possible replies. In constructing a "game tree" for the opening, however, MacHic extended every branch of the tree to a position that any chess master would unhesitatingly judge to be so hopeless for Black that Black should at once resign.

Pinkleaf has been under enormous pressure from world chess leaders to destroy MacHic and suppress all records of its analysis. The Russians are particularly concerned. I am told by one reliable source that a meeting between Kissinger and Brezhnev will take place in June, at which the impact on world chess of MacHic's discovery will be discussed.

Bobby Fischer reportedly said that he had developed an impregnable defense against P-KR4 at the age of 11. He has offered to play it against MacHic provided that arrangements can be made for the computer to play silently and provided that he (Fischer) is guaranteed a win-or-lose payment of \$25 million.

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 USCF TECHNICAL DIRECTOR TO VISIT ANN ARBOR

On Saturday, December 27, Martin Morrison will visit the Midwest 30/30 tournament at the Student Union on the campus of the University of Michigan.

All Michigan players are especially invited to meet Mr. Morrison on this day. He will be available to answer specific questions you might have, and to discuss general questions about chess affairs and the USCF.

Whether you plan to play in the tournament or not, here is your opportunity to meet and visit with one of our top USCF officials. He is eager to meet with as many Michigan players as possible.

Mr. Morrison is the Technical Director of the USCF, and recently authored the revised "Official Rules of Chess".

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 OUR COMPUTER CONNECTION

By Martin Gardner

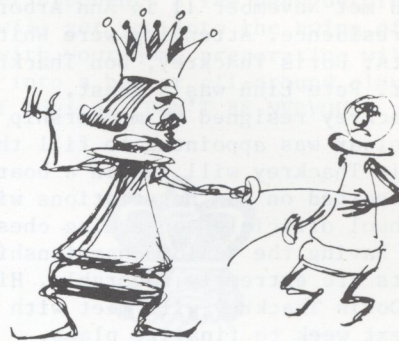
From 'Mathematical Games' by Martin Gardner (*Scientific American*, April 1975). Copyright (c) 1975 by Scientific American, Inc. All rights reserved.

If your name appears on the list below, your MCA membership expires with this issue. If you have not already done so, renew now so as not to miss the next issue of MICHIGAN CHESS. Dues are still only \$6 for adults and \$4 for juniors (under 18). Mail to our new Membership Secretary: Jan Tazelaar, 613 Regency Square #302, Kalamazoo, MI 49008.

Addis, Brian	Haviland, Bob
Aldrich, Wayne	Hayes, Mike
Anderson, Gale	Hayes, Rea
Appie, Gene	Hepner, Duffy
Atkinson, David	Hock, Paul
Biltoft, Frank	Howard, Paul
Bowling, Robert	Hungerford, Brian
Brandreth, Dale	Johnson, Clifford
Brown, Greg	Johnson, James A.
Brown, Howard	Kaszas, Ivan
Brown, Stephen D.	Kerman, Dave
Castle, Robert	Kerslake, Holly
Chicowlas, Charles	Klarman, Edward
Clark, Gerald	Koster, Ed
Courtois, Garth	Kord, Harry
Cox, Elmer	Kruger, Jack
Dana, Robin	Larabell, Joseph
DeJongh, John	Larson, Lee
Dexter, G. K.	Lebedovych, Emil
Dibble, Tim	Lewis, Tim
Donaldson, Ronald	Link, Bruce
Drouin, Ray	Lookingland, Keith
Duncan, Robert	McCaffery, James
Ealba, Robert	Majowski, Mark
Eames, David R.	Marlowe, Jerry
Ely, Darryl	Maxwell, Daniel
Fergle, Don	Meili, Philip
Fjeldseth, Marvin	Mellas, James
Fortuna, Stanley	Middlebrooks, Gerald
Gilland, Dave	Mills, Joel
Glassman, Bob	Morris, Ed
Godun, Gregory	Mort, David
Gorris, Jeffrey	Murphy, Jerry

Nantz, Dave	Smith, Homer
Neely, Richard	Snepp, Neil
Olsson, George	Spears, Earl
O'Meara, Dennis S.	Stanfield, Larry
O'Neill, Shane	Stayart, Greg
O'Neill, Sherman	Stevenson, Paul
Pence, Brian	Stufflefield, Steven
Podgorski, John	Turner, Larry
Purchase, Basil	Valente, Vincent
Repas, Bob	Voigt, Robert
Robinson, John	Werhnyak, Ron
Rogers, Olga	Willard, Roddy
Ryder, James	Winston, Harold
Seaton, Donald	Youngquist, Oscar
Schmidt, Klaus	<i>Whoops!</i>
Schuessler, Robert	Podgorski, Raymond
Skeels, Jim	

## YOU'RE EXPIRING!



## BEFORE YOU MOVE

Notify us! (MCA, 613 Regency Square #302, Kalamazoo) MICHIGAN CHESS is mailed third class and is not forwarded by the post office. The mailman cuts off the label and returns it to us (10¢ due) either giving us the new address or telling us that you have moved and left no forwarding address. If we get a new address, we can correct the label for the next mailing, but you miss the issue that was not delivered.

It is also possible to miss an issue if you renew after the stated deadline. Check the lists on the next page.



Why is this man so unhappy? See the next issue for the answer.



## NEW MEMBERSHIP SECRETARY

As you may have noticed, MCA has changed its address! No longer is the familiar 1 Dover Court the place to send membership renewals. Jan Tazelaar has taken over the job of membership secretary from Doris Thackrey, who has resigned in order to devote more time to her position on the USCF policy board. So, from now on, send your renewals and address changes to: MCA, 613 Regency Square #302, Kalamazoo MI 49008.



## JUNIOR CHAMPIONSHIP



Make plans now. Why not arrange a busload from your school?  
Full details on the tournaments will appear next issue.

## TOURNAMENTS

*(MCA membership is required for all rated Michigan residents.)*

MIDWEST 30-30, Ann Arbor, December 27-28  
9-SS, 30/30, Reg. ends at 9AM. Rds. 10-12:30-3-5:30-8; 9-11:30-2-4:30

EF: \$16 if mailed by 11-27, \$18 by 12-16, \$20 at site.

PRIZES: (based on over 85 entries) 200-100-50, A,B,C,D/E each 100-50. Prize fund reduced \$16 for each entry under 85.

Location: MICHIGAN UNION, State at S. University (hotel rates: \$14 - \$18)

Entries: CONTINENTAL CHESS ASSOCIATION, 450 Prospect Ave., Mt. Vernon, NY 10553.

NO SMOKING.

WHITE PIGEON INSANITY #2, January 3-4  
7-SS, 50/2 (then 25/1), Reg. 8-9AM. Rds. to be announced. TD: Les Smith

EF: \$5; USCF req.

PRIZES: Trophy to 1st plus trophy and cash prizes to any class with three or more entries.

Location: WHITE PIGEON HIGH SCHOOL

Entries: John Jackson, 203 S. Athletic, White Pigeon MI 49099 (tel. 616-483-9459)

MICHIGAN HIGH SCHOOL OPEN, Ann Arbor, December 27-28  
6-SS, 40/80, Reg. ends 10:30AM. Rds. 11:30-3:30-7:30; 9-1-5. Open to all high school and pre-high school students.

EF: \$5.50 if mailed by 12-16, \$8 at site.

PRIZES: Trophies to top 3, 1st C,D,E,UNR,Girl, Junior High Student, top 5 4-man teams.

Location: MICHIGAN UNION, State at S. University (hotel rates: \$14 - \$18)

Entries: CONTINENTAL CHESS ASSOCIATION, 450 Prospect Ave., Mt. Vernon, NY 10553.

NO SMOKING



JAWS OPEN, Jackson, January 10  
4-SS, 40/1, Rds. 10-1-4-7:30. TD: William Bayliss and Looie Baze. 2 sections

RATED: USCF req. EF \$6 in advance, \$8 at tournament. PRIZES: 40-25-5; A,B,C 10-5; D/E,UNR 10. Based on 25 entries and 4 per class.

NON-RATED: EF: \$3 in advance, \$4 at tournament. PRIZES: trophies to top four, best junior; others per entries.

Location: HOLIDAY INN on Clinton Rd. (off of US 127, just north of town)

Entries: Looie Baze, 9523 Stetler Dr., Jackson, MI 49201



## Coming Events Clearinghouse

*The Clearinghouse lists all tournaments and other similar chess activities in the state of Michigan. Tournaments requiring MCA membership are preceded by an asterisk and are listed in the tournament section. For details on how to have your event advertised in the tournament section, contact the editor.*

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\*Dec. 27-28: CCA Midwest 30-30 & Mich. H. S. Open  
Ann Arbor

1976

\*Jan. 3-4: White Pigeon Insanity #2  
\*Jan. 10: Jaws Open, Jackson  
Jan. 11: The King and I 30 min., W. Bloomfield  
Feb. 7-8: HS & Jr. HS Team Championship, Flint  
Feb. 21-22: Ypsilanti Open  
Mar. 6-7: Mich. Junior Champ., Brighton  
Mar. 27-28: Huron Valley Class Champ., Ypsilanti

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Michigan Chess Association  
613 Regency Square #302  
Kalamazoo, MI 49008

Address Correction Requested

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