

# MICHIGAN CHES

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Association

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## MICHIGAN CHESS

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Editor: Don Thackrey  
1 Dover Ct.  
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Tel. 313-663-2581

Associate Editor: Jack O'Keefe  
Assistant Editor: Doris Thackrey  
Designer: James Riopelle  
Printer: Braun-Brumfield, Ann Arbor

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*Cover by James Riopelle*

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# THE FORCE OF CHESS IDEAS

By Ben Crane

*EDITOR'S NOTE: This is the beginning of a possible series designed for above-average chessplayers. Let us know if you want more.*

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## THE TAIMANOV THAT BINDS

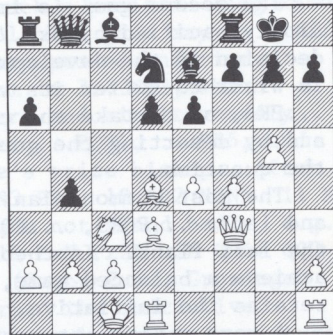


Mark Taimanov has been responsible for some of the most brilliant chess since Alexander Alekhine. A grandmaster at 26, Taimanov won the 1956 Soviet Championship at 30 (finishing ahead of Spassky, Averbakh, Korchnoi, Kholmov, Polugayevsky, and Tal). Incredibly he found time along the way to become a virtuoso pianist, his romantic tastes in music paralleling his artistic style in chess. It is a pity that many young players know Taimanov only for his disheartened match with Bobby Fischer. Hopefully the beautiful game presented here will ameliorate that impression. This tactical tour de force, from the 1965 championship of the USSR, could serve as a textbook example of chess attack.

Modern players have become increasingly adept at storming the castled king position. In practice, the conventional assault involves a direct pawn avalanche. The advancing pawns open lines for the heavy pieces, while forcing gaps in the opponent's pawn structure.

Consider, for instance, the beginning of the game Tal-Larsen, Bled 1965:

- 1 PK4 PQB4 2 NKB3 NQB3
- 3 PQ4 PxP 4 NxP PK3
- 5 NQB3 PQ3 6 BK3 NB3
- 7 PB4 BK2 8 QB3 OO
- 9 OOO QB2 10 N4N5 QN1
- 11 PKN4 PQR3 12 NQ4
- NxN 13 BxN PQN4
- 14 PN5 NQ2 15 BQ3 PN5.



The diagram illustrates a typical situation in the Sicilian Defense--both sides attack behind pawn cover--and of course a similar conflict occurs in many theoretical variations of the Dragon and the Najdorf. The automatic Yugoslav Attack (versus the Dragon) is so simple and strong that, as Fischer wrote, "White's attack almost plays itself." Weak players even beat grandmasters with it." Contemporary players have absorbed the principles of pawnstorming from the theoretical evolution of several popular openings (the Sicilian, King's Indian, and Ruy Lopez, to name three).

Less routine, and often more difficult to execute, is the kingside attack with pieces alone. In many of the close openings, Black adopts the defensive posture below:

## GROUND ZERO

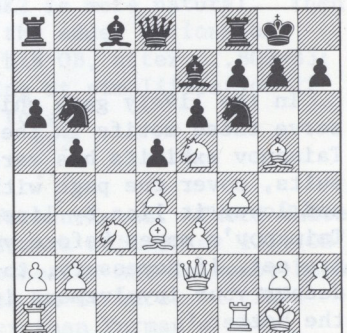


White is customarily castled on the same side of the board, and rarely finds it convenient to loosen his own pawn cover. In order for a direct attack to succeed, the aggressor must entice weaknesses through tactical threats and, quite frequently, piece sacrifices. A particular difficulty is the mobilization of the rooks. If no open files are available, these elephantine pieces tend to be sluggish in entering the fray. The following examples illustrate White's major breakthrough motifs.

Any of the pawns in front of Black's king can become a target. If the KN can be driven away by PK5 or BN5, the KRP will be weak. Here is one form of the typical bishop sacrifice on KR7:

## MOTIF A

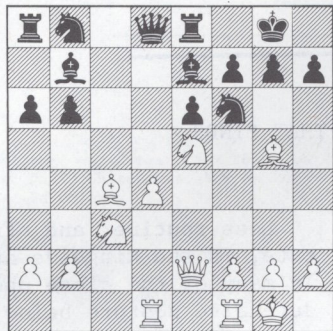
After the N(f6) disappears, the win is immediate. Note well how White's KR enters the game. 1 RB3 BN2? 2 BxN BxB 3 BxP+! KxB 4 RR3+ KN1 5 QR5, and Black will not jeopardize his winning chances by resigning.





Black's KBP may become vulnerable, especially if the KR deserts its post. White may be able to sacrifice on f7, usually with knight or rook, if he is poised for the follow-up.

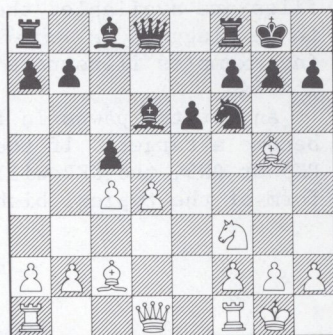
## MOTIF B



In this example the K-file is the key, as White forces a prompt decision. 1 NxP! KxN 2 QxP+ KN3 3 BQ3+ KxB 4 QK3+ KN5 5 QR3+ KN4 6 PB4 mate.

If Black is compelled to advance the KNP, the resulting undefended dark squares beg for exploitation. Or if pressure on the KRP forces it to move forward, White may be able to concentrate his pieces on the kingside, and sacrifice on h6 when the time is right. In the position below, from a game by Geller, ...PKR3 is swiftly punished. Once again note how White's rook joins the attack.

## MOTIF C



After 1...PxP 2 QxP BK2 3 QR4, the threat of BxN and QxP mate provokes 3...PKR3. (If 3...PKN3, 4 QRQ1 BQ2 5 RxB wins.) The moment is ripe for 4 BxP! PxP 5 QxP. Black must not allow QRQ1-Q4, so there follows 5...QR4 6 NN5 PK4 7 BR7+ KR1 8 BK4+! KN1 9 QRK1 BKN5 10 RK3 QRQ1 11 RKN3 RQ5 12 NK6!, and Black resigned. If 12...PxN, 13 RxB+ is mate-inducing.

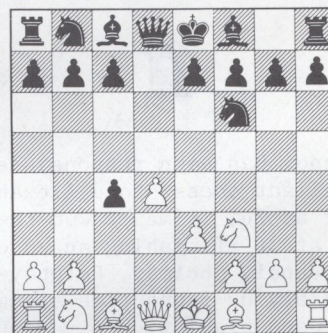
In the lively game which follows, you can observe these motifs in their natural habitat, as Taimanov exhibits his rare talent. For best results, cover the page with a piece of opaque paper and lower it line by line. Try to predict each of Taimanov's moves before you see it. Use an extra set, if necessary, to follow the notes. The deeper your involvement in the game and annotations, the better.

Tallinn, 1965

Queen's Gambit Accepted

MARK TAIMANOV - VLADAS MIKENAS

1 PQ4	PQ4
2 NKB3	NKB3
3 PB4	PxP
4 PK3	...



Having surrendered the center (3...PxP), Black's aim must be either (a) to hold the gambit pawn, or (b) to create counterplay as compensation for White's broad center.

The first objective is impractical. If 4...PQN4, White rains blows on the inflated queenside: 5 PQR4 PB3 6 PxP PxP 7 PQN3 BK3 8 PxP PxP 9 NK5, and 10 QR4. Another attempt is 4...BK3, which temporarily retains the pawn, hoping to swap the light-squared bishops on its recapture. This contrivance can also be overcome: 5 NB3! prepares to activate White's pawn-roller with PK4. After, for example, 5...PB3 6 NKN5 BN5 7 PB3 BR4 8 BxP PK3 9 PK4 (Golz-Hennings, East German Championship 1966), White has an enviable position.

The second goal is imperative, lest Black be slowly pacified by BxP, NB3, OO, and PK4. His key decision is the development of the QB. Whether it is wiser to suffer its voluntary imprisonment after ...PK3, or to take the creature out of its cage, and by deserting the queenside, weaken b7--that is the question.

The most common plan involves ...PK3, ...PB4, and later ...PQR3, ...PQN4, and ...BQN2, expanding the left flank. In theory Black can probably achieve a balanced game, although White generally retains the initiative.

A more modern attempt is 4...BN5, which can lead to critical play after 5 BxP PK3 6 QN3 BxN 7 PxP QN2! 8 QxP PB4. Black's pawn offer has proven sound in tournament tests, indicating that the weakness of b7 need not be fatal. White may do better to complete his development before plundering the queenside.

In the present game, with 4...PK3, Mikenas selects the classical aperitif--with a slight twist of lemon.

4 ...	PK3
5 BxP	PB4
6 OO	PQR3



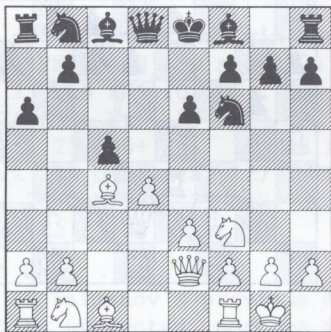
This move is both constructive and noncommittal. Black prepares ...PQN4, while retaining the options f...NB3, ...QNQ2, and ...PxP.

Both 6...NB3 and 6...PxP are reasonable alternatives to the text, but with 6...BK2 7 QK2 00, Black is castling prematurely: 8 PxP! BxP 9 PK4, followed by PK5, gives White excellent attacking chances.

7 QK2 ...

Practice has shown this to be a propitious post for the queen. White clears the first rank for his rooks, while strengthening the possibility of PK4. If the QP requires protection, or if the Q-file is opened by a pawn exchange, RQ1 makes efficient use of the vacated Q1 square.

With 7 PQR4, White could attempt to squelch the intended counterplay. Indeed, this continuation has much to recommend it. The chief drawback is the consequent weakening of White's QN4, which would be accentuated by Black's reply, 7...NB3.



7 ... QNQ2

An interesting departure from the main lines. 7...PQN4 is more consistent, and after 8 BN3 BN2 9 RQ1 QNQ2 10 NB3, we reach a position long known to opening theorists. Black's game may be difficult, but it has never been proved inferior.

A more energetic system is 7...NB3, which pressures the White center, and simultaneously primes the craven maneuver ...PQN4, ...PB5, and ...NQN5, exchanging White's prize bishop. After 7...NB3 8 RQ1 PQN4 9 BN3 PB5 10 BB2 QN5 11 NB3 NxB 12 QxN BN2, Black does not stand badly, e.g., 13 PK4 PN5 14 PK5 PxN 15 PxN PxBP 16 QR4+ QQ2 17 QxBP RB1 18 QK2 RKN1 (Szabo-Euwe, Groningen 1946), and Black has usurped the initiative.

The move played by Mikenas has certain virtues if White acquiesces in a simple transposition (7...QNQ2 8 RQ1 PQN4 9 BN3 BN2), but 7...QNQ2 allows White to dream of greater things.

8 PQR4! ...

Taimanov spotlights the flaw. By preventing ...PQN4, he keeps the lid on Black's counterplay. With the QN misplaced, he need not worry about the weakening of QN4.

Another novel possibility (thanks to 7...QNQ2) is 8 PK4, commencing operations in the center. Taimanov actually tried this idea on an earlier occasion: 8 PK4 PQN4 9 BN3 BN2 10 PK5 NQ4 11 NB3 NxN 12 PxN PxP 13 PxP BK2. Although

Black appears safe enough with the impending maneuver ...NN3-Q4, Taimanov found a way to keep the advantage: 14 PQ5! PxP (14...BxP 15 BxB PxB 16 PK6) 15 NQ4 00 16 BN2 (Taimanov-Nikitin, Yalta 1962). After the game, Nikitin pointed out that 11...PB5! 12 BB2 BK2 would have led to double-edged play, with Black intending ...N2N3 and ...PQN5.

The text move, 8 PQR4, was originally played by Furman in the 22nd Soviet championship at Moscow, 1955. That it had remained in obscurity is a slight mystery, as Furman scored a rather handy victory over Paul Keres. The move 7...QNQ2 was subsequently adopted by Mikenas, with 8 RQ1 and 8 NB3 as the usual replies, until Taimanov revived 8 PQR4 for the present encounter.

8 ... PxP

With ...PQN4 and ...BN2 out of the picture, Black plays to isolate the White QP. In this variation, Black's QN has the convenient blockade, ...NN3-Q4.

9 PxP ...

It would be spineless to recapture with the knight. 9 NxP would merely promote symmetry, leaving White with a small jump in development, while dissipating much of his initiative.

Instead White cheerfully accepts the isolated queen pawn. 9 PxP retains control of c5 and e5 (perfect squares for knights), revives the dormant QB, and opens the very important K-file.

A full-blown essay on the strength (or weakness) of the isolated queen pawn would be an impermissible luxury. Suffice it to say that the debate rages on, but the results favor the IQP.

Black's task is twofold. First, he must contain the beast by controlling and preferably occupying the square d5. This will prevent the pawn from advancing and dissolving the weakness. Second, he must attack the pawn itself--a phase which rarely occurs until the endgame.

In the meantime White will do his utmost to avoid unnecessary exchanges, while preparing to force PQ5, or massing his pieces for an uncompromising kingside attack. His prime objective is to see that Black never survives the middlegame.

9 ... NN3

10 BN3 ...

The bishop should not go to Q3, where it will eventually interfere with White's mobilization. For the time being, it is useful to maintain the KB on the a2-g8 diagonal.

10 ... QNQ4

Black completes his blockade before he completes his development. 10...BK2 is more natural. Then Black might profit from the added options of occupying Q4: (1) with his QB, after ...BQ2-B3; or (2) with his KN, aiming at simplification if White's bishop has gone to g5.

11 NB3 BK2

12 BN5 ...

Now we diverge from Furman-Keres. There White played 12 RQ1, which did work well after 12...00 13 NK5 BQ2 14 BN5. Whether or not Taimanov knew of that game, he improves on it here. 12 BN5 seems to be even stronger than Furman's move.



12 ... 00  
13 KRK1 ...

There has been wide controversy over the "correct" placement of White's rooks in this type of position. There have been games in which they went to QB1 and K1, or QB1 and Q1, or Q1 and KB1, or K1 and KB1. None of these schemes is demonstrably superior to that adopted by Taimanov. For purposes of comparison, see the great game, Botvinnik-Vidmar, Nottingham 1936.

The immediate point of 13 KRK1 is the tactical refutation of 13...BQ2: 14 NxN NxN 15 BxN BxB 16 BxNP. Black therefore guards his KB but, in doing so, weakens his KBP.

13 ... RK1

A more industrious try is 13...QR4.

14 QRQ1 ...

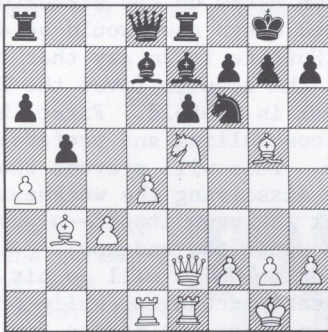
By centralizing his rooks, Taimanov has kept them both within striking distance of the king-side.

14 ... BQ2

15 NK5 NxN

Black has failed to create any meaningful counterplay, and is beginning to feel constricted. The exchange of knights gives White a new weakness on c3, and allows Black to effect ...PQN4. Nevertheless, 15...BB3 was preferable.

16 PxN PN4



Stop! Take a good look at this position. If you were White here, how would you make progress? The opening phase is over, and all of your men have found good squares with an increasing bind on the enemy position. On the other hand, Black has no apparent weaknesses, and with 16...PN4 he bids for counterplay on the queenside. What is your plan for the next few moves?

17 BB2! ...

Taimanov has already spotted a way through Black's defenses. Many players would have kept the KB on its present diagonal, hoping for the opportunity to play PQ5 or the sacrifice NxBP.

Actually, Black's 16th move was an empty gesture, and White need not waste time (nor open files for the opponent) with 17 PxP. The move played forces Black to disturb his pristine pawn cover, due to the threat of 18 BxN BxB 19 BxP+ (Motif A) KxB 20 QR5+ KN1 21 QxP+ KR2 22 RQ3.

17 ... PR3

A choice of evils. 17...PN3 could be answered by 18 QB3 (threatening 19 BxN BxB 20 NxB), after which Black's KB2 would remain dangerously weak 18 PR4! ...

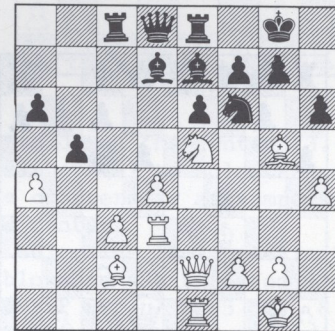
The bishop stays put, since if 18...PxB 19 KR PxP NQ4 (19...RQB1, returning the piece, offers more resistance) 20 QR5 PN3 21 BxP wins.

Note that White's KRP plays no part in the attack unless Black captures ...PxB. The purpose of 18 PR4 is simply to maintain the bishop on KN5 until reinforcements arrive.

18 ... RQB1

18...NQ4 is certainly no better: 19 BxP! PxB (19...NxP 20 QQ3 PB4 21 QxN PxB 22 QN3+) 20 QN4+ KB1 22 QR5--ballywack and flindeflation (curtains!).

19 RQ3! ...



Taimanov's strategic design (moves 12, 13, and 14) now pays off. This is how rooks can be activated when open files are not at hand (as we saw in two of the example diagrams).

The difficulty of the text move lies in recalculating the bishop sacrifice. If 19...PxB 20 KR PxP NR2 (20...NQ4 21 QR5) 21 RR3 NxP (Or 21...PN3 22 RxN KxR 23 QR5+ KN1 24 BxP) 22 BR7+! KB1 (If 22...NxB or 22...KR1, 23 QR5 also kills) 23 QR5, and Black has no adequate defense to the threat of QxBP+!

19 ... BB3

20 BxP! ...

A dramatic exploitation of the weakened king-side (Motif C). Having provoked ...PKR3, White now dynamites the position. In the ensuing play his pieces cooperate beautifully.

20 ... PxB

21 RN3+ KB1

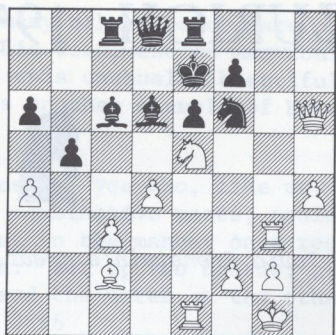
22 QK3 BQ3

Black is forced to provide an escape for the king. The KRP could not be protected, for if 22...NN1, 23 RxN+ KxR 24 QxP PB4 25 QN6+ mates.

23 QxP+ KK2

So far Taimanov has conducted a virtually perfect attack (albeit versus an uninspired defense). Now, however, the approaching time control affects the quality of White's play. This is a great pity, for the game might well have become a classic.





24 NxB+(?) ...

This unexpected move seeks to free f3 for White's vagabond rook. Although 24 NxB+ turns out well enough, it appears unnatural to waste time exchanging pieces. Further, after 24...RxN Black will have a useful flight square for his king on c8.

A quicker and more elegant win could have been forced with 24 RN7 (and how about 24 NxP or 24 RN6). If 24...BxN, 25 PxB NN1 (Or 25...NQ4 26 RxP+ similarly) 26 RxP+ KxR 27 BN6+ KK2 28 QN7 mate. Or if 24...RB1, 25 NN6+ KK1 26 NxR BxN 27 RxP+ KQ2 (27...PxR 28 QN6 mate; 27...BK2 28 QxN PxR 29 QxP) 28 RxN BxR 29 RxP+ etc.

24 ... RxN  
25 RB3 ...

The point of Taimanov's previous move. The knight cannot be protected, nor can it move without allowing a powerful rook sacrifice.

25 ... NN1

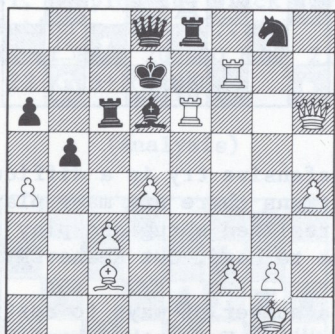
If 25...NQ4, then 26 RxBP+! (Motif B) KxR 27 BN6+ KB3 28 BR5+ KB4 29 PN4 mate.

By attacking White's queen, Black prevents the discovery in the above variation. (Thus, if 25...NN1 26 RxBP+ KxR 27 BN6+ KB3 28 QN5+ KN2 29 BxR+ QxQ.) Still, Taimanov obtains four pawns for the sacrificed piece.

26 RxKP+! KQ2

Of course not 26...PxR, 27 QN7 mate.

27 RxP+ ...



27 ... RK2

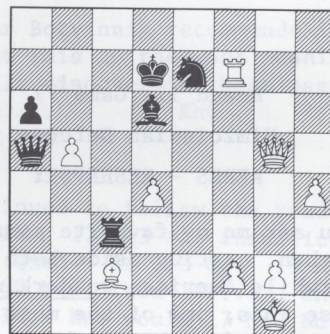
A pretty finish results from 27...BK2 (27...KB1 is less clear) 28 BB5! NxQ 29 R6xB+ KQ3 30 RQ7+ QxR 31 RxQ mate.

28 R6xR+ NxR  
29 QN5 RxP  
30 PxP ...

White's bishop is indirectly protected by the queen check on f5.

30 ... QR4

Where there's mate, there's hope.



31 PN3? ...

In time-pressure, Taimanov overlooks the winning continuation: 31 BB5+ KQ1 32 RxN! BxR (32...QR8+ 33 RK1+) 33 QN8+ KB2 34 QB8+ mates. After 31...KK1!, however, White must be content to prevail on points: 32 RxN+ BxR 33 QN8+ (33 QN6+ KB1 34 BK6 isn't quite good enough) 33...BB1 34 QN6+ KQ1 35 QB6+ and the bishop falls, since 35...BK2? loses to 36 QR8+. The ending is by no means simple, but White should win with best play.

The inaccuracies on moves 24 and 31 must have cost Taimanov the brilliancy prize.

31 ... QR8+  
32 KN2 QN7?

Threatening the bishop, the QNP, and in some lines, ...RxP+. Nevertheless ...QN7 is an error, as Taimanov's razor-sharp reaction shows. 32...QR7! would have avoided the subsequent disaster.

33 BB5+ KQ1  
34 PN6! ...

A diabolical point. If 34...RxP+, 35 QxR BxQ 36 RB8 mate.

34 ... QxNP  
35 RxN! ...

With b6 blocked, this tactic resurfaces.

35 ... RxP+  
36 PxR BxR  
37 QN8+ KB2  
38 QB8+ Resigns

Strange irony: the isolated queen pawn prevents Black from escaping. A flawed masterpiece, courtesy of the clock, and yet a brilliant game full of ingenious and instructive play.



# Games from Bronstein's ZURICH 1953



Translator: Jim Marfia



*EDITOR'S NOTE: This is the ninth installment of David Bronstein's great tournament book, Zurich 1953.*

Round 11, Game 77  
Nimzoindian Defense  
KERES - RESHEVSKY

Should you ask me my favorite game from this tournament, then, casting aside both my encounters with the erstwhile American wunderkind, Reshevsky, I would choose this, one of the most memorable games of the event for the depth, beauty, and complexity of its ideas. The game has been printed around the world; analysis stemming from it has involved dozens of masters, nearly every grandmaster, and even Botvinnik himself, and still we are not fully sure that their analyses have given the final word. Now the reader will have the opportunity to check it out for himself, and perhaps to add something to this joint creation of worldwide chess.

1 d4	Nf6
2 c4	e6
3 Nc3	Bb4
4 e3	c5
5 Bd3	00
6 a3	Bxc3+
7 bc	b6

7...Nc6 is generally played here, and after 8 Ne2 b6 9 e4 Ne8 the game enters well-trodden trails (cf. the games Botvinnik-Reshevsky, Moscow 1948; Bronstein-Najdorf, Budapest 1950; and Geller-Smyslov, from the present tournament). Reshevsky repeats the opening he used against Euwe, who did not feel up to the forthright 8 e4. Keres does, however:

8 e4	Bb7
9 Bg5	...

R. G. Ashurov, a first-category player from Baku, points out that here White had another possibility: 9 e5, and if 9...Bxg2, then 10 Bg5 Bxh1 11 ef g6 12 Bxg6! hg 13 Qg4 with a powerful attack, which Ashurov ends with mate in many variations. Of course Black has better lines in some of the variations, but without a doubt he would have been in serious trouble had he taken the pawn and the rook. 9 e5 must be met by retreating the knight, when White could keep up the pressure by 10 Qh5.

9 ...	h6
-------	----

A battle royal! 9...d6 was possible, and if 10 e5 de 11 de, then not 11...Bxg2, which leads to the rapid demolition of Black's position, but 11...Be4!

White would probably have replied 10 f4 Nbd7 11 Nf3 cd 12 cd, with much more active play--so Black decides to force the action.

10 h4	...
-------	-----

White continues his development. Obviously, if Black takes the piece, he will have to return it at once, since 10...hg 11 hg Nxe4? 12 Qh5 f5 13 g6 wins quickly for White.

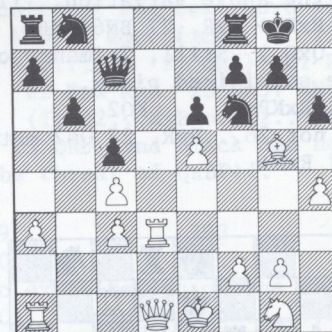
10 ...	d6
11 e5	de
12 de	Be4!

The only move. 12...hg is met by 13 ef Qxf6 14 Bh7+ Kh8 15 hg Qxc3+ 16 Kf1, and White wins; if 12...Bxg2 here, then 13 Bxf6 gf 14 Qg4+ Kh8 15 Qxg2 Qxd3 16 Rh3, snaring the black queen rook; and finally, if 12...Qc7, then 13 ef Bxg2 14 fg Qe5+ 15 Kd2 Re8 16 Nf3!, which saves the rook, leaving White a piece up.

13 Rh3!	...
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The only move. The reader may easily determine that taking the knight with either bishop or pawn leads to an ending favorable to Black.

13 ...	Bxd3
14 Rxd3	Qc7



The best defensive try in a difficult position. In such situations there are many players who would give a resigned shrug and play the first move that came to hand, but Reshevsky keeps treading water.

White has a number of ways to destroy the black king's pawn cover. Keres thought out an amazing combination here--the main variation runs as follows: 15 Bxf6 gf 16 Qg4+ Kh8 17 Qf3 Nd7 18 00 Nxe5 19 Qxf6+ Kh7 20 Rd6 Nxc4 21 Nh3 Nxd6 22 Ng5+! Kg8 23 Qxh6 f5 24 Nxe6 Qh7 25 Qxh7+ Kxh7 26 Nxf8+ Rxf8 27 Rxd6--not one of your more difficult rook endgames.



Certainly many other choices are open to both sides along this road, and no man could calculate them all, but this unusually beautiful grande combinaison is another example of Keres' many-sided talent.

Perhaps those of you who, like us, love to lose yourselves in combinative mazes, could continue from this point in the manner once recommended by Aron Nimzovich: set up two boards; play out the game on one, and the notes on the other.

15 Bxf6 ...

15 ef hg 16 hg is also very good here; Najdorf says it's "interesting, and it probably would have won": 16...Qe5+ 17 Kf1 Qxg5 18 fg Rc8 19 Rg3 Qf4 20 Rh3 Qxc4+ 21 Ne2 Nc6 22 Qd2.

Nedeljkovic and Vukovic suggest 19 Qf3 Nc6 20 Qh3 in this line, or (a) 16...gf 17 gf Qe5+ 18 Kf1 Qxf6 19 Rg3+ Kh7 20 Qh5+ Qh6 21 Qf3; (b) 16...Qh2 17 Kf1 Qh4 18 Rh3! Qxc4+ 19 Ne2 e5 20 Qd6 Qe6 21 Qd3 e4 22 Qg3 gf 23 Qh4.

V. Turchuk has rightly criticized me for my uncritical acceptance of this analysis, pointing out that, instead of 21 Qd3, there is a mate in three--by Rh8+, Qxf8, and Qxg7. After such a rebuke, I re-examined the variation critically, and came up with 21 Qxf8+! Kxf8 22 Rh8 mate--in one move less!

Euwe also thinks the pawn ought to have taken, but continuing with 15...hg 16 fg, not 16 hg (i.e., he disagrees with Najdorf), for instance:

(a) 16...Kxg7 17 Qh5 gh 18 Qxh4, threatening Rg3+;

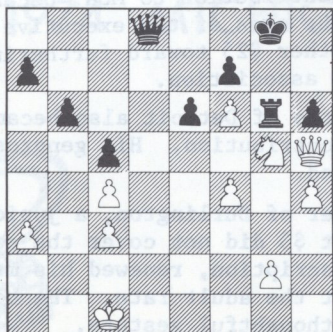
(b) 16...Qe5+ 17 Re3 Qxg7 18 Rg3 f6 19 Nf3, threatening Nxg5.

So we can see that practically all the commentators agree that this continuation (15 ef) was the clearer and quicker way to win. In truth, White did have two ways to win, but the route he chose was no less forcing and not a bit less beautiful than those suggested afterwards. Clearly, Keres has thought out a good winning line, and now he is carrying it out, without wasting time in calculating other complex variations.

15 ... gf  
16 Qg4+ ...

Here White had a strikingly beautiful continuation: 16 f4!, keeping the black queen from e5. The main variation runs: 16...Kh7 17 Nh3 Rg8 18 Qh5 Nc6 19 ef Rg6 20 000 Rd8 21 Rxd8 Nxd8 22 Ng5+ Kg8 23 Rxd8+! Qxd8

(Analysis)



24 Qxg6+!! fg 25 f7+ Kh8 26 Nxe6, and knight plus pawn beats a queen.

It's a lot harder than that to calculate such a line over the board, however, especially when you must also check out such lines as:

(a) 16 f4 Kh7 17 Nh3 Qb7, and White must find the right move: 18 Ra2;

(b) 16...fe 17 Rg3+ Kh7 18 Qg4 f5 19 Qg6+ Kh8 20 Qxh6+ Qh7 21 Qxf8+;

(c) 16...Nc6 17 Rd7 Qb8 18 Qg4+ Kh8 19 Qh5.

Grandmaster Botvinnik recommends 16 ef!, and it may be that this is the most meaningful thing the reader will discover in these pages.

16 ... Kh8  
17 Qf3 ...

Keres continues to follow the road he has laid out for himself. 17 Rg3 was insufficient on account of 17...Qxe5+ 18 Re3 Qc7 19 Rg3 Qe5+; if 18 Kf1 or 18 Ne2, then 18...f5, and Black defends himself. Nor would 17 Nf3 Nd7! 18 Rxd7 Qxd7 19 ef Rg8 20 Qh5 Qd3! 21 Qxh6+ Qh7 22 Qf4 Rxg2 lead to anything; but a very strong-looking line is 17 000 Qxe5 18 Nf3 Qc7 19 Rd6 Nc6 20 Qf4 Kg7 21 g4 and 22 g5--if 17...Nc6, then 18 f4 fe 19 Rd7 Qc8 20 Qh5 Kg7 21 f5!

17 ... Nd7  
18 000 ...

Trifunovic, and Reshevsky himself in the post-mortem, pointed out what they thought to be the winning move here: 18 Rd6. White indeed wins both after 18...fe 19 000, and after 18...f5 19 Qf4 Kh7 20 000, but the German Rellstab's suggested defense 18...Kg7, threatening ...Nxe5, is good enough to draw; e.g., 19 ef+ Nxf6 20 000 Qe7 or 19 Qg3+ Kh8 20 Qf4 Kg7 etc.

18 ... Nxe5  
19 Qxf6+ Kh7  
20 Rd6 Nxc4

For the first time in this game Reshevsky undoubtedly breathed a sigh of relief. Indeed, 21 Rd7 Qe5 22 Rxf7+ Rxf7 23 Qxf7+ Qg7 is not dangerous. Black begins to have a few mate threats of his own: 24 Qf3 b5!

21 Nf3 ...

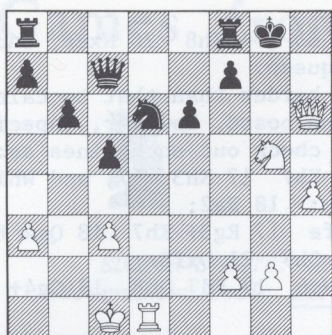
Here Reshevsky could give up his queen for two rooks and an easier defense. 21 Nh3 was more accurate: after the swap White would play 23 f3, followed by g4 and Nf4 with an unstoppable attack, despite his depleted resources. But Reshevsky took the rook with his knight, and Keres swung at last into the concluding phase of his remarkable combination.

21 ... Nxd6  
22 Ng5+ ...

If Black takes the knight, nothing could stop checkmate.

22 ... Kg8  
23 Qxh6 ...





A glance at this position will show that the game has followed the analysis given after the first diagram. But here Reshevsky steps out of the main line with

23 ... f6

(instead of ...f5), which, with Black's next move, is a good deal stronger.

24 Nxe6 Qe7

25 Rxd6 ...

Nervous, excited, and in great time-pressure, Keres fails to find the correct maneuver: 25 Qg6+ Kh8 26 Qh5+ Kg8 27 Rd3! Ne4 (27...Qh7 allows 28 Qxh7+, 29 Nxf8+, and 30 Rxd6: the main line) 28 Nxf8 Rxf8 29 Qg4+ Ng5 30 Re3 Qg7 31 Rg3 Kh8 32 hg. Certainly he cannot be blamed for this, since many of the commentators, working in more peaceful circumstances, failed to find the win after lengthy analysis, and instead suggested 28 Qg6+ Kh8 29 Nxf8 Rxf8 30 Re3, which does not work, since Black does not play 30...f5 31 f3!, but 30...Rg8 31 Qh6+ Qh7 or 31 Rxe4 Rxd6 32 Rxe7 Rxd6 with a drawish endgame.

25 ... Rf7

26 Qd2 ...

A typical time-pressure move, but his choices were already unappetizing. 26 Qg6+ Kh8 27 Rd5 Rh7 leads nowhere; 26 Rc6 c4! 27 Kb2 Re8 28 f4 Qd7 29 f5 Qxc6 30 Qg6+ Kh8 31 Qxf7 Qxg2+ leads to a draw; and 26 f4 is unclear on account of 26...Rh7 27 Qg6+ Kh8, and 28 f5 is bad because of 28...Rg8.

Nedeljkovic and Vukovic's recommendation of 26 g4 isn't a bad idea.

26 ... Re8

27 f4 ...

27 g4 was better here also, to answer 27...f5 with 28 g5, or 27...Qb7 with 28 Qd3, retaining winning chances.

27 ... f5

Now Black has fully equal play.

28 Qd5 Kh8

Reshevsky could have taken the pawn here: 28...Qxh4, and White has nothing better than the queen ending after 29 Rd8 Rxd8 30 Nxd8 Qxf4+ 31 Kb2 Qc7 32 Nxf7 Qxf7, where Black has winning chances.

29 Qe5+ Qf6

30 Kc2 c4

31 Kd2 Kg8

32 Qd5 Qxh4

33 Qxc4 Qf2+

34 Kc1 Qg1+

35 Kc2 Qxg2+

36 Kb3 b5

A trap, but it also seizes the c4-square, which Black wants to exchange queens.

37 Qd4 ...

He should have kept the black queen out of f1, as by 37 Qd3.

37 ... Qf1

38 Kb4 Qc4+

Reshevsky had a few seconds left for three moves, so it is uncertain whether he rejected or overlooked the tempting 38...Rf6. The queen could not take the rook because of 39...Qc4+ and mate next. After 39 Qd5, of course, Black trades queens. But 39 Rd8 Rxe6 40 Rxe8+ Rxe8 41 Qd5+ appears to save White.

39 Qxc4 bc

40 Kxc4 Rc8+

41 Kb5! ...

And the game was adjourned. Both spent the night and all next day analyzing--not this position, naturally, but the game. When the adjournment session came, both knew enough that the game was called after the unsealing. Whoever knew better, of course, would not have agreed to the draw.

DRAW AGREED

#### MCA EXECUTIVE BOARD MEETING

The board met March 12 at Molenda's residence in Lansing. Discussions focused on plans for the Amateur Championship, progress in Operation Chess Outreach, and nominations for USCF directors. The directors to be nominated are C. Bassin, J. Brattin, W. Bugar, P. Dupuis, J. Marfia, T. Sloan, L. Smith, Don Thackrey, D. Whitehouse, with alternates W. Hickey, J. Huerta, and L. Larson. The next meeting is at Thackrey's residence in Ann Arbor, April 9, 7:30 p.m.

#### ANGELS DO GOOD WORKS

The Livonia Chess Club, which previously made an "Angel" contribution to MCA, became twice blessed in the eyes of the executive board by donating another \$25 toward furthering the work of the state association.

Ralph Pratto of Detroit also became an Angel with a \$25 contribution. His generosity is greatly appreciated.

Doug Maurer of Burlington, a junior, after learning that \$3 did not cover the cost of his magazine subscription, renewed his membership this month at the adult rate. The board thanks him for his thoughtful gesture.



## Chess in Periodicals

Brad Darrach strikes again! And once more Bobby Fischer is the target. The sensational Playboy article ("The Day Bobby Blew It") appeared only last July, but already the frenzy has returned to Mr. Darrach, who has found relief by writing an article for the second issue of the new magazine, People (March 11, 1974). It's called "The Secret Life of Bobby Fischer."

I admire Darrach's rhetorical skills unreservedly; he paints fascinating pictures. But anyone who writes about a subject as mysterious and private as Fischer owes his readers at least a slender suggestion of how he knows what he says he knows. He explains that Fischer disappeared after Reykjavik into a private California community of religious extremists and that the world has not seen or heard from him for more than 16 months. Revealingly, he then writes: "Reporters who tried to track him down were turned back by the private police force that patrols the church property in Pasadena." Yet Darrach somehow knows all about Fischer--even his thoughts. He was able, for instance, to record the exact words between Fischer and Herbert W. Armstrong (the leader of the Worldwide Church of God) when Fischer offered a double tithe (20%) of his Reykjavik winnings (\$156,250); he heard Armstrong issuing orders to the church members about Fischer; and he somehow was on hand when Fischer confessed to a high church official that he wanted to meet some "vivacious girls with big breasts."

Like a shrewd Washington reporter, Darrach has his sources--"a church member" here, "a visitor" there, and everywhere the lively imagination of Brad Darrach. I'm not insisting that the accounts are false--just that Darrach makes sure there's no way for a reader to tell.

Drifting away from Fischer's secret life, Darrach discloses one interesting chessical item. Fischer has already started thinking up his demands to FIDE. He wants 10 wins to decide the championship match rather than 6, and he wants the champion to retain the title in the event the score reaches 9-9. As Larry Evans has pointed out, Fischer is really saying that the challenger must be two

points ahead (10-8) to win. This, incidentally, is a condition that previous world champions have attempted to arrange and that Lasker is said to have actually imposed on Schlechter in their world-title match of 1910.

Darrach says that Fischer is intensively studying chess now, after a presumed layoff of a year. One wonders what the odds are that Fischer--and the rest of the world--will make it through the inevitable storm of demands, protests, ultimatums, and cancellations to a match in 1975. The clouds are already gathering.

If you can't resist reading the article in People--and I admit that it is practically irresistible--at least salt it down with a sprinkle of skepticism.

TV Guide (February 23, 1974) has a two-page light and breezy article by Chris Chase entitled "Are Chess Players Really Crazy?" Chris Chase is described by the note heading the article as an out-of-work actress who doesn't know a pawn from a bishop but who has been a hostess for a couple of chess events on TV. One was the Shelby Lyman program on New York City's public television station WNET, a series that started during the Fischer-Spassky match of 1972. The second was a series focused on the match between the champion of the Marshall Chess Club (Sal Matera) and the champion of the Manhattan Chess Club (George Kramer). Heartened by the previous faddish success of the Lyman show, the producers had intended to make a big splash with the Matera-Kramer match, but eventually they had to settle for a small ripple. Still, the program followed the three-week-long match (which Matera won) and was carried by public television from Boston to Washington.

There's almost no chess information in the little piece, but it's cleverly and amusingly written and no doubt will increase the general interest in chess and chess affairs.

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## 1974 MICHIGAN AMATEUR CHAMPIONSHIP



May 4-5, 1974

Grand Rapids, Michigan

(See page 19)





# TIEBREAKER



Grand Rapids, February 15-17, 1974

Michigan Champion James Marfia, in a burst of recklessness, organized what he called a "tiebreaker" round-robin for the five players who tied for first in the Michigan Open Championship last September. Not all of the tied players could play, however, so substitutes Joseph Wasserman and Tom Crispin were brought in for John Brooks and Tom LaForge, and Junior Champion Steven Feldman was also invited.

The results were given last month, but they are repeated here because we now have our hands on all the games. Marfia himself suggested that the quality of these games is such that the editor could become rich by offering not to print them for modest considerations from each player. Truth having overcome greed, however, all the games are given below. They do indeed vary in quality, but I think readers may enjoy having the complete record of one of the few recent round-robin events in Michigan among six high-ranking players.

Winner Feldman is to be congratulated for this fine result. Incidentally, Marfia, despite his best efforts to give his title away, remains Michigan champion.

All notes to the games below are by Marfia.

Steven Feldman	X	1	½	1	½	1	4
David Whitehouse	0	X	½	1	½	1	3
Roger Underhill	½	½	X	0	1	1	3
James Marfia	0	0	1	X	½	1	2½
Joseph Wasserman	½	½	0	½	X	1	2½
Tom Crispin	0	0	0	0	0	X	0

## ROUND 1

### CRISPIN - UNDERHILL

1 PKN3 PQ4 2 BN2 NKB3 3 NKB3 PKN3 4 PN3 BN2  
 5 BN2 PB4 6 PQ4 NK5 7 OO NQB3 8 PK3 OO 9 QNQ2  
 PB4 10 PB4 PK3 11 BQR3 PN3 12 RB1 NN5 13 BPxP  
 (I like 13 BxN PxB 14 NxN BPxN 15 NQ2 better.  
 It looks like a plus for White, who has a center  
 break and a potential Q-side passer.) 13...KPxP  
 14 PxP (A miscalculation. Tom's tactical ability  
 was nowhere in evidence this tournament.) 14...  
 NxRP 15 PB6 (Too late to turn back now: if  
 15 PxP NxR 16 BxR? NB6.) 15...NxR 16 BxR  
 QxB? (Nobody listens to me any more.) 17 NxN  
 QPxN 18 QQ5+ KR1 19 NQ4 NQ6 20 PB7 BQR3  
 21 RR1 NN5 22 QQ7 BB1 23 QQ8 PQR4 24 BB1 NQ6  
 25 PR4 PR4 26 BR3 NB4 27 PQN4 NK3 28 QQ5 NxP  
 29 Resigns.

### MARFIA - FELDMAN

1 PQB4 NKB3 2 NQB3 PK4 3 PKN3 BN5 4 BN2 OO  
 5 PK4 NB3 (I have it on good authority that  
 Black is supposed to take here. But he gets a  
 tolerable game anyway.) 6 KNK2 PQR4 7 OO PQ3  
 8 PQ3 QB4 9 PKR3 BK3 10 KR2 NR4 (This is  
 objectively suspect--although I can hear the

sniggering in the peanut gallery already. Nuts  
 to you, fella.) 11 PKN4 NB3 12 NN3 NQ5 (Later  
 we decided 12...NK2 was better.) 13 BN5? (13 BK3  
 PB3 14 QQ2 QQ2 15 NB5 maintains a slight edge.)  
 13...NxP+ 14 QxN PB3 15 BxP RxB 16 QQ1 RKR3  
 17 RR1 QR5 18 KN1 RKB1 19 Resigns.

### WHITEHOUSE - WASSERMAN

1 PQB4 NKB3 2 NQB3 PQ4 3 PxP NxP 4 PKN3 NxN  
 5 NPxN PQB4 6 BKN2 QB2 7 PQB4 (A surprisingly  
 flexible line which Dave once told me was Tatman-  
 ov's.) 7...BQ2 8 NB3 BB3 9 BN2 NQ2 (If I may  
 humbly recommend: 9...PB3 10 OO PK4 11 PQ3  
 BK2, etc.) 10 OO PK3 11 PK3 NB3 12 BxN PxP  
 13 PQ4 RQ1 14 QN3 BR3 15 QRQ1 QR4 16 PQ5 BR5  
 17 QR3 OO 18 NQ2 PN4 19 NK4 QN5 20 QxQ PxQ  
 21 RN1 PR4 22 PxKP PxKP 23 NB5 KB2 24 NN7 PxP  
 25 NxP RQ7 26 RxP RxRP 27 RN7+ KN3 28 NxP BB7  
 29 RB1 RQ1 30 PR4 BQ6 31 NN2 BR3 32 RN6 RQ7  
 33 BK4+ KR4 34 BB3+ KN3 35 BK4+ KR4 36 RxP  
 BKN2 (Hard to resist--and I believe Black has a  
 draw at worst after 36...RQxN 37 RxP RxP!  
 38 RxR BxP 39 RB2 RxR 40 BxR KN5 41 KN2 BxR  
 42 KxB PR3 etc.) 37 RB5+ KN5 38 KN2 BB8+  
 39 KxB RRxN 40 RB5 KR6 41 KK1 RK7+ 42 KB1  
 Draw Agreed.



## ROUND 2

## UNDERHILL - WHITEHOUSE

1 PK4 PK3 2 PQ4 PQ4 3 PxP PxP 4 BQ3 NQB3  
 5 PQB3 BQ3 6 NB3 BKN5 7 OO KNK2 8 PKR3 BR4  
 9 QN2 Q2 10 QB2 BN3 11 RK1 BxB 12 QxB PB3  
 13 PQN4 OO 14 NN3 QRK1 15 PN5 NQ1 16 NB5 QB4  
 17 QxQ+ NxQ 18 RxR RxR 19 KB1 BxN 20 PxR RK5  
 21 PN4 NK2 22 NQ4 NK3 23 PB3 RK4 24 BQ2 NN3  
 (Not 24...NxN? 25 BB4) 25 NxN RxN 26 PKB4 RK5  
 27 RK1 RxR+ 28 KxR PB4 29 KB2 KQ2 30 BK3 PB3  
 31 PN6 PQR3 32 KN3 NK2 33 BQ4 PN3 34 KR4 KK3  
 35 KN5 PxP (Necessary: if 35...NN1, then 36 PxP+  
 PxP 37 PR3 zugzwang.) 36 PxP NN1 37 PR3 KB2  
 38 PB5 PR3+ 39 KB4 PN4+ 40 KB5 KK2 41 PB6+  
 NxP 42 KB5 NK5 43 KN6 KK3 44 KxP KB2 45 KR5  
 KK2 46 KN6 KB1 47 KB5 KB2 48 PB4 NN6+ 49 KxP  
 PxP 50 KB4 NK7+ 51 KK3 NN8 52 KQ2 (No good is  
 52 KK4 NK7 53 KK5 PB6 54 BxP NxR 55 KQ6 NR5.)  
 52...NB6+ 53 KB3 NR7 54 PN5 NB6 55 BK3 KN3  
 56 KxP NxP 57 KQ4 (The simplest draw here is of  
 course 57 BxN KxB 58 KQ4 KB4 59 KB4 KK4 60 KB3  
 KQ4 61 KN4 KQ5 62 PR4 KQ4 63 KR5! etc. With  
 all pawns on one side, only Black has winning  
 chances.) 57...NB2 58 KK4 KB3 59 BB1 KK3  
 60 BB4 NR1 61 BK5 NN3 62 BQ6 NR5 63 BB4 NB4  
 64 BN5 NN6+ 65 KQ4 KB4 66 BR6 NK7+ 67 KK3 NB6  
 68 KQ3 NK5 69 KQ4 NB3 70 BB1 NQ4 71 BQ2 NB5  
 72 KB4 (Same here.) 72...NK3 73 BR6 KK5  
 74 BB1 NQ1 75 BQ2 NB2 76 BB3 NR3 77 BN7 NN5  
 BQ4 NR7 79 BN2 NN5 80 BQ4 NR7 81 BN2 NB6  
 BB3 KK6 (In the interests of finishing this  
 tournament, I ended the game here, with the prom-  
 ise to have Stan Perlo adjudicate it. However,  
 it seems fairly simple: 83 PR4 KK5 84 BN2!.)  
 Adjudicated a draw.

## FELDMAN - CRISPIN

1 NKB3 PKN3 2 PK4 BN2 3 PQ4 PQ3 4 BQ3 BN5  
 5 PB3 NQ2 6 QN2 PQB4 7 PKR3 BxN 8 NxR QN3  
 9 QR4 QB3 10 QxQ PxQ 11 BK3 PxP 12 PxP RN1  
 13 PQN3 PQB4 14 QRB1 PxP 15 BxP BxB 16 NxR  
 NB4 17 KK2 NB3 18 NB6 RN2 19 NR5 RN1 20 RB4  
 KNQ2 21 PB4 PK4 22 PN3 OO 23 PQN4 NK3 24 KK3  
 NN3 25 RB6 KRQ1 (Another oversight. Continuing  
 in his weird vein, maybe 25...PQ4?! 26 BxP  
 PQ5+ 27 KQ2 NQ2) 26 PxP PxP 27 RxN PxR 28 NB6  
 RxR+ (Whatinell for? 28...RNB1 29 NxR RxN  
 avoids material loss, anyhow. It's not pleasant,  
 but nothing is any more.) 29 KxR RN2 30 NxKP NQ2  
 31 NxN RxN+ 32 KB4 RQ7 33 PQR4 KB2 34 KN5 RQ5  
 35 RQN1 KB3 36 KR6 RQ2 37 PN5 KK4 38 RN4 RQB2  
 39 PR5 QK3 40 PN6 PxP 41 PxP Resigns.

## WASSERMAN - MARFIA

1 PK4 PQB4 2 NKB3 PQ3 3 PQ4 PxP 4 NxP NKB3  
 NQB3 PKN3 6 PB3 BN2 7 BK3 NB3 8 Q2 OO  
 9 OO BQ2 10 BQB4 QN1 11 NxN (Nothing in Levy  
 about this! TN!) 11...PxN 12 BKR6 QN5 13 BxB  
 KxB 14 BN3 PQR4 15 PQR3 QN2 16 QRK1 KRQ1  
 17 NQ1 QN4 (I guess this is best: nothing else  
 looks decent.) 18 PN4 BK3 (But this is wrong.

After much study, I think Black should go K-side  
 here: 18...PR4 19 PR3 PxP 20 RPxP PN4 etc.,  
 or 19 PN5 NR2 20 PKB4 BK3! etc., or even 19 PK5  
 QPxP 20 PxP BB4) 19 BxB PxR 20 PK5! PxP  
 21 PN5 NQ4 (Any other square probably loses to  
 22 QB3. I wasn't too sure about this square,  
 either.) 22 RxP RKB1 23 Q4 KN1 24 PQB4 RB5  
 25 QxR (Played instantly. 25 RK4 is much more  
 interesting. 25...RxR is forced, and if then  
 26 PxR QN3 27 PB5 NB5. Best is 26 QxR QB4  
 27 QxKP+ KN2 28 QK4 RKB1. Black still has  
 counterchances.) 25...NxQ 26 PxQ NQ6+ 27 KB2  
 NxR 28 PB4 NB2 29 PxP RQB1 30 PN4 PxP 31 PxP  
 RxP+ 32 KN3 PK4 33 PxP NxNP 34 NK3 NB6  
 35 NB4 NQ5+ 36 KB3 NN5+ 37 KQ3 KB2 38 RB1+  
 KK3 39 RB8 RB2 40 RQN8 RQ2+ 41 KK3 RQ4  
 42 RN6+ KB4 43 RN7 KK3 44 RN6+ KB4 45 RN7  
 KK3 Draw Agreed.

## ROUND 3

## CRISPIN - WHITEHOUSE

1 PKN3 NKB3 2 BN2 PKN3 3 PQB4 BN2 4 NQB3 OO  
 5 PQ4 PQ3 6 NB3 NB3 7 OO PQR3 8 PKR3 RN1  
 9 BK3 BQ2 10 NQ2 PK4 11 PQ5 NK2 12 PB5 NR4  
 13 PxP PxP 14 NB4 NB1 15 NK4 PB4 16 BN5  
 (16 NKxP PB5!) 16...NB3 17 NxN+ BxN 18 BR6  
 BN2 19 Q2 PB5 20 BxB KxB 21 QRB1 RB3 22 RB3  
 PQN4 23 NR3 NN3 24 PQN4 PN4 25 R1B1 RN2  
 26 QB2 BB4 27 RB7+ RB2 28 RxR+ RxR 29 BK4  
 BxP 30 KR2 BQ2 31 PxP RxP 32 PB3 PN5 33 Q7  
 QR5+ 34 KN2 QR6+ 35 KB2 PN6+ 36 KK3 QR3  
 37 KQ3 RB2 38 RKN1 NB5 39 RxP+ KR1 40 NxN  
 PxN+ 41 KB3 QB8+ 42 Resigns.

## MARFIA - UNDERHILL

1 PK4 PK4 2 NKB3 NQB3 3 BN5 PQR3 4 BR4 BK2  
 5 OO PQ3 6 PB3 PQN4 7 BN3 BB3 8 PQR4 BN2  
 9 PQ4 KNK2 10 BN5? (I was about to play 10 NN5  
 OO 11 QR5, but played this instead. I had seen  
 11...BxN 12 BxB PxP, winning a pawn, but 13 PKB4  
 gives White an irresistible attack. By the way,  
 8 PQR4 was a waste of time.) 10...NN3 11 BK3  
 OO 12 PN3? (Better 12 QN2) 12...NR4 13 BB2  
 NQB5 14 QN2 NxP 15 QN1 NxP 16 BxN PxR 17 QxB  
 Q2 18 PxP BxP 19 QN4 QN5 20 NxR PxN 21 PB3  
 QR6 22 RxP PKR4 23 R1R1 QRQ1 24 Q4 PR5 25 NB1  
 PxP 26 PxP QR4 27 RxP KR2 28 Q2 KN1 29 NQ2  
 PKB4 30 QR2 QxQ+ 31 KxQ PB5 32 PxP PxP 33 BQ4  
 PB4 34 RxN PxR 35 PB4 RN1 36 RR7 RB2 37 RxR  
 KxR 38 RQ6 RN7 39 RxP KN3 40 KR3 KR4 41 PB5  
 RB7 42 NB4 RB6 43 RQ5+ PN4 44 NK5 RN6 45 PB6  
 RB6 46 RQ3 RB4 47 PB7 RxP 48 RQ7 Resigns.

## FELDMAN - WASSERMAN

1 NKB3 PQB4 2 PQN3 NKB3 3 BN2 PK3 4 PK3 BK2  
 5 BK2 OO 6 OO NB3 7 PB4 PQ4 8 PQ3 BQ2 9 QN2  
 RB1 10 NK5 NxN 11 BxN BB3 12 PB4 NQ2 13 BN2  
 BB3 14 BxB QxB 15 BN4 QRQ1 16 Q2 PxP 17 NxP  
 PQN4 18 NR5 BR1 19 QRB1 RB1 20 RQB2 Q1 21 Q2  
 NB3 22 BB3 Draw Agreed.



## ROUND 4

## WASSERMAN - UNDERHILL

## WHITEHOUSE - MARFIA

1 PQB4 PK3 2 NKB3 PQ4 3 PKN3 PQB4 4 BN2  
 NKB3 5 00 BK2 6 PN3 NB3 7 BN2 00 8 PxP PxP  
 9 PQ4 NK5 10 QN2 BB3 11 NxN PxN 12 NQ2 BxP  
 13 BxB PxP 14 NxP QK2 15 RB1 BN5 16 RK1 QRB1  
 17 NB5 KRQ1 18 Q2 PQN3 19 NQ3 NK4 20 RxR BxR  
 21 QRB1 BR3 (When Black aims for equality, he  
 can afford few mistakes. This is one. 21...NxN  
 22 QxN PN3! is correct, with no problems for Black.)  
 22 NN4 BN2 23 BxB QxB 24 QB4 PB3 (24...NN3  
 25 QB7 RQ2 26 QxQ RxQ 27 RB8+ NB1 28 RQ8 RQ2  
 29 RxR NxR 30 NB6 wins.) 25 NQ3 QK2 26 QK4  
 QQ3 27 QN7 NxN 28 PxN RQ2 29 RB8+ KB2 30 QK4  
 RK2 31 QB3 (Not yet 31 QxRP? RK8+ 32 KN2 QQ4+  
 33 PB3 RK7+.) 31...QK4 32 RQ8 PQR4 33 RQ5 QK7  
 34 KN2! QxRP (Not even desperation: hara-kiri.)  
 35 QR5+ PN3 36 QxRP+ KK3 37 QN8+ RB2 38 Q8  
 QR6 39 RxQP QxP and Black resigns.

## UNDERHILL - FELDMAN

1 PK4 PQB4 2 NKB3 PQR3 3 PB4 NQB3 4 PQ4 PxP  
 5 NxP PK3 6 NQB3 QB2 7 BK3 NB3 8 RB1 BK2 9 BK2  
 PQ3 10 00 00 11 PB4 BQ2 12 NN3 NQR4 13 NQ2 NB3  
 14 NN3 NQR4 15 NQ2 Draw Agreed.

## WASSERMAN - CRISPIN

1 PK4 PKN3 2 PQ4 BN2 3 PKB4 PQ3 4 NKB3 PQB3  
 5 BK3 QN3 6 QB1 NB3 7 QN2 BN5 8 BQ3 QN2  
 9 00 00 10 PKR3 BxN 11 RxB PB4 12 PB3 QRB1  
 13 PQR4 NK1 14 NB4 QB2 15 Q2 N1B3 16 PQ5 PK3  
 17 PK5 NxQP 18 NxP QRQ1 19 BB4 N4N3 20 QK2 BxP?  
 21 NN5 QN1 22 PxP NxKP 23 BN3 NxR+ 24 QxN NQ2  
 25 BKB4 QR1 26 BQ6 PN3 27 QxQ RxQ 28 BxR KxB  
 29 PR5 PQR3 30 PxP NxP 31 NB7 Resigns.

## ROUND 5

## CRISPIN - MARFIA

1 PKN3 PQ4 2 BN2 PQB4 3 NKB3 NQB3 4 PQ4 NB3  
 5 00 PK3 6 PB4 BK2 7 BPxP KPxP 8 NB3 00 9 PxP  
 PQ5 10 NQR4 BB4 11 BQ2 NK5 12 RB1 RB1 (...QQ2,  
 ...QRQ1, and ...KPK1 is the right idea.) 13 PQN4  
 QQ4 14 PQR3 KRQ1 15 NK1 BB3 16 NQ3 Q2 17 BB4  
 RK1 18 PR4 BR6 19 PB3 BxB 20 KxB PKN4 (?!?!--  
 but what else?) 21 PxN PxP 22 RxP BK4 23 RB5  
 BN2 24 NB2 RK3 25 NN2 NK4? 26 NB4 NxN 27 RxN  
 RQ1 28 RQ5 QK2 29 RxR+ QxR 30 Q3 (30 PK3  
 wins at once.) 30...PB4! 31 PK3? BPxP 32 RxP  
 BxR 33 QxB QxQ 34 PxQ PK6 35 NQ3 RK5 36 KB3  
 RxQP 37 KxP RQB5 38 PR4 KN2 39 PQR5 PQR3  
 40 KB3 KB3 41 KK3 (41 PN4 was the last chance.)  
 41...KB4 42 KB3 RB6 43 KK3 KN5 44 Q2 RR6  
 45 NB2+ KxP 46 NK4+ KxP 47 Resigns.

1 PK4 PK4 2 NKB3 NQB3 3 BN5 PQR3 4 BR4 BK  
 5 00 PQN4 6 BN3 BB3 7 PB3 PQ3 8 PKR3 BN2  
 9 PQ4 NR4 10 BB2 NK2 11 RK1 NN3 12 QN2 PB4  
 13 PQ5 BB1 14 NB1 00 15 NN3 NQB5 16 PN3 NN3  
 17 NR5 PR3 18 BK3 (Better: 18 NxB+, followed  
 by RB1, NR2, and PKB4.) 18...BN4 19 Q2 BxB  
 20 PxP NKR5 21 Q2 NxN+ 22 QxN QN4 23 RKB1 NQ2  
 24 RB2 PN3 25 NB6+ NxN 26 QxN QxQ 27 RxQ RQ1  
 28 R1KB1 RR2 29 PKN4 KN2 30 KN2? BB4 31 KPxB  
 KxR 32 PxP+ KN2 33 PxP RxP 34 BB5 PQR4 35 PKR4  
 RQN1 36 KN3 PR5 37 PN5 PxQNP 38 RPxP R1KB1  
 39 PK4 RR2 40 RQN1 RR7 41 PxP+ KxP 42 BQ7 R7KB7  
 43 BB5 RB7 44 PB4 RB6+ 45 KR2 KR4 46 PxP KxP  
 47 RN2 RKN1 48 PN4 PxP 49 PN6 PN6 50 PN7 RB7+  
 51 Resigns.

## FELDMAN - WHITEHOUSE

1 PQ4 NKB3 2 PQB4 PKN3 3 NQB3 BN2 4 PK4 00  
 5 BK2 PQ3 6 BN5 PKR3 7 BK3 PK4 8 PQ5 QN2  
 9 Q2 KR2 10 PKR4 NB4 11 PB3 PQR4 12 PKN4 PR4  
 (The K-side is safe enough already. Better:  
 12...NK1 at once, intending 13...PB4 to make it  
 weaker.) 13 PN5 NK1 14 NR3 (Now Black has no  
 counterplay at all.) 14...QK2 15 000 PQB3?  
 16 BxN PxP 17 PQ6 NxP (Or 17...QQ2 18 NR4--  
 same difference.) 18 QxN QxQ 19 RxQ RK1 20 NB2  
 BB1 21 RQ2 PR5 22 PN3 PxP 23 PxP BK3 24 KN2  
 PN4 25 PxP PB5 26 BxP PxP 27 NxP BQN5 28 RQ  
 BxB 29 PxP BB4 30 RQ2 KRQ1 31 RR1 BQ5+ 32 RxB  
 RxR 33 KxR PxR 34 KN2 KN2 35 PK5 QRB1 36 KN3  
 RQR1 37 NxP RR8 38 PB5 KB1 39 KB4 K2 40 KQ5+  
 KQ2 41 NK4 RQ8 42 NB3 RKR8 43 N3N5 RxP 44 PB6+  
 KQ1 45 KQ6 KB1 46 PB7 RR8 47 NR7+ Resigns.

## MISSING JUNIOR FOUND

In last month's issue, devoted to junior chess, the table of "Highest Finishing Junior in Michigan Open Championship" had one blank--for the year 1965.

James Johnson of Detroit was kind enough to supply the missing information. "Just for the record," he writes, "an old trophy reminds me that my 5-2 score was highest for a junior in this event."

## HERMAN ROSENBERG

Herman Rosenberg of Southfield died on March 23. Mr. Rosenberg had been a frequent player in Detroit-area events for many years. His last tournament was the Eastern Michigan Open just a few days before he died.

We extend sympathy to the Rosenberg family.



# THE ANNOTATOR'S COLUMN

EDITOR'S NOTE: Readers are invited to submit interesting annotated games to be considered for this column.

Annotator: Thomas J. Sloan

Region V Championship, Adrian, Michigan, 1973

Sicilian Defense, Accelerated Fianchetto

JIM MARFIA - THOMAS J. SLOAN

1 PK4	PQB4
2 NKB3	NQB3
3 PQ4	PxP
4 NxP	PKN3
5 BK3	NB3
6 NQB3	BN2
7 BK2	...

Up to this point, the play has followed the standard Accelerated Fianchetto variation of the Sicilian Defense. White's last move is based on the intention of transposing into the Classical Dragon, where White castles kingside, and with preparation usually attacks on the kingside with moves like PKB4, KRL, PKR3, PKN4, PB5, etc., while Black usually seeks to enforce ...PQ4 with moves like ...BK3, ...QB1, and ...RQ1. One idea behind the Accelerated Fianchetto is that Black can often play ...PQ4 in one step rather than in two as required in the Classical Dragon.

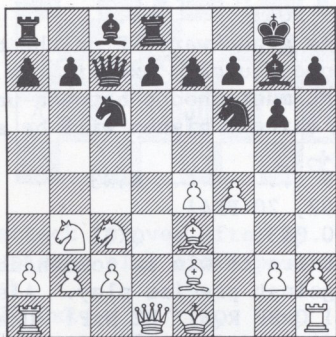
7 ... 00

7...PQ4 is impossible because of 8 BQN5, winning a pawn. Now if 8 00 PQ4 9 PxP NQN5 with equality. White's next move prevents ...PQ4.

8 NN3 QB2?!

Black can here transpose to the Classical Dragon by 8...PQ3, which is the only line I have seen discussed in books. But following a suggestion of master Josip Begovac, and some analysis done with him, I tried this dubious move. It is based simply on the intention of following with ...RQ1 and then ...PQ4 in one step rather than two.

9 PB4 RQ1



10 PK5 ...

This move, which looks natural and very forceful, may not be strongest. Best may be simply the quiet 10 00. Then if 10...PQ4 11 PK5 and

Black loses a pawn on both 11...NK5 12 NxP and on 11...PQ5 12 NxP (For if 12...QN3 13 NR4 QN5 14 NxN wins). In neither case does Black have any compensation for the pawn. Therefore, if 10...PQ4 is bad, what can Black do? He must obviously be able to play ...PQ4 without letting White play PK5. Hence he must first play ...PK4 and then ...PQ4, or ...PK3 and then ...PQ4. It thus seems that Black would have to waste the tempo (with 10...PQ3) that he intended to save. But after 10...PQ3, the move 11 PN4 seems to give White an overwhelming advantage in all variations.

I hadn't thought about the simple 10 00 until after the game, but it seems to refute 8...QB2.

10 ...	NK1
11 NQ5	QN1
12 BN5	...

Threatens to win not only the KP but an exchange as well, by 13 BxN NPxB (Or 13...QPxB 14 NxP+ wins the whole rook) 14 NxP+ KB1 15 NxBP.

12 ...	KB1
13 QK2	...

Though Black's pieces have been pushed back, one notices that White, having played PK5 with Black's QP still unmoved, cannot stop Black's center break. This problem would have been avoided with 10 00. With the text, White intends castling long and putting heavy pressure on Black's K2. Also White removes his queen from the soon-to-be-opened Q-file. If instead 13 BB5 PQ3 14 BxN NPxB 15 NB3 BQR3 16 PxP PxP 17 BR3 NB3 and White's king is in trouble.

I had previously analyzed with Begovac this line up to 13 QK2, and his opinion was that although the position is unclear, Black has good chances.

13 ...	PQ3
14 BxN	...

Better seems first 14 PxP, but even so Black appears to keep at least equality either with 14...NxP or with the risky-looking but playable 14...RxP. The latter might continue:

(a) 15 BB5? RxN 16 BxN RxB 17 BxN RB4 and Black will win a pawn because the B, KBP, and QNP all hang.

(b) 15 000 (Now White threatens the KP by BxN and NxKP) 15...BK3 with dynamic equality. If 16 BxN RxB and now not 17 NxP KxN 18 BB5+ RxB 19 NxR QxP+ 20 KN1 QK4 leaving Black with two pieces for a rook.

After the move in the game, however, White dissipates any chances for an advantage.

14 ...	PxB
15 NxP?	...

Apparently made without close examination of the position. 15 PxP first saves both the piece and the pawn, for if 15...PxN? 16 PxP+ KxP 17 BxP+



wins the queen and two pawns for two minor pieces. However, after 15...PxP 16 NB3 (If 16 NK7? BN2 and the knight is trapped) 16...PQR4 17 PQR4 BQR3 and Black has the advantage.

15 ... KxN  
16 PxP+ KB1

Obviously the pawn cannot be captured by ...NxP or ...RxP because of 17 BxP+, and if 16...QxP 17 BB5+. Of course, 16...KxP is courting disaster, even if there is no immediate refutation. Therefore, simply 16...KB1.

17 BB5 KN1

"He who fights and runs away, lives to fight another day." Now no one would ever guess that Black's little "king-sortie" had taken place. 18 QK7 is answered by either ...BK3 threatening ...BB3, or simply ...BB3 immediately.

18 000 BK3  
19 PB3 NxP  
20 Resigns

Now that White's final thorn in Black's position has been removed, White doesn't even have hopes of a cheap-shot for his piece, so he wisely decides to go home early.

*EDITOR'S NOTE: In last month's issue, Bill Goichberg, the proprietor of the Continental Chess Association, wrote about several talented New York juniors who are likely to dominate the U.S. chess scene in a few years. Two of these are Paul Jacklyn, 16, and Ken Regan, 14.*

Annotator: Bill Goichberg

Eastern Master-Expert Championship, NYC, 1974

Larsen's Opening

KEN REGAN - PAUL JACKLYN

1 PQN3 PK4  
2 BN2 NQB3  
3 PK3 PQ4

Black plays according to classical principles, seizing as much ground in the center as possible.

4 BN5 BQ3  
5 PKB4 QK2  
6 PxP ...

An unusual early trade of the fianchettoed bishop, which took two moves to develop. White will now gain quick development of his kingside, but his center control is poor and his pawn structure passive.

6 ... BxP  
7 BxB ...  
Not 7 NQB3? QR5+.  
7 ... QxB  
8 NQB3 NK2  
9 NB3 QQ3  
10 00 BQ2

Safe is 10...00, but Black will be better poised for a kingside pawn attack with his king on the other wing. However, KN5 seems a more active square for Black's bishop than Q2.

11 BQ3 ...

Threatening 12 NQN5. If 11...000, 12 NKN5 wins a pawn.

11 ... PQR3

Black achieves nothing with 11...NN5 12 BK2 BB4 13 NQ4.

12 NKN5 NK4

If 12...PB3, 13 NR3 aiming at the fine KB4 square. 13...BxN would be answered by 14 QR5+.

13 QR5 BN5

An aggressive reply. Also adequate, but less ambitious, is 13...BK3. But not 13...PKN3?, weakening the black squares (14 QR6 NxB 15 QN7!).

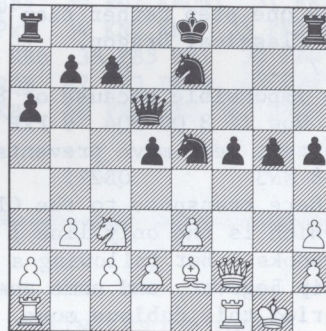
14 QR4 PKB3  
15 NR3 PKR4

Threatening 16...NxB by protecting his bishop.

16 BK2 PKN4

Again a sharp move, leading to the smashing of White's kingside pawns but also weakening Black along the KB-file. A solid alternative, retaining the advantage, was 16...BxB 17 NxB 000, removing the white bishop--a piece which, as the game demonstrates, can become very powerful with an open position and no black bishop to counter it.

17 QB2 BxN  
18 PxB PKB4



It seems that Black still has the edge, but White's play from this point on is outstanding.

19 PQ4! ...

This leaves a backward KP on the open file, but Black cannot quickly exploit the weakness. Black's knight must choose between unpromising squares, and White's bishop will be strongly posted at Q3.

19 ... N4N3

If 19...NB2, 20 PK4!

20 QN3! QK3?

Black's desire to win is commendable, but this move fails against precise play. Also bad is 20...QKB3 21 QxBP RQB1 22 NxP! Unattractive 20...QxQ+ undoubling White's pawns, but Black should be able to defend his advanced pawns and hold the ending.

21 QxNP! ...

With a broken kingside and a weakness on K3, White now snatches a pawn to put his king and



queen on an open file! Many players would probably dismiss this capture out of hand as not even worth analysis--but White has examined it, and found it not only playable, but essential, in order to give Black pawn weaknesses as well. If Black can castle and protect his KNP, he will have all the play.

21 ... PB5?

If 21...000 22 BQ3, playing either black rook to N1 is weak after 23 KR1, since Black has no good discovery and must protect his KBP. 21...000 22 BQ3 PB5 23 PxP QxP 24 KR1 KRN1 25 RB2 would gain a move for Black as compared with the game, but he would still be in trouble. Interesting is 25...NR5 26 QxN7 RN7 27 QxN! and White should win. Probably, Black must admit he has the worst of it and play the passive 21...000 22 BQ3 QRB1.

22 PxP QK6+  
23 KR1 000

Black now realizes that 23...QxN 24 PB5! gives White a tremendous attack. For example, 24...NB1 25 PB6 N2N3 26 QxQP QB3 27 BN5! or 26...PB3 27 BN5! or 26...NQ2 27 QK4+.

24 BQ3 ...

The bishop is perfectly posted for both attack and defense, while Black's knights are becoming shaky.

24 ... KRN1  
25 QRK1 QxRP

If 25...QxQP, either 26 NK2 or 26 PB5 seems to retain the White edge.

26 RB2 ...

Guarding against mate and threatening PB5.

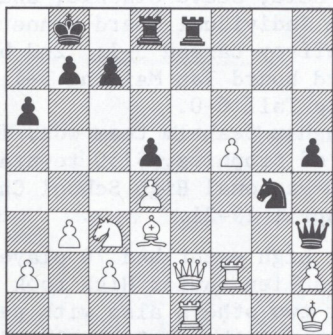
26 ... KN1!?

Yielding material for counterattack. Passive, but holding the piece, are 26...Q2 or 26...RQ2.

27 PB5 NK4  
28 QxN NN5  
29 QK2! ...

If 29 RN2 NxP 30 QxR+! favors White, but Black has 29...NK6! forcing the white rook back to B2.

29 ... KRK1



Black's attack is over after 29...NxR+ 30 QxN and the two pieces plus extra passed pawn easily beat the rook.

30 QxR ...

30 QB1? loses to 30...NxR+ 31 QxN RxR+ 32 QxR QB6+.

30 ... NxR+  
31 KN1 RxQ  
32 RxR+ KR2  
33 KxN QxRP+

34 KK1 QN8+  
35 KQ2 QxP  
36 RK1! ...

Rooks usually belong behind passed pawns. The pawn must be pushed as soon as possible, before Black obtains play with his KRP or queenside majority.

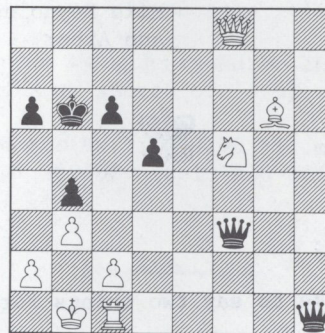
36 ... PB3  
37 RKB1 QB3  
38 NK2 PR5  
39 NB4 PN4  
40 KB1 ...

Reaching the time-control. White wishes to shield his king from check in order to play NR5. Black can repeat the position with 40...QR8+ 41 KQ2 QB3, but White could then play the alternative 42 PB3 followed by 43 KB2.

40 ... PN5  
41 KN1 KN3  
42 NR5 QB1  
43 PB6 PR6  
44 PB7 PR7  
45 BN6 QB4  
46 NN7 QB7!

A good try. If 47 RxQ PR8Q+ 48 KN2 QK8 draws!

47 RB1 QB6  
48 NB5 PR8Q  
49 PB8Q! ...



Black has two queens and is on the move, yet his game is hopeless! The queens can neither attack nor defend.

49 ... QR7  
50 QxP+ KR2  
51 QB5+ KN2  
52 NQ6+ KB2  
53 QR7+ KQ1  
54 QN8+ KQ2  
55 QB8+ Resigns

White wins a queen after 55...KK2 56 QK8+.

PLEASE! If you move, send your new address to MCA, 1 Dover Ct., Ann Arbor, MI 48103.





# Readers' Forum



To the Editor:

Regarding the controversy over the price of entrance fees, I propose that the fees be based on class, as Tom Sloan has done to an extent in his tournaments. I feel that since a D or E player has such a small chance of winning prize money, he should pay less, while A players, experts, masters, etc. should pay more, since it is usually they who carry away the money. This method would maintain the prize funds at a high enough level to attract a large number of good players while at the same time offering low entrance fees to draw lower rated players. I feel this is more equitable than the present system of across-the-board entrance fees in the \$10+ range and should be considered as an alternative.

I would like to congratulate Doris Thackrey on her \$5 entry fee tournament idea. It will be a welcome relief.

Mike Reynolds  
Ann Arbor



To the Editor:

I would like to say two things for the Readers' Forum.

(1) I would rather have a price increase in MICHIGAN CHESS than a decrease in the number of pages. \$7 or \$8 is not bad at all. Keep up the good work.

(2) I disagree with Wes Burgar and Michael Kubacki. I agree 100% with Bill Goichberg's letter on pages 25-26 of the March issue. Goichberg is not robbing or soaking anyone. You are not obligated to go to a chess tournament anyway. If you don't like the high prices, DON'T GO. High prices do not give a player the right to criticize or boycott a director or a tournament. For example, I do not play speed chess, because I hate it. But this does not give me the right to criticize anyone who plays speed chess nor to boycott a director or a tournament. I don't like speed chess so I don't go....

If Burgar and Kubacki don't like Goichberg's tournaments, I suggest they don't go. But they should not criticize the man for the hard work he is doing.

By the way, I am a low-rated player, and I enjoy any tournament, high or low.

Ralph Pratto  
Detroit

## LSCC WINTER OPEN

Upper Peninsula champion Lou Owen of L'Anse continued his domination of U-P chess by winning the Lake Superior Chess Club Winter Open, held in Marquette January 19-20, with a score of  $4\frac{1}{2}$ - $\frac{1}{2}$ . William Dorais and Robert Cablk had 4; Lee Larson, Cecil Baker, and Helmut Kreitz had  $3\frac{1}{2}$ . The tournament, with 21 players, was directed by Lee Larson.

## 3rd EASTERN MICHIGAN OPEN

Expert John Brooks of Detroit breezed through the 3rd Eastern Michigan Open 5-0. Following him were Bill Maier of Sterling Heights, with  $4\frac{1}{2}$ , and eight players tied with 4: Thomas Sloan, Lester Spitzley, Mykola Dumyk, Don Thackrey, Mark Gorman, Craig Hartigan, Morris Levenson, and Brian Zech.

Dumyk was top A, Maier top B, Robert Van Nieuwkerk top C, Zech top D/E, and David Woodruff top unrated.

\$5 fines for withdrawing without notification were levied against Mohammed Qureshi, Charles Patterson, Elmer Bolia, Brian Holland, and Jack Kriger.

There were 78 players. George Martin directed.

## HIGH SCHOOL AND JUNIOR HIGH EVENTS

Both a high school team tournament and a junior high individual tournament were held in conjunction with the 3rd Eastern Michigan Open.

The high school event had 22 four-man teams with a total of 91 players participating. The top team, with 6-0, was Birmingham Seaholm (Chad Hill, John Fox, Ian Mailing, and Eric Tall). Second, with 5-1, was Ypsilanti High (Geoffrey Larson, Mark Hale, Steve Cischke, and Charles Pinter). The individual board winners were: 1st board Geoffrey Larson 5-1; 2nd board Mark Hale 5-1; 3rd board Ian Mailing 5-1; and 4th board Eric Tall 6-0.

The Birmingham Seaholm team won, in addition to an armful of trophies, \$150 toward expenses to attend the National High School Championship in New York April 19-21.

The junior high event had 70 players. Anthony Graster of Beaubien Junior High took first place with 4-0 over two others also with perfect scores: Vince Valente of Catholic Central and Robert Stephan of Beer. A round-robin of 10-minute games was used to break the tie among the players with perfect scores. Carroll Deuvoy of Foch was the next highest finisher with  $3\frac{1}{2}$ .

Ten four-man teams competed for prizes also in the junior high event. Austin Catholic was first with a cumulative total of 12 game points; Edison was second with  $11\frac{1}{2}$ ; and the Beaubien "A" team was third, also with  $11\frac{1}{2}$ .

George Martin directed both events.



# MCA TOURNAMENTS

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## 3rd LANSING DOUBLE TORNADO, Apr. 20-21

Two tournaments: one on 4/20 and one on 4/21. Each will be a 4-SS. Reg. 8-9 a.m. each day. 1st rd. 9:30 a.m.; others about 3 hrs. apart.

Entry fees: \$7 per tournament or \$11 for both. USCF and MCA mem. req.

Prizes: 1st \$50 Sat., \$50 Sun., \$50 for best overall (must play in both tournaments). Other prizes as entries permit (distributed equally among the above three categories).

Location: Lansing YMCA, 301 W. Lenawee (3 blocks south of the capitol), Lansing 48933.

Entries: David Whitehouse, 409 S. Francis, Lansing 48912 (tel. 517-489-0456).

Location: G.R. Junior College, SW corner of Lyon and Bostwick (I-196 to College Ave. exit, south 2 lights, west on Lyon ½ mile to foot of hill. Parking ramp on Bostwick.)

Entries: James Marfia, 3190 Bloomfield S.W., Wyoming, MI 49508 (616-245-5221).

## INDIAN TRAILS TORNADO, Owosso, April 27

4-SS, 40/1. Reg. 8-9 a.m. 4/27. Rds. 9:30 a.m. and others about 3 hrs. apart. Director: Dominic Zsigo.

Entry fees: \$7. USCF and MCA mem. req.

Prizes: 80% of entry fees returned in cash prizes.

Location: Owosso YMCA, 515 W. Main St., Owosso, MI 48867.

Entries: Dominic M. Zsigo, 1845 S. Vernon Rd., Corunna, MI 48817 (tel. 517-288-2479).

## MICHIGAN AMATEUR CHAMPIONSHIP, Grand Rapids, May 4-5

For players under 2000 and unrated. (A masters-experts invitational is being arranged to take place simultaneously.) 5-SS, 50/2. Reg. ends 9:15 a.m. 5/4. Rds. Sat. 9:30-2:30-7:30, Sun. 10-3. Director: Bill Johnson.

Entry fees: \$8. USCF & MCA mem. req.

Prizes: Trophies to top 3, 1st & 2nd B, C, D/E, & unrated. Best-played game prize.

Location: The Presidents Motor Inn, 3221 North Plainfield Ave. (north of I-96), Grand Rapids.

Entries: James Marfia, 3190 Bloomfield S.W., Wyoming, MI 49508 (tel. 616-245-5221).

## MICHIGAN SENIORS'--Over 40 (Harlow B. Daly Incredible), Grand Rapids, Apr. 27-28

AND

## MICHIGAN WOMENS' (Bobby Riggs Memorial), Grand Rapids, Apr. 27-28

Both 4-SS, 40/2. Reg. ends 9:15 4/13. Rds. Sat. 9:30-2:30, Sun. 10-3. Directed by James Marfia.

Entry fees: Both \$5. USCF and MCA mem. req.

Prizes: Trophies to top three in each. Best-played game prize. In the Seniors', the Harlow Daly Achievement Award to oldest player with a plus score. In the Womens', the Bobby Riggs Dart Board for perfect score.

(Continued next column)

## 2nd ANN ARBOR CONGRESS, May 11-12

5-SS. In 3 sections. No smoking. Directed by George Martin. MCA mem. req. for rated Mich. res.

AMATEUR: 40/100, open to all under 2000 or unrated. EF \$10.50 if mailed by 5/4, \$13 if paid at tmt. Prizes \$100-50-25, Under-1800 \$50-25, trophies to 1st, B, CDE. Reg. ends 9 a.m. 5/11; rds. Sat. 12-4:15-8:30, Sun. 10-3:30.

RESERVE: 40/90, open to all under 1600 or unrated. EF \$9.50 if mailed by 5/4, \$12 if paid at tmt. Prizes \$70-40-20, Under-1400 \$20, trophies to 1st, D, E, Unr. Reg. ends 11 a.m. 5/11; rds. Sat. 12-4:15-8:30, Sun. 10-2:30.

BEGINNERS: 40/80, open to all under 1200 or unrated. EF \$8.50 if mailed by 5/4, \$11 if paid at tmt. Trophies to top 6, 1st Under-1000. Reg. ends 10 a.m. 5/4; rds. Sat. 11-2:30-6, Sun. 9-1:30.

Entries: Continental Chess Association, 450 Prospect Ave., Mt. Vernon, N.Y. 10553.



# Coming Events Clearinghouse

Asterisk = MCA-sponsored or co-sponsored

*The Clearinghouse lists all known Michigan tournaments scheduled or planned for the next several months. The Clearinghouse is concerned only with dates; details on MCA co-sponsored tournaments (indicated below by an asterisk) appear on the MCA Tournaments page of MICHIGAN CHESS.*

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|-------------|--|-------------|--|
| Apr. 20:    | Newberry Semi-Tornado, Newberry                                    | Jul. 20:    | Sat. in the Park Tornado, Gr. Rapids*    |
| Apr. 20-21: | 3rd Lansing Double Tornado*  | Jul. 20-21: | LSCC Summer Open & UP Champ., Marquette. |
| Apr. 21:    | Cavendish 30-min. Tourn., Detroit                                  | Jul. 21:    | Cavendish 30-min. Tourn., Detroit        |
| Apr. 27:    | Indian Trails Tornado, Owosso*                                     | Aug. 3-4:   | CCA Tourn., Romulus*                     |
| Apr. 26-28: | 6th Southern Michigan Open, Detroit                                | Aug. 16-18: | U.S. Open Substitute, Grand Rapids*      |
| Apr. 27-28: | 2nd Michigan High School Open, Detroit                             | Aug. 17-18: | 2nd Newberry Open, Newberry              |
| Apr. 27-28: | Michigan Seniors' (Harlow B. Daly In-<br>credulity), Grand Rapids* | Aug. 18:    | Cavendish 30-min. Tourn., Detroit        |
| Apr. 27-28: | Michigan Womens' (Bobby Riggs Memorial),<br>Grand Rapids*          | Aug. 30-    |  |
| May 3-5:    | Michigan Experts' Invitational, G.R.*                              | Sep. 2:     | Mich. Open Champ., Site Not Chosen*      |
| May 4-5:    | Michigan Amateur Champ., Grand Rapids*                             | Sep. 14-15: | CCA Tourn., Ann Arbor*                   |
| May 11:     | Saturday in the Park Tornado, G.R.*                                | Sep. 15:    | Cavendish 30-min. Tourn., Detroit        |
| May 11-12:  | 2nd Annual Ann Arbor Congress (CCA)*                               | Sep. 21-22: | Art Center Tourn., Detroit               |
| May 18-19:  | Lansing Open*  | Sep. 27-29: | Marf's Open, Grand Rapids*               |
| May 19:     | Cavendish 30-min. Tourn., Detroit                                  | Sep. 28-29: | Ann Arbor Tourn.*                        |
| May 25-27:  | Flint Open*  | Oct. 5-6:   | East Detroit Open                        |
| May 25-26:  | LSCC Spring Open, Marquette  | Oct. 12-13: | CCA Tourn., Romulus*                     |
| Jun. 8:     | Detroit Beginners' Open (CCA), Romulus*                            | Oct. 19-20: | Region V Championship, Ohio*             |
| Jun. 8-9:   | Midwest Chess Classic (CCA), Romulus*                              | Oct. 20:    | Cavendish 30-min. Tourn., Detroit        |
| Jun. 9:     | Detroit Tornado (CCA), Romulus*                                    | Oct. 26-27: | Flint Pumpkin Tourn.*                    |
| Jun. 14-16: | Candidate Masters' Invit. & Marf's<br>Open, Grand Rapids*          | Nov. 9-10:  | CCA Tourn., Ann Arbor*                   |
| Jun. 16:    | Cavendish 30-min. Tourn., Detroit                                  | Nov. 16-17: | Mich. Jr. Team Championships, Detroit*   |
| Jun. 21-23: | 7th Southern Michigan Open, Detroit                                | Nov. 17:    | Cavendish 30-min. Tourn., Detroit        |
| Jun. 22-23: | 3rd Michigan High School Open, Detroit                             | Nov. 23-24: | Univ. Open, East Lansing*                |
| Jul. 6-7:   | Briarwood Budget Open, Ann Arbor*                                  | Nov. 29-    |  |
| Jul. 13-14: | CCA Tourn., Ann Arbor*   | Dec. 1:     | Motor City Open, Detroit*                |
|             |  | Dec. 8:     | Mich. Speed Champ., Site Not Chosen*     |
|             |  | Dec. 13-15: | Marf's Open, Grand Rapids*               |
|             |  | Dec. 15:    | Cavendish 30-min. Tourn., Detroit        |
|             |  | Dec. 28-29: | CCA Tourn., Romulus*                     |

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Michigan Chess Association  
1 Dover Ct.  
Ann Arbor, MI 48103

Address Correction Requested

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