

# SCCA NEWS

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58 YEARS of the SCCA



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### About the Cover:

This issue marks the 58th anniversary of the founding of SCCA on July 26, 1926, at the Columbia Y.M.C.A. I hope to have a detailed article on the rich history of our association for the October issue to coincide with the state championship.

## CHESS--PERFECT OR IMPROVABLE?

Can the basic rules of chess be improved? Let's look at some oft-suggested proposals for change.

A. Should the opening position be altered?

"Opening play is too bookish," some critics say. "It requires rote learning, not reasoning. Besides, prepared opening analysis cuts down on the variety and creativity so important in the game. The result is an increase in drawish, dull middlegames; the large number of draws among grandmasters comes from too much opening knowledge."

There is plausibility to the above arguments. A sizable part of chessplayers' resources (personal and financial) goes into studying pre-analyzed openings, despite the fact that most of the fun of the game is in the middlegame and endgame. Even some grandmasters, such as Capablanca, have felt that overabundant opening knowledge harms the game.

What can be done? Some have suggested copying the checkers practice of randomly pre-determining the first one or two opening moves. However, I think that making random moves unrelated to the position is no way to start a game. Besides, such games would have to be played in 2-game matches (swapping the opening moves in the second game), an obvious inconvenience.

Another idea is to allow each player to place his pieces alternately one at a time on the board at the game's start. However, it's hard to do this in a skillful and calculated way, so that an element of chance might be unintentionally introduced.

The best idea in my opinion is to play "randomized chess." In that game, the white pieces are placed in random order on the first rank, provided that bishops are on opposite colors. Then the black pieces are set up identically to white's (e.g. queens on the same files, etc.). This leads to 1440 distinct opening positions, effectively destroying "book," and forcing creative reasoning from the first move on. Further, the increased variety in the openings would probably multiply the diversity of kinds of middlegame patterns produced. An additional benefit would be that players would not spend most of their money on opening books, and might thus come to realize that the game has a rich, cultural heritage found in other kinds of books.

One questionable feature of randomized chess is whether it increases or diminishes the gap between high and low rated players. On the one hand, a weaker player could not so easily survive the opening by choosing a drawish opening line; but on the other hand, a higher-rated's advantage in opening knowledge would be reduced. Likewise, it is unclear how White's opening advantage would be affected. It might be reduced, because the quality of opening play would drop; or it might vary with the opening position.

A variant of randomized chess is "Transcendental Chess" (TC), created and popularized by Maxwell J. Lawrence (address: TC/Lawrence 1502, 1655A Flatbush Avenue, Brooklyn, NY 11210). TC is like randomized chess except

that White's and Black's positions are randomized independently of each other; thus, the two players start from different positions. The games are played in 2-game matches called "couplets," with the players swapping opening positions for the second game. A player can, on his first move, exchange any two of his pieces, a move called transposition that replaces castling.

Transcendental Chess has 4,147,200 possible opening positions (see p. 5) for how I computed these values). The main drawback of TC, in my opinion, is that the difference in the opening positions of the two players can lead to strong early attacking possibilities for the player with the stronger set-up. Although this is equalized by the couplet, it disrupts the normal balance of the game and further magnifies the difference in skills of the opponents. (Granted, proper use of the transposition move reduces this problem.) Also, the need to play couplets is, again, an inconvenience.

In general, I think randomized chess is the most plausible innovation to modern chess that I know. It can be easily tried out with regular sets, and thus could potentially catch on.

#### B. Should stalemate be made a win?

Here's a quiz. In chess history, which of the following rules has existed? (a) Stalemate was a win for the player giving it; (b) Stalemate was a loss for the player giving it; (c) Stalemate was a draw; (d) Stalemate was an illegal position; (e) All of the above.

The answer is "e," illustrating that players have never known what to do with that "oddball" position. Rule (b) was observed in England from about 1600-1820. The rationale for that rule was that the player giving stalemate had disturbed the normal course of the game, and should be punished!

But don't we also punish the player who has played the better game? Let's consider how our game would change if stalemate were made equivalent to checkmate.

- (a) The K+ "wrong B" + RP vs. K ending would become a win, just like all other K+B+P vs. K endings.
- (b) K+RP vs. K endings could be won. All K+P vs. K endings would be easier, without the "opposition" factor.
- (c) Pawn promotions to R or B could presumably be abolished. The need for such promotions is almost unknown in competitive play, anyway.
- (d) Draw by insufficient mating material would be affected (e.g. K+2N's vs. K), because stalemate is possible in some such situations.

All those changes would benefit the player who has played better. On the other hand, the game's variety would be slightly reduced, and the composition world would be somewhat affected. It's all a matter of values.

## NEWS AND VIEWS

The Charleston Chess Club has issued a challenge to other clubs in South Carolina: they would like to compete in an annual state team championship, with 4-player teams from each club, to be held preferably in Columbia. They recommend June, but I wonder if one could be organized before then? (Perhaps around December 1, which is the 150th anniversary of the Chess Automaton's visit to Charleston.) My opinion is that this would be an excellent SCCA project.

Joel Benjamin visited Columbia for a simultaneous exhibition on May 20th. The attendance was small at eleven players, but this is not unheard of; I attended a Pal Benko simul once with only twelve. A smaller number allows more personal contact between exhibitor and players. In this case, the fact that Benjamin played two N.C. simul's the same weekend probably reduced attendance.

Benjamin went 11-0, although some of his opponents were strong players. He commented that he had been the top-rated U. S. player for a brief interval recently, although that did not coincide with publication of a "Top players" list in Chess Life.

From the U.S.C.F., we learn that Benjamin has just won the World Open, held in Pennsylvania from June 30-July 4. He defeated three other players in a playoff, one of them being IM Boris Kogan of Stone Mountain, Georgia. It's nice to have an active international master in our adjoining state.

Also from the U.S.C.F., we learn that the second U.S.S.R. vs. the Rest of the World match has just ended in London. The Soviet team, led by Karpov and Kasparov, beat our side by 21-19. The Rest-of-the-World team was headed by Andersson of Sweden, with Korchnoi on Board 3, and Seirawan, the only U. S. player, on Board 6. Unfortunately, our U. S. Rep went 0-2 for the worst score of the match.

The first USSR versus the Rest-of-the-World match occurred in 1970 in Yugoslavia. Bobby Fischer was assigned Board One in that one, but he astonished everyone by yielding that board to Bent Larsen after the latter's protest. Fischer then trounced Petrosian 3-1 on Board Two, but many have speculated that Fischer feared Spassky because of his dismal prior record against him. The U.S.S.R. won that one, too, by a 20.5-19.5 score.

British Chess Magazine recently reported that Tigran Petrosian is terminally ill with cancer. Petrosian, of course, was World Champion from 1963-69. We hope this report proves untrue, as reports from the U.S.S.R. often do.

Kasparov has again topped the world rating list, with a 2715 rating that was just ahead of Karpov's. The highest FIDE rating of a U. S. player is Walter Browne's 2580. Fischer still holds the record of over 2800. (Thanks to USCF for this information.)

Boris Spassky has announced that he will play henceforth under the French flag. Spassky has always played under the Soviet flag, although he had lived in France since 1976. (He has retained Soviet citizenship.) Spassky said that he has had increased friction with the Soviet Sports Committee since he dared to finish first ahead of Karpov in a 1983 tournament in Spain. Reportedly, the committee gets upset when Karpov doesn't finish first. (Again, thanks to U.S.C.F. for the information.)

The Charleston Chess Club has reelected Pat Hart as President and Treasurer, and Robert Moorier as vice-president.

## SPOTLIGHT ON OUR MEMBERS

Chessplayers tend to be intelligent people with a variety of interests. However, they are so quiet and modest that they usually know little about each other. I will try to spotlight our members as individuals from time to time.

Patrick Hart is the 28-year-old president, treasurer, "etc." of the Charleston Chess Club. Personally, he is articulate and seems highly intelligent. He has a diversity of interests; for example, he belongs to a CB club, the East Cooper Marine Monitors, who assist boats in distress. (His CB handle is: "Golden Knight.") He also owns and programs his own computer, and is strong at "Dungeons and Dragons." Pat has recently won his first postal game of "Diplomacy," that required two years to finish.

As a chessplayer, Pat has the very rare distinction of being accomplished in both postal and OTB play. As an OTB player, he has once tied for the state championship, and won the Charleston club title four times. As a postal player, he is one of the state's best; he has not yet entered the state postal championship, however, because it is unrated. He has the goal of becoming a postal master. At present, he is conducting 14 postal games through U.S.C.F. Pat prefers OTB play, although he does not like repeatedly playing the same opponents; it becomes too hard to keep beating them.

Pat is one of the main organizers and pillars of the SCCA, which owes quite a debt to him.

Robert Strickland is one of the few rural residents to be active in the SCCA. He lives near the little town of Smoaks, which is somewhere between Charleston and Columbia. He was maritime machinist planner and estimator by profession. At one time, he knew the full inner workings, in detail, of 186 different kinds of machines on one ship!

As a chessplayer, Bob is deceptive because he is an improving player, despite being in the game for years. His results are likely to be stronger than his rating indicates, and he has competed successfully in both the Charleston and Palmetto Club Championships. (Bob tied Pat Hart in the 1983 Charleston Club Championship.) He tends to be strong in the opening; in this editor's postal game with him, he refuted a "book" variation with a novelty that put me on the defensive for much of the game. Bob is presently concentrating more on his postal games, at which he is a fairly new player.

Personally, Bob is reserved but very personable, with a warm and engaging manner. Let's hope his emerging talent as a player continues to mature.

Robert Coleman, age 28, is a Palmetto Chess Club member who demonstrates the value of positive thinking. He has been blind since age 9, but has completed college and pursued a successful career as a professional singer, composer, pianist, and organist.

Robert plays on a special peg-in set for the blind. He is a fighter at the board (as in life), not resigning until every ounce of struggle is gone from his positions. Robert must "see" the position with his hands, but he rarely if ever makes an obvious blunder. This editor played a recent game with him, in which I barely edged him out in the endgame after a hard struggle.

Robert attended the U.S. Blind Championships last year in Pennsylvania, being the only Southerner in attendance, and scoring a respectable 2-3. He states emphatically that he prefers playing sighted opponents, however, as playing conditions are less disruptive. Robert suffers from a lack of chess literature available to the blind, and has gone through only about three chess books. According to him, chess is appealing because it is a form of competition in which he can succeed.

Marion Mahaffey is a top flight organizer in Lancaster. Marion, who is a retired clerk of court, may hold a state record: he has completed about 800 postal games in the last 25 years! He once carried over 50 postal games at a time, and usually has about 26-36 games going.

Marion is a jack-of-all-trades whose chess-book business at tournaments is a major contribution to our players. He has actively supported the SCCA for years, and has been a state officer many times. He is known for the exceptional sense of humor with which he views life.

It's obvious the SCCA has some remarkable individuals as members! I hope to feature many more in future issues.

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On pp. 1-2, I discussed randomized chess and transcendental chess. Here's how I computed the numbers of opening positions possible for both: First, place White's dark-square bishop on any of the 4 dark back-rank squares. Then, place the light-square bishop on any of its 4 light squares. Then, place the white king on any of the 6 remaining squares, the queen on any of the 5 remaining, one rook on the 4 remaining, etc., until the last knight is placed on the last empty square. By permutational theory, you will have  $4 \times 4 \times 6 \times 5 \times 4 \times 3 \times 2 \times 1$  possible setups, or 11,520 white opening positions. However, you must then divide by 2 because the rooks are interchangeable, and 2 again likewise for the knights. Then, you must divide by 2 once more, because each position has a right-left symmetrical "mirror-twin." The final total is 1,440 distinguishable white positions. Since the black pieces are set up identically to White's in randomized chess, the 1,440 is the total of all possible randomized setups.

For transcendental chess, you take the same computation, but you do not divide by 2 for right-left mirror-twins for White's side; thus, White has 2,880 opening setups. For each of White's setups Black has 2,880 also, so the overall total is  $2,880 \times 2,880 = 8,294,400$ . Then you divide by 2, because each total position will have a right-left mirror-twin. This gives the final total of 4,147,200 opening positions for transcendental chess.



## A PAWN AMONG KINGS

When this editor was a teenager chess masters were people he read about but never expected to meet in person. But in the last 12 years I have met a surprisingly large number of major figures of the chess world. I've always wanted to record my impressions of these folks, so here goes:

I played Tigran Petrosian in a simul in Augusta in 1972. He went 33-0 in only about two and one-half hours, making most moves virtually instantaneously! (He was considered the world's number two speed player then, behind Fischer.) When he reached a won position against me, he gave me a quiet, satisfied look as if to say, "I've got you now." Shortly thereafter, Bobby Fischer said on a talk show that he found those "looks" by Petrosian to be irritating.

Max Euwe was the only other world champ I've met. I got his autograph at the 1981 F.I.D.E. Congress in Atlanta, not long before his death. My main impression of him was his silence; except for a brief friendly comment when he signed my autograph I didn't see or hear him speak another word the whole Congress.

I played Viktor Korchnoi in September 1977, at another Augusta simul. He did very well against about 30 opponents, although he took about twice as long as Petrosian. One reason for that was that Korchnoi played the king's gambit on many boards, while Petrosian went for queen's gambits. It's easier to move quickly in positional configurations than in tactical ones.

Korchnoi lambasted Soviet authorities and Karpov in his opening speech. To better understand Korchnoi, one should read his autobiography Chess is my Life. His family suffered under Stalin, and as a boy he survived the horrible Nazi seize of Leningrad. (Hitler had ordered that the city be starved into extermination.) Many thousands starved or froze to death around the young Korchnoi and cannibalism broke out; Korchnoi's family lost members during those horrible months. Is it any wonder that Korchnoi is an untrusting person who feels himself to be constantly beset by threat?

Jack Peters was hosted by Kay and me for a simul in September 1978, in Columbia. He was quiet and very easygoing; yet he told us that his girl friend drew pornographic comics for a living! He was very absent-minded: as late as 10:00 P.M. the night before his arrival, he still had not told me which bus he would be on! I had to call all around Georgia to track him down and find out.

Walter Browne was the most colorful simultaneous exhibitor I met. At a 1976 North Augusta simul, he first analyzed "The Game of the Decade"--i.e. one of his own games. Then he literally sprinted between tables, pausing on each trip around to take a bite of a candy bar. After finishing the simul, he scouted around for a late-evening tennis partner!

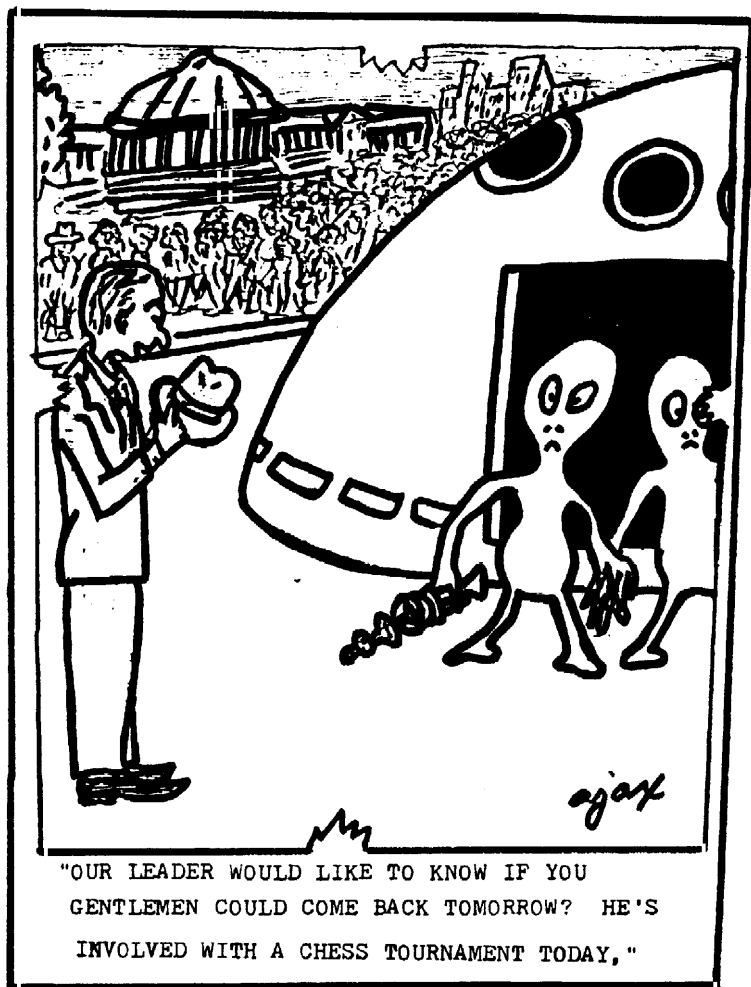
The 1981 F.I.D.E. Congress had a memorable array of famous figures. There was affable, extraverted Arnold Denker dispensing drinks at the delegates' cocktail party. The USSR chess president, Cosmonaut Sevastionov, was pompous and flamboyant. He signed my autograph pad with a flourish, making a Russian-language crack to his friends and laughing. (I still wonder what he said.) In contrast, his Russian co-patriot Averbakh was quiet and pleasant, and spoke good English. Harry Golombek expounded about his historical discoveries to me, but seemed to have little interest in mine. Many foreign delegates introduced themselves to me, but looked puzzled when I said I was from South



Carolina. I thought about saying I was from "Columbia," and letting them assume I was a South American delegate!

One of the more interesting chats I had was with Isaac Kashdan, who has since died. He told me of his concern that modern young American masters were not well-rounded people. Kashdan said that he paid his own way to early chess olympiads although he was on the U.S. team!

Special thanks go to past SCCA President Bill Dodgen, whose organizational energy brought so many chess stars to the South. I already have enough memories of famous people to last a lifetime; and my life is hopefully only half over.



# CHARLESTON CHESS CLUB

Patrick Hart

I was asked to write about the history of our club. I hope I was asked since I'm president and the logical choice, because I'm not that old!

The Charleston Chess Club evolved to what it is today when a dozen players got together on February 27, 1961, at Tom Read's home. Tad Lisicki was elected president and Robert Brand both vice-president and secretary. In the early sixties, Charleston was perhaps the largest and most active club in the state. Records of match wins over other clubs, colleges and local naval and air base teams are documented. At this point the scrapbook stops.

In 1972, we became affiliated with the U.S. Chess Federation. The Fischer era had begun. The club grew fast and it was not uncommon to find 30-40 players in our local tournaments. The Charleston Chess Chat first appeared, then disappeared around the time Fischer refused to defend his world title. Coincidentally, so did a lot of our members.

The Charleston Chess Club has hosted simulms by John Peter's (1978), Arthur Bisquier (1979) and John Fedorowicz (1980). Two notable tournaments were the 1973 SC Junior Championship and The National Open in 1978. The Junior coincided with the record snowfall that launched our annual Snowstorm each February. Also, out of that tourney came three future SC state champions (Paul Tinkler-Patrick Hart-Edward McCauley), who are local experts. And the National Open attracted many state, national and international players and may have been the largest ever held in South Carolina.

In years past, the club has met at the YMCA, a community center, a bank, a restaurant, a school, the air base, a Hardee's, the newspaper building and currently at the North Charleston City Hall (room 516) located at Mall Drive and I-26. The club meets each Wednesday from 7:00 P.M. and anyone is welcome to come by anytime.

## 1984 CHARLESTON CHESS CLUB CHAMPIONSHIP

April 4, 11, 18, 25, 1984

TD: Patrick Hart

Player	Rating	Rounds				Score
		1	2	3	4	
1. Patrick Hart	2118	W5	D6	W11	W2	3.5
2. Paul Tinkler	2051	W14	W3	W4	L1	3.0
3. Robert Strickland	1683	W12	L2	W6	W7	3.0
4. Edward McCauley	2037	W9	W11	L2	D5	2.5
5. James Hanlon	1538	L1	W7	W8	D4	2.5
6. Robert Moorner	1739	W8	D1	L3	W11	2.5
7. Wesley Bryant	1559	W10	L5	W9	L3	2.0
8. Ian Wolfe	1327/5	L6	W10	L5	W12	2.0
9. Gale Nicolet	1473	L4	W13	L7	W14	2.0
10. Henry Truby	UNR.	L7	L8	D14	W13	1.5
11. Alvin Veronee	1645	W13	L4	L1	L6	1.0
12. Robert Elliot	1184	L3	W14	L13	L8	1.0
13. Robert Smith	UNR.	L11	L9	W12	L10	1.0
14. Arthur Simeone	1509	L2	L12	D10	L9	0.5

## WHY MAKE MISTAKES?

The most frequently asked question in chess is probably this: "Why did I blunder? How could I overlook something right in front of me?" The answer to this is that each position has far too many move possibilities to permit systematic analysis. Thus, the human brain conducts a "selective search" choosing certain moves for analysis, while disregarding most possible moves. Blunders are malfunctions of this selective search process.

In conducting its move search, the brain performs two basic operations, over and over:

- (a) The brain repeatedly asks itself questions. These include general questions ("What possibilities do I have?") as well as numerous specific questions (Can my pawn be guarded? Is my rook attacked on that square? What king moves does he have if I check?). We are barely conscious of these questions, but they are the steps that direct our thought processes.
- (b) The brain then responds to each question by forming a "perceptual set"; e.g. it will look for checking moves, guarding moves, etc., depending on what the question was. The more specific the question the more specific the perceptual set, and the better the chance of finding the indicated moves.

Tactical blunders are thus due to two basic causes: either the brain asks itself questions inefficiently, as in (a) above; or it carries out the perceptual search inefficiently, as in (b) above.

With those principles in mind, I surveyed my own tactical errors in my games with my Fidelity CSC chess computer. (Computers are very good for practicing tactical precision--they are ruthless in that area.) I found that my errors were mostly due to the way my brain formulated questions to direct its own search. For example, I tended to have these problems:

- (1) I overlooked some of the "prongs" of queen moves. Since the queen has various possible directions of movement, the brain economizes by questioning only certain of the directions when it looks at the queen. On the other hand, when you look at simpler men, such as a bishop or pawn, you're more likely to check all directions of movement.
- (2) I failed to scan all possible defenses to threats. When a man is attacked, there are several different kinds of defenses that are conceivable: e.g. move the man, capture or pin the attacker, interpose, guard, counterattack. If your brain asks the general question "what defenses are possible?" the perceptual set may not be specific enough for some obscure possible defenses to register. If you question more specifically, "Can I interpose? Can I counter-attack?" you're more likely to see relevant moves, but also to take more time and energy looking.
- (3) I failed to see sacrificial possibilities. Most of us learn early to avoid considering moves that appear to lose material: e.g. taking a protected pawn with a rook. Thus, we develop our own "stop" rule, like a computer, and develop our own "horizon effect," also like a computer. Unless we later amend this "stop" rule, we will rarely see sacrificial possibilities. I once won a postal game by imprisoning my opponent's rook so that no escape seemed

## Why Make Mistakes, Continued

possible. After he resigned, I set up the final position on my computer. It almost immediately found a sacrificial combination involving the rook that won the game for him! We could have found the sacrifices too, if we'd gone beyond our "horizon" and looked for them.

- (4) I fail to scan the board for all possibilities before focusing on one move. DeGroot, in his famous study Thought and Choice in Chess found that grandmasters had a definite orientation phase of thought in which they surveyed the whole board before beginning to analyze specific moves. This is akin to the old maxim, "When you find a good move, look for a better one." The habit of identifying and prioritizing possibilities before analyzing them definitely discriminates between strong and weak players.

These above examples are typical of error patterns that reflect defects in the way the brain asks itself questions. Since our thinking reflects habit to a large extent, it should be possible for players to identify their own blunder patterns and practice improving them. In addition to the above, there were some error patterns that had to do with inefficient perceptual searches. For example:

- (a) I overlooked distant moves. If we're asking if a square is attacked, we tend to search for nearby potential attackers. A bishop six squares distant is more likely to be overlooked.
- (b) When doing a general scan for possibilities, simple relationships may not "register" on me. When first looking at a position, I tend to ask the general question, "What possibilities are there?" This is such a general question, with such a vague perceptual set, that there is reduced likelihood a simple relationship will "register" even if "seen." I may scan so fast I may miss it just due to "glossing over it" too fast.

This theory of chess thinking has practical value, in that players can become more aware of how their brain is asking and answering questions. From a theoretical standpoint, the theory will certainly appear more crude in light of future understanding. But for now, studying one's tactical error patterns can be intriguing and useful.

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Some people assume that since checkers is a simpler game than chess and is played on the same board, that it probably preceded chess historically. Actually, though, checkers as we know it was not invented until chess was already several centuries old. Someone took the old game of Alquerque (played on a latticed board), and adapted it to a chess board, thus creating checkers. One of the early names for checkers was "Dames." This has been interpreted as meaning checkers was deprecated as "Women's Chess." What it probably meant, though, was that checkers--men moved like the chess-queen of those days--one square diagonally. Thus, it was the "game of queens."



## GAMES DEPARTMENT

(Except where otherwise stated, annotations by Charles Braun.)

## THE BIG ONE THAT GOT AWAY. . .

Notes by Nix

Fall Open

Lancaster - September 24, 1983

Sicilian Defense

White: Gene Nix

Black: Leland Fuerstman

1.e4 c5; 2.Nf3 a6; 3.d4 cxd4; 4.Nxd4 Nf6; 5.Nc3 e5; 6.Nf3 Bb4; 7.Bg5 Qc7;  
 8.Bxf6 Bxc3ch; 9.bxc3 Qxc3ch; 10.Nd2 gxf6; 11.Bc4 Rg8; 12.Rb1(a) Rxg2;  
 13.Rb3 Qd4; 14.Qf3 Rg6; 15.h4 d5(b); 16.Bxd5 Bg4; 17.Qc3 Qxc3; 18.Rxc3 Nd7;  
 19.Bxb7 Ra7; 20.Nc4?!(c) f5; 21.Na5(d) Rb6; 22.Rc8ch(e) Ke7; 23.Nc6ch Kf6;  
 24.Nxa7 Rblch(f); 25.Kd2 Rxh1; 26.Bxa6 fxe4; 27.Be2 Be6; 28.Bc4 Nb6; 29.Bxe6  
 fxe6; 30.Rc6 Nd5; 31.c4 Nb4; 32.Rc7 Rxh4; 33.a4 Nd3; 34.c5 Rh2; 35.c6 Nxf2;  
 36.Rb7 Ng4ch; 37.Ke1 Rh1ch; 38.Ke2 Rh2ch; 39.Kd1 Ne3ch; 40.Kc1 Rc2ch; 41.Kb1  
 h5; 42.c7 h4; 43.c8(Q) Rxc8; 44.Nxc8 Nf5; 45.a5 e3; 46.Rb2 Nd4; 47.a6 Nb5;  
 48.a7 Nxa7; 49.Nxa7 Kf5; 50.Kc1 kg4; 51.Kd1?(i) Kg3; 52.Ke2(j) h3; 53.Nb5 h2;  
 54.Rb1 Kg2(k); Drawn.

- (a) 12.00,d5; 13.Bxd5, Bh3 is horrible.
- (b) 15. . .d6 doesn't return a pawn.
- (c) I wasn't really counting on 20...Rxb7; 21.Nd6ch, but the following complications don't necessarily favor White. 20.Bd5 is a more solid alternative.
- (d) 21.exf5, Rxb7; 22.Fxg6, Rblch; 23.Kd2, Rxh1; 24.gxh7, Rxh4; 25.Rg3 Be6; 26.Rg8ch (or 26.Nd6?Ke7; 27.Nc8ch,Kf6, etc)Ke7; 27.h8(Q), Rxh8; 28.Rxh8, Bxc4 is better for Black).
- (e) 22.Rb3?, Rb5!.
- (f) 24...Rxb7 picks up two pieces for a Rook.
- (g) David Erb pointed out 48.Re2 winning the foremost e-pawn because of 48...Nc3ch; 49.Kc2, Nxe2; 50.a7, etc. The text is more hamfisted, but appears to win. Not 47.Rxb5??,e2!
- (h) I believe 50.Nb5, pointed out by Erb and others, should win; e.g. 50...Kf4; 51.Nd6, h3; 52.Kc1, Kf3; 53.Kd1, Kg3; 54.Ne4ch, Kf4 (or 54...Kf3; 55.Rh2, or Ng5ch and 56.Nxh3); 55.Rh2, Kxe4; 56.Ke2, etc. or 50...Kg4; 51.Kc1, h3; 52.Nc3, Kf3; 53.Kd1, Kg3 (or 53...e4; 54.Nxe4, Kxe4; 55.Rh2, etc.); 54.Ne2ch,Kg4; 55.Ng1 and 56.Nxb3, or 50...Kg4; 51.Kc1, Kg3; 52.Nc3, h3; 53.Ne2ch,Kg4; 54.Ng1, etc.)

- (i) Tosses away the last chance to win with Nb5.
- (j) Too late for 52.Nb5, 52...h3; 53.Nd6, h2; 54.Ne4ch, Kh3; 55.Ng5ch, Kg3; 56.Ne4ch, Kh3 or 53.Nc3, h2; 54.Ne4ch, Kh3; 55.Ng5, as before.
- (k) 1.Rh1, Kxh1; 2.Kf1, e4; 3.Nc3, e5; 4.Ne2, e3; 5.Ng3 Mate.

Congratulations to Leland for his fighting spirit in a game. I expected him to resign 10 moves ago. Perhaps Reuben Fine would consider updating Basic Chess Endings with a chapter on two pieces vs. tripled pawns.

## THE LITTLE ONE THAT GOT AWAY. . .

Simultaneous Exhibition  
Columbia - October 7, 1983

White: Klaus Pohl

Black: Gene Nix

Ruy Lopez

1.Nf3 Nc6; 2.e4 e5; 3.Bb5 a6; 4.Ba4 Nf6; 5.O-O Nxe4; 6.d4 b5; 7.Bb3 d5; 8.dxe5 Be6; 9.Qe2 Na5; 10.Rd1 Nxb3; 11.axb3 Bc5; 12.Be3 Bxe3; 13.Qxe3 O-O; 14.Nc3 Nxc3; 15.Qxc3 Qe7(a); 16.b4! Rfd8; 17.Nd4 Bd7; 18.Re1 Rdc8; 19.Nb3 Ra7; 20.Nc5 Rca8; 21.Qd4 Bf5; 22.c3(b) c6; 23.Ra5 Qg5; 24.f4 Qe7; 25.Re1 Bc8; 26.h3 Qh4; 27.Qf2 Qe7; 28.Re1 Rc7; 29.f5 Qg5; 30.e6 fxe6; 31.fxe6 Re7; 32.Rf1 h6(c); 33.Qf8ch Kh7; 34.R(5)a1? Bxe6!(d); 35.Qxa8 Bxh3; 36.Rf2 Bxg2?(e); 37.Rxg2? Qe3ch; 38.Kh2 Qf4ch; 39.Kh1 Qh4ch; 40.Rh2 Re1ch; 41.Rxe1 Qxe1ch; 42.Kg2 Qe7ch; 43.Kg3 Qe3ch; 44.Kg4 Qg1ch; 46.Kf3 Qxh2; 46.Nd3(f) Qh1ch; 47.Ke2 Qe4ch; 48.Kd2 Qg2ch; 49.Ke3 Qe4ch; 50.Kd2 Qg2ch; 51.Kc1 Qf1ch; 52.Kd2 Qg2ch; 53.Ke1 Qe4ch; 54.Kd2 Qg2ch. Drawn.

- (a) Trying to prepare 16...c5.
- (b) With ten other games on his mind, Klaus understandably plays solidly, counting on his domineering position to win itself. He might have preferred to indulge in some tactics though: 22.Qxd5, Bxc2; 23.e6, Rf8; 24.Nd7, Rd8; 25.exf7ch, Qxf7; 26.Nf6ch, gxf6; 27.Qxd8ch, Kg7; 28.Re7, etc., or perhaps 22.Qxd5, Rd8; 23.Qb3, Rd2; 24.e6, fxe6; 25.Nxe6, Bxe6; 26.Rxe6, Qf7; 27.Re8 Mate. However, 22.Qxd5, Re8; 23.Rxa6, Rxa6; 24.Nxa6, Bxc2 gives me a freer life for a pawn: 25.Rc1, Qxe5; 26.Qxe5, Rxa6, Qxb4, etc.
- (c) I almost played 32...Bxe6?; 33.Nxe6, Rxe6; 34.Qf7ch, Kh8; 35.Qf8ch, Rxf8; 36.Rxf8 Mate.
- (d) A kind of hopeful pessimism inspired this: a chance to cause trouble before going under, I thought. I soon got more counterplay than expected, which is one of the joys of pessimism. Klaus could have prevented the mess to come with 34.Qf5ch.

- (e) Allows 37.Qf8, after which the discovered check lacks authority. 36...Rf7 is more accurate; 37.Raf1, Rxf2; 38.Rxf2, Bxg2; 39.Rxg2 (39.Qf8?!, Bf3ch leads to mate); Qe3ch, as in the game.
- (f) I think 46.Qf8 offers a better chance to win.

Von der Lieth (1505) vs. Salwierz (1645)  
SNOWSTORM OPEN 1983 - Notes by Lee Hyder

1.Nf3 Nc6; 2.g3(a) e5; 3.d3 d5; 4.Bg2 Nf6; 5.Nbd2 Bg4(b); 6.0-0 Qd7; 7.a3(c) Bh3; 8.e4 Bxg2; 9.Kxg2 dxe4; 10.dxe4 0-0-0; 11.Qe2 h5!?!; 12.Nc4 h4(d); 13.Ncxe5 Nxe5; 14.Nxe5 Qe6; 15.Nf3 hxg3; 16.fxg3 Qh3+(e); 17.Kh1?(f) Ng4; 18.Qg2 Qh7; 19.e5 Bc5; 20.Bg5 f6!; 21.exf6 gxf6; 22.Bf4 Be3; 23.Rae1 Bxf4; 24.gxf4 Rdg8; 25.h4(g) Ne3?; 26.Qh3+ Nf5; 27.Rg1 Rxg1+(h); 28.Rxg1 Kd8; 29.Rd1+ Ke8; 30.Rd2(i) Rg8; 31.Rg2 Rxg2; 32.Qxg2 Ne3(j); 33.Qe2 Qe4; 34.Kg1 Qxf4?(k); 35.Kf2 Kf7; 36.Qxe3 Qf5; 37.Qb3+ Kg7; 38.Qc4 c6; 39.Kg3 Qd7; 40.Qg4+ Qxg4; 41.Kxg4 Resigns.

- (a) 2.d4! is strong.
- (b) I prefer 5...Bc5 here. After White's e4, Black will exchange pawns and stand well.
- (c) 7.Re1 would allow White to avoid the exchange of bishops.
- (d) Black should play Bd6. Still, this might well have worked out okay.
- (e) Of course Qxe4 is at least even.
- (f) It is more attractive to run the K to e1 via f2. Now Black has, but misses, Qxg3!
- (g) White continues his heroic defense. Now 25...f5 is good, if 26.Qh3,Qh6 wins a pawn.
- (h) Better 27.Kb8.
- (i) 30.Rd5 Ne7 and Black has a little hope.
- (j) 32...Nxb4; 33.Qh3. Black's game is bad.
- (k) Better f5.

PAWN WARS  
9-4-82

White: Klaus Pohl

Black: Cliff Hyatt

1.Nf3 Nf6; 2.g3 g6; 3.Bg2 Bg7; 4.00 00; 5.d3 d6; 6.Nbd2 Nbd7; 7.c4 e5 a);  
8.Rb1 Re8; 9.b4 Nf8; 10.Bb2 Nh5; 11.a4 f5 b); 12.a5 Rab8; 13.b5 f4; 14.Ne4  
Ne6; 15.b6 ab; 16.ab cb c); 17.d4 fg3; 18.hg3 Nd4; 19.Nd4 ed4; 20.Bd4 Bf5;  
21.Bb6 Qe7; 22.Nd6 Bb1; 23.Ne8 Re8; 24.Qd5+ Kh8; 25.Rb1 Qe2; 26.Bd4 Nf6! d);  
27.Bf6 Bf6; 28.Rb7 Qe6; 29.Qe6 Re6; 30.c5 e) Re1+; 31.Kh2 Re7; 32.c6 Rb7;  
33.cb7 Be5; 34.f4 Bc7; 35.Kh3 Kg7; 36.Kg4 Kf6; 37.Be4 Bb8; 38.Kf3 Ba7 f);  
39.g4 Bb8; 40.g5+ Ke6; 41.Kg4 Kf7; 42.f5 gf5; 43.Kf5 Kg7; 44.Ke6 Ba7?? g);  
45.Bxh7 resigns.

- a) Turns the game into an English. The alternative is 7...c5.
- b) Black answers the queenside advance with a kingside attack. Both ignore the center.
- c) Better is c6 and then fight it out in the center. Drawn games must be drawn, just as won games must be won.
- d) Takes all the steam out of White game.
- e) The extra pawn shouldn't be good enough.
- f) 38...h6 is better.
- g) h6!! draws.

LP0 82  
8-1-82

White: Covington

Black Hyatt

1.d4 Nf6; 2.c4 c5 a); 3.d5 e6; 4.Nc3 ed5; 5.cd5 d6; 6.e4 g6; 7.Bg5 b) Bg7;  
8.Nf3 h6; 9.Bh4 g5; 10.Bg3 Nh5; 11.Be2 Ng3; 12.hg3 00; 13.Qb3 a6; 14.a4 Nbd7;  
15.a5 b5; 16.ab6 Qb6; 17.Qb6 Nb6; 18.00 c) Re8; 19.Nd2 Bc3; 20.bc3 Nd5!;  
21.Bf3 Nc3; 22.e5 d5; 23.Rfc1 g4!; 24.Rc3 gf; 25.Nf3 c4; 26.Ra5 Bb7; 27.Kf1  
Rac8; 28.g4 Rc7; 29.Kg1 Re6; 30.Kh2 Rce7; 31.Kh3 d) Rb6; 32.Rca3 Bc8!;  
33.Re3 Rb5; 34.Raa3 Rb6; 35.Ra5 Rb5; 36.Raa3 h5!; 37.Nd4 hg+; 38.Kg3 Rc5;  
39.e6 fe6; 40.Kg4? e5+!; 41.Nf5 Rg7+; 42.Kf3 Bf5 resigns.



- a) 2...e6 is more flexible. Then on 3.Nf3 Black can try things like 3...c5, 4.d5 b5!? Many White players don't play 3.Nc3 because they fear the nimzo (3...Bb4).
- b) White is not playing in the spirit of this opening. More normal on move 6 is Nf3. Here the moves 7.f4, 7.Bd3 or f3 are all better.
- c) Better 18.Nd2 and 19.Bd3 which would shore up his position.
- d) A better square is g3. After this, White should follow with Kh4.

### HALLOWEEN CLASSIC 10-30-82

White: Amwar Armadiah

Black: Cliff Hyatt

1.d4 Nf6; 2.c4 c5; 3.d5 e6; 4.Nc3 ed5; 5.cd5 d6; 6.e4 g6; 7.Nf3 Bg7; 8.Qc2

a) 00; 9.Be2 Re8; 10.00 a6; 11.a4 Bg4; 12.h3 Bf3; 13.Bf3 Nbd7; 14.Bf4 Ne5;

15.Be5 Re5; 16.Be2 Re8; 17.Rab1 b) Qe7; 18.Bd3 Nd7; 19.F4 Bd4+; 20.Kh1 Rac8;

21.Ne2 Bg7; 22.b3 Rb8; 23.Rbe1 b5; 24.ab ab; 25.Nc3 c4; 26.bc bc; 27.Be2 Rb3;

28.Rf3 Bc3; 29.Rc3 Qe4; 30.Rc4? c) Rh3+; 31.resigns.

a) Too committed. Better 8.Be2 0-0, 9.Nd2 Qe7, 10.0-0 Na6, 11.Re1!

b) White needs to take care of business on the King's side. Better 17.Bd3 followed by Rael and later f4 and e5.

c) 30.Rb3 keeps the wolf away from the door for a few moves.

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We all know that sports have "seasons" (e.g. baseball, football, etc.). But, there was a time when chess had seasons as well. In the mid-nineteenth century, some English chess clubs routinely closed down during the warm months, which were known as the "season of outdoor amusements." Then they would reopen during the cold months, known as the "season of indoor amusements."

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### WHAT'S THE BEST MOVE?

Take this position: White king on b1, White queen on a1; Black king on d2, Black pawn on b2. Black to move.

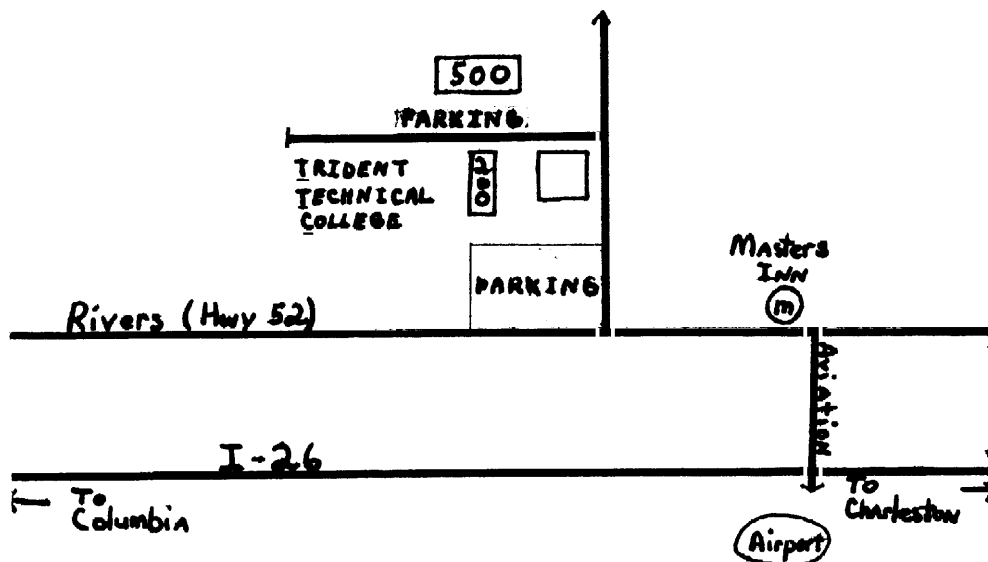
The best move is 17...bxa1(R)! That's because if bxa1(B or N), the position is drawn by insufficient material. But, if 1)...bxa1(Q), White is forced to play Kxa1, also drawing. But if the pawn promotes to rook, White has the opportunity to blunder by 2)Kb2?? losing. Logically, it's better to give your opponent an opportunity to blunder than to force him to make the right move; thus, the rook position should be the theoretical "best."

## TOURNAMENT ADS

(NOTE: In the Charleston Classic IV, any junior playing for the first time will receive a USCF membership free.)

Charleston Classic IV  
August 18-19, 1984

5-SS, 40/100. Trident Technical College, 7000 Rivers Ave. (Hwy. 52), Bldg. 200, North Charleston, SC. EF: \$15 if received by 8/15, \$20 at site, \$\$G 320: 100-70, B.C. under 1400 each 50, more \$\$ per entries. Reg. 9:10-9:50 a.m., Rds. 10-2-7, 10-2:30 HR: Masters Inn, Rivers & Aviation; \$24.95-28.95. Ent: Charleston Chess Club, P.O. Box 634, Sullivan's Island, SC 29482. (803) 883-3783. LS. NC. W.



Harbison Rec. Center Open  
September 8-9, 1984

5-SS. 50/2, Harbison Rec. Center, 106 Hillpine Road, Columbia, SC 29210. 2 sections: Open, EF \$20 if received by 9/6, \$25 at site; inmates, jrs. \$15. \$\$G 410: 125-85-50, A, B each 45-30. Amateur, open to under 1600/Unr. EF: \$15 if received by 9/6, \$20 at site, inmate \$12, jrs. \$10. \$\$G 190: 70-40, D, E/Unr each 25-15. Both, S\$6, Jrs. 3, other states OK. Reg: 8:00-9:00 a.m., Rds. 9:30-2-7, 10-4. Ent: Don Lemaster, 1471 Pine St., West Columbia, SC 29169. (803)755-2761. NS. NC.

SOUTH CAROLINA, Continued  
 Harbison Rec. Center Beginners Tournament  
 September 8, 1984

4-SS, TL 40/60. Harbison Rec. Center, 106 Hillpine Rd., Columbia, SC 29210. EF: \$6, Reg: 8:00-9:30 a.m., Rds. 10-1-4-7. Ent: Don Lemaster, 1471 Pine Street, West Columbia, SC 29169. (803)755-2761.

SC Closed Championships  
 October 5-7, 1984

5-SS, 4th floor cafeteria, Seibels Bruce Bldg., Corner Lady and Bull, Columbia. 3 sections: Closed, open to SC res., students, and military. EF: \$18 if received by 10/4. TL 40/2 \$\$ (340 b/25, 1st, 2nd, Top A Gtd.): 125-85-50, A 50-30, trophies to 1st Top A. Reg: 6:00-7:45 p.m., Rds: 8, 9:30-4, 10-3. Amateur, open to under 1800/Unr. EF: \$14 if received by 10/4, \$\$ (220 b/25, 1st, 2nd, Top C Gtd.): 85-50-30, C 35-20, trophies to 1st, Top C. TL 40/90, Reg: 8:00-9:15 a.m., Rds: 9:30-4-7, 10-2:30. Reserve, open to under 1400/Unr. EF: \$10 if received by 10/4, \$\$ (150 b/25): 50-30-20, E/Unr 30-20, trophies to 1st, Top E/Unr. TL, Reg, and Rds. same as Amateur section. All: EF's: \$3 more at site \$ \$6, Jr. \$3. One-half bye available in Rd. 1, 2, or 4 if requested in advance only (add \$2 to EF). Ent: Don Lemaster, 1471 Pine Street, West Columbia, SC 29169. (803)755-2761. NS. NC.  
 (NOTE: Amateur and Reserve only on October 6-7.)

SC JUNIOR CHAMPIONSHIP  
 October 6, 1984

4-SS. TL 40/60. Open to all under age 18. Fourth floor cafeteria, Seibels-Bruce Bldg., Corner Lady and Bull, Columbia. EF: \$5, \$\$ trophies to 1st, 2nd. Reg: 9:00-9:45 a.m., Rds: 10-1-4-7. Ent: Don Lemaster, 1471 Pine Street, West Columbia, SC 29169. (803)755-2761. NS. NC.

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 As we go to press, we learn that Frank Elley is leaving the position of Chess Life editor. That's unfortunate, as the magazine has generally grown in quality under his editorship. A nationwide search is now underway for his successor. I can only pity who it is; the job is perhaps the most important and difficult in U.S.C.F., and anyone doing it receives much criticism. One is reminded of Harry Truman's dictum: "If you can't stand the heat, get the hell out of the kitchen." Courage is certainly one of the requirements of the job.



SCCA News is published by the South Carolina Chess Association (SCCA), a non-profit organization of persons interested in chess in South Carolina. The SCCA seeks to encourage and foster the playing of chess within the state. It is the recognized state affiliate of the U.S. Chess Federation for South Carolina.

Any person is eligible to become a member through payment of annual dues to the Secretary. Regular dues are \$6.00. Junior dues for persons 18 years of age and younger are \$3.00. A person may become a patron member by payment of \$10.00.

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President: William B. Floyd, 4315 Devereaux Rd., Columbia,  
South Carolina 29205

Vice President: Paul E. Tinkler, 1716 Pearlott Street,  
Charleston, South Carolina 29407

Secretary: Donald Lemaster, 1471 Pine Street, West Columbia,  
South Carolina 29169

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SCCA News Editor: Robert John McCrary, 564 Rainbow Circle,  
West Columbia, South Carolina 29169

SCCA News Games Editor: Charles Braun, 7 Winthrop Drive,  
Aiken, South Carolina 29720

Address Correction Requested

Mr. Donald Lemaster  
1471 Pine Street  
West Columbia, SC 29169



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Henry White  
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