

SCCA NEWS

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Cy Philidorian.

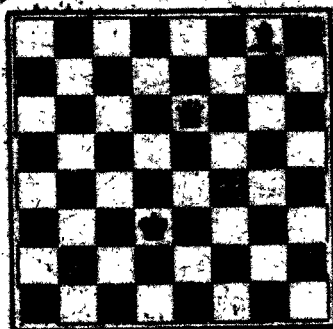
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Scientific and Problem Department.

Problem No. 1, by "Clayton," of Charleston.

White to play and Checkmate in three moves!

Black



White

INSIDE: S.C. CHESS HISTORY FINDS

The SCCA News is published in January, April, July and October by the South Carolina Chess Association. Submissions should be sent directly to the editor, except that games intended for independent annotation should be sent to the games editor (addresses on back). Typing by Kathleen Tillis, and cover artistry by Kay McCrary. Everything not otherwise by-lined is by the editor.

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About the Cover: This problem, by someone using the name "Gussetto" of Charleston, was one of the first problems composed by a South Carolinian. It appeared in The Philidorian (see p. 6), but the solution was never published due to the sudden demise of the periodical. I have not yet tried to solve it, but I will publish the name of the first SCCA member who solves this historic problem and mails the solution to the editor.

(by way of being...)

A PREFACE

to

THE MANIFESTO OF THE

FANATICS

by

Gabriel MICHEL

Translated from the French Original

by

James CORNELL and Robin BLACK

in collaboration with

G. AGNEW, H. BRODIE AND N. KOHRAS

CHESS AS A DRUG--The game of chess affords at absurdly low cost a perfect delirium of the mind. To the best of our knowledge, there is no known drug offering for so little risk a stimulant as economical, subtle or effective.

* * *

ON THE INTELLECTUAL AND PHYSICAL PLEASURES--The pinnacle of intellectual pleasure is perhaps attained in a game of chess, and this, so to speak, by order, and without such expenditure of physical effort.

That is the advantage of the things of the intelligence over those of the senses.

There is a higher dividend.

* * *

ON EDUCATION--In chess--as in life--we should say: "When I lose, I learn; when I win, I teach".--We always learn more from our defeats.

* * *

ON RATIONALITY IN CHESS--The marvellous thing about chess is that there is nothing marvellous! That is to say there is nothing supernatural or extra-terrestrial. Everything is there before you. There are no hazards save those which escape our reason, as, for instance, in a combination, where the subtlety of a move and its unseen consequences elude us. Above all in chess there is no effect without cause. All is foreseeable, positive, logical, determined, rational and rationalizable. For the truly marvellous thing is that nothing escapes the resolution of an iron implacable logic. Chess has no need of magic or deceit. Reason, logic and truth always triumph, and this triumph is always spectacular--overwhelming!

In chess, if there is anything "marvellous", it is mathematical, and on the level of beauty it is immeasurable. This is something both unusual and

THE MANIFESTO OF THE FANATICS, Continued

incredible, yet it is true. It is a delicate flow of movement; both the enforcement or explosion of a principle or a position. It is the triumphant beauty of a combination. It is the wonder of Reason contemplating her own children.

Surely there are few other sectors of intellectual activity where both the prestige of beauty and the frightening power of reason are more confirmed; no arena either, where genius may fight with more brilliance.

ON THE GAME OF CHESS AS RELIGION, PHILOSOPHY, ART OR SCIENCE--Chess is more than a game, it is a world and universe unto itself. It has its own rules and laws, its beauties, its past, its heroes and its legends, its followers, its martyrs and its gods. In the face of all the various hatreds which divide the nations, there is at least here an intellectual accord in the common admiration of Beauty.

Chess can be, both in itself, and for more than one individual, a reason for living, just like music, poetry or art. Assuredly it adds to the beauty of the world its own peculiar beauty, which is, perhaps, that of organised space--the poetry of geometry. Without chess there would be an incompleteness in the beauty of the world.

* * *

ON CHESS AS POETRY--The game of chess is the poetry of geometry. Geometry is the poetry of the universe.

* * *

ON THE FORMATION OF THE INTELLECT--Everything contributes to the game of chess--memory, judgment, imagination, the spirit of observation, ingenuity, finesse, insight, the capacity for analysis, for synthesis, for making decisions, the practical spirit of initiative,--creativity. And it is for these many reasons that the game of chess ought to be introduced, gradually, into the schools. In fact, this has already been done in many countries of the world. For the game is a self-contained gymnastic for the intellect, as necessary to the brain as are physical exercises to the body.

On the academic level, chess contributes to success.

* * *

ON BAD HABITS--Chess teaches us to think, and to think logically. That is perhaps why it is so dangerous!

* * *

ON VIOLENT DEATH--We all have a certain amount of irascibility in us, evil instincts which have to be overcome. The best outlet for this natural aggressiveness is when we channel it in the direction of the arts and games, in the play instinct.

We know of certain chess-players who, being so aggressive by nature, and without a chess-board to serve as their boxing-ring, would already have laid about their opponents and become murderers at the very least!

Chess holds this aggressiveness in check. Even for the most peace-loving among us, it acts as a sheet-anchor, a safety-valve, and as a kind of spring-board into the empyrean. On the chess-board there is no blood, there are no

bruises or adversaries crushed into the ground: everything takes place on a plane of abstraction, since the arena of death and conflict lies wholly in the clouds! The swords are drawn, the heads lowered, only in the aerial spaces of the sublime! So the wild beasts survive to fight a second battle!

Thanks to the game of chess, many are spared the ravages of a violent death.

* * *

ON WORK, PLAY AND DELINQUENCY--The time is no longer when the king of games was the game of kings. The mechanisation of work, automation at every level, have produced for the pleasure of everyone an increase in the amount of leisure-time. There has followed accordingly an increase in the practice of the arts, in sports and games of all kinds. In fact we are witnessing at present a "democratisation" of pleasure. It is easy to see that the major problem of our future society will not be war or work, but leisure. "To learn to work" will become more each day a phrase from ancient history.

The most serious problem of our century will be to learn to amuse ourselves. It will be difficult.

There are centuries of obstinacy and stagnation, of bad habits and bad taste! But if, now, we set ourselves the task of learning to amuse ourselves, if we take this task seriously and systematically, there will surely be less crime, less delinquency.

Crime is to be found everywhere in the absence of food and recreation.

The heaviest weight in the world is the weight of human minds and bodies. And the most dangerous ability is the ability to think. Now that we have survived to this stage, it will be necessary for us to occupy ourselves more and more with those things heretofore considered to be valueless. If the arts, sports and games are not cultivated in our society, we will founder in the mist of drugs and disintegrate.

* * *

ON CHESS AND CHECKERS--Of all the highly intellectual games, chess possesses above all other games and over checkers in particular, an abundance of international literature, both ancient and contemporary. Nearly every nation has contributed to it. While checkers is played differently everywhere, and while it is a prisoner of geographical boundaries, chess is everywhere the same. Chess alone is truly "international", being not the heritage of just one people, but of all mankind.

* * *

ON CHESS AND FRIENDSHIP--Among men and the peoples of the earth, the game of chess contributes to much more durable friendship since they are based on a higher plane. One can speak different languages, think, believe and feel differently, but a vast brotherhood is to be found in the chess world based on a common usage of the same symbols, the love of the same things, and the admiration for the same people. Every chess-player in the world feels the same emotions and all partake in the same communion of beauty. On the level of human relations, chess is both a communion and a communication. It stimulates its own growth, stamps out hatred, and contributes to a unification of the world. While the community of nations is yet to discover unity in economics, politics and language, chess can already speak the only language which is truly universal, the language of the mind. And in the course of both individual and international relations what could be more valuable than a brotherhood of the intellect?

* * *

ON THE SURVIVAL OF THE BEAUTIFUL--Generations of artists have worked without ceasing to snatch beauty from the jaws of death. Then, finally, it is the whole of humanity which joins this battle.

If anything survives in this world of ours, it will be beauty. And among the beautiful things, without a doubt, will rest the legacy of chess. That which resists the levelling of time is always that which is most highly situated.

* * *

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PUBLICITY--This presentation is a courtesy of the Quebec Federation of Chess-Players, in collaboration with the author, the translators and the Alekhine Chess Club. There are copies available for free distribution in chess circles, libraries, schools, cultural centres and bookseller's shops.

PURE SKILL?

Is chess a game of pure skill? Some feel strongly that it is, if one ignores obvious lucky things like color allocation. But others argue that, while skill is predominant, there are elements of luck inherent in play even at the highest level. Consider this proposition: Any game of skill tends to become a game of luck as the level of difficulty increases. A dice game would be a game of pure skill if a person were dexterous enough to have perfect control of his rolls. A hole-in-one in golf is a mixture of skill and luck: skill in reaching the green in one stroke, and luck in having it find the hole. In chess, the player is aware of some of the effects of his move, but he can't recognize all of its potential consequences. We may push a pawn for one reason, only to have that pawn be perfectly positioned for a combination that arises 10 moves later. We couldn't have anticipated that later combination when we pushed the pawn, so logically there was a bit of luck. Playing the right move for the wrong reasons is the basic kind of luck in chess. Skill predominates, because the more skillful player will have a higher probability of having such "accidental" combinations go his way. That's because of his better general sense of position and of tactical potentialities, as well as his quicker spotting of combinations when they appear. If chess were "pure skill," it would be as simple and predictable as tic-tac-toe--a game of pure skill.

MORPHY GRAVE DISCOVERED IN CHARLESTON

(by the Editor)

In a Charleston grave lies a woman who changed the course of world chess history; for had she not died when she did, Paul Morphy would never have been born.

That woman was Maria ("Mollie") Creagh Morphy, wife of Don Diego Morphy (Paul's grandfather). The couple were the first Morphys to emigrate to the U.S., settling in Charleston in 1795; Diego was appointed Spanish Consul for the Carolinas and Georgia. (Curiously, both were descended from Irish lineage; Diego's father was a Murphy before he emigrated to Spain.)

Tragedy struck on September 19, 1797, when Mrs. Morphy died during the night, leaving her husband with three very young children. As I stood by her headstone recently, I could imagine the grief suffered by Don Diego Morphy on that same spot 187 years earlier.

But we humans live myopically, so to speak; we see only the short-term, and forget that we are but threads in the long weave of history. For Diego remarried early in 1798. His new wife's first child was Alonzo, born that next November, and destined to become Paul Morphy's father. Perhaps it would have consoled Don Diego Morphy if he could have known that his poor wife's early death would make possible the lineage and life of a man who would bring pleasure to millions.

To find the grave, drive down King Street toward the Battery until you reach Hasell Street, one block before Market Street. Turn left on Hasell, and midway up the block on the right you will see the Catholic Church of St. Mary's, established in 1789. Walk through the church gates, taking a right turn into the cemetery. Walk about ten paces from the front fence, and look at the second row of headstones on the right. You will see a headstone with an angel carved on it; this is the Morphy grave.

Much of the old headstone is unreadable most of the time. However, I visited it when the morning December sun shone directly onto the headstone, and in those few minutes of optimal lighting, I was able to discern the whole inscription. It reads as follows: (I've placed question marks after the words I couldn't be sure of even in the best light.)

Died on the Nineteenth Day
of September One Thousand Seven
Hundred and Ninety Seven in
the Thirty Eighth (?) year of her age
Dona Maria (??) Creagh (?) Morphy
wife of Don Diego Morphy
Consul of His
Catholic Majesty

For the Southern States,
A Lady of an honorable and ancient
family of Limerick in Ireland.
She has left an affectionate husband
three infant children with a numerous
acquaintance to regret the loss of an affec-
tionate wife a tender mother and sincere
friend.

(Morphy Grave, continued)

But Mourners wipe away the gushing tear,
Angels to Heaven her parting Spirit bear.

It's ironic that her given name was the hardest to make out! But if there are any doubts about the identification of the grave, they are dispelled by comparing the headstone with the obituary in the City Gazette and Daily Advertiser of September 22, 1797, which reads as follows: (I underline where they italicize.)

Died on the night of Tuesday the 19th instant; and was interred the following day at the Catholic Church, Donna Maria Creagh Morphy, wife of Don Diego Morphy, Consul of his Catholic Majesty in this city; a lady of an honorable and ancient family of Ireland, but still more respectable for her amiable virtues and endearing manners. She has left an afflicted husband, three infant children, and a numerous acquaintance, to regret the loss of an affectionate wife, a tender mother and sincere friend.

But, Mourners, wipe away the gushing tear,
Angels to Heaven her parting spirit bear.

Of course, the last part of the obituary is identical with the last part of the headstone, except that "afflicted" was changed to "affectionate." The "Donna" was evidently a misprint for "Dona," the Spanish title of respect for ladies: "Dona" is clear on the headstone, and the "Donna" is not italicized with the rest of the name in the obituary. The date of death corrects an historical error; it has been given as 1796 in previous Morphy biographies.

Credit goes to my wife, Dr. Kay McCrary, for spotting the headstone despite its being almost unreadable in the evening when she saw it. Also, credit goes to Dr. Woodrow Harris of Columbia, who had earlier found the obituary notice.

THE PHILIDORIAN FOUND (by the Editor)

One of America's first chess periodicals was published in Charleston in 1859; and for the last 125 years, that's about all we've known about it--that it was published. The periodical itself, called the Philidorian, became very rare, and the names of its editors and contributors (who used initials and pseudonyms) were lost.

Then along came Dr. Woodrow (Woody) Harris of Columbia, who has discovered much about old Charleston chess. Woody found that the mysterious "W.P.J." in the Philidorian's literary department was a very prominent South Carolinian: William Plumer Jacobs, who later founded Presbyterian College and Thornwell Children's Home in Clinton. Woody also found that a copy of the Philidorian was listed as being in the William Plumer Jacobs collection at Presbyterian College.

Armed with this information, I set out on Election Day to Clinton, hoping to become one of the few chessplayers ever to hold the Philidorian. I met Dr. Lennart Pearson, Director of the Library, who walked me over to the William

THE PHILIDORIAN FOUND, Continued

Plumer Jacobs collection, housed in a special room of the Administration Building. There I saw shelves and shelves of old books filling the room; unfortunately, they were not arranged in order! Finding the tiny Philidorian somewhere on those shelves would be like finding a needle in a haystack.

Undaunted, we started the search. I was about to despair when Dr. Pearson's voice called out, "I think I've hit paydirt!" I turned to see him holding the Philidorian, rediscovered after 125 years of obscurity.

To be honest, the Philidorian is unimpressive, compared even to the SCCA News. Only two monthly issues totaling 16 pages were printed (for July and August), before the periodical apparently ceased existence. There were no games in it, although some were promised. There was a brief mention of a tournament which was surely one of South Carolina's first. There was an instructional article teaching the basic rules (by "C. H. Essplayer") and a chess tale about the legendary origin of the game.

The most impressive part of the Philidorian was its "Problem and Scientific Department," which contained some fine locally composed problems. At least one of these "enigmas" (or problems) was perhaps of worldwide historical significance (being a type of "first"), but that's still being researched by Woody and me. I'm not at liberty to speculate on this possible "first" yet since Woody hopes to publish his history of Charleston chess in a historical magazine before it fully appears in the SCCA News.

Why did the Philidorian fold? There are a couple of clues in its pages: in one place it says, "It is probable that our Subscribers will not receive the September number of the Philidorian until October, the Editors being absent from the city." Of course, no September issue (or subsequent one) is known to have appeared. Other places there are some urgent-sounding requests for subscribers to pay promptly, suggesting that perhaps money was a concern. I suspect the basic problem was a lack of response (chess magazines had short lives then), and perhaps a waning of the youthful enthusiasm of the editors.

There's one historical coincidence worth noting: the Philidorian appeared almost exactly 100 years before the SCCA's first magazine, in the fall of 1959. If anyone noticed this coincidence, it was not recorded at the time.

Bob Strickland in his instructional article warns beginners against excessive memorization of openings. I am reminded of a true story that happened during the Fischer craze, when chess had much media coverage. A major TV network went out to cover a big chess event organized to teach the game to ghetto children of grade school age. The reporter asked one little boy there how he was doing? "I'm learning a lot about the Semi-Tarrasch variation of the Queen's Gambit Declined," replied the boy proudly. The reporter was clearly astonished by such wisdom from a youngster, so he asked, "How many games have you won?" The boy hung his head: "Uh, none yet, sir."

SPOTLIGHT ON OUR MEMBERS

Wayne Williams of Greenville is our newest state OTB champion. He's also a contender for the state postal championship, which would make him, if successful, the first ever to hold both major South Carolina chess titles.

Wayne is a relative youngster who has reached his high accomplishments in just 12 years of play.

He was born in Macon, Georgia, in 1957, but it was in Huntsville, Alabama that he learned to play. He was intrigued by the newspaper coverage of the Fischer-Spassky match in 1972, so he sought out a chess-playing neighbor who taught him the rules.

Now Wayne has perhaps the largest chess library in South Carolina, with about 600 books, representing every conceivable type of chess literature--except problems and endgame studies. Although he prefers OTB play, he tried out postal chess in 1983 in the South Carolina state postal championship. He approached postal play with the same drive he brings to any chess endeavors, and he now has over 100 games in play! In spite of the huge number of games, he is one of the state's highest rated postal competitors. Wayne feels that he can improve his knowledge of opening play through postal games. Incidentally, he does not like chess computers, as they are too "antipositional" and non-human like in their play.

At the board, Wayne shows a determined level of drive that is apparent to spectators; he seems to regard every move as a potential work of art, into which he pours his heart and soul! Personally, he is warm, energetic, and affable. He's married, and works in the dairy production department of Winn-Dixie Groceries. No kids yet, but he wants his first one to be born with a "pawn in his right hand." (He adds that his wife doesn't necessarily concur.)

Congratulations to Wayne as one of the state's all-around best players! One has no doubt that his achievements are just starting.

Although Mickey (Harold M.) Bush is a strong OTB player, his greatest skill is in postal play. He started it in 1979, winning his first event 6-0. Since then, he has carried up to 40 postal games at once, and has a record of about 50 wins, 20 draws, and only 4 losses; he has been rated number one in postal in South Carolina.

He was born in 1953 in Spartanburg, where he has lived most of his life except for three years in West Germany. He learned chess at the young age of 7 from his sister, but didn't get more serious until his adolescence. Mickey's first OTB tournament, at age 16, gave the reverse result of his first postal tourney; he went 0-5 in an event directed by Jim Smith. He "cut his teeth" on Fred Reinfeld and Chernev like many of the rest of us. Reinfeld is certainly one of the most under-appreciated writers in the game's history.

Mickey plays postal chess for the same basic reasons as your editor does: he likes the higher quality of play, as well as the reduced need for memorized opening lines. However, he prefers the "ego satisfaction" factor in OTB wins. Mickey has "about 226" chess books in a varied library.

SPOTLIGHT ON OUR MEMBERS, Continued

Mickey's career has been in the retail of recorded music, but as of October he was reevaluating his career objectives. He has a personable and easygoing manner, with a very sharp natural wit based on a sense of irony. His other hobbies include photography and simulation games, such as "Dungeons and Dragons."

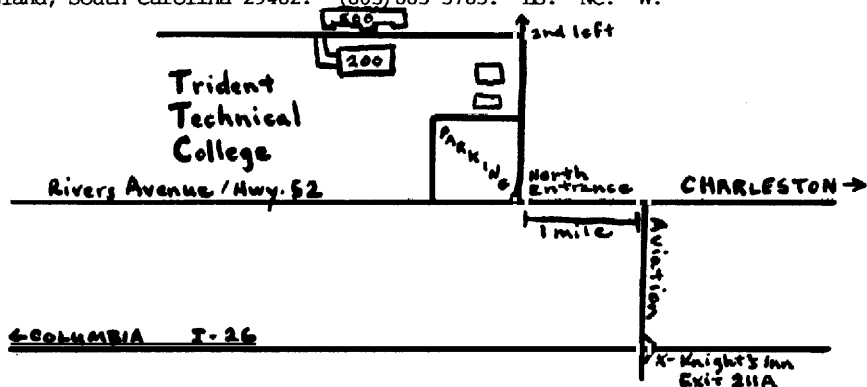
David Williams joins Bush in carrying on the chess tradition of Spartanburg, the founding city of S.C.C.A. He has one interesting parallel with Bush; both learned to play at age 7 from female relatives! Born in 1954 in Spartanburg, David is presently a school psychologist with an all-but-dissertation doctorate. He's married with a 2-year-old son who already can name all the pieces! (When the editor was playing David in the 1983 S. C. postal championship, he wrote that his less than 1-year-old son had insisted on "helping" him with a move. All I can say is it was a good move!)

David is an OTB expert, and a Class A postalite. He owns about 200 chess books, emphasizing openings, strategy, and grandmaster preparation, as well as other areas. He has considerable skill as a chess author (see his contributions to this issue), and edits the Spartanburg CC News Letter, a quality publication. In fact, if SOCA members ever decide to run this editor out of office, David might be a good replacement! He is also an active and skilled tournament organizer, and a major contributor to Spartanburg and South Carolina Chess.

Interestingly, David likes chess for its camaraderie. He is sometimes asked why he doesn't get active again in tourney organizing. He replies by throwing the question back to the person asking; why doesn't he get active in organizing? Anyone can do it, with a little motivation.

TOURNAMENT ADS

February 16-17. The 13th Snowstorm Special. 5-SS, 40/100, Trident Technical College, 7000 Rivers Ave. (Hwy. 52), Bldg. 200, North Charleston, South Carolina, EF: \$15 if received by 2/13, \$20 at site, \$\$G320:100-70, B. C. Under 1400 each 50, Unr. b/performance rtg., more \$\$ per entries. Reg. 9-9:50 a.m., Rds 10-2-7, 10-2:30. HR: Masters Inn, Rivers and Aviation, \$24.95-28.95. Ent: Charleston Chess Club, P.O. Box 634, Sullivan's Island, South Carolina 29482. (803)883-3783. LS. NC. W.



THE 1984 S. C. STATE CHAMPIONSHIP

The 1984 OTB state chess championship is now history. The 44 players were not a large turnout, but these things fluctuate; after the tourney, I learned that about 6 or 7 Georgia juniors had wanted to come, but were confused on the date. The site was the same as last year's, in the Seibels-Bruce Cafeteria at Lady and Bull in Columbia.

The tourney produced a new name in the Honored Roll of Champions: Wayne Goodman Williams. (See the interview with Wayne in this issue.) He defeated powerful opposition in recording a solid first place, just ahead of 1983 co-champion Klaus Pohl.

John Vanderlieth achieved a whopping rating gain in outdistancing the field in the Amateur section. The Reserve gave a 3-way tie among Bernard Arledge, Phillip Walker, and Hugh Browning.

The tourney enjoyed its usual good sportsmanship and camaraderie, and flawless directing by Don Lemaster.

THE SOCA ANNUAL BUSINESS MEETING

This year's meeting, held during the state championship, was a lively affair. All incumbent officers were reelected without opposition. After that, much discussion occurred around the topic of membership recruitment. Albert M. Cantrell was appointed SOCA membership chairman, with instructions to conduct a mail membership drive. David Williams volunteered to assist in the drive. There was discussion of the difficulties of holding scholastic chess activities, but also of the importance of doing so. The basic point was that no organization can become complacent; it must be renewed by the energy of its members, and that is true of chess in general now. David K. Williams was named to coordinate a state "chess day" next year, with local tournaments around South Carolina.

Who's the weakest chessplayer in the world today? To answer that question, let's imagine that we organize a massive tournament to determine the world's weakest. To be fair, let's say that forfeit losses and resignations are not allowed, so that only legal games played to mate count. The weakest would then be the greatest loser of such games. Under those conditions, the probable winner of the "worst" award would be the World Chess Champion! That's because Karpov could gain a material advantage in each game, then compel his opponent to checkmate him (called a "sui-mate"). Thus the theoretical strongest could be considered the theoretical weakest.

IMPROVE YOUR CHESS, FOR BEGINNERS ONLY

by Robert Strickland

I have heard a number of comments relative to keeping young players active in tournament play. My idea on the matter is to help them become better players, then they will be more likely to want to continue. The following is aimed at those players just getting started in tournament play or those who haven't had much luck.

The first thing you must do is learn the basics of chess; this will give you a solid foundation upon which to build your skills. Without this you won't ever become a strong player, or all things must be built from the ground up. Don't depend on your friend down the street or your fellow members at a chess club to teach you. If you take this route you can spend a lot of time and not get anywhere. Get a good book on the subject; the best one I have found is Learn Chess by C. H. Alexander and T. J. Beach, Volumes I and II. Go through both volumes chapter by chapter, do all the exercises, and when the exercises become too difficult for you, do them over and over until you have mastered them--don't be too anxious to look up the answers. When you are able to complete all the exercises in both volumes you will have learned the basics of chess.

The next step is to learn something about opening play. Get a copy of Modern Chess Openings by Walter Korn. This is all the opening library you need to start with; you can spend a fortune on special opening books and not get much for your money. When you play White, play e4 and try for an open tactical game; you can improve your game more in six months playing the "Scotch" opening than you can in two years playing the "Ruy Lopez." Sure you will lose some games, but you will be learning to play--remember everybody has to pay some dues. Whichever opening you choose, don't spend a lot of time memorizing openings twenty-five moves deep; just get the basic thought behind an opening and learn to depend on your own analysis. Once you get into the game, analyze each position and make the move you think is best. If it's out of the book, fine, but don't play book moves automatically. Remember, no two games will ever be exactly the same.

When you play Black, choose a fighting defense and try for the same open tactical type game you play for as White. There is one important difference to remember though--you are a move behind as Black, you must equalize first before you start an attack.

Play as often as you can and play the strongest players you can get to play with you. Don't expect the club champion or local expert to spend a lot of time with you though, because it would be boring to them and you wouldn't learn much either. Players about 200 rating points above you are ideal to play with; if you can win 25% of your practice games you are playing at the right level to learn and improve your game.

Whatever you do, don't start playing closed positional openings early in your career. You need to improve your tactical play before you get into positional play.

Next, study the games of a well known Grandmaster with an aggressive tactical style of play. I personally prefer Bobby Fischer's games especially for a young player trying to improve his game. I don't think anyone past or present has even begun to approach Fischer's overall level of skill.

Very important--when you reach an interesting position in a game cover up the rest of the moves and study the position and see if you can come up with the right continuation. After all, chess is played by studying one position at a time. The only move that really matters is the next one you make--if you don't get that right the rest won't matter.

Play tournament or rated games as often as you can--practice games are important and a lot of fun but your game won't improve much unless you play with something at stake. You will learn more in one rated game than you will in twenty-five practice games. Review and analyze all of your rated games. You will learn from your mistakes. It is also worthwhile to look at what you did right in the games you won.

Happy hunting and I'll see you over the board.

NEWS AND VIEWS
(by the Editor)

The year 1984 saw a remarkable coincidence of anniversaries for South Carolina Chess. That year was the:

- (a) 175th anniversary of the Morphys' move from Charleston to New Orleans in 1809
- (b) The 150th anniversary of the Great Chess Automaton's arrival in Charleston in 1834
- (c) The 125th anniversary of the publishing of the Philidorian in Charleston, the first American chess magazine published outside of New York
- (d) The 25th anniversary of the SCCA's publishing a periodical (also in Charleston).

It's fitting, then, that major discoveries were made during 1984 concerning two of the above events. See the articles "Morphy Grave Discovered in Charleston," and "Philidorian Found," in this issue.

Greenville defeated Spartanburg in a one-round team match on November 7th. The results were as follows, in board order:

Jeff Smeltzer beat David Williams, Dennis Fish conquered Spencer Matthews, Mickey Bush bopped Bill Corbett, and Mike Landau overcame Mario Schenkel. All the victors except Bush were from the Greenville team. There were four more Greenville players there without Spartanburg opponents, so they played each other. (Reprinted from the November 1984 Spartanburg Chess Club Newsletter, David K. Williams, editor.)

Klaus Pohl won the state speed chess championship last year, with David K. Williams finishing second.

Dr. M. Lee Hyder writes, speculating on who was the first South Carolina native-born master. He suggests it might have been I. Orchard, a Charleston chess columnist late in the 1800's, who was reputedly the strongest player in the Southeast in his day. However, Lee is not sure if he was born in the state, although he lived in Charleston and Columbia at times. The next

NEWS AND VIEWS, Continued

candidate, Lee feels, would be Harold Mouzon of Charleston, who became a master after moving to the D.C. area.

I wonder, though, if there is even an earlier candidate for South Carolina's first native-born master; namely, Ernest Morphy, Paul's uncle, born in Charleston in 1807. Ernest was described in the August 30, 1856, Frank Leslie's Illustrated Newspaper as follows: "...a very strong player and one of the most masterly analysts in this or any other country..." This was before Paul made his name. If Ernest was truly a master, he gets the honor.

Some competitive chessplayers are very one-sided; if it's not a game or an opening analysis, they're not interested. But not so for Klaus Pohl, who values the cultural side of chess. Klaus also values chessplayers who have an appreciation of the larger culture in which they live. Klaus is deserving of great thanks for submitting "A Preface to the Manifesto of the Fanatics" to us. This is an excellent essay on the psychological, social, and aesthetic aspects of the game. I can hardly imagine a better essay on chess.



"I THOUGHT THAT MOVE WOULD SURPRISE YOU!"

ETIQUETTE

by

David K. Williams

Recent years have seen an explosion of chess opening theory. There was a time when the only chess book one needed for tournament preparation was MCO. Now, entire texts are devoted to subvariations of openings. For instance, I know of at least two books written on the Polugayevsky Variation of the Najdorf Variation of the Sicilian Defense (Adams, 1978; van der Vliet, 1978)! However, little attention has been given to chess etiquette, an important and serious topic for all who love the Royal Game. Certainly, Emily Post did not discuss the proper hand for pushing wood. Which brings me to my second point. It is not proper for you to use the tops of your opponent's rooks as ashtrays. True, they make nifty nutcrackers, but this, too, can wait until after the game.

Learning to win gracefully is nearly as important as learning to win. Conversely, learning to lose gracefully is nearly as important as learning to lose. Few Chessplayers recognize the significance of this contradiction.

Psychoanalysts have long been aware of the unconscious dynamic mechanisms underlying the behavior of those who play the Royal Game. The pattern of pieces distributed on the board, for example, offers keen insight into the repressed vulgarities existing just below the surface. Enigmatic idian imagery often relates to the colors black and white. Clearly, the chess-board, itself, serves as a mandala for two-dimensional contemplation. Psychoanalysts devote years to this type of study.

HUNGER! It is not kosher for you to have pepperoni pizza delivered to you at your board during a game, unless you order enough for everybody. (One clever fellow attempted to solve this problem by using a chess set made of vanilla and chocolate pieces which he would consume as they were captured. Unfortunately, he was forced to forfeit the game when his opponent was unable to promote a pawn.)

From a dear friend comes an admonishment against castling with rooks from a neighboring table. Lest I sound too negative, IT IS permissible to use hieroglyphic notation if you are an Egyptian or know Omar Sharif personally.

An essay of this magnitude cannot end without a note about tournament directors. It has been said that pawns are the "soul of chess" (Philidor, a long time ago). I believe this is incorrect. TD's are the soul of chess. You should always BE KIND to your TD. If he or she makes a mistake, ignore it. If you are given black four times in a row, don't hassle the poor TD. He or she is giving of his or her time, freely, for benefit of the Royal Game. However, if you are given black four times in a row and you are playing in a three round tournament, then to *\$"%# with etiquette.

GAMES DEPARTMENT

S. C. Championship—1984
10-07-84

White: David Williams

Black: Mark Cantrell

1.d4-Nf6; 2.c4 d6; 3.Nc3 e5(a); 4.Nf3(b) exd; 5.Nxd4 d5(c); 6.Bg5 Be7;
7.cxd Nxd4; 8.Bxe7 Nxe7; 9.e4 c6(d); 10.Bc4 0-0; 11.0-0 Nd7; 12.Nf3(e) Qc7;
13.Qe2 Nb6(f); 14.Bb3 Bg4; 15.h3 Bh5; 16.Rfd1 Rfe8(g); 17.Rac1 Rad8;
18.g4 Rxd1+; 19.Rxd1 Bg6; 20.Qd2 h5?(h); 21.Qg5 hxg; 22.hxg Kf8; 23.Kg2
f6; 24.Qh4 Bf7; 25.Bxf7 Kxf7; 26.g5(i) Ng6; 27.Qg4 Qf4; 28.Qxf4 Nxf4+;
29.Kg3 Ng6; 30.b4 Ne5; 31.Nxe5 Rxe5; 32.f4 Re8; 33.gxf gxf; 34.a4 Ke6;
35.b5 c5; 36.a5 Nc4; 37.f5+ Kf7; 38.a6 b6; 39.Kf4 Ne5; 40.Rh1 Rg8;
41.Rh7+ Rg7; 42.Rxg7+ Kxg7; 43.Nd5 Nd7?(j); 44.Ne7! Kh6(k); 45.Nc6 c4;
46.Nxa7 c3; 47.Ke3 Nc5; 48.Nc6 Nxe4; 49.Nd4 Nd6; 50.a7 Nxb5; 51.Nxb5

Resigns.

- (a) A very old Old Indian. This is nowadays preceded by 3...Nbd7 (4.e4 e5).
- (b) White should exact the price of castling. 4.de de; 5.Qxd8+ Kxd8; 6.Nf3 Nfd7; 7.Bd2 c6; 8.0-0-0 with a bit of an edge.
- (c) 5...Nbd7 is more in the spirit of the opening.
- (d) Black needs development with 9...Nbc6 and/or 0-0.
- (e) Sharper is 12.Qe2 Ne5; 13.Rd1.
- (f) Not much future for the knight here. Better is...Ne5.
- (g) Black would probably do better to swap rooks with Rd8, Rxd1, and Rd8. Now White gets the d file.
- (h) This weakens the King's side.
- (i) 26.Qh5+ would make Black think a bit.
- (j) Black has dodged all the bullets and has come out with a passed pawn. After 43...Kf7!, it's White who must struggle for the draw.
- (k) The last chance is 44...Kf7 and a mad dash to the queen's side.

1984 S. C. STATE CHAMPIONSHIP
10-06-84

White: Jack J. Berry

Black: Wayne Williams

1.P-Q4 N-KB3; 2.P-QB4 P-KN3; 3.N-KB3(a) B-N3; 4.N-B3 P-Q4; 5.B-B4(b) 0-0;
6.R-B1(c) PXP(d); 7.P-K3 B-K3; 8.KN-N5 B-Q4; 9.P-K4 P-KR3; 10.PXB PXN;
11.BXNP NXP; 12.BXBP N-N3; 13.B-N3 N-B3; 14.N-K2 N-R4; 15.B-B2 Q-Q4(e);
16.B-B4 QXNP(f); 17.KR-N1 Q-Q4; 18.R-N5 Q-R8; 19.R-N1 Q-B6; 20.R-N3 Q-R8ch;
21.R-N1 Q-Q4; 22.R-N5(g) Draw.

- (a) 3.N-QB3 is more flexible. Then 3...P-Q4; 4.PXP is aggressive.
- (b) 5.Q-N3 or B-KN5 are more combative.
- (c) 6.P-K3 P-QB3 (or 6...P-QB4; 7.PXP N-K5; 8.R-Q3 NXN; 9.PXN PXP)
7.Q-N3 (7.R-QB, B-N5) Q-R4; 8.N-Q2 QN-Q2.
- (d) Releases the tension a little prematurely.
- (e) Wins a pawn.
- (f) 16...QXRP; 17.BXBP QXP R-QN1.
- (g) There's no safe place for the lady.

SOUTH CAROLINA CHAMPIONSHIP
10-05-84

White: Jimmy Hill

Black: David Carr

1.N-KB3 P-K3; 2.P-K4 P-QB4; 3.N-B3(a) P-QR3(b); 4.P-KN3 N-QB3; 5.B-N2 N-B3;
6.P-Q3 P-Q4; 7.P-K5 N-Q2; 8.B-B4 P-R3; 9.P-KR4(c) Q-B2(d); 10.Q-K2 B-K2(e);
11.P-QR3 P-QN3(f); 12.NXP! PXN; 13.P-K6 Q-Q1; 14.PXNch QXP; 15.N-K5 Q-K3;
16.NXN QXN; 17.Q-K5 QB-N2; 18.0-0-0(g) P-B3; 19.Q-R5ch K-Q1; 20.KR-K1 P-KN4;
21.Q-B7 Q-Q2; 22.B-R3 Q-K1; 23.B-B7ch KXB; 24.RXBch Resigns.

- (a) 3.P-Q4 PXP; 4.NXP is a mainline sicilian. Instead, White chooses a King's Indian Attack.
- (b) When White doesn't push P-Q4, Black should play P-Q4 as soon as he can. 3...P-Q4 or 3...N-QB3 followed by 4...P-Q4 are better.
- (c) To prevent 9...P-KN4.
- (d) Much better is 9...B-K2, which puts some heat on. The queen might be better on N3 or R4.
- (e) Now 10...P-Q5 is consistent.

Hill-Carr, Continued

- (f) Black continues to fiddle. Now White opens things up.
- (g) White has time to pause for a little safety. He's not concerned with all the loose pawns.

S. C. STATE CHAMPIONSHIP--AMATEUR
10-06-84

White: Roger Ramsey

Black: William Bland

1.P-K4 P-K4; 2.P-KB4 PXP; 3.N-KB3 P-Q3(a); 4.B-B4(b) B-K3(c); 5.B-K2(d) B-K2; 6.0-0 N-QB3; 7.P-Q4 B-N5; 8.BXP N-B3; 9.N-B3 0-0; 10.P-KR3 B-R4; 11.P-KN4 B-N3; 12.B-Q3(e) N-N5; 13.N-KR4 NXB; 14.NXB BPN; 15.QXN N-Q2; 16.Q-B4+ K-R1; 17.N-Q5 N-N3(f); 18.QXP NXN; 19.QXQ QRXQ; 20.PXN B-B3; 21.P-B3 P-KN4; 22.B-N3 P-KR3; 23.QR-K1 R-B2; 24.R-K6 R/2-Q2; 25.R/1-K1 K-N1; 26.R-K8+ K-B2; 27.RXR BXR; 28.R-K6 B-B2; 29.K-B2 R-Q1; 30.K-K3(g) R-K1; 31.RXR KXR; 32.K-K4 K-Q2; 33.K-B5 B-Q1; 34.K-K4 B-B3; 35.K-Q3 K-B2; 36.K-B4 P-KN3; 37.K-N5 K-Q2; 38.P-QR4 B-K2; 39.P-B4 B-B3; 40.B-B2 K-B1; 41.P-N3 K-Q2; 42.P-B5 B-K2; 43.P-R5 P-R3+; 44.K-B4 B-Q1; 45.P-N4 K-K2; 46.P-B6 P-N4+; 47.PXP BXP; 48.P-N5 K-Q1; 49.PXP K-B1; 50.B-K1 K-N1; 51.B-N4 B-B2; 52.K-N5 P-R4; 53.B-R5 BXB; 54.KXB PXP; 55.PXP K-R1; 56.P-B7 K-R2; 57.K-N5 Resigns.

- (a) This move was popularized by Bobby Fischer. It's a refinement of the Becker Defense (3...P-KR3). It prevents N-K5.
- (b) The most common continuation is 4.P-Q4 P-KN4 (4...N-KB3; 5.N-QB3 N-R4; 6.B-K2 B-N5; 7.0-0±); 5.P-KR4 P-N5; 6.N-N1! P-B6! 7.N-B3 B-K2; 8.B-K3 BXP+; 9.K-Q2 B-N4; 10.PXP BXB+, with an unclear position. Another try for White is 4.P-Q3 P-KN4; 5.P-KR4 P-N5; 6.N-Q4 B-N2=.
- (c) The only good move here is 4.P-KR3 after which White has three tries: I 5.P-Q4 P-KN4; 6.P-KR4 B-N2; 7.P-B3=; II 5.P-KR4 N-KB3; 6.N-QB3 B-K2; 7.P-Q4 N-R4!; 8.N-Q5 B-N5; 9.0-0 P-KN4±; III 5.P-Q3 P-KN4; 6.B-Q2 (6.P-KN3 is also good) B-N2; 7.B-B3 N-KB3; 8.P-KR4 P-N5=.
- (d) Better to defend than retreat.
- (e) White has better control of the center and the KB file.
- (f) 17...P-B3 is called for here.
- (g) 30.K-B3-K4 is sharper.

REVIEWS: Books, Movies, Software

SARGON III
by
David K. Williams

Sargon III, Hayden Software (List Price \$49.95), is the latest in a series of computer chess programs, written by the programming team of Dan and Kathe Spracklen. The user can set Sargon III to respond at nine playing levels which vary the average amount of time the computer takes to respond to your move. A nice feature is an easy mode which will weaken the computer's play at each level. For novice chess players, this should be an attractive feature.

If you have a printer, Sargon III has built in commands which allow you to print the board position or a listing of the moves.

Sargon III has stored in its memory approximately 68k of chess opening positions. This is useful to intermediate and advanced players who might want to practice their favorite openings or learn new ones. This opening library can also be turned off if you want to take away Sargon's advantage in this area.

In terms of graphics, Sargon III simply has the sharpest defined board and pieces of any chess program I have seen.

Options allow you to eavesdrop on Sargon's thinking process and see its evaluation of each position ranging from 0 to 9999 points.

Sargon III comes on a double-sided disk with one side devoted to 107 great chess games and sections on openings and tactics problems. My only serious criticism of Sargon is that it would have been better to use two separate disks rather than risk the dust-collection problems inherent in double-sided disks.

The playing strength of Sargon III is probably comparable to CHESSE 7.0 which costs about \$30.00 more; however, it is not quite up to the better Chess Challenger machines which are hard-wired, for instance, I played Sargon III twice against Sensory Chess Challenger 9 and Sargon lost both games. Maybe the best feature of Sargon III is that it thinks on its opponent's time as well as its own which allows it to respond quickly to rather obvious moves. If you've ever waited several minutes for either a human or computer opponent to make a forced move, you know what I mean.

Finally, I would like to note that the 77 page manual is well written and that included in the box for Sargon III is a coupon which allows one to join the U. S. Chess Federation at a 30% discount. These guys at Hayden Software seem to think of everything. I heartily recommend this program to those Commodore 64 owners with a chess playing interest.

(This review and the next one by David Williams were written for SPARCUG, a publication of the Spartanburg Commodore Users Group, P. O. Box 319, Spartanburg, South Carolina 29304. This is an excellent publication for personal computer owners.)

MYCHESS II

by

David K. Williams
USCF Rated Expert

The newest entry in the chess program market for the Commodore 64 is called MYCHESS II by David Kittinger (DATAMOST, Inc. List Price reported in RUN Magazine as \$34.95). This program is similar to ODESSA'S CHESS 7.0 and SARGON III in most respects, such as multi-playing levels and a collection of master games on the reverse side of the diskette. (Incidentally, DATAMOST has given permission for you to back-up the games section of MYCHESS II.) A gadget unique to MYCHESS II is a simulated 3-D mode which allows you to rotate the board while viewing the pieces. Although fascinating, I found it difficult to distinguish the pieces using this mode, and preferred the two-dimensional display for actual play.

I was quite impressed by the playing strength of this program. In two games against my benchmark computer, Sensory Chess Challenger 9, it scored a win at two minutes per move and a draw at 30 seconds per move (SARGON III, you might recall from my earlier review, went 0-2 against SCC 9). Below is given one of the games pitting MYCHESS II against SCC 9. I nearly turned off the computer after MYCHESS II's 17th move in which it was forced to sacrifice a queen, as I considered its position hopeless. Luckily, I hung on a while longer and was amazed to see MYCHESS II storm back to draw the game.

Although pleased with the operational part of the MYCHESS II program, I would have liked more opening moves programmed in. In comparison MYCHESS II's 2K opening book pales beside SARGON III's 68K. Its 2-D display is also not quite as good as that of SARGON III. The manual, while extensive, is a bit confusing. It contains a seemingly endless stream of descriptions of its numerous features without making it clear what to do to play the game after booting up. I pretty much found out how to play the program by trial-and-error. None of these drawbacks is serious, however, and I recommend the program, particularly for the many occasional chessplayers who would be more interested in a chess program's playing strength, rather than the size of its opening library. A final note of caution: MYCHESS II works fine on a 1541 disk drive, but will not work on a MSD disk drive due to the type of copy protection system used.

KING'S GAMBIT ACCEPTED

White: MYCHESS II

Black: SCC 9

1.e4 e5; 2.f4 exf; 3.Nf3 g5; 4.h4 g4; 5.Ne5 Nf6; 6.Bc4 d5; 7.exd Rg8;
8.Nc3 Nbd7; 9.d4 Nxe5; 10.dxe Nh5; 11.Bb5+ Bd7; 12.Qd3 Rg6; 13.Bxd7+ Qxd7;
14.0-0 Bc5+; 15.Kh1 Ng3+; 16.Kh4 Qe7; 17.Qxg3 fxg+; 18.Kxg3 Qxe5+;
19.Bf4 Qf5; 20.Rael+ Kd7; 21.Bxc7 Bd6+; 22.Bxd6 Qxc2; 23.Bc5 Kd8; 24.Rxf7
Rg8; 25.Rxb7 a6; 26.Ree7 Qd3+; 27.Be3 Rg6; 28.Rbd7+ draw by perpetual check.

The Great Chess Movie, available from U.S.C.F. on videotape: US-111 (Beta 2) and US-112 (VHS) \$49.95 to members (Review by John McCrary).

You're not likely to see this at the local drive-in, but you can now see it on your home videocassette player. It lasts about 1.5 hours, featuring footage of the grandmasters themselves: Karpov, Fischer, Korchnoi, Tal, Euwe, Smyslov, Timman, Fine, and others. Included are candid interviews, both current and past, with some grandmasters, along with films of great tournaments and matches, press conferences, and prize ceremonies.

It's an absorbing record of what the greatest players are like as people. For example, several segments are shown on Bobby Fischer, including talk show spots he did in 1971 and 1972. Fischer is fascinating to watch: his pondering, wandering eyes; his considerable verbal awkwardness, incongruously associated with a supremely self-assured manner; and his almost naive candor. Fischer is asked who are his favorite writers; Shakespeare perhaps? After due contemplation, he concludes, "You know, I'm reading mainly magazines." In another spot, he analyzes a game for a TV show. Although only a few seconds are shown, he demonstrates some skill as a commentator.

Karpov is likewise intriguing: his quiet but urbane and self-assured manner, contrasting with obviously fierce competitive traits just below the surface. He is shown giving an opinion on Fischer's refusal to play, and deftly dodging questions on Korchnoi and his family.

Other scenes show computers, living chess games, and chess scenes from movies. The movie is fast-paced, moving quickly from spot to spot. Between spots, there is considerable commentary by Reuben Fine, Camille Coudari (a Canadian IM) and Fernando Arrabal (a French columnist, playwright, and anti-communist). These three commentators are the film's main weakness, as they are often shallow, and repeat painfully inaccurate historical anecdotes.

In all, the film is a unique and worthwhile record, if you overlook the shallow commentary.

The Oxford Companion to Chess, by David Hooper and Kenneth Whyld, Oxford and New York. Oxford University Press, 1984, \$29.95. (Review by John McCrary.)

O.K., I'm a little prejudiced about this book, since it's the only chess book (other than bound periodicals) I've ever been in. Not by name, but my research on tournament history, previously published in British Chess Magazine and Chess Life, is mentioned under "Tournament, the."

This book carries on a valuable British tradition of publishing comprehensive chess encyclopedias. There appear to be somewhere between 1,000 and 2,000 encyclopedia-type entries on every phase of the game. Competitive players will find the classification of openings variations particularly thorough and comprehensive: no fewer than 701(!) names of opening variations are listed and defined in an easy-to-read master table.

The Companion is also valuable in that it reflects new, accurate and balanced research on the game's players and people. Most popular chess

histories are inaccurate and anecdotal, and ignore new research; but this book gives refreshing new information and perspectives on many things. For example, some SCCA members remember Norman Whitaker, the elderly IM who was often seen in Georgia (I bought my chess clock from him in 1970). The Companion gives a frank history of Whitaker's legal frauds, including the prison term he served for swindling the Lindbergh family during their kidnapping ordeal. Likewise, Morphy and Staunton are presented in fresh perspectives, similar to the views I expressed in our October issue. One of the most interesting articles is on Shatranj, or medieval chess. The authors show that the strategy of that game was far more complex and intriguing than previously appreciated; we can now better understand how it lasted 800 years before changing to modern chess.

The book is the type you can't put down once you open it, and should appeal to players of all tastes. The price I quoted is what I paid at Columbia's Happy Bookseller (Richland Mall, at Beltline and Forest Drive). Oddly, I've not seen it advertised yet by American chess retailers such as U.S.C.F., but I assume it may have a reduced price when it is.

The Book of Chess Lists, by Andy Soltis. Hardback, 218 pp. McFarland and Company, Inc. Jefferson, N.C. and London. Available for \$15.95 + \$2.00 postage-handling from Dale A. Brandreth. P.O. Box 151, Yorklyn, DE 19736.

(REVIEW BY JOHN MCCRARY)

This is another new book that you can't put down. Soltis presents over 60 "lists" of the best, the worst, and the weirdest. Examples: ten games that probably never happened; the worst games (of great masters); the longest and the shortest games ever played; eight cases of suspected or confirmed cheating; the highest-rated tournaments; the best players (Fischer's list included); the best problems; the most misunderstood rules; the best chess books; the best selling Dover books on chess; the most expensive chess books (up to \$100,000!); chess myths; nicknames; famous losers; master games with illegal moves, etc., etc.

What makes the book so interesting is that each item on a "list" is described with Soltis's typical storytelling skill. The book is, in fact, a rich collection of chess stories and unusual facts.

My own reaction after seeing this book is "That's incredible!" Dale Brandreth said it succinctly: "If you like chess and don't like this book, you should consider therapy or vitamin pills...maybe both."

TOURNAMENT CROSSTABLES

Ed is here!

TD - Patrick Hart

November 17, 1984

#	Player	Rating	1	2	3	4	Score
1.	David Causey	1909	X	0	1	1	2.0
2.	Patrick Hart	2101	1	X	1	0	2.0
3.	Alvin Veronee	1645	0	0	X	0	0.0
4.	Ed McCauley	2019	0	1	1	X	2.0
1.	Wayne Smith	1170	X	0	0	0	0.0
2.	John Crawford	1324	1	X	0	0	1.0
3.	John Vonderlieth	1548	1	1	X	1	3.0
4.	Ian Wolfe	1408	1	1	0	X	2.0
1.	Paul Snyderwine	1109	X	0	0	1	1.0
2.	Henry Truby	UNR	1	X	0	1	2.0
3.	Robert Galdonez	UNR	1	1	X	1	3.0
4.	Steve Brisben	UNR	0	0	0	X	0.0

HARBISON THANKSGIVING OPEN

Columbia, SC

11/17/84

Director: Don Lemaster
1471 Pine St.
West Columbia

Player	Pre Rtnq.	Post Rtnq.	1	2	3	4	Total
1. Smithwick, John	2150	2156	W-2	W-9	W-8	D-3	3.5
2. Anthony, John C.	1678	1693	L-1	W12	W11	W-7	3.0
3. Hyatt, James C.	1884	1895	W12	H--	D-4	D-1	2.5
4. Corbett, III Claude	1836	1850	W-7	D-8	D-3	D-5	2.5
5. Ramsey, Roger B.	1738/5	1778	H--	W10	D-9	D-4	2.5
6. Tichenor, Clarence	1424	1458	L-8	L-7	W12	W-9	2.0
7. Oody, Kyle J.	1123/8	1302	L-4	W-6	W10	L-2	2.0
8. Hill, Jimmy	2017	2004	W-6	D-4	L-1	U--	1.5
9. Williams, Michael	1880	1850	W11	L-1	D-5	L-6	1.5
10. Walker, Phillip	1416	1409	H--	L-5	L-7	W11	1.5
11. Bridgers, Hugh F.	1250	1238	L-9	B--	L-2	L10	1.0
12. Arledge, Bernard L.	1460	1444	L-3	L-2	L-6	U--	.0

Coleman 3 Tichenor 1

Player	Pre Rtnq.	Post Rtnq.	Total
1. Coleman, Robert	1399	1442	3.0
2. Tichenor, Clarence	1458	1415	1.0

HARBISON REC. CENTER OPEN
Columbia, SC 29210
9/8/84

Affiliate: A5005906
Palmetto Chess Club
c/o William Floyd
4315 Devereaux Rd.
Columbia, SC 29205

Director: 11382703
Don Lemaster
1471 Pine St.
West Columbia, SC

Player	Pre Rtng	Post Rtng	1	2	3	4	5	Total
1. Williams, Wayne	2113	2134	W14	W-6	X--	W-4	D-2	4.5
2. Pohl, Klaus A.	2321	2309	W10	D-7	W-9	W-6	D-1	4.0
3. Berry, Jack J.	2145	2129	H--	L11	W20	W10	W-8	3.5
4. Hill, Jimmy	2014	2014	W18	W-8	W11	L-1	D-7	3.5
5. Strickland, Robert	1744	1761	W21	L13	D18	W-9	W12	3.5
6. Nix, Jr., Ernest E.	1898	1906	W19	L-1	W-7	L-2	W16	3.0
7. Bush, Jr., Harold M.	1889	1896	W17	D-2	L-6	W18	D-4	3.0
8. Cantrell, Albert M.	1805	1815	W20	L-4	W15	W11	L-3	3.0
9. Hyatt, James C.	1924	1889	W16	D12	L-2	L-5	W17	2.5
10. Parrish, II William	1580	1605	L-2	W17	W16	L-3	D11	2.5
11. Severance, Kevin	1563	1610	W12	W-3	L-4	L-8	D10	2.5
12. Mayntz, F.G.	0	1670	L11	D-9	W14	W15	L-5	2.5
13. Miller, David W.	1996	2003	W15	W-5	F--	U--	U--	2.0
14. Jackson, Andrew A.	1449	1428	L-1	L16	L12	W21	W20	2.0
15. Coleman, Robert	1400	1410	L13	W21	L-8	L12	W18	2.0
16. Arledge, Bernard L.	1392	1399	L-9	W14	L10	X--	L-6	2.0
17. Tichenor, J. Ted	1380/4	1401	L-7	L10	W21	W20	L-9	2.0
18. Tichenor, Clarence	1403	1406	L-4	W19	D-5	L-7	L15	1.5
19. Kantsiper, Brian L.	1267/6	1263	L-6	L18	B--	F--	U--	1.0
20. Filler, Lane	911/6	1065	L-8	B--	L-3	L17	L14	1.0
21. Oody, Kyle J.	0	1093	L-5	L15	L17	L14	B--	1.0

SC CLOSED CHAMP
Columbia, SC 29169
10/05/84

Affiliate: T5006066
South Carolina Chess Assn.
c/o Don Lemaster
1471 Pine Street
West Columbia, SC 29169

Director: 11382703
Don Lemaster
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Player	Pre Rtng	Post Rtng	1	2	3	4	5	Total
1. Williams, Wayne	2134	2175	W16	W-5	D-3	W-2	W-4	4.5
2. Pohl, Klaus A.	2309	2310	W11	W-8	W-4	L-1	W-3	4.0
3. Berry, Jack J.	2129	2125	D-4	X--	D-1	W-8	L-2	3.0
4. Hart, Patrick D.	2087	2090	W12	W15	L-2	W-5	L-1	3.0
5. Hill, Jimmy	2014	2017	W-7	L-1	W-9	L-4	W12	3.0
6. Williams, David K.	2008	1996	D10	D-9	D-7	W15	D-8	3.0
7. Carr, David E.	1808	1828	L-5	B--	D-6	D12	W13	3.0
8. Tinkler, Paul E.	2059	2052	W14	L-2	W13	L-3	D-6	2.5
9. Bush, Jr., Harold M.	1896	1907	D-3	D-6	L-5	D10	W15	2.5

(SC Closed Champ., Continued)

Player	Pre Rtnq	Post Rtnq	1	2	3	4	5	Total
10. Moorer, Robert H.	1783	1808	D-6	L13	W14	D-9	D11	2.5
11. Abrams, Harry Lee	1907	1888	L-2	D12	D15	D13	D10	2.0
12. Corbett, III Claude	1835	1841	L-4	D11	W16	D-7	L-5	2.0
13. Turner, Jerry N.	1845	1819	L15	W10	L-8	D11	L-7	1.5
14. Floyd, William B.	1842	1819	L-8	D16	L10	B--	U--	1.5
15. Cantrell, Albert M.	1815	1811	W13	L-4	D11	L-6	L-9	1.5
16. Fish, Dennis L.	1895	1867	L-1	D14	L12	U--	U--	.5
17. Severance, Kevin	1610	1610	B--	F--	U--	U--	U--	.0

SC CLOSED CHAMP/AMATEUR

Player	Pre Rtnq	Post Rtnq	1	2	3	4	5	Total
1. Vonderlieth, John	1548	1729	W-3	W-5	W13	W-9	W-2	5.0
2. Lowder, Randy J.	1666	1708	W12	D-9	W-4	W13	L-1	3.5
3. Weiss, James O.	1764/13	1735	L-1	W14	W-7	L-6	W12	3.0
4. Landau, Michael	1749	1731	D10	W15	L-2	D-8	W14	3.0
5. Hawthorne, Benjy F.	1620	1623	W14	L-1	W17	D12	D-6	3.0
6. Corbett, Joseph S.	1596	1612	D17	L-8	W11	W-3	D-5	3.0
7. Ammons, Charles	1393	1417	B--	L13	L-3	W10	W16	3.0
8. Ramsey, Roger B.	0	1738	D15	W-6	L-9	D-4	W13	3.0
9. Strickland, Robert	1761	1773	W11	D-2	W-8	L-1	U--	2.5
10. Nicolet, Gale A.	1504	1502	D-4	W17	L12	L-7	W15	2.5
11. Califf, John	1489	1466	L-9	D16	L-6	X--	B--	2.5
12. Tichenor, Clarence	1406	1424	L-2	B--	W10	D-5	L-3	2.5
13. Bland, Jr. William	1641	1623	W16	W-7	L-1	L-2	L-8	2.0
14. Crane, Ken	1427	1431	L-5	L-3	B--	W15	L-4	2.0
15. Lawrence, Philip L.	1545	1514	D-8	L-4	W16	L14	L10	1.5
16. Reach, Ralph Thomas	1466/4	1342	L13	D11	L15	B--	L-7	1.5
17. Coleman, Robert	1410	1399	D-6	L10	L-5	F--	U--	.5

SC CLOSED CHAMP/RESERVE

Player	Pre Rtnq	Post Rtnq	1	2	3	4	5	Total
1. Arledge, Bernard L.	1399	1460	W10	W-3	W-5	W-6	L-2	4.0
2. Walker, Phillip	1370	1416	W-7	W-6	L-3	W-8	W-1	4.0
3. Browning, Hugh K.	1341/12	1431	W-8	L-1	W-2	W-5	W-6	4.0
4. Crawford, John N.	1324	1317	L-5	W-7	L-6	W-9	W-8	3.0
5. Bellamy, David G.	0	1421	W-4	W10	L-1	L-3	W-7	3.0
6. Tichenor, J. Ted	1401/9	1375	W-9	L-2	W-4	L-1	L-3	2.0
7. Freedman, David A.	1103/6	1126	L-2	L-4	W-9	B--	L-5	2.0
8. Oody, Kyle J.	1093/4	1123	L-3	W-9	X--	L-2	L-4	2.0
9. Chappell, Howard L.	1198/13	1112	L-6	L-8	L-7	L-4	B--	1.0
10. Campbell, John	1313/8	1270	L-1	L-5	F--	U--	U--	.0

1984 POSTAL STATE CHAMPIONSHIP
(In Progress)

	JB	WN	MB	BF	BS	LB	TM	ES	GF	TOTALS
Jack Berry			1/2			1	1		1	3.5
Wayne Williams			1/2	1			1	1	1	4.5
Mickey Bush	1/2	1/2		1	1/2		1/2	1	1	5.0
Bill Floyd		0	0		0	1	1	1	1	4.0
Bob Strickland			1/2	1		1	1		1	4.5
Lee Hyder	0			0	0		1	1	1	3.0
Harry McNeel	0	0	1/2	0	0	0		0	1	1.5
										Withdraw
Billy Stoudemeyer		0	0	0		0	1		1	2.0
Greg Brady	0	0	0	0	0	0	0	0		0
										Withdraw

The 1985 South Carolina state postal championship tourney is about to get underway. There are eighteen entrants, equal to the total for the first two championships combined! The participants will be divided into sections of equal strength, with qualifiers proceeding to a final round. At our press deadline, the details on the number and membership of sections, and on the number of qualifying spots from each section, had not been determined. Here are the entrants: Jack Berry, Mickey Bush, Bill Corbett, Jon Corbett, Chris Fish, Bill Floyd, Donald Horton, Lee Hyder, Ed McCauley, Robert Moxner, David Martin DeNicolas, Arthur Peterson, Karl Stover, Robert Strickland, Thomas Tichenor, Phillip Walker, David Williams, and Wayne Williams.

*Your contributions to
SCCA News
are appreciated!*

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 \$8.00. 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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