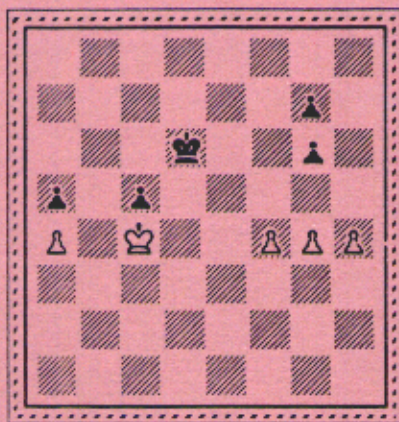


Palmetto Chess

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WHITE TO PLAY AND WIN

CAN YOU FIND THE BEST MOVE?

Palmetto Chess

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New Jersey (Continued from p. 2, facing)

One of the sponsors of the bill, State Senator Leanna Brown, stated that schools will use the game "to develop skills such as strategic thinking ability, intellectual creativity, improved problem-solving ability, the recognition of complex patterns, higher-order thinking skills, analysis of actions and consequences, and visualizing future possibilities."

The New Jersey Dept. of Education will direct guidelines for local Boards of Education. The U. S. Chess Federation will be providing aid in the form of sets, equipment, and other materials, but the biggest outside contribution will be coming from the enthusiastic team of volunteers who worked to get the bill passed. These came from the New Jersey State Chess Federation, and virtually every chess club in the state. With the success of their drive, they are assembling support from all interested parties to make it work.

The USCF press release describing this action invites parties interested in a similar program in other states to contact the USCF Scholastic Department.

Targeting chess as an enrichment program in the primary years would seem to make a lot of sense, both educationally and practically. As everyone who has dealt with children knows, these youngsters have enquiring minds and are just looking for an opportunity to use them. New Jersey has been known for some time as one of the real hotbeds of amateur chess in the U. S.; their establishment of the very successful Amateur Team Tournaments is evidence of that. It seems that through their strong organization and good planning they have achieved a real coup! --Ed.

North Carolina Players Sweep Columbia Events

Two North Carolina players came and took the top prizes in tournaments held in Columbia late last year. Tony Laster of Charlotte came down 1-77 and beat out 15 other players to take the South Carolina Game/15 championship with a score of 6 1/2 points out of 7; and Jeff Walsh of Wilmington, North Carolina, scored an overwhelming victory in the Palmetto "Handicapped" Open Championship.

Laster's victory in the Game/15 tournament was very impressive, as he finished ahead of both our state Co-Champions. Laster's win against Klaus Pohl was the critical game of the tournament, as it dropped Pohl into second place with 5 1/2 points. Tied with Klaus were Andre Osumi and Jay King. The latter was the only player to get a draw from Laster. Half a point back of these competitors were S. C. Co-Champion Lindsay Blanks, Olga Szekely, and Stan Lowery of Augusta, Georgia.

Only ten players turned out for the "Handicapped" Open; it appears that a lot of people missed a lot of fun! The concept of the event was that the time limits for each game were determined by the ratings of the players. A player with a big ratings advantage might have as few as three minutes of the 30 available for the game. Evenly rated players would play at Game/15. Under these demanding conditions Walsh dominated the event. His score of 8 1/2 of 9 in the round robin put him 3 1/2 points ahead of his nearest competitor. Actually, there were three near competitors, and they constituted evidence that the handicap system works as intended. Finishing second to

fourth with 5 points each were Irving Rosenthal, Stan Lowery, and Sarah Walsh (Jeff's daughter). These players were rated second, sixth, and tenth, respectively, at the beginning of the tournament.

Bill Floyd and the Palmetto Chess Club of Columbia staged and directed the two tournaments.

We are happy to have an annotated game by Laster in our Games section.



Hyatt Taken Ill

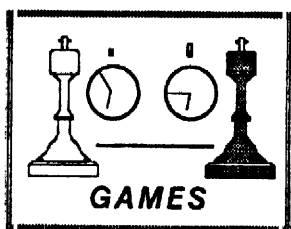
Friends of Cliff Hyatt of Swansea will be saddened to hear that he is seriously ill as the result of a stroke. Cliff has been a regular participant in tournaments in recent years, particularly in the Columbia area.



New Jersey Endorses Chess in Schools

The USCF reports that the state legislature of New Jersey passed a bill on December 17 of last year to establish chess in its public schools. The bill had previously passed the state senate, and signing by the Governor was expected during January.

The bill gives local Boards of Education the option, but not the obligation, to offer chess in the public schools. The program will be offered to all second grade students in gifted, talented, and special education classes. (Continued, facing page)



We have a few games left from the 1992 S. C. Championships, and we'll augment these with games from other sources.

Klaus Pohl was much taken by the following game, and told me I absolutely had to print it. Although embarrassed by the ending, my respect for Klaus makes me oblige.

Randy Ferguson vs. Lee Hyder, French Defense

1 e4 e6 2 d4 d5 3 Nd2 Be7

A transpositional line, tempting 4 e5. Against that move I have had good success.

4 Ngf3 Nf6 5 e5 Nfd7 6 c3 c5 7 Bd3 Nc6 8 O-O Qb6 9 Re1

ECO gives analysis by Kholmov that they work out to a plus for White after 9 dxc5. My home computer likes that move too, but the position is far from clear. As played, an interesting position arises in which Black has a backward KP but better squares for all his pieces but his QB.

9--O-O 10 Re1 f6 11 exf6 Nxf6 12 Ng3 cxd4 13 cxd4 Bd7 14 a3 Rae8 15 b4 Bd6 16 Bb2 a6 17 Ne5 Bc8

Now Black conceives of a rearrangement of pieces that gives him a favorable position. Patience is required, however.

18 Re3 Re7 19 Rc1 g6

This is risky, but it probably works. The idea is to keep the N out of h5 while going for the rearrangement that is actually played. However, White can complicate: 20 Bxg6 hxg6 21 Nxg6. Now the

most attractive seems to be 21--Re7 22 Nxf8 Kxf8, e. g. 23 Rh3 e5! 24 Rh8+ Ng8 with an attack. White has a slight material advantage but his game remains disorganized. After a long think, Randy decided to maneuver some more.

20 Bb1 Bxe5 21 dxe5 Ne8!

And Black has an open f-file, a passed QP, and a rock-solid king position. White still has trouble organizing his position, thanks largely to his bad QB.

22 Rf3 Rxf3 23 Qxf3 Rf7 24 Qe2 Bd7 25 h4 Ng7 26 Rf1 Ne7!

The d4 square is no longer covered, and Black creates a new threat. White allows it and falls into a lost position.

27 h5?! Bb5 28 hxg6!? Bxe2

Adequate, but 28--Nxg6 may be better.

29 gx17+ Kx17 30 Nxex2 h5 31 Bd4 Qb5 32 Nf4

Here Randy offered a draw, his most effective move of the game! After three long hard games in one day I was too tired to see the win clearly, and so accepted. 32--Qc4 leads to a win, e. g. 33 Be3 Qc3, or 33 Rd1 Nef5, and in either case White's pawns begin to fall.

Harry Abrams sent us a fighting draw from Round 3. He was White against Henry White:

1 e4 c5 2 Nf3 d6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 g6 6 Be3 Bg7 7 f3 O-O 8 Qd2 Nc6 9 Bc4 Nxd4 10 Bxd4 Be6 11 Bb3 Qa5 12 O-O-O b5 13 Kb1 Rfc8 14 g4 b4 15 Nd5 Nxd5 16 exd5 Bxd5 17 Bxg7 Bxb3 18 cxb3 Kxg7 19 h4 Rc6 20 f4 h5 22 Rdf1 hxg4 23 f5 gx15 24 Qg5+ Kf8 25 Rxf5 Rc5 26 Qh6+ Ke8 27 Rf4 Rh5 28 Qg7 Qd5 29 Rhf1 Qxb3 30 Qg8+ Kd7 31 Qxg4+ Kd8 32 Qxh5 Qc2+ Drawn by perpetual check.

Tony Laster recently won the S. C. Game/15 Championship. He has contributed the following game from the 1992 Midlands Open. Laster writes that "This (Continued next page)

Games, Continued

tournament was an early birthday present. I had three lost games in a row and ended up scoring 2 1/2 of 3 to win the tournament. My last round game against Andre Osumi turned into a tactical slugfest that decided the tournament."

Osumi - Laster, King's Indian Defense

1 d4 g6 2 c4 Bg7 3 Nc3 Nf6 4 e4 d6 5 Nf3 O-O 6 Be2 Qe8!

I have had great success with this variation, which I encountered in an article by GM Soltis in the Dec. 29, 1990 issue of *Inside Chess*. It avoids the early exchange of Queens, which might occur after 6--e5 7 dxe5, etc.).

7 O-O e5 8 d5 a5 9 Ne1 Na6 10 Nd3 b6 11 Be3 Nd7 12 f3 f5 13 a3 f4 14 Bf2 g5 15 b4 Qg6

The plans are clear for each player: White will seek play on the Queenside (with c5) and Black hopes for a Kingside attack after an eventual g4.

16 Nb5 Nf6 17 c5 bxc5 18 bxc5 Bd7 19 Rb1 g4!

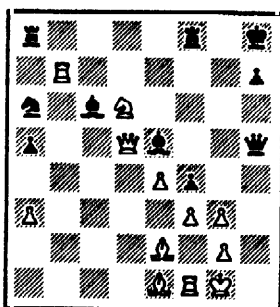
Now the game becomes really complicated, and the fireworks start!

20 cxd6 g3! 21 Be1 cxd6 22 Nxd6 Kh8 23 Rb7 Nxd5! (A shot!) 24 Nxe5! (A countershot!) 24--Qh5! (A shot back!) 25 hxg3 Bxe5 26 Qxd5

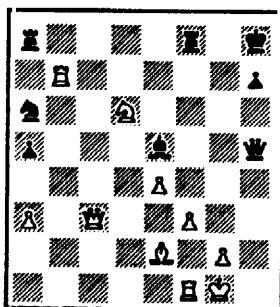
Not a bad move, but I think 26 g4 is better as the attack is stopped cold. Andre was expecting now 26--fxg3 when 27 Bxg3 exposes Black's weaknesses: the P on e5 is pinned. I was beginning to get into time trouble now, but I took some more time and found a good move.

26--Bc6! (Diagram 1) 27 Qxc6?! (A good move, but I thought 27 Nf7+ must be better.) 27 fxg3 28 Bxg3 Bxg3 29 Qc3+ Be5 (Diagram 2)

(Now White looks like he is in some trouble, but in actuality he is winning, for 30 f4! trades queens, leaving Black two pawns down. Andre, who was not in time



Osumi-Laster Diagram 1



Osumi-Laster Diagram 2

trouble, blitzed me and did not see 30 f4! 30 Qc4 Bxd6 31 f4 Bc5+ 32 Rf2 Bxf2+ 33 Rxf2 Rxf4+ 34 Ke3 Qg5! 35 Qd4+ Rf6+ (Time control made!) 36 Kd3 Nc5+ 36 Resigns.

Now for some treats. This past November Russian grandmaster David Bronstein was visiting the Hewlett-Packard Laboratories in Palo Alto, California. The current generation may not know Bronstein: in 1950 he played a match for the World Championship with Mikhail Botvinnik. After 22 of the 24 games Bronstein was a game ahead! Botvinnik then won the 23rd and drew the 24th to retain his title. It is quite likely that in that era of Stalin great pressure was put on the Jewish Bronstein not to (Continued next page)

Games, Continued

win the championship. Bronstein never did quite so well again, but he has continued to be regarded as one of the most imaginative players in the world.

There is a computer system at Carnegie-Mellon University in Pittsburgh called the Internet Chess Server. Using the international chess network called the "Internet" it is possible to use this system to play games against players all over the world. This is in real time, not correspondence! At any rate, while Bronstein was in Palo Alto, a match was arranged against the Deep Thought computer program at the IBM research center in Hawthorne, NY. Over the course of two weeks Bronstein played sixteen games against the program.

The games played were "fast, fun, and not serious." Bronstein was more interested in seeing how the computer responded in various positions than in results. Most of the games were won by the computer, often after Bronstein had established a winning position. Alas, fast chess is a young man's game. But we can enjoy the games, including the following series of Wing Gambits played against the Version II of Deep Thought as Black.

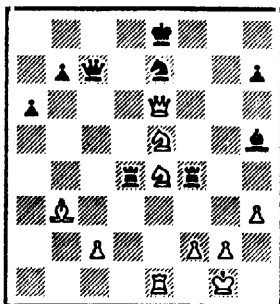
Bronstein-Deep Thought II, # 1:

1 e4 c5 2 b4 cxb4 3 a3 d5 4 exd5 Qxd5 5 Nf3 Bg4 6 axb4 Qe4+ 7 Be2 Bxf3 8 gxf3 Qxb4 9 Na3 Qa5 10 Bb2 Nc6 11 c4 Qg5 12 Qb3 O-O-O 13 d4 Qg2 15 O-O-O Qxf2 15 d5 Na5 16 Qb5 Qe3+ 17 Kb1 Qxe2 18 Qxa5 a6 19 Rhe1 Qf2 20 c5! Nf6 21 Be5 Nxd5 22 Nc4! Qxe1 23 Rxe1 f6 24 Nb6+ Nxb6 25 Qxb6 Kd7 1-0

Bronstein-Deep Thought II, #2:

1 e4 c5 2 b4 cxb4 3 a3 d5 4 exd5 Qxd5 5 Nf3 e5 6 axb4 Bxb4 7

Ra3!? (An extraordinary exchange sacrifice. The computer of course accepts; that's what computers do!) Bxa3 8 Bxa3 Qa5 9 Bc4 Nc6 10 O-O f6 11 d4 Bg4 12 h3 Bh5 13 dxe5 fxe5 14 Qd6 Nge7 15 Qe6 Rf8 16 Bxe7 Nxe7 17 Nxe5 Rd8 18 Nc3 a6 19 Ne4 Qc7 20 Re1Rd4 21 Bb3 Rf4



22 Nc4 Bg6 23 Ncd6+ Kf8 24 g3 Rf3 25 c3? Rxd6 26 Nxd6 Rf6 27 Qc4 Qxd6 28 Rd1 Qb6 29 Rd2 Bf7 30 Qb4 Bxb3 31 Rd8+ Qxd8 0-1

Bronstein-Deep Thought II, # 3:

1 e4 c5 2 b4 cxb4 3 a3 d5 4 exd5 Qxd5 5 Nf3 e5 6 axb4 Bxb4 7 Ra3 Bxa3 8 Bxa3 Bd7 9 Nc3 Qa5 10 Qc1 Bc6 11 Ng5 Nh6 12 Bd3 Bxg2 13 Rg1 Bc6 14 Nge4 g6 15 Qb2 Kd8 16 Bb4 Qc7 17 Bd6 Qb6 18 Qa3 Bxe4 19 Be7+ Kc8 20 Bxe4 f5 21 Bd5 Ng4 22 Ne4 Na6 23 Rg3 fxe4 24 Rxc4 Nc7 25 Ba2 Qd4 26 Bc5 Qa1+ 27 Ke2 Qh1 28 Rg3 Qxh2 29 Bd6 Qh5+ 30 Kf1 e3! 31 Qxe3 Qh1+ 32 Ke2 Qc6 33 Qa3 Nb5 34 Be6+ Kd8 35 Be7+ Ke8 0-1

Our thanks to *Chess Horizons* of New England for these games. They were taken from Allen Savage's correspondence chess column. *Chess Horizons* remains one of the outstanding chess publications in the U. S.

'The Editor's Notes

In a recent conversation, Bill Floyd noted that the cost of tournament entry tends to discourage many people from trying competitive chess. It's not just the entry fee, but also the memberships, including in some cases the membership in the SCCA. The solution is to have opportunities for competitive play that don't require these added costs. In South Carolina we've done a lot over the years in this area, but we can always do more. In my own area, one of my friends has started to organize tournaments through the Westinghouse recreation organization at the Savannah River Site. These have minimum cost, and people are turning out; and some of them are now beginning to ask about ratings. I've agreed to help in this venture. There are over 15,000 people working at the site, and they and their families are eligible to participate. Here's hoping it catches on!

Thinking about this led me to think about the old question of how to get publicity for chess. Bobby Fischer recently got some unexpected publicity with his second Spassky match. World Championship matches get publicity, too, but only at very great intervals, much like the World Cup of soccer, the America Cup of sailing, or the Olympics. In these sports too, only the die-hard fans pay any attention in the intervals, at least in this country. There is too great a gap between events.

Compare this with most sports where there are annual cycles. Football, basketball, and baseball have their annual championships. Tennis has several annual championships, and golf has its

Major events. These sports are often in the news.

What professional chess needs is a truly big annual tournament. This would be limited to a few players; it would be international, with limited participation from any one country; and it should be rich. The winner would get the title of World Tournament Champion. A reasonable format would be that which was used for selecting the World Championship challenger in the 1960's: eight players, and a quadruple round robin, though a double round robin might do.

The World Cup series contested in recent years might have met this goal, but it floundered from being too ambitious and from personal clashes. Probably the only way such an event could be realized is for some wealthy person or organization to organize it outside the normal FIDE channels. It's not impossible; over the years some very fine tournaments have been organized, even in this country, by Louis Statham and Bill Church for example. If Statham had been able to continue with his Lone Pine events, they would have been great chess publicity.

What can we do in South Carolina? The answer is to use every event as an opportunity for publicity. Success involves working with local editors, and responding to their needs for deadlines, photos, etc. Newspapers need news, and chess can be news if handled with imagination. Couple this concept with some opportunities to introduce people to competitive chess: team matches, youth tournaments, etc. You could perk up chess in your area, and so across the state!

Endgames

The study of endgames is one of the most rewarding exercises in chess; again and again you will find it helping your play. We are pleased to bring you in this issue two endgame analyses from other state publications.

Queen and Pawn Endgames

Les Kistler (*Chess in Indiana*)

In *A Guide to Chess Endings* by Euwe and Hooper (Dover, 1976), the authors state that the position of the defender's K is crucial to all Q & P vs Q endings. The strategies vary somewhat for different pawns (for example, a RP is less likely to win, although the defense can be irksome, so I offer the following suggestions for Q & NP vs Q endings:

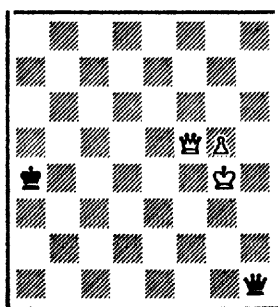
Guidelines for the Defense (Black):

1. If the Black K blocks the P, the game is a draw.
2. If the Black K does not block the P, it should be out of the way so as not to interfere with perpetual check.
3. The best checking distance for the Black Q is to have 2 or 3 squares between herself and the White K.
4. To retain the greatest freedom of movement, Black delivers checks from central squares.
5. The safest place for the Black K is usually in the diagonally opposite corner from the P's queening square.
6. If the P is not far advanced, Black's K can improve its position by moving away.
7. If Black is unable to check, he must try to pin the P to the K, occupy the queening square, or control the queening square. Checks and pins are the more effective defenses.

Guidelines for the Offense (White):

1. A NP on its 7th rank almost always wins if supported by a Q on its 4th rank. (e. g. P at g7, Q at d4.)
2. White tries to avoid perpetual check by answering a check with a check, forcing the exchange of Q's. This can be accomplished if the K's are on the same or an adjacent rank, file, or diagonal.
3. The White K should be kept clear of the queening corner to avoid drawing pitfalls caused by the lack of maneuvering space around the P.
4. White can often escape the checks if his Q is centralized.
5. Moving the White K to a square of a different color from that occupied by Black's Q often limits the choice of further checks.

Here's an example endgame of this type: Botvinnik-Minev, Amsterdam, 1954.



- 1 Qf4+ Ka5 (if Ka3? Qf3+) 2 Qe5+ Ka4 3 g6 Qd1+ 4 Kg5 Qd8+ (If Qg1+ Kf5, and any check will be met with an answering check.) 5 Qf6
(Continued next page)

Endgames

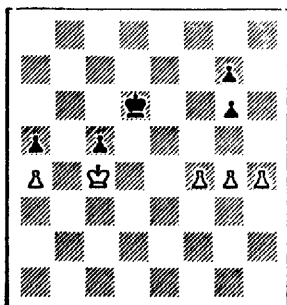
Queen & Pawn Ending, Ctd.

Qd5+ 6 Qf5 Qd8+ 7 Kh5 Qe8 (Now Black pins the P, because after 7 --Qh8+ 8 Kg4 Qg7 9 Qf7 Qc3 10 g7 Qc8+ 11 Qf5 there are no more checks.) **8 Qf4+ Ka5?** If there is a valid defense, it surely must be Ka3, aiming for the a1 corner. It is uncertain whether White can then win. **9 Qd2+ Ka4 10 Qd4+** (Getting to the key square without losing time) **Ka5** Euwe and Hooper give an extensive analysis here showing that Ka3 now loses. The long main line runs as follows: **10--Ka3 11 Kg5 Qe7+ 12 Qf5 Qf8+ 13 Kg4 Qc8+ 14 Kh4 Qe6 15 g7 Qh6+ 16 Kg3 Qg6+ 17 Kh3 Qe6+ 18 Kg2 Qg6+ 19 Kf1 Qb1+ 20 Ke2 Qa2+ 21 Ke3 Qe6+ 22 Kf4 Qh6+ 23 Kf5 Qh5+ 24 Kf6 Qf3+ 25 Kg5 Qg3+ 26 Qg4 Qe3+ 27 Kh4 Qh6+ 28 Kg3 Qd6+ 29 Kg2 Qd2+ 30 Kgl Qc1+ 31 Kh2 Qd2+ 32 Qg2** and wins. **11 Kg5 Qe7+ 12 Kf5 Qf8+ 13 Ke4 Qh6 14 Qe5+ Ka4 15 g7 Qh1+ 16 Kd4 Qd1+ 17 Kc5 Qc1+ 18 Kd6 Qd2+** (if Qh6+ 19 Kd5 and White can now interpose with an answering check. **19 Ke6 Qa2+ 20 Qd5 Qe2+ 21 Kd6 Qh2+ 22 Kc5** and Black resigned in view of **22--Qc2+ 23 Qc4+ Ka3 24 g8 (Q).**)

♠ ♠ ♠ ♠ ♠ ♠ ♠

A Pawn Endgame (*En Passant*, Pittsburgh)

The diagram on the cover comes from a game played in the 1991 Pennsylvania State Championship. We are grateful to Frank Cunliffe of the Pittsburgh Chess Club for the following analysis:



I. **1 Kb5?** forces White to fight for the draw: **1--Kd5 2 f5!** (the only move) and now:

A: **2--gxf5 3 gxf5 c4 4 f6!** (not 4 h5? c3 5 f6 Ke6 and Black wins.) **gxf6 5 h5=**

B: **2--c4 3 f6! gxf6 4 h5 gxf5 5 gxf5 =**

If instead of 2 f5 White plays 2 g5? Black wins with **2--c4 3 f5 c3**. Or if 2 h5? Black wins with **gxf5 3 gxf5 c5 4 f5 c3 5 f6 Ke6**. **2--c4** wins too.

II. **1 f5?** (the move played) **gxf5 2 gxf5 Ke5! 3 Kxc5 Kxf5 4 Kb5 Kg4 5 Kxa5 Kxh4 6 Kb5 g5 7 a5 g4 8 a6 g3 9 a7 g2 10 a8(Q) g1(Q) 11 Qh8+ Kg3 12 Qg7+ Kf2=.**

III. **1 g5? Kc6 2 f5!** (not 2 h5? **gxf5 3 f5 Kd6** wins) **gxf5 3 h5 f4 4 Kd3 (or 4 h6 gxf6 5 gxf6 f3 6 Kd3 c4+ 7 Ke3 c3=) Kd5! 5 h6 gxf6 6 gxf6 c4+ 7 Ke2! c3 8 h7 f3+ 9 Kxf3 c2 10 h8(Q) c1(Q) 11 Qd8+ Ke6 12 Qxa5=.**

IV. **1 h5! gxf5 2 gxf5 Ke6 3 Kxc5 Kf5 4 Kb5 Kxf4 5 Kxa5 Kg5 6 Kb5 Kxh5 7 a5** and White gets a queen in time to win.



Reviews

Karl Marx Plays Chess, by Andrew Soltis, McKay, 1991, 305 pp. softbound, \$13.00.

I was delighted to find this under the tree this Christmas, thanks to my non-chessplaying brother-in-law. He did well. This is a collection of Andy Soltis' columns for *Chess Life*, which constitute one of the chief ornaments of our national magazine. There isn't a whole lot about Marx's chess career—only one game, a Muzio Gambit. There is a lot of information about all sorts of other things, and a huge number of fun games. Even if you do read all of Soltis' columns when they come out, it's nice to have them collected in one place.

The Rules of Speed Chess, by Kristan Lawson, Jolly Roger Press, Berkeley, 1992, softbound, 50 pp. \$5.95.

While I'm not sure that speed chess was ever meant to be taken seriously, it certainly is these days, and so rules are needed. There are plenty of rules to be had: FIDE has published one set, and the WBCA (World Blitz Chess Association) another. For some reason the author of this little book felt it worthwhile to recommend still a third set. Actually, he considers himself something of a folklorist, collecting and recording rules as they are actually

used by speed chess players of his acquaintance. The book contains all three sets of rules along with some guidelines for organizing speed chess tournaments. Not being much of a speed player, I'm not going to comment on the relative merit of the various rules, but if you find yourself in need of such things for your speed games, the book is rather inexpensive and well produced. It can be had from the publisher at P. O. Box 295, Berkeley Ca 94701.

107 Great Chess Battles by Alexander Alekhin, Dover, New York, softbound reprint 1992. *Reviewed by Bobby Dudley.*

This was first published in an English translation in 1980, and is in algebraic notation. Alekhin's two collections of his games are on almost everybody's list of all time classics. This book is an effort to complete a trilogy of his great games from notes he wrote in various sources late in his career. Because of the lack of major international tournaments during World War II, many of the opponents in these games are not of the same caliber of his opponents in the first two books, but there is much of interest for students of his play. Edward Winter handled the editing and translation. Note that the intention was to include Alekhin's writings during the period, so not all of these games include the former World Champion as player. For example, Reshevsky vs. Kashdan, 1942, is included with Alekhin's notes. Again, (*like all Dover books - Ed.*) this is a very good value.

Dover is an excellent source of books at very good prices. Another is Chess Enterprises, which is Dudley's publishing operation! Ed.

BOOK REVIEWS

by John McCrary

The Oxford Companion to Chess, New Edition. David Hooper and Kenneth Whyld, Oxford University Press, 1992.

This newly-issued masterpiece has become my favorite of the 300-400 chess books I own. (My previous favorite was the 1984 first edition of the same work, which this new edition significantly updates.) Written as an encyclopedia, it is filled with chess facts from every phase of the game.

There are hundreds of bio's of great present and past players, and definitions and histories of all sorts of chess terms (including many you've never heard of). Any player will enjoy the strategical analysis of medieval chess included here, along with many other useful features. Unlike any other chess encyclopedia, the information reflects the state of the art in chess knowledge. For example, three historical findings published by this writer in the 1980's are included here (twice with credit under the entries "Tournament, the," and "Franklin, Benjamin"). The Companion's openings classification system is as thorough as exists anywhere.

Another player who recently saw a library copy of the 1984 Companion commented that it was a book he could not put down. I guarantee you will find it the same! (Available from the U.S. Chess Federation).

The Impact of Genius: 500 Years of Grandmaster Chess. R.E. Fauber, International Chess Enterprises, 1992.

This book represents one of the more unique histories published recently. It focuses on the progress of chess thought at the grandmaster level, with an attempt to see change in chess as part of a larger cultural change. For example, chess movements such as the hypermodern are associated with simultaneous changes in other fields of culture. Such analogies are always intellectually stimulating; though of course always subject to alternate interpretation. One of the stronger sections is on Steinitz, whom the author has researched well regarding his contributions to the science of the game. The book treats oversimplifications the same way serious historians usually do; for example, the idea of Lasker as someone who analyzed the psychology of his opponents is treated as fiction as much as fact. Recommended. (Available from the U.S. Chess Federation).

Karpov on Karpov, by Anatoly Karpov.
Unlimited Challenge, by World Champion Kasparov, with Donald Trelford. Grove Weidenfeld, New York, 1990.

I could not resist treating these two books together. After all, how many times have the last two world champions published almost simultaneous autobiographies? In fact, how many world champions have published autobiographies at all? (Only Botvinnik and Capablanca come to this author's mind, if game collections are excluded.)

Karpov and Kasparov make an attempt to hide their fierce rivalry, but their two books contain surprising similarities. For example, they both treat Fischer in a complimentary fashion. (Remember that he was still retired at time of publication!) Karpov gives details of his secret meetings with Fischer to arrange a match after the 1975 forfeit. According to Karpov, Fischer briefly agreed to terms once, then suddenly changed his mind; Karpov then lost hope.

Both men express political viewpoints. Kasparov, of course, is one of the most famous and influential Yeltsin supporters in Russia. (Two Yeltsin biographies I have read mention Kasparov.) Kasparov states that he wants to use his position to help build new friendships with the U.S. Karpov deals with politics rather obliquely, but he does not embrace the communist system as some might expect. He describes a search of his home by Stalinist secret police as one of his earliest memories; the police left without ever explaining why they came, but fortunately did no harm.

Both men had serious childhood illnesses; Karpov states that he nearly died, and had to spend months in bed. He credits this long convalescence with helping develop his positional sense, because he used chessmen as toys in the bed.

There is a glaring difference between the books in their accounts of their first match, which was aborted by FIDE President Compomones. Kasparov gives an extremely detailed account of circumstances leading up to the match ending. Karpov gives - nothing! He literally skips this match in his narrative, unless I have missed a mention elsewhere in the book.

Kasparov's book has elevated my opinion of him; he impresses me as highly intelligent, with a sense of purpose and of history. My opinion of Karpov will be reserved until I find his missing comments on the first match with Kasparov.

THE PRESIDENT'S PAGE

by John McCrary

The main event for the spring is, of course, the State Scholastic Championship to be held March 6 at the Tremont Motor Inn in Cayce (just across the Congaree River from downtown Columbia). Our scholastic players are the future of chess; we want to make this event a pleasant memory - and a step forward - for them all. The tournament is divided into two sections: grades 9-12, and grades 8-below. Details are at the bottom of this page, and in the March Chess Life.

The U.S. Chess Hall of Fame has moved to the U.S. Chess Center at 1501 N Street, Washington, D.C. It is five blocks from the White House, around the corner from the Russian embassy. When you are in D.C., stop by! The Hall of Fame has a strong South Carolina connection; this writer is its Chairman, and the Palmetto Chess editor is a Trustee of the U.S. Chess Trust, which legally owns the Hall of Fame. In addition, Rea Hays, a former S.C. champion now in Tennessee, is a member of the Hall of Fame Committee.

1993 S.C. SCHOLASTIC CHAMPIONSHIP

Mar. 6, S.C. Scholastic Championship, 4-SS, G-45, Tremont Motor Inn, Knox Abbott Drive, Cayce, SC 29033 (across the Congaree from downtown Columbia). 2 sections: High School, open to grades 12. Middle School, open to grades 8/below. Both, EF: \$2. USCF memb.req'd. Trophies and plaques for champions, top schools, top out-of-state. Other states may enter, but ineligible for state championship title. Reg. 8-9:30 am. Rds. 9:45-12:45-2-3:45. Info: John McCrary, 1520 Senate St., Apt. 129, Columbia, SC 29201. (803) 256-1024 evenings.

SOUTH CAROLINA HISTORICAL HIGHLIGHTS

by John McCrary

Periodically, I like to review the history of S.C. chess for our new readers. Most of this information has been recently discovered.

Chess history here began with the Morphys - the early Morphys, that is. Paul Morphy's grandfather, Don Diego Morphy, moved to Charleston in 1795, where he served as Spanish consul. After the death of his first wife in 1797, he married Paul's future grandmother. Paul's father and uncle were born in Charleston before the family moved to New Orleans in 1809. The headstone of Don Diego Morphy's first wife is still standing in the cemetery of the Catholic Church on Hasell Street. (Turn right and take 10 paces from the front fence.) The Morphys lived first on King Street, then Meeting Street, though precise locations are not known.

The great chess automaton was exhibited in Charleston in late 1834. Its exhibitor was buried at sea off the Charleston coast not long thereafter. In 1859, the first American chess magazine outside of New York was published in Charleston. It lasted only two issues; but its principal editor, who used only his initials, W.P.J., was recently discovered to have been William Plumer Jacobs, founder of Presbyterian College.

The first known South Carolina champion was Isaac Orchard, a Columbia native, in the 1880's. Orchard won the state's first known major tournament in about 1882 in Spartanburg. (An earlier tourney occurred at Charleston Junior College in 1859; but no details are known.)

The S.C. Chess Association was founded July 26, 1926, at the Columbia YMCA. It died, but was reorganized in 1948.

In 1974, the S.C. Chess Association helped host the Quantified Match for the World Championship in Augusta. In 1989 and 1990, the U.S. Women's Championship occurred at Converse College in Spartanburg.

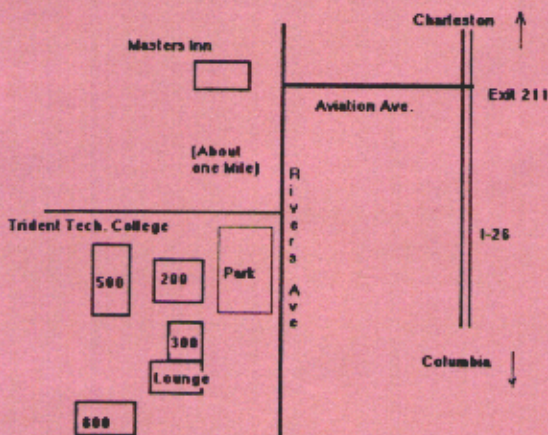
COMING EVENT:

21st SNOWSTORM SPECIAL:

February 27-28, 1993. SITE: Trident Tech College, Building 200, 7000 Rivers Avenue (Highway 52), North Charleston, SC. ENTRY FEE: \$20 by 2 - 24 - 93; \$25 at site; School (K - 12) \$10. PRIZES: \$750 b/50: (50% Guaranteed - most EFs returned) 1st - \$200; 2nd - \$150; A - B - C - U1400 each \$100; USCF (only) to Top Scholastic; UNRated based on performance rating after round four; more \$\$ per entries. TIME LIMIT: 35/90; SD/60. ROUNDS: 10 - 2 - 7; 10 - 2:30. ENTER: Charleston Chess Club, P. O. Box 634, Sullivan's Island, SC 29482-0634 (803) 883-3783 (after 1 pm). REGISTRATION: 9:00 -9:50 A. M. MOTELS: Knights Inn (803-744-4900/800-845-1927) \$27 - \$40; Masters Economy Inn (803-744-3530/800-633-3434) \$28 - \$37; Northport Inn (747-7691) \$27 - \$31; Royal Scotsman Inn (744-7415) \$21 - \$25; (Prices subject to change).

*** CLASS PAIRINGS ***

Players who can no longer win a place prize may be paired with other players in their own class whenever possible on Sunday. This allows for more direct head-to-head matchups to determine clear class prize winners.



Palmetto Chess is published quarterly by the South Carolina Chess Association, a non-profit membership organization that organizes and promotes chess competition in South Carolina. The SCCA is the USCF state affiliate for South Carolina. Membership is \$8 per year, or \$3 for juniors under 19; adults may buy a regular USCF and SCCA combined membership for \$34 total, through the Treasurer (Address below)

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