

Palmetto Chess

Published by the South Carolina Chess Association

Three Tie for First in S. C. Open

Three players tied for first place in the 1994 S. C. Open at Greenville in June. The winners included Experts Terry Auvil and David Cole, and Class B player David Garvey! Each scored four wins and a draw from his five games.

A total of thirty-five players participated in this year's Open, setting a new record for the event. A total of six states were represented, and almost half were from other states.

We congratulate organizer Bill Corbett on the success of this event. A complete crosstable is given in this issue.

Also in this issue:

--Reviews
--Comments
--Games
Read On!

July 1994 Volume 29, No. 3

PRESIDENT'S PAGE

by John McCrary

Recently, Palmetto Chess Club members were reminded that this is a small world indeed; two of the victims of the crash of Flight 1016 had a connection with the club. Dr. Jim Fant, who was one of the fortunate few to survive, and one of the first to give an account of the tragedy on national TV, has been an active member of the Columbia chess community since his teens. Although his Air Force duties have kept him away, he did visit the club not long before the crash. Sadly, Cindy Welch, a Tremont Motor Inn desk clerk well known to chessplayers because she is often on duty during chess events, lost her mother in the crash.

The State Championship has been set for the Tremont on October 22-23. After discussions with a number of players, it was decided to stay with the two-day format. The possibilities of an optional Friday round, or a speed-chase championship on Friday night, were dismissed because expected poor attendance would not justify the additional night. There was also concern that Friday-night play would discriminate against out-of-town players. Unfortunately, the two-day format makes scheduling a state speed-chess championship virtually impossible. The tourney ad is elsewhere in the issue.

There was an unusual coincidence involving Columbia-area players in a recent edition of Chess Notes, an international publication based in Geneva. Chess Notes had asked its readers worldwide to define "combination." Of the replies received from Europe and the US, Chess Notes chose submissions from Irmo's Philip Laresn and from this author to publish, along with a handful of other submissions from as far away as Madrid. The Chess Notes discussion was then published in Inside Chess. (Persons interested in subscribing to Inside Chess may call 1-800-26-CHESS. Inside Chess is published by GM Seirawan in Seattle.)

Readers of Palmetto Chess may recall that I predicted that the movie "Searching for Bobby Fischer" did not have enough sex and violence to be a box-office hit. Recently, I saw a chess movie on HBO that solved that "problem." The movie ("Knight Moves" I think was the title), had a chess master who became a serial killer of women. He imagined the city as a giant chessboard, with his victims being chosen by their location in the appropriate "squares," corresponding to the moves of a chess game known only to him. He did all this in order to act out two childhood traumas: (a) the loss of a scholastic game; (b) the subsequent murder of his mother in a domestic incident. The hero of the movie was a handsome grandmaster (who was a great lover, incidentally) who used a chess database to figure out the game being followed by the killer. (It turned out to be the traumatic scholastic game the killer had lost years earlier to the hero-grandmaster.) Give me "Searching for Bobby Fischer," (which is now at the video rental stores) any day!

The preceding paragraph reminds me that I know a fellow who brags that he has a cousin who writes scripts for HBO. If I had a cousin doing that, I think I'd keep it quiet!

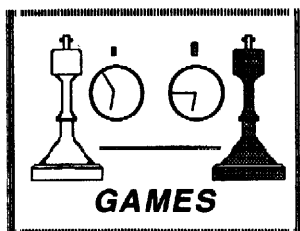
Some of us recall the good old days of the early 70's, when many bookstores carried dozens of chess titles. Well, one Columbia bookstore is doing that now. The new giant Waldenbooks at Columbiana Center has about 40 chess titles on the shelves. Those titles include some advanced works by Mednis, Silman, et al, as well as an Oxford Companion and books on tactics and strategy. The Columbiana Center is located at I-26 and Harbison Boulevard, just above Columbia. If any other South Carolina stores can rival that, I would like to mention it in Palmetto Chess. The Columbiana is, incidentally, a very nice family mall with rides for the kids in a huge food court. It also has a "Boardwalk and Park Place" store specializing in board games, with a few chess novelties and an occasional used chessbook or two.

Please note my change of address on the back of the magazine. Don't forget our tournaments coming up in Charleston (August) and Columbia (October).

BOOK REVIEW

Official Rules of Chess, David McKay Chess Library, 1993.

The new rulebook is out, reflecting seven years of the evolution of chess practice since the last rulebook. For example, the proliferation of sudden-death time controls, which have caused many disputes, are thoroughly covered in the new rulebook. Henceforth, any T.D. faced with an "insufficient losing chances" claim in sudden death, will find the claim much easier to resolve. Virtually every other common question of rules interpretation is spelled out much more clearly than ever before. The book's incredible size (370 pages!) is deceptive, since it includes much information beyond the rules: e.g., tips on directing, organizing, and even playing; the basics of the rating system; FIDE regulations,; etc. It is very easy to read and use, and written in simple, clear, and unambiguous language. The new rules are in effect now; so don't give your opponent an edge by being tardy to get your copy!



As we haven't had any games given us to print, and I haven't played any either, here are some games from publications we exchange with. The first is from the Southern Class Championships at Jekyll Island this past June. Expert Less Bedell played White against Senior Master Martyn Corden, and learned a few things about the exchange Ruy Lopez. The game and the notes are from the Jacksonville Chess Club News of Florida.

1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Bxc6 dxc6 5 O-O Bg4 6 h3 h5 7 d3 Qf6 8 N1d2 Ne7 9 Re1 Ng6 10 d4 Nf4 11 hxg4 hxg4 12 g3! Soltis gives 12 Nh2? Nxg2 13 Kxg2 Rxh2+ 14 Kxh2 Qxf2+ 15 Kh1 g3 winning. But the Chessmaster 4000 program found an improvement: 13 dxe5 Qh4 14 Ndf1 Nxe1 15 Qxe1, about equal.

12--gxf3!

12--Qh6 is premature, because of 13 Nh4 g5 14 Qxg4 gxh4 15 gxf4. Also after 12--Bb4 13 gxf4 Qh6 14 Kf1 Qxf4 15 Nxe5 Rh1+ 16 Ke2 Rh2 17 Nd3 Qh6 18 Nf1 and White resigned in Adorjan-Horner, London 1975.

13 Qxf3 Ne6 14 Qf6?!

Corden recommends 14 dxe5 Qh6! 15 Nb3 Qh2+ 16 Kf1 Bc5! with great complications. The Chessmaster

program recommends here 17 Bf4, and evaluates the position slightly in White's favor.

14--gxf6 15 dxe5 Nd4 16 Rf1 Nxc2 17 Rb1 fxe5 18 Nc4 Bd6 19 Bg5 b5 20 Bf6 Rh6 21 Nxd6+ cxd6 22 Bg5 Rg6 23 Bd2 Ke7 (CM prefers 23--Rg4) **24 Kg2 Rh8 25 Rh1 R6g8 26 Rxh8?** (CM recommends 26 Bc3 c5 27 Rc1=) **Rxh8 27 Rc1 Nd4 28 Be3 c5 29 Bxd4 exd4 30 e5? c4 31 Kf3?? dxe5 32 Ke4 Ke6 33 a3 Rh2 34 Rc2 f5+ 35 Kf3 e4+ 0-1**

Here are a couple of miniatures from *Chess in Indiana*, played between lower rated players. They have some instructive tactics.

Calisto vs. Scott, Giuoco Piano

1 e4 e5 2 Nf3 Nc6 3 Bc4 Nd4!? 4 c3 (not 4 Nxe5? Qg5; but 4 Nxd4 exd4 O-O is \pm) **Nxf3+ 5 Qxf3 Nf6 6 d3** (or 6 d4 d6 7 h3) **c6 7 a4?** (7 O-O) **d5 8 exd exd 9 Bb3?** (9 Bb5+ Bd7 =) **e4 10 dxe dxe 11 Qd1 Qb6 12 Be3 Qa6 13 Nd2 Bg4 14 Qc2?? Qe2#.**

Gallagher vs. Durham, Sicilian Defense:

1 e4 c5 2 Nf3 d6 3 d4 xcd4 4 Nxd4 e5!? 5 Nf3 (or Nb5) **Nf6 6 Nc3 Be6 7 Bd3 Nc6 8 a3?** (waste of time) **d5 9 O-O Bd6 10 Re1 O-O** (walking into a combination) **11 exd Nxd5 12 Nxd5 Bxd5 13 Bxh7+** (winning a pawn, and more as it is played) **Kxh7 14 Qxd5 f6 15 Re4! g6? 16 Rh4+ 1-0** White will mate.

THE MYSTERIES OF CHESS HISTORY

by John McCrary

Chess has the best-researched history of any game, thanks to its literature dating back more than a millenium. But there are major gaps in the record, leaving some very basic questions wrapped in mystery. In this article, we will select some of those mysteries and offer an explanation (but not necessarily the only one!) for each.

The First Mystery: How did chess originate? Chess can be definitely traced to about the 7th century A.D. in India and Persia. At that time, it was a war-game based directly on the Indian Army, with the ruler and his minister leading elephants, cavalry, chariots, and infantry. Those have evolved into the six types of modern chessmen: king, queen, bishop, knight, rook, and pawn, respectively.

But how did that game come into existence? Was it simply invented, or had it evolved slowly from ancient games? (Keep in mind that the difference between "invention" and "evolution" is one of degree; evolution is a series of small inventions, while inventors build on earlier ideas.)

Many historians argue for the "evolution" theory, on the grounds that a game as great as chess could not have sprung from a single mind. But this writer disagrees with that argument. After all, Einstein's theory of relativity, Newton's law of gravitation, and the plays of Shakespeare all came from single minds! If the illiterate Sequoia could devise an entire alphabet, someone else could conceivably have created the basis of chess.

Such an hypothesized inventor of chess did have the advantage of earlier ideas. There had been earlier board games with pieces capturing each other in two dimensions, though there is no evidence of any such game with more than one or two kinds of pieces. Also, the 64-square board had existed in India for centuries, although the scanty evidence suggests that it was used for a race-game completely unlike chess.

Our presumed inventor would have had one basic new idea: make a war-game with several kinds of pieces corresponding to the elements of a real army. In real war, men differed in value (the king had to be protected) and in mobility (cavalry could outrun infantry). Our inventor might have reflected those mobility differences by having men move at different "speeds": e.g., horses moved two squares (as our knight), while unmounted men (ruler, minister, foot soldier) moved only one.

The resemblance between early chess and Indian warfare is apparent in the famous battle between Alexander the Great and King

Porus of India. Porus used infantry, elephants, chariots and cavalry, with the latter two forces placed on the wings (as in chess). King Porus fought as an active warrior (as the chess king does). The battle ended when Porus himself was wounded and then captured (checkmate!).

The fact that early chess nomenclature corresponded so closely to the Indian army, with the mobility of pieces roughly corresponding to real life (men went one square, horses two), argues for an invention rather than a haphazard evolution. So does the fact that all multi-piece games yet discovered have the basic elements of chess (e.g., all have two horsemen next to the corners, with our knight's move; all have a single king in the center, moving one square, etc.). If chess evolved, move-by-move, from ancient games, some of the precursor "missing links" should turn up; until they do, the "inventor" hypothesis will remain viable.

The Second Mystery: Why are there bishops in chess? Bishops are not warriors. The bishop entered chess in Medieval Europe, replacing the elephant. In those days, real-life bishops were often fiefholders who gave military service to the king. In Will Durant's book, The Age of Faith (Simon and Schuster, 1950, p. 564), he observes that "bishops and abbots accoutered with armor and lance became frequent sights in Germany and France." Remember that the pope waged war as well!

The need for a name change probably came from the European's unfamiliarity with elephants. Some have suggested that the Arabic word for elephant, meaningless to Europeans, was confused with more familiar words, and that one such confusion of terms resembled a word for bishop. Others suggest that the Arabic chess-elephant was so abstract in form (to satisfy the Koran) that it resembled a bishop's mitre.

The Third Mystery: Why is the queen stronger than the king? I think that there is an obvious historical reason for this unique feature of chess, one that does not have to postulate the "Oedipus Complex." The historical explanation has to do with the abrupt change in chess rules that occurred around 1480, when the queen and bishop were given their modern moves. Before that time, the queen had been a weak piece which moved just one square diagonally, while the bishop, which leaped exactly two diagonal squares, was actually weaker (since it could reach only eight squares). In earlier centuries, the queen had been a male minister, and the bishop an elephant, with the same weak moves.

The inventor of the new moves (we know this was a single invention) obviously decided to introduce a new piece to speed up play. That piece would move like the rook but along diagonals; it had already been tried as an extra piece in chess variants (such as "Courier Chess"). Then our inventor had a second idea: have a piece that could move along any line, orthogonal or diagonal. The success of these changes was assured by the inventor's third idea: use the existing 32-man chess set, without adding pieces.

It was obvious that these three ideas could be implemented best by taking the two weakest pieces, the queen and bishop, and giving them the newly-invented moves. Giving the new diagonal moves to the bishops worked perfectly; they could cover all 64 squares together. That left the queen as the logical choice for the powerful piece, particularly since the inventor did not want to have two such super-strong pieces; and of course the king could not be made super-strong. (Who knows? Maybe the inventor was a woman!)

The Fourth Mystery: How did the knight's move originate? There are various theories on this; one theory, for example, was presented in Chess Life in an article by Frank Camaratta. I would like to offer another theory of the knight's move. The presumed inventor of chess, I believe, wanted the horse's move to reflect one of the most important characteristics of cavalry, the ability to "wheel and turn." The horse (later knight) "turned" in mid-move. The horse's move was to prove a most fortunate choice, as it has remained through all varieties of chess.

There are many other mysteries of chess history. The Oxford Companion to Chess deals with hundreds of them, as does the History of Chess by Murray, and Eale's Chess - The History of a Game. All are highly recommended.

Oct. 22-23 South Carolina CHAMPIONSHIPS. 5-SS, 35-90, SD/60, Tremont Motor Inn, 111 Knox Abbott Drive, Cayce (Columbia) S.C. 29033. \$\$\$ (500 b/40). 3 Sections: CHAMPIONSHIP, open to S.C. residents, including students and military. \$\$ 250:100-75-50-25, trophies to top 2. Amateur, open to U1900. \$ 150: 60-40, U1700 30-20, trophy to 1st. Reserve, open to V1600. \$\$100:40-30, U1400 20-10. All EF: \$25 if received by 10-20, \$30 at site. SCCA membership required, \$8. OSA. Reg. 8-9:15 am. Rds. 9:30-2:30-7:30, 9:30-3:30. HR: Call (803) 796-6240. SCCA Annual Meeting 10-23 at 2:30 pm. ENT: S.C. Chess Association, 564 Rainbow Circle, West Columbia, SC 29170. NS. NC. W. Information: call (803) 796-2651. Out-of-state may enter lower sections.

Just Another Violent Video Game?

I'm deeply concerned about "Battle Chess" and the effect playing this game has on children. More and more often in my chess classes I hear pieces "killing" each other, when it used to be "capturing". I get many graphic descriptions of the various methods used by the pieces in "Battle Chess" to get each other off the board. Why does this concern me?

My purpose for teaching chess to children is to show them that they can think creatively, solve problems, think of many different ideas at once that embrace a whole concept, and that they can remember patterns and positions.

Scenes of graphic violence are mesmerizing and numbing. Why do adults teach children that killing is fun and entertaining? Why present to children the game of chess in this way?



Print your best games, analysis or an opening booklet! Use your favorite Windows 3.1 or Macintosh word processor and the Linare's TrueType chess fonts. The *American Chess Journal* uses Linare's for its chess diagrams and figurine notation. Scalable to any size, four diagram borders, fifty annotation symbols, thirty foreign language symbols, PostScript and an excellent 8 page User's Guide. Specify PC or Mac and send \$29 to: Alpine Electronics, 526 West 7th St., Powell, WY 82435 **Money-Back Guarantee**



1. ♕e5 ♖f6
2. ♔g1 ♗xg7
3. ♖xg7 ♖b2



The Editor's Notes

A Crisis of Leadership?

At our 1993 annual meeting the nominating committee of the SCCA was unable to find a candidate for the position of Secretary, and despite John McCrary's stated wish that he be replaced as President, no other candidate was found. Your editor was drafted as Vice President without seeking that role. Not for the first time, the SCCA was suffering from a shortage of leaders. In talking to John this month I learned that the situation has not improved. No one new has indicated to him an interest in taking a leadership role in our organization.

As in any organization, the quality of leadership can have a huge effect in the success of the SCCA. We are fortunate to have had dedicated leaders in John and Pat Hart, and without them the SCCA could hardly function. We can't expect them to go on forever. We need a Secretary. We ought to have another Vice President. All in all, there is a compelling need for new people to come forward and take on some of these responsibilities.

Changing the subject, another thing for which there is a compelling need is games. I don't want this magazine to be just an exercise in creative writing, or a compilation of material from other magazines; but this is what I have to put in! What I need is games, your games, games by SCCA members! Think about sending some in! If you want to add notes, that will be great,

but you don't have to. We'll provide notes and diagrams.

Of course, I'd also like other material of all kinds: club reports, first person reports of chess activities, analysis, comments, whatever! Otherwise, this magazine will stay very thin.

Changing the subject again, both John McCrary and I will be attending parts of the USCF annual meetings in Chicago this summer. John is our official delegate to the USCF, and has the authority to vote on national measures. As you have seen in *Chess Life*, there will be a proposal before the meeting to raise regular dues by 33%. Something like this comes up every time the membership starts to rise. For some reason no one in the USCF has the foresight to raise dues by a couple of dollars every couple of years, so a big increase is brought forward that will have a large negative impact on organizers and membership.

Having no such authority, I won't be attending this meeting. But the weeks of the U. S. Open are full of other interesting stuff. During the first week there are workshops nearly every day on one special interest item or another: youth chess, master affairs, rules, journalism, and so on. This year for the first time there will be a meeting on the operations of the U. S. Chess Trust, of which I am a trustee. Should you ever have the opportunity, spend a few days at the Open. You will have the chance to play some skittles, and meet a lot of interesting chess players and personalities!

COMING EVENTS!

CHARLESTON CLASSIC XIV: August 27-28, 1994.

SITE: HoJo Inn, I-26 (Exit #215) & Dorchester Road, North Charleston, SC.

ENTRY FEE: \$30 by 8 - 24 - 94; \$35 at site; School (K - 12) \$5.

PRIZES: \$1000 b/60: (50% Guaranteed) 1st - \$200 (Gtd.); 2nd - \$150 (\$100 Gtd.); 3rd - \$50;

A - B - C - U1400 each \$100-\$50; USCF (only) to Top Scholastic; UNRated based on performance rating after round four.

TIME LIMIT: 35/90; SD/60. ROUNDS: 10 - 2 - 7; 10 - 2:30.

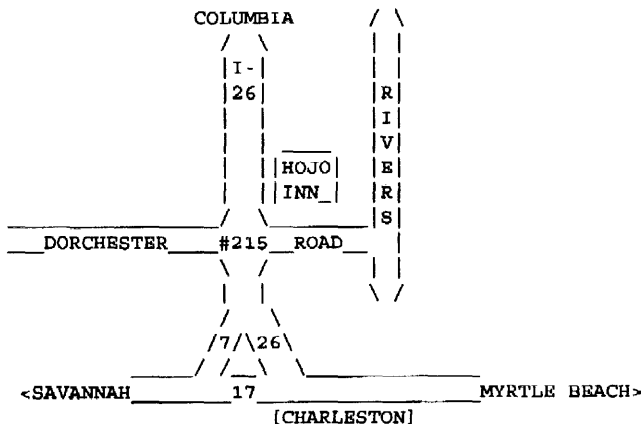
ENTER: Charleston Chess Club, P. O. Box 634, Sullivan's Island, SC

29482-0634 (803) 883-3783 (after 1 pm). REGISTRATION: 9:00 - 9:50 AM.

MOTEL: HoJo Inn (803-554-4140) \$35 (up to 4 per room - mention tournament)

*** CLASS PAIRINGS ***

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



Cross-Table, 1994 South Carolina Open

#	Player	Rating	Score by Rds					Total
			1	2	3	4	5	
1	Wayne G. Williams	2143	W19	L10	W23	L16	W20	3
2	Terry Auvil	2120	W20	W13	W9	W3	D4	4.5
3	Karl Ehram	2079	W22	W16	W8	L2	L17	3
4	David A. Cole	2078	W21	W15	W10	W7	D2	4.5
5	Joseph Cummings	1927	W23	D18	L14	W24	-	2.5
6	Mike Williams	1924	W24	L17	Bye	W19	L13	2.5
7	Lloyd Bond	1913	W25	W29	D17	L4	W15	3.5
8	Gregory A. Frady	1873	W26	W30	L3	D15	W14	3.5
9	Haskell L. Glover	1872	W27	W26	L2	W22	--	3.5
10	Kyle Oody	1862	W28	W1	L4	W21	W16	4
11	Michael R. Landau	1764	L29	L14	--	--	--	0
12	Thomas A. Cooper	1745	L30	L25	W33	D28	--	2
13	Albert M. Cantrell	1720	W31	L2	D24	W18	W6	3.5
14	Louis W. Adams	1700	Bye	W11	W5	L17	L8	2.5
15	C. Stanley Lowery	1671	W32	L4	W29	D8	L7	2.5
16	Joseph W. Sachs	1671	W33	L3	W25	W1	L10	3
17	David Garvey	1663	W34	W6	D7	W14	W3	4.5
18	Michael J. McHale	1616	W35	D5	L21	L13	D29	2
19	Lee M. Cecil	1639	L1	D28	WF	L6	W24	2.5
20	Joseph S. Corbett	1638	L2	W27	W30	Bye	L1	2.5
21	Bruce Goodwin	1601	L4	W31	W18	L10	--	2.5
22	Leroy Dillard	1585	L3	W33	W32	L9	D27	2.5
23	Ricky Dale Evans	1491	L5	W35	L1	L27	W30	2
24	John G. Roberts	1479	L6	W34	D13	L5	L19	1.5
25	Randall L. Altman	1421	L7	W12	L16	L29	W33	2
26	Dean W. Galvin	1385	L8	L9	W34	W30	W28	3
27	Toby Logan	1380	L9	L20	W35	W23	D22	2.5
28	Nathaniel Lyda	1314	L10	D19	W31	D12	L26	2
29	Keith O. Dickens	1291	W11	L7	L15	W25	D18	2.5
30	Ronnie Farmer	1089	W12	L8	L20	L26	L23	1
31	Edwin Claudio	978	L13	L21	L28	L34	L35	0
32	Kevin D. Guthrie	923	L15	WF	L22	L33	D34	1.5
33	Cary Scott Ellison	Unr	L16	L22	L12	W32	L25	1
34	Norbert C. Thiemann	Unr	L17	L24	L26	W31	D32	1.5
35	Chuck Milligan	Unr	L18	L23	L27	Bye	W31	1.5

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. It is the official U. S. Chess Federation state affiliate chapter 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).

Officers are:

President: John McCrary, 564 Rainbow Circle, West Columbia, 29170

Vice-President: M. Lee Hyder, 33 Longwood Dr., Aiken, 29803.

Treasurer: Patrick Hart, PO Box 634, Sullivan's Island 29482.

Secretary: Vacant.

The Editor of Palmetto Chess, to whom contributions should be sent, is Lee Hyder, 33 Longwood Dr., Aiken 29803. (803) 648-8924.

Electronic mail communications may be sent to the Editor (m.hyder@genie.geis.com) or the Treasurer (p.hart4@genie.geis.com)

Palmetto Chess

33 Longwood Dr.
Aiken, SC 29803



Donald E. Lemaster
9/30/94
1471 Pine Street
West Columbia , SC 29169